

# Complexity-Theoretic Foundations of Quantum Supremacy Experiments

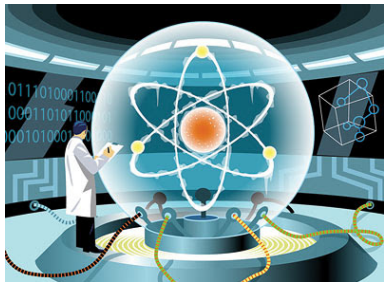
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# Quantum Supremacy



- In this quest, we forget about the applications, only want to find a problem which we can establish a quantum speedup over classical devices as clean as possible.
- The first application of quantum computing:
  - Disprove the QC skeptics!
  - And Extended Church-Turing Thesis.
- An important milestone for QC.

# Decision Problem vs. Sampling Problem

- An ideal way for showing quantum supremacy and convincing the skeptics would be:
  - Implement Shor's algorithm [Sho97].
  - Break RSA.
  - Everyone believe your quantum computer works.
- The only problem is that it needs too many qubits.
  - 40 and 4000 are both  $O(1)$  in theory, but
  - could require 50 years in the real world.
- Would it be possible to demonstrate quantum supremacy with much less qubits?

# Quantum Supremacy via Sampling Problems

- Probably **YES** with a shift to sampling problem.
- **Sampling problem:**
  - Given an input  $x$ , you are required to take sample from a certain distribution  $\mathcal{D}(x)$  over  $\{0, 1\}^n$ .
- Merits comparing to decision problem:
  - Easier to solve with near-future quantum devices:
    - Do some complicated operations  $\Rightarrow$  get a highly entangled quantum state  $\Rightarrow$  measure it.
    - Naturally induce a sampling problem.
  - Easier to argue are hard for classical computers:
    - $\text{ExactSampBPP} = \text{ExactSampBQP} \Rightarrow \text{PostBQP} = \text{PostBPP} \Rightarrow \text{PP} \subseteq \text{PH} \Rightarrow \text{PH}$  collapses.
- Many works along this line  
[TD04, BJS10, AA13, MFF14, JvN14, FH16, ABKM16].

- While there are many exciting results, there are still some theoretical challenges for us.
- **Verification for sampling problem:**
  - It is not directly verifiable that our algorithm really takes samples from the predicted distributions  $\mathcal{D}(x)$ .
  - We have to consider some statistical tests  $\mathcal{T}$  on the obtained samples  $x_1, x_2, \dots, x_t$ .
  - But then the hardness assumption should imply no classical algorithm can pass  $\mathcal{T}$ .
  - That is, we ought to talk about relational problems.

- While there are many exciting results, there are still some theoretical challenges for us.
- **Supremacy Theorem for Approximate Sampling:**
  - PH does not collapse  $\Rightarrow$  ExactSampBPP  $\neq$  ExactSampBQP.
  - But, real world experiment is **noisy**, hardness for exact version is not convincing enough.
  - Previous results on quantum supremacy for approximate sampling relies on some other unproven conjectures
    - Like in Aaronson and Arkhipov [AA13], they need the hardness of Gaussian permanent estimation.
  - Is that necessary? Could there be some simple (relativized) argument for PH does not collapse  $\Rightarrow$  SampBPP  $\neq$  SampBQP?
    - Or is there an oracle for which the above does not hold?
  - An open question raised in [AA13].

# Talk Outline

- Random Quantum Circuit Proposal
  - Heavy Output Generation (HOG)
  - QUATum THreshold assumption (QUATH)
- Non-Relativizing Techniques Will Be Needed for Strong Quantum Supremacy Theorems.
  - There exists an oracle  $\mathcal{O}$ ,  $\text{SampBPP}^{\mathcal{O}} = \text{SampBQP}^{\mathcal{O}}$  and  $\text{PH}^{\mathcal{O}}$  is infinite.
  - no relativized way to show quantum supremacy only base on PH doesn't collapse. (unlike the exact version).
- A glimpse on other results.
  - Space-efficient algorithm for simulating quantum algorithm classically.
  - 1 vs.  $\Omega(n)$  separation for sampling problems in query complexity.
  - Quantum Supremacy relative to oracles in P/poly.



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# Random Quantum Circuit Proposal

High level picture:

- Generate a random quantum circuit  $C$  on  $\sqrt{n} \times \sqrt{n}$  grid.
- Apply  $C$  to  $|0\rangle^{\otimes n}$  for  $t$  times to obtain  $t$  samples  $x_1, x_2, \dots, x_t$ .
- Apply a statistical test on  $x_1, \dots, x_t$ .
  - This step may takes exponential classical time, but would be OK for  $n \approx 40$ .
- Publish  $C$ , to challenge skeptics to pass the same test classically with reasonable amount of time.

# The Heavy Output Generation Problem

More specifically:

## Problem (HOG, or Heavy Output Generation)

*Given as input a random quantum circuit  $C$  (will be specified later), generate output strings  $x_1, \dots, x_k$ , at least a  $2/3$  fraction of which have greater than the median probability in  $C$ 's output distribution.*

- The verification can be done in exponential time classically.
- We want to find a clean assumption that implies HOG is hard.

