



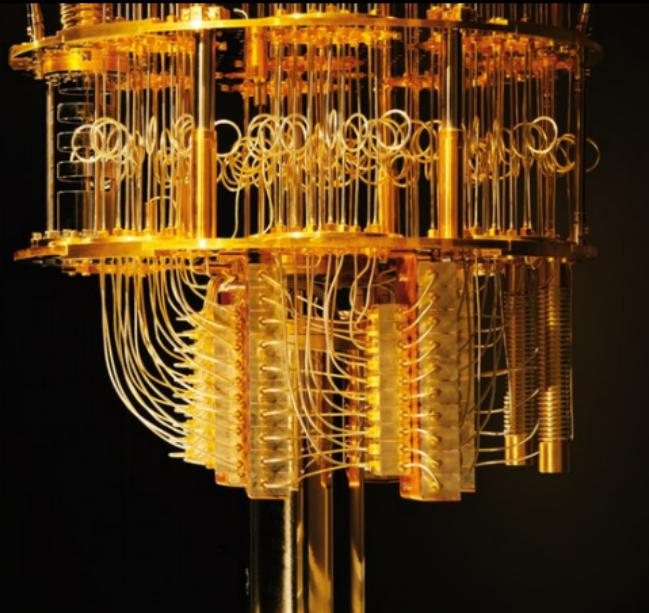
JOINT CENTER FOR  
QUANTUM INFORMATION  
AND COMPUTER SCIENCE



# Is there an advantage of quantum learning?

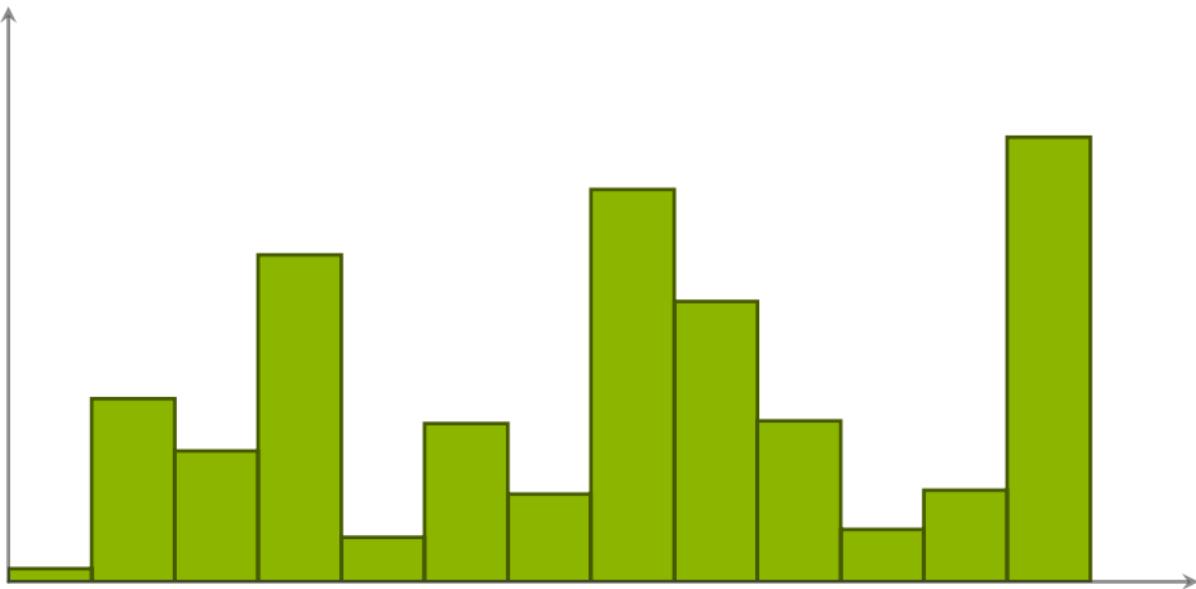
Dominik Hangleiter

Quantum Workshop NCSU, January 22, 2020



VS.

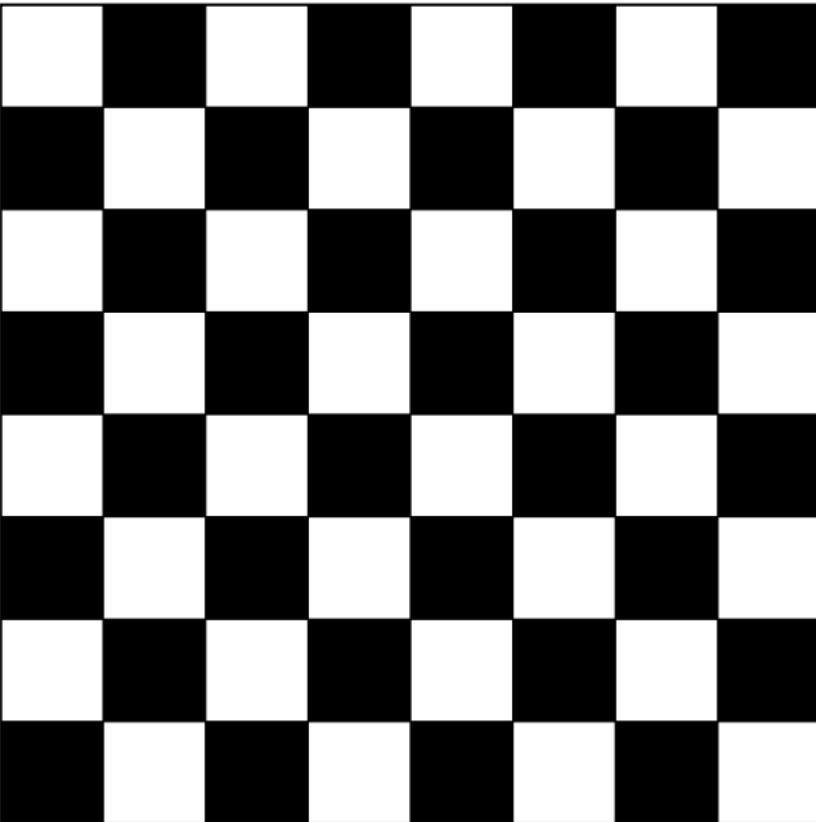




# Machine learning

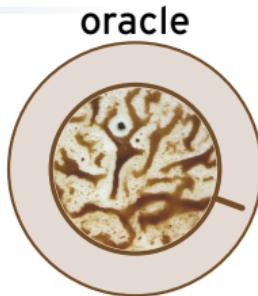






# Machine learning and distribution learning

Supervised learning



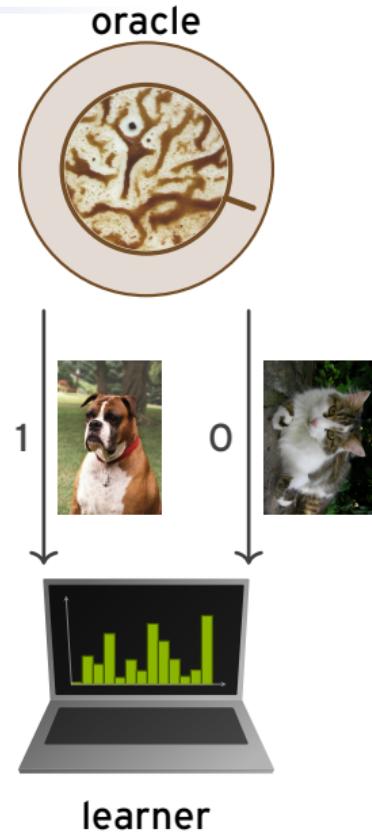
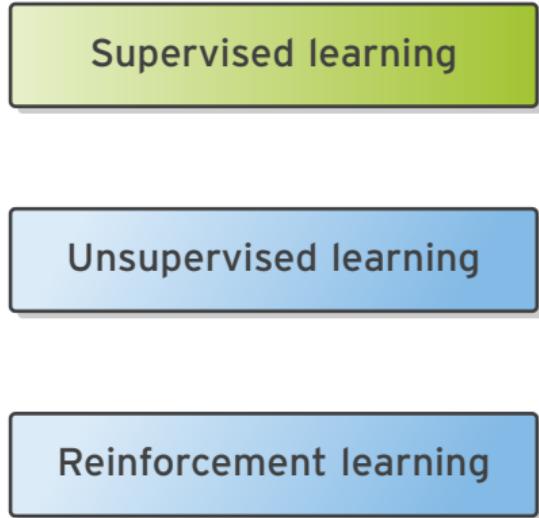
Unsupervised learning

Reinforcement learning



learner

# Machine learning and distribution learning

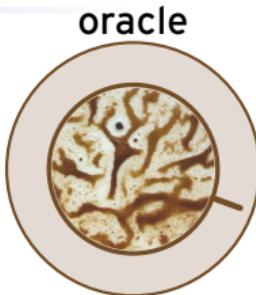


# Machine learning and distribution learning

Supervised learning

Unsupervised learning

Reinforcement learning

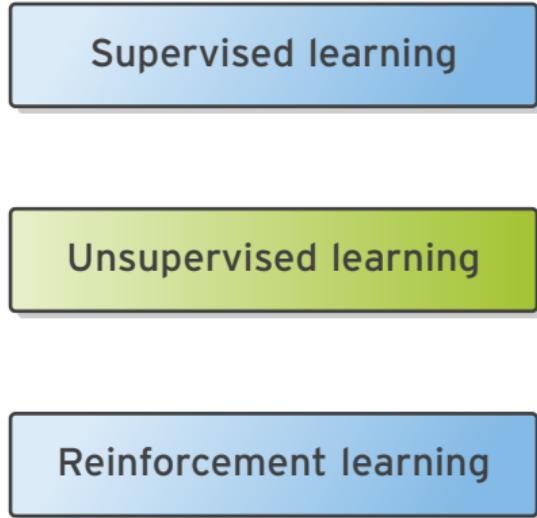


Distribution on  $\{\text{images}\} \times \{0, 1\}$ .



