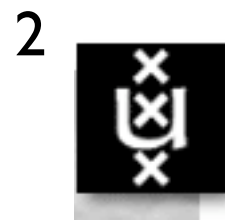


A generalized Grothendieck inequality and entanglement in XOR games

[arXiv: quant-ph/0901.2009](https://arxiv.org/abs/quant-ph/0901.2009)

Jop Briët¹, Harry Buhrman^{1,2} and Ben Toner^{1,3}

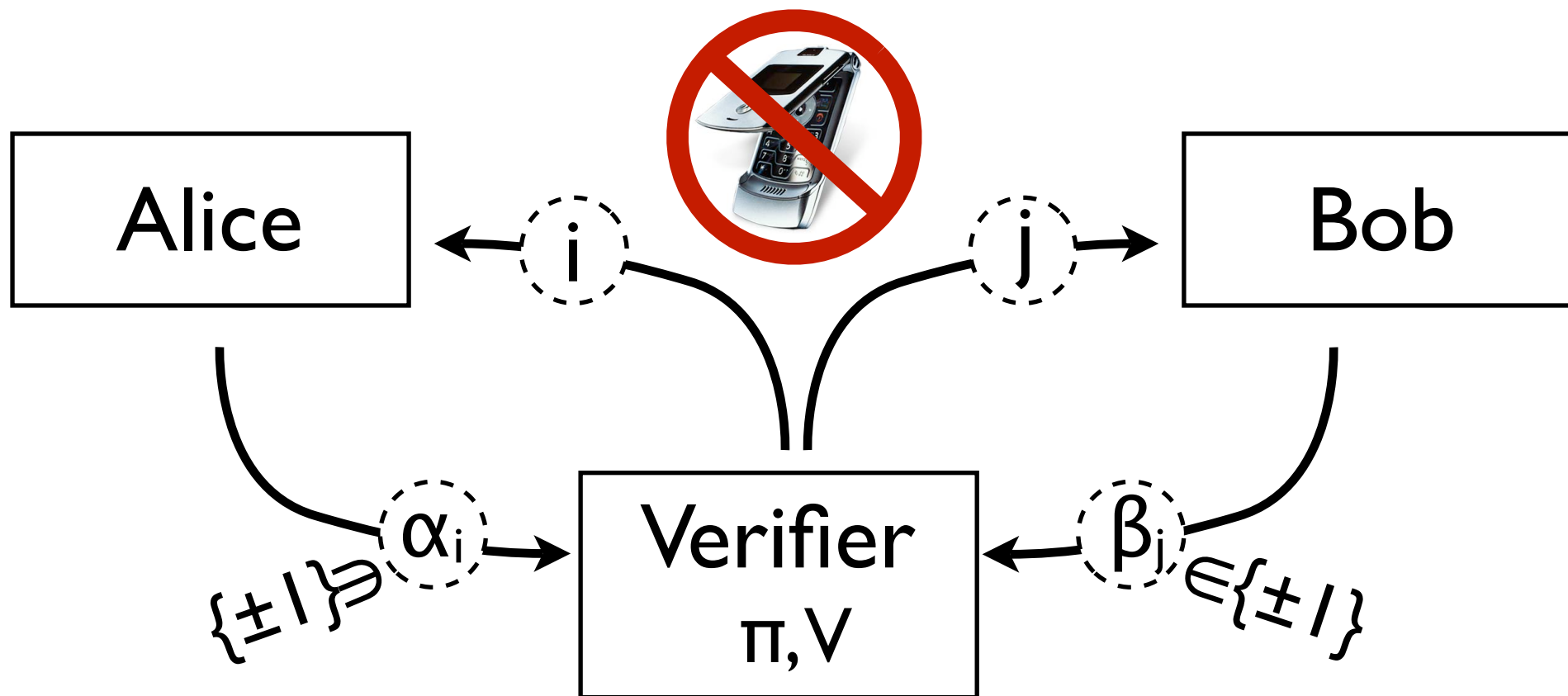


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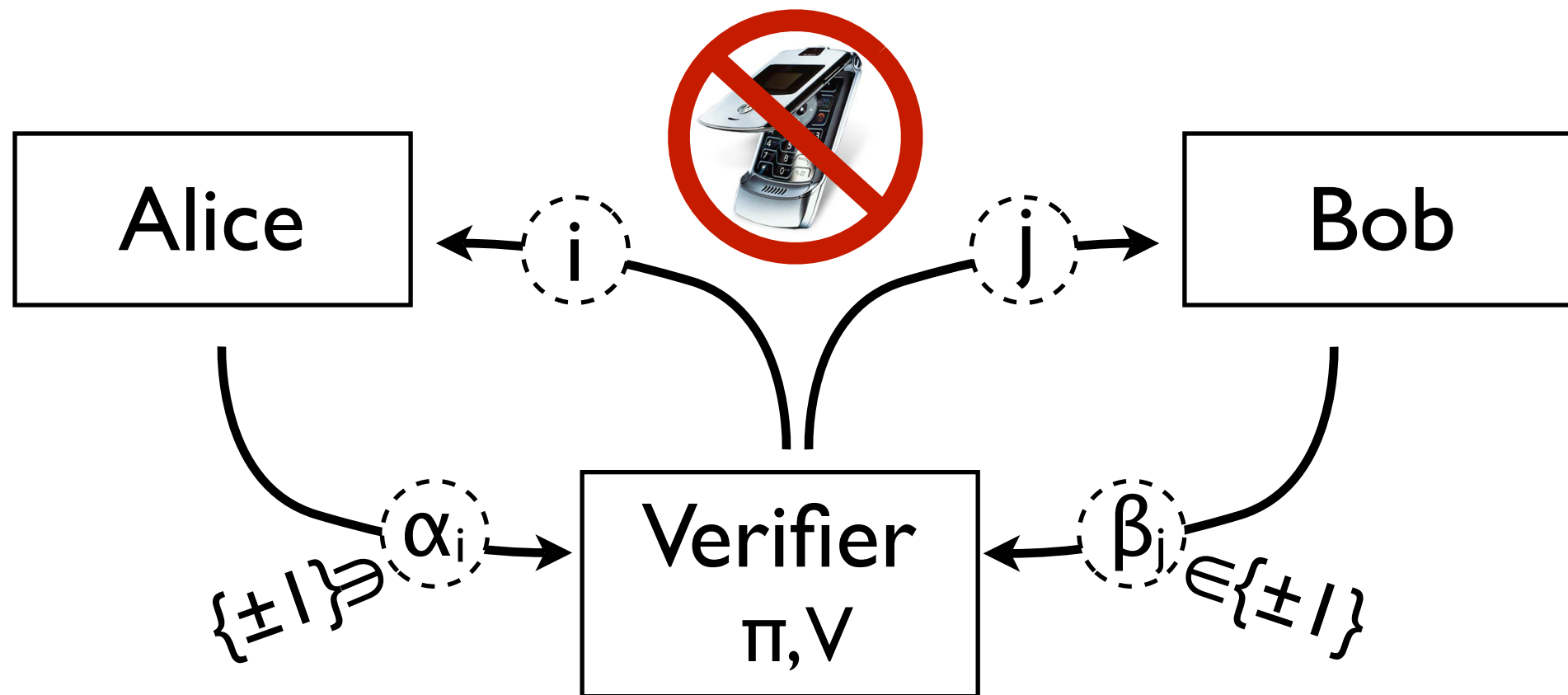
³ BQP Solutions
Pty Ltd.

