

Non-unitary quantum walks:

exploring the space between classical and quantum computing



Viv Kendon

Review article on decoherence in quantum walks

quant-ph/0606016

Quantum Information

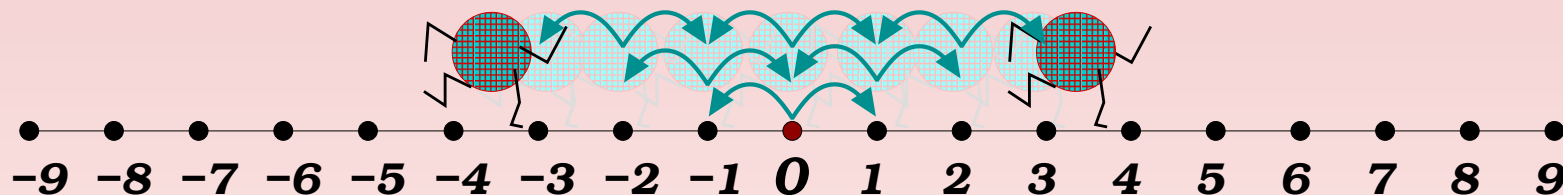
School of Physics

& Astronomy

University of Leeds

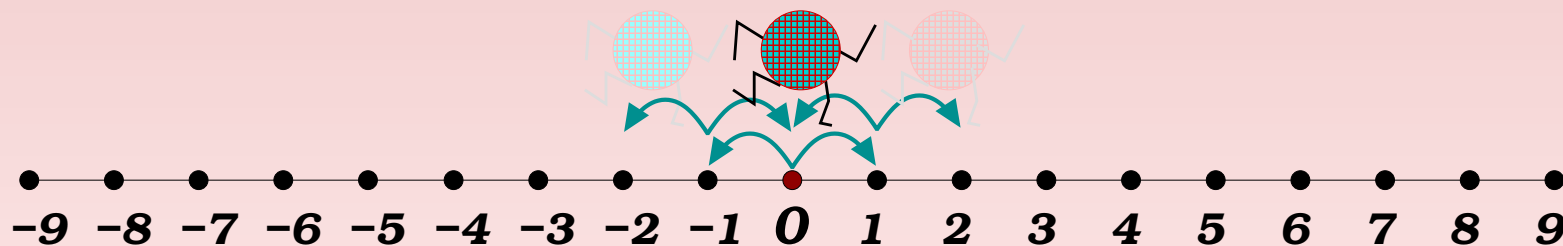
Leeds LS2 9JT

V.Kendon@leeds.ac.uk



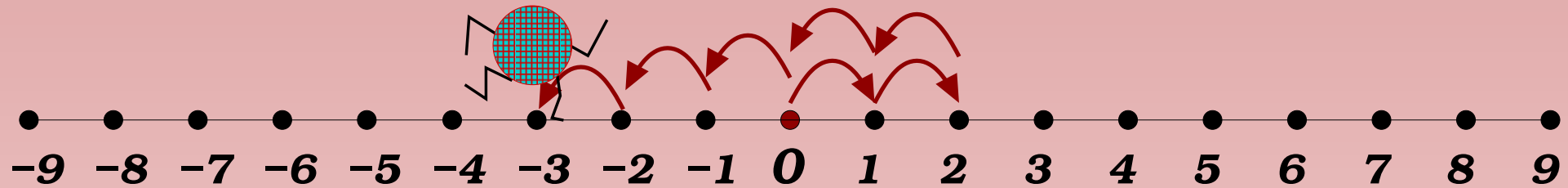
Overview

1. Pure quantum walks
2. Add decoherence: non-unitary quantum walks
3. Mixing times on cycles
4. Other examples
5. Summary



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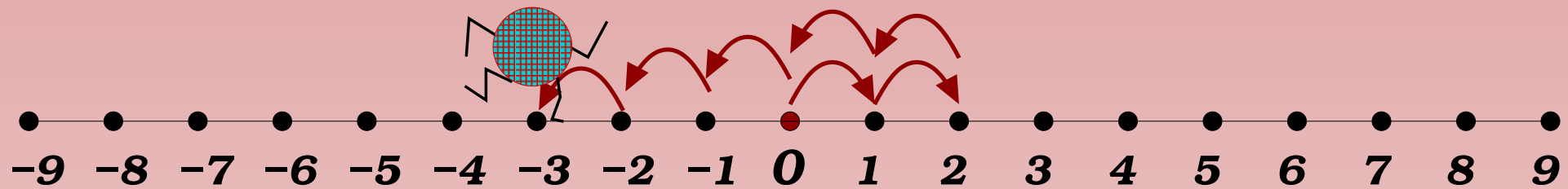
Classical Random Walk on a Line



Recipe:

