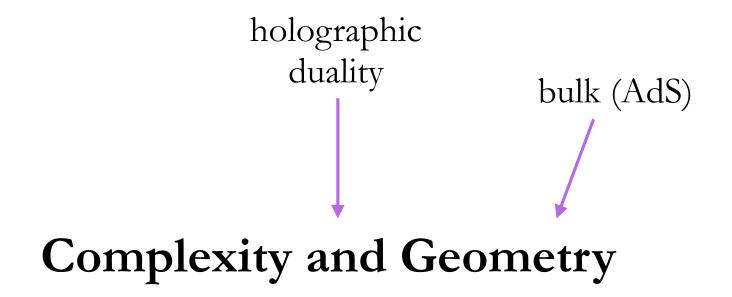
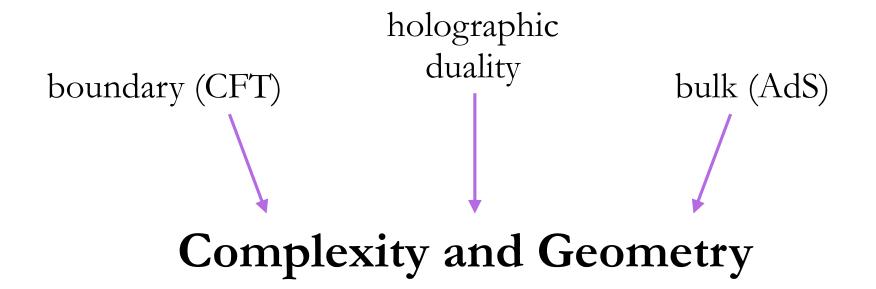


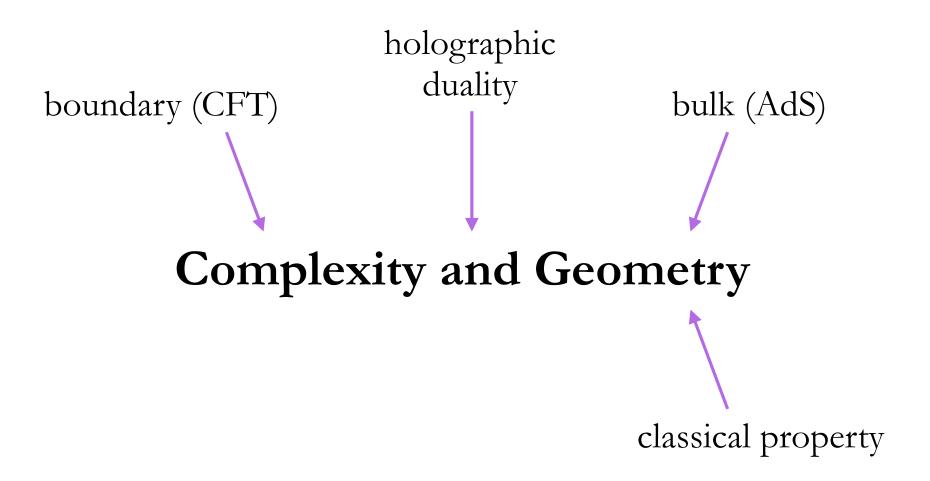
Complexity and Geometry

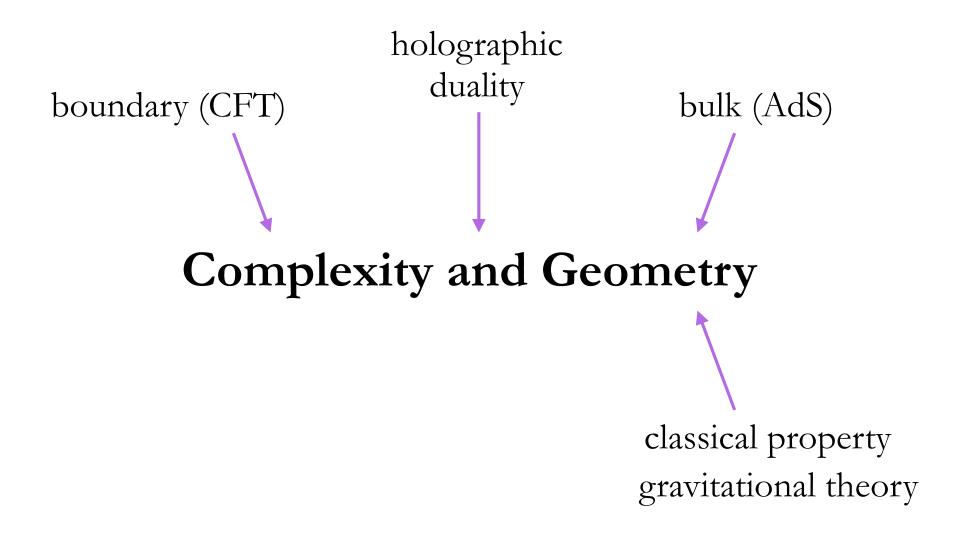
holographic duality

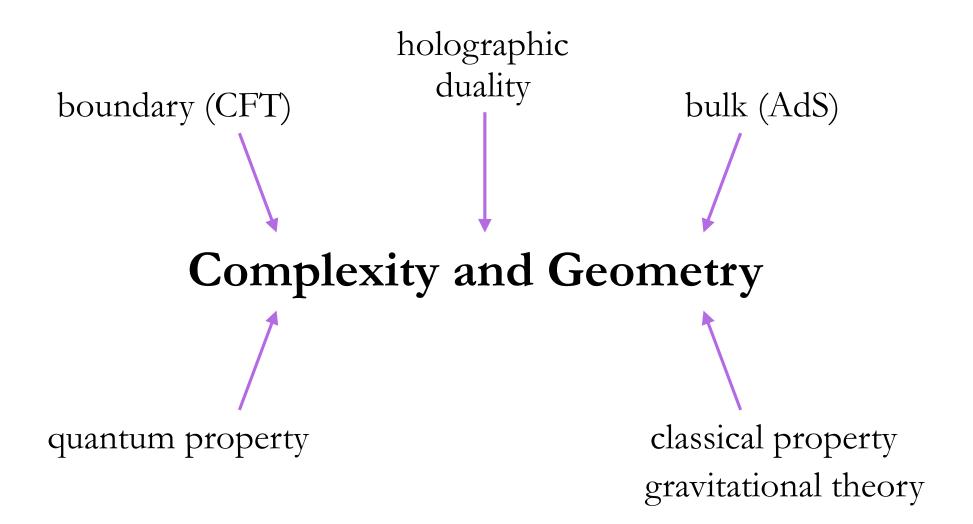
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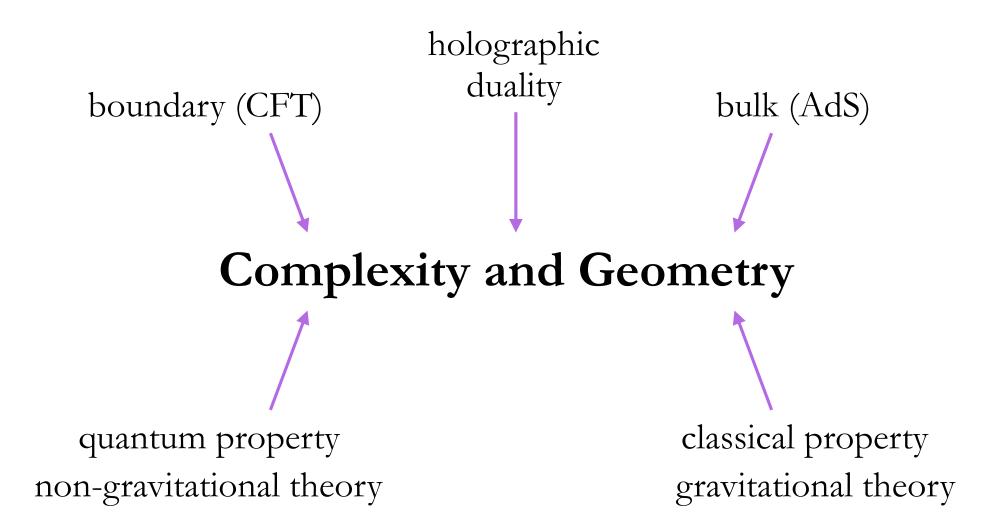


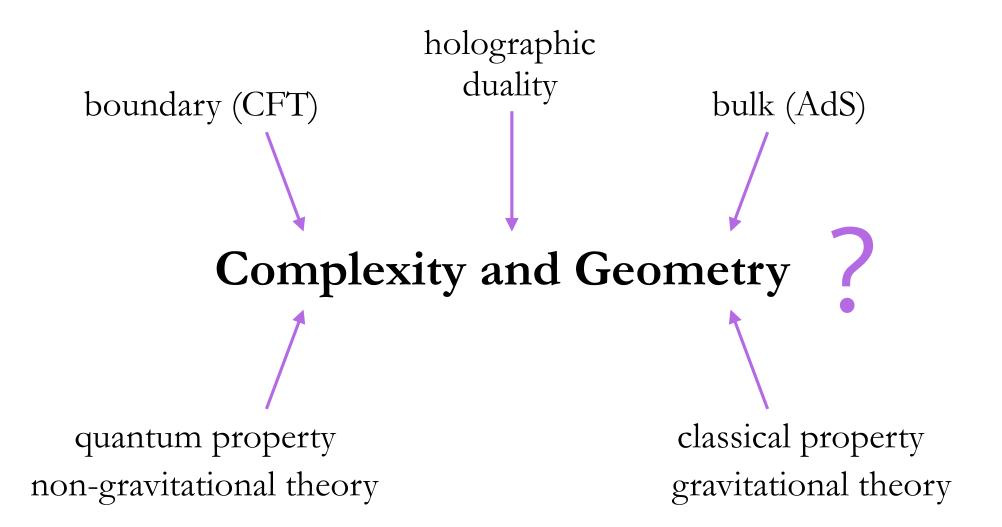










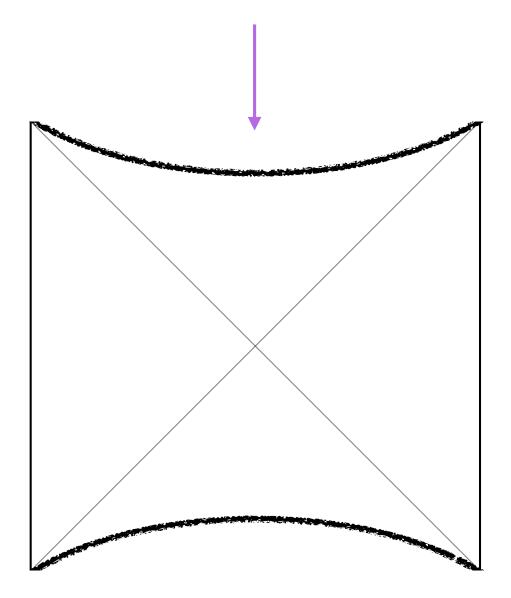


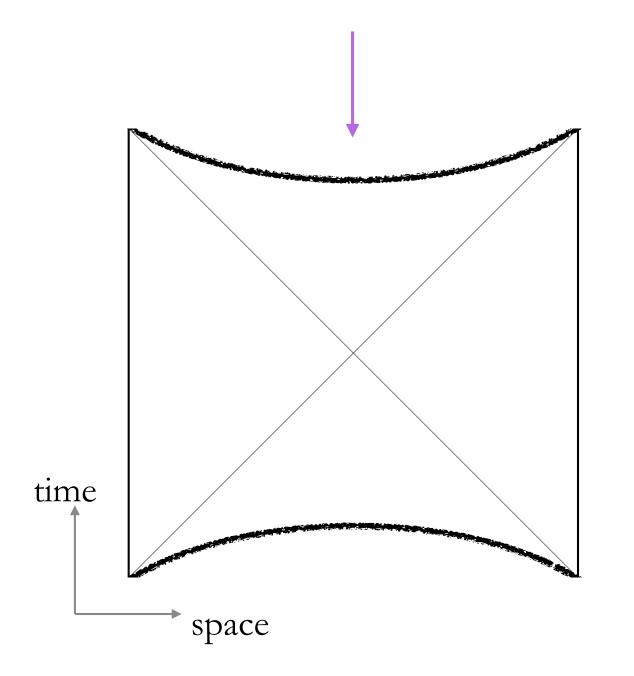
Complexity and Geometry classical property gravitational theory

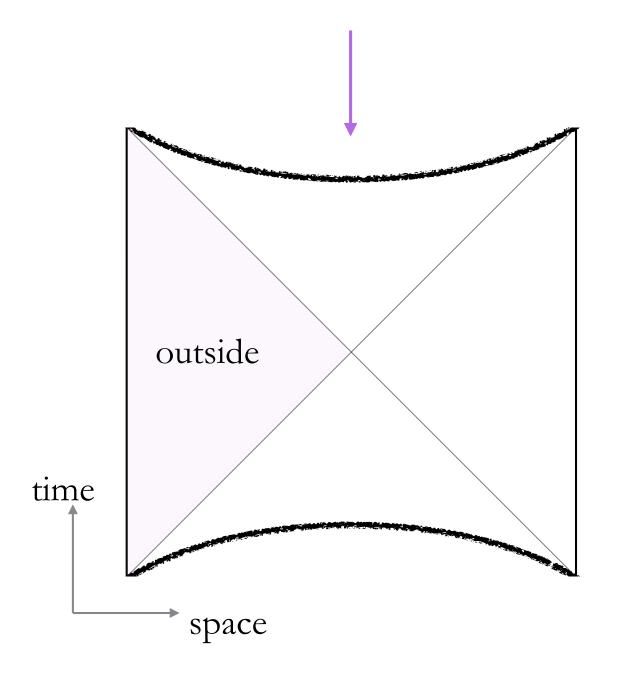
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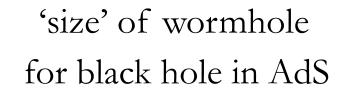
'size' of wormhole for black hole in AdS

