

Quantum Morphisms

Lecture 7

Last Week

$\alpha_p(G) \leq n^0(M) + \min\{n^+(M), n^-(M)\}$ for any weighted adjacency mtr M .

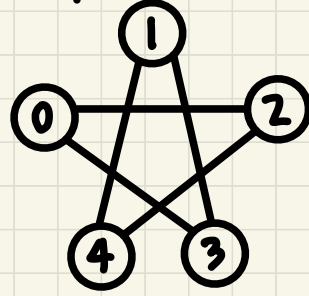
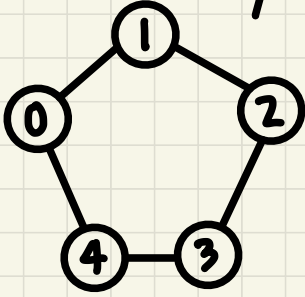
Inertia bound is not always tight:

$$\alpha_p(L(\text{Paley}(q))) = 4.5$$

Exercises

- 1) Let C_n be the cycle of length n . Show that $C_n \not\rightarrow H \Leftrightarrow C_n \rightarrow H$ for any graph H .
- 2) Let G be a connected graph. Show that if $G \not\rightarrow H$ then there is a connected component H' of H such that $G \not\rightarrow H'$.

Graph Isomorphism



An *isomorphism* from a graph G to a graph H is a function $f: V(G) \rightarrow V(H)$ such that

- 1) f is a bijection,
- 2) $g \sim g' \Leftrightarrow f(g) \sim f(g')$.

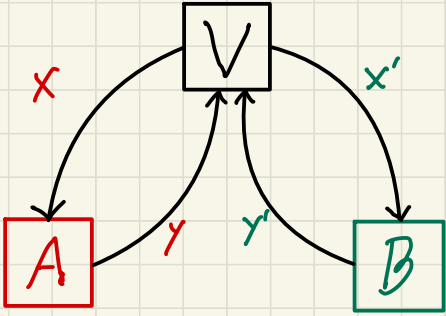
Example: $f(i) = 2i \pmod{5}$ for the two graphs above.

Note: f is an isomorphism from G to H if and only if f^{-1} is an isomorphism from H to G .

If an isomorphism from G to H exists, then we say that G and H are *isomorphic* and write $G \cong H$.

Quantum Isomorphism

(G, H) -Isomorphism Game



- Assume $V(G) + V(H)$ are disjoint
- V sends $A + B$ vertices $x, x' \in V(G) \cup V(H)$
- $A + B$ respond with $y, y' \in V(G) \cup V(H)$
- As usual $A + B$ cannot communicate during the game

Winning conditions

1) $x \in V(G) \Leftrightarrow y \in V(H)$, same for x', y' .

Thus $\{x, y\} = \{g, h\}$ for some $g \in V(G), h \in V(H)$.

Define g', h' similarly.

2) $\text{rel}(g, g') = \text{rel}(h, h')$ i.e. $g = g' \Leftrightarrow h = h'$, $g \sim g' \Leftrightarrow h \sim h'$, $g \neq g' \Leftrightarrow h \neq h'$

Remark: The (G, H) , (\bar{G}, \bar{H}) , and (H, G) -isomorphism games are all the same.

Proposition: There is a perfect classical strategy for the (G, H) -isomorphism game if and only if $G \cong H$.

$f: V(G) \rightarrow V(H)$ iso respond to g with $f^{-1}(g)$

Definition: We say that G & H are quantum isomorphic, denoted $G \cong_q H$, if there is a perfect quantum strategy for the (G, H) -isomorphism game.

Recall: A quantum strategy for the (G, H) -isomorphism game consists of (let $V = V(G) \cup V(H)$)

- 1) unit vector $|\Psi\rangle \in \mathbb{C}^d \otimes \mathbb{C}^d$ for some $d \in \mathbb{N}$;
- 2) POVMs $\mathcal{E}_x = \{E_{xy} \in \mathbb{C}^{d \times d} : y \in V\} \quad \forall x \in V$ for Alice;
- 3) POVMs $\mathcal{F}_x = \{F_{xy} \in \mathbb{C}^{d \times d} : y \in V\} \quad \forall x \in V$ for Bob.

This produces the correlation

$$p(y, y' | x, x') = \langle \Psi | E_{xy} \otimes F_{x'y'} | \Psi \rangle.$$

To win they need $p(y, y' | x, x') = 0$ unless there are $g, g' \in V(G) \text{ \& } h, h' \in V(H)$ s.t. $\{x, y\} = \{g, h\}$, $\{x', y'\} = \{g', h'\}$ and $\text{rel}(g, g') = \text{rel}(h, h')$.

Theorem: If $G \cong_q H$ then there is a winning quantum strategy s.t.

