

# Quantum Dynamic Programming Algorithm for DAGs. Applications for AND-OR DAG Evaluation, Diameter, Shortest and Longest Paths Search in DAG

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**Kazan Federal  
UNIVERSITY**

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# Dynamic Programming for DAGs

DP: From small parametrs to big ones.

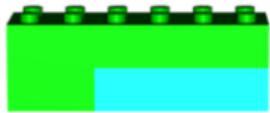
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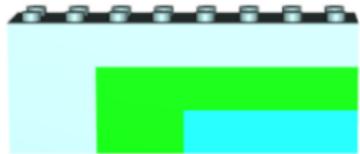
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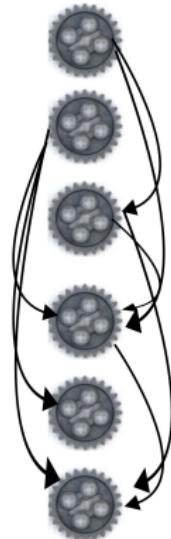
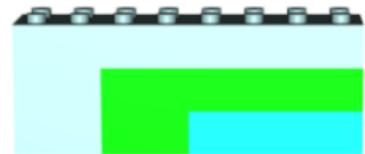


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## DP for Directed Acycling Graphs

- DAG  $G = (V, E)$ :

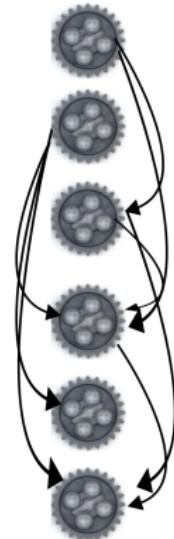
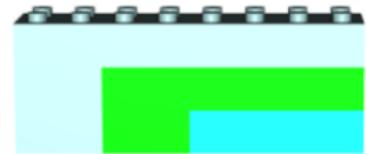


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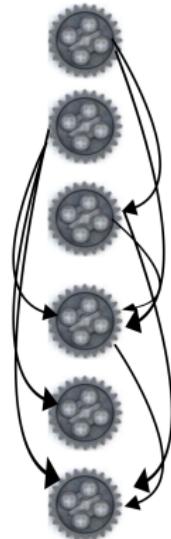
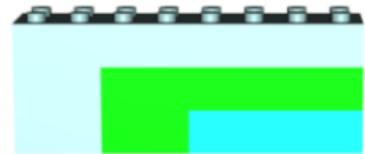


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 $\forall (v_i, v_j) \in E : i < j$ .

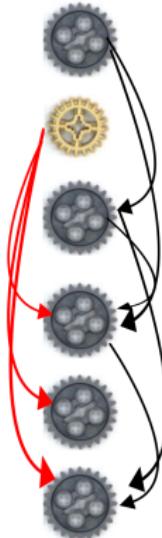
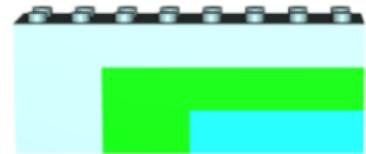


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- Problem  $Z$ :
  - the solution can be presented as a result of a function  $f(v_i)$ .
  - $f(v_i) = h(f(v_{j_1}), \dots, f(v_{j_w}))$ , for  
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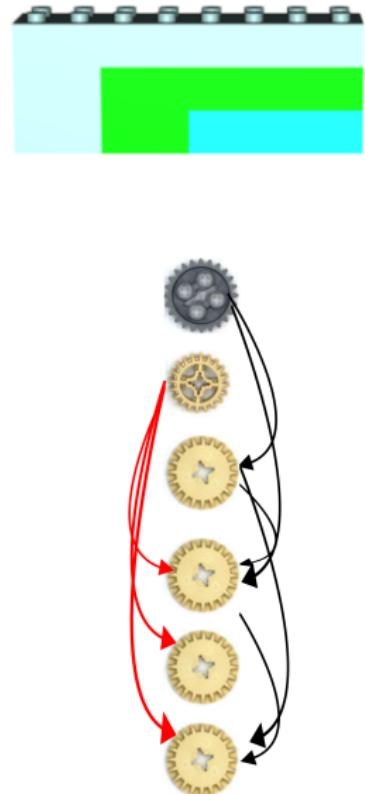


