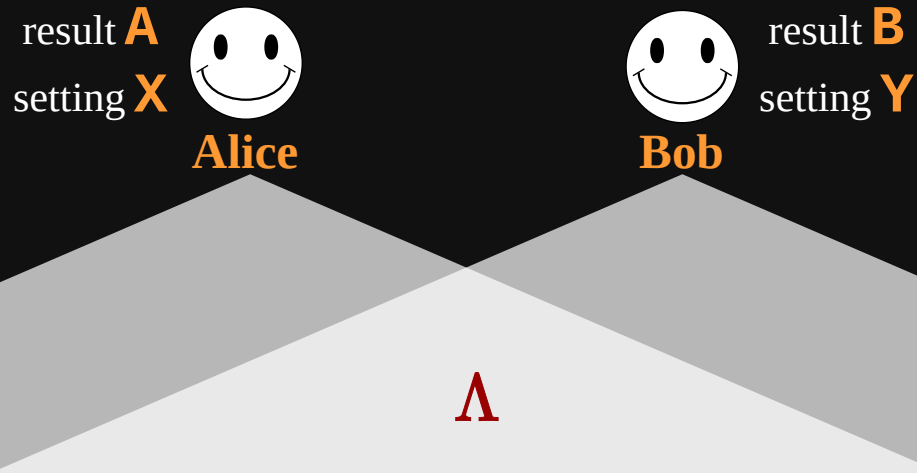


# Möbius etc.

Relativistic and Logical Bounds on Causality

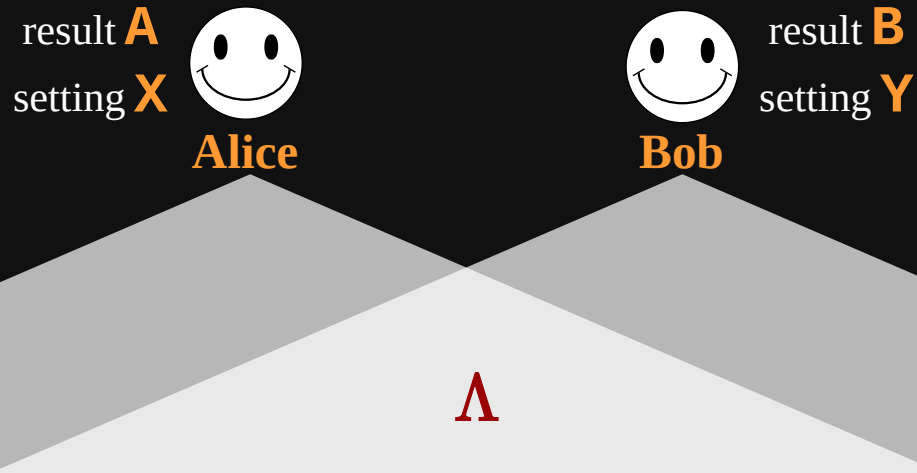


# John Bell



$$p(a, b|x, y) = \sum_{\lambda} p(\lambda) p(a|x, \lambda) p(b|y, \lambda)$$

# John Bell



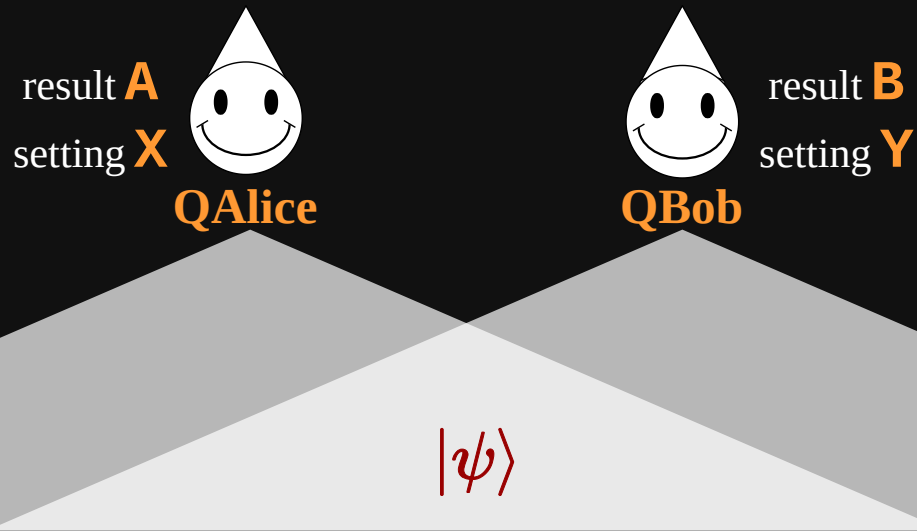
$$p(a, b|x, y) = \sum_{\lambda} p(\lambda) p(a|x, \lambda) p(b|y, \lambda)$$

# The Bell game

$X$	$Y$	
0	0	$A = B$
0	1	$A = B$
1	0	$A = B$
1	1	$A \neq B$

$\Pr[A \oplus B = X \cdot Y] \leq 3/4$   
for uniformly distributed  $X, Y$

# Quantum Bell



$$\Pr_Q[A \oplus B = X \cdot Y] = \frac{2 + \sqrt{2}}{4}$$

# Violation of Bell's inequality

*Drop at least one of:*

1. Causal structure
2. Parameter independence
3. Locality

# Violation of Bell's inequality

*Drop at least one of:*

1. Causal structure
2. Parameter independence
3. ~~Locality~~

# Far-reaching consequences

- *Device-independent* cryptography
- Computational advantage



# Outline

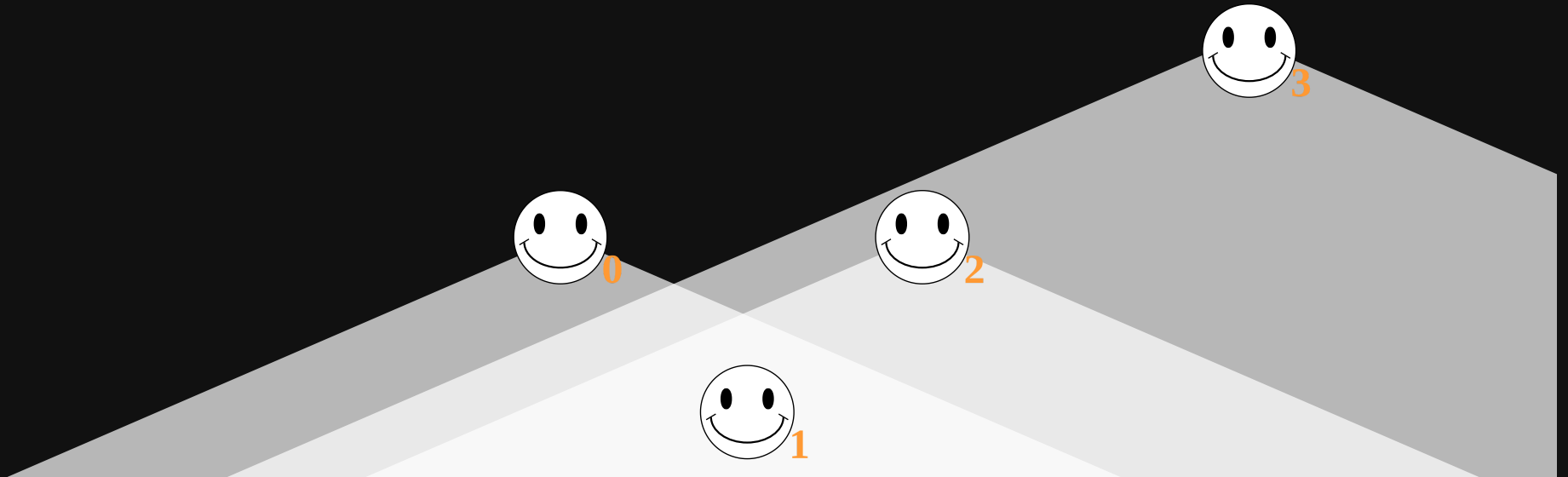
1. Static causal order (*special relativity*)
2. Dynamic causal order (*general relativity*)
3. No causal order

