

Classical Interaction Cannot Replace Quantum Nonlocality

Dmitry Gavinsky

NEC Labs, Princeton

Communication Complexity

$$f : X \times Y \rightarrow \{0, 1\}$$



Communication Complexity

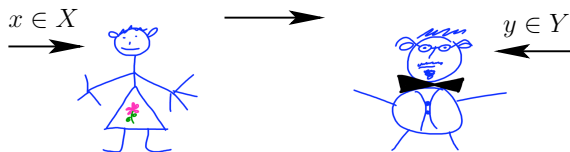
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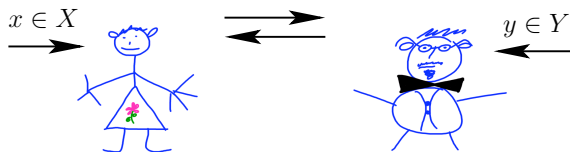
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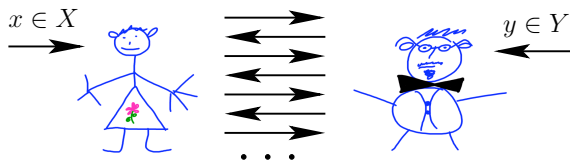
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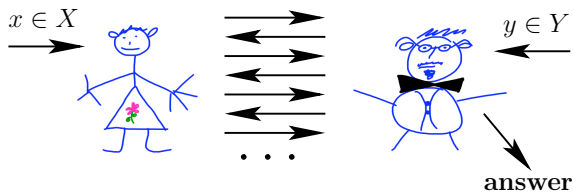


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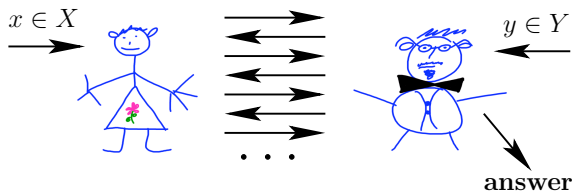


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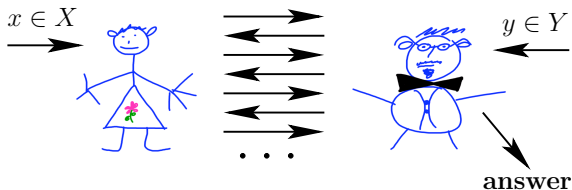


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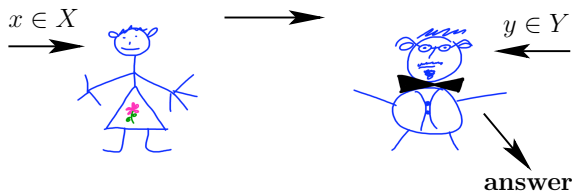


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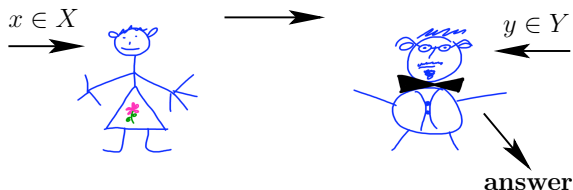


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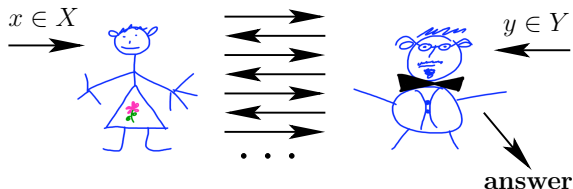
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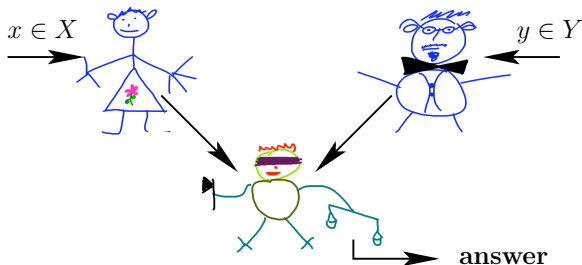


Multi-Round Communication:



Simultaneous Message Passing (SMP) Communication Model

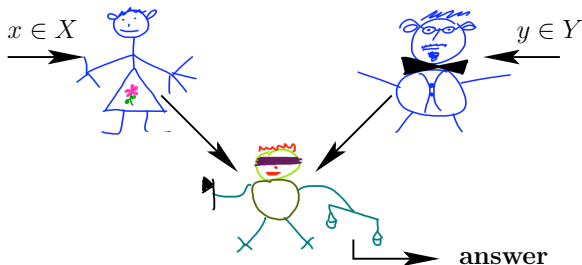
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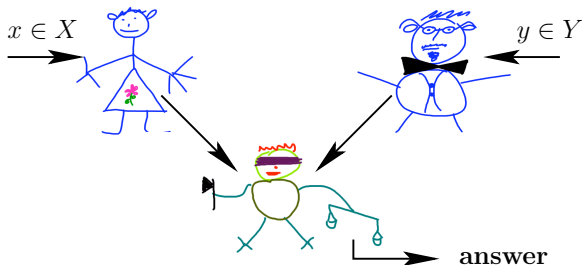


