

# *NonLocal Boxes* & *Communication Complexity*

PIERRE BOTTERON\*, ANNE BROADBENT,  
ION NECHITA, CLÉMENT PELLEGRINI.  
(Toulouse, Tuesday 14<sup>th</sup> of February, 2023.)

# Contents

- 1 Definitions & Notations
- 2 Historical Overview
- 3 Our Contribution: Algebra of Boxes

— *Part 1* —

# Definitions & Notations

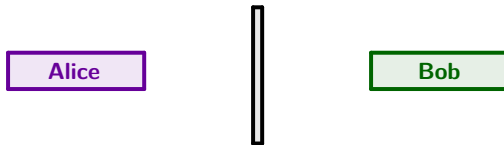
# CHSH Game

# CHSH Game

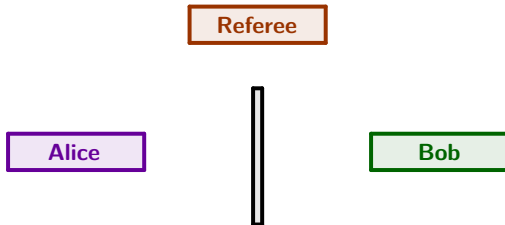
Alice

Bob

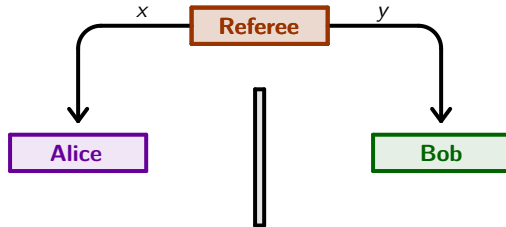
# CHSH Game



# CHSH Game

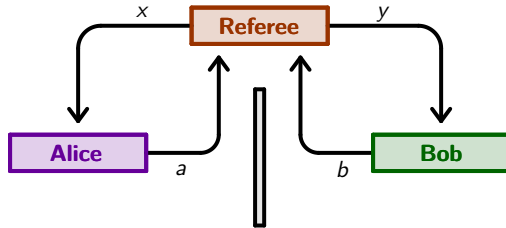


# CHSH Game

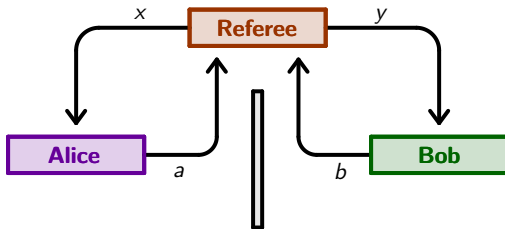




# CHSH Game

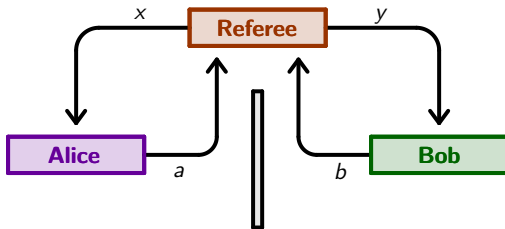


# CHSH Game



Win at CHSH.  $a \oplus b = xy$ .

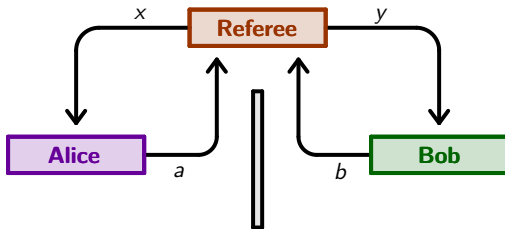
# CHSH Game



- Deterministic strategies.

Win at CHSH.  $a \oplus b = x y$ .

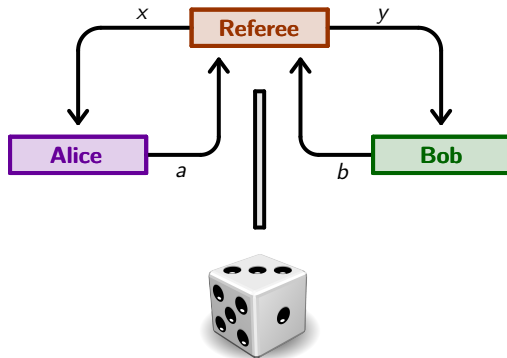
# CHSH Game



- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%.$

Win at CHSH.  $a \oplus b = xy.$

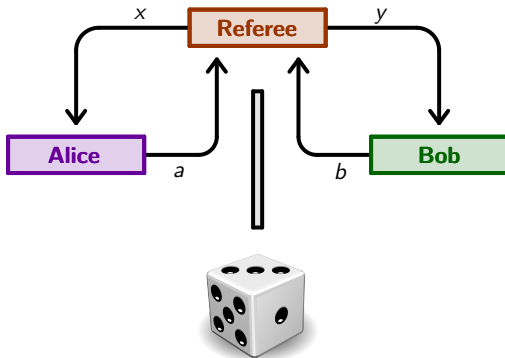
# CHSH Game



- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%.$
- **Classical strategies  $\mathcal{L}$ .**

Win at CHSH.  $a \oplus b = xy$ .

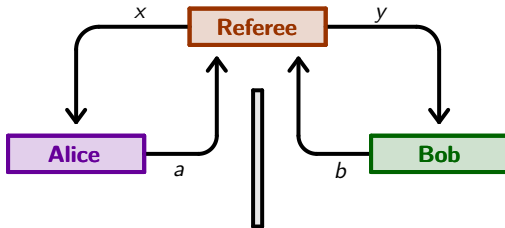
# CHSH Game



- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%.$
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%.$

Win at CHSH.  $a \oplus b = xy.$

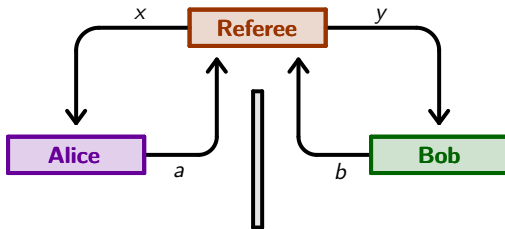
# CHSH Game



Win at CHSH.  $a \oplus b = xy$ .

- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**

# CHSH Game

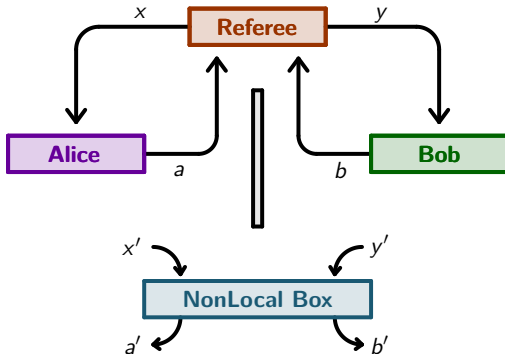


Win at CHSH.  $a \oplus b = xy$ .

- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = \cos^2(\frac{\pi}{8}) \approx 85\%$ .



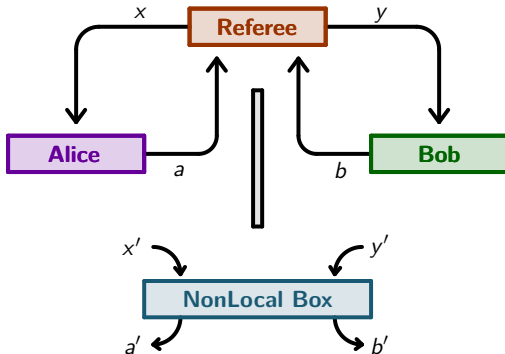
# CHSH Game



Win at CHSH.  $a \oplus b = xy$ .

- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = \cos^2(\frac{\pi}{8}) \approx 85\%$ .
- **Non-signalling strategies  $\mathcal{NS}$ .**

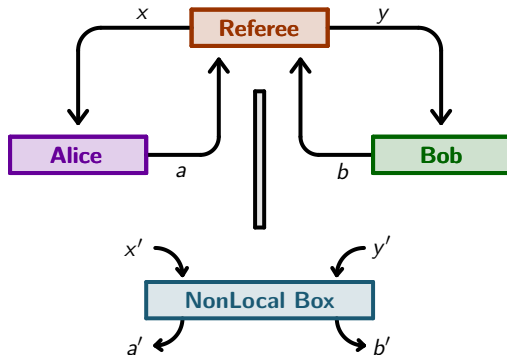
# CHSH Game



Win at CHSH.  $a \oplus b = xy$ .

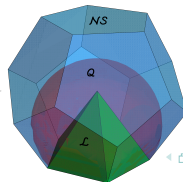
- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = \cos^2(\frac{\pi}{8}) \approx 85\%$ .
- **Non-signalling strategies  $\mathcal{NS}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 100\%$ .

# CHSH Game

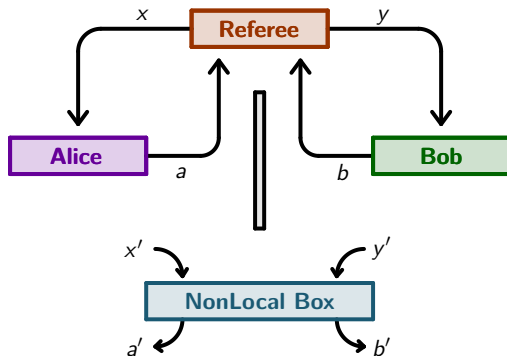


Win at CHSH.  $a \oplus b = x y$ .

- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = \cos^2(\frac{\pi}{8}) \approx 85\%$ .
- **Non-signalling strategies  $\mathcal{NS}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 100\%$ .



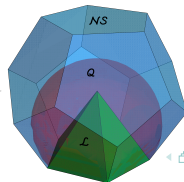
# CHSH Game



Win at CHSH.  $a \oplus b = xy$ .

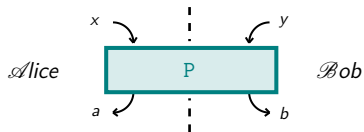
Win at CHSH'.  $a \oplus b = (x \oplus 1)(y \oplus 1)$ .

- **Deterministic strategies.**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Classical strategies  $\mathcal{L}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 75\%$ .
- **Quantum strategies  $\mathcal{Q}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = \cos^2(\frac{\pi}{8}) \approx 85\%$ .
- **Non-signalling strategies  $\mathcal{NS}$ .**  
 $\rightsquigarrow \max \mathbb{P}(\text{win}) = 100\%$ .

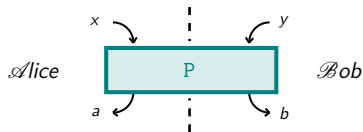


# NonLocal Boxes

# NonLocal Boxes

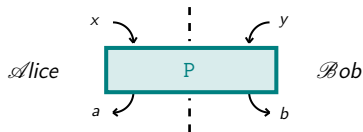


# NonLocal Boxes



**Definition.** • A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .

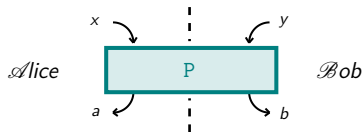
# NonLocal Boxes



- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .



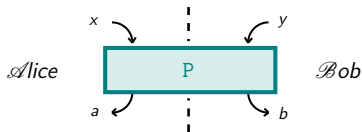
# NonLocal Boxes



- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

# NonLocal Boxes

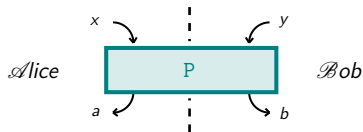


- Definition.** • A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
- A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $\text{PR}(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$

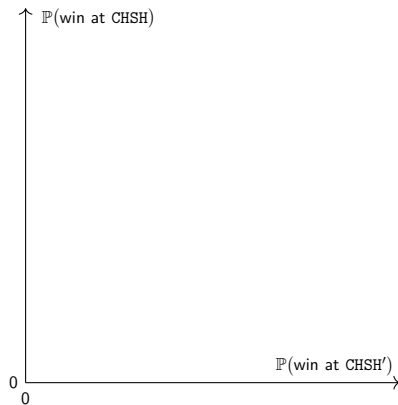
# NonLocal Boxes



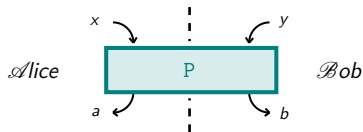
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $\text{PR}(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$



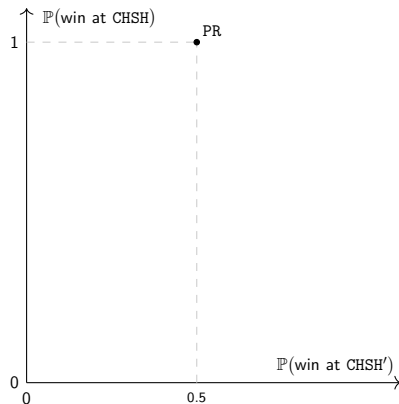
# NonLocal Boxes



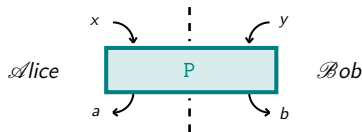
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $\text{PR}(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$



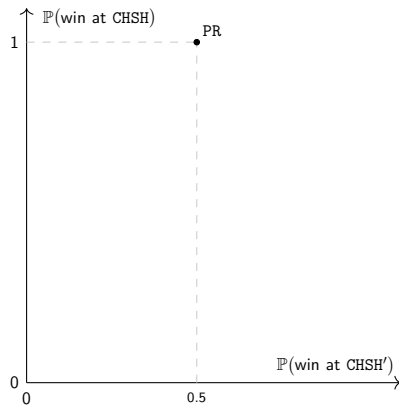
# NonLocal Boxes



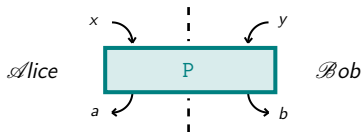
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$



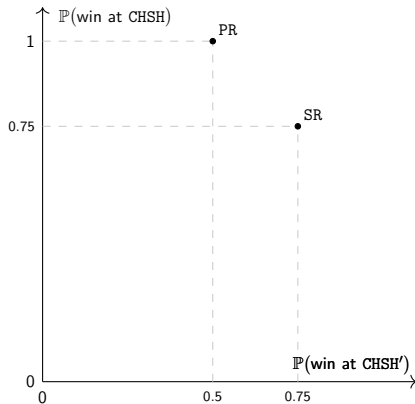
# NonLocal Boxes



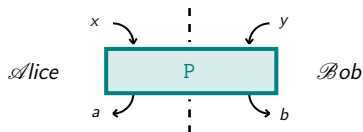
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$



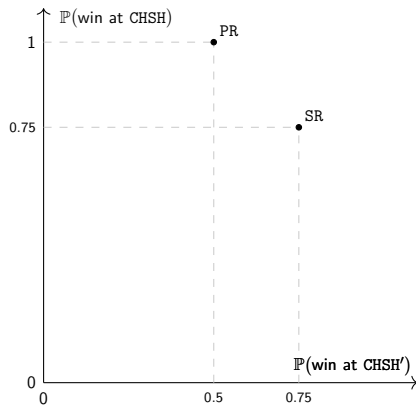
# NonLocal Boxes



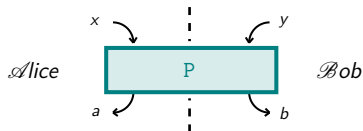
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$



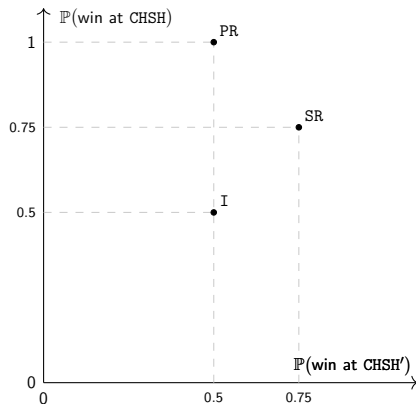
# NonLocal Boxes



- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

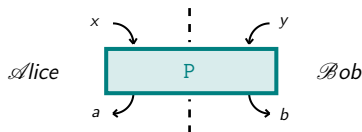
**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = xy, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$





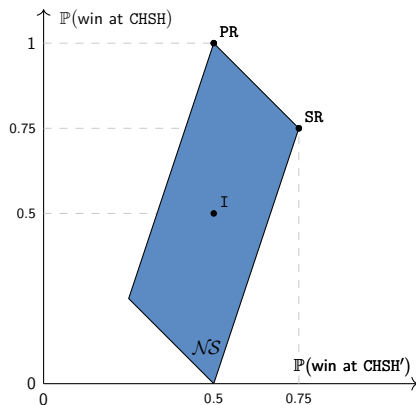
# NonLocal Boxes



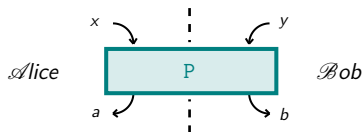
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = x y, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$



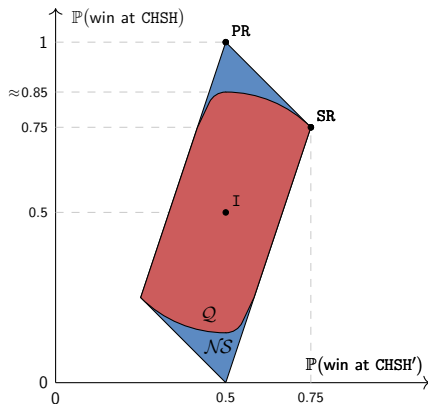
# NonLocal Boxes



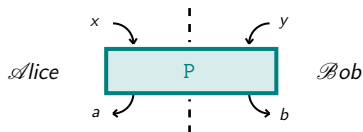
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

## Examples.

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = x y, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$



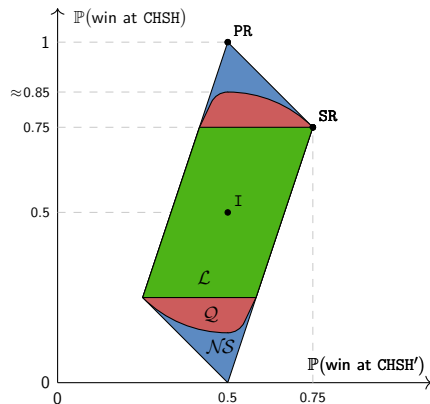
# NonLocal Boxes



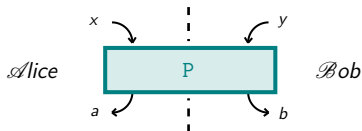
- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

## Examples.

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = x y, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$



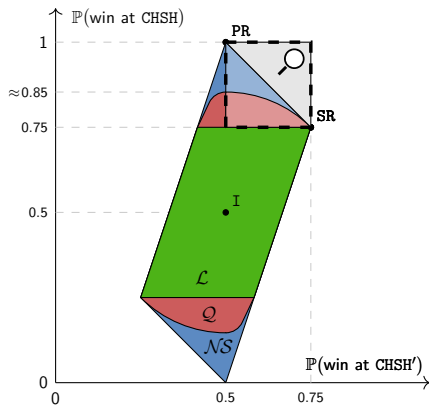
# NonLocal Boxes



- Definition.**
- A **box** is a conditional probability distribution  $P(a, b | x, y)$  such that  $P \in \mathcal{NS}$ .
  - A box  $P$  is **nonlocal** if  $P \notin \mathcal{L}$ .