1. Start at the origin

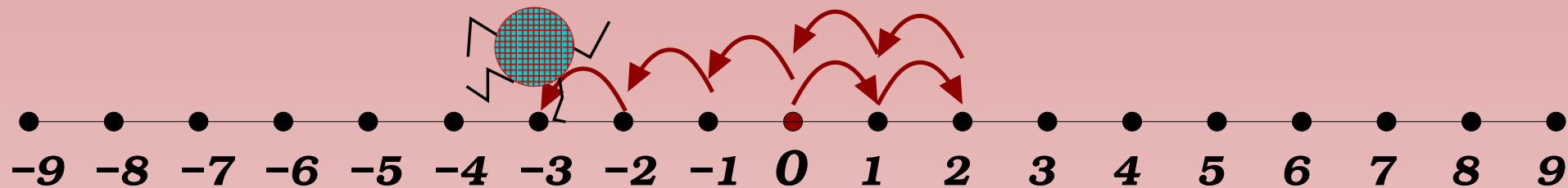
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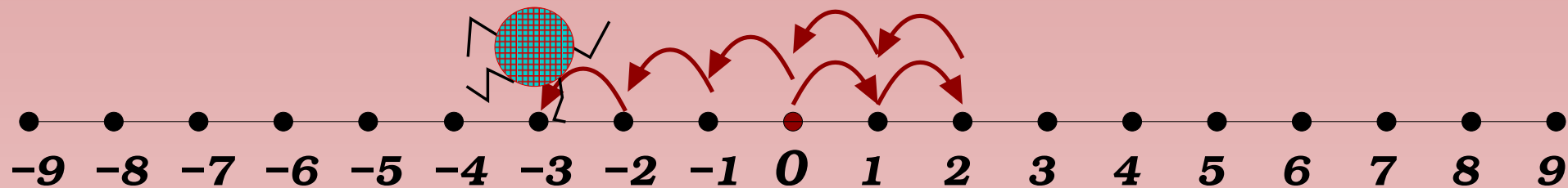
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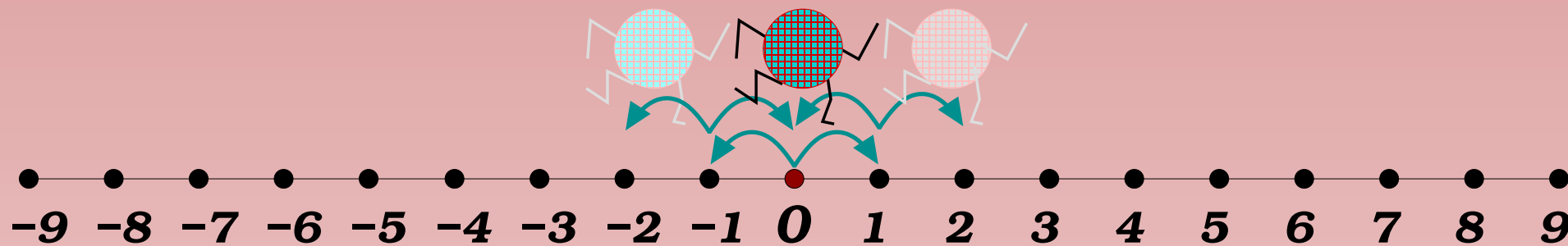
Recipe:

1. Start at the origin
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3. Move one unit: right for HEADS, left for TAILS
4. Repeat steps 2. and 3. T times
5. Measure position of walker, $-T \leq x \leq T$

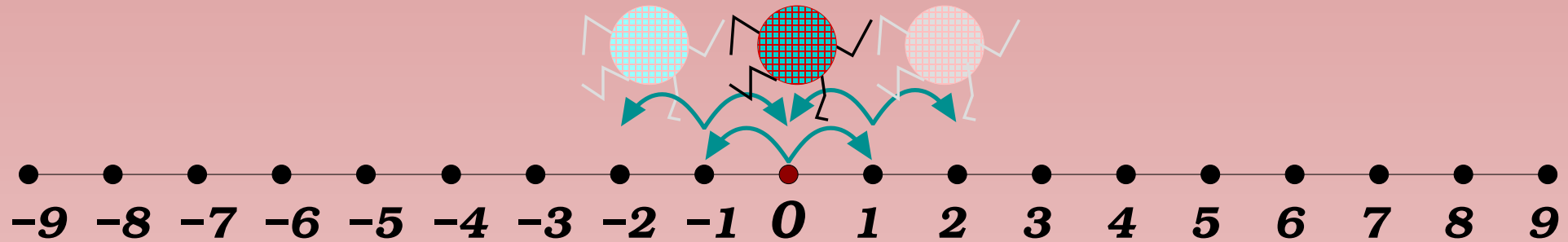
Repeat steps 1. to 5. many times \longrightarrow prob. dist. $P(x, T)$, binomial

standard deviation $\langle x^2 \rangle^{1/2} = \sqrt{T}$

Quantum Walk on a Line



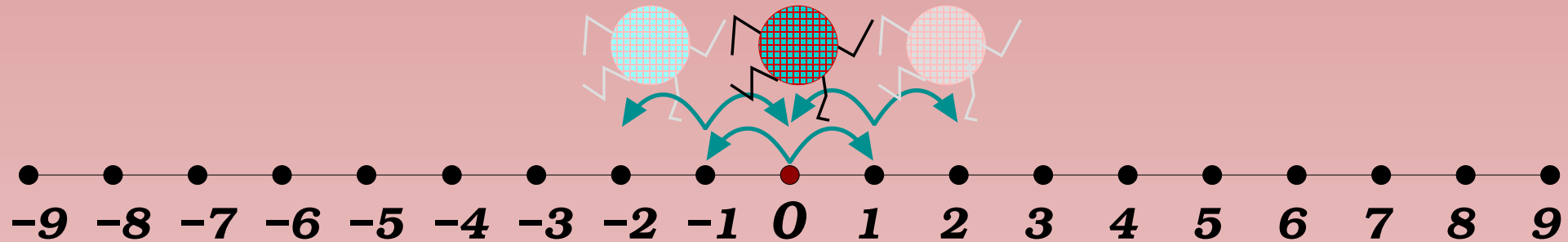
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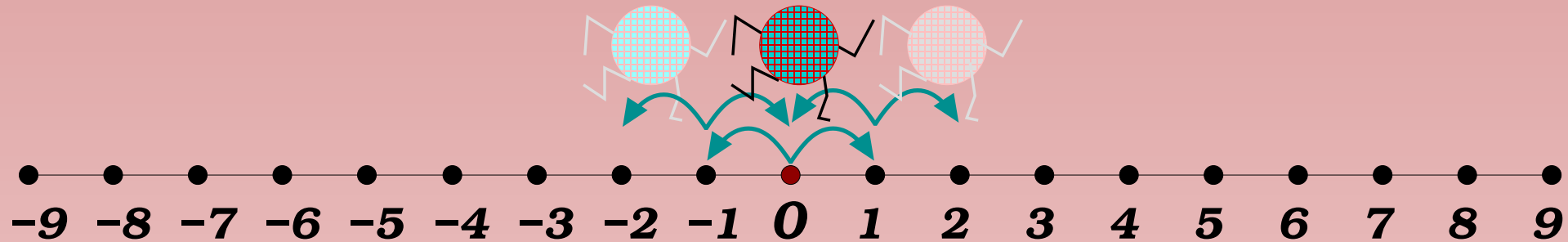
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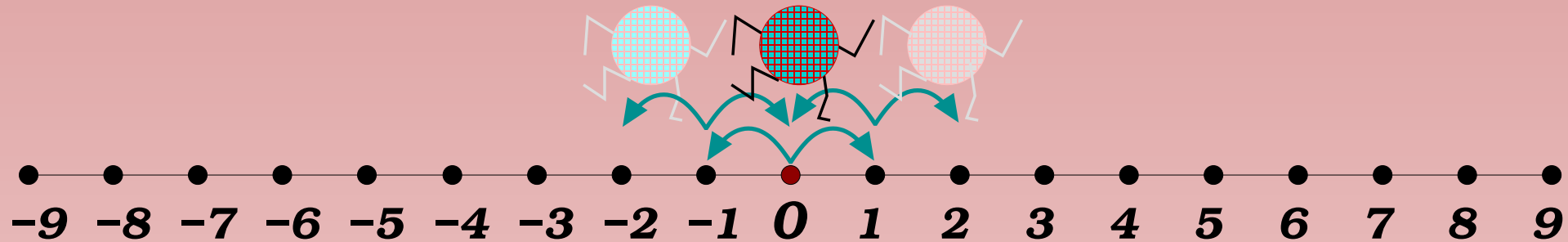
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$$\mathbf{S}|x, 0\rangle \longrightarrow |x - 1, 0\rangle$$

