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Causal limits of distributed quantum computation

Joint work with

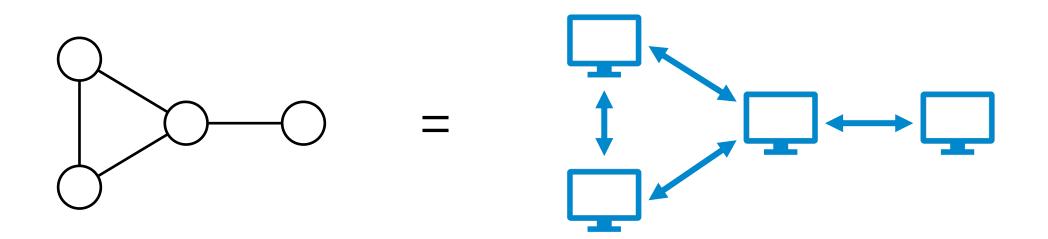
- Xavier Coiteux-Roy
- Francesco d'Amore
- Rishikesh Gajjala
- Fabian Kuhn
- François Le Gall

- •Henrik Lievonen
- Augusto Modanese
- Marc-Olivier Renou
- Gustav Schmid ...

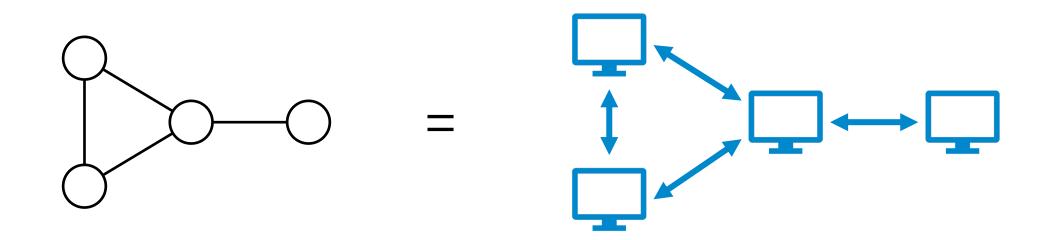
arxiv.org/abs/2307.09444

Quick recap: Classical distributed algorithms

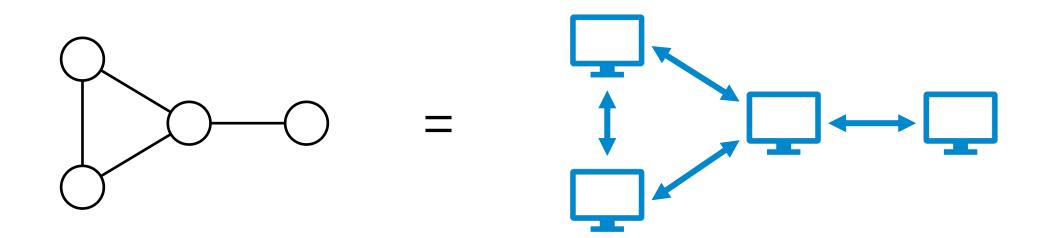
- Graph = communication network
 - node = computer
 - edge = communication link

