## Improved Quantum Query Upper Bounds Based on Classical Decision Trees arXiv:2203. 02968

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Research Center for Quantum Software

## Decision trees

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Start Basic Requirements Check


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In general:
(1) Rooted tree.
(2) Every node has a decision rule.
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For the purposes of this talk:
(1) Input is a bit string $x \in\{0,1\}^{n}$,
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Examples:
(1) AND-decision tree.
(2) PARITY-decision tree.


## Decision tree measures



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(1) $\operatorname{depth}(T)$ - Depth

Number of layers of decision nodes.


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Depth of largest full binary subtree.

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Depth of largest full binary subtree.
(9) $G(T)$-Guessing complexity

Most number of red edges in path.

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| $f$ | AND | PARITY |
| :---: | :---: | :---: |
| $T$ |  |  |
| depth(f) | $n$ | $n$ |
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(3) Can make a big difference!

- $\exists f: \operatorname{rdepth}(f) \ll \operatorname{depth}(f)$ [SW86;ABB+17;MRS18]


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- Proof via Prover-Delayer games. [PIOO]
(3) Improve best-known construction for quantum query algorithms from decision trees.


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- Requires weight assignment to the edges.



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(2) Improved weights for the oracle identification problem [Tag21].
Our contribution: we provide the optimal weight assignment.


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## Summary \& open questions

Summary: Three results related to decision trees:
(1) Guessing complexity equals rank $-G(T)=\operatorname{rank}(T)$.
(2) Separation rank vs. randomized rank $-\exists f: \operatorname{rrank}(f) \ll \operatorname{rank}(f)$.
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Thanks for your attention! arjan@cwi.nl

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