# Reading, Analyzing, and Simulating Quantum Circuits

(With speculation on the status of "quantum supremacy")

Kenneth W. Regan<sup>1</sup> University at Buffalo (SUNY)

RIT, 24 Apr., 2025

<sup>1</sup>Includes joint work with Amlan Chakrabarti, University of Calcutta, and Chaowen Guan, University of Cincinnati

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

Pro:



I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

Pro:

• "It From Bit." "Unreasonable Effectiveness of Mathematics."

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and feasible computation (as formalized e.g. by the polynomial-time class P).

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...

うして ふゆ く 山 マ ふ し マ うくの

• The classical Simulation Hypothesis presumes it.

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...

うして ふゆ く 山 マ ふ し マ うくの

• The classical Simulation Hypothesis presumes it.

Con:

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...
- The classical Simulation Hypothesis presumes it.

#### Con:

• "Nature isn't classical, dammit!" (Richard Feynman, whole quote)

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...
- The classical Simulation Hypothesis presumes it.

#### Con:

- "Nature isn't classical, dammit!" (Richard Feynman, whole quote)
- Experience with exponential blowups in simulations.

I.e., can all natural processes be simulated in proportional time by computers using today's programming languages?

#### Pro:

- "It From Bit." "Unreasonable Effectiveness of Mathematics."
- *Church-Turing Thesis* extended to physics and **feasible** computation (as formalized e.g. by the polynomial-time class P).
- Stephen Wolfram's cellular automata universe; others' models...
- The classical Simulation Hypothesis presumes it.

#### Con:

- "Nature isn't classical, dammit!" (Richard Feynman, whole quote)
- Experience with exponential blowups in simulations.
- "It From Qubit."

◆□ ▶ < 圖 ▶ < 圖 ▶ < ■ ● の Q @</p>

• Can define and analyze entities that cannot be computed.

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

• Can define and analyze entities that cannot be computed.

•  $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .

うしゃ ふゆ きょう きょう うくの

• Tarski, 1923: definable in set theory but not within PA itself.

• Can define and analyze entities that cannot be computed.

•  $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .

- Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.

• Can define and analyze entities that cannot be computed.

- $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
- Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)

うして ふゆ く 山 マ ふ し マ うくの

• Can compute other entities but **not in feasible time**.

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)

- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.

• For other entities we strongly doubt feasibility:

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.
- For other entities we strongly doubt feasibility:
  - $Q = \{$ true sentences using only  $(\land, \lor, \neg, \exists, \forall) \}$ . (PSPACE-complete)

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.
- For other entities we strongly doubt feasibility:
  - $Q = \{$ true sentences using only  $(\land, \lor, \neg, \exists, \forall) \}$ . (PSPACE-complete)

• SAT = {true sentences using only  $(\land, \lor, \neg, \exists)$ . (NP-complete)

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.
- For other entities we strongly doubt feasibility:
  - $Q = \{ \text{true sentences using only } (\land, \lor, \neg, \exists, \forall) \}.$  (PSPACE-complete)
  - SAT = {true sentences using only  $(\land, \lor, \neg, \exists)$ . (NP-complete)
  - We know  $P \subseteq NP \subseteq PSPACE$  but have not proved  $P \neq PSPACE$ .

- Can define and analyze entities that cannot be computed.
  - $V = \{$ true statements about integers in formal arithmetic (PA) $\}$ .
  - Tarski, 1923: definable in set theory but not within PA itself.
- Can compute entities in some cases but not others.
  - $A = \{ \text{provable statements of PA} \}$ . (Gödel, Turing, Church, 1930s)
- Can compute other entities but **not in feasible time**.
  - $B = \{ \text{true statements of PA using } +, = \text{but not } \cdot \}.$
  - Decidable by Presburger, 1929; infeasible by Fischer and Rabin, 1974.
- For other entities we strongly doubt feasibility:
  - $Q = \{$ true sentences using only  $(\land, \lor, \neg, \exists, \forall) \}$ . (PSPACE-complete)
  - SAT = {true sentences using only  $(\land, \lor, \neg, \exists)$ . (NP-complete)
  - We know  $P \subseteq NP \subseteq PSPACE$  but have not proved  $P \neq PSPACE$ .
- So Math can outpace its own calculations, but can Nature?

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

• Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

• Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三 のへで

• On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

うして ふゆ く 山 マ ふ し マ うくの

• A laptop holding 32-piece tables would collapse to a black hole.

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

- A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

- A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

- A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.

- A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut?

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??

(ロ)、(型)、(E)、(E)、(E)、(O)へ(C)

• Factoring *m*-bit numbers seems concretely hard in most cases.

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のへの

- Factoring *m*-bit numbers seems concretely hard in most cases.
- Belief in asymptotic classical time lower bound  $2^{\tilde{\Omega}(m^{1/3})}$ .
## Concreteness and Complexity

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??
- Factoring *m*-bit numbers seems concretely hard in most cases.
- Belief in asymptotic classical time lower bound  $2^{\tilde{\Omega}(m^{1/3})}$ .
  - But no wide-ranging hardness result. (Maybe exponent is 1/4? 1/5?)

## Concreteness and Complexity

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??
- Factoring *m*-bit numbers seems concretely hard in most cases.
- Belief in asymptotic classical time lower bound  $2^{\tilde{\Omega}(m^{1/3})}$ .
  - But no wide-ranging hardness result. (Maybe exponent is 1/4? 1/5?)
- Hence a shock in 1993-94 when Peter Shor put factoring into **BQP**.