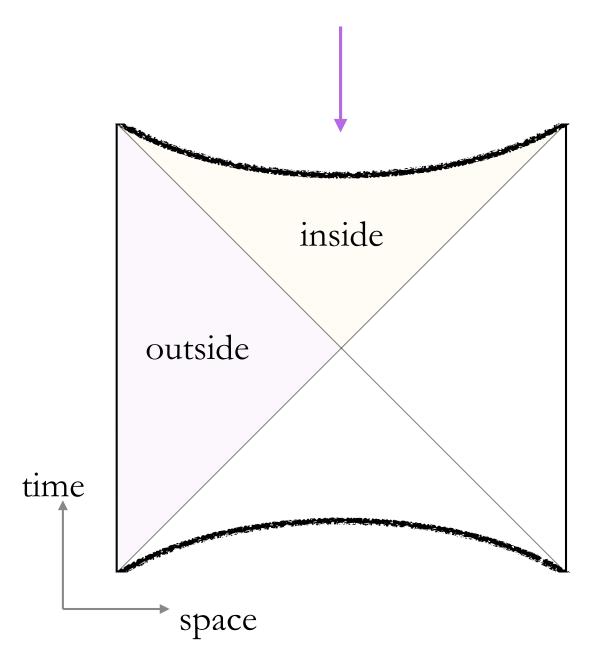
classical property gravitational theory

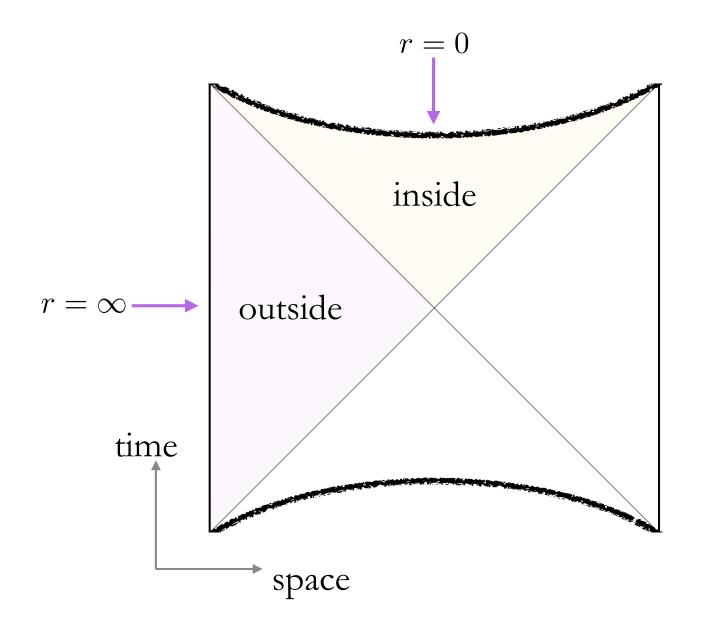


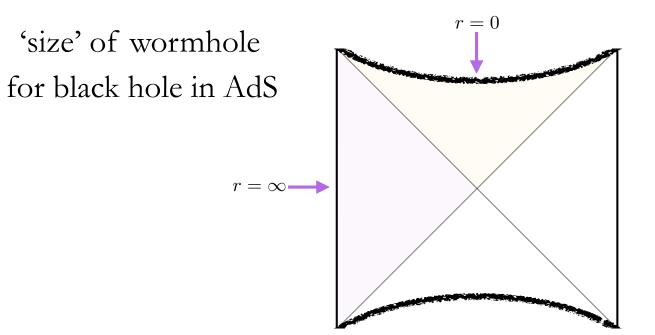


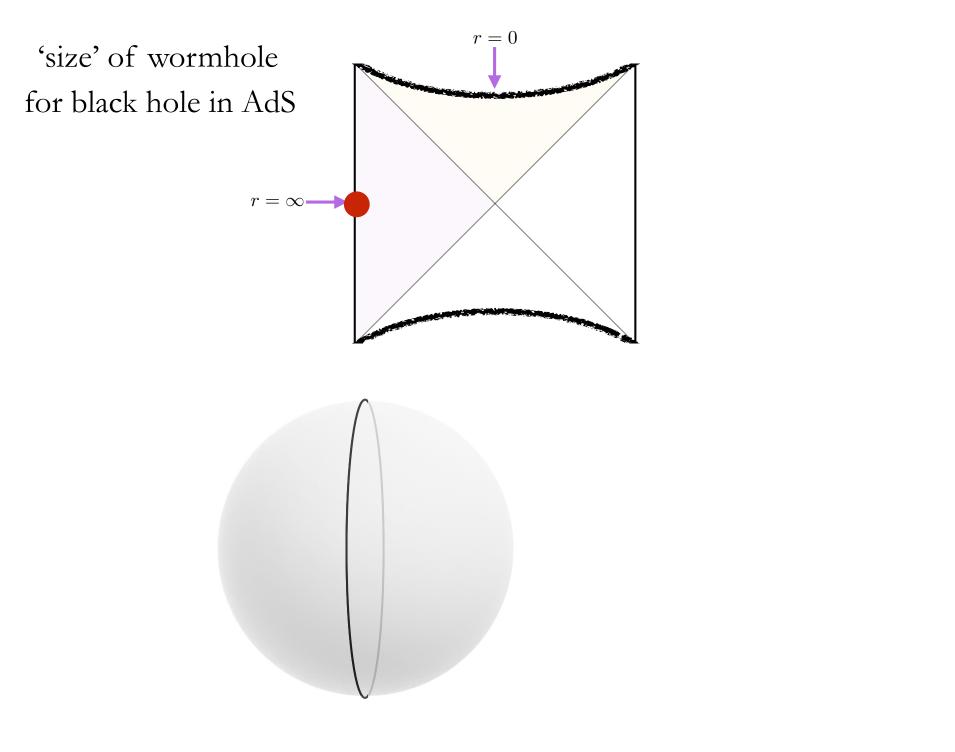


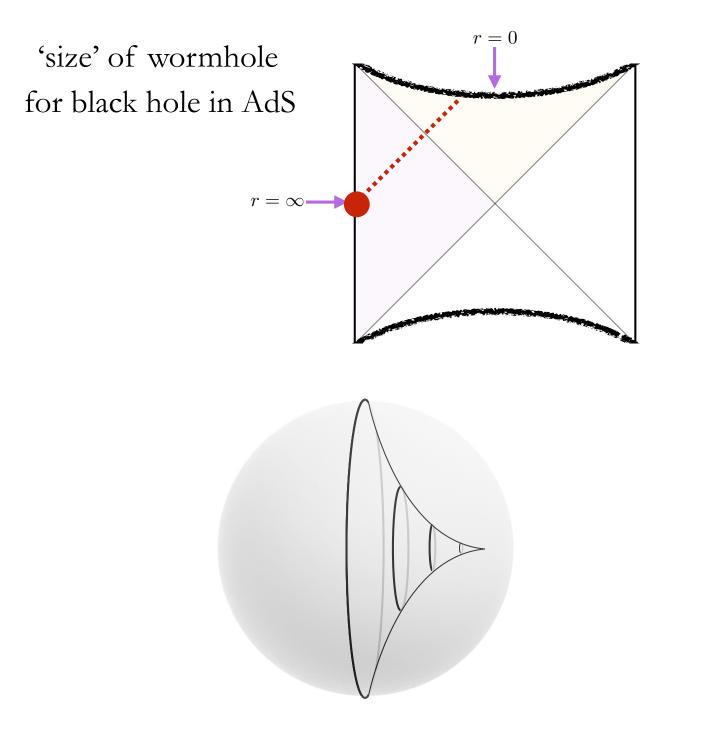


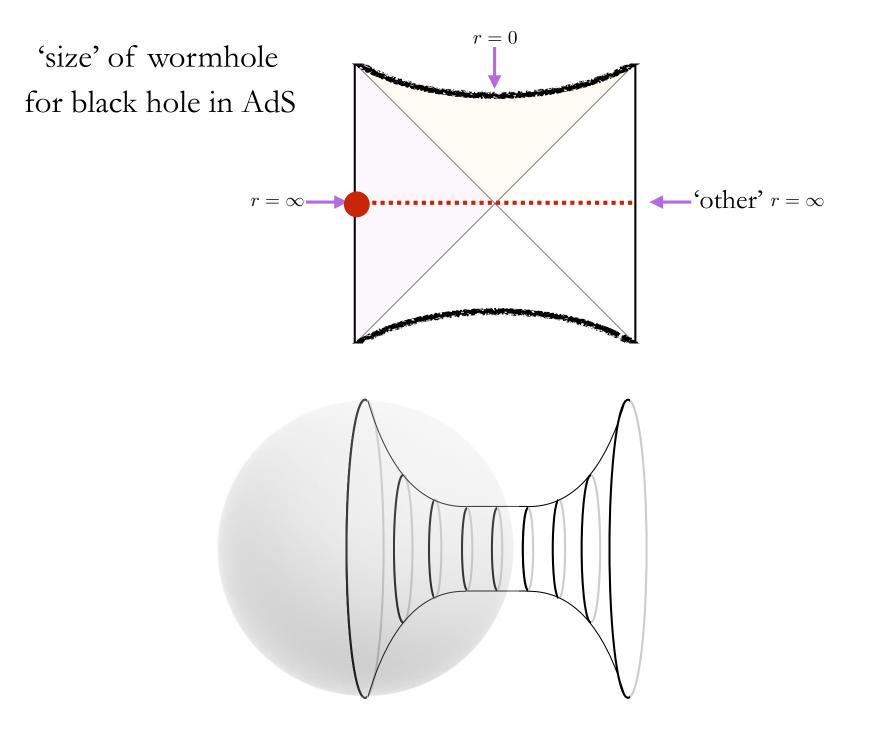


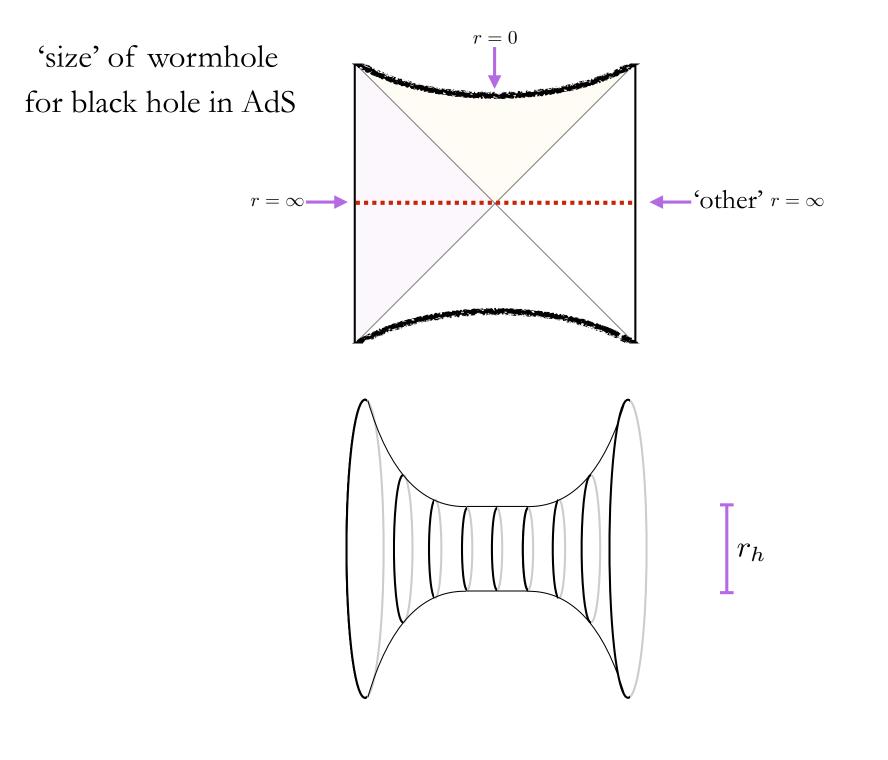


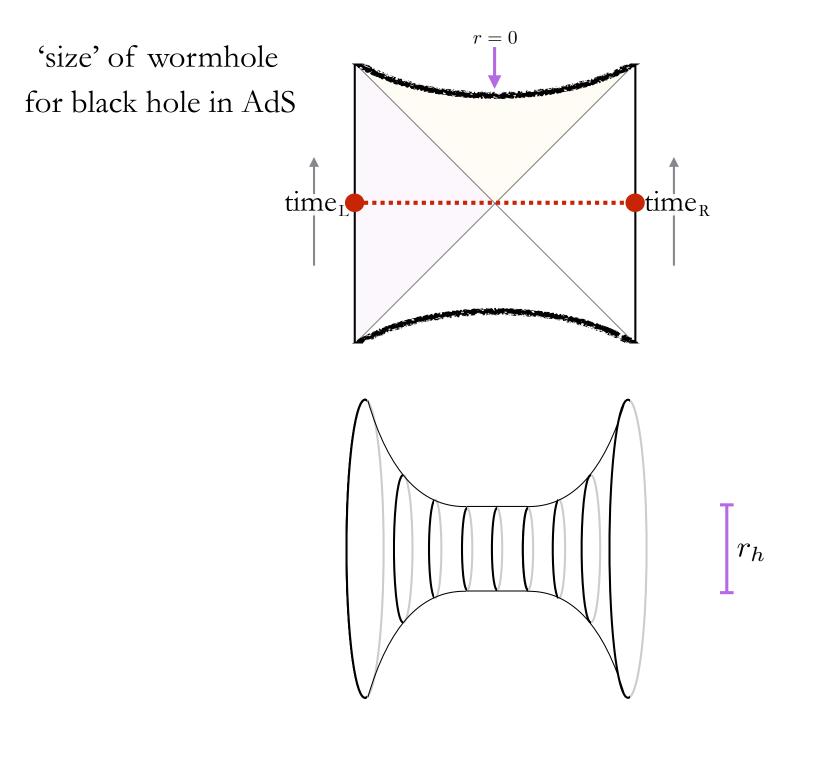


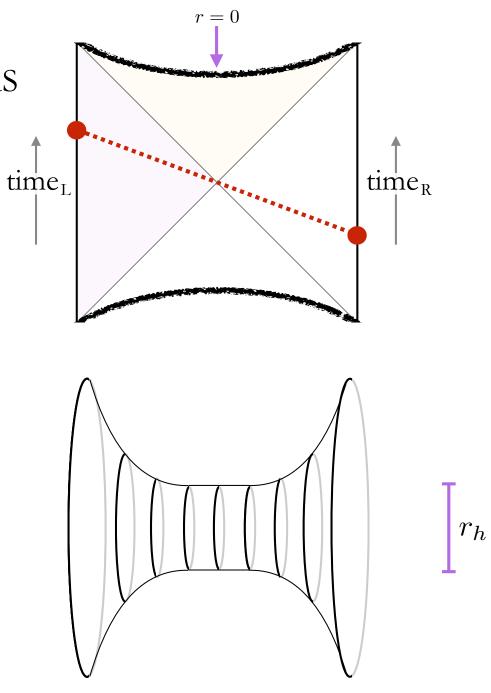


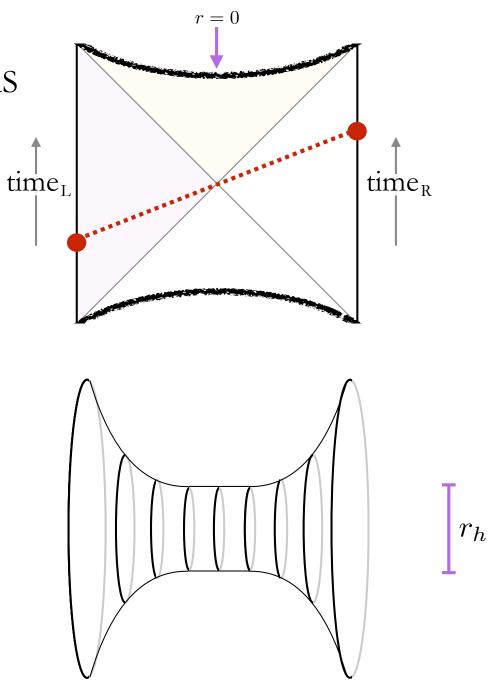


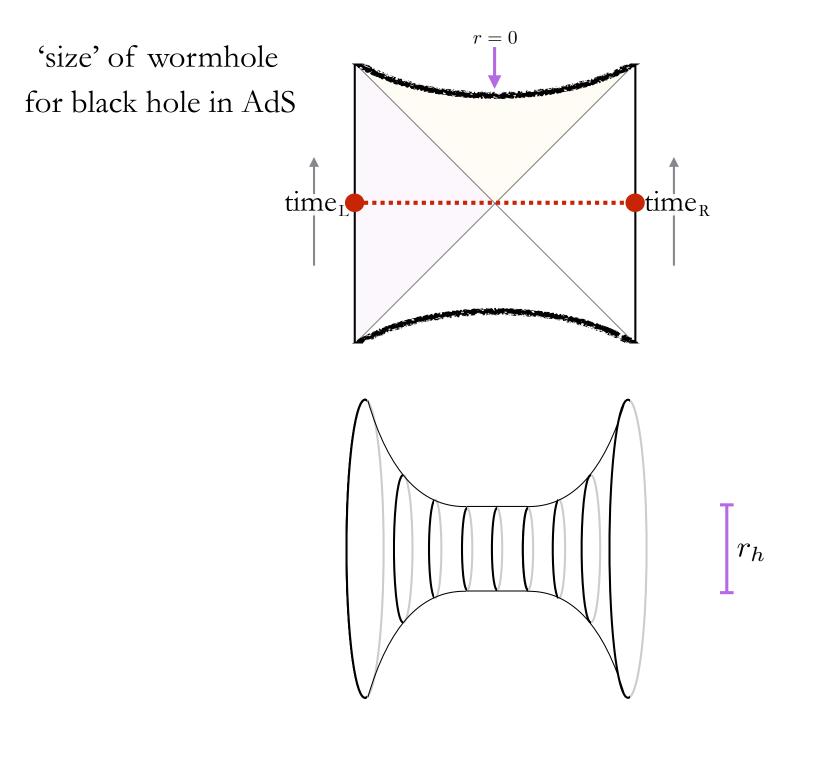


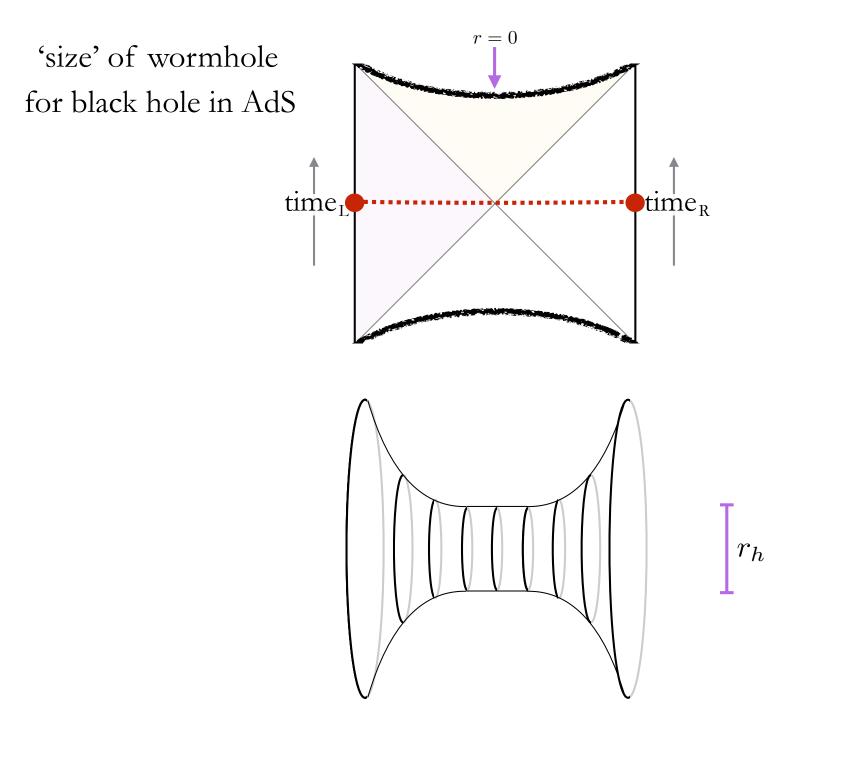


