Classical verification of quantum computation



Greg Kahanamoku-Meyer May 3, 2022 How can we demonstrate that a supposed "quantum computer" is actually doing something non-classical?

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- No assumptions about how prover works

## Quantum computational advantage

### Experiments claiming that their output can't be simulated classically:



Random circuit sampling [Google, 2019]



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 $\bullet \bullet \bullet$ 

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Focusing on Google's random circuit sampling experiment with 53 qubits: Complexity theory suggests it's hard. But...



What does it mean for a computation to be classically hard?

All about asymptotics. Example: "Simulating the generic evolution of n qubits takes time that scales as  $\mathcal{O}(2^n)$ "

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We care about actual resource costs for *a specific instance* of the problem. Ex:

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Best strategy for finding cost in practice: have a bunch of people try it.

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"The device works correctly on the easy ones, so it probably also works on the hard one" Ideally:

- Remove need for extrapolations/assumptions in verification process
- Not need a supercomputer to do it

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- Hard for classical computer to pass\*

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Local: robust demonstration of the power of quantum computation "Qubits prove their power to humanity"

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# Connection to cryptography

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Our goal: a "cryptographic proof of quantumness"

Trivial solution: Shor's algorithm

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NISQ: Noisy Intermediate-Scale Quantum devices



### Adding structure to sampling problems

Generically: seems hard.

The point of random circuits is that they don't have structure!

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  - Is it possible to simulate this class of circuits?
  - Is there some way to pass the test *without* simulating the circuit?

### The \$25 challenge



### IQP: is it possible to simulate classically?

### Classical simulation of commuting quantum computations implies collapse of the polynomial hierarchy

By Michael J. Bremner<sup>1,\*</sup>, Richard Jozsa<sup>2</sup> and Dan J. Shepherd<sup>3</sup>

<sup>1</sup>Institut für Theoretische Physik, Leibniz Universität Hannover, Appelstrasse 2, Hannover 30167, Germany <sup>2</sup>DAMTP, Centre for Mathematical Sciences, University of Cambridge, Wilberforce Road, Cambridge CB3 UWA, UK <sup>3</sup>CESG, Hubble Road, Cheltenham GL51 DEX, UK

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PHYSICAL REVIEW LETTERS

week ending 19 AUGUST 2016

#### Average-Case Complexity Versus Approximate Simulation of Commuting Quantum Computations

Michael J. Bremner,<sup>1,\*</sup> Ashley Montanaro,<sup>2</sup> and Dan J. Shepherd<sup>3</sup> <sup>1</sup>Centre for Quantum Computation and Intelligent Systems, Faculty of Engineering and Information Technology, University of Technology Sydney, Sydney, NSW 2007, Australia <sup>2</sup>School of Mathematics, University of Bristol, Bristol BS8 1TW, United Kingdom <sup>3</sup>CESG, Hubble Road, Cheltenham GL51 0EX, United Kingdom (Received 8 May 2015; revised manuscript received 9 June 2016; published 18 August 2016)

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... and in practice, it seems to be infeasible for > 50 qubits...

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With knowledge of  $\vec{s}$ , trivial to classically pass test.

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Trying it against their verification code...

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\$ ./IQPwn challenge.dat Loading X-program at 'challenge.dat'... Extracting secret key... Generating samples... Samples written to file 'response.dat' \$ ./verify response.dat Congratulations; you have what appears to be a working quantum computer! Dataset accepted as proof! \$

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### Making number theoretic problems less costly

Fully solving a problem like factoring is "overkill"

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Can we demonstrate quantum capability without needing to solve such a hard problem?

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Goal: find protocol as verifiable and classically hard as factoring but less expensive than actually finding factors (via Shor)
#### Interactive proofs of quantumness

#### Multiple rounds of interaction between the prover and verifier



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#### Round 1: Prover commits to holding a specific quantum state

Round 2: Verifier asks for measurement in specific basis, prover performs it

### Interactive proofs of quantumness

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# Round 1: Prover commits to holding a specific quantum state Round 2: Verifier asks for measurement in specific basis, prover performs it

By randomizing choice of basis and repeating interaction, can ensure prover would respond correctly in *any* basis

How does the prover commit to a state?