Research supported by NWO (Vici grant), IST (QAP) and BSIK/BRICKS

XOR games

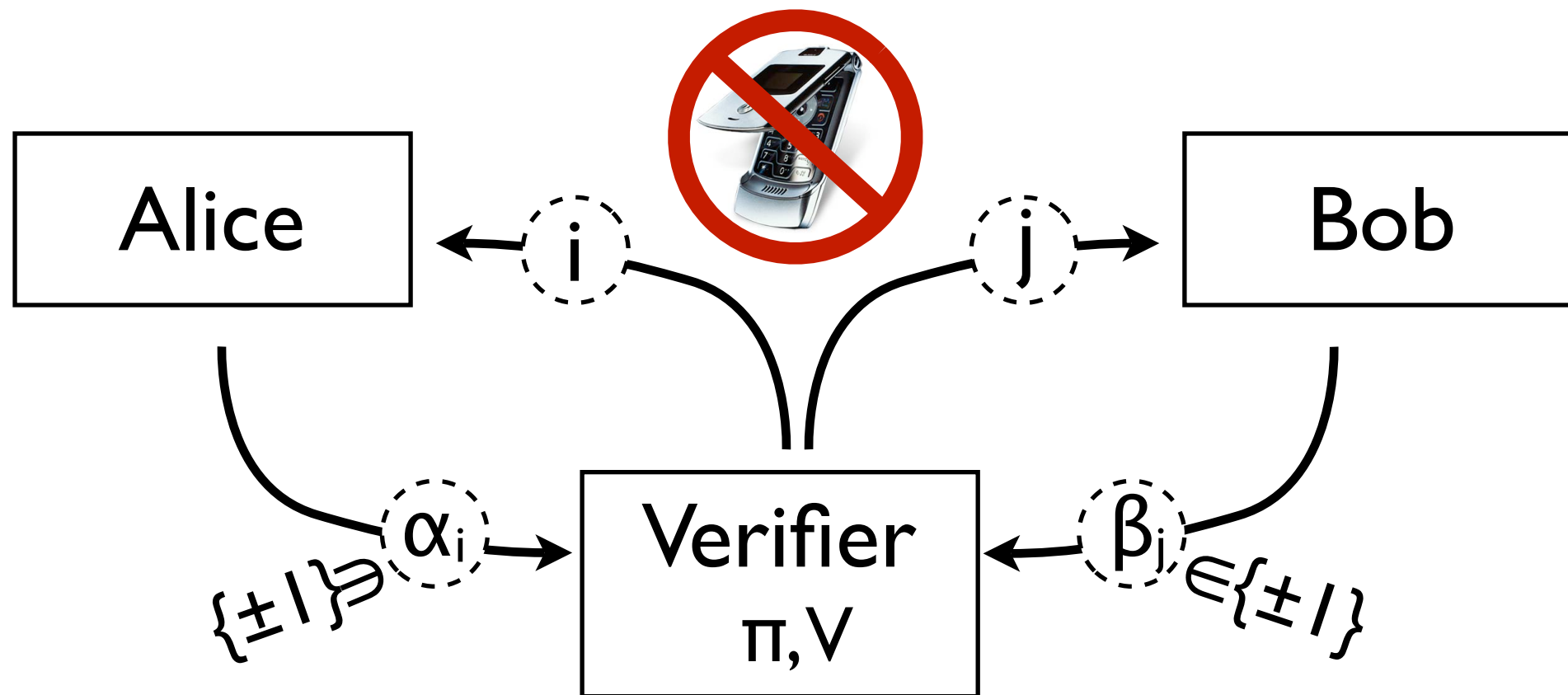


XOR games



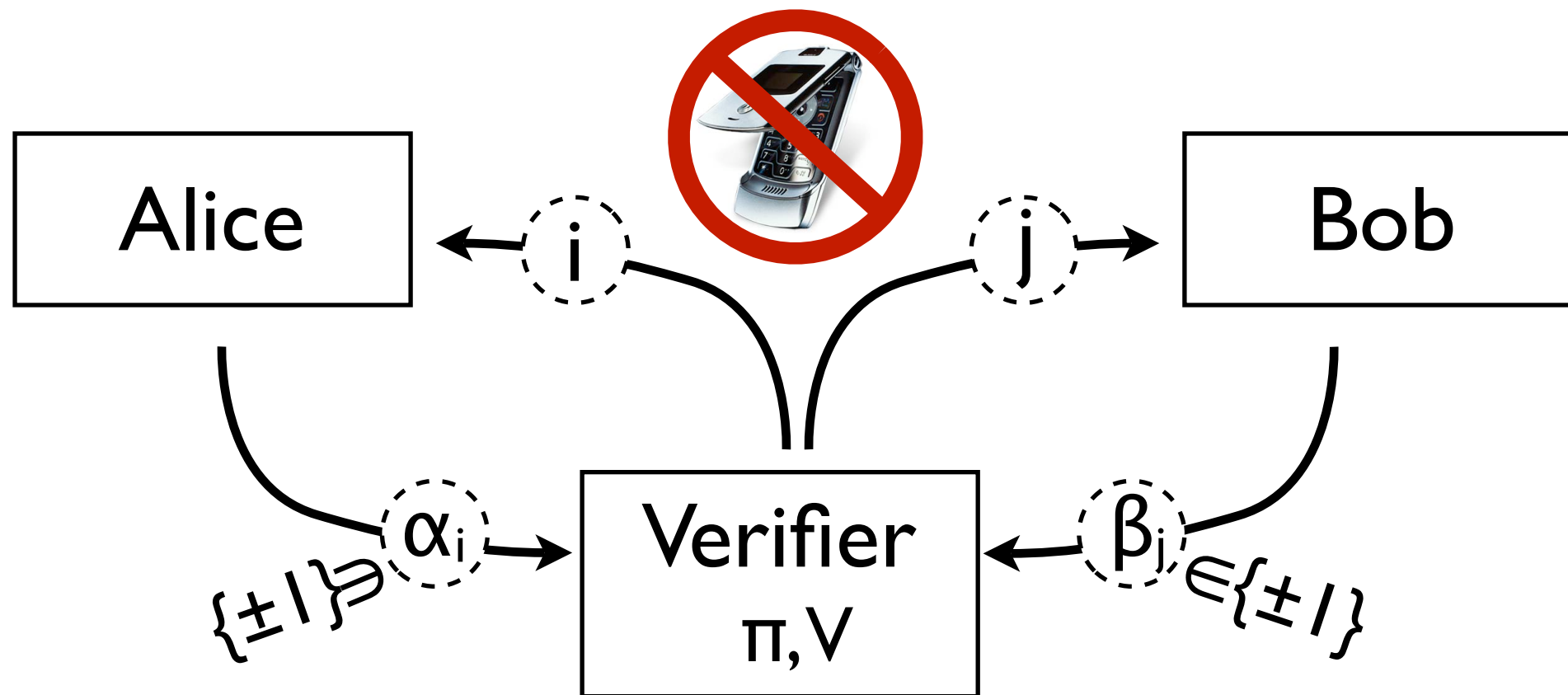
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XOR games



