

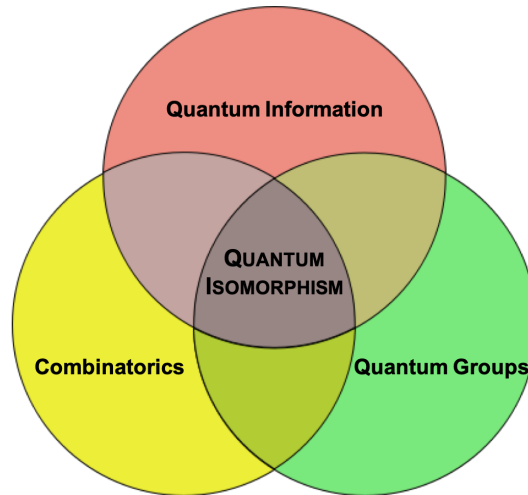
# Quantum isomorphism of graphs: an overview

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**Quantum isomorphism is equivalent to equality of homomorphism counts from planar graphs.**

Mančinska, Roberson.

*Proceedings of FOCS'20.*

**Nonlocal games and quantum permutation groups.**

Lupini, Mančinska, and Roberson.

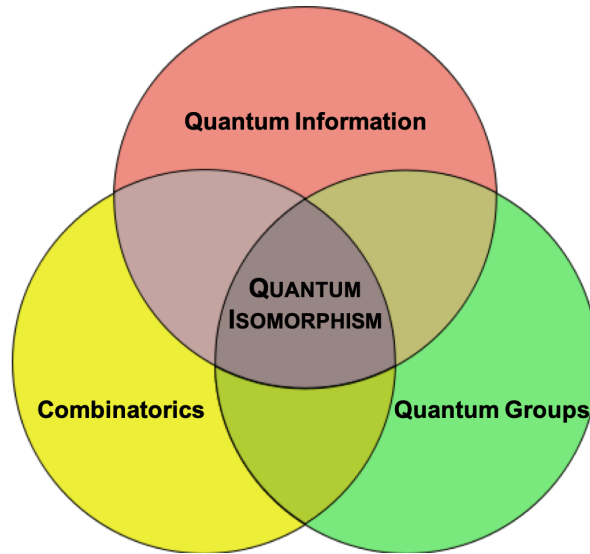
*Journal of Functional Analysis*, **279(5)**:108592, 2020.

**Quantum and non-signalling graph isomorphisms.**

Atserias, Mančinska, Roberson, Šámal, Severini, and Varvitisiotis.

*Journal of Combinatorial Theory, Series B*, **136**:289–328, 2019.

*Proceedings of ICALP'17*, LIPIcs **80**, 76:1–76:14, 2017.



- **Nonlocal games** provide a general framework for studying entanglement
- **Problem:** Entanglement-assisted strategies for arbitrary nonlocal games are **hard to analyze**
- **Line of attack:** Focus on a **well-behaved** class of games

# Overview

**Quantum isomorphism** = operationally defined noncommutative variant of graph isomorphism

We will see different yet equivalent ways to think about quantum isomorphism of graphs

- Nonlocal games
- Matrix formulations
- Homomorphism counts

# Graph isomorphism



A map  $f : V(G) \rightarrow V(H)$  is an **isomorphism** from  $G$  to  $H$  if

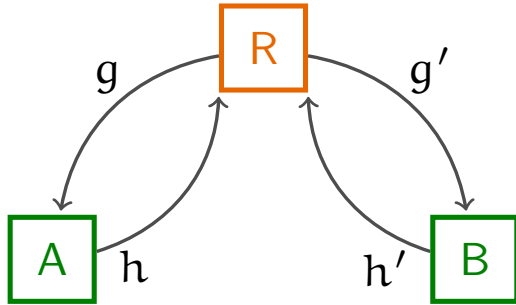
- $f$  is a bijection and
- $g \sim g'$  if and only if  $f(g) \sim f(g')$ .

If such a map exists, we say that  $G$  and  $H$  are **isomorphic** and write  $G \cong H$ .

