

# Quantum *vs* classical: non-locality, contextuality, and informatic advantage

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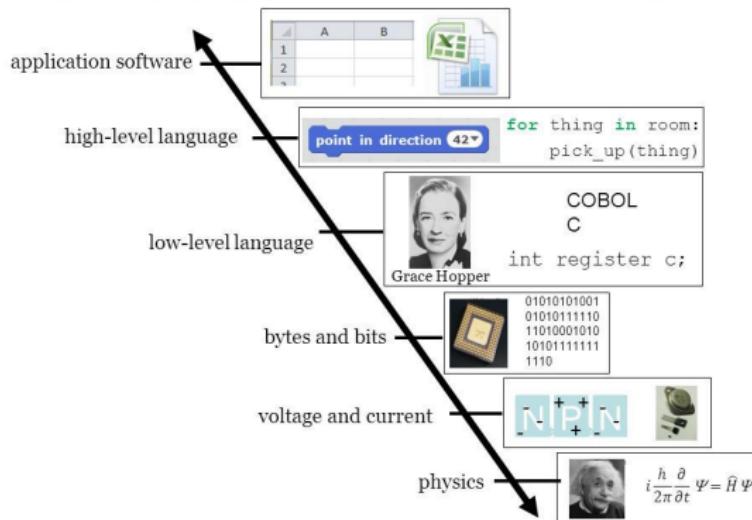
# Motivation

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- ▶ But Computer Science tends to ignore this ...

## The Ladder of Abstraction



Indeed, therein lies its great strength!

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- ▶ use **quantum resources** for information-processing tasks
- ▶ delineate the scope of **quantum advantage**
- ▶ What non-classical features of quantum mechanics are responsible for quantum advantage?
  - ▶ identify the essential structure
  - ▶ theory-independent

# Einstein–Podolsky–Rosen

- ▶ ‘Spooky’ action at a distance.

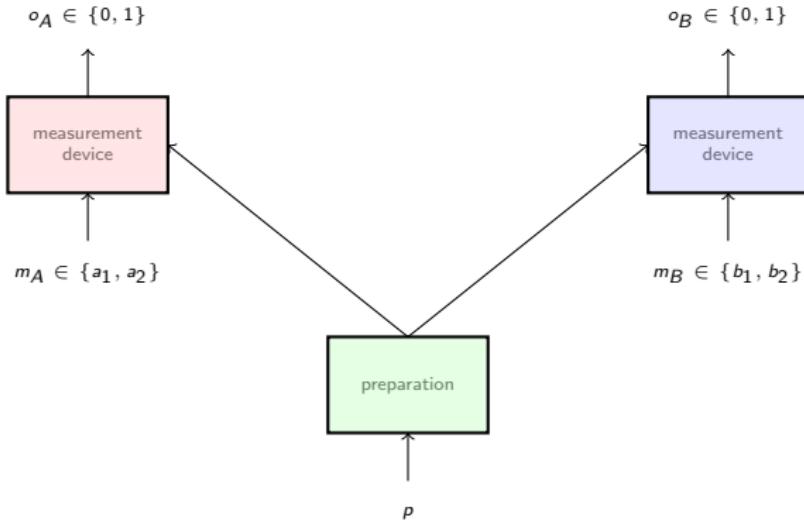
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- ▶ EPR conclusion: QM is incomplete

# Empirical data

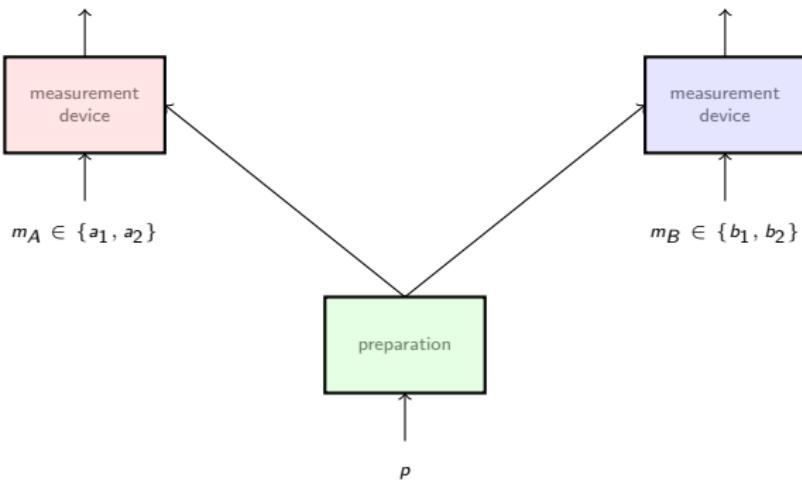


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$$o_A \in \{0, 1\}$$

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- ▶ Hence,  $\sum_{i=1}^N p_i \leq N - 1$ .

## Analysis of the Bell table

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The inequality is violated by  $1/4$ .

