

The Multiplicative Quantum Adversary

Robert Špalek



Google

Quantum query complexity

Quantum query complexity

- Given a function $f: \{0, 1\}^n \rightarrow \{0, 1\}^m$

Quantum query complexity

not necessarily
Boolean output

- Given a function $f: \{0, 1\}^n \rightarrow \{0, 1\}^m$

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$$O : |x\rangle_I |i\rangle_Q |w\rangle_W \rightarrow (-1)^{x_i} |x\rangle |i\rangle |w\rangle$$

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 $x \in \{0, 1\}^n$

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workspace register holding
arbitrary algorithm data

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the value of the input
is stored in the phase

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- At the end, it *measures* its workspace, outputs an outcome, and then we measure the input register and verify the outcome

Adversary bounds


lower-bound quantum query complexity

Adversary bounds

lower-bound quantum query complexity

state of computation on
input x at time 0

- computation starts in a fixed state
 $|\varphi_x^0\rangle = |\varphi\rangle$ independent of input x

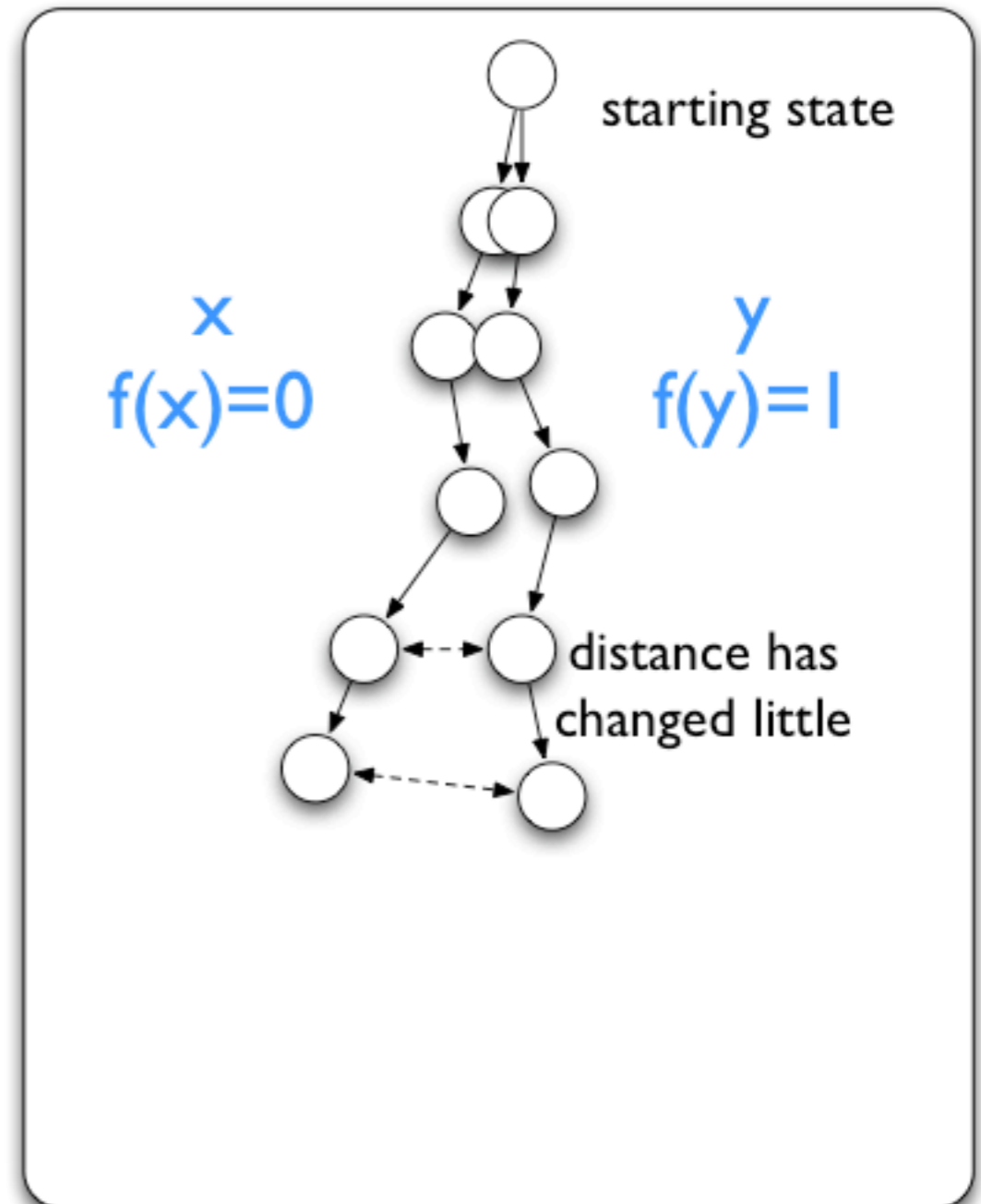
 starting state

Adversary bounds

lower-bound quantum query complexity

Idea:

- computation starts in a fixed state $|\varphi_x^0\rangle = |\varphi_y^0\rangle$ independent of input x
- one query can only change $\langle \varphi_x^t | \varphi_y^t \rangle$ by a small amount, **on the average**

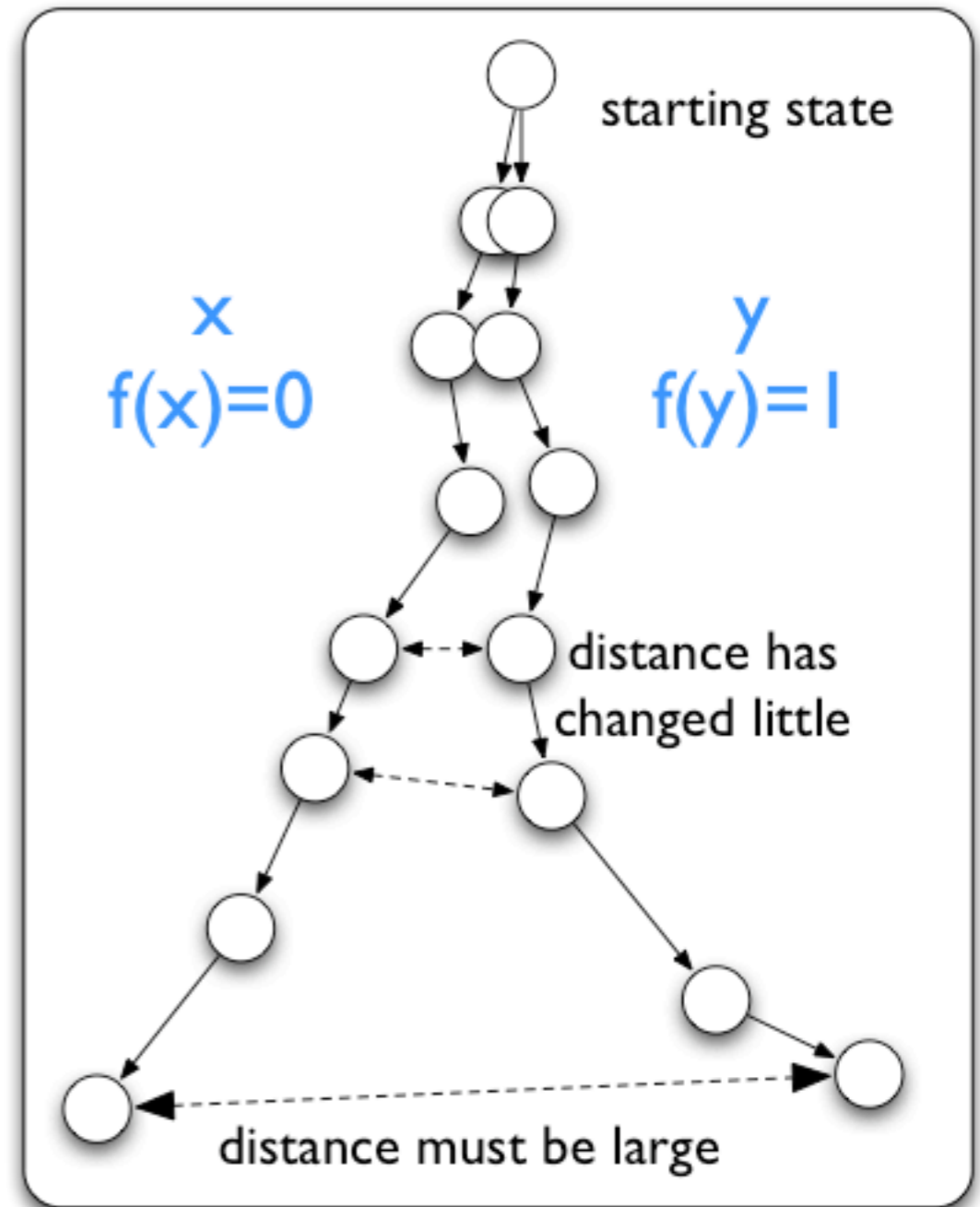


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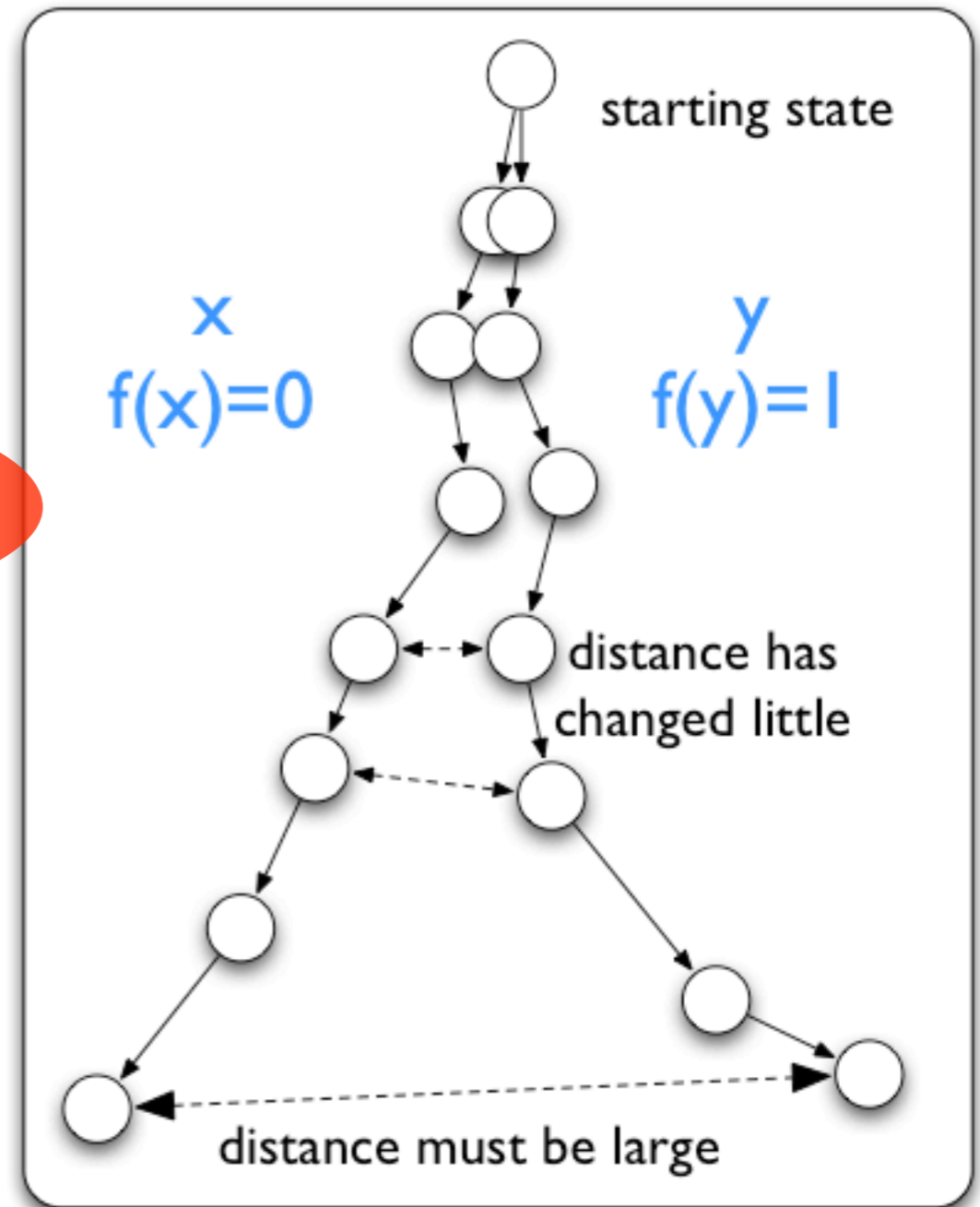
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➔ T must be large



