

# The Table Maker's Quantum Search

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# Outline

## 1 Hardness to Round

## 2 Quantum Preliminaries

Grover Search, Reversible Arithmetic

## 3 Algorithm

Structure, Membership Oracle, Complexity

## 4 Practicality?

Reversible Multiplication, Resource Estimation,  
Comparison to Classical Algorithms

## 5 Conclusion

In a given binade  $B_e = [2^e, 2^{e+1})$ , what precision  $p$  is required to round a transcendental function  $f(x)$  correctly to precision  $n$ , for all  $x \in B_e$ ?

Exact:  $\tilde{O}\left(2^{\frac{2n}{3}}\right)$  (Lefevre 2005)

Heuristic:  $\tilde{O}\left(2^{\frac{n}{2}}\right)$  (Stehlé 2006)

Or if reordering is needed, (Hanrot 2007)

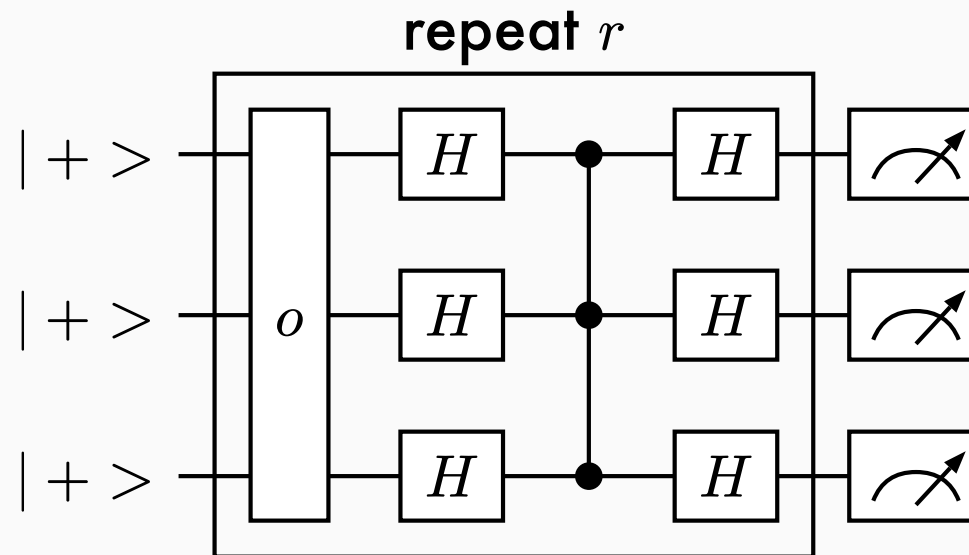
Exact:  $\tilde{O}\left(2^{\frac{4n}{5}}\right)$

Heuristic:  $\tilde{O}\left(2^{\sim .676n}\right)$

Can we get exact results with the performance of the heuristics?

# Grover Search Algorithm

- Quantum computers search  $\mathcal{O}(N)$  elements in  $\tilde{\mathcal{O}}(\sqrt{N})$  time. (Grover 1996)
- $|S|$  elements marked by an "oracle" function:  $o(\vec{x}) = \begin{cases} -1 & \text{if } \vec{x} \in S \\ +1 & \text{otherwise} \end{cases}$
- Oracle implementation: reversible circuit:  $|\vec{x}\rangle \rightarrow o(x)|\vec{x}\rangle$



Grover search succeeds with probability

$$\sin^2\left(\frac{2r+1}{2}\theta\right)$$

after  $r$  iterations, where

$$\cos\left(\frac{\theta}{2}\right) = \sqrt{\frac{N-|S|}{N}}$$

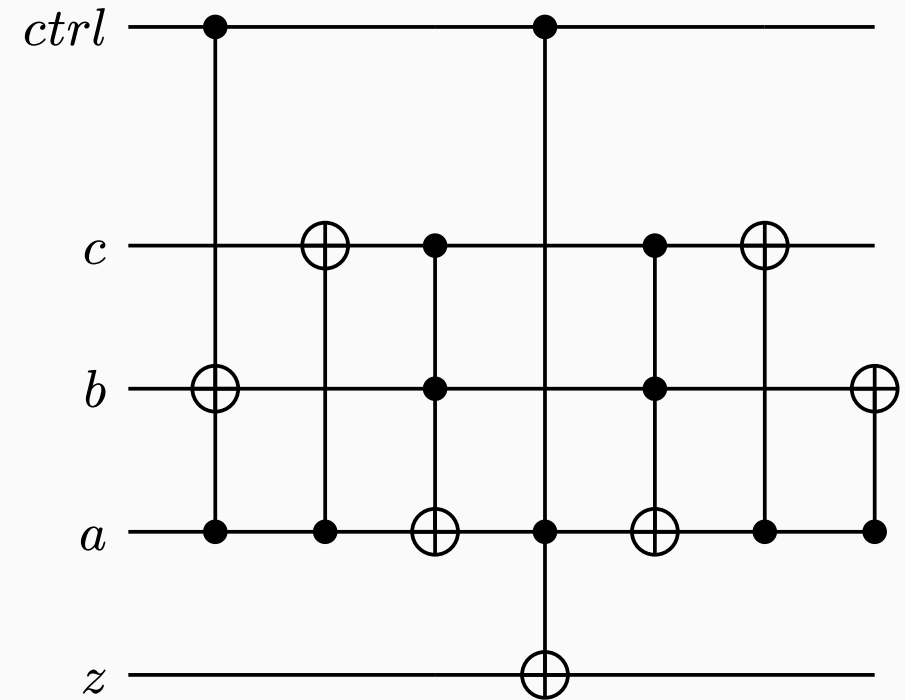
- Normally assumes  $|S|$  is known and finds a marked element.
- Instead: test whether  $|S| > 0$ .
- Since  $|S|$  is unknown,  $\theta$  is unknown, and thus optimal  $r$  is unknown.
- Iterating over  $\mathcal{O}(\log N)$  values of  $r$  is required. (Boyer 1996)