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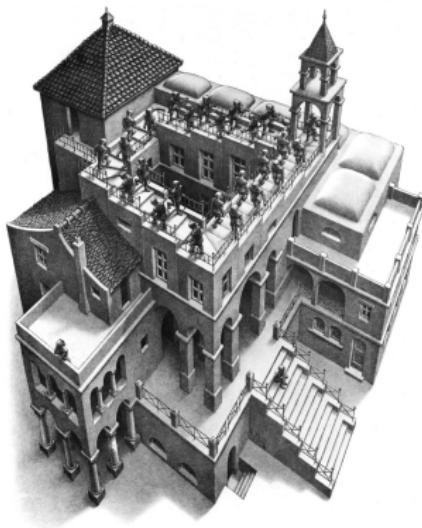
- ▶ But the Bell table can be realised in the real world.
- ▶ What was our unwarranted assumption?
- ▶ That all variables could *in principle* be observed simultaneously.

## Snapshots

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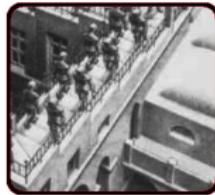
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M. C. Escher, *Ascending and Descending*

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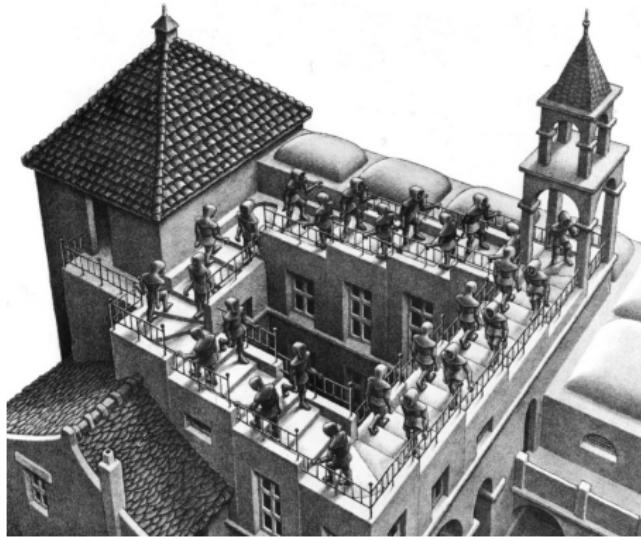
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**Local consistency**

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Local consistency vs **Global inconsistency**

## Abramsky–Brandenburger framework

Measurement scenario  $\langle X, \mathcal{M}, O \rangle$ :

- ▶  $X$  is a finite set of measurements or variables
- ▶  $O$  is a finite set of outcomes or values
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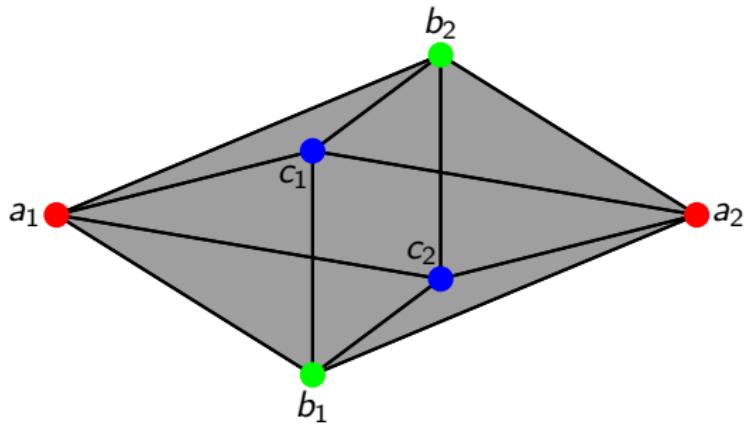
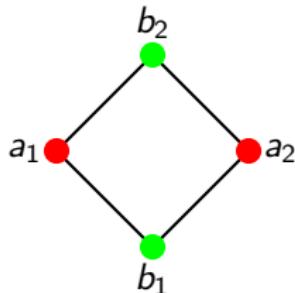
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**Example:** (2,2,2) Bell scenario

- ▶ The set of variables is  $X = \{a_1, a_2, b_1, b_2\}$ .
- ▶ The outcomes are  $O = \{0, 1\}$ .
- ▶ The measurement contexts are:

$$\{ \{a_1, b_1\}, \quad \{a_1, b_2\}, \quad \{a_2, b_1\}, \quad \{a_2, b_2\} \}.$$

## Measurement scenarios



Examples: Bell-type scenarios, KS configurations, and more.

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- ▶ A measurement cover  $\mathcal{M} = \{C_1, \dots, C_9\}$ , whose contexts  $C_i$  correspond to the columns in the following table:

$U_1$	$U_2$	$U_3$	$U_4$	$U_5$	$U_6$	$U_7$	$U_8$	$U_9$
$A$	$A$	$H$	$H$	$B$	$I$	$P$	$P$	$Q$
$B$	$E$	$I$	$K$	$E$	$K$	$Q$	$R$	$R$
$C$	$F$	$C$	$G$	$M$	$N$	$D$	$F$	$M$
$D$	$G$	$J$	$L$	$N$	$O$	$J$	$L$	$O$

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In multipartite scenarios, compatibility = the **no-signalling** principle.

