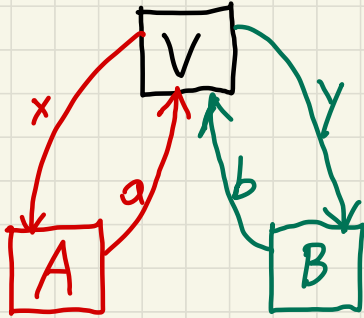


Quantum Morphisms

Lecture 2

Nonlocal Games

Clauser, Horne, Shimony, Holt (CHSH) game



$x, y, a, b \in \{0, 1\}$

- Verifier/referee sends Alice + Bob bits x and y respectively.
- Alice + Bob respond with bits a and b respectively.
- They win if $x \wedge y = a \oplus b$.
- They **CANNOT** communicate during the game.

Example rounds:

	A	B
input	0	1
output	1	1

$$x \wedge y = 0 \wedge 1 = 0$$

$$a \oplus b = 1 \oplus 1 = 0$$

Win!

A + B respond same unless $x = y = 1$

	A	B
input	1	1
output	1	1

$$x \wedge y = 1 \wedge 1 = 1$$

$$a \oplus b = 1 \oplus 1 = 0$$

Lose :(

Nonlocal Games

Formal definition

A **nonlocal game** is a tuple $(I_A, I_B, O_A, O_B, \pi, \lambda)$

- I_A, I_B, O_A, O_B - finite sets
- $\pi: I_A \times I_B \rightarrow [0, 1]$ - a probability distribution
- $\lambda: O_A \times O_B \times I_A \times I_B \rightarrow \{0, 1\}$ - the verification function

$$\lambda(a, b | x, y) = \begin{cases} 1 & \text{win} \\ 0 & \text{lose} \end{cases}$$

CHSH Game: $I_A = I_B = O_A = O_B = \{0, 1\}$

$$\pi(x, y) = \frac{1}{4} \quad (\text{uniform})$$

$$\lambda(a, b | x, y) = \begin{cases} 1 & \text{if } x \wedge y = a \oplus b \\ 0 & \text{otherwise} \end{cases}$$

Classical Strategies

Deterministic strategy: a pair of functions $f_A: I_A \rightarrow O_A + f_B: I_B \rightarrow O_B$

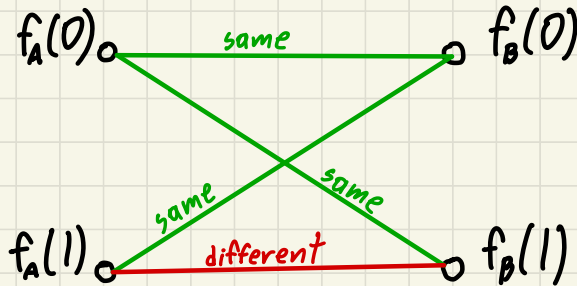
If Alice receives x , she answers $f_A(x)$.

Similarly for Bob.

Example on CHSH: $f_A(x) = f_B(y) = 0 \quad \forall x, y \in \{0, 1\}$

the "always answer 0" strategy
 $a \oplus b = 0 \oplus 0 = 0 = x \wedge y$ unless $x = y = 1$

win $3/4$ of time



Correlations

$p(a, b | x, y) :=$ probability Alice & Bob respond with $a + b$ given they received $x + y$ respectively

Deterministic case: $p(a, b | x, y) = \begin{cases} 1 & \text{if } f_A(x) = a + f_B(y) = b \\ 0 & \text{o.w.} \end{cases}$

A classical probabilistic strategy consists of:

- a random variable Z taking values in a set S .
- a pair of functions $f_A: I_A \times S \rightarrow O_A$, $f_B: I_B \times S \rightarrow O_B$

Alice & Bob "share" Z .

