

Lecture 19 - Quantum Query Complexity

All quantum algs. we've seen so far [and, indeed, all(?) cool quantum algs!]
work in the "black-box query model":

"Given" data $F: \{0,1\}^n \rightarrow \text{COLORS}$
or $\{0,1,\dots,N-1\} \rightarrow \text{COLORS}$

| | | | | | | | | | | |
|---|---|---|---|---|---|-------|---|---|---|-----|
| F | R | G | B | Y | R | G | B | P | R | ... |
| | 0 | 1 | 2 | 3 | 4 | | | | | |

→ via a quantum circuit Q_F for F ,
solve some problem " φ " about F .

e.g.: • Simon's problem: $F(x) = F(x+s)$ for
some $s \neq 00\dots 0$, all other
pairs distinct; find S

• Hidden Subgroup Problem in (G, \circ) :
 $F(x) = F(x \circ h) \quad \forall h \in \text{subgroup } H,$
o/w distinct; find H

• Grover's Problem (OR): $\text{COLORS} = \{0,1\},$
find x with $F(x) = 1$ [or determine no
such x]

[[Observation: none of our algorithms ever "dug into" how Q_F worked. They only applied it, in a "black-box fashion" ("queried")]]

Further except for the unmentioned nonabelian HSP stuff, all our quantum algs' gate complexity was not much more than "# of times Q_F applied"]]

Motivates...

Query Complexity Model

- Q_F is a "black box", or "oracle";
can only apply it [[don't even imagine it has an "inside" - just a "magic box"]]
- "cost" of an alg. to solve problem " φ ":
just the # of "queries" = applications of Q_F
- all other computation is "free".

[[So... you can "think about" what x - or superposition of $|x\rangle$'s - to ask Q_F about "as much as you want". Only charged for your questions.]]

. Model variants: Deterministic classical, randomized classical, quantum. [[& "nondeterministic", & others....]]

Why study this model? (Versus the standard gates/time model.)

- ① All our quantum algs do fit in this model.
- ② Usually the ignored computational (= non-query) cost is cheap - like, $N^{\text{const}} = (\log N)^{\text{const}}$ gates per query. [Only exception: that nonabelian HSP stuff...]
- ③ Simple enough model, you can prove lower bounds ("no-go / impossibility" theorems)
↳ e.g. next class: Grover problem (or) requires $\approx \sqrt{N}$ queries to QF
- ④ Gives "evidence" about power of randomization, quantum, nondeterminism, other models....

New notation for Query Complexity

"Input": ~~function $F: \{0, 1, \dots, N-1\} \rightarrow \text{COLORS}$~~

~~F~~ :

| | | | | |
|---|---|---|---|-----|
| R | G | B | Y | ... |
|---|---|---|---|-----|

W $x=0 \quad 1 \quad 2 \quad 3$
 $i=1 \quad 2 \quad 3 \quad 4 \quad \dots$

↓
String in COLORS^N

$W = \text{RGBY} \dots$

$w_1 = R, w_2 = G, w_3 = B$
 etc.

- Now:
- classically, you "query" $i \in \{1, 2, \dots, N\}$, get back w_i
 - quantumly, you can query a superposition $\sum_{i=1}^N \alpha_i |i\rangle$.

$$Q_F: |i\rangle \otimes |b\rangle \mapsto |i\rangle \otimes |b \oplus w_i\rangle$$

↑ (as usual, encoded by some m -bit string)

We'll also [for simplicity] focus on decision (= yes/no) tasks " φ ".

[usually called "symbols", or "alphabet", actually]

E.g.: $\varphi = \text{"Decision - Grover"}$: $\text{COLORS} = \{0, 1\}$

Input is (unknown) $w \in \{0, 1\}^N$.

Can query (superpositions) of $i \in \{1, 2, \dots, N\}$.

Decide: $\exists? i$ s.t. $w_i = 1$, yes or no.

