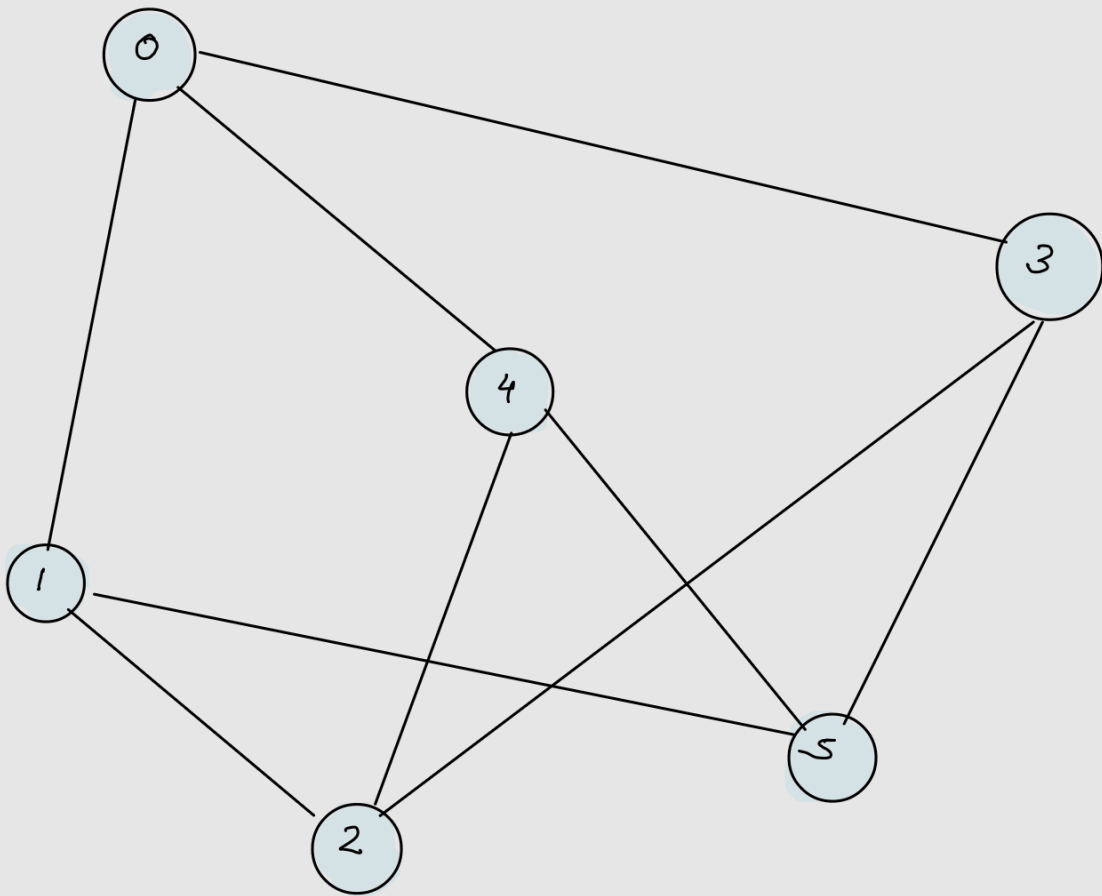


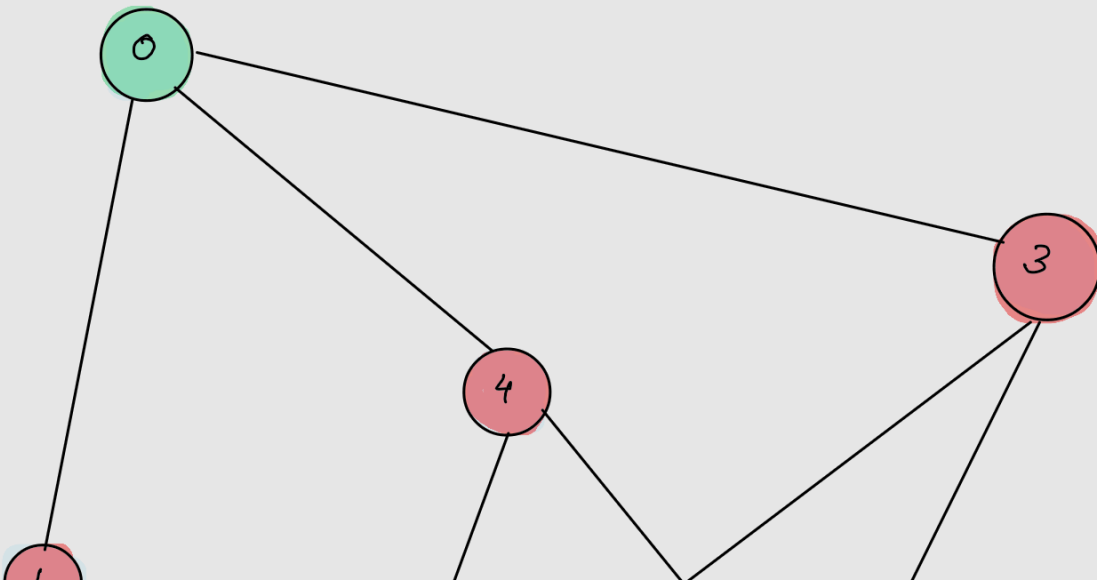
Quantum Random Access Code

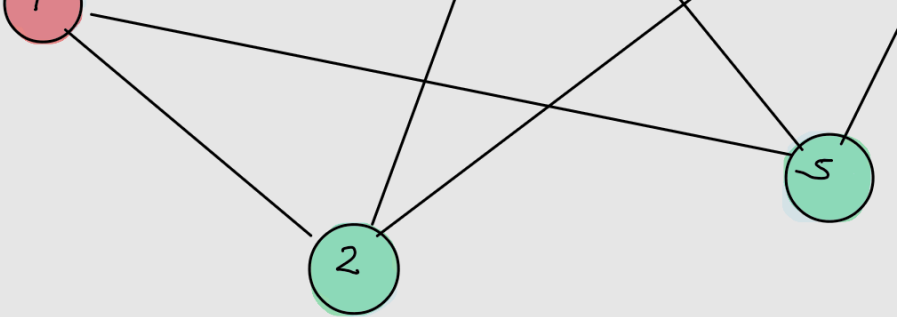
Problem: $-2x_0x_1 - 2x_0x_3 - 2x_0x_4 - 2x_1x_2 - 2x_1x_5 - 2x_2x_3$
 $- 2x_2x_4 - 2x_3x_5 - 2x_4x_5 + 3x_0 + 3x_1 + 3x_2 + 3x_3 + 3x_4 + 3x_5$