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The import of results such as Bell's and Bell–Kochen–Specker's theorems is that there are **contextual** empirical models arising from quantum mechanics.

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- ▶ Given an empirical model  $e$ , define possibilistic model  $\text{poss}(e)$  by taking the support of each distributions.
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$a_2 b_2$	$1/8$		$1/8$		$a_2 b_2$	1	1	1	1

In some instances, this is enough to witness contextuality!

# Contextuality (topo)logically

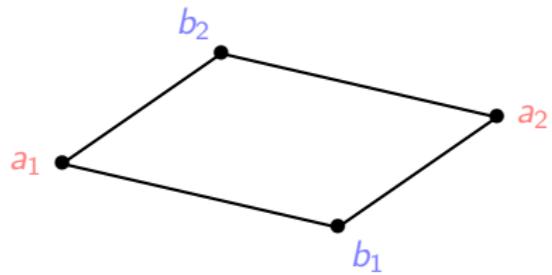
Hardy model

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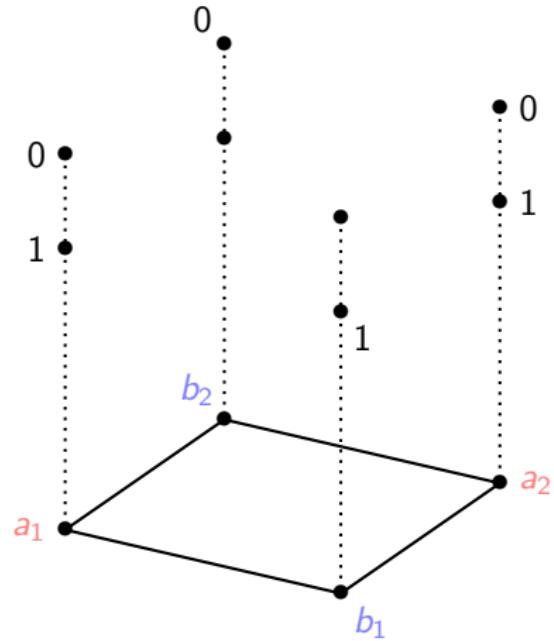
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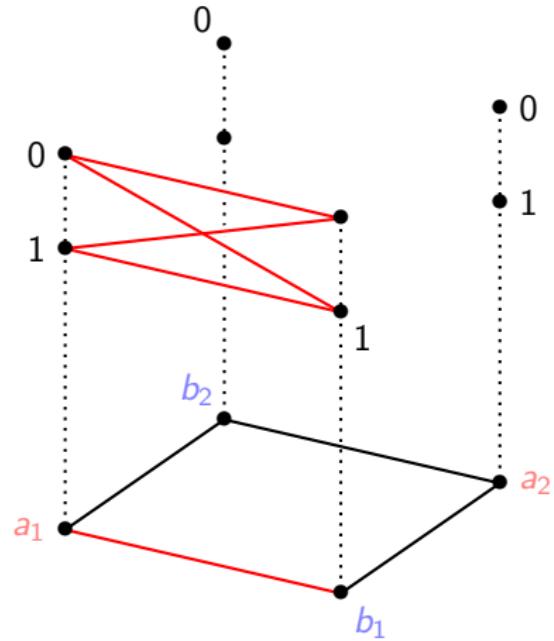
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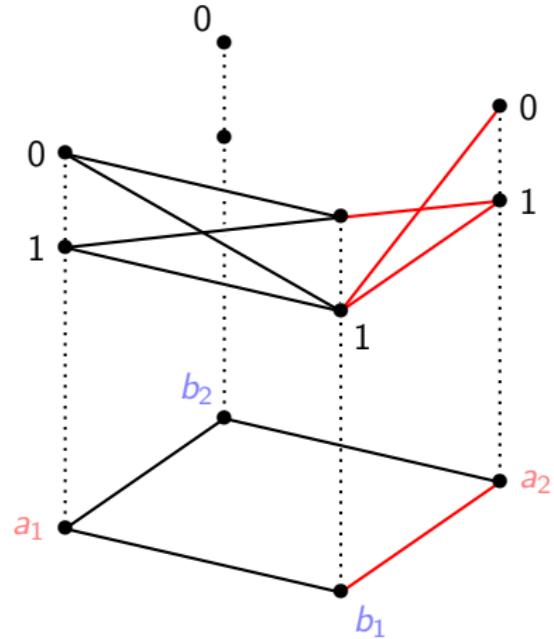


