

Lecture 9 — Grover's Algorithm:

SAT in $\sqrt{2^n}$ time

[Show the 3B1B sliding blocks video.]

[Today we have one more cool quantum alg.,
& then we'll go back to basics and talk
linear algebra & physics for a while.]

Lou Grover's Alg. (ca. 1996):

Gives a "square-root speedup" for
"mean estimation" tasks.

Particularly: [Today] Solves SAT in
 $\approx \sqrt{2^n}$ time.

Recall: (Circuit-)SAT

[The canonical NP-complete
problem]

Given "code" C (say, AND/OR/NOT circuit,
T gates)

Computing a function $\{0,1\}^n \rightarrow \{0,1\}$,
find input $x \in \{0,1\}^n$ s.t. output is 1.
[Or correctly assert no such x exists.]

example interesting C:

- $C(x_1, \dots, x_{1024})$:

Let $y = \#$ whose binary rep. is $x_1 \dots x_{512}$

Let $z = \dots \dots \dots x_{513} \dots x_{1024}$

Let $w = y \cdot z$.

If $y \neq 1$ & $z \neq 1$ & $w = \underbrace{13506[\dots 300 \text{ digits} \dots]}_{\text{"RSA-1024"}} 7563$
then return 1
else return 0

// now a "satisfying" x
is factors of RSA-1024!

- $C(x_1, \dots, x_{32})$:

hash := SHA256(SHA256(92084.....0122 + x))

if hash < 2^{192}

then return 1 else return 0 // basically, C is
Mining bitcoin

- $C(x_1, \dots, x_{100,000,000})$: // $\approx$ 10MB input

if Lean proof-checker of "P $\neq$ NP because x "
checks out, return 1 else return 0

// satisfying x is proof of
P $\neq$ NP of $\leq$ 10MB

- $C(x_1, \dots, x_{1,000,000,000})$:

Use x as parameters in neural net, check
if it gets classification error < .1%.

If so, return 1. // auto-train any learning alg...

"Modest" case: $n = 1000$, $T = \text{few million}$.

(Unfortunately, no alg. other than brute force known!)

Brute force time: $2^n \cdot T \approx 2^n$ (frankly, the T is negligible)
(unphysically large)

($n = 100$ is maybe the cutoff for physical conceivability)

Aliens: "Solve this SAT problem or we blow up Earth."

$n = 100 \rightarrow$ maybe humanity can do it

$n > 100 \rightarrow$ better attack aliens.

Grover: With quantum computers, can solve SAT in time $\approx T \cdot \sqrt{2^n} \approx \sqrt{2^n} = 2^{n/2}$.

$n = 100 \rightarrow 2^{50}$ steps is a few mins on PS5

$n = 200 \rightarrow$ maybe doable

$n > 200 \rightarrow$ attack aliens.

Today: Just "Unique-SAT": you're promised exactly one input $x^* \in \{0,1\}^n$ makes C output 1: find it. (Intuitively the hardest case

anyway, holds if C is for Factoring. On HW we'll see how to reduce general SAT to Unique-SAT.)

Notation: $N = 2^n$. (Brute force is $\approx N$, we want $\sqrt{N}$.)

E.g.: $n=3$, $N=8$.

Given (highly "obfuscated") AND/OR/NOT circuit C with T gates, computing some

$F: \{0,1\}^3 \rightarrow \{0,1\}$. Secretly, $F = \text{"Is 101?"}$,

So $F(\underbrace{101}_{\text{"x*"}}) = 1$, $F(x) = 0$ for $x \neq 101$.

(Obviously could find $x^* = 101$ here with $\approx 8T$ steps by trying all $N=8$ inputs. But try to imagine $N \gg T$.)

(Soort a like the Bias-Busting prob: we're interested in the 0's and 1's of F 's truth table. So let's start with that algorithm...)

Make X, Y, Z .

(usually called A, B, C ,
but let's mix
it up)

// State is now 000,

aka "1 ampl. on 000

0 ampl. on 001

0 ampl. on 010

⋮

0 ampl. on 111."

000	1
001	0
010	0
011	0
100	0
101	0
110	0
111	0

(we always write state vecs as columns) ← "state vector"

(But to save vertical space in this lecture,
I am forced to write col. vectors horizontally!)

$$\begin{matrix} & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \end{matrix} \begin{pmatrix} a, & b, & c, & \dots \end{pmatrix} \text{ means } \begin{matrix} & & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & \end{matrix} \begin{bmatrix} a \\ b \\ c \\ \vdots \end{bmatrix}$$

(Next, we "prepare the uniform superposition":)

Add & Diff All:

Add & Diff on X

Add & Diff on Y

Add & Diff on Z

// state now $(1, 1, 1, 1, 1, 1)$

Unnormalized:

$(\text{amp})^2$ adds to $N=8$.

