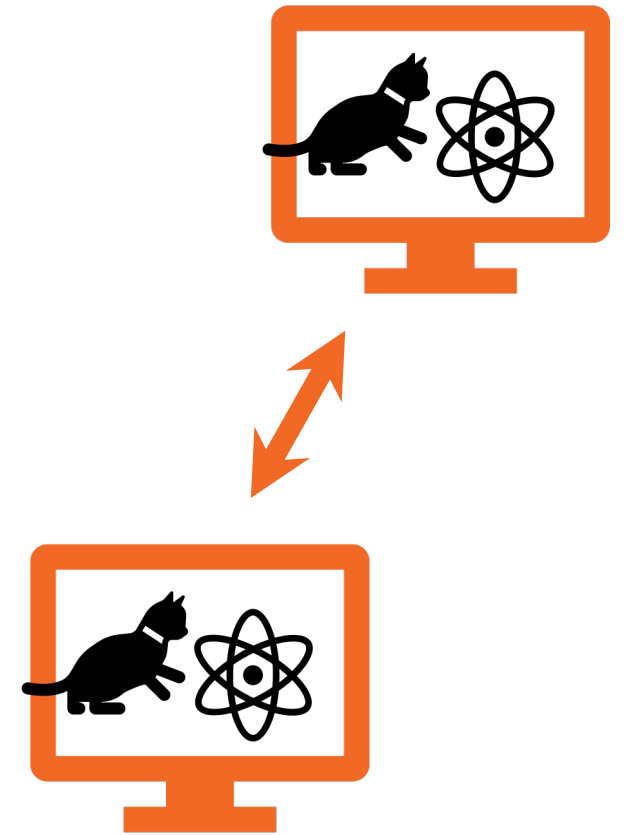
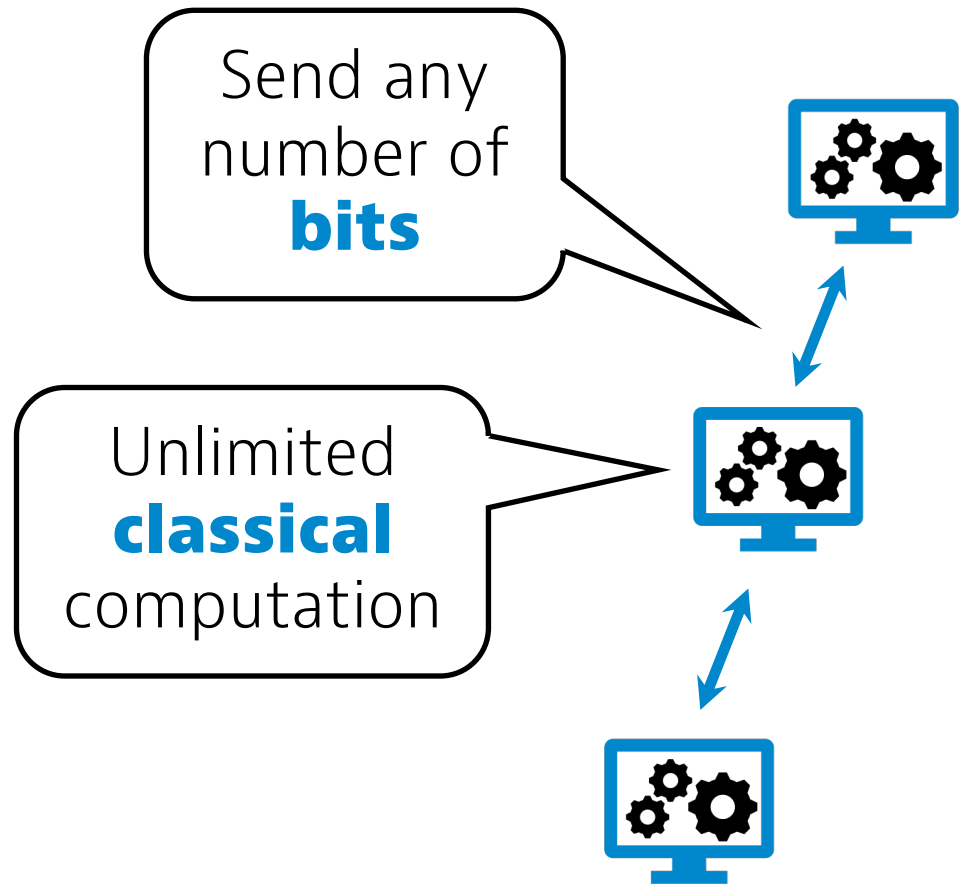


# *Distributed Quantum Advantage*

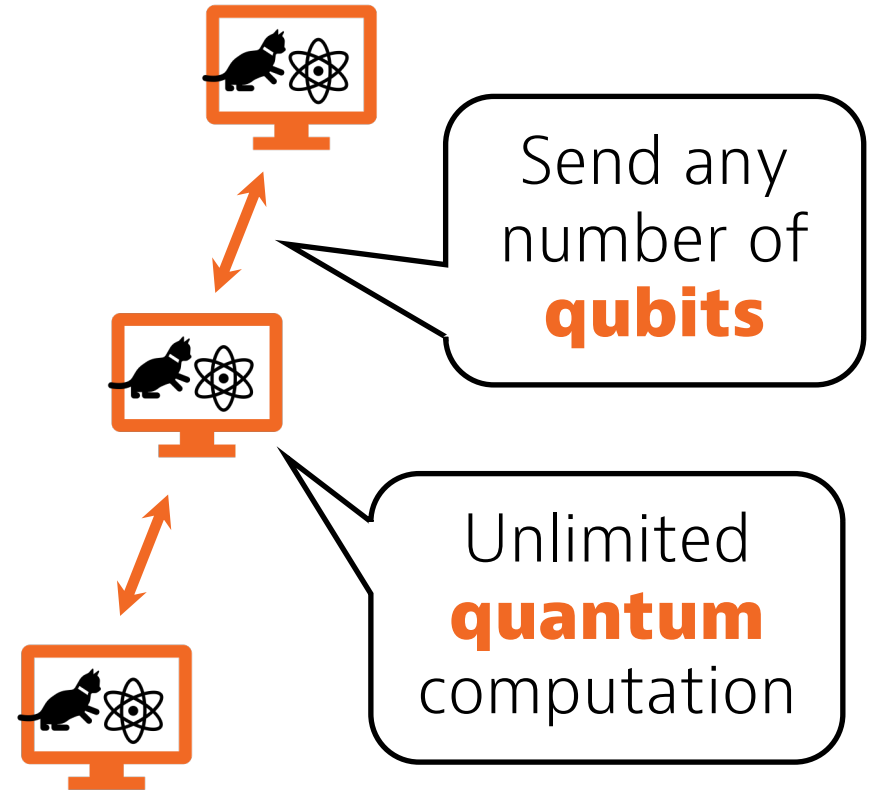


**Jukka Suomela**  
Aalto University

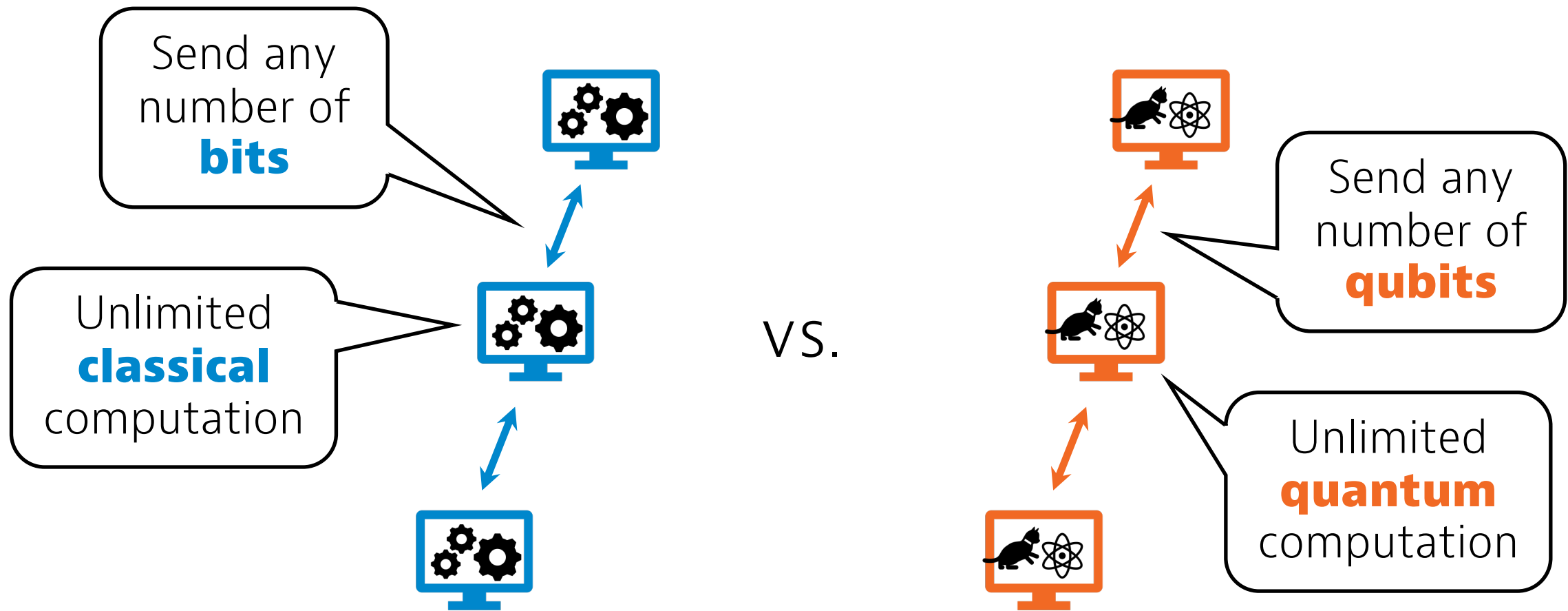


Classical computer network

vs.



Quantum computer network

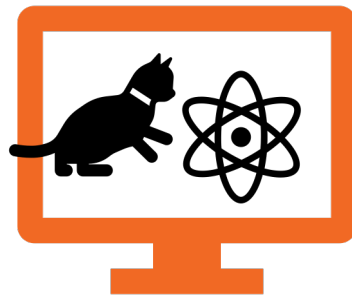


How many **communication rounds** are needed until all computers stop and announce their local outputs?