# Outline

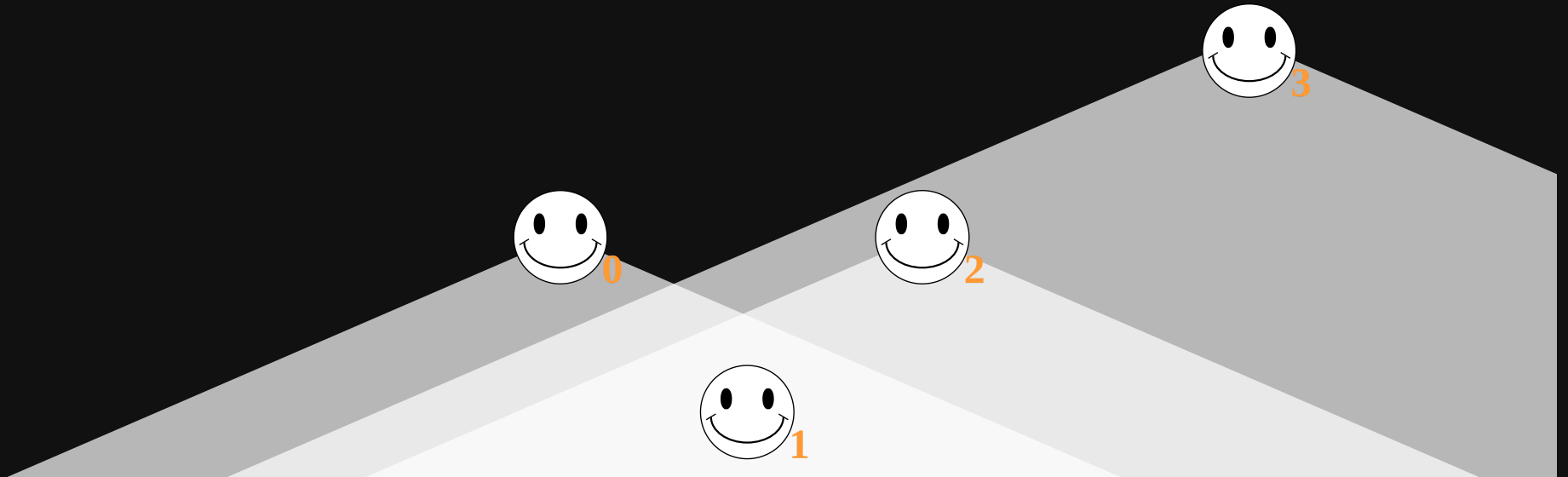
1. Static causal order (*special relativity*)
2. Dynamic causal order (*general relativity*)
3. No causal order



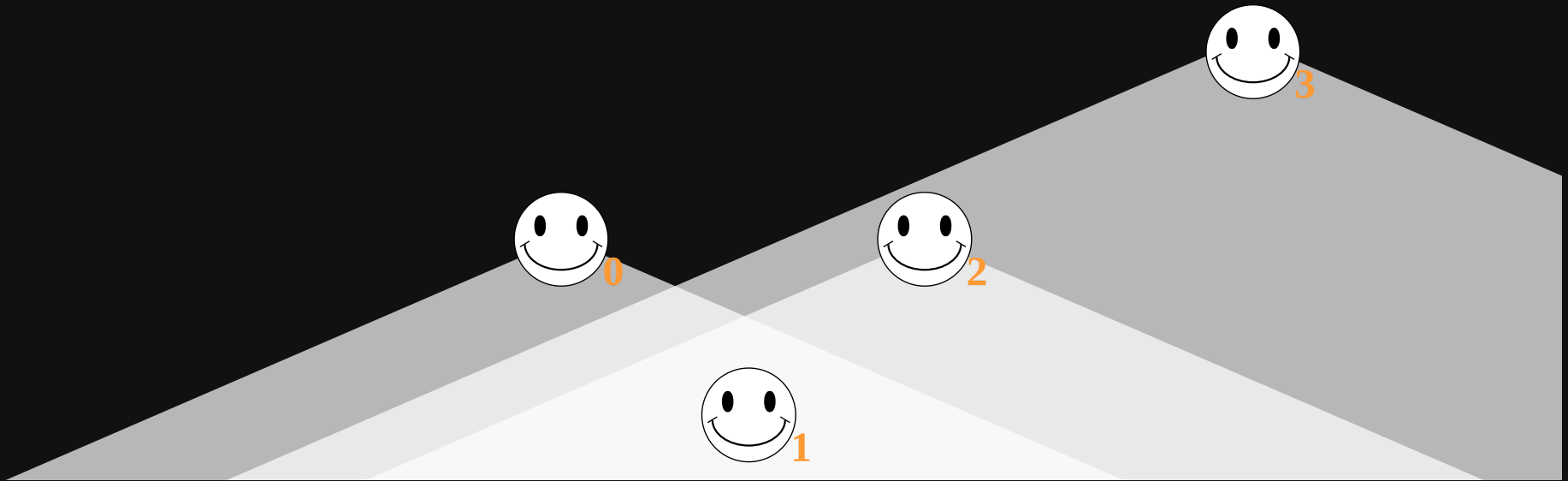
**Static causal order**



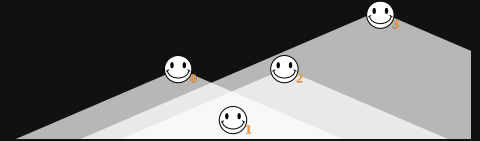
Observations at *fixed* spacetime coordinates



Observations obey *partial order*



- Result  $A_3$  may depend on setting  $X_1$
- Result  $A_1$  *cannot* depend on setting  $X_3$



Decomposition of

$$p(a_0, a_1, a_2, \dots | x_0, x_1, x_2, \dots)$$

$$p(\underline{a} | \underline{x}) = \sum_{\sigma} p(\sigma) \prod_k p(a_k | \sigma, x_k, a_{\prec_{\sigma} k}, x_{\prec_{\sigma} k})$$

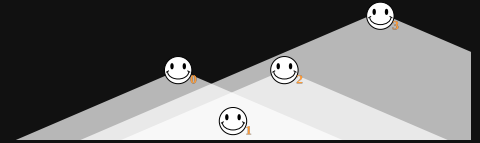


Decomposition of

$$p(a_0, a_1, a_2, \dots | x_0, x_1, x_2, \dots)$$

$$p(\underline{a} | \underline{x}) = \sum_{\sigma} p(\sigma) \prod_k p(a_k | \sigma, x_k, a_{\prec_{\sigma} k}, x_{\prec_{\sigma} k})$$