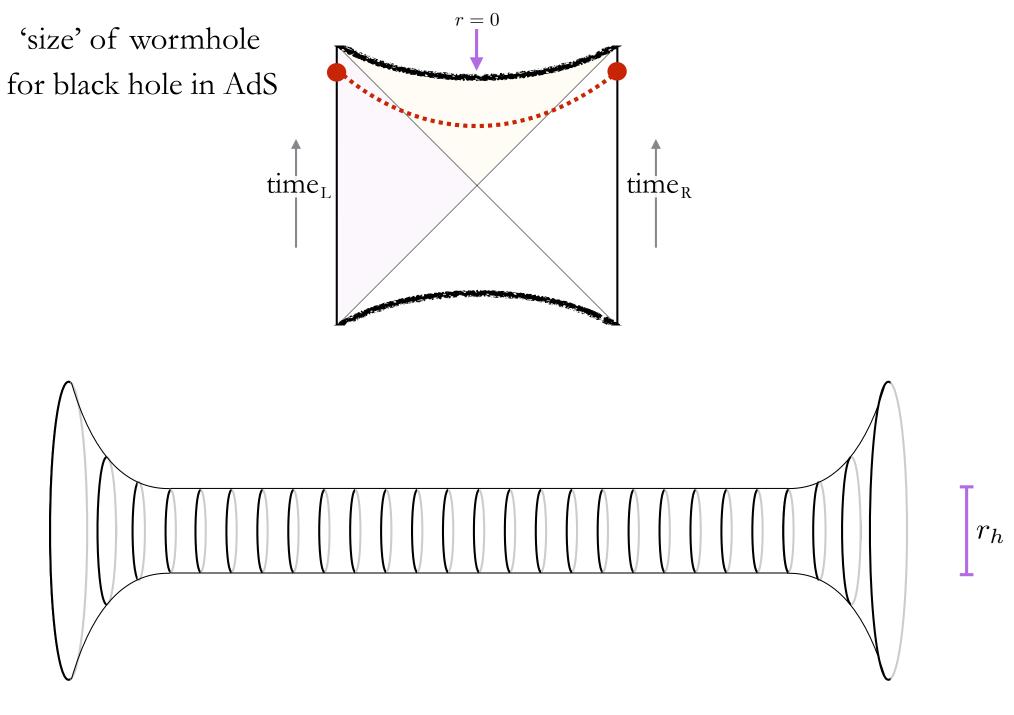


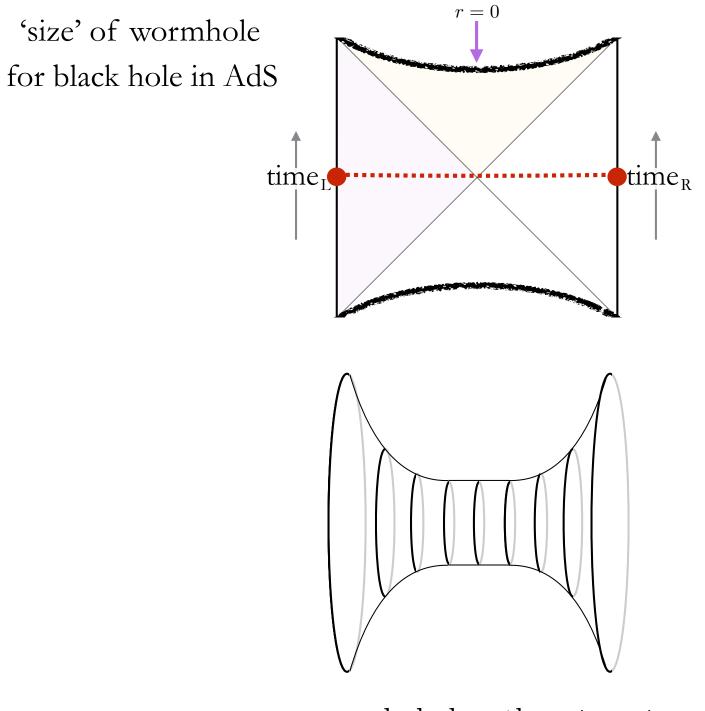




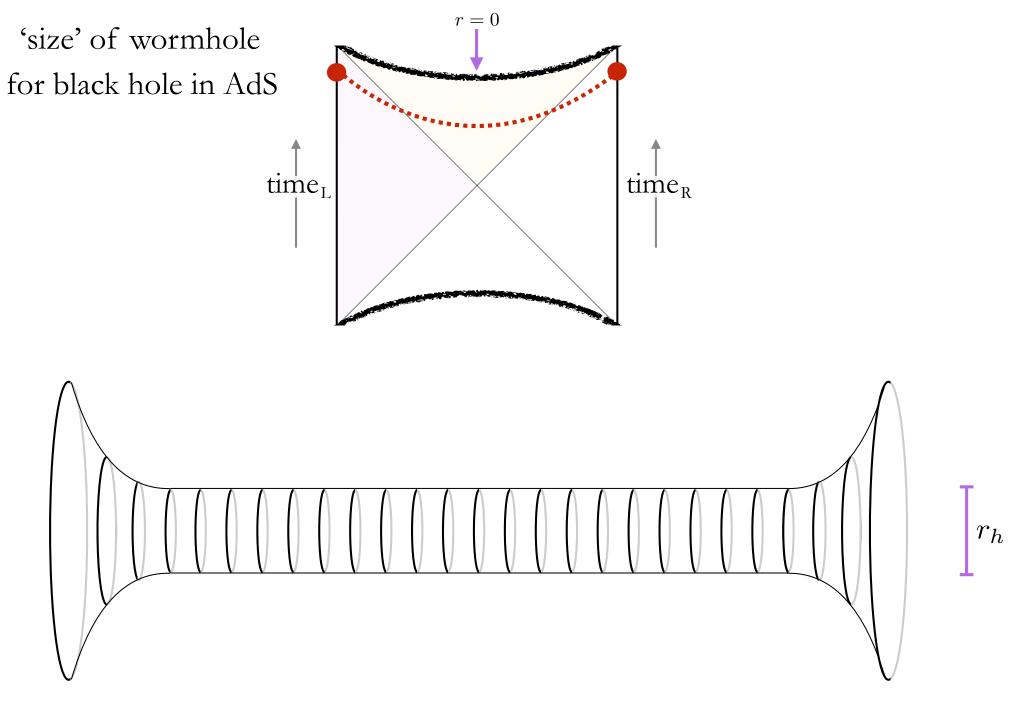


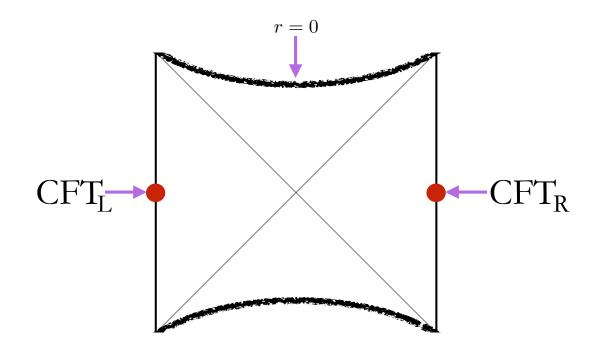


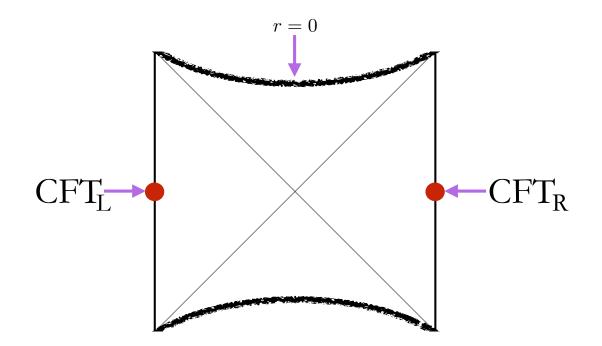




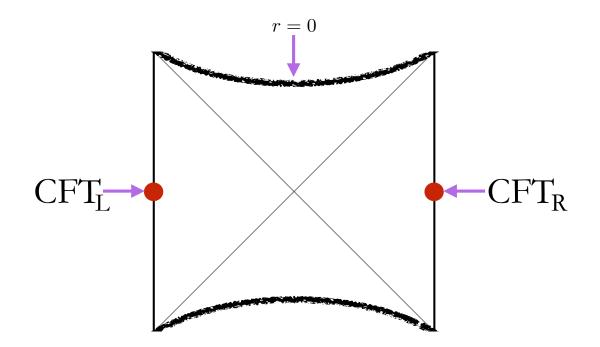
 r_h





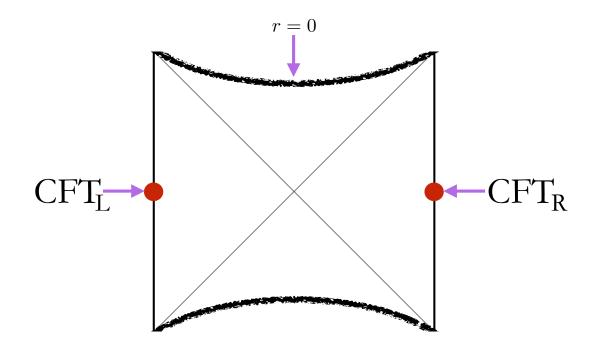


$$|\text{TFD}\rangle = \sum_{i} e^{-\beta E_i/2} |E_i\rangle_L |E_i\rangle_R$$



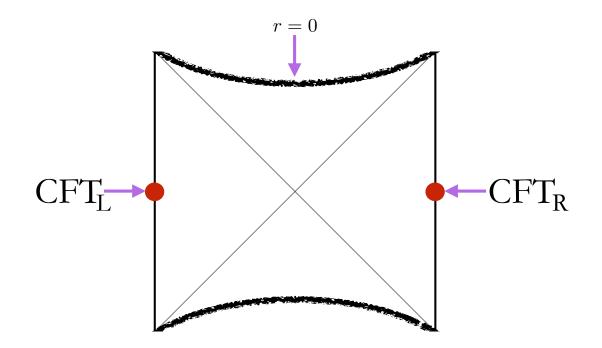
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What is CFT dual to linear growth of wormhole?