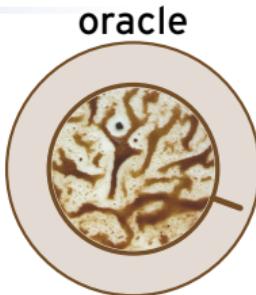
learner

# Machine learning and distribution learning



# Machine learning and distribution learning

Supervised learning



Unsupervised learning

Distribution on {images}

Reinforcement learning



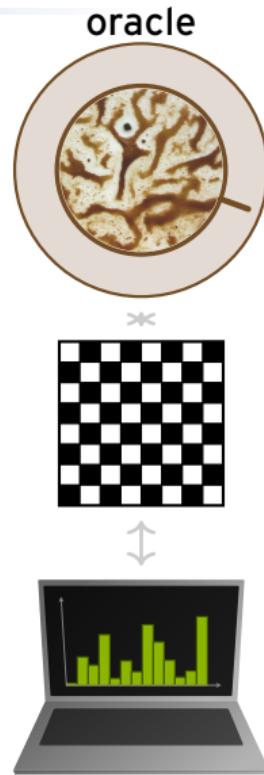
learner

# Machine learning and distribution learning

Supervised learning

Unsupervised learning

Reinforcement learning

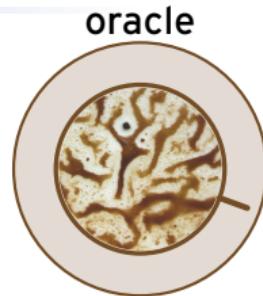


# Machine learning and distribution learning

Supervised learning

Unsupervised learning

Reinforcement learning

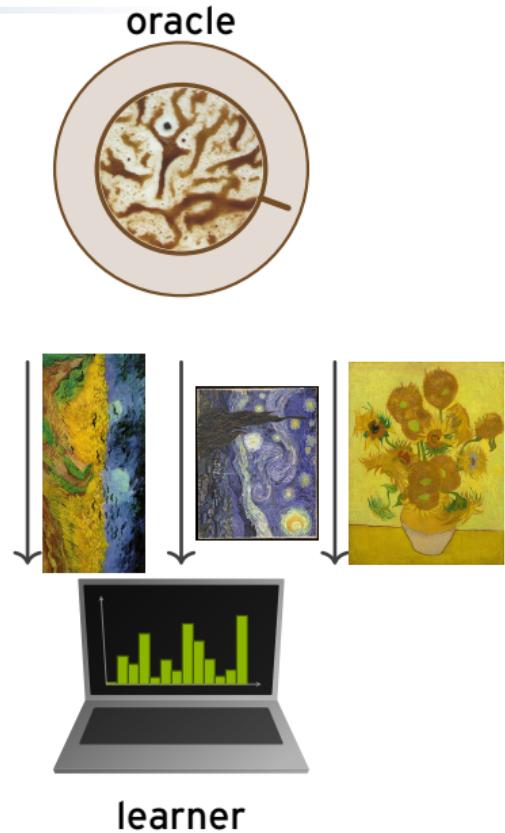
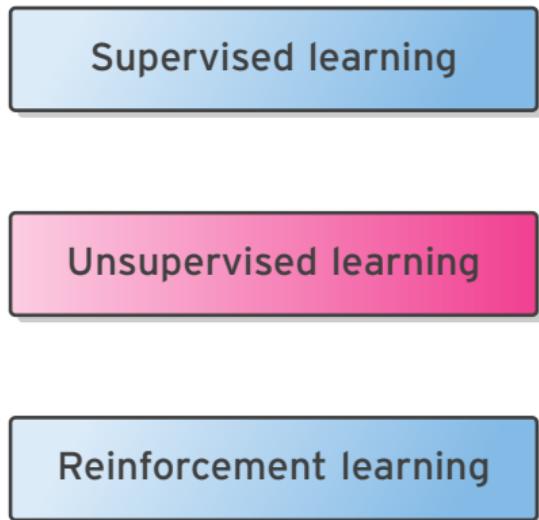


Distribution on moves,  
conditioned on environ. configs.



learner

# Machine learning and distribution learning



# Machine learning and distribution learning

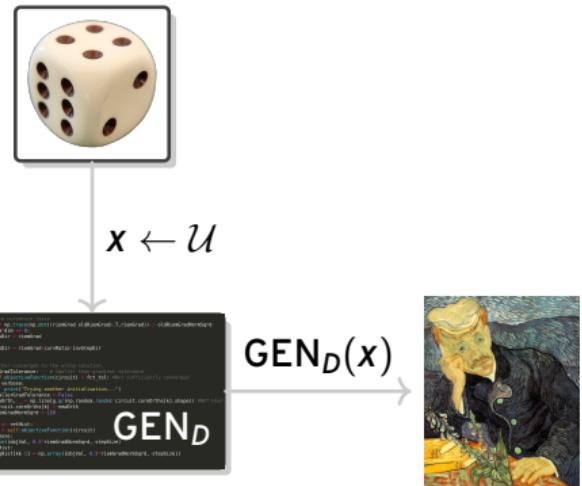
Supervised learning

Unsupervised learning

Reinforcement learning



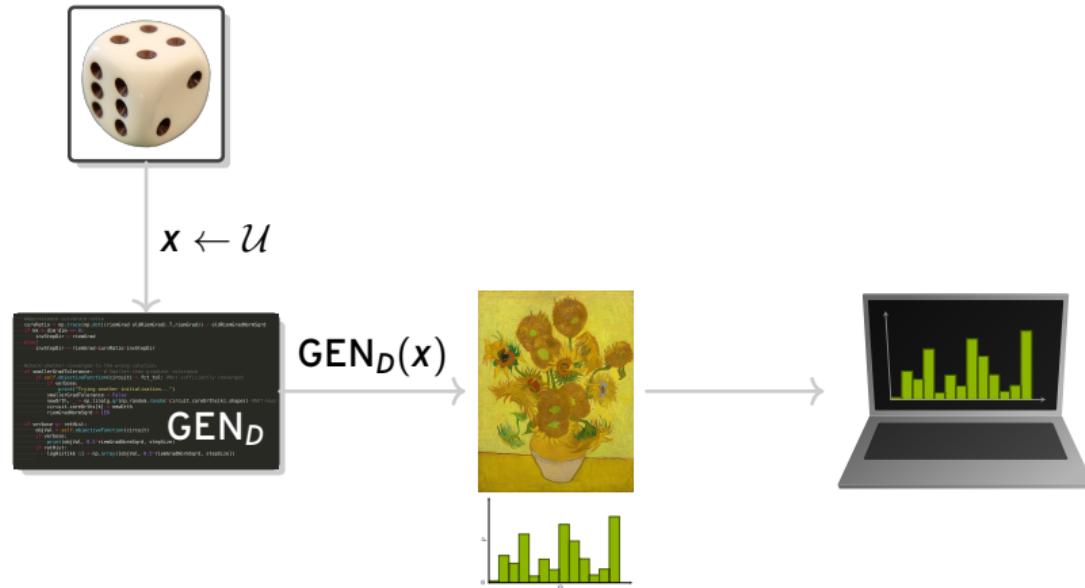
## Unsupervised learning: generator vs. evaluator learning



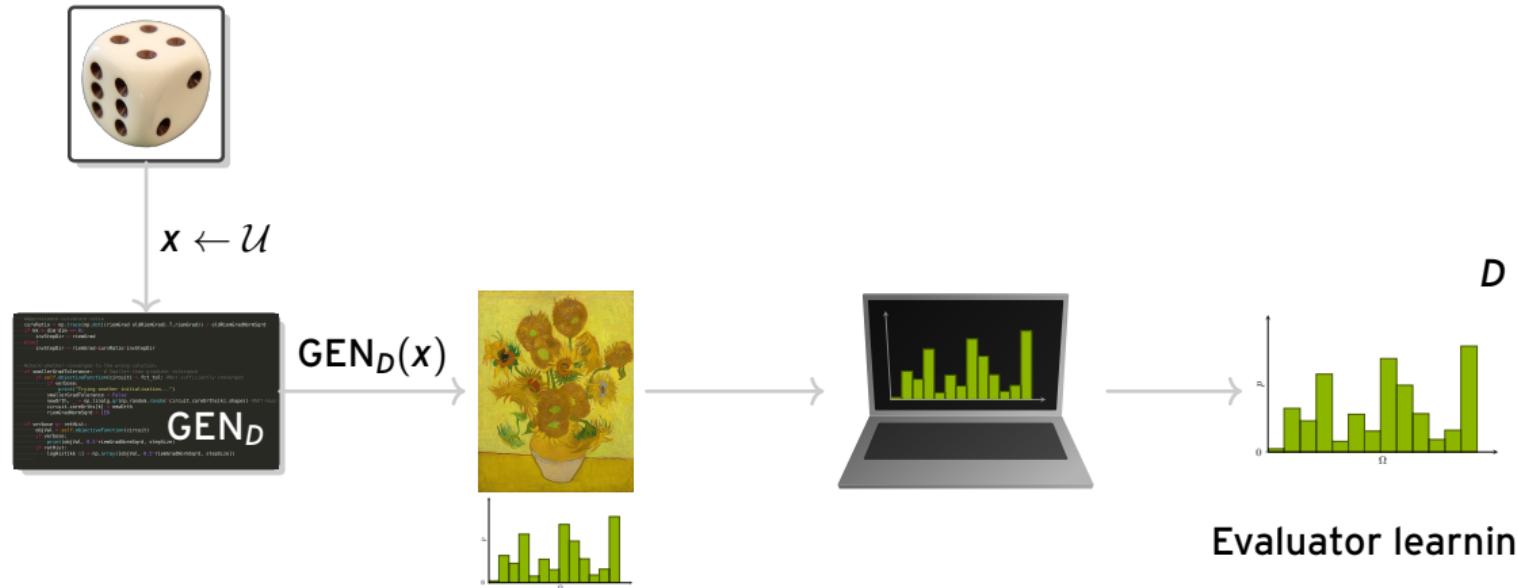
## Unsupervised learning: generator vs. evaluator learning



## Unsupervised learning: generator vs. evaluator learning

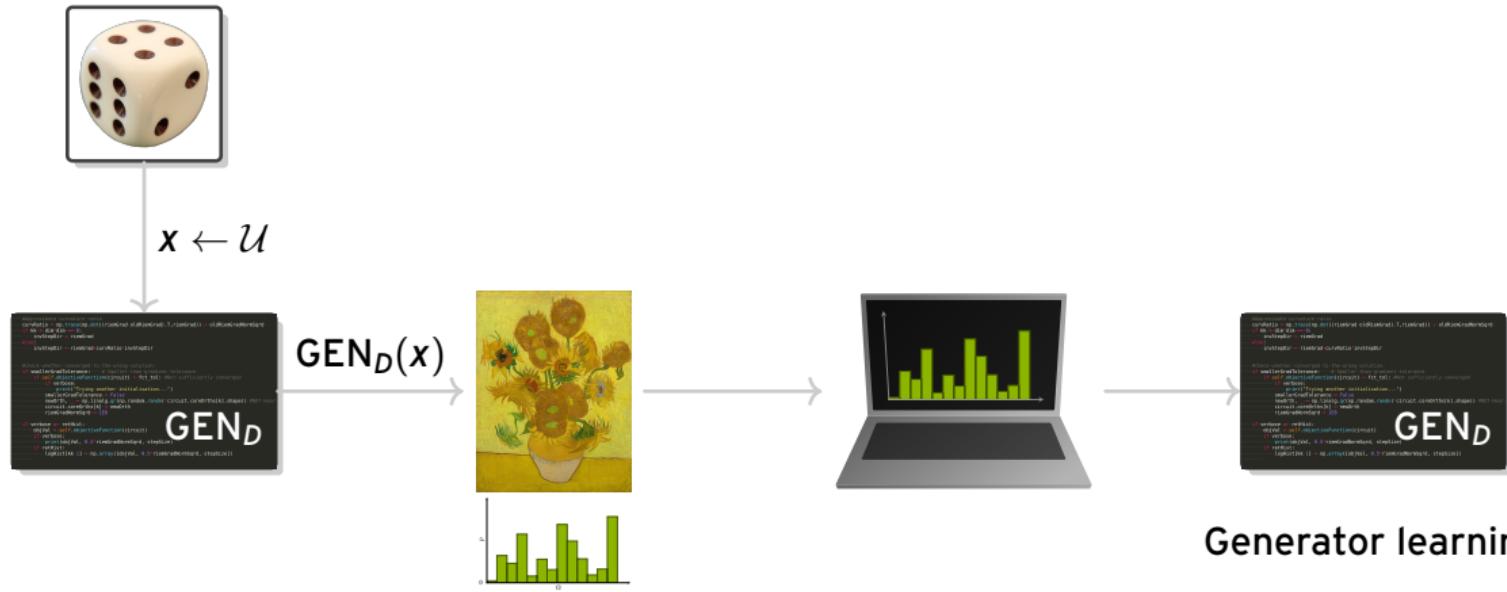


## Unsupervised learning: generator vs. evaluator learning



**Task:** Learn an evaluator  $\text{EVAL}_D$  of a distribution  $D$ .

# Unsupervised learning: generator vs. evaluator learning



**Task:** Learn a generator  $\text{GEN}_D$  of a distribution  $D$ .

# The details matter - the case of function learning

Learning Boolean functions  $f : \{0,1\}^n \rightarrow \{0,1\}$ .