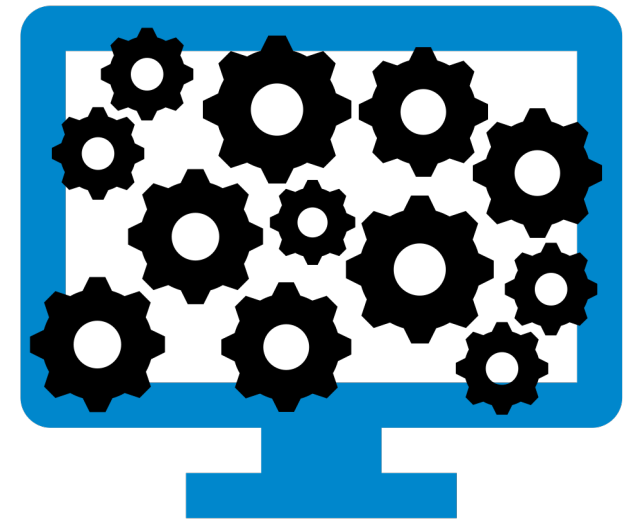
Compare with **centralized,**  
**sequential computation:**



<



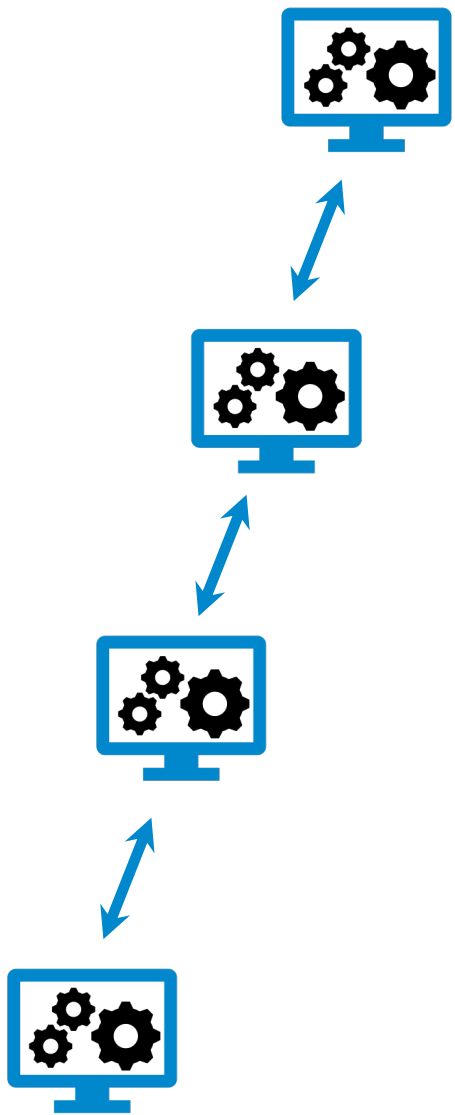
<



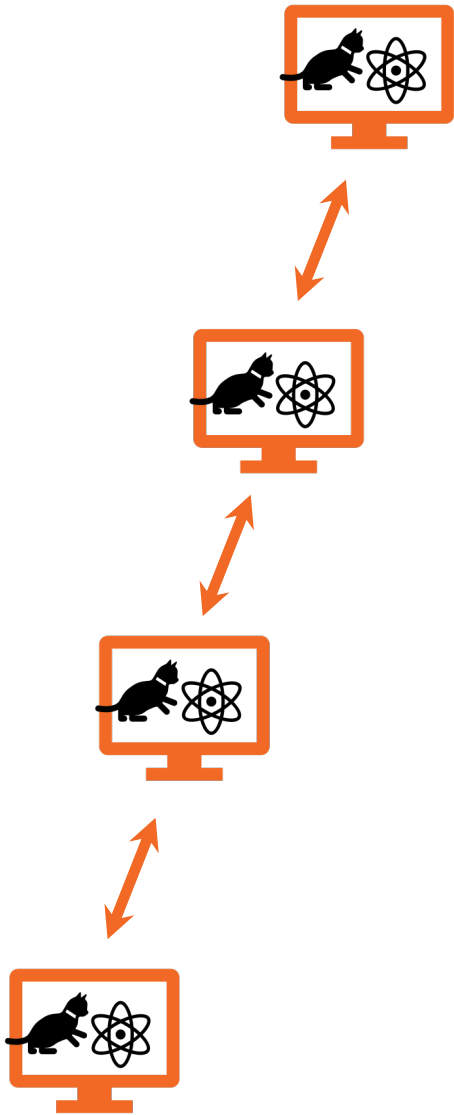
Classical

Quantum

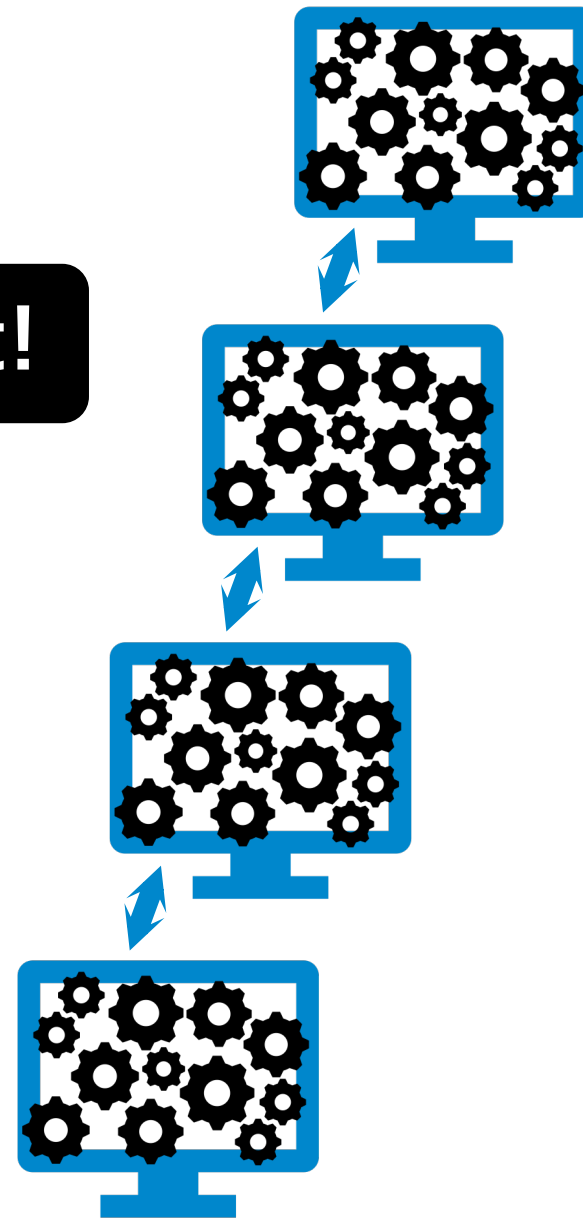
Classical  
(exponentially  
faster and bigger)



>



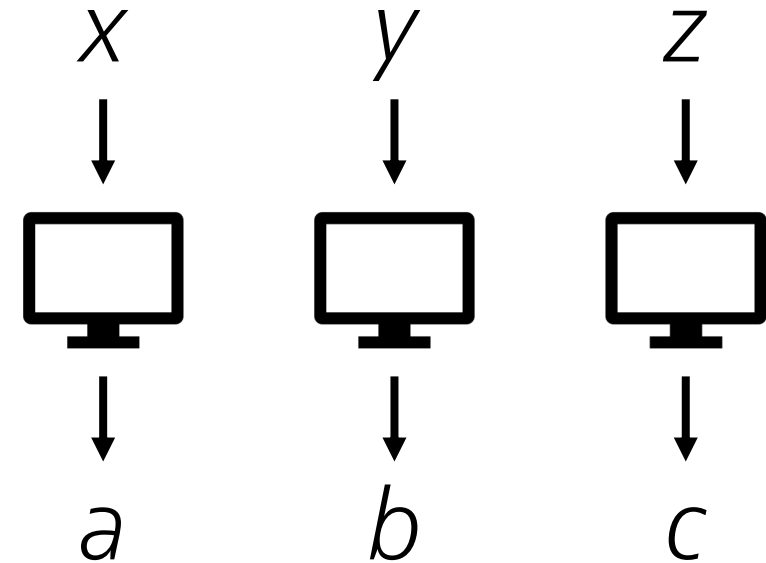
not!  
~~X~~



# GHZ game

Greenberger,  
Horne, Zeilinger

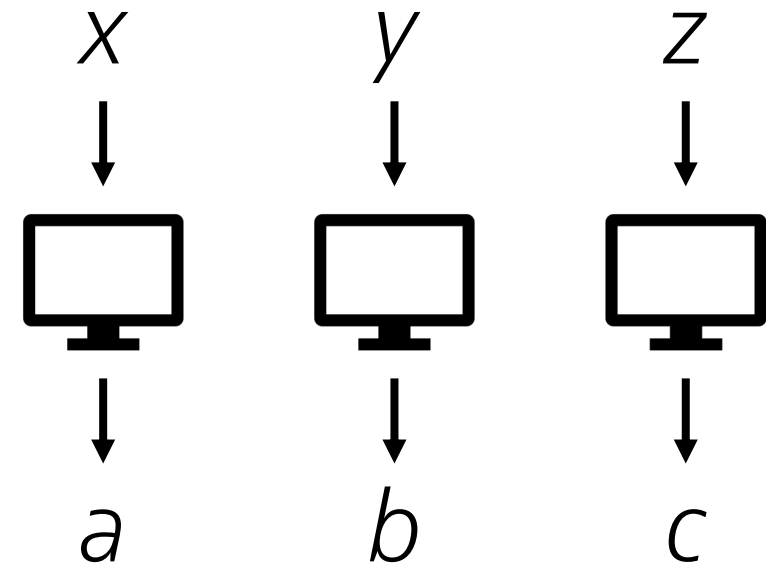
$x + y + z$	$a + b + c$ mod 2
0	0
1	(forbidden)
2	1
3	(forbidden)



