

Entanglement

A property of multiple quantum systems. The individual systems have undergone some interaction and are no longer independent. The overall state of the system is somehow correlated in a special quantum manner which we call entanglement.

Defⁿ (Entanglement-Bipartite)

Let A, B be quantum systems with associated Hilbert spaces $\mathcal{H}_A, \mathcal{H}_B$.

The state $|\psi\rangle \in \mathcal{H}_A \otimes \mathcal{H}_B$ is product if $\exists |\phi_A\rangle \in \mathcal{H}_A$ and $|\phi_B\rangle \in \mathcal{H}_B$ such that

$$|\psi\rangle = |\phi_A\rangle \otimes |\phi_B\rangle.$$

Otherwise, we say that $|\psi\rangle$ is entangled.

Examples

1) $\frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$ is entangled
 $\frac{1}{\sqrt{2}}(|00\rangle + |01\rangle)$ is product.

2) $\sum_i \sqrt{\lambda_i} |\phi_i\rangle \otimes |\psi_i\rangle$ for orthonormal bases $\{|\phi_i\rangle\}_i, \{|\psi_i\rangle\}_i$
is entangled if λ_i is nonzero for more than 1 index i .

(Multipartite entanglement)

For more than two systems you can classify entanglement in different ways as certain subsystems may not be entangled. Ex.

$$|\psi\rangle_{ABC} = \frac{1}{\sqrt{2}}(|000\rangle + |110\rangle) = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle) \otimes |0\rangle$$

The rest of these notes will be dedicated to some interesting properties and advantages afforded to us by entanglement and we will focus mainly on bipartite entanglement.

Exercise: Suppose Alice and Bob each have their own quantum system and that the state of the joint system is a product state, i.e. $|\psi\rangle = |\phi_A\rangle \otimes |\phi_B\rangle$. If Alice measures her system with a measurement $\{|\psi_a\rangle\}_a$ and Bob measures his system with a measurement $\{|\psi_b\rangle\}_b$, show that the joint distribution of the measurement outcomes factorizes $P(a,b) = P(a)P(b)$.

Bell-States

The following two-qubit states will be used frequently:

$$|\Phi_{00}\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

$$|\Phi_{01}\rangle = \frac{1}{\sqrt{2}}(|01\rangle + |10\rangle)$$

$$|\Phi_{10}\rangle = \frac{1}{\sqrt{2}}(|00\rangle - |11\rangle)$$

$$|\Phi_{11}\rangle = \frac{1}{\sqrt{2}}(|01\rangle - |10\rangle)$$

They are known as Bell-states and form a basis for $\mathbb{C}^2 \otimes \mathbb{C}^2$. This is a basis of entangled states as opposed to product bases like $\{|00\rangle, |01\rangle, |10\rangle, |11\rangle\}$.

They can be generated via the circuit:



$$|\psi_{t_0}\rangle = |x\rangle|y\rangle$$

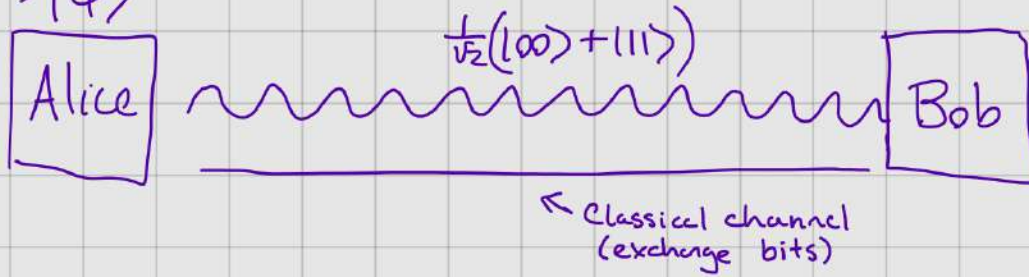
$$|\psi_{t_1}\rangle = \frac{1}{\sqrt{2}}(|0\rangle + (-1)^x|1\rangle)|y\rangle$$

$$|\psi_{t_2}\rangle = \frac{1}{\sqrt{2}}(|0\rangle|y\rangle + (-1)^x|1\rangle|y \oplus 1\rangle) = |\Phi_{xy}\rangle$$

