A quantum protocol to win the graph colouring game on all 
Hadamard graphs

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Abstract : This paper deals with graph colouring games, an example of pseudo-telepathy, 
in which two provers can convince a verifier that a graph $G$ is $c$-colourable where $c$ is less 
than the chromatic number of the graph. They win the game if they convince the verifier. It 
is known that the players cannot win if they share only classical information, but they can 
win in some cases by sharing entanglement. The smallest known graph where the players win 
in the quantum setting, but not in the classical setting, was found by Galliard, Tapp and 
Wolf and has 32,768 vertices. It is a connected component of the Hadamard graph $G_N$ with $N = c = 16$. Their protocol applies only to Hadamard graphs where $N$ is a power of 2. We 
propose a protocol that applies to all Hadamard graphs. Combined with a result of Frankl, 
this shows that the players can win on any induced subgraph of $G_{12}$ having 1609 vertices, with $c = 12$. Combined with a result of Frankl and Rodl, our result shows that all sufficiently large 
Hadamard graphs yield pseudo-telepathy games.

1 Introduction

It is known that quantum entanglement allows for a phenomenon called pseudo-telepathy, 
that is, two parties pretend to be endowed with telepathic powers, as described in a survey 
paper by Brassard, Broadbent and Tapp [1]. For two parties $A$ and $B$, a pair of question $(q_a, q_b) \in Q_A \times Q_B$ are given and then a pair of answer $(a_a, a_b) \in A_A \times A_B$ are returned. In 
an initial phase, the parties can communicate with each other and share information. If the 
parties share an entangled state, then this setting is called shared entanglement. In the second 
phase, the parties are no longer allowed to communication with each other before revealing 
their answers. The parties win this instance, if $a_a = a_b \Leftrightarrow q_a = q_b$. A protocol is successful 
with probability $p$ if it wins any instance that satisfies the promise with probability at least $p$. 
This exchange is called a pseudo-telepathy game if there is a protocol that is successful with 
probability 1 with shared entanglement and does not admit such a protocol that is successful 
with probability 1 without sharing entanglement.

The graph colouring game is an example of a pseudo-telepathy game (Brassard, Cleve and 
Tapp [1], Cleve, Høyer, Toner and Watrous [2]). In a graph colouring game, there are two 
provokers, called Alice and Bob, and a verifier. A graph $G(V, E)$ and a integer $c$ is given to Alice 
and Bob. Alice and Bob agree on a protocol to convince the verifier that $G$ is $c$-colourable. 
The verifier sends $a \in V$ to Alice and sends $b \in V$ to Bob such that $a = b$ or $(a, b) \in E$. Alice 
and Bob are not permitted to communicate after receiving $a$ and $b$. Alice sends the colour $c_A$
of $a$ to the verifier and Bob sends the colour $c_B$ of $b$ to the verifier. Alice and Bob win if $a \neq b$ and $c_A \neq c_B$ or $a = b$ and $c_A = c_B$, and lose otherwise. They win the game if they convince the verifier.

The chromatic number $\chi(G)$ of a graph $G$ is the the smallest number of colours that can be assigned to vertices such that no two adjacent vertices receive the same colour. If $c \geq \chi(G)$ then there exists a protocol to win with probability 1 by using a colouring of $G$ with $c$ colours. Otherwise, Alice and Bob cannot win the game with probability 1 using classical methods [2]. Using shared entanglement however, there are graphs where they can win in this situation. The Hadamard graphs, defined by Ito [9, 10], provide such examples. Using shared entanglement Brassard, Cleve and Tapp [2] showed that Alice and Bob win the graph colouring game with probability 1 for $G_{2^n}$ and $c = 2^n$ by using the Deutsch-Jozsa protocol and by sharing an entangled state. A result of Frankl and Rodl [5] (Theorem 1.11) implies that for all large enough $n$, $\chi(G_{2^n}) > 2^n$, and so asymptotically the game is an example of a pseudo-telepathy game. Galliard, Tapp and Wolf [4] showed that this was already the case for $n = 16$ using a rather complicated combinatorial argument. Thus the graph colouring game for $G_{16}$ and $c = 16$ is a pseudo-telepathy game.