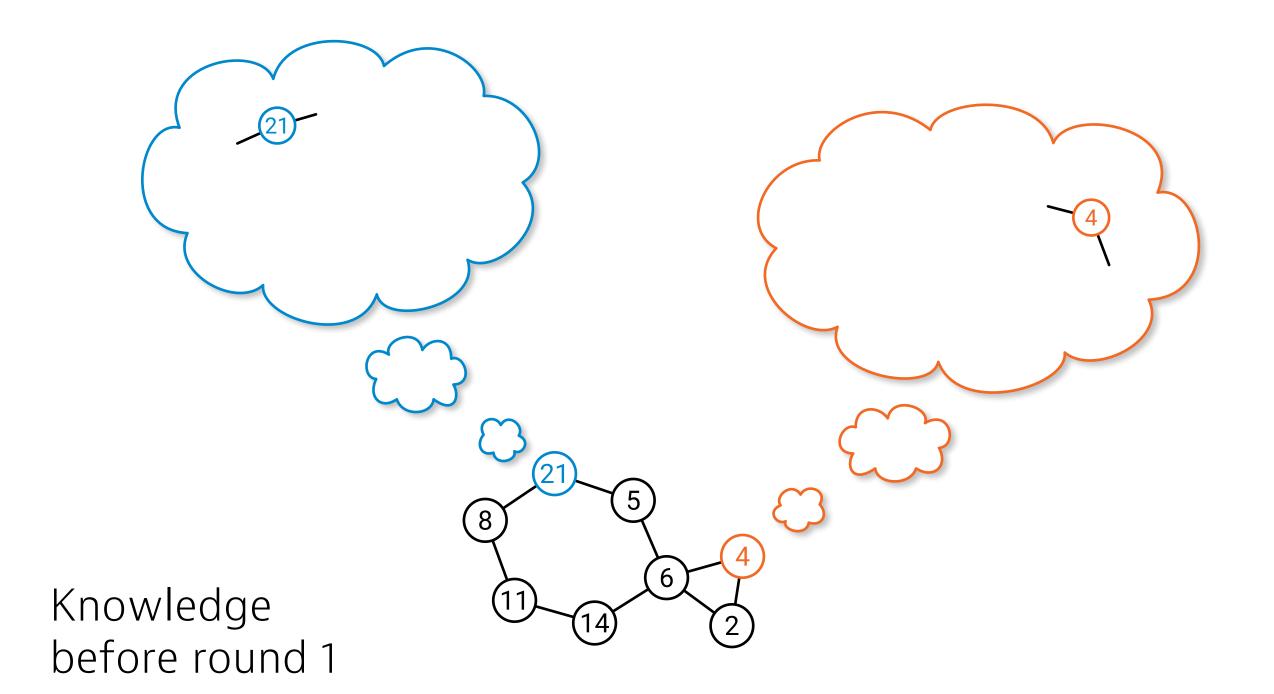


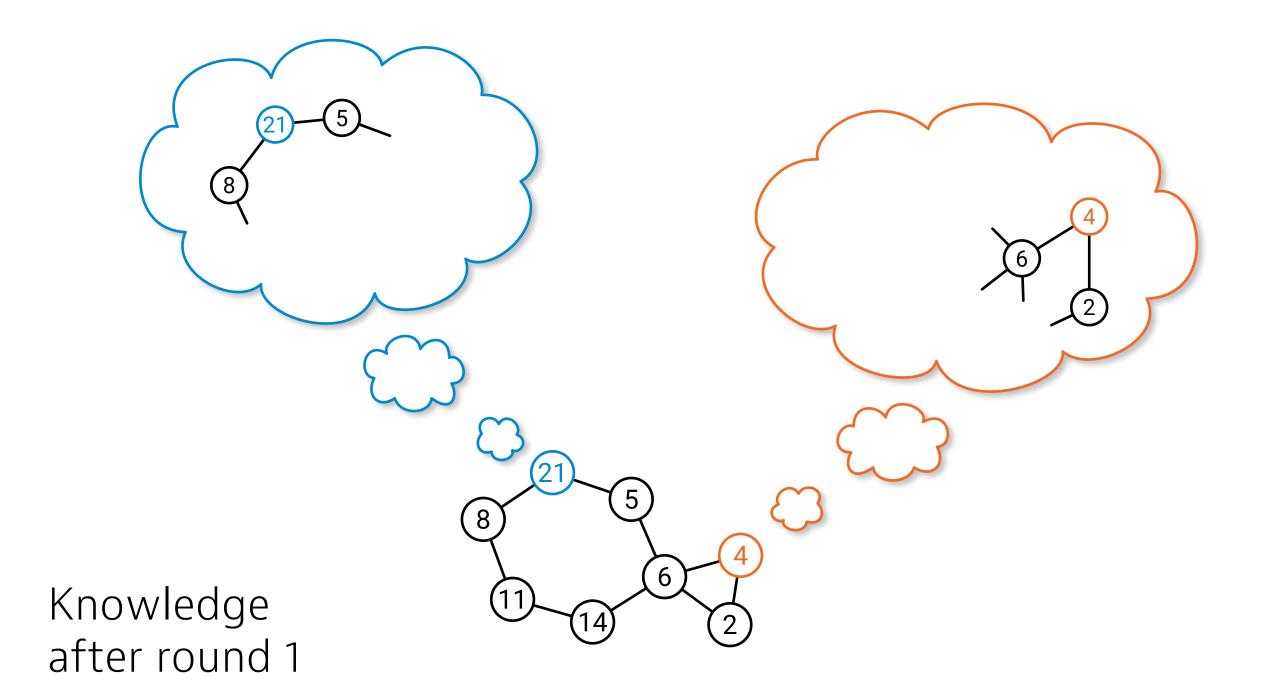
- Initially: each node only aware of itself
- Goal: each announces its local output • e.g. graph coloring: "my color is 5"