(That is: compute $\text{OR}(w_1, \dots, w_N)$.)

e.g.: $\mathcal{P} = \text{"Decision-Simon"}:$

Unknown w , eg $w = \text{RGBYRGBYR} \dots$

Can query i , get w_i . [for superpositions]

Promise: $\exists s \in \{0,1\}^n$ s.t.

$$w_i = w_j \text{ iff } \text{base}_2(i) \oplus \text{base}_2(j) = s.$$

Decide: Is $s = 00 \dots 0$ (\Rightarrow all entries of w distinct)

or $s \neq 00 \dots 0$ ($\Rightarrow N/2$ colors appear in pairs, paired up in special way)

[Remark : Decision-Simon is no more challenging than the usual "Search-Simon", where you're promised $s \neq 00 \dots 0$, have to find s .

Why? Given ability to solve Search-Simon, can solve Decision-Simon like this!

① Run Search-Simon alg. to try to find s .

② Test your candidate s . If it works -

say $w_i = w_j$ where $\text{base}_2(j) = 00 \dots 01 \oplus s$ -

output " $s \neq 00 \dots 0$ ".

③ Else output " $s = 00 \dots 0$ ". ||

Important note: Decision problems \mathcal{P}
may be...

"total": every possible input w is allowed ↓ in COLORS^N
e.g.: Decision-Grover
= $OR(w)$

or "partial/promise": promised that $w \in \mathcal{D} \subseteq \text{COLORS}^N$
a special subset of inputs

e.g. Decision-Simon. $\mathcal{D} =$
all w that are "s-periodic"
for some s .

Notation: Let φ be a decision problem (total or partial) about strings w .

$D(\varphi)$: least # of queries needed by a Deterministic alg. (for worst-case input)

$R(\varphi)$: least # of ~~~~~
~~~~~ Randomized alg. that, for all  $w$ , gets right answer w/ prob.  $\geq \frac{2}{3}$ .

$Q(\varphi)$ : ~~~~~  
~~~~~ Quantum alg. [can query superpositions]  
for all w , gets right answer w/ prob $\geq \frac{2}{3}$

Examples: $\varphi = \text{OR}$
(total)

[[Grover's prob.]]

$$D(\varphi) = \underline{N}$$

$$R(\varphi) = \lceil \frac{2}{3}N \rceil$$

$$Q(\varphi) \leq \sqrt{N}$$

↓
Grover's Alg.
[[last lecture]]

→ Kind of clear that best alg. is "query w_i for $\frac{2}{3}N$ random i - if you see a 1, return "TRUE", else if all 0's, guess "FALSE". For $w = 000\dots 0$, correctness prob. is 100%. If w has at least one 1, correctness prob. $\geq \frac{2}{3}$. ↓

Next lecture: $Q(\varphi) \approx \sqrt{N}$ [BBBV ca. '96]

$\varphi = \text{Decision-Simon}$: (Partial)

• $D(\varphi), R(\varphi)$ are proportional to \sqrt{N}

[[For $D(\varphi) \leq \sqrt{N}$: query all w_i where $\text{base}(i)$ starts w/ $\frac{n}{2}$ 0's and all " " ends " " ". If $s \neq 0$, you'll hit a match between $s_1 s_2 \dots s_{n/2} 00\dots 0, 00\dots 0 s_{n/2+1} \dots s_n$]]

• $Q(\varphi) \leq "n" = \log N$.

[[Rem: if you set it up so that "YES" = all distinct, "NO" = $s \neq 0$, then even nondeterministic query complexity is $\approx \sqrt{N}$. I think.]]

[[Exponential gap! Can show $\approx \log N$, too.]]

Examples: $\varphi =$ "2-to-1 problem" (aka "Collision")
(Partial.)

