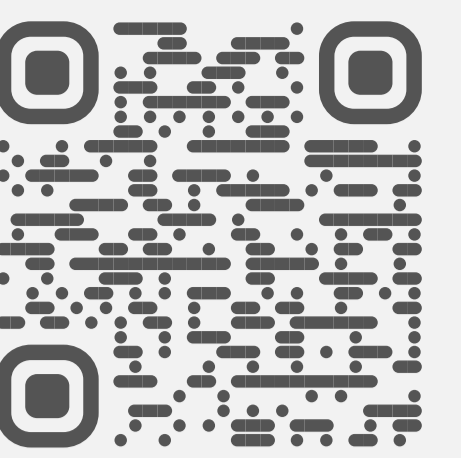


Variational Methods for Computing Non-Local Quantum Strategies

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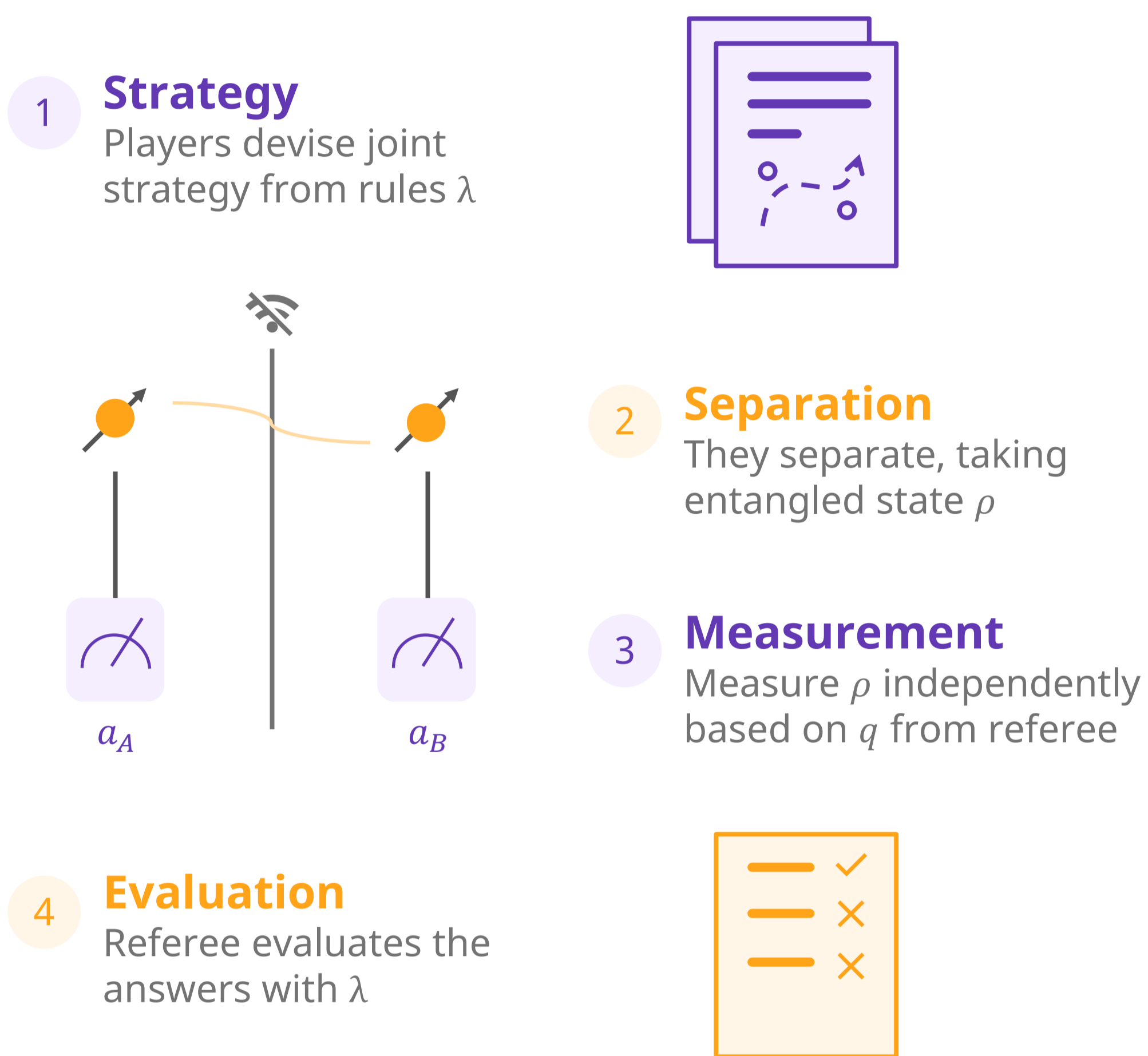


