

# GRAPH APPROACH TO GENERATE MULTIPARTITE ENTANGLEMENT IN LINEAR QUANTUM SYSTEMS

Seungbeom Chin

Sungkyunkwan University & ICTQT

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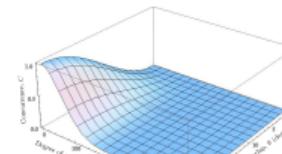
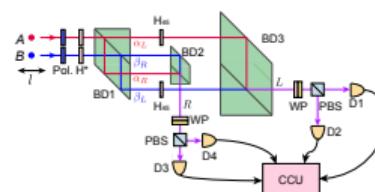
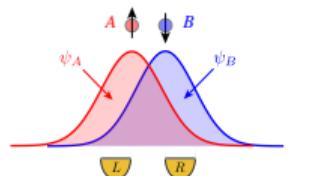
## REFERENCES

- Chin, Seungbeom, Yong-Su Kim, and Sangmin Lee. "Graph picture of linear quantum networks and entanglement." *Quantum* 5 (2021): 611.
- Chin, Seungbeom, Yong-Su Kim, and Marcin Karczewski. "Shortcut to Multipartite Entanglement Generation: A Graph Approach to Boson Subtractions", arXiv preprint arXiv:2211.04042 (2022).
- Chin, Seungbeom, "From linear quantum system graphs to qubit graphs: Heralded generation of graph states", arXiv preprint, arXiv:2306.15148 (2023).

# OVERVIEW

Entanglement generation with identical particles in linear quantum systems (LQSSs)

- Particle indistinguishability + Spatial overlap → Entanglement

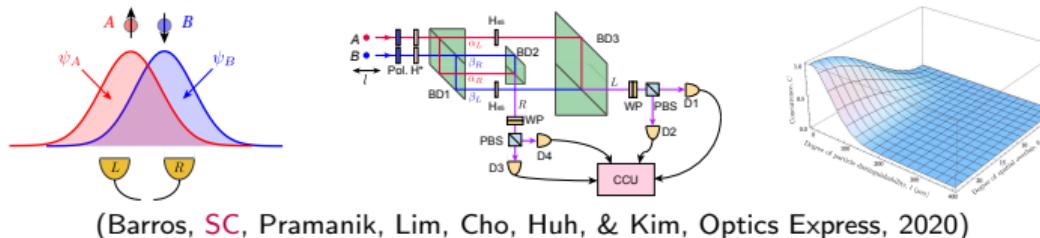


(Barros, SC, Pramanik, Lim, Cho, Huh, & Kim, Optics Express, 2020)

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## Probabilistic entanglement generations w/ bosons

### Postselection

- Prearrangement on which state to “postselect”
- Requires detection of all states in the circuit, which will contain unwanted states
- In general, cannot be directly used as quantum gates

### Heralding

- Employs ancillary single bosons and modes as “heralds” of the expected target states
- Allows for sorting out the experimental runs for the target states w/o measuring them
- needs more particles and modes, **complicated to design**

Bipartite case is OK, but...

QUESTION: LQSSs  $\xrightleftharpoons{?}$   $N$ -partite entangled states

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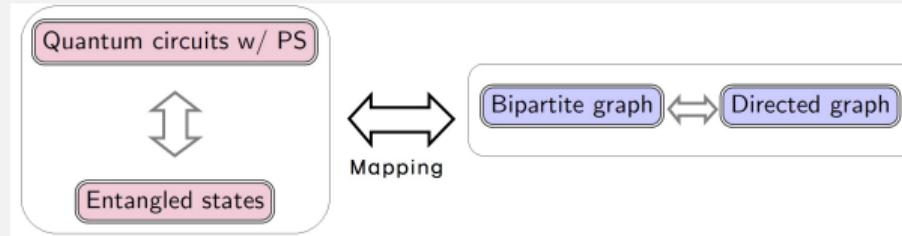
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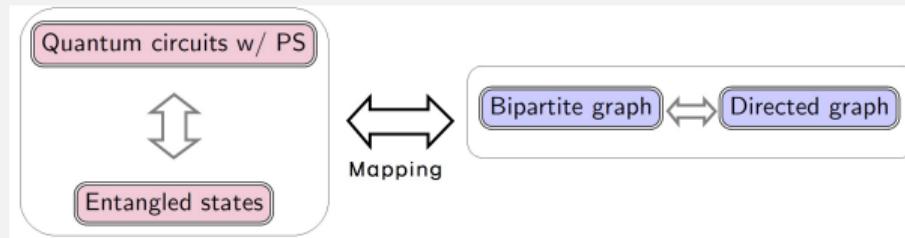
LQSSs  $\xleftrightarrow{\text{GRAPH}}$   $N$ -partite entangled states

