

Limits of Distributed Quantum Computing



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

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**

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**

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.



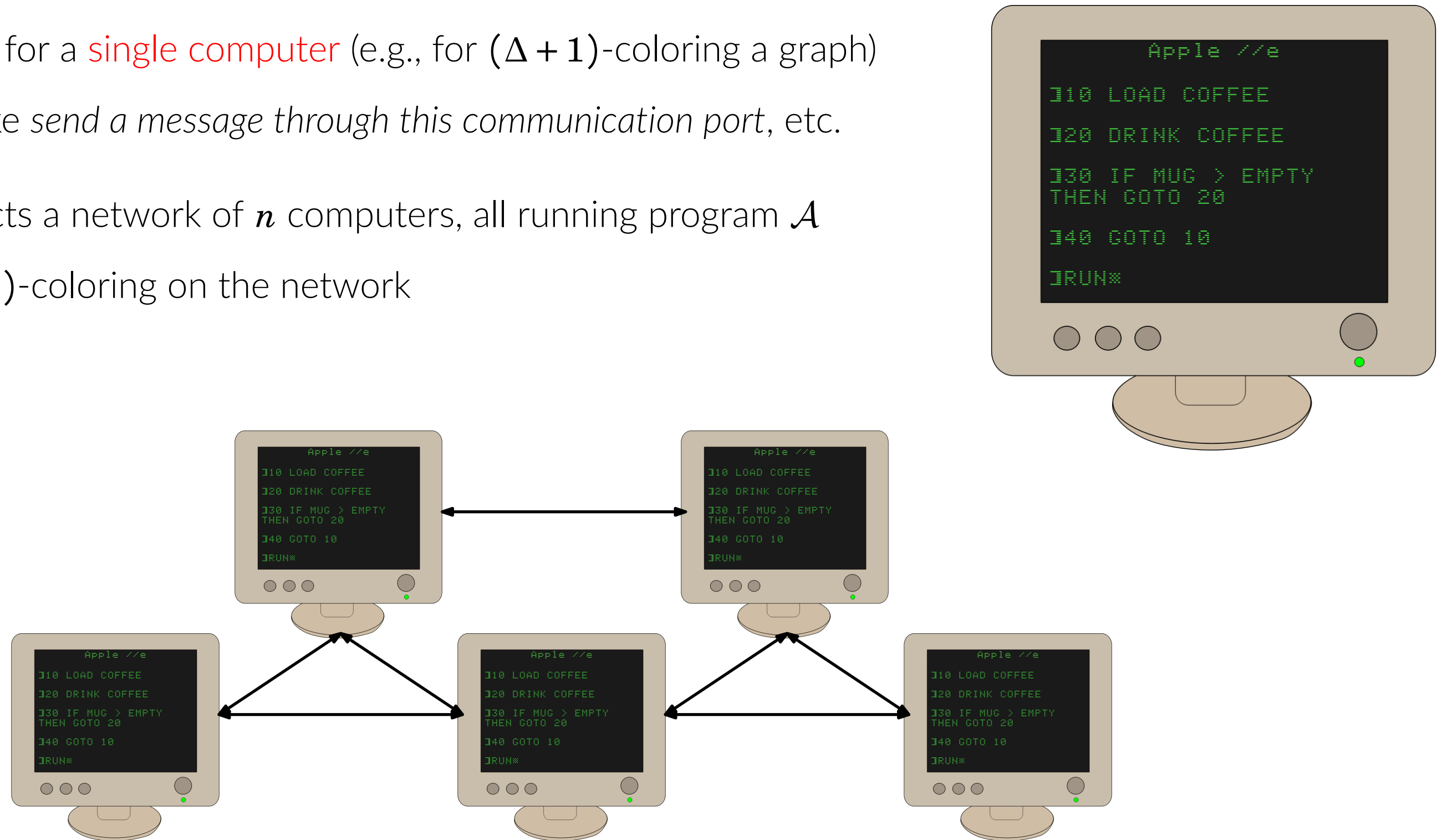
Distributed algorithms

- 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.
- **Adversary** constructs a network of n computers, all running program \mathcal{A}
 - **goal**: solve $(\Delta + 1)$ -coloring on the network



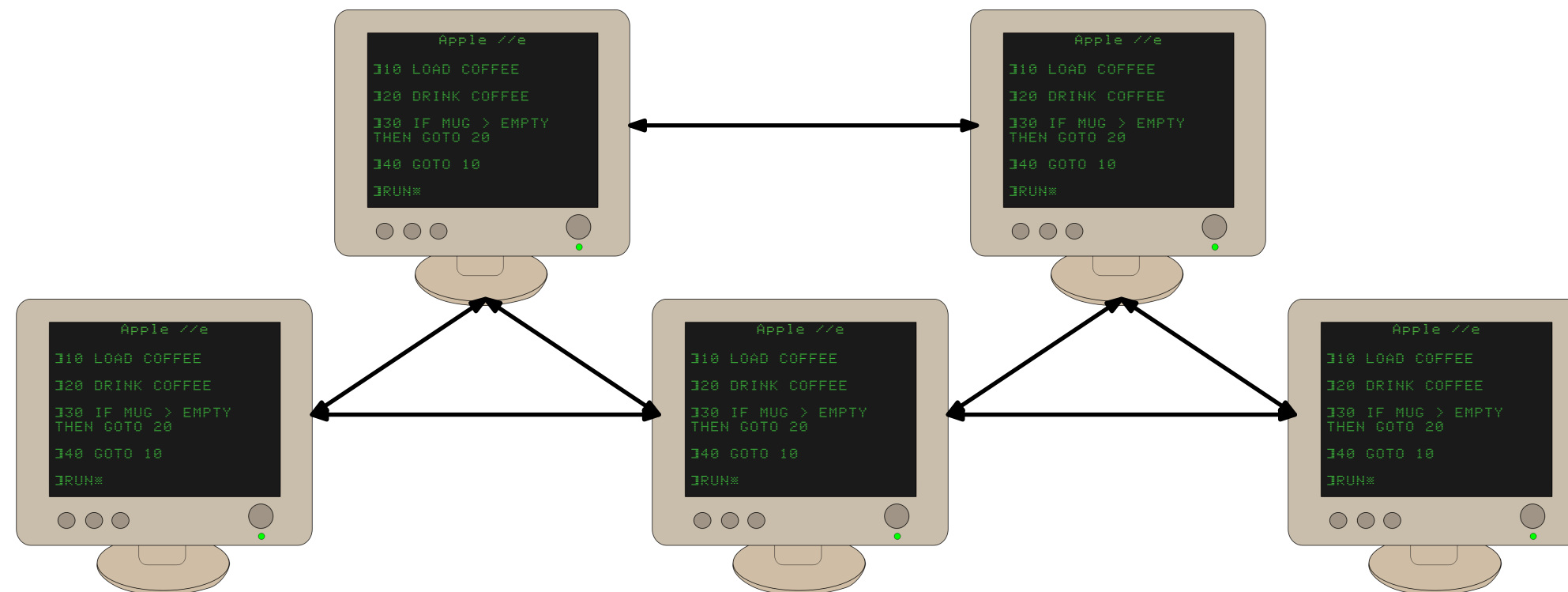
Distributed algorithms

- 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.
- **Adversary** constructs a network of n computers, all running program \mathcal{A}
 - **goal**: solve $(\Delta + 1)$ -coloring on the network



Distributed algorithms

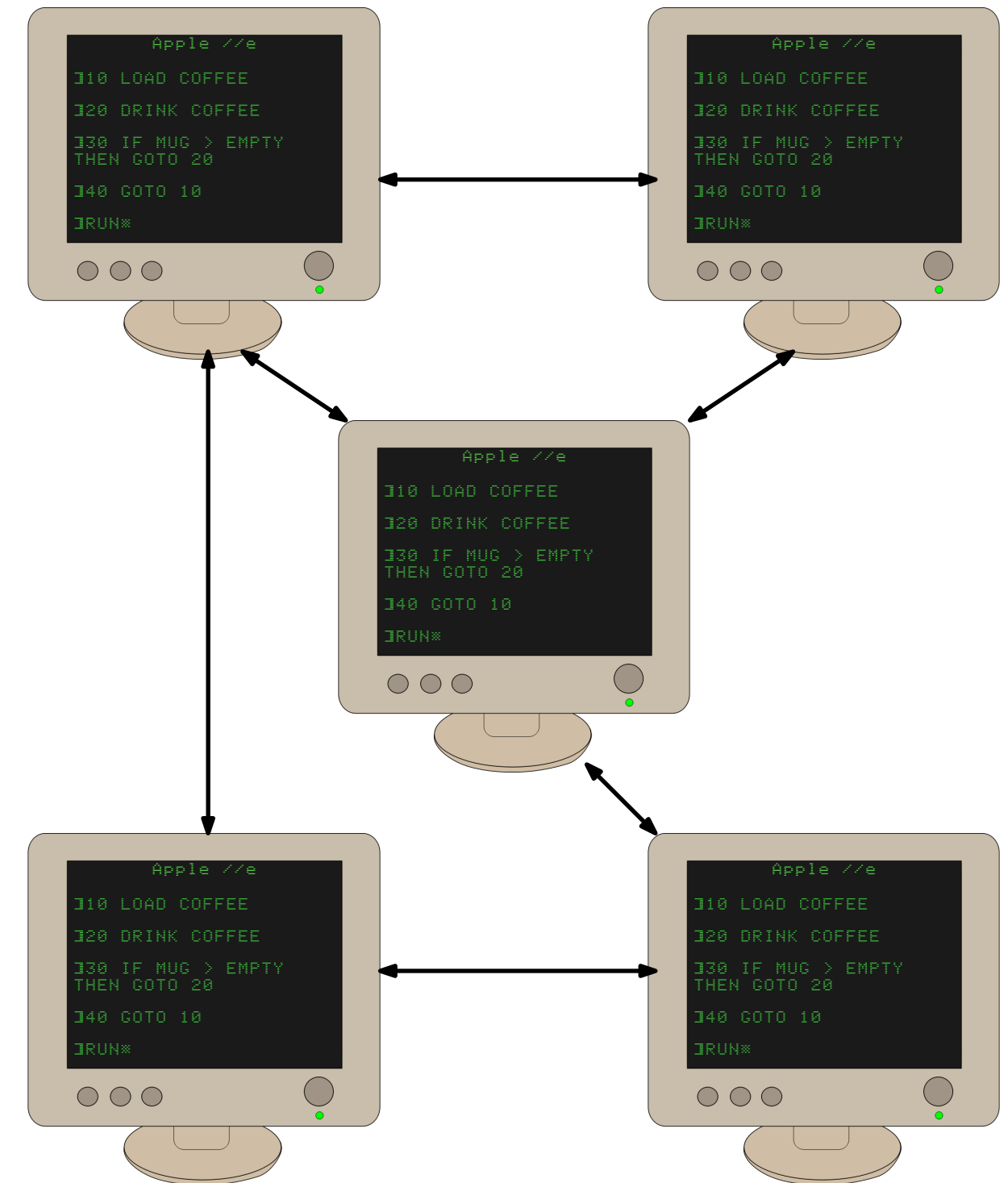
- Write a program \mathcal{A} for a **single computer** (e.g., for $(\Delta + 1)$ -coloring a graph)
 - use commands like *send a message through this communication port*, etc.
- **Adversary** constructs a network of n computers, all running program \mathcal{A}
 - **goal**: solve $(\Delta + 1)$ -coloring on the network
- **Switch everything on**, see what happens



Distributed algorithms

- **Abstractions**

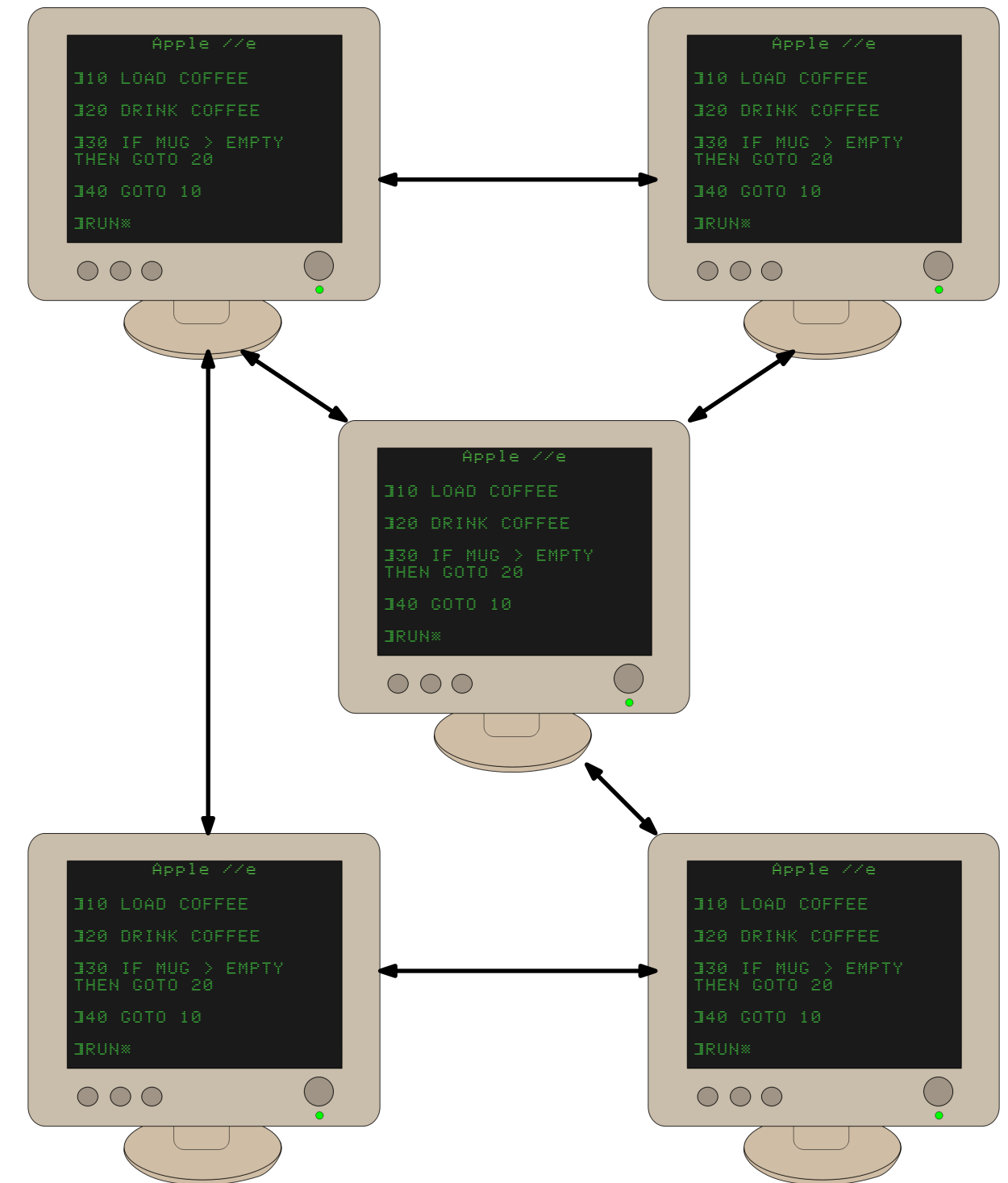
- identical computers



Distributed algorithms

- **Abstractions**

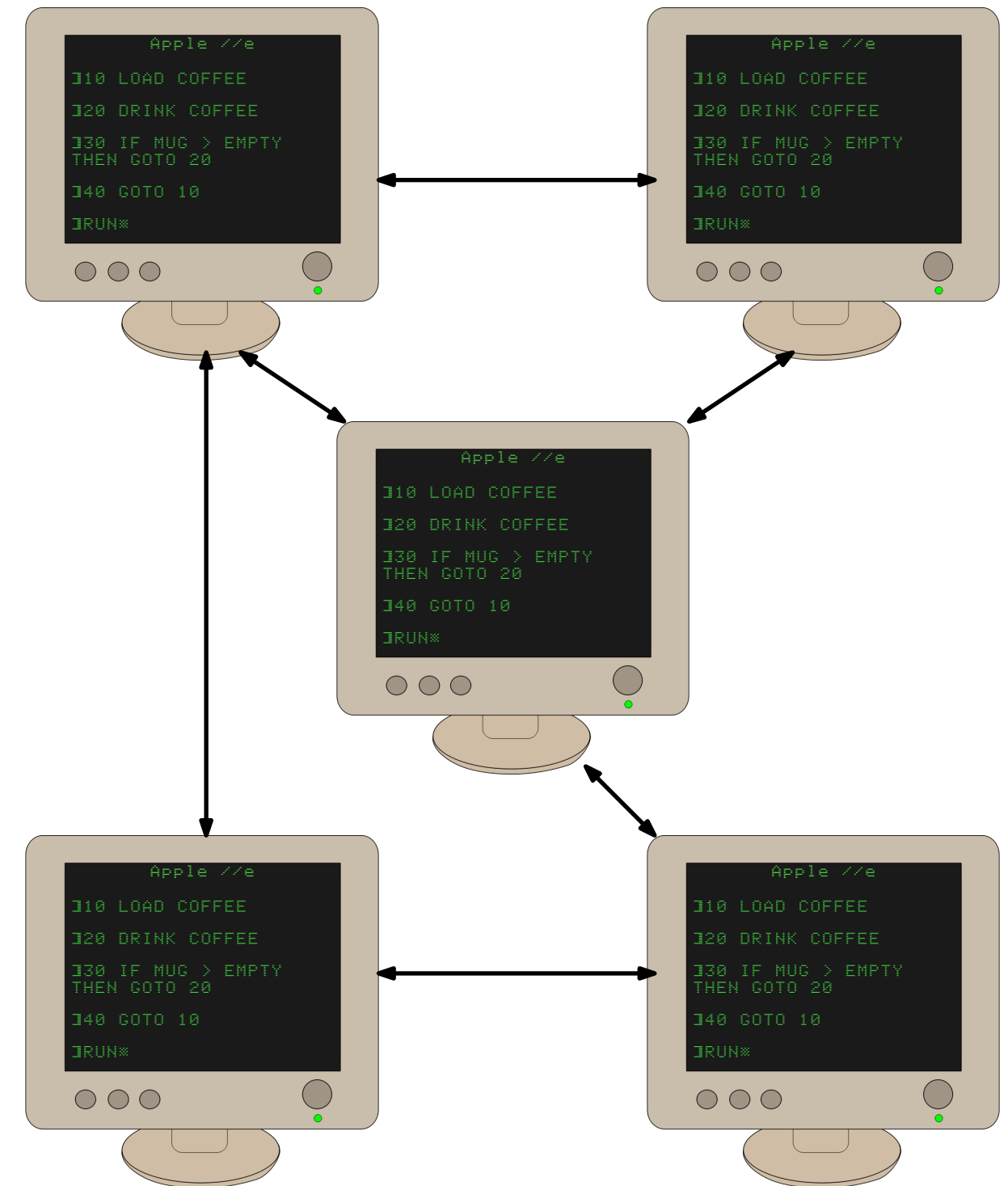
- identical computers
- synchronous rounds



Distributed algorithms

- **Abstractions**

- identical computers
- synchronous rounds
- each round:
 - local computation
 - send/receive messages to/from all neighbors

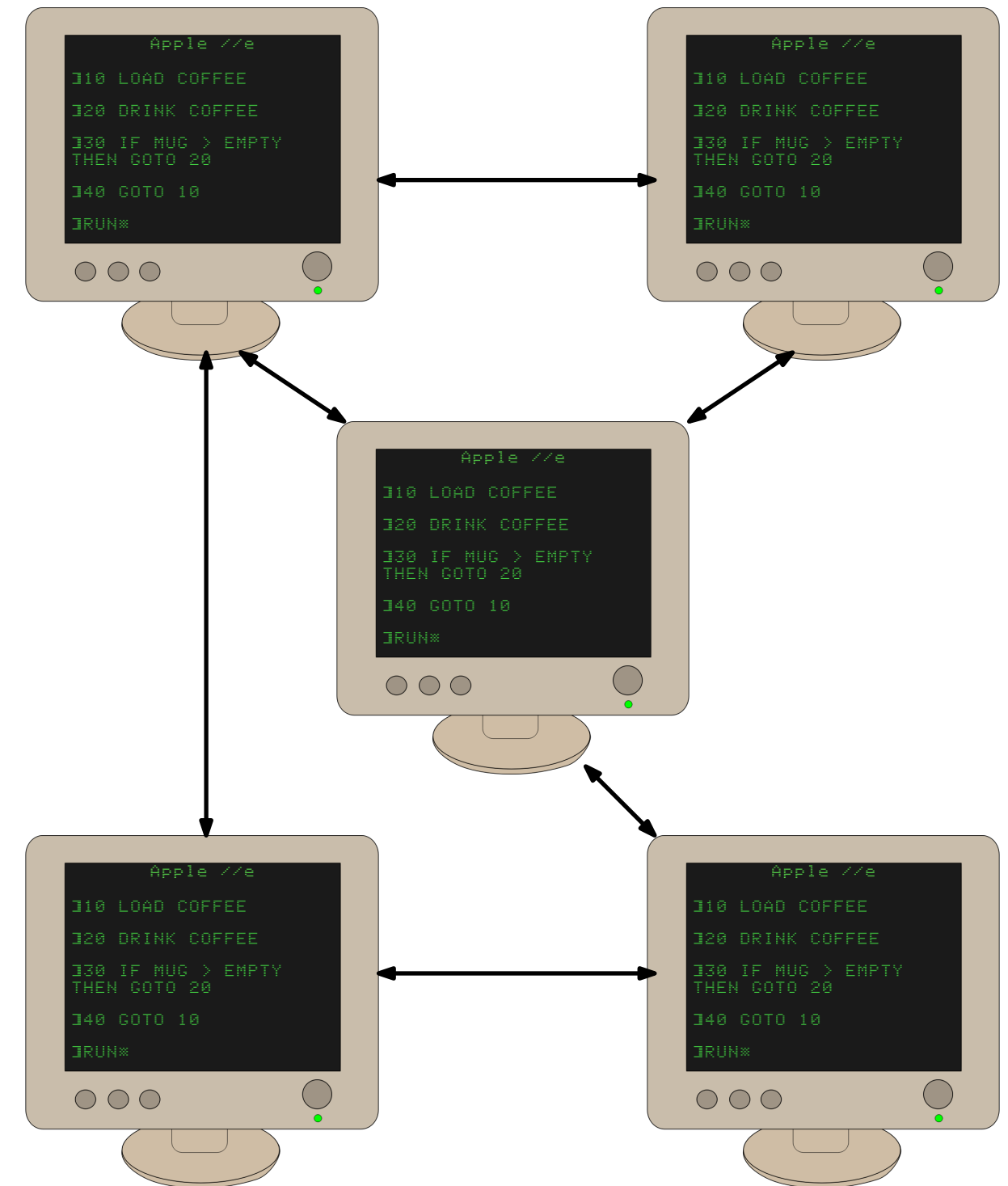


Distributed algorithms

- **Abstractions**

- identical computers
- synchronous rounds
- each round:
 - local computation
 - send/receive messages to/from all neighbors

- **Running time:** number of communication rounds



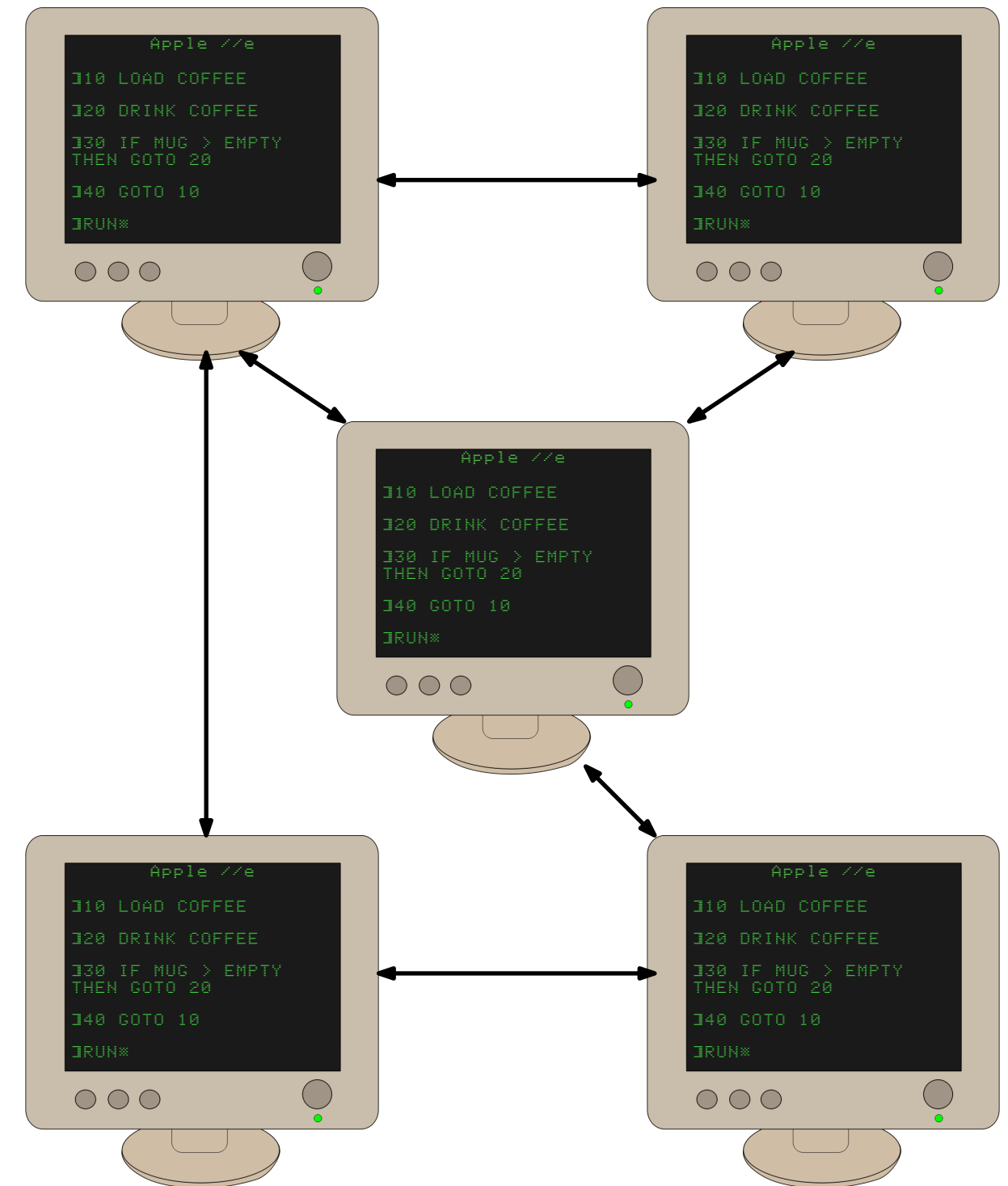
Distributed algorithms

- **Abstractions**

- identical computers
- synchronous rounds
- each round:
 - local computation
 - send/receive messages to/from all neighbors

- **Running time:** number of communication rounds

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

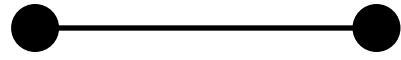


Computability with identical computers

- **Problem:** 2-coloring **2**-paths

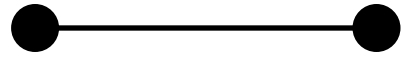
Computability with identical computers

- **Problem:** 2-coloring **2**-paths
- *Promise:* the graph constructed is a path of length **1**



Computability with identical computers

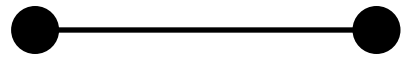
- **Problem:** 2-coloring **2**-paths
- *Promise:* the graph constructed is a path of length **1**



- *What program?*

Computability with identical computers

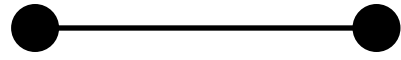
- **Problem:** 2-coloring 2-paths
- *Promise:* the graph constructed is a path of length **1**



- *What program?* * **Impossible** if the two nodes are truly identical

Computability with identical computers

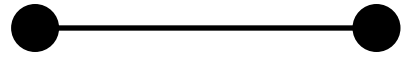
- **Problem:** 2-coloring 2-paths
- *Promise:* the graph constructed is a path of length **1**



- *What program?* * **Impossible** if the two nodes are truly identical
- **Assumption:** *identifiers*. Each node has a unique identifier in $\{1, \dots, \text{poly}(n)\}$

Computability with identical computers

- **Problem:** 2-coloring 2-paths
- *Promise:* the graph constructed is a path of length **1**



- *What program?* * **Impossible** if the two nodes are truly identical
- **Assumption:** *identifiers*. Each node has a unique identifier in $\{1, \dots, \text{poly}(n)\}$
- **Algorithm:**
 - exchange identifier
 - if my identifier $>$ received identifier, output blue
 - otherwise output red

Computability with identical computers

- **Problem:** 2-coloring 2-paths
- *Promise:* the graph constructed is a path of length **1**

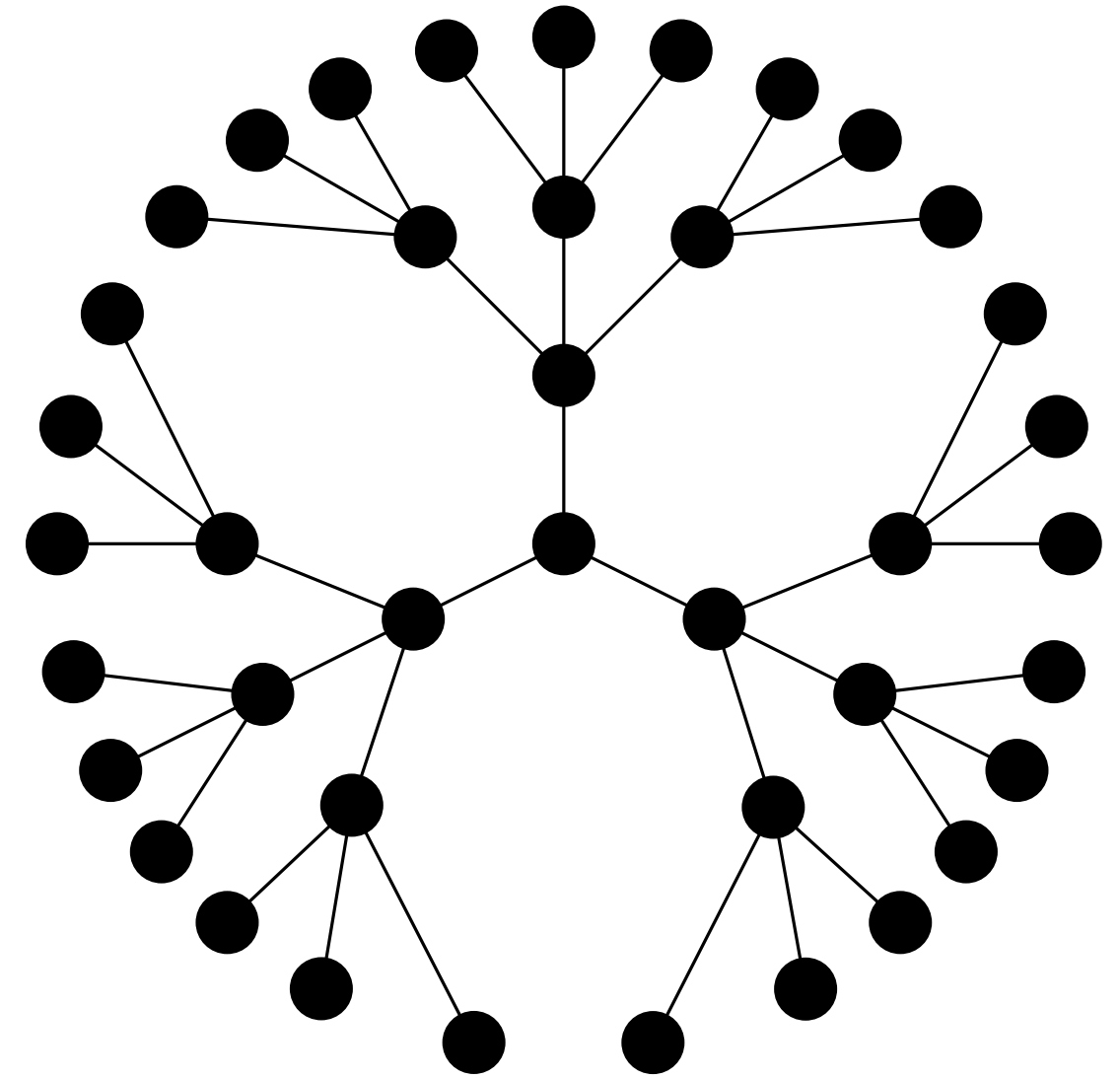


- *What program?* * **Impossible** if the two nodes are truly identical
- **Assumption:** *identifiers*. Each node has a unique identifier in $\{1, \dots, \text{poly}(n)\}$
- **Algorithm:**
 - exchange identifier
 - if my identifier $>$ received identifier, output blue
 - otherwise output red
- **Other possibility:** *randomness*. Each node has access to independent source of randomness

The LOCAL model

[Linial FOCS '87 & SICOMP '92]

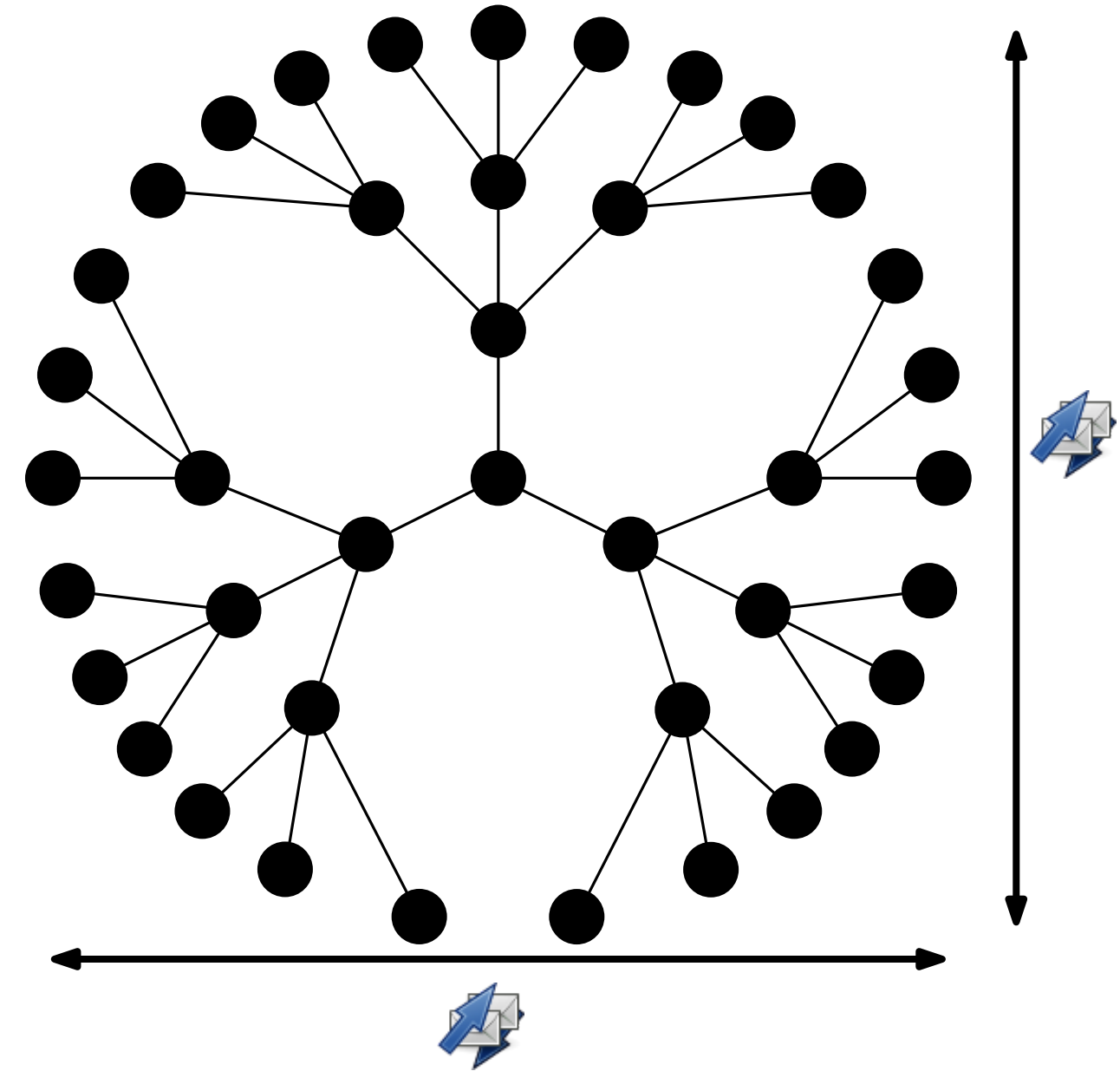
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

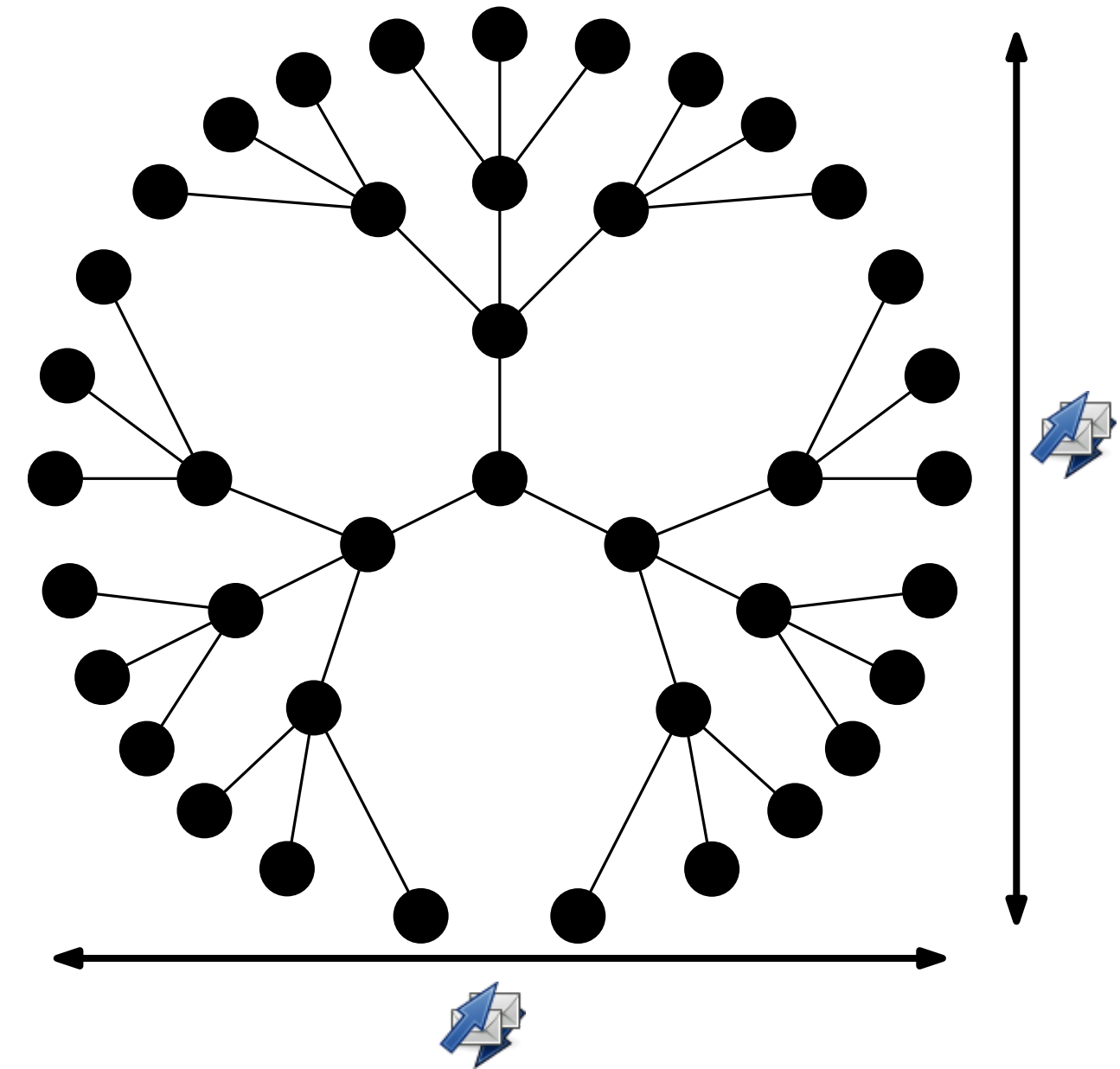
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

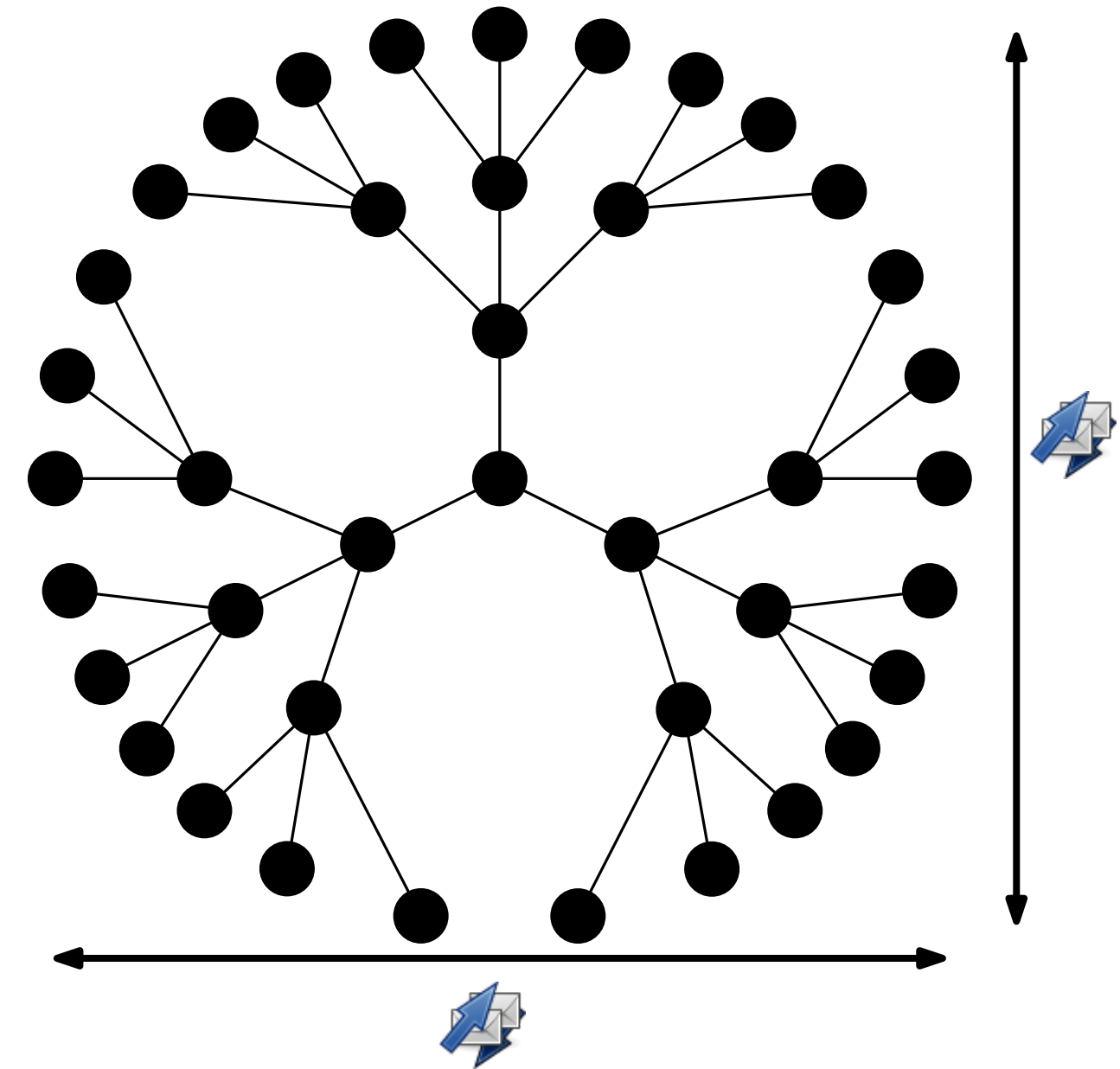
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints
- **Unique identifiers** to nodes in the set $1, \dots, \text{poly}(n)$
 - * adversarially chosen * n is known to the nodes
 - needed to solve even basic problems (**2**-coloring a **2**-path)



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

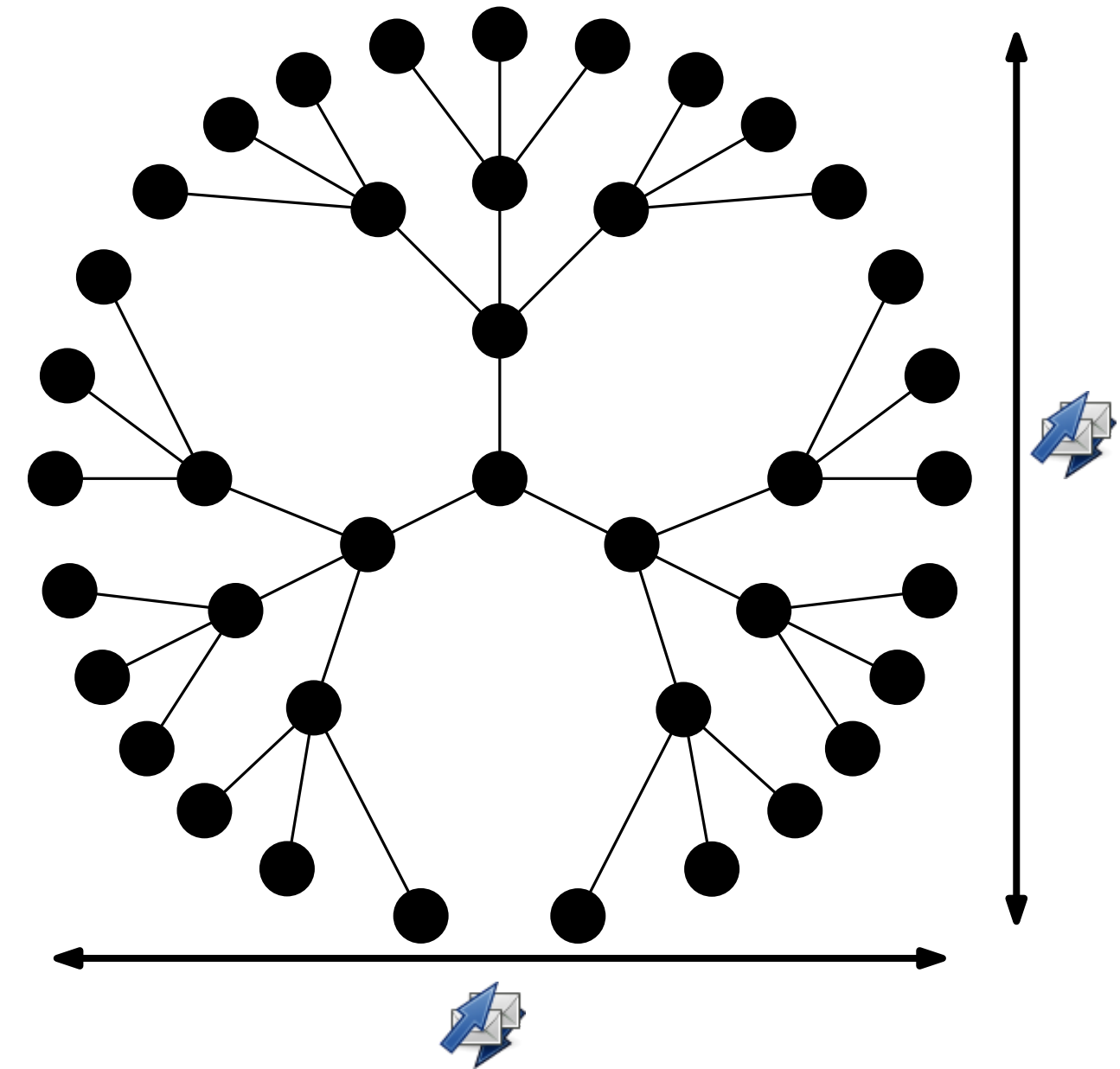
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints
- **Unique identifiers** to nodes in the set $1, \dots, \text{poly}(n)$
 - * adversarially chosen * n is known to the nodes
 - needed to solve even basic problems (**2**-coloring a **2**-path)
- **Port numbering**: adversarially chosen in $\{1, \dots, \Delta\}$



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

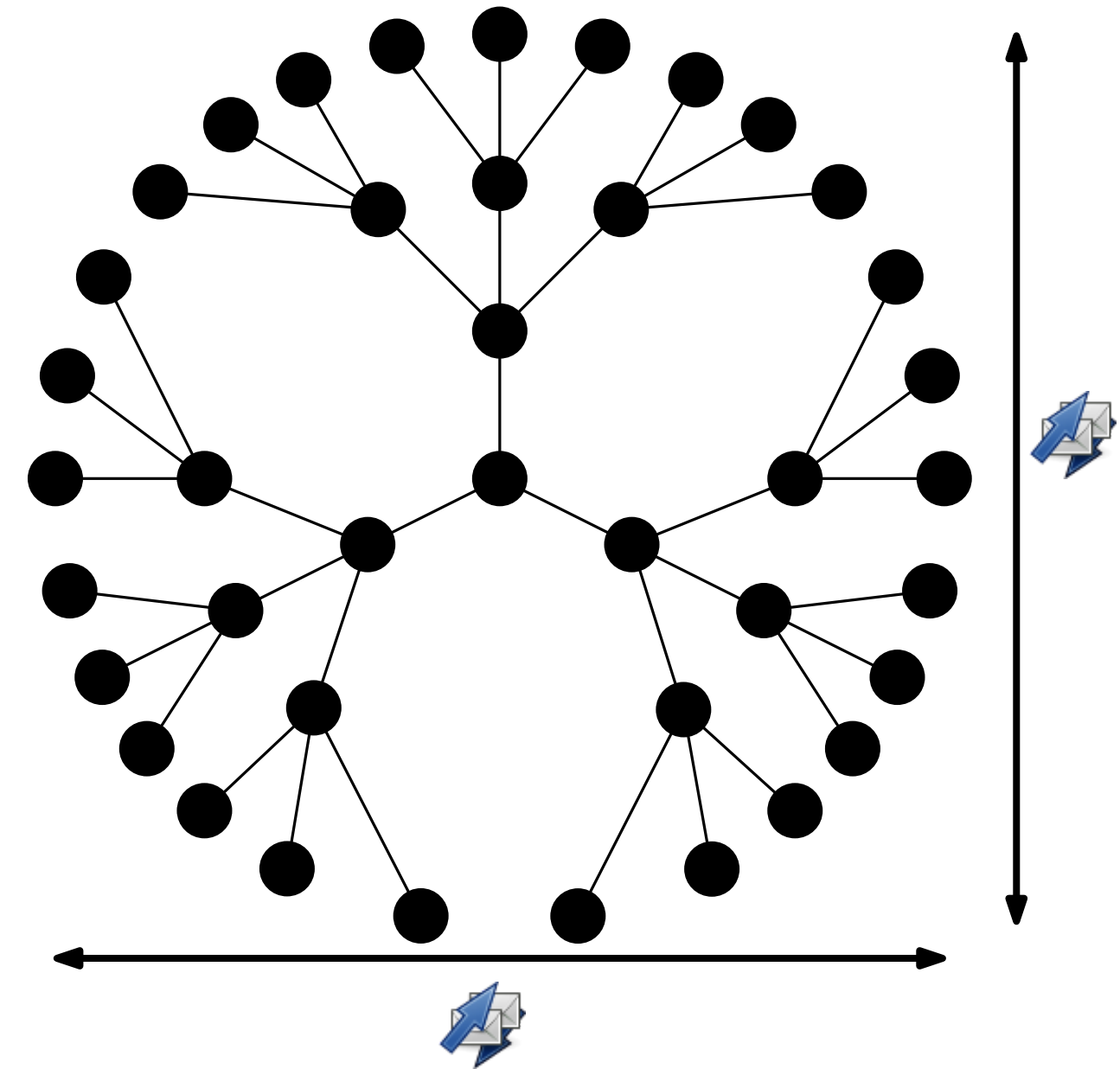
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints
- **Unique identifiers** to nodes in the set $1, \dots, \text{poly}(n)$
 - * adversarially chosen * n is known to the nodes
 - needed to solve even basic problems (**2**-coloring a **2**-path)
- **Port numbering**: adversarially chosen in $\{1, \dots, \Delta\}$
- **Possible randomness**: i.i.d. infinite random bit strings to nodes



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

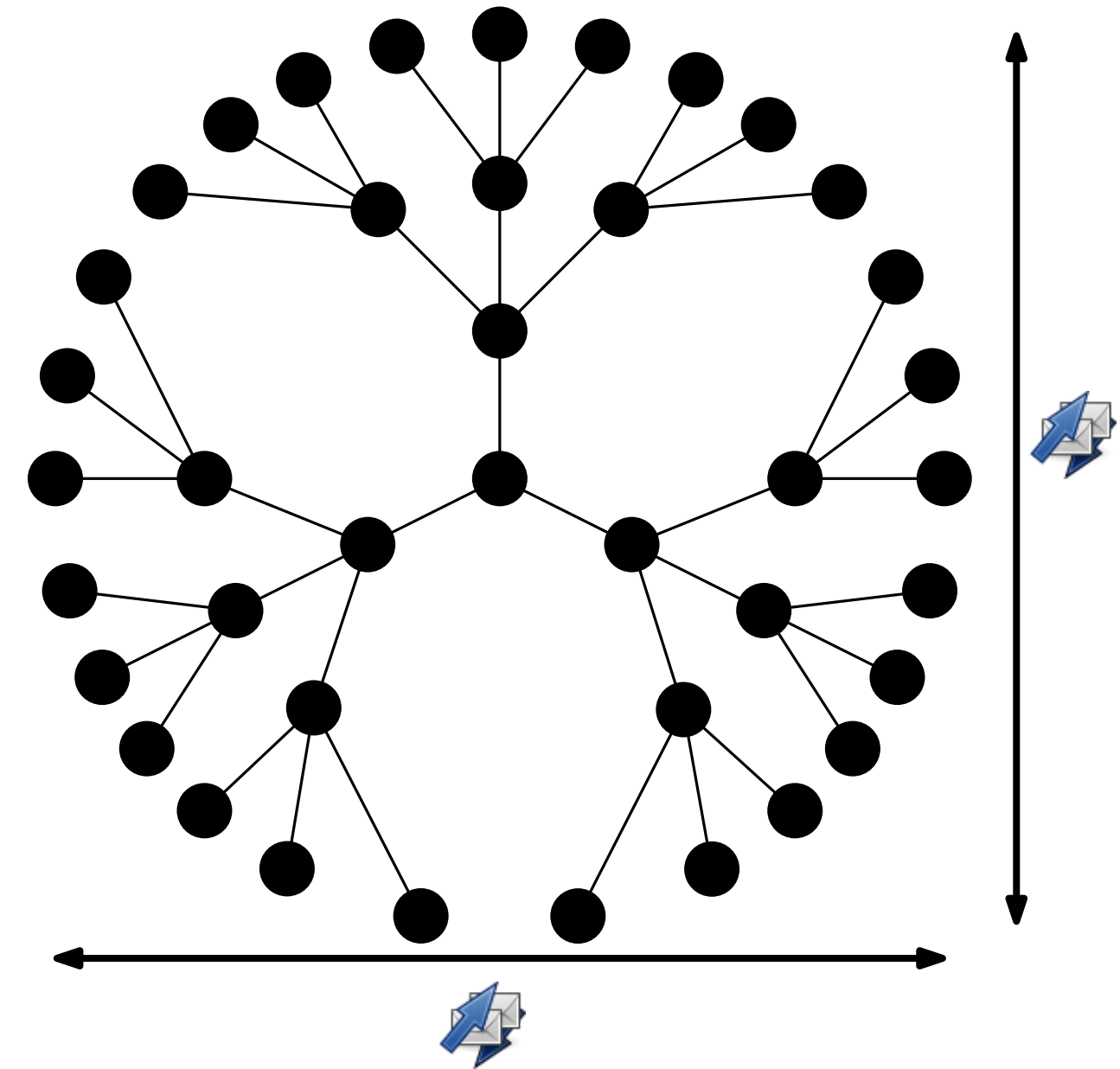
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints
- ~~Unique identifiers to nodes in the set $1, \dots, \text{poly}(n)$~~
 - * adversarially chosen * n is known to the nodes
 - needed to solve even basic problems (**2**-coloring a **2**-path)
- **Port numbering**: adversarially chosen in $\{1, \dots, \Delta\}$
- **Possible randomness**: i.i.d. infinite random bit strings to nodes



The LOCAL model

[Linial FOCS '87 & SICOMP '92]

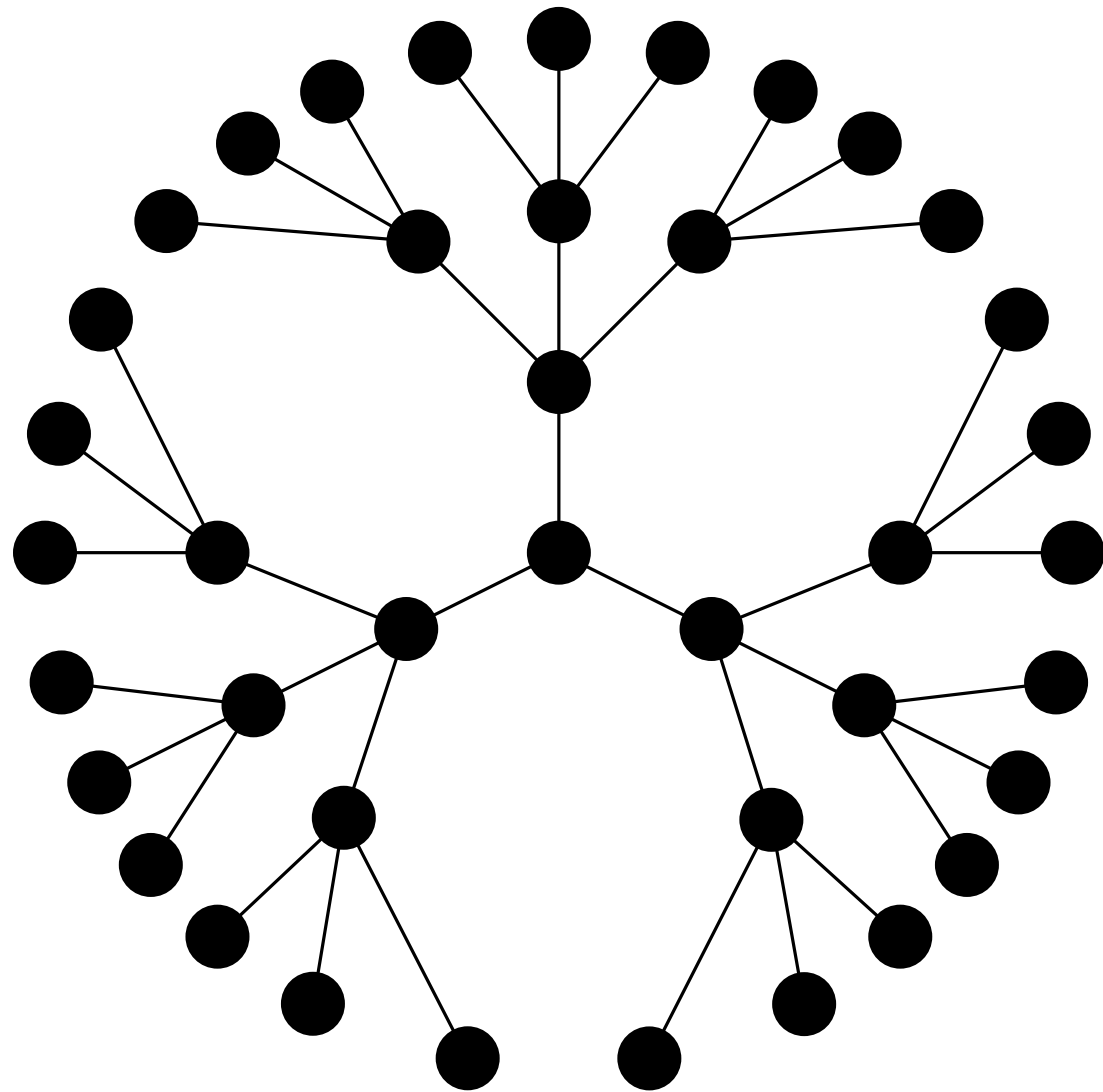
- **Distributed network** of n processors/nodes
 - graph $G = (V, E)$ with $|V| = n$
 - E : communication links
 - each node in V runs the same algorithm
- **Time is synchronous**: nodes alternate
 - arbitrary local computation & update of state variables
 - sending of messages to all neighbors
 - * no bandwidth constraints
- ~~Unique identifiers to nodes in the set $1, \dots, \text{poly}(n)$~~
 - * adversarially chosen * n is known to the nodes
 - needed to solve even basic problems (2-coloring a 2-path)
- **Port numbering**: adversarially chosen in $\{1, \dots, \Delta\}$
- **Possible randomness**: i.i.d. infinite random bit strings to nodes
- **Complexity measure**: number of communication rounds



Local view

Complexity measure: number of communication rounds

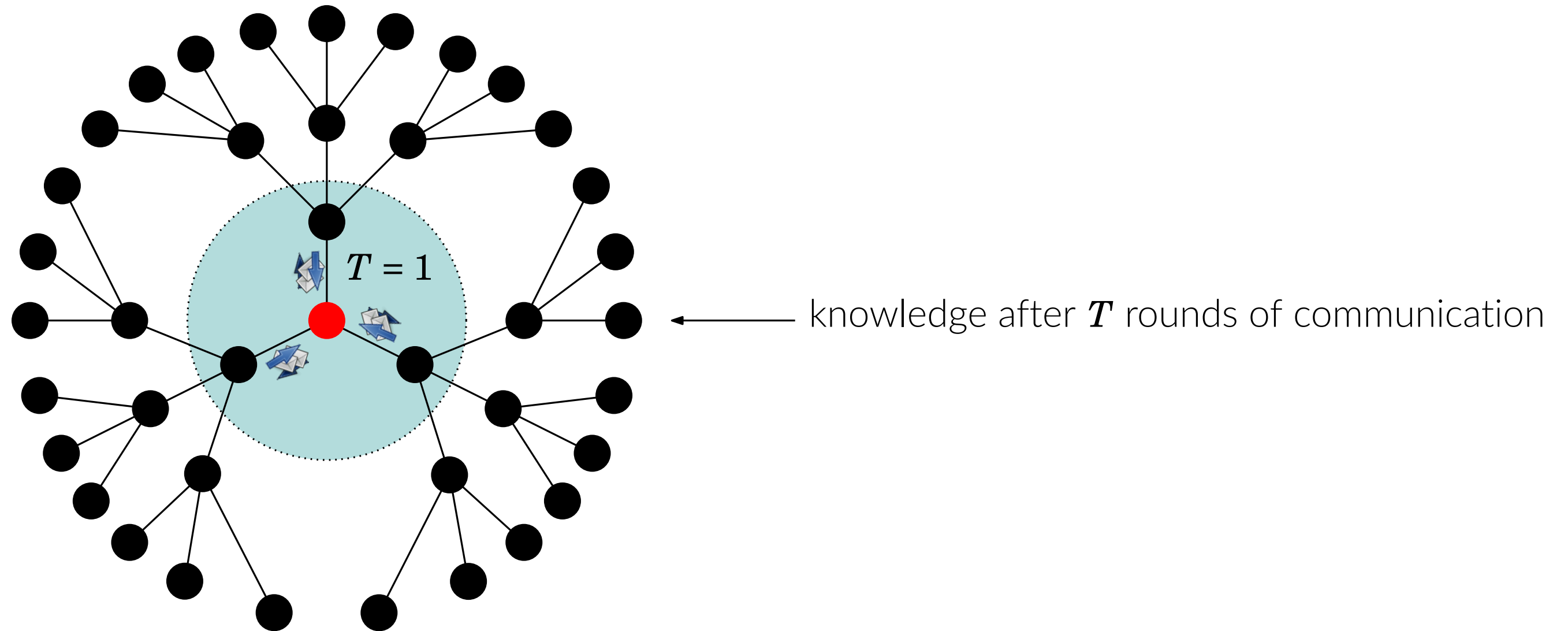
- What do we **know** after T rounds?