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  - $f(v_i) = h(f(v_{j_1}), \dots, f(v_{j_w}))$ , for  $(v_{j_1}, \dots, v_{j_w}) = S_i, w = |S_i|$ .
- Let  $t_i$  be an array with results of  $f$ .  
for  $i$  in  $(|V|, \dots, 1)$ :  
$$t_i = h(t_{j_1}, \dots, t_{j_w})$$
, where  $(v_{j_1}, \dots, v_{j_w}) = S_i, w = |S_i|$



# Dynamic Programming for DAGs

## Classical DP for DAG

for  $i$  in  $(|V|, \dots, 1)$ :

$$t_i = h(t_{j_1}, \dots, t_{j_w})$$

- Time complexity of one step is  $|S_i|$
- Time complexity of whole algorithm is  $O(|E| + |V|)$ .

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## Quantum DP for DAG

for  $i$  in  $(|V|, \dots, 1)$ :

$$t_i = Q(t_{j_1}, \dots, t_{j_w})$$

If  $h$  is based on MAX, MIN, AND, OR, NAND  
then

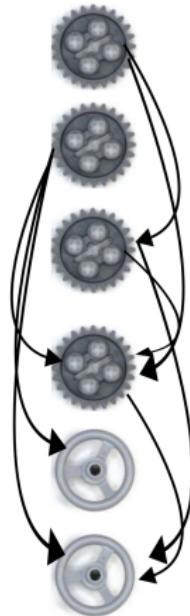
- Time complexity of one step is  $\sqrt{|S_i|}$
- Time complexity of whole algorithm is  $O(\sum_{i=1}^{|V|} \sqrt{|S_i|}) = O(\sqrt{|V||E|})$ .