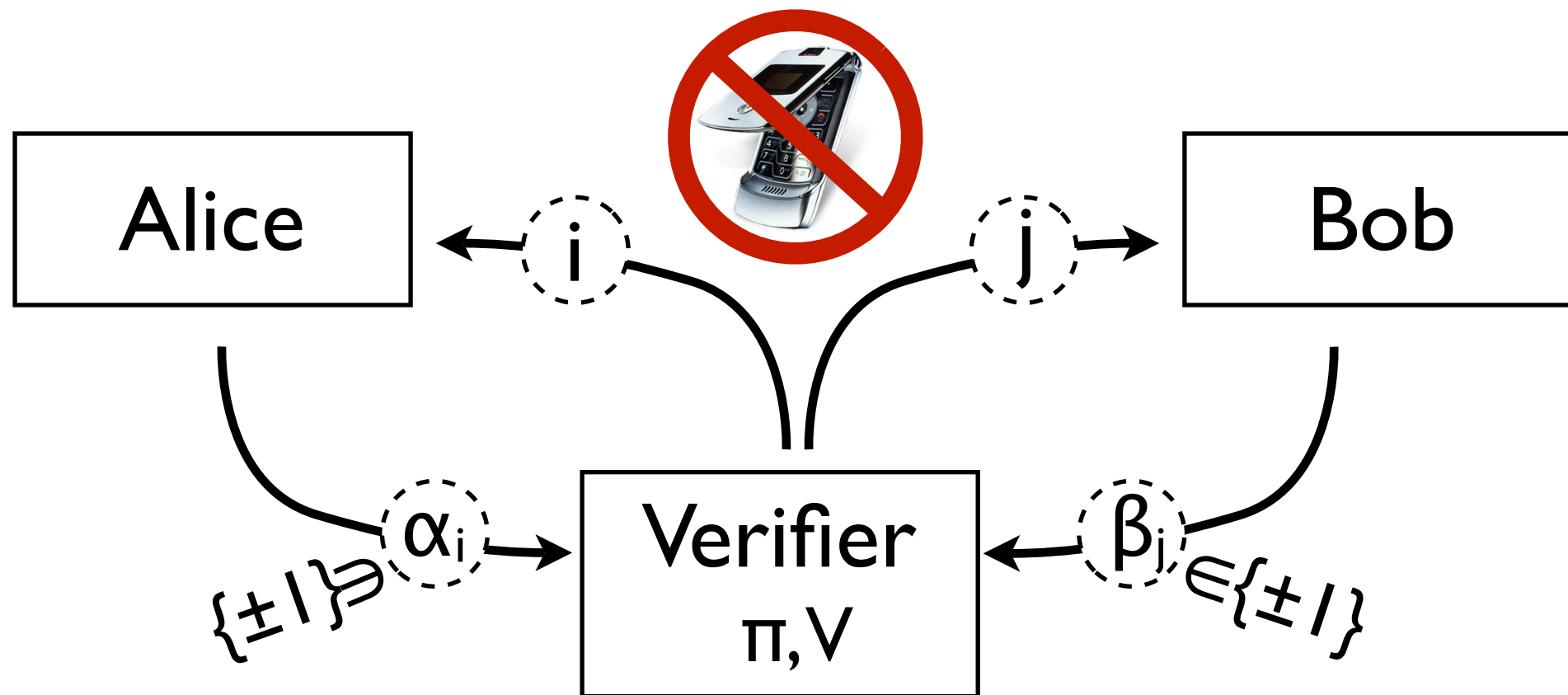
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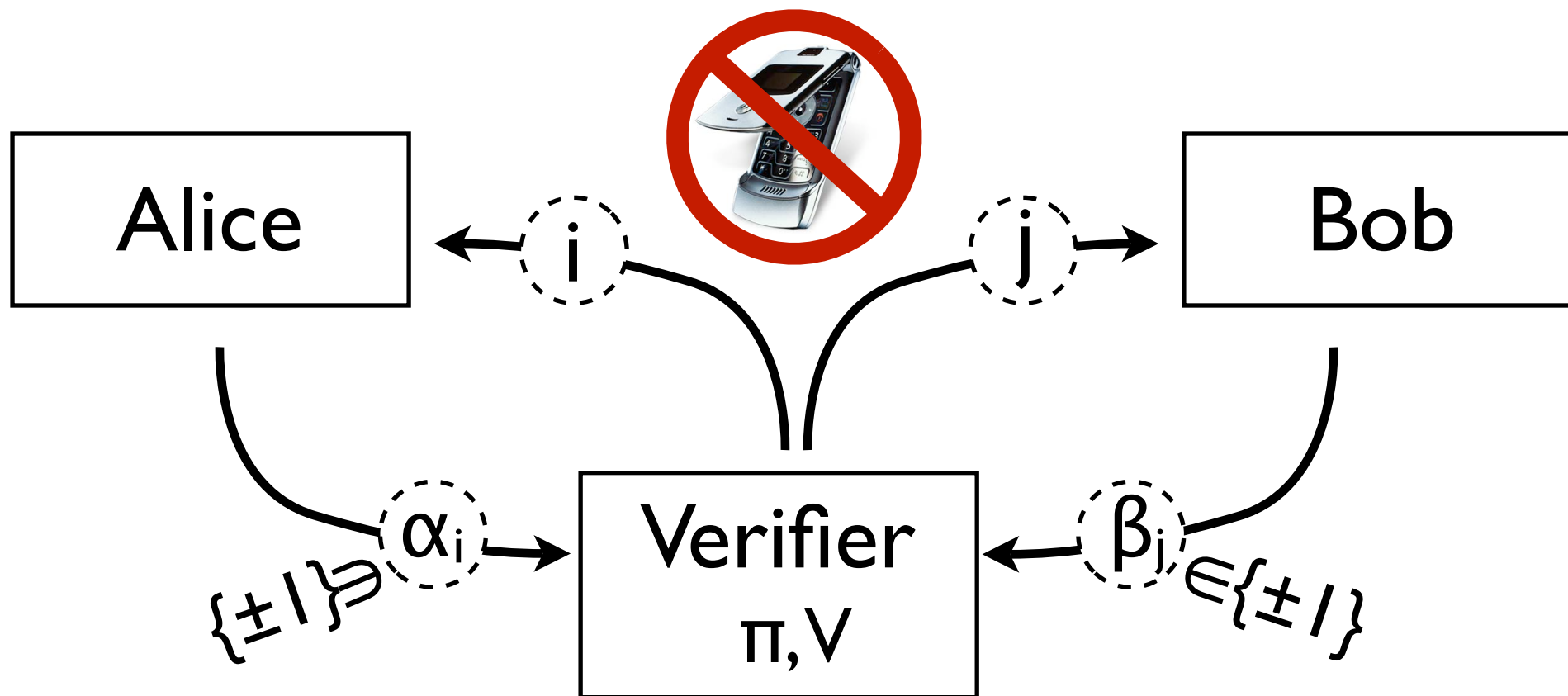
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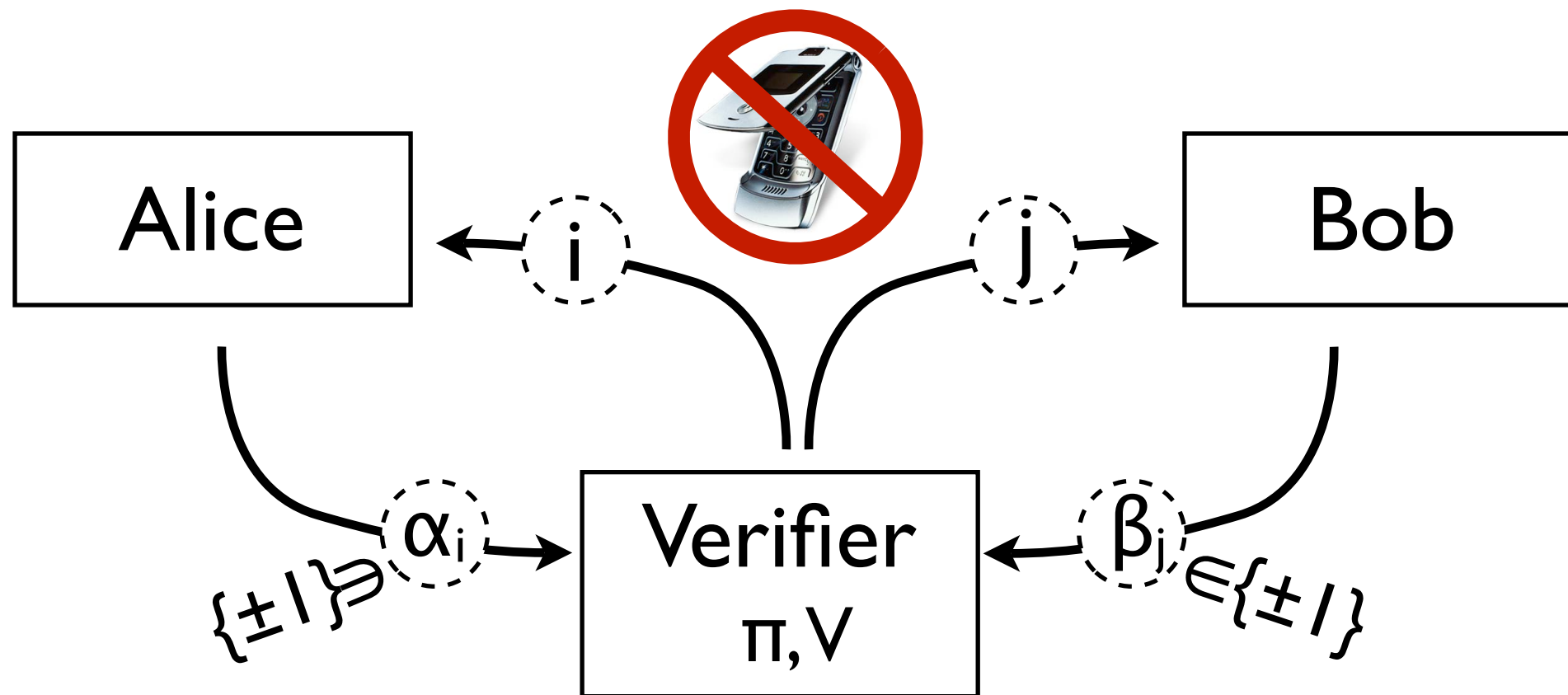


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- He computes function $V(i, j) \in \{\pm 1\}$, sends i to Alice and j to Bob
- Alice answers $\alpha_i \in \{\pm 1\}$ and Bob $\beta_j \in \{\pm 1\}$
- Alice and Bob **win** if $\alpha_i \beta_j = V(i, j) \iff V(i, j) \cdot (\alpha_i \beta_j) = +1$

XOR games



XOR games

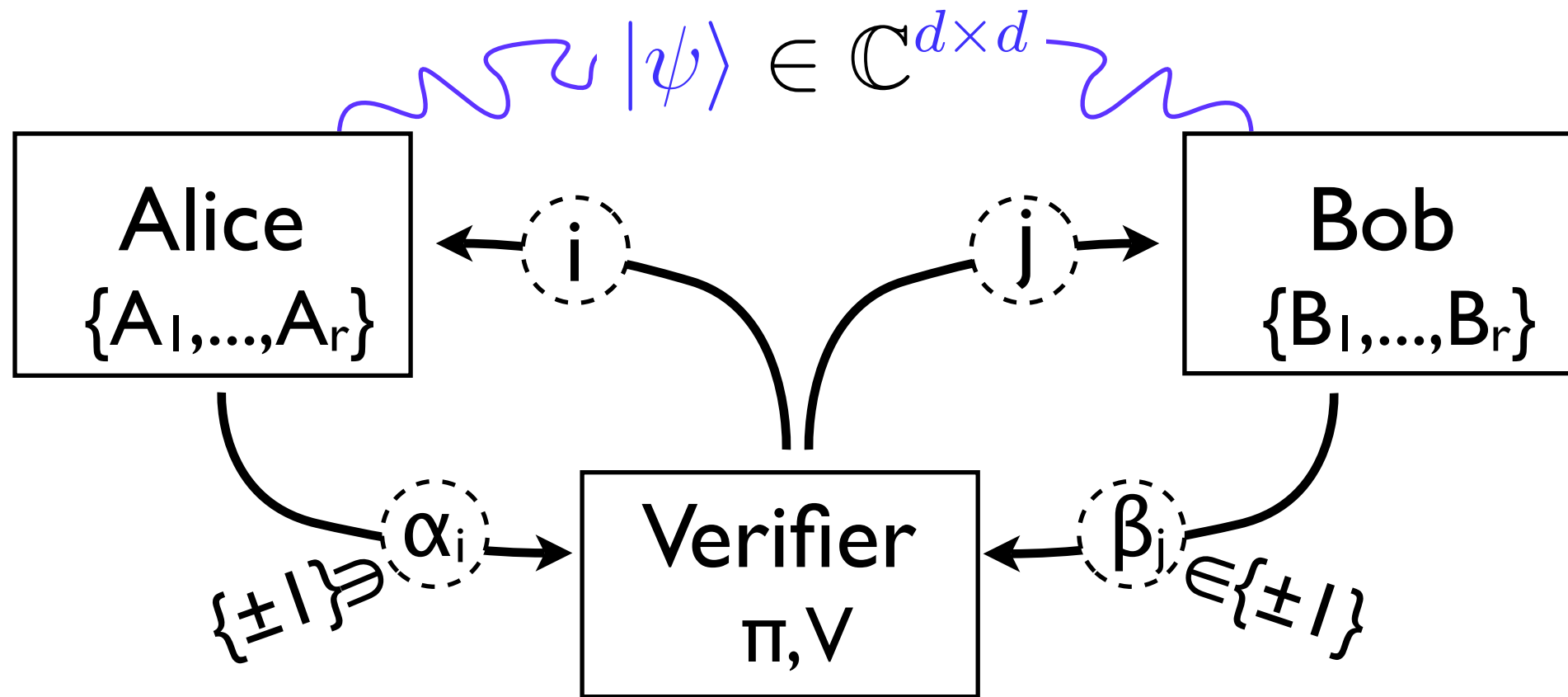


- We can quantify how well Alice and Bob can play game $G(\pi, V)$ by the *correlation bias*

$$\omega(G) := \max_{\{\alpha_i\}, \{\beta_j\} \in \{\pm 1\}} \sum_{i,j} \pi(i, j) V(i, j) \alpha_i \beta_j$$

