

Quantum computational complexity, phase transitions and glassiness

Chris Laumann¹

A. Läuchli² R. Moessner² A. Scardicchio³ S.L. Sondhi¹

¹Department of Physics
Princeton University

²Max Planck Institut für Physik Complexer Systeme
Dresden, Germany

³Abdus Salam International Centre for Theoretical Physics
Trieste, Italy

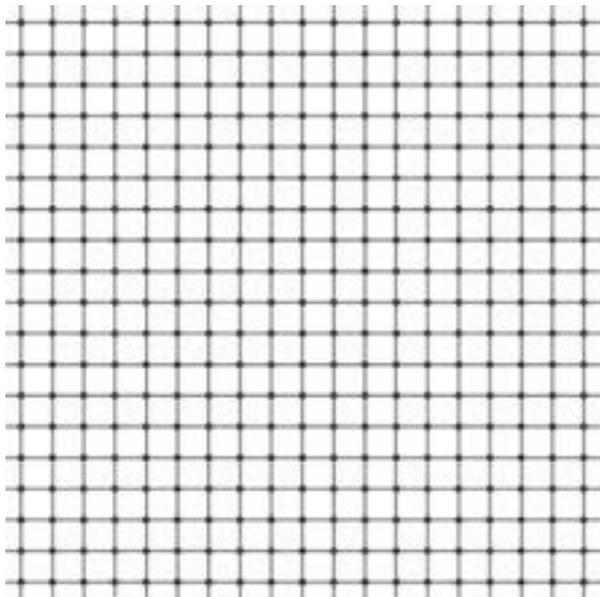
KITP, August 23, 2010

Plan

- Complexity theory for physics
- Physics for complexity theory

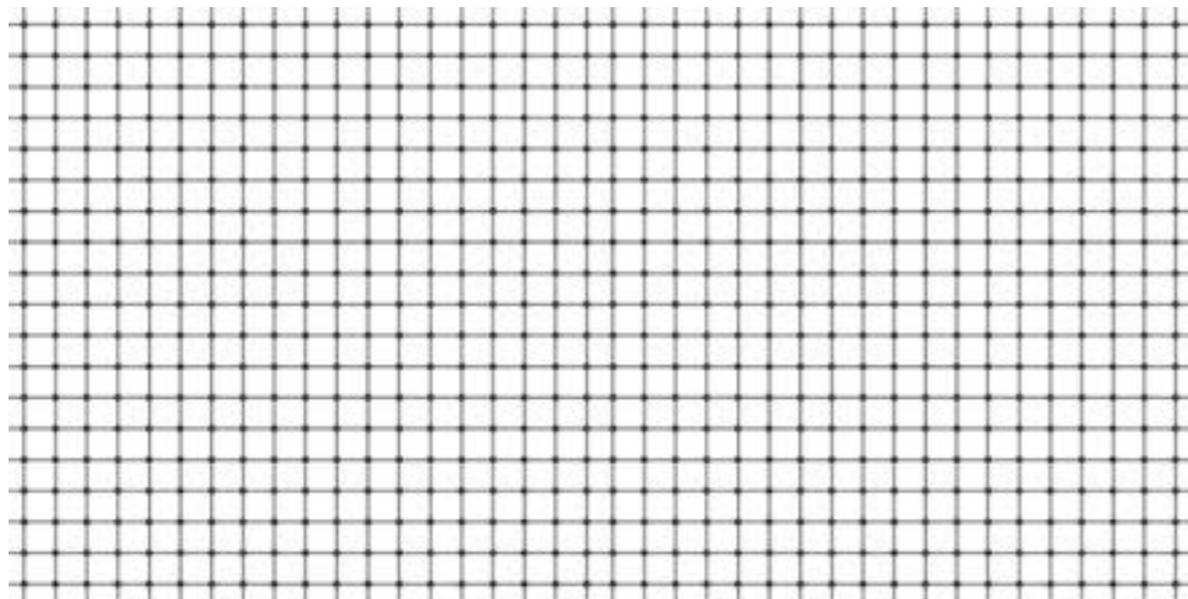
Complexity theory: the lightning intro

Complexity theory classifies problems according to the scaling of the resources a computer requires to solve large instances



Complexity theory: the lightning intro

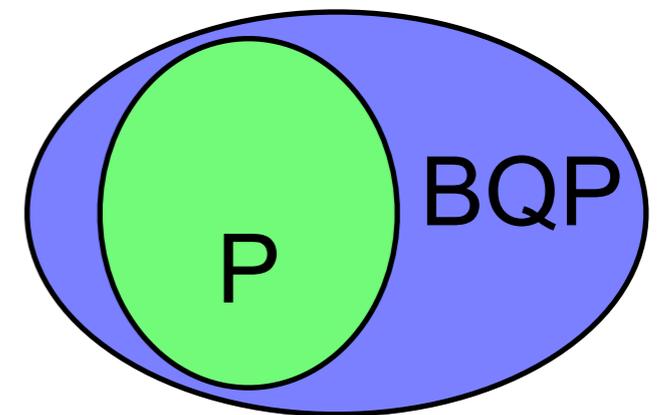
Complexity theory classifies problems according to the scaling of the resources a computer requires to solve large instances



Complexity theory: the lightning intro

Complexity theory classifies problems according to the scaling of the resources a computer requires to solve large instances

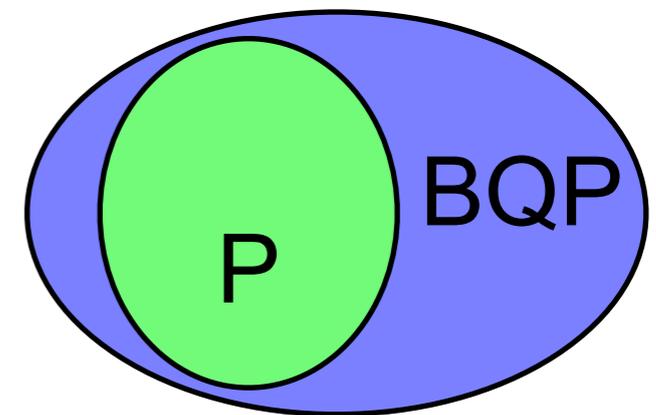
- P -- solvable in polynomial time by a classical computer
- BQP -- solvable in polynomial time by a quantum computer



P and BQP

Can identify efficiently solvable (easy!) problems directly:
find polynomial time algorithms

- Classical (P):
 - What is energy of given configuration in 3D Ising model?
Arithmetic ~500AD
- Quantum (BQP):
 - Is there a factor $1 < p < m$ of the integer N ?
Shor 1994