# The Random Circuit Distribution

We use  $\mu_{\text{grid}}^{n,m}$  to denote the following distribution of random circuit on  $\sqrt{n} \times \sqrt{n}$  with  $m$  gates. (Assuming  $m \gg n$ ).

- A gate can only act on two adjacent qubits.
- For each  $t \leq n$ , we pick the  $t$ -th qubit and a random neighbor of it. (The purpose here is to make sure that there is a gate on every qubit.)
- For each  $t > n$ , we pick a uniform random pair of adjacent qubits in the grid.
- In either case, we set the  $t$ -th gate to be a uniform random 2-qubit gate.

## Some notations: Heavy Output, and $\text{adv}(|u\rangle)$

- For a pure state  $|u\rangle$  on  $n$  qubits, we define  $\text{probList}(|u\rangle)$  to be the list consisting of  $2^n$  numbers,  $|\langle u|x\rangle|^2$  for each  $x \in \{0, 1\}^n$ .
- Given  $N$  real numbers  $a_1, a_2, \dots, a_N$ , we use  $\text{uphalf}(a_1, a_2, \dots, a_N)$  to denote the sum of the largest  $N/2$  numbers among them, and we let

$$\text{adv}(|u\rangle) = \text{uphalf}(\text{probList}(|u\rangle)).$$

- We say that an output  $z \in \{0, 1\}^n$  is *heavy* for a quantum circuit  $C$ , if it is greater than the median of  $\text{probList}(C|0^n)$ .
- We abbreviate  $\text{adv}(C|0^n)$  as  $\text{adv}(C)$ .
- The simple quantum algorithm's output is heavy w.p.  $\text{adv}(C)$ .

# Lower bound on $\text{adv}(C)$

- What we can prove, is that the expectation of  $\text{adv}(C)$  is high.

## Lemma

For  $n \geq 2$  and  $m \geq n$ :

$$\mathbb{E}_{C \leftarrow \mu_{\text{grid}}^{n,m}}[\text{adv}(C)] \geq \frac{5}{8}.$$

- But we conjecture that  $\text{adv}(C)$  is large with an *overwhelming* probability.

## Conjecture

For  $n \geq 2$  and  $m \geq n^2$ , and for all constants  $\varepsilon > 0$ ,

$$\Pr_{C \leftarrow \mu_{\text{grid}}^{n,m}} \left[ \text{adv}(C) < \frac{1 + \ln 2}{2} - \varepsilon \right] < \exp \{-\Omega(n)\}.$$

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## Conjecture

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- Basically, the above inequality holds when  $C$  is replaced by a uniform random unitary on  $n$  qubits.
- So what we conjecture is that a random quantum circuit is pseudo-random in a certain sense.
- We provide some evidence by numeric simulation in the Appendix.
- In the following we will assume this conjecture.

# Easiness for Quantum Algorithm

We are going to argue that HOG problem is a good quantum supremacy experiment.

## Proposition

*There is a quantum algorithm that succeeds at HOG with probability  $1 - \exp\{-\Omega(\min(n, k))\}$ .*

- From the conjecture, w.h.p.,  $\text{adv}(C) > 0.7$ .
- In that case, A random sample from  $C$  is heavy w.p. 0.7.
- Then a Chernoff bound suffices.



# The Quantum Threshold Assumption

## Assumption (QUATH, or the QUANTum THreshold assumption)

*There is no polynomial-time classical algorithm that takes as input a description of a random quantum circuit  $C$ , and that guesses whether  $|\langle 0^n | C | 0^n \rangle|^2$  is greater or less than the median of all  $2^n$  of the  $|\langle 0^n | C | x \rangle|^2$  values, with success probability at least  $\frac{1}{2} + \Omega\left(\frac{1}{2^n}\right)$  over the choice of  $C$ .*

# Hardness for Classical Algorithm : Proof Sketch

## Theorem

*Assuming QUATH, no polynomial-time classical algorithm can solve HOG with probability at least 0.99.*

- Suppose for contradiction that there exists such an algorithm  $A$ , we construct an algorithm to violate QUATH.
- Given a circuit  $C$ .
- Apply a random “xor”-mask  $z$  on  $C$  to get a circuit  $C'$  such that  $\langle 0|C'|z\rangle = \langle 0|C|0\rangle$ .
  - i.e. Hide the amplitude we care about.
- Run  $A$  on  $C'$ , to get a list of outputs  $x_1, x_2, \dots, x_t$ , pick one of them  $x_i$  at uniformly random.
  - We guess it's greater than median, if  $z = x_i$ .
  - Take a uniform random guess otherwise.
- Violates QUATH.