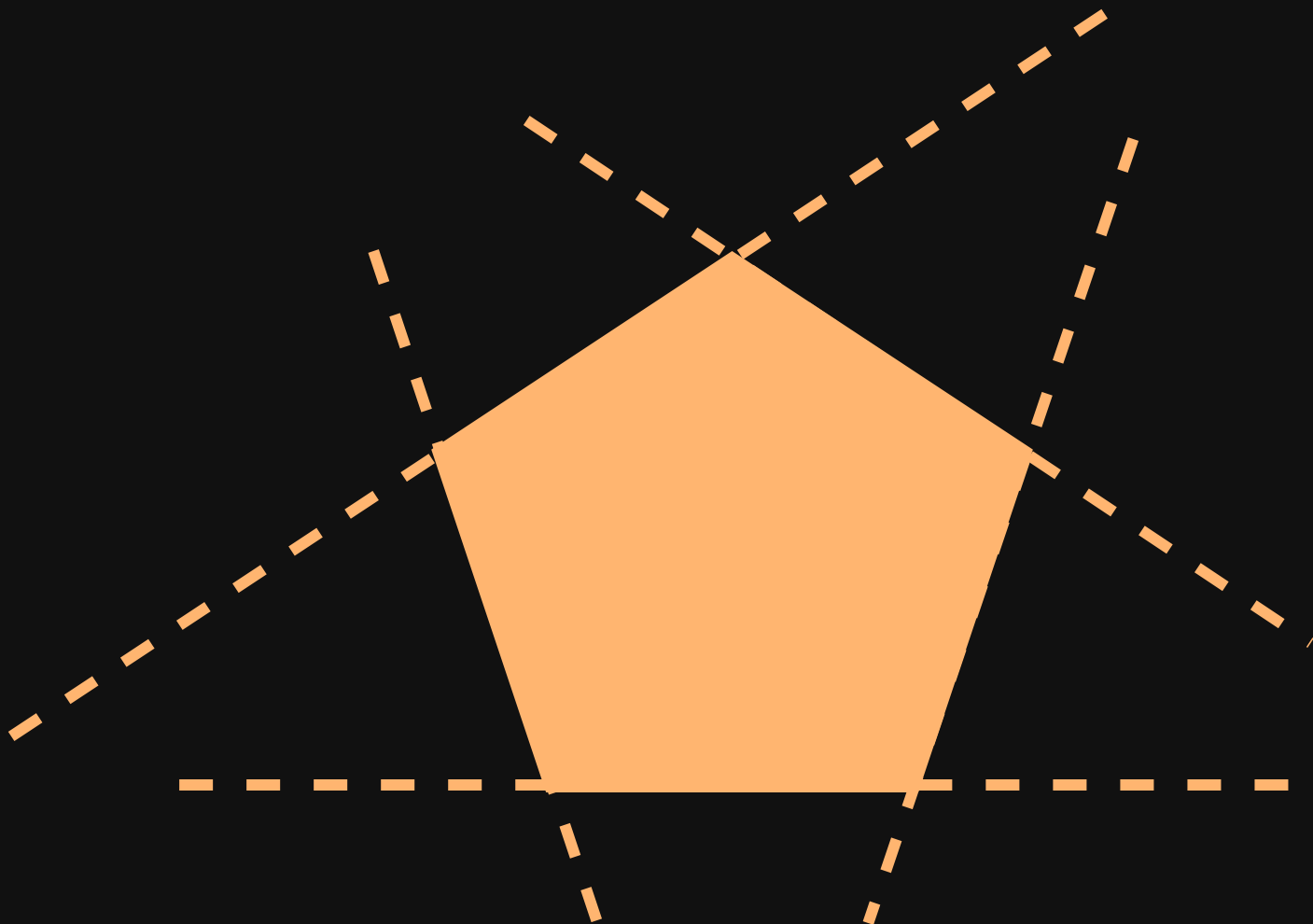


Decomposition of

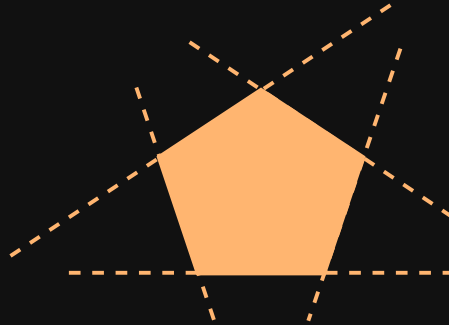
$$p(a_0, a_1, a_2, \dots | x_0, x_1, x_2, \dots)$$

$$p(\underline{a} | \underline{x}) = \sum_{\sigma} p(\sigma) \prod_k p(a_k | \sigma, x_k, a_{\prec_{\sigma} k}, x_{\prec_{\sigma} k})$$

# Polytope



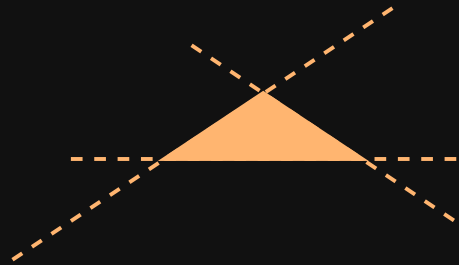
# Polytope: properties



- $2n(n - 1)$ -dimensional
- 0/1
- Pairwise central symmetry

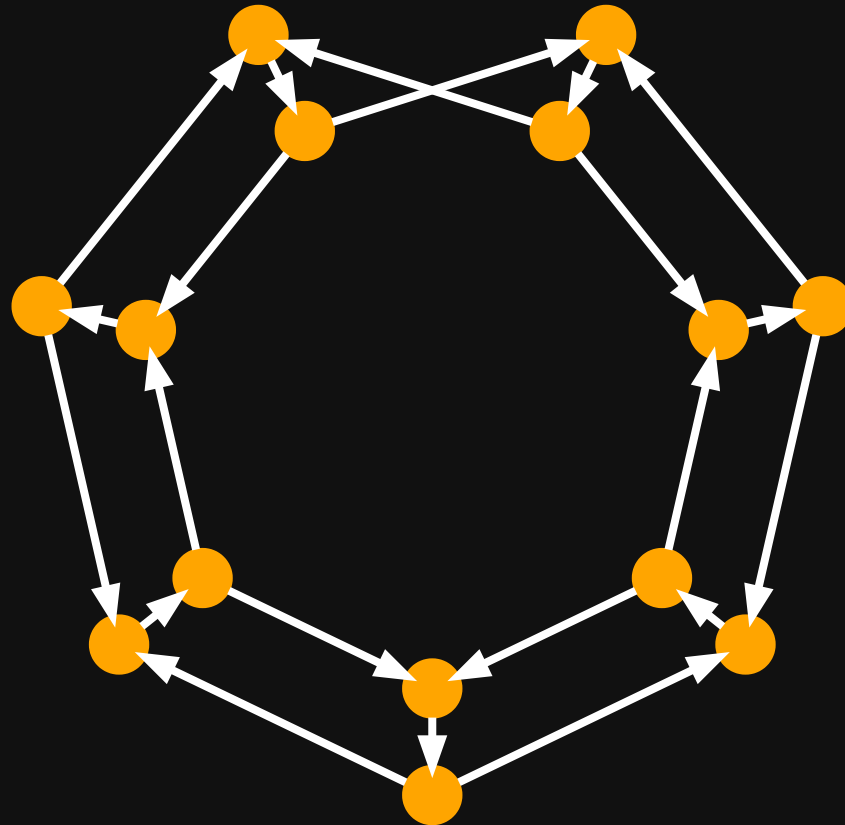
⇒ Project & lift

# DAG polytope

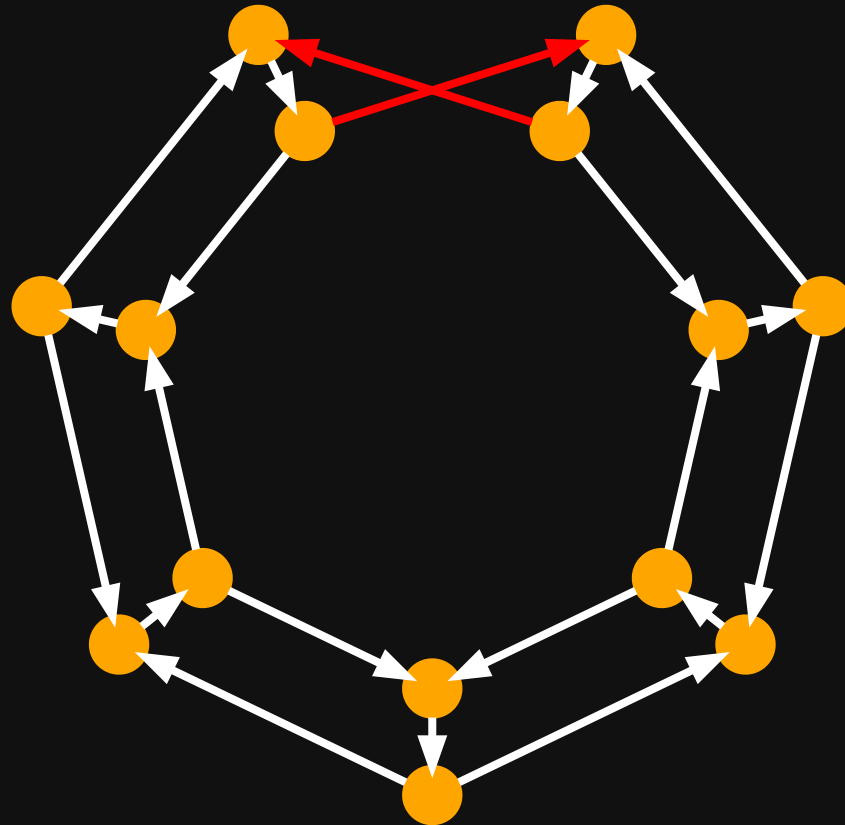


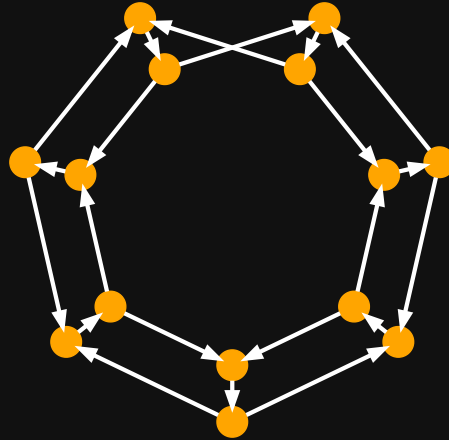
- $n(n - 1)$  dimensional
- 0/1
- Extremal points are **D**irected **A**cyclic **G**raphs

