

# Amplitude Amplification and Applications

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# Breathtaking bargain

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Compare at  $O(m)$

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\* Actual running time on a quantum computer might be uncomparable to running time of a classical computer. Availability of quantum computers is limited. Additional error correction not included. Not applicable in conjunction with measurements. Verifier required.

# Classification of quantum algorithms

Fourier transforms

Amplitude Amplification

Factoring

Grover's algorithm

Discrete Logs.

Collision

PAC Learning

Counting

Pell's Equation

State generation

Finite field transforms

Claw

Super-polynomial

Quadratic speed-up

# Amplification

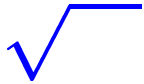
$A =$  some algorithm

$p =$  success probability of  $A$

$m$  repetitions  $\Rightarrow$  succ. prob.  $\approx m \cdot p$

(provided  $m \cdot p \leq 2/3$ , say)

# Amplitude



Solutions must be verifiable!

Grover (1996)

Brassard, Høyer (1997)

Brassard, Høyer, Mosca, Tapp (1998)

Buhrman, Cleve, de Wolf, Zalka (1999)

# Example 1: Grover searching

0	1	0	0	1	0	0	0	0	1	0	0
1											$N$

Suppose  $t$  solutions

$$\text{Success prob.} = p = \frac{t}{N}$$

Classically:  $\frac{1}{p} = \frac{N}{t}$  queries

Quantumly:  $\sqrt{\frac{1}{p}} = \sqrt{\frac{N}{t}}$  queries

# General Setting

Quantum alg.  $A$ ,  $A |0\rangle = |\psi_0\rangle = \sum_i \alpha_i |i\rangle$

Verifier  $\chi$ ,  $\chi : \mathbb{Z} \rightarrow \{\text{Good}, \text{Bad}\}$

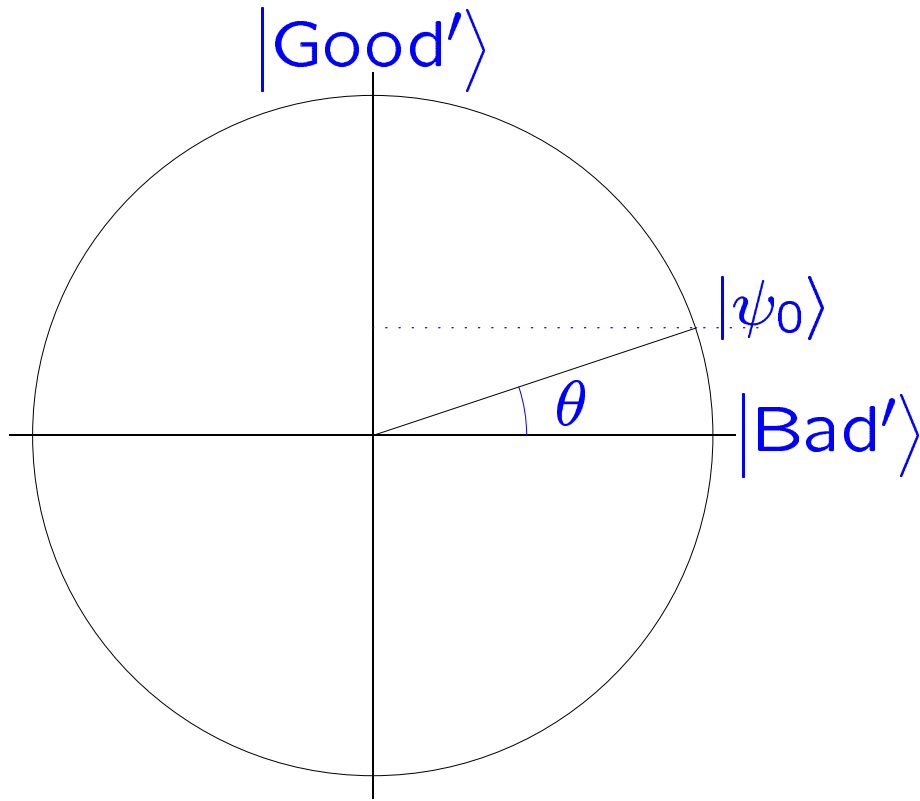
$$\text{Let } |\text{Good}\rangle = \sum_{i:\chi(i)=\text{Good}} \alpha_i |i\rangle$$
$$|\text{Bad}\rangle = \sum_{i:\chi(i)=\text{Bad}} \alpha_i |i\rangle$$