**Matrix formulation:**  $PA_G P^\dagger = A_H$  for some **permutation** matrix  $P$

# $(G, H)$ -Isomorphism Game

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



- To win players must reply  $h, h'$  such that  $\text{rel}(h, h') = \text{rel}(g, g')$
- No communication during game

**Fact.**  $G \cong H \Leftrightarrow$  **Classical** players can win the game with certainty

**Def. (Quantum isomorphism)**

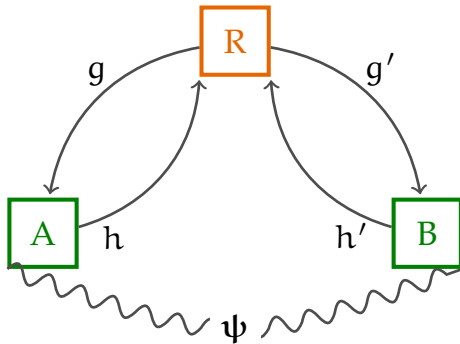
We say that  $G \cong_{qc} H$  if **quantum**<sup>1</sup> players can win the game with certainty.

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<sup>1</sup>We work in the **commuting** rather than the tensor-product model.

# Quantum commuting strategies

$G \cong_{qc} H :=$  **Quantum** players can win the  $(G, H)$ -isomorphism game

