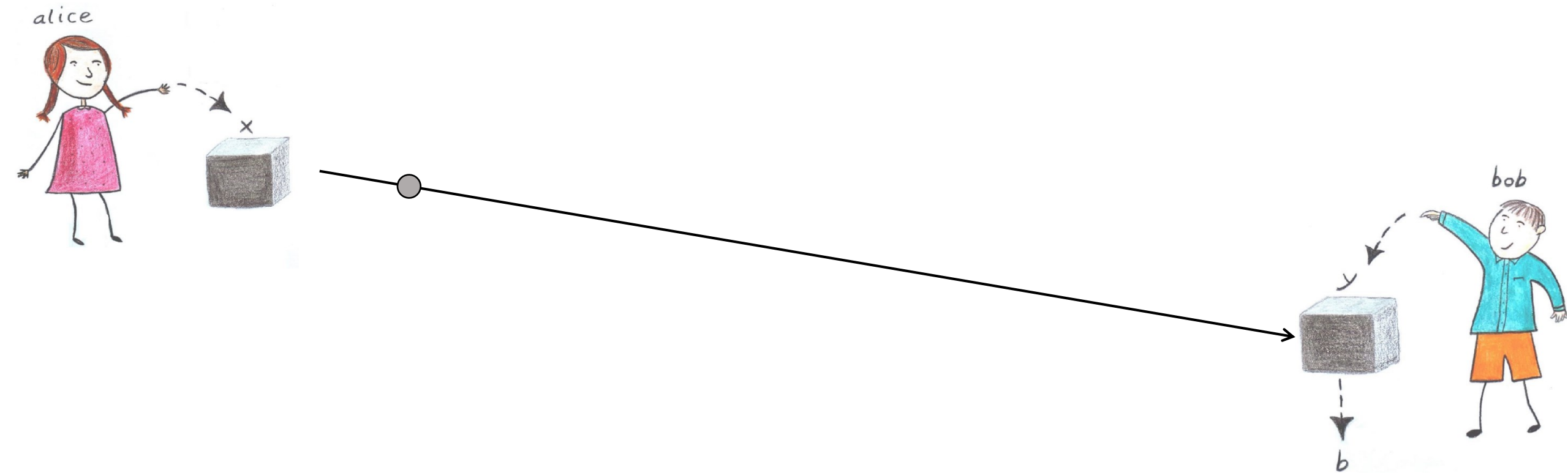


# Quantum polynomial optimisation problems for dimension $d$ variables, with symmetries



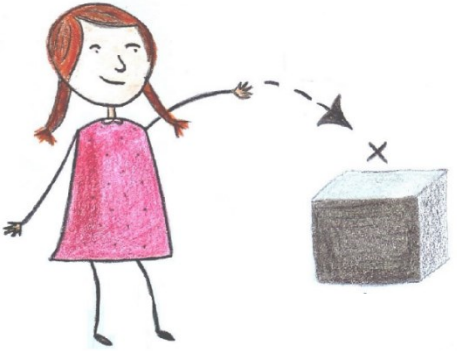
*A. Tavakoli, D. Rosset, M-O. Renou*  
**Phys. Rev. Lett. 122, 070501 (2019)**

Marc-Olivier Renou  
ICFO Barcelona, QIP group  
marc-olivier.renou@icfo.eu

**8ECM 2021**  
Computational aspects of  
commutative and  
noncommutative positive  
polynomials

# Quantum polynomial optimisation problems for dimension $d$ variables, with symmetries

alice



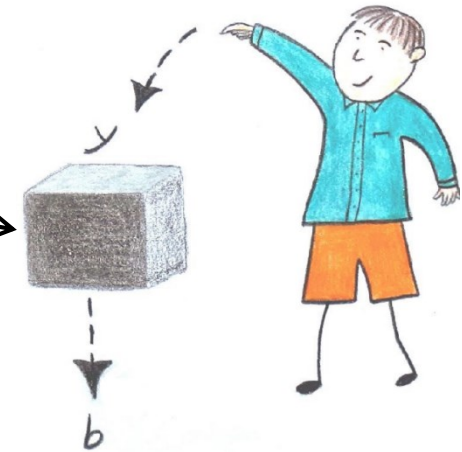
I. The Quantum Random Access code

II. The NV relaxation

III. Sampling

IV. Symmetrisation of the NV hierarchy

bob



# The Random Access Code (RAC) game

## The Random Access Code (RAC) game

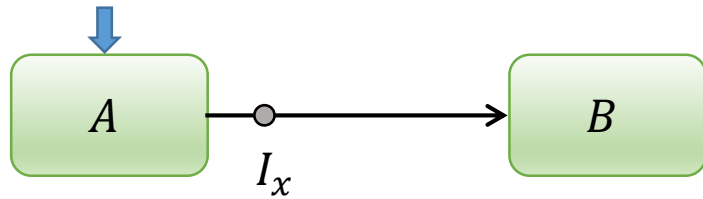
- Two players: Alice, in Madrid. Bob, in Barcelona

*A*

*B*

# The Random Access Code (RAC) game

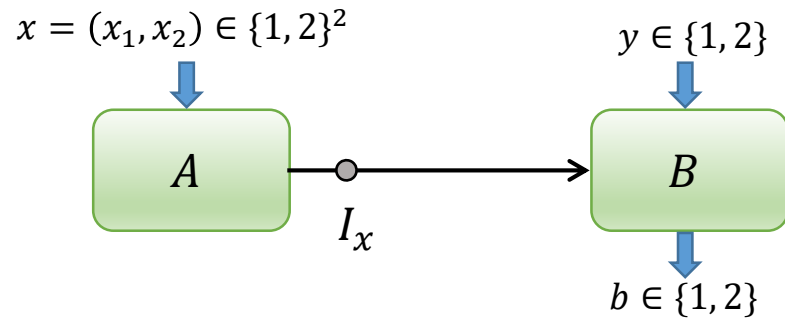
$$\mathbf{x} = (x_1, x_2) \in \{1, 2\}^2$$



## The Random Access Code (RAC) game

- Two players: Alice, in Madrid. Bob, in Barcelona
- **A** receives input  $\mathbf{x} = (x_1, x_2) \in \{1, 2\}^2$
- She sends information  $I_x$  to Bob

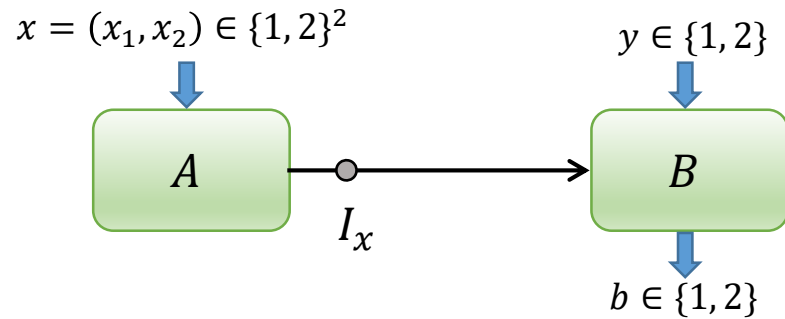
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- **B** receives input  $\mathbf{y}$  and  $I_x$
- He measures  $I_x$  depending on  $\mathbf{y}$
- He outputs  $\mathbf{b}$

# The Random Access Code (RAC) game



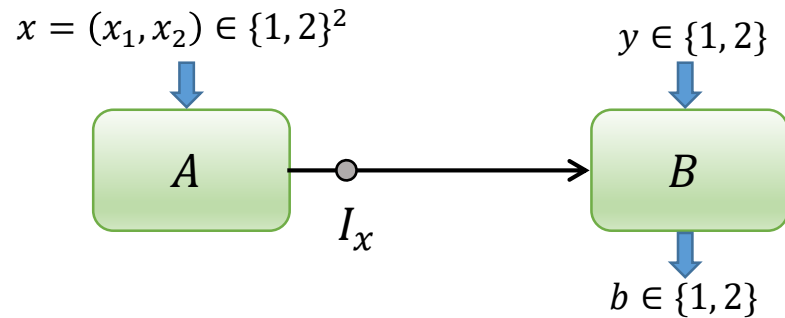
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- He outputs  $\mathbf{b}$

## Score

- This is done several times:  $p(\mathbf{b}|\mathbf{x}, \mathbf{y})$

# The Random Access Code (RAC) game



$$b = x_y?$$

## The Random Access Code (RAC) game

- Two players: Alice, in Madrid. Bob, in Barcelona
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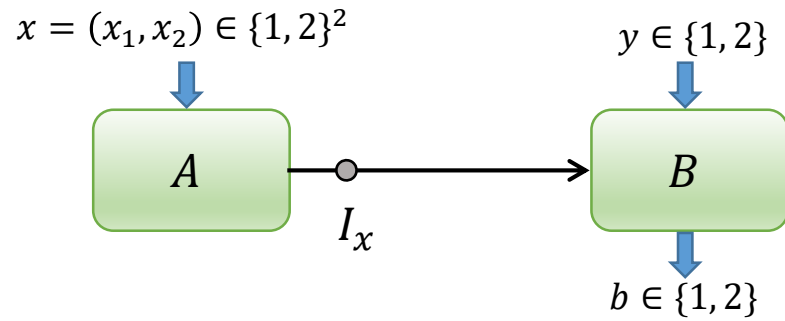
## Score

- This is done several time:  $p(b|x, y)$
- Score of **A&B**: probability that **B** guesses  $x_y$ :

$$S = p(b = x_y) = \sum_{xyb} \delta_{b=x_y} p(b|x, y)$$

# The Random Access Code (RAC) game

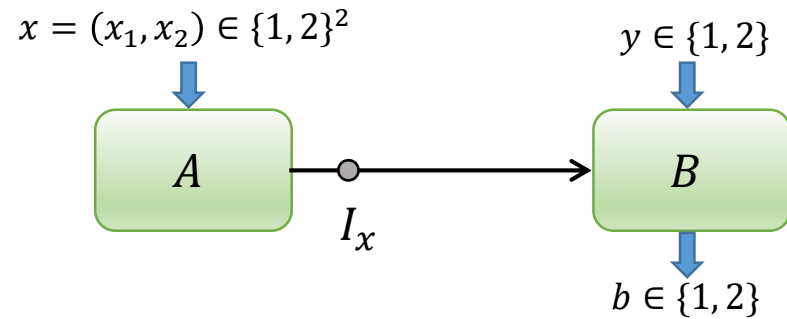
## Trivial strategy



$$b = x_y?$$



# The Random Access Code (RAC) game

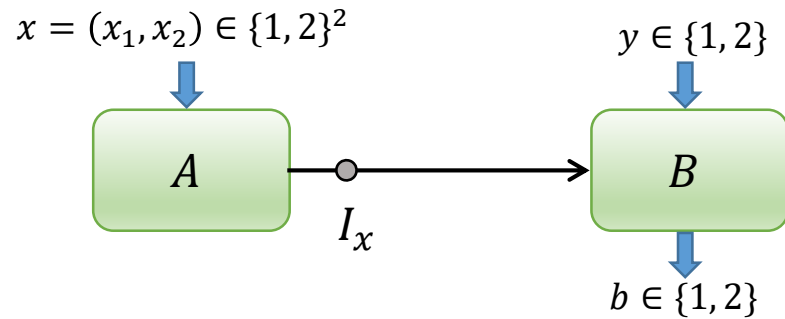


$b = x_y?$

## Trivial strategy

- $A$  sends  $I_x = x$ 
  - $B$  always guesses  $x_y$

# The Random Access Code (RAC) game



$$b = x_y?$$

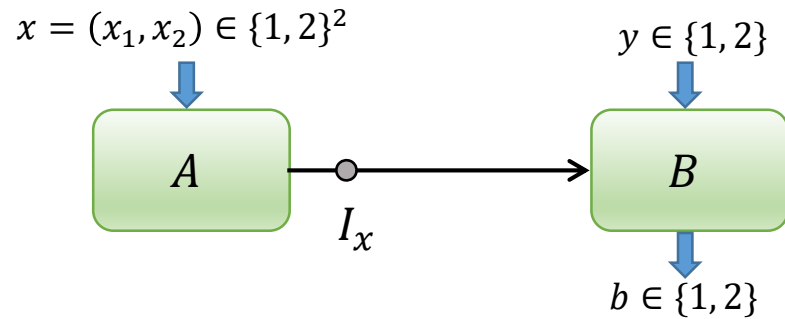
## Trivial strategy

- $A$  sends  $I_x = x$ 
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## Restricted game

- $A$  receives  $x$ , sends restricted  $I_x$  of dimension 2

# The Random Access Code (RAC) game

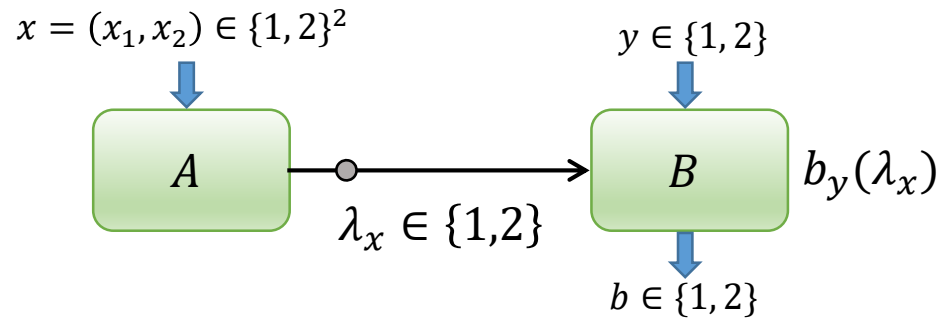


$$b = x_y?$$

## The Random Access Code (RAC) game

- $A$  receives  $x$ , sends restricted  $I_x$  of dimension 2
- $B$  receives  $y$ ,  $I_x$ , outputs  $b$
- Score : probability that  $B$  guesses  $x_y$   $S = p(b = x_y)$

# The Random Access Code (RAC) game



$b = x_y?$

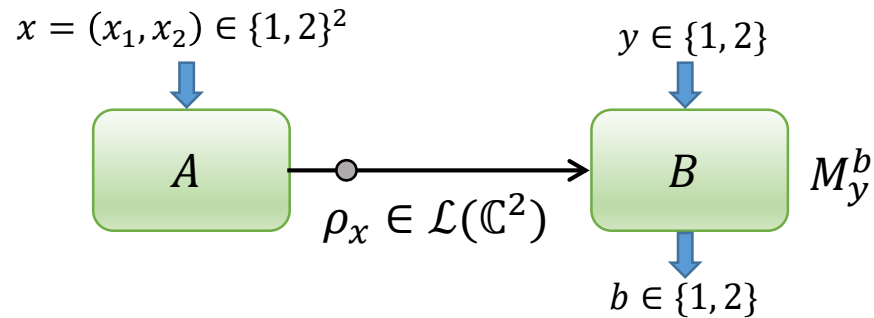
## The Random Access Code (RAC) game

- $A$  receives  $x$ , sends restricted  $I_x$  of dimension 2
- $B$  receives  $y, I_x$ , outputs  $b$
- Score : probability that  $B$  guesses  $x_y$   $S = p(b = x_y)$