- What we have done so far: found necessary conditions for LQSSs to generate genuine entanglement and actually found several simple schemes
- Our ultimate goal: Give a straightforward path to construct optimal LQSSs that generate specific genuinely entangled states

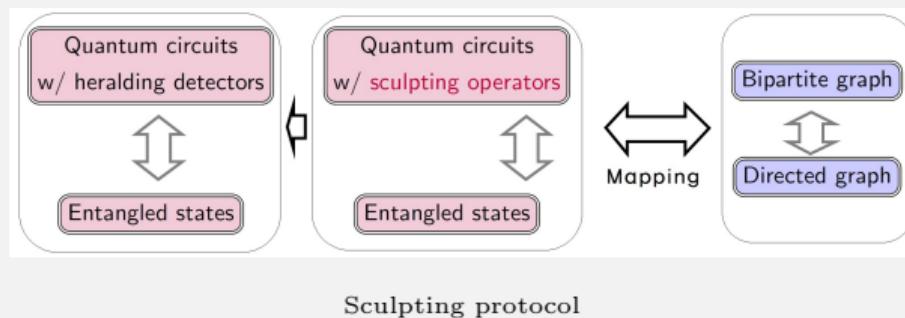
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**Heralded schemes:** SC, Y.S. Kim, & M. Karczewski, arXiv:2211.04042



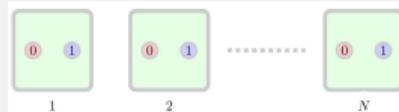
## Sculpting Protocol

- M. Karczewski et al., PRA 100, 033828 (2019) → SC, Y.S. Kim, & M. Karczewski, arXiv:2211.04042

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- ➊ Initial state: We prepare the maximally symmetric state  $|Sym_N\rangle$  of  $2N$  bosons, i.e., each boson has different states (either spatial or internal) with each other.

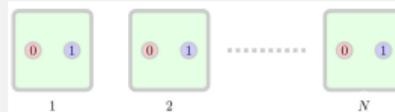


$$|Sym_N\rangle \equiv \prod_{j=1}^N (\hat{a}_{j,0}^\dagger \hat{a}_{j,1}^\dagger) |vac\rangle$$

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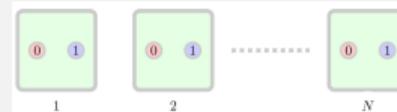
$$\hat{A}_N \equiv \prod_{l=1}^N \hat{A}^{(l)} \equiv \prod_{l=1}^N \left( \sum_{j=1}^N \alpha_j^{(l)} \hat{a}_{j,\psi_j^{(l)}} \right)$$

to the initial state  $|Sym_N\rangle$ . The sculpting operator must be set to extract one boson per mode (**no-bunching restriction**).

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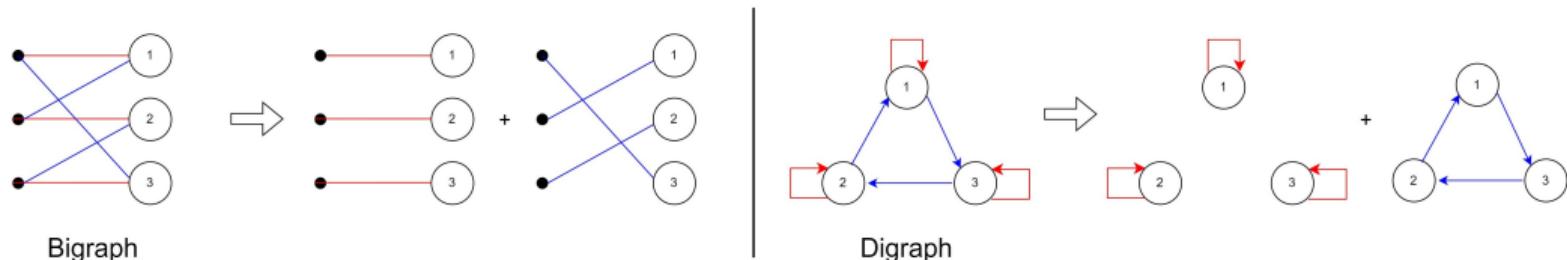
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- Final state: The final state  $|\Psi\rangle_{fin} = \hat{A}_N |Sym_N\rangle$  can be fully separable, partially separable, or genuinely entangled.