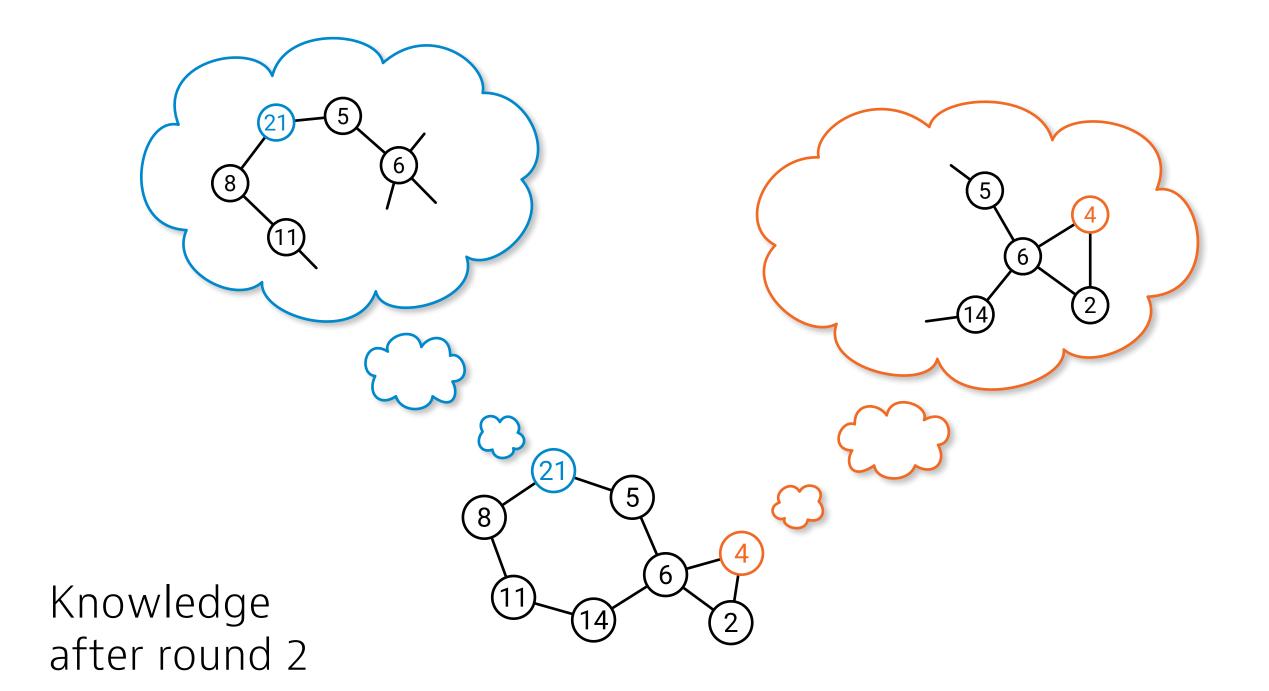


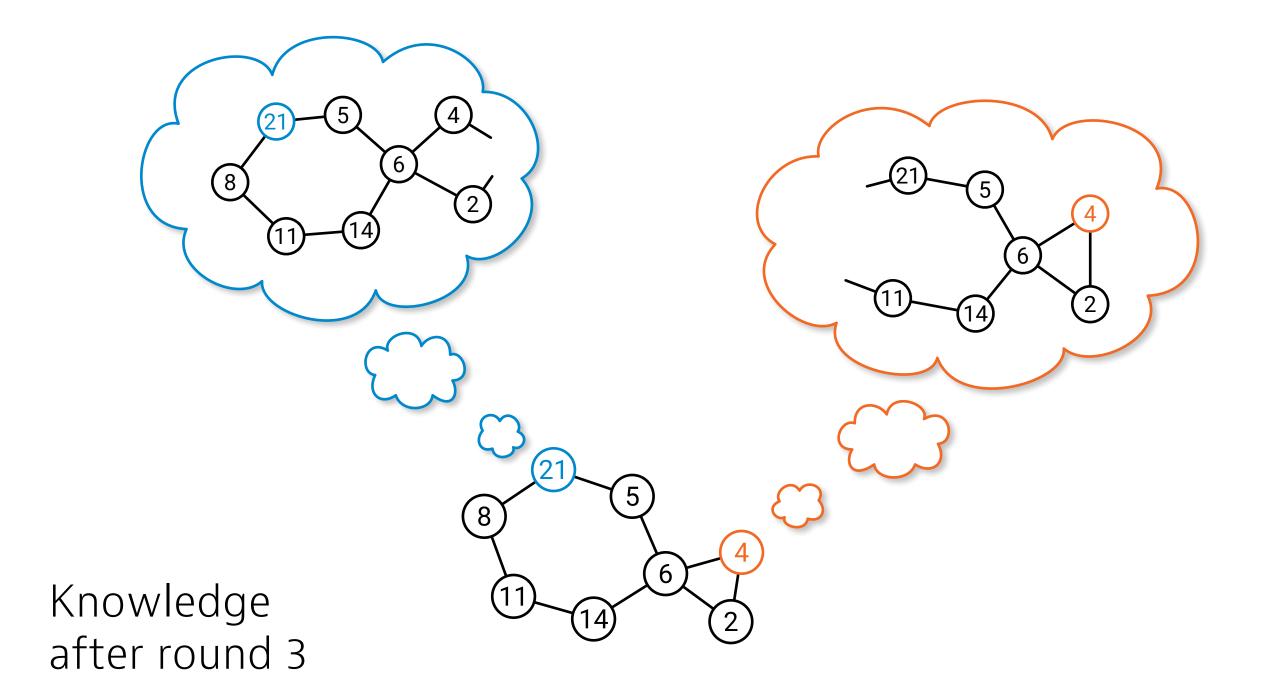
• Running time = number of rounds until all nodes have stopped