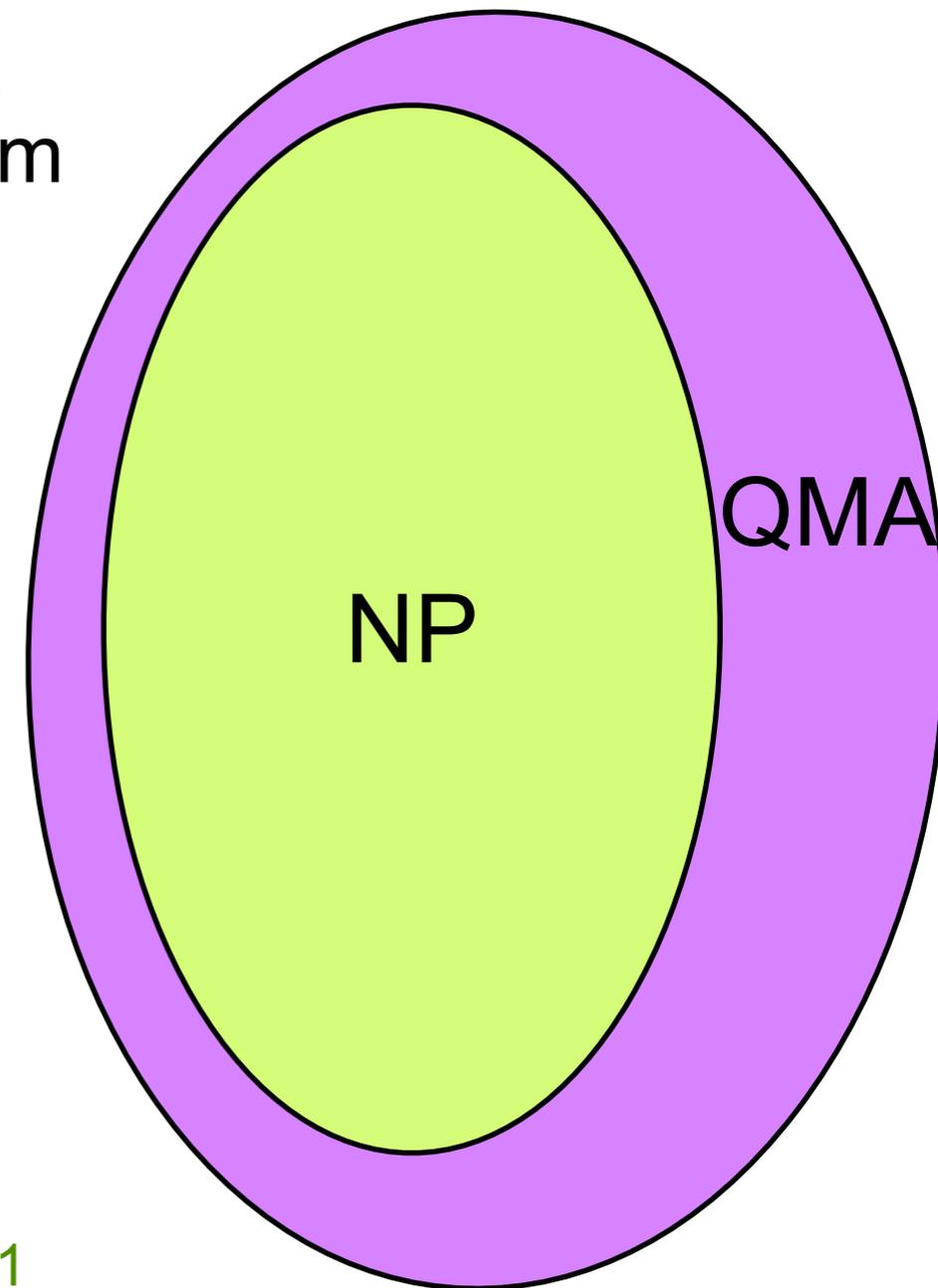


NP and QMA

Identify reasonable problems by finding polynomial time algorithms to check them

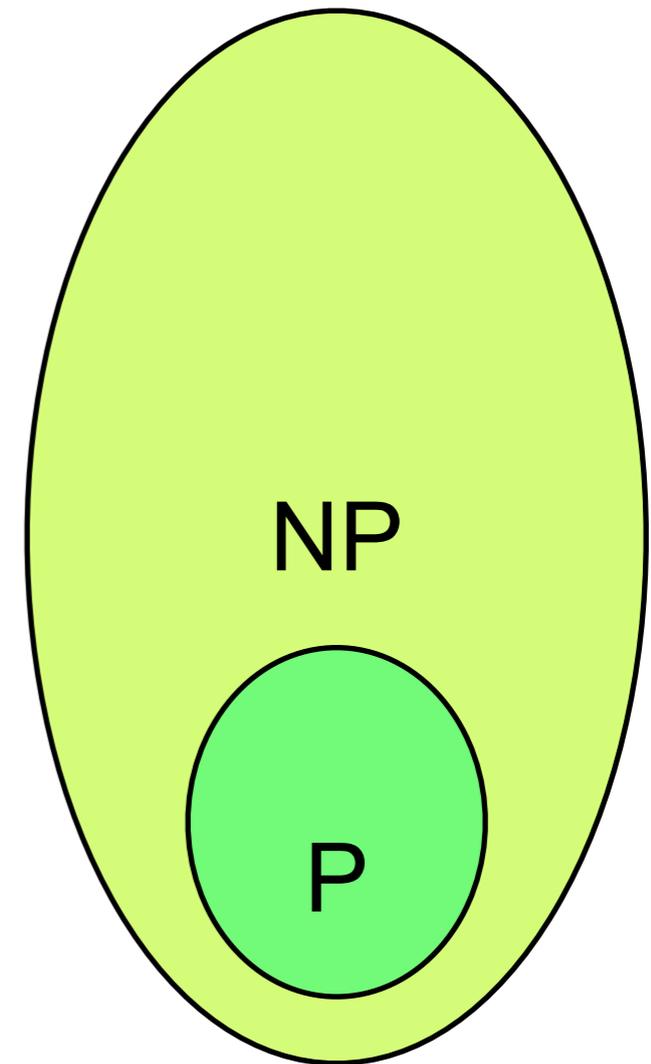
- NP -- checkable in poly time by a classical computer
- Is the ground state energy of Ising model below E ?
- QMA -- checkable in poly time by a quantum computer
- Is the ground state energy of a local Hamiltonian below E ?

Kitaev 2001



$P \neq NP$

There are hard problems.*

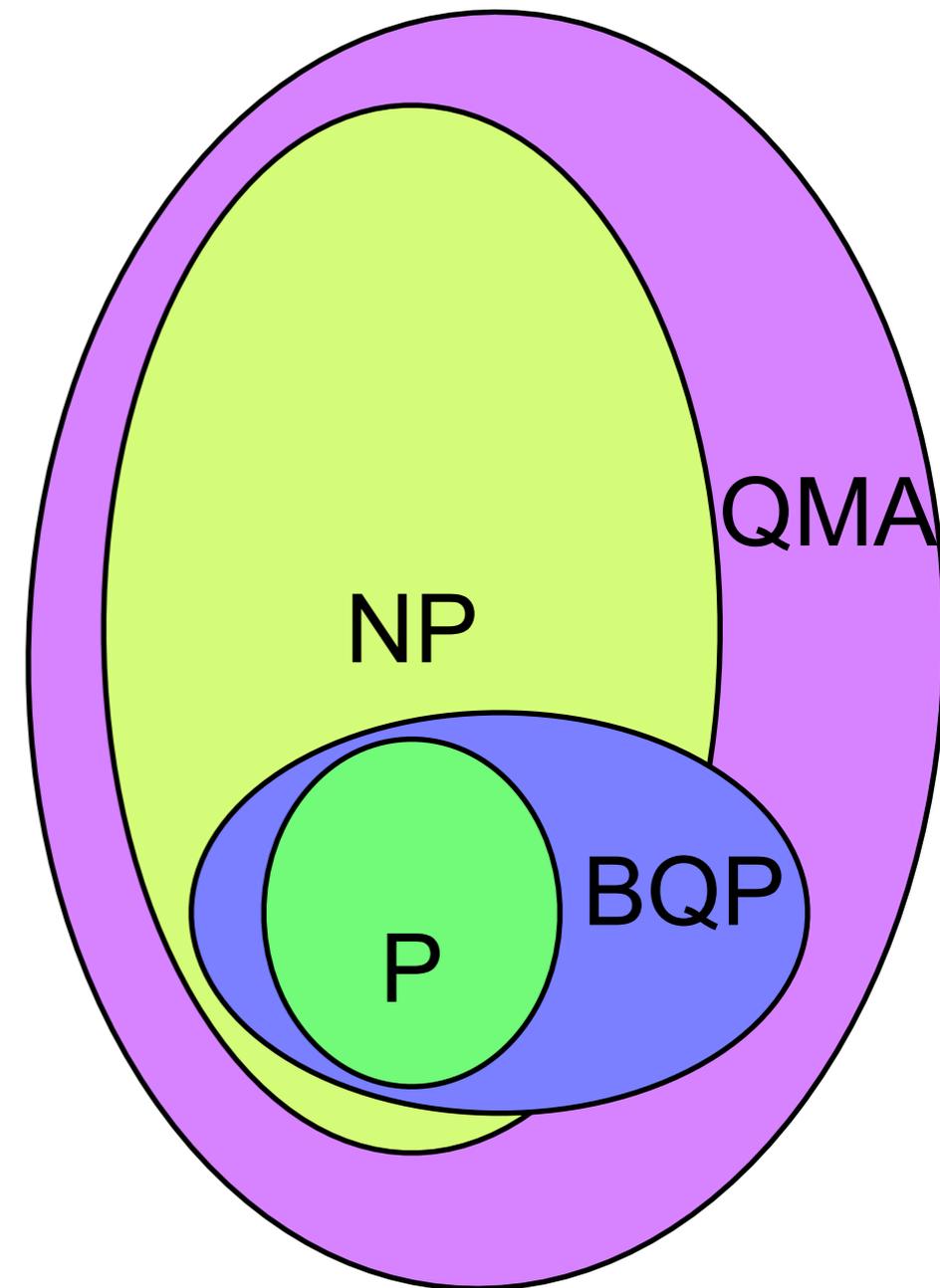


* Conjecture

$P \neq NP$

There are hard problems.*

(even with quantum computers)



* Conjecture

Strong Church-Turing hypothesis

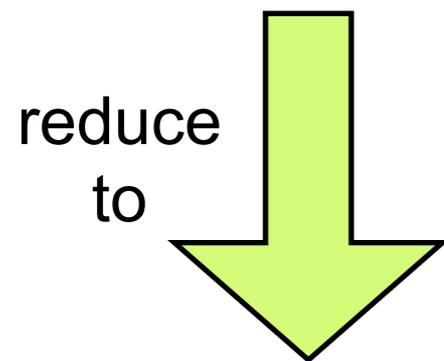
A computer can *efficiently* simulate any physical model of computation.

- All physical models of computation are equivalent
- Any physical object undergoing natural dynamics can be viewed as a computer.
- If $P \neq NP$ there must be glassy physical systems

Guilt by association: -completeness

- Identify hard problems by circumstantial evidence

All classical verifiable problems (NP)



3D Ising Glass

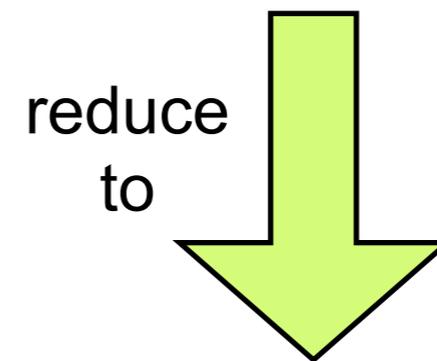
Is the ground state energy of

$$H = \sum_{\langle ij \rangle} J_{ij} \sigma_i \sigma_j$$

< E?

Barahona 1982

All quantum verifiable problems (QMA)



2D Pauli Glass

Is ground state energy of

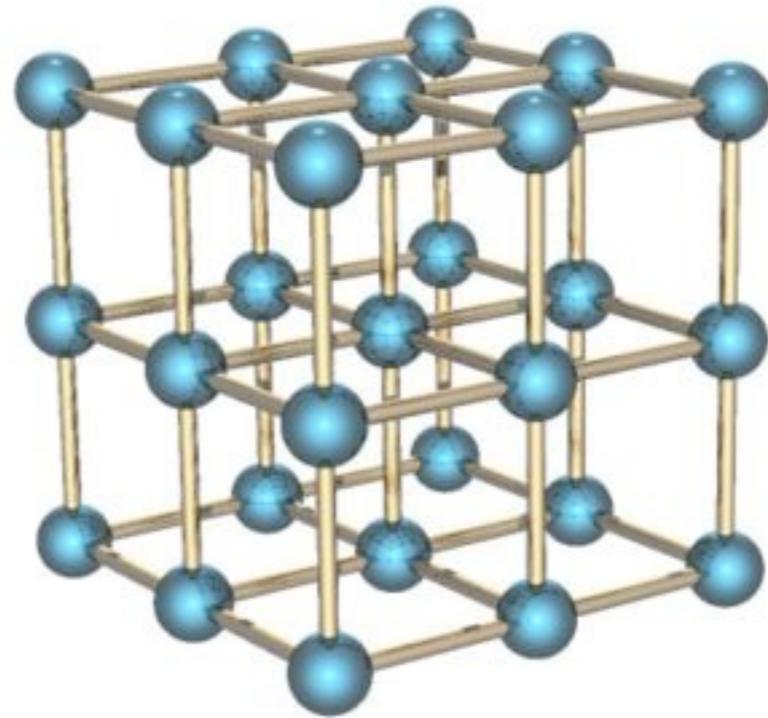
$$H = \sum_{\langle ij \rangle} J_{ij} \sigma_i^{\alpha_{ij}} \sigma_j^{\alpha_{ji}}$$

< E?