**Examples.**

- $PR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a \oplus b = x y, \\ 0 & \text{otherwise.} \end{cases}$
- $SR(a, b | x, y) := \begin{cases} \frac{1}{2} & \text{si } a = b, \\ 0 & \text{otherwise.} \end{cases}$
- $I(a, b | x, y) := \frac{1}{4}.$



# Communication Complexity

# Communication Complexity

Alice

Bob

# Communication Complexity

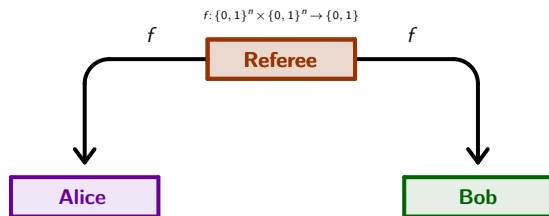
$$f: \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$$

Referee

Alice

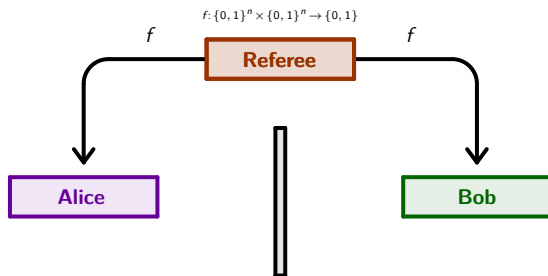
Bob

# Communication Complexity

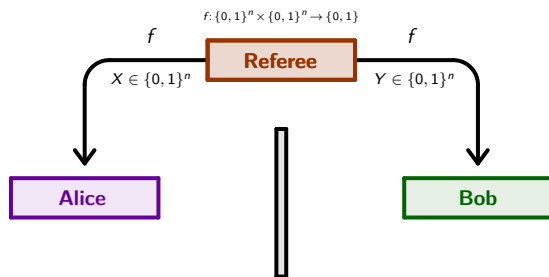




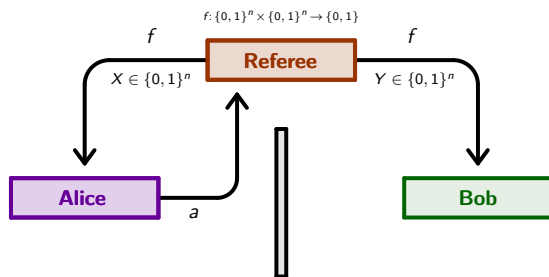
# Communication Complexity



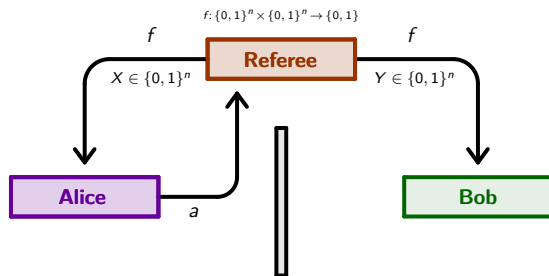
# Communication Complexity



# Communication Complexity

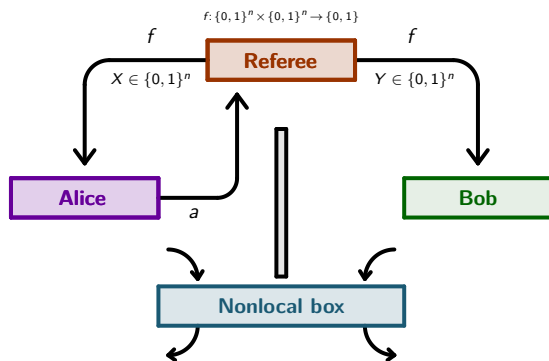


# Communication Complexity



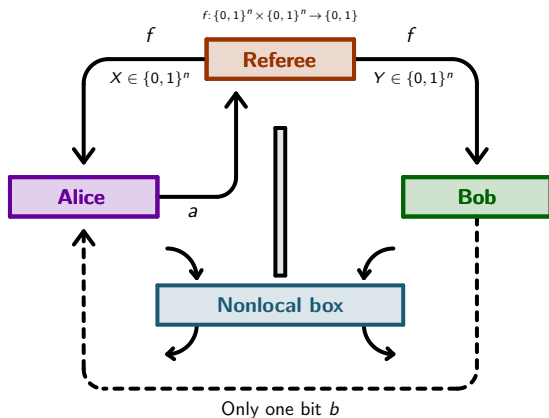
$$\text{Win} \iff a = f(X, Y).$$

# Communication Complexity



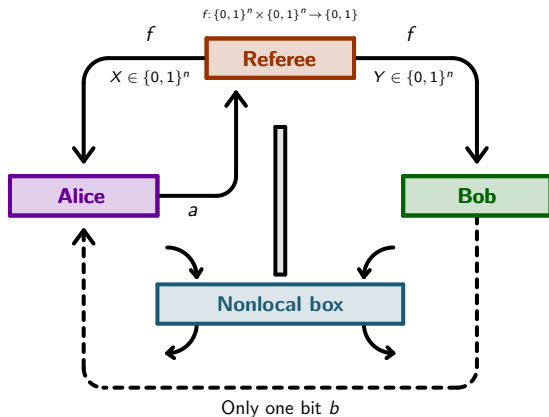
$$\text{Win} \iff a = f(X, Y).$$

# Communication Complexity



$$\text{Win} \iff a = f(X, Y).$$

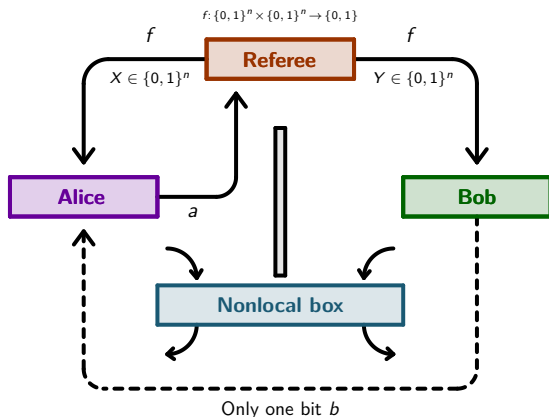
# Communication Complexity



$$\text{Win} \iff a = f(X, Y).$$

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

# Communication Complexity



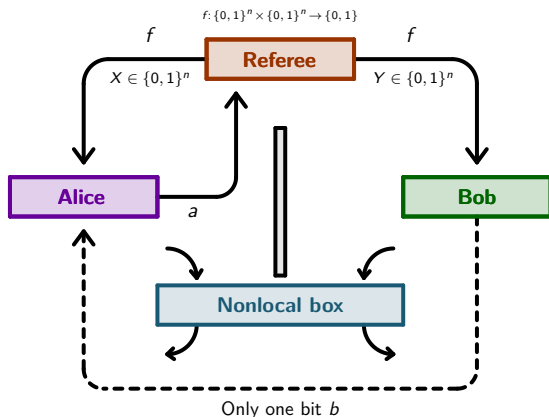
**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

$$\text{Win} \iff a = f(X, Y).$$



# Communication Complexity



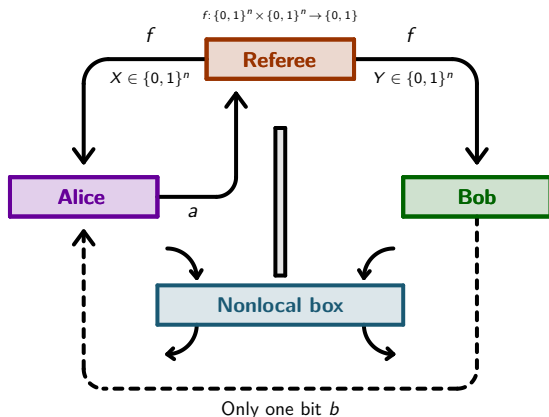
Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.

# Communication Complexity



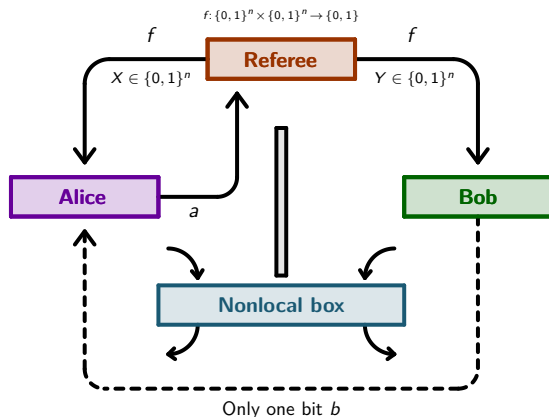
Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.