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negative weights



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weighted average of the
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Hermitian and $\Gamma_{x,y} = 0$ when $f(x) \neq f(y)$

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- Run the computation on **additive** adversary
- Upper-bound the **difference** $W^{t+1} - W^t$

therefore we call it
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$$\text{Adv}_\epsilon(f) = \left(\frac{1}{2} - \sqrt{\epsilon(1-\epsilon)} \right) \max_{\Gamma} \frac{\|\Gamma\|}{\max_i \|\Gamma_i\|}$$

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$$\text{Adv}_\epsilon(f) = \left(\frac{1}{2} - \sqrt{\epsilon(1-\epsilon)} \right) \max_{\Gamma} \frac{\|\Gamma\|}{\max_i \|\Gamma_i\|}$$

spectral norm

sub-matrix of Γ with zeroes
when $x_i \neq y_i$

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● Pros:

- universal method:
works for all functions
- often gives optimal bounds (e.g., search, sorting, graph problems)
- Γ, δ are intuitive:
hard distribution on input pairs and inputs
- easy to compute
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we overcome the cons

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- ◆ Cons:
 - ◆ tailored to one specific problem
 - ◆ technical, complicated, non-modular proof without much intuition

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 - ◆ provide additional intuition, modularize the proof, and separate the quantum and combinatorial part
- ◆ However, the underlying combinatorial analysis stays the same and we cannot omit any single detail

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now, guess the name of

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$$\begin{aligned} \text{additive:} & \quad \|\Gamma\| \cdot \min_i \frac{1}{\|\Gamma_i\|} \\ \text{multiplicative:} & \quad \log(\|\Gamma\|) \cdot \min_{i,k} \frac{\lambda_{\min}(\Gamma^k)}{\|\Gamma_i^k\|} \end{aligned}$$

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Γ^k is the k -th block on the diagonal

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$\lambda_{\min}(M)$ is the smallest eigenvalue of M

additive:

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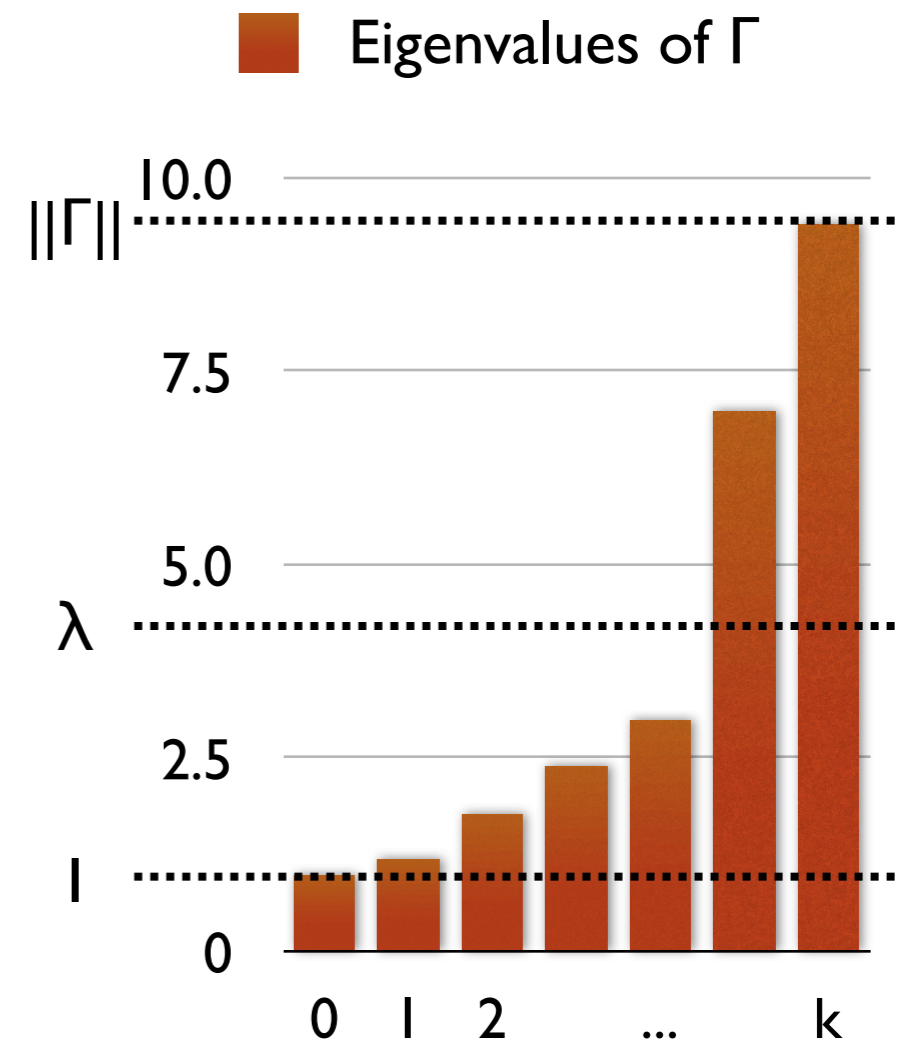
Multiplicative adversary matrix

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- Consider a function $f: \{0, 1\}^n \rightarrow \{0, 1\}^m$, a positive definite matrix Γ with minimal eigenvalue 1, and $1 < \lambda \leq \|\Gamma\|$:

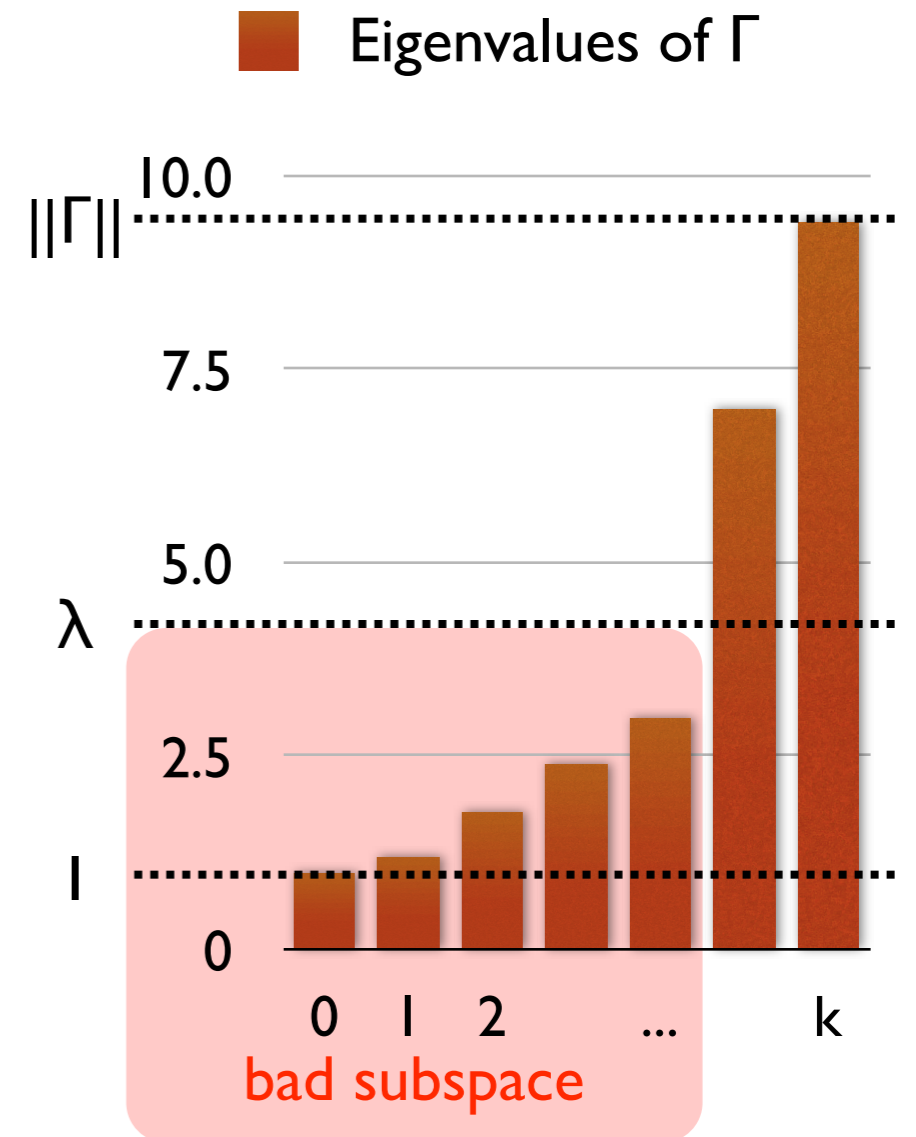
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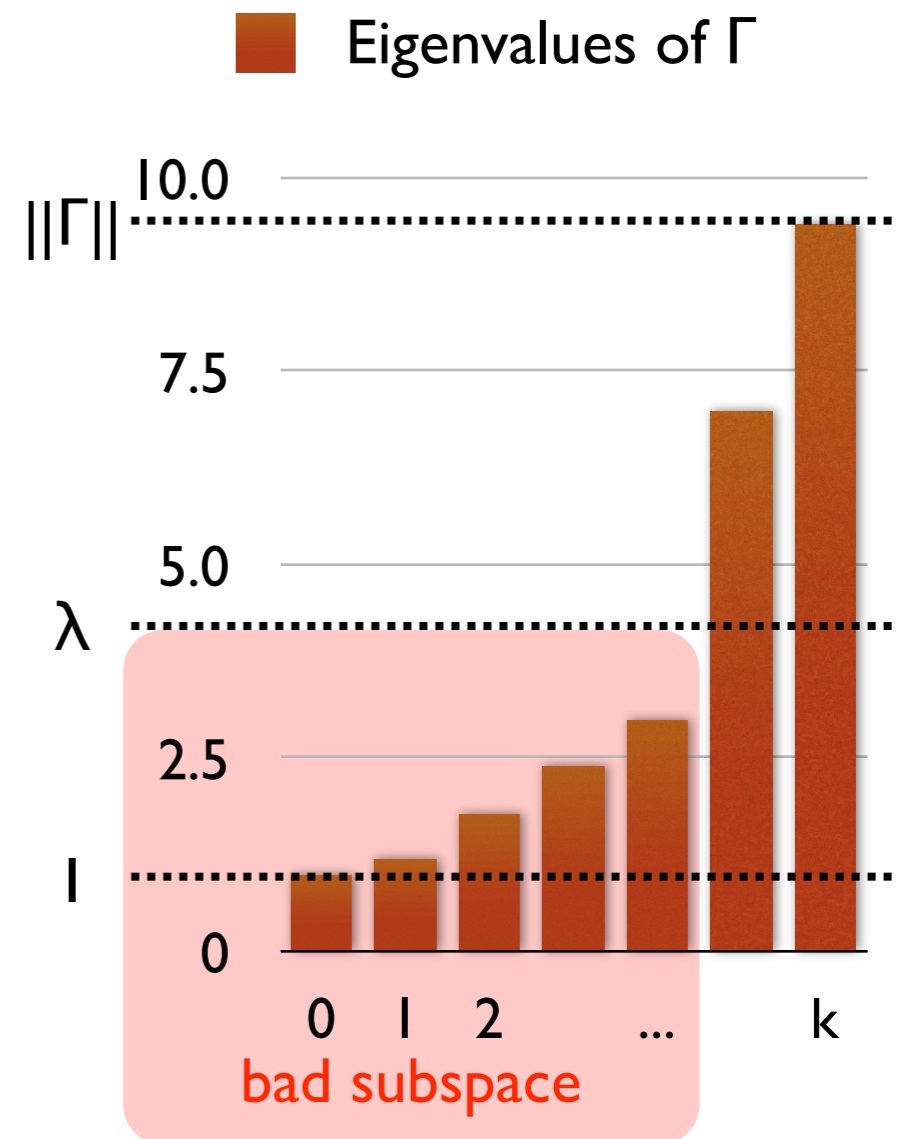
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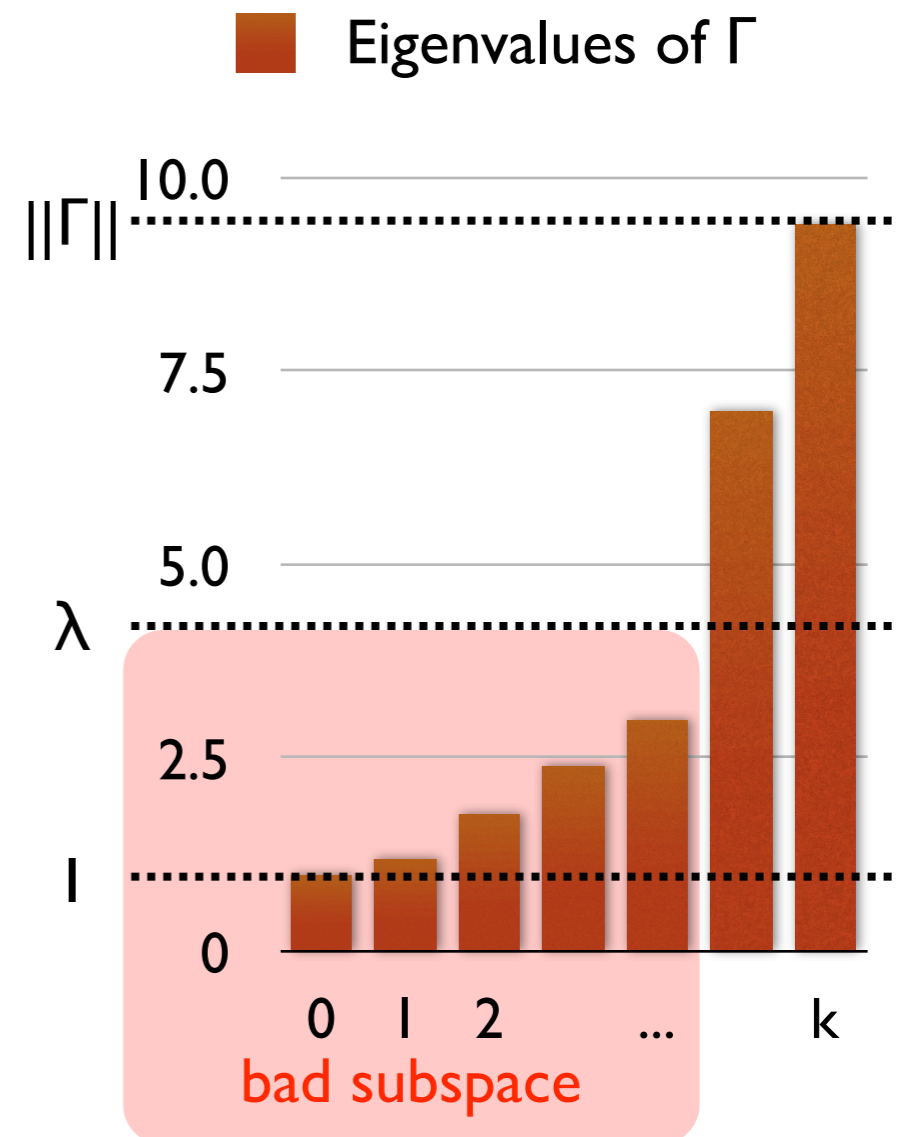
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- F_z is a diagonal projector onto inputs evaluating to z