# BOSONIC SYSTEMS → GRAPHS

## A very short glossary in graph theory

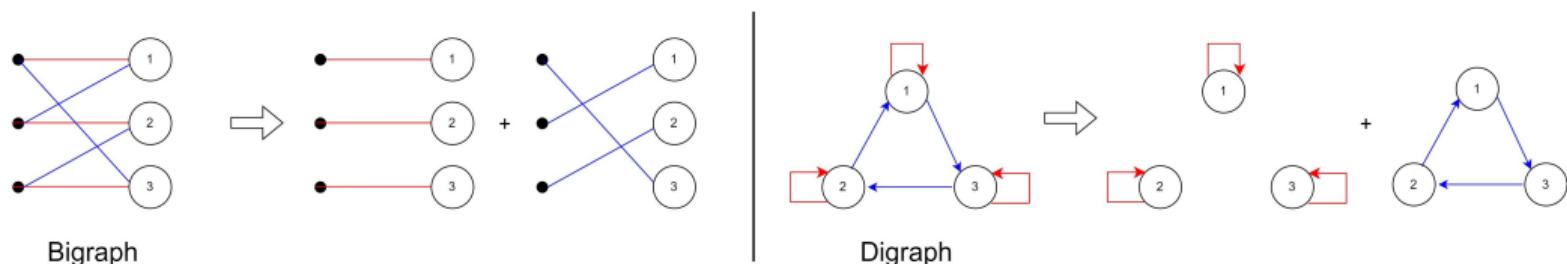
- **Graph  $G = (V, E)$ :** A collection of a vertex set  $V$  and an edge set  $E$ . Each edge can have a color and a weight.
- **Bipartite graph (bigraph)  $G_b = (U \cup V, E)$ :** Two disjoint vertex sets  $U$  &  $V$ . Edges connect  $U$  and  $V$ .  $G_b$  is balanced if  $|U| = |V|$  ( $G_{bb}$ )
- **Perfect matching (PM) in  $G_{bb}$ :** One-to-one connection between  $U$  and  $V$
- A balanced bigraph  $G_{bb}$  can always be drawn as a **directed graph (digraph)  $G_d$**



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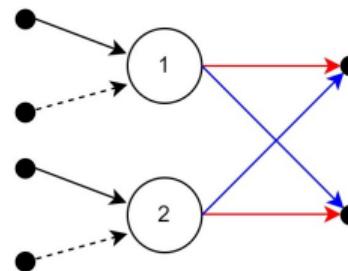
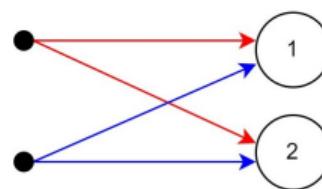
### Fundamental elements of bosonic systems

- Boson creation/annihilation operators
- Spatial modes (subsystems)
- Dynamical relations b/w particles and modes

## BOSONIC SYSTEMS → GRAPHS

Linear quantum system (LQS)	Directed bipartite Graph $G_t = (U \cup V, E)$
Spatial modes	Labelled vertices $\circled{i} \in U$
Creation operators	Unlabelled vertices ( $\bullet \in V$ ) w/ incoming edges
Annihilation operators	Unlabelled vertices ( $\bullet \in V$ ) w/ outgoing edges
Spatial distributions of operators	Directed edges $\in E$
Probability amplitude $\alpha_j^{(l)}$	Edge weight $\alpha_j^{(l)}$
Internal state $\psi_j^{(l)}$	Edge weight $\psi_j^{(l)}$ (sometimes replaced with colors)

(N=2 example)



## POSTSELECTED SCHEMES (W/O ANNIHILATION OPERATORS)



SC, Y.S. Kim, & S. Lee, Quantum 5 (2021): 611.

Linear quantum system (LQS)	Bipartite Graph $G_b = (U \cup V_c, E)$
Spatial modes	Labelled vertices $\in U$
Creation operators	Unlabelled vertices $\in V_c$
Spatial distributions of creation operators	Edges $\in E$
Probability amplitude $\alpha_j^{(I)}$	Edge weight $\alpha_j^{(I)}$
Internal state $\in \{ 0\rangle,  1\rangle\}$	Edge color $\in \{Blue, Red\}$
Final states w/ PS	Perfect matchings (PMs)

