

Quantum Walk Search

Stacey Jeffery

Based in part on joint work with:

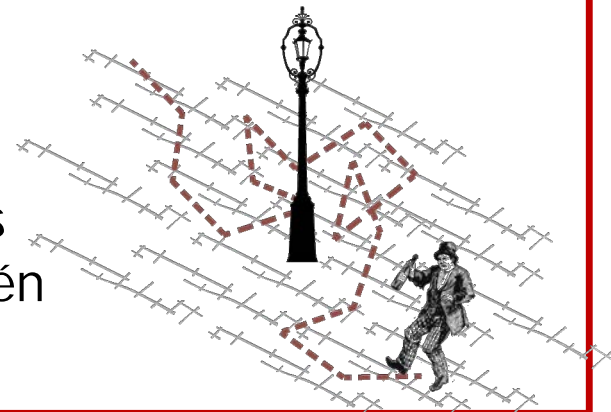
Andris Ambainis

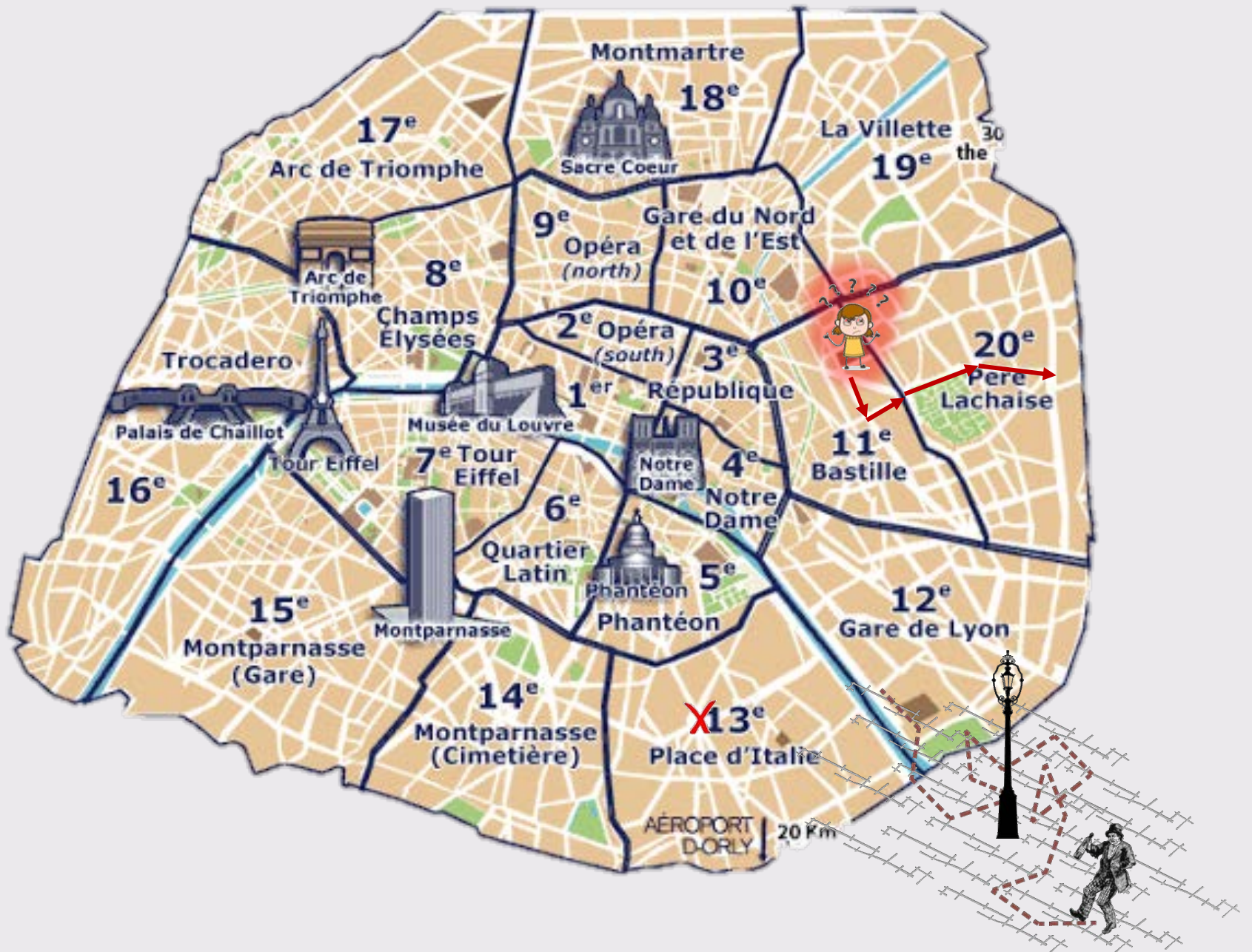
András Gilyén

Martins Kokainis

Simon Apers

András Gilyén





Random Walks

in $\{0, 1\}^n$

a bit 0 or 1

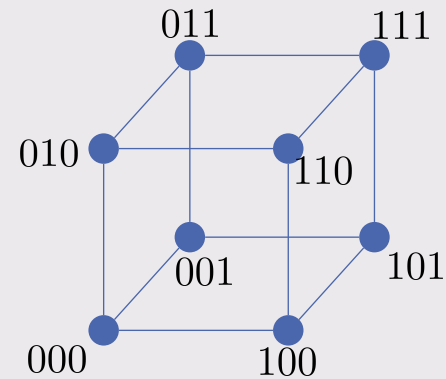
A Formula: $\phi(x) = C_1(x_1, x_3, x_7)C_2(x_2, x_5, x_6)C_3(x_1, x_2, x_4)$

Find x such that $\phi(x) = 1$

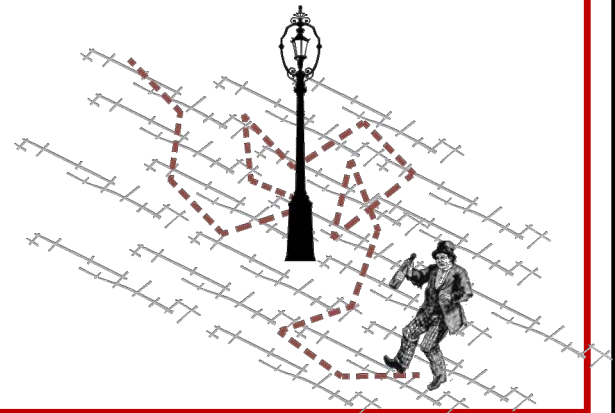
$$x = 0010110 \quad \phi(x) = 0$$

$$x = 001\mathbf{1}110 \quad \phi(x) = 0$$

$$x = 00111\mathbf{0}0 \quad \phi(x) = 0$$



Quantum Walk Frameworks



Framework 0: Amplitude Amplification

Algorithmic Template

Repeat $1/\varepsilon$ times:



