

Universal computation by quantum walk

Andrew Childs

C&O and IQC
Waterloo

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A Markov process on a graph $G = (V, E)$.

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Stochastic matrix $W \in \mathbb{R}^{|V| \times |V|}$ ($\sum_k W_{kj} = 1$)

with $W_{kj} \neq 0$ iff $(j, k) \in E$



probability of taking a step from j to k

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Ex: Simple random walk. $W_{kj} = \begin{cases} \frac{1}{\deg j} & (j, k) \in E \\ 0 & (j, k) \notin E \end{cases}$

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Ex: Laplacian walk. $M_{kj} = L_{kj} = \begin{cases} -\deg j & j = k \\ 1 & (j, k) \in E \\ 0 & (j, k) \notin E \end{cases}$

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Ex: Adjacency matrix. $H_{kj} = A_{kj} = \begin{cases} 1 & (j, k) \in E \\ 0 & (j, k) \notin E \end{cases}$

Aside: Discrete-time quantum walk

We can also define a quantum walk that proceeds by discrete steps.

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We must enlarge the state space: $\mathbb{C}^{|V|} \otimes \mathbb{C}^{|V|}$ instead of $\mathbb{C}^{|V|}$.

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In this talk we will focus on the continuous-time model.

Quantum walk algorithms

- Exponential speedup for black box graph traversal [CCDFGS 03]
- Search on graphs [Shenvi, Kempe, Whaley 02], [CG 03, 04], [Ambainis, Kempe, Rivosh 04]
- Element distinctness [Ambainis 03]
- Triangle finding [Magniez, Santha, Szegedy 03]
- Checking matrix multiplication [Buhrman, Špalek 04]
- Testing group commutativity [Magniez, Nayak 05]
- Formula evaluation [Farhi, Goldstone, Gutmann 07], [ACRSZ 07], [Cleve, Gavinsky, Yeung 07], [Reichardt, Špalek 08]
- Unstructured search (many applications) [Grover 96], ...

The question

How powerful is quantum walk?

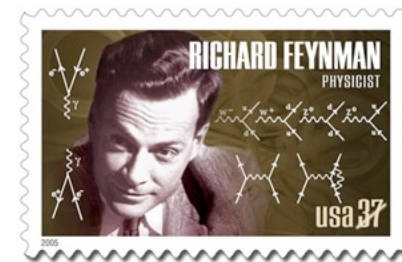
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Loosely interpreted (any fixed Hamiltonian): Yes! [Feynman 85]

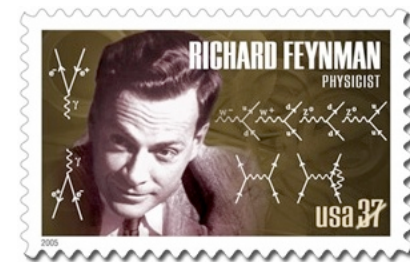


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But what if we take the narrowest possible interpretation?

Continuous-time quantum walk on a constant-degree graph,
Hamiltonian given by the adjacency matrix (no edge weights)

The plan

- Scattering theory on graphs
- Gate widgets
- Simplifying the initial state: Momentum filtering and separation

Scattering theory

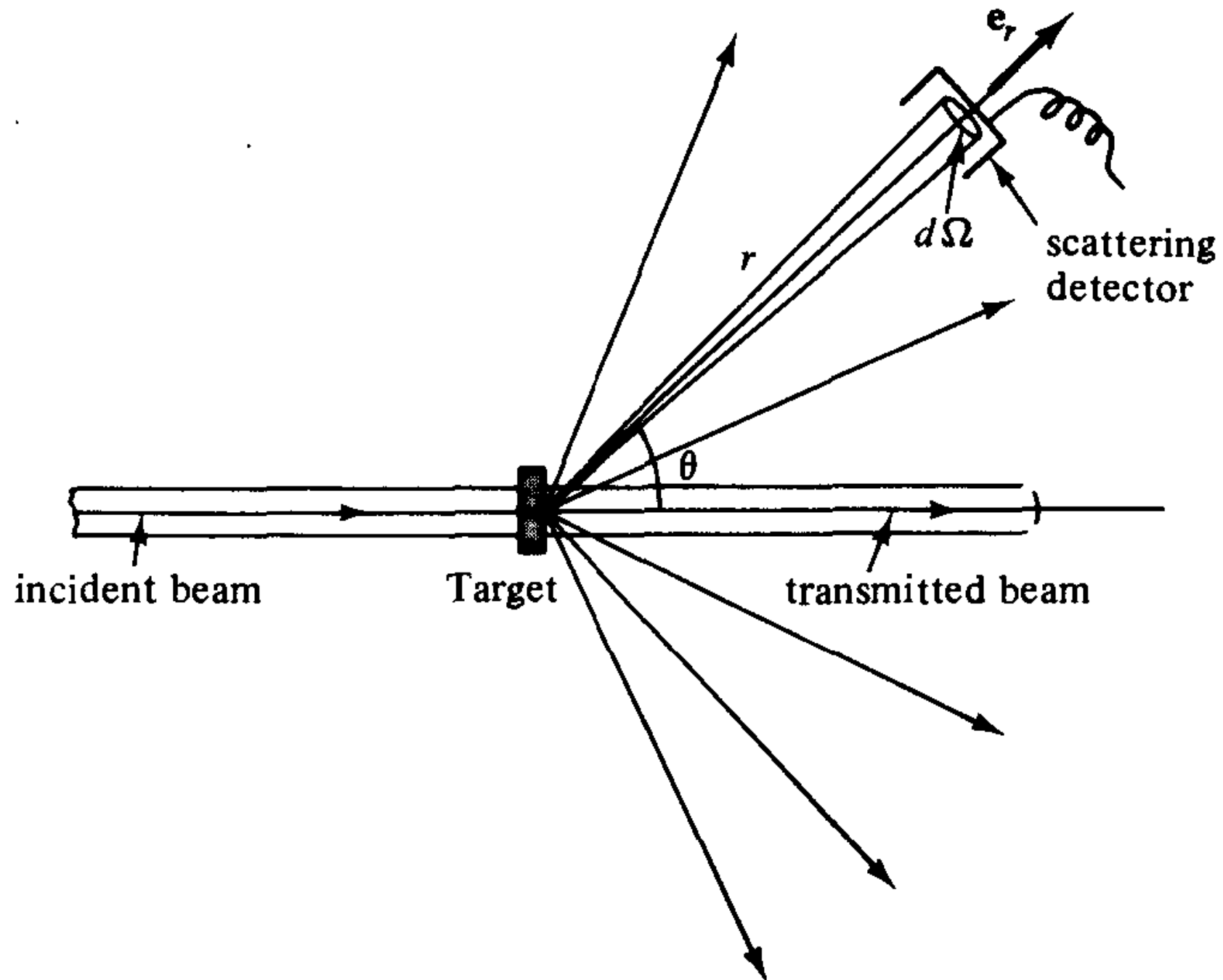
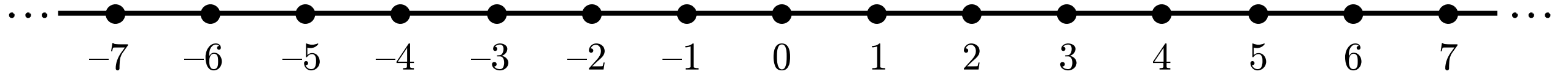


FIGURE 14.1 Scattering configuration.

[Liboff, *Introductory Quantum Mechanics*]

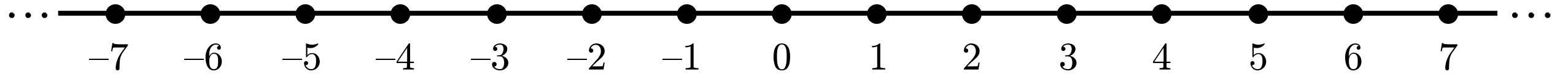
Momentum states

Consider an infinite line:



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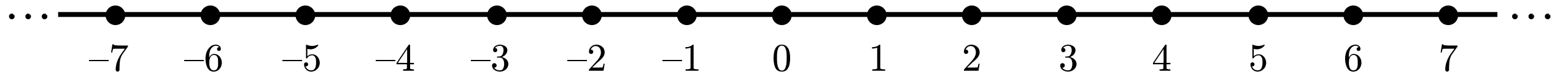
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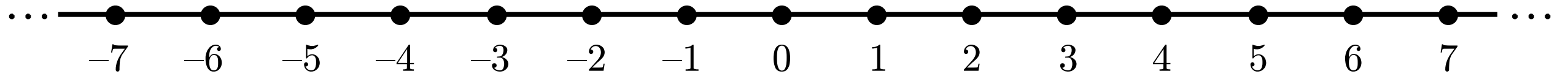
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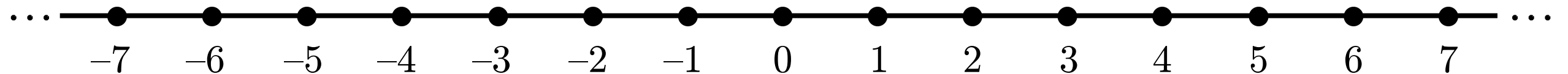
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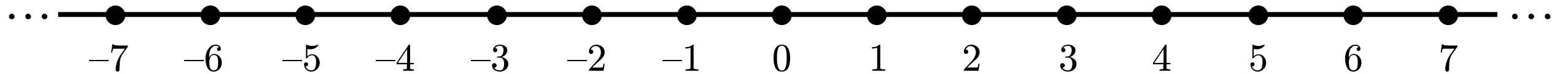
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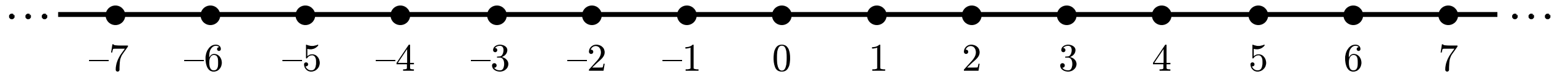
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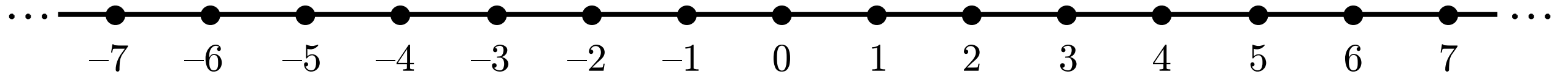
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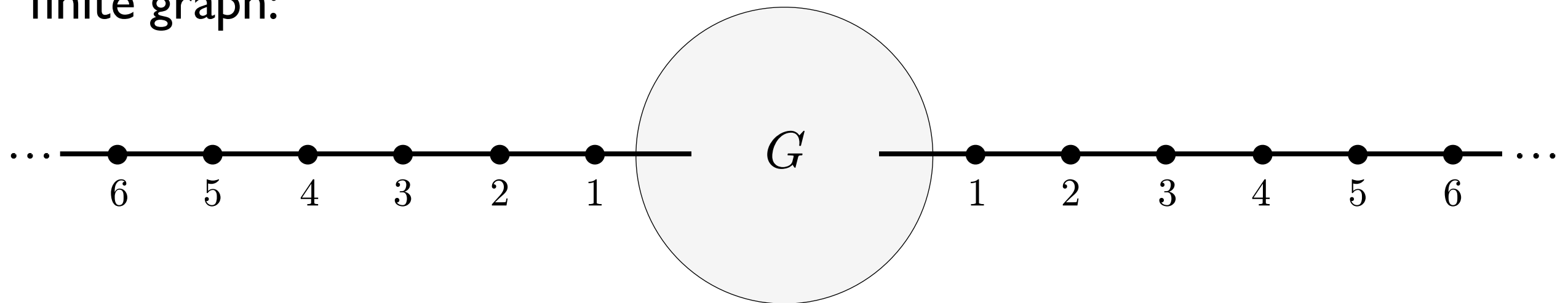
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so this is an eigenstate with eigenvalue $2 \cos k$.

