

# Quantum optics of macroscopic systems

## Permanents and boson sampling

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Summer School on Modern Quantum Technologies



# Quantum optics of macroscopic systems

## Menu

### Outline:

- permanents in linear optics
- computational complexity
- boson sampling as intermediate model for quantum computation

# Quantum optics of macroscopic systems

## Permanents in linear optics

lossless beam splitter transformation for photonic amplitude operators:

$$\hat{\mathbf{b}} = \mathbf{T} \hat{\mathbf{a}} = \hat{U}^\dagger \hat{\mathbf{a}} \hat{U}, \quad \hat{U} = \exp \left[ -i \hat{\mathbf{a}}^\dagger \Phi \hat{\mathbf{a}} \right], \quad \mathbf{T} = \exp \left[ -i \Phi \right]$$

- equivalent to discrete-time Heisenberg equation of motion
- transform quantum states by discrete-time Schrödinger equation using inverse transformation  $\hat{\varrho}' = \hat{U} \hat{\varrho} \hat{U}^\dagger$

$$\langle \dot{\hat{O}} \rangle = \text{Tr}[\dot{\hat{\varrho}} \hat{O}] = \text{Tr}[\underbrace{\hat{\varrho} \hat{U}^\dagger \hat{O} \hat{U}}_{\text{Heisenberg}}] = \text{Tr}[\underbrace{\hat{U} \hat{\varrho} \hat{U}^\dagger}_{\text{Schrödinger}} \hat{O}] = \text{Tr}[\dot{\hat{\varrho}} \hat{O}]$$

# Quantum optics of macroscopic systems

## Permanents in linear optics

transformation matrix  $\mathbf{T} \in \text{SU}(2)$ , but  $\hat{U}$  in general is not:

- $n$ -photon Fock space is *symmetric* tensor product of single-photon spaces
- quantum-state transformation  $\hat{\rho}' = \hat{U}\hat{\rho}\hat{U}^\dagger$  according to a subgroup of  $\text{SU}(2n)$

example: matrix representation of  $\hat{U}$  in basis  $\{|0, 0\rangle, |1, 0\rangle, |0, 1\rangle, |2, 0\rangle, |1, 1\rangle, |0, 2\rangle\}$

$$\mathbf{U} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & T & -R^* & 0 & 0 & 0 \\ 0 & R & T^* & 0 & 0 & 0 \\ 0 & 0 & 0 & T^2 & \sqrt{2}T^*R^* & R^{*2} \\ 0 & 0 & 0 & \sqrt{2}TR & (|T|^2 - |R|^2) & -\sqrt{2}T^*R^* \\ 0 & 0 & 0 & R^2 & -\sqrt{2}TR & T^{*2} \end{pmatrix} = \bigoplus_{n=0}^{\infty} \mathbf{U}_n$$

- $\mathbf{U}$  is block-diagonal with respect to Fock layers of total photon numbers  $(0, 1, 2)$
- $\mathbf{U}$  has direct product structure

# Quantum optics of macroscopic systems

## Permanents in linear optics

matrix transforming quantum states acts on symmetric subspace  $\Rightarrow$  can be constructed from permanents of transmission matrix  $\mathbf{T}$

define set of all non-decreasing integer sequences  $\omega$  as

$$G_{n,N} = \{\omega : 1 \leq \omega_1 \leq \dots \leq \omega_n \leq N\}$$

matrix elements of  $\hat{U}$  in the Fock basis are matrix permanents

$$\langle m_1, \dots, m_N | \hat{U} | n_1, \dots, n_N \rangle = \left( \prod_i n_i! \right)^{-1/2} \left( \prod_j m_j! \right)^{-1/2} \text{ per } \mathbf{T}[\Omega' | \Omega]$$

$$\Omega = (1^{n_1}, 2^{n_2}, \dots, N^{n_N}), \Omega' = (1^{m_1}, 2^{m_2}, \dots, N^{m_N})$$

$\mathbf{T}[\Omega' | \Omega]$ :  $N \times N$ -matrix with elements from  $\mathbf{T}$  with row and column indices  $\Omega', \Omega$

