

# Universal Bell Correlations Do Not Exist

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CS395T – Quantum Complexity Theory

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# Quantum nonlocality

- ▶ Recall **Bell's theorem**: Entanglement allows interactions that can't be simulated using shared randomness / hidden variables

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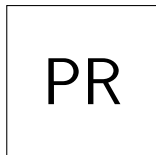
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- ▶ Recall the **no-communication theorem**: Entanglement can't be used to send signals
- ▶ **Contradictory?**

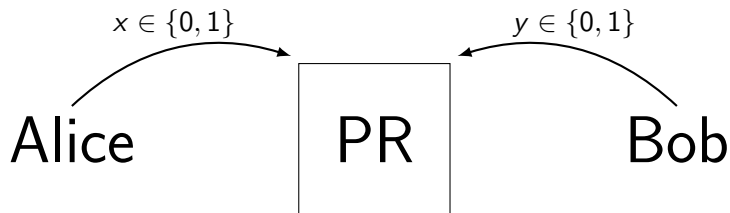
PR box

Alice

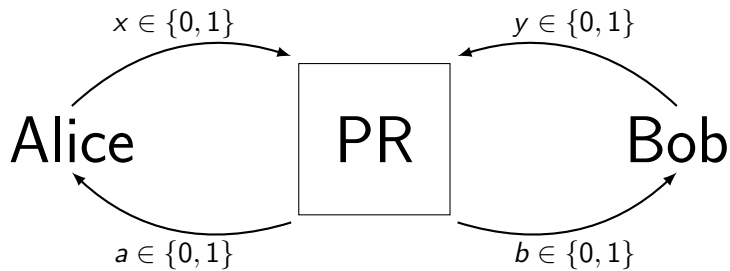


Bob

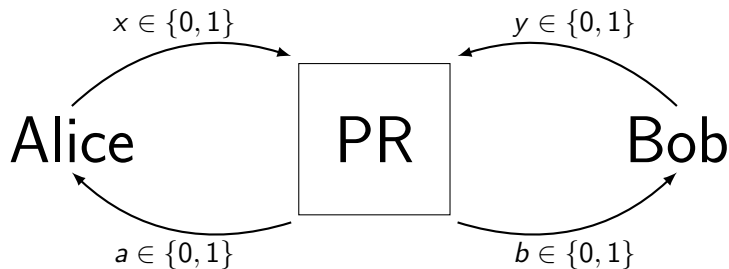
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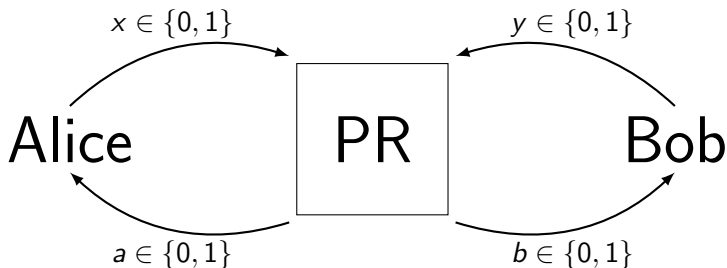
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$$(a, b) = \begin{cases} (0, xy) & \text{with probability } 1/2 \\ (1, 1 - xy) & \text{with probability } 1/2 \end{cases}$$



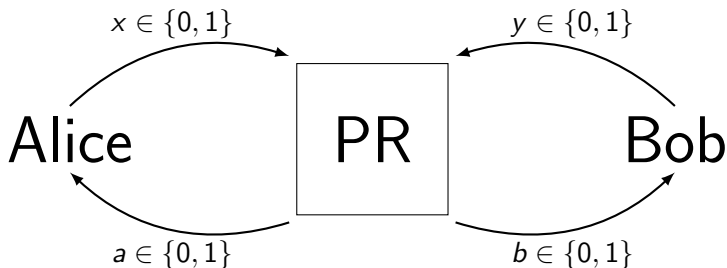
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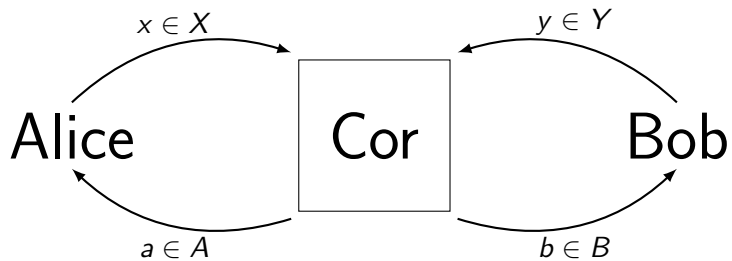
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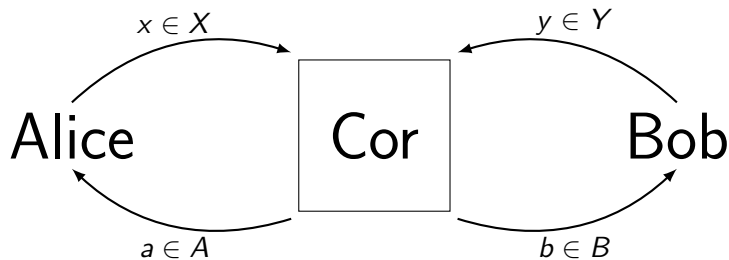
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- ▶ Cannot be used to **communicate**
- ▶ But can be used to **win CHSH game**:  $a + b = xy \pmod{2}$

