

Quantum Morphisms

Lecture 10

Review

(M, b) -game

$$M \in \mathbb{Z}_2^{m \times n}, b \in \mathbb{Z}_2^m, S_\ell = \{i \in [n] : M_{\ell i} = 1\}$$

Alice + Bob sent $\ell, k \in [m]$, respond with $f: S_\ell \rightarrow \mathbb{Z}_2, f': S_k \rightarrow \mathbb{Z}_2$

Win if $\sum_{i \in S_\ell} f(i) = b_\ell, \sum_{j \in S_k} f'(j) = b_k, \text{ \& } f(i) = f'(i) \forall i \in S_\ell \cap S_k.$

Multiplicative form of $Mx=b$:

$$\sum_{i \in S_\ell} x_i = b_\ell \rightarrow \prod_{i \in S_\ell} x_i = (-1)^{b_\ell}$$

$$x_1 + x_2 + x_3 = 1 \rightarrow x_1 x_2 x_3 = -1$$

$$a \in \mathbb{Z}_2 \rightarrow (-1)^a \in \{\pm 1\}$$

Quantum solution to $Mx=b$: $A_i \in B(\mathcal{H})$ for $i \in [n]$ s.t.

1) $A_i^* = A_i$ & $A_i^2 = I \quad \forall i \in [n],$

2) $A_i A_j = A_j A_i$ if $\exists \ell \in [m]$ s.t. $i, j \in S_\ell,$

3) $\prod_{i \in S_\ell} A_i = (-1)^{b_\ell} I \quad \forall \ell \in [m].$

Solution group $\Gamma(M, b)$: generators g_i for $i \in [n]$ and J satisfying the relations:

- 1) $g_i^2 = e \quad \forall i \in [n]$ and $J^2 = e$;
- 2) $g_i J = J g_i \quad \forall i \in [n]$;
- 3) $g_i g_j = g_j g_i$ if $\exists l \in [m]$ s.t. $i, j \in S_l$;
- 4) $\prod_{i \in S_l} g_i = J^{b_l} \quad \forall l \in [m]$.

Theorem (Cleve, Lin, Slofstra): TFAE:

- 1) the (M, b) -game has a perfect qc -strategy;
- 2) $Mx = b$ has a quantum solution;
- 3) the solution group $\Gamma(M, b)$ has $J \neq e$.

Theorem (Cleve & Mittal): TFAE:

- 1) the (M, b) -game has a perfect q -strategy;
- 2) $Mx = b$ has a finite dimensional quantum solution;
- 3) the solution group $\Gamma(M, b)$ has a finite dimensional representation ϕ s.t. $\phi(J) \neq \phi(e)$.

Theorem: TFAE:

- 1) the (M, b) -game has a perfect classical strategy;
- 2) $Mx = b$ has a classical solution;
- 2') $Mx = b$ has a 1-dimensional quantum solution;
- 2'') $Mx = b$ has a commutative quantum solution;
- 3) the abelianization of the solution group $\Gamma(M, b)$ has $J \neq e$.

Slofstra's Embedding Theorem

Tsirelson's problem +
embedding thm for groups

Let Γ' be a finitely presented group, let J' be a central element of Γ' , and let $w_1, \dots, w_n \in \Gamma'$ be s.t. $w_i^2 = e \quad \forall i \in [n]$. Then there is a BLS $Mx=b$, distinct indices i_1, \dots, i_n and an **embedding** (injective hom.) $\phi: \Gamma' \rightarrow \Gamma'(M, b)$ s.t. $\phi(J') = J$ and $\phi(w_i) = g_{i_k} \quad \forall k \in [n]$.

Corollary 1: There is a BLS $Mx=b$ s.t. the (M, b) -game has a perfect qc -strategy but no perfect q -strategy

Strengthening (Slofstra): There is a BLS $Mx=b$ s.t. the (M, b) -game can be won with probability arbitrarily close to 1 using q -strategies, but has no perfect q -strategy.

\Rightarrow The set of q -correlations is not closed.

Corollary 2: It is undecidable to determine if a BLS game has a perfect qc-strategy.