Consider a **2-to-1** function f: for all y in range of f, there exist  $(x_0, x_1)$  such that  $y = f(x_0) = f(x_1)$ .

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Generating a valid state without trapdoor uses superposition + wavefunction collapse—inherently quantum!

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**Example:**  $4^2 \equiv 11^2 \equiv 16 \pmod{35}$ ; and 11 - 4 = 7









**Z basis**: get  $x_0$  or  $x_1$ **X basis**: get some bitstring *d*, such that  $d \cdot x_0 = d \cdot x_1$ 

arXiv:1804.00640



Z basis: get  $x_0$  or  $x_1$ X basis: get some bitstring d, such that  $d \cdot x_0 = d \cdot x_1$ Hardness of finding  $(x_0, x_1)$  does *not* imply hardness of measurement results!



#### Hardness of finding $(x_0, x_1)$ does *not* imply hardness of measurement results!



Hardness of finding  $(x_0, x_1)$  does *not* imply hardness of measurement results! Protocol requires strong claw-free property: For any  $x_0$ , hard to find even a single bit about  $x_1$ .

arXiv:1804.00640

Function family	Trapdoor	Claw-free	Strong claw-free
Learning-with-Errors [1]	<ul> <li>Image: A second s</li></ul>	<ul> <li>Image: A second s</li></ul>	1
Ring Learning-with-Errors [2]	<ul> <li>Image: A second s</li></ul>	<ul> <li>Image: A second s</li></ul>	×
x <sup>2</sup> mod N [3]	✓	✓	×
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[1] Brakerski, Christiano, Mahadev, Vidick, Vazirani '18 (arXiv:1804.00640)

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#### Can we do the same in the standard model?

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Function family	Trapdoor	Claw-free	Strong claw-free
Learning-with-Errors [1]	<ul> <li>Image: A second s</li></ul>	<ul> <li>Image: A second s</li></ul>	1
Ring Learning-with-Errors [2]	<ul> <li>Image: A second s</li></ul>	<ul> <li>Image: A second s</li></ul>	×
x <sup>2</sup> mod N [3]	<ul> <li>Image: A second s</li></ul>	<ul> <li>Image: A set of the set of the</li></ul>	×
Diffie-Hellman [3]	<ul> <li>Image: A set of the set of the</li></ul>	<ul> <li>Image: A second s</li></ul>	×

BKVV '20 removes need for strong claw-free property in the random oracle model. [2]

Can we do the same in the standard model? Yes! [3]

[1] Brakerski, Christiano, Mahadev, Vidick, Vazirani '18 (arXiv:1804.00640)

[2] Brakerski, Koppula, Vazirani, Vidick '20 (arXiv:2005.04826)

Cooperative two-player game; players can't communicate (non-local).



If anyone receives tails, want A = B. If both get heads, want  $A \neq B$ .

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**Classical optimal strategy:** return equal values, hope you didn't both get heads. 75% success rate.

Can we do better with entanglement?

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**Quantum: cos²(π/8) ≈ 85%** Classical: 75%
# Brakerski, Christiano, Mahadev, Vazirani, Vidick '18



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#### Replace X basis measurement with "single-qubit CHSH game"

Two-step process: "condense"  $x_0, x_1$  into a single qubit, and then do a "Bell test."



GDKM, Choi, Vazirani, Yao '21 (arXiv:2104.00687)

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Now 1-qubit state:  $|0\rangle$  or  $|1\rangle$  if  $x_0 \cdot r = x_1 \cdot r$ , otherwise  $|+\rangle$  or  $|-\rangle$ .

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 $\begin{aligned} |x_0\rangle\,|x_0\cdot r\rangle + |x_1\rangle\,|x_1\cdot r\rangle \\ \text{Measure all but ancilla in X basis} \end{aligned}$ 

Measure qubit in basis





Pick random bitstring r

Pick	(Z	+	X)	or	(Z -	— X)	ba	sis
Val	ida	te	ag	ain	st i	r, x <sub>0</sub> ,	x <sub>1</sub> ,	d

Two-step process: "condense"  $x_0, x_1$  into a single qubit, and then do a "Bell test."