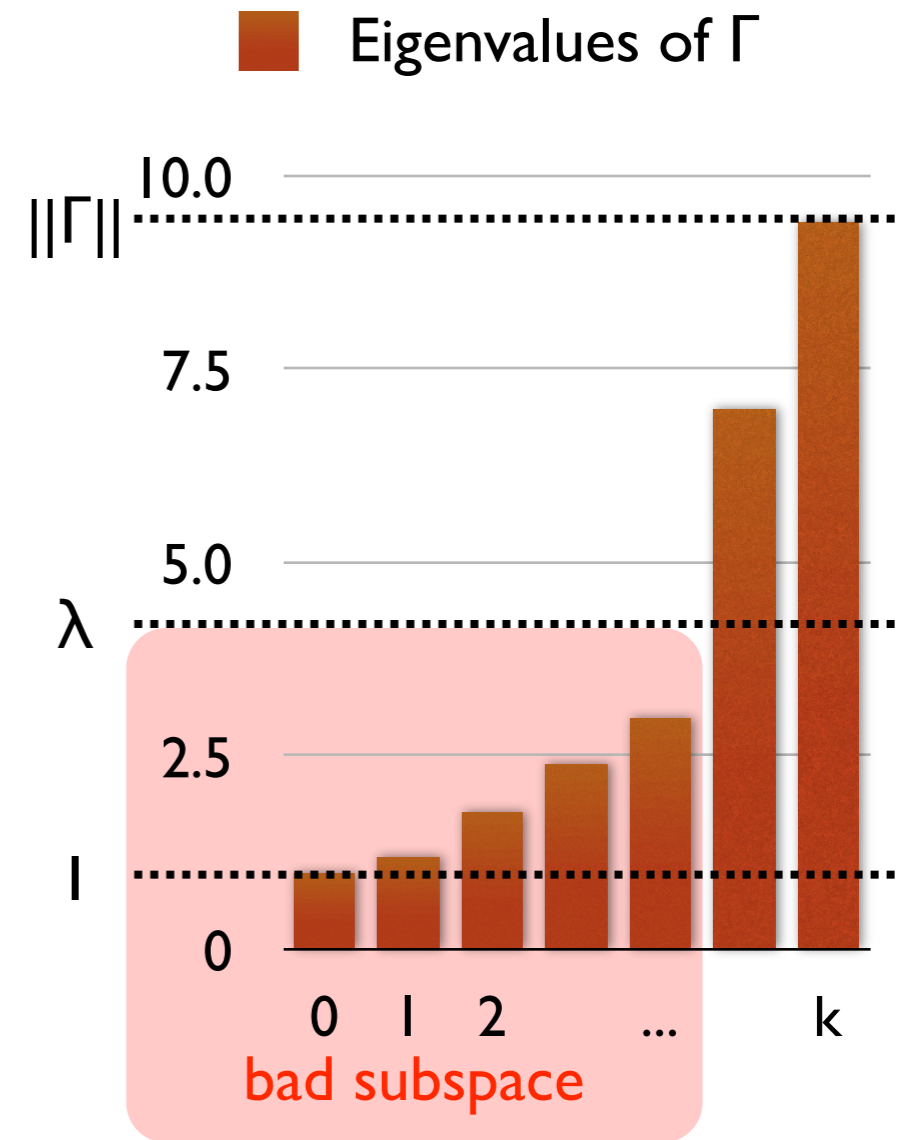
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- F_z is a diagonal projector onto inputs evaluating to z
- (Γ, λ) is a **multiplicative adversary for success probability η** iff

