

# Evaluating formulas on a quantum computer

Andrew Childs (Waterloo)

Andris Ambainis (Waterloo & Latvia)

Ben Reichardt (Caltech)

Robert Špalek (Google)

Shengyu Zhang (Caltech)

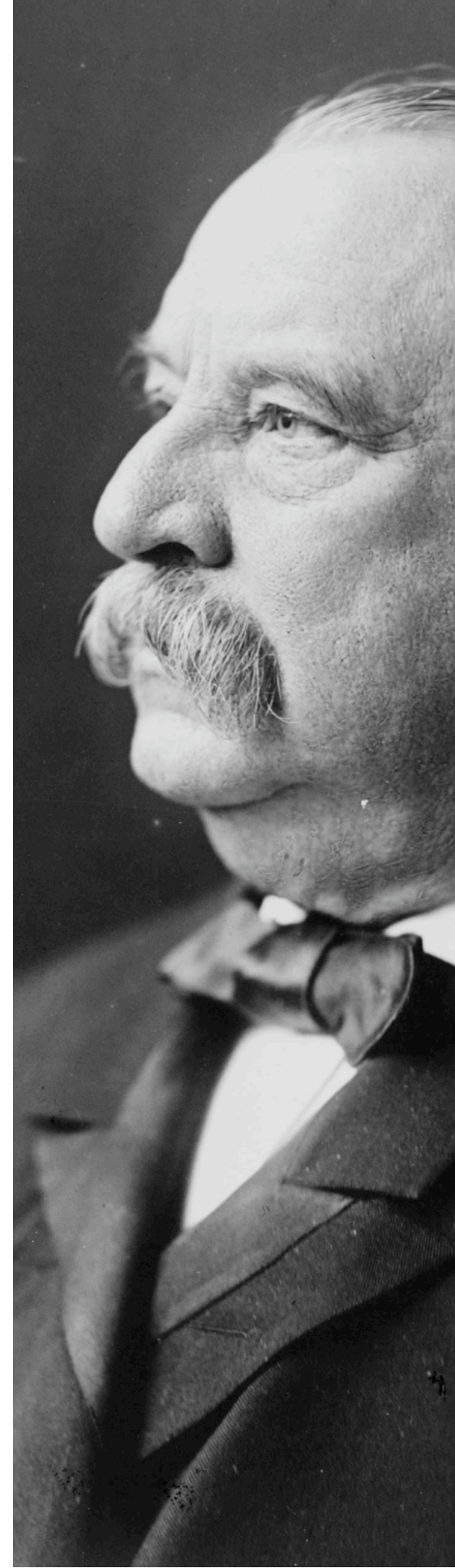
quant-ph/0703015

FOCS 2007

# OR

How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$



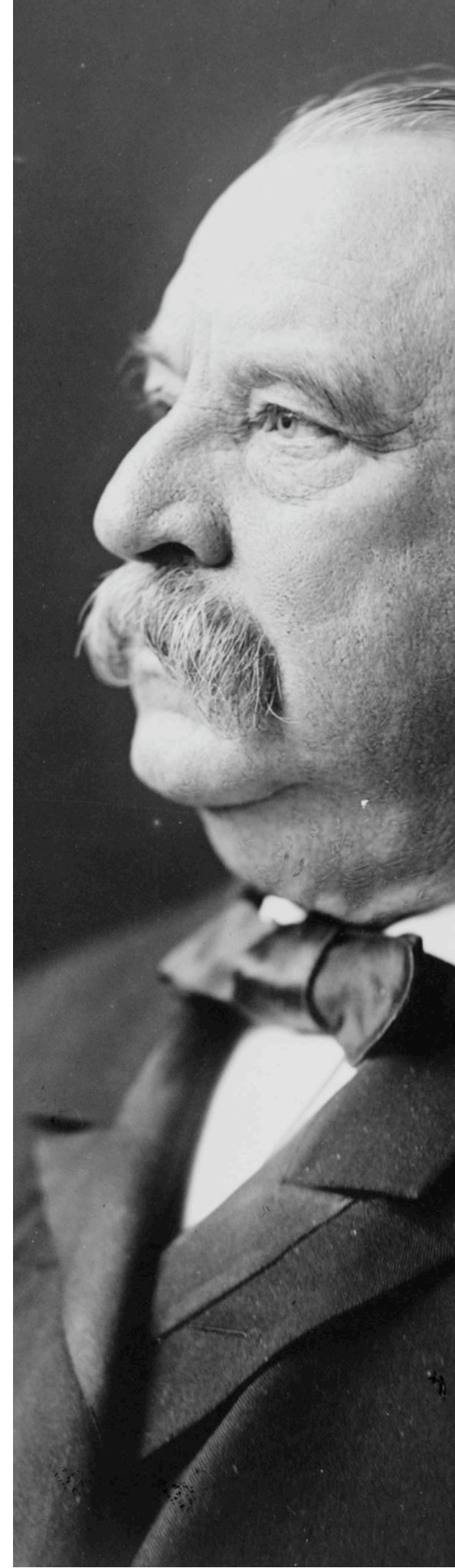
# OR

How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations



# OR

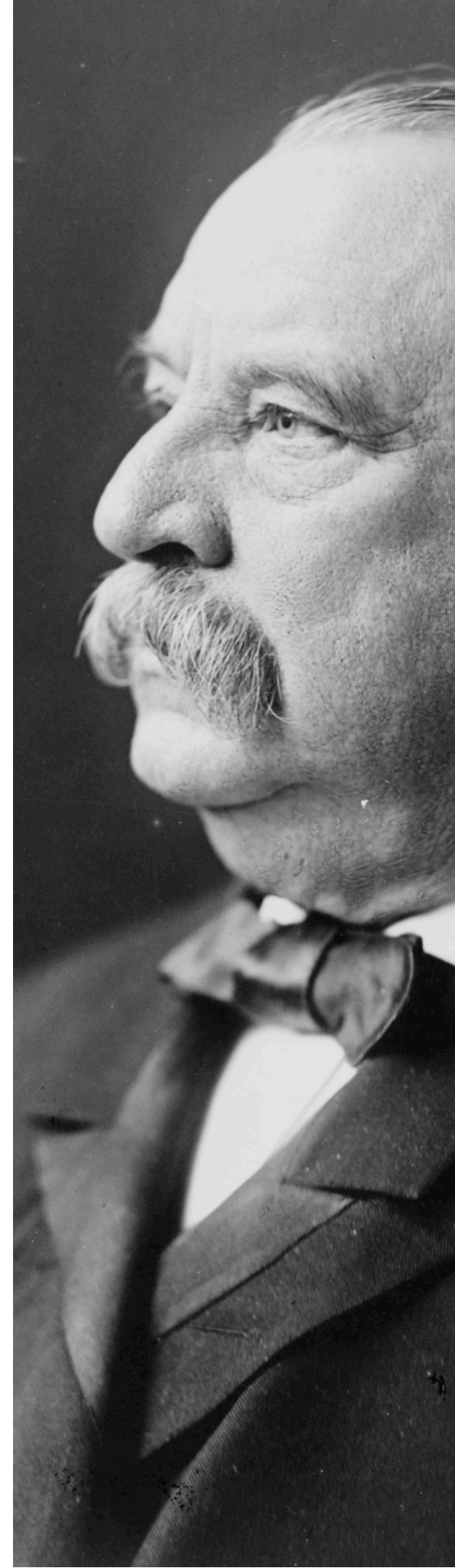
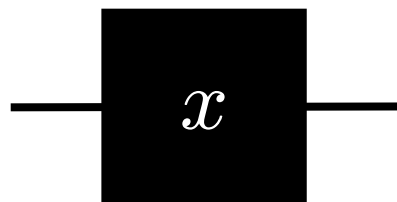
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.





# OR

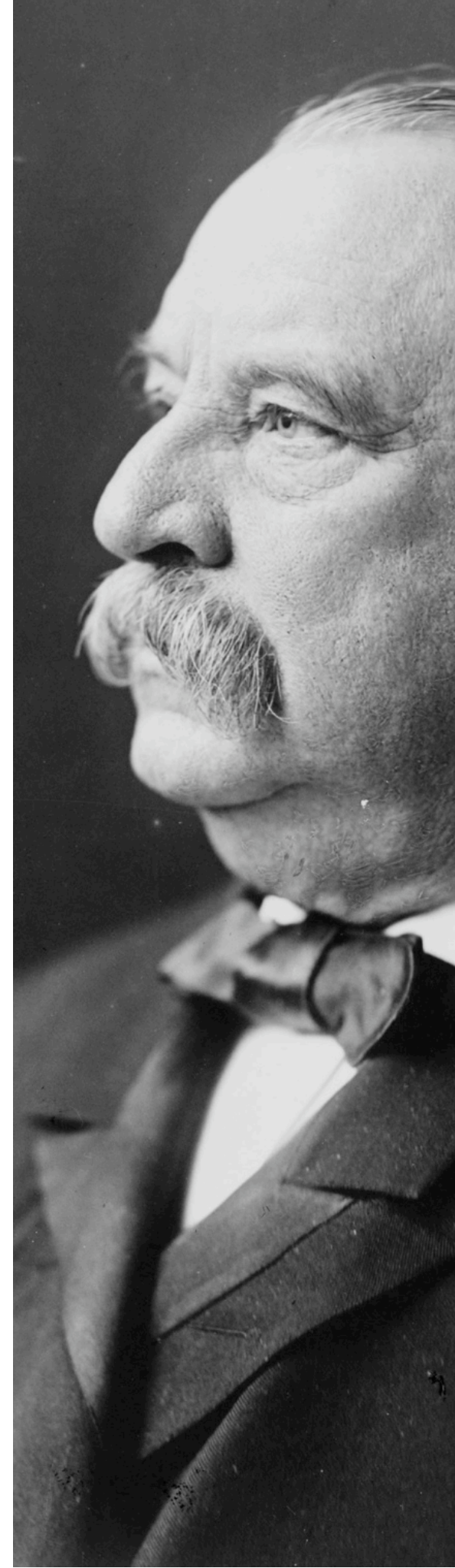
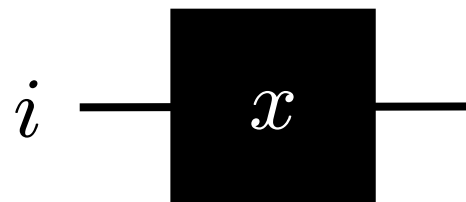
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.



# OR

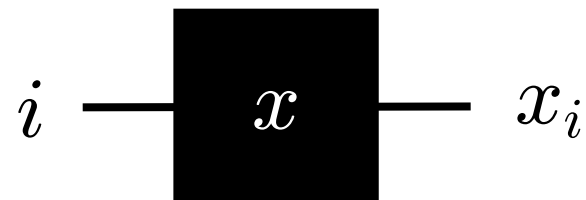
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.



# OR

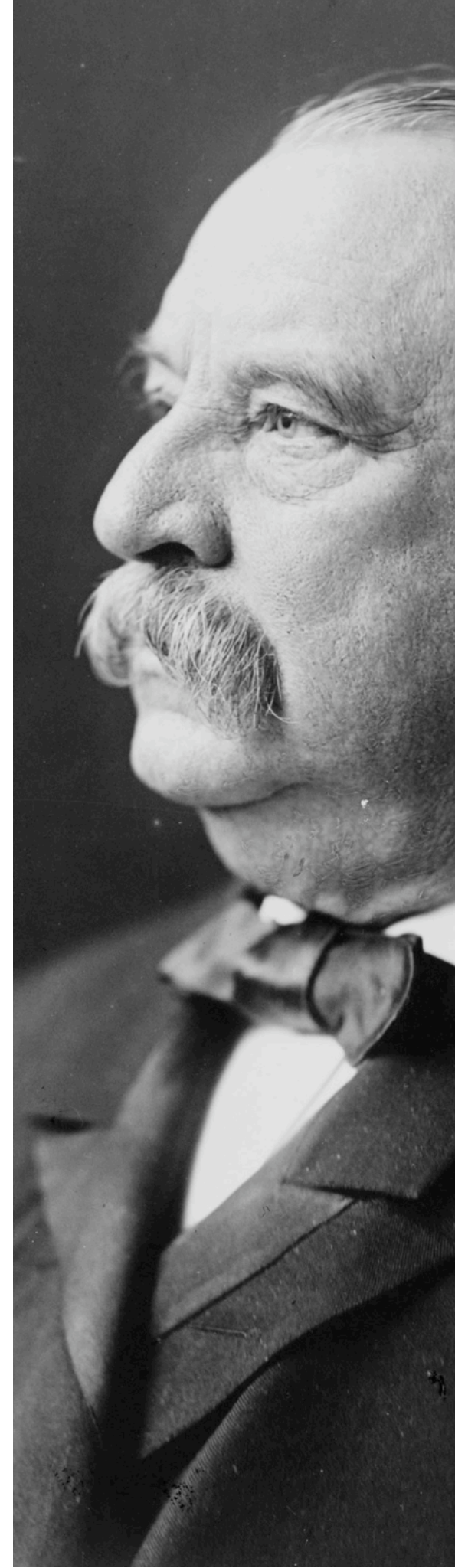
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.





# OR

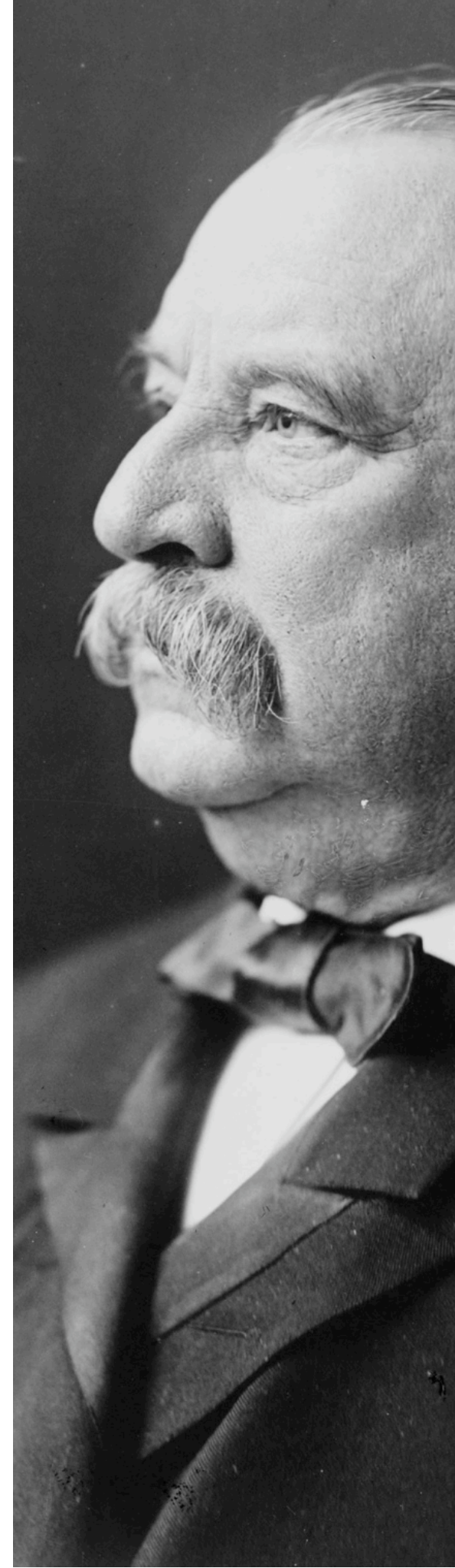
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.





# OR

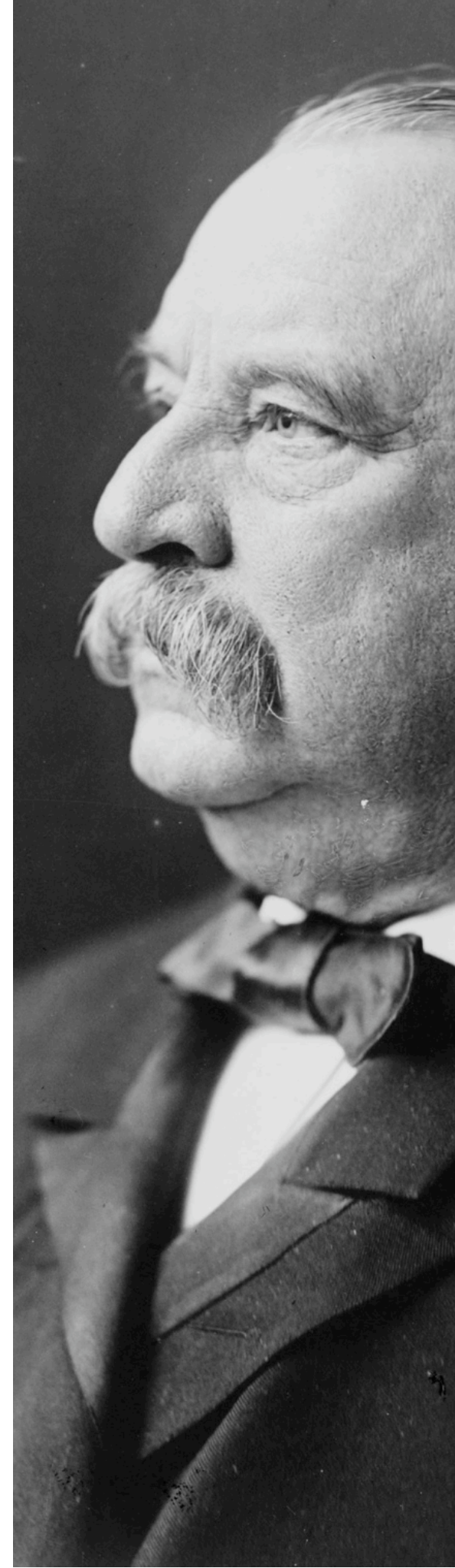
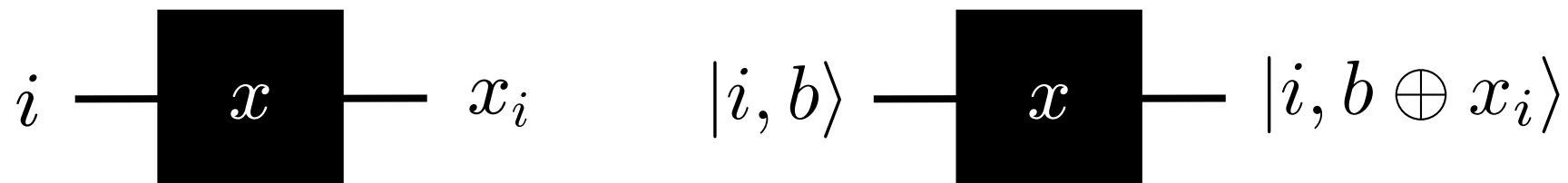
How fast can we compute the OR of  $n$  bits?

Evaluate formula:  $x_1$  OR  $x_2$  OR ... OR  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.



# OR

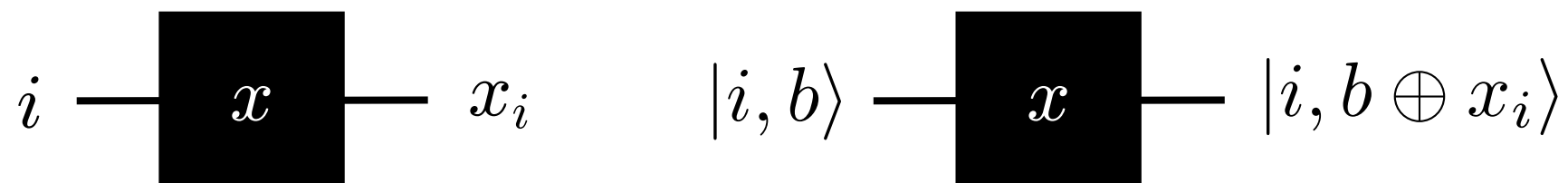
How fast can we compute the **OR** of  $n$  bits?

Evaluate formula:  $x_1$  **OR**  $x_2$  **OR** ... **OR**  $x_n$

Applications:

- unstructured search
- fundamental building block for other computations

Model: Given a black box for the bits.

