

## § 3 The illustrated guide to point games

Goal: (1) Basic Moves

(2) Describe simple protocols  $\epsilon = 1/2 - 1/2$  &  $\epsilon = 1/6$

Recall:  $[z]$ ,  $[x, y]$ ,  $\sum p_i(z) f(z) \leq \sum p_{i+1}(z) f(z) \quad \forall f \in \text{op. mon.}$

### § 3.1 Basic Moves

Motiv: All non-trivial one-variable transitions:  $\begin{matrix} 1 \rightarrow 1 \\ 2 \rightarrow 1 \\ 1 \rightarrow 2 \end{matrix}$

NB: (1) These generate all  $1 \rightarrow n$  &  $n \rightarrow 1$

(claim) Transitions.

(2) Not a complete basis; Many  $2 \rightarrow 2$  moves not covered.

#### § 3.1.1 Point Raising

$p[z] \rightarrow p[z']$  valid iff  $p \cdot f(z) \leq p \cdot f(z')$   
(already imposed prob. conservation)

claim:  $z \leq z' \Leftrightarrow f(z) \leq f(z') \quad \forall f$ .

Proof:  $z \leq z' \Rightarrow f(z) \leq f(z')$  by def' of  $f$ .

$$f(z) \leq f(z')$$

$\Rightarrow f(z) = z$  also satisfies.  $\square$

NB: Extra unmoving points don't matter

$$p[z] + \sum_i p_i [z_i] \rightarrow p[z'] + \sum_i p_i [z_i]$$

$\uparrow$   
 $\geq 0$       unmoving.

remark: can always move away.

#### § 3.1.3 Point Splitting

$$(p_1 + p_2) [z] \rightarrow p_1 [z_1'] + p_2 [z_2']$$

most general form

NB: Prob. cons. imposed;  $p_1 > 0$   $p_2 > 0$  assumed.

Recall: Valid  $\rightarrow (p_1 + p_2) f(z) \leq p_1 f(z'_1) + p_2 f(z'_2)$

$$f(z) = 1 \leftarrow \text{prob. } \checkmark$$

$$f(z) = \frac{\lambda z}{\lambda + z} = \lambda \left( 1 - \frac{1}{\lambda + z} \right) \xleftrightarrow{\text{works}} f(z) = -\frac{1}{\lambda + z}$$

( $f(z) = z$  when  $\lambda \rightarrow \infty$ )

for  $z \neq 0$ ,  $\lambda = 0 \Rightarrow$

$$-\frac{p_1 + p_2}{z} \leq -\frac{p_1}{z'_1} - \frac{p_2}{z'_2}$$

claim:  $\Leftrightarrow$  valid.

Proof: Obviously if  $(p_1 + p_2) f(z) \leq p_1 f(z'_1) + p_2 f(z'_2)$

$$\Rightarrow -\frac{(p_1 + p_2)}{z} \leq -\frac{p_1}{z'_1} - \frac{p_2}{z'_2} \quad (\text{as above}).$$

$$\text{if } -\frac{(p_1 + p_2)}{z} \leq -\frac{p_1}{z'_1} - \frac{p_2}{z'_2} \xrightarrow{\text{(will show)}} \text{holds for } f(z) = -\frac{1}{\lambda + z}$$

(rest follows).

Take  $\frac{1}{z} = w$ . The constraint with  $f(z) = -\frac{1}{\lambda + z}$  will

$$\text{be } -\frac{(p_1 + p_2)}{\lambda + \frac{1}{w}} \leq -\frac{p_1}{\lambda + \frac{1}{w'_1}} - \frac{p_2}{\lambda + \frac{1}{w'_2}}$$

claim: This is  $(p_1 + p_2) g(w) \leq (p_1 + p_2) g\left(\frac{p_1 w'_1 + p_2 w'_2}{p_1 + p_2}\right)$

$$\leq p_1 g(w'_1) + p_2 g(w'_2)$$

$$\text{for } g(w) = \frac{-w}{w\lambda + 1} \quad \left( = \frac{-1}{\lambda + \frac{1}{w}} \right)$$

Proof:

NB:  $g(w)$  is monotonically decr.  $w \uparrow \Rightarrow \text{den } (-g) \uparrow$

$$\text{NB2: } w(p_1 + p_2) \geq p_1 w'_1 + p_2 w'_2$$

$$w \geq \frac{p_1 w'_1 + p_2 w'_2}{p_1 + p_2}$$

$\Rightarrow 1^{\text{st}}$  ineq.