Quantum Teleportation

Entangled states + classical communication act as a quantum channel.

unknown $\rightarrow |\psi\rangle$

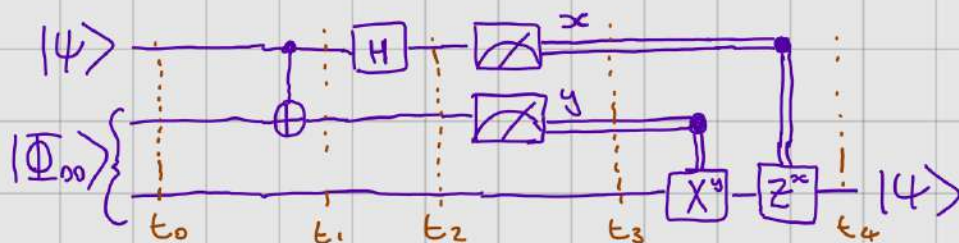


- * Share a state $|\Phi_{00}\rangle$
- * Can communicate classically

Alice wants to send a qubit $|\psi\rangle$ to Bob but there is no quantum channel to do so. How can Bob obtain $|\psi\rangle$?

- * Measure and describe state to Bob?
 - Only one copy so can't determine state... (Measurement disturbs / No cloning)
 - Even knowing state you need potentially infinite bits because amplitudes are continuous.

Alice can use her part of the entangled state to change Bob's half of $|\Phi_{00}\rangle$ into $|\psi\rangle$!



Time t_0

Overall state is

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$|\psi\rangle|\Phi_{00}\rangle = \frac{1}{\sqrt{2}}(\alpha|0\rangle(|00\rangle + |11\rangle) + \beta|1\rangle(|00\rangle + |11\rangle))$$

Time t_1

Alice interacts $|\psi\rangle$ with her half of $|\Phi_{00}\rangle$.

$$|0\rangle\langle 0| \otimes |1\rangle\langle 1| + |1\rangle\langle 1| \otimes |0\rangle\langle 0|$$

$$\frac{1}{\sqrt{2}}(\alpha|0\rangle(|00\rangle + |11\rangle) + \beta|1\rangle(|10\rangle + |01\rangle))$$

Time t_2

Alice applies \boxed{H} to 1st qubit

$$\begin{aligned} & \frac{1}{\sqrt{2}} (\alpha|1\rangle(|00\rangle + |11\rangle) + \beta|0\rangle(|10\rangle + |01\rangle)) \\ &= \frac{1}{2} (\alpha(|0\rangle + |1\rangle)(|00\rangle + |11\rangle) + \beta(|0\rangle - |1\rangle)(|10\rangle + |01\rangle)) \\ &= \frac{1}{2} (\alpha(|000\rangle + |100\rangle + |011\rangle + |111\rangle) + \beta(|010\rangle + |100\rangle - |110\rangle - |101\rangle)) \\ &= \frac{1}{2} (|00\rangle(\alpha|0\rangle + \beta|1\rangle) + |01\rangle(\alpha|1\rangle + \beta|0\rangle) \\ & \quad + |10\rangle(\alpha|0\rangle - \beta|1\rangle) + |11\rangle(\alpha|1\rangle - \beta|0\rangle)) \end{aligned}$$

Time t_3

Alice measures first two qubits.

Outcome	Prob	PMS
00	$\frac{1}{4}$	$ 00\rangle(\alpha 0\rangle + \beta 1\rangle)$
01	$\frac{1}{4}$	$ 01\rangle(\alpha 1\rangle + \beta 0\rangle)$
10	$\frac{1}{4}$	$ 10\rangle(\alpha 0\rangle - \beta 1\rangle)$
11	$\frac{1}{4}$	$ 11\rangle(\alpha 1\rangle - \beta 0\rangle)$

Time t_4

Alice sends Bob results of measurement and he corrects his qubit!
What corrects should he make?

- * Why is this not violating SR?
- * Why does this not violate No cloning?