# Communication Complexity



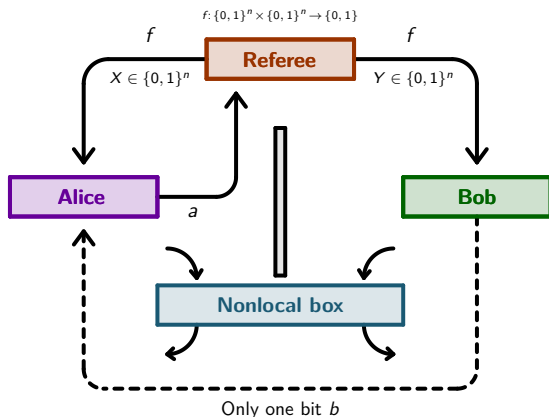
Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.
- $h := (x_1 y_1) \oplus (x_2 y_2)$  is NOT trivial.

# Communication Complexity



Win  $\iff a = f(X, Y)$ .

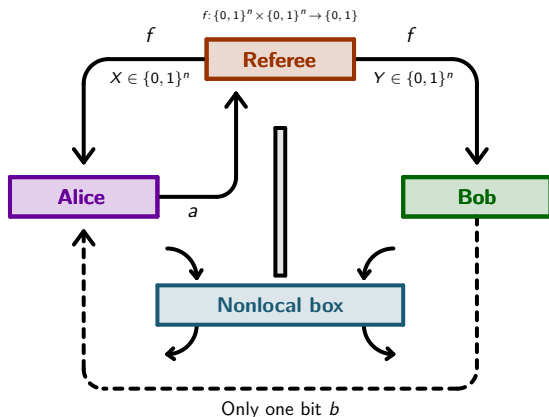
**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.
- $h := (x_1 y_1) \oplus (x_2 y_2)$  is NOT trivial.

**Def.** A box  $P$  is said to be **collapsing** (or trivial) if using copies of this box  $P$  any Boolean function  $f$  is trivial, with probability  $\geq q > \frac{1}{2}$ .

# Communication Complexity



Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

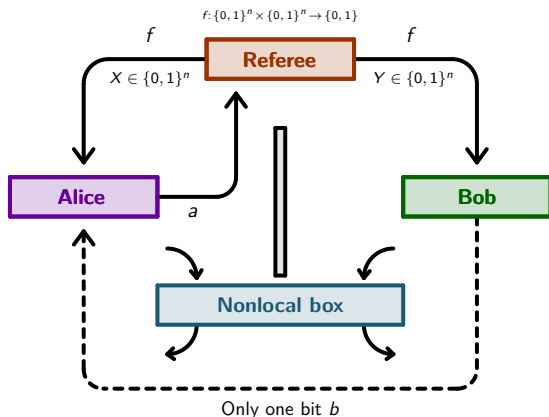
**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.
- $h := (x_1 y_1) \oplus (x_2 y_2)$  is NOT trivial.

**Def.** A box  $P$  is said to be **collapsing** (or trivial) if using copies of this box  $P$  any Boolean function  $f$  is trivial, with probability  $\geq q > \frac{1}{2}$ .

**Ex.** Link with previous boxes:

# Communication Complexity



Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

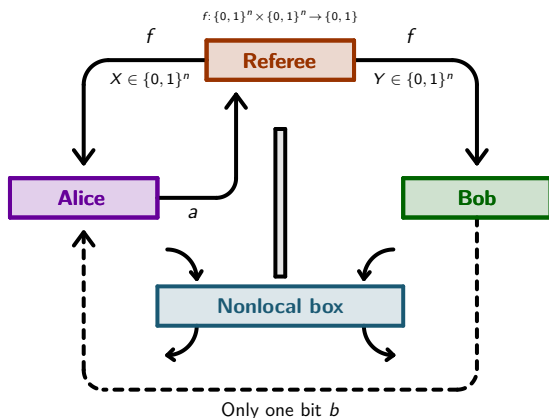
- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.
- $h := (x_1 y_1) \oplus (x_2 y_2)$  is NOT trivial.

**Def.** A box  $P$  is said to be **collapsing** (or trivial) if using copies of this box  $P$  any Boolean function  $f$  is trivial, with probability  $\geq q > \frac{1}{2}$ .

**Ex.** Link with previous boxes:

- The PR box is collapsing.

# Communication Complexity



Win  $\iff a = f(X, Y)$ .

**Def.** A function  $f$  is said to be **trivial** (in the sense of communication complexity) if Alice knows any value  $f(X, Y)$  with only one bit transmitted between Alice and Bob.

**Ex.** For  $n = 2$ ,  $X = (x_1, x_2)$ ,  $Y = (y_1, y_2)$ :

- $f := x_1 \oplus y_1 \oplus x_2 \oplus y_2 \oplus 1$  is trivial.
- $g := (x_1 x_2) \oplus (y_1 y_2)$  is trivial.
- $h := (x_1 y_1) \oplus (x_2 y_2)$  is NOT trivial.

**Def.** A box  $P$  is said to be **collapsing** (or trivial) if using copies of this box  $P$  any Boolean function  $f$  is trivial, with probability  $\geq q > \frac{1}{2}$ .

**Ex.** Link with previous boxes:

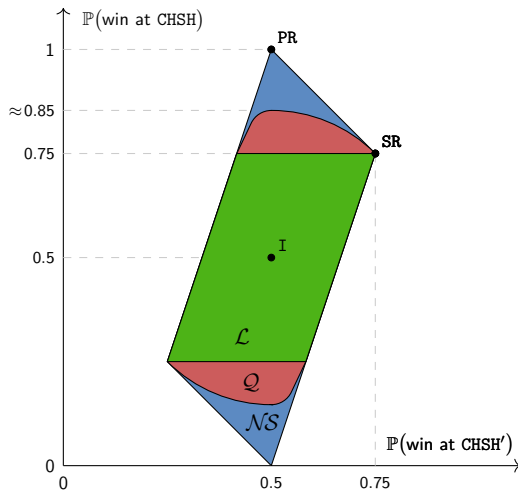
- The PR box is collapsing.
- The boxes SR and I are NOT collapsing.

— *Part 2* —

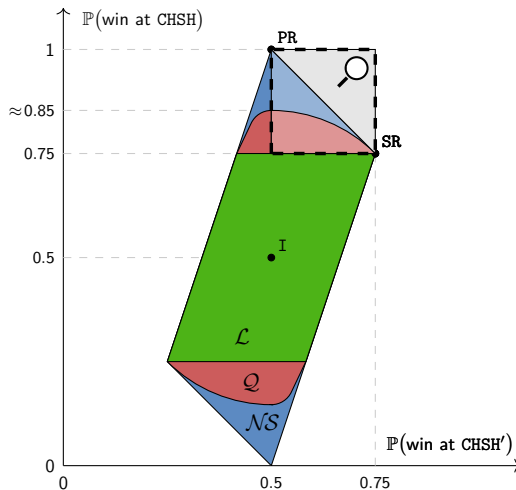
# Historical Overview



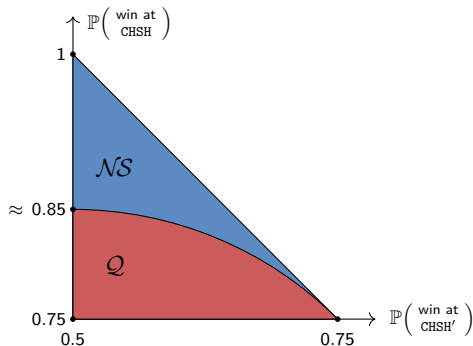
**Goal.** Show that quantum boxes are **non-collapsing** but that post-quantum boxes are **collapsing**.



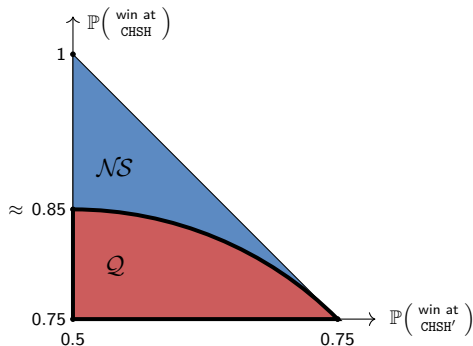
**Goal.** Show that quantum boxes are **non-collapsing** but that post-quantum boxes are **collapsing**.



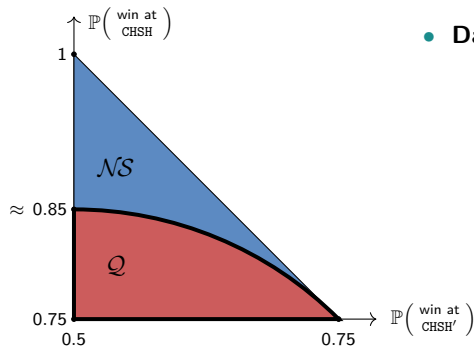
# 1999: Quantum Boxes are Non-Collapsing



# 1999: Quantum Boxes are Non-Collapsing

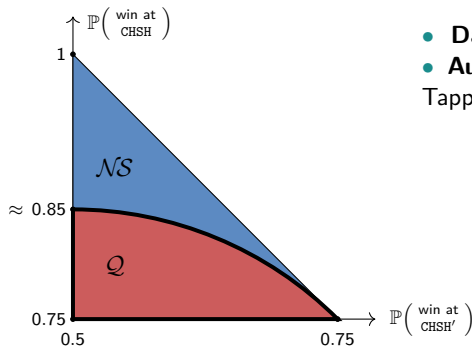


# 1999: Quantum Boxes are Non-Collapsing



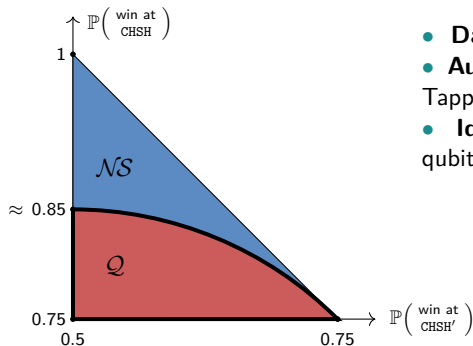
- Date. 1999 [1].

