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# Classical and Quantum Complexity Classes

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Dror Baron  
Associate Professor  
Dept. of Electrical and Computer Engr.  
North Carolina State University, NC, USA

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# Two sorting algorithms

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- Want to sort  $n$  real-valued numbers
- Insert sort
  - Maintain (sorted) list of numbers processed so far
  - Next item gets inserted into list
- Merge sort
  - Divide problem into two parts (roughly equal size)
  - Conquer each problem (run merge sort recursively)
  - Merge solutions

# How many operations do they perform?

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- Denote # ops for sorting  $n$  numbers by  $T(n)$
- Insert sort:  $T_i(n) \propto n^2$  (proportional to)
  - Rationale: adding  $n$ 'th number could take  $n$  operations;  $1+2+\dots+n = n(n+1)/2 \propto n^2$
- Merge sort:  $T_m(n) \propto n \times \log_2(n)$ 
  - Rationale:  $T_m(n) = 2 \times T_m(n/2) + n$  (merging takes  $n$ )
  - Recursive formula; can show it's  $\propto n \times \log_2(n)$

# Example running times

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- Give insert sort an edge
  - Merge implemented by bad programmer  $\rightarrow 100n \times \log_2(n)$
  - Insert runs on cluster ( $10^{12}$  operations/sec)
  - Merge runs on regular machine ( $10^9$ )
- $n=10^3$ : Merge sort 1 ms, Insert sort 1 us
- $n=10^6$ : Merge 2 s, Insert 1 s
- $n=10^9$ : Merge 3000 s (50 minutes), Insert 11 days
- *Asymptotic growth matters*

# Computational complexity

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- Consider  $T(n) = an^2 + bn + c$ 
  - $a, b, c$  positive constants
- Asymptotically,  $an^2$  matters
  - $bn + c$  doesn't
- Need to characterize asymptotic growth → **computational complexity**
  - Complexity of  $T(n)$  is  $n^2$ ; grows like  $n^2$

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# Complexity Classes

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# Classical complexity classes

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- Main distinction *polynomial vs. exponential* runtime
- For exp. algos, multiplicative speed increase provides additive problem size increase

# Classical complexity classes

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- Main distinction *polynomial vs. exponential* runtime
- For exp. algos, multiplicative speed increase provides additive problem size increase
- P – class of problems with poly runtime
- NP – class whose solution can be verified w/ poly runtime
- PSPACE – class w/ poly memory use
- EXP – class w/ exp runtime



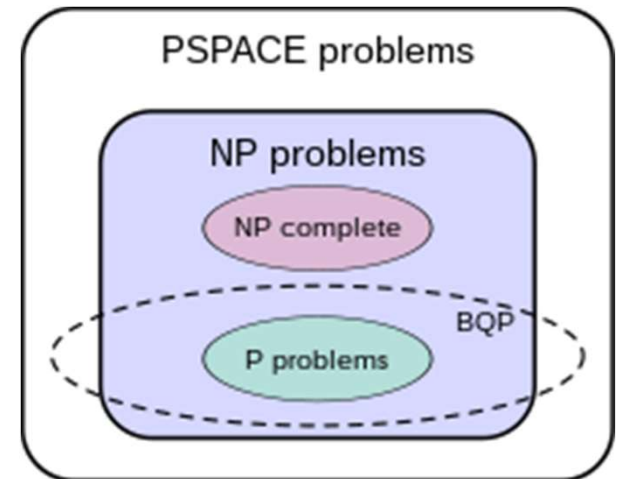
# Quantum complexity class BQP

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- Bounded probability of error (B)
  - You have 10% error? ☹️
  - No problem! Run it  $k$  times 😊
- Quantum algorithm (Q)
- Polynomial number of quantum gates (P)

# BQP versus classical

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- $P \subseteq BQP$ 
  - Poly quantum gates emulate poly classical
- $BQP \subseteq PSPACE$ 
  - Poly quantum gates can be simulated w/ poly classical memory
- BQP seems to contain problems beyond NP
  - Deutsch-Jozsa & Simon's algorithms replace exponential classical queries by 1 & n quantum queries, respectively