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computational complexity of a quantum state

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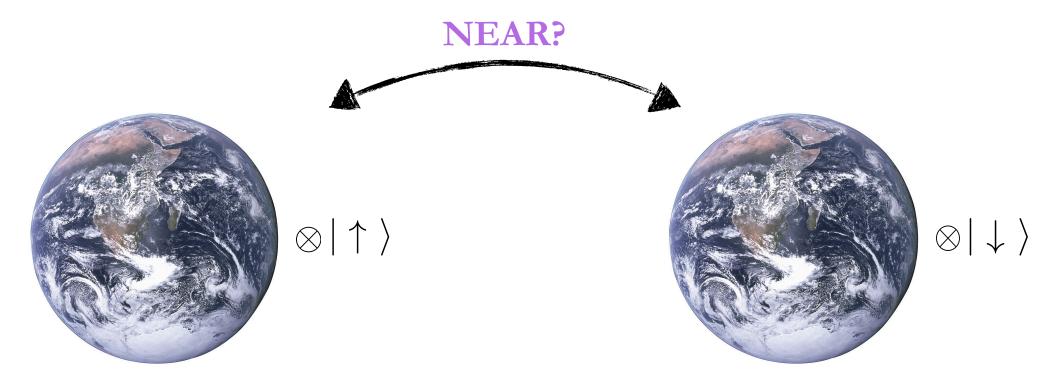




 $\otimes |\downarrow\rangle$

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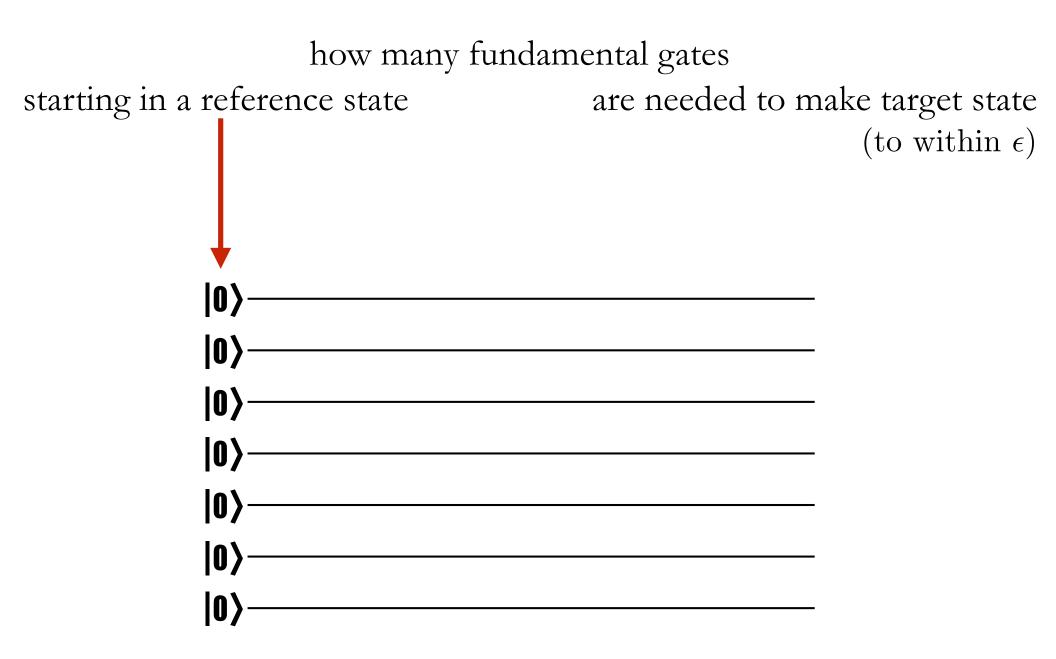
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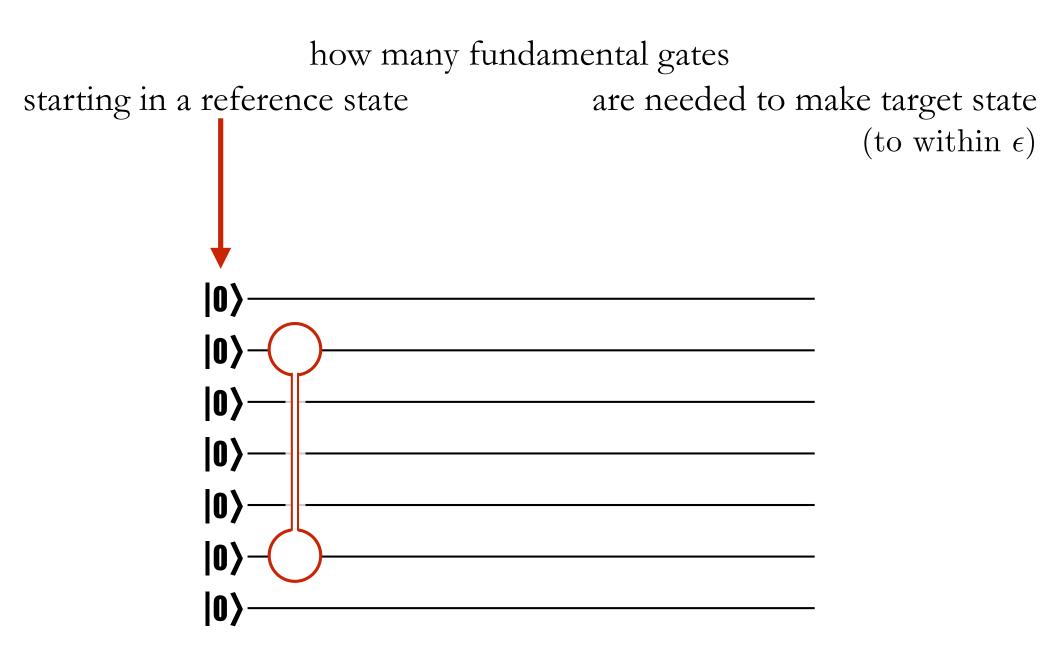
DEFINITION? starting in a reference state e.g. $|\text{TFD}\rangle = \sum_{i} e^{-\beta E_i/2} |E_i\rangle_L |E_i\rangle_R$

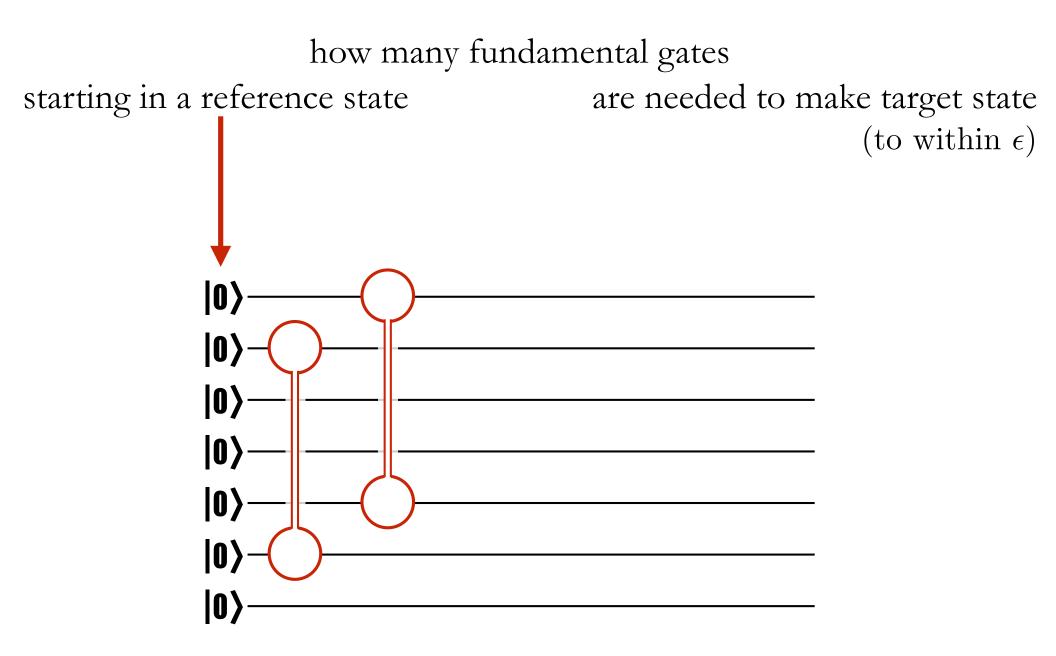
how many fundamental gates e.g. unitaries each of which act only on two-qubits

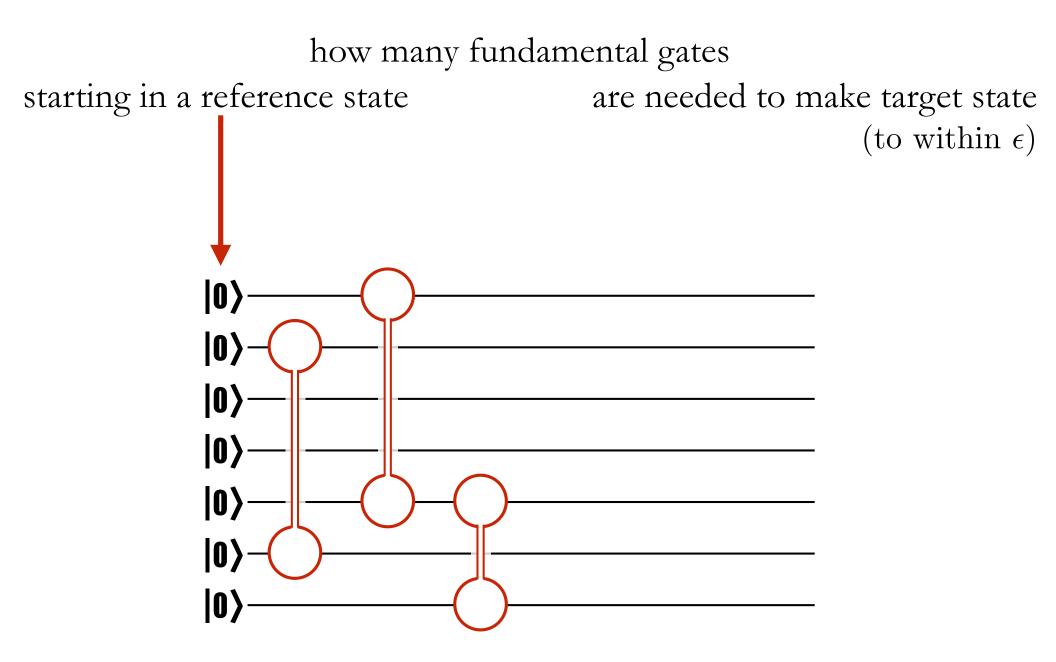
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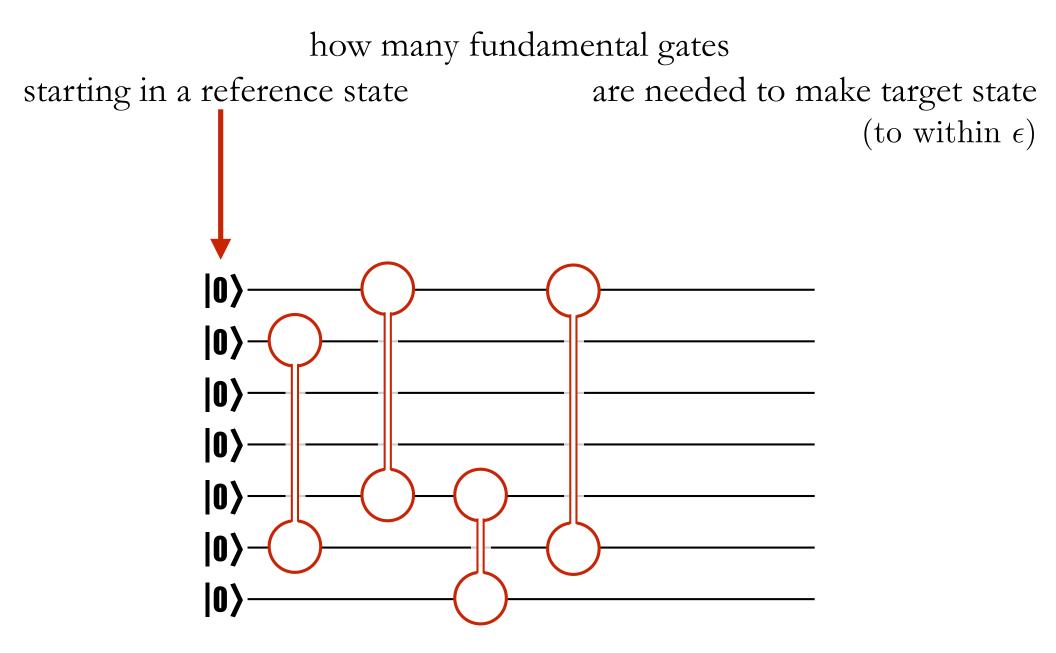
how many fundamental gates starting in a reference state are needed to make target state

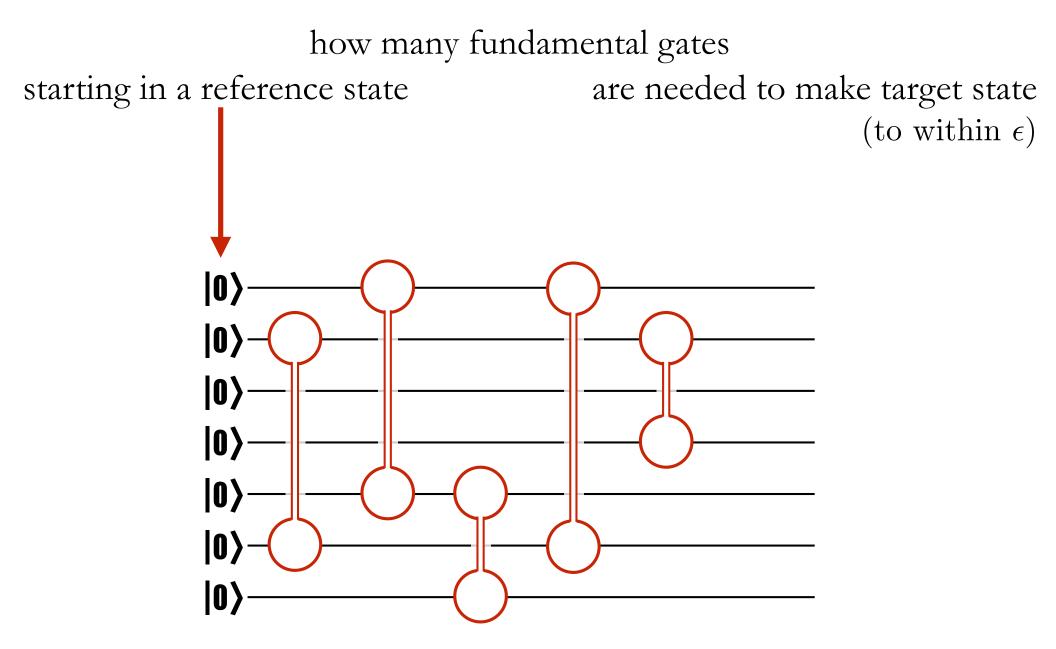












how many fundamental gates are needed to make target state starting in a reference state (to within ϵ) 0) **|0**> **|0**> **|0**> 0

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evolution of complexity?

```
QUANTUM (N qubits)
```

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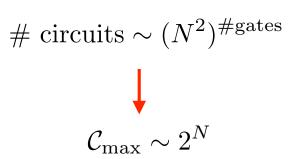
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complexity