Sample u



Check u

If u **marked**, output

Complexity: $\frac{1}{\varepsilon}(S + C)$

Quantum algorithm
with complexity

$$\frac{1}{\sqrt{\varepsilon}}(S + C)$$

Subroutines

S

Sample: Sample u ,
according to π



C

Check: If at u ,
check if u is **marked**



$\varepsilon =$ probability $u \sim \pi$ **marked**

Framework 1: Hitting Time Framework

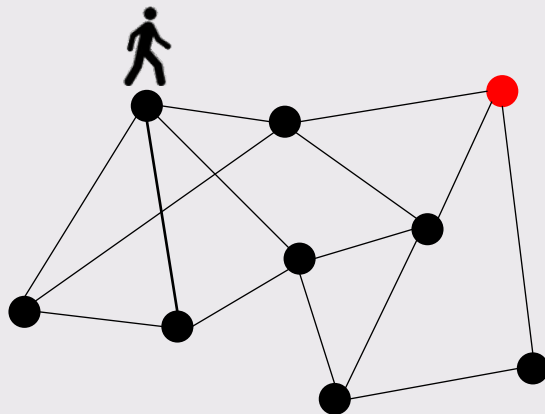
Algorithmic Template



Sample $u \sim \pi$

Subroutines

Sample: Sample u ,
according to π



random walk P

$P[u, v]$ = probability walker at u
moves to v

π = stationary distribution of P

[Szegedy 2004] [Ambainis, Gilyén, J, Kokainis 2019]

Framework 1: Hitting Time Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat H times:



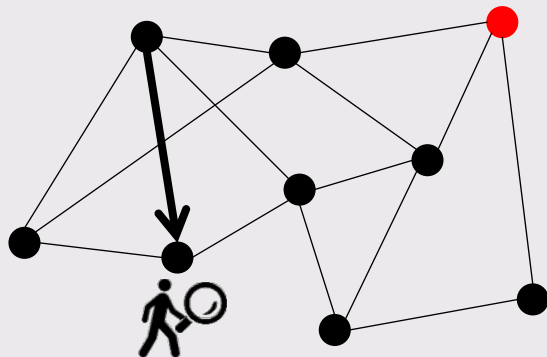
Update to u



Check u

If u **marked**, output

Complexity: $S + H(U + C)$



Subroutines

S

Sample: Sample u ,
according to π



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



$P[u, v]$ = probability walker at u
moves to v

π = stationary distribution of P

H = hitting time

Framework 1: Hitting Time Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat H times:



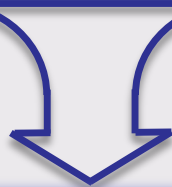
Update to u



Check u

If u **marked**, output

Complexity: $S + H(U + C)$



Quantum algorithm
with complexity

$S + \sqrt{H}(U + C)$

Subroutines

S

Sample: Sample u ,
according to π



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



$P[u, v]$ = probability walker at u
moves to v

π = stationary distribution of P

H = hitting time

Example: Element Distinctness

Element Distinctness

Input: $x_1, \dots, x_n \in \{0, \dots, m\}$

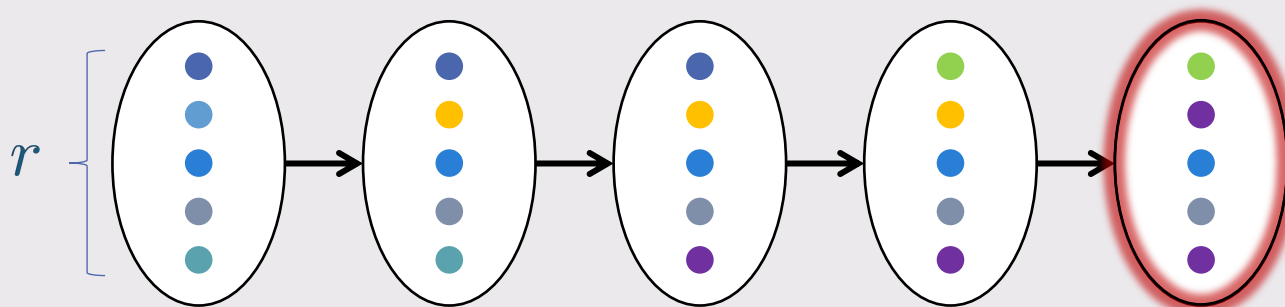
Find: a pair x_i, x_j such that $i \neq j$ and $x_i = x_j$

The Random Walk

Vertices: sets $S \subset \{x_1, \dots, x_n\}$ of size $|S| = r$

Edges: $S \sim S'$ if $|S \cap S'| = r - 1$

Marked Vertices: $\exists x_i, x_j \in S$ such that $x_i = x_j, i \neq j$



Example: Element Distinctness

Sample $u \sim \pi$

$$S \approx r$$

Repeat H times:

$$H \leq r \cdot n^2 / r^2 = n^2 / r$$

Update to u

$$U \approx 1$$

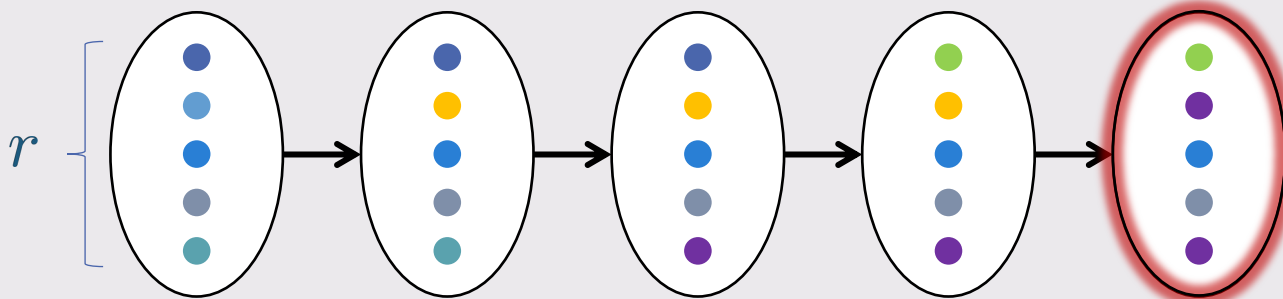
Check u

$$C \approx 1$$

$$\text{Complexity: } S + H(U + C) \approx r + n^2 / r$$

$$\text{Complexity of Quantum Algorithm: } S + \sqrt{H}(U + C) \approx r + n / \sqrt{r}$$

$$\text{when } r = n^{2/3}: \quad = n^{2/3}$$



Framework 1: Hitting Time Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat H times:



Update to u



Check u

If u **marked**, output

Complexity: $S + H(U + C)$



Quantum algorithm
with complexity

$S + \sqrt{H}(U + C)$

Subroutines

S

Sample: Sample u ,
according to π



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



$P[u, v]$ = probability walker at u
moves to v

π = stationary distribution of P

H = hitting time

Framework 2: Electric Network Framework

Algorithmic Template



Sample $u \sim \sigma$ ← any distribution

Repeat $??$ times:



Update to u



Check u

If u **marked**, output

Complexity: $S_\sigma + ??(U + C)$



Quantum algorithm
with complexity

$S_\sigma + \sqrt{C_\sigma}(U + C)$

???