# The Möbius game

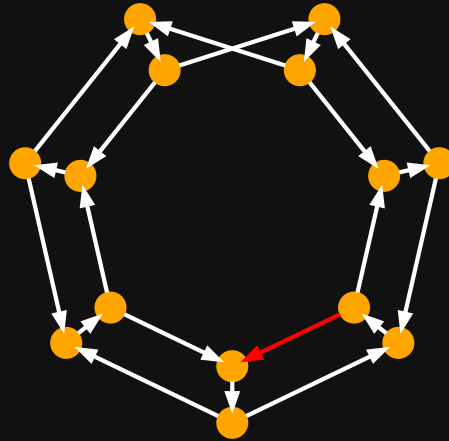


# The Möbius game



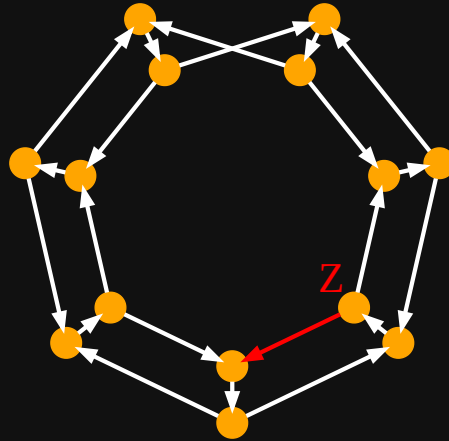


1. Referee selects random arc ( $s \longrightarrow r$ )
2. Referee gives random bit  $Z$  to *sender*  $s$
3. *Receiver*  $r$  must output  $A = Z$

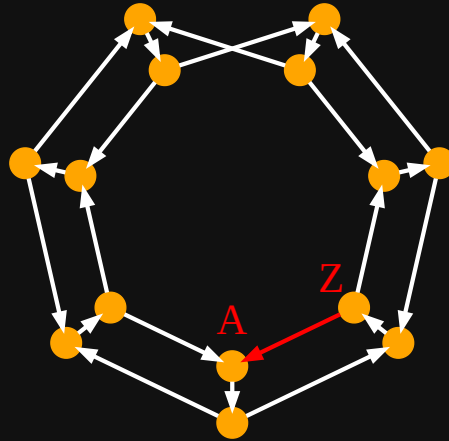


1. Referee selects random arc ( $s \longrightarrow r$ )
2. Referee gives random bit  $Z$  to sender  $s$
3. Receiver  $r$  must output  $A = Z$

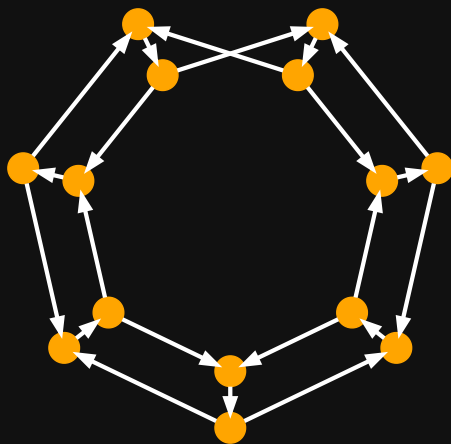




1. Referee selects random arc ( $s \longrightarrow r$ )
2. Referee gives random bit  $Z$  to sender  $s$
3. Receiver  $r$  must output  $A = Z$



1. Referee selects random arc ( $s \longrightarrow r$ )
2. Referee gives random bit  $Z$  to sender  $s$
3. Receiver  $r$  must output  $A = Z$

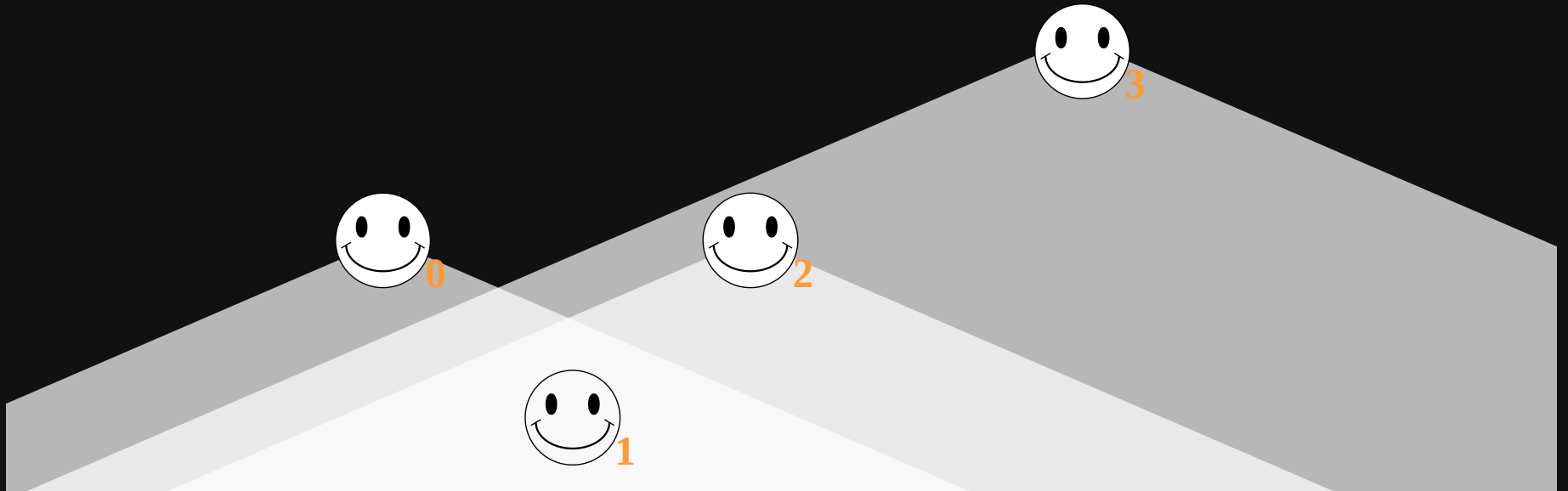


$$\Pr[A = \mathcal{Z}] \leq 1 - \frac{k+1}{12k} \leq \frac{11}{12}$$

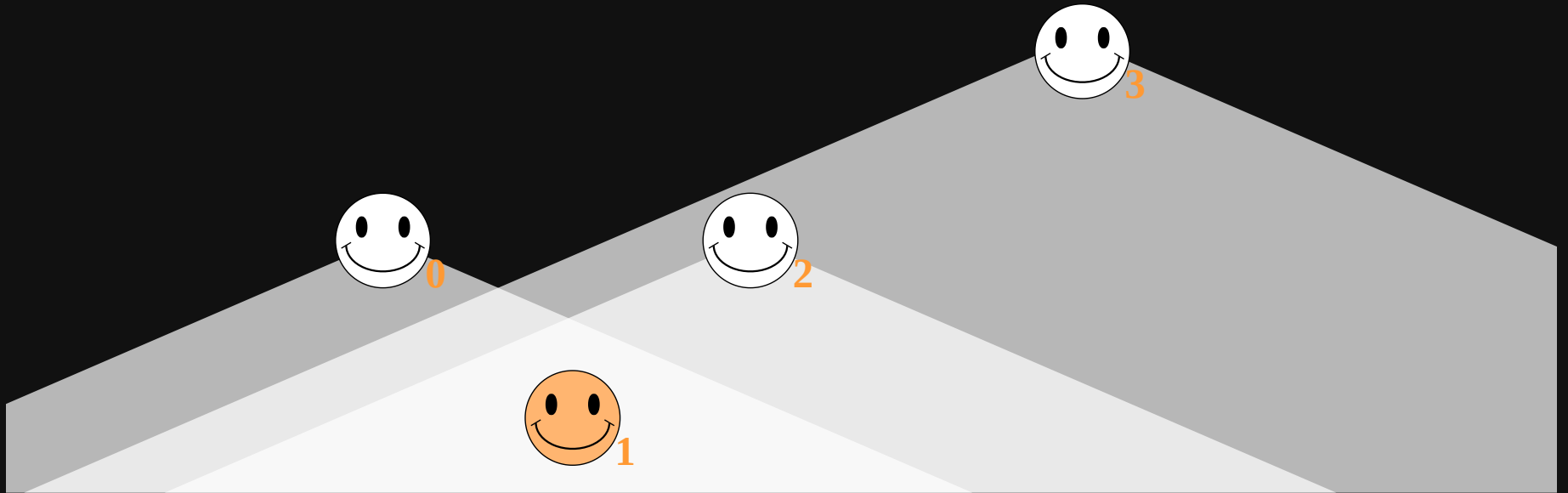
Violation of the Möbius inequality ...  
... proves *incompatibility* with partial order.