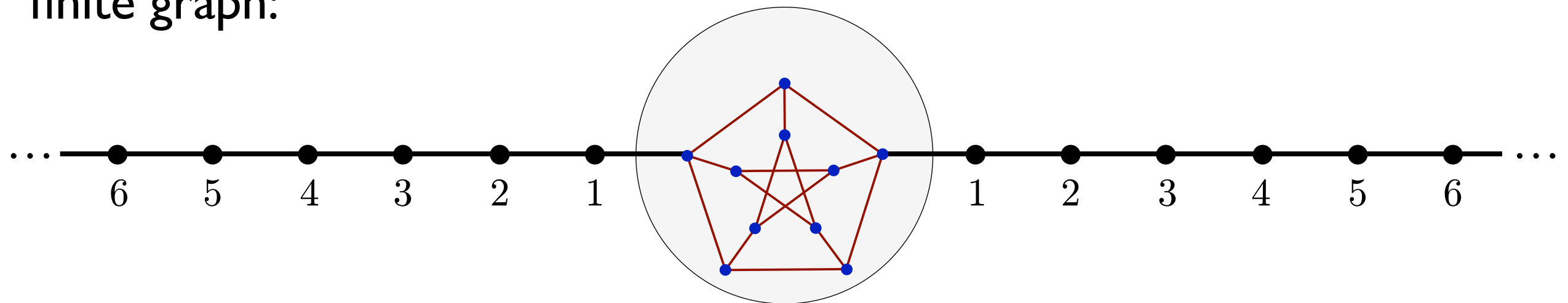
Scattering on graphs

Now consider adding semi-infinite lines to two vertices of an arbitrary finite graph:



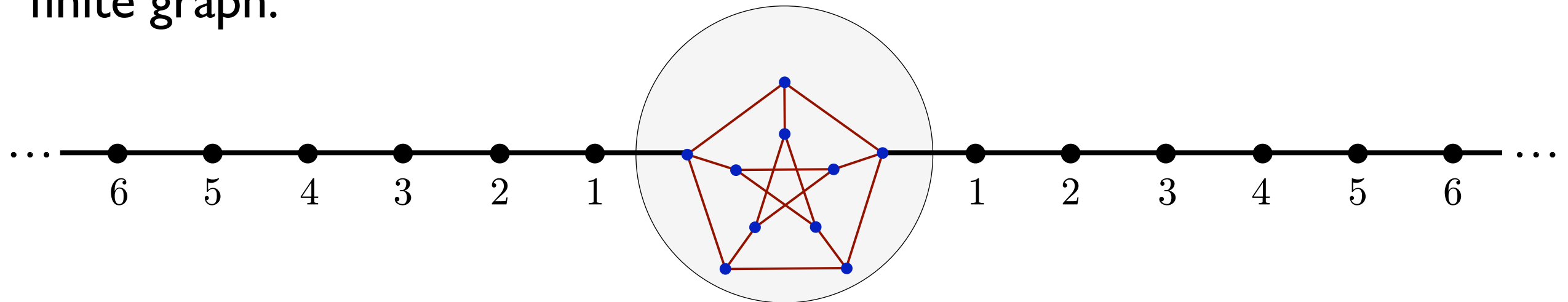
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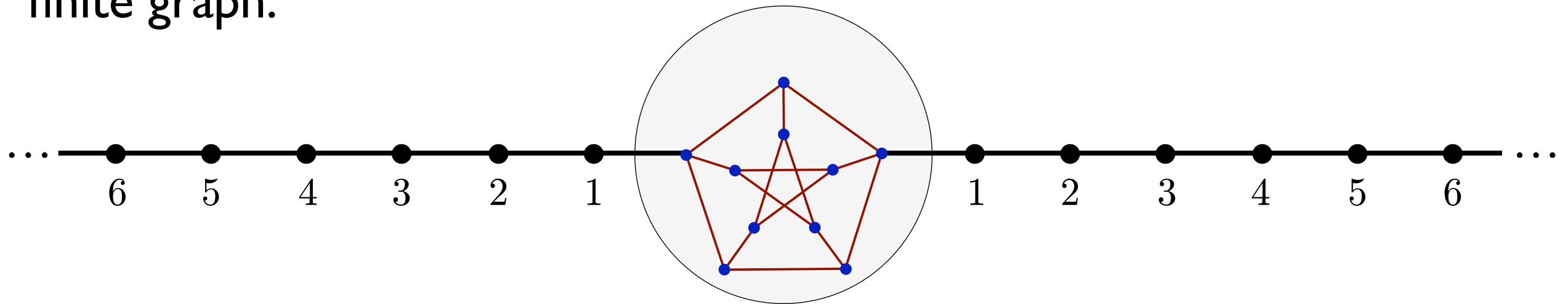
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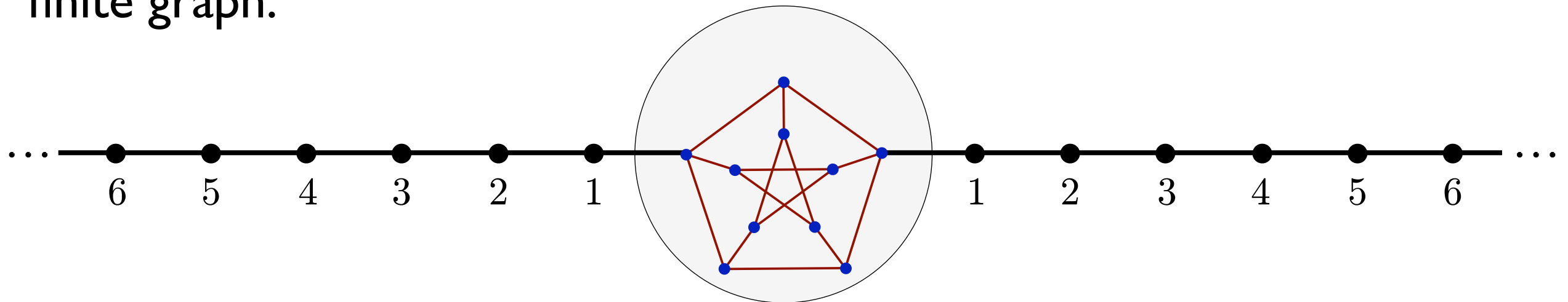


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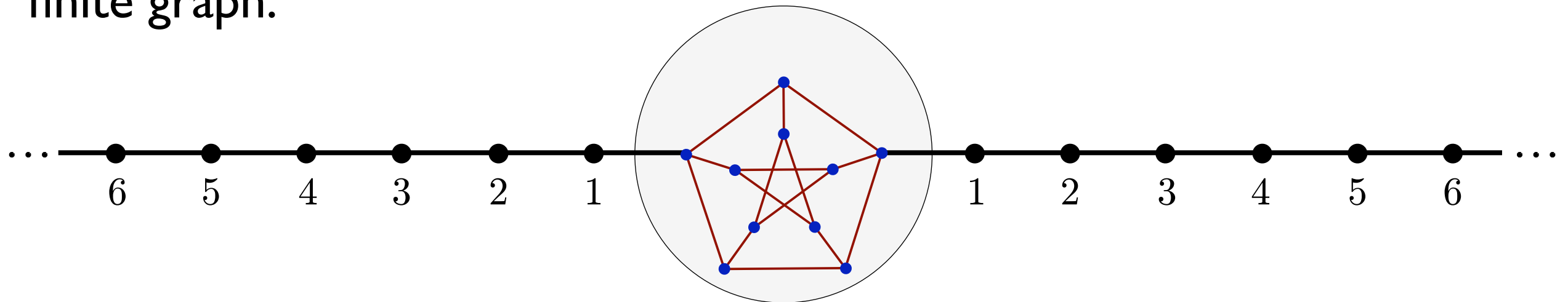
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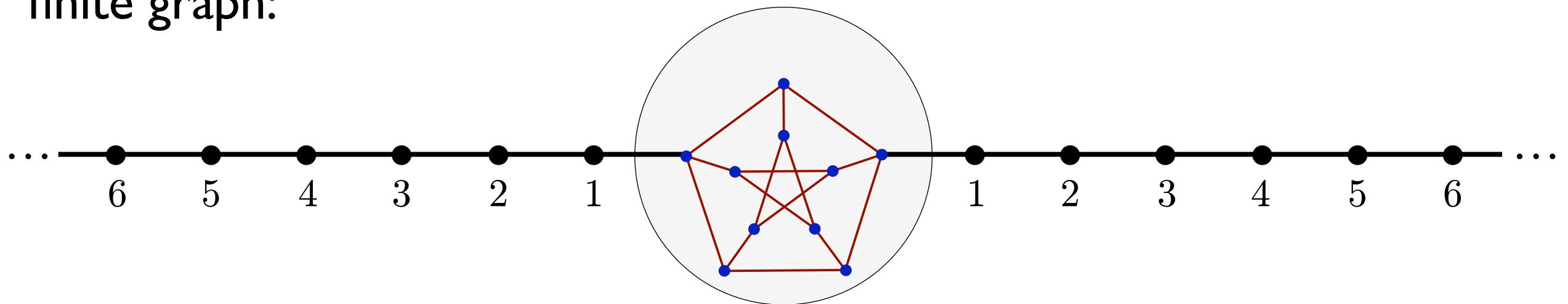
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$$\langle x, \text{left} | \tilde{\kappa}, \text{bd}^{\pm} \rangle = (\pm e^{-\kappa})^x$$

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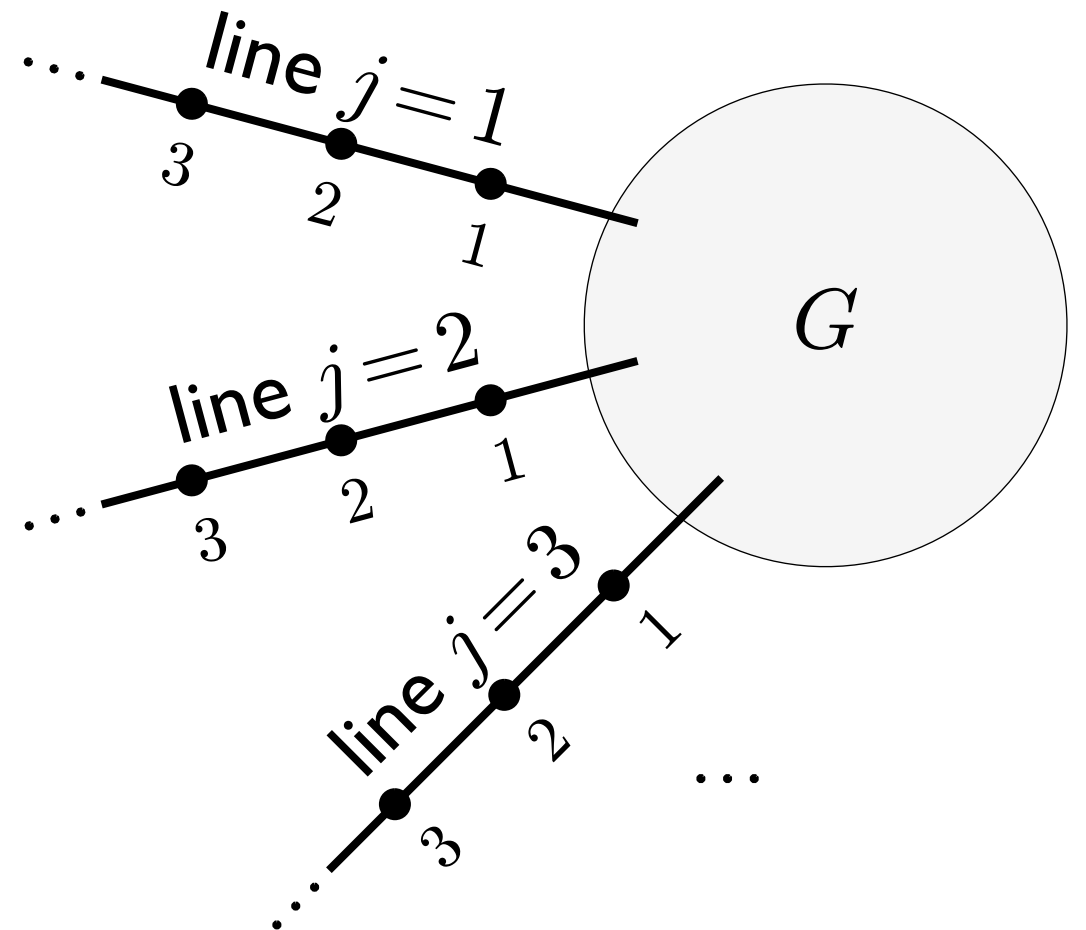
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It can be shown that these states form a complete, orthonormal basis of the Hilbert space, where $k \in [-\pi, 0]$ and $\kappa > 0$ takes certain discrete values.

Scattering on graphs

This generalizes to any number of semi-infinite lines attached to any finite graph.