## Concreteness and Complexity

- Perfect chess and Go on  $n \times n$  boards are PSPACE-complete (under extensions of common rules limiting the length of games).
- On concrete  $8 \times 8$  (respectively,  $19 \times 19$ ) boards, **perfection** remains a challenge.
  - Perfect chess has been **tablebased** for up to 7 pieces on the board.
  - A laptop holding 32-piece tables would collapse to a black hole.
- Will we ever compute the Ramsey number R(6,6)? (Erdős quote)
  - We know  $102 \le R(6, 6) \le 162$ .
  - R(5,5) still open, recently tightened to  $43 \le R(5,5) \le 46$ .
  - Is there a cosmic shortcut? Maybe if NP = P super-concretely??
- Factoring *m*-bit numbers seems concretely hard in most cases.
- Belief in asymptotic classical time lower bound  $2^{\tilde{\Omega}(m^{1/3})}$ .
  - But no wide-ranging hardness result. (Maybe exponent is 1/4? 1/5?)
- Hence a shock in 1993-94 when Peter Shor put factoring into **BQP**.
- Realizable by **quantum circuits** of size  $\tilde{O}(\underline{m}^2)$ .

## The Complexity Class Neighborhood



#### Classical and Quantum Circuits

 $d = f(a, b, c) = \overline{\land} (c \overline{\land} \overline{a}, \overline{b}, a \overline{\land} \overline{c}) \quad \mathbf{X} = \text{NOT}, \ \mathbf{O} = \text{controlled-NOT}$ 



Quantum circuit computes the **reversible** Boolean function  $F(a, b, c, e_1, e_2, e_3, e_4, e_5, e_6) = (a, b, c, e_1, e_2, e_3, e_4, e_5, e_6 \oplus f(a, b, c)).$ Underlying: a vector of  $N = 2^9 = 512$  dimensions.

### Quantum Coordinates and the CNOT Gate

By **linearity**, an *n*-qubit circuit is determined by its actions on the 0-1 standard basis vectors  $e_{0^n} = [1, 0, 0, ..., 0]^T$  thru  $e_{1^n} = [0, 0, 0, ..., 1]^T$ .

For 
$$n = 2$$
,  $e_{00} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$ ,  $e_{01} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$ ,  $e_{10} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix}$ ; and  $e_{11} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$  (in

"big-endian" order). Then  $\mathbf{CNOT}e_{00} = e_{00}$  and  $\mathbf{CNOT}e_{01} = e_{01}$ , while  $\mathbf{CNOT}e_{10} = e_{11}$  and  $\mathbf{CNOT}e_{11} = e_{10}$ . Feynman path visualization:



#### Toffoli Gate $(n = 3, N = 2^n = 8)$



In **Dirac notation**,  $e_x$  is written  $|x\rangle$ . So we have **Tof**  $|000\rangle = |000\rangle$  thru **Tof**  $|101\rangle = |101\rangle$ , while **Tof**  $|110\rangle = |111\rangle$  and **Tof**  $|111\rangle = |110\rangle$ .

Note that fixing  $x_3 = 1$  makes  $z_3 = x_1 \land x_2$ . Since NAND is a universal gate, this already suffices to show that quantum circuits simulate classical ones. Their extra power comes from one more gate.

・ロト ・ 母 ト ・ 目 ト ・ 目 ・ うへぐ

## Hadamard Gate, Nondeterminism, and Entanglement

**Hadamard gate**  $\mathbf{H} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$  "emits" a free Boolean variable y.



On input  $|00\rangle$ , y = 0 leads to output  $z_1 = 0$ ,  $z_2 = 0$ , while y = 1 leads to  $z_1 z_2 = 11$ . The other combinations 01 and 10 cannot happen. *Matrices:* 

$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 1 & 0 & -1 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}.$$

・ロト ・ ロト ・ ヨト ・ ヨー ・ つくぐ

• Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .

• Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .

うして ふゆ く は く は く む く し く

This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.

- Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .
- This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.
- Unitary matrices A, meaning  $AA^* = I$ , preserve unit vectors.

うして ふゆ く は く は く む く し く

- Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .
- This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.
- Unitary matrices A, meaning  $AA^* = I$ , preserve unit vectors.
- Measuring the entangled state <sup>|00⟩+|11⟩</sup>/<sub>√2</sub> returns |00⟩ with probability 0.5 or |11⟩ with probability 0.5, but never |01⟩ or |10⟩.

- Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .
- This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.
- Unitary matrices A, meaning  $AA^* = I$ , preserve unit vectors.
- Measuring the **entangled** state  $\frac{|00\rangle+|11\rangle}{\sqrt{2}}$  returns  $|00\rangle$  with probability 0.5 or  $|11\rangle$  with probability 0.5, but never  $|01\rangle$  or  $|10\rangle$ .

So an n-qubit circuit C, on any input |x⟩, gives rise to a distribution D<sub>C,x</sub> on {0,1}<sup>n</sup> to sample from.

- Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .
- This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.
- Unitary matrices A, meaning  $AA^* = I$ , preserve unit vectors.
- Measuring the **entangled** state  $\frac{|00\rangle+|11\rangle}{\sqrt{2}}$  returns  $|00\rangle$  with probability 0.5 or  $|11\rangle$  with probability 0.5, but never  $|01\rangle$  or  $|10\rangle$ .
- So an n-qubit circuit C, on any input |x⟩, gives rise to a distribution D<sub>C,x</sub> on {0,1}<sup>n</sup> to sample from.
- Google's quantum supremacy methodology creates a family of C such that non-negligible values of  $D_{C,-}$  are hard to find classically.

