Fast quantum integer multiplication with very few ancillas

Gregory D. Kahanamoku-Meyer, Norman Y. Yao

October 26, 2023

Motivation

Arithmetic on quantum computers: why do we care?

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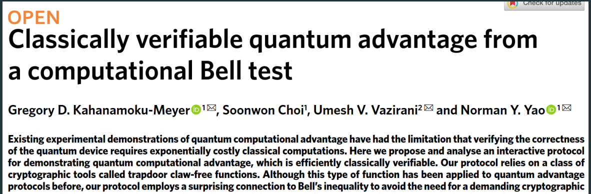

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OPEN

Classically verifiable quantum advantage from a computational Bell test

Gregory D. Kahanamoku-Meyer[1], Soonwon Choi[1], Umesh V. Vazirani[2] and Norman Y. Yao[1]

Existing experimental demonstrations of quantum computational advantage have had the limitation that verifying the correctness of the quantum device requires exponentially costly classical computations. Here we propose and analyse an interactive protocol for demonstrating quantum computational advantage, which is efficiently classically verifiable. Our protocol relies on a class of cryptographic tools called trapdoor claw-free functions. Although this type of function has been applied to quantum advantage protocols before, our protocol employs a surprising connection to Bell's inequality to avoid the need for a demanding cryptographic property called the adaptive hardcore bit, while maintaining essentially no increase in the quantum circuit complexity and no extra assumptions. Leveraging the relaxed cryptographic requirements of the protocol, we present two trapdoor claw-free function constructions, based on Rabin's function and the Diffie–Hellman problem, which have not been used in this context before. We also

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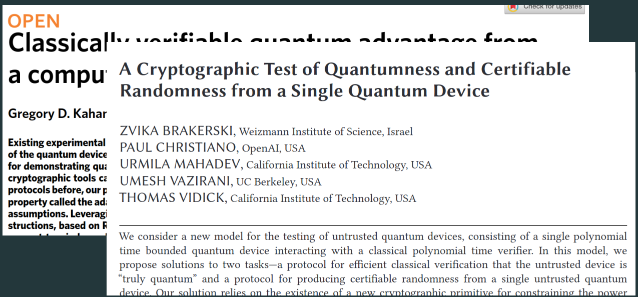

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A Cryptographic Test of Quantumness and Certifiable Randomness from a Single Quantum Device

ZVIKA BRAKERSKI, Weizmann Institute of Science, Israel
PAUL CHRISTIANO, OpenAI, USA
URMILA MAHADEV, California Institute of Technology, USA
UMESH VAZIRANI, UC Berkeley, USA
THOMAS VIDICK, California Institute of Technology, USA

We consider a new model for the testing of untrusted quantum devices, consisting of a single polynomial time bounded quantum device interacting with a classical polynomial time verifier. In this model, we propose solutions to two tasks—a protocol for efficient classical verification that the untrusted device is "truly quantum" and a protocol for producing certifiable randomness from a single untrusted quantum device. Our solution relies on the existence of a new cryptographic primitive for constraining the power

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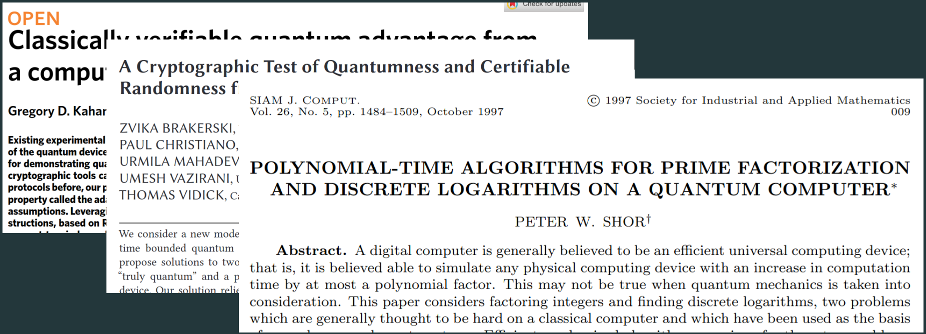

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SIAM J. Comput.
Vol. 26, No. 5, pp. 1484–1509, October 1997

POLYNOMIAL-TIME ALGORITHMS FOR PRIME FACTORIZATION AND DISCRETE LOGARITHMS ON A QUANTUM COMPUTER*

PETER W. SHOR†

Abstract. A digital computer is generally believed to be an efficient universal computing device; that is, it is believed able to simulate any physical computing device with an increase in computation time by at most a polynomial factor. This may not be true when quantum mechanics is taken into consideration. This paper considers factoring integers and finding discrete logarithms, two problems which are generally thought to be hard on a classical computer and which have been used as the basis

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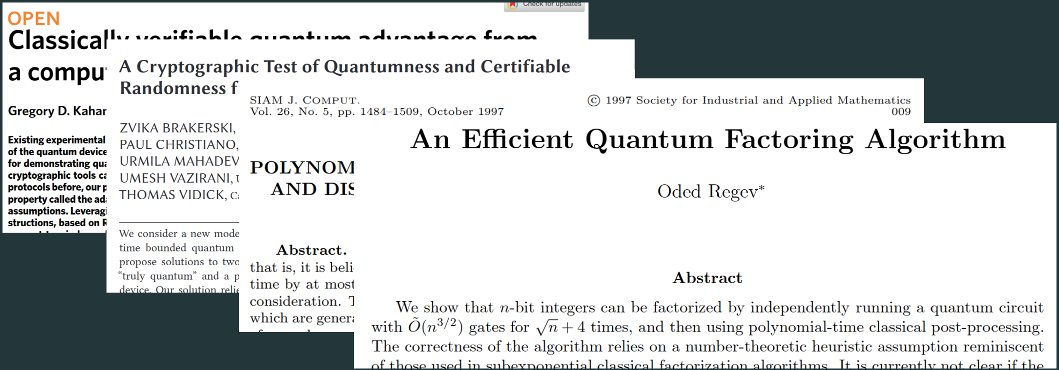