Violation of the Möbius inequality ...  
... proves *incompatibility* with **special relativity**.

**Dynamic causal order**

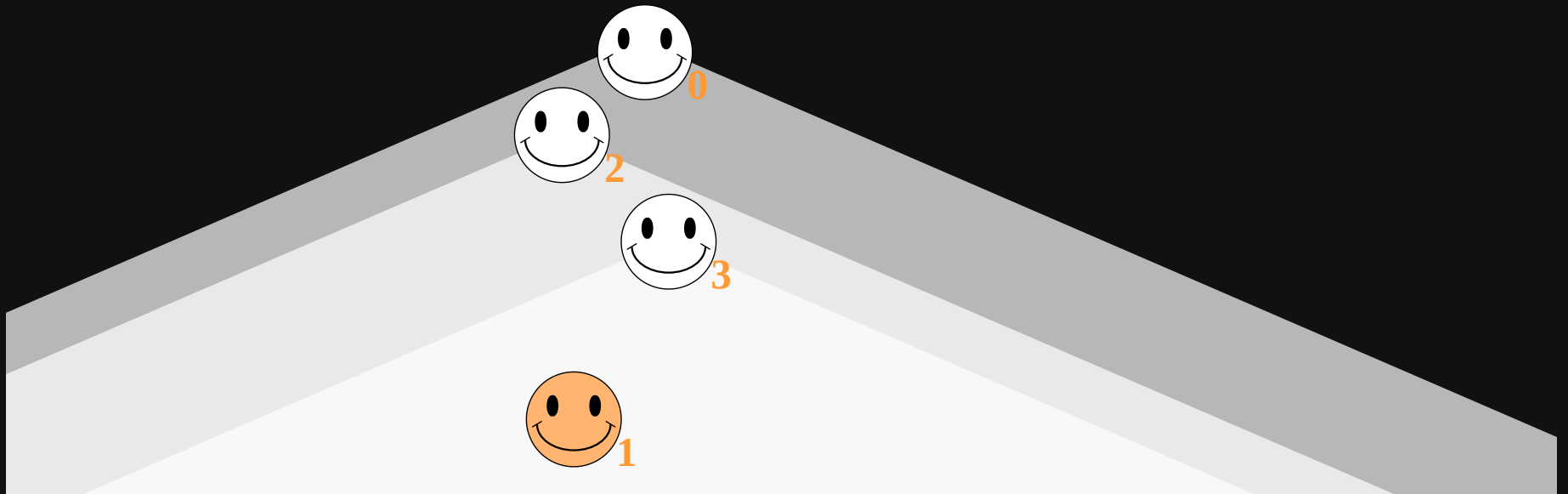


Dynamic: Order of events depends on past

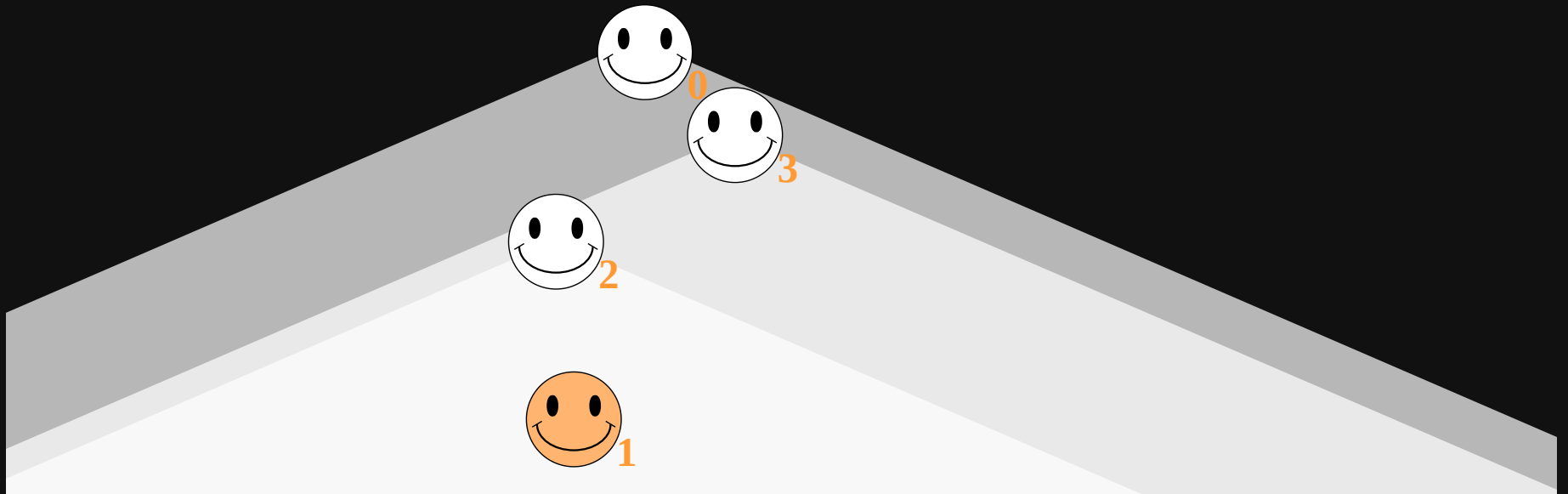


Dynamic: Order of events depends on past

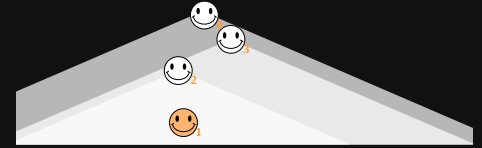




Dynamic: Order of events depends on past



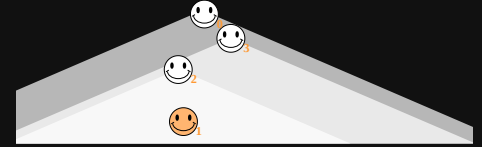
Dynamic: Order of events depends on past



*Recursive decomposition of  $p(\underline{a}|\underline{x})$ :*

$$p(\underline{a}|\underline{x}) = \sum_k p(k) p(a_k|x_k) p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$$

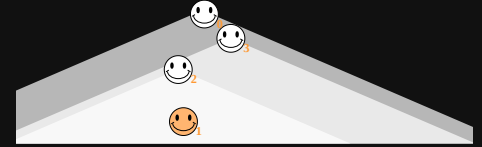
where  $p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$  decompose in the same way.



*Recursive* decomposition of  $p(\underline{a}|\underline{x})$ :

$$p(\underline{a}|\underline{x}) = \sum_k p(k) p(a_k|x_k) p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$$

where  $p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$  decompose in the same way.

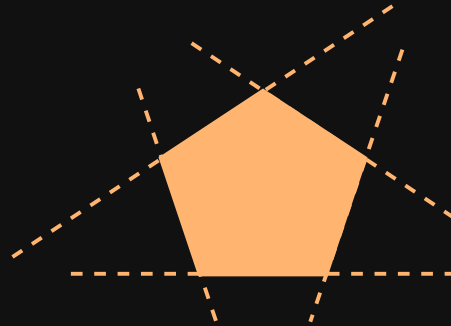


*Recursive* decomposition of  $p(\underline{a}|\underline{x})$ :

$$p(\underline{a}|\underline{x}) = \sum_k p(k) p(a_k|x_k) p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$$

where  $p_k(\underline{a}_{\setminus k}|\underline{x}_{\setminus k})$  decompose in the same way.