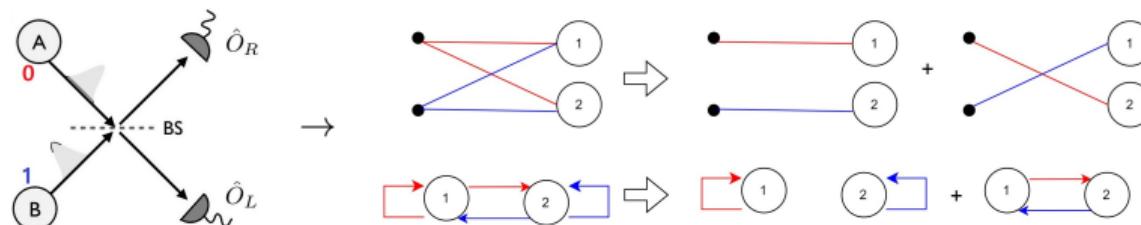
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Example:  $N = 2$  Bell state generation



## POSTSELECTED SCHEMES: PM DIGRAPH AND SEPARABILITY

### DEFINITION

For a given  $G_d$ , we define a “perfect matching digraph” (PM digraph,  $\overline{G}_d$ ) of the  $G_d$  as a directed subgraph in which only the loops and the edges included in the elementary cycles of the  $G_d$  are retained.

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### THEOREM 1

If an LQS generates a genuinely entangled no-bunching final state,

- i) each vertex in the  $\overline{G}_d$  must have more than two incoming edges of different colors
- ii) all the vertices in it are strongly connected to each other  
(strong connection of  $(w_i, w_j)$ : we can move from  $w_i$  toward  $w_j$  and from  $w_j$  toward  $w_i$ )

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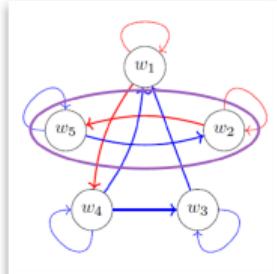
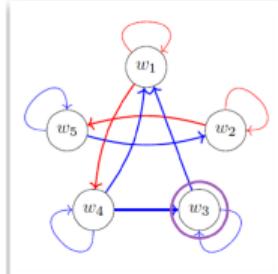
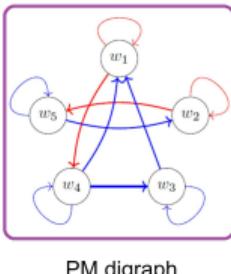
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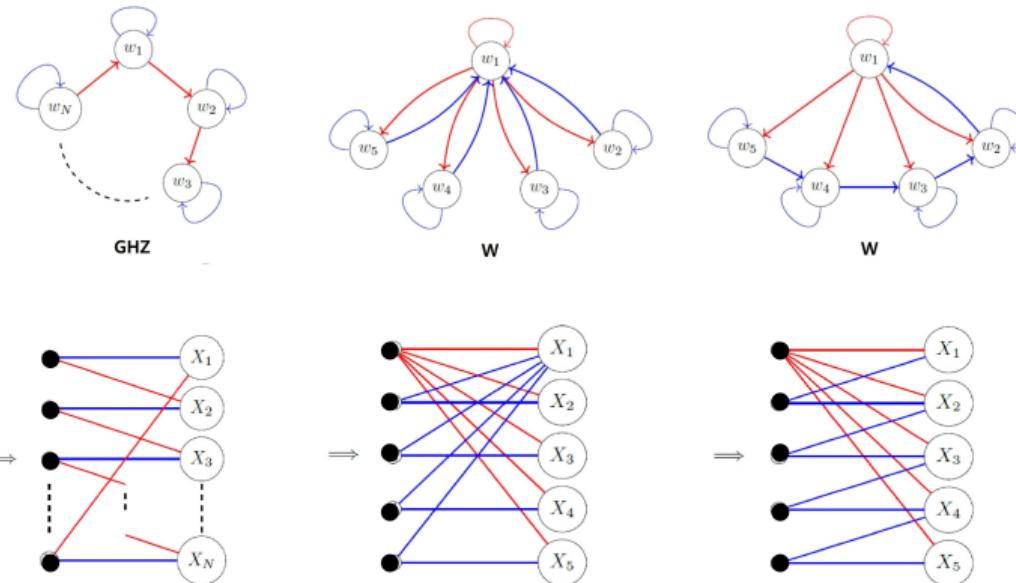
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- ii) all the vertices in it are **strongly connected** to each other  
(strong connection of  $(w_i, w_j)$ : we can move from  $w_i$  toward  $w_j$  and from  $w_j$  toward  $w_i$ )



$$\begin{aligned} & |\Psi_{fin}\rangle \\ &= \left[ T_{11} T_{33} T_{44} |\downarrow_1 \uparrow_4\rangle + T_{14} (T_{41} T_{33} + T_{43} T_{31}) |\uparrow_1 \downarrow_4\rangle \right] \\ &\otimes |\uparrow_3\rangle \otimes \left[ T_{22} T_{55} |\downarrow_2 \uparrow_5\rangle + T_{25} T_{52} |\uparrow_2 \downarrow_5\rangle \right]. \end{aligned}$$

## POSTSELECTED SCHEMES: FROM $\overline{G}_d$ TO GENUINELY ENTANGLED STATES

- The above theorem is powerful for **designing an LQS** for a specific genuinely entangled state
- Examples: GHZ, W, Dicke, Star network graph states, etc.