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Abstract.
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An Efficient Quantum Factoring Algorithm

Oded Regev*

Abstract

We show that n-bit integers can be factorized by independently running a quantum circuit with $\tilde{O}(n^{3/2})$ gates for $\sqrt{n}+4$ times, and then using polynomial-time classical post-processing. The correctness of the algorithm relies on a number-theoretic heuristic assumption reminiscent of those used in subexponential classical factorization algorithms. It is currently not clear if the

Multiplication on quantum computers

Today's goal: implement the following unitaries

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$$\mathcal{U}_{q\times q}\left|x\right\rangle\left|y\right\rangle\left|0\right\rangle = \left|x\right\rangle\left|y\right\rangle\left|xy\right\rangle$$

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… **with as few gates and qubits as possible.**

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$$\mathcal{U}_{q\times q} \left|x\right\rangle \left|y\right\rangle \left|w\right\rangle = \left|x\right\rangle \left|y\right\rangle \left|w + xy\right\rangle$$

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1. Classical fast multiplication—**Karatsuba**, $\mathcal{O}(n^{1.58\cdots})$ operations

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7. Implications, applications, etc.

Background: schoolbook multiplication

The “schoolbook” method: $xy = \sum_{ij}(2^i x_i)(2^j y_j) = \sum_{ij} 2^{i+j} x_i y_j$

$$
\begin{array}{cccccccc}
 & & & & 1 & 1 & 0 & 1 \\
 & & & \times & 1 & 0 & 1 & 0 \\
\hline
 & & & & 1 & 0 & 1 & 0 \\
 & & 1 & 0 & 1 & 0 & & \\
+ & 1 & 0 & 1 & 0 & & & \\
\hline
\mathbf{1} & \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{1} & \mathbf{0}
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\hline
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\end{array}
$$

Running time: $\mathcal{O}(n^2)$ operations

Background: schoolbook multiplication

Given two n-bit numbers x and y, what if we use base $b = 2^{n/2}$?

$$\begin{array}{cccc}
 & & x_1 & x_0 \\
\times & & y_1 & y_0 \\
\hline
 & & & x_0 y_0 \\
 & & x_1 y_0 & \\
 & & x_0 y_1 & \\
+ & x_1 y_1 & & \\
\hline
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\hline
\end{array}$$

$$xy = x_1 y_1 b^2 + x_0 y_1 b + x_1 y_0 b + x_0 y_0$$

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\hline
 & & & x_0y_0 \\
 & & x_1y_0 & \\
 & & x_0y_1 & \\
+ & x_1y_1 & & \\
\hline
\end{array}$$

$$xy = x_1y_1b^2 + x_0y_1b + x_1y_0b + x_0y_0$$

Time remains $\mathcal{O}(n^2)$, because $4(n/2)^2 = n^2$

Background: Karatsuba multiplication

$$xy = x_1y_1b^2 + (x_0y_1 + x_1y_0)b + x_0y_0$$

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Can compute xy with only three multiplications of size $\log b = n/2$:

1. x_1y_1
2. x_0y_0
3. $(x_1 + x_0)(y_1 + y_0)$

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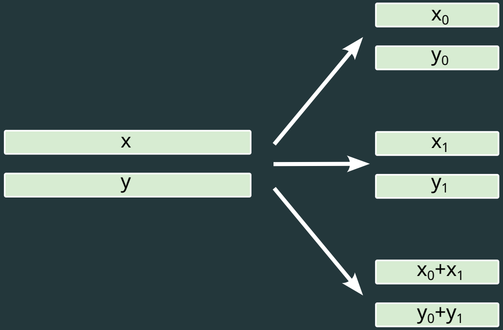
1. $x_1 y_1$
2. $x_0 y_0$
3. $(x_1 + x_0)(y_1 + y_0)$

Computational cost: $3(n/2)^2 = \frac{3}{4} n^2 = \mathcal{O}(n^2)$

Background: Karatsuba multiplication



x

y

x_0

y_0

x_1

y_1

x_0+x_1

y_0+y_1

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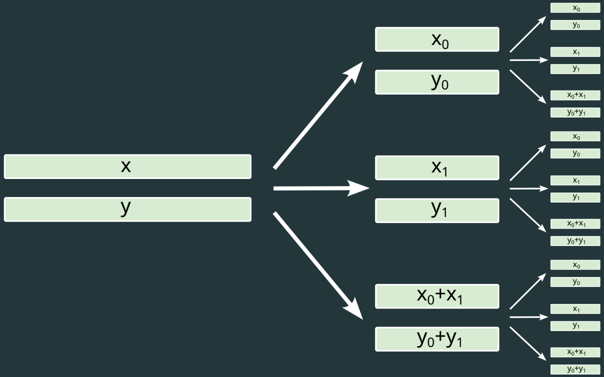

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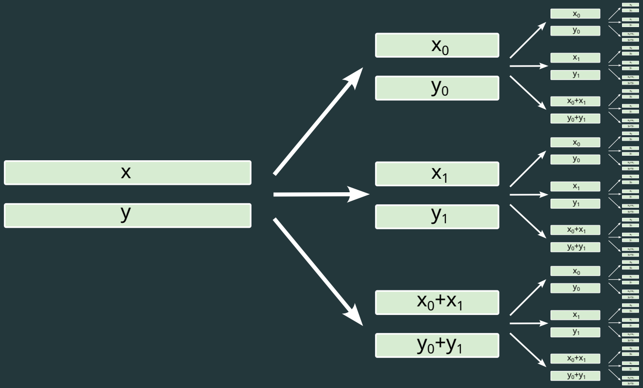

