

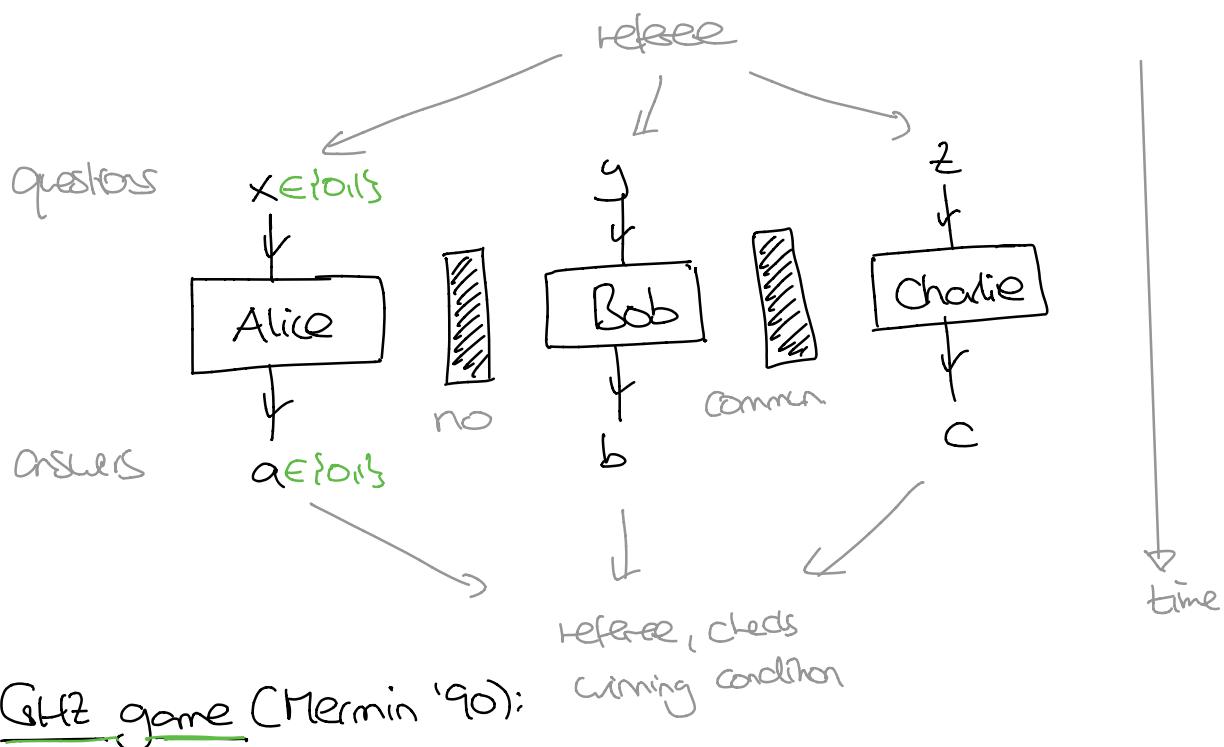
Quantum Correlations

"Strongness" of QM: • $|4\rangle + |4\rangle$ Superposition

• $|4_{AB}\rangle \neq |4_A\rangle \otimes |4_B\rangle$ Entanglement

• $[X, Y] \neq 0$ "incompat." measurements

How to study nonclassical correlations? Nonlocal games!
(Thought) experiments



GHZ game (Mermin '90):

x	y	z	$a \oplus b \oplus c$
0	0	0	0
1	1	0	1
1	0	1	1
0	1	1	1

$\sum x \cdot y \cdot z$

Physics 230:
find! also,
CHSH game

not all possible bitstrings
are questions!

theory assigns pre-existing value to
all questions

Classical Strategies: "local", "realistic" physical theories

$$\hookrightarrow a = a(x), \quad b = b(y), \quad c = c(z)$$

Before game begins: Players can coordinate strategy!
e.g., flip coin and use it to influence their action

physics
use

\hookrightarrow Should think of functions a, b, c as random functions
(or introduce hidden variables)

