

Title: Beware the (log)logjam: Quantum error mitigation becomes hard at polyloglog(n) depth

Speakers: Yihui Quek

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Abstract: Quantum error mitigation has been proposed as a means to combat unwanted and unavoidable errors in near-term quantum computing using no or few additional quantum resources, in contrast to fault-tolerant schemes that come along with heavy overheads. Error mitigation has been successfully applied to reduce noise in near-term applications.

In this work, however, we identify strong limitations to the degree to which quantum noise can be effectively 'undone' for larger system sizes. We set up a framework that rigorously captures large classes of error mitigation schemes in use today. The core of our argument combines fundamental limits of statistical inference with a construction of families of random circuits that are highly sensitive to noise.

We show that even at poly loglog depth, a super-polynomial number of samples is needed in the worst case to estimate the expectation values of noiseless observables, the principal task of error mitigation. Notably, our construction implies that scrambling due to noise can kick in at exponentially smaller depths than previously thought. They also impact other near-term applications, constraining kernel estimation in quantum machine learning, causing an earlier emergence of noise-induced barren plateaus in variational quantum algorithms and ruling out exponential quantum speed-ups in estimating expectation values in the presence of noise or preparing the ground state of a Hamiltonian.

Zoom link: <https://pitp.zoom.us/j/95736148335?pwd=akZLaHE5aStNQVZOeVFETlItNzVwdz09>

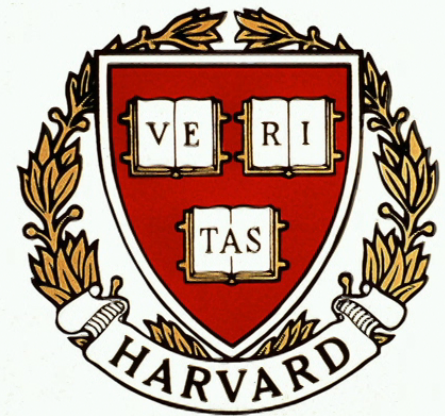
# Beware the (log)logjam:

Error mitigation becomes hard at poly  $\log\log(n)$  depth



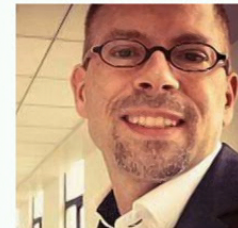
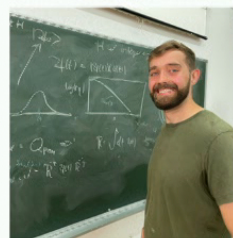
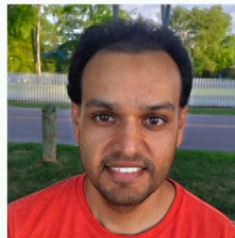
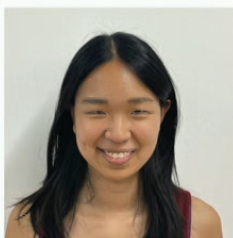
**Yihui Quek**  
FU Berlin → Harvard

 [quekpottheories](https://twitter.com/quekpottheories)



Yihui Quek | Harvard | EM becomes hard at poly  $\log\log(n)$  depth ([arXiv:2210.11505](https://arxiv.org/abs/2210.11505)) | Perimeter





## Exponentially tighter bounds on limitations of quantum error mitigation

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(Dated: November 14, 2022)

Quantum error mitigation has been proposed as a means to combat unwanted and unavoidable errors in near-term quantum computing by classically post-processing outcomes of multiple quantum circuits. It does so in a fashion that requires no or few additional quantum resources, in contrast to fault-tolerant schemes that come along with heavy overheads. Error mitigation leads to noise reduction in small schemes of quantum computation. In this work, however, we identify strong limitations to the degree to which quantum noise can be effectively suppressed for larger system sizes. We

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From <https://www.wonderopolis.org/wonder/what-is-a-log-jam/>

Sometimes rivers would become so full of logs that they would pack together so tightly that nothing would move. This was known as a log jam. Log jams were common in areas with shallow water or bends in the river.



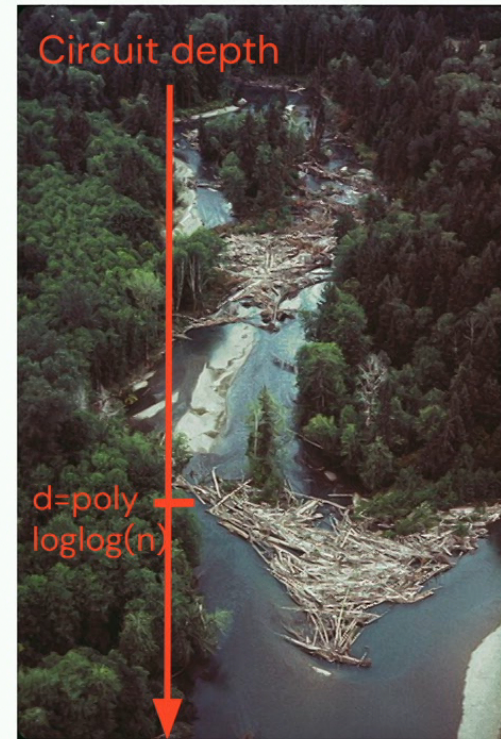
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Log jams were very serious situations. They blocked traffic and were very dangerous to fix. River drivers would try to move logs by hand, but they often had to resort to blasting logs with dynamite to get them moving again.



A pileup of errors making computation classically unsalvageable

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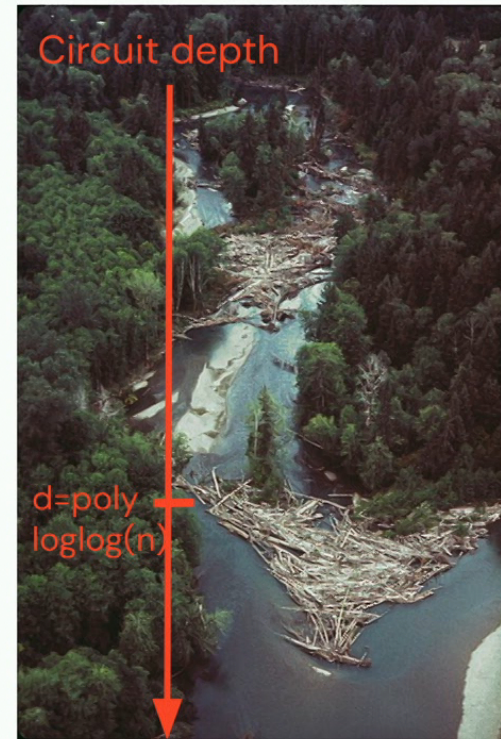


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### This work:

**Loglogjams** were very serious situations. They blocked **quantum computation** and were very dangerous to fix. **Quantum computer scientists** would try to **remove errors by classical postprocessing**, but they often had to resort to **running the circuit exponentially-many times to get an accurate result.**

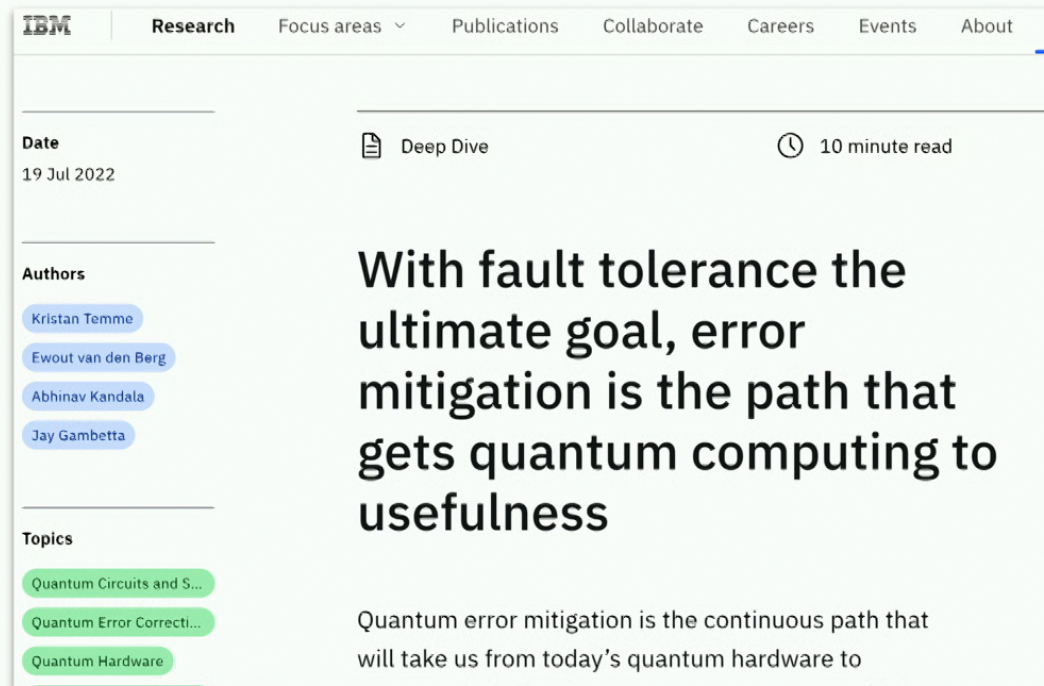


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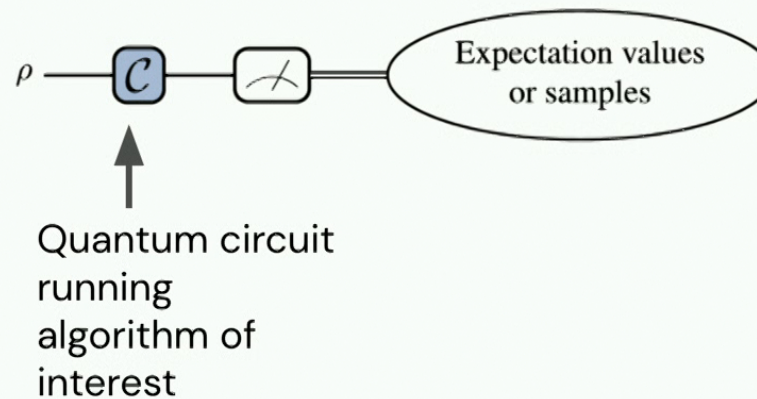
# Full fault-tolerance is hard. What's achievable with limited resources?