S. Scheel, *quant-ph/0406127*; S. Scheel and S.Y. Buhmann, *Acta Phys. Slovaca* **58**, 675–810 (2008).

# Quantum optics of macroscopic systems

## Permanents in linear optics

unitary transformation of  $N$ -mode Fock state with total  $n$  photons

$$\hat{U}|n_1, \dots, n_N\rangle = \left( \prod_i n_i! \right)^{-1/2} \sum_{\omega \in G_{n,N}} \frac{1}{\mu(\omega)} \text{per } \mathbf{T}[\omega|\Omega] |m_1(\omega), \dots, m_N(\omega)\rangle$$

$m_i(\omega)$ : multiplicities of occurrence of index  $i$  in non-increasing integer sequence  $\omega$

$$\mu(\omega) = \prod_i m_i(\omega)!$$

$\text{per } \mathbf{T} = \sum_{\sigma \in S_n} \prod_i T_{i\sigma_i}$  matrix permanent of  $\mathbf{T}$ ,  $S_n$ : (symmetric) group of permutations

immediate consequence:  $\text{per } \mathbf{T} = \langle 1, 1, \dots, 1 | \hat{U} | 1, 1, \dots, 1 \rangle$

e.g.  $\langle 1, 1 | \hat{U} | 1, 1 \rangle = \text{per } \mathbf{T} = T_{11}T_{22} + T_{12}T_{21} = |T|^2 - |R|^2$

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# Quantum optics of macroscopic systems

## Complexity of computing matrix permanents

What is a permanent anyway, and why is it so special?

matrix determinant:  $\det \mathbf{M} = \sum_{\sigma \in S_n} (-1)^{\chi(\sigma)} \prod_i^n M_{i\sigma_i}$

- has its roots in linear algebra
- volume of parallelepiped spanned by the column vectors of  $\mathbf{M}$
- only defined for square matrices
- similarity (principal axes) transformation  $\mapsto$  diagonal form
- computational demand:  $\mathcal{O}(n^3)$  for LU/QR/Cholesky decomposition



# Quantum optics of macroscopic systems

## Complexity of computing matrix permanents

What is a permanent anyway, and why is it so special?

matrix permanent:  $\det \mathbf{M} = \sum_{\sigma \in S_n} \prod_i^n M_{i\sigma_i}$

- has its roots in combinatorics and graph theory
- # permutations with restricted positions, weights of perfect matchings of a graph
- also defined for rectangular matrices
- only invariant under permutations
- computational demand:  $\mathcal{O}(n2^n)$  for exact computation

# Quantum optics of macroscopic systems

## Complexity of computing matrix permanents

### Theorem (Valiant)

*The complexity of computing the permanent of  $n \times n(0, 1)$ -matrices is NP-hard and, in fact, of at least as great difficulty (to within a polynomial factor) as that of counting the number of accepting computations of any nondeterministic polynomial time Turing machine.*

consequences:

- computing permanents is really hard (#P-complete, i.e. not possible in polynomial time)
- designing linear-optical networks for a specific task requires computing the permanent of the network  $\Rightarrow$  designing LOQC is itself hard

L.G. Valiant, Theor. Comp. Science **8**, 189 (1979).

# Quantum optics of macroscopic systems

## Complexity of computing matrix permanents

approximations to permanents:

- Jerrum, Sinclair, and Vigoda: matrix elements nonnegative: approximations to  $\text{per } \mathbf{M}$  can be made in probabilistic polynomial time
- matrix elements complex: even approximating  $\text{per } \mathbf{M}$  to within a constant factor is #P-complete!

M. Jerrum, A. Sinclair, and E. Vigoda, J. ACM **51**, 671 (2010).

# Quantum optics of macroscopic systems

## Boson sampling model

Extended Church–Turing Thesis: all computational problems that are efficiently solvable by realistic physical device, are solvable by a probabilistic Turing machine.

Shor: Predicting the (probabilistic) results of a given quantum-mechanical experiment, to finite accuracy, cannot be done by a classical computer in probabilistic polynomial time, unless factoring integers can as well.

Shor's argument is only valid if factoring is classically hard (not known)!

Does one need a fully fledged universal quantum computer to disprove Extended Church–Turing Thesis? Aaronson and Arkhipov: no, linear optics is enough!

