

# No Quantum Speedup over Gradient Descent

## Lower Bounds for Convex Optimization

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<sup>1</sup> Microsoft Research India

<sup>2</sup> Microsoft Quantum and Microsoft Research

<sup>3</sup> Tata Institute of Fundamental Research

# Gradient Descent

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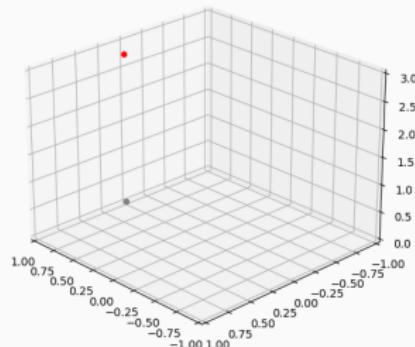
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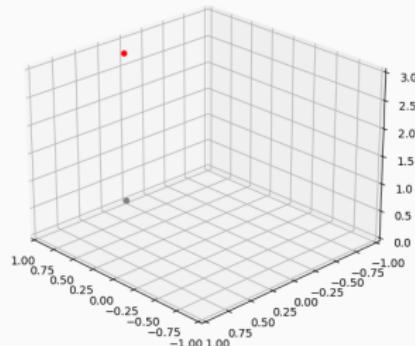
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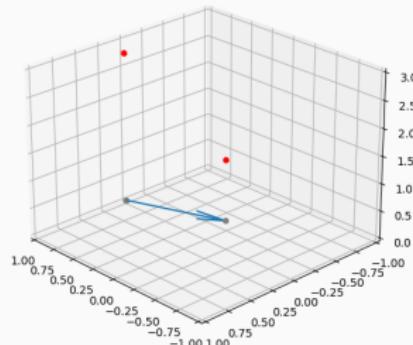
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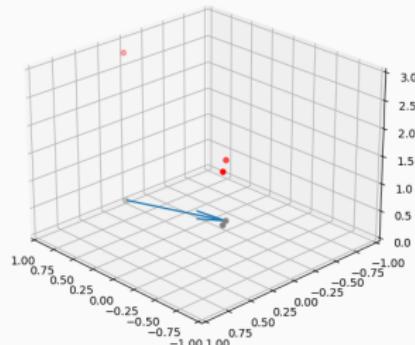
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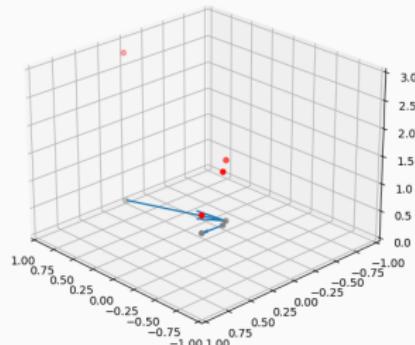
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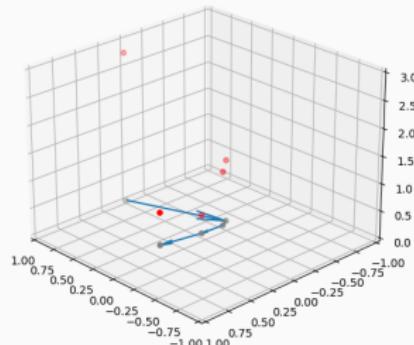
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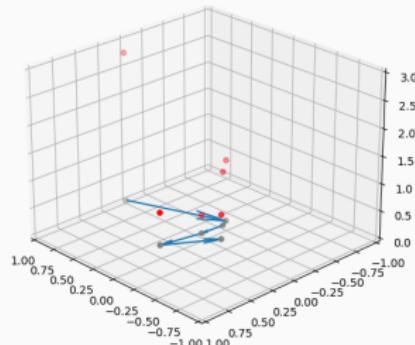
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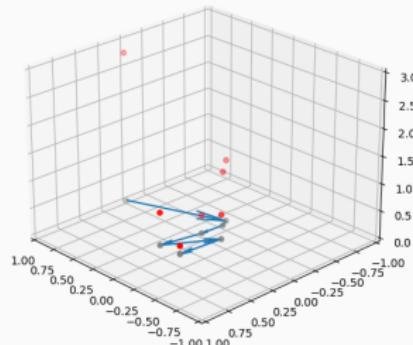
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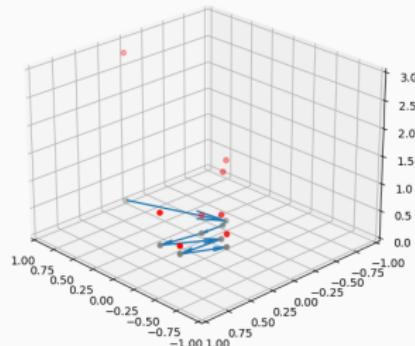
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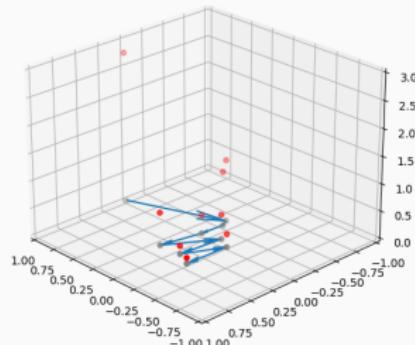
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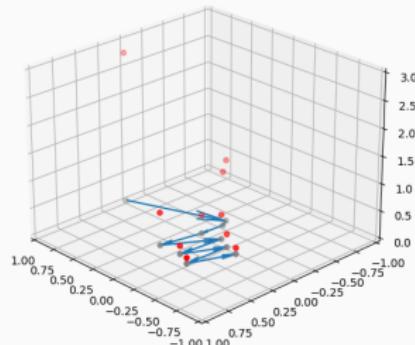
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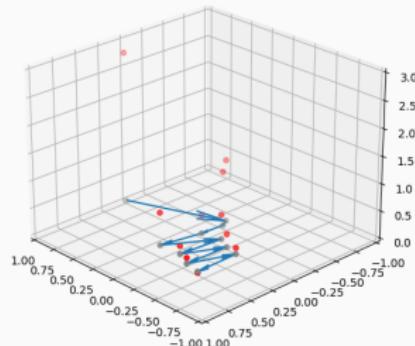
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- Abstracting out Gradient Descent:
  - Function value oracle
  - Function gradient oracle

