

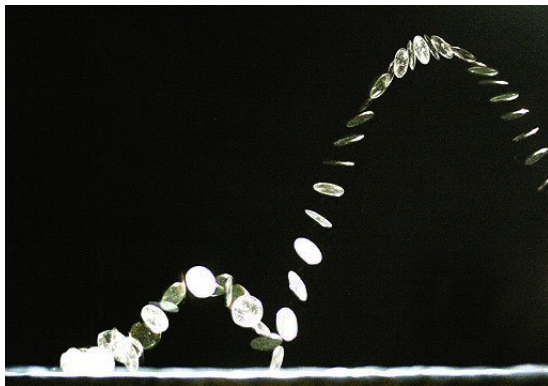
# *Advice Coins for Classical and Quantum Computation*

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Joint work with Scott Aaronson

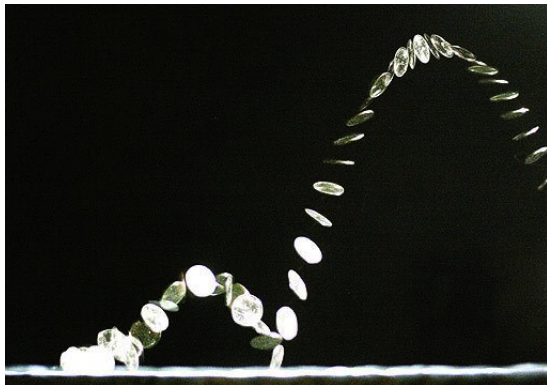
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## Big picture



- Coins: a source of randomness.  
(Valuable in TCS!)

## Big picture



- But also an information source.  
Flipping a coin, we can learn about coin bias itself!

# Big picture

We ask:

- how accessible is this info to efficient coin-flipping algorithms?
- how does the answer change when our algorithms are quantum?

## Finding a coin bias

- Say we're given a coin  $\$_{p^*}$  of unknown bias  $p^* \in [0, 1]$ .
- Focus on simplest case: assume that

$$p^* \in \{p, p + \varepsilon\}$$

for known values  $p, \varepsilon$ .

- Which one is it?

## *Finding a coin bias*

- Sample complexity of this task well-studied in statistics.
- Our focus: what are the space requirements for this task?

# The Hellman-Cover Theorem

*Theorem (Hellman, Cover '70)*

*(Classical) probabilistic coin-flipping automata require*

$$\Theta\left(\frac{p(1-p)}{\varepsilon}\right)$$

states to distinguish between the cases

$$p^* = p, \quad p^* = p + \varepsilon$$

with bounded error.

## The quantum case

- Quantum coin-flipping automata: defined by two evolution superoperators

$$\mathcal{E}_0, \quad \mathcal{E}_1$$

on the state space;

- On coin bias  $p$ , automaton evolves according to

$$p\mathcal{E}_1 + (1 - p)\mathcal{E}_0.$$



## The quantum case

We show: with quantum algorithms, can do much better:

### Theorem

For any  $p, \epsilon$ , there is a quantum coin-flipping automaton  $A_{p, \epsilon}$  with just two states (plus accept/reject states), whose acceptance probabilities on the biases

$$p^* = p, \quad p^* = p + \epsilon$$

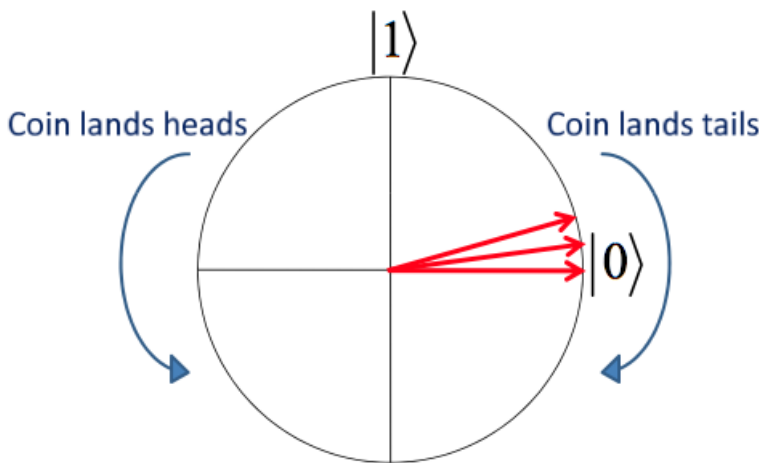
differs by at least .01.

- **Caveats:**

- 1 Transition amplitudes defined in terms of  $p, \epsilon$ .
- 2 Guarantee breaks down in the presence of noise.