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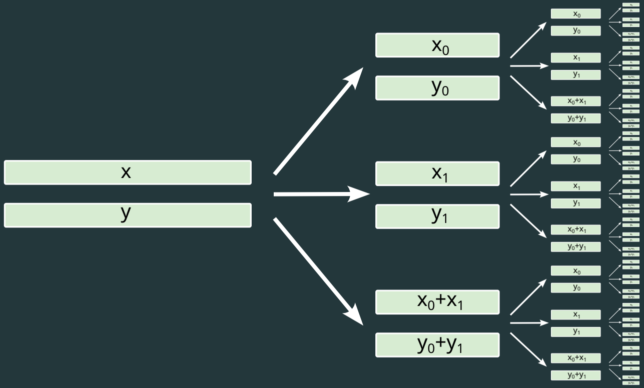

Depth: $d = \log_2 n$

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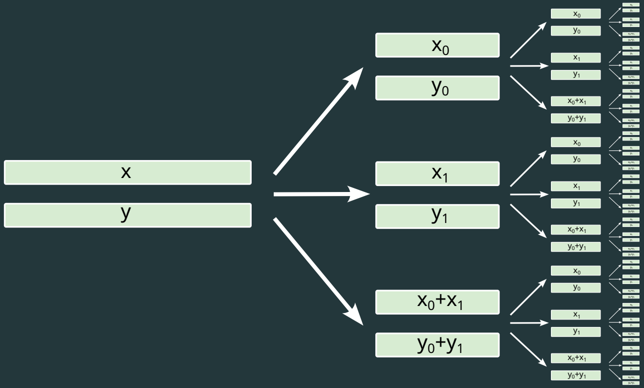

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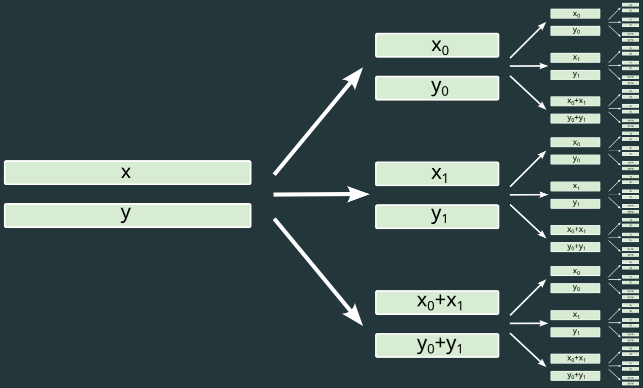

Depth: $d = \log_2 n$

Operations: 3^d

Cost: $\mathcal{O}(n^{\log_2 3}) = \mathcal{O}(n^{1.58\cdots})$

Background: Karatsuba multiplication

Question: why don't we always do this, classically?

Answer: the extra complexity isn't always worth it!

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GNU multiple-precision arithmetic library cutoff: 2176 bit numbers

Can these fast circuits be made quantum?

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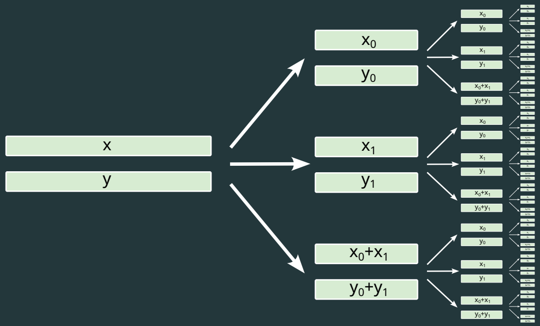
Challenge: making recursive algorithms reversible



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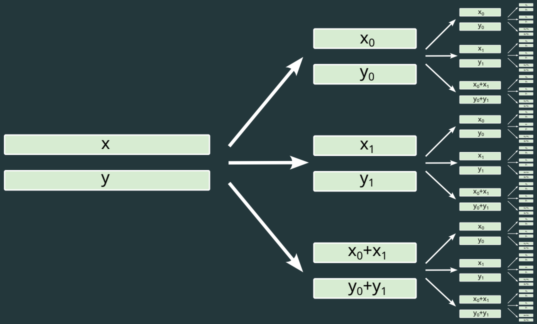

Quantum Karatsuba implementations

All have $\mathcal{O}(n^{1.58\cdots})$ gates

Work	Qubits
Kowada et al. ’06	$\mathcal{O}(n^{1.58\cdots})$
Parent et al. ’18	$\mathcal{O}(n^{1.43\cdots})$
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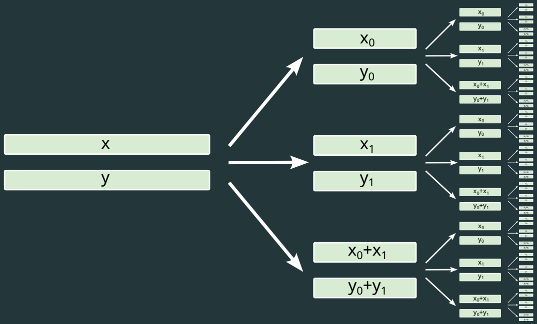

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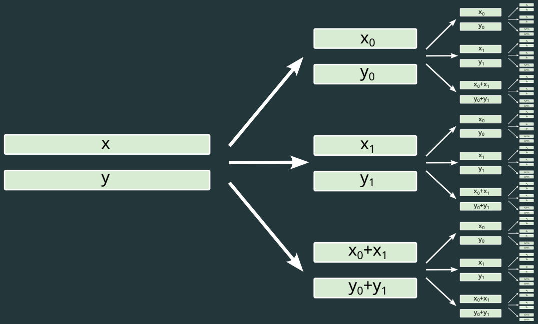

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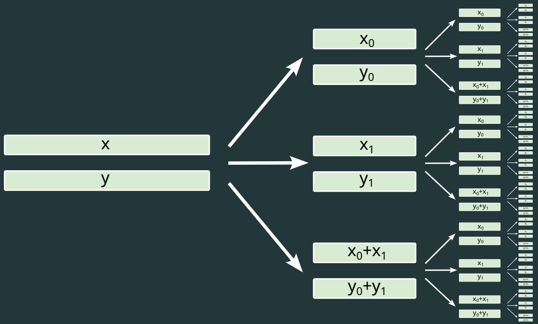

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Result: Fast multiplication using 1 ancilla

A fundamentally quantum way of doing arithmetic

[Draper '04]: Arithmetic in Fourier space

$$|xy\rangle = \mathrm{QFT}^{-1} \sum_z \exp\left(\frac{2\pi i x y z}{2^n}\right) |z\rangle$$

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A fundamentally quantum way of doing arithmetic

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x_i, y_j, z_k are binary values—apply phase only if they all are equal to 1!