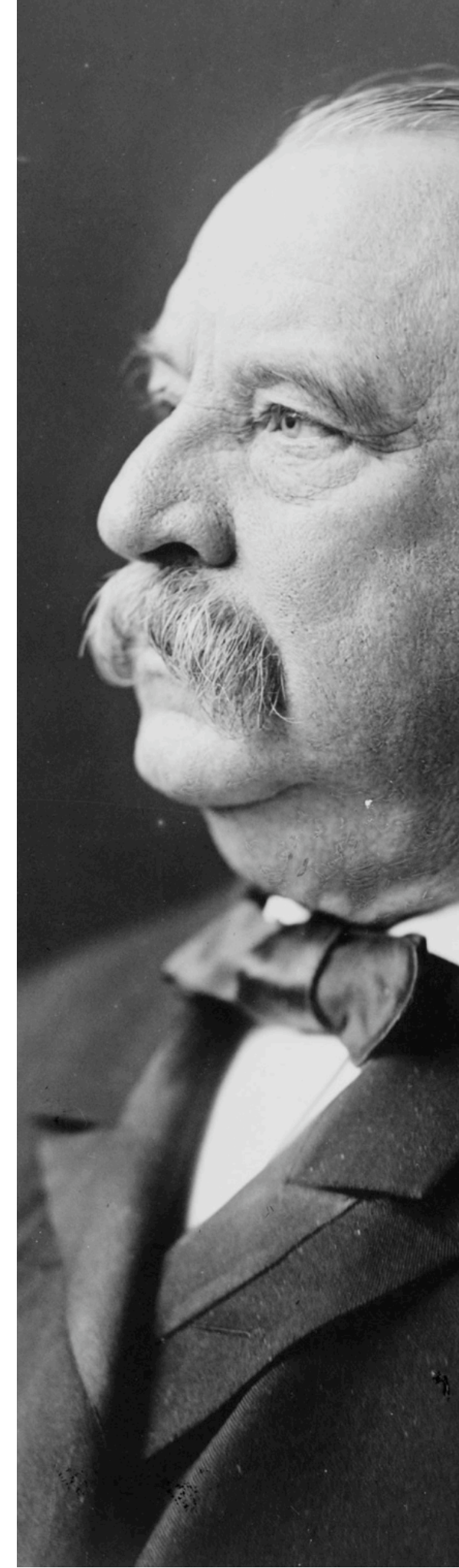


How many queries are required to evaluate **OR**?

Classical complexity:  $\Theta(N)$

Quantum algorithm [Grover 1996]:  $O(\sqrt{N})$

Quantum lower bound [BBBV 1996]:  $\Omega(\sqrt{N})$



# The query complexity of two-player games

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which



# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns



# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns
- the winner after any given sequence of moves ( $n = d^k$  possibilities) is given by a black box function  $f: \{0, 1, \dots, d\}^k \rightarrow \{0, 1\}$

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns
- the winner after any given sequence of moves ( $n = d^k$  possibilities) is given by a black box function  $f: \{0, 1, \dots, d\}^k \rightarrow \{0, 1\}$

How many queries must we make to determine who wins the game (assuming the players play optimally)?

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns
- the winner after any given sequence of moves ( $n = d^k$  possibilities) is given by a black box function  $f: \{0, 1, \dots, d\}^k \rightarrow \{0, 1\}$

How many queries must we make to determine who wins the game (assuming the players play optimally)?

We must evaluate a formula involving **AND** and **OR** gates:

# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns
- the winner after any given sequence of moves ( $n = d^k$  possibilities) is given by a black box function  $f: \{0, 1, \dots, d\}^k \rightarrow \{0, 1\}$

How many queries must we make to determine who wins the game (assuming the players play optimally)?

We must evaluate a formula involving **AND** and **OR** gates:

1-player wins if he can make any move that gives 1 (**OR**)



# The query complexity of two-player games

Consider a two-player game (players '0', '1') in which

- player 0 goes first
- players alternate moves
- each player has  $d$  possible moves during their turn
- there are a total of  $k$  turns
- the winner after any given sequence of moves ( $n = d^k$  possibilities) is given by a black box function  $f: \{0, 1, \dots, d\}^k \rightarrow \{0, 1\}$

How many queries must we make to determine who wins the game (assuming the players play optimally)?

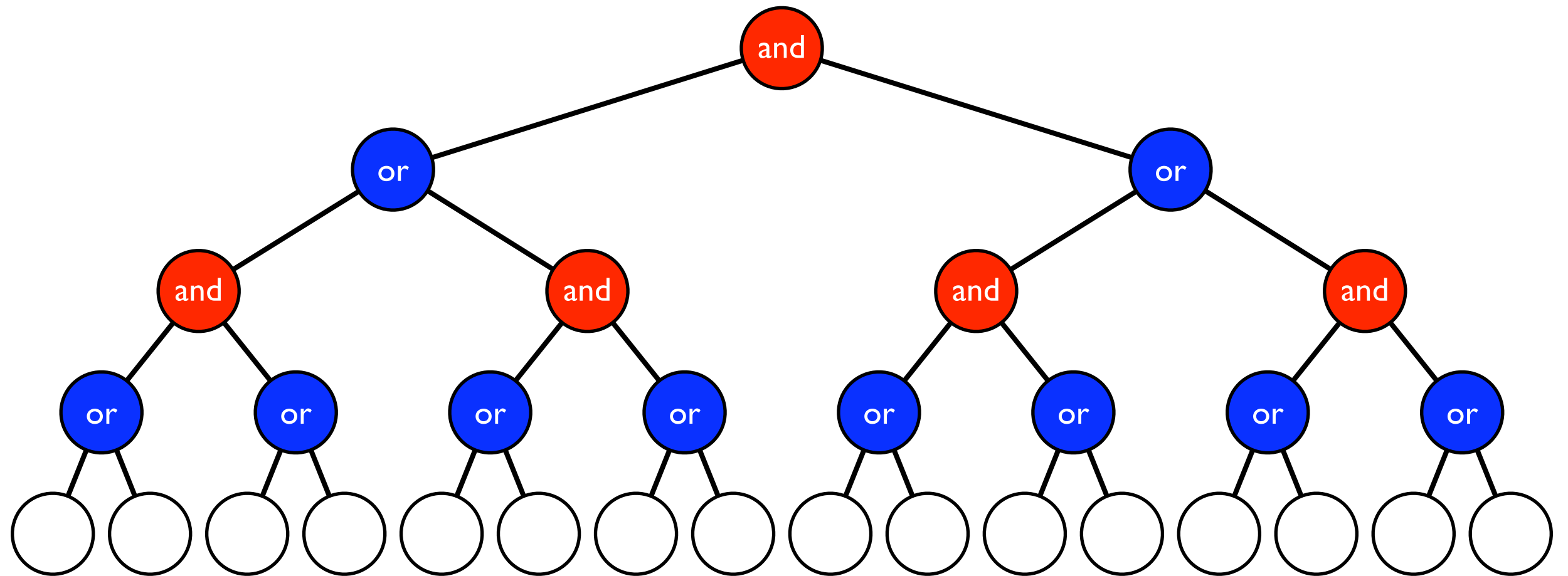
We must evaluate a formula involving **AND** and **OR** gates:

0-player wins if she can make any move that gives 0  
i.e., she only loses if all of her moves give 1 (**AND**)

1-player wins if he can make any move that gives 1 (**OR**)

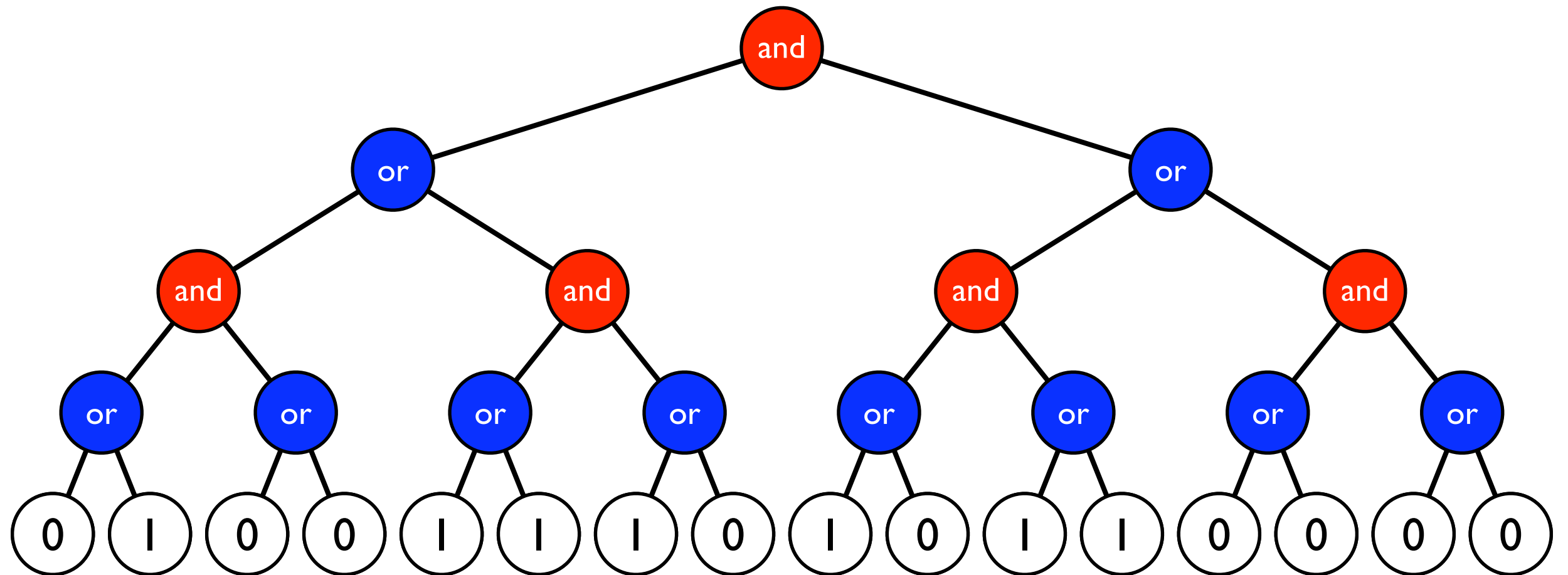
# Game trees

Example:  $d = 2, k = 4$



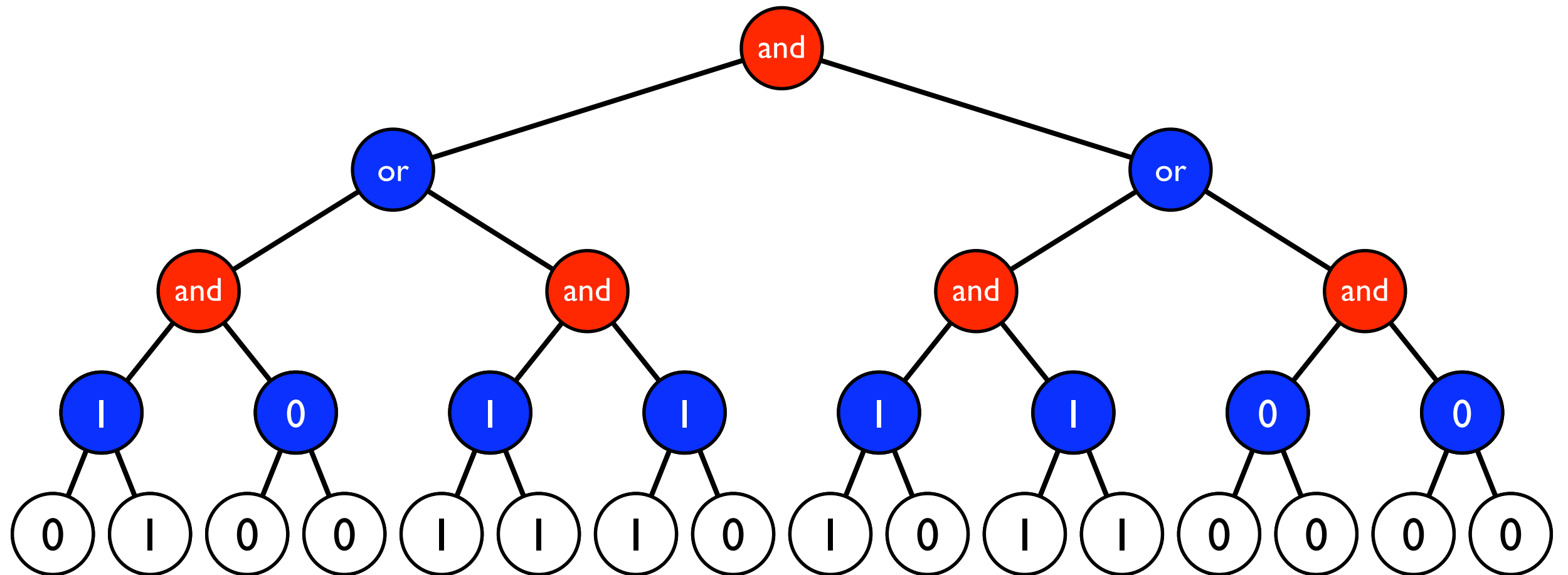
# Game trees

Example:  $d = 2, k = 4$



# Game trees

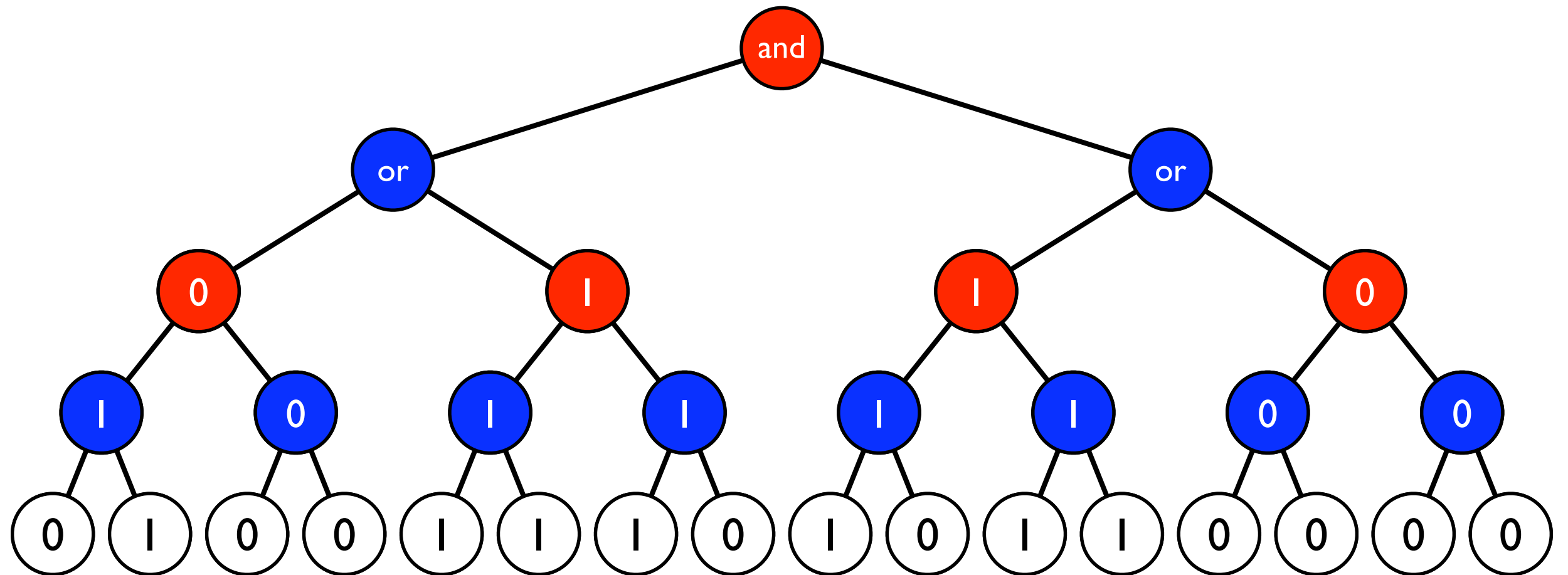
Example:  $d = 2, k = 4$





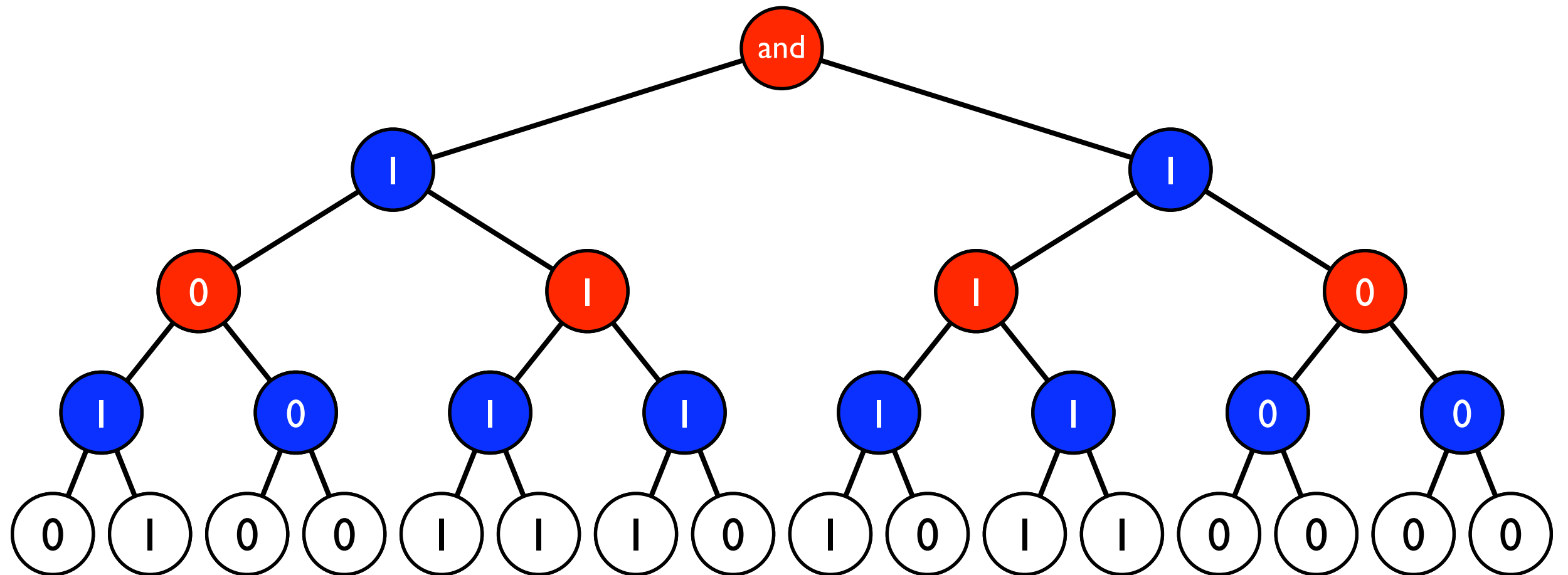
# Game trees

Example:  $d = 2, k = 4$



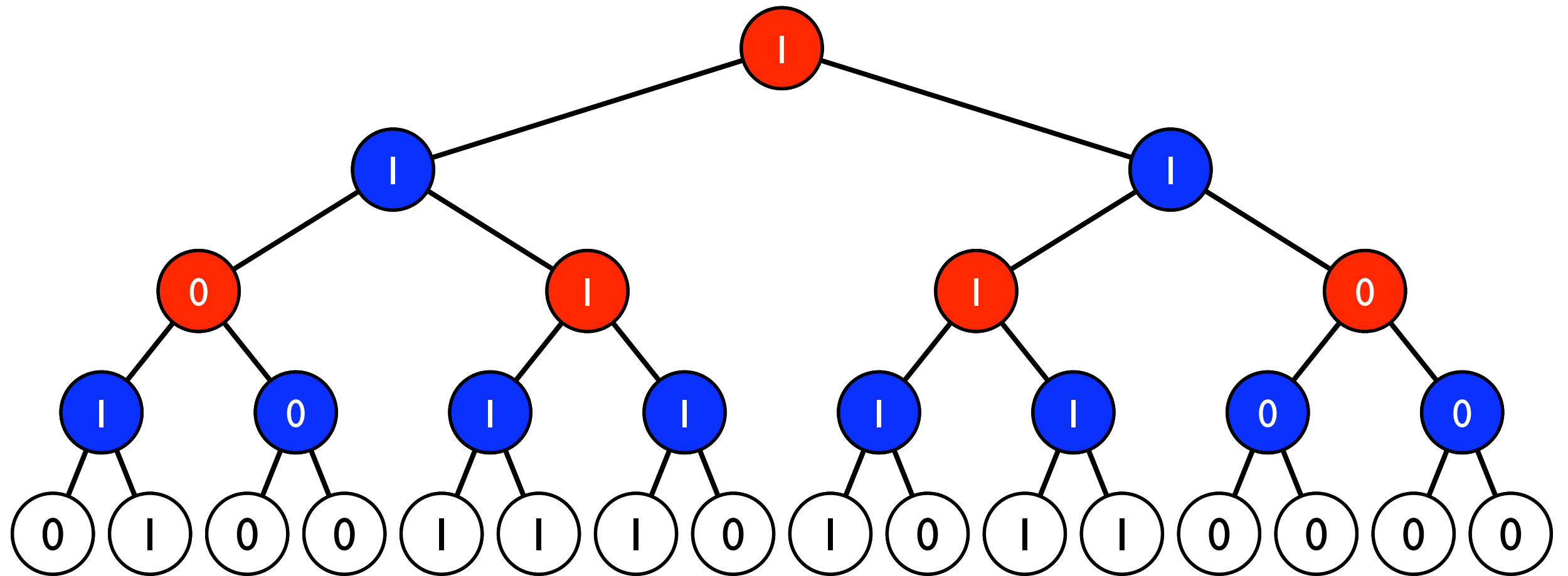
# Game trees

Example:  $d = 2, k = 4$



# Game trees

Example:  $d = 2, k = 4$



# Evaluating game trees

Classical complexity:  $\Theta\left(n^{\log_d \frac{d-1+\sqrt{d^2+14d+1}}{4}}\right)$  ( $d=2: \Theta(n^{0.753})$ )