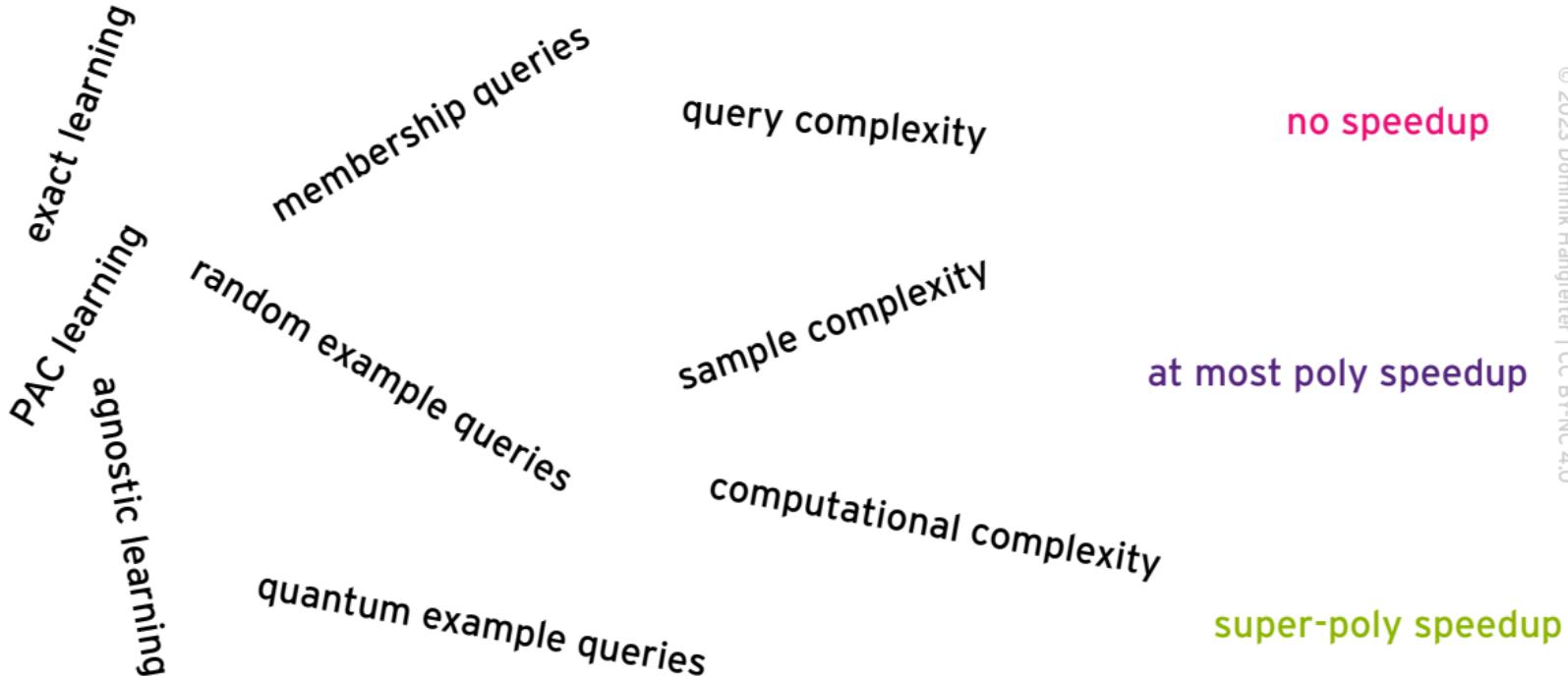
Arunachalam and de Wolf: *A survey of quantum learning theory*. SIGACT news (2017).

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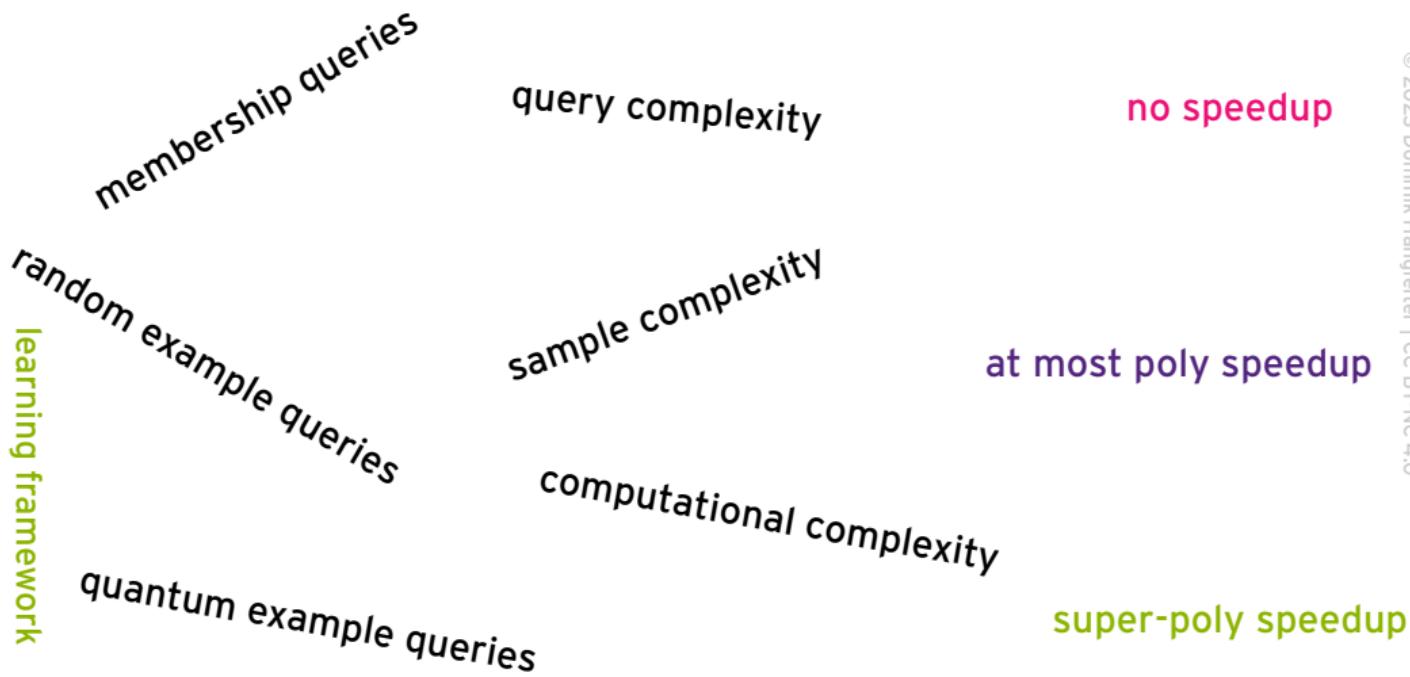
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# The details matter - the case of function learning

Learning Boolean functions  $f : \{0,1\}^n \rightarrow \{0,1\}$ .

PAC learning  
exact learning  
agnostic learning



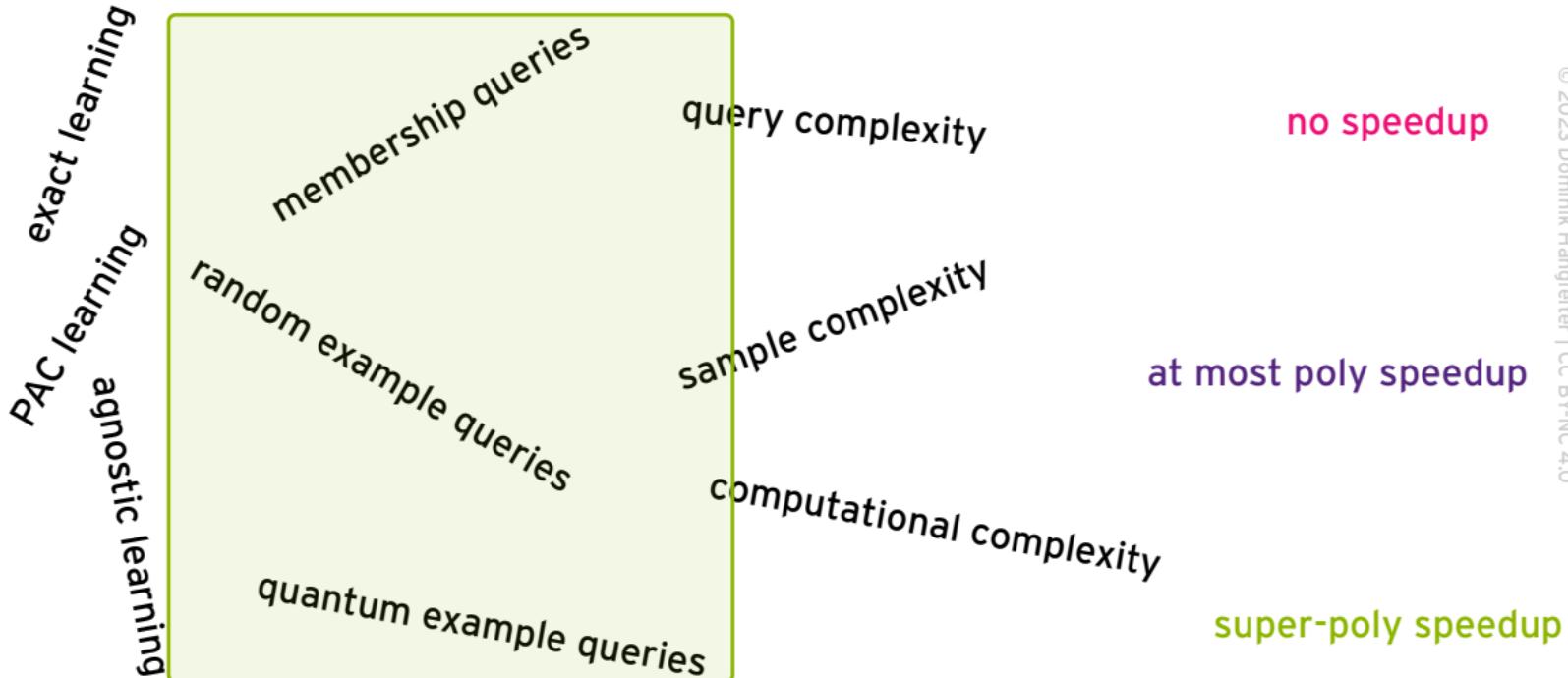
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Learning Boolean functions  $f : \{0,1\}^n \rightarrow \{0,1\}$ .  
oracle type