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Use First-Order Convex Optimization as a proxy for Gradient Descent.

# First-Order Convex Optimization

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## The Task

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Given: a convex region  $B$ , first-order oracle access to a convex function  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ .

On input  $x$ , oracle  $O_f$  returns  $f(x), \nabla f(x)$ .

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Given: a convex region  $B$ , first-order oracle access to a convex function  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ .

Find  $x^* = \arg \min_{x \in B} f(x)$ .

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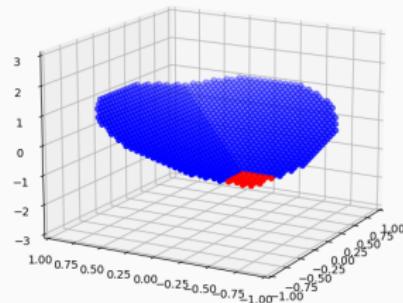
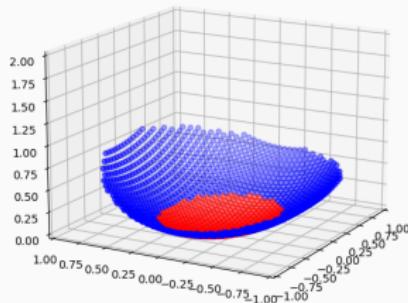
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Find  $x' \in B$  s.t.  $f(x') \leq \min_{x \in B} f(x) + \epsilon$ .

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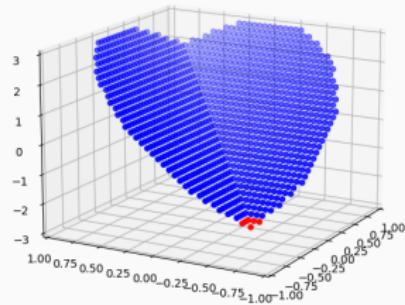
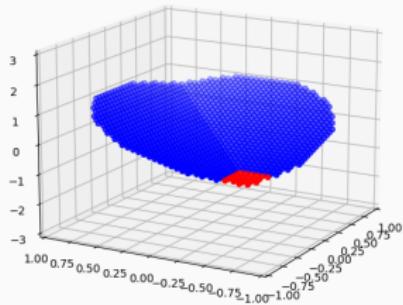
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$\epsilon$ -optimal for  $G$ -Lipschitz function in ball of radius  $R$