## Classical strategies

- $I_x := \lambda_x$  is a bit of information depending on  $x$
- $B$  outputs a classical function of  $\lambda_x, b_y(\lambda_x)$

# The Random Access Code (RAC) game



$b = x_y?$

## The Random Access Code (RAC) game

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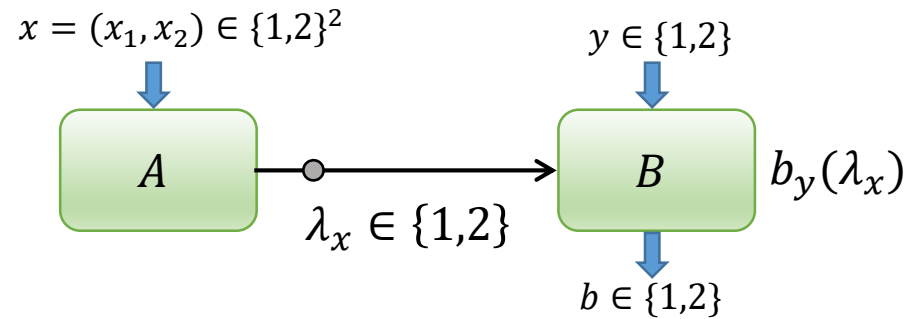
## Classical strategies

- $I_x := \lambda_x$  is a bit of information depending on  $x$
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## Quantum strategies

- $I_x := \rho_x$  is a qubit of information depending on  $x$
- $B$  performs a quantum measurement  $M_y^b$  of  $\rho_x$

# RAC game: classical strategies



$$b = x_y?$$

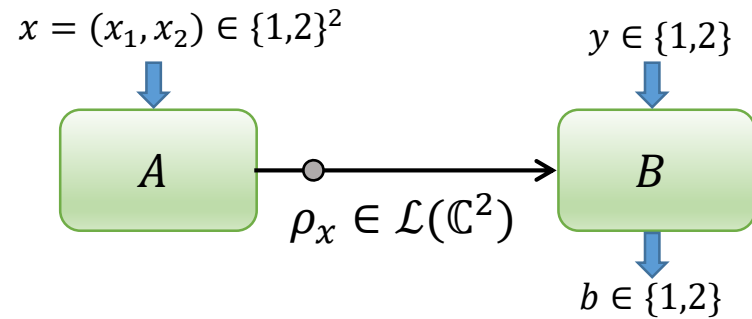
## Classical RAC game: Maximal score

- Optimal strategy:  $\lambda_x = x_1, b_y(\lambda_x) = \lambda_x$ 
  - $S_{max}^{\text{classical}} = 3/4$

# RAC game: quantum strategies

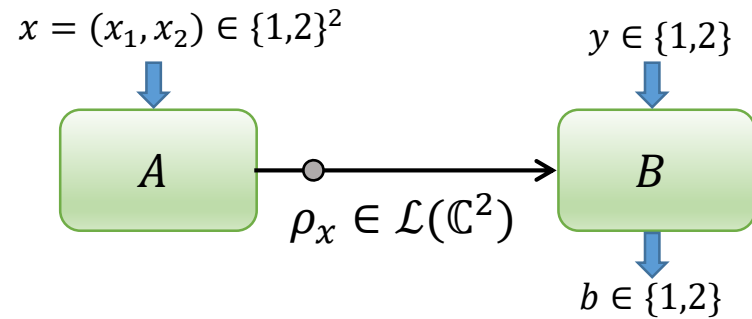
## Quantum RAC game

- $A$  receives  $x$ , sends qubit  $\rho_x$



$$b = x_y?$$

# RAC game: quantum strategies



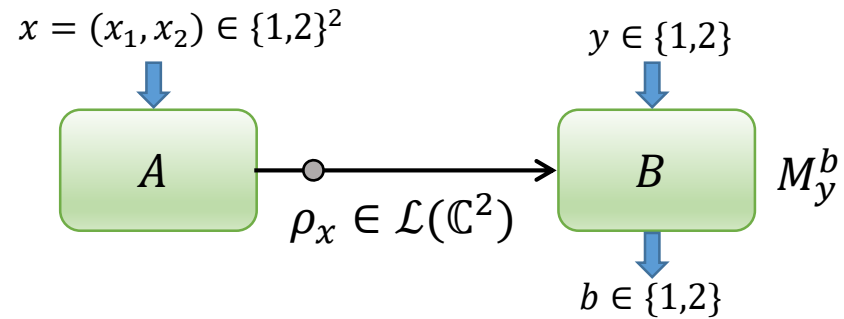
$$b = x_y?$$

## Quantum RAC game

- **A** receives  $x$ , sends qubit  $\rho_x$ 
  - $\rho_x$  is a matrix of  $\mathbb{C}^2$
  - $\rho_x$  hermitian,  $\rho_x \succcurlyeq \mathbf{0}$ , and  $\text{Tr}(\rho_x) = \mathbf{1}$



# RAC game: quantum strategies

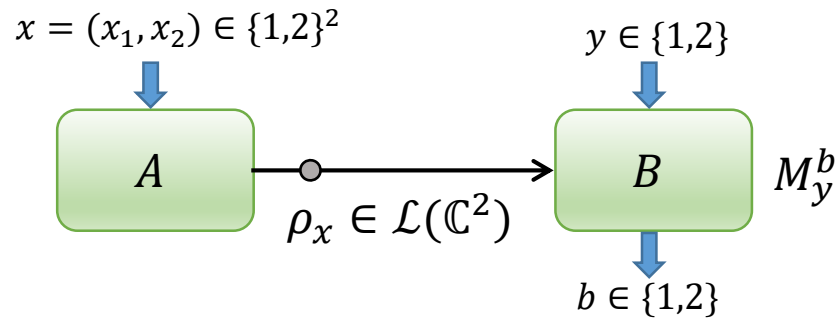


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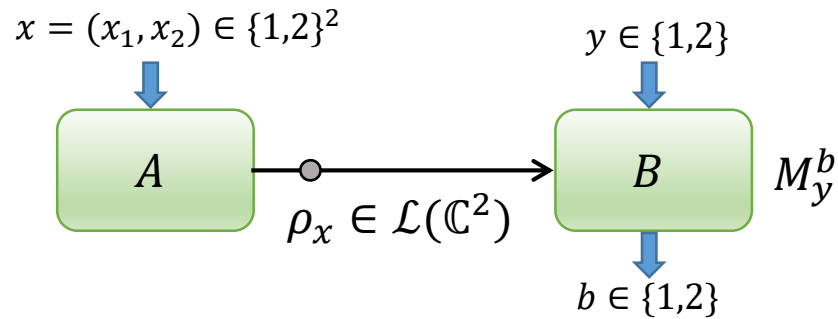


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# RAC game: quantum strategies



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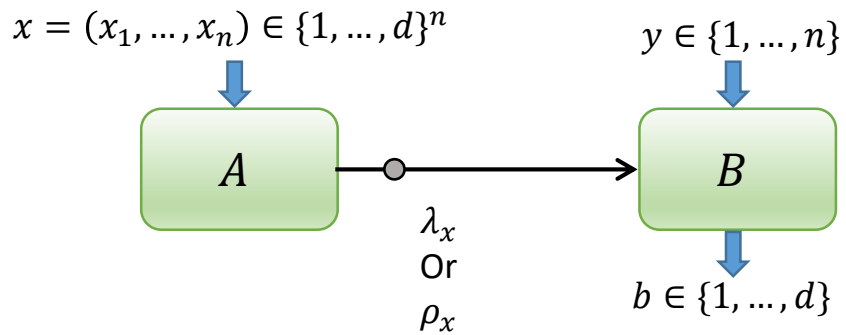
## Maximal score

- $S_{max}^Q \approx 0,85$

# Generalised $(n, d)$ -RAC game

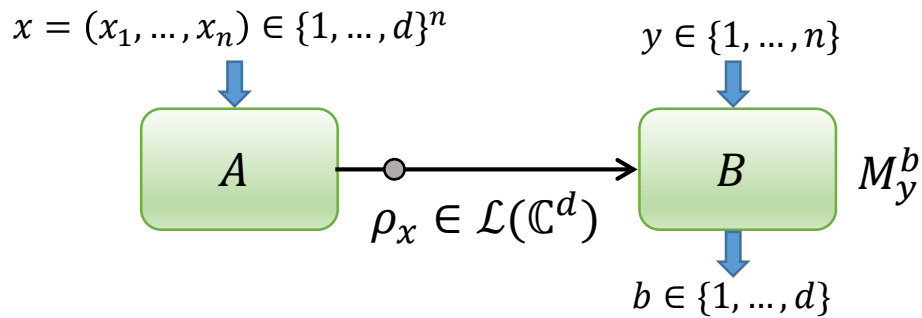
## The $(n, d)$ -RAC game

- A direct generalisation:
  - $x = (x_1, \dots, x_n) \in \{1, \dots, d\}^n, y \in \{1, \dots, n\}$
  - restricted  $I_x$  of dimension  $d$



$$b = x_y?$$

# Generalised $(n, d)$ -RAC game



$$b = x_y?$$

## The $(n, d)$ -RAC game

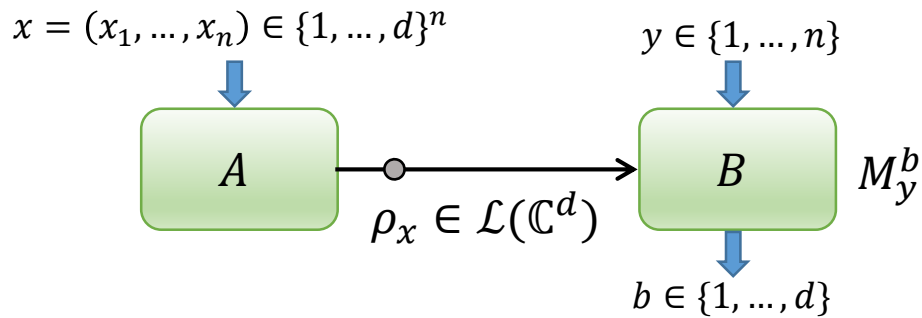
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$$S_{max}^Q = \max_{M_y^b, \rho_x \in \mathcal{F}} S(\{\rho_x, M_y^b\})$$

$$\mathcal{F} : \rho_x, M_y^b \succcurlyeq 0, \text{ dimension } d, \text{Tr}(\rho_x) = 1, \forall y, \sum_b M_y^b = I_d$$

# Generalised $(n, d)$ -RAC game



$$b = x_y?$$

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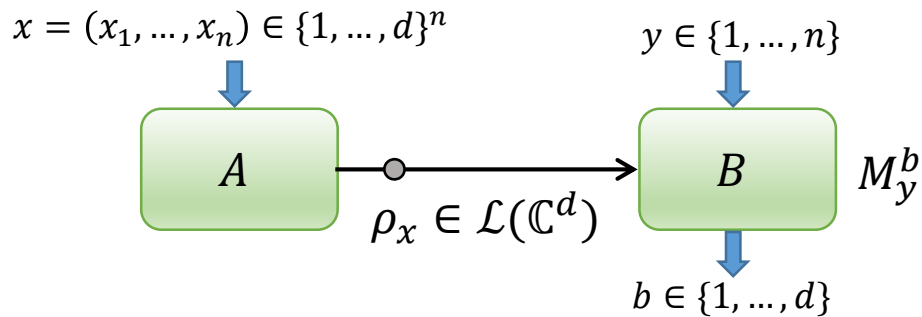
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- In general,  $S_{max}^Q$  is **not** known

# Generalised $(n, d)$ -RAC game



$$b = x_y?$$

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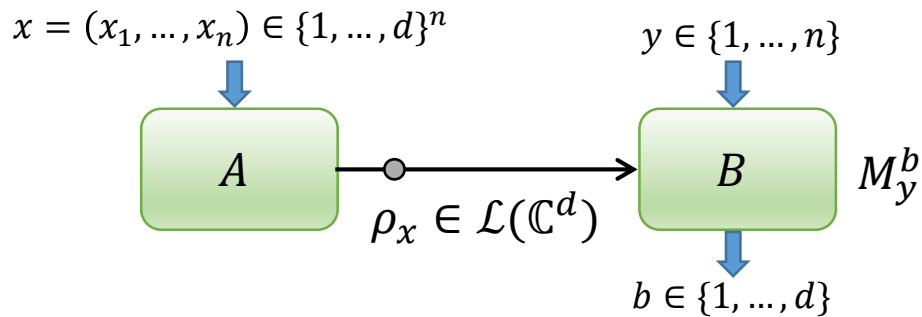
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# Generalised $(n, d)$ -RAC game



$$b = x_y?$$

## The $(n, d)$ -RAC game

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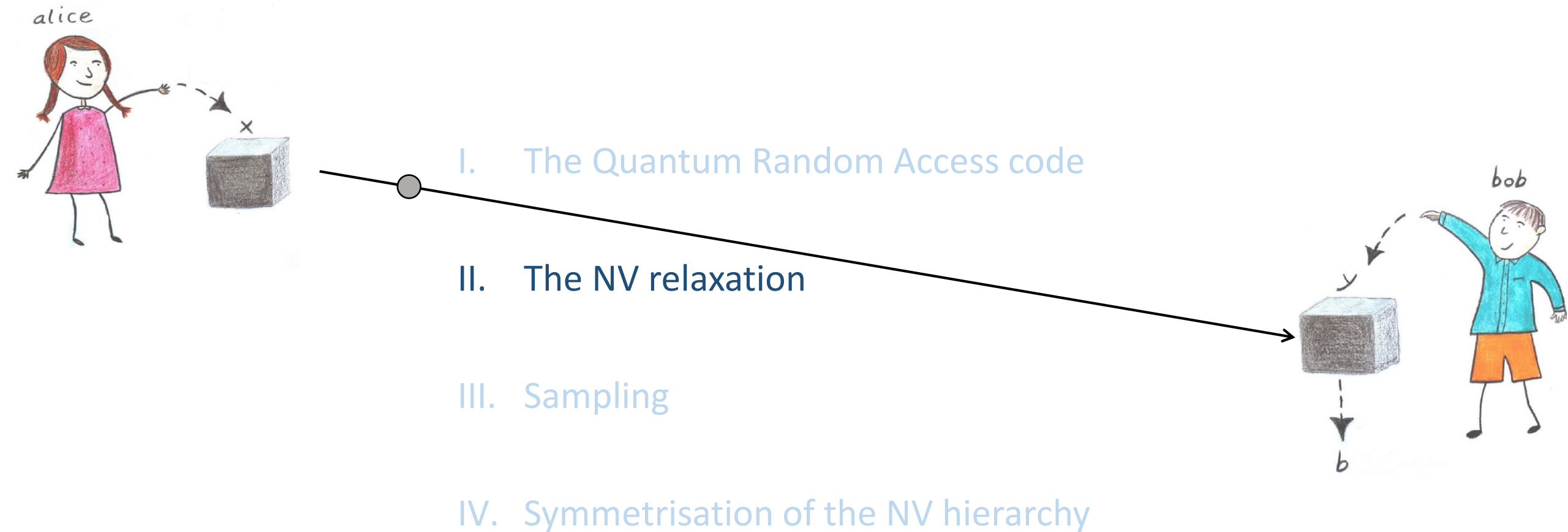
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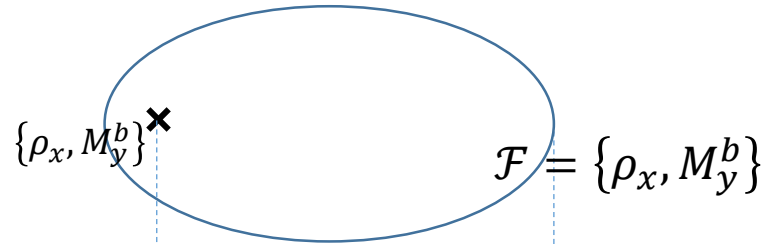
- In general,  $S_{max}^Q$  is **not** known
- Dimension  $d$  non commuting polynomial optimisation problem
  - Lower bounded by explicit solutions
  - Upper bounds?