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# What is error mitigation?

In a world with noiseless quantum computers:



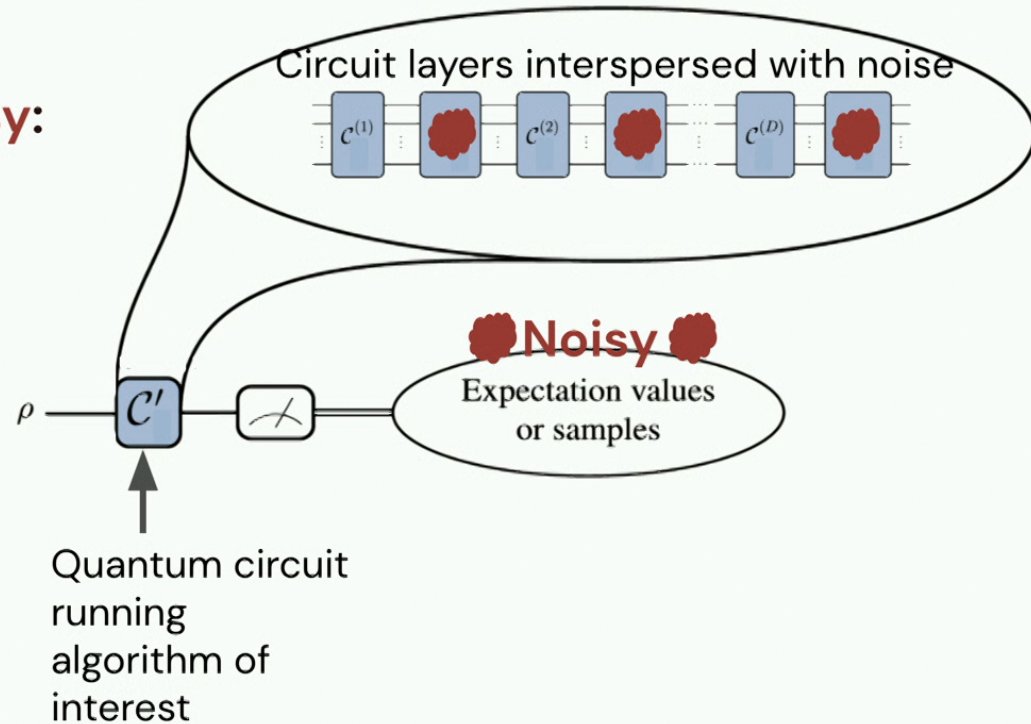
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# What is error mitigation?

In the real world,  $C$  is **noisy**:

- qubit decoherence
- gate errors

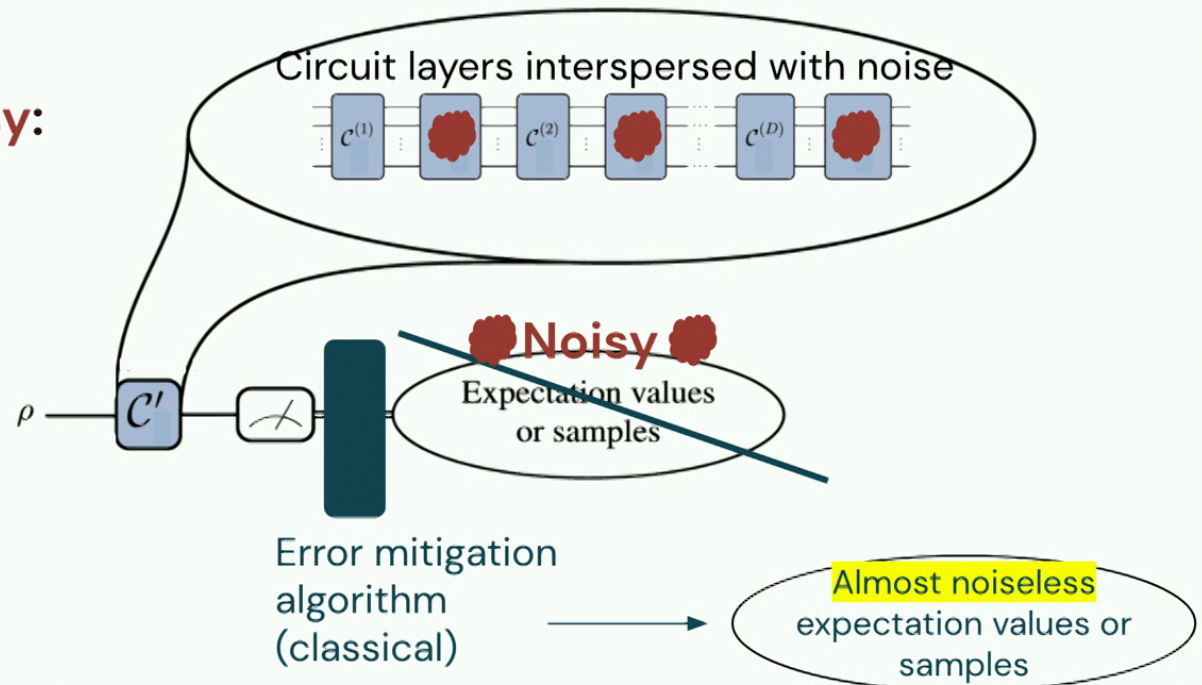


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# What is error mitigation?

In the real world,  $C$  is **noisy**:

**Proposal:** revert the effect of noise on the computation result, with classical post-processing.



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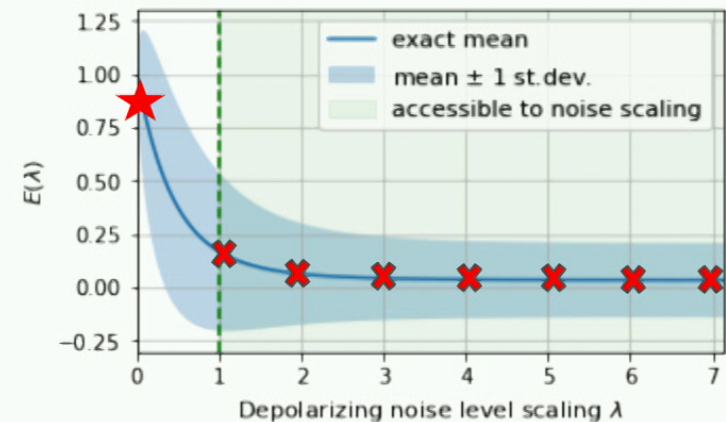
# Example of error mitigation protocol

## Zero-noise extrapolation:

- 1) Run the circuit of interest at noise level  $\lambda$  (call this  $C_\lambda$ ).
- 2) Measure

$$E(\lambda) = \text{Tr}(C_\lambda(\rho_{\text{in}})O)$$

- 3) Repeat steps 1, 2 for different  $\lambda$ .
- 4) Output the extrapolated value  $E(0)$ .



Plot taken from Giurgica-Tiron et al, 2020 IEEE International Conference on Quantum Computing and Engineering (QCE)

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# Is removing **quantum** noise *classically* even possible?

