

# Quantum Algorithms

$$|f \otimes r\rangle$$

## One-Sided Crossing Minimization

**Susanna Caroppo**, Giordano Da Lozzo, Giuseppe Di Battista

*Roma Tre University*

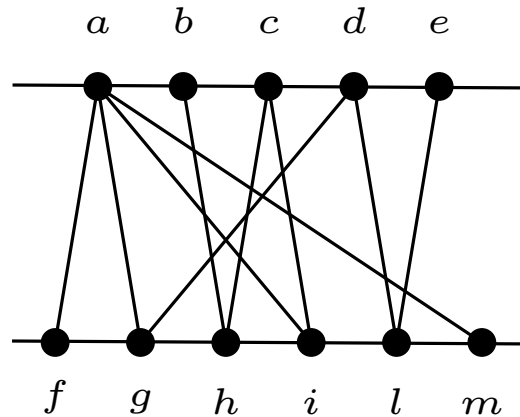
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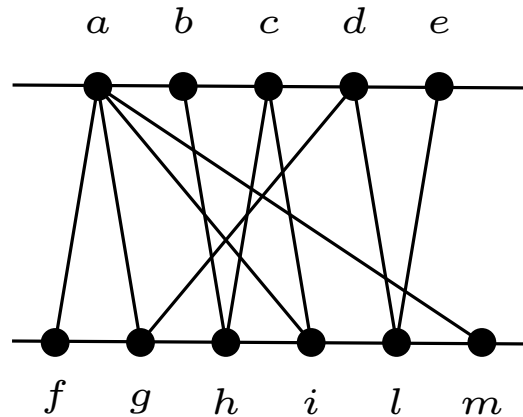
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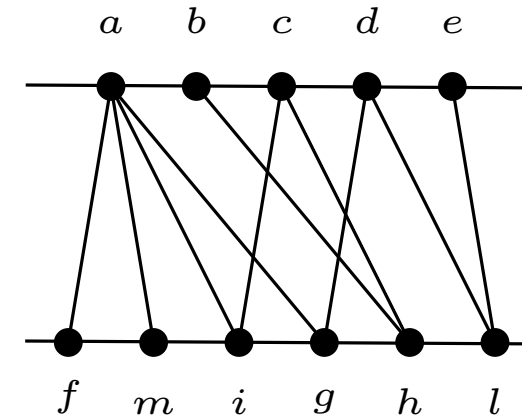
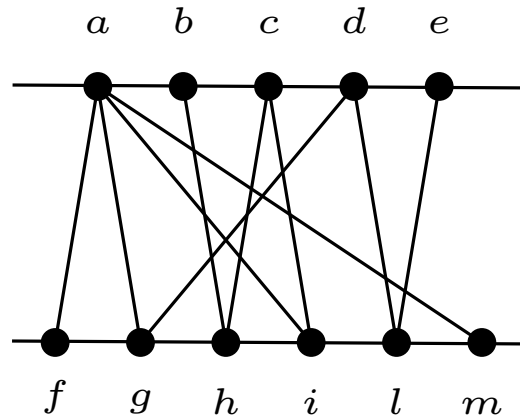
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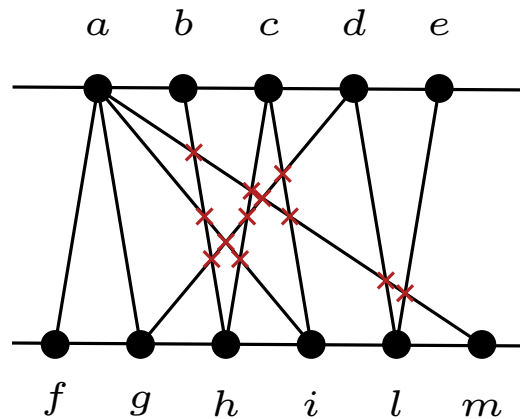
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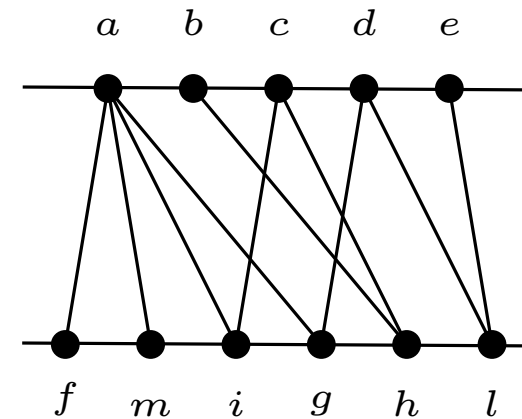
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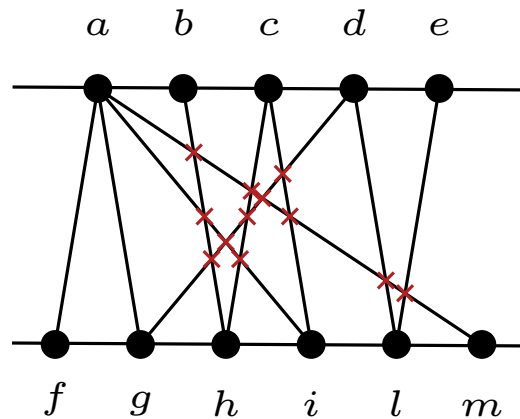
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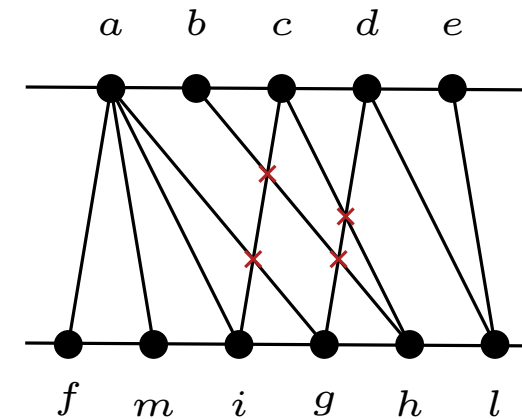
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  - Currently the best FPT results is  $\mathcal{O}(k2^{\sqrt{2k}})$  [Kobayashi et al. 2015]