Local view

Complexity measure: number of communication rounds

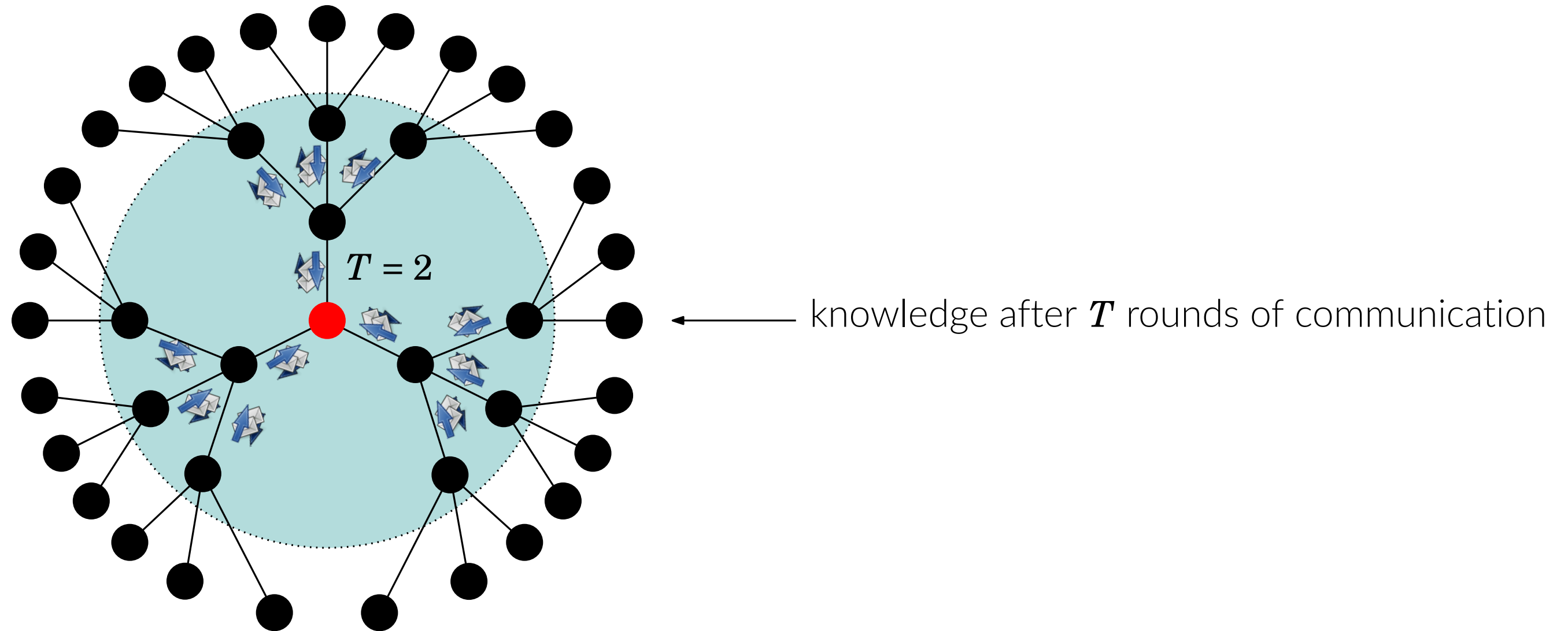
- What do we **know** after T rounds?



Local view

Complexity measure: number of communication rounds

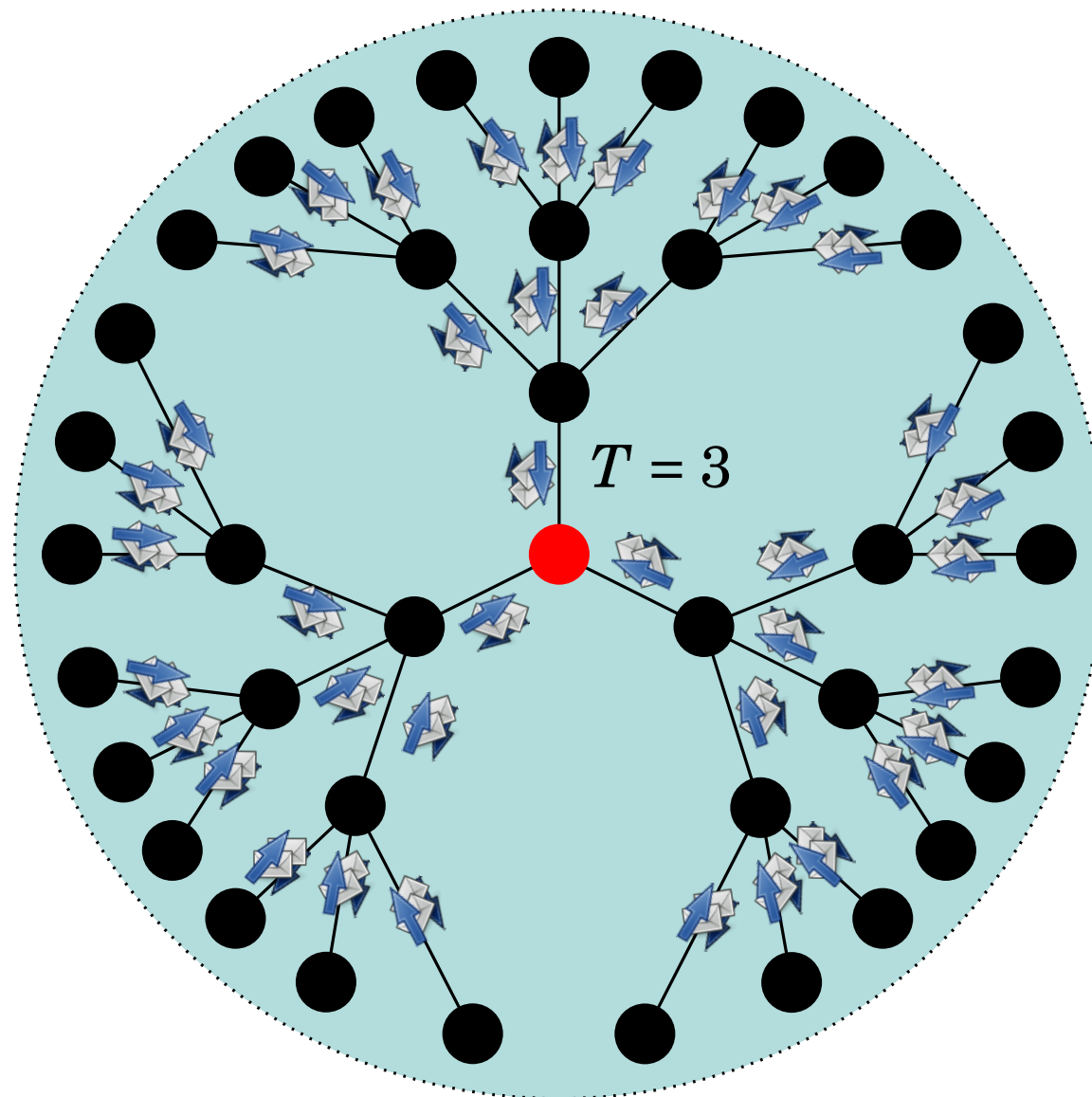
- What do we **know** after T rounds?



Local view

Complexity measure: number of communication rounds

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

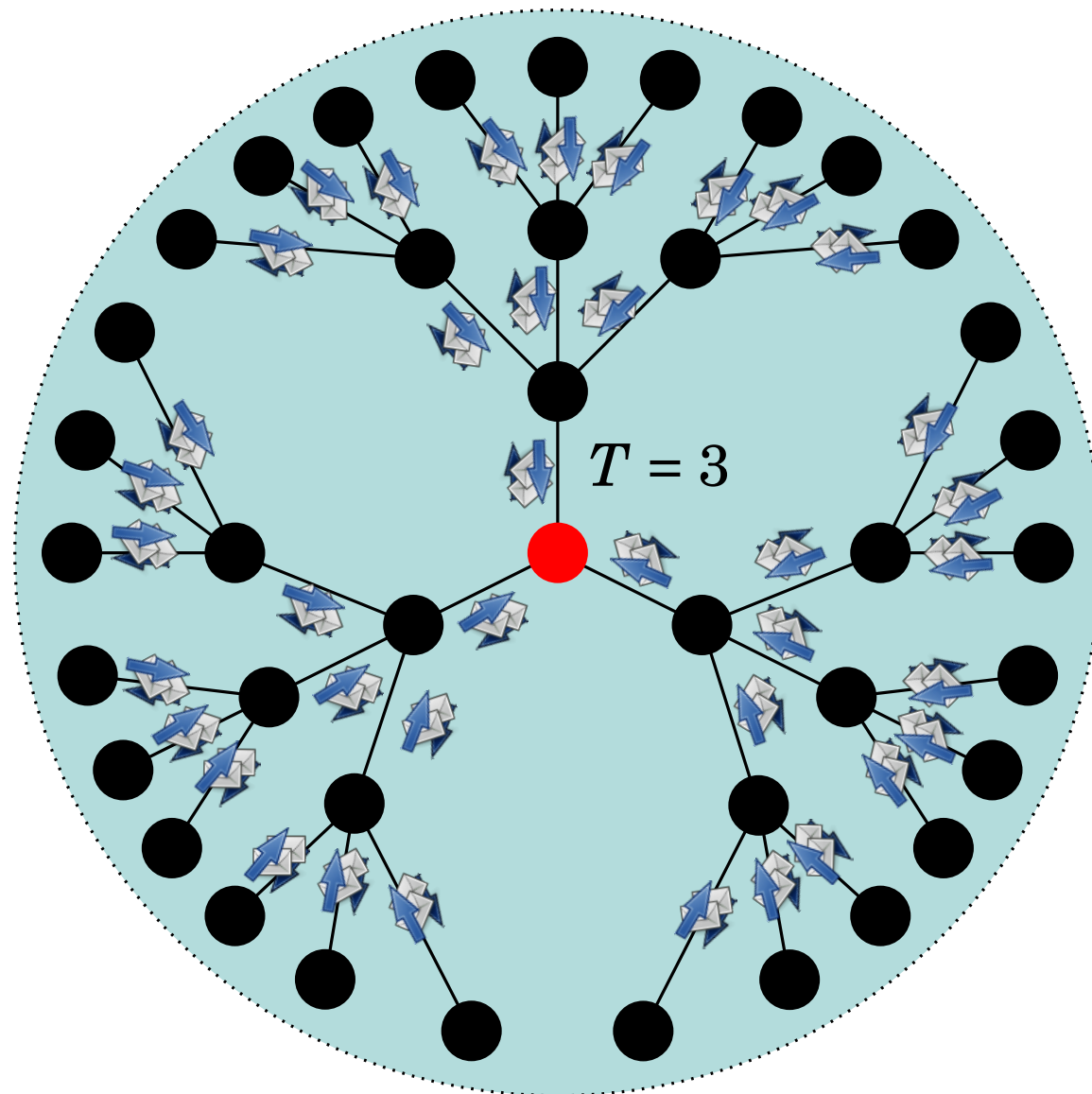


← knowledge after T rounds of communication

Local view

Complexity measure: number of communication rounds

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



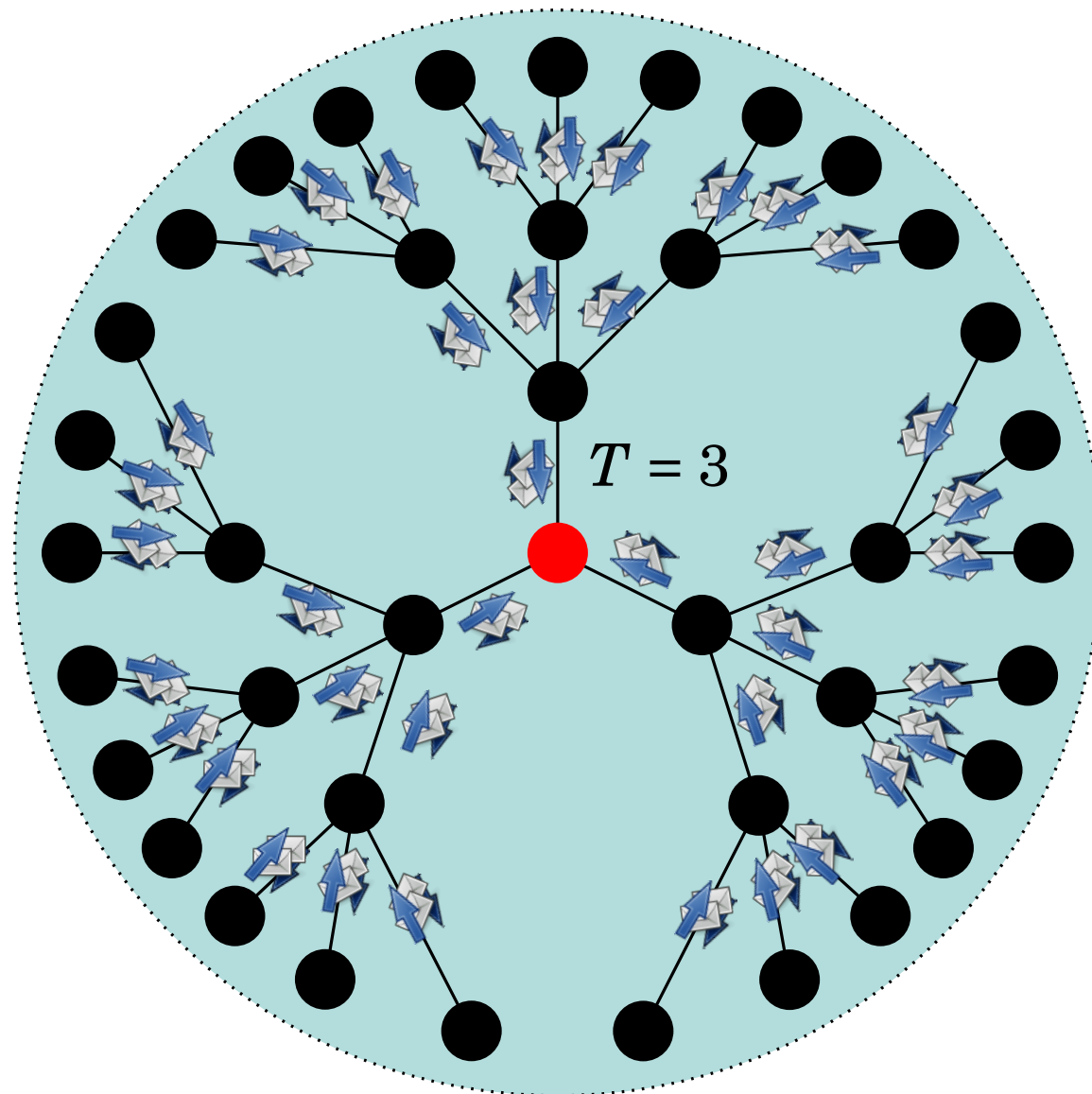
← knowledge after T rounds of communication

- **Equivalence:** T -round algorithm \approx function mapping radius- T neighborhoods to local outputs

Local view

Complexity measure: number of communication rounds

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



knowledge after T rounds of communication

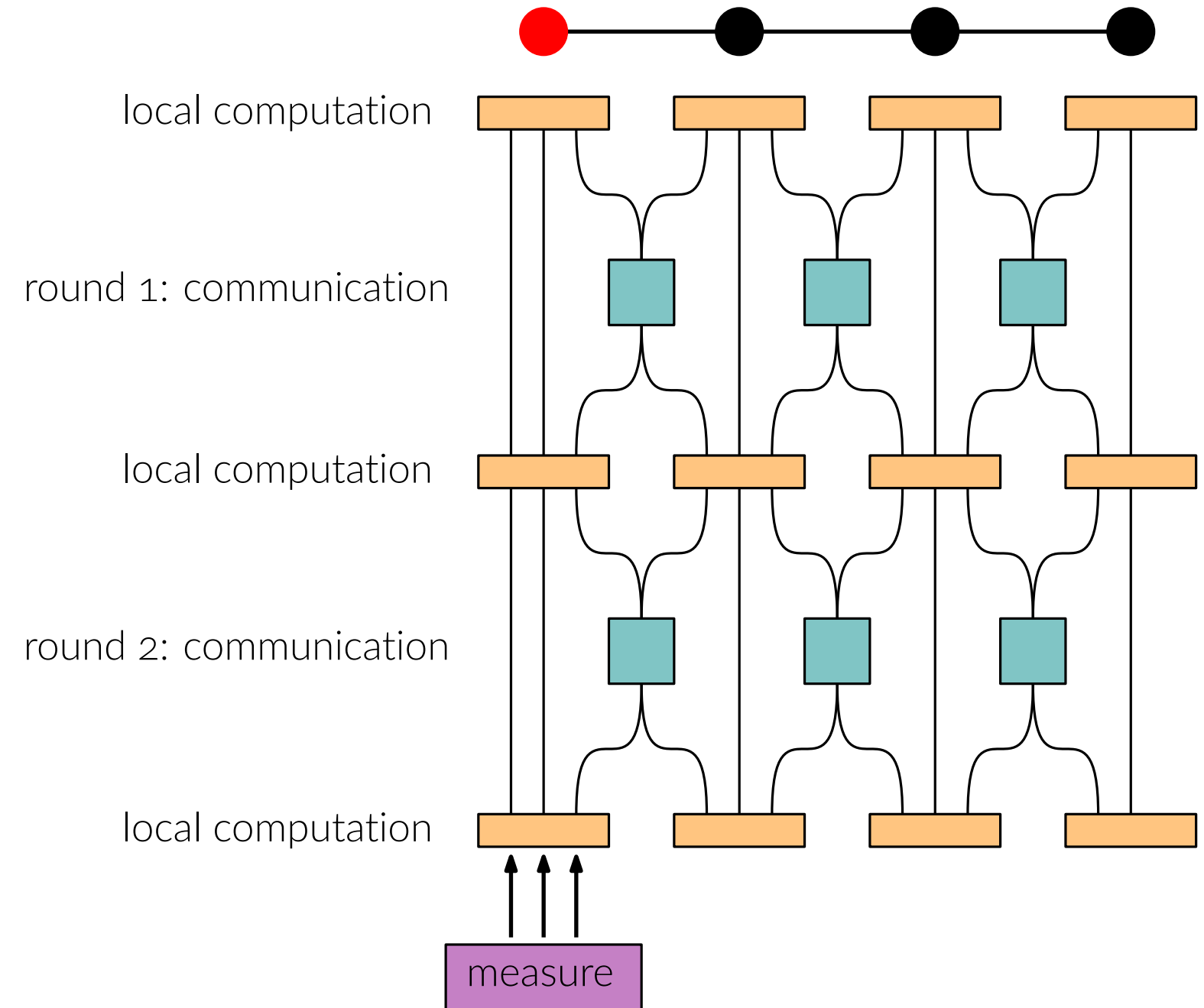
- **Equivalence:** T -round algorithm \approx function mapping radius- T neighborhoods to local outputs
- **Locality** $T = \text{diam}(G) + 1$ is **always sufficient** to solve any problem: **gathering** algorithm

Quantum-LOCAL

[Gavoille et al., DISC '09]

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

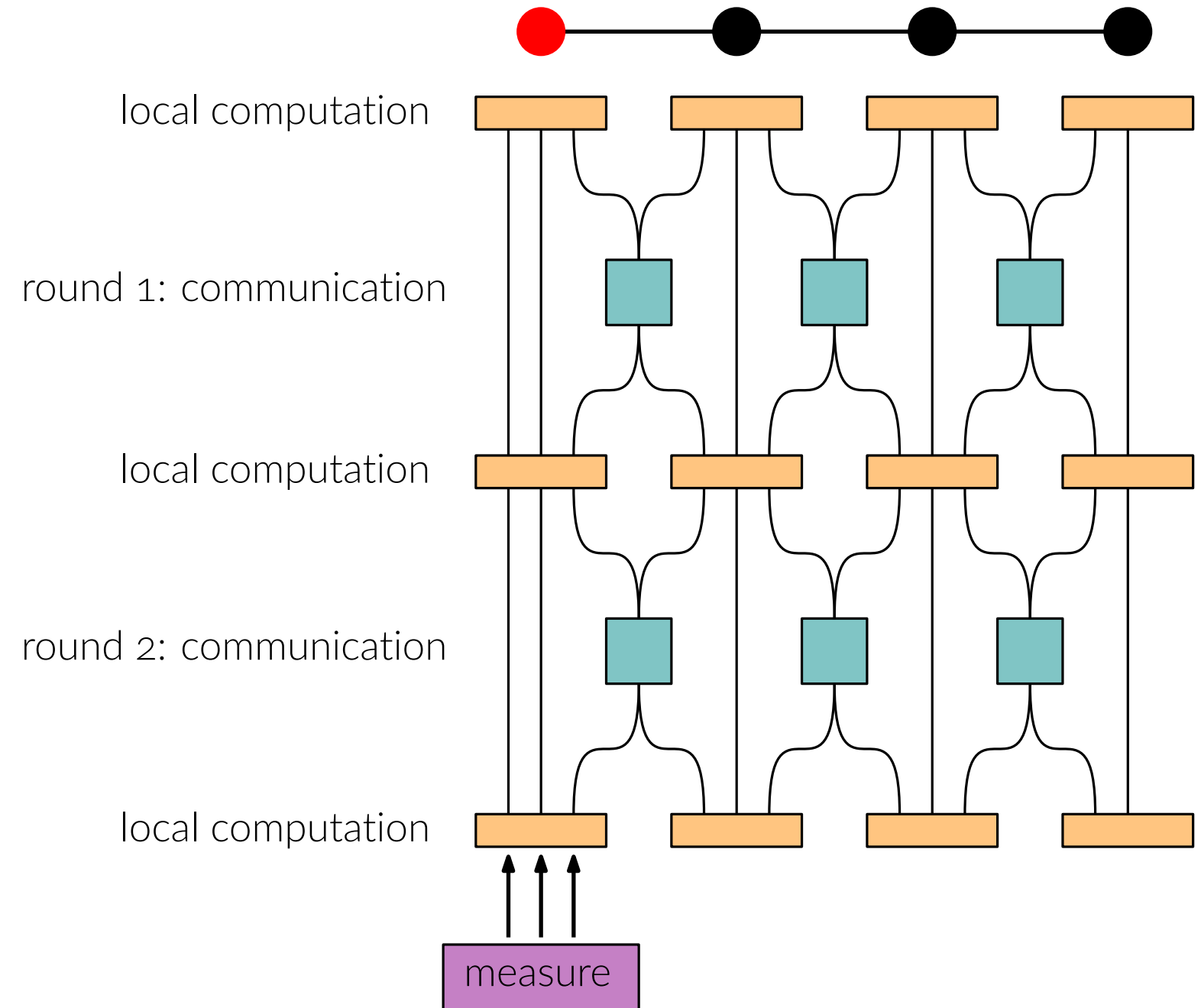
- quantum computation
- quantum communication (qubits)
- output: measurement of qubits



Quantum-LOCAL

[Gavoille et al., DISC '09]

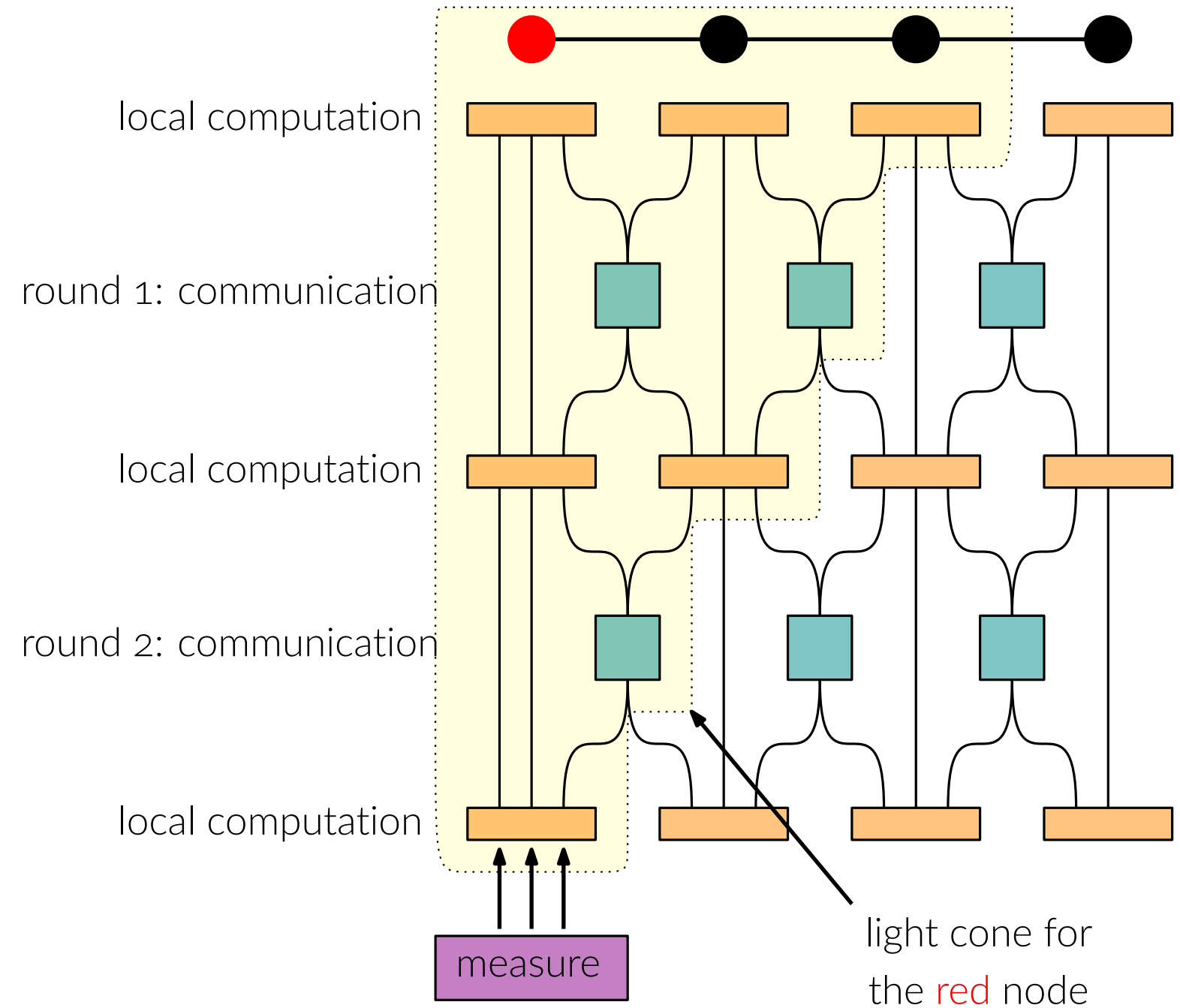
- **Distributed system** of n quantum processors/nodes
 - quantum computation
 - quantum communication (qubits)
 - output: measurement of qubits
- **Complexity measure:** number of communication rounds



Quantum-LOCAL

[Gavoille et al., DISC '09]

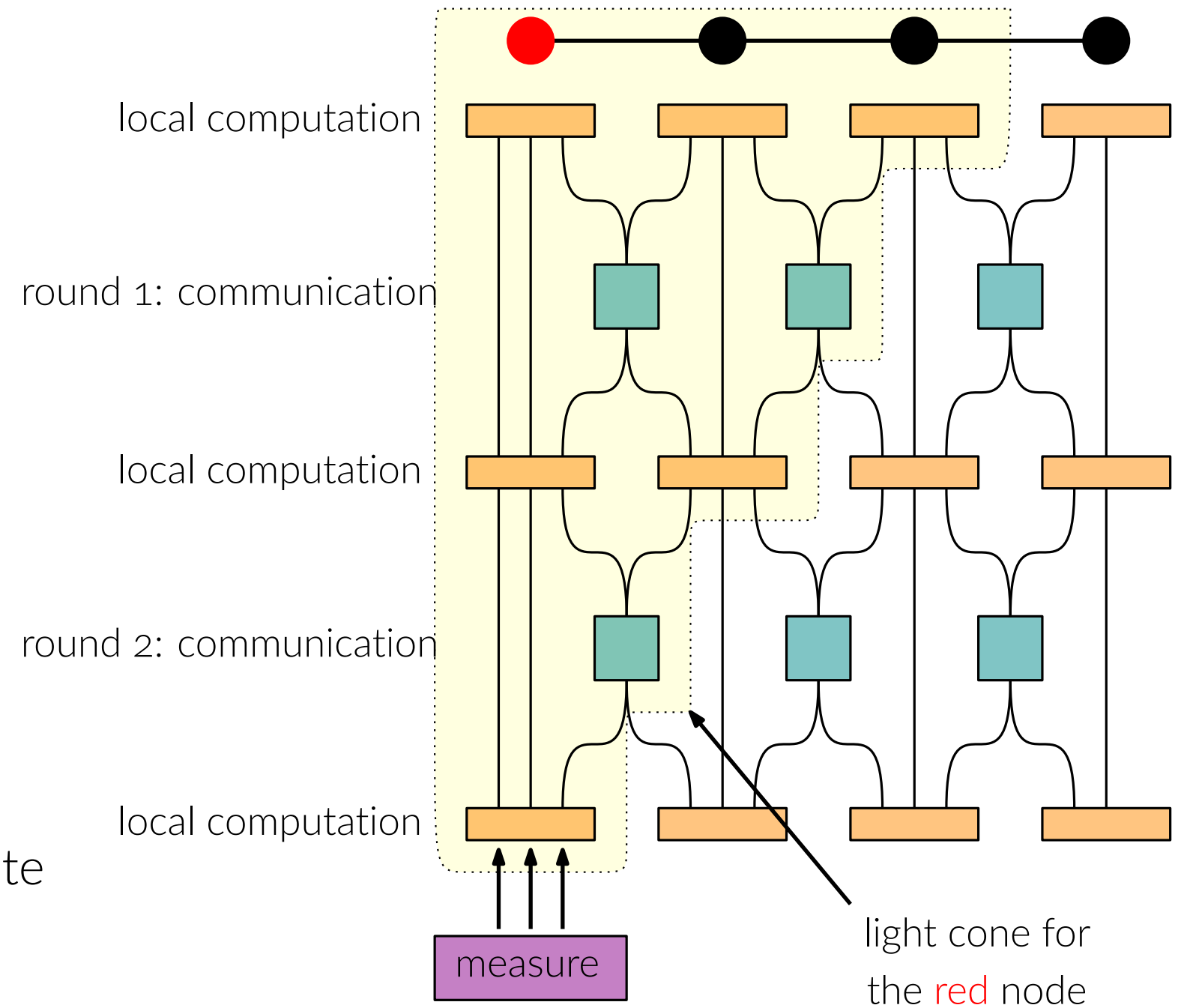
- **Distributed system** of n quantum processors/nodes
 - quantum computation
 - quantum communication (qubits)
 - output: measurement of qubits
- **Complexity measure:** number of communication rounds
- **Gathering algorithms are weaker!** (More next slide)
 - measuring to clone “corrupts” the quantum state
 - quantum states cannot be cloned (no-cloning theorem)



Quantum-LOCAL

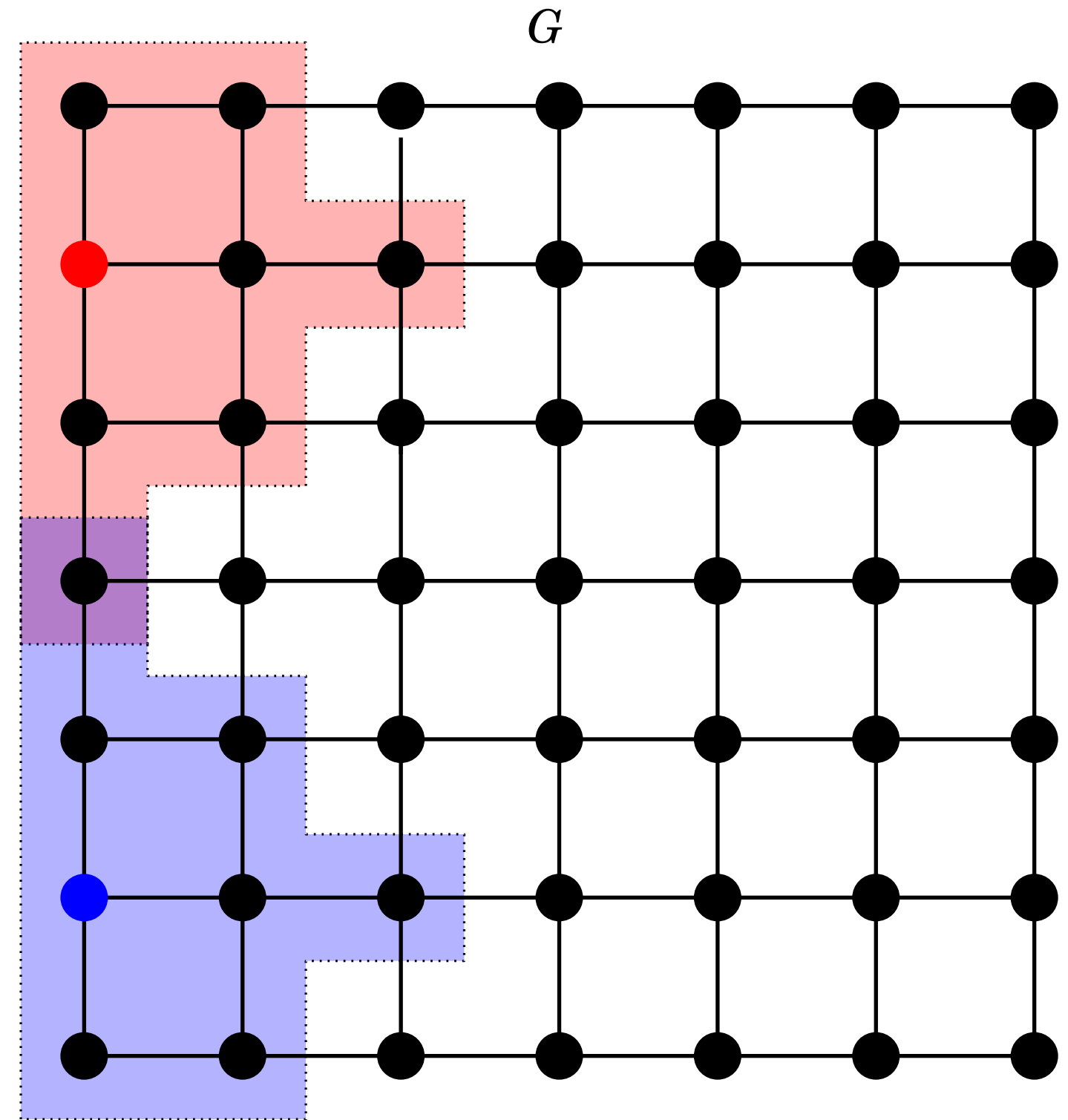
[Gavoille et al., DISC '09]

- **Distributed system** of n quantum processors/nodes
 - quantum computation
 - quantum communication (qubits)
 - output: measurement of qubits
- **Complexity measure:** number of communication rounds
- **Gathering algorithms are weaker!** (More next slide)
 - measuring to clone “corrupts” the quantum state
 - quantum states cannot be cloned (no-cloning theorem)
- Still, locality identifies how *far* nodes need to communicate



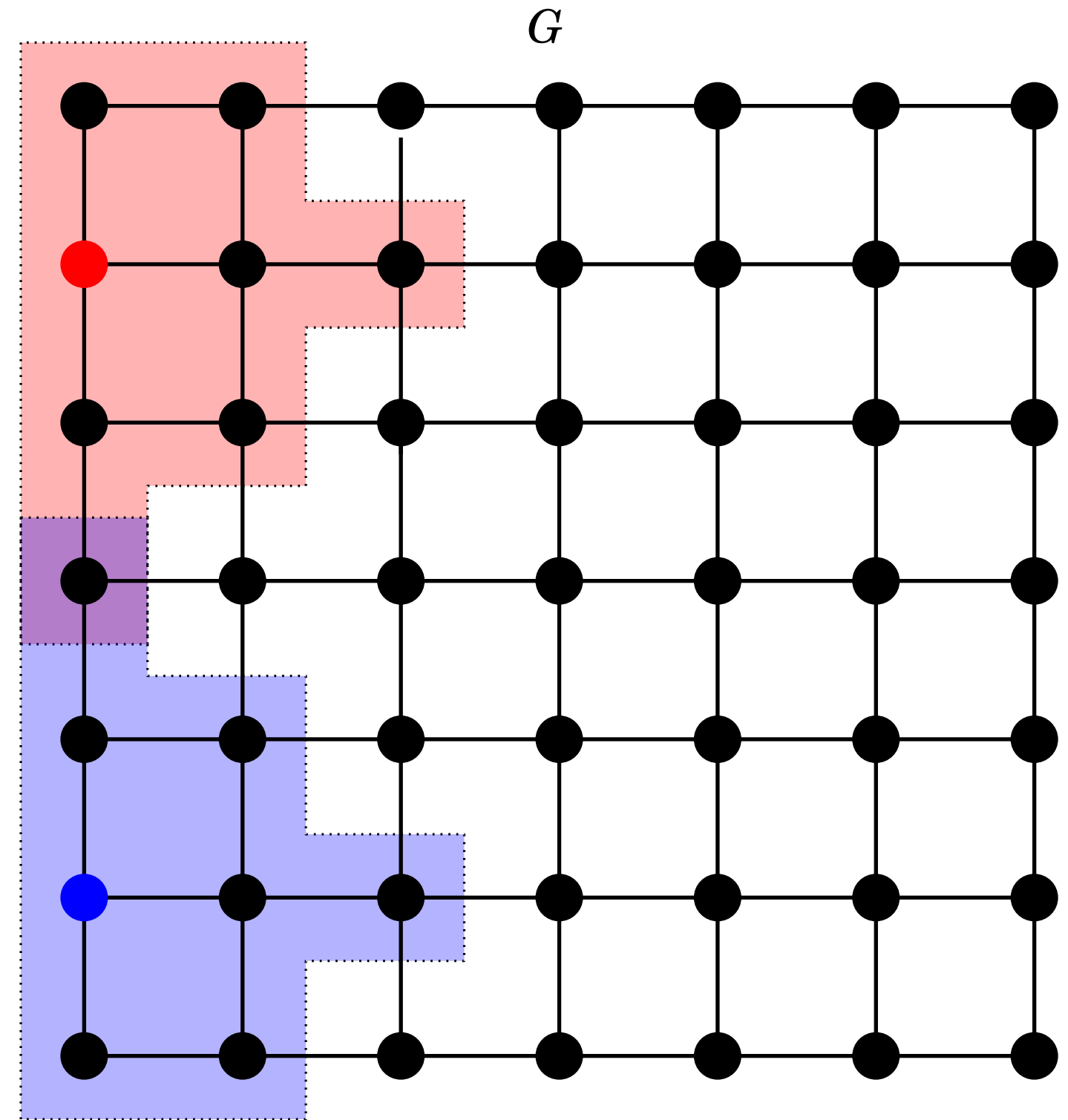
Quantum-LOCAL

- Consider a **2**-round algorithm \mathbf{A} in G



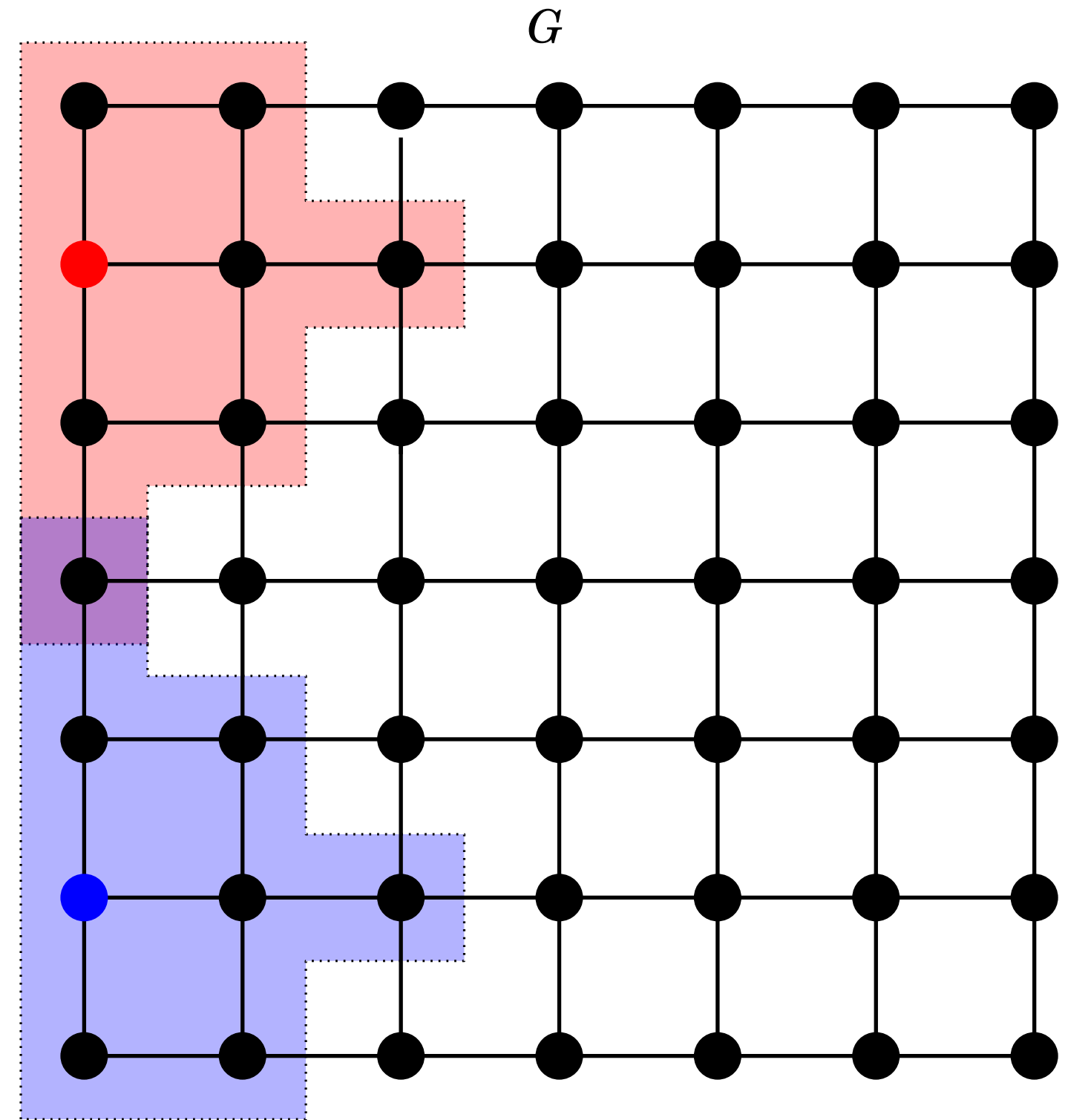
Quantum-LOCAL

- Consider a **2**-round algorithm \mathbf{A} in \mathbf{G}
 - *classical LOCAL*: output given by function of local views
 - given random bits, deterministic function



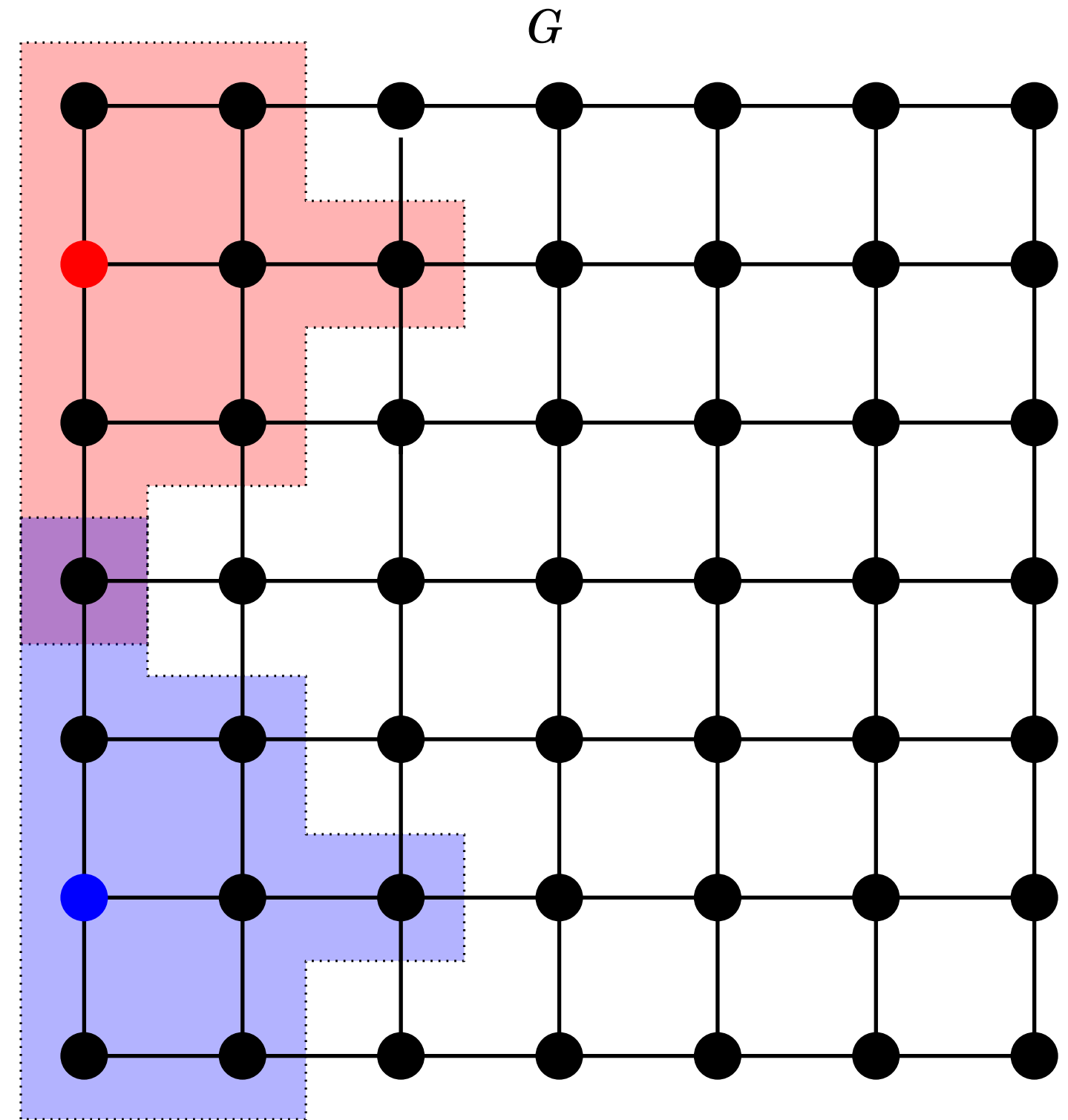
Quantum-LOCAL

- Consider a **2**-round algorithm \mathbf{A} in \mathbf{G}
 - *classical LOCAL*: output given by function of local views
 - given random bits, deterministic function
 - *quantum LOCAL*: ??
 - given quantum bits??



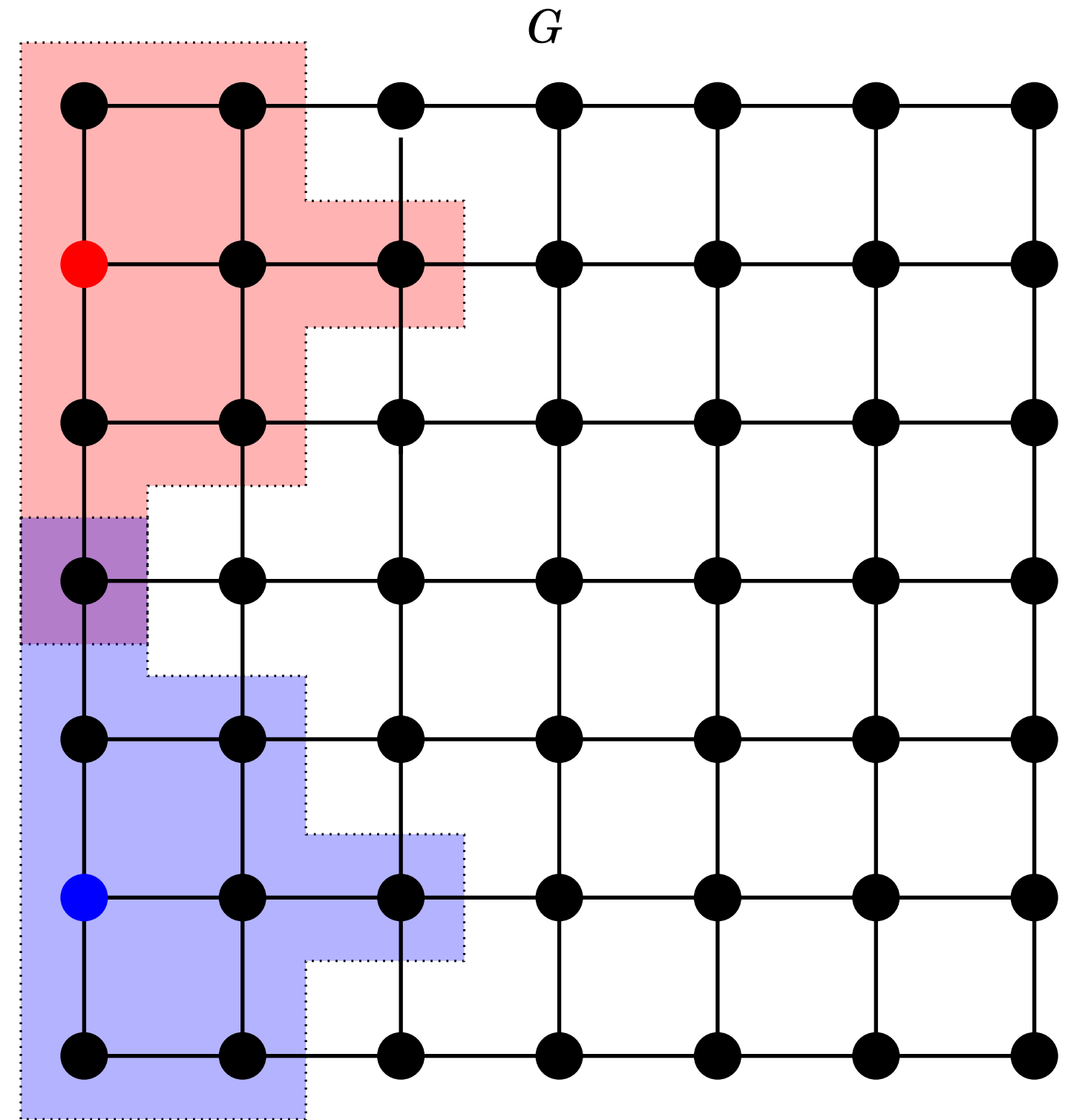
Quantum-LOCAL

- Consider a **2**-round algorithm \mathbf{A} in \mathbf{G}
 - *classical LOCAL*: output given by function of local views
 - given random bits, deterministic function
 - *quantum LOCAL*: ??
 - given quantum bits??
- **No-cloning**



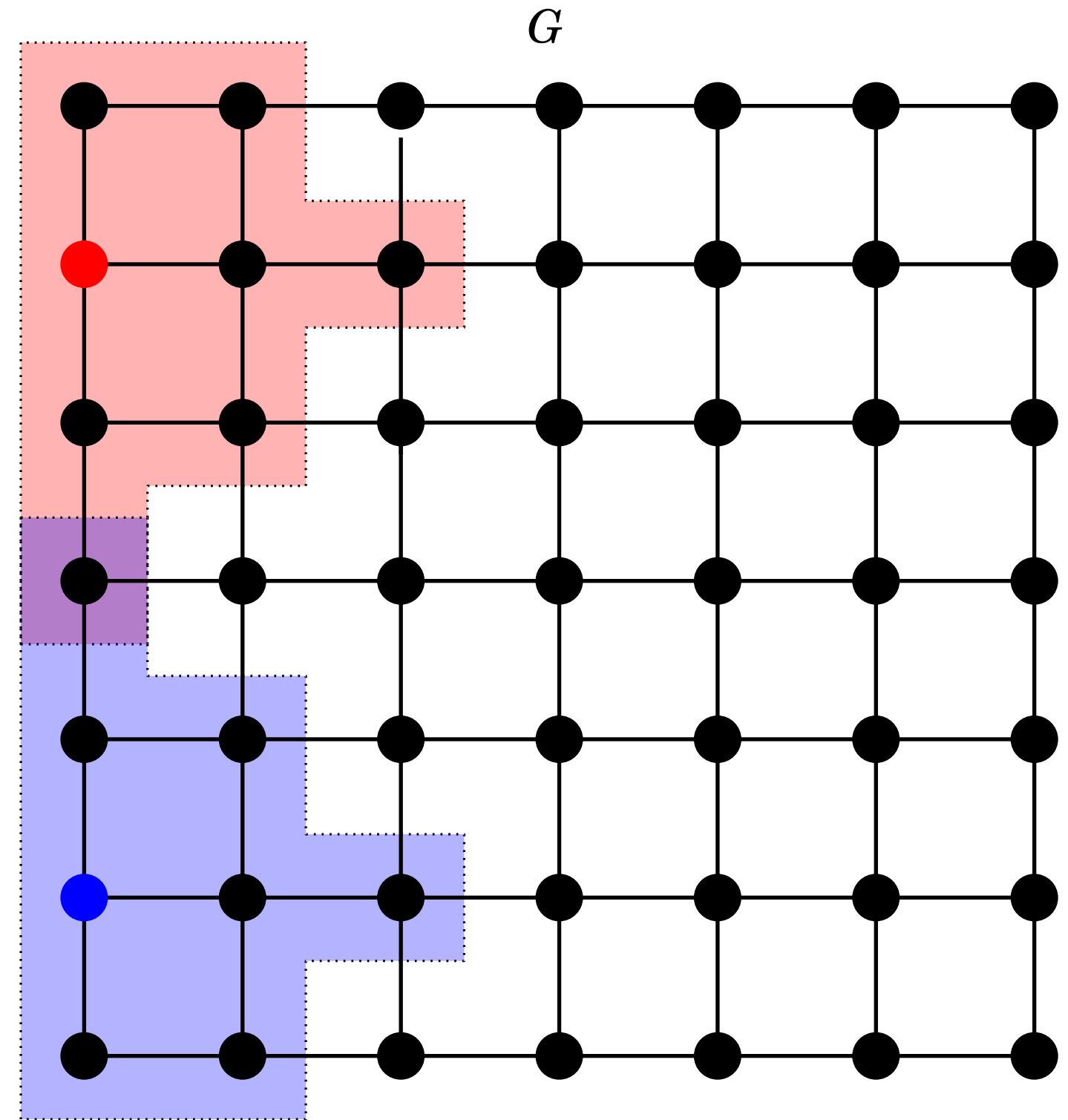
Quantum-LOCAL

- Consider a **2**-round algorithm \mathbf{A} in \mathbf{G}
 - *classical LOCAL*: output given by function of local views
 - given random bits, deterministic function
 - *quantum LOCAL*: ??
 - given quantum bits??
- **No-cloning**
- Still, we can describe *output distributions*



Quantum-LOCAL

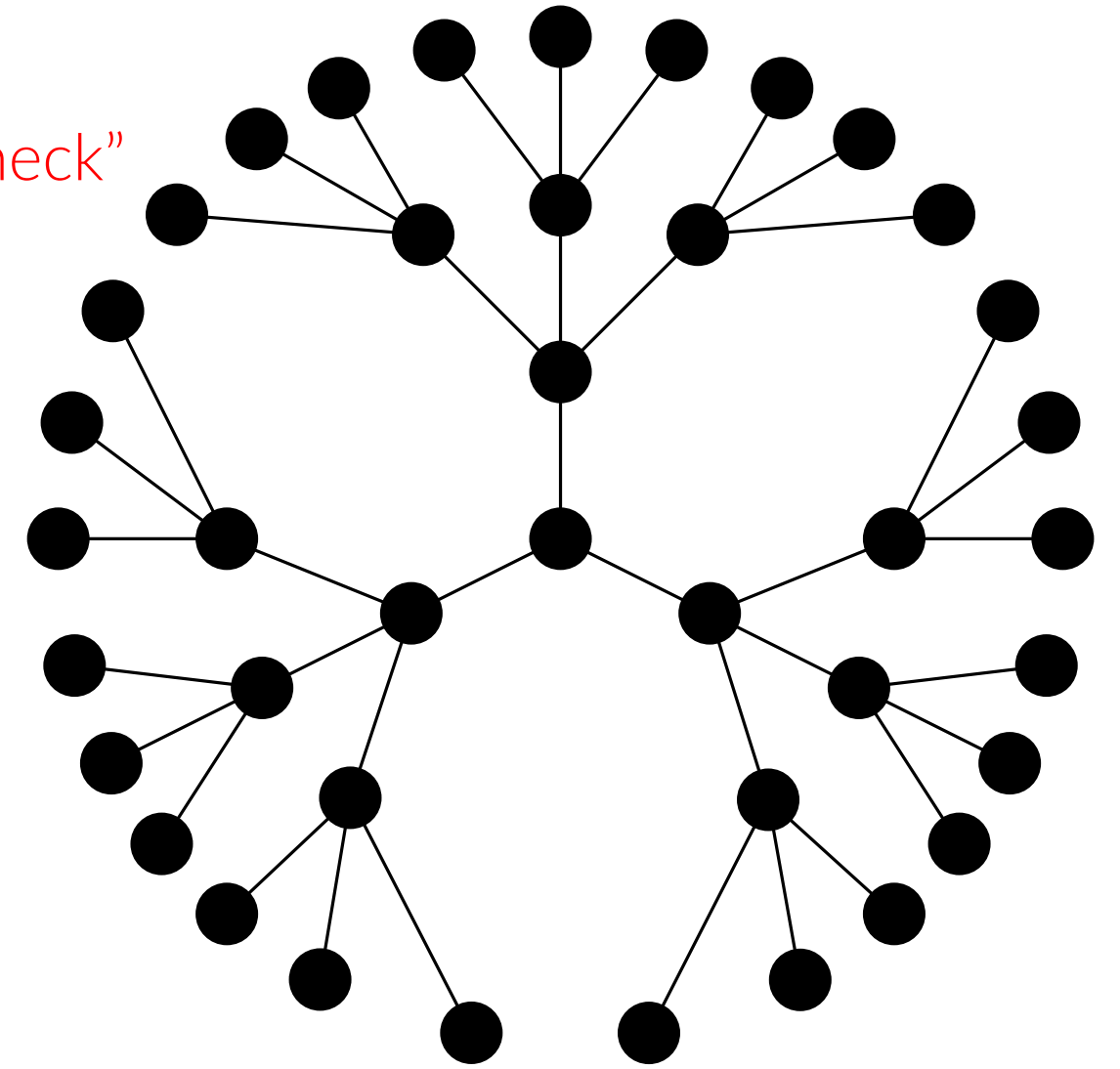
- Consider a **2**-round algorithm \mathbf{A} in \mathbf{G}
 - *classical LOCAL*: output given by function of local views
 - given random bits, deterministic function
 - *quantum LOCAL*: ??
 - given quantum bits??
- **No-cloning**
- Still, we can describe *output distributions*
- **Question**: *is there 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.