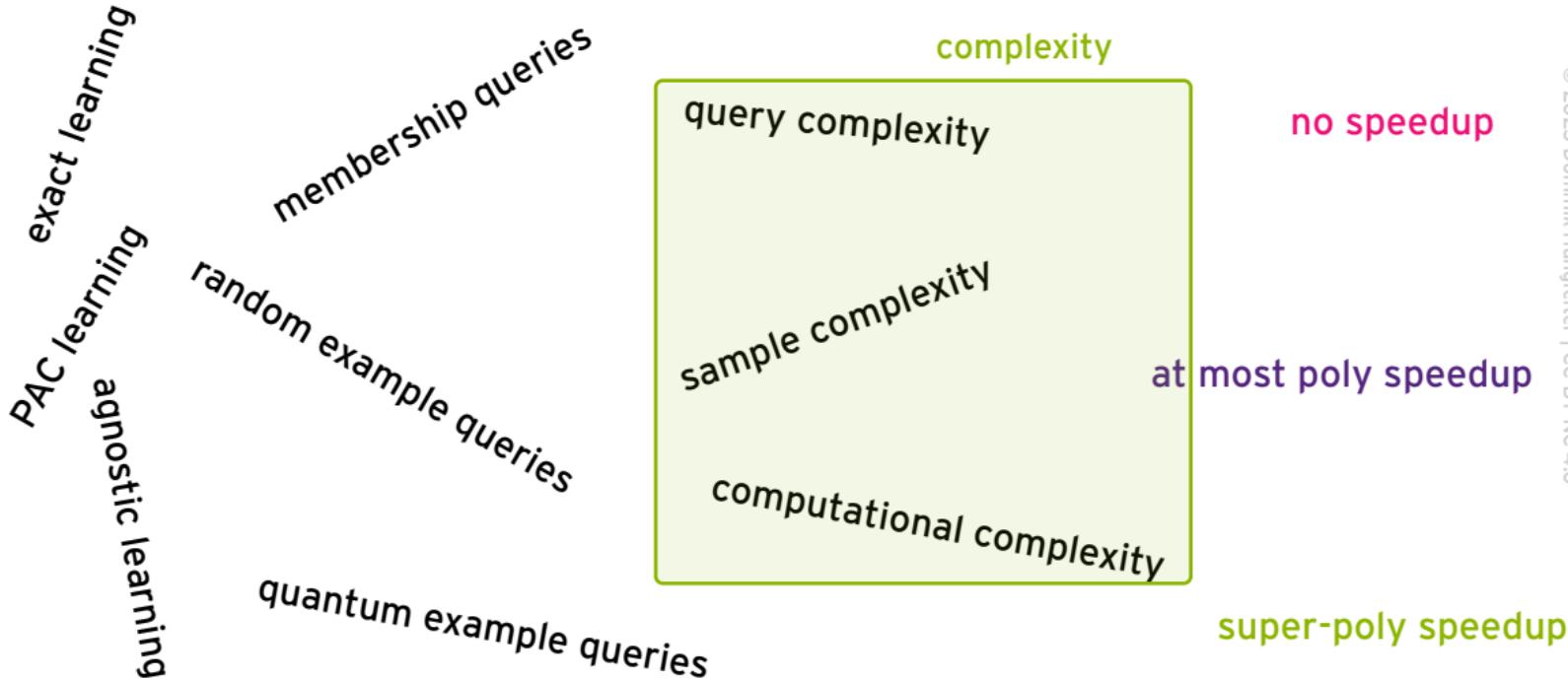
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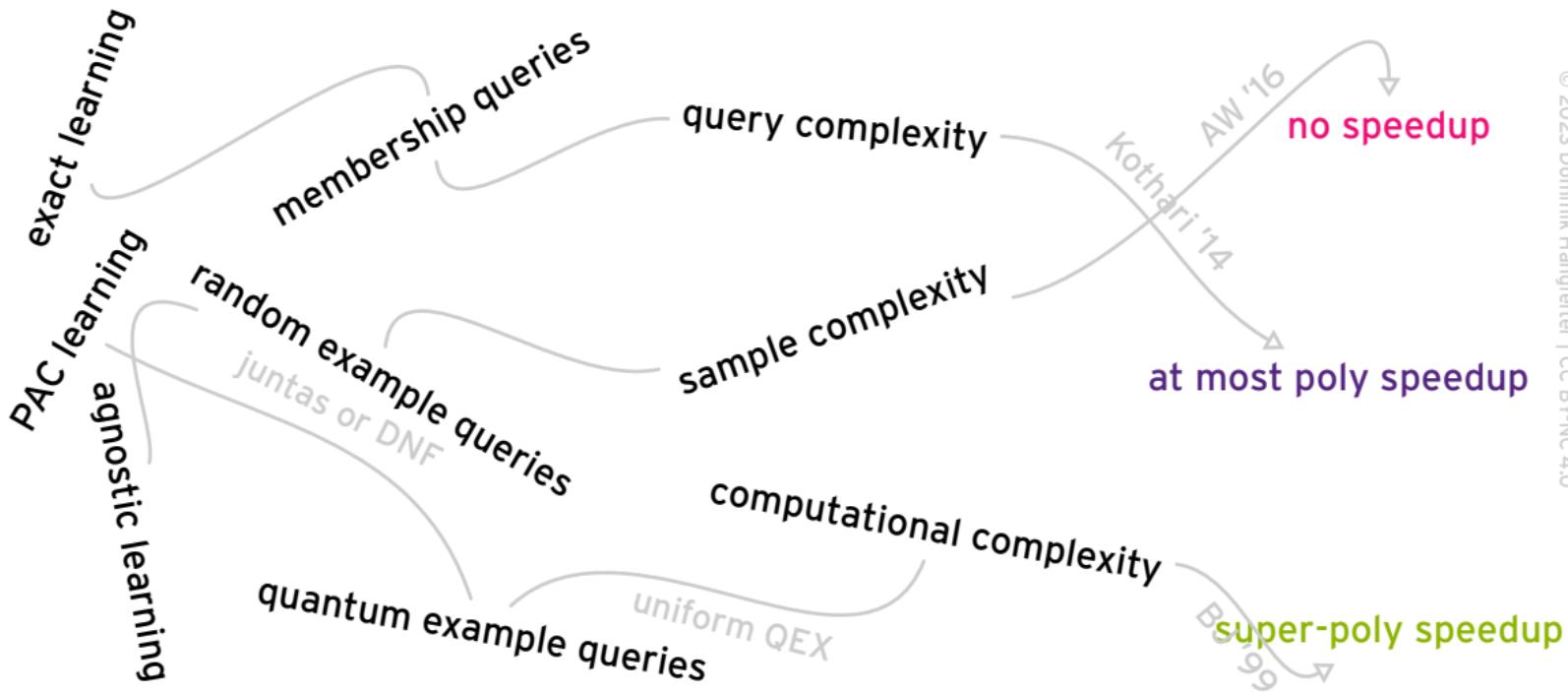
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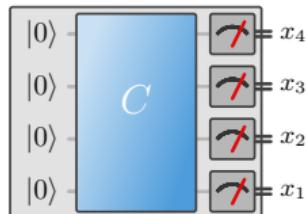
# Learning settings: classical vs. quantum

## Generators



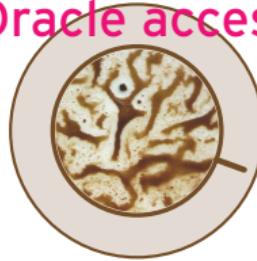
```
function D = CreateD(Distribution, T, Classical)
    % This function creates a distribution D based on a classical
    % probability distribution Distribution and a number of samples T.
    % The output D is a vector of length T containing binary values
    % 0 or 1, representing the outcome of each sample.
    %
    % Input:
    % Distribution: A vector of probabilities for each outcome.
    % T: Number of samples.
    %
    % Output:
    % D: A vector of length T containing binary values 0 or 1.
```

$\text{GEN}_D$



$\text{QGEN}_D$

## Oracle access



$\text{SAMPLE}(D)$

$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)}|x\rangle$$

## Learning algorithm

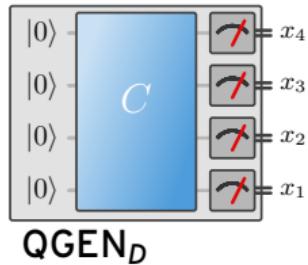


## Learning settings: classical vs. quantum

# Generators



# GEN<sub>D</sub>



## Oracle access



SAMPLE(D)  
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**QSAMPLE(D)**

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## Learning algorithm



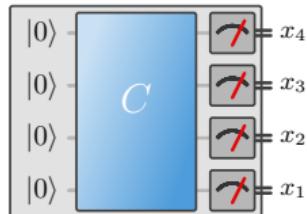
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$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)}|x\rangle$$

## Learning algorithm



# Learning settings: classical vs. quantum

## Generators



```
#!/usr/bin/python3
# Author: Dominik Hangleiter
# This script generates random numbers from 1 to 6, representing a six-sided die.
# It uses the built-in random module and the secrets module for better security.

import random
import secrets

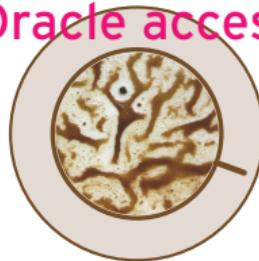
def roll_dice():
    return random.randint(1, 6)

def roll_secrets():
    return secrets.choice([1, 2, 3, 4, 5, 6])

if __name__ == "__main__":
    print("Rolling a six-sided die...")
    print(f"Result: {roll_dice()}")
    print("Rolling a six-sided die using secrets module...")
    print(f"Result: {roll_secrets()}")
```

$\text{GEN}_D$

## Oracle access



## Learning algorithm

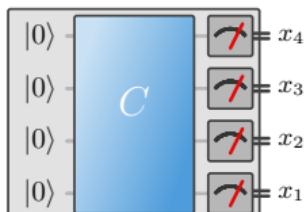


$\text{SAMPLE}(D)$

$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)} |x\rangle$$

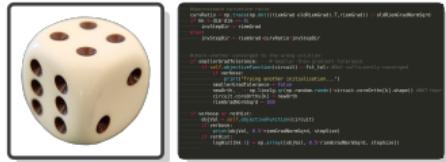


$\text{QGEN}_D$



# Learning settings: classical vs. quantum

## Generators



$\text{GEN}_D$

## Oracle access



## Learning algorithm

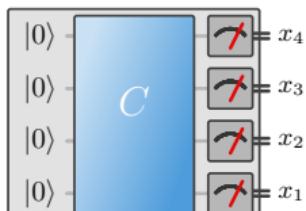
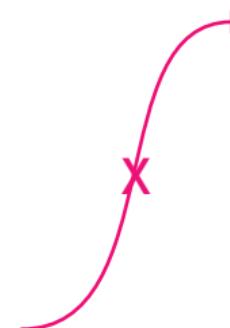


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$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)}|x\rangle$$



$\text{QGEN}_D$



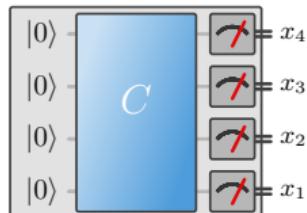
# Learning settings: classical vs. quantum

## Generators



```
#!/usr/bin/python3
# Author: Dominik Hangleiter
# This script generates random numbers from 1 to 6, inclusive.
# It uses the built-in random module to generate a uniform distribution.
# The output is stored in a file named 'output.txt'.
```

$\text{GEN}_D$



$\text{QGEN}_D$

## Oracle access



$\text{SAMPLE}(D)$

$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)}|x\rangle$$

## Learning algorithm



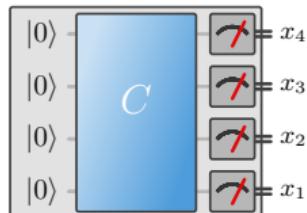
# Learning settings: classical vs. quantum

## Generators



```
#!/usr/bin/python3
# Author: Dominik Hangleiter
# This script generates a distribution D from a uniform distribution U.
# It uses a random number generator (randint) and a list comprehension.
# The distribution D is stored in a list 'D' where each element is a tuple (x, p(x)) representing the outcome x and its probability p(x).
# The distribution is normalized such that the sum of all probabilities is 1.
# The script also prints the distribution D to the console.
```

$\text{GEN}_D$



$\text{QGEN}_D$

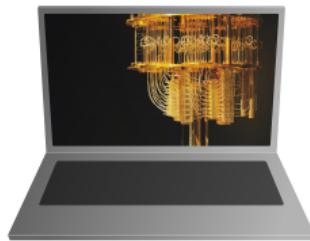
## Oracle access



$\text{SAMPLE}(D)$   
 $x \leftarrow D$

$\text{QSAMPLE}(D)$   
 $\sum_x \sqrt{D(x)}|x\rangle$

## Learning algorithm



Is there a quantum advantage in  
generator learning?

# Generator learning



**Task:** Learn a generator  $\text{GEN}_D$  of a distribution  $D$ .

# A quantum vs. classical separation for distribution learning

Question: Quantum generator-learning advantage?