(So far, $n=3$ instructions)

Composite operation on 3 qubits : : : ^{input} : : :
 $\equiv$ 8×8 matrix, $\begin{matrix} & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \\ & & & & & & & \end{matrix} \begin{bmatrix} \text{Add Diff All} \end{bmatrix}$.

$$\begin{bmatrix} \text{Add Diff All} \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

"If $F(X, Y, Z)$ Then Minus"

// we can implement this by
quantumizing the circuit C ,
 $\approx 2T$ quantum instructions

// State is now F 's
"± truth table":

$(+1, +1, +1, +1, +1, -1, +1, +1)$
 $\begin{matrix} 000 & 001 & 010 & 011 & 100 & 101 & 110 & 111 \\ & & & & & \uparrow & & \\ & & & & & x^* & & \end{matrix}$
 "f" :=

[Notice we got ampl. -1 on the "secret" string x^* ,
even though we don't know how C works.
Unfortunately, "Print All" here would reveal nothing.
Continuing the Bias-Busting algorithm... II

Avg & Disp All:

Avg & Disp on X
Avg & Disp on Y
Avg & Disp on Z

a composite operation,
represented by an 8×8

matrix

$$\begin{bmatrix} \text{Avg \& Disp All} \end{bmatrix} = \begin{bmatrix} \text{Add 80\%ff} \\ \text{All} \end{bmatrix}^{-1}$$

// state is nowwell....

"g" := $\left(\mu, \begin{matrix} ? & ? & ? & ? & ? & ? & ? & ? \\ 000 & 001 & 010 & 011 & 100 & 101 & 110 & 111 \end{matrix} \right)$

$\mu = \text{avg}\{f\text{'s values}\}$

$$= \frac{7 \cdot (+1) + 1 \cdot (-1)}{8}$$

$$= 6/8 = \textcircled{.75}$$

(inverse) $\rightarrow$

Summary:

$$\begin{bmatrix} \text{Avg Disp All} \end{bmatrix} \begin{bmatrix} \vec{f} \end{bmatrix} = \begin{bmatrix} \vec{g} \end{bmatrix} = \begin{bmatrix} \mu = .75 \\ ? \\ ? \\ ? \end{bmatrix}$$

$$\begin{bmatrix} \text{Add Diff All} \end{bmatrix} \begin{bmatrix} \vec{g} \end{bmatrix} = \begin{bmatrix} \vec{f} \end{bmatrix}$$

[[The other ? entries of $\vec{g}$ are some kinds of "weird displacements" of $\vec{f}$'s 8 values. Let's actually introduce the natural "displacement" vals for $\vec{f}$.]]

$$\begin{aligned} \vec{f} &= (+1, \quad +1, \quad \dots \quad +1, \quad -1, \quad +1, \quad +1) \\ &= (.75 + .25, .75 + .25, \dots, .75 + .25, .75 - 1.75, .75 + .25, .75 + .25) \\ &= \underbrace{\mu(1, 1, 1, 1, 1, 1, 1, 1)}_{\substack{\text{"} \\ .75}} + \underbrace{(.25, .25, \dots, .25, -1.75, .25, .25)}_{\substack{\text{"} \\ \Delta \\ \text{"}}} \end{aligned}$$

[[and on the other hand...]]

$$\vec{g} = \underbrace{\mu(1, 0, 0, 0, 0, 0, 0, 0)}_{\substack{\text{"} \\ .75}} + \underbrace{(0, w, w, w, w, w, w, w)}_{\substack{\text{"} \\ ? \\ \text{"}}} \quad \leftarrow \text{[didn't calculate]}$$

[[time for a tiny bit of linear algebra]]

$$\begin{aligned}
\circ \vec{f} &= \mu(1,1,1,\dots,1) + \vec{\Delta} \quad (1) \\
&= \left[\text{Add \& Diff All} \right] \left(\mu(1,0,0,\dots,0) + \vec{?} \right) \quad (2) \\
&= \mu \cdot \underbrace{\left[\text{Add \& Diff All} \right] \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix}}_{(1,1,1,\dots,1)} + \left[\text{Add \& Diff All} \right] \cdot \begin{bmatrix} \vec{?} \\ \cdot \end{bmatrix} \quad (3)
\end{aligned}$$