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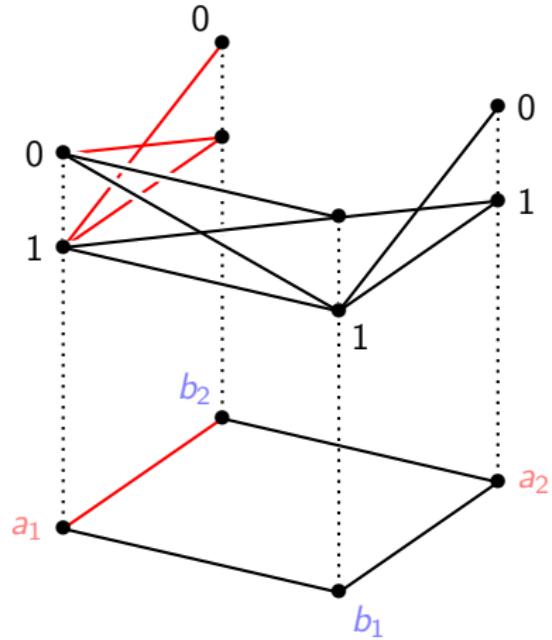
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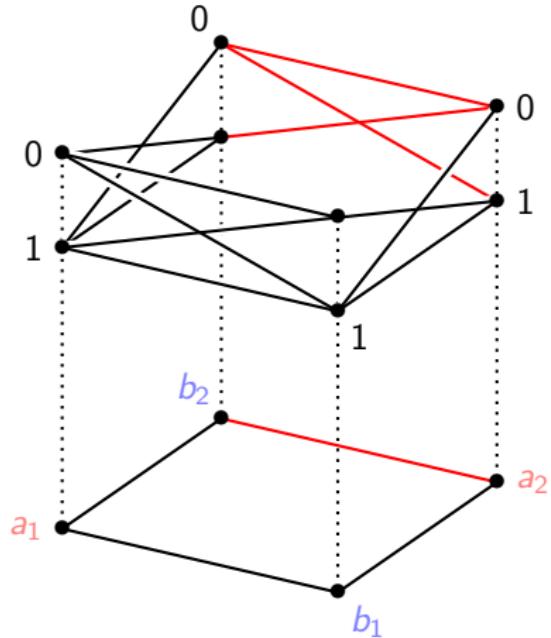
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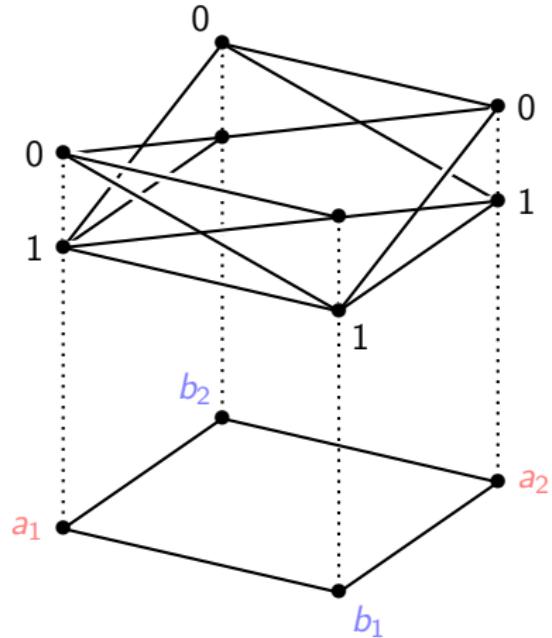
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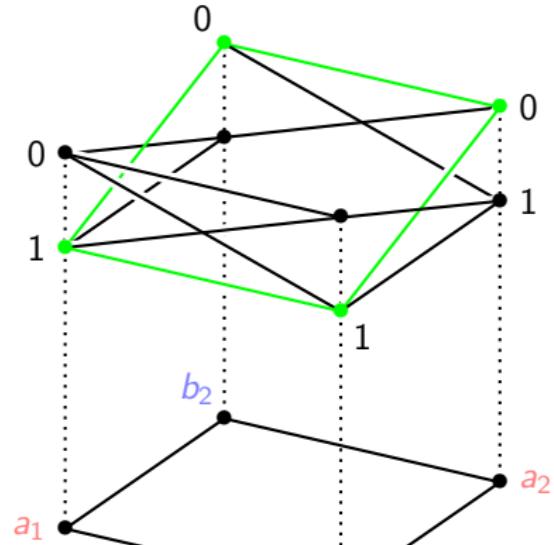
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There are some global sections,

Classical assignment:  $[a_1 \mapsto 1, a_2 \mapsto 1, b_1 \mapsto 1, b_2 \mapsto 1]$

