

①

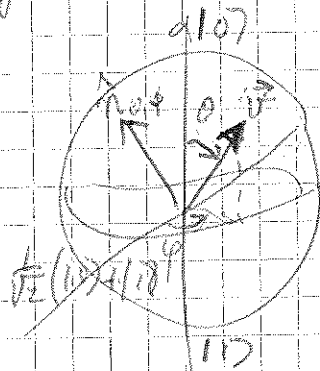
QIT

- kinematics of entanglement - correlations
- teleportation
- remote state preparation
- entanglement concentration
- entanglement distillation
- entanglement cost
- additivity theorem 10 yrs. of work by mathematicians

Kinematics

2-level system (qubit) however 3rd dim out.

Bloch sphere



$$|\psi\rangle = \cos\frac{\theta}{2}|0\rangle + e^{i\phi}\sin\frac{\theta}{2}|1\rangle$$

$$\frac{1}{\sqrt{2}}(|0\rangle + i|1\rangle) = \alpha|0\rangle + \beta|1\rangle$$

overall phase irrelevant

rotations = unitary evolution of  $|\psi\rangle$

measure along axis  $\theta, \phi$ :

$$P_{up} = \left| \langle \hat{n}_{\theta, \phi} | \psi \rangle \right|^2$$

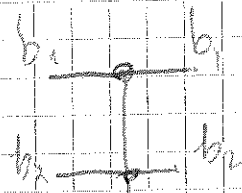
- measure "up" with

$$P_{down} = 1 - P_{up}$$

- measure down

# ① quantum gates

Toffoli gate



$$b_3 \oplus (b_1 \wedge b_2)$$

"flip  $b_3$  if  $b_1=1$  &  $b_2=1$ "

quantum

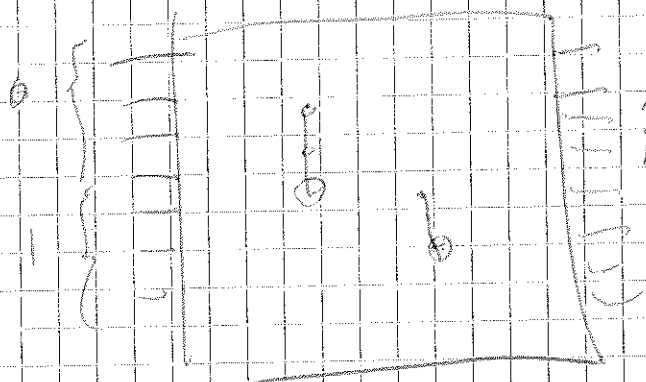
$$|000\rangle \rightarrow |000\rangle$$

$$|010\rangle \rightarrow |010\rangle$$

$$|110\rangle \rightarrow |111\rangle$$

$$|111\rangle \rightarrow |110\rangle$$

all classical computation



$\hat{N}_{0,0}$  i.e., classical  $0/1$

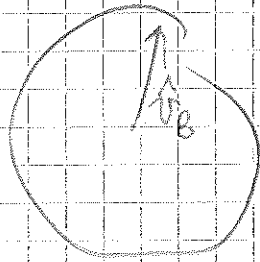
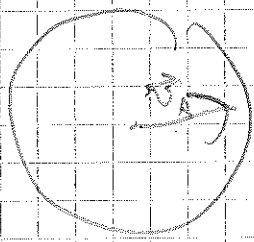
quantum computation



$\hat{N}_{0,0}$

exponentially more efficient for cryptanalysis

3) back to kinematics



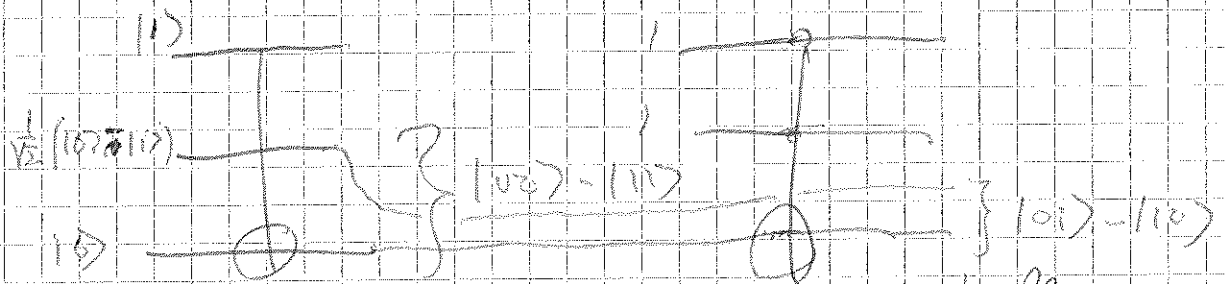
unentangled state of 2 qubits

$$(\alpha|0\rangle + \beta|1\rangle) \otimes (\gamma|0\rangle + \delta|1\rangle) \rightarrow 4 \text{ terms}$$

then possible states

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

"spin singlet"



actually  $\frac{1}{\sqrt{2}}(|01\rangle - |10\rangle)$

algebraic facts:

A measures  $\theta, \Phi$

B measures  $\theta, \Phi$

$\forall \theta, \Phi$ , results are

- random

- opposite

- no trace of this random

bit exists elsewhere in the world.

unlike  $\Psi_{AB} = \frac{1}{2} |00\rangle \otimes |00\rangle + \frac{1}{2} |11\rangle \otimes |11\rangle$

could come from

$$\Psi_{ABE} = \frac{1}{\sqrt{2}} (|000\rangle + |111\rangle) \rightarrow E \text{ knows everything.}$$