This protocol can use any trapdoor claw-free function!

GDKM, Choi, Vazirani, Yao '21 (arXiv:2104.00687)

 $p_Z$ : Success rate for Z basis measurement.

 $p_{\text{Bell}}$ : Success rate when performing Bell-type measurement.

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Classical bound:  $p_Z + 4p_{Bell} \lesssim 4$ 

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**Note:** Let  $p_Z = 1$ . Then for  $p_{\text{Bell}}$ :

Classical bound 75%, ideal quantum  $\sim$  85%. Same as regular Bell test!

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Asymptotically: evaluating  $x^2 \mod N$  requires  $\mathcal{O}(n \log n)$  gates;  $a^x \mod N$  in Shor requires  $\mathcal{O}(n^2 \log n)$ 

(can also use other TCFs, and other optimizations...)

Interaction

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- Removing need for strong claw-free property allows use of "easier" functions
- Measurement-based uncomputation scheme [2]

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Q: Why is mid-circuit measurement necessary for these protocols?

Other applications of mid-circuit measurement:

- Quantum error correction
- Quantum machine learning (QCNN)

• ..



### Trapped Ion Quantum Information lab at U. Maryland (ightarrow Duke)

First demonstration of these protocols, in trapped ions! (arXiv:2112.05156)



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Partial measurement:

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Partial measurement:

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## Interactive proofs on a few qubits

Experimental results for  $f(x) = x^2 \mod N$ 

**Up** and **right** is stronger evidence of quantumness

GDKM, D. Zhu, et al. (arXiv:2112.05156)



Bottleneck: Evaluating TCF on quantum superposition

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Improving implementation of the protocol:

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• Remove trapdoor—symmetric key/hash-based cryptography [arXiv:2204.02063]

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## Improving the protocol itself:

- Remove trapdoor—symmetric key/hash-based cryptography [arXiv:2204.02063]
- Explore other protocols (verifiable sampling with good security?)

## References + further reading

Numbers below are arXiv IDs; go to arxiv.org/abs/xxxx.xxxxx

## Proofs of quantumness

- IQP sampling protocol [0809.0847]
- Breaking IQP protocol [1912.05547]
- First interactive proof based on trapdoor claw-free functions [1804.00640]
- Removing assumptions via random oracles [2005.04826]
- Removing assumptions via computational Bell test [2104.00687]
- Single-prover proofs from any multi-prover quantum game [2203.15877]

• Proofs using only random oracles [2204.02063]

Other applications of quantum interactive proofs

- Certifiable quantum randomness [1804.00640]
- Remote state preparation [1904.06320]
- Verification of arbitrary quantum computations (!) [1804.01082]

Feel free to email me! Greg Kahanamoku-Meyer; gkm@berkeley.edu

# Backup!



From a "proof of hardness" perspective:



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- Classical cheater can be "rewound"
  - · Save state of prover after first round of interaction
  - Extract measurement results in all choices of basis



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"Rewinding" proof of hardness doesn't go through for quantum prover—can even use functions that are quantum claw-free!

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When we generate  $\sum_{x} |x\rangle |f(x)\rangle$ , add redundancy to f(x), for bit flip error detection!

## Technique: postselection

How to deal with high fidelity requirement? Naively need  $\sim 83\%$  overall circuit fidelity to pass.



Numerical results for  $x^2 \mod N$  with  $\log N = 512$  bits. Here: make transformation  $x^2 \mod N \Rightarrow (kx)^2 \mod k^2 N$ 

 $\mathcal{U}_{f} \ket{x} \ket{0^{\otimes n}} = \ket{x} \ket{f(x)}$ 

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 $x^2 \mod N$  and Ring-LWE have classical circuits as fast as  $\mathcal{O}(n \log n)$ ...

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but they are recursive and hard to make reversible.