- Measuring the state vector  $|\phi\rangle = [a_0, a_1, \dots, a_{N-1}]^T$  of all n qubits returns some  $i, 0 \le i \le N-1$ , with probability  $|a_i|^2$ . You can say it returns  $e_i, |i\rangle$ , or the *i*-th binary string  $z_i \in \{0, 1\}^n$ .
- This entails that |φ⟩ is a Euclidean unit vector, so that the probabilities sum to 1.
- Unitary matrices A, meaning  $AA^* = I$ , preserve unit vectors.
- Measuring the **entangled** state  $\frac{|00\rangle+|11\rangle}{\sqrt{2}}$  returns  $|00\rangle$  with probability 0.5 or  $|11\rangle$  with probability 0.5, but never  $|01\rangle$  or  $|10\rangle$ .
- So an n-qubit circuit C, on any input |x⟩, gives rise to a distribution D<sub>C,x</sub> on {0,1}<sup>n</sup> to sample from.
- Google's quantum supremacy methodology creates a family of C such that non-negligible values of  $D_{C,-}$  are hard to find classically.
- Shor's algorithm creates  $D_{C,x}$  such that sampling often gives z from which the period r of  $f_a(u) = a^u \mod x$  can be classically inferred, which in turn often enables factoring  $x_{res}$

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}, \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix},$$
$$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}, \quad T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}, \quad R_8 = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/8} \end{bmatrix},$$

$$SWAP = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad CZ = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}, \quad CS = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & i \end{bmatrix}$$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

$$\begin{aligned} \mathsf{X} &= \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad \mathsf{Y} = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}, \quad \mathsf{Z} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}, \\ \mathsf{S} &= \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}, \quad \mathsf{T} = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}, \quad \mathsf{R}_8 = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/8} \end{bmatrix}, \end{aligned}$$
$$\begin{aligned} \mathsf{SWAP} &= \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad \mathsf{CZ} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}, \quad \mathsf{CS} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & i \end{bmatrix} \end{aligned}$$

• The gates H, X, Y, Z, S, CNOT, CZ generate *Clifford circuits*, which are simulatable in polynomial time.

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

S

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}, \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix},$$
$$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}, \quad T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}, \quad R_8 = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/8} \end{bmatrix},$$
$$WAP = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad CZ = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}, \quad CS = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & i \end{bmatrix}$$

• The gates H, X, Y, Z, S, CNOT, CZ generate *Clifford circuits*, which are simulatable in polynomial time. (Time improved by us.)

S

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}, \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix},$$
$$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}, \quad T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}, \quad R_8 = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/8} \end{bmatrix},$$
$$WAP = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad CZ = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}, \quad CS = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & i \end{bmatrix}$$

- The gates H, X, Y, Z, S, CNOT, CZ generate *Clifford circuits*, which are simulatable in polynomial time. (Time improved by us.)
- $\bullet\,$  Adding any of  $T,\,R_8,\,CS,\,{\rm or}\,\,Tof$  gives the full power of BQP.

$$\begin{aligned} \mathsf{X} &= \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}, \quad \mathsf{Y} = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}, \quad \mathsf{Z} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}, \\ \mathsf{S} &= \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}, \quad \mathsf{T} = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}, \quad \mathsf{R}_8 = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/8} \end{bmatrix}, \end{aligned}$$
$$\begin{aligned} \mathsf{SWAP} &= \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}, \quad \mathsf{CZ} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}, \quad \mathsf{CS} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & i \end{bmatrix} \end{aligned}$$

- The gates H, X, Y, Z, S, CNOT, CZ generate *Clifford circuits*, which are simulatable in polynomial time. (Time improved by us.)
- $\bullet\,$  Adding any of T,  $\mathsf{R}_8,\,\mathsf{CS},\,\mathrm{or}\,\,\mathsf{Tof}$  gives the full power of  $\mathsf{BQP}.$
- Note:  $T^2 = S$ ,  $S^2 = Z$ ,  $Z^2 = I = H^2$ , and  $CS^2 = CZ$ .

### Two Notable Circuits

 ${\bf H}$  and  ${\bf CS}$  alone can simulate the Toffoli gate:



The 4-qubit Quantum Fourier Transform == the  $16 \times 16$  Discrete Fourier Transform. In general, QFT<sub>n</sub> needs  $O(n^2)$  basic gates.



#### Many QCs begin with m Hadamard gates on each of m qubits

	<b>H</b> <sup>⊗4</sup>	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111]
	0000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	0001	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1
	0010	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1
—	0011	1	-1	-1	1	1	-1	1	-1	1	-1	-1	1	1	-1	1	-1
$ x_2\rangle - \mathbf{H} -$	0100	1	1	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1
	0101	1	-1	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1
1	0110	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1	1	1
<del>_</del>	0111	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1	1	-1
$ x_3\rangle H = 4$	l 1000	1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1
	1001	1	-1	1	-1	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1
	1010	1	1	-1	-1	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1
—	1011	1	-1	-1	1	1	-1	1	-1	-1	1	1	-1	-1	1	1	-1
$ x_4\rangle - \mathbf{H} -$	1100	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1	1	1	1	1
	1101	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1	1	-1	1	-1
	1110	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1	1	1	-1	-1
	1111	1	-1	-1	1	-1	1	1	-1	-1	1	1	-1	1	-1	-1	1