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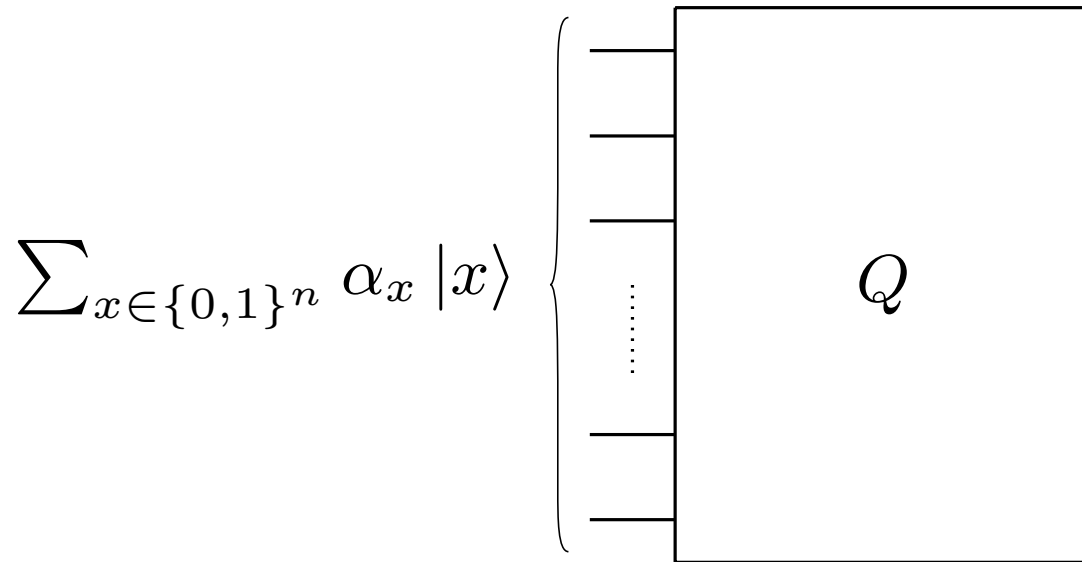
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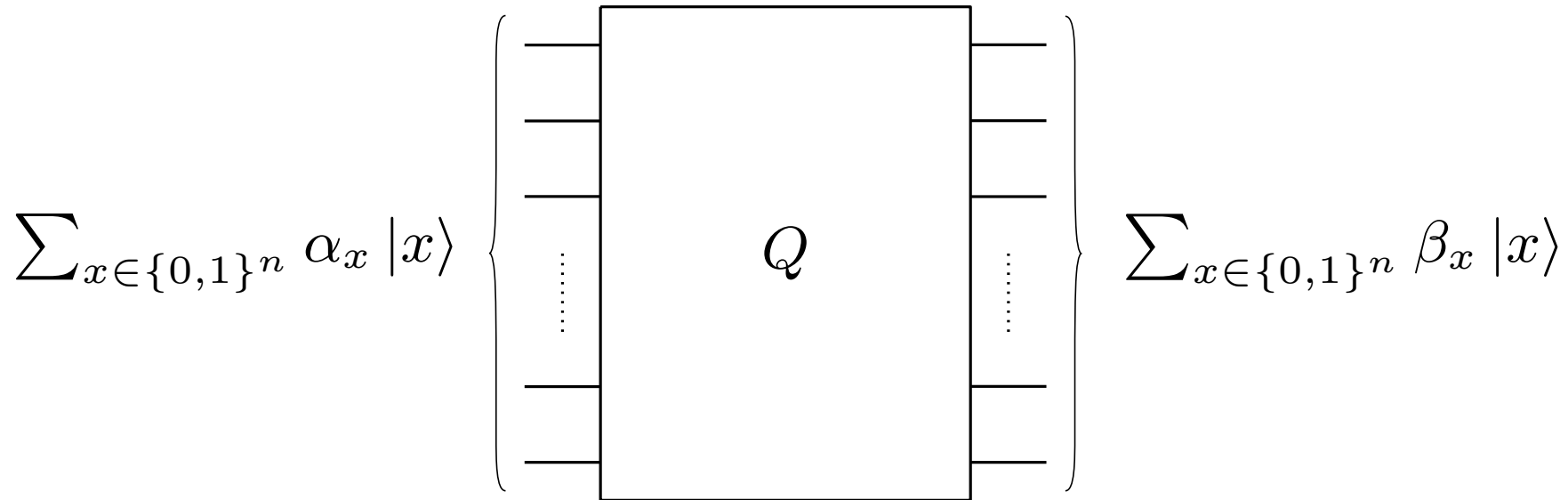
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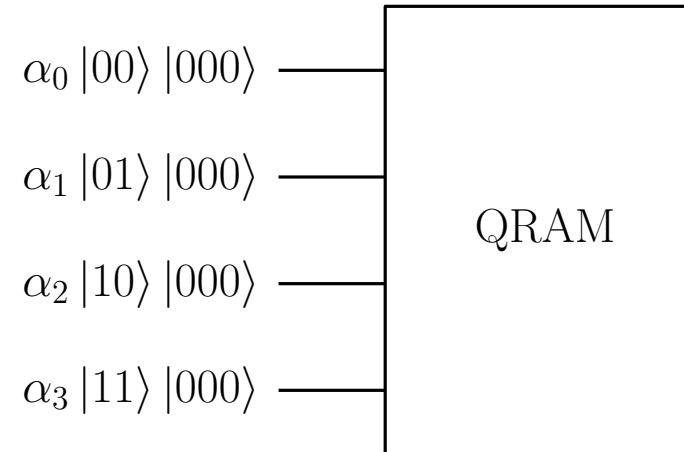
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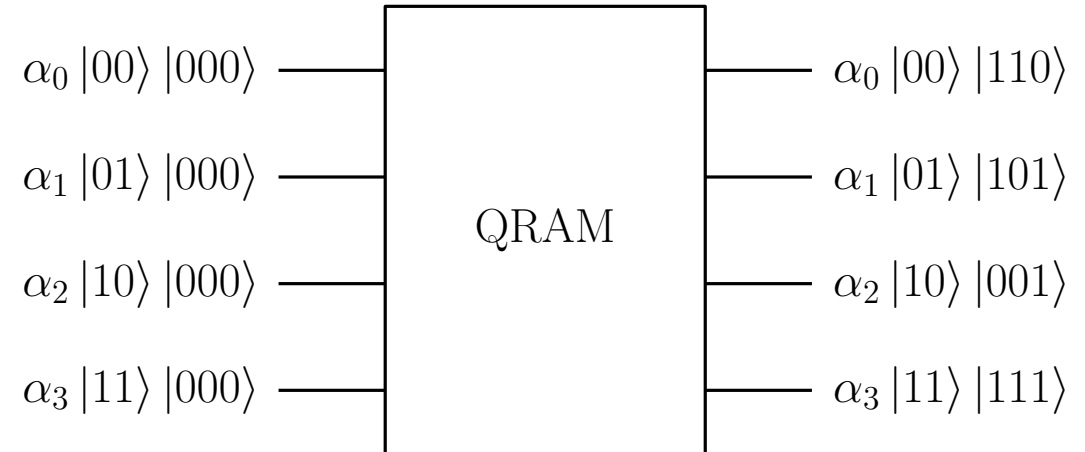
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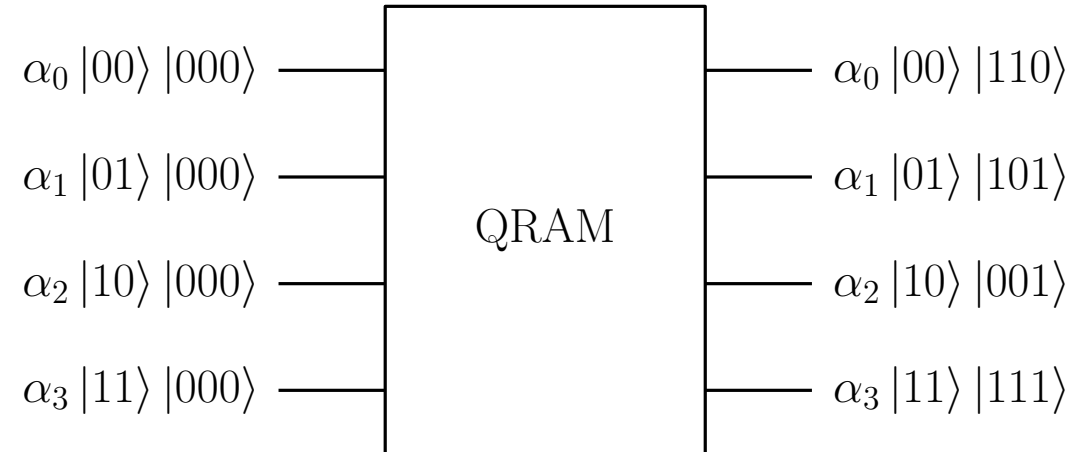
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**Lemma** *Let  $\mathcal{P}$  be an optimization problem over a set  $X$ . Let  $|X| = n$  and let  $OPT_{\mathcal{P}}(X)$  be the optimal value for  $\mathcal{P}$  over  $X$ . Suppose that there exists a polynomial-time computable function  $f_{\mathcal{P}} : 2^X \times 2^X \rightarrow \mathbb{R}$  such that, for any  $S \subseteq X$ , it holds that for any  $k \in [|S| - 1]$ :*

$$OPT_{\mathcal{P}}(S) = \min_{W \subset S, |W|=k} \{OPT_{\mathcal{P}}(W) + OPT_{\mathcal{P}}(S \setminus W) + f_{\mathcal{P}}(W, S \setminus W)\}$$

