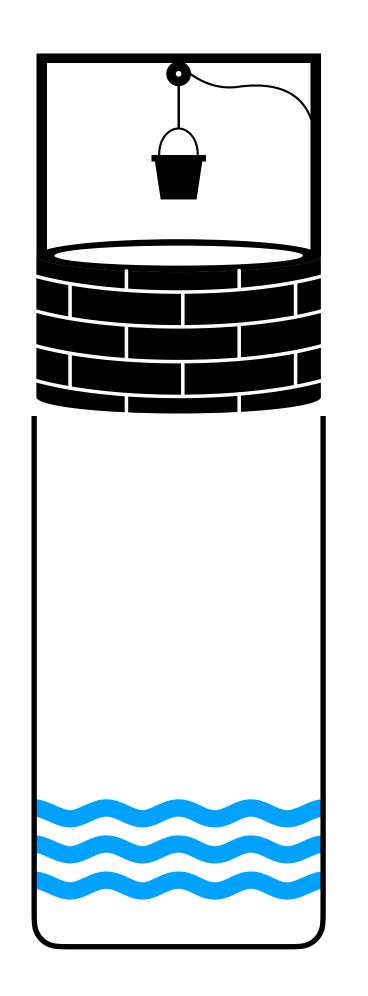
Quantum speedups

Structure, design, and application

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Application

Quantum exploration algorithms for multi-armed bandits [WYLC, AAAI 21]

Design

Quantum divide and conquer [CKKSW, QIP 23]

Structure

Symmetries, graph properties, and quantum speedups [BCGKPW, FOCS 20 & QIP 21]

Quantum algorithms for reinforcement learning with a generative model [WSKKR, ICML 21]

Lattice-based quantum advantage from rotated measurements [AMMW, 22]

Quantum exploration algorithms for multi-armed bandits [WYLC, AAAI 21]

Efficient quantum measurement of Pauli operators in the presence of finite sampling error [CvSWPCB, Quantum 21]

Parallel self-testing of EPR pairs under computational assumptions [FWZ, 23]

Quantum divide and conquer [CKKSW, QIP 23]

Possibilistic simulation of quantum circuits by classical circuits
[W, PRA 22]

A theory of quantum differential equation solvers: limitations and fast-forwarding [ALWZ, 23]

Symmetries, graph properties, and quantum speedups [BCGKPW, FOCS 20 & QIP 21]

Query complexity

Let $f: E \subseteq \Sigma^n \to \{0,1\}$, suppose an algorithm \mathscr{A} computes f(x) correctly with probability $\geq 2/3$ for all $x \in E$

How many queries to (the oracle encoding) input x does \mathcal{A} need to make?

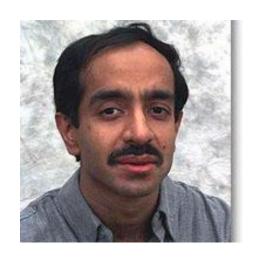
Answer denoted D(f), R(f), and Q(f), when \mathscr{A} is deterministic, randomized, and quantum, respectively

Quantum speedup $\iff Q(f) < R(f)$

Classical query $i \mapsto x_i$

Quantum query $|i\rangle|a\rangle\mapsto|i\rangle|a+x_i\rangle$

Problem structure





Grover OR: $\{0,1\}^n \to \{0,1\}$

$$OR(x) = x_1 \lor x_2 \lor \dots \lor x_n$$

$$R(OR) = \Theta(n)$$
 and $Q(OR) = \Theta(\sqrt{n})$



Key component of Shor's algorithm

Simon f_{Simon} : $E \subseteq \{1,...,n\}^n \to \{0,1\}$, n is a power of 2

 $x \in E \iff x \text{ is a permutation of } [n] = \{1, ..., n\} \text{ or } x \text{ has a hidden period}$

$$R(f_{Simon}) = \Theta(\sqrt{n}) \text{ and } Q(f_{Simon}) = \Theta(\log n)$$

Observations

- Polynomial speedup
- Unstructured

- Exponential speedup
- Highly structured

Symmetries and graph properties

Let $f: E \subseteq \Sigma^M \to \{0,1\}$ and $G \leq S_M$, we say f is symmetrical under G if

$$x \in E \implies x_{\sigma(1)}...x_{\sigma(M)} \in E$$
 and $f(x) = f(x_{\sigma(1)}...x_{\sigma(M)})$ for all $\sigma \in G$

