

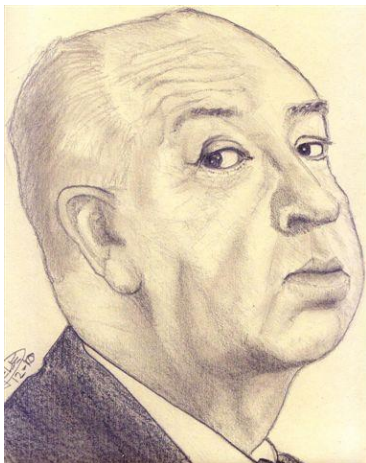
# Fundamental mechanism of the quantum computational speedup

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# Example of quantum speedup

- Bob, the problem setter, hides a ball in one of four drawers
- Alice, the problem solver, is to locate it by opening drawers
- In the classical case she may need to open up to three drawers, in the quantum case it always takes one
- There is a **quantum speed-up**

BOB



ALICE



00  
01  
10  
11

# Some jargon

- Drawer and ball problem: ***oracle problem***
- Checking whether the ball is in a drawer: ***function evaluation*** (oracle query)
- $b$  = number of the drawer with the ball; checking whether the ball is in drawer  $a$ : computing (evaluating) the Kronecker function  $\delta(b, a)$
- Quantum speedup: number of function evaluations required by the quantum algorithm vs number required by the best known classical algorithm

# Speedup is poorly understood

- Dozens of speedups discovered
- All by means of ingenuity
- **No fundamental explanation of the speedup**
- **No unified explanation of the amount of speedup**
- A lacuna of quantum computer science
- Quantum cryptography, the other pillar of quantum information, directly relies on the foundations of quantum mechanics

# Representation incompleteness

- **Poor understanding** of the speedup: the usual representation of quantum algorithms, limited to the process of solving the problem, is **physically incomplete**
- Drawer number: 01

		meas. $\hat{A}$
$ 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 01\rangle_A$

- Quantum register  $A$ : contains drawer number  $a$ .
- Alice unitarily changes input state it into an output state that encodes the solution, then acquired by a final measurement
- **Initial measurement: missing**
- **Number of the drawer with the ball: not represented physically**
- **Completing the physical representation explains the speedup**

# Three steps

- 1) **extending the usual representation**, limited to the process of solving the problem, to that of setting it
- 2) **relativizing the extended representation** to Alice, who cannot see the problem setting selected by Bob (should be hidden inside the black box)
- 3) **symmetrizing the relativized representation for time-reversal** – to represent the reversibility of the computation process

**Step 3) provides a quantitative explanation of the speedup**

# 1) extending the representation



meas. $\hat{B}$		meas. $\hat{A}$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$		
$\Downarrow$		
$ 01\rangle_B 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 01\rangle_B 01\rangle_A$