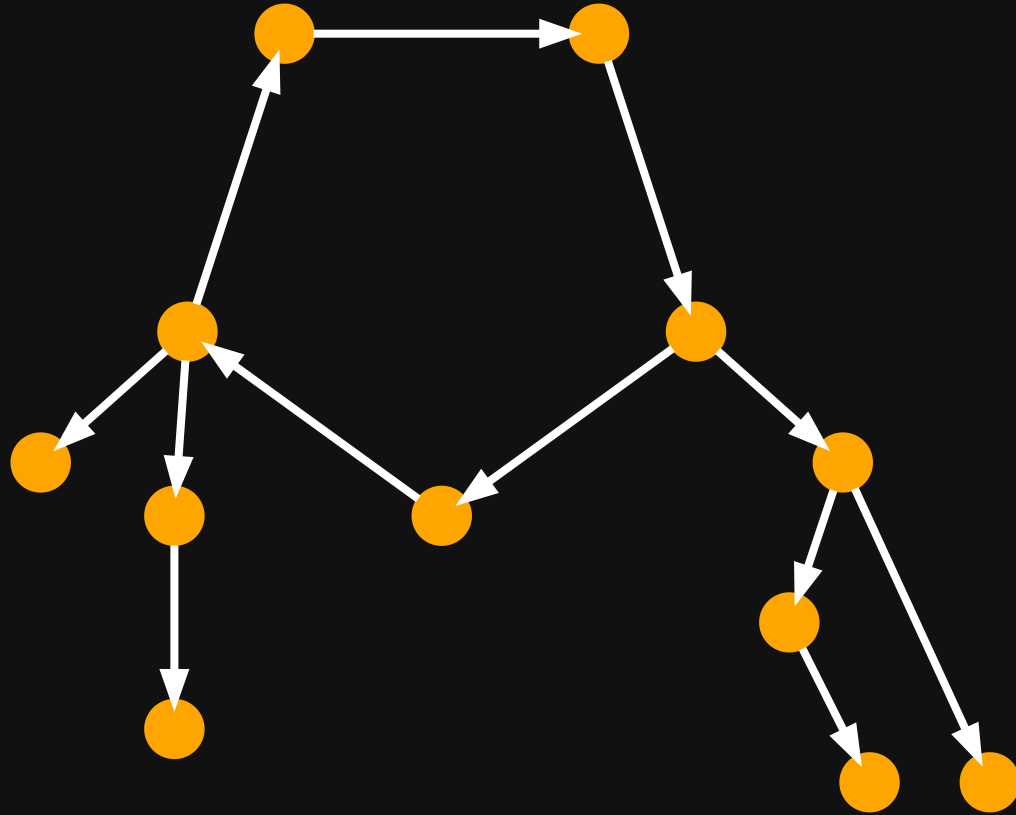
# Polytope: same properties



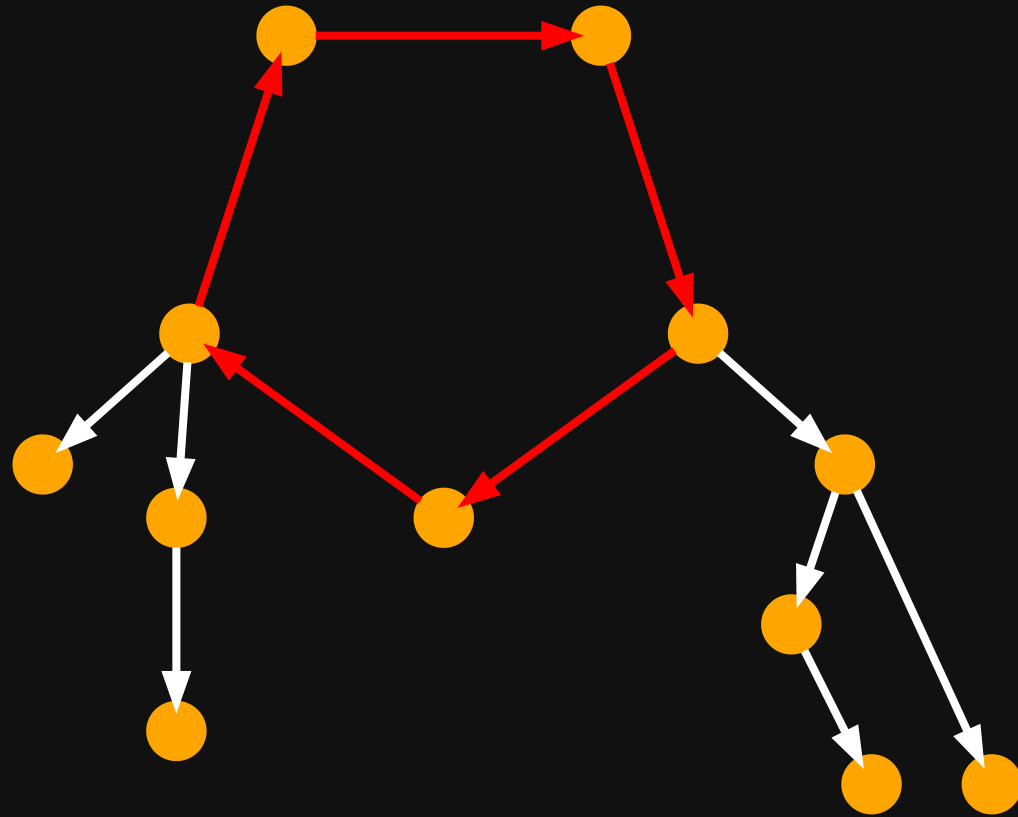
- $2n(n - 1)$ -dimensional
- $0/1$
- Pairwise central symmetry

$\Rightarrow$  Project & lift

# The Cephalopoda game

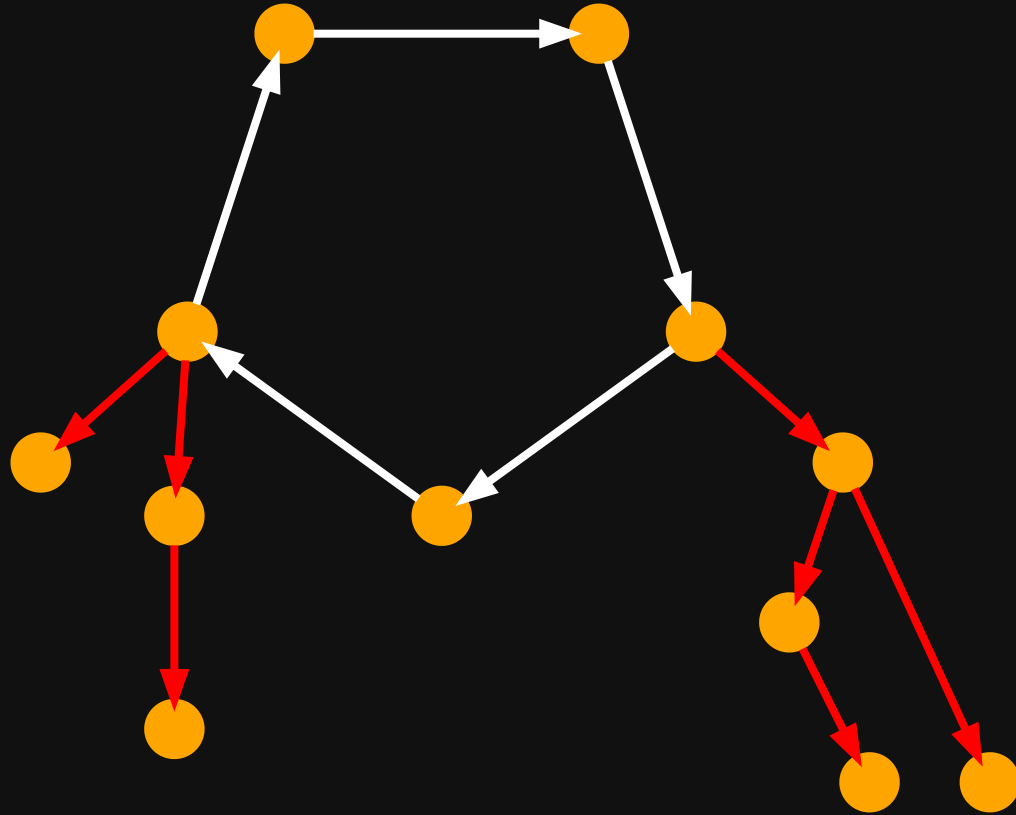


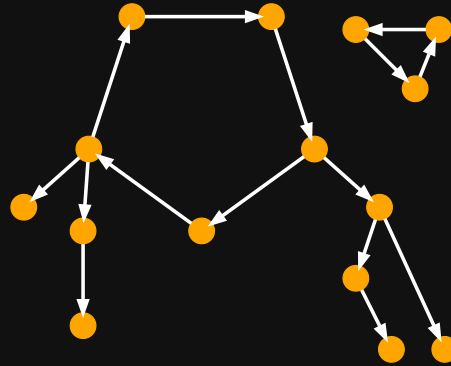
# The Cephalopoda game





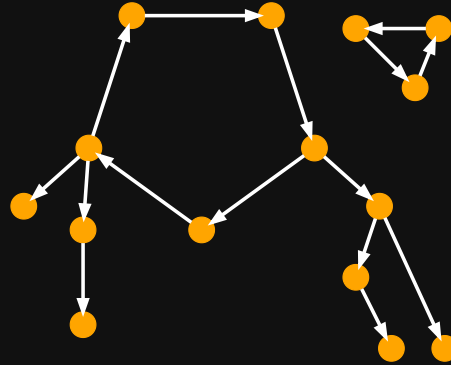
# The Cephalopoda game





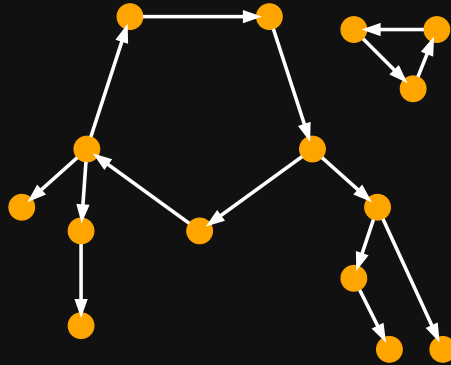
**Cephalopod:** A directed cycle (head) with any number of attached out-trees (feet)

