# **EITQ**

Circuit and Quantum Complexity

Renaud Vilmart

# Quantum Complexity??

- Quantum Turing Machines
  - ightharpoonup 1st versions : Assume any small-sized unitary  $\implies$  uncomputable
  - ▶ How do we "read" information from the quantum tape?
  - More natural to use circuits
- How do we define complexity classes with circuits?
- ► Is there a quantum version of **P** or **BPP**?
- Is there a quantum version of NP?
- Can we compare classical and quantum complexity classes?
- ▶ What if we allow "exotic" physics?

## Presentation Plan

(Quantum) Complexity via Circuits

**Exotic Physics** 

Classical Complexity of Quantum Problems

Circuit Complexity for "Easy" Problems

► Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)

- ► Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability

- Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability
- ▶ **NP**: verifier is a poly-time deterministic TM, with just one message from the prover (who has access to the input)

- Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability
- ▶ **NP**: verifier is a poly-time deterministic TM, with just one message from the prover (who has access to the input)
- Arthur-Merlin protocol: verifier (poly-time PTM) is called Arthur, and the prover is called Merlin.

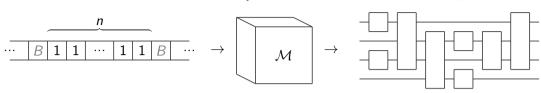
- Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability
- ▶ **NP**: verifier is a poly-time deterministic TM, with just one message from the prover (who has access to the input)
- Arthur-Merlin protocol: verifier (poly-time PTM) is called Arthur, and the prover is called Merlin.
- **MA**: Languages recognised by an Arthur-Merlin protocol with a single message (from Merlin to Arthur), and with error probability  $\frac{1}{3}$

- Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability
- ▶ **NP**: verifier is a poly-time deterministic TM, with just one message from the prover (who has access to the input)
- Arthur-Merlin protocol: verifier (poly-time PTM) is called Arthur, and the prover is called Merlin.
- ▶ MA: Languages recognised by an Arthur-Merlin protocol with a single message (from Merlin to Arthur), and with error probability  $\frac{1}{3}$
- ightharpoonup NP  $\subseteq$  MA, and BPP  $\subseteq$  MA

- Interactive proof system: verifier (us with reasonable computational power) interacts with a prover (some oracle with infinite power)
  - If w accepted and prover is honest, verifier can be convinced
  - ▶ If w rejected, any prover can only convince with very small probability
- ▶ **NP**: verifier is a poly-time deterministic TM, with just one message from the prover (who has access to the input)
- Arthur-Merlin protocol: verifier (poly-time PTM) is called Arthur, and the prover is called Merlin.
- ▶ MA: Languages recognised by an Arthur-Merlin protocol with a single message (from Merlin to Arthur), and with error probability  $\frac{1}{3}$
- ▶ NP  $\subseteq$  MA, and BPP  $\subseteq$  MA
- $ightharpoonup P = BPP \implies NP = MA$

# Uniform Circuit Families

Poly-time DTM



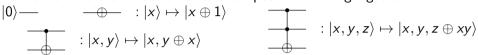
## Definition (Uniform Family of Circuits)

- ▶ A gate of the form  $g: n \to m$  with  $n, m \in \mathbb{N}$  has name g, has n inputs and m outputs. Let  $\mathcal{G}$  be a set of gates.
- $\mathcal{V}_n := \{x_i : 0 \to 1 \mid 0 < i \le n\}$  is a set of k variables
- $ightharpoonup \mathcal{O} := \{o_i : 1 \to 0\}$  a set of "outputs"
- ▶ A circuit is a directed (edge-ordered) acyclic graph G = (V, E) and a labelling function  $V \to \mathcal{G} \cup \mathcal{V} \cup \mathcal{O}$ , such that if  $v \mapsto g : n \to m$ , then v has n incoming edges and m outgoing edges
- ▶  $(C_n)_{n\in\mathbb{N}}$  is a poly-time uniform family of circuits if there exists a poly-time Turing machine  $\mathcal{M}$  that produces  $C_n$  on word  $1 \cdot \stackrel{n}{\cdots} 1$ .

