# Quantum Verification of Matrix Products 

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## Matrix multiplication

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- [Coppersmith \& Winograd, 1987]

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- Best known lower bound is only $\Omega\left(n^{2}\right)$ The actual complexity is open


## Matrix verification

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- [Freivalds, 1979]

Classical algorithm with time $O\left(n^{2}\right)$

1. Pick a random vector $x$
2. Compute $y=C x$ and $y^{\prime}=A(B x)$
3. Compare $y$ with $y^{\prime}$

- Matrix-vector products take time $O\left(n^{2}\right)$
- Constant success probability


## Quantum computing

Computers based on laws of quantum physics

- quantum state is a superposition of classical states

$$
|\psi\rangle=\sum_{x=0}^{2^{n}-1} \alpha_{x}|x\rangle, \quad \text { where } \alpha_{x} \in \mathbb{C} \text { and } \sum_{x}\left|\alpha_{x}\right|^{2}=1
$$

- computational step is defined by

$$
|\psi\rangle \rightarrow U|\psi\rangle
$$

for a unitary (i.e. norm-preserving) operator $U$

- outcome is observed by a measurement the probability of seeing $x$ is $\left|\alpha_{x}\right|^{2}$

$$
\operatorname{Pr}[\Psi=x]=\left|\alpha_{x}\right|^{2}
$$

## Quantum algorithms for matrix verification

- [Grover, 1996] Searching an unsorted database in time $O(\sqrt{n})$
- [Ambainis, Buhrman, Høyer, Karpinski \& Kurur, 2002] Matrix verification in time $O\left(n^{7 / 4}\right)$ using Freivalds's trick with a random vector, and Grover's search


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- [our paper]

Matrix verification in time $O\left(n^{5 / 3}\right)$
using two random vectors and quantum random walks

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- [Szegedy, 2004] generalized his technique to the problem of finding a marked vertex in an undirected graph $G$ in time

$$
O\left(T_{\text {init }}+\frac{1}{\sqrt{\delta \varepsilon}} \cdot\left(T_{\text {test }}+T_{\text {walk }}\right)\right)
$$

- $T_{\text {init }}$ is time of picking a uniform superposition of vertices
- $T_{\text {test }}$ is time of testing whether a vertex is marked
- $T_{\text {walk }}$ is time of walking one step over $G$


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- $\varepsilon$ is the fraction of marked vertices


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- Classical random walks converge in time proportional to

$$
\frac{1}{\delta \varepsilon}
$$

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(b) Walk with $S, T$ by replacing one row and one column.
3. Measure $S, T$, and the submatrices, and verify classically the restricted matrix product.

## Graph used in the algorithm

- Johnson graph $J(n, k)$ has vertices $\binom{[n]}{k} \cup\binom{[n]}{k+1}$ and edges between sets that differ in exactly one item
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- Our algorithm walks on the strong product graph $J(n, k) \times J(n, k)$, which has the same gap


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$Q$ is minimal for $k=n^{2 / 3}$, and then it is $O\left(n^{5 / 3}\right)$

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2. space complexity

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$$

- However, for $w>\sqrt{n}$, the speedup of verification is smaller, and the classical algorithm by [Indyk, 2005] with time $O\left(n^{2}+n w\right)$ takes over.


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- Improved running time and space complexity using two random vectors
- Verification is faster with many wrong entries
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- Can we multiply dense matrices faster than classically?
- Matching lower bound?