# 1999: Quantum Boxes are Non-Collapsing



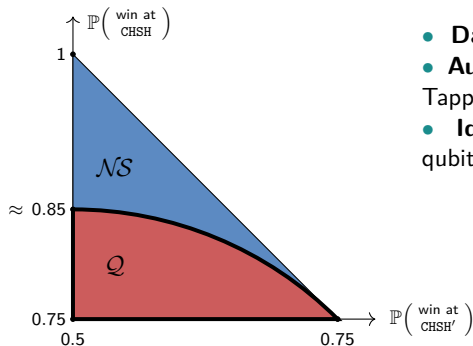
- **Date.** 1999 [1].
- **Authors.** Cleve, van Dam, Nielson, Tapp.

# 1999: Quantum Boxes are Non-Collapsing



- **Date.** 1999 [1].
- **Authors.** Cleve, van Dam, Nielson, Tapp.
- **Ideas.** (1) Prove the result with qubits,

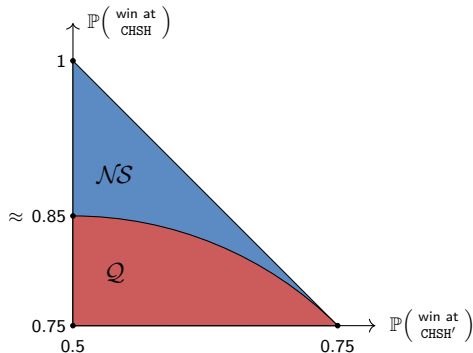
# 1999: Quantum Boxes are Non-Collapsing



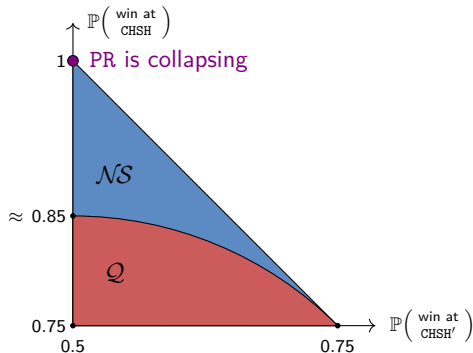
- **Date.** 1999 [1].
- **Authors.** Cleve, van Dam, Nielson, Tapp.
- **Ideas.** (1) Prove the result with qubits, (2) Go back to bits.



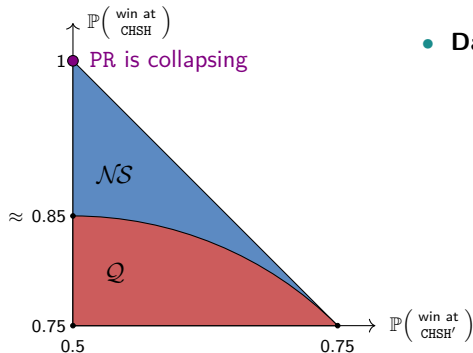
# 1999: The PR Box is Collapsing



# 1999: The PR Box is Collapsing

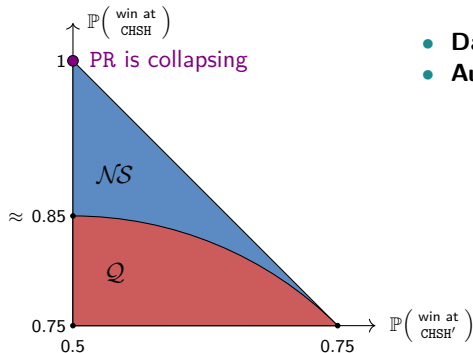


# 1999: The PR Box is Collapsing



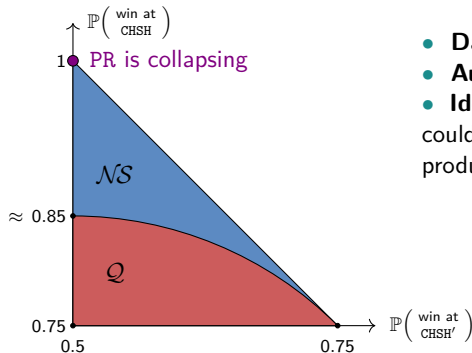
- Date. 1999 [2].

# 1999: The PR Box is Collapsing



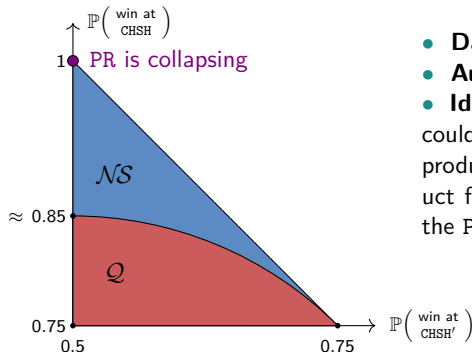
- **Date.** 1999 [2].
- **Author.** van Dam.

# 1999: The PR Box is Collapsing



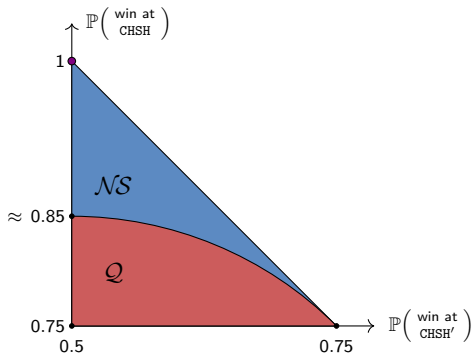
- **Date.** 1999 [2].
- **Author.** van Dam.
- **Ideas.** (1) Any Boolean function  $f$  could be written in terms of an inner product function,

# 1999: The PR Box is Collapsing

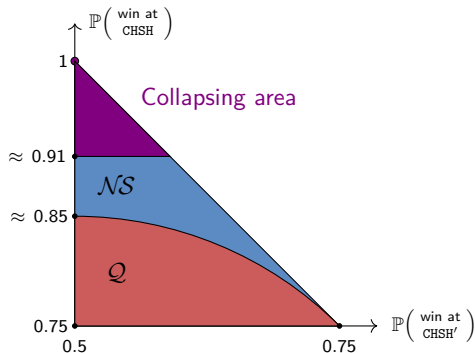


- **Date.** 1999 [2].
- **Author.** van Dam.
- **Ideas.** (1) Any Boolean function  $f$  could be written in terms of an inner product function, (2) Any inner product function is trivial using copies of the PR box.

## 2006: Boxes Above $\approx 91\%$ are Collapsing

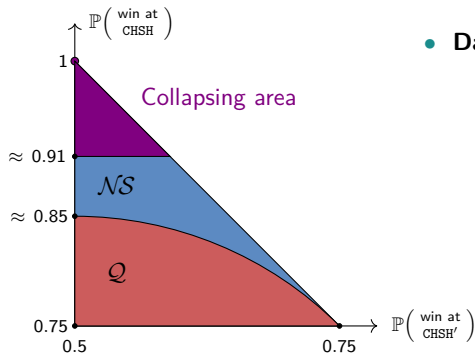


## 2006: Boxes Above $\approx 91\%$ are Collapsing



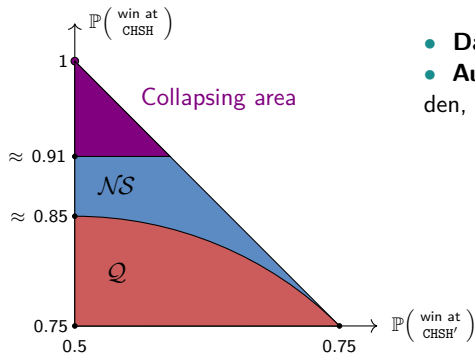


## 2006: Boxes Above $\approx 91\%$ are Collapsing



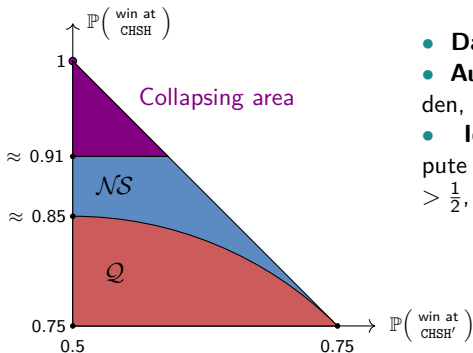
- **Date.** 2006 [3].

## 2006: Boxes Above $\approx 91\%$ are Collapsing



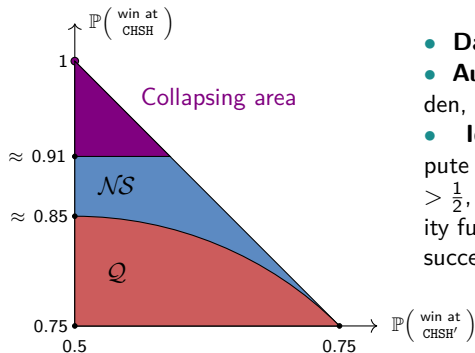
- **Date.** 2006 [3].
- **Authors.** Brassard, Buhrman, Linden, Méthot, Tapp, Unger.