A series of CCR_ϕ gates between the bits of $|x\rangle$, $|y\rangle$, and $|z\rangle$!

A fundamentally quantum way of doing arithmetic

$$\exp\left(\frac{2\pi i xyz}{2^n}\right) = \prod_{i,j,k} \exp\left(\frac{2\pi i 2^{i+j+k}}{2^n} x_i y_j z_k\right)$$

The downside:

A fundamentally quantum way of doing arithmetic

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The downside: For n-bit numbers, this requires n^3 gates!

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Here: $\mathcal{O}(n^2)$ controlled phase rotations (matches Schoolbook algorithm)

Fast quantum multiplication

Main question: Can we combine fast multiplication with Fourier arithmetic to get the benefits of both?

Fast classical-quantum multiplication

Goal: $\mathcal{U}(a) |x\rangle |0\rangle = |x\rangle |ax\rangle$

Fast classical-quantum multiplication

Goal: Apply phase $\exp\left(\frac{2\pi i a}{2^n}xz\right)$; x and z are quantum

Fast classical-quantum multiplication

Goal: Implement PhaseProduct(ϕ) $|x\rangle\, |z\rangle = \exp\left(i\phi xz\right) |x\rangle\, |z\rangle$

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Fast classical-quantum multiplication

Goal: Implement PhaseProduct(ϕ) $|x\rangle\,|z\rangle = \exp(i\phi x z)\,|x\rangle\,|z\rangle$

We want to split the phase $\phi x z$ into the sum of many phases, which are easy to implement.

Previously:

$$\exp(i\phi x z) = \prod_{i,j} \exp\left(i\phi 2^{i+j} x_i z_j\right)$$

Fast classical-quantum multiplication

Goal: Implement $\text{PhaseProduct}(\phi)\,|x\rangle\,|z\rangle = \exp\left(i\phi xz\right)|x\rangle\,|z\rangle$

We want to split the phase ϕxz into the sum of many phases, which are easy to implement.

Karatsuba:

$$xz = 2^n x_1 z_1 + 2^{n/2}((x_0 + x_1)(z_0 + z_1) - x_0 z_0 - x_1 z_1) + x_0 z_0$$

Fast classical-quantum multiplication

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Plugging in Karatsuba:

$$\begin{aligned}\exp\left(i\phi xz\right) = &\exp\left(i\phi 2^n x_1 z_1\right)\\ &\cdot\exp\left(i\phi x_0 z_0\right)\\ &\cdot\exp\left(i\phi 2^{n/2}((x_0+x_1)(z_0+z_1)-x_0z_0-x_1z_1)\right)\end{aligned}$$

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How are we supposed to reuse values in the *phase*?

Fast classical-quantum multiplication

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We want to split the phase ϕxz into the sum of many phases, which are easy to implement.

Re-ordering Karatsuba:

$$xz = (2^n - 2^{n/2})x_1 z_1 + 2^{n/2}(x_0 + x_1)(z_0 + z_1) + (1 - 2^{n/2})x_0 z_0$$

Fast classical-quantum multiplication

Goal: Implement PhaseProduct(ϕ) $|x\rangle |z\rangle = \exp(i\phi xz) |x\rangle |z\rangle$

We want to split the phase ϕxz into the sum of many phases, which are easy to implement.

Plugging in reordered Karatsuba:

$$\begin{aligned} \exp(i\phi xz) = \exp&\Big(i\phi(2^n - 2^{n/2})x_1 z_1\Big) \\ \cdot \exp&\Big(i\phi(1 - 2^{n/2})x_0 z_0\Big) \\ \cdot \exp&\Big(i\phi 2^{n/2}(x_0 + x_1)(z_0 + z_1)\Big) \end{aligned}$$

Fast classical-quantum multiplication

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We want to split the phase ϕxz into the sum of many phases, which are easy to implement.

Plugging in reordered Karatsuba:

$$\begin{aligned} \exp(i\phi xz) = & \exp(i\phi_1 x_1 z_1) \\ & \cdot \exp(i\phi_2 x_0 z_0) \\ & \cdot \exp(i\phi_3 (x_0 + x_1)(z_0 + z_1)) \end{aligned}$$

$$\begin{aligned} \phi_1 &= (2^n - 2^{n/2})\phi \\ \phi_2 &= (1 - 2^{n/2})\phi \\ \phi_3 &= 2^{n/2}\phi \end{aligned}$$

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Each of these has the same structure, but on half as many qubits → do it recursively!

Fast classical-quantum multiplication

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Recursion relation: $T(n) = 3T(n/2)$

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Recursion relation: $T(n) = 3T(n/2) \Rightarrow \mathcal{O}(n^{\log_2 3}) = \mathcal{O}(n^{1.58\cdots})$ gates!

How many qubits do we need?

Splitting registers $|x\rangle \to |x_1\rangle\,|x_0\rangle$ and $|z\rangle \to |z_1\rangle\,|z_0\rangle$, can immediately do

- $\exp\left(i\phi_1 x_1 z_1\right)$
- $\exp\left(i\phi_2 x_0 z_0\right)$

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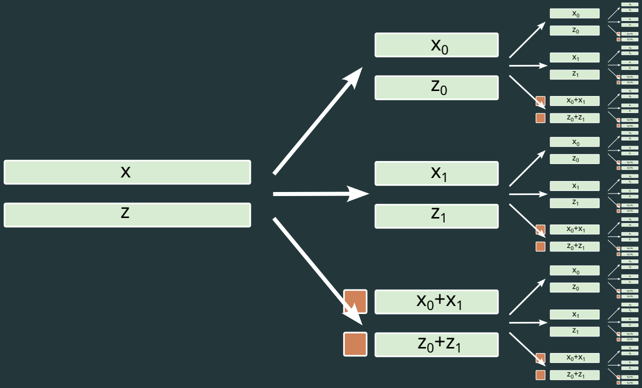
What about $\exp\left(i\phi_3 (x_0 + x_1)(z_0 + z_1)\right)$?