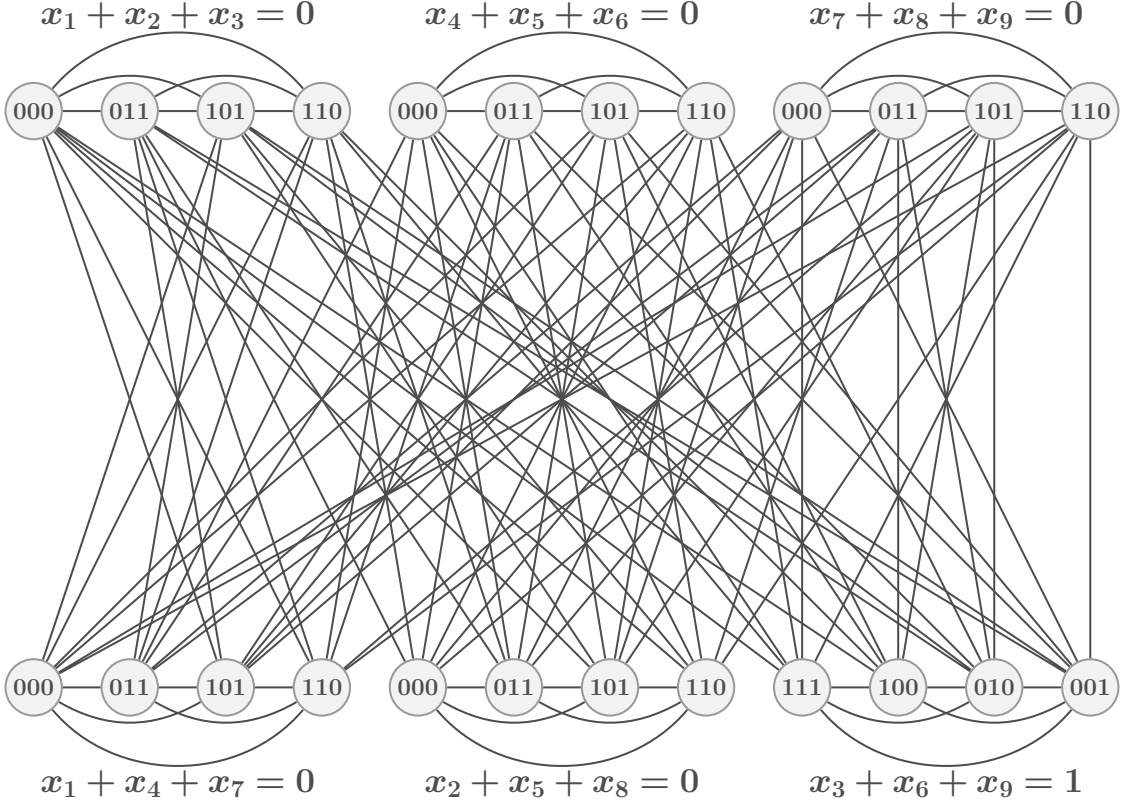


- Alice and Bob share a quantum state  $\psi$   
 $\psi$  is a unit vector in a Hilbert space  $\mathcal{H}$
- Upon receiving  $g$ , Alice performs a local measurement  $\mathcal{E}_g$  to get  $h \in V(H)$   
 $\mathcal{E}_g = \{E_{gh} \in \mathcal{B}(\mathcal{H}) : h \in V(H)\}$  where  
$$E_{gh} \succeq 0, \quad \sum_h E_{gh} = I.$$
- Bob measures with  $\mathcal{F}_{g'}$
- $E_{gh}$  and  $F_{g'h'}$  commute

The probability that players respond with  $h, h'$  on questions  $g, g'$  is

$$p(h, h'|g, g') = \langle \psi, (E_{gh} F_{g'h'}) \psi \rangle$$

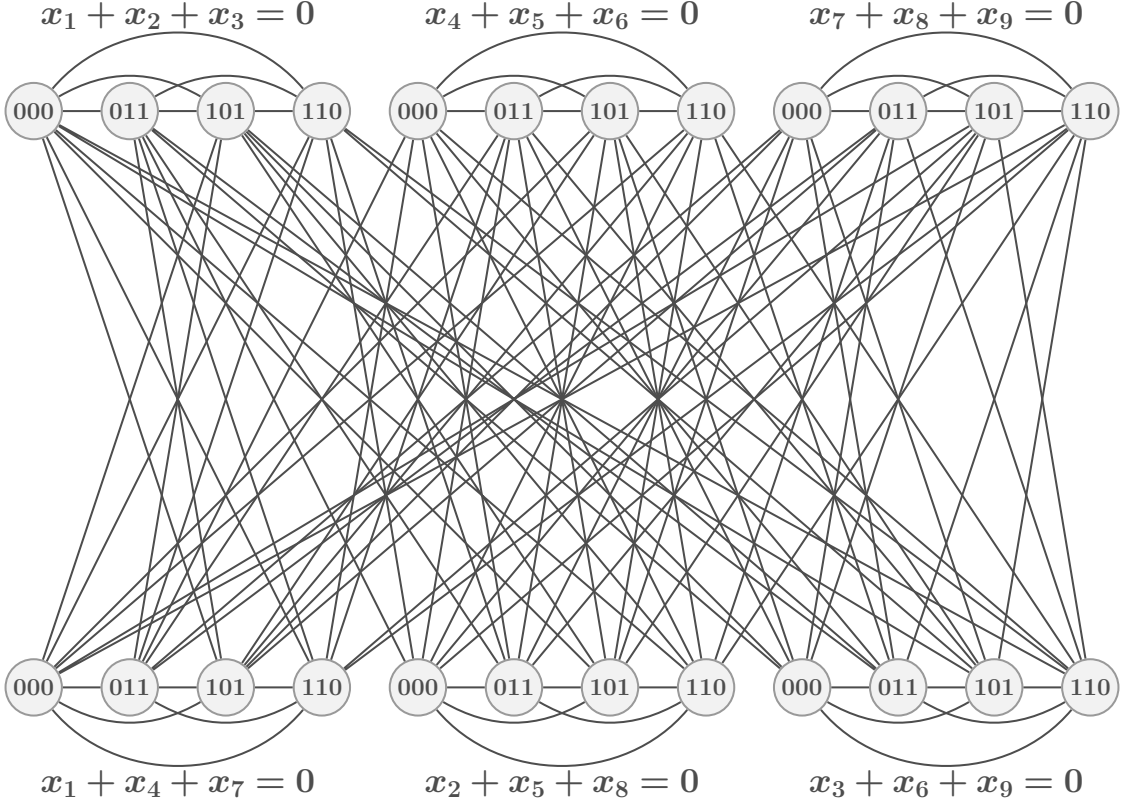
# Example: $G \not\cong H$ but $G \cong_{qc} H$