## 2006: Boxes Above $\approx 91\%$ are Collapsing



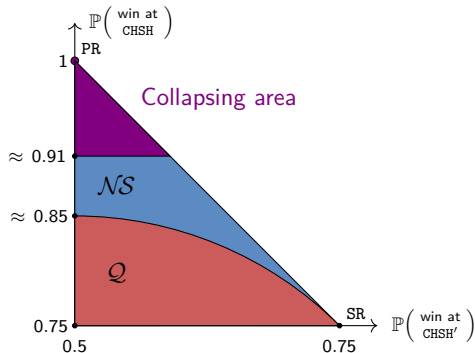
- **Date.** 2006 [3].
- **Authors.** Brassard, Buhrman, Linden, Méthot, Tapp, Unger.
- **Ideas.** (1) Distributively compute the given function  $f$  with proba  $> \frac{1}{2}$ ,

## 2006: Boxes Above $\approx 91\%$ are Collapsing

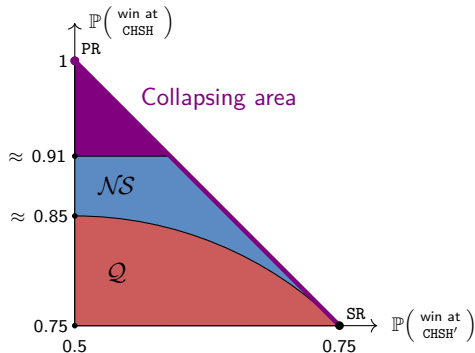


- **Date.** 2006 [3].
- **Authors.** Brassard, Buhrman, Linden, Méthot, Tapp, Unger.
- **Ideas.** (1) Distributively compute the given function  $f$  with proba  $> \frac{1}{2}$ , (2) Inductively apply the majority function Maj in order to boost the success probability.

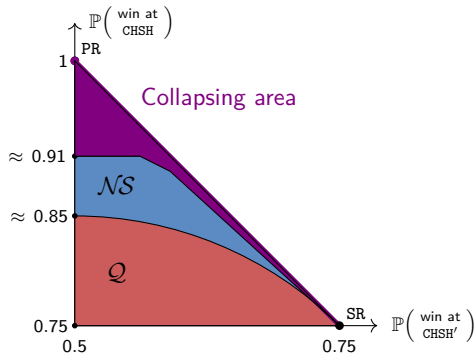
## 2009: Correlated Boxes are Collapsing



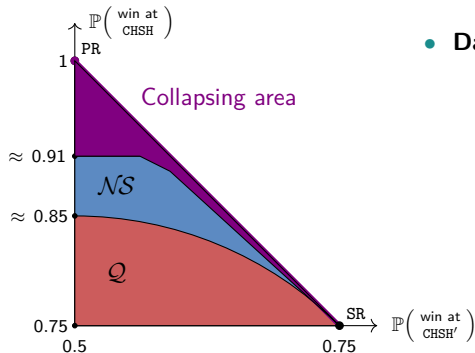
## 2009: Correlated Boxes are Collapsing



## 2009: Correlated Boxes are Collapsing



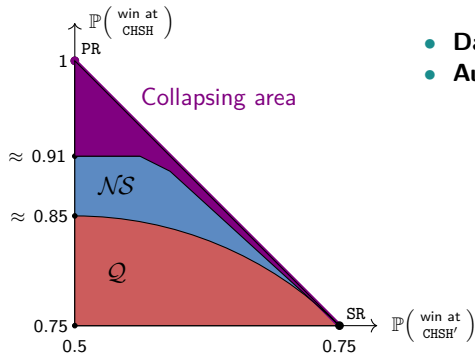
## 2009: Correlated Boxes are Collapsing



- Date. 2009 [4].

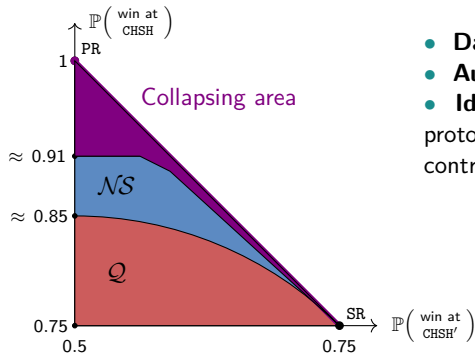


## 2009: Correlated Boxes are Collapsing



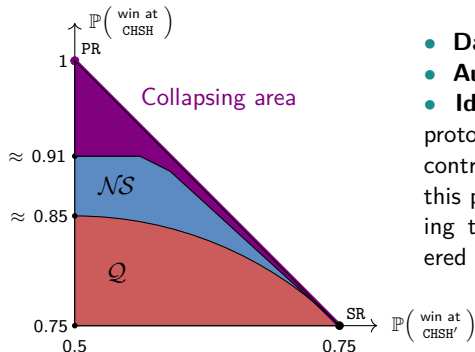
- **Date.** 2009 [4].
- **Authors.** Brunner, Skrzypczyk.

## 2009: Correlated Boxes are Collapsing



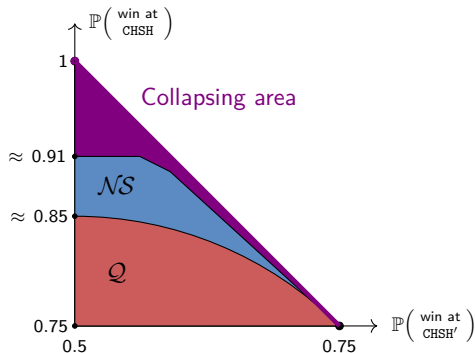
- **Date.** 2009 [4].
- **Authors.** Brunner, Skrzypczyk.
- **Ideas.** (1) Introduce a distillation protocol, cf. generalization in “Our contribution”,

## 2009: Correlated Boxes are Collapsing

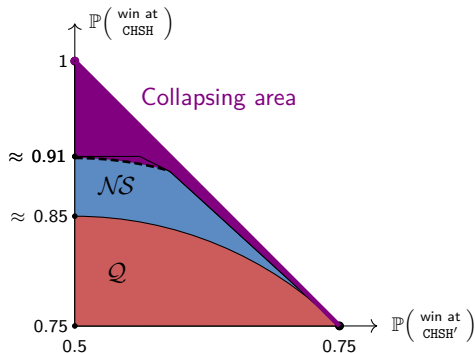


- **Date.** 2009 [4].
- **Authors.** Brunner, Skrzypczyk.
- **Ideas.** (1) Introduce a distillation protocol, cf. generalization in "Our contribution", (2) Inductively apply this protocol many times until reaching the "collapsing triangle" discovered in 2006.

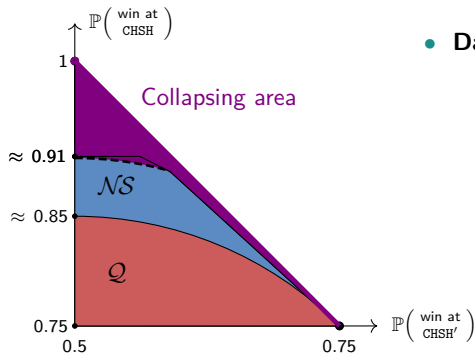
# 2023: Boxes above a certain Ellipse are Collapsing



# 2023: Boxes above a certain Ellipse are Collapsing

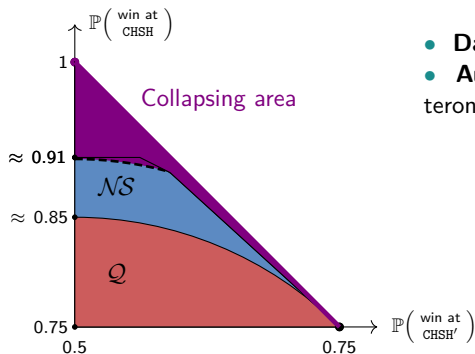


# 2023: Boxes above a certain Ellipse are Collapsing



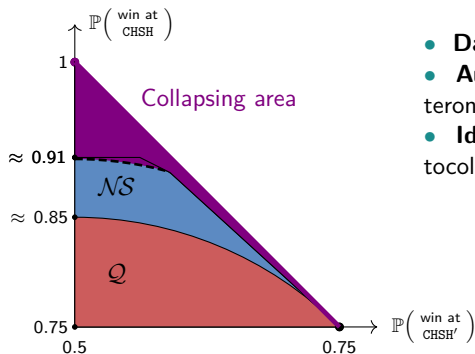
- **Date.** 2023 [5].

# 2023: Boxes above a certain Ellipse are Collapsing



- **Date.** 2023 [5].
- **Author.** Proulx, Broadbent, Bouteron.

# 2023: Boxes above a certain Ellipse are Collapsing



- **Date.** 2023 [5].
- **Author.** Proulx, Broadbent, Bouteron.
- **Idea.** Generalize BBLMTU's protocol (cf. 2006).