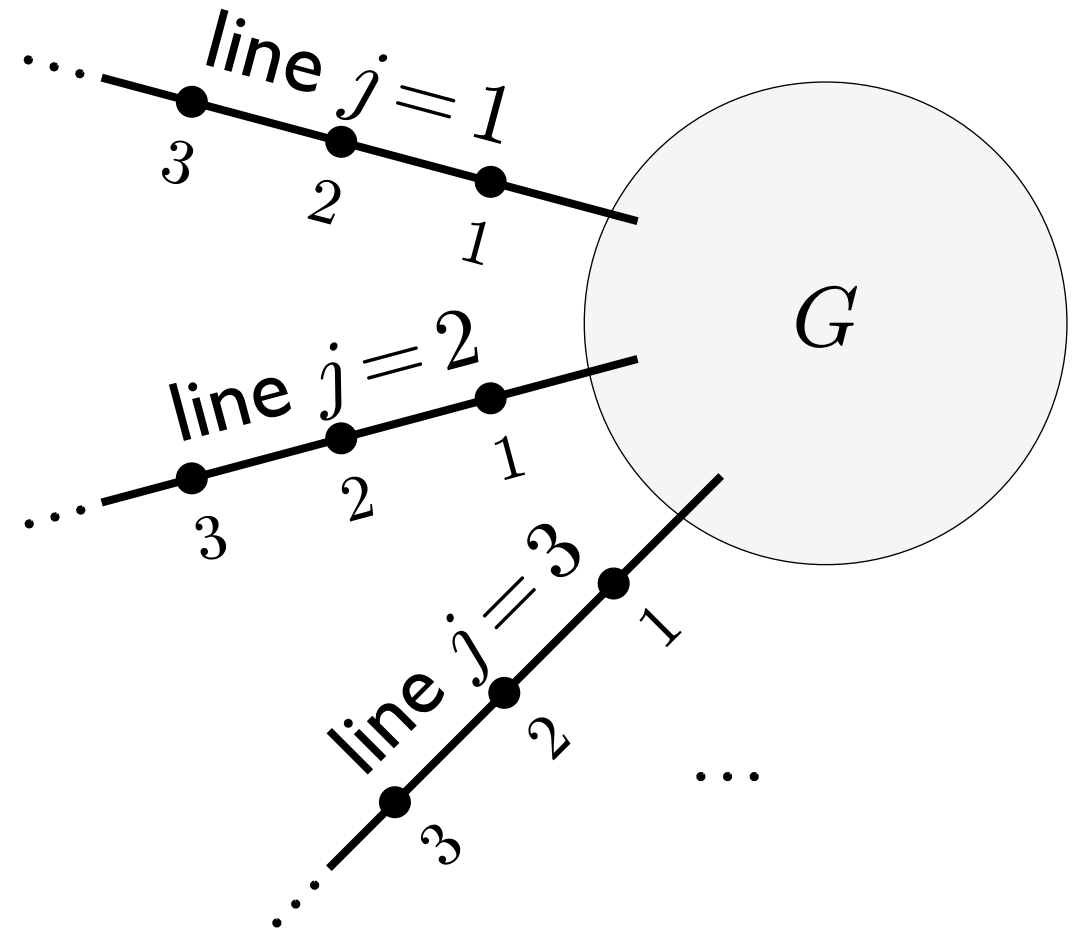
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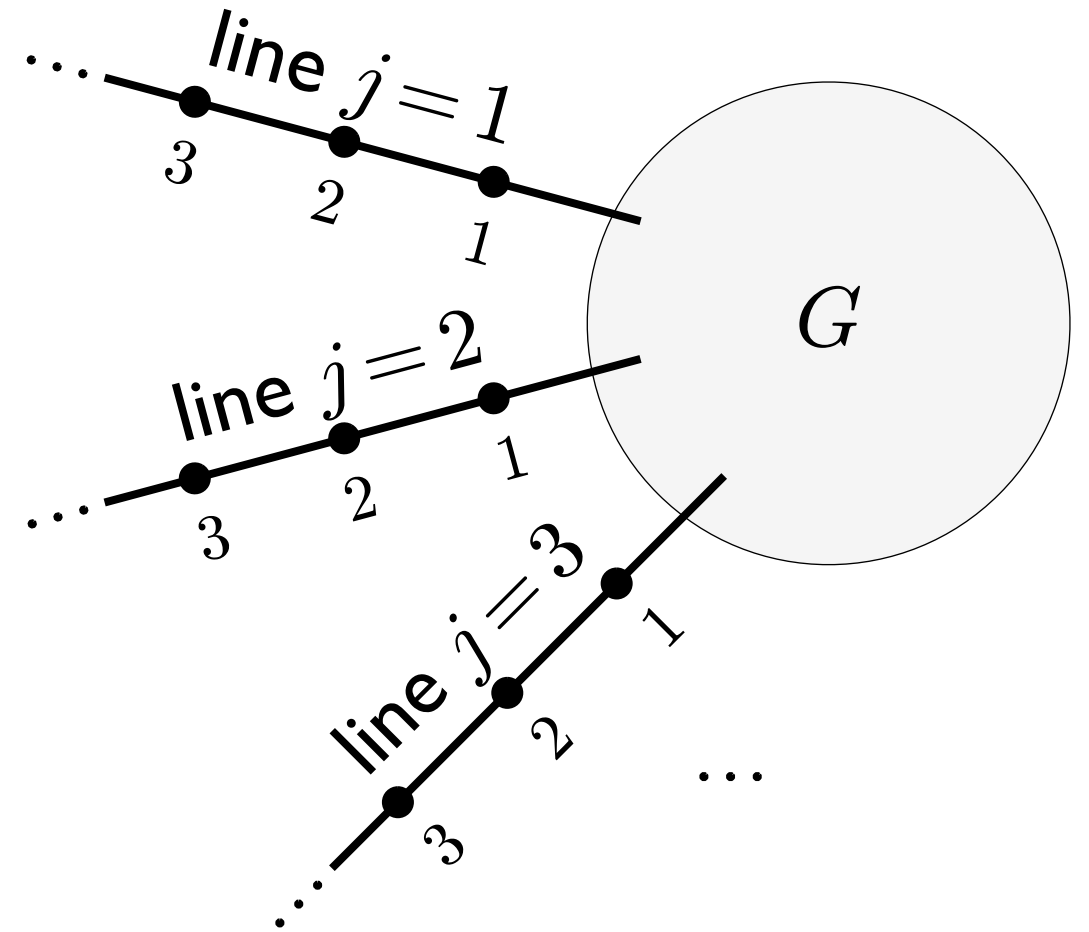
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Bound states:

$$\langle x, j | \tilde{\kappa}, \text{bd}^{\pm} \rangle = B_j^{\pm}(\kappa) (\pm e^{-\kappa})^x$$

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The method of stationary phase

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The phase is stationary for k satisfying $x + y + \ell_{j,j'}(k) = v(k)t$

$$v(k) := \frac{d}{dk} 2 \cos k = -2 \sin k \quad \text{group velocity}$$

$$\ell_{j,j'}(k) := \frac{d}{dk} \arg T_{j,j'}(k) \quad \text{effective length}$$

Finite lines suffice

To obtain a finite graph, truncate the semi-infinite lines at a length $O(t)$, where t is the total evolution time.

This gives nearly the same behavior since the walk on a line has a maximum propagation speed of 2.

E.g., from stationary phase: $|v(k)| = 2|\sin k| \leq 2$.

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Encode quantum circuits into graphs.

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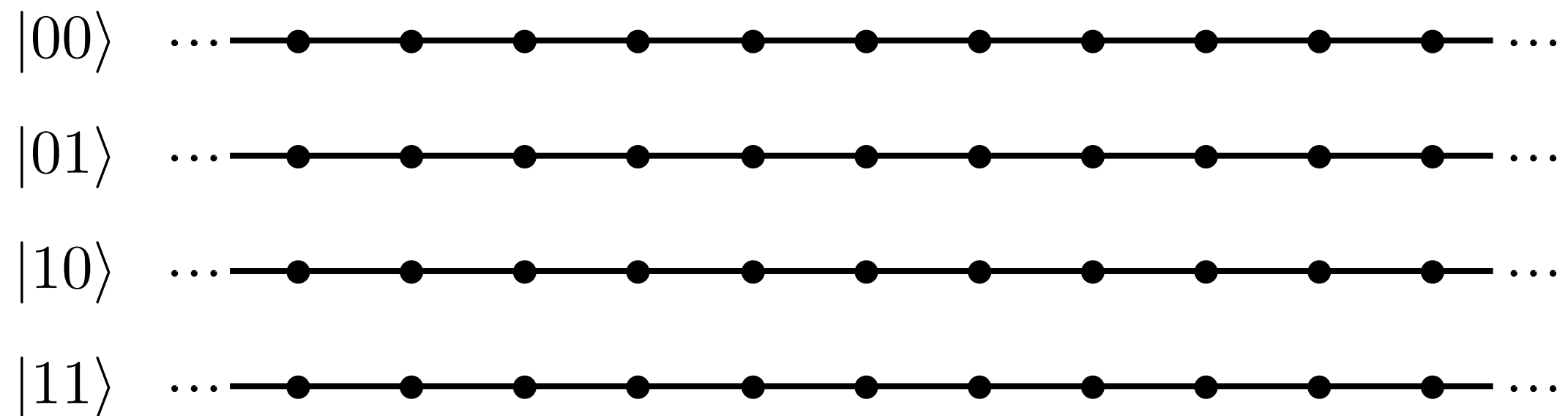
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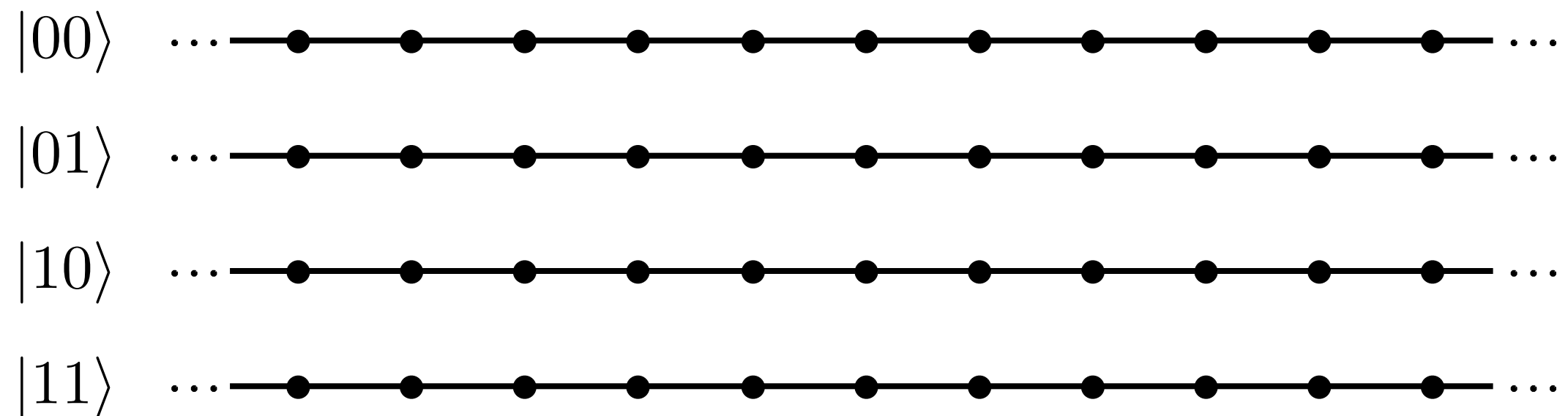


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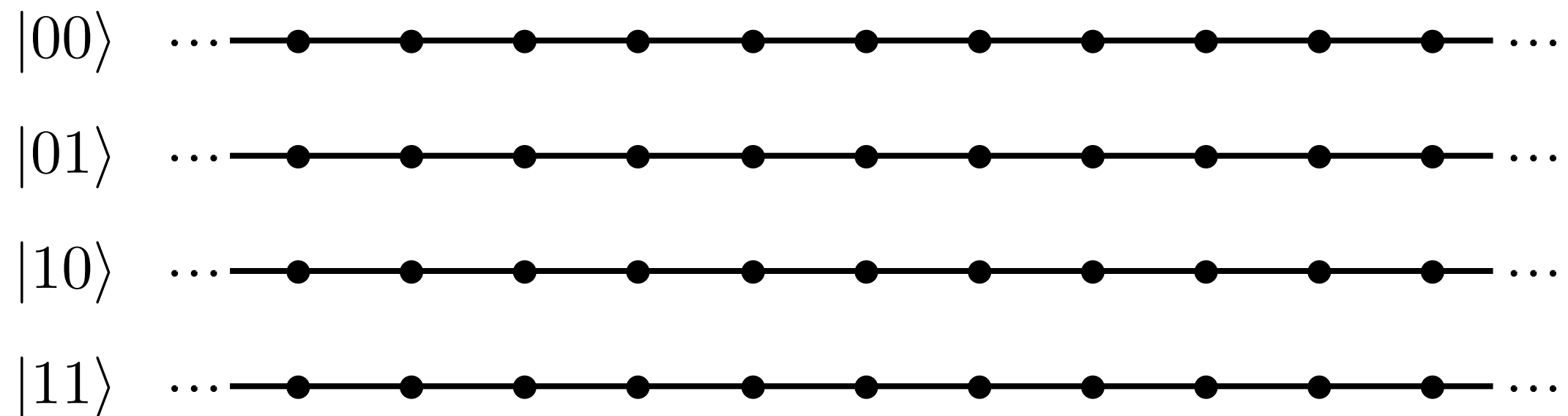
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To perform gates, attach graphs along/connecting the wires.

