Optimal quantum adversary lower bounds for ordered search

Andrew Childs Waterloo Troy Lee Rutgers

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		Classical	Quantum
Exponential:	Simon's problem	$\Omega(2^{n/2})$	$\Theta(n)$

Super-polynomial: Factoring

 $2^{O(n^{1/3}(\log n)^{2/3})} O(n^3)$

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	Element distinctness	$\Theta(n)$	$\Theta(n^{2/3})$
Constant:	Parity	n	n/2

Problem: Compute a function $f:S\to\Sigma$ Input set: $S\subseteq\{0,1\}^n$ Output set: Σ

Fix some (unknown) input $x \in S$. Given a black box for the bits of x, how many queries are required to compute f(x)?

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(Deterministic) query complexity: n

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Quantum query:
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 $\alpha,\beta\in\mathbb{C}$

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Quantum query complexity: Minimum number of quantum queries required to quantum compute f(x), given a black box for the input x.

Given a sorted list of n items, find the position of a desired item.

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1	4	7	8	12	13	16	25	28	41	49	50	54	57	62	78
---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----

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In the above example, we have x =

0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1

Upper bounds

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 $\begin{array}{l} \log_3 n \approx 0.631 \log_2 n \\ & \text{Høyer, Neerbek, Shi 01} \end{array}$

 $\begin{array}{l} 3 \log_{52} n \approx 0.526 \log_2 n \\ \text{Farhi, Goldstone, Gutmann, Sipser 99} \end{array}$

 $4 \log_{550} n pprox 0.439 \log_2 n$ Brookes, Jacokes, Landahl 04

$$\begin{split} 4 \log_{605} n \approx 0.433 \log_2 n \\ \text{Childs, Landahl, Parrilo 06} \end{split}$$

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Quantum query complexity: $c \log_2 n$ for some c. What is c?

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The quantum adversary method

$$\operatorname{ADV}(f) := \max_{\substack{\Gamma \ge 0\\ \Gamma \neq 0}} \frac{\|\Gamma\|}{\max_i \|\Gamma_i\|}$$

where Γ is an $|S| \times |S|$ matrix entries $\Gamma[x, y]$ correspond to pairs of inputs $x, y \in S$ $\Gamma[x, y] = 0$ if f(x) = f(y) $\Gamma_i[x, y] := \begin{cases} 0 & x_i = y_i \\ \Gamma[x, y] & x_i \neq y_i \end{cases}$

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Theorem [Ambainis 00]: (Q. query complexity of f) $\geq \frac{1}{2}ADV(f)$.

Proof idea: Define a progress measure for algorithms. It starts at 0 and must reach $\|\Gamma\|$ for the algorithm to succeed; the maximum change per query is $2 \max_i \|\Gamma_i\|$.

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Notice that computing ADV(f) is a semidefinite program!



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Definition: An automorphism of $f: S \to \Sigma$ is a permutation $\pi \in S_n$ with $\pi(S) = S$ and $f(x) = f(y) \Leftrightarrow f(\pi(x)) = f(\pi(y)) \ \forall x, y \in S.$

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Automorphism principle [Høyer, Lee, Špalek 07]: If π is an automorphism of f, then we can choose an optimal adversary matrix Γ satisfying $\Gamma[x, y] = \Gamma[\pi(x), \pi(y)]$ for all pairs of inputs x, y. Furthermore, if the automorphism group is transitive, then the uniform vector is a principal eigenvector of Γ , and all $\|\Gamma_i\|$ are equal.

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Extend to a circle of 2n bits: e.g., for n = 4,

 $S' = \{11110000, 01111000, 00111100, 00011110, 00011110, 00001111, 10000111, 11000011, 11100001\}$

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Again, the problem is to identify the input (f(x) = x). Now the automorphism group is cyclic (2n elements). We call this problem OSP_n .

Farhi, Goldstone, Gutmann, Sipser 99

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Asymptotically, this is negligible.