If Z takes value $s \in S$, then A & B play with deterministic strategy $f_A(\cdot, s)$, $f_B(\cdot, s)$

Corresponding correlation:

$$p = \sum_{s \in S} P(Z=s) p_s$$
$$p_s(a, b | x, y) = \begin{cases} 1 & \text{if } f_A(x, s) = a \text{ \& } f_B(y, s) = b \\ 0 & \text{o.w.} \end{cases}$$

$C_{loc}(O_A, O_B, I_A, I_B) :=$ set of classical correlations

= convex hull of classical deterministic correlations

Value of a game

$$w(G) := \max_{p \in C_{loc}} \sum_{\substack{x \in I_A, y \in I_B \\ a \in O_A, b \in O_B}} \pi(x, y) p(a, b | x, y) \lambda(a, b | x, y)$$

$(O_A, O_B, I_A, I_B, \pi, \lambda)$

Quantum Strategies

A quantum strategy consists of.

- a shared state $|\Psi\rangle \in \mathbb{C}^{d_A} \otimes \mathbb{C}^{d_B}$ mixed states?
- a POVM $\mathcal{E}_x = \{E_{xa} \in \mathbb{C}^{d_A \times d_A} : a \in \mathcal{O}_A\}$ for each $x \in \mathcal{I}_A$
- a POVM $\mathcal{F}_y = \{F_{yb} \in \mathbb{C}^{d_B \times d_B} : b \in \mathcal{O}_B\}$ for each $y \in \mathcal{I}_B$
 $E_{xa} \geq 0$, $\sum_a E_{xa} = I$

Corresponding correlation: $p(a,b|x,y) = \langle \Psi | (E_{xa} \otimes F_{yb}) | \Psi \rangle$

$\mathcal{C}_q(\mathcal{O}_A, \mathcal{O}_B, \mathcal{I}_A, \mathcal{I}_B) :=$ set of quantum correlations not closed
(this is convex)

Quantum value: $\omega^*(G) := \sup_{p \in \mathcal{C}_q} \sum_{x,y,a,b} \pi(x,y) p(a,b|x,y) \lambda(a,b|x,y)$

Example for CHSH: $|\Psi\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle) \in \mathbb{C}^2 \otimes \mathbb{C}^2$

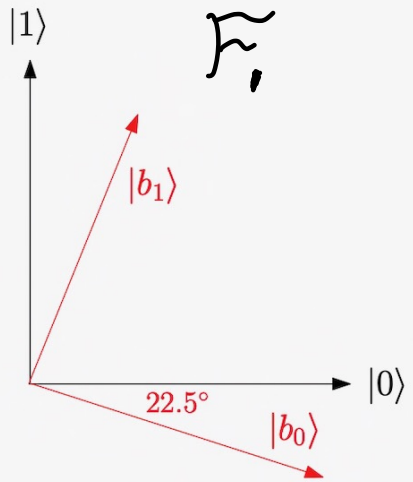
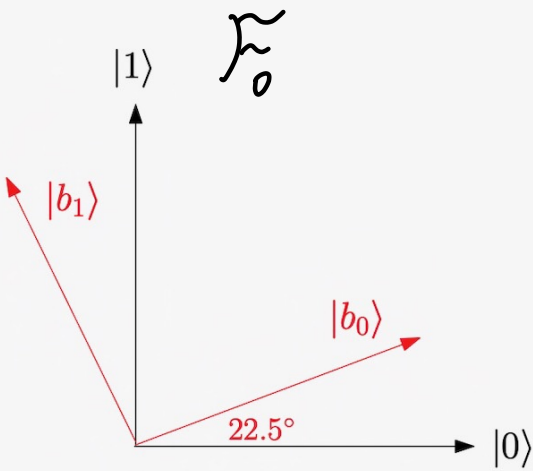
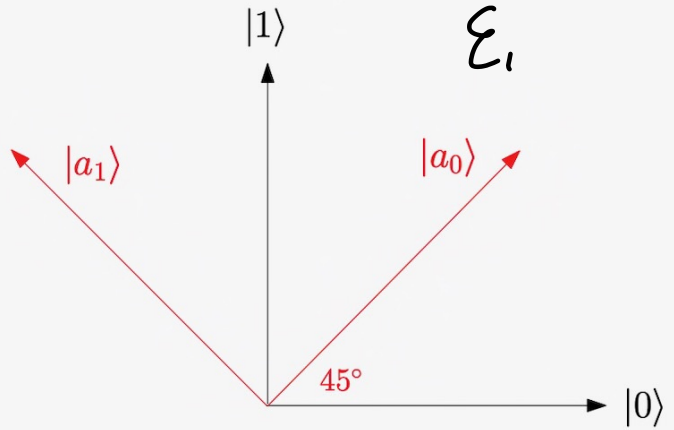
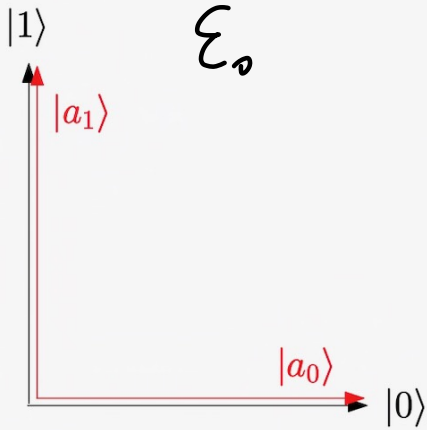
$$\mathcal{E}_0 = (|0\rangle, |1\rangle) \quad \mathcal{F}_0 = (\cos \pi/8 |0\rangle + \sin \pi/8 |1\rangle, -\sin \pi/8 |0\rangle + \cos \pi/8 |1\rangle)$$