Later (Slotstra): It is undecidable to determine if:

- 1) a BLS game has a perfect q-strategy;
- 2) a BLS game can be won with probability arbitrarily close to 1 using q-strategies.

$C_x(m_A, m_B, n_A, n_B)$

C_x = set of x-correlations, $x \in \{loc, q, qs, qa, qc, ns\}$

loc - classical

q - finite dimensional tensor-product framework

qs - ∞ -dimensional tensor-product framework

qa - closure of q = closure of qs

qc - commuting operator framework

ns - non-signalling

Before Sifert:

$$C_{loc} \subsetneq C_q \subseteq C_{q_3} \subseteq C_{q_a} \subseteq C_{q_c} \subsetneq C_{ns}$$

After Sifert:

$$C_{loc} \subsetneq C_q \subseteq C_{q_3} \subsetneq C_{q_a} \subseteq C_{q_c} \subsetneq C_{ns}$$

Now:

$$C_{loc} \subsetneq C_q \subsetneq C_{q_3} \subsetneq C_{q_a} \subsetneq C_{q_c} \subsetneq C_{ns}$$

Sifert's proof uses:

g_i for $i \in [n]$, J -generators of $\Gamma(M, b)$

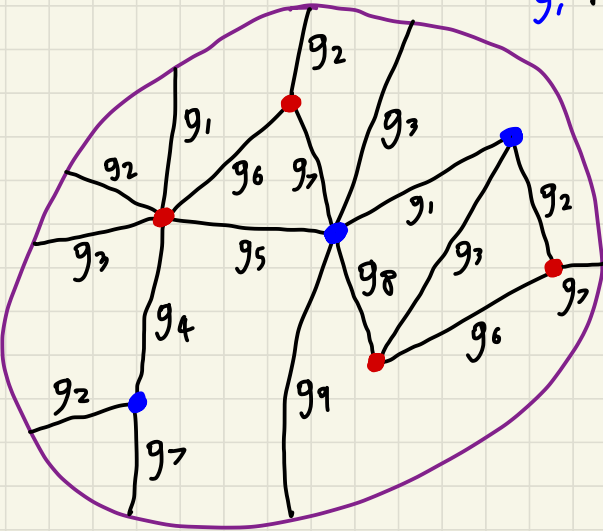
• = J relations

• = e relations

E.g. here we have

$$g_2 g_6 g_7 = J + g_1 g_2 g_3 = e$$

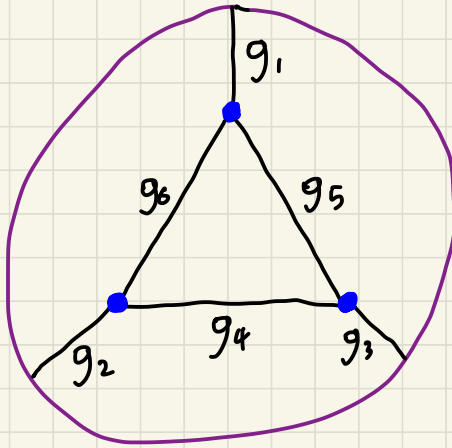
as relations (among others).



Product of generators incident to boundary in counter-clockwise order = $J^{\# \bullet}$'s:

$$g_2 g_1 g_2 g_3 g_2 g_7 g_9 g_7 g_3 = J^4 = e$$

Smaller example:



$$g_1 g_6 g_5 = e$$

$$g_2 g_4 g_6 = e$$

$$g_3 g_5 g_4 = e$$

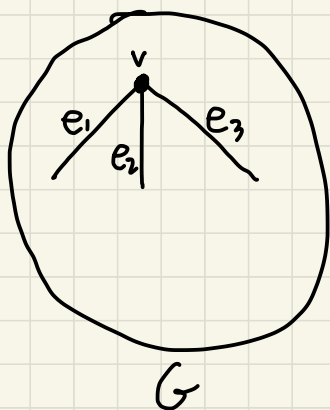
$$\Rightarrow g_1 g_2 g_3 = e$$

Constructing $Mx=b$ with q -solution but no classical solution

Let G be a graph. The incidence matrix of G is the $V(G) \times E(G)$ matrix M s.t.

$$M_{v,e} = \begin{cases} 1 & \text{if } v \text{ is an endpoint of } e \\ 0 & \text{o.w.} \end{cases}$$

We consider systems $Mx=b$ where M is the incidence matrix of a graph G and $b \in \mathbb{Z}_2^{V(G)}$. Thus we view the edges of G as our variables and its vertices as our equations.