$$A |0\rangle = |\psi_0\rangle = |\text{Good}\rangle + |\text{Bad}\rangle$$

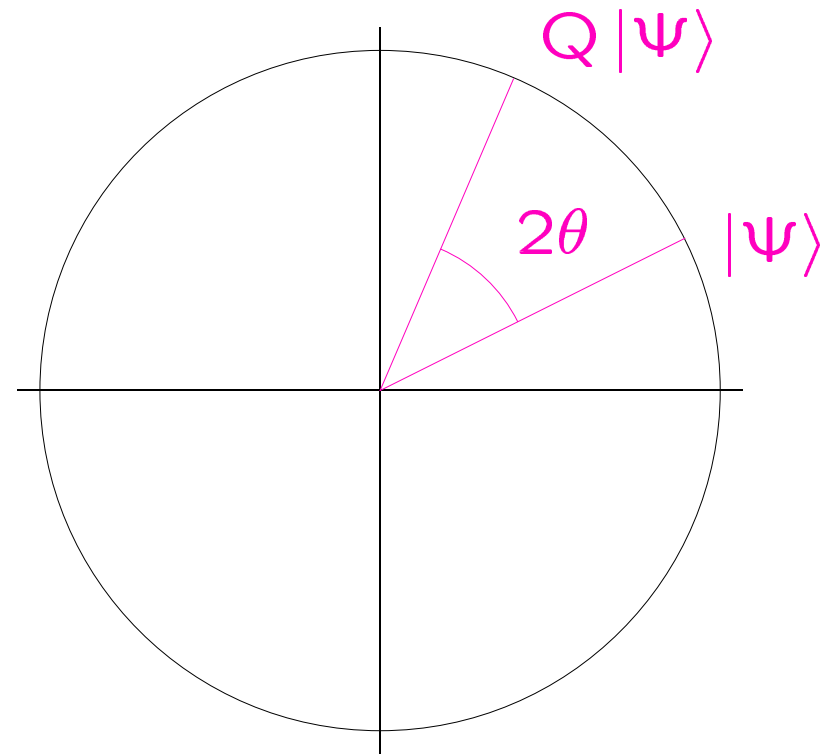
$$\text{Success prob. of A} = p = \langle \text{Good} | \text{Good} \rangle$$

