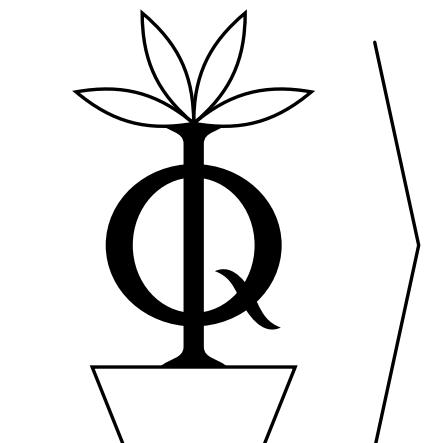


Fermionic Advantage in Distributed Computing

Fatemeh Moradi Kalarde
Inria de Saclay, PhIQuS, 22.10.2025

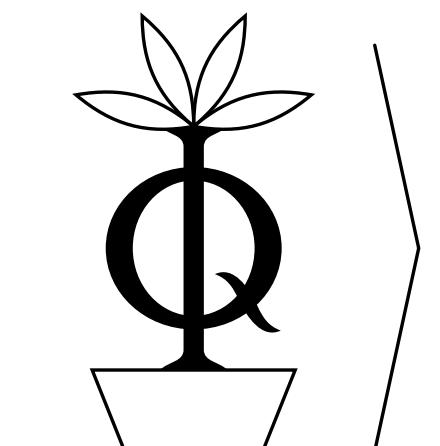


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Qubits
U
Classical bits } centralised/distributed

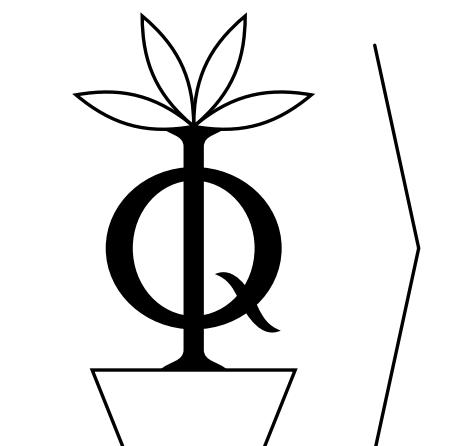


Fermionic Advantage in Distributed Computing

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Inria de Saclay, PhIQuS, 22.10.2025

Febits
U } distributed
Qubits
U } centralised/distributed
Classical bits



Outline

- Introduction to Fermionic Information Theory (FIT)
- Review 1: Qubits vs. Classical bits: a mathematical comparison
- Febits vs. Qubits: a mathematical comparison
- Review 2: Bell (CHSH) game: Qubits beat Classical bits
- Our game: Febits beat Qubits

Information Theory

Quantum Mechanics

distinguishable particles/bosons

Quantum Information Theory (QIT)

Information Theory

Quantum Mechanics

distinguishable particles/bosons

Quantum Information Theory (QIT)

fermions

Fermionic Information Theory (FIT) [1]

[1] Nicetu Tibau Vidal, Mohit Lal Bera, Arnau Riera, Maciej Lewenstein, and Manabendra Nath Bera. Quantum operations in an information theory for fermions. Phys. Rev. A, 104:032411, Sep 2021.

Information Theory

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Fermionic Information Theory (FIT) [1]

1. Wedge product:

$$|1\rangle_1 \wedge |1\rangle_2 = - |1\rangle_2 \wedge |1\rangle_1$$

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$$\frac{|00\rangle_{12} + |01\rangle_{12}}{\sqrt{2}} \times \text{X}$$

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$$\rho = \rho_e \oplus \rho_o = \begin{pmatrix} \rho_e & 0 \\ 0 & \rho_o \end{pmatrix}$$

$$\hat{o} = \hat{o}_e \oplus \hat{o}_o = \begin{pmatrix} \hat{o}_e & 0 \\ 0 & \hat{o}_o \end{pmatrix}$$

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Review 1: Qubits vs. Classical bits: Mapping

Classical bits —→ **Qubits**

0_c

1_c

$|0\rangle_Q$

$|1\rangle_Q$

Review 1: Qubits vs. Classical bits: Mapping

Review 1: Qubits vs. Classical bits: Mapping

Qubits



Classical bits

1. $\alpha|0\rangle + \beta|1\rangle$



Infinitely many classical bits needed!

Review 1: Qubits vs. Classical bits: Mapping

Qubits



Classical bits

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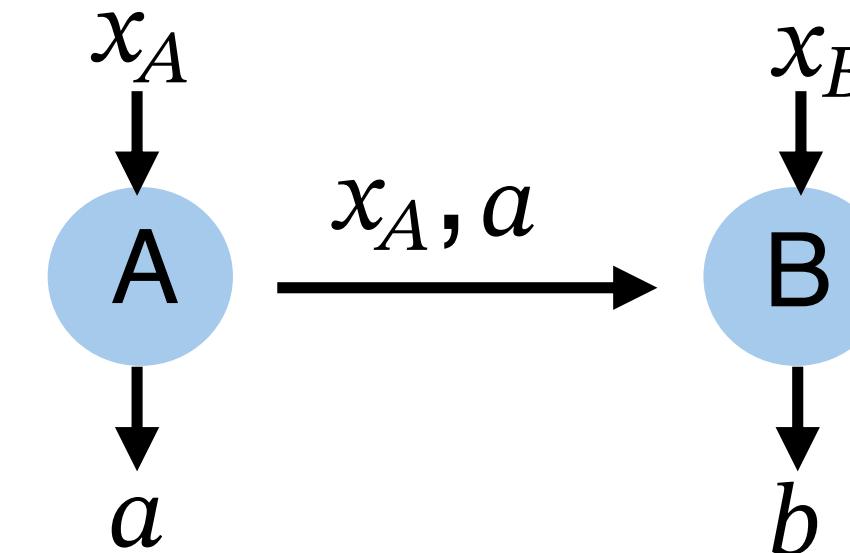
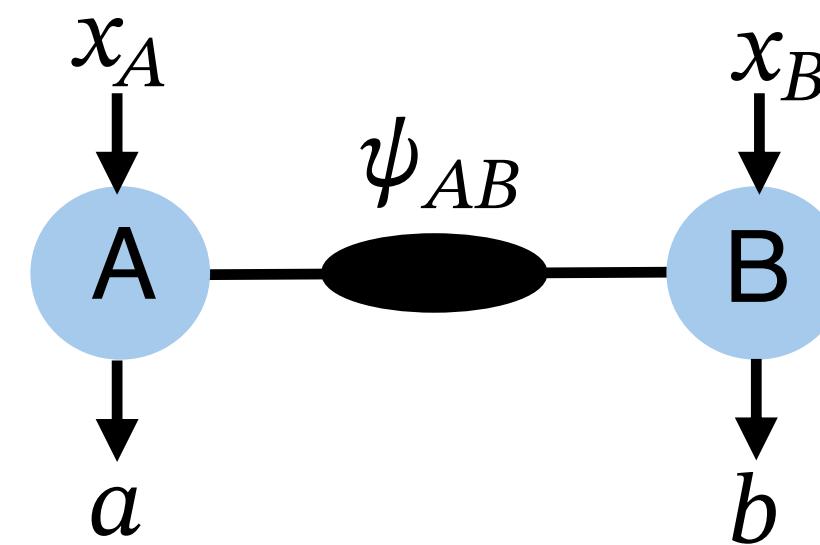
Infinitely many classical bits needed!

2. EPR:

Local operation



Non-local operation



$$|\psi_{AB}\rangle = \frac{|00\rangle_{AB} + |11\rangle_{AB}}{\sqrt{2}}$$

$$a = 0, x_A = 1 \rightarrow |+\rangle_B$$

$$a = 1, x_A = 1 \rightarrow |-\rangle_B$$

$$a = 0, x_A = 0 \rightarrow |0\rangle_B$$

$$a = 1, x_A = 0 \rightarrow |1\rangle_B$$

Review 1: Qubits vs. Classical bits: Mapping

Qubits



Classical bits

1. $\alpha|0\rangle + \beta|1\rangle$



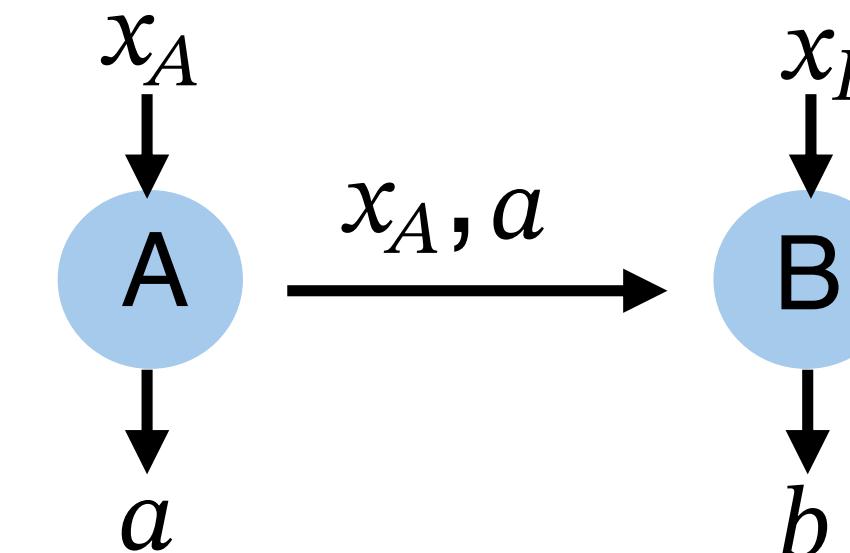
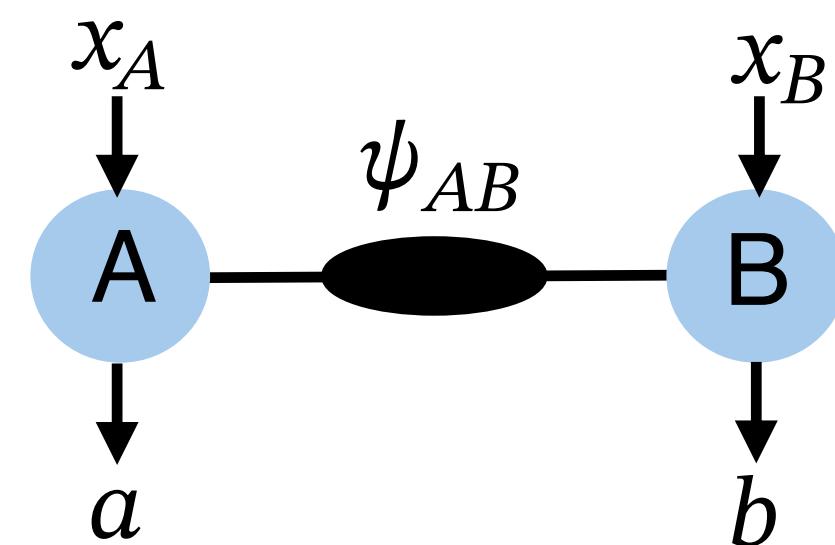
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Ok... but is there a fundamental difference? 🤔

Review 2: CHSH game

Febits vs. Qubits: Mapping

Qubits \longrightarrow **Febits**

$$|0\rangle_Q \rightarrow |0_1 0_2\rangle_F$$

$$|1\rangle_Q \rightarrow |1_1 1_2\rangle_F$$

Febits vs. Qubits: Mapping

Qubits \longrightarrow **Febits**

$$|0\rangle_Q \rightarrow |0_1 0_2\rangle_F$$

$$|1\rangle_Q \rightarrow |1_1 1_2\rangle_F$$

$$X^{(Q)} \rightarrow f_1^\dagger f_2^\dagger + f_2 f_1$$

Febits vs. Qubits: Mapping

Qubits \longrightarrow **Febits**

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$$|1\rangle_Q \rightarrow |1_1 1_2\rangle_F$$

