

Wed 11/7/07, 7pm: Wiki Tutorial
-8:30

Pizza @ 6pm

Correction next time

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Ph 452 Lecture 20

$\mathcal{Q}(\rho)$

$$\rho_2 \rightarrow \underline{\rho} + (1-\rho)\rho_2$$

Q1 Quick Review

• $\rho \rightarrow U\rho U^\dagger$, $\rho \rightarrow \frac{\Pi_k \rho \Pi_k}{\text{tr}(\Pi_k \rho)}$, $\text{prob}(k) = \text{tr}(\Pi_k \rho)$

• Quantum Operation OSR:

$$\rho \rightarrow \sum A_k \rho A_k^\dagger, \quad \sum A_k^\dagger A_k = I$$

• Motivation 1: "Church of the larger Hilbert space" ("Dilation")

$$\rho_A \rightarrow \text{tr}_B(U_{AB} \rho_A \otimes |\psi\rangle_B \langle\psi| U_{AB}^\dagger)$$

$$A_k = \langle k| U_{AB} |\psi\rangle_B$$

• Motivation 2: Axiomatic

$$|\psi\rangle_B \in \mathcal{H}_B$$

All linear CPTP maps have an OSR

• OSR subsumes unitary, unconditional measurement evolution.

• OSR ambiguity:

$$\mathcal{A}(\rho) = \mathcal{B}(\rho) \Leftrightarrow A_i = \sum u_{ij} B_j$$

Proof: NC Thm 8.2

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Example Channels:

Bit-flip channel $\mathcal{B}(p)$

$$\rho \rightarrow (1-p)\rho + pX\rho X \quad A_0 = \sqrt{1-p} I$$

$$A_1 = \sqrt{p} X$$

Unitary rep:

$$A_0 = \langle 0 | \Lambda(x) (\sqrt{1-p} |0\rangle_B + \sqrt{p} |1\rangle_B) = \sqrt{1-p} I$$

$$A_1 = \langle 1 | \Lambda(x) (\sqrt{1-p} |0\rangle_B + \sqrt{p} |1\rangle_B) = \sqrt{p} X$$

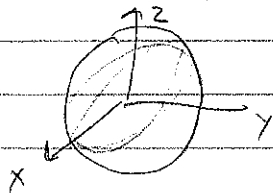
$$\Lambda(x) = \text{controlled-}X = \text{CNOT} = \begin{array}{c} A \\ \oplus \\ B \end{array} = \begin{pmatrix} 1 & & & \\ & 0 & 1 & \\ & 1 & 0 & \\ & & & 1 \end{pmatrix}$$

Bloch spheres

$$\rho = \frac{1}{2} (\mathbb{I} + \vec{r} \cdot \vec{\sigma}) \quad 0 \leq |\vec{r}| \leq 1$$

Factoid: $XXX = X, XYY = -Y, XZZ = -Z$

$$\rho \rightarrow \frac{1}{2} (\mathbb{I} + [r_x, (1-2p)r_y, (1-2p)r_z] \cdot \vec{\sigma})$$



shrinks to cigar-like ellipsoid along x-axis.

*
z y
xy = iz
izx = ixy
xyz = iyz
yxz = -ixy
zyx = -ixy

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Process is irreversible!

$$\mathcal{B}^{-1}\left(\frac{1}{2}(\mathbb{I} \pm (1-2p)Y)\right) = \frac{1}{2}(\mathbb{I} \pm Y)$$

$$\frac{1}{2}\mathcal{B}^{-1}(\mathbb{I}) \pm \frac{1}{2}(1-2p)\mathcal{B}^{-1}(Y) = \frac{1}{2}(\mathbb{I} \pm Y) \quad \text{by linearity}$$

$$\Rightarrow \mathcal{B}^{-1}(Y) = \frac{1}{1-2p}Y, \quad \mathcal{B}^{-1}(\mathbb{I}) = \mathbb{I}$$

$$\Rightarrow \mathcal{B}^{-1}\left(\frac{1}{2}(\mathbb{I} + Y)\right) = \frac{1}{2}\left(\mathbb{I} + \frac{1}{1-2p}Y\right)$$

Is physical, though, with prior entanglement

Not a valid density matrix for $p > 0!$

$\Rightarrow \mathcal{B}^{-1}$ is not a quantum operation.

Phase-flip channel $\mathcal{P}(p)$

$$p \rightarrow (1-p)p + pZpZ$$

Unitary rep: same as BFC but using $\Lambda(Z)$

Bloch sphere: ellipsoid along z-axis. $[r_x, r_y, r_z] \rightarrow [(1-2p)r_x, (1-2p)r_y, r_z]$

Amplitude-damping channel $\mathcal{A}(p)$



Unitary rep:

$$\begin{aligned} |0\rangle|0\rangle_B &\rightarrow |0\rangle|0\rangle_B \\ |1\rangle|0\rangle_B &\rightarrow \sqrt{1-p}|1\rangle|0\rangle_B + \sqrt{p}|0\rangle|1\rangle_B \end{aligned}$$

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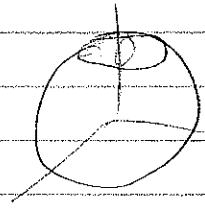
OSR:

$$A_0 = \begin{bmatrix} 1 & 0 \\ 0 & \sqrt{1-p} \end{bmatrix}, A_1 = \begin{bmatrix} 0 & \sqrt{p} \\ 0 & \alpha \end{bmatrix}$$