A universal gate set

Theorem. Any unitary operation on n qubits can be approximated arbitrarily closely by a product of gates from the set

$$\left\{ \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}, \begin{pmatrix} 1 & 0 \\ 0 & \sqrt{i} \end{pmatrix}, \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \right\}$$

[Boykin et al. 00]

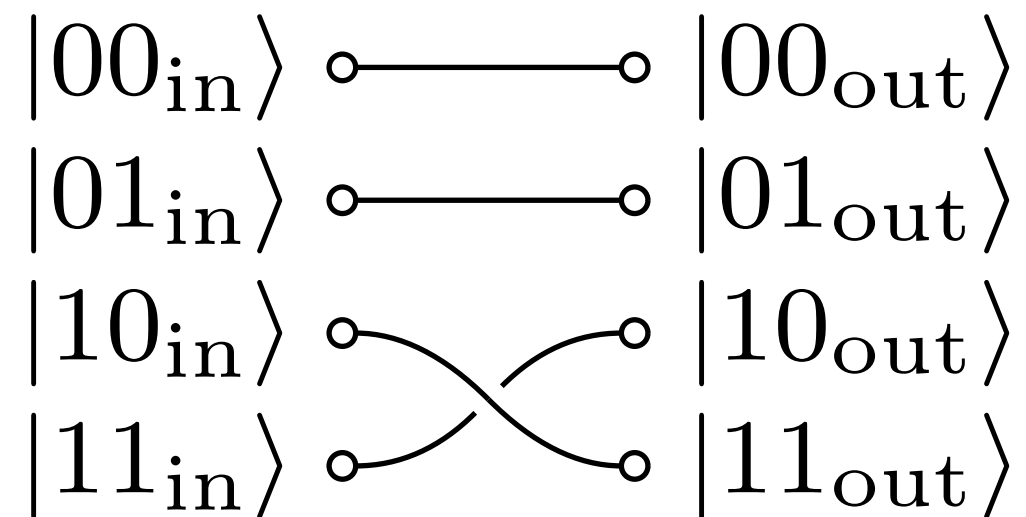
We can implement these elementary gates (and indeed, any product of these gates) by scattering on graphs.

Controlled-not

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

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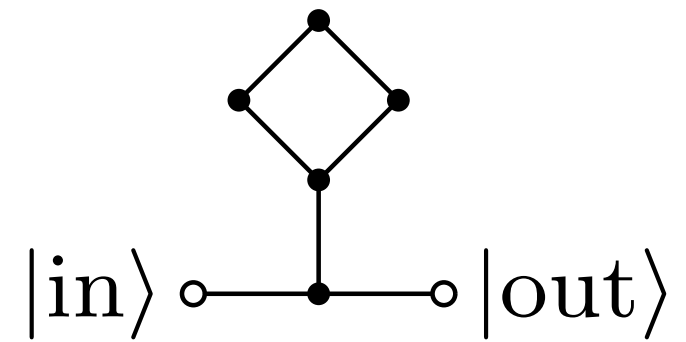


Phase

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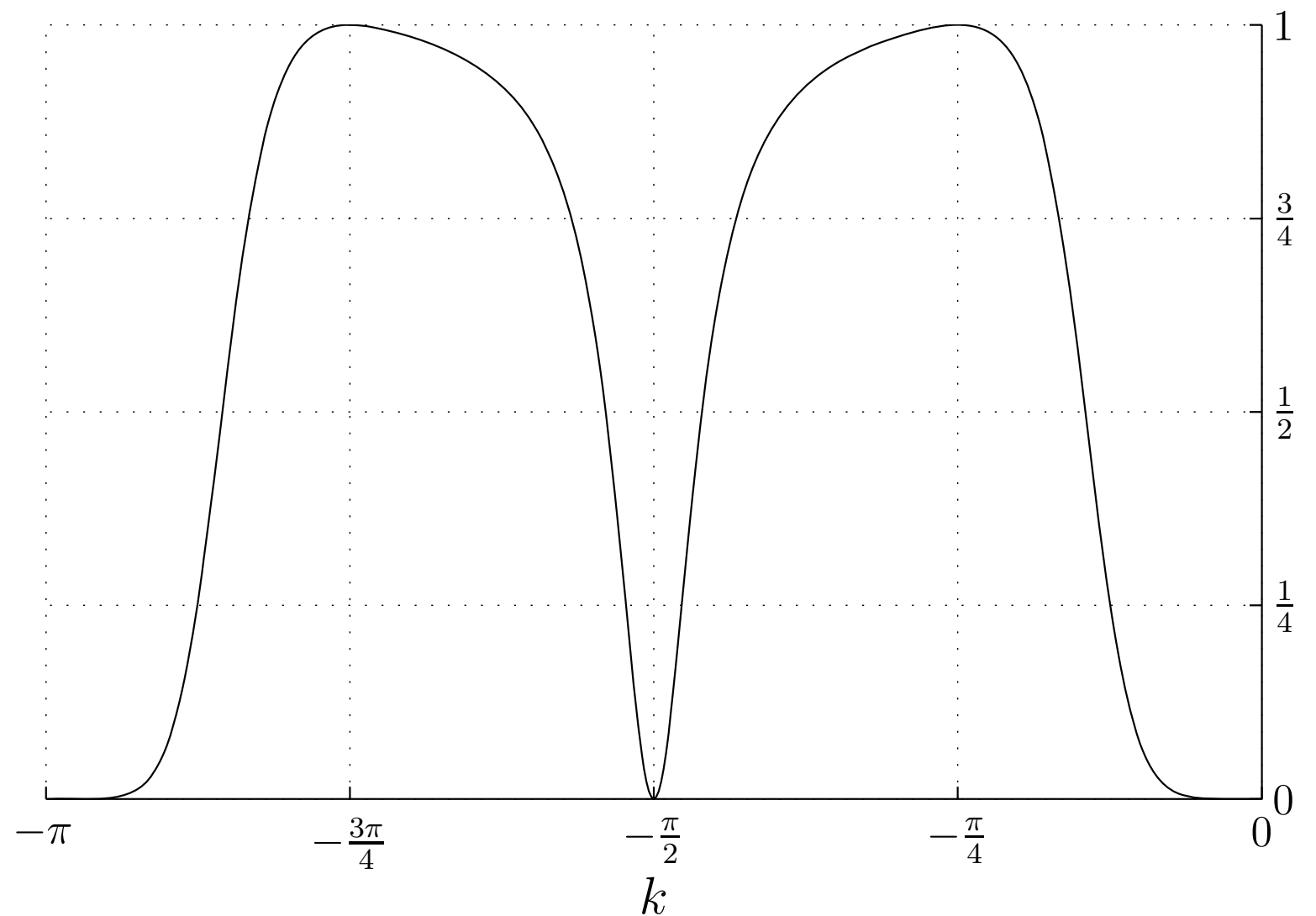
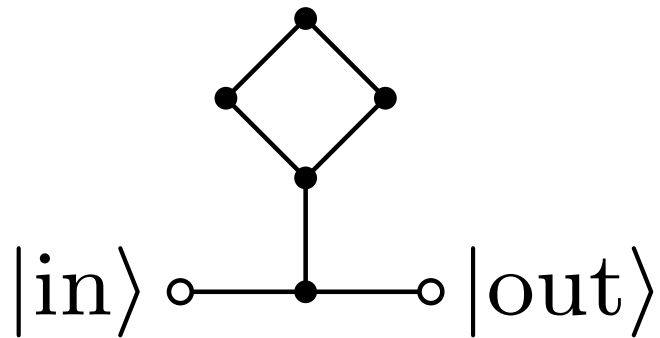
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$$T_{\text{in,out}}(k) = \frac{8}{8 + i \cos 2k \csc^3 k \sec k}$$

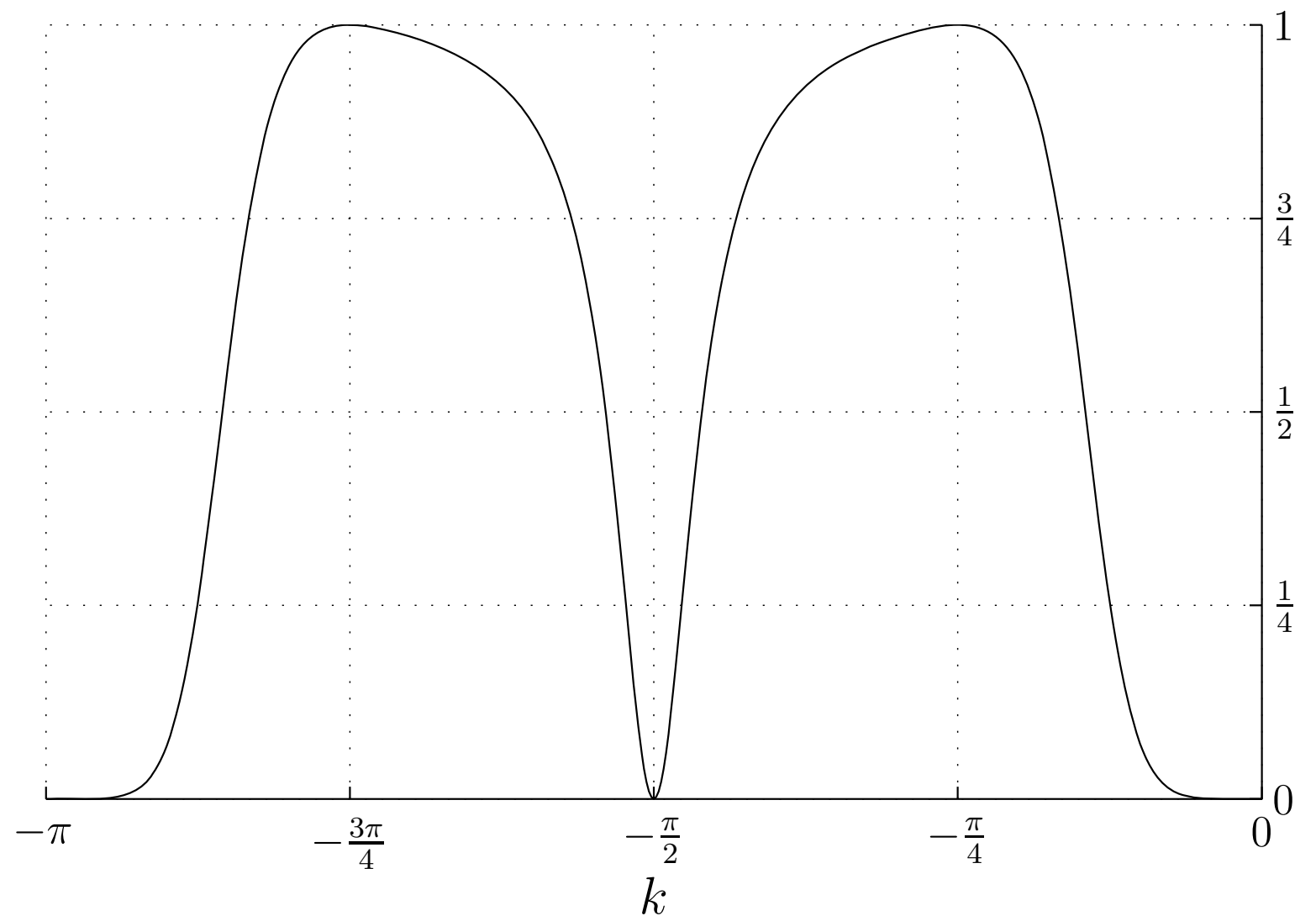
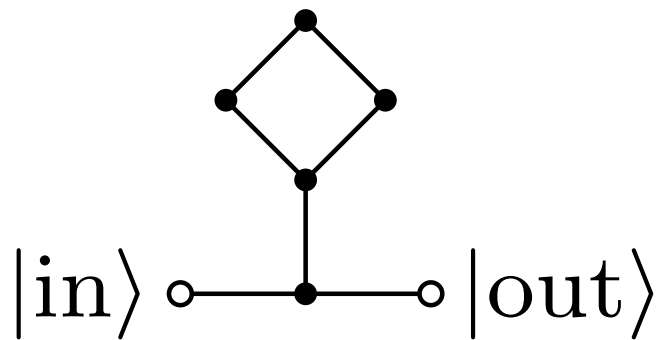