$$X^{(Q)} \rightarrow f_1^\dagger f_2^\dagger + f_2 f_1$$

1 qubit \longrightarrow 2 Febits

- Separable states remain separable
- Operators remain local

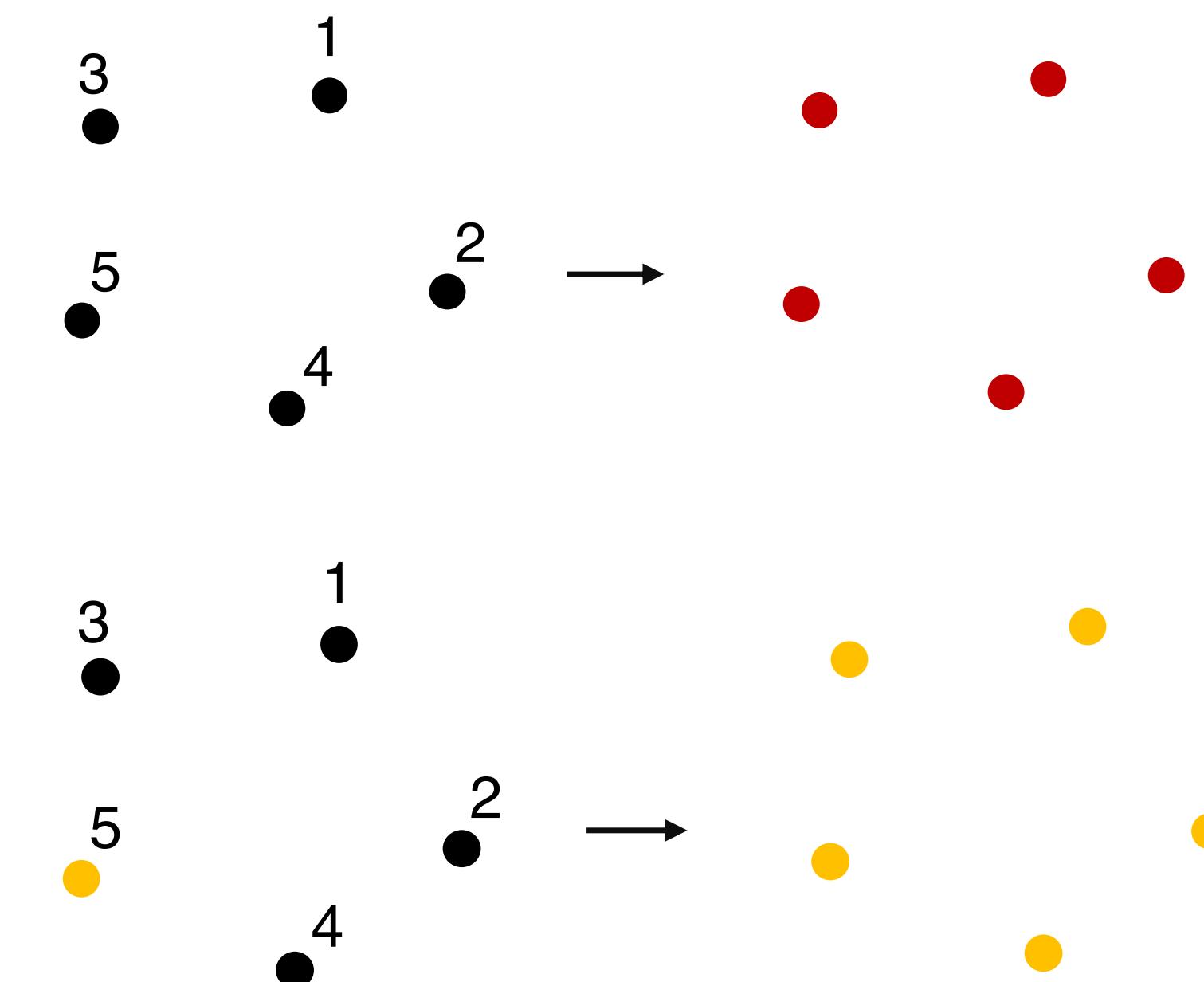
Febits vs. Qubits: Mapping

Febits \longrightarrow **Qubits**

1. Jordan Wigner:

$$|n_1 n_2 \dots n_m\rangle_F \longmapsto |n_1 n_2 \dots n_m\rangle_Q$$

$$X_j^{(F)} \longmapsto \left(\prod_{k=1}^{j-1} Z_k^{(Q)} \right) X_j^{(Q)}$$



Febits vs. Qubits: Mapping

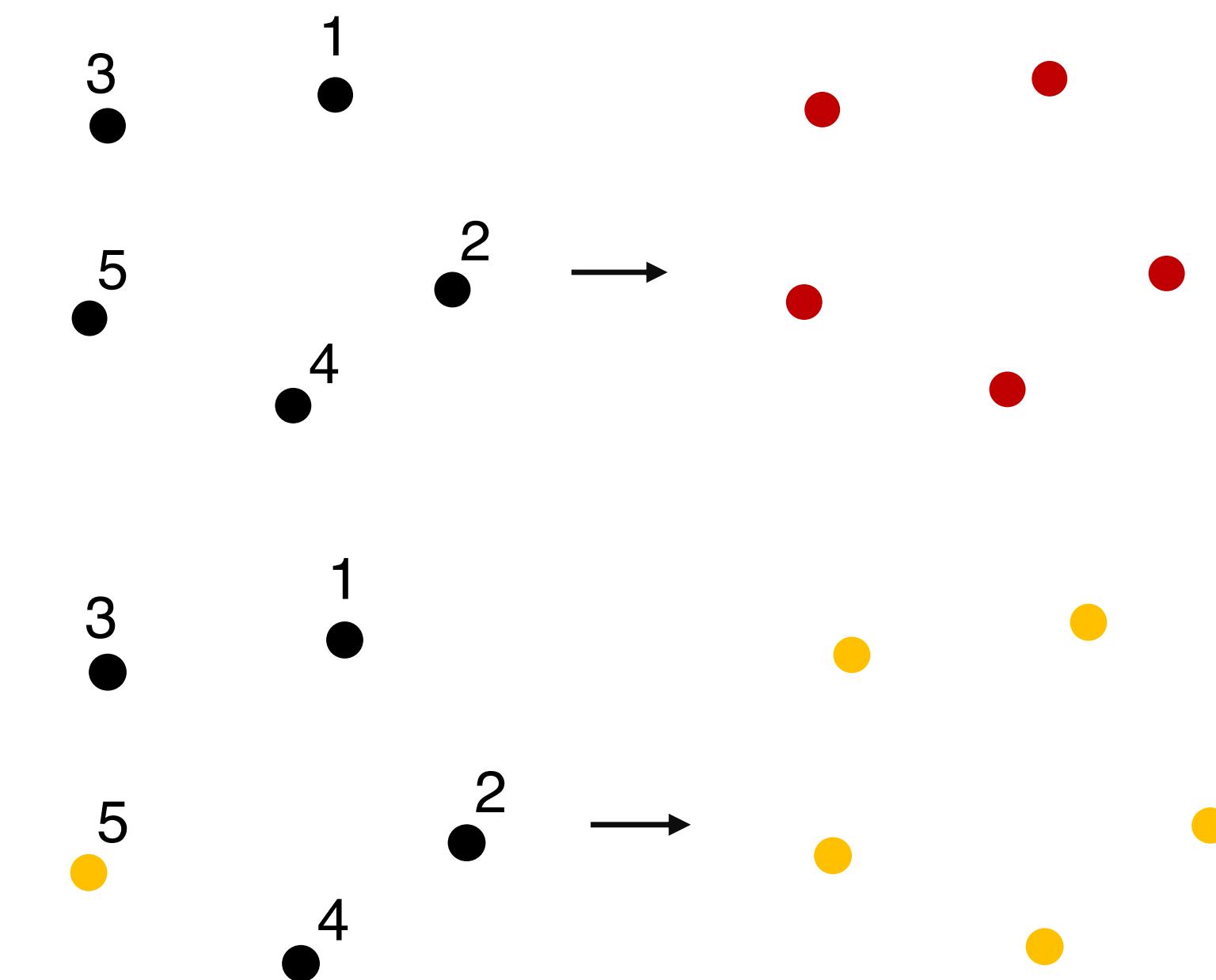
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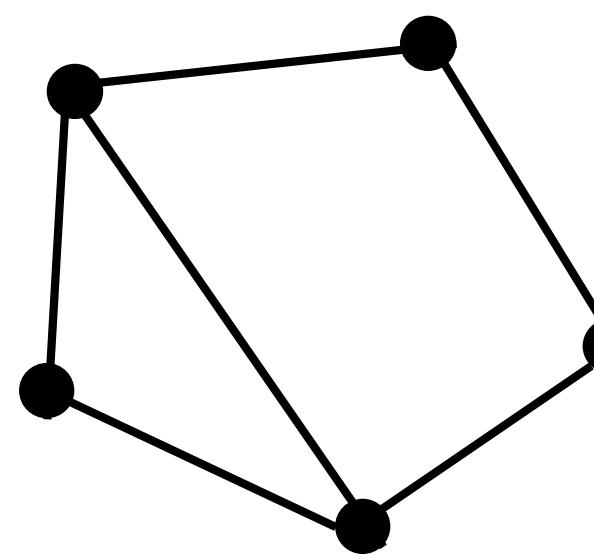
- Separable states remain separable
- Operators become highly nonlocal



Febits vs. Qubits: Mapping

Febits → **Qubits** *with a given locality structure*

2. Superfast Bravy Kitaev:



[4] Kanav Setia, Sergey Bravyi, Antonio Mezzacapo, and James D Whitfield. Superfast encodings for fermionic quantum simulation. *Physical Review Research*, 1(3):033033, 2019.

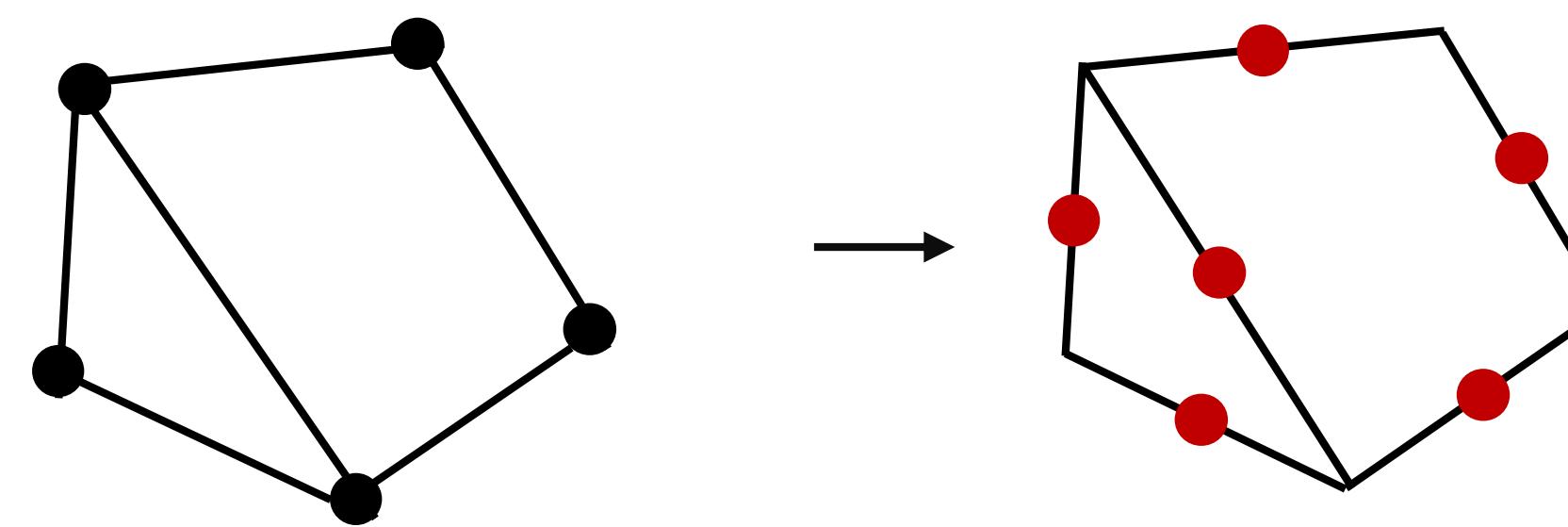
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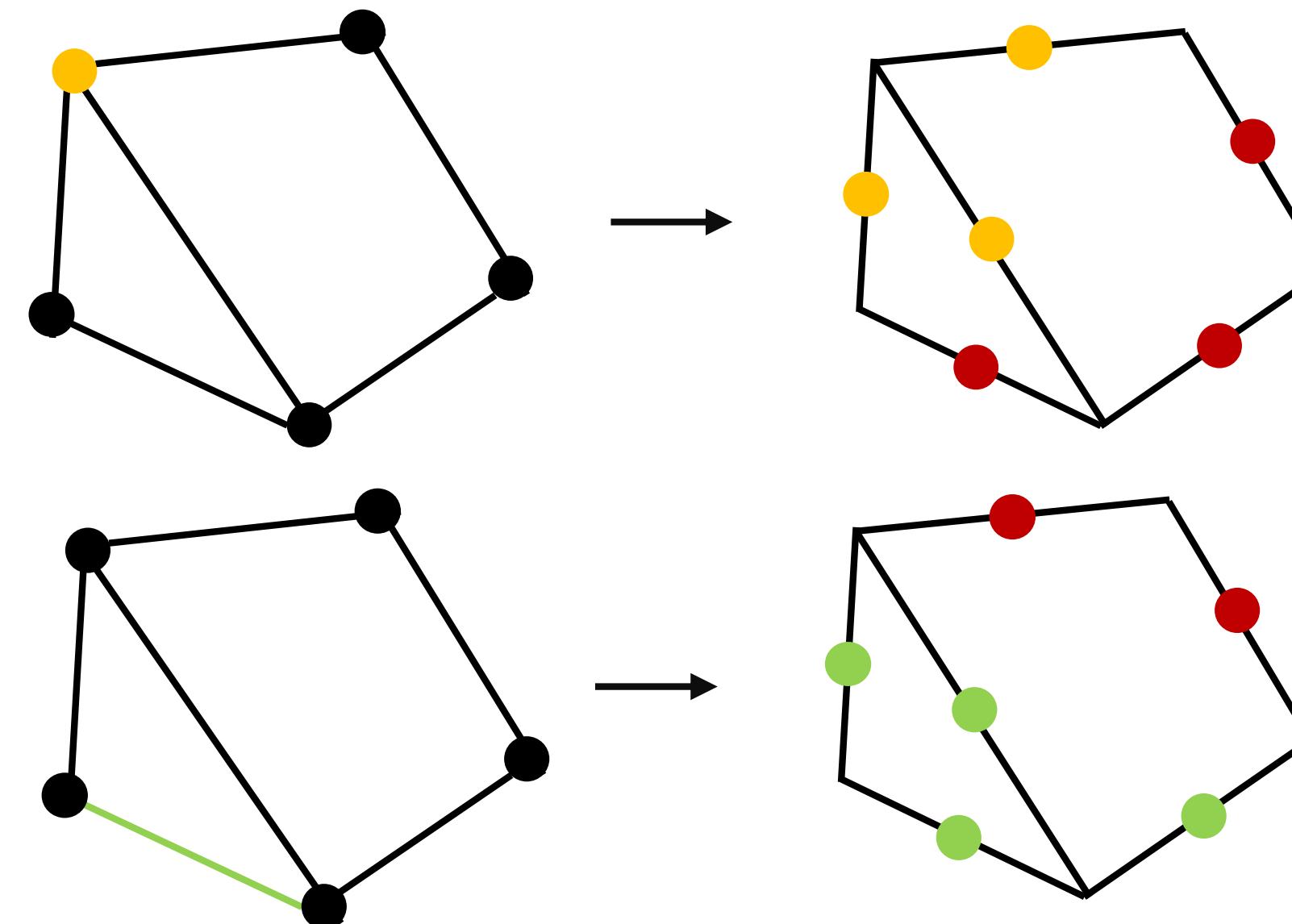
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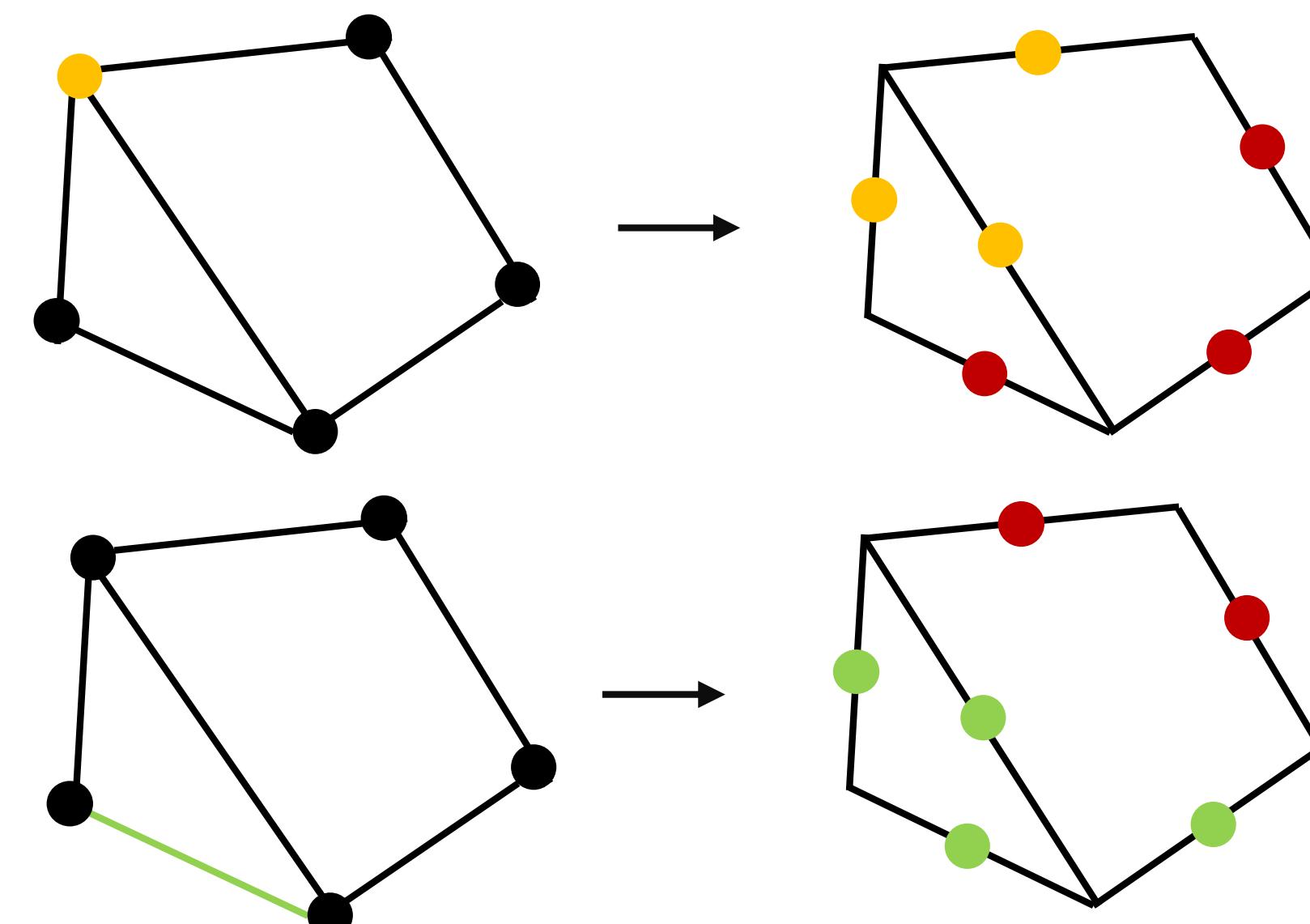
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⚠️ Downside: State preparation can be hard ⚠️