**Cephalopoda digraph:** Any number of disconnected cephalopods

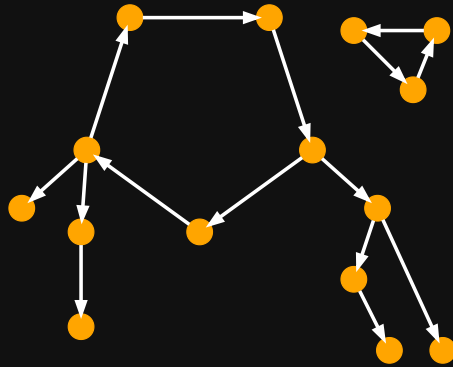


**Alternative definition:**  $\forall v : deg_{in}(v) = 1$

These graphs on  $n$  vertices have *exactly*  $n$  arcs.



1. Referee selects random arc ( $s \longrightarrow r$ )
2. Referee gives random bit  $Z$  to sender  $s$
3. Receiver  $r$  must output  $A = Z$



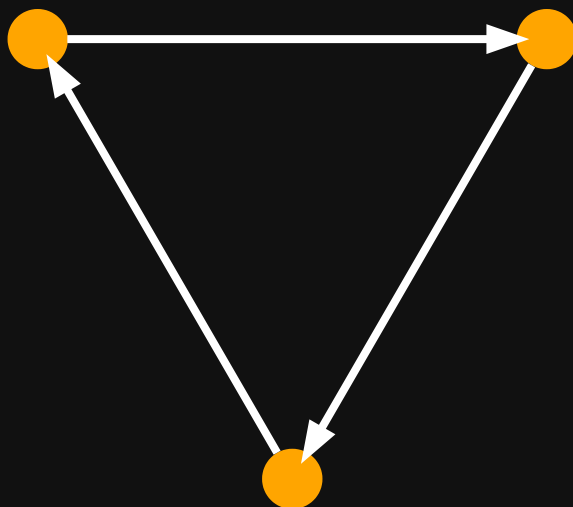
$$\Pr[A = Z] \leq 1 - \frac{1}{2n}$$

Violation of the Cephalopoda inequality ...  
... proves *incompatibility* with dynamical causal  
order.

Violation of the Cephalopoda inequality ...  
... proves an *incompatibility* with general relativity?

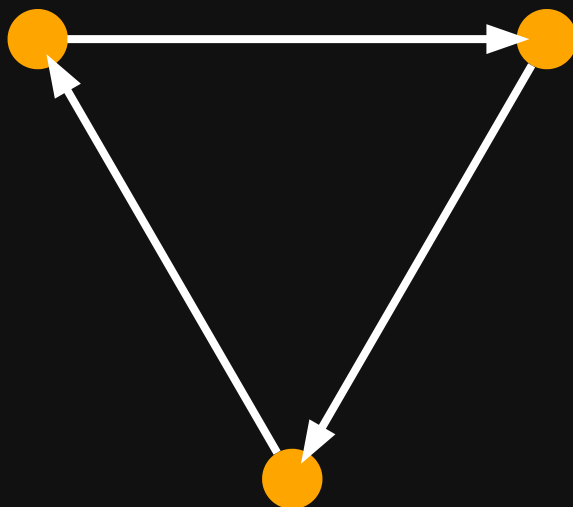
**No causal order**





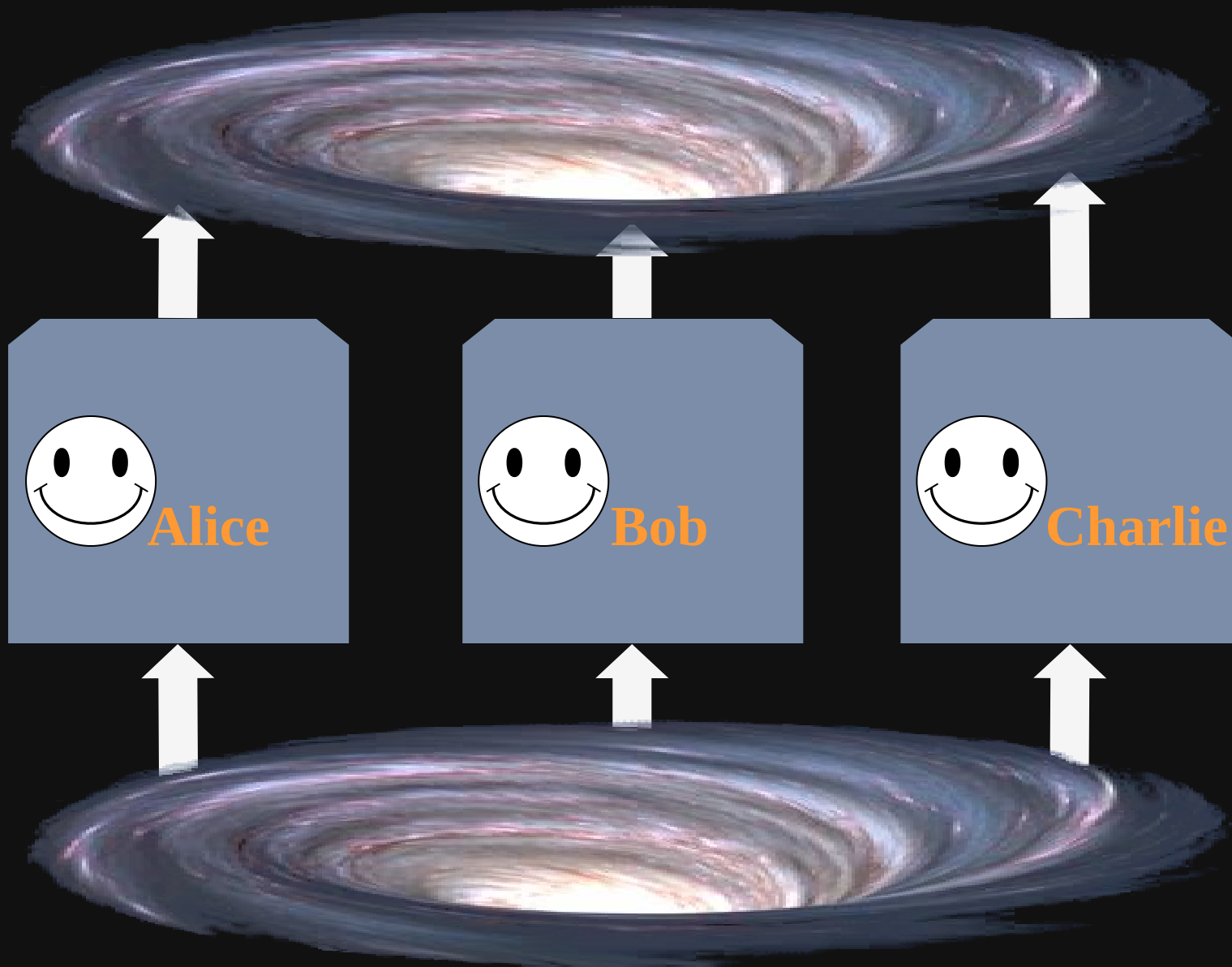
$$\Pr[A = Z] \leq 5/6$$

**Violation possible?**

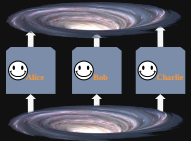


$$\Pr[A = Z] \leq 2/3$$

Violation **logically** possible?