2) so, shared entanglement is an important primitive

How do A & B get it?

more generally, A has state

$$\sum_i |\psi_{Ai}\rangle |\psi_{Bi}\rangle$$

wants to "move particle 2 to B", so that

finally

$$\sum_i |\psi_{Ai}\rangle |\psi_{Bi}\rangle$$

- teleportation

- carry particle

- suppose the "way is blocked"

Fig. 1

- distribute  $|\psi\rangle$  before

- define  $H$  on Bloch sphere

etc

remote state preparation

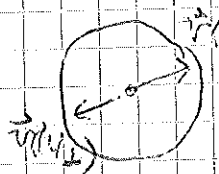
- setting of knowledge of  $\alpha$  &  $\beta$

NB  $|0\rangle - |1\rangle = |\psi, \psi_{\perp}\rangle - |\psi_{\perp}, \psi\rangle$

A measure  $\hat{n}_{\alpha, \beta}$

if she gets  $|\psi\rangle$ , B has  $|\psi\rangle$  - done!

other case, failure (why?)



5

what to do?

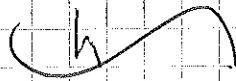
suggest  $N$  states  $(\alpha_1, \beta_1), (\alpha_2, \beta_2) \dots (\alpha_N, \beta_N)$  are to be sent.

lots of (1011-1101) states  $2^N$  trials

	measure $v_1, v_{1L}$	measure $v_1, v_{1L}$		...	
$(\alpha_1, \beta_1)$	✓	x	✓	x	✓
$(\alpha_2, \beta_2)$	measure $v_2, v_{2L}$	x	✓	✓	✓
⋮	x	x	✓	x	✓
$(\alpha_N, \beta_N)$	✓	x	x	✓	✓

A → B message - successful column takes  $\sim N \log N$  bits, 1 bit per RSP!

- entanglement recovery.



noise

suggested to have  $| \psi \rangle, \rho = | \psi \rangle \langle \psi |$

actually have  $\rho = (1-p) | \psi \rangle \langle \psi | + p | \psi \rangle \langle \psi |$

(depolarization)  $p = \frac{1}{2} \approx 100\%$  noise

$$\rho = (1-p') | \psi \rangle \langle \psi | + p' \rho_{\text{mix}}$$

⑥

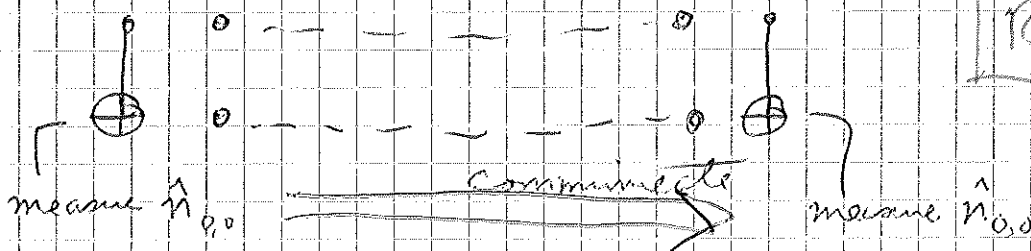
A & B should have

$$p^2 |\beta_{00}\rangle\langle\beta_{00}|$$

actually

$$p = (1-p') |\beta_{00}\rangle\langle\beta_{00}| + p' p_{\text{mix}}$$

$p^{\text{DN}}$  many copies  
what to do? Distill!



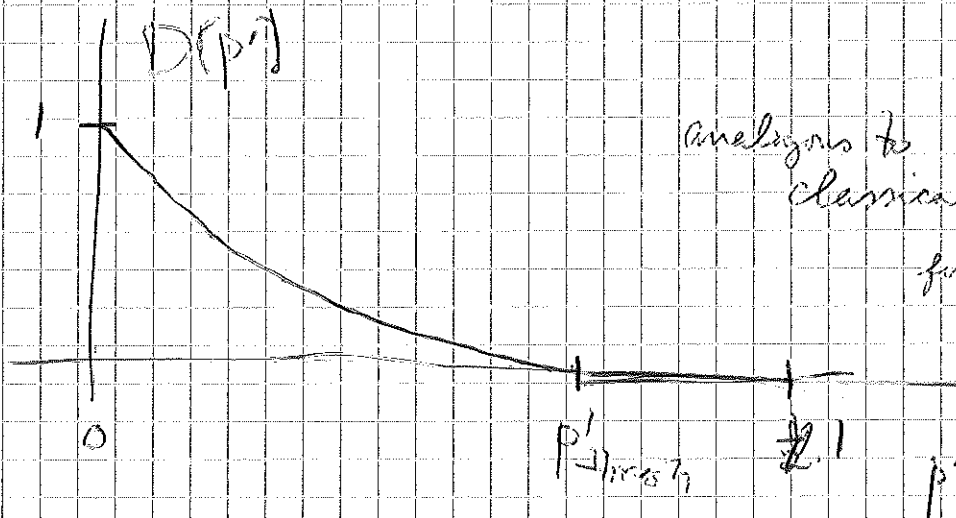
Ref. 3

for  $p' = 0$  always agree

$p' \neq 0$  sometimes agree, but if agree  $p'$  is increased.

There's a  $p'_{\text{thresh}}$  ~~above~~ which distillation works.

how much  $|\beta_{00}\rangle$  do we get?



analogous to classical capacity for this much noise but different

Simple bound on  $D$  proposed, disproved after 70 yrs of work.