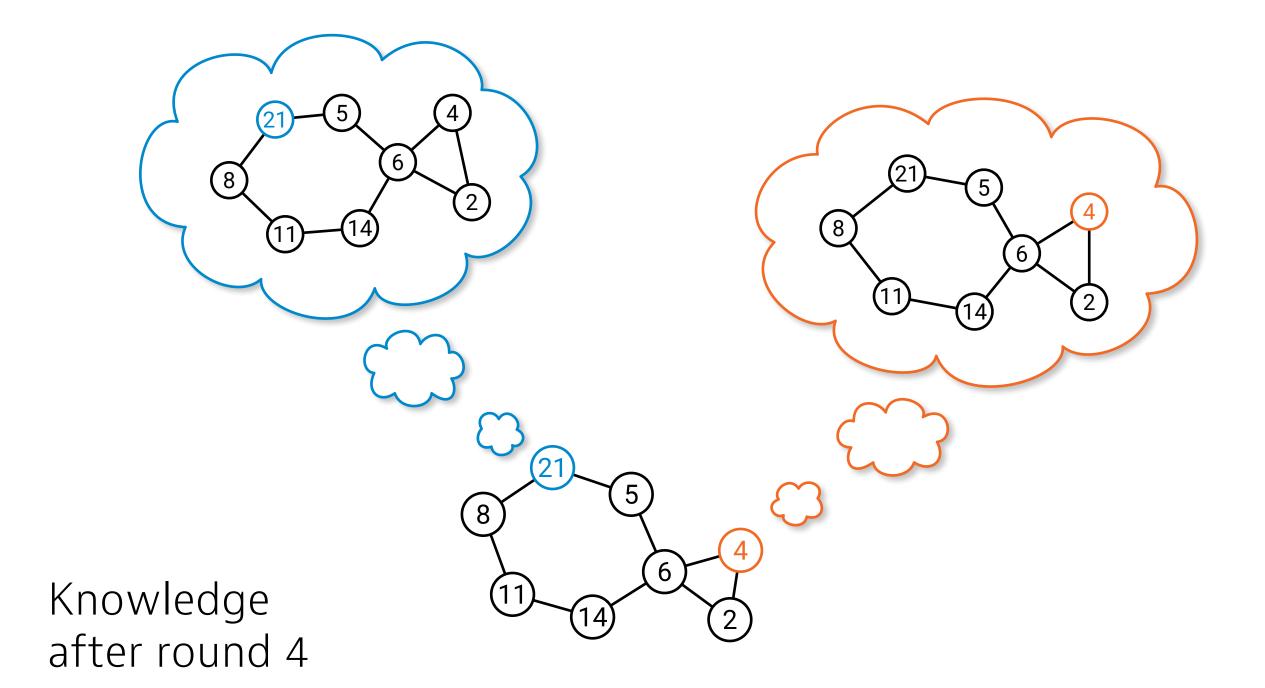












number of communication rounds

how far do you need to see

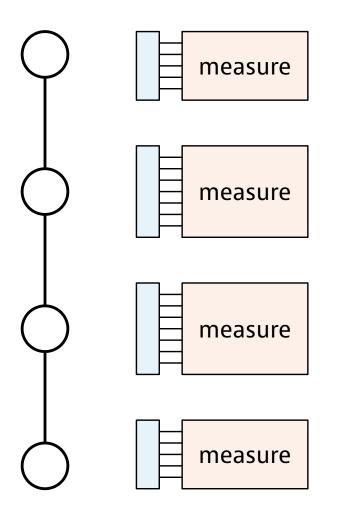
What about quantum?

Classical

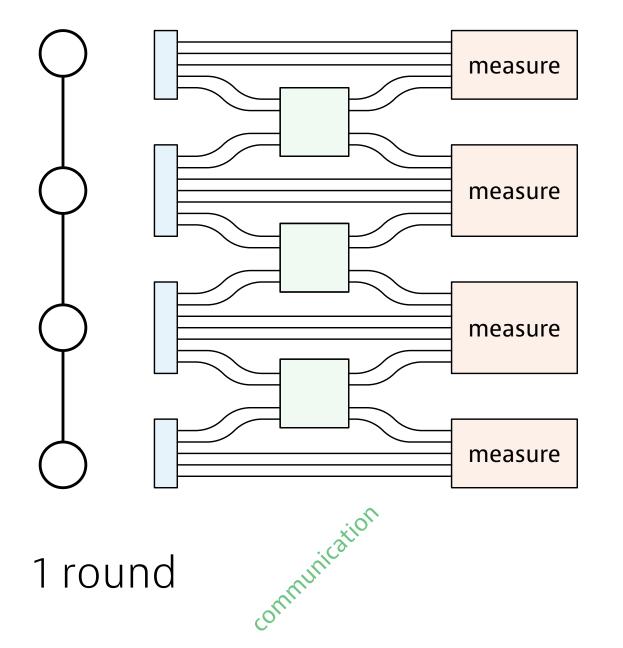
- node = classical computer
- edge = classical communication channel