for every $z \in \{0, 1\}^m$, $\|F_z \Pi_{\text{bad}}\| \leq \eta$



Multiplicative adversary matrix

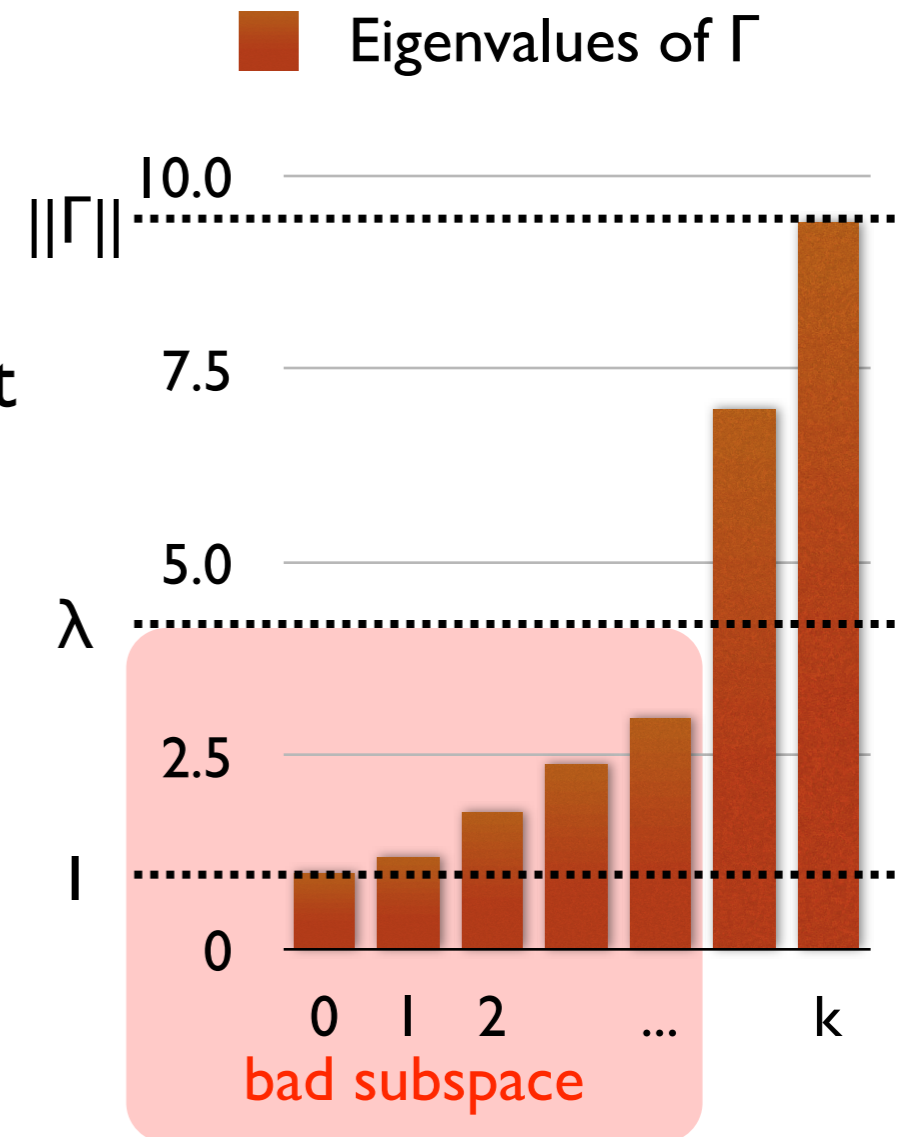


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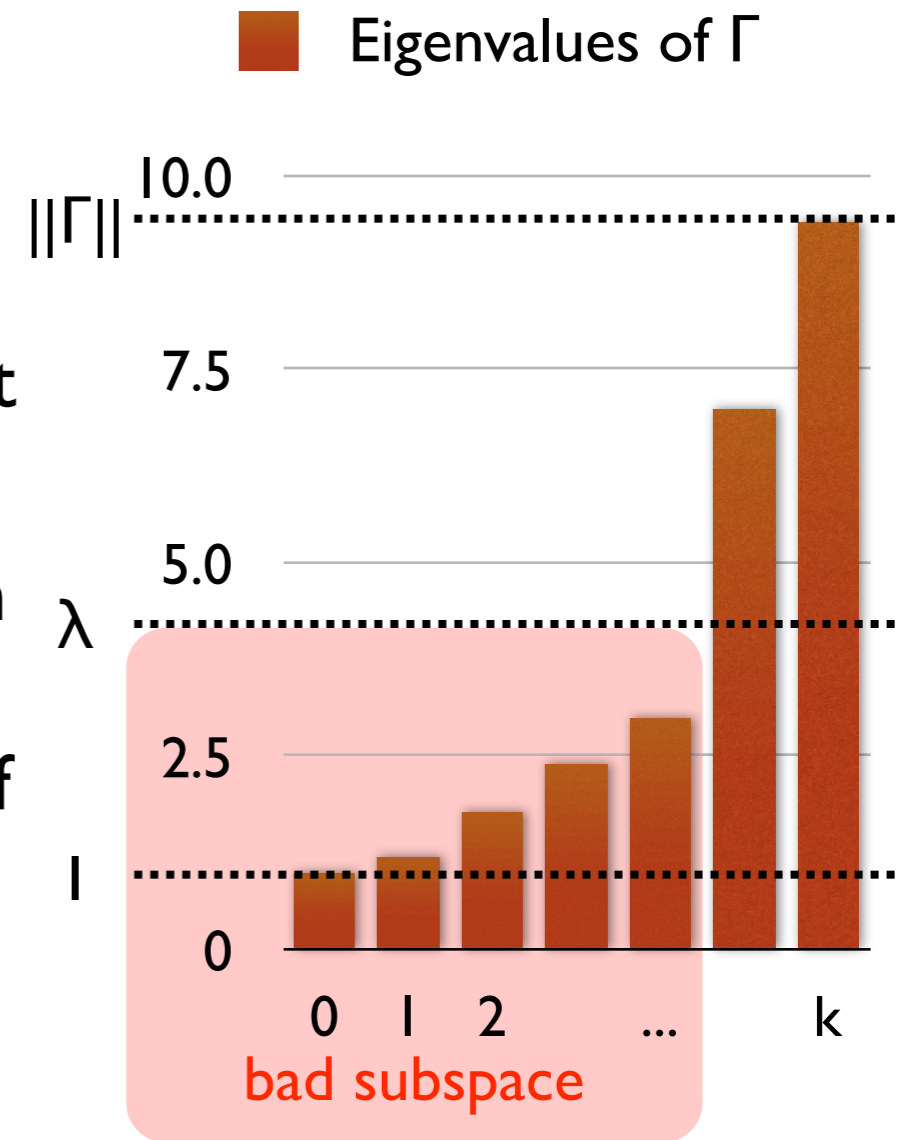
- It says that each vector (= superposition of inputs) from the bad subspace has short projection onto **each** F_z



Multiplicative adversary matrix

for every $z \in \{0,1\}^m$, $\|F_z \Pi_{\text{bad}}\| \leq \eta$

- It says that each vector (= superposition of inputs) from the bad subspace has short projection onto **each** F_z
- If the final state of the input register lies in the bad subspace, then the algorithm has success probability at most η regardless of the outcome it outputs. Typically, η is the trivial success probability of a random choice.



Evolution of the progress function


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- Consider algorithm A running in time T , computing function f with success probability at least $\eta + \zeta$, and multiplicative adversary (Γ, λ)
- We run A on input δ with $\Gamma\delta = \delta$. Then:
 1. $W^0 = 1$
 2. each $W^{t+1}/W^t \leq \max_i \|O_i \Gamma O_i \Gamma^{-1}\|$
 3. $W^T \geq \lambda \zeta^2 / 16$

Evolution of the progress function

- Consider algorithm A running in time T , computing function f with success probability at least $\eta + \zeta$, and multiplicative adversary (Γ, λ)
- We run  input δ with $\Gamma\delta = \delta$. Then:
 1. $W^0 = I$
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- **Proof:**

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- **Proof:**

very simple:

W^t is average of scalar products of $|\varphi_x^t\rangle$

W^{t+1} is average of scalar products of $U_{t+1} O |\varphi_x^t\rangle$

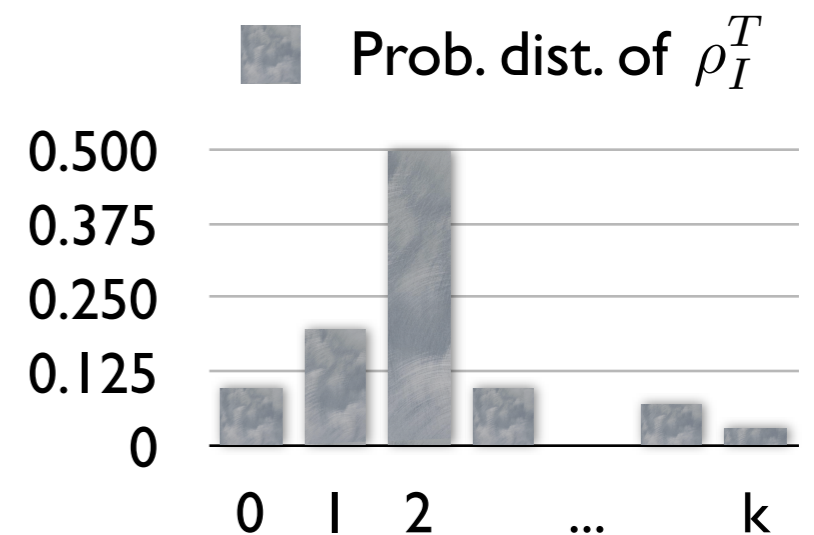
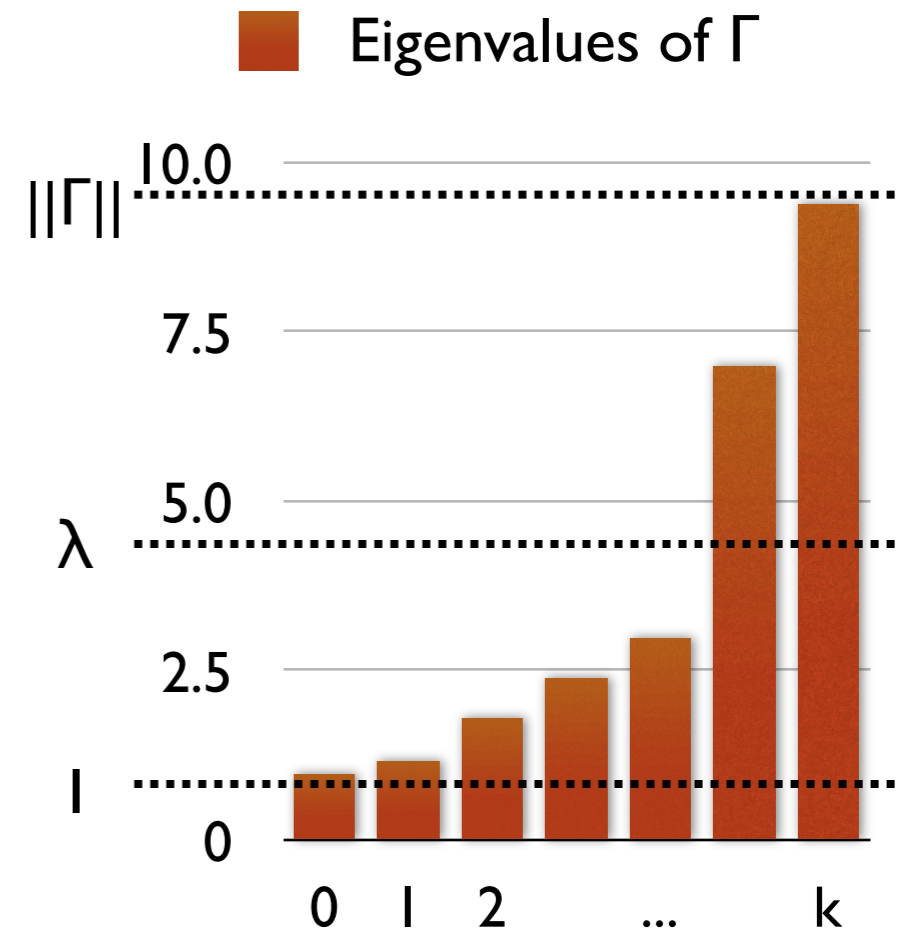
The unitaries cancel and the oracle calls can be absorbed into Γ , forming $O_i \Gamma O_i$, where