## A Circuit-Based Definition of P and NP

## Definition (Reversible Circuit)

A reversible circuit is a boolean circuit composed of the logic gates:



## A Circuit-Based Definition of P and NP

## Definition (Reversible Circuit)

A reversible circuit is a boolean circuit composed of the logic gates:

$$|0\rangle - - \oplus : |x\rangle \mapsto |x \oplus 1\rangle$$

$$: |x, y\rangle \mapsto |x, y \oplus x\rangle$$

$$: |x, y\rangle \mapsto |x, y \oplus x\rangle$$

$$L \in \mathbf{P}: \qquad L \in \mathbf{NP}:$$

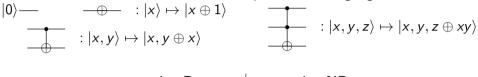
 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of reversible boolean circuits, such that in:



## A Circuit-Based Definition of P and NP

## Definition (Reversible Circuit)

A reversible circuit is a boolean circuit composed of the logic gates:



$$L \in \mathbf{P}$$
:  $L \in \mathbf{NP}$ :

 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of reversible boolean circuits, such that in:



- ▶ If input  $\in L$  and prover honest, first output is  $|1\rangle$
- ▶ If input  $\notin L$ , first output is  $|0\rangle$

## A Circuit-Based Definition of BPP and MA

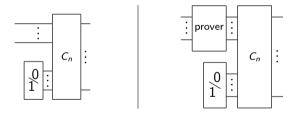
We denote  $\underbrace{ \begin{bmatrix} 0 \\ 1 \end{bmatrix}}_{\underline{\underline{\phantom{a}}}}$  a (uniform) random bitstring generator.

## A Circuit-Based Definition of BPP and MA

We denote  $10^{\circ}$  a (uniform) random bitstring generator.

 $L \in \mathbf{BPP}$ :  $L \in \mathbf{MA}$ :

 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of reversible boolean circuits, such that in:

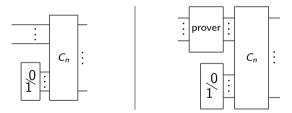


## A Circuit-Based Definition of BPP and MA

We denote  $10^{\circ}$  a (uniform) random bitstring generator.

$$L \in \mathbf{BPP}$$
:  $L \in \mathbf{MA}$ :

 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of reversible boolean circuits, such that in:



- ▶ If input ∈ L and prover honest,  $\Pr[\text{first output is } |1\rangle] \ge \frac{2}{3}$
- ▶ If input  $\notin L$ ,  $\Pr[\text{first output is } |1\rangle] \leq \frac{1}{3}$

# Bounded-error Quantum Polynomial (BQP) and Quantum Merlin Arthur QMA

## Definition (Quantum Circuit)

A quantum circuit is a reversible circuit augmented with 1-qubit (computable) unitaries and Z-measurements:

$$-U - : |x\rangle \mapsto U |x\rangle \qquad - \nearrow =$$

# Bounded-error Quantum Polynomial (BQP) and Quantum Merlin Arthur QMA

## Definition (Quantum Circuit)

A quantum circuit is a reversible circuit augmented with 1-qubit (computable) unitaries and Z-measurements:

$$-U-:|x\rangle\mapsto U|x\rangle$$

$$L \in \mathbf{BQP}$$
:

 $L \in \mathbf{QMA}$ :

 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of quantum circuits, such that in:



# Bounded-error Quantum Polynomial (BQP) and Quantum Merlin Arthur QMA

## Definition (Quantum Circuit)

A quantum circuit is a reversible circuit augmented with 1-qubit (computable) unitaries and Z-measurements:

$$-U$$
  $: |x\rangle \mapsto U|x\rangle$   $-x$ 

$$L \in \mathbf{BQP}$$
:

$$L \in \mathbf{QMA}$$
:

 $\exists (C_n)_{n\in\mathbb{N}}$  a poly-sized uniform family of quantum circuits, such that in:

$$\vdots$$
  $C_n$   $\vdots$   $\vdots$  prover  $\vdots$   $C_n$   $\vdots$ 

- ▶ If input ∈ L and prover honest,  $\Pr[\text{first output is } |1\rangle] \ge \frac{2}{3}$
- ▶ If input  $\notin L$ ,  $\Pr[\text{first output is } |1\rangle] \leq \frac{1}{3}$

# Some **BQP** and **QMA** Problems

#### BQP:

- ► Prime factorisation
- Evaluation of Jones polynomials at k'th root of unity
- ▶ Sampling from the solution of a linear system Ax = b

# Some **BQP** and **QMA** Problems

## BQP:

- Prime factorisation
- Evaluation of Jones polynomials at k'th root of unity
- ightharpoonup Sampling from the solution of a linear system Ax = b

#### QMA:

Quantum circuit SAT:

Given C a quantum circuit,  $p \in [0,1]$  a probability, does there exist  $|\psi\rangle$  such that:



- Checking if quantum circuit is not identity
- Local Hamiltonian minimal eigenvalue
- Detecting insecure quantum encryption

## Presentation Plan

(Quantum) Complexity via Circuits

**Exotic Physics** 

Classical Complexity of Quantum Problems

Circuit Complexity for "Easy" Problems

## Definition (Postselection)

Postselection (or postselected measurement) is a measurement of which we <u>choose</u> the outcome (provided it does not have probability 0):  $--\langle 0|$ .