Equation corresponding to vertex v :

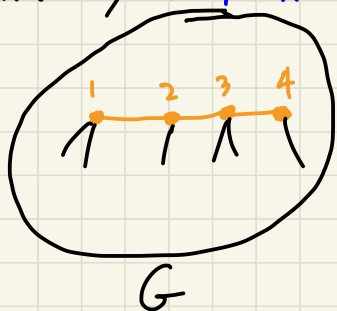
$$x_{e_1} + x_{e_2} + x_{e_3} = b_v$$

Theorem (Arkhipov): Let M be the incidence matrix of a **connected** graph G , and let $b \in \mathbb{Z}_2^{V(G)}$. Then

1) $Mx=b$ has a solution $\Leftrightarrow b$ has **even weight**;

2) if b has odd weight, then $Mx=b$ has a quantum solution $\Leftrightarrow G$ is **not planar**.

Lemma (Arkhipov): For G & M as above & $b, b' \in \mathbb{Z}_2^{V(G)}$ s.t. $\text{wt}(b) \equiv \text{wt}(b') \pmod{2}$, $Mx=b$ has a classical/quantum solution if & only if $Mx=b'$ has a classical/quantum solution.



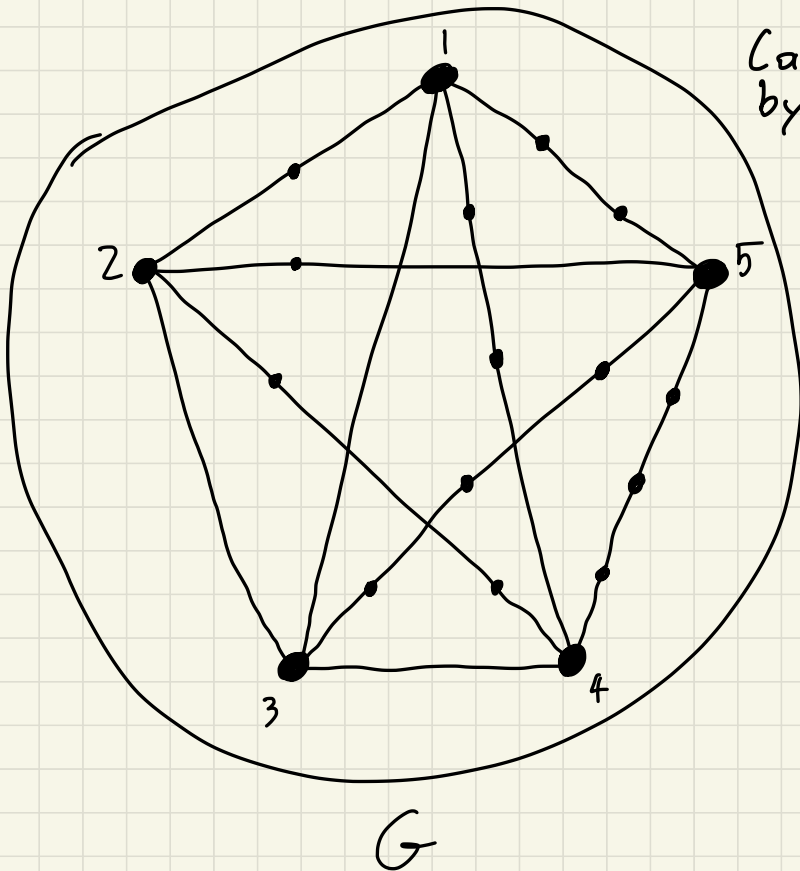
$$b \mapsto b + e_1 + e_4$$

$$x_{ij} \mapsto \begin{cases} x_{ij} + 1 & \text{if } ij \in \{12, 23, 34\} \\ x_{ij} & \text{o.w.} \end{cases}$$