NB3:  $g(w)$  is convex.

### 3.1.2 Point Merging

$$p_1 [z_1] + p_2 [z_2] \rightarrow (p_1 + p_2) [z']$$

$$\text{valid} \Leftrightarrow p_1 f(z_1) + p_2 f(z_2) \leq (p_1 + p_2) f(z') \quad \forall f \text{ op. mon.}$$

$$\Rightarrow \text{for } f(z) = z,$$

$$\frac{p_1 z_1 + p_2 z_2}{p_1 + p_2} \leq z'$$

$$\text{claim: } \frac{p_1 z_1 + p_2 z_2}{p_1 + p_2} \leq z' \Leftrightarrow \text{valid.}$$

$$\text{[proof: NB: } f(z) = \frac{\lambda z}{\lambda + z} \text{ is concave.}$$

$$\text{i.e. } f(\theta z_1 + (1-\theta)z_2) \geq \theta f(z_1) + (1-\theta)f(z_2)$$

$$\text{let } \theta = \frac{p_1}{p_1 + p_2}$$

$$\Rightarrow f\left(\frac{p_1 z_1 + p_2 z_2}{p_1 + p_2}\right) \geq \frac{p_1 f(z_1) + p_2 f(z_2)}{p_1 + p_2}$$

$$\text{From monotonicity \& using } \frac{p_1 z_1 + p_2 z_2}{p_1 + p_2} \leq z'$$

$$(p_1 + p_2) f(z') \geq p_1 f(z_1) + p_2 f(z_2)$$

└

$$\text{Similarly } p_1 [x_1, y] + p_2 [x_2, y] \rightarrow (p_1 + p_2) \left[ \frac{p_1 x_1 + p_2 x_2}{p_1 + p_2}, y \right]$$

$$\text{NB: } 0.5 [0, 0] + 0.5 [1, 1] \rightarrow 1 [0.5, 0.5] \text{ is NOT valid.}$$

Remark: Strong coin flipping impossibility is

$$0.5 [0, 0] + 0.5 [1, 1] \rightarrow 1 [z, z] \text{ is}$$

transitively invalid  $\forall z < 1/\sqrt{2}$ .

## § 3.1.4 Summary

Lemma 20.

• Point raising

$$p[z] \rightarrow p[z'] \quad (\text{for } z \leq z')$$

• Point merge

$$p_1[z_1] + p_2[z_2] \rightarrow (p_1 + p_2) \left[ \frac{p_1 z_1 + p_2 z_2}{p_1 + p_2} \right]$$

• Point split

$$(p_1 + p_2) \left[ \frac{p_1 + p_2}{p_1 w_1' + p_2 w_2'} \right] \rightarrow p_1 \left[ \frac{1}{w_1'} \right] + p_2 \left[ \frac{1}{w_2'} \right]$$

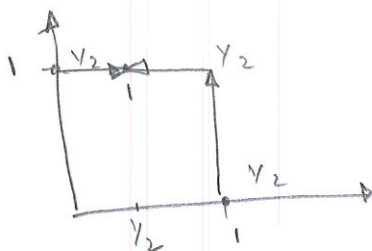
## § 3.2 Basic Protocols

(1) Protocol Stupid: One player flips (say Alice) & announces the result.

$$\text{claim: } \frac{1}{2} [1, 0] + \frac{1}{2} [0, 1] \rightarrow \frac{1}{2} [1, 1] + \frac{1}{2} [0, 1]$$

$$\downarrow$$

$$1 \left[ \frac{1}{2}, 1 \right]$$



NB: First non-trivial message is sent by Alice  
 $\updownarrow$  (Recall: reverse time convention)

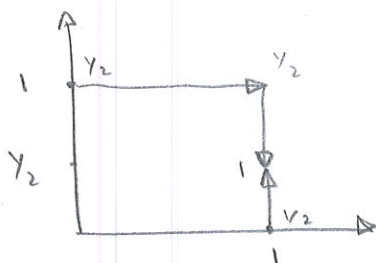
Last transition is horizontal.