## Definition (Postselection)

Postselection (or postselected measurement) is a measurement of which we <u>choose</u> the outcome (provided it does not have probability 0):  $--\langle 0|$ .

PostBQP: BQP with postselection

## Definition (Postselection)

Postselection (or postselected measurement) is a measurement of which we <u>choose</u> the outcome (provided it does not have probability 0):  $--\langle 0|$ .

PostBQP: BQP with postselection

Theorem (Aaronson)

PostBQP = PP

## Definition (Postselection)

Postselection (or postselected measurement) is a measurement of which we <u>choose</u> the outcome (provided it does not have probability 0):  $--\langle 0|$ .

PostBQP: BQP with postselection

## Theorem (Aaronson)

#### PostBQP = PP

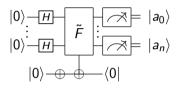
The order of application of postselected measurement w.r.t. usual measurement is important.

E.g., with 
$$|EPR\rangle = \frac{|00\rangle + |11\rangle}{\sqrt{2}}$$
:

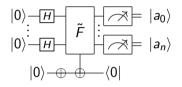
 $\operatorname{Meas}_1 \circ \langle 0|_2 | EPR \rangle = |0\rangle$  but  $\langle 0|_2 \circ \operatorname{Meas}_1 | EPR \rangle$  is not always defined.

 $F(p_1,...,p_n)$  SAT formula. Check if F(True,...,True)=True. If yes, F is satisfiable. Otherwise, define  $\tilde{F}:=F\vee (p_1\wedge...\wedge p_n)$ . Notice that  $\tilde{F}$  is satisfiable and has exactly one more solution than F.

 $F(p_1,...,p_n)$  SAT formula. Check if F(True,...,True)=True. If yes, F is satisfiable. Otherwise, define  $\tilde{F}:=F\vee (p_1\wedge...\wedge p_n)$ . Notice that  $\tilde{F}$  is satisfiable and has exactly one more solution than F. Compute:



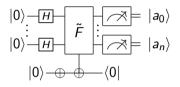
 $F(p_1,...,p_n)$  SAT formula. Check if F(True,...,True)=True. If yes, F is satisfiable. Otherwise, define  $\tilde{F}:=F\vee (p_1\wedge...\wedge p_n)$ . Notice that  $\tilde{F}$  is satisfiable and has exactly one more solution than F. Compute:



Check if  $(a_0, ..., a_n) = (True, ..., True)$ . Do the computation twice.

- ▶ If  $(a_0, ..., a_n) = (True, ..., True)$  both times, reject
- ▶ If  $(a_0, ..., a_n) \neq (True, ..., True)$ , accept (and  $(a_0, ..., a_n)$  is a solution)

 $F(p_1,...,p_n)$  SAT formula. Check if  $F(\mathit{True},...,\mathit{True}) = \mathit{True}$ . If yes, F is satisfiable. Otherwise, define  $\tilde{F} := F \vee (p_1 \wedge ... \wedge p_n)$ . Notice that  $\tilde{F}$  is satisfiable and has exactly one more solution than F. Compute:

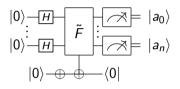


Check if  $(a_0, ..., a_n) = (True, ..., True)$ . Do the computation twice.

- ▶ If  $(a_0, ..., a_n) = (True, ..., True)$  both times, reject
- ▶ If  $(a_0, ..., a_n) \neq (True, ..., True)$ , accept (and  $(a_0, ..., a_n)$  is a solution)

If F unsat.,  $(a_0, ..., a_n)$  will be (True, ..., True) everytime, so we reject with proba 1.

 $F(p_1,...,p_n)$  SAT formula. Check if F(True,...,True)=True. If yes, F is satisfiable. Otherwise, define  $\tilde{F}:=F\vee (p_1\wedge...\wedge p_n)$ . Notice that  $\tilde{F}$  is satisfiable and has exactly one more solution than F. Compute:



Check if  $(a_0, ..., a_n) = (True, ..., True)$ . Do the computation twice.