Theorem proof:

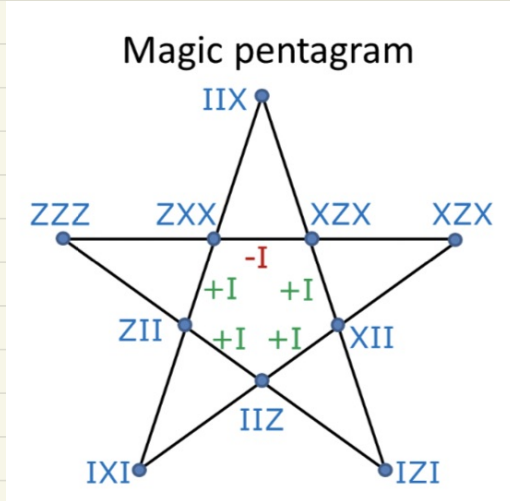
(1): $x \in \mathbb{Z}_2^{E(G)}$ satisfies $Mx=b$ if and only if the graph $(V(G), \{e \in E(G) : x_e=1\})$ satisfies $\deg(v) \equiv b_v \pmod{2}$.

(2): $(\Leftarrow) G$ not planar $\Rightarrow G$ has a $K_{3,3}$ or K_5 subdivision:
 $Mx=b$ has q -solution

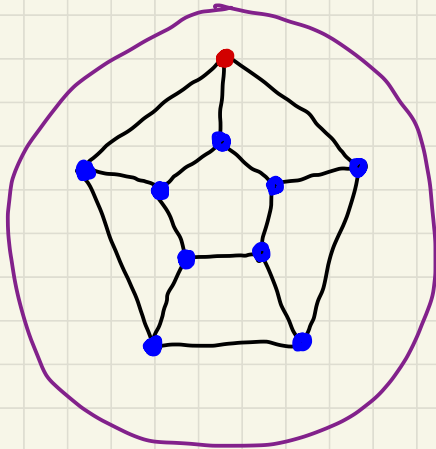


$G = K_{3,3}$: Magic square from last lecture.

$G = K_5$:



(\Rightarrow) By contrapositive. If G is planar then draw G in the plane:



- $b_v = 1$

- $b_v = 0$

No edges incident to boundary

$\Rightarrow e = 7$.

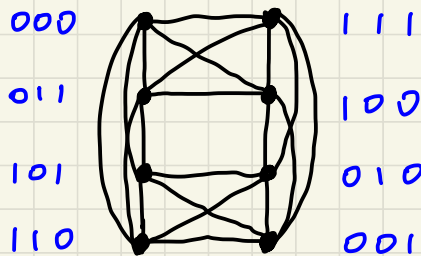
Corollary: If M is the incidence matrix of a connected non-planar graph G and $b \in \mathbb{Z}_2^{V(G)}$ has odd weight, then $Mx=b$ has a quantum solution but no classical solution.

Remark: When M is the incidence matrix of a graph, the system $Mx=b$ has a quantum solution if and only if it has a finite dimensional quantum solution.

A graph associated to $Mx=b$

Let $M \in \mathbb{Z}_2^{m \times n}$ & $b \in \mathbb{Z}_2^m$. The graph $G(M, b)$ has vertex set $\bigcup_{\ell=1}^m \{f: S_\ell \rightarrow \mathbb{Z}_2 \mid \sum_{i \in S_\ell} f(i) = b_\ell\}$ and $f: S_\ell \rightarrow \mathbb{Z}_2$ & $f': S_k \rightarrow \mathbb{Z}_2$ are adjacent if $\exists i \in S_\ell \cap S_k$ s.t. $f(i) \neq f'(i)$.