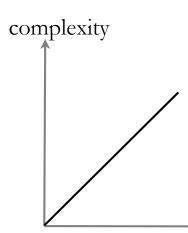
gates



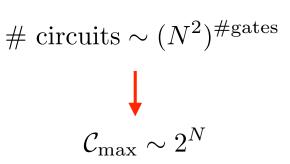
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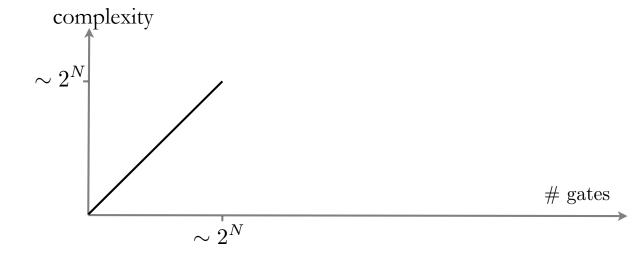
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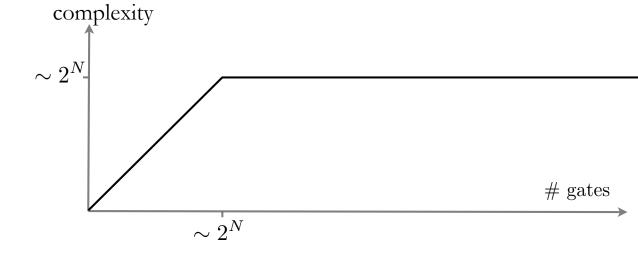
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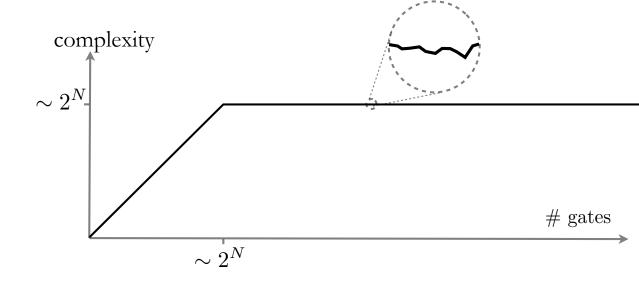
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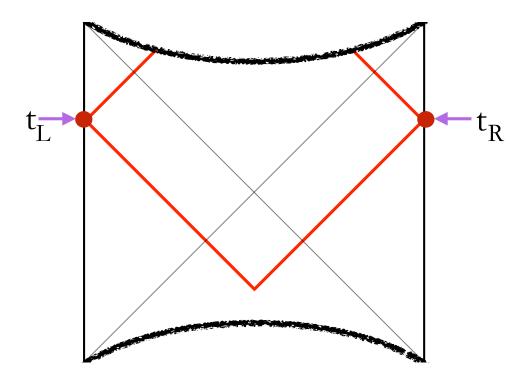
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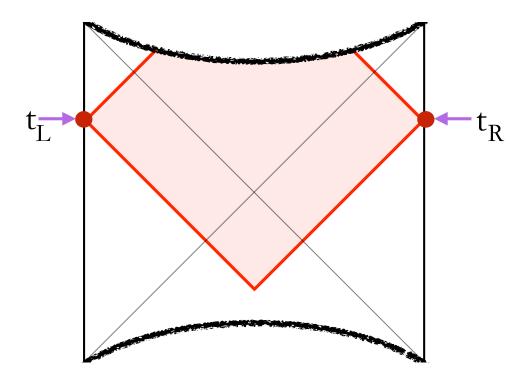
EVIDENCE: • both expected to grow linearly (at early times)• both can be exponentially large

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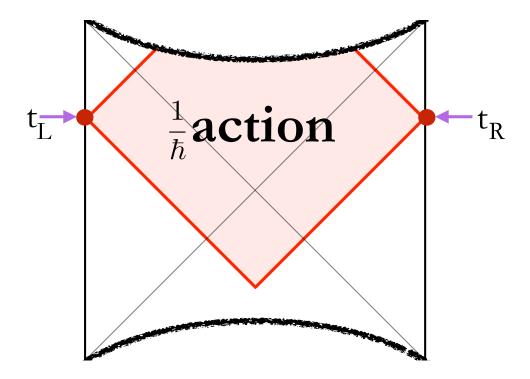
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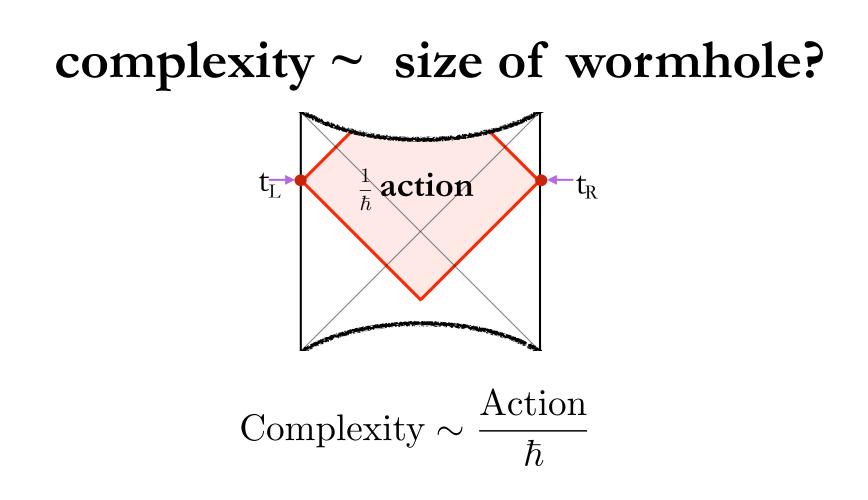


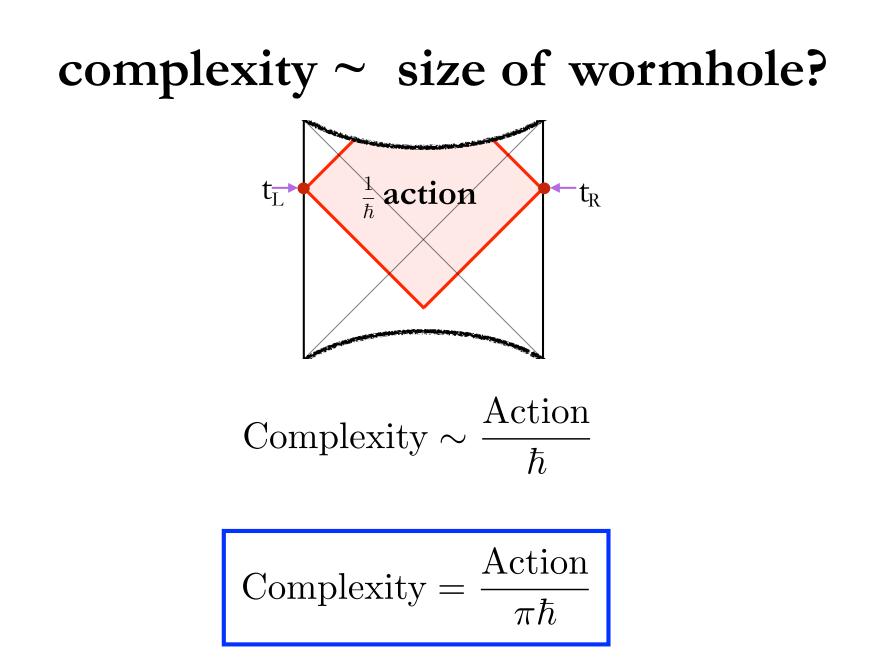
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ASSUME a conjectured bound on rate of computation AND that black holes saturate that bound

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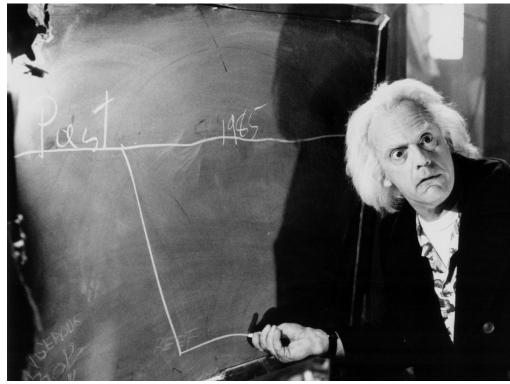
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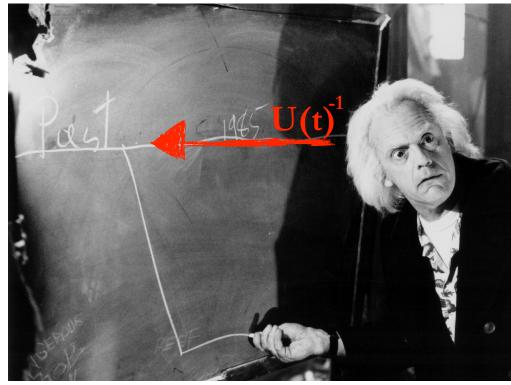
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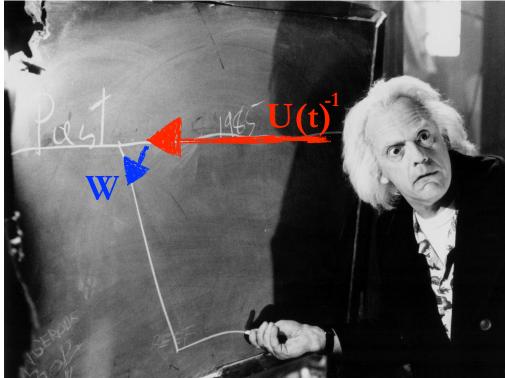
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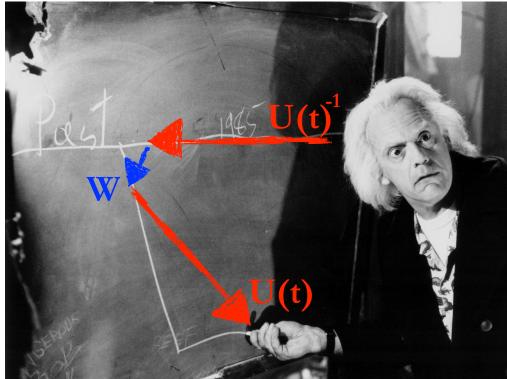
"precursor"



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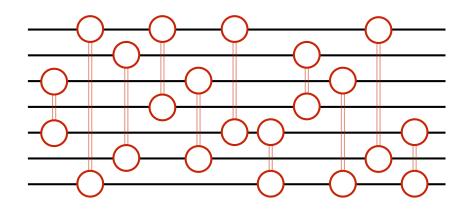
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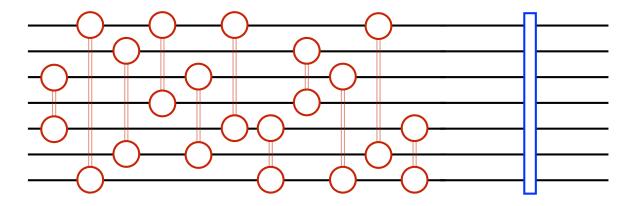


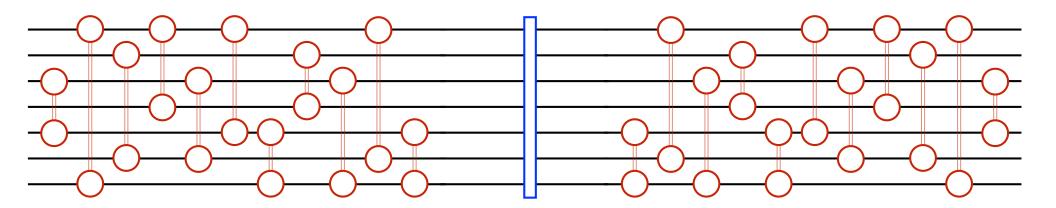
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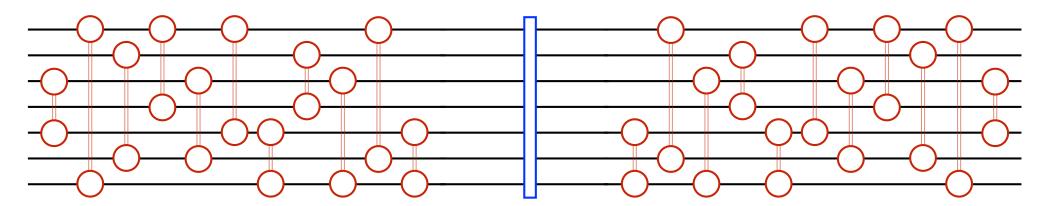




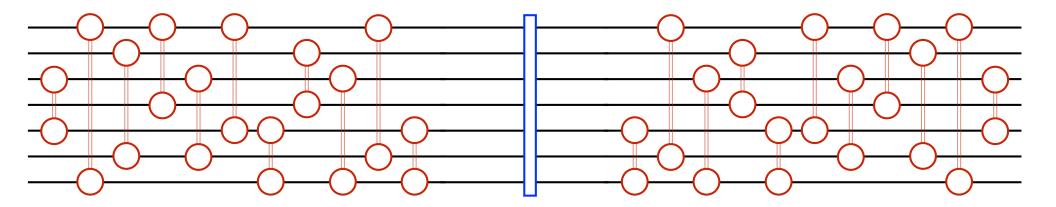


 $Complexity[\mathbf{U}(t) \le \mathbf{U}(t)^{-1}] \le C[\mathbf{U}(t)] + C[\mathbf{W}] + C[\mathbf{U}(t)^{-1}]$

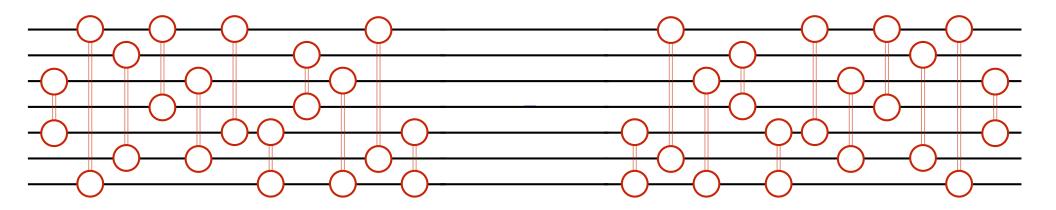
 $\bullet W = \mathbb{I}$



Complexity[U(t) W U(t)⁻¹] \leq C[U(t)] + C[W] + C[U(t)⁻¹]

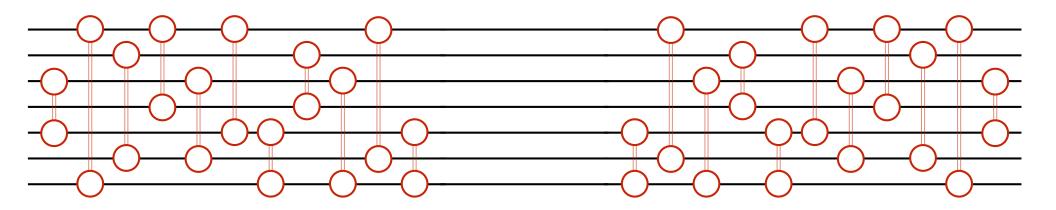


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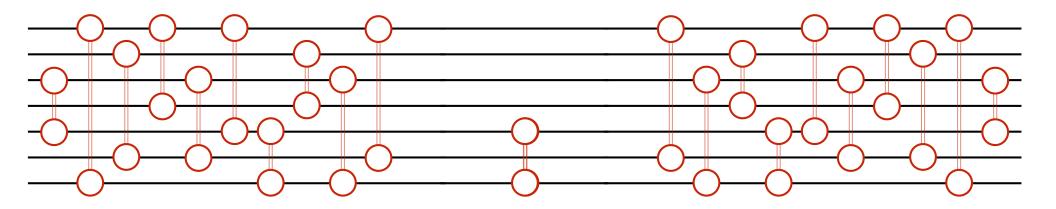


