

Grover

Luis Mariano Bibbo
lmbibbo@gmail.com

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Algoritmo de Grover

Algoritmo cuántico que busca en una secuencia desordenada más rápido que cualquier algoritmo clásico conocido.

Complejidad:

- Clásico: $O(N)$
- Grover: $O(\sqrt{N})$

Diseñado inicialmente para buscar un único valor.

Generalizado después para buscar múltiples valores: Amplificación de Amplitud (AA).

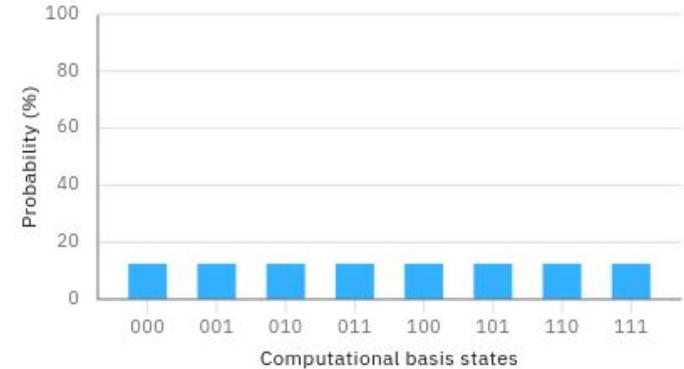
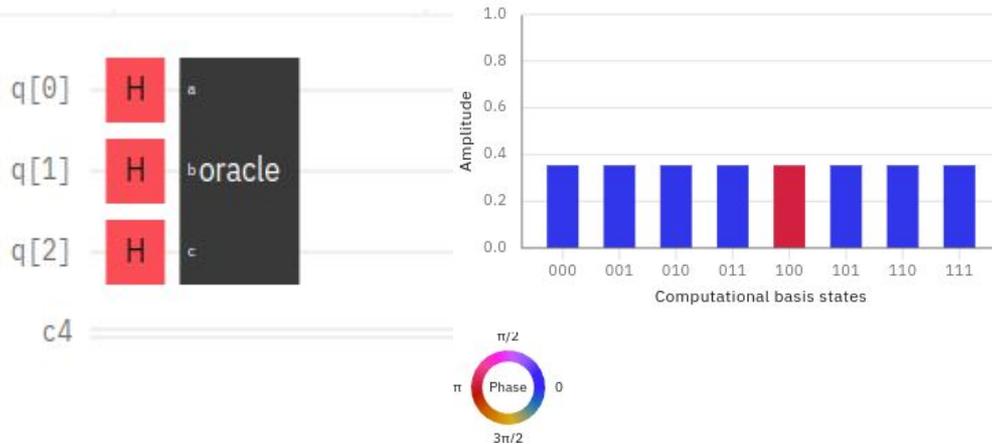
Estructura

Consta de dos partes:

- Oráculo: Circuito que da una fase de π a los valores buscados (marcar).
- Difusor: Circuito que amplifica los estados marcados.

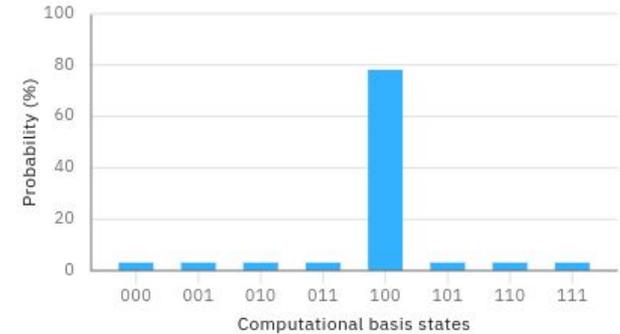
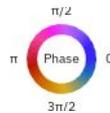
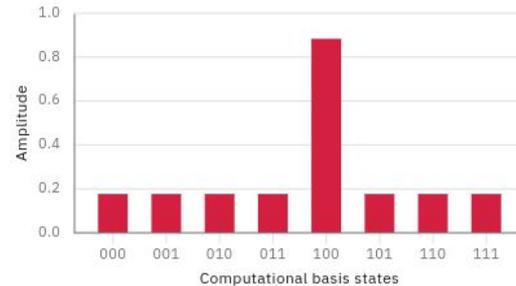
Estructura: Oracle

Oráculo: Circuito que da una fase de π a los valores buscados (marcar).

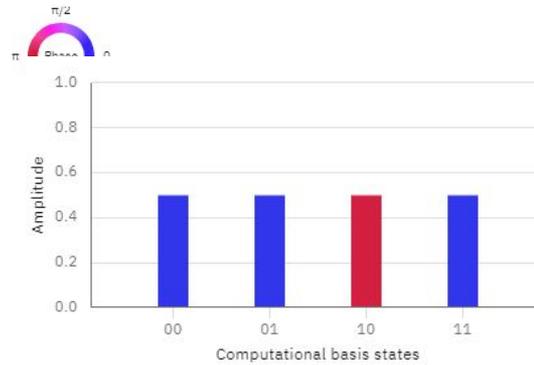
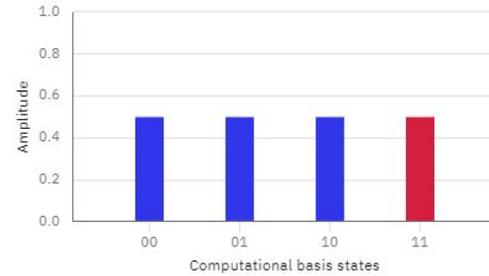
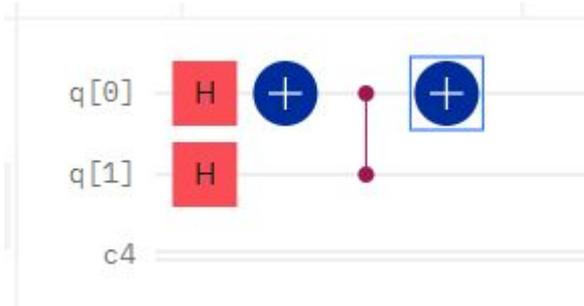
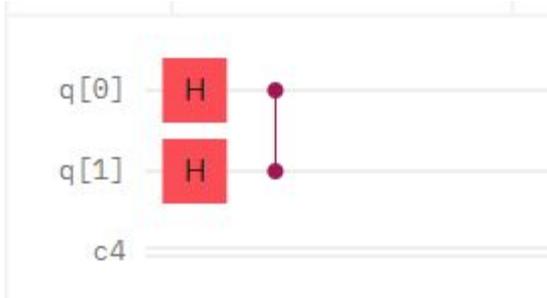