$$O_i : |x\rangle \rightarrow (-1)^{x_i} |x\rangle$$

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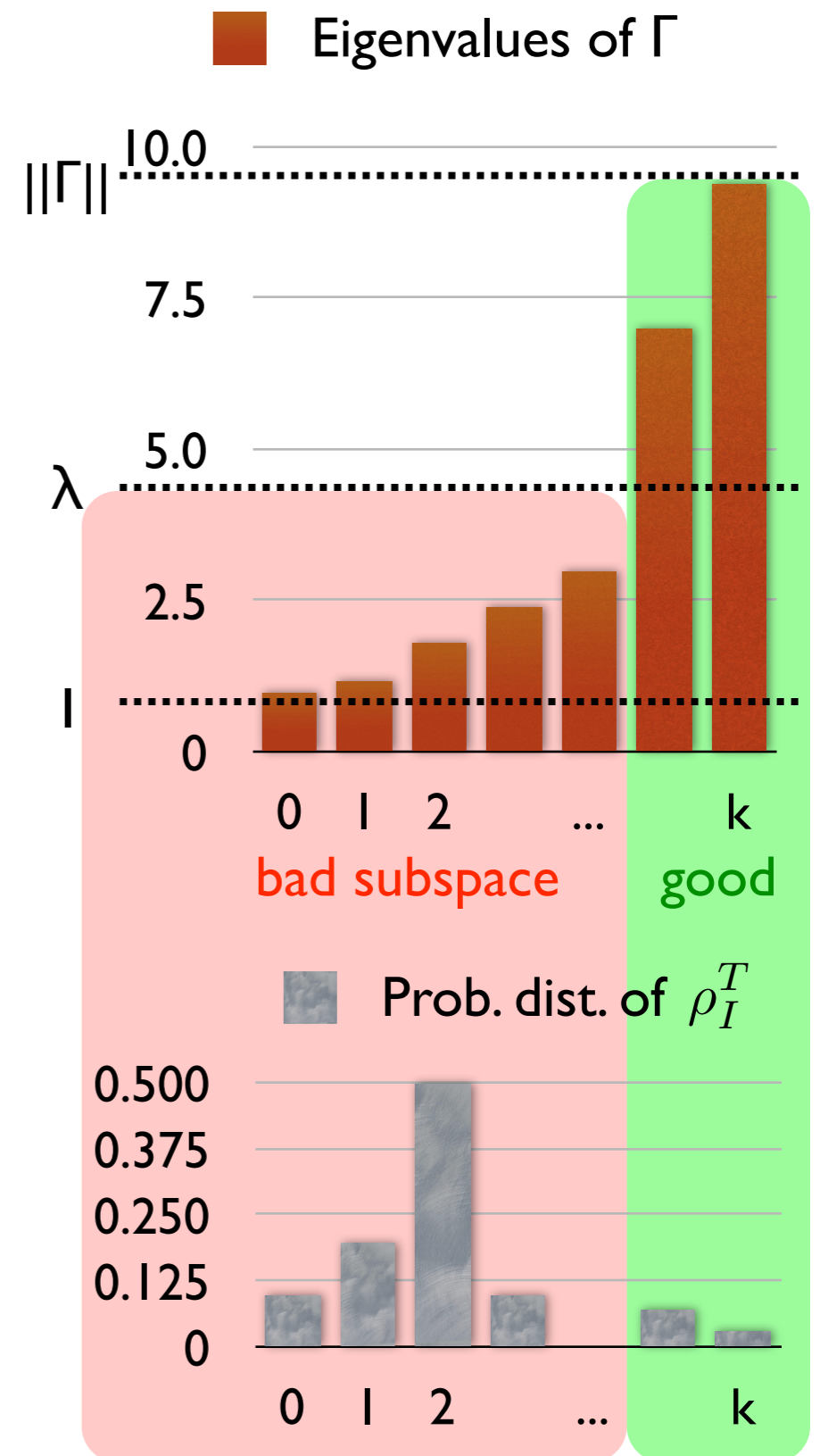
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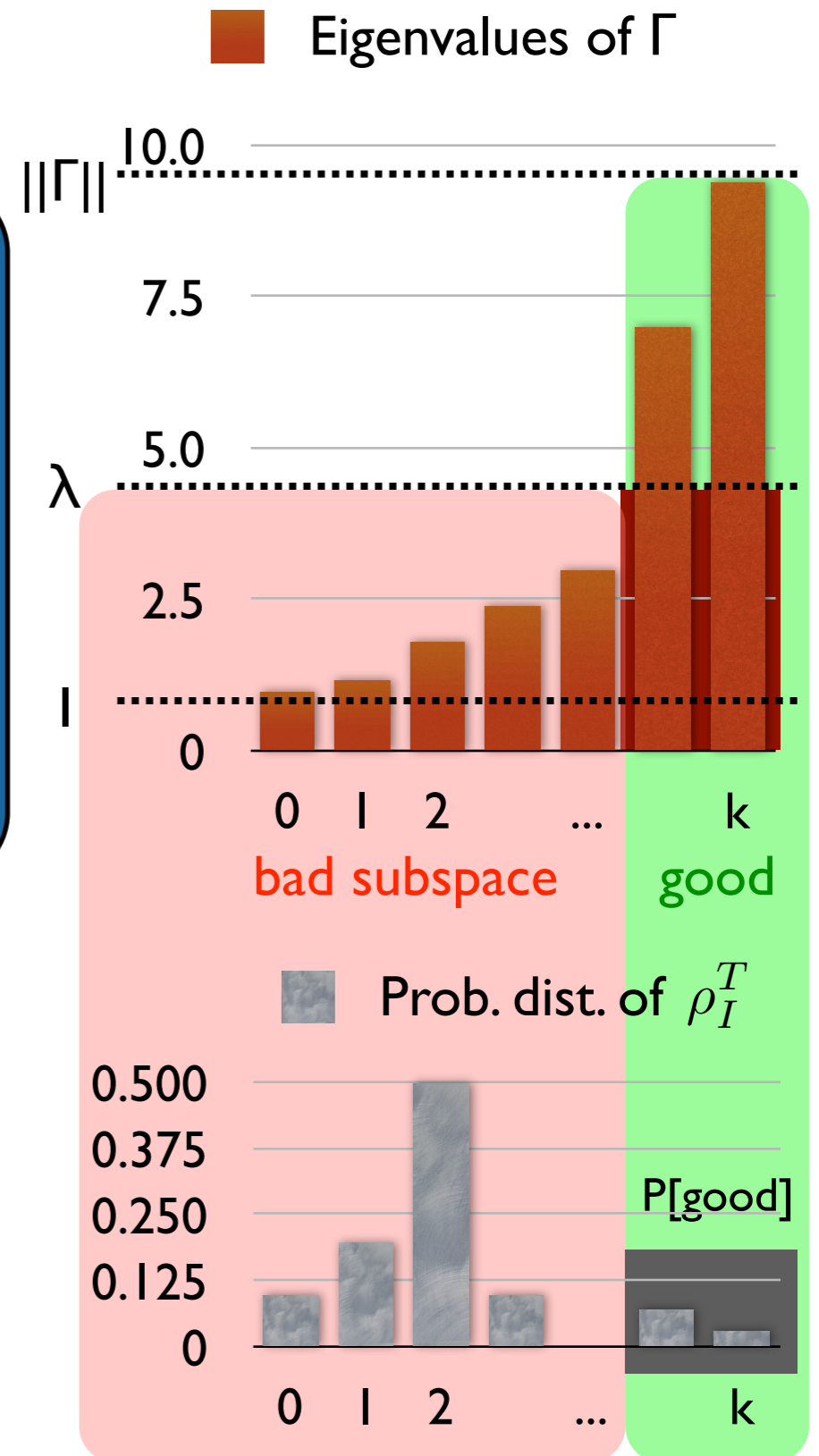
- We run A on input x with $\|x\|_0 = 0$. Then:
 - $W^0 = I$
 - each $W^{t+1}/W^t \leq \max(\lambda, 1) \cdot I$
 - $W^T \geq \lambda \zeta^2 / 16$

Lower-bound area under curve

$$\langle \Gamma, \rho_I^T \rangle \geq \lambda \cdot P[\text{good}]$$

In the bad subspace, the success probability is at most η , in the good subspace it is at most 1 . By **[Bernstein & Vazirani '93]**, A can succeed w.p. at most $\eta + 4\sqrt{P[\text{good}]}$

- Proof:**

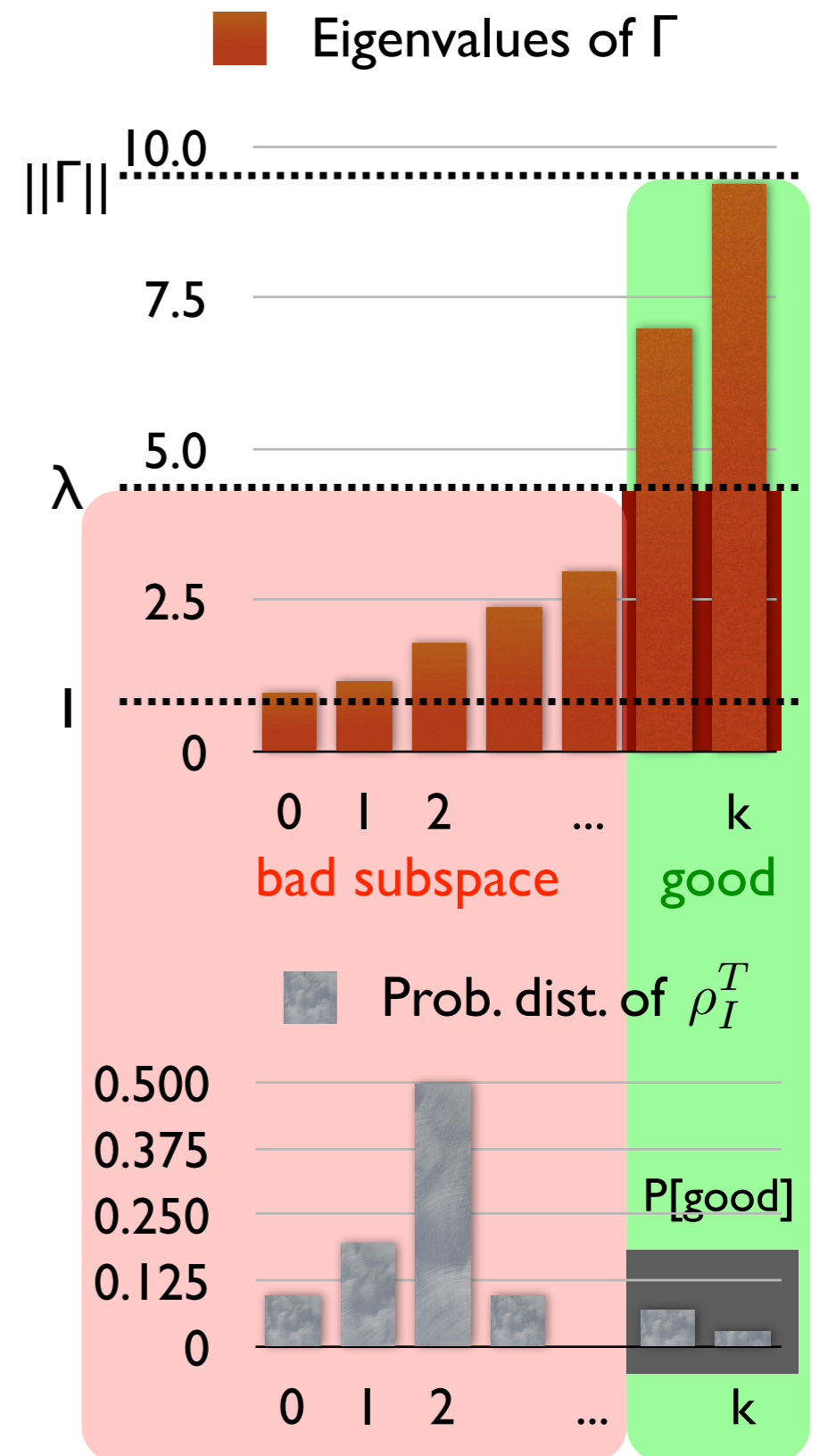


Evolution of the progress function

- Consider algorithm A running in time T, computing function f with success probability at least $\eta + \zeta$, and multiplicative adversary (Γ, λ)
- We run A on input δ with $\Gamma\delta = \delta$. Then:
 1. $W^0 = I$
 2. each $W^{t+1}/W^t \leq \max_i \|O_i \Gamma O_i \Gamma^{-1}\|$
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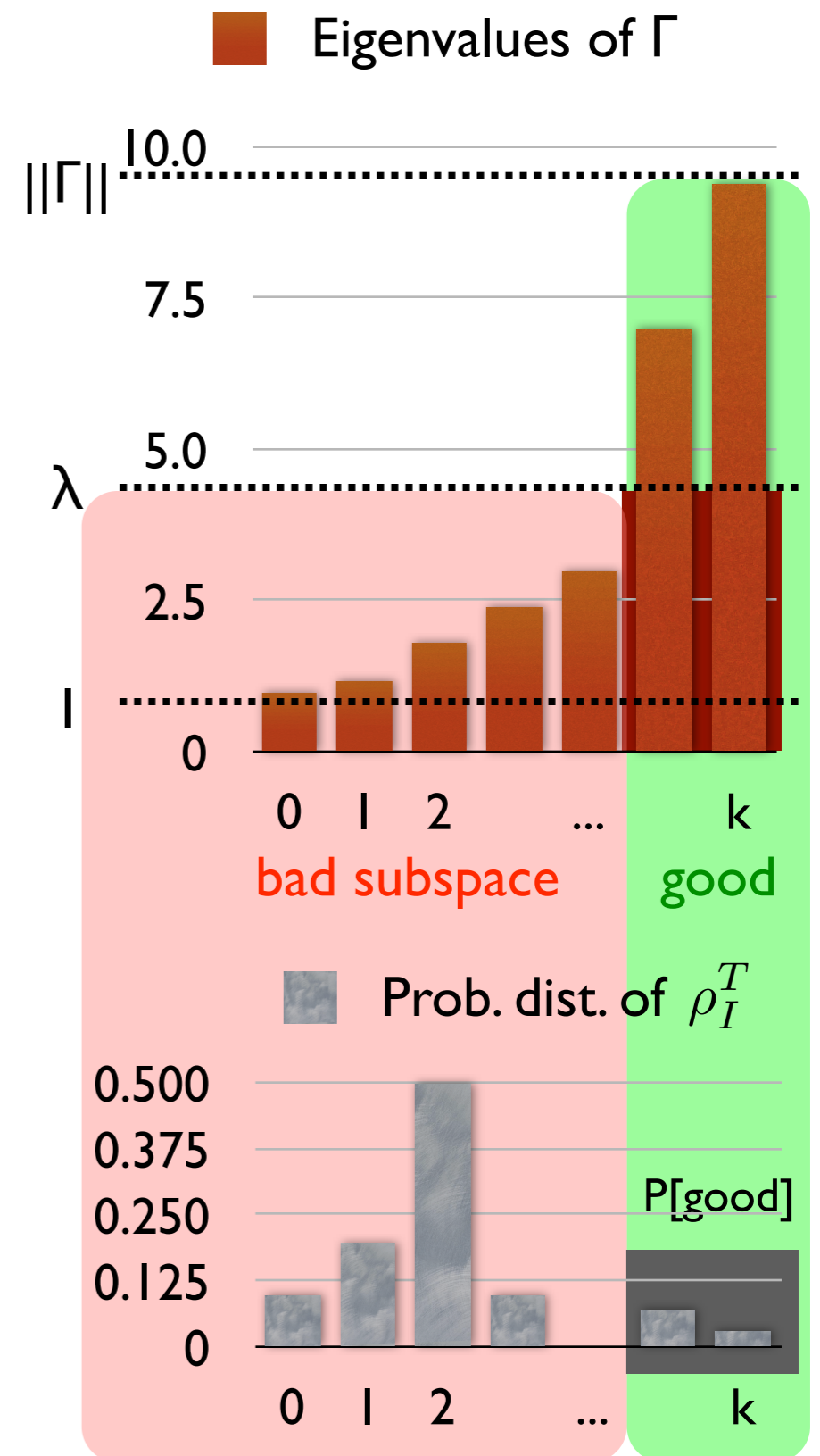
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- **Proof:** **q.e.d.**
- We get lower bound $T \geq MAdv_{\eta, \zeta}(f)$ with

