

Ex. 6

Alice: $x_1, x_2 \in \{0, 1\}$ and output two bits a_1, a_2

Bob: $y_1, y_2 \in \{0, 1\}$ ————— b_1, b_2

Win: $a_1 \oplus b_1 = x_1 \wedge y_1$, $a_2 \oplus b_2 = x_2 \wedge y_2$

- 1) We first sum the optimal quantum strategy on inputs (x_1, y_1) , winning the first game with probability $\cos^2(\pi/8)$. We then independently sum the strategy again on inputs (x_2, y_2) , winning again with probability of $\cos^2(\pi/8)$.

$$\cos^2(\pi/8) \times \cos^2(\pi/8) = \cos^4(\pi/8)$$

- 2) let: $f_A(x_1, x_2) = (a_1, a_2)$
 $f_B(y_1, y_2) = (b_1, b_2)$

the strategy function of A and B

For win with probability 1,

$$f_A(0,0) \oplus f_B(0,0) = (0,0)$$

$$f_A(0,0) \oplus f_B(0,1) = (0,0)$$

$$f_A(0,0) \oplus f_B(1,0) = (0,0)$$

$$f_A(0,0) \oplus f_B(1,1) = (0,0)$$

$$\left. \begin{aligned} f_A(0,1) \oplus f_B(0,0) &= (0,0) \\ f_A(0,1) \oplus f_B(0,1) &= (0,1) \\ f_A(0,1) \oplus f_B(1,0) &= (0,0) \\ f_A(0,1) \oplus f_B(1,1) &= (0,1) \end{aligned} \right\} 2$$

$$\left. \begin{aligned} f_A(1,0) \oplus f_B(0,0) &= (0,0) \\ f_A(1,0) \oplus f_B(0,1) &= (0,0) \\ f_A(1,0) \oplus f_B(1,0) &= (1,0) \\ f_A(1,0) \oplus f_B(1,1) &= (1,0) \end{aligned} \right\} 2$$

$$\left. \begin{aligned} f_A(1,1) \oplus f_B(0,0) &= (0,0) \\ f_A(1,1) \oplus f_B(0,1) &= (0,1) \\ f_A(1,1) \oplus f_B(1,0) &= (1,0) \\ f_A(1,1) \oplus f_B(1,1) &= (1,1) \end{aligned} \right\} 1$$

$$\begin{aligned} f_A(00) &= f_A(10) = f_A(11) = 11 \\ f_A(01) &= 10 \end{aligned}$$

$$\begin{aligned} f_B(00) &= f_B(01) = f_B(11) = 11 \\ f_B(10) &= 01 \end{aligned}$$