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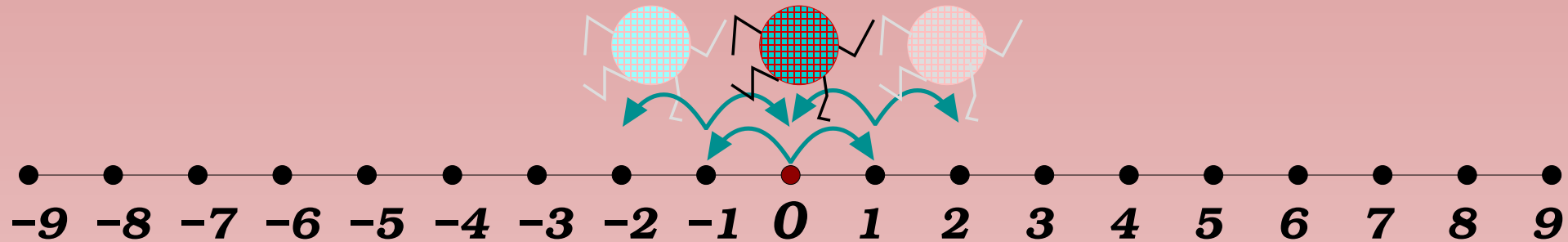
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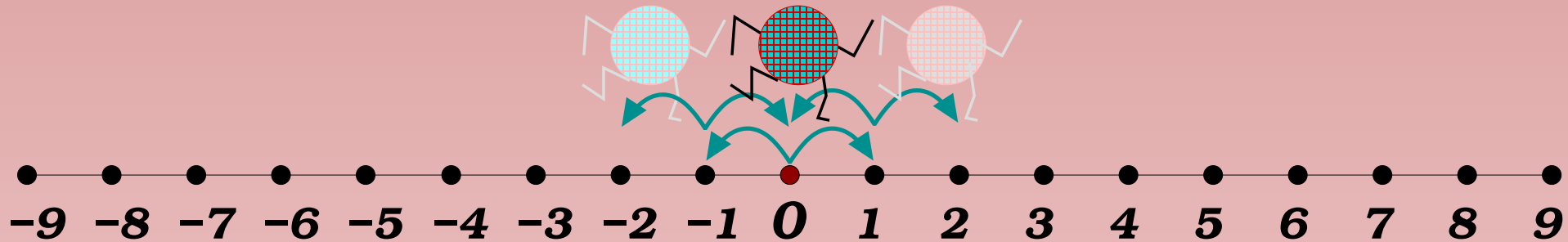