[this is the "preparing the uniform superposition" trick]

So $(1) = (3)$ looks like " $P + Q = P + R$ "

$\mu(1,1,\dots,1) \rightarrow$

$$\therefore Q = R \Rightarrow -Q = -R$$

$$\Rightarrow P - Q = P - R$$

$\Rightarrow$ can change $+$ to $-$
in $(1), (2), (3)$

$$\begin{aligned}
\circ \vec{f}' &:= \mu(1,1,\dots,1) - \vec{\Delta} \\
&= \left[\text{Add \& Diff All} \right] \left(\mu(1,0,0,\dots,0) - \vec{?} \right)
\end{aligned}$$

$\vec{g} = \begin{bmatrix} .75 \\ \alpha \\ p \\ y \\ \vdots \\ \omega \end{bmatrix}$

 $=$

$\downarrow \mu$
 $\begin{bmatrix} 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$

 $+$

$\downarrow \vec{?}$
 $\begin{bmatrix} 0 \\ \alpha \\ p \\ y \\ \vdots \\ \omega \end{bmatrix}$

 $\Rightarrow$

$\vec{g}' = \begin{bmatrix} .75 \\ -\alpha \\ -p \\ -y \\ \vdots \\ -\omega \end{bmatrix}$

$\vec{g}'$

Summary:

$$\vec{g} = (.75, \alpha, \beta, \dots, w)$$

($\alpha, \beta, \dots, w$ are #s we didn't calculate)

$$\vec{g}' = (.75, -\alpha, -\beta, \dots, -w)$$

$$\vec{f} = (1, 1, \dots, 1, \underset{\uparrow x^*}{-1}, 1, 1)$$

$$= (.75 + .25, \dots, .75 + .25, .75 - 1.75, .75 + .25, .75 + .25)$$

$$\vec{f}' = (.75 - .25, \dots, .75 - .25, .75 + 1.75, .75 - .25, .75 - .25)$$

$$= (.5, \dots, .5, 2.5, .5, .5)$$

$$\begin{bmatrix} \vec{f}' \end{bmatrix} = \begin{bmatrix} \text{Add \& Diff All} \end{bmatrix} \begin{bmatrix} \vec{g}' \end{bmatrix}$$

f' 's values got "reflected across their mean"

How? We're negating every ampl. except the one on $00 \dots 0$.
 "If OR(...) Then Minus!"

Thm: Grover's "Reflection Across The Mean" oper:

- Avg & Disp on $X_1, \dots, X_n$ // n instrs.
- If OR($X_1, \dots, X_n$) Then Minus // $\approx 2n$ instrs.
- Add & Diff on $X_1, \dots, X_n$ // n instrs.

$\approx 4n$ instructions: Effect is $(\mu + \Delta_{000}, \mu + \Delta_{001}, \dots, \mu + \Delta_{111})$
 (where $\mu = \text{avg. ampl. value}$) $\mapsto (\mu - \Delta_{000}, \mu - \Delta_{001}, \dots, \mu - \Delta_{111})$

[[Back to our $n=3$ example...]]

Unif. superpos: $(1, 1, 1, \dots, 1)$

If F Then Minus: $(1, 1, \dots, 1, -1, 1, 1)$

"Ref. Across Mean": $(.5, .5, \dots, .5, 2.5, .5, .5)$
 $\uparrow .75$ ↕ $x^* = 101$ position

[[Cool! Got a "big" ampl. on $x^* = 101$. If we "Print All" now, what are probabilities?]]

$$7 \times (.5)^2 + 1 \times (2.5)^2 = 7 \times .25 + 6.25 = 8 \checkmark$$

$$\text{Prob}(\text{print } x^* = 101) = \frac{6.25}{8} = .78125. \quad 78\% \text{ success!}$$

[[Well, that was $n=3$, $N=8$. General case?]]

Unique-SAT-Solve (C computing $F: \{0,1\}^n \rightarrow \{0,1\}$, $F(x^*) = 1$ for unique "secret" x^*)

- Initialize $X_1, \dots, X_n$
 - Add & Diff All
 - If $F(X_1, \dots, X_n)$ Then Minus
 - Ref. Across Mean
- } prep unif superpos (n instrs)
"Combo" ($\approx 2n$ instrs.)
($\approx 4n$ instrs.)