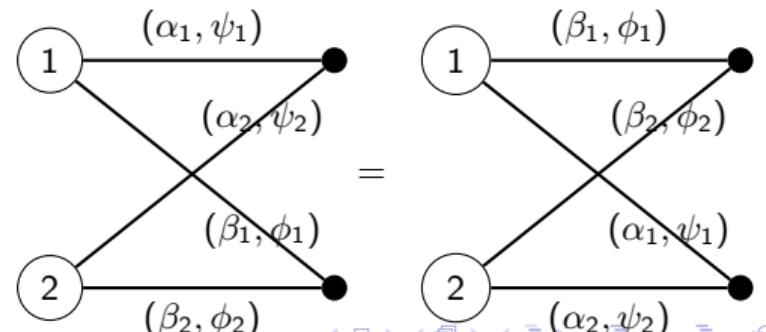
## SCULPTING SCHEMES (W/O CREATION OPERATORS)



SC, Y.S. Kim, & M. Karczewski, arXiv:2211.04042

Boson systems with sculpting operators	Bipartite Graph $G_b = (U \cup V_a, E)$
Spatial modes	Labelled vertices $\in U$
$\hat{A}^{(I)}$ ( $I \in \{1, 2, \dots, N\}$ )	Unlabelled vertices $\in V_a$
Spatial distributions of $\hat{A}^{(I)}$	Edges $\in E$
Probability amplitude $\alpha_j^{(I)}$	Edge weight $\alpha_j^{(I)}$
Internal state $\psi_i^{(I)}$	Edge weight $\psi_i^{(I)}$

$$\hat{A}_2 = \hat{A}^{(2)} \hat{A}^{(1)} = (\beta_1 \hat{a}_{1,\phi_1} + \beta_2 \hat{a}_{2,\phi_2})(\alpha_1 \hat{a}_{1,\psi_1} + \alpha_2 \hat{a}_{2,\psi_2}) =$$



### Property 1: No-bunching restriction in the graph picture

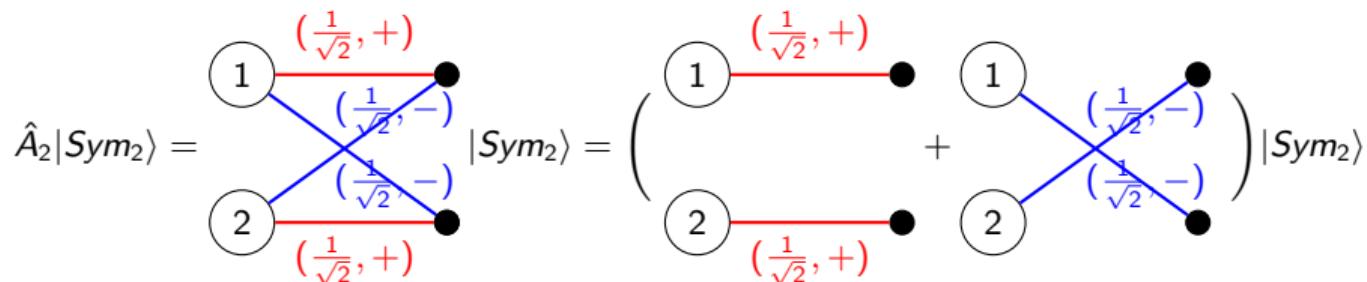
For a sculpting bigraph to  $\hat{A}_N$ , the probability amplitude weights are restricted so that only the **perfect matchings (PMs)** contribute to the final state  $|\Psi\rangle_{fin} = \hat{A}_N|Sym_N\rangle$ .