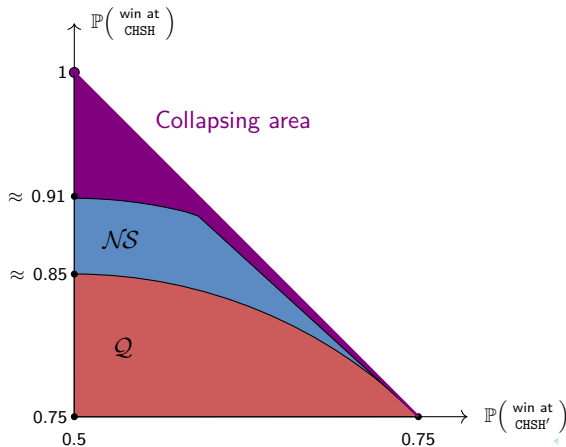


— *Part 3* —

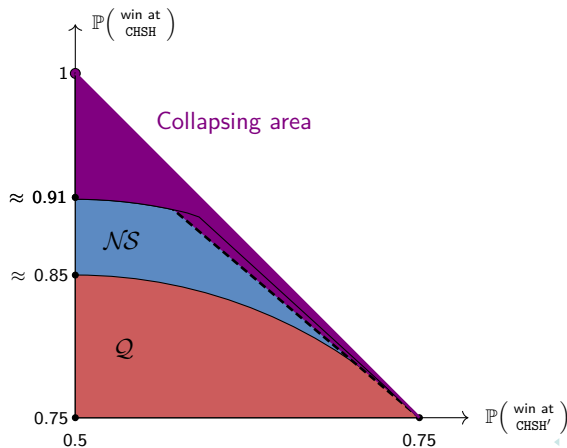
# Our Contribution: Algebra of Boxes

# Our Contribution [6]

## Our Contribution [6]



## Our Contribution [6]



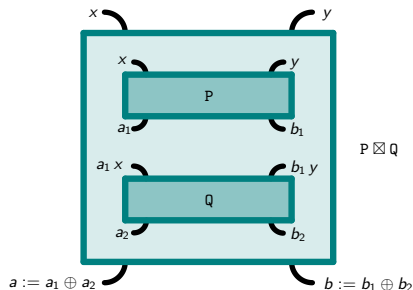
# Algebra of Boxes

# Algebra of Boxes

**Recall.** A nonlocal box  $P$  is a conditional probability distribution  $(a, b, x, y) \in \{0, 1\}^4 \mapsto P(a, b | x, y) \in [0, 1]$  such that  $P \in \mathcal{NS} \setminus \mathcal{L}$ .

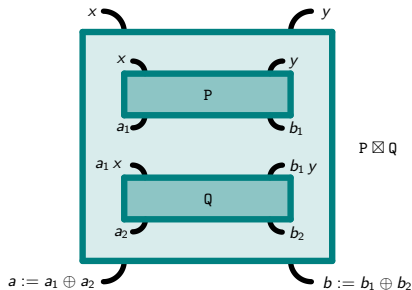
# Algebra of Boxes

**Recall.** A nonlocal box  $P$  is a conditional probability distribution  $(a, b, x, y) \in \{0, 1\}^4 \mapsto P(a, b | x, y) \in [0, 1]$  such that  $P \in \mathcal{NS} \setminus \mathcal{L}$ .



# Algebra of Boxes

**Recall.** A nonlocal box  $P$  is a conditional probability distribution  $(a, b, x, y) \in \{0, 1\}^4 \mapsto P(a, b | x, y) \in [0, 1]$  such that  $P \in \mathcal{NS} \setminus \mathcal{L}$ .

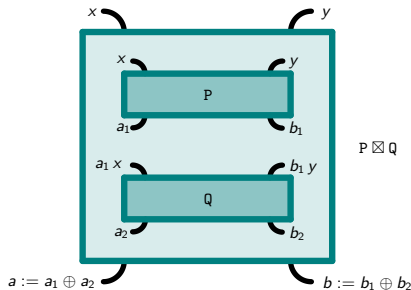


$$P \otimes Q(a, b | x, y) := \sum_{a_1, b_1 \in \{0, 1\}} P(a_1, b_1 | x, y) \times Q(a \oplus a_1, b \oplus b_1 | a_1 x, b_1 y)$$



# Algebra of Boxes

**Recall.** A nonlocal box  $P$  is a conditional probability distribution  $(a, b, x, y) \in \{0, 1\}^4 \mapsto P(a, b | x, y) \in [0, 1]$  such that  $P \in \mathcal{NS} \setminus \mathcal{L}$ .

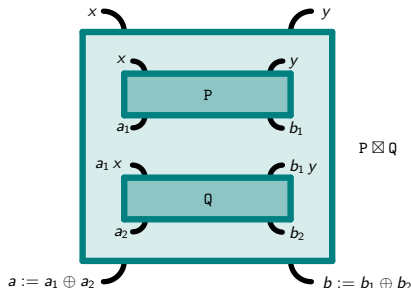


$$P \otimes Q(a, b | x, y) := \sum_{a_1, b_1 \in \{0, 1\}} P(a_1, b_1 | x, y) \times Q(a \oplus a_1, b \oplus b_1 | a_1 x, b_1 y)$$

**Algebra of Boxes.**

# Algebra of Boxes

**Recall.** A nonlocal box  $P$  is a conditional probability distribution  $(a, b, x, y) \in \{0, 1\}^4 \mapsto P(a, b | x, y) \in [0, 1]$  such that  $P \in \mathcal{NS} \setminus \mathcal{L}$ .



$$P \otimes Q(a, b | x, y) := \sum_{a_1, b_1 \in \{0, 1\}} P(a_1, b_1 | x, y) \times Q(a \oplus a_1, b \oplus b_1 | a_1x, b_1y)$$

**Algebra of Boxes.** The vector space  $\mathcal{B} := \mathcal{F}(\{0, 1\}^4, \mathbb{R})$  endowed with the operations  $\{+, \cdot, \otimes\}$  defines a non-commutative and non-associative algebra.

# Orbit of a Box

# Orbit of a Box

Orbit of order  $k$ .

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) =$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P),$



# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) =$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \{P \boxtimes (P \boxtimes (P \boxtimes P)),$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

**Examples.**

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \{P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P),$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \{P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P,$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \{P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P, ((P \boxtimes P) \boxtimes P) \boxtimes P,$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

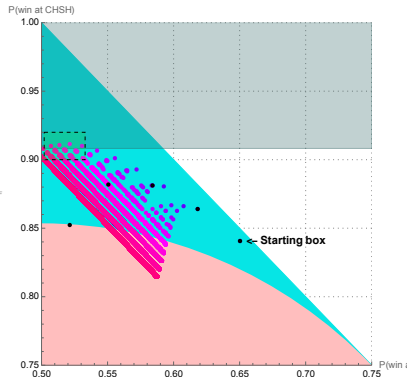
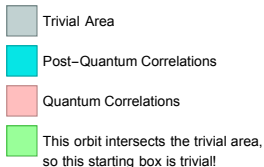
- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \left\{ P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P, ((P \boxtimes P) \boxtimes P) \boxtimes P, (P \boxtimes P) \boxtimes (P \boxtimes P) \right\}.$

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \left\{ P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P, ((P \boxtimes P) \boxtimes P) \boxtimes P, (P \boxtimes P) \boxtimes (P \boxtimes P) \right\}.$



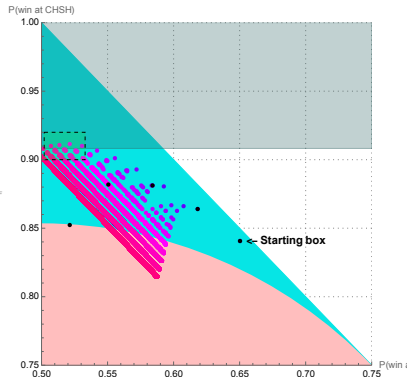
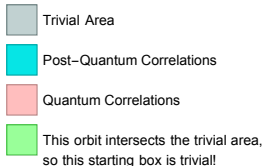


# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \left\{ P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P, ((P \boxtimes P) \boxtimes P) \boxtimes P, (P \boxtimes P) \boxtimes (P \boxtimes P) \right\}.$



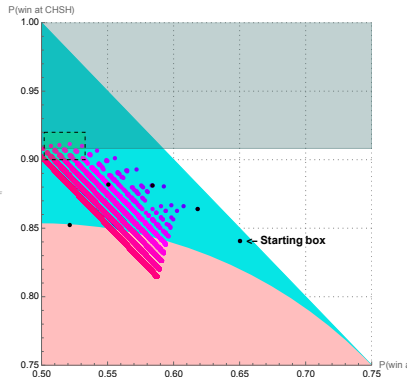
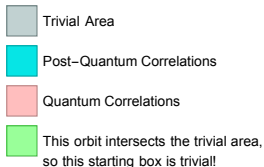
The "highest" box in each orbit.

# Orbit of a Box

**Orbit of order  $k$ .**  $\text{Orbit}_k(P) :=$   
 $\{\text{products of exactly } k \text{ times the term } P\}.$

## Examples.

- $\text{Orbit}_3(P) = \{P \boxtimes (P \boxtimes P), (P \boxtimes P) \boxtimes P\},$
- $\text{Orbit}_4(P) = \left\{ P \boxtimes (P \boxtimes (P \boxtimes P)), P \boxtimes ((P \boxtimes P) \boxtimes P), (P \boxtimes (P \boxtimes P)) \boxtimes P, ((P \boxtimes P) \boxtimes P) \boxtimes P, (P \boxtimes P) \boxtimes (P \boxtimes P) \right\}.$

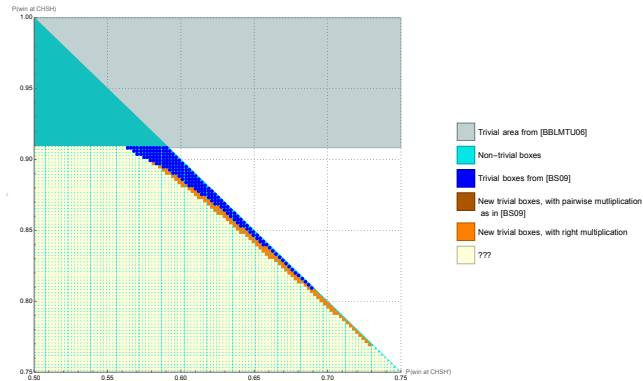


The "highest" box in each orbit.