Use quantum addition circuits.

But, **addition is reversible** → do it *in-place*! E.g. $|x_1\rangle\,|x_0\rangle \to |x_1\rangle\,|x_0 + x_1\rangle$

How many qubits do we need?

Total number of ancillas: $\mathcal{O}(\log n)$



x
z

x_0
z_0
x_1
z_1
x_0+x_1
z_0+z_1

x_0
z_0
x_1
z_1
x_0+x_1
z_0+z_1

x_0
z_0
x_1
z_1
x_0+x_1
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x_1
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x_0+x_1
z_0+z_1

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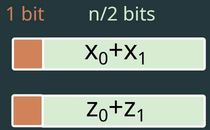


1 bit

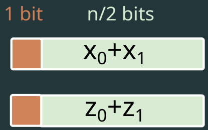
n/2 bits

$x_0 + x_1$

$z_0 + z_1$

How many qubits do we need?

Total number of ancillas: 2



1 bit n/2 bits

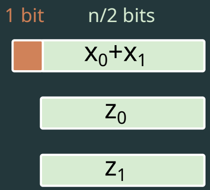
x_0+x_1

z_0+z_1

Idea: “Shave off” the high bit before recursing

How many qubits do we need?

Total number of ancillas: 1



1 bit

n/2 bits

x_0+x_1

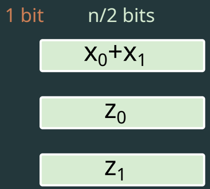
z_0

z_1

Idea: “Shave off” the high bit before recursing

How many qubits do we need?

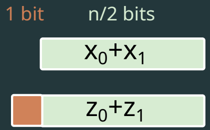
Total number of ancillas: 1



Idea: “Shave off” the high bit before recursing

How many qubits do we need?

Total number of ancillas: 1



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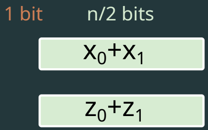

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Making it go faster

So far: $\mathcal{O}(n^{1.58})$ **gates** using **1 ancilla**

Making it go faster

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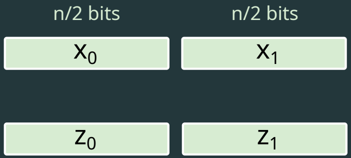
Can we make it go faster?

Background: Toom-Cook multiplication

Let $b = 2^{n/2}$.

$$x = x_1 b + x_0$$

$$z = z_1 b + z_0$$



n/2 bits n/2 bits

x_0 x_1

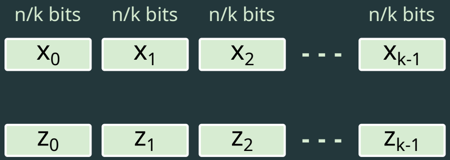
z_0 z_1

Background: Toom-Cook multiplication

Let $b = 2^{n/k}$.

$$x = \sum_{i=0}^{k-1} x_i b^i$$

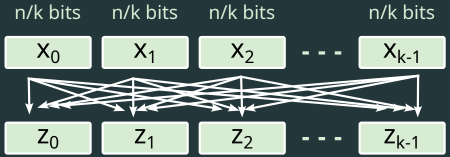
$$z = \sum_{i=0}^{k-1} z_i b^i$$



Background: Toom-Cook multiplication

Let $b = 2^{n/k}$.

$$xz = \left(\sum_{i=0}^{k-1} x_i b^i\right)\left(\sum_{i=0}^{k-1} z_i b^i\right)$$



n/k bits n/k bits n/k bits n/k bits

x_0 x_1 x_2 - - - x_{k-1}

z_0 z_1 z_2 - - - z_{k-1}

Schoolbook: k^2 multiplications of size n/k

Background: Toom-Cook multiplication

$$x(b) = \sum_{i=0}^{k-1} x_i b^i$$

$$z(b) = \sum_{i=0}^{k-1} z_i b^i$$

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$$x(b) = \sum_{i=0}^{k-1} x_i b^i$$

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Facts:

- For any point w, $p(w) = x(w)z(w)$

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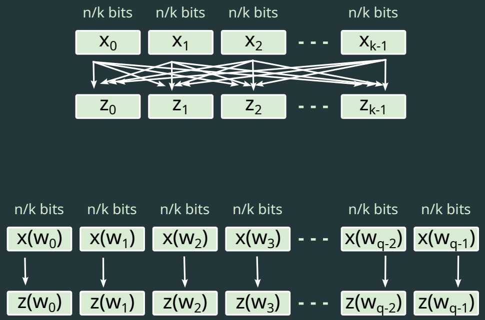
$$p(2^{n/k}) = x(2^{n/k})z(2^{n/k})$$

Facts:

- For any point w, $p(w) = x(w)z(w)$
- $p(b)$ has degree $2(k-1) \Rightarrow$ uniquely determined by $q = 2(k-1)+1$ points w_ℓ!