Locally checkable labeling (LCL) problems

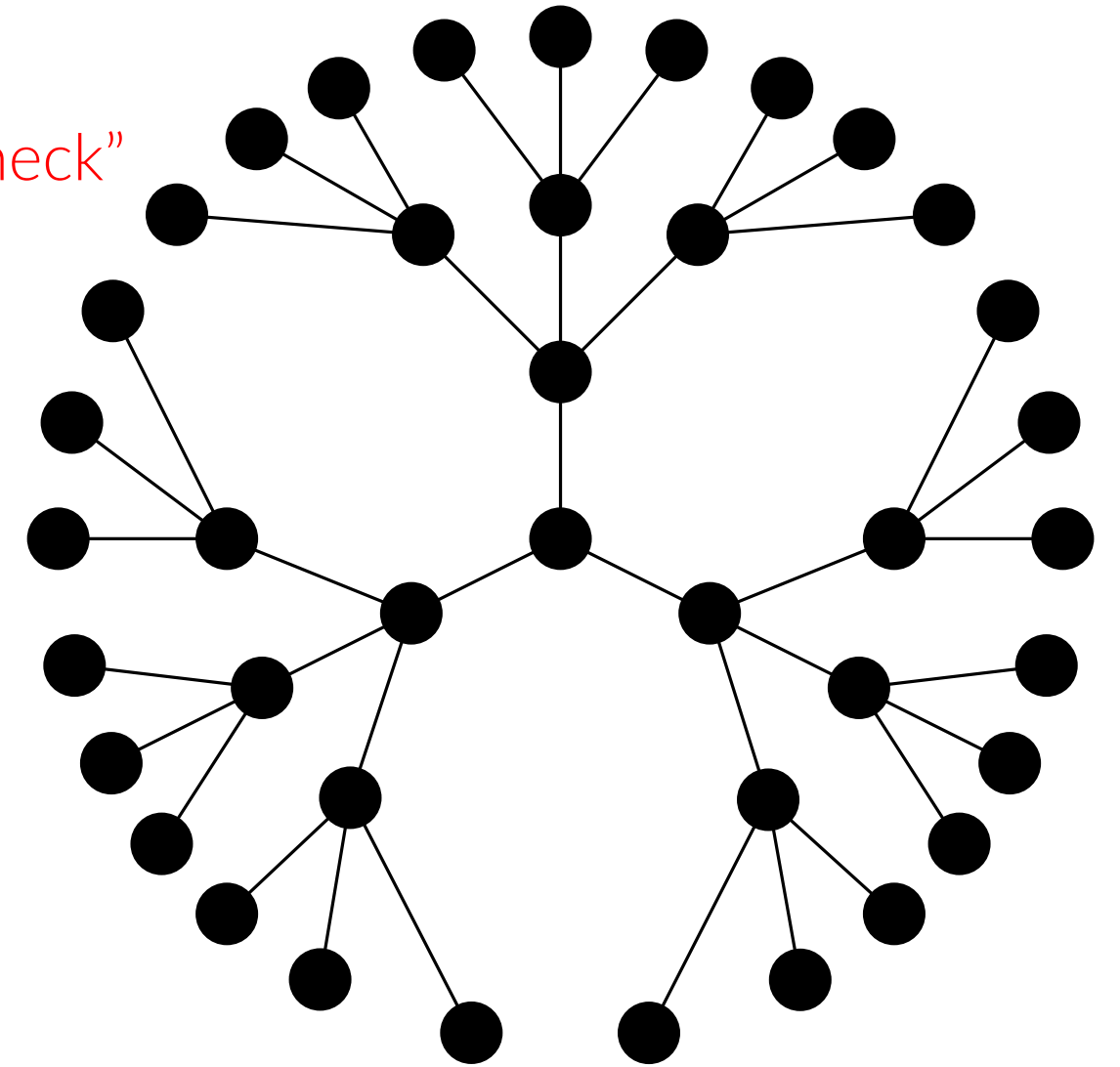
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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



Locally checkable labeling (LCL) problems

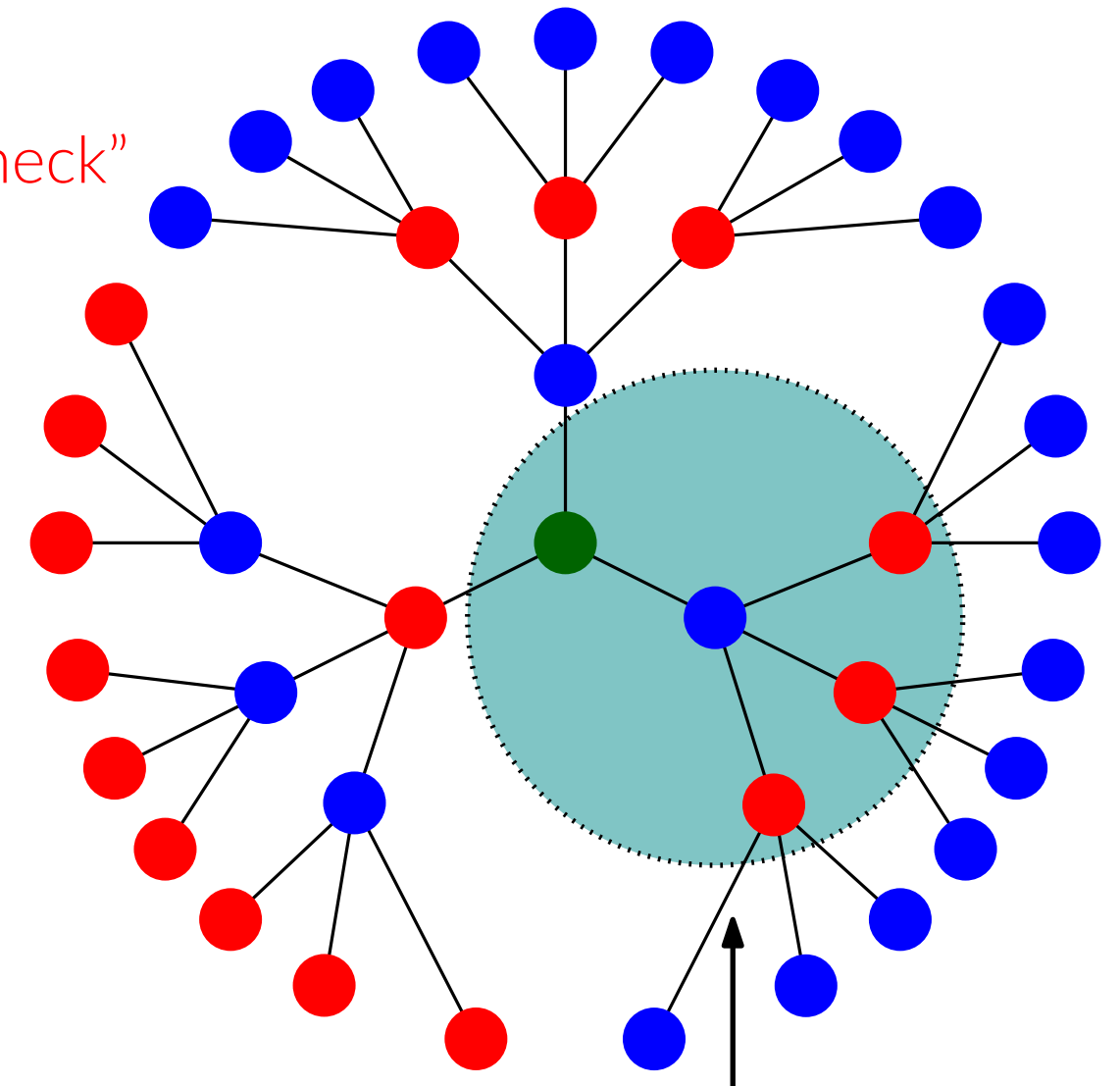
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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



3-coloring: the blue node checks if its color is different from those of its neighbors

valid LCL

Locally checkable labeling (LCL) problems

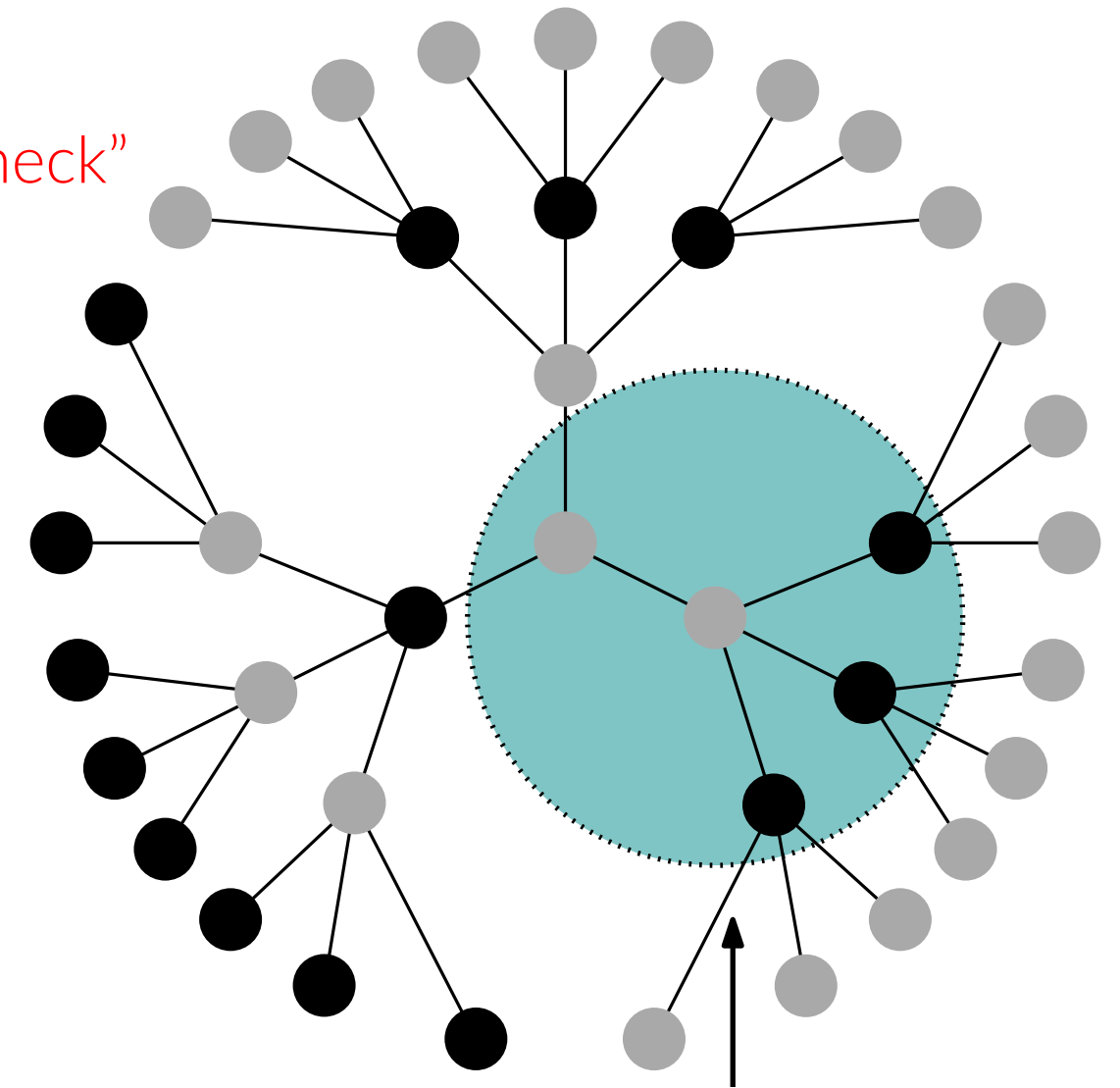
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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



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

valid LCL

Locally checkable labeling (LCL) problems

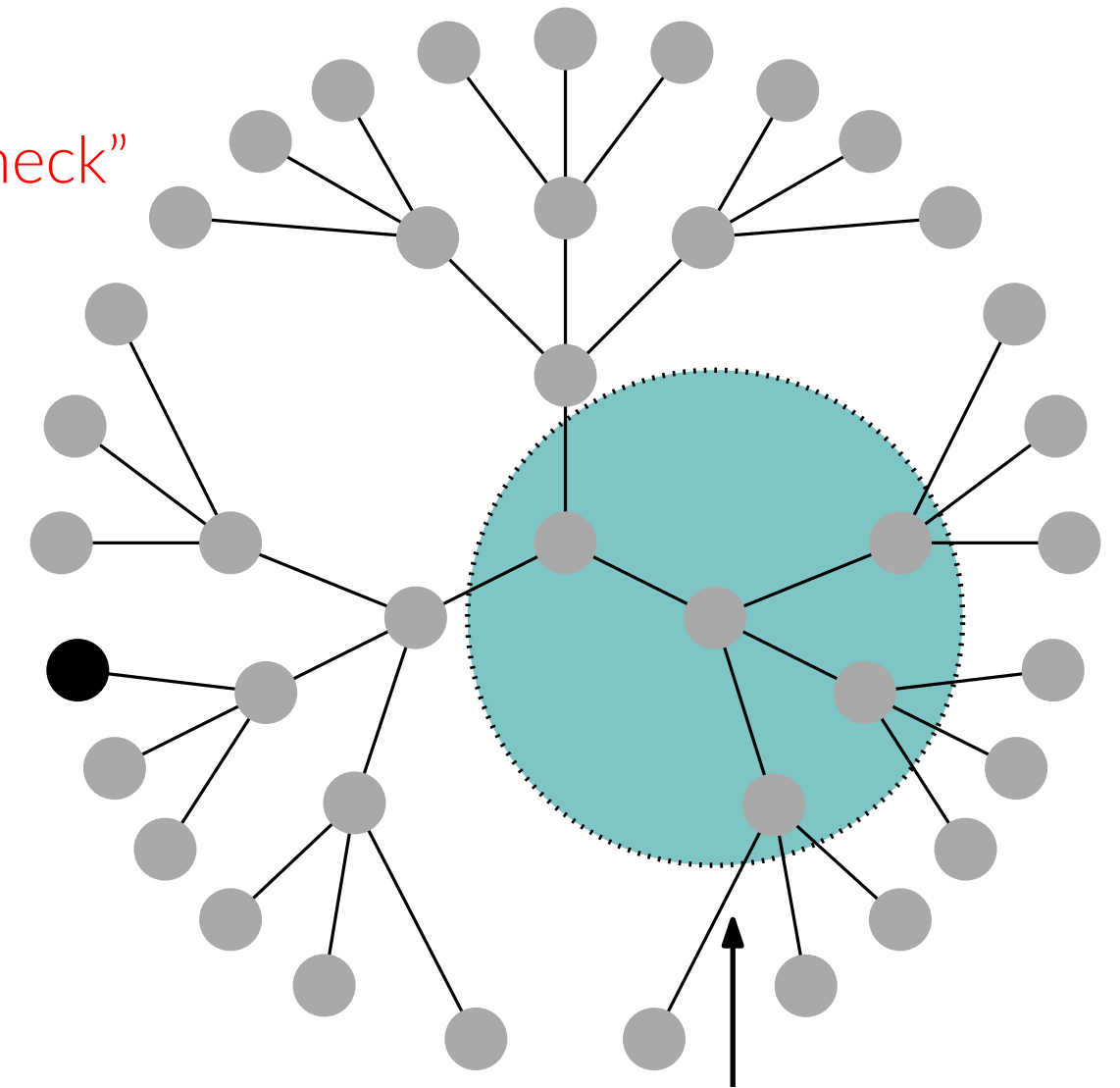
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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



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

not an LCL

Locally checkable labeling (LCL) problems

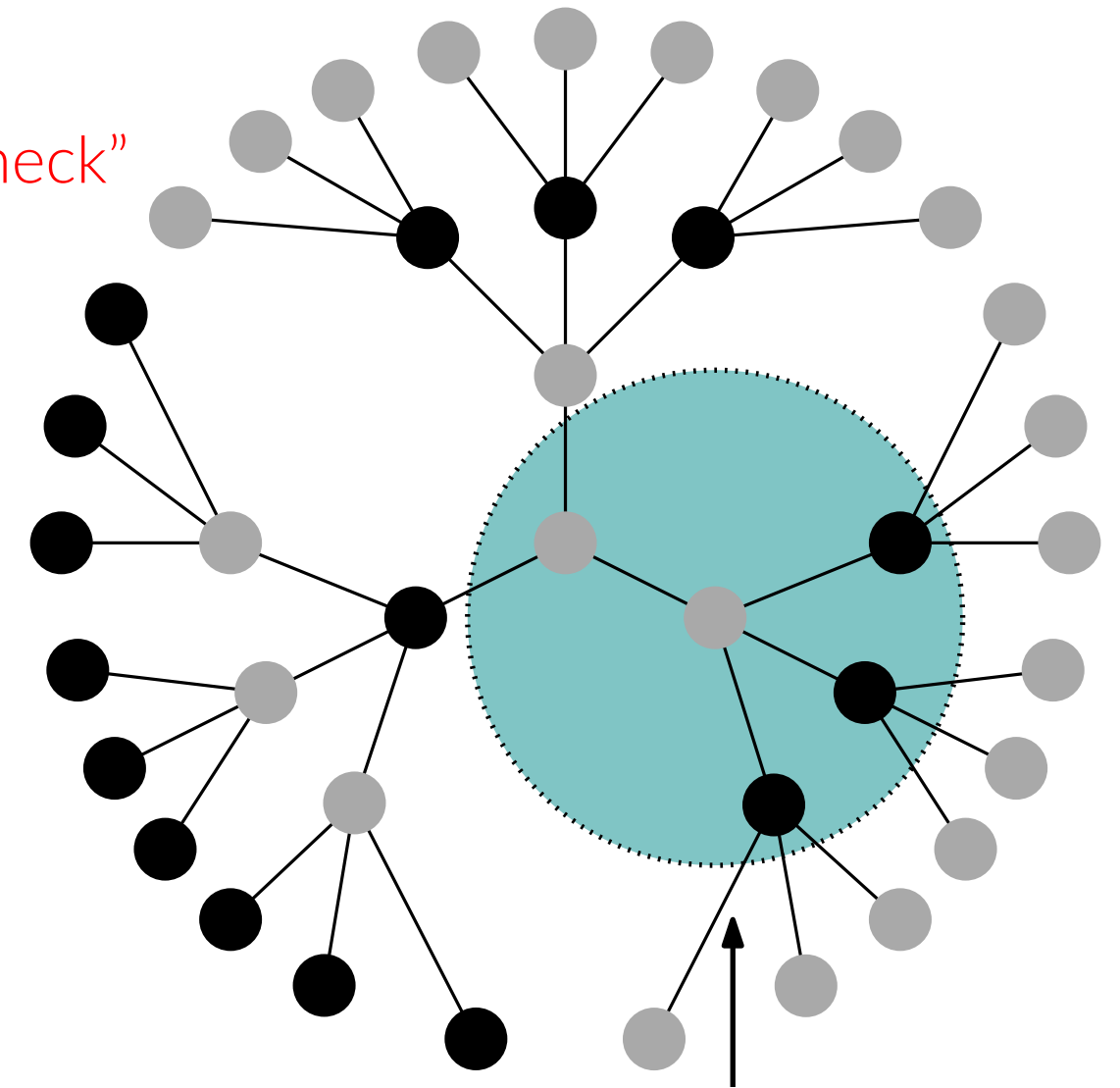
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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



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

Locally checkable labeling (LCL) problems

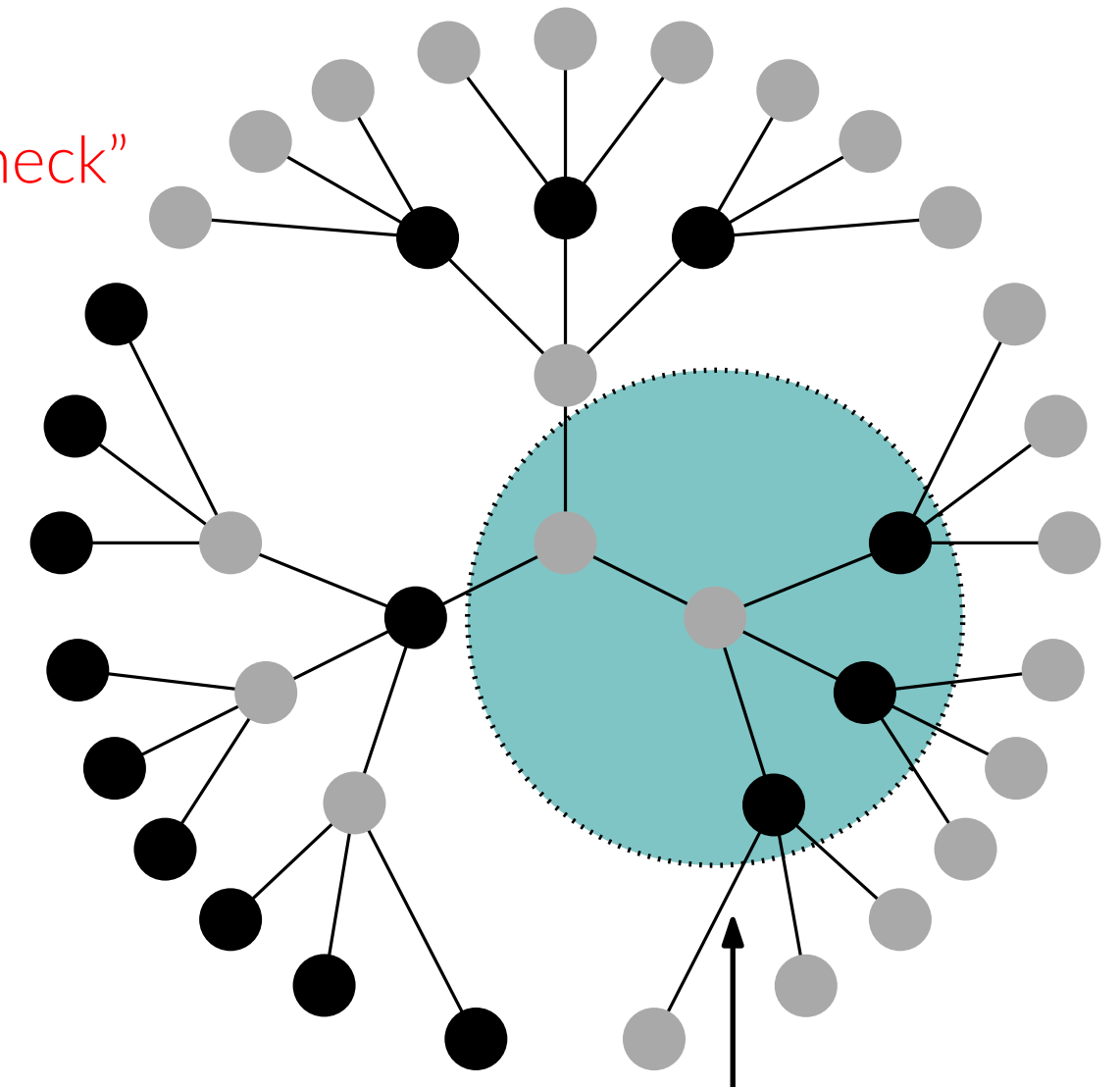
[Naor and Stockmeyer, STOC '93 & SICOMP '95]

- **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. $\Delta = O(1)$



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”

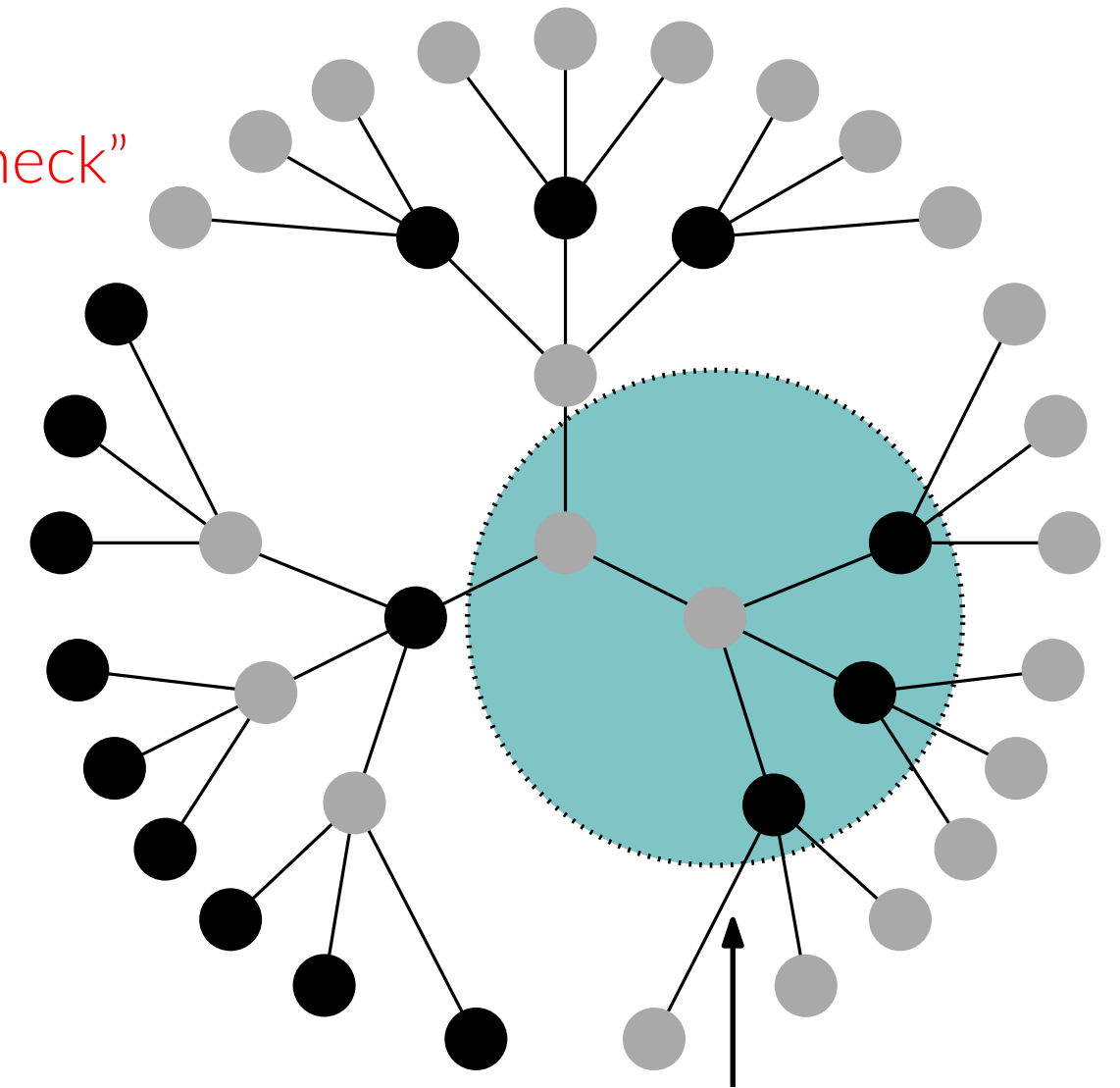
- “analogue” of NP in the distributed setting
- coloring, maximal independent set, maximal matching, etc.

- **“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]



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”

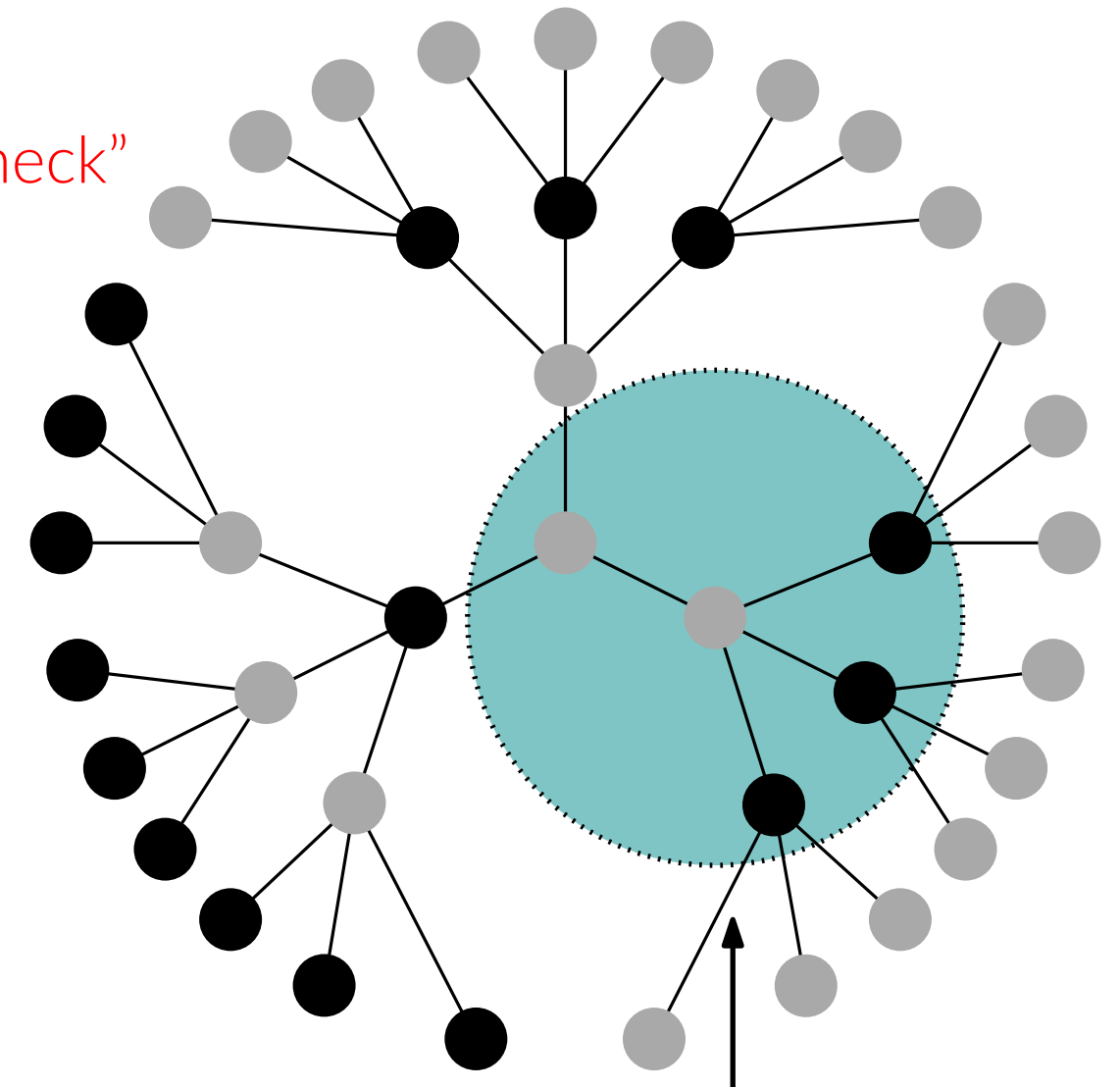
- “analogue” of NP in the distributed setting
- coloring, maximal independent set, maximal matching, etc.

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

Complexity landscape of LCL problems

- **Paths and cycles**

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

- **Balanced d -dimensional toroidal grids**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$

Complexity landscape of LCL problems

- **Paths and cycles**

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

- **Balanced d -dimensional toroidal grids**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$

randomness does not help

Complexity landscape of LCL problems

- **Paths and cycles**

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

- **Balanced d -dimensional toroidal grids**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$

randomness does not help

- **Bounded-degree trees**

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

Complexity landscape of LCL problems

- **Paths and cycles**

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

- **Balanced d -dimensional toroidal grids**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$

randomness does not help

- **Bounded-degree trees**

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

Complexity landscape of LCL problems

- **Paths and cycles**

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

- **Balanced d -dimensional toroidal grids**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(n^{1/d})$

randomness does not help

- **Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

det-LOCAL						
rand-LOCAL						

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

Complexity landscape of LCL problems

- Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- General graphs**

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

- General graphs:** above $\Theta(\log n)$, every function $f(n)$ makes a complexity class

Complexity landscape of LCL problems

- **Bounded-degree trees**

det-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log n)$		$\Theta(n^{1/k})$	$\Theta(n)$
rand-LOCAL	$O(1)$	$\Theta(\log^\star n)$	$\Theta(\log \log n)$	$\Theta(\log n)$	$\Theta(n^{1/k})$	$\Theta(n)$

- **General graphs**

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

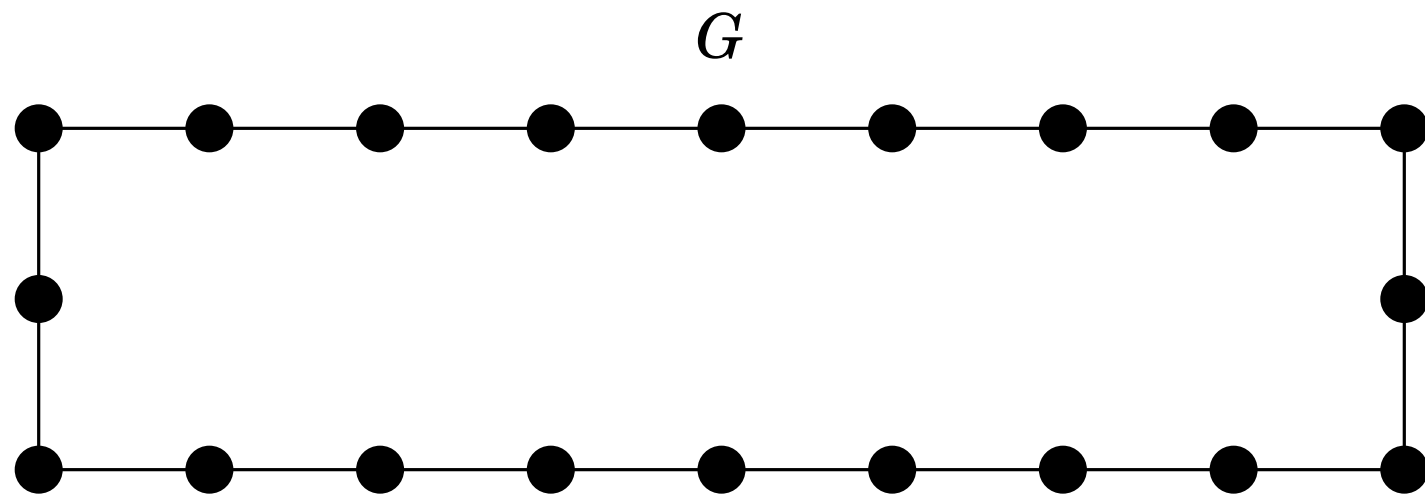
- **General graphs:** above $\Theta(\log n)$, every function $f(n)$ makes a complexity class
 - role of quantum??

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**

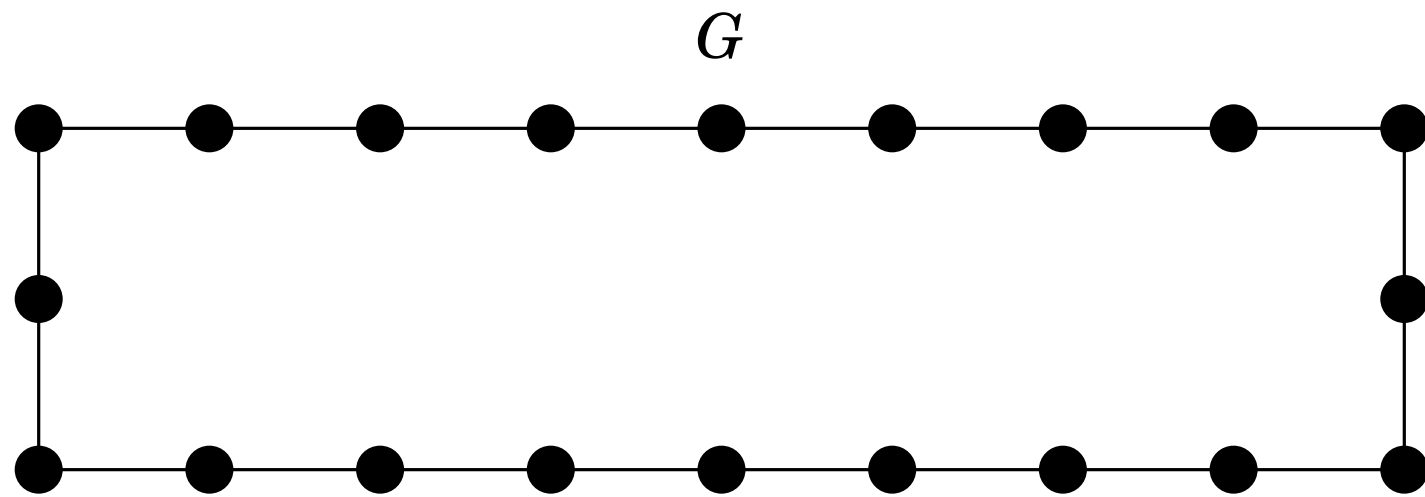
Indistinguishability argument

- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



Indistinguishability argument

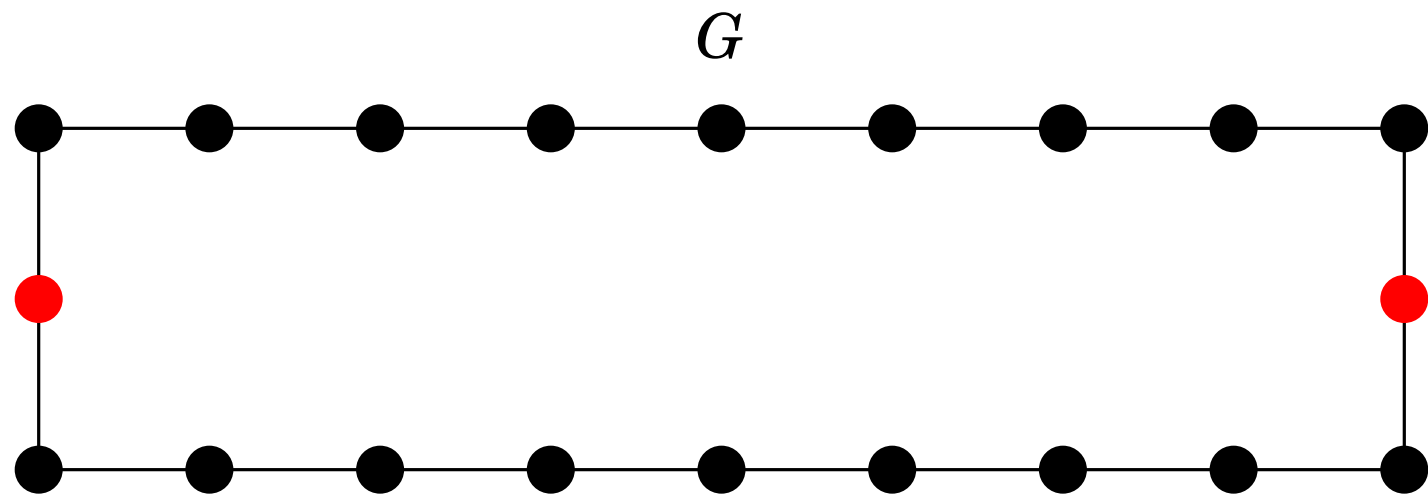
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$

Indistinguishability argument

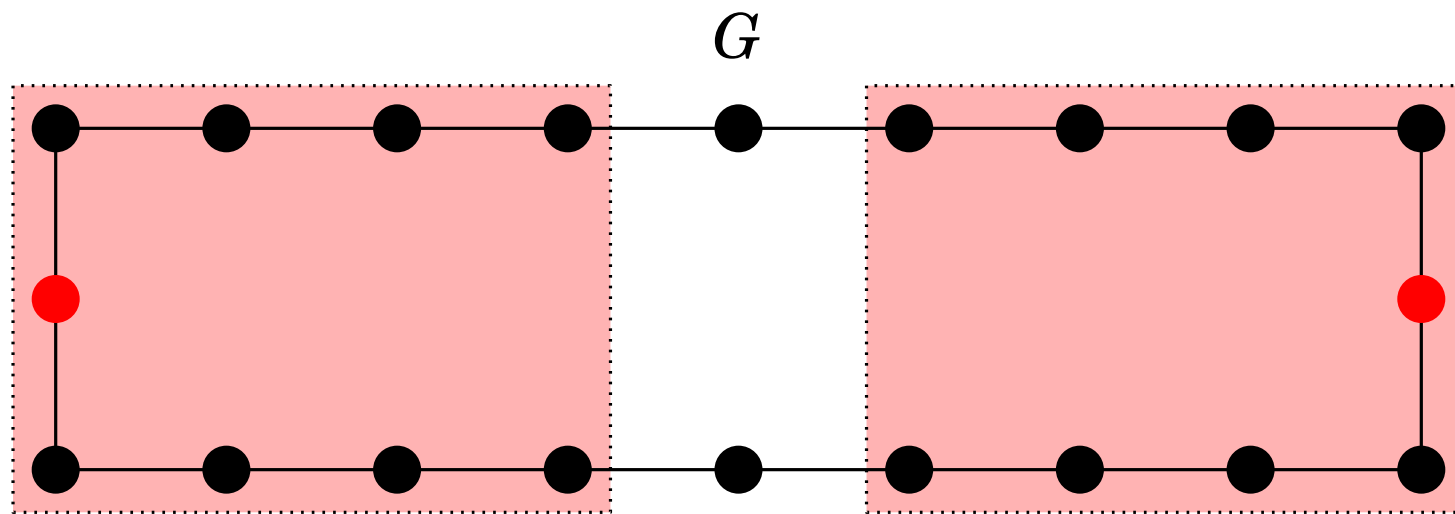
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$

Indistinguishability argument

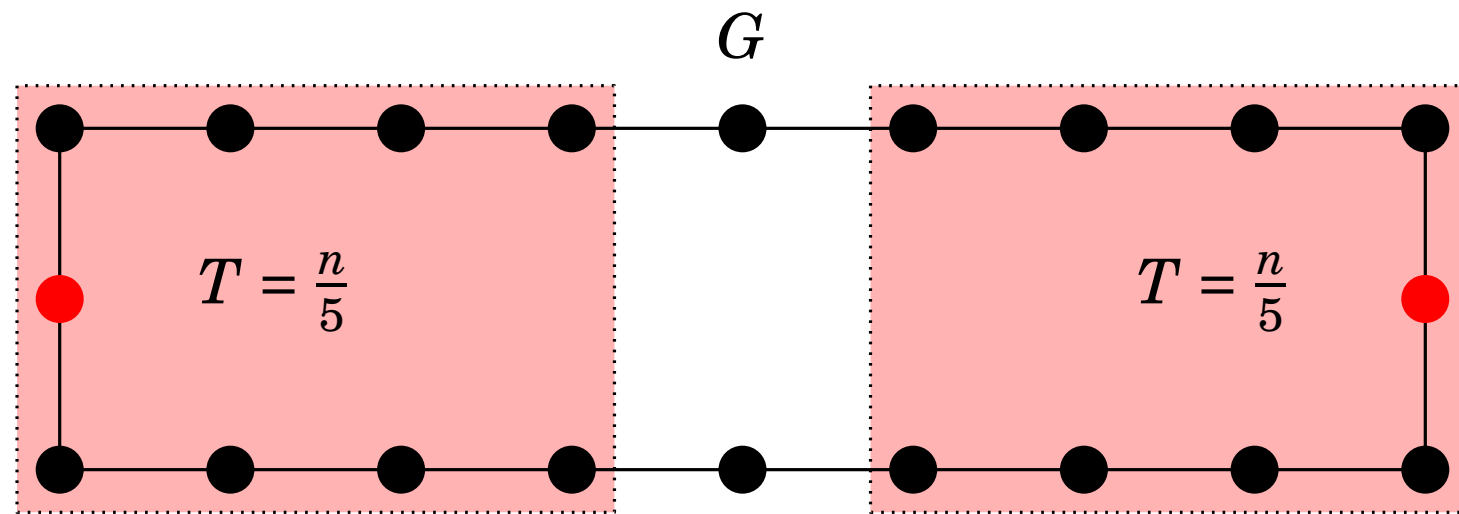
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$

Indistinguishability argument

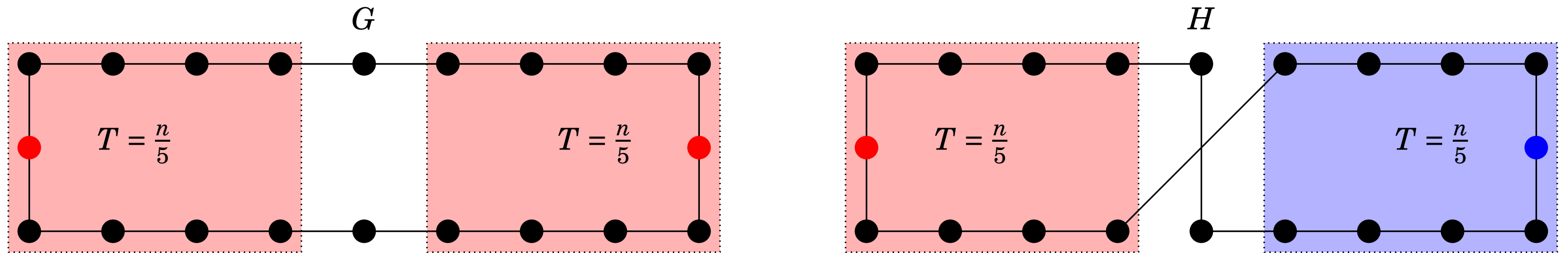
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$

Indistinguishability argument

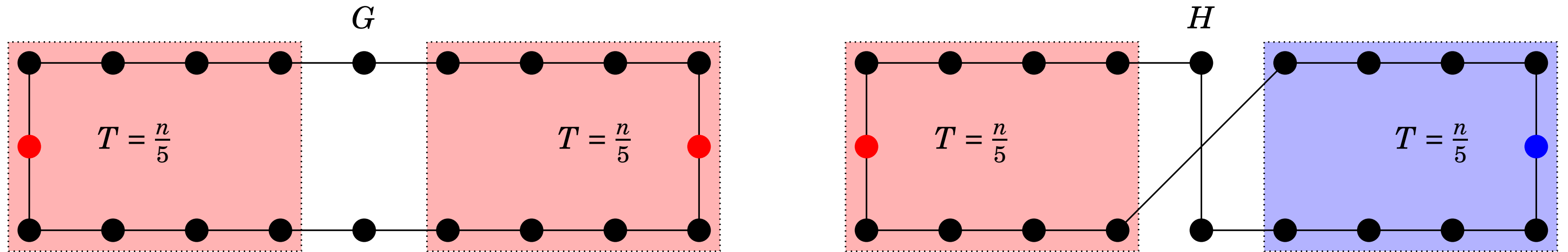
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$

Indistinguishability argument

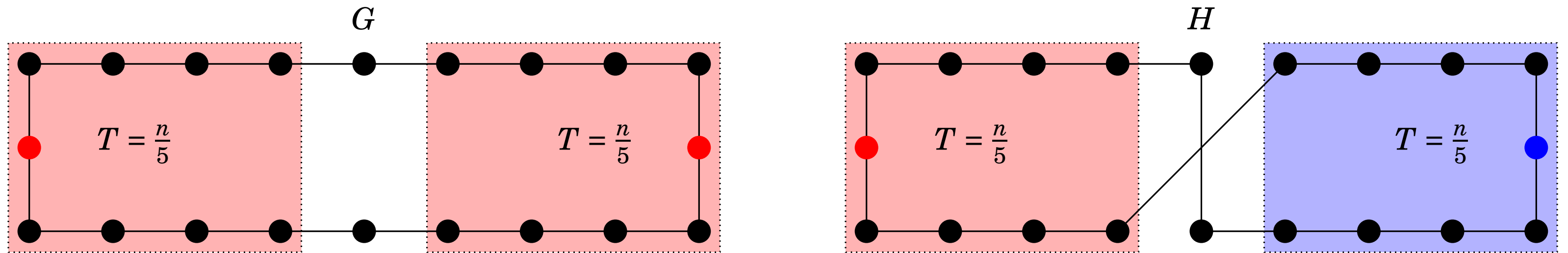
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$
- Impossible to distinguish between G and H

Indistinguishability argument

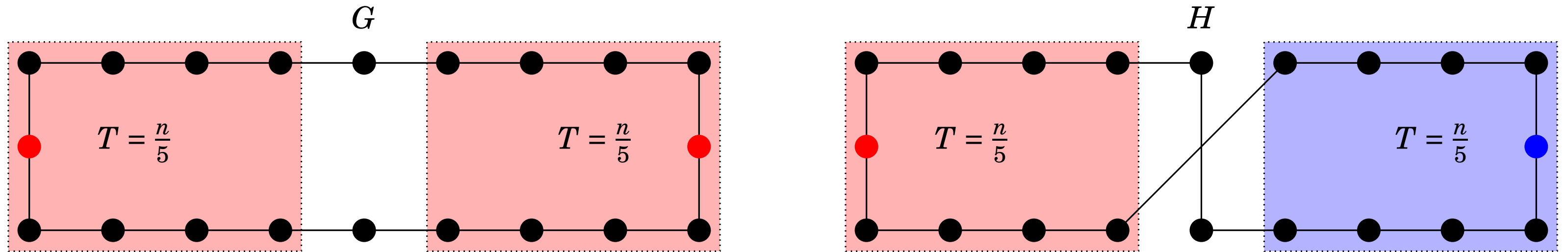
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$
- Impossible to distinguish between G and H
- Deterministically: impossible

Indistinguishability argument

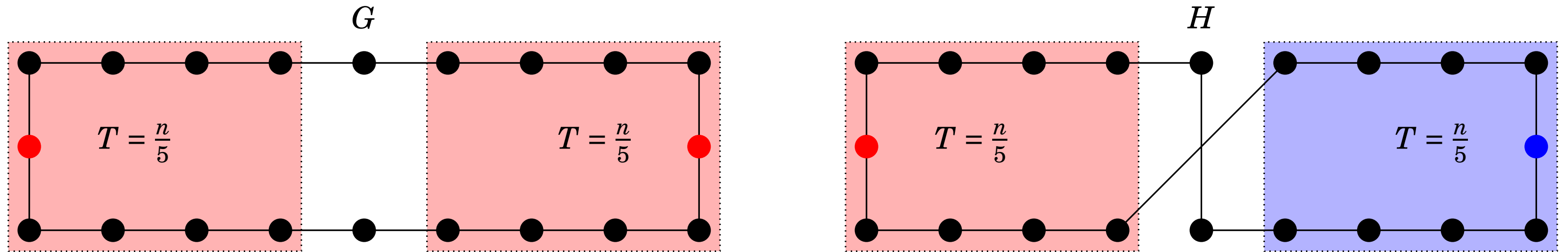
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$
- Impossible to distinguish between G and H
- Deterministically: impossible
- With randomness: failure with prob. $\geq 1/2$

Indistinguishability argument

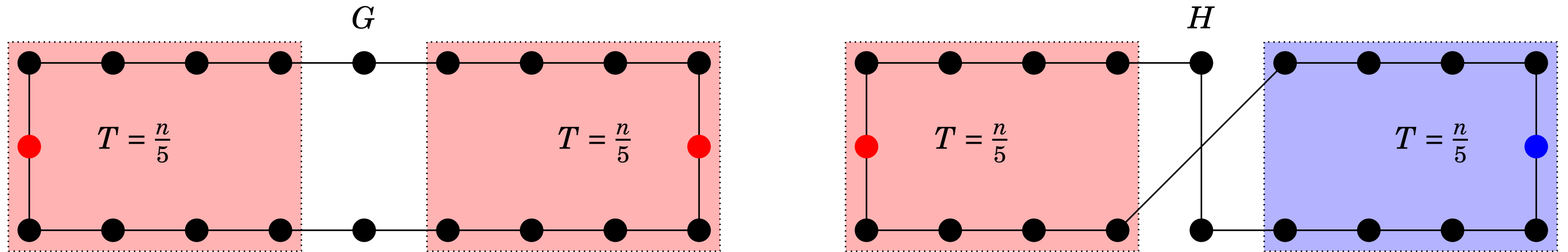
- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



- Suppose algorithm \mathcal{A} with running time $T \leq n/5$
 - Impossible to distinguish between G and H
 - Deterministically: impossible
 - With randomness: failure with prob. $\geq 1/2$
- **Global problem:** complexity $\Theta(n)$

Indistinguishability argument

- **Problem:** 2-coloring paths & even cycles
- *Promise (for now):* the graph constructed is either a path or an even cycle



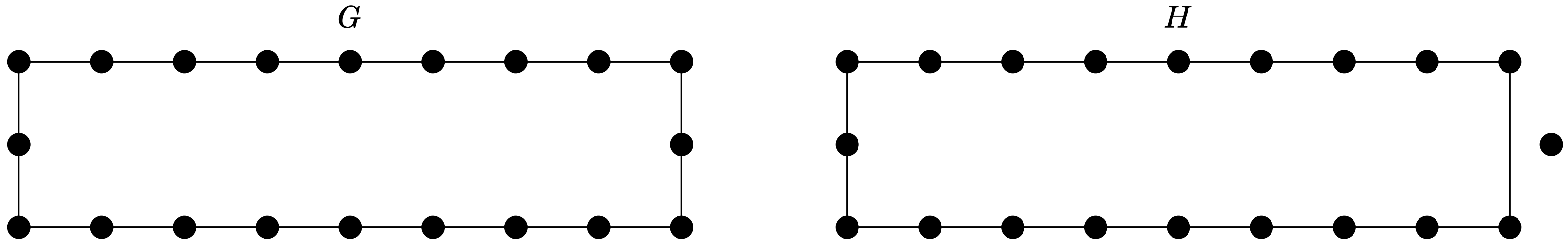
- Suppose algorithm \mathcal{A} with running time $T \leq n/5$
- Impossible to distinguish between G and H
- Deterministically: impossible
- With randomness: failure with prob. $\geq 1/2$

indistinguishability
argument

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

Graph-existential indistinguishability (randomized)

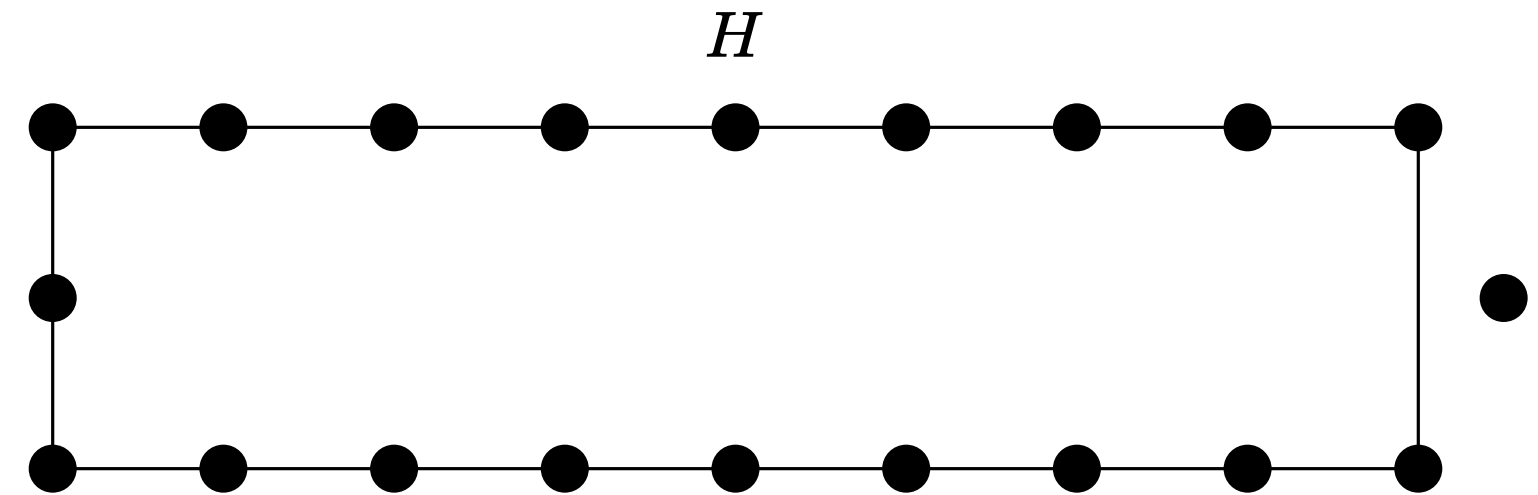
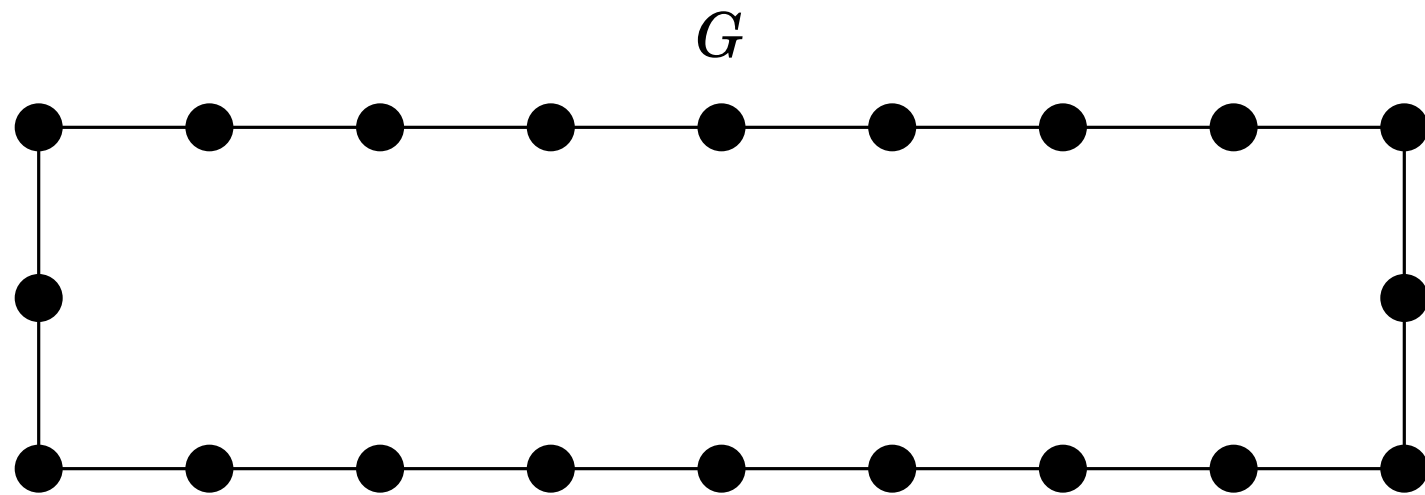
- **Problem:** 2-coloring paths & even cycles



- Suppose algorithm \mathcal{A} with running time $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$

Graph-existential indistinguishability (randomized)