Prior work: f symmetrical under $G = S_M \implies R(f) \le O(Q(f)^3)$ [Aaronson, Ambainis 14; Chailloux 18]

Observation. Suppose $\Sigma = \{0,1\}$ and $M = C_2^n = n(n-1)/2$, then

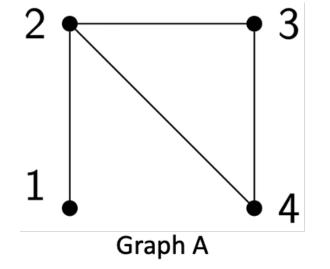
- 1. $\Sigma^M \leftrightarrow$ set of adjacency matrices of (simple) graphs on n vertices
- 2. $f = \text{graph property} \iff f$ symmetrical under $G = \{\text{Permutations induced by } S_n\} \leq S_M$

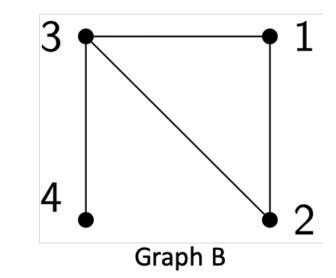
Graph A:
$$\begin{pmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix} \leftrightarrow 100111, \text{ Graph B:} \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \leftrightarrow 110101$$

$$\begin{pmatrix} \pi \in S_n & \text{induces} & \{u, v\} \mapsto \{\pi(u), \pi(v)\} \\ \begin{pmatrix} 1 & 2 & 3 & 4 \\ 4 & 3 & 1 & 2 \end{pmatrix} & \text{induces} & \begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 6 & 3 & 5 & 2 & 4 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 3 & 1 & 1 & 0 & 1 \\ 4 & 3 & 1 & 2 & 1 & 2 \\ \hline Graph B & 1 & 2 & 2 & 2 & 2 \end{pmatrix}$$

$$\begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 6 & 3 & 5 & 2 & 4 & 1 \end{pmatrix}$$





Graph properties* \Longrightarrow polynomial quantum speedup

Suppose $f: E \subseteq \{0,1\}^{n^2} \to \{0,1\}$ symmetrical under $G = S_n^{(2)} \le S_{n^2}$ consisting of permutations of $[n^2]$ induced by S_n : $\pi \in S_n$ induces $(u,v) \in [n] \times [n] \cong [n^2] \mapsto (\pi(u),\pi(v))$

Chailloux's lemma (adapted). Suppose it takes at least $\Omega(r^{1/c})$ quantum queries to distinguish a random $\sigma \in G$ from a random range-r function in $\operatorname{Func}([n^2],[n^2])$, then $R(f)=O(Q(f)^c)$

Observation. If we can distinguish a random $\sigma \in G$ from a random range- r^2 function in Func($[n^2], [n^2]$) with q quantum queries, then we can distinguish a random $\pi \in S_n$ from a random range-r function in Func([n], [n]) with q quantum queries

Proof extends to l-uniform

hypergraph properties

Then [Zhandry 15]
$$\Longrightarrow q = \Omega \left(r^{1/3}\right) = \Omega \left((r^2)^{1/6}\right)$$

Conclusion. The hypothesis of Chailloux's lemma holds with c=6, so $R(f)=O(Q(f)^6)$

*In the adjacency matrix model

Exponential quantum speedup in the adjacency list model

Adjacency list oracle: query by $i \in [n]$, oracle returns the labels of neighbours of vertex labelled i