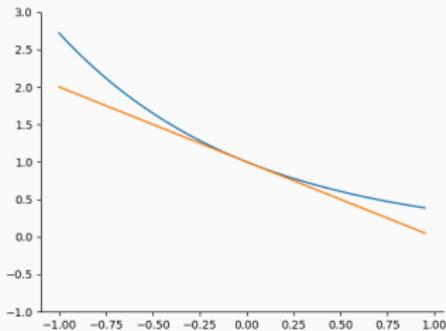
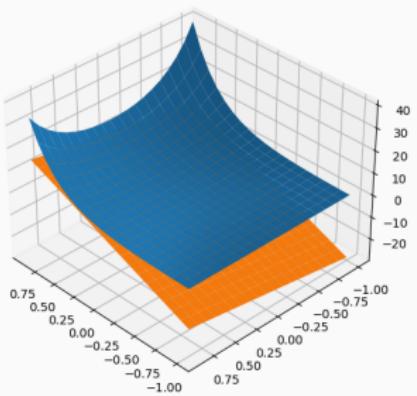


$\epsilon/GR$ -optimal for 1-Lipschitz function in ball of radius 1

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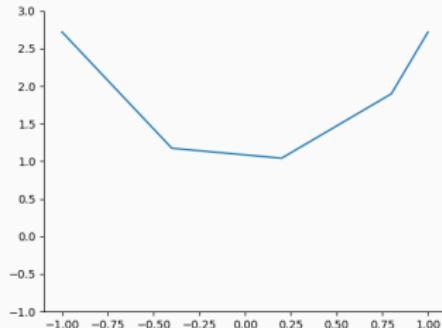
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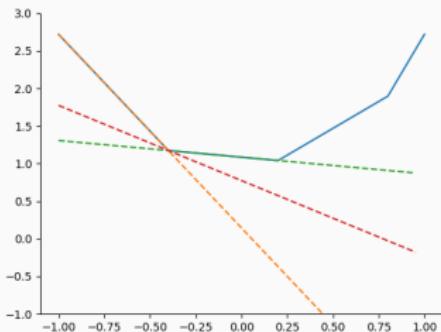
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$$\textcolor{red}{g} \in \nabla f(x) \Leftrightarrow f(x + v) \geq f(x) + \langle v, \textcolor{red}{g} \rangle \text{ for all } v$$

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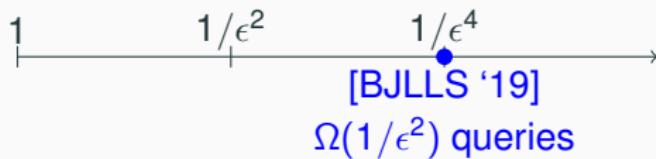
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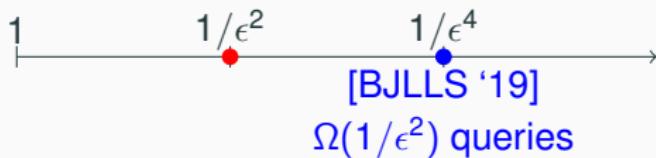
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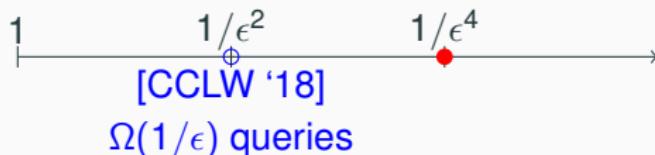
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- Each query should access the information in a controlled manner.

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## Randomized Lower Bound

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If  $x_i$  is a maximum, then  $e_i$  is a subgradient.

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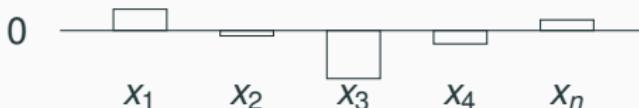
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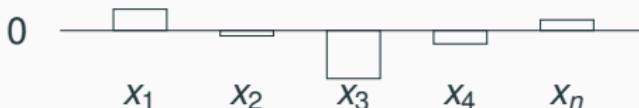
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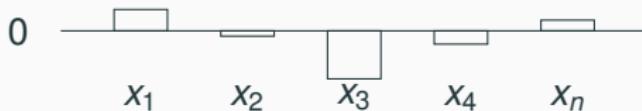
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$\approx 2$  bits of  $z$  revealed per query.

