

Microsoft Q# Coding Contest - Summer 2018 - Warmup Round

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EXAMPLE TASKS

A. Generate plus state or minus state

You are given a qubit in state $|0\rangle$ and an integer $sign$.

Your task is to convert the given qubit to state $|+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$ if $sign = 1$ or $|-\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$ if $sign = -1$.

You have to implement an operation which takes a qubit and an integer as an input and has no output. The "output" of your solution is the state in which it left the input qubit.

Solution. Look up a list of quantum gates, for example, [Quantum logic gate @ Wikipedia](#). One of the first gates there will be Hadamard - a gate which converts $|0\rangle$ into $|+\rangle$ and $|1\rangle$ into $|-\rangle$. Let's use it to create the required states.

The given qubit starts in $|0\rangle$ state, so for the case of $sign = 1$ it's sufficient to apply a Hadamard gate to it.

For the case of $sign = -1$, you need to convert the state of the given qubit to $|1\rangle$ before applying a Hadamard; this can be done by applying a Pauli X gate.

You can look up the syntax of conditional statements in [Q# documentation](#).

Listing 1. Generate $|+\rangle$ or $|-\rangle$ state

```
namespace Solution {
    open Microsoft.Quantum.Primitive;
    open Microsoft.Quantum.Canon;

    operation Solve (q : Qubit, sign : Int) : ()
    {
        body
        {
            if (sign == -1) {
                X(q);
            }
            H(q);
        }
    }
}
```

D. Distinguish plus state and minus state

You are given a qubit which is guaranteed to be either in $|+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$ or in $|-\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$ state.

Your task is to perform necessary operations and measurements to figure out which state it was and to return 1 if it was a $|+\rangle$ state or -1 if it was $|-\rangle$ state. The state of the qubit after the operations does not matter.

You have to implement an operation which takes a qubit as an input and returns an integer.

Solution. For an introduction to the concept of measurement, see [The Qubit](#) article. The qubit states that have to be distinguished are orthogonal (their scalar product $\langle + | - \rangle = 0$), and thus can be distinguished with certainty.

The computational basis measurement, implemented by Q# operation [M](#), allows you to reliably distinguish states $|0\rangle$ and $|1\rangle$. Thus, you can use this measurement to distinguish $|+\rangle$ and $|-\rangle$ if you can come up with a transformation which maps $|+\rangle$ to $|0\rangle$ and $|-\rangle$ to $|1\rangle$ (or vice versa).

This transformation is the inverse (or, in quantum computing terms, adjoint) of the transformation discussed in problem A, which was done by a Hadamard gate. Since Hadamard gate is self-adjoint (it is its own adjoint), the necessary transformation is also done by a Hadamard gate.

After the original qubit state is transformed to $|0\rangle$ or $|1\rangle$, you can measure it using [M](#) operation; if the measurement result is [Zero](#), the measured state is $|0\rangle$ and thus the original state was $|+\rangle$, otherwise the original state was $|-\rangle$.

Listing 2. Distinguish $|+\rangle$ and $|-\rangle$ states by transforming them into $|0\rangle$ and $|1\rangle$

```

namespace Solution {
    open Microsoft.Quantum.Primitive;
    open Microsoft.Quantum.Canon;

    operation Solve (q : Qubit) : Int
    {
        body
        {
            H(q);
            if (M(q) == Zero) {
                return 1;
            }
            return -1;
        }
    }
}

```

Alternatively, you can use a measurement which is not a computational basis measurement. For details on this, see [Pauli measurements](#) article. Note that $|+\rangle$ and $|-\rangle$ states are eigenstates of Pauli X matrix with eigenvalues +1 and -1, respectively. So measuring the given qubit in PauliX basis without any preliminary transformations will give the result: if the measurement result is `Zero`, the eigenvalue is +1 and thus the measured state is $|+\rangle$, otherwise the state is $|-\rangle$.

The operation which performs measurement in arbitrary Pauli basis instead of the default Pauli Z is [Measure](#).

Listing 3. Distinguish $|+\rangle$ and $|-\rangle$ states using measurement in Pauli X basis

```

namespace Solution {
    open Microsoft.Quantum.Primitive;
    open Microsoft.Quantum.Canon;

    operation Solve (q : Qubit) : Int
    {
        body
        {
            if (Measure([PauliX], [q]) == Zero) {
                return 1;
            }
            return -1;
        }
    }
}

```

G. Oracle for $f(x) = k$ -th element of x

Implement a quantum oracle on N qubits which implements a function $f(x) = x_k$, i.e. the value of the function is the value of the k -th qubit.

You have to implement an operation which takes the following inputs:

- an array of qubits x (input register),
- a qubit y (output qubit),
- 0-based index of the qubit from input register k ($0 \leq k < \text{Length}(x)$).

