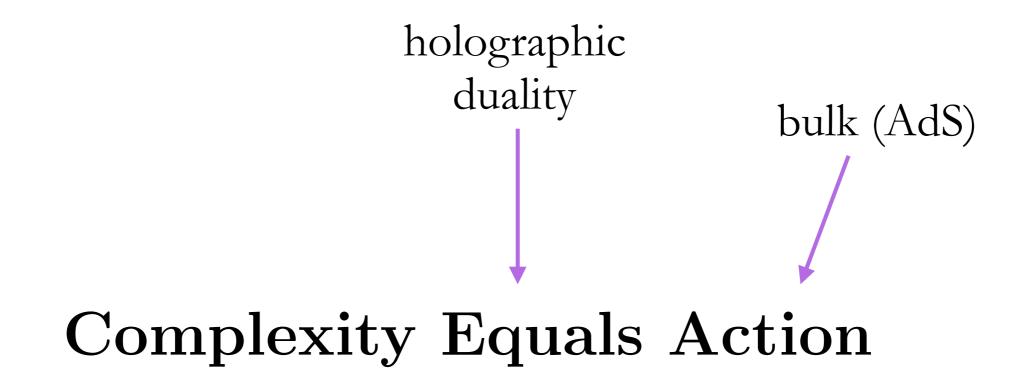
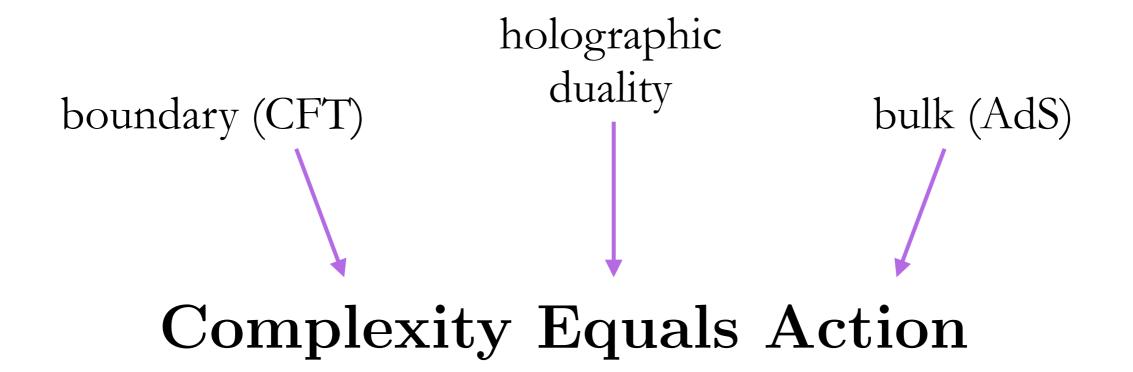
Complexity Equals ActionarXiv:1509.07876Adam Brown, Daniel Roberts, Leonard Susskind, Brian Swingle, Ying Zhao

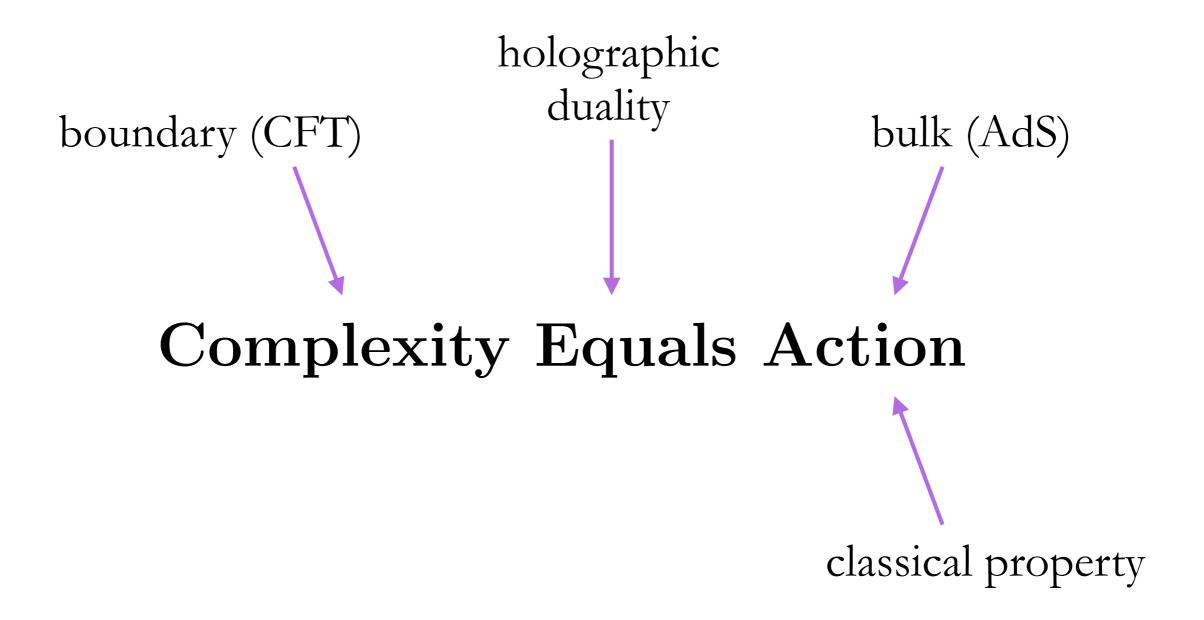
**Complexity, Action, and Black Holes** arXiv:1512.04993 Adam Brown, Daniel Roberts, Leonard Susskind, Brian Swingle, Ying Zhao