Oliveira, Terhal 2005

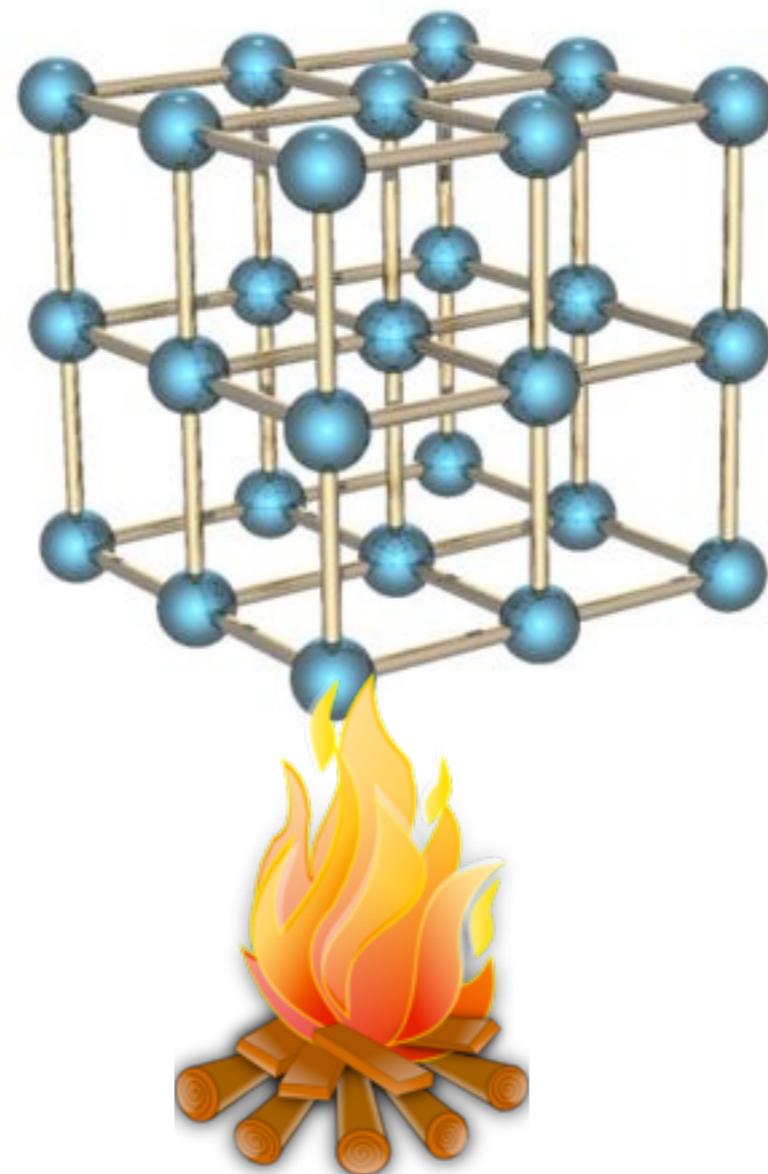
Extended hardness

- No physical process can find ground state of H efficiently.



Extended hardness

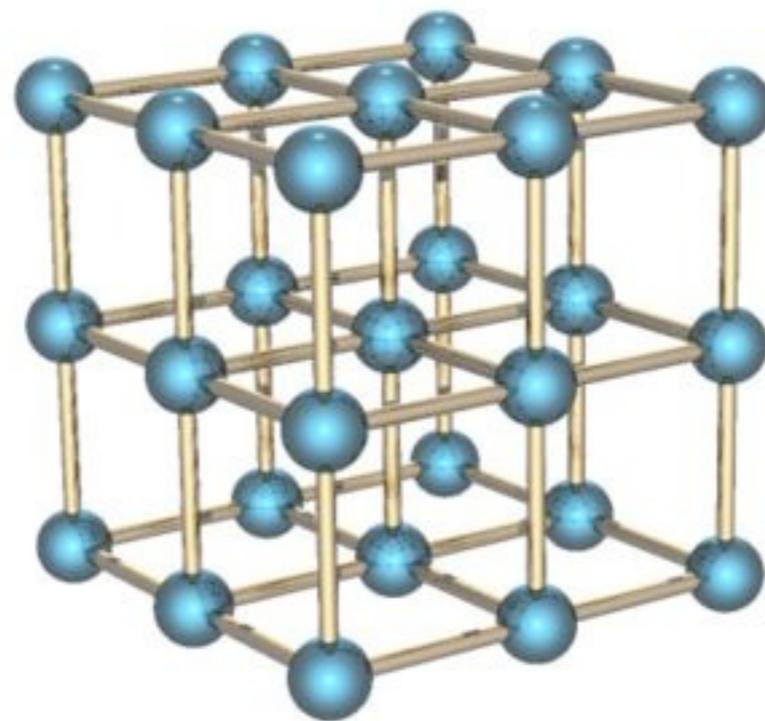
- No physical process can find ground state of H efficiently.



Thermal annealing

Extended hardness

- No physical process can find ground state of H efficiently.



Thermal annealing

Adiabatic annealing

Some NP-complete problems for physicists

- NP-complete ground state energy problems:

k-SAT	q-state Potts
2D translation-invariant tiling	3D Ising glass
Planar Ising glass in a field	

- QMA-complete ground state energy problems:

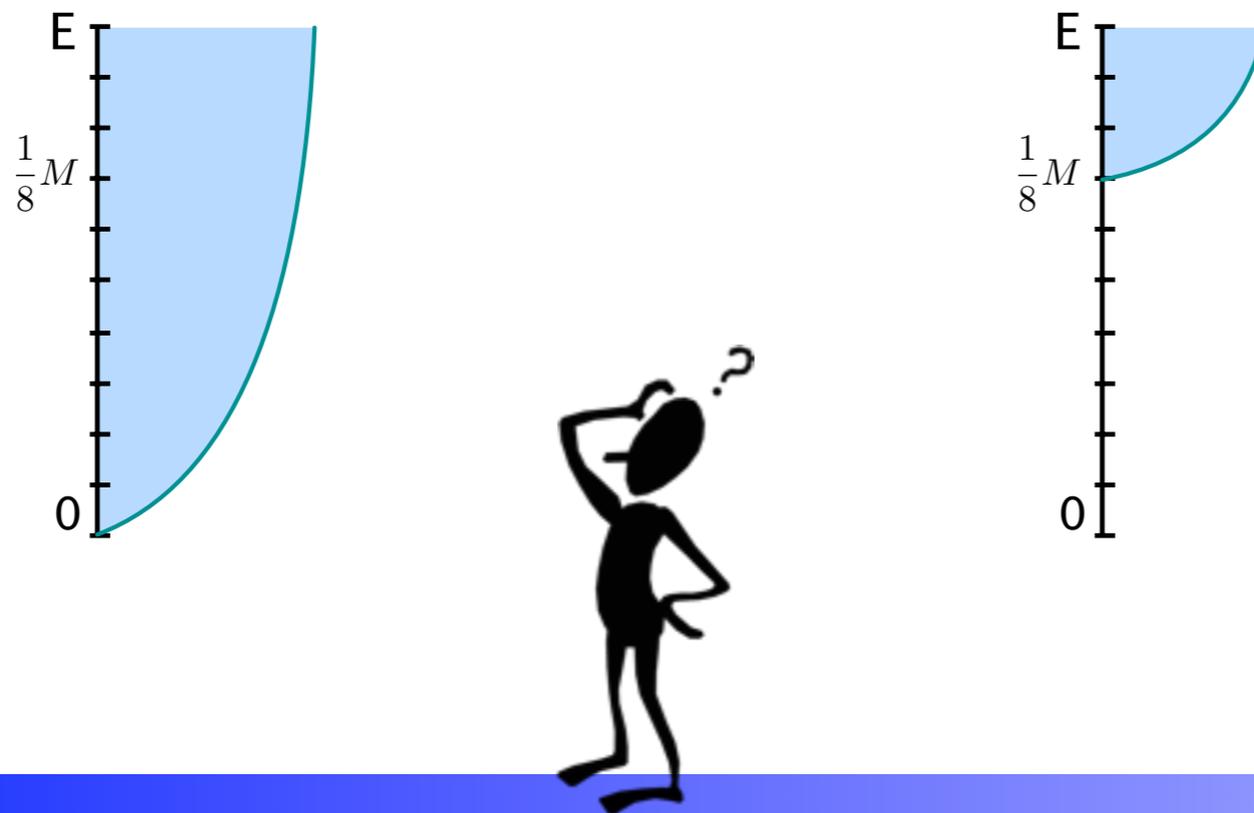
k-Local Hamiltonian	k-QSAT*
2D Pauli Glass	1D translation-invariant Hamiltonian

Cook 1971; Levin 1973
Garey, Johnson 1979
Barahona 1982
Kitaev 2001
Bravyi 2006
Oliveira, Terhal 2005
Gottesman 2009