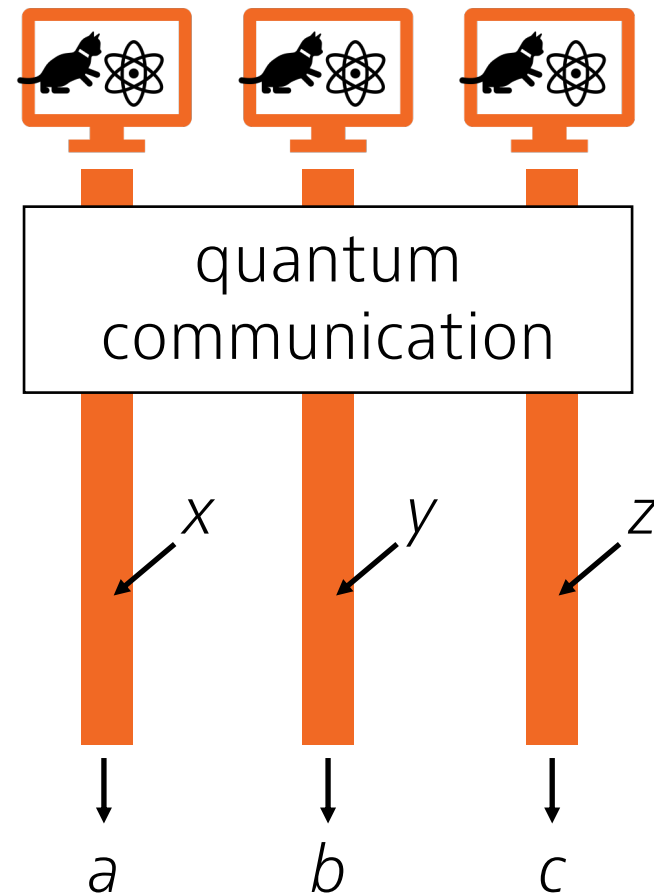
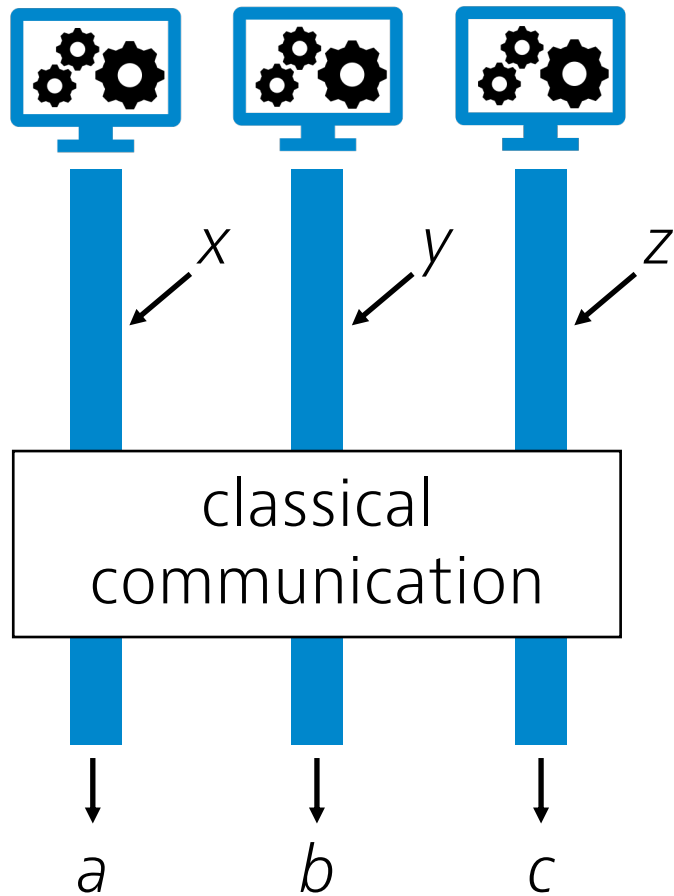
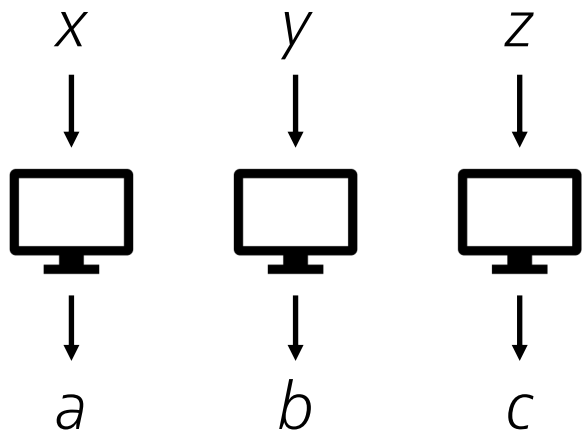
# GHZ game

Greenberger,  
Horne, Zeilinger

$x + y + z$	$a + b + c$ mod 2
0	0
1	0 or 1
2	1
3	0 or 1



$x + y + z$	$a + b + c \pmod 2$
0	0
1	0 or 1
2	1
3	0 or 1



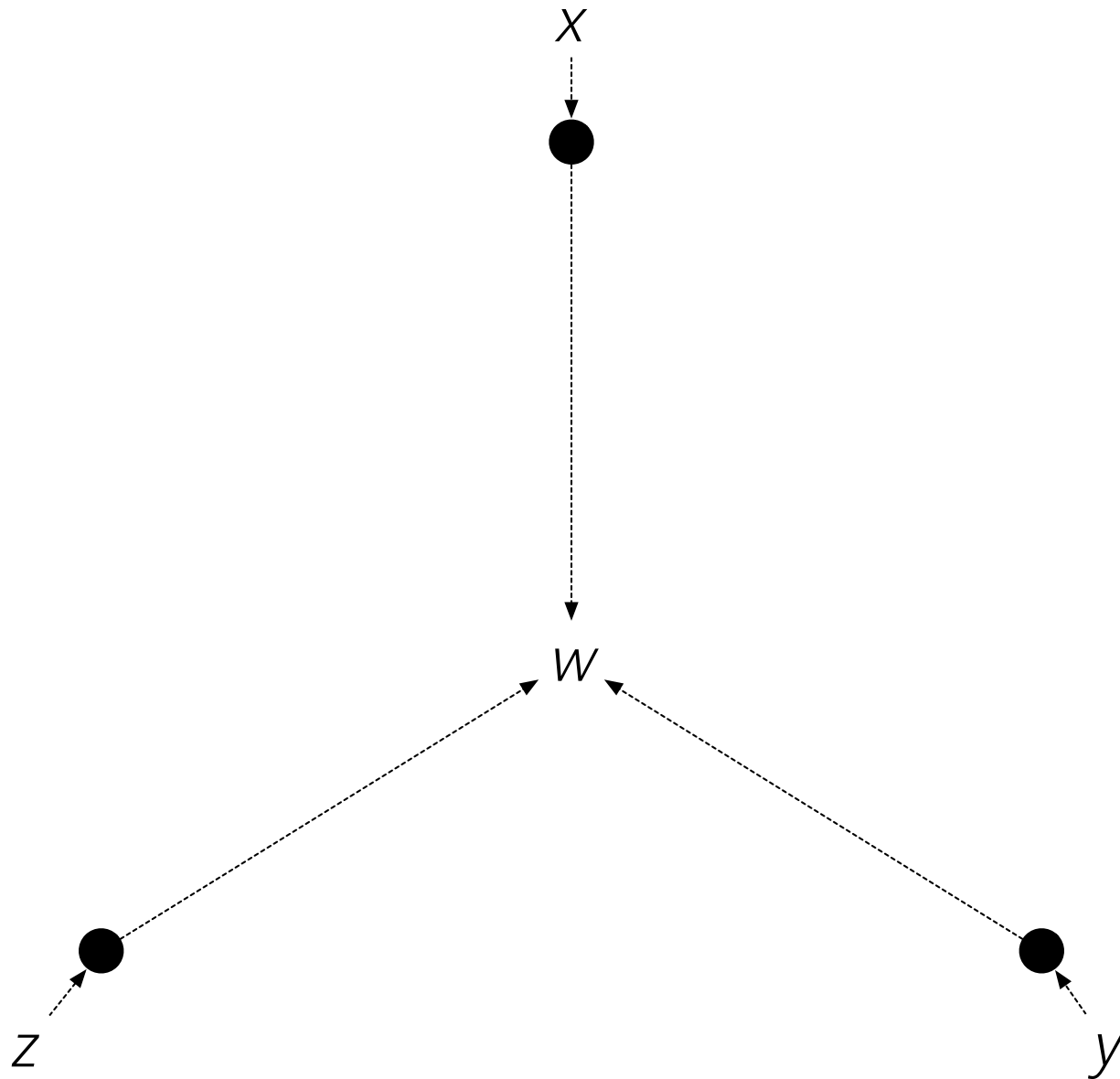


Le Gall, Nishimura,  
Rosmanis (2019):