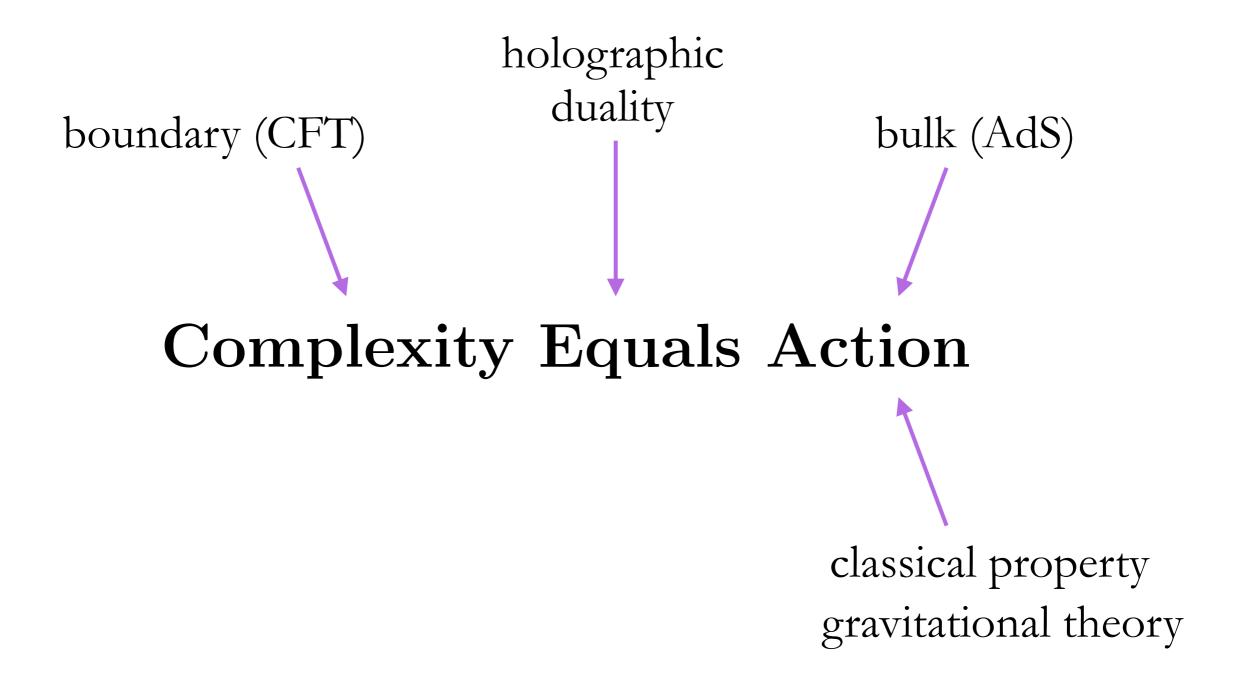
holographic

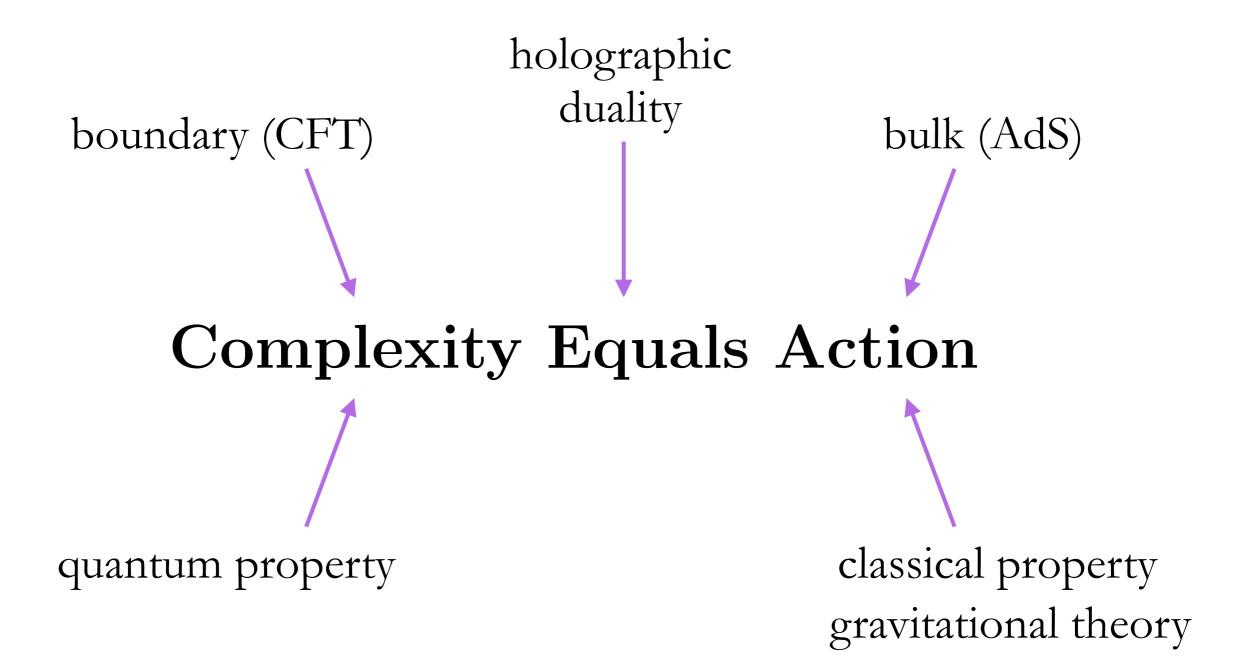
duality

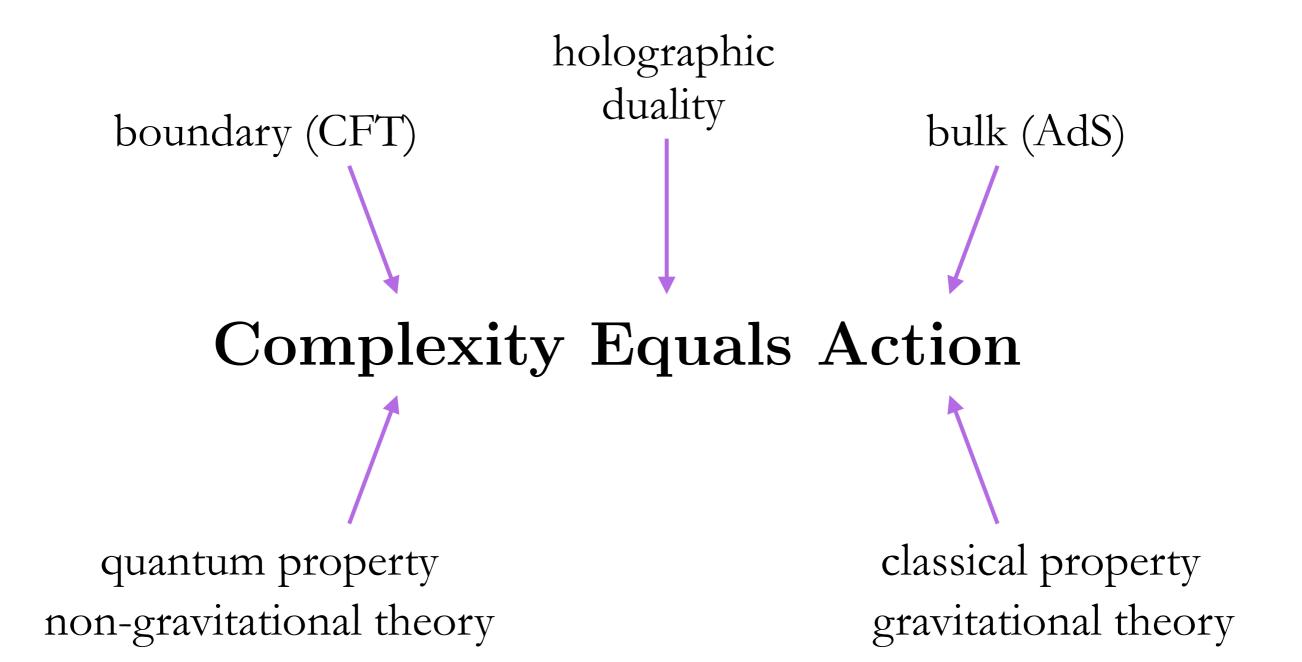


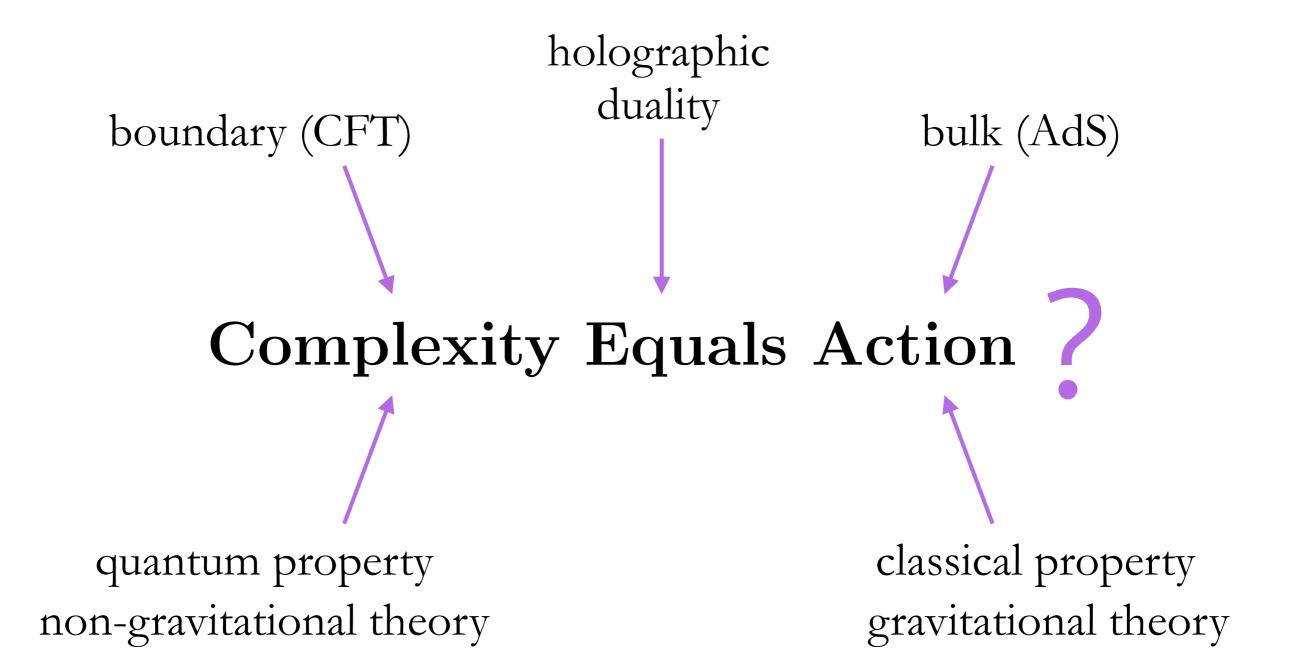








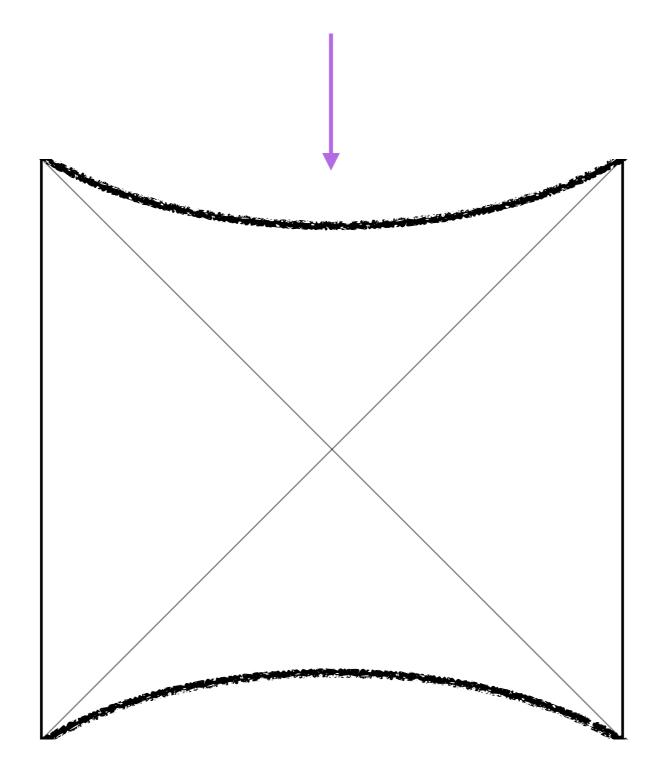