## The quantum automaton

- Basic idea: use a qubit as an “analog counter” to perform a random walk.



# The quantum automaton

- Each step: measure qubit with probability  $\approx \varepsilon^2/10000$ .  
 $\implies$  expect to measure in  $O(\varepsilon^{-2})$  steps.
- Rotation amounts designed so that:
  - 1  $p^* = p \implies$  random walk unbiased;
  - 2  $p^* = p + \varepsilon \implies$  random walk has slight c.c. bias.
- Difference in two cases becomes noticeable in  $O(\varepsilon^{-2})$  steps!

## *Coins and quantum computation*

- Upshot: space-bounded quantum algorithms can be sensitive to extremely small changes in a coin's bias!
- $\Rightarrow$  Crazy question [**E. Demaine**]: can we store computationally useful information in a coin's bias?
- Coins as new form of nonuniform advice in complexity theory?

## Coins as advice

### Definition (Informal)

For a complexity class  $C$ , let  $C/\text{coin}$  denote the set of languages  $L$  decidable by a  $C$  machine, given access to a nonuniform family of “advice coins”

$$\{ \text{\$}_{p(n)} \}_{n>0},$$

one bias for each input length  $n$ .

- Modeled on  $C/\text{poly}$ : languages decidable by  $C$  machines augmented with poly-sized nonuniform classical advice string  $a_n$ .

## Coins as advice

- Most interesting case: space-bounded computation.
- $\text{BQPSPACE/coin}$ : bounded-error polynomial-space quantum algs. with advice coins.
- Allowed to run forever with positive probability, and to reject inputs this way.
- Could be a very powerful class....  
Certainly  $\text{BQPSPACE/coin} \supseteq \text{BQPSPACE/poly}$ .

# Our main result

*Theorem*

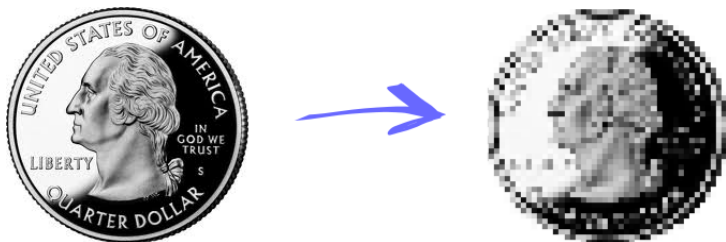
*Actually,*

$$\text{BQPSPACE/coin} = \text{BQPSPACE/poly} .$$

- (Previously known:  $\text{BQPSPACE/poly} = \text{PSPACE/poly}$ . )

## A first attempt

- Natural idea: simulate a BQPSPACE/coin machine by rounding advice bias to the first  $\text{poly}(n)$  bits.



- Fails! Machines too sensitive to tiny changes in coin bias.



## A better idea

- Fix a language  $L$ , and a BQPSPACE/coin machine  $(M, \$_{p(n)})$  for  $L$ .
- First, understand how acceptance probability behaves as we vary the advice coin bias!

## The “rational behavior” lemma

- Define

$a_x(p) =$  (acceptance prob. of  $M(x)$  on coin  $\$p$ ).

### *Lemma*

For  $p \in (0, 1)$ ,  $a_x(p)$  is a rational function in  $p$ , of degree  $2^{\text{poly}(n)}$ .

Coefficients are integers of abs. value  $\leq 2^{\text{poly}(n)}$ , and computable on demand in PSPACE.

## The “rational behavior” lemma

- Proof of the lemma uses a result of **[Aaronson, Watrous ‘09]** to compute limiting behavior of space-bounded computation.
- Uses space-efficient algorithms for matrix inversion.

## The “rational behavior” lemma

### *Lemma*

For  $p \in (0, 1)$ ,  $a_x(p)$  is\* a rational function in  $p$ , of degree  $2^{\text{poly}(n)}$ .

- \* Except, possibly, at zeros of denominator!

## A continuity lemma

- Need to “patch up” the singularities:

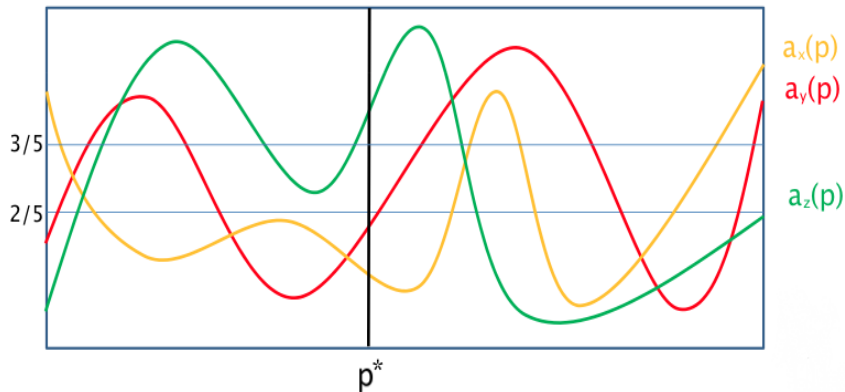
### Lemma

$a_x(p)$  is continuous for  $p \in (0, 1)$ .