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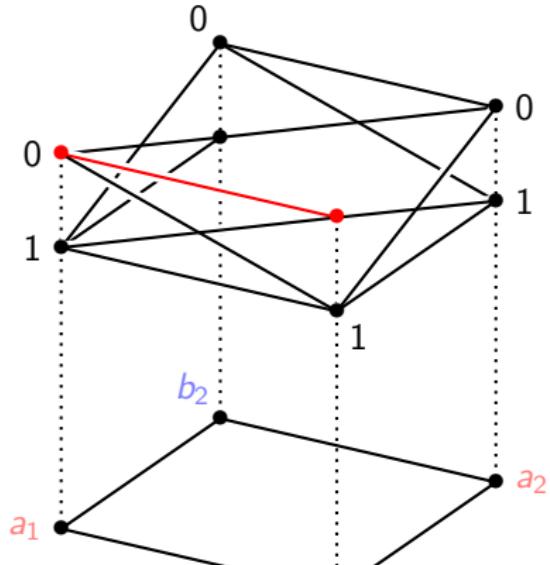
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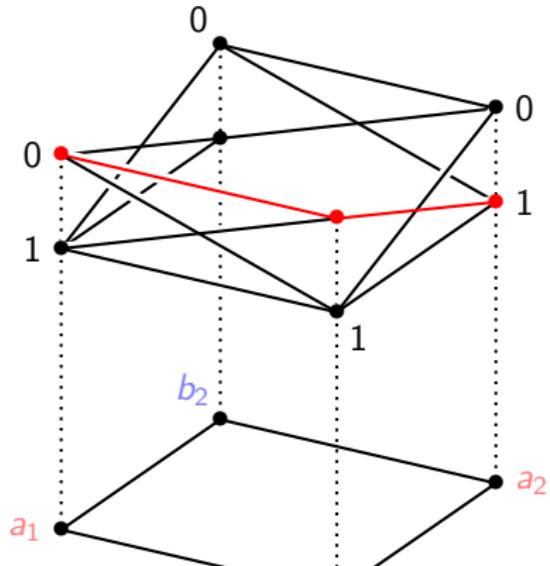
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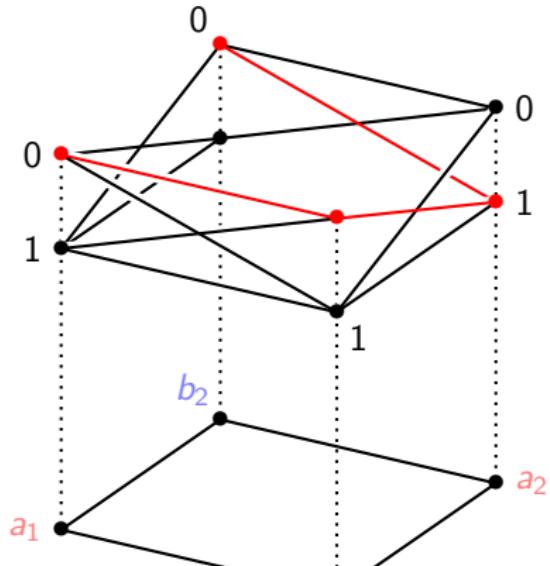
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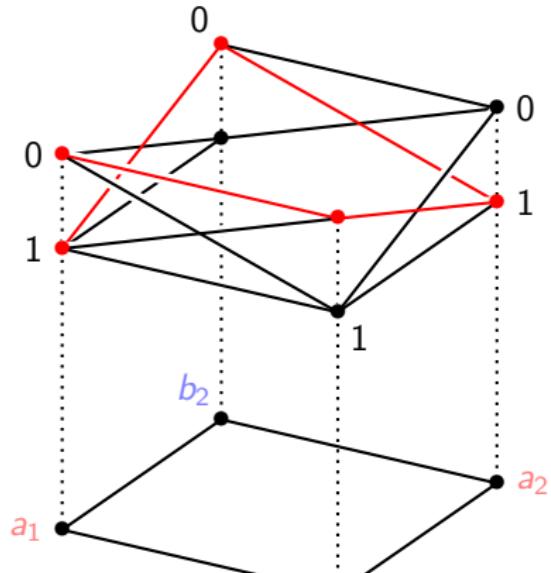
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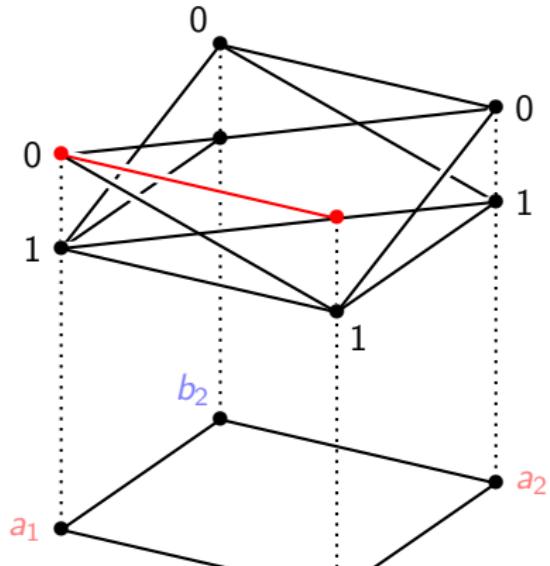
