



IFIP 60 Virtual Event Series

Quantum Computing for DB

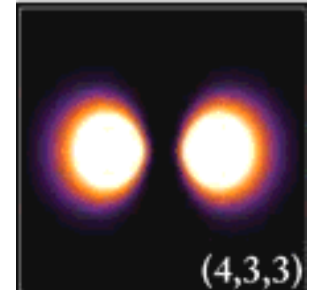
Future Trends in Databases: from Data Science through Artificial Intelligence to Quantum Computing

Professor Dr. rer. nat. habil. Sven Groppe

<https://www.ifis.uni-luebeck.de/index.php?id=groppe>

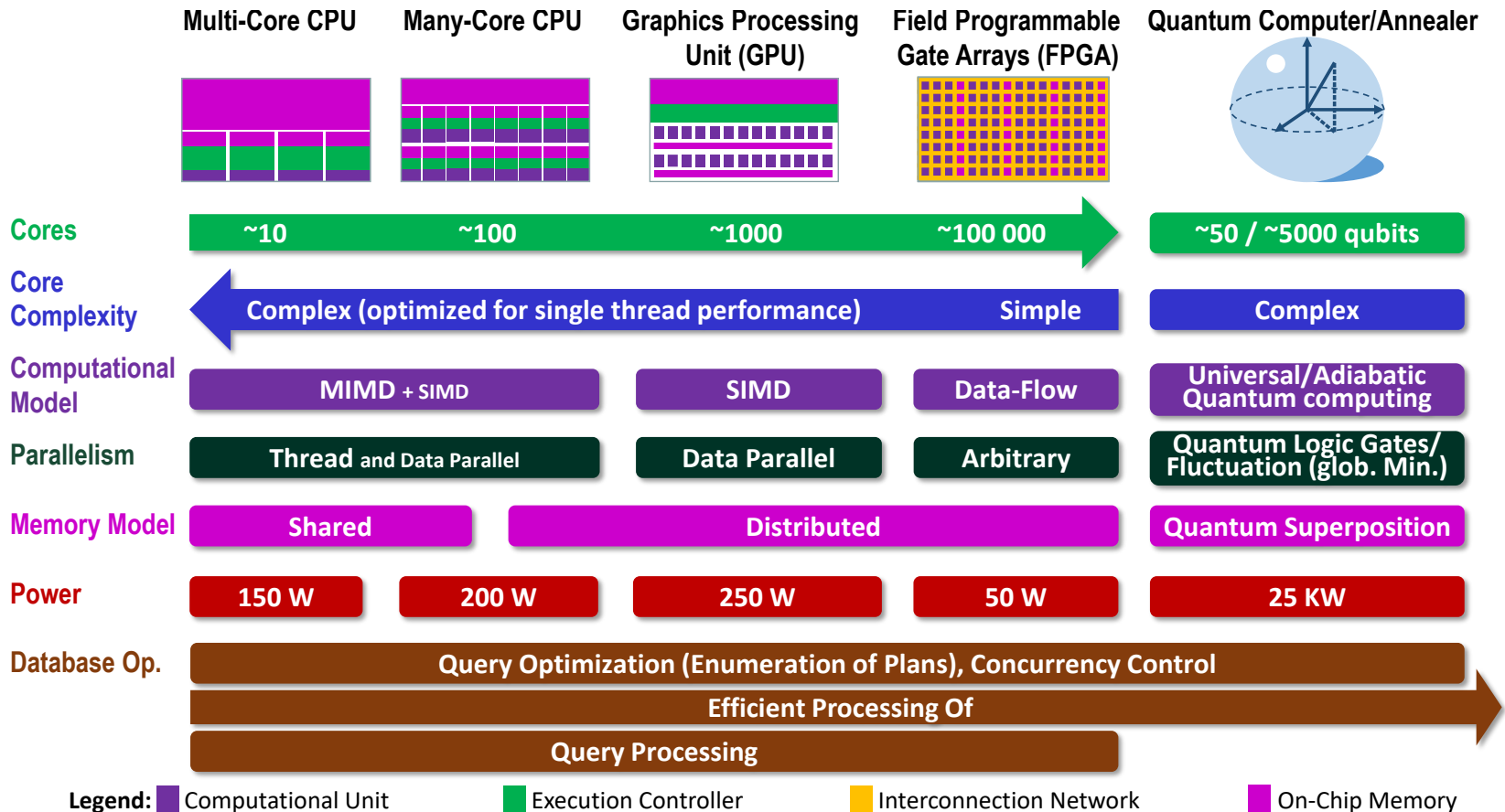
Quantum Mechanics

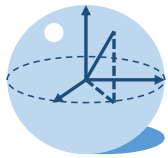
- Very small particles and light behave differently from objects in normal life
- Mechanics of light and matter at the atomic and subatomic scale are described by quantum theory
 - forming the underlying principles of chemistry and most of physics
- Quantum theory has brought us the information age with its disruptive technologies of
 - transistors,
 - lasers,
 - nuclear power, and
 - superconductivity...
 - **...and now also quantum computers!**