learned noise model and its inversion. We can therefore conveniently express the **circuit sampling overhead** as a quantum runtime,  $J$ :

$$J = \bar{\gamma}^{-nd} \beta d$$

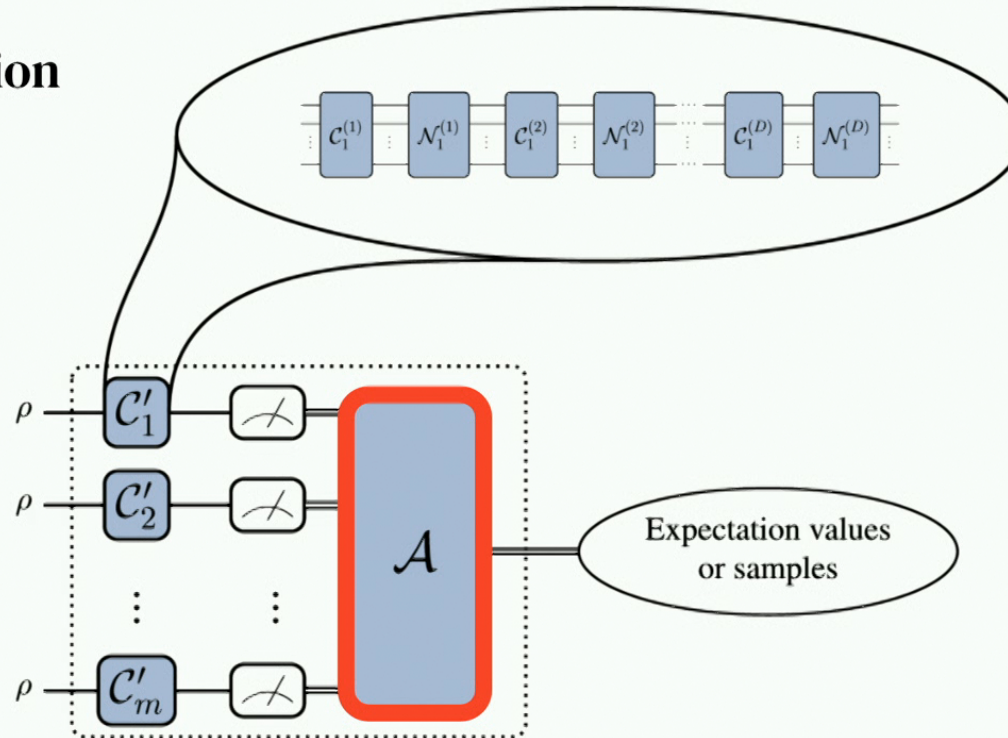
From  
<https://research.ibm.com/blog/gammabar-for-quantum-advantage>

*(On Probabilistic Error Cancellation)*

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# A closer look at our setting

$\mathcal{A}$  = error mitigation  
algorithm



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# Our setting: input to $\mathcal{A}$

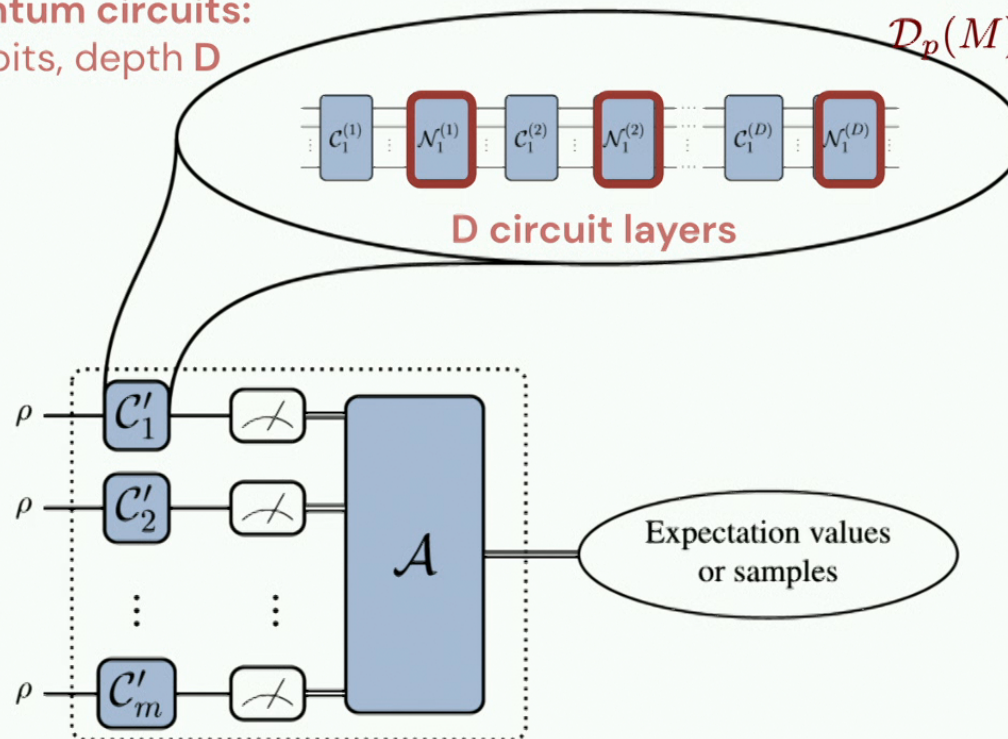
**Noise model:**

local depolarizing noise of strength  $p$  after each layer

$$\mathcal{N}_i^{(j)}(\cdot) = \mathcal{D}_p^{\otimes n}(\cdot)$$

**Quantum circuits:**  
n qubits, depth D

$$\mathcal{D}_p(M) := pM + (1 - p)\text{Tr}[M]\frac{\mathbb{I}}{2},$$

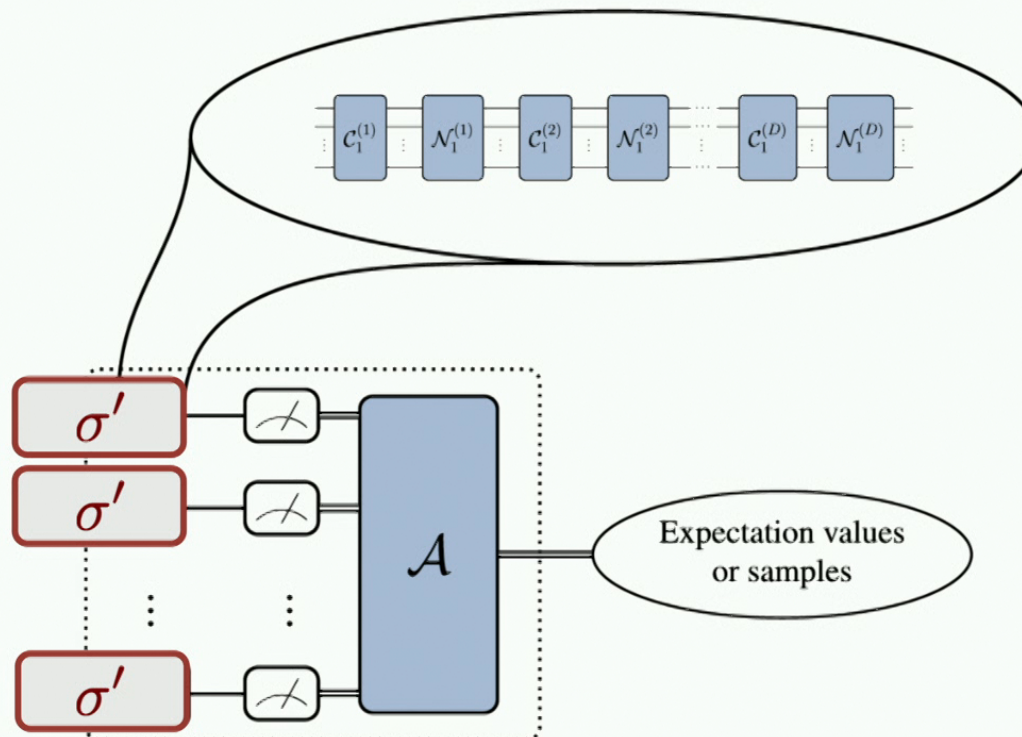


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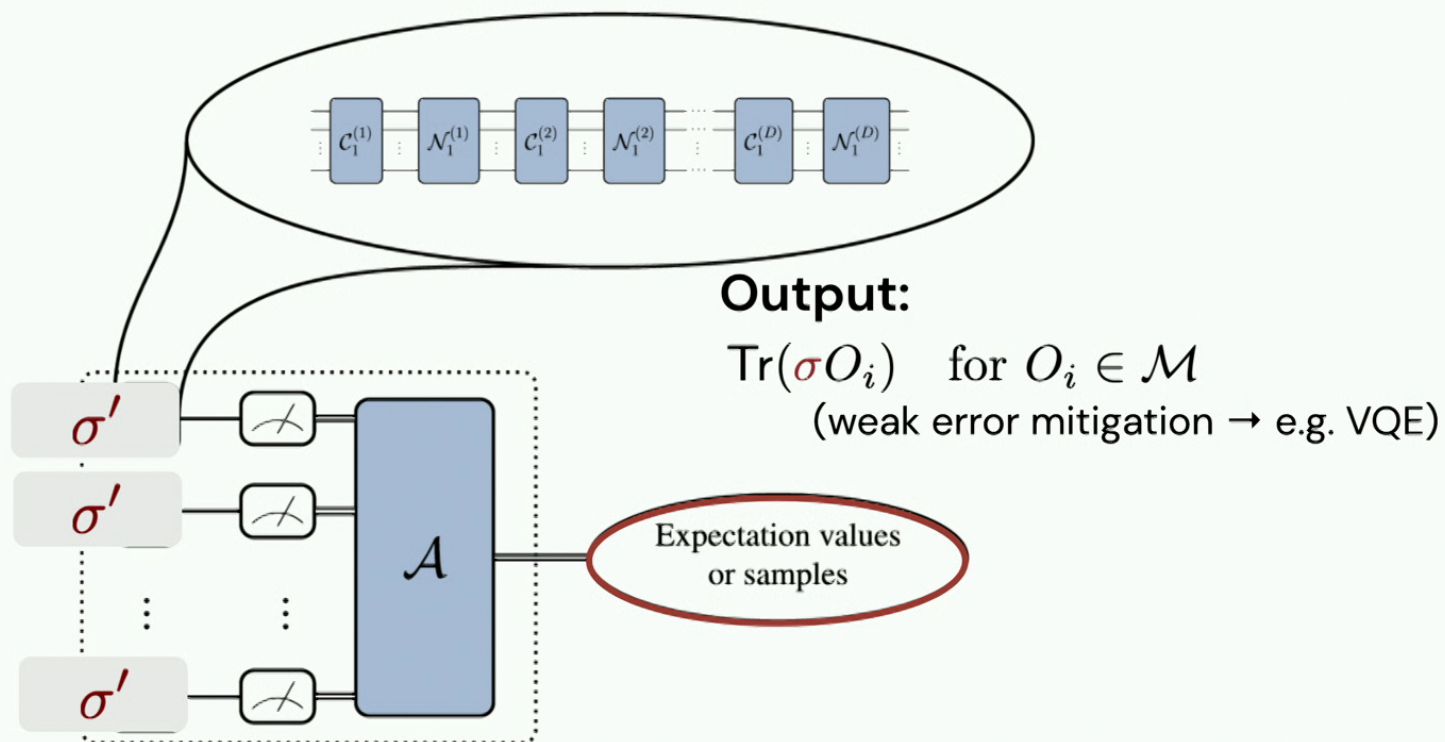
# Our setting: input to $\mathcal{A}$