$$\mathcal{E}_1 = (|+\rangle, |-\rangle) \quad \mathcal{F}_1 = (\cos \pi/8 |0\rangle + \sin \pi/8 |1\rangle, -\sin \pi/8 |0\rangle + \cos \pi/8 |1\rangle)$$

$$|\pm\rangle = \frac{1}{\sqrt{2}}(|0\rangle \pm |1\rangle)$$

Exercise: show that this strategy wins the CHSH game w/ probability $\cos^2(\pi/8) \approx 0.854$

Intuition for the strategy



The non-signalling property

For a quantum strategy:

$$p(a,b|x,y) = \langle \Psi | (E_{x_a} \otimes F_{y_b}) | \Psi \rangle$$

Marginals

Probability Alice responds w/ a on input x,y :

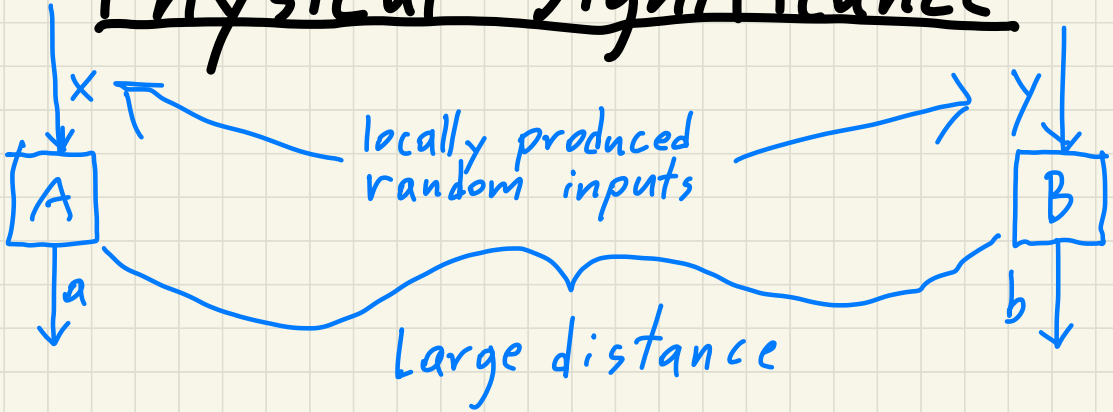
$$\sum_b p(a,b|x,y) = \sum_b \langle \Psi | E_{x_a} \otimes F_{y_b} | \Psi \rangle = \langle \Psi | E_{x_a} \otimes I | \Psi \rangle$$

This does not depend on y !