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( $N = 2$  example)

$$\text{Setting } \hat{A}_2 = \hat{A}^{(1)}\hat{A}^{(2)} = \frac{(\hat{a}_{1+} + \hat{a}_{2-})}{\sqrt{2}} \frac{(\hat{a}_{2+} + \hat{a}_{1-})}{\sqrt{2}} \quad (|\pm\rangle = \frac{|0\rangle \pm |1\rangle}{\sqrt{2}}),$$

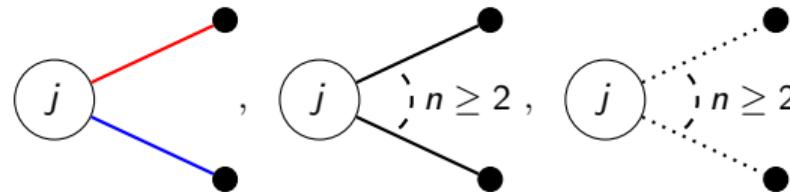


$$= \frac{1}{2} (\hat{a}_{1+}^\dagger \hat{a}_{2+}^\dagger + \hat{a}_{1-}^\dagger \hat{a}_{2-}^\dagger) |vac\rangle \quad (\text{Bell state})$$

(Black=  $|0\rangle$ , Dotted= $|1\rangle$ , Red= $|+\rangle$ , Blue= $|-\rangle$ )

## SCULPTING SCHEMES

**(Definition)** An **effective PM (EPM) bigraph** is a bigraph whose edges always attach to the circles as one of the following forms:

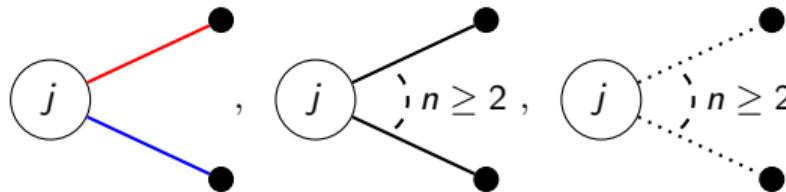


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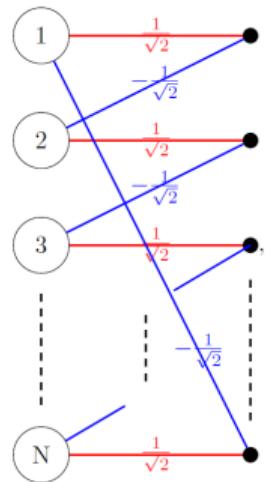
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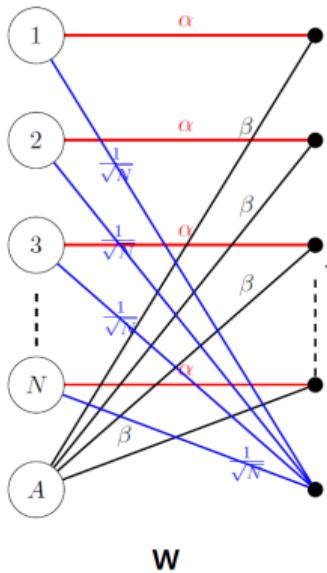
### THEOREM 2

If an EPM bigraph generates multipartite genuine entanglement, its  $\bar{G}_d$  satisfies the two conditions of Thm 1

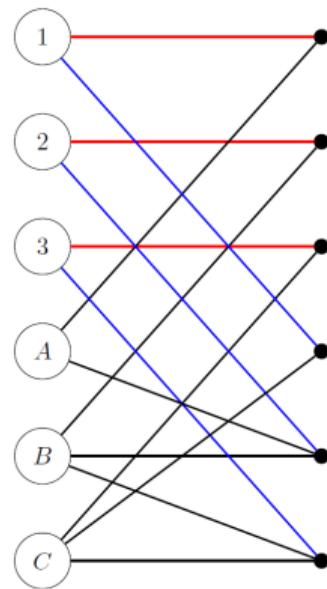
# SCULPTING SCHEMES: FROM $\overline{G}_d$ TO GENUINELY ENTANGLED STATES



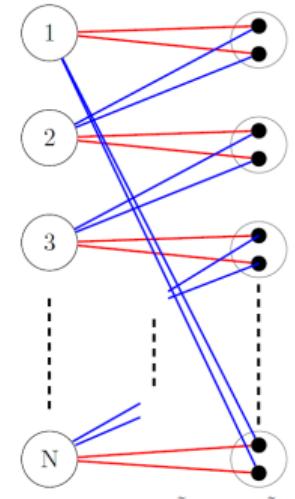
**GHZ**



**W**



**Superposition of  $N=3$  GHZ and W**



**Qudit GHZ**

(red:  $|\tilde{0}\rangle$ , blue:  $|\tilde{\tilde{0}}\rangle$ )

## SCULPTING SCHEMES: FROM LQS GRAPHS TO QUBIT GRAPHS

SC, "From linear quantum system graphs to qubit graphs: Heralded generation of graph states", arXiv:2306.15148.