Wavefunctions of the electron in a hydrogen atom at different energy levels. Brighter areas represent a higher probability of finding the electron.

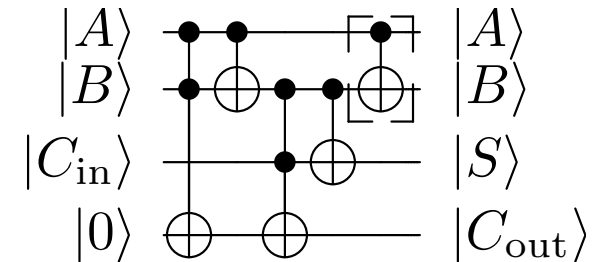
Architectures of Emergent Hardware



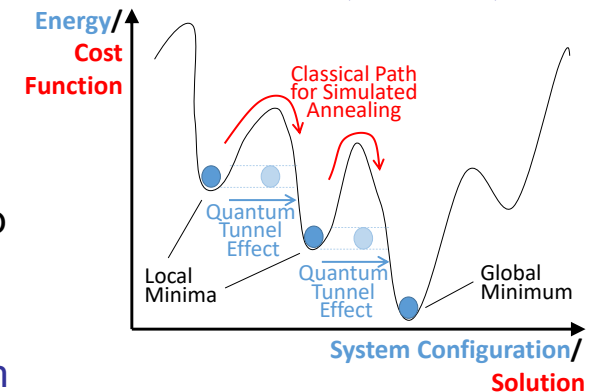


Quantum Computer

- use of quantum-mechanical phenomena such as superposition and entanglement to perform computation
- Different types of quantum computer, e.g.
 - Universal Quantum Computer
 - uses quantum logic gates arranged in a circuit to do computation
 - measurement (sometimes called observation) assigns the observed variable to a single value
 - Quantum Annealing
 - metaheuristic for finding the global minimum of a given objective function over a given set of candidate solutions
 - i.e., some way to solve a special type of mathematical optimization problem



Quantum Circuit (Full Adder)

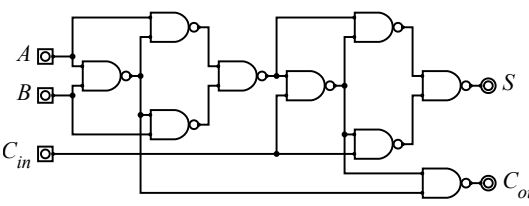
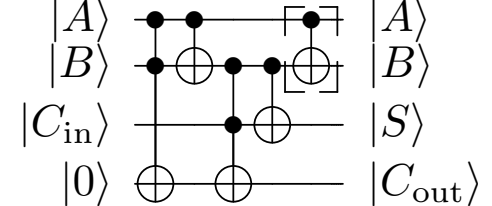