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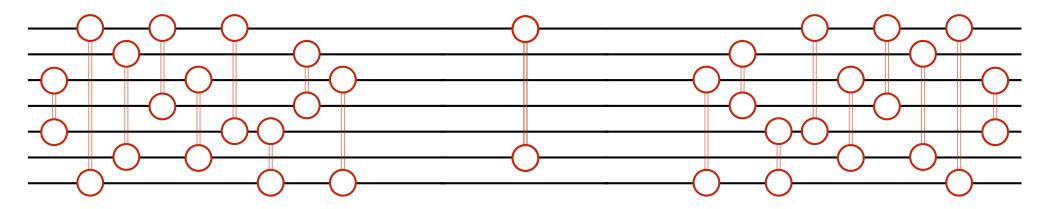
• $W = \mathbb{I} \longrightarrow \text{complete cancellation}$ Complexity[U(t). \mathbb{I} . U(t)⁻¹] = C[U(t)U(t)⁻¹] = C[\mathbb{I}] = 0



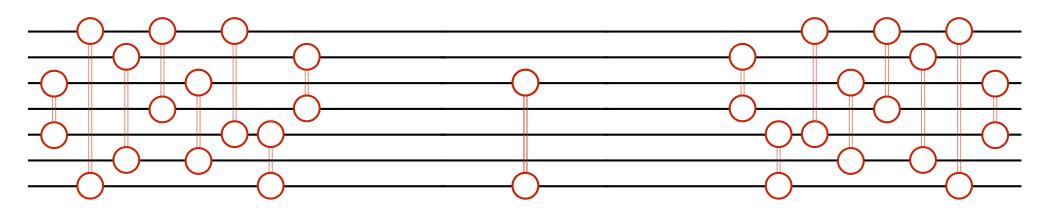
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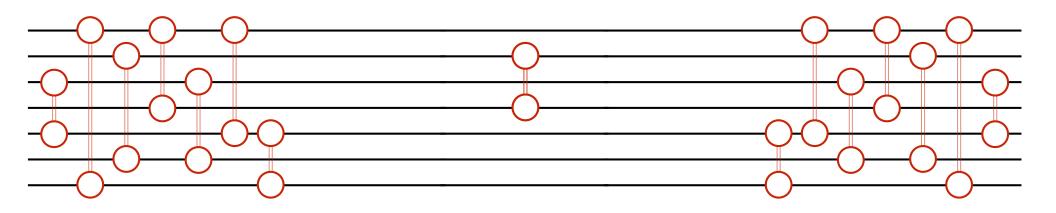


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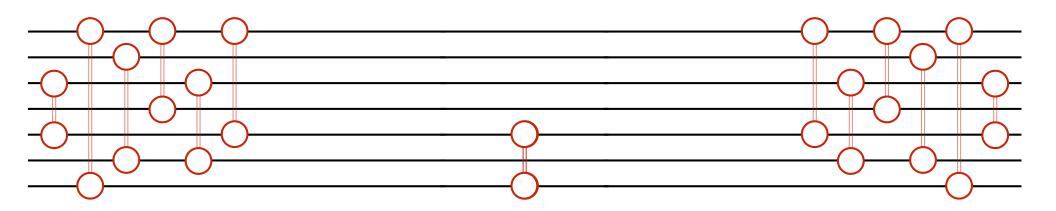


 $Complexity[\mathbf{U}(t) \le \mathbf{U}(t)^{-1}] \le C[\mathbf{U}(t)] + C[\mathbf{W}] + C[\mathbf{U}(t)^{-1}]$

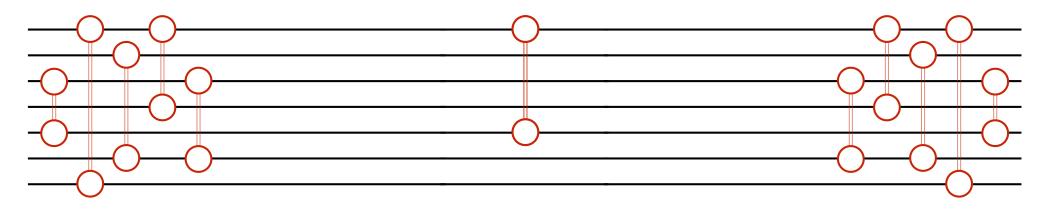
• $W = \mathbb{I} \longrightarrow \text{complete cancellation}$ Complexity[U(t). \mathbb{I} . U(t)⁻¹] = C[U(t)U(t)⁻¹] = C[\mathbb{I}] = 0



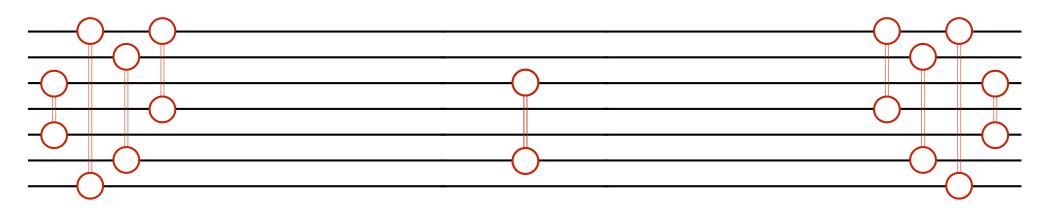
Complexity[U(t) W U(t)⁻¹] \leq C[U(t)] + C[W] + C[U(t)⁻¹]



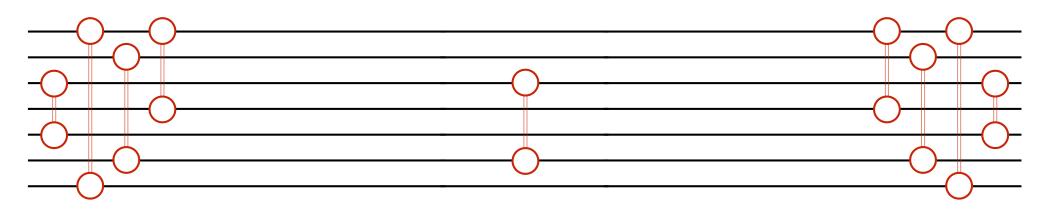
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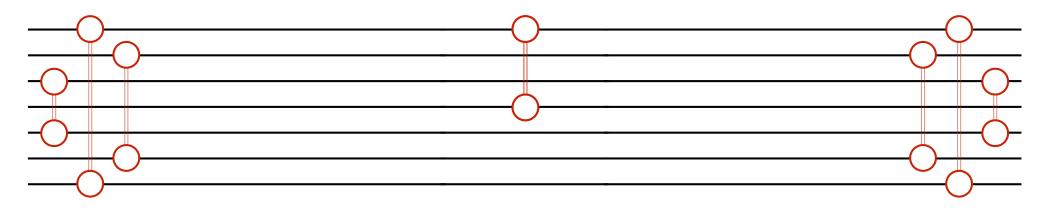


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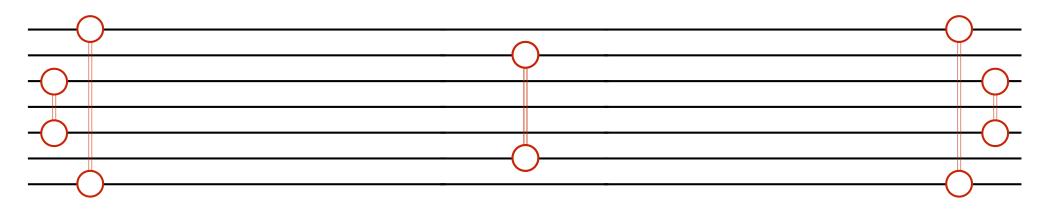
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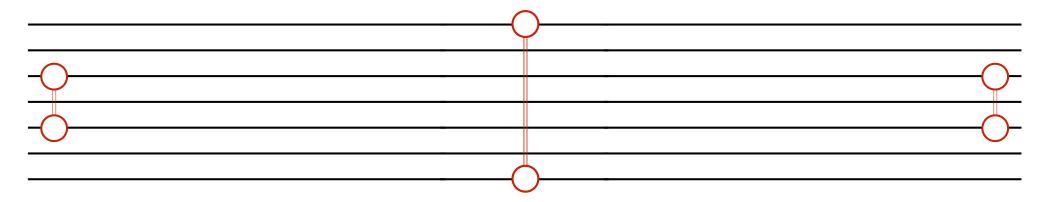


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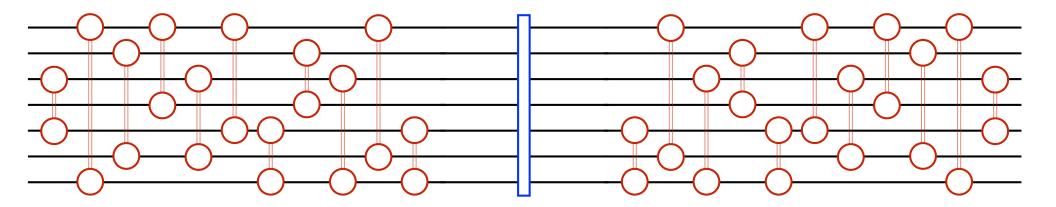


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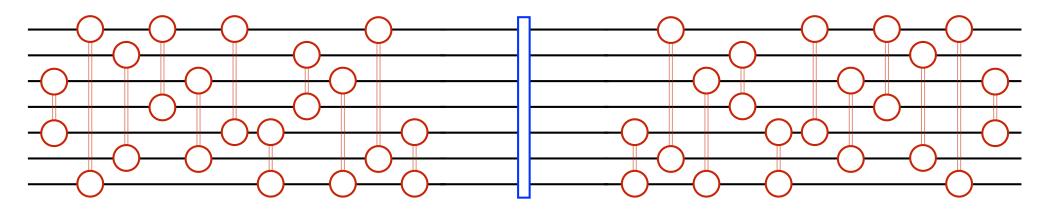
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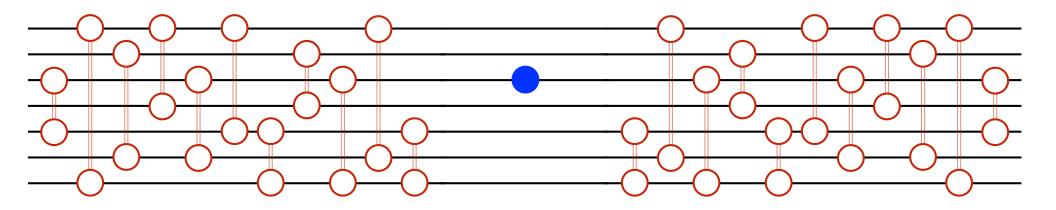
 $\bullet \mathbf{W} \equiv (\sigma_x)_3$