Subroutines



Sample: Sample u ,
according to σ



Update: If at u ,
sample v from $P[u, \cdot]$



Check: If at u ,
check if u is **marked**



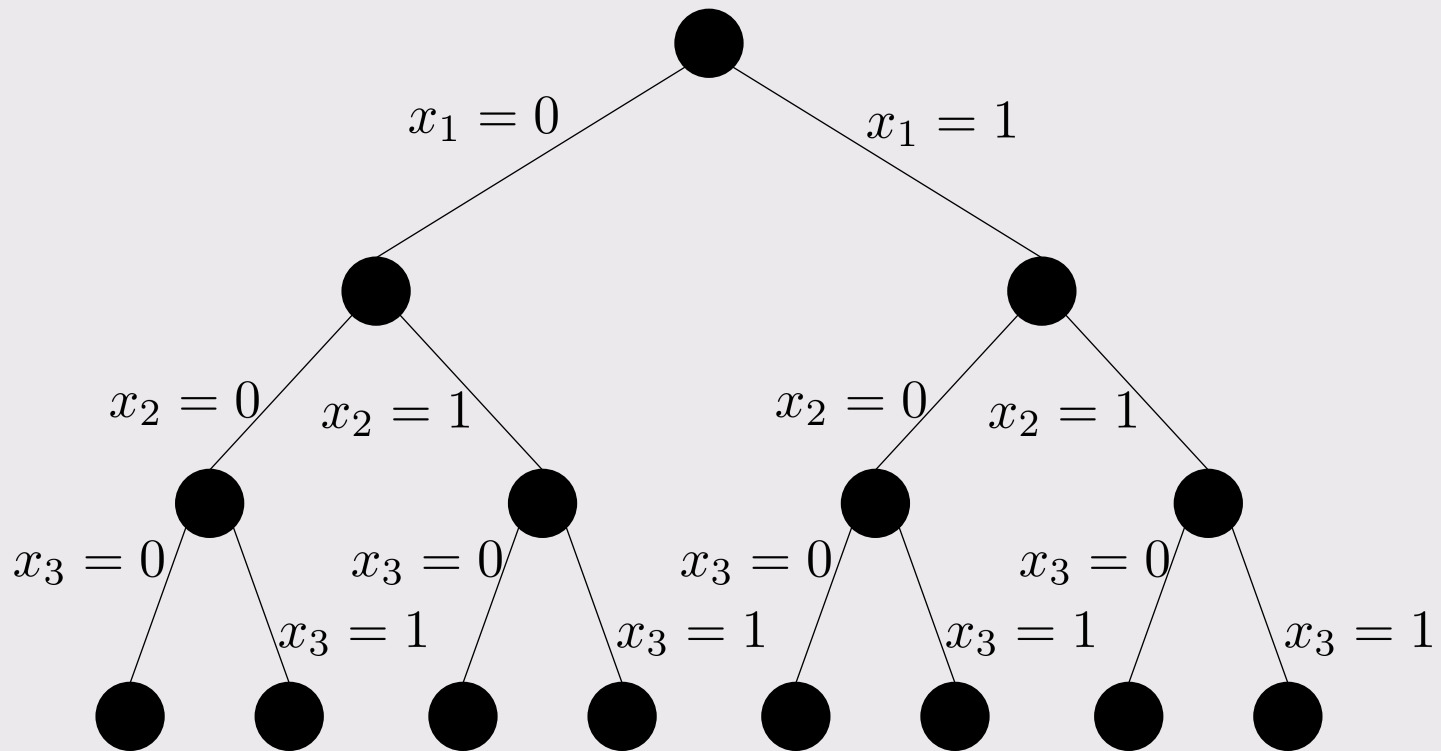
What is C_σ ?

When $\sigma = \pi$: $C_\pi = H$

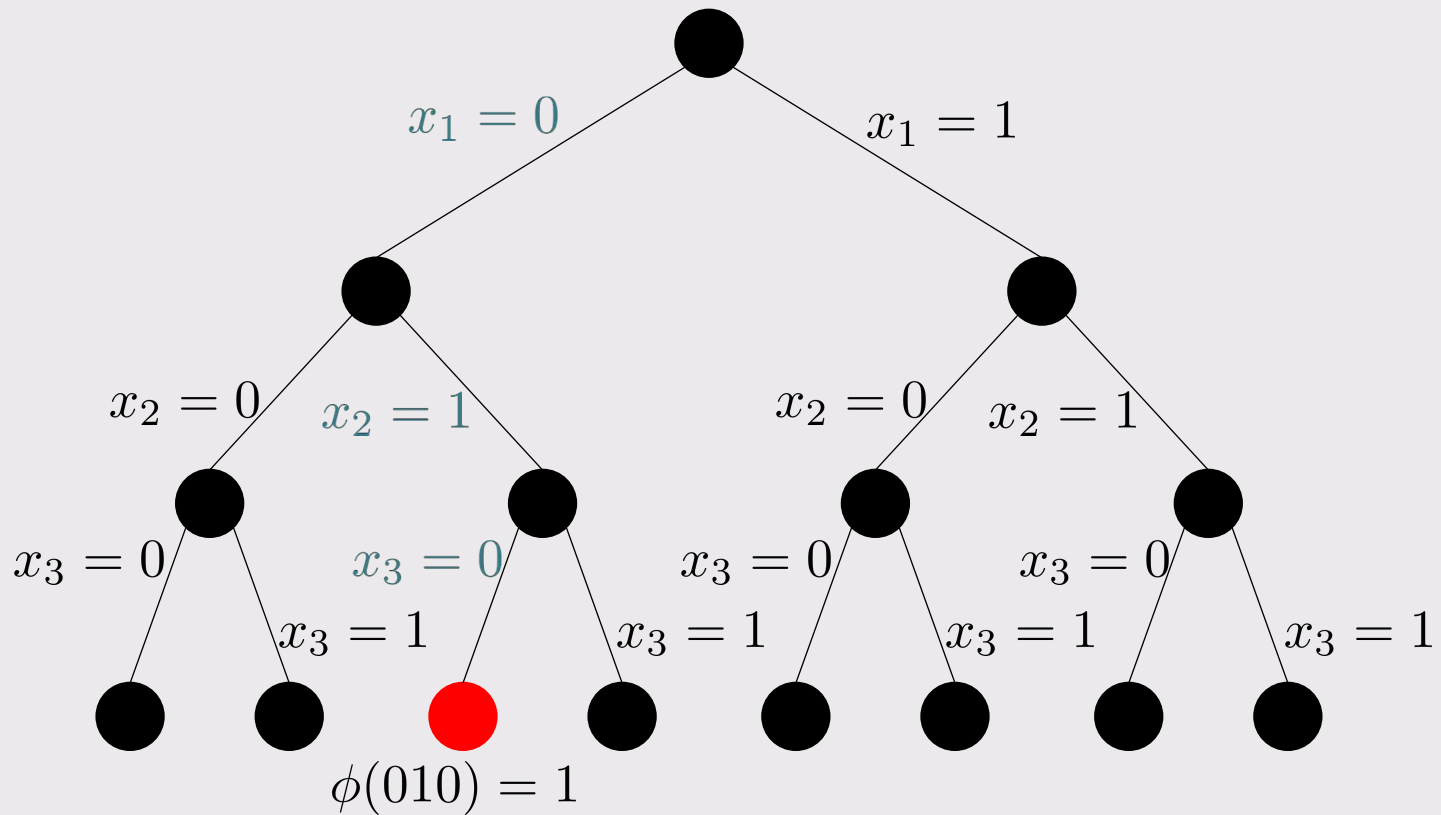
When $\sigma(s) = 1$, $M = \{m\}$:

$C_\sigma = \text{commute time from } s \text{ to } m$

Example: Exploring a Search Tree





Example: Exploring a Search Tree




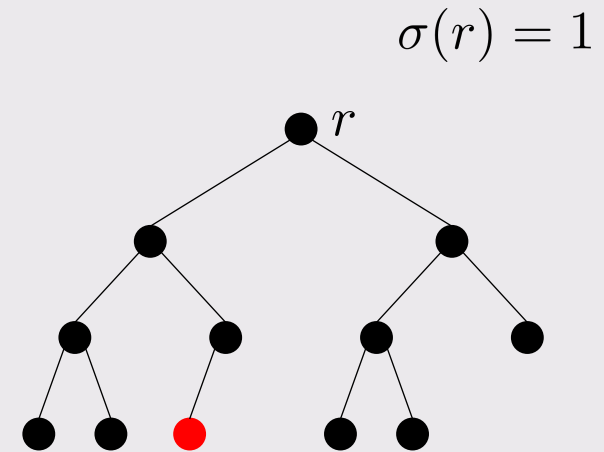
Example: Exploring a Search Tree

Subroutines

S_σ **Sample:** Sample u ,
according to σ 

U **Update:** If at u ,
sample v from $P[u, \cdot]$ 


C **Check:** If at u ,
check if u is **marked** 





Quantum algorithm
with complexity
 $S_\sigma + \sqrt{C_\sigma}(U + C)$

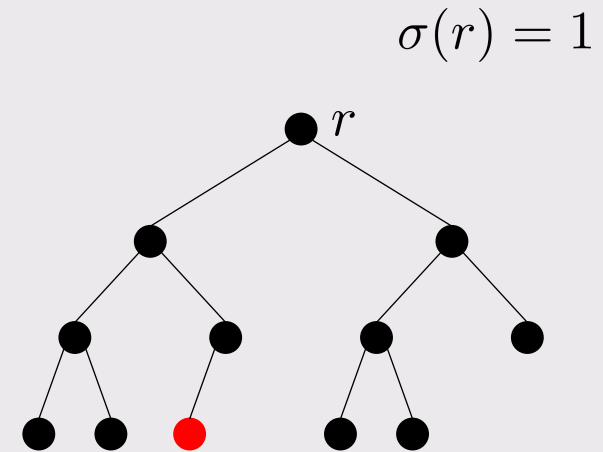
Example: Exploring a Search Tree

Subroutines

$S_\sigma = 1$ **Sample:** Sample u ,
according to σ 

U **Update:** If at u ,
sample v from $P[u, \cdot]$ 


C **Check:** If at u ,
check if u is **marked** 





Quantum algorithm
with complexity
 $S_\sigma + \sqrt{C_\sigma}(U + C)$

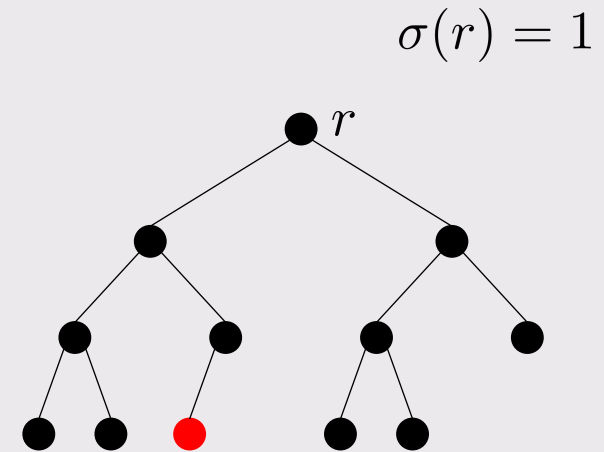
Example: Exploring a Search Tree

Subroutines

$S_\sigma = 1$ **Sample:** Sample u ,
according to σ 

$U = 1$ **Update:** If at u ,
sample v from $P[u, \cdot]$ 


C **Check:** If at u ,
check if u is **marked** 





Quantum algorithm
with complexity
 $S_\sigma + \sqrt{C_\sigma}(U + C)$

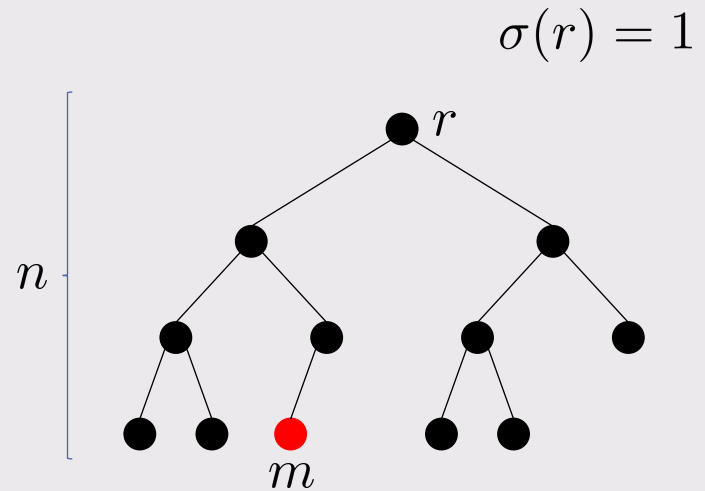
Example: Exploring a Search Tree

Subroutines

$S_\sigma = 1$ **Sample:** Sample u , according to σ 

$U = 1$ **Update:** If at u , sample v from $P[u, \cdot]$ 

$C = 1$ **Check:** If at u , check if u is **marked** 



Classical complexity: $T = \#$ of nodes

Quantum algorithm
with complexity

$$S_\sigma + \sqrt{C_\sigma}(U + C) \leq \sqrt{nT}$$

$C_\sigma =$ commute time r to m

$$\leq (\text{dist. } r \text{ to } m) |E|$$

$$\leq nT$$



Framework 3: MNRS Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat $1/\varepsilon$ times:

\approx sample π { Repeat $1/\delta$ times:
 Update to u
 Check u

Complexity: $S + \frac{1}{\varepsilon} \left(\frac{1}{\delta} U + C \right)$

Quantum algorithm
with complexity

$$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$$

Subroutines

S

Sample: Sample u ,
according to π



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



π = stationary distribution of P

ε = probability $u \sim \pi$ **marked**

$1/\delta$ = mixing time of P


Framework 3: MNRS Framework

Algorithmic Template

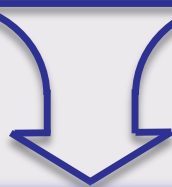


Sample $u \sim \pi$

Repeat $1/\varepsilon$ times:

\approx sample π { Repeat $1/\delta$ times:
  Update to u
 🔍 Check u

$$\text{Complexity: } S + \frac{1}{\varepsilon} \left(\frac{1}{\delta} U + C \right)$$



Quantum algorithm
with complexity

$$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$$

$$\frac{1}{\varepsilon} \leq H \leq \frac{1}{\varepsilon \delta}$$

Compare to Hitting
Time Framework:

$$S + \sqrt{H} (U + C)$$

Example: Triangle Finding

Triangle Finding

Input: a graph G on n vertices, by its adjacency matrix A

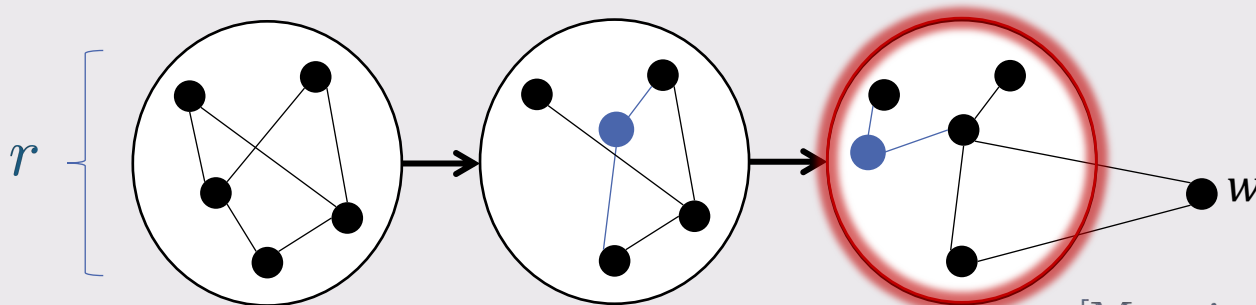
Find: a triangle: $u, v, w \in V(G)$ such that $A[u, v] = A[v, w] = A[w, u] = 1$

The Random Walk

Vertices: sets $S \subset V(G)$ of size $|S| = r$ and $\{uv \in E(G) : u, v \in S\}$

Edges: $S \sim S'$ if $|S \cap S'| = r - 1$

Marked Vertices: $\exists u, v \in S$ such that $\exists w \in V(G)$ such that u, v, w is a triangle

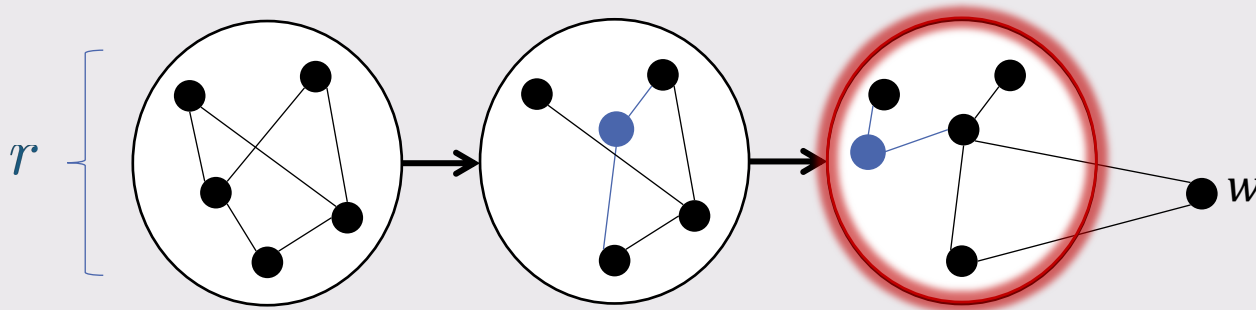


Example: Triangle Finding

Vertices: sets $S \subset V(G)$ of size $|S| = r$ and $\{uv \in E(G): u, v \in S\}$

Edges: $S \sim S'$ if $|S \cap S'| = r - 1$

Marked Vertices: $\exists u, v \in S$ such that $\exists w \in V(G)$ such that u, v, w is a triangle



$\varepsilon =$ probability $u \sim \pi$ **marked** $\approx \frac{r^2}{n^2}$

$1/\delta =$ mixing time of $P \approx r$

$S =$ sampling cost $\approx r^2$

$U =$ update cost $\approx r$

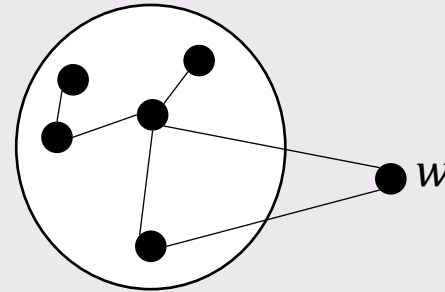
$C =$ checking cost

Quantum algorithm
with complexity

$$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$$

Triangle Finding: Checking Subroutine

Marked Vertices: $\exists u, v \in S$ such that $\exists w \in V(G)$ such that u, v, w is a triangle



Triangle Finding: Checking Subroutine

Marked Vertices: $\exists u, v \in S$ such that $\exists w \in V(G)$ such that u, v, w is a triangle

