

# Shor's Algorithm

## Quantum Computation Basics (The Quantum Circuit Model)

Classical Circuit:



$$\text{AND: } \begin{array}{l} 00 \mapsto 0 \\ 01 \mapsto 0 \\ 10 \mapsto 0 \\ 11 \mapsto 1 \end{array}$$

Inputs are either 0 or 1, outputs are 0 or 1. These are called 'bits'.

The 'speed' or 'runtime' is a measure of how many logic gates are used.

Quantum Circuits:

- Instead of bits, use 'qubits'. A qbit is  $\alpha|0\rangle + \beta|1\rangle \in \mathbb{C}\{|0\rangle, |1\rangle\}$ .  
Satisfying  $|\alpha|^2 + |\beta|^2 = 1$ .  $\otimes$ -product qbits that are adjacent:  $|0\rangle \otimes |1\rangle = |01\rangle$ .
- All quantum gates are reversible & have the same # of inputs & outputs. They can be thought of as unitary operators on  $(\mathbb{C}^2)^{\otimes n}$ .
- For us, a quantum computer can perform any unitary operation on one or two qubits. The runtime will measure the # of such small gates.

Examples:

Hadamard  $x \xrightarrow{H} y$   $H: |0\rangle \mapsto \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$ ,  $|1\rangle \mapsto \frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle$ , extend linearly. eg  $H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$ .

controlled  
CNOT  $x_1 \xrightarrow{\text{CNOT}} y_1$ , Classically,  
 $x_2 \xrightarrow{\text{CNOT}} y_2$ , If  $x_1 = 1$ , Then  $y_2 = \text{NOT } x_2$ .  
 $y_1 = x_1$ , always.

quantum, CNOT:  $|00\rangle \mapsto |00\rangle$ ,  $|01\rangle \mapsto |01\rangle$ ,  $|10\rangle \mapsto |11\rangle$ ,  $|11\rangle \mapsto |10\rangle$ , extend linearly.

Entanglement & Measurement:

A two-qbit gate can entangle two qbits. Measurement of one qbit determines the other.

EPR Pair:

$|0\rangle \xrightarrow{H} \quad |0\rangle \xrightarrow{\oplus} \quad \left. \right\} \text{output is } \frac{1}{\sqrt{2}}|00\rangle + \frac{1}{\sqrt{2}}|11\rangle$

$|0\rangle \xrightarrow{H} \quad |0\rangle \xrightarrow{\oplus} \quad |0\rangle \quad \left. \right\} \text{measurement of only one qbit determines the other one.}$

or partially collapses the state

## Quantum Fourier Transform

First, let's agree to not care about normalization too much.

The state  $\sum_{x \in \{0,1\}^n} \alpha_x |x\rangle$  is basically the same as  $\left(\sum_{x \in \{0,1\}^n} |\alpha_x|^2\right)^{-1} \left(\sum_{x \in \{0,1\}^n} \alpha_x |x\rangle\right)$ .

Normally we'd represent a state as above, in the basis  $\{|x\rangle : x \in \{0,1\}^n\}$  for  $(\mathbb{C}^2)^{\otimes n}$ .  $(\mathbb{C}^2)^{\otimes n}$  can be thought of as the set of functions from  $\{0,1\}^n$  to  $\mathbb{C}$ . Now think of  $\{0,1\}^n$  as  $\mathbb{Z}_N$  where  $N = 2^n$ , by identifying an integer in  $\{0, \dots, N-1\}$  with its binary representation.

Another basis for this  $V$ -space is the set of characters on  $\mathbb{Z}_N$ :

(A character is a homomorphism  $\mathbb{Z}_N \rightarrow \mathbb{C}^\times$ . So if  $\chi$  is one then  $\chi(0) = 1$ ,  $\chi(k) = \chi(1)^k$ , so (since  $N=0$ )  $\chi(1)$  is an  $N^{\text{th}}$  root of unity.)

$\{\chi_\gamma : \gamma \in \mathbb{Z}_N\}$  where  $\chi_\gamma(x) = \omega^{\gamma \cdot x}$ , where  $\omega = e^{\frac{2\pi i}{N}}$  is a primitive  $N^{\text{th}}$  root of unity.