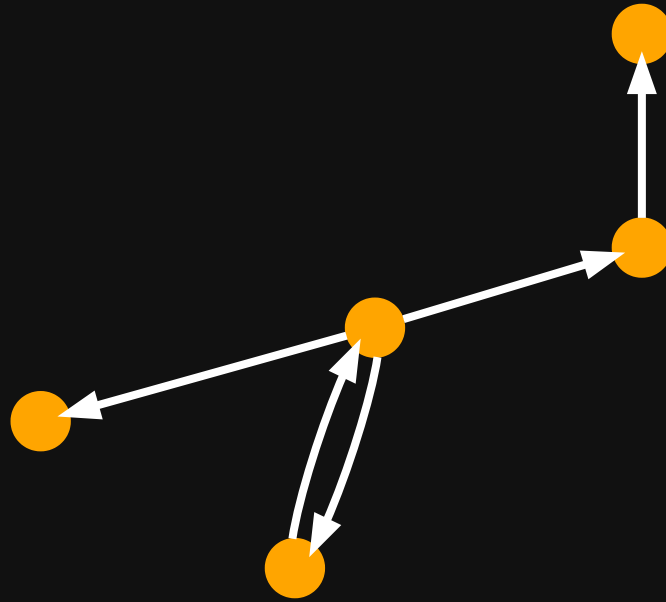


# (Quantum) causal models

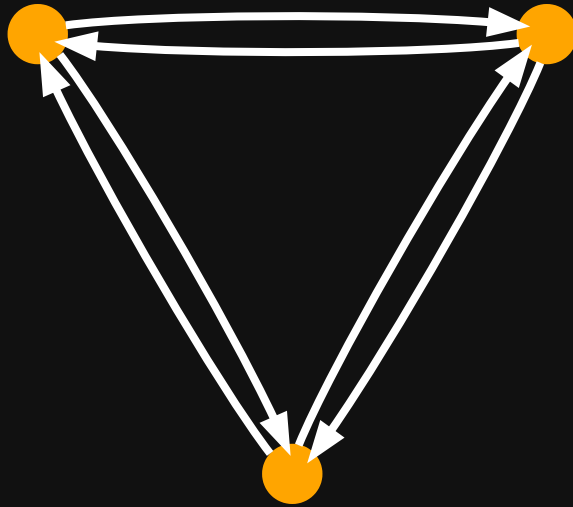


- No assumption on causal order
- Parties perform arbitrary operations
- Well-defined behavior

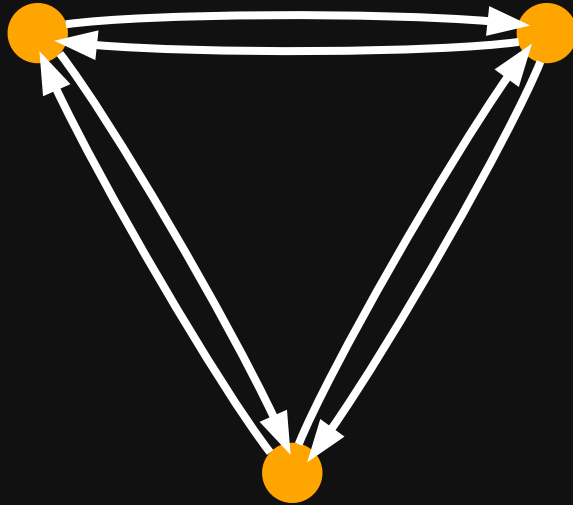
# (Quantum) causal models



# Example

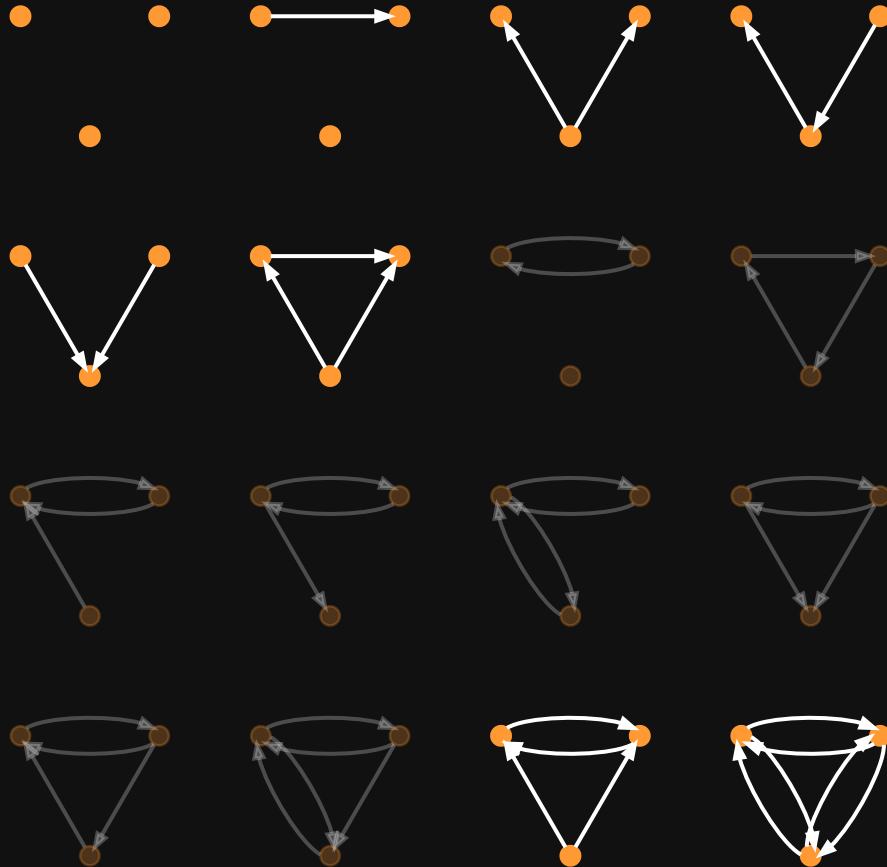


# Example



$$\Pr[A = Z] = 1$$

# Siblings on cycles





# Summary

## 1. Möbius graphs bound *static causal order* (**SR**)

Tselentis & Baumeler (2023). The Möbius game and other Bell tests for relativity. [arXiv:2309.15752](https://arxiv.org/abs/2309.15752).

Tselentis & Baumeler (2024). The Möbius game: a quantum-inspired test of general relativity. [arXiv:2407.17203](https://arxiv.org/abs/2407.17203).

## 2. Cephalopoda graphs bound *dynamic causal order* (**GR**)

## 3. Sibling-on-cycles graphs bound processes *without causal order*

Tselentis & Baumeler (2023). Admissible causal structures and correlations. *PRX Quantum*, 4(4), 040307.

# Thank You

## References

- Möbius (1886). *Gesammelte Werke (Zweiter Band)*. S. Hirzel.
- Bell (1964). On the Einstein Podolsky Rosen paradox. *Physics Physique Fizika*, 1(3), 195–200.
- Grötschel, Jünger & Reinelt (1985). On the acyclic subgraph polytope. *Mathematical Programming*, 33(1), 28–42.
- Colbeck (2006). Quantum and relativistic protocols for secure multi-party computation Ph.D. thesis, University of Cambridge.
- Oreshkov, Costa, & Brukner (2012). Quantum correlations with no causal order. *Nature Communications*, 3(1), 1092.
- Baumeler & Wolf (2016). The space of logically consistent classical processes without causal order. *New Journal of Physics*, 18(1), 013036.
- Oreshkov & Giarmatzi (2016). Causal and causally separable processes. *New Journal of Physics*, 18(9), 093020.
- Bravyi, Gosset, & König (2018). Quantum advantage with shallow circuits. *Science*, 362(6412), 308–311.
- Barrett, Lorenz, & Oreshkov (2021). Cyclic quantum causal models. *Nature Communications*, 12(1), 885.
- Tselentis & Baumeler (2023). Admissible causal structures and correlations. *PRX Quantum*, 4(4), 040307.
- Tselentis & Baumeler (2023). The Möbius game and other Bell tests for relativity. [arXiv:2309.15752](https://arxiv.org/abs/2309.15752).
- Tselentis & Baumeler (2024). The Möbius game: a quantum-inspired test of general relativity. [arXiv:2407.17203](https://arxiv.org/abs/2407.17203).

# Möbius etc.

Relativistic and Logical Bounds on Causality