*QMA₁-complete

Finite temperature slowness and PCP

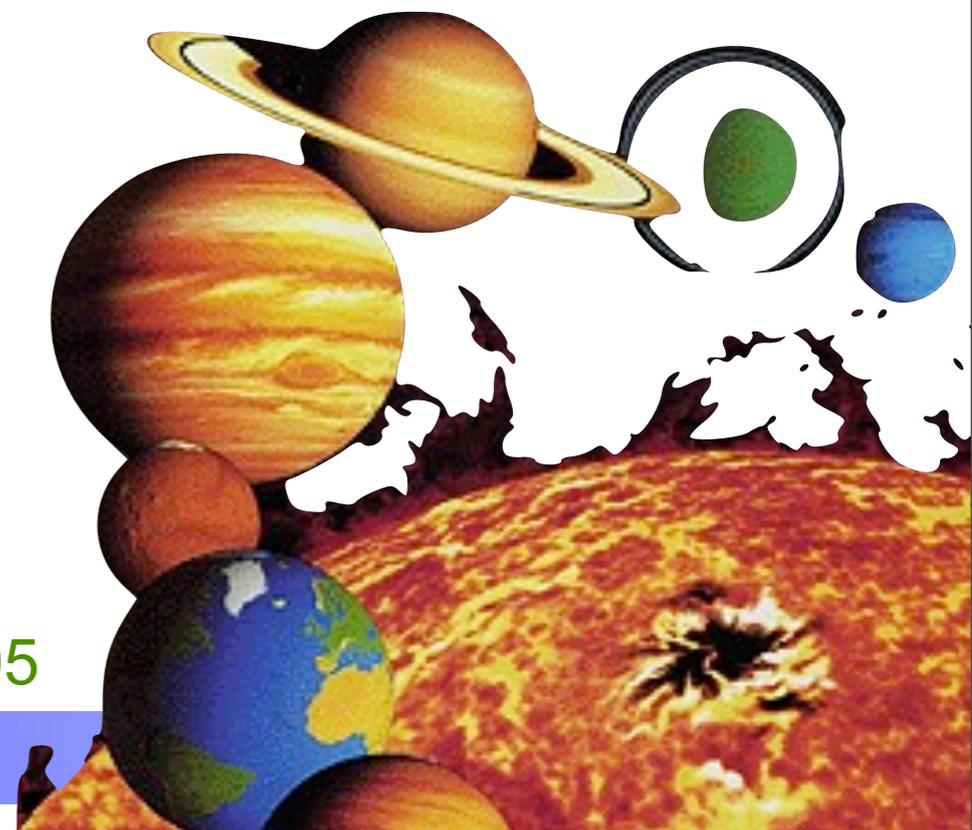
- The PCP theorem asserts that distinguishing certain optimization problems with zero ground state energy from those with extensive ground state energy is NP-complete.
- Annealing to a finite temperature must be slow for these.
- Best current result: 3-SAT cannot be cooled to *any* finite temp.



Arora, et al. 1998
Hastad 2001

$P \neq NP$ as physical principle

- No physical process can solve NP-complete problems in polynomial time.
 - Quantum mechanics must be linear
 - Closed time-like curves are forbidden
 - No hidden variables (almost).
 - etc



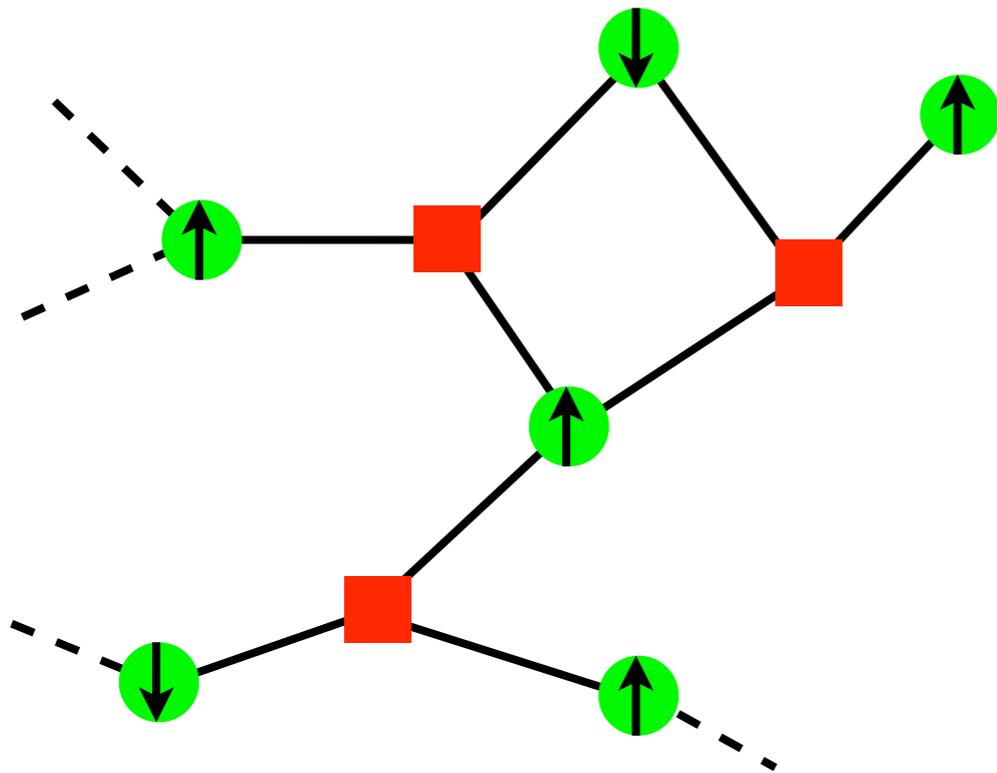
Aaronson 2005

Statistical mechanics of hard problems

- Complexity theory shows hardness of NP -complete problems
- Suggests optimization problems which should exhibit glassiness
- Does not reveal mechanisms or features underlying slowness

- Studying ensembles of NP -complete problems not only shows glassiness but also glass transitions

Classical 3-SAT: An 'Ising' model



N bits

$$\vec{\sigma} \in \{\pm 1\}^N$$

M constraints

$$E^m = \delta_{\sigma_{m_1}, \phi_1^m} \delta_{\sigma_{m_2}, \phi_2^m} \delta_{\sigma_{m_3}, \phi_3^m}$$

$$H = \sum_{m \in G} E^m(\sigma_{m_1}, \sigma_{m_2}, \sigma_{m_3})$$

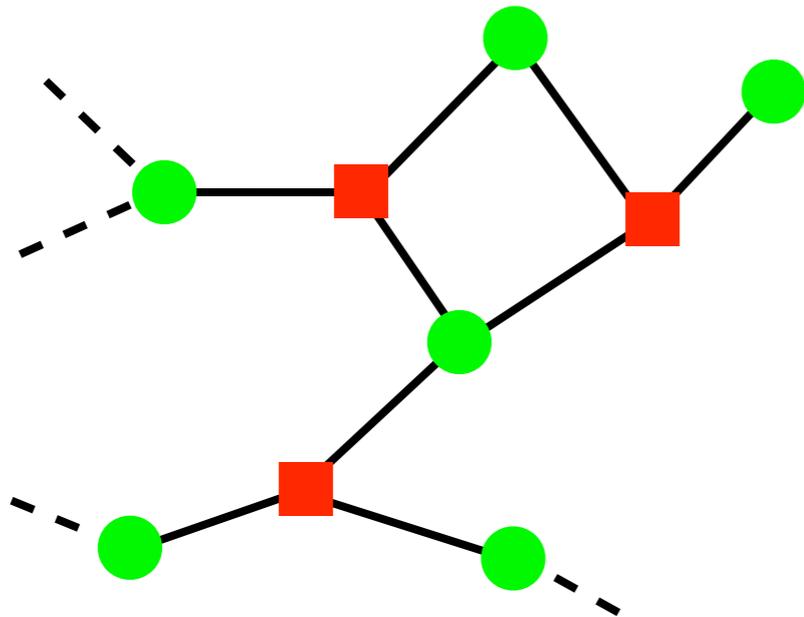
E^m is 0 for satisfying states

Is the ground state energy zero?

$$\exists \vec{\sigma} \text{ s.t. } E^m(\sigma_{m_1}, \sigma_{m_2}, \sigma_{m_3}) = 0 \quad \forall m \in G?$$

Ensemble of 3-SAT: Average complexity

Random 3-SAT



Clause density $\alpha = M/N$

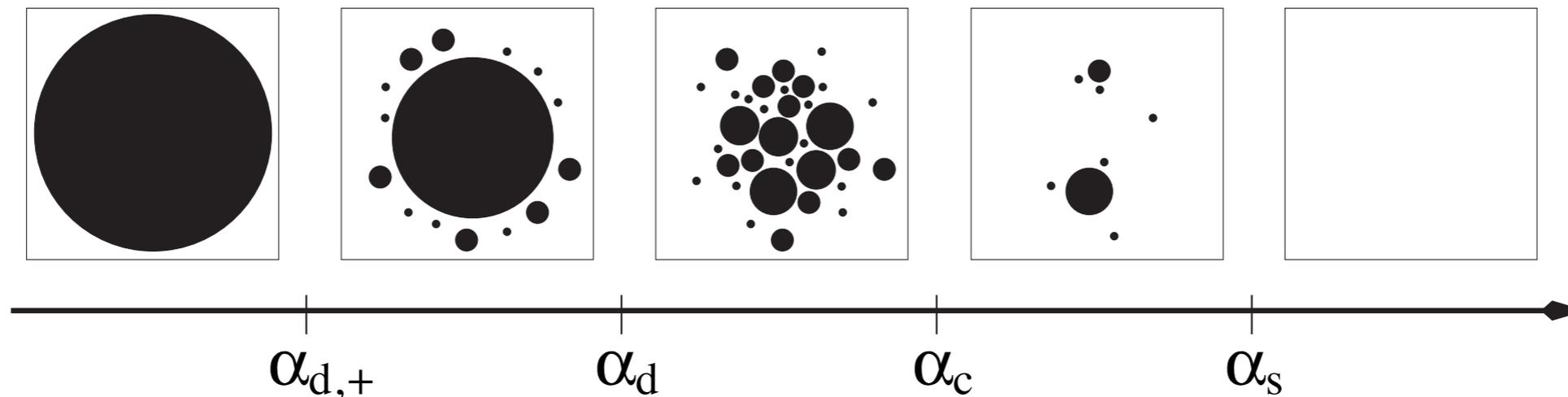
Random graph

Disordered couplings

- Which instances are hard?
- Ensembles of 'typical' instances
- Control parameters
- Spin glass physics

Fu, Anderson 1985; Levin 1986

Classical glass theorist's phase diagram



Krzakala, et al., PNAS 2007

- Qualitative phase diagram of random constraint satisfaction problems
- Phase transitions: clustering of satisfying assignments
- Based on RSB cavity methods
- Quantum cavity methods?