## 2-dimensional subspace



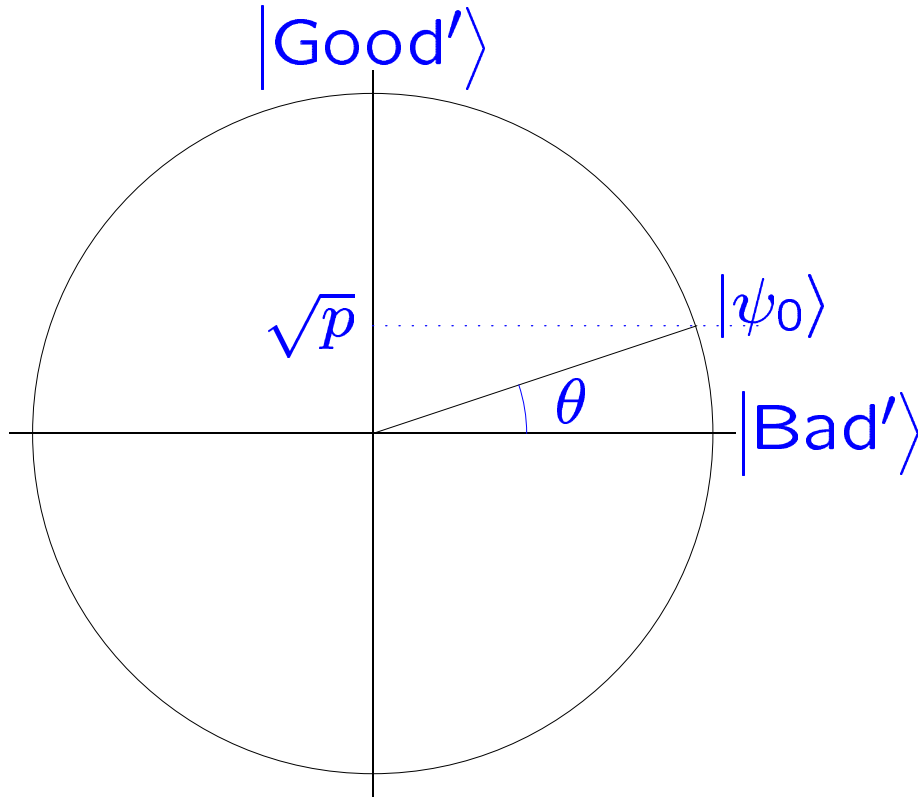
$$\sin^2(\theta) = p$$

Rotation on



Operator  $Q$  rotates by angle  $2\theta$

# Amplitude Amplification



$$\begin{aligned} A|0\rangle &= |\psi_0\rangle \\ &= |\text{Good}\rangle + |\text{Bad}\rangle \end{aligned}$$

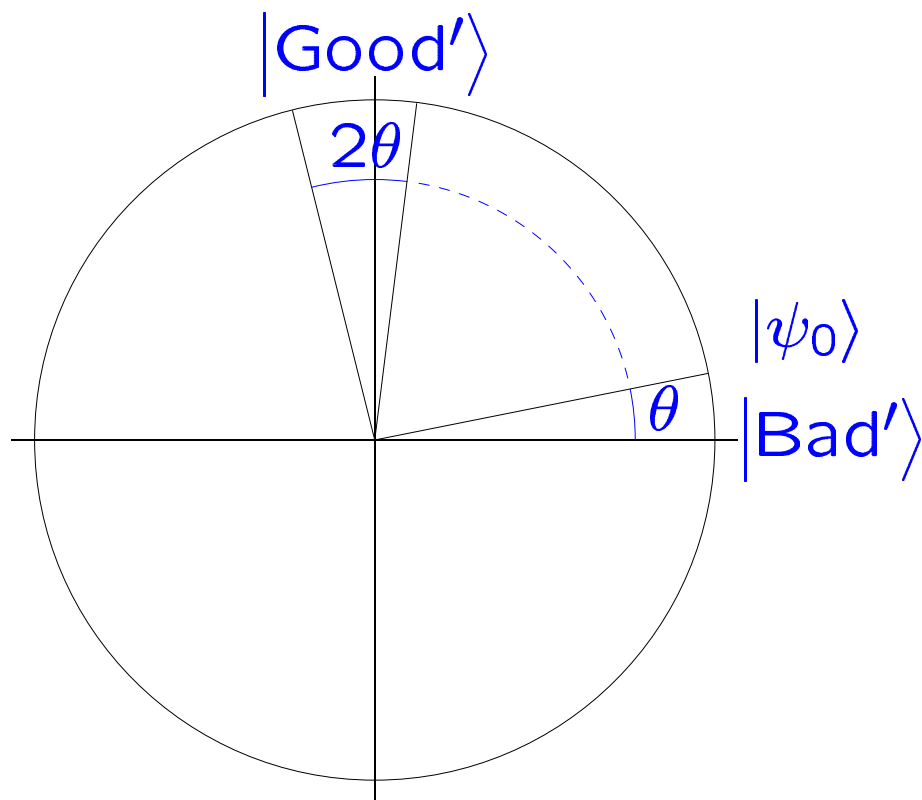
$$\begin{aligned} \text{Succ. prob} &= p \\ &= \langle \text{Good} | \text{Good} \rangle \end{aligned}$$

$p$  unknown:

solution in  
expected time  $\sqrt{\frac{1}{p}}$

$p$  known:

solution with  
certainty in  $\sqrt{\frac{1}{p}}$



After  $m$  rotations :

state  $Q^m |\psi_0\rangle$

angle  $\angle = (2m + 1)\theta$

$$\sin^2(\theta) = p$$

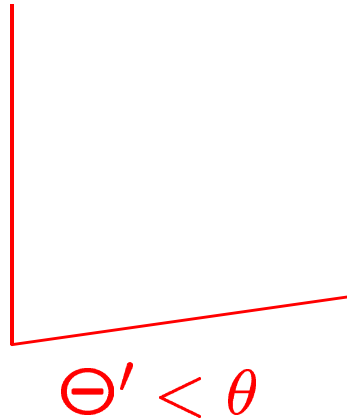
$$\theta \approx \sqrt{\frac{1}{p}}$$

Maximizing the success prob. ( $p$  known)

$$(2m + 1)\theta \approx \pi/2, \text{ thus } m \approx \frac{\pi}{4\theta} \approx \frac{\pi}{4}\sqrt{\frac{1}{p}}$$

$$\text{Then Prob[Bad]} \leq \sin^2(\theta) = p$$

## De-randomization ( $p$ known)



If  $(2m + 1)\theta$  is slightly more than  $\pi/2$ ,  
then choose slightly smaller angle  $\Theta'$  such that  
 $(2m + 1)\Theta'$  IS equal to  $\pi/2$