# Quantum polynomial optimisation problems for dimension $d$ variables, with symmetries



# Generalised $(n, d)$ -RAC game



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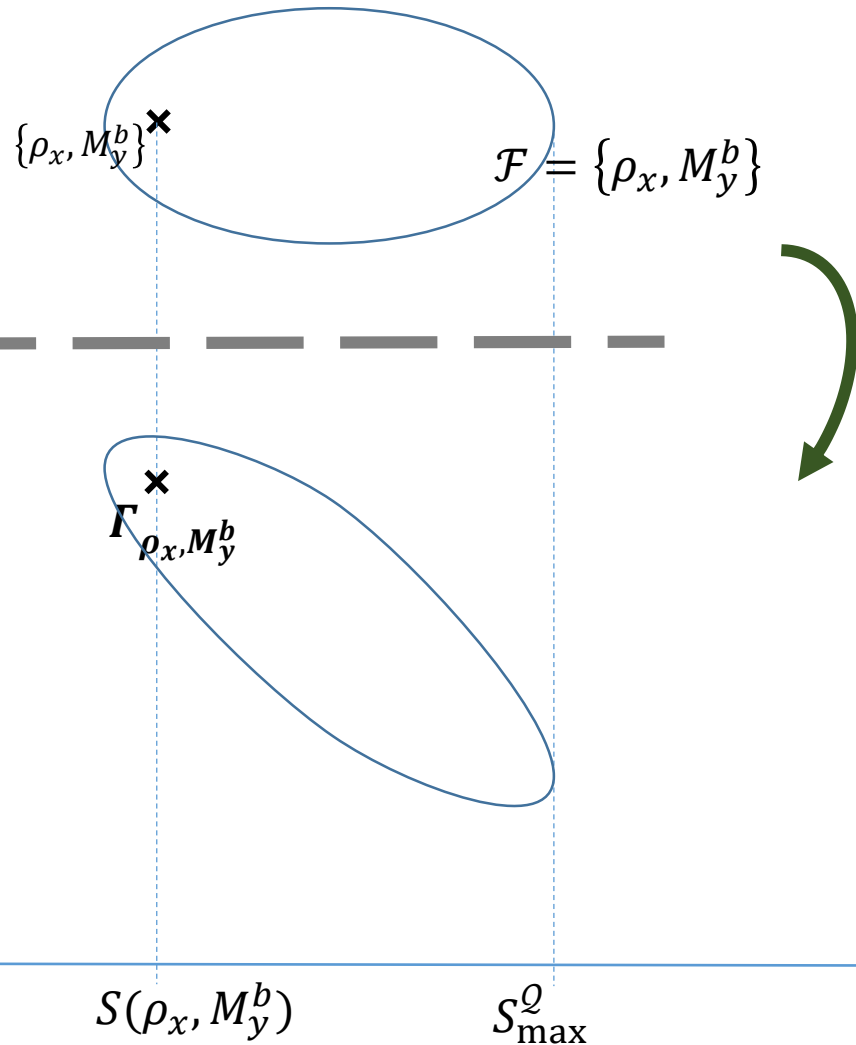
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$S(\rho_x, M_y^b)$

$S_{\max}^Q$

$S$

# Generalised $(n, d)$ -RAC game



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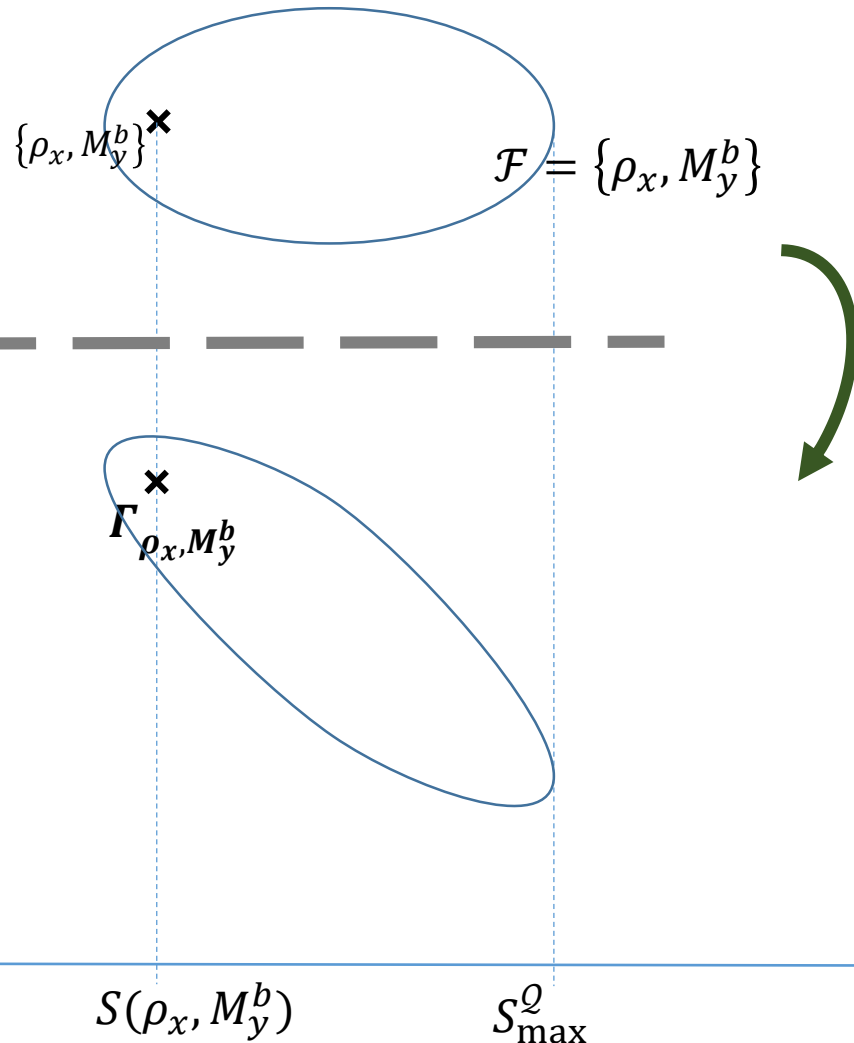
$$\mathcal{F} : \rho_x, M_y^b \geq 0, \text{ dimension } d, \text{Tr}(\rho_x) = 1, \forall y, \sum_b M_y^b = I_d$$

## SDP relaxation

- Order  $l$  moment matrix  $\{\rho_x, M_y^b\} \mapsto \Gamma_{\rho_x, M_y^b}$

$$\begin{matrix} I_d \\ \rho_{111} \\ \rho_{112} \\ \dots \\ M_1^1 \\ M_1^2 \\ \dots \end{matrix} \begin{bmatrix} I_d & \rho_{111} & \rho_{112} & \dots & M_1^1 & M_1^2 & \dots \\ d & 1 & 1 & \dots & \text{Tr}(M_1^1) & \text{Tr}(M_1^2) & \dots \\ 1 & \text{Tr}(\rho_{111} \cdot \rho_{111}) & \text{Tr}(\rho_{111} \cdot \rho_{112}) & \dots & \text{Tr}(\rho_{111} \cdot M_1^1) & \text{Tr}(\rho_{111} \cdot M_1^2) & \dots \\ 1 & \text{Tr}(\rho_{112} \cdot \rho_{111}) & \text{Tr}(\rho_{112} \cdot \rho_{112}) & \dots & \text{Tr}(\rho_{112} \cdot M_1^1) & \text{Tr}(\rho_{112} \cdot M_1^2) & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ \text{Tr}(M_1^1) & \text{Tr}(M_1^1 \cdot \rho_{111}) & \text{Tr}(M_1^1 \cdot \rho_{112}) & \dots & \text{Tr}(M_1^1 \cdot M_1^1) & \text{Tr}(M_1^1 \cdot M_1^2) & \dots \\ \text{Tr}(M_1^2) & \text{Tr}(M_1^2 \cdot \rho_{111}) & \text{Tr}(M_1^2 \cdot \rho_{112}) & \dots & \text{Tr}(M_1^2 \cdot M_1^1) & \text{Tr}(M_1^2 \cdot M_1^2) & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{bmatrix}$$

# Generalised $(n, d)$ -RAC game



$$S_{max}^Q = \max_{M_y^b, \rho_x \in \mathcal{F}} S(\{\rho_x, M_y^b\}) = \max_{M_y^b, \rho_x \in \mathcal{F}} \sum_{xyb} \delta_{b=x_y} \text{Tr}(\rho_x \cdot M_y^b)$$

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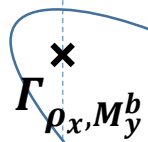
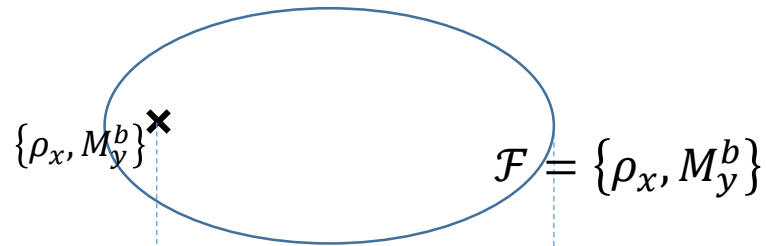
## SDP relaxation

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$$\begin{matrix} I_d & & & & & M_1^1 & M_1^2 & \dots \\ I_d & \begin{bmatrix} d & 1 & 1 & \dots & \text{Tr}(M_1^1) & \text{Tr}(M_1^2) & \dots \\ 1 & \text{Tr}(\rho_{111} \cdot \rho_{111}) & \text{Tr}(\rho_{111} \cdot \rho_{112}) & \dots & \text{Tr}(\rho_{111} \cdot M_1^1) & \text{Tr}(\rho_{111} \cdot M_1^2) & \dots \\ 1 & \text{Tr}(\rho_{112} \cdot \rho_{111}) & \text{Tr}(\rho_{112} \cdot \rho_{112}) & \dots & \text{Tr}(\rho_{112} \cdot M_1^1) & \text{Tr}(\rho_{112} \cdot M_1^2) & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ M_1^1 & \text{Tr}(M_1^1) & \text{Tr}(M_1^1 \cdot \rho_{111}) & \text{Tr}(M_1^1 \cdot \rho_{112}) & \dots & \text{Tr}(M_1^1 \cdot M_1^1) & \text{Tr}(M_1^1 \cdot M_1^2) & \dots \\ M_1^2 & \text{Tr}(M_1^2) & \text{Tr}(M_1^2 \cdot \rho_{111}) & \text{Tr}(M_1^2 \cdot \rho_{112}) & \dots & \text{Tr}(M_1^2 \cdot M_1^1) & \text{Tr}(M_1^2 \cdot M_1^2) & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{bmatrix} \end{matrix}$$

- $\forall \Gamma$ , 'pseudo score'  $S(\Gamma)$
- $S(\{\rho_x, M_y^b\}) = S(\Gamma_{\rho_x, M_y^b})$

# Generalised $(n, d)$ -RAC game



$S(\rho_x, M_y^b)$

$S_{\max}^Q$

$S$

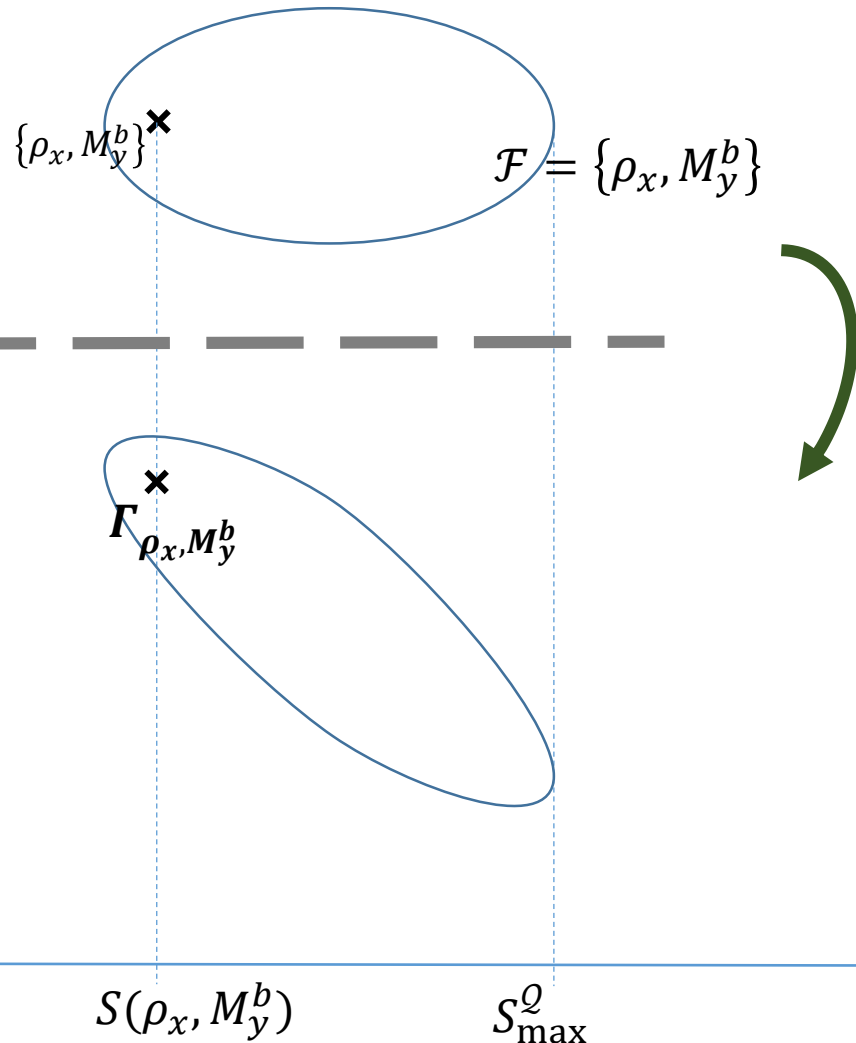
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- $S_{\max}^Q = \max_{M_y^b, \rho_x \in \mathcal{F}} S(\{\rho_x, M_y^b\})$