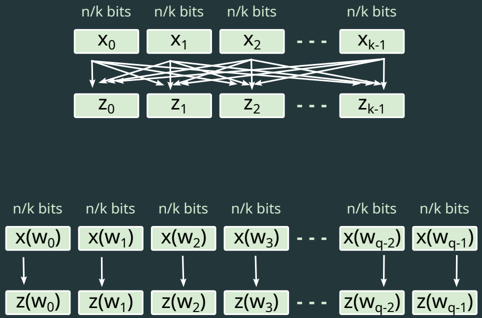
Background: Toom-Cook multiplication

1. Compute $x(w_\ell)$, $z(w_\ell)$ at q points w_ℓ



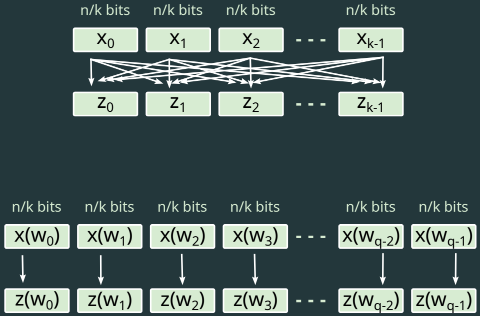
Background: Toom-Cook multiplication

1. Compute $x(w_\ell)$, $z(w_\ell)$ at q points w_ℓ
2. Pointwise multiply



Background: Toom-Cook multiplication

1. Compute $x(w_\ell)$, $z(w_\ell)$ at q points w_ℓ
2. Pointwise multiply
3. Interpolate $p(b)$



Background: Toom-Cook multiplication

1. Compute $x(w_\ell)$, $z(w_\ell)$ at q points w_ℓ
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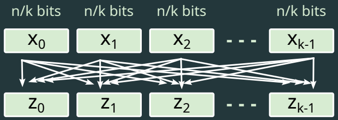
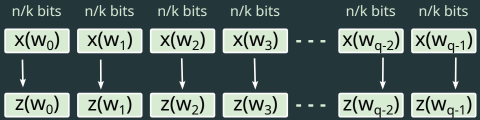
3. Interpolate $p(b)$
4. Evaluate $p(2^{n/k})$





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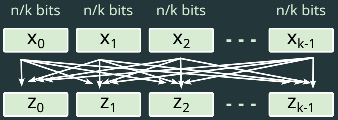
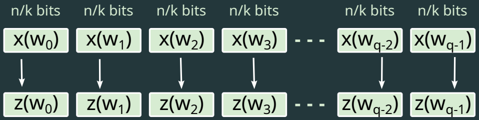
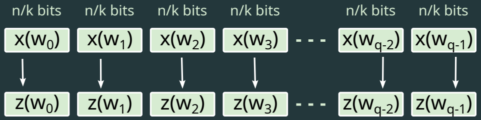




Only $2k - 1$ multiplications of size n/k!

Overhead moves to classical precomputation

1. Compute $x(w_\ell)$, $z(w_\ell)$ at q points w_ℓ
2. Pointwise multiply
3. Interpolate $p(b)$
4. Evaluate $p(2^{n/k})$



$$\phi xz = \sum_{\ell=0}^{2k-2} \phi_\ell \left(\sum_i x_i w_\ell^i\right)\left(\sum_j z_j w_\ell^j\right) \tag{1}$$

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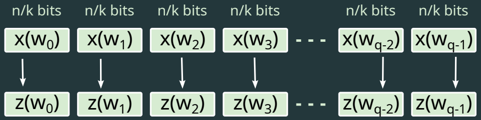

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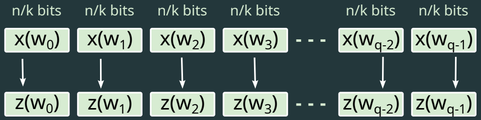

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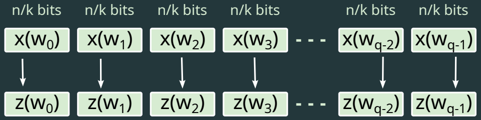

n/k bits n/k bits n/k bits n/k bits n/k bits n/k bits

$x(w_0)$ $x(w_1)$ $x(w_2)$ $x(w_3)$ - - - $x(w_{q-2})$ $x(w_{q-1})$

$z(w_0)$ $z(w_1)$ $z(w_2)$ $z(w_3)$ - - - $z(w_{q-2})$ $z(w_{q-1})$

$$\phi xz = \sum_{\ell=0}^{2k-2} \phi_\ell \left(\sum_i x_i w_\ell^i\right)\left(\sum_j z_j w_\ell^j\right) \tag{1}$$

Much of the overhead has moved to classical precomputation!

Complexity vs. k

Toom-Cook has asymptotic complexity $\mathcal{O}(n^{log_k(2k-1)})$

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Algorithm	Gate count
Schoolbook	$\mathcal{O}(n^2)$
$k = 2$	$\mathcal{O}(n^{1.58\cdots})$
$k = 3$	$\mathcal{O}(n^{1.46\cdots})$
$k = 4$	$\mathcal{O}(n^{1.40\cdots})$
$\vdots$	$\vdots$

Cost estimate

Cost estimates for one 2048-bit classical-quantum multiplication, $k = 4$:

Algorithm	Complexity	Gate count (millions)			Ancilla qubits
		Toffoli	CR_ϕ	Other	
This work	$\mathcal{O}(n^{1.4})$	**0.6**	**0.9**	**2.1**	**50**
Karatsuba [1]	$\mathcal{O}(n^{1.58})$	5.6	—	34	12730
Windowed [1]	$\mathcal{O}(n^2)$	1.8	—	2.5	4106
Schoolbook [1]	$\mathcal{O}(n^2)$	6.4	—	38	2048*

(Note: $\sim 15\%$ of the CR_ϕ come from approximate QFTs with $\epsilon = 10^{-12}$)

[1] C. Gidney, "Windowed quantum arithmetic." (arXiv:1905.07682)

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(Note: $\sim 15\%$ of the CR_ϕ come from approximate QFTs with $\epsilon = 10^{-12}$)

Open q.: Can we use windowing with our construction?

[1] C. Gidney, "Windowed quantum arithmetic." (arXiv:1905.07682)

What about all the arbitrary rotation gates?

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1024 $CR_\phi \rightarrow 64$ R_ϕ plus ~ 2048 Toffoli

Fast quantum-quantum multiplication

Goal: $\mathcal{U} |x\rangle |y\rangle |0\rangle = |x\rangle |y\rangle |xy\rangle$

Fast quantum-quantum multiplication

Goal: Apply phase $\exp\left(\frac{2\pi i}{2^n}xyz\right)$; x, y, and z are quantum

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Goal: Implement PhaseTripleProduct$(\phi) |x\rangle |y\rangle |z\rangle = \exp(i\phi xyz) |x\rangle |y\rangle |z\rangle$

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Doesn't work in the phase!!