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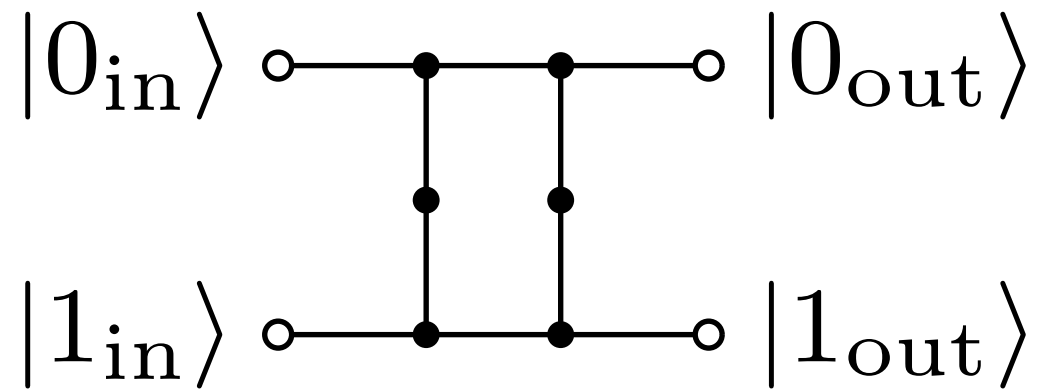
$$T_{\text{in,out}}(k) = \frac{8}{8 + i \cos 2k \csc^3 k \sec k}$$

$$\ell_{\text{in,out}}(-\pi/4) = 1$$

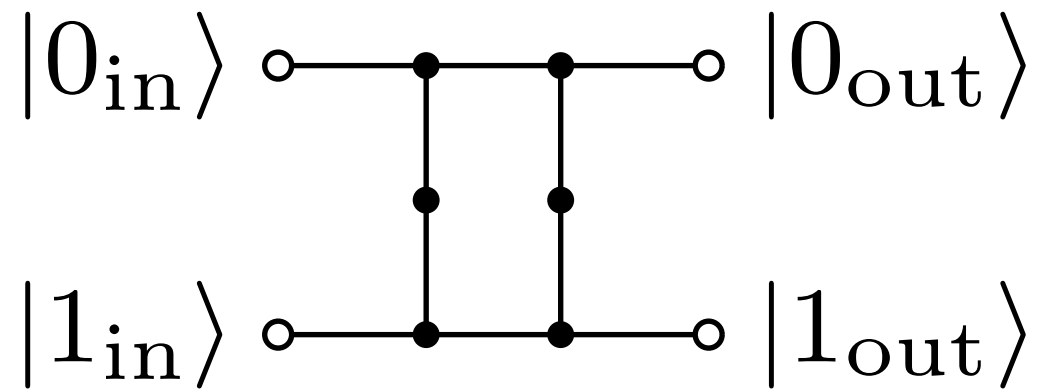


A basis-changing gate

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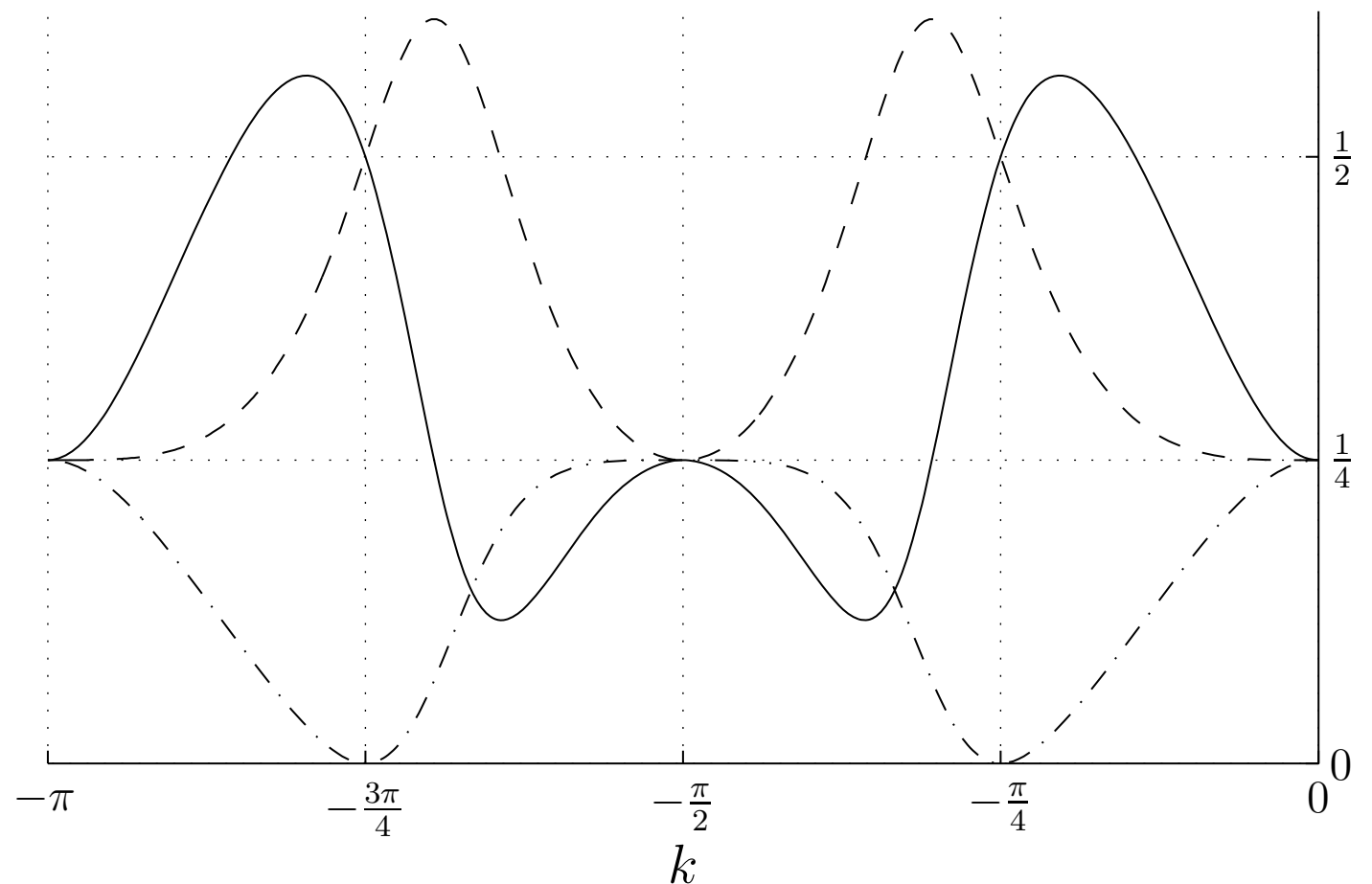
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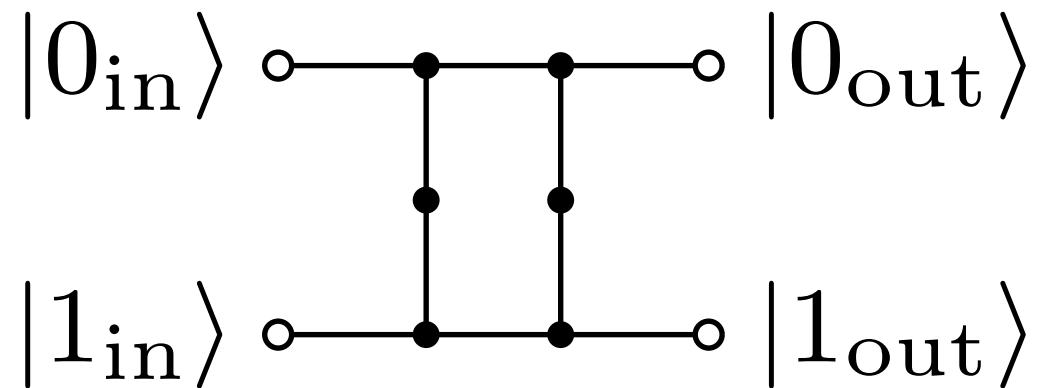
$$T_{0_{\text{in}},0_{\text{out}}}(k) = \frac{e^{ik}(\cos k + i \sin 3k)}{2 \cos k + i(\sin 3k - \sin k)}$$

$$T_{0_{\text{in}},1_{\text{out}}}(k) = -\frac{1}{2 \cos k + i(\sin 3k - \sin k)}$$

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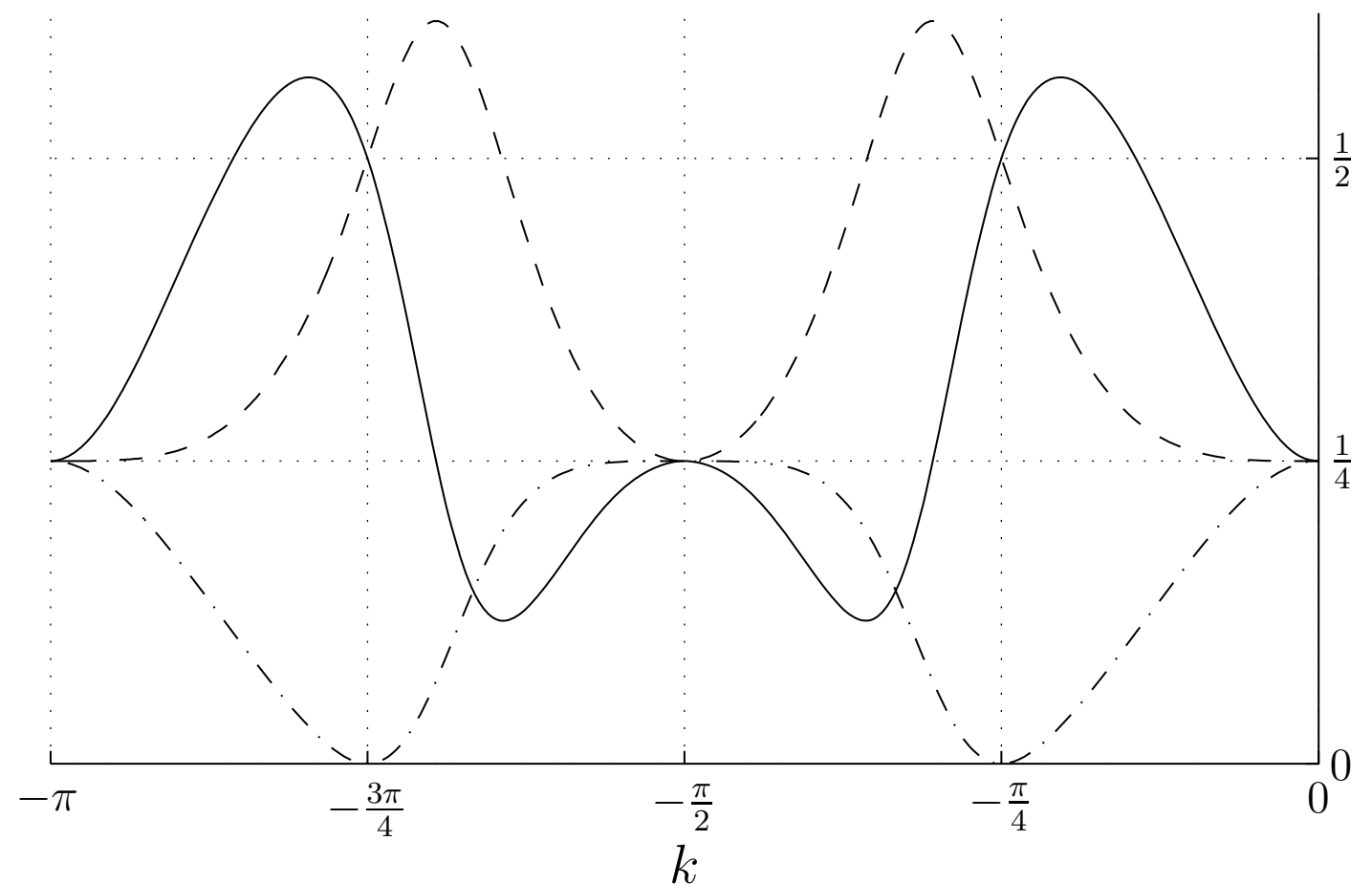
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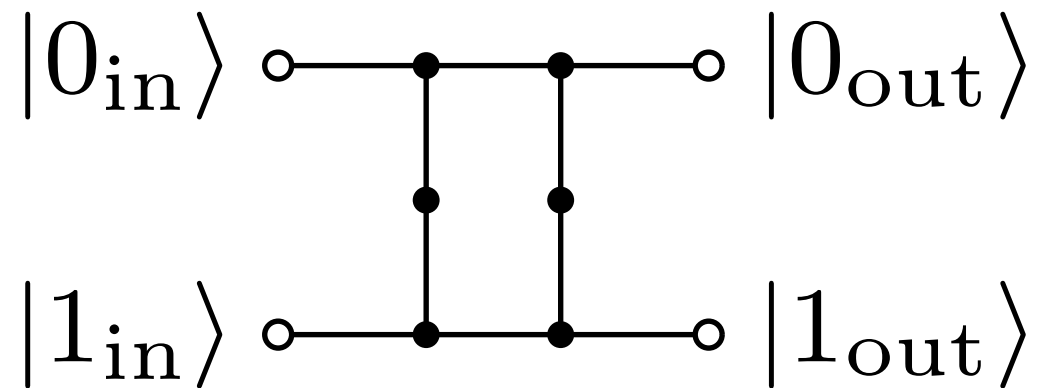
At $k = -\pi/4$ this implements the unitary transformation