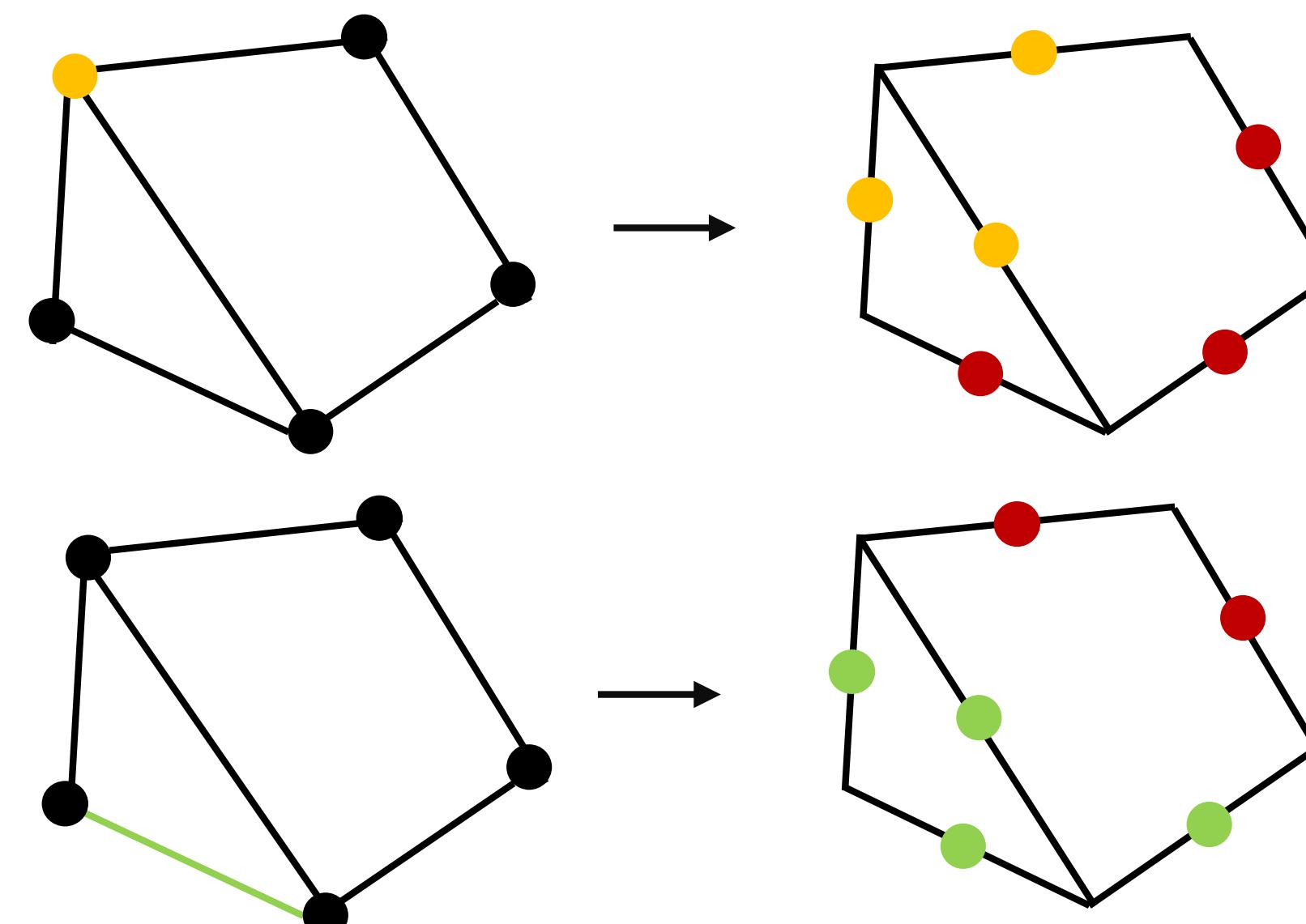
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Febits vs. Qubits: Mapping

Febits \longrightarrow Qubits *with a given locality structure*

2. Superfast Bravy Kitaev:



⚠️ Downside: State preparation can be hard ⚠️

- Operators remain roughly local
- Separable states become entangled

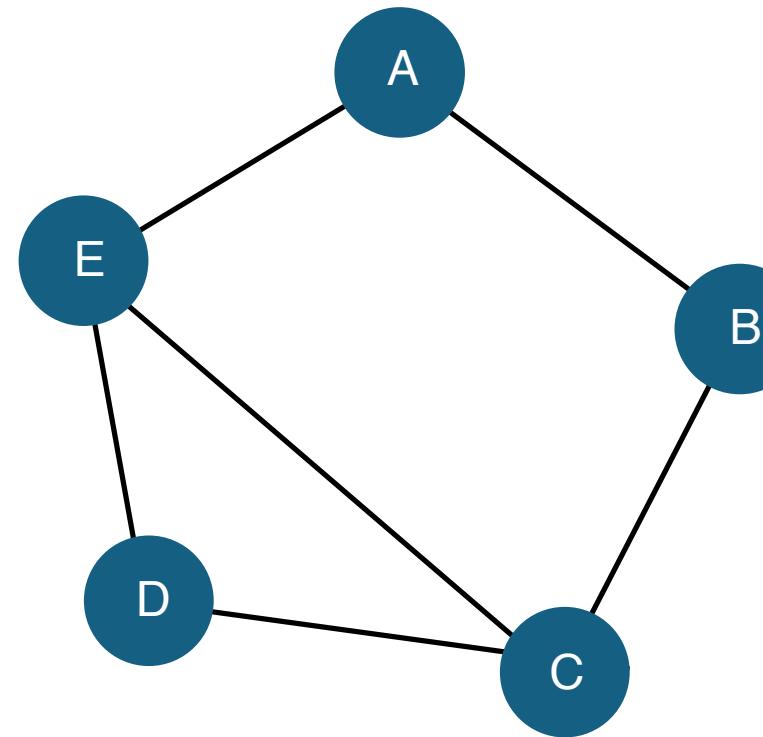
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Ok... but is there a fundamental difference?

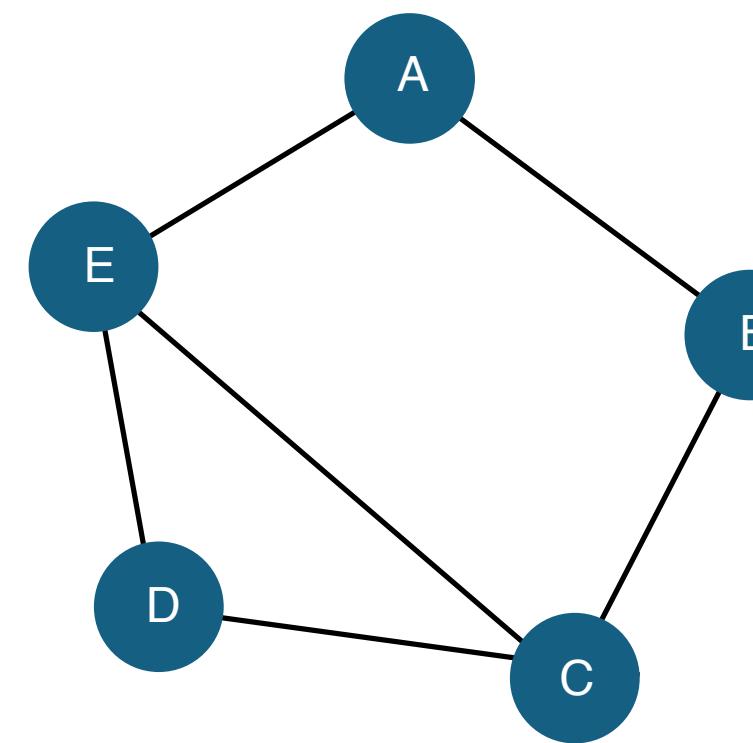
Distributed Computing: LOCAL model



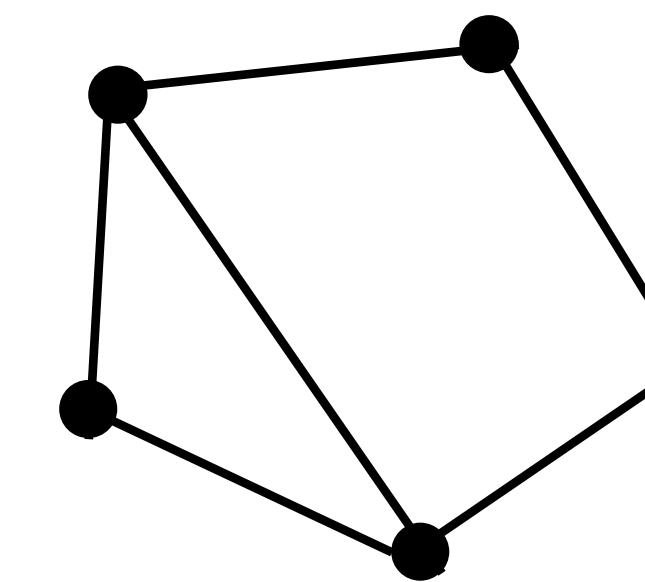


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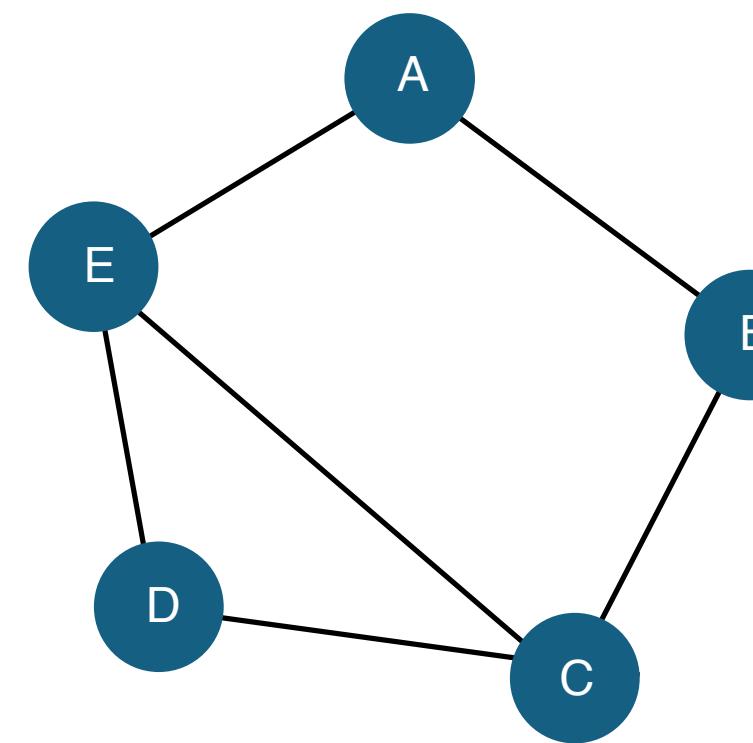
Fermionic to Qubit: SBK



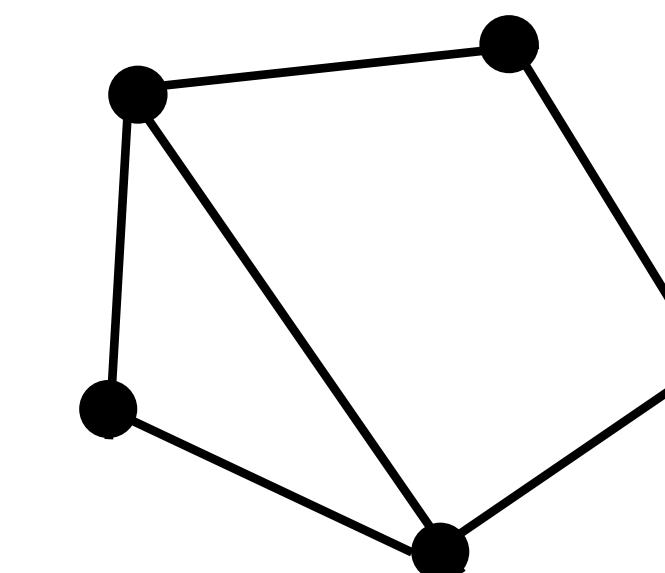


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Distributed Computing: LOCAL model



Fermionic to Qubit: SBK

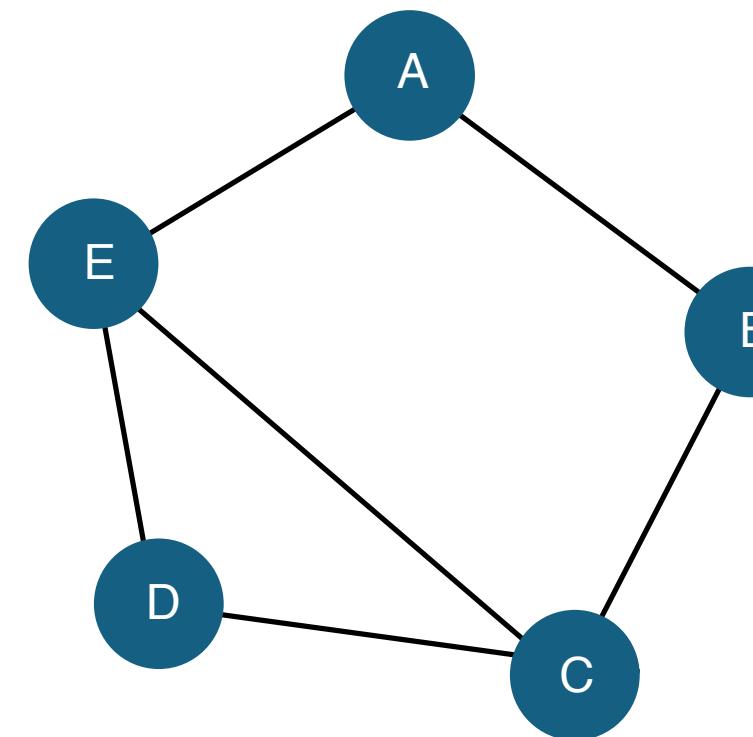


Communication steps \longleftrightarrow Two-body gates



Ok... but is there a fundamental difference?

Distributed Computing: LOCAL model

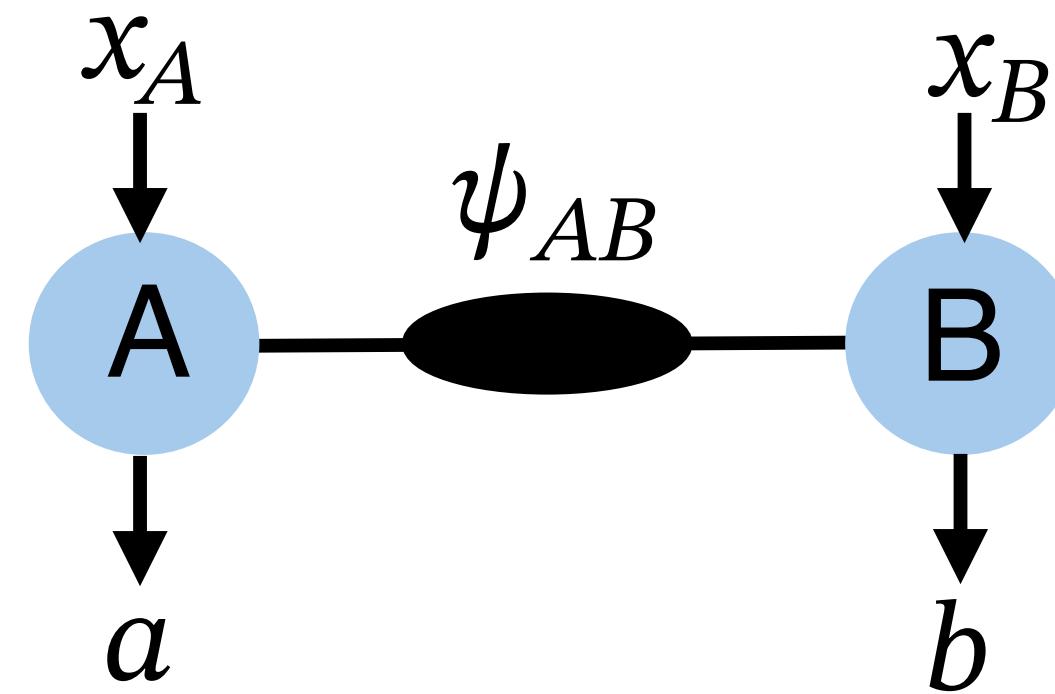


Fermionic to Qubit: SBK

Communication steps \longleftrightarrow Two-body gates

💡 Potential fermionic advantage may emerge in distributed computing settings !