(b) Protocol Stupid 2: Bob tosses & announces the result.

$$\text{claim: } \frac{1}{2} [1, 0] + \frac{1}{2} [0, 1] \rightarrow \frac{1}{2} [1, 0] + \frac{1}{2} [1, 1]$$

$$\downarrow$$

$$1 \left[ 1, \frac{1}{2} \right]$$



### § 3.2.1 The Spekkens & Rudolph protocol.

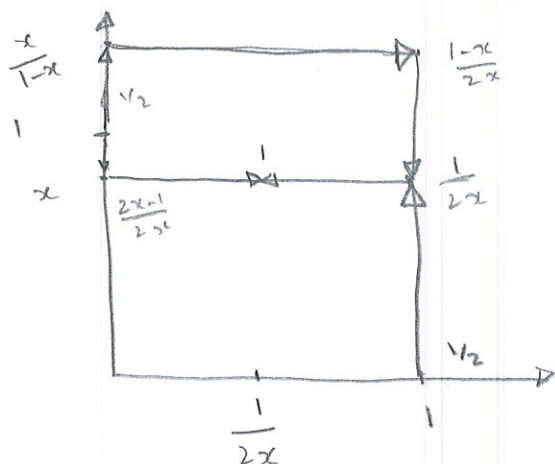
Fix  $x \in (\frac{1}{2}, 1)$ .

$$\frac{1}{2} [1, 0] + \frac{1}{2} [0, 1] \xrightarrow{\text{split}} \frac{2x-1}{2x} [x, 0] + \frac{1-x}{2x} \left[ \frac{x}{1-x}, 0 \right] + \frac{1}{2} [0, 1]$$

$$\xrightarrow{\text{raise}} \frac{2x-1}{2x} [x, 0] + \frac{1-x}{2x} \left[ \frac{x}{1-x}, 1 \right] + \frac{1}{2} [0, 1]$$

$$\xrightarrow{\text{merge}} \frac{2x-1}{2x} [x, 0] + \frac{1}{2x} [x, 1]$$

$$\xrightarrow{\text{merge}} 1 \left[ x, \frac{1}{2x} \right]$$



NB:  $P_B^+ = x$ ,  $P_A^+ = \frac{1}{2x} \Rightarrow P_A^+ P_B^+ = \frac{1}{2}$  (the trade off curve)

Remark: Clever step was a split before merging.

First step  $\leftrightarrow$  Last step ; cheat detection step.  
TDPG protocol

Remark 2: The avg. value of  $x$  &  $y$  can't decrease in any move ( $\because$  observe the moves  
or  $\because +(\frac{1}{3}) = \frac{1}{3}$  is operator mon; same thing)

: A perfect zero bias protocol would never increase these averages.

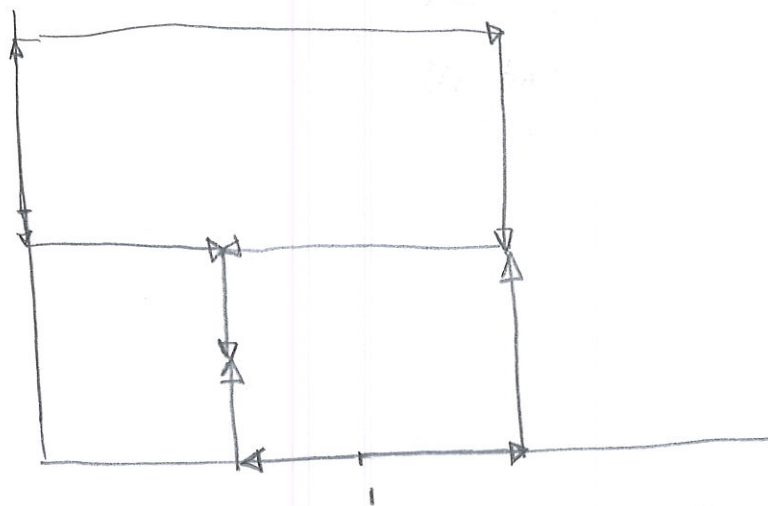
: Here we have 2 "bad" steps: split (increases avg  $y$ )  
: raise (increases  $x$ ).



$\therefore P_A^* = P_B^* = \frac{1}{6}$  balances the badness.