**Quantum Advantage  
for the LOCAL Model in  
Distributed Computing**

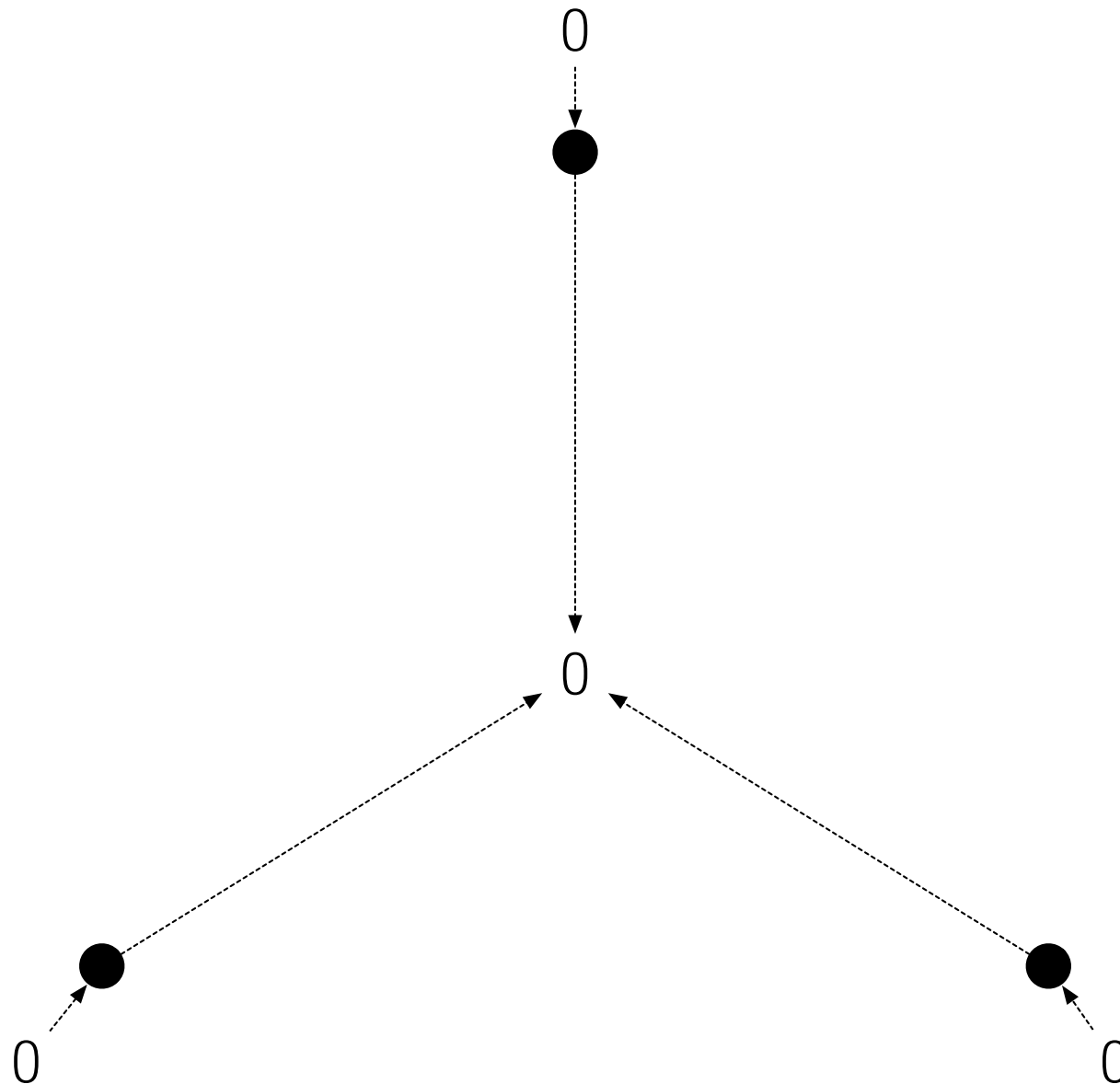
Le Gall, Nishimura,  
Rosmanis (2019):