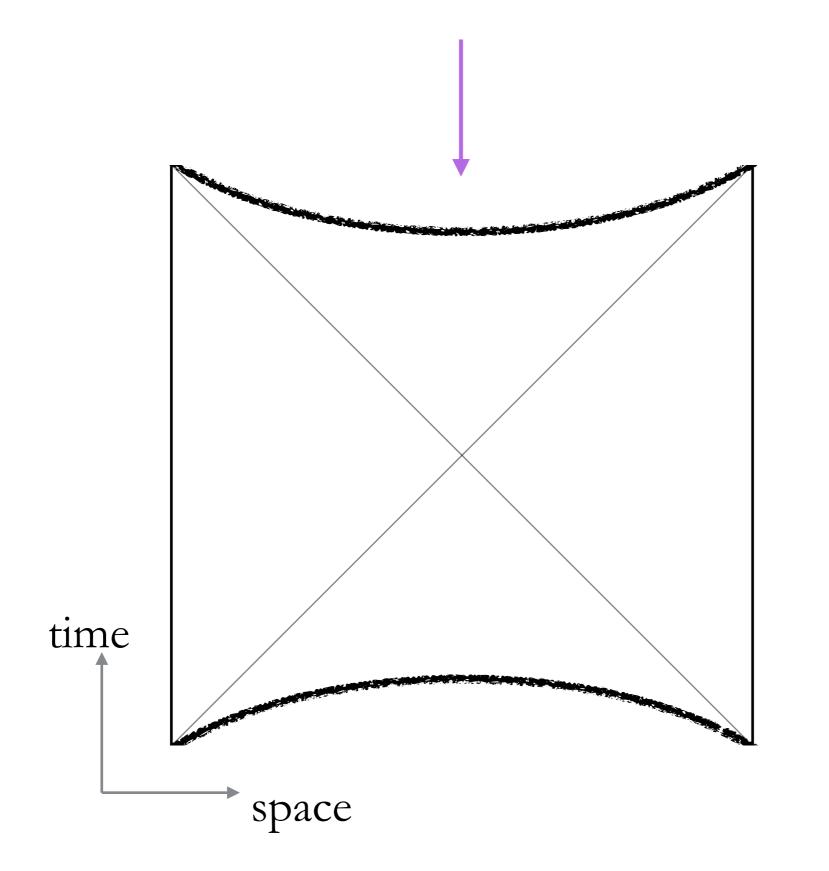


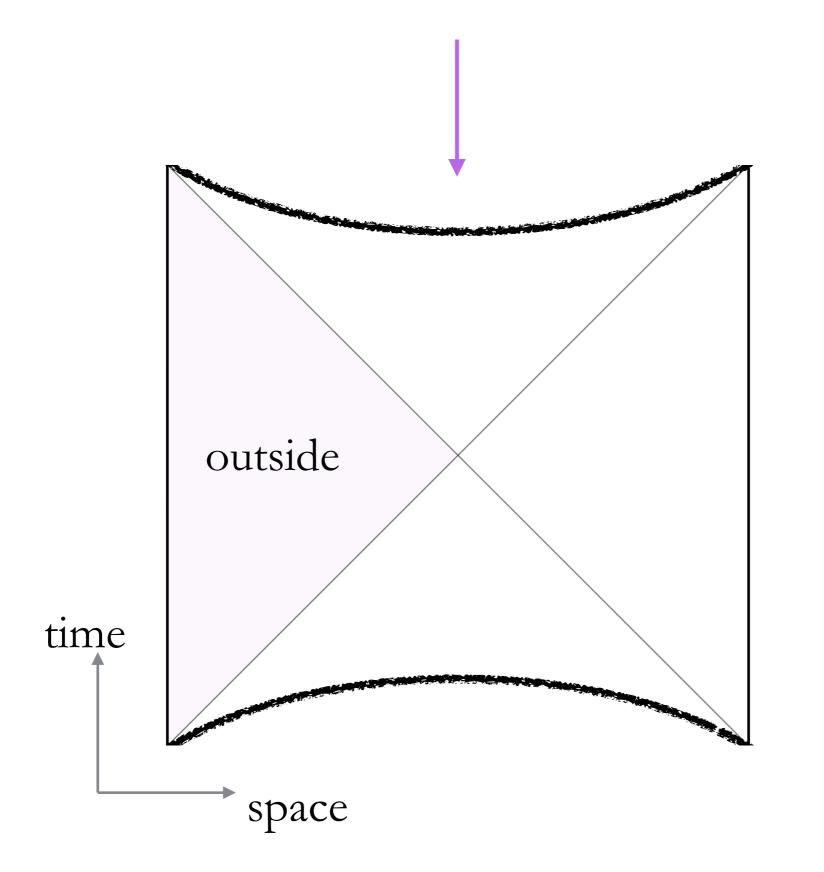
classical property gravitational theory

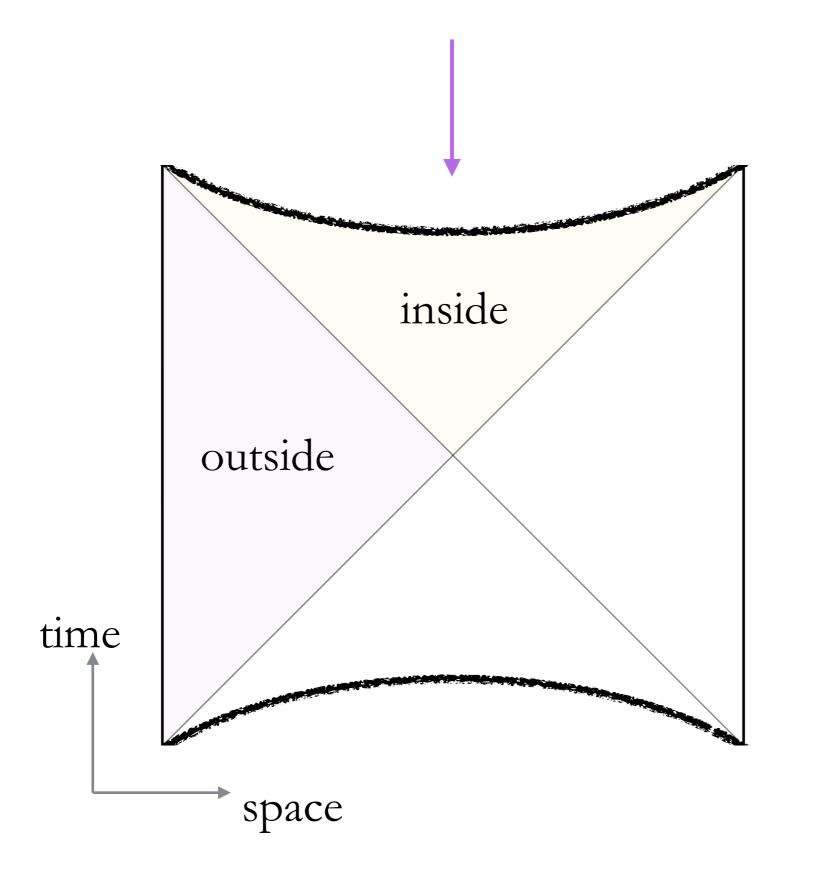
'size' of wormhole for black hole in AdS

