

Limits of Distributed Quantum Computing



GRAN SASSO
SCIENCE INSTITUTE

Francesco d'Amore

Based on [STOC '24, STOC '25a, STOC '25b, SODA '26]

Joint works with Amirreza Akbari, Alkida Balliu, Sebastian Brandt, Filippo Casagrande, Xavier Coiteux-Roy, Massimo Equi, Rishikesh Gajjala, Barbara Keller, Fabian Kuhn, François Le Gall, Henrik Lievonen, Darya Melnyk, Augusto Modanese, Dennis Olivetti, Shreyas Pai, Marc-Olivier Renou, Václav Rozhon, Gustav Schmid, Jukka Suomela, Lucas Tendick, Isadora Veeren

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2. **Classical lower bounds:** the indistinguishability argument
3. **Properties of distributed algorithms:** independence and non-signaling
4. **Super-quantum models:** bounded-dependence and non-signaling model
5. **State of the art results**
6. **Quantum advantage**

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Distributed algorithms

- Write a program \mathcal{A} for a **single computer** (e.g., for $(\Delta + 1)$ -coloring a graph)
 - use commands like *send a message through this communication port*, etc.



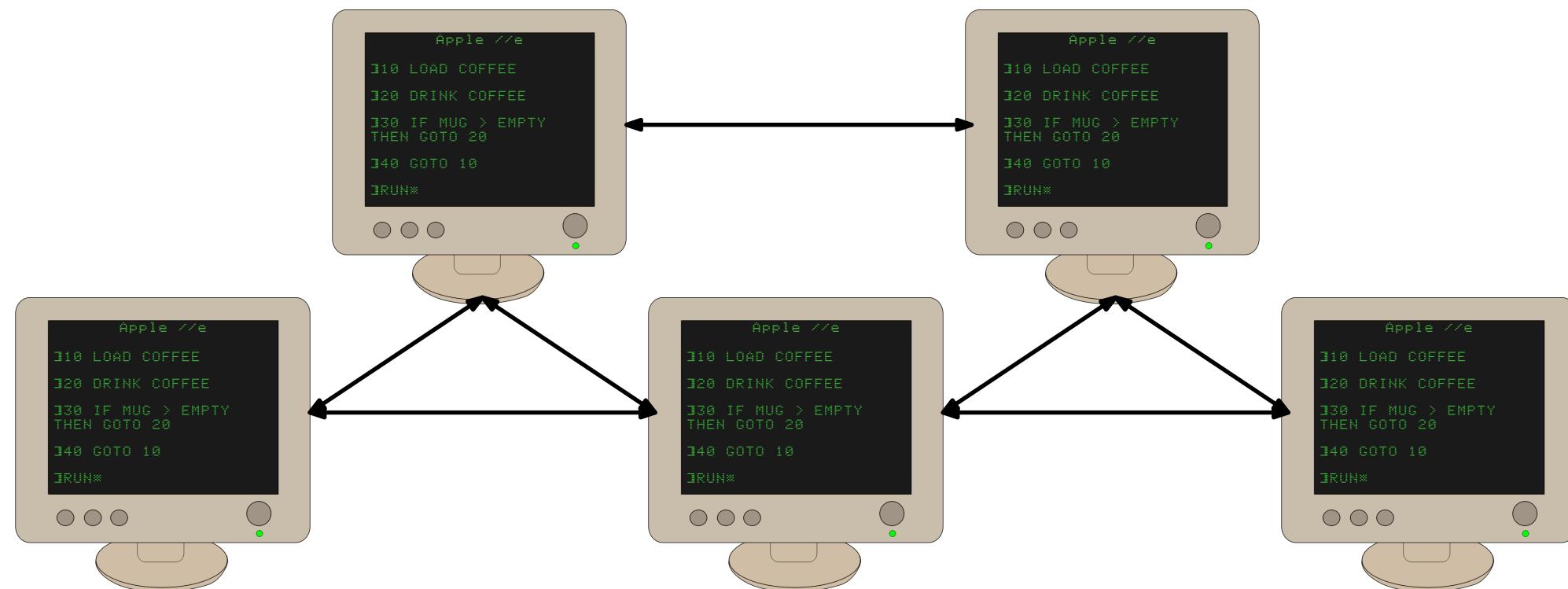
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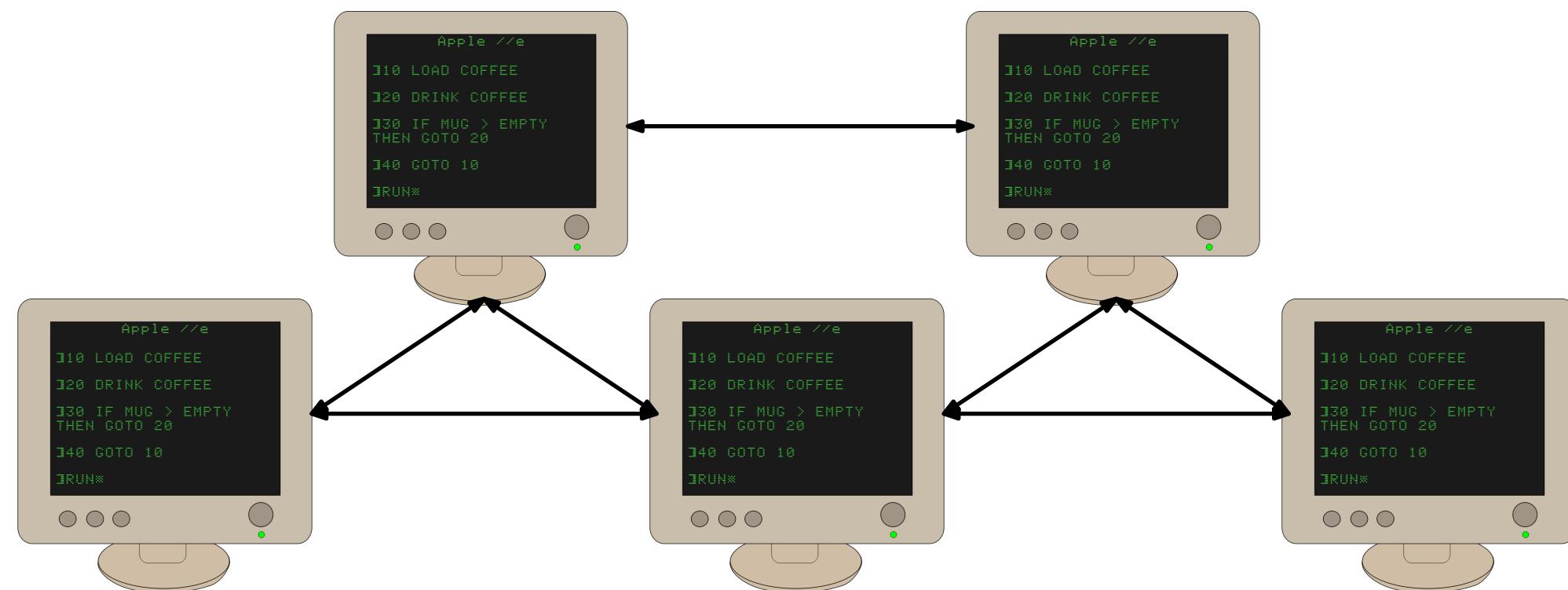
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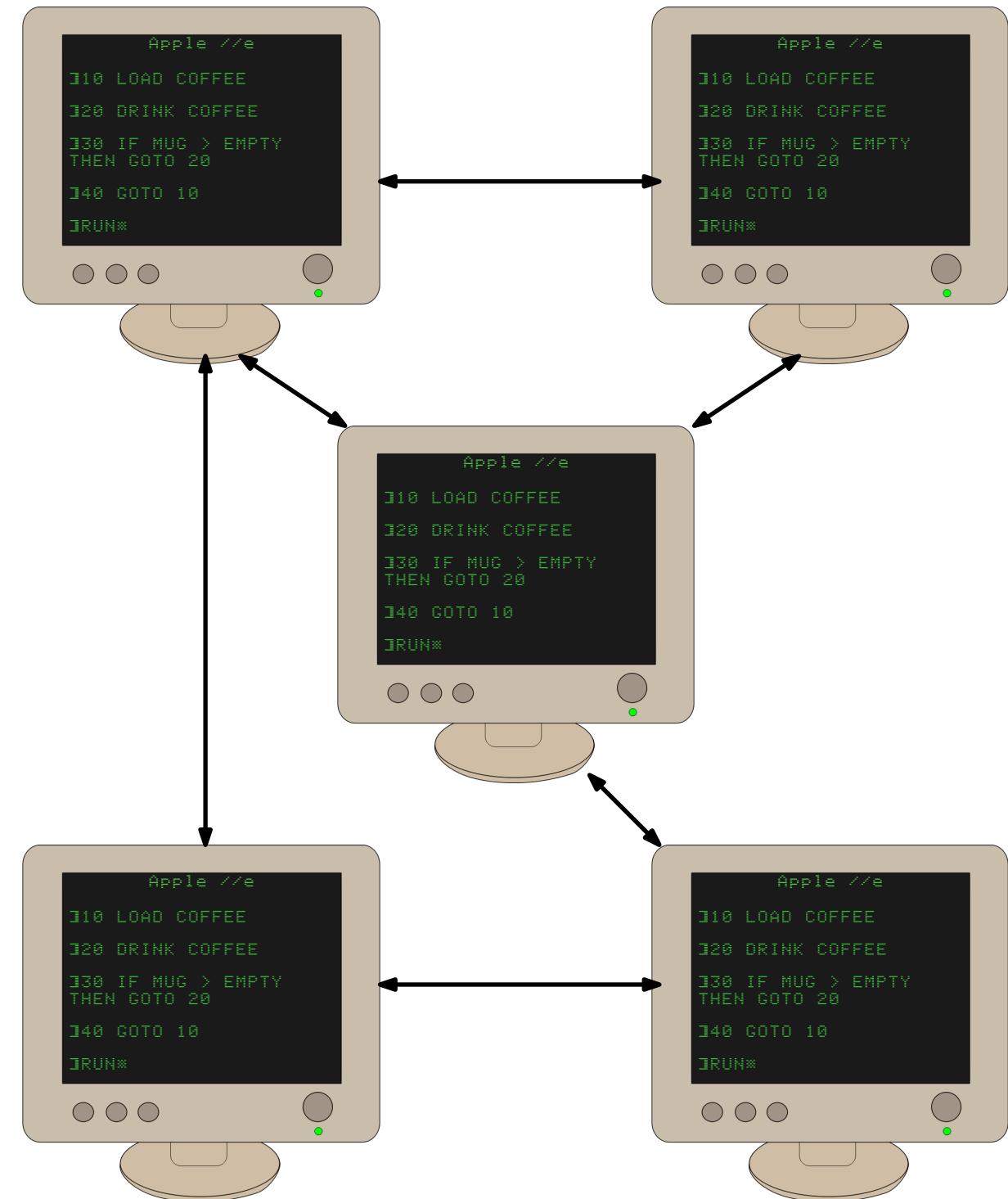
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- **Switch everything on**, see what happens



Distributed algorithms

- **Abstractions**

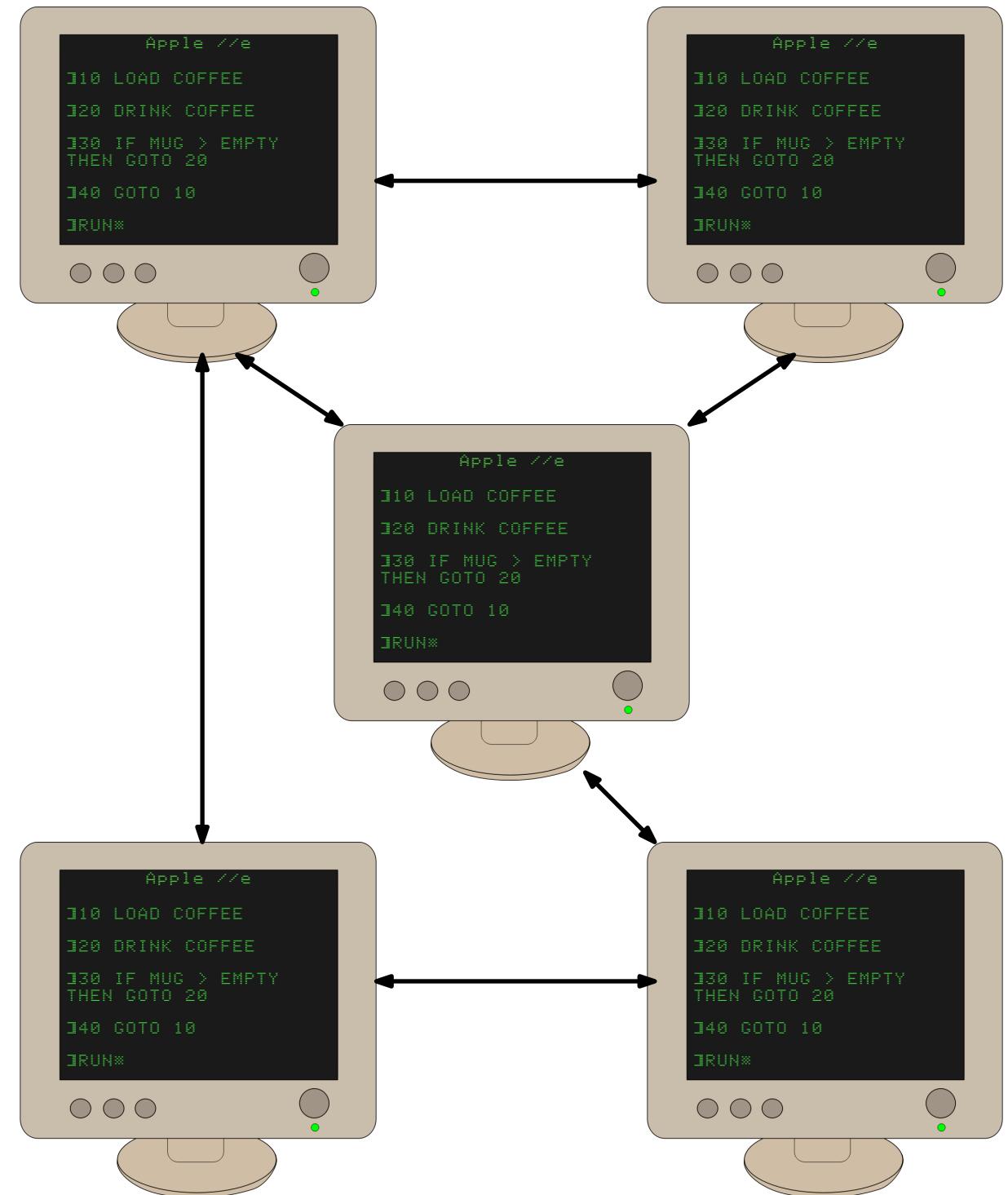
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Distributed algorithms

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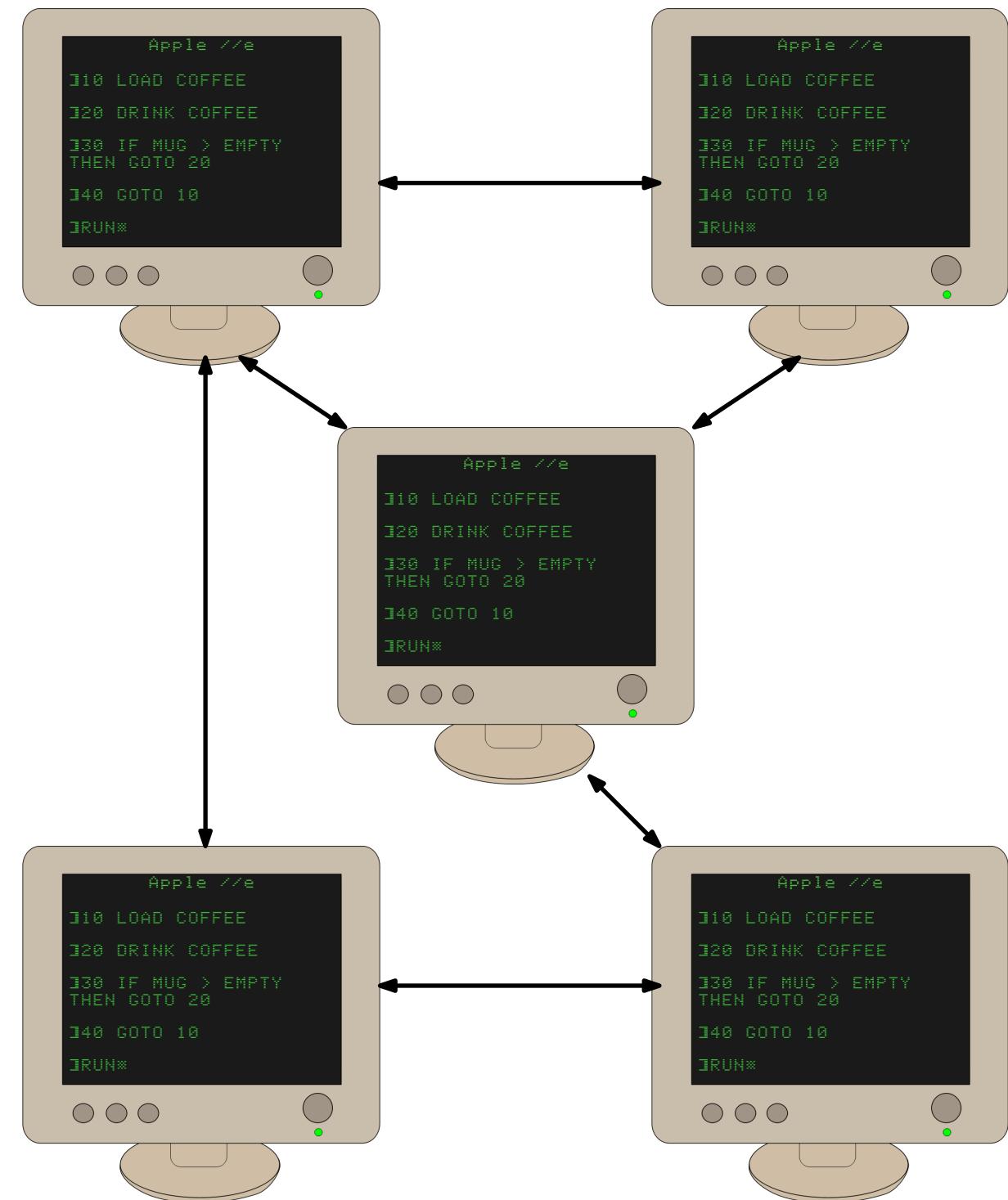
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Distributed algorithms

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- each round:
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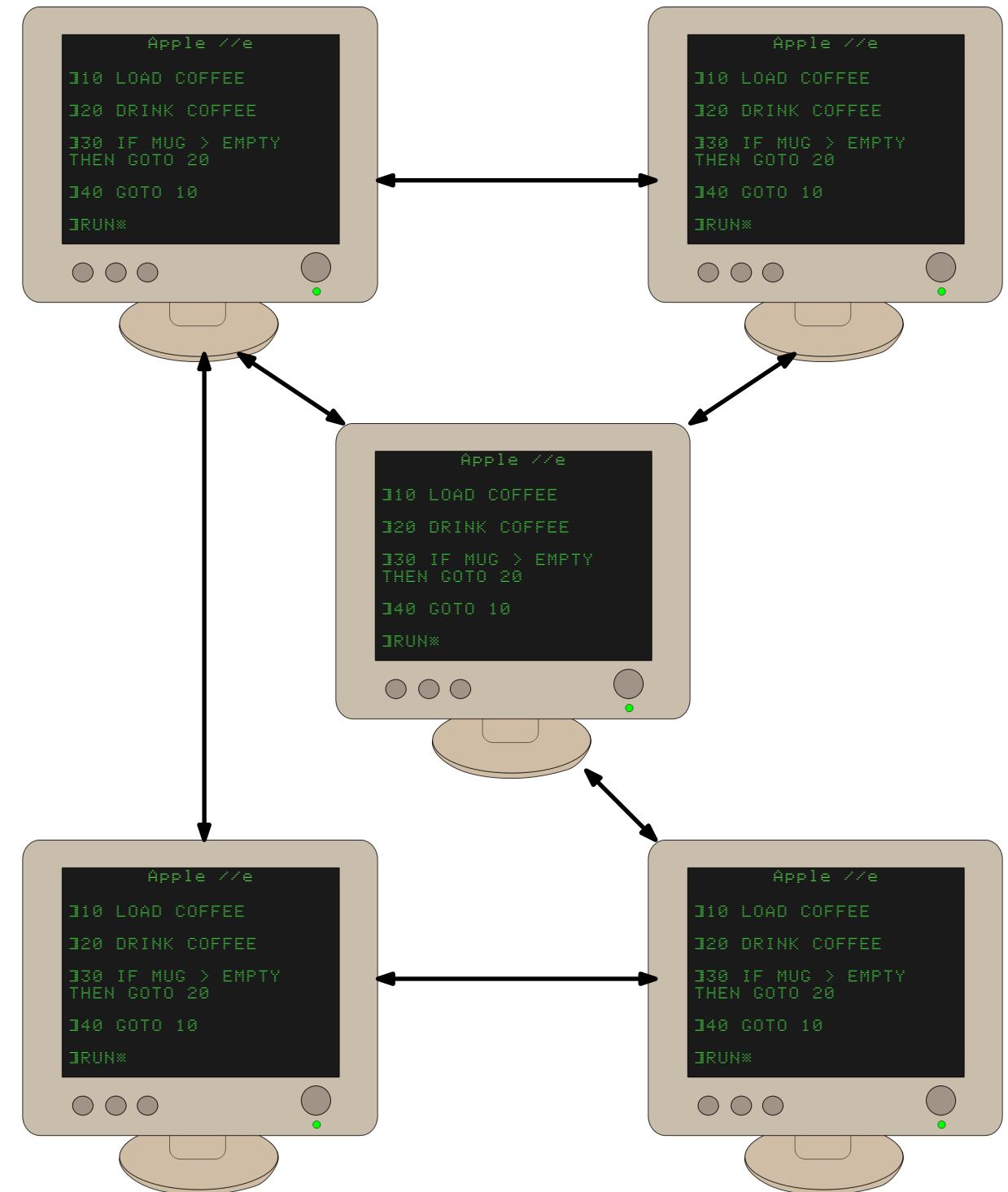


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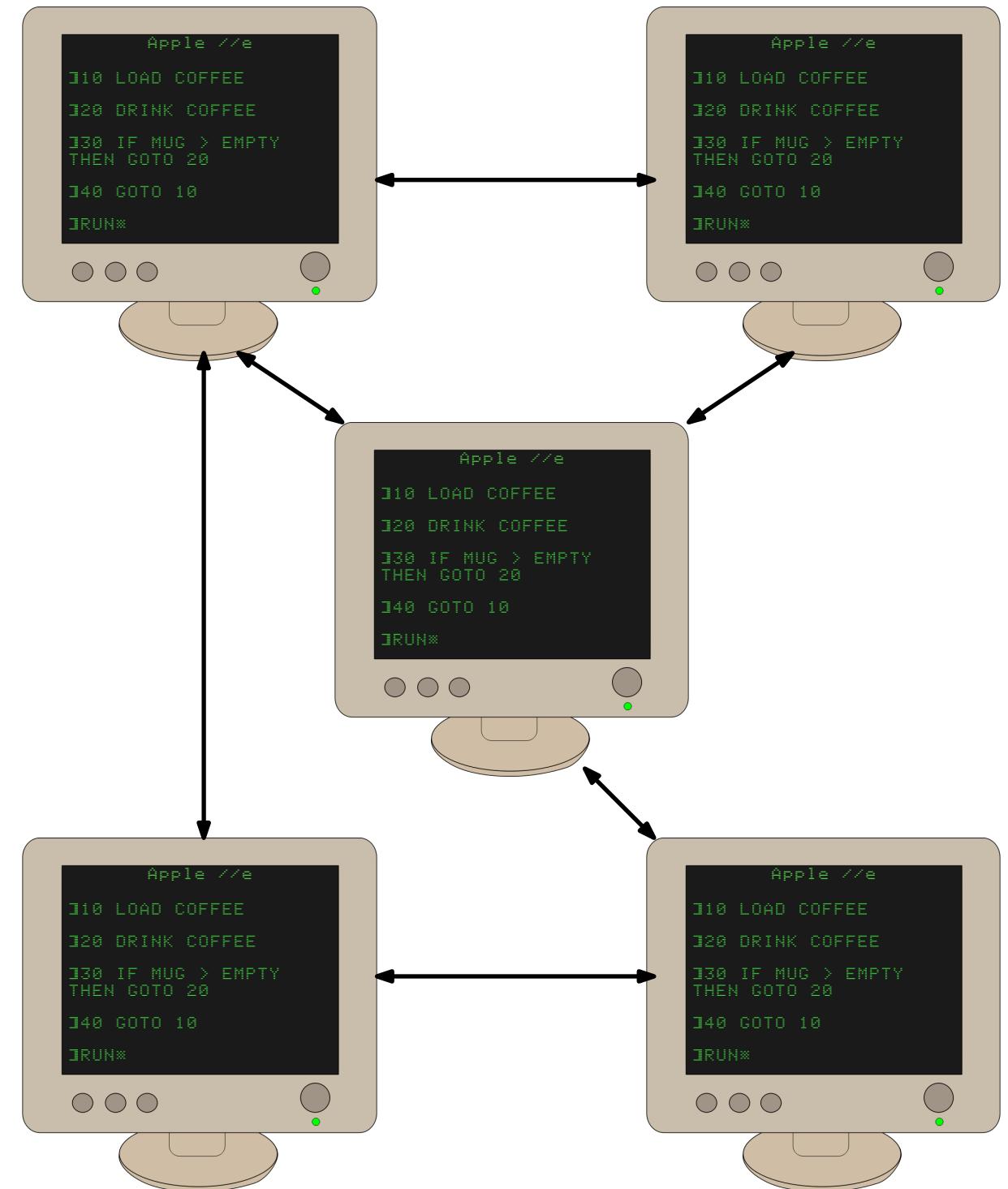
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- **Challenge:** what to do in the middle of a network?



Computability with identical computers

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Computability with identical computers

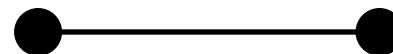
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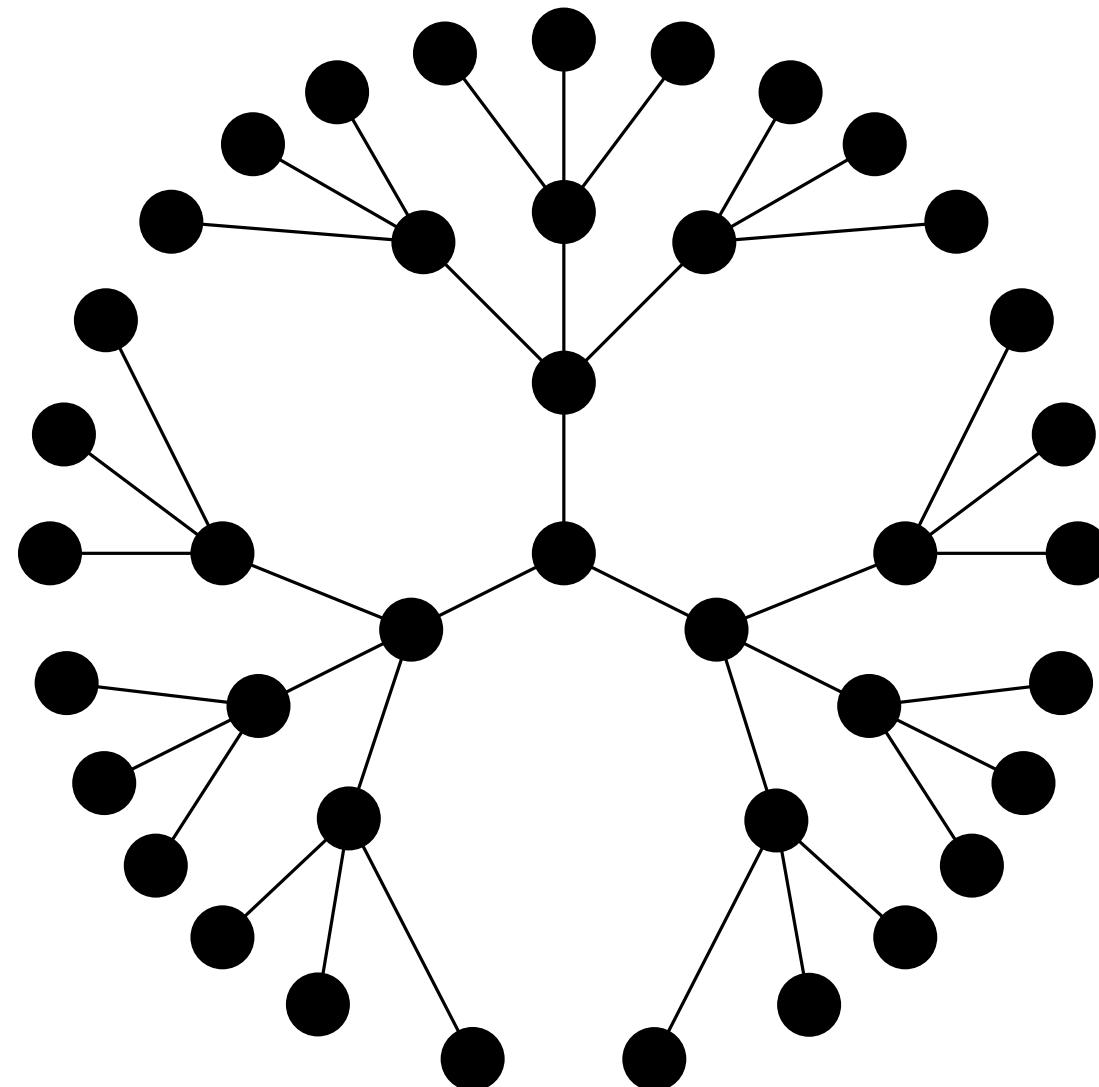
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- **Other possibility:** *randomness*. Each node has access to independent source of randomness

The LOCAL model

[Linial FOCS '87 & SICOMP '92]

- **Distributed network** of n processors/nodes

- graph $G = (V, E)$ with $|V| = n$
- E : communication links
- each node in V runs the same algorithm



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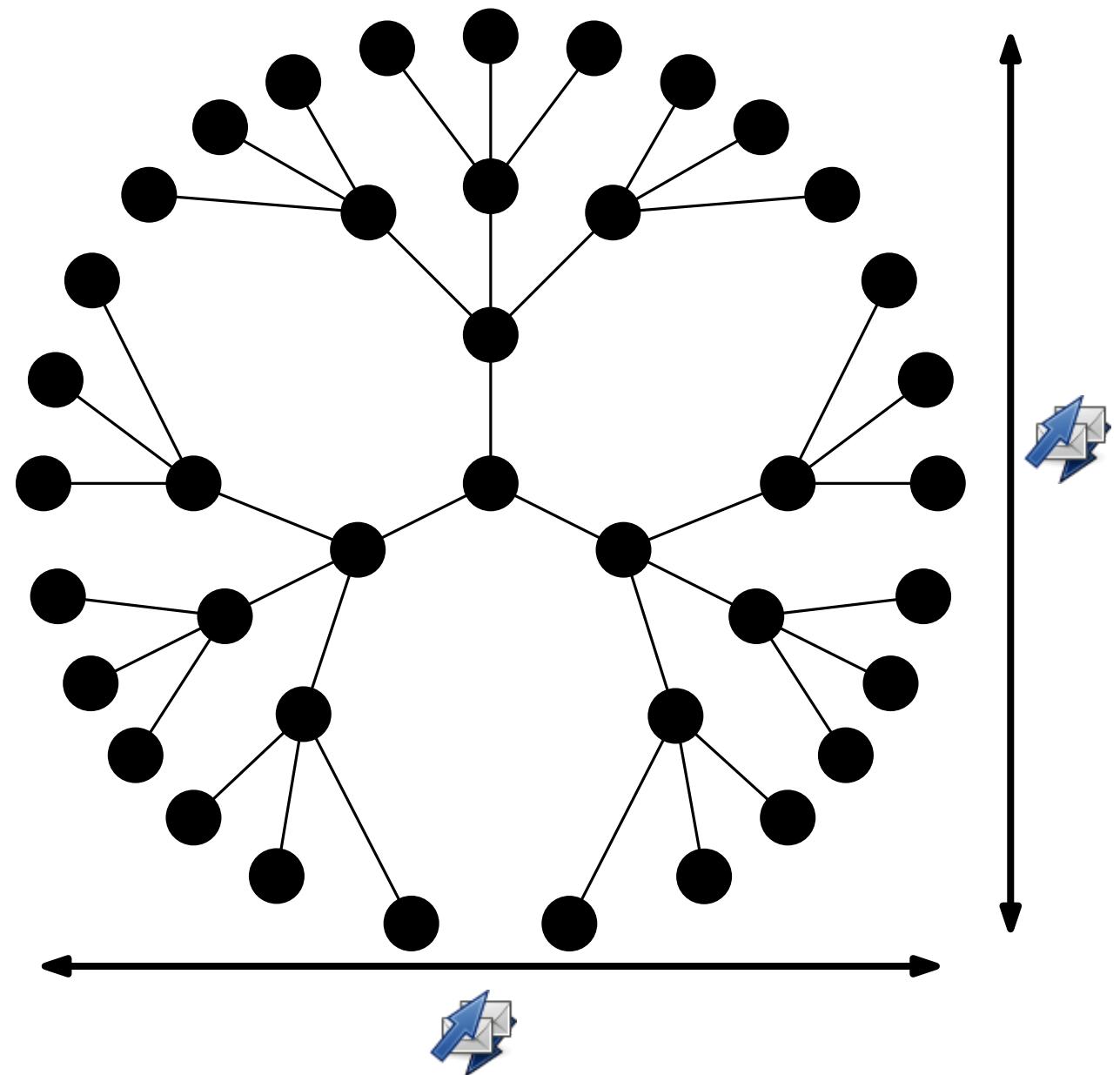
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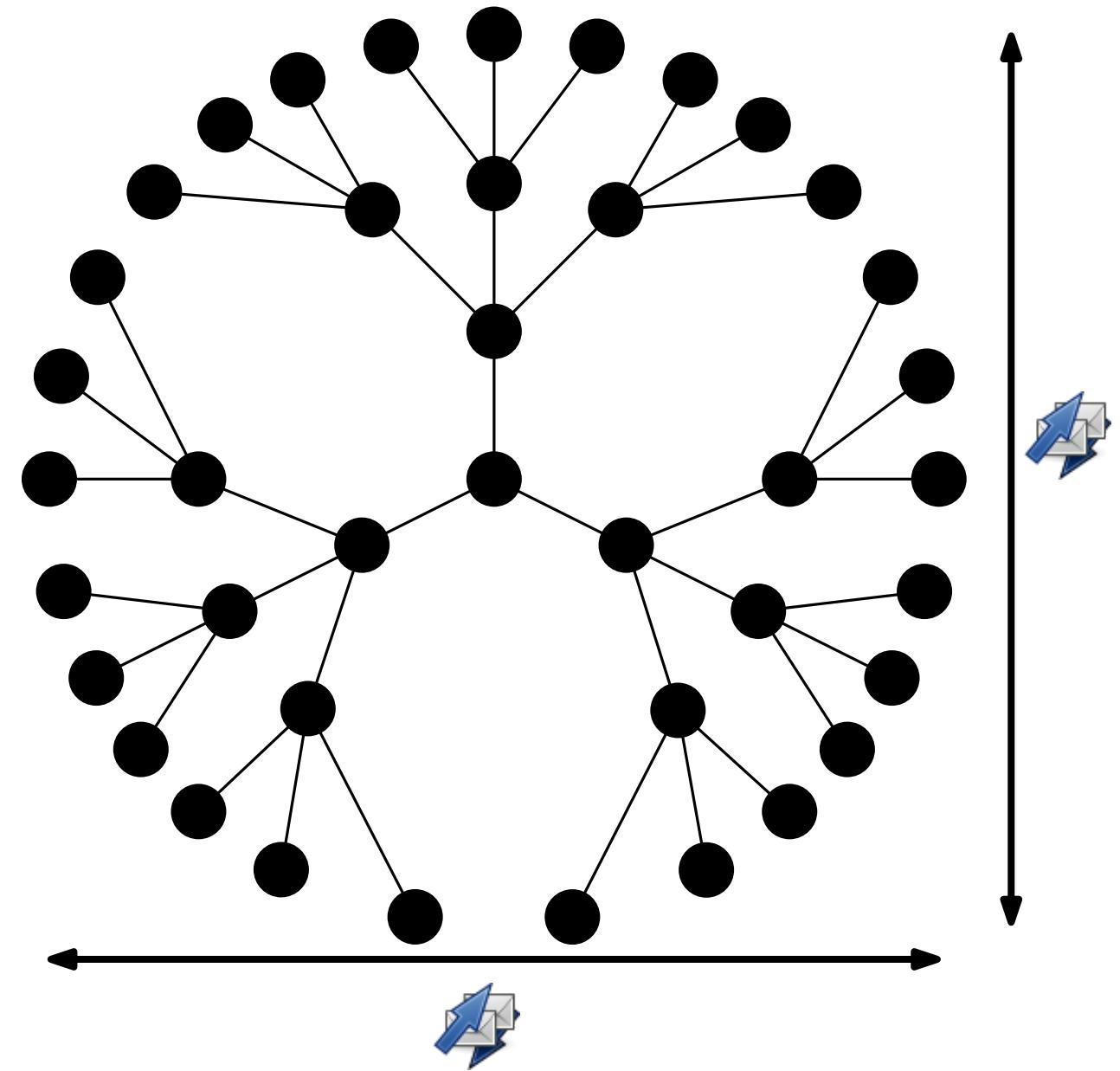
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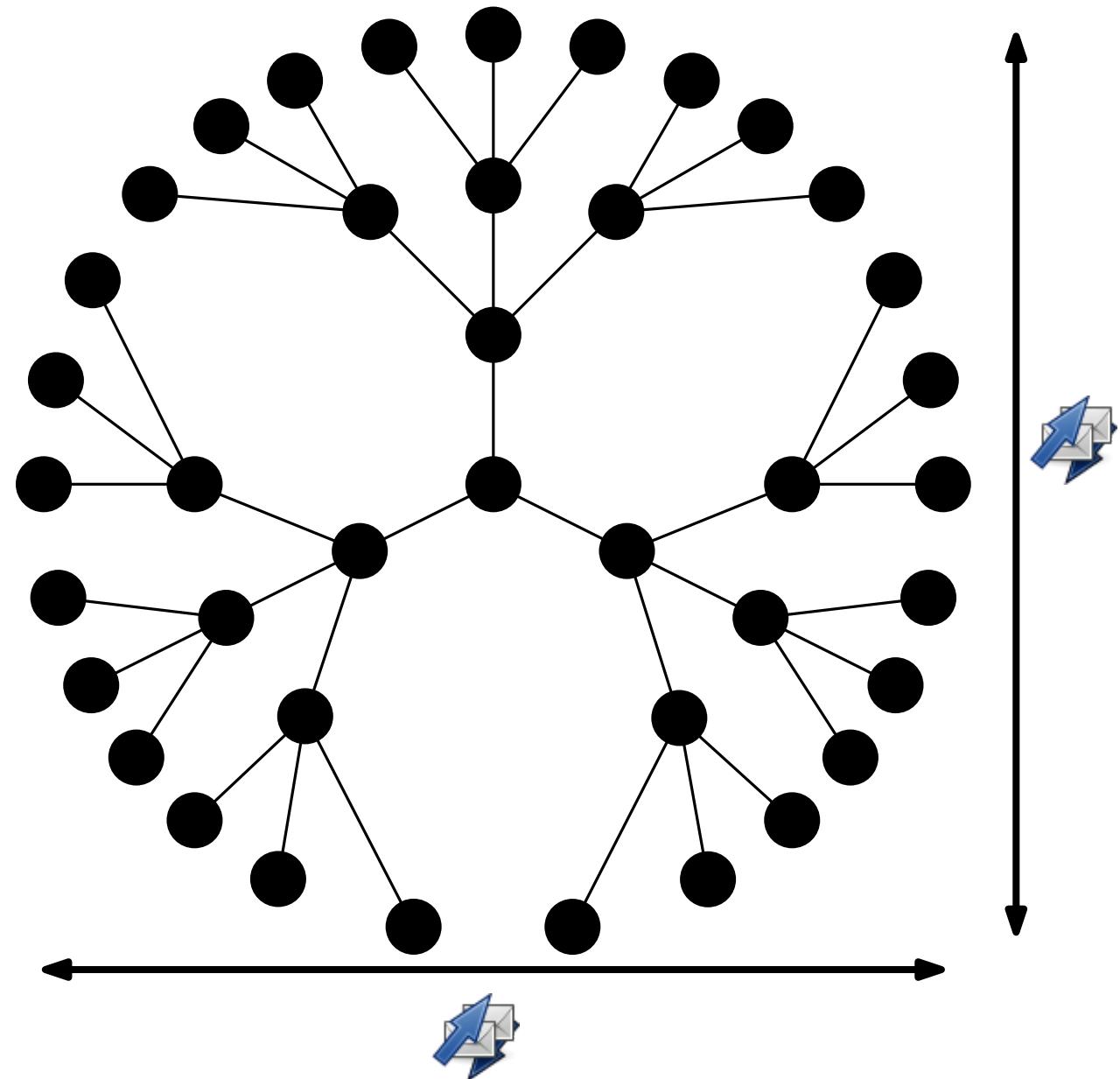
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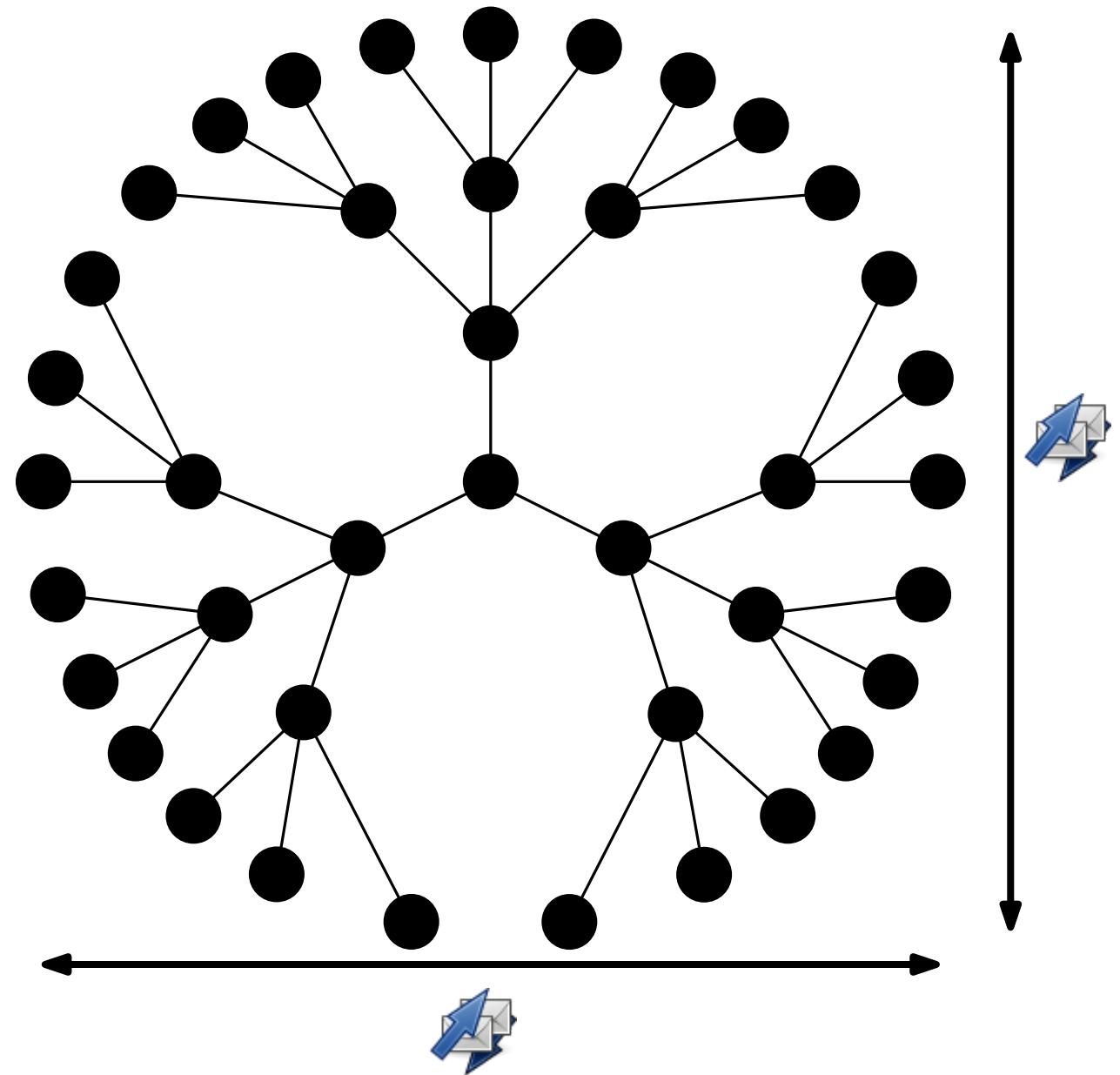
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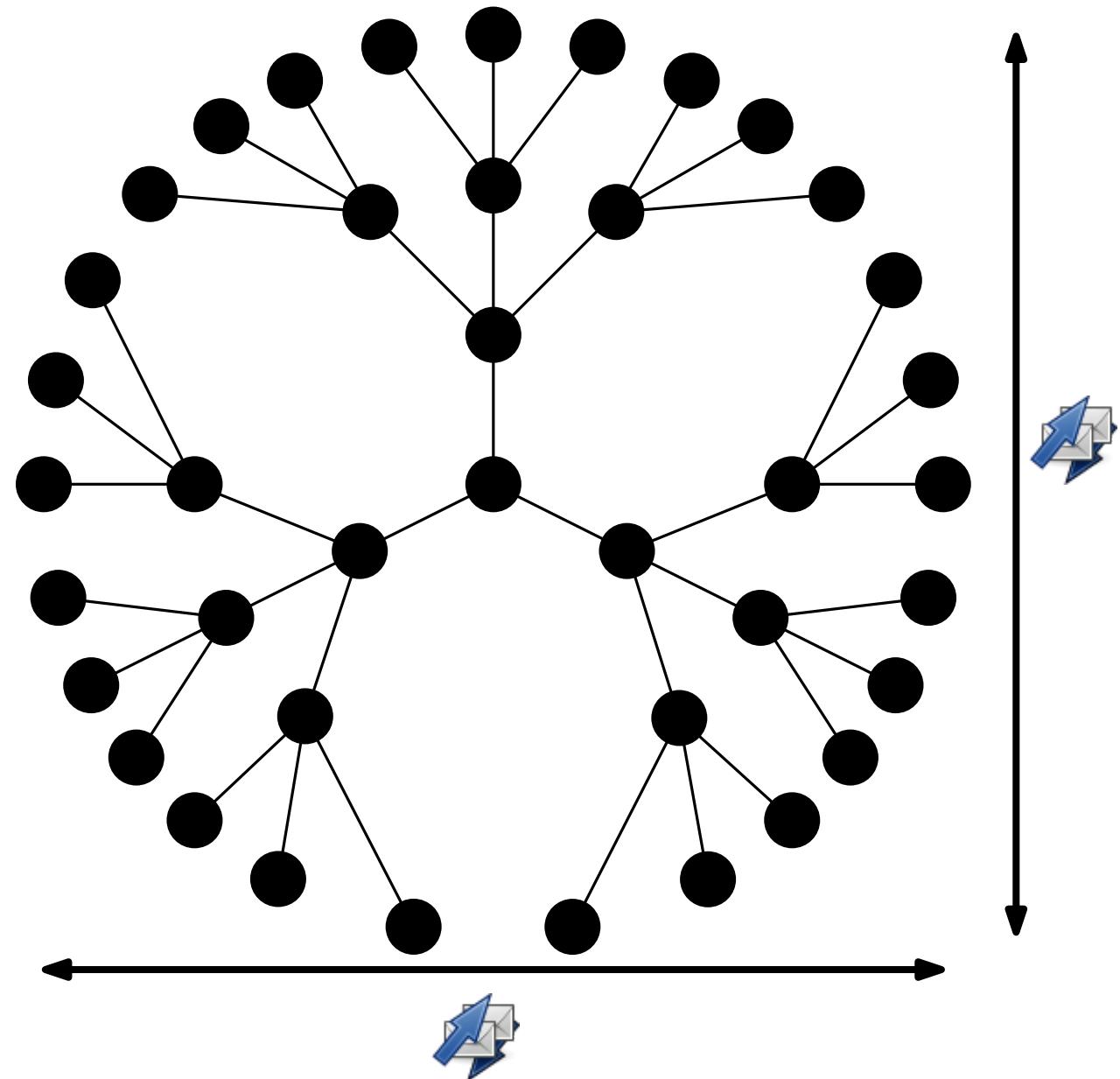
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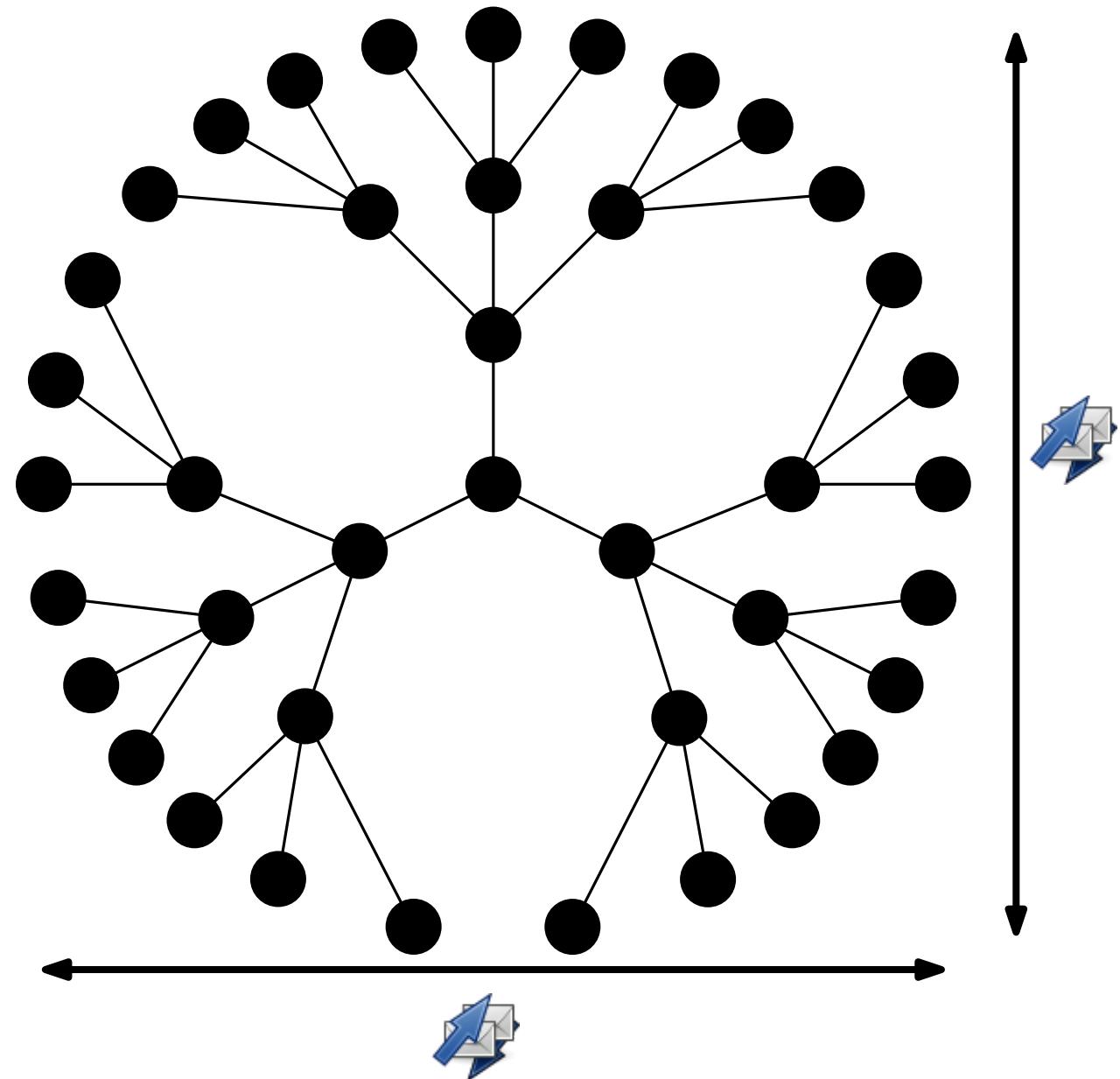
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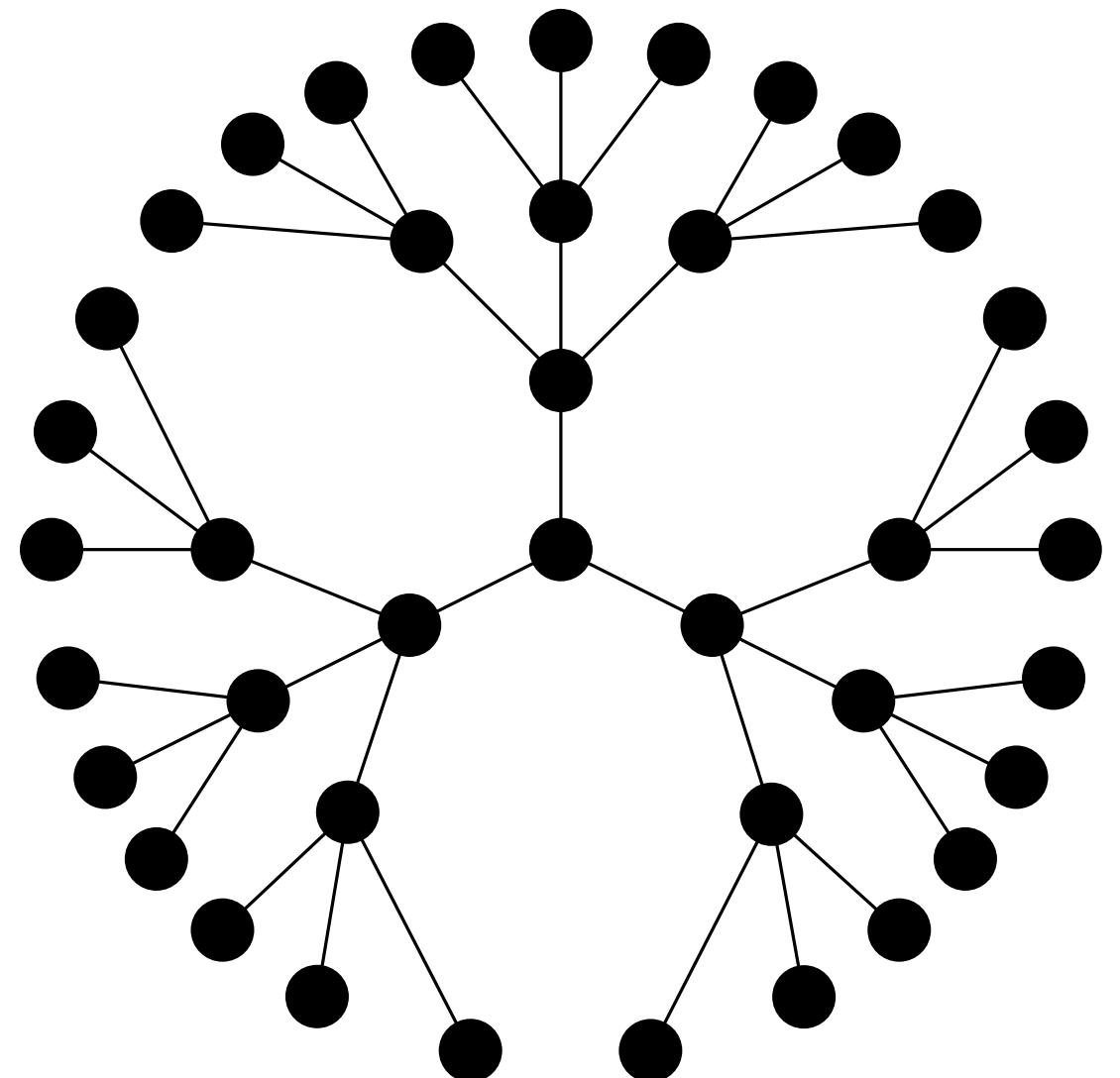
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Local view

Complexity measure: number of communication rounds

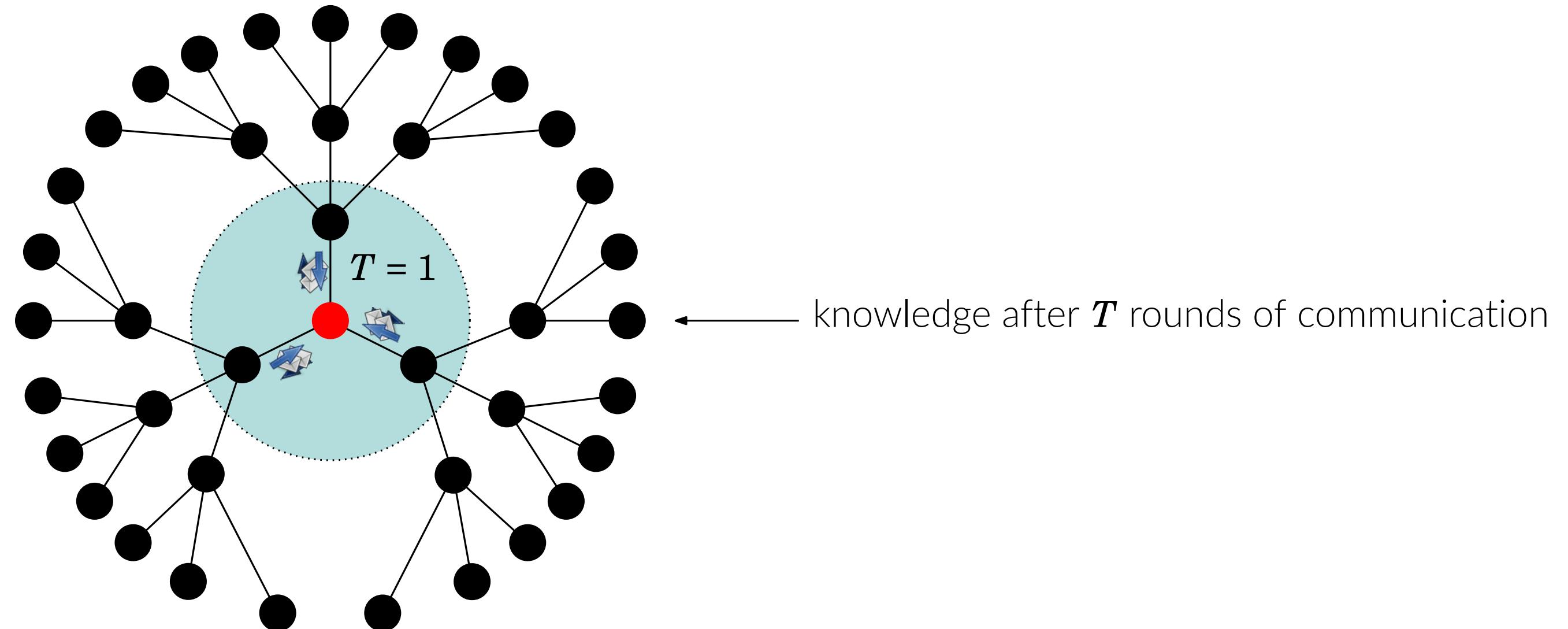
- What do we **know** after T rounds?



