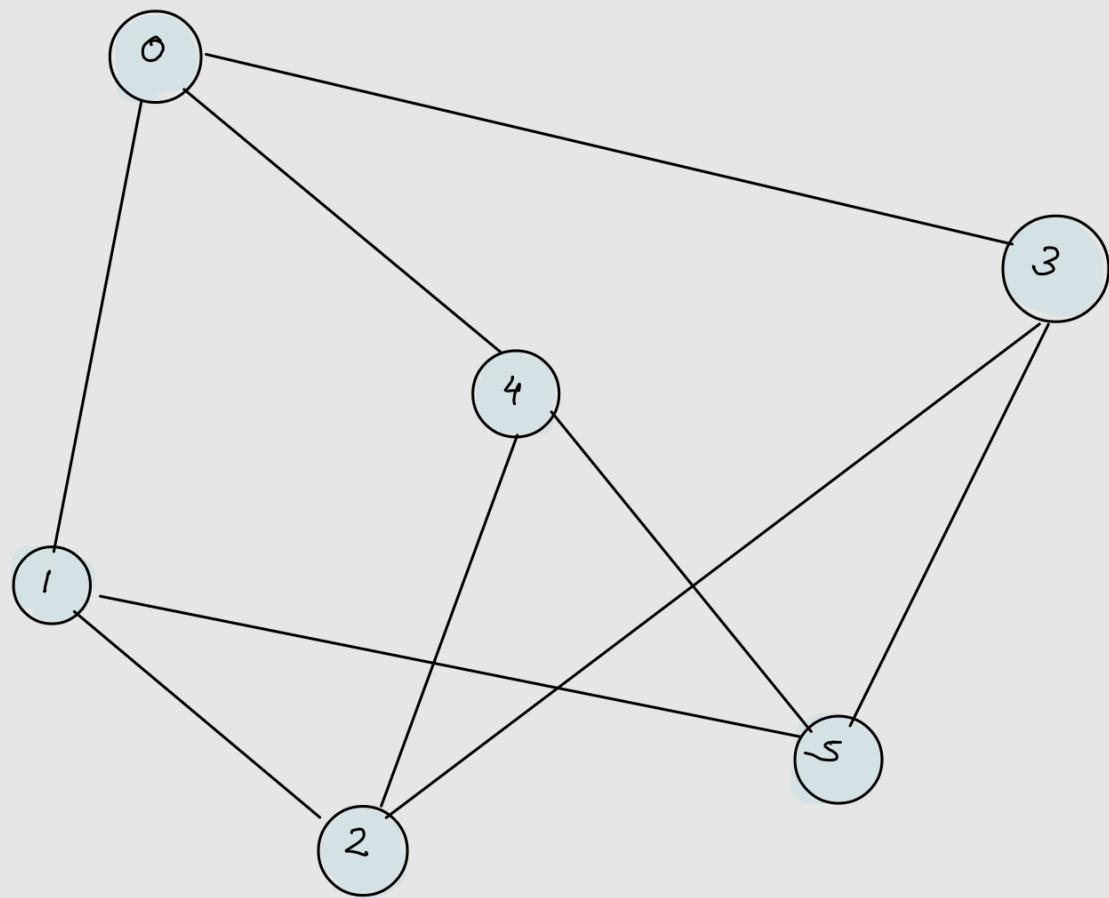


# Quantum Random Access Code

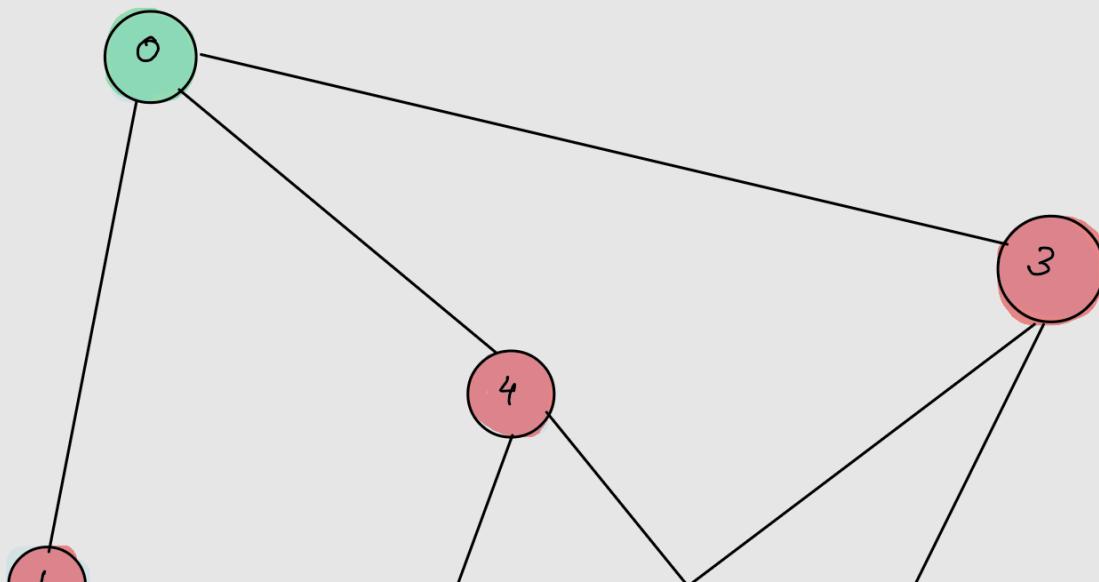
Problems:

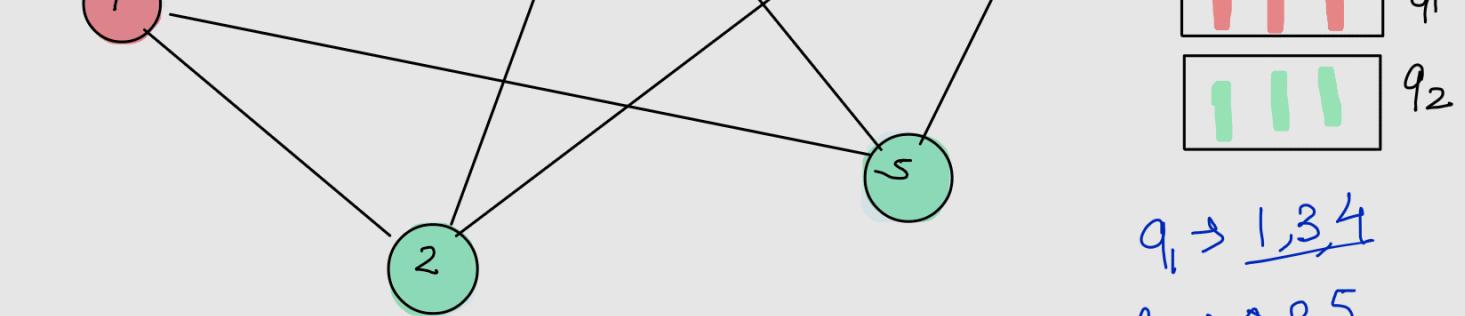
$$-2x_0x_1 - 2x_0x_3 - 2x_0x_4 - 2x_1x_2 - 2x_1x_5 - 2x_2x_3$$
$$- 2x_2x_4 - 2x_3x_5 - 2x_4x_5 + 3x_0 + 3x_1 + 3x_2 + 3x_3 + 3x_4 + 3x_5$$