Review 2: CHSH Game: Qubits beat Classical bits

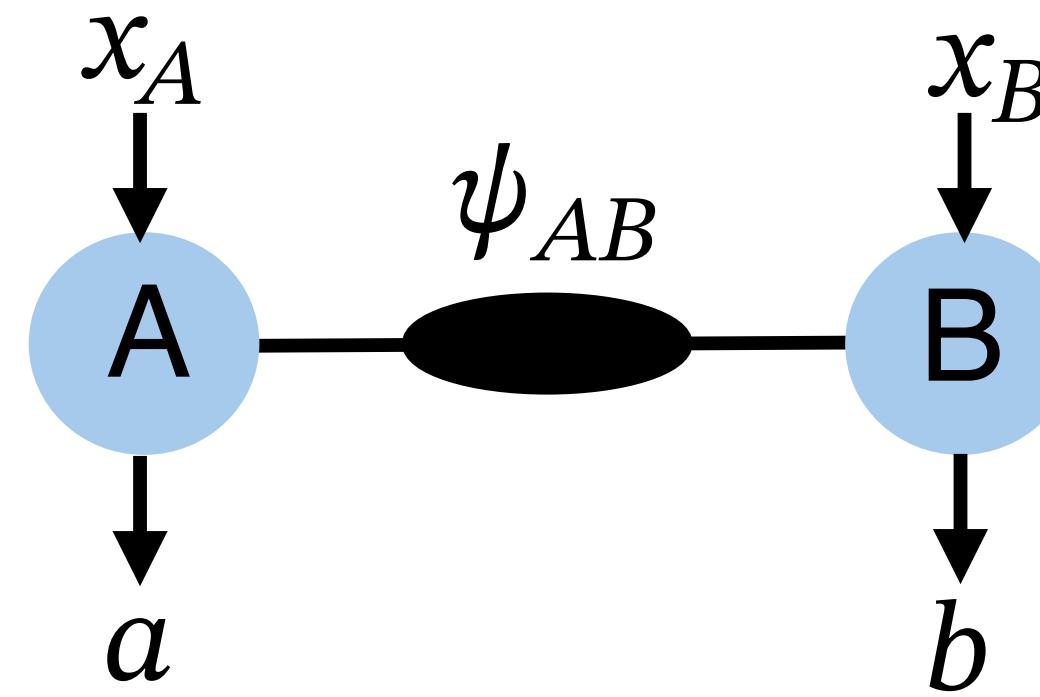


$$P(a, b | x_A, x_B)$$

Classical distribution cannot violate the Bell inequality.

$$a \oplus b = x_A \cdot x_B$$

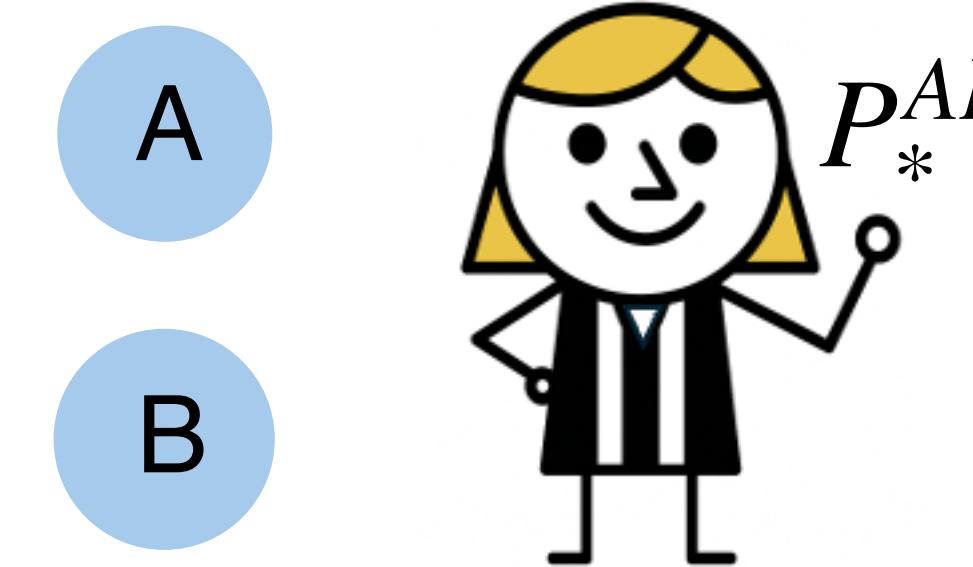
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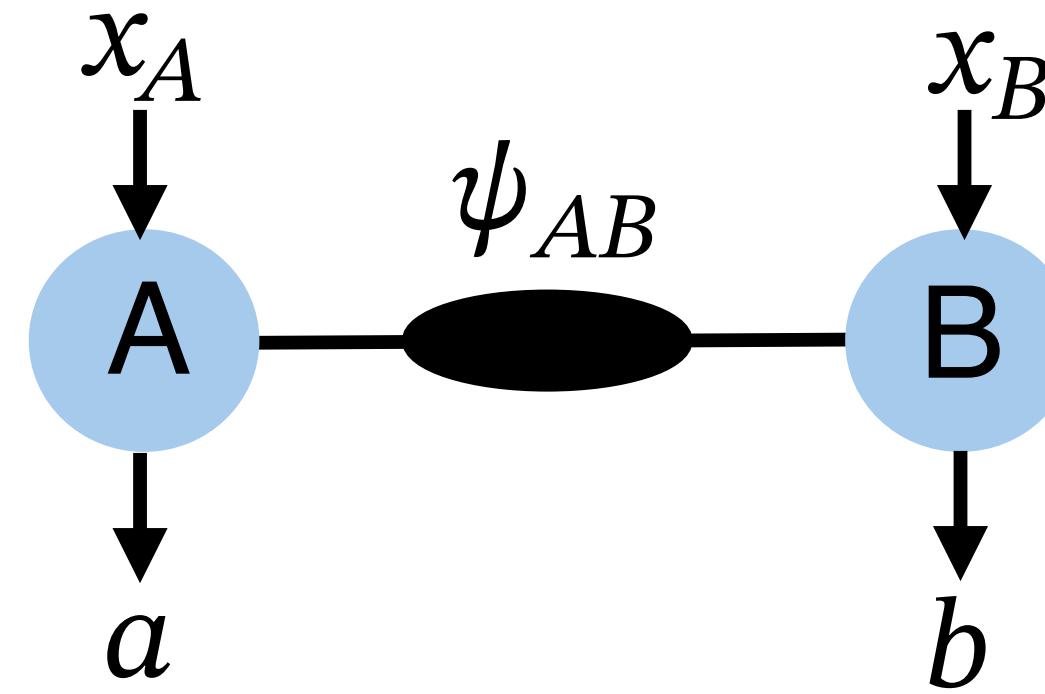
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1. One round of communication
2. Receiving input bits
3. Outputting a bit

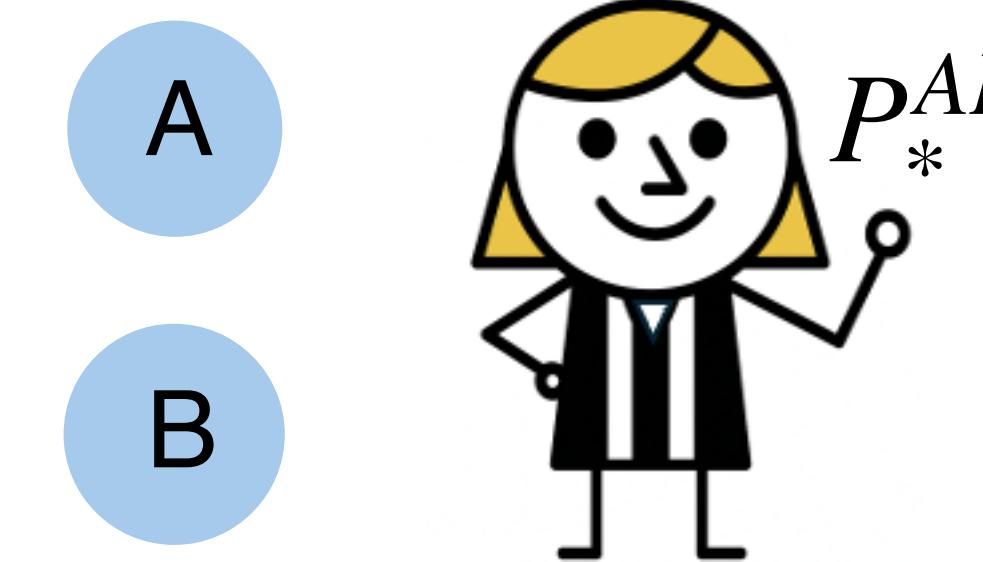
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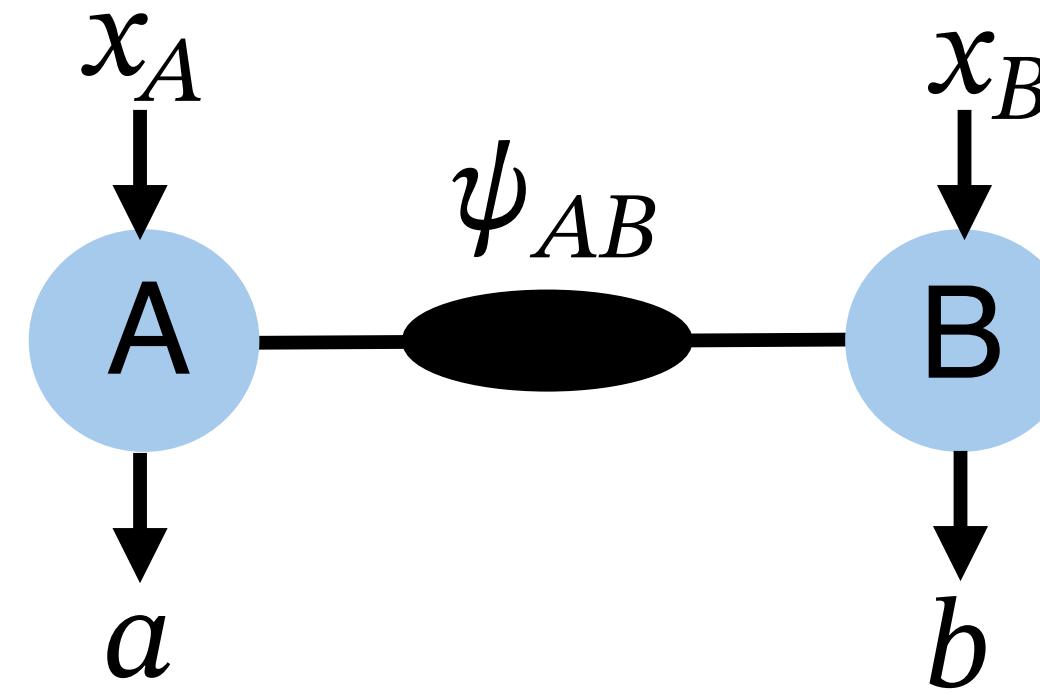
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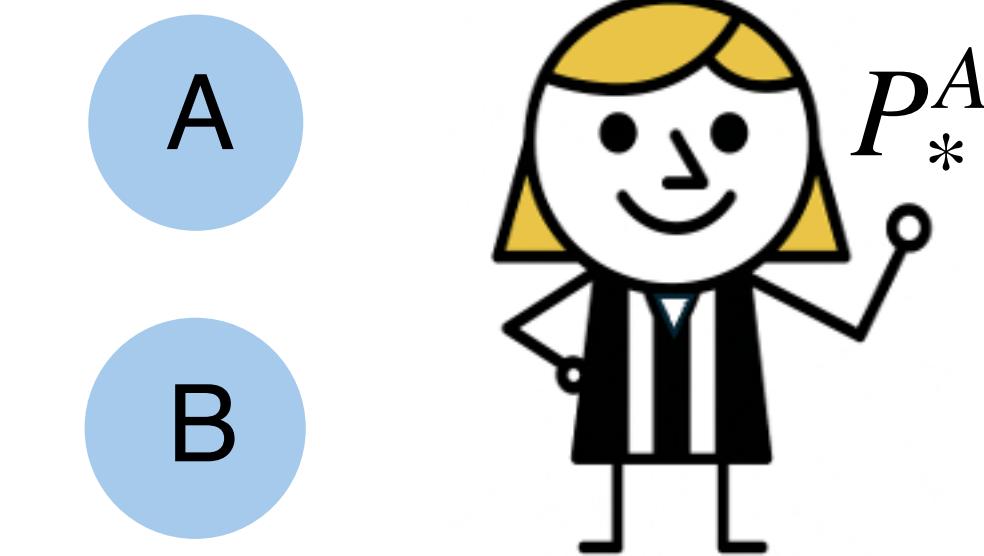
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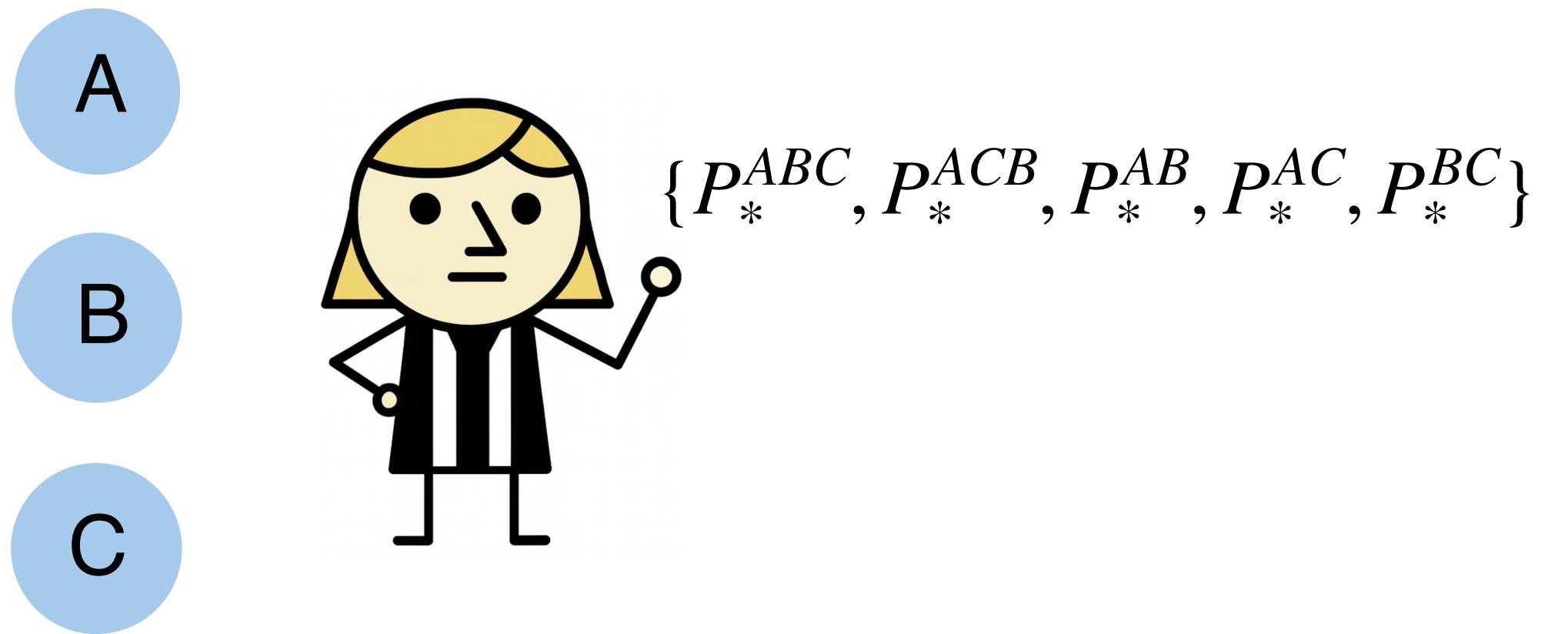
What is the target distribution?
Qubit trusted strategy:

$$|\psi_{AB}\rangle = \frac{|01\rangle + |10\rangle}{\sqrt{2}}$$

$$M_{x_A=0}^{(A)} = X \quad M_{x_B=0}^{(B)} = \frac{X+Z}{\sqrt{2}}$$

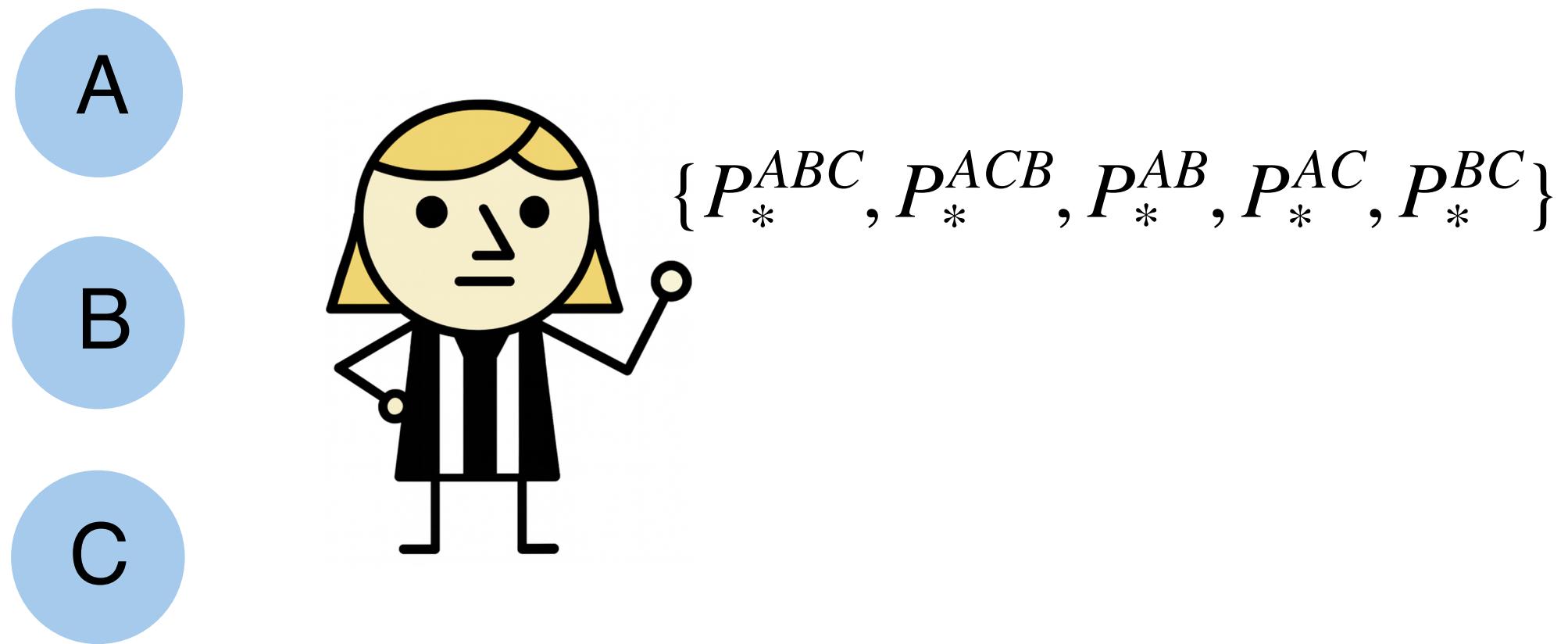
$$M_{x_A=1}^{(A)} = Z \quad M_{x_B=1}^{(B)} = \frac{X-Z}{\sqrt{2}}$$

