

(0) **Not graded**—a challenge for class discussion: The first two pages of my “Week 9” notes add a proof of the  $\Theta(n^2)$  expected time for a uniform random walk to travel from node 0 to node  $n$  in the finite path graph  $P_n$  of  $n$  edges and  $n + 1$  nodes. They then redo the recursion for the case where the graph is infinite to the left of 0, in the direction away from node  $n$ . What can you say about the expected time then? How about the expected time to reach either of node  $-n$  or node  $+n$ ? What if the graph has a  $0.5 + \epsilon$  bias toward moving right? Or if the bias at node  $\pm m$  is away from the origin node 0 when  $m \leq n/2$  but toward 0 when  $m > n/2$ ? What if the graph has other edges—do they give similar effect to the latter bias?

(1) This problem continues (5) and (6) from the previous set. All parts are about a general  $n$ -qubit graph-state circuit  $C_G$  where  $G$  is an undirected graph on  $n$  nodes, possibly allowing self-loops but not multiple edges. They also refer to the “maze diagram” visual-aid used in lectures. For better visual clarity we abbreviate  $\langle 0^n | C_G | 0^n \rangle$  as  $\langle 0^n | G | 0^n \rangle$  and so on.

- (a) Consider inputs  $x$  to  $C_G$  other than  $0^n$ . Let the rows be indexed by binary strings  $u \in \{0, 1\}^n$  that of course may be different from  $x$ . Give the rule for the middle section of row  $u$  to begin with a  $-1$  phase. You may find the text’s Lemma 5.1 about the Hadamard transform helpful.
- (b) Use the rule in (a) to show that  $\langle 0^n | G | x \rangle$  equals  $\langle 0^n | G_x | 0^n \rangle$ , where  $G_x$  is the graph obtained from  $G$  by adding self-loops to the nodes  $i$  such that  $x_i = 1$ . (You may suppose that the original  $G$  has no self-loops in your argument. It will then extend fairly readily to say that if  $G$  already has a self-loop at node  $i$ , then “adding a self-loop to node  $i$ ” means removing it. Put another way, only the even-odd parity of edges and loops matters. Note also that the “input” goes on the right in  $\langle 0^n | G | x \rangle$ . Actually, because all the gates are self-adjoint, this case is perfectly left-right symmetric, a fact that might help you in the next part.)
- (c) Now show that if  $u \oplus v = x \oplus y$ , then  $\langle y | G | x \rangle = \langle v | G | u \rangle$ . You may be able to take (and justify) one of various shortcuts.
- (d) Conclude further from this that all possible cases of  $\langle z | G | y \rangle$  are “covered” by cases of  $\langle 0^n | G_x | 0^n \rangle$  for appropriately-defined graphs  $G_x$ .
- (e) *Added:* One can interpret the initial and final  $\mathbf{H}^{\otimes n}$  transforms as transforming from the standard basis (a.k.a the  $\mathbf{Z}$ -basis) to the Hadamard basis (a.k.a. the  $\mathbf{X}$ -basis). We can instead work within the  $\mathbf{Z}$ -basis. In order to make an operator  $A$  defined in one basis produce output within the new basis as well as take input from it, one must sandwich  $A$  by the transform and its inverse. Since  $\mathbf{H}^{\otimes n}$  is self-inverse, this just means replacing  $\mathbf{CZ}$  by

$$\mathbf{E} = (\mathbf{H}^{\otimes 2})(\mathbf{CZ})(\mathbf{H}^{\otimes 2}) = \frac{1}{2} \begin{bmatrix} 1 & 1 & 1 & -1 \\ 1 & 1 & -1 & 1 \\ 1 & -1 & 1 & 1 \\ -1 & 1 & 1 & 1 \end{bmatrix}.$$

(This also equals sandwiching a CNOT gate between two Hadamards on its control line only. My  $\mathbf{E}$  just means “edge”; I can’t find a standard name for it.) The transform of  $\mathbf{Z}$  is just  $\mathbf{HZH} = \mathbf{X}$ . Say in a few sentences what happens if you redo your answers, in particular (b) and (c), in the other basis. Does it help in confirming them? (6 + 12 + 12 + 6 + 9 = 45 pts.)

- (2) Lipton-Regan text, exercise 14.7 on page 165. (Show the spectral method expressly. 18 pts.)
- (3) Lipton-Regan text, exercise 14.10 on page 165. (Justify your answer briefly, for 9 pts.)
- (4) Lipton-Regan text, exercise 8.4 on page 96 (left as-is; 12 pts., for 84 on the set).