Simulated versus Quantum Annealing

Classical versus Quantum Computing

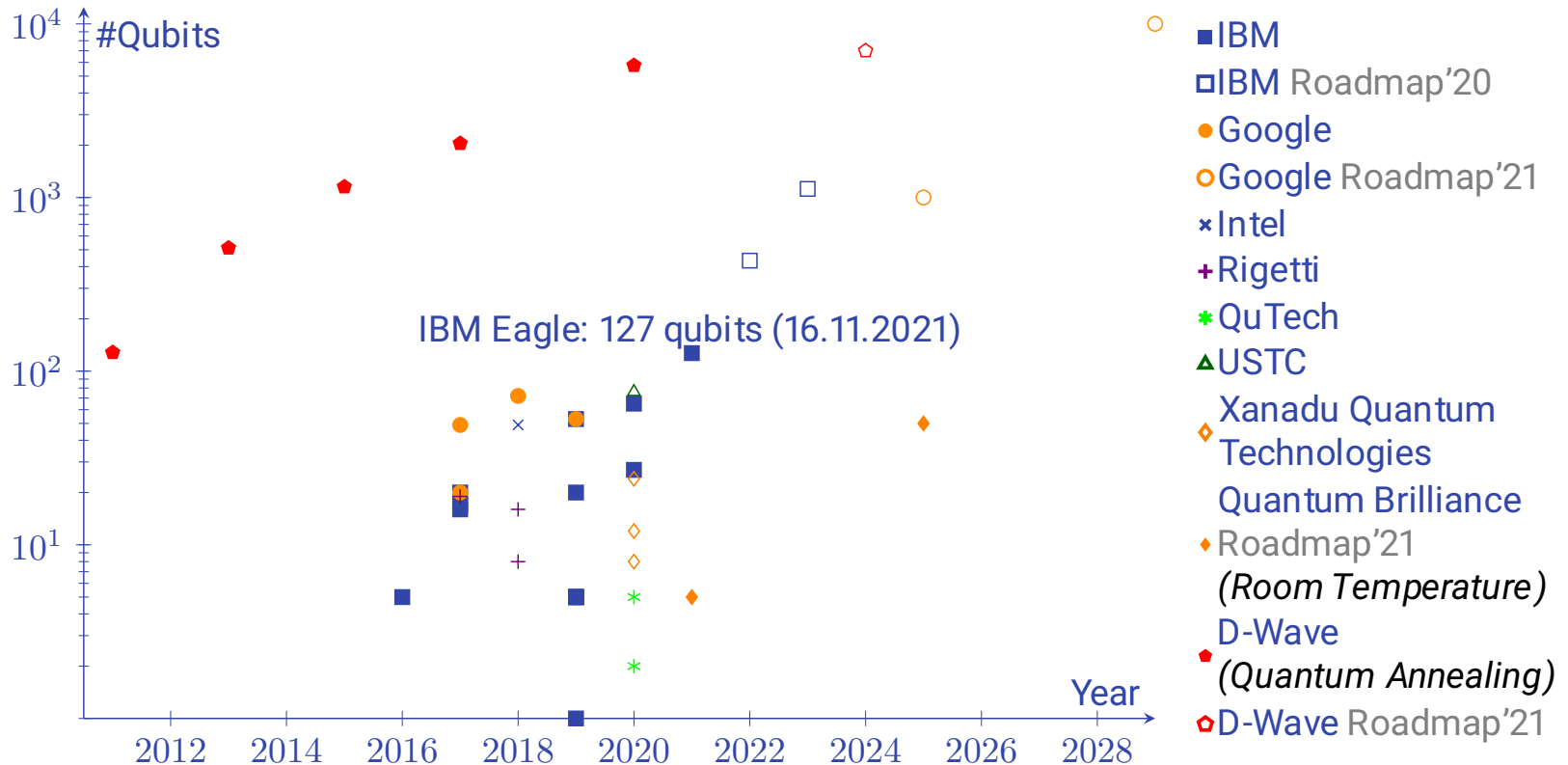
	Classical	Quantum																
Information Unit	Binary Digit (Bit): <ul style="list-style-type: none"> basis of a 2-level system can be in state 0 or 1 	Quantum Bit (Qubit): <ul style="list-style-type: none"> basis of a 2-level quantum system can be in state $0\rangle$, $1\rangle$ or in a linear combination of both states 																
Operation	Logic Gate: <ul style="list-style-type: none"> performs on 1 or more bits to produce a single bit output 	Quantum Logic Gate: <ul style="list-style-type: none"> performs on 1 or more qubits to change the quantum state of a single qubit 																
Example Operation	NOT/Inverter: Digital Circuit: $In \rightarrow \text{NOT} \rightarrow Out$ <table border="1" style="margin-top: 10px;"> <thead> <tr> <th><i>In</i></th> <th><i>Out</i></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	<i>In</i>	<i>Out</i>	0	1	1	0	NOT/Pauli_x-Gate: Quantum Circuit: $ In\rangle \xrightarrow{\text{NOT}} Out\rangle$ Alternatively: $ In\rangle \xrightarrow{X} Out\rangle$ <table border="1" style="margin-top: 10px;"> <thead> <tr> <th><i>In</i></th> <th><i>Out</i></th> </tr> </thead> <tbody> <tr> <td>$0\rangle$</td> <td>$1\rangle$</td> </tr> <tr> <td>$1\rangle$</td> <td>$0\rangle$</td> </tr> <tr> <td>$\frac{1}{\sqrt{2}} (0\rangle + 1\rangle)$</td> <td>$\frac{1}{\sqrt{2}} (0\rangle + 1\rangle)$</td> </tr> <tr> <td>$\frac{3-i}{5} 0\rangle + \frac{4}{5} 1\rangle$</td> <td>$\frac{4}{5} 0\rangle + \frac{3-i}{5} 1\rangle$</td> </tr> </tbody> </table>	<i>In</i>	<i>Out</i>	$ 0\rangle$	$ 1\rangle$	$ 1\rangle$	$ 0\rangle$	$\frac{1}{\sqrt{2}} (0\rangle + 1\rangle)$	$\frac{1}{\sqrt{2}} (0\rangle + 1\rangle)$	$\frac{3-i}{5} 0\rangle + \frac{4}{5} 1\rangle$	$\frac{4}{5} 0\rangle + \frac{3-i}{5} 1\rangle$
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Digital versus Quantum Circuits

