# How many copies are needed for state discrimination? 

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The problem we are considering is motivated by the hidden subgroup problem, for which the "standard approach" is to use the oracle to produce the coset state $\rho_{H}=\frac{1}{|G|} \sum_{g \in G}|g H\rangle\langle g H|$, with $|g H\rangle=$ $\frac{1}{\sqrt{|H|}} \sum_{h \in H}|g h\rangle$. Determining $H<G$ then amounts to distinguishing the $\rho_{H}$, given a small number of samples (disregarding complexity issues).

Abstractly, one is given a set of quantum states $\left\{\rho_{i}: i=1, \ldots N\right\}$ on a $d$-dimensional Hilbert space $\mathcal{H}$, with the property that the pairwise fidelities are bounded away from 1 :

$$
\forall i \neq j \quad F\left(\rho_{i}, \rho_{j}\right):=\left\|\sqrt{\rho_{i}} \sqrt{\rho_{j}}\right\|_{1}^{2} \leq F<1
$$

The question is: how many copies of the unknown state $\rho_{i}$ does one need to be able to distinguish them all with high reliability? In other words, we would like to find, for $0<\epsilon<1$, the minimal $n$ for which there exists a POVM $\left(M_{i}\right)_{i=1, \ldots, N}$ on $\mathcal{H}^{\otimes n}$ such that for all $i, \operatorname{Tr}\left(\rho_{i}^{\otimes n} M_{i}\right) \geq 1-\epsilon$. Of course, this minimal $n$ will depend on the precise geometric position of the states relative to each other, but useful bounds can be obtained simply in terms of the number $N$ and the fidelity $F$.

Upper bound. We invoke a result of Barnum and Knill [1] which says that, assuming a probability distribution $\left(p_{i}\right)$ on the state set, the average success probability is lower bounded as

$$
\begin{aligned}
P_{\text {succ }} & :=\sum_{i} p_{i} \operatorname{Tr}\left(\rho_{i}^{\otimes n} M_{i}\right) \\
& \geq 1-\sum_{i \neq j} \sqrt{p_{i} p_{j}} \sqrt{F\left(\rho_{i}^{\otimes n}, \rho_{j}^{\otimes n}\right)} \geq 1-N \sqrt{F}^{n},
\end{aligned}
$$

which is $\geq 1-\epsilon$ if

$$
\begin{equation*}
n \geq \frac{2}{-\log F}(\log N-\log \epsilon) \tag{1}
\end{equation*}
$$

In fact, this success probability is achieved by the "square root" or "pretty good" measurement 3], which, according to [1], has error probability not more than twice that of the optimal measurement. So, for every distribution there exists a POVM attaining success probability $\geq 1-\epsilon$. Conversely, for fixed POVM one can try to find the worst probability distribution - which may be the point mass on the state with minimal $\operatorname{Tr}\left(\rho_{i}^{\otimes n} M_{i}\right)$. But looking at the payoff function of this game, the success probability, we see that it is bilinear in the strategies of the players, the probability vector $\left(p_{i}\right)$ and the POVM $\left(M_{i}\right)$, and that furthermore the strategy spaces of
both players are convex. Hence, we can use the minimax theorem [5]:

$$
\max _{\left(M_{i}\right)} \min _{\left(p_{i}\right)} P_{\text {succ }}=\min _{\left(p_{i}\right)} \max _{\left(M_{i}\right)} P_{\text {succ }} \geq 1-\epsilon
$$

so there exists a POVM $M_{i}$ such that for all $i$, $\operatorname{Tr}\left(\rho_{i}^{\otimes n} M_{i}\right) \geq 1-\epsilon$.

Lower bound. We quote from [2], the following lower bound (Theorem 1.4): to distinguish the states $\rho_{i}$ with success probability $\geq \eta$,

$$
\begin{equation*}
n \geq \frac{1}{\log (\lambda d)}(\log N+\log \eta) \tag{2}
\end{equation*}
$$

copies are necessary, where $\lambda:=\max _{i}\left\|\rho_{i}\right\|$ is the largest eigenvalue among the operators $\rho_{i}$.

Applications and discussion. For constant $\eta$ and $\epsilon$, the upper and lower bounds of eqs. (1) and (2) are comparable, provided $\lambda=O(1 / d)$, which holds for many important examples of the hidden subgroup problem. Our upper bound can be viewed as a generalisation and improvement of the results in [2] (Theorem 1.6), which themselves improve on [6, to the effect that $n=O(\log N)$ copies of a coset state are sufficient to distinguish from among $N$ subgroups (c.f. [7] which has $n=O(\log |G|)$ when specialising to the hidden subgroup problem).

Here, we get rid of assumptions on the group's structure (and indeed groups at all), as well as a dimensional term in [6]. Observe that by using the game theoretic trick (c.f. 44) we obtain a measurement with worst case error $\epsilon$, unlike previous approaches including [2].
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