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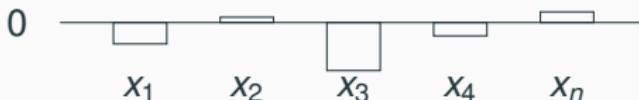
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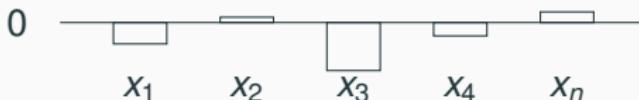
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$$+ \quad - \quad + \quad + \quad -$$



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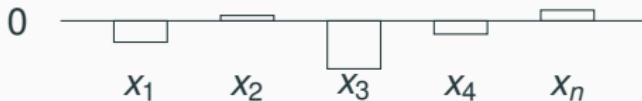
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Set  $\epsilon = \frac{9}{\sqrt{n}}$ .

---

The behaviour of  $f$

$z_1$	$z_2$	$z_3$	$z_4$	$z_n$
+	-	+	+	-



Finding  $\epsilon$ -optimal point  $\Rightarrow$  learning  $z$ .

# Function Class

$$z \in \{+1, -1\}^n$$

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---

Requires  $\Omega(n) = \Omega(1/\epsilon^2)$  queries.

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Can then use Belovs' algorithm to learn  $z$  from such OR queries.

## Lower Bounds

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### Quantum Lower Bound

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---

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- For  $f, f'$  s.t.  $f(x) = f'(x)$  and  $\nabla f(x) = \nabla f'(x)$ :

$$O_f|x\rangle_{INPUT}|\phi\rangle_{REST} = O_{f'}|x\rangle_{INPUT}|\phi\rangle_{REST}$$

# The Base Function

---

“Complexity of Highly Parallel Non-Smooth Convex Optimization”

- Sébastien Bubeck, Qijia Jiang, Yin Tat Lee, Yuanzhi Li, Aaron Sidford

# The Base Function

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$$f : \mathbb{R}^n \rightarrow \mathbb{R}$$

$$f(x) = \max\{x_1, x_2 - \gamma, x_3 - 2\gamma, \dots, x_k - (k-1)\gamma\}.$$

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Minimum  $\approx -\frac{1}{\sqrt{k}}$ , at  $x \approx \left(-\frac{1}{\sqrt{k}}, \dots, -\frac{1}{\sqrt{k}}, 0, 0, \dots\right)$ .

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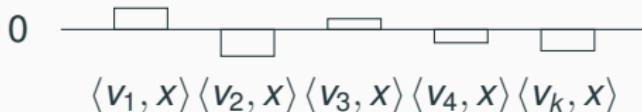
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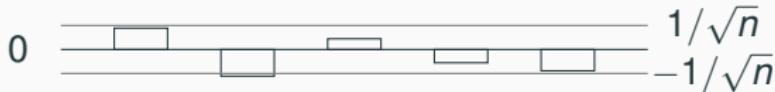
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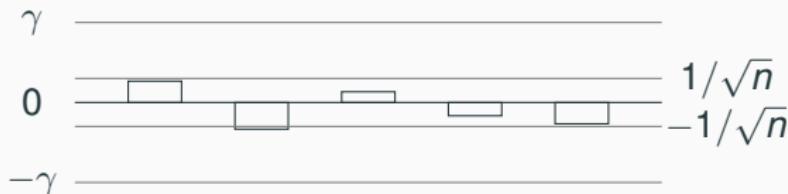
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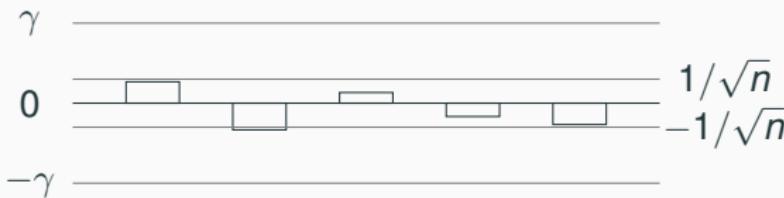
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Whp, first query reveals  $v_1$ .

$v_2$  through  $v_k$  nearly random from  $n-1$  dimensional space.