Input $w \in \text{COLORS}^N$, e.g. $w = R G P B R P B G$

Promise: (i) either all colors distinct; or

(ii) each color used is used exactly 2 times
(but there's no pattern to the pairing)

[Have to decide which.]

$$D(\varphi) = \underline{\frac{N}{2} + 1} \quad R(\varphi) \approx \sqrt{N} \quad [\text{Birthday Attack}]$$

claim: $Q(\varphi) \leq N^{1/3}$. (Harder thm: [AS'02]: $Q(\varphi) \approx N^{1/3}$)

sketch:

- ① Pick subset L of $N^{1/3}$ coordinates, at random
 - ② Query w_i $\forall i \in L$ (cost: $N^{1/3}$). Call answers A .
If A has duplicates \rightarrow in case (ii). Else...
 - ③ Make new oracle Q' that, given $j \notin L$,
returns 1 if $w_j \in A$, 0 else.
 Q' only needs to use Q once.
 - ④ Do Grover on Q' !
- Case (i): Q' always returns 0.
Case (ii): Q' returns 1 on $K = N^{1/3}$ j 's.

$$\text{Grover cost: } \sqrt{\frac{N - N^{1/3}}{K}} \approx \sqrt{N^{2/3}} = N^{1/3}.$$

Examples: $\varphi =$ "Element Distinctness"
 [Similar, but... I (Total.)]

Given: $w \in \text{COLORS}^N$. Does w have any repetitions, or all w_i distinct?

$D(\varphi) = N$. $R(\varphi) \approx N$ [Imagine all w_i distinct except 2. Have to find them... I]

$Q(\varphi) \leq N^{3/4}$ (not hard, Grover tricks)

$\leq N^{2/3}$ (hard - Ambainis '07)

$\approx N^{2/3}$ (follows from $\approx N^{1/3}$ for 2-to-1).



$\varphi =$ Recursive-Maj₃. $\text{COLORS} = \{0, 1\}$.

$w =$ 1 0 1 0 0 0 0 1 0

$\begin{array}{ccc} \backslash \ / & \backslash \ / & \backslash \ / \\ \text{Maj}_3 & \text{Maj}_3 & \text{Maj}_3 \end{array}$

$\begin{array}{c} \backslash \ / \\ \text{Maj}_3 \\ | \\ \text{answer.} \end{array}$

height h ,
 $N := 3^h$.

$D(\varphi) = 3^h = N$.

$Q(\varphi) \approx 2^h$ [RS '08]
 $= N^{\log_3 2} = N^{.63}$

$2.59^h \leq R(\varphi) \leq 2.65^h \leq \left(\frac{8}{3}\right)^h$
 [2016] \uparrow [2015] \downarrow exercise
 $N^{.866}$ $N^{.867}$

Remark: We only saw an exponential gap between quantum & classical for promise problems [and not always then].
[Not a coincidence!]

Theorem: [BBCMW'98] \forall total $\varphi: \{0,1\}^N \rightarrow \{0,1\}$
 $w \mapsto \text{Yes/No}$
 $D(\varphi) \leq Q(\varphi)^6$

[At best, quantum can give a $1/6$ -power speedup over classical — even just deterministic!]

Philosophical import: For "unstructured" (= total, non-promise) problems, quantum cannot give exponential speedup — just polynomial.

This is consequence of:

- ① Known classical query stuff from 1989
- ② The lower bound $Q(\text{OR}_n) \approx \sqrt{n}$.
[Which, again, we'll see next time.]

(Remember in Lecture 2 I spent a while comparing the mighty magic of Quantum — studied in '90s, '00s — to the mighty magic of Randomness — studied in '70s, '80s?)

Well, back in the '80s, they were super-curious about $R(\varphi)$ vs. $D(\varphi)$... !!

$R(\varphi)$ vs. $D(\varphi)$:

For partial φ , enormous speedups poss.

E.g.: $w \in \{0,1\}^N$ is either $w = 00 \dots 0$ or w has $N/2$ 1's. Decide which.

$$D(\varphi) = \frac{N}{2} + 1. \quad R(\varphi) = 2. \quad (!)$$

For total φ [Hum. We didn't see any difference until Rec-Majs]

↳
[Nisan '89] Theorem: $D(\varphi) \leq R(\varphi)^3$.

Philosophical Import: same (?!)

Nisan's Proof:

0. Invented a new complexity measure:

$$\text{Embedded OR complexity}(\varphi) \equiv \text{EOC}(\varphi)$$

[[Well, that's just my pet name for it.]]

(Real name: "Block Sensitivity (φ)" \equiv $bs(\varphi)$.)