Our game: Febits beat Qubits

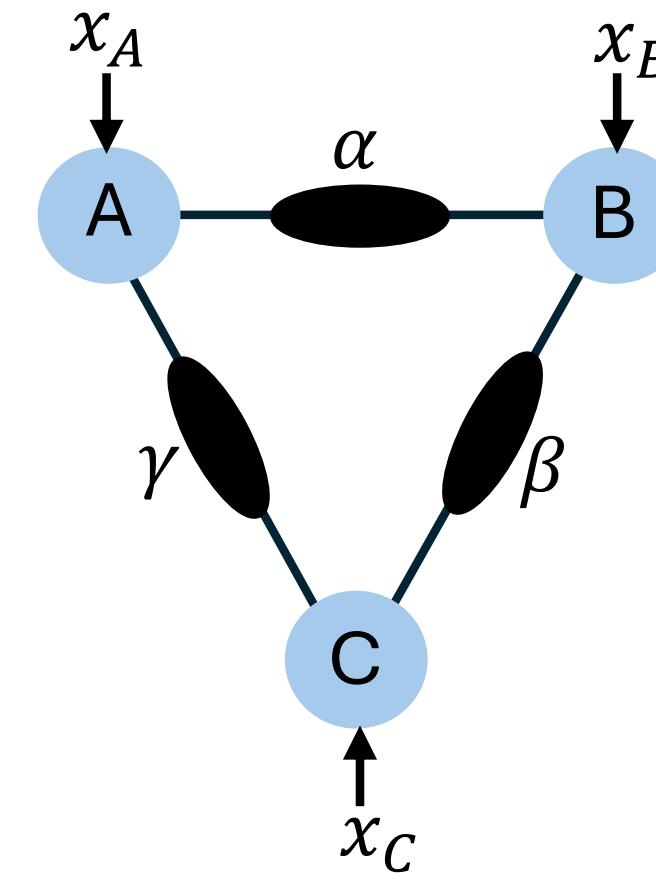


1. The referee connects the parties
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4. Outputting a bit

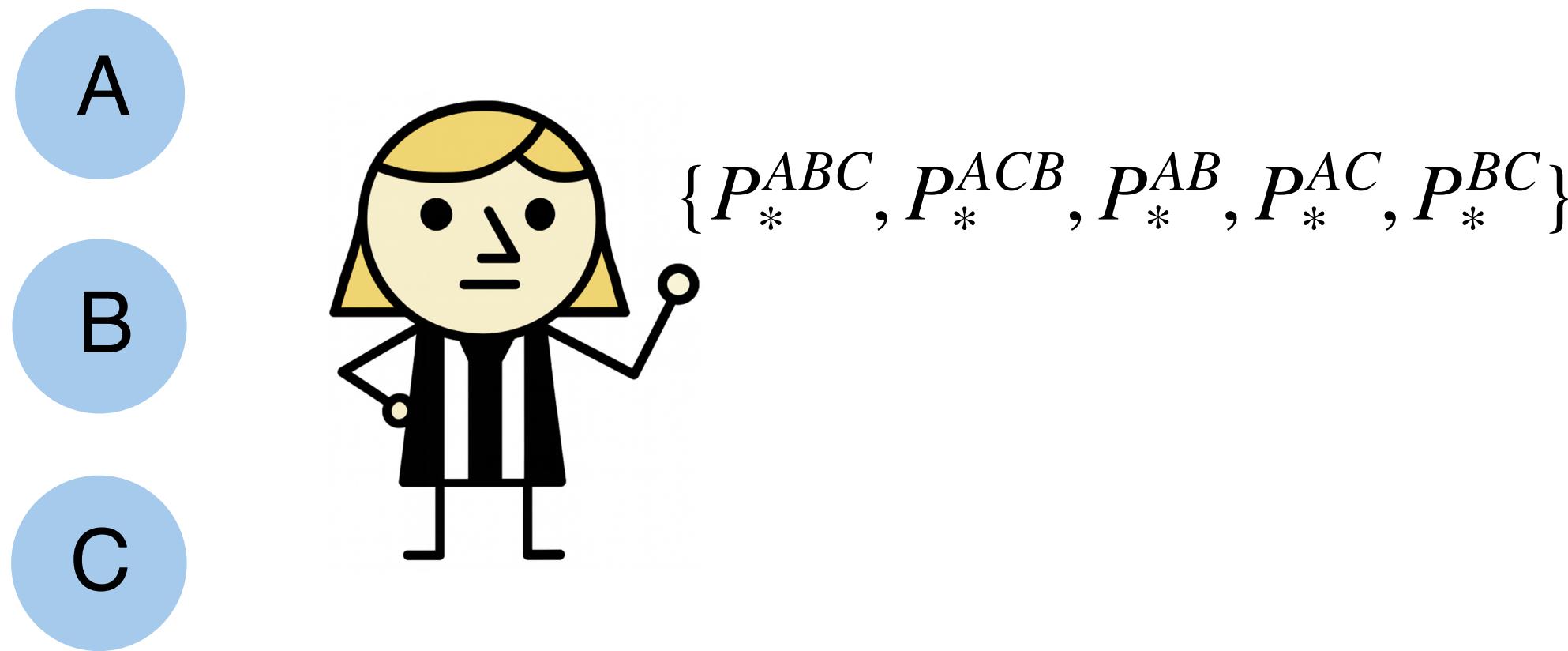
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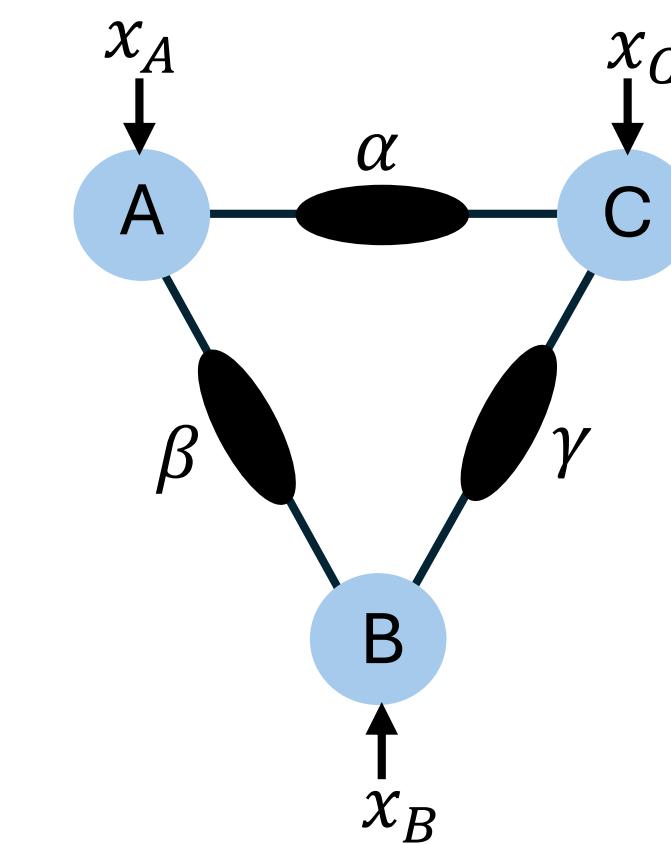
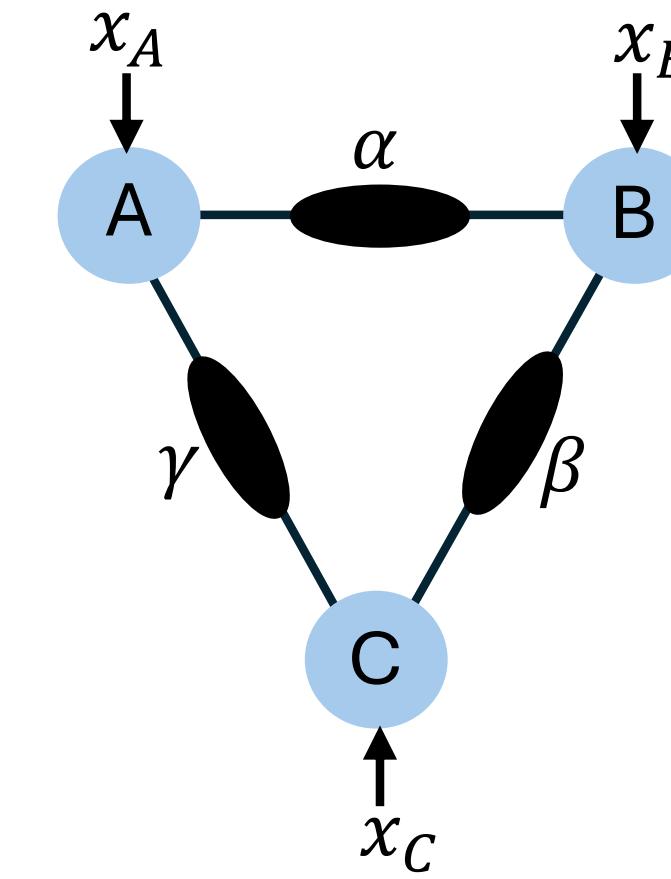
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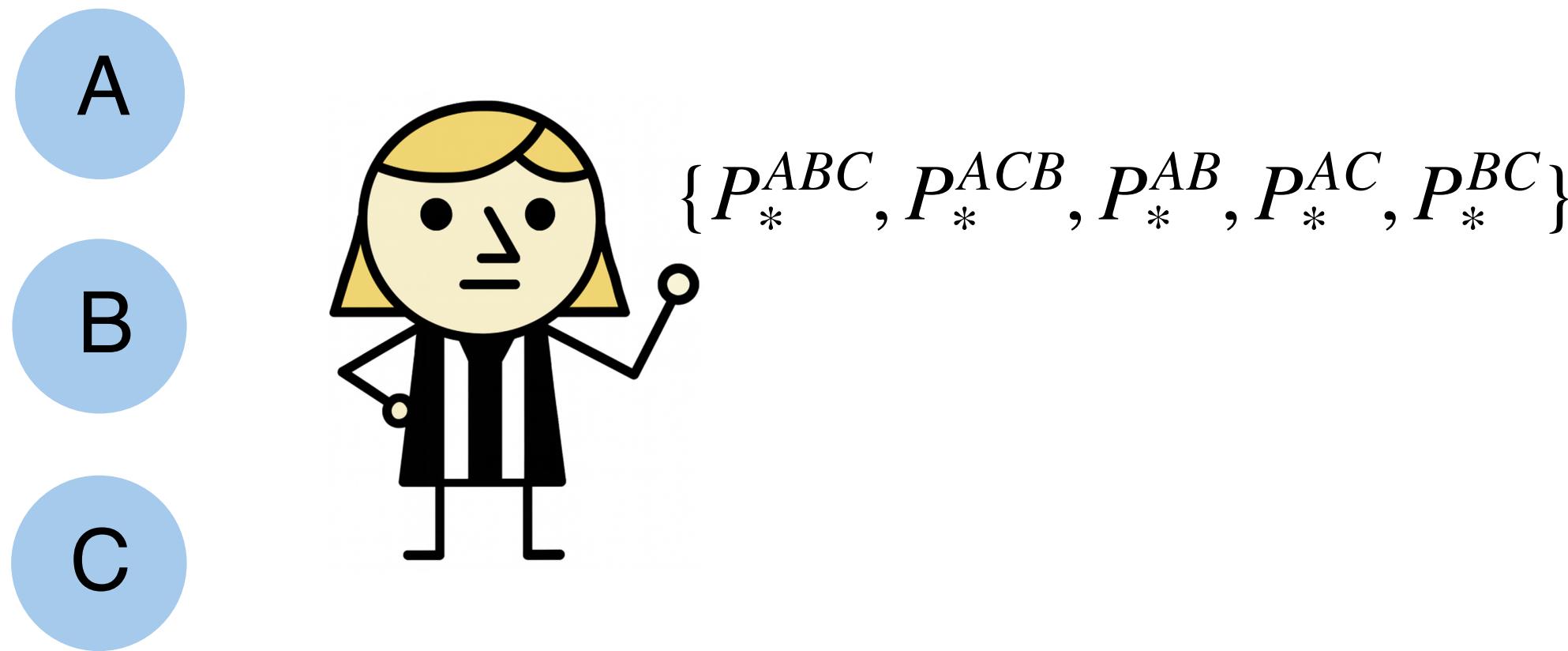
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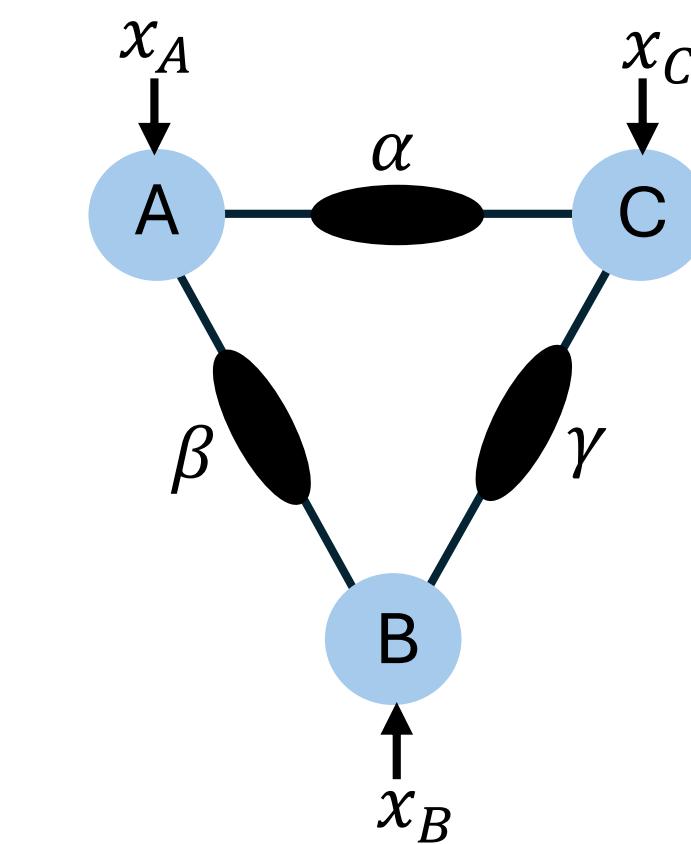
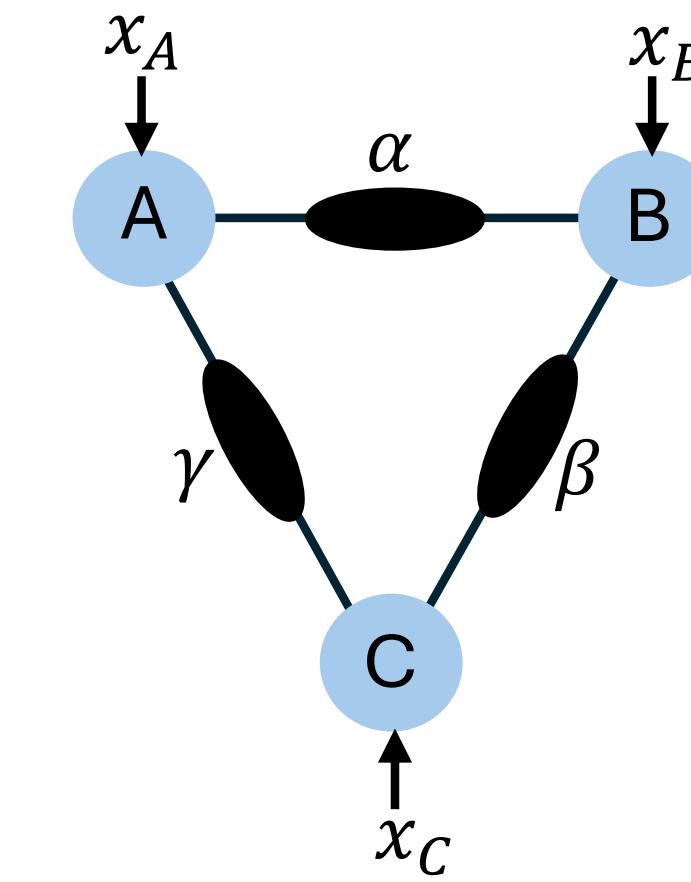
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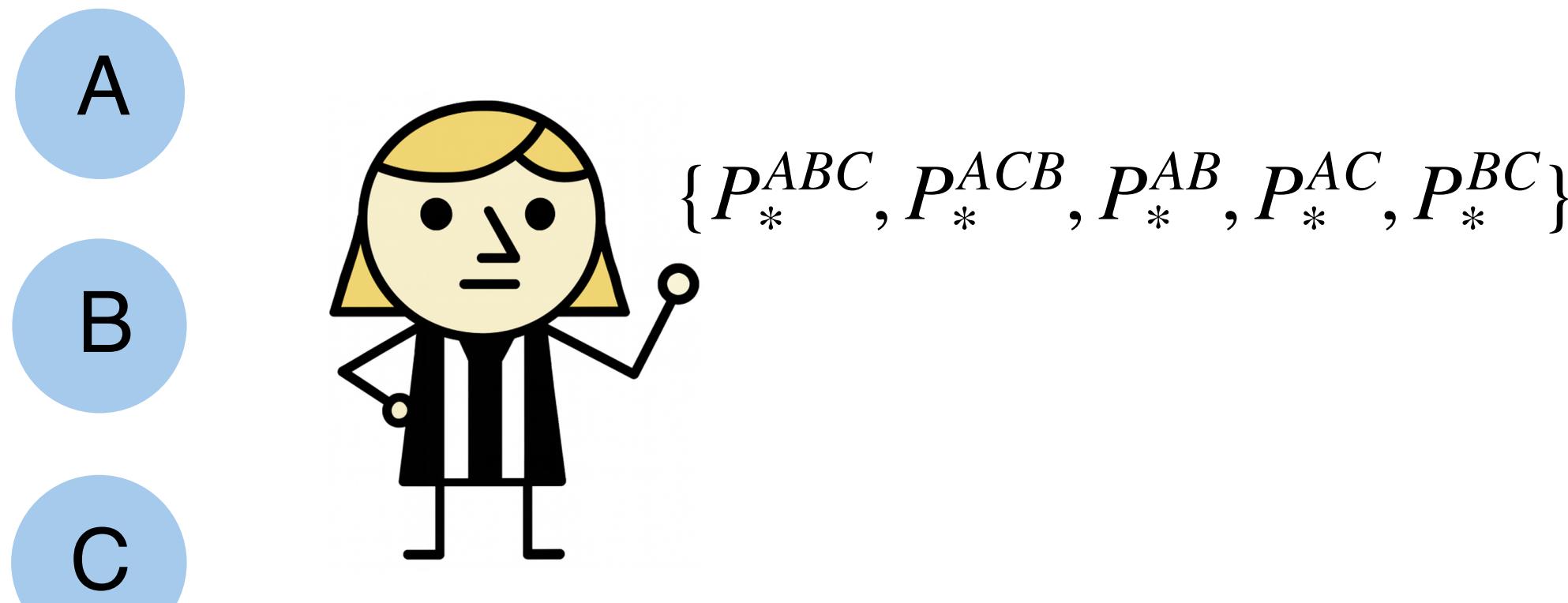