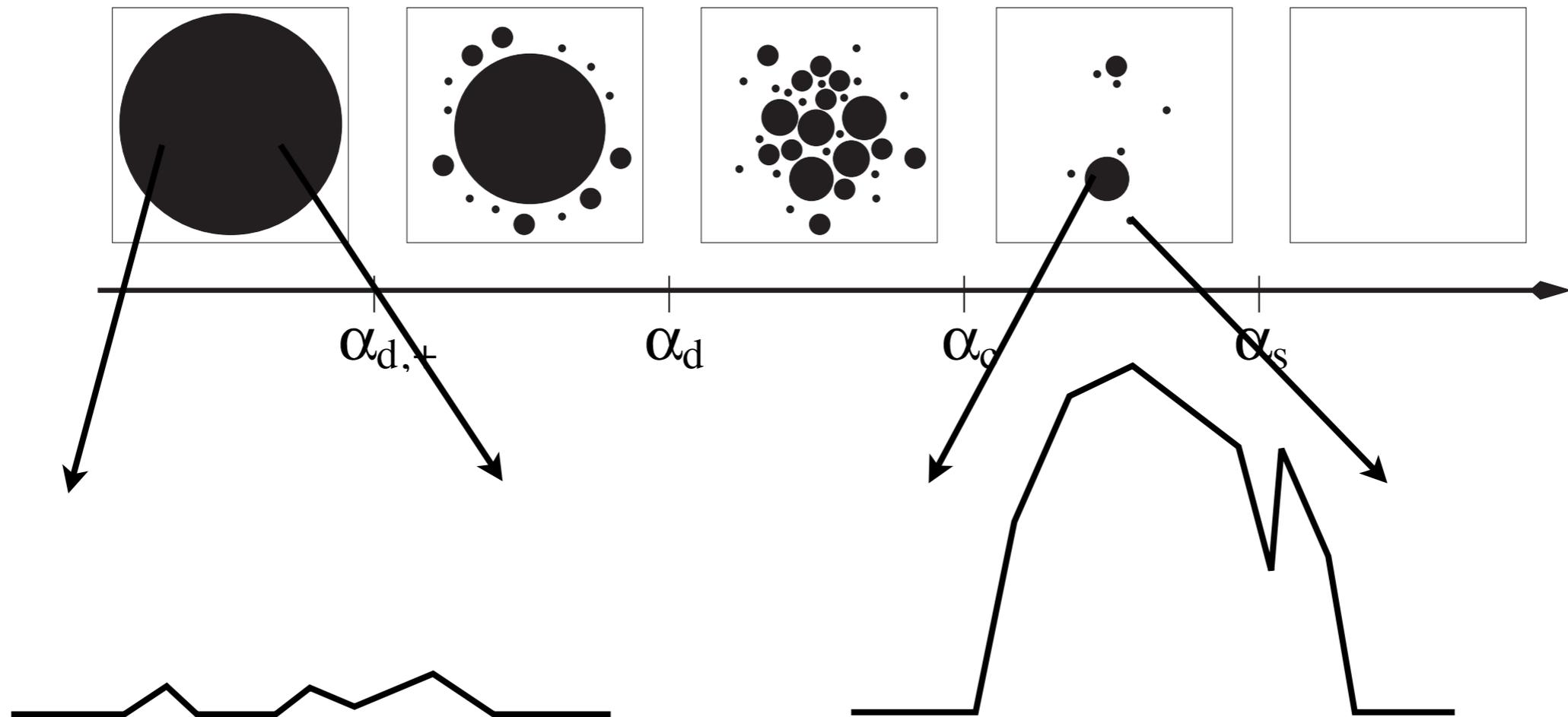
cf. Mezard, et al., Science, 2002

CRL, et al., PRB 2008

Hastings, PRB 2007

Leifer, Poulin, Ann Phys 2008

Clustering



- Barrier to local search dynamics and relaxation classically
- Many-body localization in adiabatic algorithm

Altshuler, et al., 2009

Statistical physics of constraint satisfaction

	Classical
Worst-case complexity	NP-completeness
Statistical physics	Satisfiability transitions Dynamical transitions Clustering transitions
Heuristic algorithms	Simulated annealing Belief propagation Survey propagation

Statistical physics of constraint satisfaction

	Classical	Quantum
Worst-case complexity	NP-completeness	QMA-completeness
Statistical physics	Satisfiability transitions Dynamical transitions Clustering transitions	?
Heuristic algorithms	Simulated annealing Belief propagation Survey propagation	??

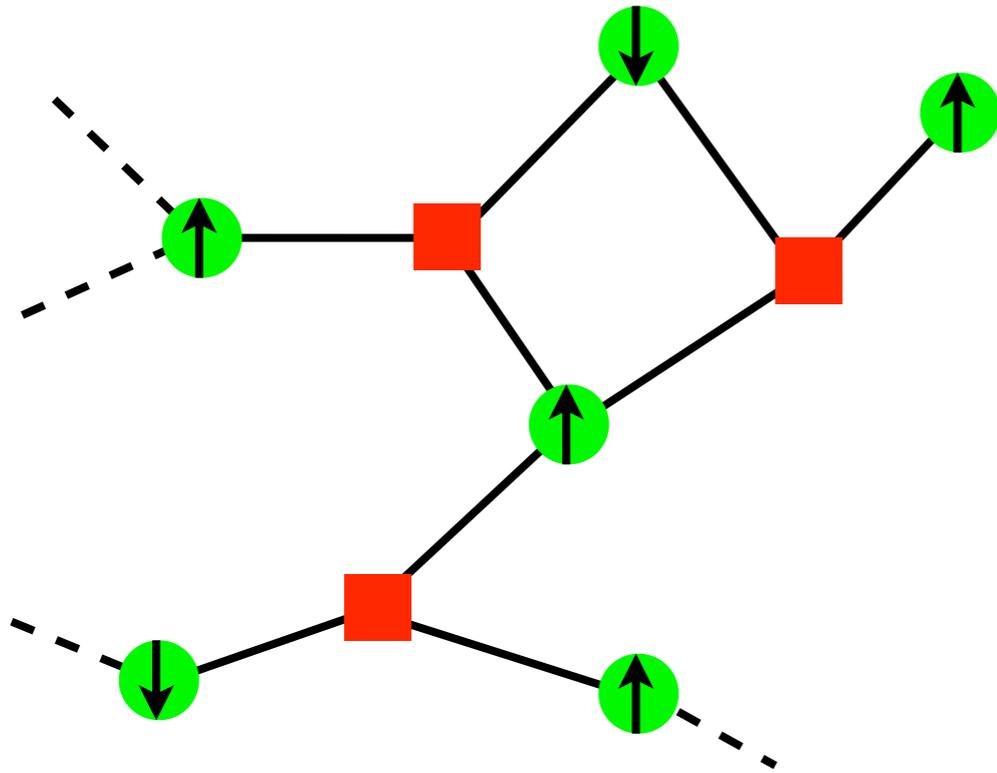
Statistical physics of constraint satisfaction

	Classical	Quantum
Worst-case complexity	NP-completeness	QMA-completeness
Statistical physics	Satisfiability transitions Dynamical transitions Clustering transitions	Satisfiability transitions Entanglement transitions
Heuristic algorithms	Simulated annealing Belief propagation Survey propagation	Adiabatic algorithm? Quantum Metropolis?

Quantum Satisfiability

- Natural quantum generalization of classical satisfiability (k-SAT)
- Quantum hard worst-case complexity: QMA_1 -complete
- Are typical instances hard?
- Motivated by classical story, but has its own features...

Quantum k-QSAT: A k-local qubit model



N qubits

$$\mathcal{H} = (\mathbb{C}^2)^{\otimes N}$$

M constraints

$$\Pi^m = |\phi^m\rangle\langle\phi^m|$$

$$H = \sum_{m \in G} \Pi^m$$

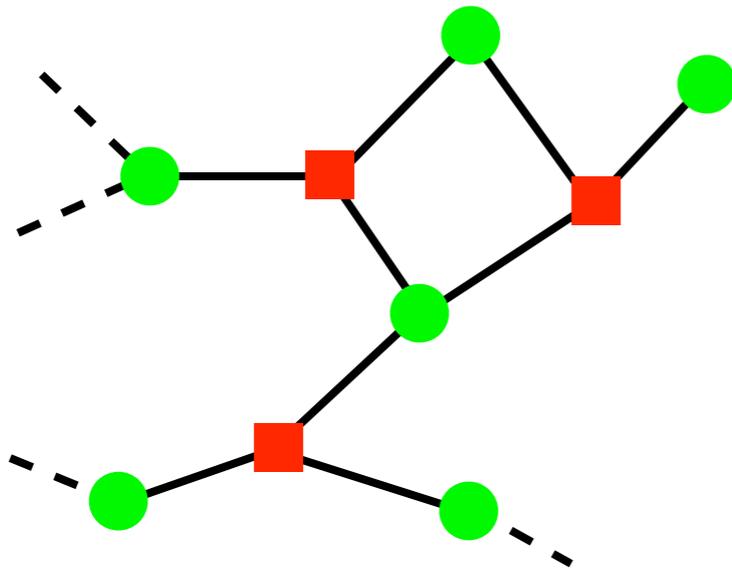
Π^m penalizes 1 out of 2^k states

Is the ground state energy zero?