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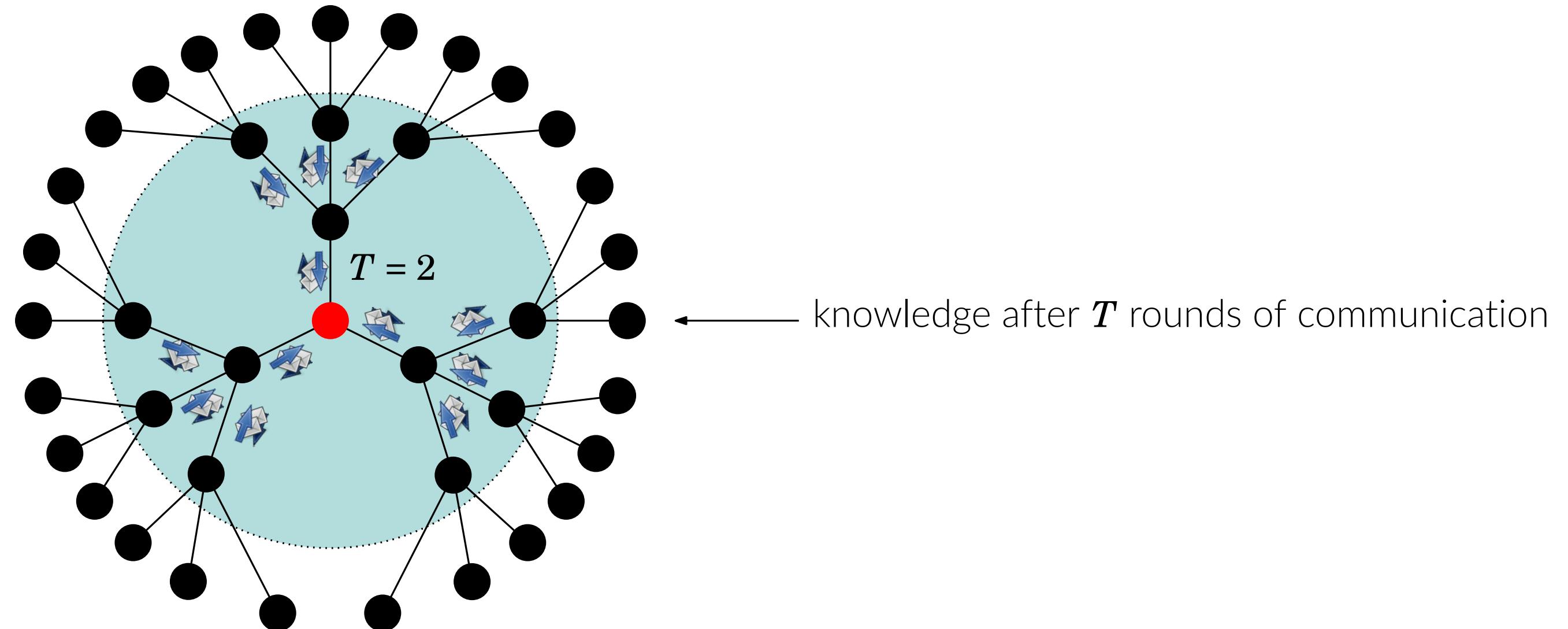
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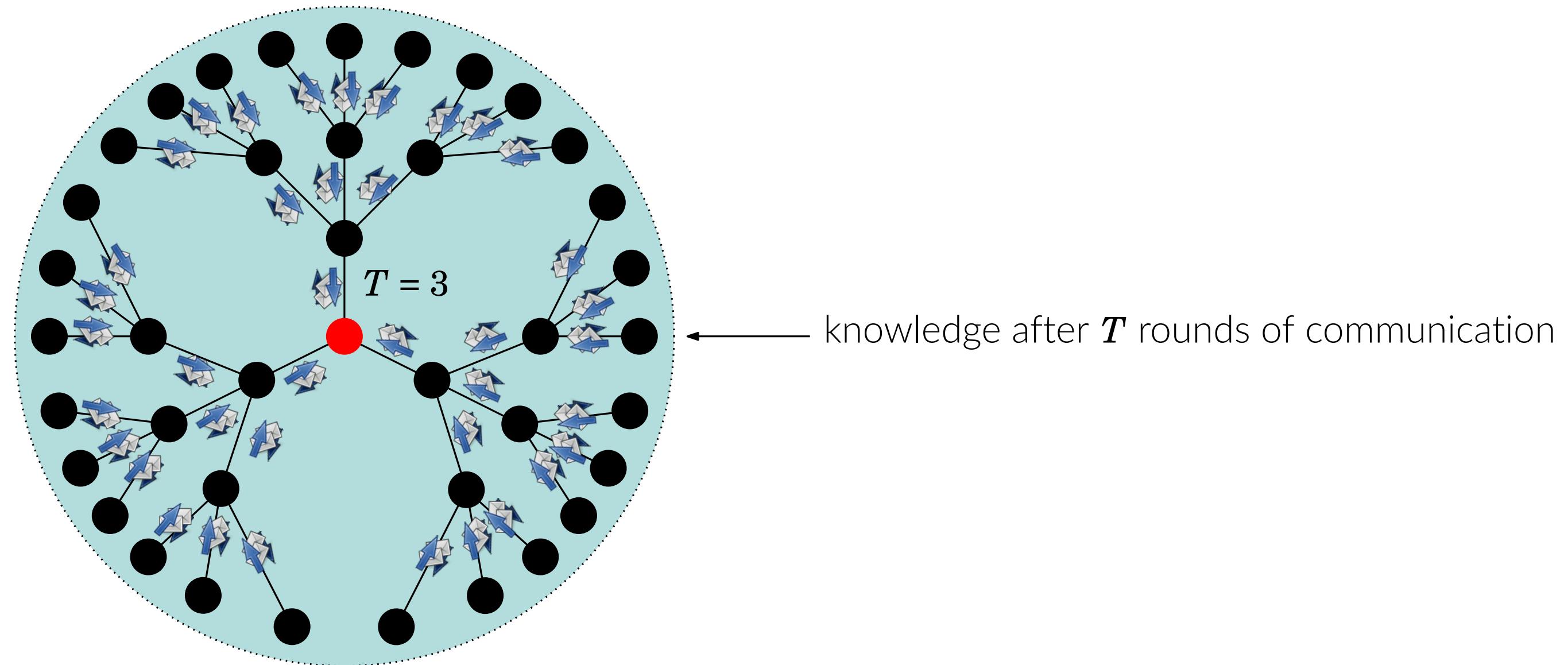
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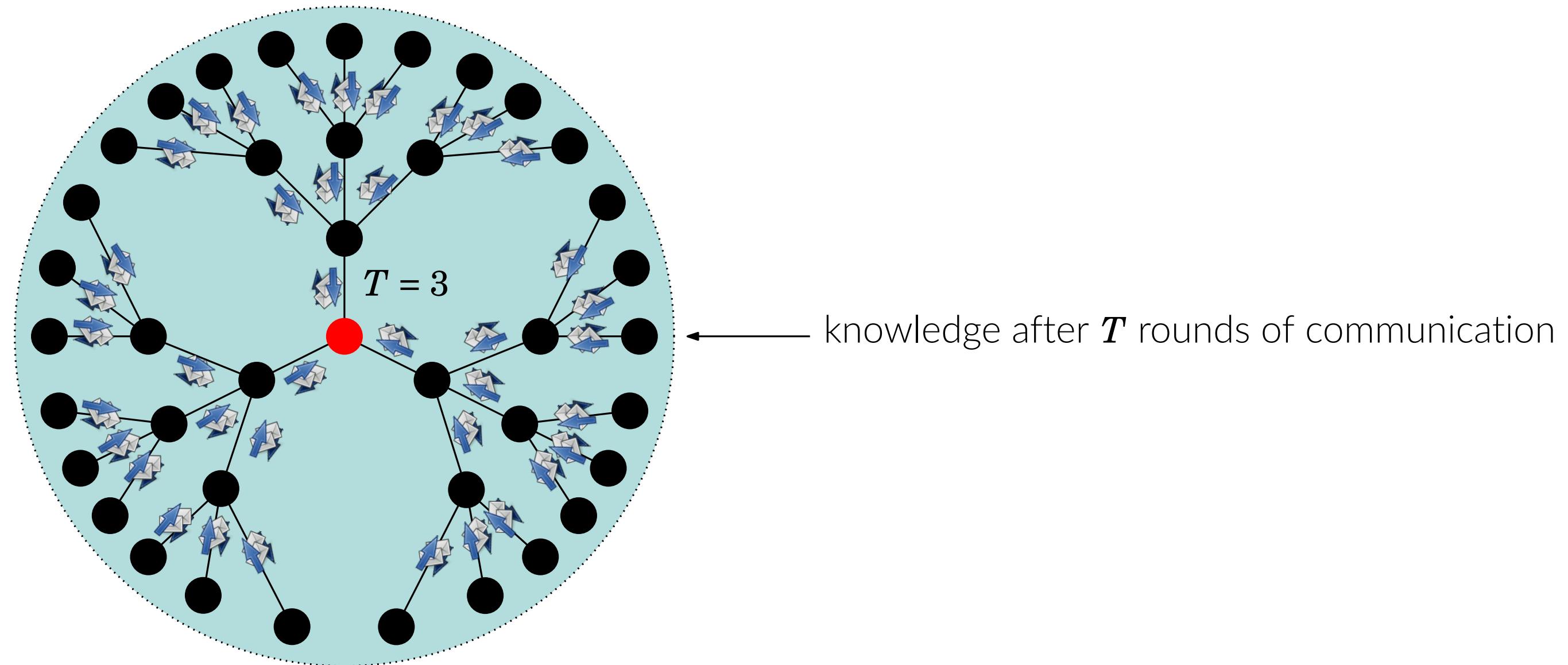
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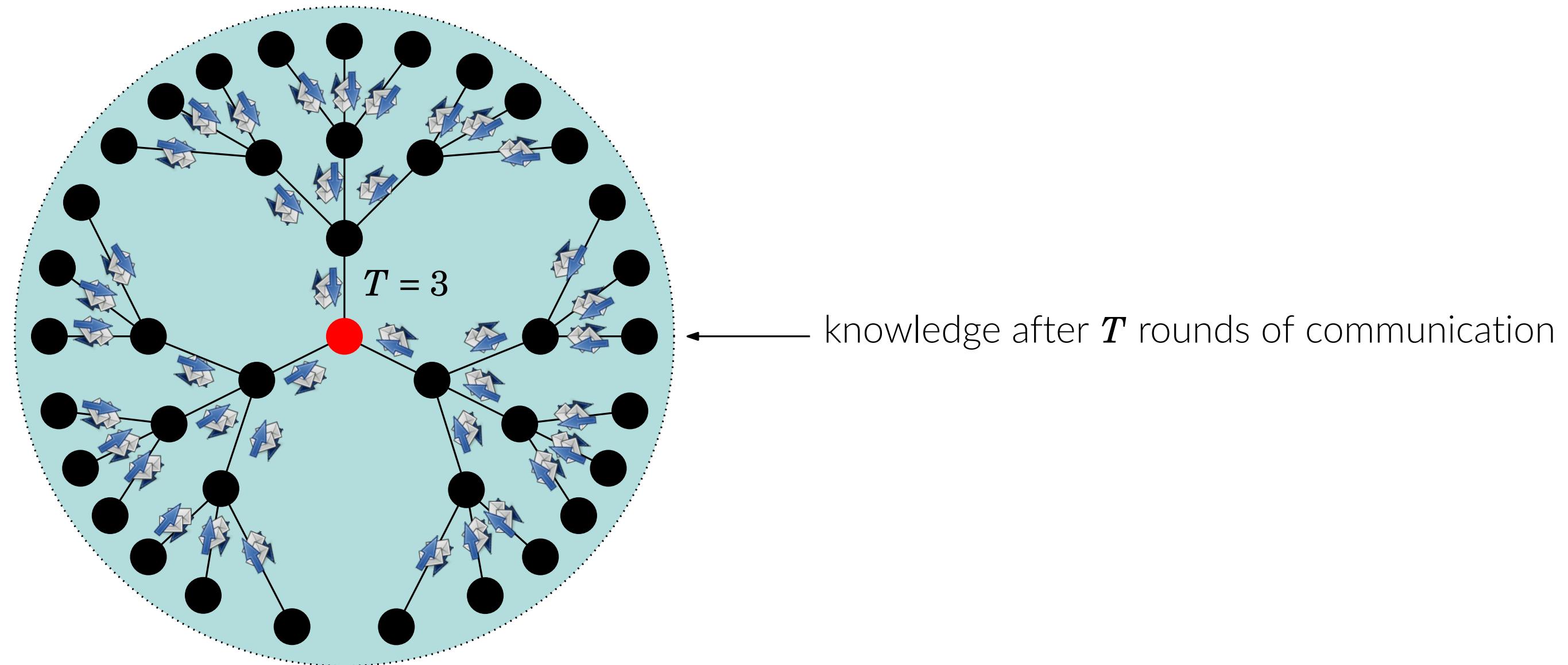


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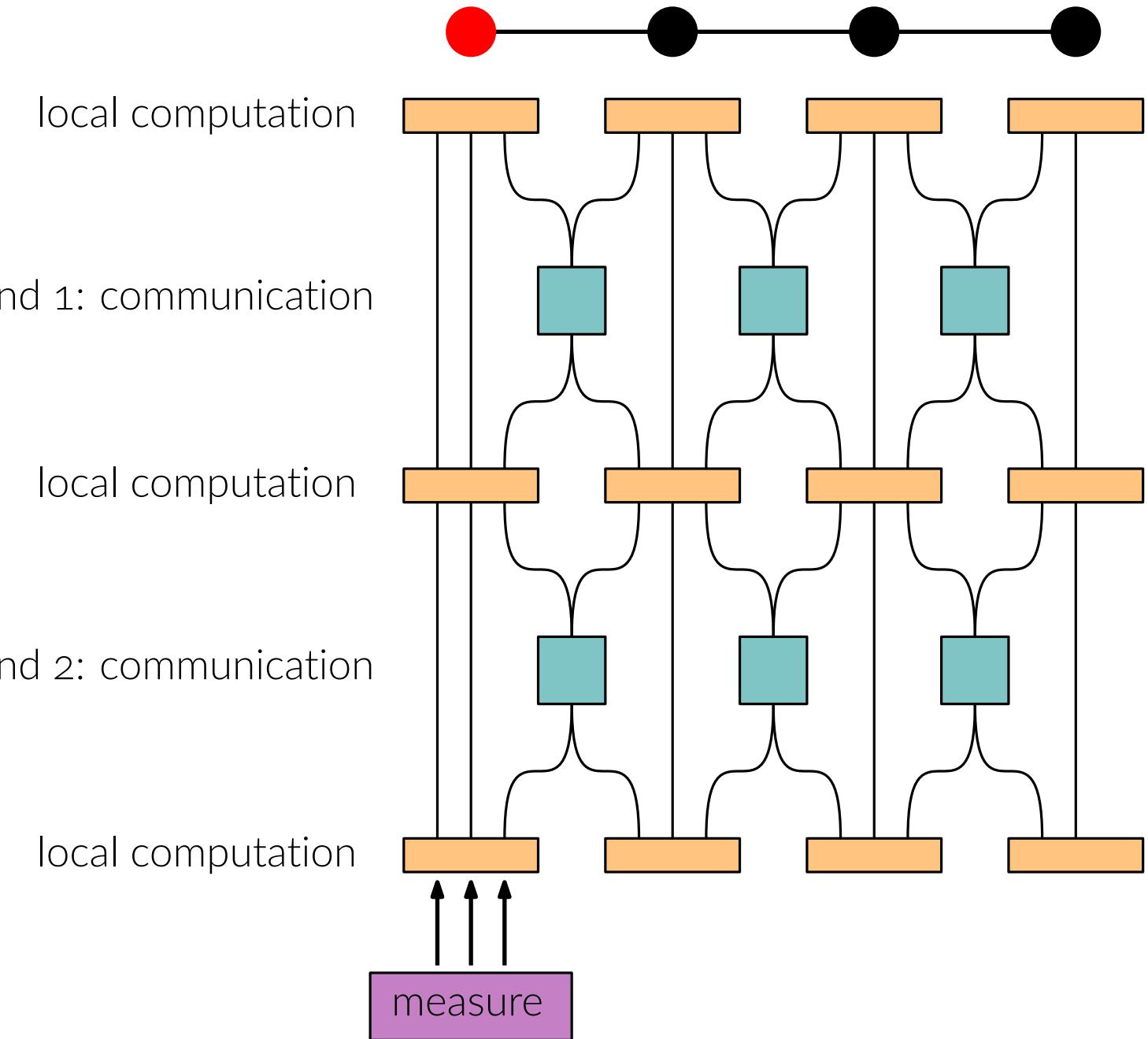
- **Equivalence:** T -round algorithm \approx function mapping radius- T neighborhoods to local outputs
- Locality $T = \text{diam}(G) + 1$ is **always sufficient** to solve any problem: *gathering algorithm*

Quantum-LOCAL

[Gavoille et al., DISC '09]

- **Distributed system** of n quantum processors/nodes

- quantum computation
- quantum communication (qubits)
- output: measurement of qubits



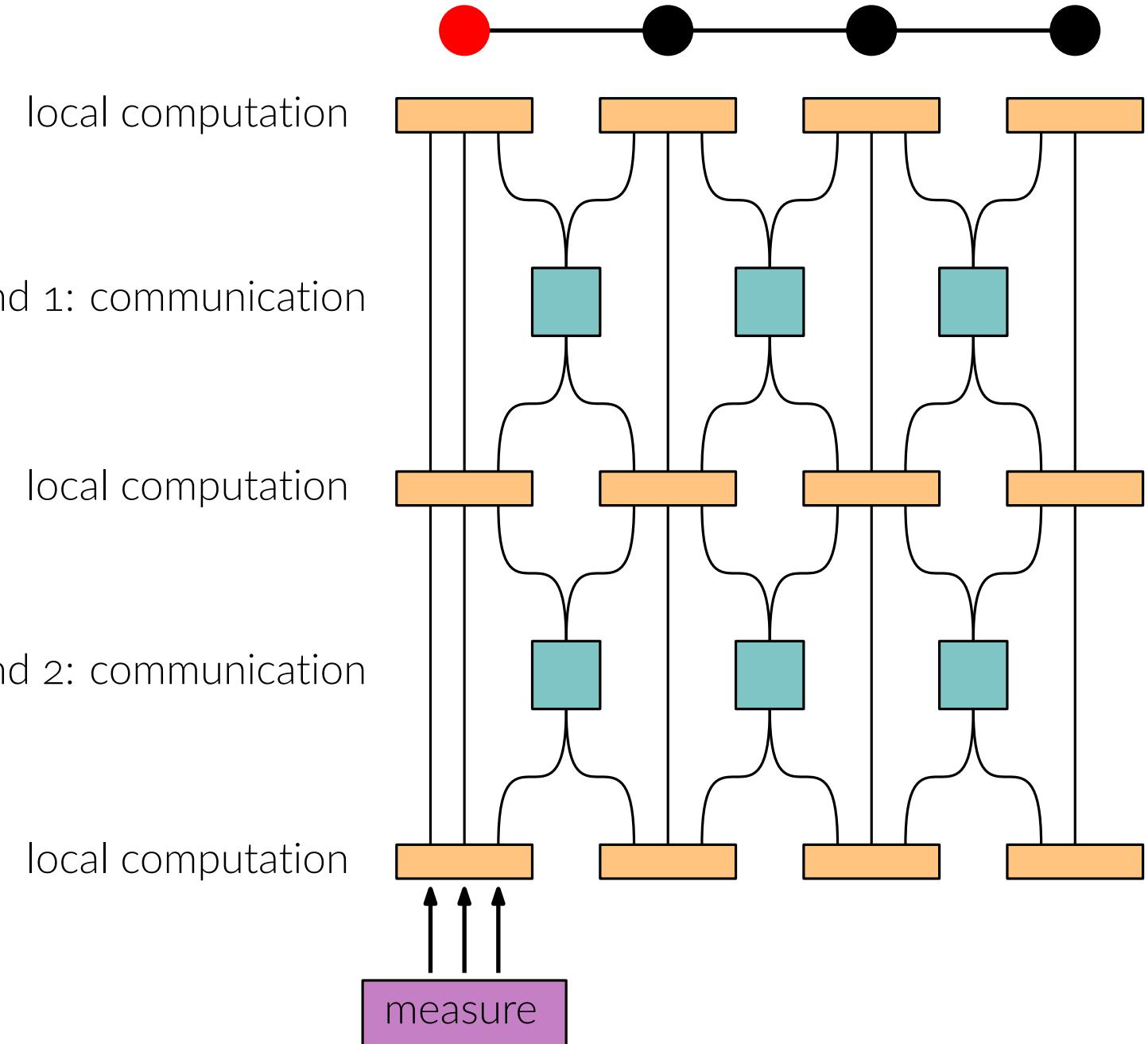
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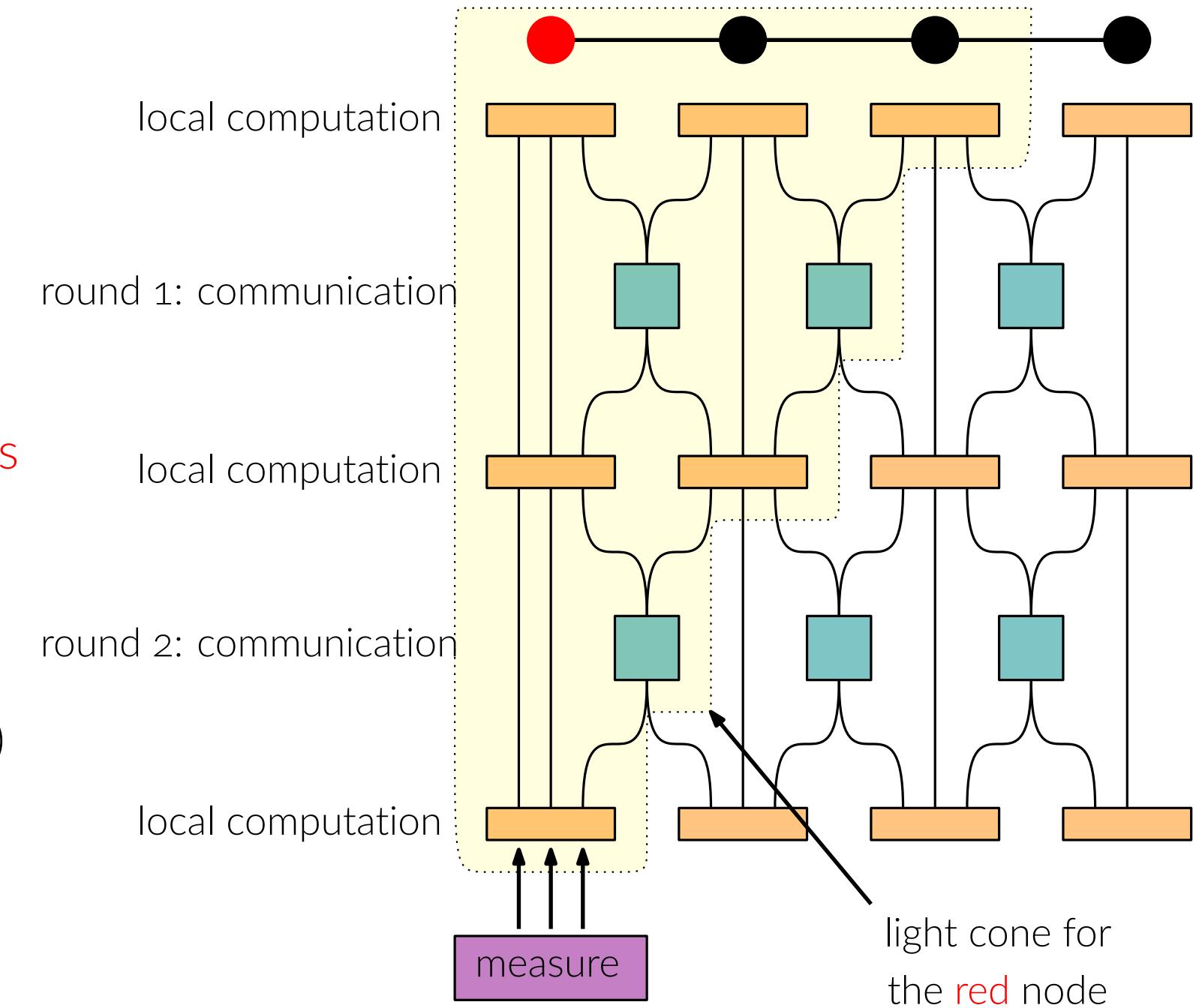
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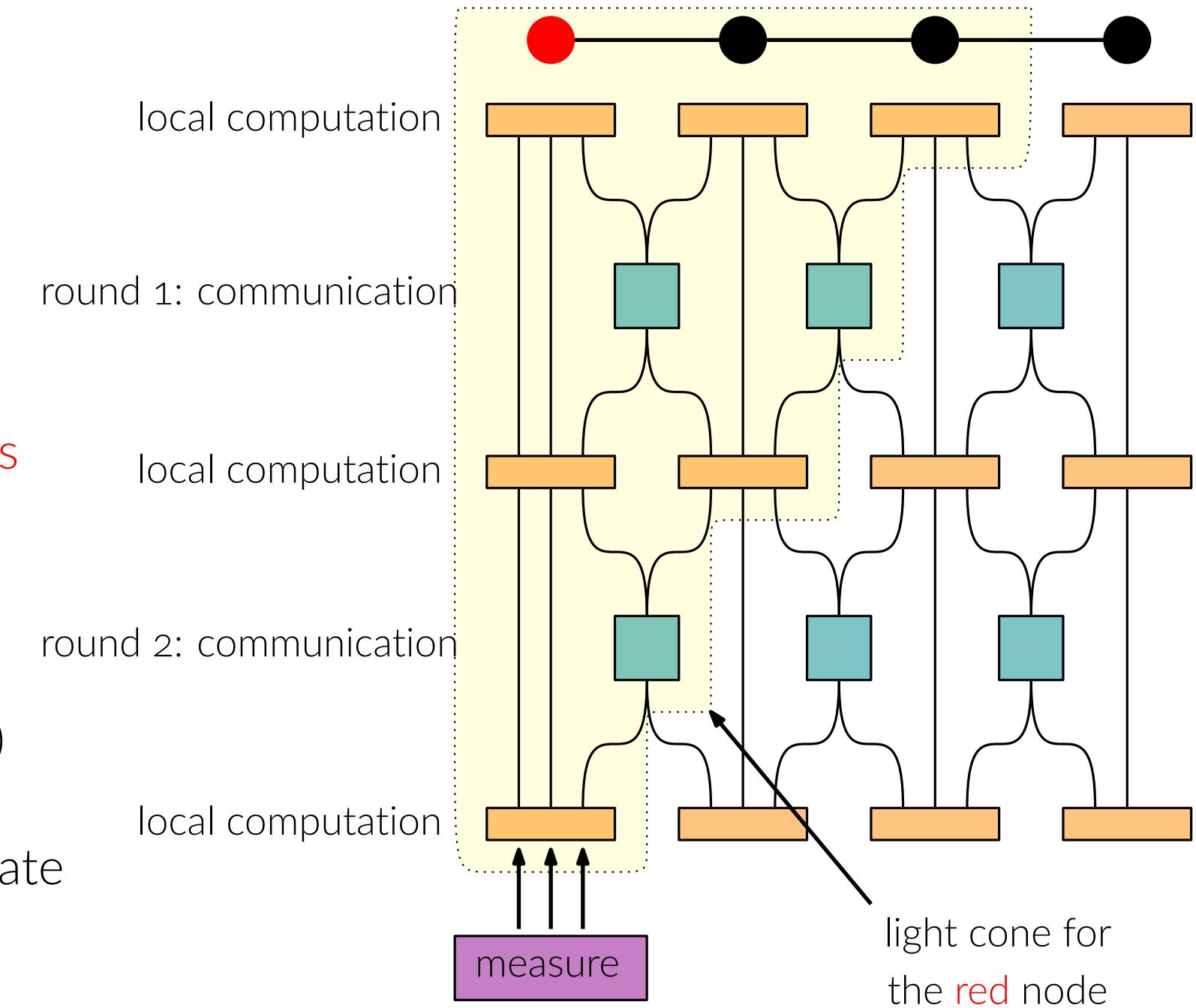
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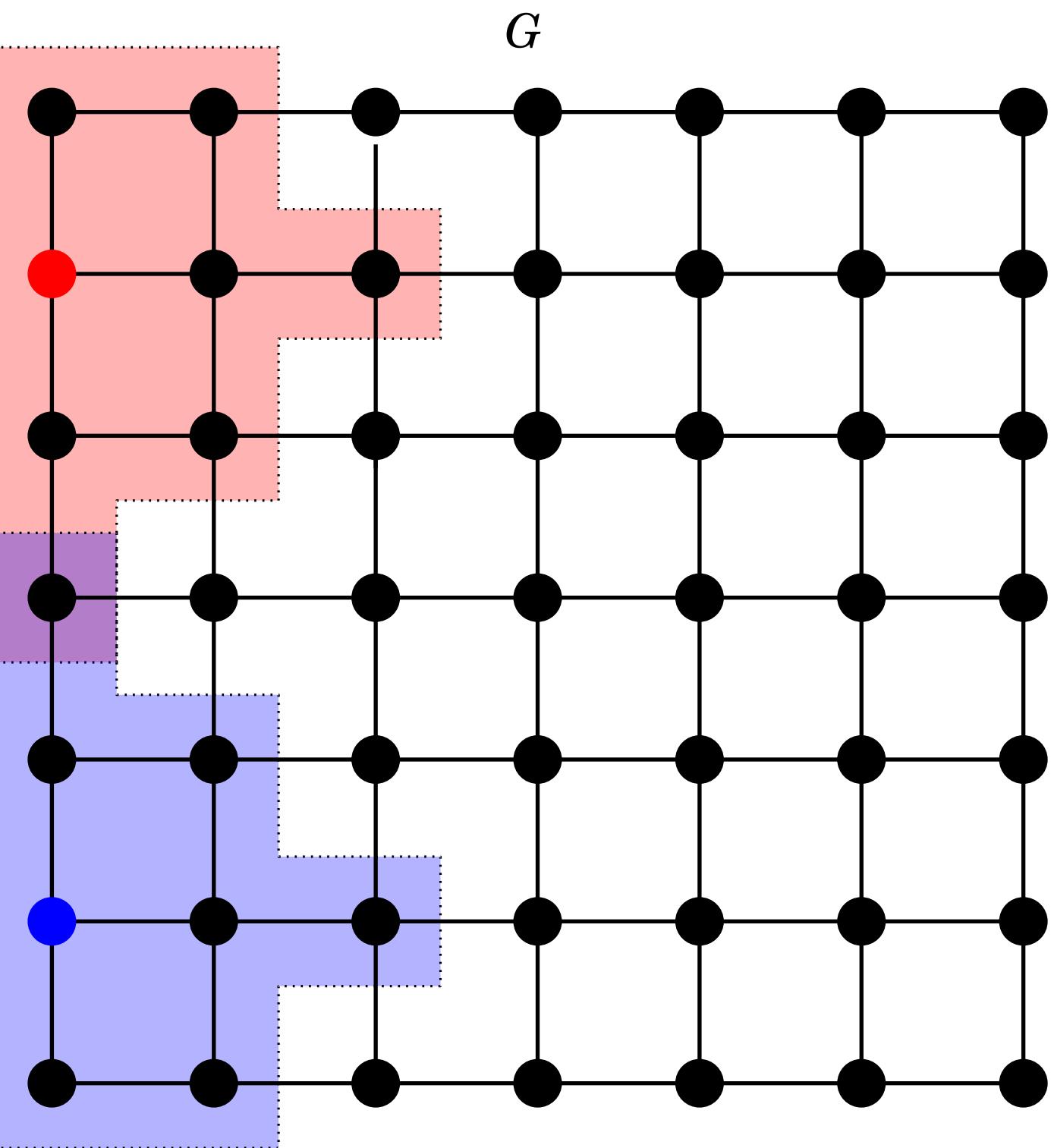
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- Still, locality identifies how far nodes need to communicate



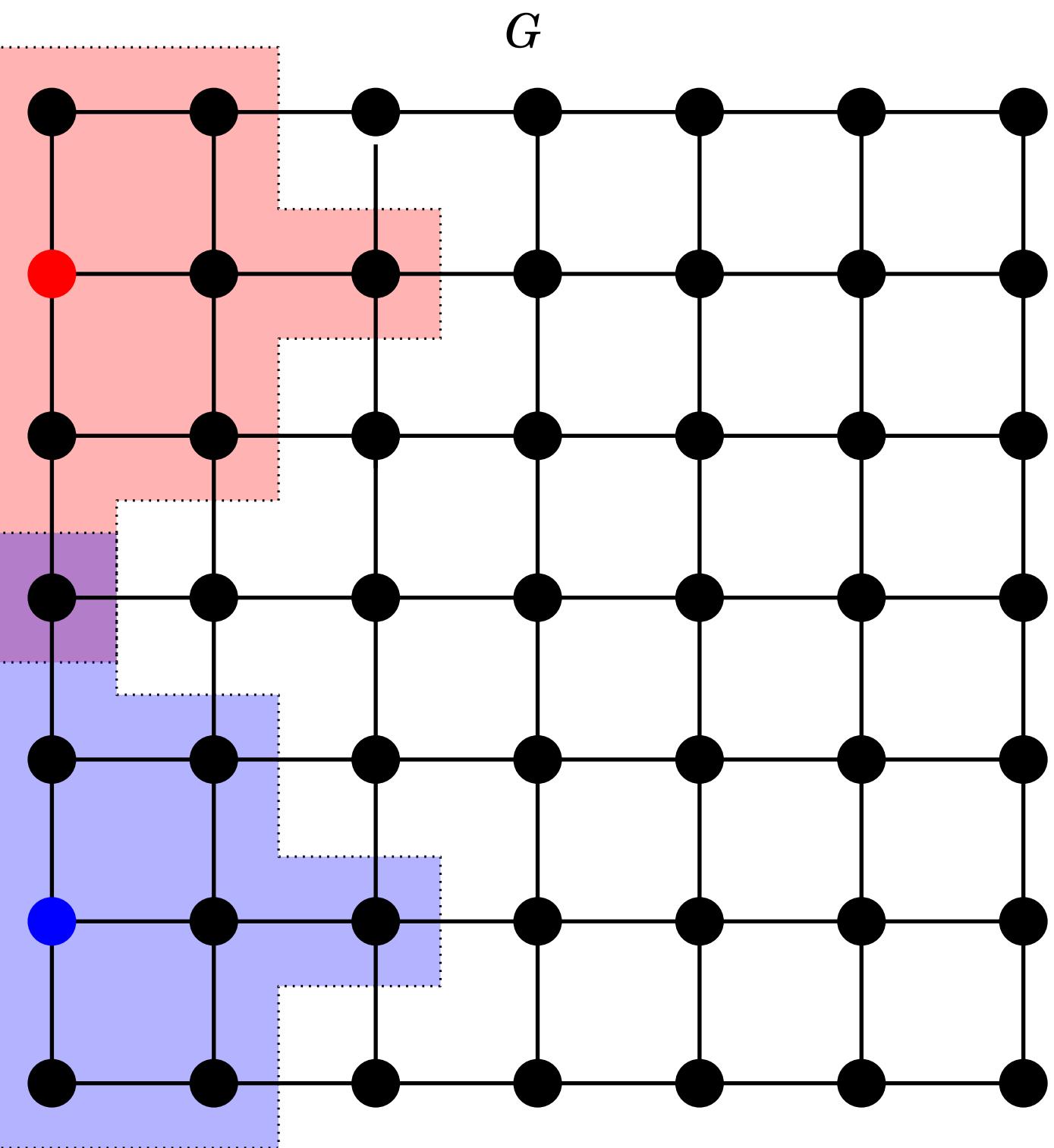
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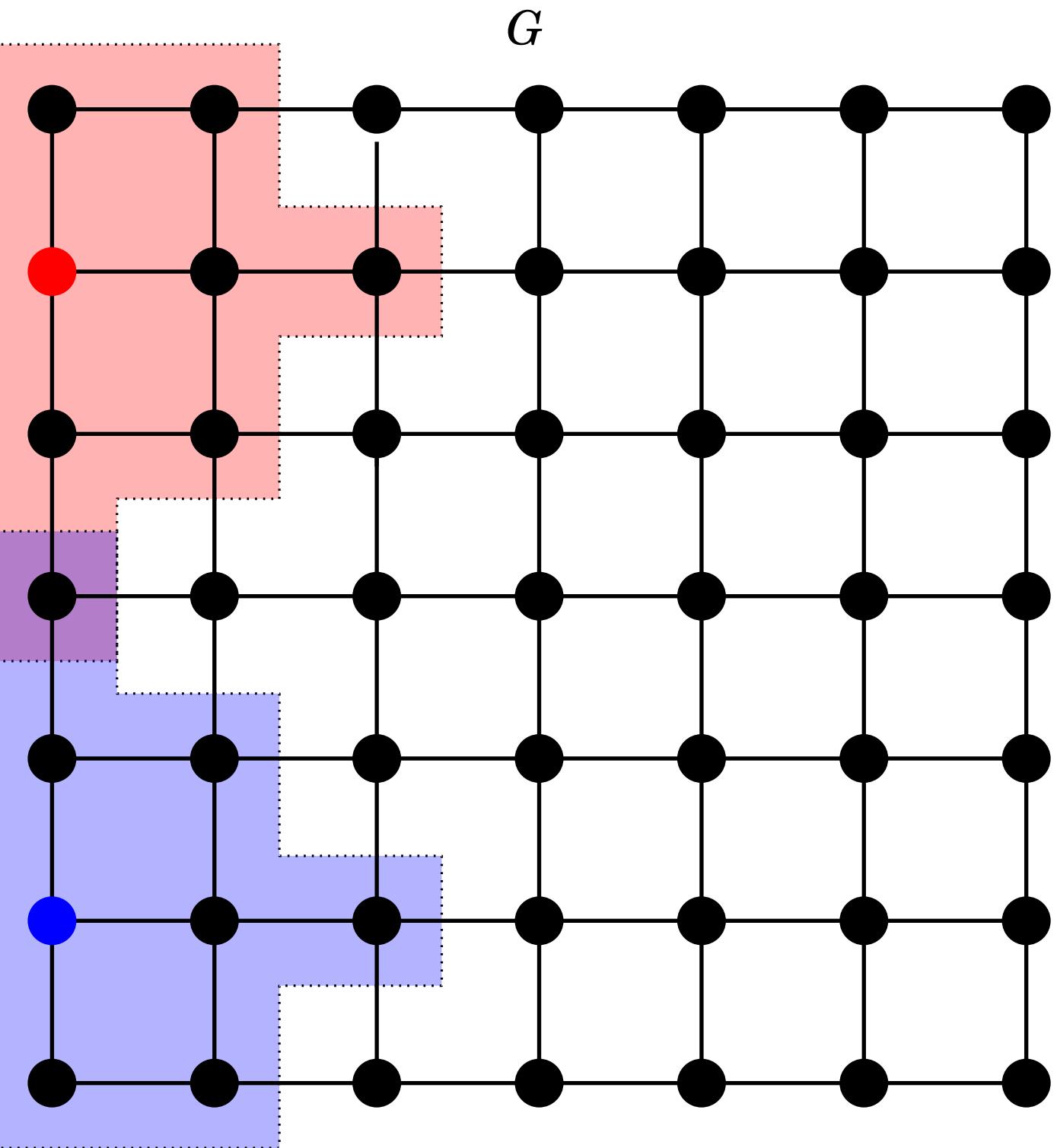
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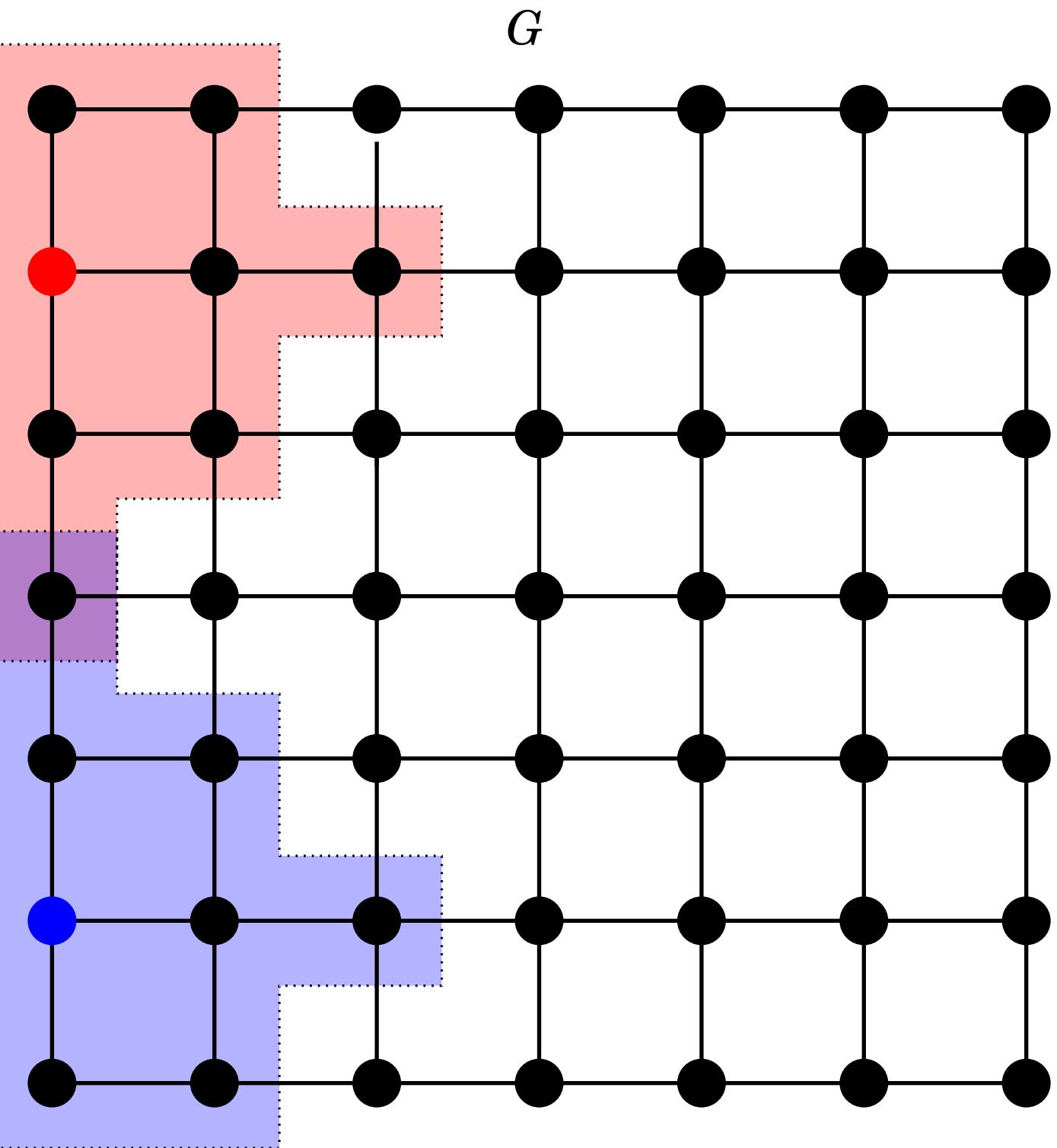
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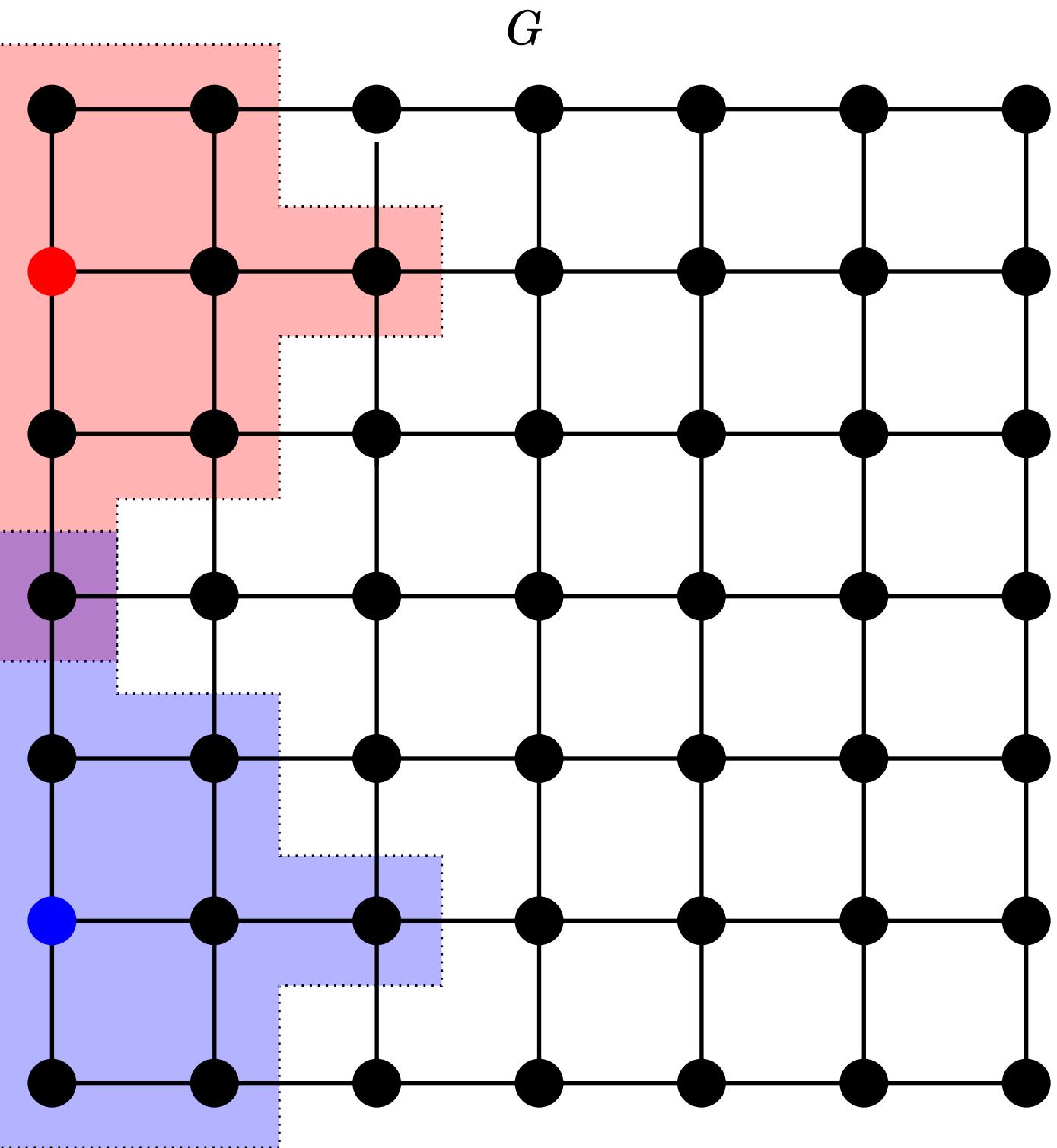
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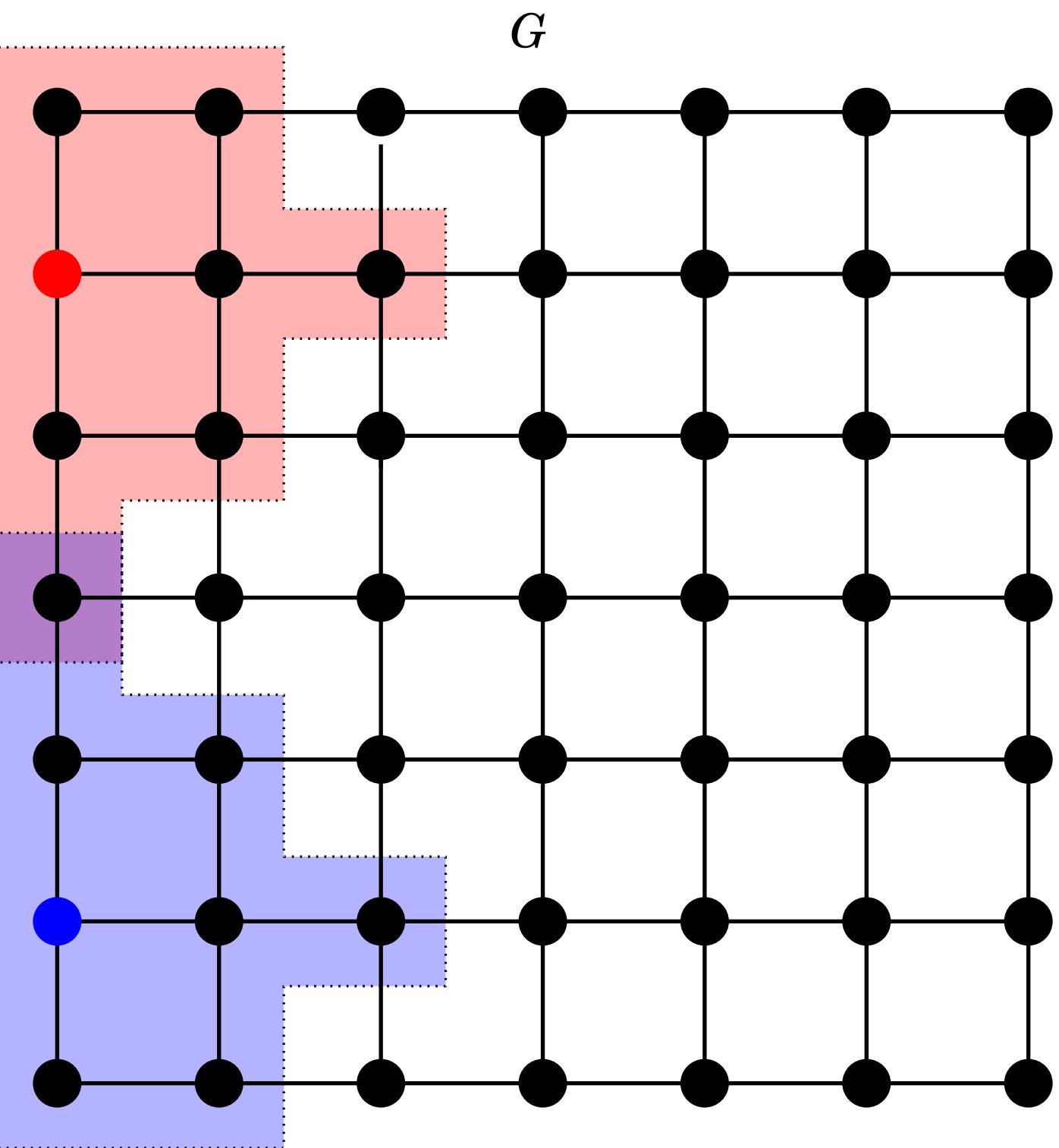
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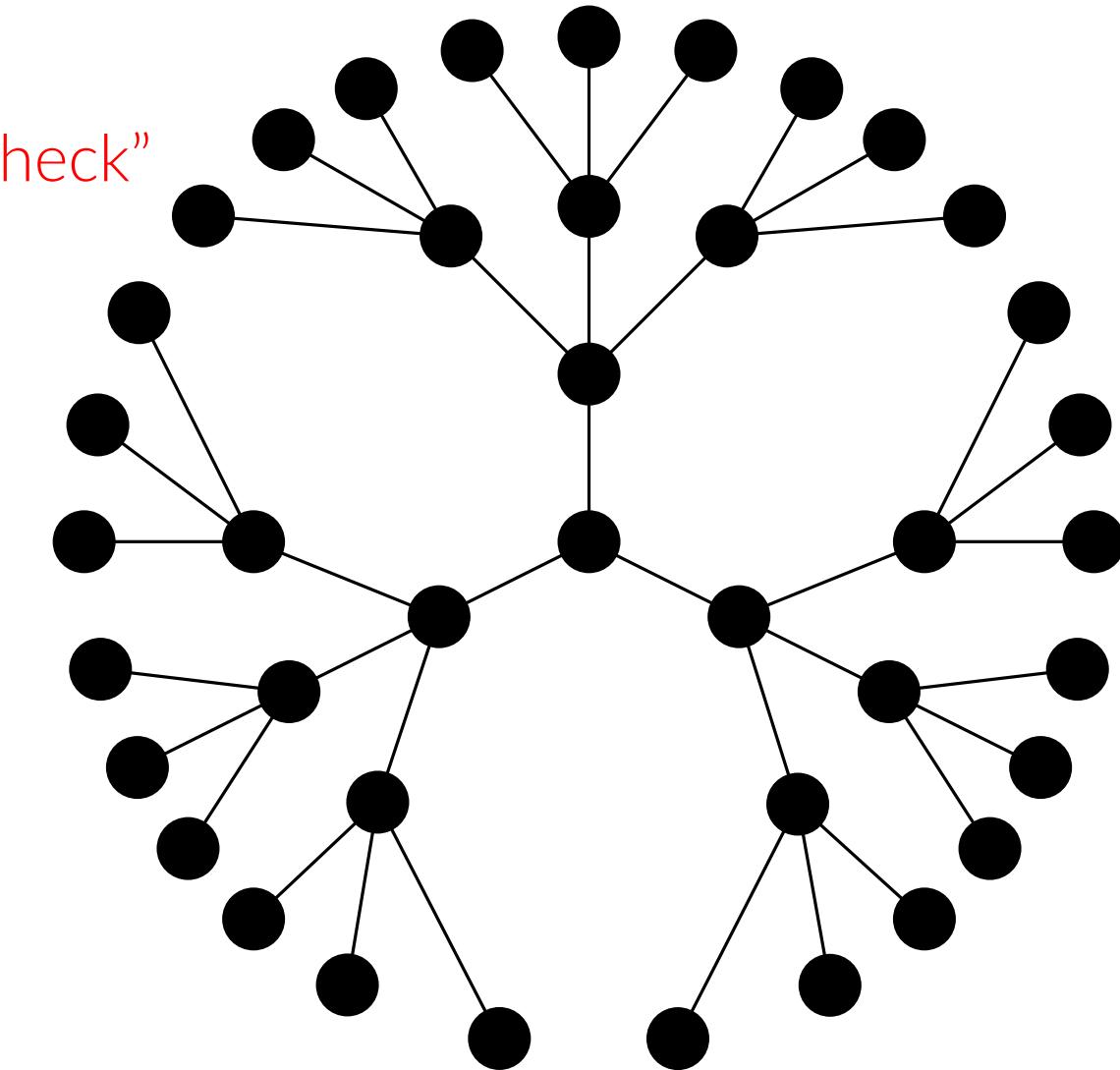
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- **Question:** is there any graph problem that admits quantum advantage?



Locally checkable labeling (LCL) problems

[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **Problems** whose solutions might be “hard to find” but are “easy to check”
 - “analogue” of NP in the distributed setting
 - coloring, maximal independent set, maximal matching, etc.



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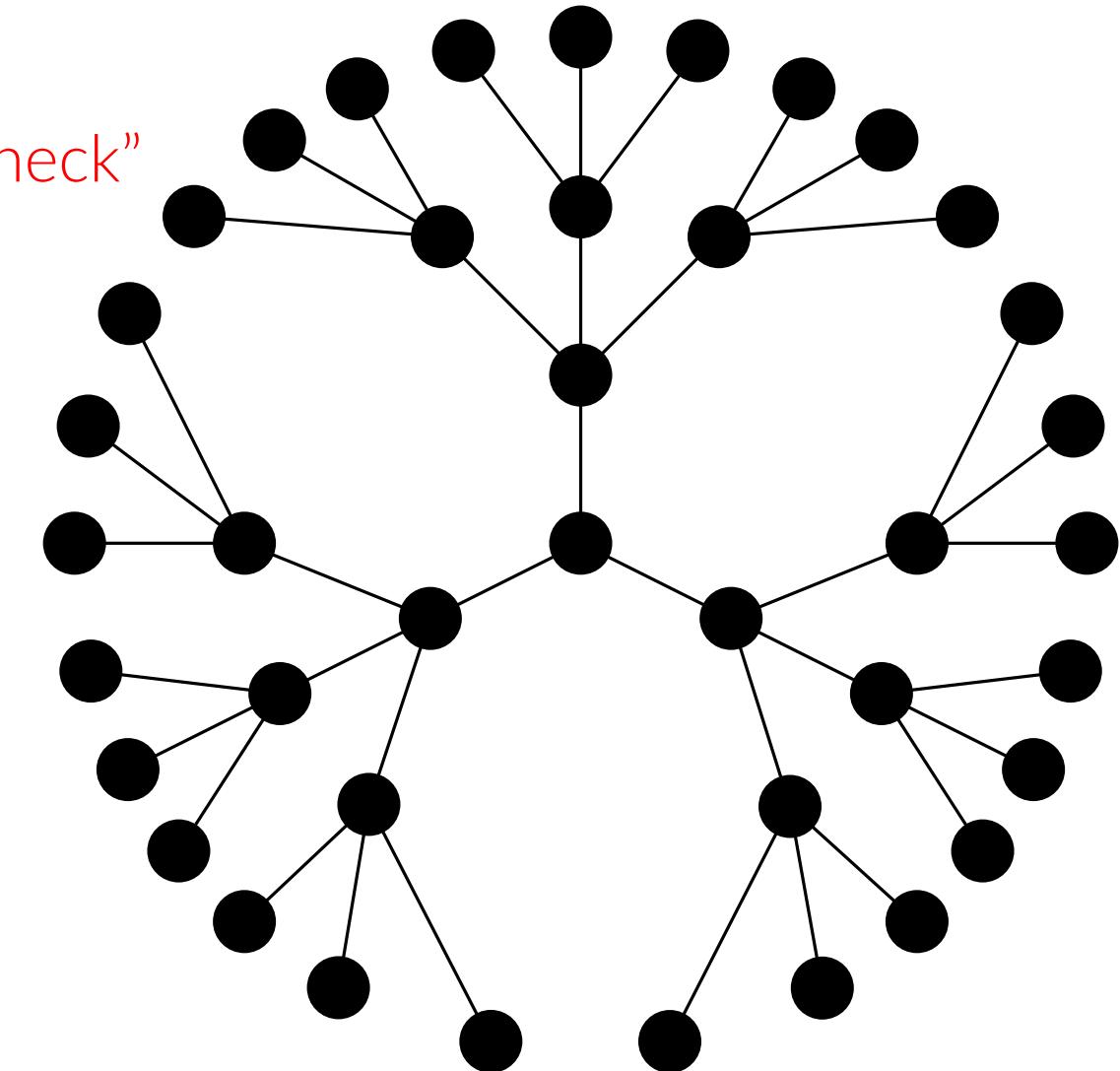
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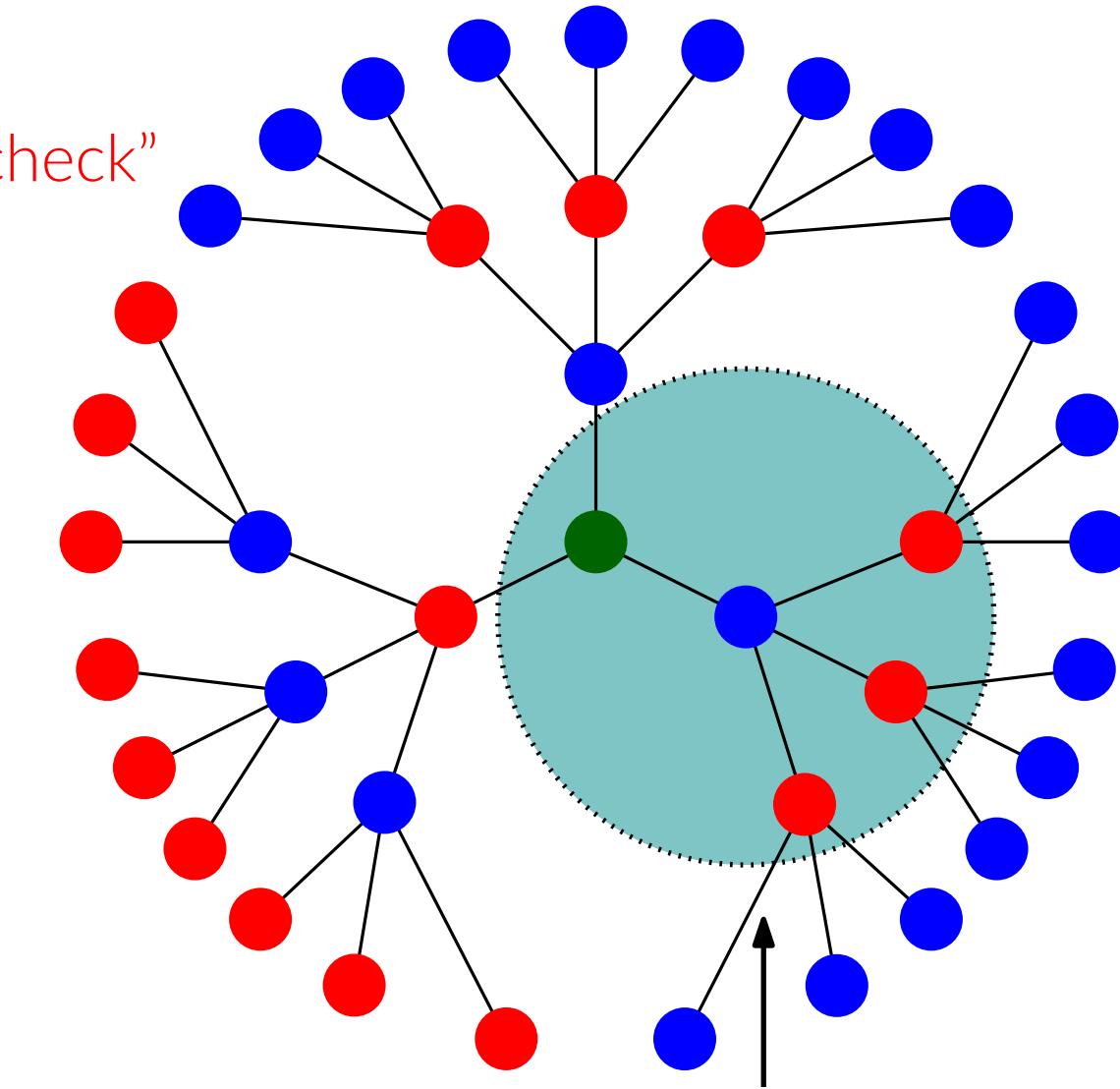
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3-coloring: the **blue** node checks if its color
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valid LCL