[Snir 85; Saks, Wigderson 86; Santha 95]

# Evaluating game trees

Classical complexity:  $\Theta\left(n^{\log_d \frac{d-1+\sqrt{d^2+14d+1}}{4}}\right)$  ( $d=2: \Theta(n^{0.753})$ )

[Snir 85; Saks, Wigderson 86; Santha 95]

Quantum lower bound [Barnum, Saks 02]:  $\Omega(\sqrt{n})$

# Evaluating game trees

Classical complexity:  $\Theta\left(n^{\log_d \frac{d-1+\sqrt{d^2+14d+1}}{4}}\right)$  ( $d=2: \Theta(n^{0.753})$ )

[Snir 85; Saks, Wigderson 86; Santha 95]

Quantum lower bound [Barnum, Saks 02]:  $\Omega(\sqrt{n})$

Recursive Grover [Buhrman, Cleve, Wigderson 98]:  $\sqrt{n} O(\log n)^{k-1}$



# Evaluating game trees

Classical complexity:  $\Theta\left(n^{\log_d \frac{d-1+\sqrt{d^2+14d+1}}{4}}\right)$  ( $d=2: \Theta(n^{0.753})$ )

[Snir 85; Saks, Wigderson 86; Santha 95]

Quantum lower bound [Barnum, Saks 02]:  $\Omega(\sqrt{n})$

Recursive Grover [Buhrman, Cleve, Wigderson 98]:  $\sqrt{n} O(\log n)^{k-1}$

Grover with noisy inputs [Høyer, Mosca, de Wolf 03]:  $O(\sqrt{n} \cdot c^k)$

# Evaluating game trees

**Classical complexity:**  $\Theta\left(n^{\log_d \frac{d-1+\sqrt{d^2+14d+1}}{4}}\right)$  ( $d=2: \Theta(n^{0.753})$ )

[Snir 85; Saks, Wigderson 86; Santha 95]

**Quantum lower bound [Barnum, Saks 02]:**  $\Omega(\sqrt{n})$

**Recursive Grover [Buhrman, Cleve, Wigderson 98]:**  $\sqrt{n} O(\log n)^{k-1}$

**Grover with noisy inputs [Høyer, Mosca, de Wolf 03]:**  $O(\sqrt{n} \cdot c^k)$

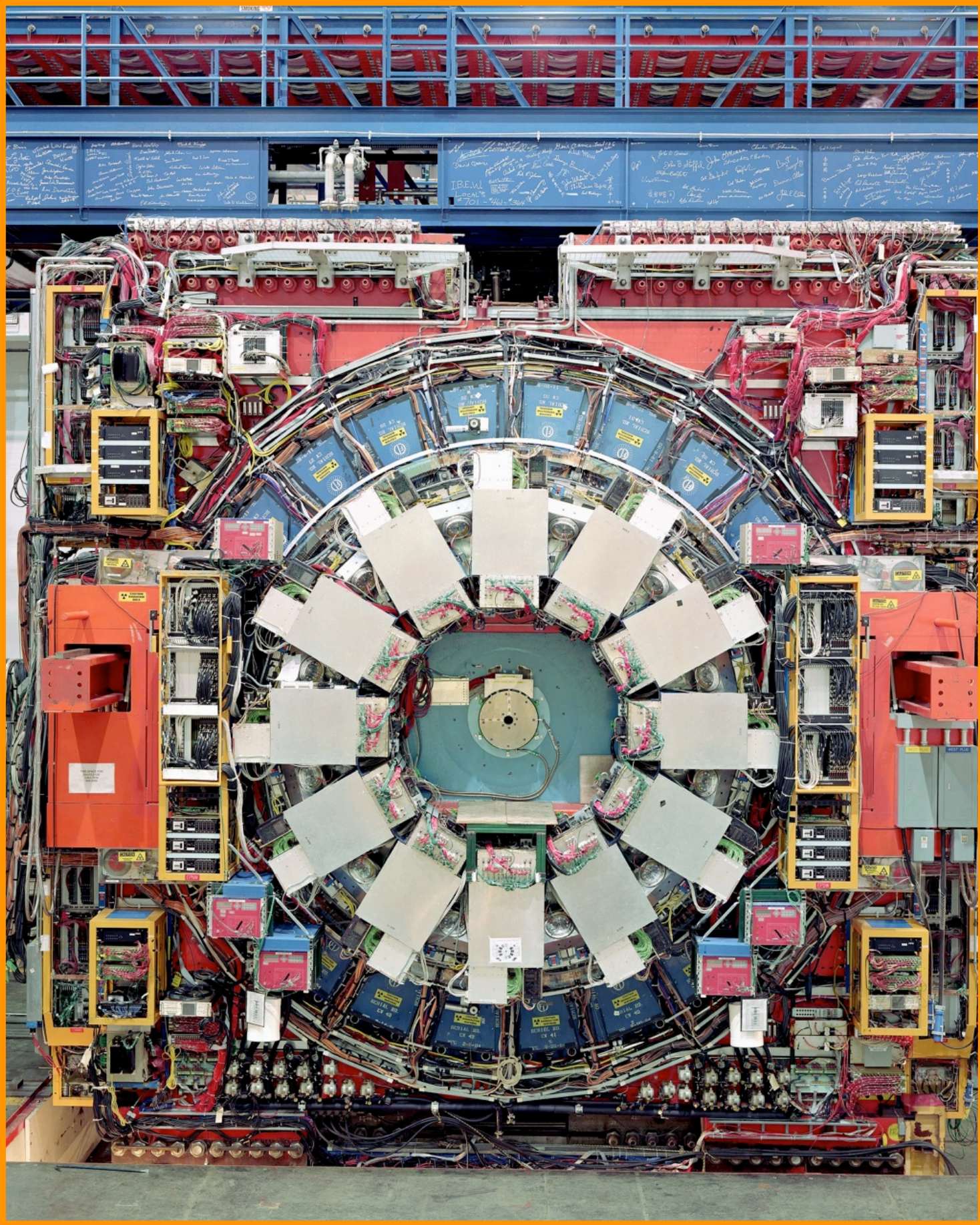
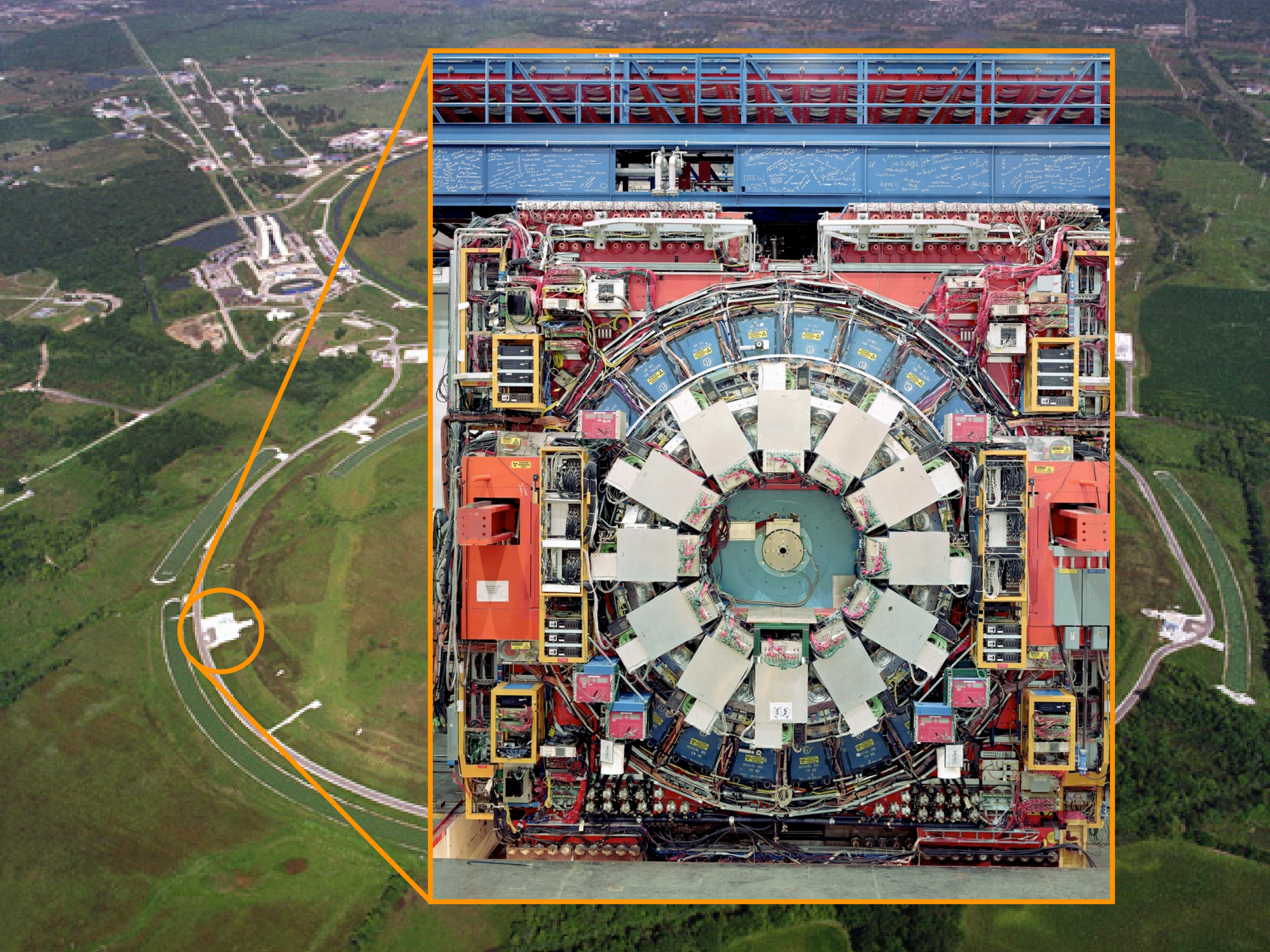
But these algorithms are only close to tight for  $k$  constant.

And for low degree (e.g.,  $d=2$ ), nothing better than classical was known until very recently!

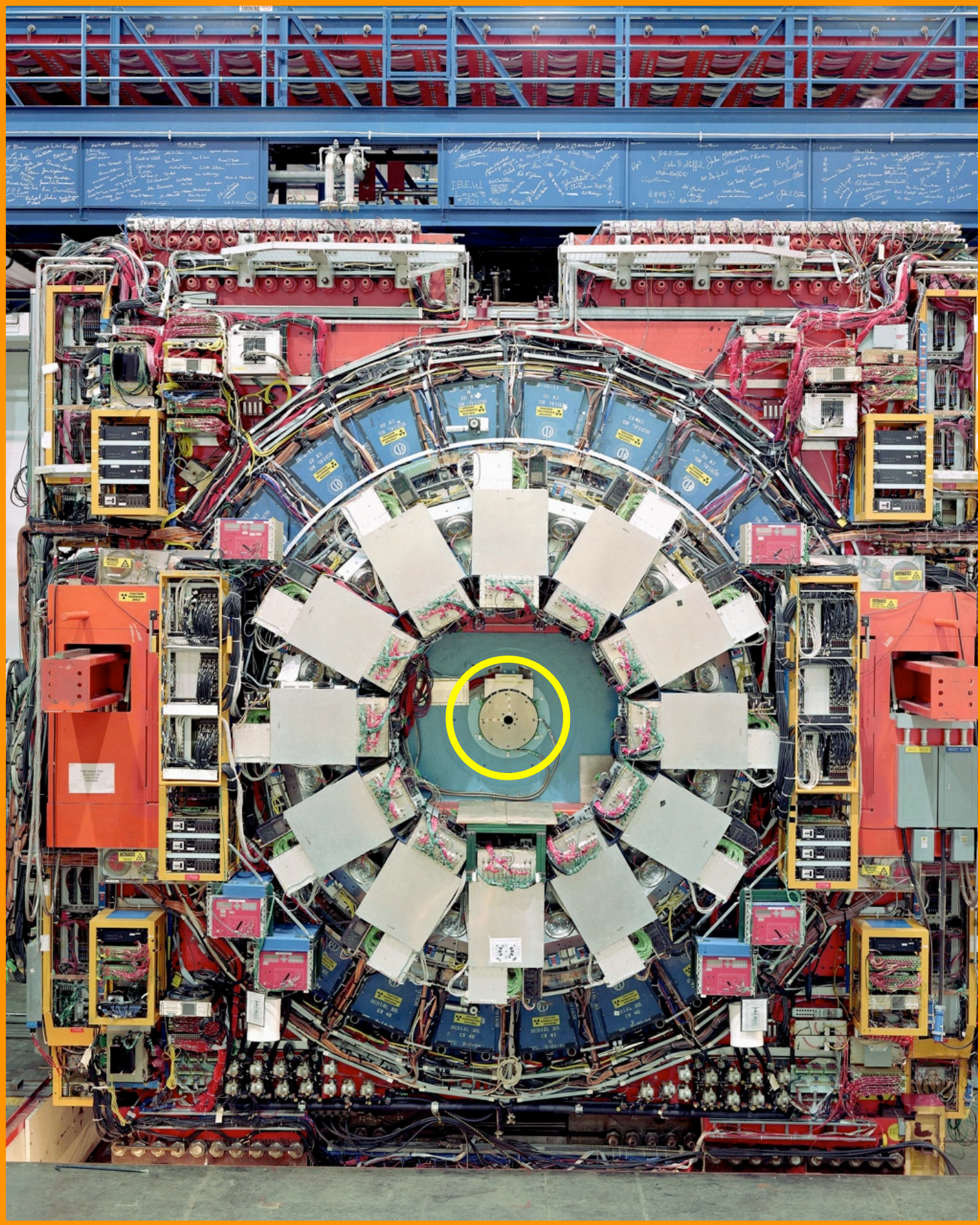
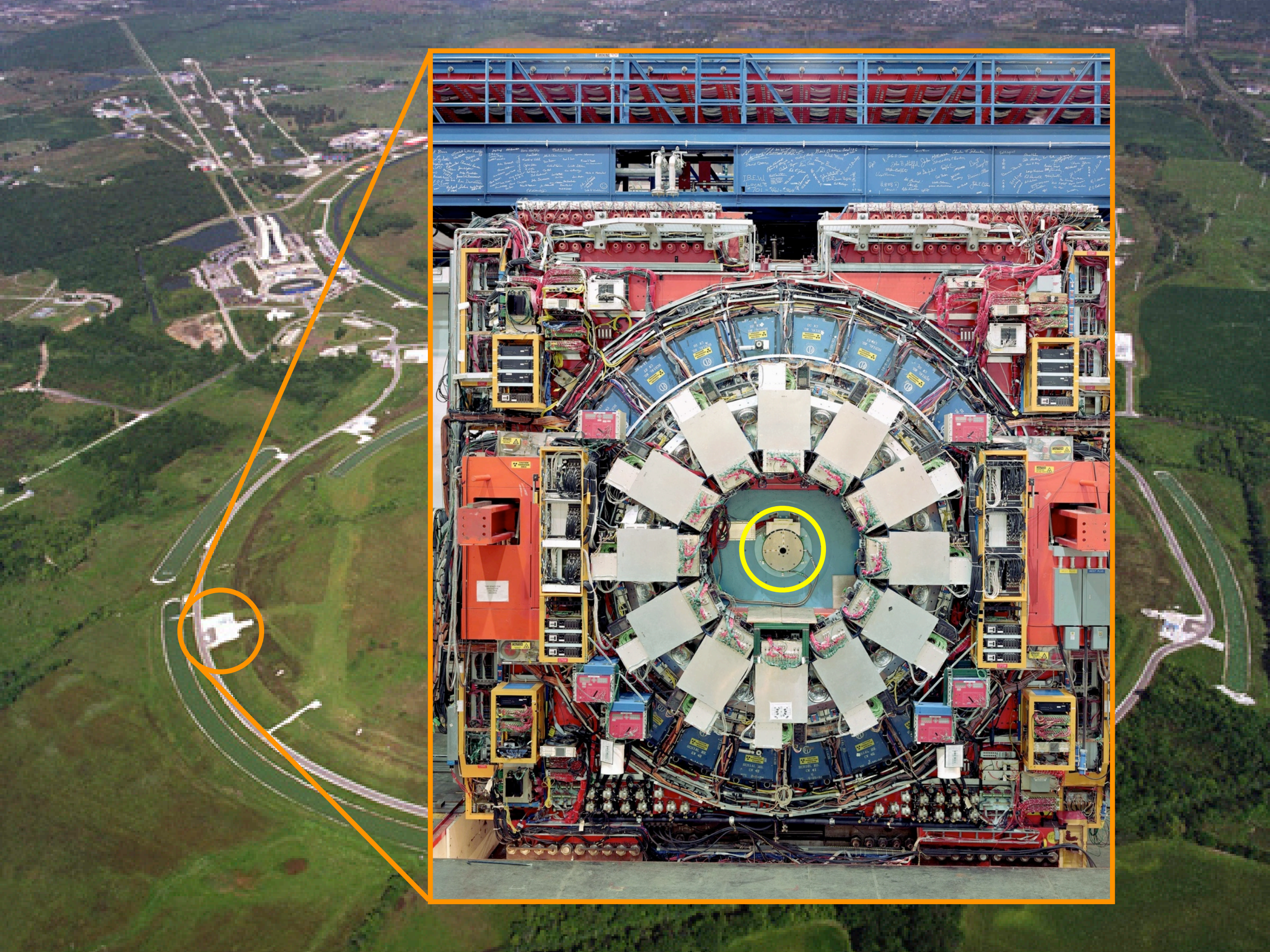