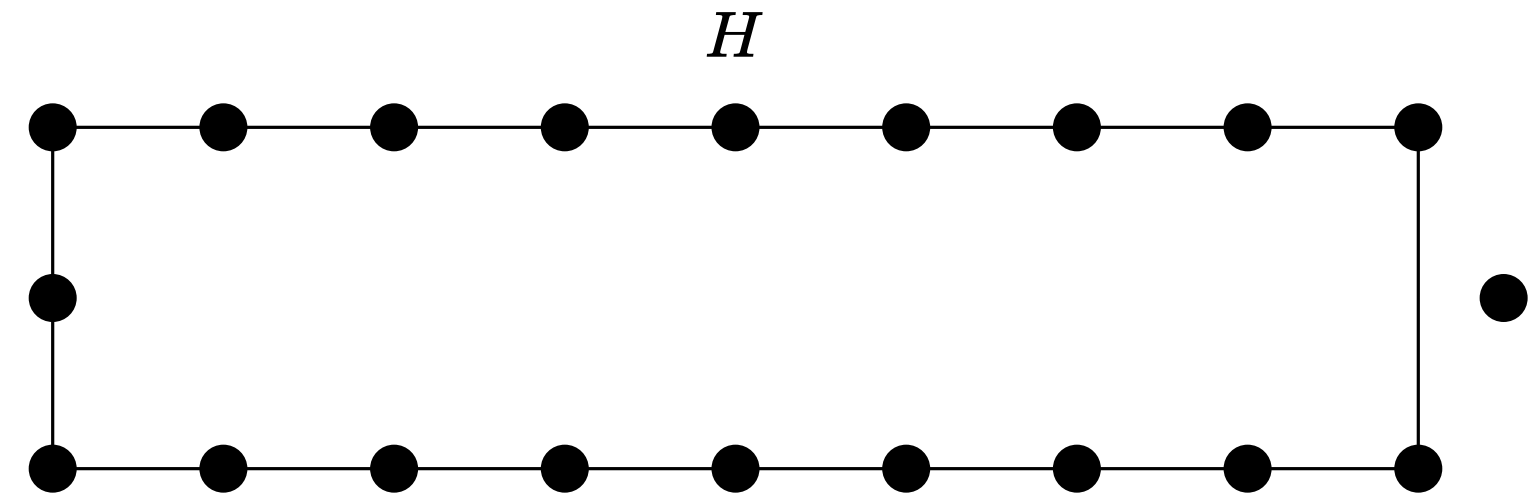
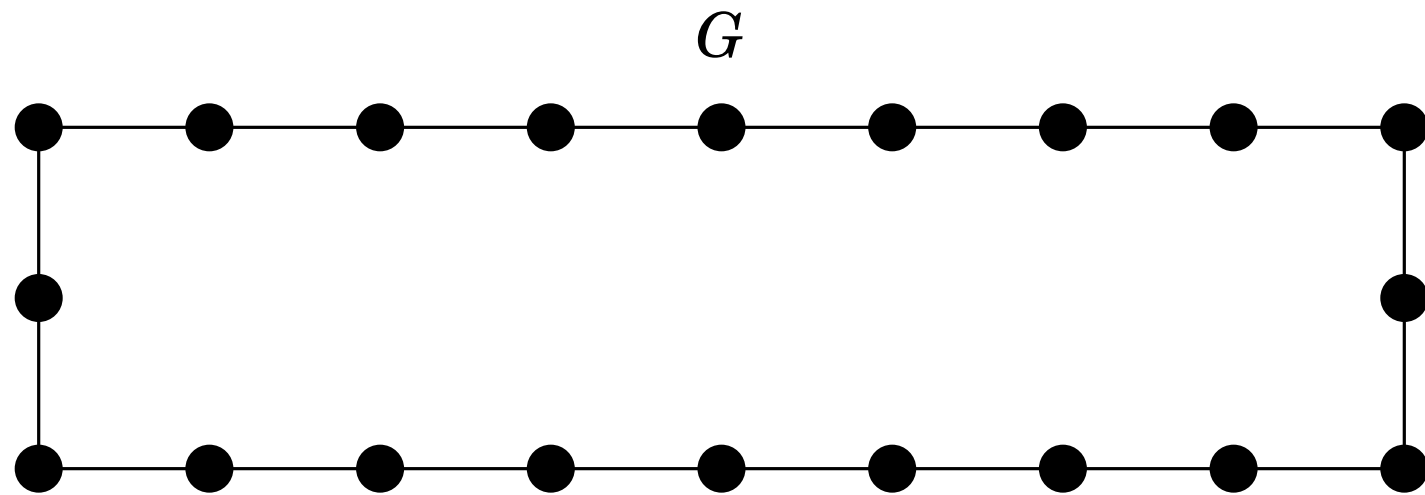
- **Problem:** 2-coloring paths & even cycles



- 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

Graph-existential indistinguishability (randomized)

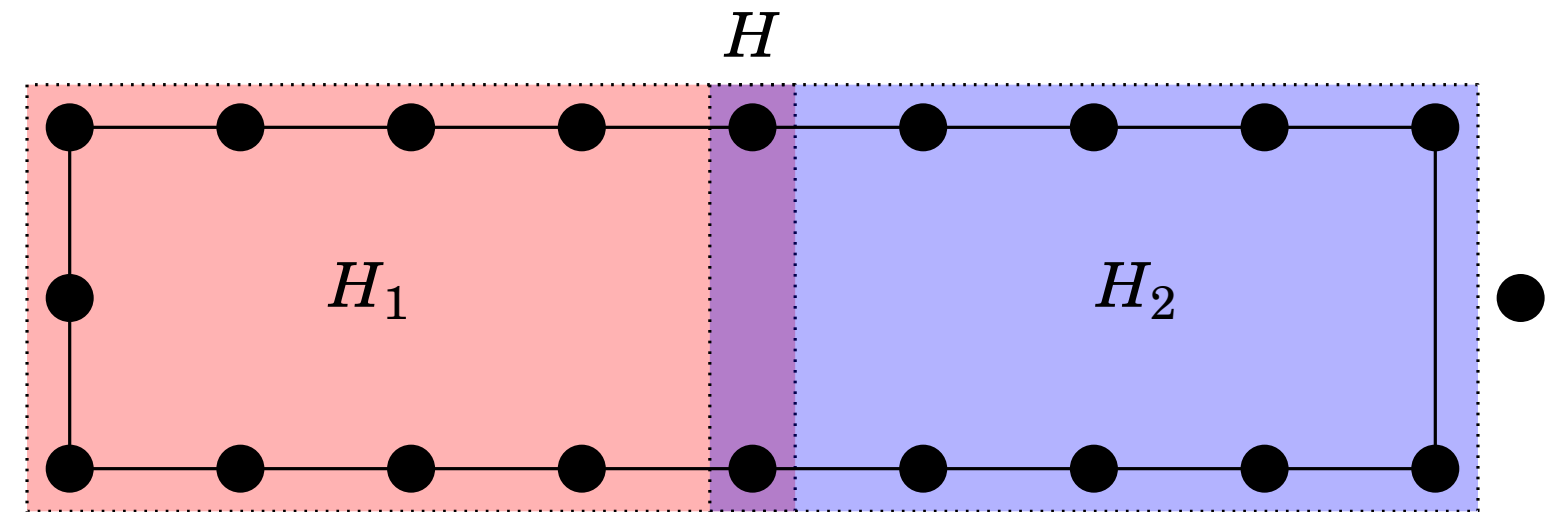
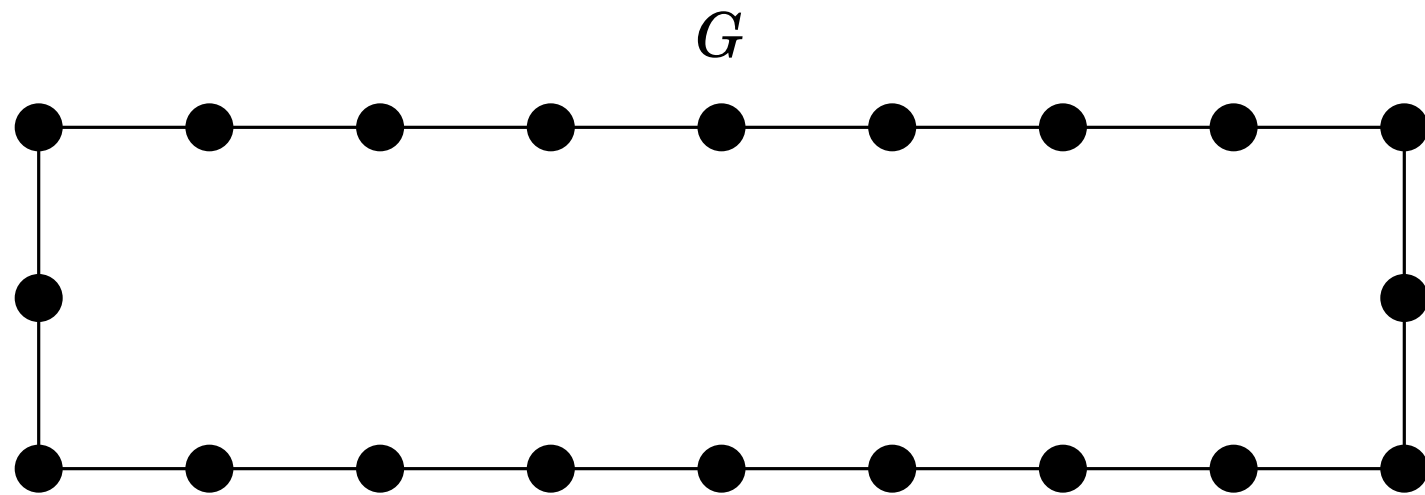
- **Problem:** 2-coloring paths & even cycles



- 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

Graph-existential indistinguishability (randomized)

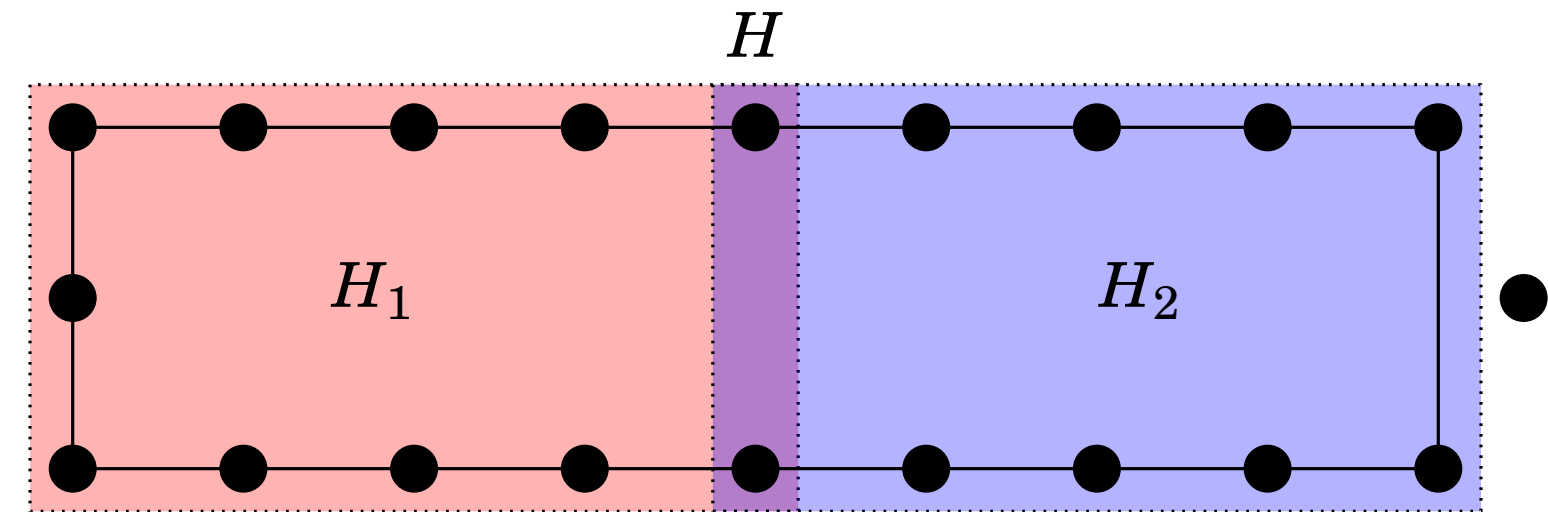
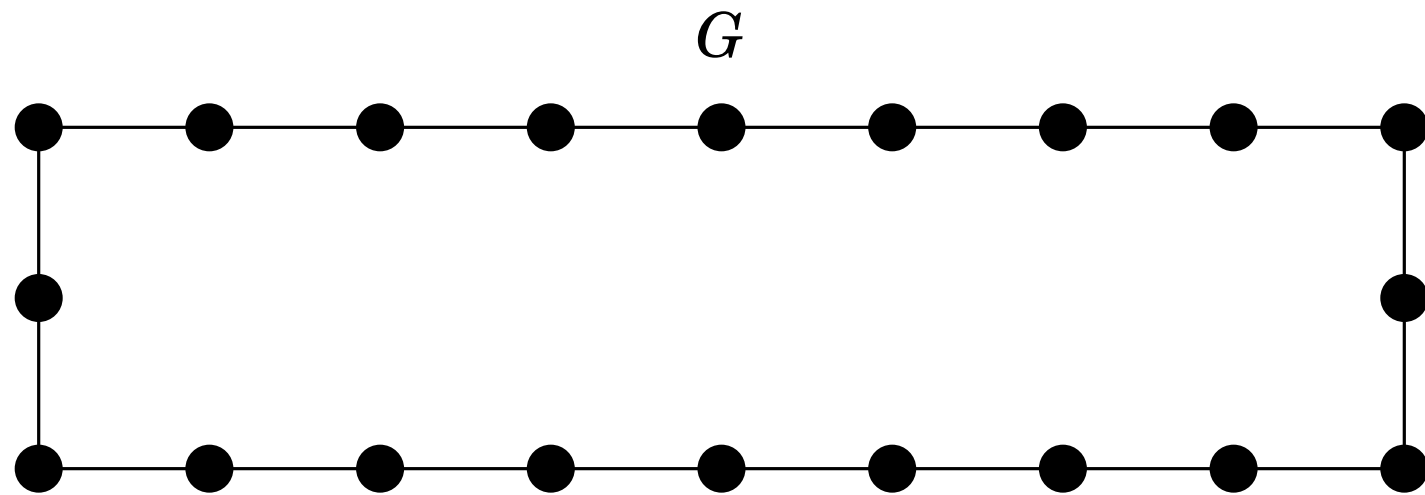
- **Problem:** 2-coloring paths & even cycles



- 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

Graph-existential indistinguishability (randomized)

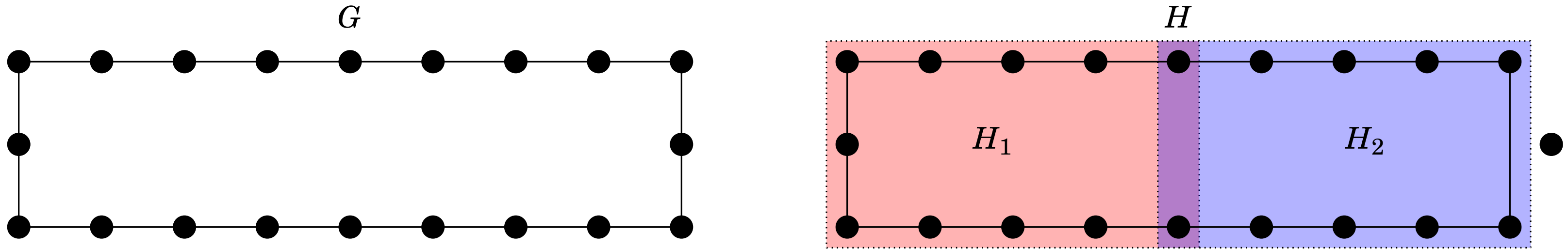
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$

Graph-existential indistinguishability (randomized)

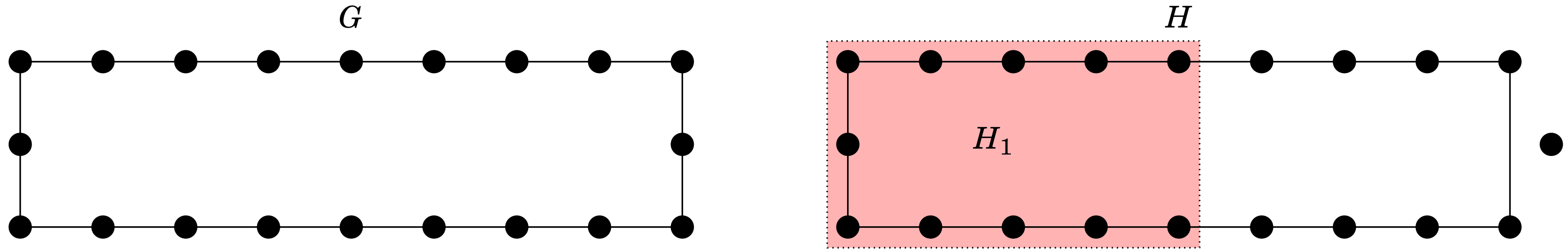
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1

Graph-existential indistinguishability (randomized)

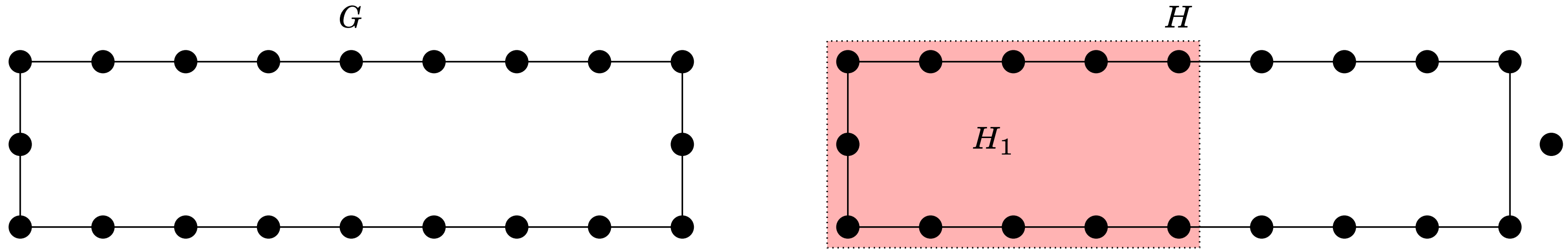
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1

Graph-existential indistinguishability (randomized)

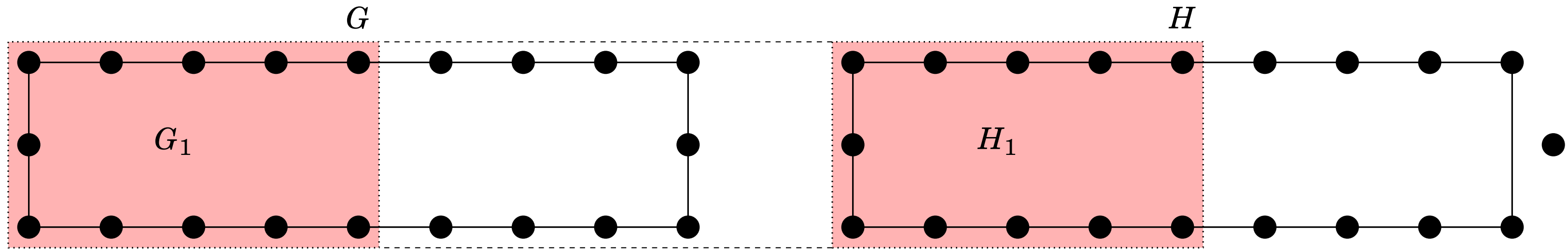
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G (and radius- T view)

Graph-existential indistinguishability (randomized)

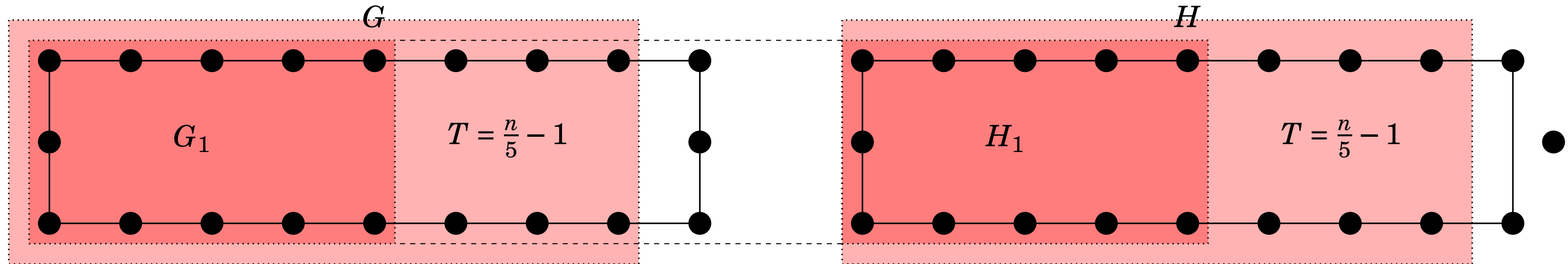
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G (and radius- T view)

Graph-existential indistinguishability (randomized)

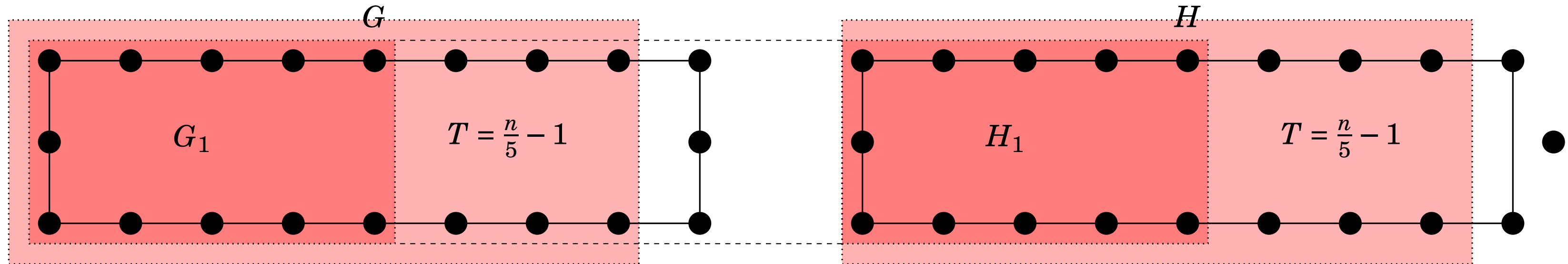
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G (and radius- T view)

Graph-existential indistinguishability (randomized)

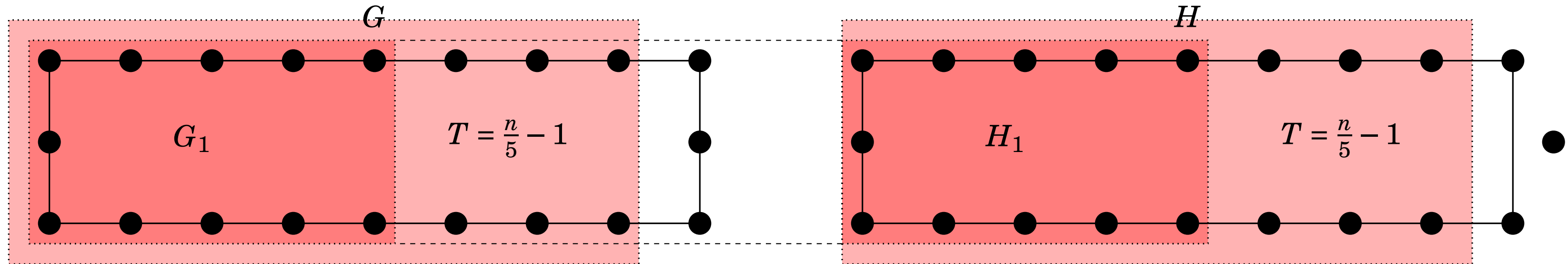
- **Problem:** 2-coloring paths & even cycles



- 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
- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G (and radius- T view)
- 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

\mathcal{A} fails in G_1 with prob. $\geq 1/2$

- \mathcal{A} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1

- Copy H_1 in G (and radius- T view)

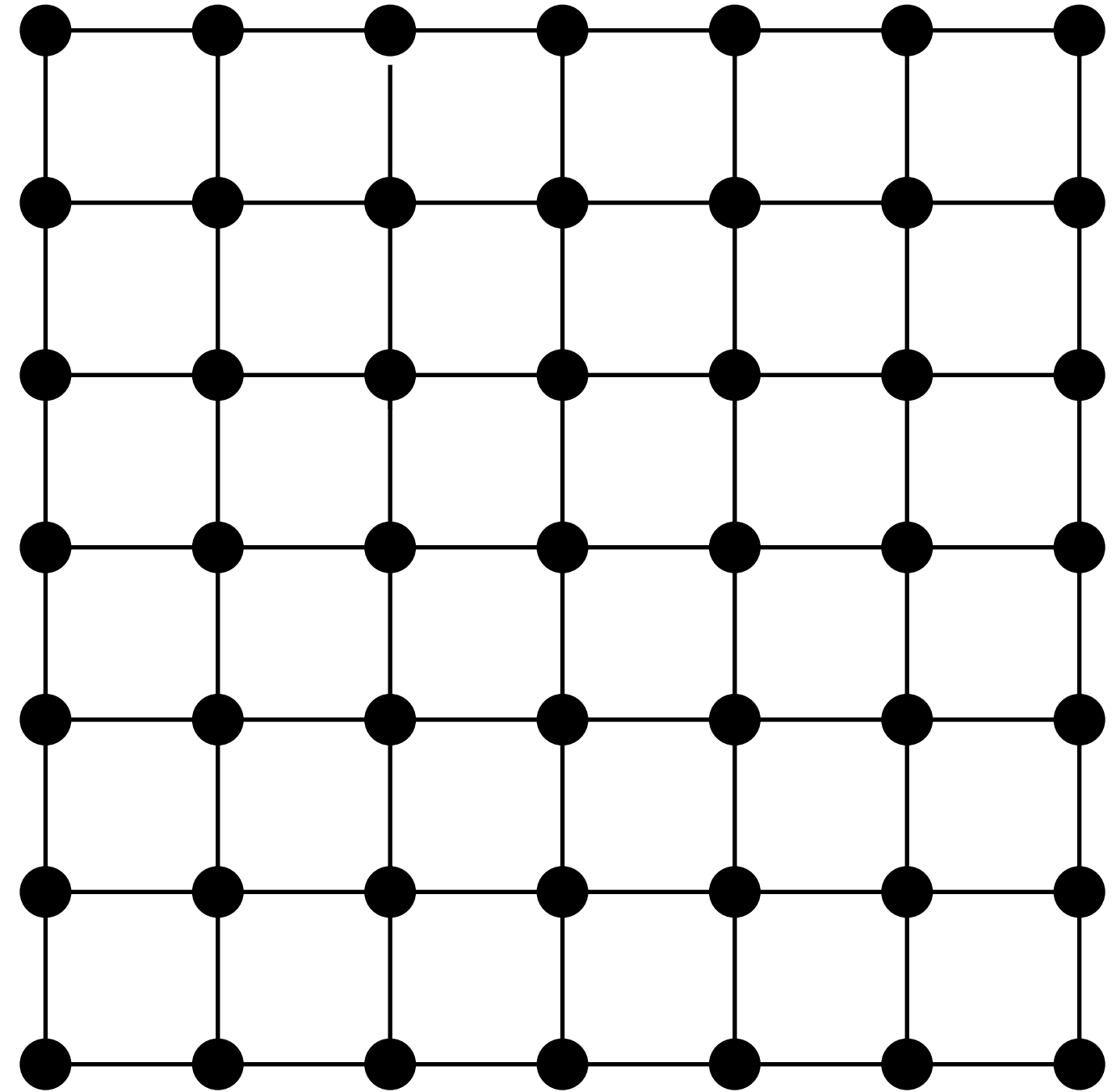
- Nodes in H_1/G_1 cannot distinguish between G and H

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**

Properties of distributed algorithms

- **Run** a **2**-round algorithm A in G

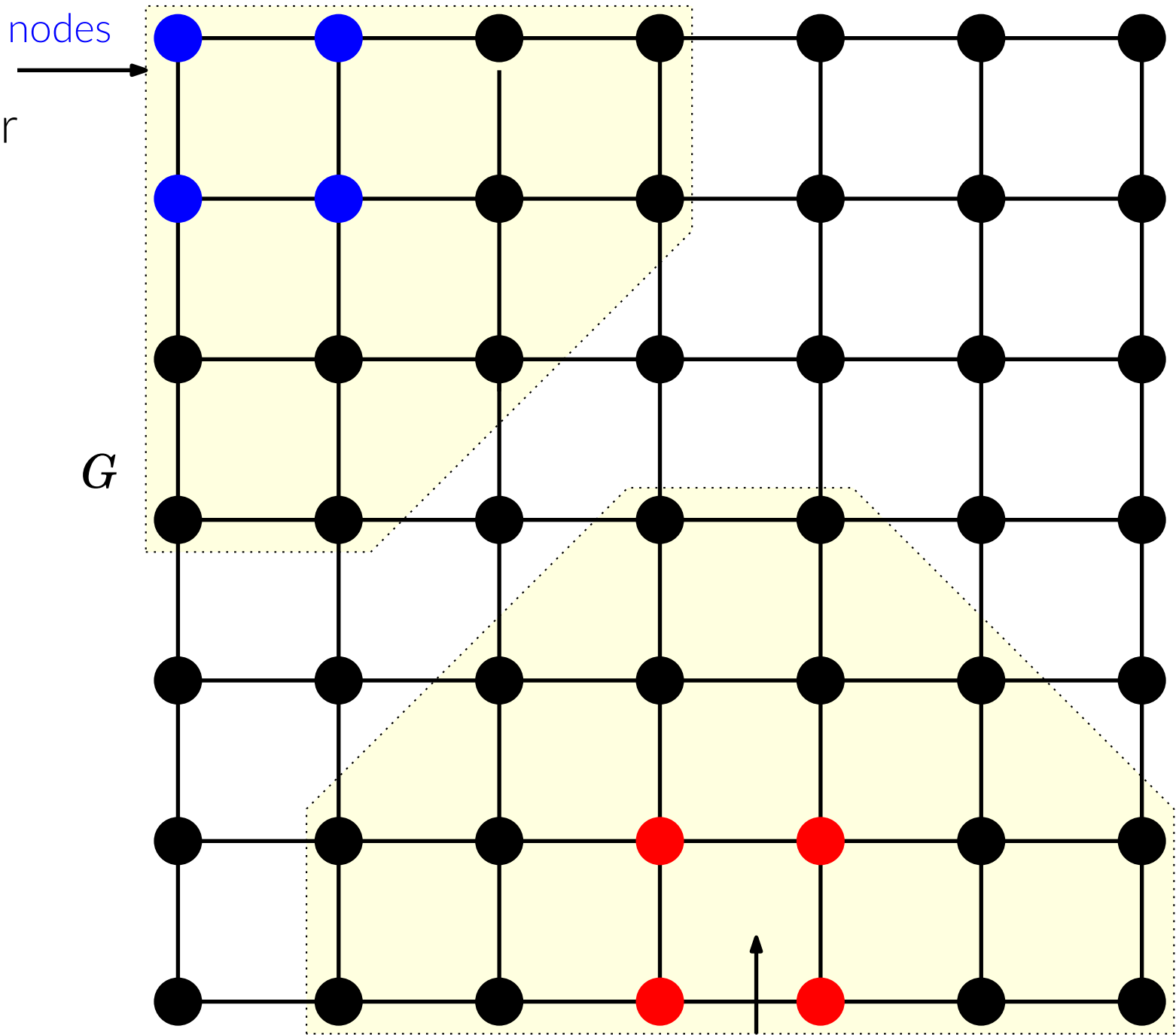


Properties of distributed algorithms

- **Run** a 2-round algorithm A in G

- output for the red and blue nodes only depends on their respective light cones

light cone for
the blue nodes

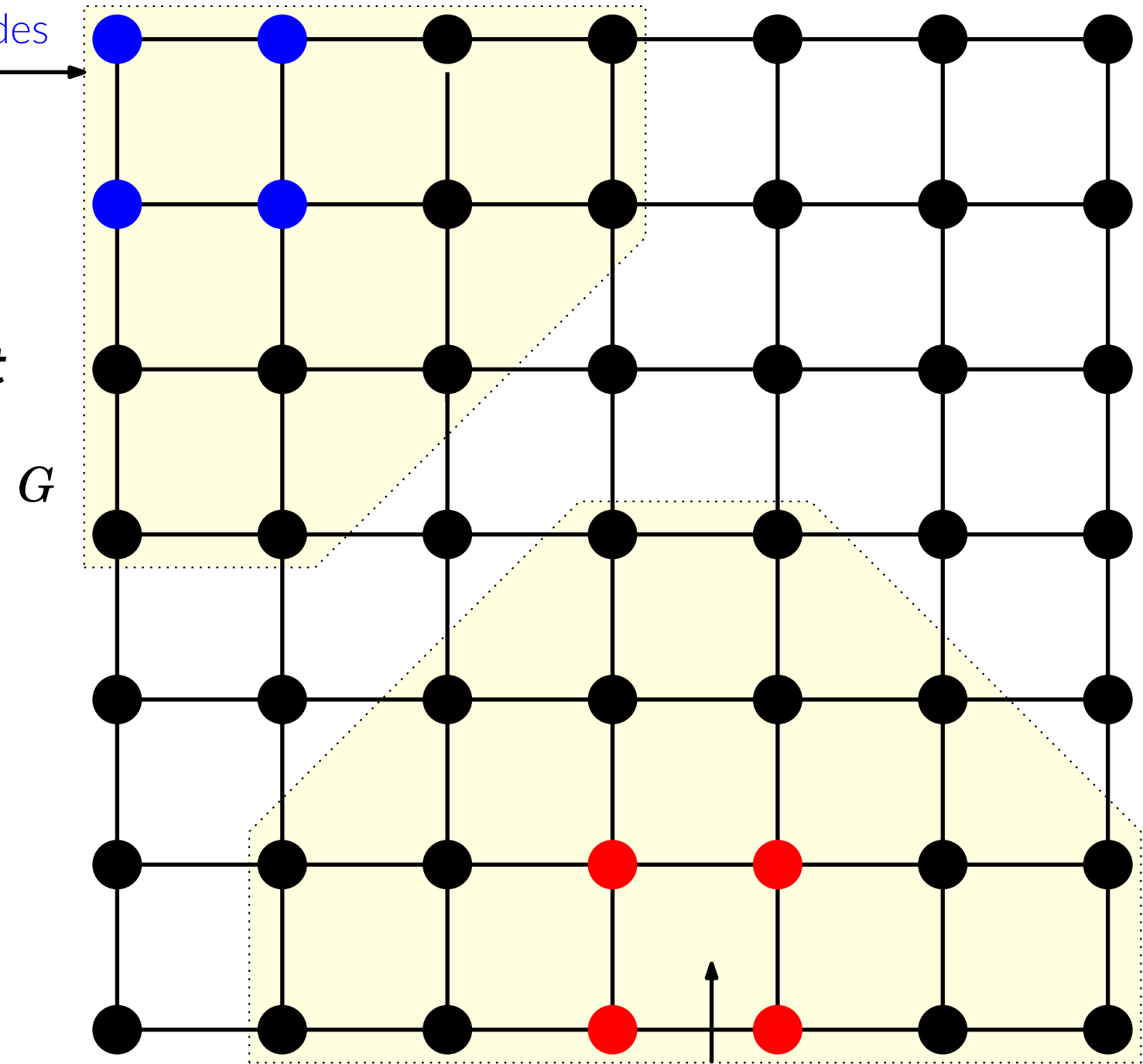


light cone for
the red nodes

Properties of distributed algorithms

- **Run** a 2-round algorithm A in G
 - output for the red and blue nodes only depends on their respective light cones
- **Output distributions** for red and blue nodes are *independent*
 - as long as their distance is at least 5

light cone for
the blue nodes

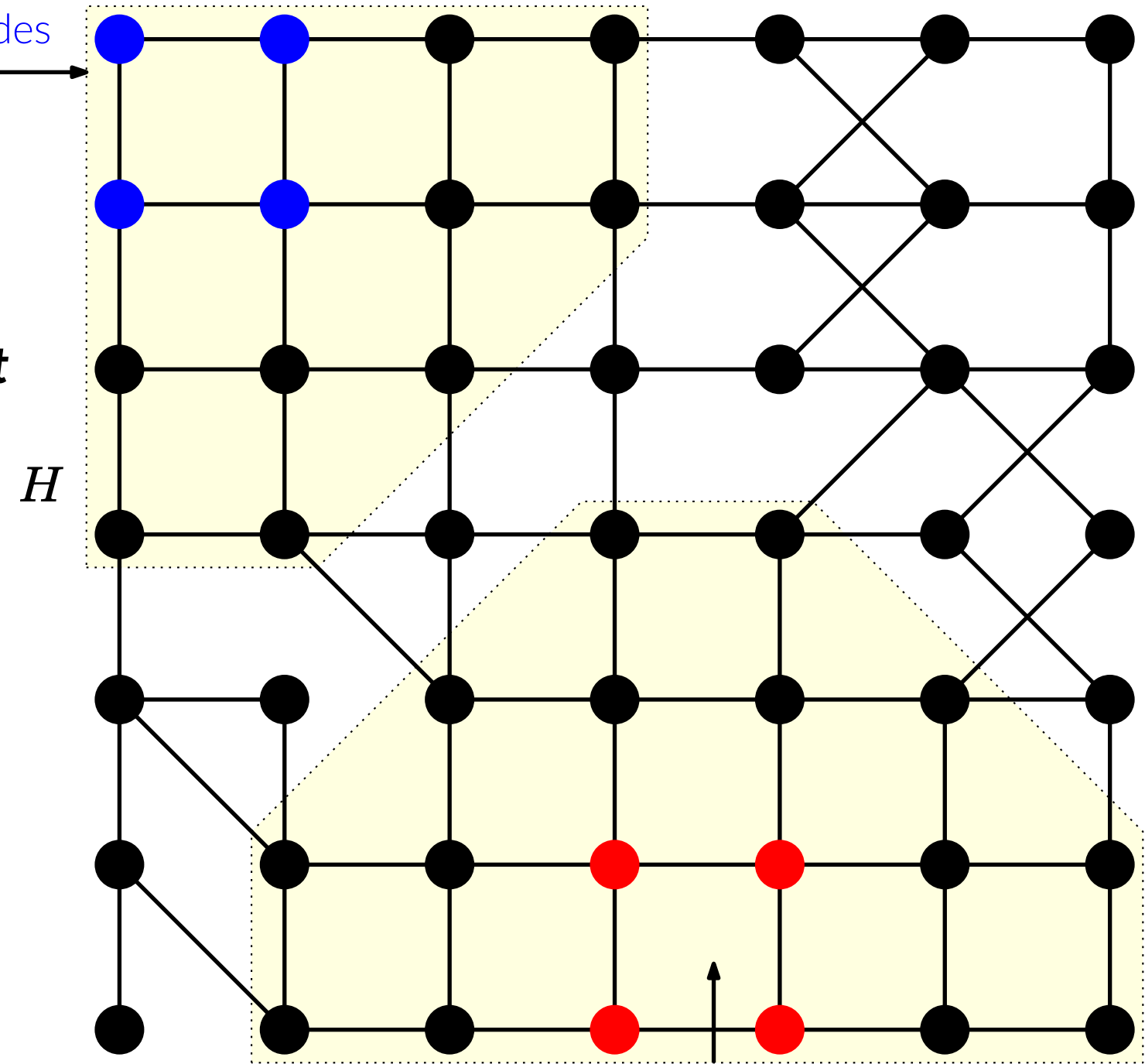


light cone for
the red nodes

Properties of distributed algorithms

- **Run** a 2-round algorithm A in G
 - output for the red and blue nodes only depends on their respective light cones
- **Output distributions** for red and blue nodes are *independent*
 - as long as their distance is at least 5

light cone for
the blue nodes

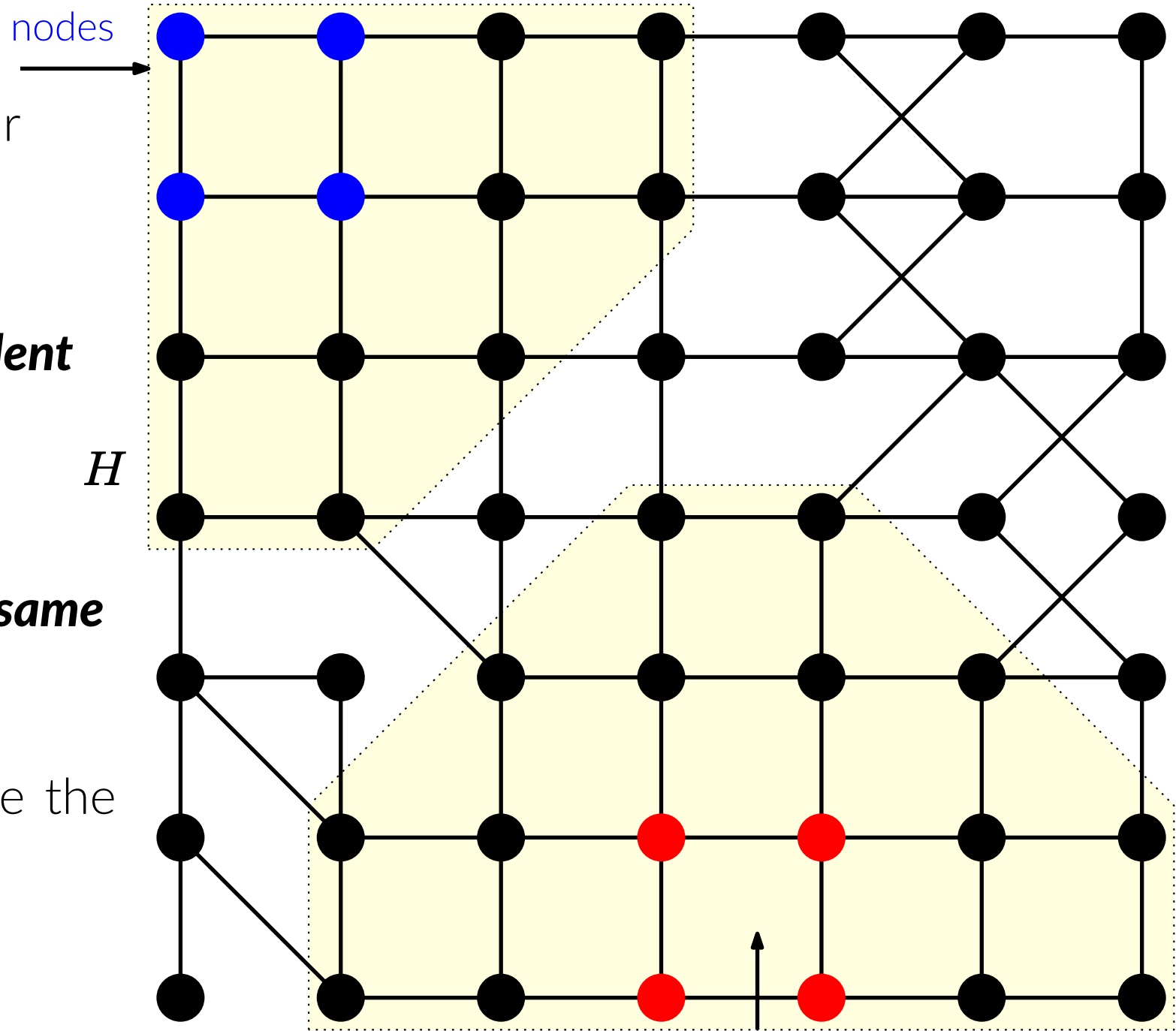


light cone for
the red nodes

Properties of distributed algorithms

- **Run** a **2-round** algorithm A in G
 - output for the **red** and **blue** nodes only depends on their respective light cones
- **Output distributions** for **red** and **blue** nodes are **independent**
 - as long as their distance is at least 5
- **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**

light cone for
the **blue** nodes



light cone for
the **red** nodes

Abstracting output distributions

- A T -round distributed algorithm yields an **output distribution** with the following **properties**:
 - outputs of subsets of nodes at distance more than $2T$ are **independent**
 - **non-signaling** beyond distance T

Abstracting output distributions

- A T -round distributed algorithm yields an **output distribution** with the following **properties**:
 - outputs of subsets of nodes at distance more than $2T$ are **independent**
 - **non-signaling** beyond distance T
- Then we can ***just think about output distributions!***
 - **computational models** that **produce** directly **distributions** with the aforementioned properties

Abstracting output distributions

- A T -round distributed algorithm yields an **output distribution** with the following **properties**:
 - outputs of subsets of nodes at distance more than $2T$ are **independent**
 - **non-signaling** beyond distance T
- Then we can **just think about output distributions!**
 - **computational models** that **produce** directly **distributions** with the aforementioned properties

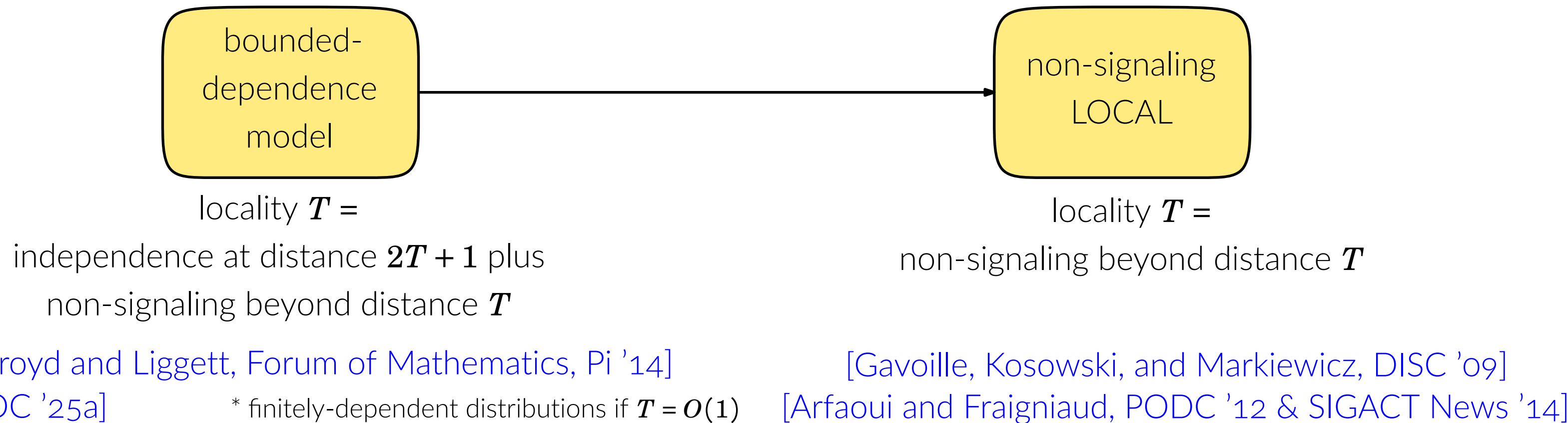


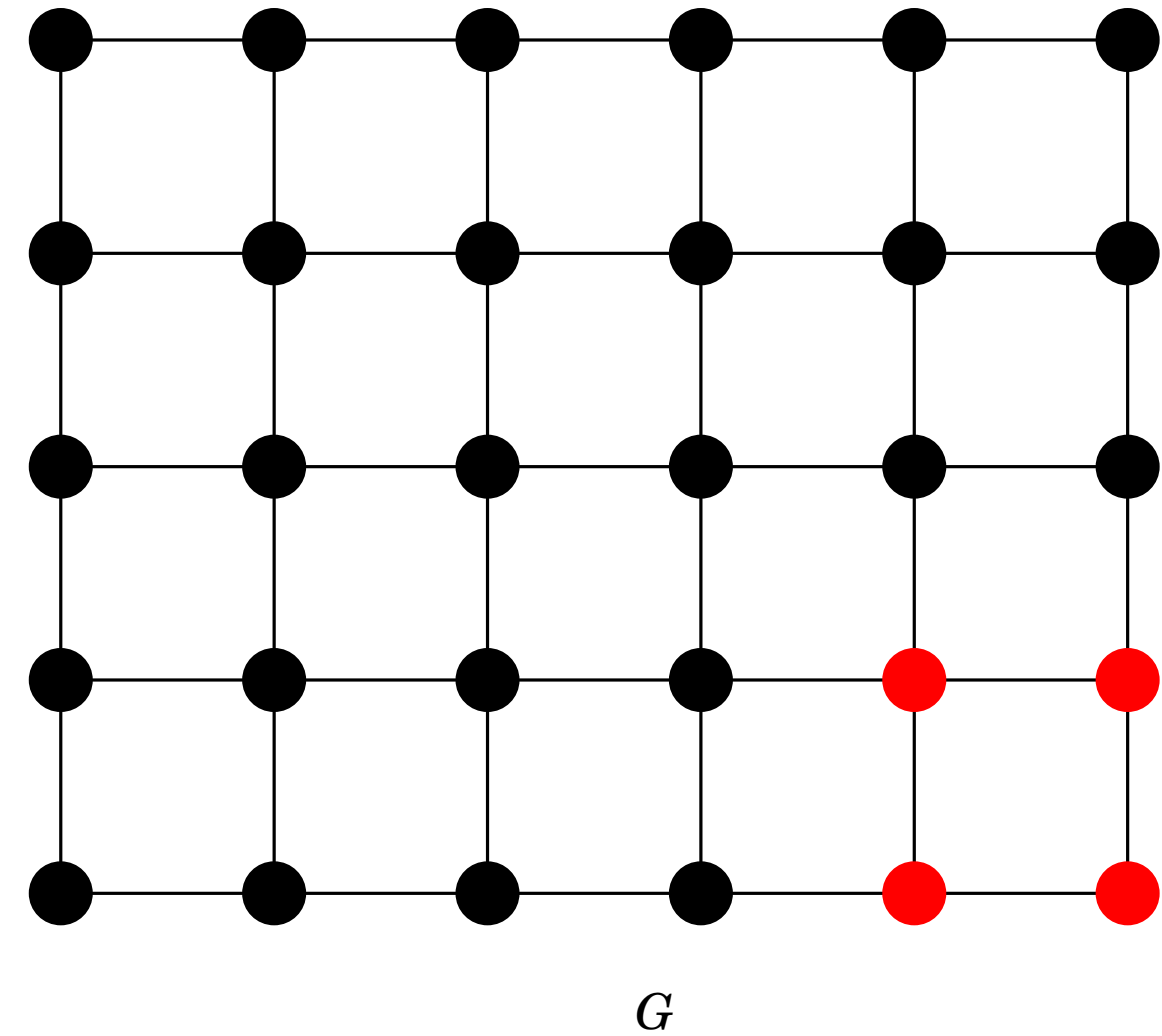
Table of content

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**

The non-signaling model

- Σ finite set of labels
 - always contains garbage output \perp

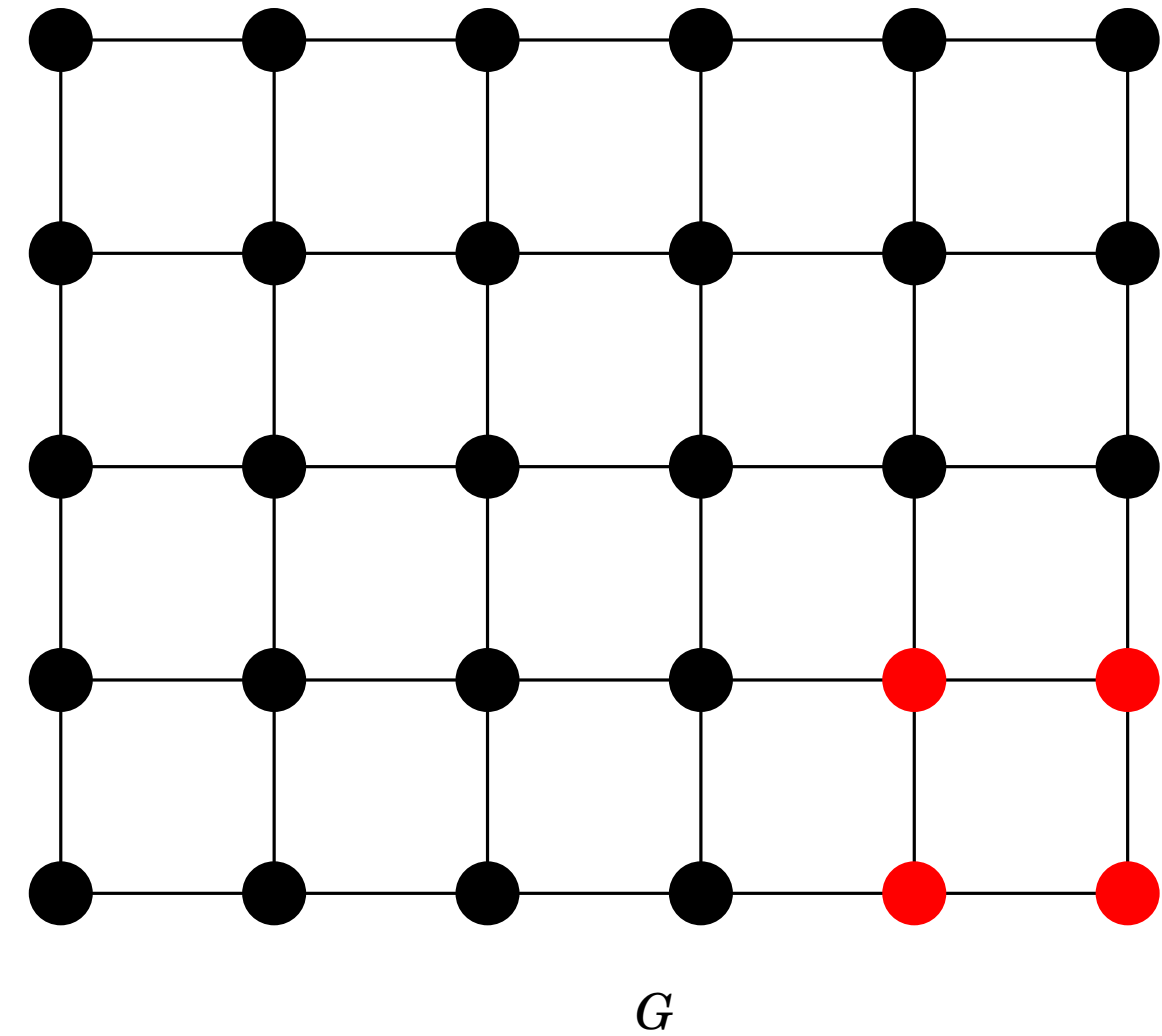
[STOC '24]



The non-signaling model

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $O: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$

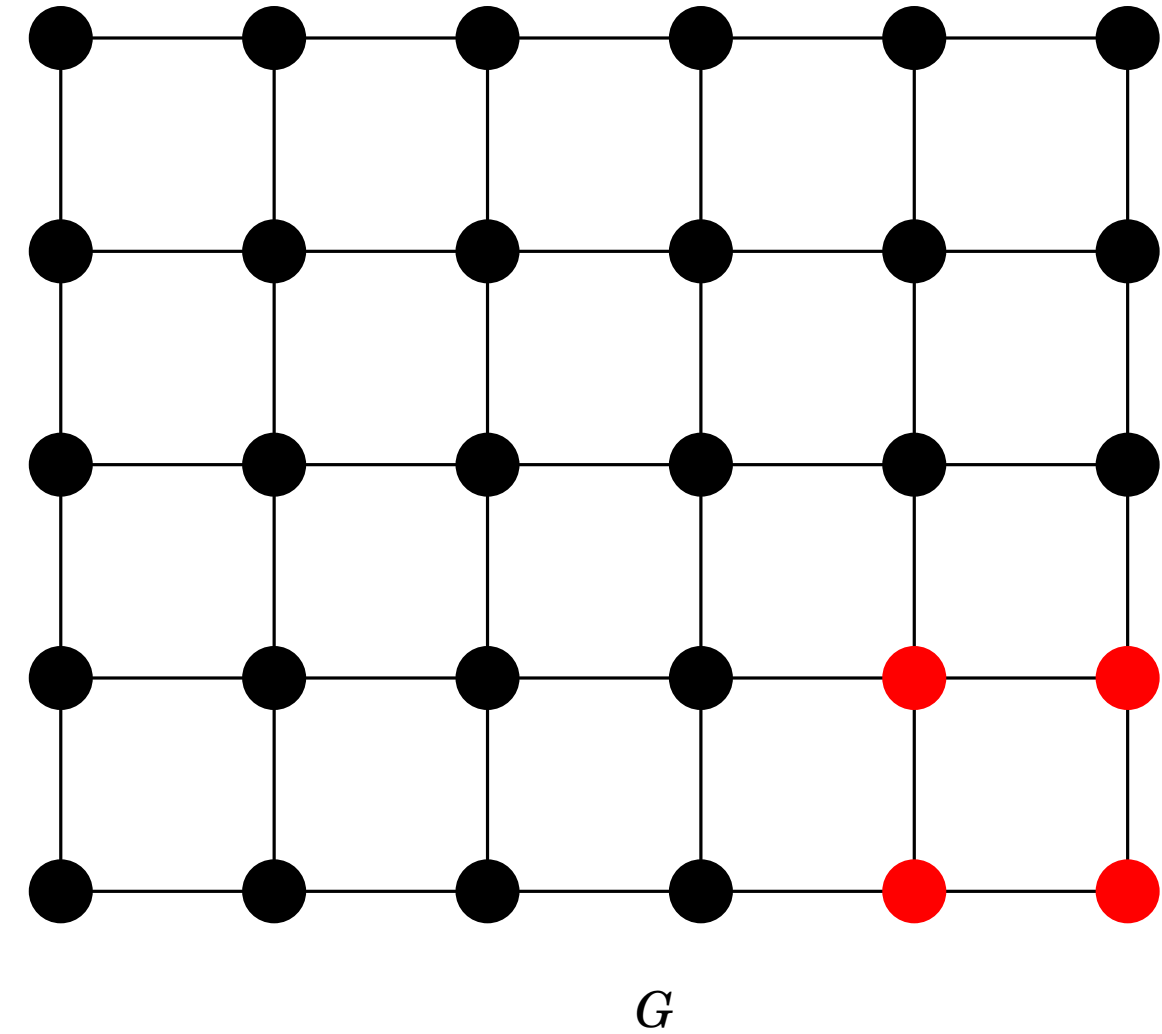
[STOC '24]



The non-signaling model

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling

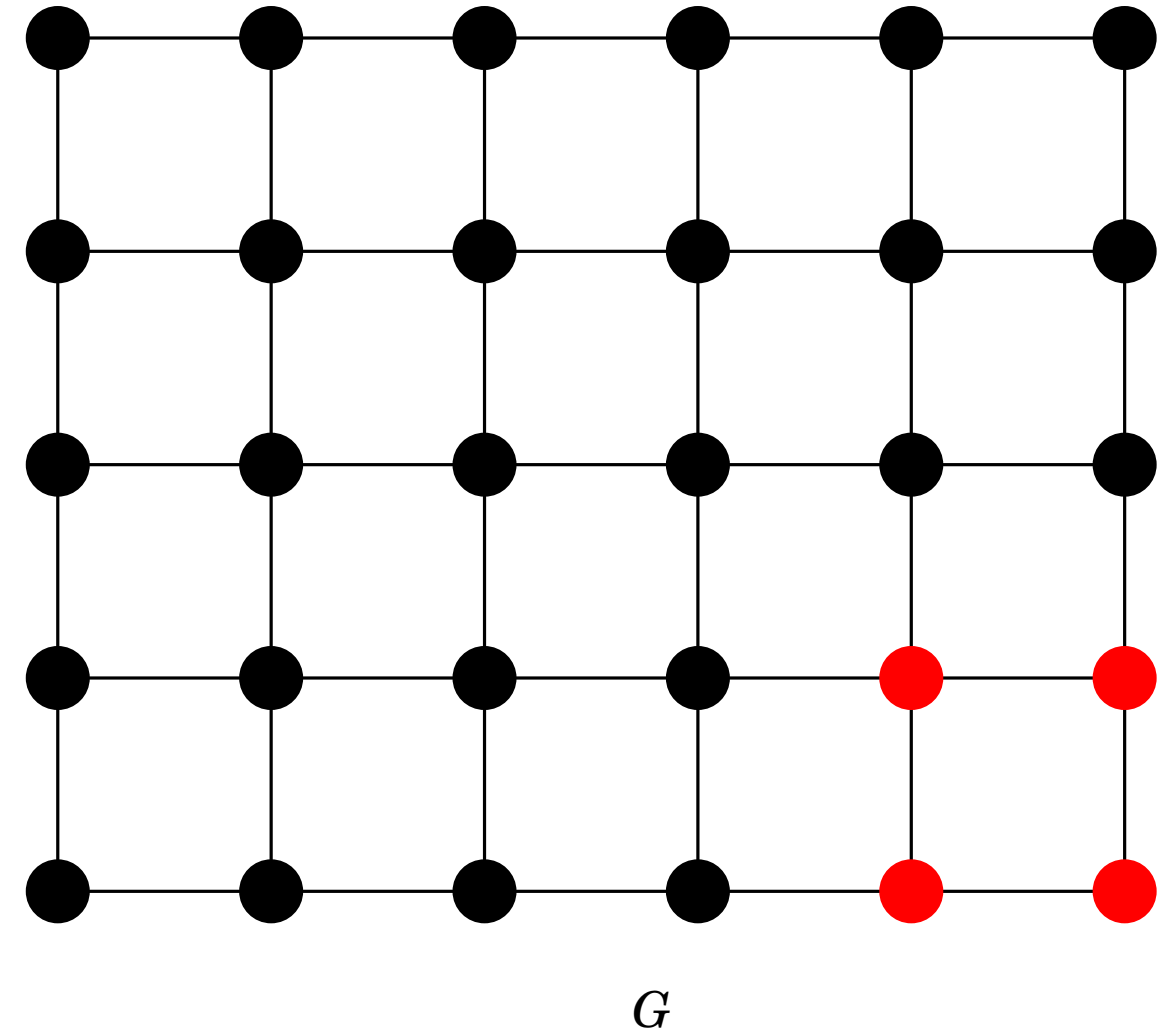
[STOC '24]