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## Definition (Sampling Problems, SampBPP, and SampBQP)

- A sampling problem  $S$  is a collection of probability distributions  $(\mathcal{D}_x)_{x \in \{0,1\}^*}$ , one for each input string  $x \in \{0,1\}^n$ , where  $\mathcal{D}_x$  is a distribution over  $\{0,1\}^{p(n)}$ , for some fixed polynomial  $p$ .
- Then *SampBPP* is the class of sampling problems  $S = (\mathcal{D}_x)_{x \in \{0,1\}^*}$  for which there exists a probabilistic polynomial-time algorithm  $B$  that, given  $\langle x, 0^{1/\varepsilon} \rangle$  as input, samples from a probability distribution  $\mathcal{C}_x$  such that  $\|\mathcal{C}_x - \mathcal{D}_x\| \leq \varepsilon$ .
- *SampBQP* is defined the same way, except that  $B$  is quantum now.

# Our goal and what we have

- Our goal is to construct an oracle  $\mathcal{O}$  such that:
  - $\text{PH}^{\mathcal{O}}$  is infinite.
  - $\text{SampBPP}^{\mathcal{O}} = \text{SampBQP}^{\mathcal{O}}$ .
  
- What we know is:
  - For a random oracle  $\mathcal{O}$ ,  $\text{PH}^{\mathcal{O}}$  is infinite by Rossman, Servedio and Tan [RST15].
  - For a PSPACE-complete language  $L$ ,  $\text{SampBPP}^L = \text{SampBQP}^L$ .

- Naive idea:
  - Simply let our oracle be a combination of both a PSPACE-complete language and a random oracle.
  - Problem: SampBPP and SampBQP now get access to a random oracle, it can be proved they are not equal in this case.
  
- Trying to fix it, can we somehow hide the random oracle so that:
  - An algorithm in PH has access to it, so PH is still infinite.
  - SampBQP algorithm cannot access it (or with very small probability), so SampBQP and SampBPP are not re-separated.

# Construction

- Given a string  $w \in \{0, 1\}^N$ , we hide it in a random matrix  $\mathcal{M}_w$  of  $\{0, 1\}^{N \times N}$  as follows:
  - If  $w_i = 1$ , a uniform random position of  $i$ -th row is 1, other positions are 0.
  - If  $w_i = 0$ , the entire  $i$ -th row is 0.

- A random oracle  $\mathcal{O}$  can be viewed as a list of functions

$$\{f_n : \{0, 1\}^n \rightarrow \{0, 1\}\}_{n=1}^{\infty}$$

- Or a list of strings

$$\{w_n : \{0, 1\}^{2^n} \rightarrow \{0, 1\}\}_{n=1}^{\infty}$$

- By hiding each  $w_n$  into a random matrix of  $\{0, 1\}^{2^n \times 2^n}$ , we can obtain another oracle  $\mathcal{M}_{\mathcal{O}}$  (actually a distribution on oracles).

- $\mathcal{M}_O$  is just what we want:
  - An algorithm in PH can recover  $w$  from  $\mathcal{M}_w$  (simply by a OR layer), hence PH is still infinite.
  - Meanwhile, since OR is hard for quantum algorithms [BBBV97], use a BBBV-type argument, one can show that essentially a quantum algorithm with oracle accesses to  $\mathcal{M}_O$  can be simulated efficiently by a classical randomized algorithm.
- Need to work out many technical details, but the idea is very clean.



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# Space-efficient algorithm for simulating quantum algorithm classically

- Given a  $n$  qubit and  $m$  gates circuit, how to simulate it classically and efficiently?
- “Schrodinger way”:
  - Store the whole wave-function.
  - $O(m2^n)$  time and  $O(2^n)$  space.
- “Feynman way”:
  - Sum over paths.
  - $O(4^m)$  time and  $O(m + n)$  space.
- We show:
  - “Savitch way”:  $O((2d)^n)$  time and poly space, ( $d$  is the depth).
  - Can be further improved on circuit on grids.
  - Trade-off between space and time:
    - A  $d$  factor in time  $\Leftrightarrow$  a 2 factor in space.

# 1 vs $\Omega(n)$ Separation in query complexity

- Here we consider sampling problems in query complexity.
- The Fourier Sampling problem introduced by Aaronson and Ambainis [AA14], requires only 1 query for a quantum algorithm.
- It is also shown in [AA14] that it requires  $\Omega(N/\log N)$  queries for classical randomized algorithms.
- We improve it by showing that Fourier Sampling requires  $\Omega(N)$  queries in fact.
- Hence, in the world of query complexity, classical and quantum sampling algorithm has the maximum possible separation.

# Quantum Supremacy with respect to oracles in $P/poly$

- We ask: is there an oracle  $\mathcal{O}$  in  $P/poly$ , such that  $BQP^{\mathcal{O}} \neq BPP^{\mathcal{O}}$ ?
- An intermediate case between black-box (oracle separation) and non-black-box arguments (real world, no oracle) by requiring the oracle to “exist in real world”.
- Previous works [Zha12, SG04] imply that the answer is YES when one-way function exist.
- We show that at least some computational assumptions are needed by proving that the answer is NO if  $\text{SampBPP} = \text{SampBQP}$  and  $NP \subseteq BPP$ .

Any Questions?

**Thank you**



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