

# Quantum communication complexity of linear regression

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based on joint work with **Ashley Montanaro**  
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# Background

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A fundamental problem:

**Solving linear system.**

**Given some quantum access to a matrix  $A \in \mathbb{R}^{m \times n}$ , and the ability to prepare  $|b\rangle$ , output  $|A^{-1}b\rangle$ .**

Here  $A^{-1}$  means the pseudoinverse if it is not invertible.

# Quantum algorithms for linear systems

Theorem (Harrow, Hassidim, Lloyd 2008 + many others<sup>1</sup>)

*There is a quantum algorithm that solves this problem in cost*

$$\kappa \cdot \text{poly}(\log(mn), \log 1/\varepsilon),$$

*where  $\kappa$  is the condition number.*

Leads to wide applications, especially in machine learning, e.g., recommendation systems [Kerenidis and Prakash, 1603.08675].

<sup>1</sup>[Ambainis 1010.4458], [Childs, Kothari, Somma 1511.02306], [Wossnig, Zhao, Prakash 1704.06174], [Chakraborty, Gilyén, Jeffery 1804.01973], .....

# Quantum-inspired classical algorithms

In 2018, Tang showed that assuming a similar data structure to QRAM, there is a **classical algorithm** that can solve the recommendation systems in time **polylog in the dimension**. [Tang, 1807.04271].

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⇒ **no quantum exponential speedups** for many machine learning problems in the low-rank case. [Chia et al, 1910.06151].

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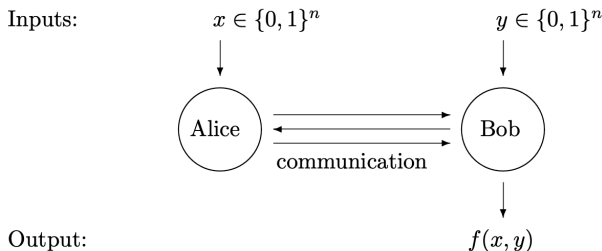
Quantum-inspired classical algorithms: **No exponential speedups** is with respect to **time** and **query** complexity.

**Theorem** (Our result, informal)

*Quantum computers **can have exponential speedups** in terms of **communication complexity** for some fundamental linear algebra problems.*

# Communication complexity: classical case

Let  $f$  be a function, say from  $\{0, 1\}^n \times \{0, 1\}^n$  to  $\{0, 1\}$ . Alice receives  $x \in \{0, 1\}^n$  and Bob receives  $y \in \{0, 1\}^n$ , they want to compute  $f(x, y)$  together.<sup>1</sup>



The **communication complexity** is counted by the number of bits used in the communication.

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<sup>1</sup>Ronald de Wolf, Quantum Computing: Lecture Notes, 1907.09415.

# Communication complexity: classical case

Local costs are not considered in communication complexity, and we usually assume Alice and Bob have unlimited computational powers.

The communication can be 1-way or 2-way:

1. 1-way: Only Alice can send information to Bob, or the other way around.
2. 2-way: Alice and Bob can send information to each other.

## Communication complexity: quantum case

In the quantum case, Alice and Bob can send **quantum states** to each other. The complexity is counted by **the number of qubits** used.

## Solving linear regressions: 2-party case

### Problem statement.

**Alice:**  $A \in \mathbb{R}^{m \times n}$

**Bob:**  $\mathbf{b} \in \mathbb{R}^m$

**Goal:** Solve  $\arg \min \|A\mathbf{x} - \mathbf{b}\|$

**More precisely,**

- ▶ in the quantum case: output  $|A^{-1}\mathbf{b}\rangle$  up to error  $\varepsilon$
- ▶ in the classical case: output samples from a probability distribution  $\varepsilon$ -close to the one defined by  $|A^{-1}\mathbf{b}\rangle$

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For simplicity, we assume that the entries of  $A, \mathbf{b}$  are specified by  $\text{polylog}(mn)$  bits.

# Our results

	Alice $\rightarrow$ Bob	Bob $\rightarrow$ Alice	Alice $\leftrightarrow$ Bob
Q	$\tilde{O}(\kappa^2 \min(m, n))$ $\Omega(\min(m, n))$	$\tilde{O}(\kappa^2)$ $\Omega(\kappa^2)$	$\tilde{O}(\kappa)$ $\Omega(\kappa)$
C	$\tilde{O}(mn)$ $\Omega(\min(m, n))$	$\tilde{O}(m)$ $\Omega(\min(m, n))$	$\tilde{O}(m)$ $\Omega(\min(m, n))$
	at most quadratic	can be exponential	can be exponential

$\rightarrow$  1-way communication;  $\leftrightarrow$  2-way communication.