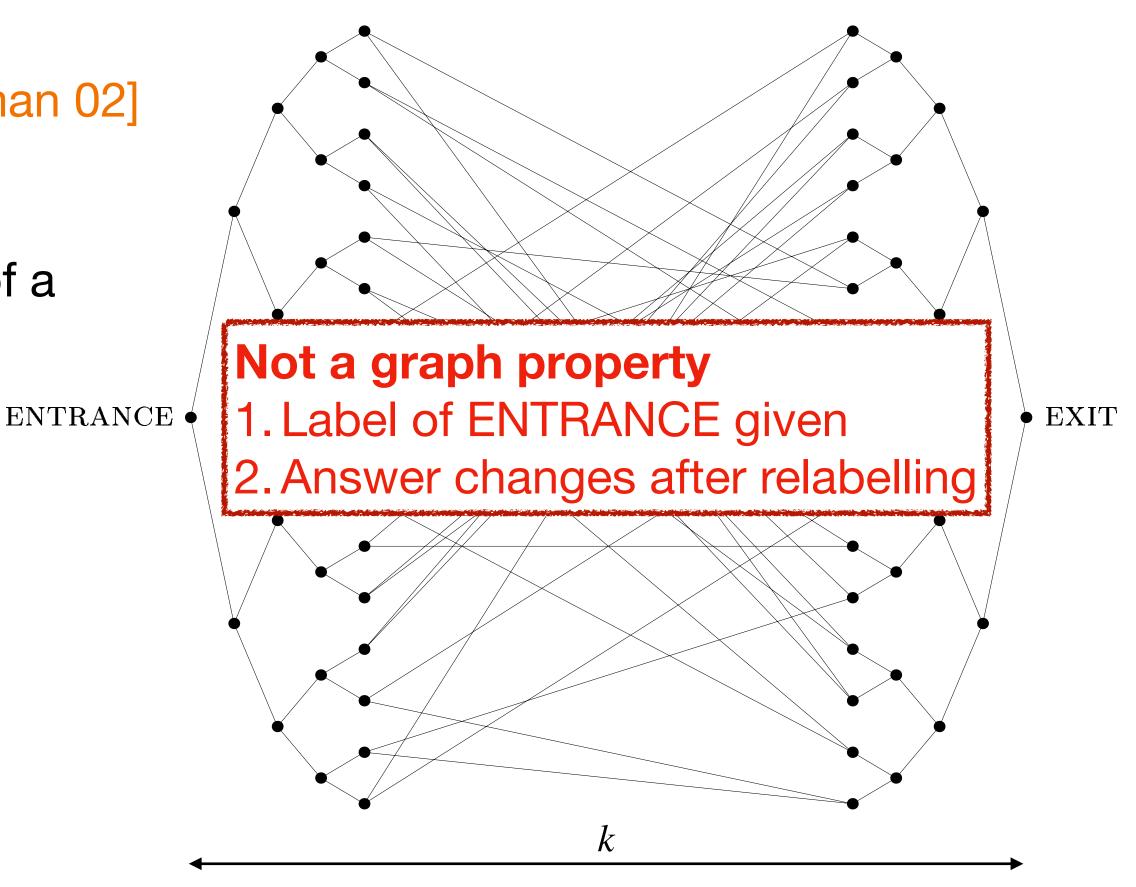
Glued-trees problem

[Childs, Cleve, Deotto, Farhi, Gutmann, Spielman 02]

Find label of EXIT given adjacency list oracle of a glued trees graph and label of its ENTRANCE

Quantum: O(poly(k))