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

#### Many QCs begin with m Hadamard gates on each of m qubits

	<b>H</b> <sup>⊗4</sup>	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111]
	0000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	0001	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1
	0010	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1
—	0011	1	-1	-1	1	1	-1	1	-1	1	-1	-1	1	1	-1	1	-1
$ x_2\rangle - \mathbf{H} -$	0100	1	1	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1
	0101	1	-1	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1
-	0110	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1	1	1
<del>_</del>	0111	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1	1	-1
$ x_3\rangle   \mathbf{H}   - 4$	±   1000	1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1
	1001	1	-1	1	-1	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1
	1010	1	1	-1	-1	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1
—	1011	1	-1	-1	1	1	-1	1	-1	-1	1	1	-1	-1	1	1	-1
$ x_4\rangle - \mathbf{H} -$	1100	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1	1	1	1	1
	1101	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1	1	-1	1	-1
	1110	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1	1	1	-1	-1
	1111	1	-1	-1	1	-1	1	1	-1	-1	1	1	-1	1	-1	-1	1

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○三 のへぐ

• Is this "4" units of work? Or "16"? Or "256"?

#### Many QCs begin with m Hadamard gates on each of m qubits

	<b>H</b> <sup>⊗4</sup>	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111]
	0000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	0001	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1
	0010	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1
🗖	0011	1	-1	-1	1	1	-1	1	-1	1	-1	-1	1	1	-1	1	-1
$ x_2\rangle - \mathbf{H} -$	0100	1	1	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1
	0101	1	-1	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1
1	0110	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1	1	1
	0111	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1	1	-1
$ x_3\rangle   \mathbf{H}   4$	1000	1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1
	1001	1	-1	1	-1	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1
	1010	1	1	-1	-1	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1
—	1011	1	-1	-1	1	1	-1	1	-1	-1	1	1	-1	-1	1	1	-1
$ x_4\rangle - \mathbf{H} -$	1100	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1	1	1	1	1
	1101	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1	1	-1	1	-1
	1110	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1	1	1	-1	-1
	1111	1	-1	-1	1	-1	1	1	-1	-1	1	1	-1	1	-1	-1	1

- Is this "4" units of work? Or "16"? Or "256"?
- On one hand, the rule  $\mathbf{H}^{\otimes n}[u, v] = \frac{1}{\sqrt{n}}(-1)^{u \bullet v}$  for entries is simple.

#### Many QCs begin with m Hadamard gates on each of m qubits

	[ <b>H</b> <sup>⊗4</sup>	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111]
	0000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	0001	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1	1	-1
	0010	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1	1	1	-1	-1
	0011	1	-1	-1	1	1	-1	1	-1	1	-1	-1	1	1	-1	1	-1
$ x_2\rangle - \mathbf{H} -$	0100	1	1	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1
	0101	1	-1	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1
1	0110	1	1	-1	-1	-1	-1	1	1	1	1	-1	-1	-1	-1	1	1
<u> </u>	0111	1	-1	-1	1	-1	1	1	-1	1	-1	-1	1	-1	1	1	-1
$ x_3\rangle H = 4$	1000	1	1	1	1	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1
	1001	1	-1	1	-1	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1
	1010	1	1	-1	-1	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1
🗖	1011	1	-1	-1	1	1	-1	1	-1	-1	1	1	-1	-1	1	1	-1
$ x_4\rangle - \mathbf{H} -$	1100	1	1	1	1	-1	-1	-1	-1	-1	-1	-1	-1	1	1	1	1
	1101	1	-1	1	-1	-1	1	-1	1	-1	1	-1	1	1	-1	1	-1
	1110	1	1	-1	-1	-1	-1	1	1	-1	-1	1	1	1	1	-1	-1
	1111	1	-1	-1	1	-1	1	1	-1	-1	1	1	-1	1	-1	-1	1

- Is this "4" units of work? Or "16"? Or "256"?
- On one hand, the rule  $\mathbf{H}^{\otimes n}[u, v] = \frac{1}{\sqrt{n}}(-1)^{u \bullet v}$  for entries is simple.
- On the other, some claim this involves splitting off 2<sup>n</sup> branches of a multiverse.

# Hadamard Transforms and Functions

Suppose  $C_f(x, y) = (x, y \oplus f(x))$  computes the reversible form of f. Then



▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

# Hadamard Transforms and Functions

Suppose  $C_f(x, y) = (x, y \oplus f(x))$  computes the reversible form of f. Then



▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

• Maybe this has exponentially many "jaggies"?

# Hadamard Transforms and Functions

Suppose  $C_f(x, y) = (x, y \oplus f(x))$  computes the reversible form of f. Then



• Maybe this has exponentially many "jaggies"?

• We've now seen all the ingredients of Shor's Algorithm.

◆□▶ ◆□▶ ◆∃▶ ◆∃▶ ∃ ∽のへで

• The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size s can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)

(ロ)、(型)、(E)、(E)、(E)、(O)へ(C)

• The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size *s* can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)

• Programmed improvement by Peter Selinger and Neil Ross.

- The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size *s* can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)
- Programmed improvement by Peter Selinger and Neil Ross.
- The gate set H + Tof is not metrically universal—it has no complex scalars—but it is **computationally universal**: It can maintain real and complex parts of quantum states in double-rail manner.

- The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size *s* can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)
- Programmed improvement by Peter Selinger and Neil Ross.
- The gate set H + Tof is not metrically universal—it has no complex scalars—but it is **computationally universal**: It can maintain real and complex parts of quantum states in double-rail manner.