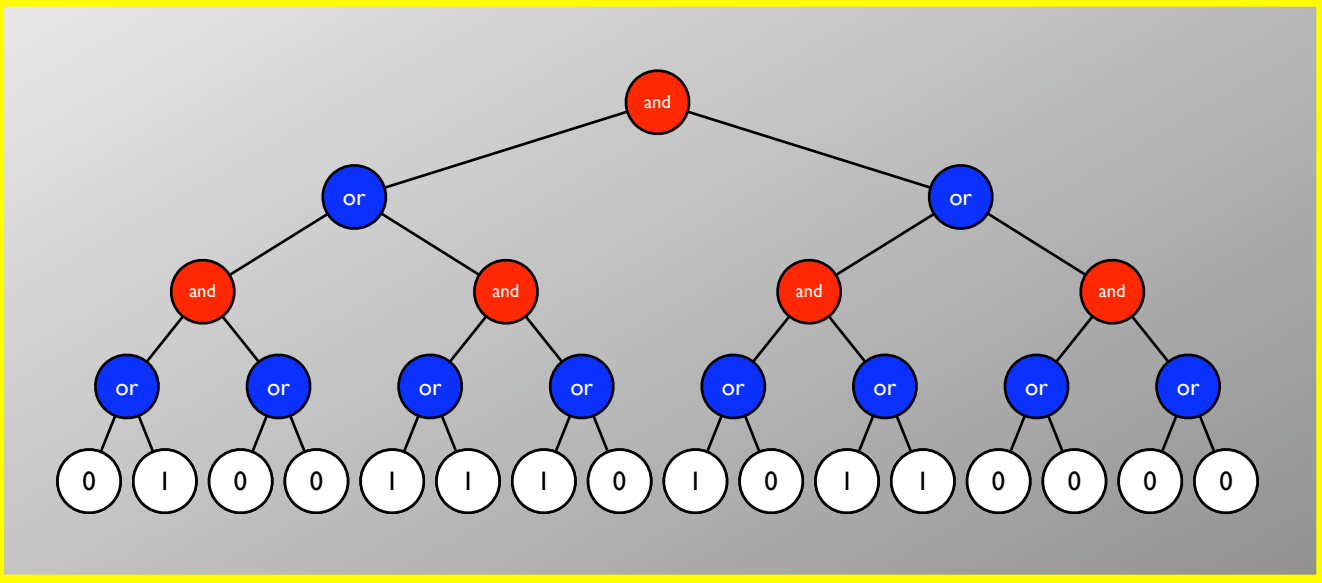
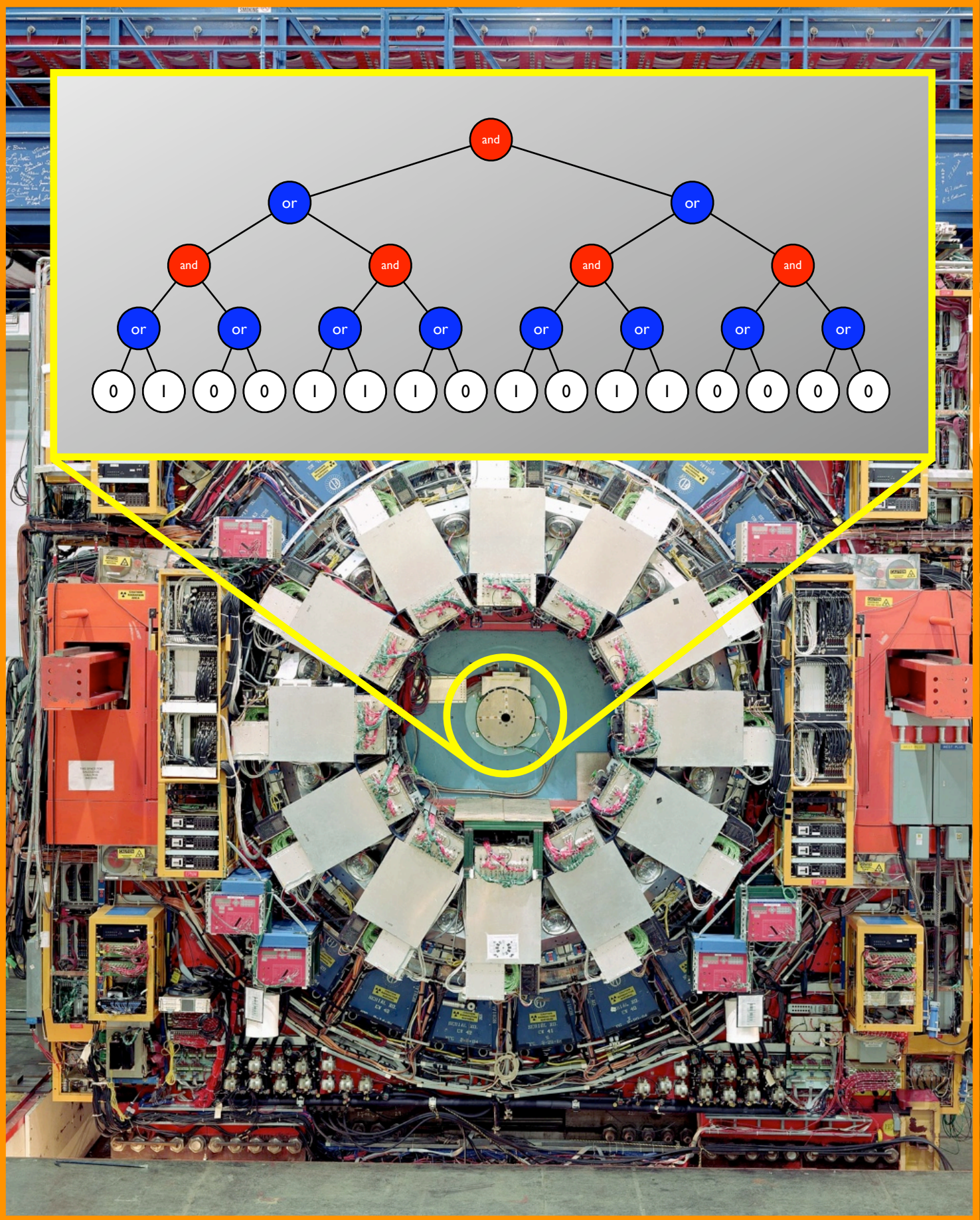






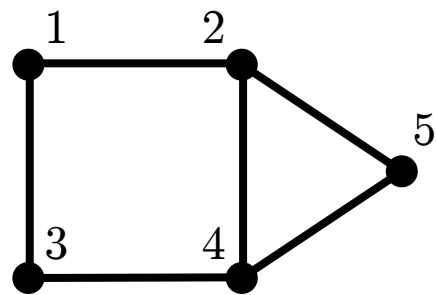






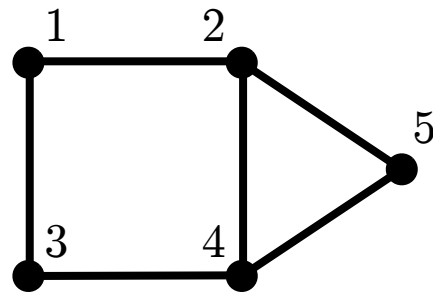
# Continuous-time quantum walk

Graph  $G$ :



# Continuous-time quantum walk

Graph  $G$ :



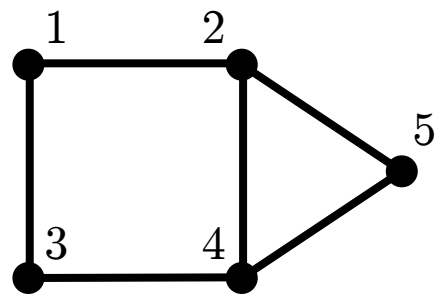
$$A = \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{pmatrix}$$

*adjacency matrix*



# Continuous-time quantum walk

Graph  $G$ :



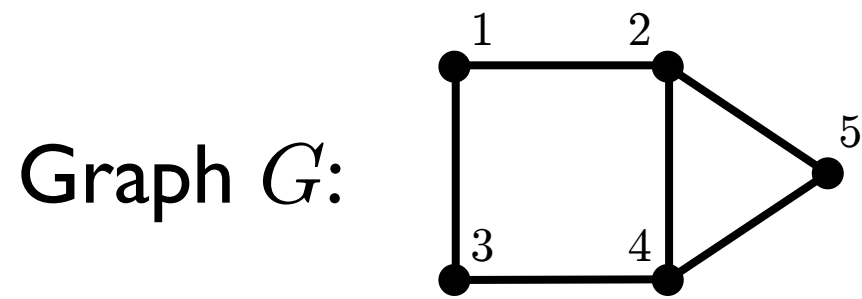
$$A = \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{pmatrix}$$

*adjacency matrix*

$$L = \begin{pmatrix} -2 & 1 & 1 & 0 & 0 \\ 1 & -3 & 0 & 1 & 1 \\ 1 & 0 & -2 & 1 & 0 \\ 0 & 1 & 1 & -3 & 1 \\ 0 & 1 & 0 & 1 & -2 \end{pmatrix}$$

*Laplacian*

# Continuous-time quantum walk



$$A = \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{pmatrix}$$

*adjacency matrix*

$$L = \begin{pmatrix} -2 & 1 & 1 & 0 & 0 \\ 1 & -3 & 0 & 1 & 1 \\ 1 & 0 & -2 & 1 & 0 \\ 0 & 1 & 1 & -3 & 1 \\ 0 & 1 & 0 & 1 & -2 \end{pmatrix}$$

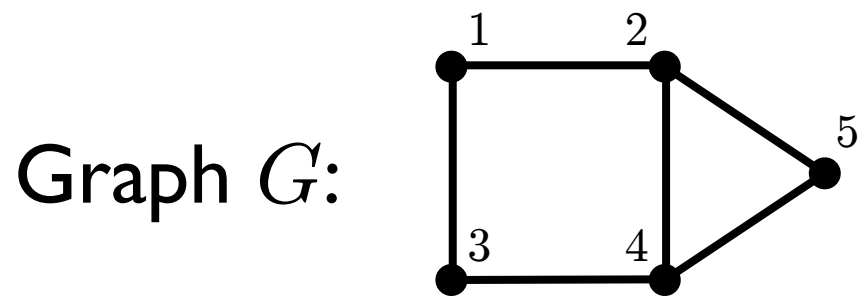
*Laplacian*

## Random walk on $G$

**State:** Probability  $p_j(t)$  of being at vertex  $j$  at time  $t$

**Dynamics:**  $\frac{d}{dt}\vec{p} = -\gamma L\vec{p}$

# Continuous-time quantum walk



$$A = \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{pmatrix}$$

*adjacency matrix*

$$L = \begin{pmatrix} -2 & 1 & 1 & 0 & 0 \\ 1 & -3 & 0 & 1 & 1 \\ 1 & 0 & -2 & 1 & 0 \\ 0 & 1 & 1 & -3 & 1 \\ 0 & 1 & 0 & 1 & -2 \end{pmatrix}$$

*Laplacian*

## Random walk on $G$

**State:** Probability  $p_j(t)$  of being at vertex  $j$  at time  $t$

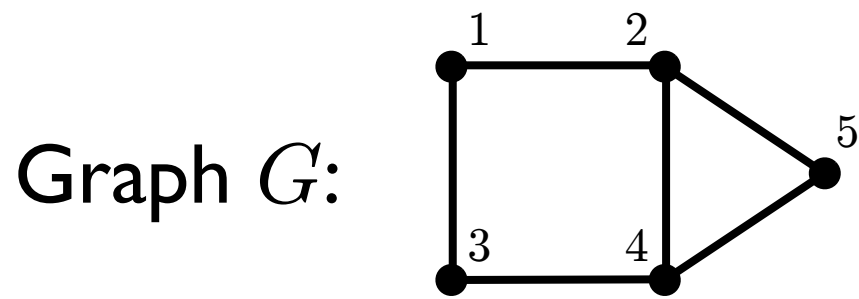
**Dynamics:**  $\frac{d}{dt}\vec{p} = -\gamma L\vec{p}$

## Quantum walk on $G$

**State:** Amplitude  $q_j(t)$  to be at vertex  $j$  at time  $t$

**Dynamics:**  $i\frac{d}{dt}\vec{q} = -\gamma L\vec{q}$

# Continuous-time quantum walk



$$A = \begin{pmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 \end{pmatrix}$$

*adjacency matrix*

$$L = \begin{pmatrix} -2 & 1 & 1 & 0 & 0 \\ 1 & -3 & 0 & 1 & 1 \\ 1 & 0 & -2 & 1 & 0 \\ 0 & 1 & 1 & -3 & 1 \\ 0 & 1 & 0 & 1 & -2 \end{pmatrix}$$

*Laplacian*

## Random walk on $G$

**State:** Probability  $p_j(t)$  of being at vertex  $j$  at time  $t$

**Dynamics:**  $\frac{d}{dt}\vec{p} = -\gamma L\vec{p}$

## Quantum walk on $G$

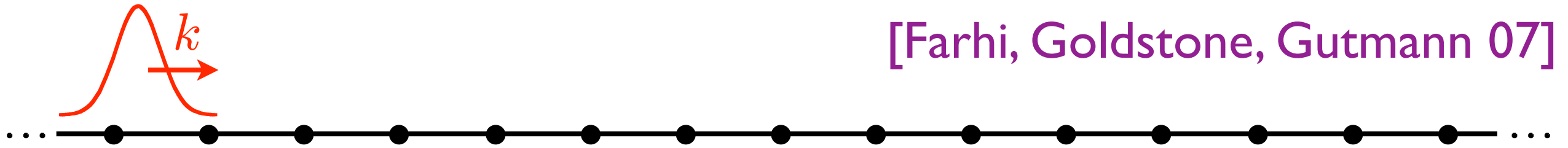
**State:** Amplitude  $q_j(t)$  to be at vertex  $j$  at time  $t$

**Dynamics:**  $i\frac{d}{dt}\vec{q} = -\gamma L\vec{q}$  (or  $i\frac{d}{dt}\vec{q} = \gamma A\vec{q}$ , or ...)



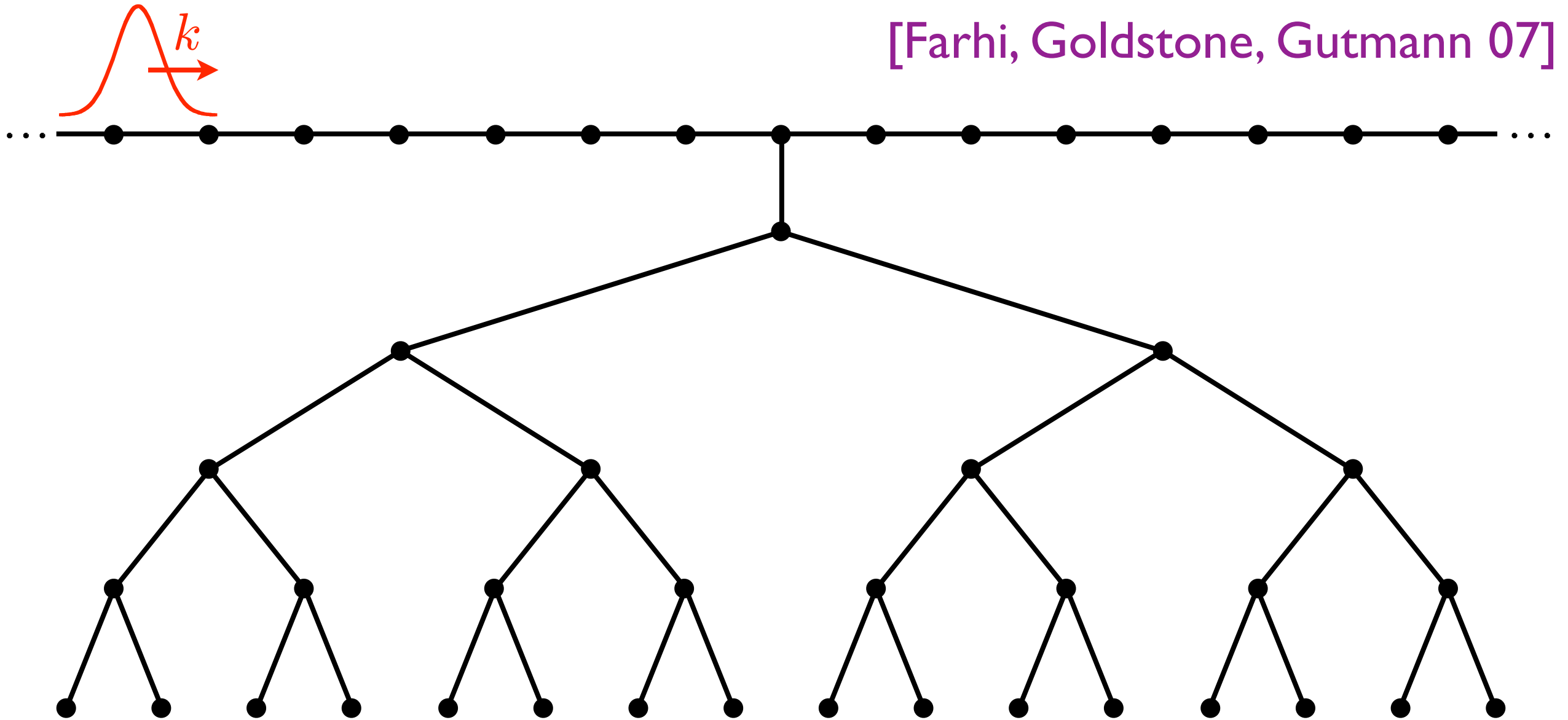
# Evaluating AND-OR trees by scattering

[Farhi, Goldstone, Gutmann 07]



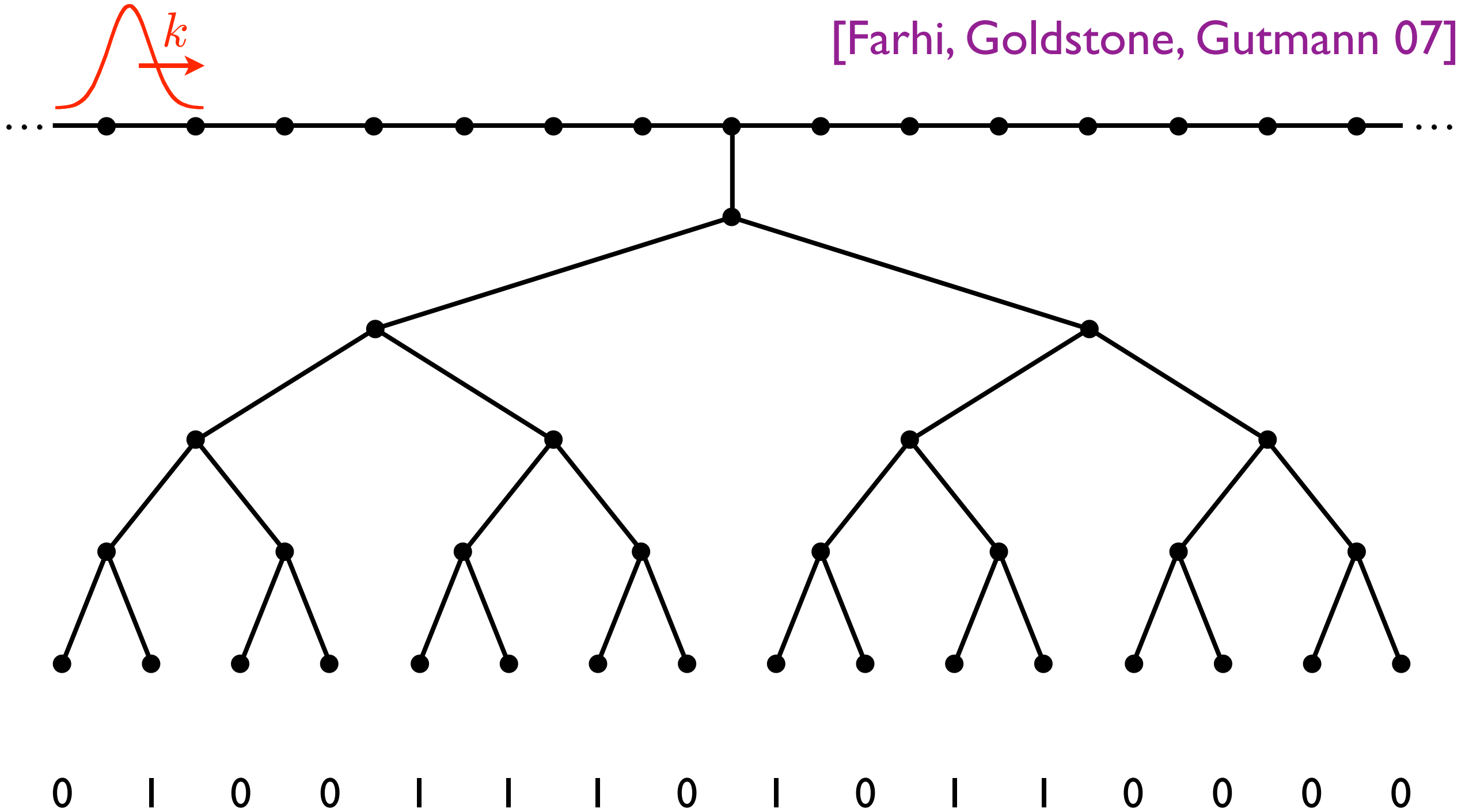
# Evaluating AND-OR trees by scattering

[Farhi, Goldstone, Gutmann 07]