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- *One-way lower bound*: A single message which would let Bob know any of n mutually independent bits of x with probability $1/2 + \Omega(1)$ must contain $\Omega(n)$ bits.
- ▶ Therefore, *multi-round communication can be exponentially more efficient than one-way communication.*

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- In quantum models, both communication and local operations of the parties are governed by the *laws of quantum mechanics*.
- All (reasonable) quantum models are at least as strong as their classical analogues.
- ▶ Both quantum and classical communication can be amplified by *shared entanglement*.

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- ▶ *Our second result: There exists a nonlocality game that is “robust” against $n^{\Omega(1)}$ communication between unentangled players.*

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- *Our main result*: *There exists a communication task that is exponentially easier to solve in the SMP model with classical communication and shared entanglement than in the multi-round classical model*. In fact, our separation also subsumes that from [G07].
- *Our second result*: *There exists a nonlocality game that is “robust” against $n^{\Omega(1)}$ communication between unentangled players*.
- ▶ These *two results* give almost the strongest possible (and the strongest known) indication of nonlocal properties of two-party entanglement.

Our Communication Task

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1,5	3,8	<i>1</i>
4,7	2,6	<i>2</i>

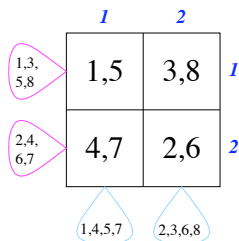
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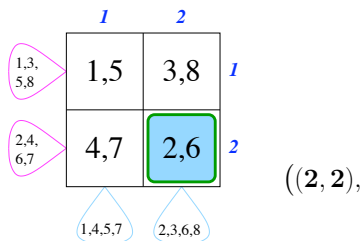
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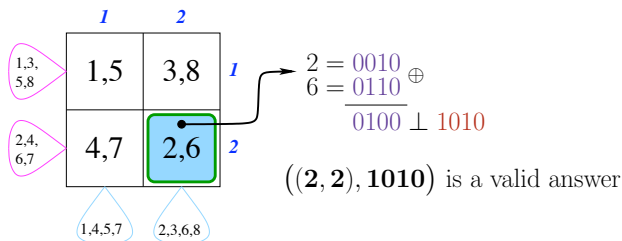
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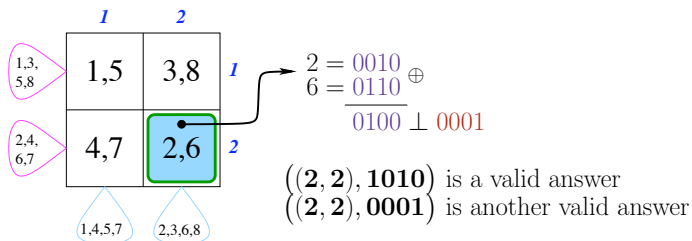
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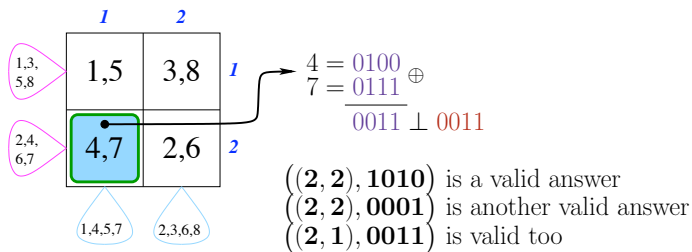
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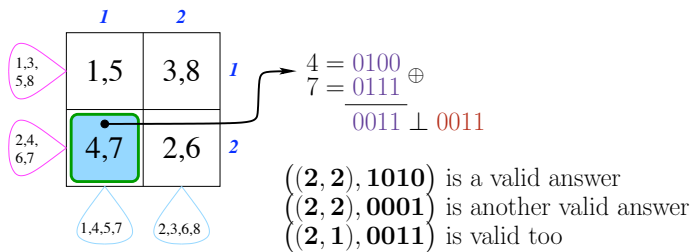
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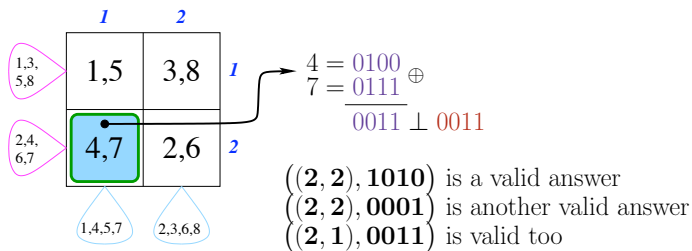
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- It can be solved by a *SMP protocol of cost $O(\log n)$ with classical communication and shared entanglement.*
- ▶ It requires $\tilde{\Omega}(n^{1/4})$ communication in the *classical multi-round model.* (Note that $n = \sqrt{[\text{input size}]}$).