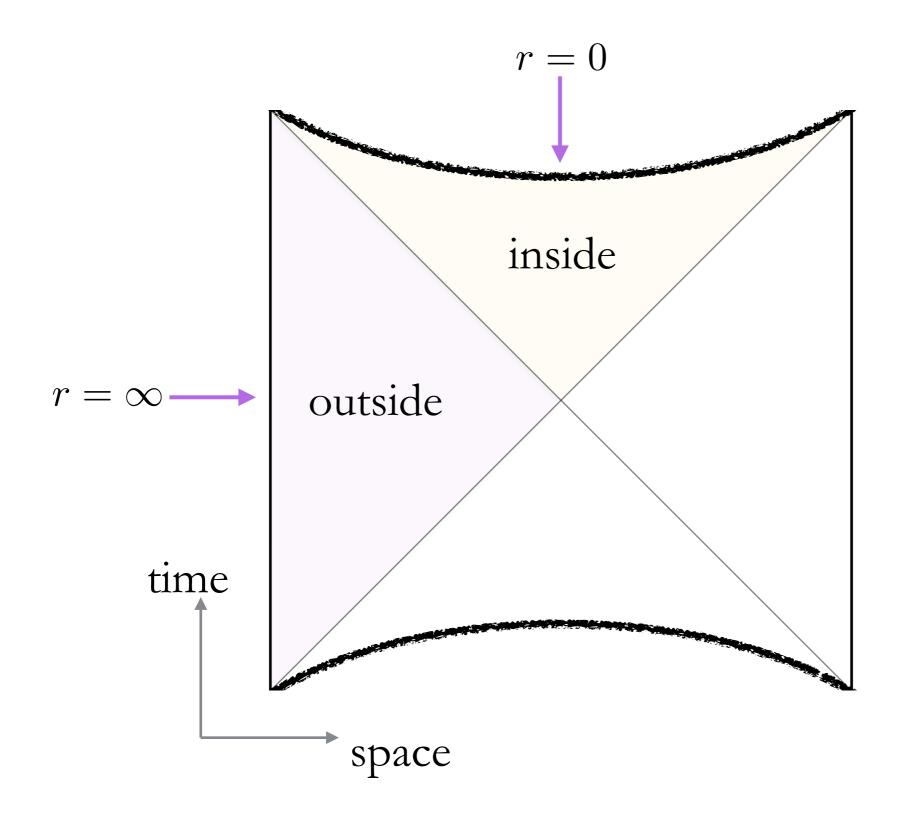
classical property gravitational theory

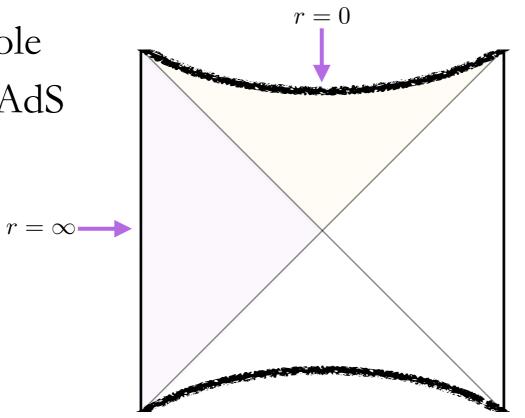


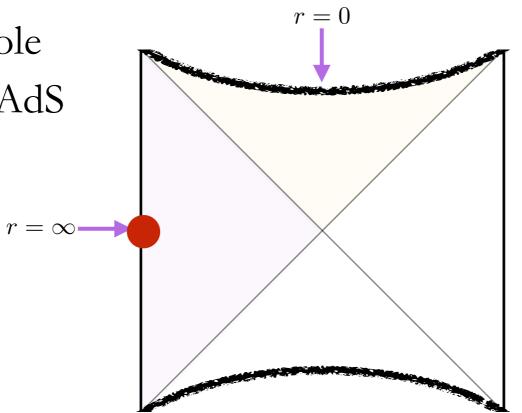


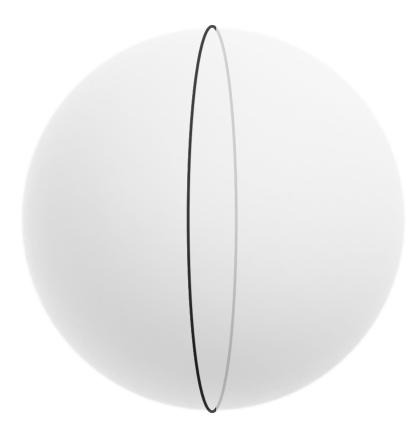


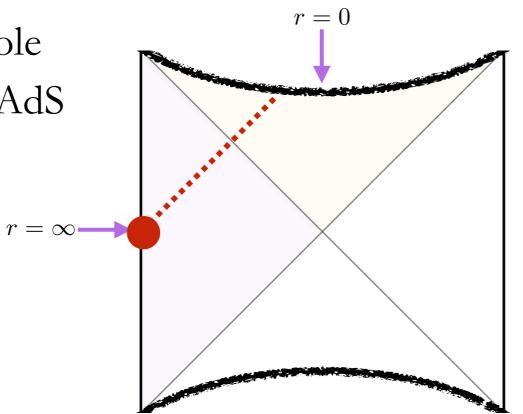


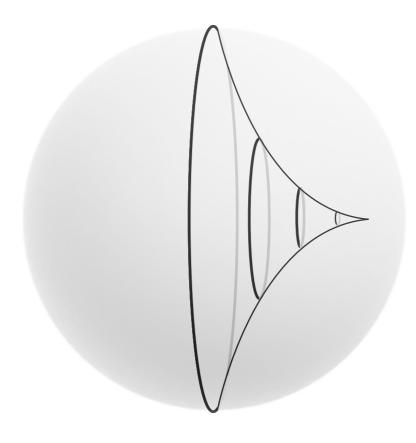


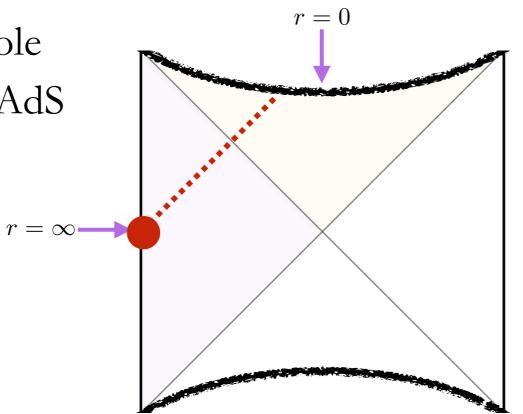


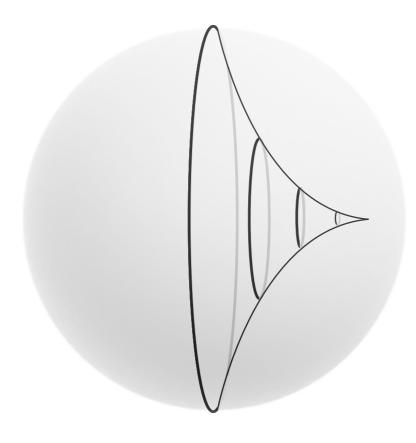


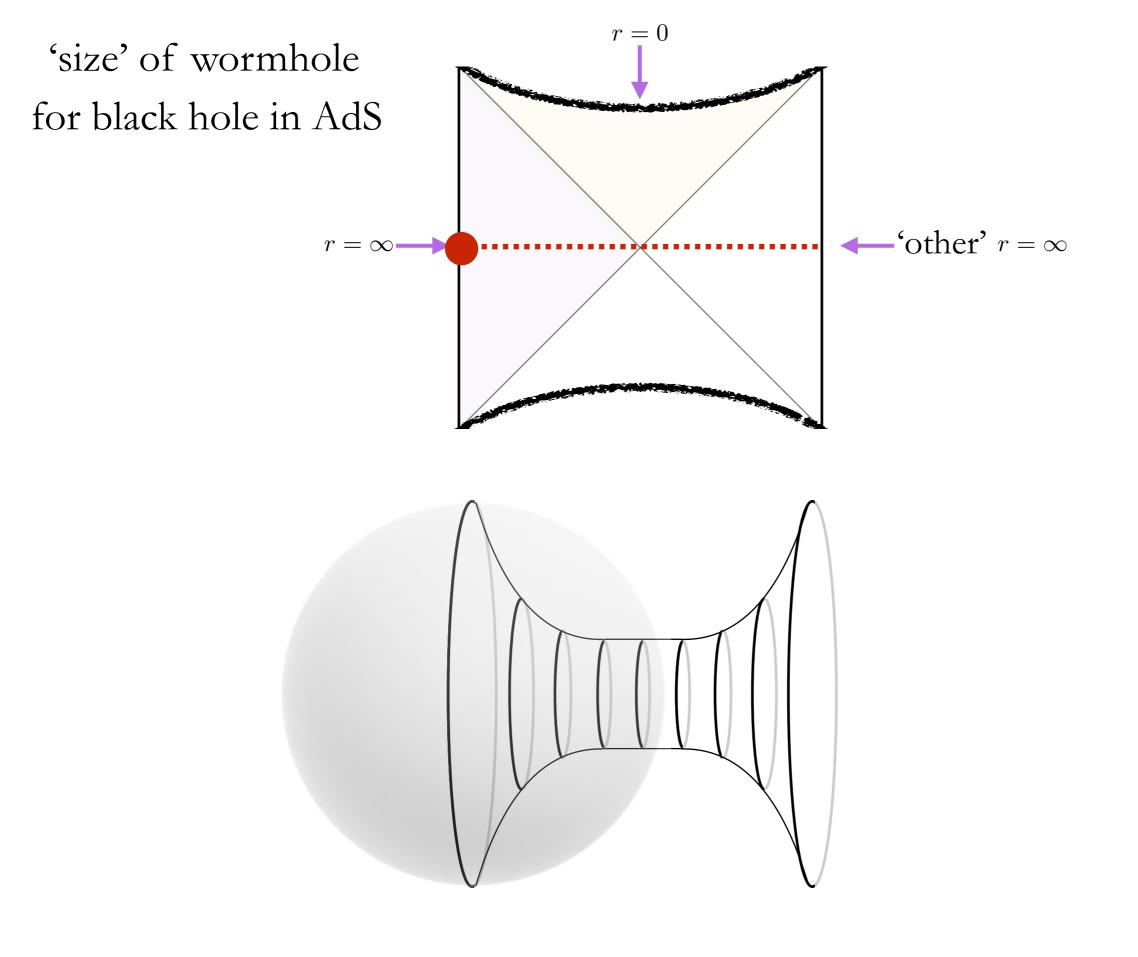


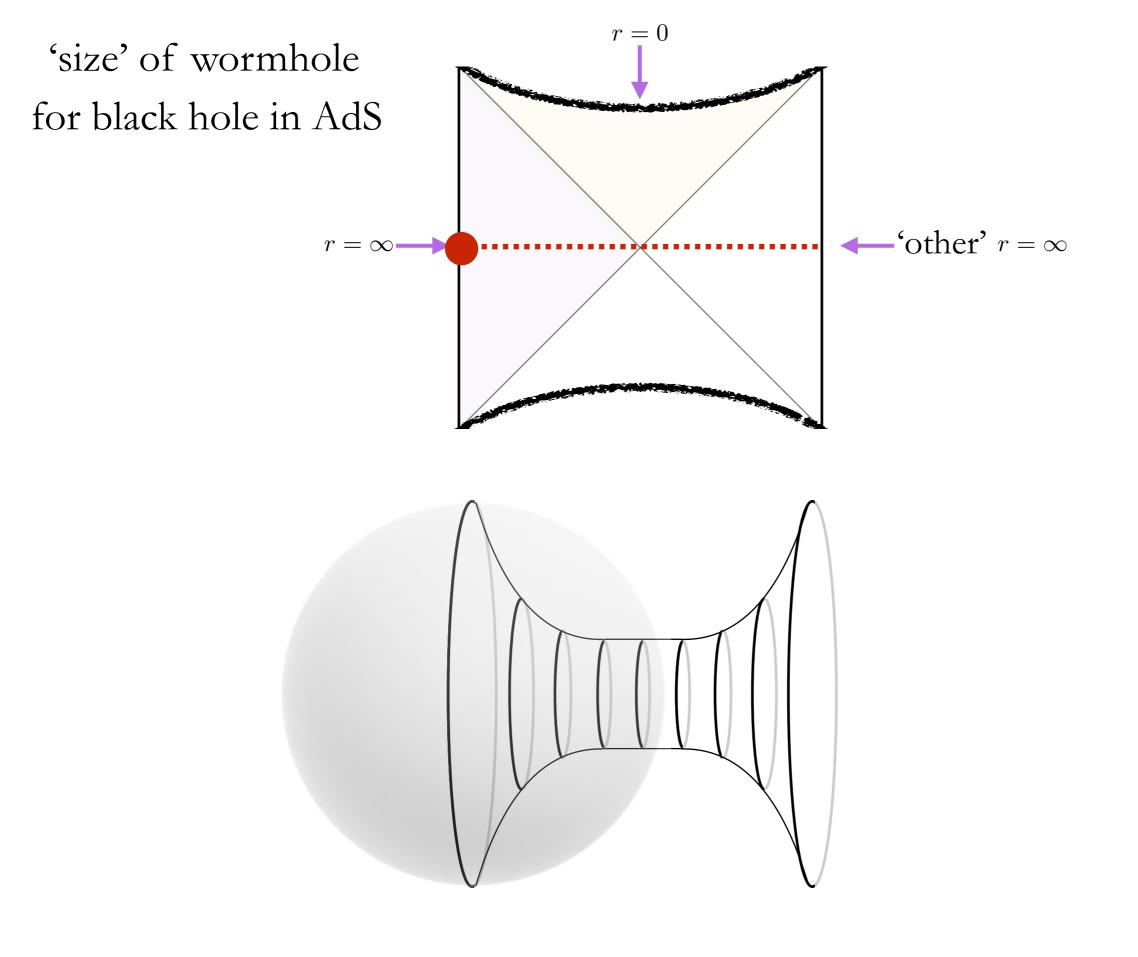


