Area Laws wrapup
Complexity of quantum states \& Transformations

RECAP Area Laws in 1-D
Let $H=\sum_{i=1}^{n-1} H_{i}$ where $H_{i}$ acts on quoits $i$ \& $i+1$
We will assume that
(1) ground state 14) of $H$ is unique
(2) each $H_{i}$ is a projector, i.e., $H_{i}{ }^{2}=H_{i}$
(3) $\lambda_{\min }(H)=0$
(4) spectral gap: the second lowest eigenvalue is $\Omega(1)$

Theorem For any cut $(i, i+1)$, the entanglement entropy of $1 \Psi)$ is $O(1)$.


Commuting Hamiltonians $\quad H_{i} H_{j}=H_{j} H_{i} \quad \forall i \neq j$
Claim $P=\left(1-H_{1}\right) \cdots\left(1-H_{n-1}\right)=|\Psi X| \mid$
is a projector with schmidt rank at most $d^{2}$ and it projects
on to the ground state $(\psi)$
Then, consider the state $\frac{P|\phi\rangle}{\| P|\phi\rangle \|}=|\psi\rangle$ since $P=1 \psi X\langle\psi|$

Since $S R(p) \leq d, S R(|\psi\rangle) \leq d \cdot S R(|\phi\rangle)=d$
Thus, Entanglement entropy across any cot is $\log d^{2}=O(1)$
Non-commuting Hamiltonian In this case $P=\left(\mathbb{1}-\mathrm{H}_{1}\right)\left(\mathbb{1}-\mathrm{H}_{2}\right) \cdots\left(\mathbb{1}-\mathrm{H}_{h-1}\right)$ is not a projector [Why?], so the above proof does not work

This requires some new ideas, but overall strategy remains similar

The first new idea we will need is the notion of an approximate ground space projector (AGSP)

This will be an operator $P$ s.t.
(i) $P|\psi\rangle=|\psi\rangle$ where $|\psi\rangle$ is the unique ground state ie. Ground state is preserved
(ii) $\| P\left|\psi^{\perp}\right\rangle\left\|^{2} \leqslant \delta\right\|\left|\psi^{\perp}\right\rangle \|^{2}$ where $\left|\psi^{\perp}\right\rangle$ is orthogonal to $|\psi\rangle$ ie. Orthogonal states shrink

It turns out that if we have a sufficiently good AGSP we can carry out the previous proof strategy

Lemma If $\exists$ an AGSP $P$ with Schmidt rank $S R(P) \leq r$ and $\delta \leq \frac{1}{2 r}$ then the entanglement entropy of ground state $\mid \psi)$ across any $\operatorname{cut}\left(i^{4}, i^{4}+1\right)$ is $O(\log r)$.

We will talk about how to construct a good AGSP later but the proof of this lemma goes in the following way

Claim 1. Existence of AOSP as stated implies that there is a product state $|\phi\rangle$ that has a large overlap with the ground state, i.e. $|\langle\phi \mid \psi\rangle| \geqslant \frac{1}{\sqrt{2 r}}$

$\Rightarrow$ No entanglement entropy across cut
Claim 2. Applying the AGSP to this state shrinks the part orthogonal to $|\psi\rangle$ Thus, the normalized state $\frac{P|\phi\rangle}{\mid(P|\phi\rangle \|}$ has more overlap with $|\psi\rangle$


If we keep repeating it, we will get closer to the ground state and the entanglement entropy does not increase too much in each step

Proof of Claim 1 Consider the product state $\mid \phi$ ) that has the largest overlap with $\mid \psi$ ) and let $|\langle\phi \mid \psi\rangle|=\mu$

Then, $\quad|\phi\rangle=\mu|\psi\rangle+\sqrt{1-\mu^{2}}\left|\psi^{\perp}\right\rangle$
Applying $P, \quad P|\phi|=\mu|\psi\rangle+\delta\left|\tilde{\psi}^{1}\right\rangle$ where $\delta^{2} \leqslant \frac{1}{2 r}$
Moreover, schmidt decomposition of the unnormalized state Pl> has at most $r$ terms, $P|\phi\rangle=\sum_{i=1}^{r} \sigma_{i} \underbrace{\left|u_{i}\right\rangle \otimes\left|v_{i}\right\rangle}$

$$
\left.\sum_{i=1}^{r} \sigma_{i}{ }^{2}=\| P \mid \phi\right) \|^{2} \leq \mu^{2}+\delta^{2}
$$

Also, $\mu=|\langle\psi| P| \phi) \mid \leq \sum_{i=1}^{r} \underbrace{\sigma_{i}}_{i 0} \underbrace{\left.|\langle\psi|| u_{i}\right\rangle \otimes\left|v_{i}\right\rangle \mid}_{\leqslant \mu}$
$\Rightarrow \sum_{i=1}^{r} \sigma_{i} \geqslant 1 \Longrightarrow \sum_{i=1}^{r} \sigma_{i}^{2} \geqslant \frac{1}{r}$ by Cauchy-schwarz
Thus, $u^{2}+\delta^{2} \geqslant \frac{1}{r} \Rightarrow u \geqslant \frac{1}{\sqrt{2 r}}$