# Generalised $(n, d)$ -RAC game



$$S_{\max}^Q = \max_{M_y^b, \rho_x \in \mathcal{F}} S(\{ \rho_x, M_y^b \})$$

$$\mathcal{F} : \rho_x, M_y^b \succcurlyeq 0, \text{ dimension } d, \text{Tr}(\rho_x) = 1, \forall y, \sum_b M_y^b = I_d$$

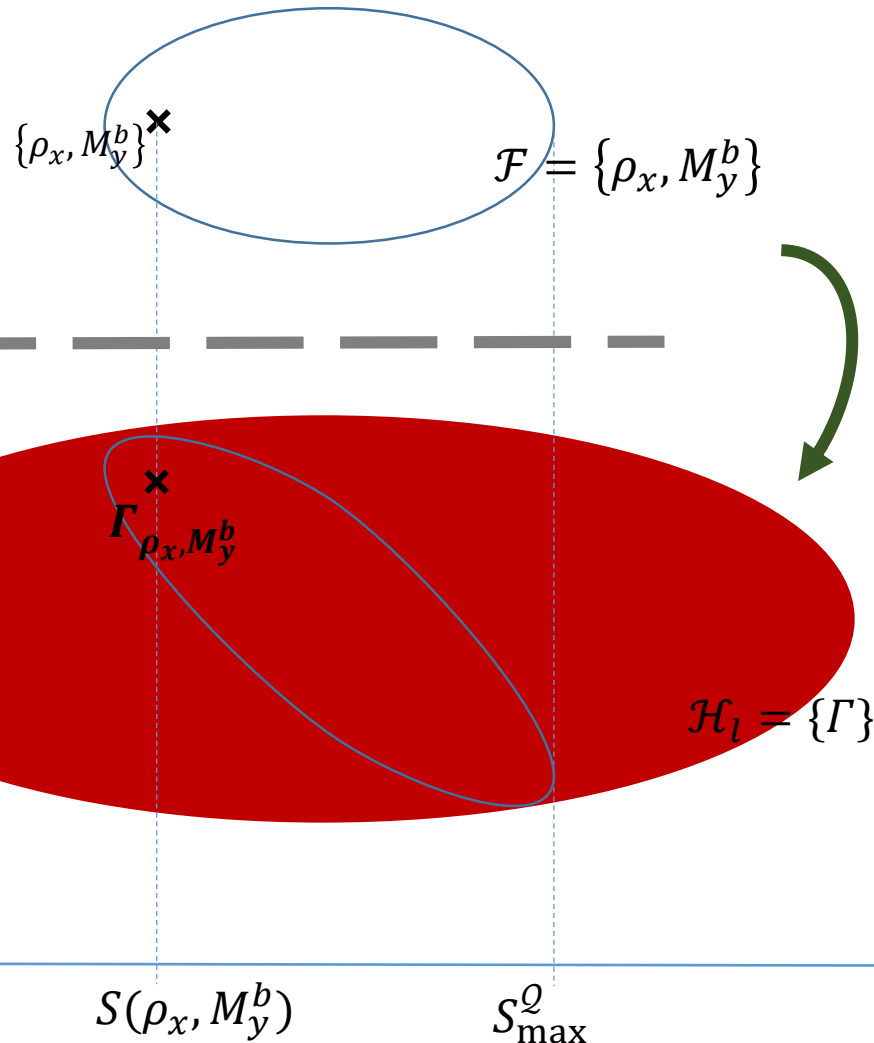
## SDP relaxation

- Order  $l$  moment matrix  $\{ \rho_x, M_y^b \} \mapsto \Gamma_{\rho_x, M_y^b}$
- $$S_{\max}^Q = \max_{M_y^b, \rho_x \in \mathcal{F}} S(\{ \rho_x, M_y^b \})$$

$$= \max_{\Gamma_{M_y^b, \rho_x}^b} S(\Gamma_{M_y^b, \rho_x}^b)$$

$$s.t. M_y^b, \rho_x \in \mathcal{F}$$

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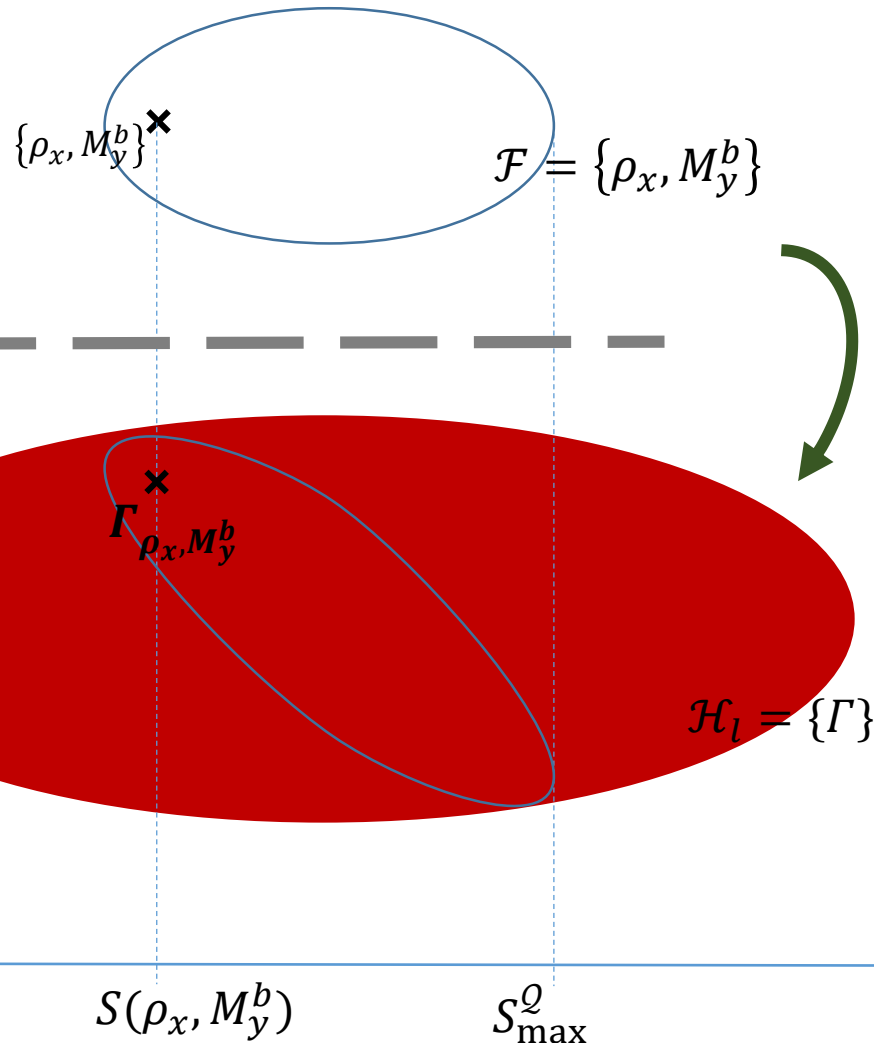
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$$\text{where } \mathcal{H}_l = \left\{ \Gamma \geq 0 \mid \Gamma \in \text{Span}(\Gamma_{M_y^b, \rho_x}) \right\}$$

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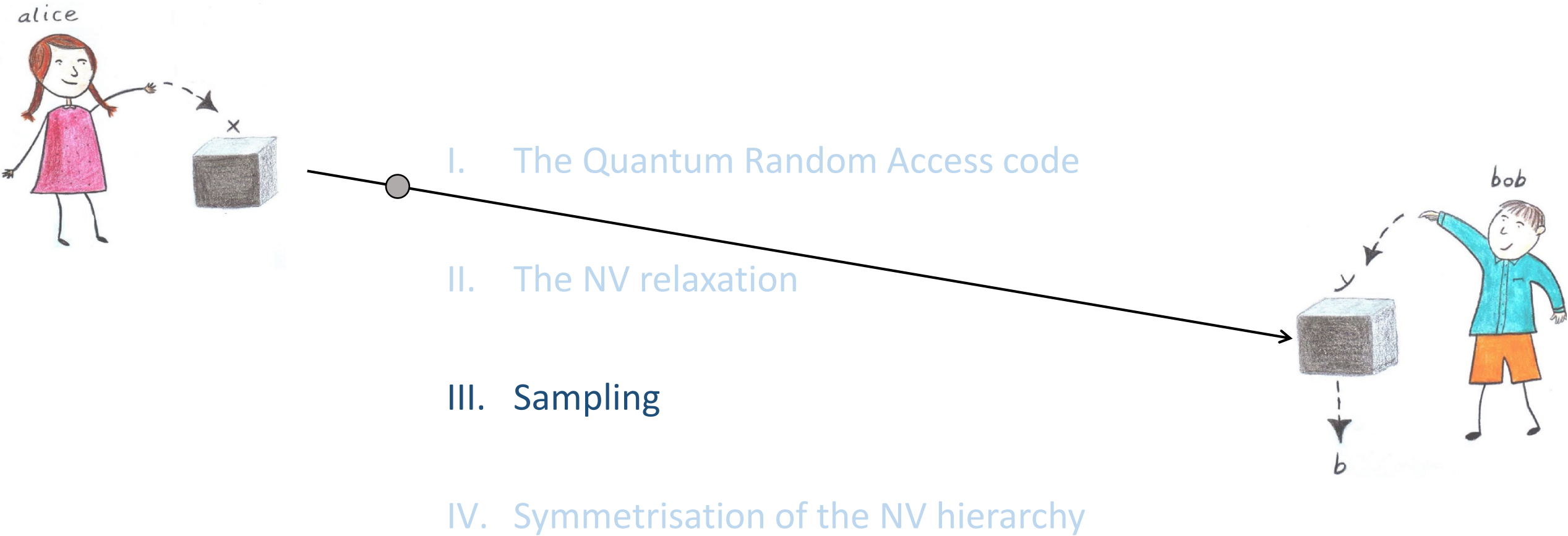
$$\text{where } \mathcal{H}_l = \left\{ \Gamma \succcurlyeq 0 \mid \Gamma \in \text{Span}(\Gamma_{M_y^b, \rho_x}) \right\}$$

- How to construct  $\mathcal{H}_l$ ?