**Input:**  
Copies of  $\sigma'$   
output by  
circuits with  
depolarizing  
noise of  
strength  $p$



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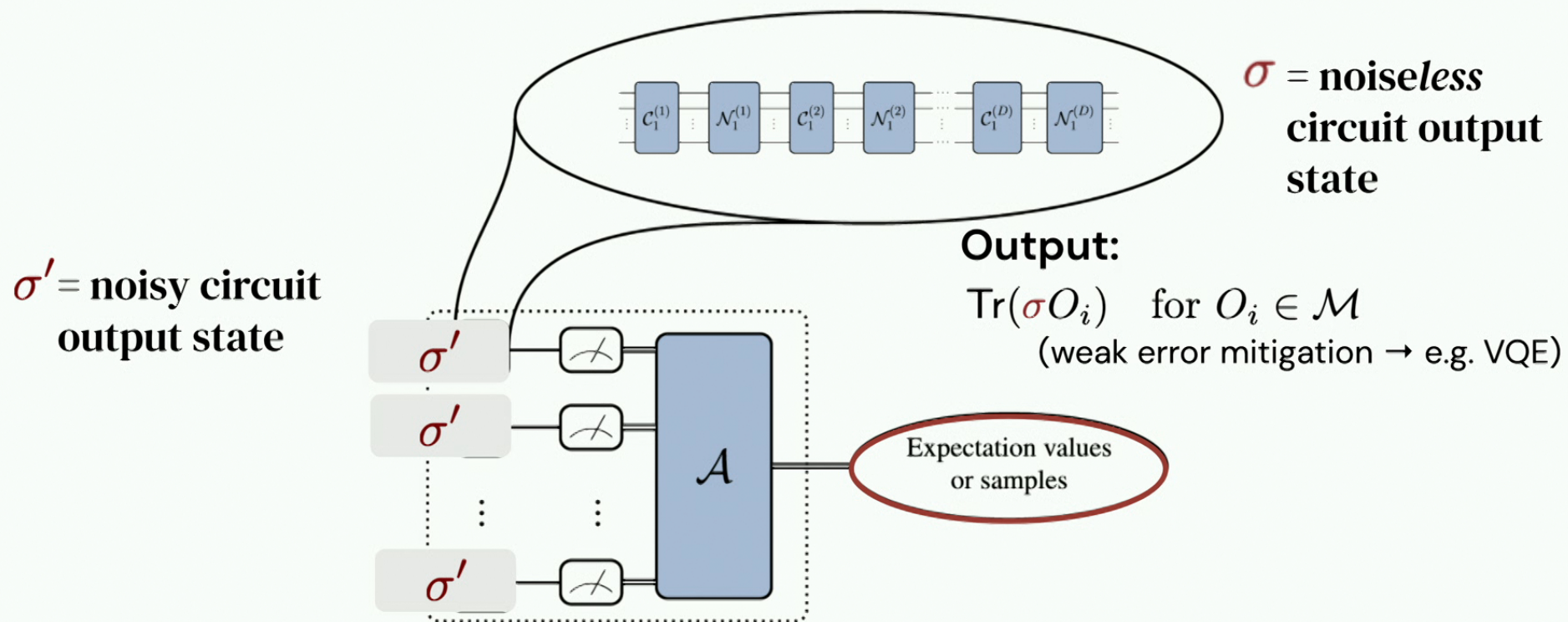
# Our setting: output of $\mathcal{A}$



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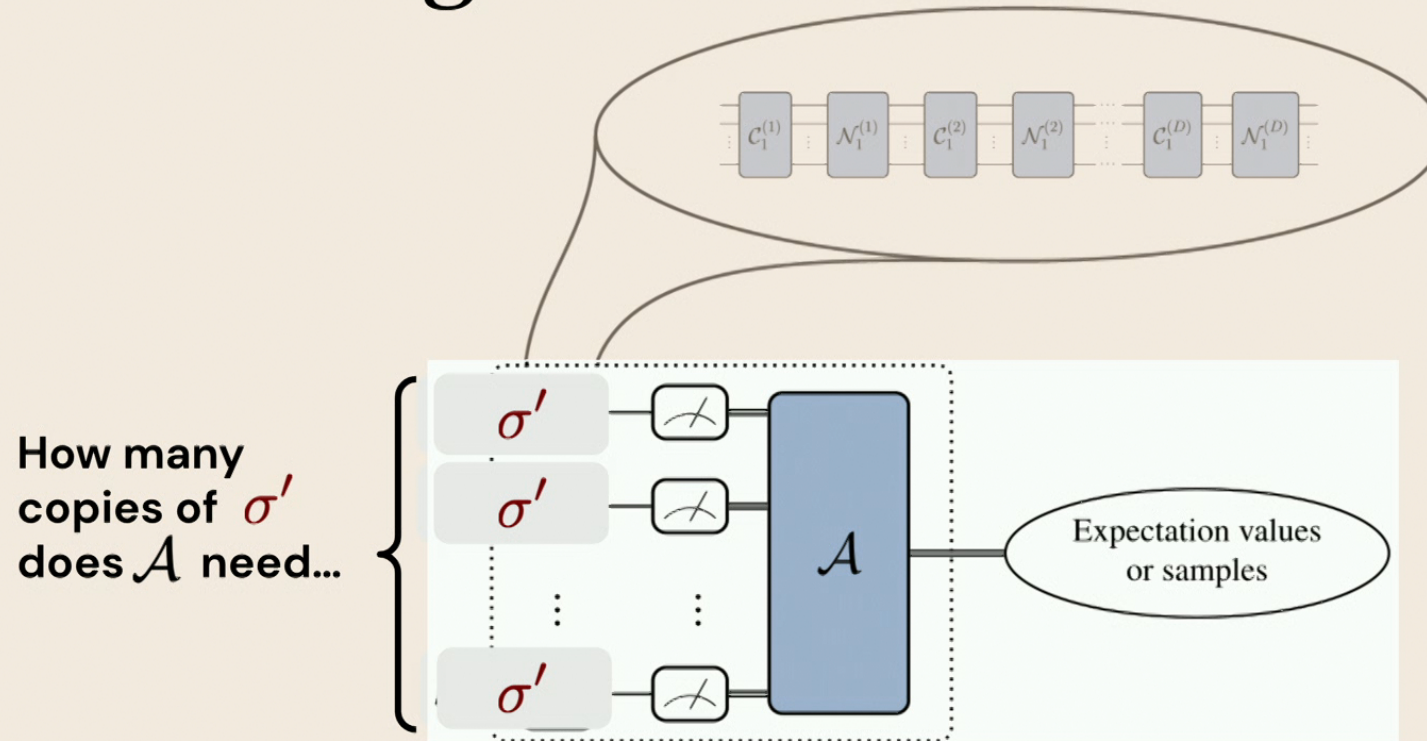