Quantum

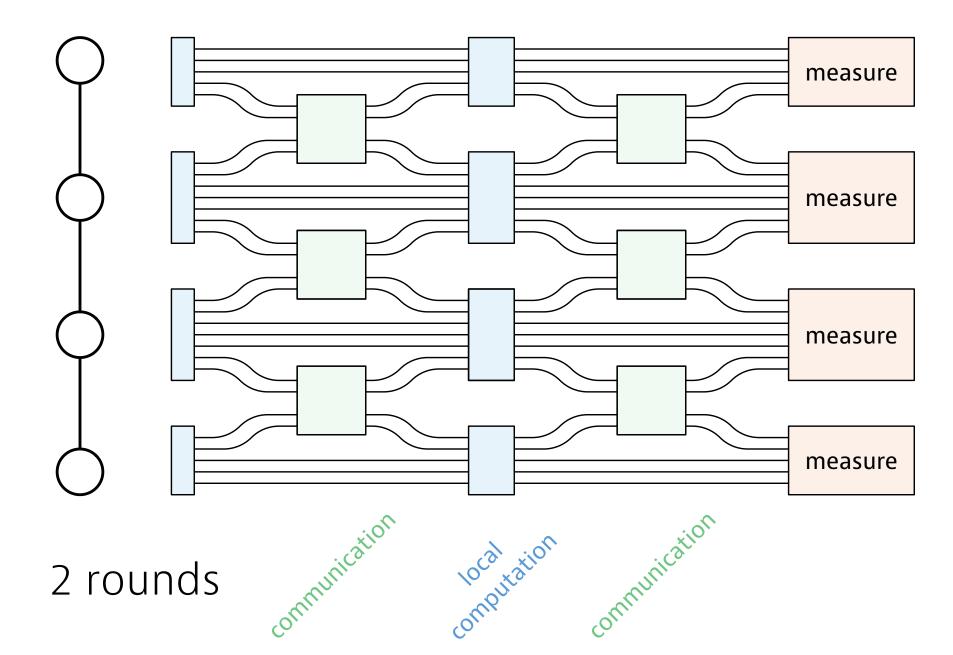
- node = quantum computer
- edge = quantum communication channel

