

LESSON 5.2

DEUTSCH-JOZSA & BERNSTEIN-VAZIRANI ALGORITHMS

Valter Uotila

HELSINGIN YLIOPISTO HELSINGFORS UNIVERSITET UNIVERSITY OF HELSINKI



Introduction

Generalized oracle

Deutsch-Jozsa algorithm

Bernstein-Vazirani algorithm

Demonstrations

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We learned that the simplest version of Deutsch's algorithm can be implemented with the following circuit



We use bit strings and their corresponding 10-base numbers interchangeably, e.g., the bit string 1101 is 13 in 10-base.

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MOTIVATION & BACKGROUND

- In 1992 Deutsch and Jozsa [4] developed generalization of Deutsch's algorithm
- Deutsch-Jozsa's algorithm [1] applies for any function *f*: {0,1}ⁿ → {0,1} where *n* > 0 which is either constant or maps half of the values to 1 and half of the values to 0.
- In order that the algorithm works, it is important that the ratio is half-half which we will see later



Example

The function $f: \{00, 01, 10, 11\} \rightarrow \{1, 0\}$ mapping all the domain bit strings to 1 is one example of a function that Deutsch-Jozsa algorithm is able to detect. We need just one oracle call to say that it is constant.



Deutsch-Jozsa's problem

Determine if $f: \{0, 1\}^n \to \{0, 1\}$ for $n \in \mathbb{N}$ is constant or balanced function.

- To get classically certainly correct result, we need to evaluate the function at every point
- As in the Deutsch's algorithm, quantumly we can solve the problem with just one oracle call

🔆 DEUTSCH VS. DEUTSCH-JOZSA

Deutsch's algorithm – 2 qubits

- 1. Prepare state $|0\rangle\otimes|1\rangle$
- 2. Hadamard transform for all qubits
- 3. Apply oracle of size 4
- 4. Apply Hadamard gate to the first qubit
- 5. Measure the first qubit

DEUTSCH VS. DEUTSCH-JOZSA

Deutsch-Jozsa's algorithm – n + 1 qubits

- 1. Prepare state $|\underbrace{0\dots0}\rangle\otimes|1\rangle$
 - n times
- 2. Hadamard transform for all qubits
- 3. Apply oracle of size 2^{n+1}
- 4. Apply Hadamard transform to n first qubits
- 5. Measure the *n* first qubits



Again we define a unitary operator (oracle) U_f so that

$$U_f|xy\rangle = |x\rangle|y \oplus f(x)\rangle.$$

We see that this is exactly same as in the Deutsch's algorithm. Drawing the circuit:

$$\begin{array}{c} |x\rangle = \\ |y\rangle = \\ |y \oplus f(x)\rangle \end{array}$$

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Let's study how we should design oracle so that it would implement operator U_f correctly. Recall that we are in the following state at the moment of applying the oracle:

$$|x\rangle = |x\rangle$$

$$|0\rangle - X - |- \oplus f(x)\rangle$$

So, we are interested in understanding $|-\oplus f(x)\rangle$.

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Recall that as in Deutsch's algorithm, we prepare the last qubit in the state $|-\rangle = (|0\rangle - |1\rangle)/\sqrt{2}$ before we apply the oracle. We can calculate that $X|-\rangle = -|-\rangle$.

Let x be a bit string and f(x) = 0.

$$egin{aligned} U_f |x
angle |-
angle &= |x
angle |-\oplus f(x)
angle \ &= |x
angle |-\oplus 0
angle \ &= |x
angle |-
angle \end{aligned}$$

Let *x* be a bit string and f(x) = 1.

$$egin{aligned} U_f |x
angle |-
ightarrow &= |x
angle |-\oplus f(x)
angle \ &= |x
angle |-\oplus 1
angle \ &= |x
angle X|-
angle \ &= -|x
angle |-
angle \end{aligned}$$

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MEANING OF THE PREVIOUS CALCULATIONS

Previous calculations showed that by applying the oracle, we introduced a flip to the phase always when *f*(*x*) = 1.

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- Similarly, when *f* maps a bit string to 1, we mark this with X-gate in the matrix representation of the oracle. This change introduced flipped phase for the corresponding state.