Introduction

Non-local games explore the boundaries between classical physics, quantum theory, and other non-signaling theories^{1,2}. Broad classes of games with a probable quantum advantage have been revealed³. However, constructing optimal quantum strategies for non-local games remains a challenge.

Non-Local Games

Quantum strategies for non-local games leverage **quantum entanglement as a resource**. Each game proceeds as follows



The value of the game is

$$V(G) = \sum_{qa} \lambda(a|q)p(a|q)p(q).$$

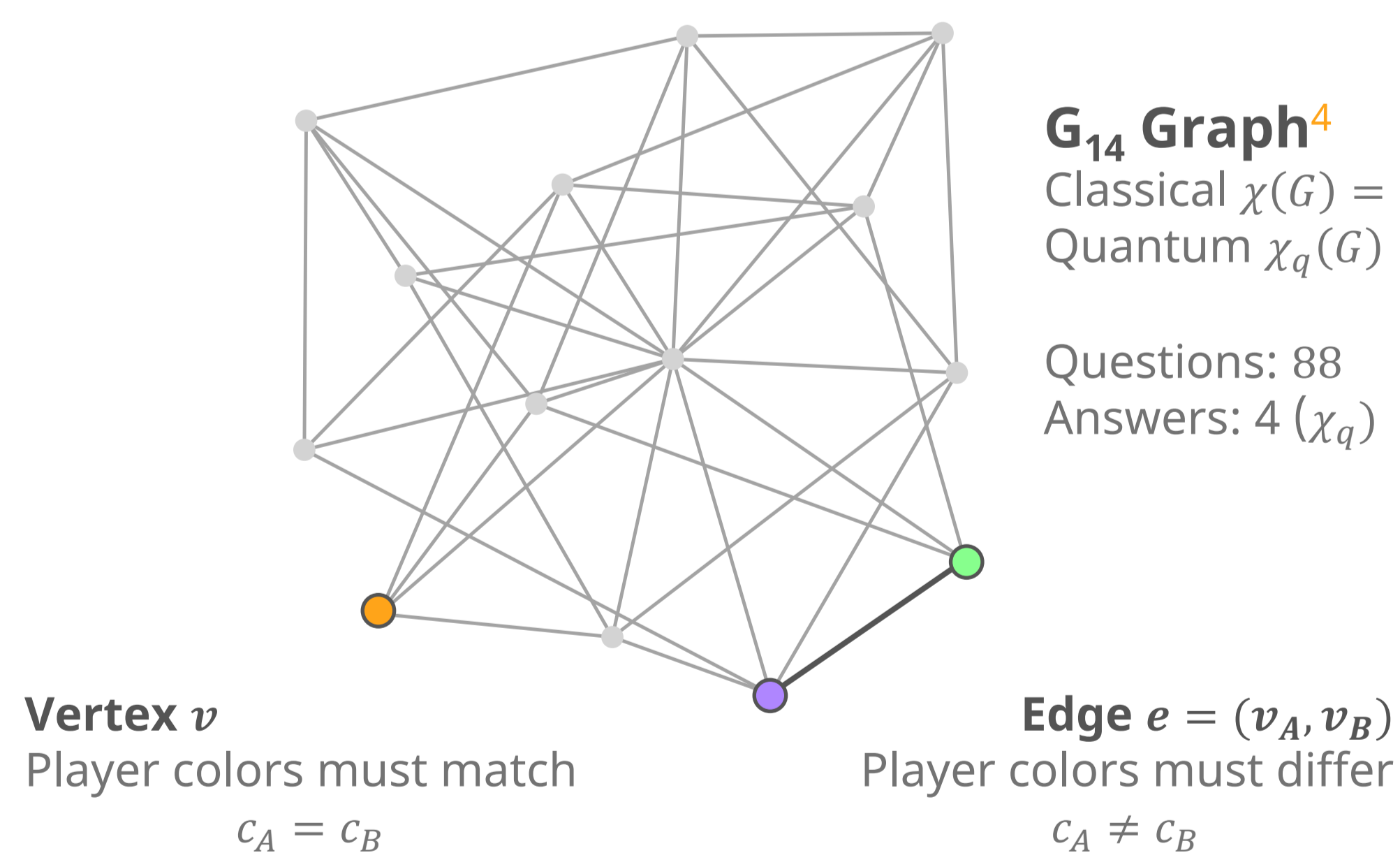
For a quantum strategy,

$$p(a|q) = \text{Tr}[\rho \mathcal{M}_{a|q}]$$

$$\mathcal{M}_{a|q} = \otimes_i \mathcal{M}_{a_i|q_i} \quad (\text{non-signaling})$$

Quantum Chromatic Game