⇒ quantum computation with noninteracting bosons (boson sampling)

S. Aaronson and A. Arkhipov, *The computational complexity of linear optics*, Theory of Computing **9**, 143–252 (2013).

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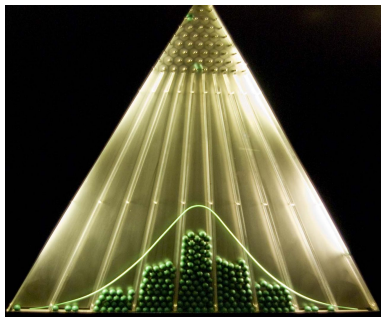
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## Boson sampling model

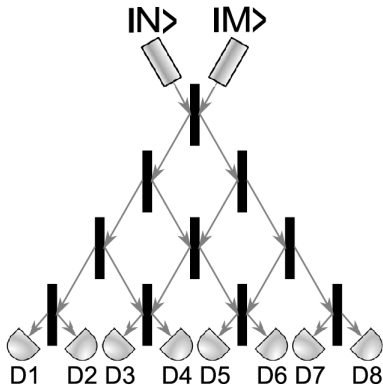


- Galton board: 'computer' to generate samples from a binomial distribution
- uses classical particles
- 'input': exact arrangement  $A$  of pegs
- 'output': number of balls that have landed in each bin (sample from the joint distribution  $\mathcal{D}_A$  over these numbers)

S. Aaronson and A. Arkhipov, *The computational complexity of linear optics*, Theory of Computing **9**, 143–252 (2013).

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## Boson sampling model



- 'quantum quincunx' (boson sampler): 'computer' to generate samples from a distribution involving permanents
- uses photons
- 'input': beam splitter array  $T$
- 'output': distribution of photon numbers across the bins

S. Aaronson and A. Arkhipov, *The computational complexity of linear optics*, Theory of Computing **9**, 143–252 (2013).

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## Boson sampling model

### Theorem (Aaronson and Arkhipov)

*The exact boson sampling problem is not efficiently solvable by a classical computer, unless  $P^{\#P} = BPP^{NP}$  and the polynomial hierarchy collapses to the third level.*

further: even approximating the probability of some particular basis state when a boson computer is measured to within a multiplicative constant is a  $\#P$ -hard problem.

⇒ sampling from a permanent distribution is hard

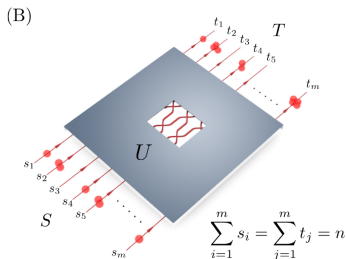
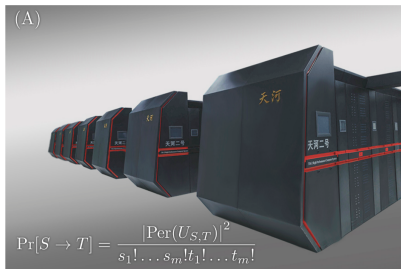
⇒ although boson sampling does not constitute universal quantum computing, it represents an intermediate computational model that shows quantum supremacy

experimental realization ⇒ see next lecture!

S. Aaronson and A. Arkhipov, *The computational complexity of linear optics*, Theory of Computing **9**, 143–252 (2013).

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## Boson sampling model



world record (as of 2016): computation of permanent of a  $(48 \times 48)$ -matrix on then world's fastest supercomputer Tianhe-2 in  $\approx 4500$ s

J. Wu *et al.*, arXiv:1606.05836.

# Quantum optics of macroscopic systems

## Take-home messages

- probability distribution of obtaining certain combination of photon number patterns at the output of a linear optical network is given by matrix permanents
- permanents are matrix invariants associated with symmetric tensor products of Hilbert spaces
- permanents naturally occur in combinatorics and graph theory in counting problems, not in linear algebra
- computing permanents is computationally hard
- linear-optical networks (boson sampling) provide intermediate computational model for quantum computing without being universal
- experimentally realizable (in contrast to a universal quantum computer)