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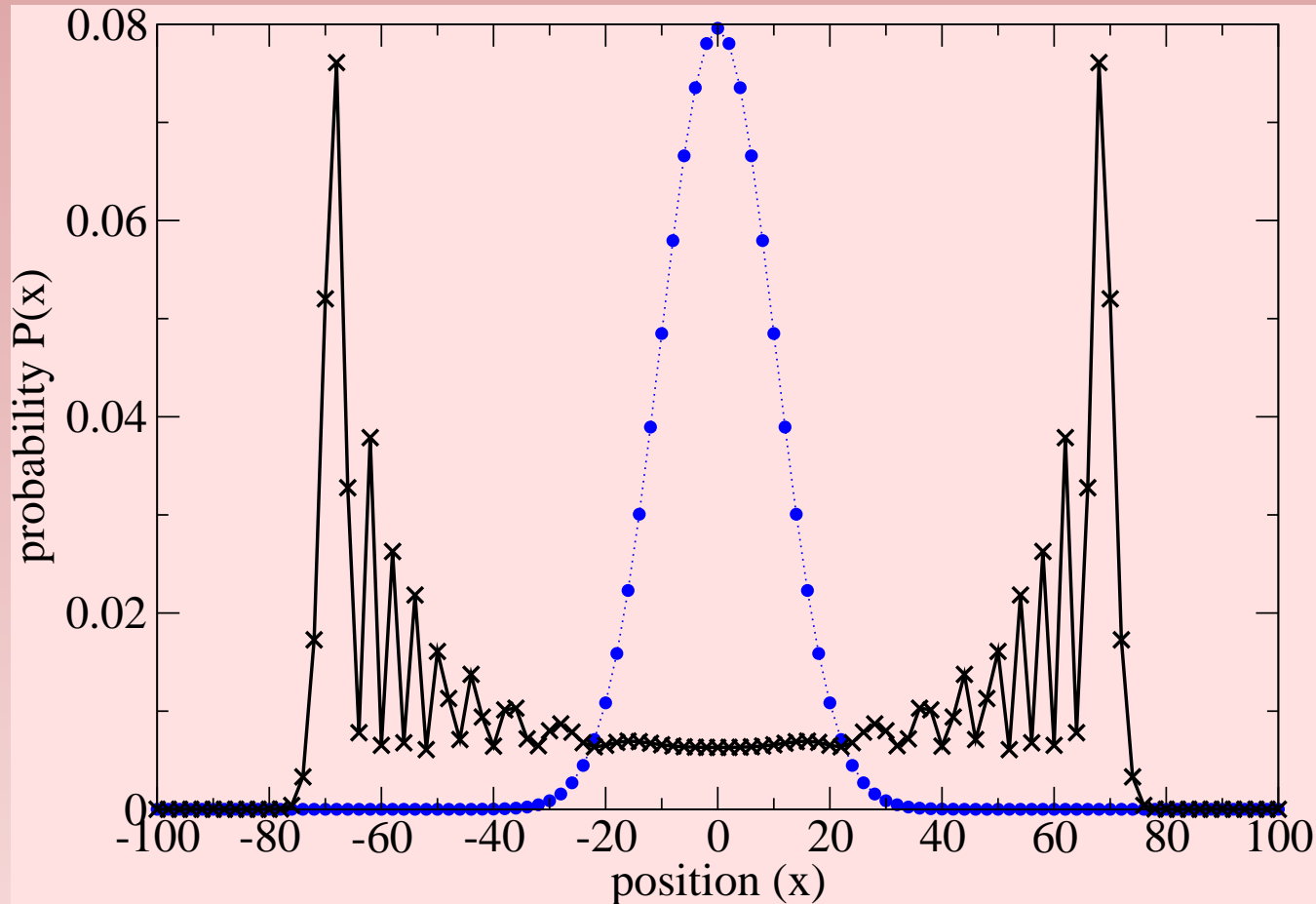
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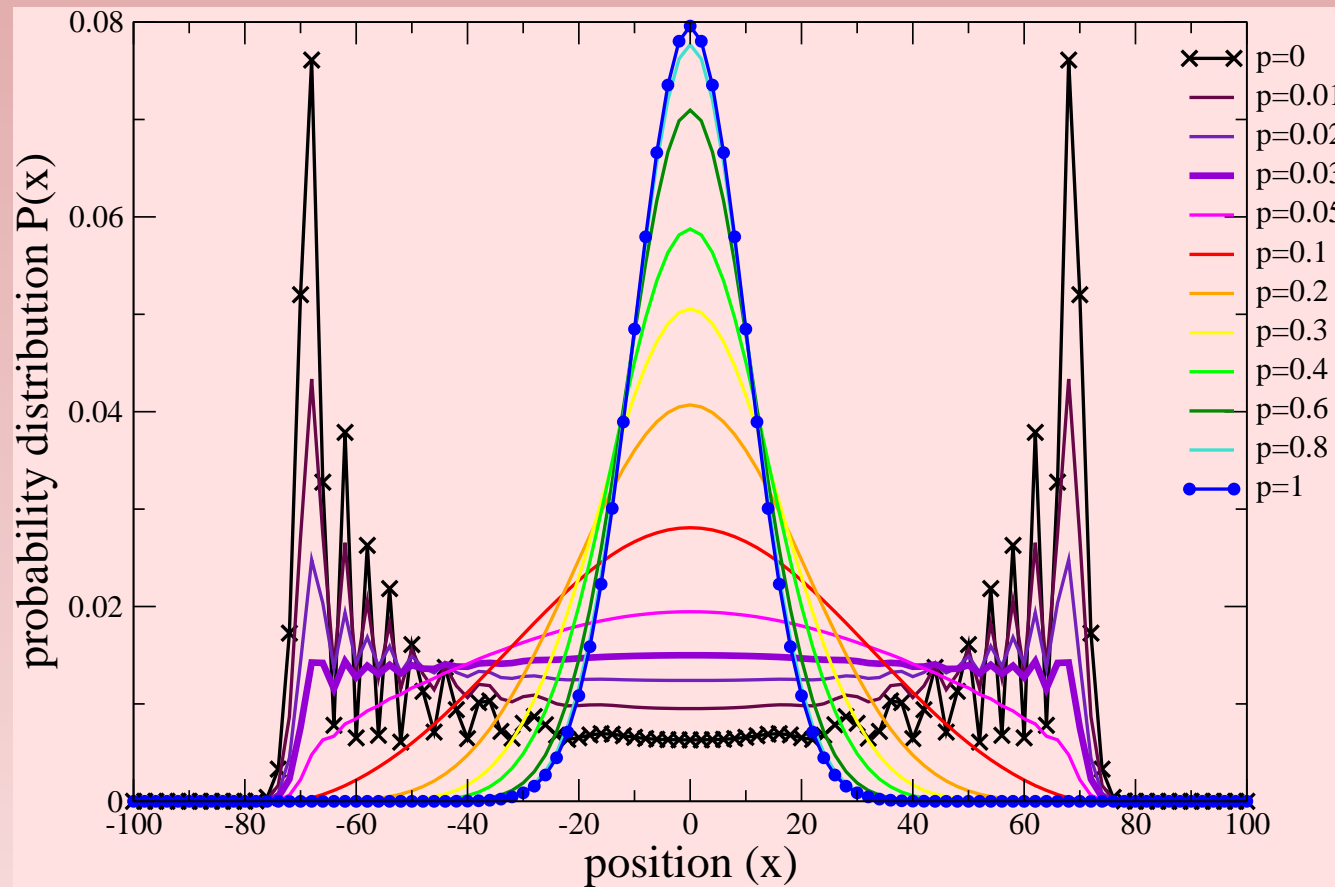
Quantum vs Classical on a Line