The quantum chromatic game⁴ is derived from the **graph coloring problem**. Players must properly color a vertex or an edge.



$$H = -\frac{1}{|Q|} \left[\sum_v U_v^\dagger P_{cc} U_v + \sum_e U_e^\dagger (I - P_{cc}) U_e \right]$$

$$\text{Tr}[\rho H] = -V(G)$$

$$\text{Tr}[\rho P_{cc}] = p(c_A = c_B)$$

U_v and U_e are the measurement layers. A perfect ($V(G) = 1$) strategy is known to exist⁴ with constraints on the measurements

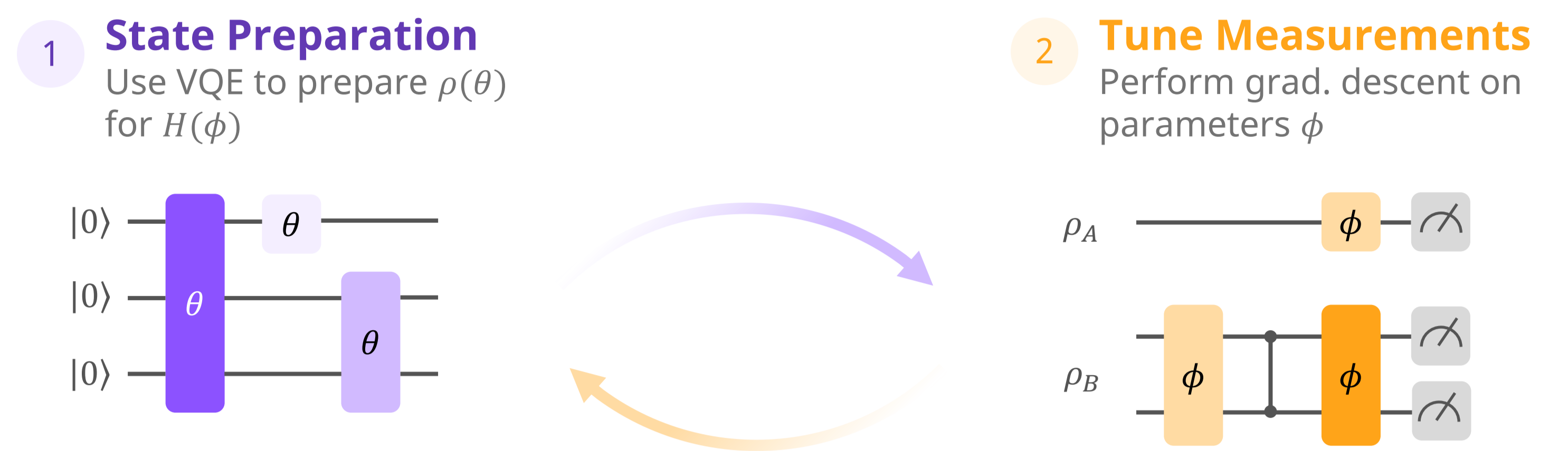
$$\mathcal{M}_{a_A|q_A} = \mathcal{M}_{a_B|q_B}^*$$

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Dual-Phase Optimization

- Custom variational algorithm for computing quantum strategies
- **ADAPT-VQE⁵** for state preparation creates compact circuits for NISQ hardware.