• The gate set H + CS is efficiently metrically universal.

- The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size s can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)
- Programmed improvement by Peter Selinger and Neil Ross.
- The gate set H + Tof is not metrically universal—it has no complex scalars—but it is **computationally universal**: It can maintain real and complex parts of quantum states in double-rail manner.
- The gate set H + CS is efficiently metrically universal.
- Thus we don't need arbitrarily fine-angled gates to compute  $\mathbf{QFT}_n$  finely enough with  $\tilde{O}(n^2)$  basic gates.

- The gate set H + CNOT + T is efficiently metrically universal, meaning that any feasible quantum circuit of size s can be approximated to within entrywise error  $\epsilon$  by a circuit of these gates only in size  $O(s) \cdot (\log \frac{s}{\epsilon})^{O(1)}$ . (See Solovay-Kitaev theorem.)
- Programmed improvement by Peter Selinger and Neil Ross.
- The gate set H + Tof is not metrically universal—it has no complex scalars—but it is **computationally universal**: It can maintain real and complex parts of quantum states in double-rail manner.
- The gate set H + CS is efficiently metrically universal.
- Thus we don't need arbitrarily fine-angled gates to compute  $\mathbf{QFT}_n$  finely enough with  $\tilde{O}(n^2)$  basic gates.
- But fine angles exist in the output and may be especially vulnerable to noise.
**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

▲□▶ ▲□▶ ▲目▶ ▲目▶ 目 のへで

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

• A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; y_1, ..., y_h; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; y_1, ..., y_h; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .

• A Boolean representation  $\phi_C$  with various auxiliary variables.

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .

• A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ?

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate C?

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate *C*? **They perform poorly.** 

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate *C*? **They perform poorly.** 

3. Simplify intermediate states via logic?

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate *C*? **They perform poorly.** 

3. Simplify intermediate states via logic? Not promising so far...

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; y_1, ..., y_h; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate *C*? **They perform poorly.** 

- 3. Simplify intermediate states via logic? Not promising so far...
- 4. Maybe program **non-physical** approximations? **Hmmmm...**

**Theorem** (Regan-Chakrabarti-Guan): Given an n-qubit circuit C with h nondeterministic (Hadamard) gates, we can efficiently compute [...]:

- A product polynomial  $p_C(x_1, ..., x_n; y_1, ..., y_h; z_1, ..., z_n)$ .
- An additive polynomial  $q_C(x_1, ..., x_n; \mathbf{y_1}, ..., \mathbf{y_h}; z_1, ..., z_n; w_1, ...)$ .
- A Boolean representation  $\phi_C$  with various auxiliary variables. Used by the simulator.

Idea 1: Bounds from algebraic-geometric invariants of  $\partial p_C$ ? Hard...

2. Can **SAT solvers**—or really #SAT counters—heuristically evaluate *C*? **They perform poorly.** 

- 3. Simplify intermediate states via logic? Not promising so far...
- 4. Maybe program **non-physical** approximations? **Hmmmmm...**

5. Iteratively program tensor network and SVD approximations... On the agenda...

## I. Feynman Path Polynomials and Logical Formulas

Let C have "minphase"  $K = 2^k$  and let F embed K-th roots of unity  $\omega$ .

- H + Tof has k = 1, K = 2.
- H + CS has k = 2, K = 4.
- H + CNOT + T has k = 3, K = 8.

### I. Feynman Path Polynomials and Logical Formulas

Let C have "minphase"  $K = 2^k$  and let F embed K-th roots of unity  $\omega$ .

- H + Tof has k = 1, K = 2.
- H + CS has k = 2, K = 4.
- H + CNOT + T has k = 3, K = 8.

### Theorem (RC 2007-09, extending Dawson et al. (2004) over $\mathbb{Z}_2$ )

Any QC C of n qubits quickly transforms into a polynomial  $P_C = \prod_g P_g$ over gates g and a constant R > 0 such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j (\#y : P_C(x, y, z) = \iota(\omega^j))$$

## I. Feynman Path Polynomials and Logical Formulas

Let C have "minphase"  $K = 2^k$  and let F embed K-th roots of unity  $\omega$ .

- H + Tof has k = 1, K = 2.
- H + CS has k = 2, K = 4.
- H + CNOT + T has k = 3, K = 8.

#### Theorem (RC 2007-09, extending Dawson et al. (2004) over $\mathbb{Z}_2$ )

Any QC C of n qubits quickly transforms into a polynomial  $P_C = \prod_g P_g$ over gates g and a constant R > 0 such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j (\# y : P_C(x, y, z) = \iota(\omega^j)) = \frac{1}{R} \sum_y \omega^{P_C(x, y, z)},$$

うして ふゆ く は く は く む く し く

where C has h nondeterministic (Hadamard) gates and  $y \in \{0, 1\}^h$ .

### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\# y, w : Q_C(x, y, z, w) = j)$$

### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\#y, w : Q_C(x, y, z, w) = j) = \frac{1}{R'} \sum_{y, w} \omega^{Q_C(x, y, z, w)},$$

(ロ)、(型)、(E)、(E)、(E)、(O)へ(C)

where  $Q_C$  has the form  $\sum_{gates g} q_g + \sum_{constraints c} q_c$ .

### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\#y, w : Q_C(x, y, z, w) = j) = \frac{1}{R'} \sum_{y, w} \omega^{Q_C(x, y, z, w)},$$

where  $Q_C$  has the form  $\sum_{gates g} q_g + \sum_{constraints c} q_c$ .