$$\exists |\psi\rangle \in \mathcal{H} \text{ s.t. } \Pi^m |\psi\rangle = 0 \quad \forall m \in G?$$

Ensemble of k-QSAT: Average complexity

Random graph



Discrete

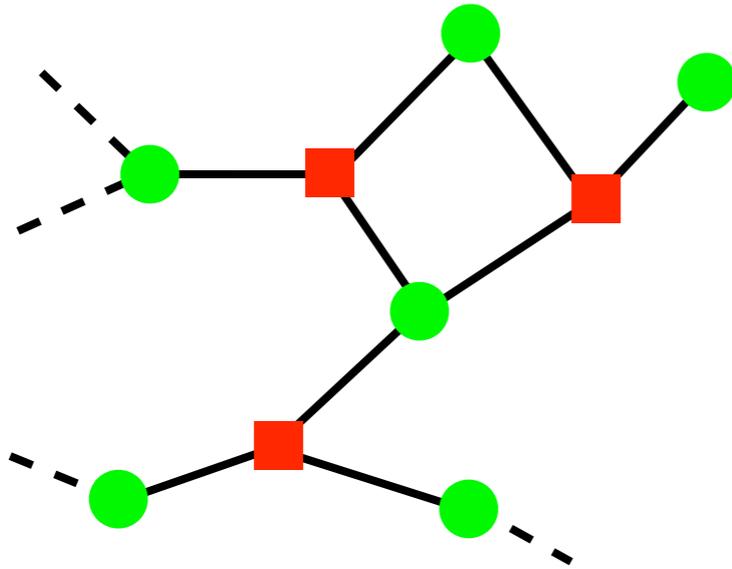
Clause density $\alpha = M/N$

Place edges w.p. $p = \alpha / \binom{N}{k}$

CRL, et al., 2009

Ensemble of k-QSAT

Random graph

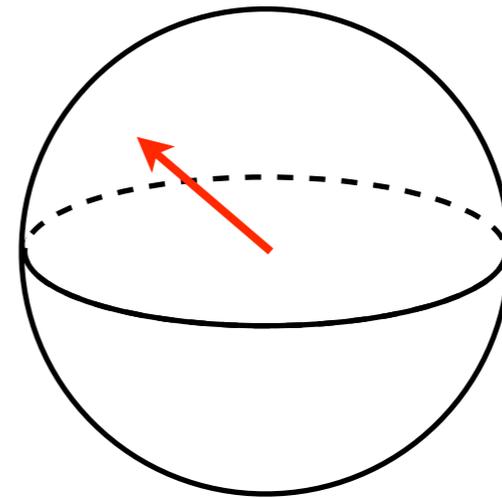


Discrete

Clause density $\alpha = M/N$

Place edges w.p. $p = \alpha / \binom{N}{k}$

Generic projectors

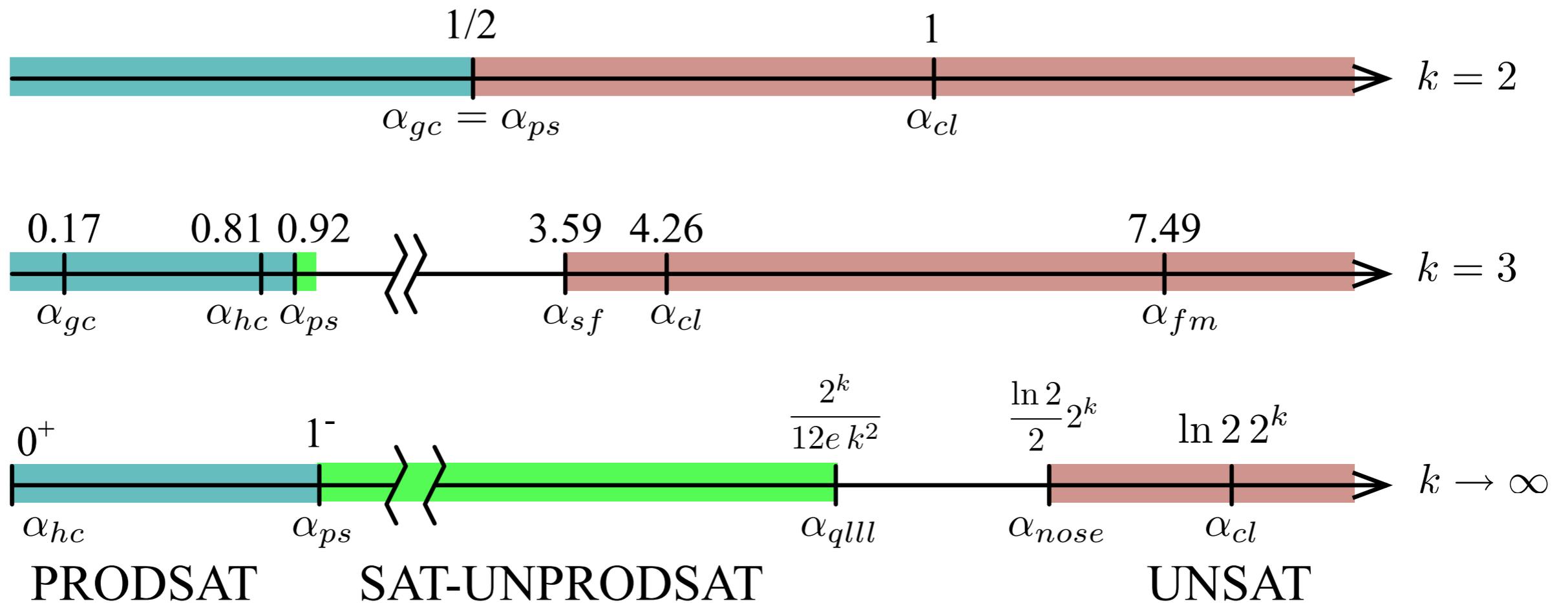


Continuous

$$\Pi^m \leftarrow \mathbb{C}\mathbb{P}^{2^k - 1}$$

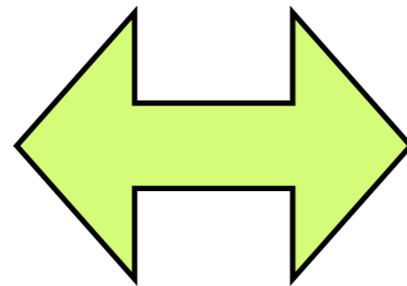
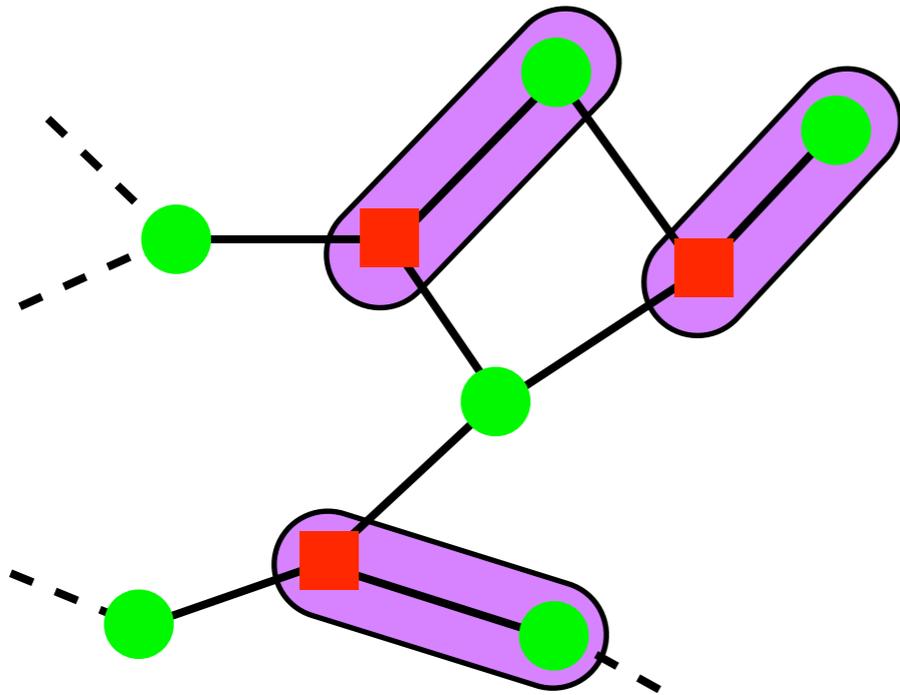
CRL, et al., 2009

Phase diagram of k-QSAT



- $k=2$ has direct PRODSAT-UNSAT transition
- Large k has entangled SAT phase, barrier to description of GS
- Numerics for $k=3$ (small sizes): $\alpha_c \approx 1 \pm 0.06$

PRODSAT: dimer covering states



$$|\phi\rangle = |\phi_1\rangle \otimes |\phi_2\rangle \otimes |\phi_3\rangle$$

$$|\psi_{dc}\rangle = |\psi_1\rangle \otimes \cdots \otimes |\psi_N\rangle$$

$$\langle\phi_1|\psi_1\rangle\langle\phi_2|\psi_2\rangle\langle\phi_3|\psi_3\rangle = 0$$

