

Coherent Configurations from Quantum Permutation Groups

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Joint work with

M. Lupini and L. Mančinska

Nonlocal Games and Quantum Permutation Groups

[arXiv:1712.01820](https://arxiv.org/abs/1712.01820)

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A. Atserias, L. Mančinska, R. Šámal, S. Severini, and A. Varvitsiotis

Quantum and Non-signalling Graph Isomorphisms

[arXiv:1611.09837](https://arxiv.org/abs/1611.09837)

C^* -algebras

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Gelfand-Naimark Theorem

A C^* -algebra is an algebra of bounded linear operators on a Hilbert space

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Intuition

Think of algebras of finite dimensional complex matrices closed under conjugate transpose.

Magic unitaries

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Definition

Let \mathcal{A} be a C^* -algebra. An $n \times n$ matrix $\mathcal{P} = (p_{ij})$ with $p_{ij} \in \mathcal{A}$ is a **magic unitary** if

- ① $p_{ij} = p_{ij}^2 = p_{ij}^*$;
- ② $\sum_{j \in [n]} p_{ij} = I$ for all $i \in [n]$;
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Remark 3. The matrix \mathcal{P} is unitary.

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Banica (2005): quantum automorphism groups of graphs

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“Deform” $C(\Gamma)$ by making it non-commutative

Call this deformed algebra $C(\Gamma^+)$, where Γ^+ is a “quantum” version of Γ

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Question. What precisely is $\text{Qut}(G)$?

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- Known for vertex transitive graphs up to 11 vertices. All examples are classical or some product of classical and/or the quantum groups listed above.

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Definition. The orbits and orbitals of $\text{Qut}(G)$ are the equivalence classes of \sim_1 and \sim_2 respectively.

Theorem.

- ① The orbitals of $\text{Qut}(G)$ form a coherent configuration/algebra.
- ② The matrices in this algebra are exactly those that commute with \mathcal{P} .

Let \mathcal{P} be the magic unitary defining $\text{Qut}(G)$. Define

$$\mathcal{C} = \{M \in \mathbb{C}^{\mathcal{V}(G) \times \mathcal{V}(G)} : M\mathcal{P} = \mathcal{P}M\}.$$

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Thus \mathcal{C} is a coherent algebra.

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Theorem. Asymptotically almost surely $\text{Qut}(G)$ is trivial.

Quantum Isomorphisms

Graph isomorphism as a game

Intuition: Alice and Bob want to convince a referee that $G \cong H$.

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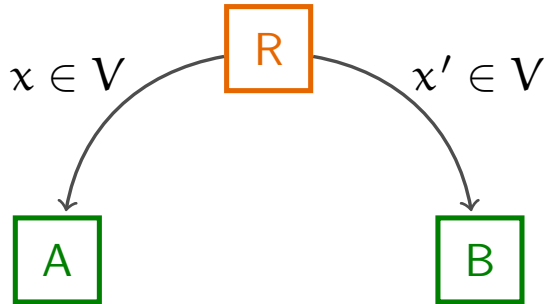
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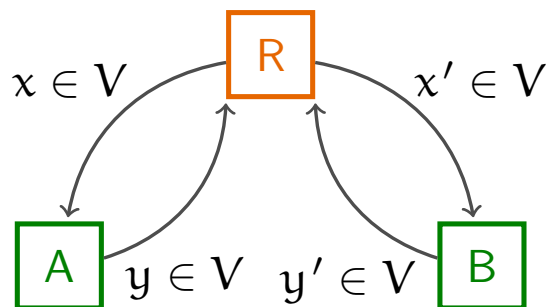
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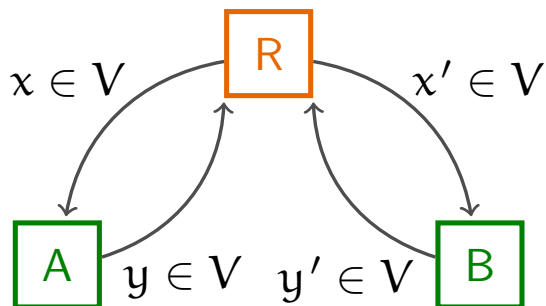
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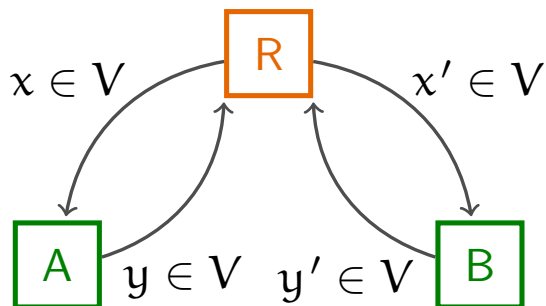
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To win players need that

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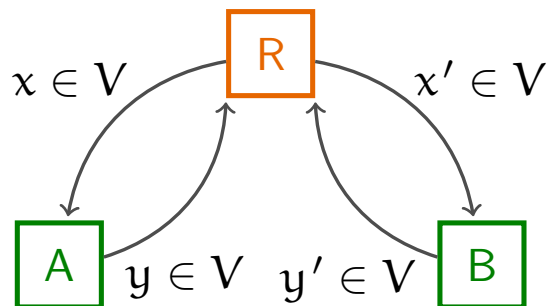
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- Players respond with $y, y' \in V$.