Binary Variables: $x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5$



Encoding in Relaxed problem





6 binary variables in 2 qubits

$$q_1 \rightarrow 1, 3, 4$$

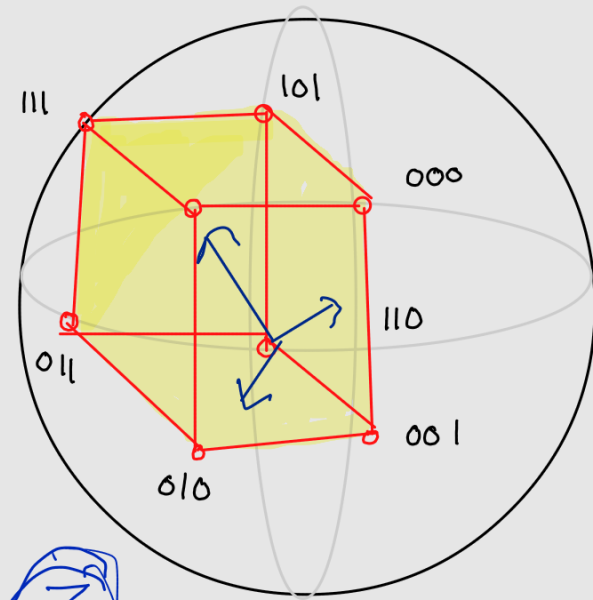
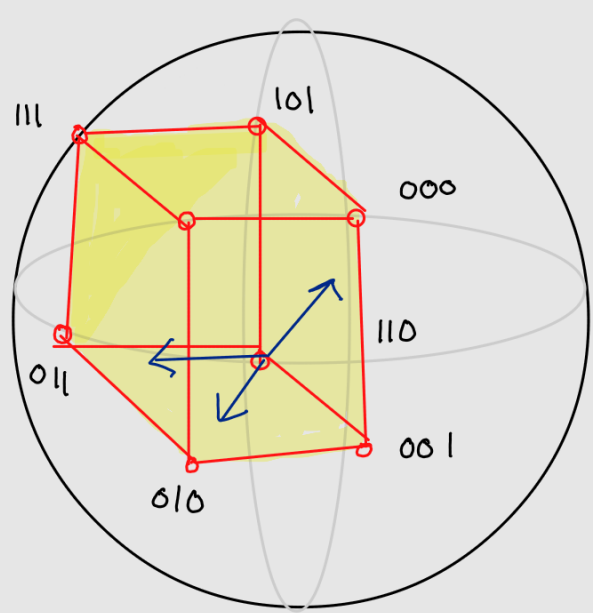
$$q_2 \rightarrow 0, 2, 5$$

