

Simulating nonlocal no-signaling correlations

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Outline

- ▶ Boxes: local, quantum, no-signaling
- ▶ Realizations: physical, logical (simulation)
- ▶ Technology: REST API
- ▶ Architecture
- ▶ Demonstration
- ▶ Outlook

Boxes

AKA box pairs:

▶ Alice:

input $x \in \mathcal{X}$
output $a \in \mathcal{A}$

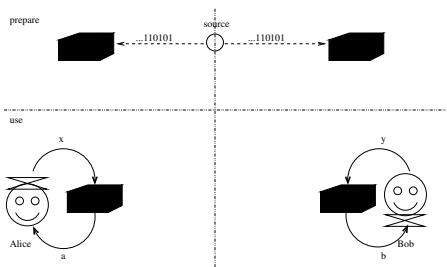
▶ Bob:

input $y \in \mathcal{Y}$
output $b \in \mathcal{B}$

Behavior:

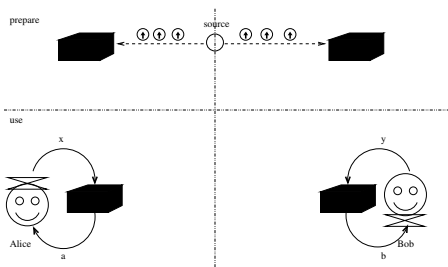
$$P(a, b|x, y)$$

Local boxes



$P(a, b|x, y)$ in the local polytope (Bell-inequalities).

Quantum boxes



$P(a, b|x, y)$ in a closed convex set.

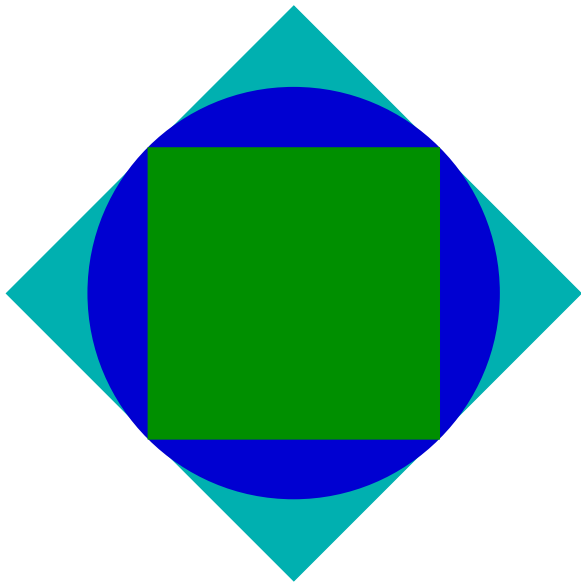
No-signaling boxes

$$\sum_b P(a, b|x, y) = P(a|x) \quad \forall y,$$

$$\sum_a P(a, b|x, y) = P(b|y) \quad \forall x.$$

- ▶ A polytope again.
- ▶ Superset of quantum and classical.
- ▶ Some cannot even be implemented with quantum.
- ▶ Interesting *per se*.

No-signaling boxes



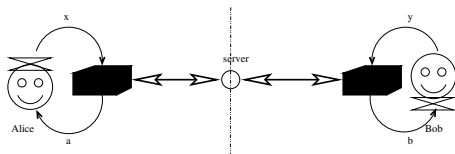
A prominent example: the PR box

Popescu-Rohrlich

$x \downarrow y \rightarrow$		0		1	
		0	1	0	1
0	0	1/2	0	1/2	0
	1	0	1/2	0	1/2
1	0	1/2	0	0	1/2
	1	0	1/2	1/2	0

- ▶ An extremal non-physical one towards the Clauser-Horne-Shimony-Holt inequality
- ▶ Game...

Simulated box

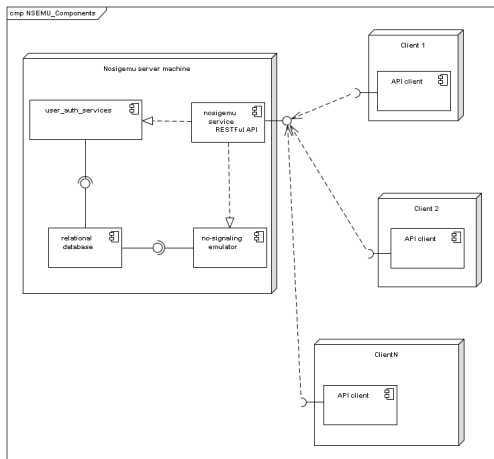


- ▶ Logical implementation.
- ▶ Trusted elements.
- ▶ Good for testing and development.