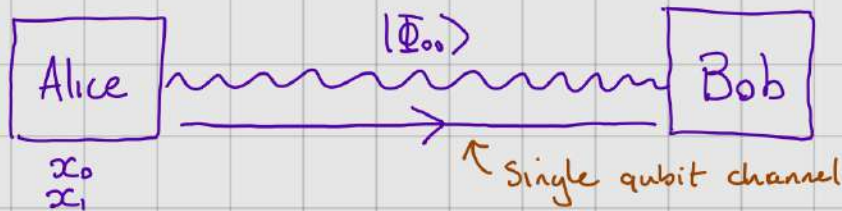
Teleportation shows that different resources can be combined to create a new resource. Entanglement + Classical Communication \rightarrow Quantum Channel.

Teleportation can also be used to build useful gates and to aid error correction.

Remark: The first 3 timesteps can be also viewed as Alice measuring her two qubits in the $\{|\Phi_{xy}\rangle\}_{xy}$ Bell-basis.

Superdense Coding

Preshared 2-qubit entanglement + single qubit channel
 \Rightarrow 2 bits of communication.



Alice wants to send a random two bit message $x_0 x_1$ to Bob.
 She can do this by sending just a single qubit of information

* Holevo's th^m (later in course) - at most one classical bit of information can be transmitted via a qubit.

$$X \xrightarrow{\text{encode}} |\psi\rangle \xrightarrow[\text{measure}]{\text{decode}} Y$$

$$I(X:Y) - \text{mutual information}$$

$$I(X:Y) \leq 1$$

Using preshared entanglement we can break this bound. Entanglement acts as a potential bit of communication.

Message	Action	State
00	$\mathbb{I} \otimes \mathbb{I}$	$\frac{1}{\sqrt{2}}(00\rangle + 11\rangle)$
01	$Z \otimes \mathbb{I}$	$\frac{1}{\sqrt{2}}(00\rangle - 11\rangle)$
10	$X \otimes \mathbb{I}$	$\frac{1}{\sqrt{2}}(10\rangle + 01\rangle)$
11	$ZX \otimes \mathbb{I}$	$\frac{1}{\sqrt{2}}(- 10\rangle + 01\rangle)$

What do now?
 Bell basis
 Orthogonal
 Perfectly distinguishable!

Measurement for Bob recovers the values $x_0 x_1$!

Lemma

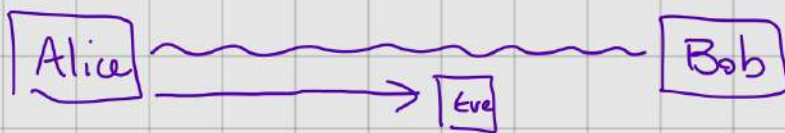
Let $\{P, \mathbb{I} - P\}$ be a ^{not $\{1,0\}$} qubit projective measurement. Then

$$\langle \Phi_{ij} | (P \otimes \mathbb{I}) | \Phi_{ij} \rangle = \frac{1}{2}$$

Proof Exercise...

What does the above lemma say about a Bell-state resource?

- * Locally a source of randomness
- * Local information provides no information about the global state!



Suppose Alice and Bob are executing the superdense coding protocol to send information. Eve intercepts the qubit Alice sends to Bob. Is the message secure?

Yes - if Eve can only measure one part of the system then she can't learn anything. The message is encoded as a global property!

The EPR Paradox

- Objection to QT's apparent lack of properties defined independently of measurement.

Suppose we begin with the state

$$|\psi\rangle_{AB} = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

Alice

Bob

Suppose Alice measures in the Z basis $\{|0\rangle, |1\rangle\}$.

On outcome 0 the state after measurement is

$$|00\rangle$$

On outcome 1 the state after measurement is

$$|11\rangle.$$

After measurement Alice can predict with certainty what Bob will measure if he measures in Z basis also.

This will work even if Alice and Bob are spacelike/causally separated.

Remark (Special Relativity)

At first glance this appears to violate the laws of relativity that information cannot travel faster than light. But actually Alice cannot use this to transmit information.