$$0 = 1000$$

$$1 = 1001$$

$$7 = 1111$$

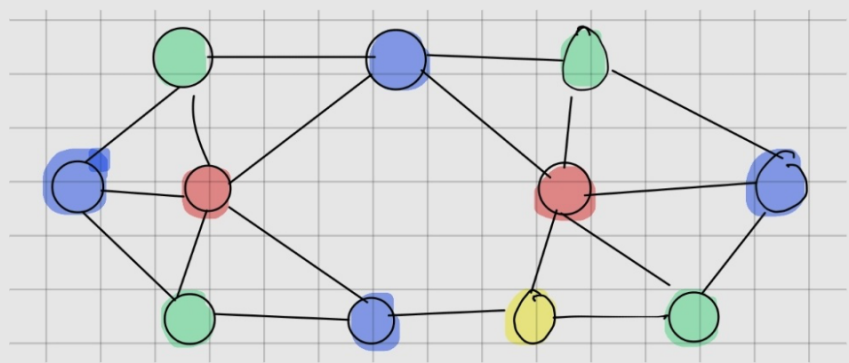
Encoded Hamiltonian



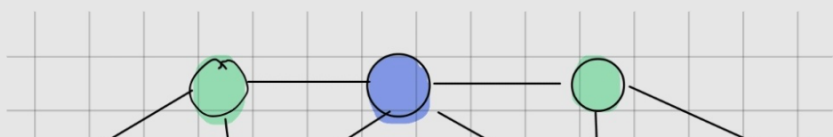
m_1, m_2

$$\underline{X} \underline{Y} = \textcircled{-Z} m_3$$

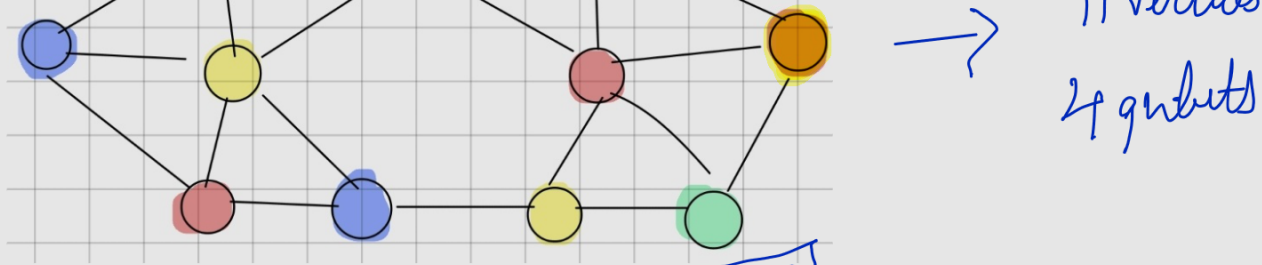
1.) A better encoding scheme for graphs like these:



4 colors
11 vertices
6 qubits

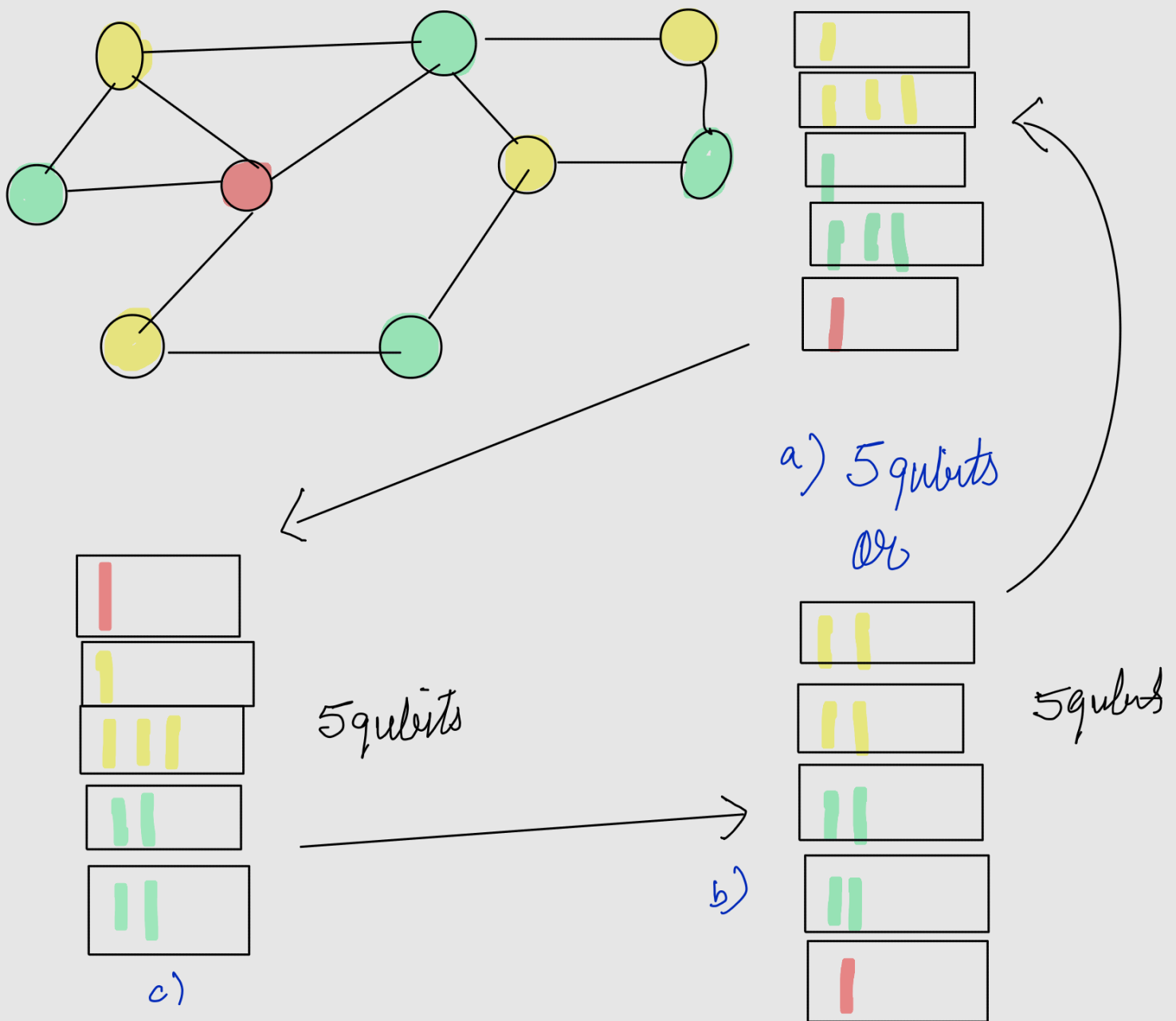


4 colors
11 vertices



2.) An implementation of $[(3, 2-p)]$ ORAC, they have higher probability of recovery ≈ 0.902 . Although it ends up taking more qubits than $(3, 1, p)$ but results will be better. How to decide the trade off between solution's quality and hardware requirement.