$$U = -\frac{1}{\sqrt{2}} \begin{pmatrix} i & 1 \\ 1 & i \end{pmatrix}$$

from inputs to outputs



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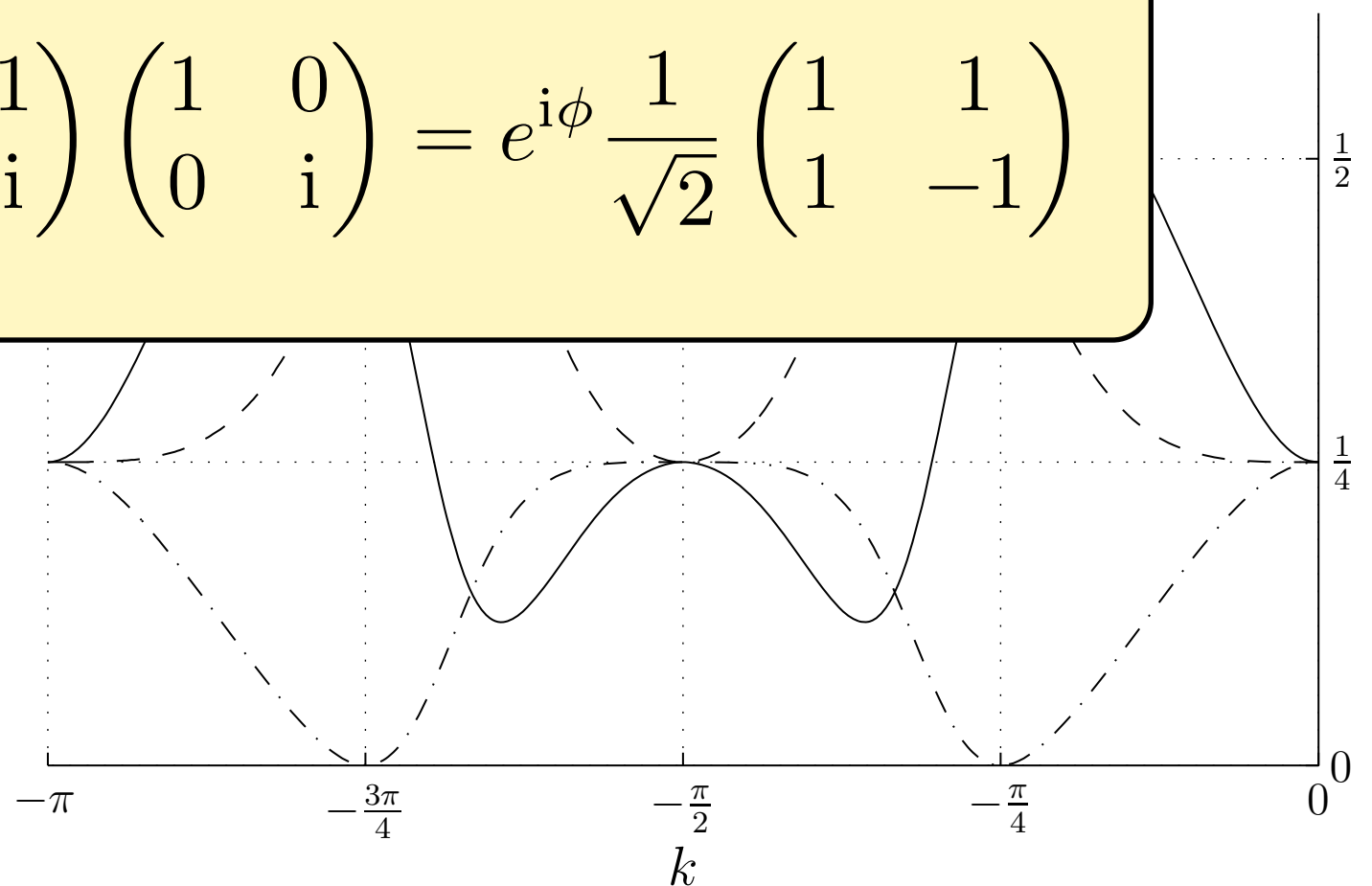
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$$\begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \frac{1}{\sqrt{2}} \begin{pmatrix} i & 1 \\ 1 & i \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} = e^{i\phi} \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

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Tensor product structure

To embed an m -qubit gate in an n -qubit system, simply include the gate widget 2^{n-m} times, once for every possible computational basis state of the $n - m$ qubits not acted on by the gate.

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Note: The graph has $2^n \cdot \text{poly}(n)$ vertices (exponentially many), corresponding to the dimension of the Hilbert space used by the simulation. Vertices correspond to basis states, *not* qubits.

Despite its exponential size, the graph has a succinct description in terms of the circuit being simulated.

In particular, the quantum walk can be efficiently simulated by a universal quantum computer.

Composition law

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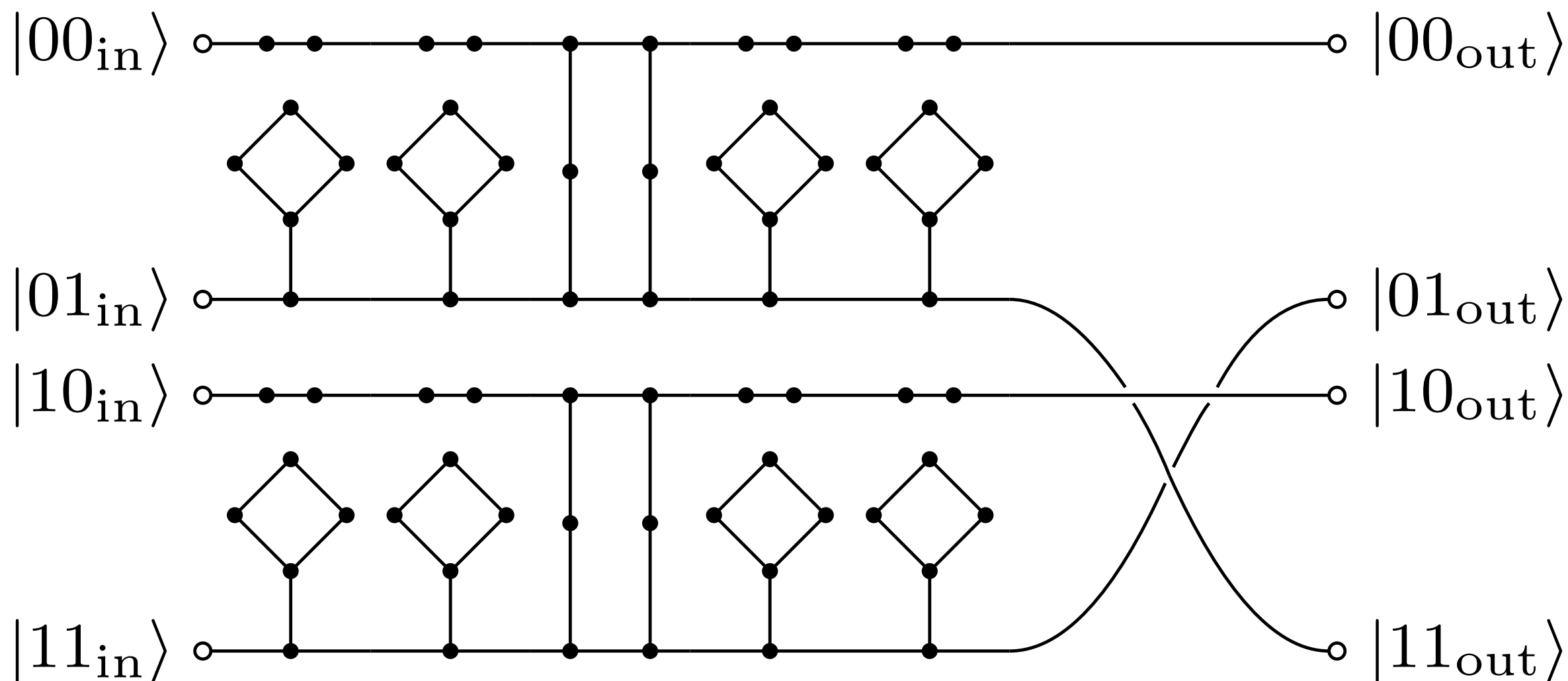
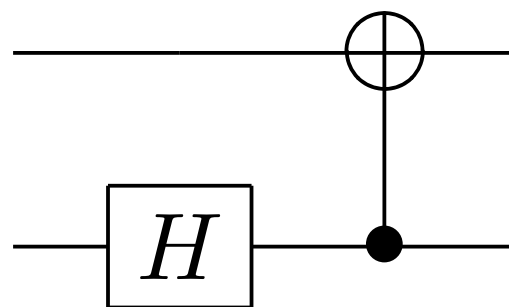
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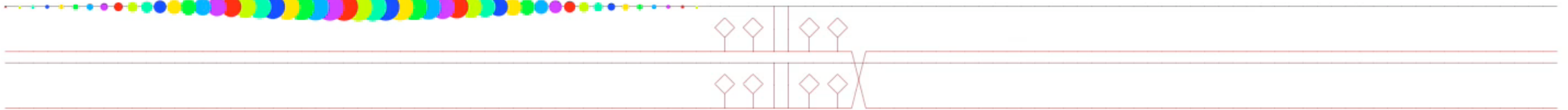
Then we have

$$\begin{aligned} \mathcal{T}_{12} &= \mathcal{T}_1(1 - \mathcal{R}_2\bar{\mathcal{R}}_1)^{-1}\mathcal{T}_2 \\ \mathcal{R}_{12} &= \mathcal{R}_1 + \mathcal{T}_1(1 - \mathcal{R}_2\bar{\mathcal{R}}_1)^{-1}\mathcal{R}_2\bar{\mathcal{T}}_1 \\ \bar{\mathcal{T}}_{12} &= \bar{\mathcal{T}}_2(1 - \bar{\mathcal{R}}_1\mathcal{R}_2)^{-1}\bar{\mathcal{T}}_1 \\ \bar{\mathcal{R}}_{12} &= \bar{\mathcal{R}}_2 + \bar{\mathcal{T}}_2(1 - \bar{\mathcal{R}}_1\mathcal{R}_2)^{-1}\bar{\mathcal{R}}_1\mathcal{T}_2 \end{aligned}$$

Example



Example in action



Simplifying the initial state

So far, we have assumed that the computation takes place using only momenta near $k = -\pi/4$.