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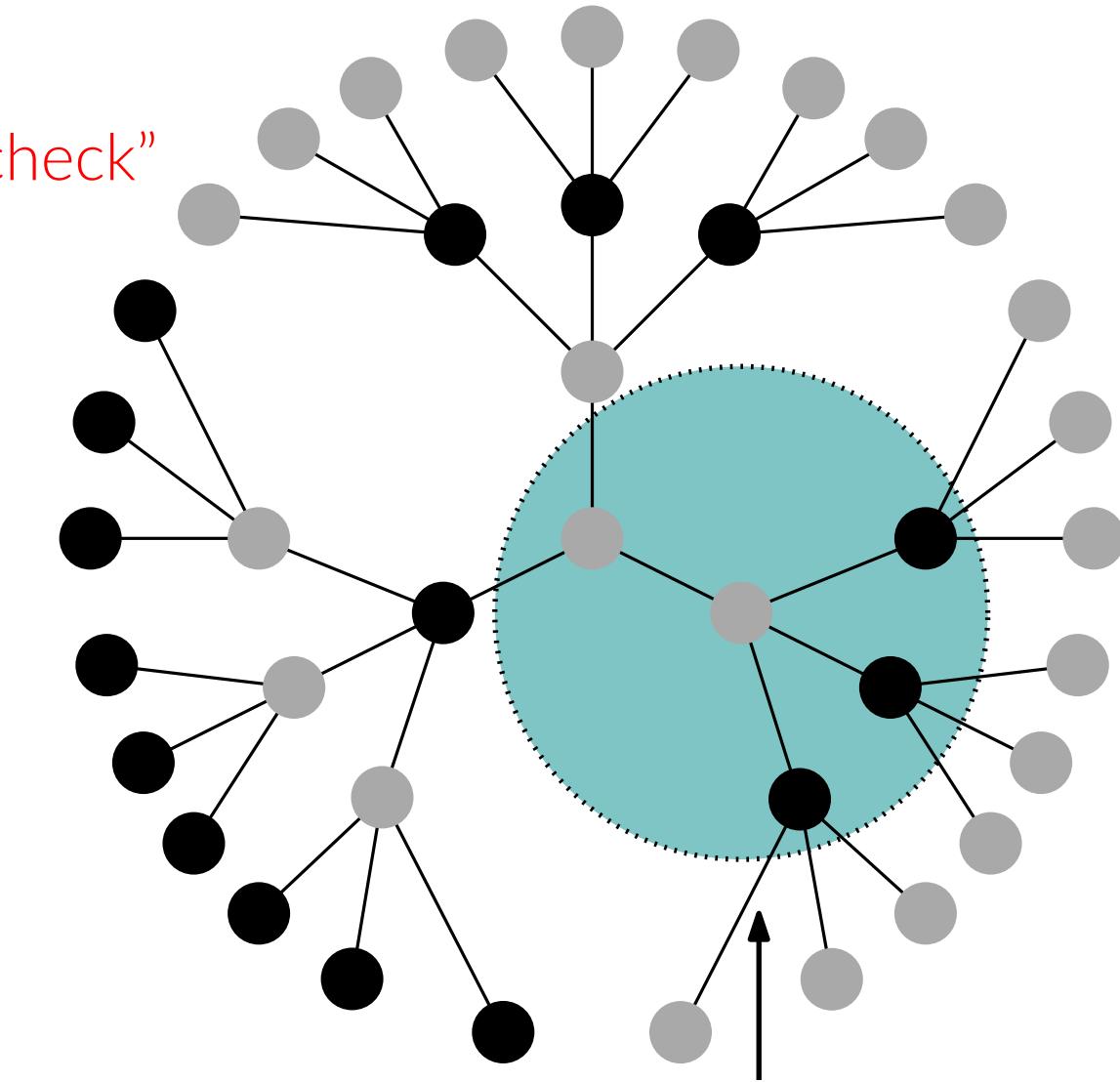
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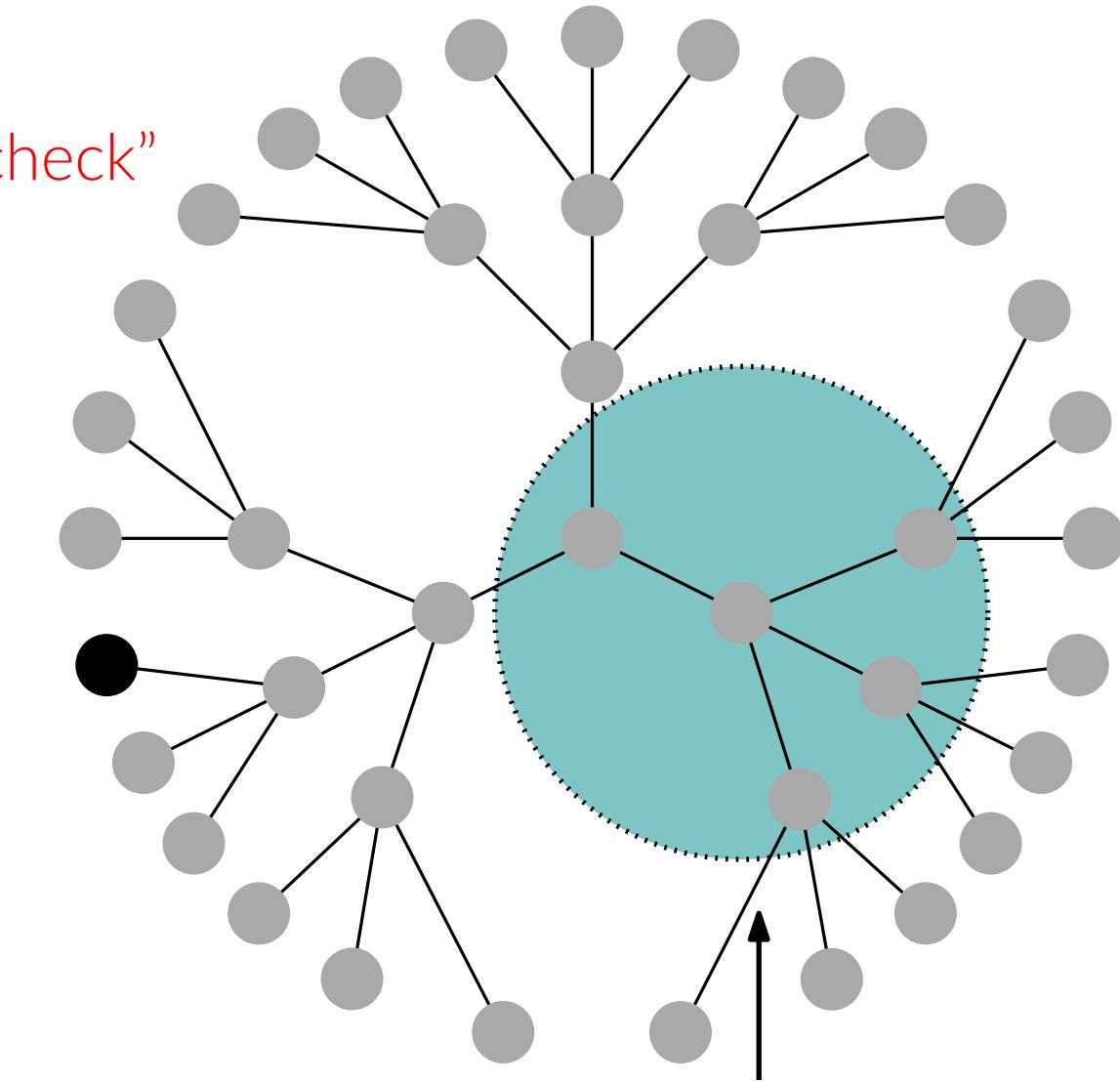
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Leader election: the checking radius should be $r = \text{diam}(G)$

not an LCL

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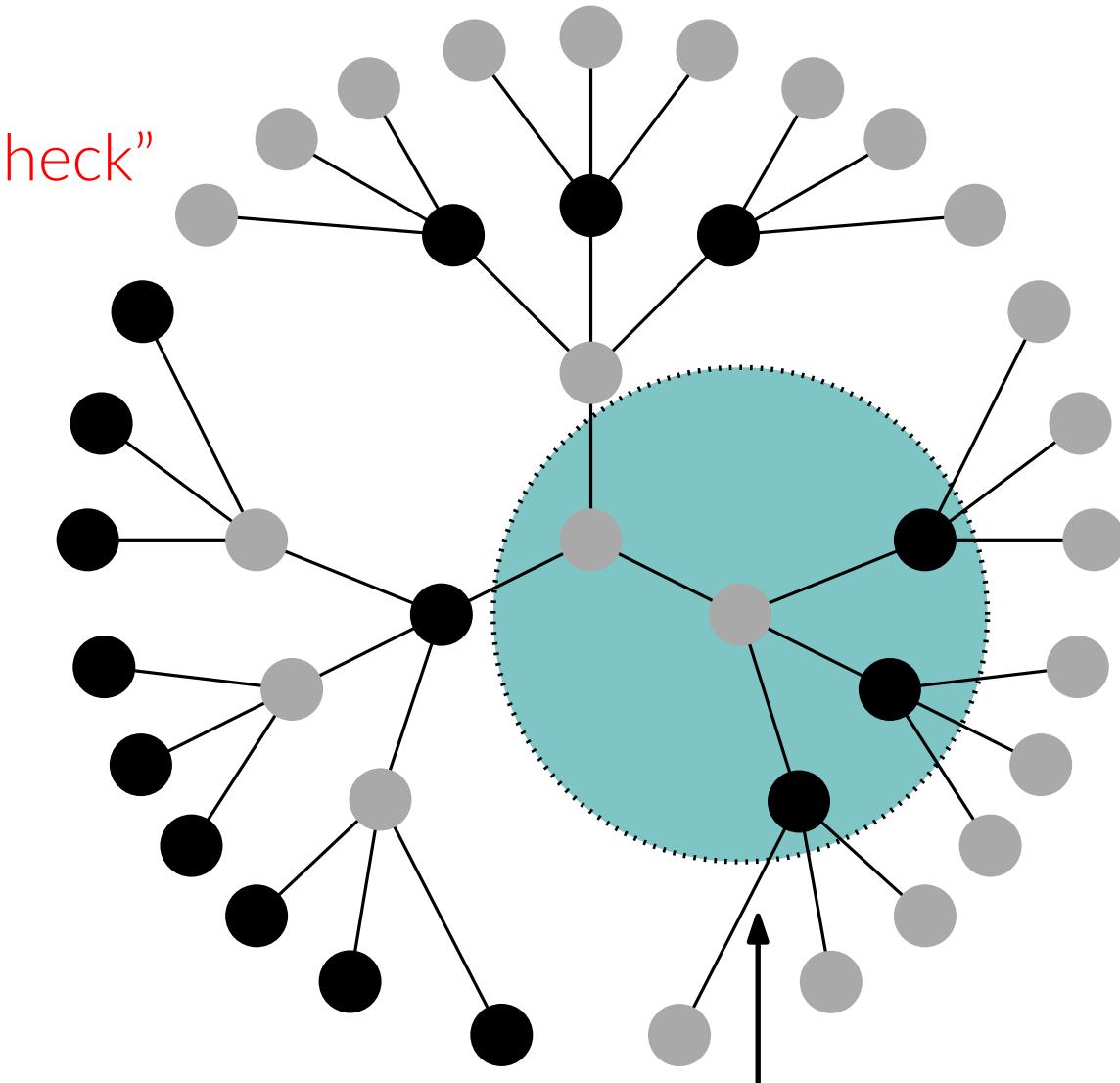
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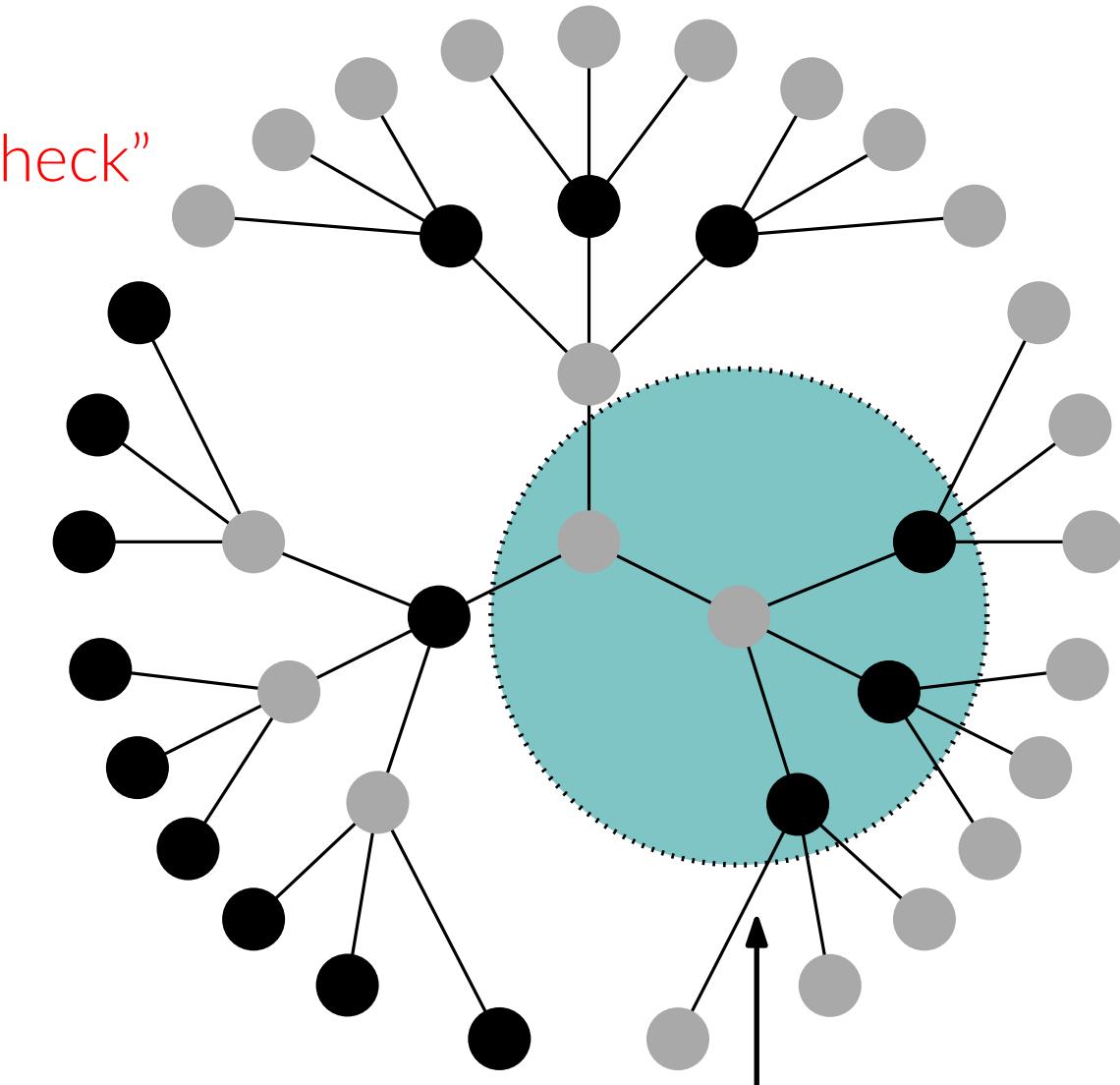
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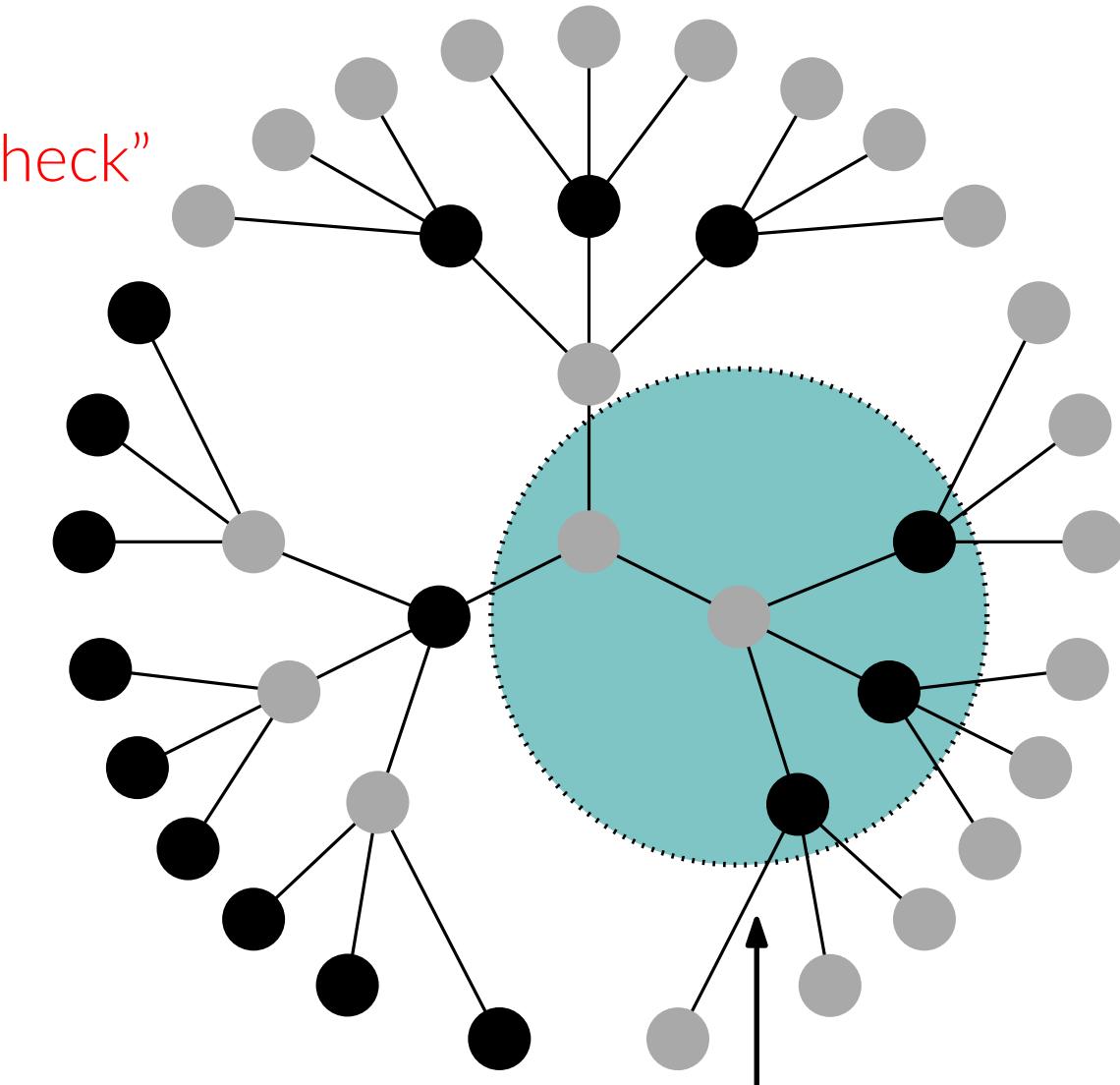
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- A **lot of literature** studying LCLs:

- classification of LCLs based on complexity (locality)
- e.g.: complexity $T(n)$ in randomized-LOCAL $\implies O(T(2^{n^2}))$ in deterministic-LOCAL [Chang et al., SICOMP '19]



MIS: each node checks if it is in the IS or if it has a neighbor in the IS

Locally checkable labeling (LCL) problems

[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **Problems** whose solutions might be “hard to find” but are “easy to check”

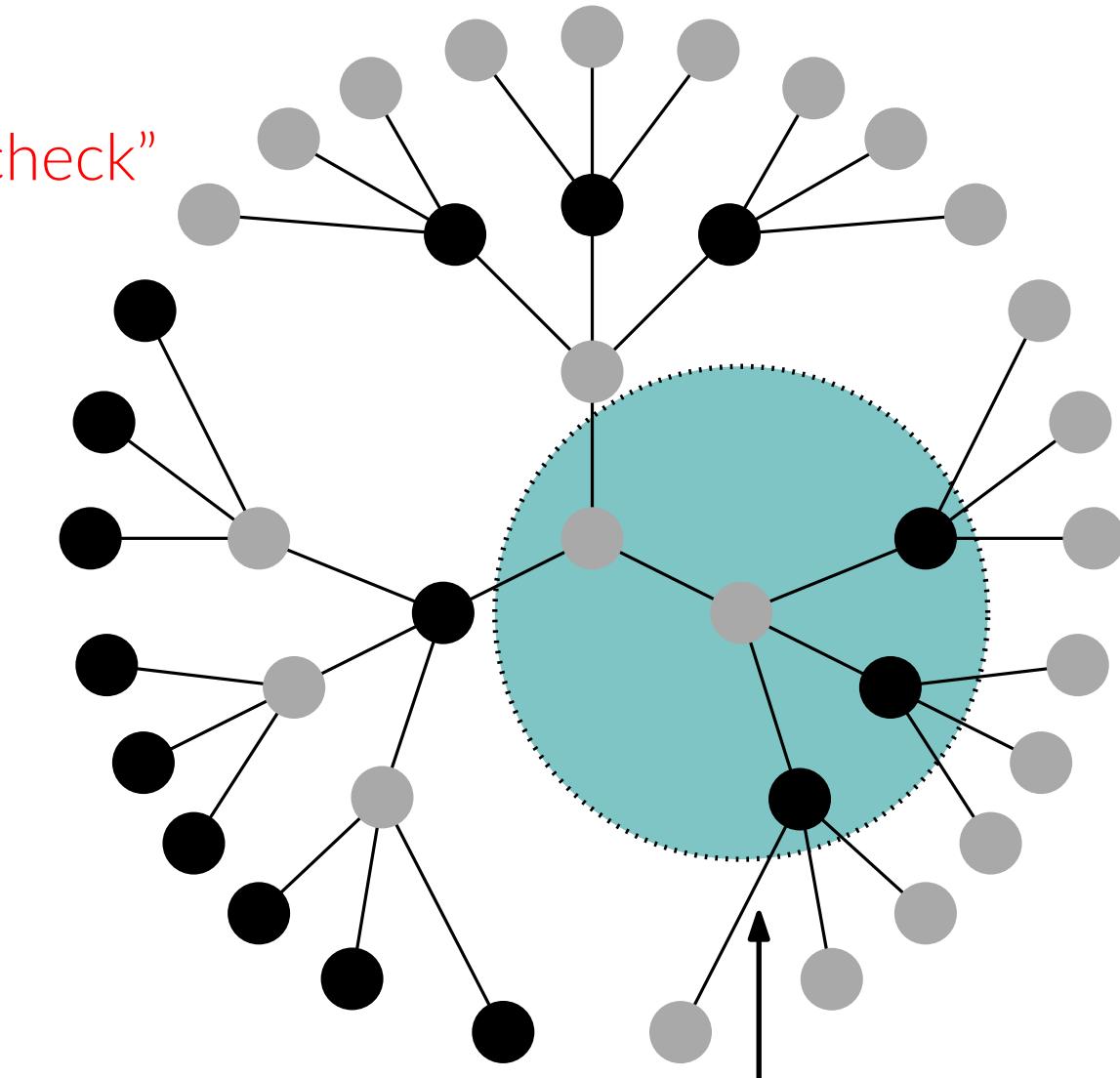
- “analogue” of NP in the distributed setting
- coloring, maximal independent set, maximal matching, etc.

- **“Easy to check”**

- radius $r = \Theta(1)$
- each node can **check** its solution **within its radius- r neighborhood**
- a **globally valid** iff each node is **locally happy**
- max-degree Δ is bounded, i.e. $\Delta = O(1)$

- A **lot of literature** studying LCLs:

- classification of LCLs based on complexity (locality)
- e.g.: complexity $T(n)$ in randomized-LOCAL $\implies O(T(2^{n^2}))$ in deterministic-LOCAL [Chang et al., SICOMP '19]
- [BFHKLRSU STOC '16; BHKLOPRSU PODC'17; GKM STOC '17; GHK FOCS '18; CP SICOMP '19; BHKLOS STOC '18; BBCORS PODC '19; BBOS PODC '20; BBHORS JACM '21; BBCOSS DISC '22; AELMSS ICALP '23; etc.]



MIS: each node checks if it is in the IS or if it has a neighbor in the IS

Complexity landscape of LCL problems

- **Paths and cycles**

det-LOCAL	$O(1)$	$\Theta(\log^* n)$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^* n)$	$\Theta(n)$

Complexity landscape of LCL problems

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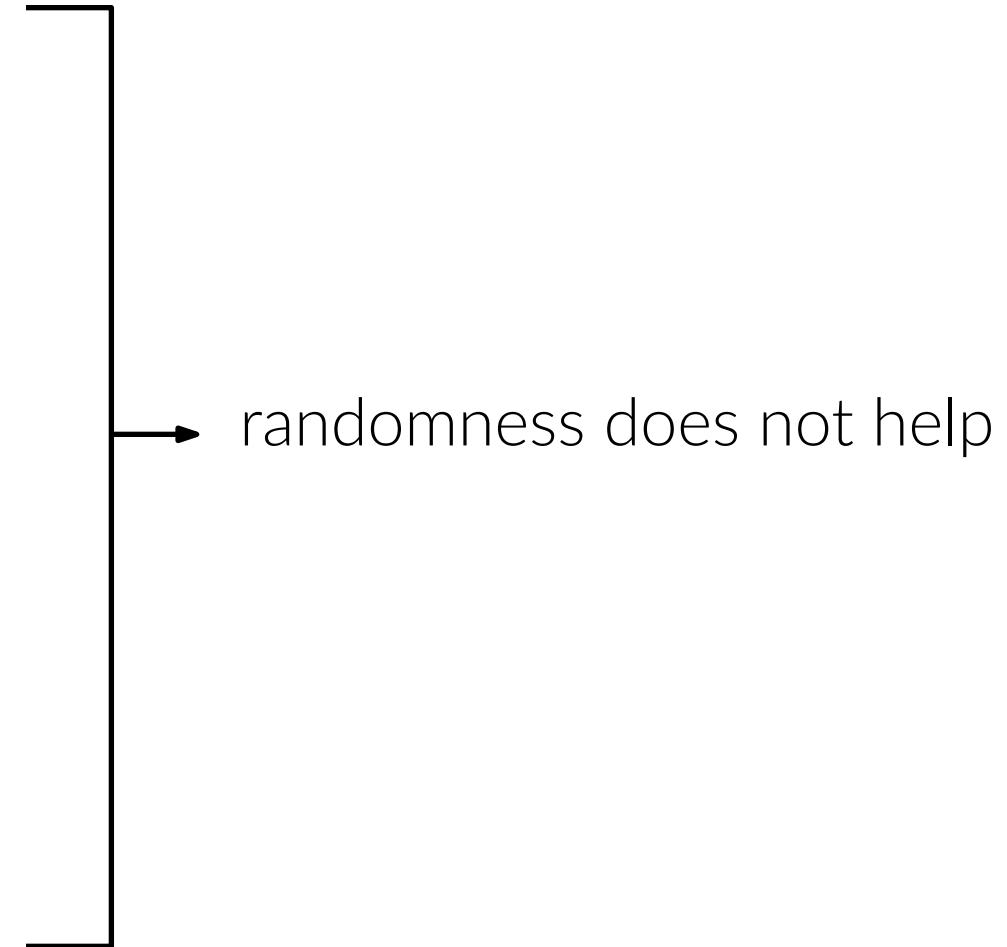
- **Balanced d -dimensional toroidal grids**

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Complexity landscape of LCL problems

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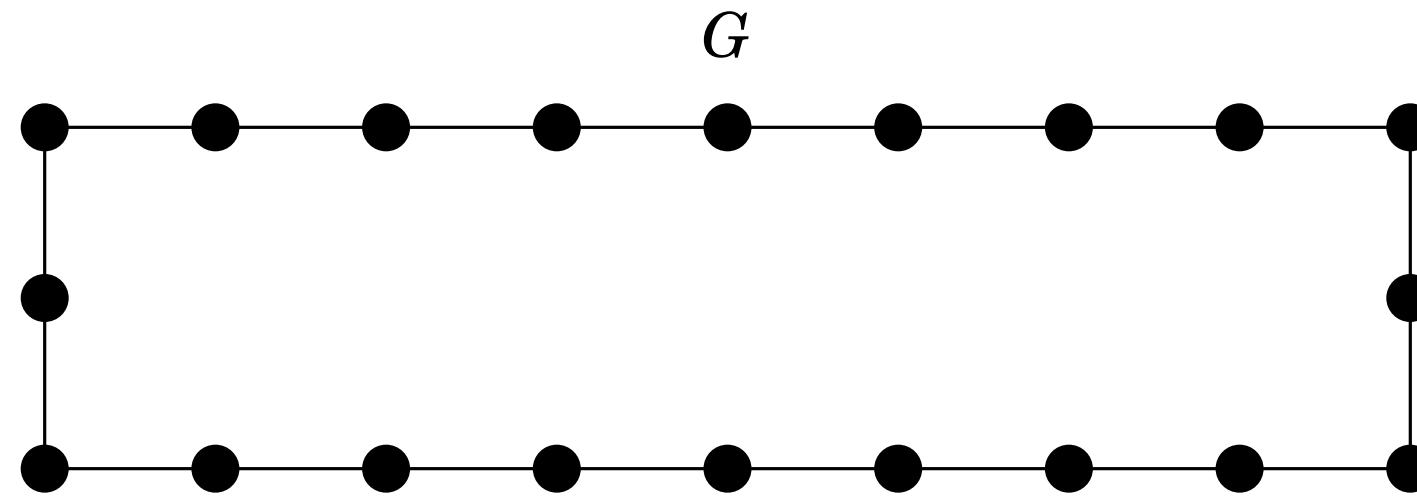
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 - role of quantum??

Table of content

1. **Intro:** distributed algorithms, the LOCAL model, the quantum-LOCAL model, locally checkable labeling problems
2. **Classical lower bounds:** the indistinguishability argument
3. **Properties of distributed algorithms:** independence and non-signaling
4. **Super-quantum models:** bounded-dependence and non-signaling model
5. **State of the art results**
6. **Quantum advantage**

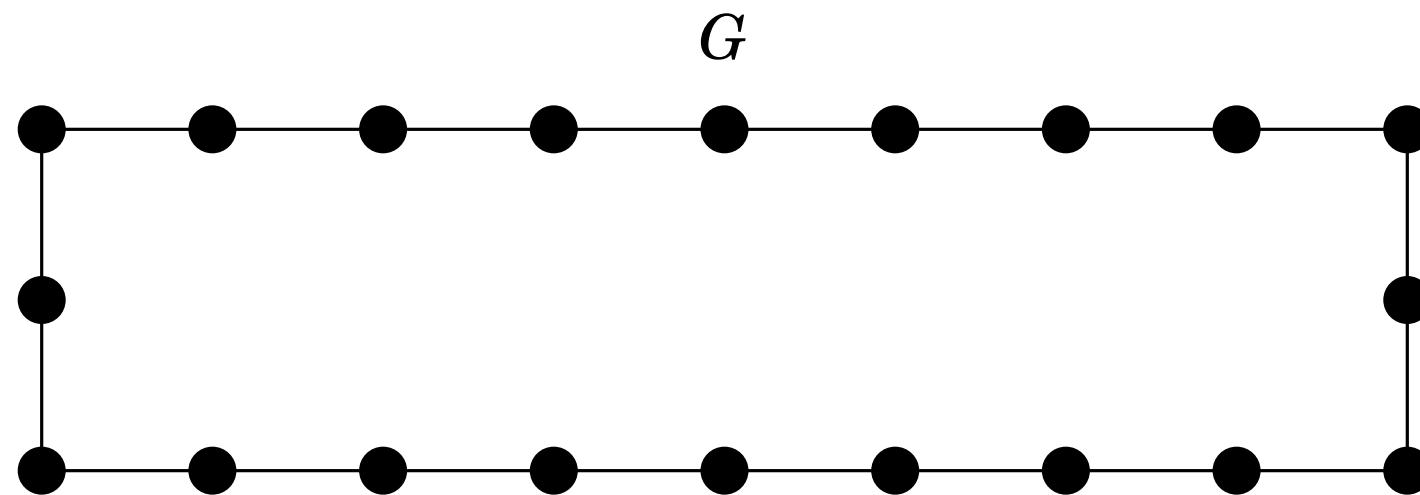
Indistinguishability argument

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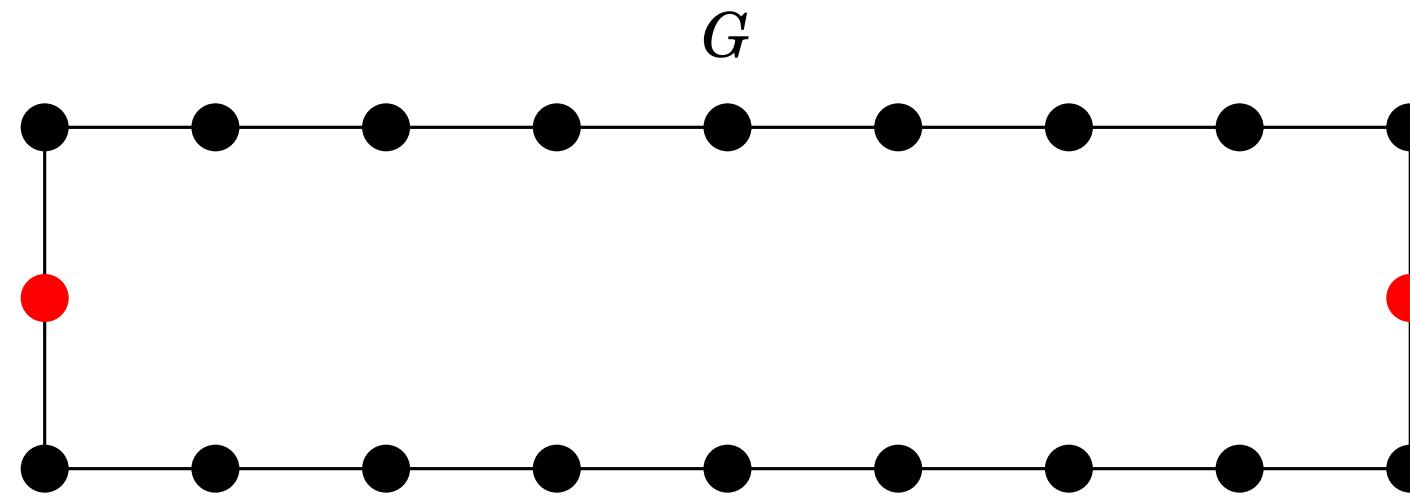
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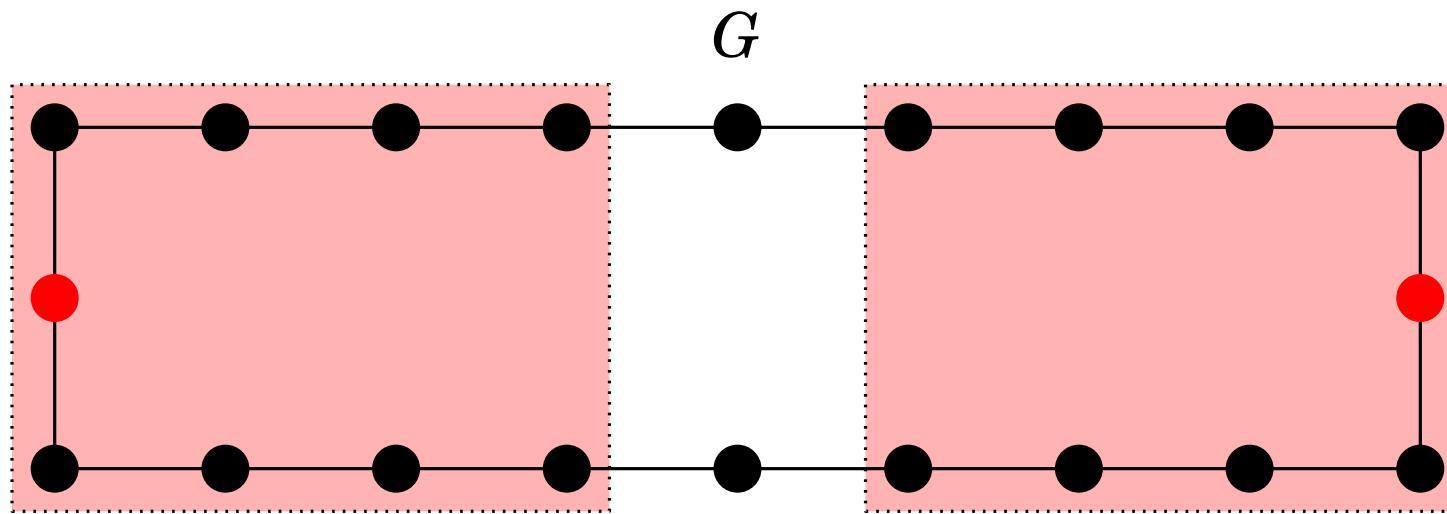
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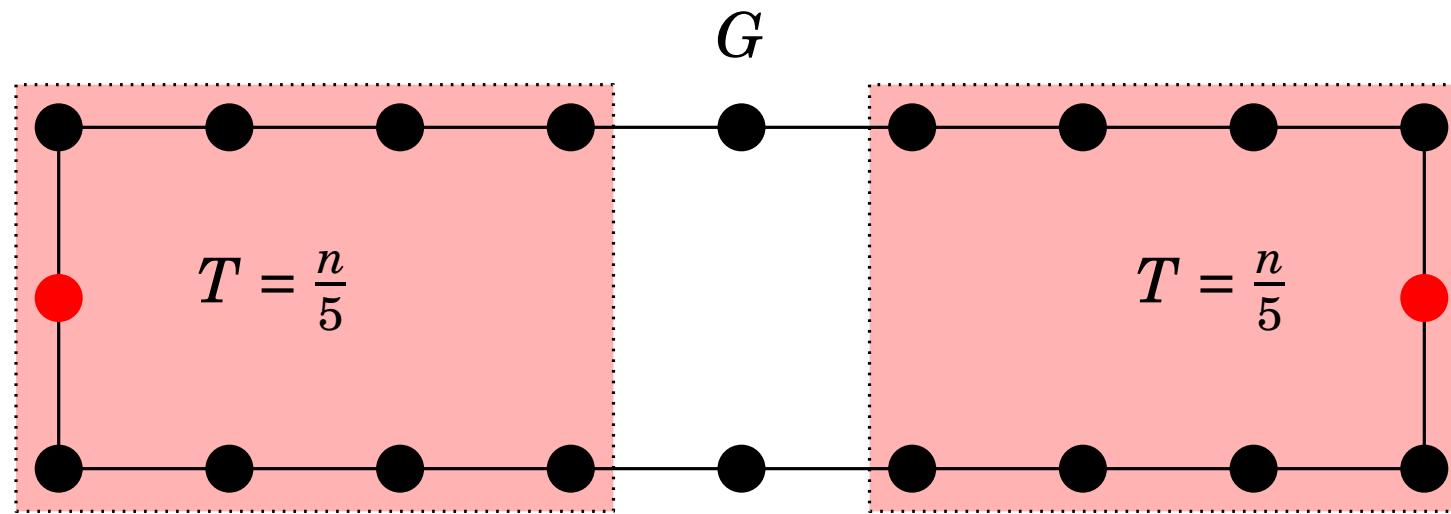
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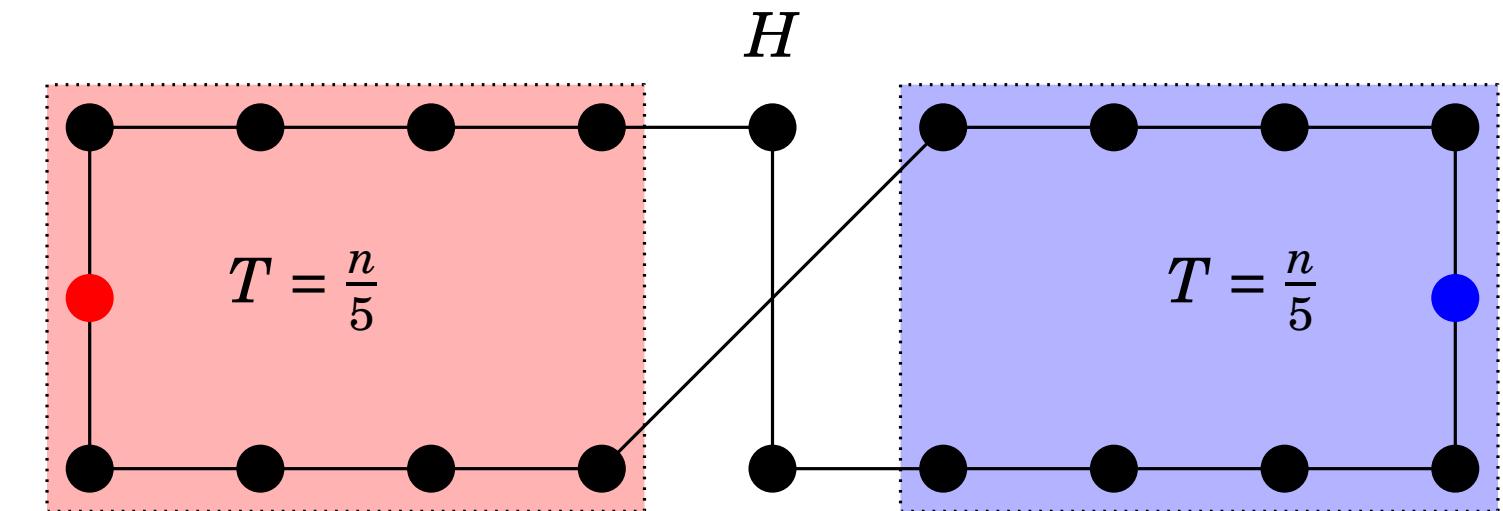
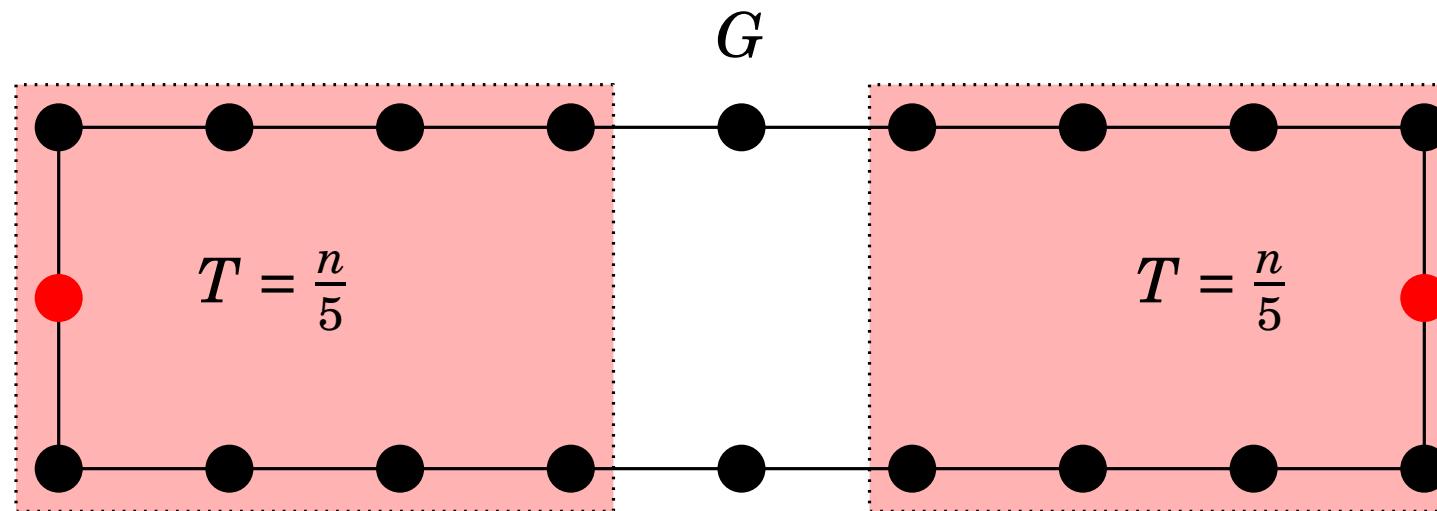
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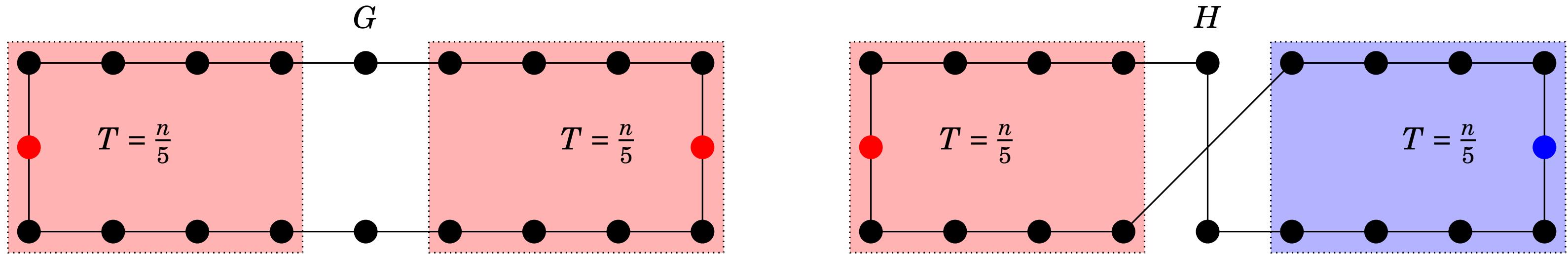
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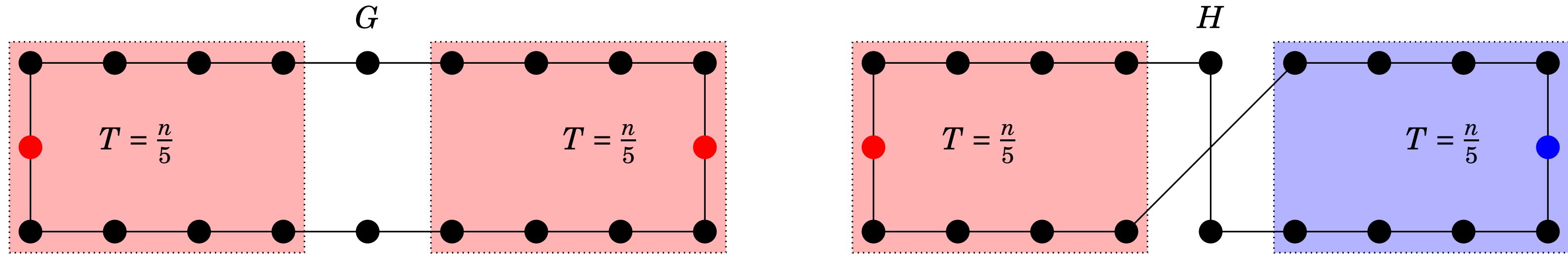
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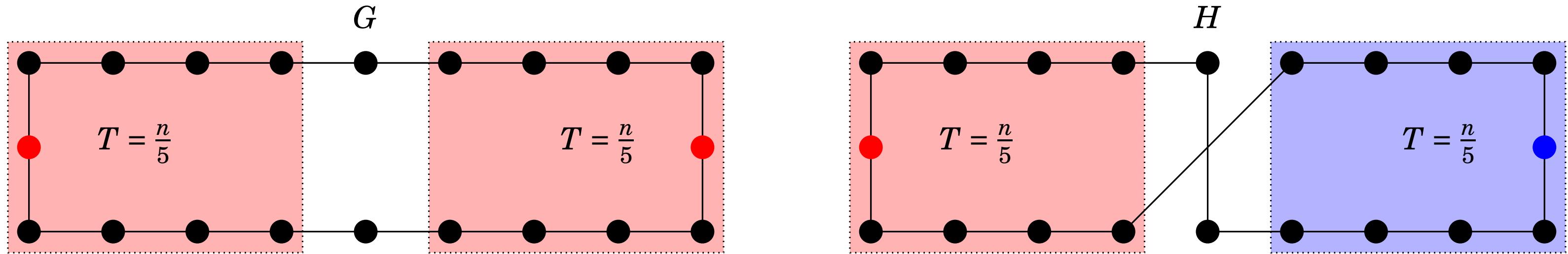
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Indistinguishability argument

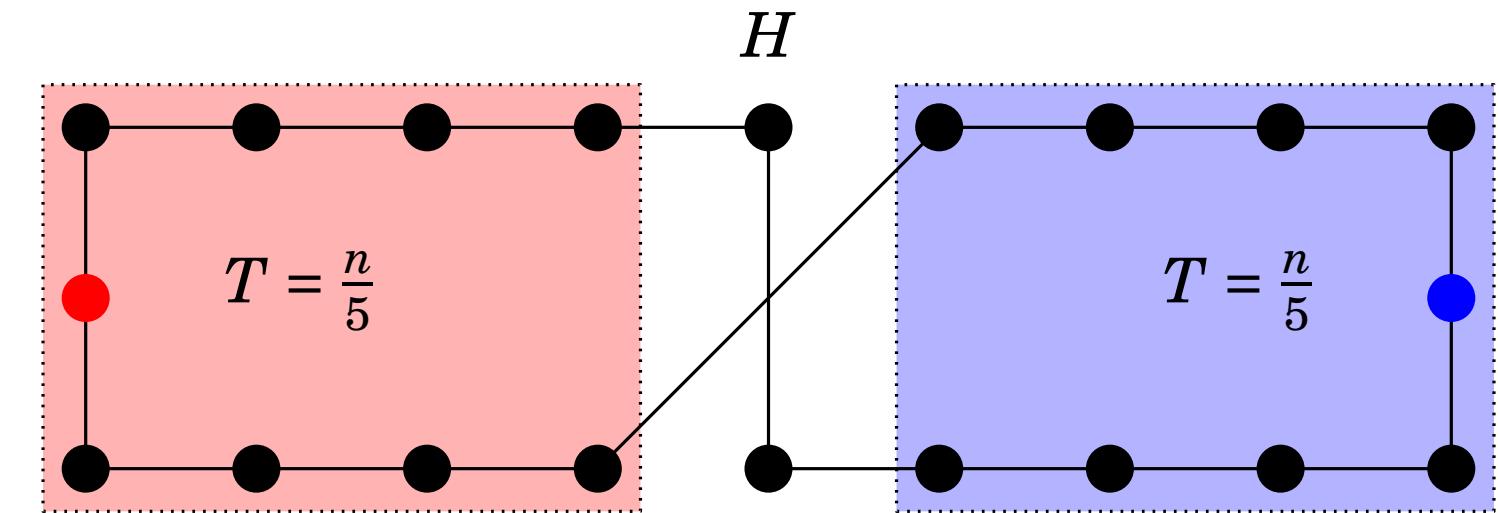
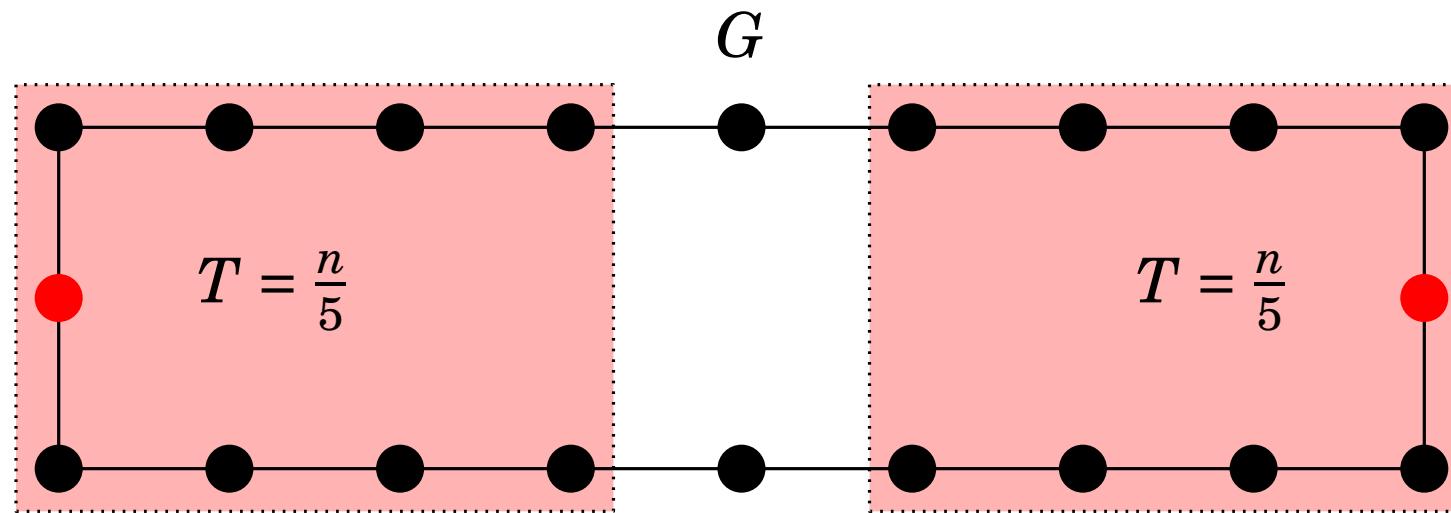
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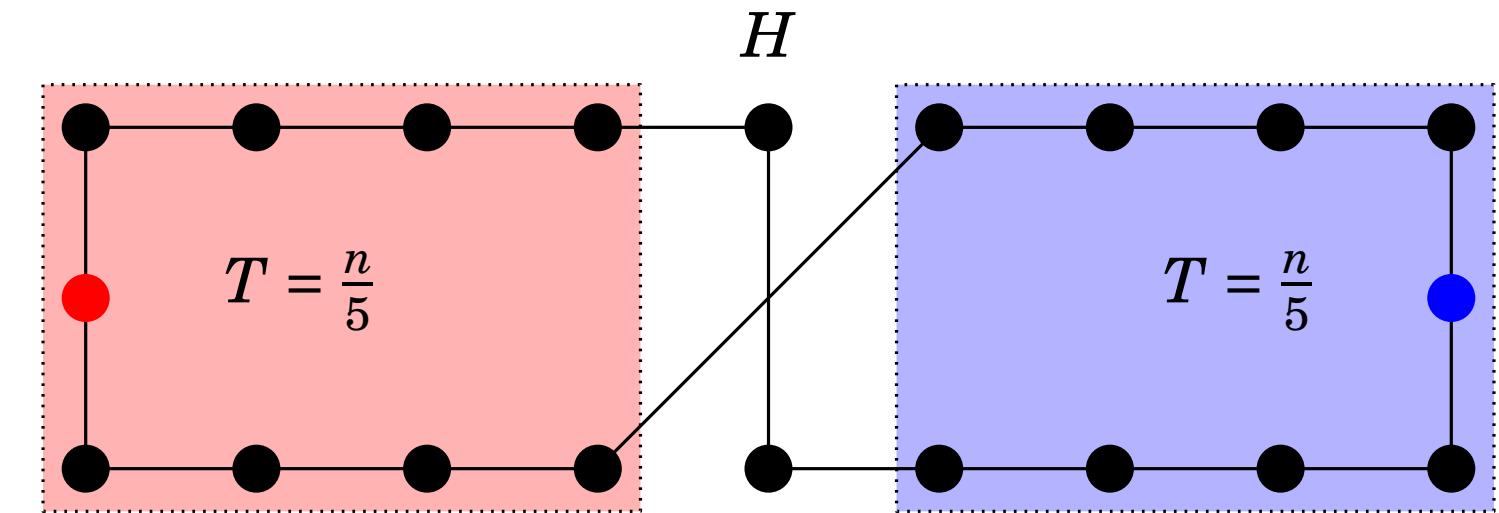
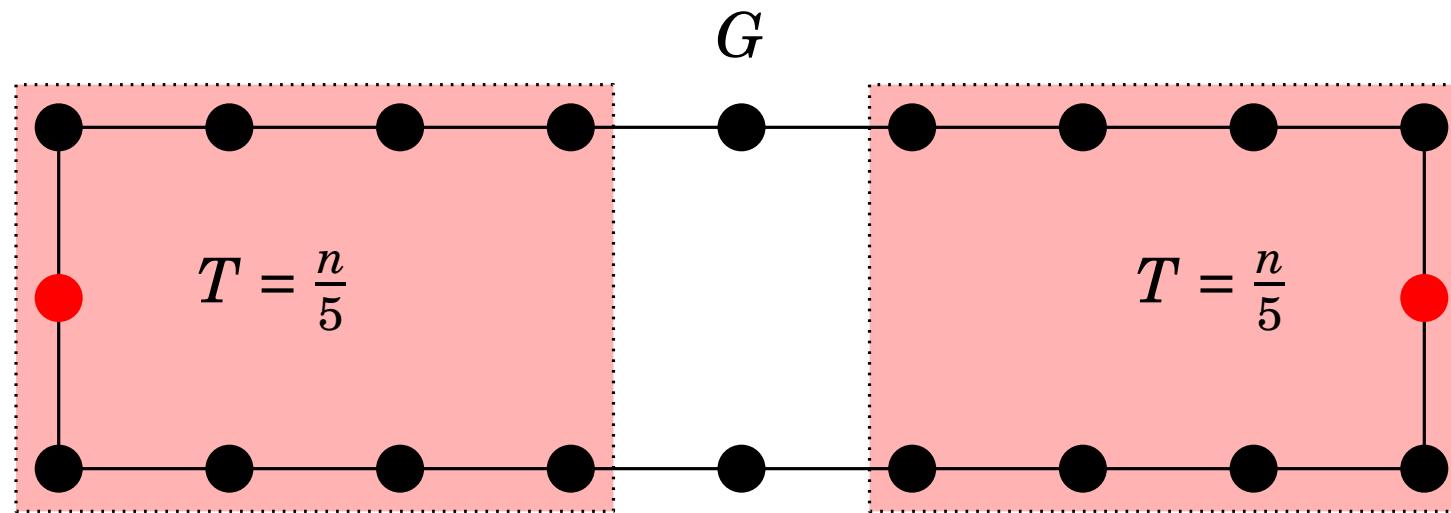


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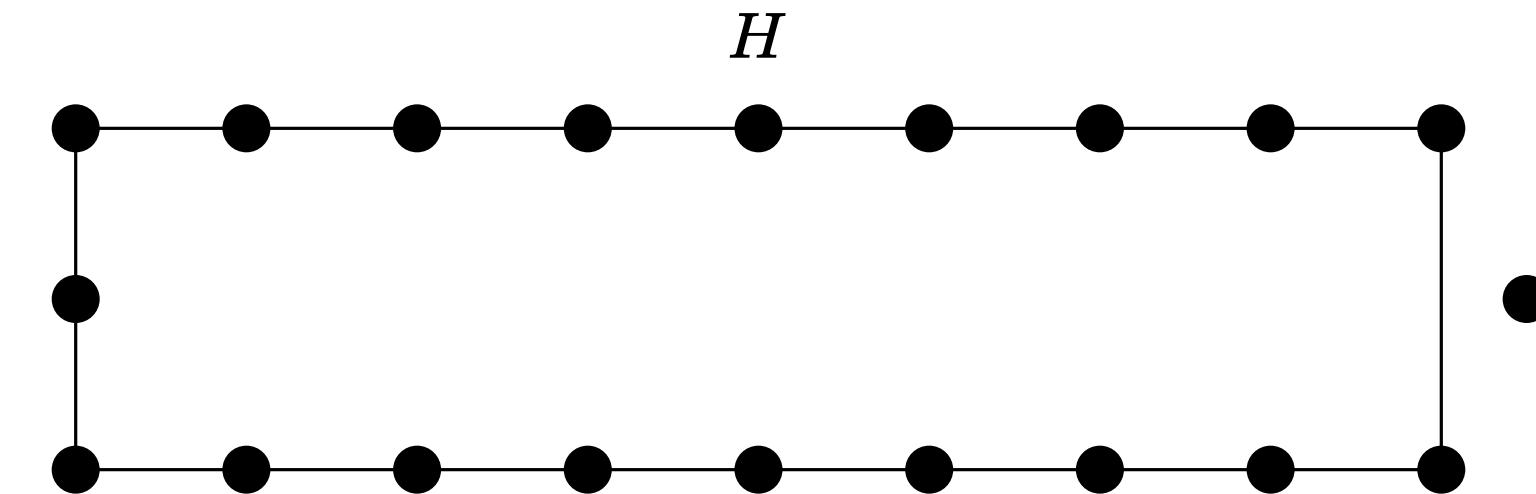
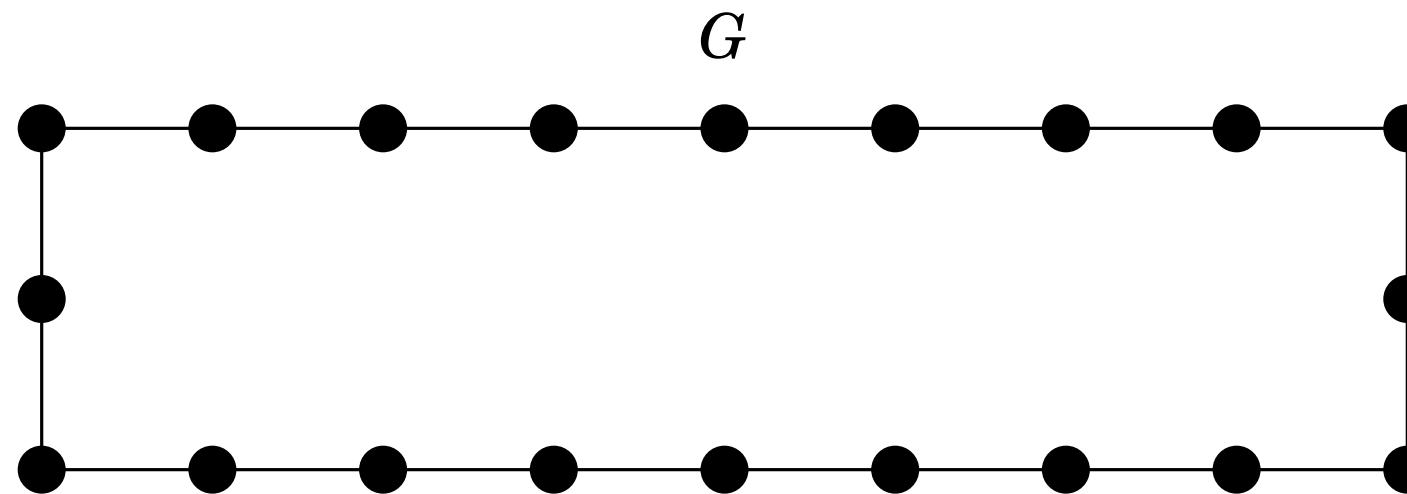
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Graph-existential indistinguishability (randomized)