Suppose $a(x), b(y), c(z)$ is a perfect strategy:

Then:

$$I = 0 \oplus 1 \oplus 1 \oplus 1 = (a(0) \oplus b(0) \oplus c(0)) = 0 \quad \begin{matrix} \swarrow \\ a(2) \oplus a(0) = 0 \end{matrix}$$

$$\oplus (a(1) \oplus b(1) \oplus c(0))$$

$$\oplus (a(1) \oplus b(0) \oplus c(1))$$

$$\oplus (a(0) \oplus b(1) \oplus c(1))$$

\Rightarrow Always get one answer wrong!

$\rightarrow P(\text{win}, \text{cl}) = \frac{3}{4}$ if questions selected uniformly at random

just always output $a(x) = b(y) = c(z) = 1$.

Quantum Strategies:

- players share $|4_{ABC}\rangle \in \mathcal{H}_A \otimes \mathcal{H}_B \otimes \mathcal{H}_C$
- Alice measures A_x . outcome $(-1)^a \rightarrow$ ansa a.
 Bob ... $B_y \dots (-1)^b \rightarrow \dots b$
 Charlie ... $C_z \dots (-1)^c \rightarrow \dots c$
 ↑

CONVENTION: eigenvalues $\{\pm 1\}$!

Then: $A_x \otimes B_y \otimes C_z$ has eigenvalues $(-1)^{a \oplus b \oplus c}$
 eigenvectors $(-1)^a |a\rangle |(-1)^b |b\rangle |(-1)^c |c\rangle$

E.g.: $Z = \begin{pmatrix} 1 & \\ & -1 \end{pmatrix} \quad Z|0\rangle = +|0\rangle \rightarrow a=0$
 $|1\rangle = -|1\rangle \rightarrow a=1$
 $Z|a\rangle = (-1)^a |a\rangle$

$$\begin{aligned} Z \otimes Z \otimes Z |abc\rangle &= Z|a\rangle \otimes Z|b\rangle \otimes Z|c\rangle \\ &= (-1)^a |a\rangle \otimes (-1)^b |b\rangle \otimes (-1)^c |c\rangle = (-1)^{a \oplus b \oplus c} |abc\rangle \end{aligned} \quad \boxed{\quad}$$

A perfect q. strategy satisfies:

$$\begin{aligned} A_0 \otimes B_0 \otimes C_0 |4_{ABC}\rangle &= +|4_{ABC}\rangle \\ A_1 \otimes B_1 \otimes C_0 |4_{ABC}\rangle &= -|4_{ABC}\rangle \\ A_1 \otimes B_0 \otimes C_1 |4_{ABC}\rangle &= -|4_{ABC}\rangle \\ A_0 \otimes B_1 \otimes C_1 |4_{ABC}\rangle &= -|4_{ABC}\rangle \end{aligned} \quad \boxed{*}$$

(Ex: $p_{win,q} = \frac{1}{2} + \frac{1}{8} \langle 4 | (A_0 \otimes B_0 \otimes C_0 - \dots -) | 4 \rangle$)

Can we achieve this? YES!

- $|\Psi_{ABC}\rangle = \frac{1}{2}(|000\rangle - |110\rangle - |101\rangle - |011\rangle)$
- $A_0 = B_0 = C_0 = Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$ $A_1 = B_1 = C_1 = X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

Verify \otimes :

$$Z \otimes Z \otimes Z |\Psi\rangle = |\Pi\rangle$$

$$X \otimes X \otimes Z |\Pi\rangle = \frac{1}{2}(|110\rangle - |000\rangle + |011\rangle + |101\rangle) \\ = -|\Pi\rangle$$

etc. ✓

(Ex: Relate this to Physics 220 final!)

Summary: QM allows for strong "nonlocal" corr.

in precise quantitative sense:

$$\boxed{P_{\text{win,cl}} = \frac{3}{4} < P_{\text{win,q}} = 1}$$

...this is nice - but is it useful?