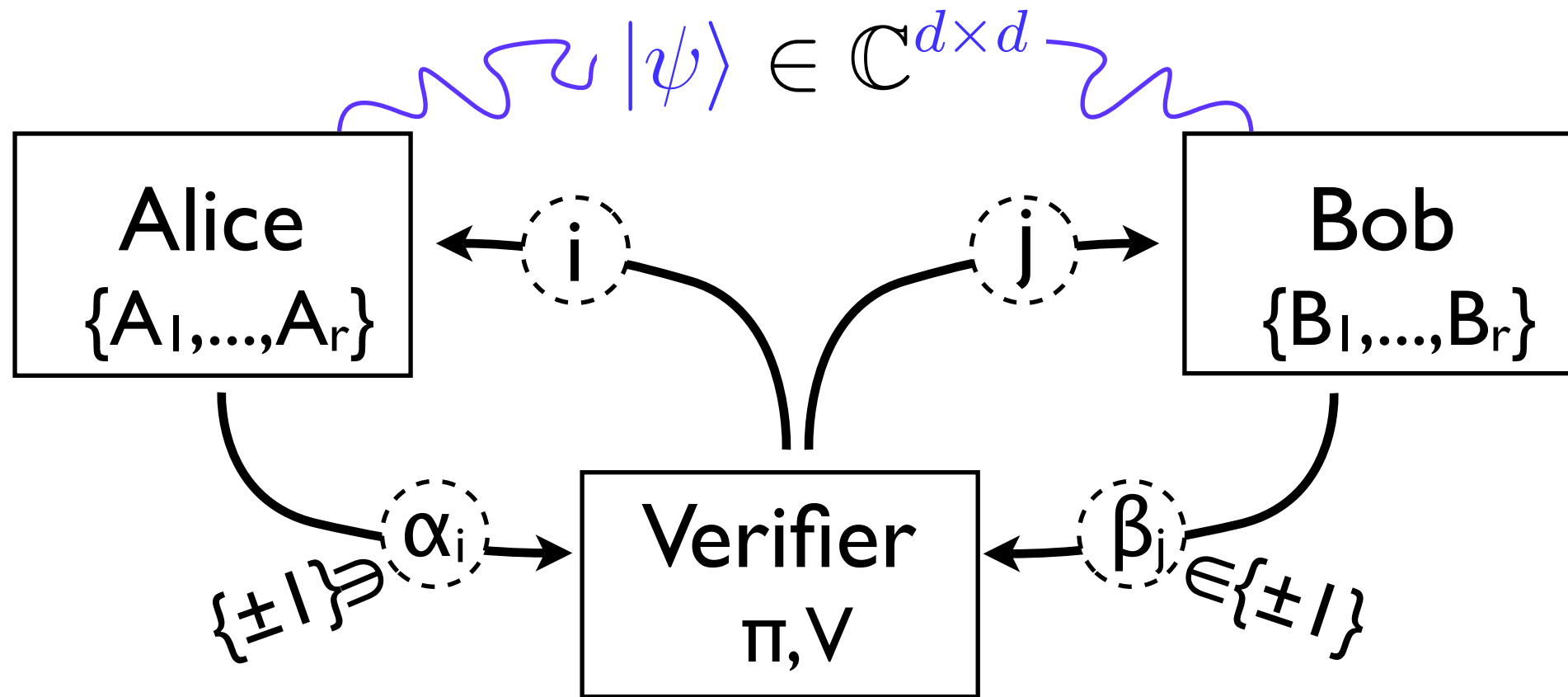
(Deterministic strategies are optimal)

Non-local XOR games



- Alice and Bob share *entangled state* $\psi \in \mathbb{C}^{d \times d}$
 - α_i is the outcome of a $\{\pm 1\}$ -valued *measurement of observable* A_i on Alice's part of ψ
 - β_j is the outcome of a $\{\pm 1\}$ -valued *measurement of observable* B_j on Bob's part of ψ
- (Projective measurements and pure states are optimal)

Non-local XOR games



- Measurements give expectation $E[\alpha_i \beta_j] = \langle \psi | A_i \otimes B_j | \psi \rangle$
- The d -dimensional non-local correlation bias:

$$\omega_d^*(G) := \max_{\{A_i\}, \{B_j\}, |\psi\rangle \in \mathbb{C}^{d \times d}} \sum_{i,j} \pi(i, j) V(i, j) \langle \psi | A_i \otimes B_j | \psi \rangle$$

(Projective measurements and pure states are optimal)

Example: CHSH game

- Questions: $i, j \in \{0, 1\}$

$\pi(0,0) = 1/4$	$V(\textcolor{blue}{0},\textcolor{blue}{0}) = \textcolor{blue}{1}$
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Example: CHSH game

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$\pi(0,0) = 1/4$	$V(0,0) = 1 = \alpha_0\beta_0$	} At most 3 equations can simultaneously be satisfied
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- Classically, the players win with probability $\leq 3/4$
(correlation bias $\leq 1/2$)

CHSH with entanglement

- Players can do better if they share a Bell state

$$\frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

CHSH with entanglement

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 - Question 0: Perform $R(-\pi/16)$ on qubit
 - Question 1: Perform $R(3\pi/16)$ on qubit
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- Entangled players win with probability ≈ 0.85
(correlation bias ≈ 0.71)
- Tsirelson showed this is best possible

Observables and vectors

- Tsirelson (1987) discovered a correspondence between measurements sets of observables on pure states, and inner products of sets of unit vectors.

For pure state $\psi \in \mathbb{C}^{d \times d}$ and observables A_a, B_b , there exist unit vectors $a, b \in S_{2d^2-1}$ s.t.

$$a \cdot b = \langle \psi | A_a \otimes B_b | \psi \rangle$$

Conversely, there exist mappings A, B from S_{n-1} to observables on maximally entangled state $\psi \in \mathbb{C}^{d \times d}$ with

$$d=2^{n/2} \text{ s.t. for } a, b \in S_n$$

$$\langle \psi | A(a) \otimes B(b) | \psi \rangle = a \cdot b$$

XOR games and Grothendieck's inequality

[Tsirelson87]:

- Associate a matrix $M \in [-1, 1]^{r \times r}$ with game (π, V) : $M_{ij} = \pi(i, j) V(i, j)$.
- Tsirelson's map lets us upper bound the d -dim. quantum correlation by correlations with $2d^2$ -dim unit vectors:

$$\omega_d^*(M) = \max_{\{A_i\}, \{B_j\}, |\psi\rangle \in \mathbb{C}^{d \times d}} \sum_{i,j} M_{ij} \langle \psi | A_i \otimes B_j | \psi \rangle \leq \max_{\{a_i\}, \{b_j\} \in S_{2d^2-1}} \sum_{i,j} M_{ij} a_i \cdot b_j$$

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- This gives an upper bound on the quantum correlation in terms of the classical correlation and Grothendieck's constant

$$\omega_d^*(M) \leq K_G \cdot \omega(M)$$

(Davie '84, Reeds '91) $1.676 \leq K_G \leq 1.782$ (Krivine '71)

Grothendieck constant of order n

- $K_G(n)$ is the smallest constant s.t. for every real $r \times r$ matrix M

$$\frac{\max_{\{a_i\}, \{b_j\} \in S_{n-1}} \sum_{i,j \in [r]} M_{ij} a_i \cdot b_j}{\max_{\{\alpha_i\}, \{\beta_j\} \in \{\pm 1\}} \sum_{i,j \in [r]} M_{ij} \alpha_i \beta_j} \leq K_G(n)$$

Grothendieck constant of order n

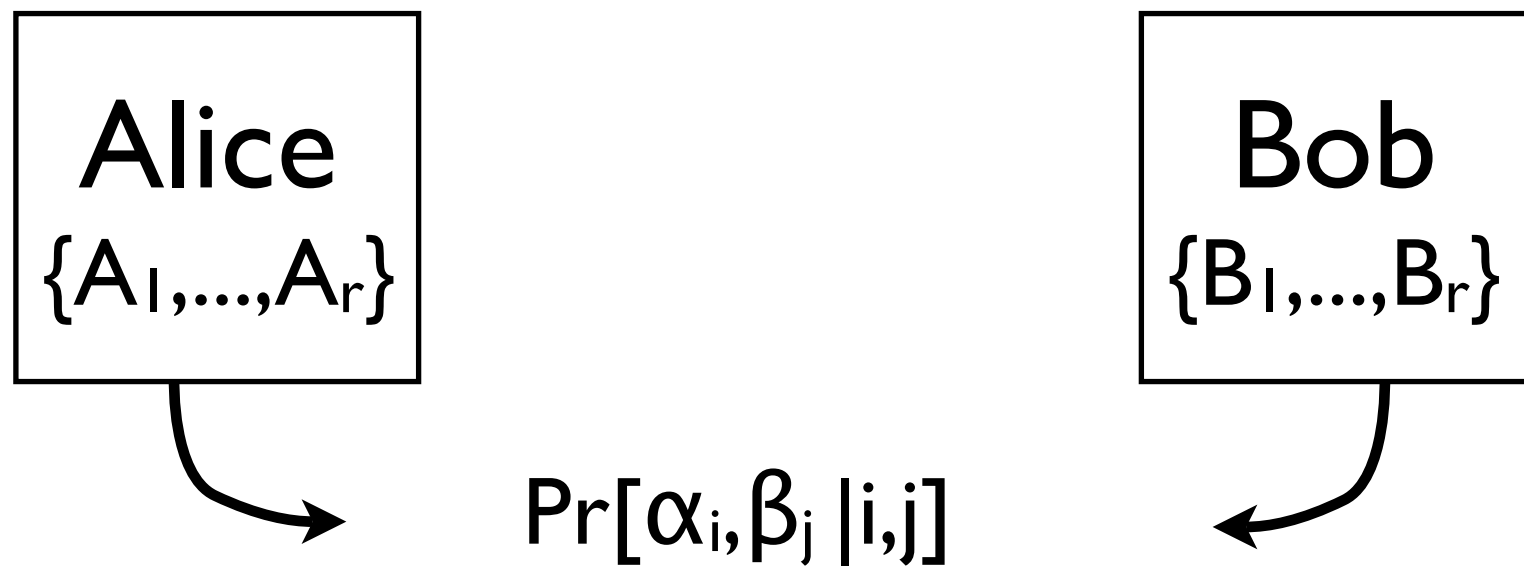
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- $K_G = \sup_n K_G(n)$
- Arose in study of norms on tensor products of Banach spaces
- Has also found applications in:
 - Quantum information
 - Communication complexity
 - Approximation algorithms
- $K_G(3) < K_G$ (Krivine)
- $K_G(n)$ is not known to be strictly increasing with n