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Let $f: \{00, 01, 10, 11\} \rightarrow \{1, 0\}$ be the function which maps the first two elements to 1 and the last two elements to 0. The matrix

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COMPARE TO DEUTSCH'S

- When we created oracles for Deutsch algorithm, we just noticed that they behave certain way and encoded this behaviour
- When we have more qubits, this becomes harder and we need some algorithm to construct oracles



In the case that *f* is identity: $0 \mapsto 0$ and $1 \mapsto 1$

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

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In the case that *f* is swap: $0 \mapsto 1$ and $1 \mapsto 0$

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

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In the case that *f* is constant 0: $0 \mapsto 0$ and $1 \mapsto 0$

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

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In the case that *f* is constant 1: $0 \mapsto 1$ and $1 \mapsto 1$





• If we do not care to use the basic gates, we can use the matrix representation to implement any oracle easily. Qiskit implements a feature that creates a gate based on a given unitary matrix. I use that in the Qiskit demonstration.



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- If we do not care to use the basic gates, we can use the matrix representation to implement any oracle easily. Qiskit implements a feature that creates a gate based on a given unitary matrix. I use that in the Qiskit demonstration.
- On the other hand, we do not necessarily have such functionality. Then we can use X-gates and multi-control-CNOT-gates. See the Quirk demonstrations.
- In some cases, multi-control-CNOT-gates are not available. Then we can implement the equivalent circuit using Toffoli and CNOT-gates.

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PREPARE ANCILLA QUBIT AND APPLY HADAMARD TRANSFORM

The following circuit prepares the ancilla qubit in the state $|-\rangle$ and applies Hadamard transform:

$$|0\rangle^{\otimes n} = |x\rangle$$

$$|0\rangle - X - |-\rangle \quad |x\rangle| - \rangle = \frac{1}{\sqrt{2^n}} \sum_{i=0}^{2^n-1} |i\rangle| - \rangle$$

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We start at state $|0\rangle^{\otimes n}|0\rangle$. After applying X-gate to the ancilla qubit we obtain $|0\rangle^{\otimes n}|1\rangle$. Then we apply Hadamard transform:

$$egin{aligned} \mathcal{H}^{\otimes n+1}(|0
angle^{\otimes n}|1
angle) &= \mathcal{H}^{\otimes n}|0
angle^{\otimes n}\mathcal{H}|1
angle) \ &= rac{1}{\sqrt{2^n}}\sum_{i=0}^{2^n-1}|i
anglerac{|0
angle-|1
angle}{\sqrt{2}} \ &= rac{1}{\sqrt{2^{n+1}}}\sum_{i=0}^{2^n-1}|i
angle(|0
angle-|1
angle) \end{aligned}$$

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Next we apply the oracle U_f :

$$|0\rangle^{\otimes n} = |x\rangle \\ |0\rangle - x - H - |- \oplus f(x)\rangle$$

where
$$\varphi = \frac{1}{\sqrt{2^{n+1}}} \sum_{i=0}^{2^n-1} (-1)^{f(i)} |i\rangle (|0\rangle - |1\rangle).$$

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Recalling that $U_f(|x\rangle|y\rangle) = |x\rangle|y \oplus f(x)\rangle$, we obtain

$$egin{aligned} U_f(|x
angle|-
angle) &= U_f\left(rac{1}{\sqrt{2^{n+1}}}\sum_{i=0}^{2^n-1}|i
angle(|0
angle-|1
angle)
ight) \ &= rac{1}{\sqrt{2^{n+1}}}\sum_{i=0}^{2^n-1}|i
angle(|0\oplus f(i)
angle-|1\oplus f(i)
angle) \ &= rac{1}{\sqrt{2^{n+1}}}\sum_{i=0}^{2^n-1}|i
angle(|f(i)
angle-|1\oplus f(i)
angle). \end{aligned}$$

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Now f(i) = 0 or f(i) = 1. Following similar reasoning as in the case of Deutsch's algorithm, we obtain

$$U_f(|x\rangle|-
angle) = rac{1}{\sqrt{2^{n+1}}}\sum_{i=0}^{2^n-1}(-1)^{f(i)}|i
angle(|0
angle-|1
angle).$$



Next, we apply Hadamard transform for the first *n* qubits. We can ignore the $|-\rangle$ part of the state.