Suppose she tries to transmit some information by choosing different bases to measure in. Bob can try to receive this information by also measuring in different Bases. However one can show that

$$\begin{aligned} \sum_b p(a|b|x,y) &= p(a|x,y) = p(a|x) & \text{AND} \\ \sum_a p(a|b|x,y) &= p(b|x,y) = p(b|y) \end{aligned}$$

That is, Alice and Bob's local statistics do not depend on the inputs of the other party. Hence we cannot use this experiment to transmit any information.

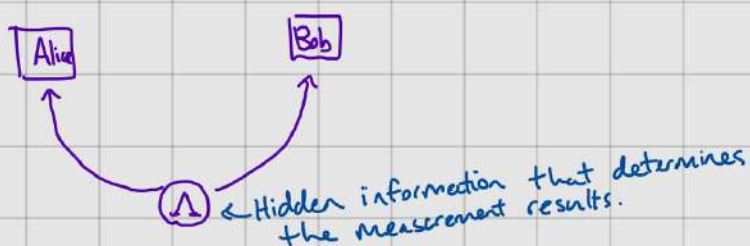
Back to EPR Paradox

Like two correlated coins. Hidden information reveals that the experiment is not surprising.

EPR had the following issue with QT. They argued that if you could know the value of a measurement with certainty without disturbing the system then the value of that measurement should be predetermined.

They then argued that the above experiment implies that the outcomes of the measurements should be determined. Because QT does not predict this, they argue that quantum theory is not a complete description of reality.

They wanted something like:

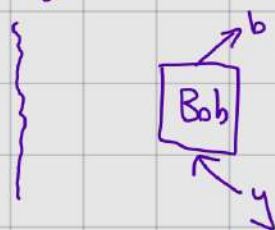


Hidden variables are not sufficient

Consider an experiment



No communication



$$a, b, x, y \in \{0, 1\}.$$

CHSH Game

x, y are randomly chosen questions
 a, b are answers

$$p(x, y) = \frac{1}{4}$$

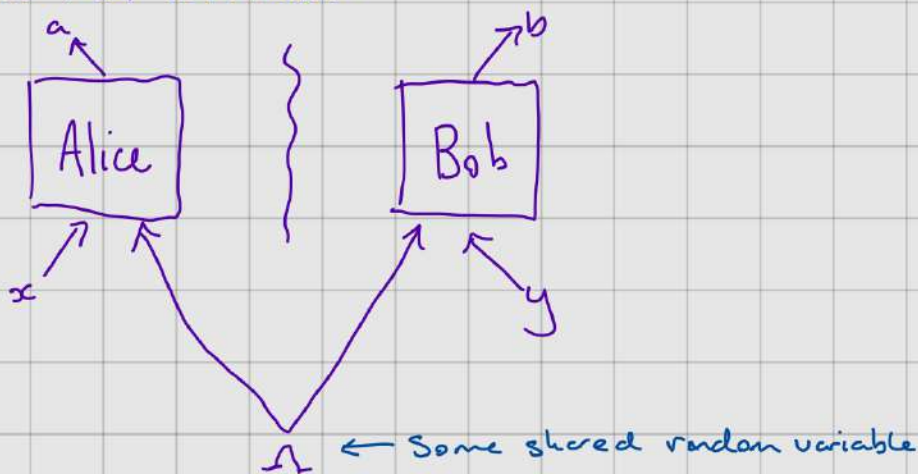
Alice and Bob win (score 1) if $a \oplus b = xy$
lose (score 0) if $a \oplus b \neq xy$

For $(x, y) \in \{(0, 0), (0, 1), (1, 0)\}$ respond with same answer
For $(x, y) = (1, 1)$ respond with different answers.

$$P_{\text{win}} = \frac{1}{4} \sum_{a \oplus b = xy} p(a, b | x, y) \quad \text{— expected probability to win.}$$

Local Hidden Variable

EPR would argue that the experiment should be predictable by some hidden local information



Such an experiment can be modelled by a distribution

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

← Any correlations are mediated by λ

We call any distribution of the above form a **local** distribution. \mathcal{L}

Quantum Explanation

Instead we may model the experiment using QT.