- 1) $|\Psi\rangle = \frac{1}{\sqrt{d}} \sum_{i=1}^d |ii\rangle \in \mathbb{C}^d \otimes \mathbb{C}^d$ for some $d \in \mathbb{N}$;
- 2) $E_{xy} \text{ \& } F_{xy}$ are projections $\forall x, y \in V(G) \cup V(H)$;
- 3) $F_{xy} = E_{xy}^T \quad \forall x, y \in V(G) \cup V(H)$.

Furthermore,

- 4) $E_{xy} = 0$ if $x, y \in V(G)$ or $x, y \in V(H)$;
- 5) $E_{hg} = E_{gh} \quad \forall g \in V(G) \text{ \& } h \in V(H)$.

↳ this is analogous to saying that the strategy for inputs from $V(G)$ is "inverse" to the strategy for inputs from $V(H)$.

If A got g \& responded w/ h , \& B got h , then he must respond with g

Corollary: $G \cong_q H$ if and only if there exist $d \in \mathbb{N}$ and projections $E_{gh} \in \mathbb{C}^{d \times d} \quad \forall g \in V(G), h \in V(H)$ satisfying:

- 1) $\sum_h E_{gh} = I \quad \forall g \in V(G);$
- 2) $\sum_g E_{gh} = I \quad \forall h \in V(H);$
- 3) $E_{gh} E_{g'h'} = 0$ if $\text{rel}(g, g') \neq \text{rel}(h, h')$.

Remark: E_{gh} corresponds in some sense to mapping g to h , i.e. $E_{gh} = 0$ means g is never mapped to h and $E_{gh} = I$ means g is always mapped to h .

Matrix Formulations

Isomorphism:

$G \cong H \Leftrightarrow \exists$ a permutation matrix P s.t. $P^T A_G P = A_H$

$$A_G P = P A_H$$

Recall: $(A_G)_{uv} = \begin{cases} 1 & u \sim v \\ 0 & \text{o.w.} \end{cases}$

What is a permutation matrix?

$P \in \mathbb{C}^{n \times n}$ is a permutation matrix if

- $P_{ij} \in \{0, 1\} \quad \forall i, j \in [n]$, and
- each row & column contains exactly one 1

Let's relax this notion.

Let $D \in \mathbb{C}^{n \times n}$. If

- D is real & $D_{ij} \in [0, 1]$, and
- $\sum_j D_{ij} = 1 = \sum_k D_{ik} \quad \forall i, k \in [n]$,

then D is doubly stochastic.

Birkhoff-von Neumann Theorem: The set of doubly stochastic matrices is the convex hull of the permutation matrices.

From our relaxation of permutation matrices we obtain a relaxation of isomorphism:

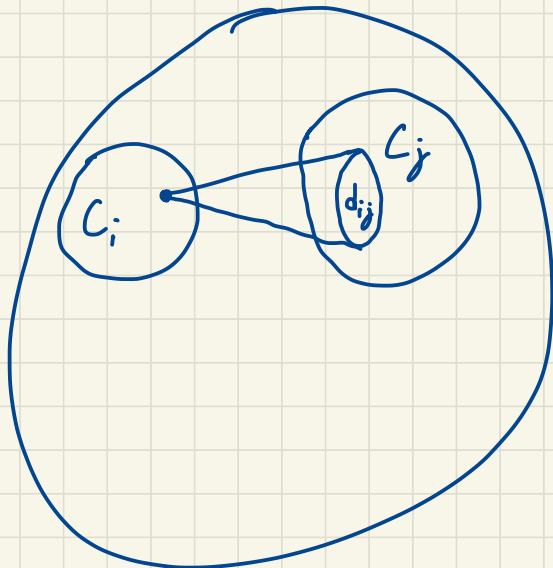
G and H are fractionally isomorphic, denoted by $G \cong_f H$, if there exists doubly stochastic D s.t.

$$A_G D = D A_H. \text{ - linear}$$

$$D^T A_G D = A_H \text{ gives isomorphism}$$

Theorem (Tinhofer/Ramana, Scheinerman, & Ullman)

$G \cong_f H$ if and only if G & H have equitable partitions (C_1, \dots, C_r) & (C'_1, \dots, C'_r) respectively s.t. $|C_i| = |C'_i|$ for all $i \in [r]$ and these partitions have the same quotient matrix.



Quotient Matrix = (d_{ij})

Algorithm for finding coarsest equitable partition:

- 1) Label vertices by degrees
- 2) Refine labelling by appending multiset of labels of neighbors
- 3) Repeat (2) until partition stabilizes.

Theorem (Atserias, Manzińska, Roberson, Šamál, Severini, Varvitsiotis)

$G \cong_f H \Leftrightarrow \exists$ a non-signalling correlation $p: (V(G) \cup V(H))^4 \rightarrow [0, 1]$

that wins the (G, H) -isomorphism game.

Recall this means that

$\sum_{y'} p(y, y' | x, x')$ does not depend on x' ,

$\sum_y p(y, y' | x, x')$ does not depend on x , and

$p(y, y' | x, x') = 0$ on losing question/answer pairs.

Proof: Exercise.