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$$\begin{split} H^{\otimes n} \left(\frac{1}{\sqrt{2^n}} \sum_{i=0}^{2^n - 1} (-1)^{f(i)} |i\rangle \right) &= \frac{1}{\sqrt{2^n}} \sum_{i=0}^{2^n - 1} (-1)^{f(i)} H^{\otimes n} |i\rangle \\ &= \frac{1}{2^n} \sum_{i=0}^{2^n - 1} (-1)^{f(i)} \left(\sum_{j=0}^{2^n - 1} (-1)^{i \cdot j} |j\rangle \right) \\ &= \frac{1}{2^n} \sum_{i=0}^{2^n - 1} \left(\sum_{j=0}^{2^n - 1} (-1)^{f(i)} (-1)^{i \cdot j} \right) |j\rangle, \end{split}$$

where $i \cdot j = i_0 j_0 \otimes \ldots \otimes i_{n-1} j_{n-1}$ is bitwise product.

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Finally we measure the first *n* qubits:



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We see that if *f* is constant, then we measure $\underbrace{0 \cdots 0}_{n \text{ times}}$ with probability 1. This is true because when j = 0, the amplitude of $|0\rangle$ is

$$\left|\frac{1}{2^n}\sum_{i=0}^{2^n-1}(-1)^{f(i)}\right|$$

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If f(i) = 0, then

$$\left.\frac{1}{2^n}\sum_{i=0}^{2^n-1}1\right|=\frac{2^n}{2^n}=1.$$

If f(i) = 1, then

$$\left|\frac{1}{2^n}\sum_{i=0}^{2^n-1}-1\right| = \left|-\frac{2^n}{2^n}\right| = 1.$$

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If *f* is balanced, then we measure $\underbrace{0 \cdots 0}_{n \text{ times}}$ with probability 0. In order that the algorithm produces 100% correct

solution half of the values of *f* needs to be 0s and another half 1s. The amplitude of $|0\rangle$ is

$$\frac{1}{2^n}\sum_{i=0}^{2^n-1}(-1)^{f(i)}\bigg|$$

We see that $(-1)^{f(i)}$ terms cancel each other because half of them evaluate to 1 (when f(i) = 0) and another half to -1 (when f(i) = 1). Thus the amplitude is 0.

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DO WE NEED THE ANCILLA QUBIT?

We can use the following kind of circuit [2] to implement the Deutsch-Jozsa algorithm without ancilla qubit:



if all measured as 0, then *f* is constant; otherwise balanced

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DO WE NEED THE ANCILLA QUBIT?

The oracle U_f is implemented so that for every element $x_{i,i}$ in its diagonal, we have $x_{i,i} = -1$ if f(i) = 1 and $x_{i,i} = 1$, if f(i) = 0. It would be interesting to discuss pros and cons of each implementation. Besides, the third possible circuit to implement Deutsch-Jozsa algorithm with ancilla qubit is represented in [5].



- Bernstein-Vazirani algorithm [3] was represented in 1992.
- It is a restricted version of Deutsch-Jozsa algorithm



In the Deutsch-Jozsa problem, the function *f* was relatively general, but in the Bernstein-Vazirani problem, we restrict it more:

Problem

Let $f: \{0,1\}^n \to \{0,1\}$ for $n \in \mathbb{N}$ be a function defined by

$$f_y(x) = x \cdot y \mod 2$$
,

where $x \cdot y$ is the bitwise dot product. What is the value of y?

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For example, x = 1011 and y = 1001, then

$$f_y(x) = x \cdot y \mod 2$$

= (1 \cdot 1 + 0 \cdot 0 + 1 \cdot 0 + 1 \cdot 1) mod 2
= 2 mod 2 = 0.



- The algorithm is exactly the same
- The oracle is exactly the same $U_f|xy\rangle = |x\rangle|y\oplus f(x)\rangle$
- The demo shows more details how the algorithm works

LINKS TO RUNNING EXAMPLES IN QUIRK AND QISKIT

- Quirk Deutsch-Jozsa algorithm example: constant 1 function *f*
- Quirk Deutsch-Jozsa algorithm example: balanced function *f*
- Qiskit implementation of Deutsch-Jozsa algorithm
- Pennylane implementation of Deutsch-Jozsa algorithm without ancilla qubit
- Qiskit implementation of Bernstein-Vazirani algorithm



- [1] Qiskit textbook deutsch-jozsa algorithm, 2022.
- [2] Xanadu quantum codebook learn quantum computing interactively online with pennylane, 2022.
- [3] E. Bernstein and U. Vazirani. Quantum complexity theory. SIAM Journal on Computing, 26(5):1411–1473, 1997.
- [4] D. Deutsch and R. Jozsa.
 Rapid solution of problems by quantum computation.
 Proceedings of the Royal Society of London. Series A: Mathematical and Physical Sciences, 439(1907):553–558, Dec 1992.
- [5] C. Lectures.

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