Quantum Verification of Matrix Products

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

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- [Freivalds, 1979] Classical algorithm with time $O(n^2)$
 - 1. Pick a random vector \boldsymbol{x}
 - **2.** Compute y = Cx and y' = A(Bx)
 - 3. Compare y with y'
- Matrix-vector products take time $O(n^2)$
- Constant success probability

Quantum computing

Computers based on laws of quantum physics

• quantum state is a *superposition* of classical states

$$|\psi\rangle = \sum_{x=0}^{2^n-1} \alpha_x |x\rangle, \text{ where } \alpha_x \in \mathbb{C} \text{ and } \sum_x |\alpha_x|^2 = 1$$

computational step is defined by

$$|\psi\rangle \to U|\psi\rangle$$

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

• outcome is observed by a *measurement* the probability of seeing x is $|\alpha_x|^2$

$$\Pr[\Psi = x] = |\alpha_x|^2$$

Quantum algorithms for matrix verification

- [Grover, 1996] Searching an unsorted database in time $O(\sqrt{n})$
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- [our paper]

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

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$$O\left(T_{ ext{init}} + rac{1}{\sqrt{\deltaarepsilon}} \cdot (T_{ ext{test}} + T_{ ext{walk}})
ight) \; ,$$

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

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- $\circ \delta$ is the spectral gap of G
- $\circ \ \varepsilon$ is the fraction of marked vertices

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• Classical random walks converge in time proportional to

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- 3. Measure S, T, and the submatrices, and verify classically the restricted matrix product.

Graph used in the algorithm

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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 $O(n^{5/3})$

The original *running time* is higher than the number of queries due to multiplications of submatrices. To fix it,

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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 $O(n^2 + nw)$ takes over.

Summary and open problems

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- Improved running time and space complexity using two random vectors
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- Can we multiply dense matrices faster than classically?
- Matching lower bound?