Randomized: $2^{\Omega(k)}$



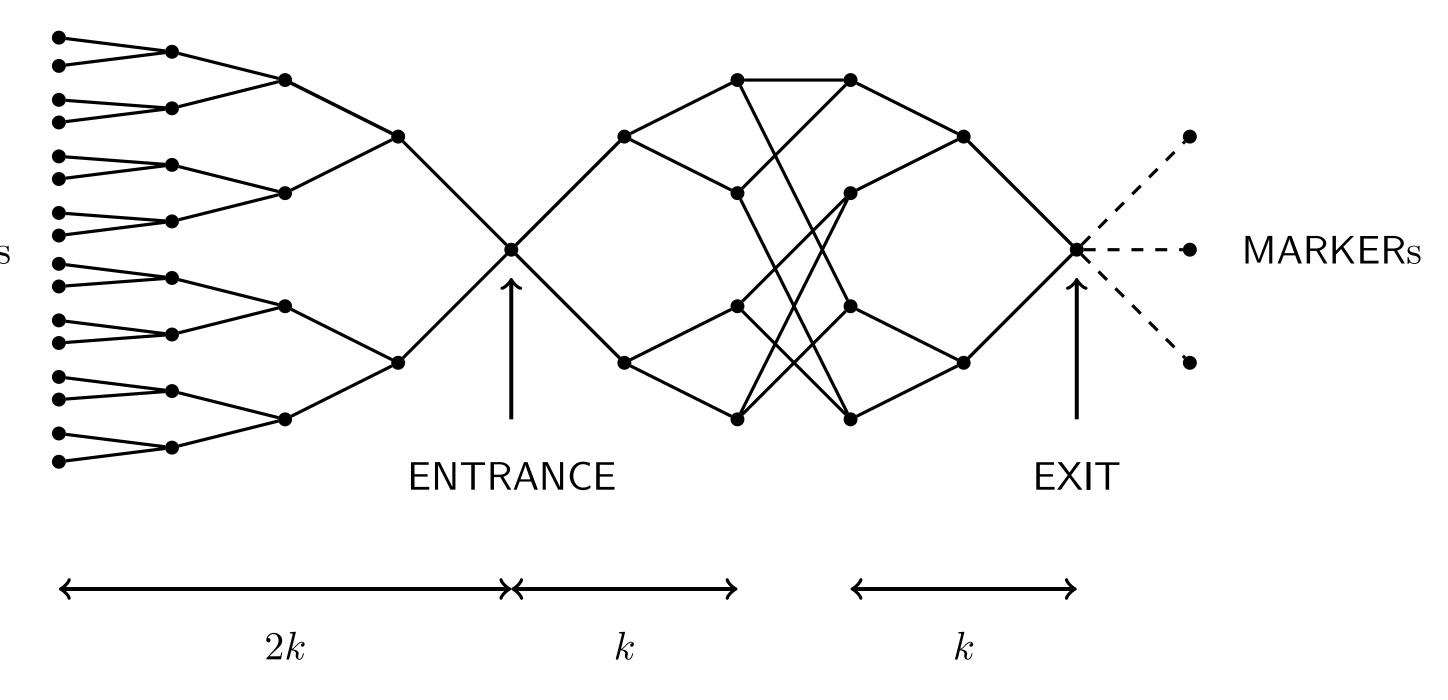
Upgrade to a graph property

Problem. Decide if the graph has maximum degree 5 or not

POINTERs

Quantum: O(poly(k))

- 1. Sample random label until hit POINTER
- 2. Classically walk to ENTRANCE
- 3. Run quantum algorithm in [CCDFGS 02] to find EXIT