**Construction based on reduction from linear system games.**



# Example: $G \not\cong H$ but $G \cong_{qc} H$



**Construction based on reduction from linear system games.**

# Quantum isomorphism and quantum groups

**Def.** A matrix  $\mathcal{P} = (p_{ij})$  whose entries are elements of a  $C^*$ -algebra is a **quantum permutation matrix** (QPM), if

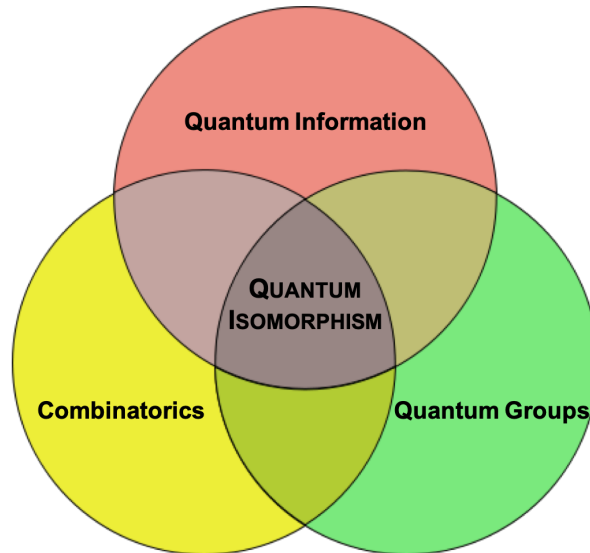
- $p_{ij}$  is a projection, i.e.,  $p_{ij}^2 = p_{ij} = p_{ij}^*$  for all  $i, j$
- $\sum_k p_{ik} = \mathbf{1} = \sum_\ell p_{\ell j}$  for all  $i, j$

**Remark.** A QPM with entries from  $\mathbb{C}$  is a **permutation matrix**.

**Thm.** (Lupini, M., Roberson)

$$G \cong_{qc} H \iff \mathcal{P}A_G\mathcal{P}^\dagger = A_H \text{ for some } \mathbf{quantum} \\ \mathbf{permutation\ matrix} \mathcal{P}$$

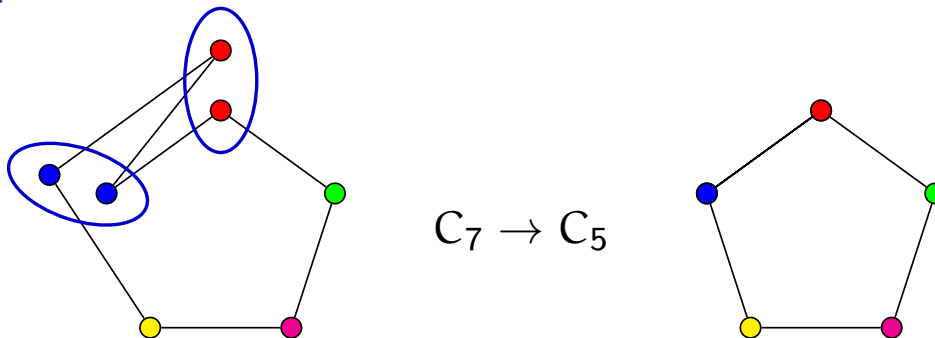
# Can we describe quantum isomorphism in combinatorial terms?



# Graph homomorphisms

**Def.** A map  $\varphi : V(F) \rightarrow V(G)$  is a **homomorphism** from  $F$  to  $G$  if  $\varphi(u) \sim \varphi(v)$  whenever  $u \sim v$ .

## Example



**hom(F, G)** := # of homomorphisms from  $F$  to  $G$ .

# Counting homomorphisms

**Theorem.** (Lovász, 1967)

Homomorphism counts determine a graph up to isomorphism, i.e.

$$G \cong H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H) \text{ for all graphs } F.$$

**Theorem.** (M., Robertson)

$G \cong_{qc} H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for all **planar** graphs  $F$ .