$$MAdv_{\eta, \zeta}(f) = \max_{(\Gamma, \lambda)} \frac{\log(\lambda \zeta^2 / 16)}{\log(\max_i \|O_i \Gamma O_i \Gamma^{-1}\|)}$$



Block-diagonalization of Γ and O_i

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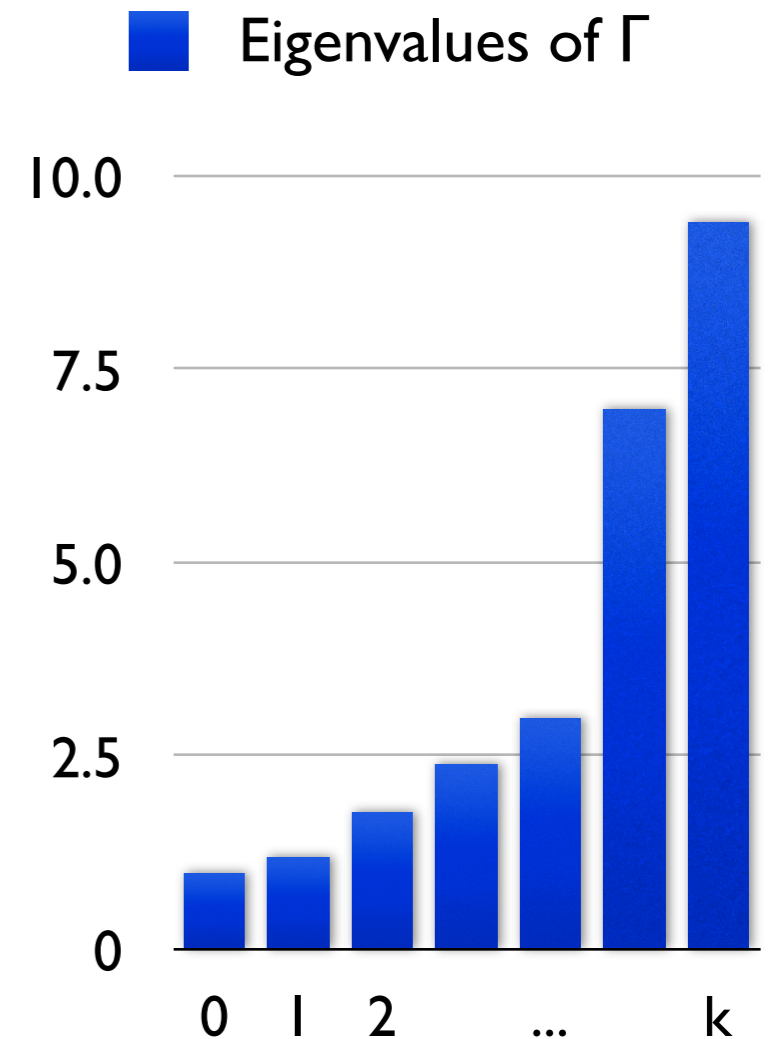
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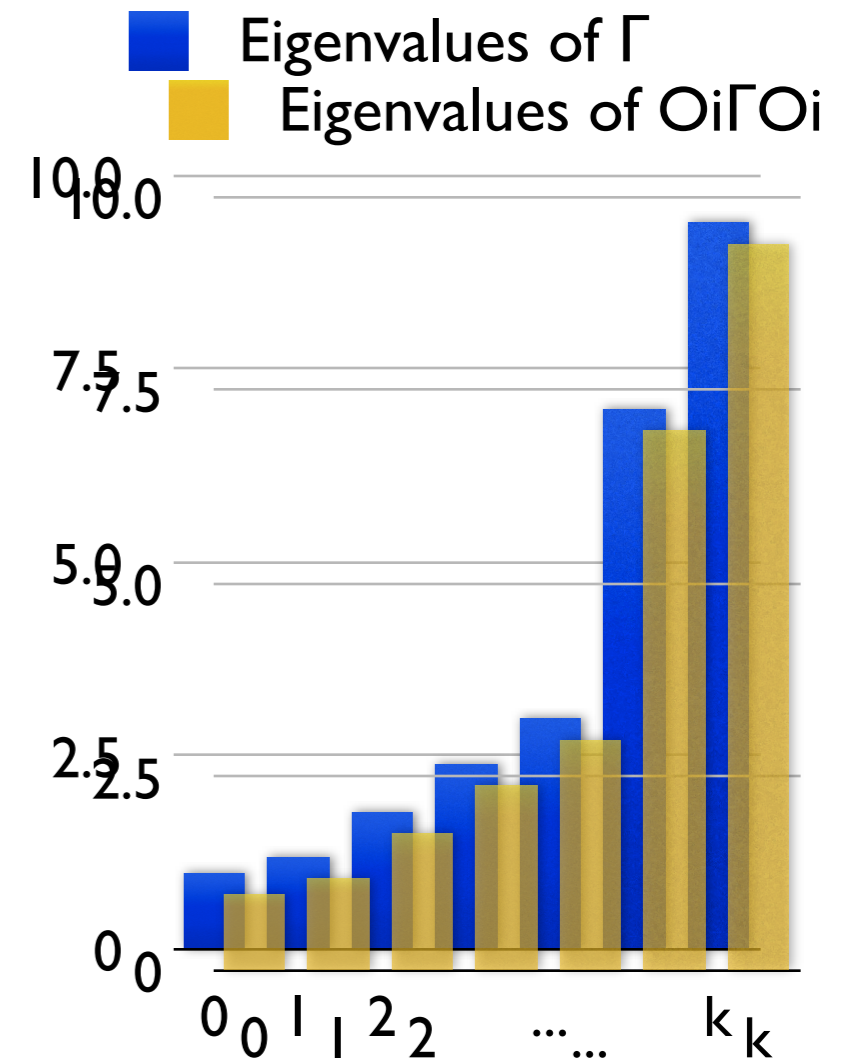
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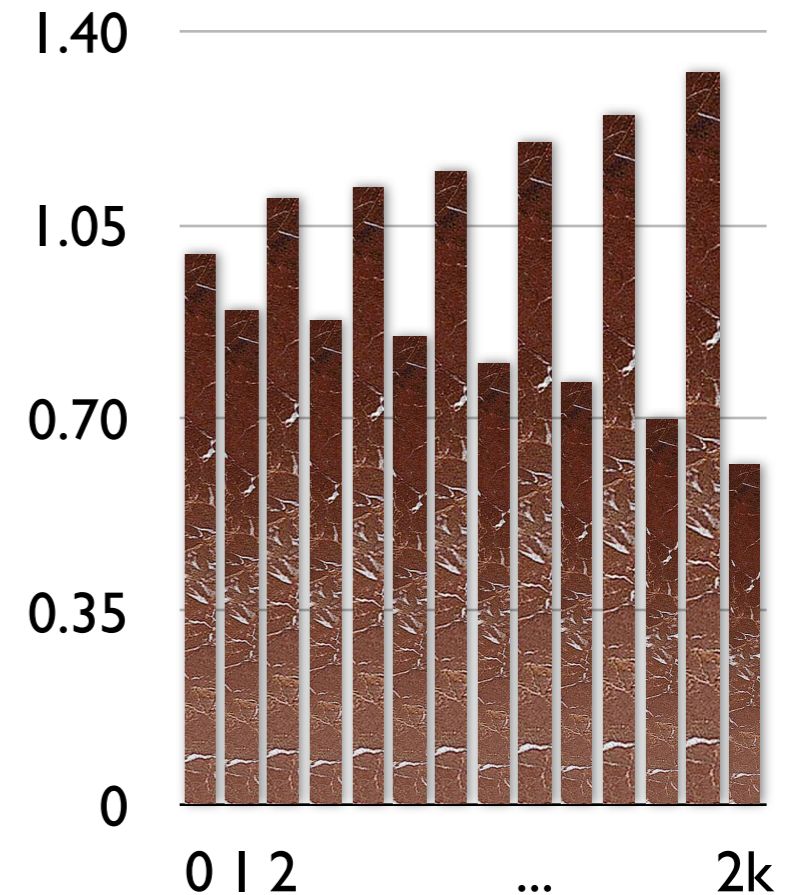
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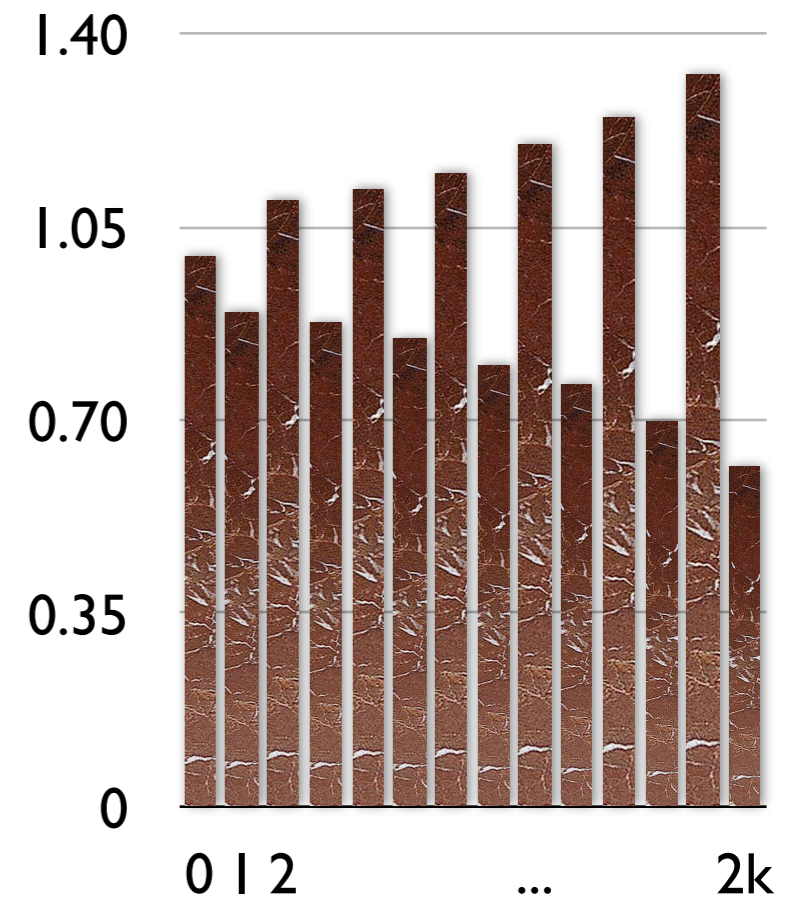
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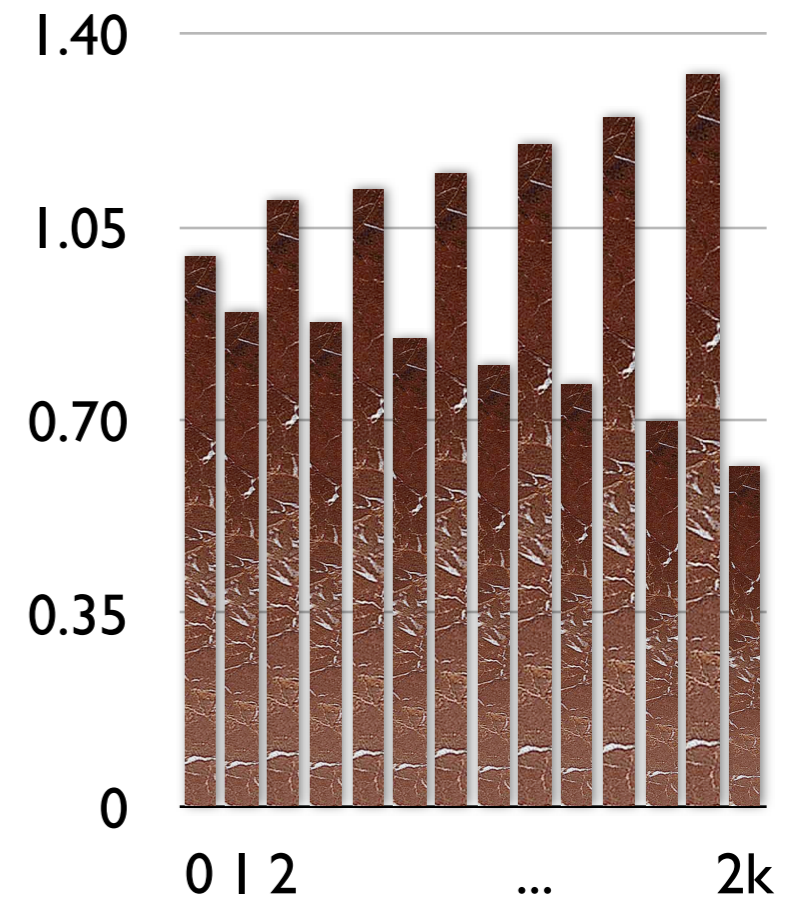
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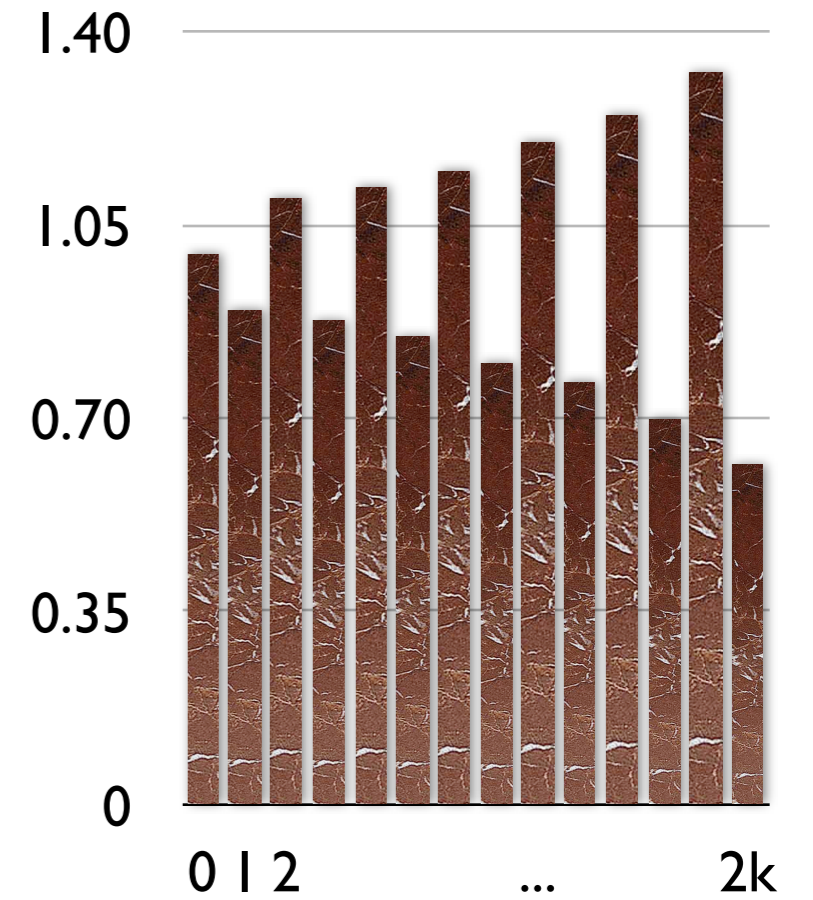


