

Lecture 11

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Recall teleportation

$$2[C \rightarrow C] + [qq] \geq [q \rightarrow q]$$

+ dense coding

$$[q \rightarrow q] + [qq] \geq 2[C \rightarrow C]$$

asymmetric (not dual under resource reversal)

If entanglement free, then they are

$$2[C \rightarrow C] = [q \rightarrow q]$$

Better way to make them dual under resource reversal is w/ a coherent bit channel

Coherent Communication

Recall that a classical channel is the same as a completely dephasing channel:

$$\Delta(\rho) = \frac{1}{2}(\rho + Z\rho Z) = |0\rangle\langle 0| \rho |0\rangle\langle 0| + |1\rangle\langle 1| \rho |1\rangle\langle 1|$$

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isometric extension is

$$U_{A \rightarrow BE} = |0\rangle^B \langle 0|^A \otimes |0\rangle^E + |1\rangle^B \langle 1|^A \otimes |1\rangle^E$$

equivalent to the map

$$|i\rangle^A \rightarrow |i\rangle^B |i\rangle^E \quad i \in \{0, 1\}$$

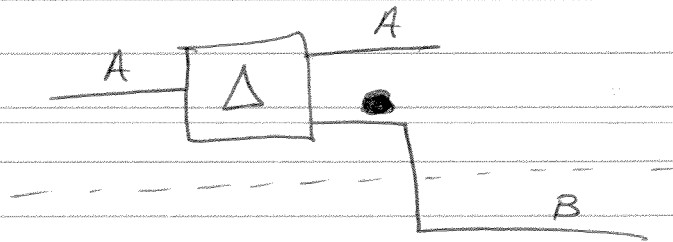
Suppose Alice can regain control of the environment somehow, so that map is

$$|i\rangle^A \rightarrow |i\rangle^B |i\rangle^A$$

(some preferred basis)

"quantum feedback" channel

write as



denote resource as $\{q \rightarrow qq\}$

can show that

$$\{q \rightarrow qq\} \geq \{c \rightarrow c\}$$

$$\{q \rightarrow qq\} \geq \{qq\}$$

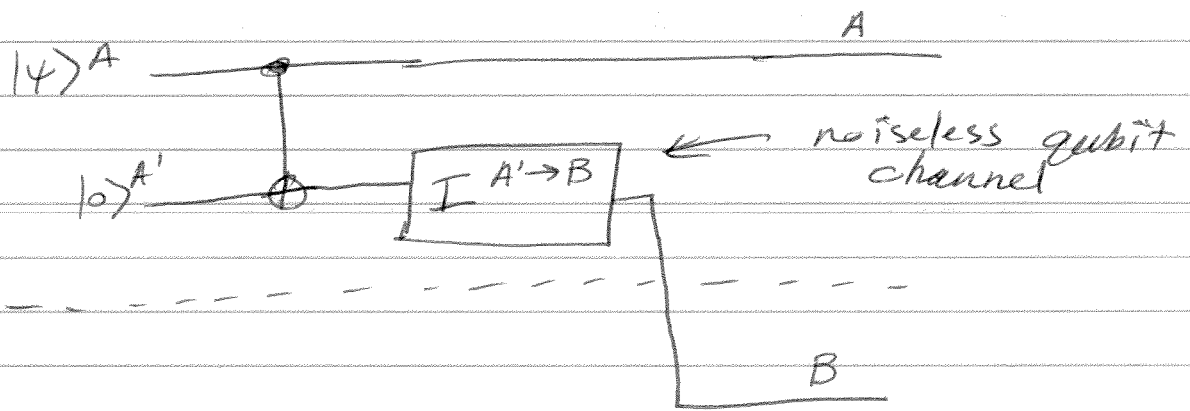
(but the other ways do not hold)

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How to implement a coherent bit channel?

simplest way:



$$\begin{aligned} |\psi\rangle^A |0\rangle^{A'} &= \alpha |0\rangle^A |0\rangle^{A'} + \beta |1\rangle^A |0\rangle^{A'} \\ &\xrightarrow{\text{CNOT}} \alpha |0\rangle^A |0\rangle^{A'} + \beta |1\rangle^A |1\rangle^{A'} \\ &\xrightarrow{I^{A' \rightarrow B}} \alpha |0\rangle^A |0\rangle^B + \beta |1\rangle^A |1\rangle^B \\ \{q \rightarrow a\} &\cong \{q \rightarrow aa\} \end{aligned}$$

(there are smarter ways to implement)

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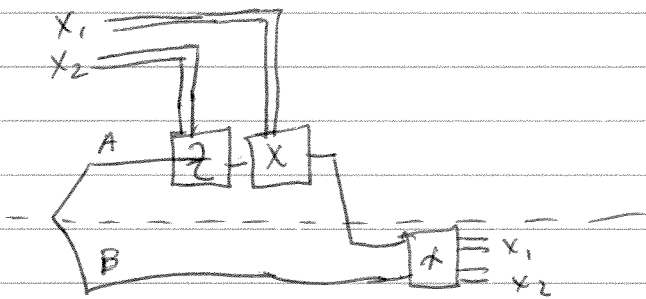
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so, we have