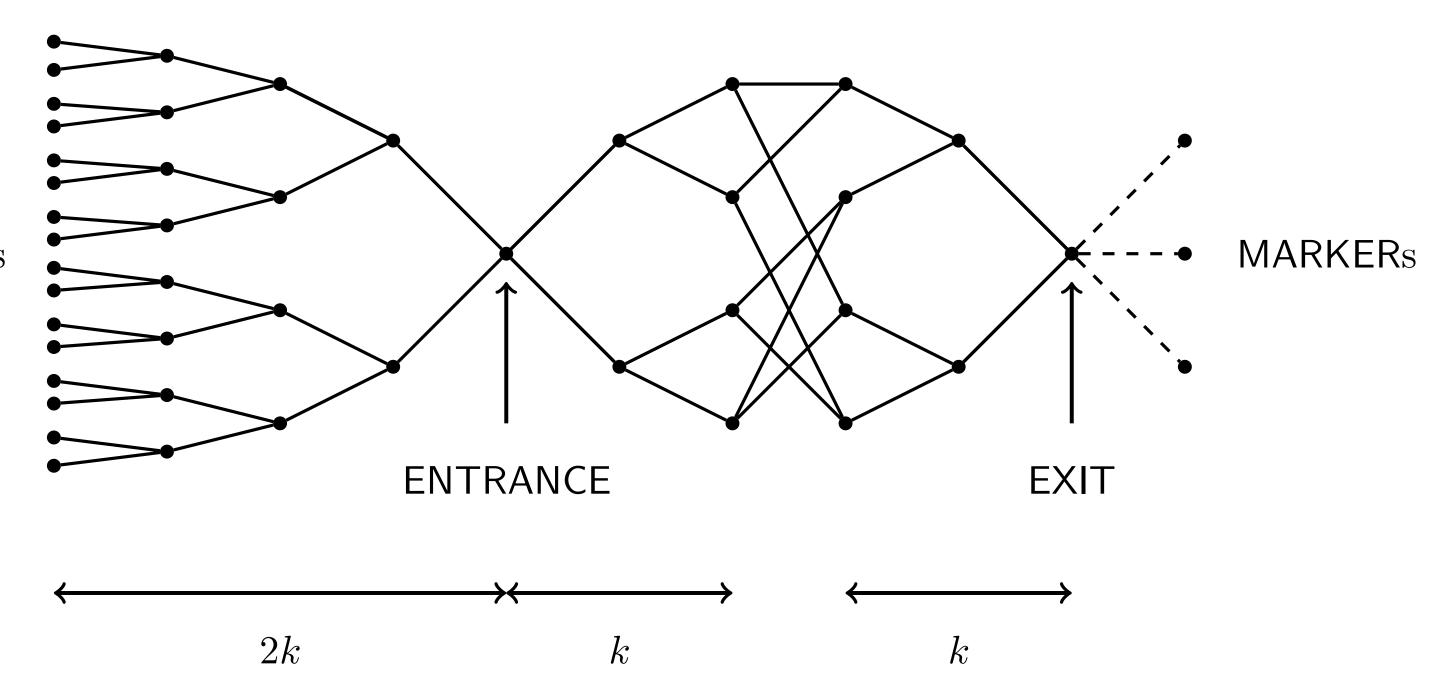
Classical lower bound

Problem. Decide if the graph has maximum degree 5 or not

POINTERs

Randomized: $2^{\Omega(k)}$

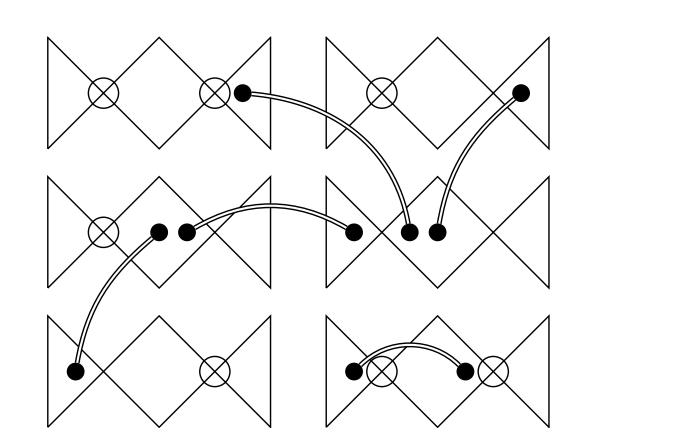
1. Can convert any randomized algorithm for solving this problem into one that solves the glued-trees problem



2. Result follows from [CCDFGS 02]

Further developments

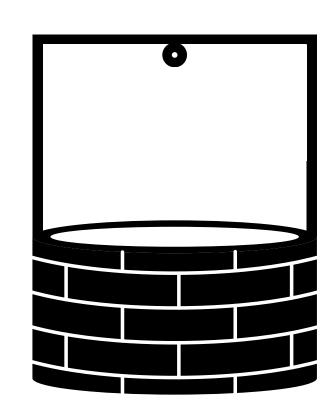
- Complete characterization of the quantum speedup admitted by functions $f: E \subseteq \Sigma^n \to \{0,1\}$ symmetric under primitive permutation group $G \leq S_n$
 - 1. If G corresponds to l-uniform hypergraph symmetries, then $\forall f, R(f) \leq O(Q(f)^{3l})$
 - 2. Otherwise, $\exists f$ with $R(f) = \Omega(\sqrt{n})$ and $Q(f) = O(\log n)$
 - ightarrow Near-complete characterization of how quantum speedup relate to symmetry under arbitrary G
- Exponential quantum speedup graph property testing in the adjacency list model



where

Quantum algorithm design

- Fourier sampling
- Grover search/amplitude amplification
- Quantum walk
- Span programs
- Adiabatic optimization/QAOA
- Quantum signal processing/QSVT
- Quantum divide and conquer [CKKSW 22]



Applications

- Recognizing regular languages
- String rotation and string suffix
- Longest increasing subsequence
- Longest common subsequence

. . .