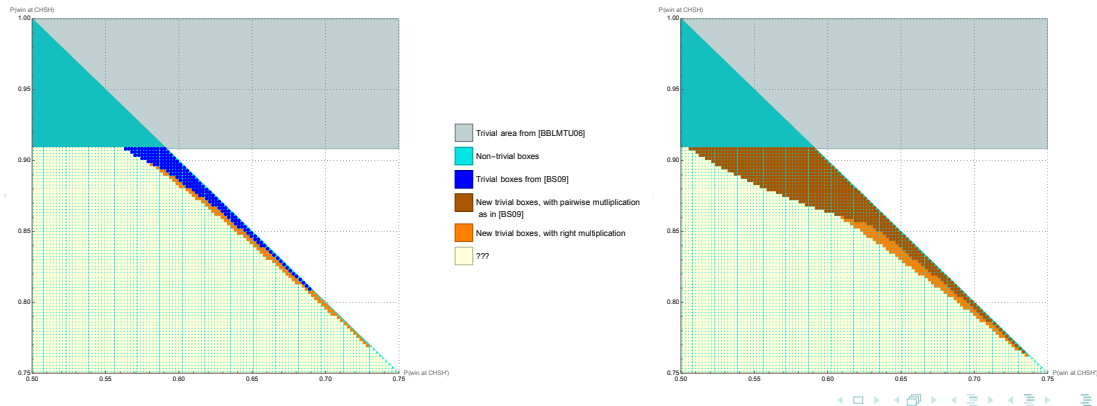
$$P_{\max, k} = (((P \boxtimes P) \boxtimes P) \cdots \boxtimes P) \boxtimes P = P^{\boxtimes k}.$$

# New Collapsing Boxes: Numerical Proof

# New Collapsing Boxes: Numerical Proof



# New Collapsing Boxes: Numerical Proof



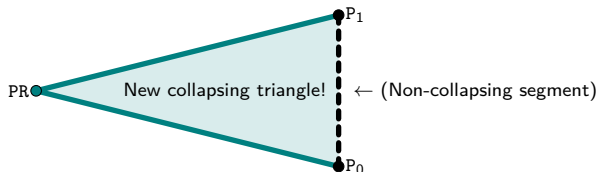
# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

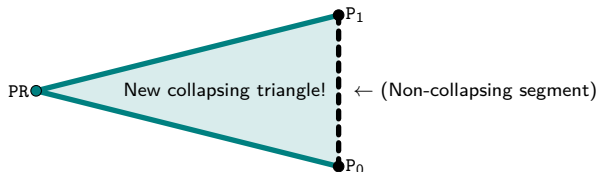
*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*



# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*



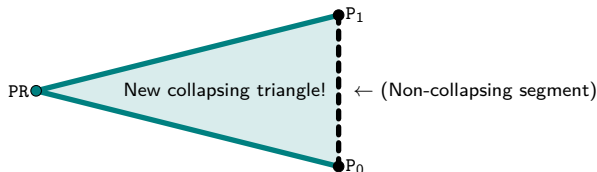
*Proof (idea).*



# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*

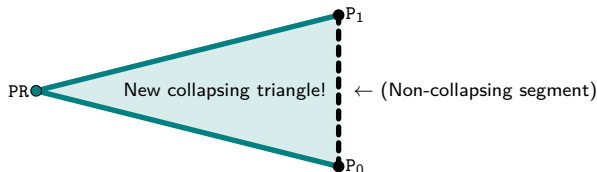


*Proof (idea).* (1) The triangle is stable under  $\boxtimes$ .

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*

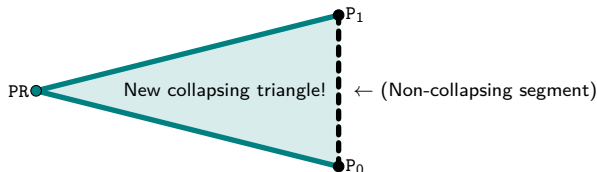


*Proof (idea).* (1) The triangle is stable under  $\boxtimes$ . (2) Define a sequence:

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*

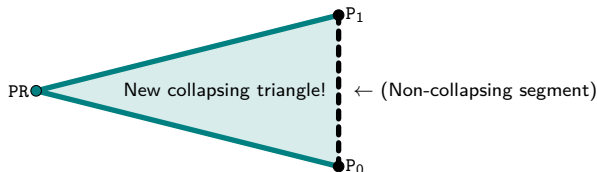


*Proof (idea).* (1) The triangle is stable under  $\boxtimes$ . (2) Define a sequence: initialize at an arbitrary point of the triangle (except in the vertical segment),

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0-P_1$ .*

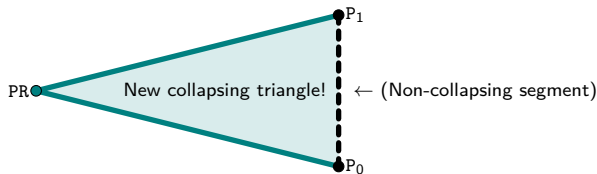


*Proof (idea).* (1) The triangle is stable under  $\boxtimes$ . (2) Define a sequence: initialize at an arbitrary point of the triangle (except in the vertical segment), and inductively apply the multiplication  $\boxtimes$ .

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0$ - $P_1$ .*

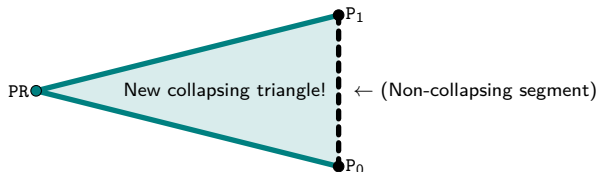


*Proof (idea).* **(1)** The triangle is stable under  $\boxtimes$ . **(2)** Define a sequence: initialize at an arbitrary point of the triangle (except in the vertical segment), and inductively apply the multiplication  $\boxtimes$ . **(3)** This sequence converges to  $PR$ .

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0P_1$ .*

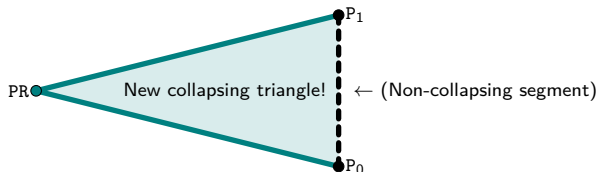


*Proof (idea).* **(1)** The triangle is stable under  $\boxtimes$ . **(2)** Define a sequence: initialize at an arbitrary point of the triangle (except in the vertical segment), and inductively apply the multiplication  $\boxtimes$ . **(3)** This sequence converges to  $PR$ . **(4)** But, near  $PR$ , all boxes are collapsing (cf. 2006).

# New Collapsing Boxes: Analytical Proof

## Theorem 1 (New collapsing boxes)

*In the triangle whose vertices are  $\{PR, P_0 := \mathbf{1}_{a=b=0}, P_1 := \mathbf{1}_{a=b=1}\}$ , all the points are collapsing boxes, except points in the segment  $P_0$ - $P_1$ .*



*Proof (idea).* **(1)** The triangle is stable under  $\boxtimes$ . **(2)** Define a sequence: initialize at an arbitrary point of the triangle (except in the vertical segment), and inductively apply the multiplication  $\boxtimes$ . **(3)** This sequence converges to  $PR$ . **(4)** But, near  $PR$ , all boxes are collapsing (cf. 2006). **(5)** Hence, the orbit intersects the collapsing area and the starting box must be collapsing as well.

# Bibliography

- [1] R. Cleve, W. van Dam, M. Nielsen, and A. Tapp, *Quantum Entanglement and the Communication Complexity of the Inner Product Function*.  
Berlin, Heidelberg: Springer Berlin Heidelberg, 1999.
- [2] W. van Dam, *Nonlocality & Communication Complexity*.  
Ph.d. thesis., University of Oxford, Departement of Physics, 1999.
- [3] G. Brassard, H. Buhrman, N. Linden, A. A. Méthot, A. Tapp, and F. Unger, "Limit on nonlocality in any world in which communication complexity is not trivial," *Phys. Rev. Lett.*, vol. 96, p. 250401, Jun 2006.
- [4] N. Brunner and P. Skrzypczyk, "Nonlocality distillation and postquantum theories with trivial communication complexity," *Physical Review Letters*, vol. 102, Apr 2009.
- [5] M.-O. Proulx, A. Broadbent, and P. Botteron, "Extending the known region of nonlocal boxes that collapse communication complexity," 2023.
- [6] P. Botteron, "Nonlocal boxes and communication complexity," Master's thesis, Université Paul Sabatier (Toulouse), 2022.  
Under the supervision of Anne Broadbent, Ion Nechita and Clément Pellegrini.