Bloch sphere:

$$(r_x, r_y, r_z) \rightarrow (\sqrt{1-p} r_x, \sqrt{1-p} r_y, (1-p)r_z + p)$$

important



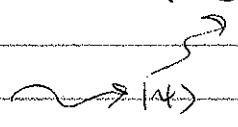
Sphere shrinks + squashes towards North pole,

Physics: $p = 1 - e^{-t/T_1}$, T_1 is a "decay time"

Note $\mathcal{Q}(\mathbb{I}) = \begin{pmatrix} 1+p & 0 \\ 0 & 1-p \end{pmatrix} \neq \mathbb{I}$. ($= \mathbb{I} e^Z$)

A nonunitary channel

Phase-damping channel:



State-dependent scattering off of state.

$$|0\rangle|0\rangle_0 \rightarrow |0\rangle (\sqrt{1-p} |0\rangle + \sqrt{p} |1\rangle)$$

$$|1\rangle|0\rangle_0 \rightarrow |1\rangle (\sqrt{1-p} |0\rangle + \sqrt{p} |2\rangle)$$

OSR:

$$A_0 = \sqrt{1-p} \mathbb{I}, A_1 = \begin{bmatrix} \sqrt{p} & 0 \\ \alpha & 0 \end{bmatrix}, A_2 = \begin{bmatrix} \alpha & \sqrt{p} \\ 0 & \sqrt{p} \end{bmatrix}$$

Bloch sphere:

$$(r_x, r_y, r_z) \rightarrow ((1-p) r_x, (1-p) r_y, r_z)$$

Physics Lecture 20

Looks the same as

$$B_0 = \sqrt{1-\frac{p}{2}} I, \quad B_1 = \sqrt{\frac{p}{2}} Z \quad \begin{matrix} \text{(scaled)} \\ \text{(Phase-flip channel)} \end{matrix}$$

Relationship

$$U = \begin{bmatrix} \sqrt{\frac{2(1-p)}{2-p}} & \sqrt{\frac{p}{2(2-p)}} & \sqrt{\frac{p}{2(2-p)}} \\ 0 & \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ -\sqrt{\frac{p}{2-p}} & \sqrt{\frac{1-p}{2-p}} & \sqrt{\frac{1-p}{2-p}} \end{bmatrix} \quad B_i = \sum u_{ij} A_j$$

How to obtain:

$$A_0 = \sqrt{1-p} I, \quad A_1 = \frac{\sqrt{p}}{2} (I+Z), \quad A_2 = \frac{\sqrt{p}}{2} (I-Z)$$

Row 1:

$$B_0 = \sqrt{1-\frac{p}{2}} I = u_{00} \sqrt{1-p} I + u_{01} \frac{\sqrt{p}}{2} (I+Z) + u_{02} \frac{\sqrt{p}}{2} (I-Z)$$

$$\Rightarrow \sqrt{1-\frac{p}{2}} = u_{00} \sqrt{1-p} + u_{01} \frac{\sqrt{p}}{2} + u_{02} \frac{\sqrt{p}}{2}$$

$$0 = u_{01} \frac{\sqrt{p}}{2} + u_{02} \frac{\sqrt{p}}{2}$$

Also do
 $\frac{1}{2}(I+Z)$
vs $\frac{1}{2}I$

$$U^\dagger U = I \Rightarrow |u_{00}|^2 + |u_{01}|^2 + |u_{02}|^2 = 1$$

Row 2:

$$B_1 = \sqrt{\frac{p}{2}} Z = u_{10} A_0 + u_{11} A_1 + u_{12} A_2$$

$$\Rightarrow u_{11} = -u_{12}$$

$$0 = \sqrt{1-p} u_{10} + 2 \sqrt{\frac{p}{2}} u_{11}$$

$$|u_{10}|^2 + |u_{11}|^2 + |u_{12}|^2 = 1$$

} Finally,
columns of
U sum to 1,
rows and cols
⊥

Choose phases so that $\langle \text{row 1} | \text{row 2} \rangle = 0$

Row 3:

$$\| | \text{col } j \rangle \| = 1, \quad \langle \text{col } i | \text{col } j \rangle = 0 \rightarrow \text{choose phases appropriately.}$$

Physics: $p = 1 - e^{-t/T_2}$, T_2 is "spin-spin" relaxation time

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Depolarizing Channel:

$$\rho \rightarrow (1-p)\rho + \frac{p}{3}(X\rho X + Y\rho Y + Z\rho Z)$$

Factor: $\frac{1}{2}(I\rho I + X\rho X + Y\rho Y + Z\rho Z) = I$

$$\Rightarrow X\rho X + Y\rho Y + Z\rho Z = 2I - \rho$$

$$\rho \rightarrow (1 - \frac{4}{3}p)\rho + \frac{4}{3}p(\frac{I}{2})$$

$$= (1 - \frac{4}{3}p)\rho + \frac{4}{3}p \int_{SU(2)} dU U \rho U^\dagger$$

("For those of you who know some calculus")

Bloch sphere:

$$\vec{r} \rightarrow (1-p)\vec{r}$$



Next time:
POVMS