Alice and Bob share a state $|\psi\rangle_{AB}$ and use measurements $\{|u_{ax}\rangle\}_a$ and $\{|u_{by}\rangle\}_b$.

$$p(a, b | x, y) = \langle \psi | (|u_{ax}\rangle\langle u_{ax}| \otimes |u_{by}\rangle\langle u_{by}|) | \psi \rangle$$

Q

Local bound

$$\sup_{p \in \mathcal{L}} \frac{1}{4} \sum_{a,b \in \{0,1\}} p(a,b|x,y) = 3/4$$

Example strategy

x	y	a	b	win
0	0	0	0	✓
0	1	0	0	✓
1	0	0	0	✓
1	1	0	0	✗

win 3/4 times

Quantum Bound

We consider a strategy

$$|\psi\rangle_{AB} = \frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$$

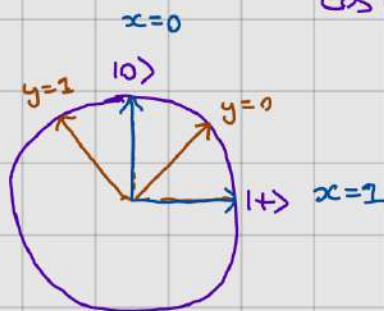
Alice measures:

$$\begin{aligned} x=0 &\rightarrow Z \quad \{|0\rangle, |1\rangle\} \\ x=1 &\rightarrow X \quad \{|+\rangle, |-\rangle\} \end{aligned}$$

Bob measures

$$\begin{aligned} y=0 &\rightarrow \frac{Z+X}{\sqrt{2}} \quad \left\{ \cos\left(\frac{\pi}{8}\right)|0\rangle + \sin\left(\frac{\pi}{8}\right)|1\rangle, \right. \\ &\quad \left. \cos\left(\frac{\pi}{8}+\frac{\pi}{2}\right)|0\rangle + \sin\left(\frac{\pi}{8}+\frac{\pi}{2}\right)|1\rangle \right\} \\ y=1 &\rightarrow \frac{Z-X}{\sqrt{2}} \quad \left\{ \cos\left(-\frac{\pi}{8}\right)|0\rangle + \sin\left(-\frac{\pi}{8}\right)|1\rangle, \right. \\ &\quad \left. \cos\left(-\frac{\pi}{8}+\frac{\pi}{2}\right)|0\rangle + \sin\left(-\frac{\pi}{8}+\frac{\pi}{2}\right)|1\rangle \right\} \end{aligned}$$

In the Bloch sphere



Distribution looks like

$$p_{a,b|x,y} = \begin{pmatrix} \varepsilon & \frac{1}{2}-\varepsilon \\ \frac{1}{2}-\varepsilon & \varepsilon \end{pmatrix} \quad \text{for } (x,y) \neq (1,1)$$

$$\text{with } \varepsilon = \frac{1}{2} \cos^2\left(\frac{\pi}{8}\right)$$

$$P_{ab|xy} = \begin{pmatrix} \frac{1}{2} - \varepsilon & \varepsilon \\ \varepsilon & \frac{1}{2} - \varepsilon \end{pmatrix} \text{ for } (x,y) = (1,1)$$

Overall we win with probability $4 \cdot \frac{1}{4} \cdot 2\varepsilon = 2\varepsilon = \cos^2\left(\frac{\pi}{8}\right) \approx 0.853\dots$

As $\cos^2\left(\frac{\pi}{8}\right) > \frac{3}{4}$ quantum theory cannot be described by the EPR hidden variable model! We say QT is nonlocal.

The above CHSH game is known as a nonlocal game and it is designed to allow you to refute a local description of the experiment.

$$V(a,b,x,y) = \begin{cases} 1 & \text{if } a \oplus b = xy \\ 0 & \text{otherwise} \end{cases} \quad \text{game predicate}$$

Remark (Tsirelson Bound)

The maximal quantum value of a game is known as the quantum value or the Tsirelson bound. For CHSH the maximal expected winning probability is $\cos^2\left(\frac{\pi}{8}\right) = \frac{1}{2} + \frac{\sqrt{2}}{4}$. (See exercises)

Nonlocal games are not just foundational curiosities. They have important applications to cryptography and elsewhere.

Device-independent Cryptography



We have two untrusted devices A and B. Suppose we use them to play the CHSH game and we win with prob $w > \frac{3}{4}$.