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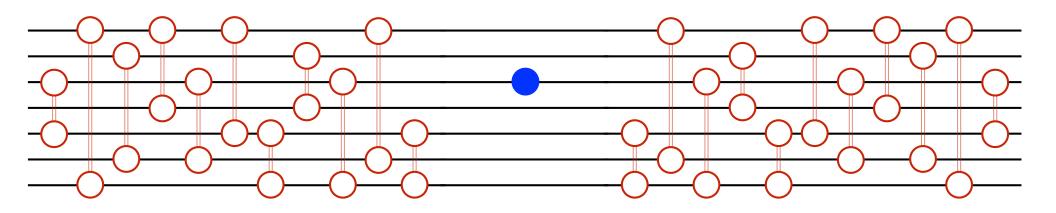
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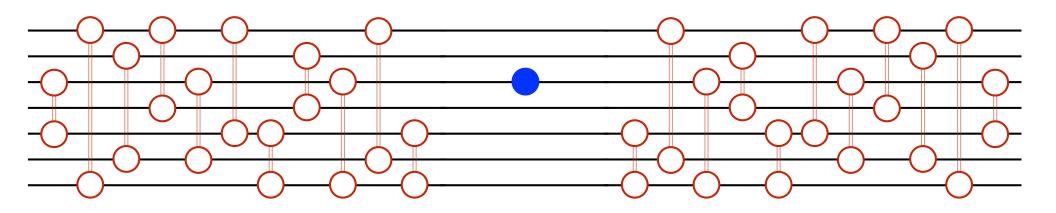
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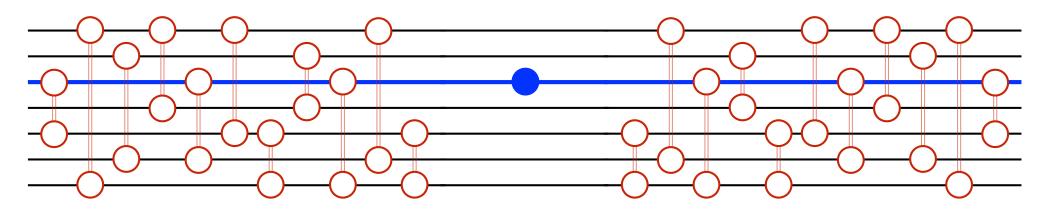
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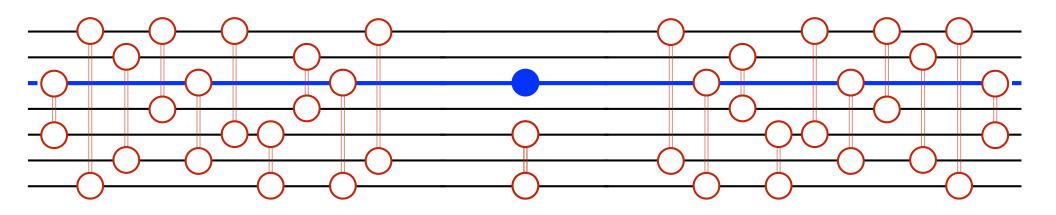
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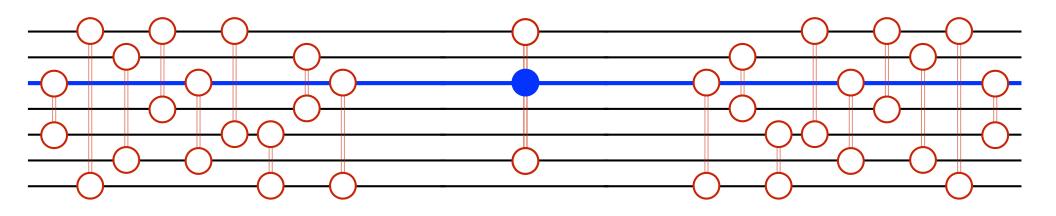
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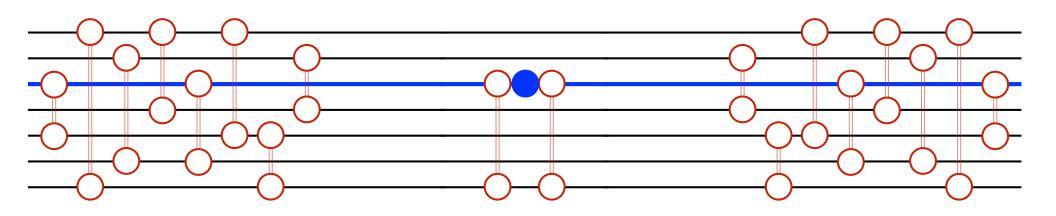
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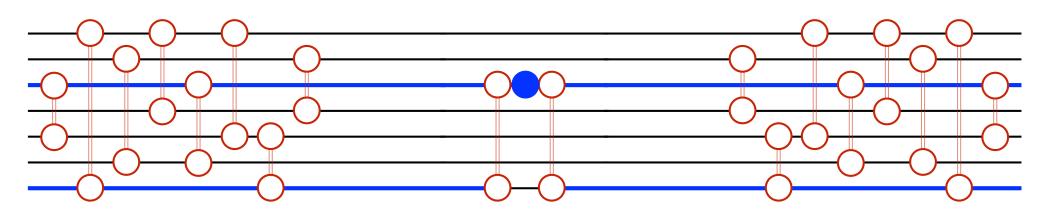
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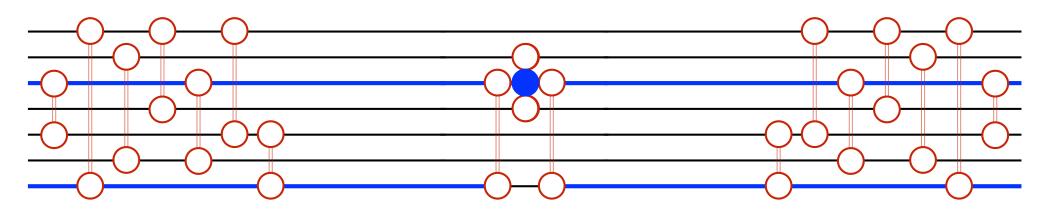
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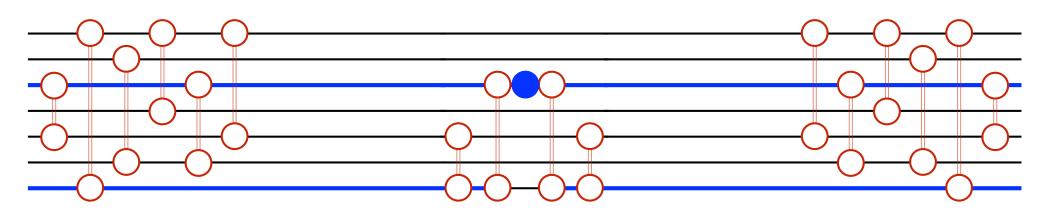
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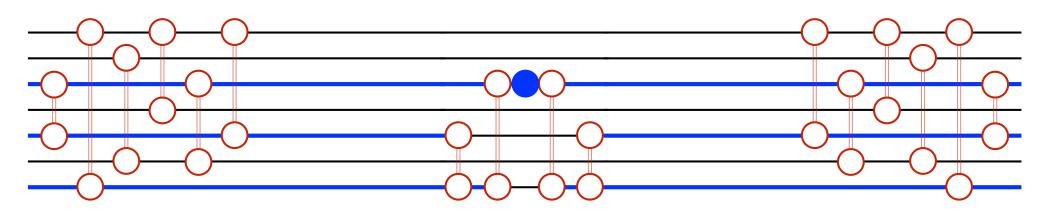
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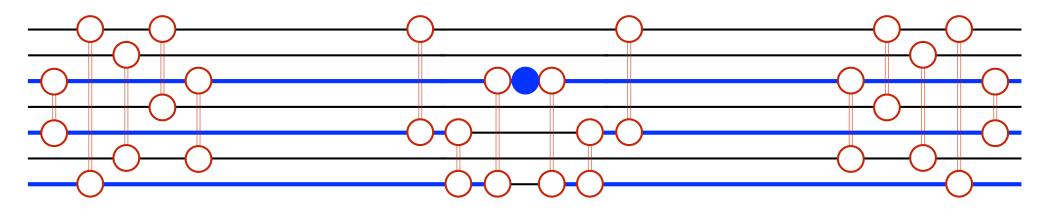
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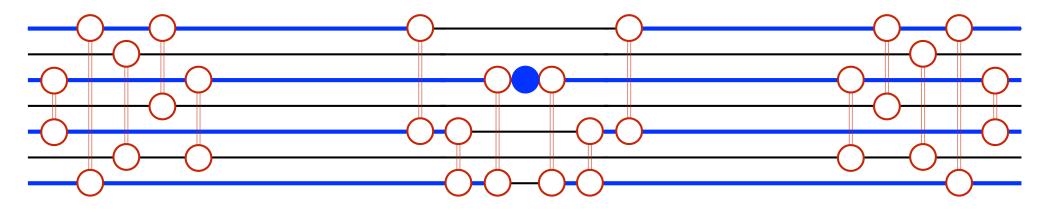
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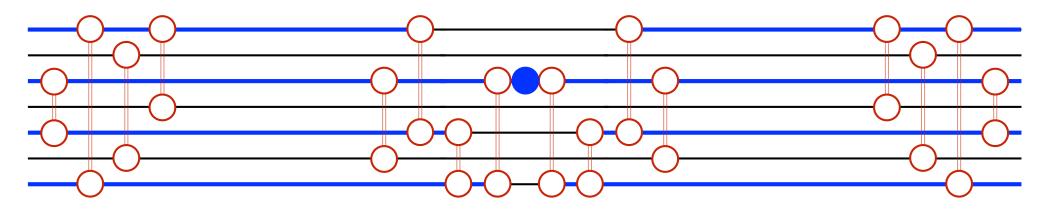
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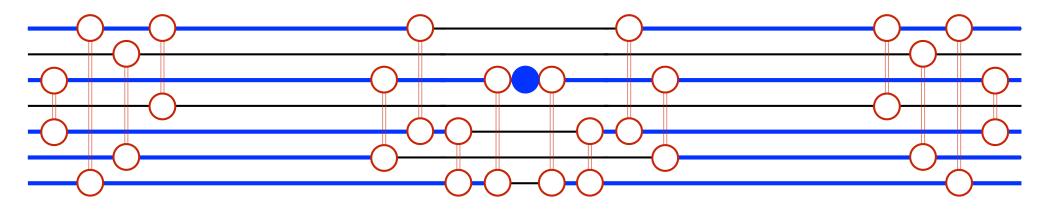
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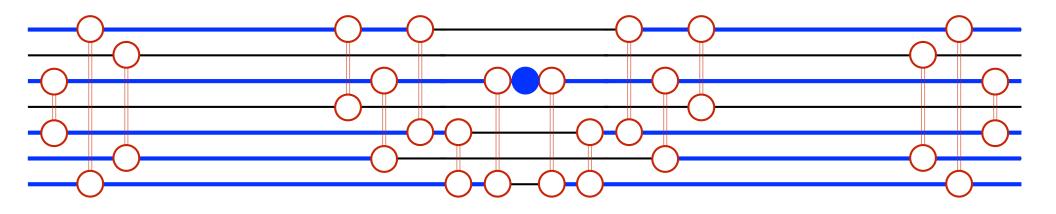
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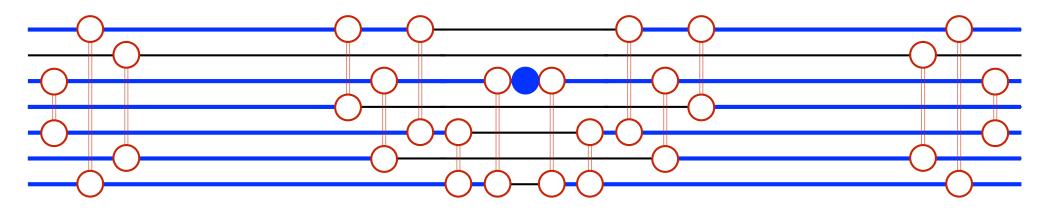
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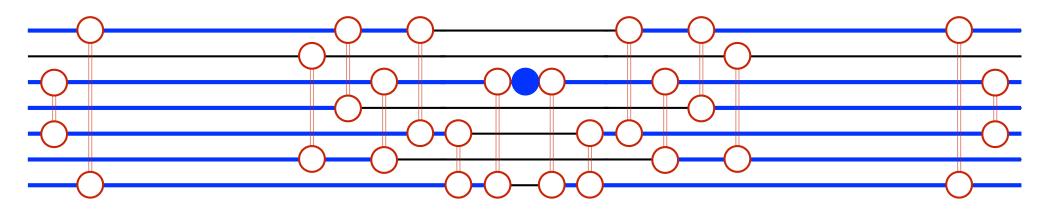
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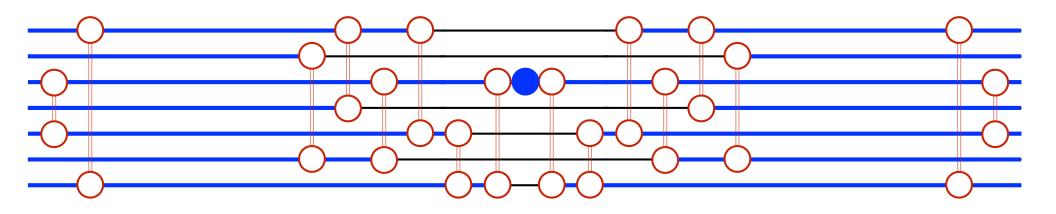
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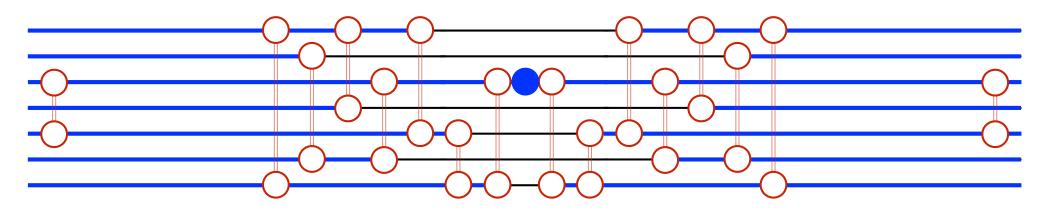
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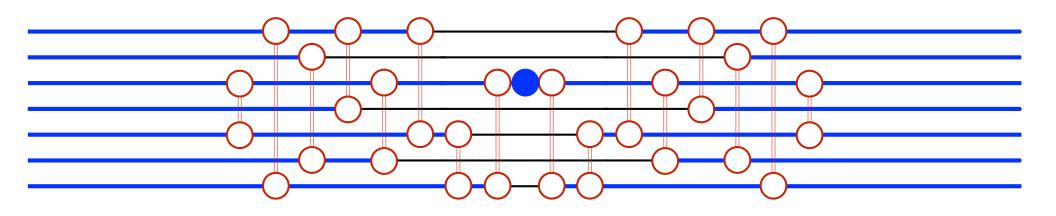
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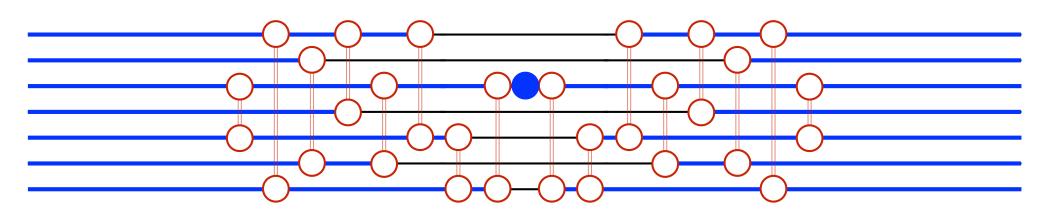


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• $W = (\sigma_x)_3 \longrightarrow$ partial cancellation Complexity[$U(t) (\sigma_x)_3 U(t)^1$] =

most qubits 'infected' at $t_* \equiv \frac{1}{2} N \log N$

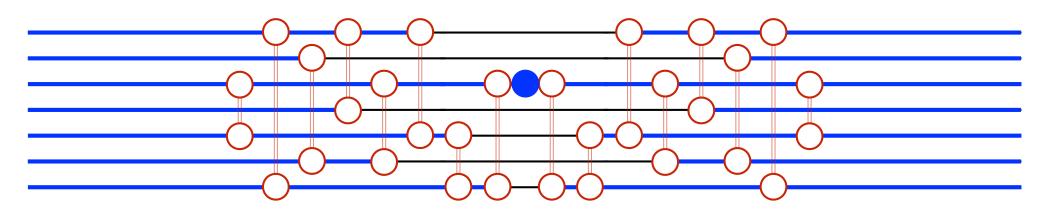


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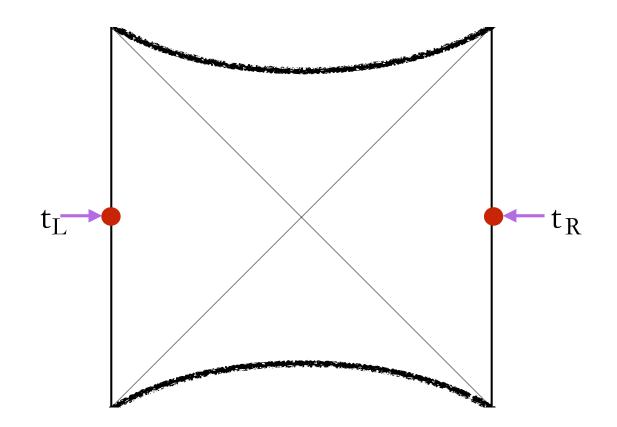
Complexity[$\mathbf{U}(\mathbf{t}) (\sigma_x)_3 \mathbf{U}(\mathbf{t})^{-1}$] = $C[\mathbf{U}(\mathbf{t})] + C[\mathbf{W}] + C[\mathbf{U}(\mathbf{t})^{-1}]$ - $N \log N$ \uparrow "switchback subtraction"

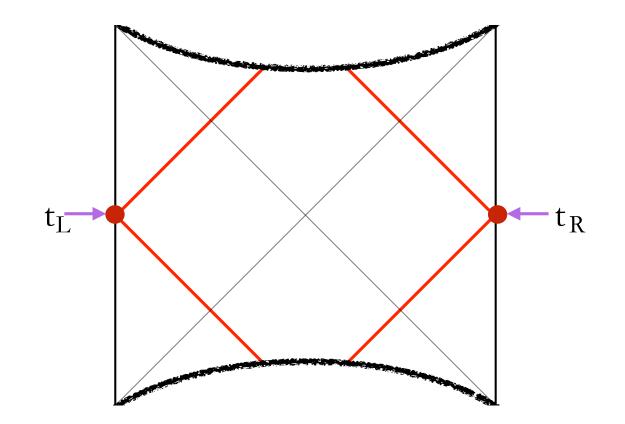
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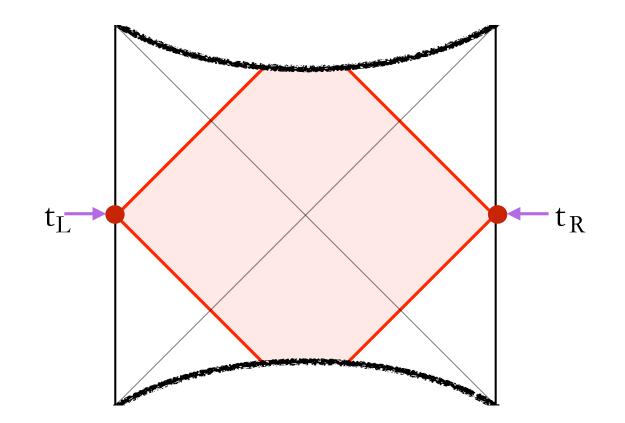