Results

- A perfect quantum G_{14} strategy was created by 500 randomized DPO trials (**classical**).
- The strategy was executed on 11 IBM quantum devices, 88 circuits per device (**quantum**).
- We observed the strategy has properties desirable for benchmarking and self-testing.

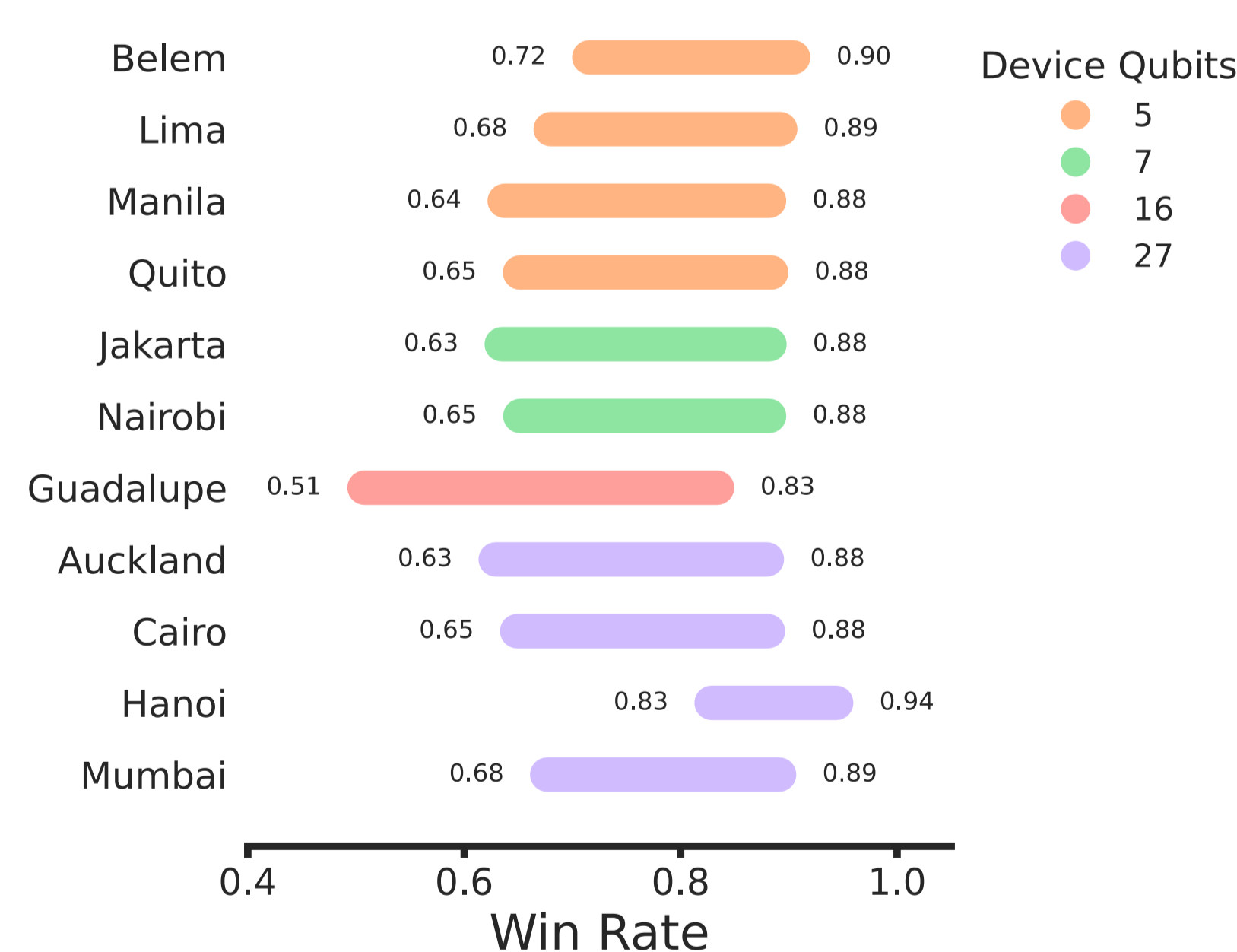
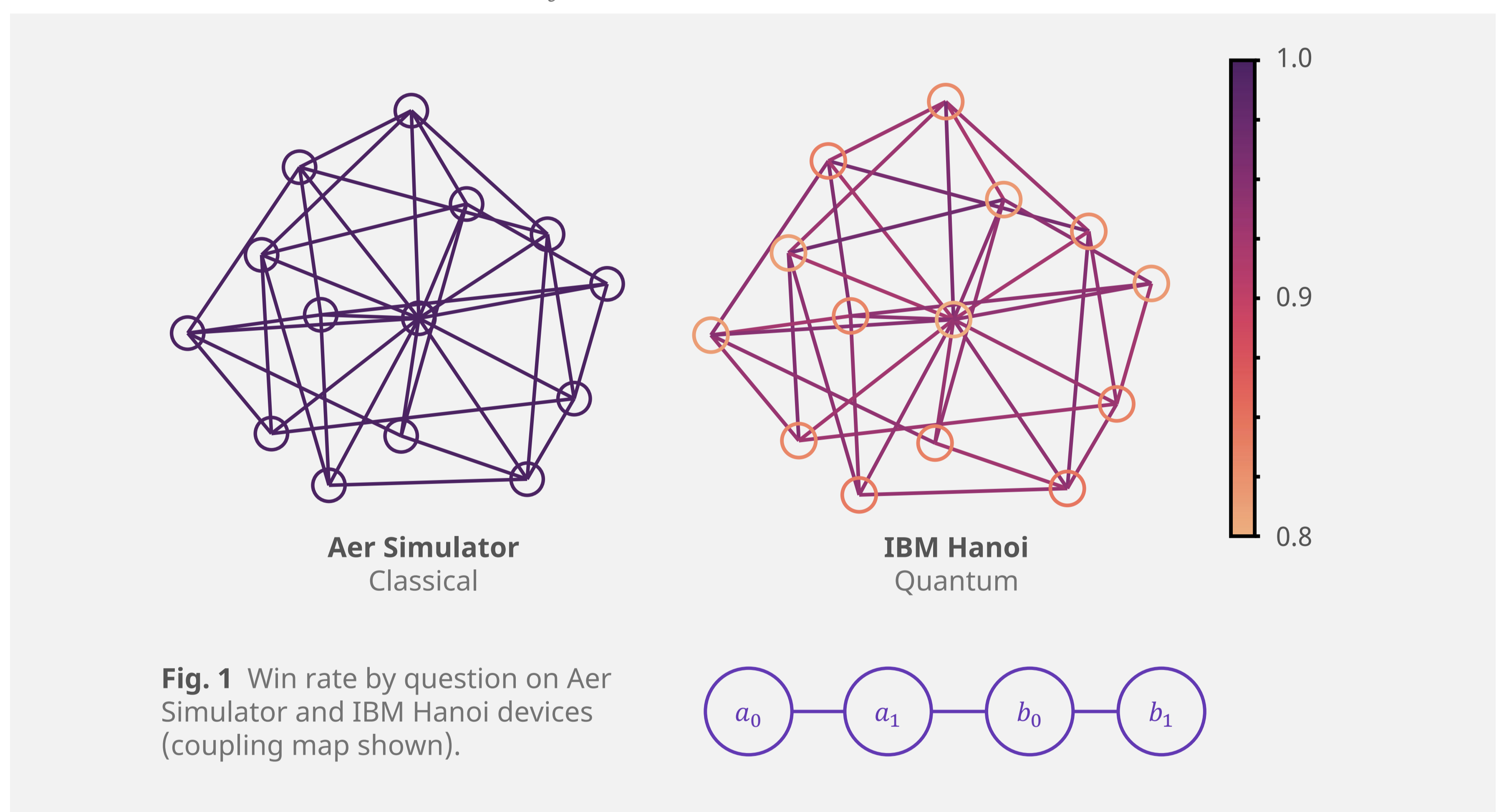
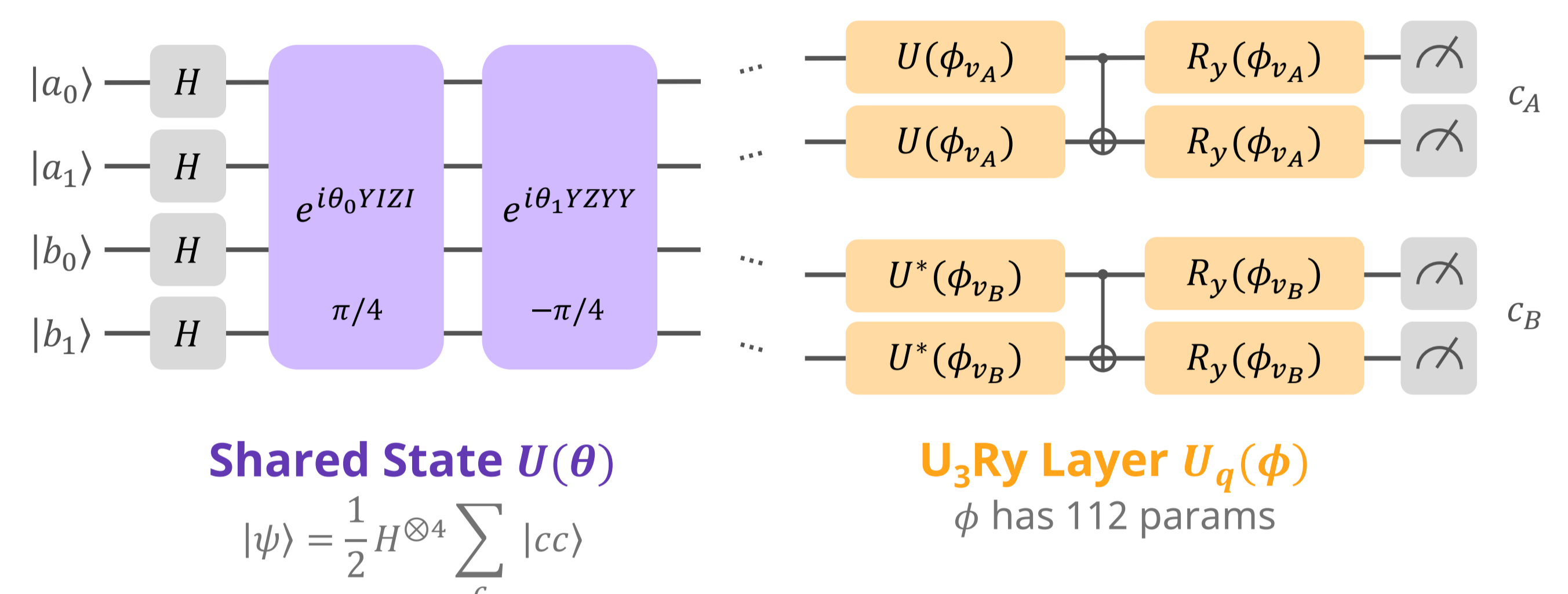