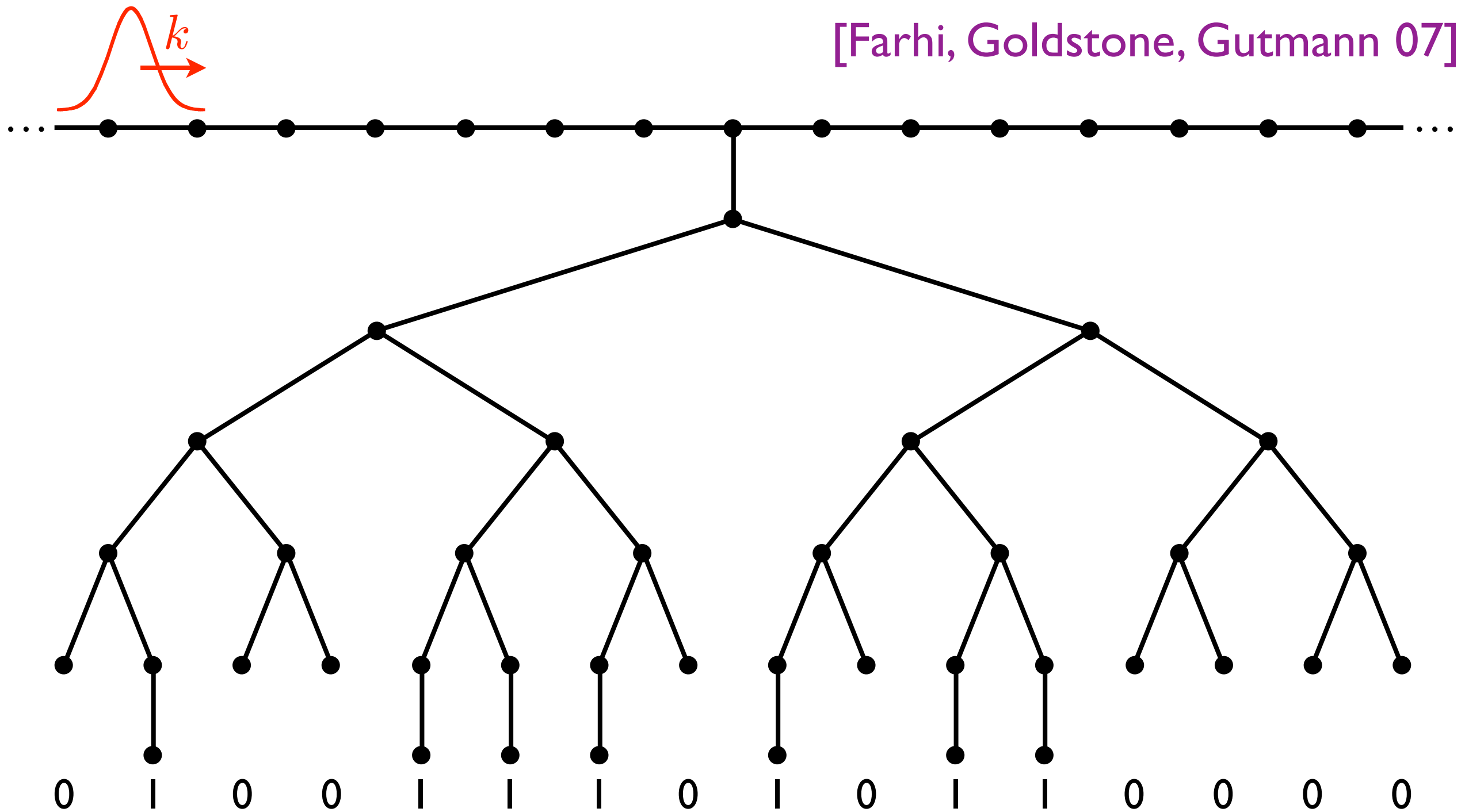
# Evaluating AND-OR trees by scattering

[Farhi, Goldstone, Gutmann 07]



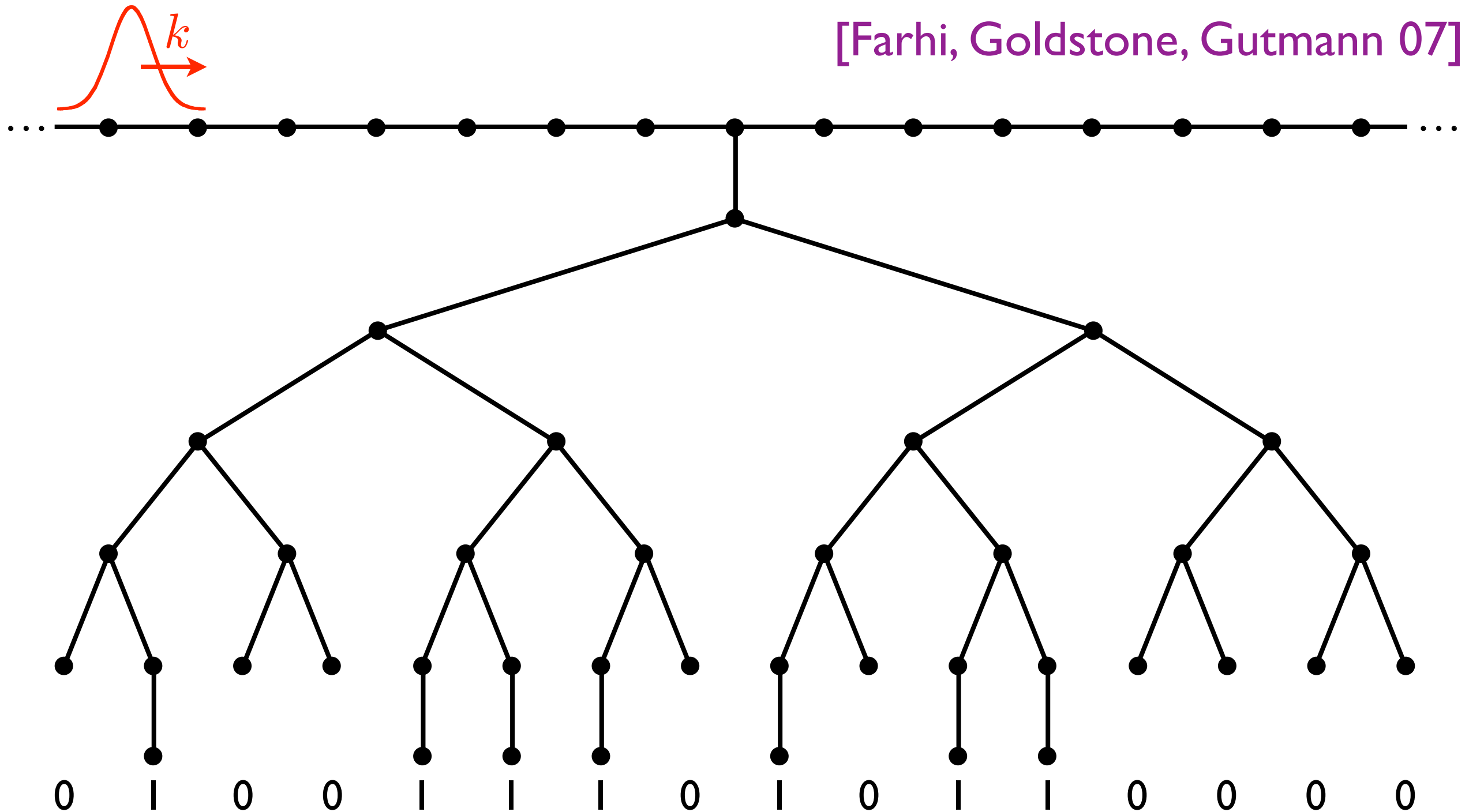
# Evaluating AND-OR trees by scattering

[Farhi, Goldstone, Gutmann 07]



# Evaluating AND-OR trees by scattering

[Farhi, Goldstone, Gutmann 07]



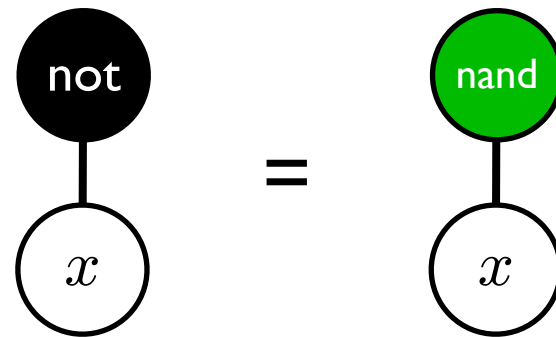
**Claim:** For small  $k$ , the wave is transmitted if the formula (translated into NAND gates) evaluates to 0, and reflected if it evaluates to 1.