[[Let's examine amplitudes]]

After "If F Then Minus":

state is $(1, 1, 1, \dots, 1, -1, 1, \dots)$
 $\uparrow$ x^* position, $\sum (\text{Ampl})^2 = N = 2^n$

$$\text{Mean } \mu = \frac{(N-1)(+1) + (-1)}{N} = \frac{N-2}{N} = 1 - \frac{2}{N} \approx 1^{\text{ish}}$$

(unphysically tiny)

Write state as μ + displacements:

$$(1^{\text{ish}} + 0^{\text{ish}}, (1^{\text{ish}} + 0^{\text{ish}} \leftarrow \text{technically, } 2/N), \dots, 1^{\text{ish}} + 0^{\text{ish}}, 1^{\text{ish}} - 2^{\text{ish}}, 1^{\text{ish}} + 0^{\text{ish}}, \dots, 1^{\text{ish}} + 0^{\text{ish}})$$

technically, $\mu = 1 - 2/N$

• Refl. Across Mean

$$\rightarrow (1^{\text{ish}} - 0^{\text{ish}}, 1^{\text{ish}} - 0^{\text{ish}}, \dots, 1^{\text{ish}} - 0^{\text{ish}}, 1^{\text{ish}} + 2^{\text{ish}}, 1^{\text{ish}} + 0^{\text{ish}}, \dots, 1^{\text{ish}} + 0^{\text{ish}})$$

$$= (1, 1, \dots, 1, 3, 1, \dots, 1)^{\text{ish}}$$

(We got 2.5 here in $N=8$ case
as we've twice neglected $\frac{2}{N}$ here)

Print All now?

$$\text{Prob}[x^*] \approx \frac{3^2}{N} = \frac{9}{N}$$

(I mean, 9x better than random guessing, but
still unphysically small...)

Final idea: Repeat the "combo" k times...

time $k=2$: $(1, \dots, 1, 3, 1, \dots, 1)$ $\rightarrow$ If F Then Minus
 $(1, \dots, 1, -3, 1, \dots, 1)$

(mean $\mu \approx 1$ ish) $(1+0, \dots, 1+0, 1-4, 1+0, \dots, 1+0)$ $\rightarrow$ Refl. Across Mean

$(1-0, \dots, 1-0, 1+4, 1, \dots, 1)$

$(1, \dots, 1, 5, 1, \dots, 1)$ ish

[Cool! "Print All" now gives x^* with prob. $\approx \frac{25}{N}$.]

$k=3$: $(1, \dots, 1, -5, 1, \dots, 1)$ $\rightarrow$ If F Minus

mean $\mu \approx 1$ still (actually $1 - 6/N = 1 - 2^k/N$)

$= (1+0, \dots, 1-6, 1+0, \dots)$ $\rightarrow$ Refl. Across Mean

$(1-0, \dots, 1+6, 1-0, \dots)$

$= (1, \dots, 7, 1, \dots)$

etc.

Conclusion: So long as mean is ≈ 1 ish,
ampl. on x^* goes up $+2^k$ each step!

After k repetitions:

- $k \times O(n+T)$ instructions

(the $O(n+T)$ will be negligible, so think $\approx k$ time!)

- $\text{Ampl}(x^*) \approx 2^{k+1},$

total squared ampl. N .

[Well.... this can't be true for $k \gg \frac{\sqrt{N}}{2}$.

The "ish" breaks down once $k \approx (\text{small const.})\sqrt{N}$.

Doing analysis very carefully is slightly tedious....

Let's for now just say....]

$\approx 2^{k+1}$ holds provided $k \leq .01\sqrt{N}$, say.

Conclusion: $k = .01\sqrt{N}$ reps $\Rightarrow \tilde{O}(\sqrt{N}) = \tilde{O}(\sqrt{2^n})$
time

- $\Pr(\text{print out } x^*) \approx (.02\sqrt{N})^2 / N$
 $= .0004 = 1/2500.$

[That's great!]

Double-check any output x by

plugging into C . [Only $\approx T$ more steps]

Repeat everything ~~2500~~ 10,000 times, high prob. of eventually getting x^* !

// If you grind on analysis, optimal
value of k , leading to $\Pr[x^*] \approx 100\%$
is $k = \dots \sqrt{N} \cdot \frac{\pi}{4}$!

Yes, π shows up!

Like in the 3BIB sliding blocks
problem, "a circle is involved" somewhere,

So course will now switch gears to
geometry, rotations, linear algebra...

PS: not only do they both secretly
have circles....

... secretly the sliding blocks
problem is identical to

Grover's algorithm !! See H.W...
//