We say Alice's **marginals** $p_A(a|x)$ are well-defined and that p is **non-signalling** (if same holds for Bob).

Exercise: find a non-signalling correlation that wins the CHSH game perfectly (w/ prob 1).

Physical Significance



- Require $A + B$ to respond "quickly"
- Speed of light limit ensures $A + B$ cannot detect each others input
- If $A + B$ consistently win w/ high enough probability, then you can conclude that something nonlocal is occurring, i.e. the behaviour of reality cannot be explained by a **local hidden variable theory**.

Experimental verification: Aspect et al in a series of experiments.

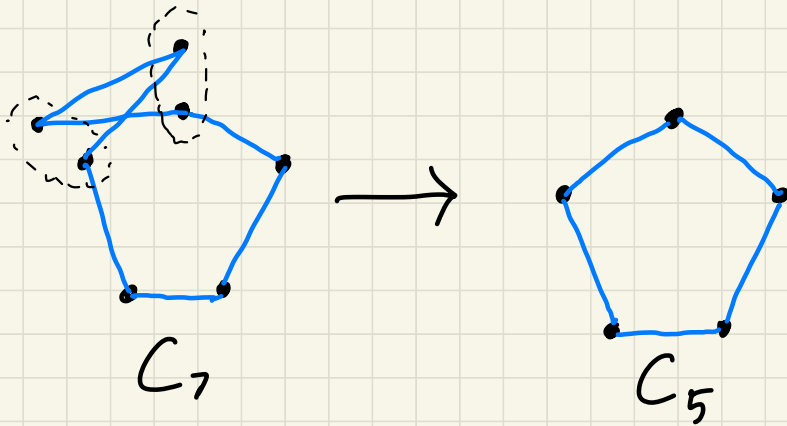
Homomorphisms

A **homomorphism** from a graph G to a graph H is a function $f: V(G) \rightarrow V(H)$ satisfying $u \sim v \Rightarrow f(u) \sim f(v)$

$f: G \rightarrow H$ - f is a homomorphism from G to H

$G \rightarrow H$ - there exists a homomorphism from G to H

Examples:



$f: G \rightarrow K_n$ is an **n -coloring**

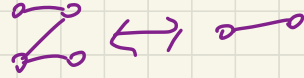
$$\chi(G) = \min \{n : G \rightarrow K_n\}$$

$f: K_n \rightarrow G$ is a **clique** of size n

$$\omega(G) = \max \{n : K_n \rightarrow G\}$$

Transitivity: $f_1: G \rightarrow H, f_2: H \rightarrow K \Rightarrow f_2 \circ f_1: G \rightarrow K$

Reflexivity: $\text{id}: G \rightarrow G$



Homomorphic equivalence: $G \rightarrow H \leftrightarrow H \rightarrow G =: G \leftrightarrow H$

\rightarrow is a pre-order, gives partial order on homomorphic equivalence classes

fibres

H loopless $\Rightarrow f^{-1}(v)$ is an independent set

(G, H) -Homomorphism Game

$$I_A = I_B = V(G), O_A = O_B = V(H)$$

$$\lambda(h, h' | g, g') = \begin{cases} 1 & \text{if } g=g' \Rightarrow h=h' \text{ AND } g \sim g' \Rightarrow h \sim h' \\ 0 & \text{o.w.} \end{cases}$$

$f_A, f_B: V(G) \rightarrow V(H)$ - perfect classical deterministic strategy

$$f_A(g) = f_B(g) \quad \forall g \in V(G)$$

Theorem: $G \rightarrow H \Leftrightarrow \exists$ perfect classical strategy for (G, H) -hom game $\Rightarrow f_A$ is a homomorphism