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 - like here...
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- This makes the multiplicative adversary matrices hard to design

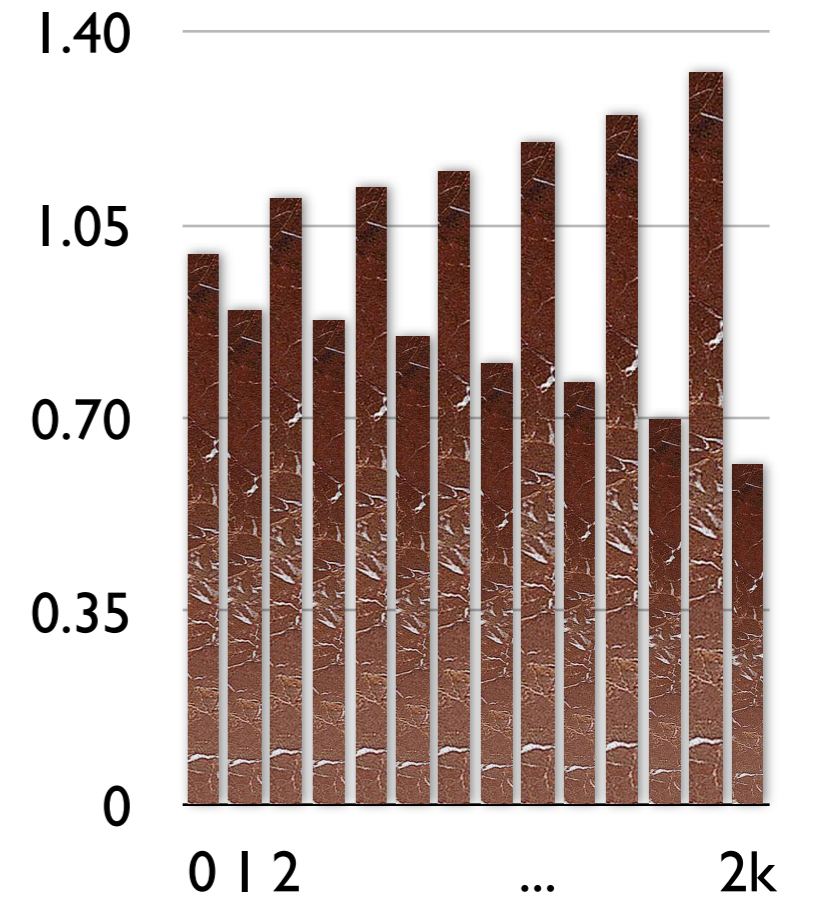


Block-diagonalization of Γ and O_i



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- By block-diagonalizing Γ and O_i together, we can bound each block separately

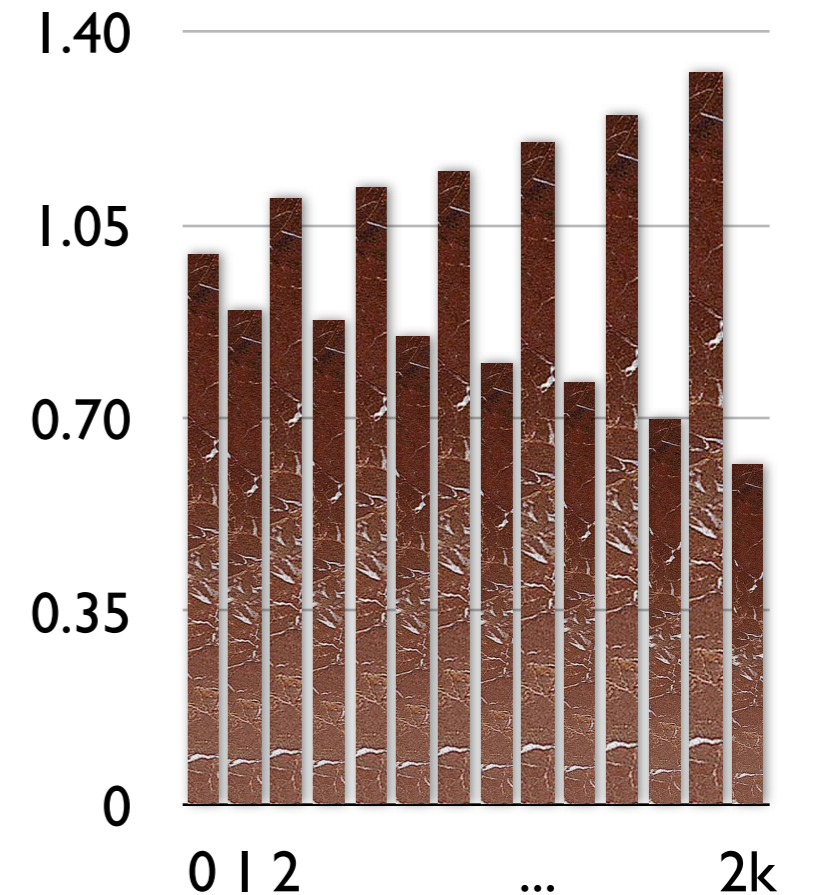


Block-diagonalization of Γ and O_i

- By block-diagonalizing Γ and O_i together, we can bound each block separately
- Since the eigenvalues in one block don't differ so much like in the whole matrix, we can use some bounds, such as

$$\lambda_{\min}(M) \leq \lambda \leq \|M\|,$$

and don't lose too much



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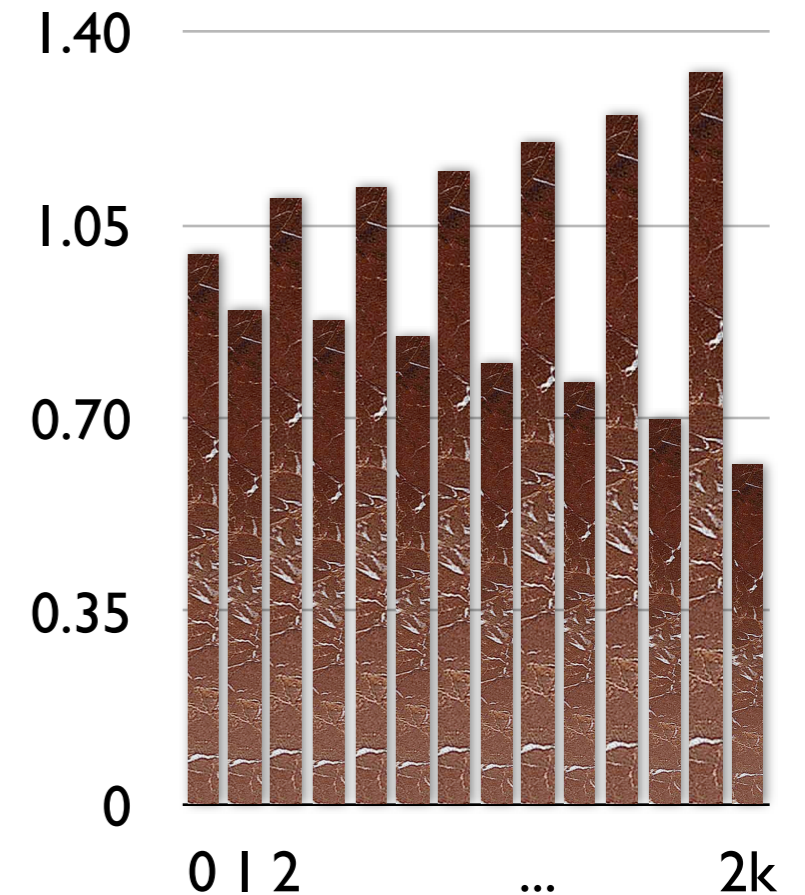
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- This gives the bound