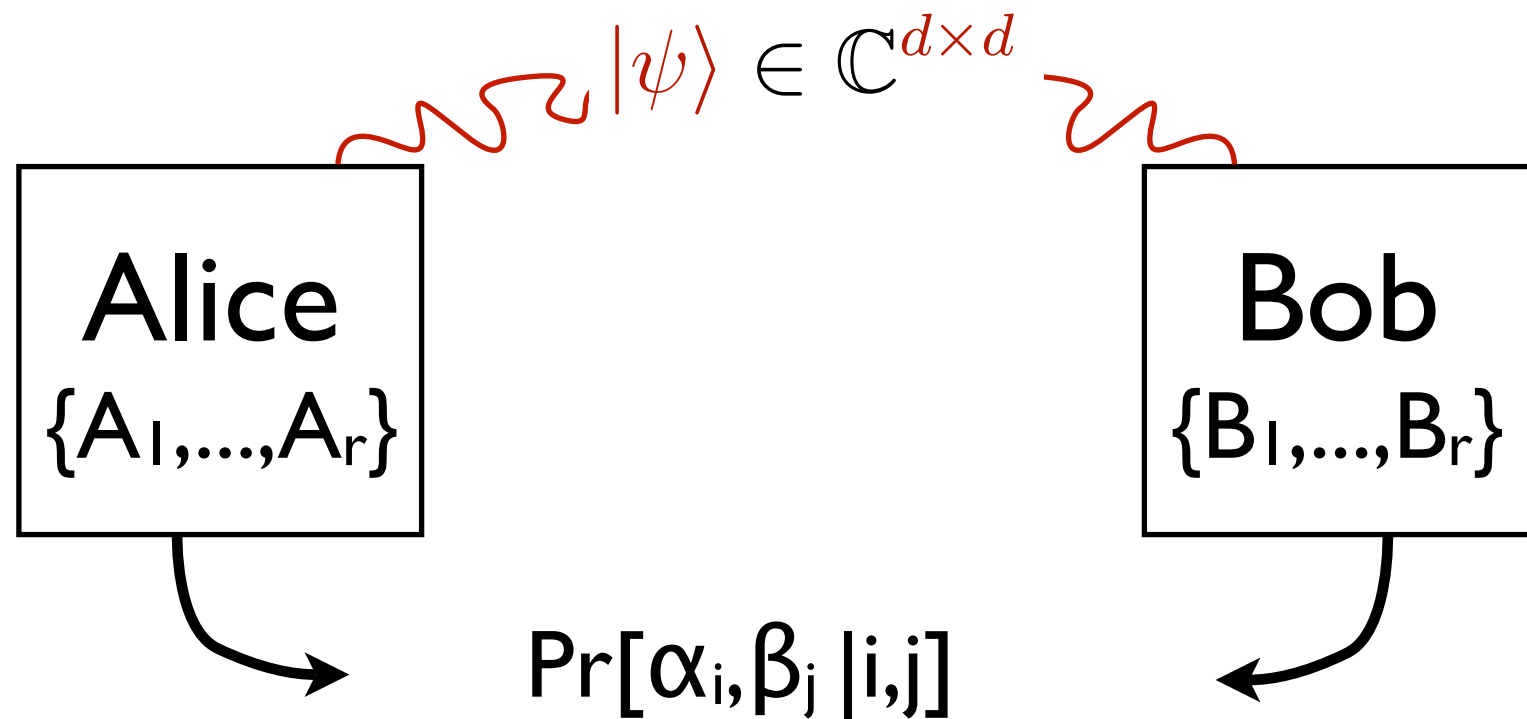
Our results

Dimension witnesses [Brunner et al. '08]