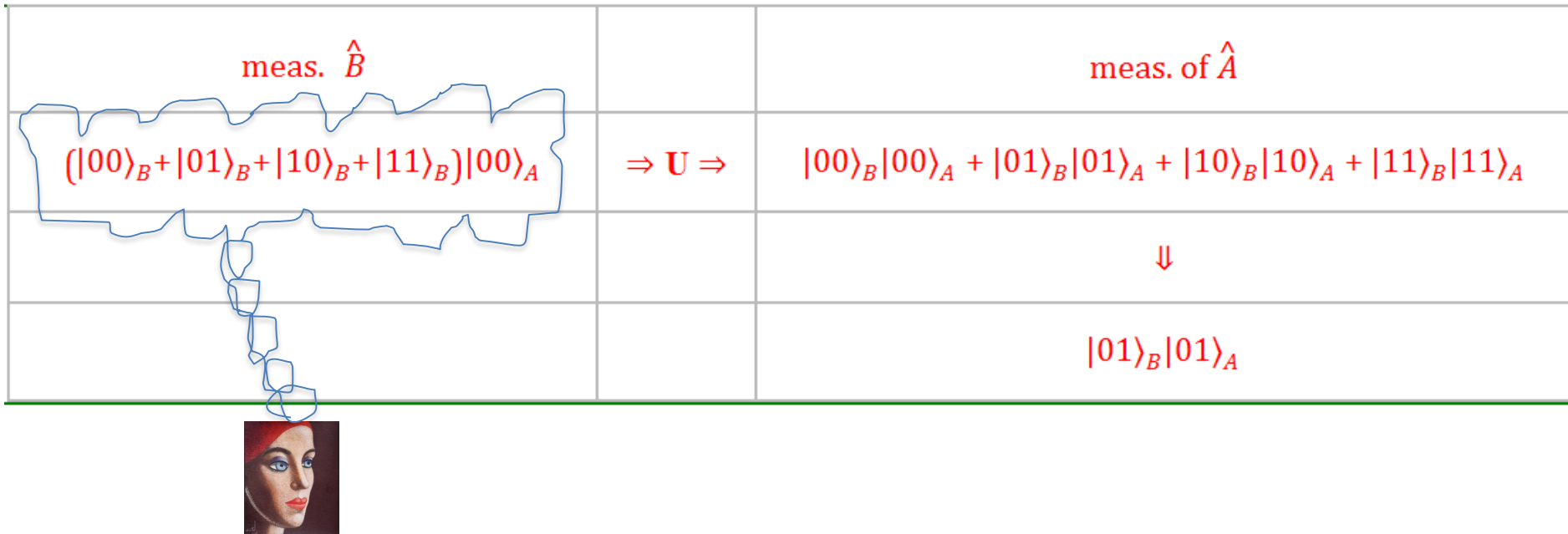
- Adding a quantum register  $B$  that contains the number of the drawer with the ball
- Unitary transformation between initial and final measurement outcomes
- Extended representation works for Bob (and any external observer)
- Not for Alice
- Input state  $|01\rangle_B|00\rangle_A$  would tell her the number of the drawer with the ball before she begins her problem solving action

# Relational quantum mechanics

- Quantum state has meaning to an observer
- Rejects the notion of absolute, or observer independent, state of a system
- E. g. a quantum state could be sharp to an observer and a superposition to another



## 2) relativizing the representation to Alice



- **postponing the projection of the quantum state due to the initial measurement** at the end of the unitary part of Alice's action
- Throughout it, Alice remains completely ignorant of number of the drawer with the ball selected by Bob
- Legitimate: degree of freedom of quantum description

# 3) symmetrizing for time-reversal

- 1) outcome of initial measurement random, 2) unitary transformation between initial and final measurement outcomes
- **Selection of the number of the drawer with the ball by:**
- **1) initial measurement**
- **2) final measurement**
- **Which measurement?**
- **Neither one alone:** would introduce preferred direction of time, unjustified in a reversible context
- **Share selection evenly between initial and final measurements**

meas. $\hat{B}$		
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$		
↓		
$ 01\rangle_B 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 01\rangle_B 01\rangle_A$

		meas. of $\hat{A}$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 00\rangle_B 00\rangle_A +  01\rangle_B 01\rangle_A +  10\rangle_B 10\rangle_A +  11\rangle_B 11\rangle_A$
		↓
$ 01\rangle_B 00\rangle_A$	$\Leftarrow U^\dagger \Leftarrow$	$ 01\rangle_B 01\rangle_A$

### 3) symmetrizing for time-reversal

Initial and final measurements reduce to partial measurements that evenly and without redundancy contribute to the selection, e. g.:

- initial measurement of  $\hat{B}$ , reduced to that of  $\hat{B}_l$ , selects 0 of 01; outcome propagated forward in time
- final measurement of  $\hat{A}$ , reduced to that of  $\hat{A}_r$ , selects 1 of 01; outcome propagated backward in time

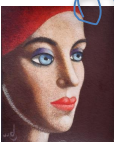
Performing the two propagations in a sequence time-symmetrizes the representation