quantum spread $\propto T$ compared with classical \sqrt{T}

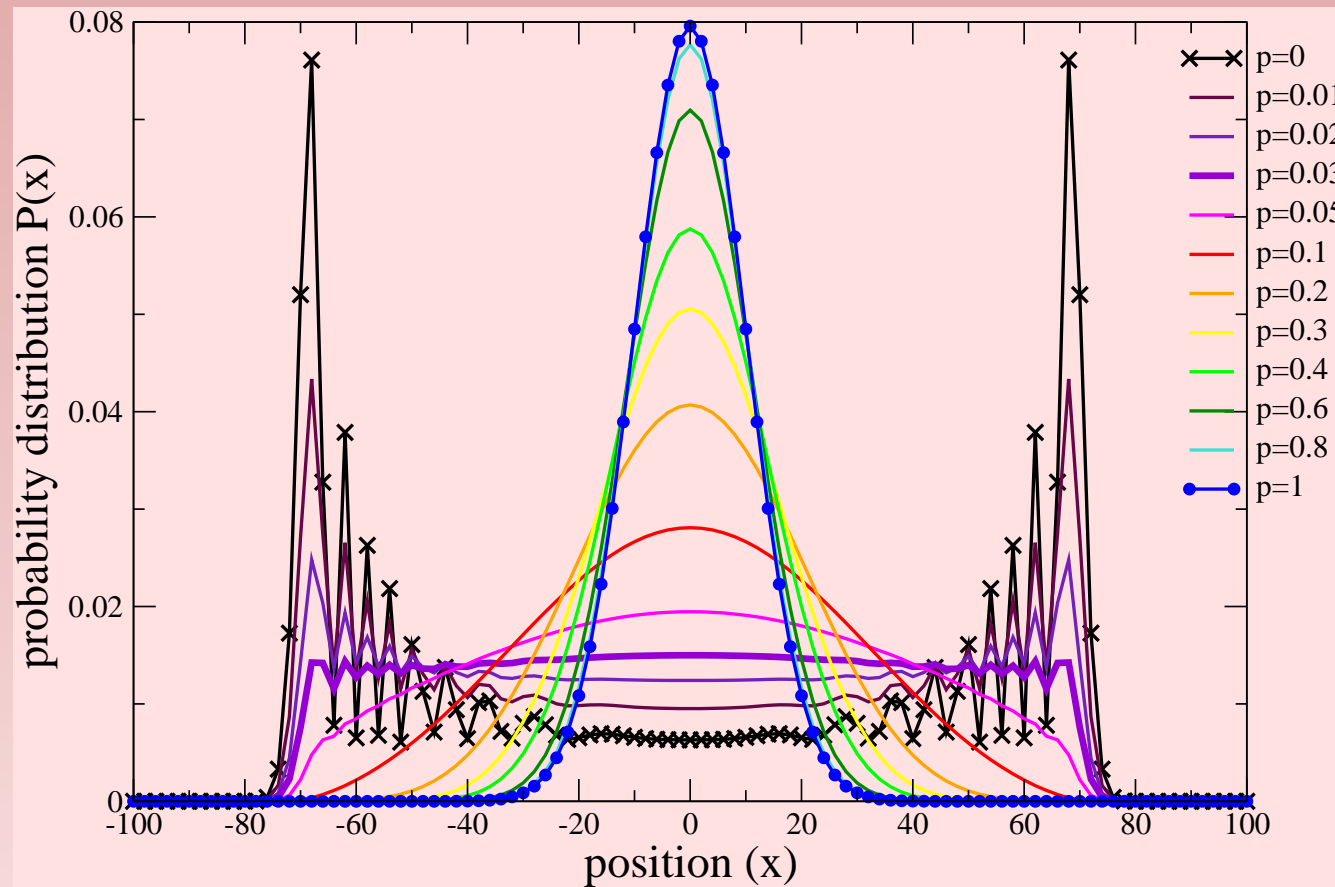
Is it really a quantum walk?

Add decoherence (measure with prob p at each step):



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Top hat distribution for just the right amount of noise! [quant-ph/0209005]

Continuous Time Quantum Walk

Childs *et al.* give an approximate solution to the “glued trees” problem using a continuous time walk:

\mathbf{A} – adjacency matrix of the graph ($A_{jk} = 1$ iff \exists an edge between sites j and k)

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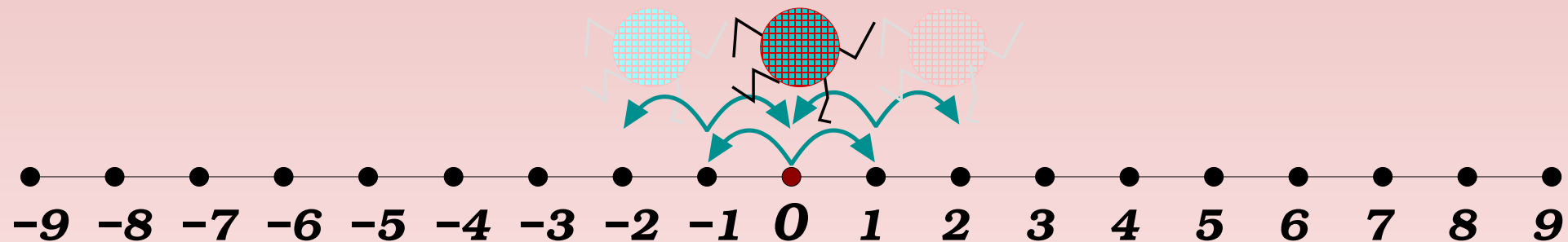
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Walk is simply $e^{-i\mathbf{H}t}$ followed by measurement at **suitable time t**

Making an algorithm involves significant detail (oracle, colouring...)



Algorithms with quantum walks

“Glued trees” problem:

Find your way from

“Entrance” to “Exit”