### § 3.2.2 Quantum Public-coin Protocols

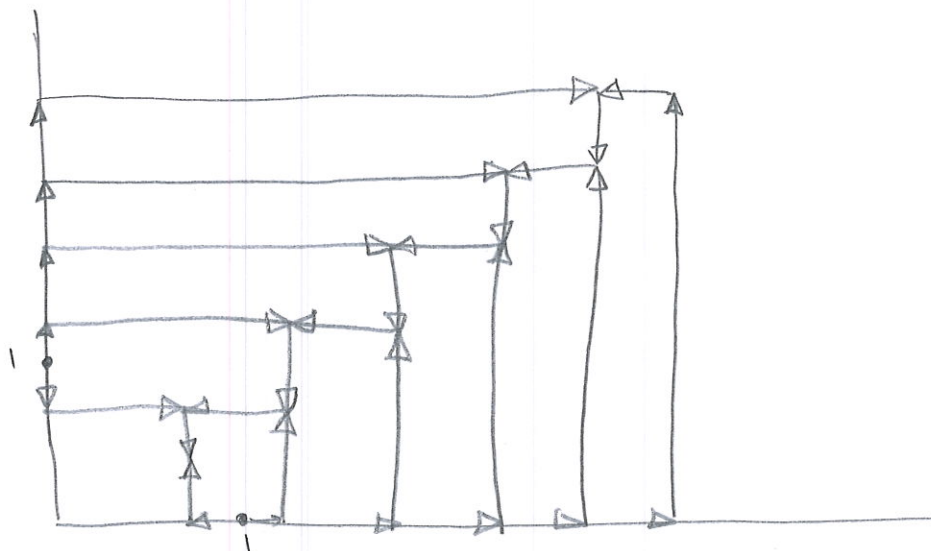
Improved Prot<sup>1</sup>:



Remark: Structure of new protocol: struct of Spekkens

struct. of spekkens : struct. of stupid

Iterated Prot<sup>1</sup>:



Question: the best bias?

Answer (claim):

In the limit of infinite points,  $\frac{1}{6}$  is the best bias "achievable".

[Proof: Imagine we're split initially into so many points that we describe their prob. using a continuous prob. density.

The initial state then, is

$$\frac{1}{2} \int_{z^*}^{\infty} p(z) [z, 0] dz + \frac{1}{2} \int_{z^*}^{\infty} p(z) [0, z] dz$$

with  $\int_{z^*}^{\infty} p(z) dz = 1$ .  $z^* > 0$  is the point before which there are no points.

Remark: In the continuous limit, the process is that of a point moving along the diagonal; it starts at  $(\infty, \infty)$  with zero prob. & collects prob. as it moves down, ending at  $[z^*, z^*]$  with all the prob.

Idea: For what  $p(z)$  is this possible?

for what  $p(z)$  is

$$\frac{1}{2} \int_{z^*}^{\infty} p(z) [z, 0] dz + \frac{1}{2} \int_{z^*}^{\infty} p(z) [0, z] dz$$

↓

$[z^*, z^*]$

transitively valid?

Sol<sup>n</sup>: Let  $Q(z)$  be the prob. traveling along the diagonal.

$$Q(z) [z, z] \rightarrow Q(z-dz) [z-dz, z-dz]$$

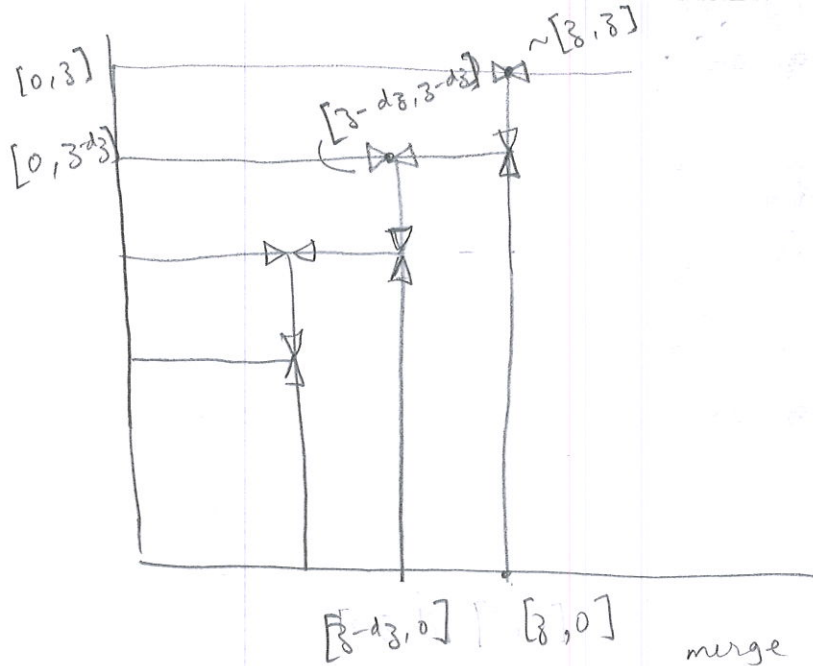
can be achieved as

$$\Rightarrow Q(z) [z, z] \xrightarrow{\text{merge}} \left( Q(z) + \frac{p(z) dz}{2} \right) [z, z-dz]$$