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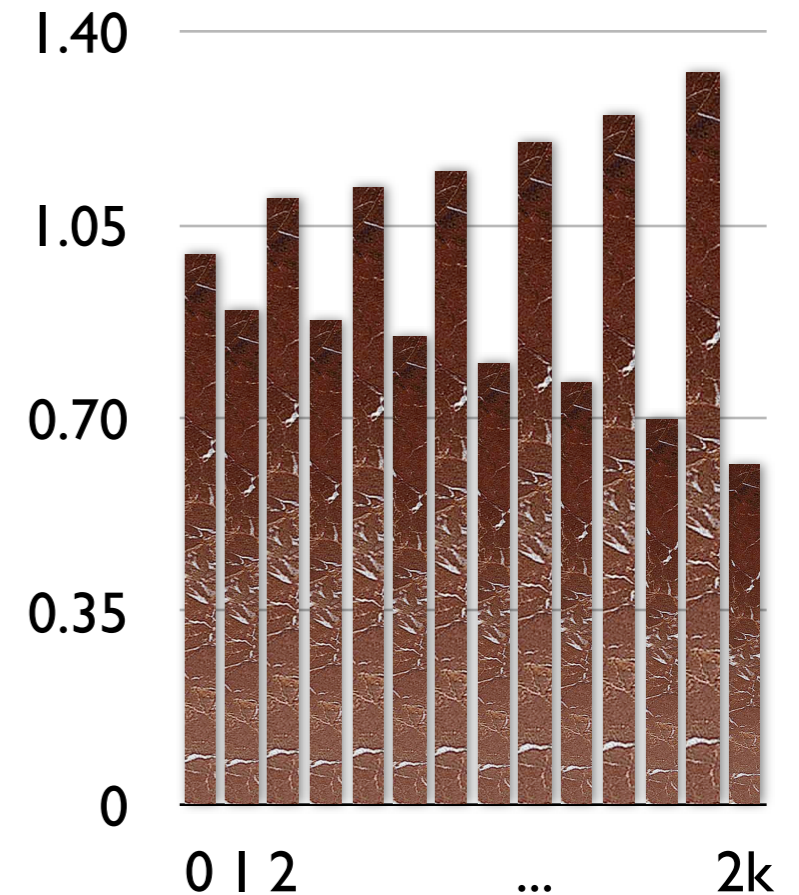
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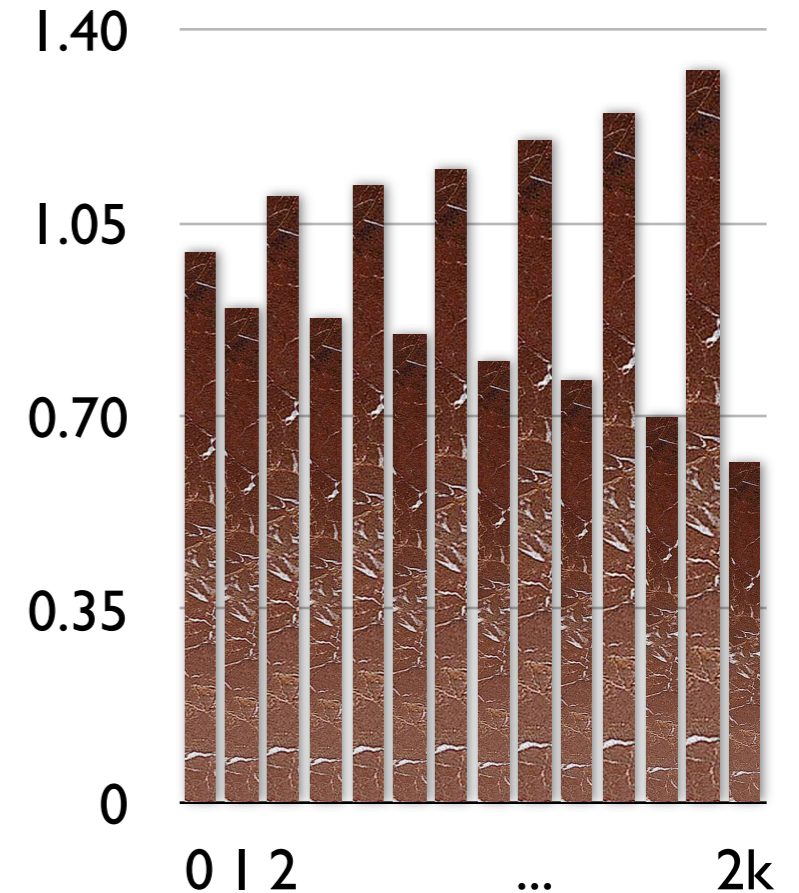
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sub-matrix of $\Gamma^{(k)}$ with zeroes
 and don't lose too much
 when $x_i=y_i$

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Block-diagonalization of Γ and O_i

$$\text{MAadv}_{\eta, \zeta}(f) \geq \max_{\Gamma, \lambda} \log\left(\frac{1}{16} \zeta^2 \lambda\right) \cdot \min_{i, k} \frac{\lambda_{\min}(\Gamma^{(k)})}{2 \|\Gamma_i^{(k)}\|}$$

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Block-diagonalization of Γ and O_i

you pick the success probability η of a random choice, and additional success ζ

relative adversary bound is

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λ is proportional to $\|\Gamma\|$ and it has to cancel ζ^2

Block-diagonalization of Γ and O_i

- The final multiplication is

minimize over input bits $i=1, \dots, n$ and blocks on the diagonal

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- You don't have to use the *finest* block-diagonalization.

Any is good, including using the whole space as one block, but then the obtained lower bound need not be very strong.

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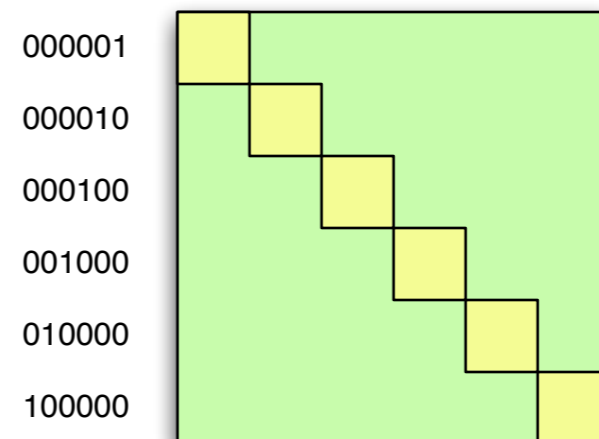
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- Let $\Gamma = (1 - q)|v\rangle\langle v| + qI$
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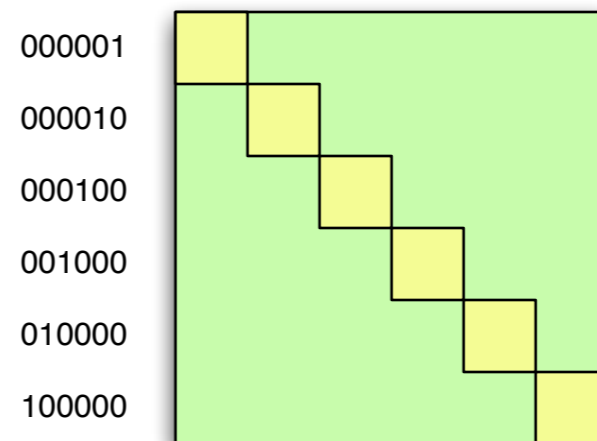
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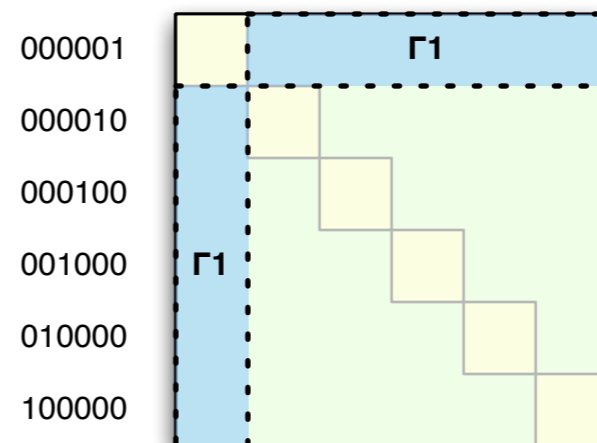
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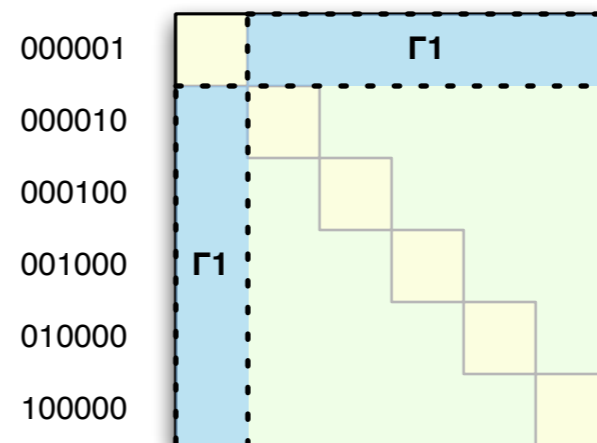
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- The final bound is

$$\log\left(\frac{1}{16}\zeta^2\lambda\right) \cdot \min_{i,k} \frac{\lambda_{\min}(\Gamma^{(k)})}{2\|\Gamma_i^{(k)}\|} > \frac{\log 2}{64} \zeta^2 \sqrt{n}$$



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 - Tedious combinatorial calculation done by [Ambainis '05] and we can reuse it
- One can use $\Gamma \approx \Delta^{-k}$, where Δ is the **additive** adversary matrix (much simpler). Don't know any other example where this holds.

Open: element distinctness

- Given n number. **Task:** are they distinct?
- The quantum query complexity is known to be $\theta(n^{2/3})$ **[Ambainis '04, Aaronson & Shi '04]**, where the lower bound is proved using the polynomial method.
- Having an adversary bound of either type would make the bound composable and give bounds for other functions.
- Can one use the structure of the *automorphism group* of the function to design the structure of the eigenspaces?

Direct product theorem

- The multiplicative adversary bound satisfies an unconditional *strong direct product theorem*:

$$\text{MAdv}_{\eta^{\Omega(k)}, \zeta^{\Omega(k)}}(f^{(k)}) = \Omega(k \cdot \text{MAdv}_{\eta, \zeta}(f))$$

- **Proof:** take the tensor power $\Gamma^{\otimes k}$ and $\lambda^{k/10}$. Both η and ζ go down exponentially.
- For Search and the OR function our calculations are simple, hence we get a new and elementary proof of the *time-space tradeoffs* for matrix-vector multiplication and sorting from **[Klauck, Š. & de Wolf '04]**.
- Maybe our method is so hard to use precisely because it gives a free SDPT, which is usually very hard to prove.

Summary

- ◆ New variant of the adversary bound
- ◆ Suitable for exponentially small success probabilities
- ◆ Satisfies strong direct product theorem