- Superposition of all the possible ways of sharing

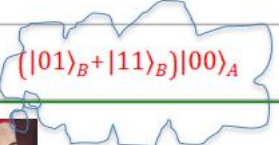
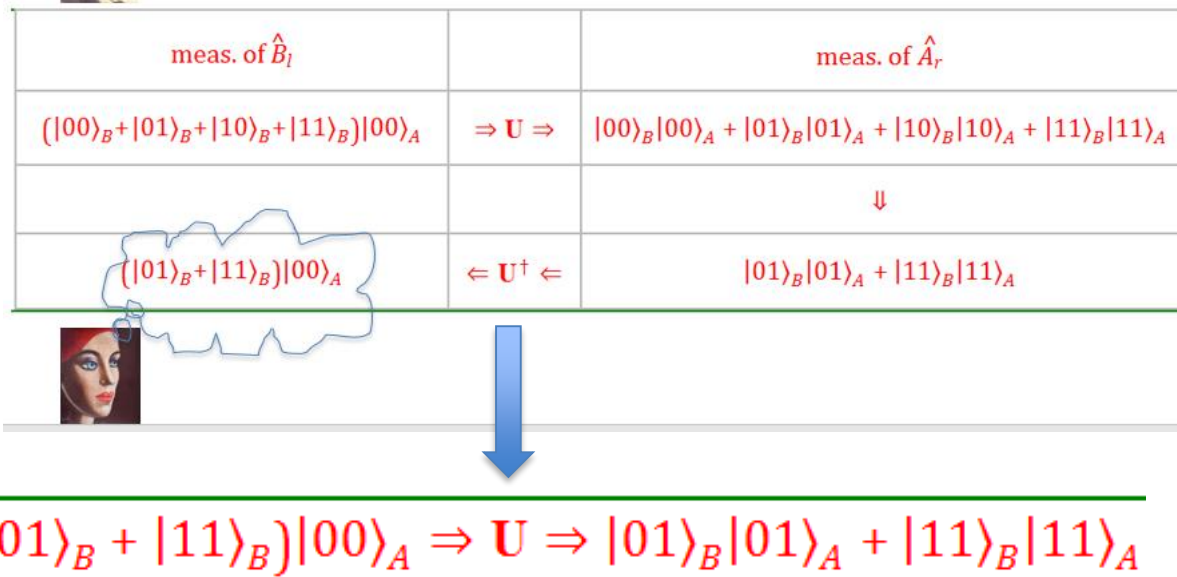
meas. of $\hat{B}_l$		meas. of $\hat{A}_r$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$		
$\Downarrow$		
$( 00\rangle_B +  01\rangle_B) 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 00\rangle_B 00\rangle_A +  01\rangle_B 01\rangle_A$
		$\Downarrow$
$ 01\rangle_B 00\rangle_A$	$\Leftarrow U^\dagger \Leftarrow$	$ 01\rangle_B 01\rangle_A$



meas. of $\hat{B}_l$		meas. of $\hat{A}_r$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 00\rangle_B 00\rangle_A +  01\rangle_B 01\rangle_A +  10\rangle_B 10\rangle_A +  11\rangle_B 11\rangle_A$
		$\Downarrow$
$( 01\rangle_B +  11\rangle_B) 00\rangle_A$	$\Leftarrow U^\dagger \Leftarrow$	$ 01\rangle_B 01\rangle_A +  11\rangle_B 11\rangle_A$



# Advanced knowledge



- Computational complexity of the problem: reduced to finding a ball hidden in one of two drawers  $\{01, 11\}$
- Solving the reduced problem classically requires just one function evaluation, a fortiori quantumly

# Reduced problem

- **Oracle problem can always be solved quantumly with the number of function evaluations required to solve its reduced problem classically**
- **Reduced problem: original one but for the fact that the problem solver knows in advance a part of the problem setting that corresponds to half solution**
- **Found an upper bound to the quantum computational complexity of oracle problem**
- **It holds for any oracle problem and can be computed on the basis of the problem alone**

# Quantum superposition

- Taking the superposition of all the time-symmetric transformations rebuilds the original transformation with respect to Alice

$$\begin{aligned} & (|00\rangle_B + |01\rangle_B)|00\rangle_A \Rightarrow U \Rightarrow |00\rangle_B|00\rangle_A + |01\rangle_B|01\rangle_A \\ & \\ & (|00\rangle_B + |10\rangle_B)|00\rangle_A \Rightarrow U \Rightarrow |00\rangle_B|00\rangle_A + |10\rangle_B|10\rangle_A \\ & \\ & \dots \\ & \\ & (|00\rangle_B + |01\rangle_B + |10\rangle_B + |11\rangle_B)|00\rangle_A \Rightarrow U \Rightarrow |00\rangle_B|00\rangle_A + |01\rangle_B|01\rangle_A + |10\rangle_B|10\rangle_A + |11\rangle_B|11\rangle_A \end{aligned}$$