Dimer covering

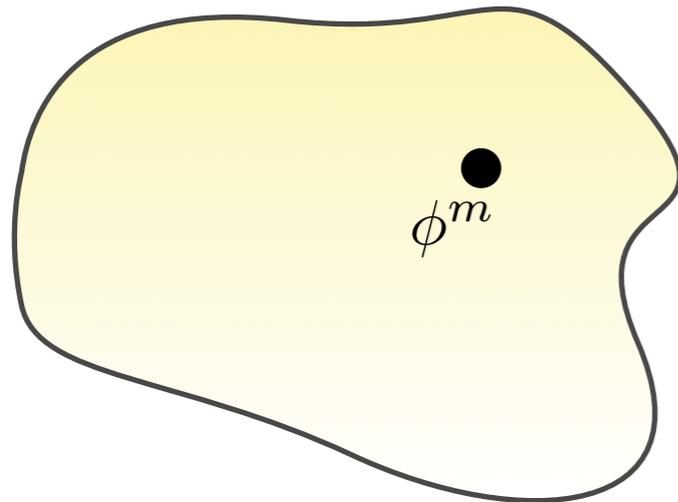
Satisfying product state

- Simple argument for product projectors
- Product state perturbation theory for generic projectors

CRL, et al., 0910.2058, 2009

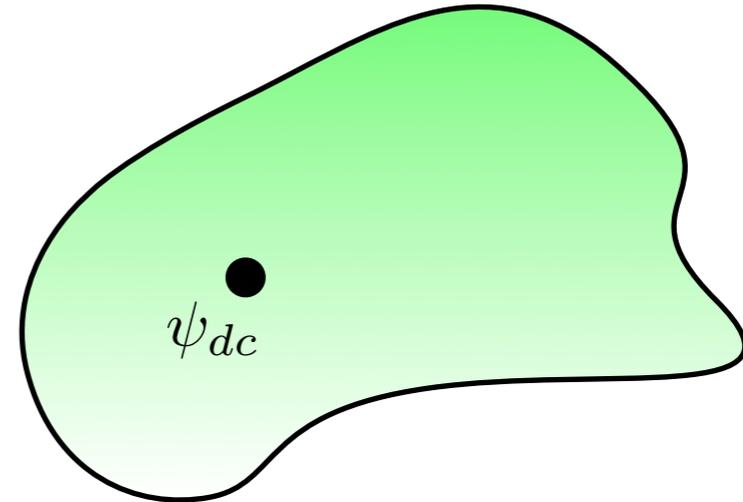
Product state perturbation theory

Projectors



$$(\mathbb{C}P^{2^k - 1})^M$$

Product States



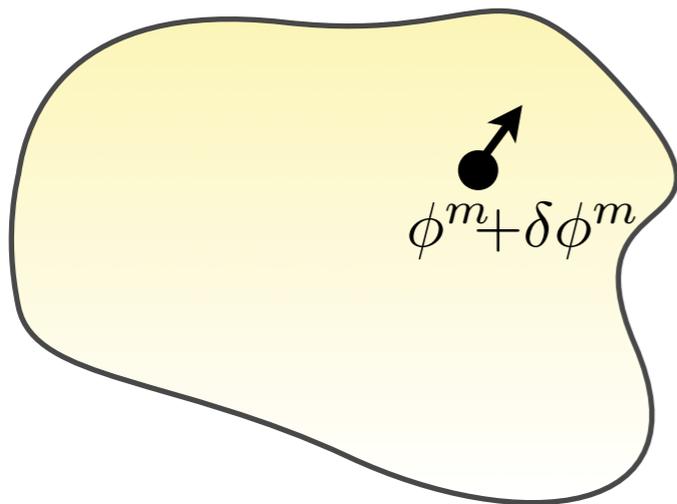
$$(\mathbb{C}P^1)^N$$

$$\phi_{i_1 i_2 \dots i_k}^m z_{m_1}^{i_1} z_{m_2}^{i_2} \dots z_{m_k}^{i_k} = 0$$

- Linearization of product state satisfiability condition
- Generically solvable if and only if G has dimer covers

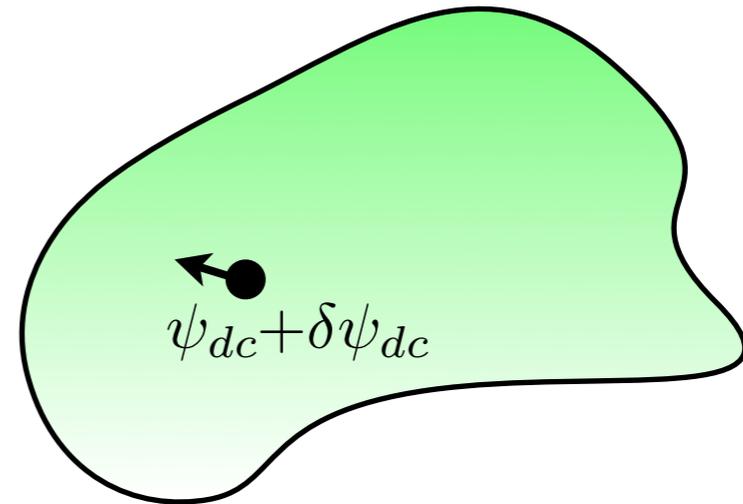
Product state perturbation theory

Projectors



$$(\mathbb{C}P^{2^k - 1})^M$$

Product States



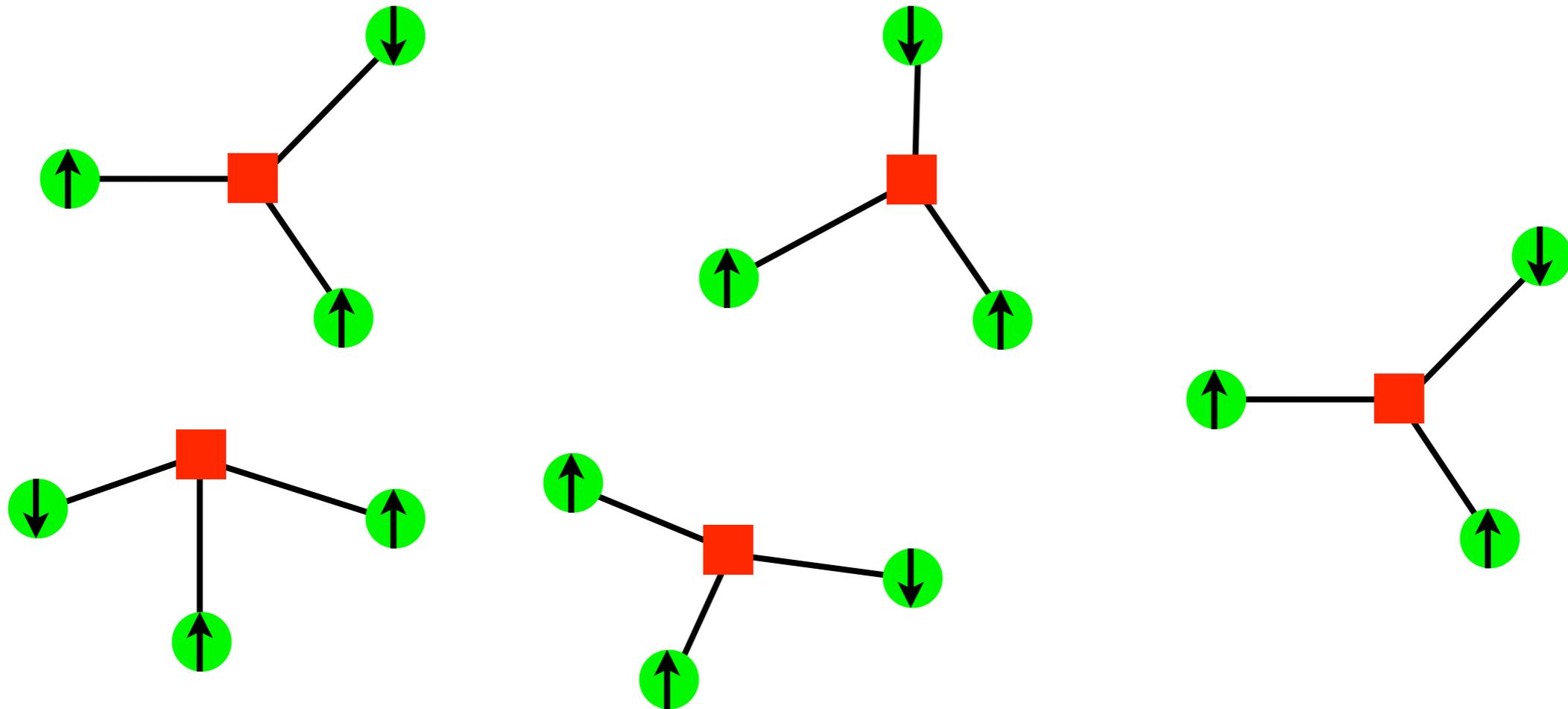
$$(\mathbb{C}P^1)^N$$

$$\phi_{i_1 i_2 \dots i_k}^m z_{m_1}^{i_1} z_{m_2}^{i_2} \dots z_{m_k}^{i_k} = 0$$

$$\phi_{10\dots 0}^m \delta\psi_{m_1} + \phi_{01\dots 0}^m \delta\psi_{m_2} + \dots + \phi_{00\dots 1}^m \delta z_{m_k} = -\delta\phi_{00\dots 0}^m$$