Estructura: Difusor

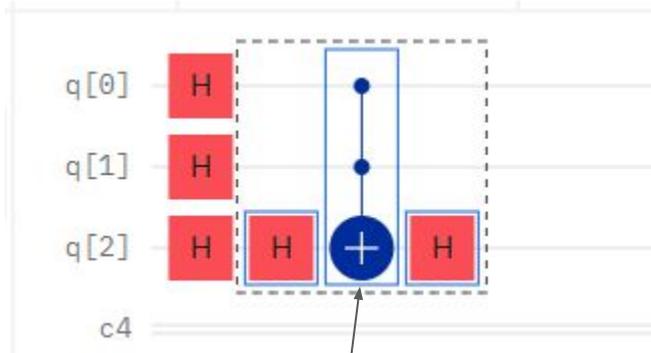
Difusor: Circuito que amplifica los estados marcados.



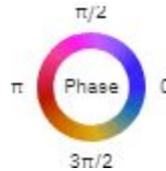
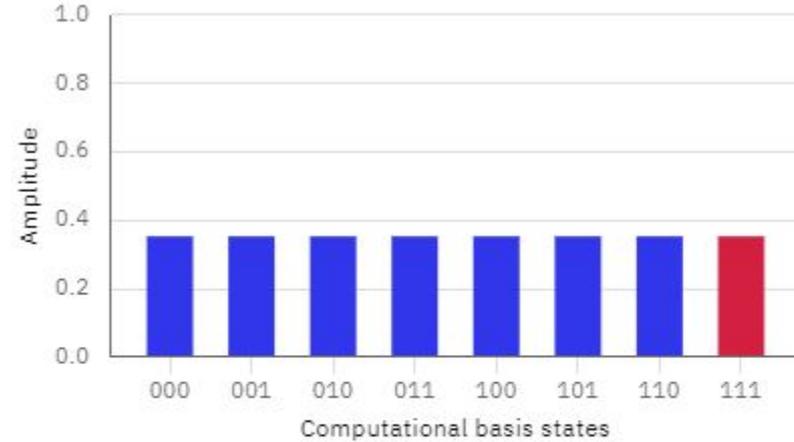
Como armar el Oráculo 2Q?



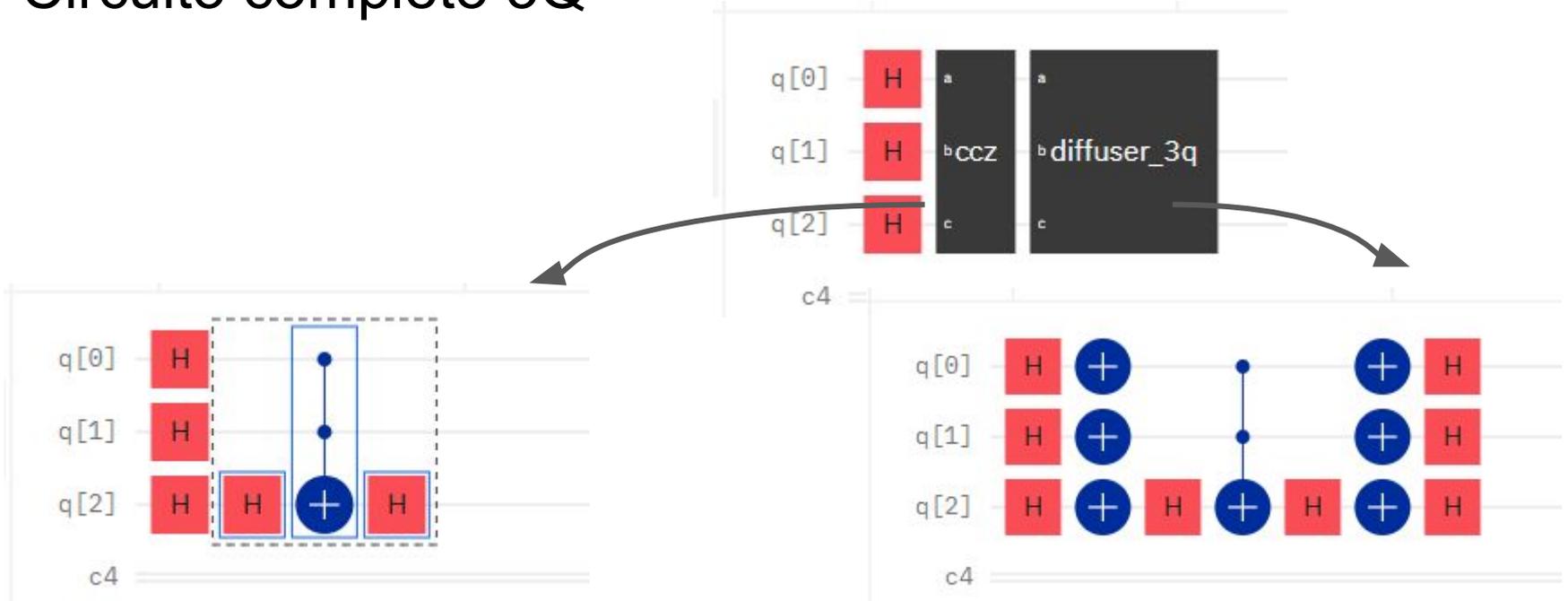
Cómo armar el Oráculo 3Q?