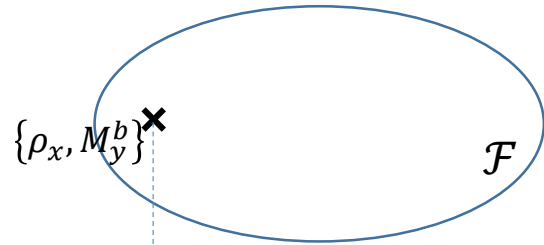
$S \triangleright$  Sampling



# Quantum polynomial optimisation problems for dimension $d$ variables, with symmetries



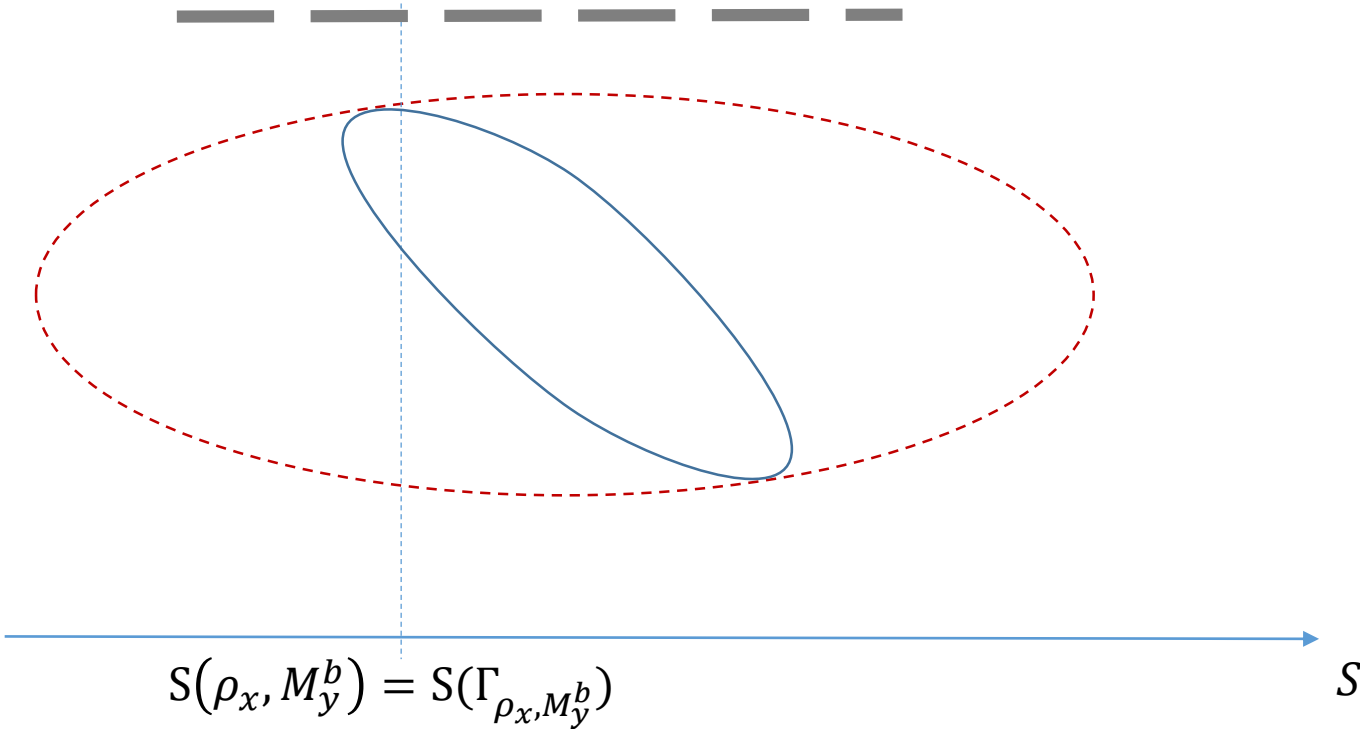
# Sampling



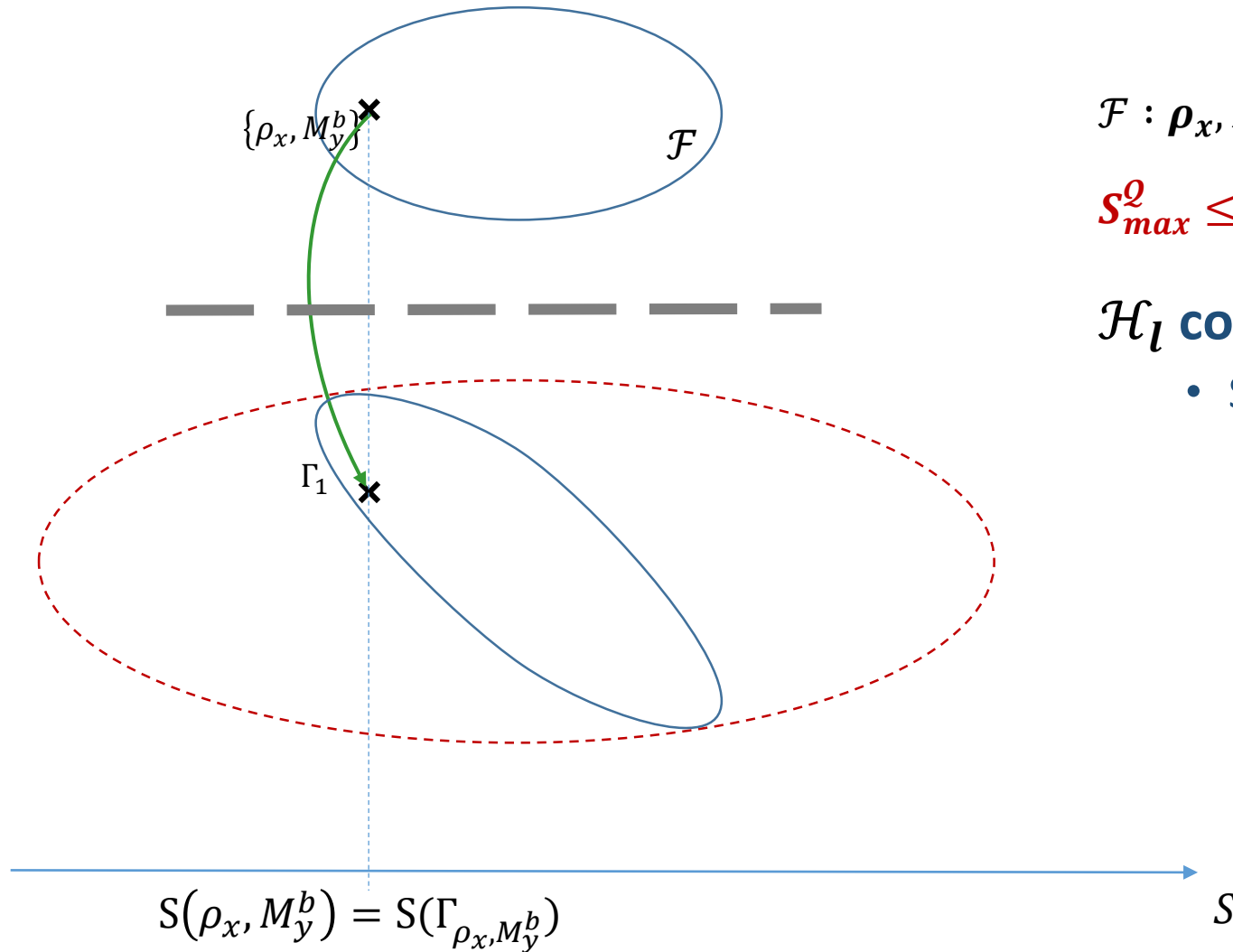
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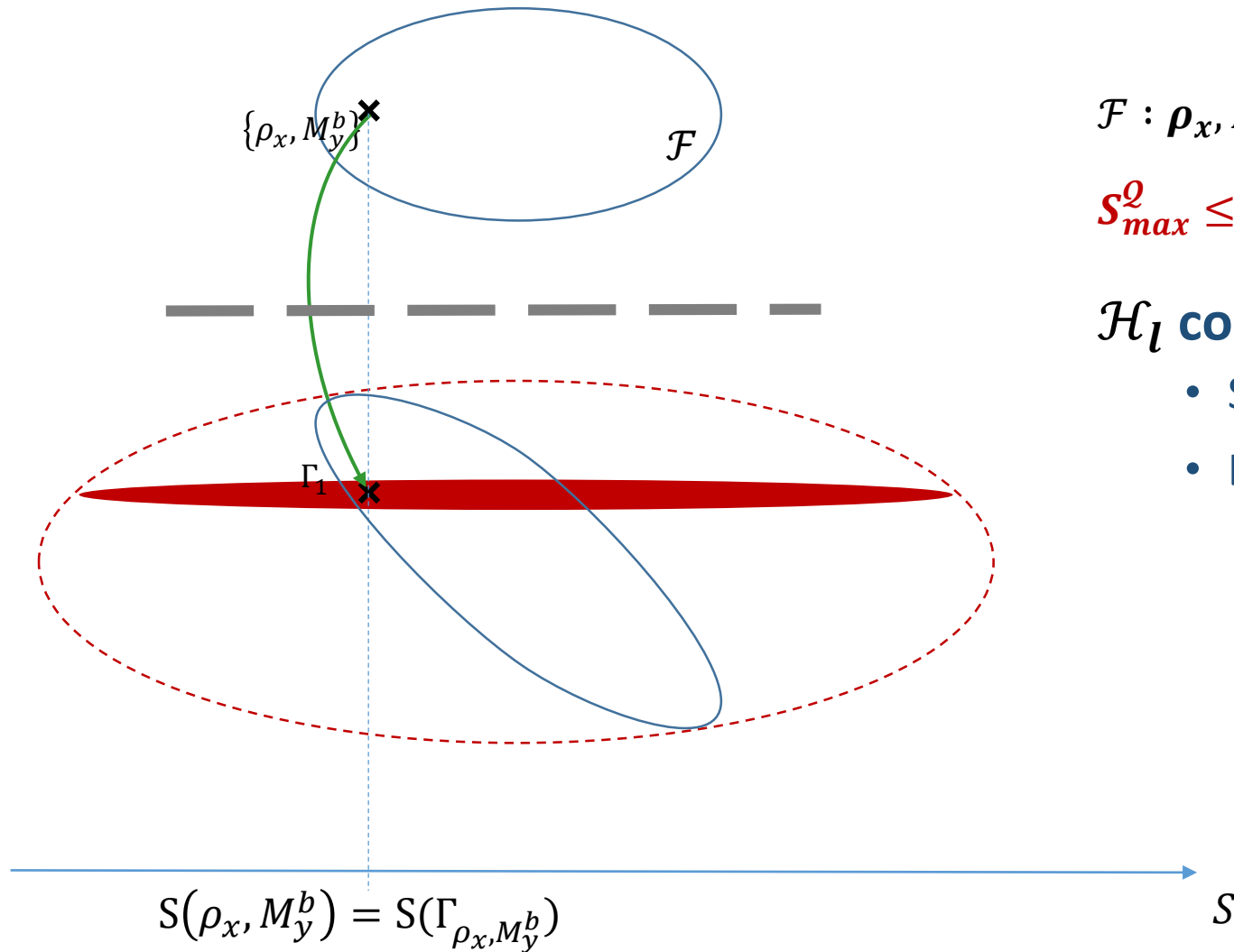
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- Sample  $\rho_x, M_y^b \in \mathcal{F}$ , compute  $\Gamma_1 = \Gamma_{\rho_x, M_y^b}$