$\kappa$  = condition number of  $A$ .

All lower bounds hold even if  $m = n, \kappa = O(1)$ .

## Quantum protocol (eg): 1-way from Bob to Alice

- ▶ Bob sends the state  $|0\rangle|\mathbf{b}\rangle$  to Alice.



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- ▶ Alice constructs a unitary  $U$  such that

$$U = \begin{pmatrix} A^{-1}/\|A^{-1}\| & * \\ * & * \end{pmatrix}.$$

She then applies  $U$  to  $|0\rangle|\mathbf{b}\rangle$ :

$$\frac{1}{\|A^{-1}\|} |0\rangle \otimes A^{-1}|\mathbf{b}\rangle + |1\rangle|G\rangle.$$

The success probability is

$$\frac{\|A^{-1}|\mathbf{b}\rangle\|^2}{\|A^{-1}\|^2} \geq \frac{1}{\kappa^2}.$$

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- ▶ So Bob has to send  $O(\kappa^2)$  copies of  $|0\rangle|\mathbf{b}\rangle$  to Alice.

# Lower bound analysis

We use the hardness of disjointness problem.

Recall: In this problem, Alice has  $(x_1, \dots, x_n) \in \{0, 1\}^n$  and Bob has  $(y_1, \dots, y_n) \in \{0, 1\}^n$ . They want to determine if  $x_i = y_i = 1$  for some  $i$ .

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<sup>3</sup>Aaronson and Ambainis, Quantum search of spatial regions, 2003.

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Quantum:  $\Theta(n)$  (1-way)<sup>2</sup>,  $\Theta(\sqrt{n})$  (2-way)<sup>3</sup>

Classical:  $\Theta(n)$  (1-, 2-way)

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So the solution of  $A\mathbf{x} = \mathbf{b}$  satisfies

$$(A^{-1}\mathbf{b})_i = \begin{cases} 1 & x_i = y_i = 1, \\ \varepsilon & x_i = 1 \text{ xor } y_i = 1, \\ \varepsilon^2 & x_i = y_i = 0. \end{cases}$$

## Lower bound analysis

Let

$$P = \{i : x_i = y_i = 1\}, \quad Q = \{i : x_i = 1 \text{ xor } y_i = 1\},$$

then the quantum state of the solution is

$$\frac{1}{\|A^{-1}\mathbf{b}\|} \left( \sum_{i \in P} |i\rangle + \varepsilon \sum_{i \in Q} |i\rangle + \varepsilon^2 \sum_{i \notin P \cup Q} |i\rangle \right).$$



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Choose  $\varepsilon = 1/\sqrt{n}$ , then

- ▶ If  $|P| = 1$ , the probability of seeing  $i \in P$  is as large as a constant ( $\approx 1/2$ ). → [see the same index many times](#)
- ▶ If  $|P| = 0$ , the state is close to a uniform superposition of indices from  $Q$ . → [see different indices uniformly](#)

## Multi-party case

There are  $s$  players  $P_1, \dots, P_s$ , each  $P_i$  has a matrix  $A_i \in \mathbb{R}^{m_i \times n}$  and a vector  $\mathbf{b}_i \in \mathbb{R}^{m_i}$ , they want to solve

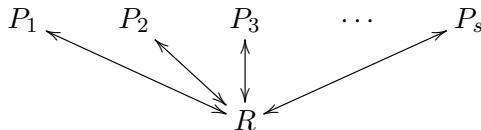
$$\arg \min_{\mathbf{x}} \|A\mathbf{x} - \mathbf{b}\|,$$

where

$$A = \begin{pmatrix} A_1 \\ \vdots \\ A_s \end{pmatrix}, \quad \mathbf{b} = \begin{pmatrix} \mathbf{b}_1 \\ \vdots \\ \mathbf{b}_s \end{pmatrix}.$$

# The model we use

Similar to the classical coordinator model, we assume that the communication is **2-way** between each player  $P_i$  and the referee  $R$ , we call this the **quantum coordinator model**.