Amplitude Amplification

Repeat $1/\varepsilon$ times: $\varepsilon \approx 1/n$

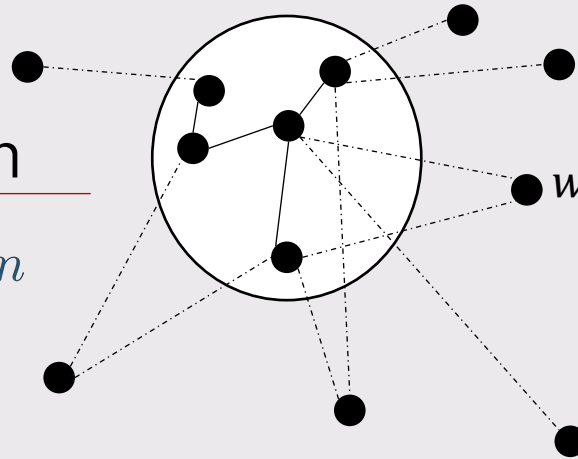


Sample w $S = 0$



Check w $C = r^{2/3}$

If u **marked**, output



Theorem: There is a quantum algorithm that, given an induced subgraph of G on a set S of size r , and a vertex w of G , decides if there exists an edge in S that forms a triangle with w using $r^{2/3}$ queries to G .

Quantum algorithm
with complexity

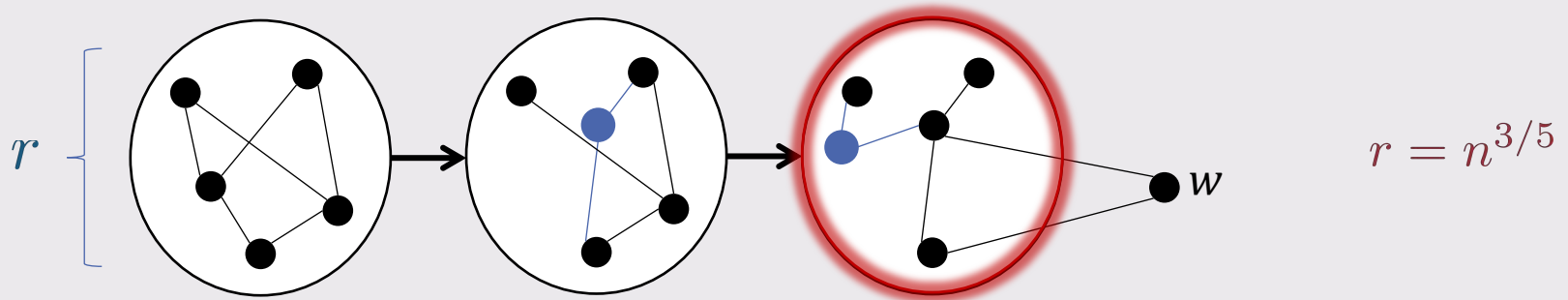
$$\frac{1}{\sqrt{\varepsilon}}(S + C) = \sqrt{nr^{2/3}}$$

Example: Triangle Finding

Vertices: sets $S \subset V(G)$ of size $|S| = r$ and $\{uv \in E(G): u, v \in S\}$

Edges: $S \sim S'$ if $|S \cap S'| = r - 1$

Marked Vertices: $\exists u, v \in S$ such that $\exists w \in V(G)$ such that u, v, w is a triangle



$$\varepsilon = \text{probability } u \sim \pi \text{ marked} \approx \frac{r^2}{n^2} = \frac{1}{n^{4/5}}$$

$$1/\delta = \text{mixing time of } P \approx r = n^{3/5}$$

$$S = \text{sampling cost} \approx r^2 = n^{6/5}$$

$$U = \text{update cost} \approx r = n^{3/5}$$

$$C = \text{checking cost} = \sqrt{nr^{2/3}} = n^{9/10}$$



Quantum algorithm
with complexity

$$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right) \\ = n^{13/10}$$


Framework 3: MNRS Framework

Algorithmic Template

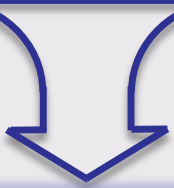


Sample $u \sim \pi$

Repeat $1/\varepsilon$ times:

\approx sample π { Repeat $1/\delta$ times:
  Update to u
 🔍 Check u

$$\text{Complexity: } S + \frac{1}{\varepsilon} \left(\frac{1}{\delta} U + C \right)$$



Quantum algorithm
with complexity

$$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$$

$$\frac{1}{\varepsilon} \leq H \leq \frac{1}{\varepsilon \delta}$$

Compare to Hitting
Time Framework:

$$S + \sqrt{H} (U + C)$$

Best of Both Worlds?

MNRS Framework

$$S + \frac{1}{\sqrt{\epsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$$

optimal number of checks

Hitting Time Framework:

$$S + \sqrt{H} (U + C)$$

optimal number of updates

$$\frac{1}{\epsilon} \leq H \leq \frac{1}{\epsilon\delta}$$

Assuming only one marked vertex,
Controlled Quantum Amplification:

$$S + \sqrt{H} U + \frac{1}{\sqrt{\epsilon}} C$$

Different Frameworks

F0: Amplitude Amplification

$$O\left(\frac{1}{\sqrt{\varepsilon}}(S + C)\right)$$

F1: Hitting Time Framework

$$O(S + \sqrt{H}(U + C))$$

F2: Electric Network Framework

$$O(S(\sigma) + \sqrt{C_\sigma}(U + C))$$

F3: MNRS Framework

$$O\left(S + \frac{1}{\sqrt{\varepsilon}}\left(\frac{1}{\sqrt{\delta}}U + C\right)\right)$$