# Gate sets

{AND, OR, NOT} equivalent to {NAND}

# Gate sets

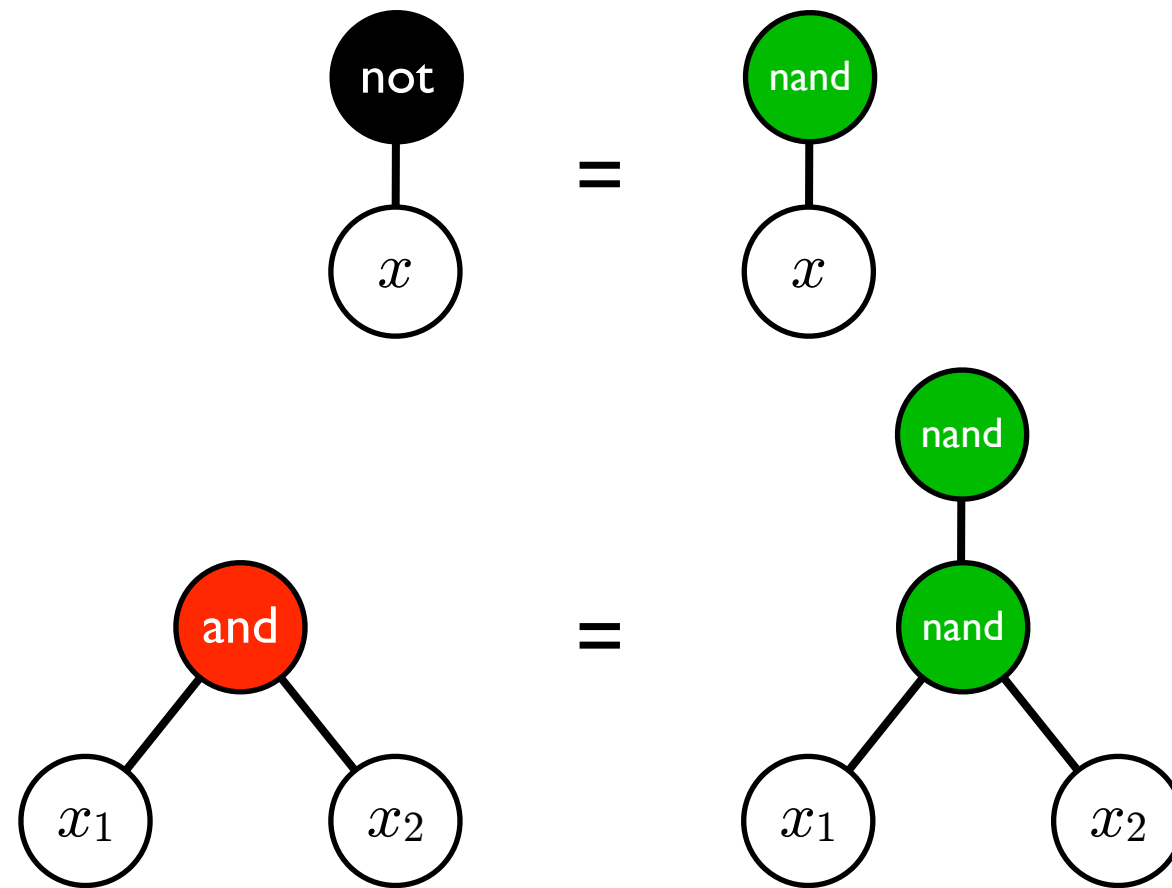
{AND, OR, NOT} equivalent to {NAND}





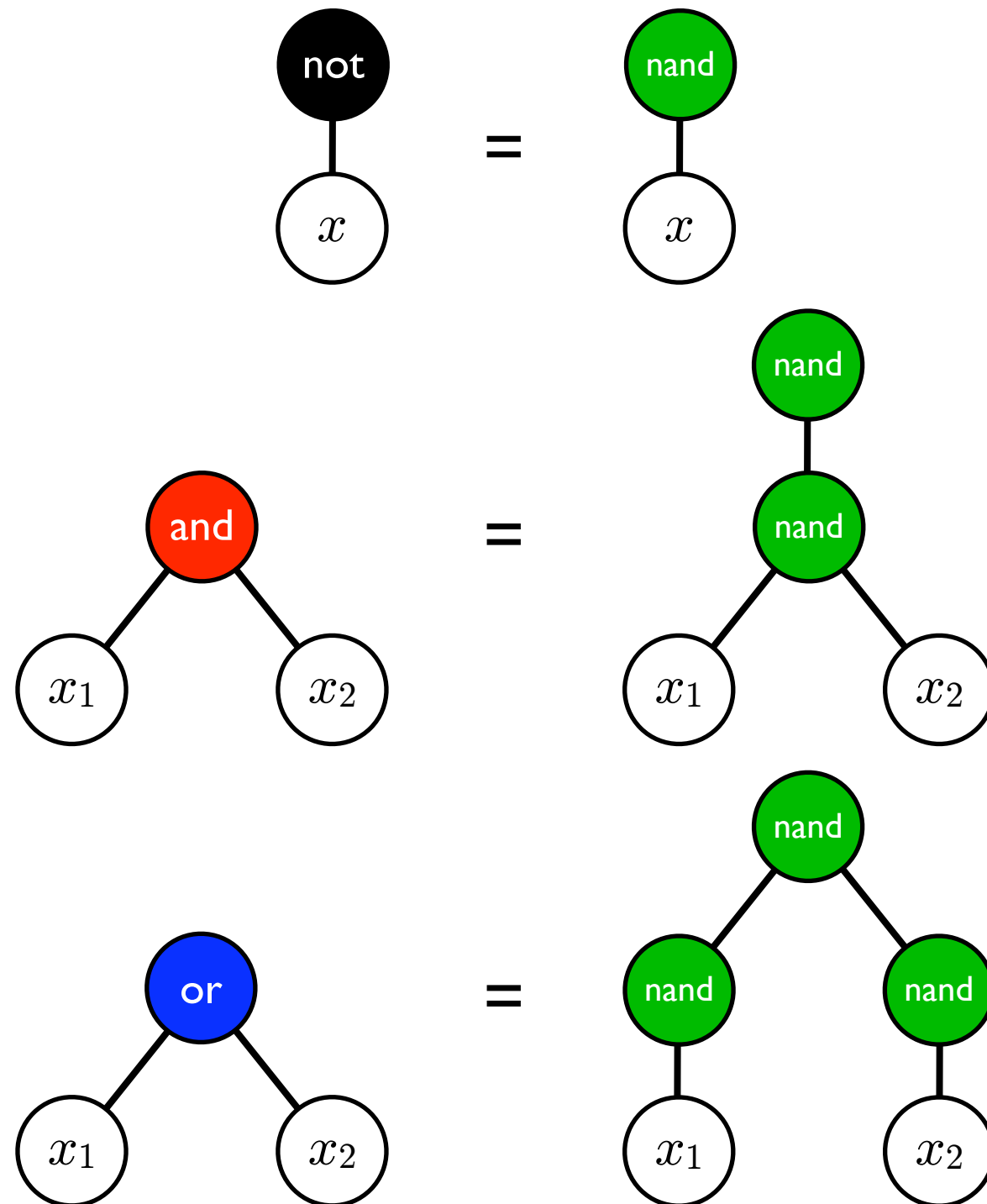
# Gate sets

{AND, OR, NOT} equivalent to {NAND}

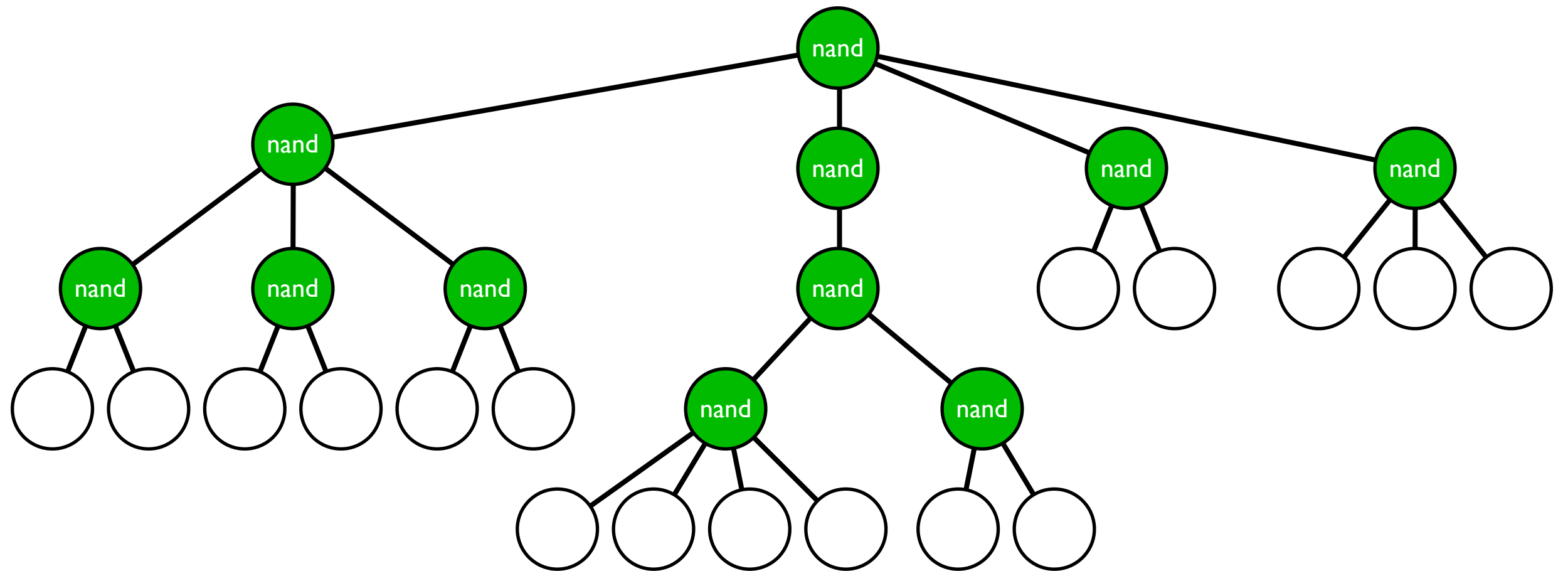


# Gate sets

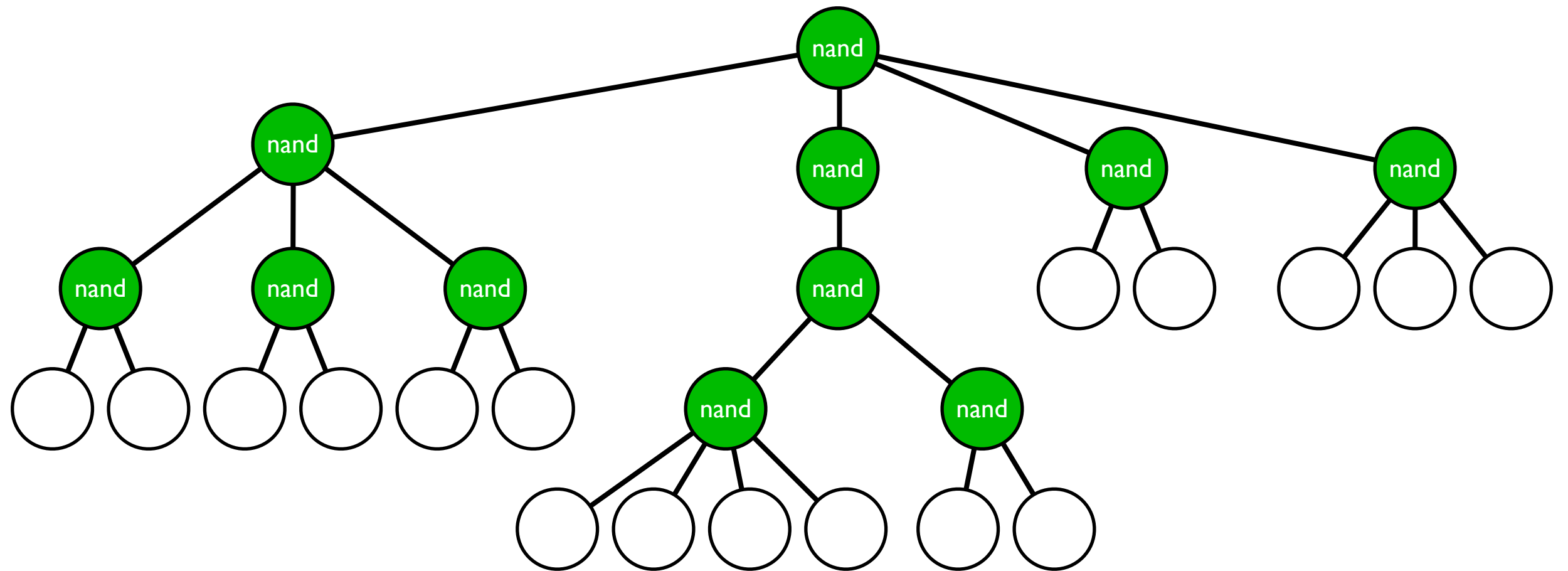
{AND, OR, NOT} equivalent to {NAND}



# General formulas

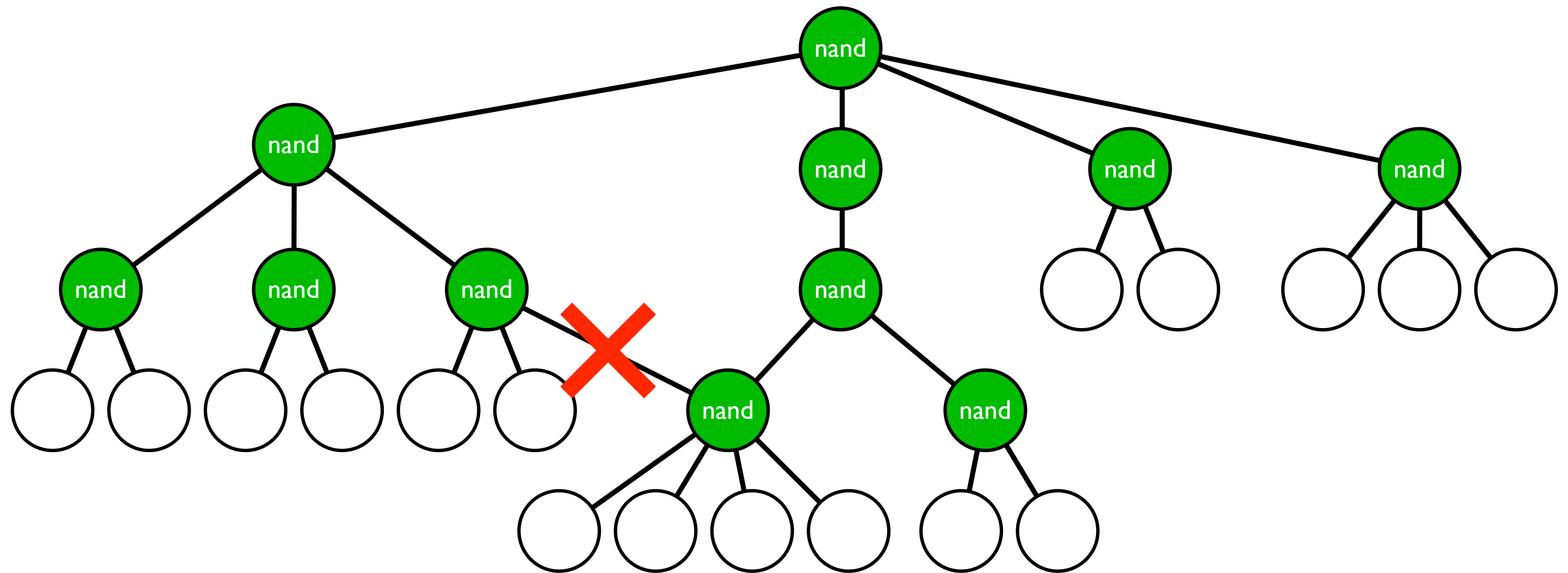


# General formulas



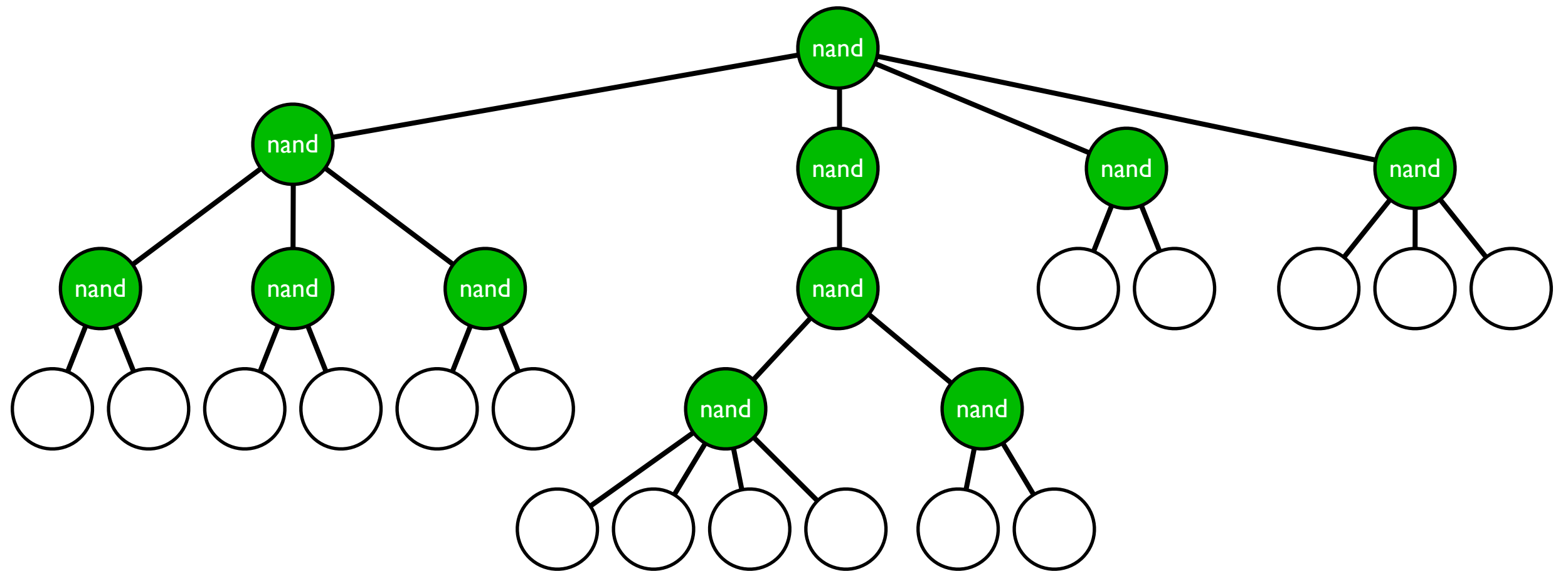
In a *formula* (instead of a *circuit*), the fanout of every gate is 1 (so the graph is a tree).

# General formulas



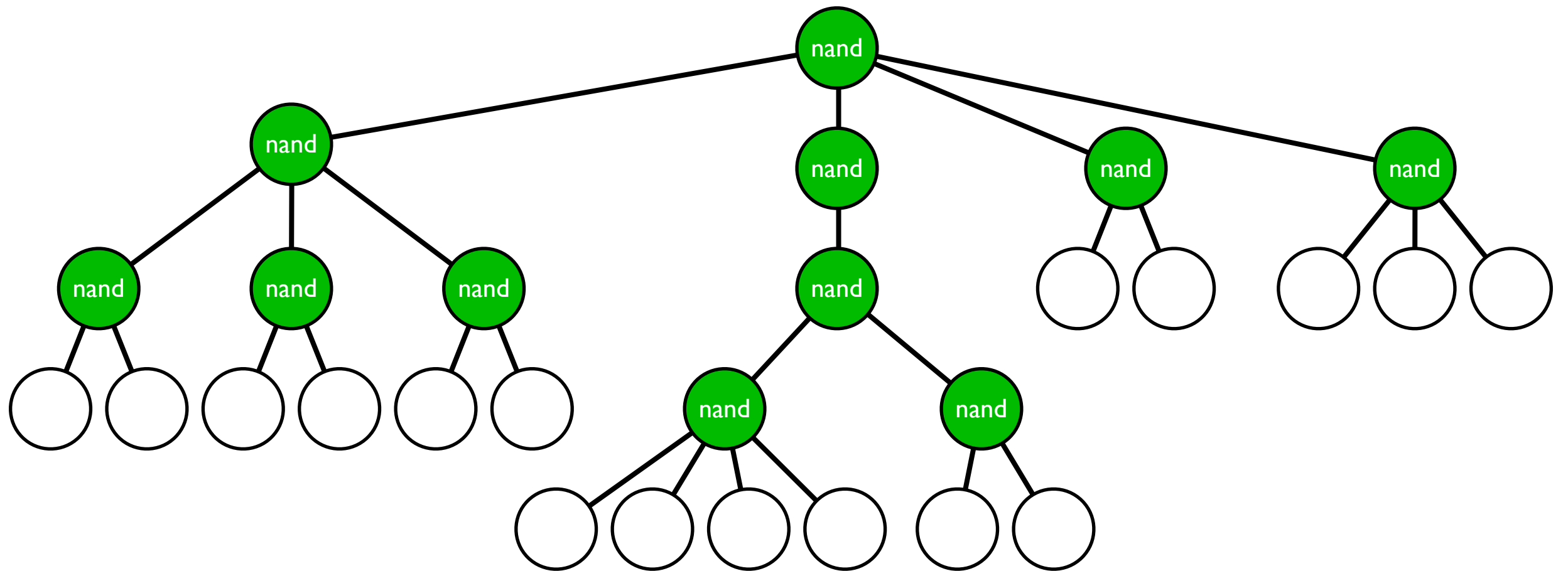
In a *formula* (instead of a *circuit*), the fanout of every gate is 1 (so the graph is a tree).

# General formulas



In a *formula* (instead of a *circuit*), the fanout of every gate is 1 (so the graph is a tree).

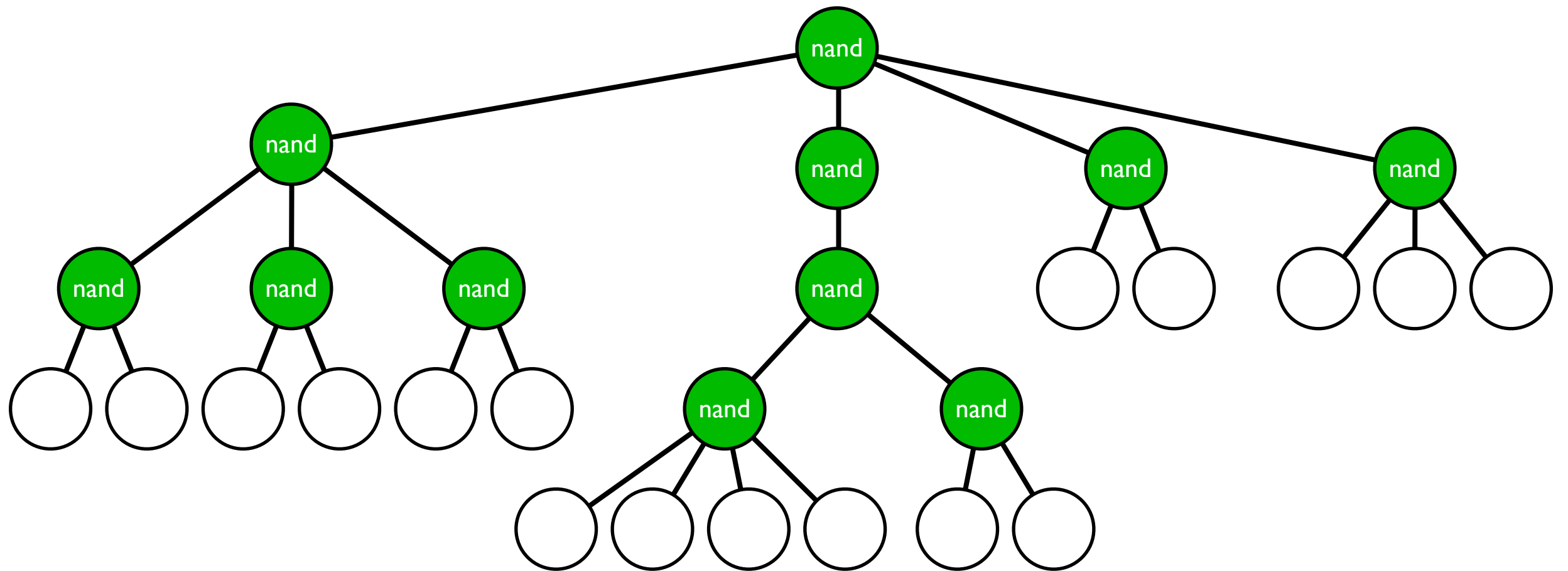
# General formulas



In a *formula* (instead of a *circuit*), the fanout of every gate is 1 (so the graph is a tree).

Consider *read-once formulas*: every leaf is a different input. (Equivalently, count duplicated inputs with multiplicity.)

# General formulas



In a *formula* (instead of a *circuit*), the fanout of every gate is 1 (so the graph is a tree).

Consider *read-once formulas*: every leaf is a different input. (Equivalently, count duplicated inputs with multiplicity.)

Quantum lower bound [Barnum-Saks 02]:  $\Omega(\sqrt{n})$



# Results

[Farhi, Goldstone, Gutmann 07] + [C., Cleve, Jordan, Yeung 07]

- $\sqrt{n^{1+o(1)}}$  time (and query) quantum algorithm for evaluating the balanced, binary NAND formula with  $n$  inputs

# Results

[Farhi, Goldstone, Gutmann 07] + [C., Cleve, Jordan, Yeung 07]

- $\sqrt{n^{1+o(1)}}$  time (and query) quantum algorithm for evaluating the balanced, binary NAND formula with  $n$  inputs

Conjecture [Laplante, Lee, Szegedy 05]: Formula size is lower bounded by the square of the bounded-error quantum query complexity.

# Results

[Farhi, Goldstone, Gutmann 07] + [C., Cleve, Jordan, Yeung 07]

- $\sqrt{n^{1+o(1)}}$  time (and query) quantum algorithm for evaluating the balanced, binary NAND formula with  $n$  inputs

Conjecture [Laplante, Lee, Szegedy 05]: Formula size is lower bounded by the square of the bounded-error quantum query complexity.

This talk:

- $O(\sqrt{n})$  query quantum algorithm for evaluating “approximately balanced” NAND formulas (optimal!)

# Results

[Farhi, Goldstone, Gutmann 07] + [C., Cleve, Jordan, Yeung 07]

- $\sqrt{n^{1+o(1)}}$  time (and query) quantum algorithm for evaluating the balanced, binary NAND formula with  $n$  inputs

Conjecture [Laplante, Lee, Szegedy 05]: Formula size is lower bounded by the square of the bounded-error quantum query complexity.

This talk:

- $O(\sqrt{n})$  query quantum algorithm for evaluating “approximately balanced” NAND formulas (optimal!)
- $\sqrt{n^{1+o(1)}}$  time (and query) quantum algorithm for evaluating arbitrary NAND formulas

# The algorithm

1. Start at the root of the tree
2. Perform phase estimation with precision  $\approx 1/\sqrt{n}$  on a discrete-time quantum walk on the tree
3. If the estimated phase is 0 or  $\pi$ , then output 1; otherwise output 0

# The algorithm

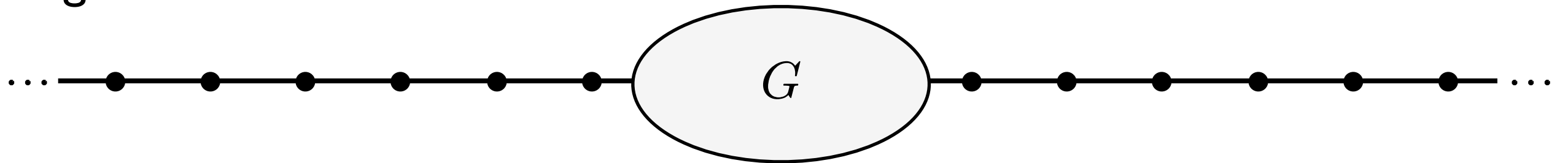
1. Start at the root of the tree
2. Perform phase estimation with precision  $\approx 1/\sqrt{n}$  on a discrete-time quantum walk on the tree
3. If the estimated phase is 0 or  $\pi$ , then output 1; otherwise output 0

## Outline

- Scattering  $\rightarrow$  phase estimation
- Hamiltonian for a continuous-time quantum walk (with non-uniform edge weights)
- Low-energy eigenstates “compute NAND”
- Continuous time  $\rightarrow$  discrete time (gives a small speedup)
- Formula rebalancing

# From scattering to phase estimation

To do scattering calculations, we compute a complete basis of eigenstates:



**Left:**  $e^{ikx} + R(k) e^{-ikx}$

**Right:**  $\bar{T}(k) e^{-ikx}$

**Bound:**  $e^{\kappa x}$

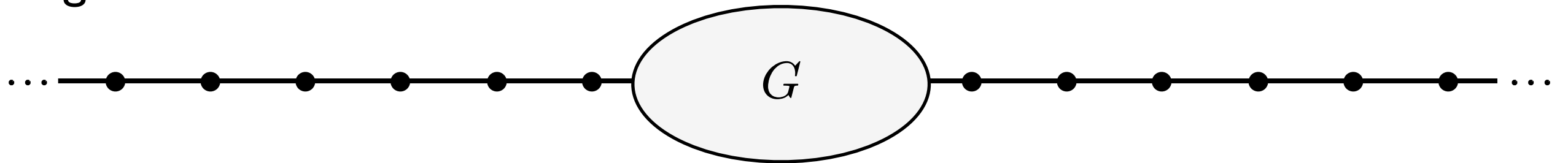
$$T(k) e^{ikx}$$

$$e^{-ikx} + \bar{R}(k) e^{ikx}$$

$$B(\kappa) e^{-\kappa x}$$

# From scattering to phase estimation

To do scattering calculations, we compute a complete basis of eigenstates:



**Left:**  $e^{ikx} + R(k) e^{-ikx}$

$$T(k) e^{ikx}$$

**Right:**  $\bar{T}(k) e^{-ikx}$

$$e^{-ikx} + \bar{R}(k) e^{ikx}$$

**Bound:**  $e^{\kappa x}$

$$B(\kappa) e^{-\kappa x}$$

Instead, we can just look at eigenstates of the graph itself.

**Phase estimation:** Given  $U$  and an eigenstate  $|\varphi\rangle$  with  $U|\varphi\rangle = e^{i\varphi}|\varphi\rangle$ , we can estimate  $\varphi$  to precision  $\delta$  in  $O(1/\delta)$  steps.