Fig. 2 Vertex-edge win rate on each quantum device, colored by the number of available physical qubits. The circuit was executed on 4 physical qubits.

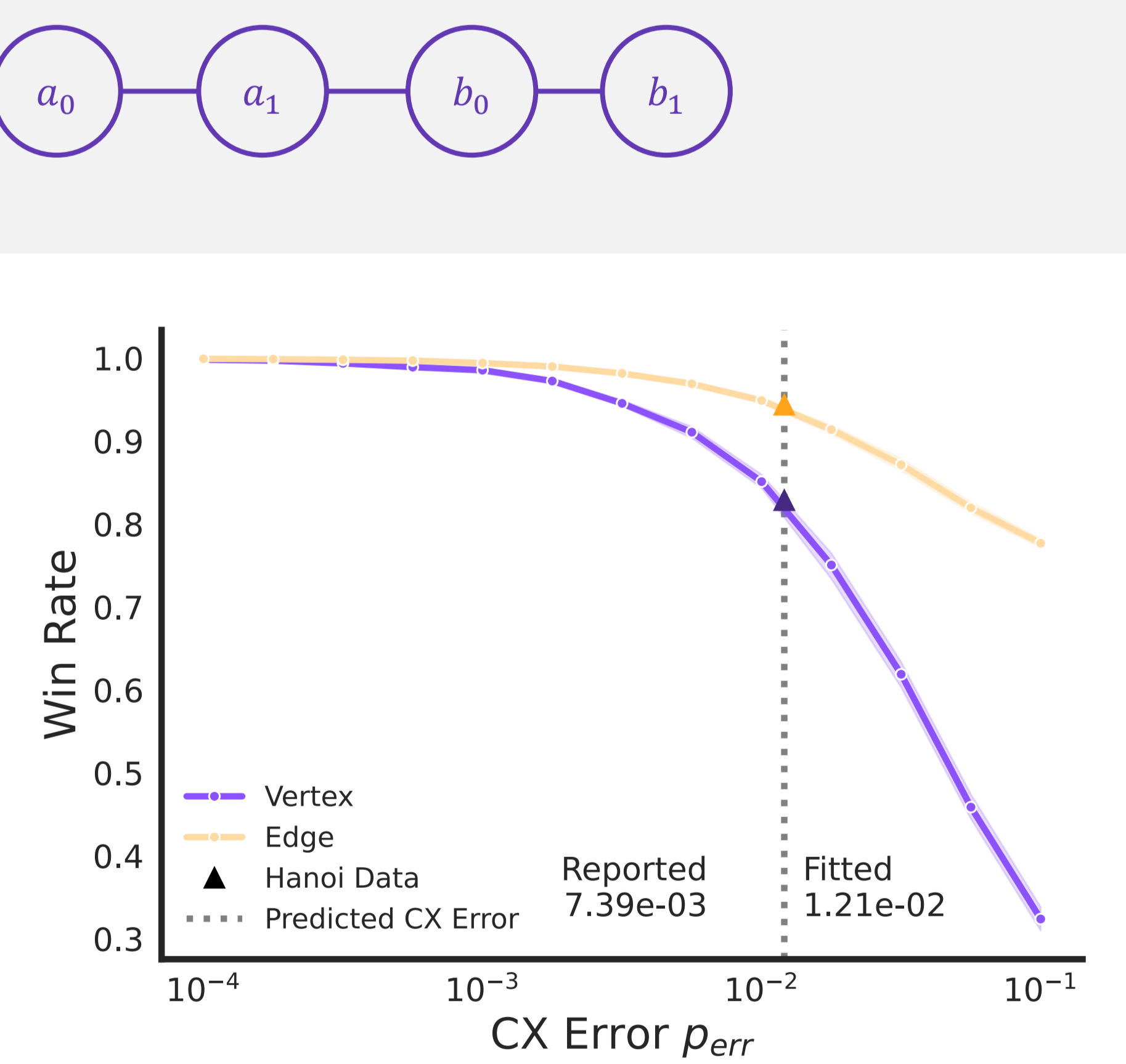


Fig. 3 Win rate of strategy classically simulated on Hanoi coupling map, with Pauli noise added to CX gates with probability p_{err} .

- **Vertex** questions are sensitive to noise (**benchmarking**).
- **Edge** questions prove a device uses quantum resources if **>97%** (**self-testing**).

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