# Quantum Advantage for the LOCAL Model in Distributed Computing



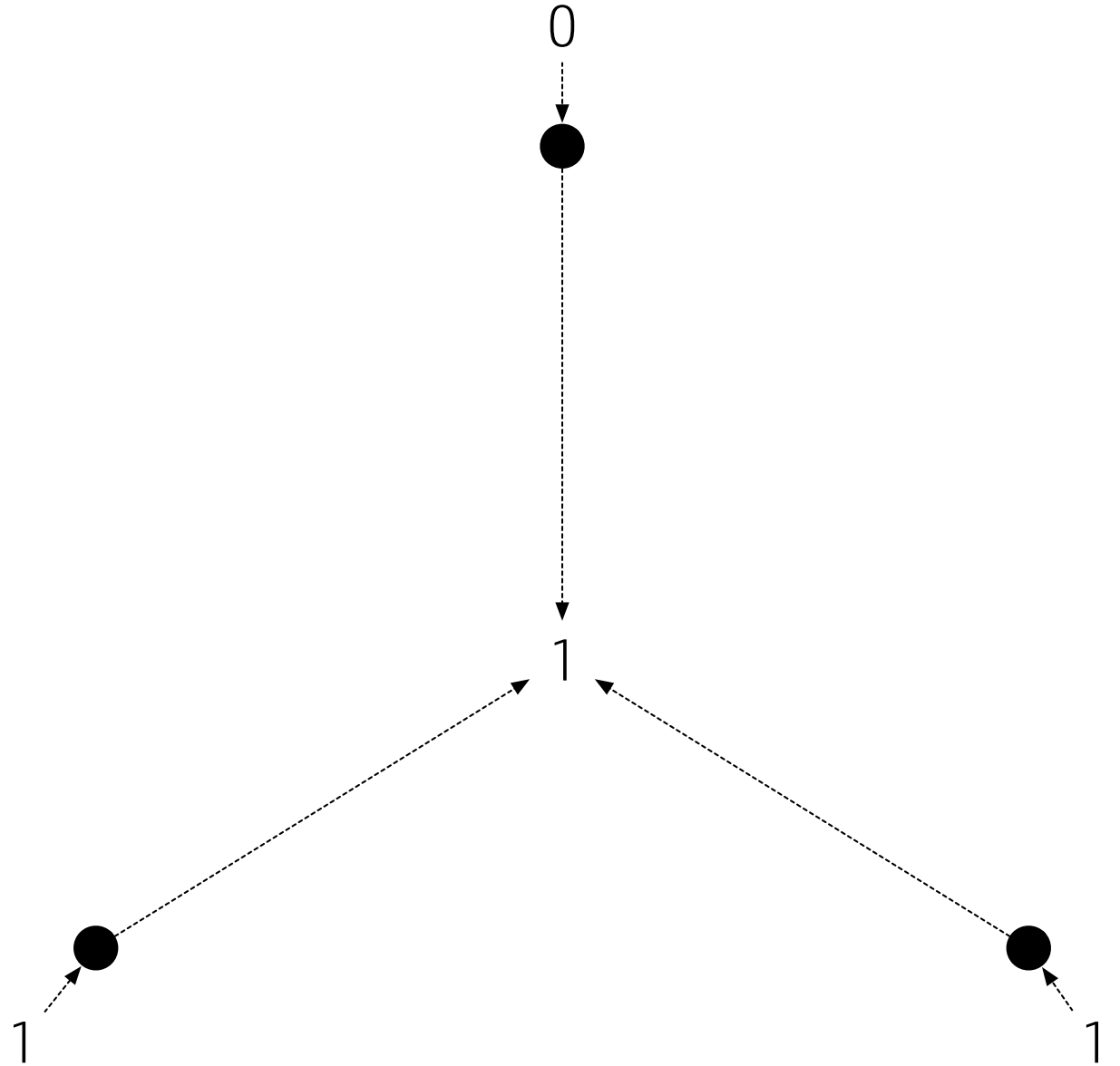
Le Gall, Nishimura,  
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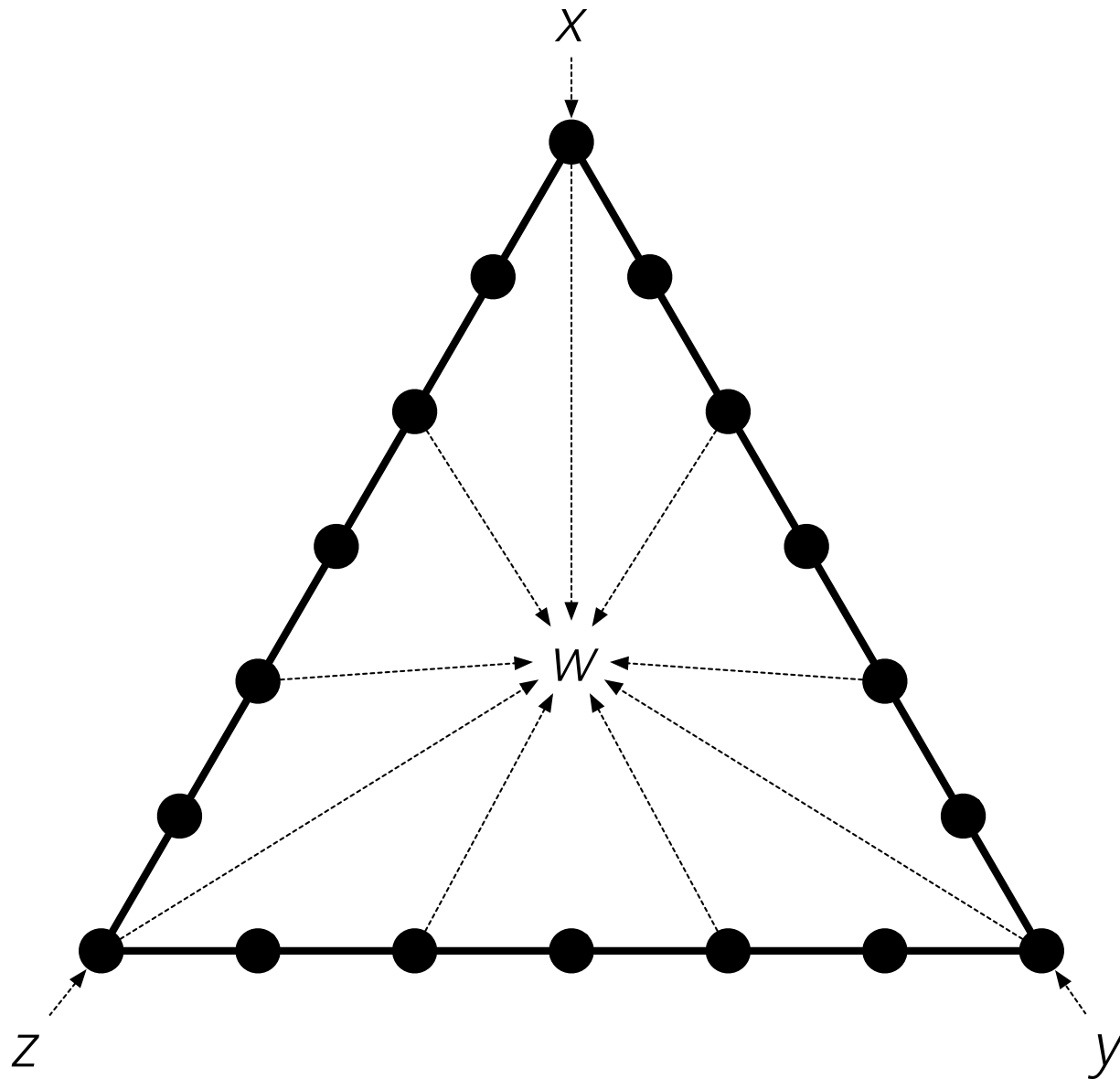
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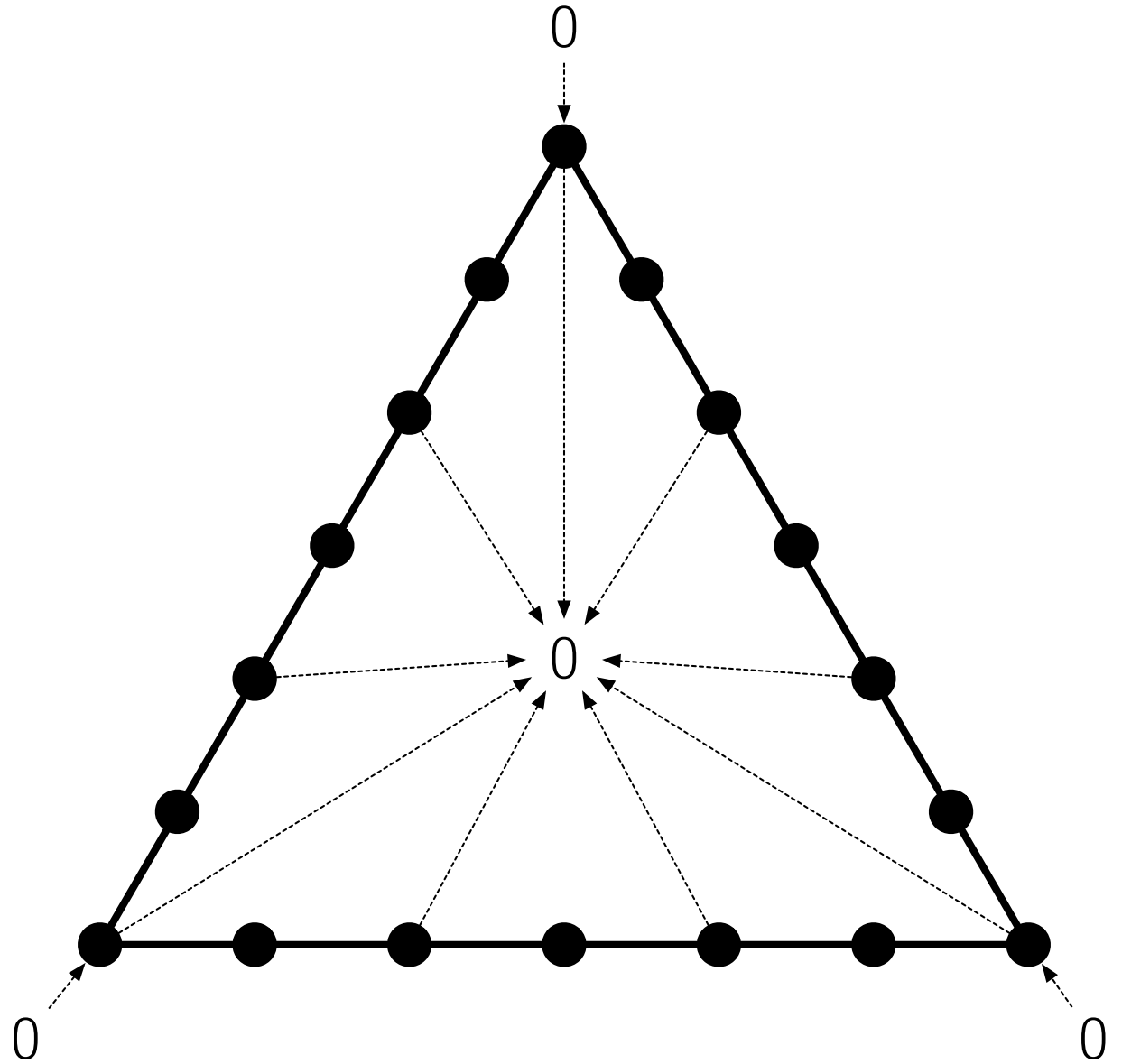
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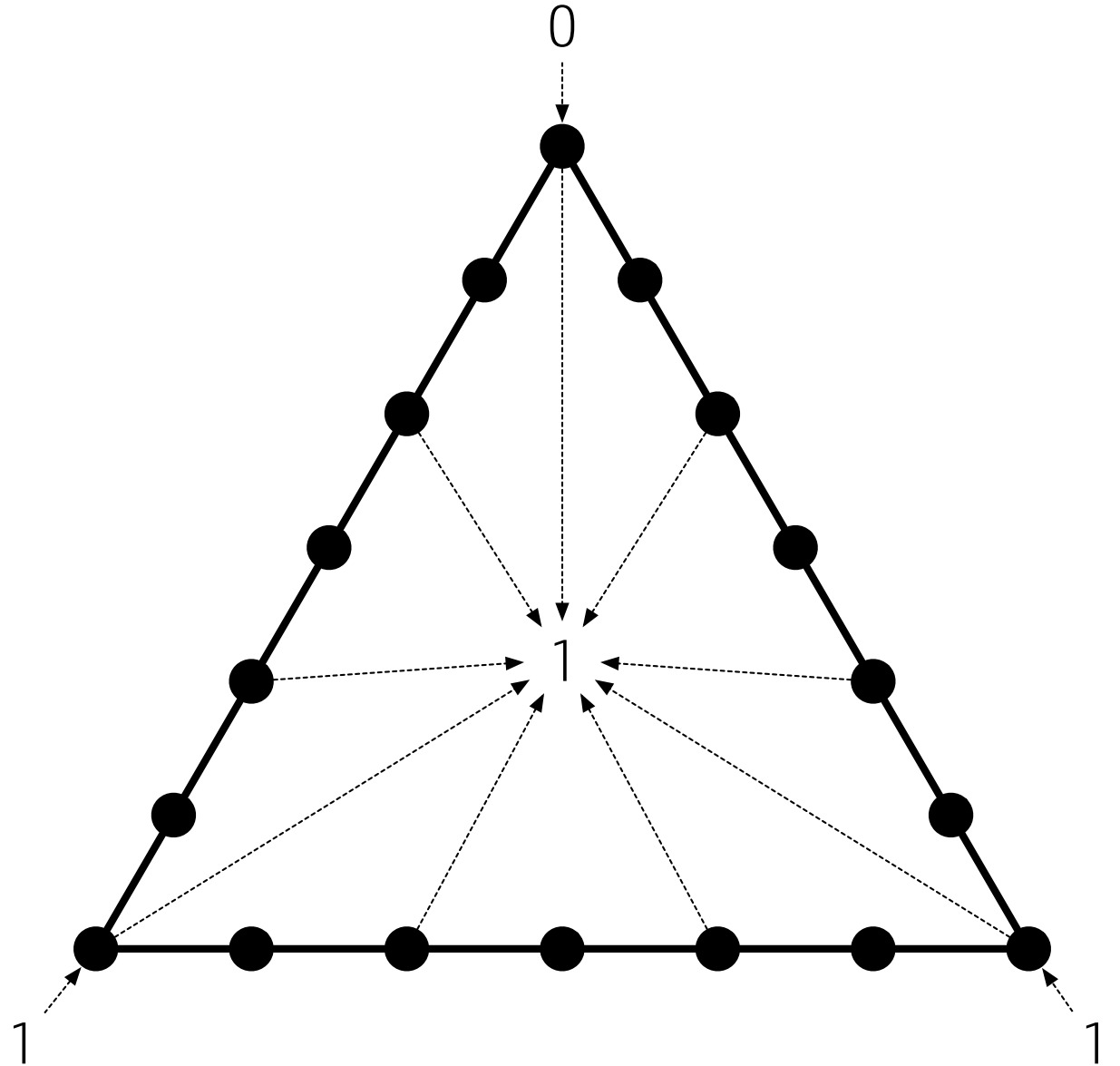
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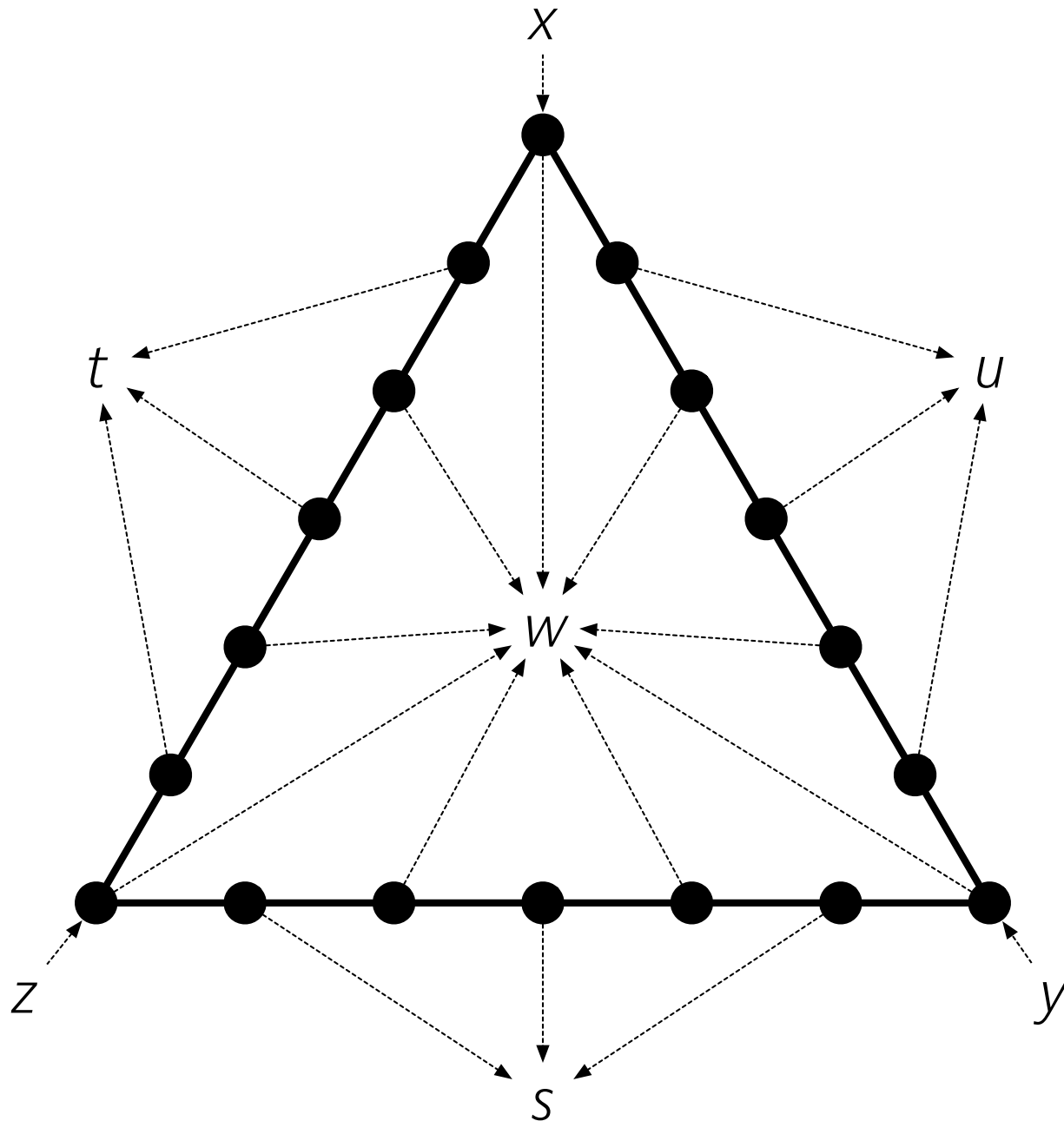
Le Gall, Nishimura,  
Rosmanis (2019):