A curious observation: In strategy above,
 $a, b \in \{0, 1\}$'s random bits (and c s.t. $a \oplus b \oplus c = \dots$)

E.g. $x=y=z=0$: Alice, Bob, Charlie each measure Z

$\hookrightarrow abc \in \{000, 110, 101, 011\}$ w. prob. $\frac{1}{4}$!

Random bits are also private!



$$|\psi_{ABC}\rangle = |\Gamma_{ABC}\rangle \otimes |\psi_E\rangle \sim \text{Problem set!}$$

\downarrow Random bits
uncorrelated from E \uparrow only way to extend
 $|\Gamma\rangle_{ABC}$ to wave fn on ABC

But cannot trust A, B, C to play above strategy....

... can only pose questions & observe answers!

What if the optimal winning strategy were unique?

Proposal (Colbeck '09):

- ① Test A, B, C with randomly selected questions (many times).
- ② If pass tests: Use answers as private random bits!

↙ Memory ↘ Robustness ---

But: Idea is sound !!!

randomness expansion

→ device-independent quantum cryptography

QKD

Control of adv. q. systems

~ Core project?

Rigidity of GHZ game (also: self-testing property):

Optimal q. strategy is essentially unique!

Warmup: In 3-qubit strategy, $|P\rangle$ is determined by measurement ops and \otimes :

$$Z \otimes Z \otimes Z |P\rangle = |P\rangle$$

$$\Rightarrow |P\rangle = \alpha |000\rangle + \beta |110\rangle + \gamma |101\rangle + \delta |011\rangle$$

$\nearrow \begin{matrix} XXZ \\ \text{etc.} \end{matrix}$ $\nwarrow -XXZ$

Consider general optimal Strategy:

- $|\Psi_{ABC}\rangle \in \mathcal{H}_A \otimes \mathcal{H}_B \otimes \mathcal{H}_C$
- $\{A_x\}, \{B_y\}, \{C_z\}$ s.t. $\underbrace{A_x^2 = I, B_y^2 = I, C_z^2 = I}_{\text{eigenvalues } \pm 1}$

Claim: $\{A_0, A_1\} = 0, \{B_0, B_1\} = 0, \{C_0, C_1\} = 0$

Why useful?

Finding a qubit: Given:

$$A_0^2 = A_1^2 = I, \quad \{A_0, A_1\} = 0 \quad \text{on } \mathcal{H}_A$$

Set $A_2 := -\frac{i}{2} [A_0, A_1] = -i A_0 A_1 = i A_1 A_0$. Then:

$$[A_1, A_2] = 2i A_0, \quad [A_2, A_0] = 2i A_1$$

$\rightsquigarrow H_A$ representation of $SU(2)$

$$\begin{aligned} iZ &\mapsto iA_0 \\ iX &\mapsto iA_1 \in B(H_A) \\ iY &\mapsto iA_2 \end{aligned}$$

$$H_A = V_{j_1} \oplus V_{j_2} \oplus V_{j_3} \oplus \dots$$

$\downarrow \quad \uparrow \quad \uparrow$

Which irreducible representations appear? Total spin:

$$\hat{j}^2 = \frac{1}{4} (A_0^2 + A_1^2 + A_2^2) = \frac{1}{4} (I + I + I) = \underbrace{\frac{3}{4} I}_{j(\text{tot}) \text{ Scalar}}$$

\Rightarrow Only Spin $j = \frac{1}{2}$!

$$H_A \cong \underbrace{\mathbb{C}^2 \oplus \dots \oplus \mathbb{C}^2}_{m_A \text{ times}} \cong \mathbb{C}^2 \otimes \mathbb{C}^{m_A}$$

$$A_0 \cong \begin{pmatrix} 2 & & & \\ & 2 & & \\ & & \ddots & \\ & & & \ddots \end{pmatrix} \cong 2 \otimes I_{m_A}$$