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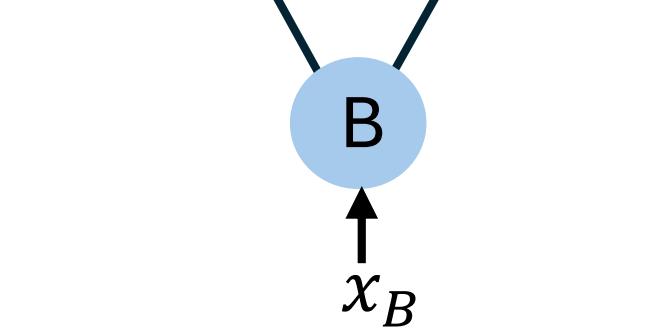
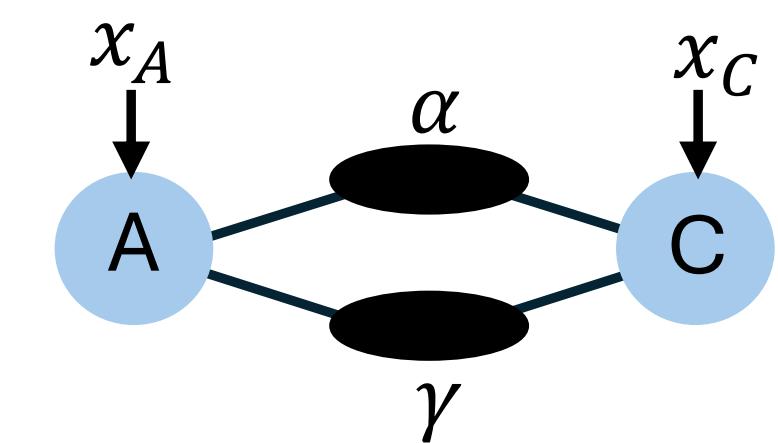
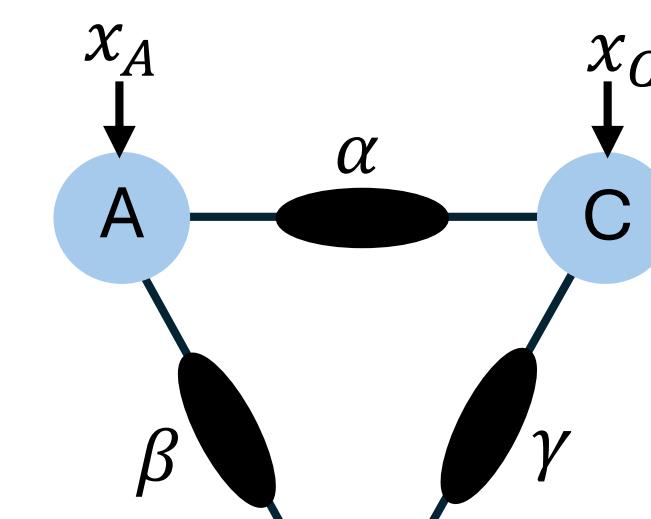
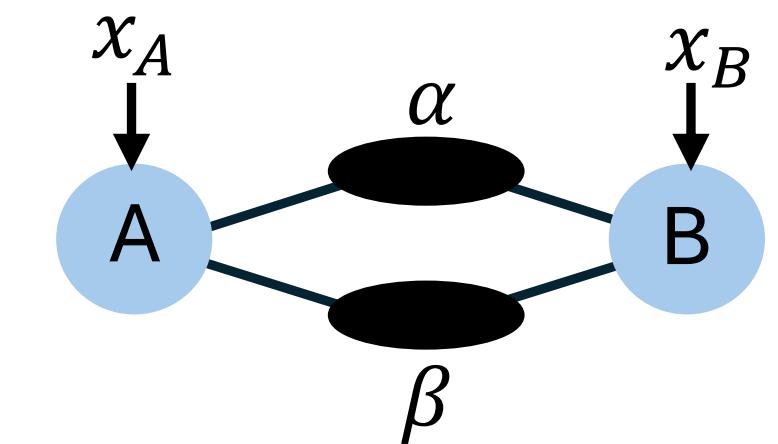
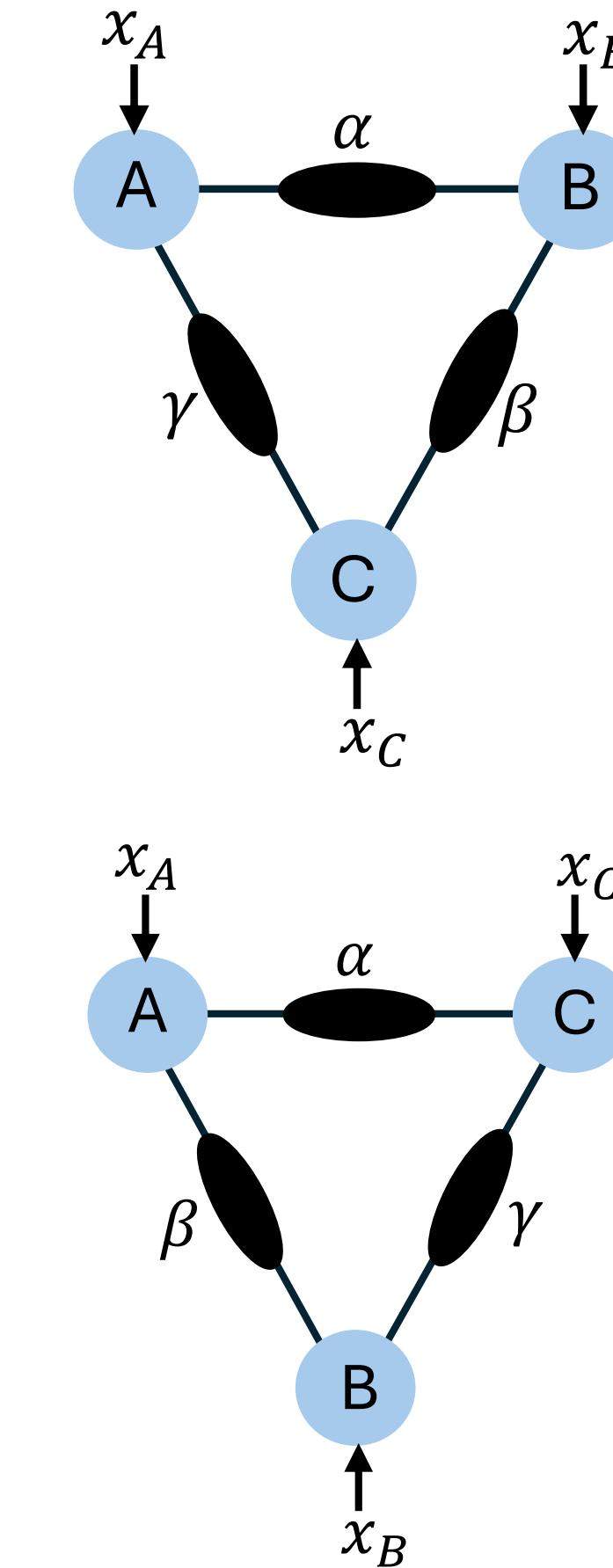
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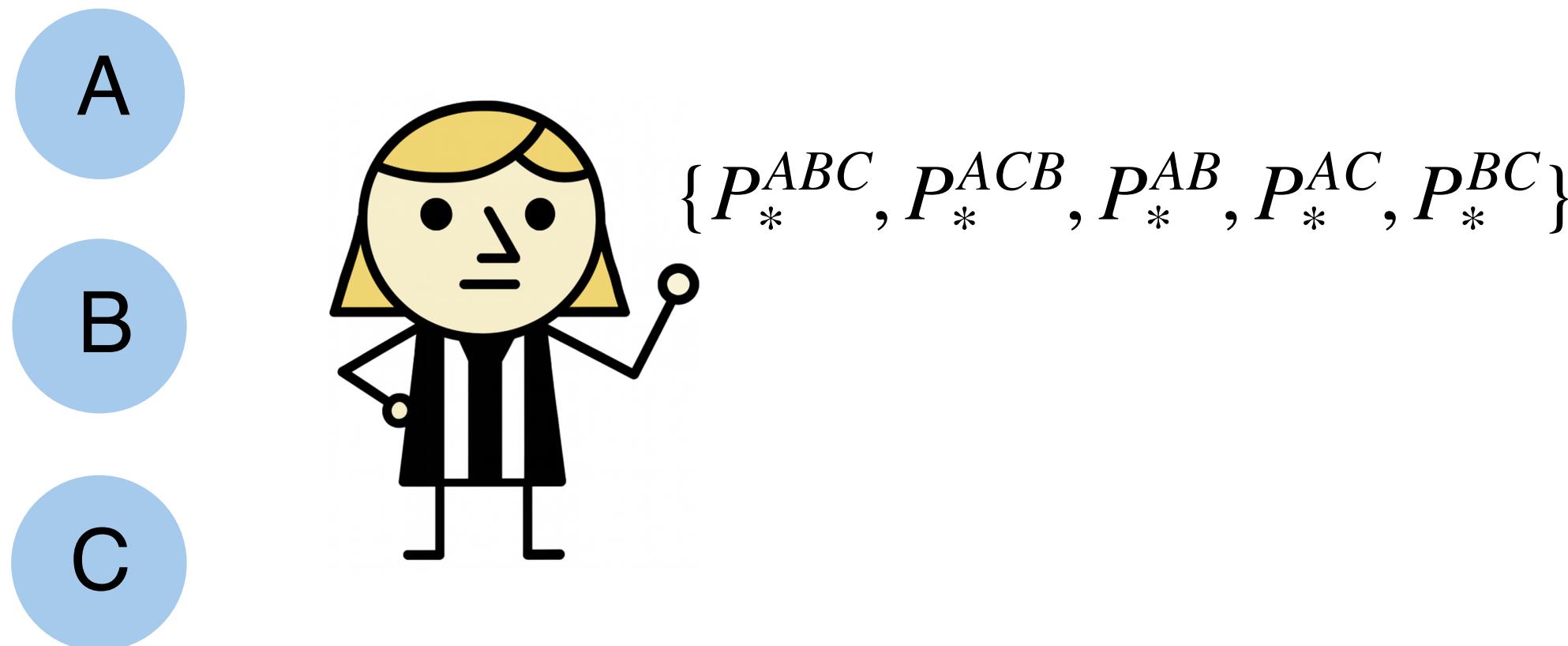
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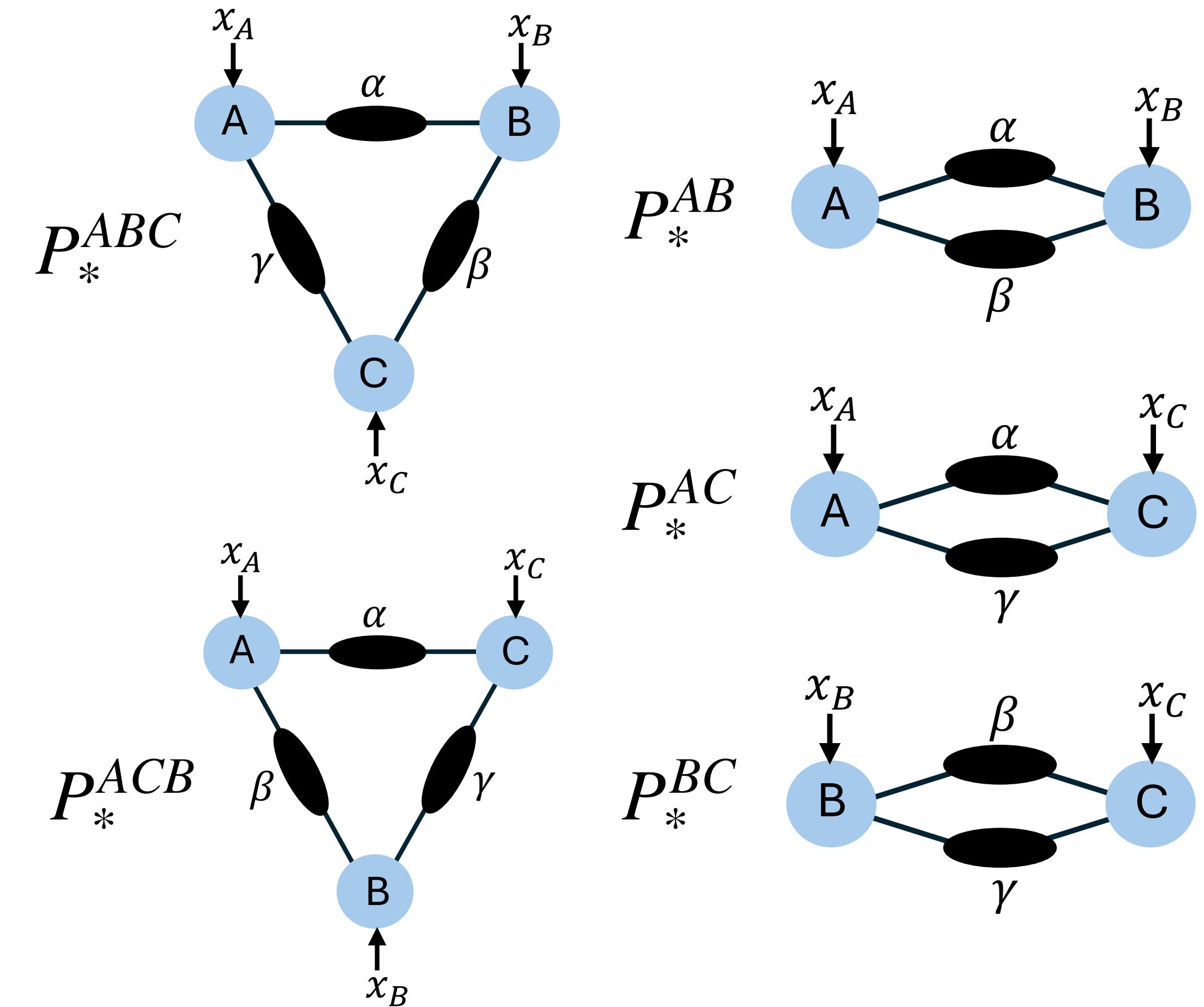
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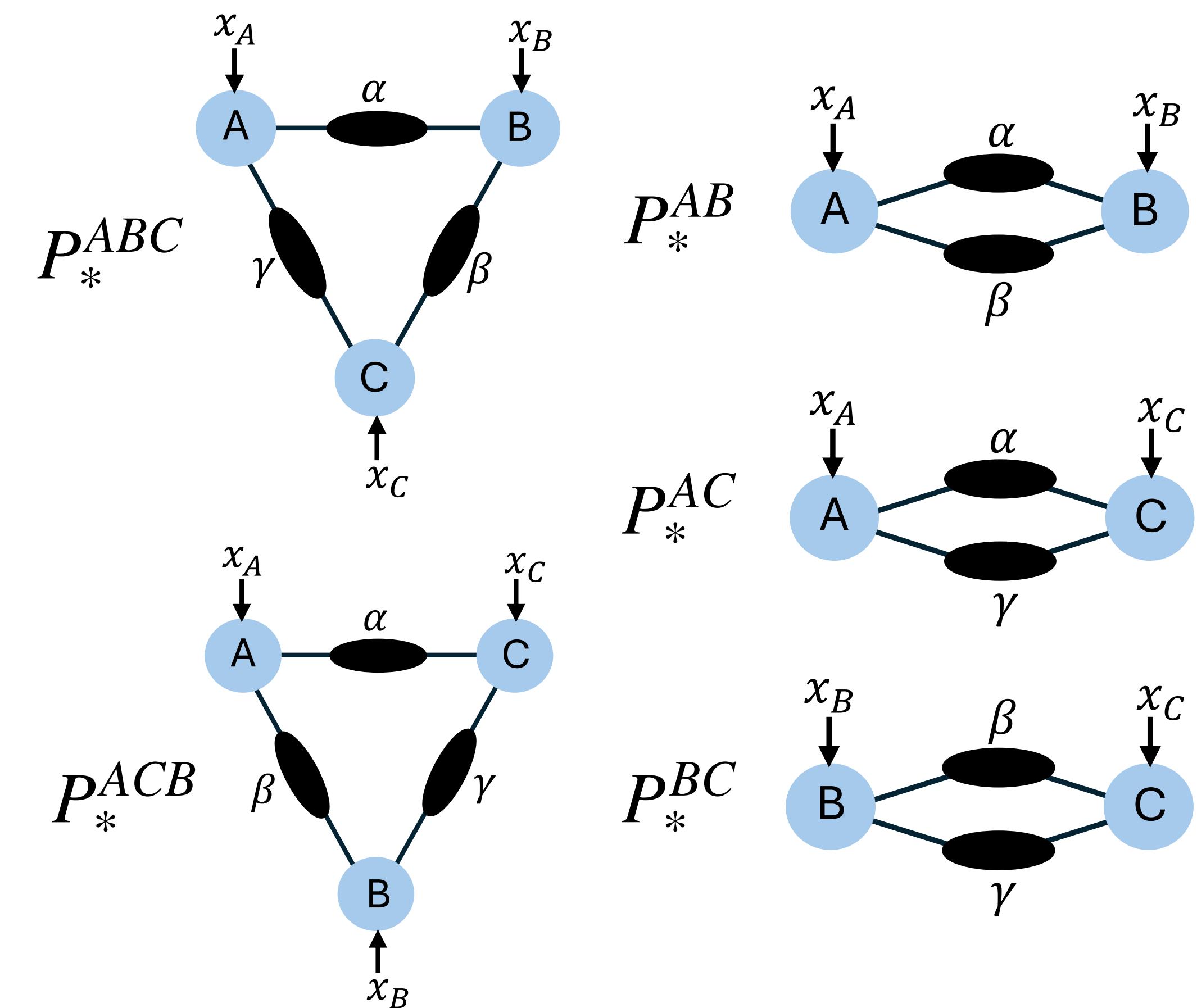
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Our game: Febits beat Qubits

