

## Quantum Query Complexity

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Course page: <https://yassine-hamoudi.github.io/pcmi2023/>

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### Problem Session 3

The recording and adversary methods

#### Problem 1 (Recording method & Final condition)

Recall the SEARCH problem that asks to find a value  $i$  such that  $x_i = 1$  using queries to a *uniformly random* input  $x \in \{0, \dots, n-1\}^n$ . The progress measure  $\Delta_t$  was defined as the probability that the record contains a solution  $x_i = 1$  after  $t$  queries. The goal of the next questions is to show that the progress must be large for an algorithm to succeed.

**Question 1.** For any integer  $T$ , show that no *randomized* algorithm can succeed (i.e. output  $i$  such that  $x_i = 1$ ) with probability larger than  $\Delta_T + 1/n$  after  $T$  queries. Deduce a lower bound on the randomized query complexity of SEARCH.

Define  $\Pi_{\text{rec}}$  to be the operator that projects onto  $\text{span}\{|x_1, \dots, x_n\rangle \otimes |i, b\rangle : 1 \in \{x_1, \dots, x_n\}\}$  and  $\Pi_{\text{succeed}}$  to be the operator that projects onto  $\text{span}\{|x_1, \dots, x_n\rangle \otimes |i, b\rangle : x_i = 1\}$ . Recall that the quantum progress after  $T$  queries is  $\Delta_T = \|\Pi_{\text{rec}}|\psi_{\text{rec}}^T\rangle\|^2$  and the probability to succeed is  $\|\Pi_{\text{succeed}}|\psi^T\rangle\|^2$ .

**Question 2.1.** Compute the norm  $\|\Pi_{\text{succeed}}(S^{\otimes n}|x_1, \dots, x_n\rangle) \otimes |i, b\rangle\|$  when  $x_i = \emptyset$ ,  $x_i = 1$  and  $x_i \in \{0, \dots, n-1\} \setminus \{1\}$ .

**Question 2.2.** Using the relation  $|\psi^T\rangle = (S^{\otimes n} \otimes \text{Id})|\psi_{\text{rec}}^T\rangle$ , show that  $\|\Pi_{\text{succeed}}|\psi^T\rangle\| \leq \sqrt{\Delta_T} + O(1/\sqrt{n})$ .

**Question 2.3.** Deduce a lower bound on the quantum query complexity of SEARCH.

#### Problem 2 (Recording method & Collision finding)

The COLLISION problem asks to find a pair of values  $i \neq j$  such that  $x_i = x_j$  using queries to a *uniformly random* input  $x \in \{0, \dots, n-1\}^n$ .

**Question 1.** Give a classical algorithm showing that the randomized query complexity of COLLISION is at most  $O(\sqrt{n})$ .

Consider the progress measure  $\Delta_t$  defined as the probability that the record contains a collision after  $t$  queries.

**Question 2.** Use the classical recording method to show that  $\Delta_t = O(t^2/n)$  after  $t$  classical queries. Conclude that the randomized query complexity of COLLISION is at least  $\Omega(\sqrt{n})$ .

**Question 3.** Show that after  $t$  quantum queries, the state  $|\psi_{\text{rec}}^t\rangle$  (defined in the recording query model) is always supported onto basis states  $|x\rangle \otimes |i, b\rangle$  such that  $|\{j : x_j \neq \emptyset\}| \leq t$ .

**Question 4.** Use the quantum recording method to show that  $\Delta_t = O(t^3/n)$  after  $t$  quantum queries, where  $\Delta_t$  is the probability that the record register in  $|\psi_{\text{rec}}^t\rangle$  contains a collision.

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The quantum query complexity of the COLLISION problem was first established<sup>1</sup> using a rather complex polynomial symmetrization method.

### Problem 3 (Combinatorial view on the adversary method)

Given a function  $f : \{0, 1\}^n \rightarrow \{0, 1\}$ , choose two sets  $V_0 \subseteq \{x : f(x) = 0\}$ ,  $V_1 \subseteq \{x : f(x) = 1\}$  and a bipartite graph  $G$  over  $(V_0, V_1)$ . For each  $1 \leq i \leq n$ , define  $G_i$  to be the subgraph of  $G$  obtained by keeping the edges  $(x, y)$  for which  $x_i \neq y_i$ . Let  $m_0, m_1, \ell_0, \ell_1$  be four integers such that each left (resp. right) vertex in  $G$  has degree at least  $m_0$  (resp.  $m_1$ ) and each left (resp. right) vertex in  $G_i$  has degree at most  $\ell_0$  (resp.  $\ell_1$ ) for all  $i$ .

**Question 1.** Let  $E$  (resp.  $E_i$ ) be the set of edges in  $G$  (resp.  $G_i$ ). Show that the deterministic query complexity of  $f$  is at least  $D(f) \geq \frac{|E|}{\max_i |E_i|}$ . Deduce that  $D(f) \geq \max\left\{\frac{m_0}{\ell_0}, \frac{m_1}{\ell_1}\right\}$ .

**Question 2.** Use the quantum adversary method to show that  $Q(f) = \Omega\left(\sqrt{\frac{m_0 m_1}{\ell_0 \ell_1}}\right)$ .

**Question 3.** Consider the  $k$ -THRESHOLD( $x$ ) function that evaluates to 1 if and only the Hamming weight of  $x \in \{0, 1\}^n$  is at least  $|x| \geq k$ . Use the above method to show that  $D(f) = \Omega(\max\{n - k + 1, k\})$  and  $Q(f) = \Omega(\sqrt{(n - k + 1)k})$ .

**Question 4.** Consider the CONNECTIVITY function that takes as input the adjacency matrix  $x \in \{0, 1\}^{\binom{n}{2}}$  of an undirected  $n$ -vertex graph and that outputs 1 if it is connected. Use the above method to show that  $D(\text{CONNECTIVITY}) = \Omega(n^2)$  and  $Q(\text{CONNECTIVITY}) = \Omega(n^{3/2})$ .

*Hint:* You can take  $V_1 = \{x \in \{0, 1\}^{\binom{n}{2}} : x \text{ represents a cycle graph}\}$ .

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<sup>1</sup>“Quantum Lower Bounds for the Collision and the Element Distinctness Problems”. S. Aaronson and Y. Shi. *J. ACM*, 2004.