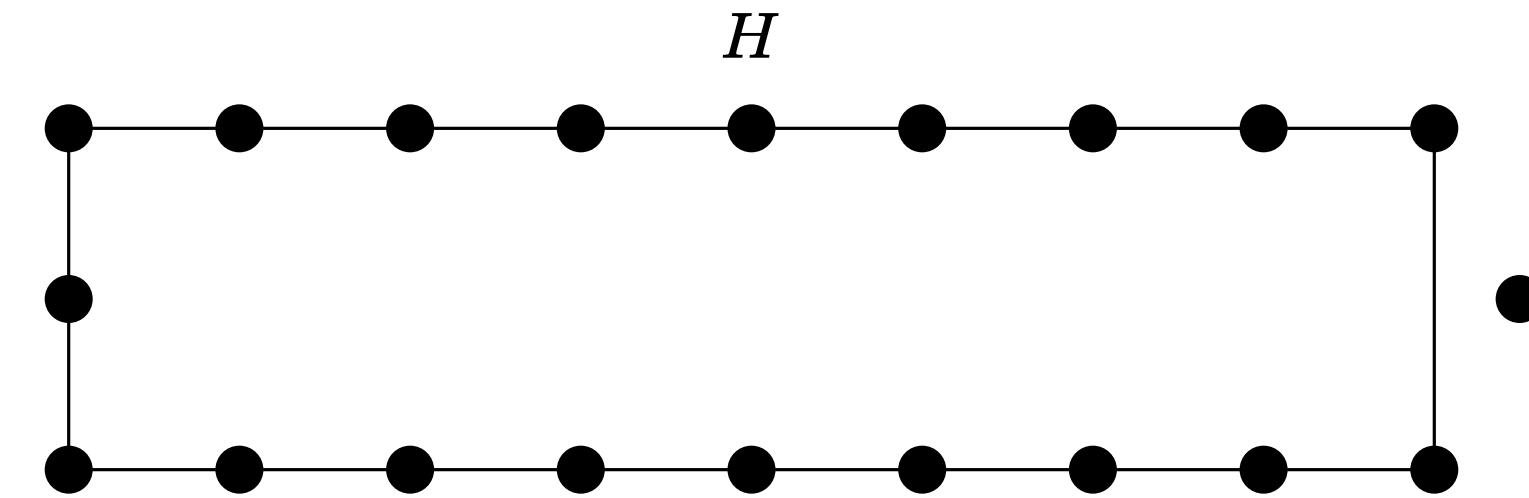
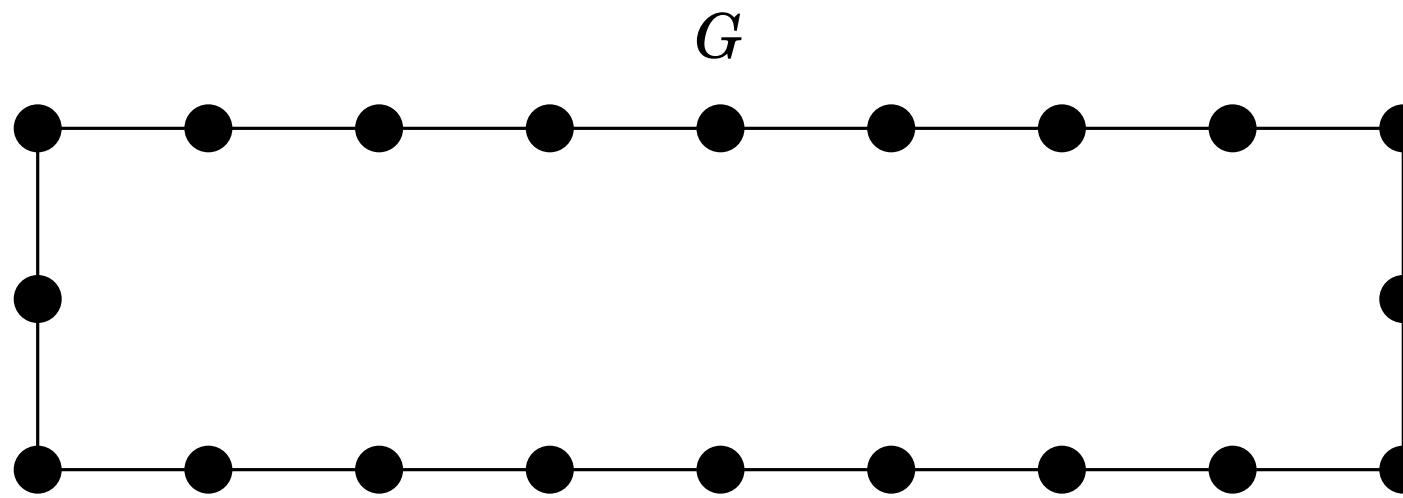
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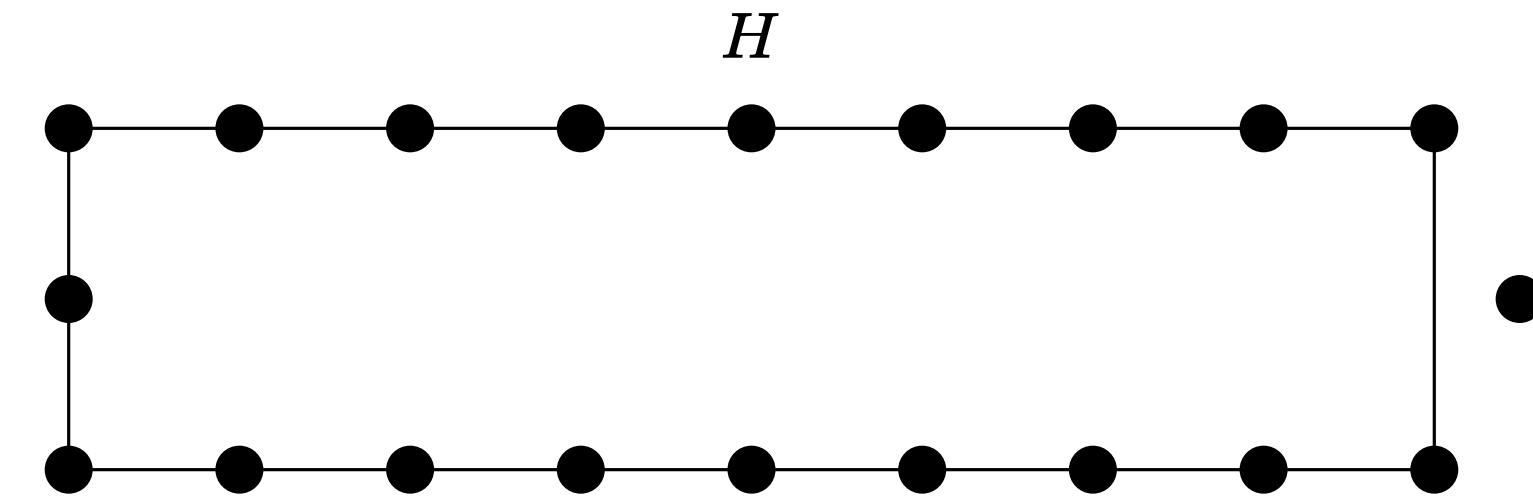
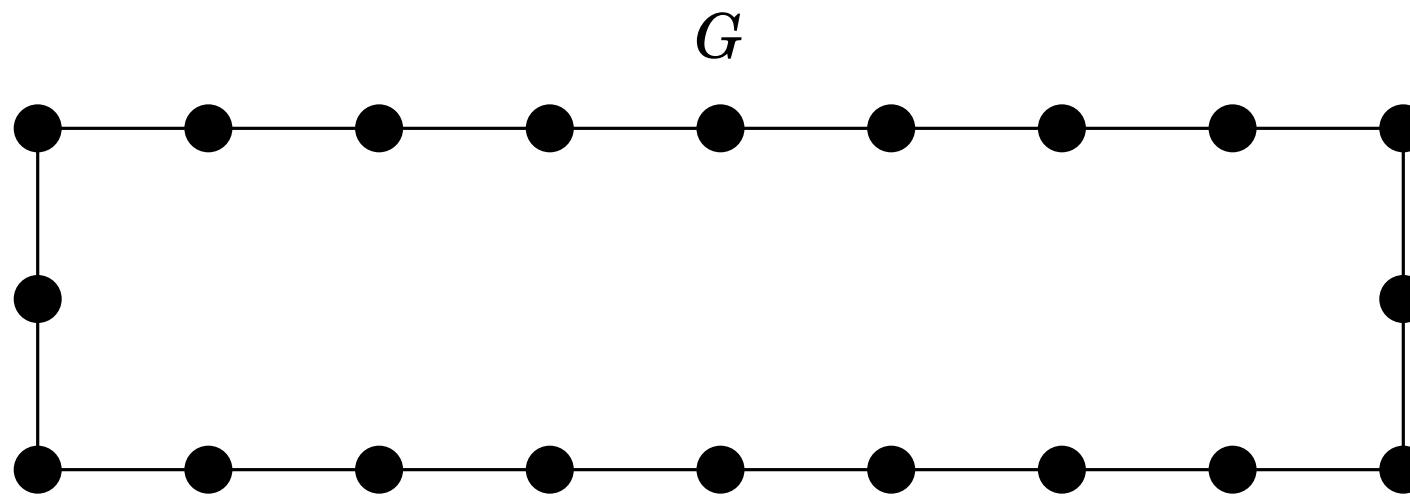
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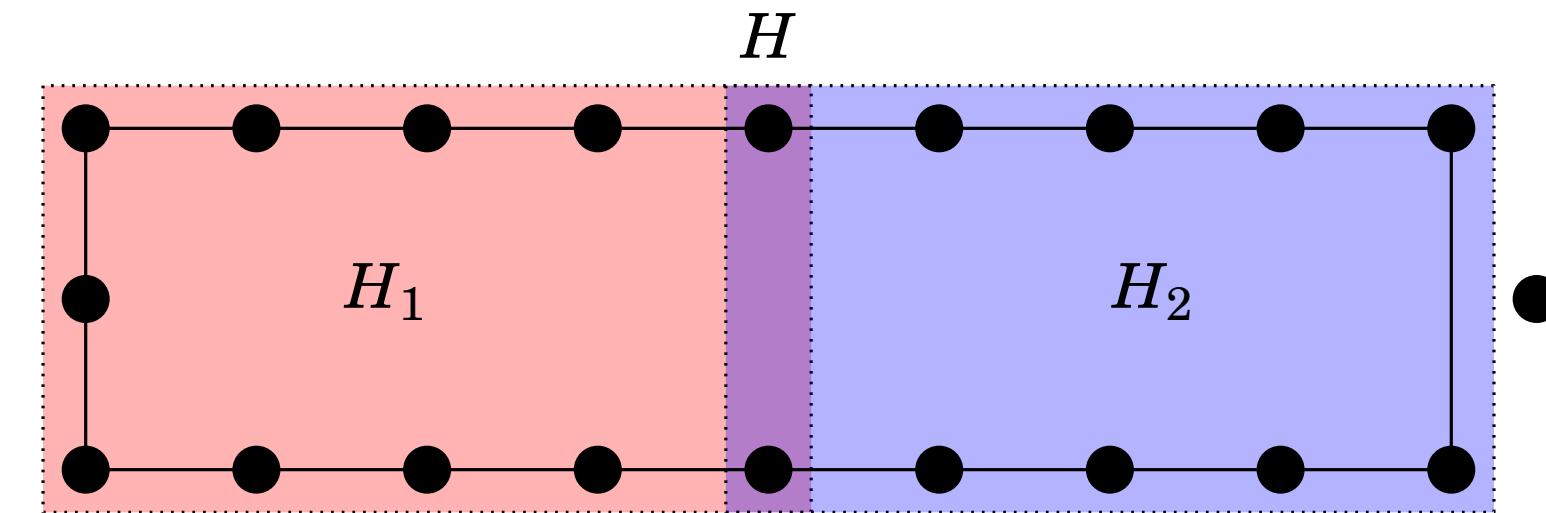
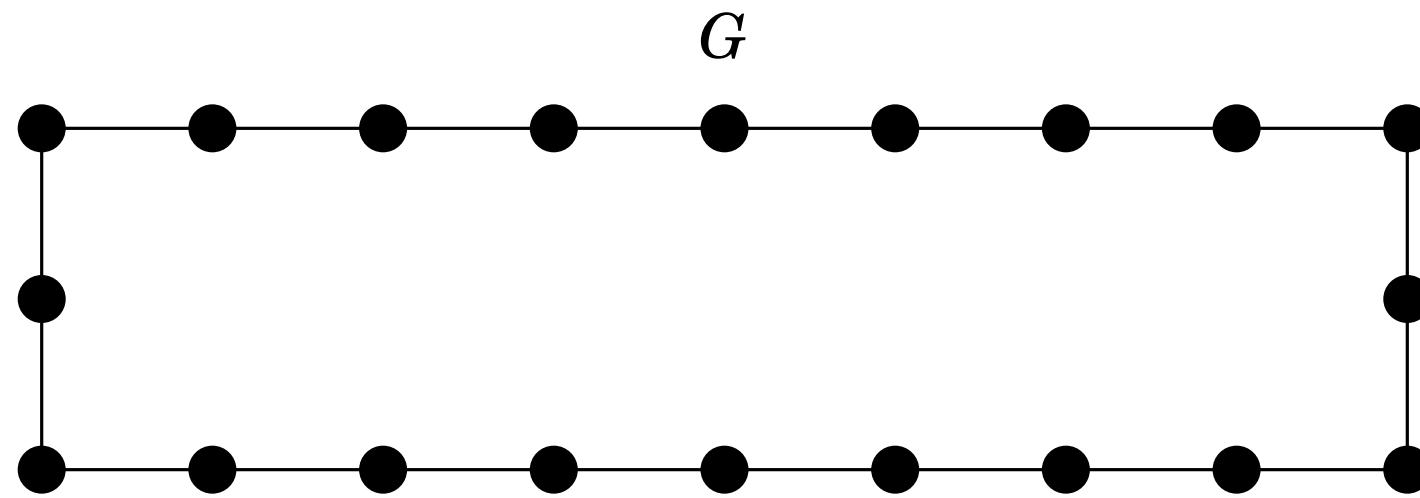
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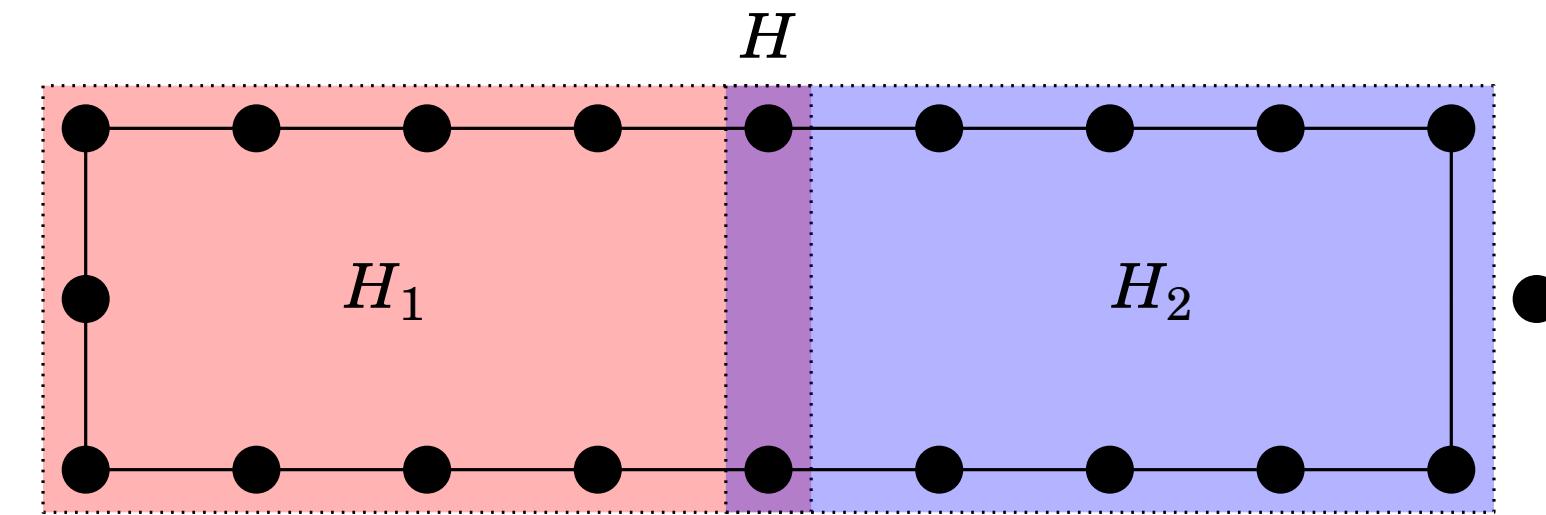
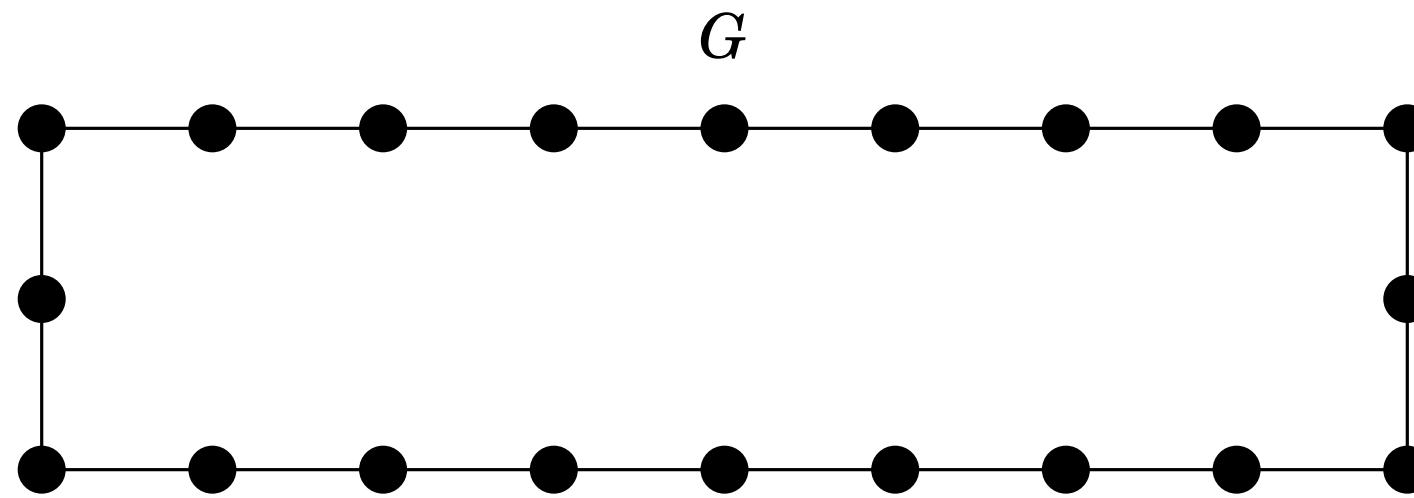
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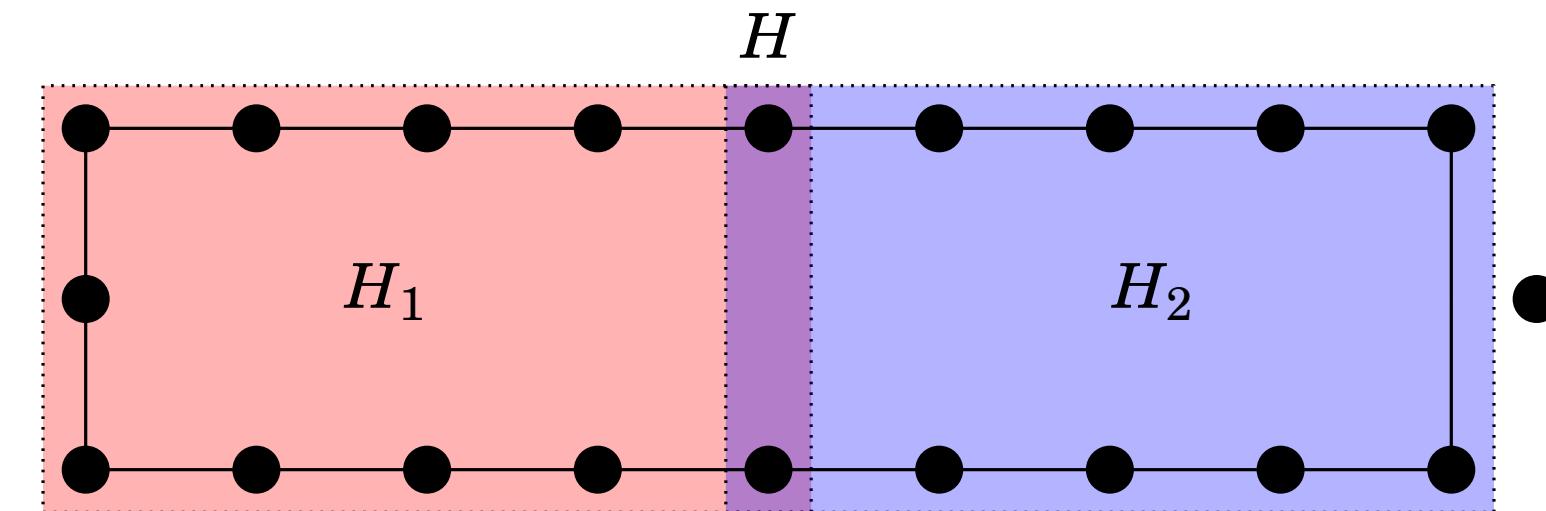
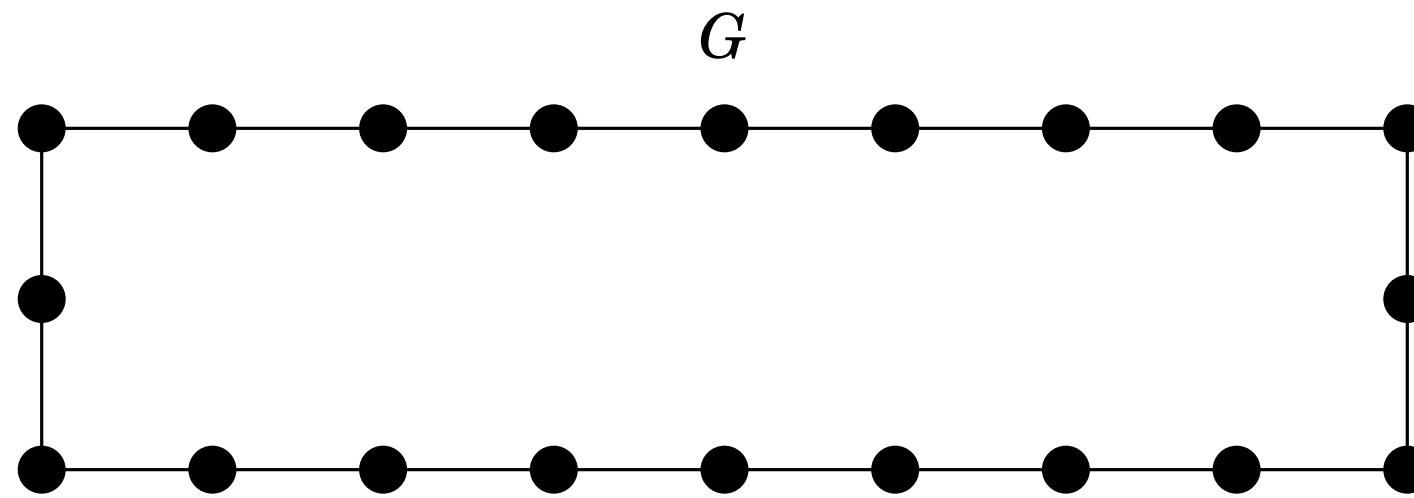
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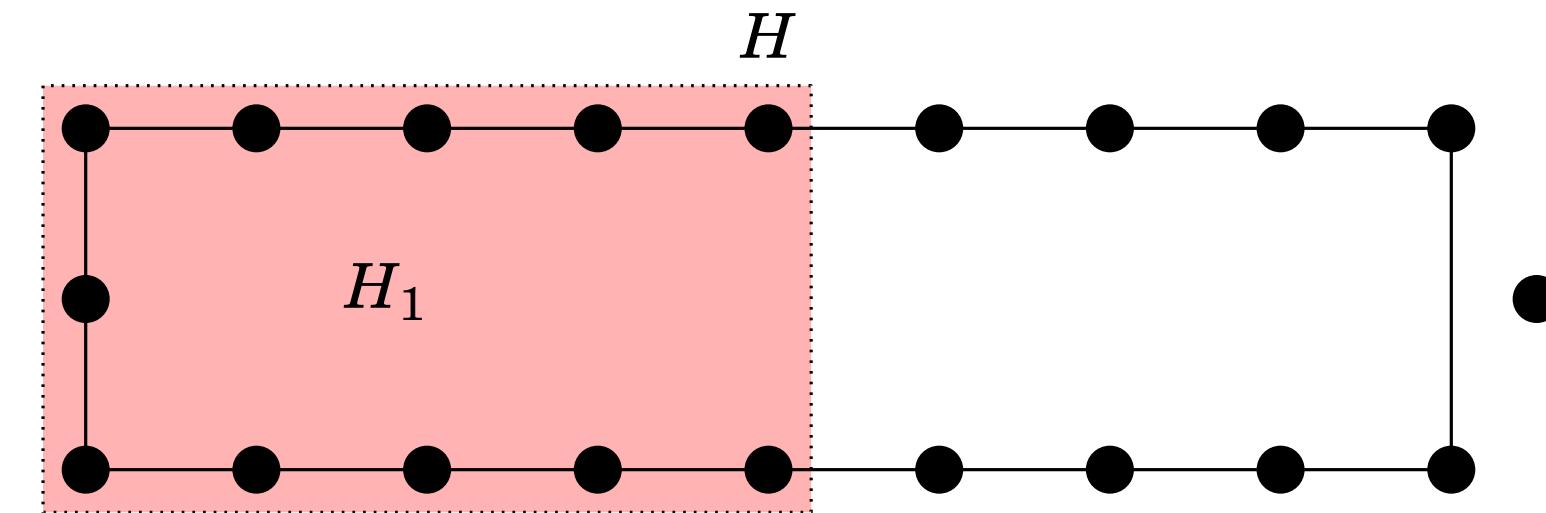
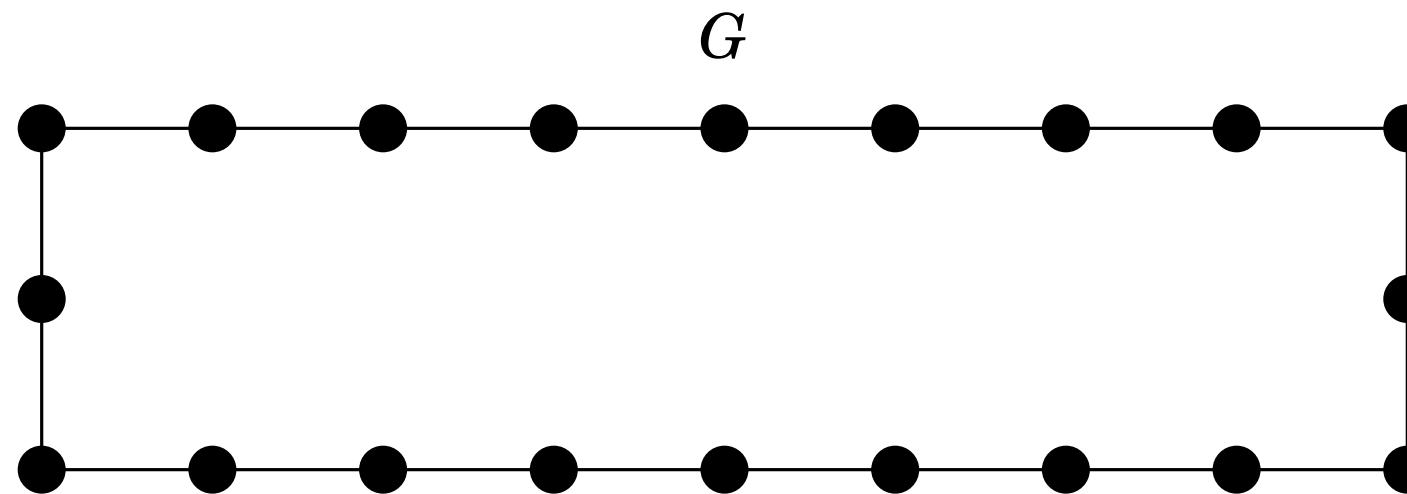
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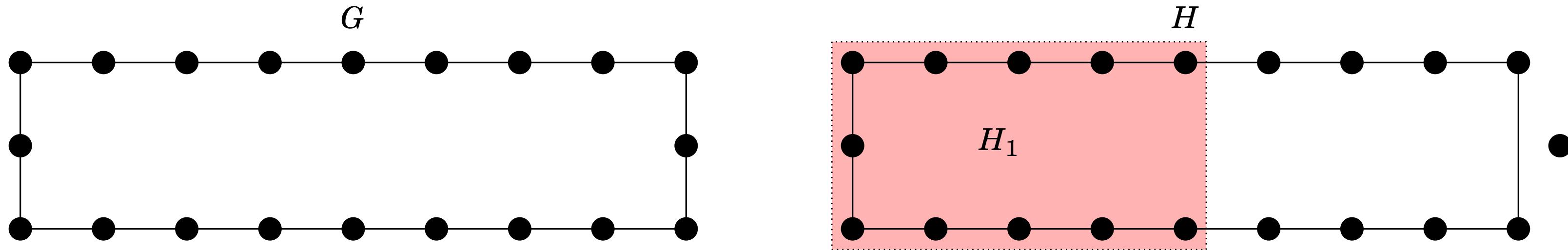
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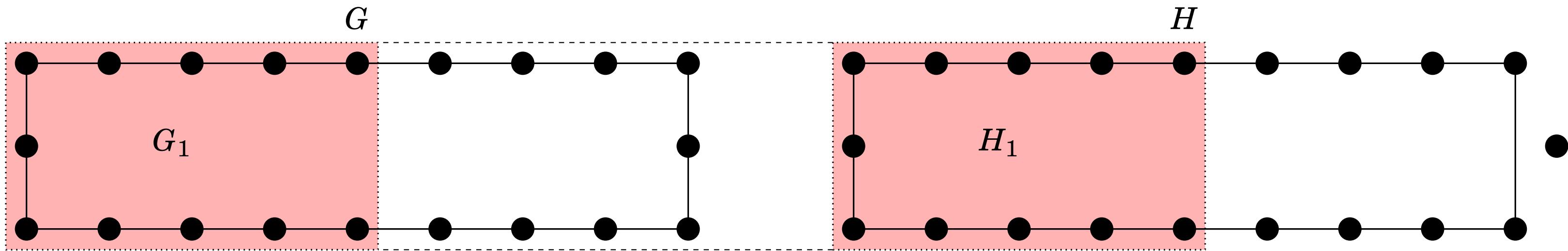
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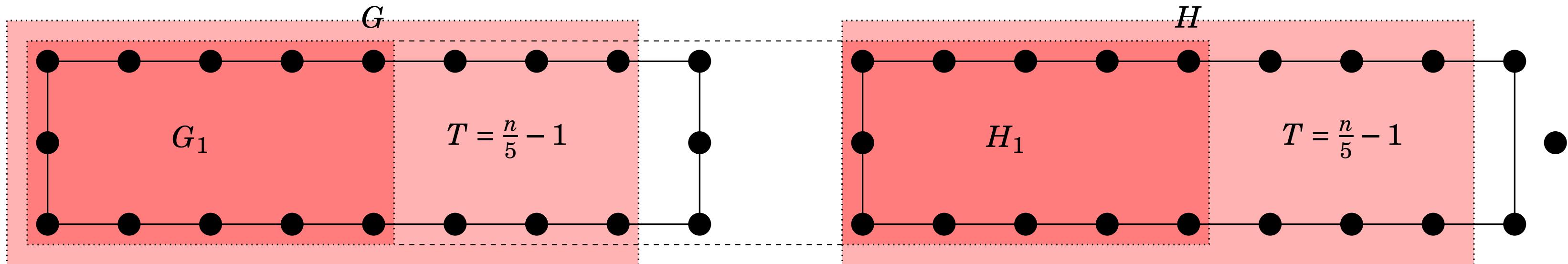
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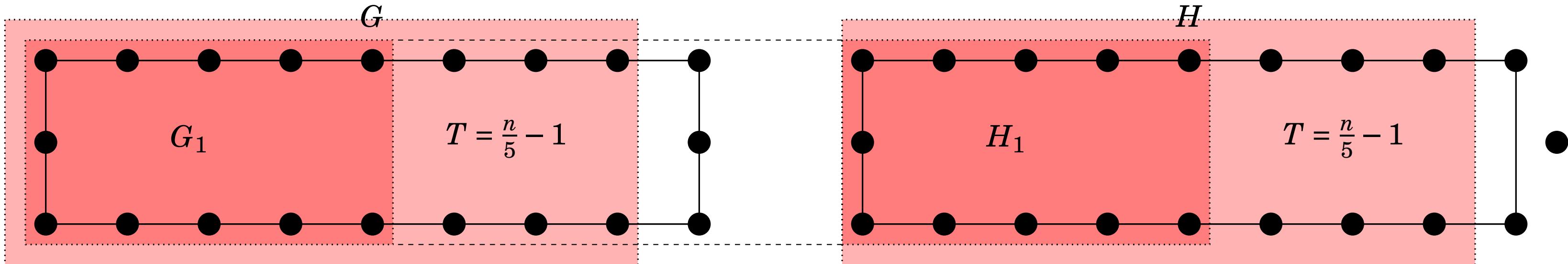
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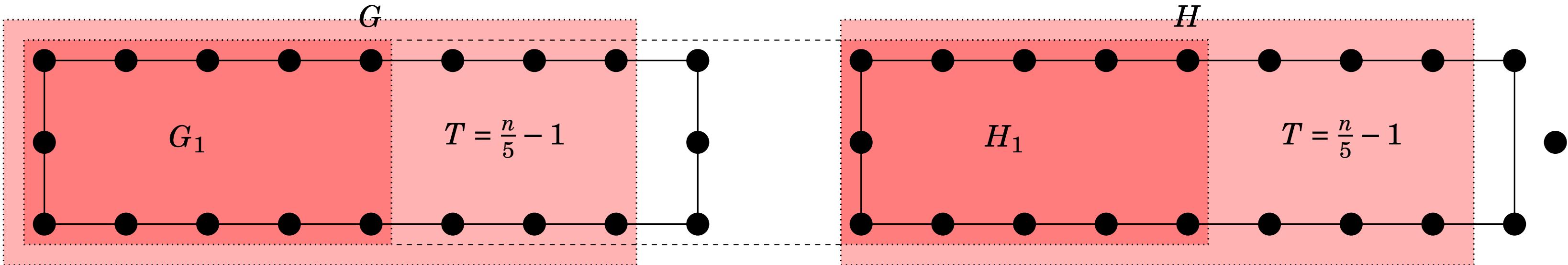
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- Nodes in H_1/G_1 cannot distinguish between G and H

Graph-existential indistinguishability (randomized)

- **Problem:** 2-coloring paths & even cycles



- Suppose algorithm \mathcal{A} with running time $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- Run \mathcal{A} both in G and H
- \mathcal{A} fails in H with probability 1
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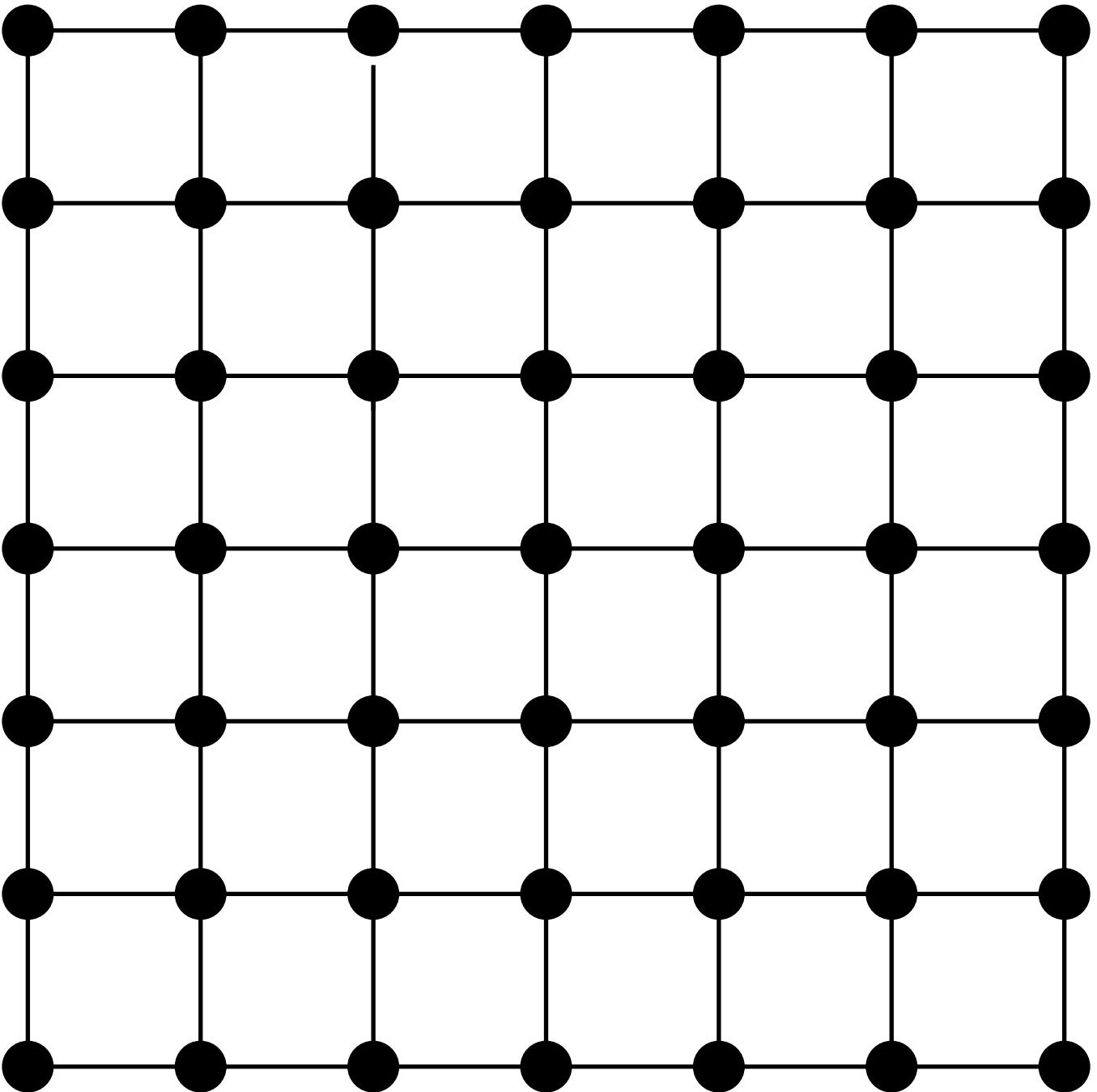
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5. **State of the art results**
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Properties of distributed algorithms

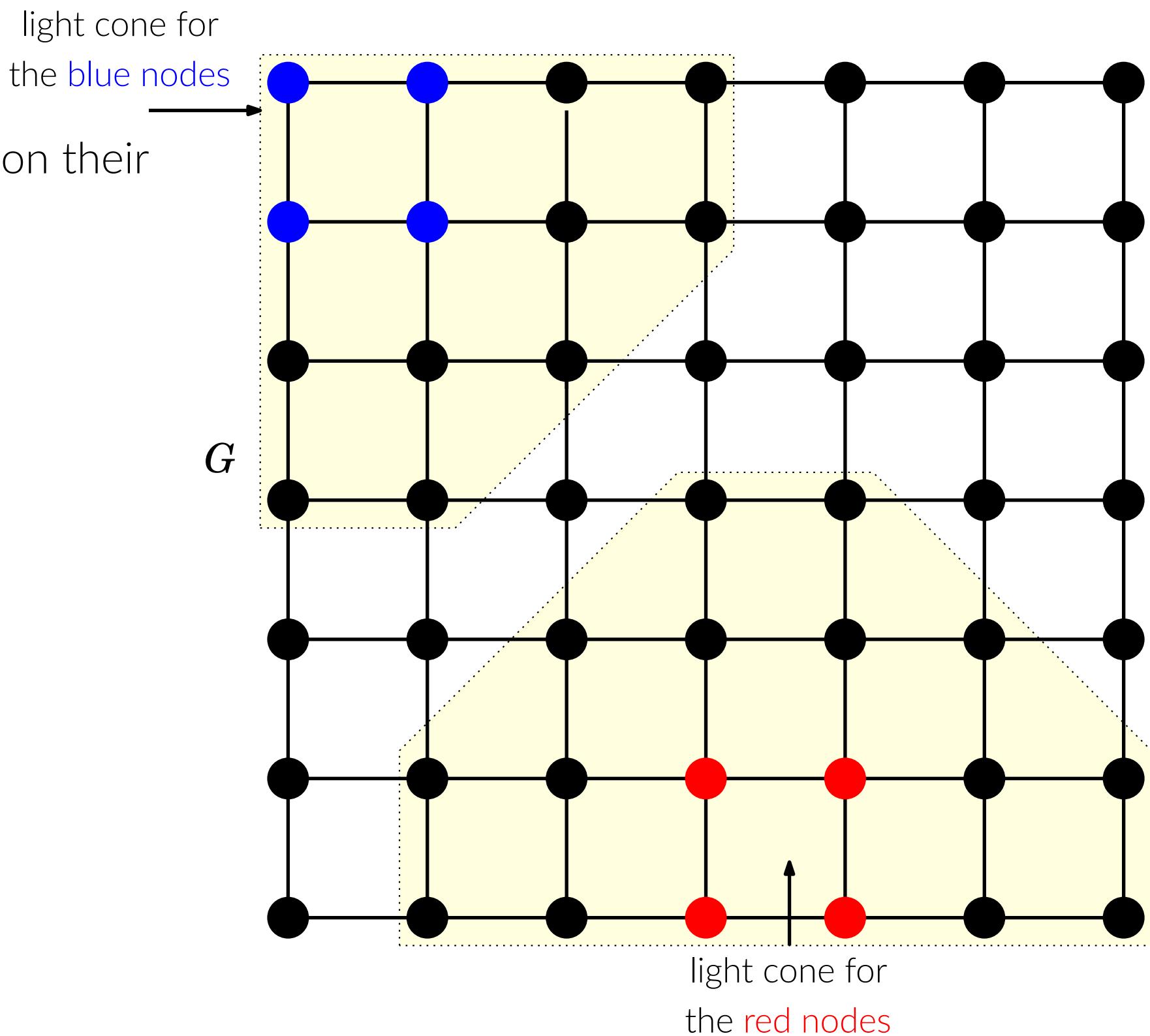
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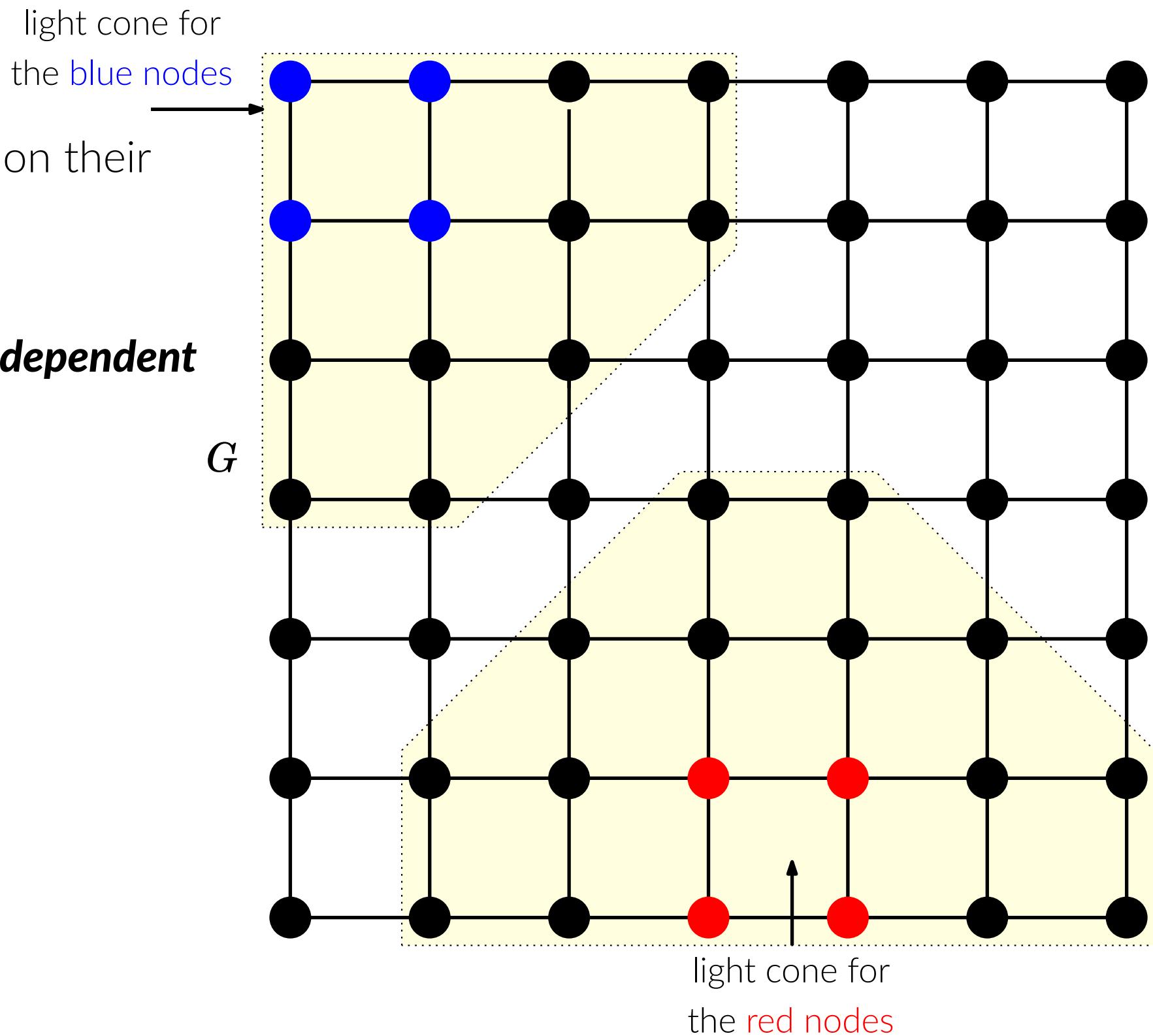
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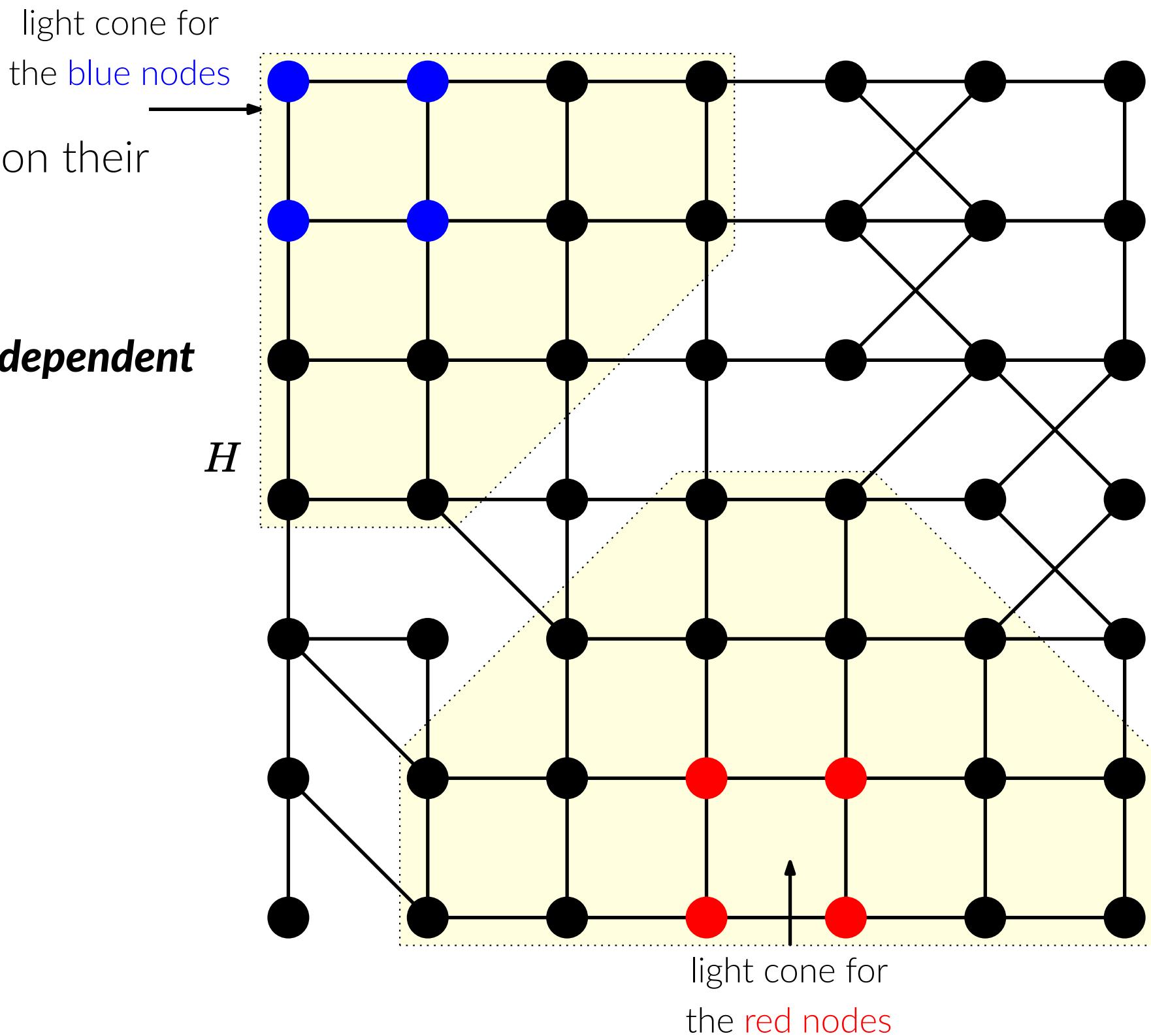
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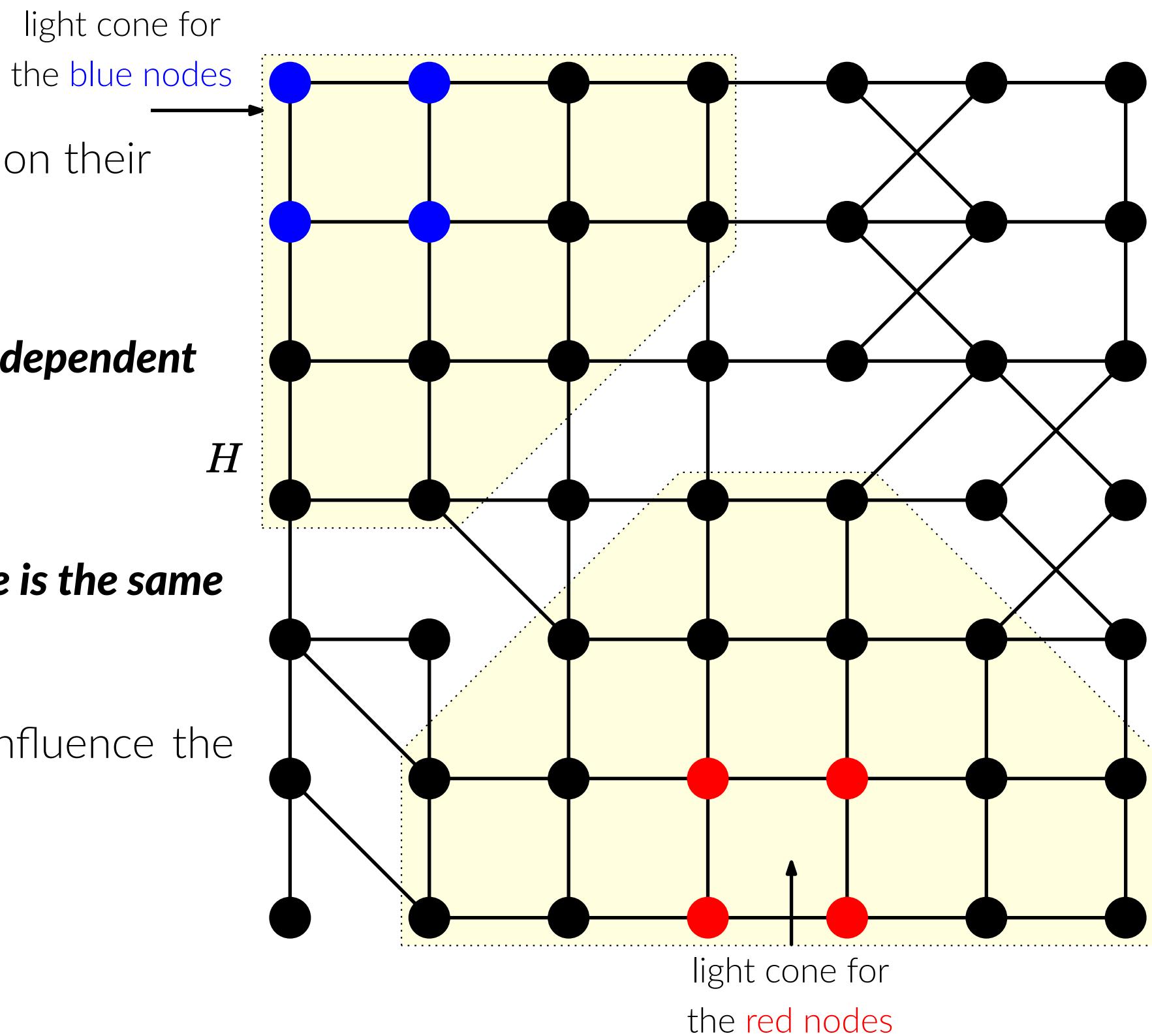
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- **Output distributions** remains **the same** if **light cone is the same**

- non-signaling property

- changes that are beyond 2-hops away do not influence the output distribution

- also known as **causality**



Abstracting output distributions

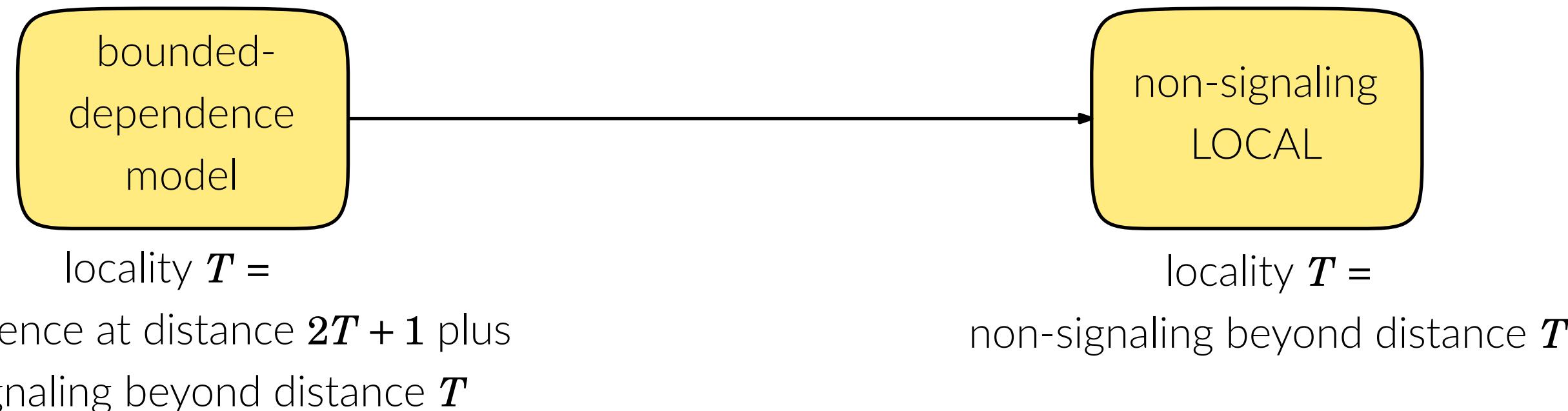
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[Holroyd and Liggett, Forum of Mathematics, Pi '14]

[STOC '25a]

* finitely-dependent distributions if $T = O(1)$

[Gavoille, Kosowski, and Markiewicz, DISC '09]

[Arfaoui and Fraigniaud, PODC '12 & SIGACT News '14]