Efficient Protocol in SMP with Shared Entanglement

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$|1, 1\rangle + |2, 2\rangle + |3, 3\rangle + |4, 4\rangle + |5, 5\rangle + |6, 6\rangle + |7, 7\rangle + |8, 8\rangle$

- Alice and Bob share the state $\sum_{t \in [2n^2]} |t, t\rangle$.

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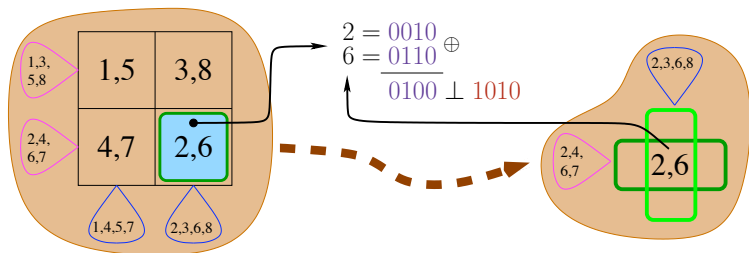
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- Both Alice and Bob locally *apply the Hadamard transform, measure the result in the computational basis and send the outcome, together with (i_0, j_0) , to the referee.*
- ▶ That information is *sufficient to produce a correct answer.*

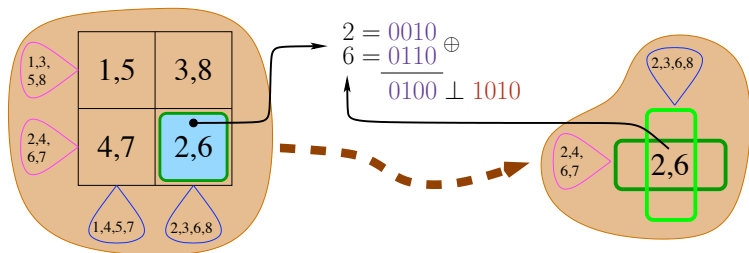
Classical Solution is Expensive: The First Reduction



Claim

Assume that a protocol of cost k solves the *original problem* with small error. Then another protocol of similar cost solves the *1 × 1-version* with probability $\frac{1}{n}$ with small error.

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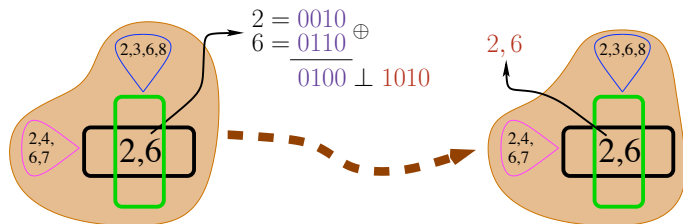


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The proof is not “completely trivial”.

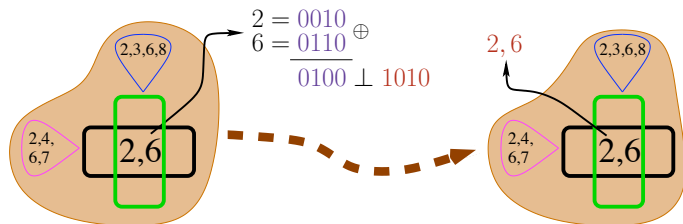
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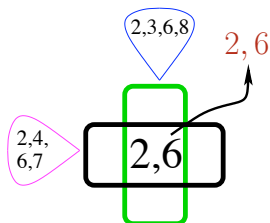


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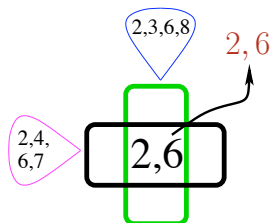
The proof is combinatorial, technical.

Complexity of the Search 1x1-Version



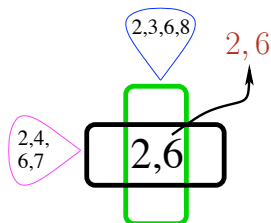
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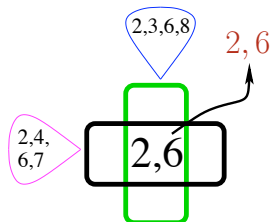
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Another combinatorial proof.

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- The chances of a protocol of cost k to solve the search 1×1 -version are $O\left(\left(\frac{k}{n}\right)^2\right)$.
- ▶ This gives us the required $k \in \tilde{\Omega}(n^{1/4})$.

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- Can *SMP with quantum communication but without entanglement* be (exponentially) stronger than classical interactive protocols?
- ▶ Can shared entanglement have any advantages over *quantum* interactive (or even one-way) communication?

Thank you!