## Example 2: 100% success prob

Have:

$$A : |000\rangle \mapsto \frac{1}{\sqrt{3}}(|000\rangle + |010\rangle + |111\rangle)$$

Want:

$$D : |000\rangle \mapsto \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

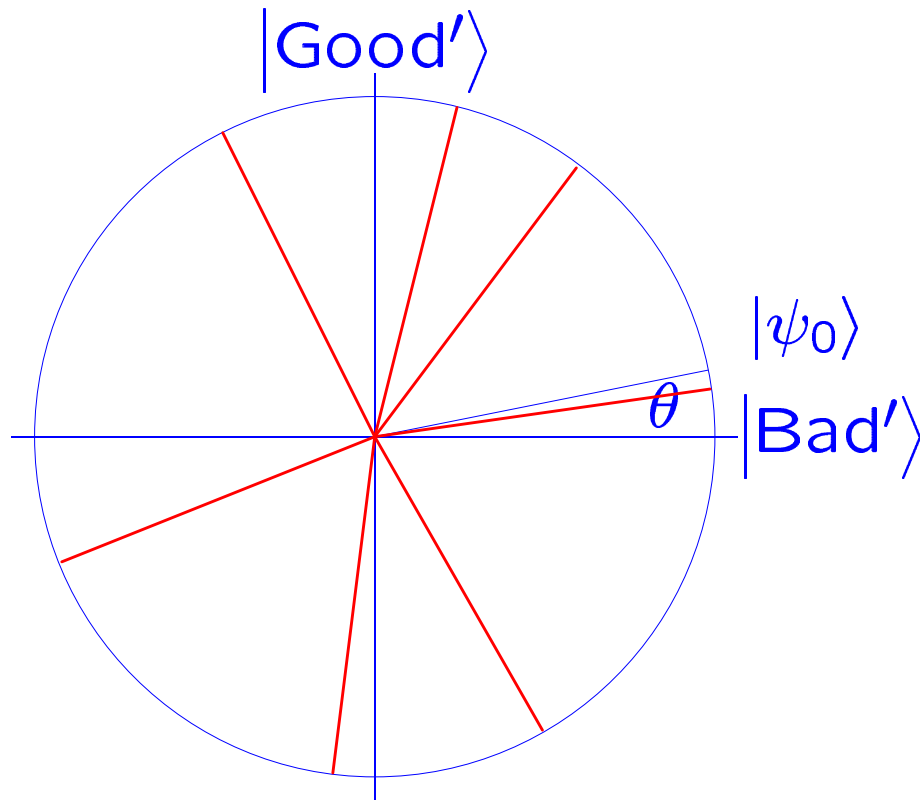


## Example 3: State generation

$$1) \quad \frac{1}{\sqrt{K}} \sum_{i=0}^{K-1} |i\rangle \quad K > 0 \text{ any integer}$$

$$2) \quad \sum_{\substack{i=0 \\ \gcd(i,K)=1}}^{K-1} |i\rangle$$

# Guessing when succ. prob $p$ is UNKNOWN



After  $m$  rotations :