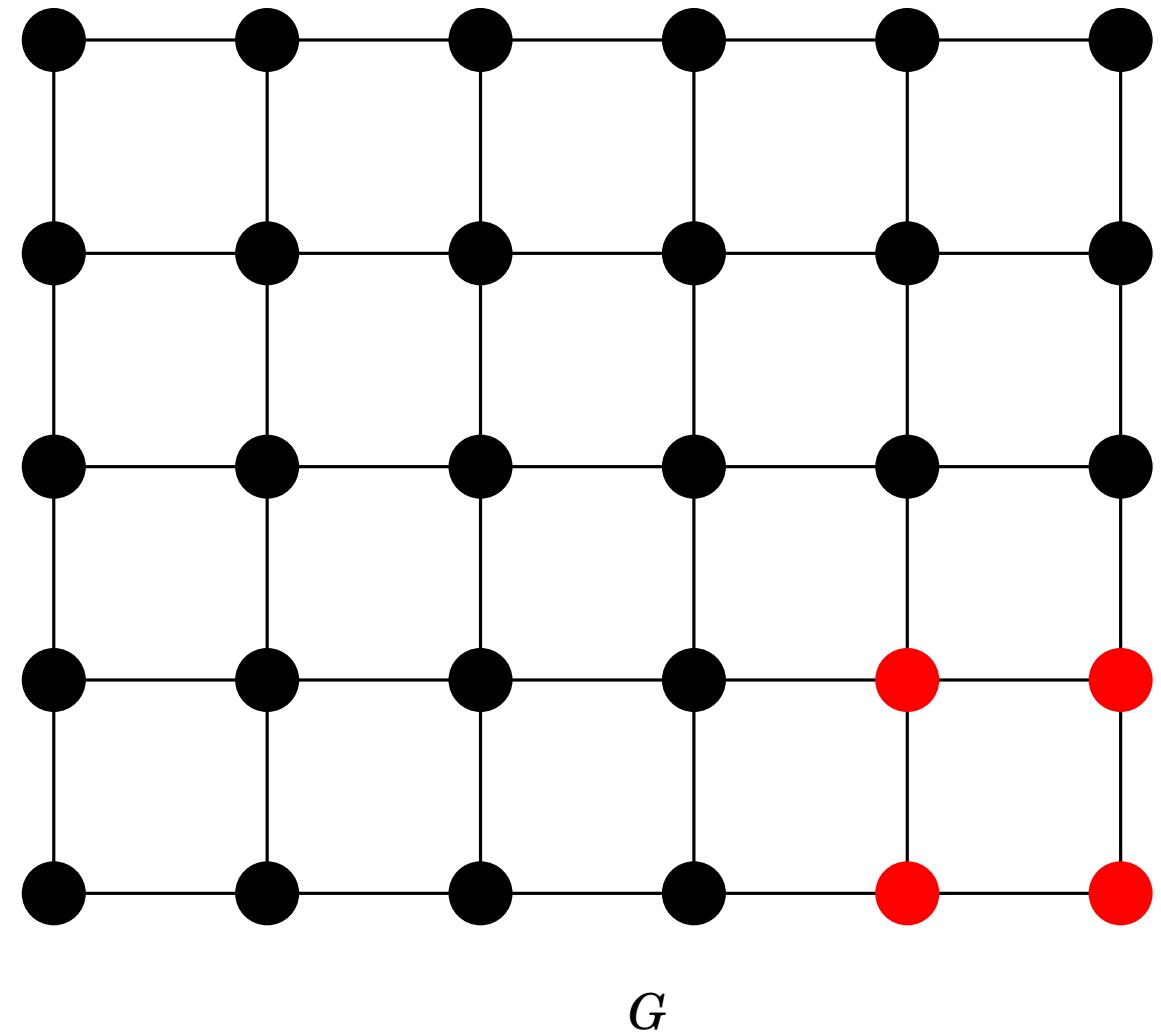
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- Σ finite set of labels
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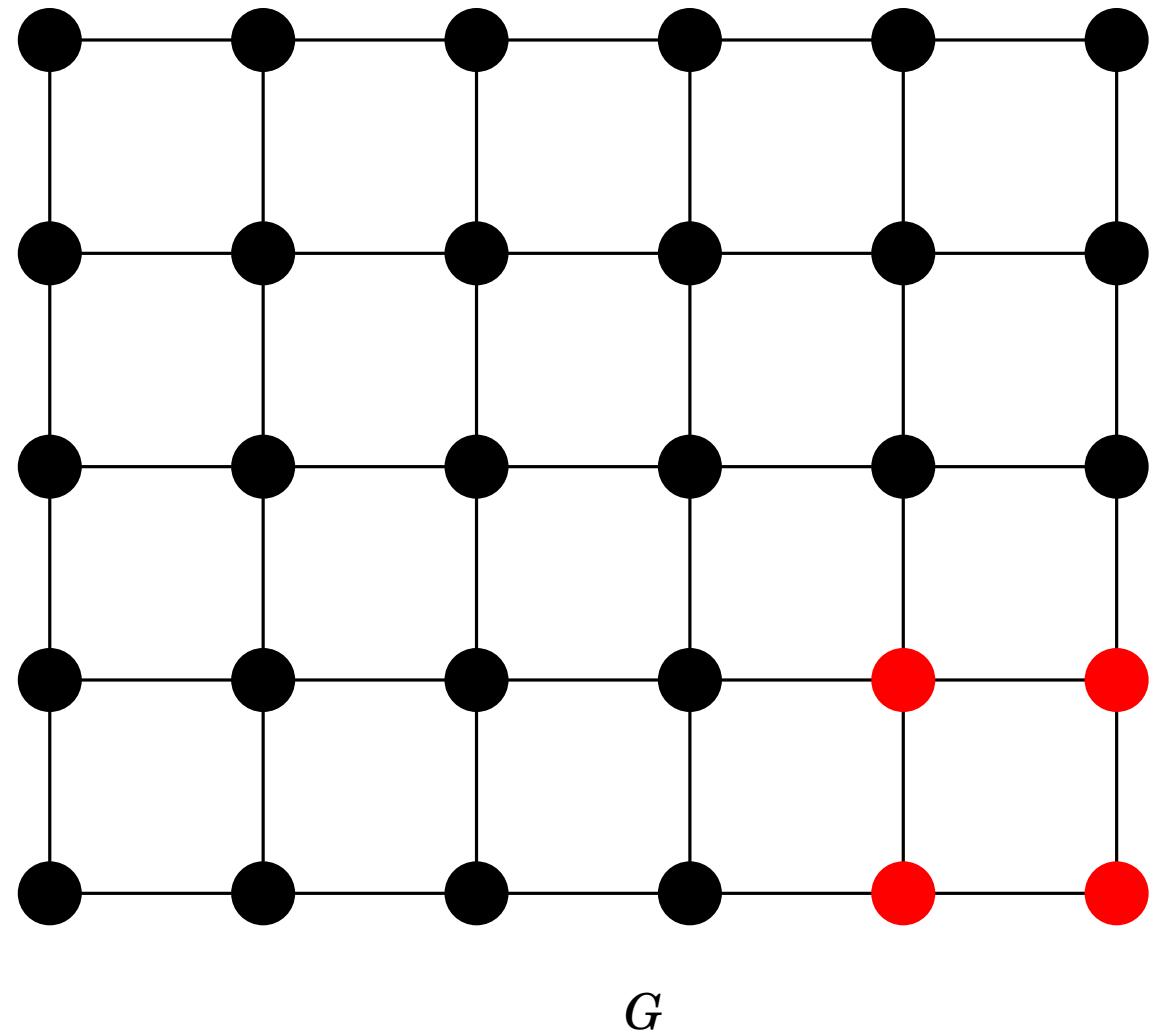
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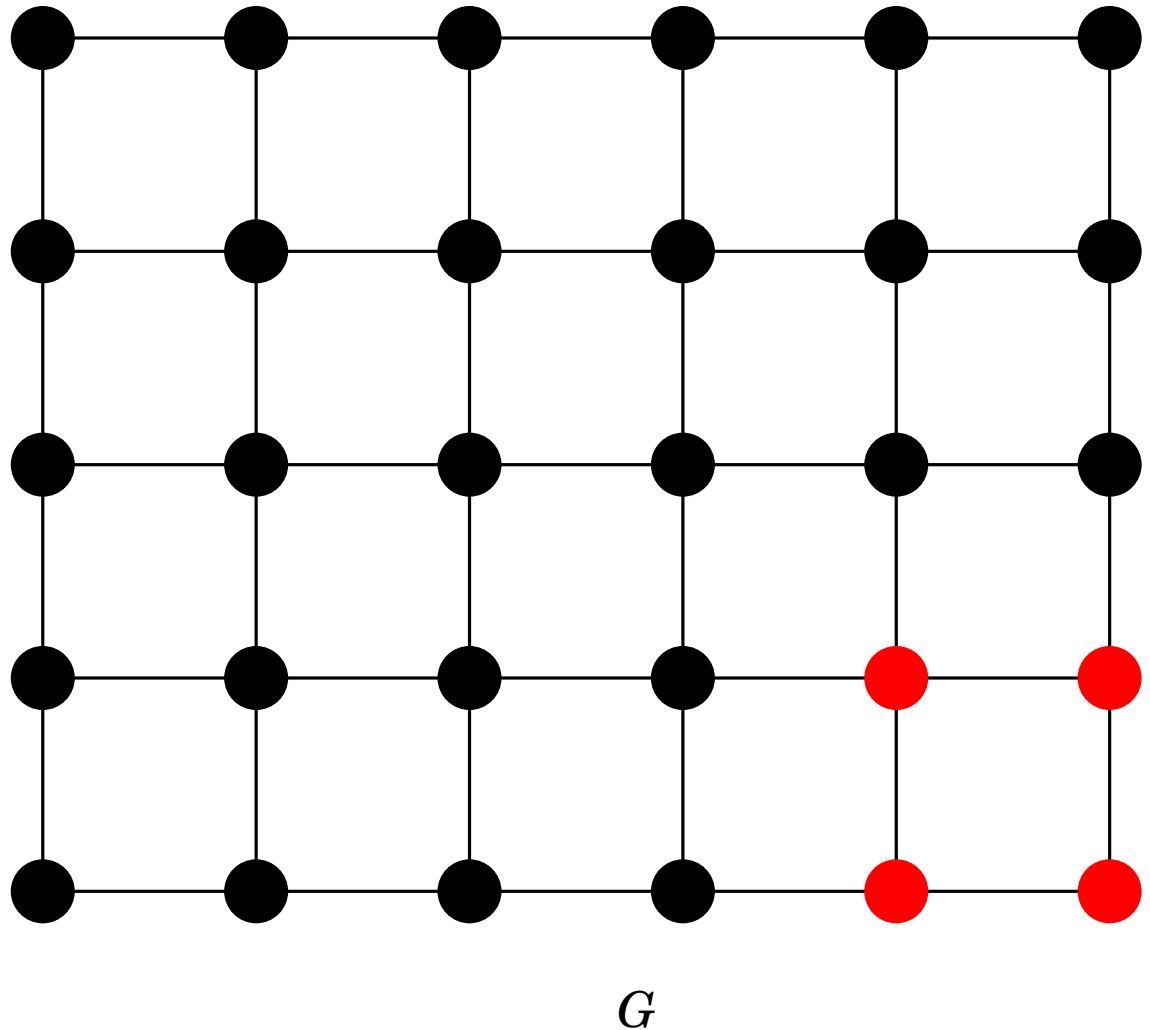
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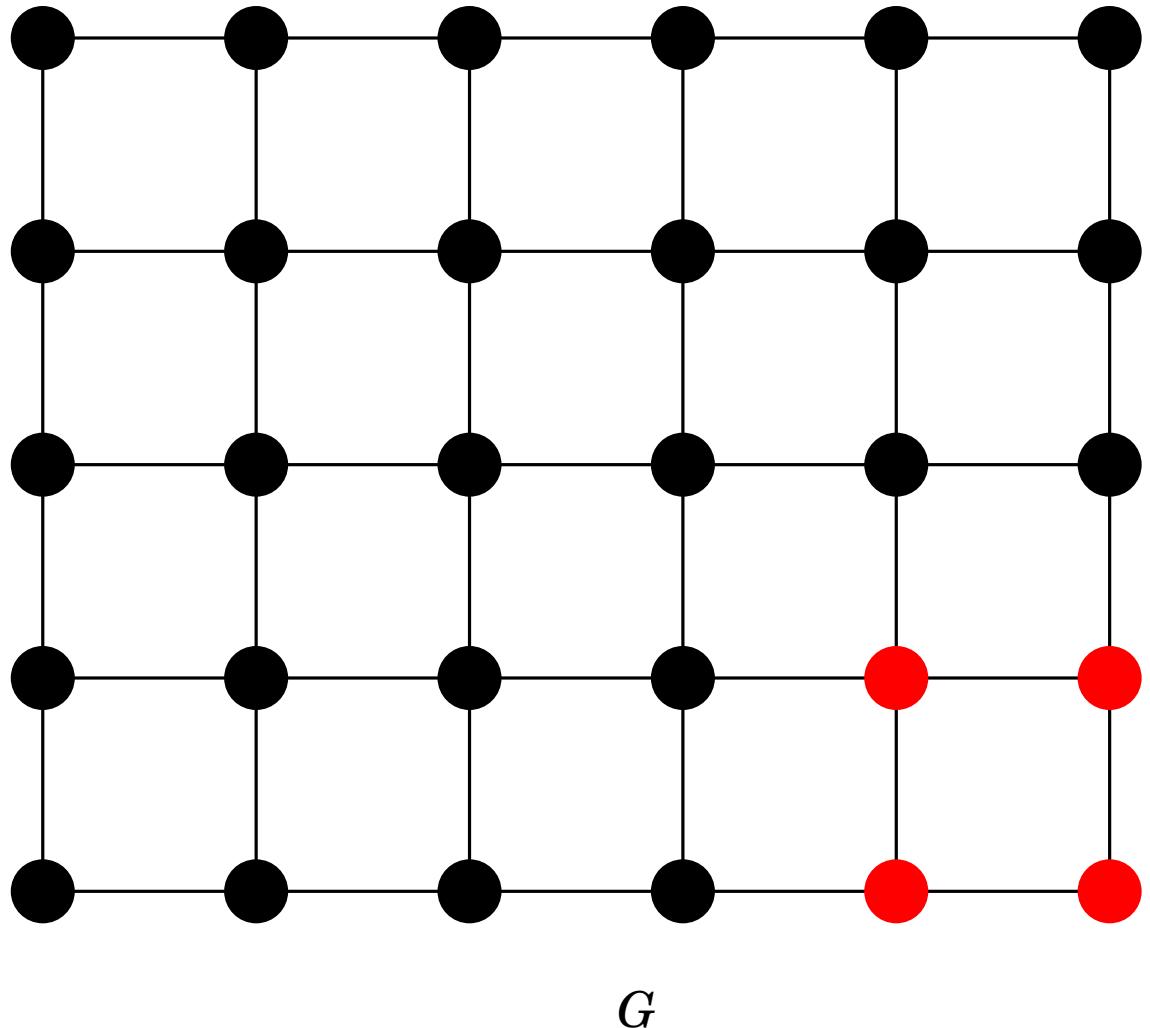
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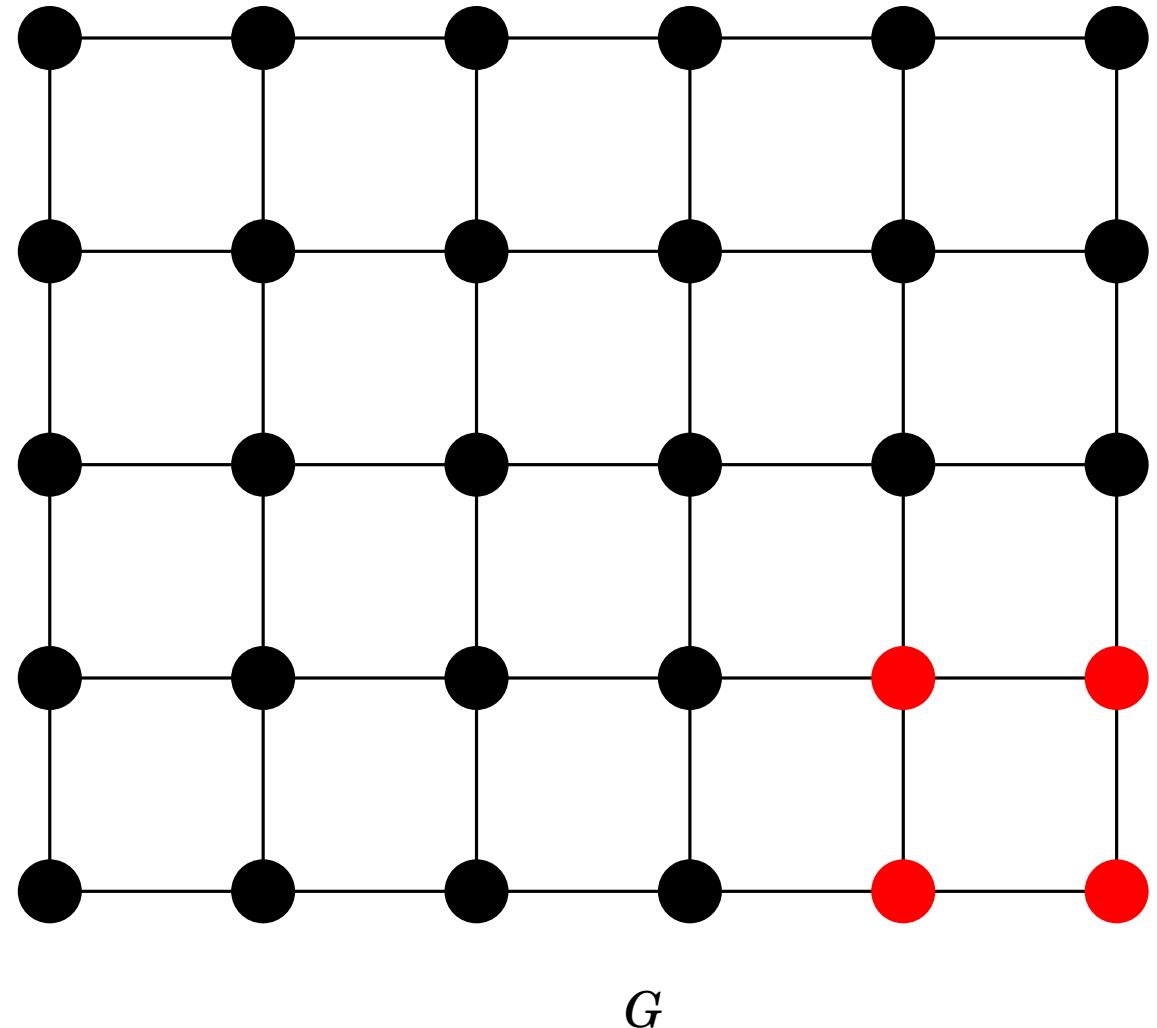
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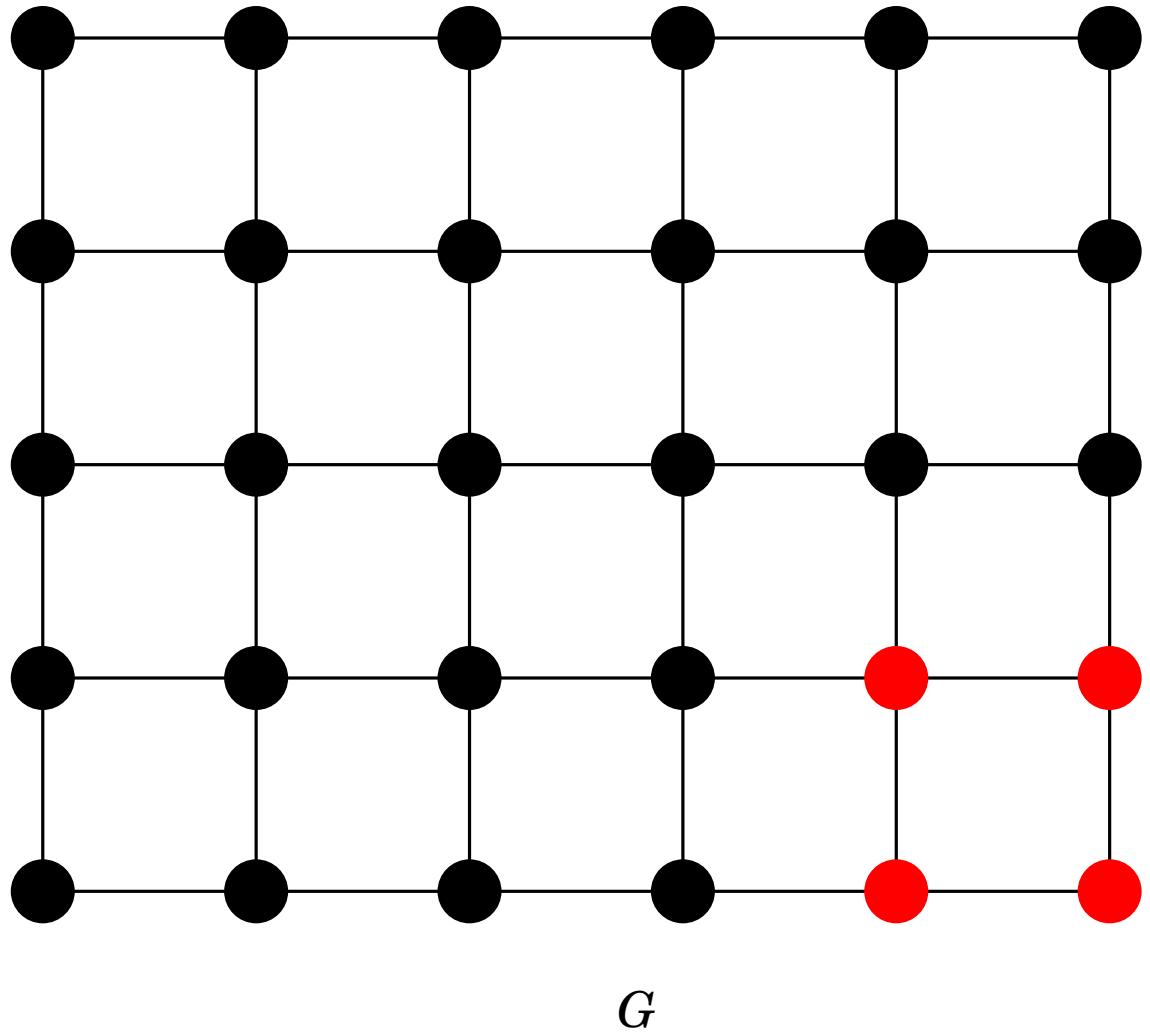
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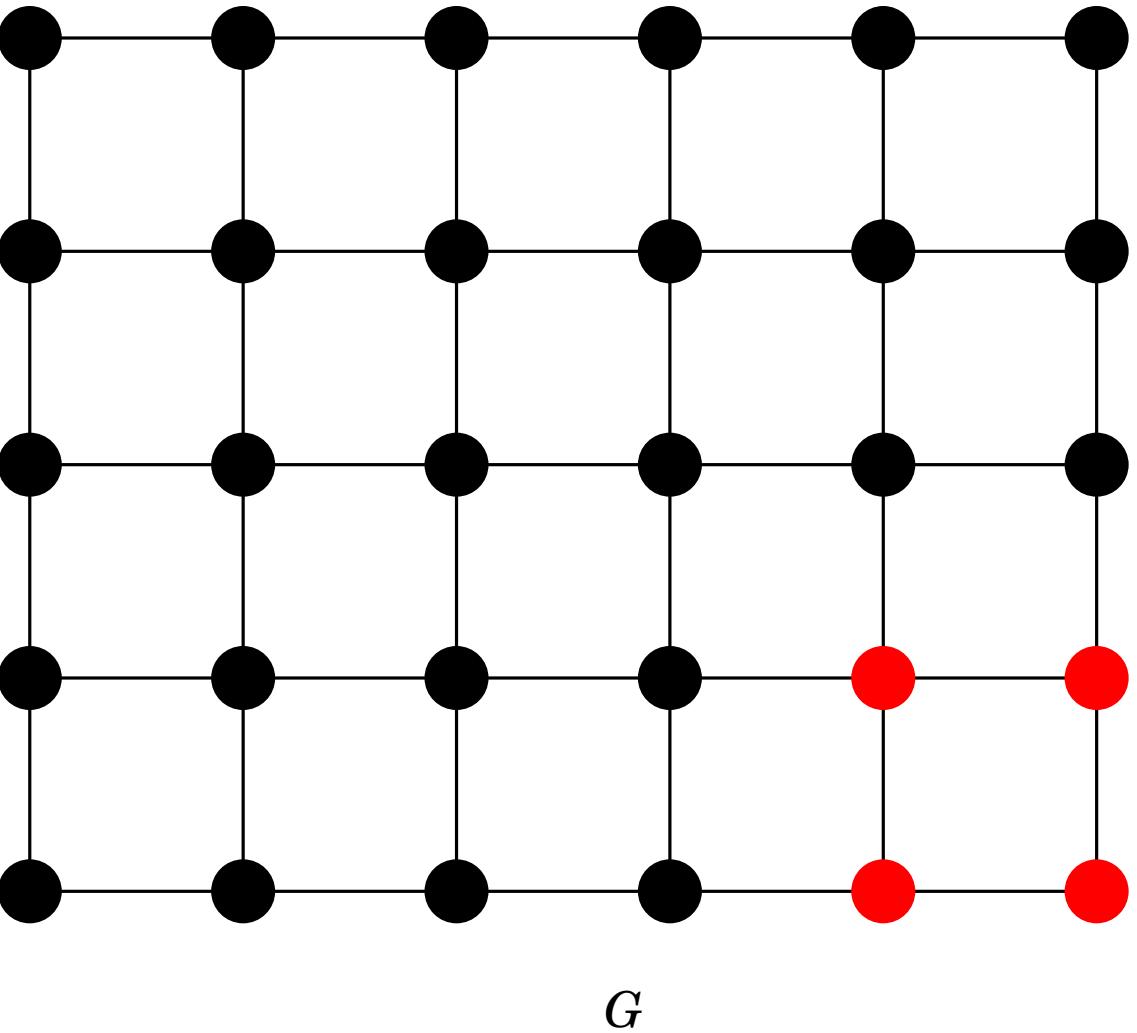
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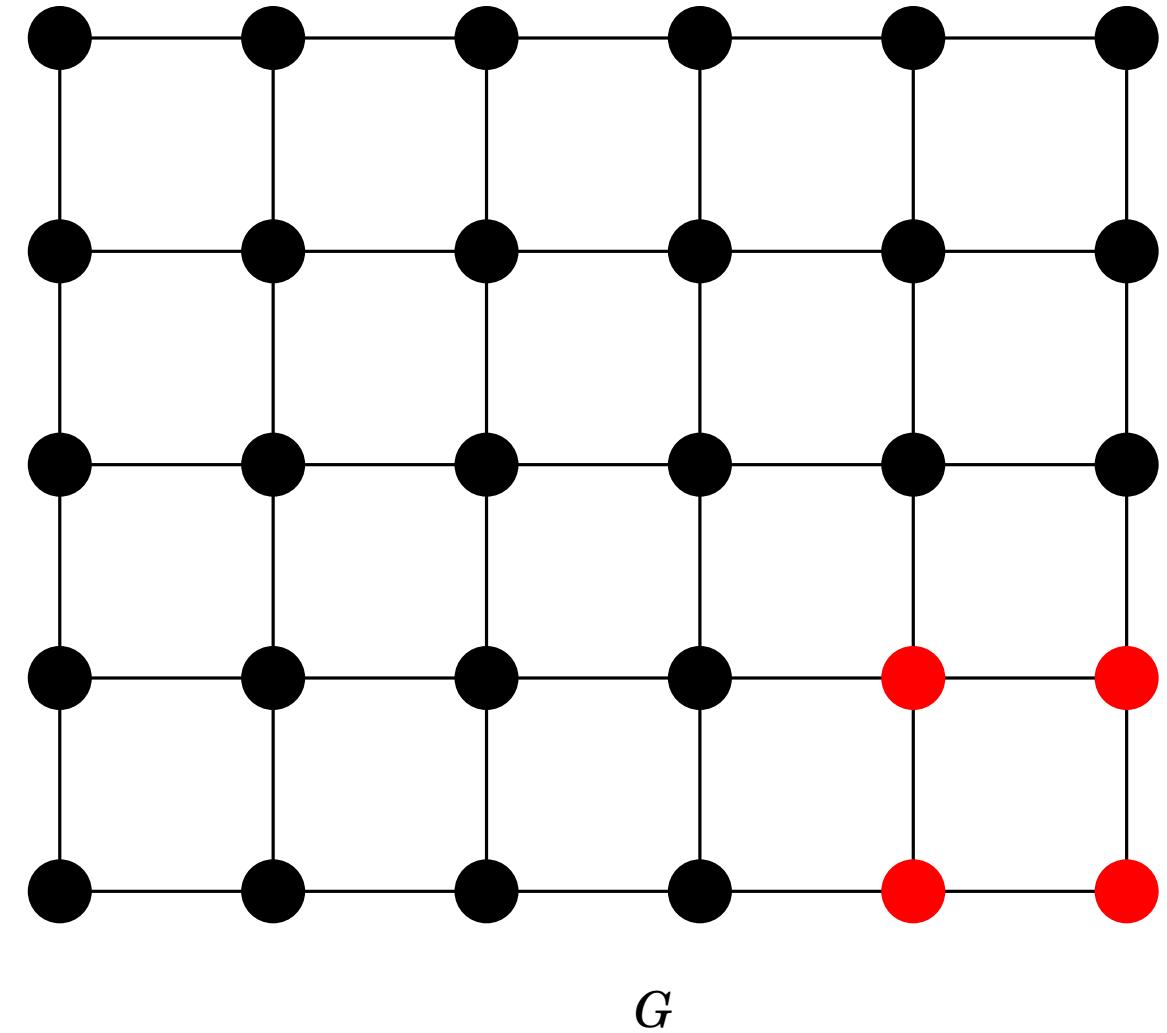
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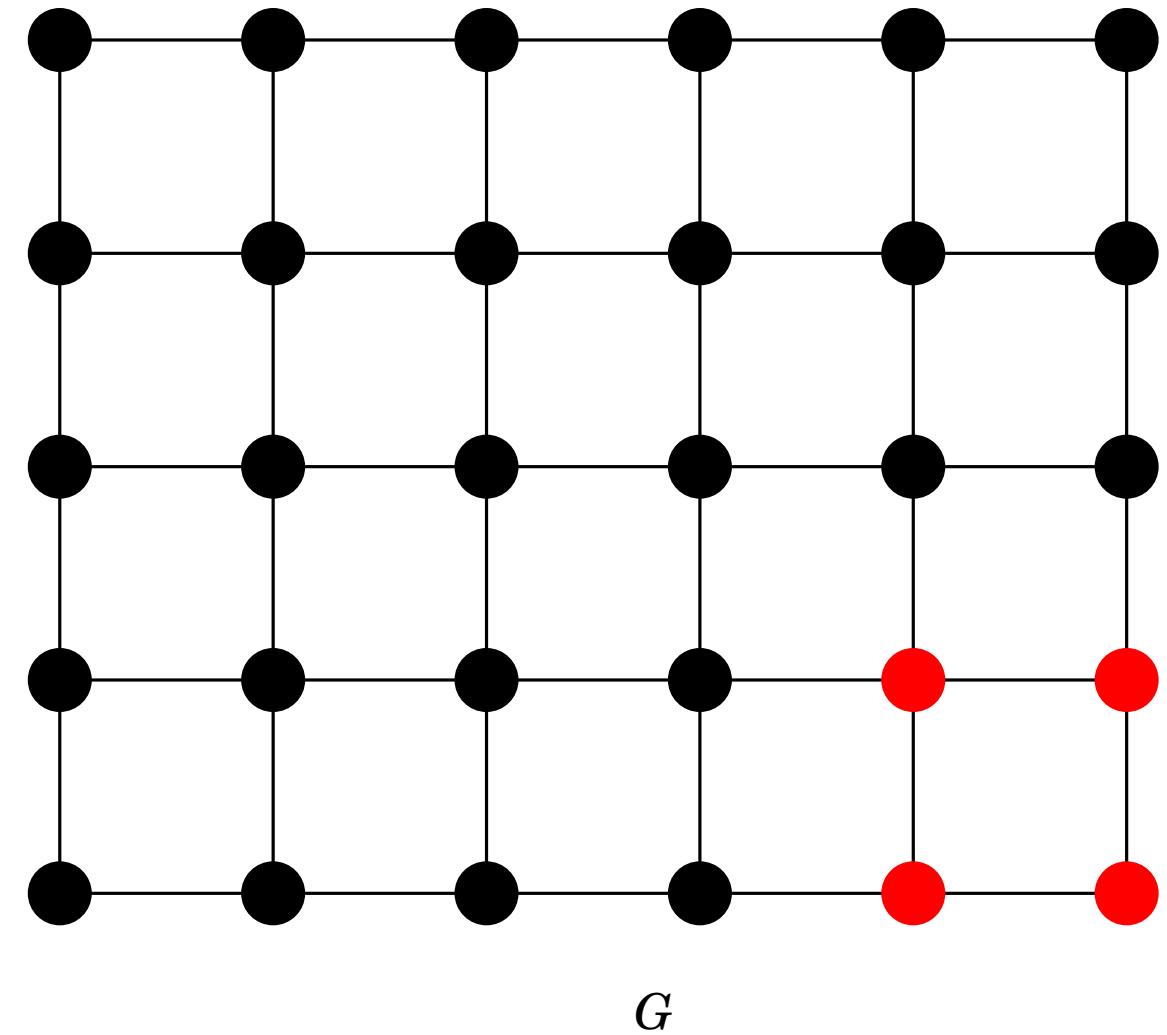
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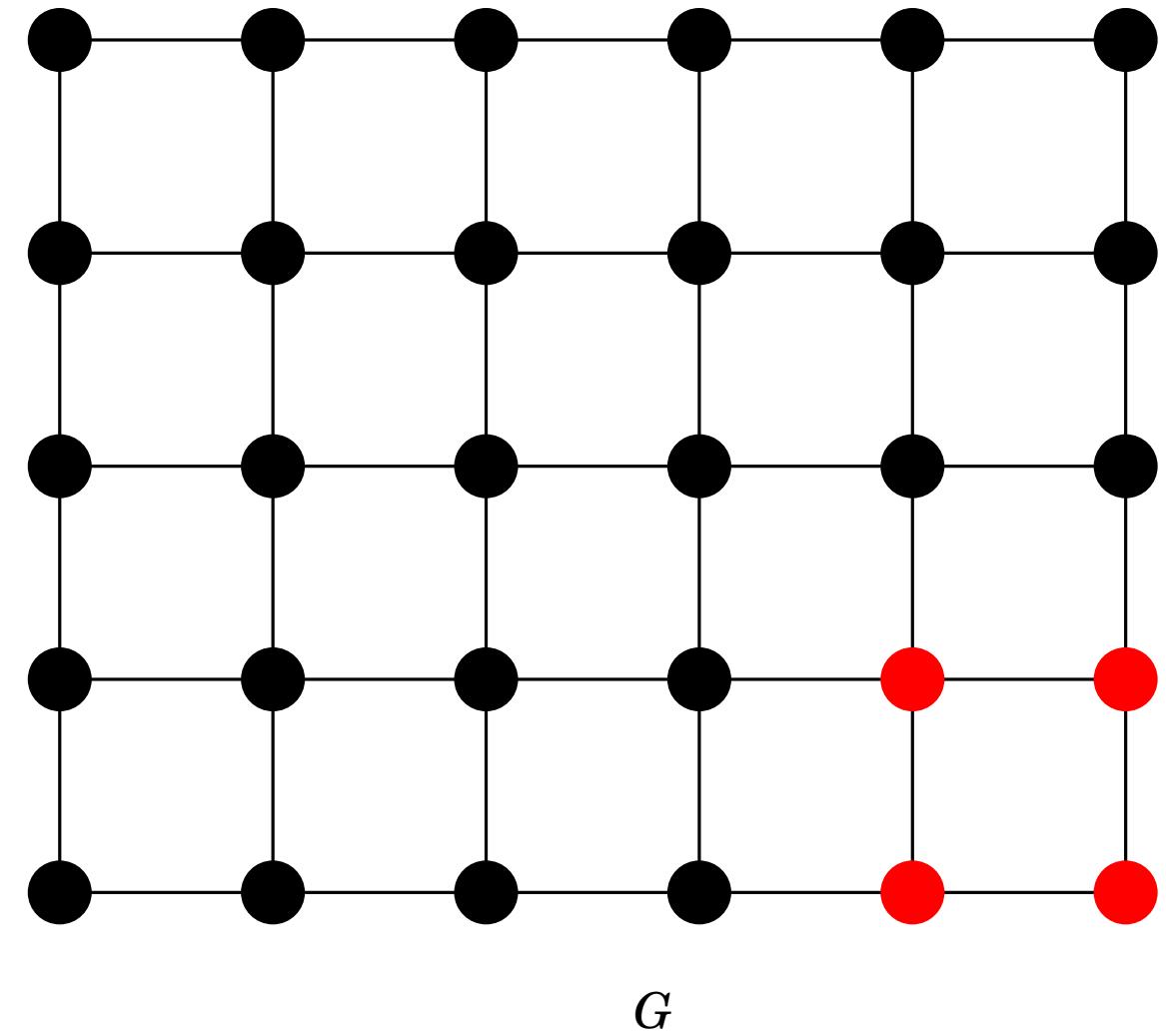
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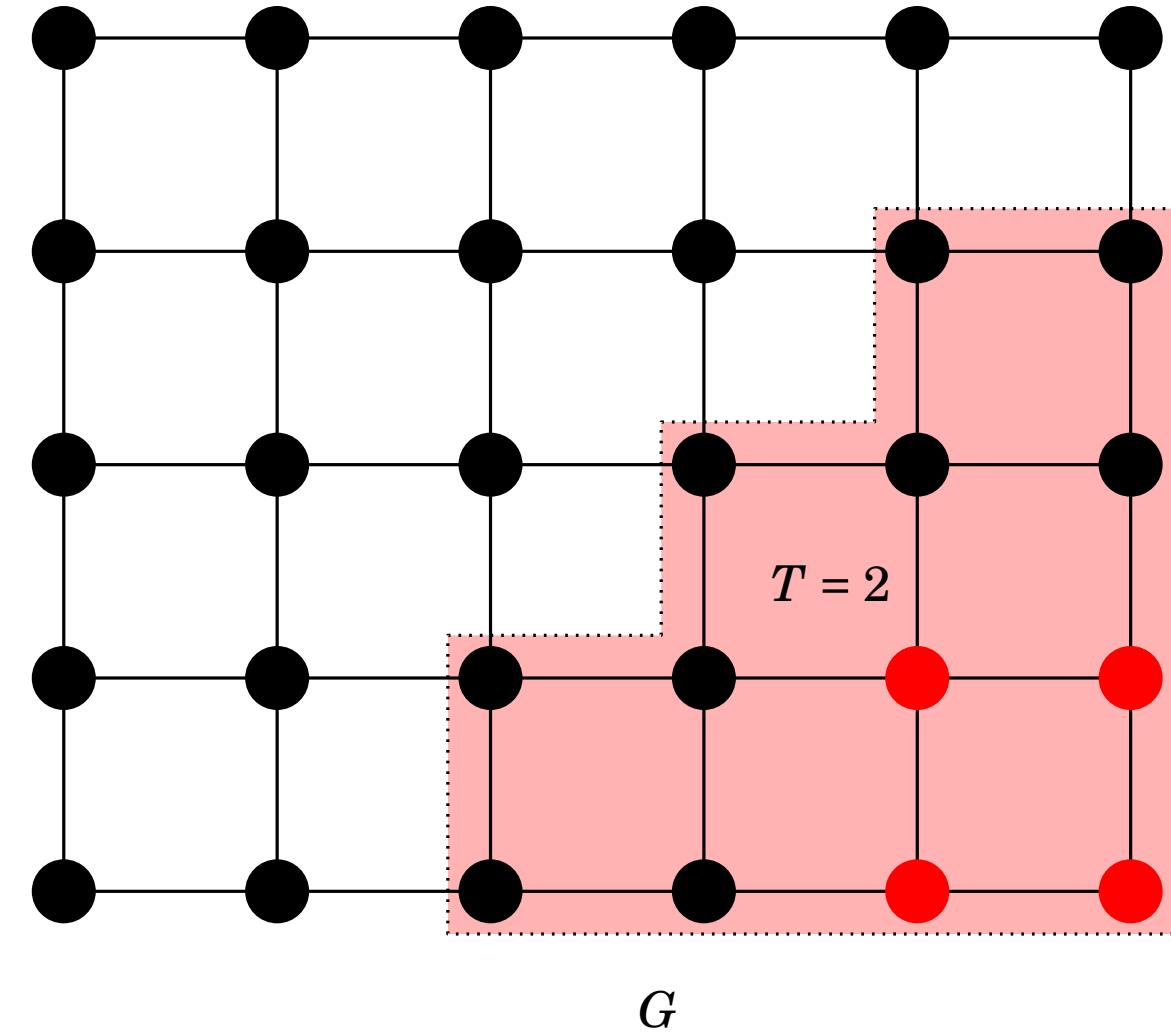


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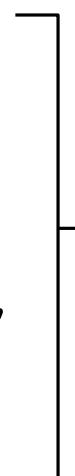
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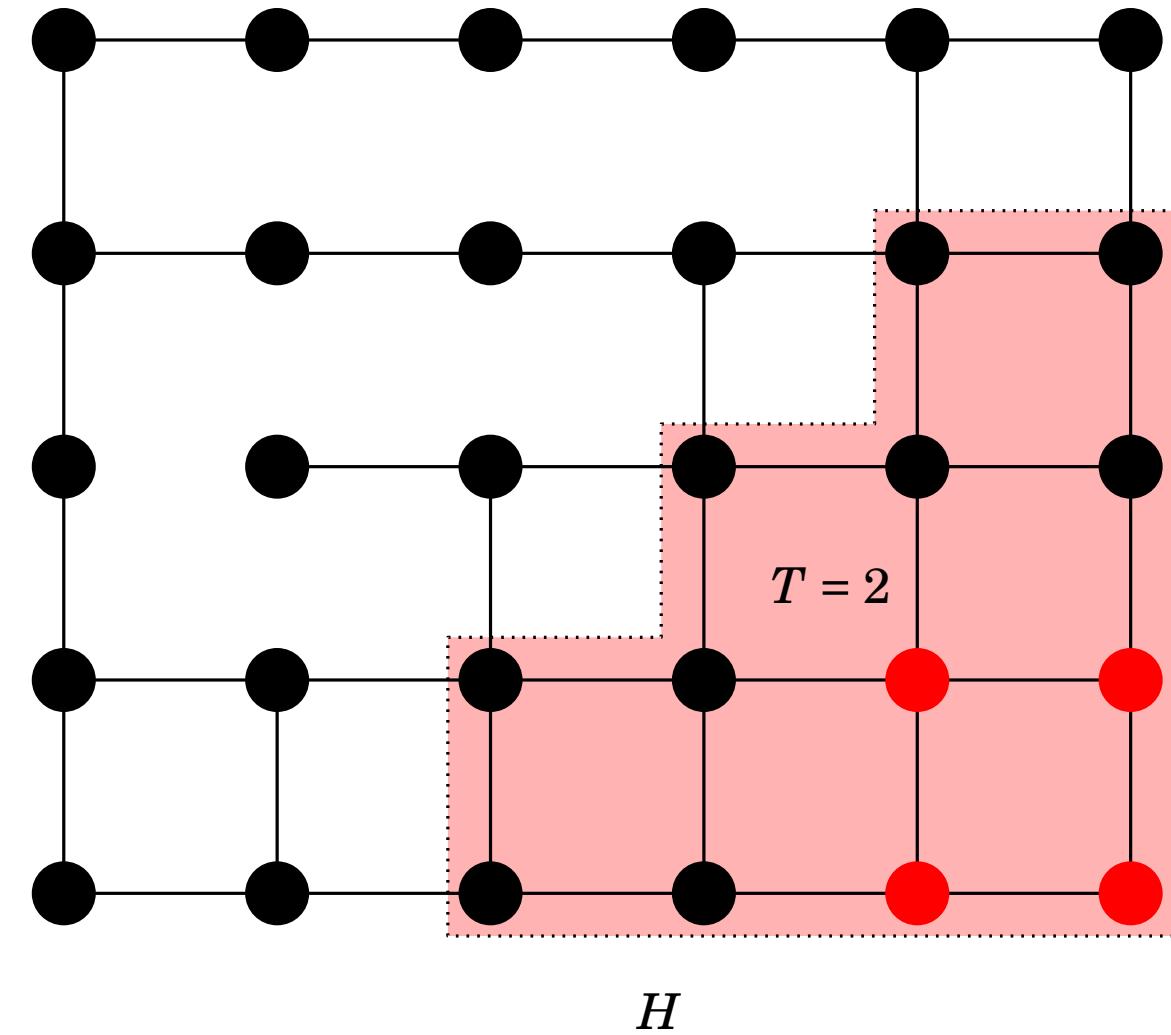


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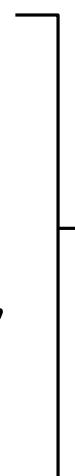
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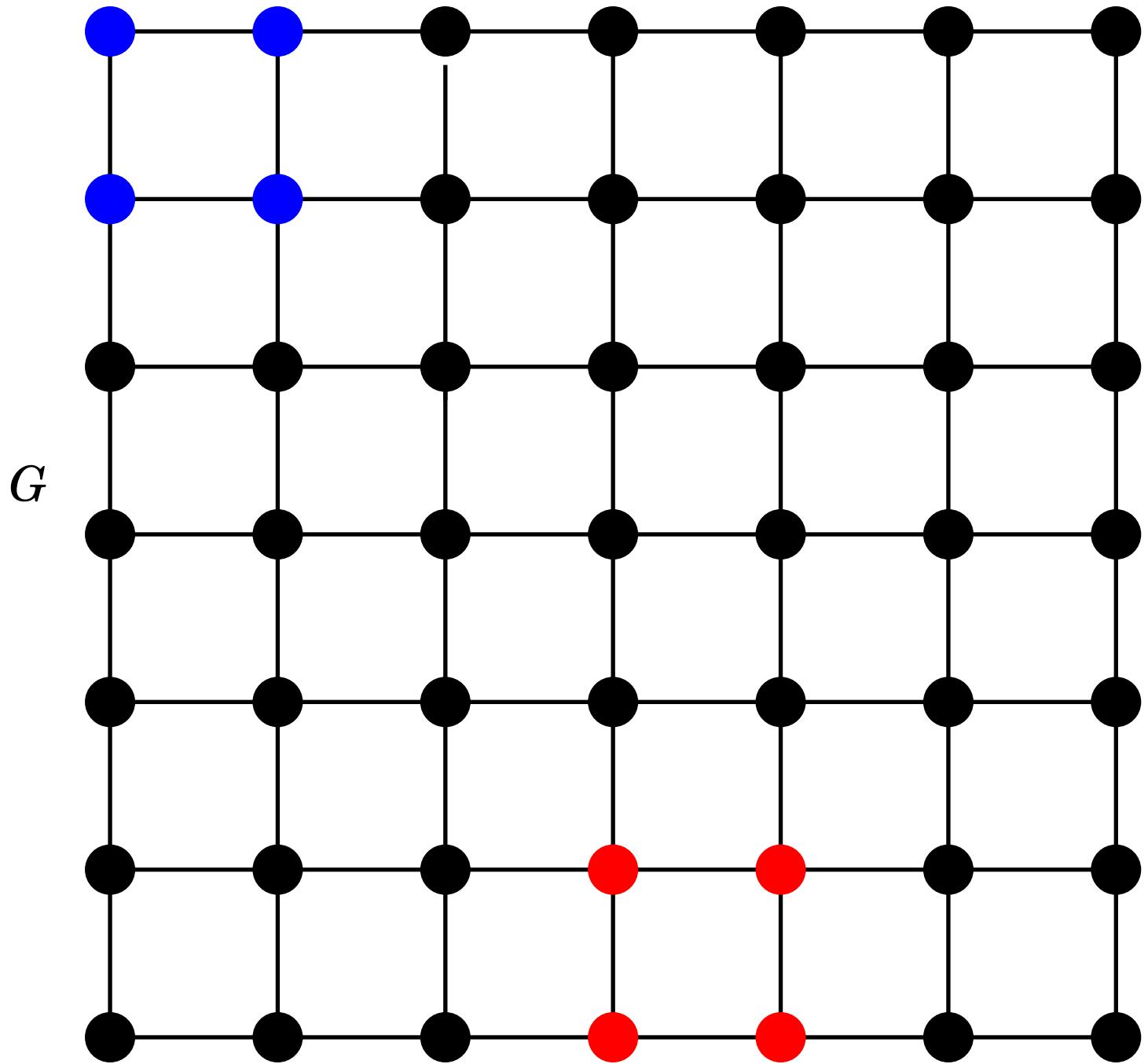


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The bounded-dependence model

[STOC '25a]

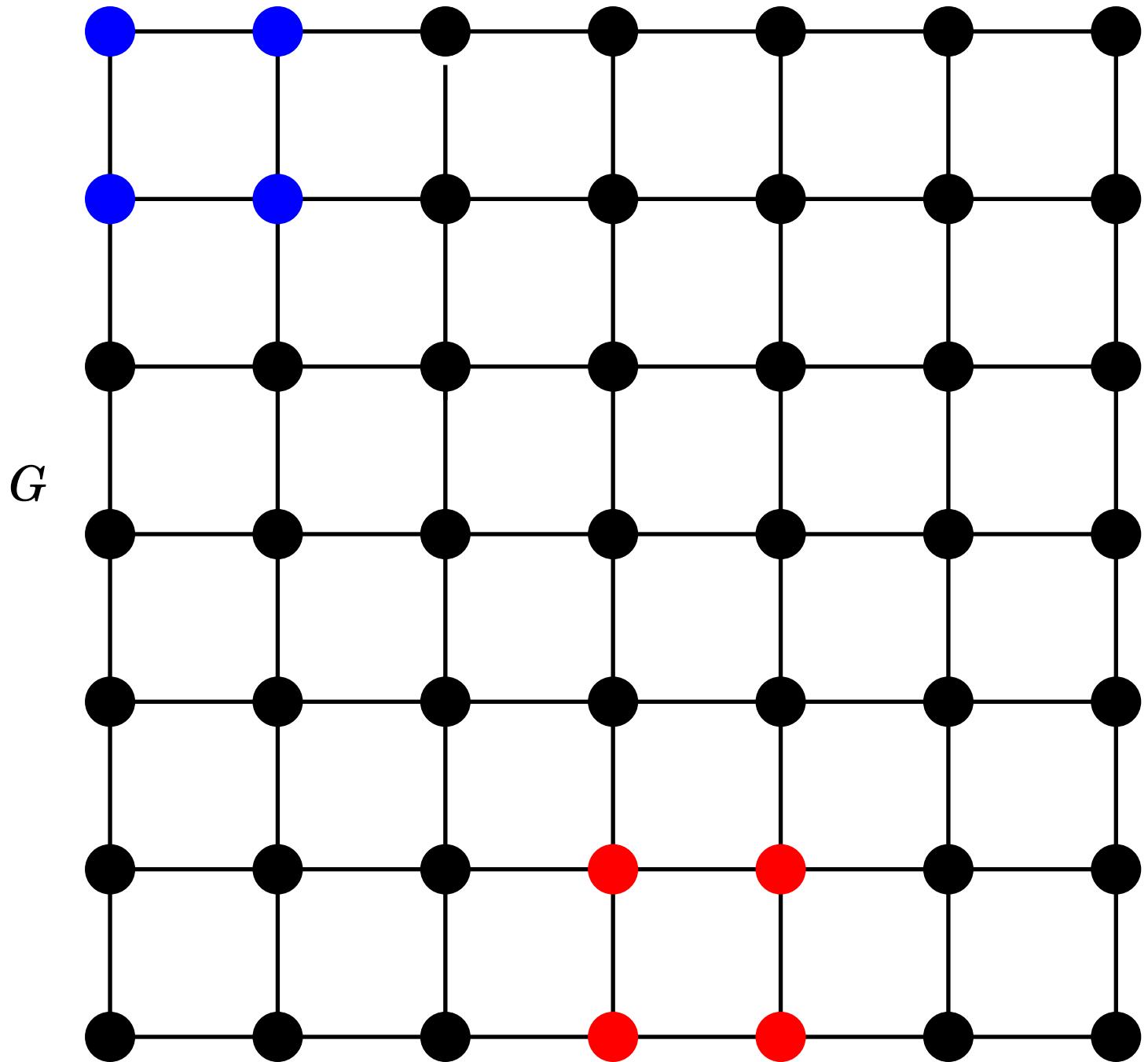
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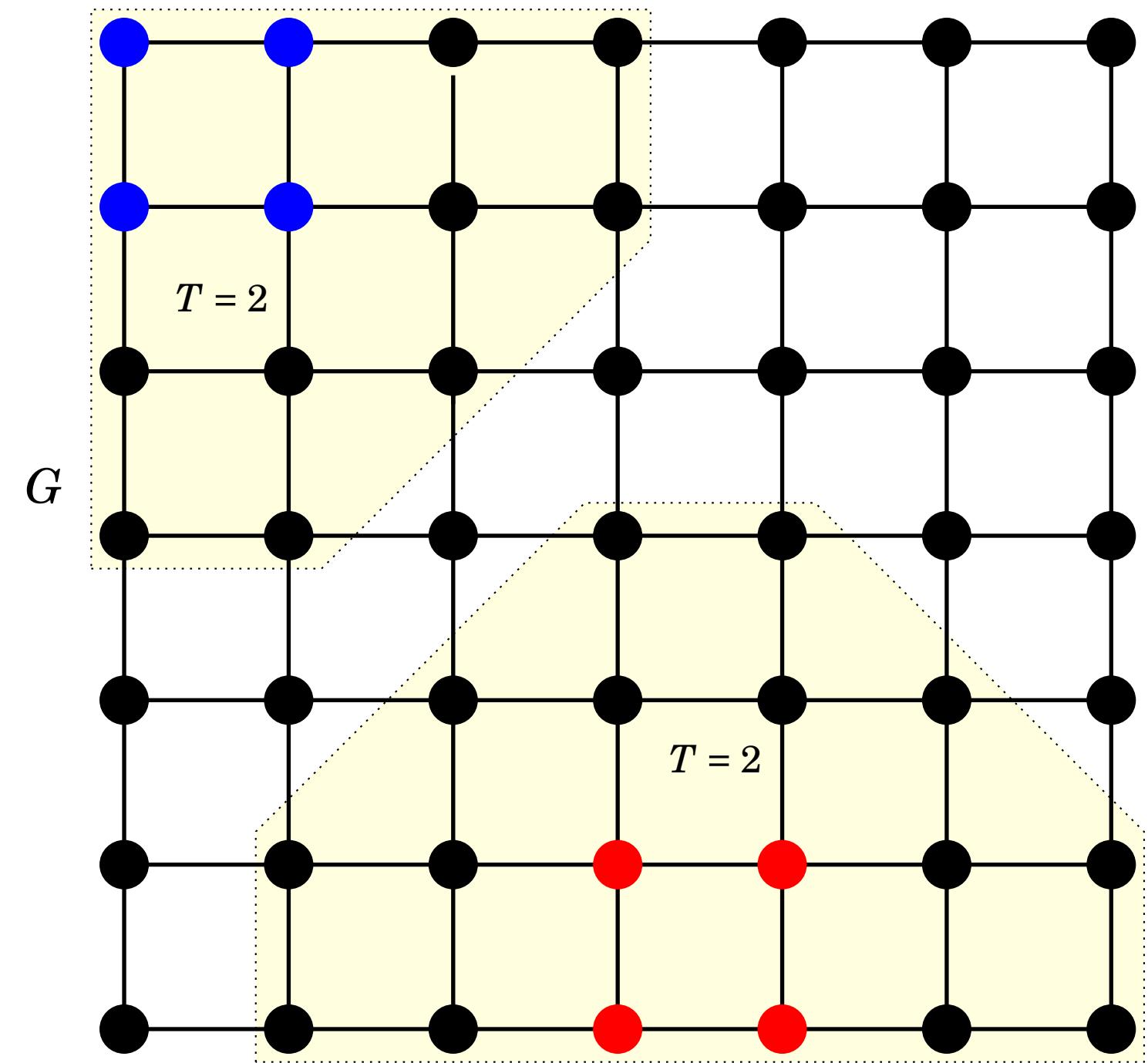
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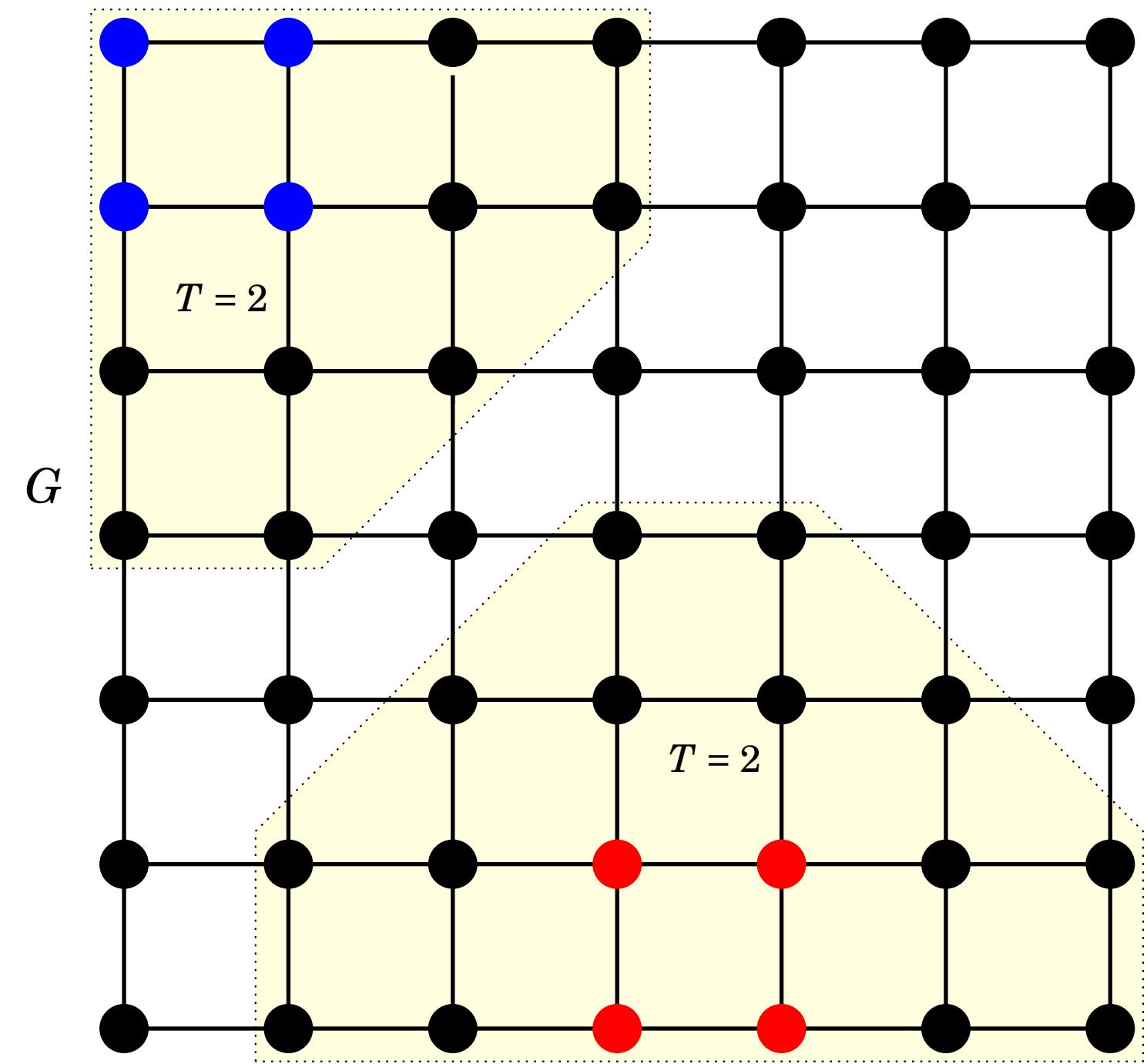
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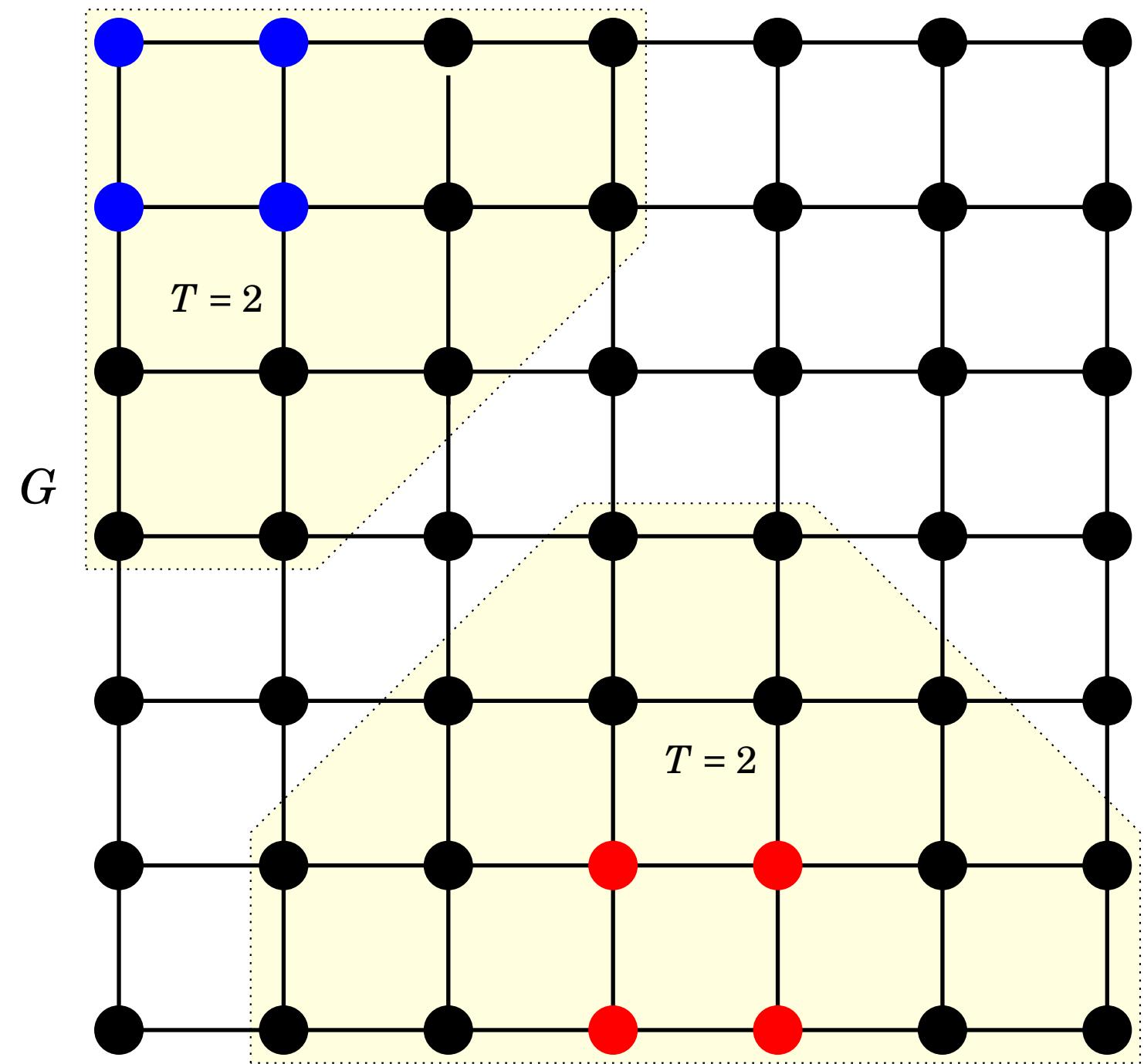
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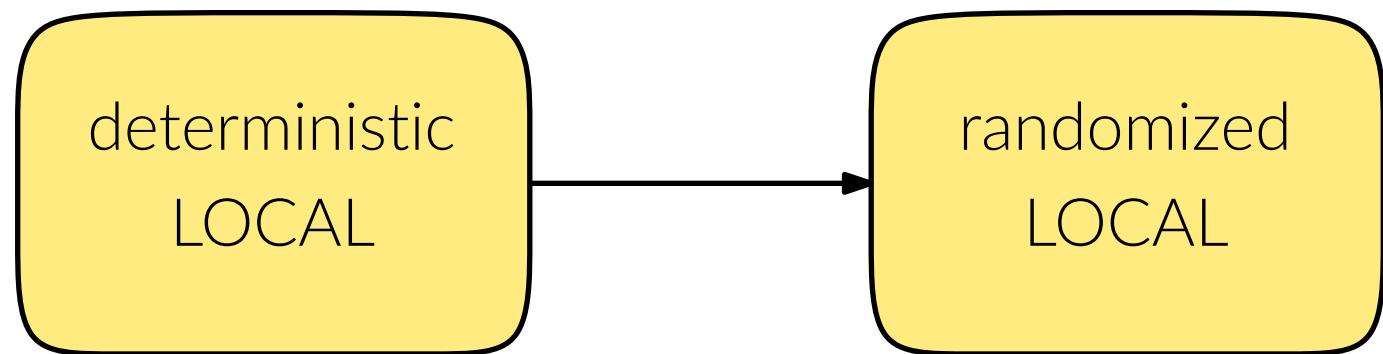
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Relations among models