The non-signaling model

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$

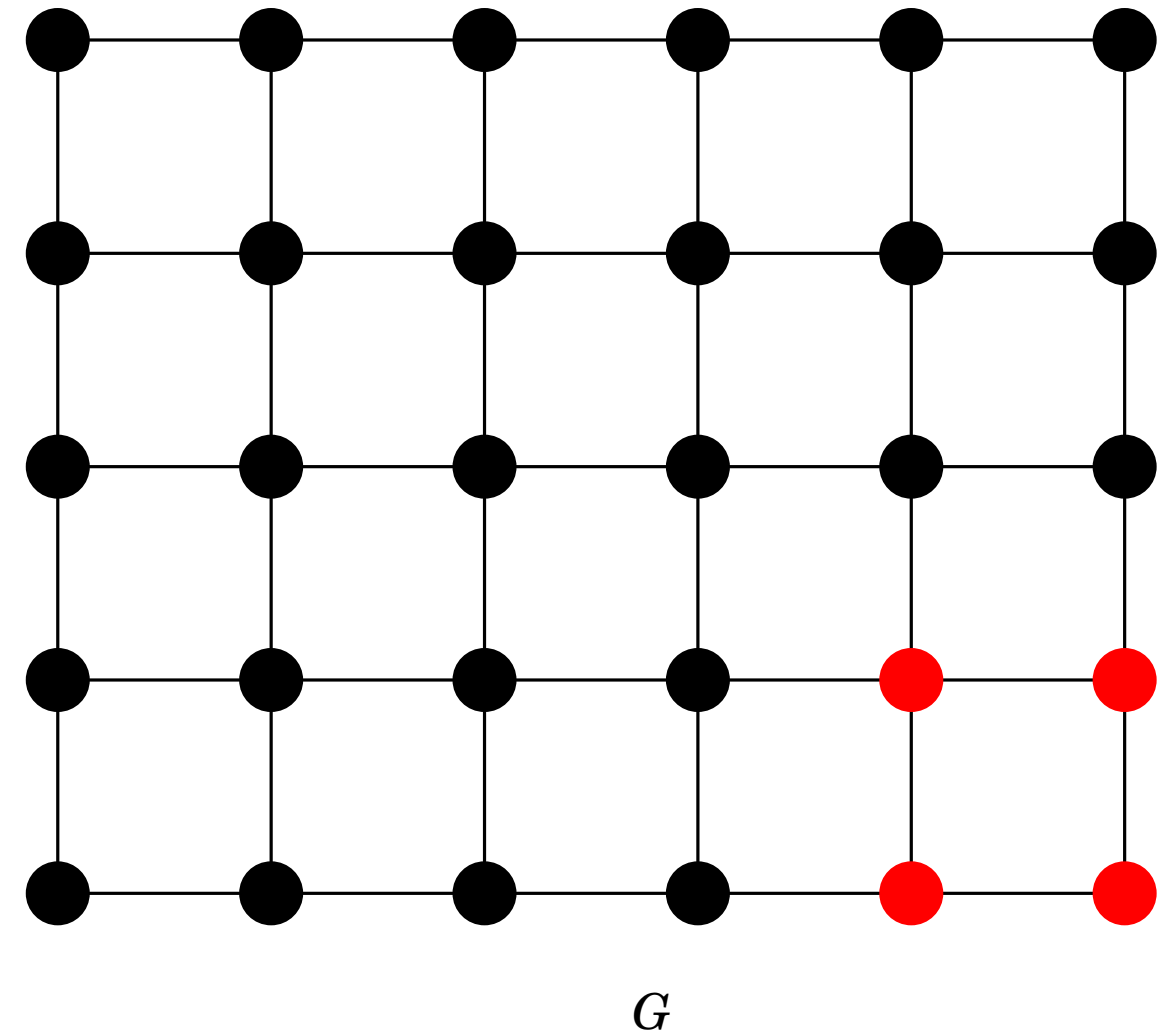
[STOC '24]



The non-signaling model

[STOC '24]

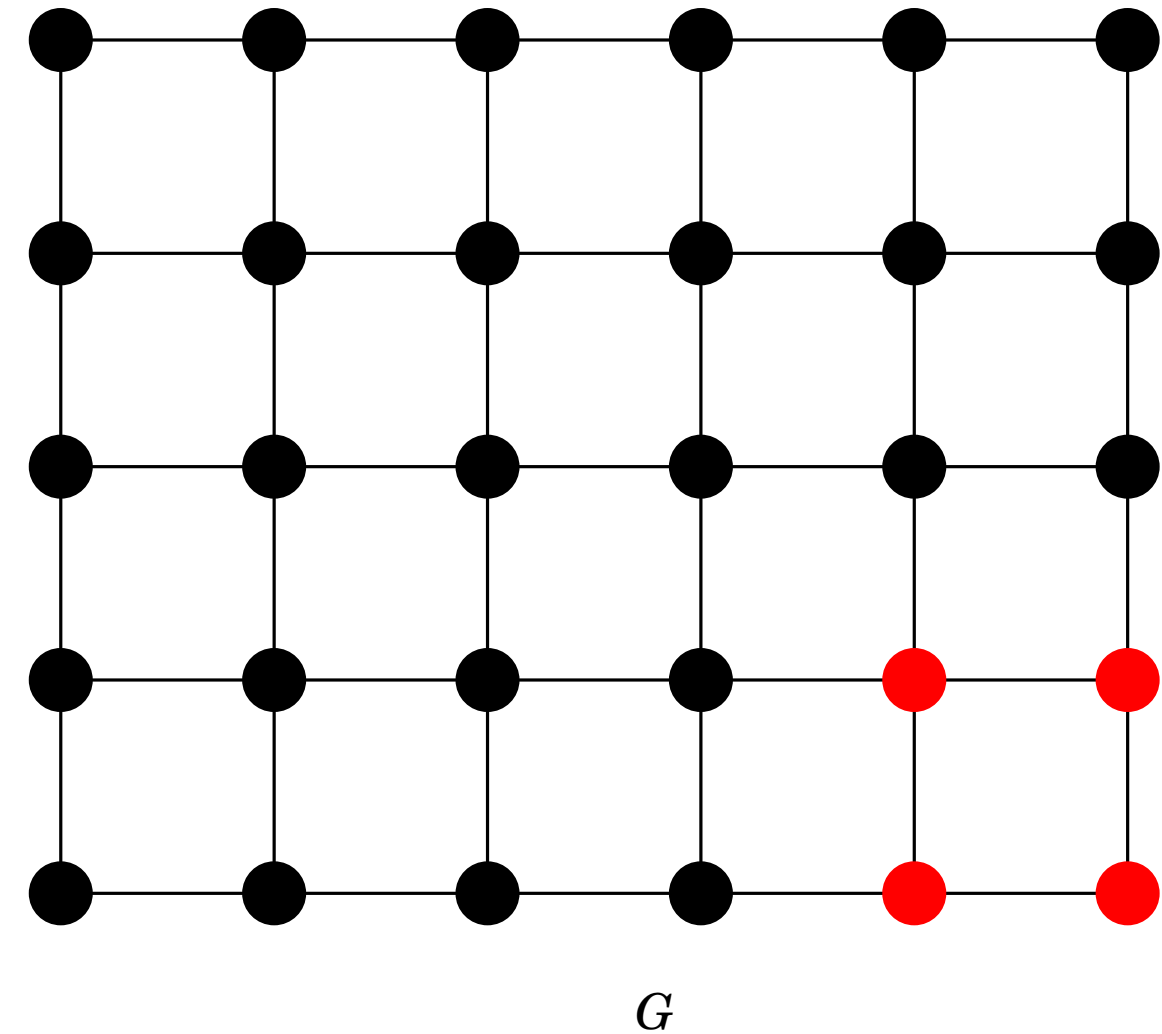
- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings



The non-signaling model

[STOC '24]

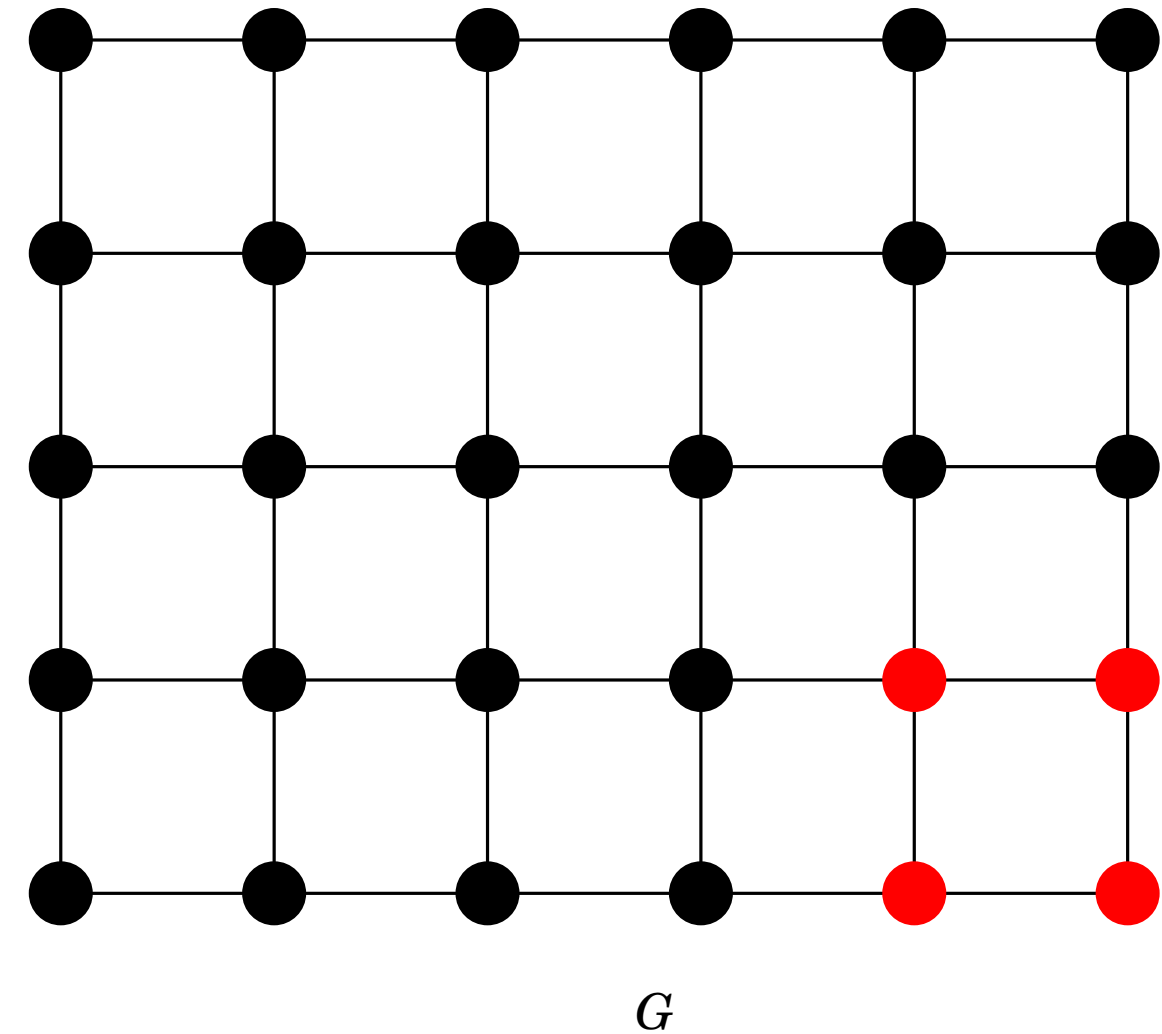
- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome**: function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$



The non-signaling model

[STOC '24]

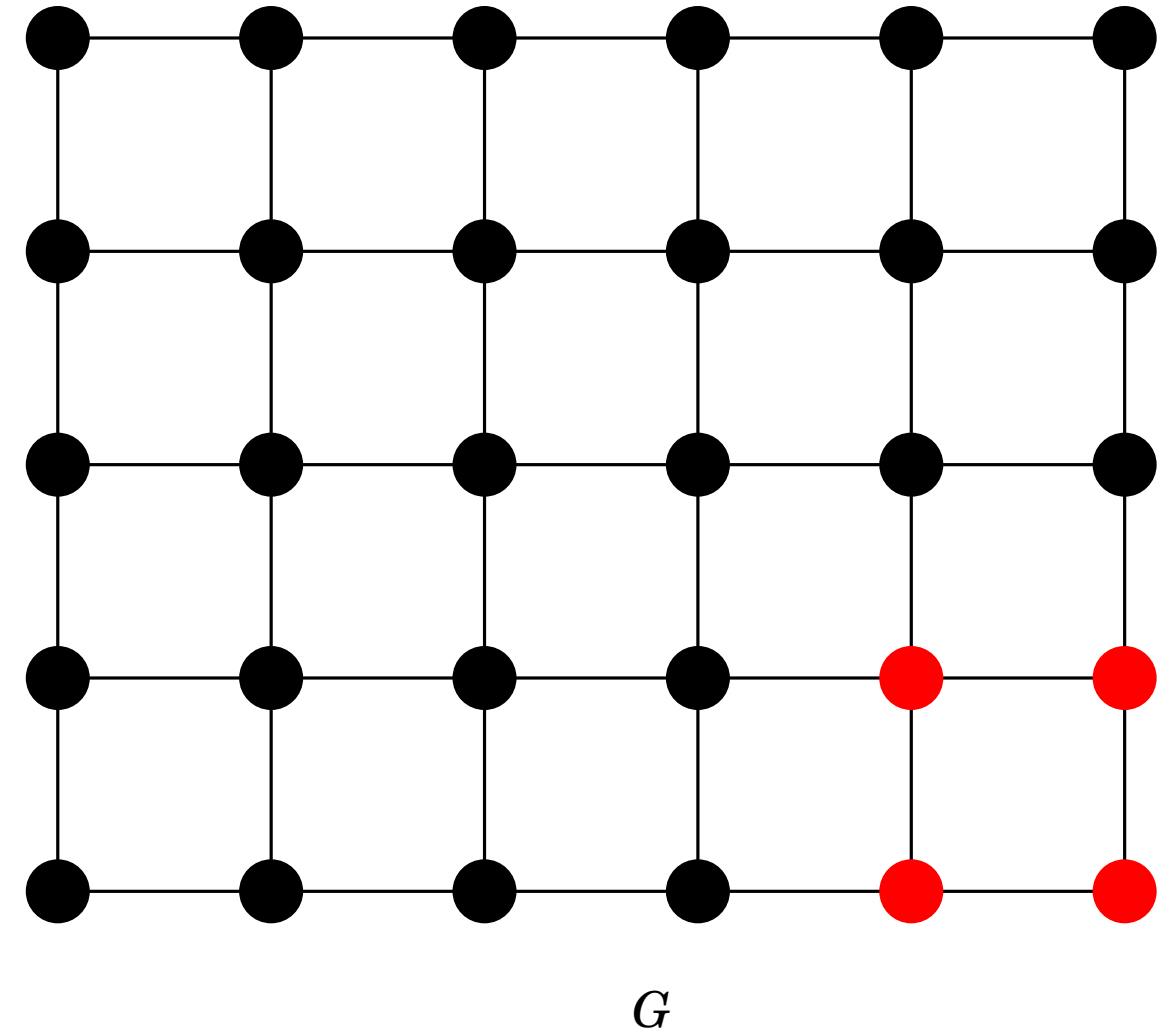
- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome**: function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$



The non-signaling model

[STOC '24]

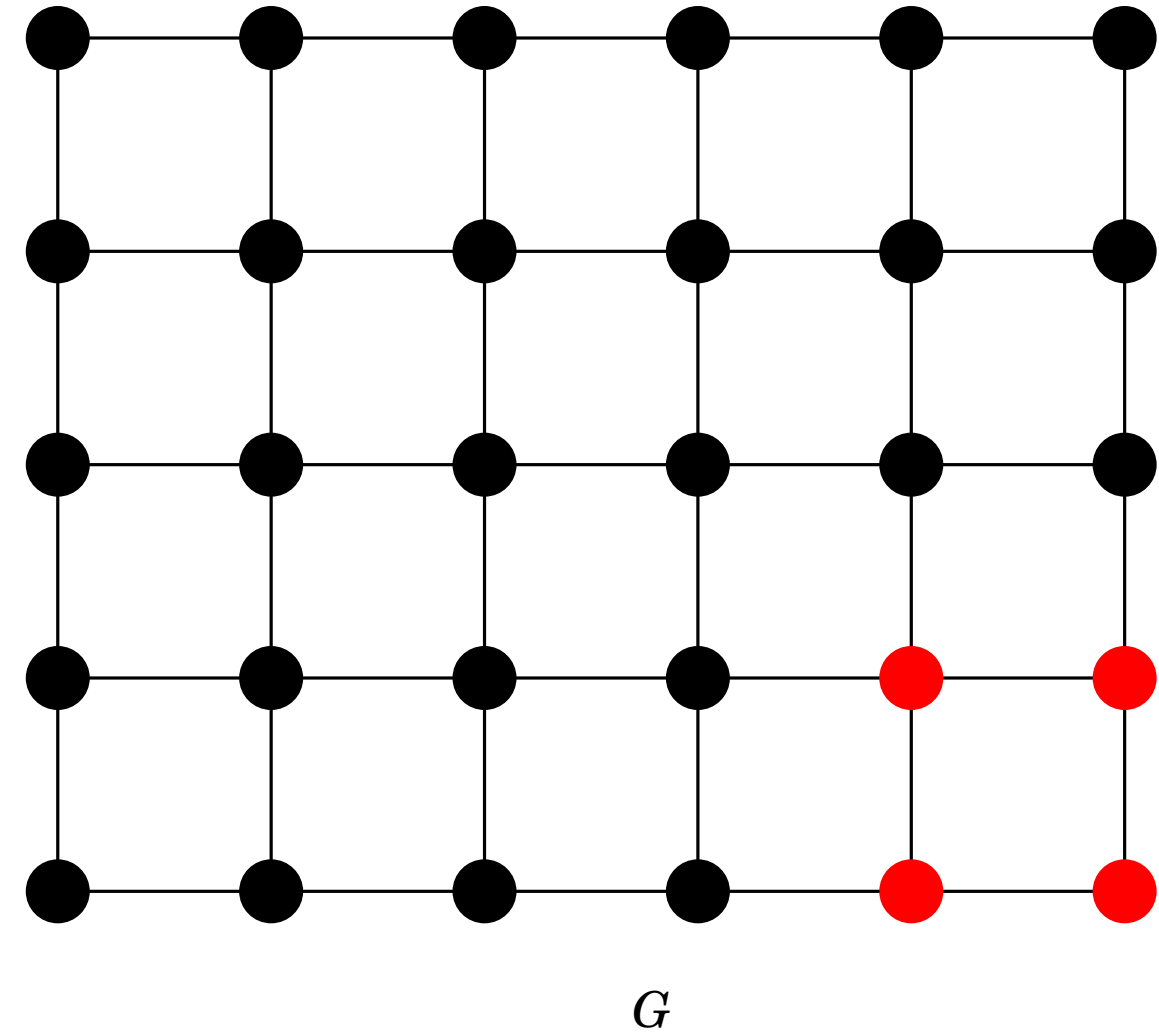
- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome**: function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$
 - $S \subseteq V(G), S' \subseteq V'(H)$ so that $G[S] \approx H[S']$ preserving x, y



The non-signaling model

[STOC '24]

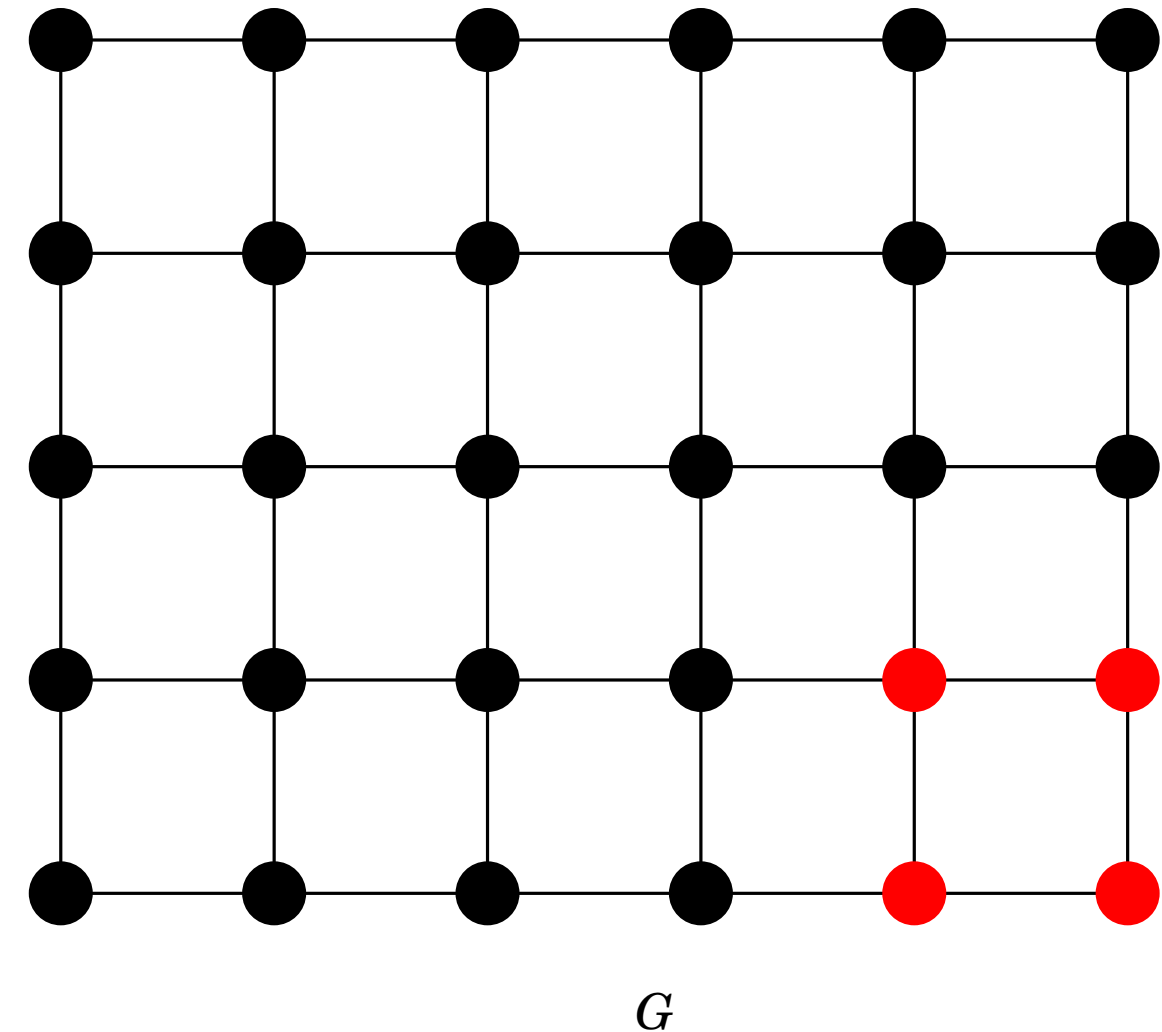
- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome**: function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$
 - $S \subseteq V(G), S' \subseteq V'(H)$ so that $G[S] \approx H[S']$ preserving x, y
 - $\mathcal{V}_T(G[S], x) \approx \mathcal{V}_T(H[S'], y)$



The non-signaling model

[STOC '24]

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$
 - $S \subseteq V(G), S' \subseteq V'(H)$ so that $G[S] \approx H[S']$ preserving x, y
 - $\mathcal{V}_T(G[S], x) \approx \mathcal{V}_T(H[S'], y)$

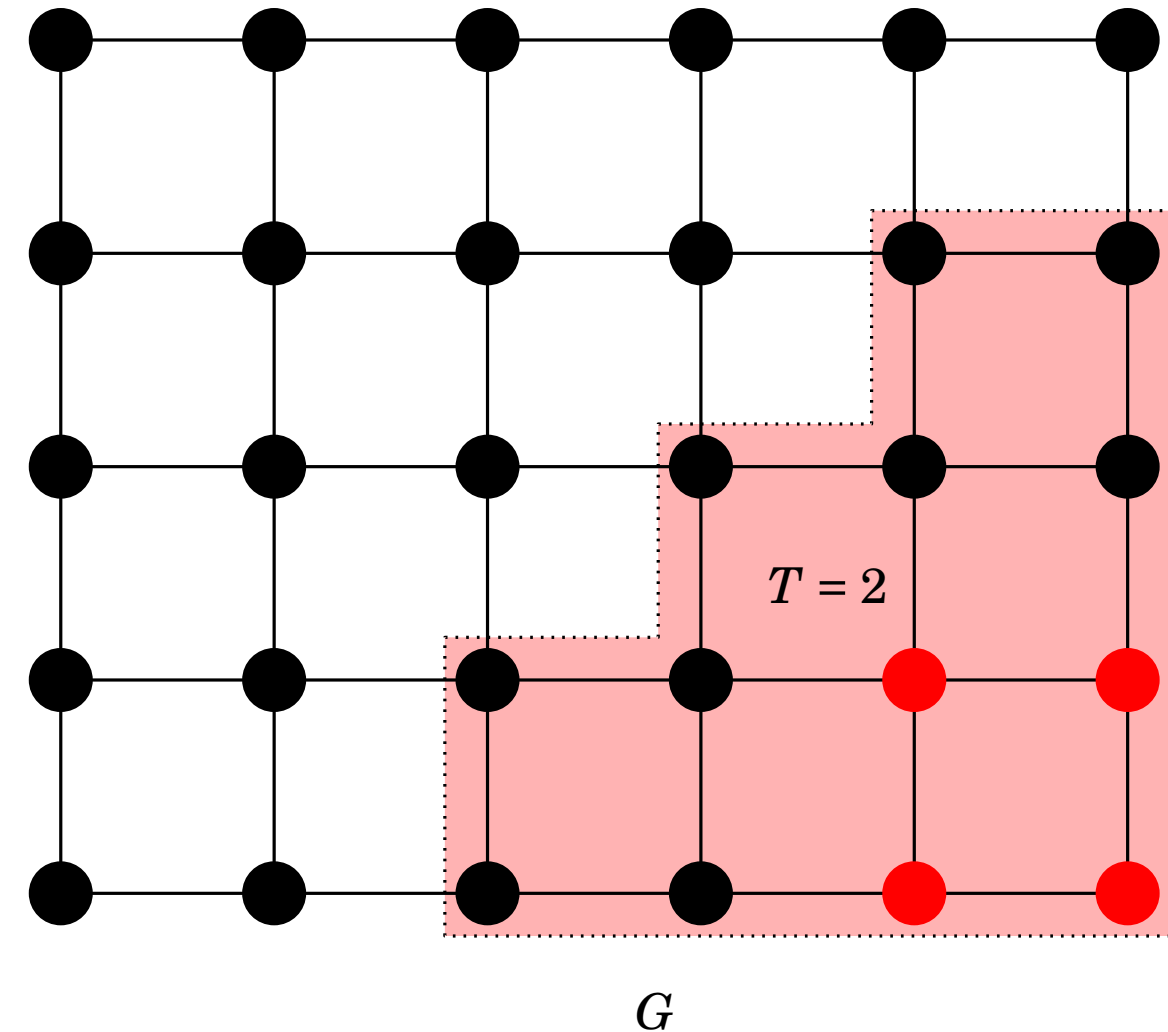


$$\rightarrow - \mathbf{O}(G, x) \upharpoonright_S \approx \mathbf{O}(H, y) \upharpoonright_{S'}$$

The non-signaling model

[STOC '24]

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$
 - $S \subseteq V(G), S' \subseteq V'(H)$ so that $G[S] \approx H[S']$ preserving x, y
 - $\mathcal{V}_T(G[S], x) \approx \mathcal{V}_T(H[S'], y)$

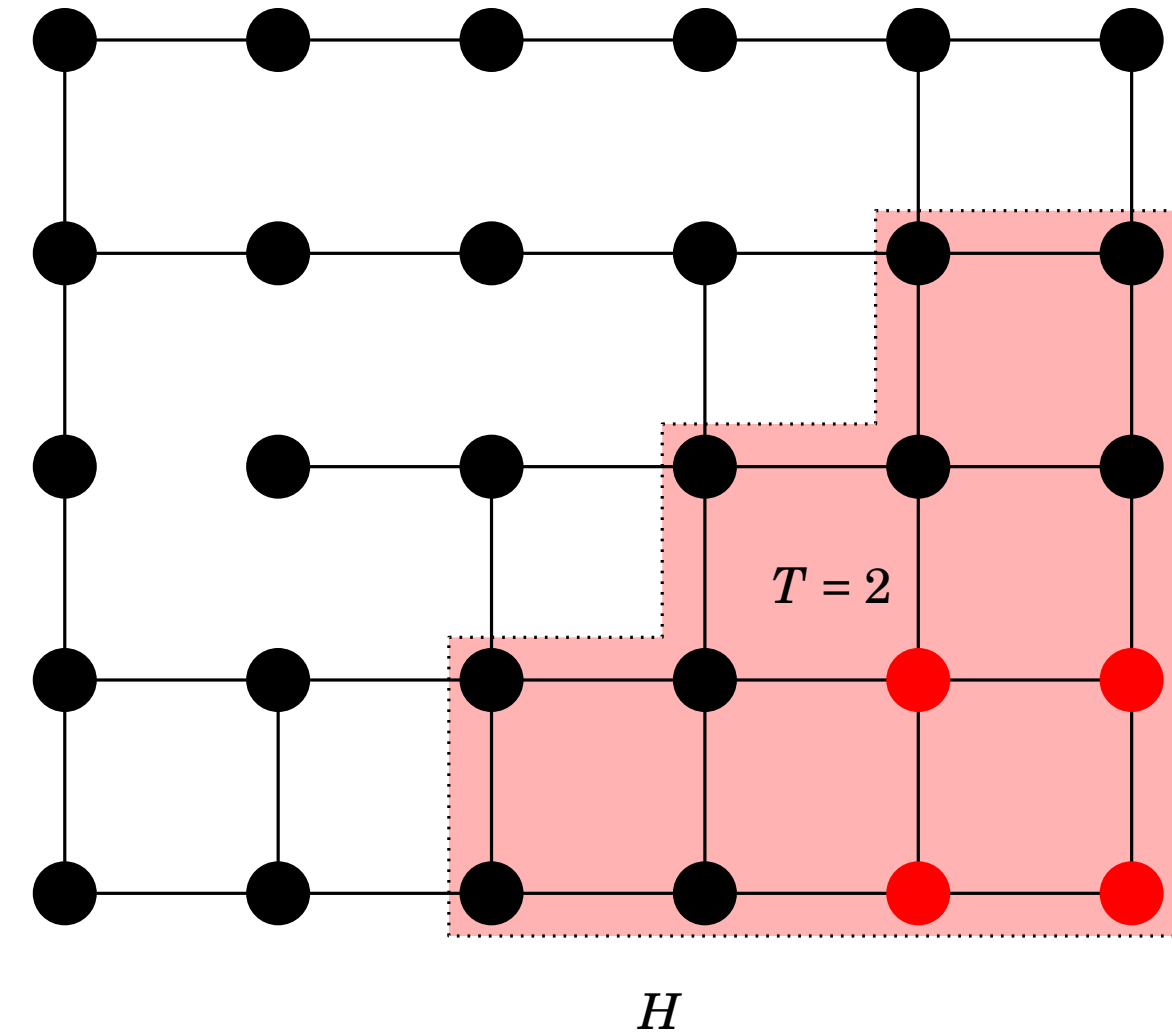


$$\rightarrow - \mathbf{O}(G, x) \upharpoonright_S \approx \mathbf{O}(H, y) \upharpoonright_{S'}$$

The non-signaling model

[STOC '24]

- Σ finite set of labels
 - always contains garbage output \perp
- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - $y_i: V(G) \rightarrow \Sigma$ node labeling
 - $p_i \geq 0$
 - $\sum_{i \in I} p_i = 1$
 - maps input graphs to probability distributions over output labelings
- **Non-signaling** beyond distance T
 - outcome $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
 - two inputs $(G, x), (H, y)$
 - $S \subseteq V(G), S' \subseteq V'(H)$ so that $G[S] \approx H[S']$ preserving x, y
 - $\mathcal{V}_T(G[S], x) \approx \mathcal{V}_T(H[S'], y)$

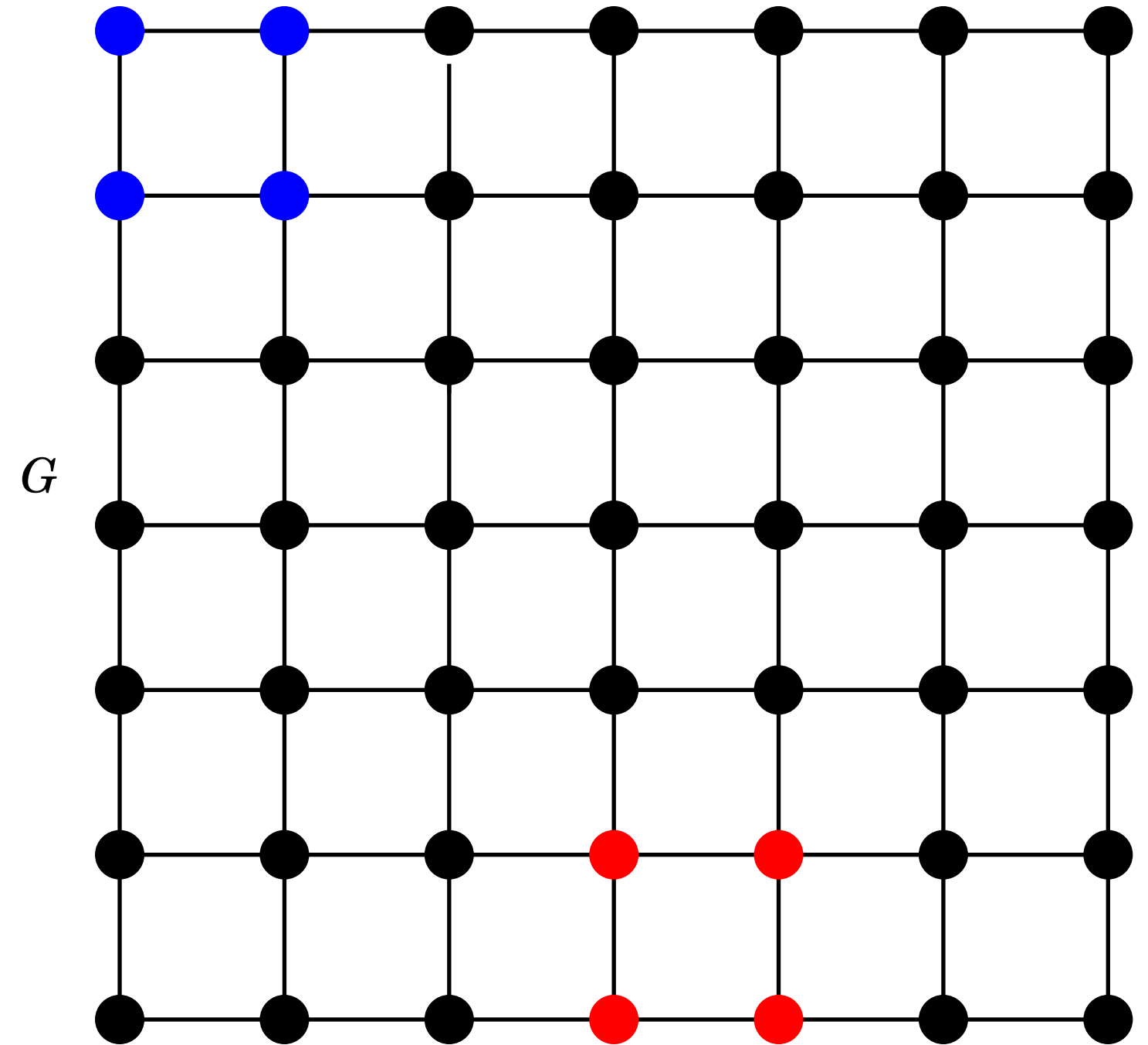


$$\rightarrow - \mathbf{O}(G, x) \upharpoonright_S \approx \mathbf{O}(H, y) \upharpoonright_{S'}$$

The bounded-dependence model

[STOC '25a]

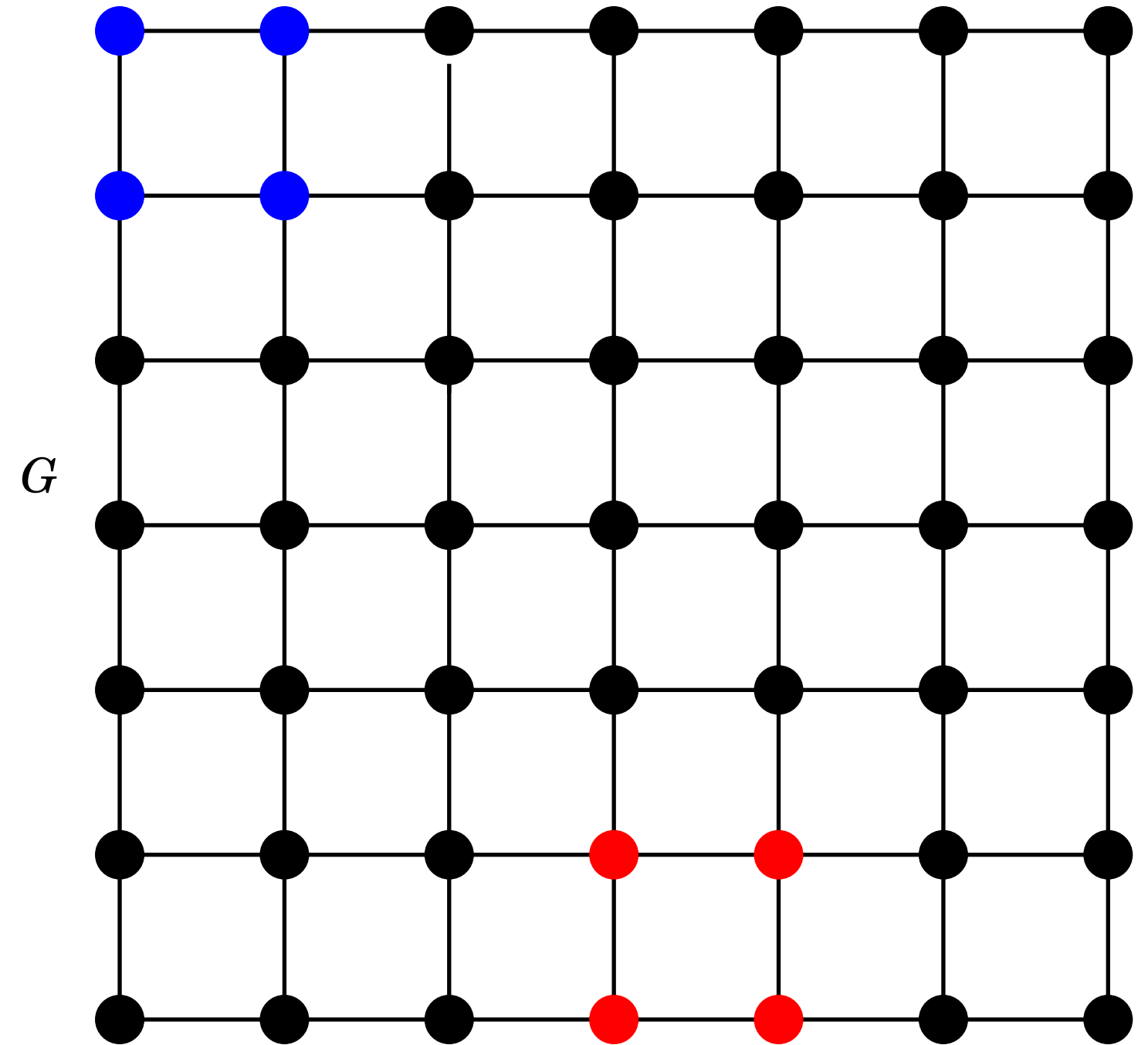
- **Outcome:** function $O: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
- **Non-signaling** beyond distance T



The bounded-dependence model

[STOC '25a]

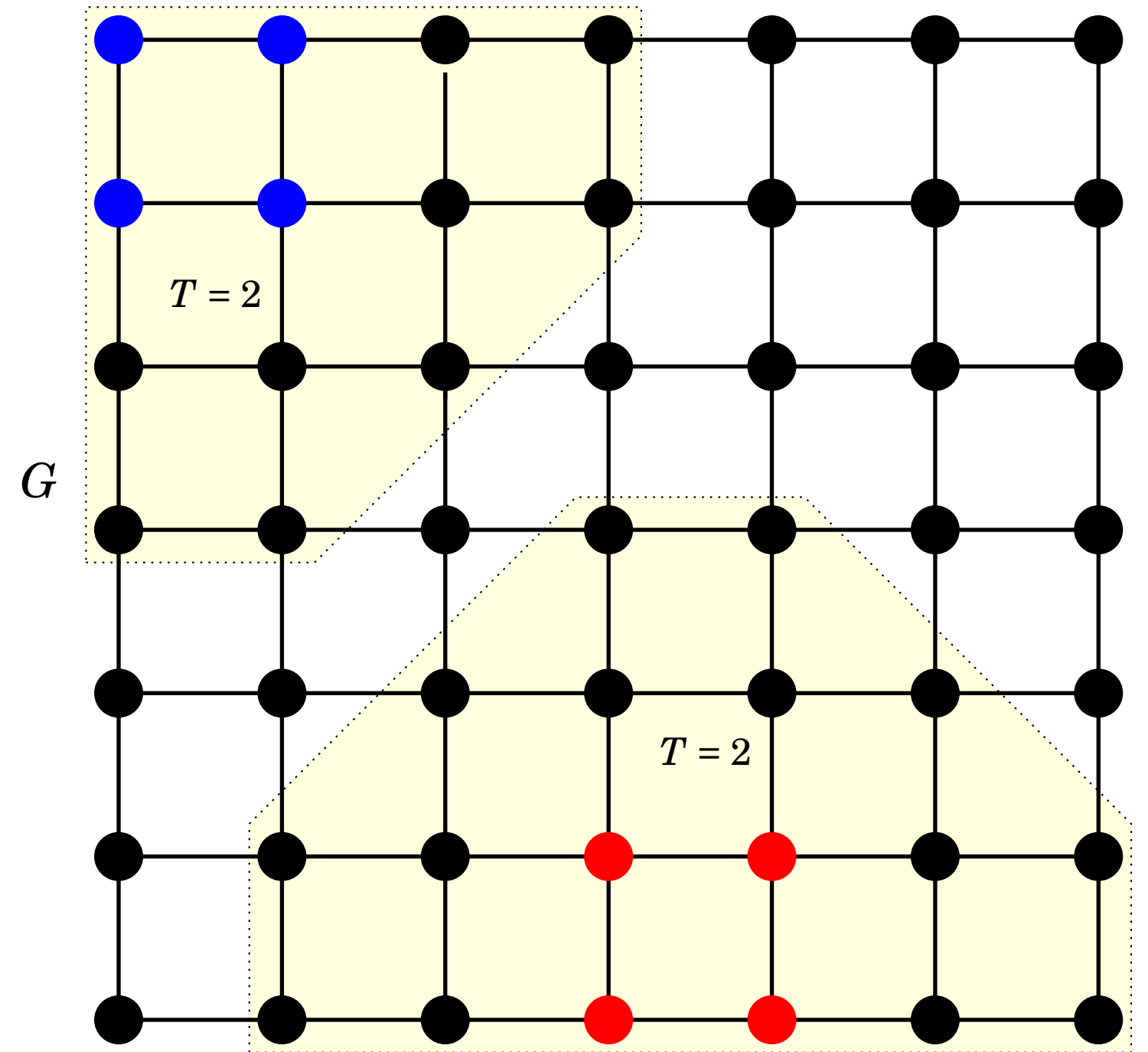
- **Outcome:** function $O: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
- **Non-signaling** beyond distance T
- **Independence** at distance $\geq 2T + 1$



The bounded-dependence model

[STOC '25a]

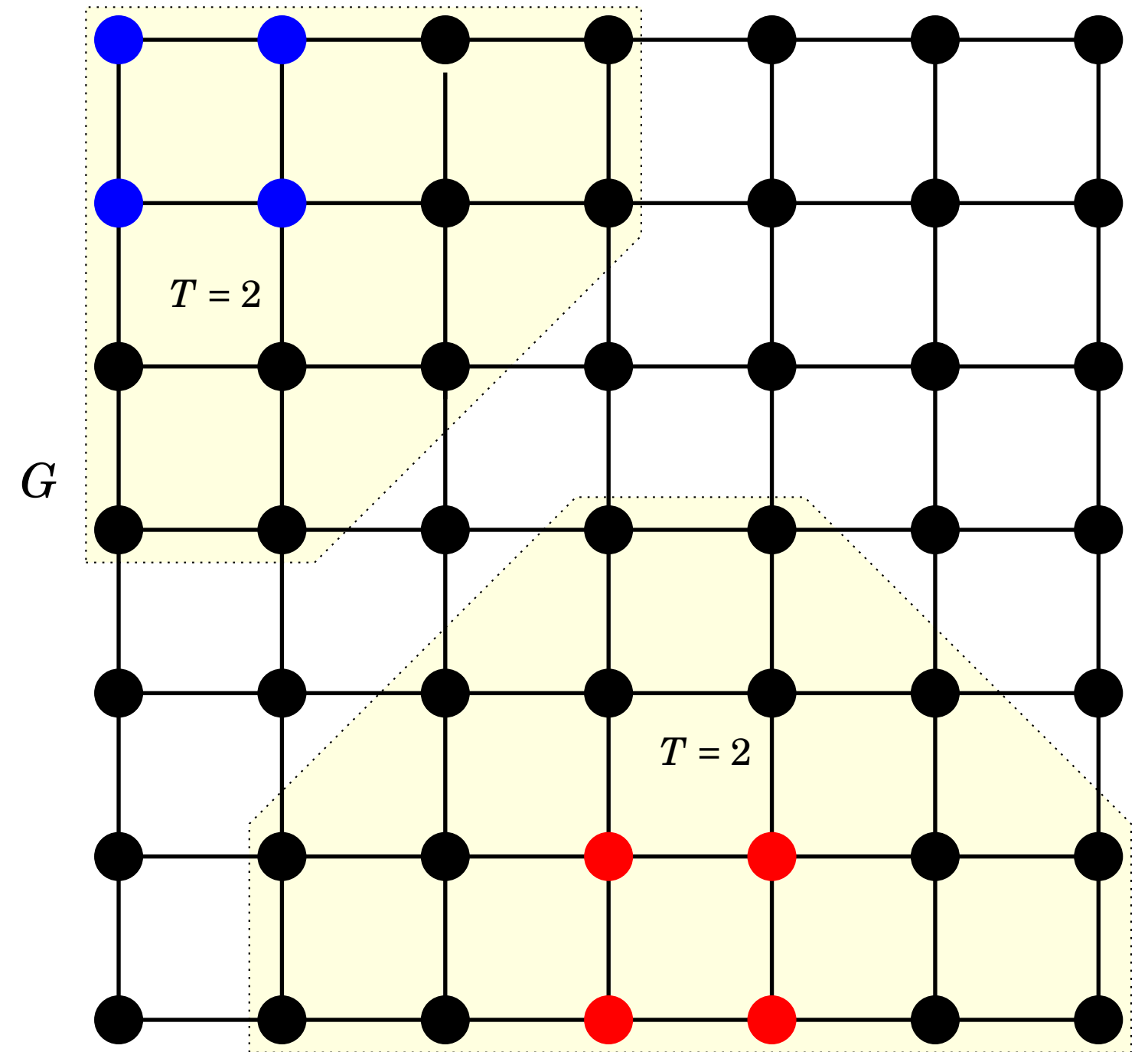
- **Outcome:** function $O: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
- **Non-signaling** beyond distance T
- **Independence** at distance $\geq 2T + 1$



The bounded-dependence model

[STOC '25a]

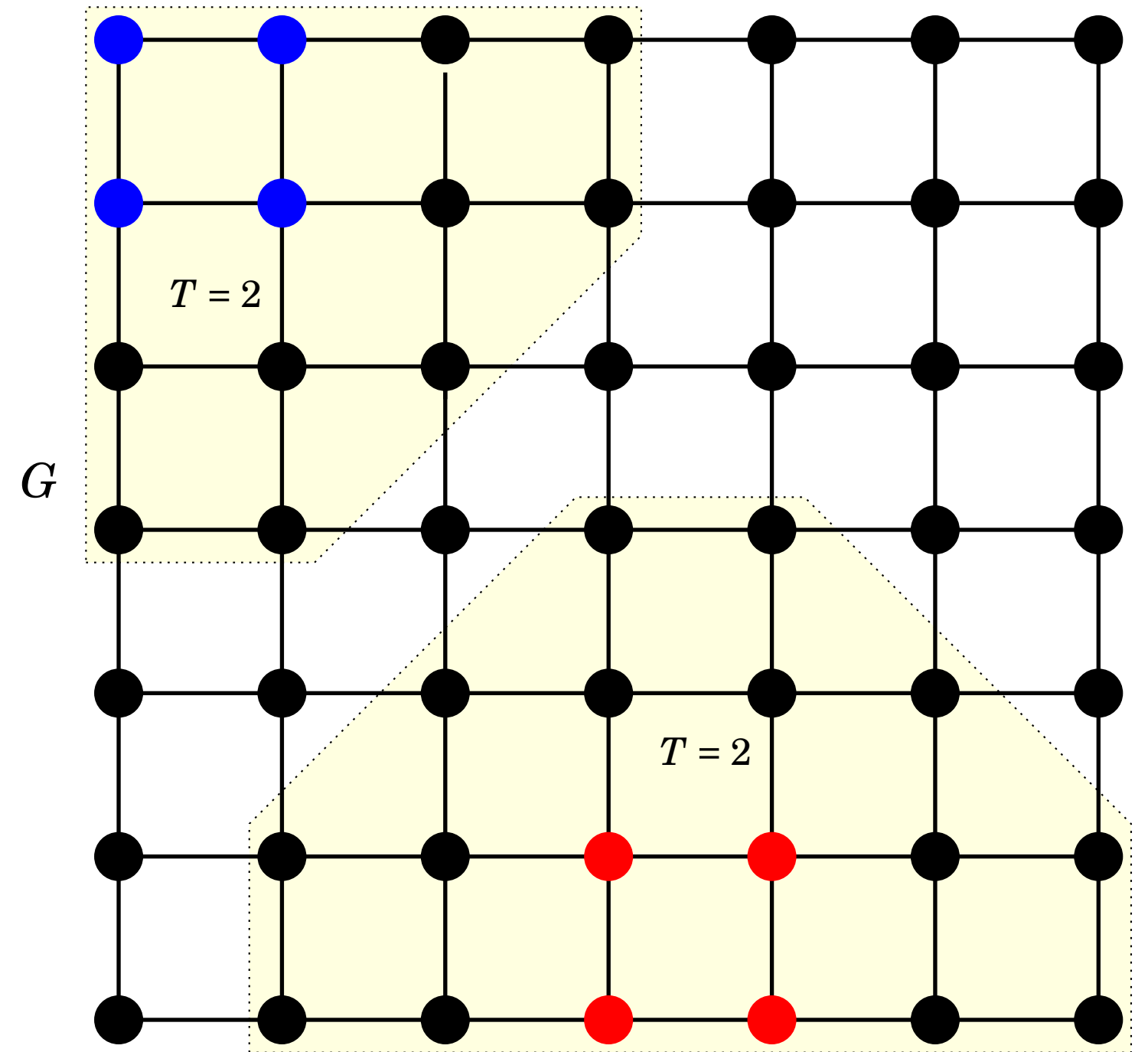
- **Outcome:** function $O: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
- **Non-signaling** beyond distance T
- **Independence** at distance $\geq 2T + 1$
- Bounded-dependent distribution with locality T



The bounded-dependence model

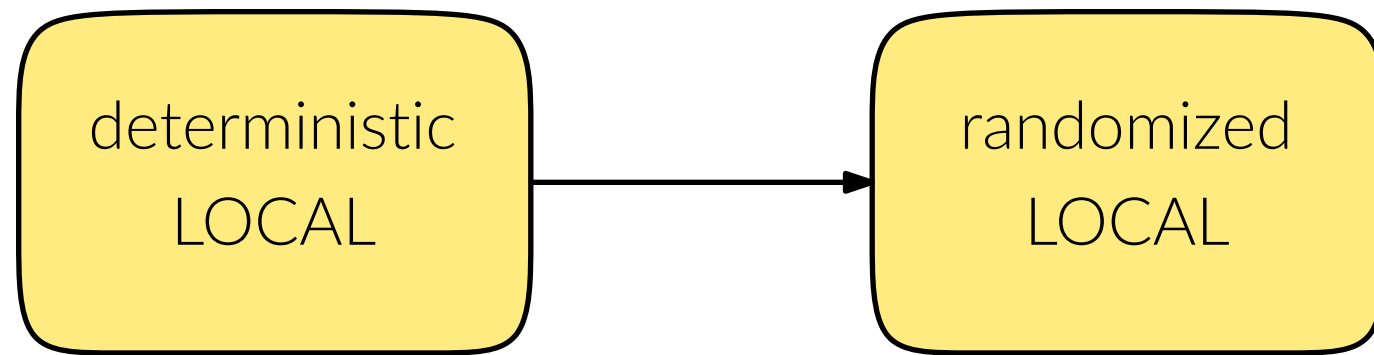
[STOC '25a]

- **Outcome:** function $\mathbf{O}: (G, x) \mapsto \{(y_i, p_i)\}_{i \in I}$
- **Non-signaling** beyond distance T
- **Independence** at distance $\geq 2T + 1$
- Bounded-dependent distribution with locality T
 - if $T = O(1)$, *finitely-dependent* distribution



Relations among models

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



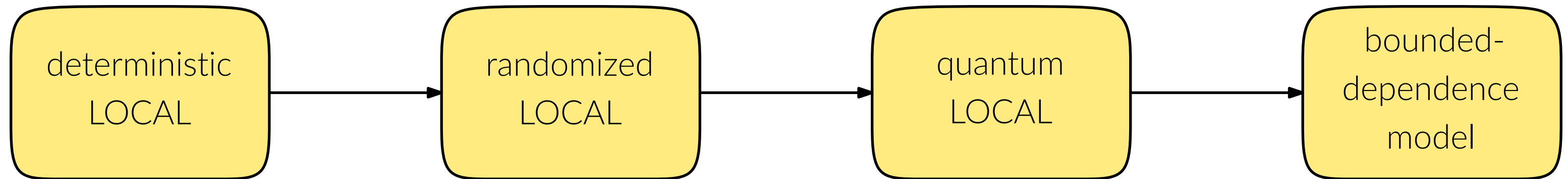
Relations among models

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



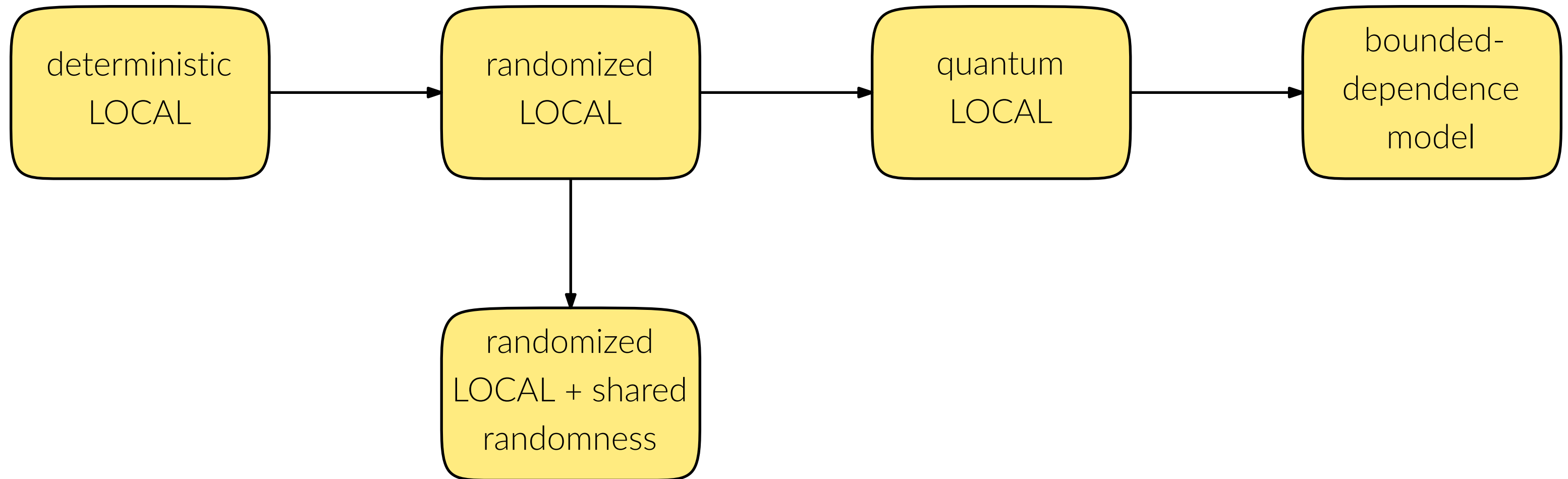
Relations among models

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



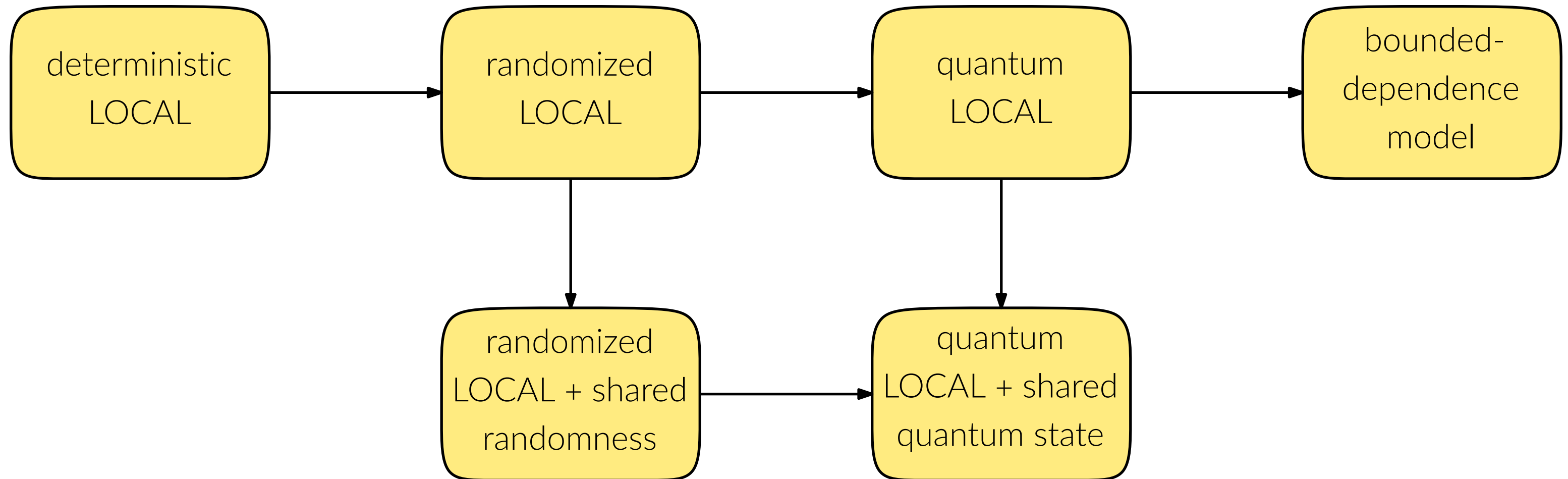
Relations among models

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



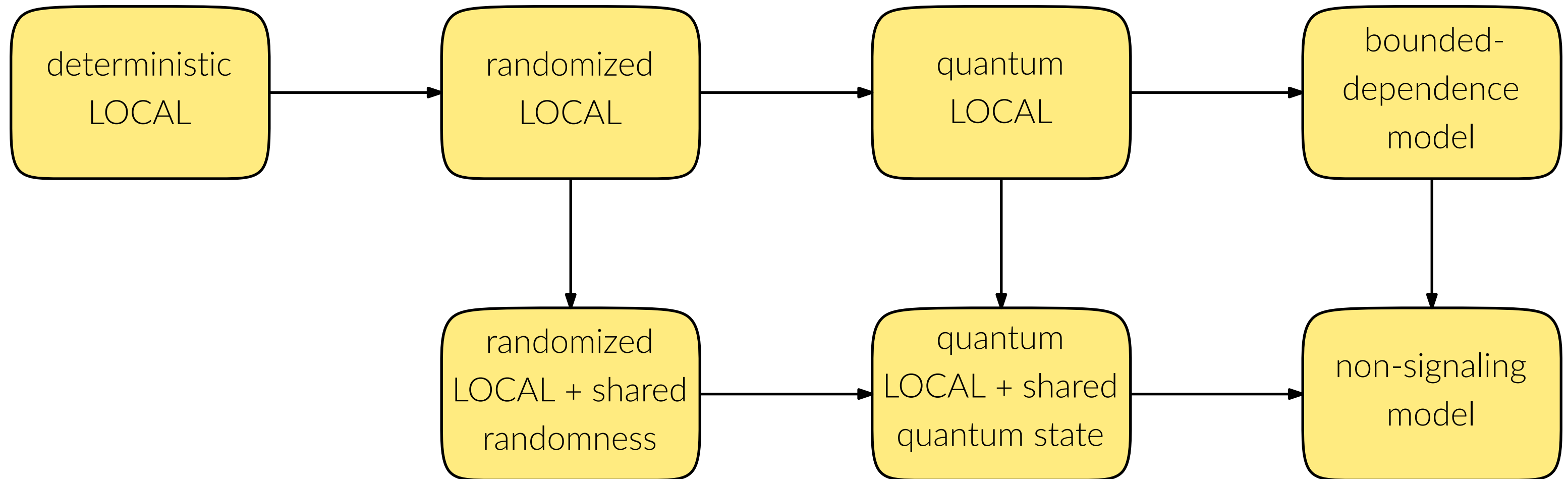
Relations among models

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



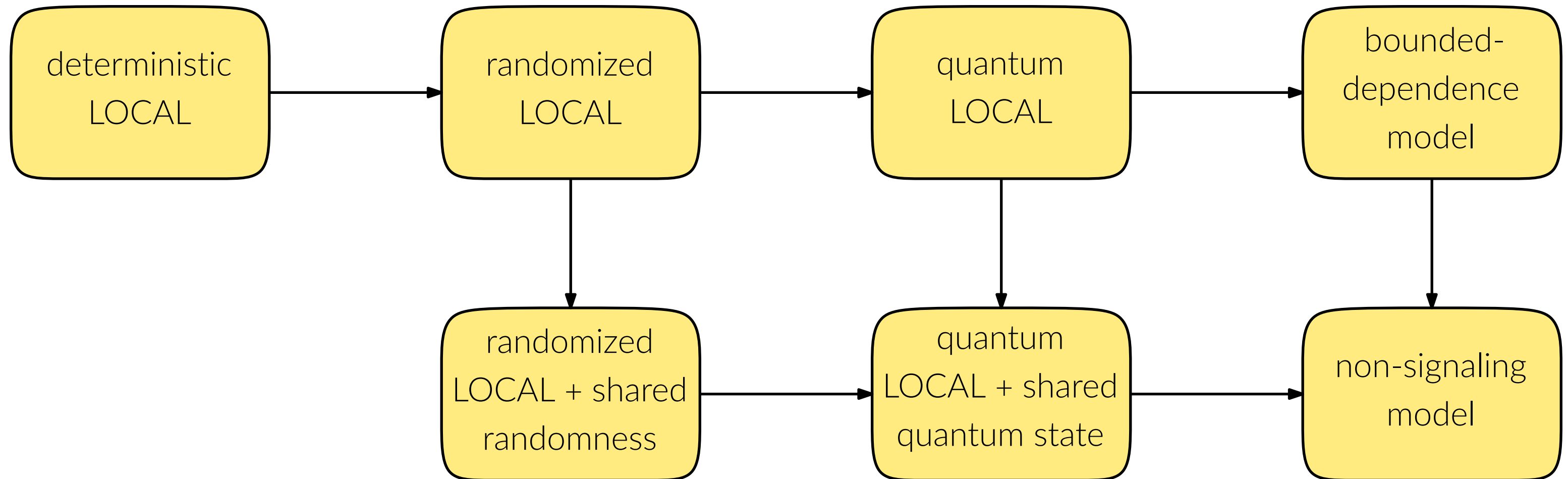
Relations among models

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



Relations among models

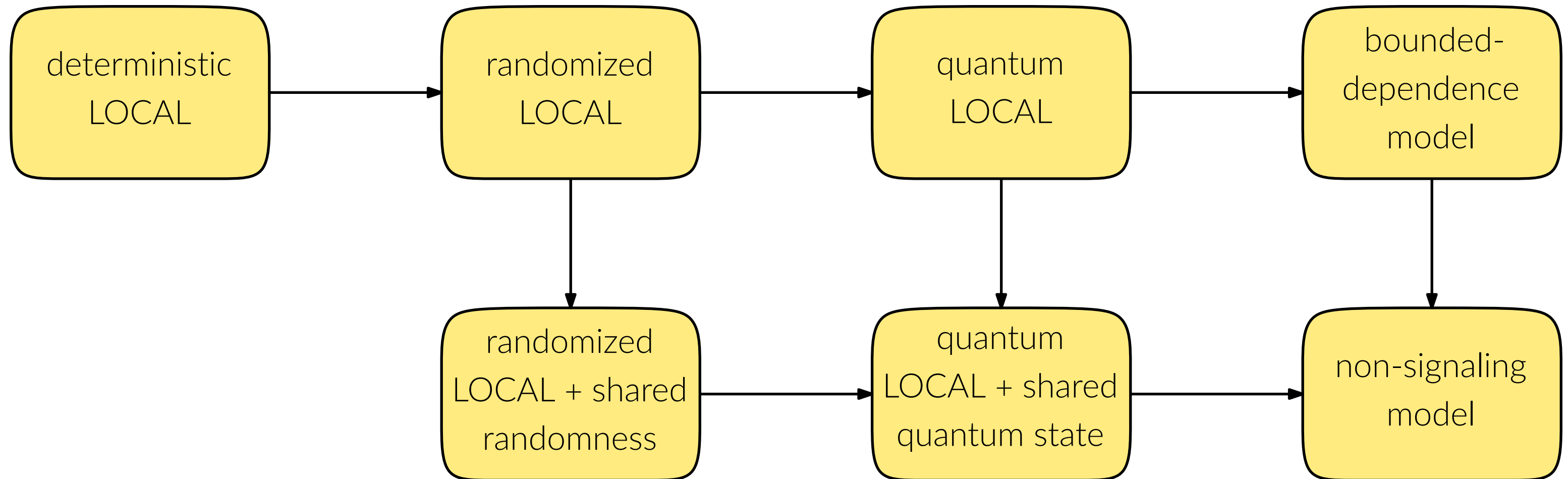
- $X \rightarrow Y$ means that locality T in X becomes locality $O(T)$ in Y



- Is it possible to “**sandwich**” **quantum-LOCAL** between weaker and stronger models?