Adversary SDP for ordered search


By the automorphism principle, we can assume

	11110000	01111000	00111100	00011110	00001111	10000111	11000011	11100001	
$\Gamma =$	$\begin{bmatrix} 0 \end{bmatrix}$	γ_1	γ_2	γ_3	γ_4	γ_3	γ_2	γ_1	11110000
	γ_1	0	γ_1	γ_2	γ_3	γ_4	γ_3	γ_2	01111000
	γ_2	γ_1	0	γ_1	γ_2	γ_3	γ_4	γ_3	00111100
	γ_3	γ_2	γ_1	0	γ_1	γ_2	γ_3	γ_4	00011110
	γ_4	γ_3	γ_2	γ_1	0	γ_1	γ_2	γ_3	00001111
	γ_3	γ_4	γ_3	γ_2	γ_1	0	γ_1	γ_2	10000111
	γ_2	γ_3	γ_4	γ_3	γ_2	γ_1	0	γ_1	11000011
	γ_1	γ_2	γ_3	γ_4	γ_3	γ_2	γ_1	0	11100001

Spectral norm achieved by uniform eigenvector: $\gamma_n + 2 \sum \gamma_i$

 $+2\sum_{i=1}^{n-1}\gamma_i$

Also by the automorphism principle, it suffices to consider



In general, $\|\Gamma_{2n}\| = \|\text{Toeplitz}(\gamma_n, \gamma_{n-1}, \dots, \gamma_1)\|.$

Primal: $\max \gamma_n + 2 \sum_{i=1}^{n-1} \gamma_i \quad \text{subject to} \quad \|\text{Toeplitz}(\gamma_n, \dots, \gamma_1)\| \le 1, \ \gamma_i \ge 0$

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Høyer, Neerbek, Shi: Let $\gamma_i = \begin{cases} \frac{1}{\pi i} & i = 1, 2, \dots, \lfloor n/2 \rfloor \\ 0 & \text{otherwise} \end{cases}$

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Objective function: 2

$$2\sum_{i=1}^{\lfloor n/2 \rfloor} \frac{1}{\pi i} \approx \frac{2}{\pi} \ln n$$

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Theorem.

$$ADV(OSP_{2m}) = 2 \sum_{i=0}^{m-1} \left(\frac{\binom{2i}{i}}{4^i}\right)^2$$

$$ADV(OSP_{2m+1}) = 2 \sum_{i=0}^{m-1} \left(\frac{\binom{2i}{i}}{4^i}\right)^2 + \left(\frac{\binom{2m}{m}}{4^m}\right)^2$$

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Primal is more technical but uses similar ideas.

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$$\begin{aligned} & \operatorname{GF} \operatorname{for} \{\xi_i\} \colon \quad g(z) := \sum_{i=0}^{\infty} \xi_i z^i = \frac{1}{\sqrt{1-z}} \\ & \operatorname{GF} \operatorname{for} \operatorname{LHS:} \quad \frac{1}{1-z} = \sum_{i=0}^{\infty} z^i \end{aligned}$$

Asymptotic analysis

$$ADV(OSP_n) = 2\sum_{i=0}^{\frac{n}{2}-1} \left(\frac{\binom{2i}{i}}{4^i}\right)^2$$

Asymptotically, we have $ADV(OSP_n) = \frac{2}{\pi}(\ln n + \gamma + \ln 8) + O(1/n)$

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For comparison, the HNS bound says

$$\operatorname{ADV}(\operatorname{OSP}_n) \ge \frac{2}{\pi} (\ln n + \gamma - \ln 2) + O(1/n)$$



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Theorem [Høyer, Lee, Špalek 07]:

(Quantum query complexity of f) $\geq \frac{1}{2}$ ADV[±] $(f) \geq \frac{1}{2}$ ADV(f).

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Theorem [Høyer, Lee, Špalek 07]:

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Furthermore, there are functions for which the negative adversary gives a significantly better lower bound.

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Negative adversary for ordered search

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Replace below-diagonal entries with the above-diagonal ones.

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Open problems

- What is the constant?
- Can we use insights from the optimal adversary to find a better algorithm? (Note: Quantum query complexity is an SDP.)
- Can we find optimal adversary lower bounds for other problems? (Element distinctness?)