## Correlation box



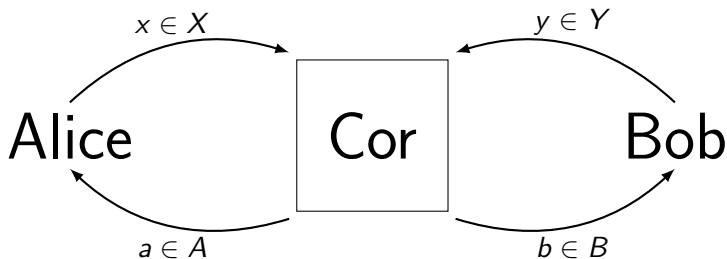
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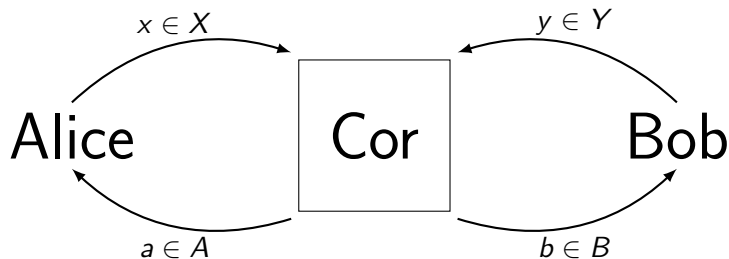


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- ▶ Assume  $X, Y, A, B$  are countable
- ▶ Abuse notation and write  $\text{Cor} : X \times Y \rightarrow A \times B$

# Distributed sampling problems



- Can think of a correlation box as a *distributed sampling problem* – the **problem of simulating the box**

# Distributed sampling complexity classes

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# Distributed sampling complexity classes

- ▶ **SR**: class of correlation boxes that can be simulated using **just shared randomness**
- ▶ **Q**: class of correlation boxes that can be simulated using **shared randomness + arbitrary bipartite quantum state**
- ▶ Obviously  $\mathbf{SR} \subseteq \mathbf{Q}$
- ▶ Bell's theorem:  $\mathbf{SR} \neq \mathbf{Q}$

## Distributed sampling complexity classes (2)

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- ▶ Tsierelson bound:  $\text{PR} \notin \mathbf{Q}$ , so  $\mathbf{Q} \neq \mathbf{NS}$

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- ▶ **SR**  $\subsetneq$  **BELL**  $\subsetneq$  **Q**

# Toner-Bacon theorem

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- ▶ Loose upper bound, since  $\mathbf{BELL} \subseteq \mathbf{NS}$

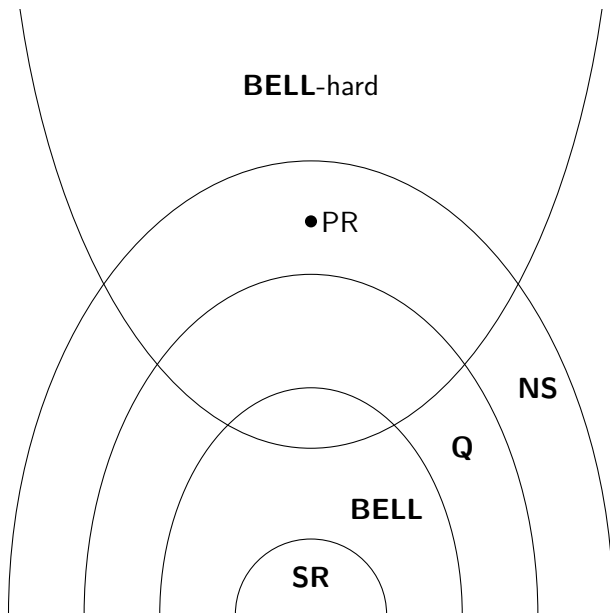
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- ▶ Theorem (Cerf et al. '05): **BELL** can be simulated using shared randomness + 1 PR box
- ▶ In other words, PR is **BELL**-hard with respect to 1-query reductions