	Digital Circuit	Quantum Circuit																																																																	
Building Blocks	Logic Gates	Quantum Logic Gates																																																																	
Full Adder Example	 <p>consists of NAND gates</p>	 <p>consists of Toffoli and CNOT gates¹</p>																																																																	
In- and Output Full Adder	<table border="1"> <thead> <tr> <th colspan="3">Inputs</th> <th colspan="2">Outputs</th> </tr> <tr> <th>A</th> <th>B</th> <th>C_{in}</th> <th>C_{out}</th> <th>S</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	Inputs			Outputs		A	B	C _{in}	C _{out}	S	0	0	0	0	0	0	0	1	0	1	0	1	0	0	1	0	1	1	1	0	1	0	0	0	1	1	0	1	1	0	1	1	0	1	0	1	1	1	1	1	<p> 0 > and 1 > as input: Output is 0 > and 1 > analogous to digital circuit.</p> <p>Superpositions as input: Superpositions as output with corresponding probabilities for basic quantum states, e.g.:</p> <table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>C_{in}</th> <th>C_{out}</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>$\frac{1}{\sqrt{2}} (0 \rangle + 1 \rangle)$</td> <td>0</td> <td>0</td> <td>$\frac{1}{\sqrt{2}} (0000 \rangle + 1001 \rangle)$</td> <td></td> </tr> <tr> <td>$\frac{1}{\sqrt{2}} (0 \rangle + 1 \rangle)$</td> <td>$\begin{matrix} A\rangle \\ 1\rangle \oplus \\ B\rangle \end{matrix}$</td> <td>0</td> <td>0</td> <td>1</td> </tr> </tbody> </table>	A	B	C _{in}	C _{out}	S	$\frac{1}{\sqrt{2}} (0 \rangle + 1 \rangle)$	0	0	$\frac{1}{\sqrt{2}} (0000 \rangle + 1001 \rangle)$		$\frac{1}{\sqrt{2}} (0 \rangle + 1 \rangle)$	$\begin{matrix} A\rangle \\ 1\rangle \oplus \\ B\rangle \end{matrix}$	0	0	1
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¹The dotted square marks a superfluous gate if uncomputation to restore the B output is not required. [Feynman, 1986]