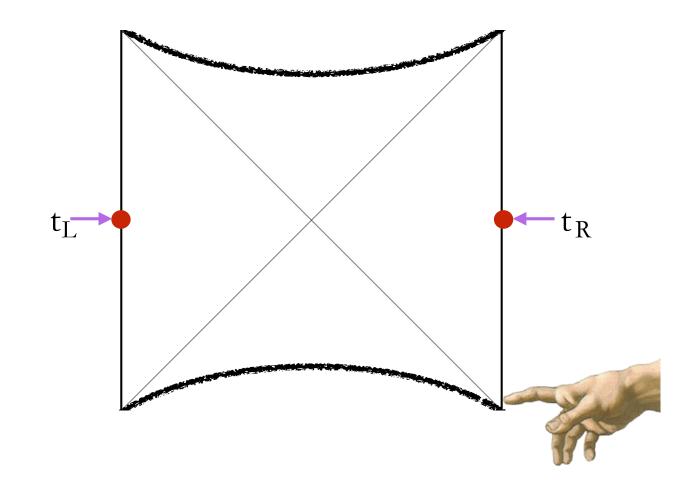
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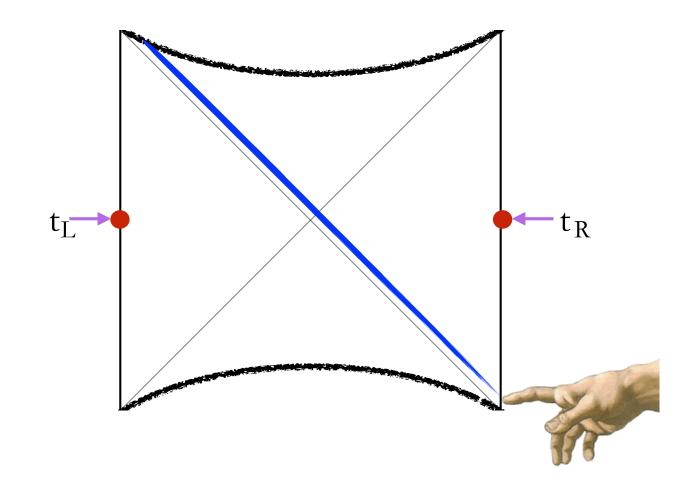
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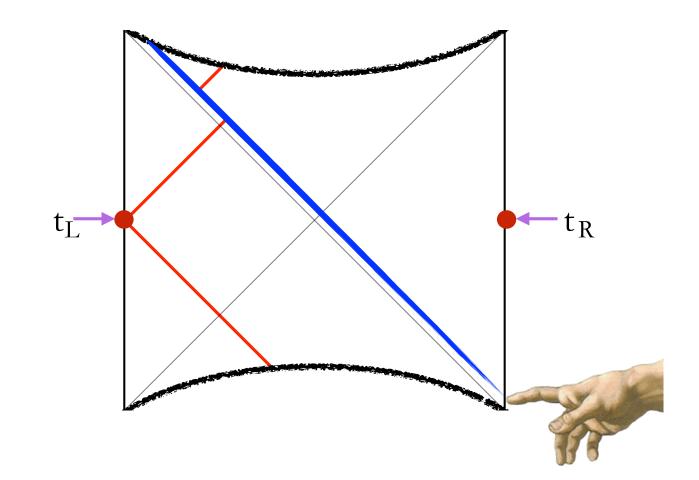


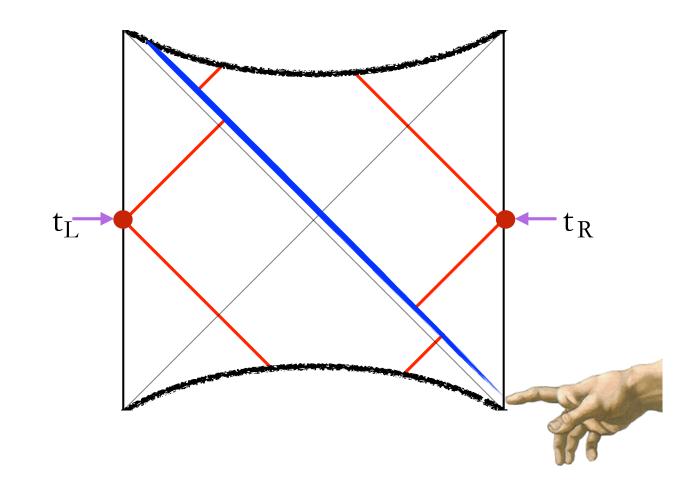


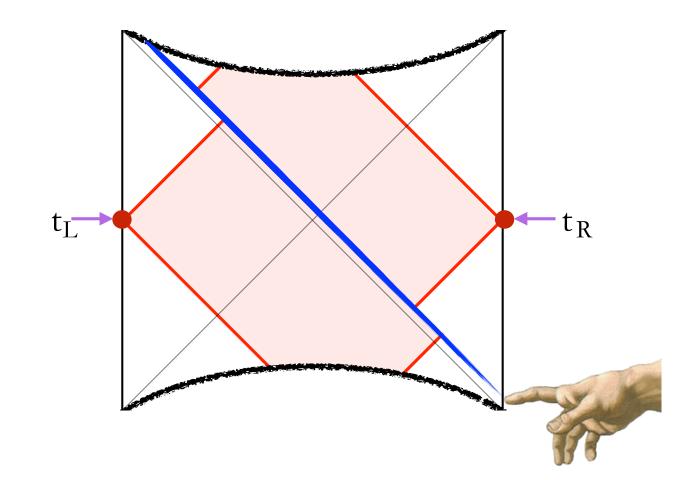












complexity ~ size of wormhole?

EVIDENCE:

• both expected to grow linearly (at early times)

- both can be exponentially large
- perturb black hole with boundary operator
 - in CFT, leads to increase in complexity (chaos)
 - in wormhole, leads to shockwave, increases size

the two increases match including delicate cancellations!

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- single/multiple/localized perturbations
- entomb black hole in inert shell

Complexity and Geometry

FURTHER WORK:

- precise definition of complexity?
- precise definition of action?
- relate imprecision in two definitions?
- reference state? ("complexity of formation")
- classical proof that black holes maximize action?
- more general black holes?
- higher-derivative theories and singularities?
- quantum corrections in the bulk?
- principle of least computation?
- complexity and horizon transparency?
- lots of puzzles!

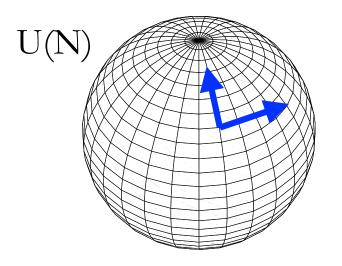
precise definition of complexity?

• OLD: number of gates

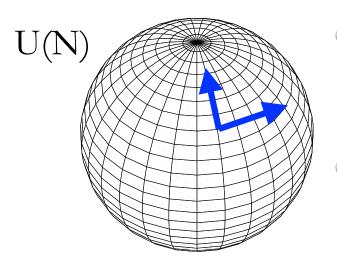
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- discontinuous
- arbitrary gate set

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- NEW: complexity metric ("Nielsen geometry")

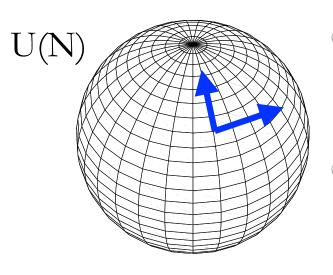


• NEW: complexity metric ("Nielsen geometry")



metric:
$$ds^2 = \operatorname{Tr}[dU^{\dagger}\sigma_I U] g_{IJ} \operatorname{Tr}[dU^{\dagger}\sigma_J U]$$
complete basis: $\sigma_I = \begin{cases} \mathbb{I} \\ \sigma_x \\ \sigma_y \\ \sigma_z \end{cases} \otimes \begin{cases} \mathbb{I} \\ \sigma_x \\ \sigma_y \\ \sigma_z \end{cases} \otimes \begin{cases} \mathbb{I} \\ \sigma_x \\ \sigma_y \\ \sigma_z \end{cases} \otimes \begin{cases} \mathbb{I} \\ \sigma_x \\ \sigma_y \\ \sigma_z \end{cases} \otimes \begin{cases} \mathbb{I} \\ \sigma_x \\ \sigma_y \\ \sigma_z \end{cases} \otimes \ldots$

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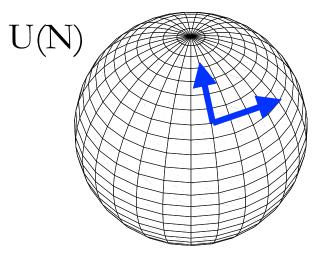
• metric:
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• inner-product metric $\longrightarrow g_{IJ} = \delta_{IJ}$

• NEW: complexity metric ("Nielsen geometry")

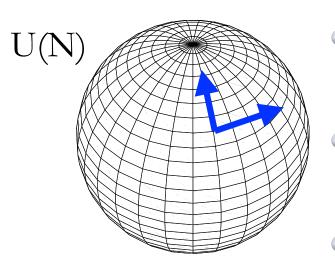
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 complexity metric —> punish directions that touch more qubits (reward *k*-locality)

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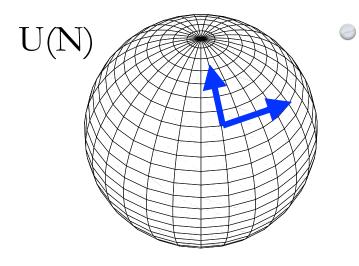


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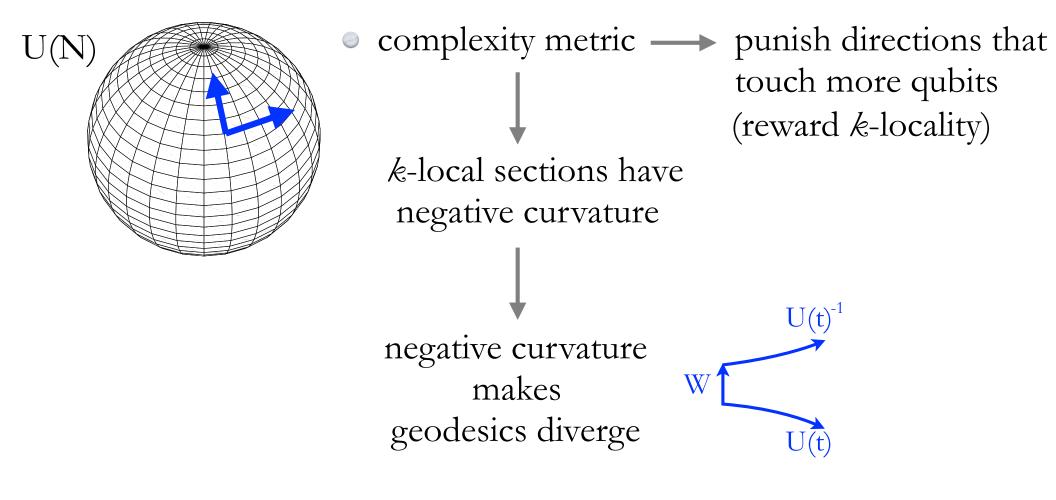
complexity metric --> punish directions that touch more qubits (reward *k*-locality)
 k-local sections have

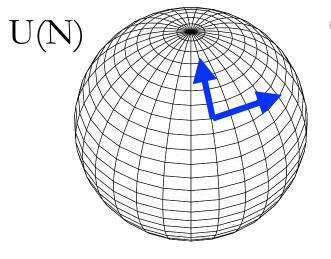
negative curvature



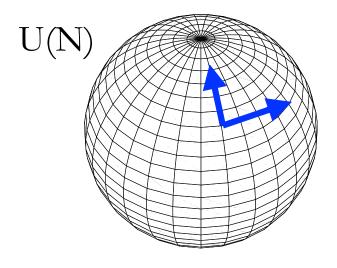
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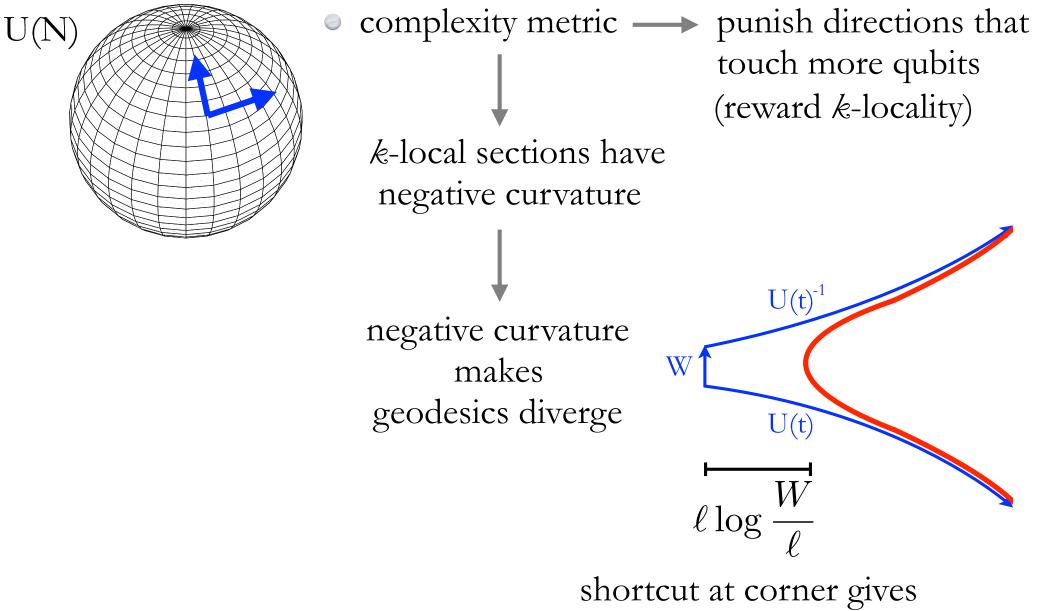




complexity metric — punish directions that touch more qubits (reward *k*-locality) k-local sections have negative curvature $U(t)^{-1}$ negative curvature W makes geodesics diverge U(t)



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switchback subtraction



entropy \neq complexity