Subroutines



S: sample



U: update



C: check

Parameters

H = hitting time

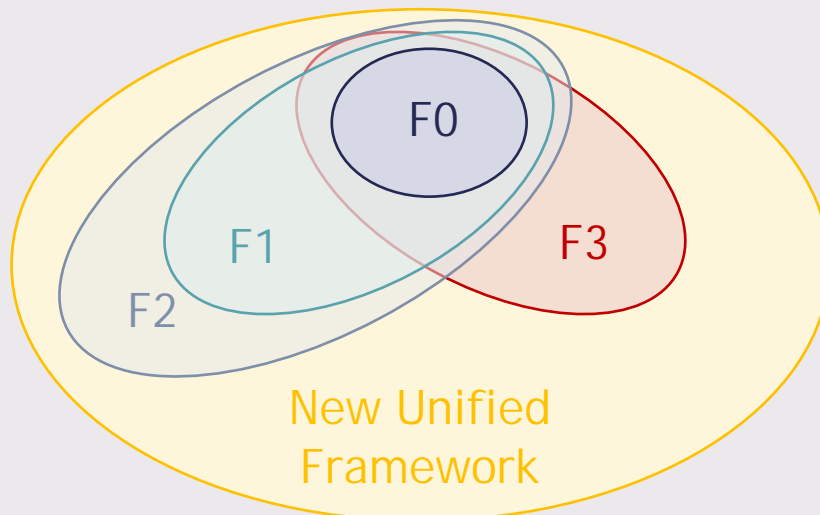
$1/\delta \approx$ mixing time

$$\varepsilon = \sum_{m \in M} \pi(m)$$

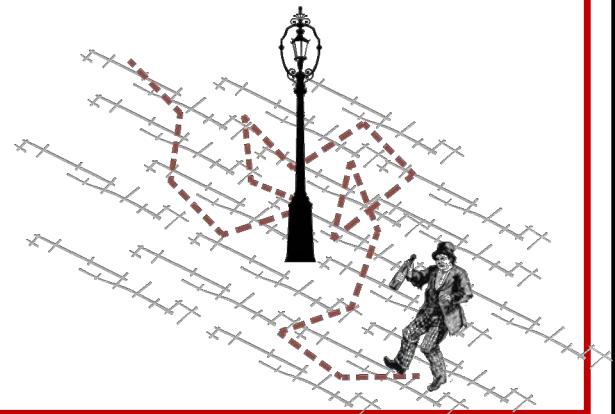
For Comparison

$$\frac{1}{\varepsilon} \leq H \leq \frac{1}{\varepsilon \delta}$$

$$C_\pi = H$$



Unified Framework



Different Frameworks

F0: Amplitude Amplification

$$O\left(\frac{1}{\sqrt{\varepsilon}}(S + C)\right)$$

F1: Hitting Time Framework

$$O(S + \sqrt{H}(U + C))$$

F2: Electric Network Framework

$$O(S(\sigma) + \sqrt{C_\sigma}(U + C))$$

F3: MNRS Framework

$$O\left(S + \frac{1}{\sqrt{\varepsilon}}\left(\frac{1}{\sqrt{\delta}}U + C\right)\right)$$

Subroutines



S: sample



U: update



C: check

Parameters

H = hitting time

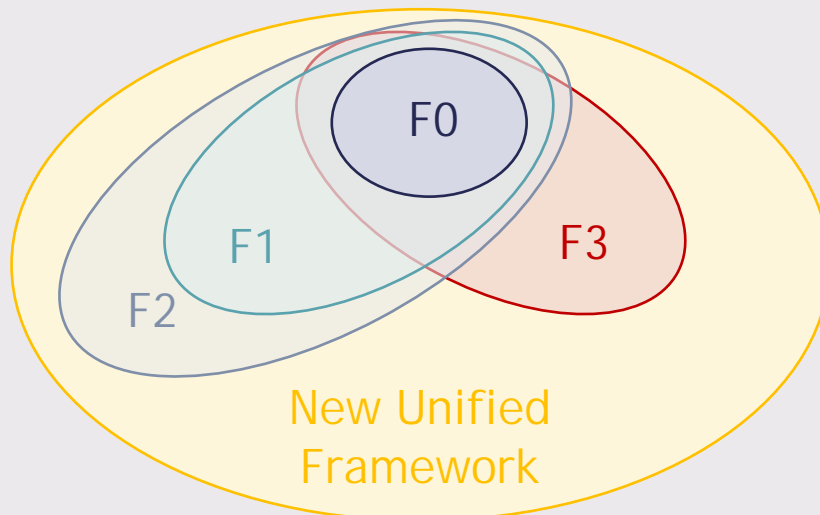
$1/\delta \approx$ mixing time

$$\varepsilon = \sum_{m \in M} \pi(m)$$

For Comparison

$$\frac{1}{\varepsilon} \leq H \leq \frac{1}{\varepsilon \delta}$$

$$C_\pi = H$$



Unified Framework

MNRS Framework



Sample $u \sim \pi$

Repeat $1/\varepsilon$ times:

Repeat $1/\delta$ times:



Update to u

 Check u

Subroutines

Sample: Sample u ,
according to π



Update: If at u ,
sample v from $P[u, \cdot]$



Check: If at u ,
check if u is **marked**



Unified Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat $??$ times:

One step
of P^t

Repeat t times:



Update to u



Check u

Subroutines

Sample: Sample u ,
according to π



Update: If at u ,
sample v from $P[u, \cdot]$



Check: If at u ,
check if u is **marked**



t -step walk P^t

P^t : each step, take t steps of P

t = free parameter

Unified Framework

Algorithmic Template



Sample $u \sim \pi$

Repeat $H(P^t)$ times:

One step
of P^t

Repeat t times:



Update to u



Check u

Complexity: $S + H(P^t)(tU + C)$

Subroutines

S

Sample: Sample u ,
according to π



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



let $t = 1/\delta$

$H(P^{1/\delta}) \approx 1/\varepsilon$

$S + \frac{1}{\sqrt{\varepsilon}} \left(\frac{1}{\sqrt{\delta}} U + C \right)$

MNRS

= free parameter

$H(P^t)$ = hitting time of P^t

Quantum algorithm
with complexity

$S + \sqrt{H(P^t)}(\sqrt{t}U + C)$

Final Unified Framework

Algorithmic Template



Sample $u \sim \sigma$

Repeat $??$ times:

One step
of P^t

Repeat t times:



Update to u

🔍 Check u

Complexity: $S_\sigma + ??(tU + C)$

Subroutines

S_σ

Sample: Sample u ,
according to σ



U

Update: If at u ,
sample v from $P[u, \cdot]$



C

Check: If at u ,
check if u is **marked**



Quantum algorithm
with complexity

$$S_\sigma + \sqrt{C_\sigma(P^t)}(\sqrt{tU} + C)$$

Final Unified Framework

Unified Framework $O(\mathbf{S}_\sigma + \sqrt{C_\sigma(P^t)}(\sqrt{t}\mathbf{U} + \mathbf{C}))$