# Our setting: output of $\mathcal{A}$



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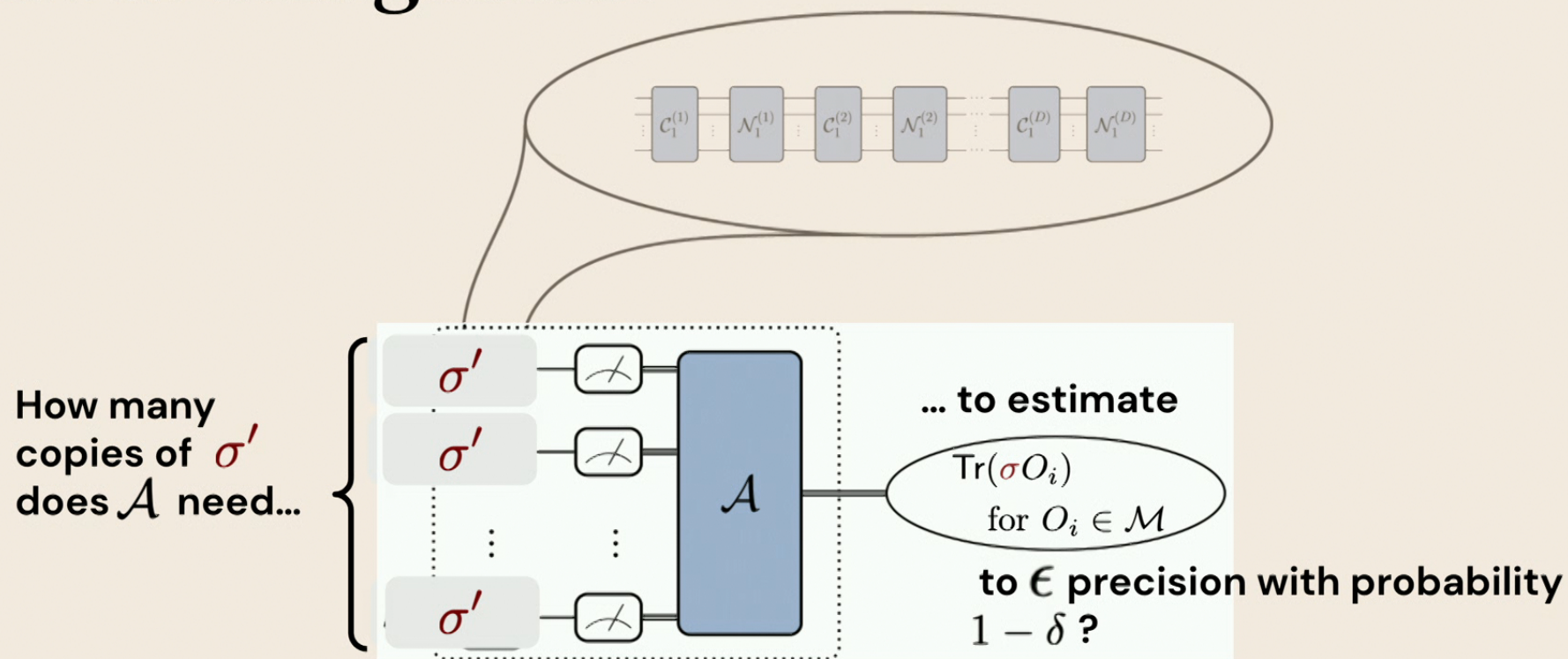
# Our question: sample complexity of error mitigation?



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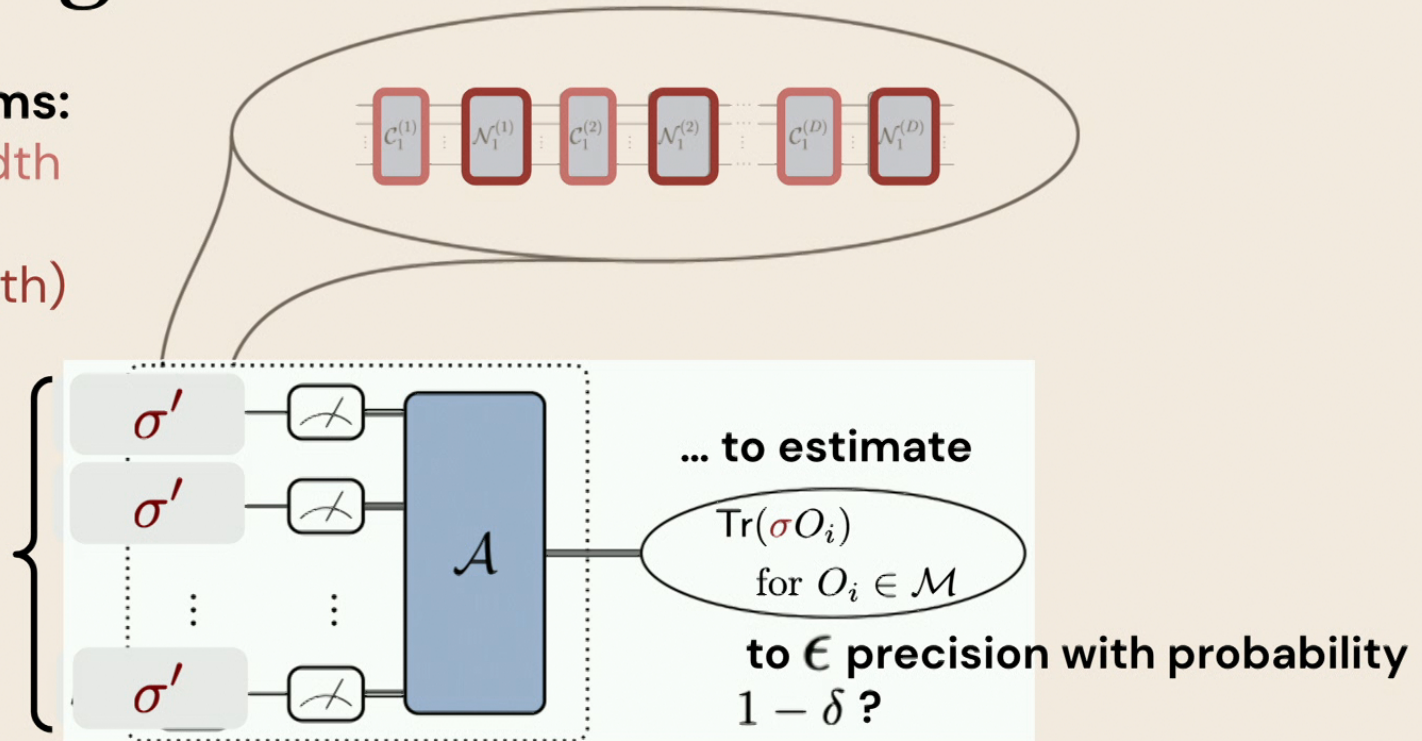
# Our question: sample complexity of error mitigation?

Relevant params:

$n, D$  (circuit width and depth)

$p$  (noise strength)

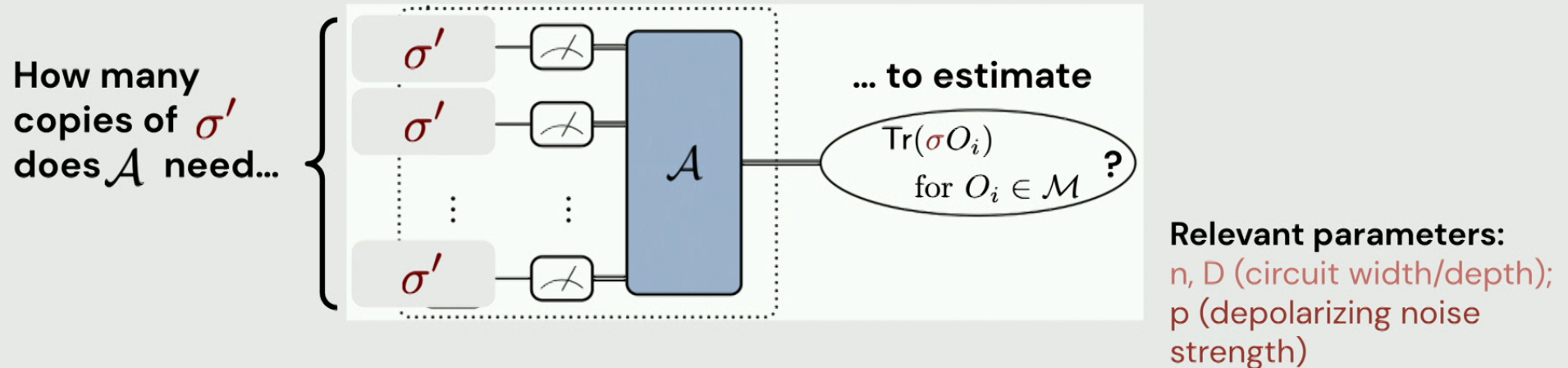
How many copies of  $\sigma'$  does  $\mathcal{A}$  need...



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# Our lower bounds



**Thm 1:**  $p^{-\Omega(n D)}$  for mitigating depolarizing noise for  $D = \Omega(\log \log(n))$ .

**Thm 2:**  $c^{-\Omega(n D)}$  for mitigating non-unital noise.

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# How to interpret our results

**We show:  $\exp(\Omega(nD))$  runs of a noisy circuit are required for good error mitigation.**

- Previous belief:  $\exp(\Omega(D))$  copies required.
- But NISQ circuits are depth  $D = O(\log(n))$ : our result is exponentially stronger.
- Loss of quantum advantage for certain QML subroutines may occur earlier than expected in the presence of noise
- No noisy circuits for ground state preparation

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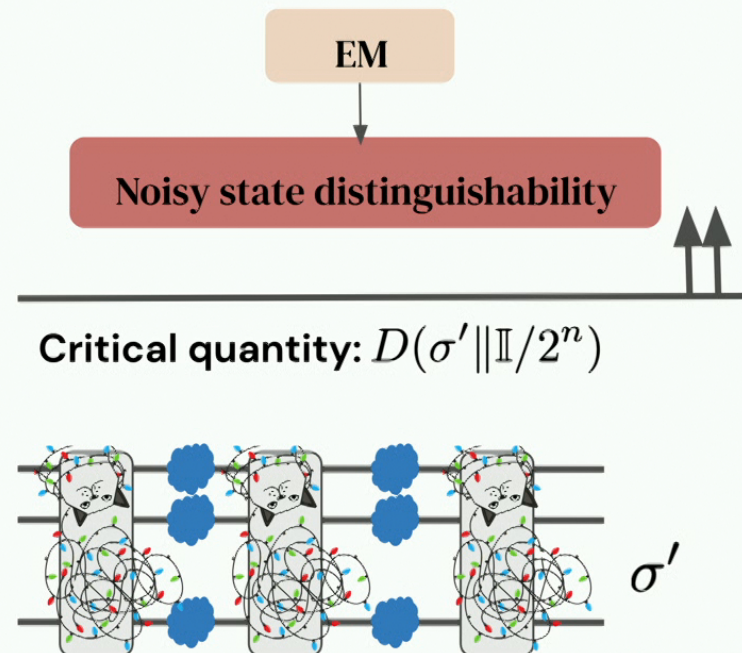
# Proof technique