⊛ 1. Showed $D(\varphi) \leq \text{EOC}(\varphi)^4$.

2. $R(\varphi) \gtrsim \text{EOC}(\varphi)$ is a trivial consequence of $R(\text{OR}_N) \gtrsim N$.

[[Because the defⁿ of $\text{EOC}(\varphi) = M$ is basically " φ hides a copy of the OR function on M bits", as we shall see.]]

∴ $D(\varphi) \lesssim R(\varphi)^4 \xrightarrow{3}$ by minor trick. Never mind.

But: [BBBV'95]: $Q(\text{OR}) \gtrsim \sqrt{N} \xrightarrow{\text{trivial}} Q(\varphi) \gtrsim \sqrt{\text{EOC}(\varphi)}$
 $\Rightarrow \text{EOC}(\varphi) \lesssim Q(\varphi)^2$

∴ $D(\varphi) \leq \text{EOC}(\varphi)^4 \lesssim Q(\varphi)^8 \xrightarrow{6}$ by minor trick - never mind.

Q1: How to show $D(\varphi) \approx EOC(\varphi)^4$?

A: Elementary 1-page - or 6-part homework exercise - argument. 😊

Q2: What is $EOC(\varphi)$?

A: Given $\varphi: \{0,1\}^N \rightarrow \{0,1\}$, consider a game.

You want to reduce φ to an OR function on M bits, M as big as possible, via these moves:

① Fix some bits of w to 0 or 1.

[[This decreases input length.]]

Like $\varphi \rightsquigarrow \varphi(1, w_2, w_3, 0, w_5, w_6, \dots, w_n)$

② Negate φ ($\varphi \rightsquigarrow \neg \varphi$)

③ Negate sense of some inputs.

Like $\rightsquigarrow \varphi(w_1, \neg w_2, \neg w_3, w_4, \dots, \neg w_n)$

④ Identify some vbls.

Like $\rightsquigarrow \varphi(w_1, w_2, w_1, w_4, w_1, w_1, w_7, \dots)$

[[Also decreases input length.]]

$EOC(\varphi) =$ largest M such that you can produce OR_M in this way.

E.g.: • $\varphi = AND_N$. $EOC(\varphi) = N$.

↳ negate φ & neg. all inputs.

• $\varphi(w) = (w_1 \wedge w_2) \vee (w_3 \wedge w_4) \vee (w_5 \wedge w_6) \vee \dots$

$EOC = N/2 \rightarrow$ identify w_1, w_2
 w_3, w_4
etc.

Notice: Rules ①, ②, ③, ④ can only make query complexity of φ (D/R/Q) smaller, not larger. [Actually, ②, ③ leave it unchanged.]

$$\begin{aligned} \Rightarrow D(\varphi) &\approx D(OR_{EOC(\varphi)}) = EOC(\varphi) \\ R(\varphi) &\approx R(OR_{EOC(\varphi)}) \approx EOC(\varphi) \\ Q(\varphi) &\approx Q(OR_{EOC(\varphi)}) \approx \sqrt{EOC(\varphi)}. \end{aligned}$$

Formal Definition:

"EOC(φ)" = block-sensitivity(φ) =

maximal M such that there exists:

(i) $w \in \{0,1\}^N$

(ii) disjoint sets of coords $J_1, \dots, J_M \subseteq [N]$

such that $\varphi(w) \neq \varphi(w^{\oplus J_i}) \forall i=1 \dots M,$

where $w^{\oplus J_i}$ denotes w with all bits in J_i negated.

A few more known facts:

a) \exists partial Ψ with $Q(\Psi) = 1$, $R(\Psi) \approx \frac{\sqrt{N}}{\lg N}$
[AA14]

b) Conjectured \exists partial Ψ with $Q(\Psi) \leq \text{polylog } N$,
 $R(\Psi) \geq \frac{N}{\text{polylog } N}$

c) \exists total Ψ with $Q(\Psi)^{2.5} \leq R(\Psi)$

→ "super-Grover separation" [Ben-David '15]

→ would be $Q(\Psi)^3 \leq R(\Psi)$ assuming (b)