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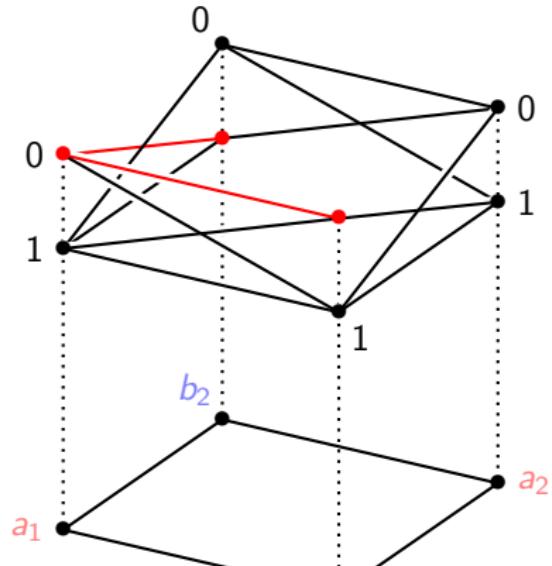
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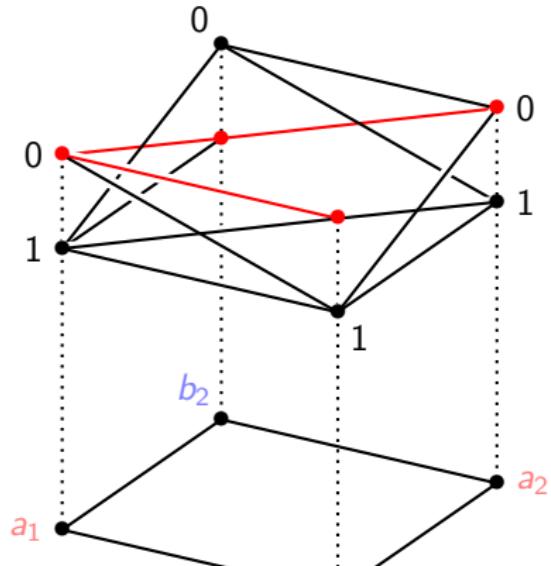
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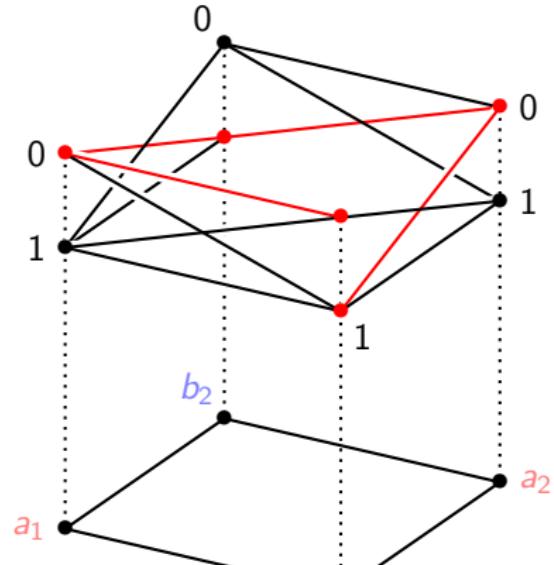
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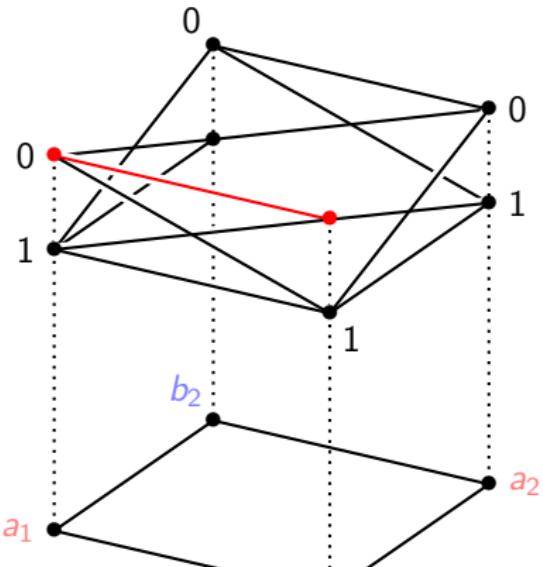
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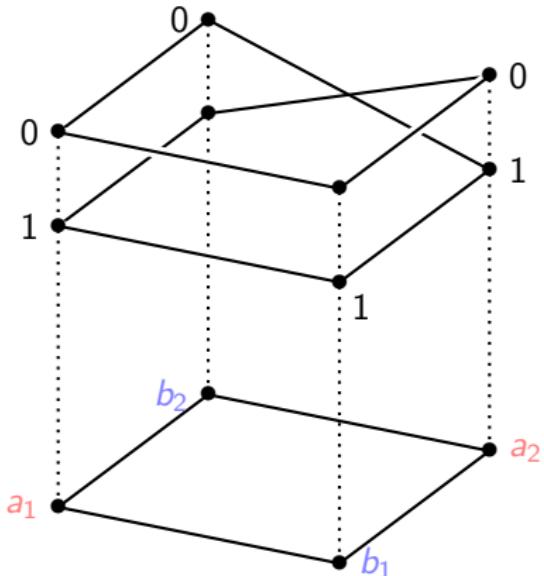
**Logical contextuality:** Not all sections extend to global ones.