# The Improvement of the Quantum Algorithm

Inner vertexes of DAG

```
for  $i$  in ( $|V| - |L|, \dots, 1$ ):  
     $t_i = h(t_{j_1}, \dots, t_{j_w})$ 
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Here  $L$  is the set of “leaf” vertexes.

$$L = \{v_i : |S_i| = 0\}$$


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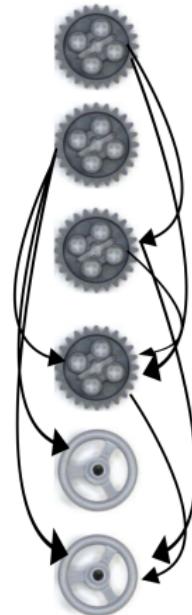
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- Time complexity is  $O(\sqrt{(|V| - |L|)|E|})$ .



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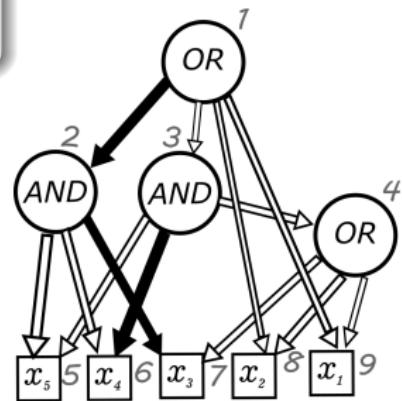
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- A success probability of the main algorithm is  $O\left(\frac{1}{2^{|V|}}\right)$ .
- We repeat the algorithm  $Q$  on each vertex  $2 \log_2 |V|$  times.
- Time complexity is  $O(\sqrt{(|V| - |L|)|E|} \log |V|)$ ,  
Error probability is  $O\left(\frac{1}{|V|}\right)$ .

# AND-OR DAG Evaluation

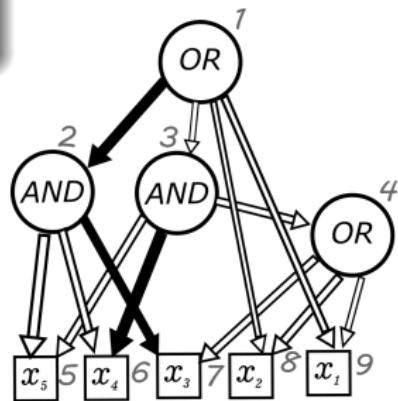
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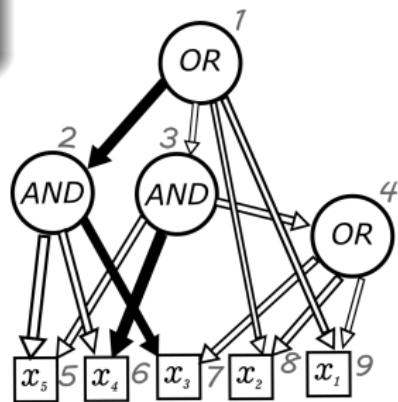
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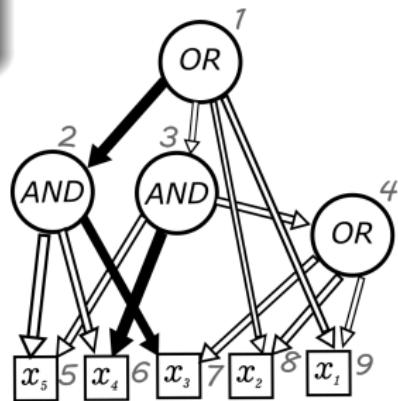
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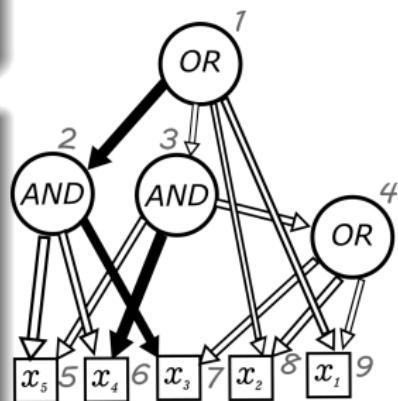
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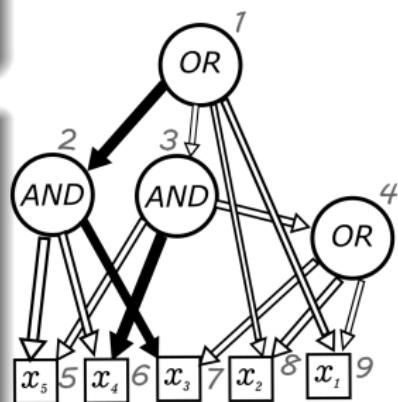
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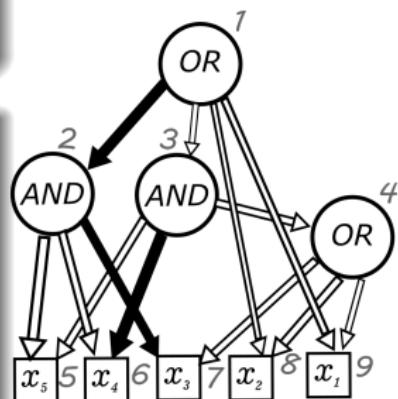
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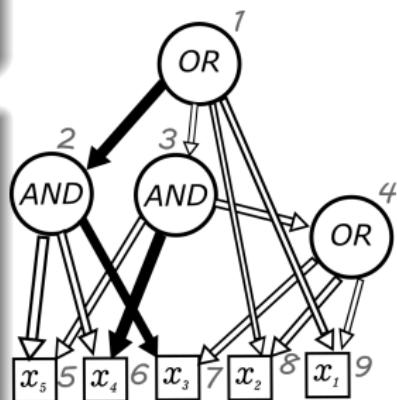
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- $Q(K, S)$  for AND, NAND is  $K$  times Grover search of 0s in  $S$ .