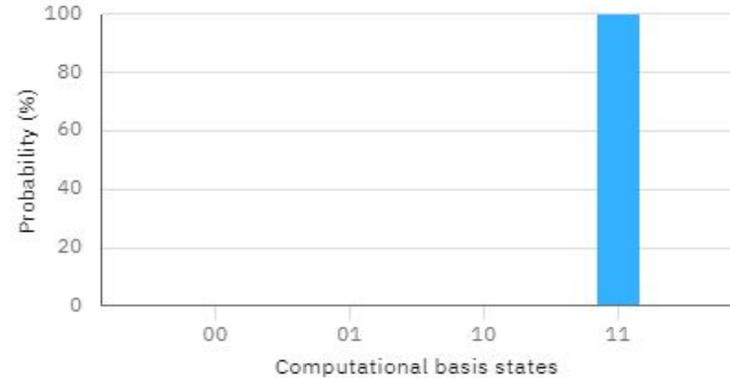
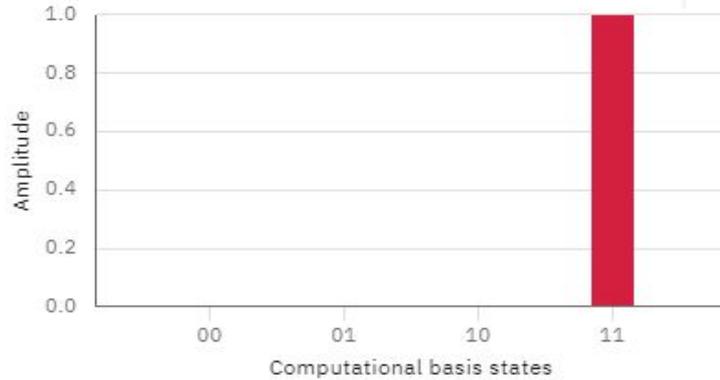
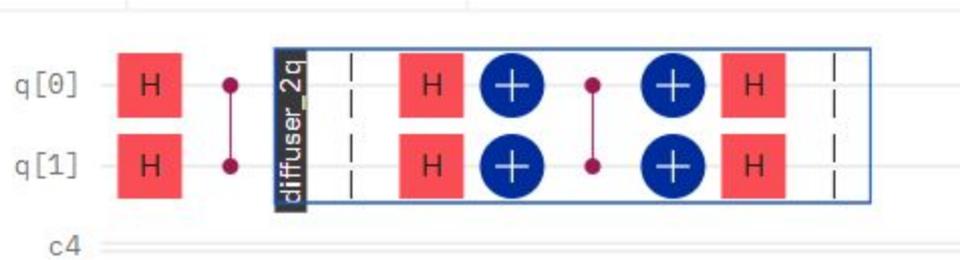
Puerta CCZ



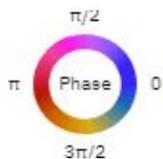
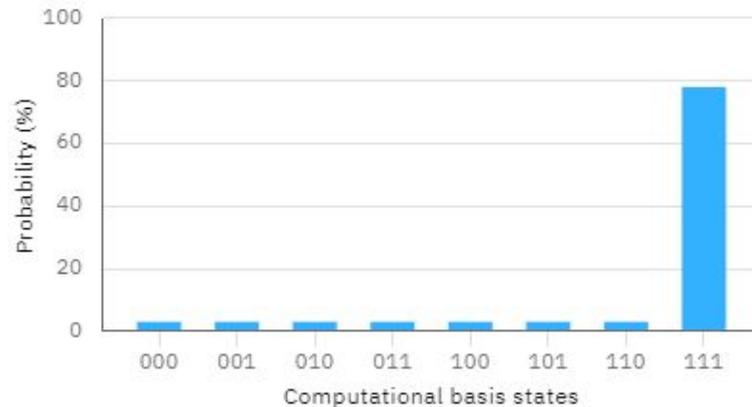
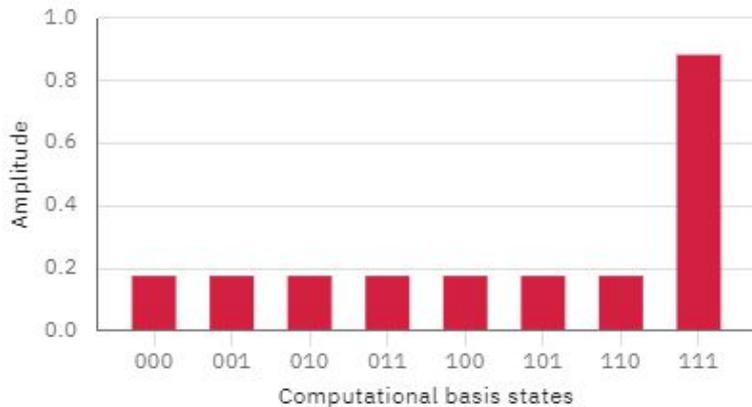
Circuito completo 3Q