# Contextuality (topo)logically

Popescu–Rohrlich box

A	B	(0, 0)	(0, 1)	(1, 0)	(1, 1)
$a_1$	$b_1$	1	0	0	1
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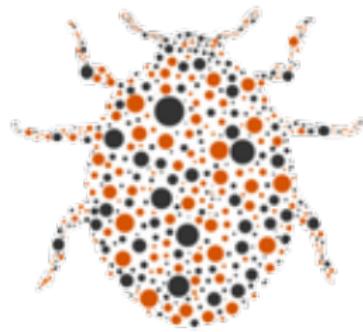


**Strong contextuality:**

**no** event can be extended to a global assignment.

$$a_1 \leftrightarrow b_1 \quad a_1 \leftrightarrow b_2 \quad a_2 \leftrightarrow b_1 \quad a_2 \oplus b_2$$

What does this have to do with quantum advantage?

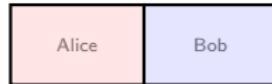


IT'S NOT A  
**BUG**  
IT'S A  
**FEATURE**

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Alice and Bob cooperate in solving a task set by Verifier

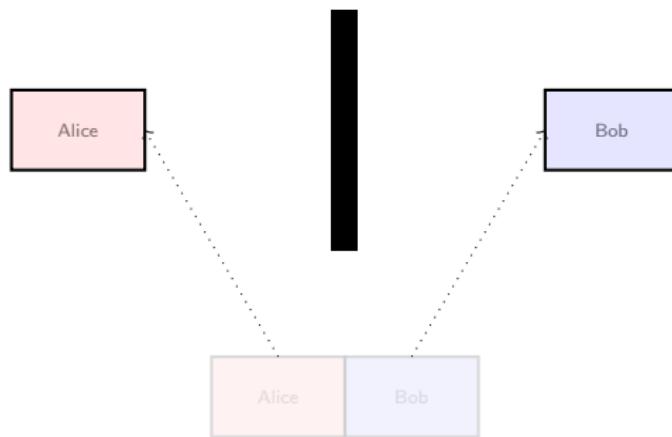
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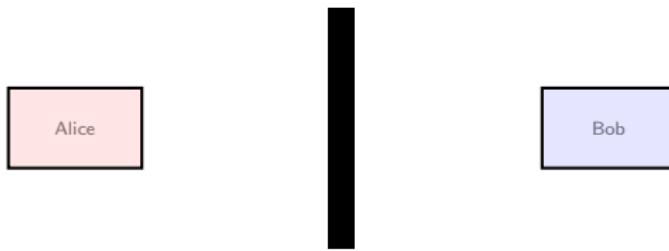
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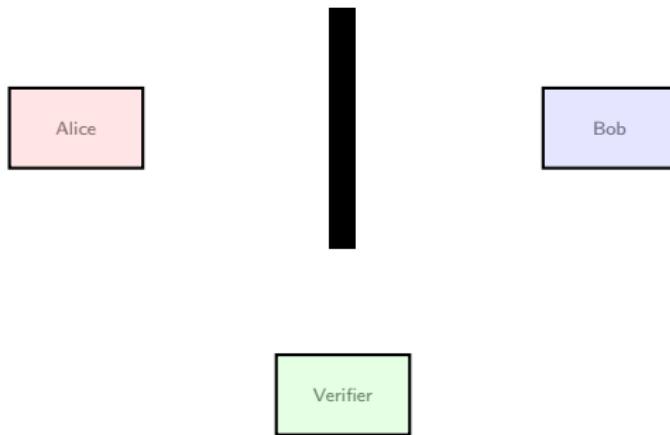
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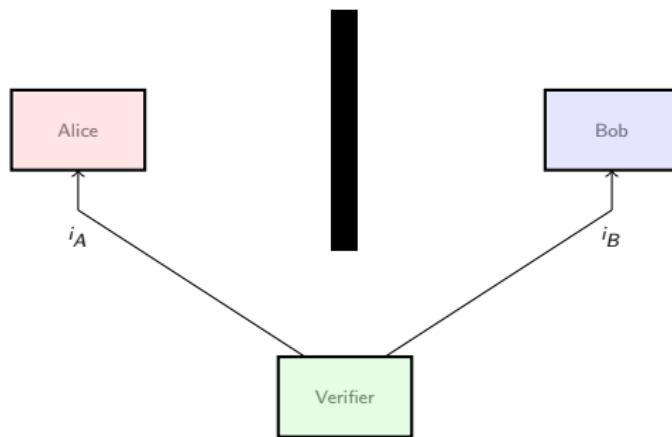
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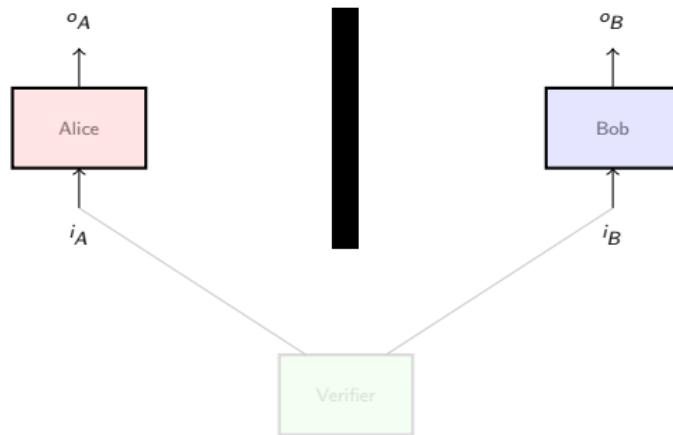
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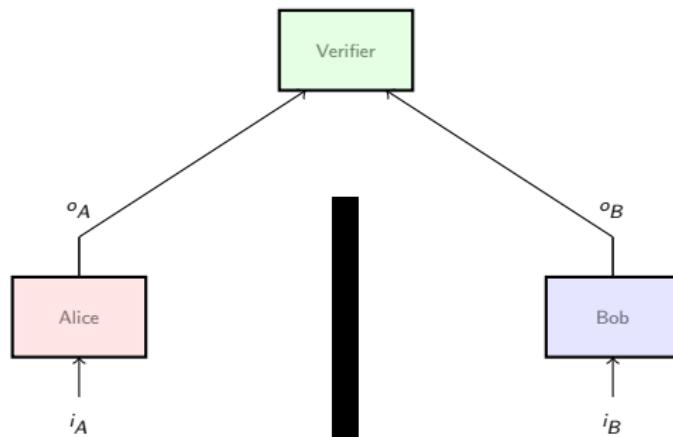
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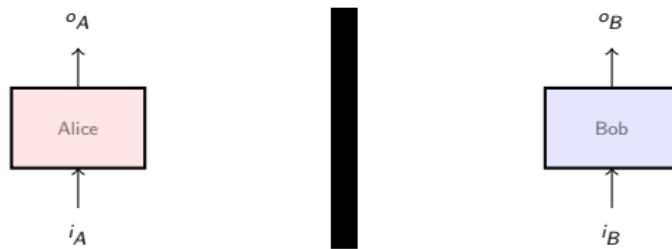
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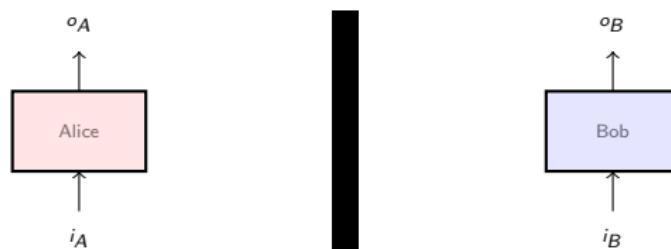
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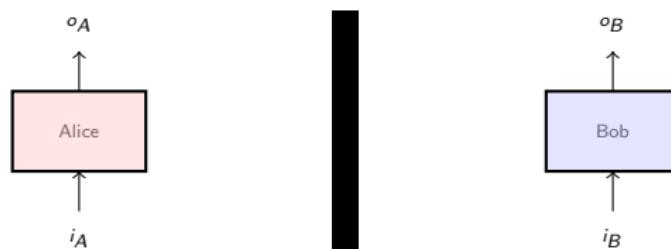