• Gives a particularly efficient reduction from BQP to #P.

#### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\#y, w : Q_C(x, y, z, w) = j) = \frac{1}{R'} \sum_{y, w} \omega^{Q_C(x, y, z, w)},$$

where  $Q_C$  has the form  $\sum_{gates g} q_g + \sum_{constraints c} q_c$ .

- Gives a particularly efficient reduction from BQP to #P.
- In  $P_C$ , illegal paths that violate some constraint incur the value 0.

### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\#y, w : Q_C(x, y, z, w) = j) = \frac{1}{R'} \sum_{y, w} \omega^{Q_C(x, y, z, w)},$$

where  $Q_C$  has the form  $\sum_{gates g} q_g + \sum_{constraints c} q_c$ .

- Gives a particularly efficient reduction from  $\mathsf{BQP}$  to  $\#\mathsf{P}$ .
- In  $P_C$ , illegal paths that violate some constraint incur the value 0.
- In  $Q_C$ , any violation creates an additive term  $T = w_1 \cdots w_{\log_2 K}$ using fresh variables whose assignments give all values in 0...K-1, which *cancel*.

#### Theorem (RC (2007-09), RCG (2018))

Given C and K, we can efficiently compute a polynomial  $Q_C(x_1, \ldots, x_n, y_1, \ldots, y_h, z_1, \ldots, z_n, w_1, \ldots, w_t)$  of degree O(1) over  $\mathbb{Z}_K$  and a constant R' such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R'} \sum_{j=0}^{K-1} \omega^j (\#y, w : Q_C(x, y, z, w) = j) = \frac{1}{R'} \sum_{y, w} \omega^{Q_C(x, y, z, w)},$$

where  $Q_C$  has the form  $\sum_{gates g} q_g + \sum_{constraints c} q_c$ .

- Gives a particularly efficient reduction from  $\mathsf{BQP}$  to  $\#\mathsf{P}$ .
- In  $P_C$ , illegal paths that violate some constraint incur the value 0.
- In  $Q_C$ , any violation creates an additive term  $T = w_1 \cdots w_{\log_2 K}$ using fresh variables whose assignments give all values in 0...K-1, which *cancel*. (This trick is my main original contribution.)

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

• Initially  $P_C = 1$ ,  $Q_C = 0$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

うして ふゆ く は く は く む く し く

• CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

うして ふゆ く は く は く む く し く

• CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ . No change to  $P_C$  or  $Q_C$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

- CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j u_i u_j$ . No change to  $P_C$  or  $Q_C$ .
- S-gate:  $Q_C$  adds  $u_i^2$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

- CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ . No change to  $P_C$  or  $Q_C$ .
- S-gate:  $Q_C$  adds  $u_i^2$ .
- CS-gate:  $Q_C$  adds  $u_i u_j$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

- CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ . No change to  $P_C$  or  $Q_C$ .
- S-gate:  $Q_C$  adds  $u_i^2$ .
- CS-gate:  $Q_C$  adds  $u_i u_j$ .
- Thereby CS escapes the easy case over  $\mathbb{Z}_4$  (with k = 2).

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

- CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ . No change to  $P_C$  or  $Q_C$ .
- S-gate:  $Q_C$  adds  $u_i^2$ .
- CS-gate:  $Q_C$  adds  $u_i u_j$ .
- Thereby CS escapes the easy case over  $\mathbb{Z}_4$  (with k = 2).
- TOF: controls  $u_i, u_j$  stay, target  $u_k$  changes to  $2u_iu_ju_k u_iu_j u_k$ .

- Initially  $P_C = 1$ ,  $Q_C = 0$ .
- For Hadamard on line i ( $u_i$ —H–), allocate new variable  $y_j$  and do:

$$P_C *= (1-u_i y_j)$$
  
 $Q_C += 2^{k-1} u_i y_j.$ 

- CNOT with incoming terms  $u_i$  on control,  $u_j$  on target:  $u_i$  stays,  $u_j := 2u_iu_j - u_i - u_j$ . No change to  $P_C$  or  $Q_C$ .
- S-gate:  $Q_C$  adds  $u_i^2$ .
- CS-gate:  $Q_C$  adds  $u_i u_j$ .
- Thereby CS escapes the easy case over  $\mathbb{Z}_4$  (with k = 2).
- TOF: controls  $u_i, u_j$  stay, target  $u_k$  changes to  $2u_iu_ju_k u_iu_j u_k$ .
- T-gate also goes cubic.

#### Theorem (C. Guan in RCG 2018)

Given C, n, K, h as above, we can quickly build a Boolean formula  $\phi_C$  in variables  $y_1, \ldots, y_h$ , together with substituted-for  $x_1, \ldots, x_n, z_1, \ldots, z_n$ , and other "forced" variables such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j \cdot \#sat(\phi_C).$$

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ 日

### Theorem (C. Guan in RCG 2018)

Given C, n, K, h as above, we can quickly build a Boolean formula  $\phi_C$  in variables  $y_1, \ldots, y_h$ , together with substituted-for  $x_1, \ldots, x_n, z_1, \ldots, z_n$ , and other "forced" variables such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j \cdot \#sat(\phi_C).$$

• The  $\phi$  is a conjunction of "controlled bitflips"  $p' = p \oplus (u \wedge v)$ .

