

Q. Complexity

P poly time deterministic

eg. determinant, shortest path

BPP poly time randomized
Pr [correct] $\geq 2/3$

$$\approx \text{Pr [correct]} \geq \frac{1}{2} + \frac{1}{n^c} \text{ or } 1 - \exp(-n^c)$$

e.g. volume estimation

NP \exists poly time algo A s.t.
 $x \in L \Rightarrow \exists y \quad |y| \leq |x|^c, A(x,y) = 1$
 $x \notin L \Rightarrow \forall y \quad |y| \leq |x|^c, A(x,y) = 0$

3-SAT $\phi(y) = (y_2 \vee y_5 \vee y_6) \wedge (\overline{y_1} \vee y_5 \vee y_7)$
A...

MA \exists randomized poly time A s.t.
 $x \in L \quad \dots \quad \text{Pr}(A=1) \geq 2/3$
 $x \notin L \quad \forall y \quad \text{Pr}(A(x,y)=1) \leq 1/3$

AM $x \in L \Rightarrow \exists r, y \quad A(x,r,y) \geq 2/3$
 $\leq 1/3$

approx count 3-SAT solutions

BQP poly time q algo

factoring, H simulation

QMA can verify answer with a q computer
amplification using multiple copies of witness

Complete problems

A (ptime) **reduction** from L to M means an algorithm for L that uses an M -solver as a subroutine

example can reduce det to finding zeroes
 $\det A = \prod_i \lambda_i$

L is NP-hard if $\forall M \in NP$
 M is ptime reducible to L

$$NP\text{-complete} = NP \cap NP\text{-hard}$$

Circuit-SAT is NP-complete

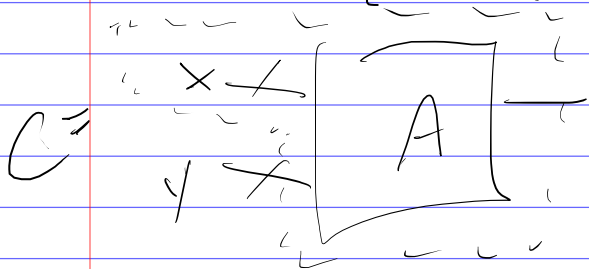
$$= \left\{ C \text{ a circuit s.t. } \exists x, C(x) = 1 \right\}$$

In NP: witness is x

$\forall L \in NP$, say Hamiltonian cycle
 \exists a ptime verifier A

$$x \in L \Leftrightarrow \exists y \text{ s.t. } A(x, y) = 1$$

Turn A into a circuit.
hardwire x inputs



Local Hamiltonian is QMA-complete

Schr eq. $\frac{d}{dt} |\psi\rangle = \frac{H}{i\hbar} |\psi\rangle$ $H = H^\dagger$ Hamiltonian

k -qubit gate \cong k -qubit term

time evolution e^{-iHt}

thermal state $\frac{e^{-H/T}}{\text{Tr} e^{-H/T}} \rightarrow |\log X_g|$ as $T \rightarrow 0$

lowest energy state $H|g\rangle = E_0|g\rangle$

can we find it?

$X_1 \vee \bar{X}_2 \vee \bar{X}_3 \Leftrightarrow \|X\|$

$E_0 = \min \#$ violated clauses

can also have non-commuting terms

e.g. TFIM $-\sum_{\langle i,j \rangle \in E} Z_i Z_j - \gamma \sum_i X_i$

Local Hamiltonian problem

given H , estimate E_0

more precisely given H , a, b st $a > b + \frac{1}{\text{poly}(n)}$

determine if $E_0 \geq a$ or $E_0 \leq b$
"promise problems"

In QMA

witness is $|g\rangle$

do e^{-iHt} and phase estimation

QMA-complete

verification circuit is U_1, \dots, U_T , measure $|S\rangle$ qubit

$$H = \sum_{t=1}^T -|t\rangle\langle t-1| \otimes U_t - |t-1\rangle\langle t| \otimes U_t^\dagger + (|T\rangle\langle T| \otimes |0\rangle\langle 0| \otimes I)$$

we can't find g states in general

⇒ approximation S , special cases, heuristics

Beware! Complexity theory has stronger evidence for worst-case hardness than average case.
Leaves room for successful algos for many distributions over NP- or QMA-hard problems.

Post-selection

can output 0, 1, or $?$

Post BPP we solve a problem if

$$\frac{\Pr[0]}{\Pr[1]} \geq \frac{2/3}{1/3} = 2 \quad \text{and} \quad \Pr[?] < 1$$

$$\frac{\Pr[0]}{\Pr[1]} \leq \frac{1/3}{2/3} = 1/2$$

similar for Post BQP

Counting

$\phi(x) = 0$ (unsatisfied) or 1 (satisfied)

$$\text{COUNT}(\phi) = \sum_{x \in \{0,1\}^n} \phi(x)$$

NP: COUNT = 0 or > 1

Approx counting

COUNT $\leq T$ or $\geq 2T$

exact counting

compute COUNT. called #P

or $\leq T$ vs $\geq T-1$ called PP

PostBPP \subseteq approx counting

input x , random seed $r \in \{0,1\}^k$

$\phi_{x,0}(r)$

$\phi_{x,1}(r)$

estimate

$$\frac{\text{COUNT}(\phi_{x,0})}{\text{COUNT}(\phi_{x,1})}$$

Note

$$\text{COUNT}(\phi^{\otimes k}) = \text{COUNT}(\phi)^k$$

error $2 \rightarrow 2^{1/k}$

Approx counting \subseteq PostBPP

suppose COUNT $\leq T$ or $\geq 4T$

$1 \rightarrow 1$

$$\boxed{\leq T} \mid \boxed{\geq 2^n - T} \mid \boxed{\geq 2T}$$

$0 \rightarrow ?$

vs

$$\boxed{\geq 4T} \mid \boxed{\leq 2^n - 4T} \mid \boxed{\geq 2T}$$

add $2T$ 0's

$$\text{Post BQP} = \text{PP}$$

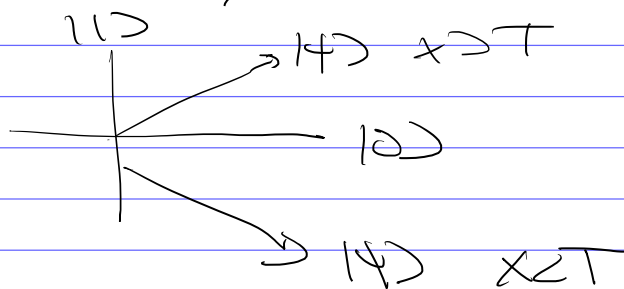
Post BQP. replace $U(2^n)$ with $GL(2^n)$

rotate $(2^{n-T} |0\rangle + T|1\rangle$ to $|0\rangle$

$$|1\rangle = (2^n x) |0\rangle + x |1\rangle$$

Amplify 1 state using

$\begin{pmatrix} 1 & \\ 0 & 2 \end{pmatrix}$ repeatedly, i.e. classical postselection



We does this have to do with reality?

simple circuits become universal with postselection

e.g. low-depth

linear optics