# Quantum Advantage for the LOCAL Model in Distributed Computing



Le Gall, Nishimura,  
Rosmanis (2019):

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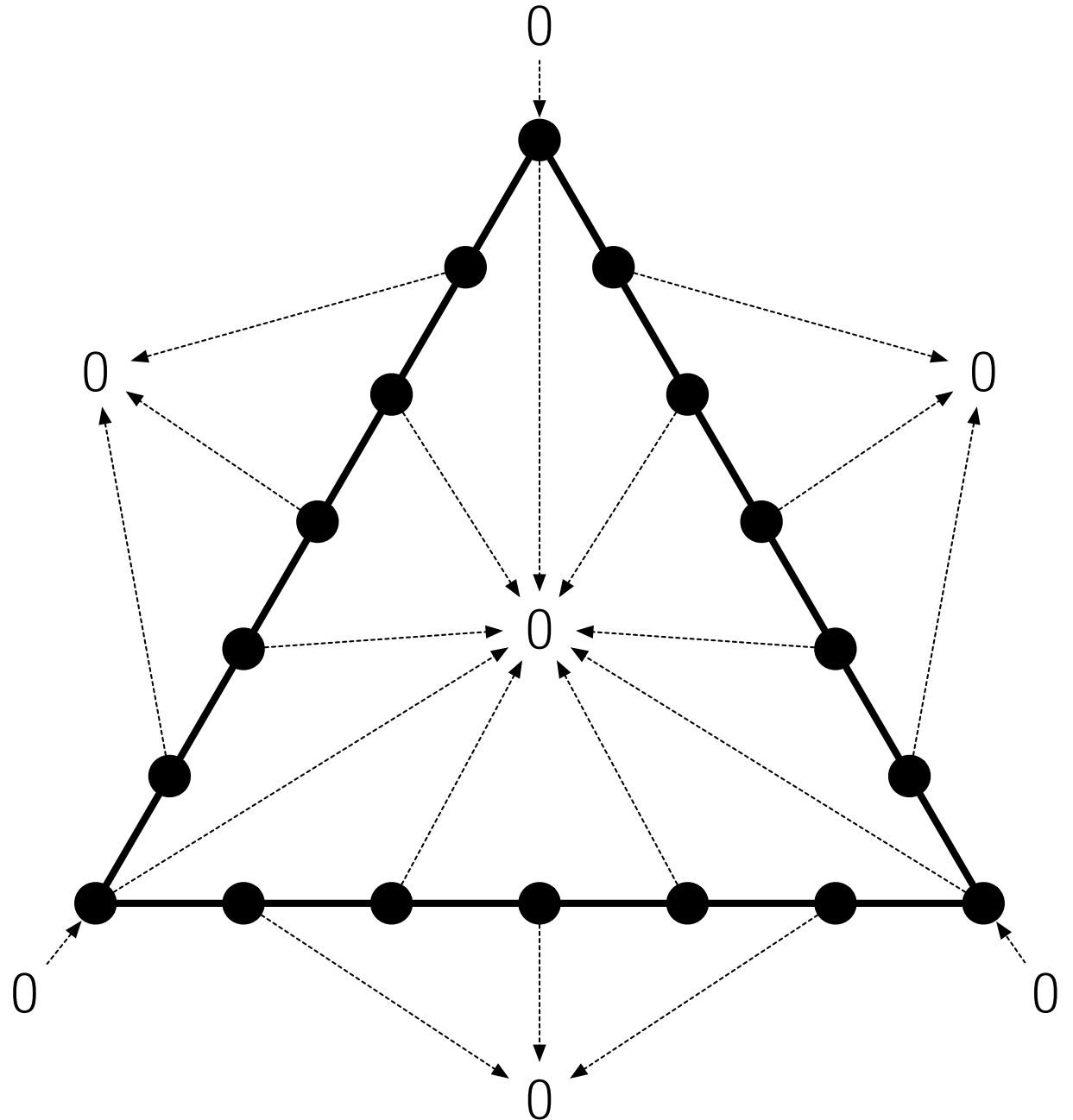