Quantum Strategies

A state $|\Psi\rangle$ + POVMs E_g for $g \in V(G)$ + $F_{g'}$ for $g' \in V(H)$ give a perfect quantum strategy for the (G, H) -hom game if and only if

$$\langle \Psi | E_{gh} \otimes F_{g'h} | \Psi \rangle = 0 \text{ whenever } (g \neq g' \text{ + } h \neq h') \text{ or } (g = g' \text{ + } h \neq h')$$

If a perfect quantum strategy exists for the (G, H) -hom game, then we say that there is a **quantum homomorphism** from G to H , and we write $G \rightleftarrows H$.

Main Theorem: If $G \rightleftarrows H$, then there exists a perfect quantum strategy for the (G, H) -hom game of the following form:

$$1) |\Psi\rangle = \frac{1}{\sqrt{d}} \sum_{i=0}^{d-1} |ii\rangle \in \mathbb{C}^d \otimes \mathbb{C}^d$$

2) $E_{gh} \in \mathbb{C}^{d \times d}$ + $F_{g'h} \in \mathbb{C}^{d \times d}$ are projections $\forall g \in V(G), h \in V(H)$

$$3) F_{g'h} = E_{gh}^T$$

Main Corollary: $G \leftrightarrow H$ if and only if there exists $d \in \mathbb{N}$ + projections $E_{gh} \in \mathbb{C}^{d \times d}$ for all $g \in V(G), h \in V(H)$ s.t. $E_{gh} E_{g'h'} = 0$ whenever $(g \neq g' + h \neq h')$ or $(g = g' + h \neq h')$, and $\sum_{h \in V(H)} E_{gh} = I$.

Proof: First show that if $|\Psi\rangle = \frac{1}{\sqrt{d}} \sum_{i=0}^{d-1} |ii\rangle$, then for any $E, F \in \mathbb{C}^{d \times d}$ we have $\langle \Psi | E \otimes F | \Psi \rangle = \frac{1}{d} \text{Tr}(EF^T)$.

(\Rightarrow): use Alice's operators

(\Leftarrow): take $|\Psi\rangle$ as above and $F_{gh} = E_{gh}^T \quad \forall g \in V(G), h \in V(H)$

Transitivity: $G \leftrightarrow H + H \leftrightarrow K \Rightarrow G \leftrightarrow K$.

Proof: Exercise. \square

$g = g' \Rightarrow h = h'$ "function"

Homomorphic Product

$$V(G \times H) = V(G) \times V(H)$$

$$(g, h) \sim (g', h') \text{ if } (g \neq g' \wedge h \neq h') \text{ or } (g = g' \wedge h \neq h')$$

Projective packing of G :

$$g \mapsto P_g \in \mathbb{C}^{d \times d} \text{ projection s.t. } g \sim g' \Rightarrow P_g P_{g'} = 0$$

$$\text{Value: } \frac{1}{d} \sum_{g \in V(G)} \text{rk}(P_g) = \frac{1}{d} \text{Tr} \left(\sum_{g \in V(G)} P_g \right)$$

Lemma: $G \rightarrow H \Leftrightarrow G \times H$ admits a projective packing of value $|V(G)|$.

Proof: Exercise.

Special Cases

Colorings: $E_{ig}E_{jg'}=0$ if $(g \sim g' + i=j)$ or $(g=g' + i \neq j)$
 $G \times K_n = G \square K_n$

Quantum chromatic number: $\chi_q(G) = \min\{n: G \not\rightarrow K_n\}$

Cliques: $E_{ig}E_{jg'}=0$ if $(i \neq j + g \neq g')$ or $(i=j + g \neq g')$

$$K_n \times G = \overline{K_n \times G}$$

Quantum clique number: $\omega_q(G) = \max\{n: K_n \not\rightarrow G\}$