The operation doesn't have an output; the "output" of your solution is the state in which it left the qubits.

An introduction to quantum oracles

An oracle O is a "black box" operation that is used as input to another algorithm. Often, such operations are defined using a classical function $f : \{0,1\}^n \rightarrow \{0,1\}^m$ which takes n -bit binary input and produces an m -bit binary output. To do so, consider a particular binary input $x = (x_0, x_1, \dots, x_{n-1})$. We can label qubit states as $|\mathbf{x}\rangle = |x_0\rangle \otimes |x_1\rangle \otimes \dots \otimes |x_{n-1}\rangle$.

We may first attempt to define O so that $O|x\rangle = |f(x)\rangle$, but this has a couple problems. First, f may have a different size of input and output ($n \neq m$), such that applying O would change the number of qubits in the register. Second, even if $n = m$, the function may not be invertible: if $f(x) = f(y)$ for some $x \neq y$, then $O|x\rangle = O|y\rangle$ but $O^\dagger O|x\rangle \neq O^\dagger O|y\rangle$. This means we won't be able to construct the adjoint operation O^\dagger , and oracles have to have an adjoint defined for them.

We can deal with both of these problems by introducing a second register of m qubits to hold our answer. Then we will define the effect of the oracle on all computational basis states: for all $x \in \{0, 1\}^n$ and $y \in \{0, 1\}^m$,

$$O(|x\rangle \otimes |y\rangle) = |x\rangle \otimes |y \oplus f(x)\rangle.$$

Now $O = O^\dagger$ by construction, thus we have resolved both of the earlier problems.

Importantly, defining an oracle this way for each computational basis state $|x\rangle|y\rangle$ also defines how O acts for any other state. This follows immediately from the fact that O , like all quantum operations, is linear in the state that it acts on. Consider the Hadamard operation, for instance, which is defined by $H|0\rangle = |+\rangle$ and $H|1\rangle = |-\rangle$. If we wish to know how H acts on $|+\rangle$, we can use that H is linear,

$$\begin{aligned} H|+\rangle &= \frac{1}{\sqrt{2}}H(|0\rangle + |1\rangle) = \frac{1}{\sqrt{2}}(H|0\rangle + H|1\rangle) \\ &= \frac{1}{\sqrt{2}}(|+\rangle + |-\rangle) = \frac{1}{2}(|0\rangle + |1\rangle + |0\rangle - |1\rangle) = |0\rangle. \end{aligned}$$

In the case of defining our oracle O , we can similarly use that any state $|\psi\rangle$ on $n + m$ qubits can be written as

$$|\psi\rangle = \sum_{x \in \{0,1\}^n, y \in \{0,1\}^m} \alpha(x, y) |x\rangle |y\rangle,$$

where $\alpha : \{0, 1\}^n \times \{0, 1\}^m \rightarrow \mathbb{C}$ represents the coefficients of the state $|\psi\rangle$. Thus,

$$\begin{aligned} O|\psi\rangle &= O \sum_{x \in \{0,1\}^n, y \in \{0,1\}^m} \alpha(x, y) |x\rangle |y\rangle \\ &= \sum_{x \in \{0,1\}^n, y \in \{0,1\}^m} \alpha(x, y) O|x\rangle |y\rangle \\ &= \sum_{x \in \{0,1\}^n, y \in \{0,1\}^m} \alpha(x, y) |x\rangle |y \oplus f(x)\rangle. \end{aligned}$$

Solution. In this case, we want to define an oracle for $f(x) = x_k$ as an operation O which transforms a state $|x\rangle|y\rangle$ into a state $|x\rangle|y \oplus x_k\rangle$ for any value of x that corresponds to a basis vector. Since this function has a single output bit ($m = 1$), our code has to flip the output register $|y\rangle$ when $x_k = 1$, and to do nothing if $x_k = 0$. That is,

$$\begin{aligned} O|x\rangle|y\rangle &= |x\rangle|y \oplus f(x)\rangle \\ &= |x\rangle|y \oplus x_k\rangle \\ &= |x\rangle \otimes \begin{cases} |y\rangle & \text{if } x_k = 0 \\ |\neg y\rangle & \text{if } x_k = 1 \end{cases}. \end{aligned}$$

Returning to the list of quantum gates, two-qubit operation **CNOT** is the gate which, when applied to k -th qubit of register x as control and qubit y as a target, performs exactly this transformation.

Listing 4. Oracle for $f(x) = x_k$

```
namespace Solution {
    open Microsoft.Quantum.Primitive;
    open Microsoft.Quantum.Canon;

    operation Solve (x : Qubit[], y : Qubit, k : Int) : ()
    {
        body
        {
            CNOT(x[k], y);
        }
    }
}
```