$$s + t + u = 0 \pmod{2}$$



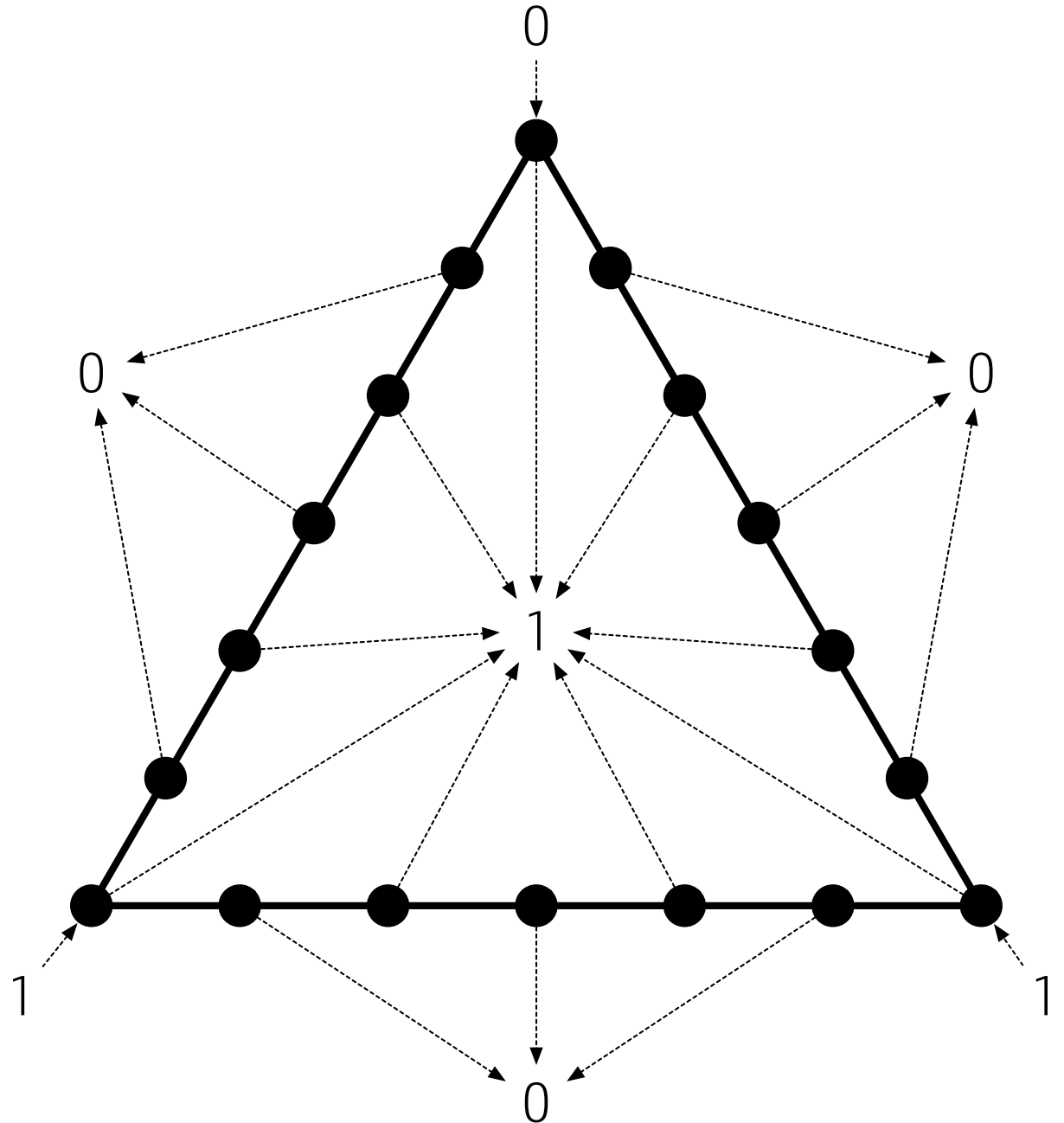
Le Gall, Nishimura,  
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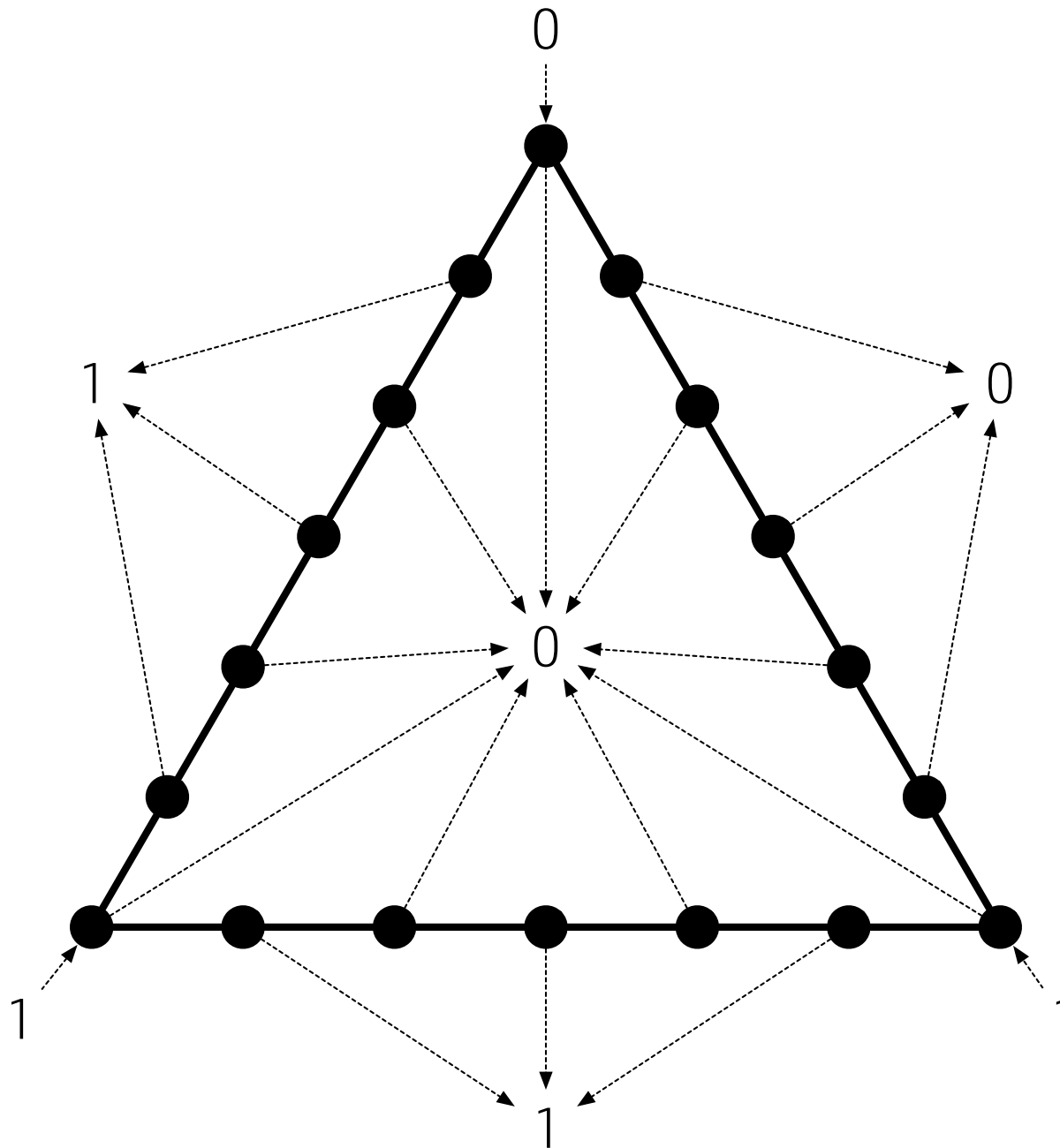
Le Gall, Nishimura,  
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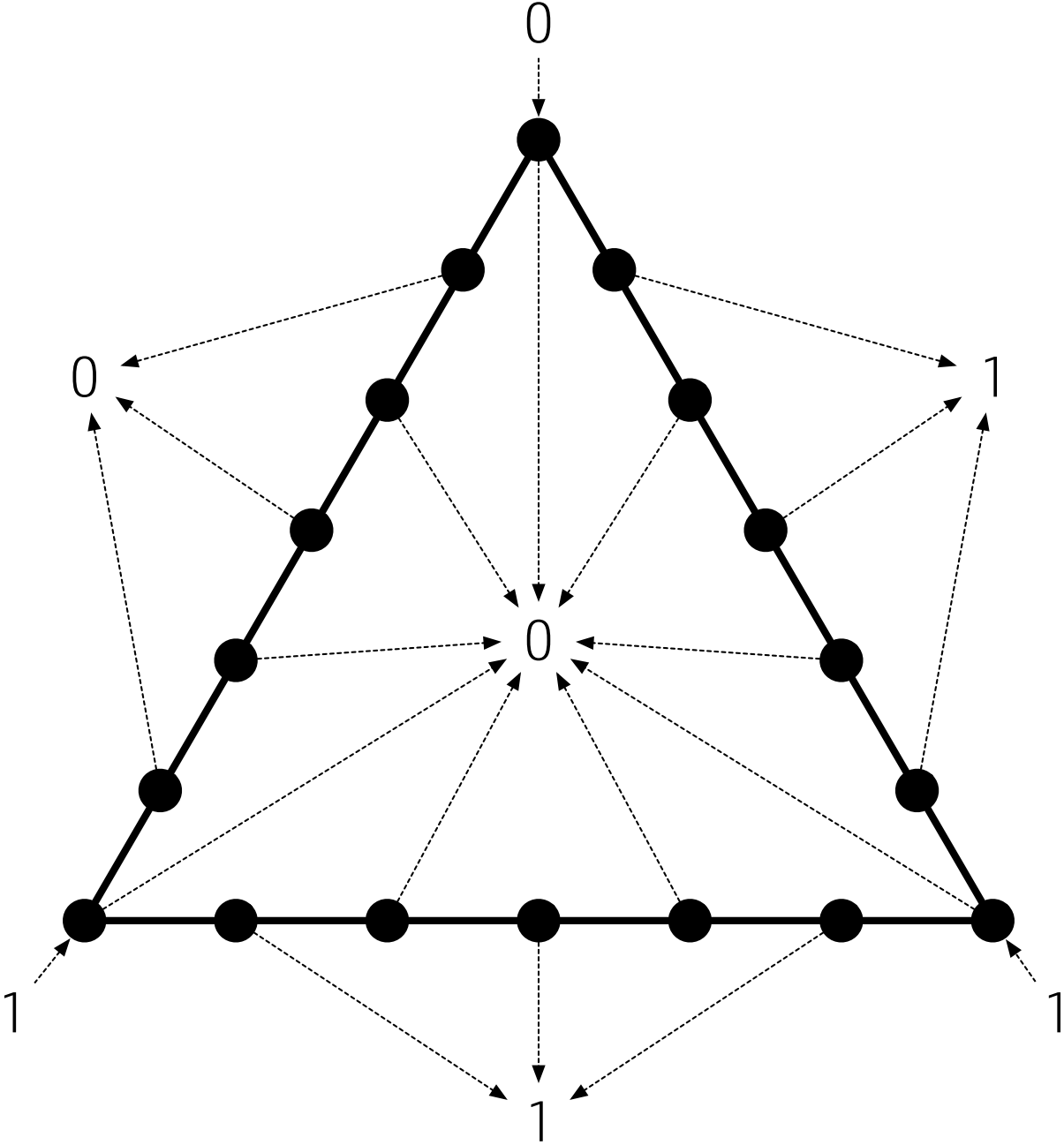
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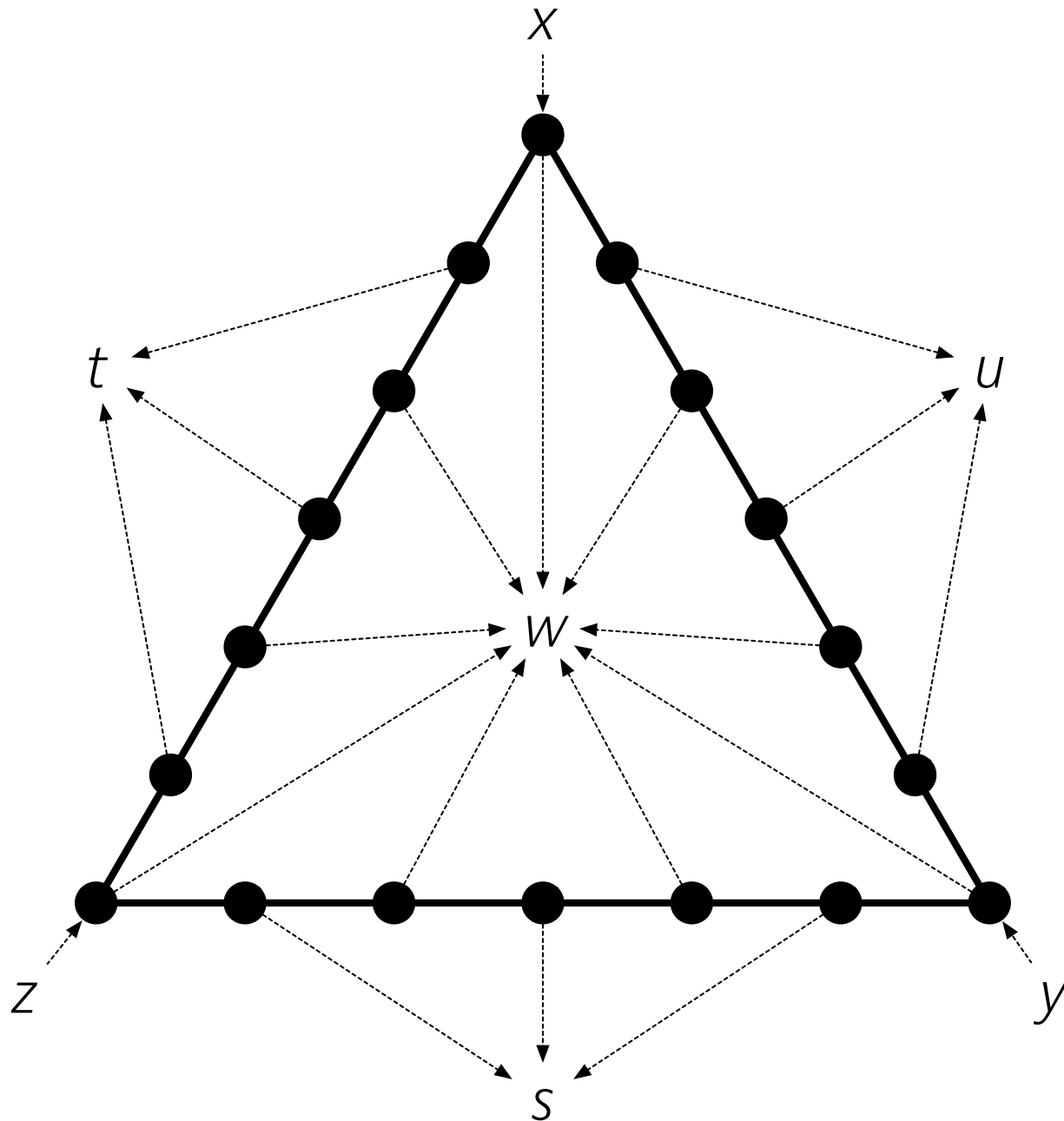
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Le Gall, Nishimura,  
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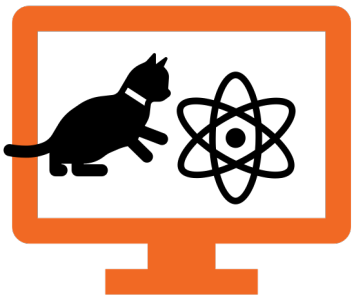
$$s + t + u = 0 \pmod{2}$$