Is there a class of *efficiently classically generated* discrete distributions which is

- not efficiently classsical PAC generator-learnable, but
- efficiently quantum PAC generator-learnable

w.r.t. the *SAMPLE oracle* and the *KL divergence*?

# A quantum vs. classical separation for distribution learning

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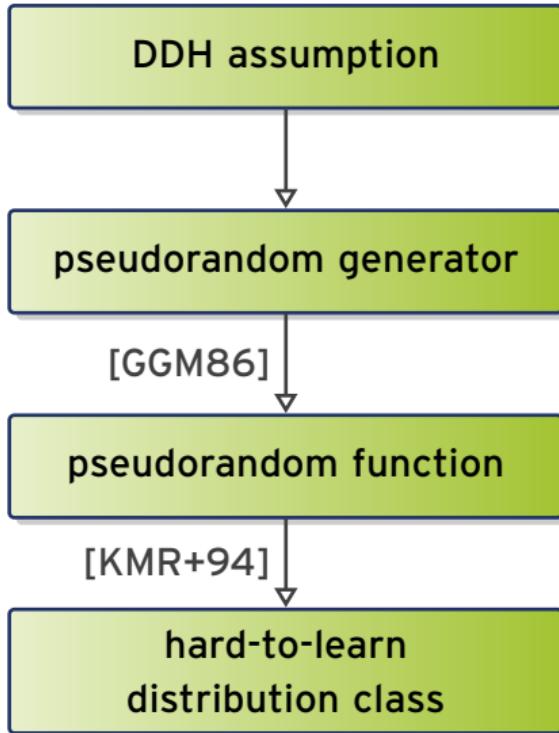
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w.r.t. the *SAMPLE oracle* and the *KL divergence*?

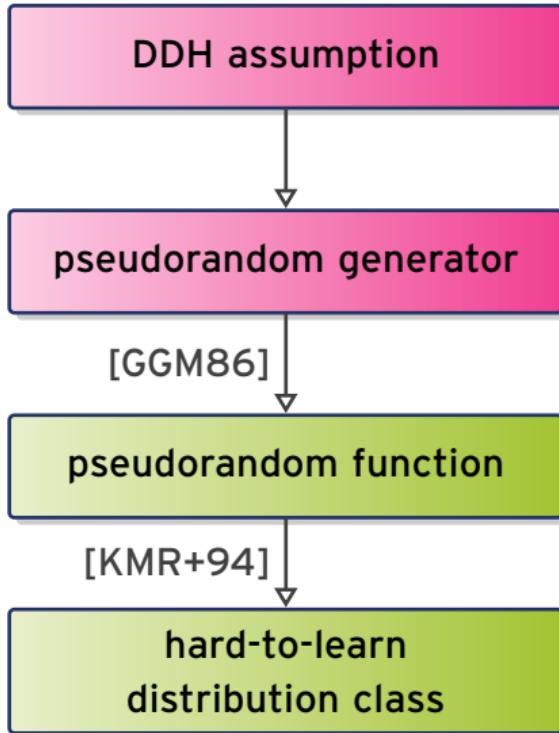
## Theorem: YES !

\*under the decisional Diffie-Hellman assumption for the group family of quadratic residues

# Proof idea: classical hardness and quantum easiness

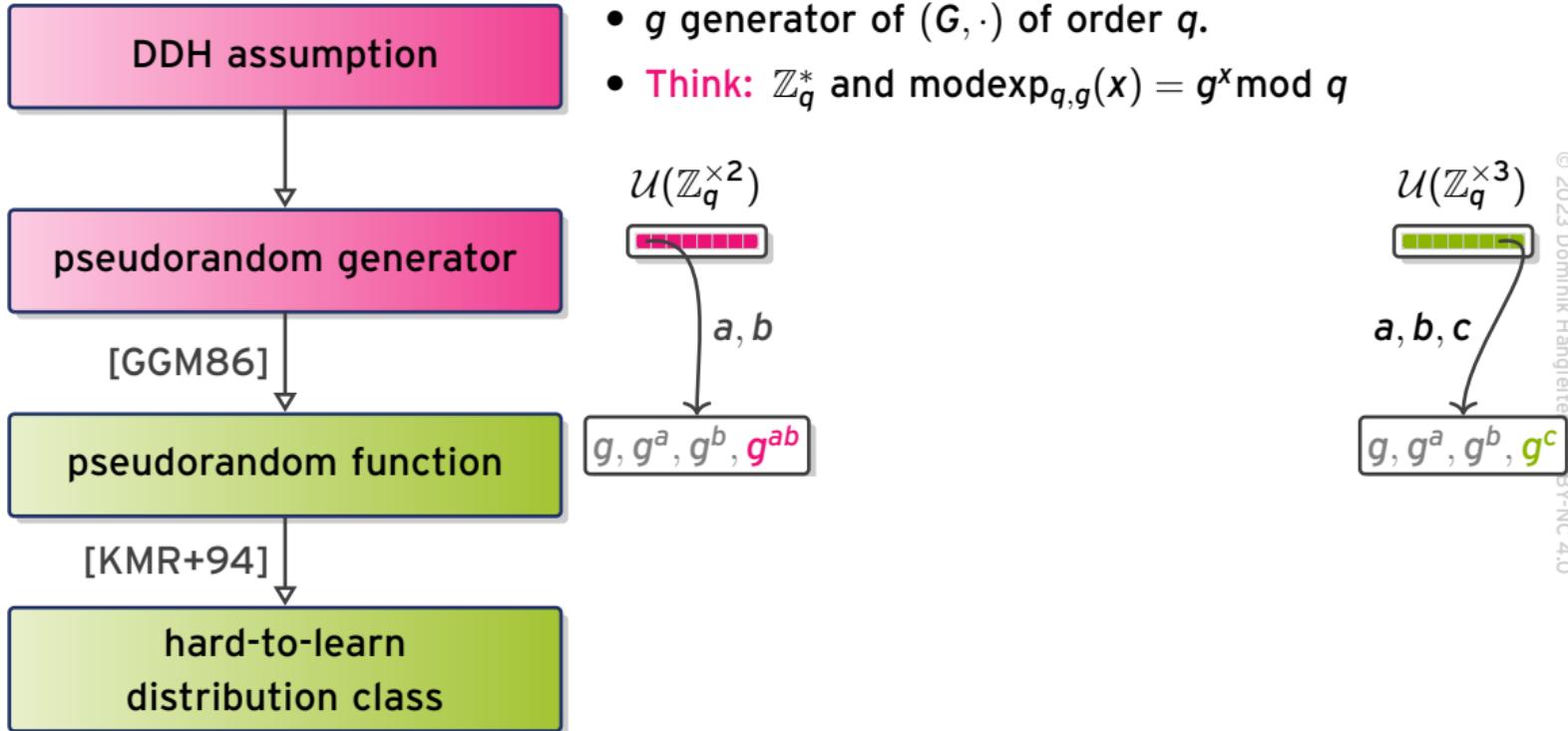


# Proof idea: classical hardness and quantum easiness

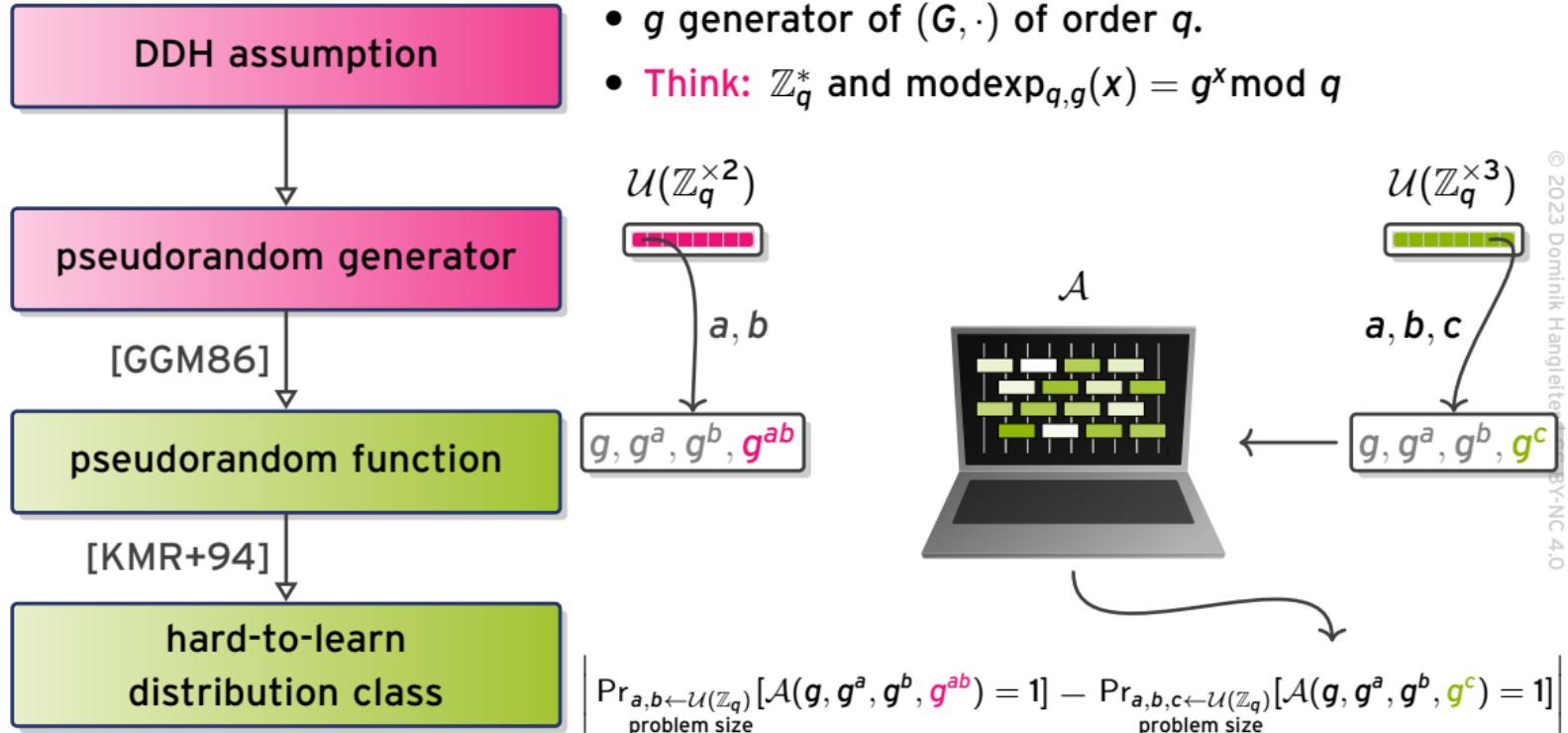


- $g$  generator of  $(G, \cdot)$  of order  $q$ .
- Think:  $\mathbb{Z}_q^*$  and  $\text{modexp}_{q,g}(x) = g^x \bmod q$