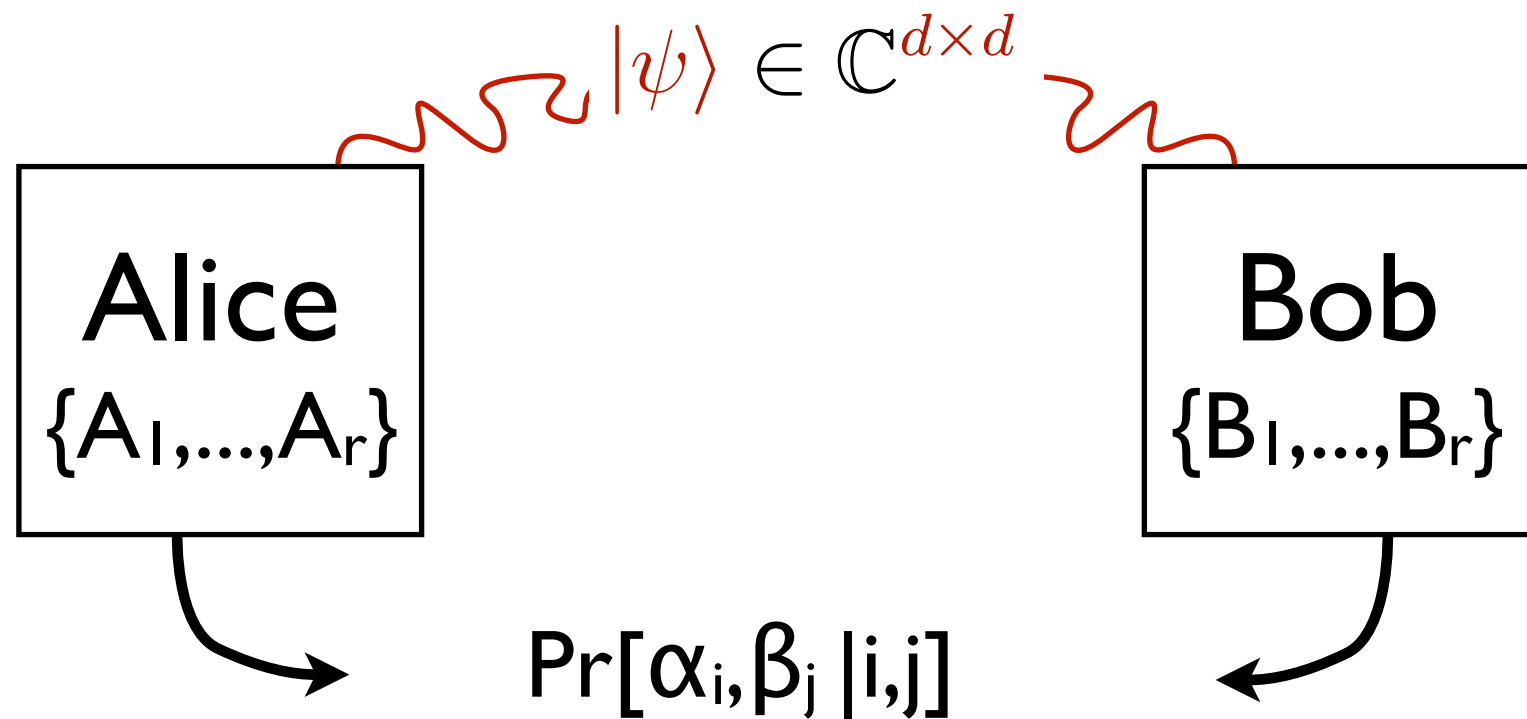
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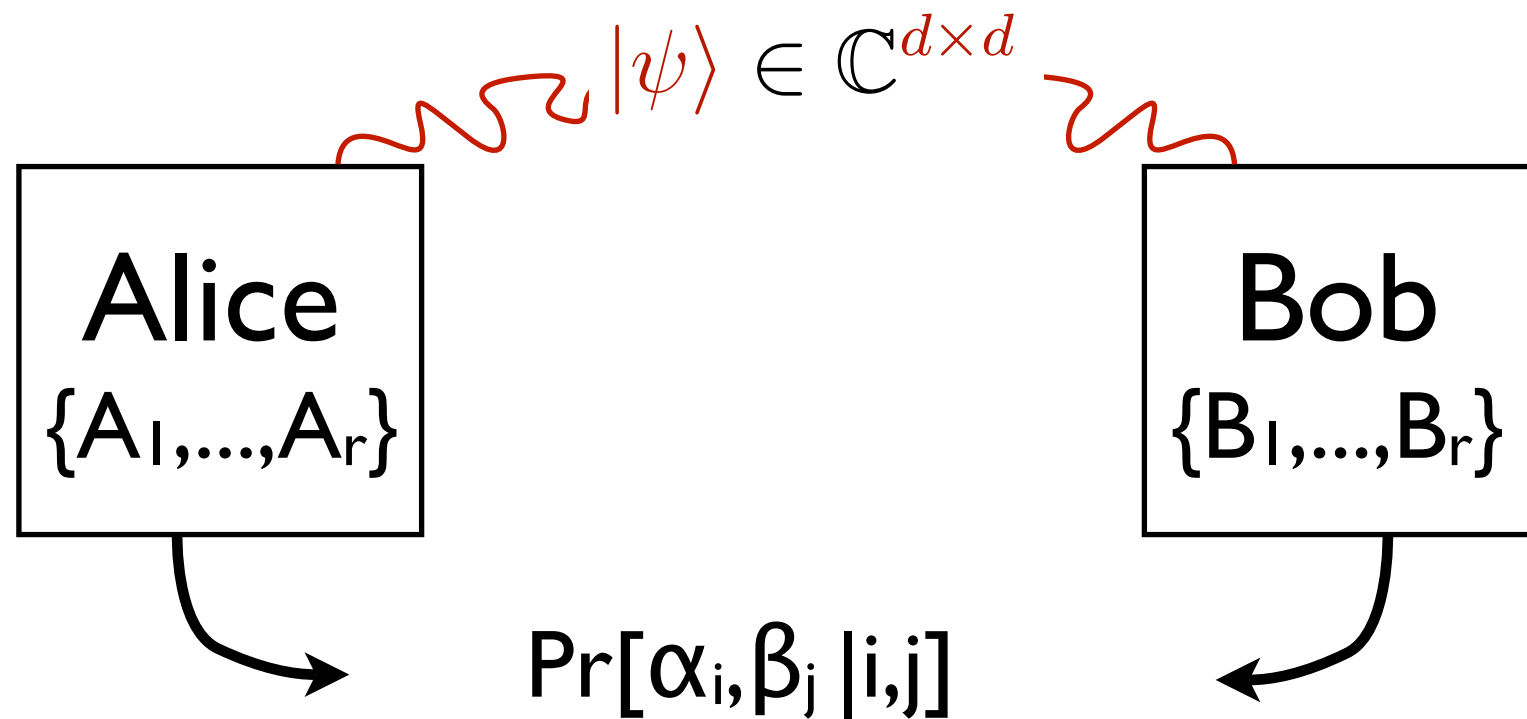
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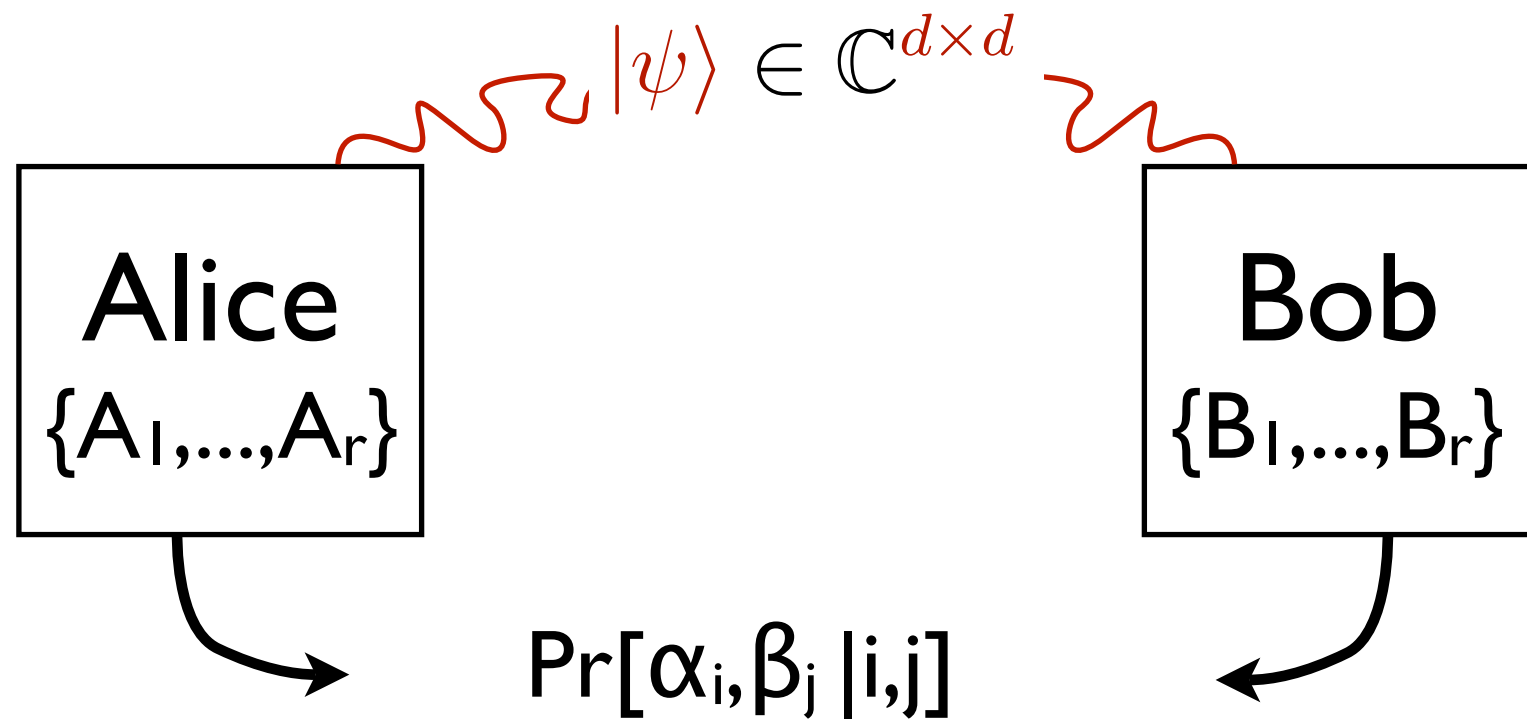
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Dimension witnesses [Brunner et al. '08]



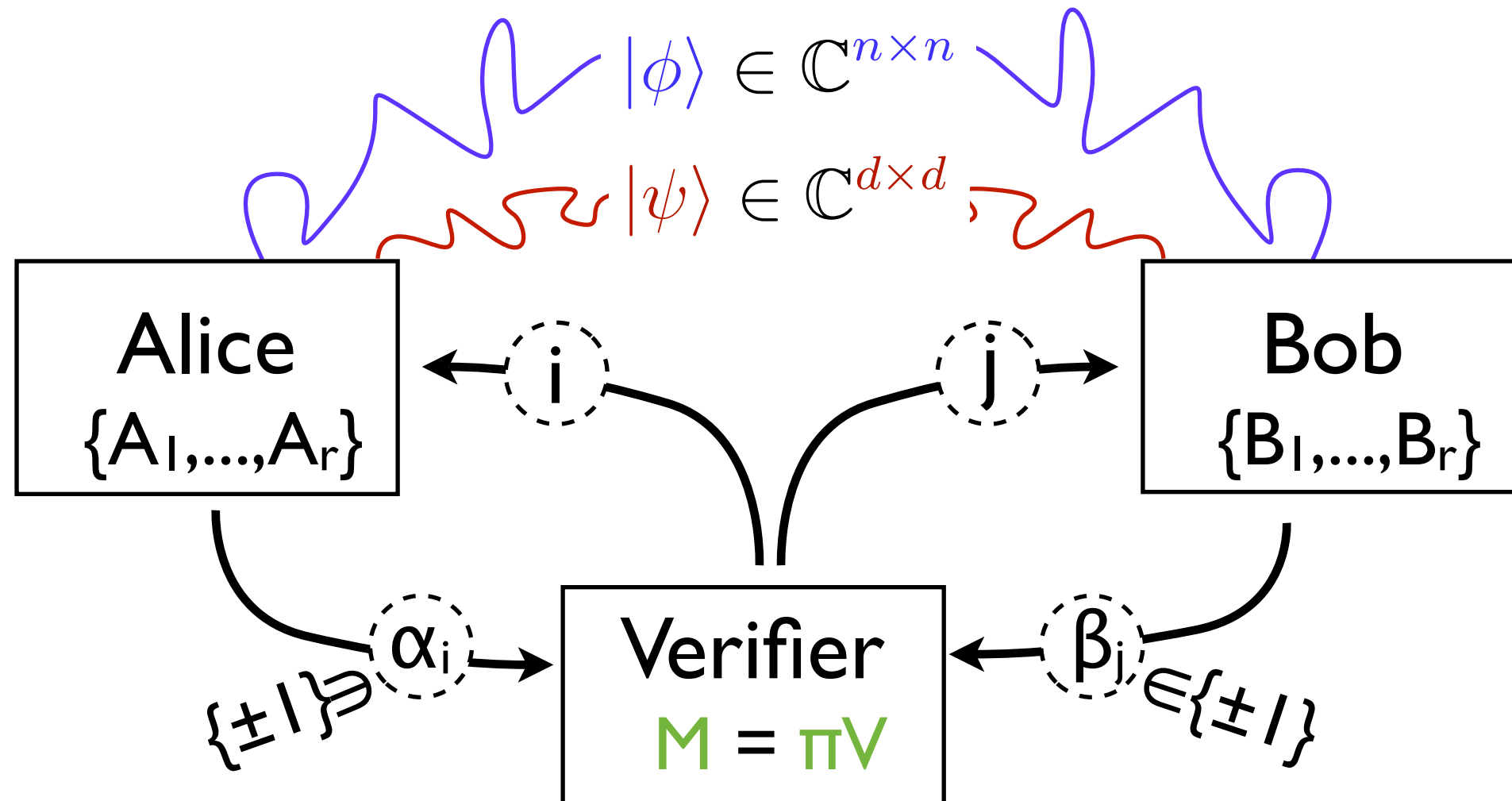
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- Conjecture: Yes, even with two-outcome measurements
- ☑ This talk: Yes, for some XOR games!