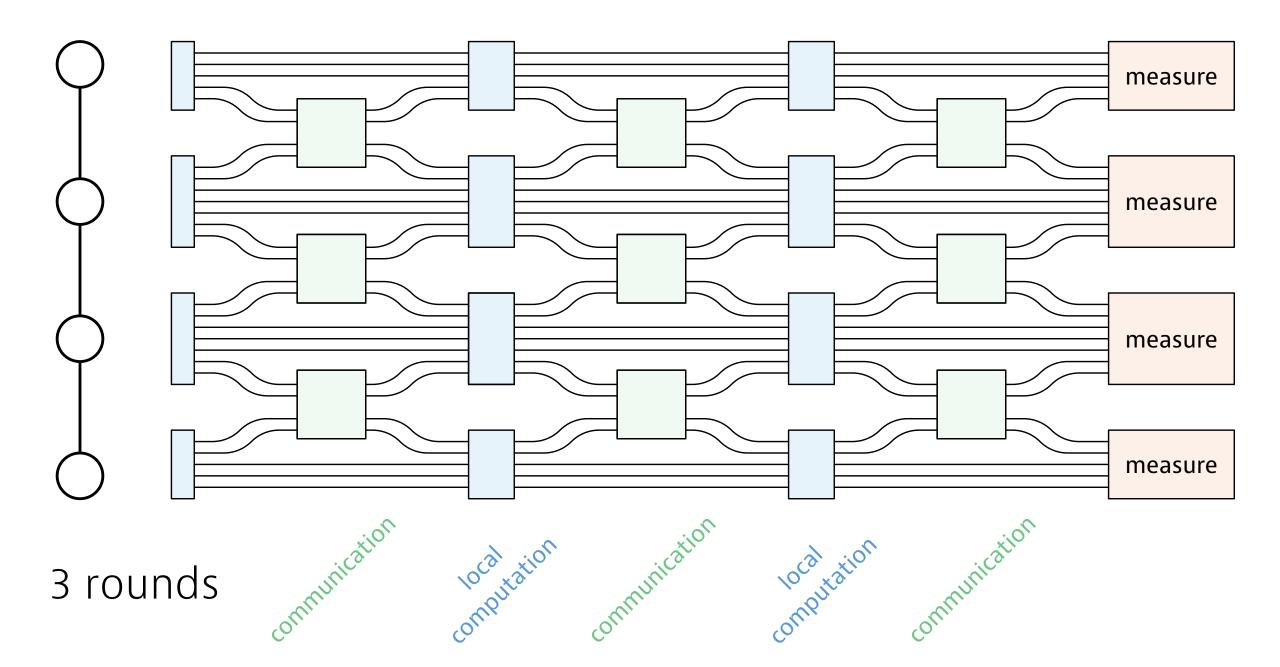


0 rounds



1 round





Does it help?

Quantum advantage

- Is there any graph problem for which we can show **distributed quantum advantage**?
- •Yes!
 - O(1)-round quantum algorithm
 - no o(n)-round classical algorithm

Le Gall, Nishimura, Rosmani 2019

Quantum advantage

- Is there any graph problem that someone actually cares about for which we can show distributed quantum advantage?
- Nobody knows!