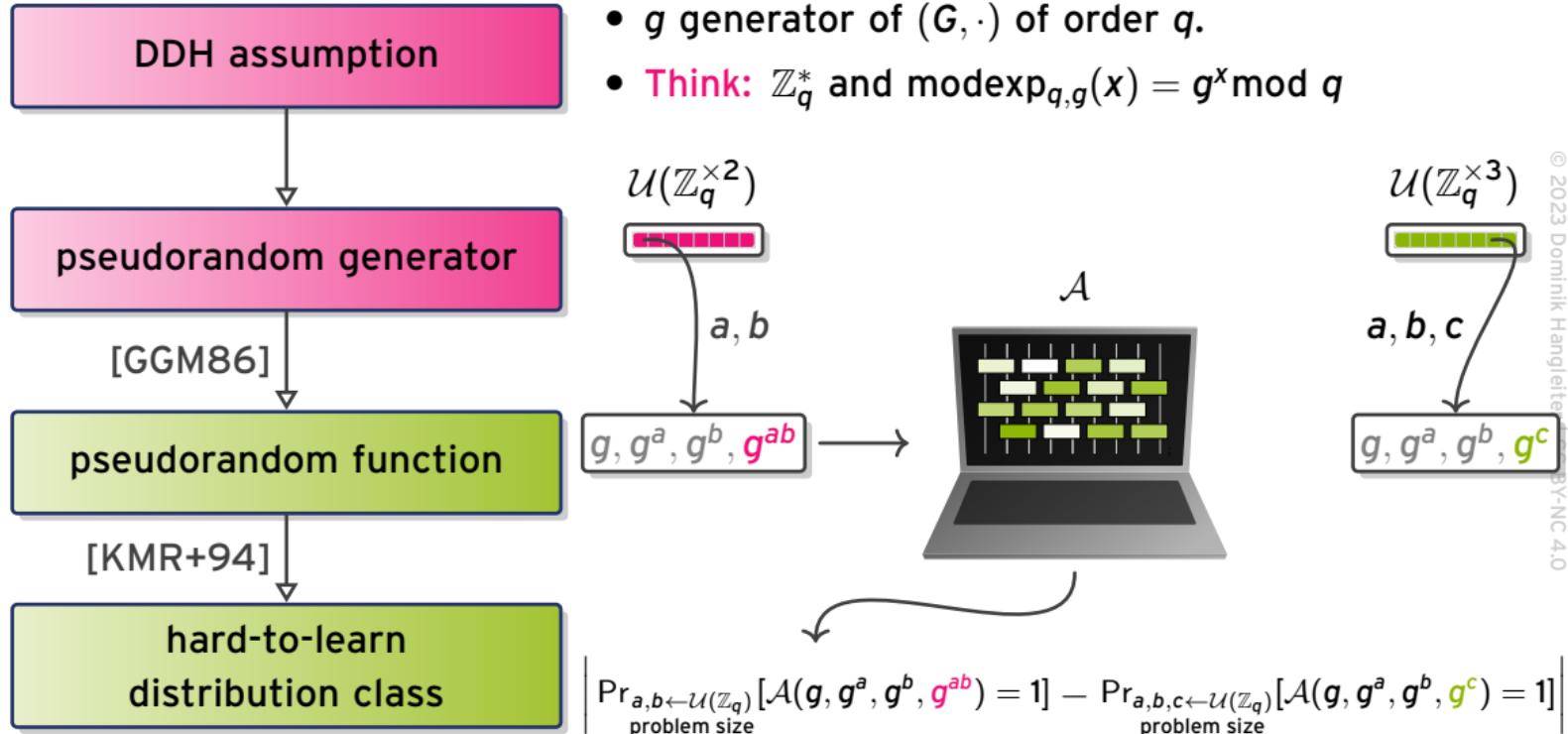
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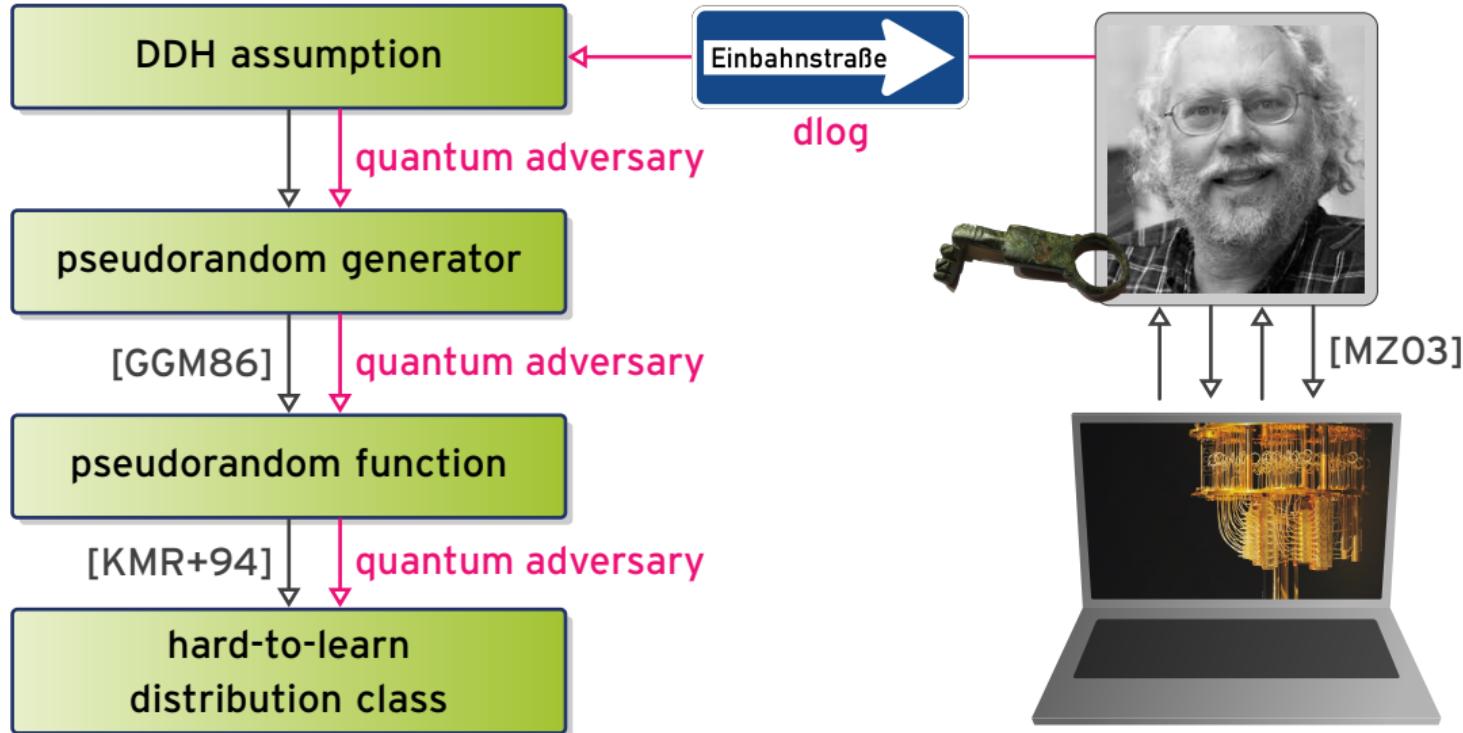
# Proof idea: classical hardness and quantum easiness



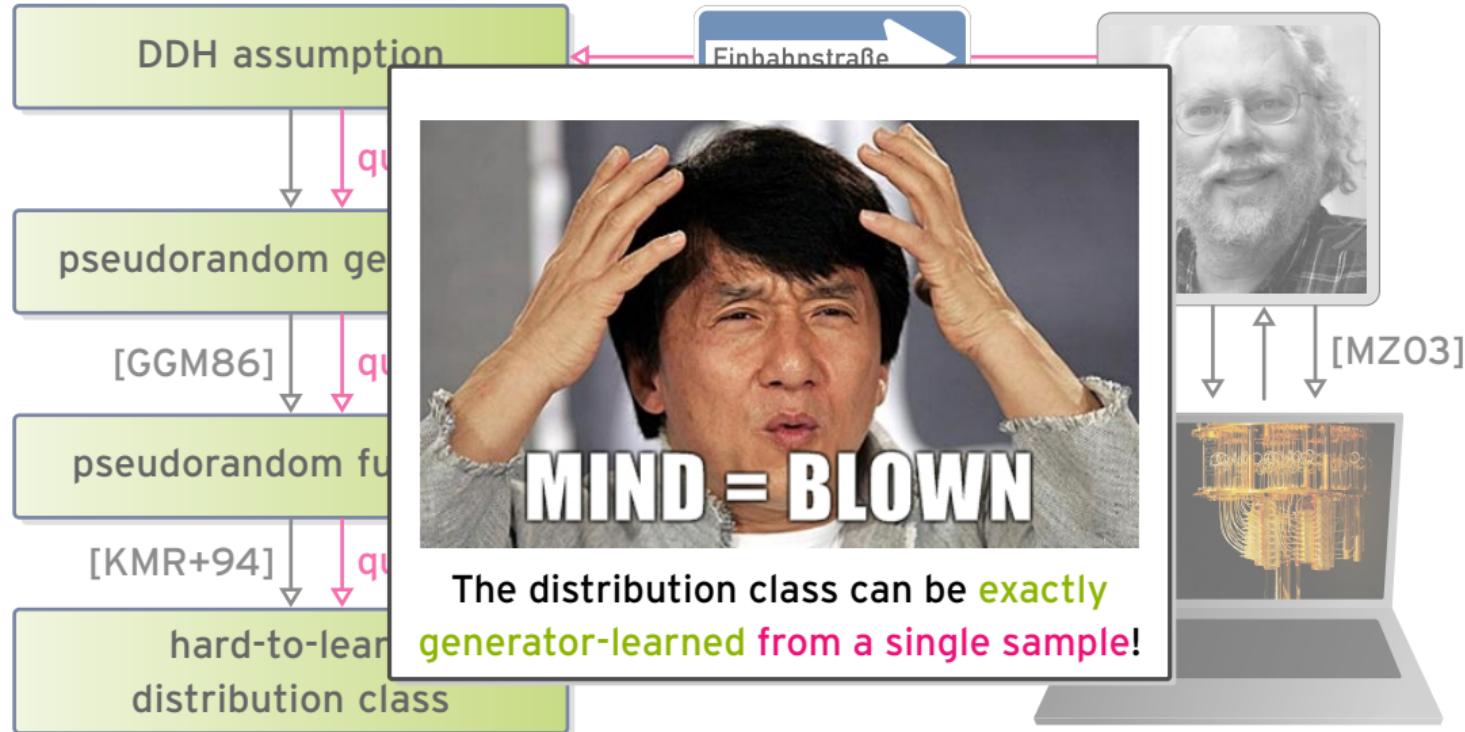
# Proof idea: classical hardness and quantum easiness



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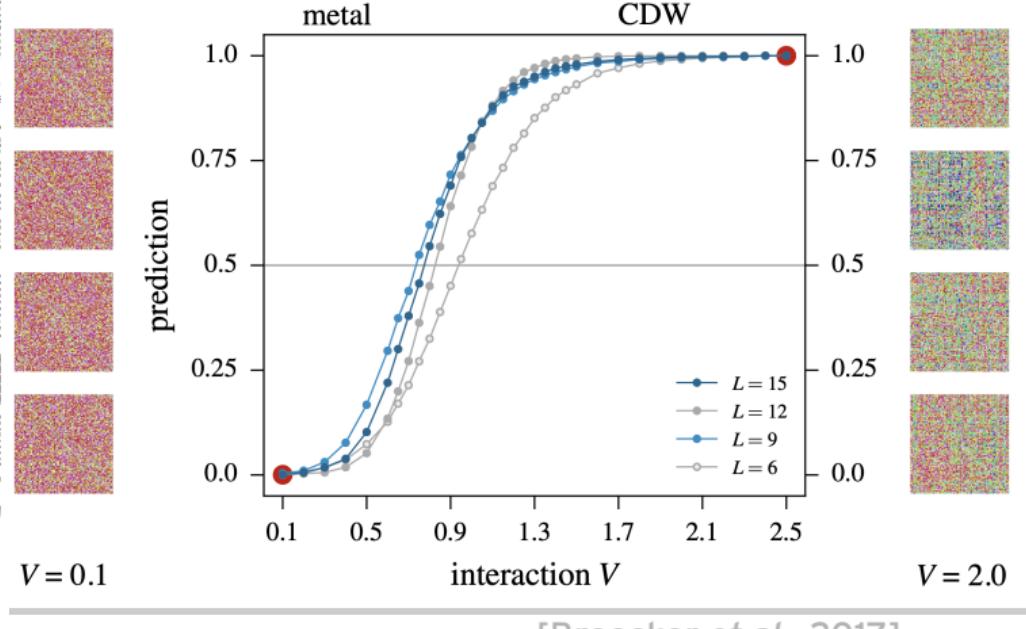
# Proof idea: classical hardness and quantum easiness



