Objective

Find a criteria explaining why *post-quantum correlations* are unlikely to exist in Nature.

Introduction

Context. At CHSH game, quantum strategies are limited by the so-called Tsirelson's bound, meaning that they can win at best with probability $\approx 85\%$. Nevertheless, post-quantum strategies, formalized by non*local boxes*, can win up to 100% of probability.

Conjecture. It is conjectured that *trivial communication complexity* is a characterization of those postquantum boxes, explaining why they seem to be implausible in Nature.

CHSH game

Alice and Bob receive bits $x, y \in \{0, 1\}$, and they send bits $a, b \in \{0, 1\}$ to the referee.



• Win at CHSH iff $a \oplus b = x \times y$. • Win at CHSH' iff $a \oplus b = (x \oplus 1) \times (y \oplus 1)$.

Depending on the ressources they are allowed to use, Alice and Bob have different strategies to win at CHSH:

- Classical Strategy. $\max \mathbf{P}\begin{pmatrix} \min \\ CHSH \end{pmatrix} = 75\%.$
- Quantum Strategy. max $\mathbf{P}\left(\frac{\text{win}}{\text{CHSH}}\right) = \frac{2+\sqrt{2}}{4} \approx 85\%.$
- Post-Quantum Strategy. $\max \mathbf{P}\begin{pmatrix} \min \\ CHSH \end{pmatrix} = 100\%$. \rightsquigarrow Framework: *nonlocal boxes*.

An Open Question with NonLocal Boxes

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NonLocal Boxes

Def. A nonlocal box is the data of $\mathbf{P}(A, B X, Y)$ for any $A, B, X, Y \in \{0, 1\}$.	Fo at
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Examples. • $\mathbf{P}_{\mathrm{PR}}(a, b x, y) := \begin{cases} 1/2 & \text{if } a \oplus b = x \times y, \\ 0 & \text{otherwise} \end{cases}$	0.9
• $\mathbf{P}_{\mathrm{SR}}(a, b x, y) := \begin{cases} 1/2 & \text{if } a = b, \\ 0 & \text{otherwise.} \end{cases}$	0.8
• $\mathbf{P}_{\mathrm{PR}'}(a, b \mid x, y) := \begin{cases} 1/2 & \text{if } a \oplus b = (x \oplus 1) \times (y \oplus 1), \\ 0 & \text{otherwise.} \end{cases}$	0.6
Communication Complexity	0.5
Let $f : \{0,1\}^n \times \{0,1\}^n \to \{0,1\}$. Alice receives x and f , and Bob receives y and f .	0.4 0.3
Def. The (probabilistic) communication complex-	0.2
<i>ity</i> of f is the minimal number $\mathbf{CC}_p(f, x, y)$ of bits that Alice and Bob need to exchange so that Alice	0.1
knows the value $f(x, y)$ with probability $> p$.	0
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Def. Communication complexity is *trivial* if there are p > 1/2 and C > 0 such that $\mathbf{CC}_p(f, x, y) < C$ for all Boolean function f and all strings $x, y \in \{0, 1\}^n$.

Open Question

Is it possible to distinguish quantum correlations from post-quantum correlations using only communication complexity?

Historical Overview

The Question is Partly Answered. Let's *zoom in* at the top-right corner of the diagram. It is known that all **quantum** correlations make communication complexity to be **nontrivial**, whereas some **post-quantum** boxes make communication complexity to be **trivial**. But it still remains a gap to be filled...







Trade-Off between CHSH and CHSH'

or each box \mathbf{P} , we compute its probability of winning CHSH, and the one winning at CHSH', and it gives ne following diagram:



Remark. We find again the values 75%, $\approx 85\%$ and 100% of the three types of strategies mentioned before.

New. Generalizing the ideas of [2], we are currently introducing an *algebra* on boxes and the notion of the orbit of a box, which allows us to thicken a bit the area found in 2009. Tests are in progress ;-)

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and it seems to be a difficult task to fill it [7, 6]. But if indeed all post-quantum boxes were making communication complexity to be trivial, then we would have a clear split between quantum strategies (nontrivial) and post-quantum strategies (trivial).

Consequence. Therefore, the presence of Tsirelson's bound in Quantum Mechanics would simply be understood as a consequence of the "axiom" that communication complexity must be nontrivial for a strategy to exist in Nature!

- Mar 2009.



Our (coming) Contribution

Conclusion

Today. Until today, there is still a gap to be filled: trivial communication complexity

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References

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