Corollary: $G \cong_q H \Rightarrow G \cong_f H$.

Another relaxation:

Any permutation matrix P satisfies $P^T P = P P^T = I$, i.e. is unitary.

G & H are cospectral $\Leftrightarrow \exists$ unitary U s.t. $U^* A_G U = A_H$.

A "quantum" relaxation $P_{ij} \in \mathbb{C}^{d \times d}$

A matrix $P = (P_{ij}) \in M_n(\mathbb{C}^{d \times d}) = \mathbb{C}^{n \times n} \otimes \mathbb{C}^{d \times d}$ is a

quantum permutation matrix (or magic unitary) if

$$\left. \begin{array}{l} 1) P_{ij} = P_{ij}^2 = P_{ij}^* \quad \forall i, j \in [n]; \\ 2) \sum_j P_{ij} = I = \sum_l P_{lk} \quad \forall i, k \in [n]. \end{array} \right\} \Rightarrow \begin{array}{l} P_{ij} P_{ik} = 0 \text{ if } j \neq k \\ P_{ij} P_{lj} = 0 \text{ if } i \neq l \end{array}$$

Lemma: Suppose $P = (P_{ij}) \in M_n(\mathbb{C}^{d \times d})$ s.t. $P_{ij} = P_{ij}^2 = P_{ij}^* \quad \forall i, j$.
Then P is unitary if and only if it is a quantum permutation matrix.

Proof: Exercise.

Theorem (Atserias et al): $G \cong_q H \Leftrightarrow \exists$ a quantum permutation matrix $P = (P_{gh}) \in M_n(\mathbb{C}^{d \times d})$ satisfying

$$P^*(A_G \otimes I_d)P = A_H \otimes I_d.$$

$$\Leftrightarrow (A_G \otimes I_d)P = P(A_H \otimes I_d)$$

(g, h) -blocks: $\sum_{g' \equiv g} P_{g'h} = \sum_{h' \equiv h} P_{gh'}$

Proof: Recall that $G \cong_q H \Leftrightarrow$ there are projections

$P_{gh} \in \mathbb{C}^{d \times d} \quad \forall g \in V(G), h \in V(H)$ satisfying:

- 1) $\sum_h P_{gh} = I \quad \forall g \in V(G);$
 - 2) $\sum_g P_{gh} = I \quad \forall h \in V(H);$
 - 3) $P_{gh} P_{g'h'} = 0$ if $\text{rel}(g, g') \neq \text{rel}(h, h')$.
- $\mathcal{P} = (P_{gh})$ is a quantum permutation matrix

So it suffices to show that for a quantum permutation matrix $\mathcal{P} = (P_{gh})$, Condition (3) is equivalent to $(A_G \otimes I) \mathcal{P} = \mathcal{P} (A_H \otimes I)$

$$\text{i.e.} \quad \sum_{g' \sim g} P_{g'h} = \sum_{h' \sim h} P_{gh'} \quad \forall g, h.$$

Suppose (3) holds. Then for any $g \in V(G), h \in V(H)$:

$$\sum_{g' \sim g} P_{g'h} = \sum_{g' \sim g} P_{g'h} \sum_{h'} P_{gh'} = \sum_{g' \sim g} P_{g'h} \sum_{h' \sim h} P_{gh'} = \sum_{g'} P_{g'h} \sum_{h' \sim h} P_{gh'} = \sum_{h' \sim h} P_{gh'}.$$

Conversely, suppose that $\sum_{g' \sim g} P_{g'h} = \sum_{h' \sim h} P_{gh'} \quad \forall g, h$.

Note that these sums are projections. Thus

$$\sum_{g' \sim g} P_{g'h} \sum_{h' \sim h} P_{gh'} = \left(\sum_{g' \sim g} P_{g'h} \right)^2 = \sum_{g' \sim g} P_{g'h} = \sum_{g' \sim g} P_{g'h} \sum_{h'} P_{gh'}.$$

Therefore,

$$\sum_{g \sim g} P_{g'h} \sum_{h' \sim h} P_{gh'} = 0 \Rightarrow \text{if } \hat{g} \sim g + \hat{h} \sim h, \text{ then}$$

$$P_{\hat{g}h} P_{g\hat{h}} = P_{\hat{g}h} \left(\sum_{g \sim g} P_{g'h} \sum_{h' \sim h} P_{gh'} \right) P_{g\hat{h}} = 0.$$

Similar for other cases of $\text{rel}(g, \hat{g}) \neq \text{rel}(h, \hat{h})$. □

Corollary: If $G \cong_q H$, then $G + H$ are cospectral.

$$G \cong_q H \Rightarrow G \leftrightarrow H + H \leftrightarrow G + \overline{G} \leftrightarrow \overline{H} + \overline{H} \leftrightarrow \overline{G}$$

$$\theta(G) = \theta(H) \quad \overline{\theta}(G) = \overline{\theta}(H)$$

$$\chi_q, \chi_p, \omega_q, \xi_f$$