- Symmetrization for time-reversal partitions the transformation with respect to Alice into a **superposition of time-symmetric transformations each solving an instance of the reduced problem**

# Upper bound checked on the major quantum algorithms

- Deutsch, Deutsch&Jozsa, Simon, Shor, Grover, Abelian hidden subgroup (12 algorithms)
- All optimal in character
- **Upper bound always coincides with the number of function evaluations required to solve the problem in an optimal quantum way**
- **Conjecture: this holds in general, for any oracle problem**



# Conjecture

$$\underline{(|01\rangle_B + |11\rangle_B)|00\rangle_A \Rightarrow U \Rightarrow |01\rangle_B|01\rangle_A + |11\rangle_B|11\rangle_A}$$

- **U** requires just one function evaluation
- By an optimal quantum algorithm, a non-optimal one would require a higher number
- The quantum description speaks to us in classical logic

# Summarizing

- In all cases, half of the random outcome of the initial measurement (half of the problem setting) selected back in time by final measurement
- This tells nothing to Bob, who knows the outcome of the initial measurement to start with



meas. of $\hat{B}_l$		meas. of $\hat{A}_r$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$		
↓		
$( 00\rangle_B +  01\rangle_B) 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 00\rangle_B 00\rangle_A +  01\rangle_B 01\rangle_A$
		↓
$ 01\rangle_B 00\rangle_A$	$\Leftarrow U^\dagger \Leftarrow$	$ 01\rangle_B 01\rangle_A$

- To Alice, who is shielded from the outcome of the initial measurement, it tells half of it and thus a corresponding half of the solution

meas. of $\hat{B}_l$		meas. of $\hat{A}_r$
$( 00\rangle_B +  01\rangle_B +  10\rangle_B +  11\rangle_B) 00\rangle_A$	$\Rightarrow U \Rightarrow$	$ 00\rangle_B 00\rangle_A +  01\rangle_B 01\rangle_A +  10\rangle_B 10\rangle_A +  11\rangle_B 11\rangle_A$
		↓
$( 01\rangle_B +  11\rangle_B) 00\rangle_A$	$\Leftarrow U^\dagger \Leftarrow$	$ 01\rangle_B 01\rangle_A +  11\rangle_B 11\rangle_A$



Time-symmetrization by reducing initial and final measurements to complementary partial measurements: inspired by the work of Dolev and Elitzur on the non sequential behavior of the wave function highlighted by partial measurement

# Positioning

Two main approaches to the quantum speedup:

- **Quantum computer science** (quantum complexity classes and their relations to the classical ones)
- **Relation between speedup and fundamental quantum features** (entanglement/discord)

# Positioning – quantum computer science

- Quantum computer science is analytic in character
- The present explanation of the speedup is synthetic, derived from the foundations
- Like in analytic geometry (mathematics on coordinates) and synthetic geometry (derivation of theorems from postulates)
- Analytic counterpart of the upper bound
- Difficulty of deriving it?

# Positioning – relation between speedup and the foundations

- *The speedup appears to always depend on the exact nature of the problem while the reason for it varies from problem to problem (Vedral, Henderson)*
- Present fundamental explanation applies to all oracle problems and is quantitative in character

# Conclusion

- **Found an upper bound to the computational complexity of any oracle problem, always coinciding with the number of function evaluations required by the optimal quantum algorithm**
- **Derived in a synthetic way from the foundations of quantum mechanics**

# Future work

- (1) Checking whether the upper bound always coincides with the number of function evaluations required by the optimal quantum algorithm
- (2) Finding oracle problems liable of interesting speedups, classifying quantum complexity of oracle problems (compare with existing quantum complexity classes)
- (3) Further studying the fundamental implications of an explanation of the speedup that merges time-symmetric quantum mechanics and quantum information

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