- Graph state:  $G = (V, E) \leftrightarrow (\text{qubit}, U^Z)$   
where  $U^Z|ij\rangle = (-1)^{ij}|ij\rangle$  (Controlled Z gate), e.g.,

$$\bullet - \bullet = U_{12}^Z |++\rangle = |00\rangle + |01\rangle + |10\rangle - |11\rangle$$

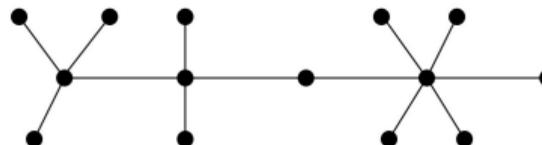
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- Caterpillar graphs: Tree graphs in which every vertex is on a central path or one edge away from the path, e.g.,



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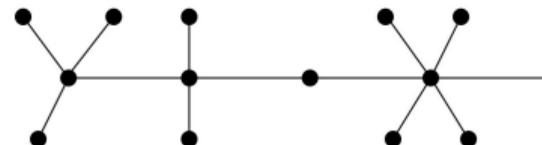
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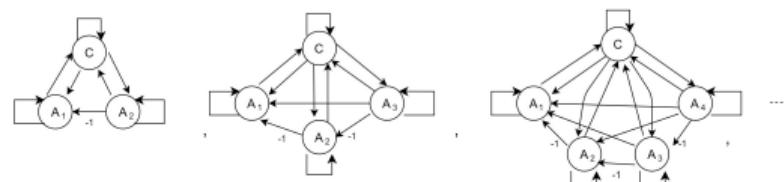
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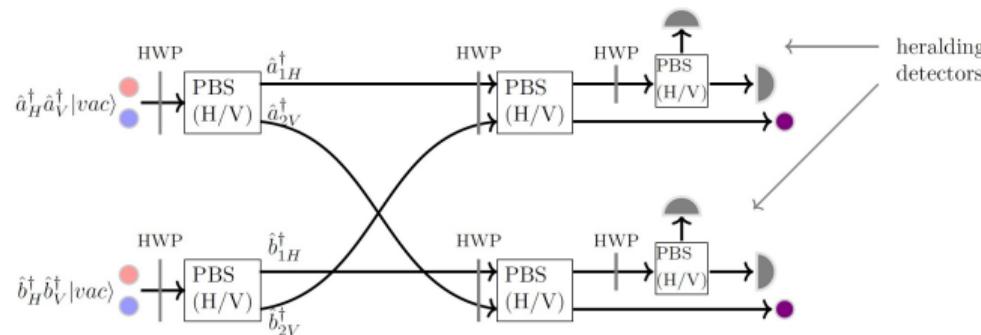
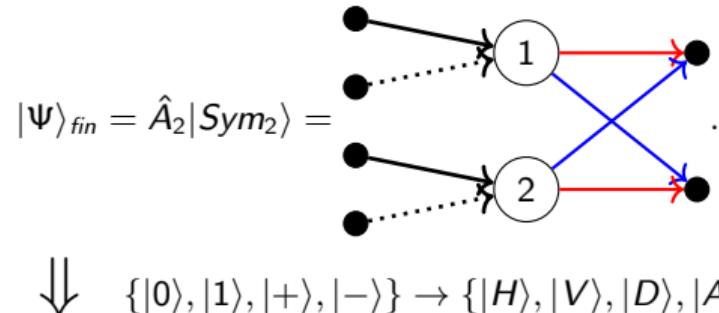


- We can generate any caterpillar graph state with EPM digraphs



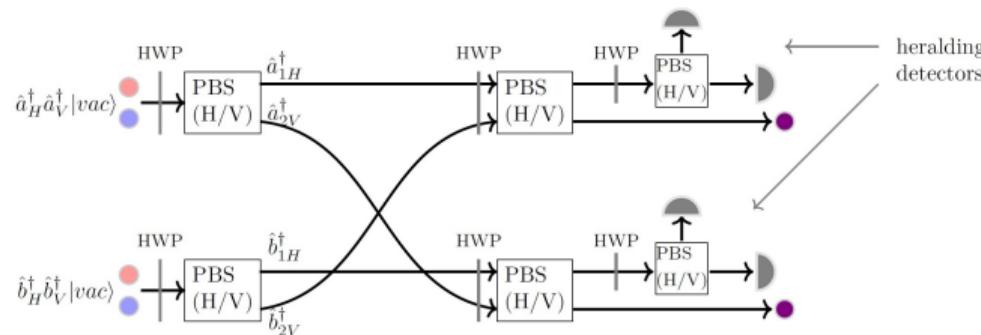
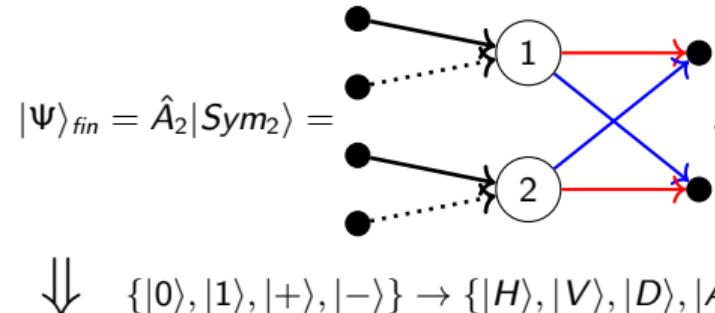
## SCULPTING SCHEMES: LINEAR OPTICAL HERALDED SCHEMES