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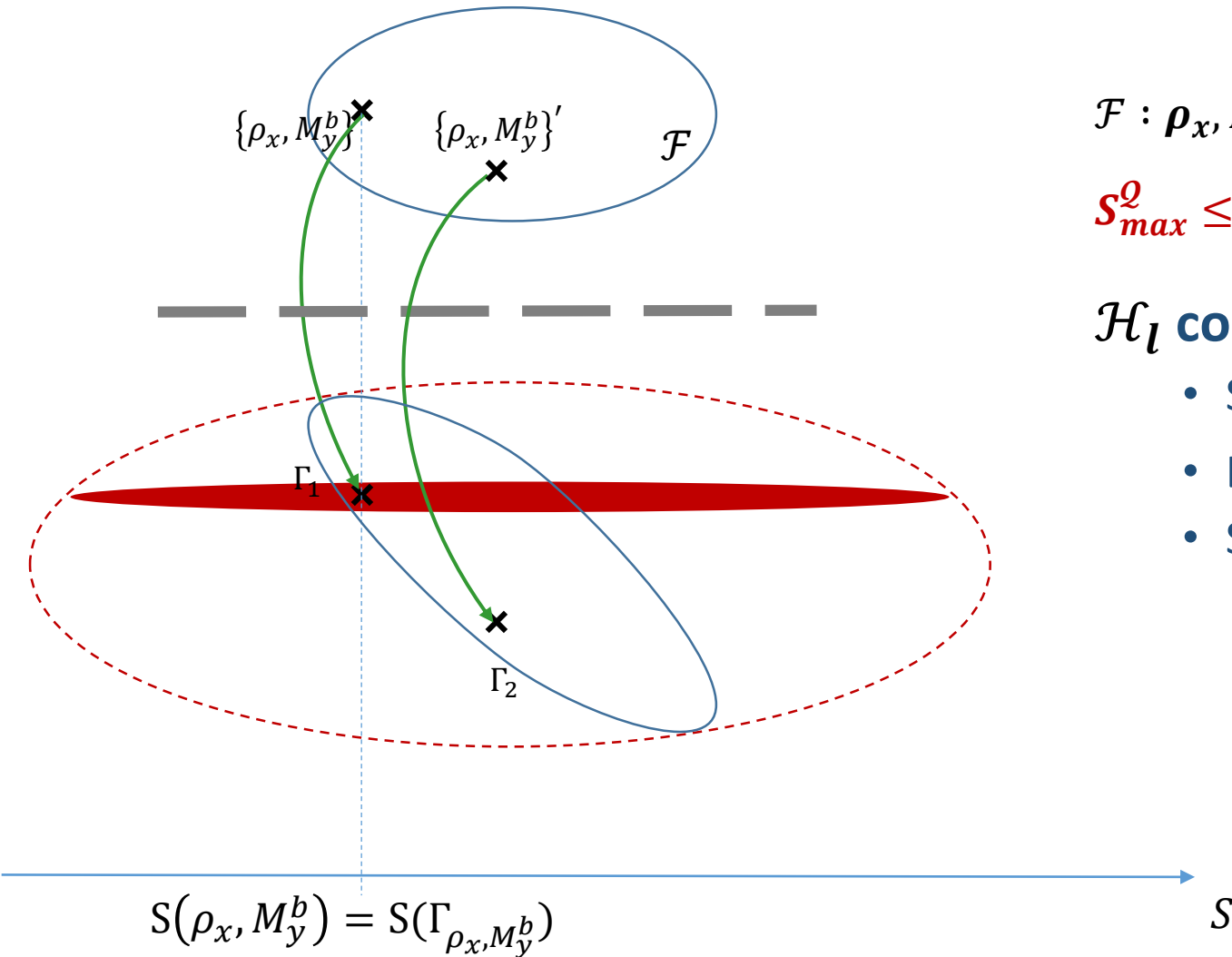
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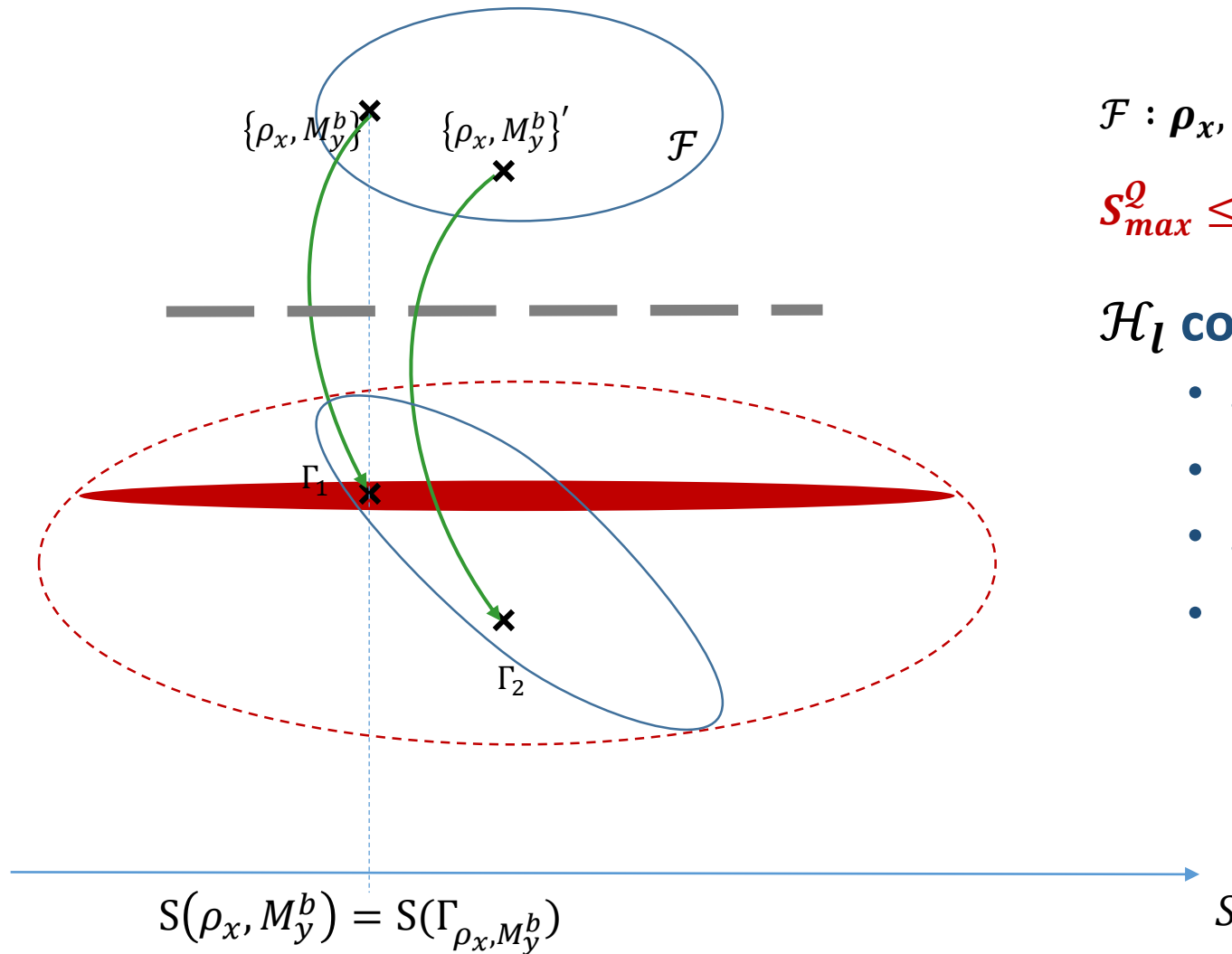
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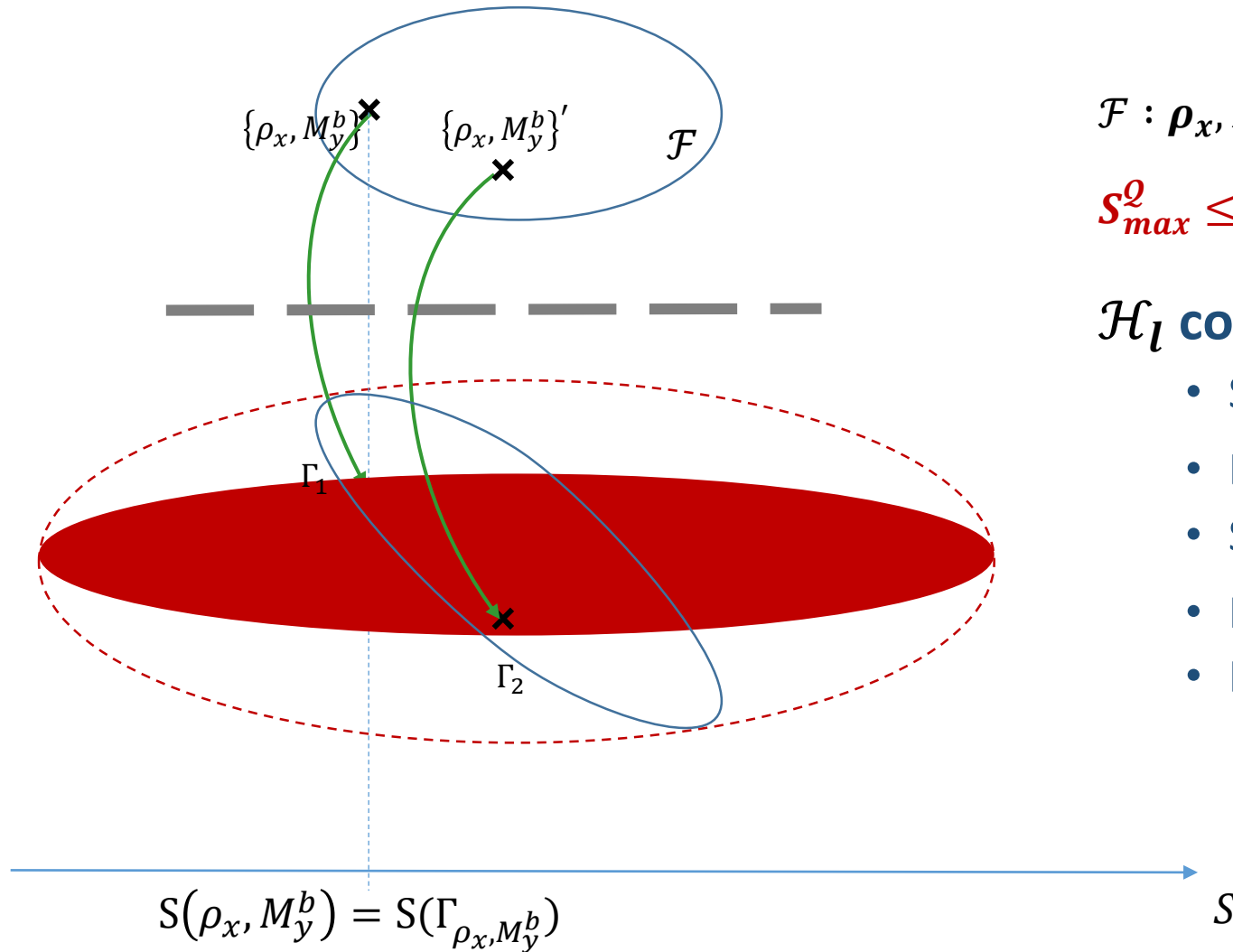
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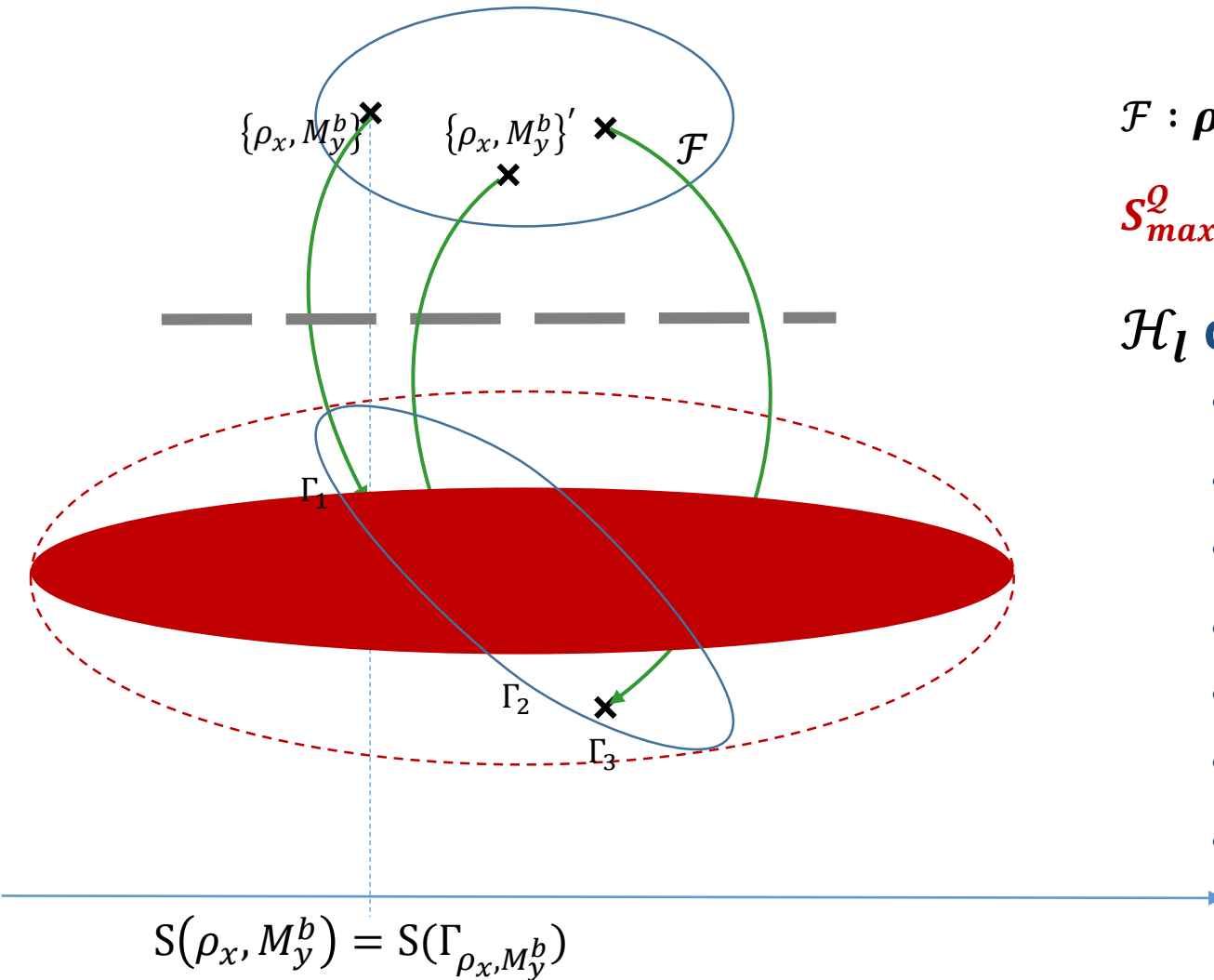
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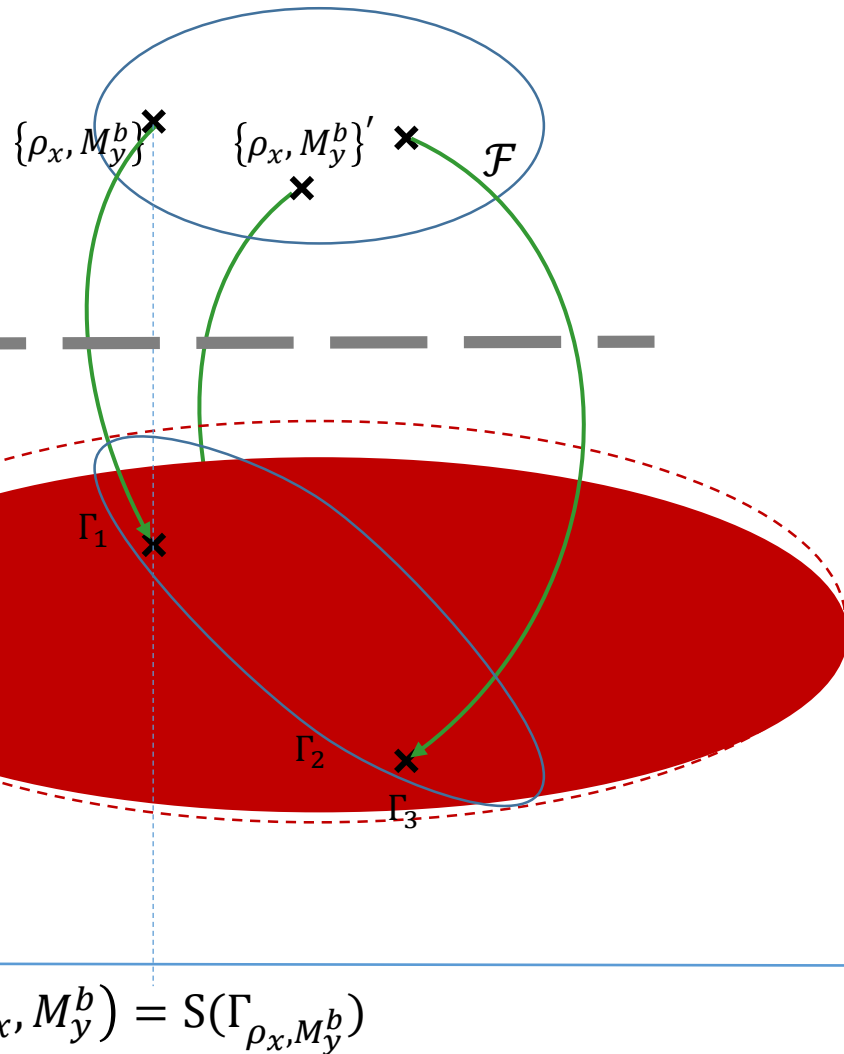
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# Sampling