*Then,  $OPT_{\mathcal{P}}(X)$  can be computed by a quantum algorithm that uses QRAM in  $\mathcal{O}^*(1.728^n)$  time and space.*

# Quantum Dynamic Programming for Set Problems

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  - Precompute solutions (pre-processing) for smaller subsets using classic dynamic programming and save the results in the QRAM
  - Recombine the results of the precomputation step to obtain the optimal solution for the whole set (recursively) applying Quantum Minimum Finding (QMF)

# Quantum Dynamic Programming for Set Problems

# Quantum Dynamic Programming for Set Problems

Quantum

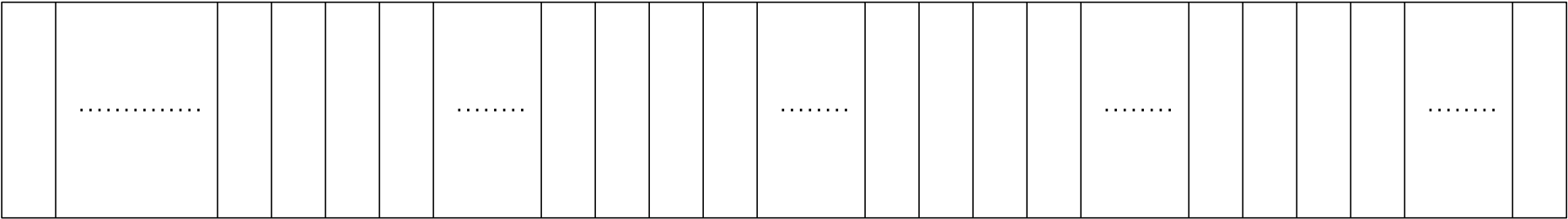
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Classic

# Quantum Dynamic Programming for Set Problems

Quantum

Classic



pre-processing  
classic precomputed  
optimal solutions  
are stored in QRAM

QRAM

# Quantum Dynamic Programming for Set Problems

Quantum

Classic

	.....	<i>d</i> <i>i</i> <i>p</i>	<i>d</i> <i>e</i> <i>p</i>	<i>e</i>	<i>p</i>	.....	<i>a</i> <i>f</i> <i>m</i>	<i>f</i> <i>m</i>	<i>m</i>	<i>q</i>	.....	<i>g</i>	<i>g</i> <i>l</i> <i>o</i>	<i>l</i> <i>r</i>	<i>l</i> <i>o</i> <i>r</i>	.....	<i>b</i> <i>c</i> <i>n</i>	<i>b</i> <i>c</i>	<i>h</i>	<i>c</i>	.....	
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QRAM

# Quantum Dynamic Programming for Set Problems

*a   b   c   d   e   f   g   h   i   l   m   n   o   p   q   r*

Quantum

Classic

	.....	<i>d</i> <i>i</i> <i>p</i>	<i>d</i> <i>e</i> <i>p</i>	<i>e</i>	<i>p</i>	.....	<i>a</i> <i>f</i> <i>m</i>	<i>f</i> <i>m</i>	<i>m</i>	<i>q</i>	.....	<i>g</i>	<i>g</i> <i>l</i> <i>o</i>	<i>l</i> <i>r</i>	<i>l</i> <i>o</i> <i>r</i>	.....	<i>b</i> <i>c</i> <i>n</i>	<i>b</i> <i>c</i>	<i>h</i>	<i>c</i>	.....	
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# Quantum Dynamic Programming for Set Problems

$n/2$

<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>	<i>i</i>	<i>l</i>	<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>	<i>q</i>	<i>r</i>
0	1	1	0	0	0	1	1	0	1	0	1	1	0	0	1

← QMF

Quantum

Classic

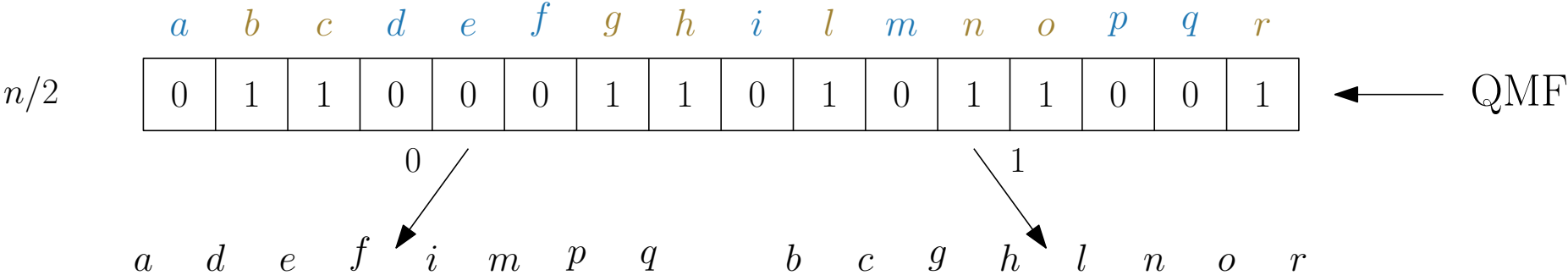
	.....	<i>d</i> <i>i</i> <i>p</i>	<i>d</i> <i>e</i> <i>p</i>	<i>e</i>	<i>p</i>	.....	<i>a</i> <i>f</i> <i>m</i>	<i>f</i> <i>m</i>	<i>m</i>	<i>q</i>	.....	<i>g</i>	<i>g</i> <i>l</i> <i>o</i>	<i>l</i> <i>r</i>	<i>l</i> <i>o</i> <i>r</i>	.....	<i>b</i> <i>c</i> <i>n</i>	<i>b</i> <i>c</i>	<i>h</i>	<i>c</i>	.....	
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Quantum