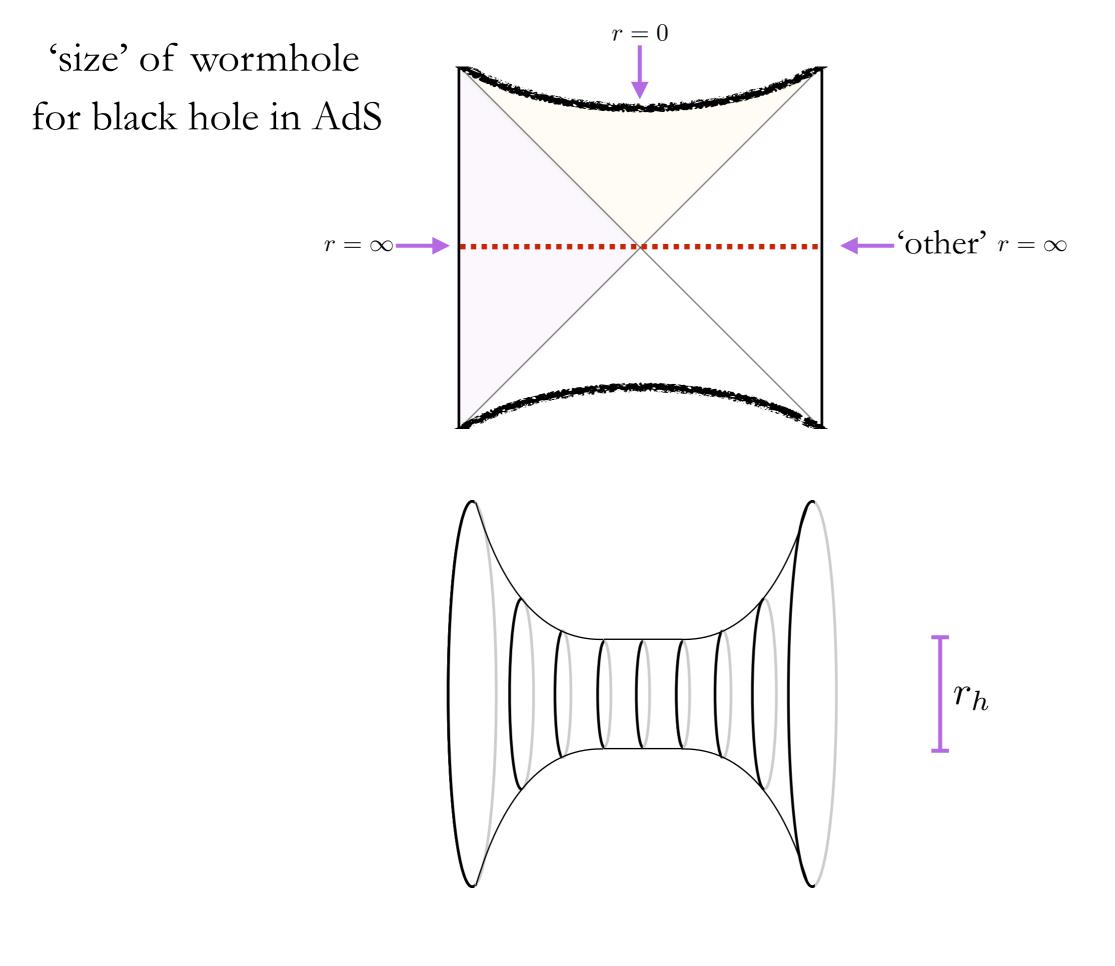


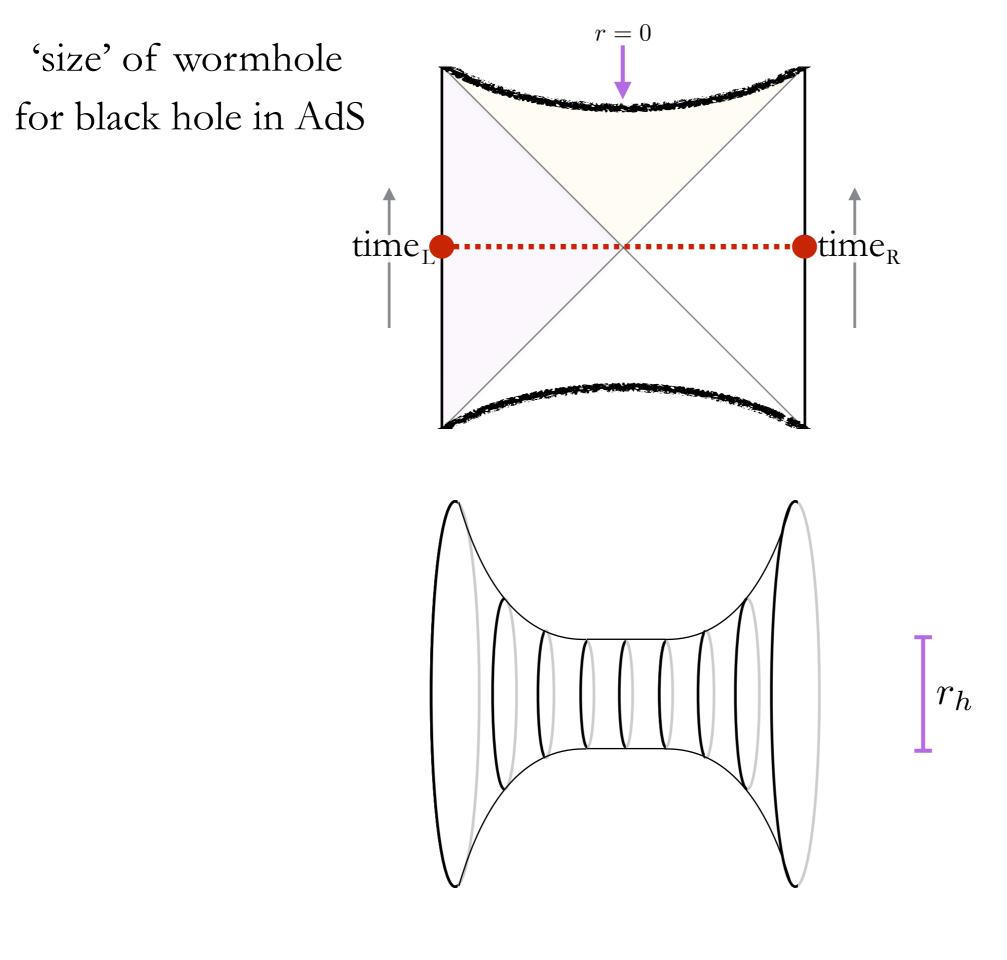


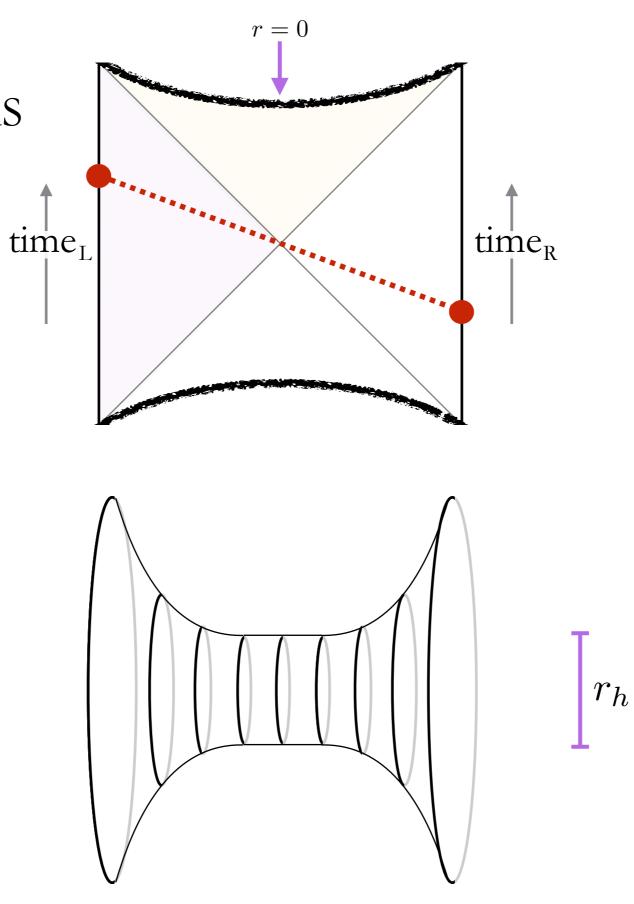


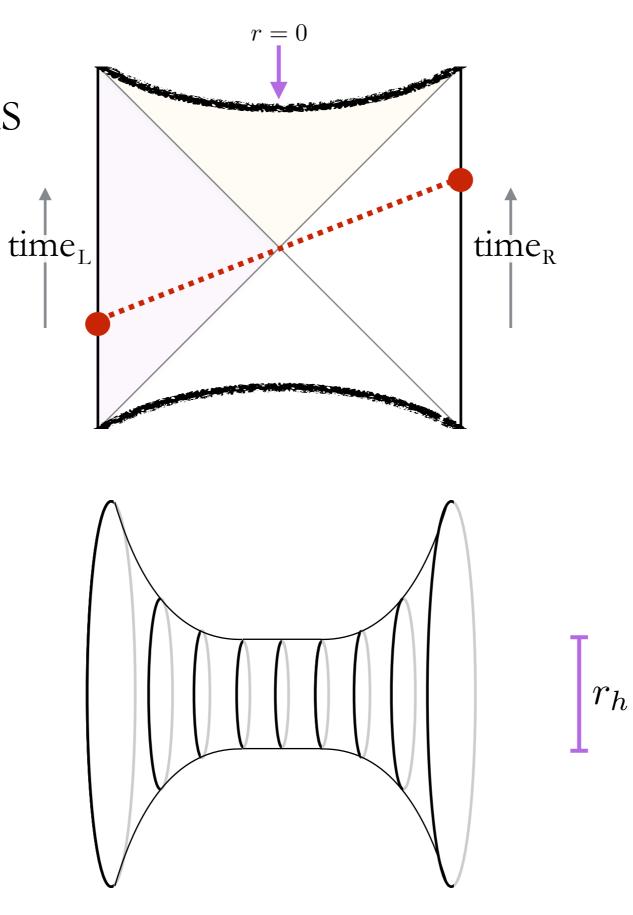


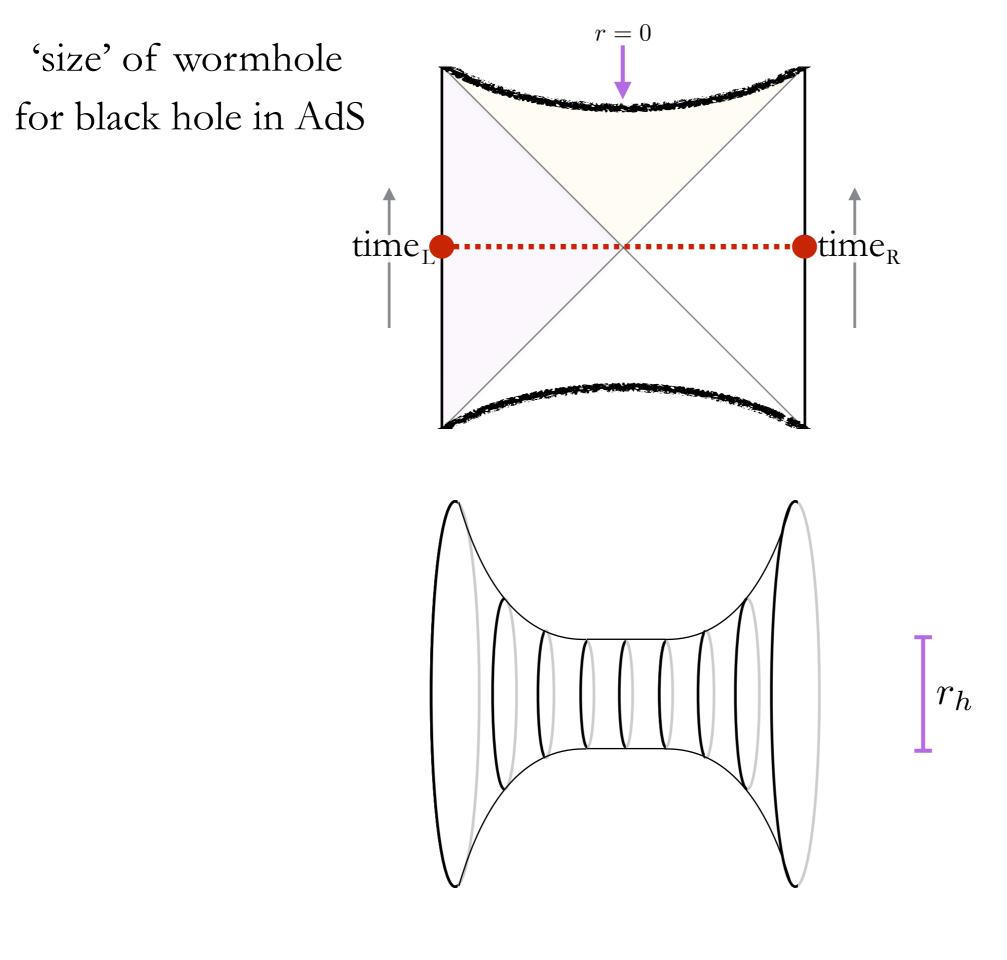


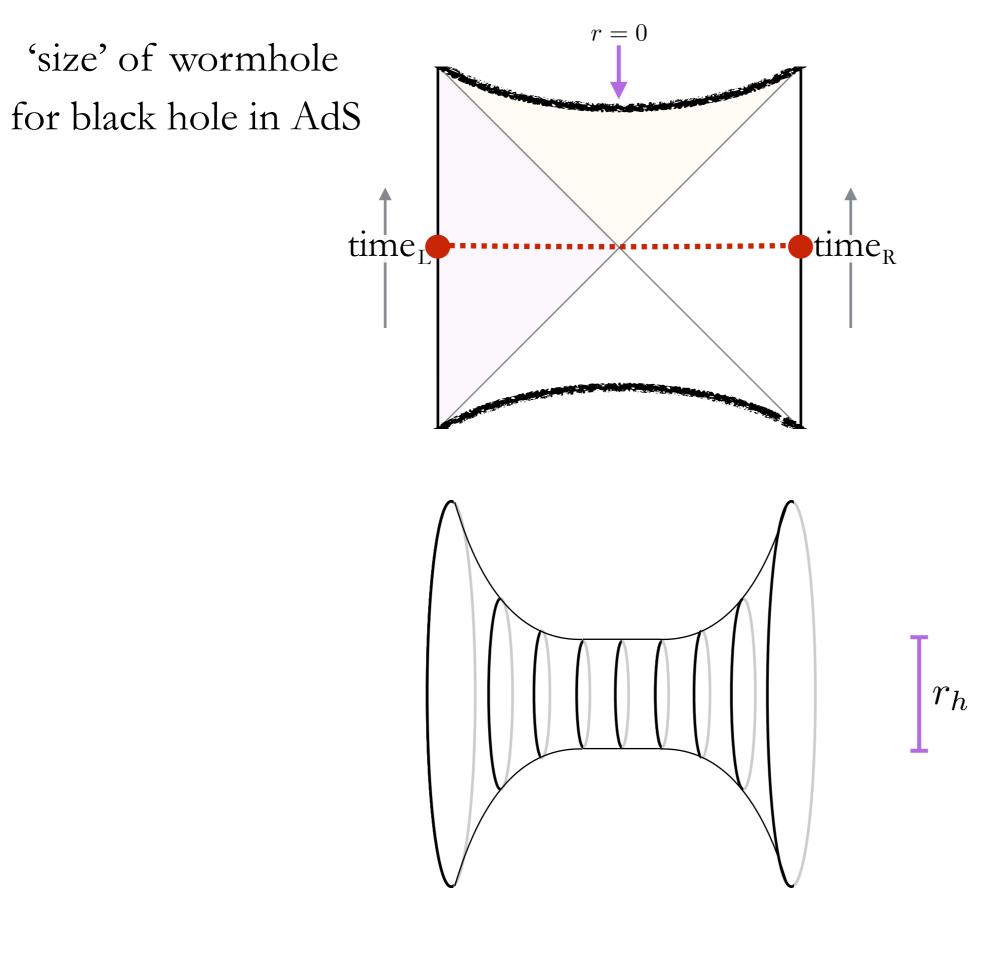


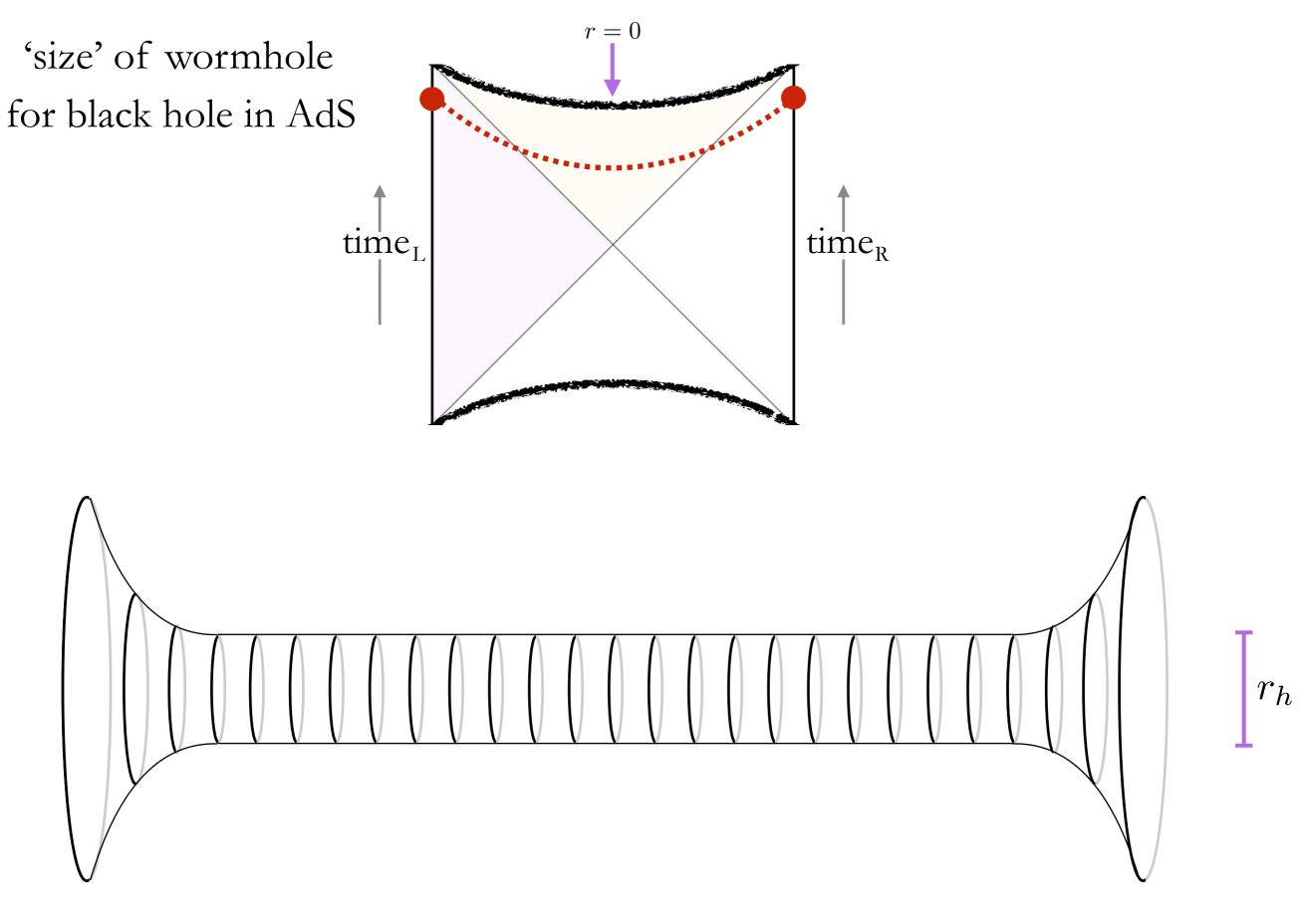


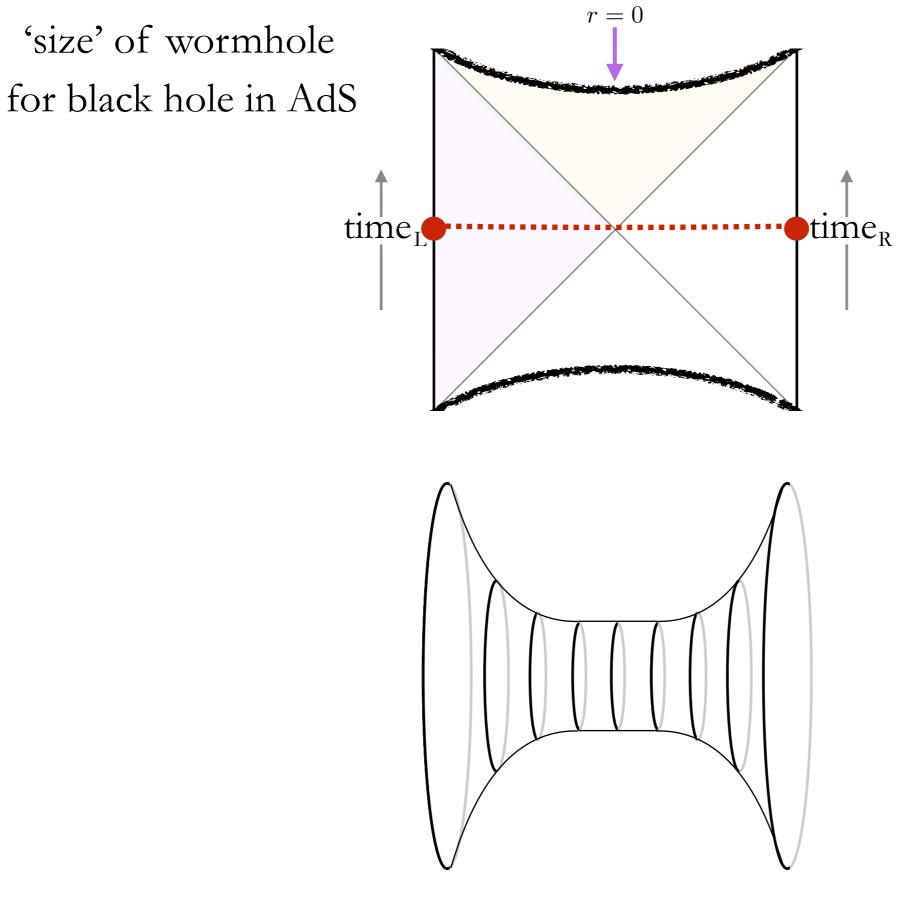




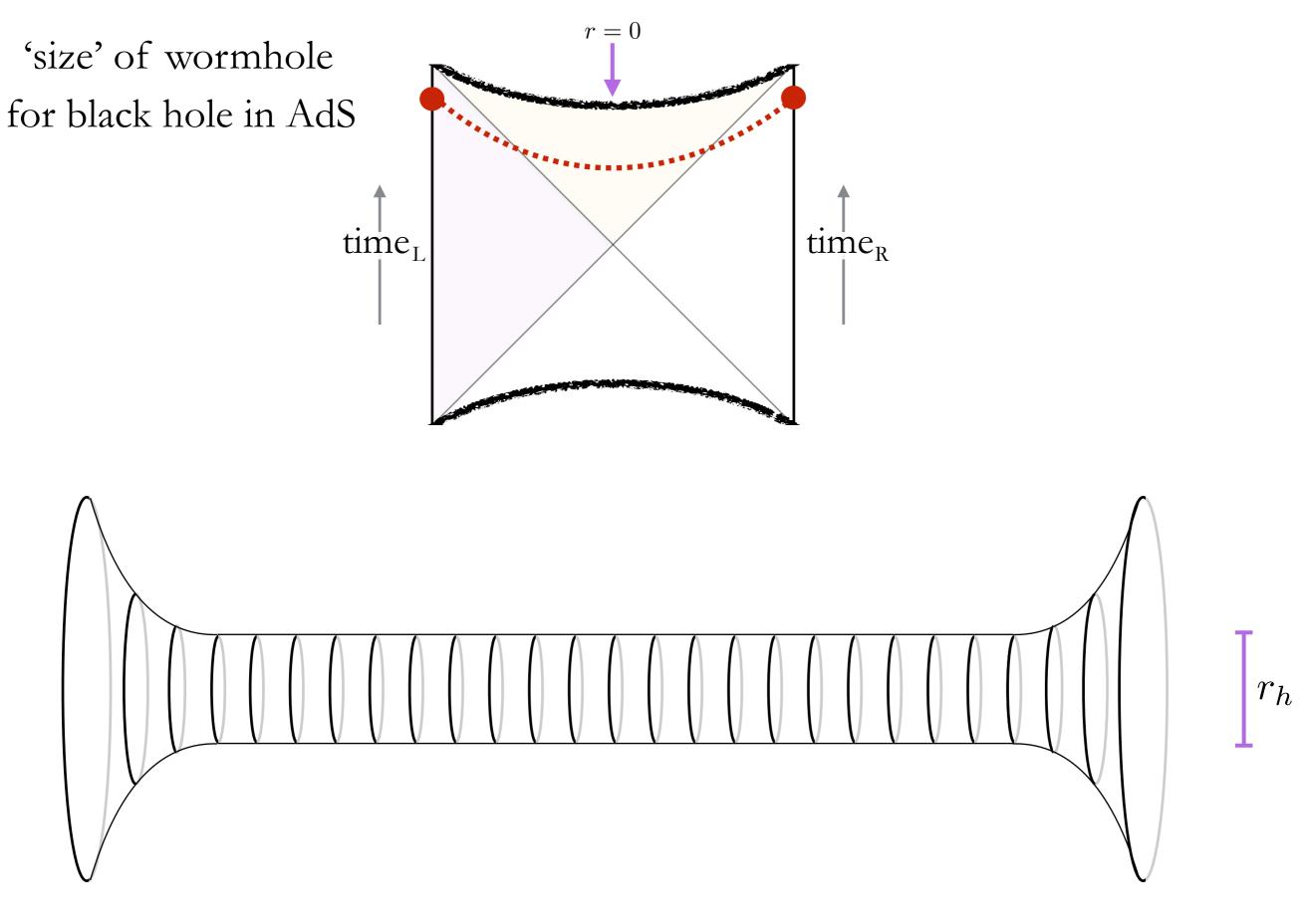


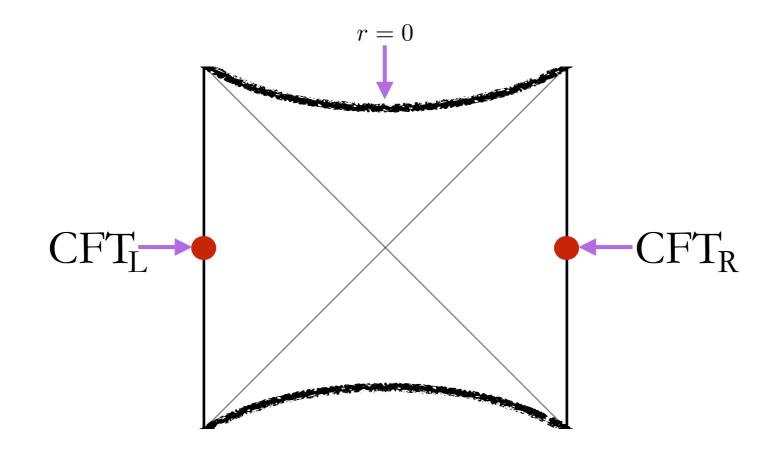


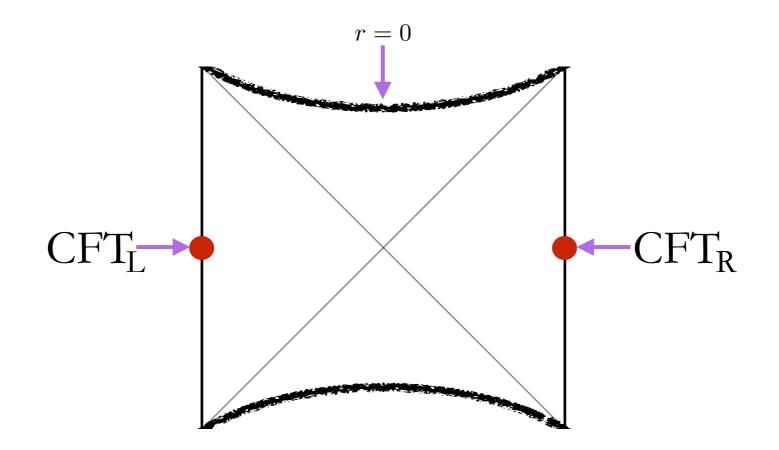




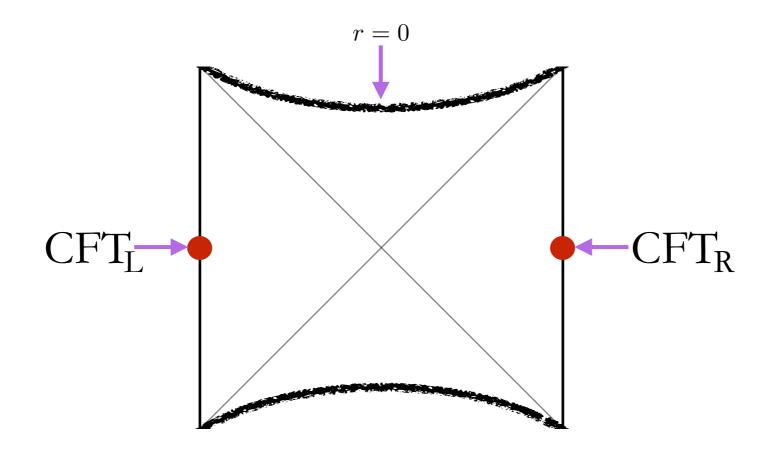
