Learning quantum states and unitaries of bounded gate complexity

Dar Gilboa

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Motivation

Quantum state/process tomography is a fundamental task in quantum information and physics.

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What about quantum states/unitaries of bounded gate complexity?

Can we relate the complexity of learning quantum states/unitaries to that of creating them?

[1] [Haah et al. 2017], [O'Donnell and Wright, 2016], [Haah et al. 2023]

Small Corner of Hilbert Space

Physical quantum states/unitaries have bounded gate complexity[2].

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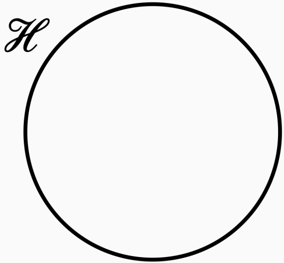

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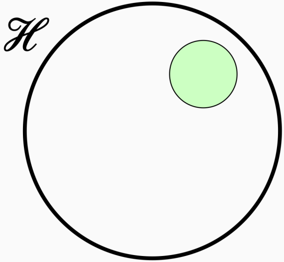

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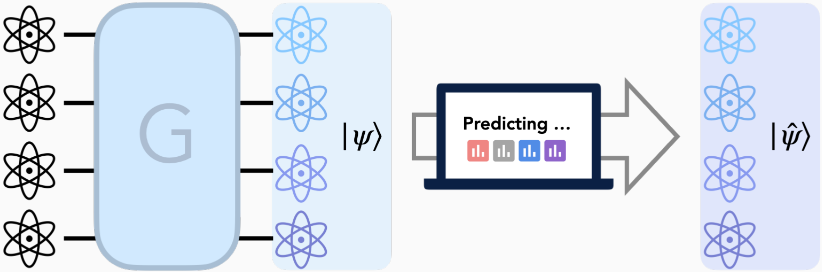
Learning States of Bounded Gate Complexity



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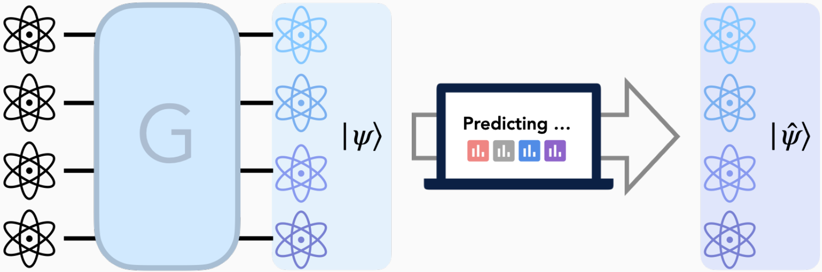
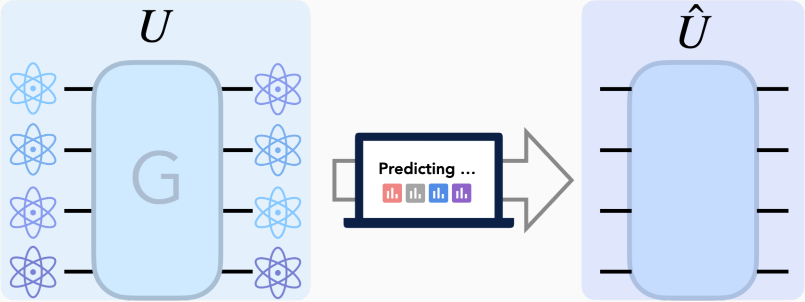


Given N copies of an n-qubit quantum state $\rho = |\psi\rangle\langle\psi|$ with $|\psi\rangle = U|0\rangle^{\otimes n}$ where U consists of G gates, learn $\hat{\rho}$ such that

$$\mathrm{d}_{\mathrm{tr}}(\hat{\rho}, \rho) = \frac{1}{2}\|\hat{\rho} - \rho\|_1 < \epsilon.$$