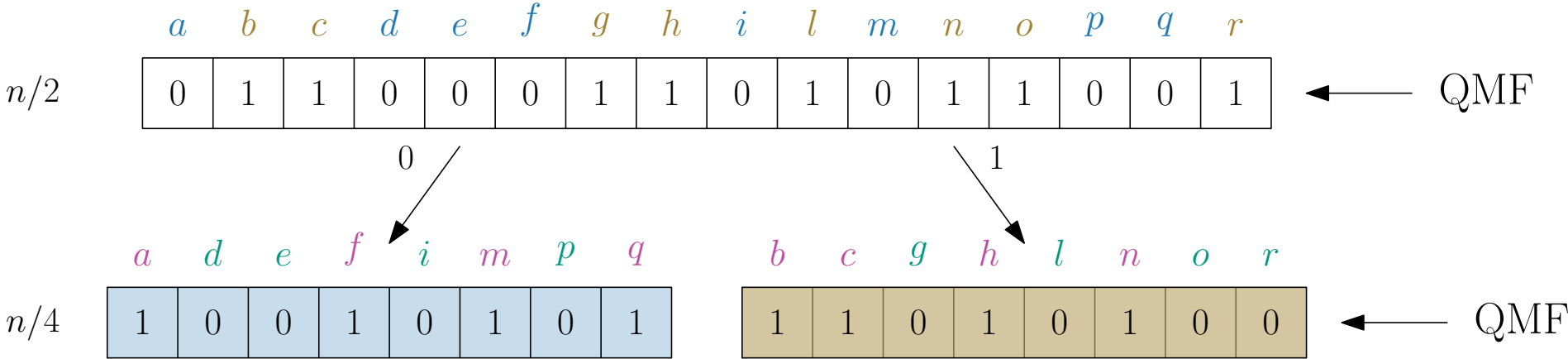
Classic

		<i>d</i>	<i>d</i>	<i>e</i>	<i>p</i>		<i>a</i>	<i>f</i>	<i>m</i>	<i>q</i>		<i>g</i>	<i>g</i>	<i>l</i>	<i>l</i>		<i>b</i>	<i>b</i>	<i>h</i>	<i>c</i>		
	.....	<i>i</i>	<i>e</i>			.....	<i>f</i>	<i>m</i>			.....		<i>l</i>	<i>r</i>	<i>o</i>	.....	<i>c</i>	<i>c</i>			.....	
		<i>p</i>	<i>p</i>				<i>m</i>						<i>o</i>		<i>r</i>		<i>n</i>					

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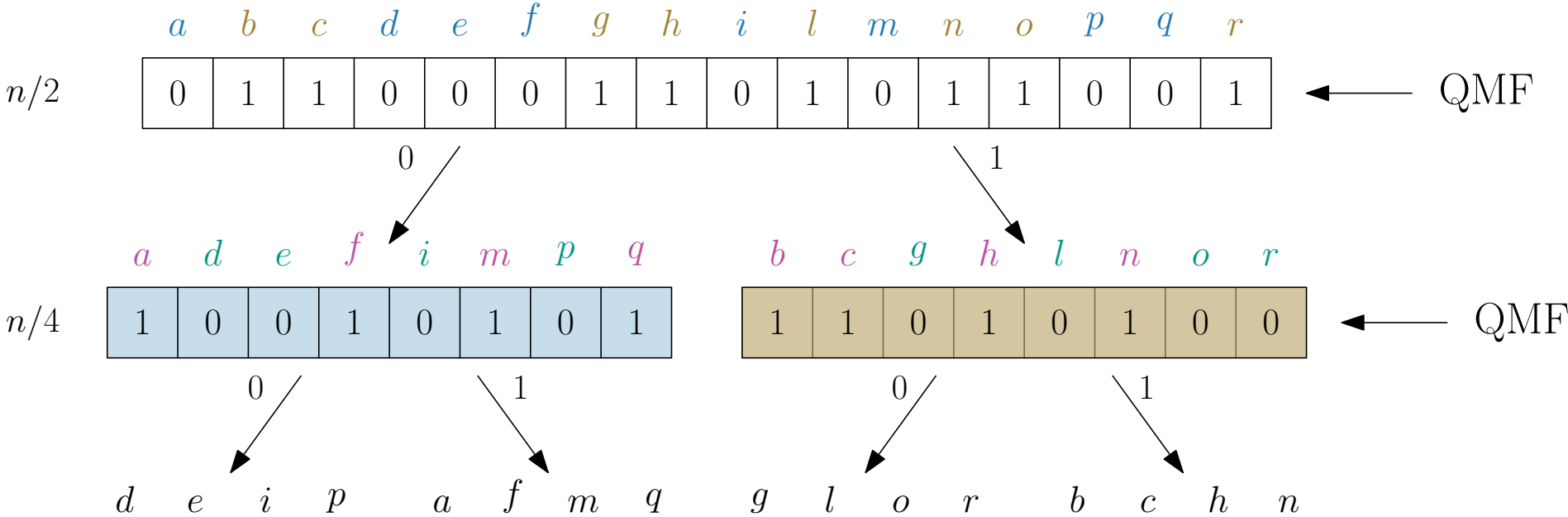
Classic

		$d$	$d$	$e$	$p$		$a$	$f$	$m$	$q$		$g$	$g$	$l$	$l$		$b$	$b$	$h$	$c$		
	.....	$i$	$e$			.....	$f$	$m$			.....		$l$	$r$	$o$	.....	$c$	$c$			.....	
		$p$	$p$				$m$						$o$		$r$		$n$					

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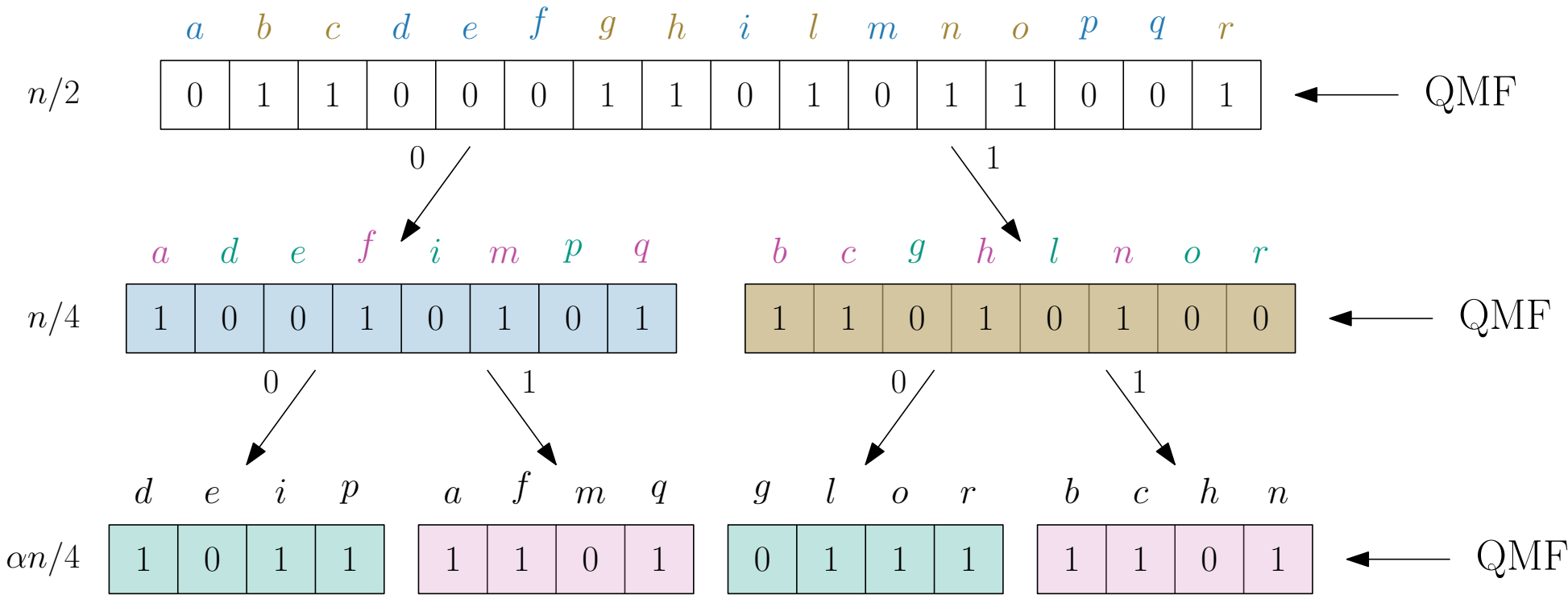
Classic