- $X \rightarrow Y$ means that locality T in X becomes locality $O(T)$ in Y



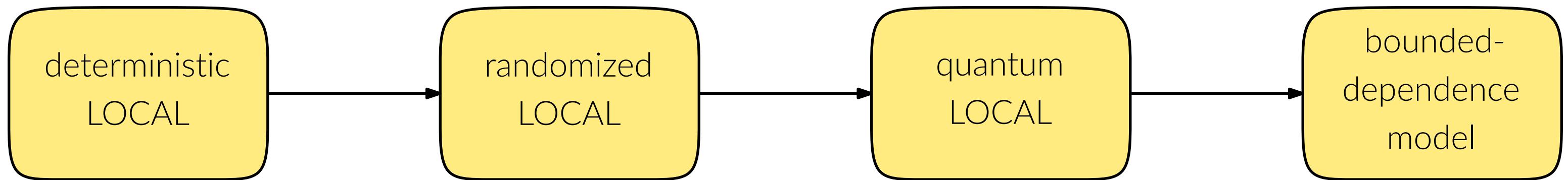
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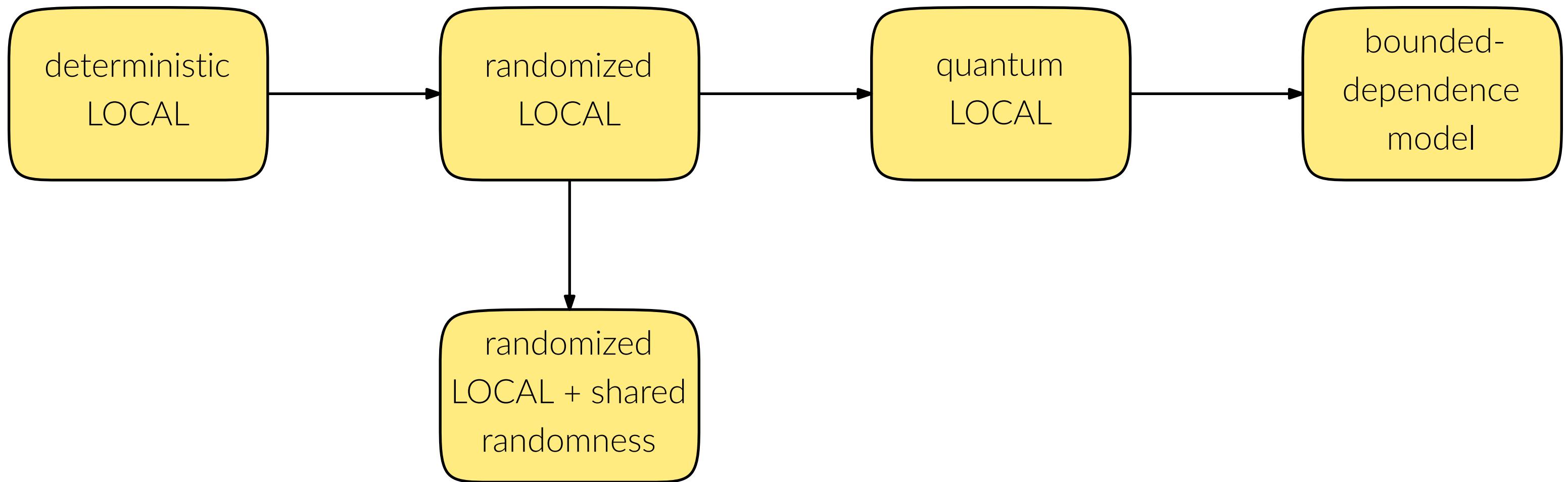
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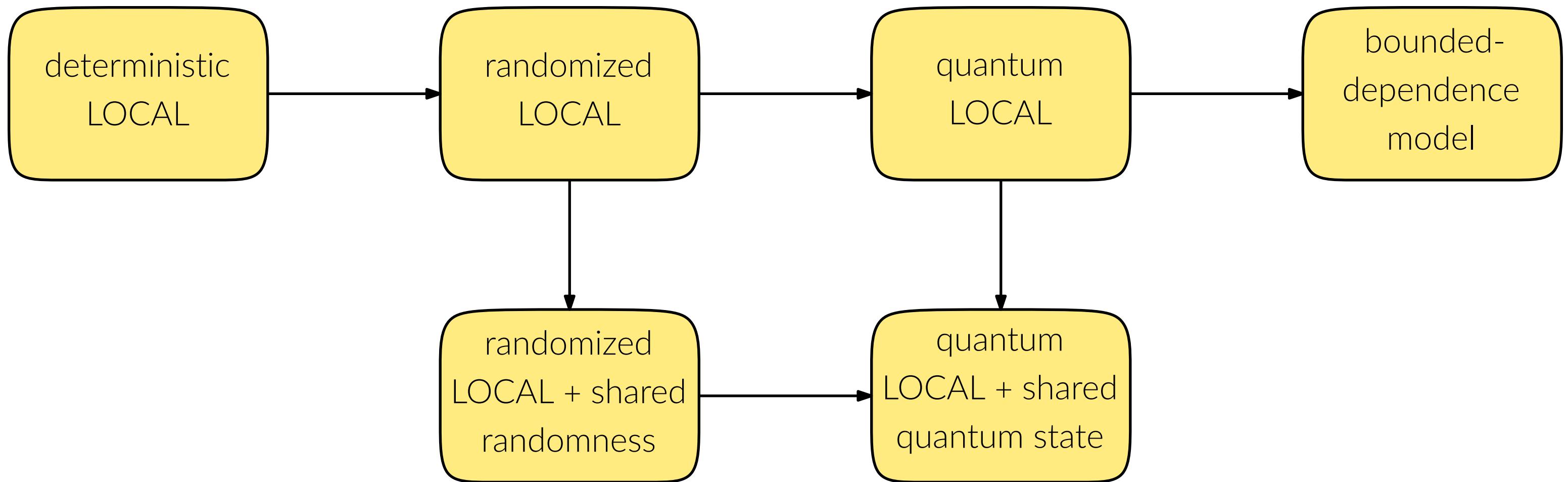
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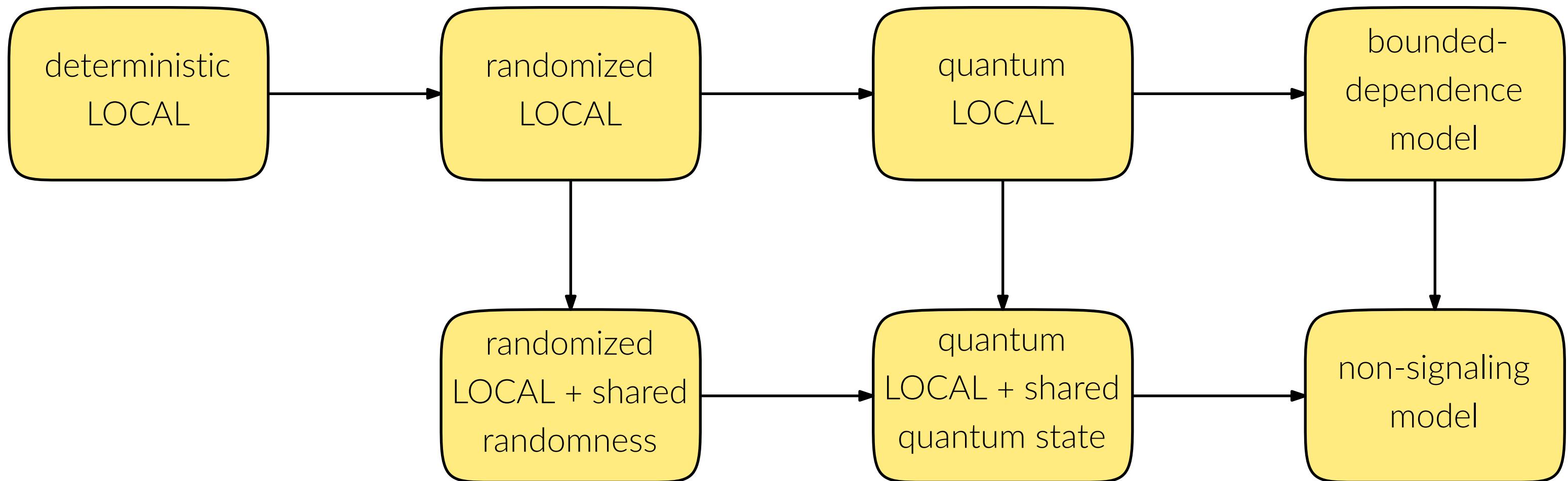
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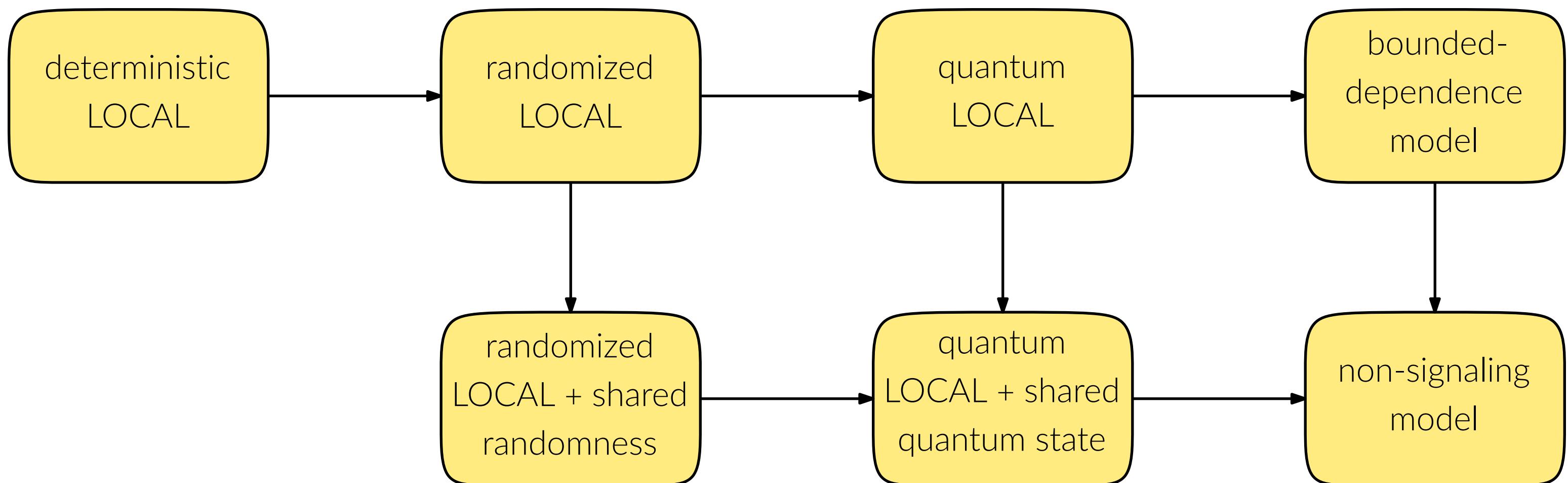
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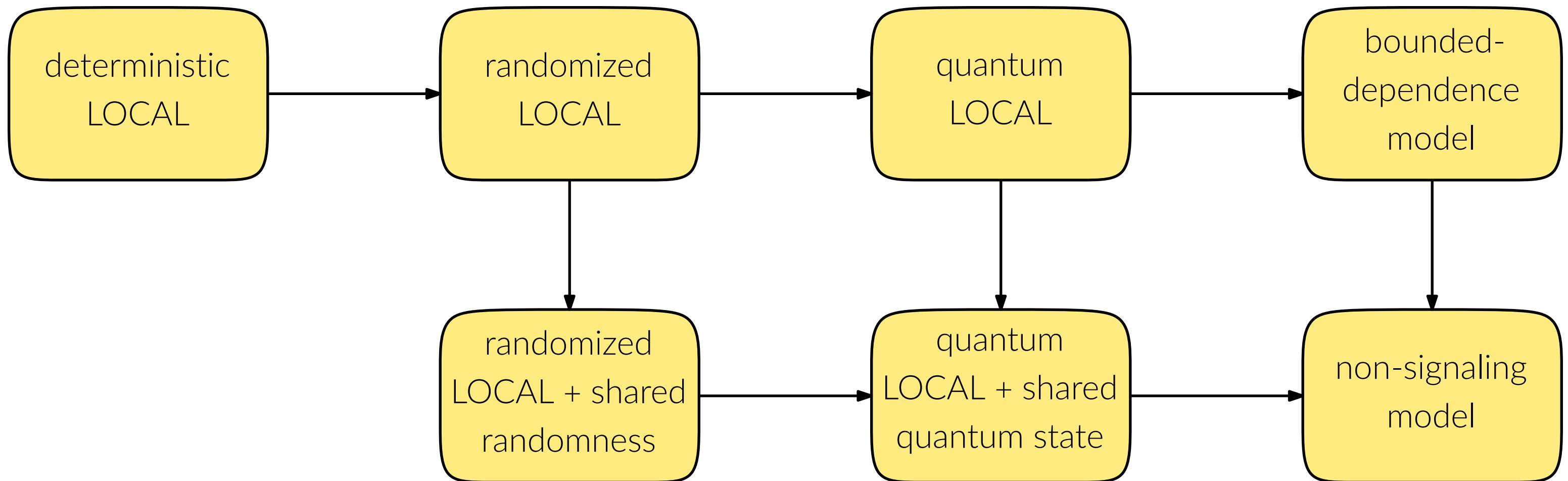
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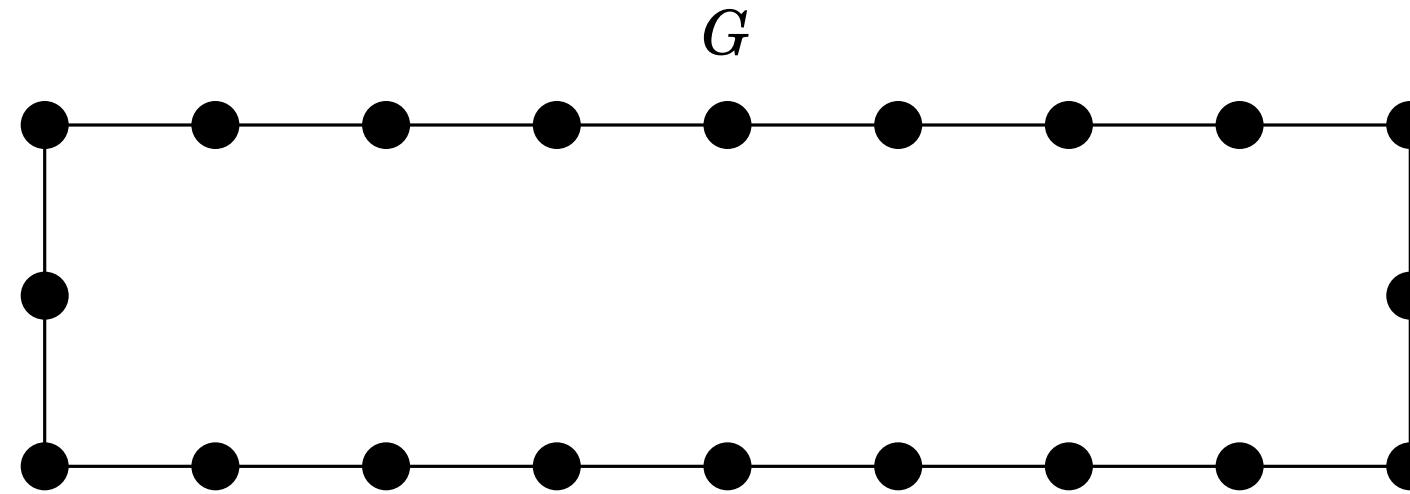
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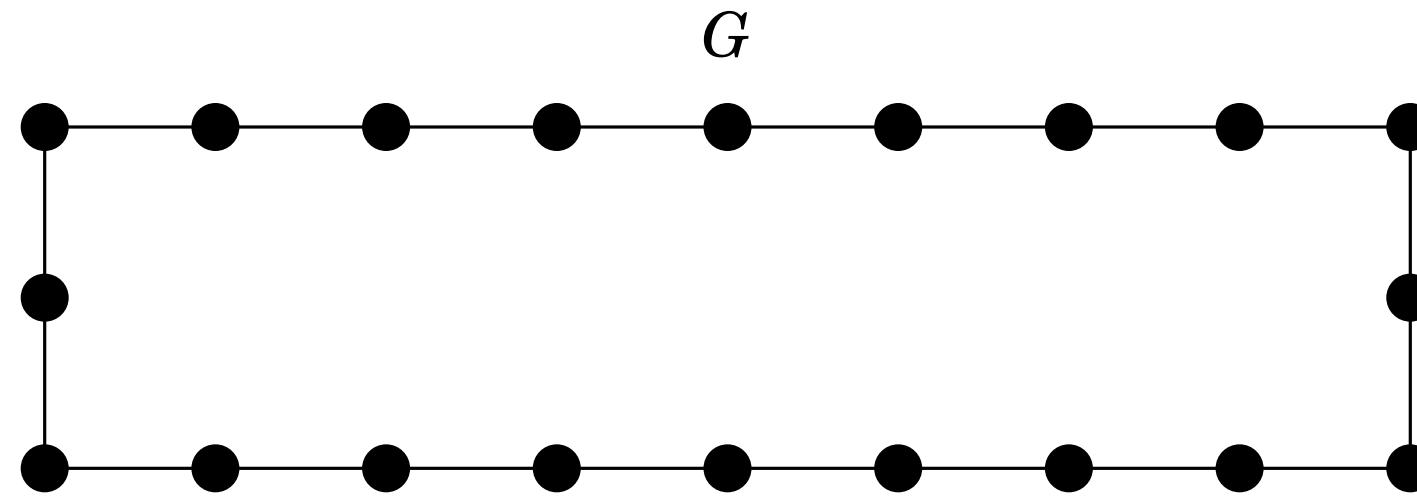
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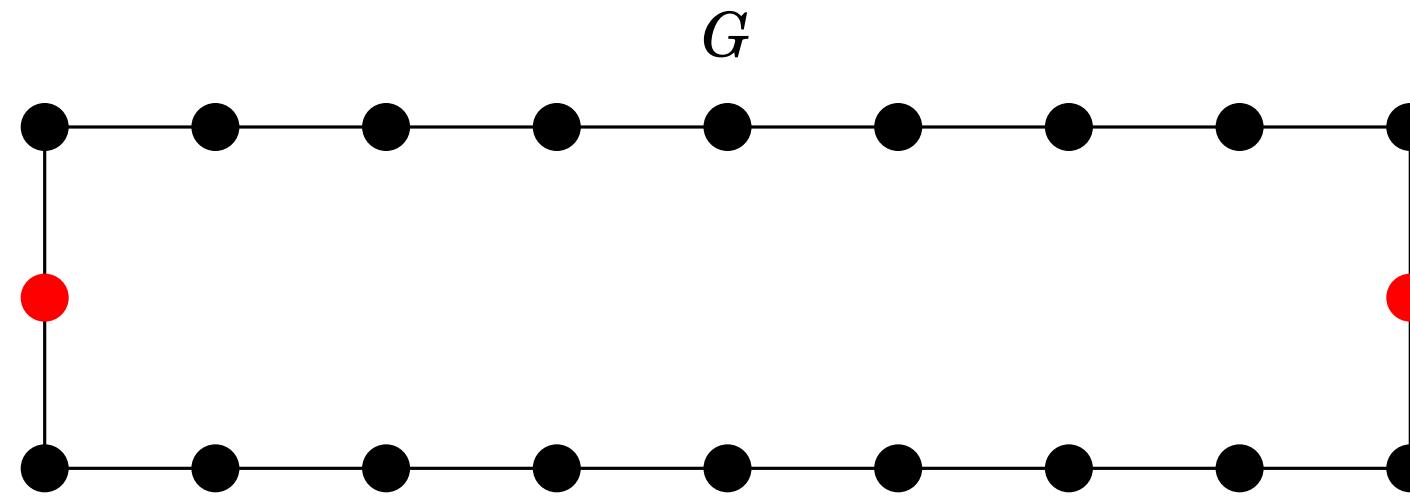
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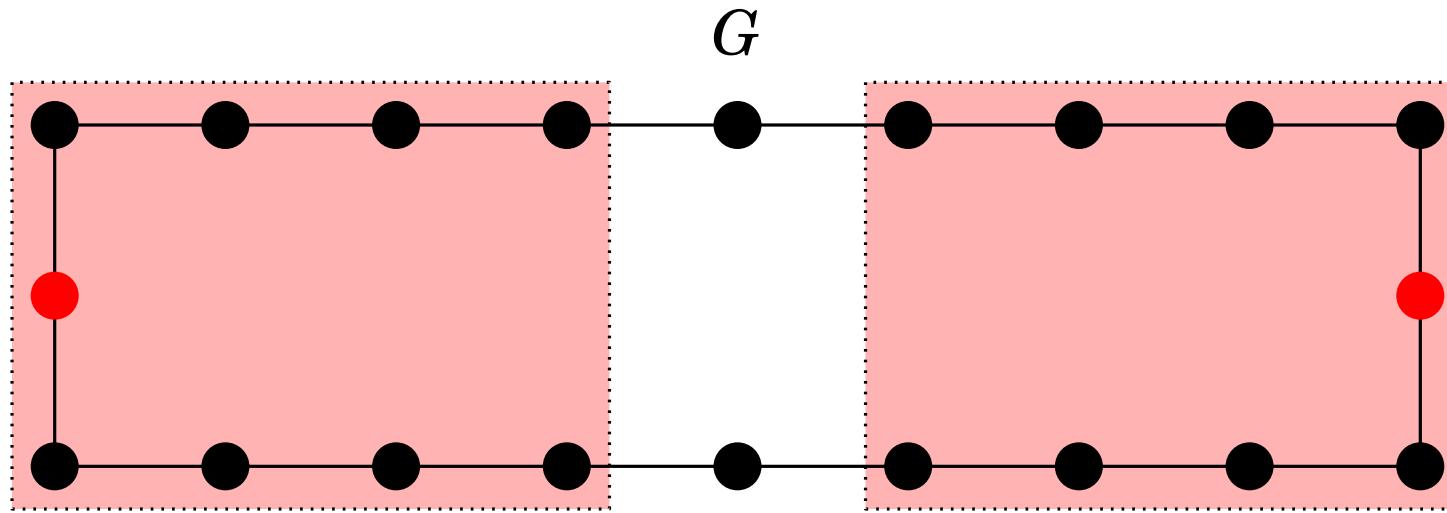
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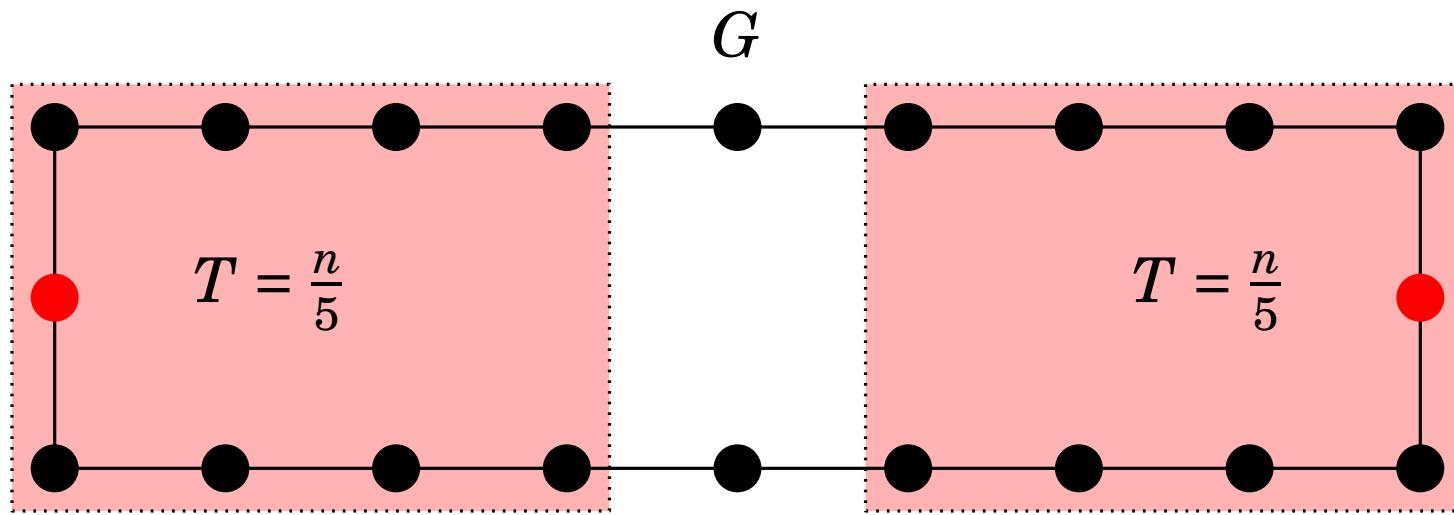
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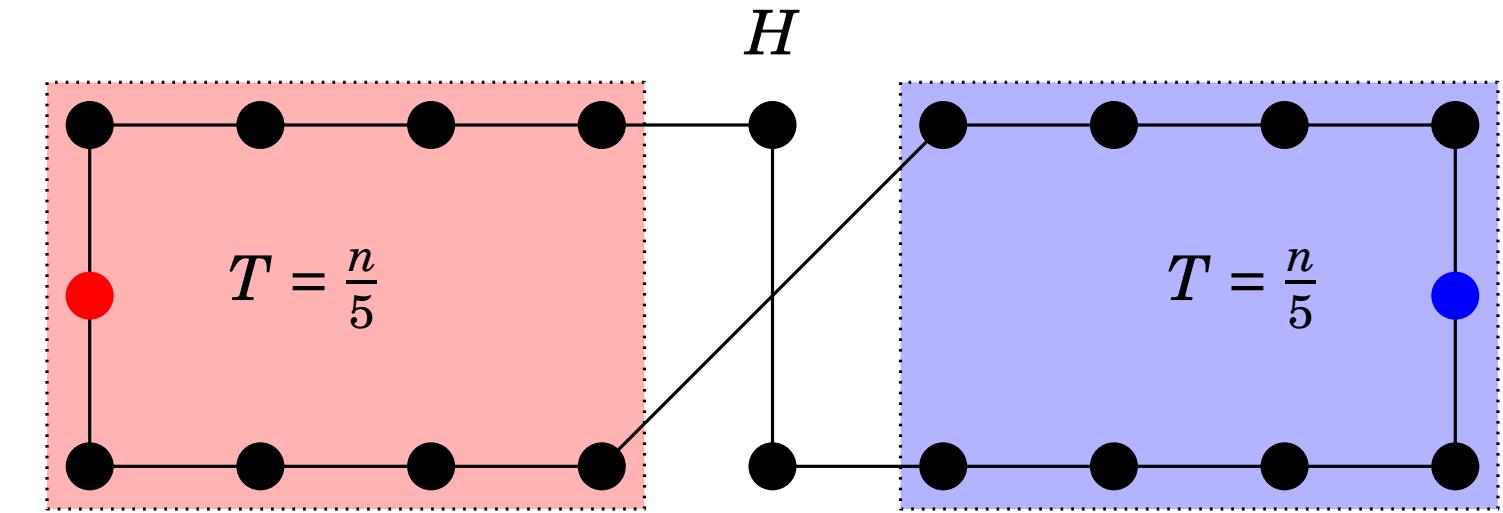
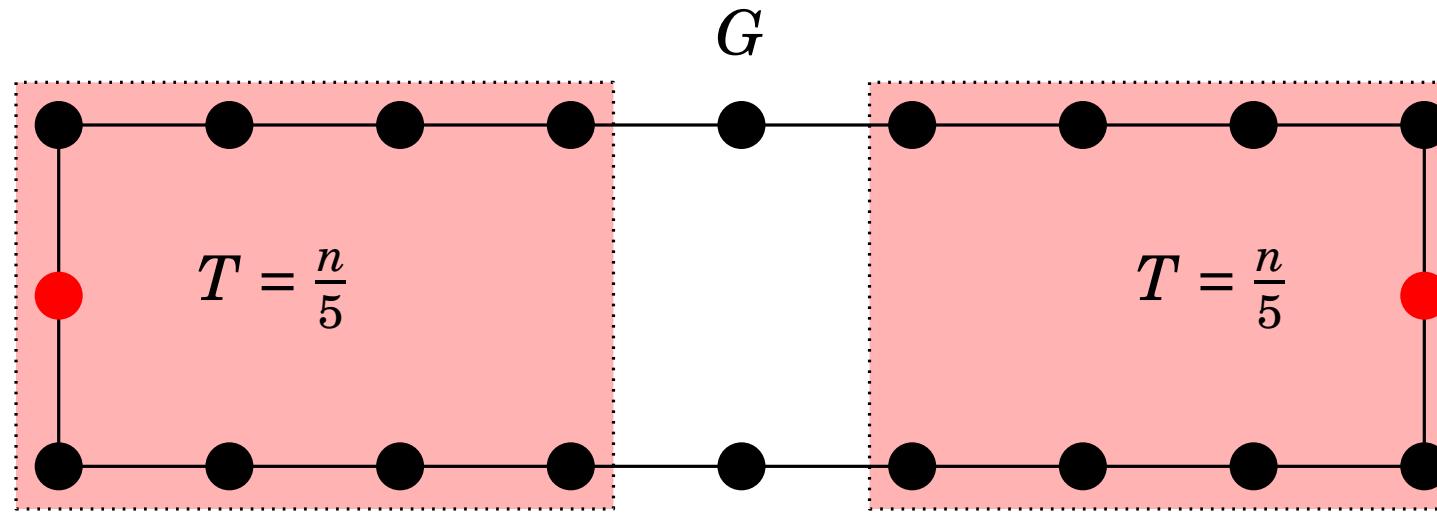
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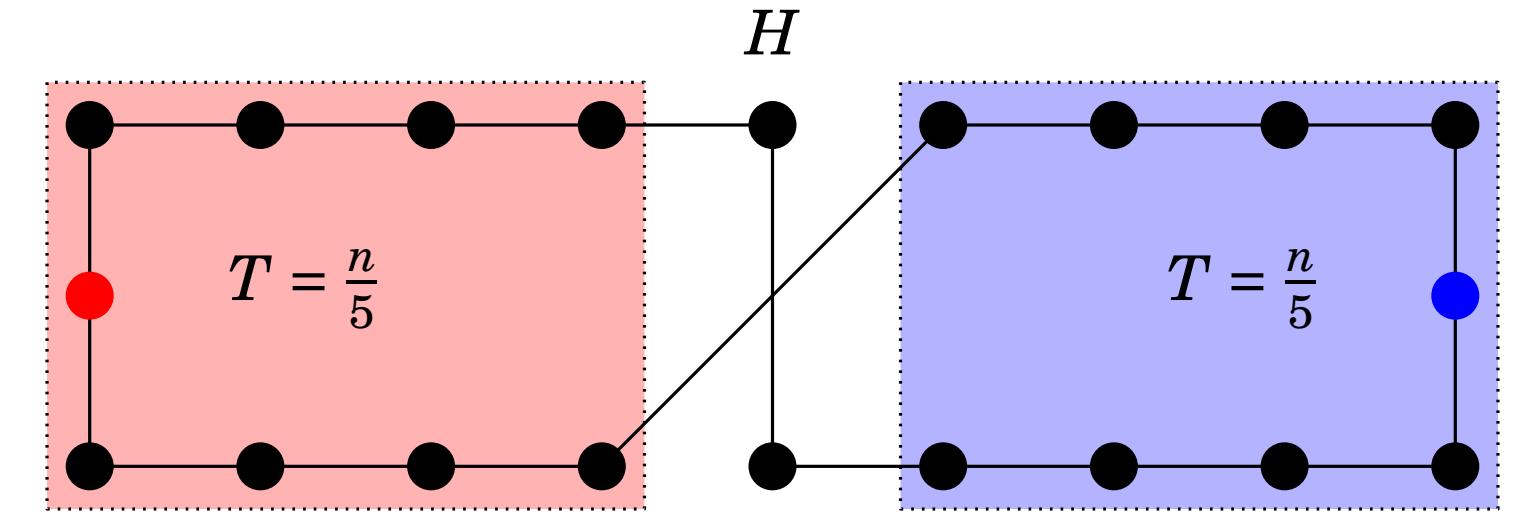
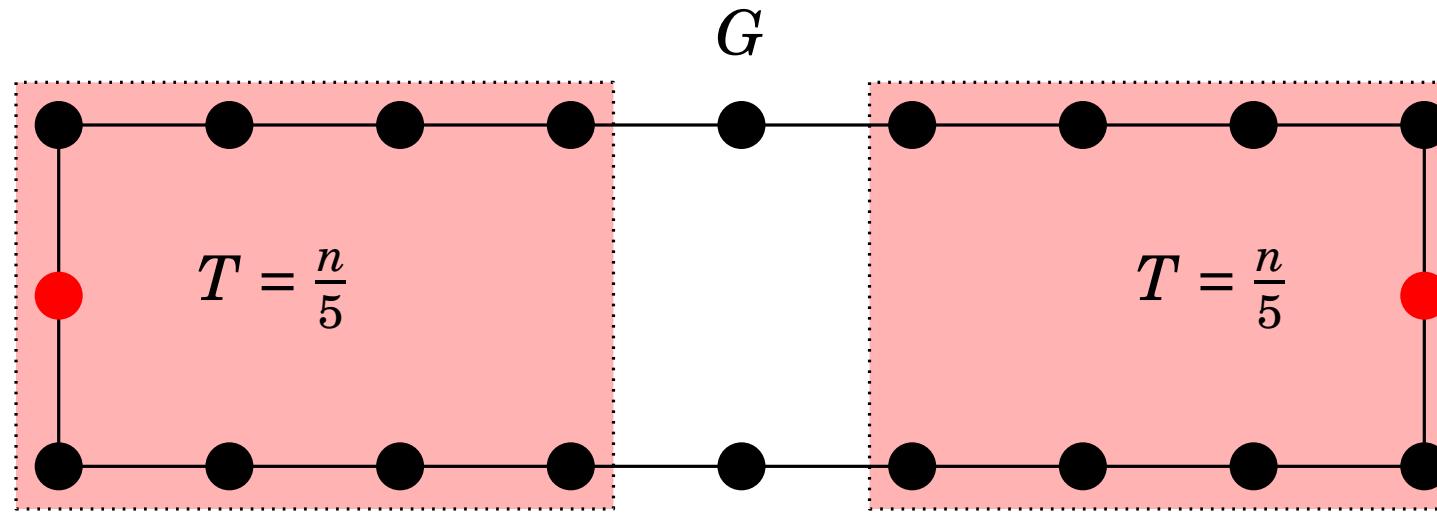
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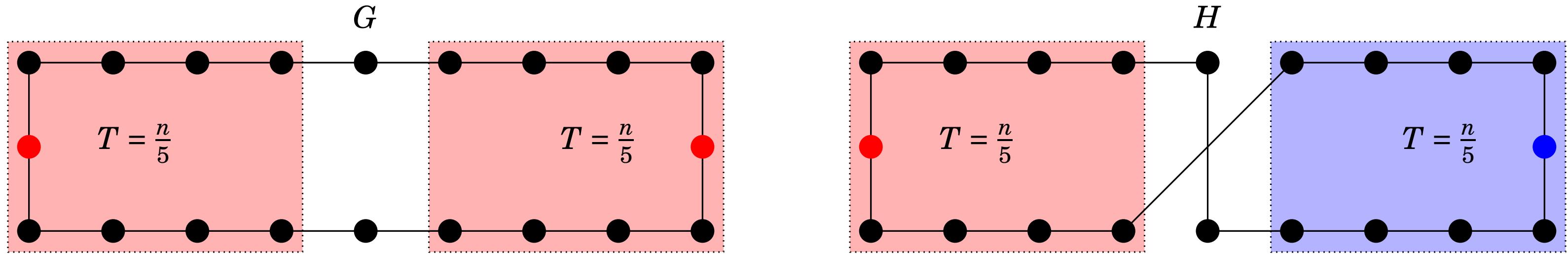
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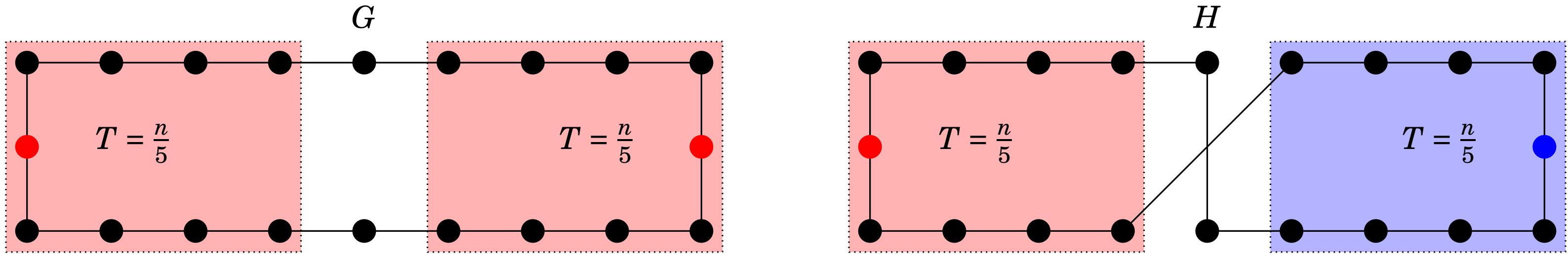
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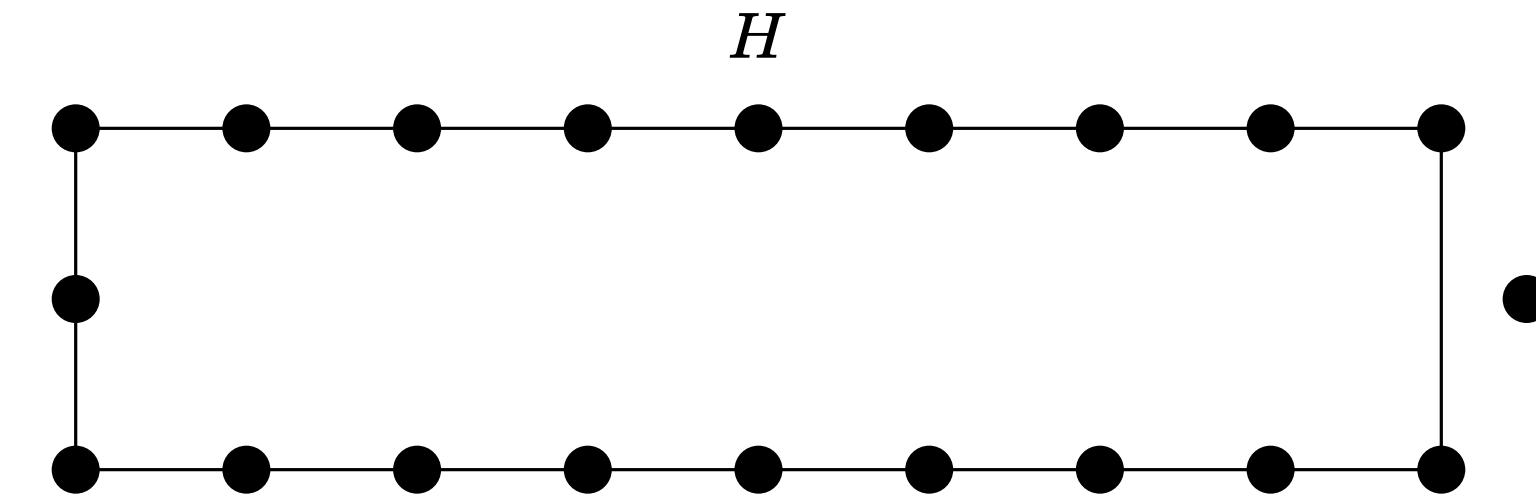
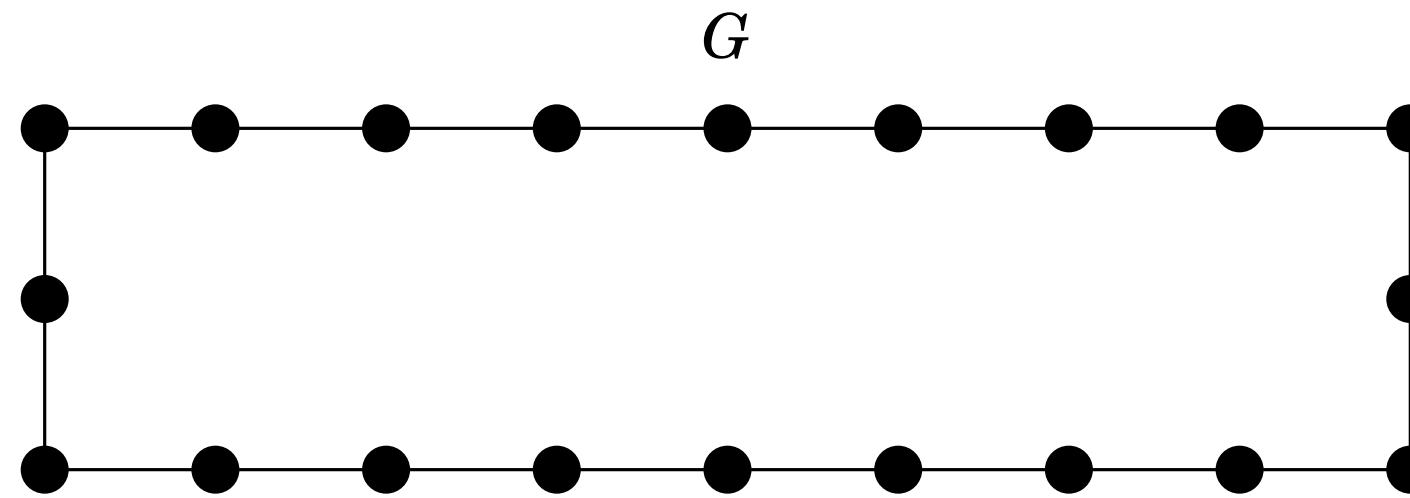


- Suppose outcome \mathbf{O} with locality $T \leq n/5$
- Impossible to distinguish between G and H
- Failure with prob. $\geq 1/2$

- **Global problem:** complexity $\Theta(n)$

Graph-existential indistinguishability

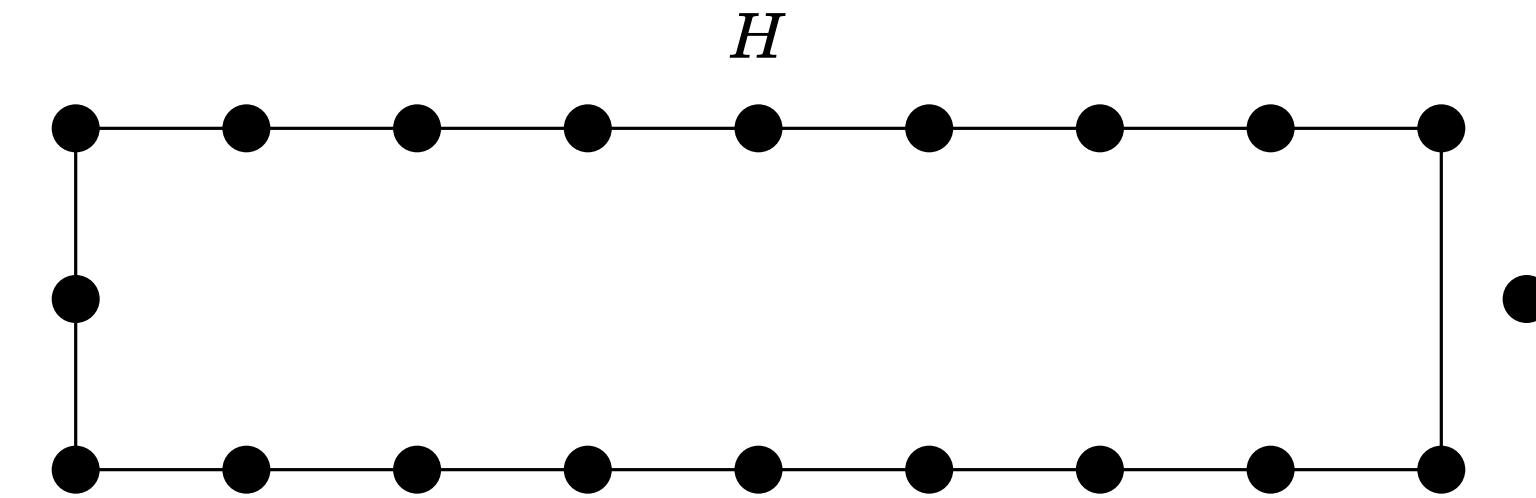
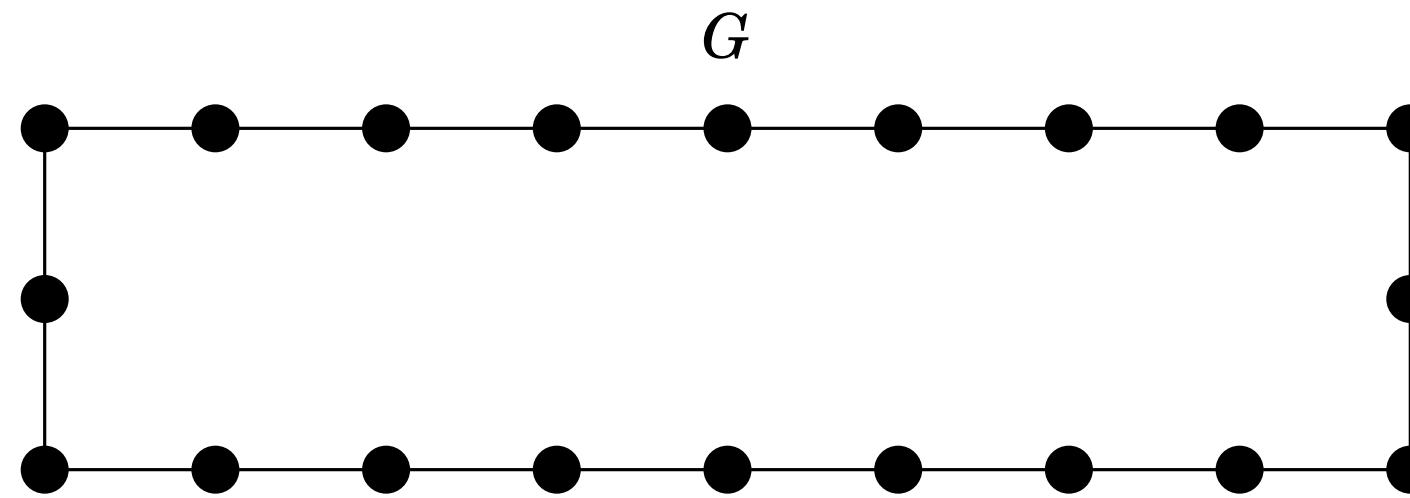
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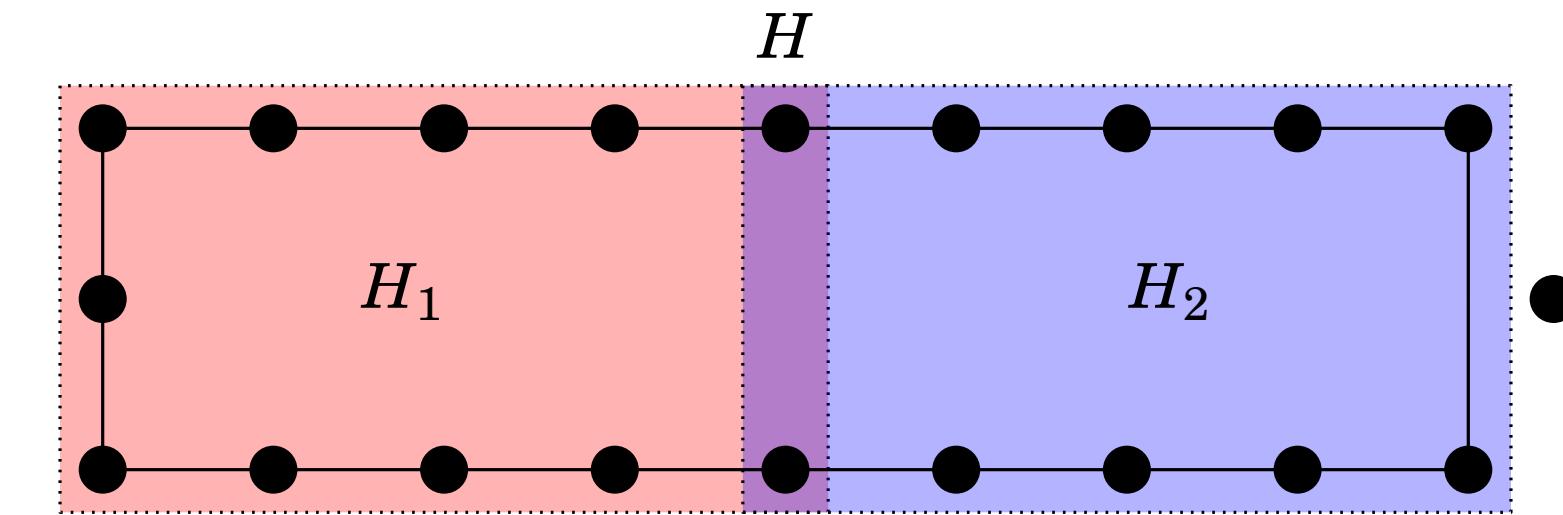
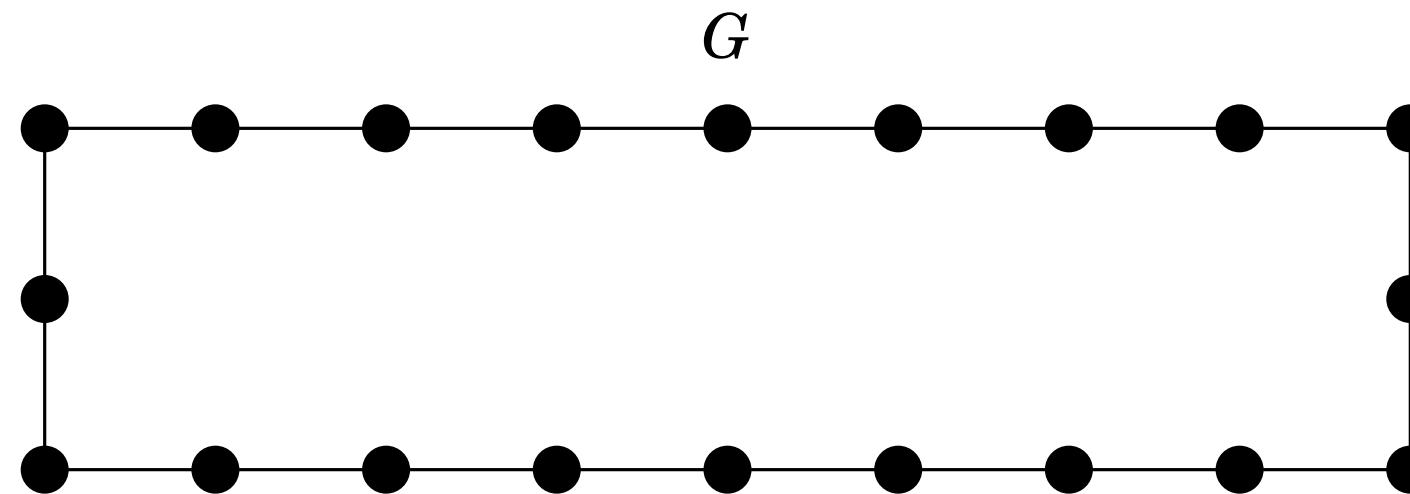
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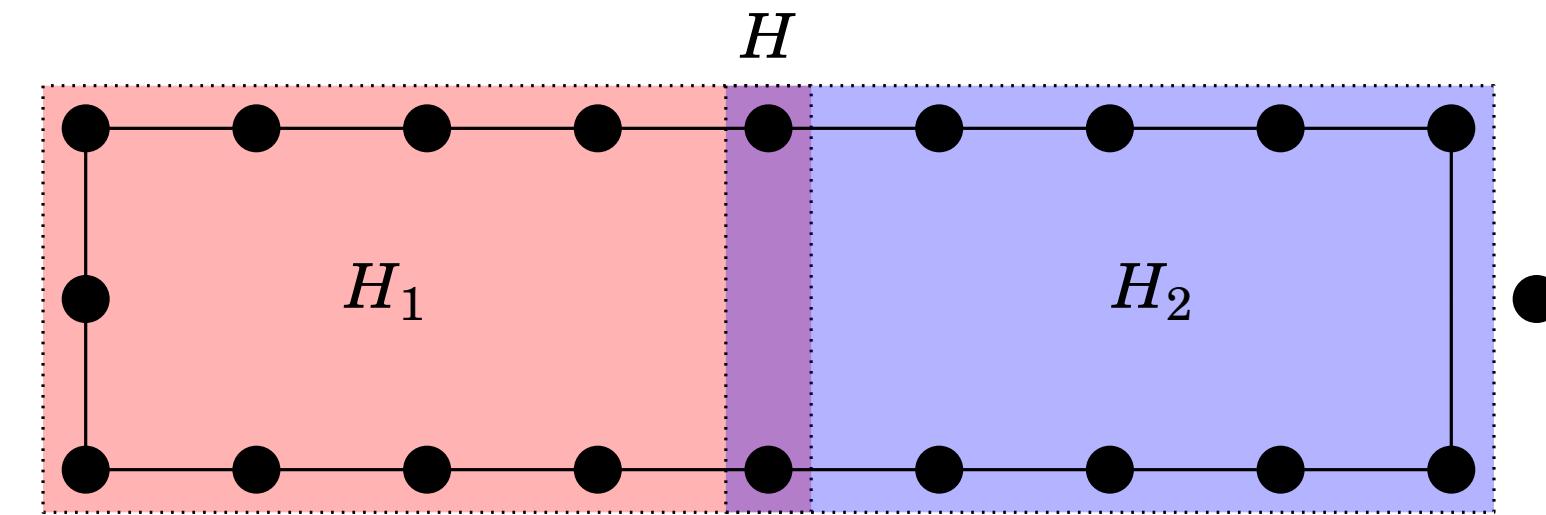
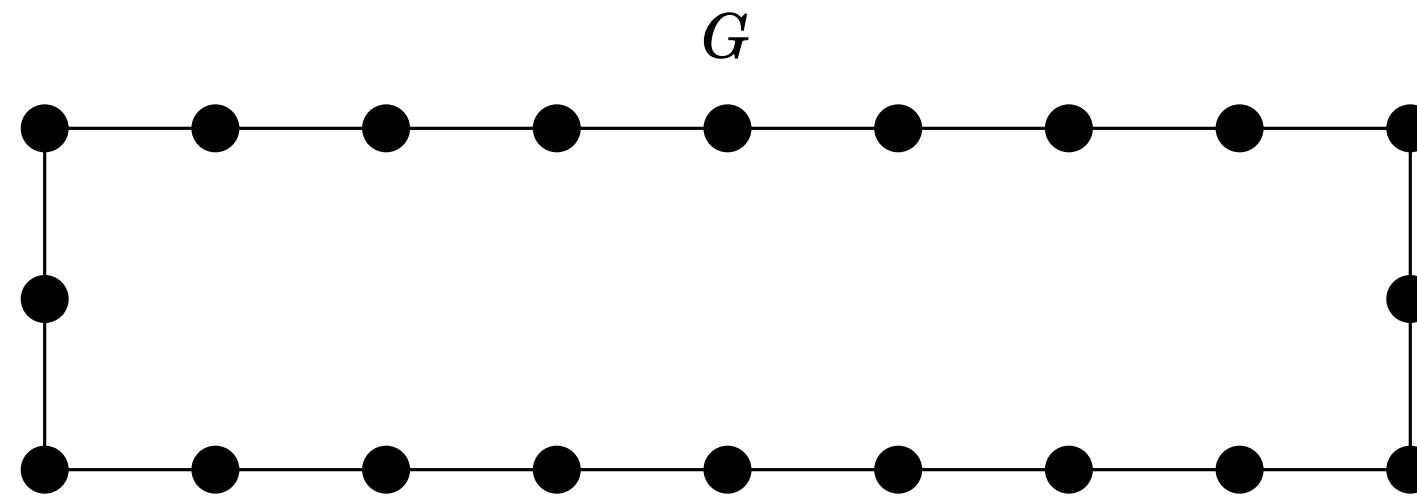
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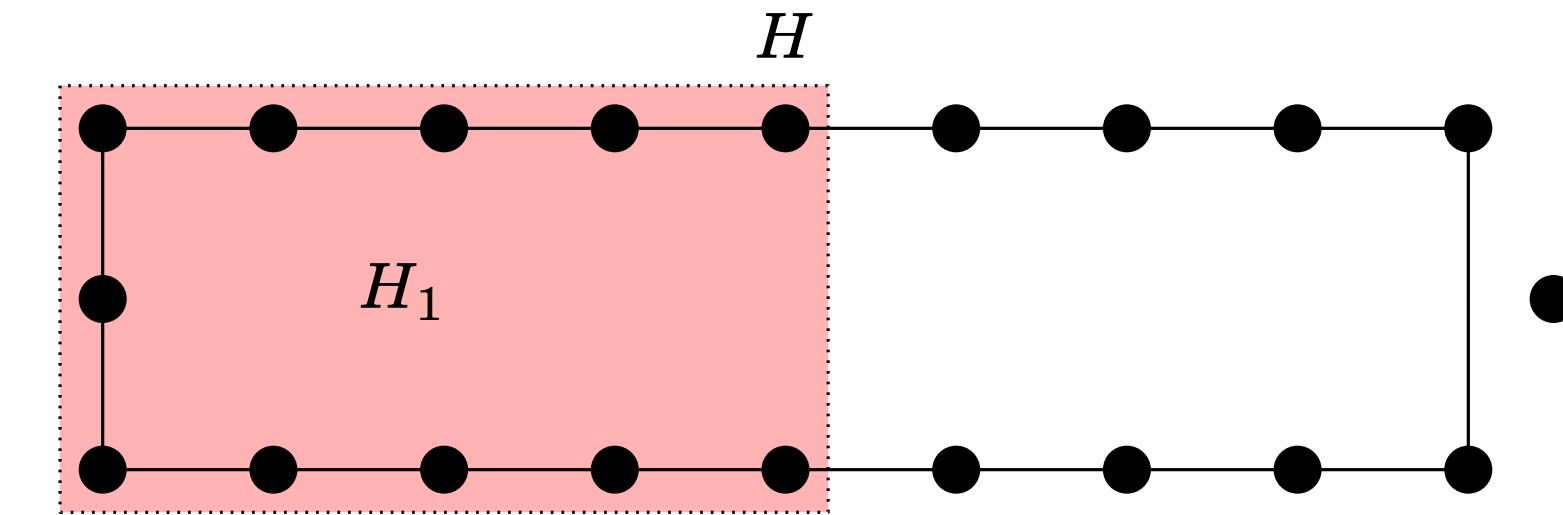
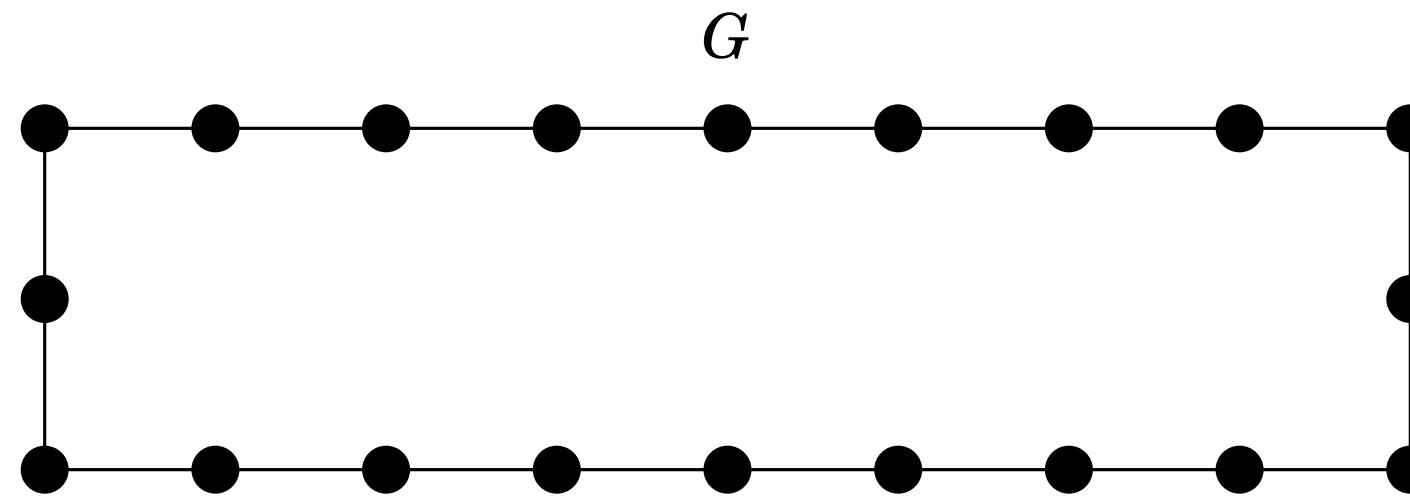
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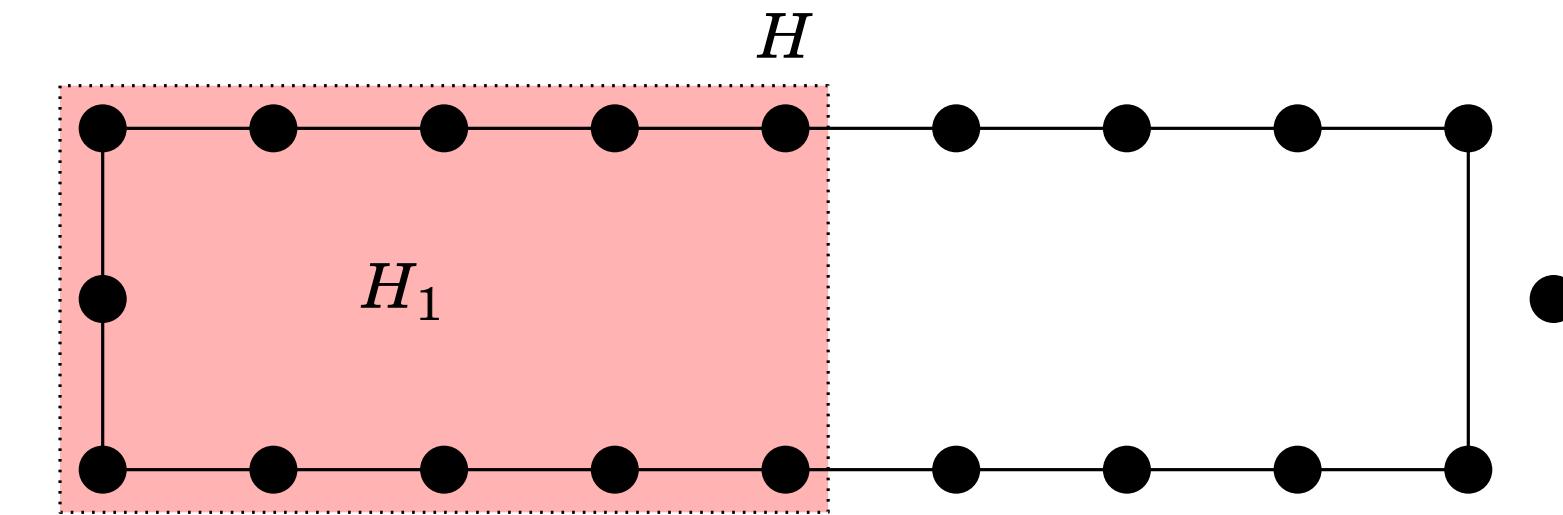
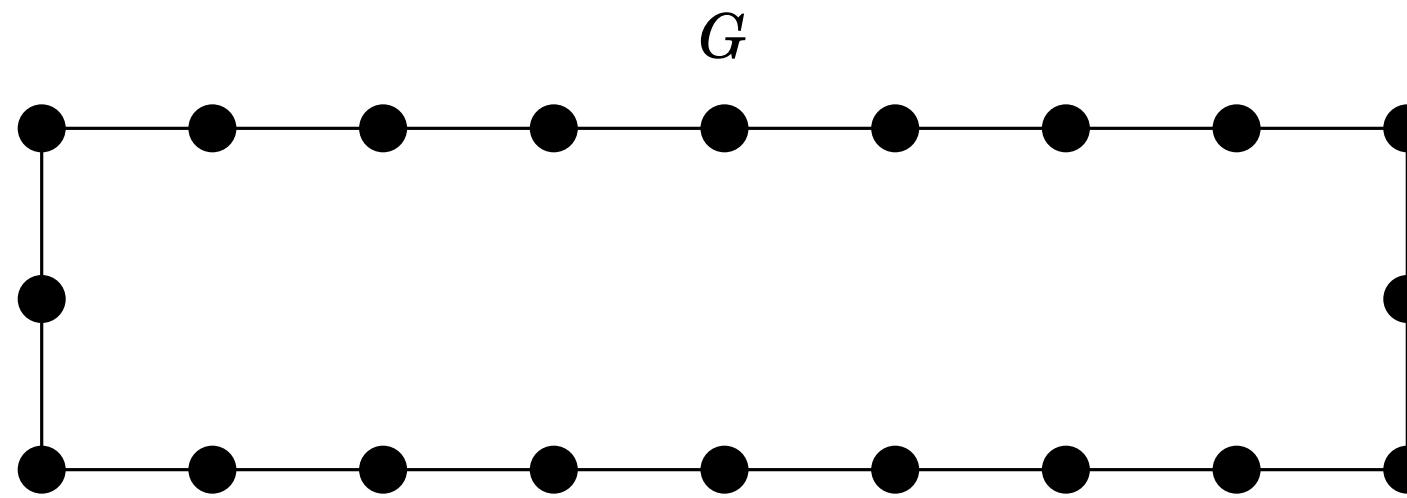
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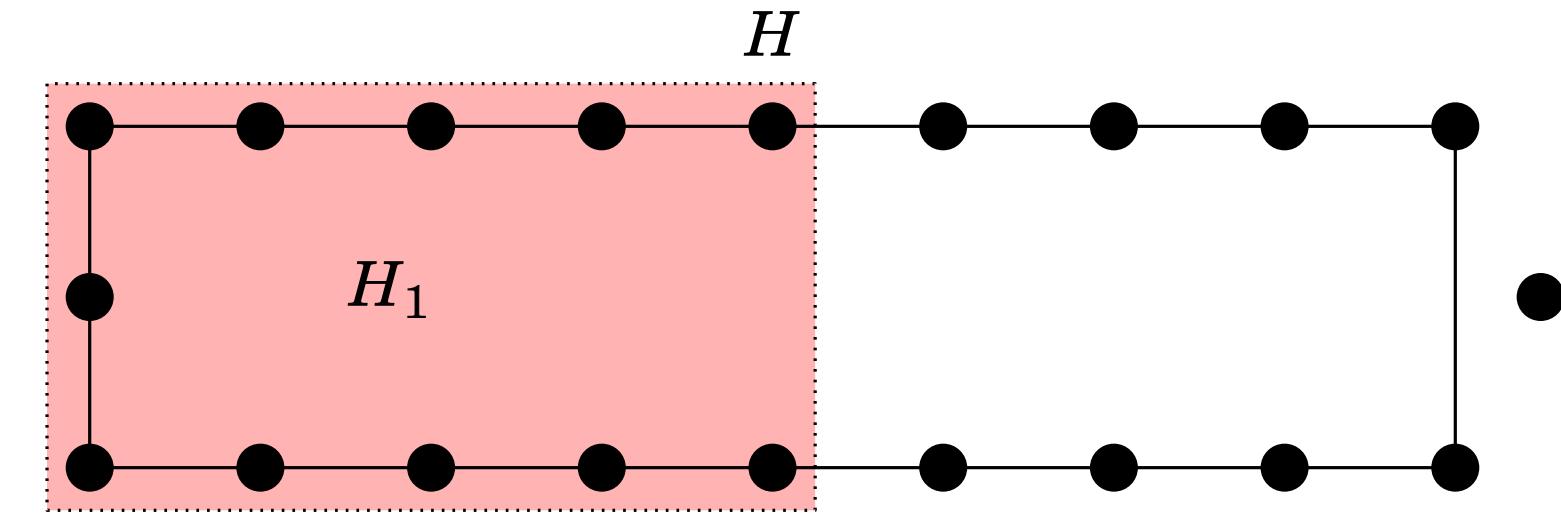
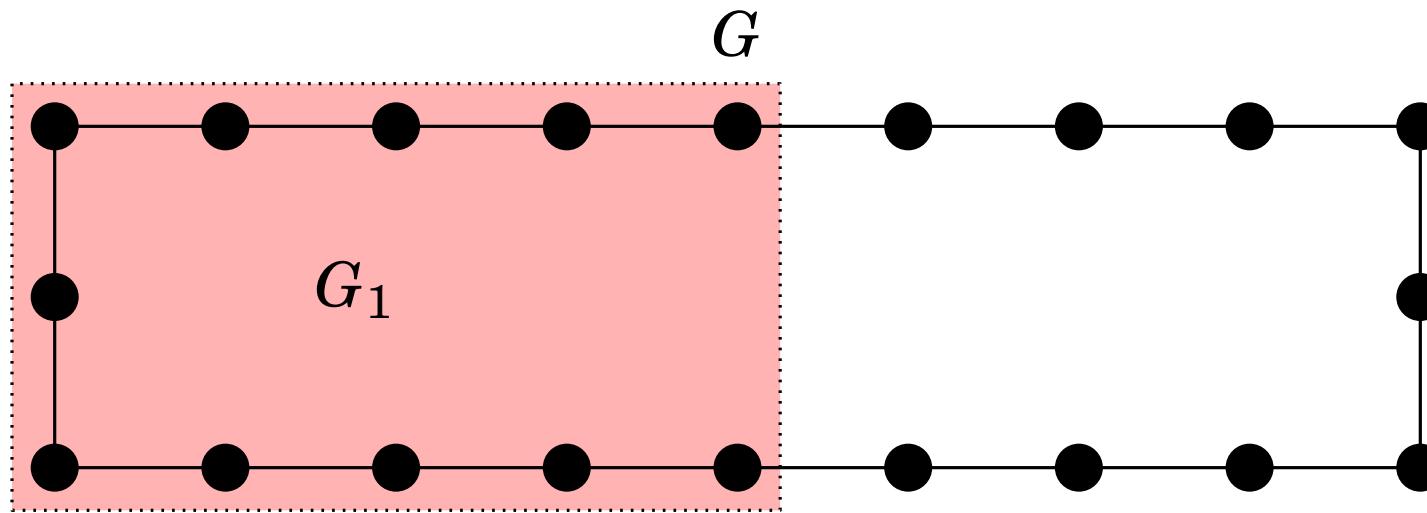
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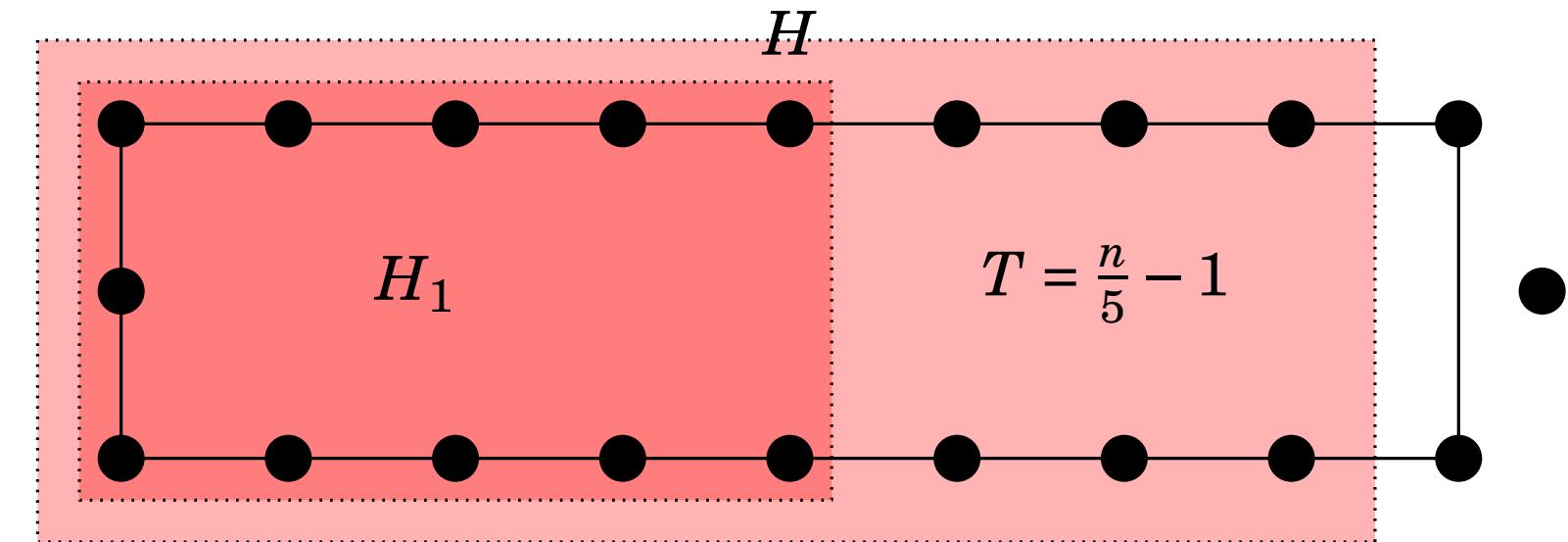
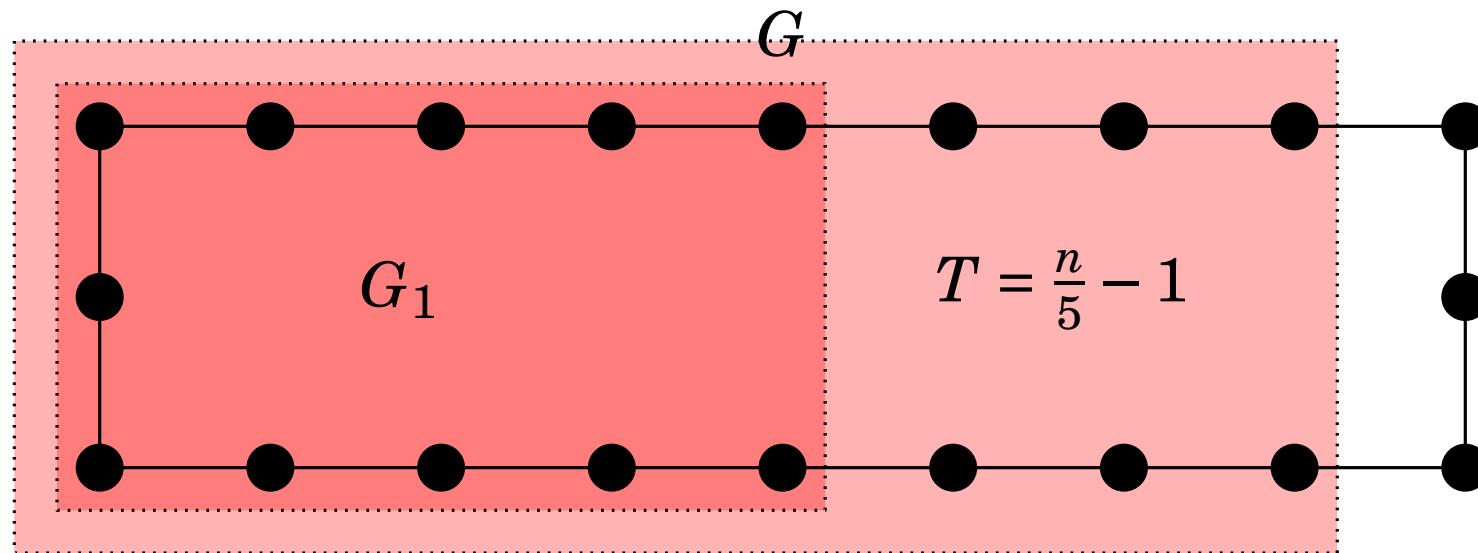
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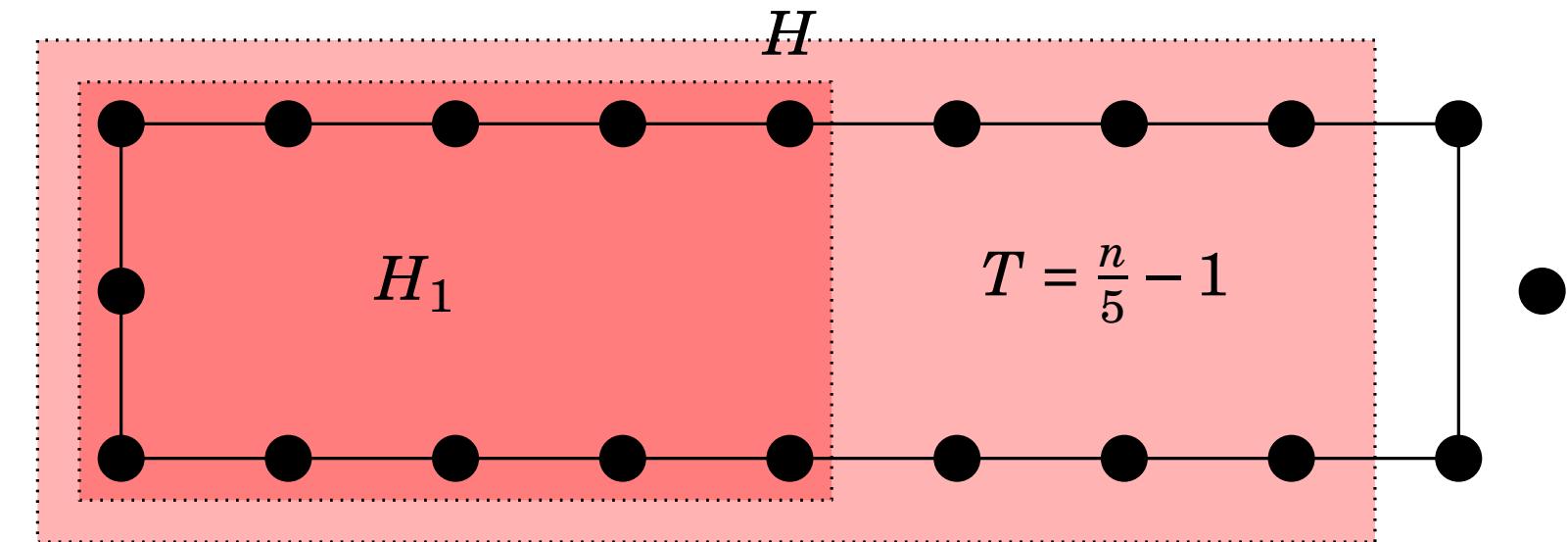
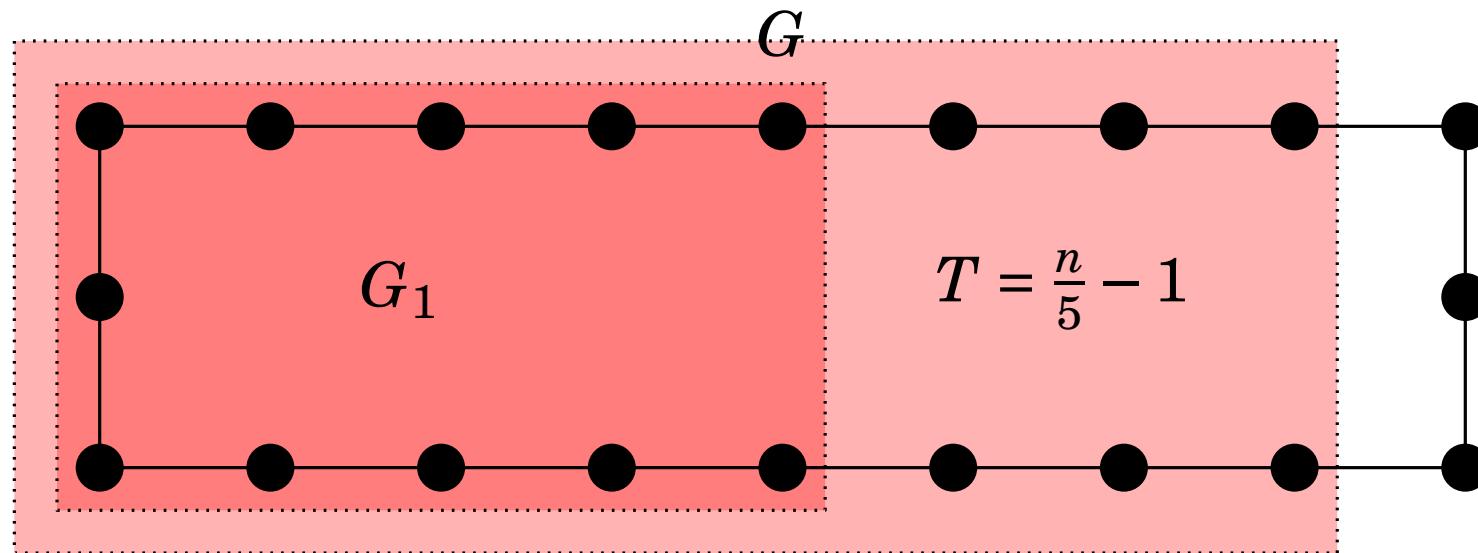
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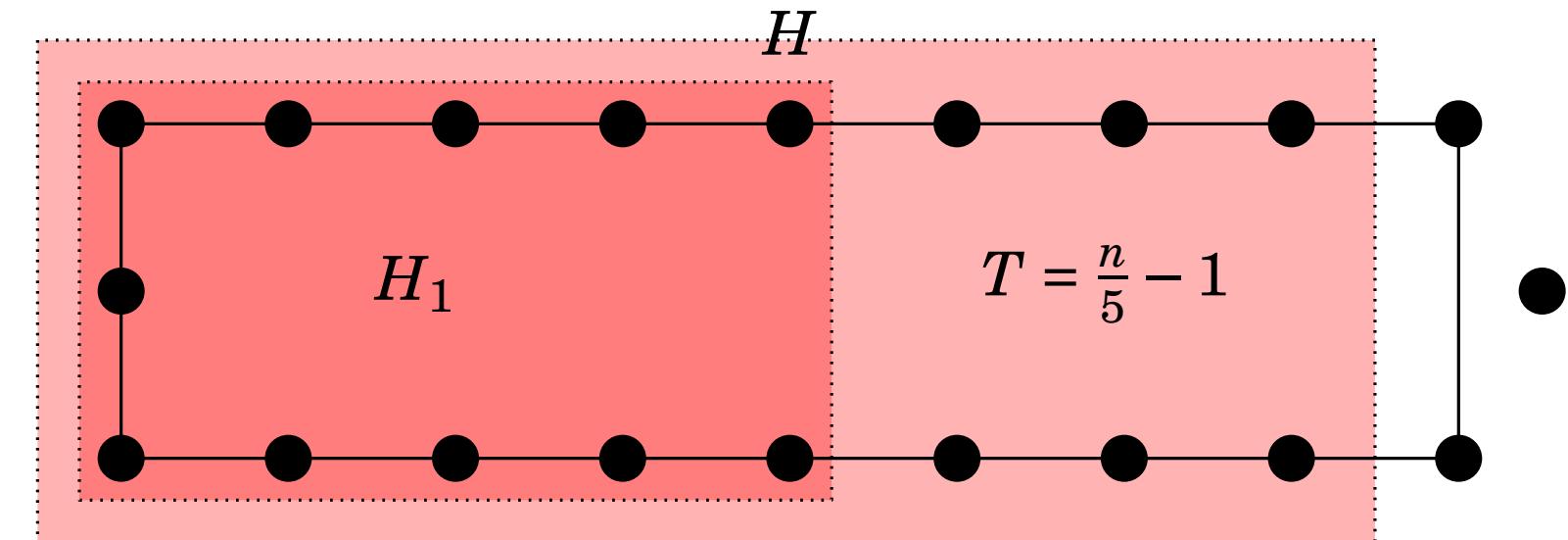
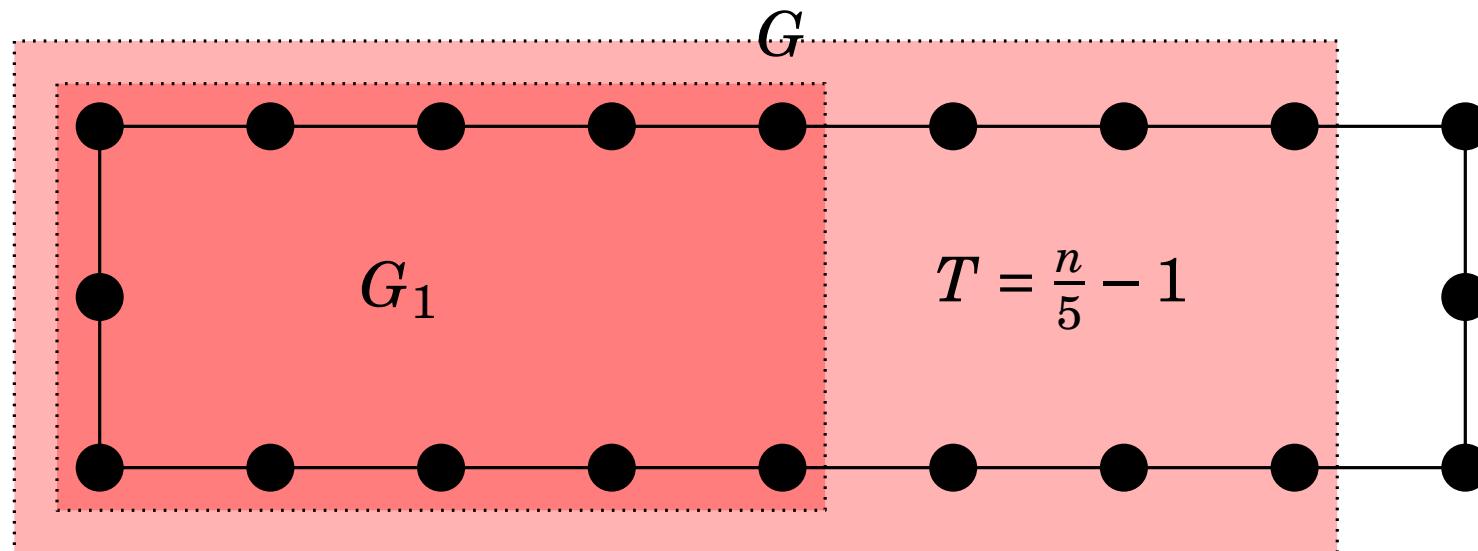