**Question: How many copies of  $\sigma'$  are needed for EM?**

Our strategy:

- 1) Define a learning problem that can be solved by error mitigation
- 2) Get an expression to lower bound the sample complexity
- 3) Construct circuits for which the bound is enormous

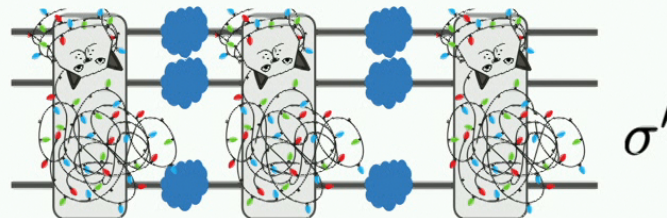
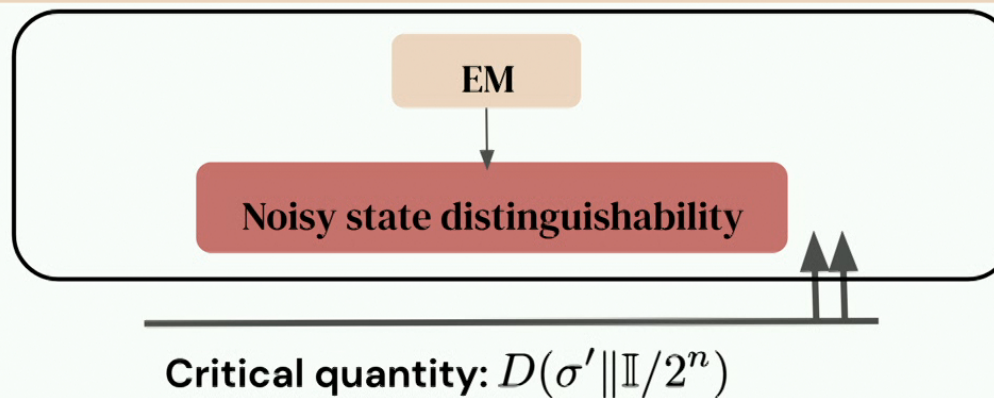
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# Proof technique

Question: How many copies of  $\sigma'$  are needed for EM?

Pt 1



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# Pt 1: Define a task solvable by EM

## Problem: Noisy state distinguishability

Let  $S$  be a **known set** of states.

Given:

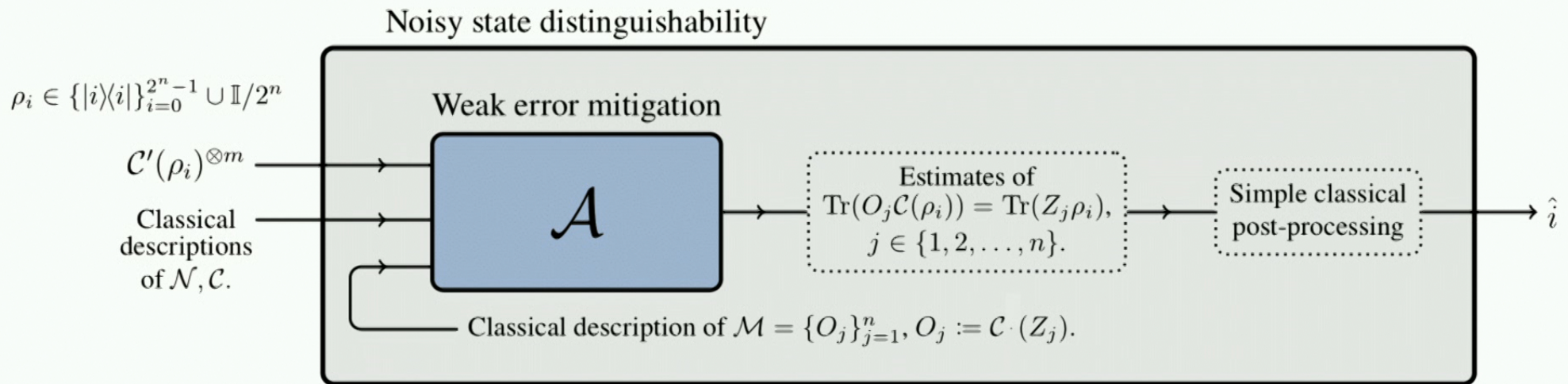
- 1)  $m$  copies of a **noisy state**  $\mathcal{C}'(\sigma)$  where  $\sigma \in S$
- 2) Knowledge of a circuit  $C$  and noise channel transforming  $C \rightarrow C'$

Output:  $\sigma$

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# Pt 1: Define a task solvable by EM

If you can error mitigate, you can distinguish (certain) noisy states

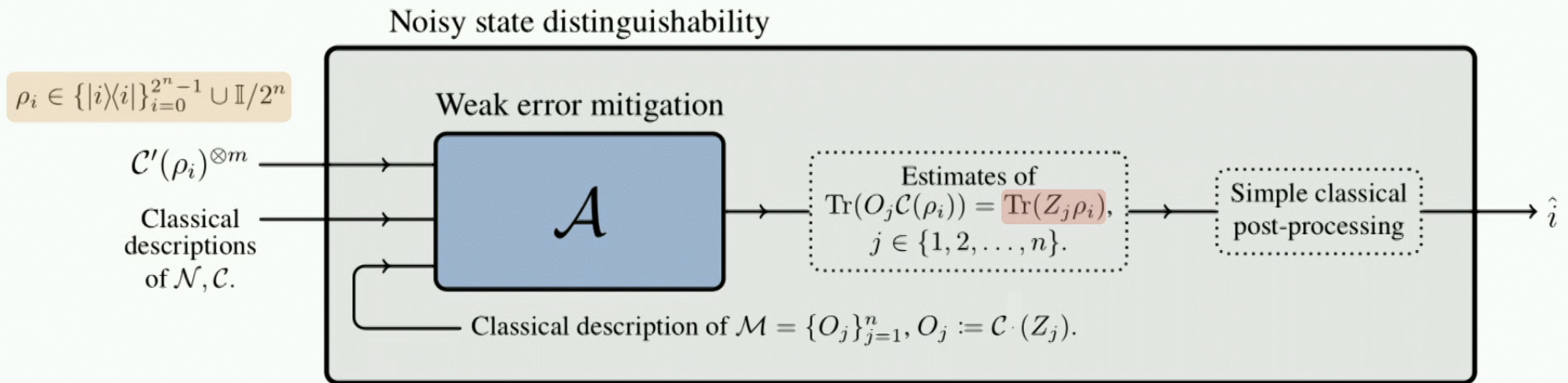


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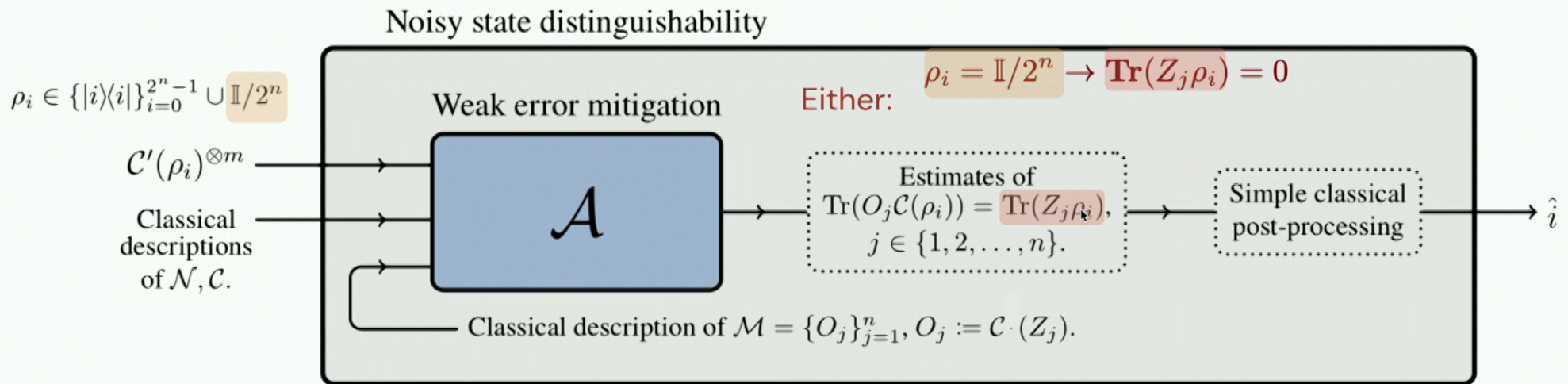
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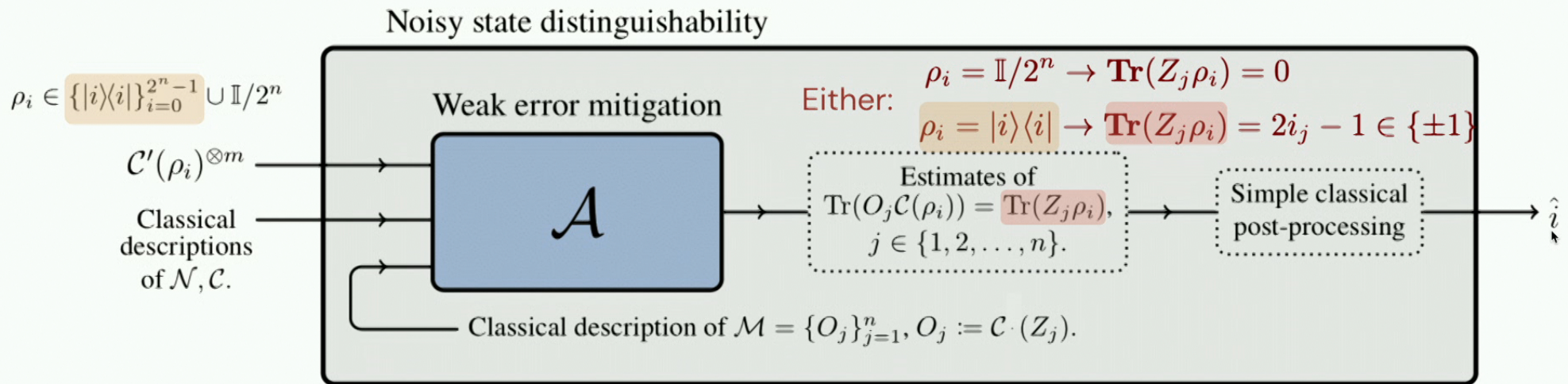