Task: the referee outputs

- ▶ the quantum state  $|A^{-1}\mathbf{b}\rangle \pm \varepsilon$  in the quantum case
- ▶ samples from a probability distribution  $\varepsilon$ -close to the one defined by  $|A^{-1}\mathbf{b}\rangle$  in the classical case

# The main result

	Upper bound	Lower bound
Quantum	$\tilde{O}(s^{1.5}\kappa)$	$\Omega(s\kappa)$
Classical	$O(sn^2)$	$\Omega(sn)$

Exponential speedup exists when  $s, \kappa \ll n$ .

Main technique: Quantum singular value transformation (QSVT).<sup>4</sup>

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<sup>4</sup>Gilyén, Su, Low, Wiebe, Quantum singular value transformation, STOC'19

**Suppose  $A$  is Hermitian and there is a unitary**

$$U = \begin{pmatrix} A/\alpha & * \\ * & * \end{pmatrix}.$$

**Let  $f(x)$  be a bounded polynomial of degree  $d$ , then there is a quantum circuit that implements the unitary**

$$\tilde{U} = \begin{pmatrix} f(A/\alpha) & * \\ * & * \end{pmatrix}.$$

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$\Rightarrow$  So you can prepare the state  $\propto f(A/\alpha)|\psi\rangle$ .

## Theorem (QSVT w.r.t. communication complexity)

*In the quantum coordinator model, there is a quantum protocol for the referee to use*

$$\tilde{U} = \begin{pmatrix} f(A/\alpha) & * \\ * & * \end{pmatrix}$$

*with  $O(sd \log n)$  qubits communication.*

## Application 1: linear regression

If  $f(x) \approx 1/x$ , then we have

Corollary (Linear regression)

*There is a quantum protocol for linear regression in cost  $\tilde{O}(s^{1.5}\kappa)$ .*

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*There is a quantum protocol for linear regression in cost  $\tilde{O}(s^{1.5}\kappa)$ .*

Recall the time complexity is  $\tilde{O}(T_A \alpha / \sigma_{\min})$ ,<sup>5</sup> where  $\sigma_{\min}$  is the minimal nonzero singular value of  $A$ ,  $T_A$  is the cost of constructing the block-encoding

$$U = \begin{pmatrix} A/\alpha & * \\ * & * \end{pmatrix}.$$

For communication complexity, we can compute  $T_A = O(s \log n)$ ,  $\alpha = O(\sqrt{s} \sigma_{\max})$  precisely.

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## Application 2: Hamiltonian simulation

Player  $P_i$ : has a Hamiltonian  $H_i$  of dimension  $n$ ,  $i \in [s]$

The referee  $R$ : has a quantum state  $|\psi\rangle$

The task: prepare  $e^{i(H_1+\dots+H_s)t}|\psi\rangle$  up to error  $\varepsilon$

## Application 2: Hamiltonian simulation

If  $f(x) \approx e^{ixt}$ , then we have

### Corollary (Hamiltonian simulation)

*There is a quantum protocol with communication complexity*

$$O\left((s \log n) \left(\sum_{i=1}^s \|H_i\| |t| + \frac{\log(1/\varepsilon)}{\log(e + (\sum_{i=1}^s \|H_i\| |t|)^{-1} \log(1/\varepsilon))}\right)\right).$$

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Recall the time complexity is<sup>6</sup>

$$O\left(T_H \left(\alpha |t| + \frac{\log(1/\varepsilon)}{\log(e + |\alpha t|^{-1} \log(1/\varepsilon))}\right)\right),$$

where  $H = H_1 + \dots + H_s$  and  $T_H$  is the complexity of constructing the block-encoding of  $H$ . For communication complexity,  $T_H = O(s \log n)$ ,  $\alpha = O(\sum_{i=1}^s \|H_i\|)$ .

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# Conclusions

QSVT can be dequantized  $\rightarrow$  no exponential speedup in terms of time and query complexity for some problems.<sup>7</sup>

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$\Rightarrow$  For many problems where quantum computers lose exponential speedups in terms of **time** and **query** complexity, it is possible to have exponential speedups in terms of **communication** complexity.

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$\Rightarrow$  For many problems where quantum computers lose exponential speedups in terms of **time** and **query** complexity, it is possible to have exponential speedups in terms of **communication** complexity.

$\Rightarrow$  It is interesting to explore more, usually the hard part is the lower bound analysis.

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**Bristol is hiring postdocs to work on the theory of quantum computing. If you have any interest, please feel free to contact**

**Ashley Montanaro**  
**[ashley.montanaro@bristol.ac.uk](mailto:ashley.montanaro@bristol.ac.uk)**

**Thanks very much for your attention!**