Relations among models

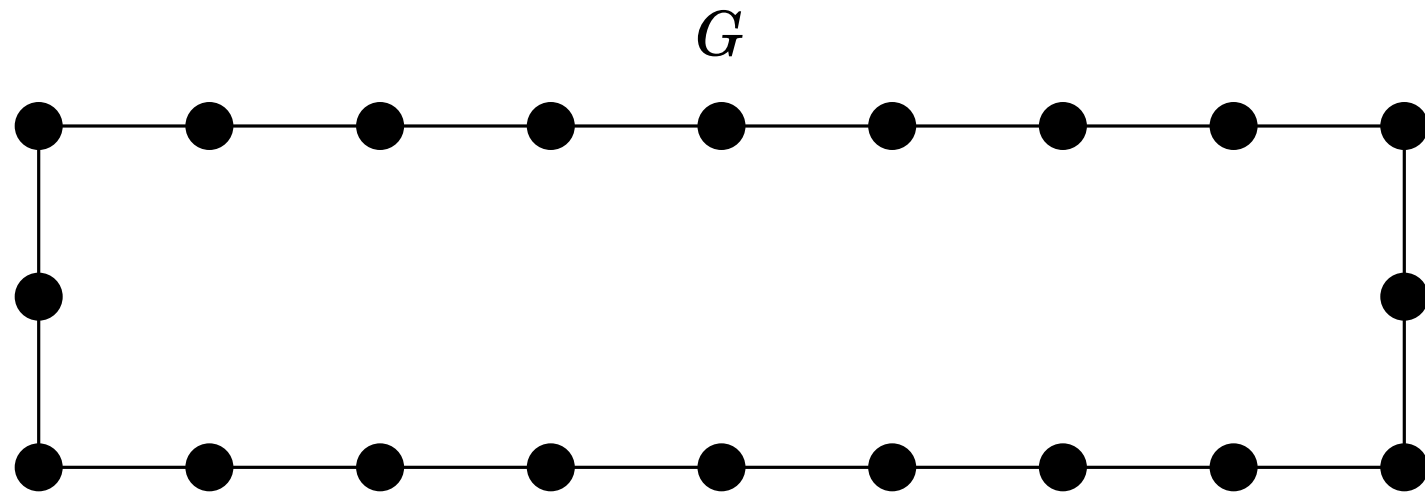
- $X \rightarrow Y$ means that locality T in X becomes locality $O(T)$ in Y



- Is it possible to “**sandwich**” **quantum-LOCAL** between weaker and stronger models?
 - yes!

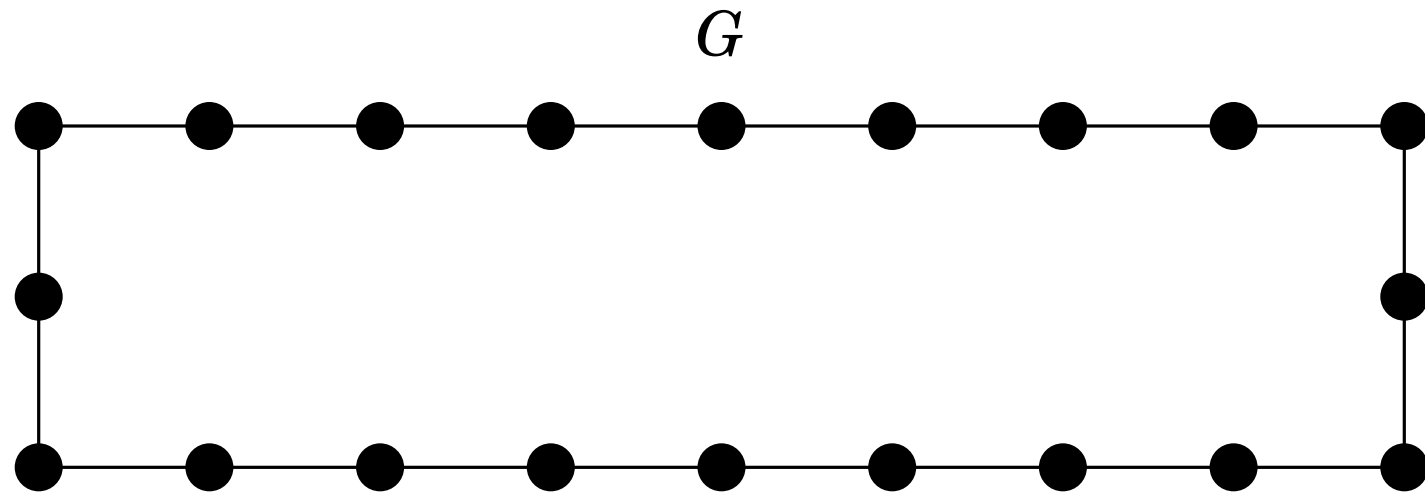
Indistinguishability argument

- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



Indistinguishability argument

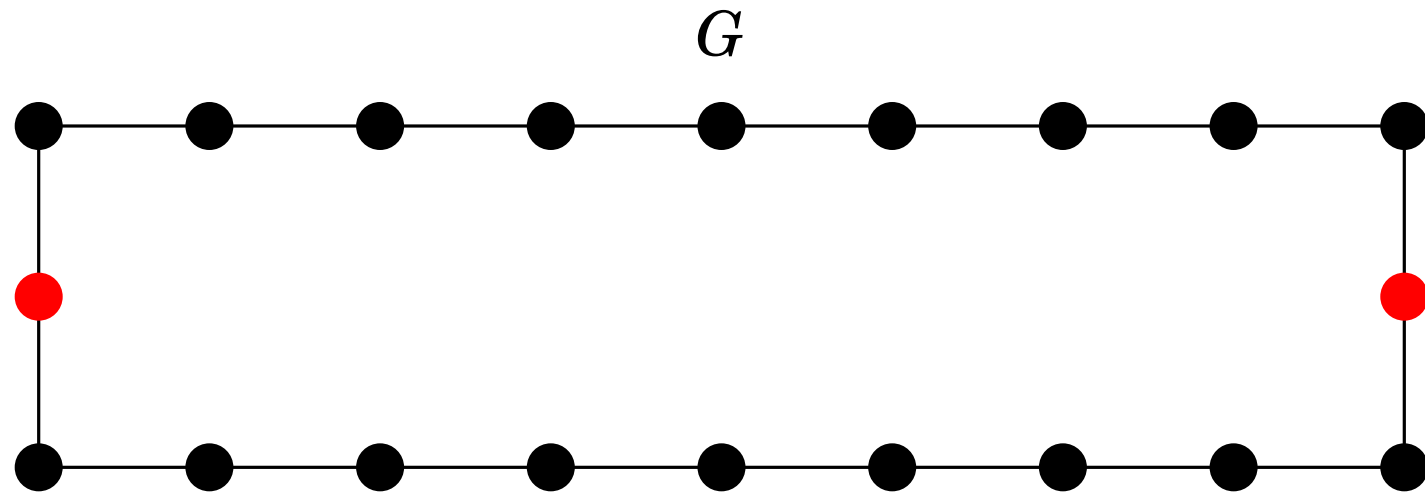
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$

Indistinguishability argument

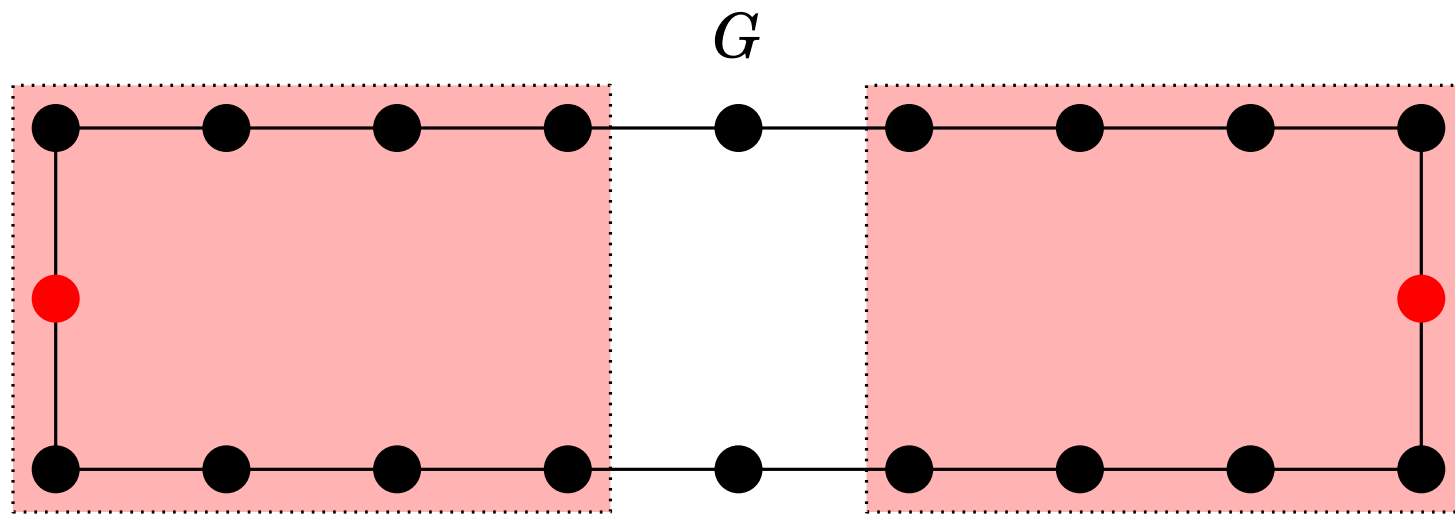
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$

Indistinguishability argument

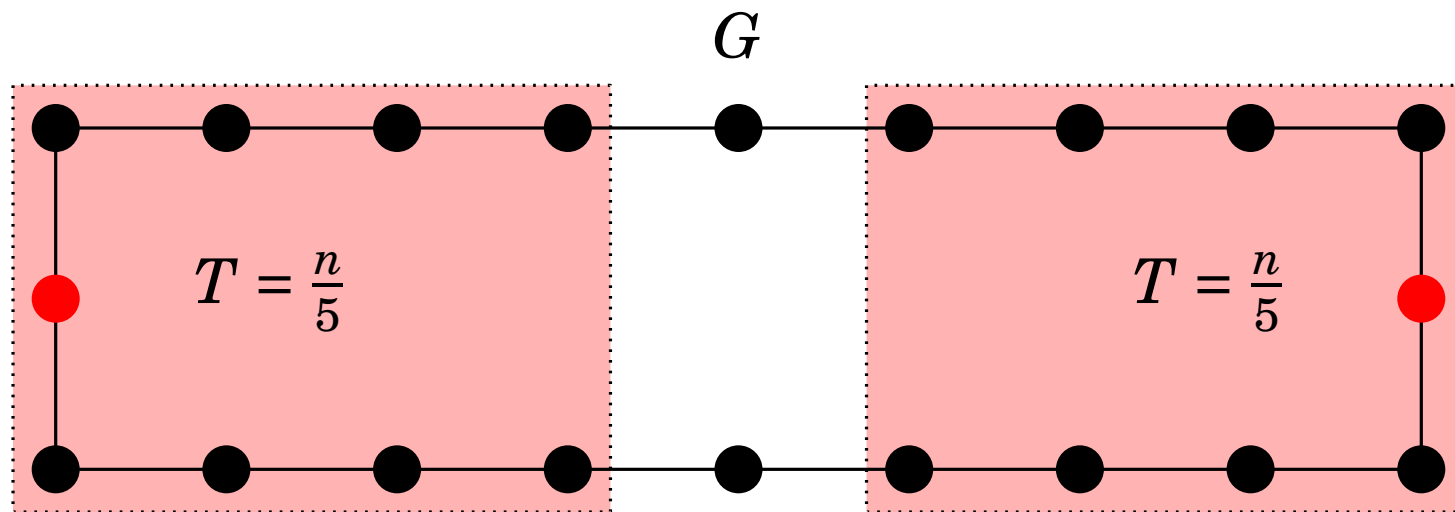
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$

Indistinguishability argument

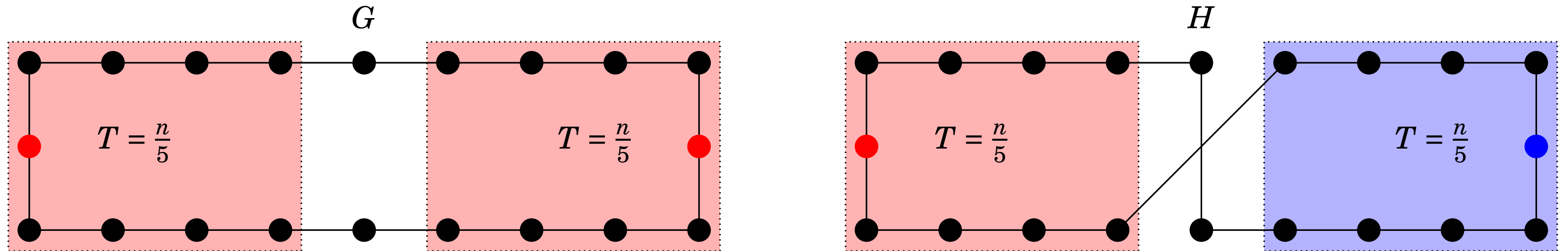
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$

Indistinguishability argument

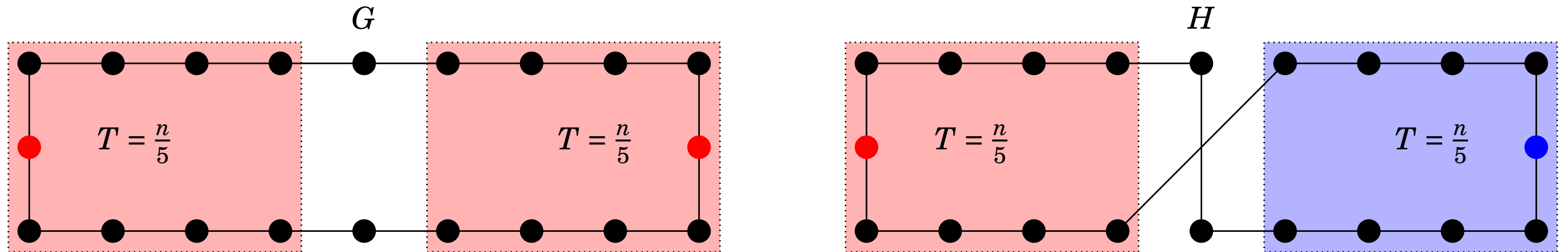
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$

Indistinguishability argument

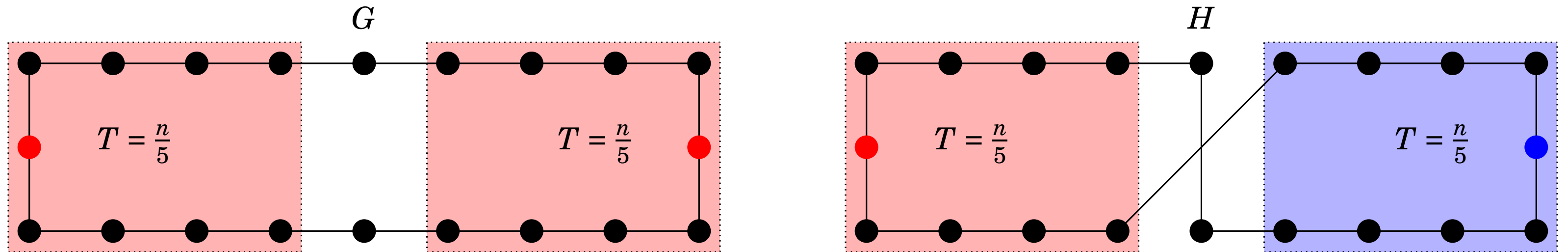
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



- Suppose outcome \mathbf{O} with locality $T \leq n/5$
- Impossible to distinguish between G and H

Indistinguishability argument

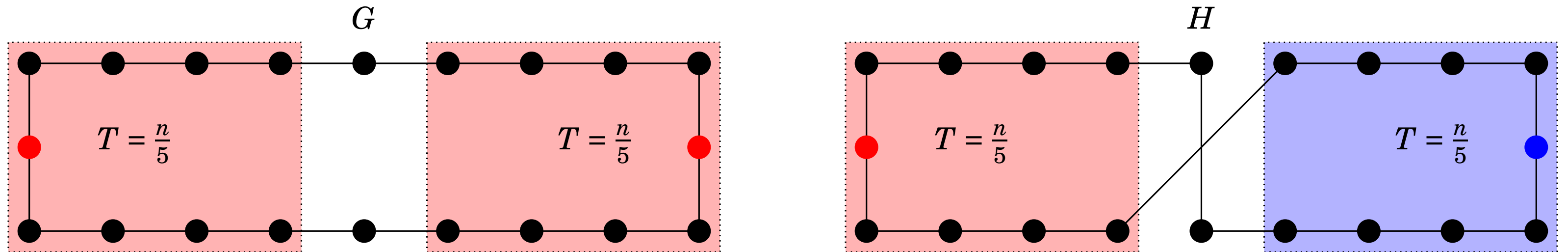
- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model



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

Indistinguishability argument

- **Problem:** 2-coloring paths & even cycles in the *non-signaling* model

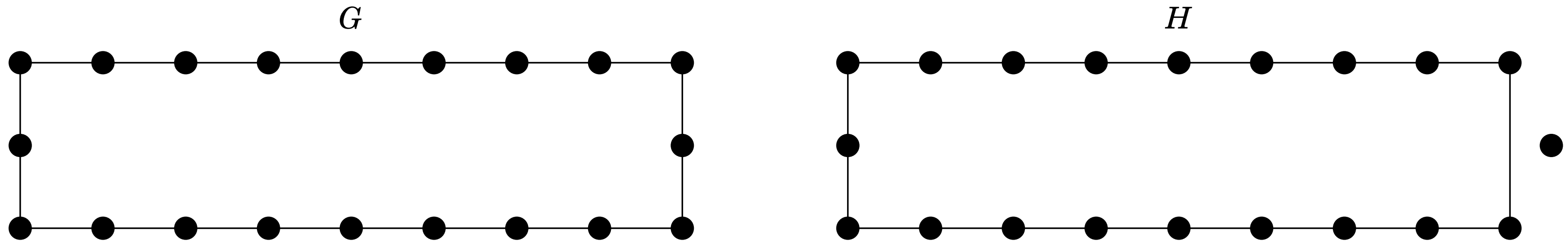


- Suppose outcome \mathbf{O} with locality $T \leq n/5$
- Impossible to distinguish between G and H
- Failure with prob. $\geq 1/2$

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

Graph-existential indistinguishability

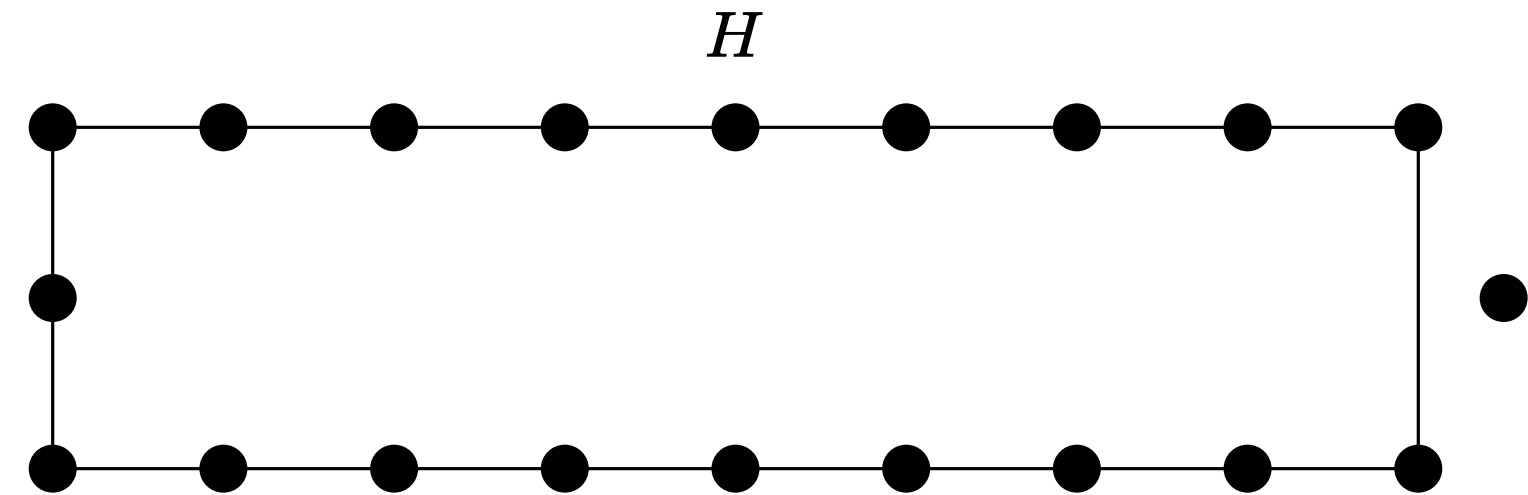
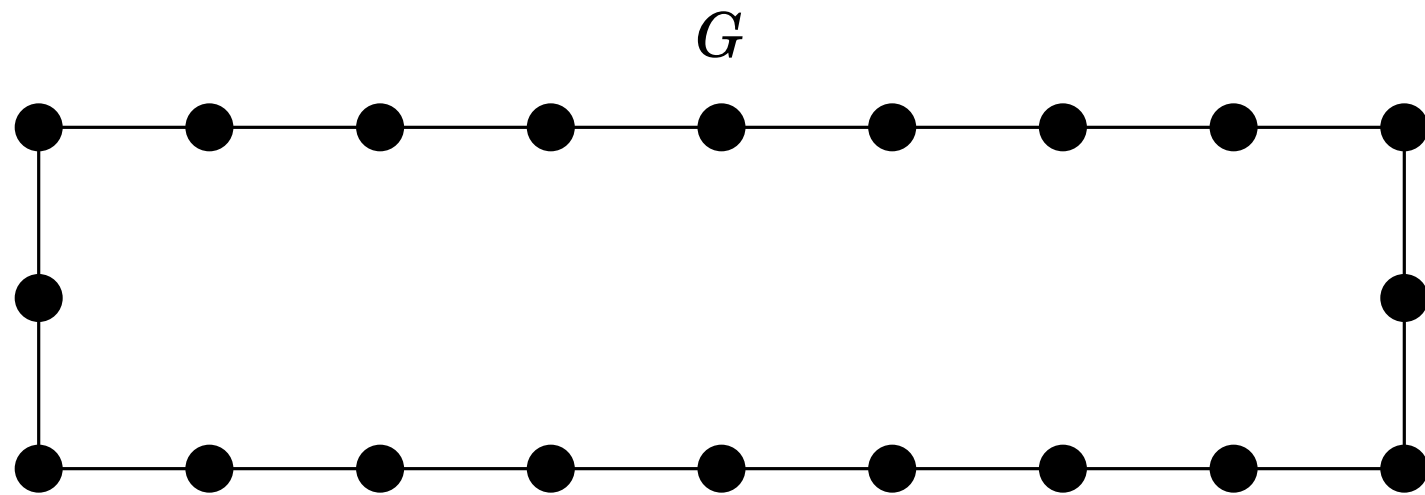
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$

Graph-existential indistinguishability

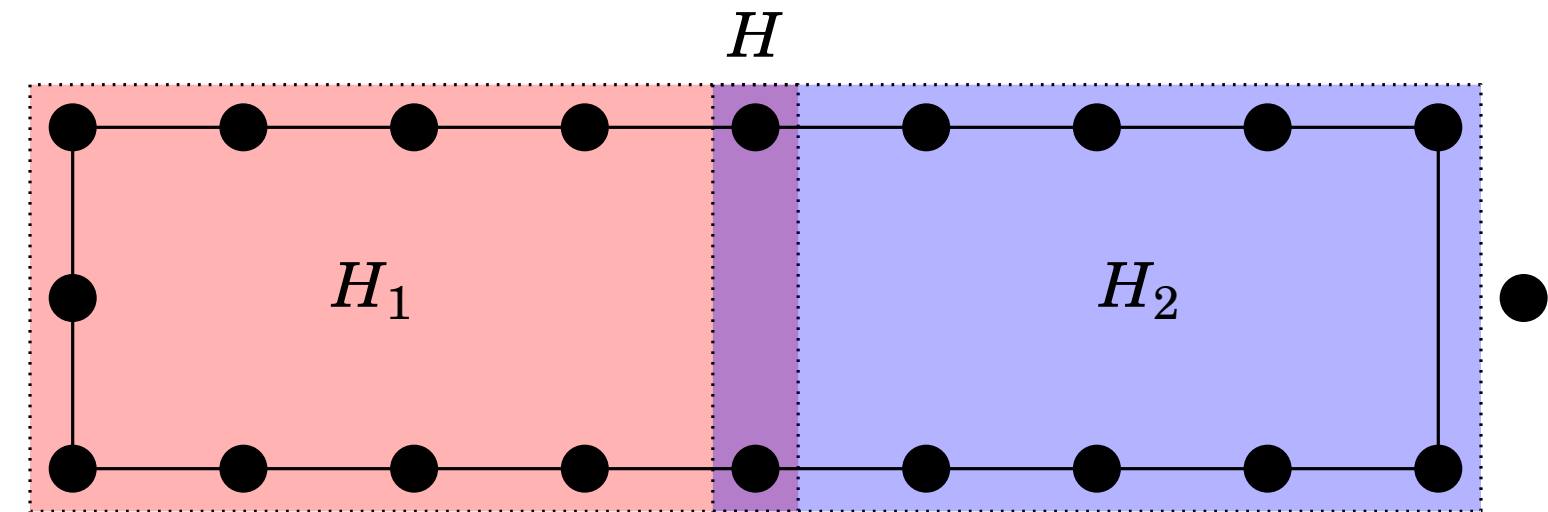
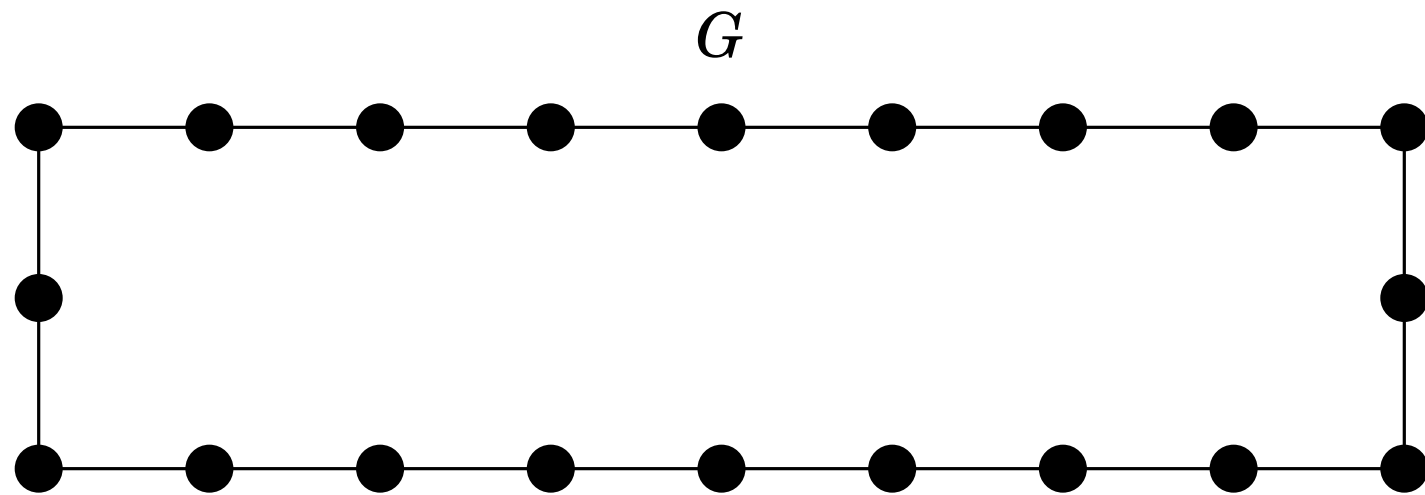
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1

Graph-existential indistinguishability

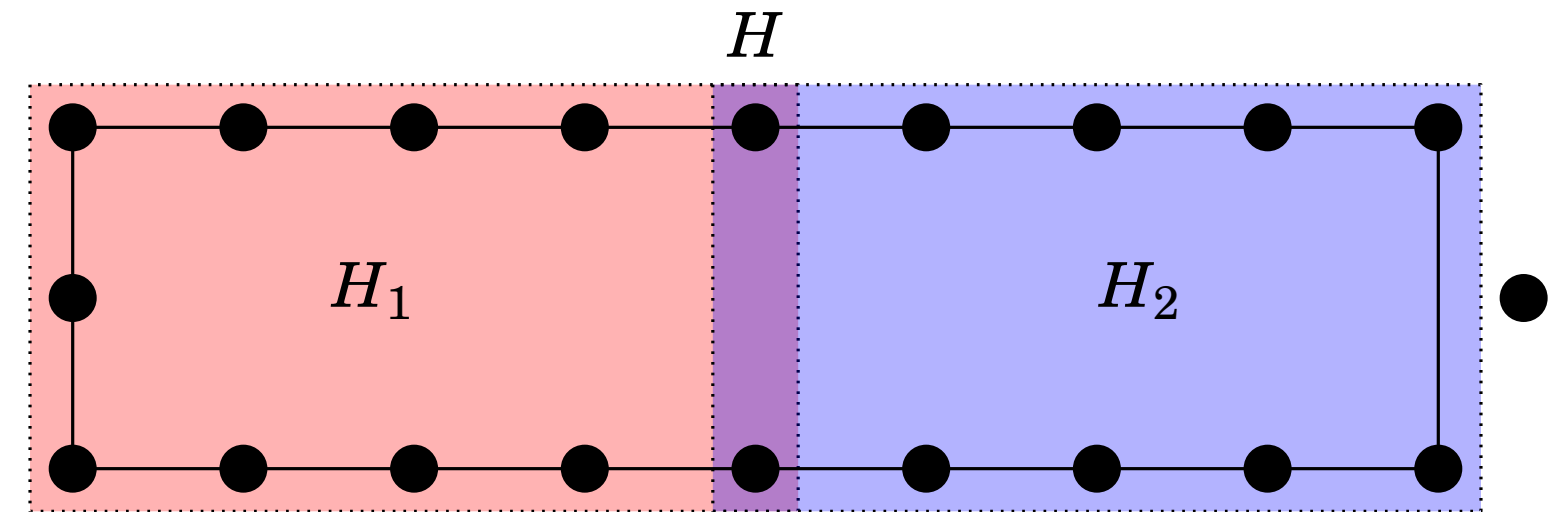
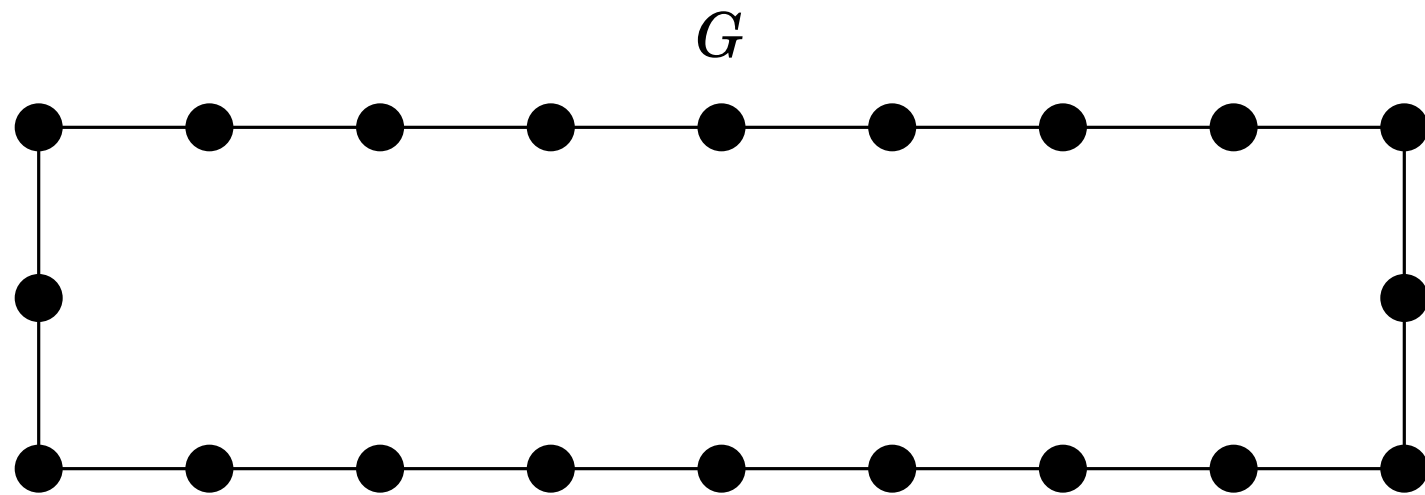
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1

Graph-existential indistinguishability

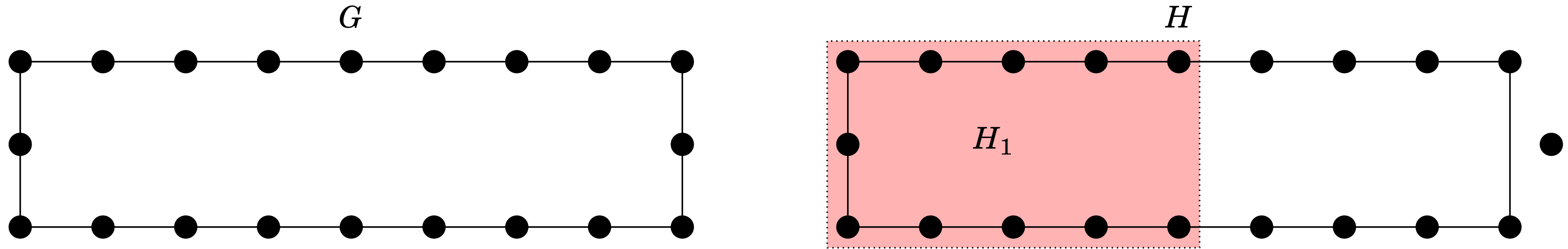
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1
- \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1

Graph-existential indistinguishability

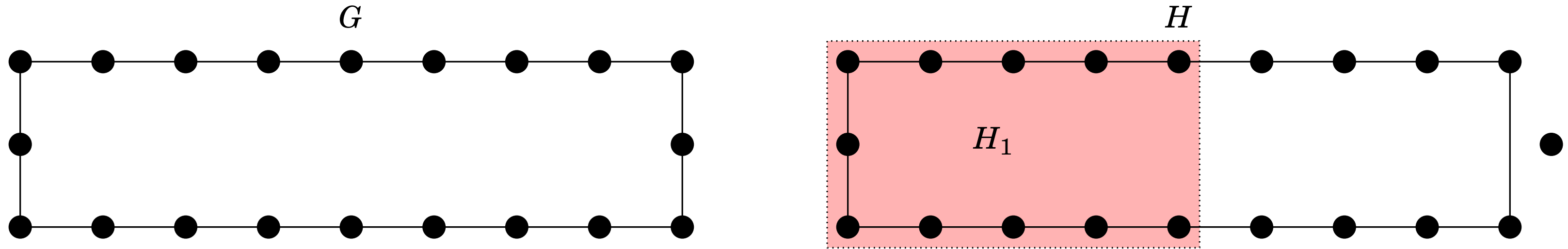
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1
- \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1

Graph-existential indistinguishability

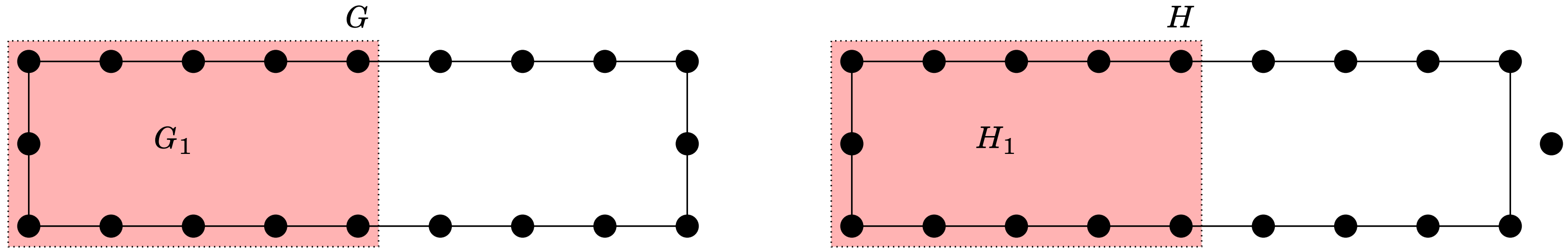
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1
- \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G

Graph-existential indistinguishability

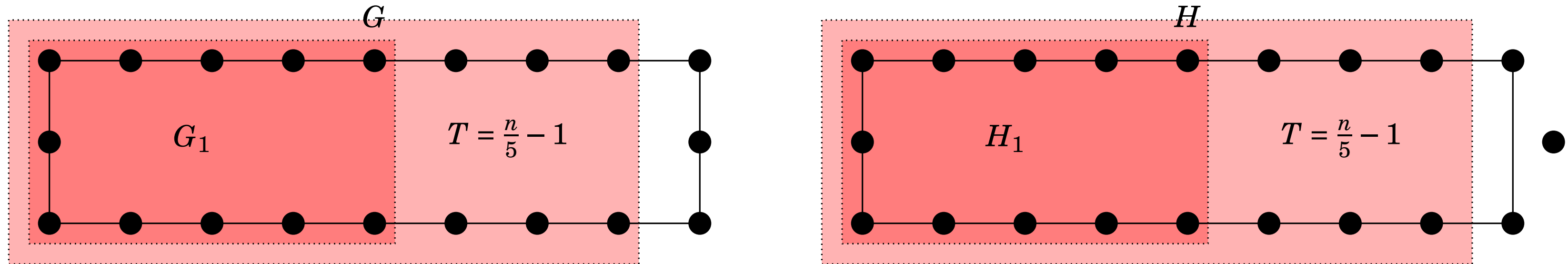
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1
- \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G

Graph-existential indistinguishability

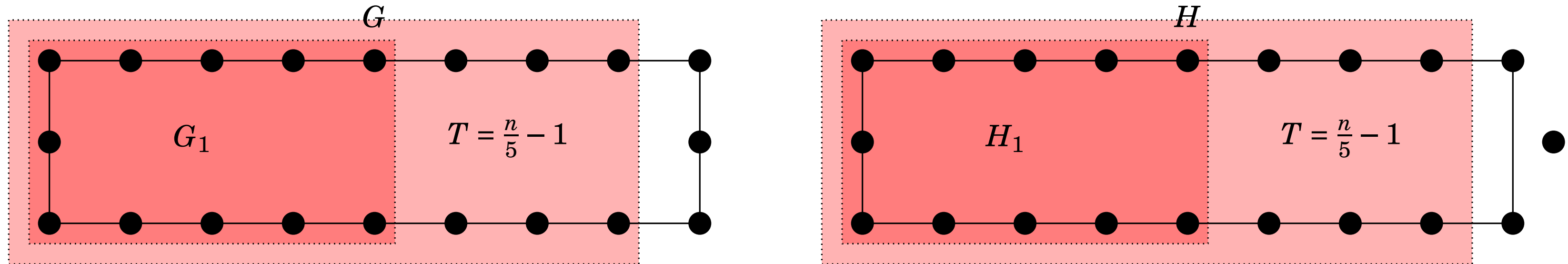
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
- \mathbf{O} fails in H with probability 1
- \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
- Copy H_1 in G

Graph-existential indistinguishability

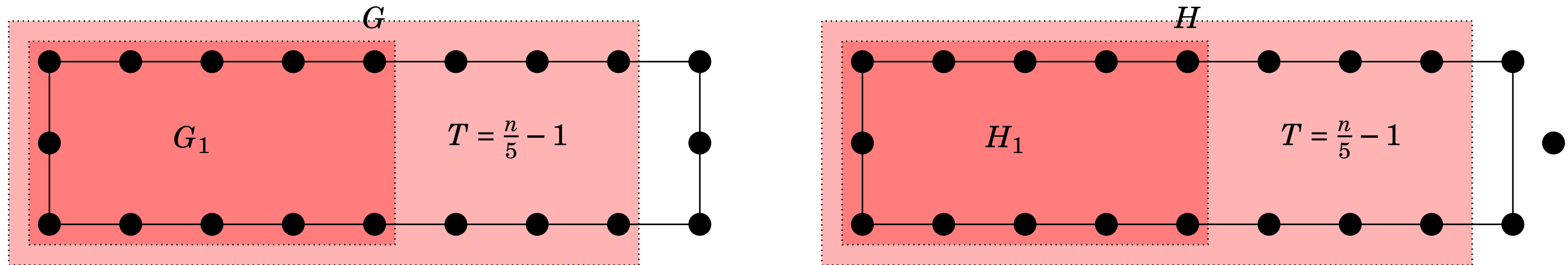
- **Problem:** 2-coloring paths & even cycles



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
 - \mathbf{O} fails in H with probability 1
 - \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
 - Copy H_1 in G
- **Non-signaling property:** Distributions of nodes in H_1/G_1 must be the same

Graph-existential indistinguishability

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

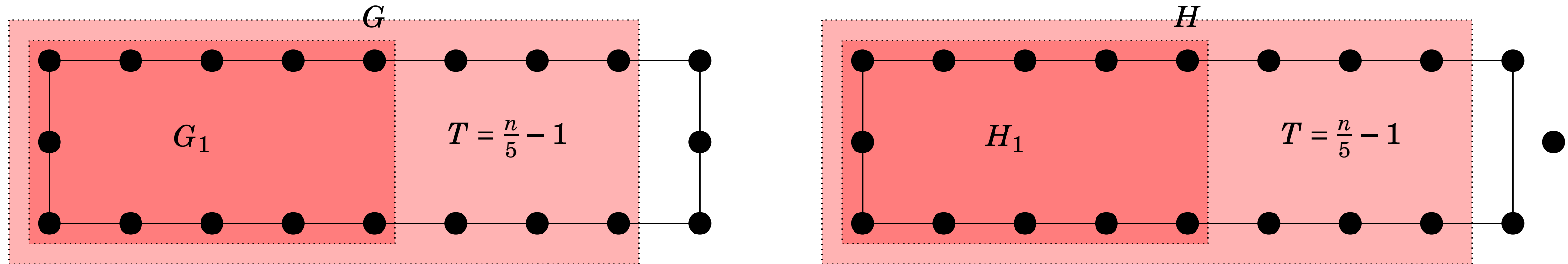


- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
 - \mathbf{O} fails in H with probability 1
 - \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
 - Copy H_1 in G
- \mathbf{O} fails in G_1 with prob. $\geq 1/2$

- **Non-signaling property:** Distributions of nodes in H_1/G_1 must be the same

Graph-existential indistinguishability

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



- Suppose outcome \mathbf{O} with locality $T \leq n/5 - 1$ succeeds in G with probability $\geq 1 - 1/n$
 - \mathbf{O} fails in H with probability 1
 - \mathbf{O} fails either in H_1 or in H_2 with probability $\geq 1/2$. Wlog, in H_1
 - Copy H_1 in G
- \mathbf{O} fails in G_1 with prob. $\geq 1/2$

- **Non-signaling property:** Distributions of nodes in H_1/G_1 must be the same
- **Boosting failure probability:** possibility to boost failure prob. to *any* constant (non-trivial)

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**

Complexity of approximate graph coloring

Problem: c -coloring χ -chromatic graphs [\[STOC '24\]](#)

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3					
2	4					
2	5					
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ					
χ	$c > \chi$					

Complexity of approximate graph coloring

Problem: c -coloring χ -chromatic graphs [\[STOC '24\]](#)

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$		$\Omega(\sqrt{n})$		[Brandt et al. '20]
2	4					
2	5					
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ					
χ	$c > \chi$					

Complexity of approximate graph coloring

Problem: c -coloring χ -chromatic graphs [\[STOC '24\]](#)

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$		$\Omega(\sqrt{n})$		[Brandt et al. '20]
2	4	$O(n)$		$\Omega(\log n)$		[Linial '92]
2	5	$O(n)$		$\Omega(\log n)$		[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ					
χ	$c > \chi$	$O(n)$		$\Omega(\log n)$		[Linial '92]

Complexity of approximate graph coloring

Problem: c -coloring χ -chromatic graphs [\[STOC '24\]](#)

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$		$\Omega(\sqrt{n})$		[Brandt et al. '20]
2	4	$O(n)$		$\Omega(\log n)$		[Linial '92]
2	5	$O(n)$		$\Omega(\log n)$		[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
χ	$c > \chi$	$O(n)$		$\Omega(\log n)$		[Linial '92]

Complexity of approximate graph coloring

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

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$	$\tilde{O}(\sqrt{n})$	$\Omega(\sqrt{n})$	$\Omega(\sqrt{n})$	[Brandt et al. '20]
2	4	$O(n)$		$\Omega(\log n)$		[Linial '92]
2	5	$O(n)$		$\Omega(\log n)$		[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
χ	$c > \chi$	$O(n)$		$\Omega(\log n)$		[Linial '92]

Complexity of approximate graph coloring

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

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$	$\tilde{O}(\sqrt{n})$	$\Omega(\sqrt{n})$	$\Omega(\sqrt{n})$	[Brandt et al. '20]
2	4	$O(n)$	$\tilde{O}(n^{\frac{1}{3}})$	$\Omega(\log n)$	$\Omega(n^{\frac{1}{3}})$	[Linial '92]
2	5	$O(n)$		$\Omega(\log n)$		[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
χ	$c > \chi$	$O(n)$		$\Omega(\log n)$		[Linial '92]

Complexity of approximate graph coloring

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

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$	$\tilde{O}(\sqrt{n})$	$\Omega(\sqrt{n})$	$\Omega(\sqrt{n})$	[Brandt et al. '20]
2	4	$O(n)$	$\tilde{O}(n^{\frac{1}{3}})$	$\Omega(\log n)$	$\Omega(n^{\frac{1}{3}})$	[Linial '92]
2	5	$O(n)$	$\tilde{O}(n^{\frac{1}{4}})$	$\Omega(\log n)$	$\Omega(n^{\frac{1}{4}})$	[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
χ	$c > \chi$	$O(n)$		$\Omega(\log n)$		[Linial '92]

Complexity of approximate graph coloring

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

		upper bound		lower bound		
χ	c	old	new	old	new	ref
2	2	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
2	3	$O(n)$	$\tilde{O}(\sqrt{n})$	$\Omega(\sqrt{n})$	$\Omega(\sqrt{n})$	[Brandt et al. '20]
2	4	$O(n)$	$\tilde{O}(n^{\frac{1}{3}})$	$\Omega(\log n)$	$\Omega(n^{\frac{1}{3}})$	[Linial '92]
2	5	$O(n)$	$\tilde{O}(n^{\frac{1}{4}})$	$\Omega(\log n)$	$\Omega(n^{\frac{1}{4}})$	[Linial '92]
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
χ	χ	$O(n)$	$O(n)$	$\Omega(n)$	$\Omega(n)$	trivial
χ	$c > \chi$	$O(n)$	$\tilde{O}(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$	$\Omega(\log n)$	$\Omega(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$	[Linial '92]

- $\alpha = \lfloor \frac{c-1}{\chi-1} \rfloor$ approximation ratio

Some results: non-signaling model

Graph-existential lower bound arguments based on indistinguishability

- **Graph coloring:** c -coloring χ -chromatic graphs has complexity $\tilde{\Theta}(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$ [STOC '24]
 - makes use of a “cheating graph” from [Bogdanov, '13]
 - upper bound in deterministic LOCAL, lower bound in non-signaling LOCAL
 - no quantum advantage

Some results: non-signaling model

Graph-existential lower bound arguments based on indistinguishability

- **Graph coloring:** c -coloring χ -chromatic graphs has complexity $\tilde{\Theta}(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$ [STOC '24]
 - makes use of a “cheating graph” from [Bogdanov, '13]
 - upper bound in deterministic LOCAL, lower bound in non-signaling LOCAL
 - no quantum advantage
- **Tree coloring:** c -coloring trees has complexity $\Omega(\log_c n)$ [STOC '24]
 - revisitation of [Linial, FOCS '87]’s lower bound
 - no quantum advantage if high degree

Some results: non-signaling model

Graph-existential lower bound arguments based on indistinguishability

- **Graph coloring:** c -coloring χ -chromatic graphs has complexity $\tilde{\Theta}(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$ [STOC '24]
 - makes use of a “cheating graph” from [Bogdanov, '13]
 - upper bound in deterministic LOCAL, lower bound in non-signaling LOCAL
 - no quantum advantage
- **Tree coloring:** c -coloring trees has complexity $\Omega(\log_c n)$ [STOC '24]
 - revisitation of [Linial, FOCS '87]’s lower bound
 - no quantum advantage if high degree
- **Grid coloring:** 3-coloring grids of size $n_1 \times n_2$ has complexity $\Omega(\min\{n_1, n_2\})$ [STOC '24]
 - makes use of odd quadrangulations of Klein-bottles [MST, Combinatorica '13]
 - no quantum advantage

Some results: non-signaling model

Graph-existential lower bound arguments based on indistinguishability

- **Graph coloring:** c -coloring χ -chromatic graphs has complexity $\tilde{\Theta}(n^{1/\lfloor \frac{c-1}{\chi-1} \rfloor})$ [STOC '24]
 - makes use of a “cheating graph” from [Bogdanov, '13]
 - upper bound in deterministic LOCAL, lower bound in non-signaling LOCAL
 - no quantum advantage
- **Tree coloring:** c -coloring trees has complexity $\Omega(\log_c n)$ [STOC '24]
 - revisitation of [Linial, FOCS '87]’s lower bound
 - no quantum advantage if high degree
- **Grid coloring:** 3-coloring grids of size $n_1 \times n_2$ has complexity $\Omega(\min\{n_1, n_2\})$ [STOC '24]
 - makes use of odd quadrangulations of Klein-bottles [MST, Combinatorica '13]
 - no quantum advantage

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

Some results: bounded-dependence model

- Can we similarly **rule out quantum advantage for 3-coloring cycles**? Classical complexity $T = \Theta(\log^\star n)$

Some results: bounded-dependence model

- Can we similarly **rule out quantum advantage for 3-coloring cycles**? Classical complexity $T = \Theta(\log^\star n)$
 - **no!** *There is a finitely-dependent distribution that 3-colors paths and cycles ($T = O(1)$)*
 - [Holroyd and Liggett, Forum of Mathematics, Pi '14]
 - [Holroyd, Hutchcroft, and Levy, Electronic Communications in Probability '18]

Some results: bounded-dependence model

- Can we similarly **rule out quantum advantage for 3-coloring cycles**? Classical complexity $T = \Theta(\log^\star n)$
 - **no!** *There is a finitely-dependent distribution that 3-colors paths and cycles ($T = O(1)$)*
 - [Holroyd and Liggett, Forum of Mathematics, Pi '14]
 - [Holroyd, Hutchcroft, and Levy, Electronic Communications in Probability '18]
- Is there **any quantum-LOCAL algorithm that 3-colors paths and cycles with locality $T = o(\log^\star n)$** ?
 - **major open question**

Some results: bounded-dependence model

- Can we similarly **rule out quantum advantage for 3-coloring cycles**? Classical complexity $T = \Theta(\log^\star n)$
 - **no!** *There is a finitely-dependent distribution that 3-colors paths and cycles ($T = O(1)$)*
 - [Holroyd and Liggett, Forum of Mathematics, Pi '14]
 - [Holroyd, Hutchcroft, and Levy, Electronic Communications in Probability '18]
- Is there **any quantum-LOCAL algorithm that 3-colors paths and cycles with locality $T = o(\log^\star n)$** ?
 - **major open question**
- Is there any hope to **rule out quantum advantage for LCLs of complexity $\Theta(\log^\star n)$ in classical LOCAL**?
 - * using stronger models

Some results: bounded-dependence model

- Can we similarly **rule out quantum advantage for 3-coloring cycles**? Classical complexity $T = \Theta(\log^\star n)$
 - **no!** *There is a finitely-dependent distribution that 3-colors paths and cycles ($T = O(1)$)*
 - [Holroyd and Liggett, Forum of Mathematics, Pi '14]
 - [Holroyd, Hutchcroft, and Levy, Electronic Communications in Probability '18]
- Is there **any quantum-LOCAL algorithm that 3-colors paths and cycles with locality $T = o(\log^\star n)$** ?
 - **major open question**
- Is there any hope to **rule out quantum advantage for LCLs of complexity $\Theta(\log^\star n)$ in classical LOCAL**?
 - * using stronger models
 - **no!**
 - For any LCL Π on bounded degree graphs, *there is a finitely-dependent distribution ($T = O(1)$) solving Π*
 - [STOC '25a]

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π
 - T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly } \log(n))$ -time randomized LOCAL algorithm

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π
 - T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time randomized LOCAL algorithm
- **Observations:**
 - $O(1)$ -dependent distribution $\implies O(\sqrt{n} \text{ poly log}(n))$ -time randomized LOCAL algorithm

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π
 - T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time randomized LOCAL algorithm
- **Observations:**
 - $O(1)$ -dependent distribution $\implies O(\sqrt{n} \text{ poly log}(n))$ -time randomized LOCAL algorithm
 - $\Omega(n)$ -time randomized LOCAL algorithm $\implies \Omega(n / \text{poly log}(n))$ -dependent distribution

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π

- T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- **Observations:**

- $O(1)$ -dependent distribution $\implies O(\sqrt{n} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- $\Omega(n)$ -time randomized LOCAL algorithm $\implies \Omega(n / \text{poly log}(n))$ -dependent distribution

- $\Omega(T)$ -time randomized LOCAL algorithm $\implies \Omega(T^2 / (n \text{ poly log}(n)))$ -dependent distribution

$$T \gg \sqrt{n} \text{ poly log}(n)$$

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π

- T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- **Observations:**

- $O(1)$ -dependent distribution $\implies O(\sqrt{n} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- $\Omega(n)$ -time randomized LOCAL algorithm $\implies \Omega(n / \text{poly log}(n))$ -dependent distribution

- $\Omega(T)$ -time randomized LOCAL algorithm $\implies \Omega(T^2 / (n \text{ poly log}(n)))$ -dependent distribution

$$T \gg \sqrt{n} \text{ poly log}(n)$$

- We can derandomize at $\text{poly log}(n)$ cost

Bounding general quantum advantage

- **Theorem** [SODA '26]: given any LCL Π

- T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- **Observations:**

- $O(1)$ -dependent distribution $\implies O(\sqrt{n} \text{ poly log}(n))$ -time randomized LOCAL algorithm

- $\Omega(n)$ -time randomized LOCAL algorithm $\implies \Omega(n / \text{poly log}(n))$ -dependent distribution

- $\Omega(T)$ -time randomized LOCAL algorithm $\implies \Omega(T^2 / (n \text{ poly log}(n)))$ -dependent distribution

$$T \gg \sqrt{n} \text{ poly log}(n)$$

- We can derandomize at $\text{poly log}(n)$ cost

- T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time deterministic LOCAL algorithm

Relations among models

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

T -dependent distribution $\implies O(\sqrt{Tn} \text{ poly log}(n))$ -time deterministic LOCAL algorithm

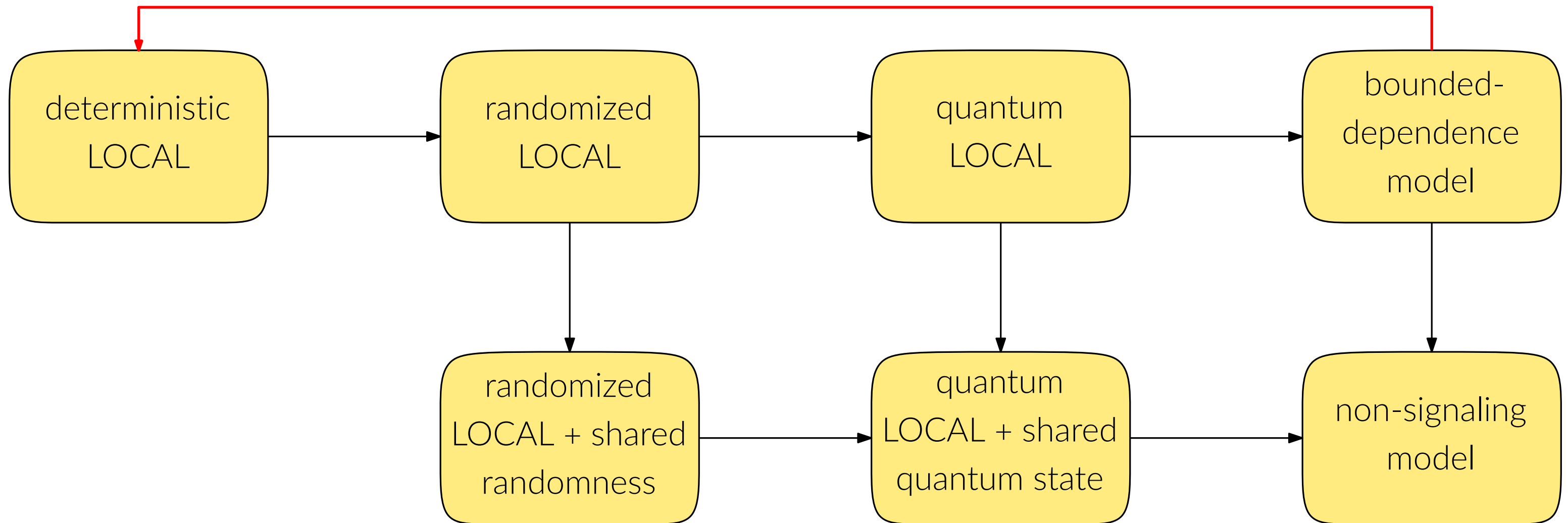


Table of content

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**

Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [\[Le Gall, Magniez, PODC '18\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$

Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [\[Le Gall, Magniez, PODC '18\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$
- **Quantum-LOCAL**: there is a problem with quantum advantage [\[Le Gall, Nishimura, Rosmanis, STACS '19\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: 2 rounds

Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [\[Le Gall, Magniez, PODC '18\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$
- **Quantum-LOCAL**: there is a problem with quantum advantage [\[Le Gall, Nishimura, Rosmanis, STACS '19\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: 2 rounds
 - **Weakness 1**: useless computational task

Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [\[Le Gall, Magniez, PODC '18\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$
- **Quantum-LOCAL**: there is a problem with quantum advantage [\[Le Gall, Nishimura, Rosmanis, STACS '19\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: 2 rounds
 - **Weakness 1**: useless computational task
 - **Weakness 2**: not locally checkable

Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [\[Le Gall, Magniez, PODC '18\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$
- **Quantum-LOCAL**: there is a problem with quantum advantage [\[Le Gall, Nishimura, Rosmanis, STACS '19\]](#)
 - **Classically**: $\Theta(n)$
 - **Quantum**: 2 rounds
 - **Weakness 1**: useless computational task
 - **Weakness 2**: not locally checkable
 - **Problem**: *sampling from the output distribution of a quantum circuit that measures a graph state in a random basis*



Distributed quantum computing

- **Quantum-CONGEST**: computing the diameter of a network [Le Gall, Magniez, PODC '18]
 - **Classically**: $\Theta(n)$
 - **Quantum**: $\tilde{\Theta}(\sqrt{n})$
- **Quantum-LOCAL**: there is a problem with quantum advantage [Le Gall, Nishimura, Rosmanis, STACS '19]
 - **Classically**: $\Theta(n)$
 - **Quantum**: 2 rounds
 - **Weakness 1**: useless computational task
 - **Weakness 2**: not locally checkable
 - **Problem**: *sampling from the output distribution of a quantum circuit that measures a graph state in a random basis*
- **Quantum-LOCAL**: can we do something better? [STOC '25b, SODA '26]



Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$
 - **Quantum:** $O(\log n)$

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$
 - **Quantum:** $O(\log n)$
- **Found** an LCL problem that admits quantum advantage

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$
 - **Quantum:** $O(\log n)$
- **Found** an LCL problem that admits quantum advantage
 - **useless** problem
 - what about problems that interest the community?