Timeline of Quantum Computers



Potential of Quantum Algorithms

- [Quantum Algorithm Zoo](#) as example of collection of *important* quantum algorithms

Covered Years

1974-today

#Investigated References

430 (visited on October 2021)

#Algorithms

64

Superpolynomial: 31,

Polynomial: 27,

Constant factor: 1, Varies: 3, Various: 1,

Unknown: 1

Speedups

Terminology:

α : positive constant

$C(n)$: runtime of the best known classical algorithm

$Q(n)$: runtime of the quantum algorithm

Superpolynomial Speedup: $C = 2^{\Omega(Q^\alpha)}$

Polynomial Speedup: otherwise

Very Important Quantum Algorithms 1/2: Shor's Algorithm¹

- factoring integers in polynomial time
 - Depth of quantum circuit² to factor integer N :
 $O((\log N)^2 (\log \log N) (\log \log \log N))$
 - superpolynomial speedup, i.e., almost exponentially faster than the most efficient known classical factoring algorithm (general number field sieve):
 $O(e^{1.9(\log N)^{\frac{1}{3}} (\log \log N)^{\frac{2}{3}}})$
- Important for cryptography → Post-Quantum Cryptography
- Most quantum algorithms with superpolynomial speedup like Shor's algorithm are based on quantum Fourier transforms (quantum analogue of inverse discrete Fourier transform)

Very Important Quantum Algorithms 2/2: Grover's Search Algorithm

- **Black box** function (oracle) $f : \{0, \dots, 2^b - 1\} \mapsto \{true, false\}$
- **Grover's search** algorithm finds one $x \in \{0, \dots, 2^b - 1\}$,
such that $f(x) = true$
 - if there is only **one solution**: $\frac{\pi}{4} \cdot \sqrt{2^b}$ basic steps each of which calls f
Let $f'(b)$ be runtime complexity of f for testing x to be true:
 $\Rightarrow O(\sqrt{2^b} \cdot f'(b))$
 - if there are k possible solutions: $O(\sqrt{\frac{2^b}{k}} \cdot f'(b))$
- **Basis of many other quantum algorithms and applications**

Algorithms (used e.g. in Query Optimization) and their Quantum Counterparts

Query Optimization Approach	Basic Algorithm	Quantum Computing Counterpart
[S+79]	Dynamic Programming [E04]	[R19] [A+19]
[IW87], QA: [TK16]	Simulated Annealing [KGV83]	[J+11]
[MP18] [Y+20] [W+19] [O+19]	Reinforcement Learning [BSB81]	[S+21] [DCC05]
[GPK94]	Random Walk [BN70]	[ADZ93] [A+01]
[BF191]	Genetic Algorithm [H92]	[W+13]
[TC19]	Ant Colony Optimization [CDM91] [DBS06]	[WNF07] [G+20]

This list is not complete...

Open Challenges for QC for Databases

- Are QC counterparts of basic algorithms used in query optimizations suitable for speeding up databases?
- What should be the properties of a quantum computer (e.g. #qubits, latencies of gates) to achieve certain speedups?
- How to combine classical and quantum computing algorithms to achieve good speedups with few qubits?
(...for running database optimizations on current available quantum computers...)
- What other database domains besides query optimization benefit from quantum computers?
(In short: those based on mathematical optimization problems, but also other...?)

Please contact me for collaborations: groppe@ifis.uni-luebeck.de