What are the target distributions?

Fermionic trusted strategy:

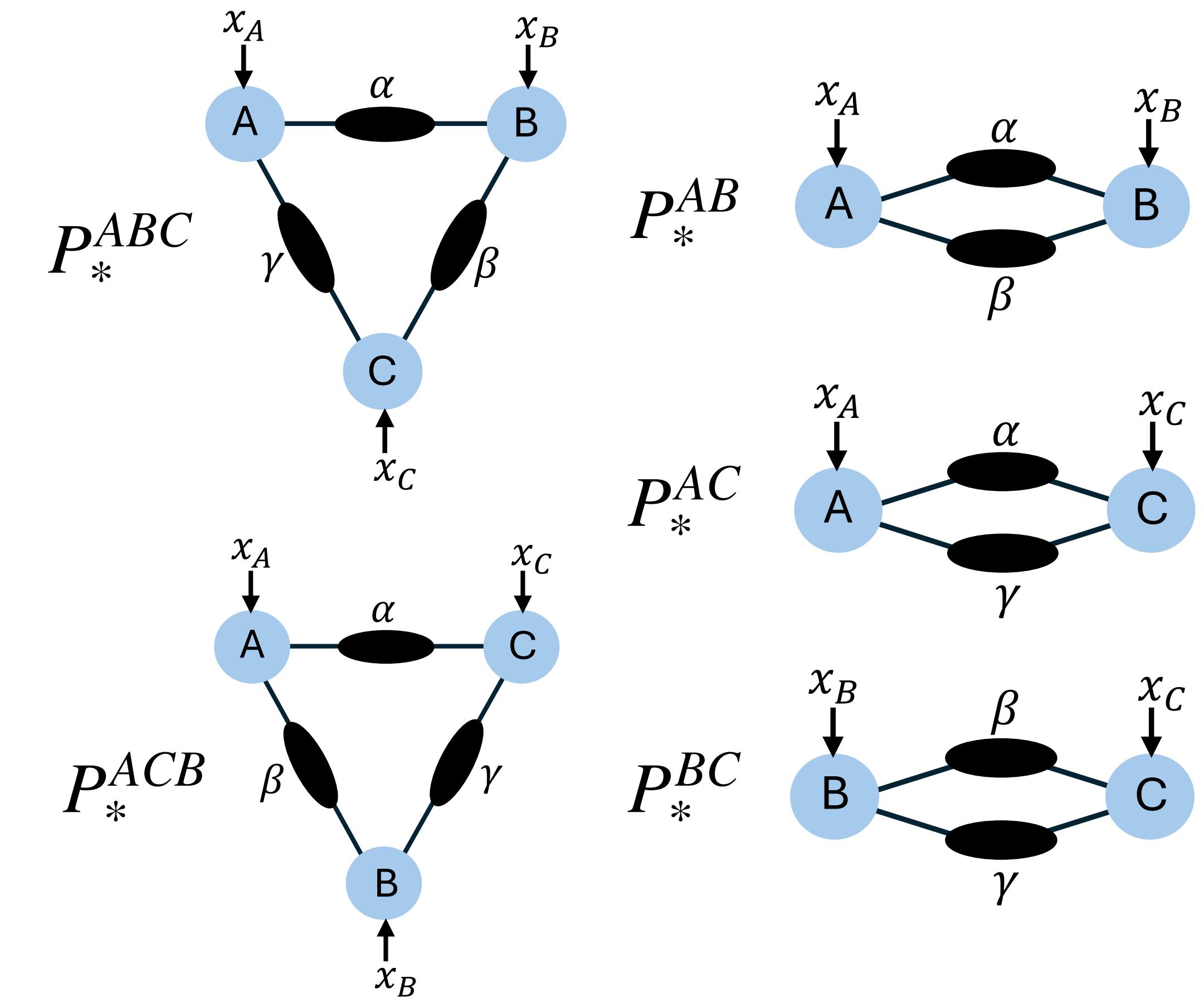


Our game: Febits beat Qubits

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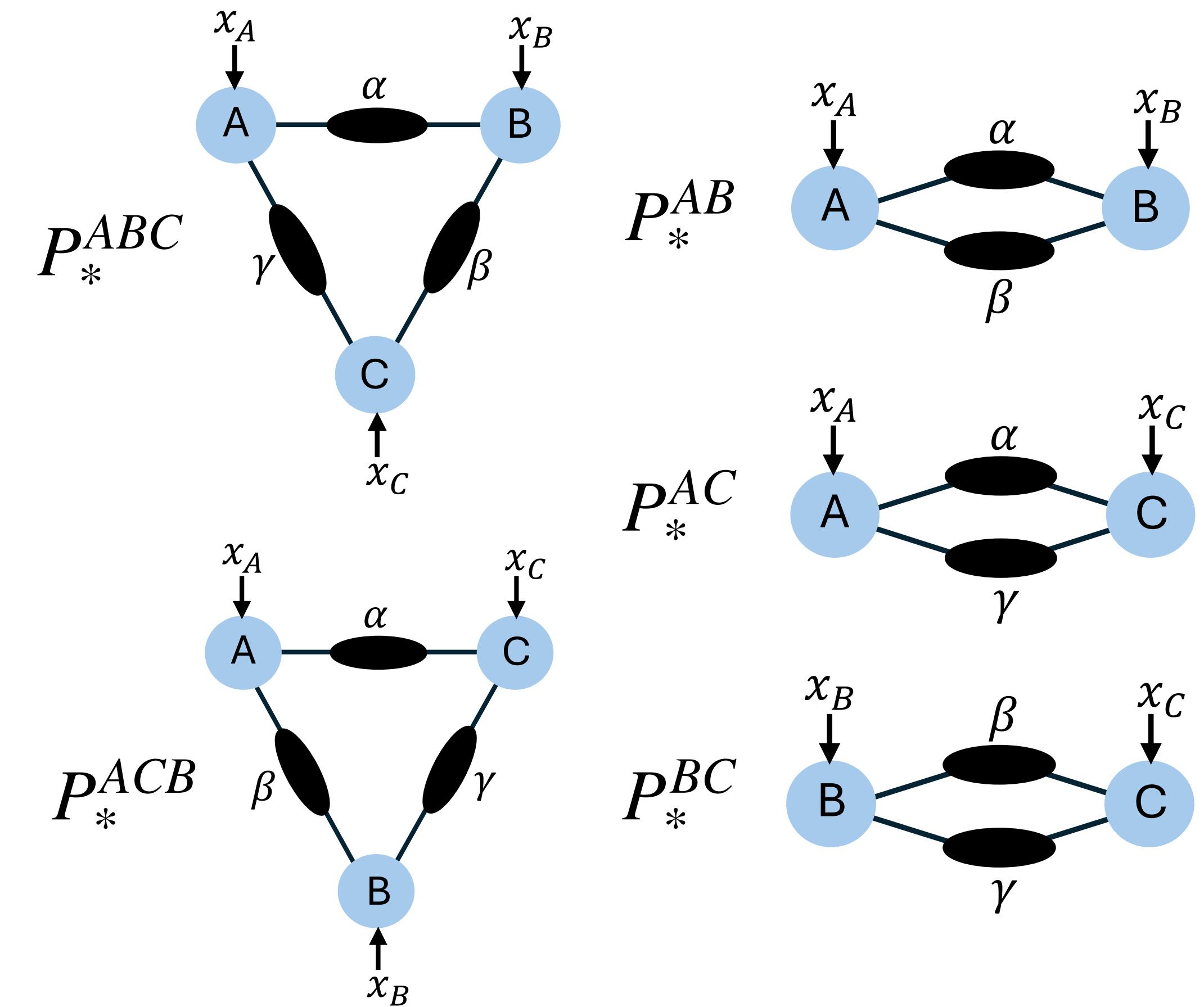
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$$\begin{aligned}\Pi_i = \{ \Pi_i^0 &= |00\rangle\langle 00|_{i_R i_L}, \\ \Pi_i^2 &= |11\rangle\langle 11|_{i_R i_L}, \\ \Pi_i^1 &= |01\rangle\langle 01|_{i_R i_L} + |10\rangle\langle 10|_{i_R i_L} \}\end{aligned}$$



Our game: Febits beat Qubits

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Fermionic trusted strategy:

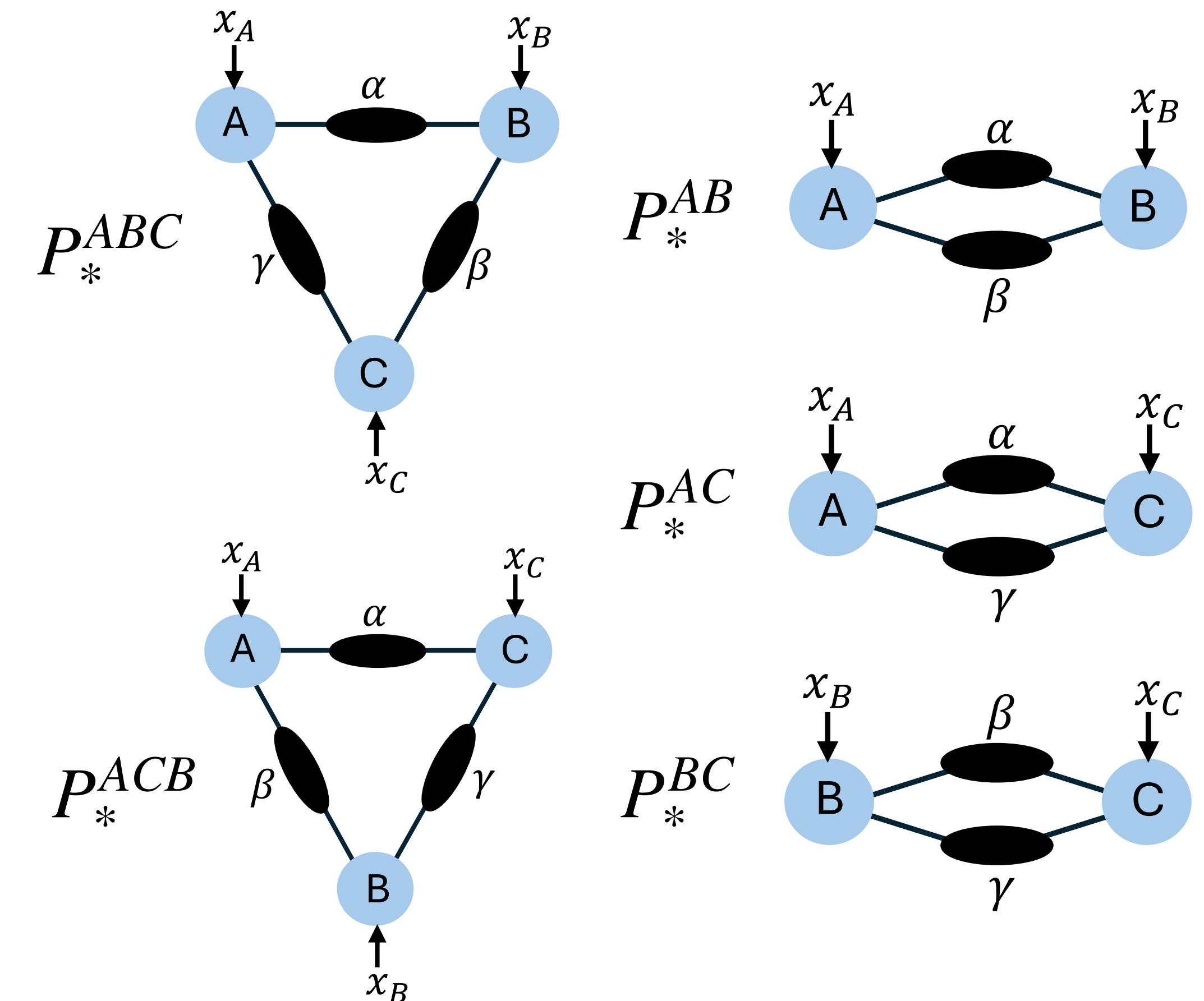
$$|\psi_\alpha\rangle = |\psi_\beta\rangle = |\psi_\gamma\rangle = \frac{|01\rangle + |10\rangle}{\sqrt{2}}$$

$$\begin{aligned} \Pi_i = \{ & \Pi_i^0 = |00\rangle\langle 00|_{i_R i_L}, \\ & \Pi_i^2 = |11\rangle\langle 11|_{i_R i_L}, \\ & \Pi_i^1 = |01\rangle\langle 01|_{i_R i_L} + |10\rangle\langle 10|_{i_R i_L} \} \end{aligned}$$

$$M_{x_i}^{(i)} = \left\{ |m_{i,x_i}^+\rangle\langle m_{i,x_i}^+|_{i_R i_L}, |m_{i,x_i}^-\rangle\langle m_{i,x_i}^-|_{i_R i_L} \right\}$$

$$|m_{i,x_i}^+\rangle = u_{i,x_i}^+ |01\rangle_{i_R i_L} + v_{i,x_i}^+ |10\rangle_{i_R i_L}$$