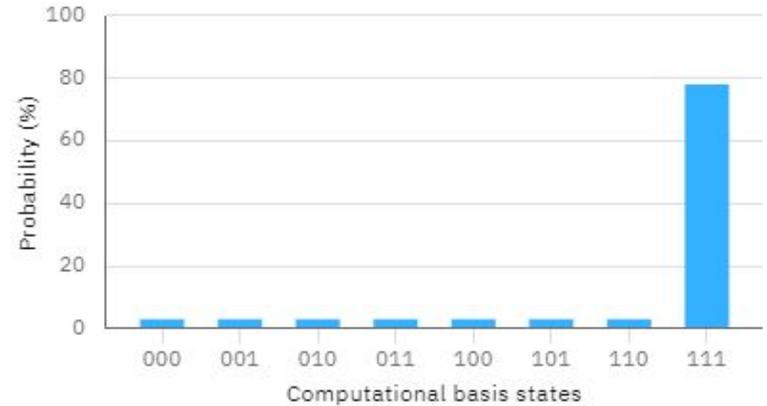
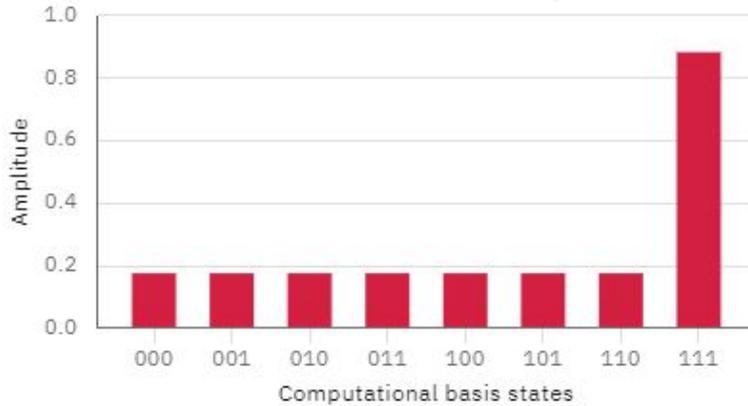
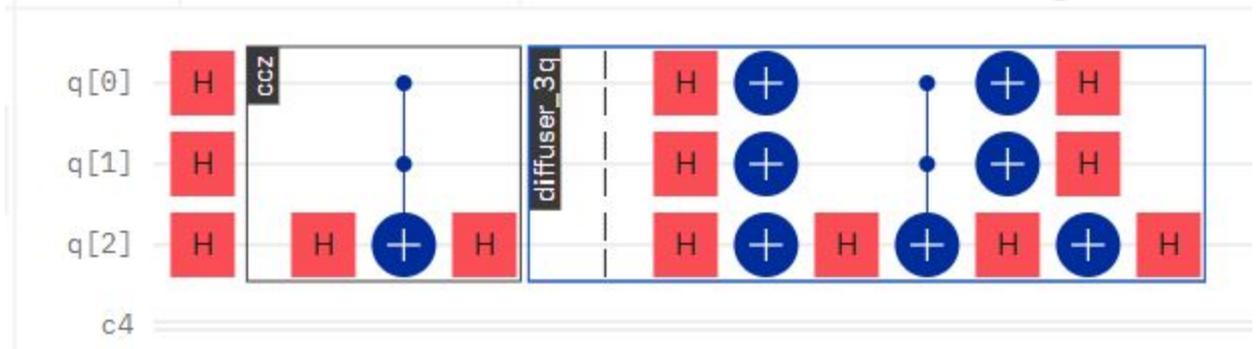
Circuito completo 2Q



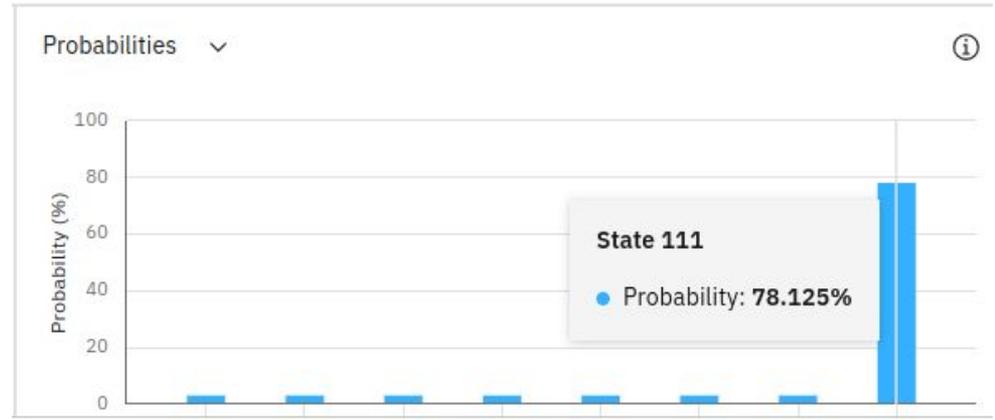
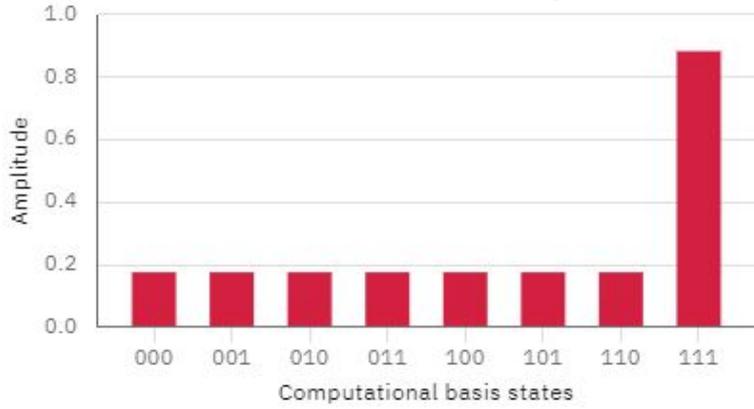
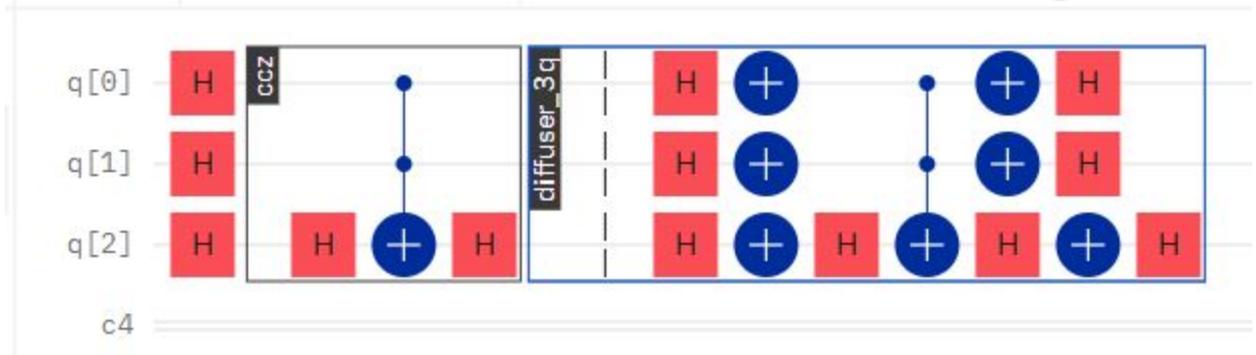
Circuito completo 3Q