#### Theorem (C. Guan in RCG 2018)

Given C, n, K, h as above, we can quickly build a Boolean formula  $\phi_C$  in variables  $y_1, \ldots, y_h$ , together with substituted-for  $x_1, \ldots, x_n, z_1, \ldots, z_n$ , and other "forced" variables such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j \cdot \#sat(\phi_C).$$

• The  $\phi$  is a conjunction of "controlled bitflips"  $p' = p \oplus (u \wedge v)$ .

• Easy to transform into 3CNF (i.e., "3SAT" form). (show demo)

### Theorem (C. Guan in RCG 2018)

Given C, n, K, h as above, we can quickly build a Boolean formula  $\phi_C$  in variables  $y_1, \ldots, y_h$ , together with substituted-for  $x_1, \ldots, x_n, z_1, \ldots, z_n$ , and other "forced" variables such that for all  $x, z \in \{0, 1\}^n$ :

$$\langle z \mid C \mid x \rangle = \frac{1}{R} \sum_{j=0}^{K-1} \omega^j \cdot \#sat(\phi_C).$$

- The  $\phi$  is a conjunction of "controlled bitflips"  $p' = p \oplus (u \wedge v)$ .
- Easy to transform into 3CNF (i.e., "3SAT" form). (show demo)
- For K = 2, 4 (i.e., for H + Tof and H + CS), we get the acceptance *probability* as a simple difference:

$$\left|\left\langle z \mid C \mid x\right\rangle\right|^{2} = \frac{1}{R} \left(\#sat(\phi_{C}) - \#sat(\phi_{C}')\right).$$

### II. Strong Simulation of Graph State Circuits

Computing amplitudes  $\langle z \mid C \mid x \rangle$  for Clifford circuits C can be efficiently reduced to computing  $\langle 0^n \mid C_G \mid 0^n \rangle$  for **graph-state circuits**  $C_G$  of graphs G, using H and CZ gates, as exemplified by:



900

# Improved From $O(n^3)$ to $O(n^{2.37155...})$

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.
#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

• Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

• Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].

うして ふゆ く 山 マ ふ し マ うくの

• Corollary: Counting solutions to quadratic polynomials  $p(x_1, \ldots, x_n)$  over  $\mathbb{Z}_2$  is in  $O(n^{2.37155...})$  time.

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

• Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].

うして ふゆ く 山 マ ふ し マ うくの

• Corollary: Counting solutions to quadratic polynomials  $p(x_1, \ldots, x_n)$  over  $\mathbb{Z}_2$  is in  $O(n^{2.37155...})$  time.

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

• Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].

- Corollary: Counting solutions to quadratic polynomials  $p(x_1, \ldots, x_n)$  over  $\mathbb{Z}_2$  is in  $O(n^{2.37155...})$  time.
- Improves  $O(n^3)$  time of Ehrenfeucht-Karpinski (1990).

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

- Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].
- Corollary: Counting solutions to quadratic polynomials  $p(x_1, \ldots, x_n)$  over  $\mathbb{Z}_2$  is in  $O(n^{2.37155...})$  time.
- Improves  $O(n^3)$  time of Ehrenfeucht-Karpinski (1990).
- See Beaudrap and Herbert [2021] for other time/size/#H tradeoffs.

#### Theorem (Guan-Regan, 2019)

For n-qubit stabilizer circuits of size s,  $\langle z \mid C \mid x \rangle$  can be computed in  $O(s + n^{\omega})$  time, where  $\omega \leq 2.37155...$  is the exponent of multiplying  $n \times n$  matrices.

- Although C has K = 2, proof needs to use quadratic forms over  $\mathbb{Z}_4$ . And LDU decompositions over  $\mathbb{Z}_2$  by Dumas-Pernet [2018].
- Corollary: Counting solutions to quadratic polynomials  $p(x_1, \ldots, x_n)$  over  $\mathbb{Z}_2$  is in  $O(n^{2.37155...})$  time.
- Improves  $O(n^3)$  time of Ehrenfeucht-Karpinski (1990).
- See Beaudrap and Herbert [2021] for other time/size/#H tradeoffs.
- Can we recognize G with  $\langle 0^n | C_G | 0^n \rangle = 0$  more quickly still?



◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

• A self-loop on node i becomes a Z-gate on qubit line i.

• A self-loop on node i becomes a Z-gate on qubit line i.

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

• An S-gate on line *i* would then be a "half loop."

• A self-loop on node *i* becomes a Z-gate on qubit line *i*.

▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□ ● ● ●

- An S-gate on line *i* would then be a "half loop."
- A CS gate would then be a "half edge."

- A self-loop on node *i* becomes a Z-gate on qubit line *i*.
- An S-gate on line *i* would then be a "half loop."
- A CS gate would then be a "half edge."
- Formalizable as a **polymatroid** (PM). Into universal QC now.

- A self-loop on node *i* becomes a Z-gate on qubit line *i*.
- An S-gate on line *i* would then be a "half loop."
- A CS gate would then be a "half edge."
- Formalizable as a **polymatroid** (PM). Into universal QC now.
- John Preskill's notes show that the following four widgets, together with their conjugations by  $\mathsf{H}\otimes\mathsf{H},$  suffice:



• Would be a "PM State Circuit"—except for all those H gates in the middle.

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

• Would be a "PM State Circuit"—except for all those H gates in the middle.

・ロト ・ 日 ・ ・ 日 ・ ・ 日 ・ ・ りへぐ

• Can we move them to the sides, as with graph state circuits?

• Would be a "PM State Circuit"—except for all those H gates in the middle.

- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?

• Would be a "PM State Circuit"—except for all those H gates in the middle.

- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?
- How about the power of PM state circuits by themselves?