To win players need that

- $x \in V(G) \Leftrightarrow y \in V(H)$, and similarly for x', y' ;
- Their vertices of G are “related” in the same way as their vertices from H .

Graph isomorphism as a game

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Claim. Alice and Bob can **win** this game with probability 1 if and only if $G \cong H$.

Quantum graph isomorphism

Quantum graph isomorphism

Definition

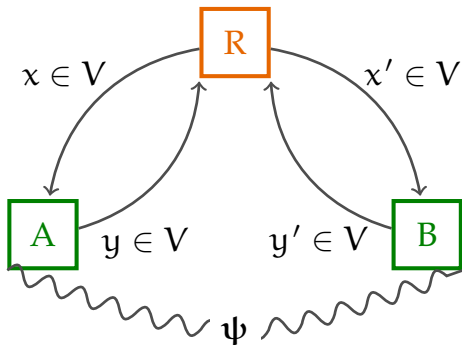
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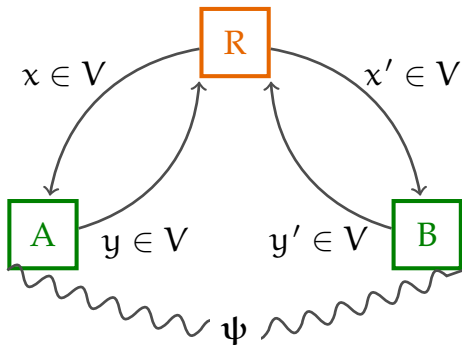
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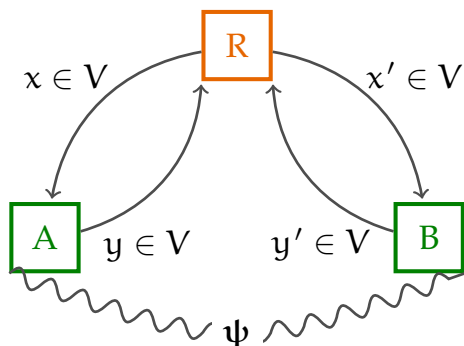
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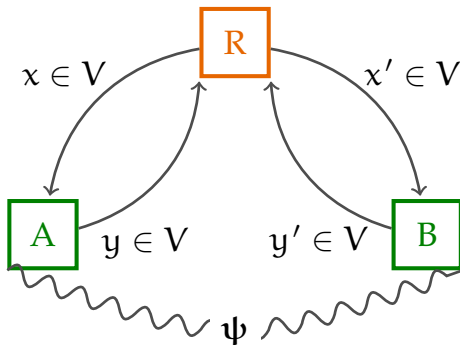
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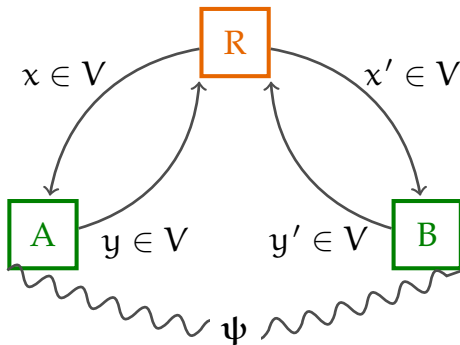
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For graphs G and H , the following are equivalent:

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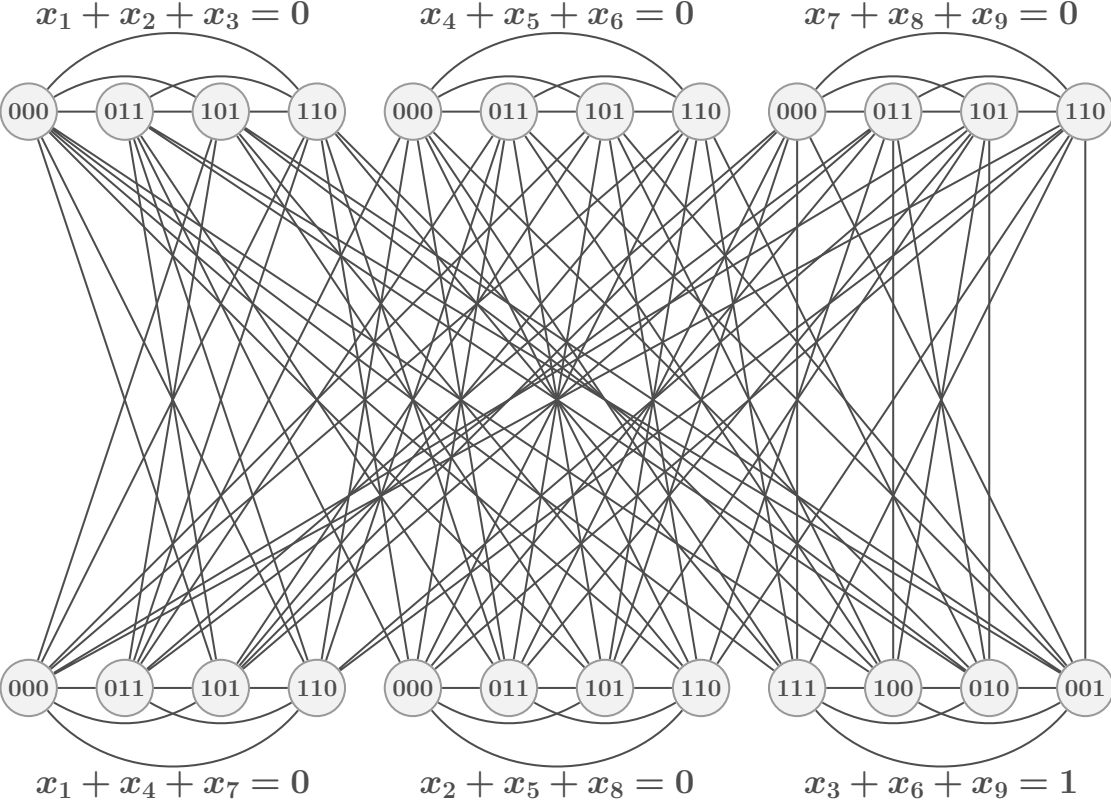
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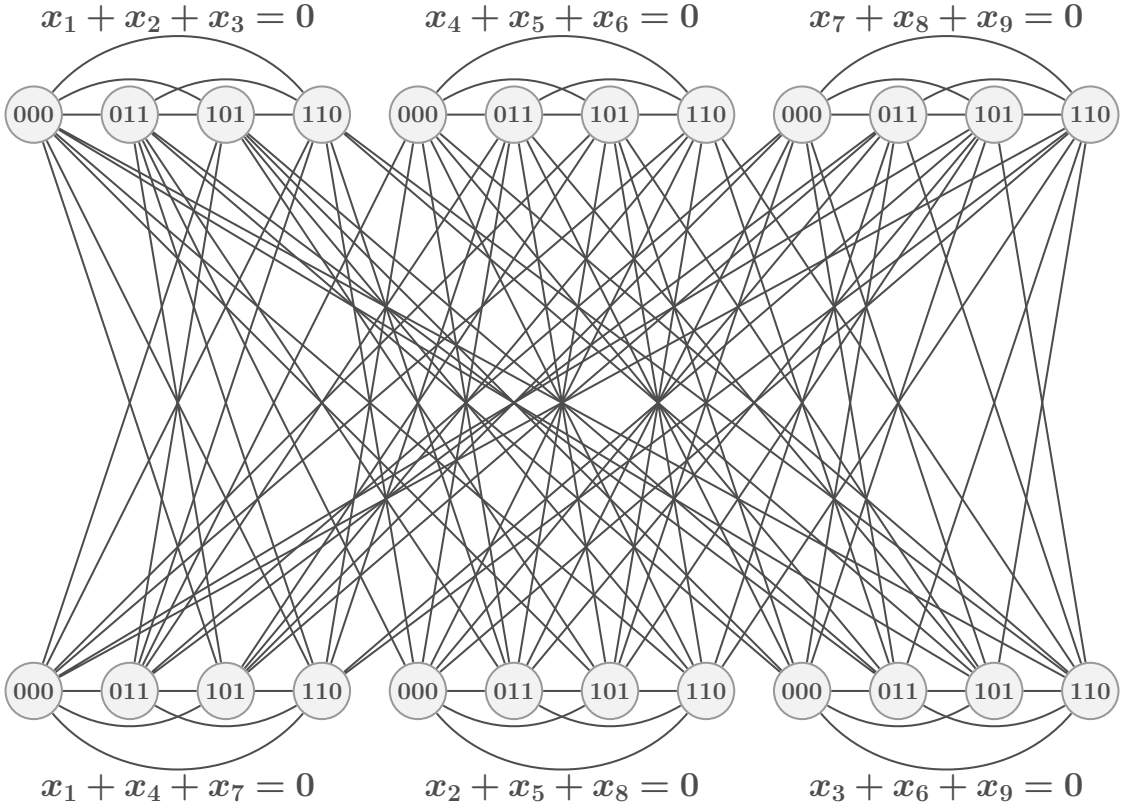
Corollary

If $G \cong_q H$, then G and H are not distinguished by the (2-dimensional) Weisfeiler-Leman algorithm.

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Other papers on quantum isomorphisms/automorphisms

A compositional approach to quantum functions.

arXiv:1711.07945

The Morita theory of quantum graph isomorphisms.

arXiv:1801.09705

Both by Benjamin Musto, David Reutter, and Dominic Verdon of Oxford University.

Thank you!