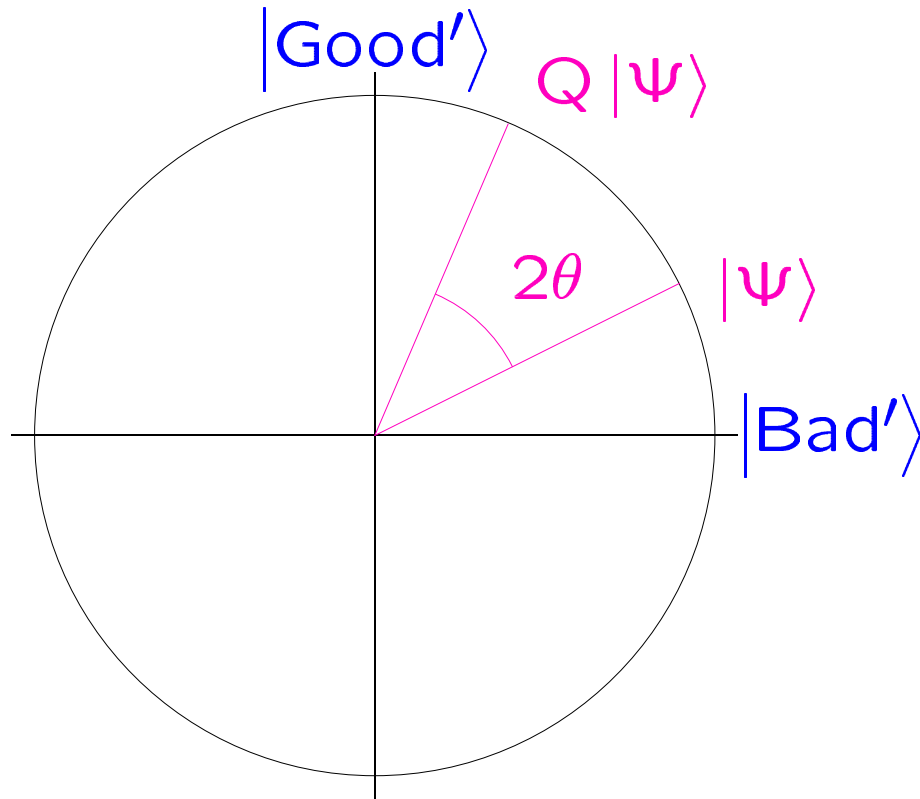
state  $Q^m |\psi_0\rangle$

angle  $\angle = (2m + 1)\theta$

A random vector yields succ. prob  $= \frac{1}{2}$

Solution: obtain a near-random vector by classically randomly guessing  $m$

# Rotation on 2-dimensional subspace



$$Q = -AS_0A^{-1}S_\chi$$

$$S_0 |0\rangle = -|0\rangle$$

$$S_0 |i\rangle = |i\rangle \quad (i \neq 0)$$

$$S_\chi |i\rangle = -|i\rangle \quad (\chi(i) = 1)$$

$$S_\chi |i\rangle = |i\rangle \quad (\chi(i) = 0)$$

$S_\chi \equiv$  reflection around  $|\text{Good}'\rangle$   
 $-AS_0A^{-1} \equiv$  reflection around  $|\psi_0\rangle$

$\therefore Q \equiv$  rotates by angle  $2\theta$

## Example 4: quantum algorithm for Claw

$f$	6	15	42	1	17	21	3	21	27	7	57	18
$g$	10	2	37	33	14	53	21	5	19	42	33	2
	1											$N$

Claw = A pair of indices  $(i, j)$  such that

$$f(i) = g(j).$$

Classically:  $N \log N$

Quantumly:  $N^{3/4} \log N$

## Steps 1–4, Claw algorithm

$f$	6	42				3					57	
$g$	10	2	37	33	14	53	21	5	19	42	33	2

1. Pick  $B \subseteq_R \{1, 2, \dots, N\}$  of size  $\sqrt{N}$
- 2–4. Find claw in  $f(B) \times g(\{1, 2, \dots, N\})$  using  $O(\sqrt{N} \log N)$  comparisons

$$\text{Success prob.} \geq p = \frac{|B|}{N} = \frac{1}{\sqrt{N}}$$

Amplitude amplification:  $\frac{1}{\sqrt{p}}$  iterations  
 $O(\sqrt{N} \log N \times N^{1/4}) = O(N^{3/4} \log N)$

## Step 1, Claw algorithm

$f$	6	42				3					57	
$g$	10	2	37	33	14	53	21	5	19	42	33	2

1. Pick  $B \subseteq_R \{1, 2, \dots, N\}$  of size  $\sqrt{N}$

## Step 2, Claw algorithm

$f$

3	6	42	57
---	---	----	----

$g$

10	2	37	33	14	53	21	5	19	42	33	2
----	---	----	----	----	----	----	---	----	----	----	---