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Goal: Compute xyz “all at once”

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Before

$$p(b) = x(b)z(b)$$

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Generalizing Toom-Cook

Goal: Compute xyz "all at once"

Before	**Now**
$p(b) = x(b)z(b)$	$p(b) = x(b)y(b)z(b)$
$p(b)$ has degree $q = 2k - 1$	$p(b)$ has degree $q = 3k - 2$

Example: Generalizing Karatsuba's method

For $k = 2$, we have $q = 4$. Using $w_i \in \{0, \infty, 1, -1\}$:

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$$\begin{aligned} xyz =& (2^{3n/2} - 2^{n/2})x_1 y_1 z_1 \\ &+ \frac{1}{2}(2^n + 2^{n/2})(x_0 + x_1)(y_0 + y_1)(z_0 + z_1) \\ &+ \frac{1}{2}(2^n - 2^{n/2})(x_0 - x_1)(y_0 - y_1)(z_0 - z_1) \\ &+ (1 - 2^n)x_0 y_0 z_0 \end{aligned}$$

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As before: $k > 2$ is faster.

These runtimes are achieved with 2 ancilla qubits.

k	Gates $\mathcal{O}(n^{\log_k(3k-2)})$
1*	$\mathcal{O}(n^3)$
2	$\mathcal{O}(n^2)$
3	$\mathcal{O}(n^{1.77\cdots})$
4	$\mathcal{O}(n^{1.66\cdots})$
5	$\mathcal{O}(n^{1.59\cdots})$
6	$\mathcal{O}(n^{1.55\cdots})$
$\vdots$	$\vdots$

Application: efficiently-verifiable quantum advantage

Protocol for a "proof of quantumness" requires evaluating $f(x) = x^2 \bmod N$

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Cost estimates for protocol with 1024-bit N:

Algorithm	Gate count (millions)			Total qubits
	Toffoli	C^*R_ϕ	Other	
Gate optimized	**0.7**	**0.9**	**0.7**	**2400**
Balanced	**0.9**	**1.0**	**0.9**	**2070**
Qubit optimized	**2.2**	**2.0**	**2.2**	**1560**
"Digital" Karatsuba [2]	1.6	—	1.6	6801
"Digital" Schoolbook [2]	3.5	—	2.9	4097
Prev. Fourier 1 [2]	—	539	—	1025
Prev. Fourier 2 [2]	—	35	—	2062

[2] GDKM, Choi, Vazirani, Yao. "Efficiently-verifiable quantum advantage from a computational Bell test." (arXiv:2104.00687)

Summary so far

- Circuits for phase rotations ϕxz or ϕxyz in sub-quadratic time, using 1 or 2 ancillas respectively

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Fast exact quantum Fourier transform

[Cleve and Watrous 2000]: QFT can be defined recursively.

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For any $m < n$, we may implement QFT_{2^n}:

1. Apply QFT_{2^m} on first m qubits
2. Apply phase rotation $2\pi xz/2^n$
    - $|x\rangle$ is value of first m qubits
    - $|z\rangle$ is value of final $n - m$ qubits
3. Apply $\mathrm{QFT}_{2^{n-m}}$ on final $n - m$ qubits

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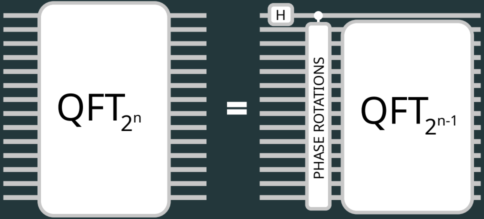

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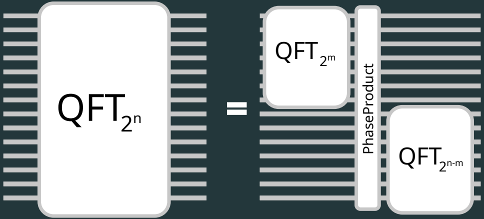

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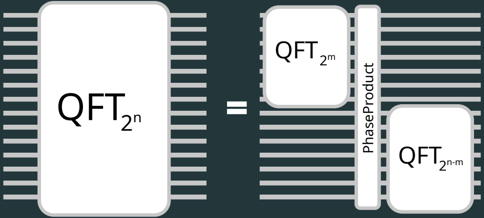
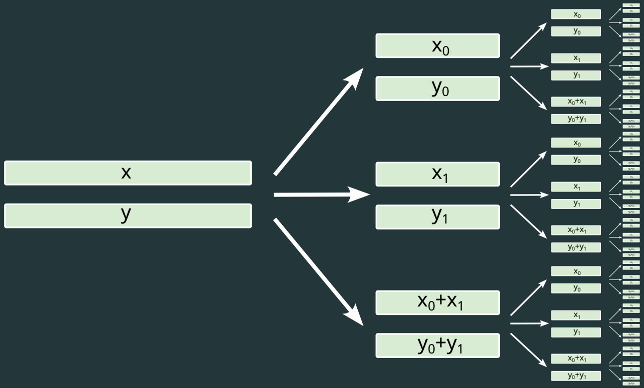


Immediately gives us sub-quadratic exact QFT using only 1 ancilla.

Depth considerations

Parallelization is natural.



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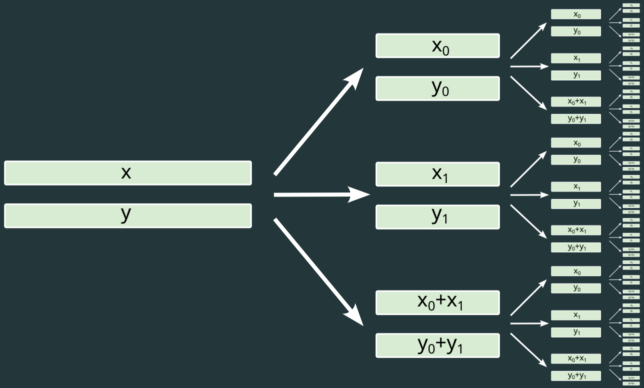
Parallelization is natural.