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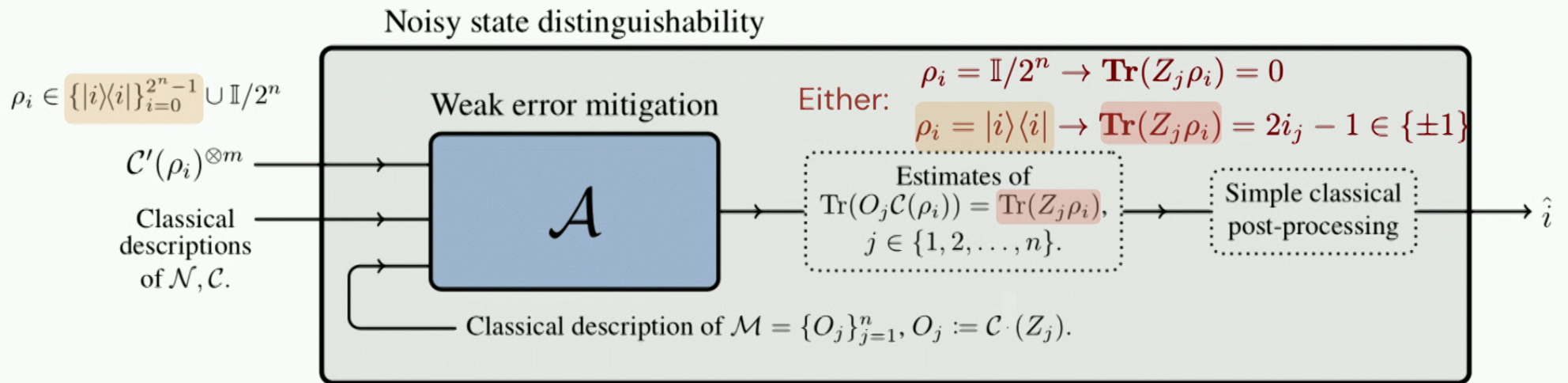
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# Pt 1: Define a task solvable by EM

If you can error mitigate, you can distinguish (certain) noisy states



**Based on EM's outputs, you can always infer the input state to the circuit!**

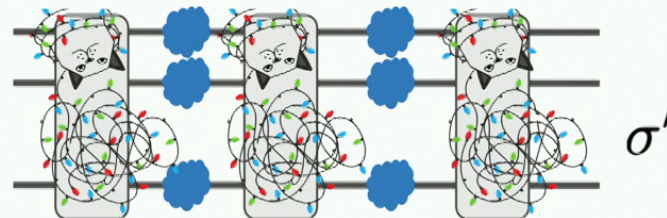
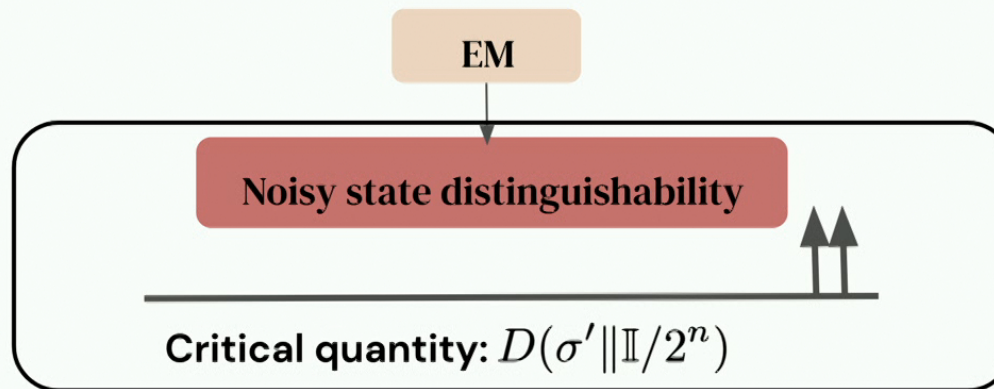
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# Proof technique

Question: How many copies of  $\sigma'$  are needed for EM?

Pt 2



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# Pt 2: Lower bounding the sample complexity of distinguishing noisy states

**Fano's lemma:** Any single-sample test to distinguish  $N+1$  possible probability distributions  $P_1, P_2, \dots, P_N$  must fail with probability at least  $1 - \alpha$ , where

$$\frac{1}{\log(N)} \frac{1}{N+1} \sum_{k=0}^N D(P_k \| P_N) \leq \alpha$$

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$P_i$ : output of noisy state distinguisher on input  $\mathcal{C}'(\rho_i) = \mathcal{C}'(|i\rangle\langle i|)$   
 $P_N$ : output of noisy state distinguisher on input  $\mathcal{C}'(\mathbb{I}/2^n)$

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# Pt 2: Lower bounding the sample complexity of distinguishing noisy states

Reminder:  $m$  = # copies of noisy state

**Fano's lemma:** Any single-sample test to distinguish  $N+1$  possible probability distributions  $P_1, P_2, \dots, P_N$  must fail with probability at least  $1 - \alpha$ , where

$$\frac{1}{\log(N)} \frac{1}{N+1} \sum_{k=0}^N D(P_k \| P_N) \leq \alpha \Rightarrow c^{Dn} m$$

$P_i$ : output of noisy state distinguisher on input  $\mathcal{C}'(\rho_i) = \mathcal{C}'(|i\rangle\langle i|)$   
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**Yields the claim:**  
 $m = \Omega(c^{-Dn})$

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# Pt 2: Lower bounding the sample complexity of distinguishing noisy states

*"My algorithm is only good if its output is sufficiently different from that on the maximally-mixed state" – a tale as old as time [ABIN'96, CCHL'21, DNS+'21, CBLLS'22...]*

**Fano's lemma:** Any single-sample test to distinguish  $N+1$  possible probability distributions  $P_1, P_2, \dots, P_N$  must fail with probability at least  $1 - \alpha$ , where

$$\frac{1}{\log(N)} \frac{1}{N+1} \sum_{k=0}^N D(P_k \| P_N) \leq \alpha = c^{Dn} m$$

$P_i$ : output of noisy state distinguisher on input  $\mathcal{C}'(\rho_i) = \mathcal{C}'(|i\rangle\langle i|)$   
 $P_N$ : output of noisy state distinguisher on input  $\mathcal{C}'(\mathbb{I}/2^n)$

But somewhat unusually, our bounds are exponential in *both*  $n$  and  $D$ .

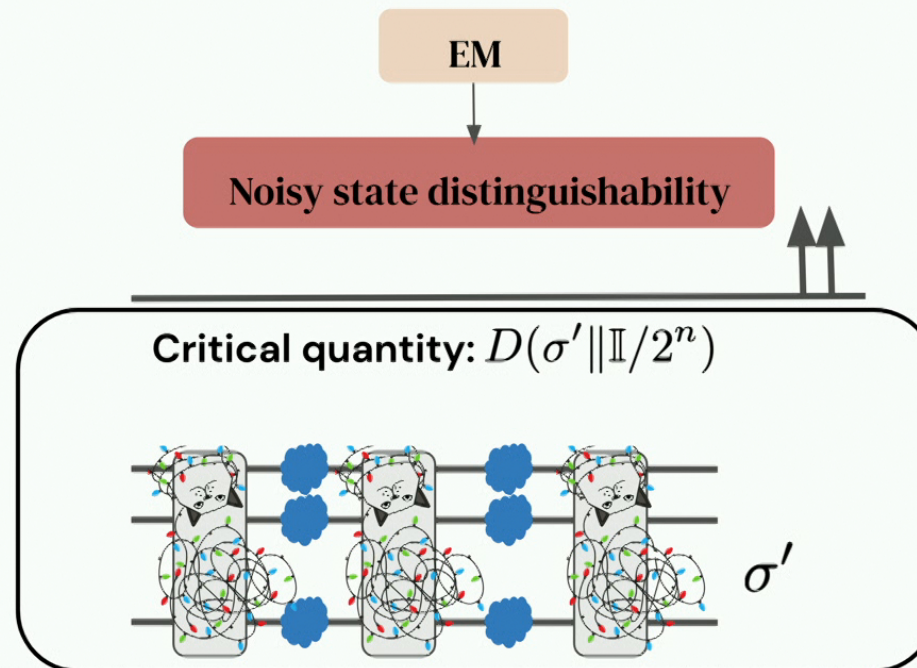
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# Proof technique

Question: How many copies of  $\sigma'$  are needed for EM?