[Aaronson, Grier, Schaeffer 19] [Akmal, Jin 22]

New! New!

- - -

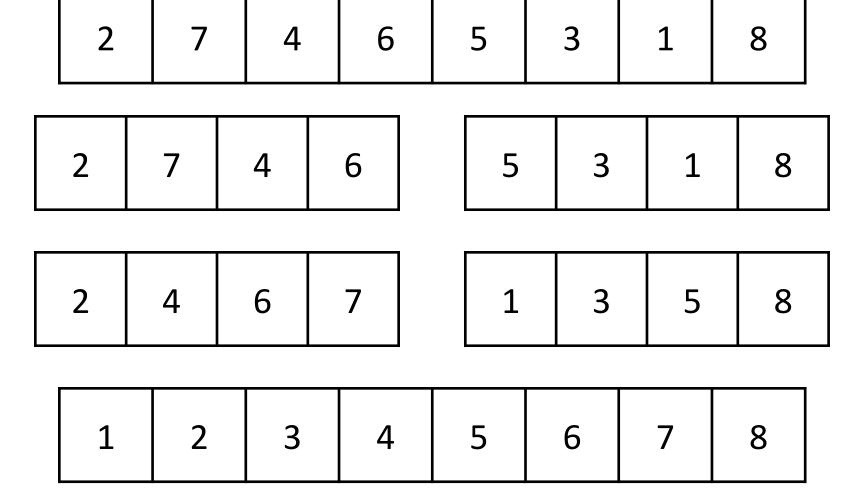
Divide and conquer

- 1. Divide a problem into subproblems
- 2. Recursively solve each subproblem
- 3. Combine the solutions of the subproblems to solve the full problem

Merge sort

Recurrence: Cost of solving auxiliary problem $C(n) = 2C(n/2) + O(n) \implies C(n) = O(n \log n)$

Cost of solving subproblem



Quantum divide and conquer

Every $f: \Sigma^n \to \{0,1\}$ can be associated with its adversary quantity, $\mathrm{Adv}(f) \geq 0$

Theorem [Høyer, Lee, Špalek 07; Lee, Mittal, Reichardt, Špalek 10]. $Q(f) = \Theta(\mathrm{Adv}(f))$

- AND-OR. Suppose f is computed as $f_1 \square f_2 \square \ldots \square f_a \square f_{\text{aux}}$, where each $\square \in \{ \land, \lor \} \}$ $\text{Adv}(f)^2 \leq \sum_{i=1}^a \text{Adv}(f_i)^2 + \text{Adv}(f_i)^2 + \text{Adv}(f_i)^2$
- SWITCH-CASE. Suppose f is computed by first computing $s=f_{\rm aux}(x)$ and then some function $g_s(x)$, then

$$Adv(f) \leq \max_{s} Adv(g_s) + \mathcal{O}(\mathcal{O}(ff_{aux}))$$

→ Divide and conquer recurrences in the quantum setting

Recognizing regular languages

Let $\Sigma = \{0,1,2\}, f_n \colon \Sigma^n \to \{0,1\}$ such that $f_n(x) = 1$ iff $x \in \Sigma^* 20^* 2\Sigma^*$



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Observation. Let
$$g_n(x) = \left(x_{\text{left}} \in \Sigma^* 20^*\right) \land \left(x_{\text{right}} \in 0^* 2\Sigma^*\right)$$
, then
$$f_n(x) = f_{n/2}(x_{\text{left}}) \lor f_{n/2}(x_{\text{right}}) \lor g_n(x)$$

Let
$$a(n) = \text{Adv}(f_n)$$
, then $a(n)^2 \le 2a^2(n/2) + O(Q(g_n)^2)$

But
$$Q(g_n) = O(\sqrt{n})$$
, so $a(n) = O(\sqrt{n \log n})$

Longest common subsequence

k-common subsequence (k-CS). Given $x, y \in \Sigma^n$, do x and y share a subsequence of length k?