Likewise for Bob, Charlie!

$$\Rightarrow H_A \otimes H_A \otimes H_C \cong (\mathbb{C}^2 \otimes \mathbb{C}^2 \otimes \mathbb{C}^2) \otimes (\mathbb{C}^{m_A} \otimes \mathbb{C}^{m_B} \otimes \mathbb{C}^{m_C})$$

$$A_0 \otimes B_0 \otimes C_0 \cong (2 \otimes 2 \otimes 2) \otimes I$$

Etc.

$$\xrightarrow{\text{WARMUP}} |\psi_{ABC}\rangle \cong |\Gamma\rangle \otimes \langle\chi| \xrightarrow{\text{arbitrary}}$$

Still need to prove the claim!

Anticommutation from correlations: $\otimes \leftrightarrow$

$$A_0 |4\rangle = B_0 C_0 |4\rangle = -B_1 C_1 |4\rangle$$

$$A_1 |4\rangle = -B_1 C_0 |4\rangle = -B_0 C_1 |4\rangle$$

NOTATION: $A_0 = A_0 \otimes I_B \otimes I_C$ etc. !

$$\Rightarrow A_0 |4\rangle = \frac{1}{2} (B_0 C_0 - B_1 C_1) |4\rangle$$

$$A_1 |4\rangle = -\frac{1}{2} (B_1 C_0 + B_0 C_1) |4\rangle$$

$$\Rightarrow A_0 A_1 |4\rangle = -\frac{1}{4} (B_1 B_0 - B_0 B_1 + C_1 C_0 - C_0 C_1)$$

$$A_1 A_0 |4\rangle = -\frac{1}{4} (B_0 B_1 - B_1 B_0 + C_0 C_1 - C_1 C_0)$$

i.e.

$$\boxed{\{A_0, A_1\} |4\rangle = 0}$$

This almost implies the claim — but have to be a bit more precise: Can always write

$$|\psi_{ABC}\rangle = \sum_i s_i |\psi_i\rangle_A \otimes |\phi_i\rangle_{BC}$$

\uparrow
 >0 \uparrow
ON \uparrow
ON

Schmidt
decomposition
→ problem set

Let $\tilde{\mathcal{H}}_A = \text{Span } \{|\psi_i\rangle\}$. Then:

- $|\psi_{ABC}\rangle \in \tilde{\mathcal{H}}_A \otimes \mathcal{H}_B \otimes \mathcal{H}_C$

- $A_x = \begin{pmatrix} \tilde{A}_x & \\ \hline & \star \end{pmatrix}$ w.r.t. $\mathcal{H}_A = \tilde{\mathcal{H}}_A \oplus \tilde{\mathcal{H}}_A^\perp$
- $\{\tilde{A}_x, \tilde{A}_y\} = 0$

Likewise: $B, C \rightarrow$ claim. \square

Theorem (GKZ rigidity): Let $\{A_x\}, \{B_y\}, \{C_z\}, |\Psi_{ABC}\rangle$ perfect q. strategy. Then: \exists isometries

$$V_A: \mathbb{C}^2 \otimes \mathbb{C}^{m_A} \rightarrow \mathcal{H}_A$$

$$V_B: \mathbb{C}^2 \otimes \mathbb{C}^{m_B} \rightarrow \mathcal{H}_B$$

$$V_C: \mathbb{C}^2 \otimes \mathbb{C}^{m_C} \rightarrow \mathcal{H}_C$$

s.t.

$$\textcircled{1} \quad |\Psi_{ABC}\rangle = (V_A \otimes V_B \otimes V_C) (|\Pi\rangle \otimes |\chi\rangle_{m_A m_B m_C})$$

$$\textcircled{2} \quad V_A^\dagger A_x V_A = \begin{cases} z \otimes I_{m_A} & (x=0) \\ x \otimes I_{m_A} & (x=1) \end{cases}$$

etc.

\hookrightarrow Pset ?