1. Pick  $B \subseteq_R \{1, 2, \dots, N\}$  of size  $\sqrt{N}$
2. Sort  $B$  wrt.  $f$ -values

$$|B| \log |B|$$



## Step 3, Claw algorithm

$f$ 

3	6	42	57
---	---	----	----

$g$ 

10	2	37	33	14	53	21	5	19	42	33	2
----	---	----	----	----	----	----	---	----	----	----	---

$h$ 

0	0	0	0	0	0	0	0	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---	---

1. Pick  $B \subseteq_R \{1, 2, \dots, N\}$  of size  $\sqrt{N}$
2. Sort  $B$  wrt.  $f$ -values
3. Define  $h : \{1, 2, \dots, N\} \rightarrow \{0, 1\}$   
by  $h(i) = 1$  iff  $g(i) \in f(B)$   
(Evaluating  $h(i)$  takes  $\log |B|$  compar.)

$|B| \log |B|$

## Step 4, Claw algorithm

$f$ 

3	6	42	57
---	---	----	----

$g$ 

10	2	37	33	14	53	21	5	19	42	33	2
----	---	----	----	----	----	----	---	----	----	----	---

$h$ 

0	0	0	0	0	0	0	0	0	1	0	0
---	---	---	---	---	---	---	---	---	---	---	---

1. Pick  $B \subseteq_R \{1, 2, \dots, N\}$  of size  $\sqrt{N}$
2. Sort  $B$  wrt.  $f$ -values
3. Define  $h : \{1, 2, \dots, N\} \rightarrow \{0, 1\}$   
by  $h(i) = 1$  iff  $g(i) \in f(B)$
4. Compute Grover( $h$ )

$$|B| \log |B| + \sqrt{N} \log |B| \in O(\sqrt{N} \log N)$$

# Algorithms using amplitude amplification

Computational Geometry  
Communication Complexity

Grover's algorithm

OR

Threshold <sub>$g$</sub>

Elem. Distinctness

Claw

Median

Majority

Counting

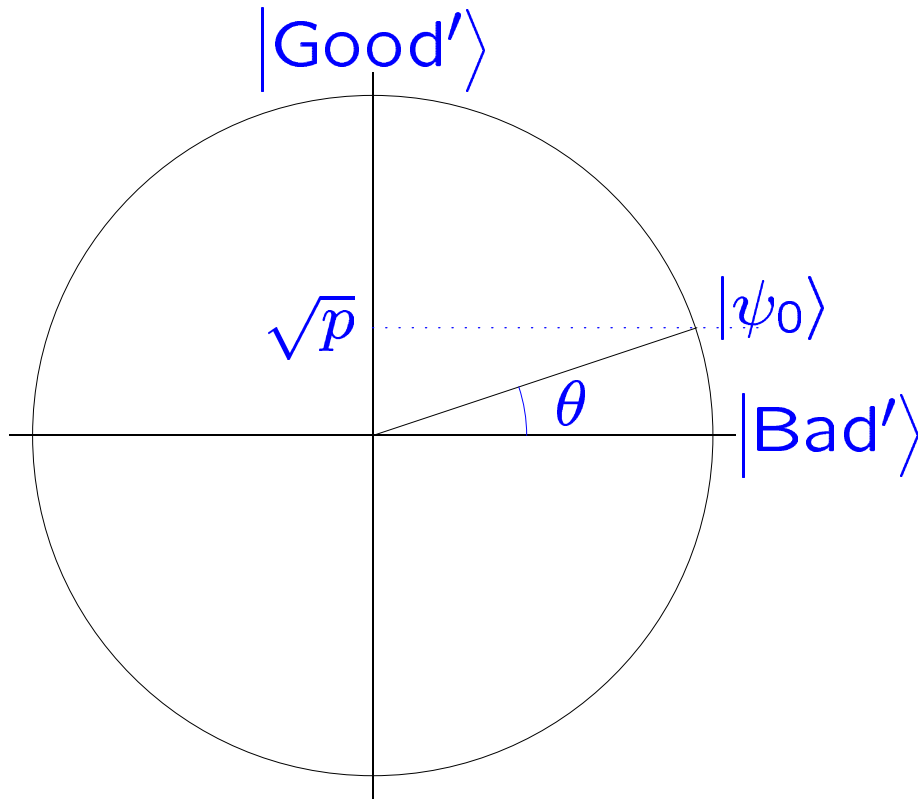
Integration

Pattern Matching

Derandomization

...

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