Binary Variables :  $x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5$



Encoding in Relaxed problem





6 binary variables in 2qubits

Encoded Hamiltonian

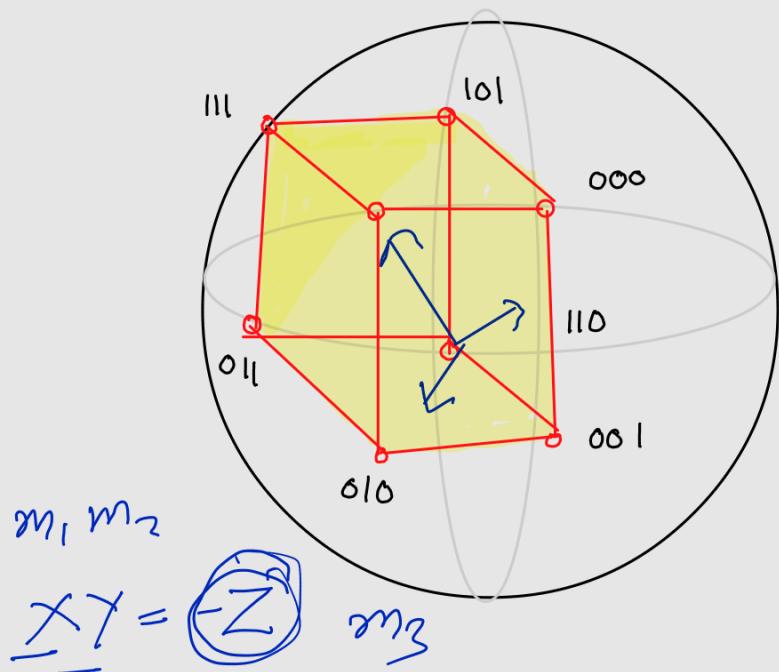
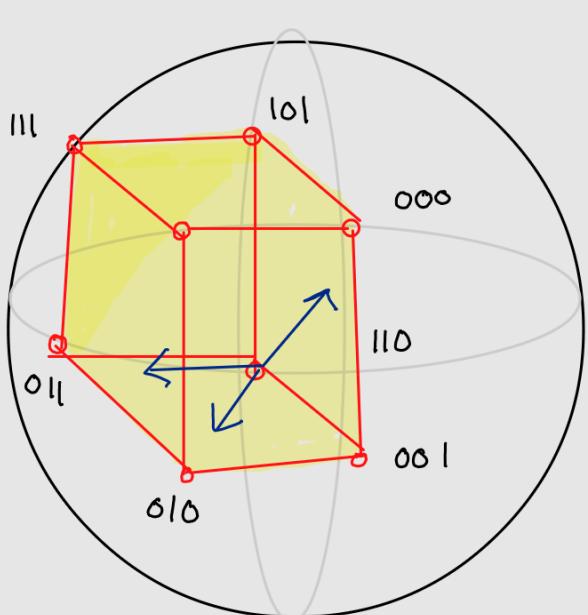
$$q_1 \rightarrow 1, 3, 4$$

$$q_2 \rightarrow 0, 2, 5$$

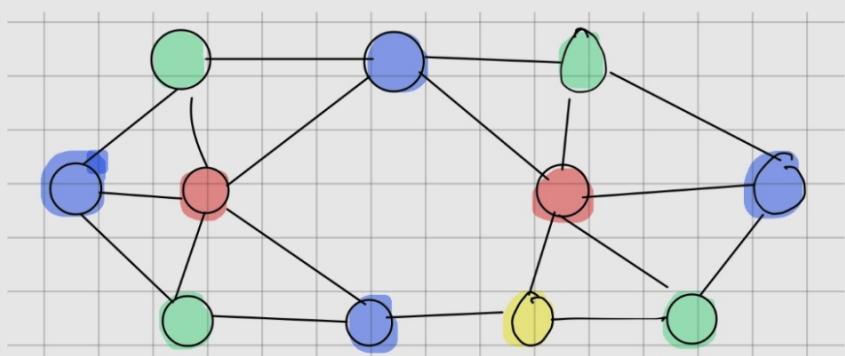
$$0 - |1000\rangle$$

$$1 - |1001\rangle$$

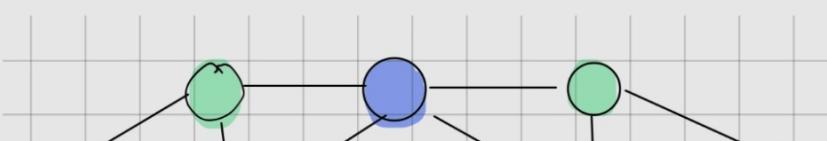
$$7 = |1111\rangle$$



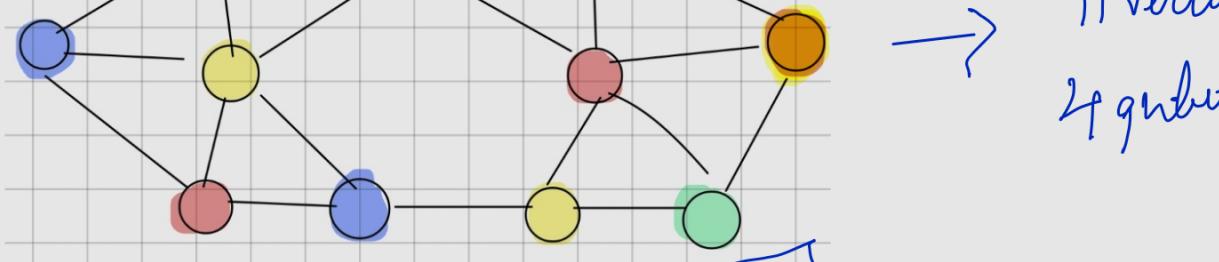
1.) A better encoding scheme for graphs like these:



4 colors  
11 vertices  
6 qubits

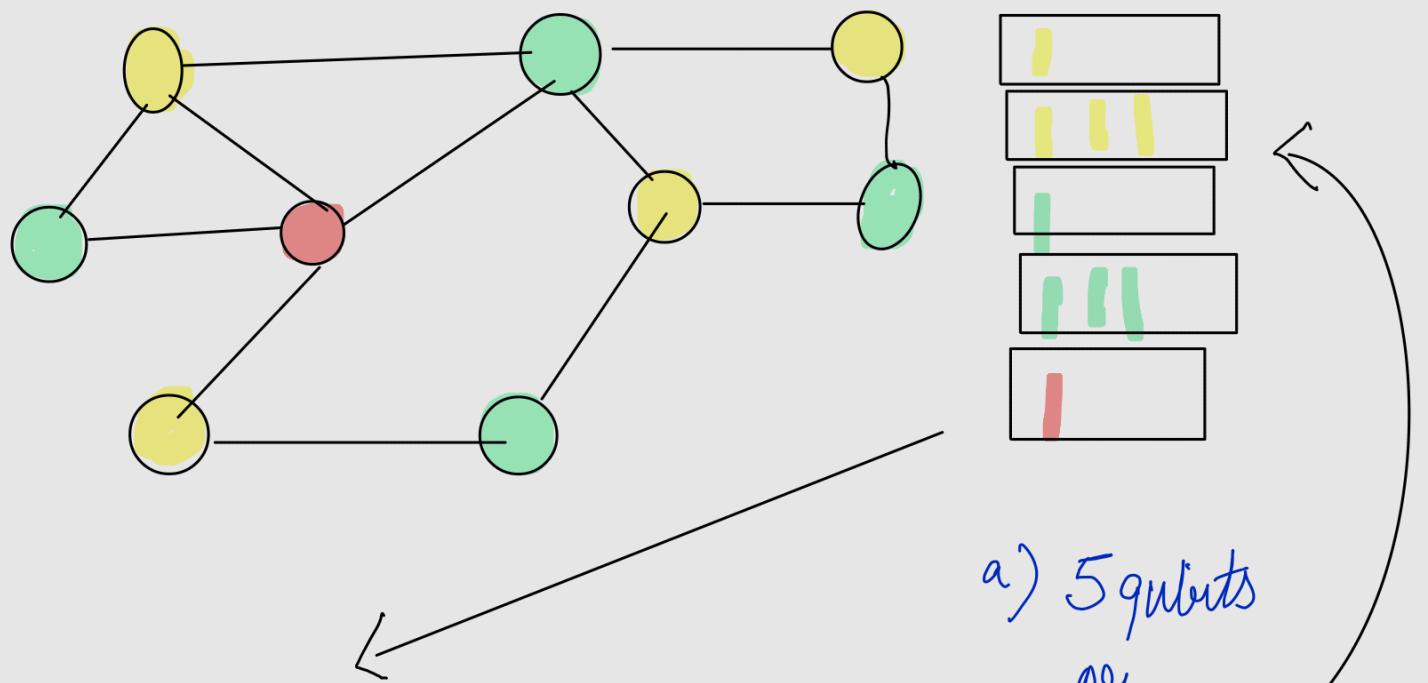


4 colors  
11 vertices

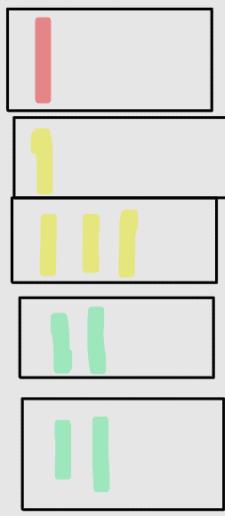


2.) An implementation of  $\left[ \begin{smallmatrix} 3 & 2-b \\ 2 & 1 \end{smallmatrix} \right]$  ORAC, they have higher probability of recovery ( $\approx 0.902$ ). Although it ends up taking more qubits than  $\left[ \begin{smallmatrix} 3 & 1-b \\ 1 & 1 \end{smallmatrix} \right]$  but results will be better. How to decide the trade off between solution quality and hardness requirement.