# A more generic setting



## Relevant distributions



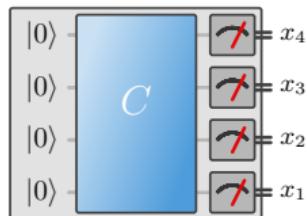
# Learning settings: classical vs. quantum

## Generators



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```

$\text{GEN}_D$



$\text{QGEN}_D$

## Oracle access



$\text{SAMPLE}(D)$

$$x \leftarrow D$$

$\text{QSAMPLE}(D)$

$$\sum_x \sqrt{D(x)}|x\rangle$$

## Learning algorithm

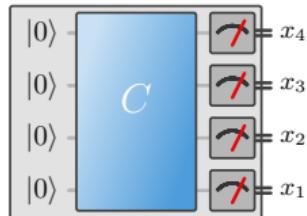


## Learning settings: classical vs. quantum

# Generators



GEN<sub>D</sub>



QGEN<sub>D</sub>

## Oracle access



## SAMPLE(D)

$x \leftarrow D$

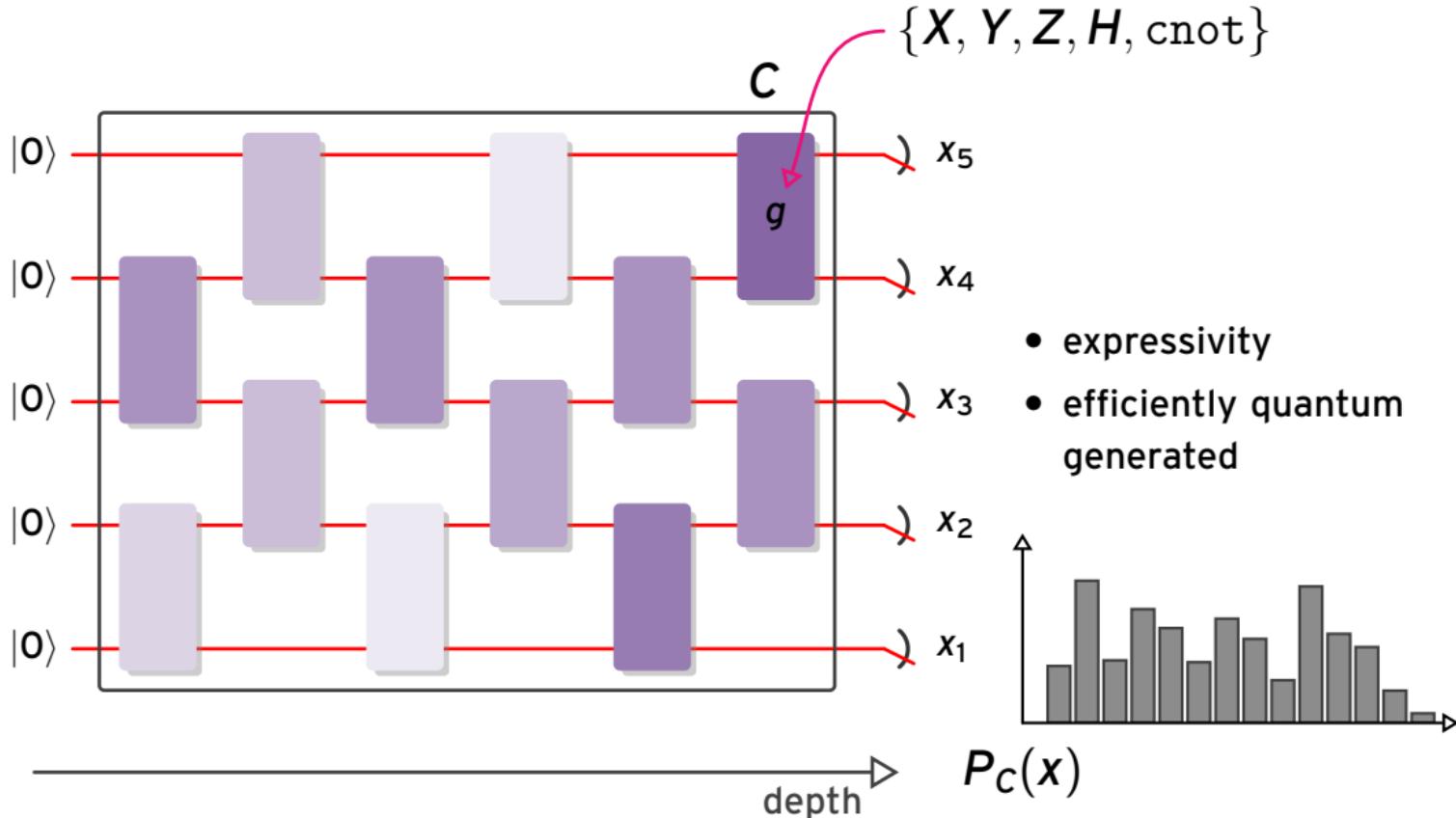
## QSAMPLE(D)

$$\sum_x \sqrt{D(x)} |x\rangle$$

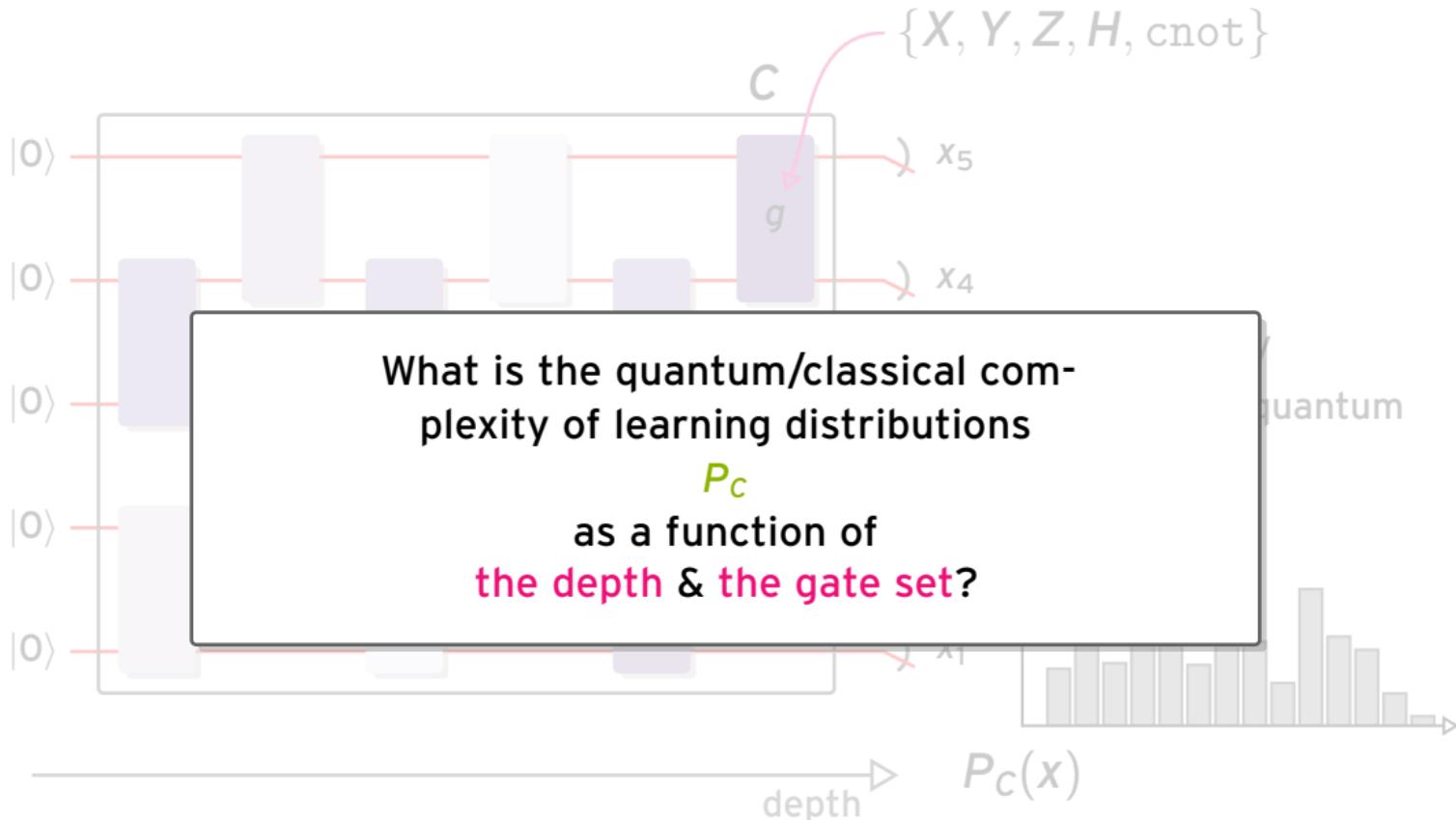
## Learning algorithm



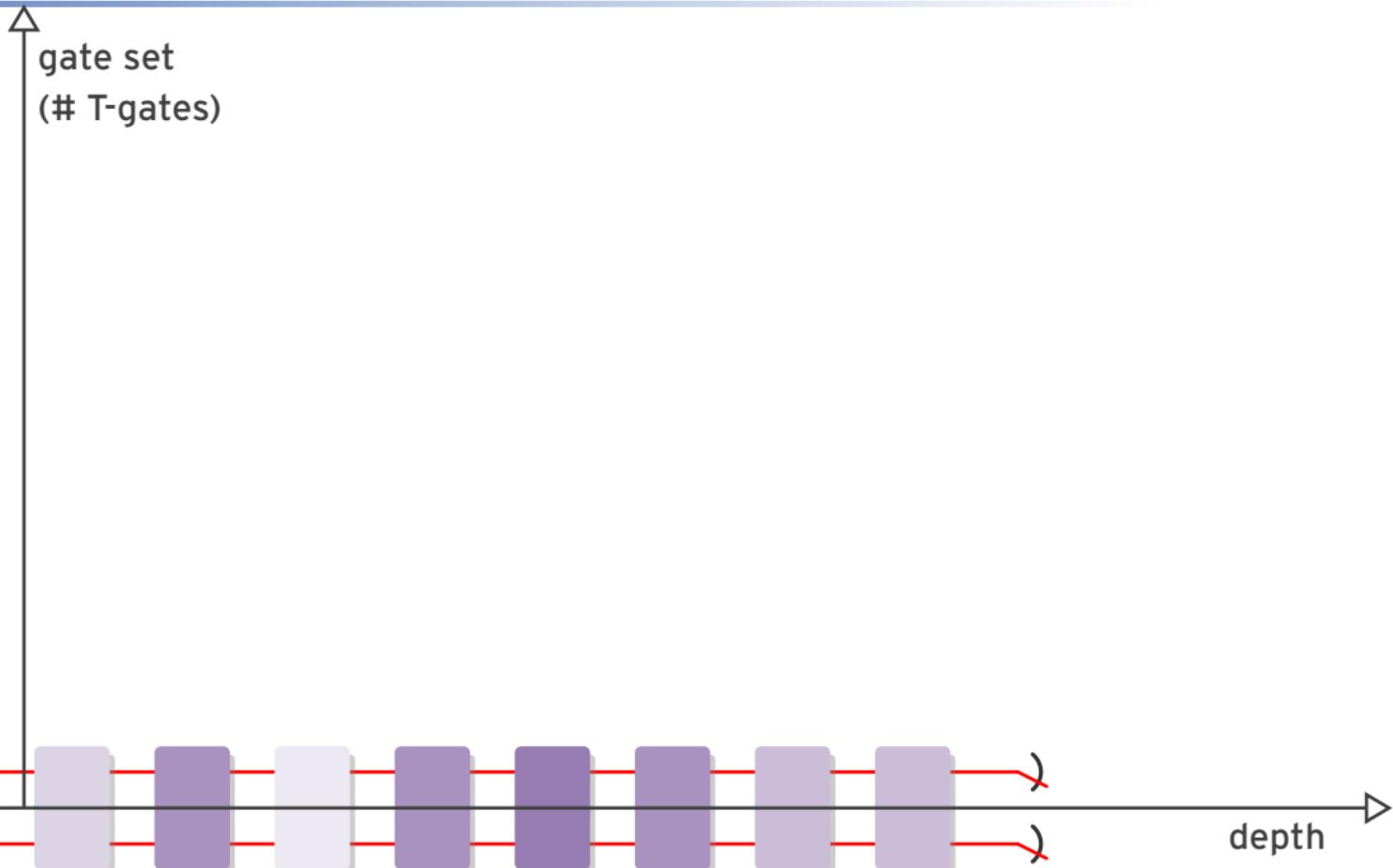
# Output distributions of quantum circuits