Technology: REST API

- ▶ REST ~ representational state transfer
- ▶ Simple HTTP GET requests
- ▶ Essentially remote function calls on the server
- ▶ Industry standard
- ▶ Huge market (c.f. programmableweb.com)

System architecture



For generating the random events,
we use a "Quantis" USB Quantum Random Number generator.

https://github.com/kmatyas-wig/quantis_rand

Jump right in

- ▶ Play the CHSH game
- ▶ We use `curl` (Linux, MAC)
- ▶ In PowerShell, for instance do something like

```
$APIResponse = Invoke-WebRequest -Uri $URI -UseBasicParsing  
$Data = ConvertFrom-Json $APIResponse.Content  
Write-Host -Object $Data
```

- ▶ Python: c.f. e.g.

<https://realpython.com/api-integration-in-python>

- ▶ Our developer libraries will soon be available along with the service.

```
box_alice.use(0, "20220101001")
```

Alice invites Bob

Suppose Alice wants to play a CHSH game with Bob.

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/invitePartner?boxType=1&boxName=fun&inviteUserName=bob&apiKey=$APIKEY'
```

```
{"boxID":4,"status":0}
```

The server responds with a JSON containing the ID of the newly created box (boxID: 4) and the status value of 0, which means that no error occurred during the execution of the API call. Alice can list all the boxes available for her:

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/listBoxes?apiKey=$APIKEY'
```

```
{"boxes":[{"aliceUser":"1","bobUser":"2","boxTypeID":"1","created":"2022-06-13 10:41:13","id":"4","name":"fun"}],  
"status":0}
```

Play the game

Suppose Alice sends $x=0$ as her input to box 4. She must create a transaction ID, which can be the current date and a 3-digit zero-padded number:

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/useBox?
boxID=4&transactionID=20220613001&x=0
&apiKey=$APIKEY'
```

```
{"a":1,"boxID":4,"status":0}
```

The box has emitted the reply $a=1$.
Bob sends $y = 0$ as his input with the same transaction ID.
Note that for $x = y = 0$ the results should be correlated, so Bob should get $b=1$:

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/useBox?
boxID=4&transactionID=20220613001&y=0
&apiKey=$APIKEY'
```

```
{"b":1,"boxID":4,"status":0}
```

Play the game 2

In the next transaction, Bob will be the first to send $y = 1$ as his input. Note that the transaction ID is incremented:

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/useBox?
boxID=4&transactionID=20220613002&y=1
&apiKey=$APIKEY'
```

```
{"b":0,"boxID":4,"status":0}
```

Assume Alice also sends $x = 1$ as her input. In that case, the results should be anticorrelated, that is, she should get $a = 1$ as a reply from the server:

```
curl --get 'https://nonlocalbox.wigner.hu/api/v1/useBox?
boxID=4&transactionID=20220613002&x=1
&apiKey=$APIKEY'
```

```
{"a":1,"boxID":4,"status":0}
```

Lessons to learn

- ▶ Transaction IDs
- ▶ No signaling: can appear in tricky ways
- ▶ Asynchronous → causal orders
(this can be even useful, c.f.
Bodor, Kálmán & Koniorczyk,
<https://arxiv.org/abs/2201.09554> (2022))
- ▶ Applications: game theory, c.f.
Koniorczyk, Bodor & Pintér,
Phys. Rev. A **101**, 062115 (2020),
cryptography?

The Wigner nonlocal box emulator ©

- ▶ Will be publicly announced soon (publication with details, website, blogs, etc.)
- ▶ Register via e-mail.
- ▶ Free for research use.
- ▶ Many box types available; any of them can be added upon request.

Go ahead and

- ▶ get your free account (email us),
- ▶ play the CHSH game with your friends,
- ▶ implement and test device-independent protocols,
- ▶ develop GUIs and applications