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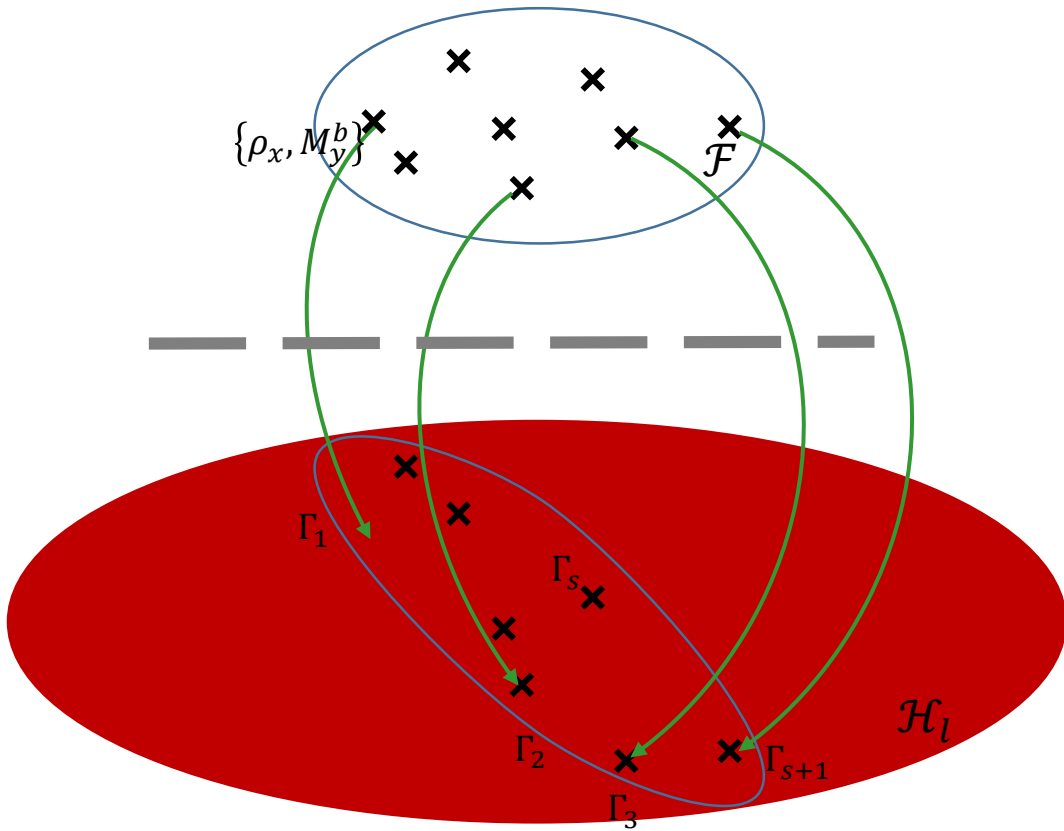
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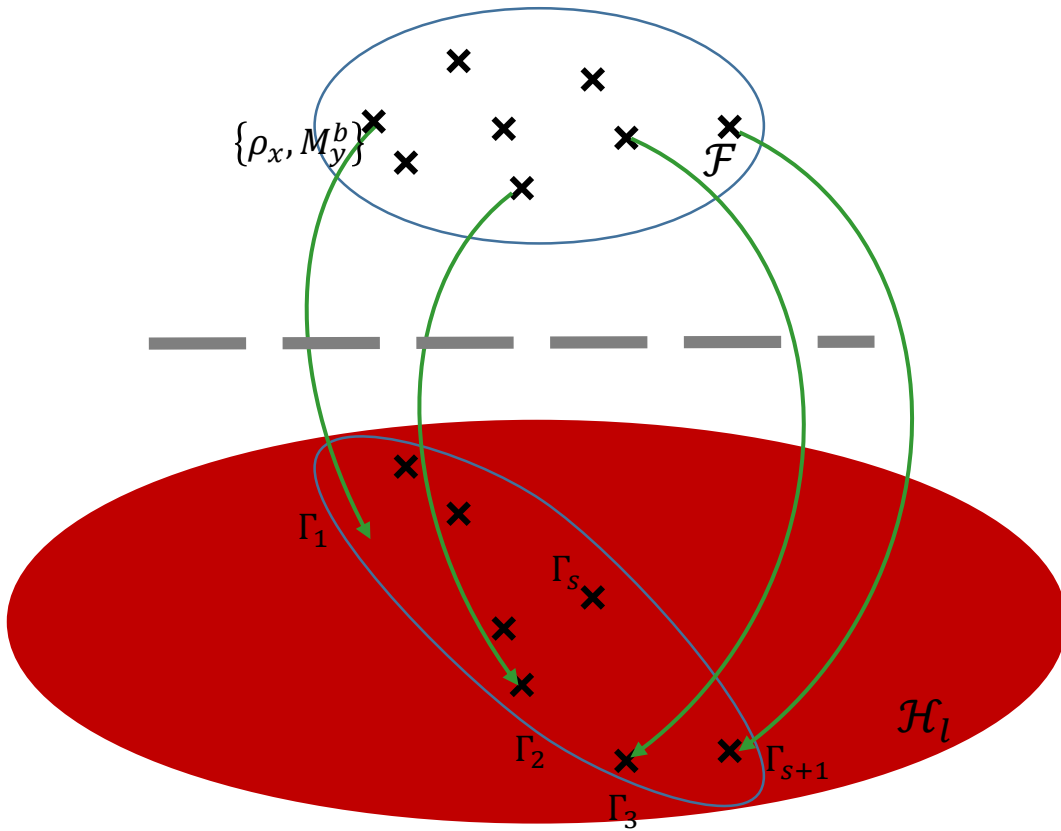
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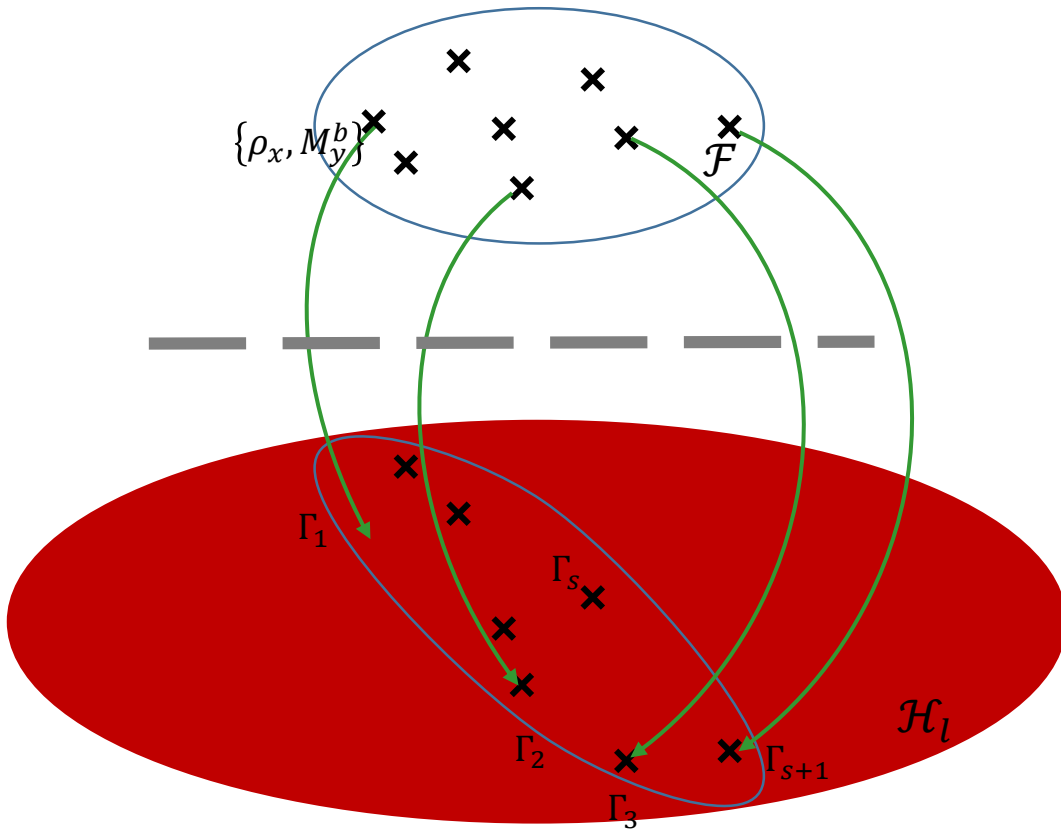
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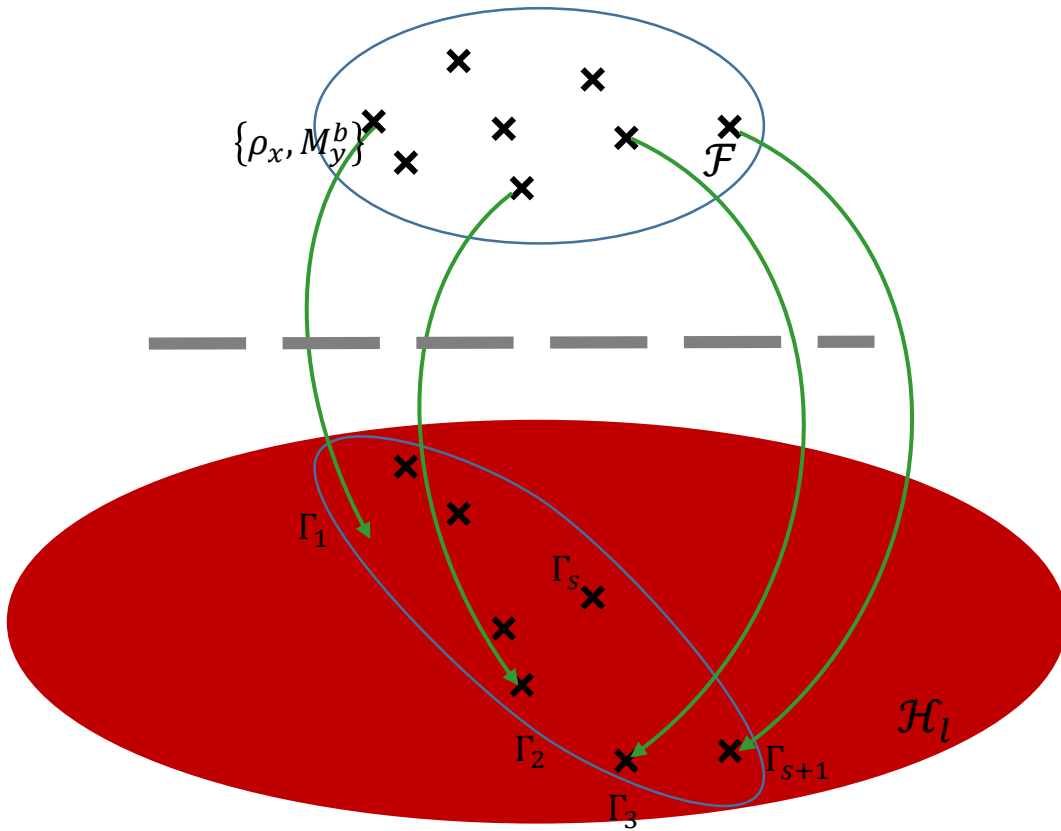
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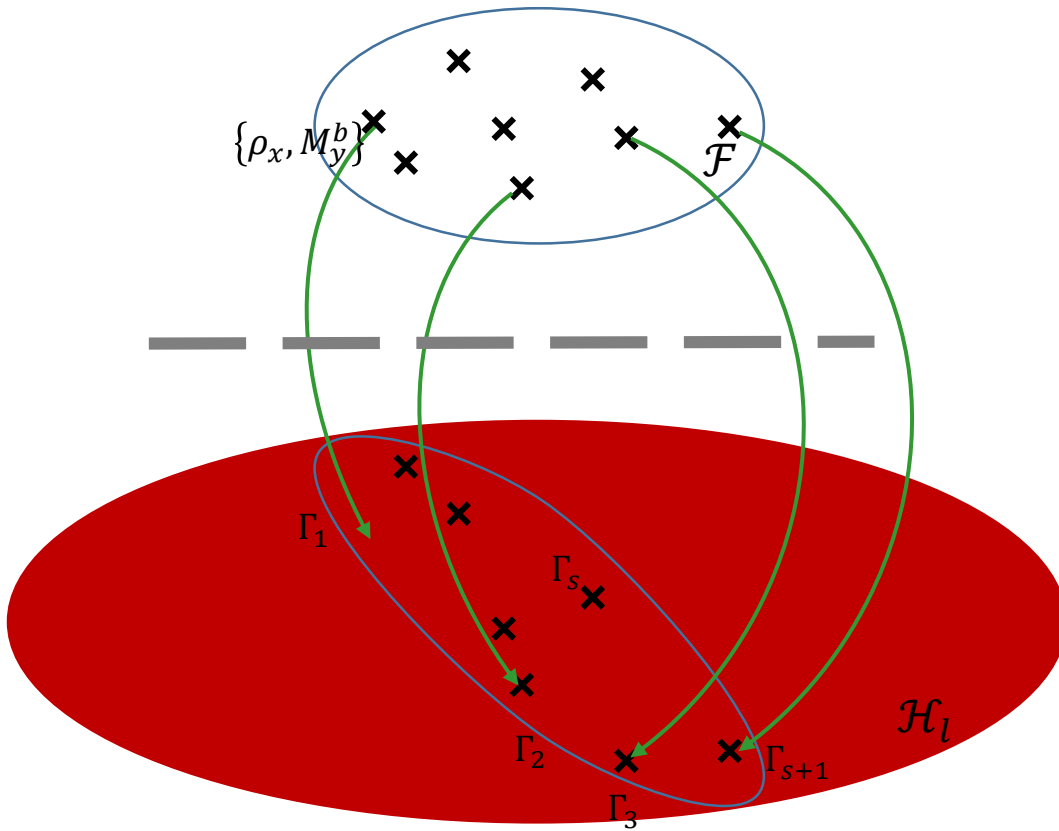
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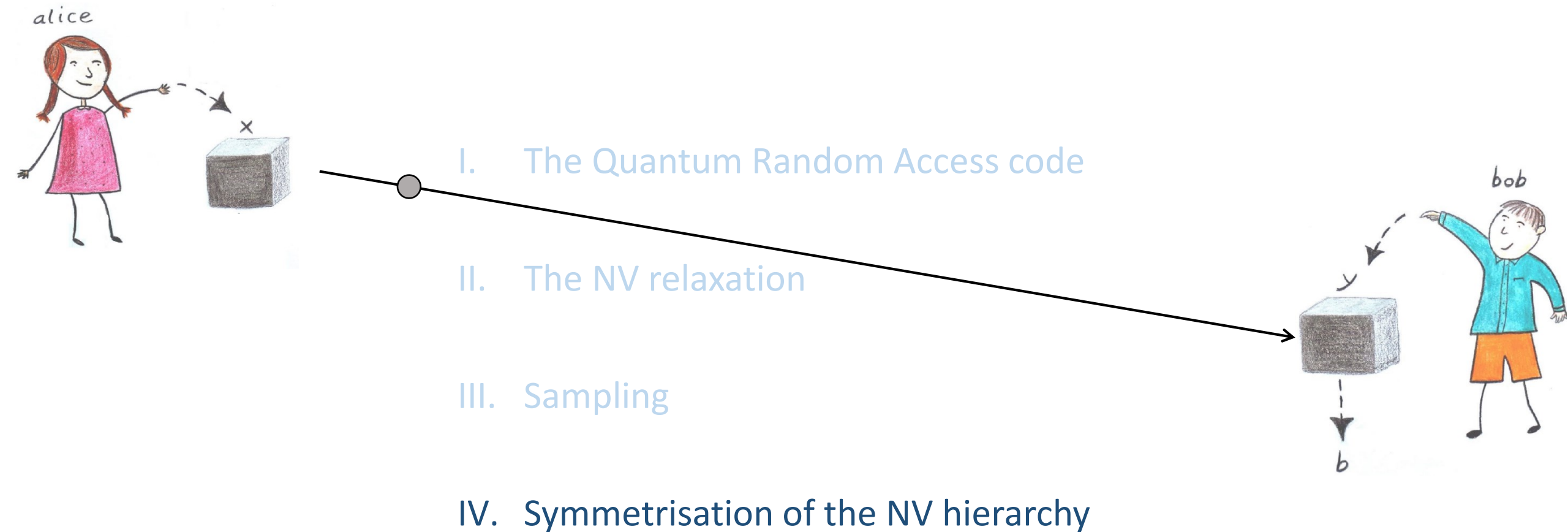
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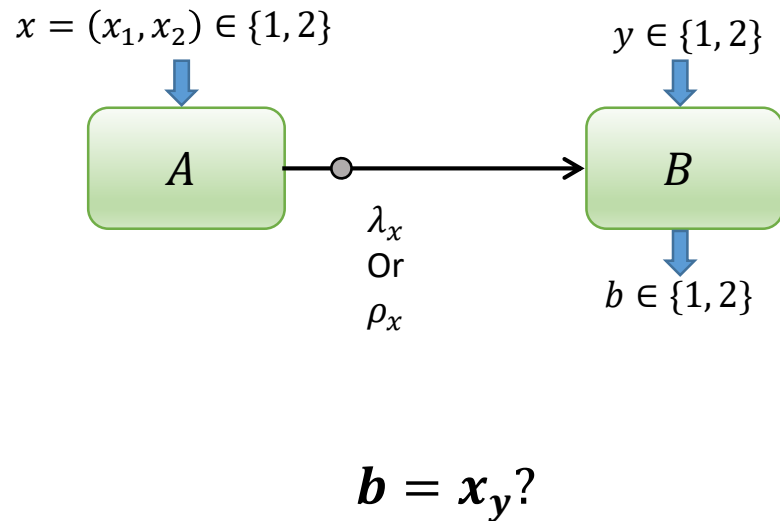
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- In practice not so obvious:
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  - 'unlucky' sampling