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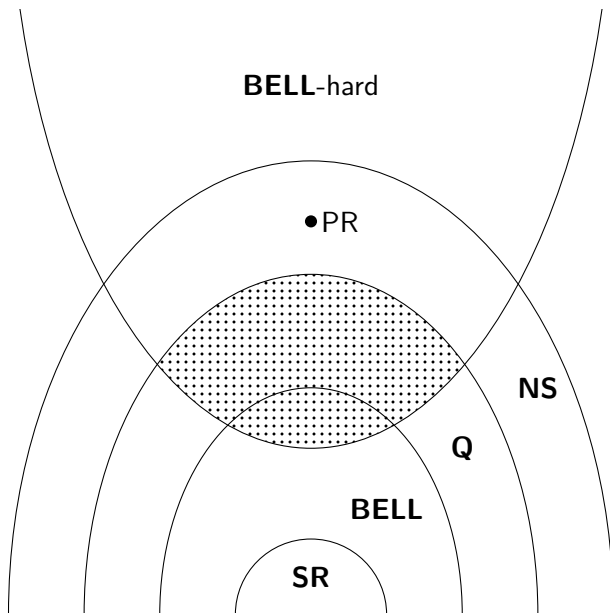


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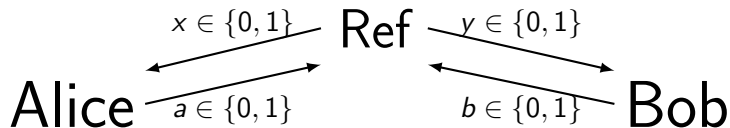
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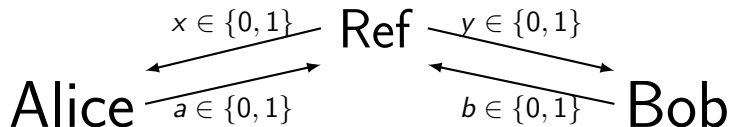


## Biased CHSH game



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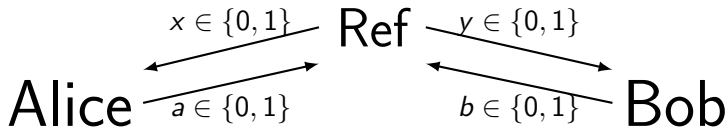
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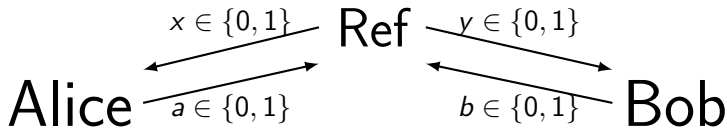


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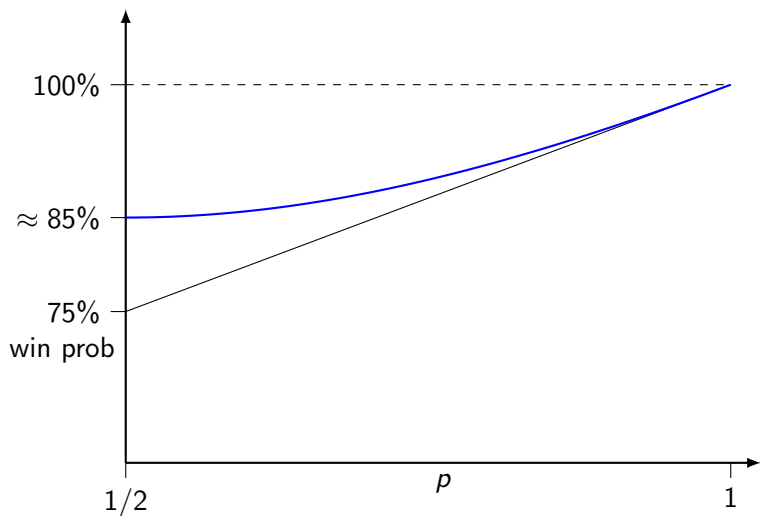
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- ▶ Theorem (Lawson, Linden, Popescu '10): Optimal quantum strategy can be implemented in **BELL**, wins with probability

$$f(p) \stackrel{\text{def}}{=} \frac{1}{2} + \frac{1}{2} \sqrt{p^2 + (1-p)^2}$$

# Quantum value of biased CHSH game



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- ▶ Affine function of  $p$ , for fixed reduction

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- ▶ Countably many affine functions, so  $\exists p$  where all the affine functions disagree with  $f(p)$

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- For every  $\text{Cor}_1 \in \mathbf{BELL}$ , there is a 1-query  $\varepsilon$ -error reduction from  $\text{Cor}_1$  to  $\text{Cor}_2$

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▶ Thanks for listening!  
Questions?

- ▶ This material is based upon work supported by the National Science Foundation Graduate Research Fellowship under Grant No. DGE-1610403.
- ▶ Cole Graham gratefully acknowledges the support of the Fannie and John Hertz Foundation.