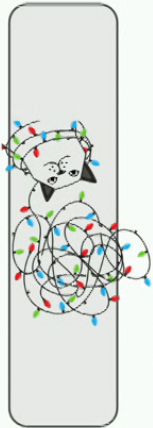
Pt 3



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# Pt 3: constructing $\mathcal{C}'$ that minimizes the relative entropy

**Task: construct  $\mathcal{C}'$  that makes  $D(\mathcal{C}'(|i\rangle\langle i|) \parallel \mathcal{C}'(\mathbb{I}/2^n))$  as small as possible.**



[CLLW '16]: a Clifford circuit construction that achieves an exact 2-design at depth  $\log^2(n)$ .

2-design = ensemble of circuits that “looks” Haar random to “simple” observables

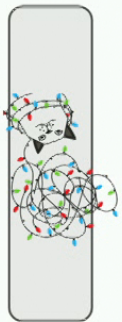
Yihui Quek | Harvard | EM becomes hard at poly  $\log\log(n)$  depth ([arXiv:2210.11505](https://arxiv.org/abs/2210.11505)) | Perimeter



# Pt 3: constructing $C'$ that minimizes the relative entropy

**Task:** construct  $C'$  that makes  $D(C'(|i\rangle\langle i|) \| C'(\mathbb{I}/2^n))$  as small as possible.

**Intuition 1:** it suffices to make the *purity*  $\text{Tr}(C'(|i\rangle\langle i|)^2)$  small



## **Intuition 2:**

random quantum circuits shift 'purity contribution' to higher-weight Paulis

+

depolarizing noise acts exponentially in Pauli weight

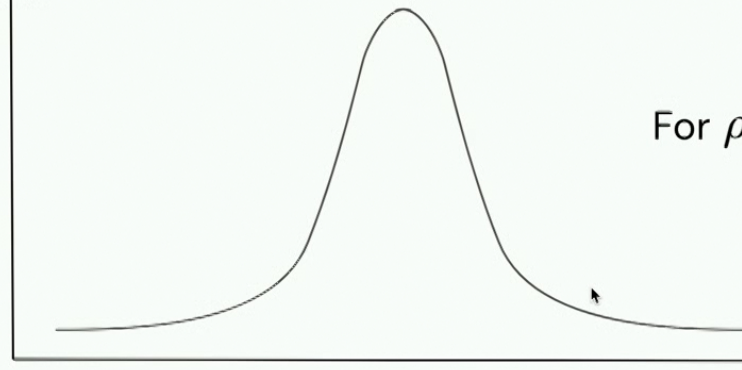
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## Why do our circuits make $\text{Tr}(\mathcal{C}'(|i\rangle\langle i|)^2)$ decay rapidly?

Purity breakdown: For a given state, see how much Pauli strings of different weights contribute to the purity.

$$\text{Tr}(\rho^2) = \sum_{k=1}^n \left( \sum_{\substack{P \in \mathcal{P}_n: \\ \text{wt}(P)=k}} \alpha_P \right) \quad \text{Plot this!}$$

Relative  
contribution to  
 $\text{Tr}(\rho^2)$



For  $\rho = |z\rangle\langle z|$ : binomial

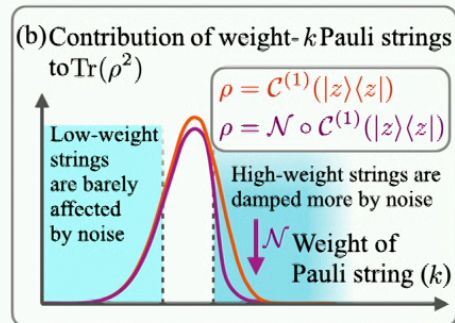
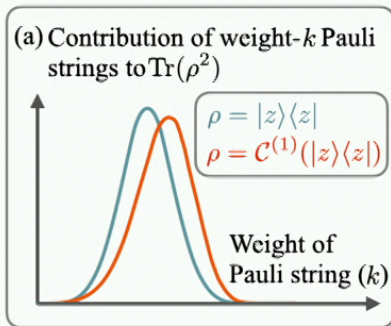
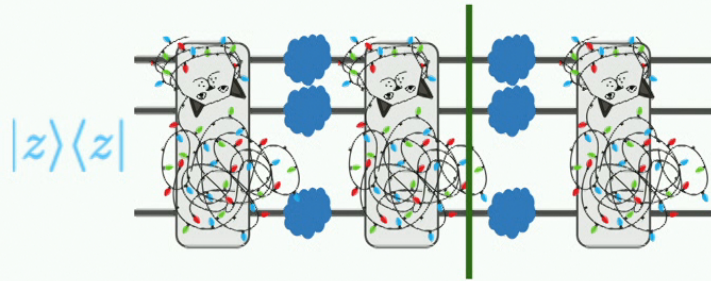
All Paulis of  
weight k

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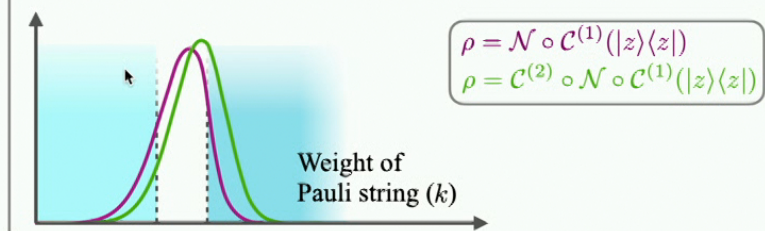


## Why do our circuits make $\text{Tr}(\mathcal{C}'(|i\rangle\langle i|)^2)$ decay rapidly?

Let's track  $\text{Tr}(\rho^2)$  of a state progressing through the circuit:



(c) Contribution of weight- $k$  Pauli strings to  $\text{Tr}(\rho^2)$



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# Frequently-asked questions

## Why doesn't your analysis also kill error correction?

- Because we don't allow for intermediate measurements, adaptive processing and fresh ancillas in our noisy circuits.
- How 'near-term' can we push the line between error mitigation and error correction?

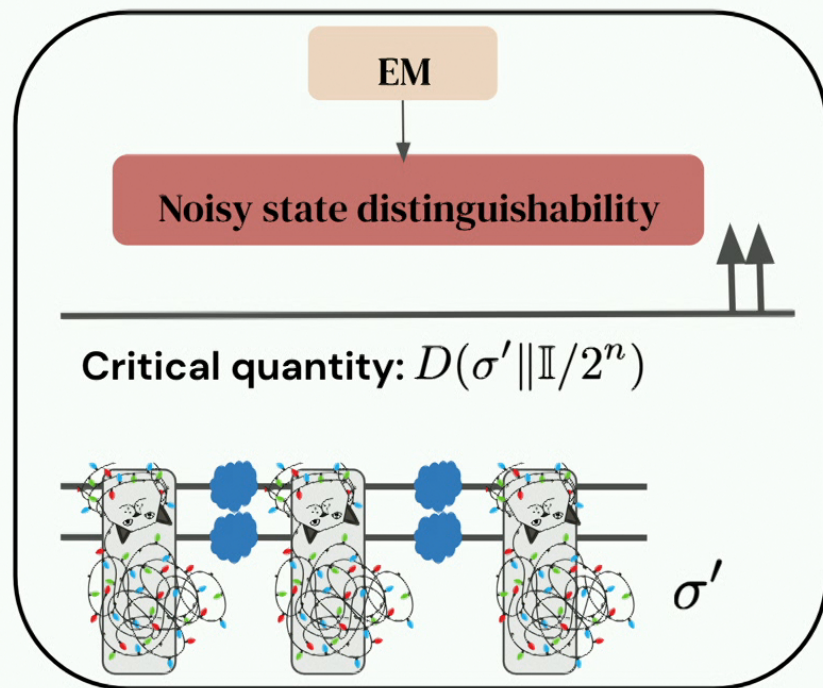
## How do we interpret your worst-case bounds?

- You can't apply error mitigation blindly; it doesn't do well on all circuits.
- Do our conclusions hold up for the 'average' circuit?
- What is 'pathological' about our circuits (they require all-to-all connectivity, for one)?

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# Error mitigation is hopeless on circuits that scramble information rapidly.



## Open questions:

1. Entanglement generation  $\leftrightarrow$  noise sensitivity?
2. Average-case (not worst-case)?
3. What's intermediate between error mitigation and error correction?

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