- $N = 2$  Bell state example

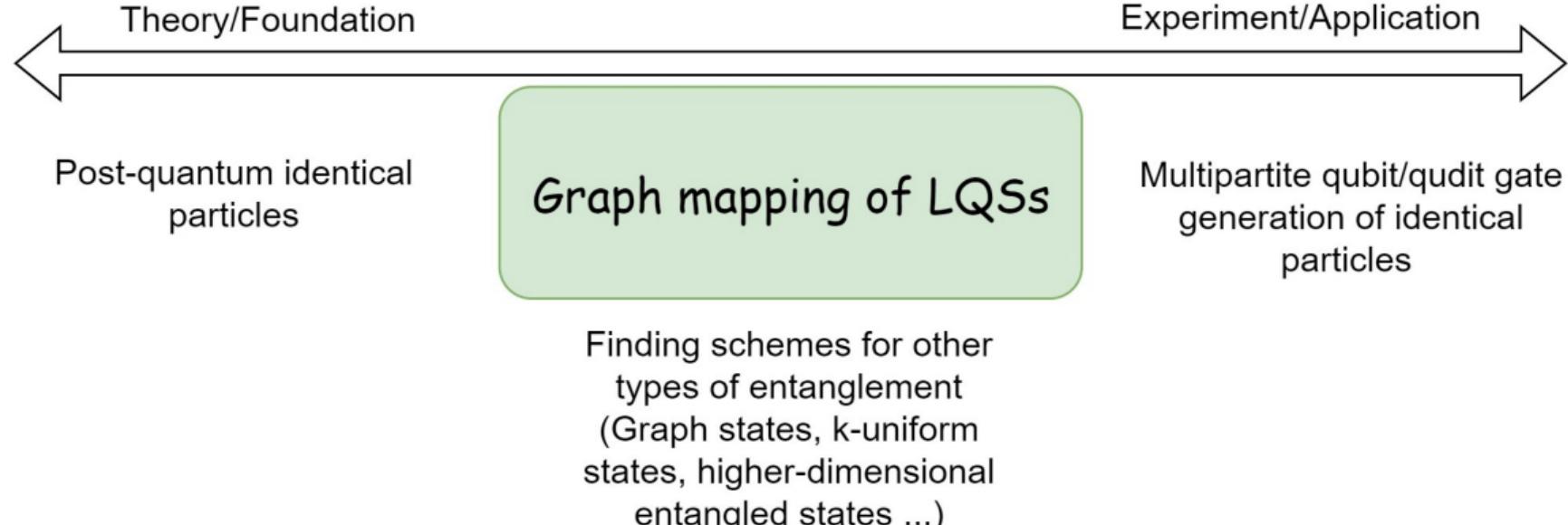


## SCULPTING SCHEMES: LINEAR OPTICAL HERALDED SCHEMES

- $N = 2$  Bell state example



- Transformation rules from a sculpting bigraph to an optical scheme (in preparation)



- Physical heralded scheme designs + Experiments
- Sculpting schemes to generate other types of entanglement
- Directed bigraphs  $\iff$  XZ calculus
- Graph-based post-quantum theory of identical particles

# Thank you!

- Chin, Seungbeom, Yong-Su Kim, and Sangmin Lee. "Graph picture of linear quantum networks and entanglement." *Quantum* 5 (2021): 611.
- Chin, Seungbeom, Yong-Su Kim, and Marcin Karczewski. "Shortcut to Multipartite Entanglement Generation: A Graph Approach to Boson Subtractions", arXiv preprint arXiv:2211.04042 (2022).
- Chin, Seungbeom, "From linear quantum system graphs to qubit graphs: Heralded generation of graph states", arXiv preprint, arXiv:2306.15148 (2023).