Theorem:  $\{\chi_\gamma : \gamma \in \mathbb{Z}_N\}$  is an orthonormal basis for  $\mathbb{C}^{\mathbb{Z}_N}$ . after normalizing property

$$\begin{aligned} \text{Proof: } \langle \chi_\sigma | \chi_\gamma \rangle &= \sum_{x \in \mathbb{Z}_N} \chi_\sigma(x)^* \chi_\gamma(x) = \sum_{x \in \mathbb{Z}_N} \omega^{-\sigma x} \omega^{\gamma x} \\ &= \sum_{x \in \mathbb{Z}_N} \omega^{(\gamma - \sigma)x} = \begin{cases} N & \text{if } \gamma = \sigma \\ 0 & \text{if not.} \end{cases} \end{aligned}$$

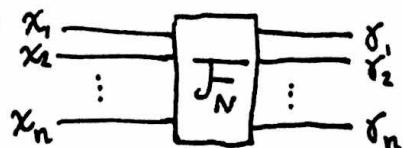
So we can normalize by  $\frac{1}{\sqrt{N}}$  to get a real ONB.

here we id  
 $|x\rangle$  with  
 $1_x$

a state  $g: \mathbb{Z}_N \rightarrow \mathbb{C}$  can be viewed as  $\sum_{x \in \mathbb{Z}_N} g(x) |x\rangle$ . It also has a representation  $\sum_{\gamma \in \mathbb{Z}_N} \hat{g}(\gamma) |\chi_\gamma\rangle$  (this defines  $\hat{g}$ ). here we id  $|\chi_\gamma\rangle$  with  $\chi_\gamma$

The QFT takes  $g \mapsto \hat{g}$ . i.e.,  $\sum_{x \in \mathbb{Z}_N} g(x) |x\rangle = \sum_{\gamma \in \mathbb{Z}_N} \hat{g}(\gamma) |\chi_\gamma\rangle \xrightarrow{\text{QFT}} \sum_{\gamma \in \mathbb{Z}_N} \hat{g}(\gamma) |\gamma\rangle$

This is ~~only~~ a unitary transformation since it takes one ONB to another. The QFT can be implemented with  $\binom{n+1}{2} \approx n^2$  simple (1 or 2-bit) gates. It is denoted like this:



## Shor's Algorithm

here  $n = \log M \rightarrow O(n^3)$  or  $O(n^6)$   
probabilistically deterministically

- Given  $M$ , factor it: first, check if it's prime (this can be done quickly)
- find  $r$ , a nontrivial square root of  $1 \pmod{M}$  (this might not exist if  $M$  is a power of an odd prime)  
(i.e.  $r^2 \equiv 1 \pmod{M}$  but  $r \not\equiv \pm 1 \pmod{M}$ ).
  - Then  $(r+1)(r-1) \equiv 0 \pmod{M}$ , but  $r+1, r-1 \not\equiv 0 \pmod{M}$ . So both  $r+1$  &  $r-1$  share a factor with  $M$ . Let  $c = \gcd(r-1, M)$ . (GCD can be computed quickly).
  - factor  $c$  and  $\frac{M}{c}$ , return all prime factors. There will be about  $\log M$  total recursive calls because  $M$  has about  $\log M$  prime factors.

How do we find  $r$ ?

- Pick a random  $A \in \mathbb{Z}_M^*$ . Compute  $\gcd(A, M)$ . If it's not 1, then it's a nontrivial factor of  $M$  so we've made our algorithm a little faster. If it is 1, then  $A \in \mathbb{Z}_M^*$
- Find the order  $s$  of  $A \in \mathbb{Z}_M^*$ . i.e.,  $A^s \equiv 1$  but  $A^k \neq 1 \forall k < s$ .
- Suppose we are lucky and  $s$  is even. Then  $A^{\frac{s}{2}}$  is a square root of 1. Suppose we are even more lucky and  $A^{\frac{s}{2}} \neq \pm 1$ . Then let  $r = A^{\frac{s}{2}}$ . It turns out we don't need to try very many times to get this lucky.

Lemma: Suppose  $M$  has  $\geq 2$  distinct odd prime factors.