# Quantum polynomial optimisation problems for dimension $d$ variables, with symmetries



# NV Hierarchy Symmetrisation



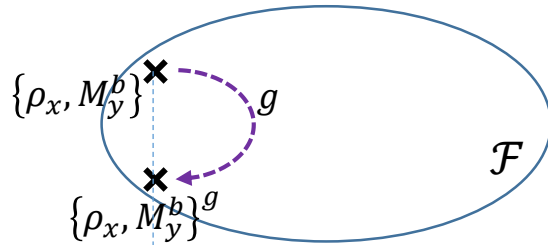
## Group of relabelling of the game

- Game invariant by some transformations
  - $\sigma: x_1 \leftrightarrow x_2$  and  $y: 1 \leftrightarrow 2$
  - $\tau: x_1: 1 \leftrightarrow 2$  and  $y = 1: (b: 1 \leftrightarrow 2)$
  - ...
- Form a group of symmetry  $G$

$$G = S_2 \wr S_2$$

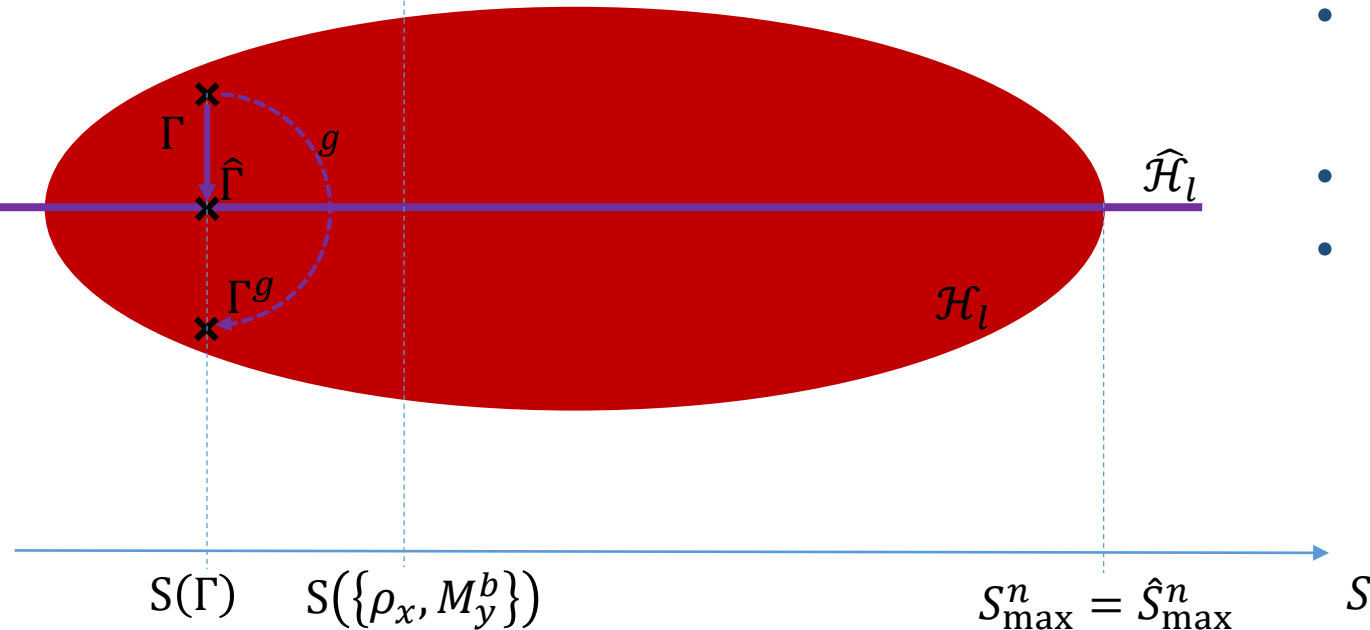


# NV Hierarchy Symetrisation

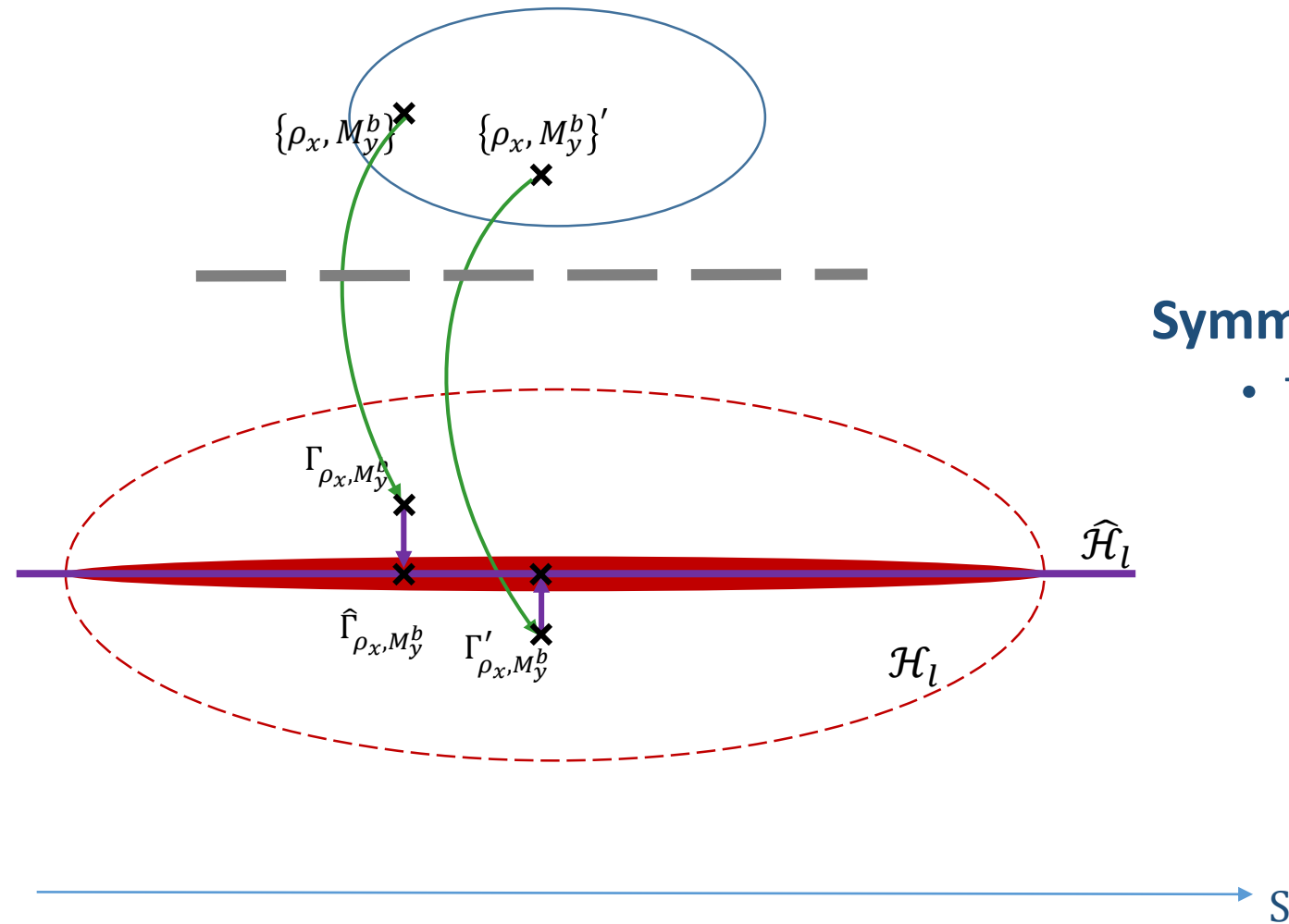


## Transformed strategies

- $g \in G$  maps strategy  $(\rho_x, M_y^b)$  to  $(\rho_x, M_y^b)^g$
- $g \in G$  maps  $\Gamma$  to  $\Gamma^g$
- $\mathcal{S}(\Gamma) = \mathcal{S}(\Gamma^g)$
- $\mathcal{S}$  is linear
  - Hence  $\mathcal{S}(\Gamma) = \mathcal{S}(\hat{\Gamma})$ ,  $\hat{\Gamma} = \frac{1}{|G|} \sum_g \Gamma^g$
- Set  $\hat{\mathcal{H}}_l = \{\hat{\Gamma}\}$  much smaller than  $\mathcal{H}_l$
- The maximum is unchanged:
  - $\mathcal{S}_{\max}^l = \max_{\hat{\Gamma} \in \hat{\mathcal{H}}_l} \mathcal{S}(\hat{\Gamma})$



# NV Hierarchy Symmetrisation



## Symmetrized sampling

- The sampled space  $\hat{\mathcal{H}}_l$  is much smaller

# NV Hierarchy Symmetrisation

$$\Omega \hat{\Gamma} \Omega^{-1} = \begin{bmatrix} [\mathbb{1}_{d_1} \otimes \Gamma_1] & \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \ddots & \mathbf{0} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} & [\mathbb{1}_{d_k} \otimes \Gamma_k] & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} & \mathbf{0} & \ddots & \mathbf{0} \\ \mathbf{0} & \mathbf{0} & \mathbf{0} & \mathbf{0} & [\mathbb{1}_{d_K} \otimes \Gamma_K] \end{bmatrix}$$

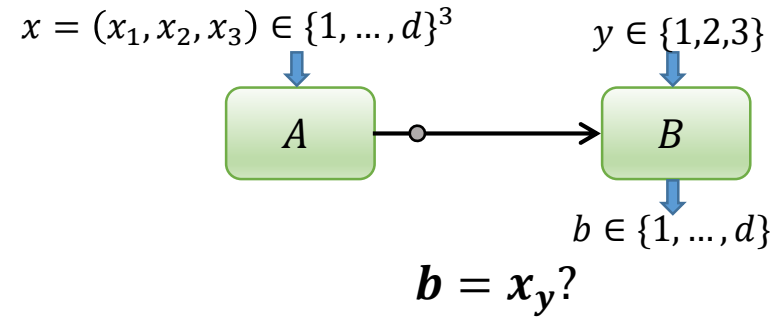
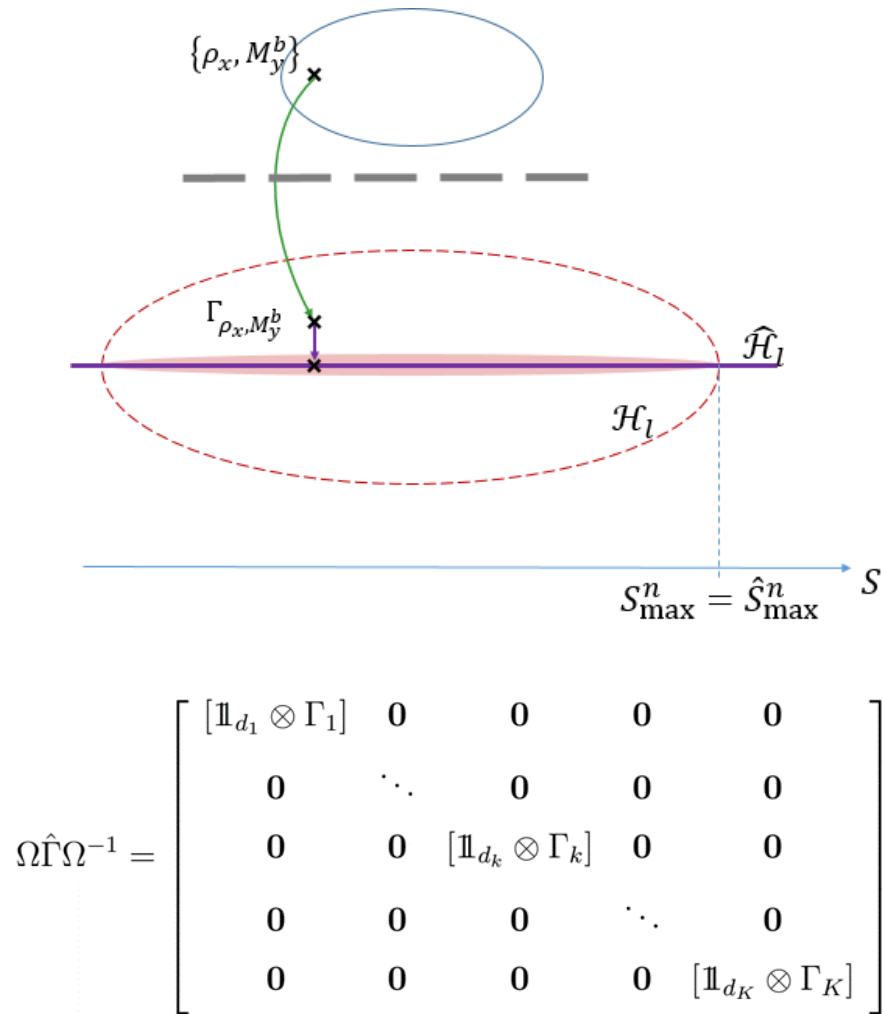
$$V = (V_1 \otimes \mathbb{C}^{m_1}) \oplus \dots \oplus (V_k \otimes \mathbb{C}^{m_k}) \oplus \dots \oplus (V_K \otimes \mathbb{C}^{m_K})$$

## Symmetrized SDP

- $\hat{\Gamma}$  is invariant under  $\mathbf{G}$   
 $\hat{\Gamma} = \boxplus_k (\text{id}_{d_k} \otimes \Gamma_k)$
- The SDP  $\mathcal{S}_{max}^n = \max_{\hat{\Gamma} \in \hat{\mathcal{H}}_n} \mathcal{S}(\hat{\Gamma})$  breaks into block SDPs

$$\left\{ \max_{\Gamma_k \in \hat{\mathcal{H}}_n^k} \mathcal{S}(\Gamma_k) \right\}_k$$

# NV Hierarchy Symmetrisation



	# Basis elements		SDP (+ blkdiag) time (sec)		
$(n, d)$	standard	sym	standard	sym	Result
(3,2)	224	28	11	2	0.7887
(3,3)	11380	82	$> 8.5 \times 10^4$	4	0.6989
(3,4)	-	82	-	15	0.6474
(3,5)	-	82	-	120	0.6131

Level of relaxation  $l$ : **1 + AB**. '-': unable to perform a computation.

# NV Hierarchy Symetrisation

srosset.github.io/qdimsum/

## QDimSum



Symmetric SDP relaxations for qudits systems

View the Project on GitHub  
denisrosset/qdimsum

Download  
ZIP File

Download  
TAR Ball

View On  
GitHub

## QDimSum

This package was written by Denis Rosset, Armin Tavakoli and Marc-Olivier Renou.

It implements the algorithms described in

- A. Tavakoli, D. Rosset and M.-O. Renou, [Enabling computation of correlation bounds for finite-dimensional quantum systems via symmetrisation](#), arXiv:1808.02412

and is based on the Navascués-Vértesi hierarchy described in

- M. Navascués, A. Feix, M. Araújo, and T. Vértesi, [Characterizing finite-dimensional quantum behavior](#)

We also mention the first use of symmetrisation applied to the Navascués-Vértesi hierarchy in the independent work:

- E. A. Aguilar, J. J. Borkala, P. Mironowicz, M. Pawłowski, [Connections Between Mutually Unbiased Bases and Quantum Random Access Codes](#)

replab.github.io/replab/



s / Welcome to RepLAB!

## Welcome to RepLAB!

Current version: 0.9.0 ([GitHub](#) / [latest release ZIP](#) / [Installation instructions](#)).

RepLAB provides tools to study representations of finite groups and decompose them numerically. It is compatible with both [MATLAB](#) and [Octave](#).

```
group: 2 x 2 unitary matrices
isUnitary: true
factor(1): Unitary complex representation of dimension 2
factor(2): Unitary complex representation of dimension 2
>> g = U2.sample

g =
    0.2380 + 0.1364i    -0.9218 - 0.2807i
    0.7846 - 0.5594i    0.1747 - 0.2625i

>> rep2_image(g)

ans =

    0.0343 + 0.0627i    -0.1737 - 0.1903i    -0.1737 - 0.1903i    0.7709 + 0.5175i
    0.2568 - 0.0217i    0.6678 - 0.0228i    -0.8802 + 0.2954i    -0.2178 + 0.1376i
    0.2568 - 0.0217i    -0.8802 + 0.2954i    0.6678 - 0.0228i    -0.2178 + 0.1376i
    0.3025 - 0.8776i    0.0238 - 0.2566i    0.0238 - 0.2566i    -0.0105 - 0.0707i

>> D = rep2_
```

Decomposition of the  $U \otimes U$  representation of the unitary group of dimension 2.

# Open Questions

## RAC game

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  - A finite level relaxation fails to capture the complexity of increasing  $d$ ?
  - Hint that for fixed  $n$ , increasing  $d$  does not add complexity?

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  - by quantifying the probability of numerical errors or 'unlucky' sampling?
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## Open problem

- This could be useful for the ‘MUB’ open problem:  
number of Mutually Unbiased Basis in dimension 6
  - Long standing mathematical open problem