3) Can we implement a separate/multiple encoding in a single problem? Eg



a) 5 qubits  
or

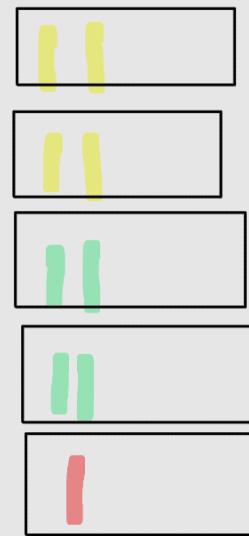


5qubits



5qubits

b)



c)

Max 2 bits on one qubit

- a) Max 3 bits on one qubit
- b) Max 2 bits on one qubit
- c) Mixture of 3 bits and 2 bits on one qubit.

#### 4) Importance of binary variables:

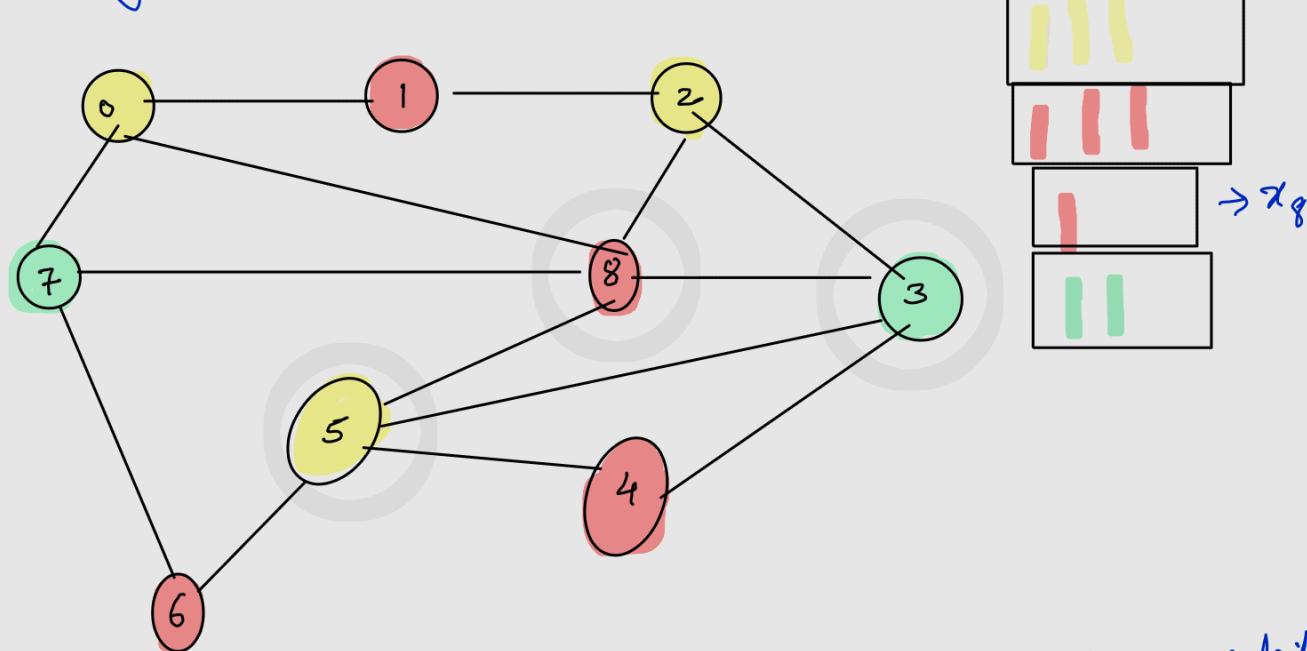
Problems:  $-2x_0x_1 - 2x_0x_3 - 2x_0x_4 - 2x_1x_2 - 2x_1x_5 - 2x_2x_3$   
 $- 2x_2x_4 - 2x_3x_5 - 2x_4x_5 + 3x_0 + 3x_1 + 3x_2 + 3x_3 + 3x_4 + 3x_5$

We can encode important variables such that they are recovered with higher probability?

Will It work? I don't know

How to describe a binary variable, or a set of binary variable important?

→ maybe look at the constraints, that it has to follow!



Are  $x_8, x_3, x_5$  important? Since they are maximally correlated?

Can we decide (in above case) which binary bits to encode together

in a qubit, and which to give a separate one of its own?

5) Measurement: Can we do anything better than magic rounding?

a) Measure in some other basis, no separate measurement.  
(This requires a very deep level mathematical thinking.)