- ▶ If  $(a_0, ..., a_n) = (True, ..., True)$  both times, reject
- ▶ If  $(a_0, ..., a_n) \neq (True, ..., True)$ , accept (and  $(a_0, ..., a_n)$  is a solution)

If F unsat.,  $(a_0,...,a_n)$  will be (True,...,True) everytime, so we reject with proba 1. If F is sat.,  $(a_0,...,a_n)$  has  $\leq \frac{1}{4}$  proba of being (True,...,True) both times, so the probability we accept is  $\geq \frac{3}{4} > \frac{2}{3}$ .

# Exotic Physics: Non-linearity

# Theorem (Gisin)

Introducing non-linear corrections into quantum mechanics allows for supraliminal communications.

## Theorem (Abrams, Lloyd)

Nonlinear quantum mechanics implies polynomial-time solution for **NP-complete** and **#P-complete** problems.

#### Proof sketch:

- create state  $\frac{(2^n-s)|0\rangle+s|1\rangle}{N}$
- use non-linearity to separate cases s = 0 and  $s \neq 0$  exponentially fast

## Presentation Plan

(Quantum) Complexity via Circuits

**Exotic Physics** 

Classical Complexity of Quantum Problems

Circuit Complexity for "Easy" Problems

# Oracles, Classical Simulation

# Definition ( $P^{\#P}$ )

Class of problems solvable by a poly-time deterministic Turing machine with access to a #P oracle (i.e. where we are allowed to solve a #P problem in time  $\mathcal{O}(1)$ ).

Postselected measurements can be represented in the perfect-matching-counting framework, hence:

$$\mathsf{BQP} \subseteq \mathsf{PostBQP} = \mathsf{PP} \subseteq \mathsf{P}^{\#\mathsf{P}}$$

- lacktriangle Planar matchgate quantum circuits (with postselections) ightarrow lacktriangle
- ► Clifford circuits (with postselections) → P

# **Unitarity Checking**

- ► Setup:
  - Quantum circuit C with postselections
- Question:

Does C implement a unitary operator?

#### **Theorem**

Unitarity checking is **coNP-hard**.

### Postselection Removal

- Setup:
  - Quantum circuit C with postselections
  - ▶ Promise that *C* implements a unitary operator *U*
- Output:

A circuit C' without postselection that implements U

Theorem (de Beaudrap, Kissinger, van de Wetering)

Postselection removal is #P-hard.

# Hermiticity Checking

- ► Setup:
  - Quantum circuit C with postselections
- Question:

Does C implement a Hermitian operator?

#### **Theorem**

Hermiticity checking is **coNP-hard**.

## Presentation Plan

(Quantum) Complexity via Circuits

**Exotic Physics** 

Classical Complexity of Quantum Problems

Circuit Complexity for "Easy" Problems

## **Bounded Fanin Circuits**

## Definition (NC)

A problem is in  $\mathbf{NC}^{i}$  if there exists a family of boolean circuits:

- ▶ composed of gates with fanin  $\leq 2$
- of polynomial size
- of depth  $\mathcal{O}(\log^i(n))$

that solve it.

$$NC := \bigcup_{i} NC^{i}$$
.

For these classes and the following, adding  $\mathbf{u}$  as a suffix means we ask that the family of circuits be <u>uniform</u> (e.g.  $\mathbf{uNC}^i$ ).

E.g.: Computing the parity of 1s in a bitstring is in  $NC^1$ .

## Unbounded Fanin Circuits

## Definition (AC)

A problem is in  $\mathbf{AC}^{i}$  if there exists a family of boolean circuits:

- where AND and OR gates have unbounded fanin
- ▶ of polynomial size
- of depth  $\mathcal{O}(\log^i(n))$

that solve it.

$$AC := \bigcup_{i} AC^{i}$$
.

E.g.: Deciding if all symbols in a bitstring are 1 is in  $AC^0$ . Remark: rather sensitive to the chosen gate set.

$$NC^i \subseteq AC^i \subseteq NC^{i+1}$$

# Quantum Circuits with Unbounded Fanin

# Definition (QAC)

A family of unitaries  $(U_n)_{n\in\mathbb{N}}$  acting on n qubits is in  $\mathbf{QAC}^i$  if there exists a family of quantum circuits:

- composed of 1-qubit gates and unbounded fanin Toffoli gates
- of depth  $\mathcal{O}(\log^i(n))$

that implements it.

$$\mathbf{QAC} := \bigcup_{i} \mathbf{QAC}^{i}.$$

Well studied, but not well understood.

Open problem: is  $|x_1,...,x_n,b\rangle \mapsto |x_1,...,x_n,b\oplus x_1\oplus...\oplus x_n\rangle$  in **QAC**<sup>0</sup>?

# Overview of Complexity Classes