## Existing Algorithms

- Deterministic:  $T = O(|E|) = O(|V|^2)$ ;

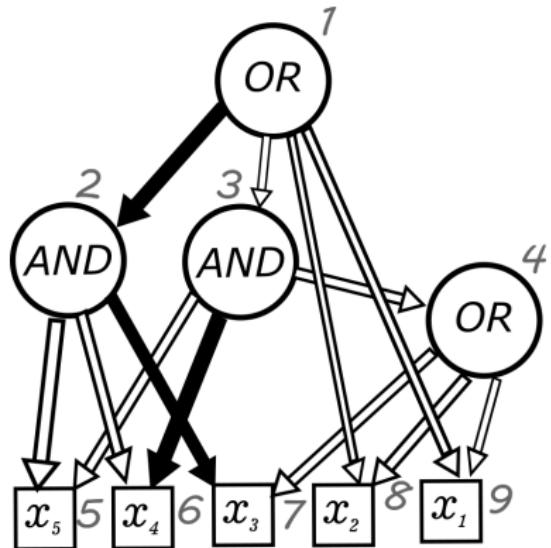
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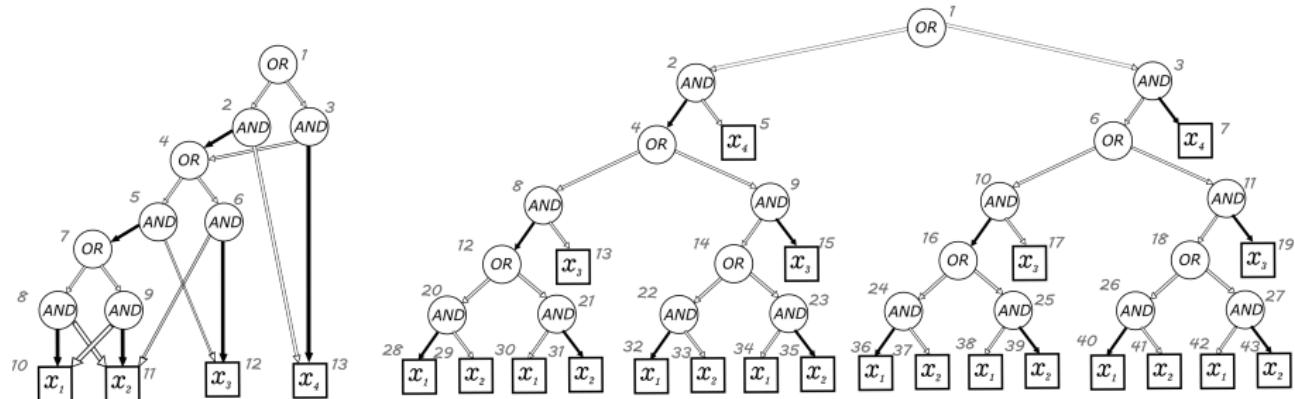
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- Time complexity of whole algorithm is  
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## AND-OR DAG Evaluation. Example

$$F^{k,l}(X) = \bigoplus_{i=1}^l \bigwedge_{j=1}^k x_{i,j}$$

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## Zhegalkin polynomial

$$F^m(X) = \bigoplus_{i=1}^l x_{j_1} \wedge \cdots \wedge x_{j_{k_i}}$$

$$m = \sum_{i=1}^l k_i.$$

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## Quantum Algorithm

for  $i$  in  $(|V| - |L|, \dots, 1)$ :

$u = QMAX\_IND\_K\_TIMES(2 \log_2 h, \{t_{j_1}, \dots, t_{j_w}\})$

$z = QMAX\_IND\_K\_TIMES(2 \log_2 h, \{t_{j_1}, \dots, t_{j_w}\} \setminus \{u\})$

$ans = \max(ans, t_u + t_z + 2)$

$t_i = t_u + 1$

Here  $QMAX\_IND\_K\_TIMES(K, S)$  is the quantum algorithm that searches index of the maximal element in  $S$  (Dürr, Høyer, 1996). We invoke it  $K$  times.

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for  $i$  in  $(s, \dots, |V|)$ :

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where  $P_i = \{t_{j_1}, \dots, t_{j_w}\}$  are “preceding” for  $v_i$ :  $(v_{j_t}, v_i) \in E$

## Deterministic Algorithms

- DP for DAGs:  $T = O(|E|) = O(|V|^2)$ .
- Dijkstra's algorithm with Fibonacci heap for graphs:  
 $T = O(|E| + |V| \log |V|)$ .
- Dörn'2009 quantum algorithm for graphs:  
 $T = O(\sqrt{|V||E|}(\log |V|)^2)$ .

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Thank you for your attention!  
Paldies! Aitäh!