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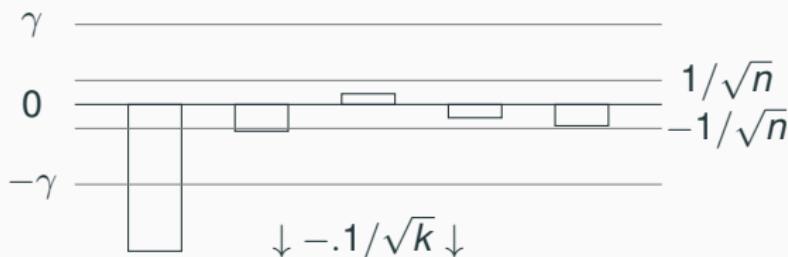
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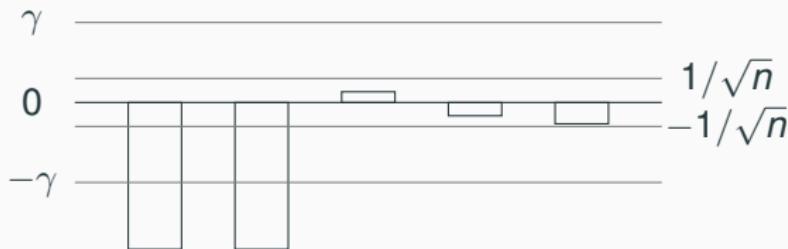
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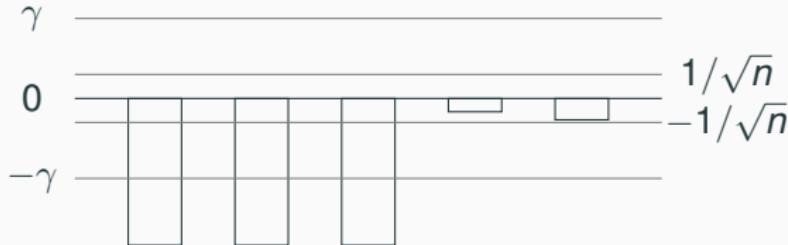
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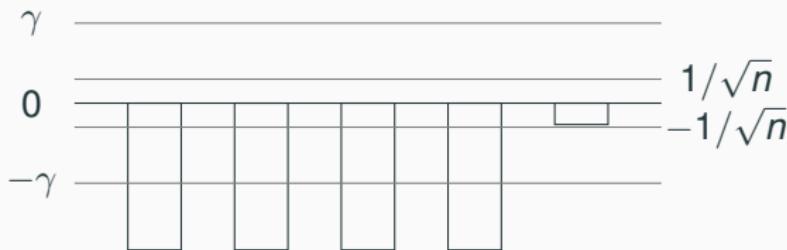
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Let  $x \in \mathbb{R}^n$  with  $\|x\| = 1$ .

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$v_k$  still nearly at random from  $n - k$  dimensional space.

Can't output  $\epsilon$ -optimal point.

# The Hybrid Argument

---

First  
query

$$\begin{aligned} & |x_1\rangle|\phi_1\rangle \\ & +|x_2\rangle|\phi_2\rangle \\ & +|x_3\rangle|\phi_3\rangle \\ & +|x_4\rangle|\phi_4\rangle \\ & +|x_5\rangle|\phi_5\rangle \\ & +\cdots \end{aligned}$$

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pass through oracle for  $f_V(x)$

First  
answer

$$\begin{aligned} & |x_1\rangle|\psi_1\rangle \\ & + |x_2\rangle|\psi_2\rangle \\ & + |x_3\rangle|\psi_3\rangle \\ & + |x_4\rangle|\psi_4\rangle \\ & + |x_5\rangle|\psi_5\rangle \\ & + \dots \end{aligned}$$

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pass through oracle for  $f_{(v_1)}(x)=\langle v_1, x \rangle$

Corrupted  
answer

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- Changing oracle #1 barely changes the resulting state after 1 query. (with high probability)

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- Actual, corrupted algorithm nearly the same.

# The Hybrid Argument: Second query

Second  
query  
(corrupted)

$$\begin{aligned} & |x_1\rangle|\tau_1\rangle \\ & +|x_2\rangle|\tau_2\rangle \\ & +|x_3\rangle|\tau_3\rangle \\ & +|x_4\rangle|\tau_4\rangle \\ & +|x_5\rangle|\tau_5\rangle \\ & +\dots \end{aligned}$$