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A **perfect strategy** is one that wins with probability 1.

## The AND game

- ▶ Verifier sends a bit to each of Alice and Bob,  $i_A$  and  $i_B$ .
- ▶ Each returns an output bit,  $o_A$  and  $o_B$ .
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Classically, they can win with probability at most  $3/4$

Quantumly, the Bell table allows for a higher probability.  
In fact, one can reach  $(2 + \sqrt{2})/4 \approx 0.85$

# Binary constraint systems games


Magic square:

- ▶ Fill with 0s and 1s
- ▶ rows and first two columns: even parity
- ▶ last column: odd parity

## Binary constraint systems games

$A$	$B$	$C$
$D$	$E$	$F$
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System of linear equations over  $\mathbb{Z}_2$ :

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Clearly, this is not satisfiable in  $\mathbb{Z}_2$ .

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The system has a **quantum solution** but no classical solution!

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- ▶ Relates to quantifiable **advantages** in QC and QIP tasks

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$$\text{NCF}(e) = \lambda \quad \text{CF}(e) = 1 - \lambda$$

# Contextuality and MBQC

E.g. Raussendorf (2013)  $\ell_2$ -MBQC

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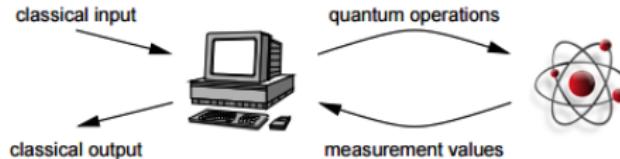
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- ▶ measurement-based quantum computing scheme  
( $m$  input bits,  $l$  output bits,  $n$  parties)

# Contextuality and MBQC

E.g. Raussendorf (2013)  $\ell_2$ -MBQC

- ▶ measurement-based quantum computing scheme  
( $m$  input bits,  $l$  output bits,  $n$  parties)
- ▶ classical control:
  - ▶ pre-processes input
  - ▶ determines the flow of measurements
  - ▶ post-processes to produce the outputonly  $\mathbb{Z}_2$ -linear computations.



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- ▶ Probabilistic version: non-linear function computed with sufficiently large probability of success implies contextuality.

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- ▶ Then,

$$1 - \bar{p}_S \geq \text{NCF}(e) \nu(f)$$

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  - ▶ leaving a model on scenario  $\text{lk}_\sigma \mathcal{M}$

Questions...

?