We pick  $A \in \mathbb{Z}_M^*$  uniformly at random,  $P(\text{ord}(A)^{\frac{s}{2}} \text{ is even} \wedge A^{\frac{s}{2}} \neq \pm 1) \geq \frac{1}{2}$ .

So if we try many times and do not find such an  $A$ , we can be reasonably sure that  $M$  is a power of an odd prime ( needless to say,  $M$  is not even). So we can now binary-search for the  $k^{\text{th}}$  root of  $M$  (which takes  $\log M$  time) where  $k \in \{1, 2, \dots, \log M\}$ , so in total this will take  $(\log M)^2$  time.

But how do we find  $s = \text{ord}(A)$  quickly?

## Period-finding algorithm

identify  $\mathbb{Z}_N = \{0, 1\}^n$  where  $N = 2^n$ .

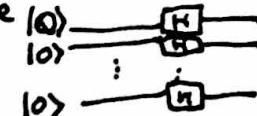
Problem: Given  $f: \mathbb{Z}_N \rightarrow \{1, \dots, 2^m\}$  = "colors" with the promise

That  $f$  is periodic —  $\exists s \in \mathbb{Z}_N \setminus \{0\}$  s.t.  $f(x) = f(x+s) \forall x \in \mathbb{Z}_N$ ,  
AND  $f(x) \neq f(y)$  whenever  $x-y$  is not a multiple of  $s$ .

Find this  $s$ .

Solution Algorithm: let  $O_f$  be an oracle for  $f: |x\rangle \otimes |0^m\rangle \mapsto |x\rangle \otimes |f(x)\rangle$

- prepare the state  $\frac{1}{\sqrt{N}} \sum_{x \in \mathbb{Z}_N} |x\rangle$ , which can be done with lots of Hadamard gates:
- attach  $|0^m\rangle$  to get  $\frac{1}{\sqrt{N}} \sum_{x \in \mathbb{Z}_N} |x\rangle \otimes |0^m\rangle$ .



- apply the oracle to the state, obtaining  $\frac{1}{\sqrt{N}} \sum_{x \in \mathbb{Z}_N} |x\rangle \otimes |f(x)\rangle$ .
- measure the last  $m$  qubits. You'll get a certain color  $c$ . The overall state will collapse to a state  $\sum_{x \in \mathbb{Z}_N, f(x)=c} |x\rangle \otimes |c\rangle$  normalized. The normalizing constant is  $\sqrt{\frac{s}{N}}$  since there are  $\frac{N}{s}$  preimages of  $c$ . We can write this state as  ~~$\left( \sum_{x \in \mathbb{Z}_N} f_c(x) |x\rangle \right) \otimes |c\rangle$~~  where  $f_c(x) = \begin{cases} \sqrt{\frac{s}{N}}, & f(x) = c \\ 0, & \text{o.w.} \end{cases}$

- Apply the QFT to the first  $n$  qubits, which currently store  $f_c \in \mathbb{C}^{\mathbb{Z}_N}$ . Now, let  $t$  be the first element of  $\mathbb{Z}_N$  for which  $f(t) = c$  &  $f_c(t) \neq 0$ . Then  $f_c(x) = \frac{1}{\sqrt{s}} \sum_{t=0}^{s-1} \omega^{xt} = \sqrt{\frac{s}{N}} \cdot \frac{1}{\sqrt{s}} \sum_{t=0}^{s-1} \omega^{r(x-t)} = \sqrt{\frac{s}{N}} \sum_{r \text{ multiple of } \frac{N}{s}} \omega^{r(x-t)} \cdot \frac{1}{\sqrt{s}}$

$$= \sum_{r \in \{0, \frac{N}{s}, \frac{2N}{s}, \dots\}} \frac{1}{\sqrt{s}} \omega^{rt} \chi_r(x) \xrightarrow{\text{QFT}} \sum_{r \in \{0, \frac{N}{s}, \frac{2N}{s}, \dots\}} \frac{\omega^{rt}}{\sqrt{s}} |\gamma\rangle$$

Measuring this state yields some  $\gamma \in \{0, \frac{N}{s}, \frac{2N}{s}, \dots\}$ , and each  $\gamma$  has probability  $|\frac{\omega^{rt}}{\sqrt{s}}|^2 = \frac{1}{s}$  of occurring (this is completely ind. of  $c$ ).