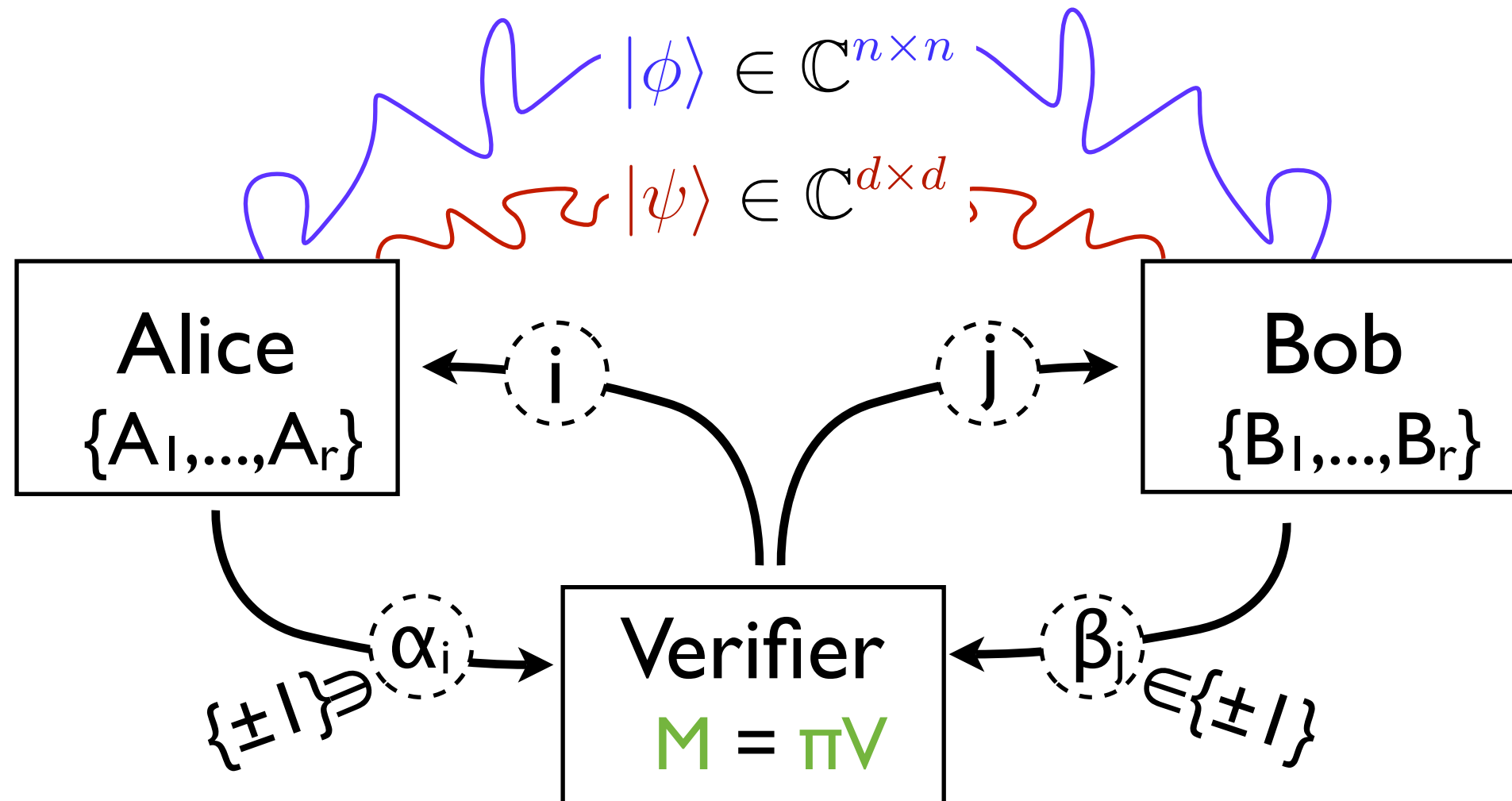
Dimension witnesses and XOR games



For every d , there is an XOR game M and finite $n > d$, s.t.

$$\omega_d^*(M) < \omega_n^*(M)$$

Dimension witnesses and XOR games



For every d , there is an XOR game M and finite $n > d$, s.t.

$$\omega_d^*(M) < \omega_n^*(M)$$

Obtained independently by Vértési and Pál

Other related work: [Wehner et al. '08]

Recall:
$$\frac{\omega_d^*(M)}{\omega(M)} \leq \frac{\max_{\{a_i\}, \{b_j\} \in S_{2d^2-1}} \sum_{i,j} M_{ij} a_i \cdot b_j}{\max_{\{\alpha_i\}, \{\beta_j\} \in \{\pm 1\}} \sum_{i,j} M_{ij} \alpha_i \beta_j} \leq K_G(2d^2)$$

[Brunner et al. '08]

Since $K_G(3) < K_G$ there exists an XOR game M s.t.
 for some $n > 2$, we have $\omega_2^*(M) < \omega_n^*(M)$
 (there exist qubit witnesses)

If $K_G(n)$ is strictly increasing with n (**not known**), then there are
 XOR games (M) that can be played better with more
 entanglement (as conjectured)

We take a different approach:
 generalize $K_G(n)$

Generalization of Grothendieck's constant

Definition: For $m \leq n$, let $K_G(n \boxplus m)$ be the smallest constant for, s.t. for every real $r \times r$ matrix M

$$K_G(n \boxplus m) \geq \frac{\max_{\{a_i\}, \{b_j\} \in S_{n-1}} \sum_{i,j \in [r]} M_{ij} a_i \cdot b_j}{\max_{\{a'_i\}, \{b'_j\} \in S_{m-1}} \sum_{i,j \in [r]} M_{ij} a'_i \cdot b'_j}$$

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Generalization of Grothendieck's constant

Definition: For $m \leq n$, let $K_G(n \boxrightarrow m)$ be the smallest constant for, s.t. for every real $r \times r$ matrix M

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- $K_G(n \boxrightarrow 1) = K_G(n)$
- Trivial upper bound: $K_G(n \boxrightarrow m) \leq K_G(n)$
- We prove first lower bound: $K_G(n \boxrightarrow m) > 1 + 1/2m - 1/2n - O(1/m^2)$

Generalization of Grothendieck's constant

Definition: For $m < n$, let $K_G(n \boxplus m)$ be the smallest constant for, s.t. for every real $r \times r$ matrix M

$$K_G(n \mapsto m) \geq \frac{\max_{\{a_i\}, \{b_j\} \in S_{n-1}} \sum_{i,j \in [r]} M_{ij} a_i \cdot b_j}{\max_{\{a'_i\}, \{b'_j\} \in S_{m-1}} \sum_{i,j \in [r]} M_{ij} a'_i \cdot b'_j}$$

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Our lower bound is proved by choosing M : For $a, b \in S_{n-1}$,

let M be a function: $M(a, b) = a \cdot b$

$$K_G(n \mapsto m) \geq \frac{\max_{A, B: S_{n-1} \rightarrow S_{n-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A(a) \cdot B(b))}{\max_{A', B': S_{n-1} \rightarrow S_{m-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A'(a) \cdot B'(b))} > 1$$

Relation to dimension witness game

- Define a game (π, V) by infinitely many questions, labelled as unit vectors $a, b \in S_{n-1}$, and $\pi(a, b) V(a, b) = M(a, b) = a \cdot b$
- By Tsirelson, the numerator and denominator bound non-local correlations

$$\max_{A, B: S_{n-1} \rightarrow S_{n-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A(a) \cdot B(b)) \leq \omega_{2^{n/2}}^*(M)$$

$$\omega_d^*(M) \leq \max_{A', B': S_{n-1} \rightarrow S_{2d^2-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A'(a) \cdot B'(b))$$

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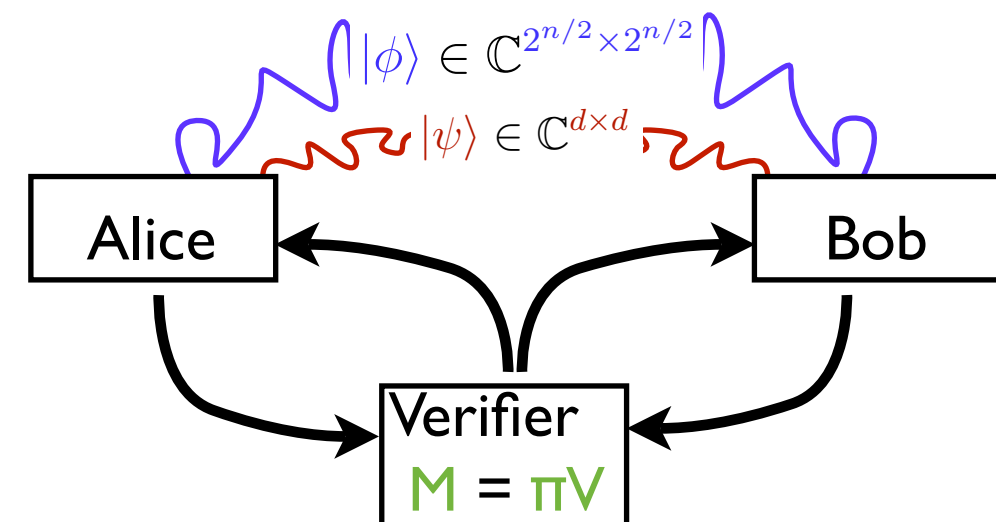
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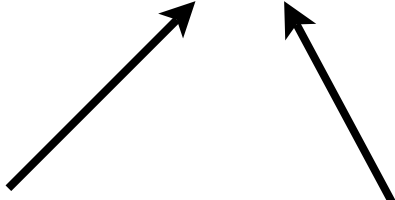
Set $n = 2d^2 + 1$ so that $m > n$

$$\frac{\omega_{2^{n/2}}^*(M)}{\omega_d^*(M)} \geq \frac{\max_{A, B: S_{n-1} \rightarrow S_{n-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A(a) \cdot B(b))}{\max_{A', B': S_{n-1} \rightarrow S_{2d^2-1}} \int_{a, b \in S_{n-1}} da db (a \cdot b) (A'(a) \cdot B'(b))} > 1$$