Protocol allows us to make circuits irreversible!

Goal:  $\mathcal{U}_f |x\rangle |0^{\otimes n}\rangle = |x\rangle |f(x)\rangle$ 

When converting classical circuits to quantum:

Garbage bits: extra entangled outputs due to unitarity



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Lots of time and space overhead!

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When converting classical circuits to quantum:

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Can we "measure them away" instead?

Measure garbage bits  $g_f(x)$  in X basis, get some string h. End up with state:



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$$\sum_{x} (-1)^{h \cdot g_f(x)} |x\rangle |f(x)\rangle$$

In general useless: unique phase  $(-1)^{h \cdot g_f(x)}$  on every term.
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But after collapsing onto a single output:

$$\left[(-1)^{h \cdot g_f(x_0)} | x_0 \rangle + (-1)^{h \cdot g_f(x_1)} | x_1 \rangle\right] | y \rangle$$

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Can directly convert classical circuits to quantum! 1024-bit  $x^2 \mod N$  in depth 10<sup>5</sup> (and can be improved?)

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Example:

$$H = X_0 X_1 X_3 + X_1 X_2 X_4 X_5 + \cdots$$
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Distribution of sampling result X:

$$\Pr[\mathbf{X} = \mathbf{x}] = \left| \left\langle \mathbf{x} \mid e^{-iH\theta} \mid \mathbf{0} \right\rangle \right|^2 \tag{3}$$

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Bremner, Jozsa, Shepherd '11: classically sampling worst-case IQP circuits would collapse polynomial heirarchy

Bremner, Montanaro, Shepherd '16: average case is likely hard as well

Let  $\theta = \pi/8$ , and s (secret) and P have the form:

$$P = \begin{bmatrix} G \\ - \\ R \end{bmatrix}$$

G<sup>T</sup> is generator of Quadratic Residue code, *R* random.

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QR code: codewords have  $wt(\boldsymbol{c}) \mod 4 \in \{0, -1\}$ 

IQP: Hiding s

Quantum:  $\Pr[X^{\intercal} \cdot s = 0] \approx 0.85$ Best classical:  $\Pr[Y^{\intercal} \cdot s = 0] = ?$ 



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Scrambling preserves quantum success rate.

Conjecture [SB '08]: Scrambling P cryptographically hides G (and equivalently s)

#### IQP: Classical strategy

Quantum:  $\Pr[X^{\intercal} \cdot s = 0] \approx 0.85$ Best classical:  $\Pr[Y^{\intercal} \cdot s = 0] \stackrel{?}{=} 0.5$ 

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QR code codewords are 50% even parity, 50% odd parity.

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Quantum:  $\Pr[X^{\mathsf{T}} \cdot \mathbf{s} = 0] \approx 0.85$ Classical:  $\Pr[Y^{\mathsf{T}} \cdot \mathbf{s} = 0] = 0.75$ 

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Gd has even parity  $\Rightarrow all \ y_i \cdot s = 0$ Let  $y_i$  form rows of a matrix M, such that Ms = 0Can solve for s! ... If M has high rank. Empirically it does! • Attack relies on properties of QR code

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- Could pick a different G for which this attack would not succeed?
- Ultimately, would like to rely on standard cryptographic assumptions...
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Advantages:

- Everything is diagonal (it's just a phase)!
- Modulo is automatic in the phase
- Simple decomposition into few-qubit gates

# Implementation

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$$\tilde{\mathcal{U}} |x\rangle |z\rangle = \exp\left(2\pi i \frac{x^2}{N} z\right) |x\rangle |z\rangle$$

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- Binary multiplication is AND
- "Apply phase whenever  $x_i = x_j = z_k = 1$ "
- These are CCPhase gates (of arb. phase)!

## Leveraging the Rydberg blockade



#### Leveraging the Rydberg blockade



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Trapdoor [Peikert, Waters '08; Freeman et al. '10]: linear algebra in the exponent Claw-free [GDKM et al. '21 (arXiv:2104.00687)]: collisions in linear algebra in the exponent!

#### Full protocol