		$d$	$d$	$e$	$p$		$a$	$f$	$m$	$q$		$g$	$g$	$l$	$l$		$b$	$b$	$h$	$c$		
	.....	$i$	$e$			.....	$f$	$m$			.....		$l$	$r$	$o$	.....	$c$	$c$			.....	
		$p$	$p$				$m$						$o$		$r$		$n$					

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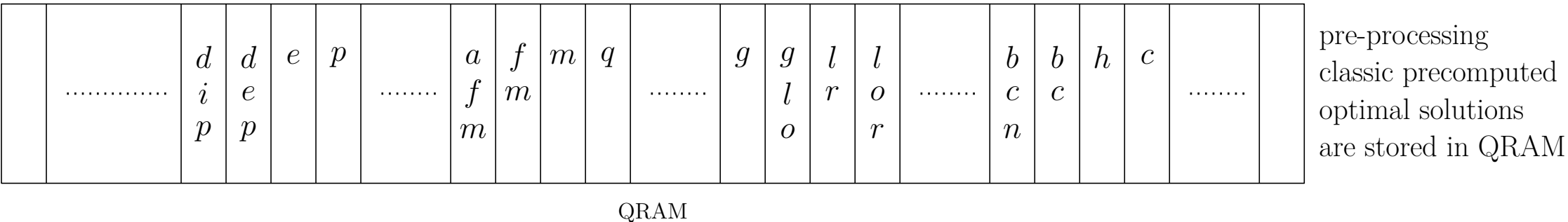
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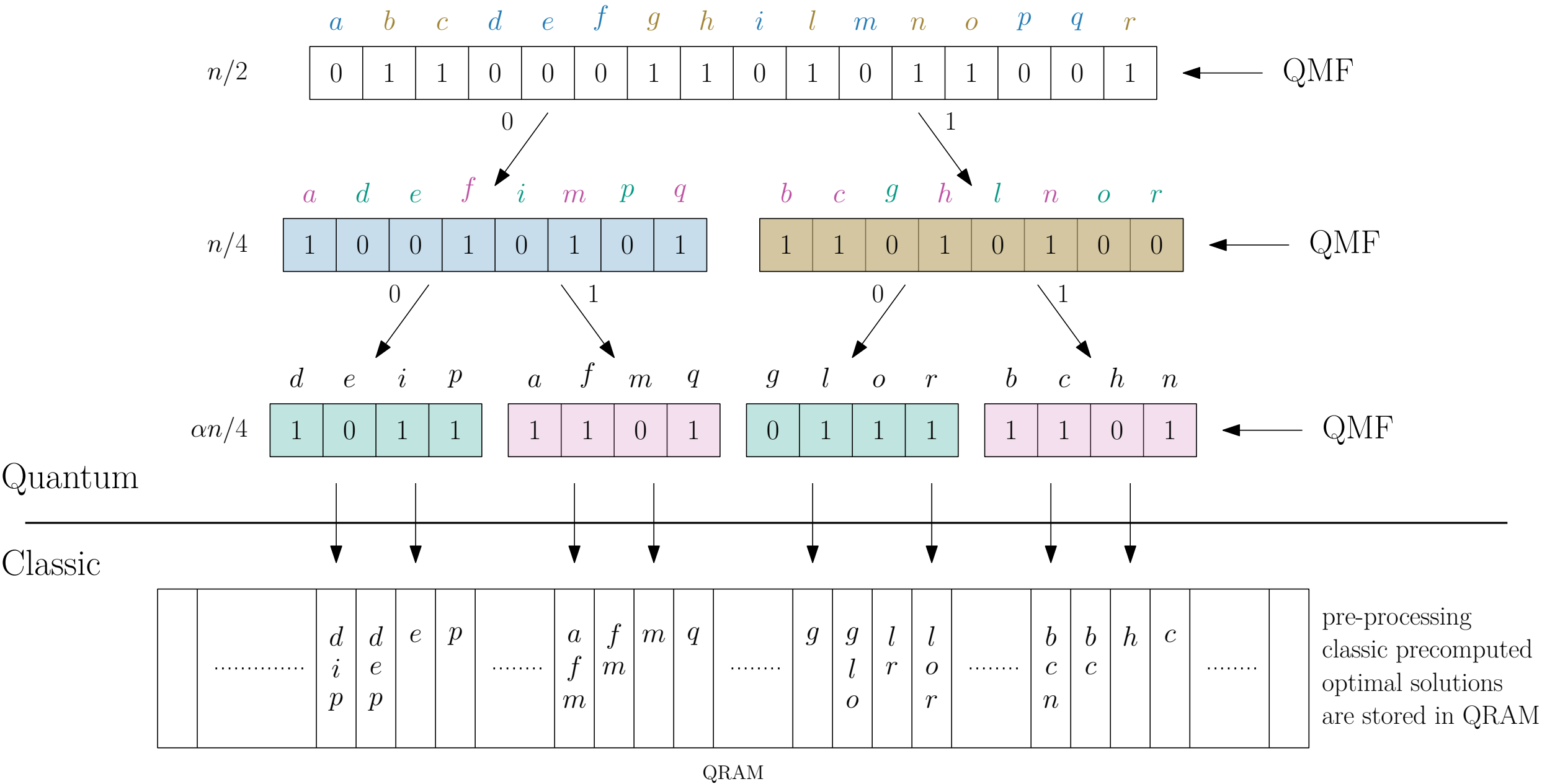


Quantum

Classic



# Quantum Dynamic Programming for Set Problems



# Complexity Analysis

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Number of solutions calculated and stored during the pre-processing

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↓  
QMF over all subsets of size  $n/2$

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- $\alpha$  is selected to balance quantum and classic complexities
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  - The time and space complexity of the best classic algorithm is  $\mathcal{O}^*(2^n)$

# Quantum Dynamic Programming for OSCM

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# Quantum Dynamic Programming for OSCM

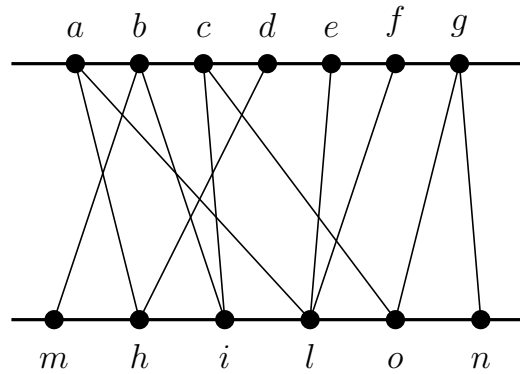
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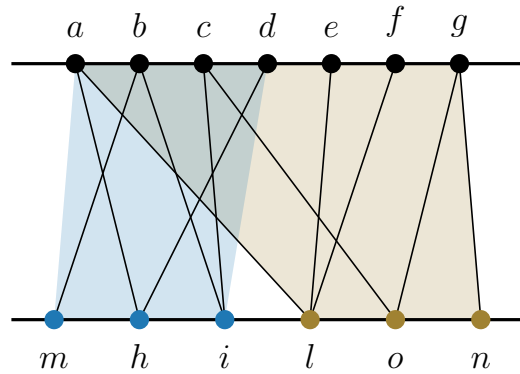
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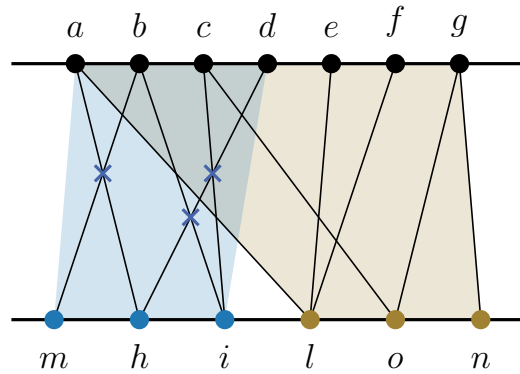
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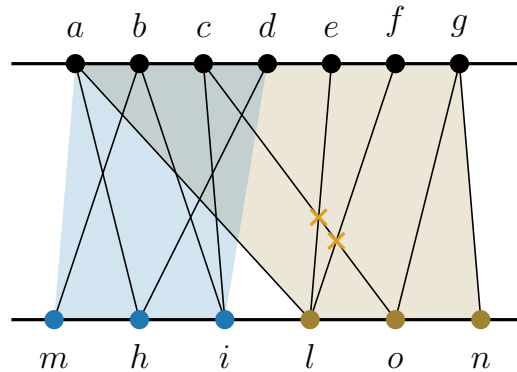