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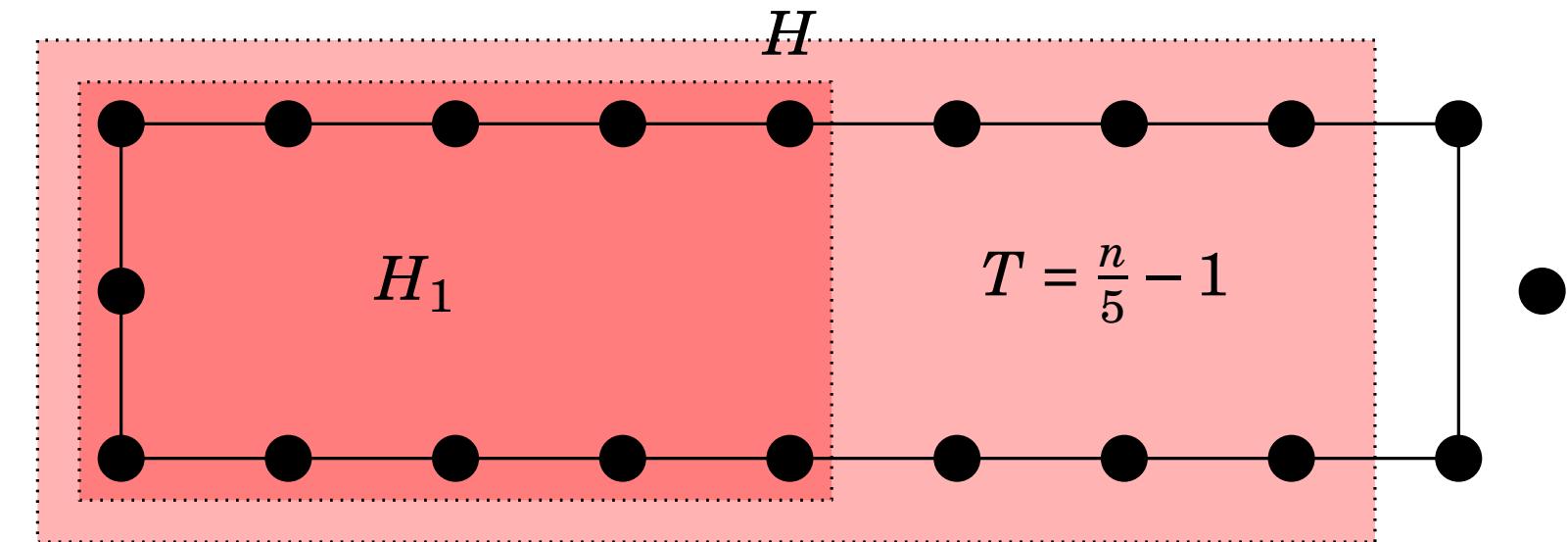
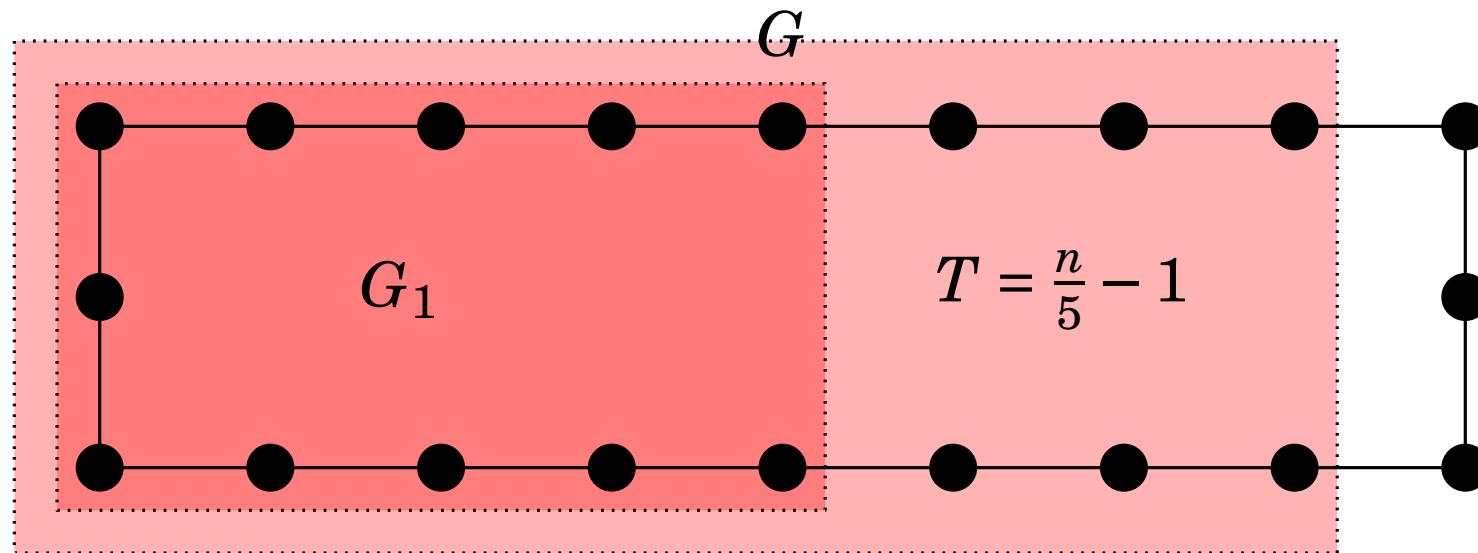
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- **Boosting failure probability:** possibility to boost failure prob. to any constant (non-trivial)

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5. **State of the art results**
6. **Quantum advantage**

Complexity of approximate graph coloring

Problem: c -coloring χ -chromatic graphs [STOC '24]

		upper bound		lower bound		
χ	c	old	new	old	new	ref
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2	3					
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- $\alpha = \lfloor \frac{c-1}{\chi-1} \rfloor$ approximation ratio

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What about other known lower bounds? E.g., 3-coloring cycles has complexity $\Theta(\log^\star n)$ [Linial, FOCS '87]

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 - For any LCL Π on bounded degree graphs, there is a finitely-dependent distribution ($T = O(1)$) solving Π
 - [STOC '25a]

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Relations among models

- $X \rightarrow Y$ means that locality T in X becomes locality $O(T)$ in Y

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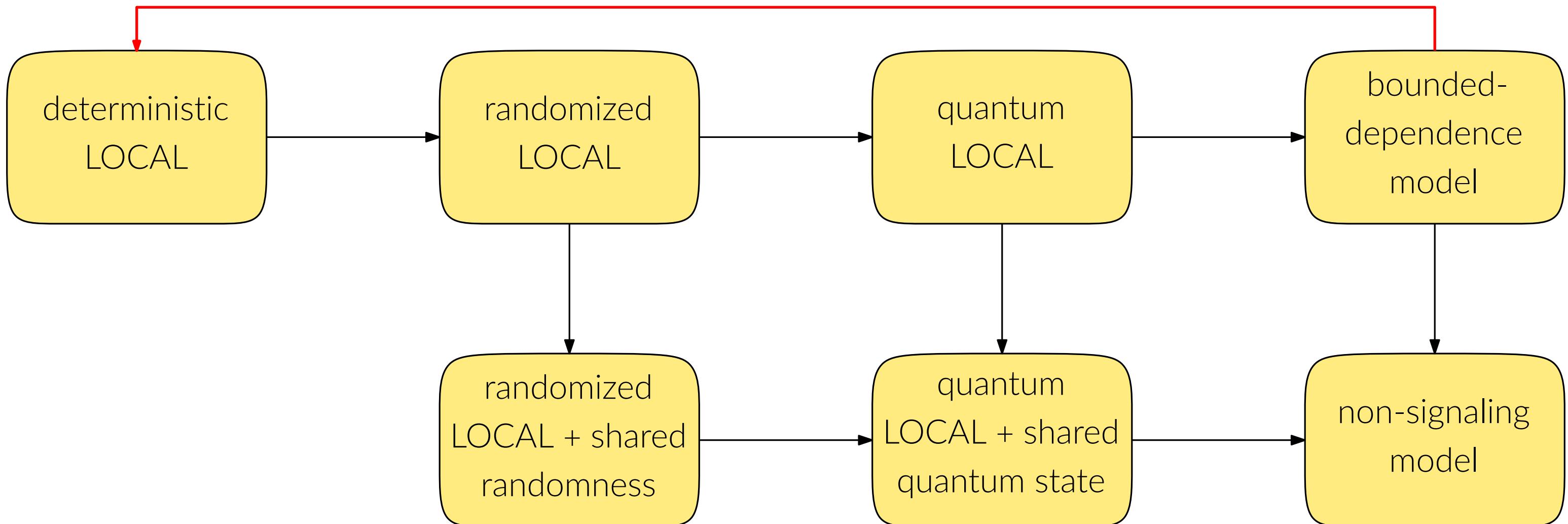


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- **Quantum-LOCAL**: can we do something better? [STOC '25b, SODA '26]

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
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THANKS! Questions?

Non-signaling & quantum games

Alice



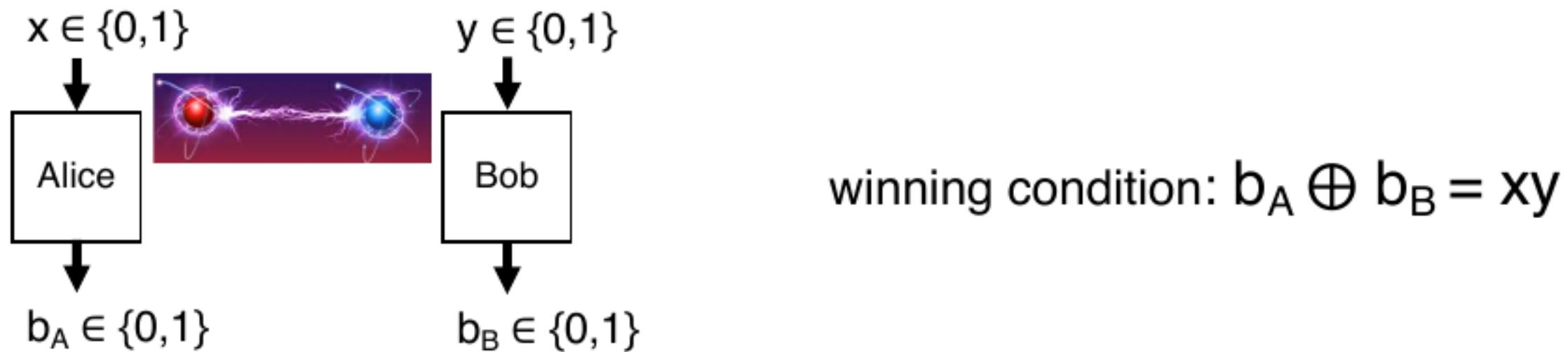
Bob



- Both Alice and Bob receive an input bit x and y in $\{0, 1\}$
- They must output a bit each a and b according to some rule

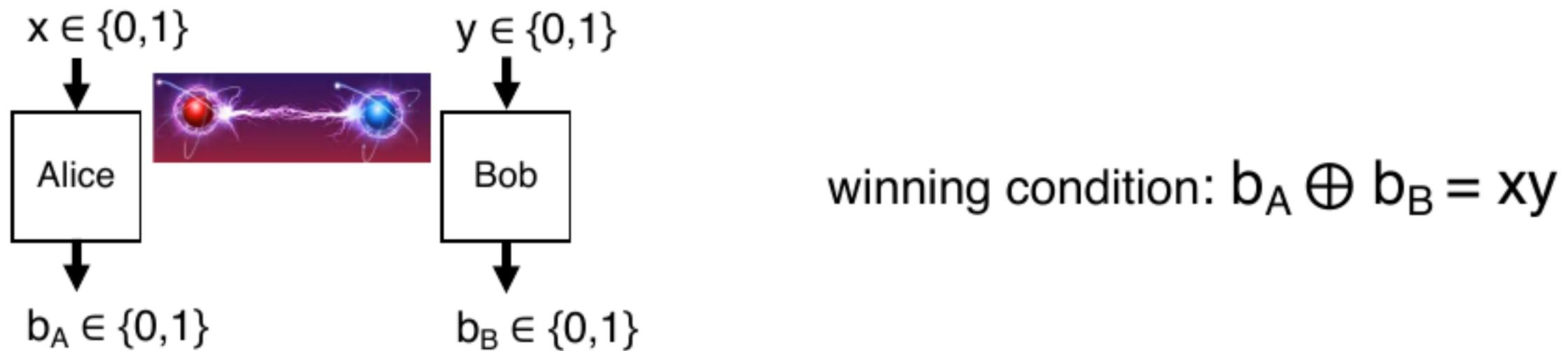
CHSH game

CHSH Game [Clauser, Horne, Shimony, Holt 1969]



CHSH game

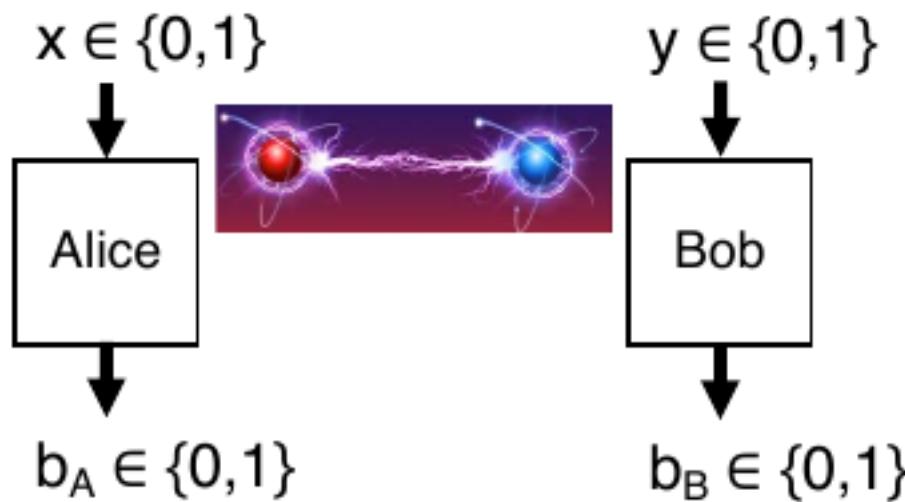
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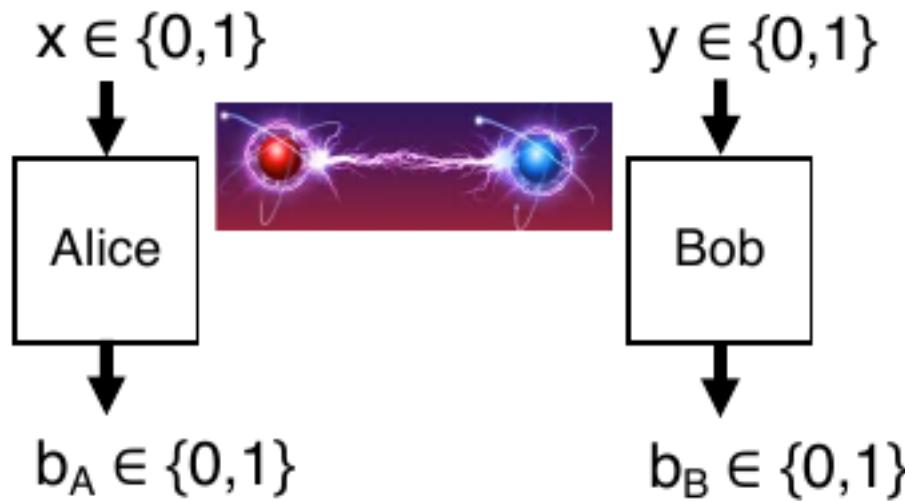
winning condition: $b_A \oplus b_B = xy$

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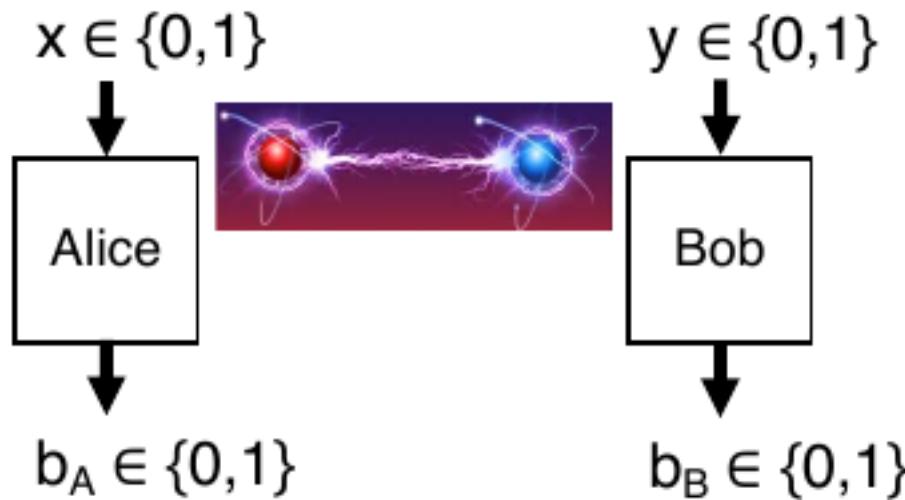
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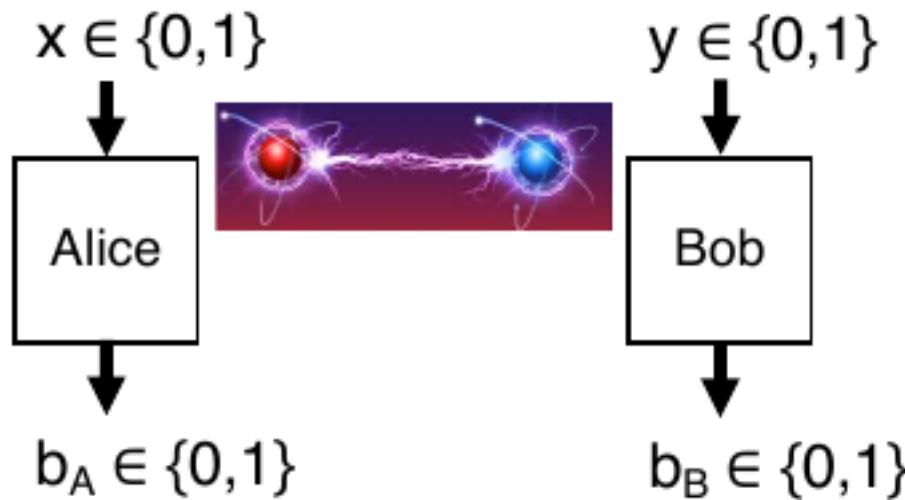
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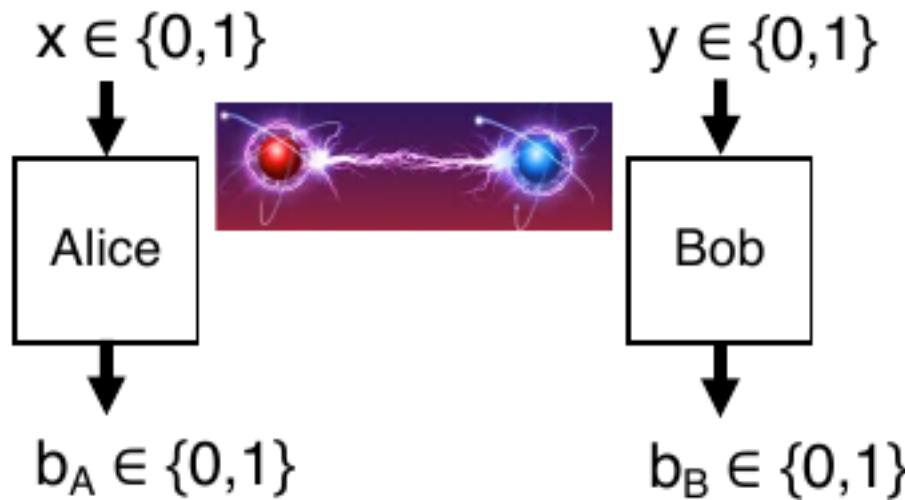
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 - strategy: sample u.a.r. among the correct solutions

Iterated CHSH problem

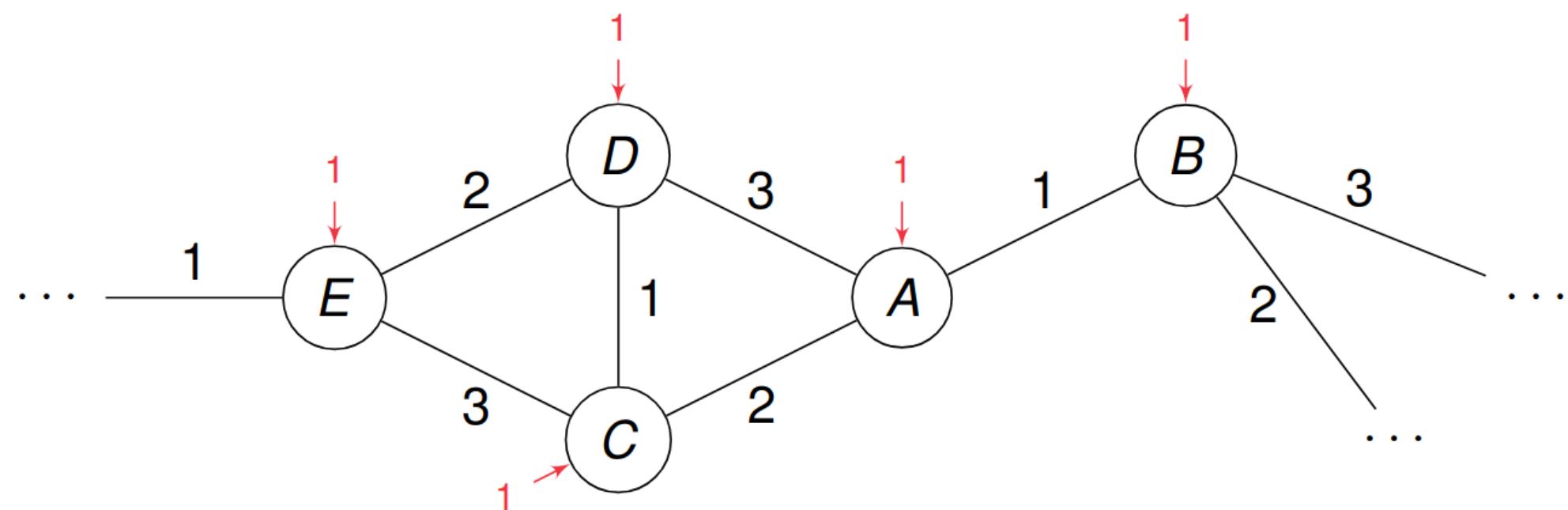
- **Network of CHSH!**

Iterated CHSH problem

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- **How?**

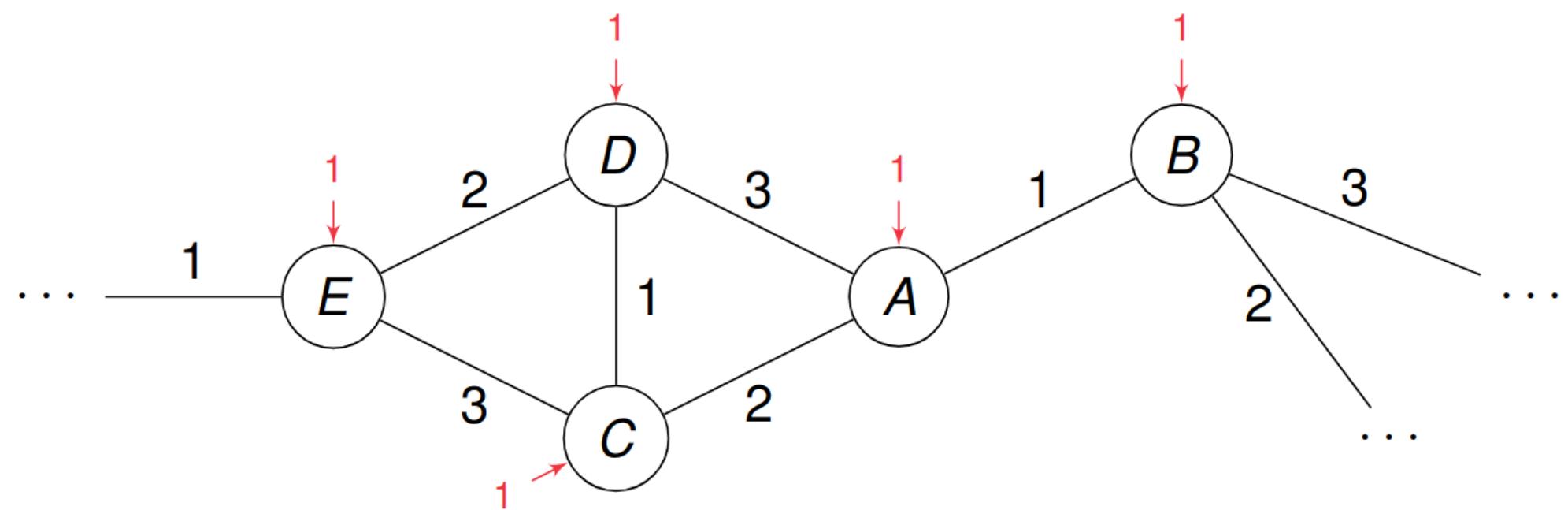
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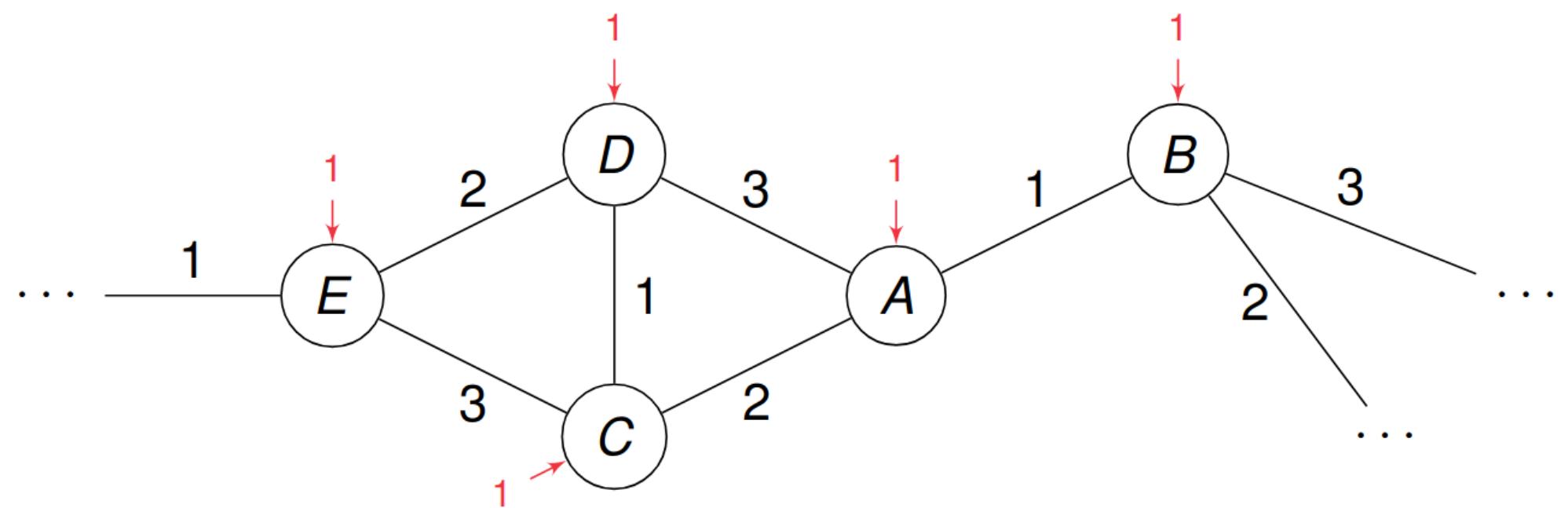
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- Δ -regular graph



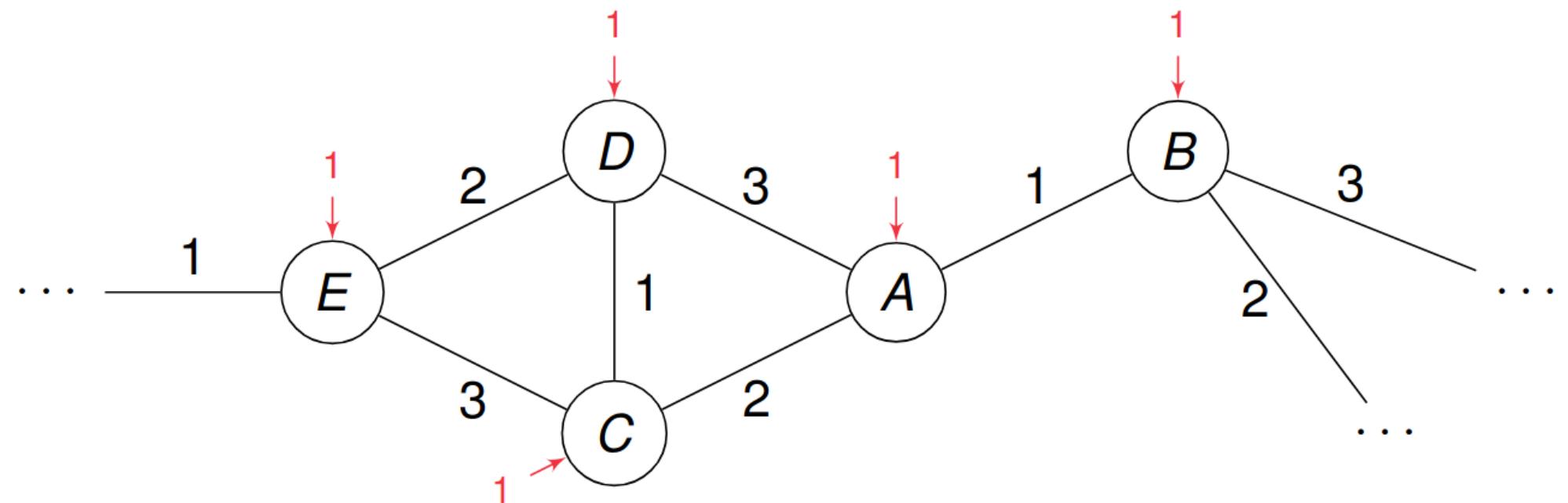
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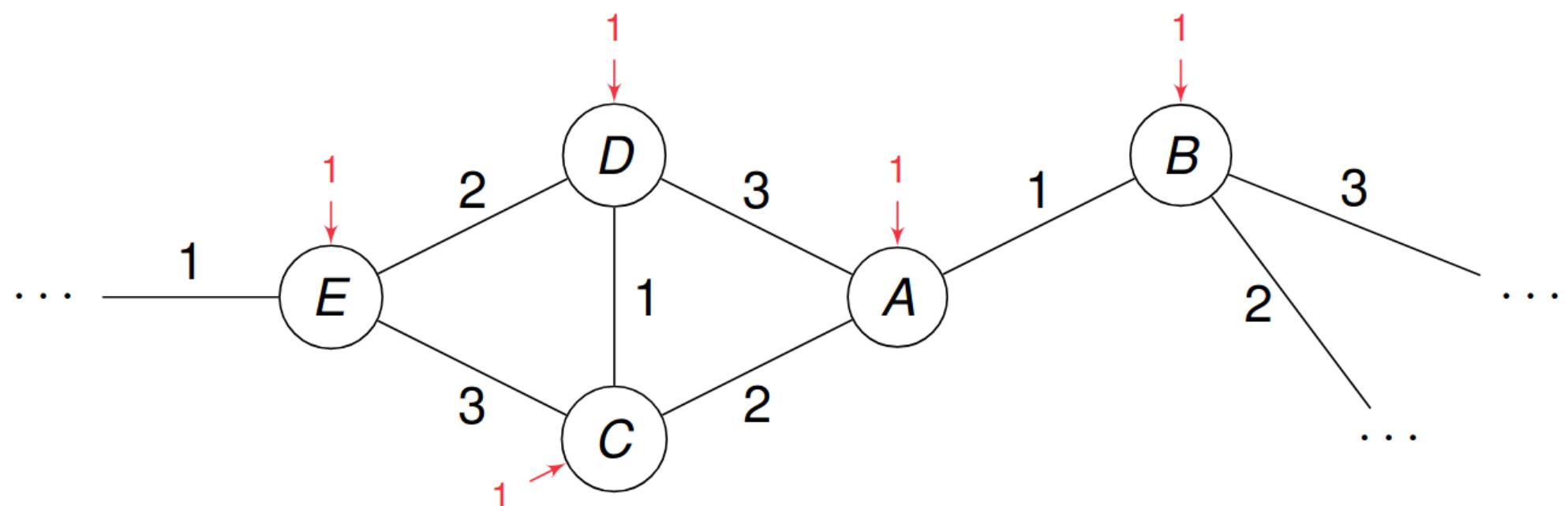
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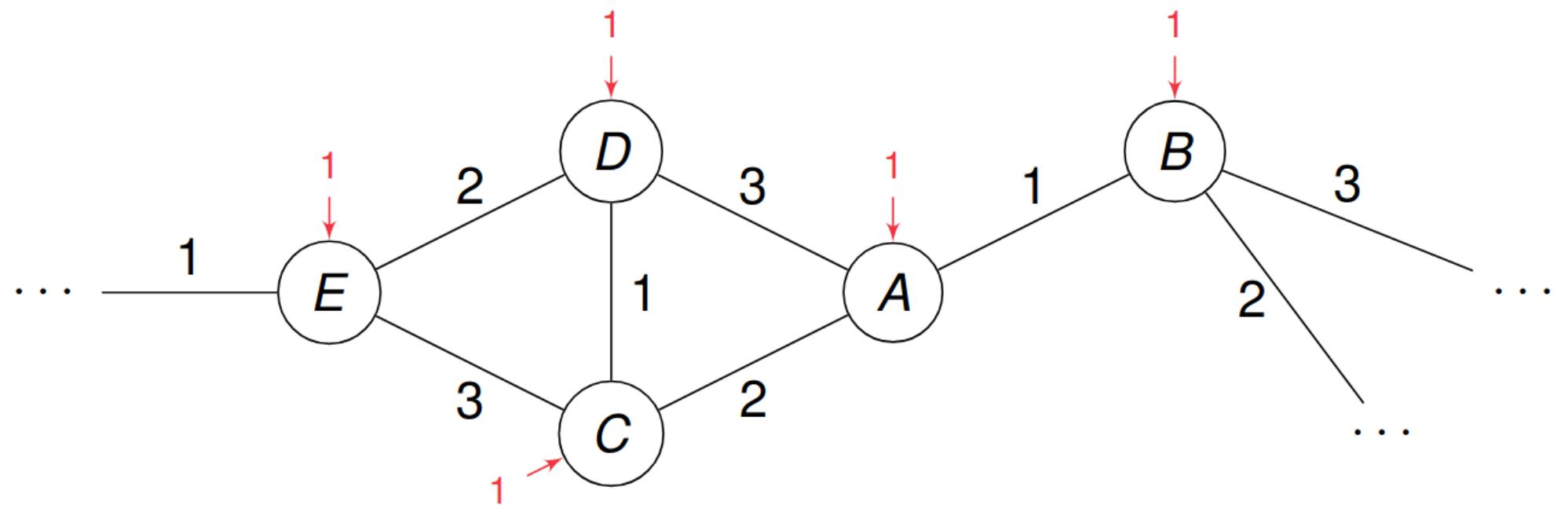
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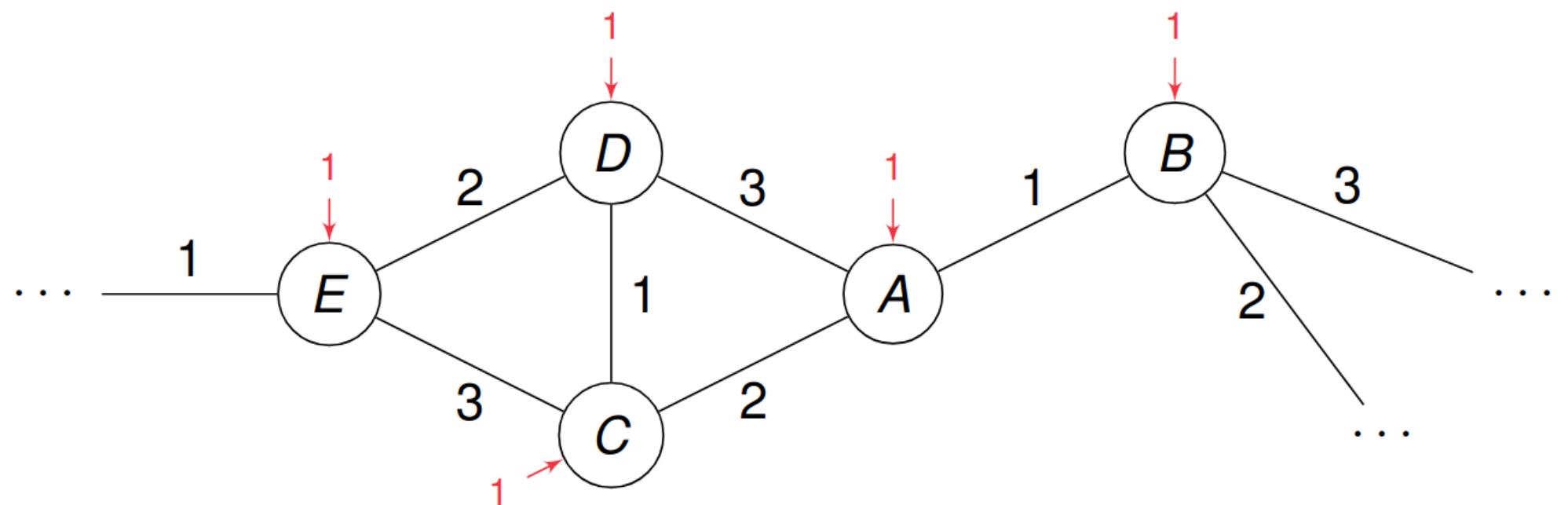
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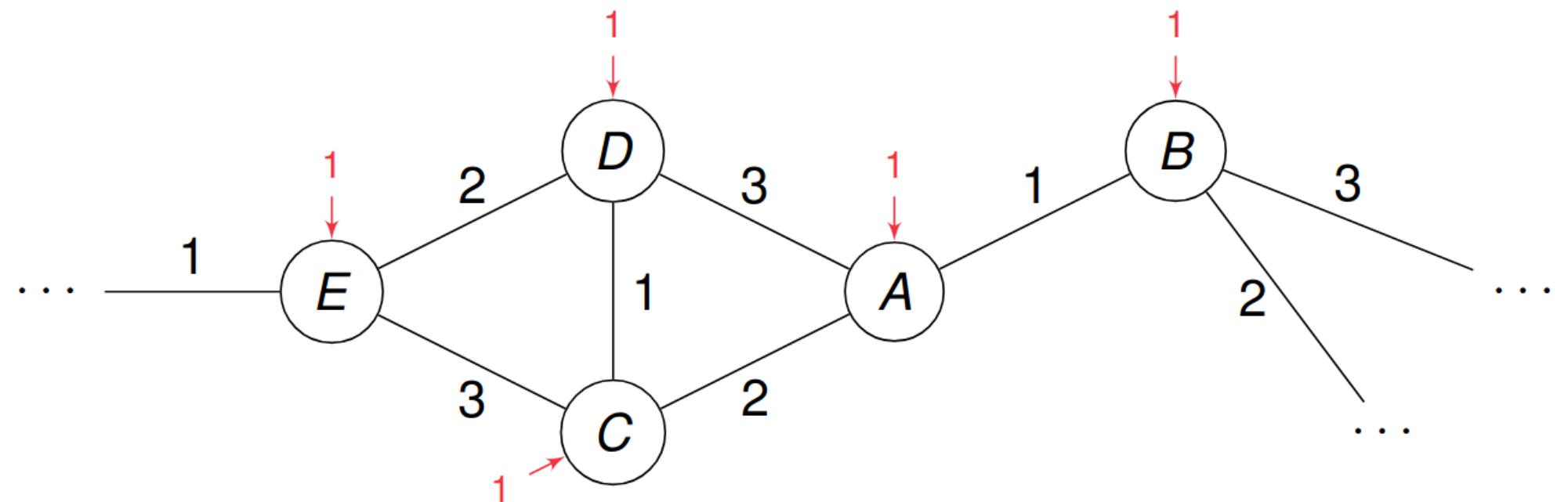
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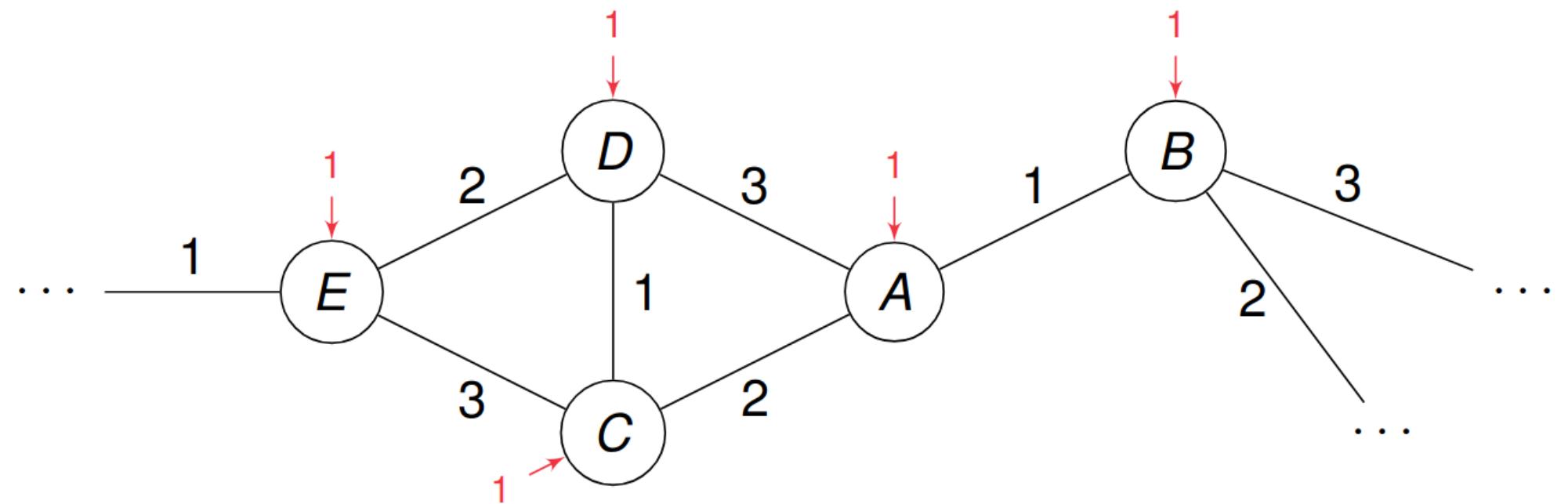
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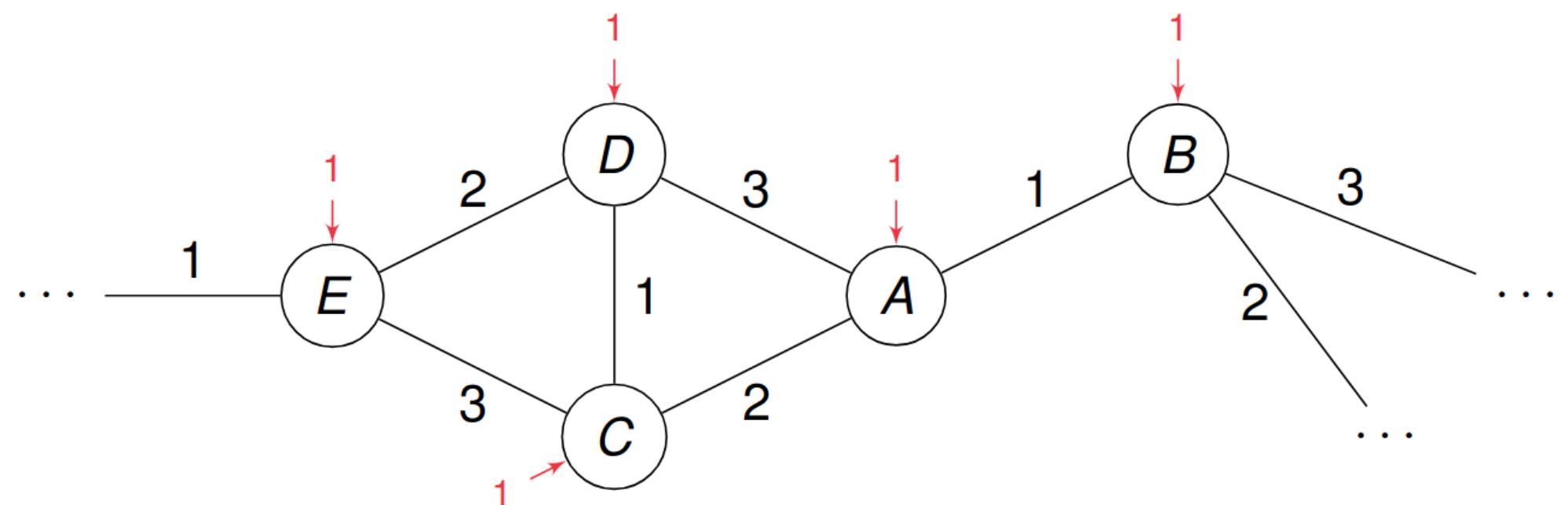
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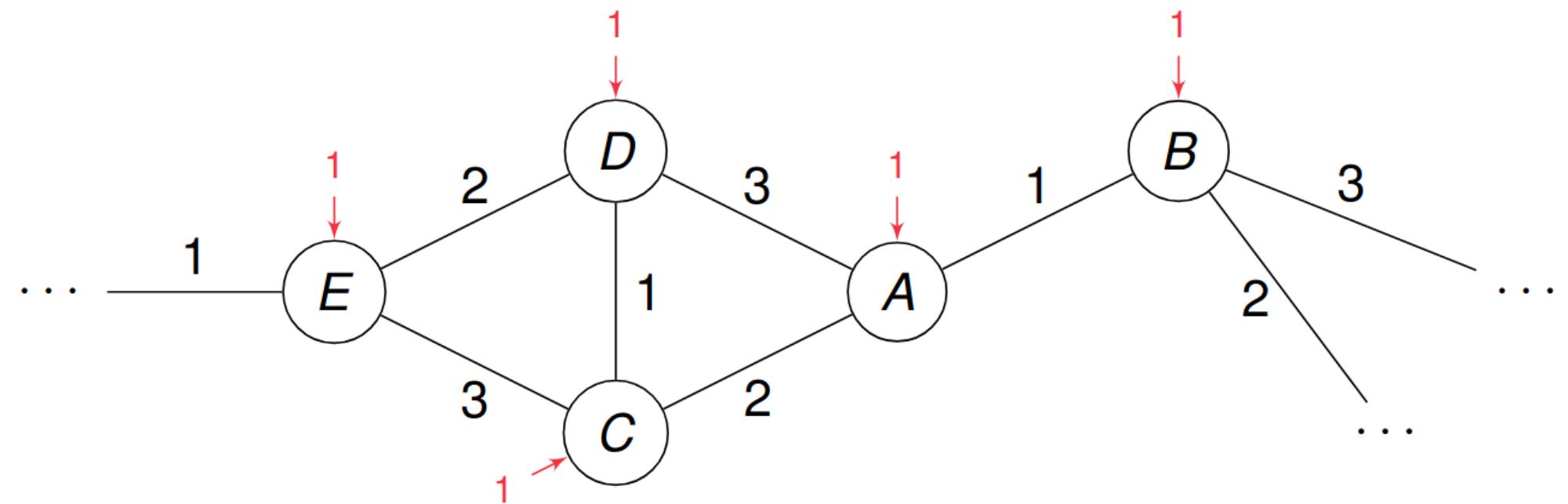
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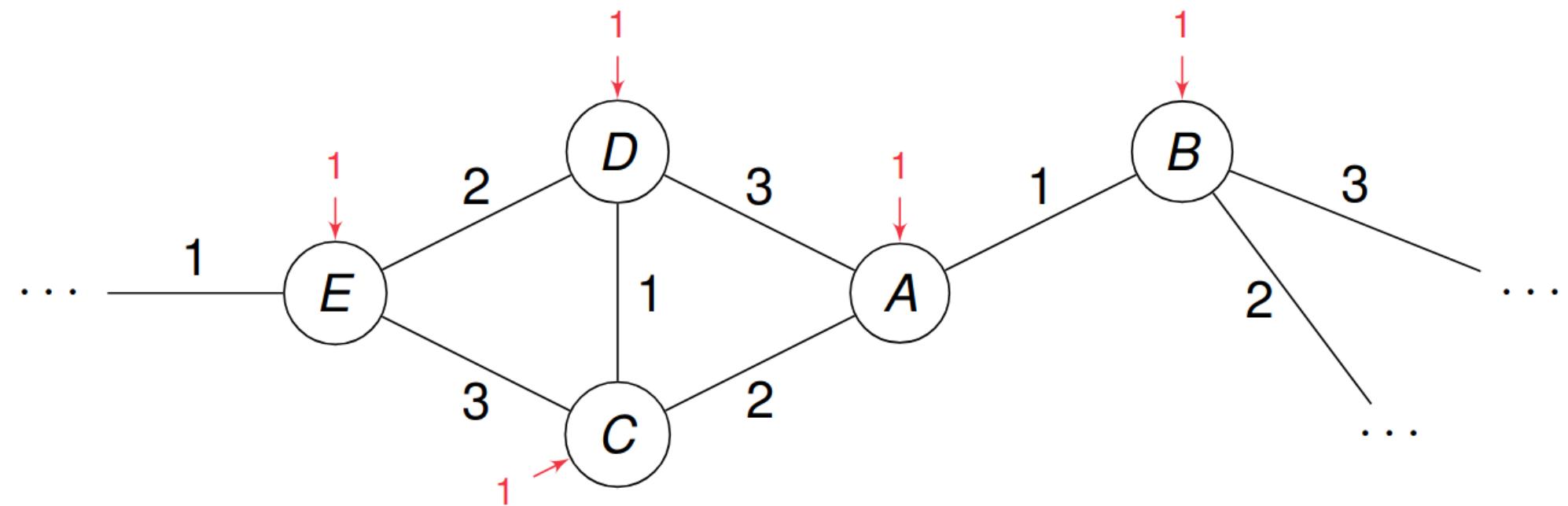
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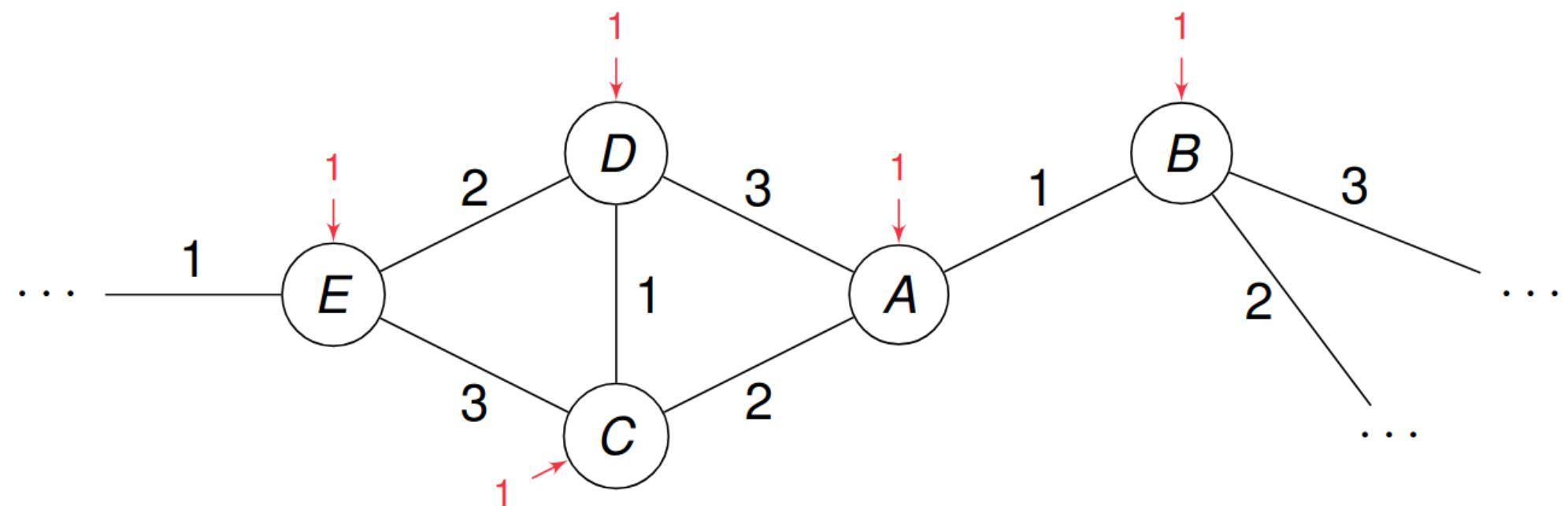
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- **Quantum upper bound?**