Proof of claim 2 We start with a product state $|\phi\rangle$ with overlap $\mu \geq 1 / \sqrt{2 r}$
Then, overlap of $\left|\phi_{1}\right\rangle=\frac{P|\phi\rangle}{\|P|\phi|\|} \geqslant \frac{\mu}{\sqrt{\mu^{2}+\delta^{2}}} \geqslant \frac{1 / \sqrt{2 r}}{\sqrt{\frac{1}{2 r}+\frac{1}{2 r}}} \geqslant \frac{1}{\sqrt{2}}$
and schmidt rank of $\left|\phi_{1}\right\rangle \leq r$
If we iterate, overlap keeps increasing and schmidt rank also keeps increasing in each iteration $\left(r \rightarrow r^{2} \rightarrow r^{3} \rightarrow \ldots-\right)$

However, with a careful analysis, one can show that the entanglement entropy at the end behaves like the entropy of the followingdistribution over $\left[d^{h}\right]$
$1 / 2$ probability mass over $\{1, \ldots r\}$ want $r$ to not depend on $n$ $\frac{1}{2}+\frac{1}{2^{2}}$ probability mass over $\left\{1, \ldots, r^{2}\right\}$ and so on

$$
\begin{aligned}
\text { Entropy of this distribution } & \leq \frac{1}{2} \log r+\frac{1}{2^{2}} \log r^{2}+\cdots \cdots . \\
& \leq \sum_{j=1}^{\infty} \frac{j}{2^{j}} \log r=O(\log r)
\end{aligned}
$$

To complete the proof of Area law, we need to construct an AGSP
Lemma $\exists$ a good AGSP with schmidt rank $\leq 2^{0\left(\log ^{-3} d\right)}$
$\Rightarrow$ This together with the last lemma implies that the entanglement entropy across any cut is at most

$$
O\left(\log ^{-3} d\right)=O_{d}(1)
$$

Remark: If one can improve the schmidt rank to poly (d) this would also imply an area law in higher climensions.

We will not prove this lemma here since it is fairly involved but we illustrate the main idea The first thing one can try is

$$
P=\left(\mathbb{1}-H_{1}\right)\left(\mathbb{I}-H_{2}\right) \cdots\left(\mathbb{1}-H_{n-1}\right) \text { as before }
$$

This has schmidt rank $\sim d^{2}$ but the shrinking factor is only constant where as we would want $1 / 2 d^{2}$

To get around this one can use a different polynomial in $H_{i}$ 's
Let's restrict to applying a univariate polynomial $q(H)$ where $H=\Sigma H_{i}$ since this preserves the eigenvectors of $H$

- if $(\phi)$ is an eigenvector of $H$ with eigenvalue $\lambda$, then $(\phi)$ is also an eigenvector of $q(H)$ with eigenvalue $q(\lambda)$
- eigenvalues of $H$ are $0, \gamma=\Omega(1), \ldots$.
- We want $q(H)$ to be our AGSP, so $q\left(H^{\prime}\right)$ should map $|\psi\rangle$ to $|\psi\rangle$ which implies that $q(\lambda)=1$ for $\lambda=0$
- Similarly, all the orthogonal eigenvectors should shrink by a factor of $\delta$ so, $|q(\lambda)| \leq \delta \quad \forall \lambda \in[\gamma, \eta]$

Thus, we want a polynomial $q$ that looks like
The degree of the polynomial and the size of the interval determine the schmidt rank, so we want the smallest degree polynomial that looks like this. These are called Chebysher polynomials.


Look at the linked references if you are interested in more details on how to construct ASPs using Chebyster polynomials

So, far we have mostly looked at problems where the inputs and outputs are classical
Now, we will talk about the complexity of problems with quantum inputs or outputs

- State and Unitary synthesis
- What is the complexity of synthesizing stater and unitanies?
- How much of the complexity of these tasks is classical, versus that due to quantum aspects?
- Quantum pseudorandomness and applications
- How to construct states or cuitaries that look random?
- What can we do with them?

State and Unitary Synthesis
Given a state $|\psi\rangle$, its complexity $c_{\varepsilon}(|\psi\rangle)$ is the minimum size of a quantum circuit that computes $|\psi\rangle$ upto error $\varepsilon$.

A simple counting argument shows that for most $n$-quit states $|\psi\rangle$

$$
C_{\varepsilon}(|\psi\rangle)=2^{\Omega(n)}
$$

The same is true for classical boolean functions: most boolean functions on n-bits need circuits of size $2^{\Omega(n)}$

This motivates the question: can the complexity of synthesizing a quantum state be reduced to the complexity of computing a boolean function

State synthesis problem Is there a quantum query algorithm, a polynomial $p(n)$ and an encoding schme that maps $n$-quit states 14 ) to a function $f_{\psi}:\left\{0,13^{P(n)} \rightarrow\{0,1\}\right.$ s.t. A makes poly (n) queries to $f_{\psi}$ and outputs a good approximation to $(\psi)$ ?


If the answer is yes, then in this sense state synthesis is no harder than computing an appropriate boolean function
NEXT TIME State and Unitary Synthesis