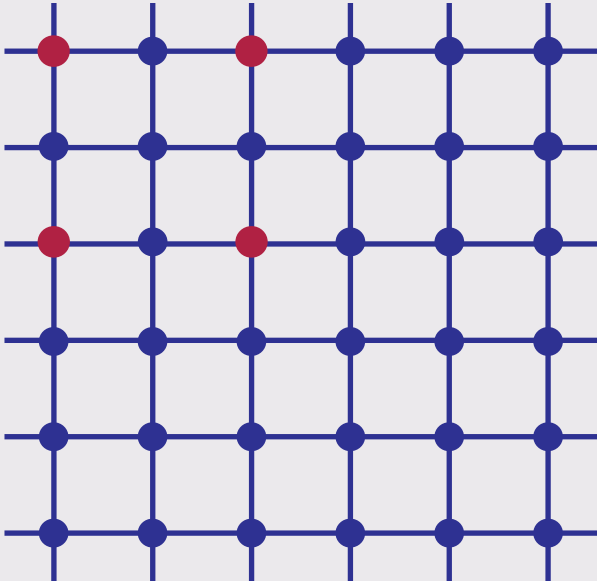
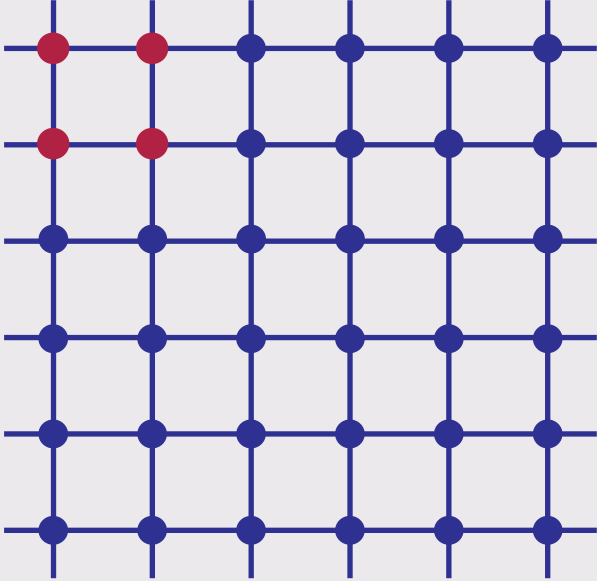
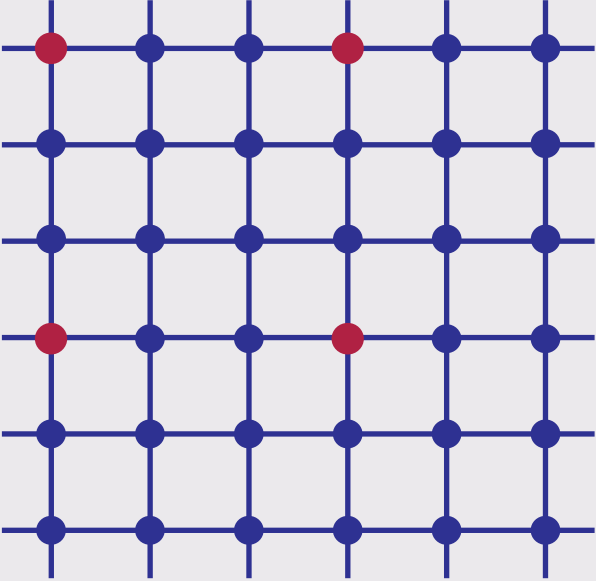
F1: Hitting Time Framework $\sigma = \pi, t = 1$

F2: Electric Network Framework $\text{any } \sigma, t = 1$

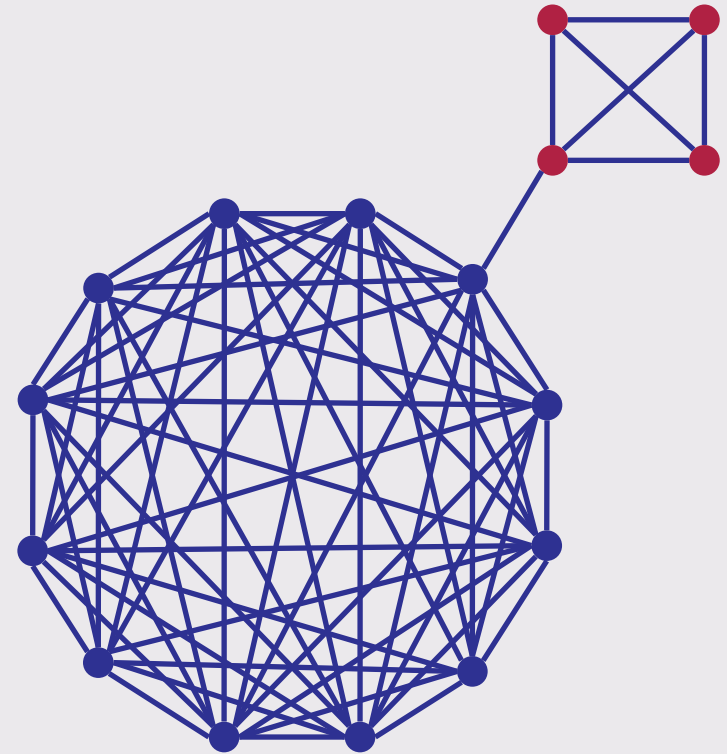
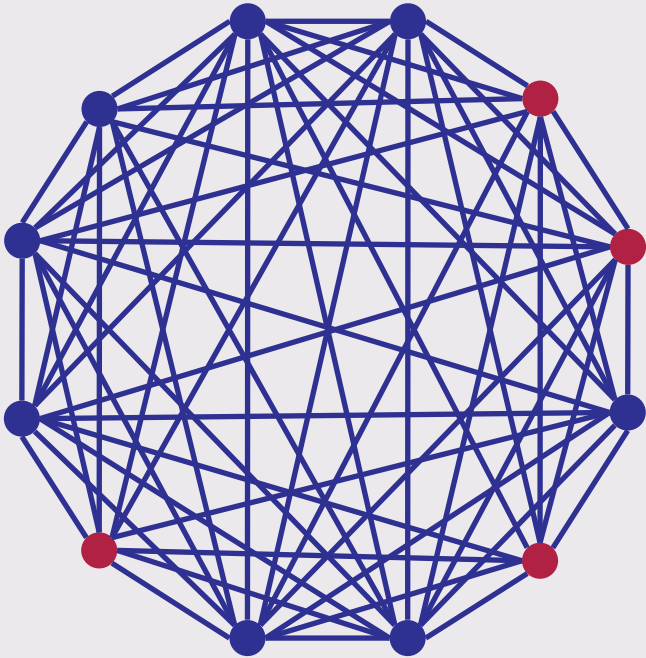
F3: MNRS Framework $\sigma = \pi, t = 1/\delta$

$\sigma = \pi, t = \varepsilon H$, one marked vertex $O(\mathbf{S} + \sqrt{H}\mathbf{U} + \frac{1}{\sqrt{\varepsilon}}\mathbf{C})$

Checking Frequency



Checking Frequency



Final Unified Framework

Unified Framework $O(\mathbf{S}_\sigma + \sqrt{C_\sigma(P^t)}(\sqrt{t}\mathbf{U} + \mathbf{C}))$

F1: Hitting Time Framework $\sigma = \pi, t = 1$

F2: Electric Network Framework $\text{any } \sigma, t = 1$

F3: MNRS Framework $\sigma = \pi, t = 1/\delta$