Learning Unitaries of Bounded Gate Complexity



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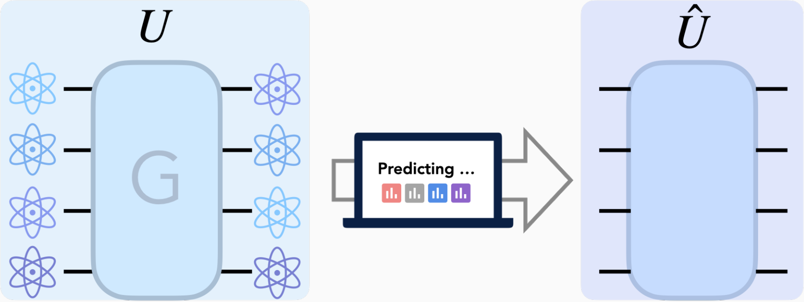

Given N queries to an n-qubit unitary U consisting of G gates, learn $\hat{U}$ such that

$$\mathrm{d}_\diamond(\hat{U}, U) = \max_{\rho} \left\| (\hat{U} \otimes I)\rho(\hat{U} \otimes I)^\dagger - (U \otimes I)\rho(U \otimes I)^\dagger \right\|_1 < \epsilon.$$

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We can also consider the *computational complexity*, i.e., the runtime of an algorithm.

Sample Complexity for State Learning

We fully characterize the sample complexity for the state case.

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Theorem (State learning)

The number of samples necessary and sufficient to learn an n-qubit quantum pure state with gate complexity G within ϵ trace distance whp is

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Previously, only an upper bound of $\tilde{\mathcal{O}}(nG^2/\epsilon^4)$ was known[4].

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Sample Complexity for Unitary Learning (Worst-Case)

Theorem (Worst-case unitary learning)

Any quantum algorithm learning an n-qubit unitary with gate complexity G in diamond distance whp must use at least

$$\Omega(2^{\min\{G/(2C), n/2\}}/\epsilon)$$

queries. Meanwhile, there exists an algorithm using

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Thus, we can't hope for the same scaling as the state case for this distance metric.

Sample Complexity for Unitary Learning (Average-Case)

Instead, we turn to an average-case distance metric

$$\mathrm{d}_{\mathrm{avg}}(U, V) = \sqrt{\mathop{\mathbb{E}}_{|\psi\rangle \sim \mu}[\mathrm{d}_{\mathrm{tr}}(U|\psi\rangle, V|\psi\rangle)^2]}.$$

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Theorem (Average-case unitary learning)

There exists an algorithm learning an n-qubit unitary with gate complexity G in root mean squared trace distance whp using

$$N = \tilde{\mathcal{O}}\left(G \min\left\{\frac{1}{\epsilon^2}, \frac{\sqrt{2^n}}{\epsilon}\right\}\right)$$

queries. Meanwhile, at least

$$\Omega(G/\epsilon)$$

queries are necessary.

Computational Hardness

Meanwhile, we prove strong computational limitations on learning even simple states/unitaries.

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Theorem (Computational hardness)

Any quantum algorithm that learns an n-qubit state/unitary with gate complexity G to within ϵ trace distance/root mean squared trace distance requires

$$\exp(\Omega(\min(G, n)))$$

time, assuming the quantum sub-exponential hardness of RingLWE. Meanwhile, for $G = \mathcal{O}(\log n)$, an efficient learning algorithm exists.

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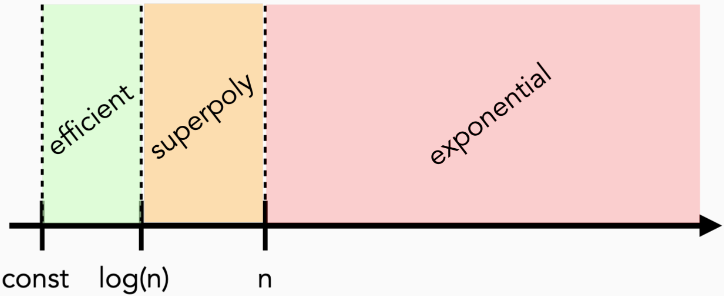

Open Questions

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- Can the sample complexity results for unitary learning be made tight with respect to ϵ?
- Can we obtain better bounds for a fixed, known circuit structure?