3.) Can we implement a separate / multiple encoding in a single problem? Eg



max 2 bits on one qubit

- a) max 3 bits on one qubit
- b) max 2 bits on one qubit
- c) mixture of 3 bits and 2 bits on one qubit.

4) Importance of binary variables:

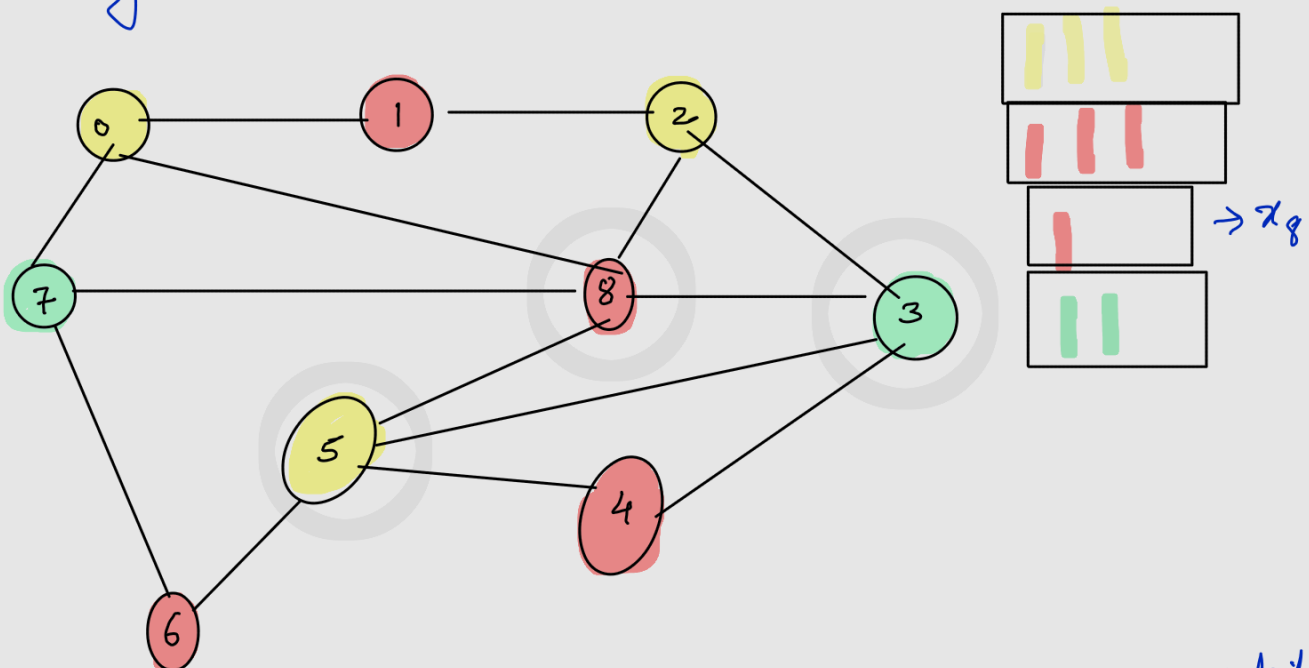
Problem: $-2x_0x_1 - 2x_0x_3 - 2x_0x_4 - 2x_1x_2 - 2x_1x_5 - 2x_2x_3$
 $- 2x_2x_4 - 2x_3x_5 - 2x_4x_5 + 3x_0 + 3x_1 + 3x_2 + 3x_3 + 3x_4 + 3x_5$

We can encode important variables such that they are recovered with higher probability?

Will it work? I don't know

How to describe a binary variable, or a set of binary variable important?

→ maybe look at the constraints, that it has to follow!



Are x_0, x_3, x_5 important? Since they are maximally correlated?

can we decide (in above case) which binary bits to encode together

in a qubit, and which to give a separate one of its own?

5) Measurement: Can we do anything better than Magic Rounding?

a) Measure in some other basis, or separate measurement.

(This requires a very deep level mathematical thinking)