 $r_h$ 





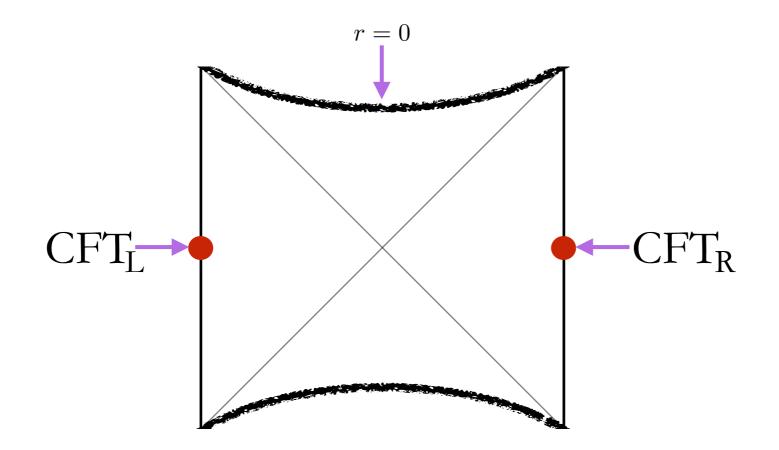


$$|\text{TFD}\rangle = \sum_{i} e^{-\beta E_i/2} |E_i\rangle_L |E_i\rangle_R$$



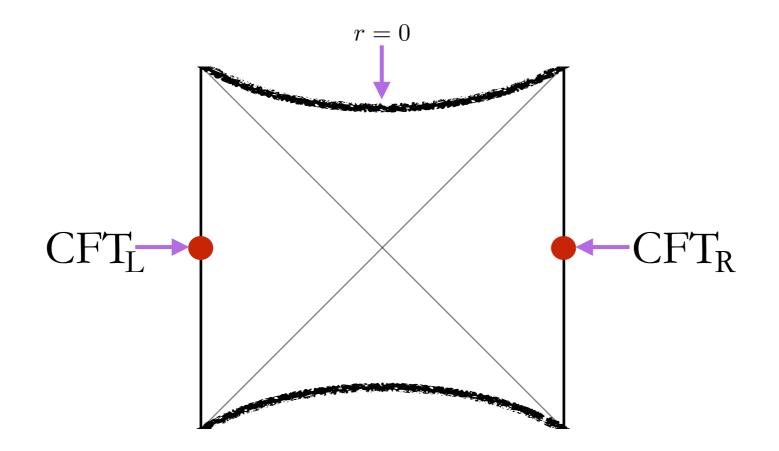
$$|\text{TFD}\rangle = \sum_{i} e^{-\beta E_i/2} |E_i\rangle_L |E_i\rangle_R$$

$$|\psi(t_L, t_R)\rangle = \sum_i e^{-\beta E_i/2 + iE_i(t_L + t_R)} |E_i\rangle_L |E_i\rangle_R$$



$$|\text{TFD}\rangle = \sum_{i} e^{-\beta E_{i}/2} |E_{i}\rangle_{L} |E_{i}\rangle_{R}$$
$$|\psi(t_{L}, t_{R})\rangle = \sum_{i} e^{-\beta E_{i}/2 + iE_{i}(t_{L} + t_{R})} |E_{i}\rangle_{L} |E_{i}\rangle_{R}$$

What is CFT dual to linear growth of wormhole?



$$|\text{TFD}\rangle = \sum_{i} e^{-\beta E_{i}/2} |E_{i}\rangle_{L} |E_{i}\rangle_{R}$$
$$|\psi(t_{L}, t_{P})\rangle = \sum_{i} e^{-\beta E_{i}/2 + iE_{i}(t_{L} + t_{R})} |E_{i}\rangle_{L}$$

$$|\psi(t_L, t_R)\rangle = \sum_i e^{-\beta E_i/2 + iE_i(t_L + t_R)} |E_i\rangle_L |E_i\rangle_R$$

What is CFT dual to linear growth of wormhole? COMPLEXITY?