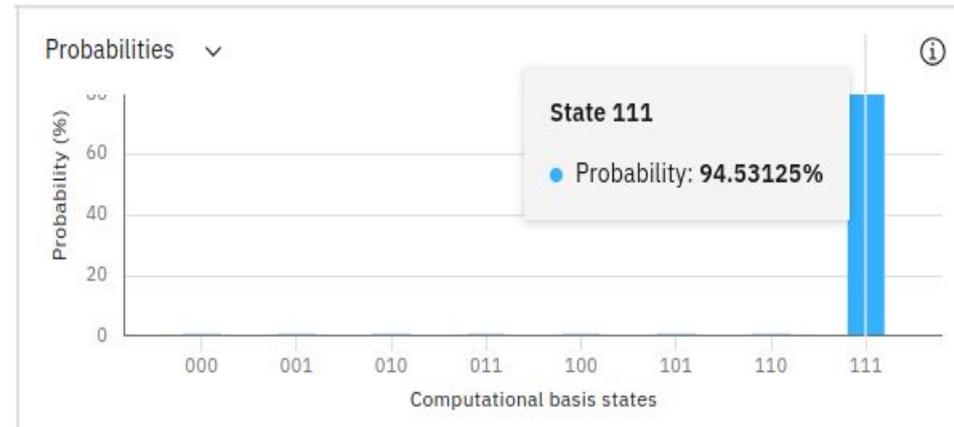
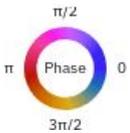
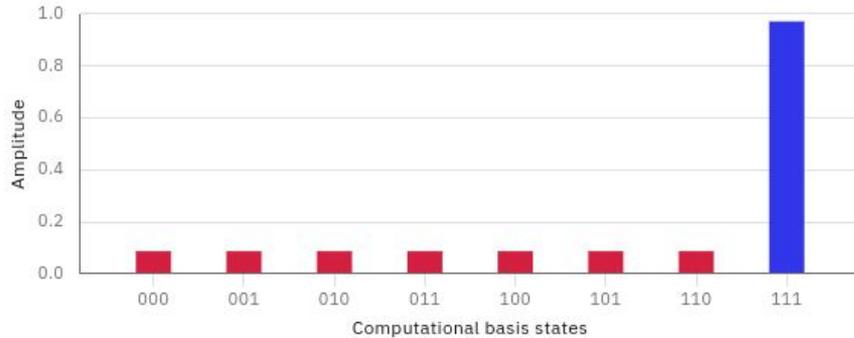
Circuito completo 3Q



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Circuito completo 3Q



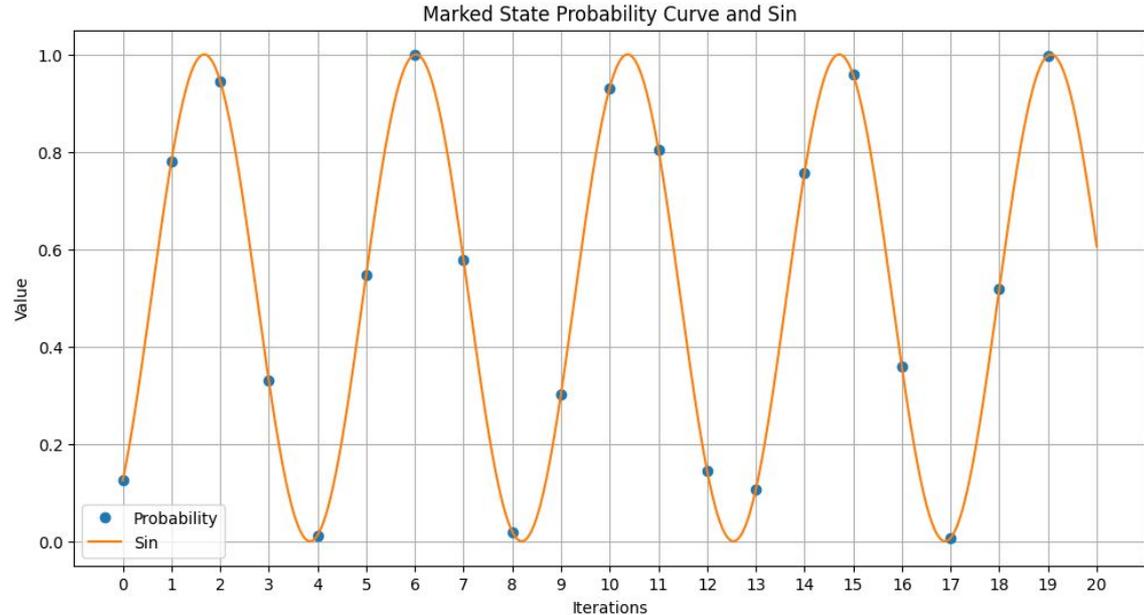
¿Cuántas iteraciones son las óptimas?