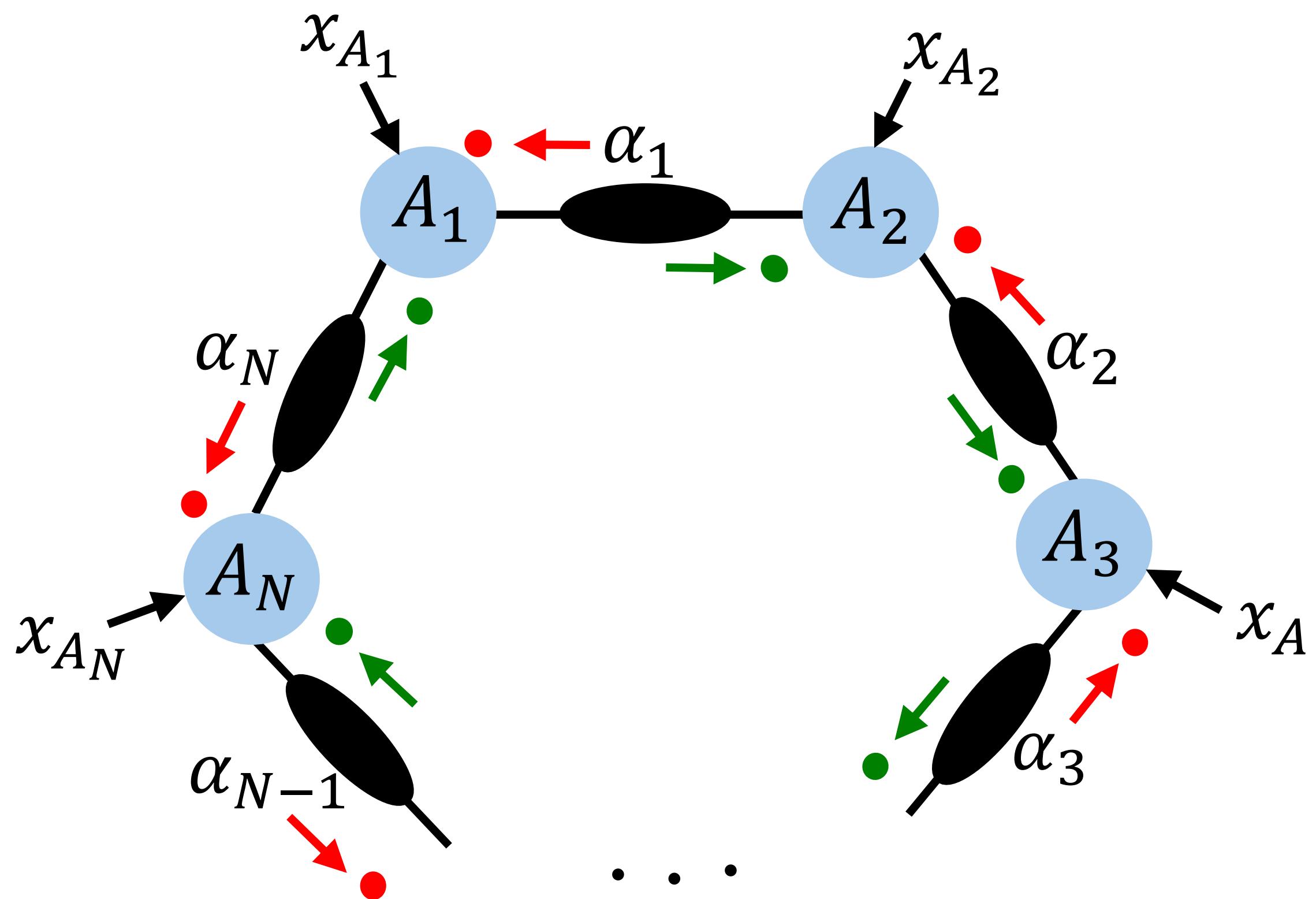
$$|m_{i,x_i}^-\rangle = u_{i,x_i}^- |01\rangle_{i_R i_L} + v_{i,x_i}^- |10\rangle_{i_R i_L}$$



Our game: Febits beat Qubits

Intuition of the proof

when everyone obtains 1 particle:



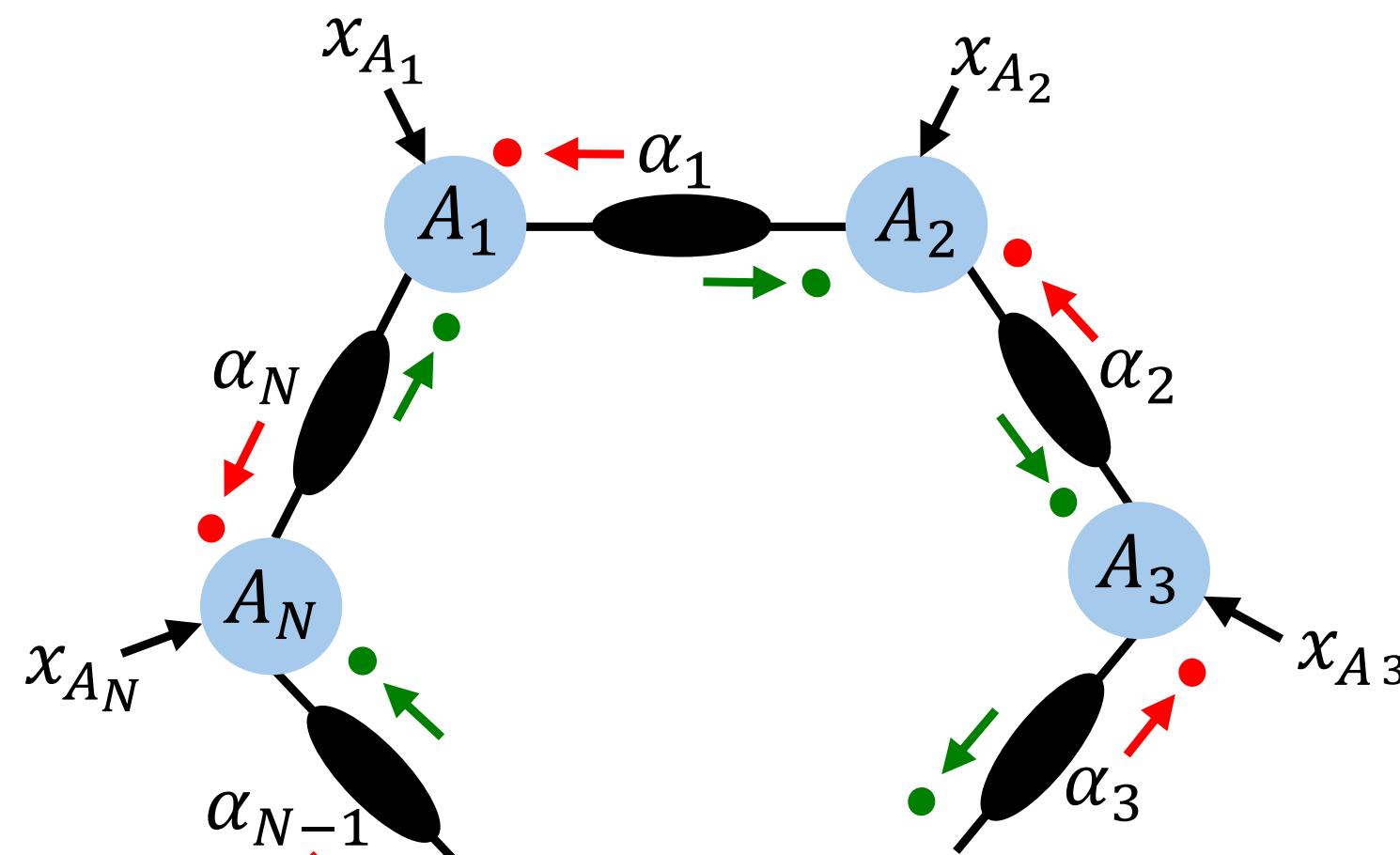
$$|\psi\rangle_b = \frac{|01, \dots, 01\rangle + |10, \dots, 10\rangle}{\sqrt{2}}$$

$$|\psi\rangle_f = \frac{|01, \dots, 01\rangle + (-1)^{N-1} |10, \dots, 10\rangle}{\sqrt{2}}$$

Our game: Febits beat Qubits

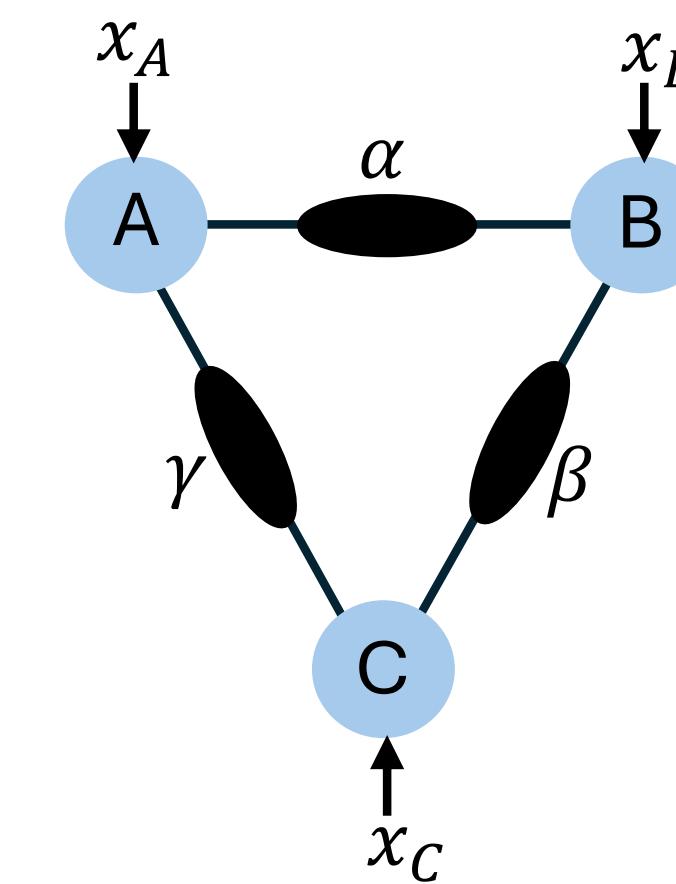
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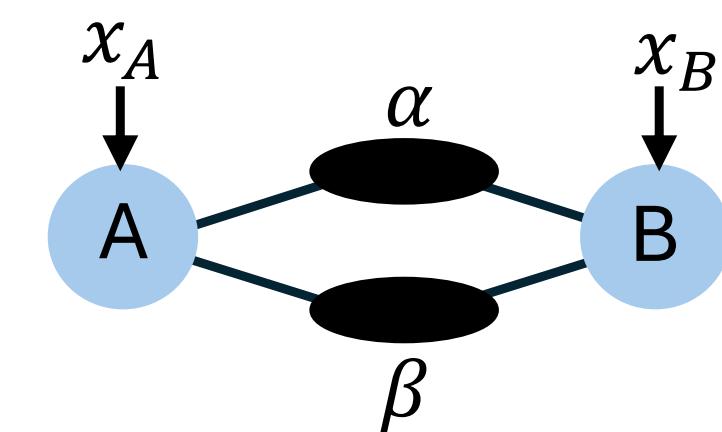
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$$|\psi\rangle_b = |GHZ_3^+\rangle$$

$$|\psi\rangle_f = |GHZ_3^+\rangle$$



$$|\psi\rangle_b = |GHZ_2^+\rangle$$

$$|\psi\rangle_f = |GHZ_2^-\rangle$$

Future Directions

- Comparing the fermionic game with the bosonic/distinguishable particle (Qubit) games with more than one step of communication.
- Finding a practical computational task.

Future Directions

- Comparing the fermionic game with the bosonic/distinguishable particle (Qubit) games with more than one step of communication.
- Finding a practical computational task.

Thank you!

Superfast Bravy Kitaev

$$Z_j^{(F)} \longmapsto \prod_{k:(j,k) \in E} Z_{jk}^{(Q)}$$

$$X_j^{(F)} X_k^{(F)} \longmapsto \epsilon_{jk} X_{jk} \prod_{p:(j,p) <_j (j,k)} Z_{jp} \prod_{q:(k,q) <_k (k,j)} Z_{kq}$$

Other mappings

Fermionic to Qubit mappings

$$|n_1 n_2 \dots n_m\rangle_F := (f_1^\dagger)^{n_1} (f_2^\dagger)^{n_2} \dots (f_m^\dagger)^{n_m} |\Omega\rangle$$

2. Parity:

$$|n_1 n_2 \dots n_m\rangle_F \longmapsto |q_1 q_2 \dots q_m\rangle_Q, \quad q_j = n_1 \oplus n_2 \oplus \dots \oplus n_j$$

$$f_j^\dagger = \frac{1}{2} (Z_{j-1} X_j - i Y_j) \prod_{k=j+1}^m X_k, \quad f_j = \frac{1}{2} (Z_{j-1} X_j + i Y_j) \prod_{k=j+1}^m X_k$$

Other mappings

Fermionic to Qubit mappings

$$|n_1 n_2 \dots n_m\rangle_F := (f_1^\dagger)^{n_1} (f_2^\dagger)^{n_2} \dots (f_m^\dagger)^{n_m} |\Omega\rangle$$

3. Bravy Kitaev:

$$|n_1 n_2 \dots n_m\rangle_F \longmapsto |q_1 q_2 \dots q_m\rangle_Q$$

- Some qubits store the occupation numbers, some store partial parities.

Parity super-selection rule: no signaling

$$|+,0\rangle_{12} \quad f_2 + f_2^\dagger$$

$$(f_2 + f_2^\dagger) |+,0\rangle_{12} = \frac{1}{\sqrt{2}} (f_2 + f_2^\dagger) (|0,0\rangle_{12} + |1,0\rangle_{12}) =$$
$$\frac{1}{\sqrt{2}} (|0,1\rangle_{12} - |1,1\rangle_{12}) = |-,1\rangle_{12}$$

Quantum Mechanics

1. First Quantization Picture

Distinguishable Particles: $|\psi\rangle_1 \in \mathcal{H}_1, |\phi\rangle_2 \in \mathcal{H}_2 \rightarrow |\Psi\rangle_{12} = |\psi\rangle_1 \otimes |\phi\rangle_2$

Indistinguishable Particles:

1. Bosons $|\Psi\rangle_b = \frac{1}{\sqrt{2}}(|\psi\rangle \otimes |\phi\rangle + |\phi\rangle \otimes |\psi\rangle)$

2. Fermions $|\Psi\rangle_f = \frac{1}{\sqrt{2}}(|\psi\rangle \otimes |\phi\rangle - |\phi\rangle \otimes |\psi\rangle)$

2. Second Quantization Picture

Distinguishable particles/Bosons: $[a_i, a_j^\dagger] = \delta_{ij} I, [a_i, a_j] = [a_i^\dagger, a_j^\dagger] = 0$

Fermions: $\{f_i, f_j^\dagger\} = \delta_{ij} I, \{f_i, f_j\} = \{f_i^\dagger, f_j^\dagger\} = 0$