$$\frac{1}{2} \int_{z^*}^{z-dz} p(z) dz ([0, z] + [z, 0])$$

$$+ \frac{1}{2} p(z) dz [z, 0]$$

(see figure)



$$\begin{aligned}
 & \left( Q(z) + \frac{P(z)}{2} dz \right) [z, z-dz] + \frac{1}{2} P(z) dz [0, z-dz] \\
 & + \frac{1}{2} \int_{z^a}^{z-dz} P(z) dz ([0, z] + [z, 0]) + \frac{1}{2} P(z) dz [z-dz, 0] \rightarrow \\
 & \left( Q(z) + P(z) dz \right) [z-dz, z-dz] + \left( \frac{1}{2} \int_{z^a}^{z-dz} P(z) dz ([0, z] + [z, 0]) \right. \\
 & \left. + \frac{1}{2} P(z) dz [z-dz, 0] \right)
 \end{aligned}$$

"demand"

$$Q(z-dz) [z-dz, z-dz] + ( \dots )$$

$$\Rightarrow Q(z-dz) = Q(z) + P(z) dz$$

$$\Rightarrow \boxed{\frac{dQ}{dz} = -P}$$

Further, point merges should preserve average coordinates.  
 (recall the constraints on point merge  $p_1 [z_1] + p_2 [z_2] \rightarrow \frac{p_1 + p_2}{p_1 + p_2} [z_1 + \frac{p_1 z_2}{p_1 + p_2}]$ )

$$z-dz = \frac{Q(z)(z) + \frac{1}{2} P(z) dz (0)}{Q(z) + \frac{1}{2} P(z) dz} \Rightarrow z - Q dz + \frac{1}{2} P z dz - \frac{1}{2} P dz z = z$$

$$\Rightarrow \boxed{Q = \frac{1}{2} P z}$$



Combining

$$\frac{dQ}{dz} = -\frac{2Q}{z}$$

NB: We haven't used point splitting constraints, nor prob. cons<sup>n</sup>.

$$Q = \frac{c}{z^2} \text{ solves the eq<sup>n</sup>. } (\Rightarrow 2 \frac{c}{z^3} = P)$$

$$\text{Using } \int_{z^*}^{\infty} P(z) dz = 1 \text{ we obtain } c = (z^*)^2$$

So far we have

$$\frac{1}{2} \int_{z^*}^{\infty} \frac{2(z^*)^2}{z^3} dz ([z, 0] + [0, z]) \rightarrow [z^*, z^*]$$

is transitively valid. But we must start with

$$\frac{1}{2} ([1, 0] + [0, 1]).$$

Splitting imposes non-increasing average  $\frac{1}{z}$ .

$\Downarrow$

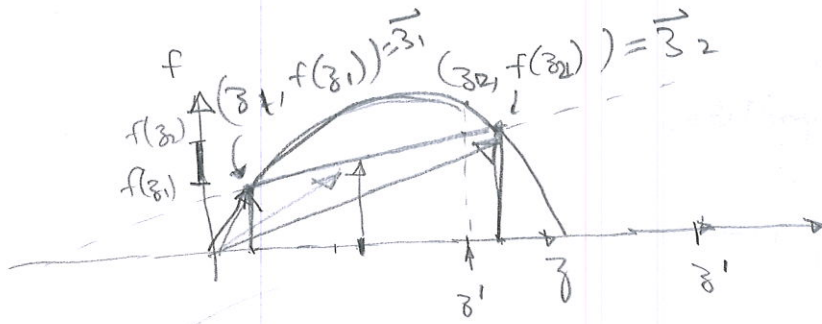
$$1 \geq \int_{z^*}^{\infty} \frac{P(z)}{z} dz = \int_{z^*}^{\infty} \frac{2(z^*)^2}{z^4} dz = \frac{2}{3z^*}$$

$$\Rightarrow z^* \geq \frac{2}{3}$$

$$\Rightarrow \epsilon \geq \frac{1}{6}$$

L

—rough—



$$\theta \vec{z}_2 + (1-\theta) \vec{z}_1$$

$$\theta z_2 + (1-\theta) z_1$$

$$\theta f(z_2) + (1-\theta) f(z_1) \leq f(\theta z_2 + (1-\theta) z_1)$$

monotone + concave