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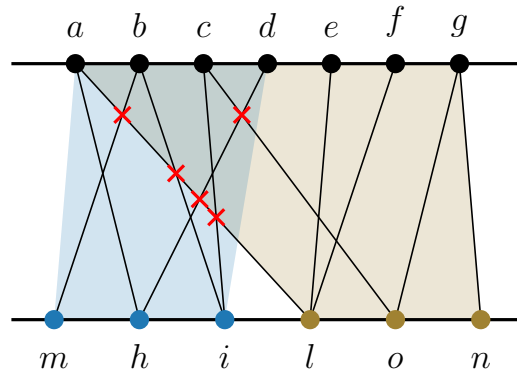
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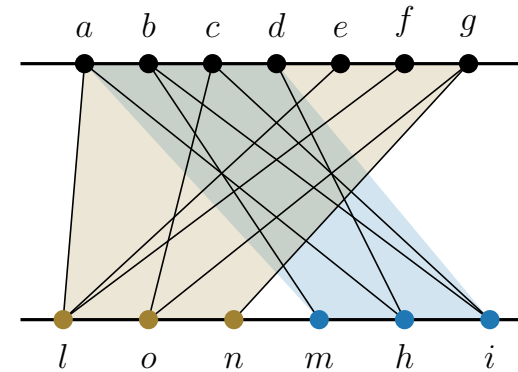
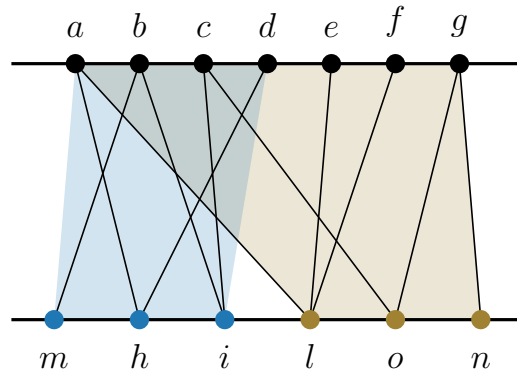
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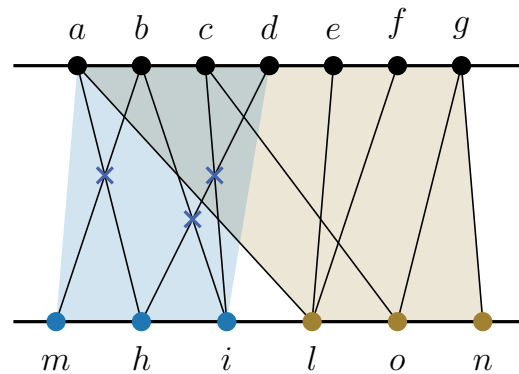
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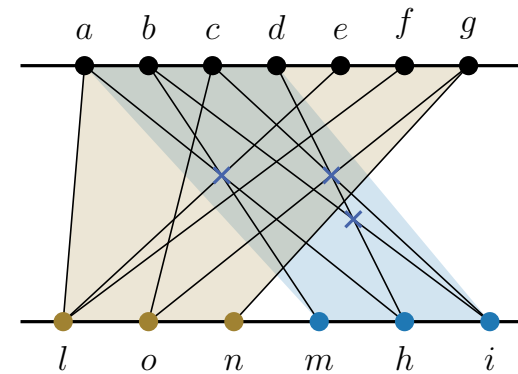
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3 crossings

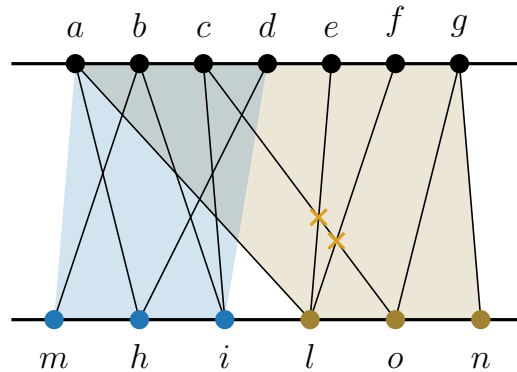


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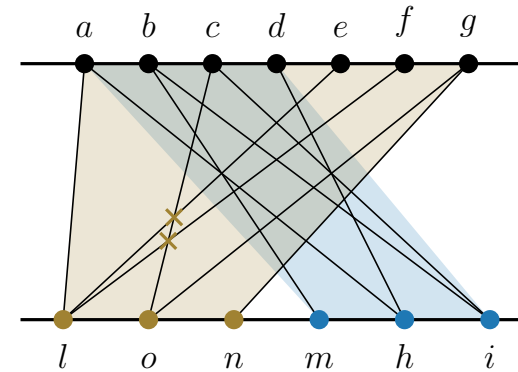
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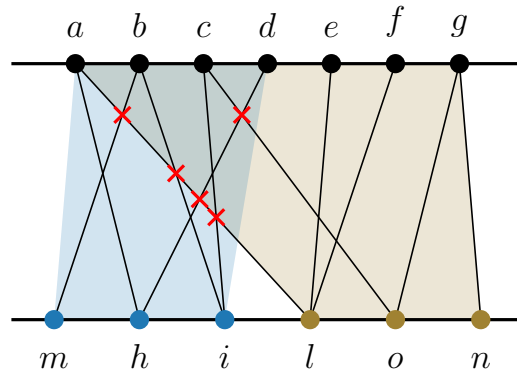


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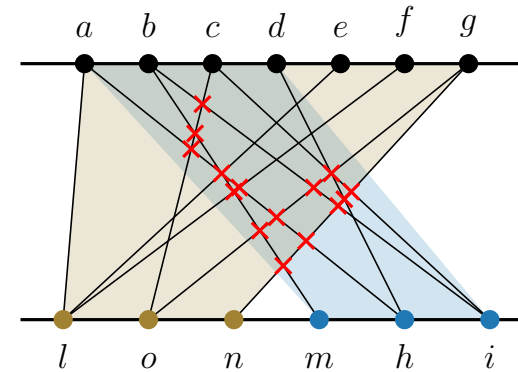
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5 crossings

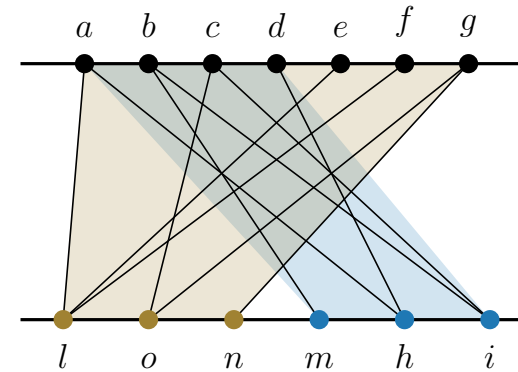
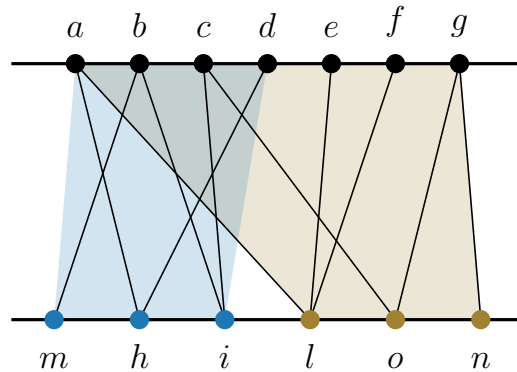