$$k = \left\lfloor \frac{\pi}{4} \sqrt{\frac{N}{M}} \right\rfloor$$

Fórmula para determinar la cantidad de iteraciones óptimas: 2

Prob: 1 estado para 3 Q:

- 0 ite: 0.125000000000000003
- 1 ite: 0.78125000000000001
- 2 ite: 0.94531249999999999
- 3 ite: 0.330078125
- 4 ite: 0.01220703125000009
- 5 ite: 0.5479736328125003
- 6 ite: 0.9997863769531249
- 7 ite: 0.5769729614257806



N= es el número total de estados (usualmente 2^n si tienes n qubits),
M= es el número de estados marcados (objetivos),

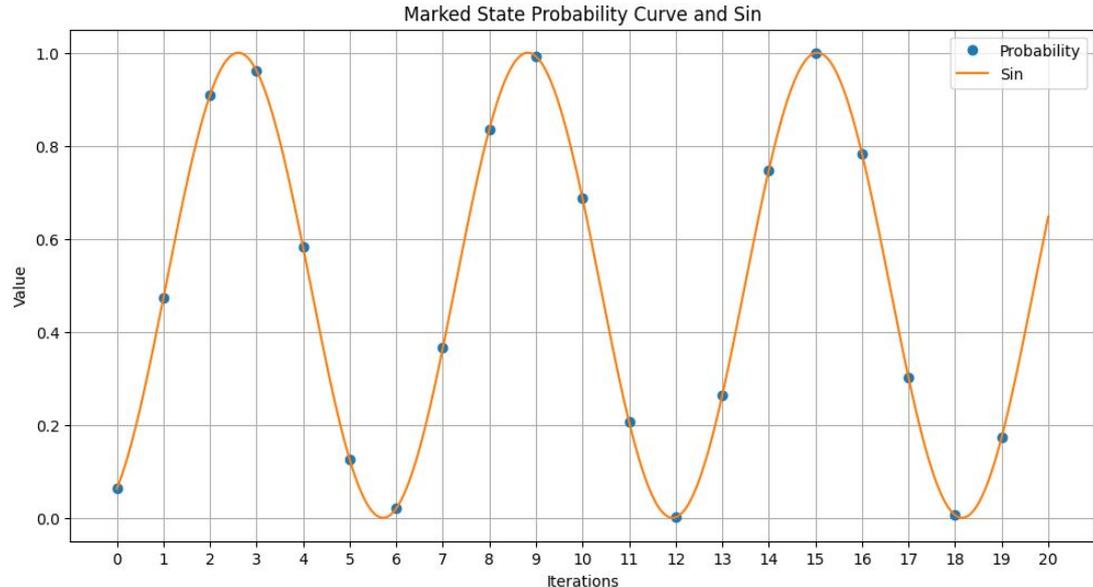
¿Cuántas iteraciones son las óptimas?

Fórmula para determinar la cantidad de iteraciones óptimas: 3

$$k = \left\lceil \frac{\pi}{4} \sqrt{\frac{N}{M}} \right\rceil$$

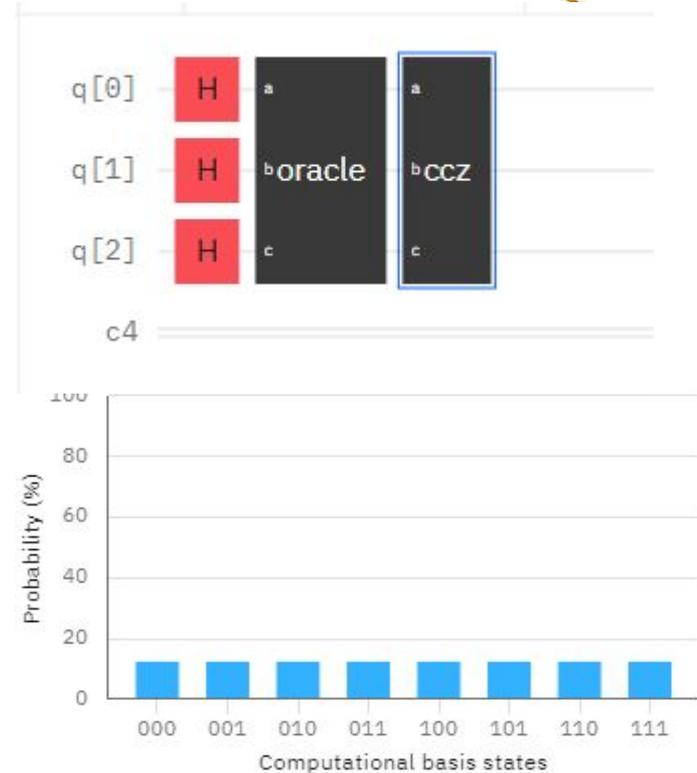
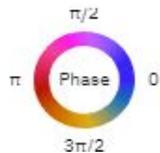
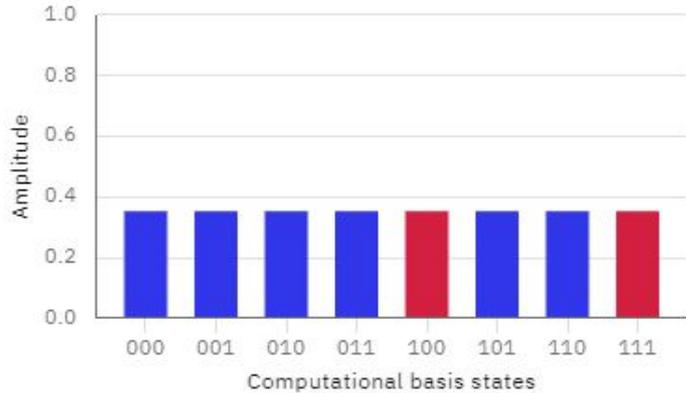
Prob: 1 estado para 4 Q:

- 0 ite: 0.0625
- 1 ite: 0.47265625
- 2 ite: 0.908447265625
- 3 ite: 0.9613189697265625
- 4 ite: 0.5817041397094724
- 5 ite: 0.1254916787147522
- 6 ite: 0.020380768924951515
- 7 ite: 0.36491288826800855

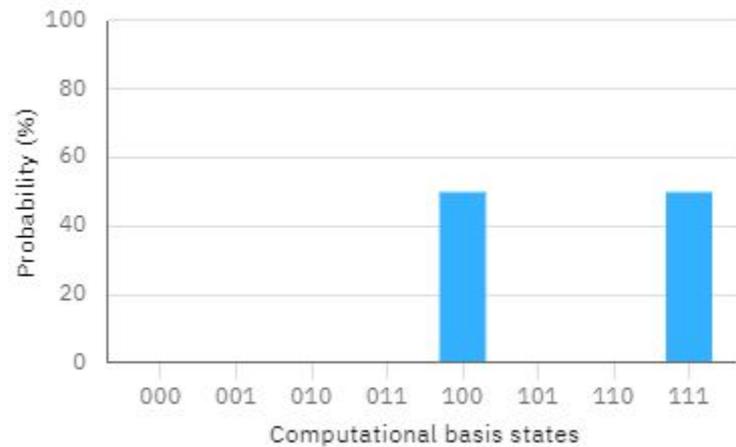
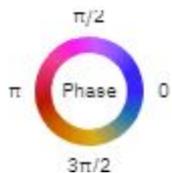
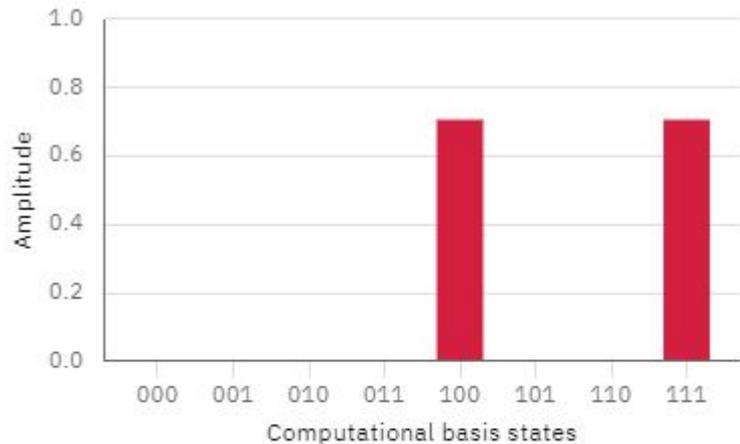


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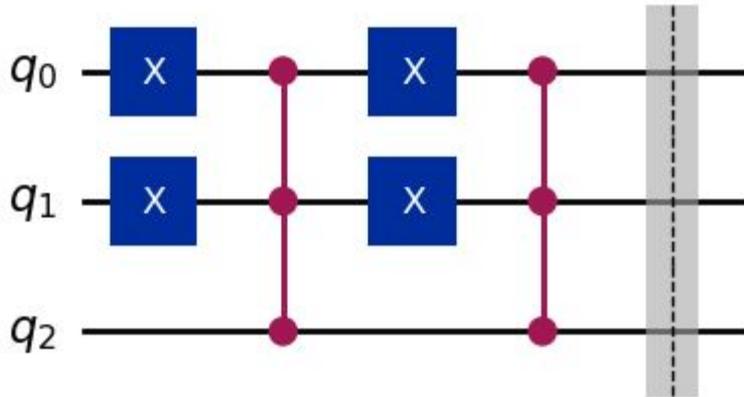
Podemos buscar más de un resultado?



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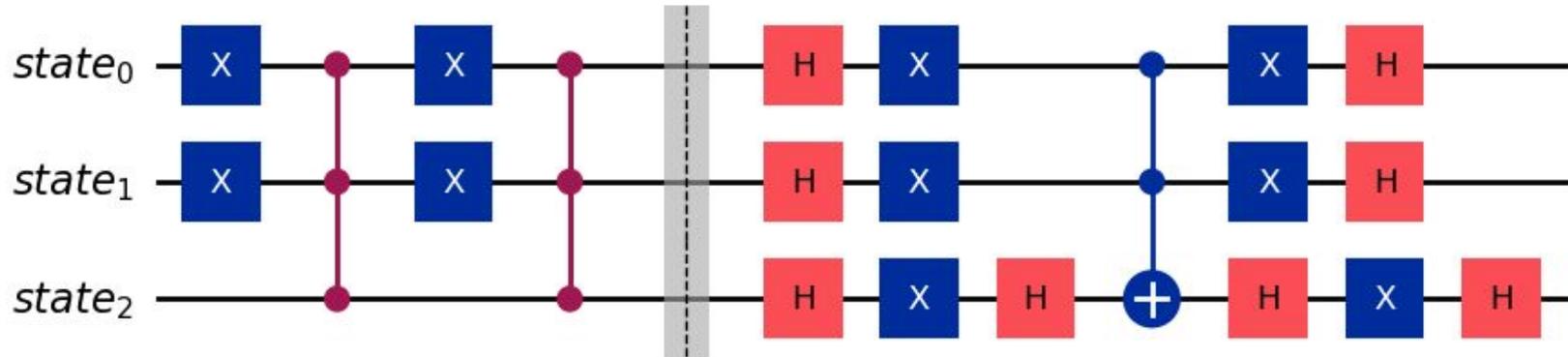


<https://shorturl.at/3bSPt>

Podemos buscar más de un resultado?