- We can sample from this to obtain a few multiples of  $\frac{N}{s}$ , then take their GCD.  $\gcd(a \frac{N}{s}, b \frac{N}{s}) = \gcd(a, b) \cdot \frac{N}{s}$ , so we'll get  $\frac{N}{s}$  if  $a$  &  $b$  are coprime. And the probability of this happening goes to  $\frac{6}{\pi^2}$  as  $N$  gets large, so for large enough  $N$  we don't have to sample too many times. Having  $\frac{N}{s}$ , divide  $N$  by it to get  $s$ .

## Order-finding Algorithm

Problem: Given  $m$ -bit  $M$  and  $A \in \mathbb{Z}_M^s$ , find  $\text{ord}(A)$  in this group.

Solution Algorithm: let  $\text{poly}(m)$  be a large polynomial like  $m^{10}$ . let  $N = 2^{\text{poly}(m)}$ .

Define  $f: \{0, 1, \dots, N-1\} \rightarrow \mathbb{Z}_M^s$  by  $f(x) = A^x \bmod M$ .  $A^0 = A^s = 1$  and all powers in between are distinct, so  $f$  is almost  $s$ -periodic.

We don't have  $s | N$ , so we modify the period-finding algorithm to fix this.

- Start as before:  $\frac{1}{\sqrt{N}} \sum |x\rangle \otimes |0^m\rangle \xrightarrow{\text{QFT}} \frac{1}{\sqrt{N}} \sum |x\rangle \otimes |A^x \bmod M\rangle \xrightarrow{\text{measure & collapse}}$ . We measure a color  $c$ , let  $D$  be the number of times  $c$  occurs, either  $\lceil \frac{N}{s} \rceil$  or  $\lfloor \frac{N}{s} \rfloor$ . The collapsed state is  $\frac{1}{\sqrt{D}} \sum_{j=0}^{D-1} |t + s \cdot j\rangle \otimes |c\rangle$  where  $t$  is minimal s.t.  $A^t \equiv c \bmod M$ .
- Apply the QFT. Note that  $|x\rangle = |x\rangle = \sum_{y=0}^{N-1} \chi_y(x)^* \chi_y \xrightarrow{\text{QFT}} \sum_{y=0}^{N-1} \frac{1}{\sqrt{N}} \omega^{-yx} |y\rangle$ . So our collapsed state becomes  $\frac{1}{\sqrt{D}} \sum_{j=0}^{D-1} \sum_{y=0}^{N-1} \frac{1}{\sqrt{N}} \omega^{-yt - ys_j} |y\rangle$ , so the probability of measuring a particular  $y$  from this state is  $\frac{1}{DN} \left| \sum_{j=0}^{D-1} \omega^{-yt} \omega^{-ys_j} \right|^2 = \frac{1}{DN} \left| \sum_{j=0}^{D-1} \omega^{-ys_j} \right|^2$ .
- We'd like to get a  $y$  such that  $ys$  is small mod  $M$ . Specifically, if  $-\frac{s}{2} \leq ys \bmod N \leq \frac{s}{2}$  then  $|ys - kN| \leq \frac{r}{2}$  for some  $k$ . equivalently,  $\left| \frac{y}{N} - \frac{k}{s} \right| \leq \frac{1}{2N}$ . So  $\frac{y}{N}$  is a good approximation to  $\frac{k}{s}$  (better if we take  $N$  and  $\text{poly}(m)$  to be larger).
- Now  $k$  was chosen randomly in  $\{0, 1, \dots, s-1\}$ , so with probability at least  $\frac{1}{\log s} > \frac{1}{m}$ ,  $k$  and  $s$  are coprime. So by computing  $\frac{k}{s}$  (using Euclid's algorithm<sup>on  $y$  and  $N$</sup>  and stopping when the remainder is small, not 0, i.e. expanding  $\frac{y}{N}$  into a continued fraction & stopping early) we can find  $s$ . (to be sure we have the right  $s$ , find two  $k$  &  $k'$  that give  $s$  & are coprime).
- The probability of finding such a  $y$  is positive, at least  $\frac{1}{16}$ .

Intuitively, if  $ys$  is small then all of  $\omega^{-ysj}$  will be close to 1, so they will add positively & not cancel each other out too much.