What can we conclude?

* The devices must be using some entanglement.

These quantum systems have some interesting properties. In particular, they must be producing private randomness.

That is, there is no additional information E such that conditioned on that information the distribution $p(a|b|x,y,e) \in \{0,1\}$. $\forall a,b,x,y,e$
All such distributions are in the local set!

Guaranteed even if you don't trust the devices.

From observing certain correlations one can guarantee a source of randomness!

- * Randomness expanders
- * Randomness amplifiers
- * Secret Key expanders
- * Self-testing
- * Many more...

Experimental Verification

Recent experimental verification that QT is nonlocal.

2015/2016 - loophole free Bell-tests

Delft / NIST / Vienna

2019+ - First DI experiments.

Loopholes

It is difficult to experimentally achieve nonlocality, many losses/noise push the statistics towards the local set.

- * locality loophole - not achieving spacelike separation.
- * Detection loophole - must record all events (even losses).

Communication Complexity Advantages

How much communication is needed to compute $f(a,b,c)$ when a, b, c are held by separate parties?

Example

Alice
 $a_0 a_1$

Bob
 $b_0 b_1$

Charlie
 $c_0 c_1$

$$a \vee b = \begin{cases} 0 & a=b=0 \\ 1 & \text{otherwise} \end{cases}$$

Each party has 2bit input. Want to compute

$$f(a,b,c) = a_1 \oplus b_1 \oplus c_1 \oplus (a_0 \vee b_0 \vee c_0)$$

PROMISED

$$a_0 \oplus b_0 \oplus c_0 = 0$$

* 4 bits of communication is sufficient

- Alice announces $a_0 a_1$

- If $a_0 = 1$ then announce b_1 and c_1

- If $a_0 = 0$ then Bob announces $b_0 \oplus b_1$

Charlie announces c_1

$b_0 = 1 \Rightarrow \text{RHS} = 1$
 $b_0 = 0 \Rightarrow \text{RHS} = 0$
by promise.

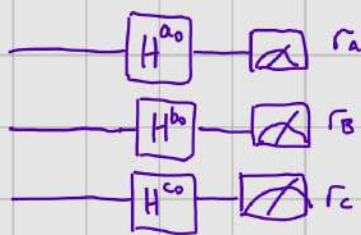
* 4 bits necessary is more involved (see Buhrman et al. Quantum entanglement and communication complexity 2001)

A quantum strategy

The parties share the state

$$|\psi_{ABC}\rangle = \frac{1}{2}(|000\rangle - |011\rangle - |101\rangle - |110\rangle)$$

We use the circuit



Communicate

$$\begin{matrix} a_1 \oplus r_A \\ b_1 \oplus r_B \\ c_1 \oplus r_C \end{matrix}$$

Claim $r_A \oplus r_B \oplus r_C = a_0 \vee b_0 \vee c_0$

Suppose $a_0 = b_0 = c_0 = 0$

Then we get

Outcome	Prob
000	$\frac{1}{4}$
011	$\frac{1}{4}$
101	$\frac{1}{4}$
110	$\frac{1}{4}$

$$r_A \oplus r_B \oplus r_C = 0 \quad \checkmark$$

Suppose $a_0 = b_0 = 1$ $c_0 = 0$ then state is

$$\begin{aligned} & \frac{1}{2} (|++0\rangle - |+-1\rangle - |-+1\rangle - |--0\rangle) \\ &= \frac{1}{4} (|000\rangle + |010\rangle + |100\rangle + |110\rangle - |001\rangle + |011\rangle - |101\rangle + |111\rangle \\ & \quad - |001\rangle - |011\rangle + |101\rangle + |111\rangle - |000\rangle + |010\rangle + |100\rangle - |110\rangle) \\ &= \frac{1}{4} (2|010\rangle + 2|100\rangle - 2|001\rangle + 2|111\rangle) \end{aligned}$$

Outcome	Prob
010	$\frac{1}{4}$
100	$\frac{1}{4}$
001	$\frac{1}{4}$
111	$\frac{1}{4}$

$$r_A \oplus r_B \oplus r_C = 1 \quad \checkmark$$

By symmetry of the state the other cases must work also!