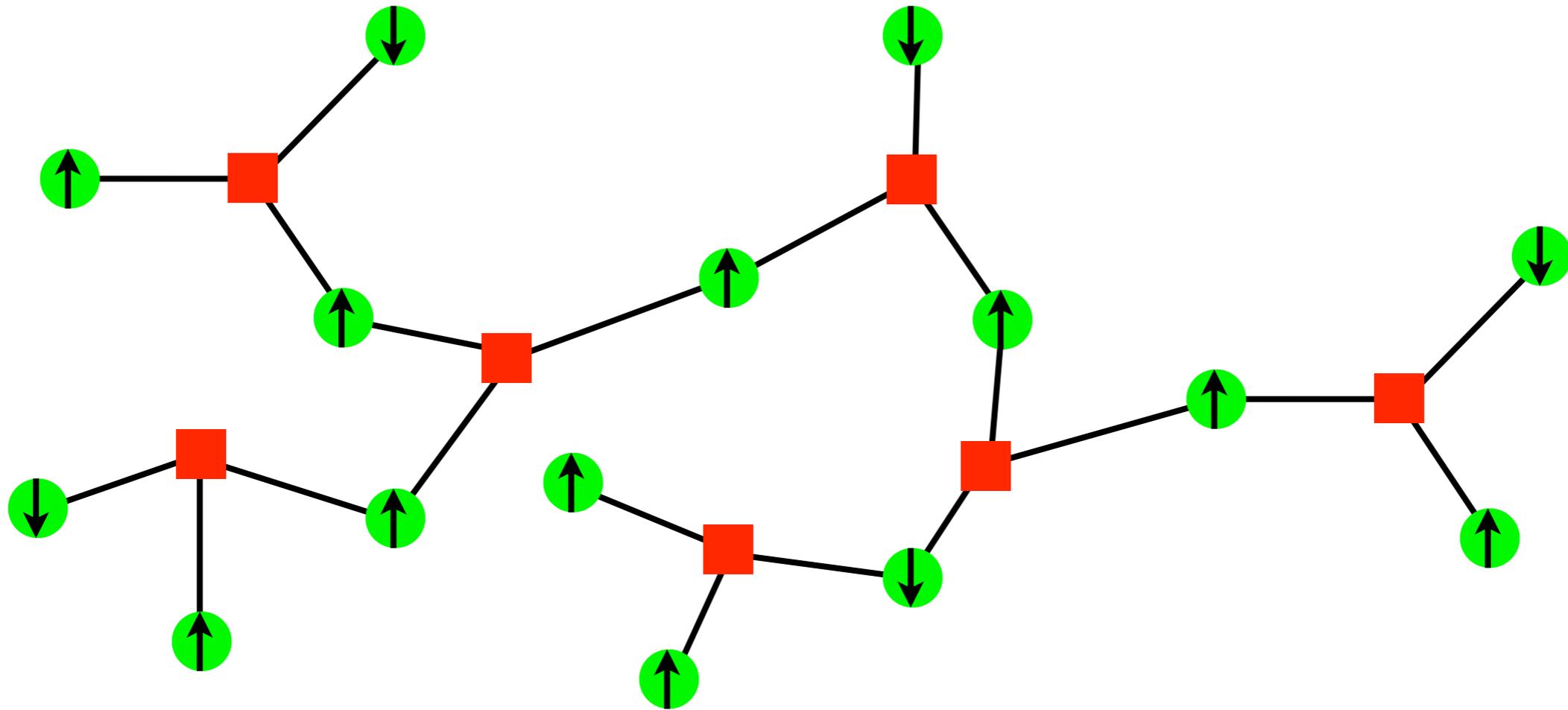
- Linearization of product state satisfiability condition
- Generically solvable if and only if G has dimer covers

Quantum Lovász Local Lemma



- Satisfying subspace exists for nonintersecting projectors

Quantum Lovász Local Lemma



- Satisfying subspace exists for nonintersecting projectors
- Lovász: if $D \leq 2^k / e - 1$ then the subspace still exists

Ambainis, Kempe, Sattath, 2009

Random QSAT: Open questions

- Where's the SAT-UNSAT phase transition?
- What is the complexity of computing $R_g(G)$? Does generic QSAT have a classical test?
- Is the entanglement transition a thermodynamic transition in the entropy?
- What about higher rank projectors? Chains at higher rank.
- *Glass physics*: Quantum analogs of clustering/dynamical phase transitions from classical glass problems? Many-body localization?
- *Stat mech*: Cavity methods for QSAT problem? Finite energy/temperature behavior? Does it anneal?
- *Quantum algorithms*: Quantum generalizations of belief propagation, survey propagation? How does the adiabatic algorithm fare? Quantum metropolis?

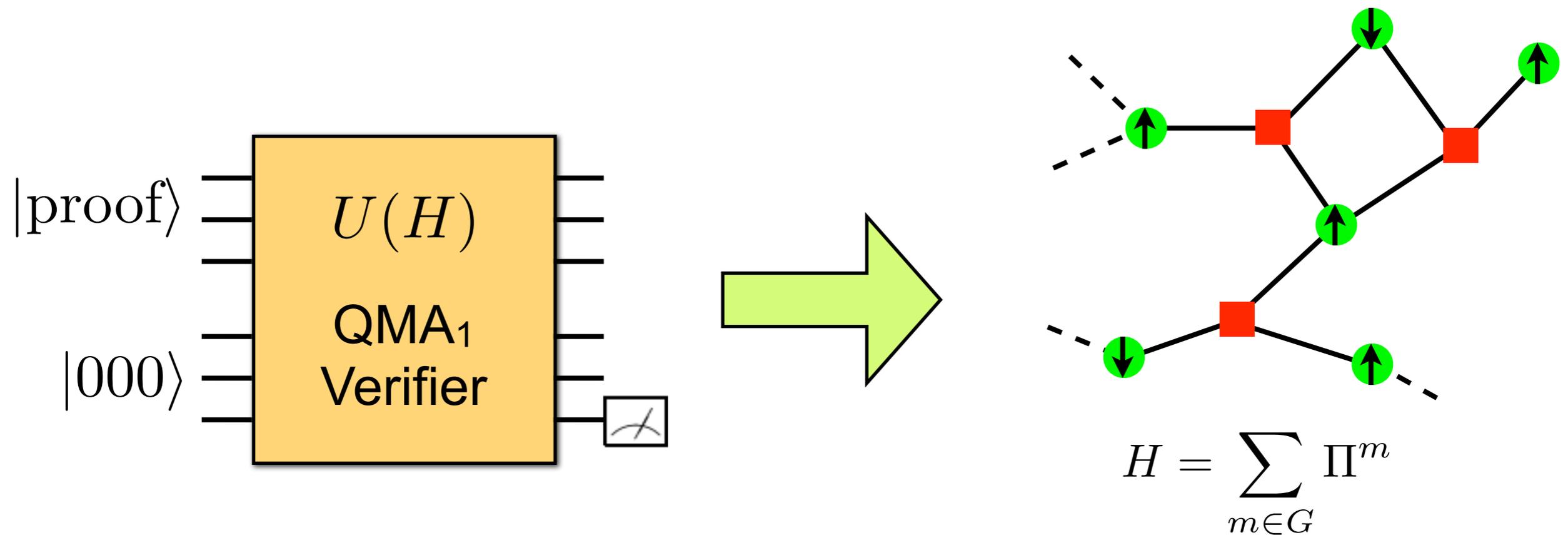
CRL, et al., QIC 10, 2010
CRL, et al., PRA 81, 2010

Conclusion

- Complexity theory attempts to identify problems which are hard.
- Hard problems in this sense are unsolvable by any physical process.
- Such hardness results provide indirect existence proofs for glassy dynamics.
- Random ensembles of k -complete problems provide direct insight into those features which may lead to hardness and slow down.
- Phase transitions, clustering and replica symmetry breaking are characteristics of the classical statistical treatments of SAT.
- Quantum SAT is a quantum hard problem whose random ensemble exhibits a novel kind of 'clustered' phase: the entangled SAT phase.

Introductory Les Houches Lecture Notes to appear on arXiv soon
with R. Moessner, A. Scardicchio and S. L. Sondhi.

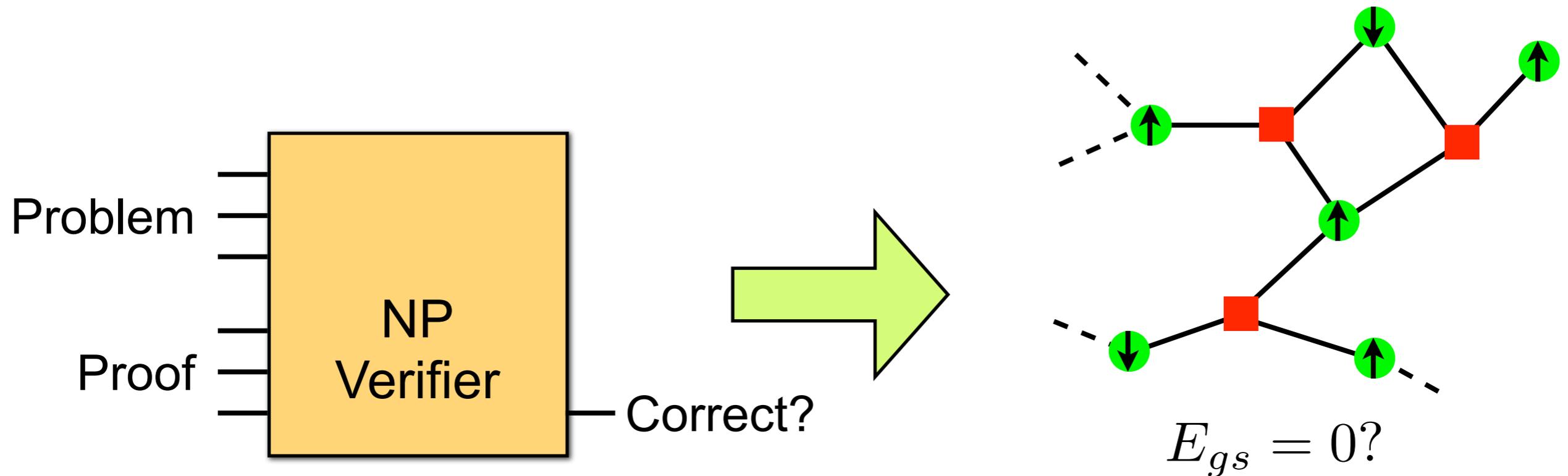
k-QSAT: Worst-case complexity



- 2-QSAT in P -- classical algorithm to solve -- Easy!
- k-QSAT ($k > 3$) is QMA₁-complete -- Hard!

Bravyi, 2006

3-SAT: Worst-case complexity



- 3-SAT can encode the operation of the verification circuit.
- 3-SAT is NP-complete: solve 3-SAT efficiently and you could solve all of NP efficiently (P=NP)

Cook 1971; Levin 1973