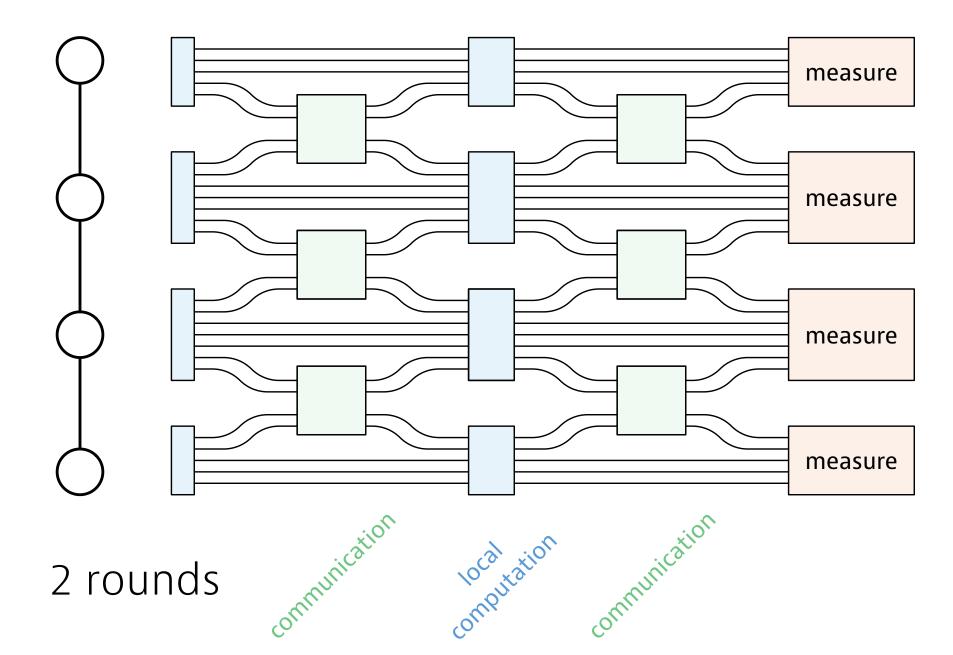
Quantum advantage

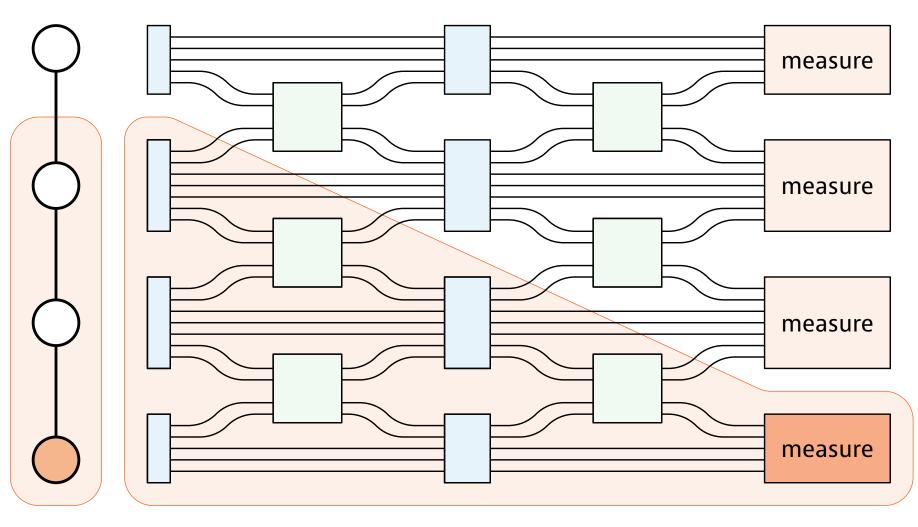
- It is hard to characterize the exact limits of distributed quantum computation
 - and you need to understand quantum things...
- But for many graph problems we can use **causality** to show that there is **no** quantum advantage!
 - without knowing anything about quantum things!



Not faster than light

- No physical thing can allow faster-than-light communication
- Not even your quantum distributed algorithm





light cone

2 rounds

\bigcirc		measure
0		measure
		measure
	measure	

2 rounds light cone

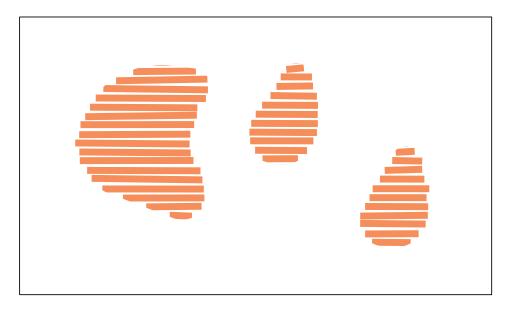
Non-signaling model

• Key idea: **define** a model so that it can do **anything** except violating causality

Non-signaling model

Definition (non-signaling distribution):fix any set of nodes X ...

Gavoille, Kosowski, Markiewicz 2009 Arfaoui, Fraigniaud 2014

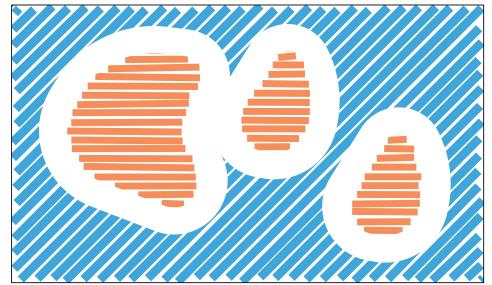


Non-signaling model

Definition (non-signaling distribution):

- fix any **set of nodes X**
- changes in the input more than T hops away from X do not influence the output distribution of X

Gavoille, Kosowski, Markiewicz 2009 Arfaoui, Fraigniaud 2014



Three models

Classical probability theory

Classical (randomized) distributed algorithms

Quantum distributed algorithms

Weird quantum things

Non-signaling "algorithms"

Classical probability theory

- Any quantum advantage?
- No! (up to polylog factors)

- Any quantum advantage?
- No! (up to polylog factors)
- Example: **3-coloring bipartite** graphs
 - Õ(n^{1/2}) classical distributed algorithm
 o(n^{1/2}) impossible for non-signaling

- Any quantum advantage?
- No! (up to polylog factors)
- Example: **4-coloring bipartite** graphs
 - Õ(n^{1/3}) classical distributed algorithm
 o(n^{1/3}) impossible for non-signaling

- Any quantum advantage?
- No! (up to polylog factors)
- Example: 25-coloring 7-colorable graphs
 - Õ(n^{1/4}) classical distributed algorithm
 o(n^{1/4}) impossible for non-signaling

Summary

Causality

- no faster-than-light communication
- "non-signaling model"

Tight lower bounds for distributed quantum algorithms

• without touching weird quantum things

An open question

• 3-coloring cycles:

- classical: O(log* n)
- quantum: ???
- non-signaling: O(1)

Linial 1992 Holroyd, Liggett 2016 Holroyd, Hutchcroft, Levy 2018