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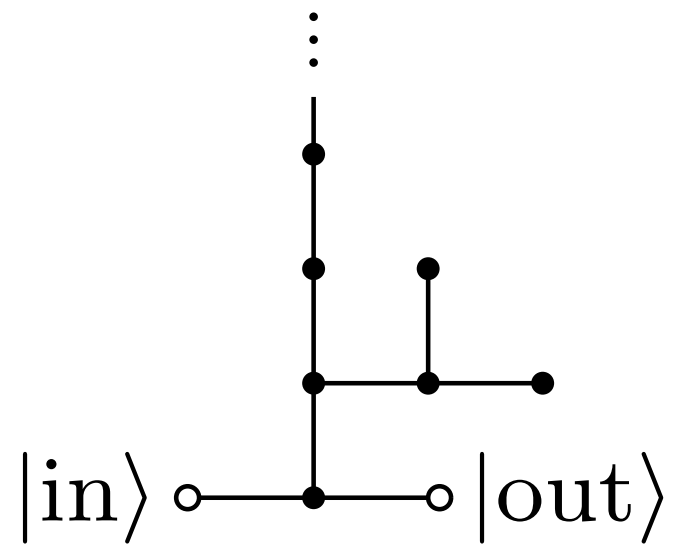
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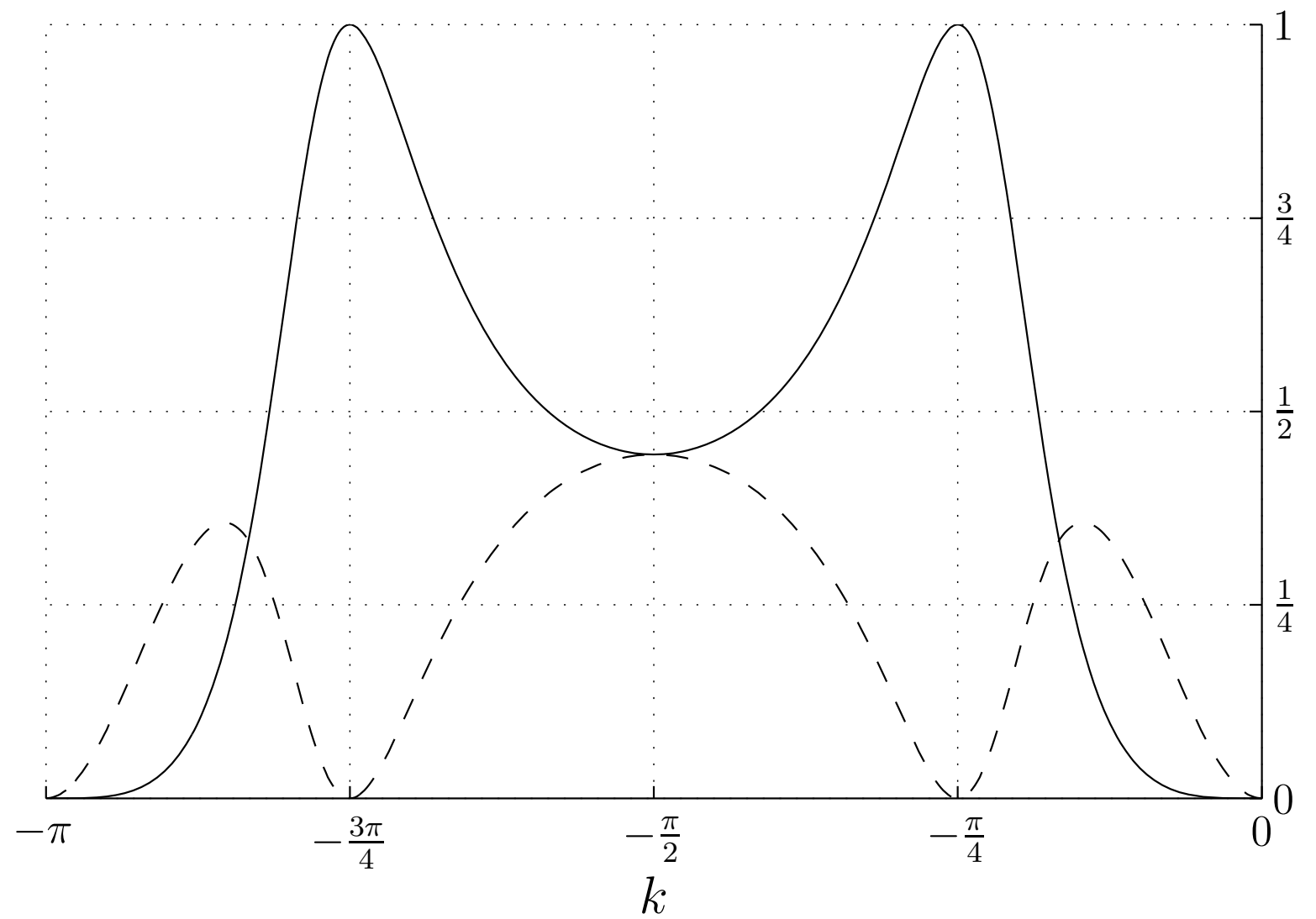
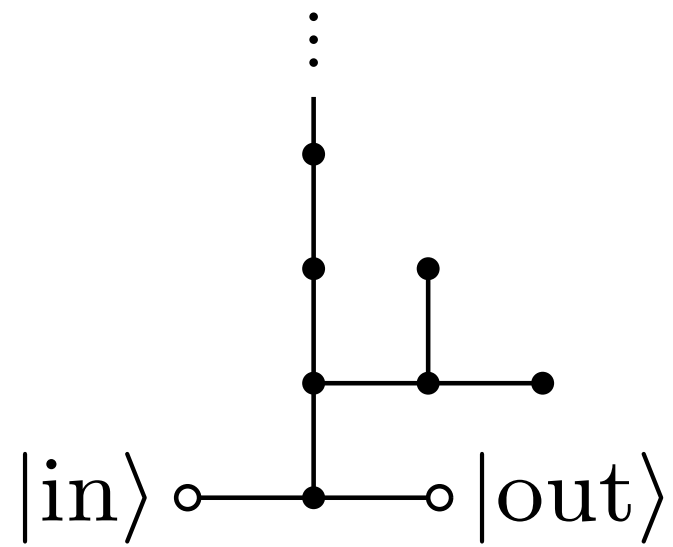
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Idea: A single vertex has equal amplitudes for all momenta. Filter out momenta except within $1/\text{poly}(n)$ of $k = -\pi/4$.