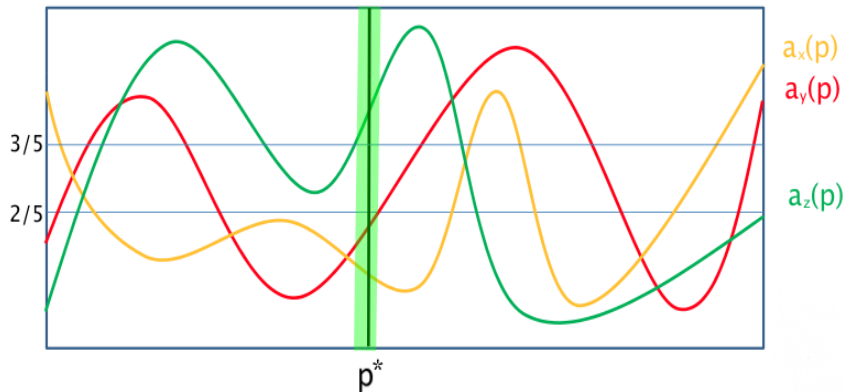
## Using our lemmas

- Our goal: obtain a “good enough” bias  $\tilde{p}$ , such that  $(M, \$_{\tilde{p}})$  decides  $L_n$  with  $(2/5, 3/5)$ -bounded error.

## Using our lemmas



## Using our lemmas



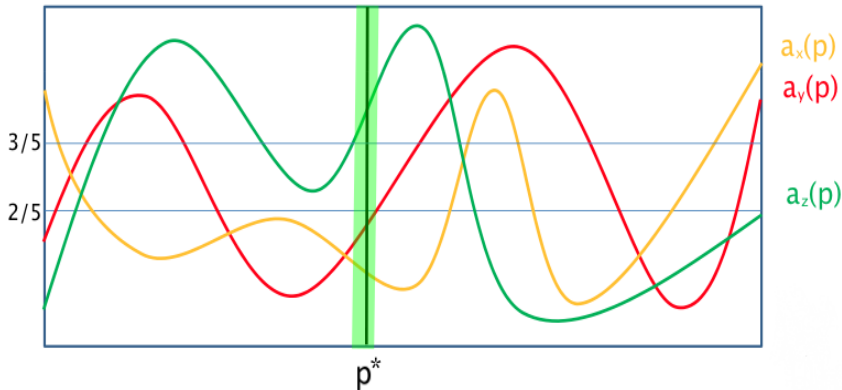


## Using our lemmas

- Suffices to find  $\tilde{p}$ , such that there are no zeros of

$$F_x(p) := (a_x(p) - 2/5)(a_x(p) - 3/5)$$

between  $p^*$  and  $\tilde{p}$ , for any  $x \in \{0, 1\}^n$ .



## Using our lemmas

- Idea: let advice string  $a_n =$  (number of roots of  $\{F_x(p)\}_{|x|=n}$  lying below  $p^*$ ).
- Only need  $\text{poly}(n)$  advice bits for this.

## Using our nonuniform advice

- Wonderful fact: can enumerate zeros of  $\{F_x(p)\}_{|x|=n}$  in increasing order, in **PSPACE**!
- Application of **NC** algorithms for root isolation of univariate polynomials [**Neff '94**].

## Using our nonuniform advice

- Remaining challenge: distinct roots  $z, z'$  of  $\{F_x(p)\}_{|x|=n}$  can be very close together.
- But, not too close: known root-separation bounds for polynomials imply

$$|z - z'| \geq 2^{-2^{\text{poly}(n)}} .$$

## Using our nonuniform advice

- This is enough to define our  $\tilde{p}$ : with Neff algorithm, we can compute any desired  $i^{\text{th}}$  bit of roots, up to  $i = 2^{\text{poly}(n)}$ , in *PSPACE*!
- With this ability, can implement a  $\tilde{p}$ -biased coin flip, and simulate  $M(x, \$\tilde{p})$ .

## Open questions

- What's the power of BQPSPACE machines with more than 1 coin?
- Or, with “biased  $k$ -sided dice”, for  $k > 2$ ?
- We think our techniques can shed light.
- Power of quantum algs. with other unconventional information sources?

Thanks!