# Context: Homomorphism counting

**Thm.** (Lovász, 1967)

$G \cong H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for **all graphs**  $F$

**Thm.** (M., Robertson, 2019)

$G \cong_{qc} H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for all **planar** graphs  $F$

**Folklore.**

$G$  and  $H$  cospectral  $\Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for all **cycles**  $F$

**Thm.** (Dvořák, 2010; Dell, Grohe, Rattan, 2018)

$G \cong_f H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for all **trees**  $F$

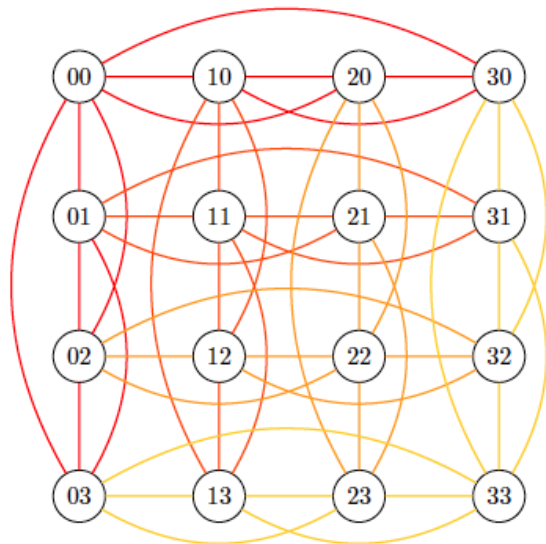
$G \cong_k H \Leftrightarrow \text{hom}(F, G) = \text{hom}(F, H)$  for all  $F$  of **treewidth**  $\leq k$

**Complexity:** Except for the class of planar graphs, equality of homomorphism counts from all of the above graph classes can be tested in at worst quasi-polynomial time.

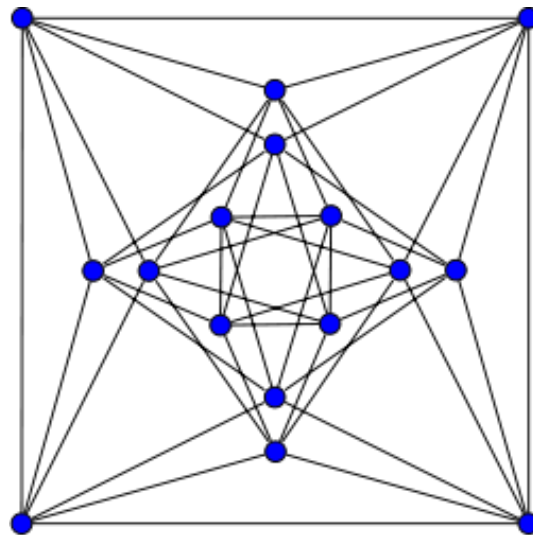
# Application: Certificate for $G \not\cong_{qc} H$

**Are these two graphs quantum isomorphic?**

Rook graph



Shrikhande graph

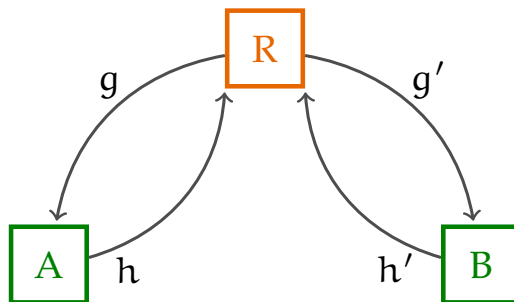


**Before:** Difficult to prove that they are not quantum isomorphic.

**Now:** Only one (the Rook graph) contains  $K_4$ .

# Summary

Graph isomorphism can be formulated in terms of a **nonlocal game**.



- $G \cong_{qc} H :=$  **Quantum** players can win the isomorphism game
- **Thm.**  $G \cong_{qc} H \iff \mathcal{P}A_G\mathcal{P}^\dagger = A_H$  for some **quantum permutation matrix**  $\mathcal{P}$
- **Thm.**  $G \cong_{qc} H \iff \text{hom}(F, G) = \text{hom}(F, H)$  for all **planar**  $F$

**Thank you!**