(Equivalent to measuring  $H = i \log U$ .)



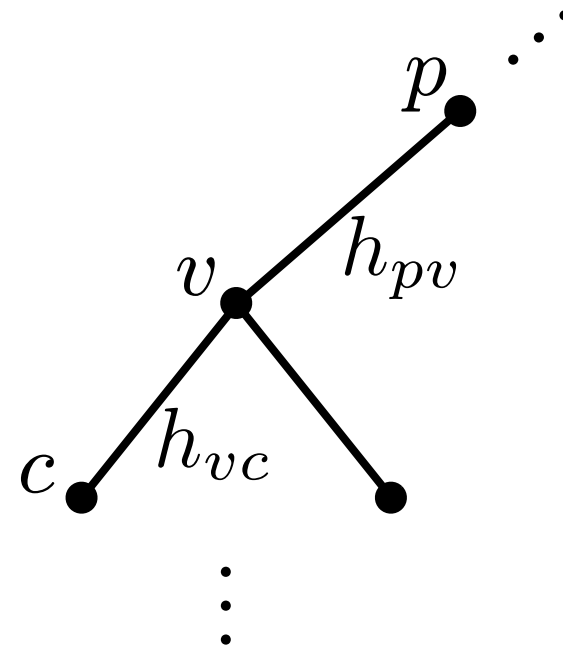
# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

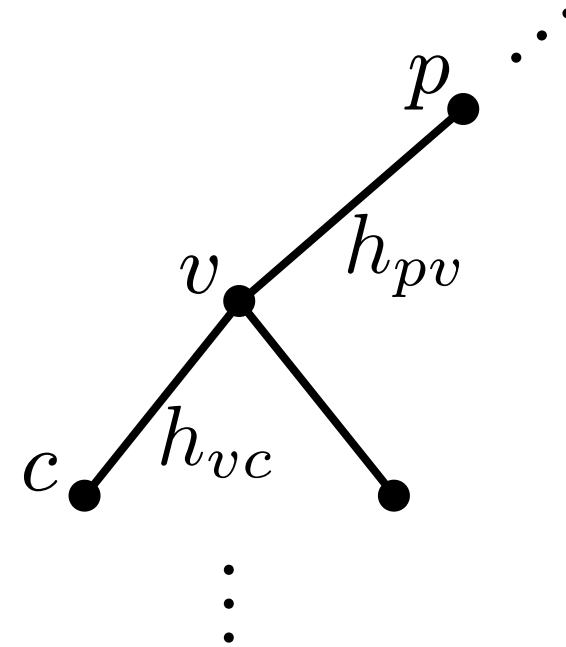
$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$



# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$

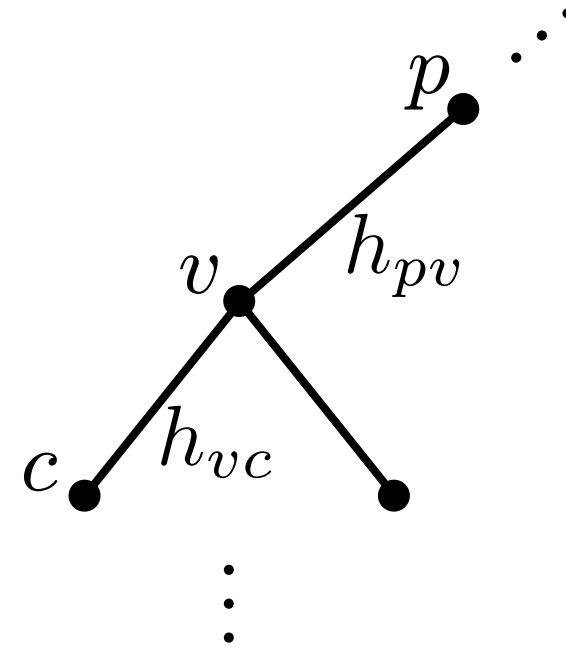


Edge weights:  $h_{pv} \approx \sqrt[4]{\frac{s_v}{s_p}}$   $s_v = \#$  of inputs in subformula under  $v$

# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$



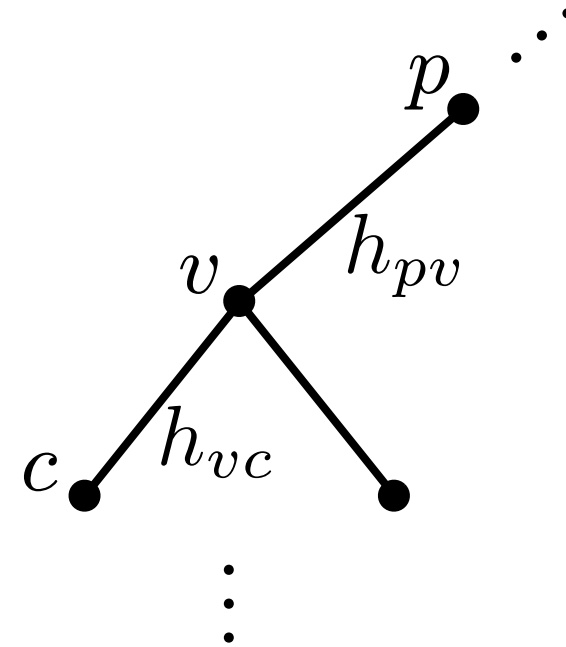
Edge weights:  $h_{pv} \approx \sqrt[4]{\frac{s_v}{s_p}}$   $s_v = \#$  of inputs in subformula under  $v$

(Also, add two NOT gates to the root and use different weights there.)

# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$



Edge weights:  $h_{pv} \approx \sqrt[4]{\frac{s_v}{s_p}}$   $s_v = \#$  of inputs in subformula under  $v$

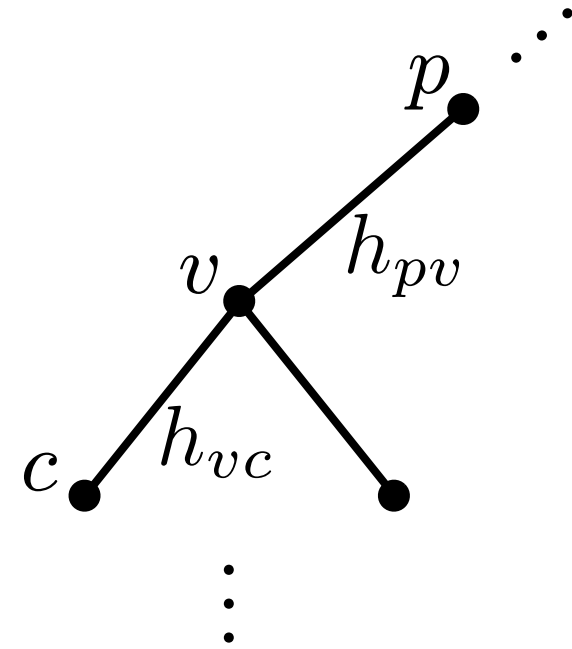
(Also, add two NOT gates to the root and use different weights there.)

Eigenstates:  $H|E\rangle = E|E\rangle$

# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$



Edge weights:  $h_{pv} \approx \sqrt[4]{\frac{s_v}{s_p}}$   $s_v = \#$  of inputs in subformula under  $v$

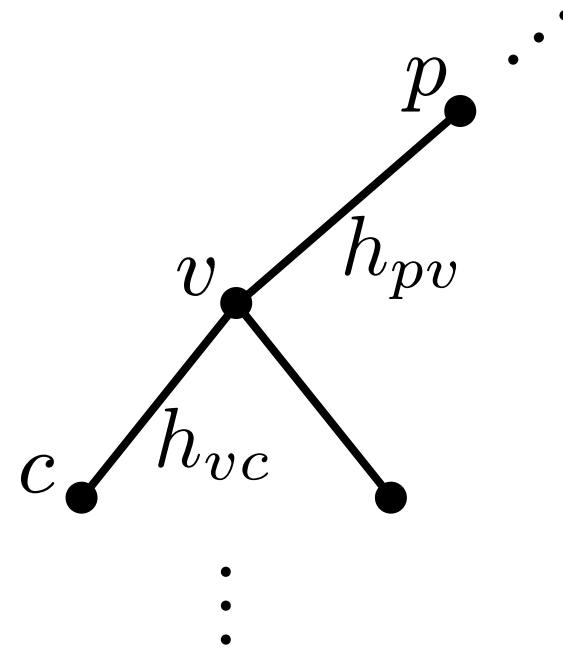
(Also, add two NOT gates to the root and use different weights there.)

Eigenstates:  $H|E\rangle = E|E\rangle$   $h_{pv}\langle p|E\rangle + \sum_c h_{vc}\langle c|E\rangle = E\langle v|E\rangle$

# The Hamiltonian

**Graph:** Tree representing the NAND formula, with edges added to 1 inputs (so that all leaves evaluate to 0).

$$H|v\rangle = h_{pv}|p\rangle + \sum_c h_{vc}|c\rangle$$



Edge weights:  $h_{pv} \approx \sqrt[4]{\frac{s_v}{s_p}}$   $s_v = \#$  of inputs in subformula under  $v$

(Also, add two NOT gates to the root and use different weights there.)

**Eigenstates:**  $H|E\rangle = E|E\rangle$   $h_{pv}\langle p|E\rangle + \sum_c h_{vc}\langle c|E\rangle = E\langle v|E\rangle$

**For  $E = 0$ :**  $\langle p|\Psi\rangle = -\sum_c \frac{h_{vc}}{h_{pv}}\langle c|\Psi\rangle$

# Zero-energy eigenstates evaluate NAND: Qualitative version

Let  $\text{NAND}(p)$  denote the value of the NAND subformula under  $p$ .

Let  $r = \text{root}$  of the tree.



# Zero-energy eigenstates evaluate NAND: Qualitative version

Let  $\text{NAND}(p)$  denote the value of the NAND subformula under  $p$ .

Let  $r = \text{root}$  of the tree.

## Theorem.

If  $\text{NAND}(p) = 1$ , then  $\langle p | \Psi \rangle = 0$  for any  $|\Psi\rangle$  with  $H |\Psi\rangle = 0$ .

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H |\Psi\rangle = 0$ .

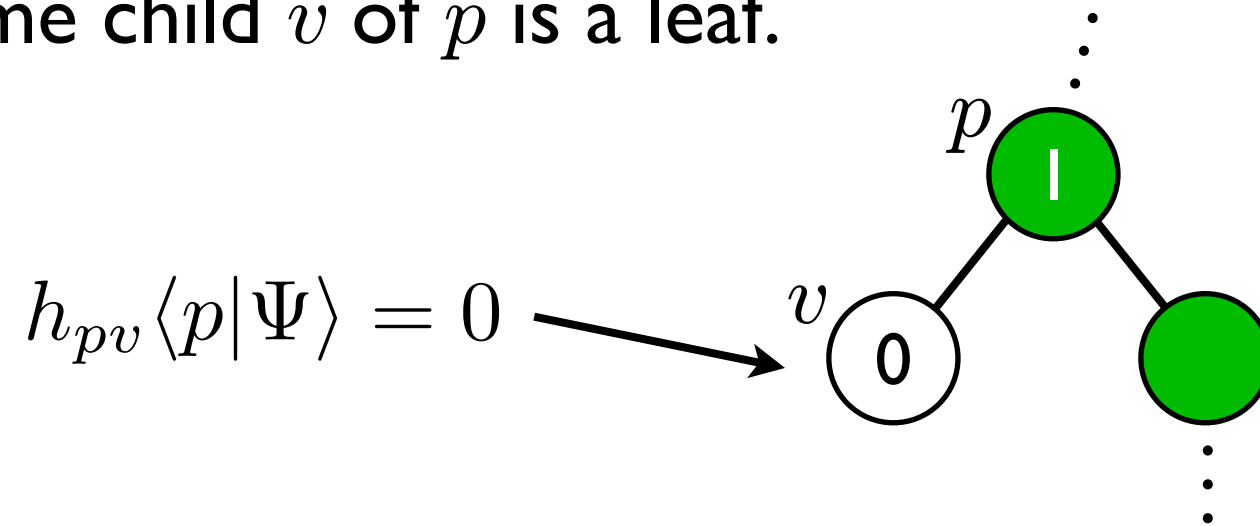
# NAND = 1

If  $\text{NAND}(p) = 1$ , then  $\langle p | \Psi \rangle = 0$  for any  $|\Psi\rangle$  with  $H |\Psi\rangle = 0$ .

# NAND = 1

If  $\text{NAND}(p) = 1$ , then  $\langle p | \Psi \rangle = 0$  for any  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

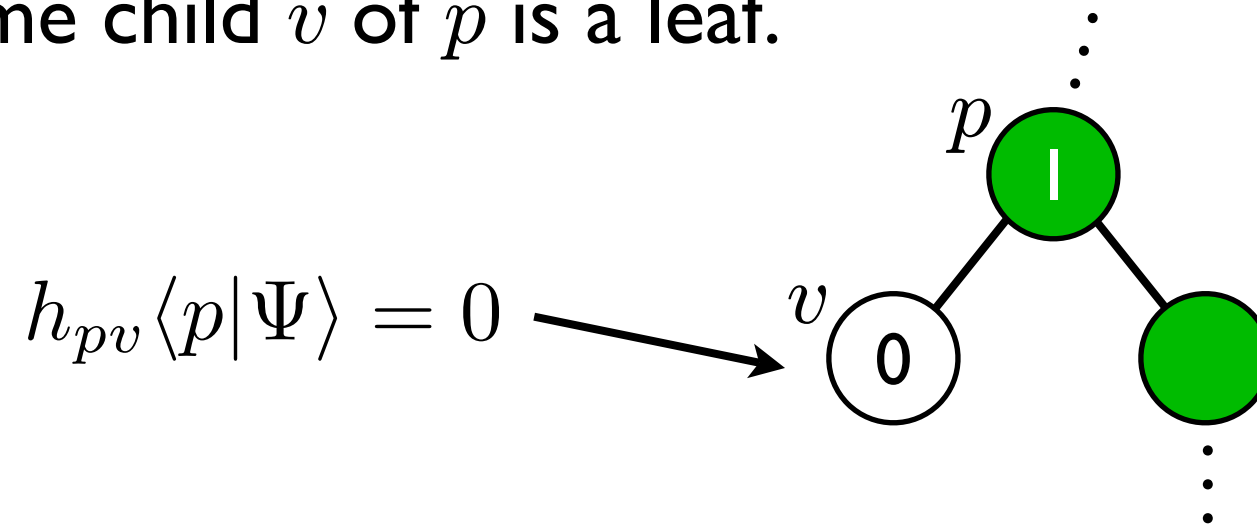
**Base case:** Some child  $v$  of  $p$  is a leaf.



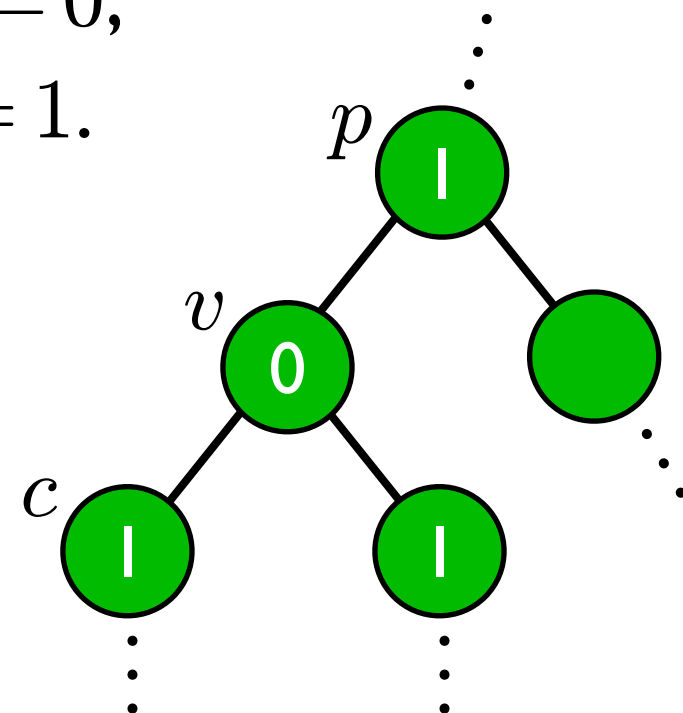
# NAND = 1

If  $\text{NAND}(p) = 1$ , then  $\langle p | \Psi \rangle = 0$  for any  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

**Base case:** Some child  $v$  of  $p$  is a leaf.



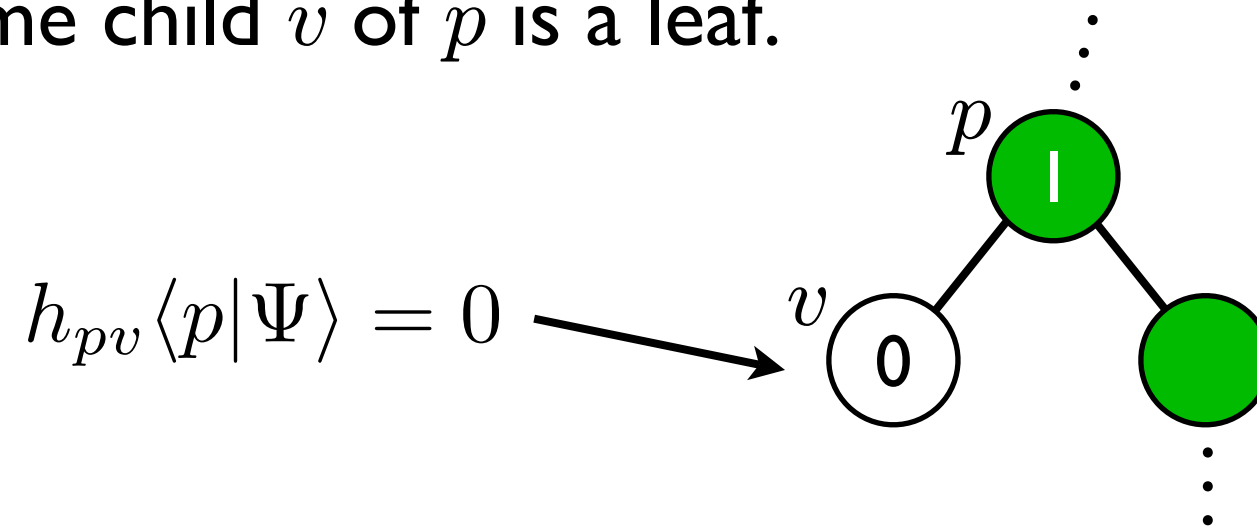
**Induction:** Some child  $v$  of  $p$  has  $\text{NAND}(v) = 0$ ;  
all its children  $c$  have  $\text{NAND}(c) = 1$ .