- Would be a "PM State Circuit"—except for all those H gates in the middle.
- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?
- How about the power of PM state circuits by themselves?
- Are they more amenable to algebraic or logical model-counting heuristics than general quantum circuits?

- Would be a "PM State Circuit"—except for all those H gates in the middle.
- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?
- How about the power of PM state circuits by themselves?
- Are they more amenable to algebraic or logical model-counting heuristics than general quantum circuits?

- Chaowen and I also considered graphs that can have:
  - Loops not attached to a vertex, called *circles*.
  - Numbered copies of the empty graph, called *wisps*.
  - Wisps of negative sign, called *negative isols*.

- Would be a "PM State Circuit"—except for all those H gates in the middle.
- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?
- How about the power of PM state circuits by themselves?
- Are they more amenable to algebraic or logical model-counting heuristics than general quantum circuits?
- Chaowen and I also considered graphs that can have:
  - Loops not attached to a vertex, called *circles*.
  - Numbered copies of the empty graph, called *wisps*.
  - Wisps of negative sign, called *negative isols*.
- They can be formalized via (graphical) 2-polymatroids. Call them "(G)2PMs."

- Would be a "PM State Circuit"—except for all those H gates in the middle.
- Can we move them to the sides, as with graph state circuits?
- If not, are there other useful canonical forms, a-la this?
- How about the power of PM state circuits by themselves?
- Are they more amenable to algebraic or logical model-counting heuristics than general quantum circuits?
- Chaowen and I also considered graphs that can have:
  - Loops not attached to a vertex, called *circles*.
  - Numbered copies of the empty graph, called *wisps*.
  - Wisps of negative sign, called *negative isols*.
- They can be formalized via (graphical) 2-polymatroids. Call them "(G)2PMs."

• We took them in a different direction.

# Singular Value Decomposition

Unlike with diagonalization, this is *always* possible:

**SVD Theorem**: For every  $m \times n$  matrix A we can efficiently find:

- an  $m \times m$  unitary matrix U,
- an  $m \times n$  pseudo-diagonal matrix  $\Sigma$  with non-negative entries  $\Sigma[i, i] = \sigma_i$ , and
- an  $n \times n$  unitary matrix V,

such that  $A = U\Sigma V^*$ . Furthermore, we can arrange that  $\sigma_1 \ge \sigma_2 \ge \cdots \ge \sigma_{\min(m,n)}$ , and in consequence:

- $||A||_F = \sqrt{\sum_i \sigma_i^2}$
- $||A||_2 = \sigma_1$ ,
- $A^*A = V\Sigma^T U^* U\Sigma V^* = V \operatorname{diag}(\sigma_i^2) V^*$ , and
- $AA^* = U\Sigma V^* V\Sigma^T U^* = U \operatorname{diag}(\sigma_i^2) U^*$ ,

so that the squares of the  $\sigma_i$  and associated vectors give the spectral decompositions of the Hermitian PSD matrices  $A^*A$  and  $AA^*$ , respectively.

◆□▶ ◆□▶ ◆∃▶ ◆∃▶ ∃ ∽のへで

• Show SVD and truncation idea.



◆□ ▶ < 圖 ▶ < 圖 ▶ < ■ ● の Q @</p>

- Show SVD and truncation idea.
- SVD in Image Compression.

- Show SVD and truncation idea.
- SVD in Image Compression.
- Strategy for simulating quantum circuits via *classical* tensor networks and SVD truncation.

うして ふゆ く は く は く む く し く

- Show SVD and truncation idea.
- SVD in Image Compression.
- Strategy for simulating quantum circuits via *classical* tensor **networks** and **SVD** truncation.

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三 のへで

• Most workable scheme?

- Show SVD and truncation idea.
- SVD in Image Compression.
- Strategy for simulating quantum circuits via *classical* tensor **networks** and **SVD** truncation.

- Most workable scheme?
- How this might be programmed.

・ロト ・御ト ・ヨト ・ヨト ・ヨー

## What Is the Status?

• Can quantum hardware open up and widen a gap over classical?

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三回 のへぐ

• Can quantum hardware open up and widen a gap over classical?

◆□▶ ◆□▶ ◆三▶ ◆三▶ ○○○

• Can more-clever classical simulations always catch up?

- Can quantum hardware open up and widen a gap over classical?
- Can more-clever classical simulations always catch up?
- What does Nature do, anyway? Is it the "rose" in Umberto Eco's maxim *Stat rosa pristina nomine, nomina nuda tenemus*—?

うして ふゆ く は く は く む く し く

- Can quantum hardware open up and widen a gap over classical?
- Can more-clever classical simulations always catch up?
- What does Nature do, anyway? Is it the "rose" in Umberto Eco's maxim *Stat rosa pristina nomine, nomina nuda tenemus*—?
- If so, are human brains left behind with Turing's vision? In verse:

うして ふゆ く は く は く む く し く

- Can quantum hardware open up and widen a gap over classical?
- Can more-clever classical simulations always catch up?
- What does Nature do, anyway? Is it the "rose" in Umberto Eco's maxim *Stat rosa pristina nomine, nomina nuda tenemus*—?
- If so, are human brains left behind with Turing's vision? In verse:

"It From Bit" we once proclaimed, but now the Bit has bit the dust of whizzing quantum chips that gamed coherence, to evade the trust that the Word framed creation's hour: Mother Nature fully lexical. Why not evolve us that same power? It is a status most perplexical.

・ロト ・ 同 ・ ・ ヨ ト ・ ヨ ・ うへの