

# CS419: Quantum Computing – Assignment 3

## Problem 1

(35 points) Let  $F: \{0, 1\}^n \rightarrow \{0, 1\}$  be the logical OR function (that is,  $F(x_1, x_2) = 0$  if and only if  $x_1 = x_2 = 0$ ).

1. Convert  $F$  into a the  $\{-1, 1\}$ -valued function  $f: \{0, 1\}^2 \rightarrow \{-1, 1\}$ .
2. Write the quantum state  $|f\rangle$ .
3. Compute the Fourier spectrum of  $f$ ; that is  $\hat{f}(x)$  for each  $x \in \{0, 1\}^2$ .
4. Express  $f$  in its Fourier expansion.
5. Write the quantum state  $|\hat{f}\rangle$ .
6. What will we get if we apply  $H^{\otimes 2}$  to  $|f\rangle$ ?
7. What will we get if we apply  $H^{\otimes 2}$  to  $|\hat{f}\rangle$ ?

## Problem 2

(35 points) Let  $f_0: \{0, 1\}^n \rightarrow \{-1, 1\}$  be a function such that  $\hat{f}_0(00 \cdots 0) = \sqrt{2/3}$ , and let  $f_1: \{0, 1\}^n \rightarrow \{-1, 1\}$  be a function such that  $\hat{f}_1(11 \cdots 1) = \sqrt{2/3}$ . Design and analyse an  $O(1)$ -query quantum algorithm that can distinguish between  $f_0$  and  $f_1$  with probability at least 99%.

## Problem 3

(30 points) Let  $f: [\sqrt{N}] \times [\sqrt{N}] \rightarrow \{0, 1\}$  be a function representing a  $\sqrt{N} \times \sqrt{N}$  Boolean matrix. Design an  $O(N^{3/4} \log(N))$ -query quantum algorithm that checks whether there exists at least one row that consists of only ones; that is, there exists  $x$  such that  $f(x, y) = 1$  for all  $y$ . What is the *time* complexity of your algorithm?

## Problem 4 – BONUS

(10 additional points, max mark is still 100 though...) Solve Problem 3 with  $O(\sqrt{N} \log(N))$  queries.

## Some hints

1. Say algorithm  $A$  makes  $q$  queries and errs with probability at most  $1/3$ . Then for every  $m$ , there exists an algorithm  $A'$  that makes  $O(q \log(m))$  queries and errs with probability at most  $1/m$ . **You can use this fact without proof.** The idea is simply to invoke the algorithm several times and rule by

majority; See, e.g.,:

<https://homes.cs.washington.edu/~anuprao/pubs/CSE531Winter12/lecture7.pdf>

2. With a tiny modification, Grover's algorithm can find a 0 in a haystack of 1's (rather than a 1 in a haystack of 0's).
3. Recall that Grover's algorithm makes  $O(\sqrt{N})$  queries (even if the number of 1's is unknown) and is correct with high probability (say,  $2/3$ ), not with probability 1.
4. Say  $A$  is an algorithm that is correct with high probability, and we want to run it  $t$  times on  $t$  different inputs. If we want all  $t$  runs to be correct with high probability, we first need to reduce the error probability of  $A$  to  $O(1/t)$ .