- This is a game that Alice and Bob can play better with more entanglement



Lower bound on $K_G(n \boxplus m)$

$$K_G(n \mapsto m) \geq \frac{\max_{A,B:S_{n-1} \rightarrow S_{n-1}} \int_{a,b \in S_{n-1}} da db (a \cdot b) (A(a) \cdot B(b))}{\max_{A',B':S_{n-1} \rightarrow S_{m-1}} \int_{a,b \in S_{n-1}} da db (a \cdot b) (A'(a) \cdot B'(b))} > 1$$


We need to find the maximizing maps A and B

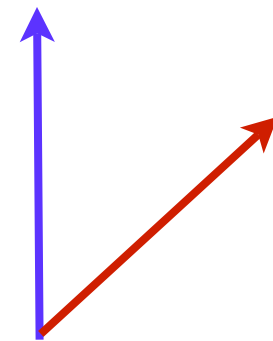
How to choose A and B

$$\text{Denominator} = \max_{A, B: S_{n-1} \rightarrow S_{m-1}} \int da db (a \cdot b) ((A(a) \cdot B(b)))$$

- The integrand can be written as an inner product

$$(a \cdot b) ((A(a) \cdot B(b))) = (a \otimes A(a)) \cdot (b \otimes B(b))$$

$$\left(\int da (a \otimes A(a)) \right) \cdot \left(\int db (b \otimes B(b)) \right)$$



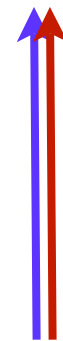
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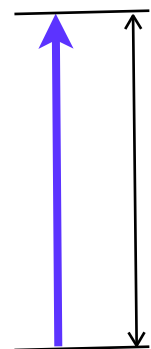
$$\left(\int da (a \otimes A(a)) \right) \cdot \left(\int db (b \otimes B(b)) \right)$$



- This is maximal if these vectors are parallel. So set B=A.
- We need to calculate the maximal length of a vector

$$\left\| \int da (a \otimes A(a)) \right\|^2 = \|\chi \underset{\substack{\uparrow \\ \text{unit vector}}}{v}\|^2 = \chi^2$$

unit vector

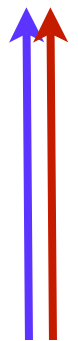


How to choose A

- Take the Schmidt decomposition of v :
$$v = \sum_{i=1}^m \lambda_i x_i \otimes y_i$$

 $(\{x_1, \dots, x_n\}$ and $\{y_1, \dots, y_m\}$ are bases for \mathbb{R}^n and \mathbb{R}^m respectively)

$$\begin{aligned} \chi = (\chi v) \cdot v &= \left(\int da (a \otimes A(a)) \right) \cdot \left(\sum_{i=1}^m \lambda_i x_i \otimes y_i \right) \\ &= \int da \left(\sum_{i=1}^m \lambda_i (a \cdot x_i) y_i \right) \cdot A(a) \end{aligned}$$



- Again we should set the vectors parallel. This gives an integral we can just evaluate

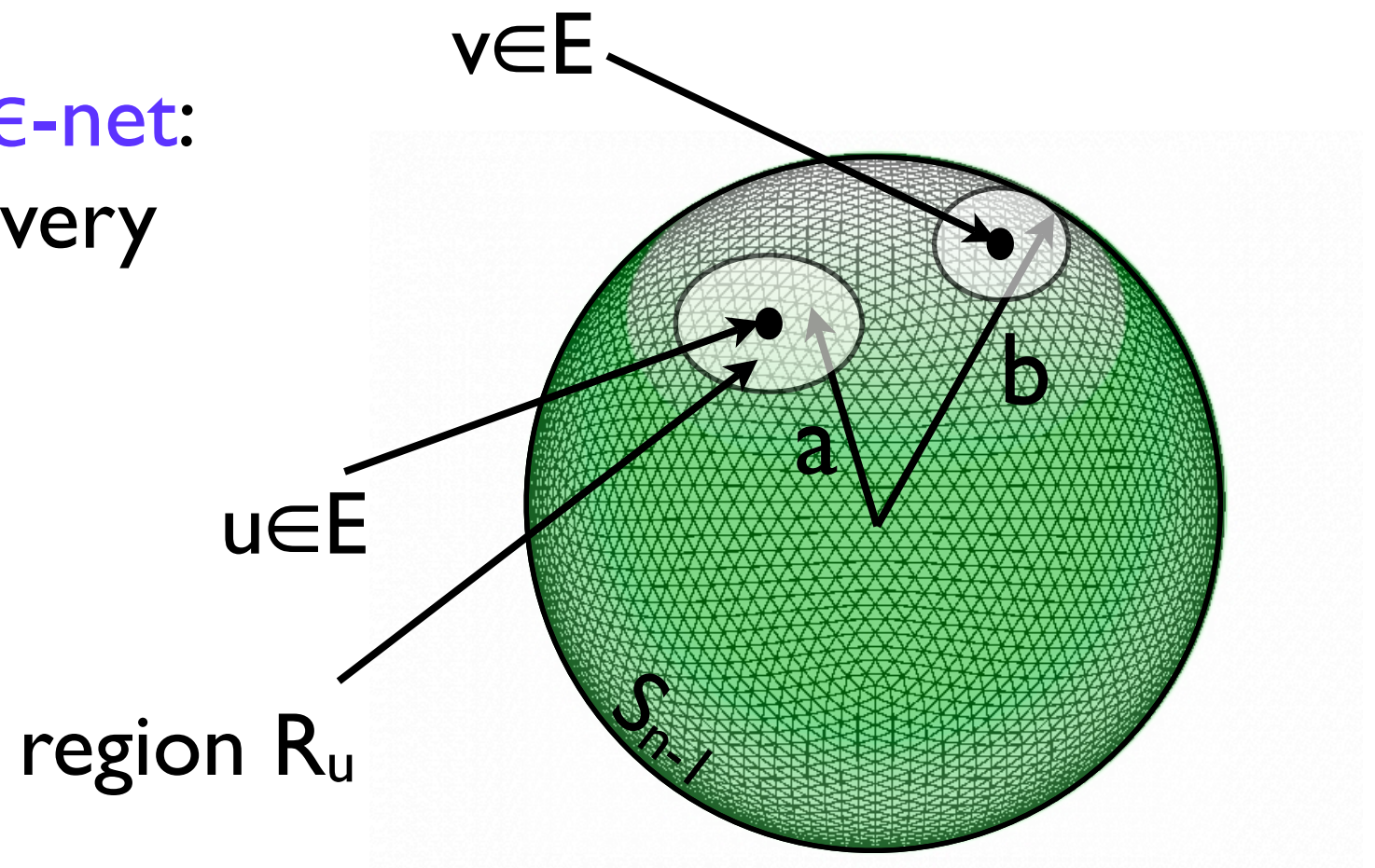
$$\chi = \int_{a \in S_{n-1}} da \left(\sum_{i=1}^m \frac{1}{m} a_i^2 \right)^{1/2}$$

Now just evaluate the integrals

$$\begin{aligned}
 K_G(n \mapsto m) &\geq \left(\frac{\int_{a \in S_{n-1}} da \left(\frac{1}{n} \sum_{i=1}^n a_i^2 \right)^{1/2}}{\int_{a \in S_{n-1}} da \left(\frac{1}{m} \sum_{i=1}^m a_i^2 \right)^{1/2}} \right)^2 \\
 &= \left(\frac{\Gamma(\frac{n+1}{2})}{\sqrt{n} \Gamma(\frac{n}{2})} \right)^2 / \left(\frac{\Gamma(\frac{m+1}{2})}{\sqrt{m} \Gamma(\frac{m}{2})} \right)^2 \\
 &\geq 1 + \frac{1}{2m} - \frac{1}{2n} - O\left(\frac{1}{m^2}\right) \\
 &> 1
 \end{aligned}$$

Making the game finite

- Take questions from an ϵ -net:
 $E = \{u_1, \dots, u_t\} \subseteq S_{n-1}$ s.t. for every
 $a \in S_{n-1}$, there exist a
 $u \in E$ close to a :
 $\|a - u\|_2 \leq \epsilon$



- The *region* R_u is the set $a \in S_{n-1}$ to which u is the closest
 - Finite game: For questions $u, v \in E$

$$M_{\text{finite}}(u, v) := \int_{\substack{a \in R_u \\ b \in R_v}} da db (a \cdot b)$$
- $$\frac{\omega_{2^{n/2}}^*(M_{\text{finite}}) + 2\epsilon}{\omega_d^*(M_{\text{finite}})} \geq \frac{\omega_{2^{n/2}}^*(M_{\text{infinite}})}{\omega_d^*(M_{\text{infinite}})} > 1$$
- Set n and ϵ appropriately

Summary

- Grothendieck's inequality: non-local vs classical games
- Generalization ($K_G(n \boxplus m)$): non-local vs non-local
- For every d , there is an XOR game M and finite $n > d$,
s.t. $\omega_d^*(M) < \omega_n^*(M)$.
(Binary dimension witnesses exist.)
- We showed this by proving $K_G(n \boxplus m) > 1$