16 crossings

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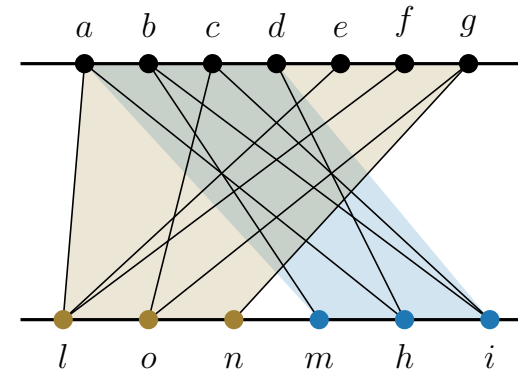
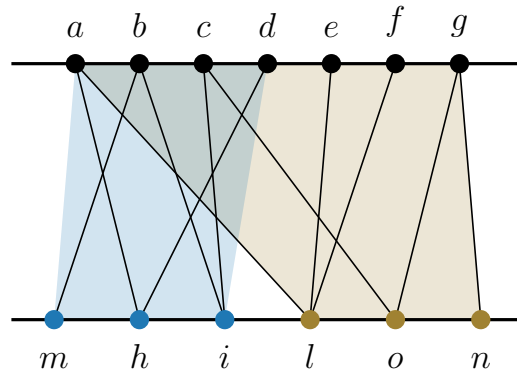


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# Quantum Divide and Conquer for Set Problems

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**Lemma** *Let  $\mathcal{P}$  be an optimization problem over a set  $X$ . Let  $|X| = n$  and let  $OPT_{\mathcal{P}}(X)$  be the optimal value for  $\mathcal{P}$  over  $X$ . Suppose that there exists a polynomial-time computable function  $f_{\mathcal{P}} : 2^X \times 2^X \rightarrow \mathbb{R}$  and a constant  $c_{\mathcal{P}}$  such that, for any  $S \subseteq X$ , it holds that:*

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# Quantum Divide and Conquer for Set Problems

**Lemma** *Let  $\mathcal{P}$  be an optimization problem over a set  $X$ . Let  $|X| = n$  and let  $OPT_{\mathcal{P}}(X)$  be the optimal value for  $\mathcal{P}$  over  $X$ . Suppose that there exists a polynomial-time computable function  $f_{\mathcal{P}} : 2^X \times 2^X \rightarrow \mathbb{R}$  and a constant  $c_{\mathcal{P}}$  such that, for any  $S \subseteq X$ , it holds that:*

- *If  $|S| \leq c_{\mathcal{P}}$ , then  $OPT_{\mathcal{P}}(S) = f_{\mathcal{P}}(S, \emptyset)$ .*
- *If  $|S| > c_{\mathcal{P}}$ , then*

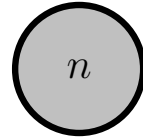
$$OPT_{\mathcal{P}}(S) = \min_{W \subset S, |W| = \frac{|S|}{2}} \{OPT_{\mathcal{P}}(W) + OPT_{\mathcal{P}}(S \setminus W) + f_{\mathcal{P}}(W, S \setminus W)\}$$

*We have that,  $OPT_{\mathcal{P}}(X)$  can be computed by a quantum algorithm **without using QRAM** in  $\mathcal{O}^*(2^n)$  time and polynomial space.*

- It does not interrupt the recursion
- It does not use any QRAM

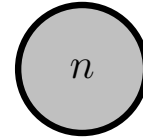
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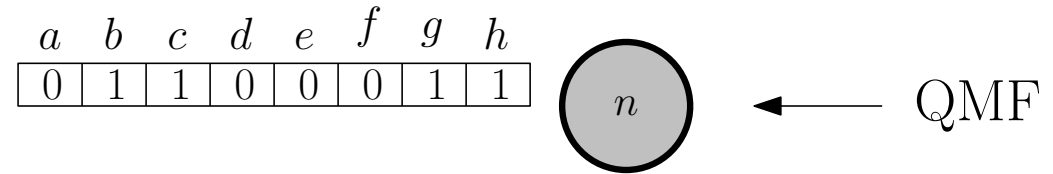
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$a$   $b$   $c$   $d$   $e$   $f$   $g$   $h$