We extend these results in this paper to all Hadamard graphs. In the next section we state known results on the chromatic number of these graphs. In Section 3, we design a protocol to win the graph colouring game for all Hadamard graph with probability 1. Combing these results it is shown that the graph colouring game for $G_{12}$ with $c = 12$ is a pseudo-telepathy game. Furthermore this is the smallest value of $N$ for which $G_N$ is a pseudo-telepathy game with $c = N$, and this holds for any induced subgraph with at least 1069 vertices. The concluding section proposes a definition of quantum chromatic number and gives some open problems.

### 2 Chromatic number of Hadamard graphs

It is easily seen that $\chi(G_4) = 4$ and Ito [10] proved $\chi(G_8) = 8$. Given a graph $G = (V, E)$, the independence number of the graph, denoted $\alpha(G)$, is the cardinality of the largest subset of vertices such that no two of them are joined by an edge. Let $p \geq 3$ be an odd prime, $q \geq 1$, and $k = p^q$. Frankl [4] showed that

$$\alpha(G_{4k}) = 4 \sum_{i=0}^{k-1} \binom{4k-1}{i} < \frac{44k}{3^{3k}}.$$  

When $p = 3$ and $q = 1$ we get $\alpha(G_{12}) = 268$. An elementary result of graph theory is that $\chi(G) \geq |V|/\alpha(G)$. Therefore $\chi(G_{12}) \geq 4096/268 > 12$. In fact $G_N$ consists of two identical connected components, each having independence number half of that of $G_N$. Let $H$ be an induced subgraph, having 1609 vertices, of one of the connected components of $G_{12}$. (In an induced subgraph, two vertices are adjacent if and only if they are adjacent in the original graph.) Then $\chi(H) \geq 1609/134 > 12$.

Since $\chi(G_4) = 4$, $G_4$ is not a pseudo-telepathy game with $c = 4$. Similarly, $G_8$ is not a pseudo-telepathy game with $c = 8$. However we will see that $H$ is a pseudo-telepathy game with $c = 12$.  


3 A protocol with probability 1 using QFT

In this section we extend the protocol by Brassard, Cleve and Tapp [2]. Their protocol employs the quantum Hadamard transform while our protocol employs the quantum Fourier transform (QFT) with any order, which can be exactly done as shown by Mosca and Zalka [11].

We describe a protocol such that Alice and Bob win the graph colouring game of $G_N$ with probability 1 where $2^{n-1} < N \leq 2^n$. In this protocol, we use the following two operations $QFT_N$ and $P_l$: $QFT_N$ is a general quantum Fourier transform with order $N$, not necessarily $2^n$, defined as

$$QFT_N : |i\rangle \rightarrow \frac{1}{\sqrt{N}} \sum_{j=0}^{N-1} (\omega)^{i\cdot j} |j\rangle,$$

where $\omega = \exp \left( \frac{2\pi \sqrt{-1}}{N} \right)$. Mosca and Zalka [11] show that this QFT with any order can be performed exactly. The operation $P_l$ is a phase shift corresponding to the $i$-th bit of an input string $l$

$$P_l : |i\rangle \mapsto (-1)^l |i\rangle.$$

Our protocol has four steps. Alice and Bob can communicate with each other at only step 1.

**Step 1: Prepare initial state $|\Psi_{AB}\rangle$**

In step 1, Alice and Bob prepare $2n$-qubits $|0\rangle^\otimes n \otimes |0\rangle^\otimes n$. Alice has the first $n$-qubits and Bob has the second. Alice first applies $QFT_N$ to her $N$-qubits:

$$|0\rangle^\otimes n \otimes |0\rangle^\otimes n \xrightarrow{QFT_N} \frac{1}{\sqrt{N}} \sum_{i=0}^{N-1} |i\rangle \otimes |0\rangle.$$

Bob then applies controlled-NOT operations to his $n$-qubits with Alice’s qubits as control qubits for sharing the initial entanglement states:

$$\frac{1}{\sqrt{N}} \sum_{i=0}^{N-1} |i\rangle \otimes |i\rangle =: |\Psi_{AB}\rangle.$$