E i n s t e i n
$$k \le 4$$

E n t w i n e d $k > 4$

- $R(k\text{-CS}) = \Theta(n)$ for $k \ge 1$
- $Q(1\text{-CS}) = \Theta(n^{2/3})$ \leftarrow bipartite element distinctness [Aaronson, Shi 04; Ambainis 03]
- $Q(k\text{-CS}) = O(n^{2k/(2k+1)}) \leftarrow \text{using [Ambainis 03]}$

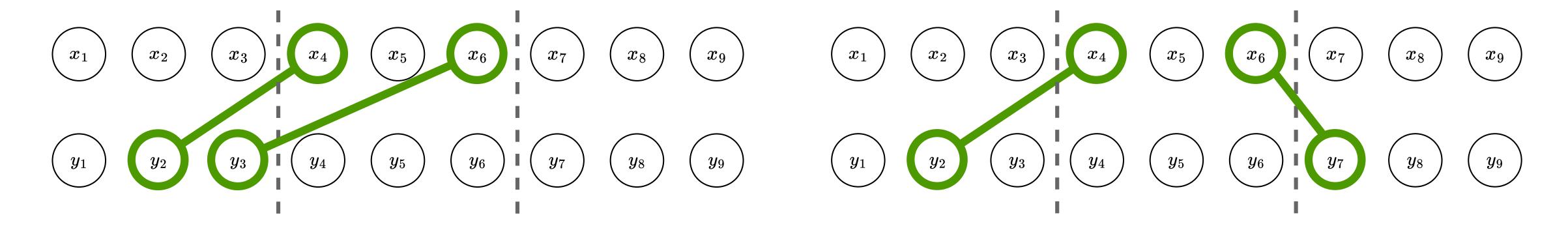
Can we do better?

Simple and composite k-CS

Theorem. Let $a_k(n) =$ adversary quantity for k-CS on input length n. Then $a_k(n) = O(n^{2/3} \log^{k-1} n)$

Divide the two input strings x and y into m parts each. Then, a k-CS can either be simple or composite

- A simple k-CS is a k-CS formed by symbols within a single part of x and a single part of y
- A composite k-CS is any k-CS that is not simple



Simple

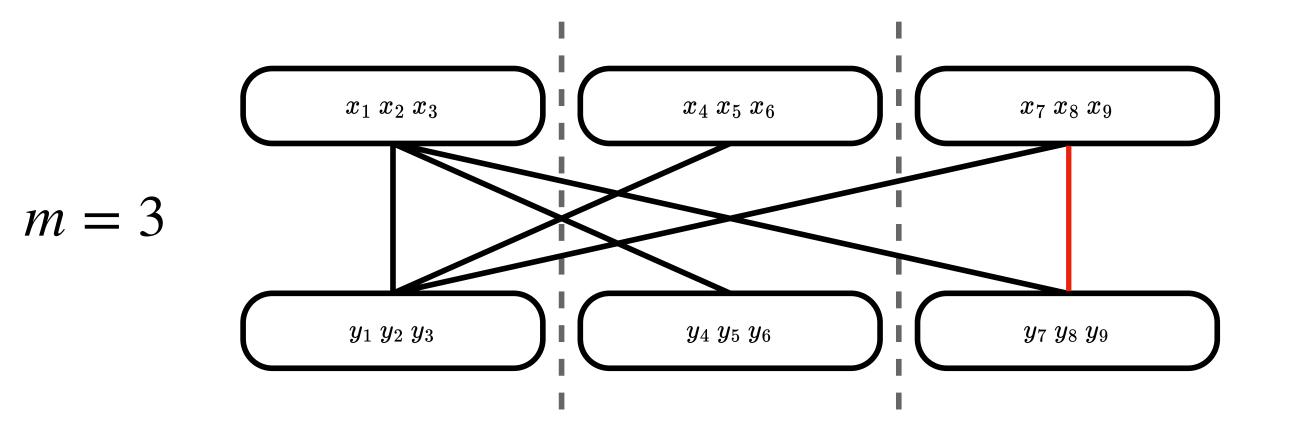
$$k = 2, m = 3$$

Quantum divide and conquer on k-CS

Theorem. Let $a_k(n) =$ adversary quantity for k-CS on input length n. Then $a_k(n) = O(n^{2/3} \log^{k-1} n)$

Observations.