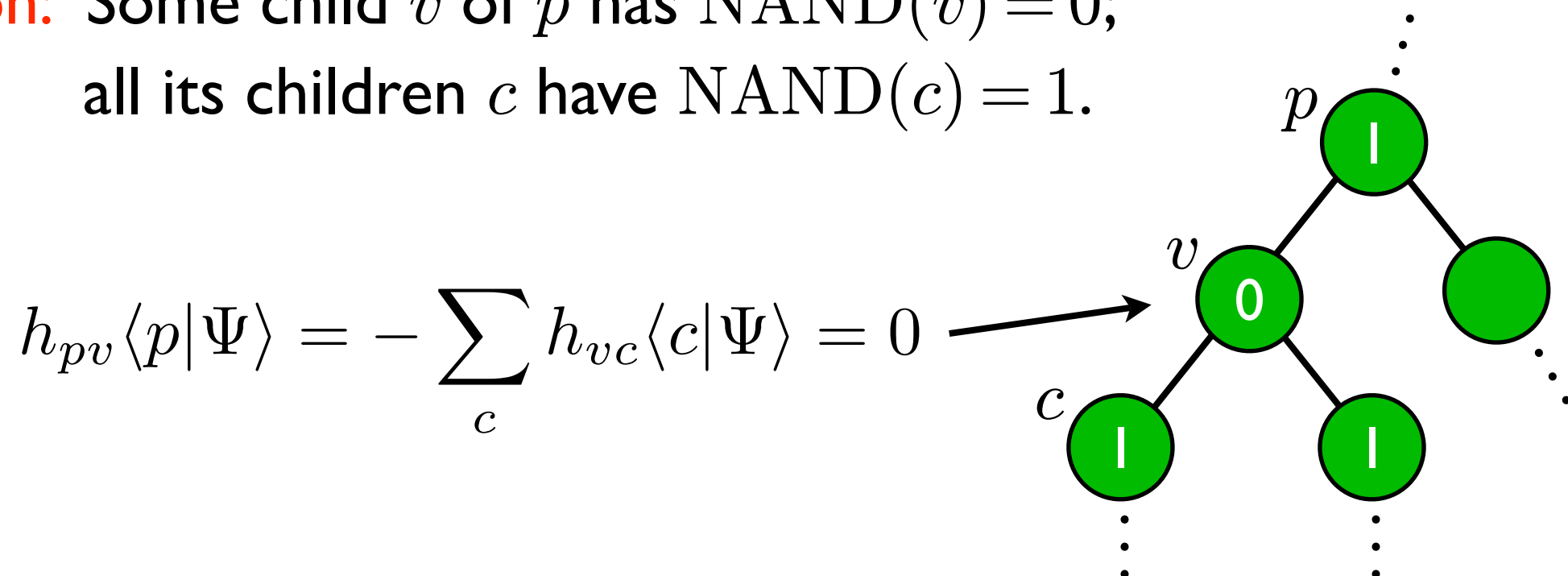
# NAND = 1

If  $\text{NAND}(p) = 1$ , then  $\langle p | \Psi \rangle = 0$  for any  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

**Base case:** Some child  $v$  of  $p$  is a leaf.



**Induction:** Some child  $v$  of  $p$  has  $\text{NAND}(v) = 0$ ;  
all its children  $c$  have  $\text{NAND}(c) = 1$ .



# NAND = 0

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .



# NAND = 0

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

**Base case:** A single leaf.

$$r \textcircled{0}$$

$$|\Psi\rangle = |r\rangle$$

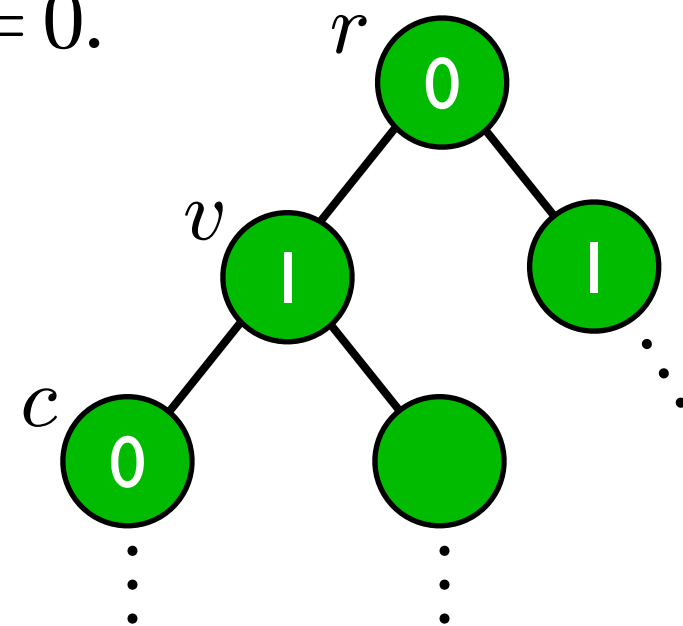
# NAND = 0

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

**Base case:** A single leaf.

$${}^r \textcircled{0} \quad |\Psi\rangle = |r\rangle$$

**Induction:** All children  $v$  of  $r$  have  $\text{NAND}(v) = 1$ ;  
some child  $c$  of  $v$  has  $\text{NAND}(c) = 0$ .



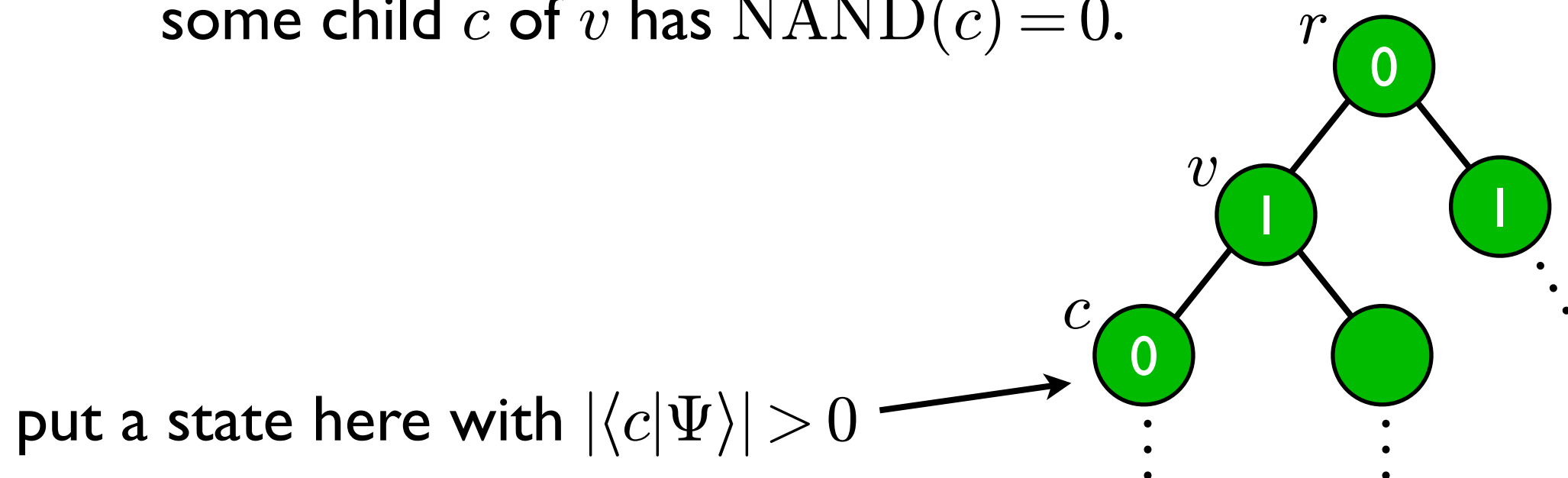
# NAND = 0

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

**Base case:** A single leaf.

$${}^r \textcircled{0} \quad |\Psi\rangle = |r\rangle$$

**Induction:** All children  $v$  of  $r$  have  $\text{NAND}(v) = 1$ ;  
some child  $c$  of  $v$  has  $\text{NAND}(c) = 0$ .



# NAND = 0

If  $\text{NAND}(r) = 0$ , then  $|\langle r | \Psi \rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

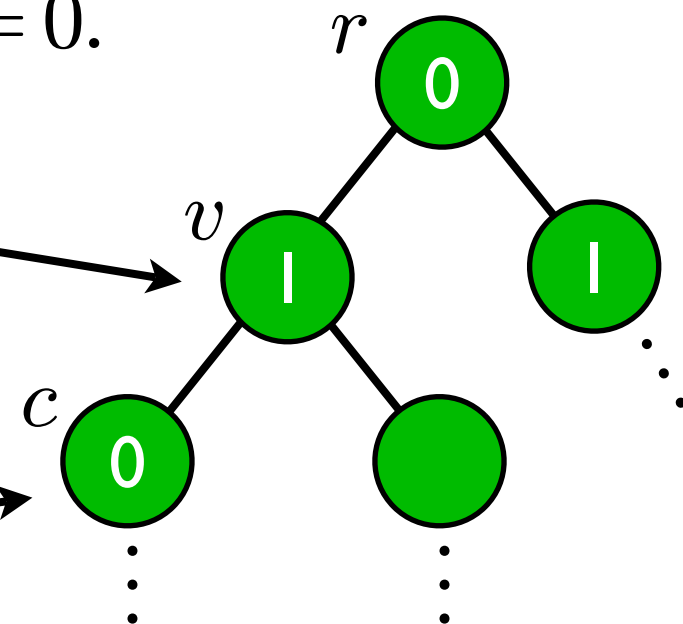
**Base case:** A single leaf.

$${}^r \textcircled{0} \quad |\Psi\rangle = |r\rangle$$

**Induction:** All children  $v$  of  $r$  have  $\text{NAND}(v) = 1$ ;  
some child  $c$  of  $v$  has  $\text{NAND}(c) = 0$ .

$$h_{rv} \langle r | \Psi \rangle = -h_{vc} \langle c | \Psi \rangle \neq 0$$

put a state here with  $|\langle c | \Psi \rangle| > 0$



# Zero-energy eigenstates evaluate NAND: Quantitative version

## Theorem (qualitative).

If  $\text{NAND}(p) = 1$ , then  $\langle p|\Psi\rangle = 0$  for any  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

If  $\text{NAND}(r) = 0$ , then  $|\langle r|\Psi\rangle| > 0$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

## Theorem (quantitative). For approximately balanced formulas:

If  $\text{NAND}(r) = 1$ , then eigenstates  $|E\rangle$  with  $|E| < O(\frac{1}{\sqrt{n}})$  have  $\langle r|E\rangle = 0$ .

If  $\text{NAND}(r) = 0$ , then  $|\langle r|\Psi\rangle| > \Omega(1)$  for some  $|\Psi\rangle$  with  $H|\Psi\rangle = 0$ .

# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.



# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.

$$e^{i(A+B)} \approx (e^{iA/m} e^{iB/m})^m$$

# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.

$$e^{i(A+B)} \approx (e^{iA/m} e^{iB/m})^m$$

simulation steps

(run time)<sup>2</sup>

# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.

$$e^{i(A+B)} \approx (e^{iA/m} e^{iB/m})^m$$

$$\approx (e^{iA/2m} e^{iB/m} e^{iA/2m})^m$$

simulation steps

$$(\text{run time})^2$$

$$(\text{run time})^{3/2}$$

# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.

$$e^{i(A+B)} \approx (e^{iA/m} e^{iB/m})^m$$

$$\approx (e^{iA/2m} e^{iB/m} e^{iA/2m})^m$$

⋮

simulation steps

$$(\text{run time})^2$$

$$(\text{run time})^{3/2}$$

⋮

$$(\text{run time})^{1+o(1)}$$

# Simulating the quantum walk

[C., Cleve, Jordan, Yeung 07]

We could perform phase estimation directly on the dynamics of this Hamiltonian (i.e., measure the energy).

But this would require *simulating* the dynamics by a sequence of quantum gates, using the black box to simulate the walk near the leaves, and combining that simulation with the input-independent part.

$$e^{i(A+B)} \approx (e^{iA/m} e^{iB/m})^m$$

$$\approx (e^{iA/2m} e^{iB/m} e^{iA/2m})^m$$

⋮

simulation steps

$$(\text{run time})^2$$

$$(\text{run time})^{3/2}$$

⋮

$$(\text{run time})^{1+o(1)}$$

Instead, we can avoid the  $o(1)$  by using a discrete-time quantum walk.

Continuous time  $\rightarrow$  discrete time

Szegedy quantization of classical Markov chains:

# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$



# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$

Quantum walk

Unitary operator  $U$  derived from  $P$   
(locality of  $P \rightarrow$  locality of  $U$ )

# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$

Eigenvalues of  $\sqrt{P \circ P^T}$ :  $\lambda_j$

Quantum walk

Unitary operator  $U$  derived from  $P$   
(locality of  $P \rightarrow$  locality of  $U$ )

# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$

Eigenvalues of  $\sqrt{P \circ P^T}$ :  $\lambda_j$

Quantum walk

Unitary operator  $U$  derived from  $P$   
(locality of  $P \rightarrow$  locality of  $U$ )

Eigenvalues of  $U$ :  $e^{\pm i \arcsin \lambda_j}$

# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$

Eigenvalues of  $\sqrt{P \circ P^T}$ :  $\lambda_j$

Quantum walk

Unitary operator  $U$  derived from  $P$   
(locality of  $P \rightarrow$  locality of  $U$ )

Eigenvalues of  $U$ :  $e^{\pm i \arcsin \lambda_j}$

**Claim:** Any symmetric matrix  $H$  with positive entries can be factorized as  $H = \sqrt{P \circ P^T}$  for some stochastic matrix  $P$ . (use Perron vector)

(note that locality of  $H \rightarrow$  locality of  $P$ )

# Continuous time $\rightarrow$ discrete time

Szegedy quantization of classical Markov chains:

Classical random walk

Stochastic matrix  $P$

Eigenvalues of  $\sqrt{P \circ P^T}$ :  $\lambda_j$

Quantum walk

Unitary operator  $U$  derived from  $P$   
(locality of  $P \rightarrow$  locality of  $U$ )

Eigenvalues of  $U$ :  $e^{\pm i \arcsin \lambda_j}$

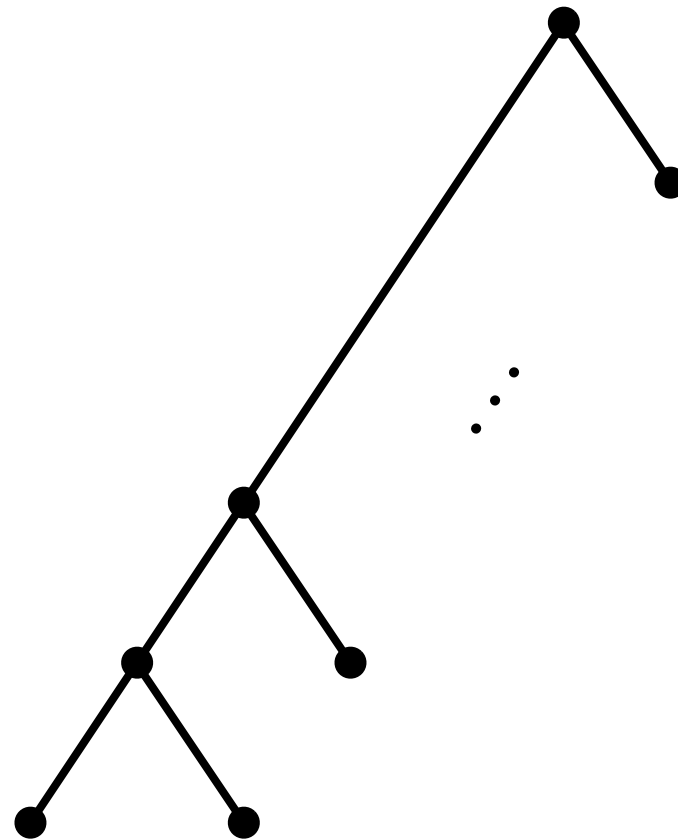
**Claim:** Any symmetric matrix  $H$  with positive entries can be factorized as  $H = \sqrt{P \circ P^T}$  for some stochastic matrix  $P$ . (use Perron vector)

(note that locality of  $H \rightarrow$  locality of  $P$ )

This gives a general way to relate continuous- and discrete-time quantum walk. Small eigenphases of  $e^{-iH}$  and  $U$  are equal up to third order.

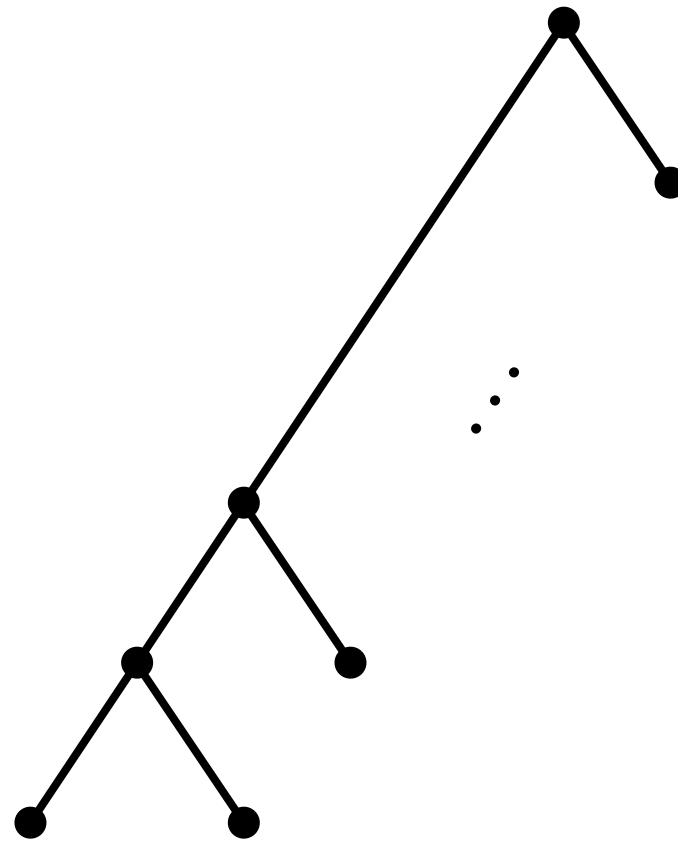
# Formula rebalancing

A quantum walk algorithm clearly cannot work for highly unbalanced formulas:



# Formula rebalancing

A quantum walk algorithm clearly cannot work for highly unbalanced formulas:



But we can apply

**Theorem [Bshouty, Cleve, Eberly 91]:** Any NAND formula of size  $n$  can be rewritten as an equivalent NAND formula of depth  $O(\log n)$  and size  $n^{1+o(1)}$ .

# Applications to recursive functions

## Recursive “all equal” function [Ambainis 03]

$$f(x, y, z) = \begin{cases} 1 & x = y = z \\ 0 & \text{otherwise} \end{cases} \quad \text{recurse } k \text{ times}$$

Polynomial degree:  $2^k$

Q. query complexity:  $\Omega\left(\left(\frac{3}{\sqrt{2}}\right)^k\right) = \Omega(2.12^k)$  (adversary method)

$O(\sqrt{6^k}) = O(2.45^k)$  (NAND of 6)

## Recursive majority function [Boppana 86]

$$f(x, y, z) = \begin{cases} 1 & x + y + z \geq 2 \\ 0 & \text{otherwise} \end{cases} \quad \text{recurse } k \text{ times}$$

C. query complexity [JKS 03]:  $\Omega\left(\left(\frac{7}{3}\right)^k\right) = \Omega(2.33^k)$

$o\left(\left(\frac{8}{3}\right)^k\right) = o(2.67^k)$

Q. query complexity:  $\Omega(2^k)$  (adversary method)

$O(\sqrt{5^k}) = O(2.24^k)$  (NAND of 5)



# Closed problems

This also resolves a conjecture of [O'Donnell-Servedio 03]:

Any NAND formula of size  $n$  can be approximated by a polynomial of degree  $\sqrt{n^{1+o(1)}}$ .

Hence formulas are (classically!) PAC learnable in time  $2^{\sqrt{n^{1+o(1)}}$ .

# Closed problems

This also resolves a conjecture of [O'Donnell-Servedio 03]:

Any NAND formula of size  $n$  can be approximated by a polynomial of degree  $\sqrt{n^{1+o(1)}}$ .

Hence formulas are (classically!) PAC learnable in time  $2^{\sqrt{n^{1+o(1)}}}$ .

[Reichardt, Špalek 07]: Generalization to formulas built from other gates, using new gate widgets, as well as the concept of *span programs*. Gives optimal (or nearly optimal) algorithms for many other functions, including an optimal algorithm ( $O(2^k)$ ) for recursive ternary majority.

# Closed problems

This also resolves a conjecture of [O'Donnell-Servedio 03]:

Any NAND formula of size  $n$  can be approximated by a polynomial of degree  $\sqrt{n^{1+o(1)}}$ .

Hence formulas are (classically!) PAC learnable in time  $2^{\sqrt{n^{1+o(1)}}}$ .

[Reichardt, Špalek 07]: Generalization to formulas built from other gates, using new gate widgets, as well as the concept of *span programs*. Gives optimal (or nearly optimal) algorithms for many other functions, including an optimal algorithm ( $O(2^k)$ ) for recursive ternary majority.

# Open problems

- Formulas with yet more general gates?
- Similar algorithm for *circuits*?
- Can we compute a certificate for the value of a formula?
- Improved formula rebalancing?