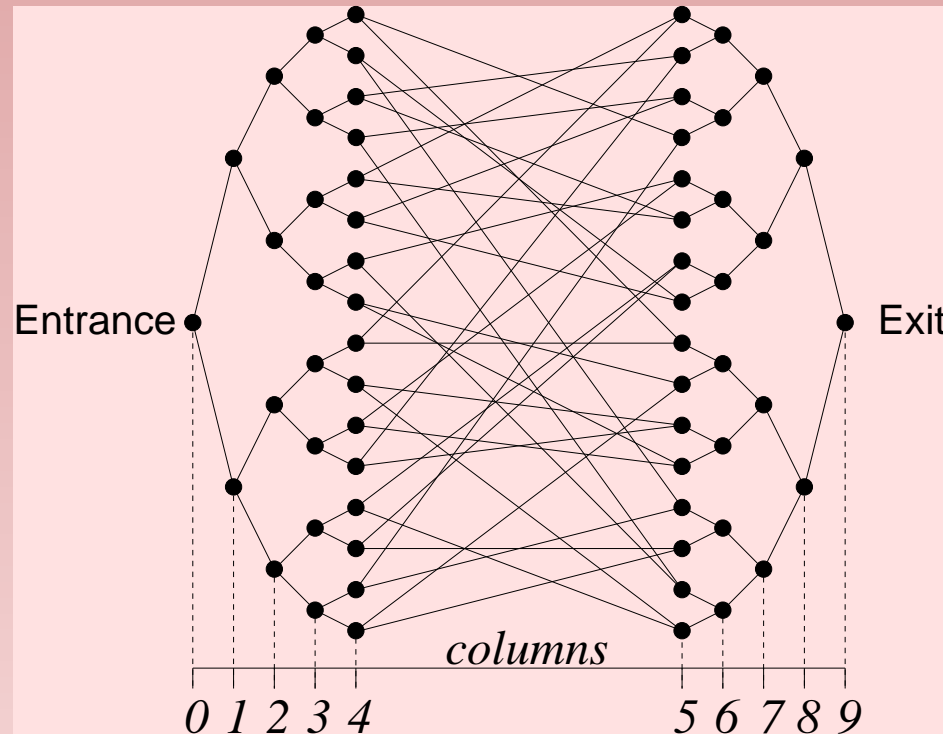
Childs, Cleve,

Deotto, Farhi,

Gutmann, Spielman,

quant-ph/0209131

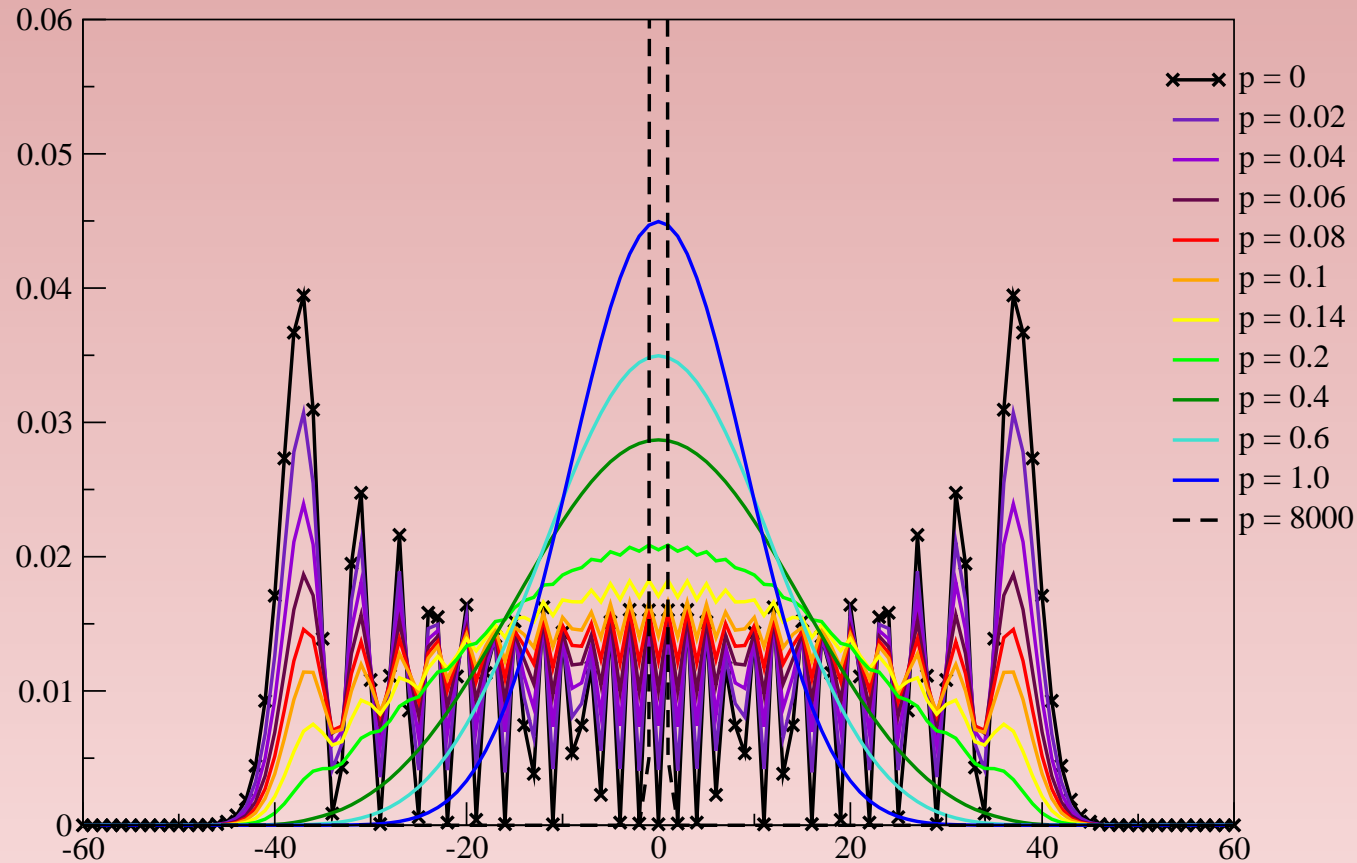
(STOC 2003)



Proof in principle that quantum walk algorithms can give exponential speed up



Decohering Continuous-time Walk on a Line



Not such a clear “top-hat” as discrete-time...

Decoherence Model for Quantum Walks

Discrete time quantum walk (\mathbf{S} = shift, \mathbf{C} = coin toss):

$$\rho(t+1) = (1-p)\mathbf{S}\mathbf{C}\rho(t)\mathbf{C}^\dagger\mathbf{S}^\dagger + p \sum_i \mathbb{P}_i \mathbf{S}\mathbf{C}\rho(t)\mathbf{C}^\dagger\mathbf{S}^\dagger \mathbb{P}_i^\dagger$$

Continuous time quantum walk:

$$\frac{d\rho(t)}{dt} = -i\gamma[\mathbf{A}, \rho] - p\rho + p \sum_i \mathbb{P}_i \rho \mathbb{P}_i^\dagger$$

rate of decoherence: p per unit time

Mixing times on finite graphs

Quantum walks don't mix – *unitary, reversible*

Time averaged distributions

$$\overline{P(x, p, T)} = \frac{1}{T} \sum_{t=0}^T P(x, p, t)$$

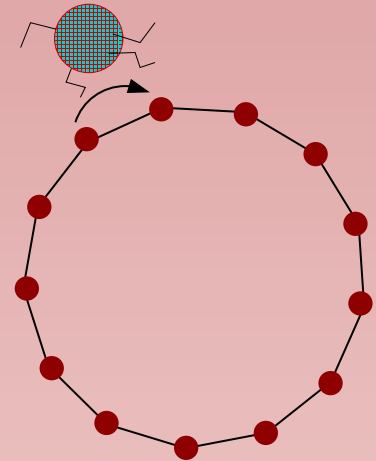
always mix:

$$M_\epsilon = \min \left\{ T \mid \forall t > T : \|\overline{P(x, p, t)} - P_u\|_{\text{tv}} < \epsilon \right\}$$

where P_u is the limiting distribution.