We have k sub-registers to work with—can do k sub-products in parallel.



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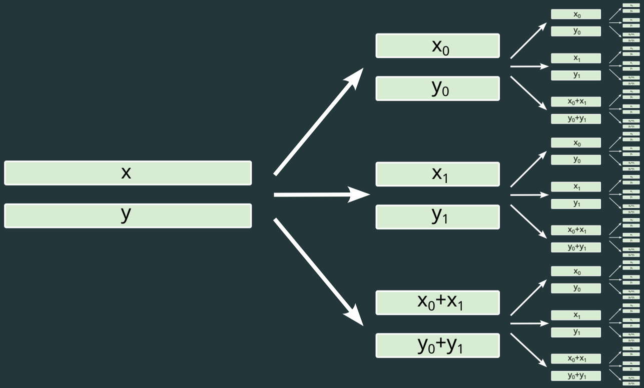

x

y

x_0

y_0

x_1

y_1

x_0+x_1

y_0+y_1

Depth: PhaseProduct in $\mathcal{O}(n^{\log_k 2})$ and PhaseTripleProduct in $\mathcal{O}(n^{\log_k 3})$ using a few more ancillas

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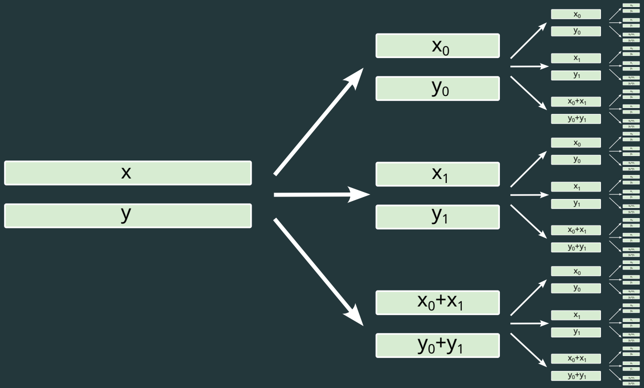

Challenge for multiply: How to do the QFT in sublinear depth with even $\mathcal{O}(n)$ ancillas?

Application: Shor's algorithm

For Shor's algorithm: $\mathcal{O}(n)$ modular classical-quantum multiplications

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Using phase modulo and $k = 4$ multiplier:

Gates: $\mathcal{O}(n^{2.4})$
Total qubits: $2n + \mathcal{O}(\log(n/\epsilon))$

(Here ϵ is error across the whole algorithm)

Summary

Classical-quantum

1 ancilla qubit

k	Gates
2	$\mathcal{O}(n^{1.58\cdots})$
3	$\mathcal{O}(n^{1.46\cdots})$
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Quantum-quantum

2 ancilla qubits

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Low crossover—in some cases, already faster for 20 bit inputs!

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- Application to Regev's new factoring algorithm
- **How well can we optimize explicit circuits (especially the base case)?**

Thank you!

Greg Kahanamoku-Meyer — gkm@berkeley.edu

Backup

Modular arithmetic

So far: have been using phase

$$\exp\left(2\pi i \frac{xyz}{2^n}\right)$$

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$$\exp\left(2\pi i \frac{xyz}{N}\right) = \exp\left(2\pi i \frac{(xy \bmod N)z}{N}\right)$$

Modular arithmetic

Goal: only use n bits for output modulo N

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Define

$$w = \frac{xy \bmod N}{N}$$

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Now, multiplication:

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Output register requires $n + \mathcal{O}(\log(1/\epsilon))$ qubits

Fast classical-quantum multiplication: algorithm

PhaseProduct($\phi, |x\rangle, |z\rangle$)

Input: Quantum state $|x\rangle |z\rangle$, classical value ϕ

Output: Quantum state $\exp(i\phi xz) |x\rangle |z\rangle$

1. Split $|x\rangle$ and $|z\rangle$ in half, as $|x_1\rangle |x_0\rangle$ and $|z_1\rangle |z_0\rangle$
2. Apply PhaseProduct($(2^n - 2^{n/2})\phi, |x_1\rangle, |z_1\rangle$)
3. Apply PhaseProduct($(1 - 2^{n/2})\phi, |x_0\rangle, |z_0\rangle$)
4. Add $|x_1\rangle$ to $|x_0\rangle$, and $|z_1\rangle$ to $|z_0\rangle$. Registers now hold $|x_1\rangle |x_0 + x_1\rangle |z_1\rangle |z_0 + z_1\rangle$.
5. Apply PhaseProduct($2^{n/2}\phi, |x_0 + x_1\rangle, |z_0 + z_1\rangle$).
6. Subtract $|x_1\rangle$, $|z_1\rangle$ to return to registers to $|x_1\rangle |x_0\rangle |z_1\rangle |z_0\rangle$.

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$$p(b) = p(\infty)b^2 + [p(1) - p(\infty) - p(0)]\, b + p(0)$$

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$$x(1) = x_0 + x_1$$

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$$x(\infty) \propto x_1$$

$$x(1) = x_0 + x_1$$

$$p(2^{n/2}) = x_1 z_1 2^n + \left[(x_0 + x_1)(z_0 + z_1) - x_1 z_1 - x_0 z_0\right] 2^{n/2} + x_0 z_0$$

Karatsuba in the language of Toom-Cook

Karatsuba is Toom-Cook with k $= 2$

$$x(b) = x_1 b + x_0$$

$$z(b) = z_1 b + z_0$$

$$p(b) = x(b)z(b) \text{ has degree 2}$$

Let $w \in \{0, \infty, 1\}$

$$x(0) = x_0$$

$$x(\infty) \propto x_1$$

$$x(1) = x_0 + x_1$$

$$xz = x_1 z_1 2^n + \left[(x_0 + x_1)(z_0 + z_1) - x_1 z_1 - x_0 z_0\right] 2^{n/2} + x_0 z_0$$