Actual quantum advantage for LCLs

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$
 - **Quantum:** $O(\log n)$
- **Found** an LCL problem that admits quantum advantage
 - **useless** problem
 - what about problems that interest the community?
- At the moment, we have **no single example**
 - major open question

Actual quantum advantage for LCLs

THANKS! Questions?

- Iterated GHZ (locally checkable)
 - **Classical:** $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)
 - **Quantum:** 1 round
- In [\[SODA '26\]](#) we lift the problem so that we construct an LCL s.t.
 - **Classical:** $\Omega(\log n \frac{\log \log n}{\log \log \log n})$
 - **Quantum:** $O(\log n)$
- **Found** an LCL problem that admits quantum advantage
 - **useless** problem
 - what about problems that interest the community?
- At the moment, we have **no single example**
 - major open question

Non-signaling & quantum games

Alice



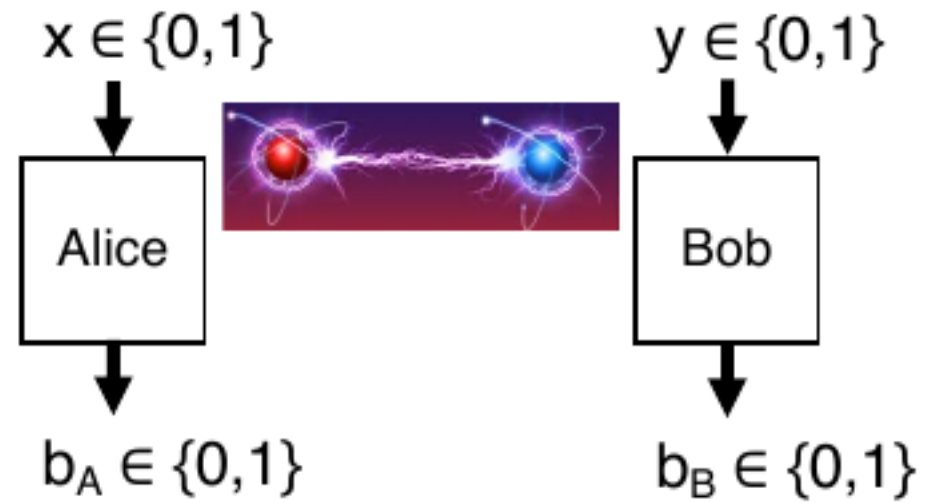
Bob



- 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

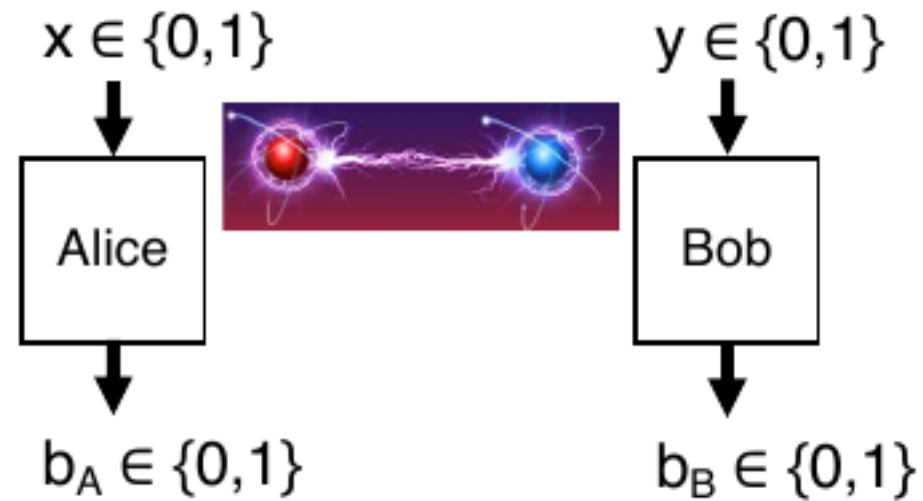
CHSH Game [Clauser, Horne, Shimony, Holt 1969]



winning condition: $b_A \oplus b_B = xy$

CHSH game

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

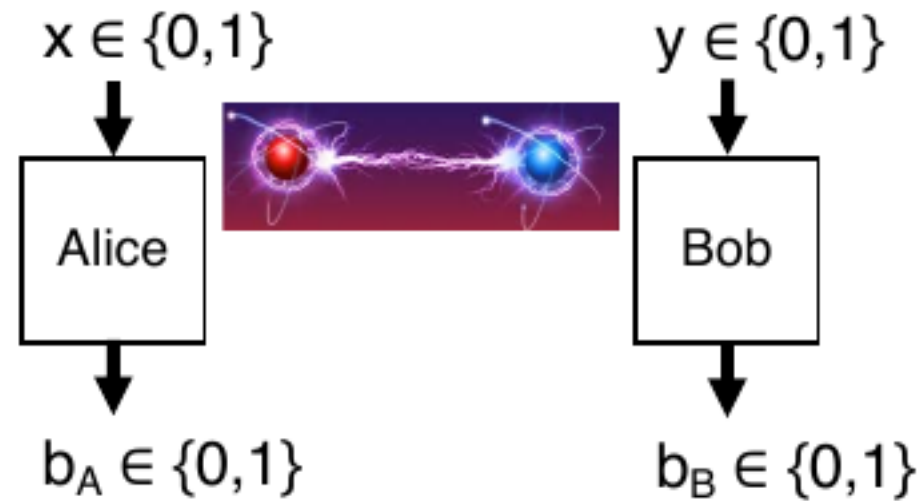


winning condition: $b_A \oplus b_B = xy$

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**

CHSH game

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



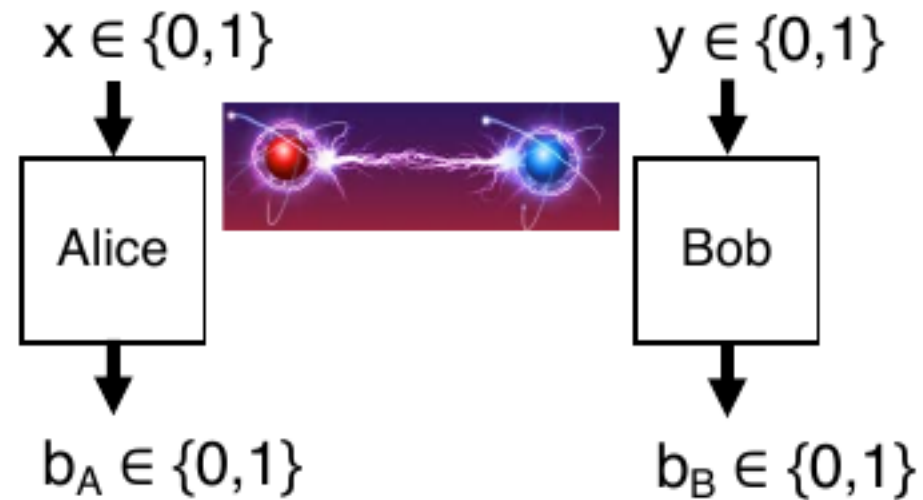
winning condition: $b_A \oplus b_B = xy$

Inputs	0,0	0,1	1,0	1,1
Outputs	0,0	0,0	0,0	0,1
	1,1	1,1	1,1	1,0

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**

CHSH game

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



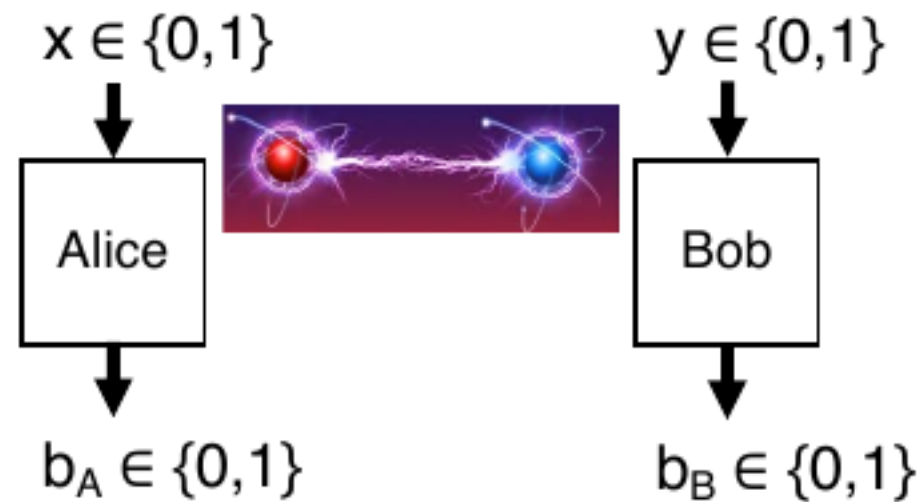
winning condition: $b_A \oplus b_B = xy$

Inputs	0,0	0,1	1,0	1,1
Outputs	0,0	0,0	0,0	0,1
	1,1	1,1	1,1	1,0

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**
- **Classically**: winning probability $\leq 75\%$, even with shared randomness

CHSH game

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



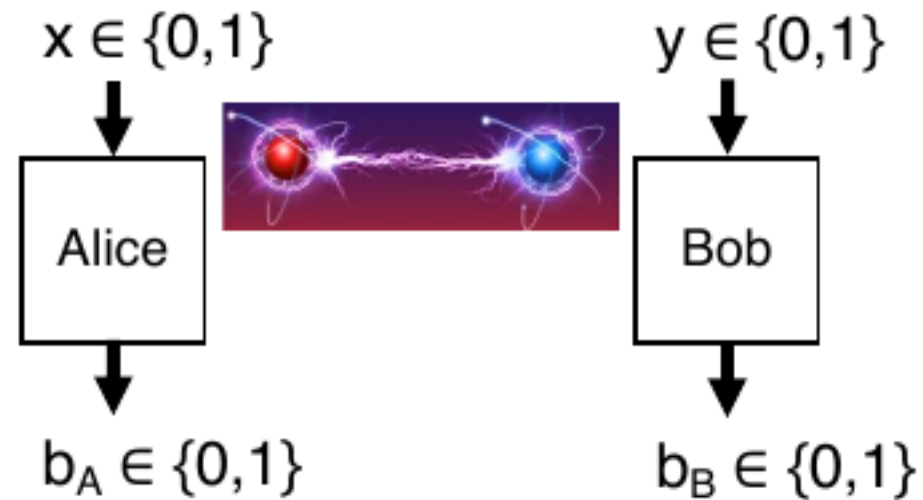
winning condition: $b_A \oplus b_B = xy$

Inputs	0,0	0,1	1,0	1,1
Outputs	0,0	0,0	0,0	0,1
	1,1	1,1	1,1	1,0

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability $\approx 83\%$ with shared quantum state (entanglement)

CHSH game

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



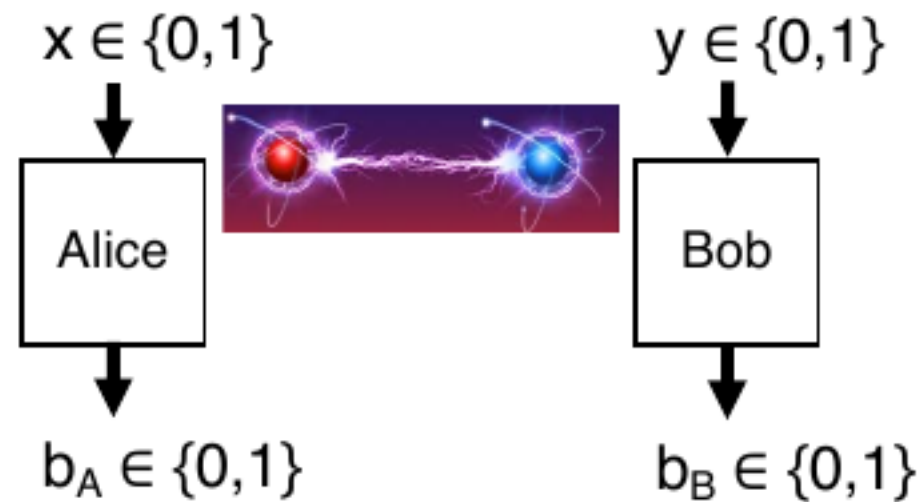
winning condition: $b_A \oplus b_B = xy$

Inputs	0,0	0,1	1,0	1,1
Outputs	0,0	0,0	0,0	0,1
	1,1	1,1	1,1	1,0

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability $\approx 83\%$ with shared quantum state (entanglement)
- **Non-signaling**: winning probability 1

CHSH game

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



winning condition: $b_A \oplus b_B = xy$

Inputs	0,0	0,1	1,0	1,1
Outputs	0,0	0,0	0,0	0,1
	1,1	1,1	1,1	1,0

- The **XOR** of the **outputs** is the **AND** of the **inputs**, **without communication**
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability $\approx 83\%$ with shared quantum state (entanglement)
- **Non-signaling**: winning probability 1
 - *strategy*: sample u.a.r. among the correct solutions

Iterated CHSH problem

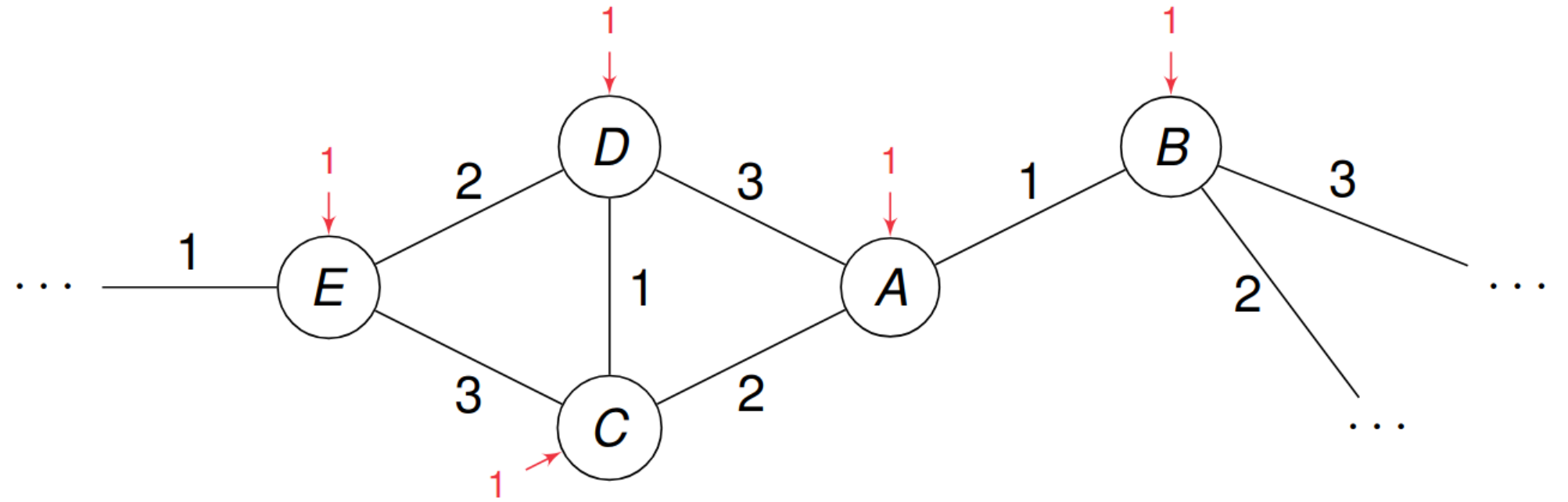
- **Network of CHSH!**

Iterated CHSH problem

- **Network of CHSH!**
- **How?**

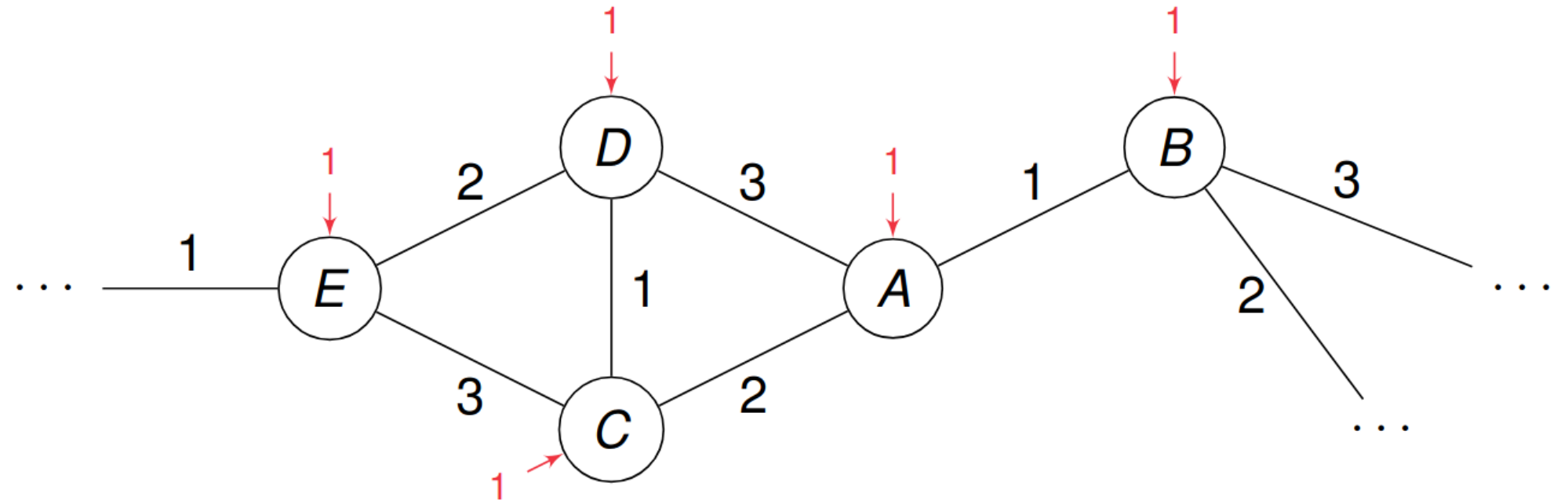
Iterated CHSH problem

- **Network of CHSH!**
- **How?**



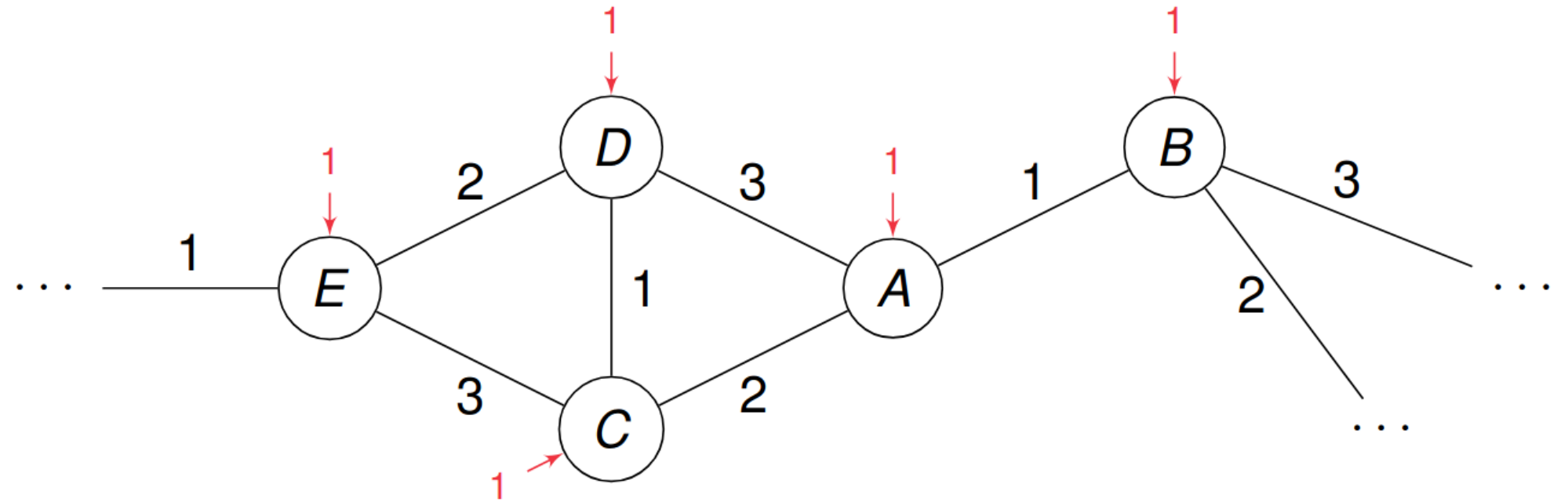
Iterated CHSH problem

- **Network of CHSH!**
- **How?**
- Δ -regular graph



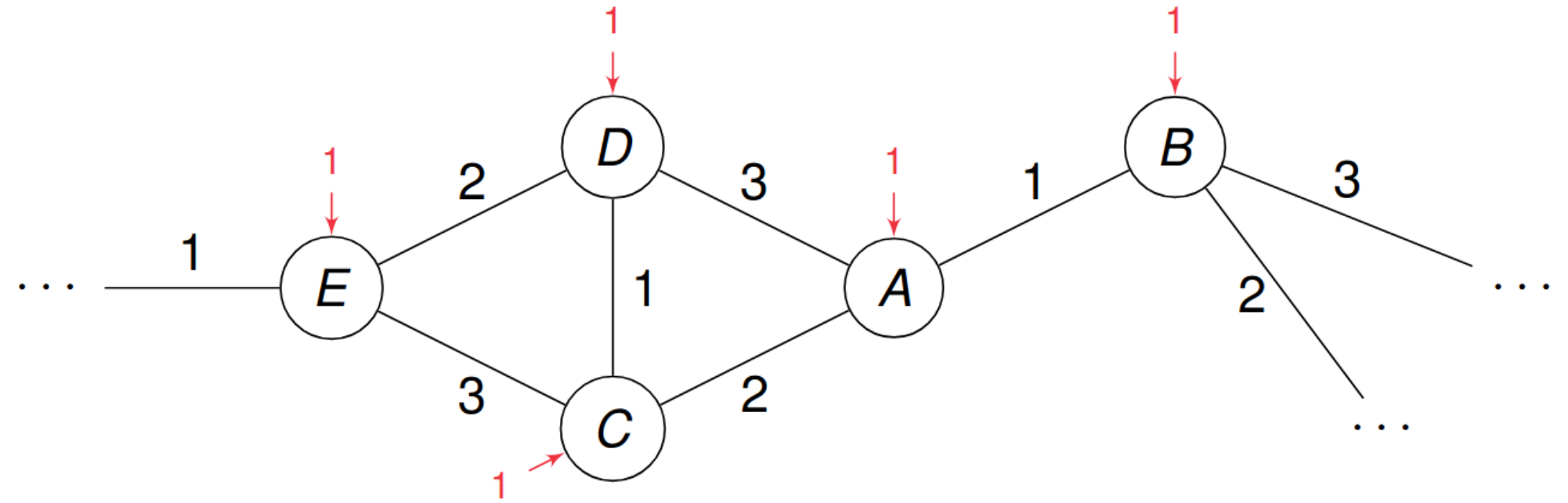
Iterated CHSH problem

- **Network of CHSH!**
- **How?**
- Δ -regular graph
- Input Δ -edge coloring



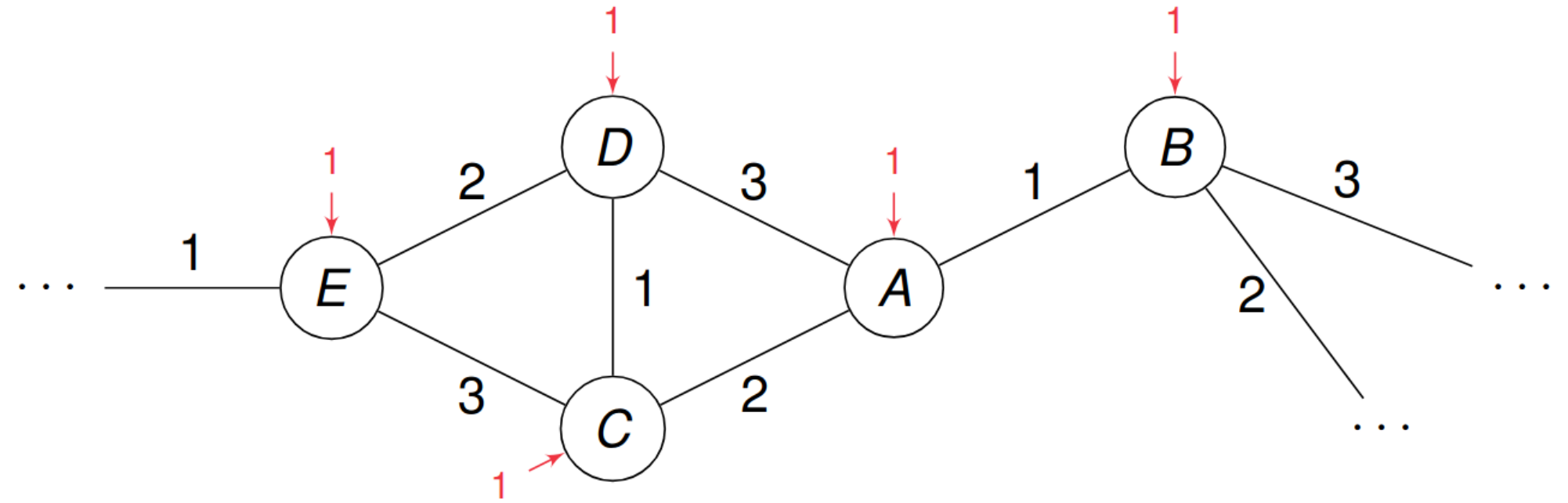
Iterated CHSH problem

- **Network of CHSH!**
- **How?**
- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game



Iterated CHSH problem

- **Network of CHSH!**
- **How?**
- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games

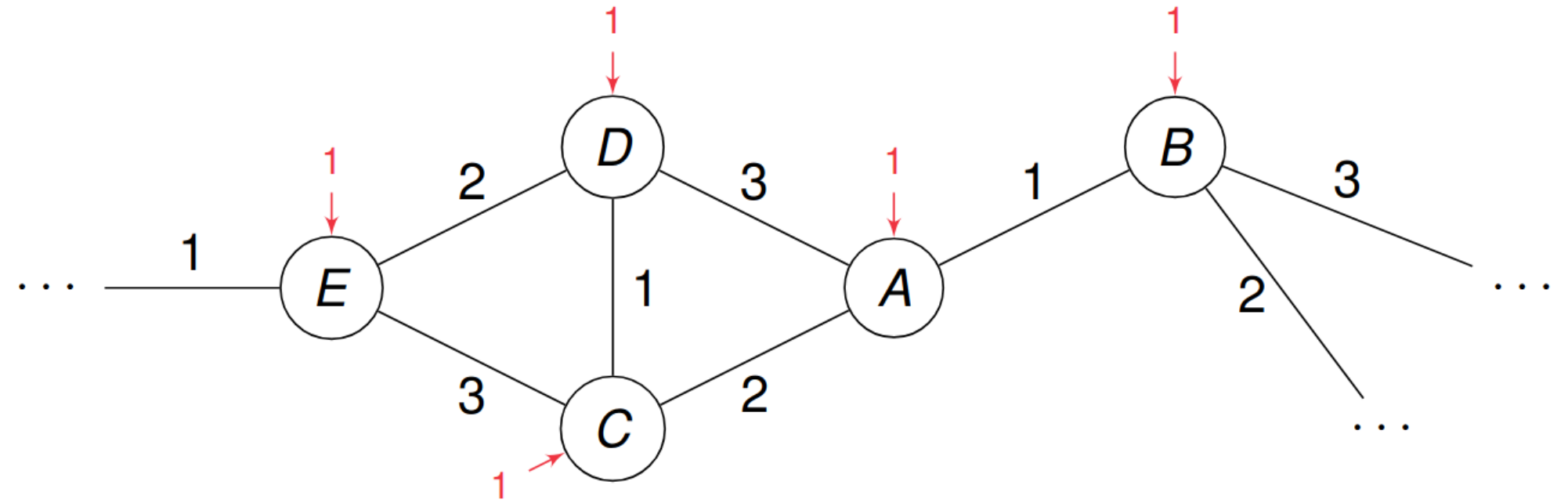


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$

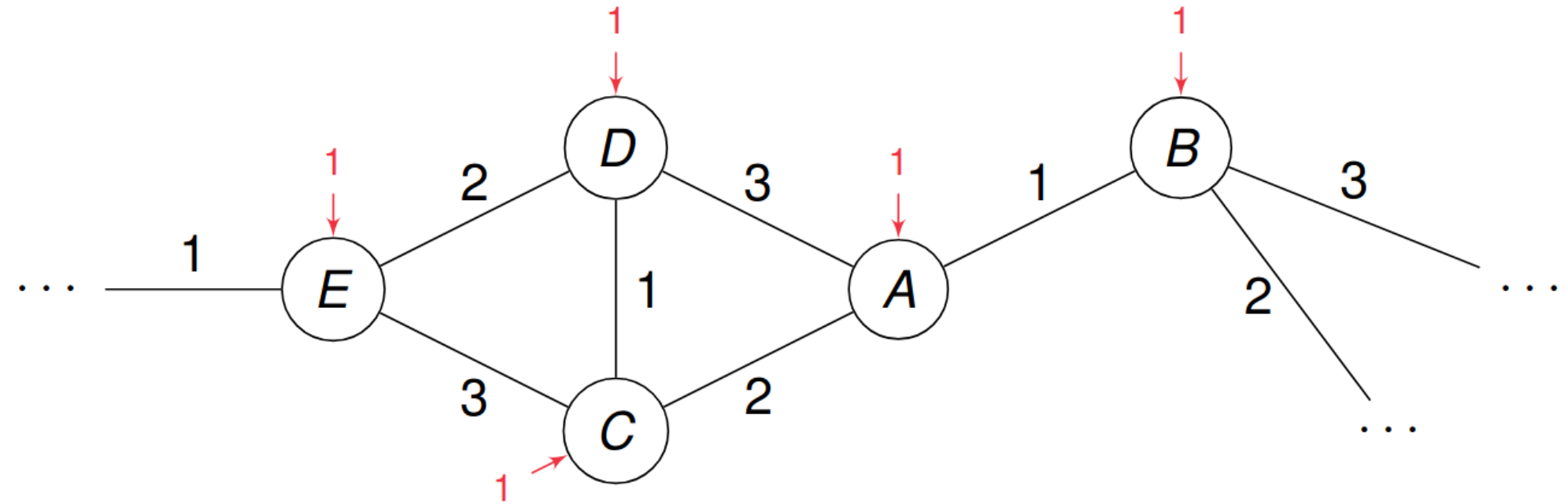


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**

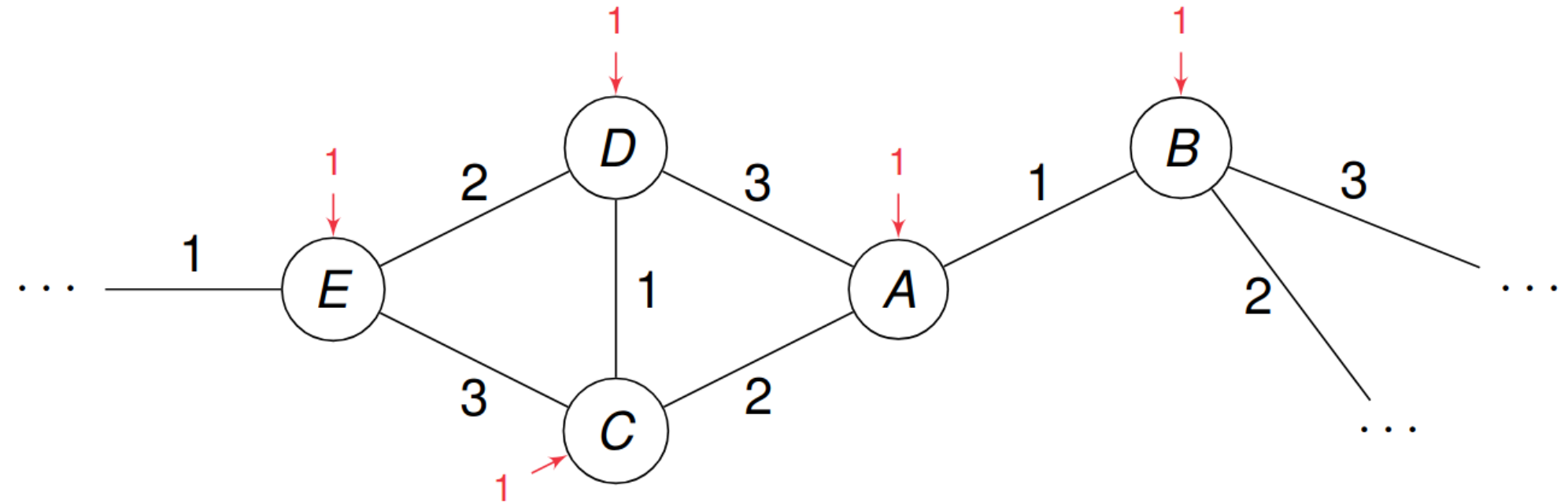


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**

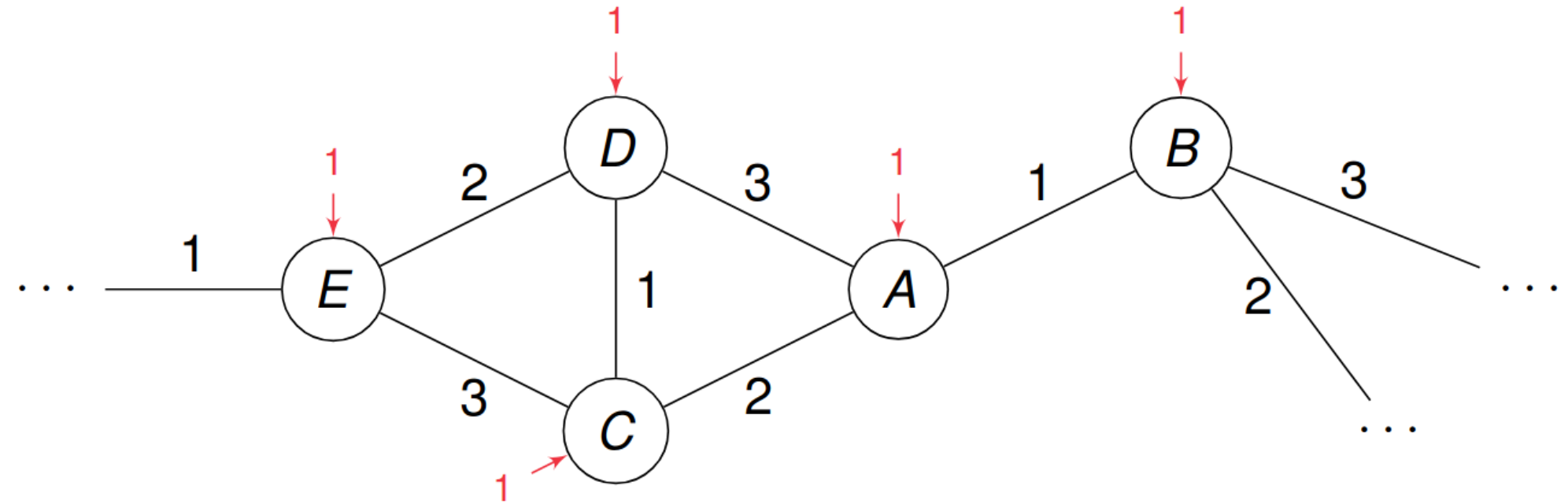


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)

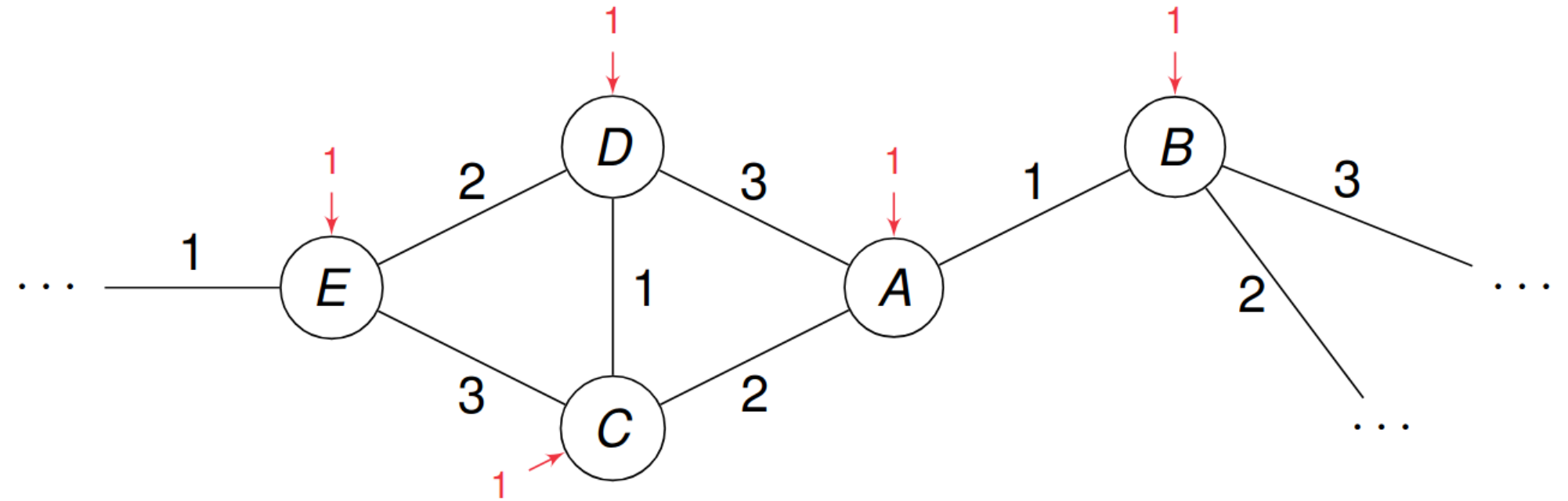


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling**: non-signaling distribution with locality **0**

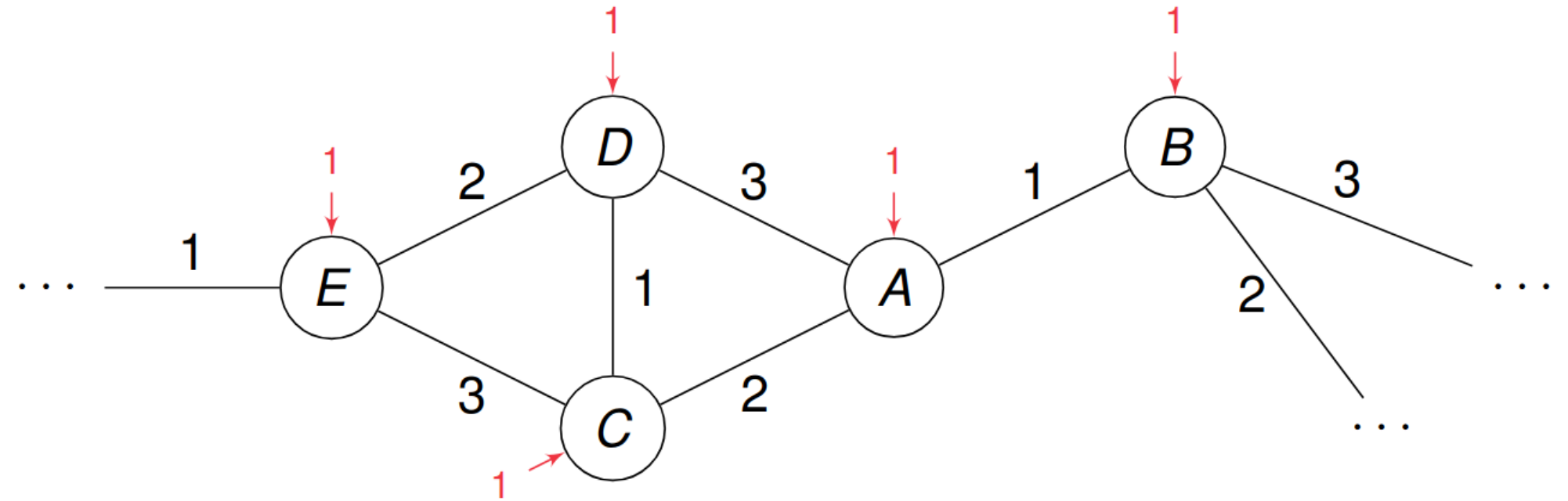


Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
 - each edge is a CHSH game
 - gives *ordering* of games



- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**

- **Classical lower bound?**

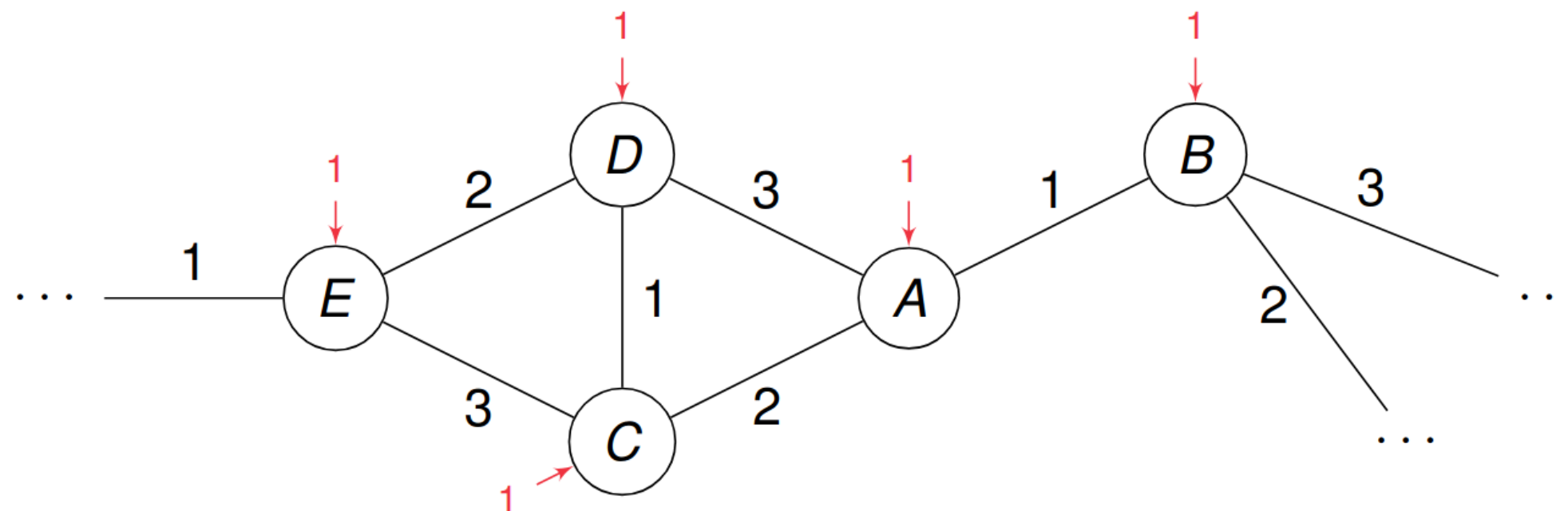
- **Classically:** trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling:** non-signaling distribution with locality **0**

Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling**: non-signaling distribution with locality **0**



- **Classical lower bound?**

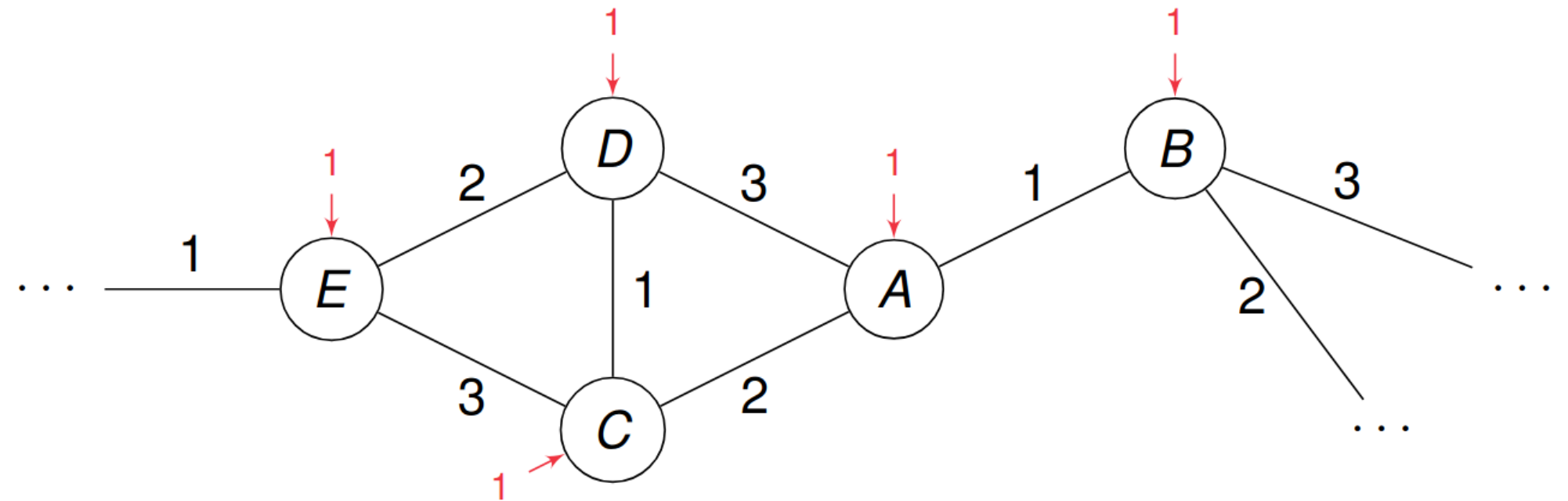
- $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)

Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling**: non-signaling distribution with locality **0**



- **Classical lower bound?**

- $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)

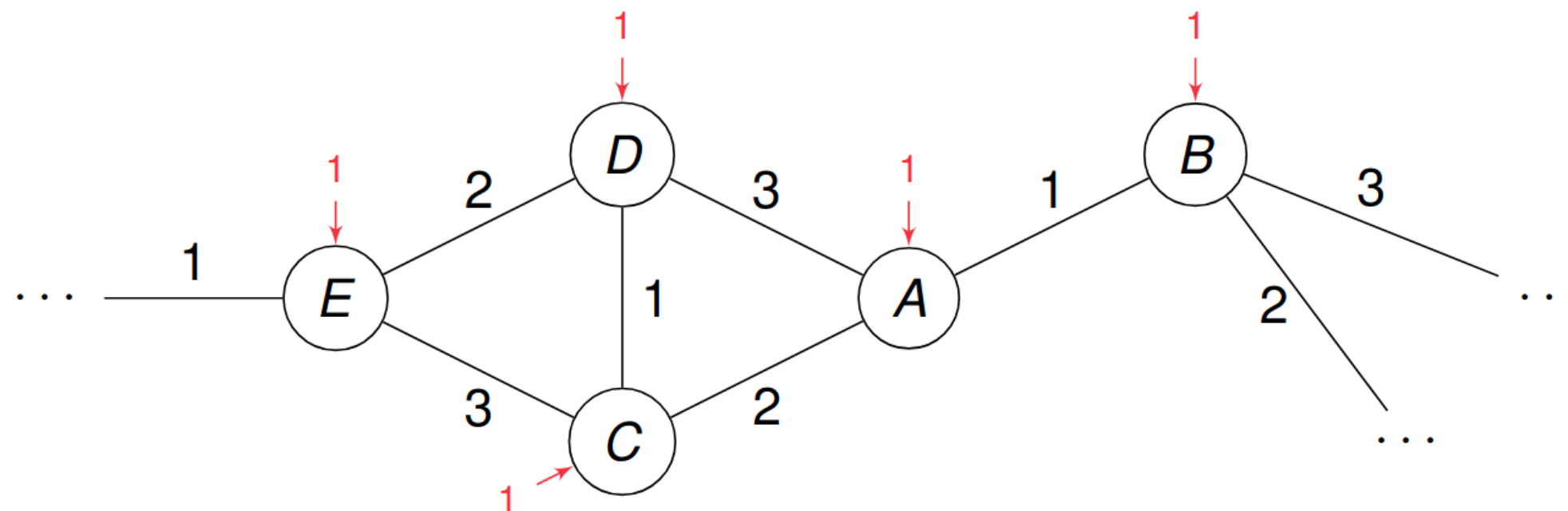
- **Quantum upper bound?**

Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling**: non-signaling distribution with locality **0**



- **Classical lower bound?**

- $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)

- **Quantum upper bound?**

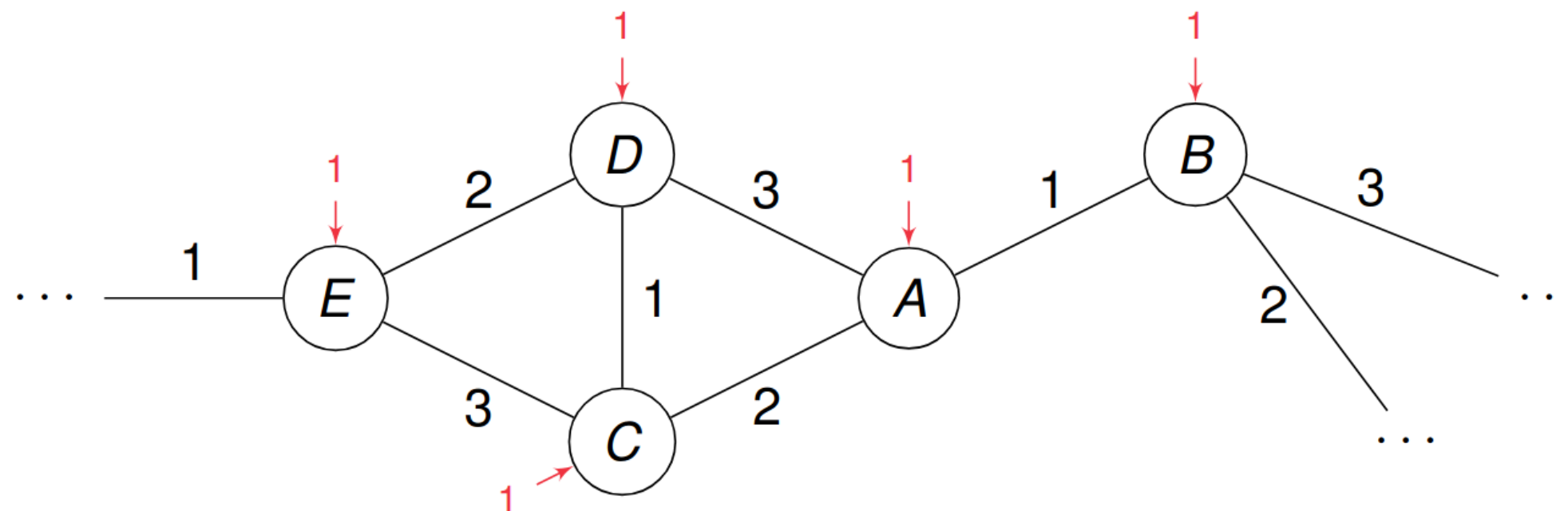
- winning prob. of single game is $\approx 83\%$

Iterated CHSH problem

- **Network of CHSH!**

- **How?**

- Δ -regular graph
- Input Δ -edge coloring
 - each edge is a CHSH game
 - gives *ordering* of games
- Input of game i is output of game $i - 1$
- Input of game **1** is always **1**
 - otherwise we can “cheat” by collapsing quickly to output **0**
- **Classically**: trivial $O(\Delta)$ -time algorithm (solve one by one)
- **Non-signaling**: non-signaling distribution with locality **0**



- **Classical lower bound?**

- $\Omega(\Delta)$ by round elimination [\[STOC '25b\]](#)

- **Quantum upper bound?**

- winning prob. of single game is $\approx 83\%$
- we need a better game (win **100%**)

GHZ game

- Greenberger-Horne-Zeilinger game

Alice



Bob



Charlie



Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- Greenberger-Horne-Zeilinger game

Alice



Bob



Charlie



- Inputs always even number of 1

Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- **Greenberger-Horne-Zeilinger game**

Alice



Bob



Charlie



- Inputs always even number of 1
- **XOR** of **outputs** is 0 iff inputs are all 0, otherwise 1

Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- **Greenberger-Horne-Zeilinger game**

Alice



Bob



Charlie



- Inputs always even number of 1
- **XOR** of **outputs** is 0 iff inputs are all 0, otherwise 1
- **Classically**: winning probability $\leq 75\%$, even with shared randomness

Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- **Greenberger-Horne-Zeilinger game**

Alice



Bob



Charlie



- Inputs always even number of 1
- **XOR** of **outputs** is 0 iff inputs are all 0, otherwise 1
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability 1 with shared quantum state (entanglement)

Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- **Greenberger-Horne-Zeilinger game**

Alice



Bob



Charlie



- Inputs always even number of 1
- **XOR** of **outputs** is 0 iff inputs are all 0, otherwise 1
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability 1 with shared quantum state (entanglement)
- Construct a network of **iterated GHZ** like before: 3 players \implies *hypergraph*!

Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

GHZ game

- **Greenberger-Horne-Zeilinger game**

Alice



Bob



Charlie



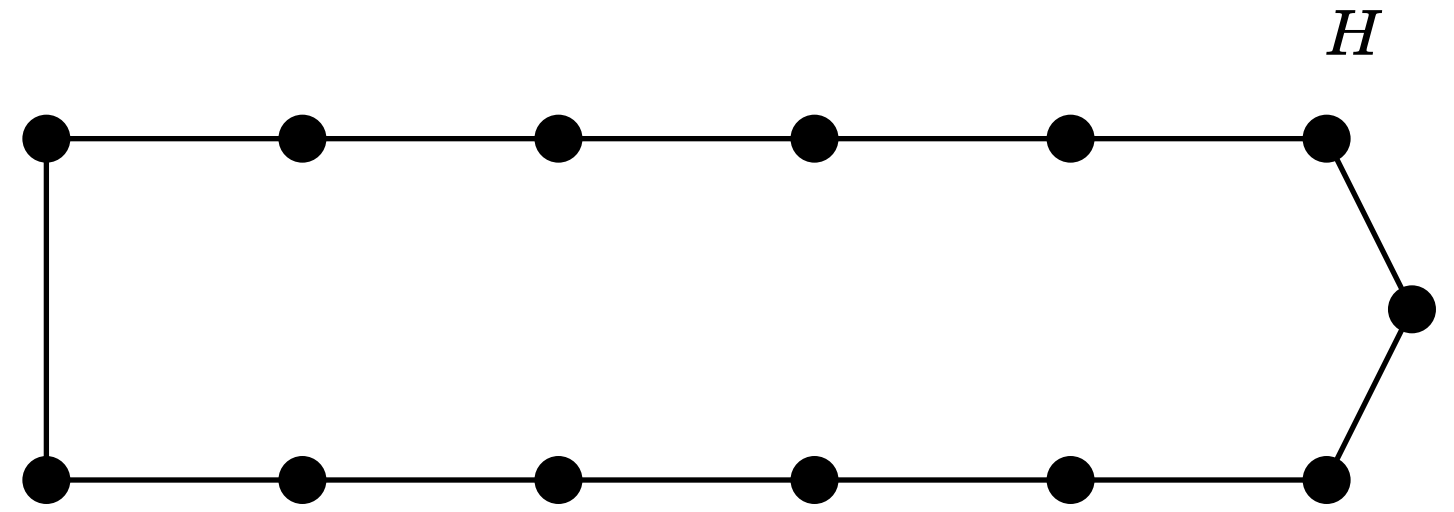
Inputs	0,0,0	0,1,1	1,0,1	1,1,0
Outputs	0,0,0	1,0,0	1,0,0	1,0,0
	0,1,1	0,1,0	0,1,0	0,1,0
	1,0,1	0,0,1	0,0,1	0,0,1
	1,1,0	1,1,1	1,1,1	1,1,1

- Inputs always even number of 1
- **XOR** of **outputs** is 0 iff inputs are all 0, otherwise 1
- **Classically**: winning probability $\leq 75\%$, even with shared randomness
- **Quantum**: winning probability 1 with shared quantum state (entanglement)
- Construct a network of **iterated GHZ** like before: 3 players \implies *hypergraph*!
- 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

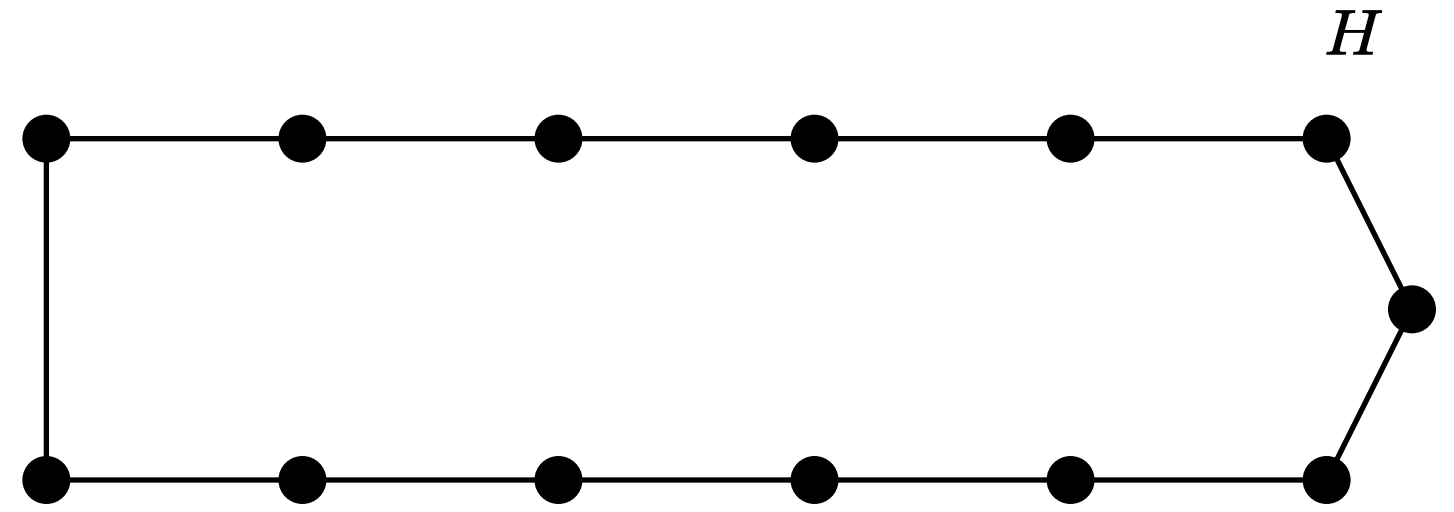
- randomized LOCAL



Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

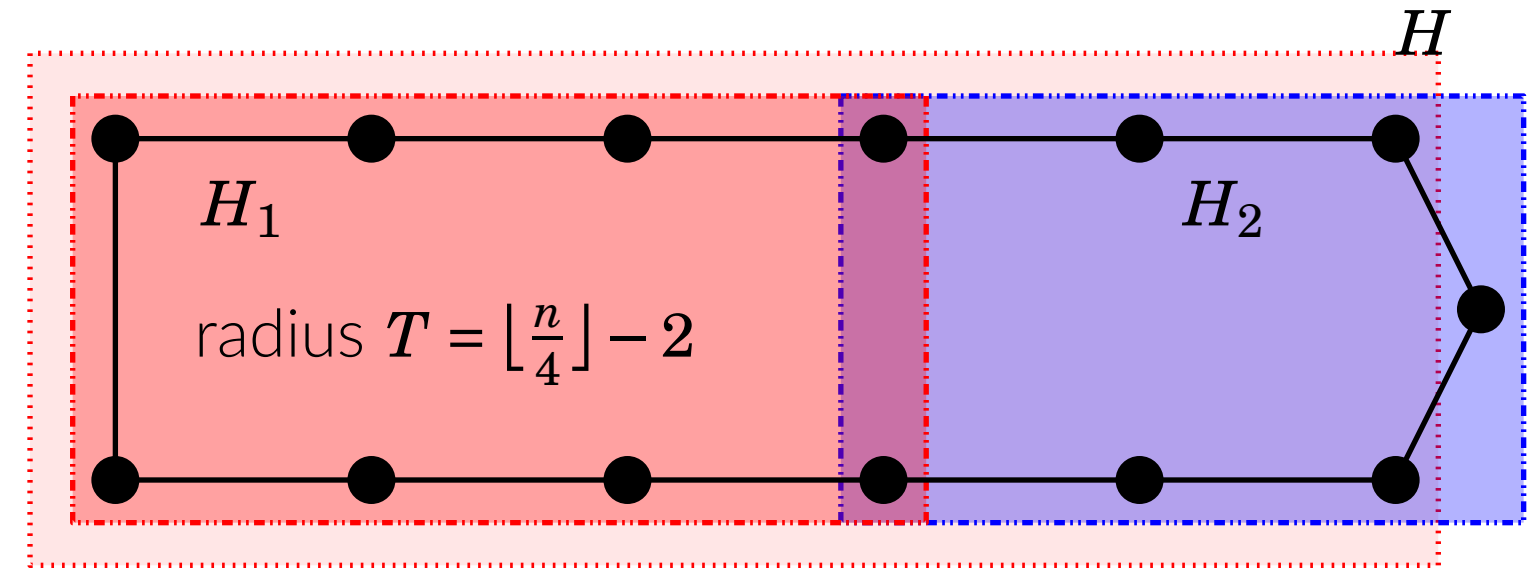
- randomized LOCAL
- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable



Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

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

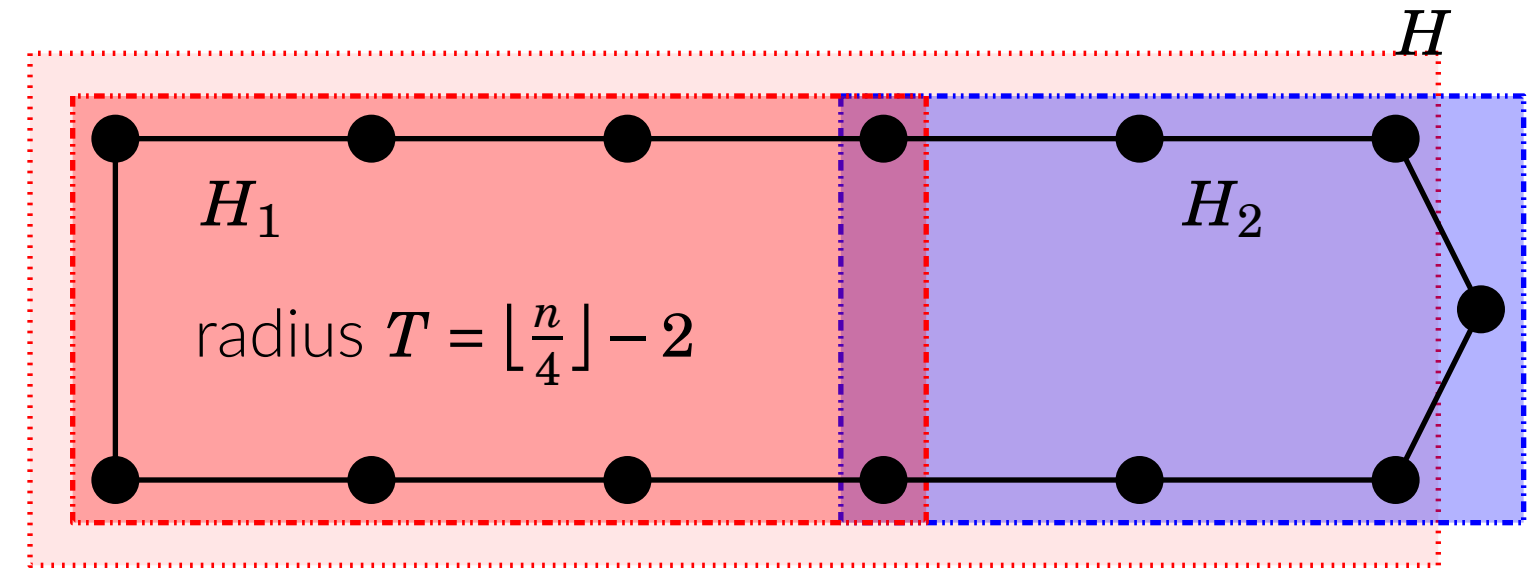


$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$

Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

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

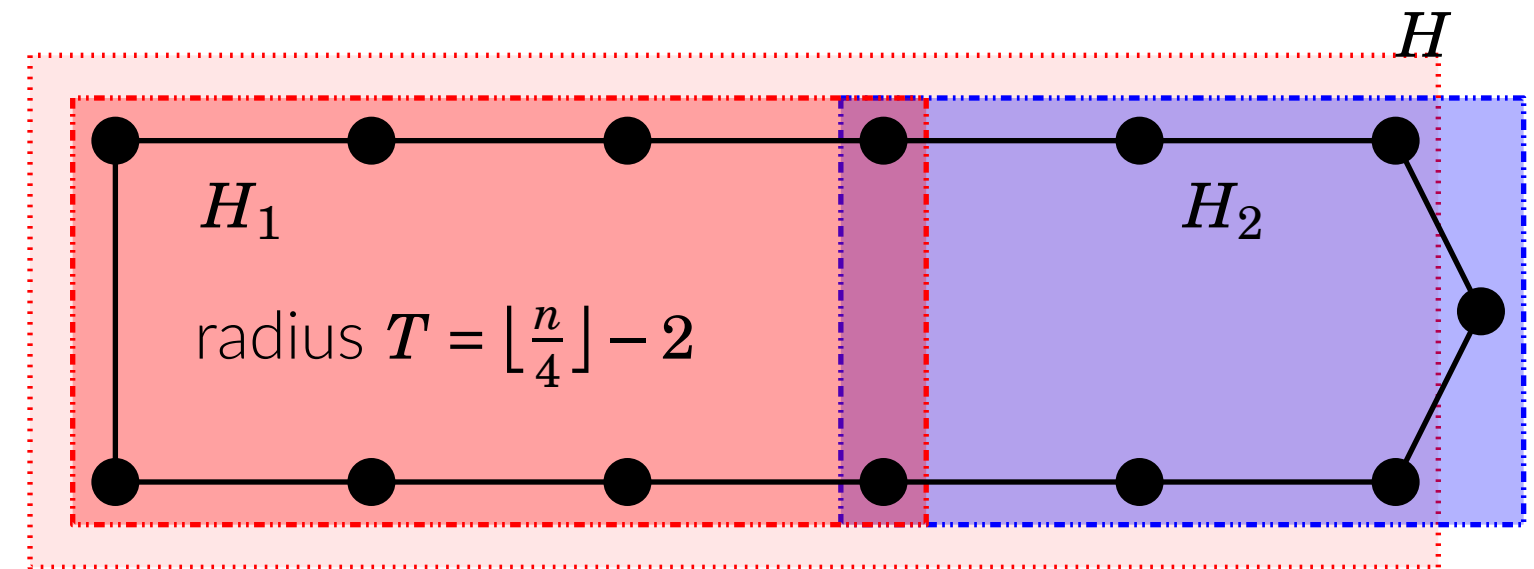


$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$

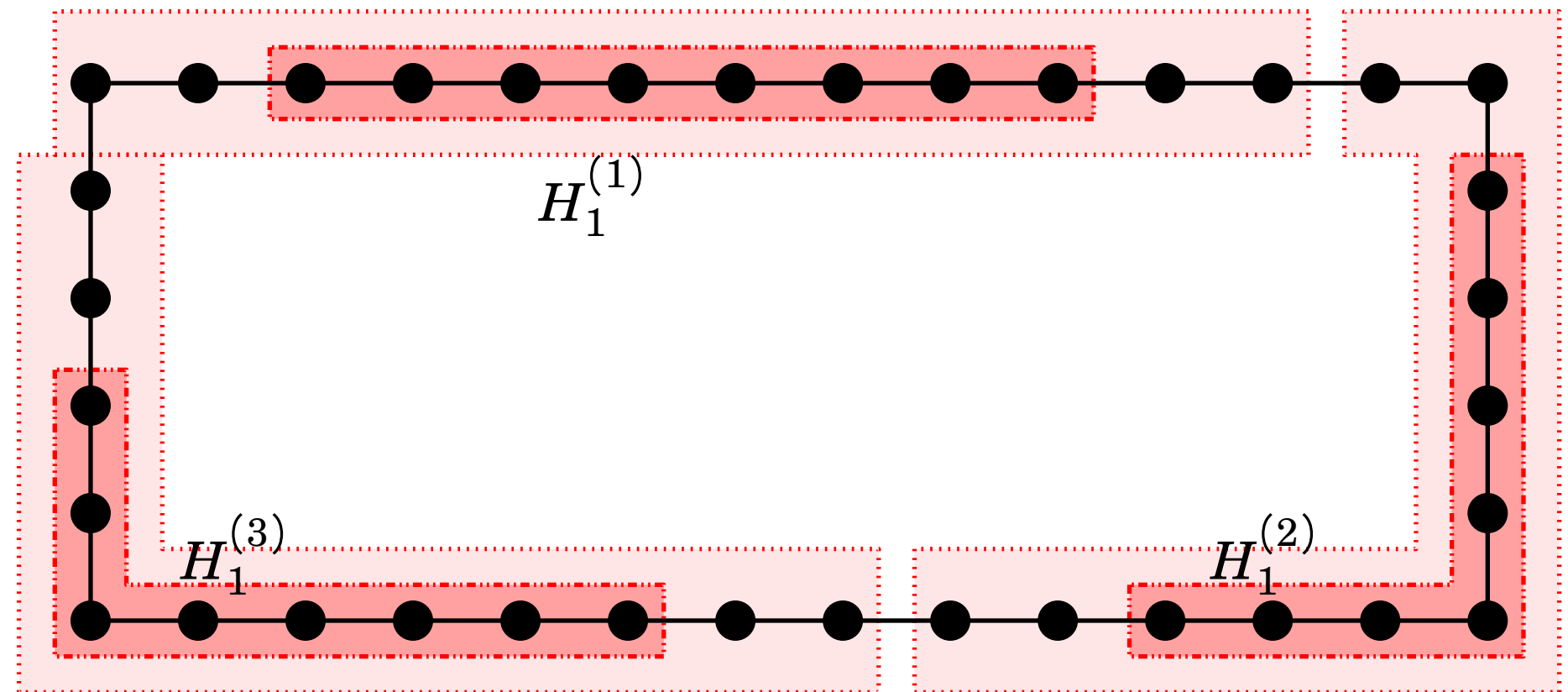
Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

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



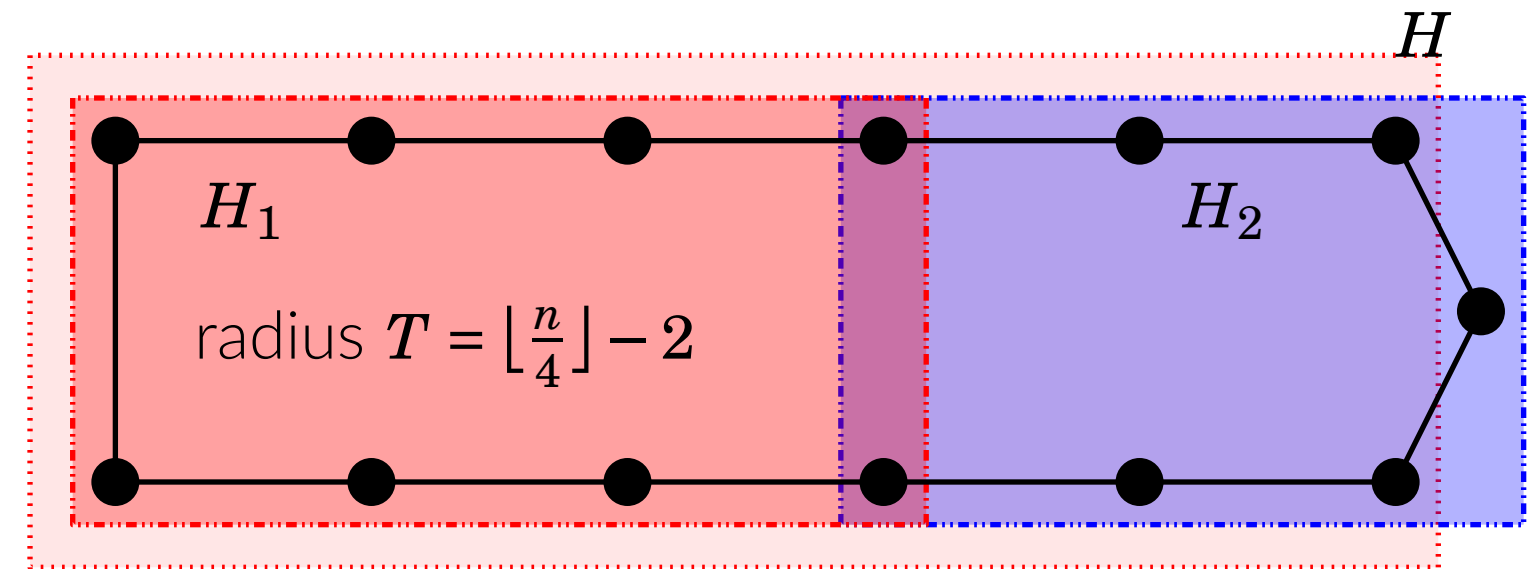
$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$



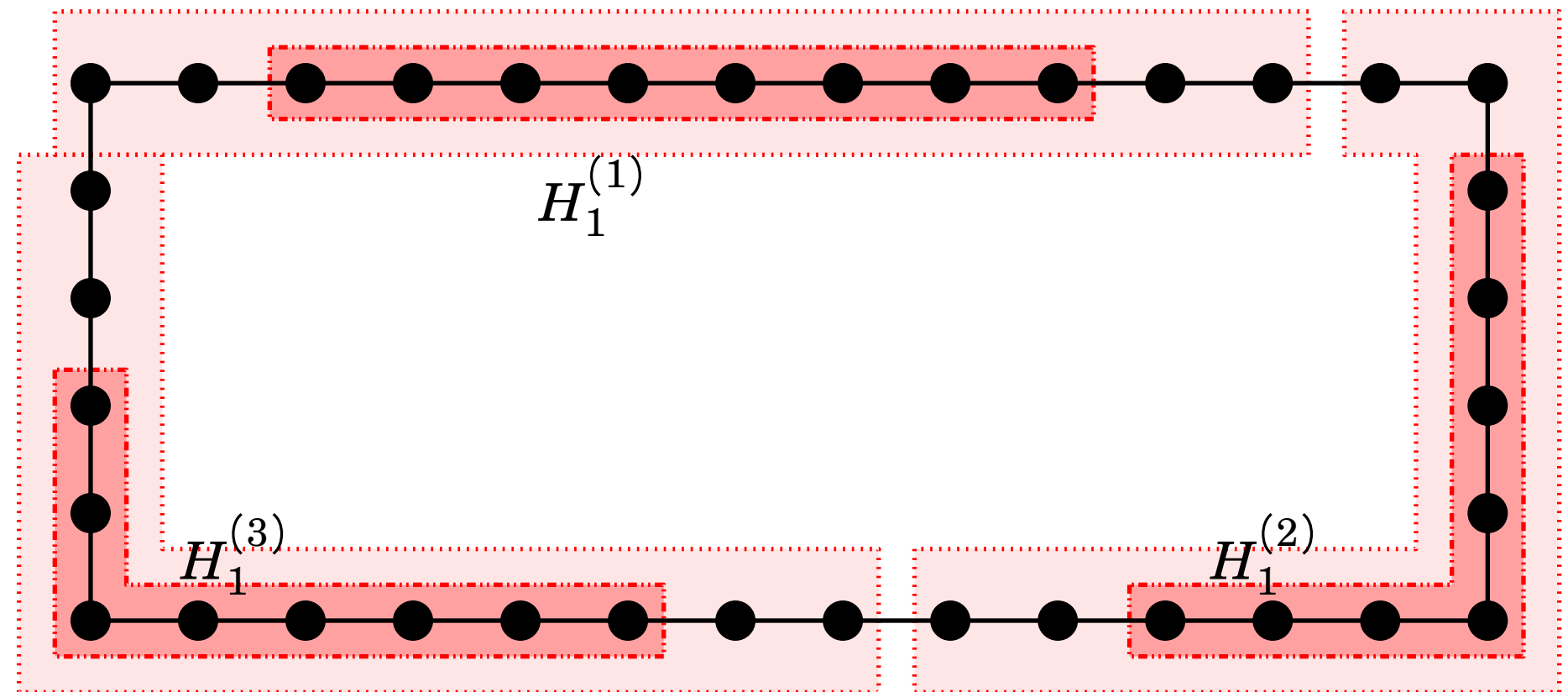
Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

- randomized LOCAL
- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable
 - N copies of $H[\mathcal{N}_T(H_i)]$ can be glued together to form a 2-colorable graph
- probability of failure $\geq 1 - (1 - \frac{1}{2})^N$
 - independence + union bound
 - cloning principle



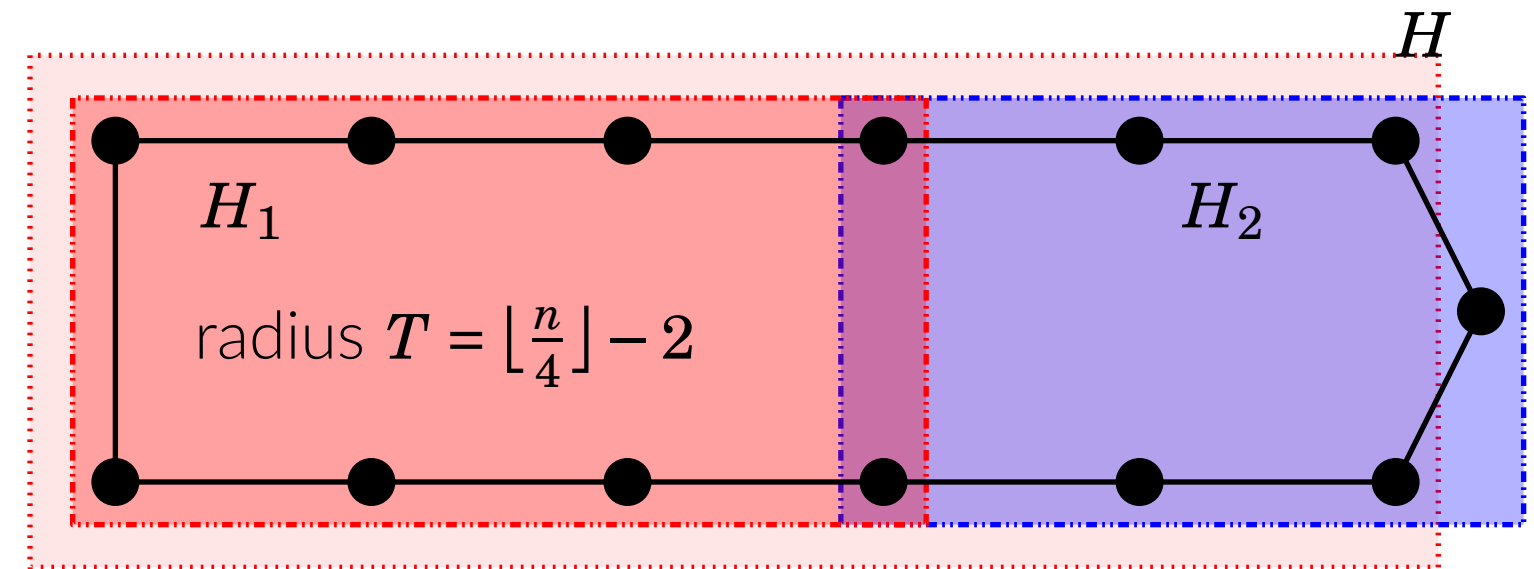
$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$



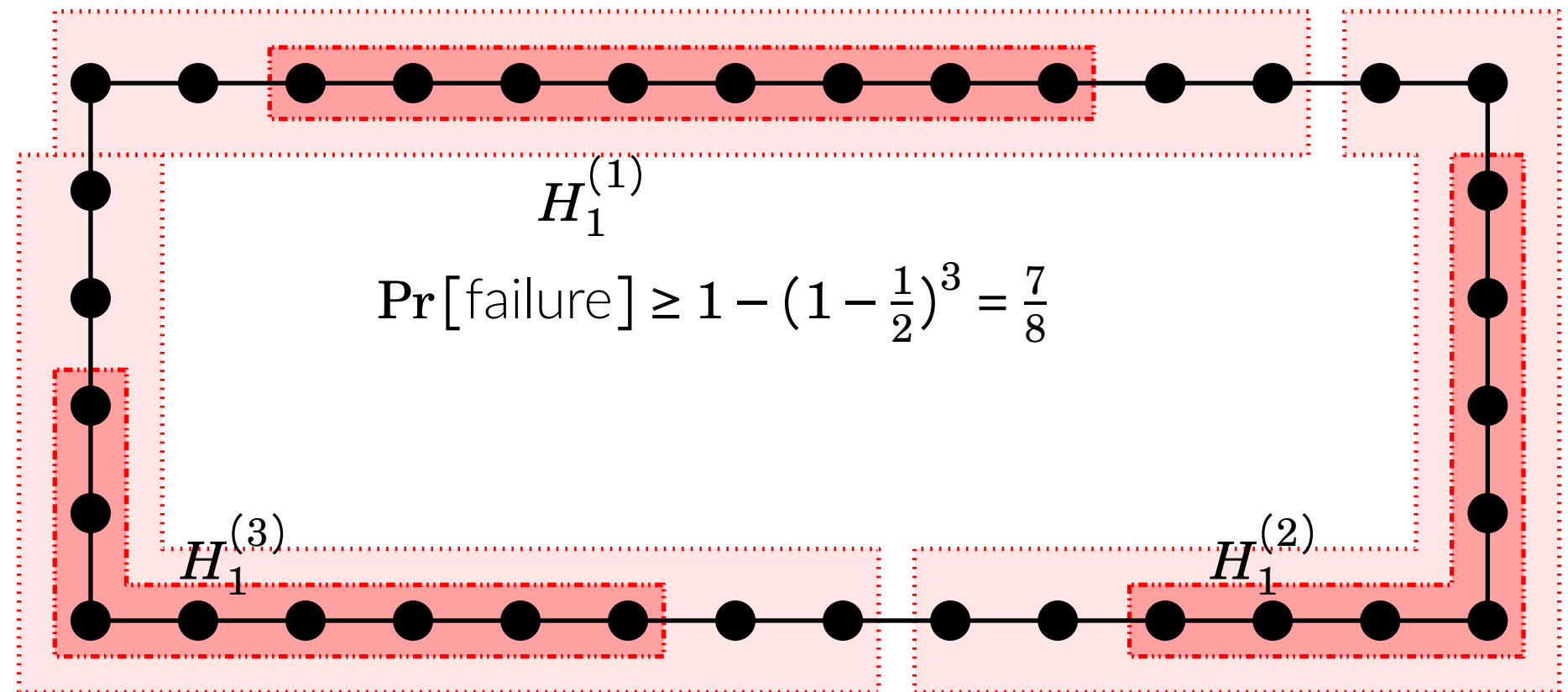
Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

- randomized LOCAL
- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable
 - N copies of $H[\mathcal{N}_T(H_i)]$ can be glued together to form a 2-colorable graph
- probability of failure $\geq 1 - (1 - \frac{1}{2})^N$
 - independence + union bound
 - cloning principle



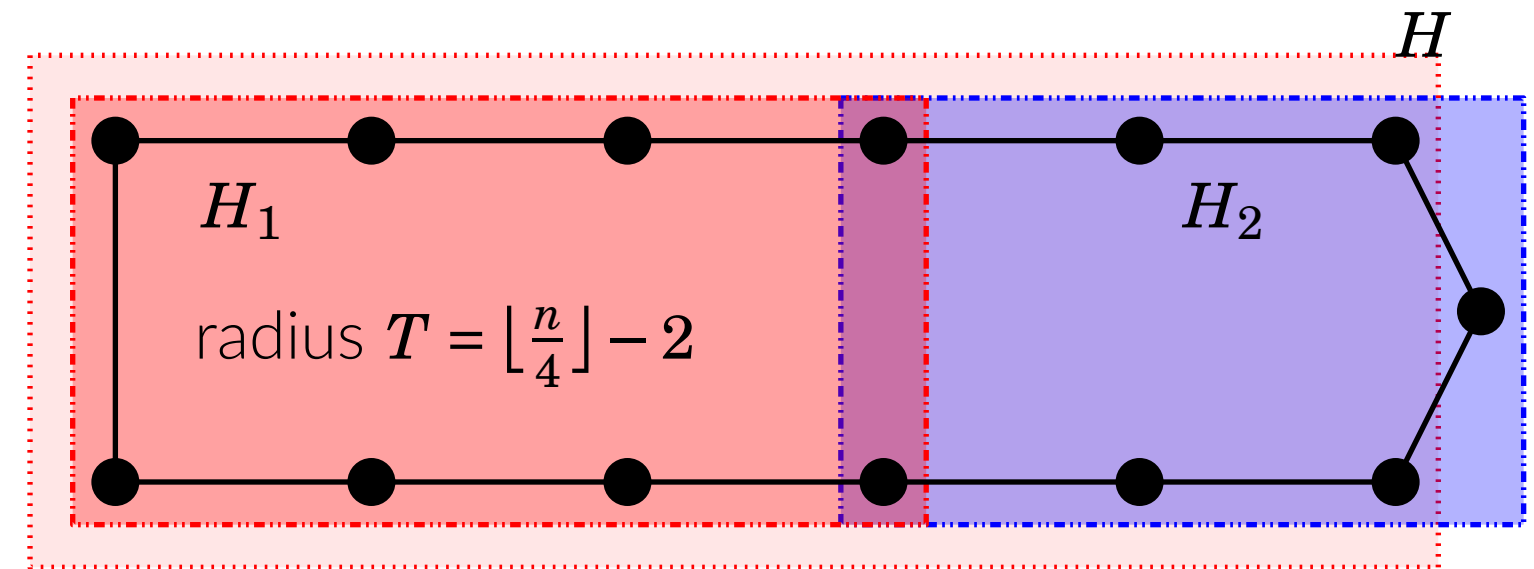
$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$



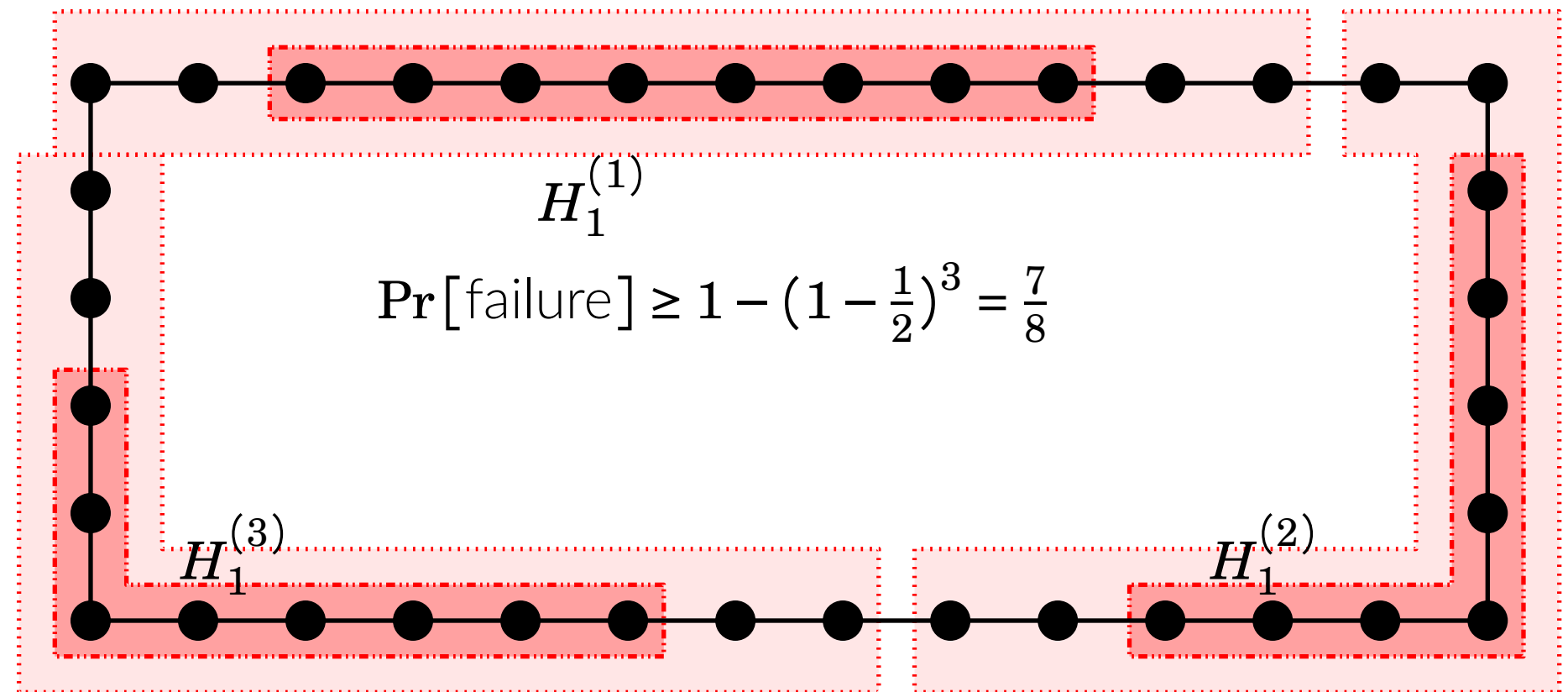
Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

- randomized LOCAL
- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable
 - N copies of $H[\mathcal{N}_T(H_i)]$ can be glued together to form a 2-colorable graph
- probability of failure $\geq 1 - (1 - \frac{1}{2})^N$
 - independence + union bound
 - cloning principle
- lower bound of $T(\frac{n}{N})$



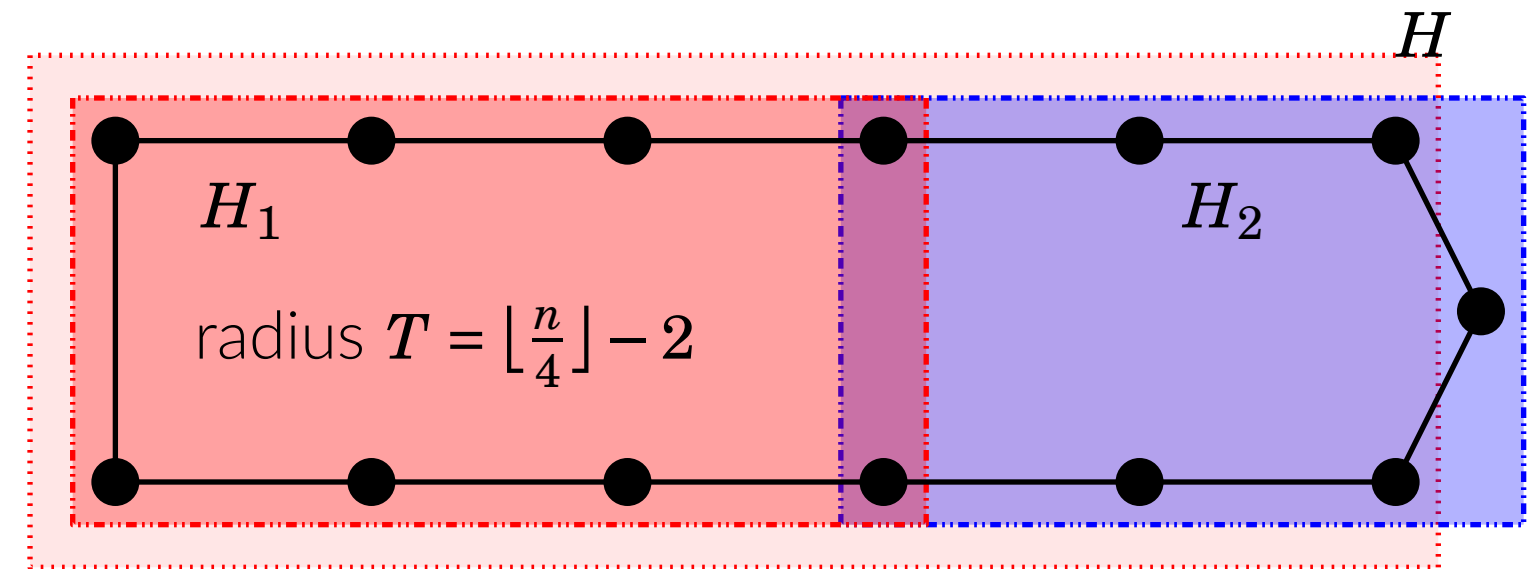
$$\max_{i=1,2} \{\Pr[\text{failure on } H_i]\} \geq \frac{1}{2}$$



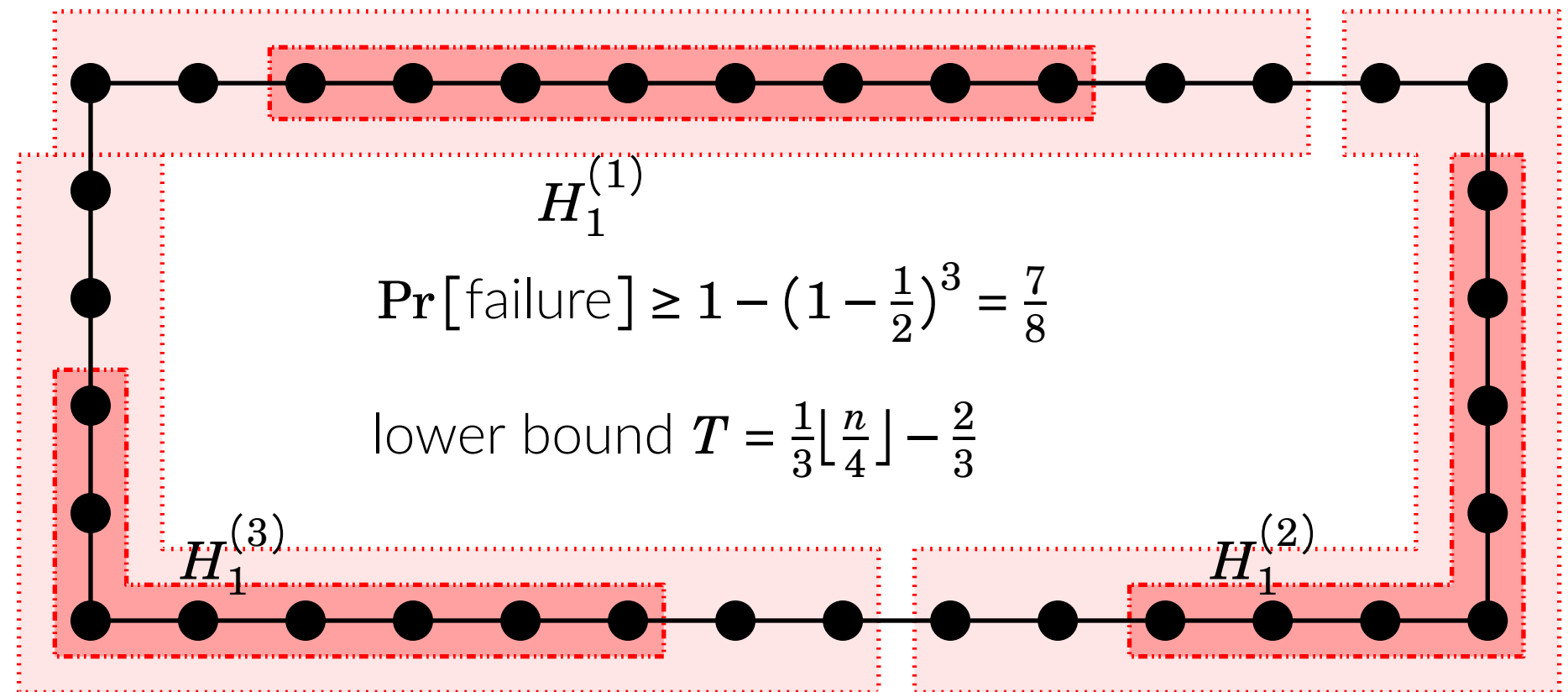
Boosting failure probability: randomized-LOCAL

Problem: 2-coloring 2-chromatic graphs

- randomized LOCAL
- “subdivide” graph H in regions H_1, H_2 such that
 - $H[\mathcal{N}_T(H_i)]$ is 2-colorable
 - N copies of $H[\mathcal{N}_T(H_i)]$ can be glued together to form a 2-colorable graph
- probability of failure $\geq 1 - (1 - \frac{1}{2})^N$
 - independence + union bound
 - cloning principle
- lower bound of $T(\frac{n}{N})$



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



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

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
- **No-cloning principle**: no guarantees if we change the number of nodes

Problems in non-signaling: cloning and dependency

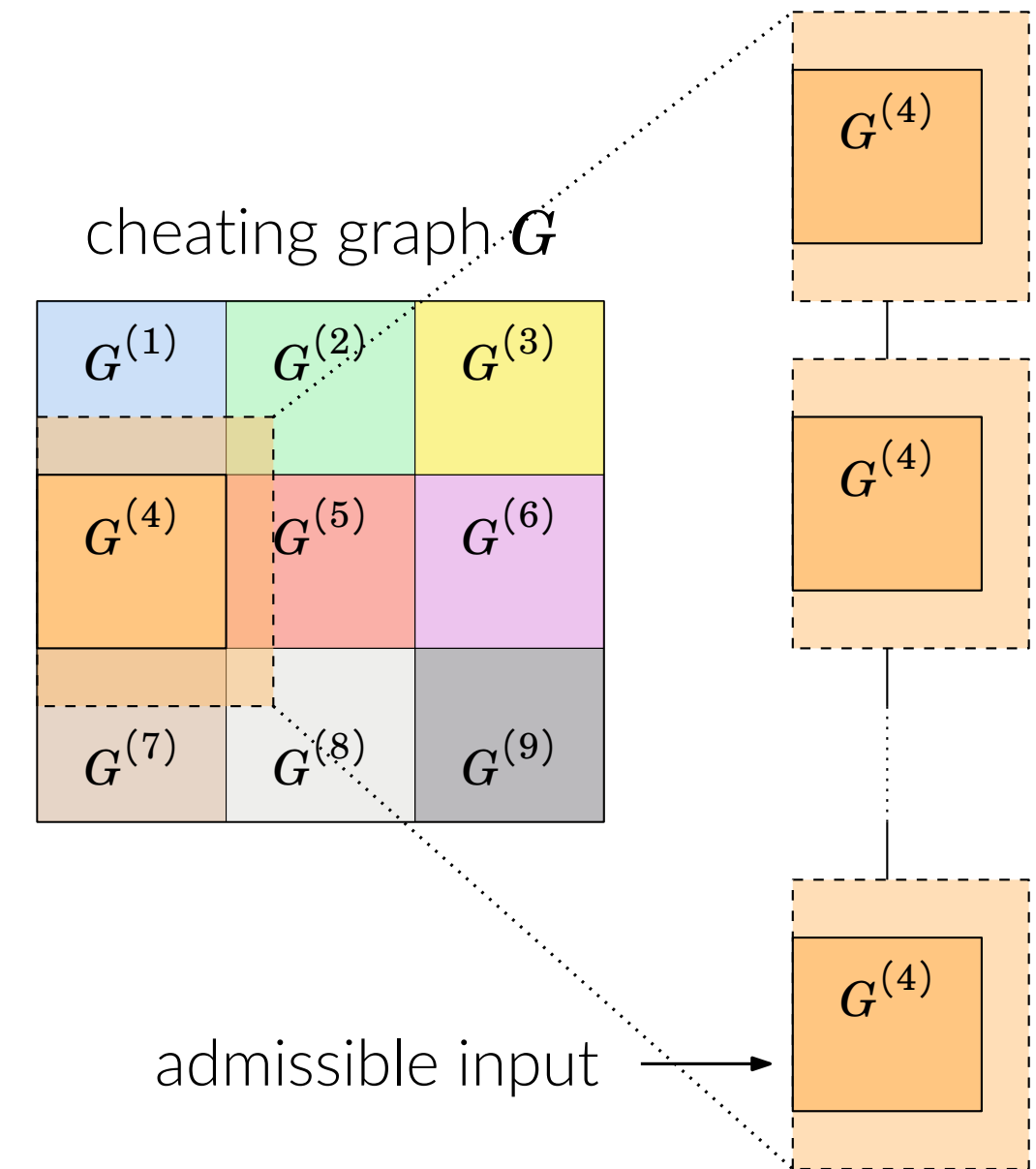
The **non-signaling** model:

- 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
- **No-cloning principle**: no guarantees if we change the number of nodes
- **General dependencies**: no guarantee of independence between far apart regions of the graph

Problems in non-signaling: cloning and dependency

The **non-signaling** model:

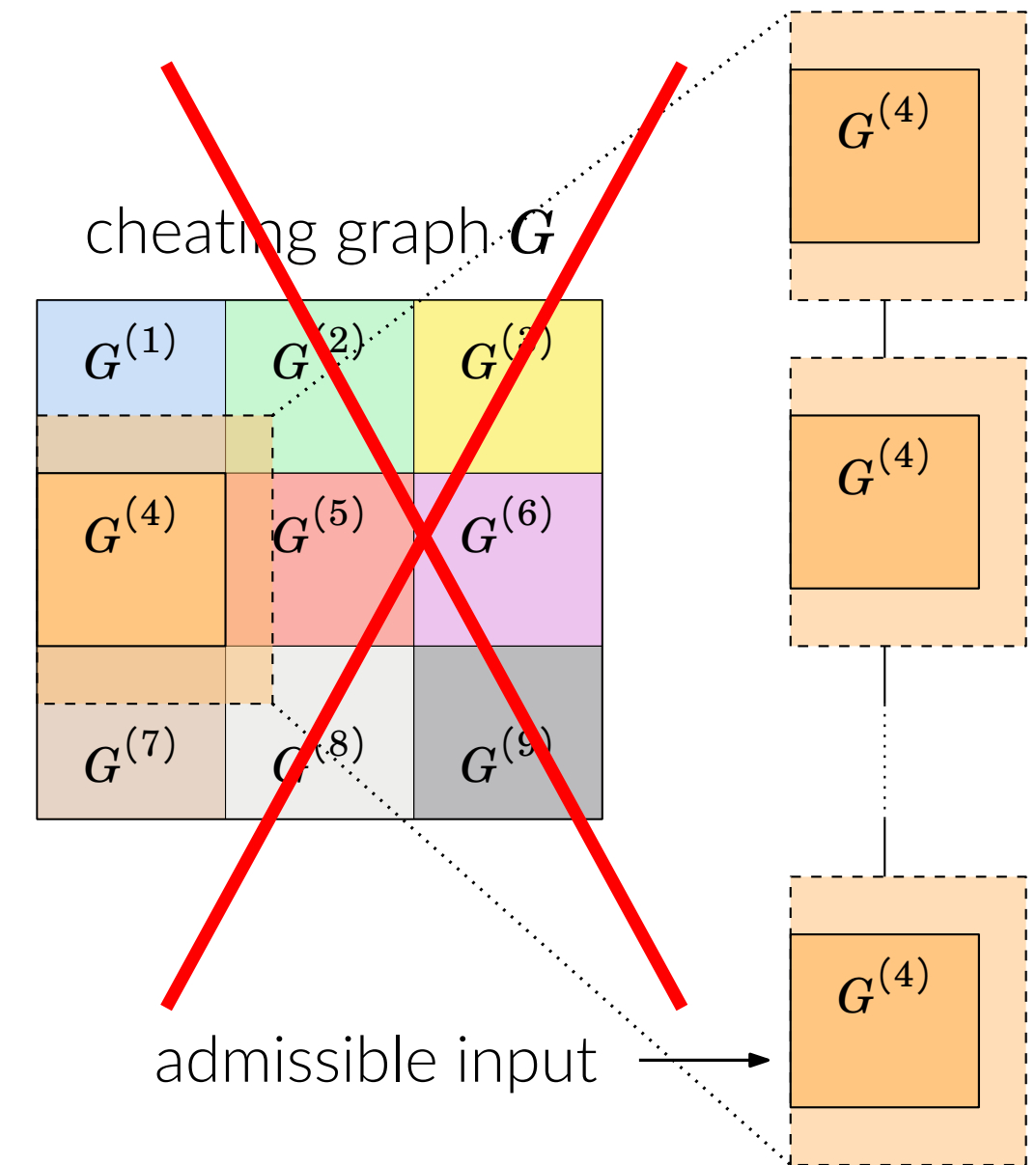
- produces **non-signaling outcomes**
 - **outcome**: function assigning to inputs (G, x) a distribution over labelings $\{(y_i, p_i)\}_{i \in I}$
 - **non-signaling** beyond distance T
- **No-cloning principle**: no guarantees if we change the number of nodes
- **General dependencies**: no guarantee of independence between far apart regions of the graph



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
- **No-cloning principle**: no guarantees if we change the number of nodes
- **General dependencies**: no guarantee of independence between far apart regions of the graph



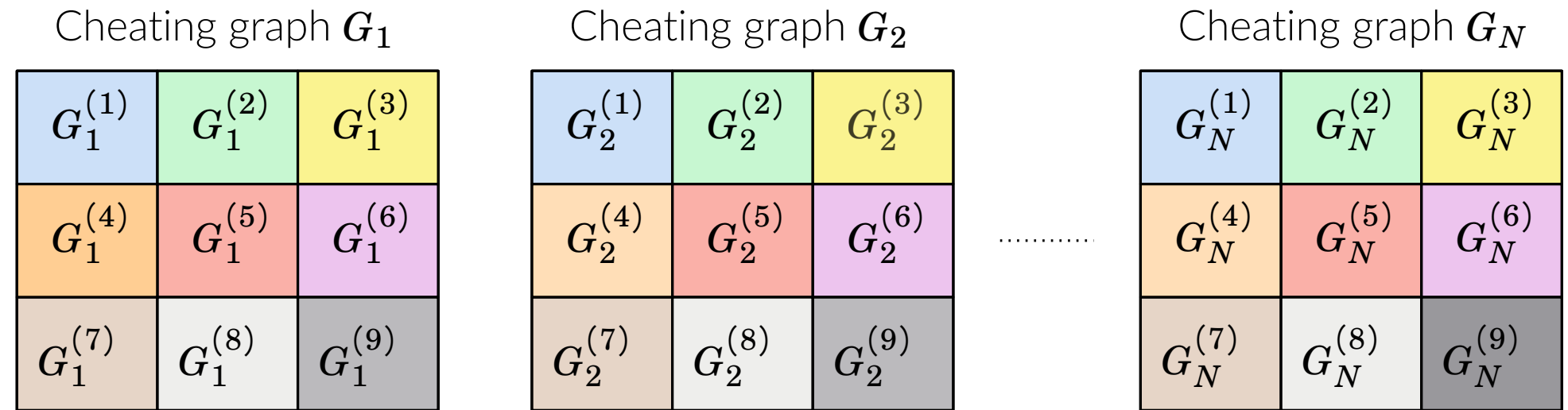
Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph

Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph

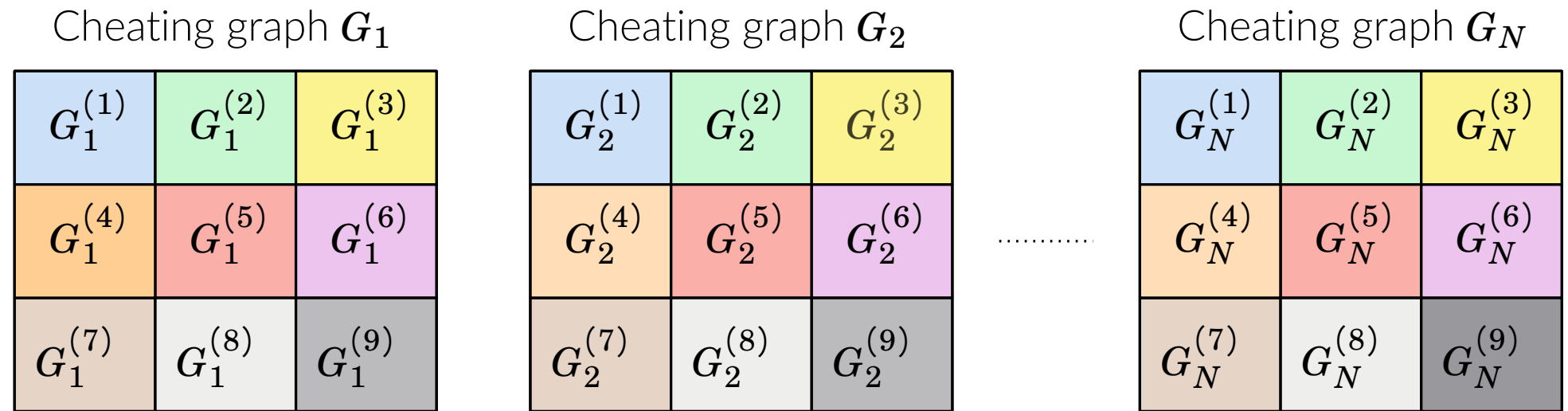
N copies of the cheating graph G



Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph
 - consider all nodes, “rearrange” edges

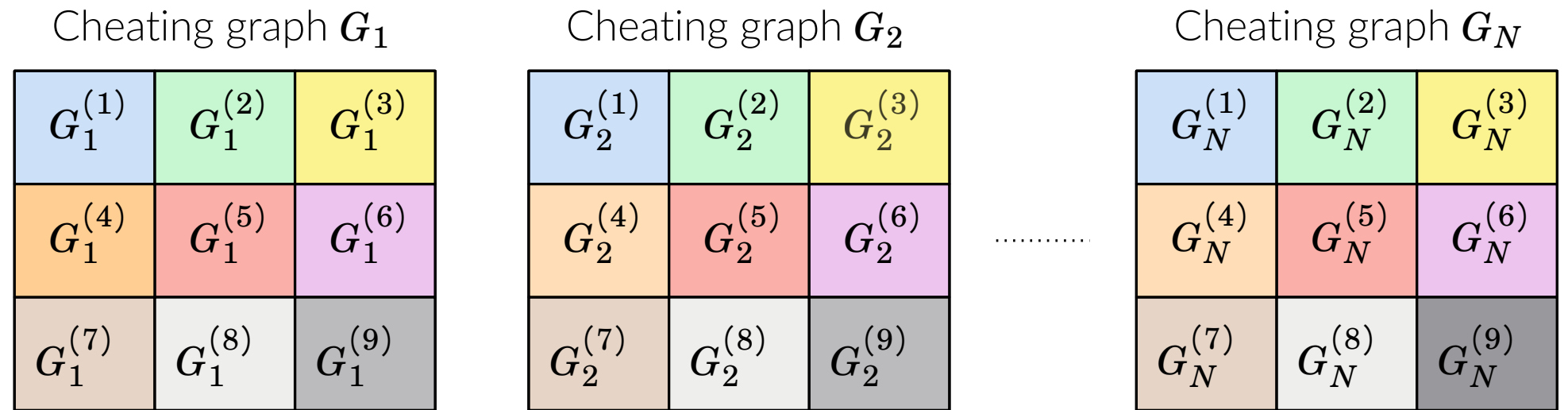
N copies of the cheating graph G



Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph
 - consider all nodes, “rearrange” edges
- Addressing dependencies
 - consider joint probabilities

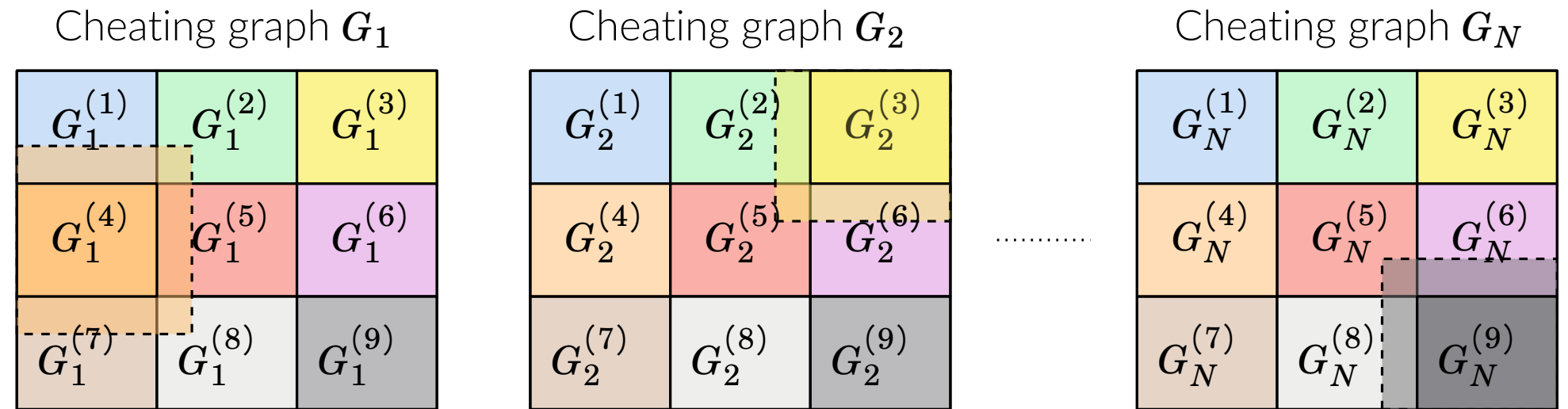
N copies of the cheating graph G



Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph
 - consider all nodes, “rearrange” edges
- Addressing dependencies
 - consider joint probabilities

N copies of the cheating graph G

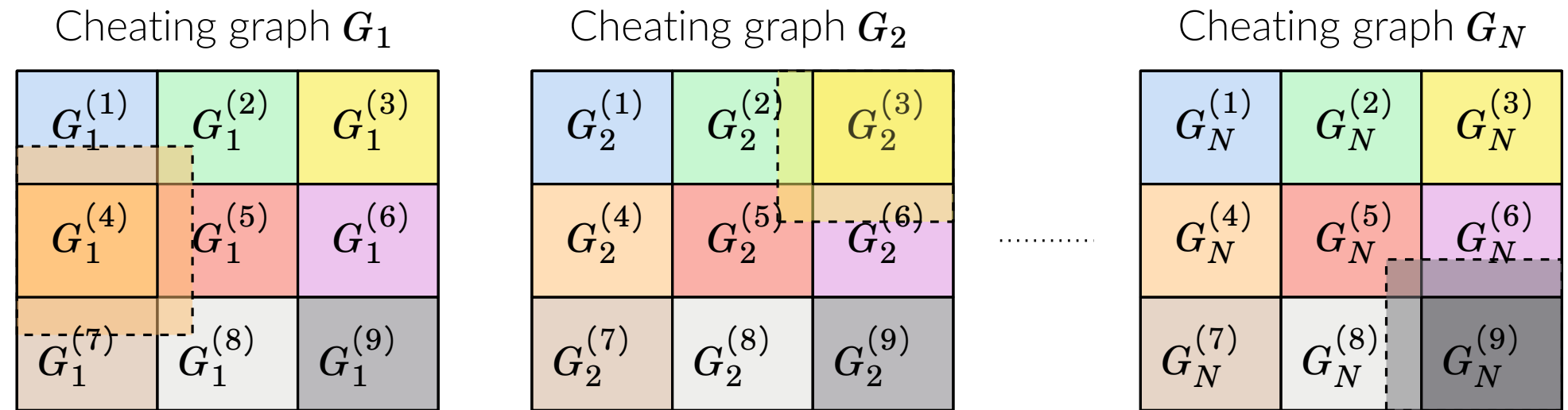


$$\Pr(\mathcal{A} \text{ fails on } \cup_{j \in [N]} G_j^{(x_j)}) \geq 1 - (1 - 1/k)^N \text{ for } \mathbf{x} = (4, 3, \dots, 9)$$

Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph
 - consider all nodes, “rearrange” edges
- Addressing dependencies
 - consider joint probabilities
- Failure probability as in rand-LOCAL
 - different “bad event”

N copies of the cheating graph G



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

Boosting failure probability in non-signaling

- Addressing no-cloning
 - many copies of the cheating graph
 - consider all nodes, “rearrange” edges
- Addressing dependencies
 - consider joint probabilities
- Failure probability as in rand-LOCAL
 - different “bad event”