Momentum filter



Momentum filter



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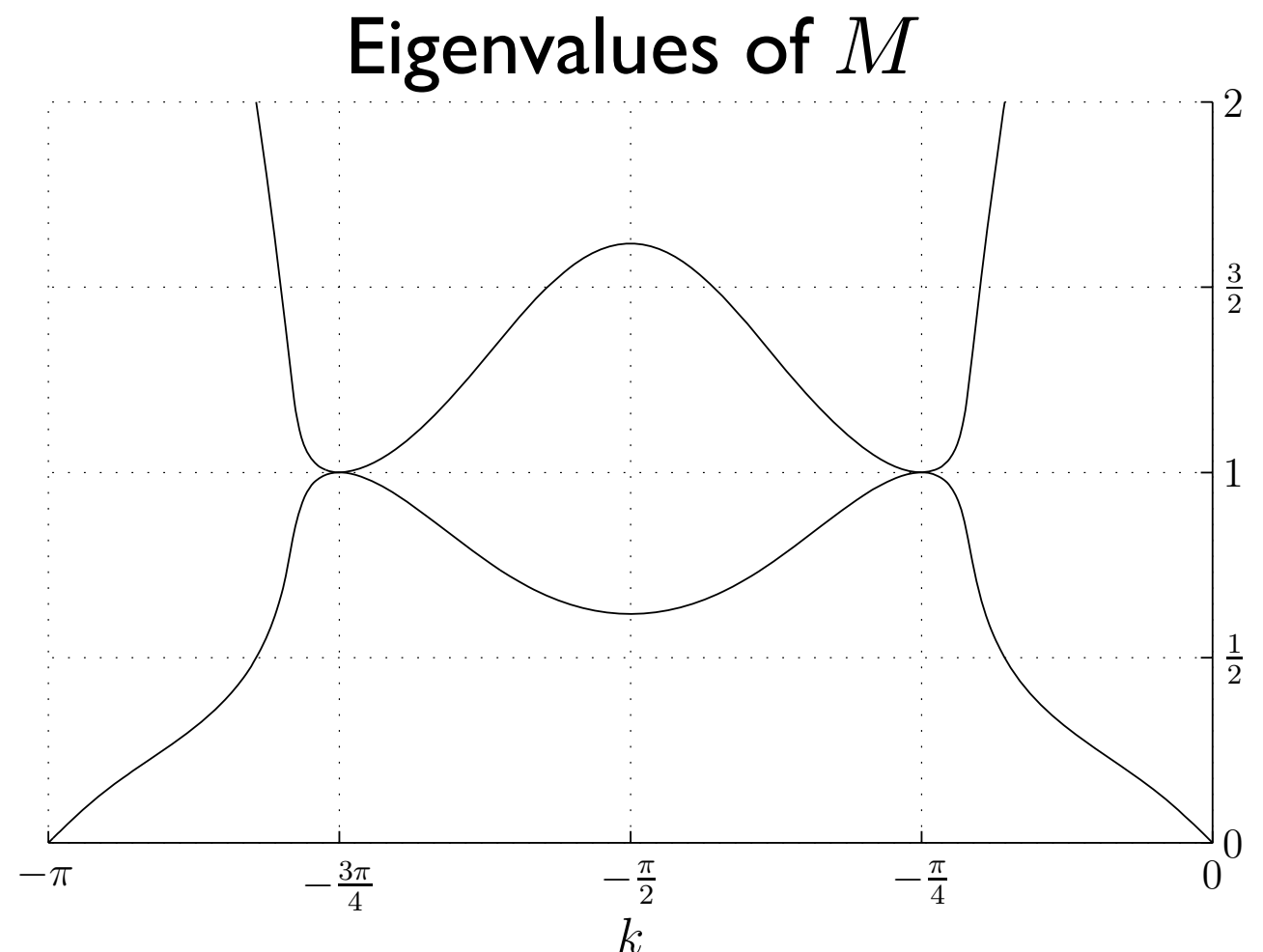
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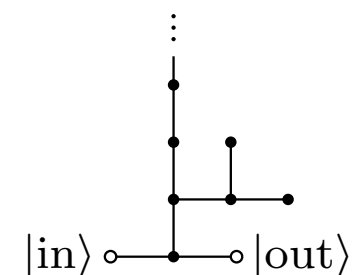
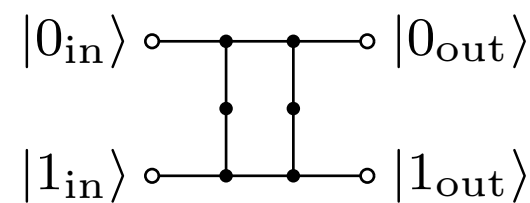
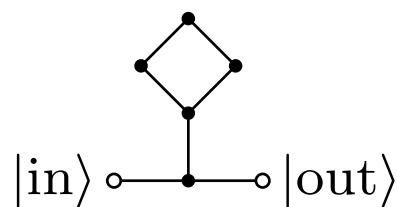
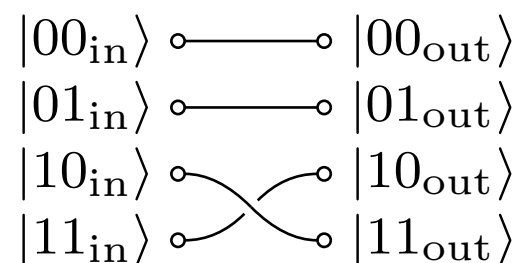
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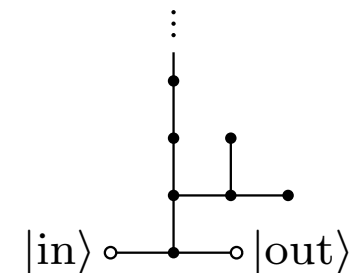
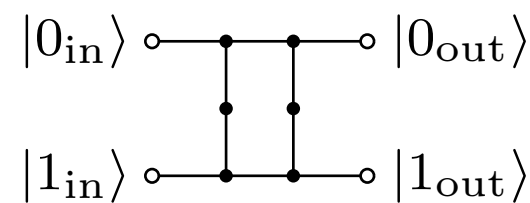
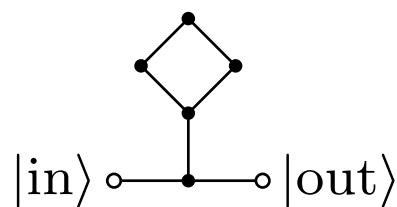
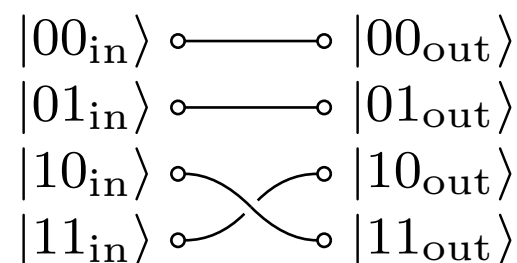
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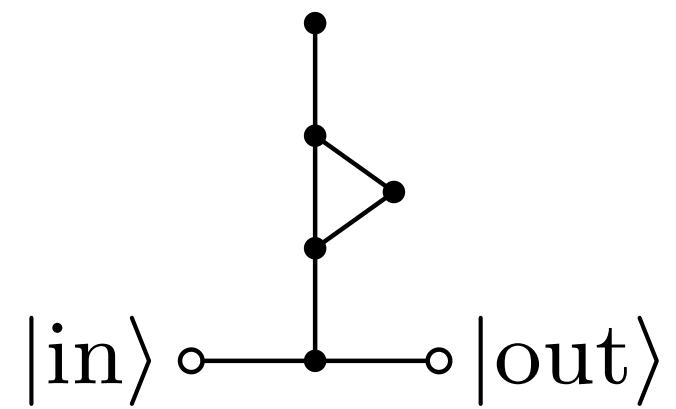
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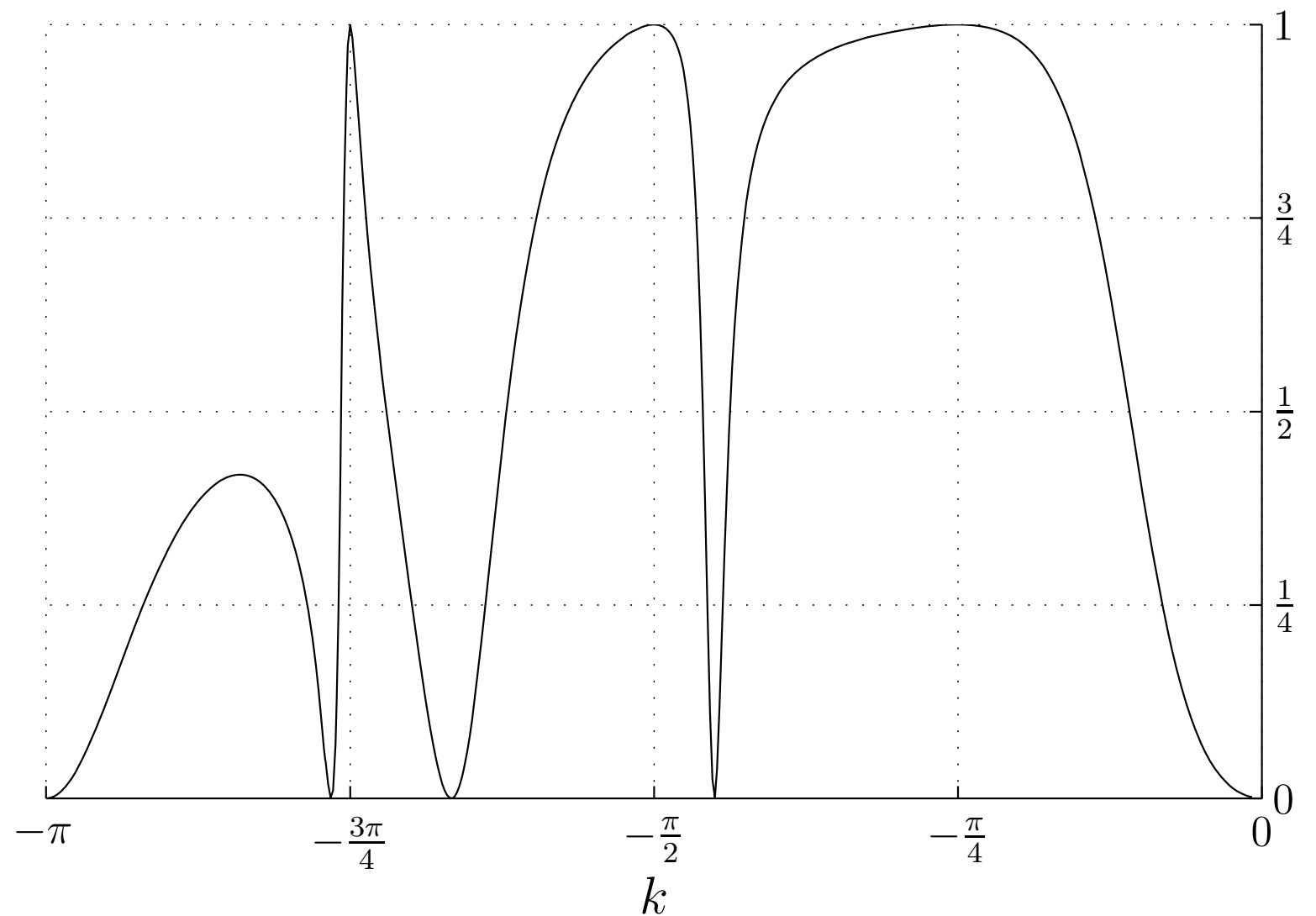
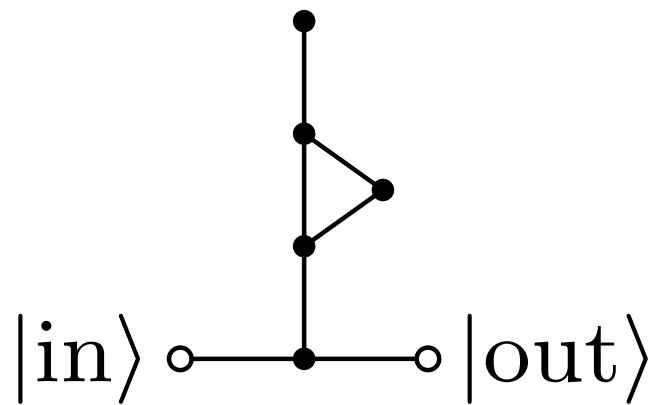
This is because they are all bipartite.

Momentum separator



Momentum separator

$$T_{\text{in,out}}(k) = \left[1 + \frac{i(\cos k + \cos 3k)}{\sin k + 2 \sin 2k + \sin 3k - \sin 5k} \right]^{-1}$$

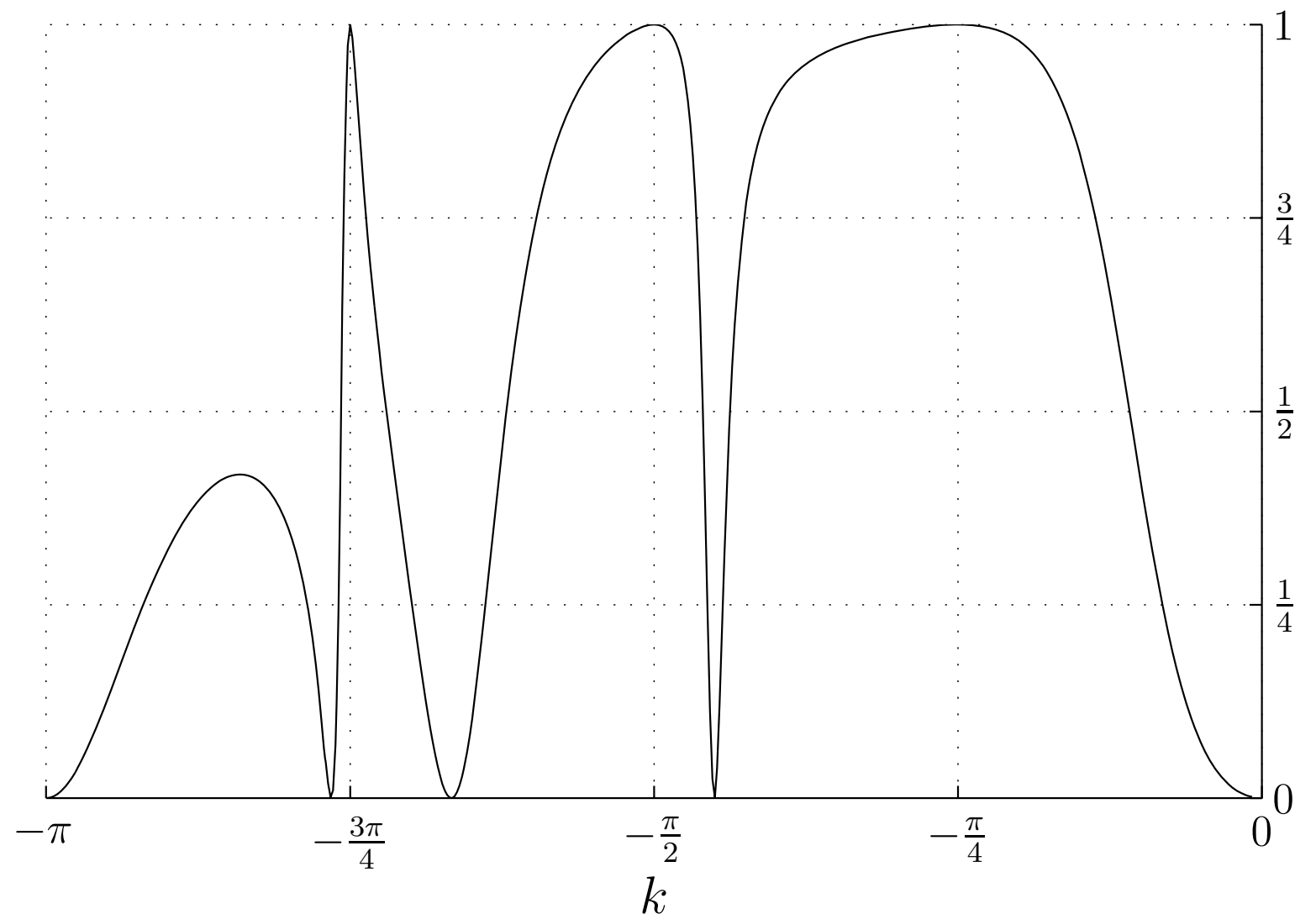
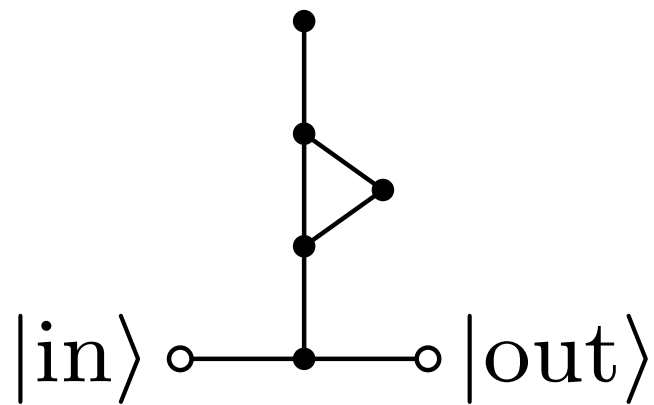


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$$\ell_{\text{in,out}}(-\pi/4) = 4(3 - 2\sqrt{2}) \approx 0.686$$

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A universal computer

Consider an m -gate quantum circuit (unitary transformation U).

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- $\log \Theta(m^2)$ filter widgets on input line $00\dots 0$
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Simulation:

- Start at vertex $x = \Theta(m^4)$ on input line $00\dots 0$
- Evolve for time $t = \pi \lfloor (x + \ell) / \sqrt{2}\pi \rfloor = O(m^4)$
- Measure in the vertex basis
- Conditioned on reaching vertex 0 on some output line s (which happens with probability $\Omega(1/m^4)$), the distribution over s is approximately $|\langle s | U | 00 \dots 0 \rangle|^2$

Applications?

- Quantum algorithms
- Quantum complexity theory
- Architectures for quantum computers