At most quadratic speed up of mixing time over classical

[Aharonov, Ambainis, Kempe, Vazirani, quant-ph/0012090, STOC'01, 50--59]



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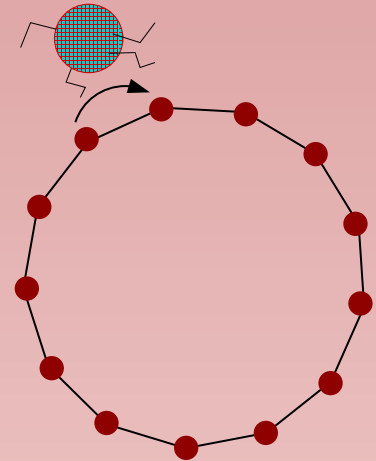
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BUT – P_u not always the uniform distribution (classical: always uniform)



Decoherence mixes to uniform distribution

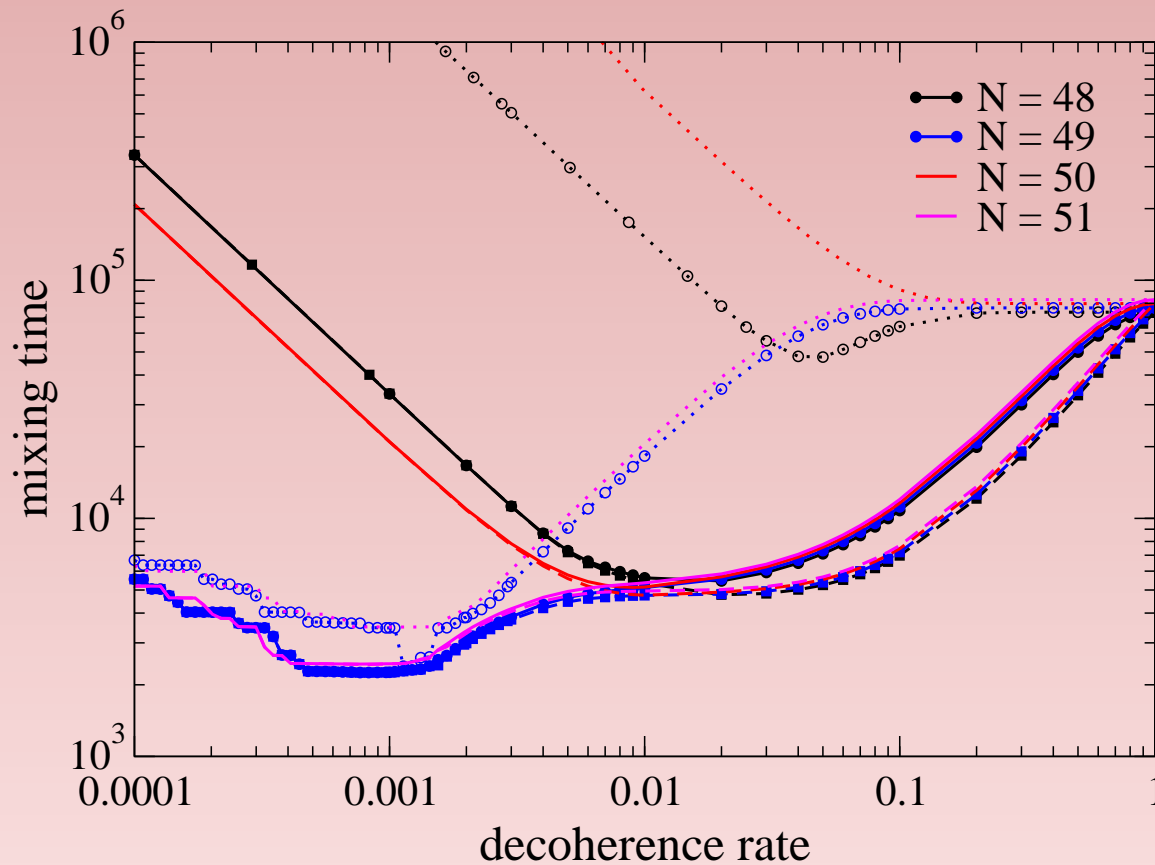
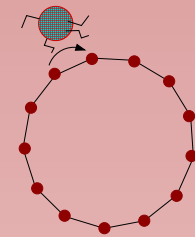
Decoherence mixes everything to the uniform distribution

and causes **faster** mixing than pure quantum! [quant-ph/0209005]

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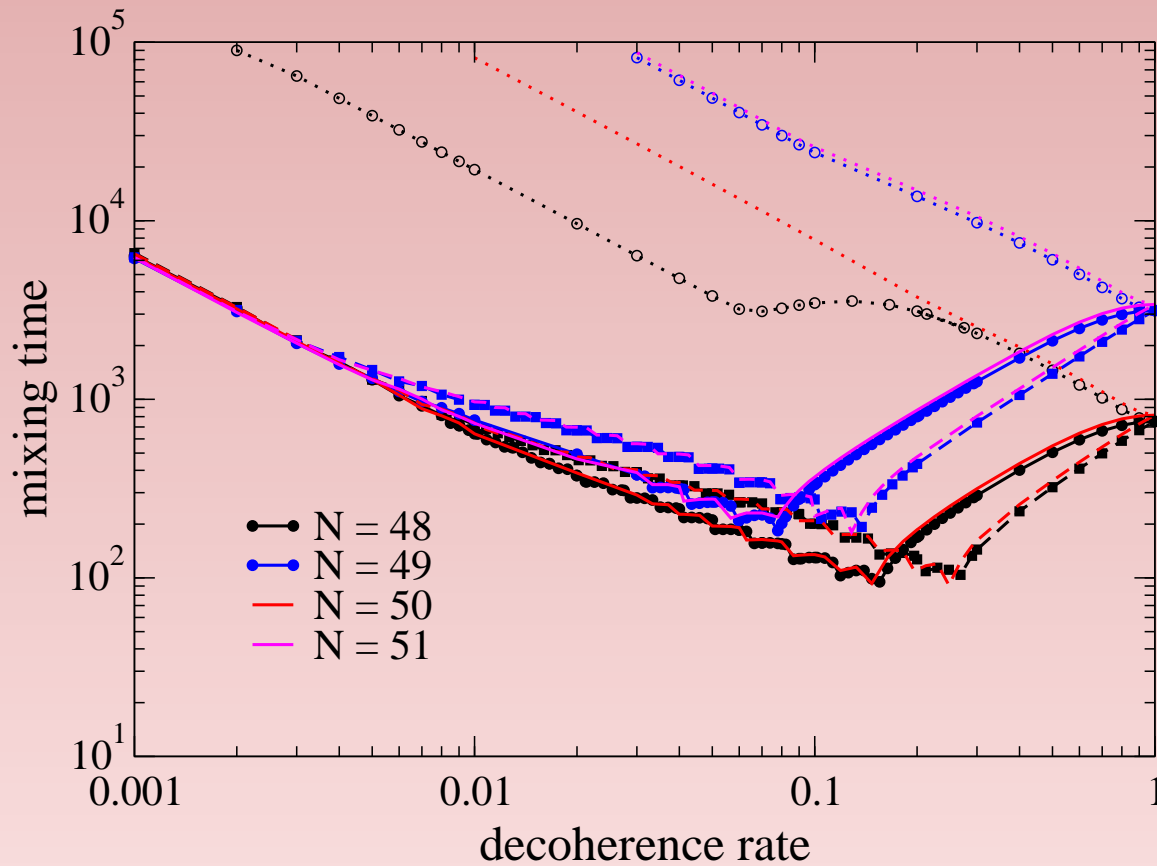
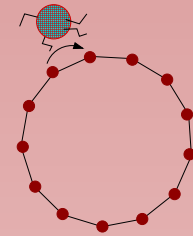


