

Playing nonlocal games with quantum resources

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Based on joint works with Harry Buhrman, Troy Lee, Fernando de Oliveira-Filho, Ben Toner, Frank Vallentin and Thomas Vidick

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- The players reply **0** or **1**

What is a nonlocal game? Example:

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- If **BOTH** got **Dutch** items their answers must **DIFFER**

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- The players reply **0** or **1**
- If **BOTH** got **Dutch** items their answers must **DIFFER**
- **OTHERWISE** their answers must **AGREE**

Excellent framework for many interesting problems

- Quantifying the power of quantum entanglement

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- Approximating ground state energies in physics

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- **Quantifying the power of quantum entanglement**
- **Approximating ground state energies in physics**
- **Modeling combinatorial optimization problems**
- **Lower bounding communication complexity**
- **Making quantum key distribution protocols secure**

Quantifying the power of quantum entanglement

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- If the quantum systems are entangled, their answers can be correlated in a “non-classical” way (Bell’64)
- An EPR pair (Einstein-Podolsky-Rosen’35)

$$\frac{|0\rangle|0\rangle + |1\rangle|1\rangle}{\sqrt{2}}$$

can give a strict advantage over “classical” players

Quantifying the power of quantum entanglement



- Classical players can win the **Dutch-or-Not** game with prob. at most **0.75**

Quantifying the power of quantum entanglement



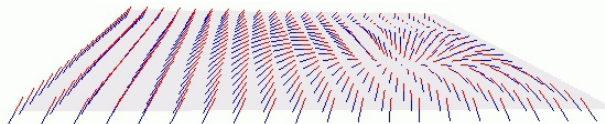
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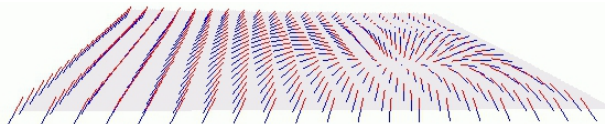
- Classical players can win the **Dutch-or-Not** game with prob. at most **0.75**
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- Nonlocal games can exhibit a **key difference** between classical and quantum physics: **entanglement**

Approximating ground state energies



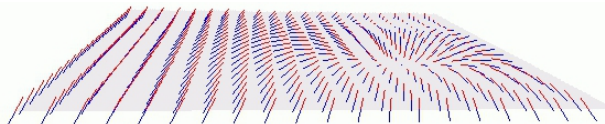
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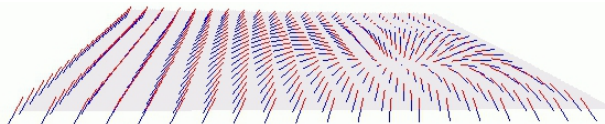
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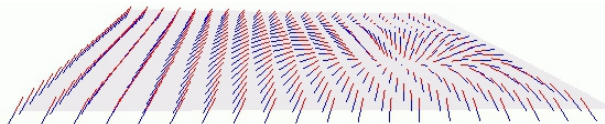
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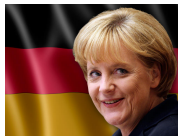
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- Can be **modeled** by a nonlocal game
- **Minimum winning probability** gives **ground state energy**
- Computing this exactly is likely **computationally hard**
- In the context of nonlocal games, one can show that it can be **approximated** well **efficiently!**

Thank you!



Nonlocal games: An excellent framework for many interesting problems