#### computational gate complexity of a quantum state

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e.g. 
$$|\psi(t_L, t_R)\rangle = \sum_i e^{-\beta E_i/2 + iE_i(t_L + t_R)} |E_i\rangle_L |E_i\rangle_R$$

# computational gate complexity of a quantum state e.g. $|\psi(t_L, t_R)\rangle = \sum_i e^{-\beta E_i/2 + iE_i(t_L + t_R)} |E_i\rangle_L |E_i\rangle_R$

#### **DEFINITION?**

computational gate complexity of a quantum state

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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 are needed to make the state

e.g. to within an accuracy  $\epsilon$ 

computational gate complexity of a quantum state

e.g. 
$$|\psi(t_L, t_R)\rangle = \sum_i e^{-\beta E_i/2 + iE_i(t_L + t_R)} |E_i\rangle_L |E_i\rangle_R$$

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

are needed to make the state e.g. to within an accuracy  $\epsilon$ 

- can be exponentially large (Hilbert Space is huge)
- expected to grow linearly (at early times)

**EVIDENCE:** 

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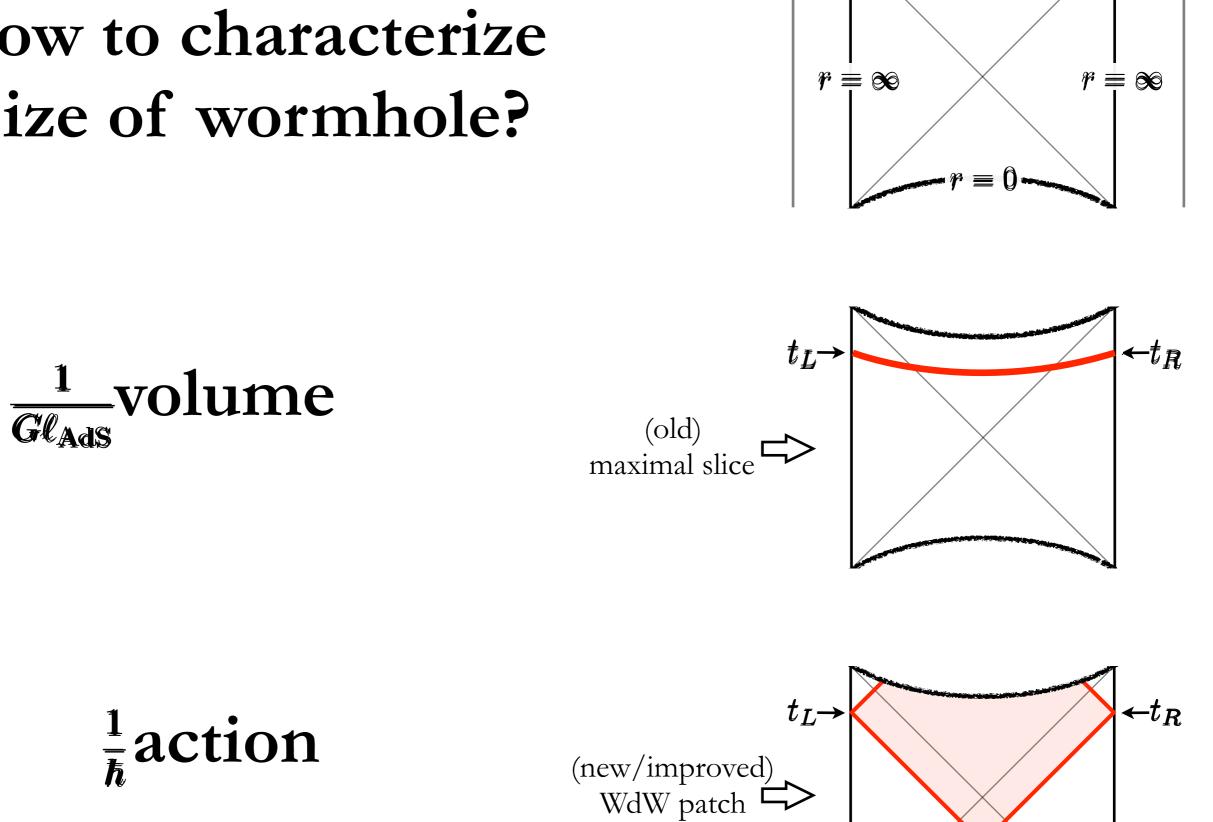
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including delicate cancellations!

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

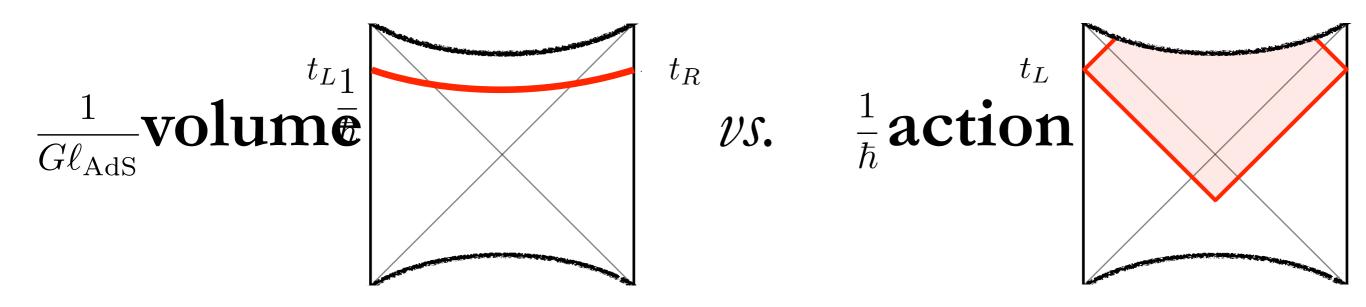


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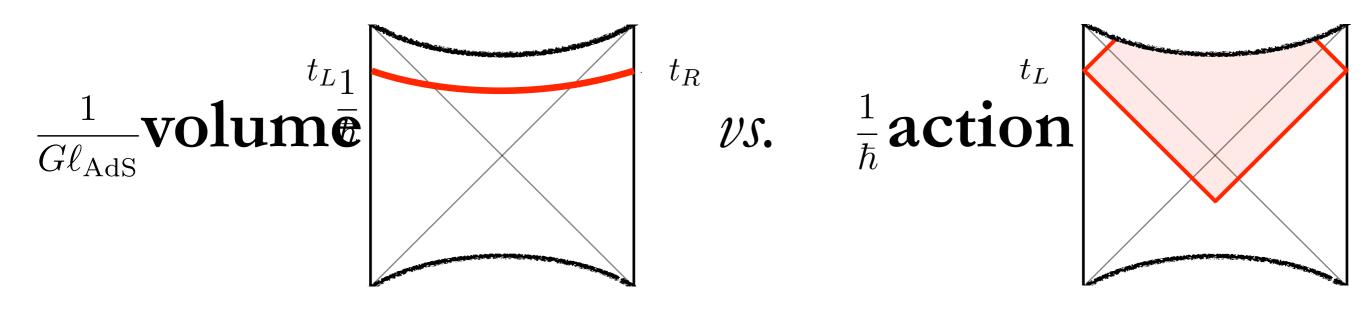
 $r \equiv 0$ 

 $t_{R}$ 

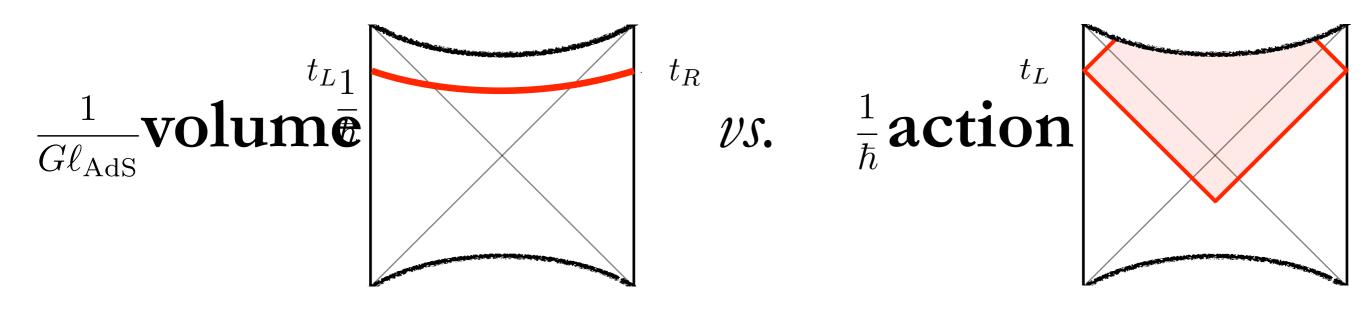
## how to characterize size of wormhole?



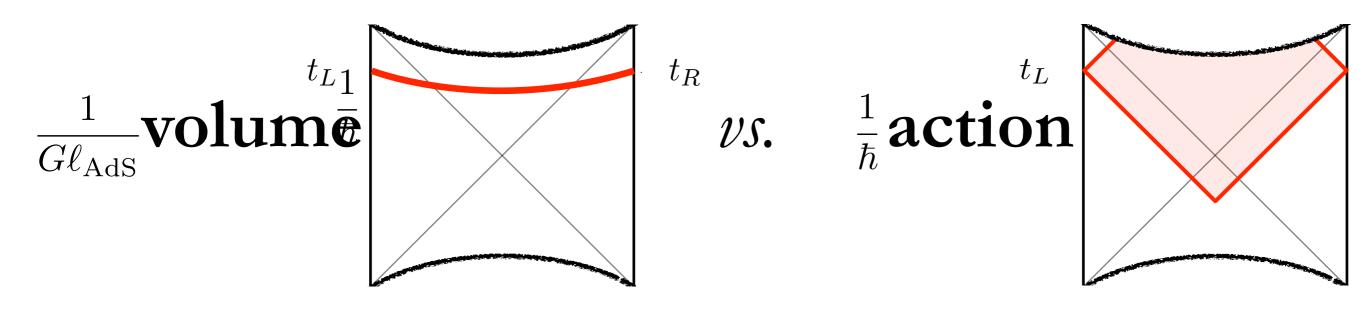
 $t_L$   $t_R$ 



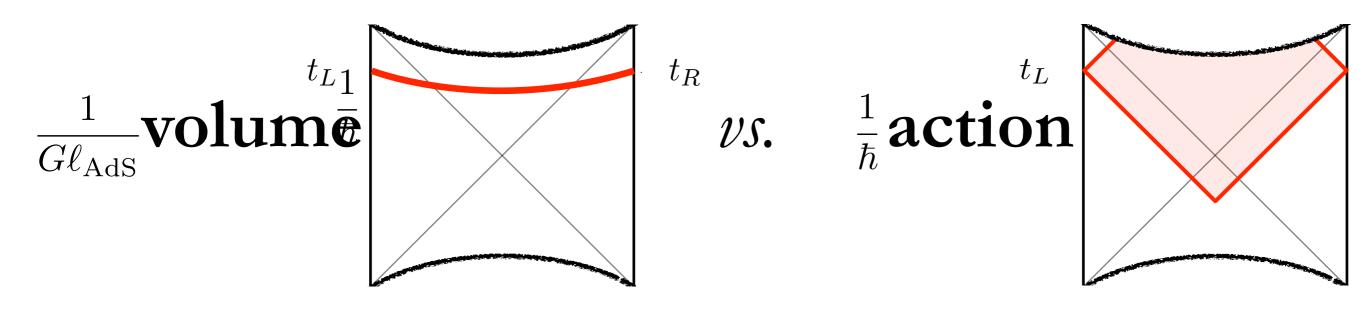
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• naturally "dimensionless<sup>th</sup>" (no arbitrary length scale) • d(action)/dt = 2M (independent of size and dimension)  $\uparrow$  connect to  $\frac{d\text{Complexity}}{dt} \leq \frac{2M}{\pi\hbar}$ black holes saturate limit implies  $\text{Complexity} = \frac{\text{Action}}{\pi\hbar}$ 

# Complexity Equals Action 7

#### 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?
- principle of least computation?
- complexity and horizon transparency?
- lots of puzzles!