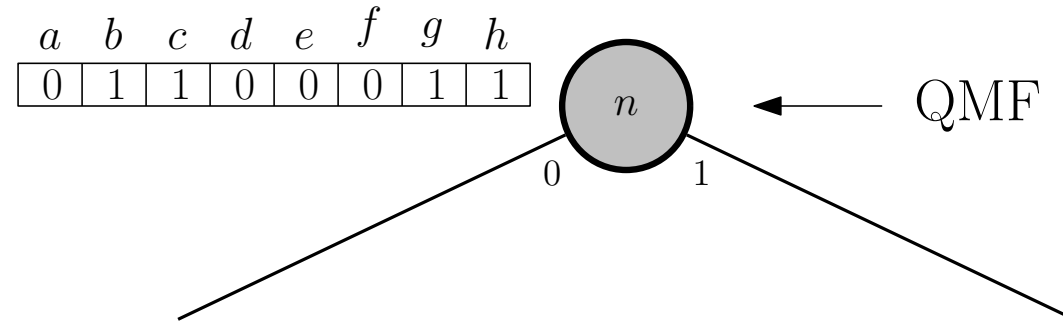




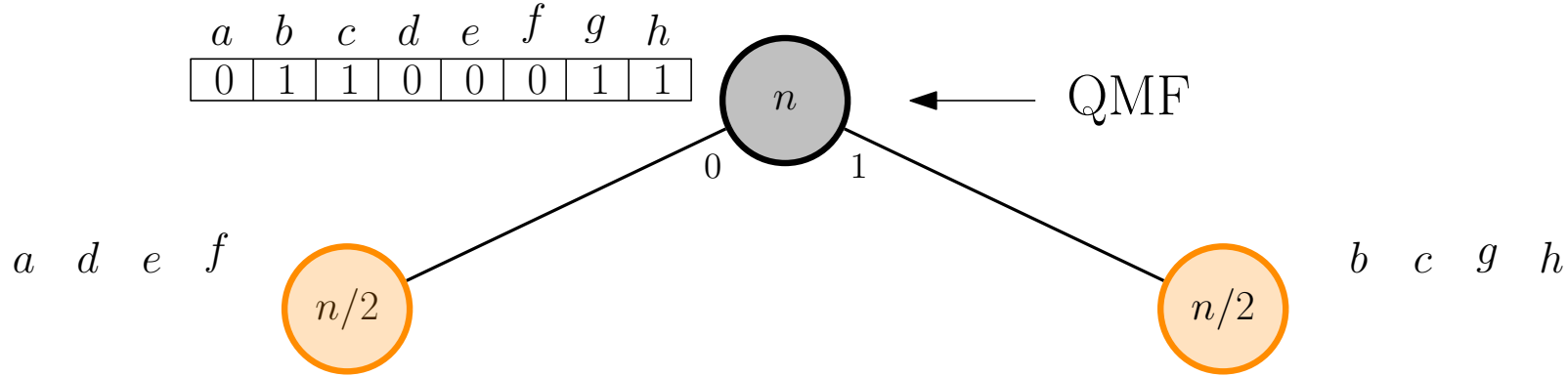
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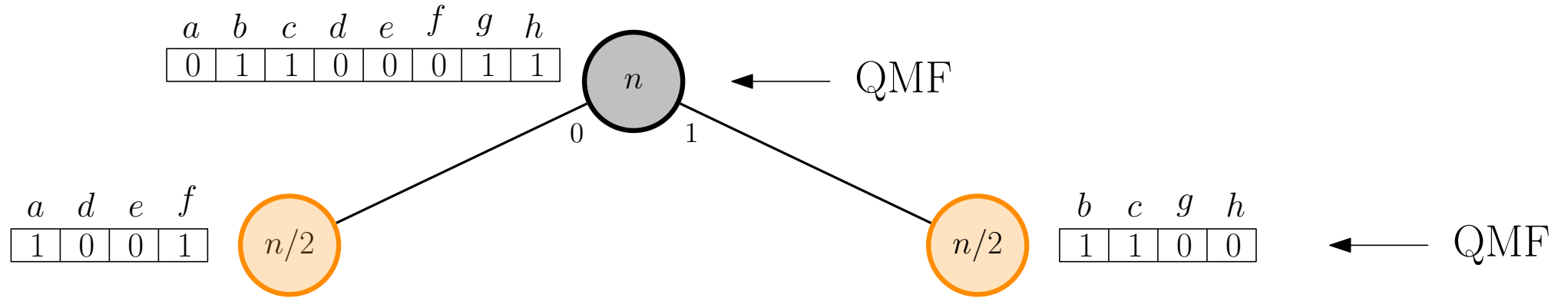
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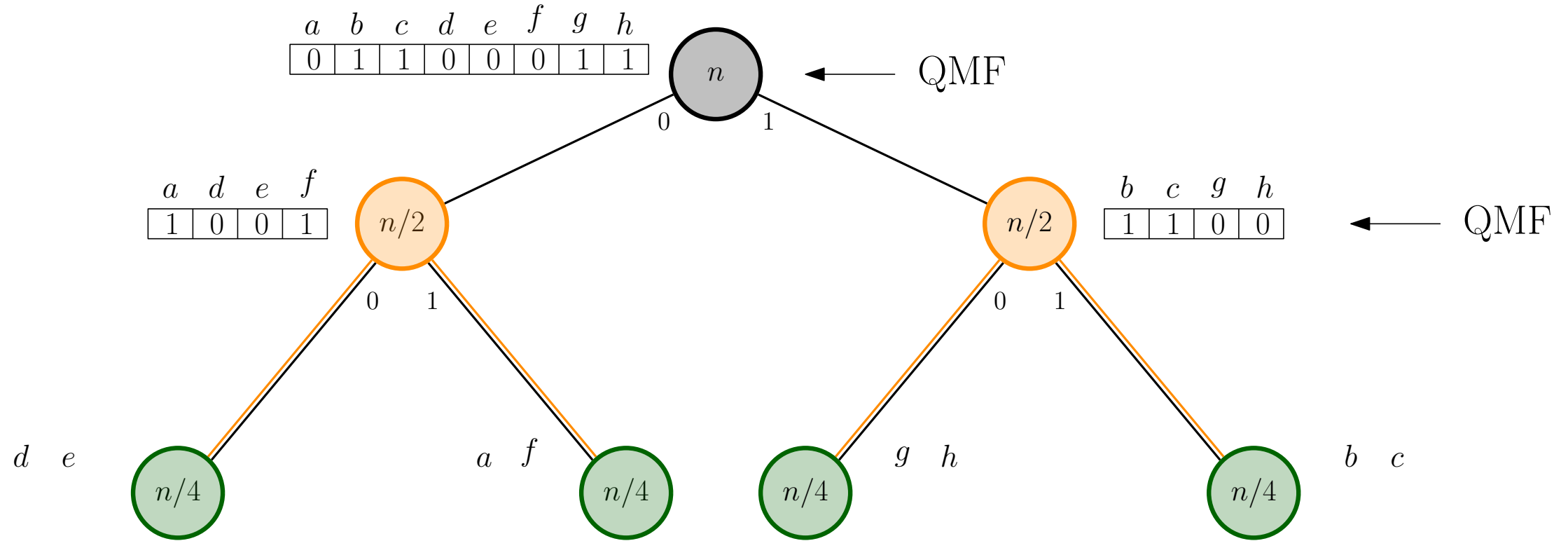
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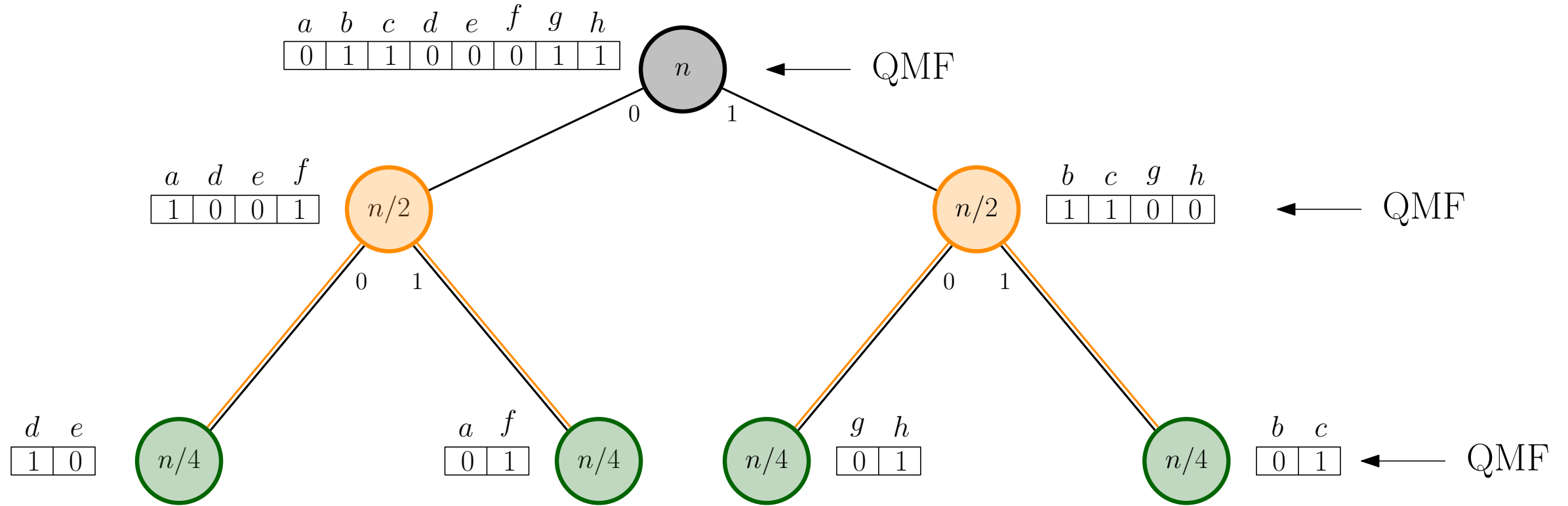
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  - Recall that the time complexity of the best classic algorithm using polynomial space is  $\mathcal{O}^*(4^n)$

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- A different perspective: Are there polynomial time solvable graph drawing problems whose current complexity bounds can be improved using quantum dynamic programming?

Thank you for your attention!