**Step 2: Apply phaseshift $P_a$ and $P_b$**

Alice and Bob compute

$$(P_a \otimes P_b)|\Psi_{AB}\rangle = \frac{1}{\sqrt{N}} \sum_{i=0}^{N-1} (-1)^{a_i \oplus b_i} |i\rangle \otimes |i\rangle.$$

**Step 3: Apply the general quantum Fourier transform**

Alice and Bob compute

$$\left( QFT_N \otimes QFT_N^{-1} \right) (P_a \otimes P_b) |\Psi_{AB}\rangle = \left( \frac{1}{\sqrt{N}} \right)^3 \sum_{j_A=0}^{N-1} \sum_{j_B=0}^{N-1} \sum_{i=0}^{N-1} (\omega)^{i \cdot (j_A - j_B)} (-1)^{a_i \oplus b_i} |j_A\rangle \otimes |j_B\rangle.$$

**Step 4: Measure**

Alice and Bob measure her(his) qubits using the computational bases and each obtain one of $N$ basis states. They output colours corresponding to their measurement result to verifier.

We have the following theorem for our protocol.
Theorem 3.1 Alice and Bob win the game with probability 1 by our protocol.

Proof. Suppose that Alice(Bob) receives $a(b)$ and sends $c_A(c_B)$. The probability that Alice and Bob obtain basis states $\langle j \rangle \otimes \langle j \rangle$ after measurement is

$$\left| \langle j \rangle \otimes \langle j \rangle \left( QFT_N \otimes QFT_{N}^{-1} \right) (P_a \otimes P_b) |\Psi_{AB}\rangle \right|^2 = \left| \left( \frac{1}{\sqrt{N}} \right)^{-1} \sum_{i=0}^{N-1} (-1)^{a_i \oplus b_i} \right|^2 .$$

In case of $a = b$, it holds that $a_i \oplus b_i = 0$ for any $i$. Thus the probability of $c_A = c_B$ is

$$\Pr[c_A = c_B] = 1.$$ 

On the other case of $a \neq b$, it holds that $d_H(a, b) = \frac{N}{2}$, because of the definition of the Hadamard graph. It means that

$$\Pr[c_A = c_B] = 0.$$

By combining Frankl’s result [4] and Theorem 3.1, there is a gap between the shared entanglement setting and otherwise for $G_{12}$, and for the smaller subgraph $H$ mentioned in the previous subsection. We have obtained the following result.

Theorem 3.2 The smallest Hadamard graph $G_N$ such that the graph colouring game is a pseudo-telepathy game with $c = N$ is $G_{12}$. Any of its induced subgraphs with 1609 vertices also has this property.

Godsil and Newman have proved that a Hadamard graph $G_N$ has chromatic number strictly larger than $N$ whenever $N = 4m > 8 \{8\}$. Then next result holds.

Theorem 3.3 The graph colouring game for Hadamard graph $G_{4m}$ is a pseudo-telepathy game with $c = 4m$ for all $m \geq 3$.

The final statement of this theorem uses the result of Frankl and Rodl [5] mentioned in Section 1.

4 Concluding remarks

In this paper, we have dealt with two party case for the quantum colouring game. It may be interesting to investigate the multi-party case for quantum colouring game.

The chromatic number $\chi(G)$ of a graph $G$ is equal to the minimum number of colours such that Alice and Bob win the graph colouring game for $G$ with probability 1 without shared entanglement. Patrick Hayden [private communication] suggested we define the quantum chromatic number $\chi_Q(G)$ as the minimum number of colours such that Alice and Bob win the graph colouring game for $G$, using shared entanglement, with probability 1. It is easy to see that $\chi_Q(G) \leq \chi(G)$, and the pseudo-telepathy graph colouring game is concerned with graphs with $\chi_Q(G) < \chi(G)$. Characterizing such graphs $G$ would be interesting from both the standpoint of quantum communication and of combinatorics. What is the smallest such graph?

For Hadamard graphs $G_{4p}$, there is an exponential gap between the chromatic number and the quantum chromatic number. What is the largest such gap as a function of the number of vertices of $G$?

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