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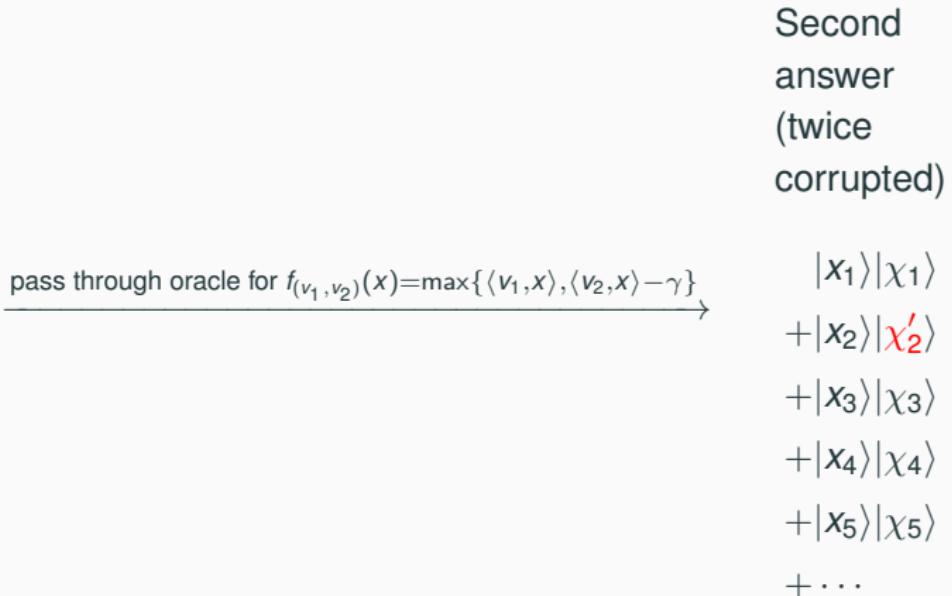
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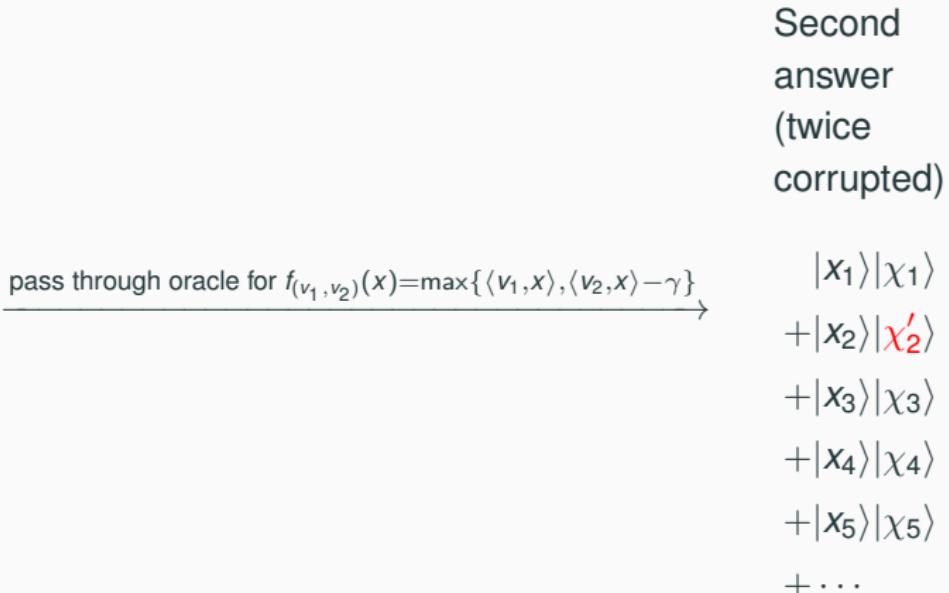
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- Changing oracle #2 barely changes the resulting state after 2 queries. (with high probability)

## The Hybrid Argument: After $k - 1$ queries

---

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Success probability of the actual algorithm is also small.

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Success probability of the actual algorithm is also small.

Actual function used is slightly modified to account for queries outside  $B$ .

## The Hybrid Argument: After $k - 1$ queries

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- The  $k - 1$ -times corrupted state is independent of  $v_k$  given  $v_1, \dots, v_{k-1}$ .
- The  $k - 1$ -times corrupted algorithm fails.

Success probability of the actual algorithm is also small.

Actual function used is slightly modified to account for queries outside  $B$ .

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Modifications taken from Bubeck et al. can bring  $n$  down to  $1/\epsilon^4$ .

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Similar proof to the one shown, but the function requires smoothing.

## Open Problems

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Quantum computers can't speed up gradient descent in general.

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- What is the quantum complexity of optimizing the function class

$$f_V(x) = \max\{\langle v_1, x \rangle, \langle v_2, x \rangle, \dots, \langle v_k, x \rangle\}?$$