- Quantum circuits are unitary.
- Classical subset of unitary operations implements reversible logic.

$$X : A \rightarrow \neg A \quad CX : A, B \rightarrow A, A \oplus B$$

$$\text{Toffoli} : A, B, C \rightarrow A, B, (A \wedge B) \oplus C$$

- Toffoli gate is expensive, X and CX are negligible.
- Reversible classical logic is universal. (Toffoli 1980)
- Ripple-carry addition circuits can be made reversible.
- Karatsuba-type circuits efficiently implement multiplication. (Parent 2018)
- Transcendental functions evaluated by these operations.



- Pick candidate upper bound  $r$  for hardness to round to  $l$  bits.
- Start testing whether  $\frac{r-l}{2}$  bits is sufficient to round all cases correctly.
- Quantum Grover search repeatedly calls oracle circuit and diffusion circuit.
  - Oracle circuit calculates  $f(x)$  to upper bound precision.
  - Oracle circuit checks bit pattern for bad rounding case and sets flag.
- Set  $r$  to  $\frac{r-l}{2}$  if no bad cases are found, and otherwise  $l$  to  $\frac{r-l}{2}$ .
- Repeat binary search to find hardness to round.

- Computes  $f(x)$  to precision  $p$  given  $x$  with precision  $n < p$ .
- Polynomial-time classical computation; asymptotically  $\mathcal{O}(M(p) \log p)$ . (Brent 2010)
- Convert to reversible logic with polynomial overhead. (Bennett 1989)
- Output only the significand of  $f(x)$ .
- Checks if the last  $p - n + 1$  bits of the significand match a bad rounding pattern.
- Multi-controlled phase gate implemented at  $\mathcal{O}(p)$  Toffoli cost.
- Uncompute all values to leave the auxiliary register in  $|0\rangle$  state.
- Include constant-size machinery to handle overflow/underflow and outputs exactly equal to a float value.

- Oracle circuit size is  $\text{poly}(p)$ .
- $\mathcal{O}(2^{\frac{n}{2}})$  Grover Search iterations detects an empty set with probability  $\mathcal{O}(1)$ .
- $\mathcal{O}(\log \delta'^{-1})$  repetitions boosts the success probability to  $1 - \delta'$ .
- Suppose  $p_{\max} = \mathcal{O}(\text{poly}(n))$  is an upper bound for the htr.
- Binary search requires  $\lfloor \log p_{\max} \rfloor - 1$  iterations to find htr.
- For overall success probability  $\delta$ , set  $\delta' \leq \frac{\delta}{\lfloor \log p_{\max} \rfloor - 1}$ .
- The overall runtime is  $\tilde{\mathcal{O}}(2^{\frac{n}{2}} \log(\frac{1}{\delta}))$ .

- How hard is it to round  $\sin$  and  $\cos$  in binary64?
- Frontier of classical possibility! (Lefèvre 2026)
- Can quantum methods compare?
- Oracle: calculate  $\sin(x)$  to 106 bits precision with binary splitting. (Brent 1976)
- Partition  $x \bmod 2\pi$  into eight sections  $y_j$ , calculate  $\sin$  and  $\cos$  of each, and combine. (Brent 2010)

$$S_j = \sin(y_j)C_{j+1} + \cos(y_j)S_{j+1}$$

$$C_j = \cos(y_j)C_{j+1} - \sin(y_j)S_{j+1}$$

- No section requires more than 16 terms to evaluate, and the largest four sections are evaluated with a single term each.
- Cost per section no more than  $3M(128) + 6M(64) + 12M(32) + 24M(16)$ .
- Latency roughly  $M(128) + M(64) + M(32) + M(16)$ .

# Reversible Multiplication

- Mixed-width integer multiplication dominates cost.
- 8-bit schoolbook multiplication costs 232 Toffoli gates.
- Karatsuba-style circuits cost  $M(2^k) = 3M(2^{k-1}) + 12 \cdot 2^k$ . (Parent 2018)

Circuit	$M(128)$	$M(64)$	$M(32)$	$M(16)$
Schoolbook (TOF count)	65152	16192	4000	976
Karatsuba (TOF count)	31272	9912	3048	888
Karatsuba (depth/latency)	3112	1576	808	424

- Can we do better in reversible logic?

- Total Toffoli depth per oracle call:  $2.8 \times 10^4$ .
- Total Toffoli count per oracle call:  $2.3 \times 10^6$ .
- Not possible on any current or near-future quantum computer!
- Optimistically: fault tolerant Toffoli time  $\sim$  present-day measurement time  $\sim 100\text{ns}$ .  
(Spring 2025)
- Time per oracle call:  $\sim 10\text{ms}$ .
- Single binade search:  $7.45 \times 10^7$  oracle calls, hundreds of hours.
- Full space search:  $2.39 \times 10^9$  oracle calls, thousands of hours.
- For “quantum advantage” on binary64, need multiple orders of magnitude improvements! (Lefèvre 2026)
- Or expect crossovers in the tens of thousands of hours / 80+ bits regime?

- Asymptotic speedup from pure quantum search.
- Mostly exhaustive search; potentially improvable by the past 25 years of ARITH results.
- First known asymptotic quantum advantage on a computer arithmetic task.
- Fundamental, or can classical algorithms gain the same advantage?
- Connection to factoring?
- Can better arithmetic circuits make implementation more realistic? In particular, is binary splitting wise?