mixing time for $\overline{P(x, T)}$

(dotted lines) coin
decoherence does not
produce extra speed-up

(dashed lines) particle
decoherence gives quantum
speed-up

...even without time-averaging



mixing time for $P(x, t)$

sharp minimum between
“underdamped” and
“overdamped”



Quantum+Random=better?

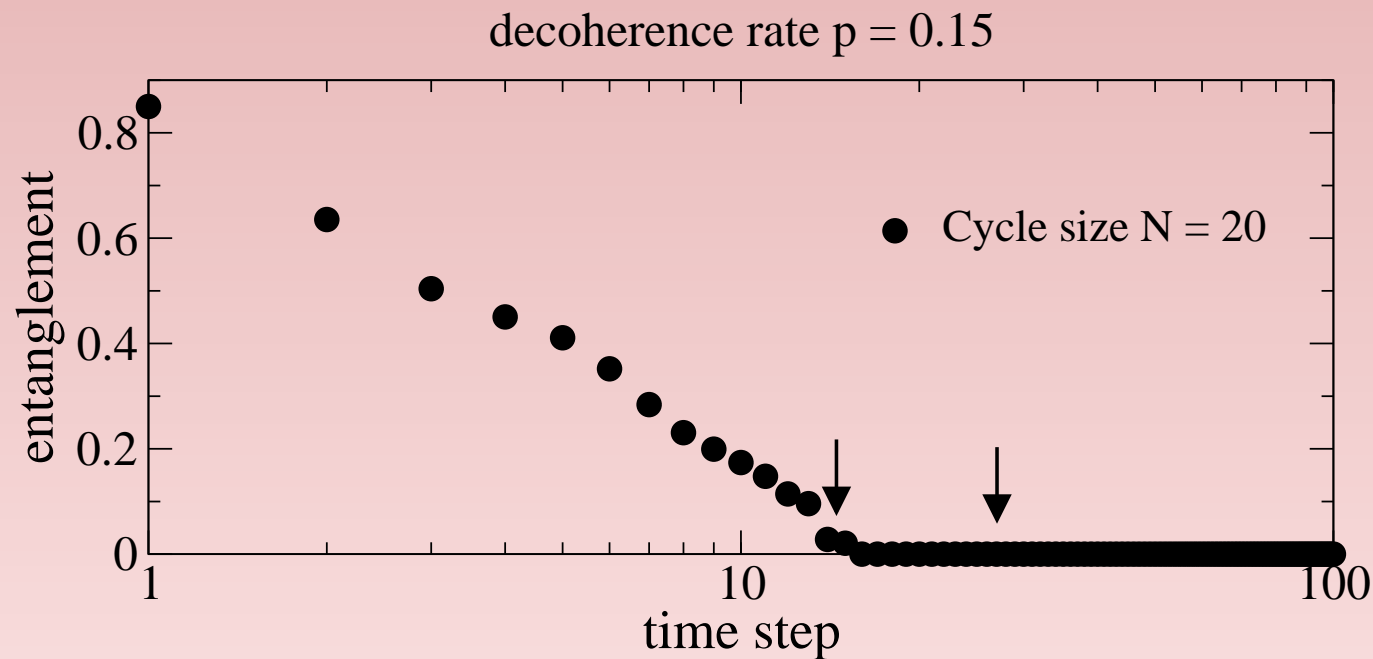
- Is the non-unitary quantum walk with shortest mixing time somehow **MORE QUANTUM** than the pure quantum walk?

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- Is the non-unitary quantum walk with shortest mixing time somehow **MORE QUANTUM** than the pure quantum walk?
- calculate entanglement between coin and position (in progress)

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- calculate entanglement between coin and position (in progress)
 - initial results say **NO**



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- Added randomness improves other quantum protocols too:
e.g., Quantum Key Distribution, Kraus, Gisin, Renner, PRL 95, 080501 (2005)

Summary & Open Questions

- **Optimal computational properties not necessarily most quantum**

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- **Optimal computational properties not necessarily most quantum**
– harnessing quantum randomness as well as quantum interference
- Another quantum view of added randomness is entanglement with environment
(note: LOTS of work on randomness in quantum communications)
- Is it possible to take advantage when building quantum computers?
(usually one fights to remove all the noise...)
- At least, scaing of errors/accuracy is very important in practical applications.

Acknowledgements and Funders

I have had interesting and helpful discussions of quantum walks with many, in particular:

Dorit Aharonov (Hebrew U)

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Eugenio Roldán (U València), John Sipe (U Toronto)

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Tino Tamon (Clarkson U)

[†] We learnt with great sadness of his accidental death in April 2006.

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