Example: $x_1 + x_2 + x_3 = 0$, $x_1 + x_4 + x_6 = 1$



Remark: The sets $\{f: S_\ell \rightarrow \mathbb{Z}_2 \mid \sum_{i \in S_\ell} f(i) = b_\ell\}$ for $\ell \in [m]$ partition $V(G(M, b))$ and each such set induces a **clique** (complete subgraph).

$$\Rightarrow \alpha(G(M, b)) \leq \alpha_q(G(M, b)) \leq \alpha_{qc}(G(M, b)) \leq \chi(\overline{G(M, b)}) \leq m$$

Atserias, Manžinska, Roberson, Šámal, Severini, & Varvitsiotis

Theorem: For $M \in \mathbb{Z}_2^{m \times n}$ & $b \in \mathbb{Z}_2^m$, the following are equivalent:

- 1) $Mx=b$ has a solution;
- 2) $G(M,b) \cong G(M,D)$;
- 3) $\alpha(G(M,b)) = m$.

Proof: Exercise.

Theorem: For $M \in \mathbb{Z}_2^{m \times n}$ & $b \in \mathbb{Z}_2^m$, the following are equivalent:

- 1) $Mx=b$ has a finite dimensional quantum solution;
- 2) $G(M,b) \cong_q G(M,D)$;
- 3) $\alpha_q(G(M,b)) = m$;
- 4) $G(M,b)$ has a projective packing of value m .

Theorem: For $M \in \mathbb{Z}_2^{m \times n}$ & $b \in \mathbb{Z}_2^m$, the following are equivalent:

- 1) $Mx=b$ has a quantum solution;
- 2) $G(M,b) \cong_{qc} G(M,0)$;
- 3) $\alpha_{qc}(G(M,b)) = m$;
- 4) $G(M,b)$ has a tracial packing of value m .

Proof: (1) \Rightarrow (2) In terms of the BLS & isomorphism games. I.e. we assume Alice & Bob have a strategy for the (M,b) -game, and we use this to produce a strategy for the $(G(M,b), G(M,0))$ -iso game.

- Alice receives $f_A: S_B \rightarrow \mathbb{Z}_2$ s.t. $\sum_{i \in S_B} f_A(i) = b_B$.
- Acts as if she received l in (M,b) -game to obtain $f'_A: S_B \rightarrow \mathbb{Z}_2$ s.t. $\sum_{i \in S_B} f'_A(i) = b_B$.
- Responds w/ $f_A + f'_A: S_B \rightarrow \mathbb{Z}_2$ defined as $f_A + f'_A(i) = f_A(i) + f'_A(i)$.

Note: $\sum_{i \in S_B} f_A + f'_A(i) = \sum_{i \in S_B} f_A(i) + \sum_{i \in S_B} f'_A(i) = b_B + b_B = 0$

$\Rightarrow f_A + f'_A \in V(G(M,0))$

- Bob behaves similarly with $f_B, f'_B: S_k \rightarrow \mathbb{Z}_2$.

Check iso-game conditions

$$f_A = f_B \Rightarrow f_A + f'_A = f_B + f'_B: f_A = f_B \Rightarrow l = k \Rightarrow f'_A = f'_B.$$

$$f_A \sim f_B \Rightarrow f_A + f'_A \sim f_B + f'_B: f_A \sim f_B \Rightarrow \exists i \in S_l \cap S_k \text{ s.t. } f_A(i) \neq f_B(i)$$

$$\text{but } f'_A(i) = f'_B(i) \Rightarrow f_A + f'_A(i) \neq f_B + f'_B(i).$$

$$f_A \not\sim f_B \Rightarrow f_A + f'_A \not\sim f_B + f'_B: \text{Similar.}$$

(1) \Rightarrow (2) done.

(2) \Rightarrow (3):

$$G(M, b) \cong_q G(M, D) \Rightarrow \alpha_q(G(M, b)) = \alpha_q(G(M, D)) = m$$

$$\text{since } m = \alpha(G(M, D)) \leq \alpha_q(G(M, D)) \leq m$$

Same for q_c .

(3) \Rightarrow (4):

$\alpha_q(G) = k \Rightarrow G$ has a projective packing of value k .

Same for q_c .

(4) \Rightarrow (1): Exercise.