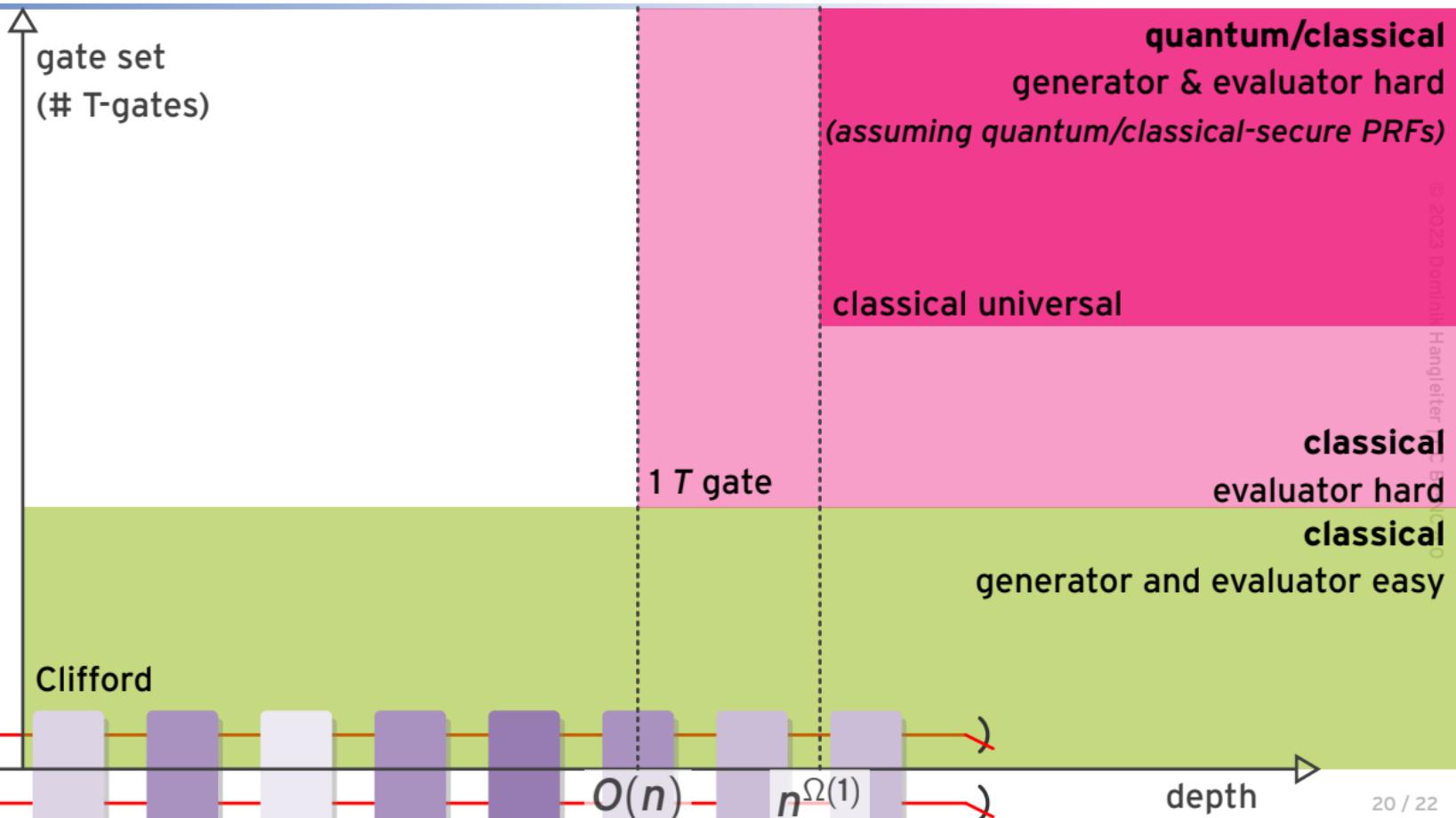
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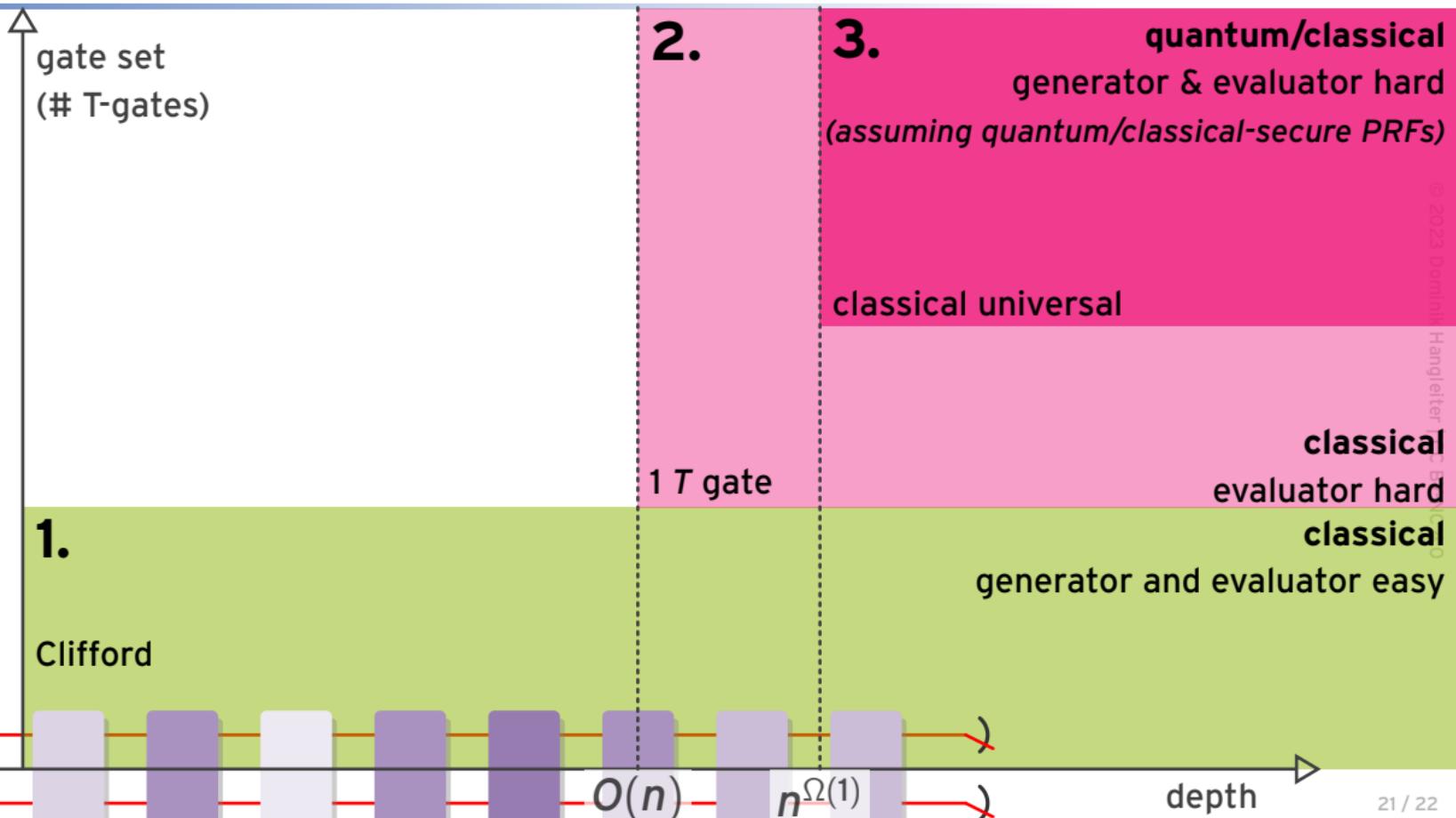
# Our results



# Our results



# Our results: Proof idea



## Our results: Proof idea

gate set  
(# T-gates)

$$\forall \text{Cliffords } C : P_C(x) = \begin{cases} 2^{-n} & \text{if } x = Rb + t, b \in \mathbb{F}_2^m \\ 0 & \text{else} \end{cases}$$

2.

3.

quantum/classical

generator & evaluator hard  
(assuming quantum/classical-secure PRFs)

- Sample  $O(n)$  strings  $x_0, \dots, x_k \leftarrow P_C$
- Find a basis of  $\text{span}(R)$  using Gaussian elimination with  $y_i = x_0 + x_i$ .

1 T gate

1.

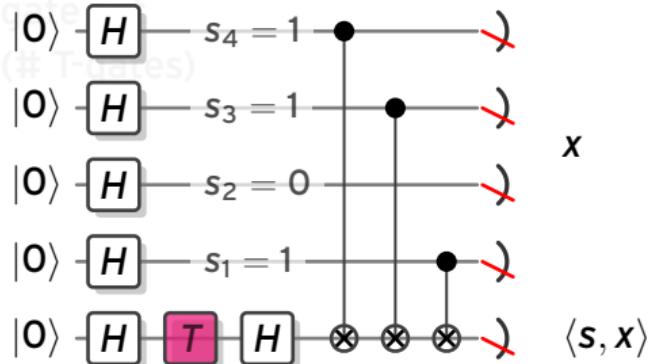
Clifford

classical  
generator and evaluator easy



depth

## Our results: Proof idea



2.

3.

quantum/classical  
generator & evaluator hard  
(assuming quantum/classical-secure PRFs)

classical universal

classical  
evaluator hard

$$P_c(y) = \begin{cases} (1 - \sin^2(\frac{\pi}{8})) / 2^n & \text{if } y = (x, \langle s, x \rangle) \\ \sin^2(\frac{\pi}{8}) / 2^n & \text{if } y = (x, \overline{\langle s, x \rangle}) \end{cases}$$

→ An efficient evaluator would be able to efficiently solve the **learning parity with noise** problem.

## Our results: Proof idea

gate set  
(# T-gates)

2.

3.

quantum/classical  
generator & evaluator hard  
(assuming quantum/classical-secure PRFs)

classical universal

**Theorem 17** [KMRRSS94] Polynomial-size classical circuits are hard to learn with respect to a generator or an evaluator if a pseudorandom function (PRF) exists.

classical  
evaluator hard  
classical  
generator and evaluator easy

→ Quantum circuits can implement classical circuits.

## SUMMARY

- Assessing the power of quantum learning is intricate!

## OUTLOOK

- Learnability of low-depth circuits.
- Learnability of quantum samples.
- Is there an advantage for a relevant problem, e.g., learning mixtures of Gaussians?

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THANK YOU!