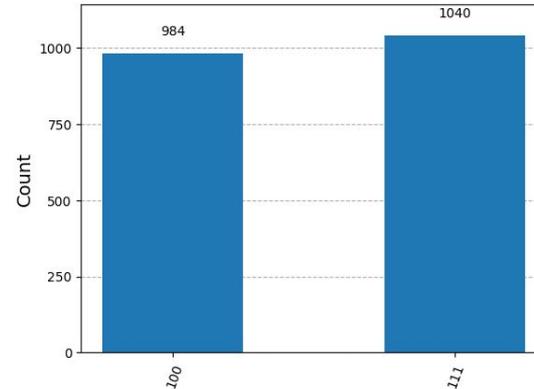
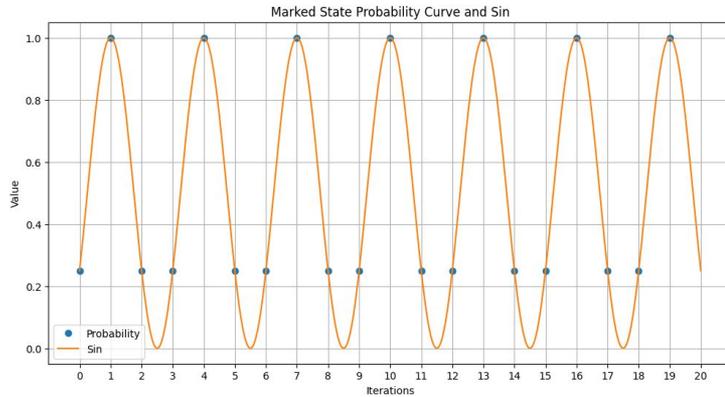
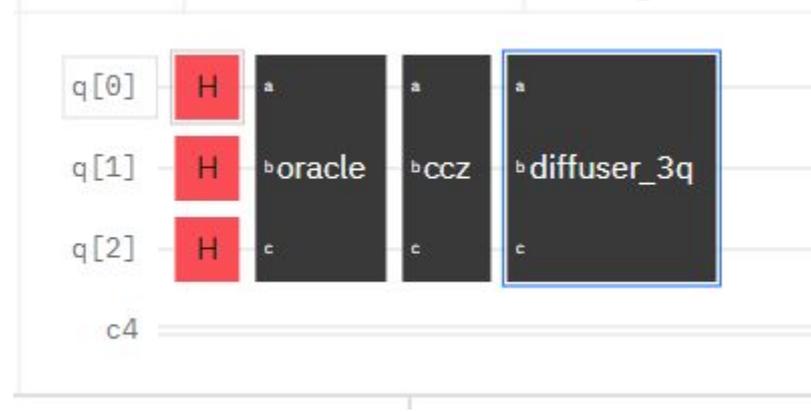
Global Phase: π



Podemos buscar más de un resultado?

$$k = \left\lceil \frac{\pi}{4} \sqrt{\frac{N}{M}} \right\rceil$$

N=8, M=2
=> k=1

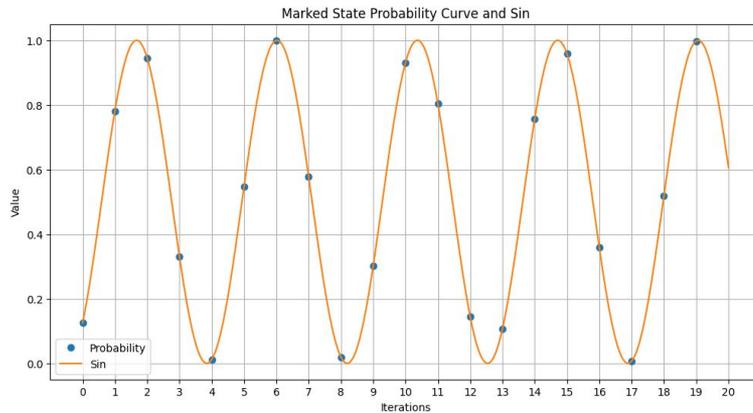


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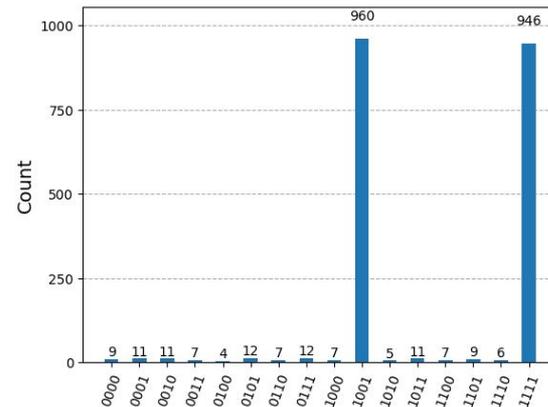
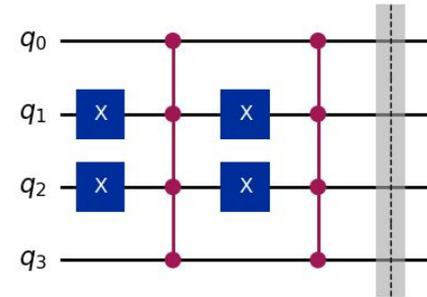
Podemos buscar más de un resultado?

$$k = \left\lceil \frac{\pi}{4} \sqrt{\frac{N}{M}} \right\rceil$$

N=16, M=2
=> k=2



marked_states = ["1001", "1111"]



N= es el número total de estados (usualmente 2^n si tienes n qubits),
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FIN