Le Gall, Nishimura,  
Rosmanis (2019):

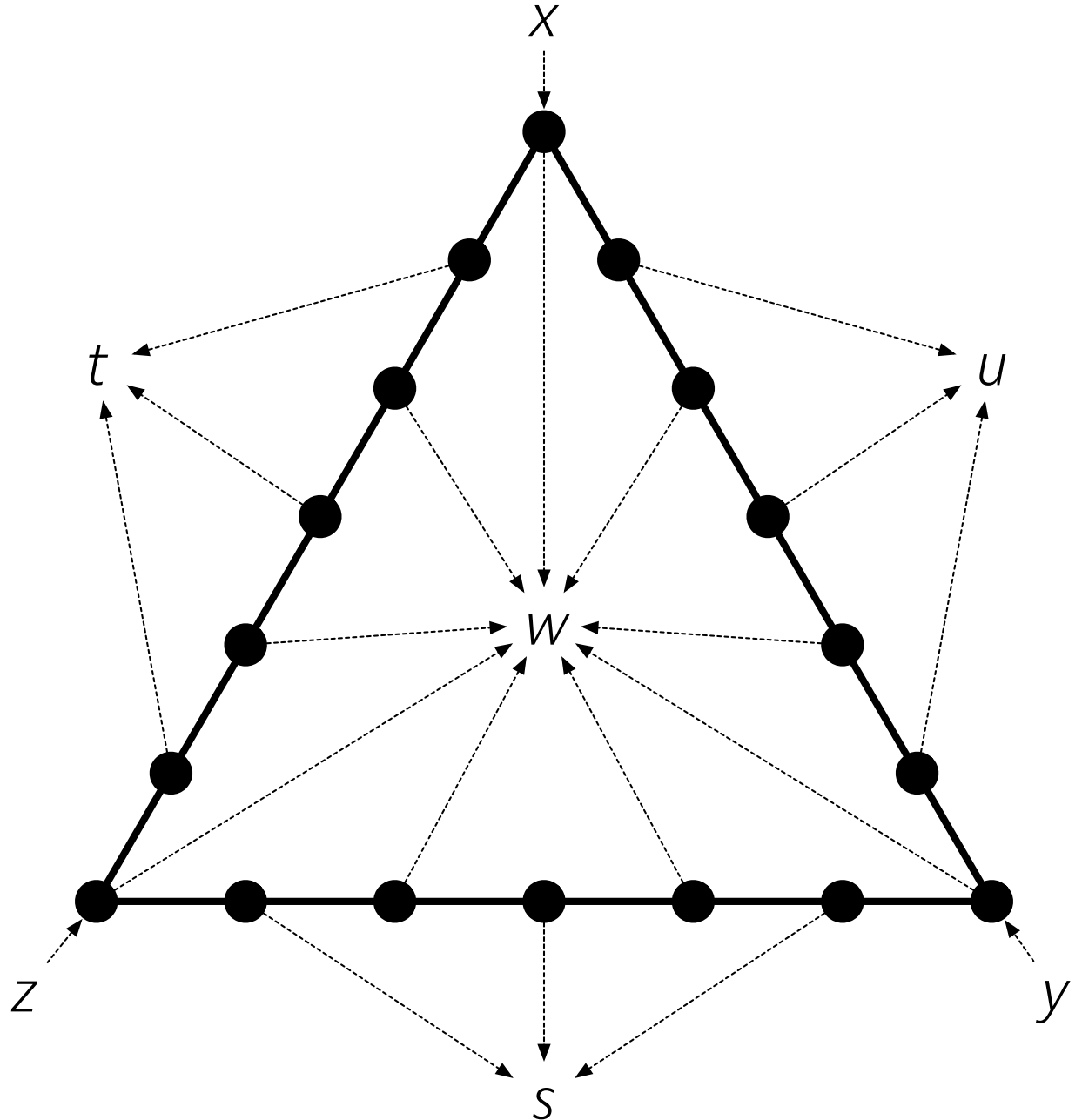
# Quantum Advantage for the LOCAL Model in Distributed Computing



$n/6$  rounds



2 rounds

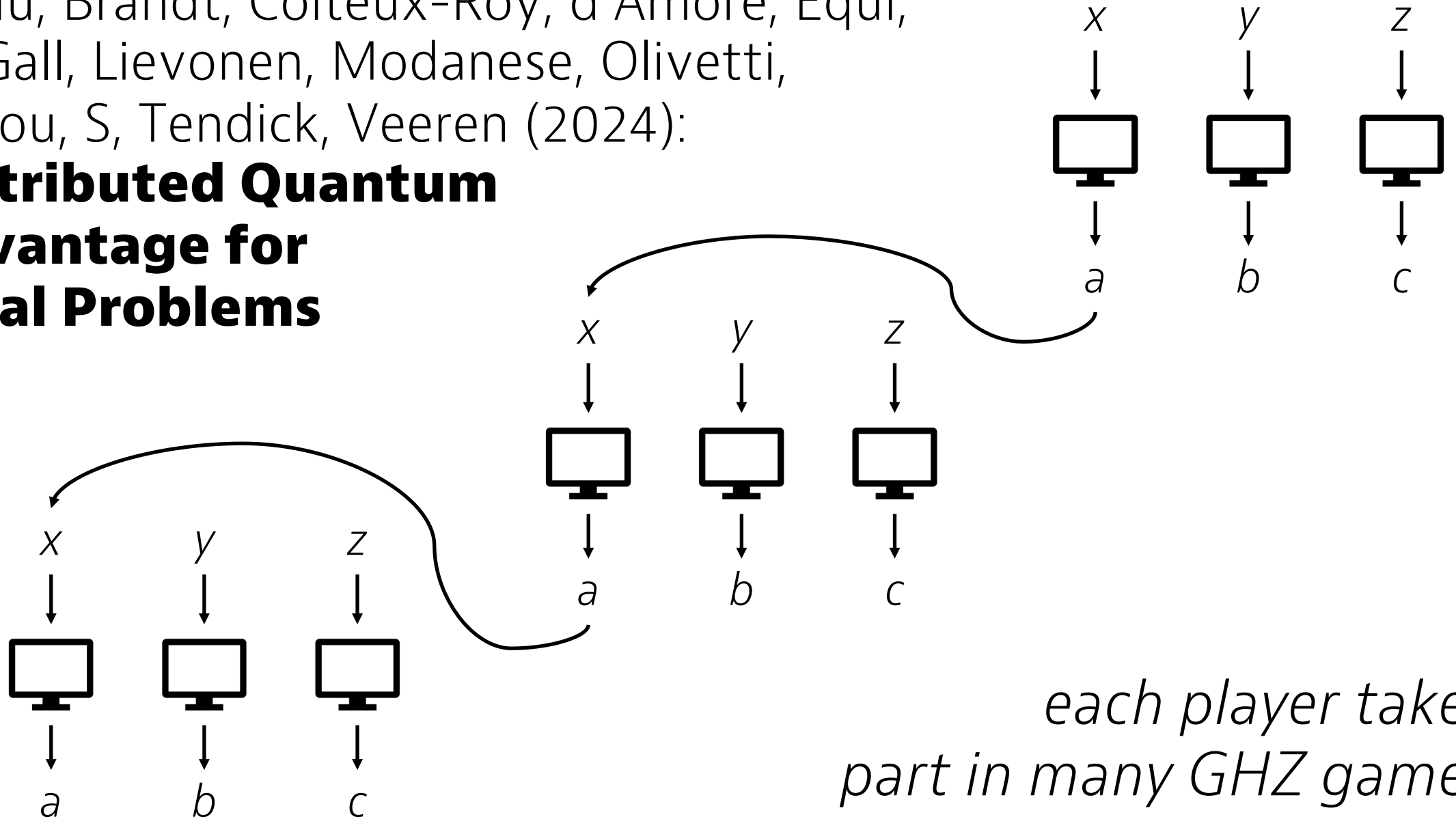


Balliu, Brandt, Coiteux-Roy, d'Amore, Equi,  
Le Gall, Lievonen, Modanese, Olivetti,  
Renou, S, Tendick, Veeren (2024):

## **Distributed Quantum Advantage for Local Problems**

Balliu, Brandt, Coiteux-Roy, d'Amore, Equi,  
Le Gall, Lievonen, Modanese, Olivetti,  
Renou, S, Tendick, Veeren (2024):

## **Distributed Quantum Advantage for Local Problems**



*each player takes  
part in many GHZ games*



Balliu, Brandt, Coiteux-Roy, d'Amore, Equi,  
Le Gall, Lievonen, Modanese, Olivetti,  
Renou, S, Tendick, Veeren (2024):

## **Distributed Quantum Advantage for Local Problems**

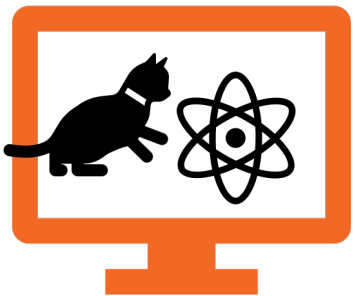


$\Delta$  rounds

For each game:

1. look at your input
- 2. talk to your neighbors**
3. compute your output

**sequential!**



**1 round**

For each game:

- 1. talk to your neighbors**
2. look at your input
3. compute your output

**parallelizes!**

*arXiv:2307.09444*

**No distributed quantum advantage for approximate graph coloring** (*STOC 2024*)

*arXiv:2403.01903*

**Online locality meets distributed quantum computing**

*arXiv:2411.03240*

**Distributed quantum advantage for local problems**