- Detecting composite k-CS takes $O(n^{2/3} \log^{k-1} n)$ using inductive hypothesis and binary search
- Need to detect if there exists a simple k-CS between $\leq 2m-1$ pairs of length-(n/m) substrings



Line between parts = parts share common symbol

Cost of computing lines = $m^2 \cdot O(n^{2/3})$

Quantum divide and conquer $\to a_k(n) \le O(n^{2/3} \log^{k-1} n) + m^2 \cdot O(n^{2/3}) + \sqrt{2m-1} \ a_k(n/m)$

which solves to $a_k(n) = O(n^{2/3} \log^{k-1} n)$, provided $\log_m(\sqrt{2m-1}) < 2/3 \iff m \ge 7$

New speedups from old

Search. Find a marked item from list of items \leftrightarrow given oracle access to $x \in \{0,1\}^n$, find i such that $x_i = 1$

$$O_{x}|i\rangle|0\rangle = |i\rangle|x_{i}\rangle$$

Question. What if the items can be partially marked and the goal is to find the most heavily marked item? \leftrightarrow given oracle access to $p \in [0,1]^n$, find i such that p_i is maximal

$$O_p \mid i \mid \mid \mid 0 \mid \rangle = \mid i \mid \rangle \left(\sqrt{p_i} \mid 1 \mid \rangle + \sqrt{1 - p_i} \mid 0 \mid \rangle \right) \\ \text{Multi-armed bandit exploration problem}$$

Theorem [WYLC 21].

Let $H = \sum_{k=2}^{n} (q_1 - q_k)^{-2}$, where q_k is the kth largest element of $\{p_i\}_i$ (assume $q_1 > q_2$), then the largest

 p_i can be identified using $\Theta \big(\sqrt{H} \big)$ calls to O_p

Upper bound: uses a variable-time algorithm [Ambainis 12] Lower bound: uses modified adversary method [Ambainis 00]

Real-world applications?

Equivalently, can we instantiate the oracle in the real world? Yes!

Example. Finding the best move in chess

You have n candidate moves, where move i can lead to a set X(i) of possible subsequent games

- Assume you have computer code that, for move i and game $g \in X(i)$, computes f(i,g) = 1 if you win and i = 0 if you lose
- We can instantiate one call to \mathcal{O}_p using one call to f:

$$|i\rangle|0\rangle|0\rangle\mapsto|i\rangle|0\rangle\frac{1}{\sqrt{|X(i)|}}\sum_{g\in X(i)}|g\rangle\stackrel{f}{\mapsto}|i\rangle\sum_{g\in X(i)}\frac{1}{\sqrt{|X(i)|}}|f(i,g)\rangle|g\rangle=|i\rangle\left(\sqrt{p_i}|1\rangle|u_i\rangle+\sqrt{1-p_i}|0\rangle|v_i\rangle\right)$$

where $|u_i\rangle$ and $|v_i\rangle$ are some junk states and p_i equals the empirical probability that move i leads to your win (our algorithm also works when O_p involves junk states)

Conclusion

- 1. Structure: showed how symmetry relates to quantum speedups, in particular, graph symmetries
- 2. Design: described a framework for divide and conquer in the quantum setting
- 3. Application: to multi-armed bandits by generalizing Grover's speedup for search

Open question: is there a useful problem with a massive quantum speedup?

Appendix: adversary quantity

For any $f: \Sigma^n \to \{0,1\}$,

$$Adv(f) = \max_{\Gamma} \frac{\|\Gamma\|}{\max_{i \in [n]} \|\Gamma_i\|},$$

max over $|\Sigma|^n \times |\Sigma|^n$ real symmetric matrices Γ with $f(x) = f(y) \implies \Gamma_{xy} = 0$ and

$$\left(\Gamma_{i}\right)_{xy} = \begin{cases} \Gamma_{xy} & \text{if } x_{i} \neq y_{i} \\ 0 & \text{if } x_{i} = y_{i} \end{cases}$$