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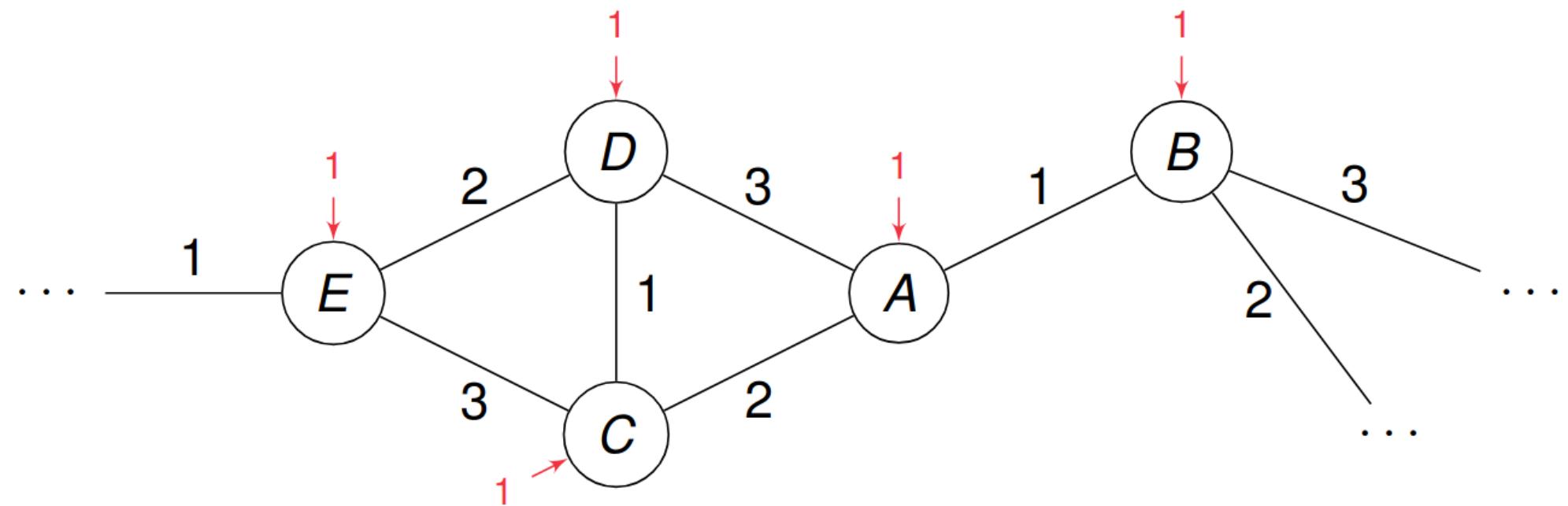
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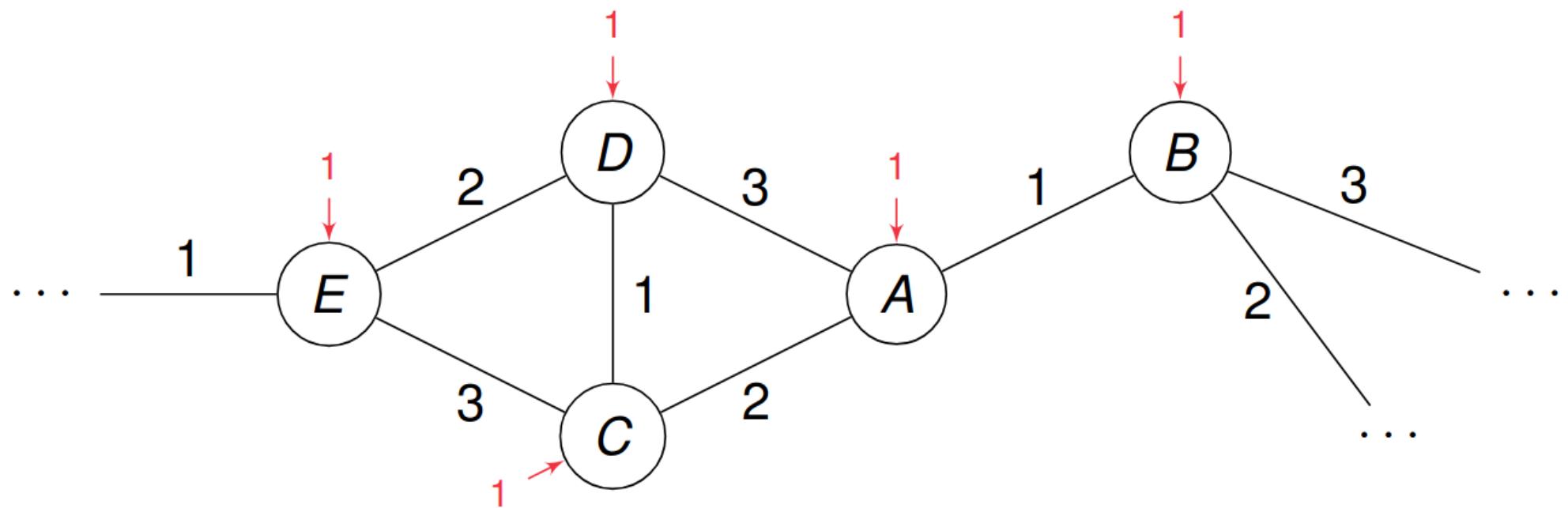
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- we need a better game (win 100%)

GHZ game

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Outputs	0,0,0	1,0,0	1,0,0	1,0,0
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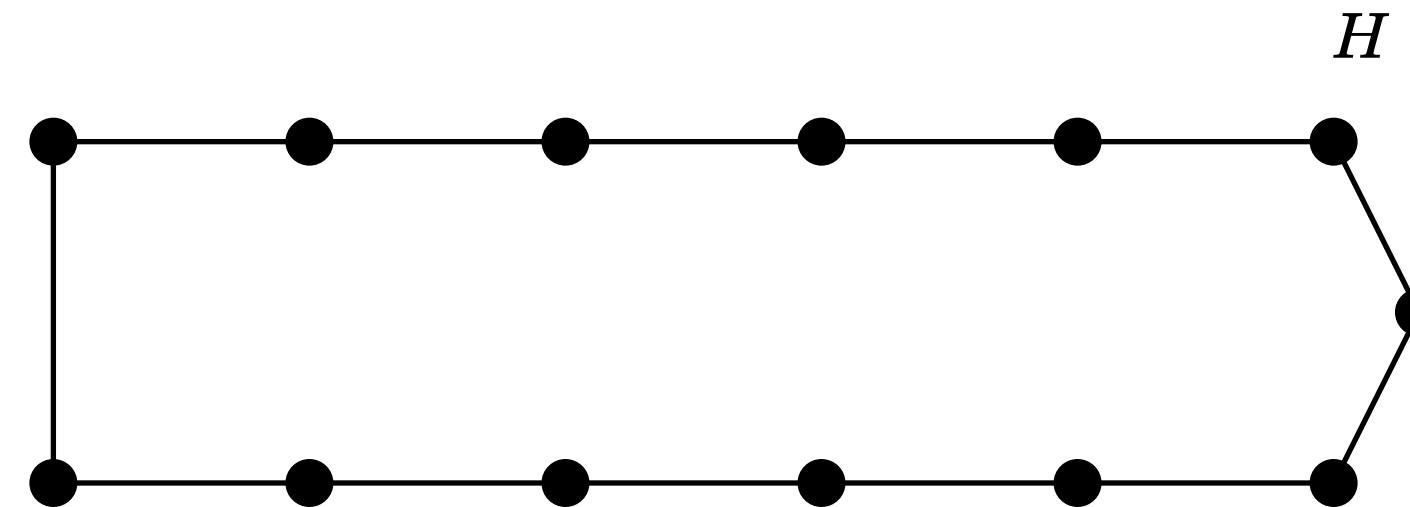
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- Classical complexity $\Theta(\Delta)$, quantum complexity 1 round (just to share the quantum state)

Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

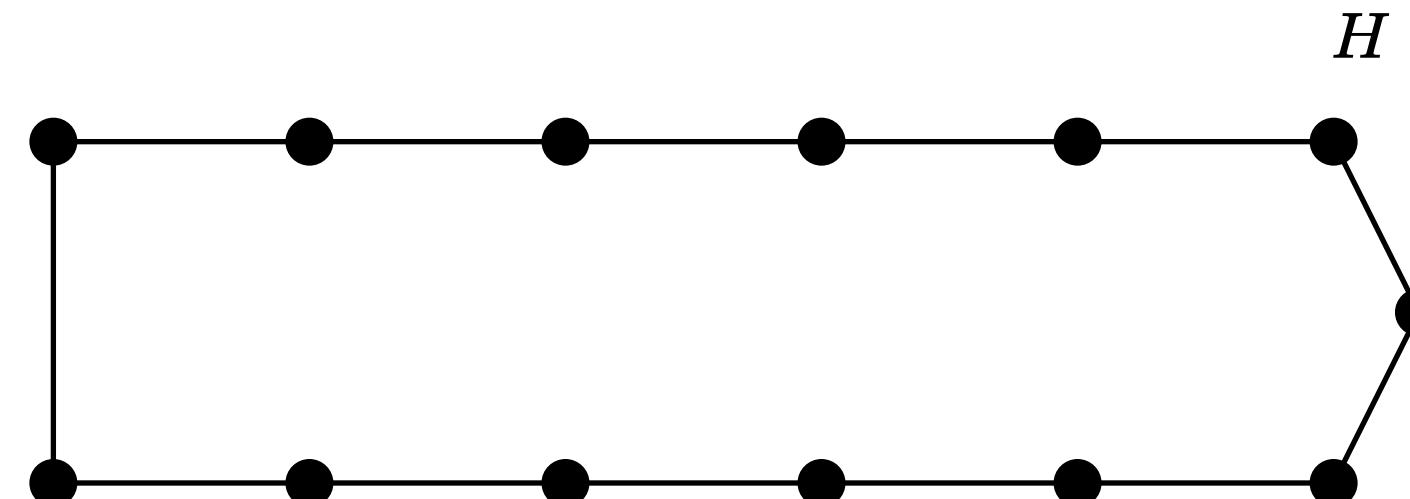
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Boosting failure probability: randomized-LOCAL

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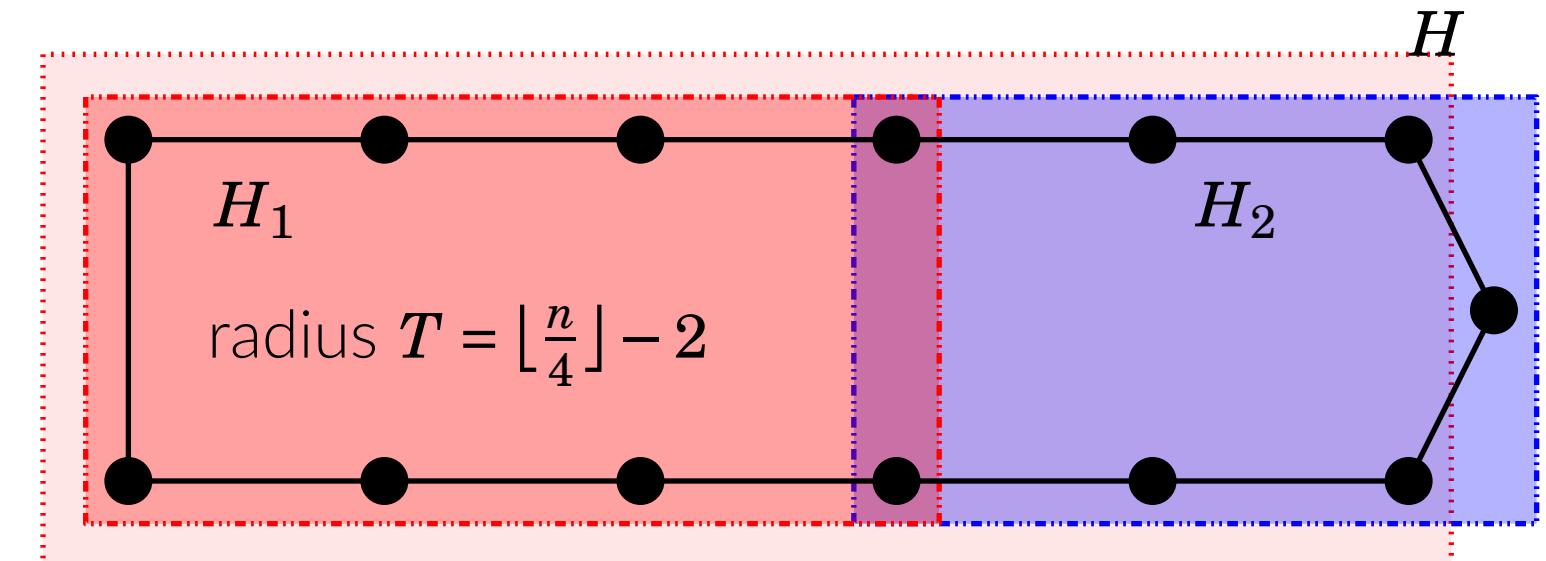
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- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable



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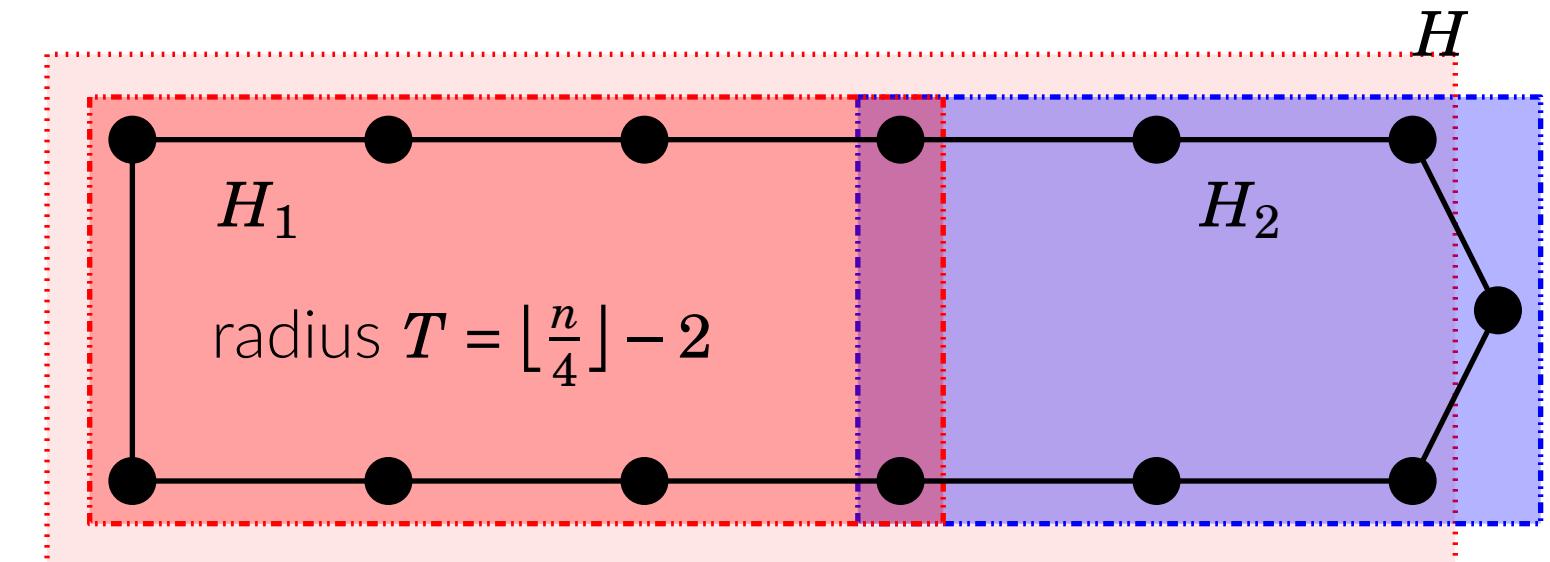


$$\max_{i=1,2}\{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$

Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

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- “subdivide” graph H in regions H_1, H_2 such that
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 - N copies of $H[\mathcal{N}_T(H_i)]$ can be glued together to form a 2-colorable graph

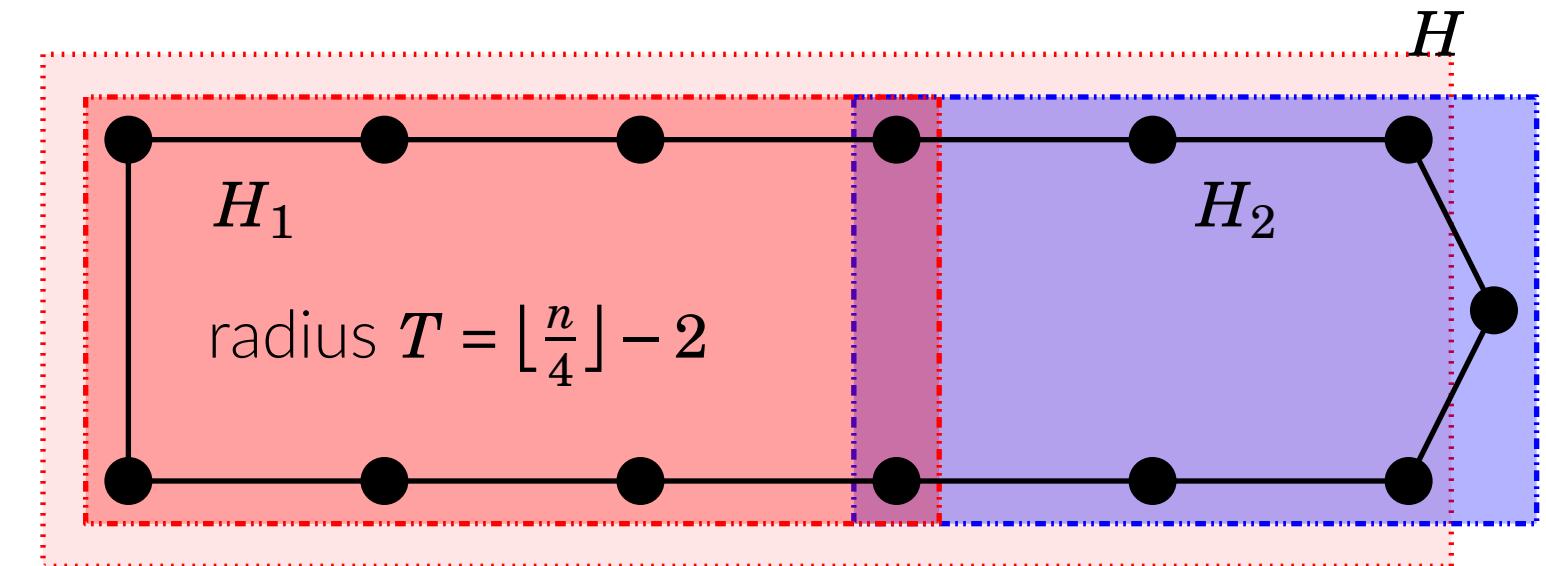


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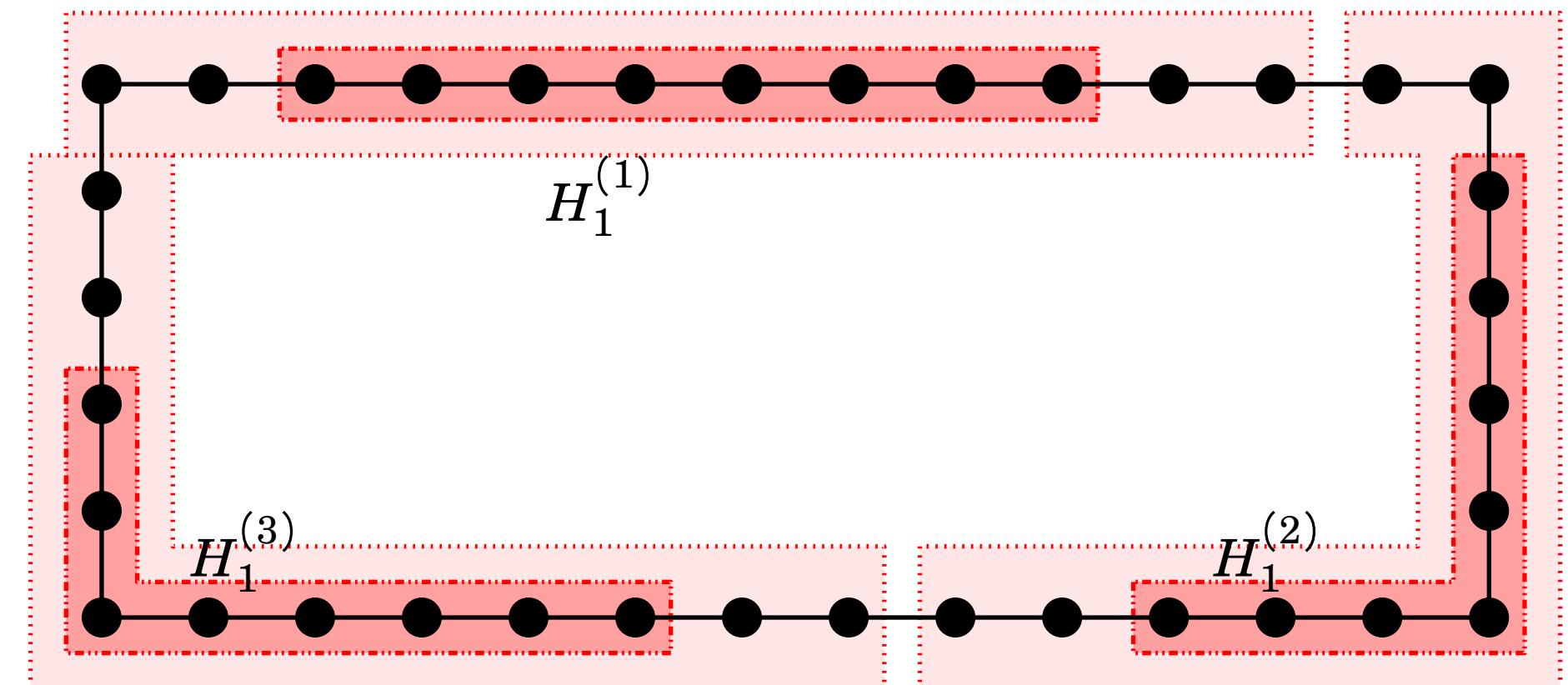
Boosting failure probability: randomized-LOCAL

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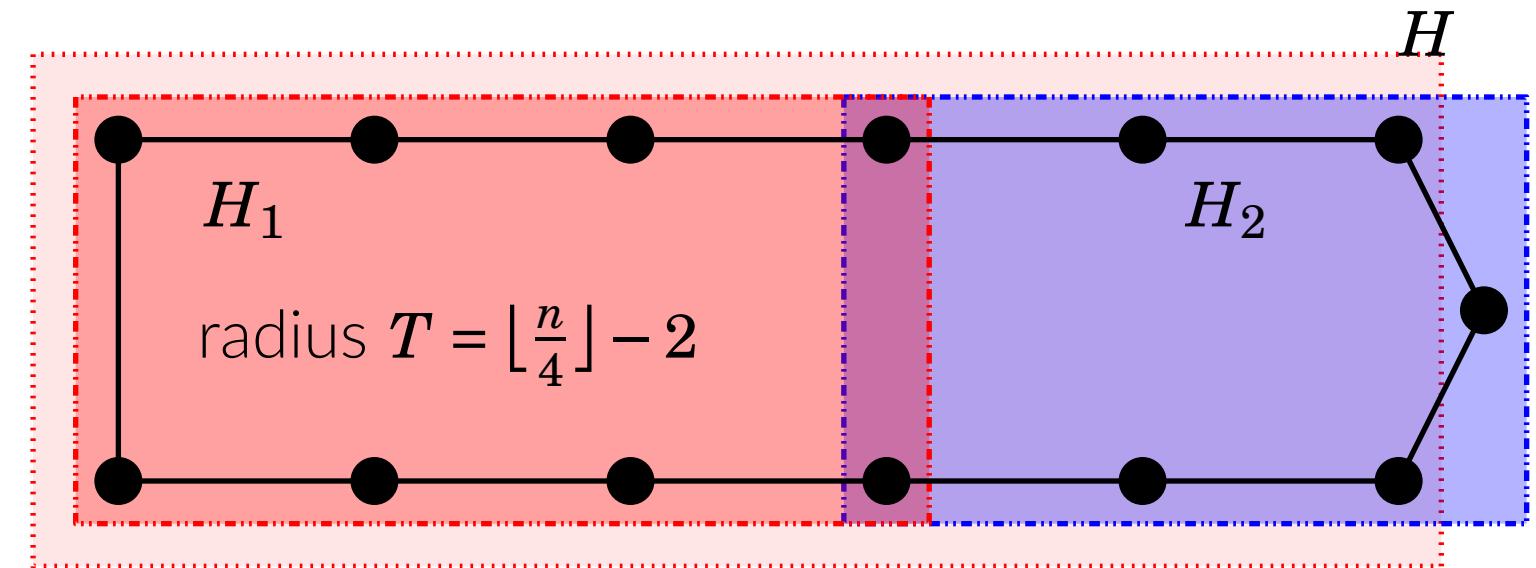
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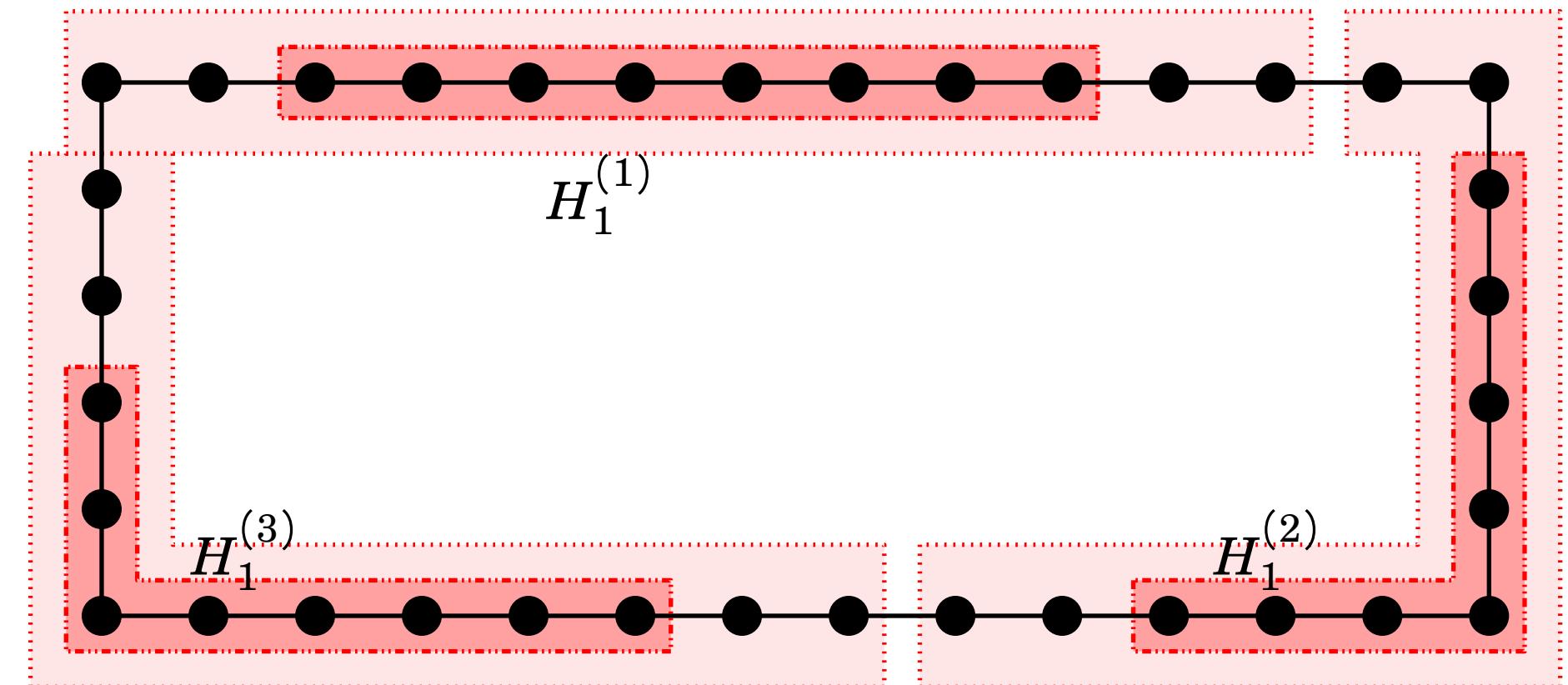
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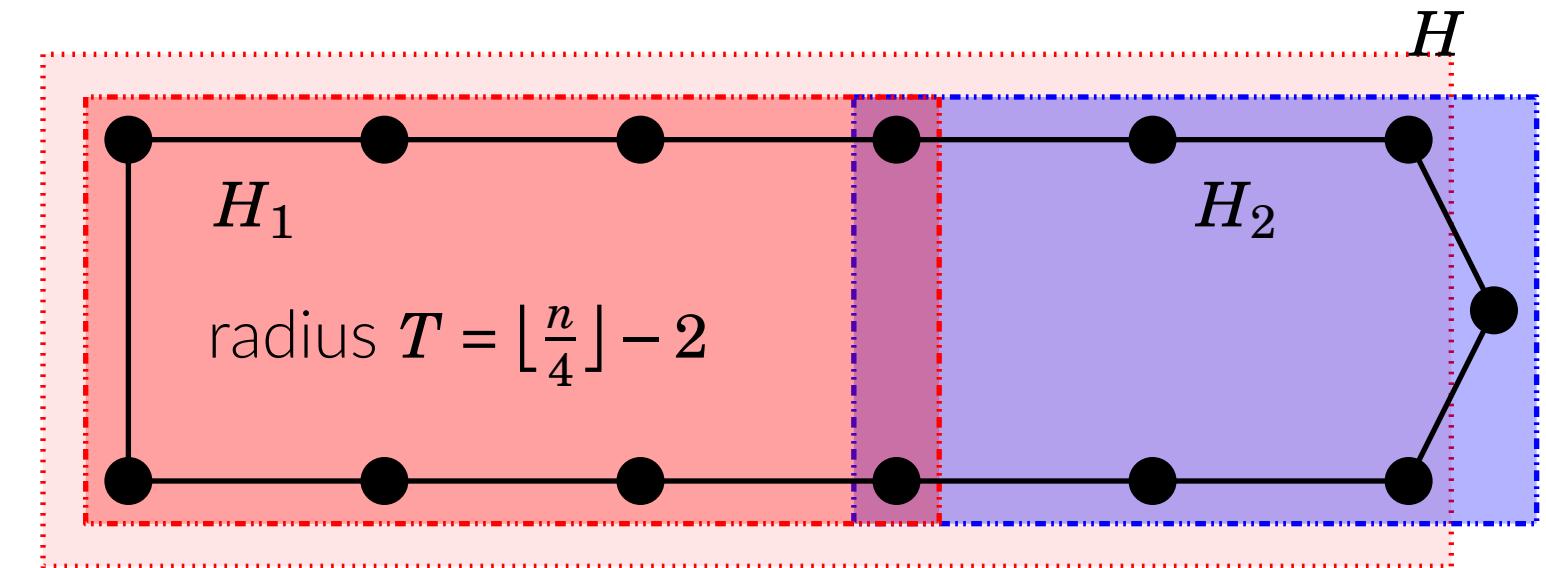
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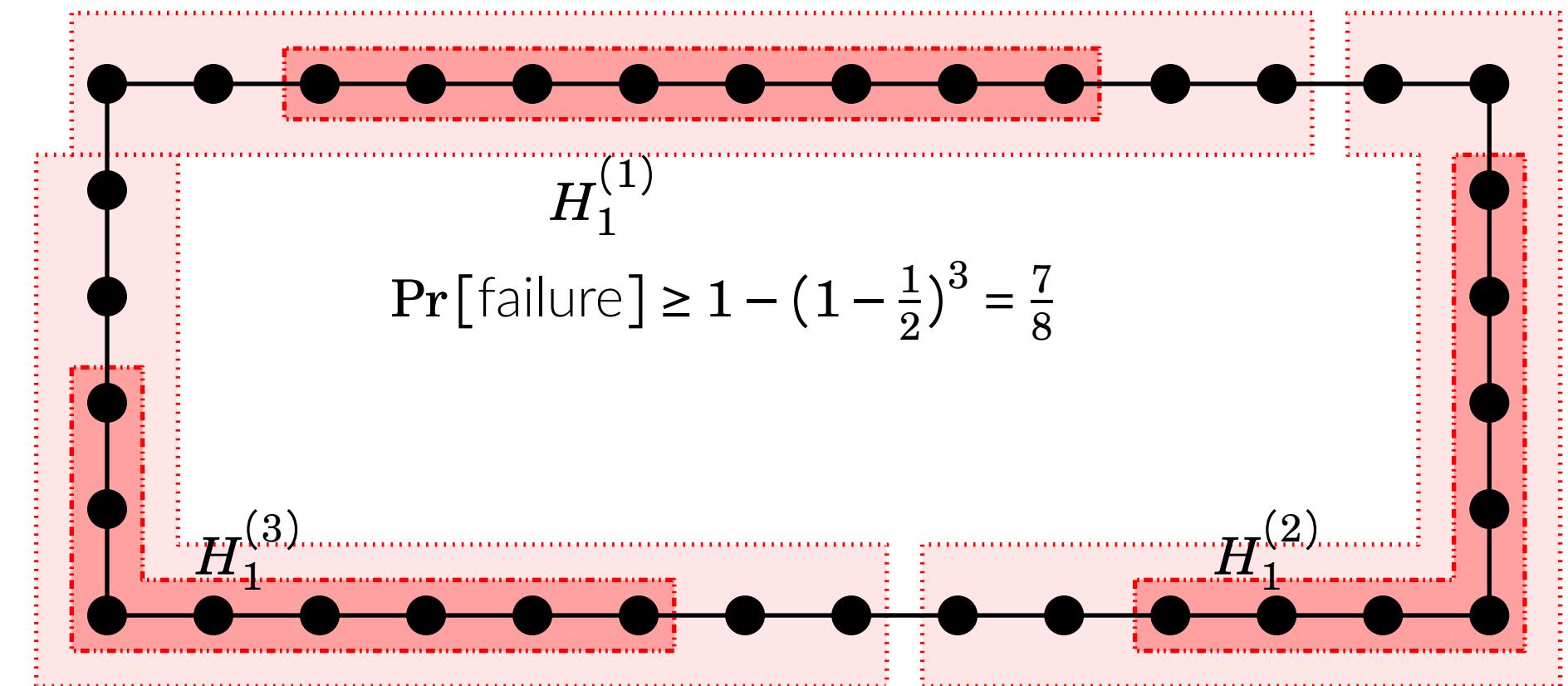
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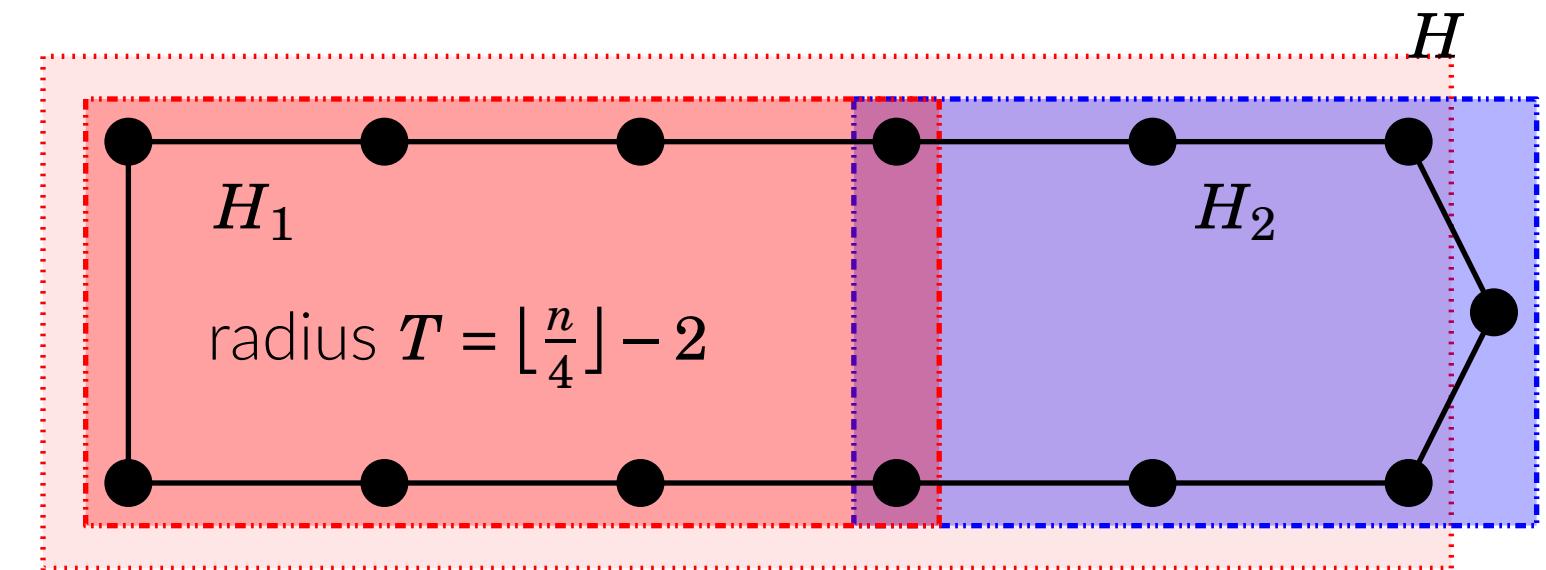
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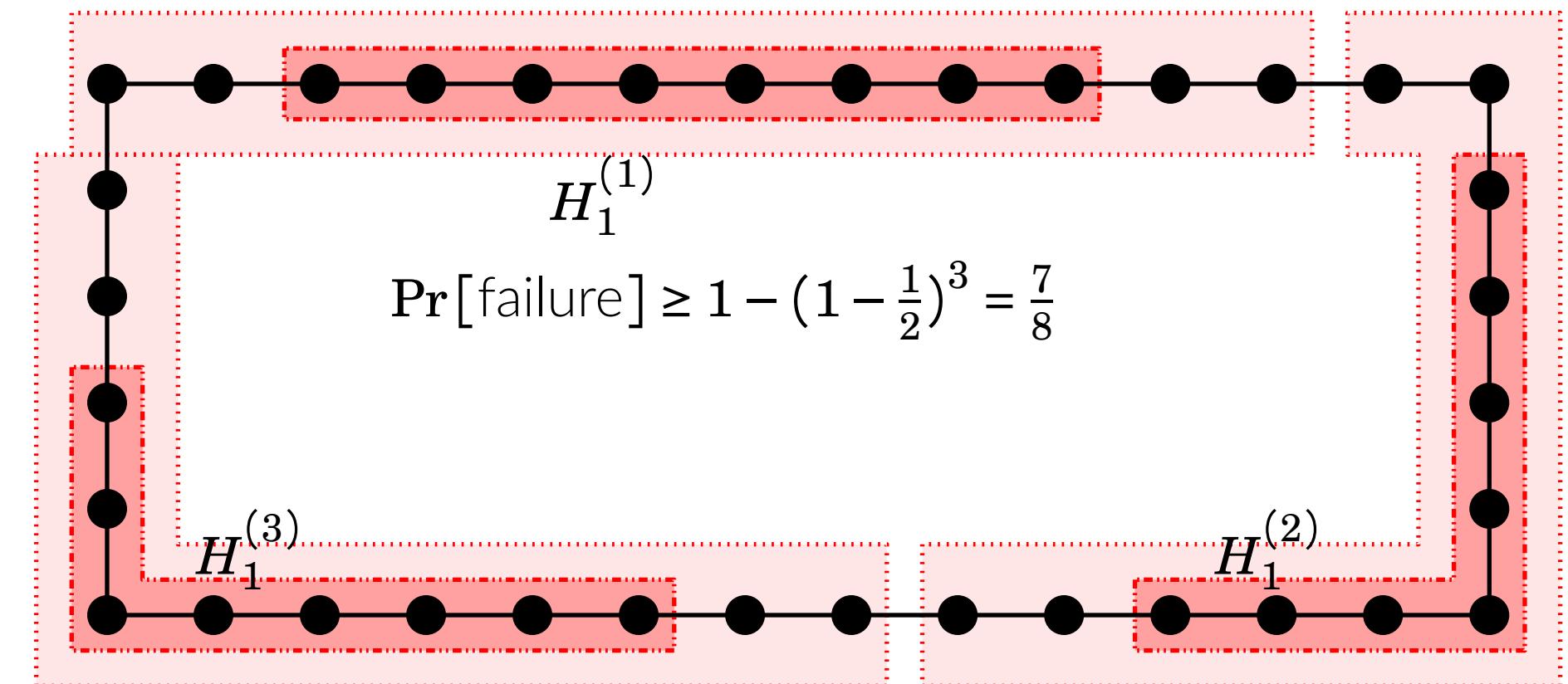
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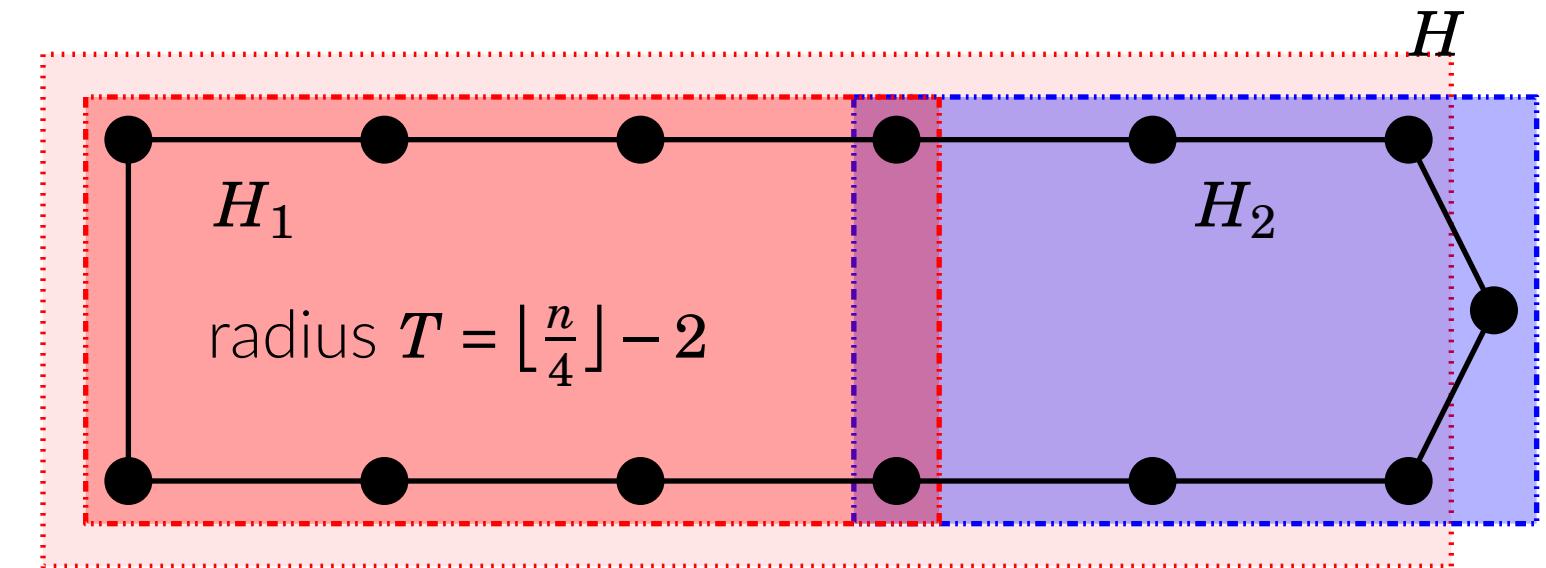


$$\Pr[\text{failure}] \geq 1 - (1 - \frac{1}{2})^3 = \frac{7}{8}$$

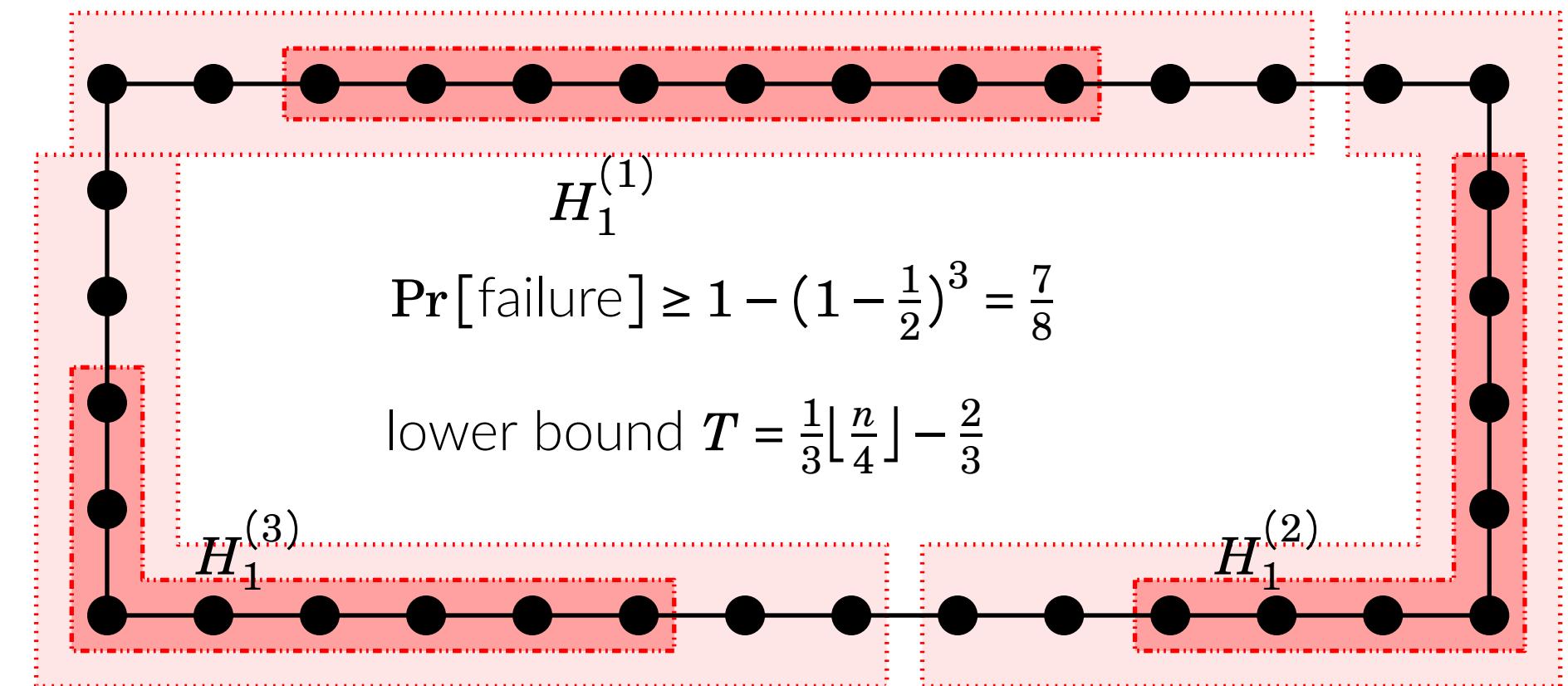
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Problems in non-signaling: cloning and dependency

The **non-signaling** model:

- produces **non-signaling outcomes**
 - **outcome**: function assigning to inputs (G, x) a distribution over labelings $\{(y_i, p_i)\}_{i \in I}$
 - **non-signaling** beyond distance T

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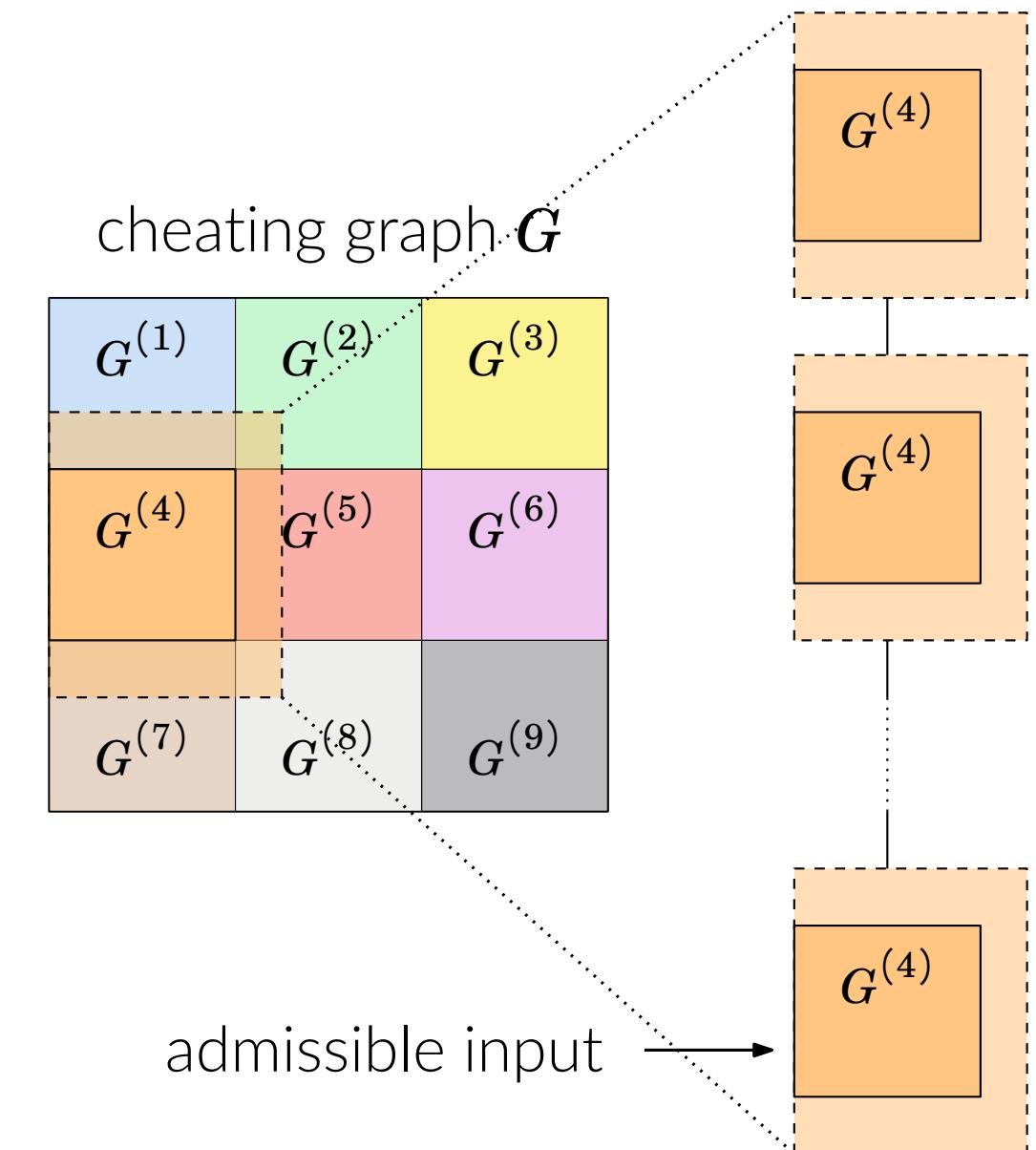
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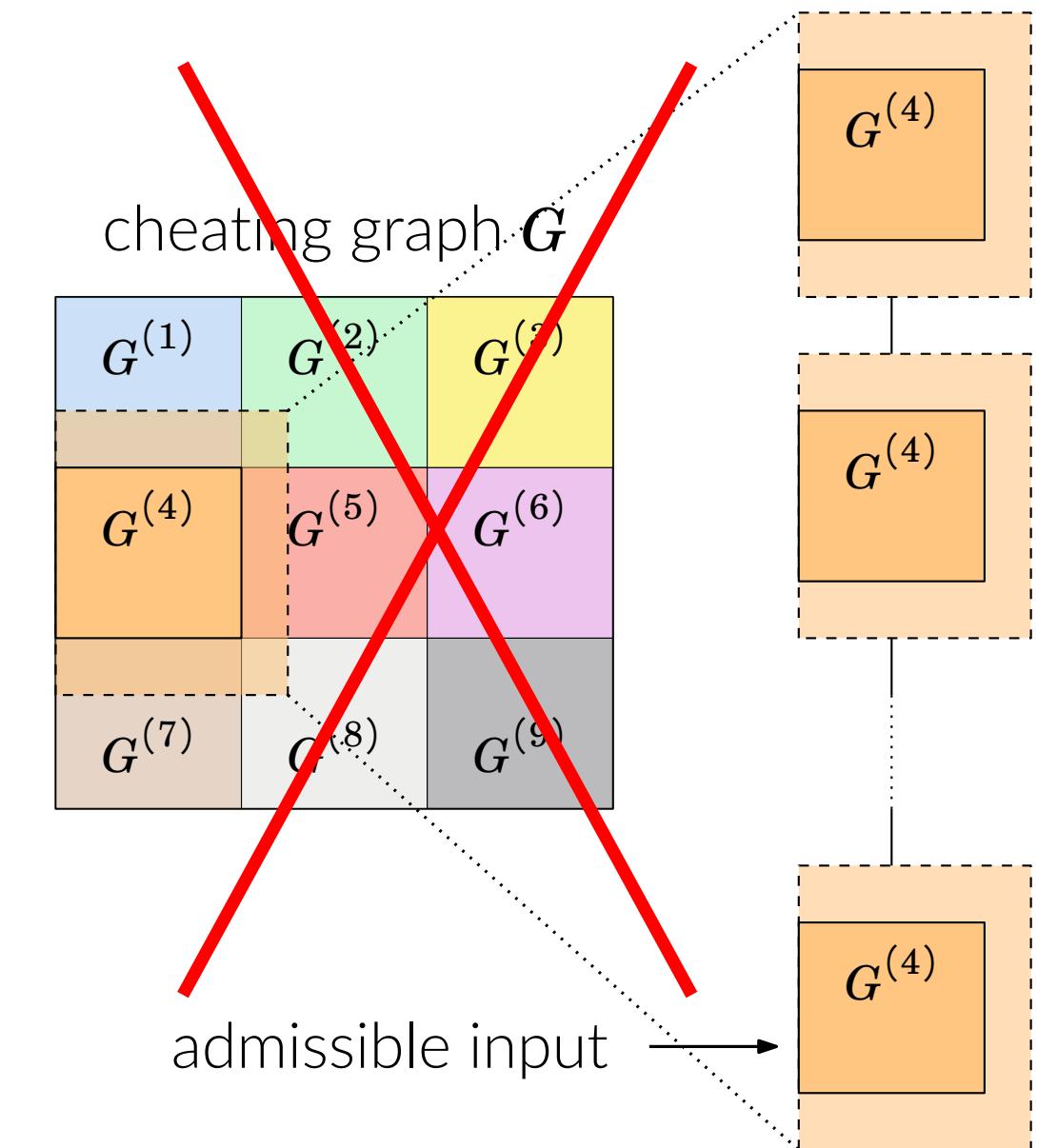
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Boosting failure probability in non-signaling

- Addressing no-cloning
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N copies of the cheating graph \mathbf{G}

Cheating graph \mathbf{G}_1

$G_1^{(1)}$	$G_1^{(2)}$	$G_1^{(3)}$
$G_1^{(4)}$	$G_1^{(5)}$	$G_1^{(6)}$
$G_1^{(7)}$	$G_1^{(8)}$	$G_1^{(9)}$

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Boosting failure probability in non-signaling

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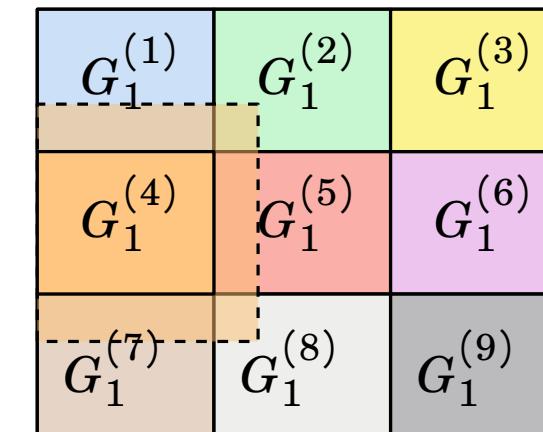
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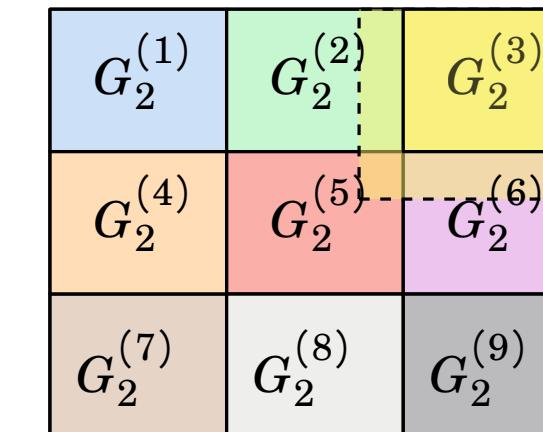
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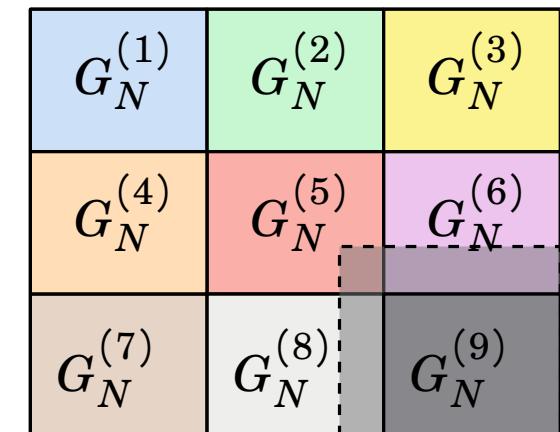
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Cheating graph \mathbf{G}_N



$$\Pr(\mathcal{A} \text{ fails on } \cup_{j \in [N]} G_j^{(x_j)}) \geq 1 - (1 - 1/k)^N \text{ for } \mathbf{x} = (4, 3, \dots, 9)$$

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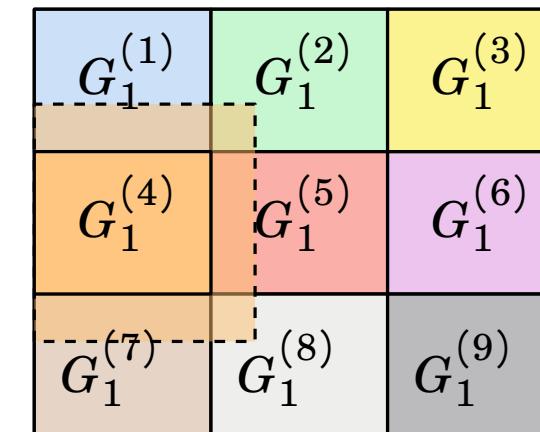
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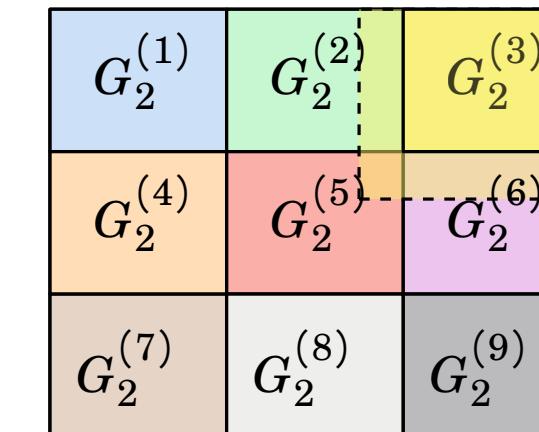
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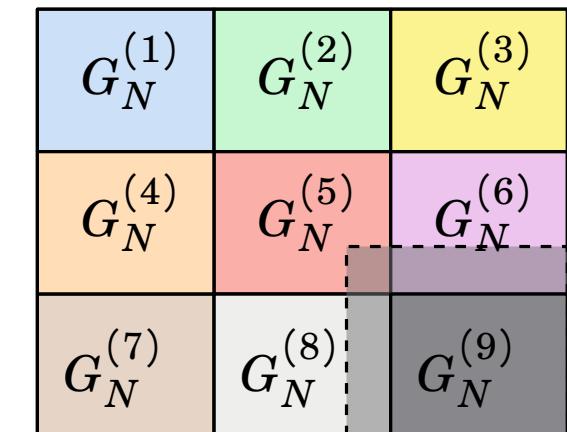
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- different “bad event”

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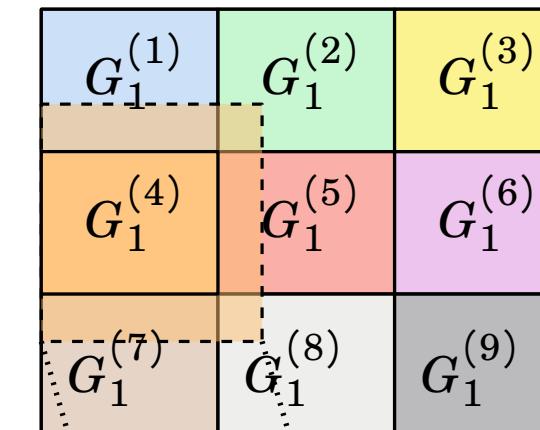
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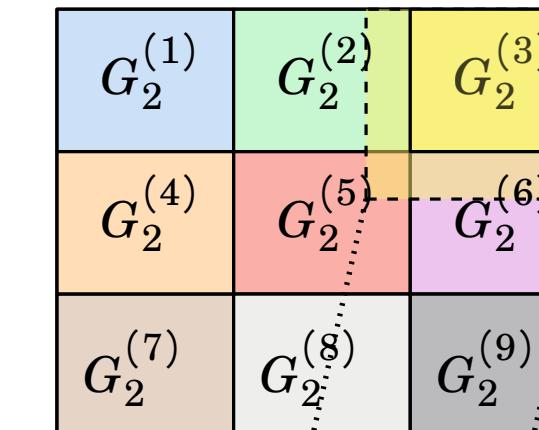
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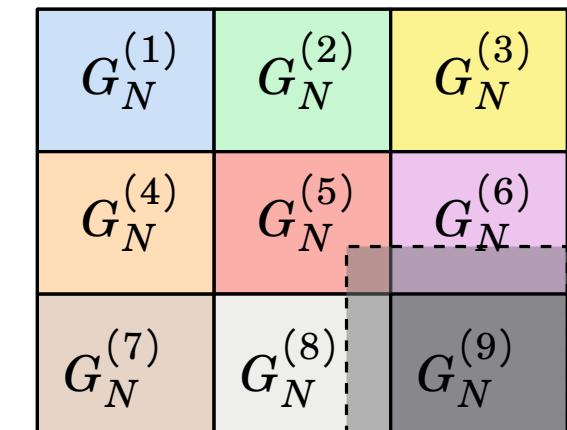
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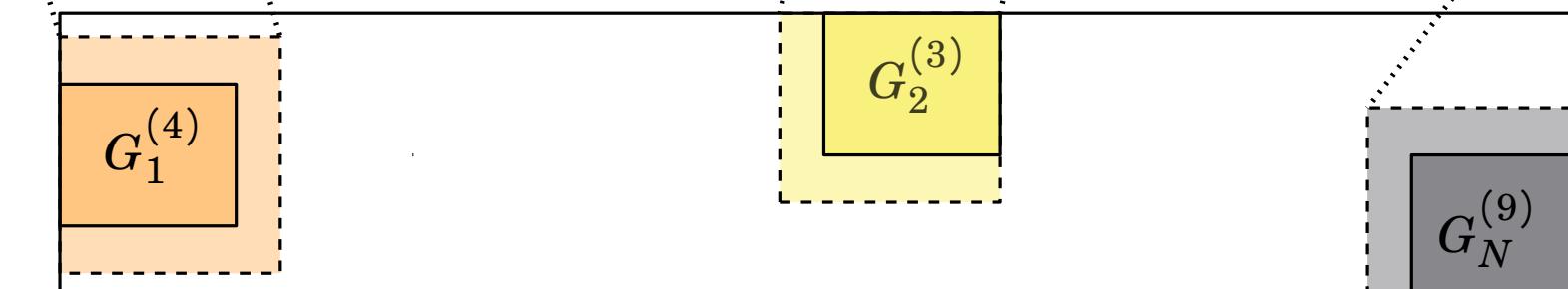


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Graph $H_{\mathbf{x}}$ for $\mathbf{x} = (4, 3, \dots, 9)$



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