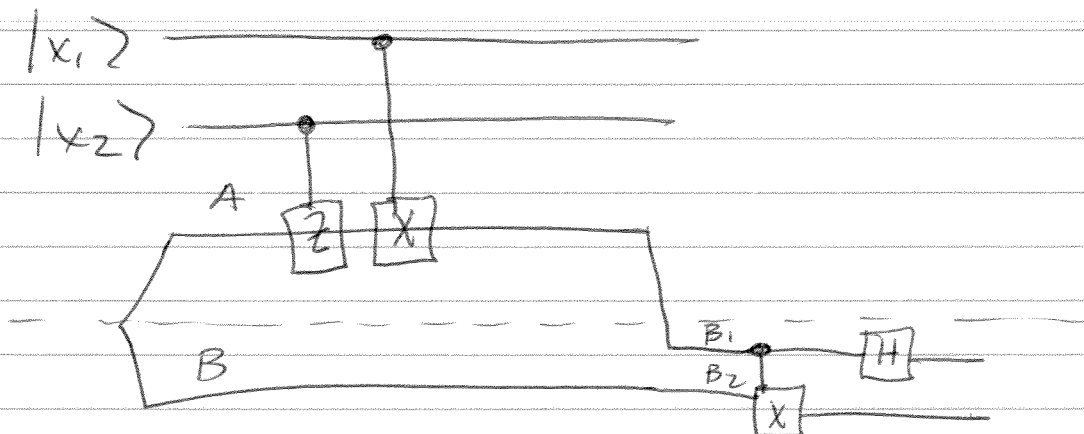
$$\underbrace{\{q \rightarrow q\}}_{\text{(noiseless qubit)}} \geq \underbrace{\{q \rightarrow qa\}}_{\text{(coherent bit)}} \geq \underbrace{\{qa\}}_{\text{(ebit)}}$$

Coherent Dense Coding

Recall dense coding



do every step coherently instead



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Why does this work?

$$|x_1\rangle^{A_1} |x_2\rangle^{A_2} |\Phi^+\rangle^{AB}$$

$$\rightarrow |x_1\rangle^{A_1} |x_2\rangle^{A_2} (Z^{x_2} X^{x_1})^A |\Phi^+\rangle^{AB}$$

$$\xrightarrow{\text{CNOT } \dagger H} |x_1\rangle^{A_1} |x_2\rangle^{A_2} |x_2\rangle^{B_2} |x_1\rangle^{B_1}$$

implements 2 cobit channels

one from

$$|x_1\rangle^{A_1} \rightarrow |x_1\rangle^{A_1} |x_1\rangle^{B_1}$$

+ another

$$|x_2\rangle^{A_2} \rightarrow |x_2\rangle^{A_2} |x_2\rangle^{B_2}$$

can do everything in ~~q~~ superposition...

Thus, we have

$$\{q \rightarrow q\} + \{qq\} \geq 2 \{q \rightarrow qq\}$$

stronger than dense coding

can do this w/ qudits as well

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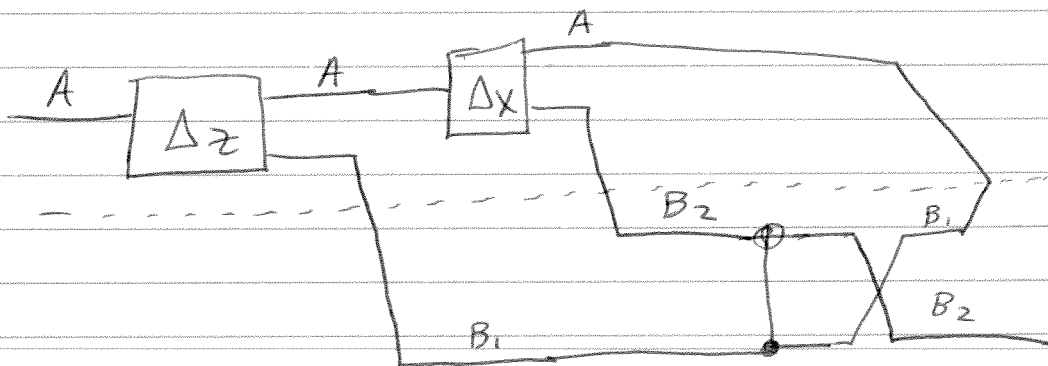
Coherent Teleportation

define Δ_z as $|0\rangle^A \rightarrow |0\rangle^A |0\rangle^B$
 $|1\rangle^A \rightarrow |1\rangle^A |1\rangle^B$

Δ_x as $|+\rangle^A \rightarrow |+\rangle^A |+\rangle^B$
 $|-\rangle^A \rightarrow |-\rangle^A |-\rangle^B$

can simulate one w/ the other and local ops

Picture is



Why does this work?

$$1) \quad |+\rangle^A = \frac{1}{\sqrt{2}} (|0\rangle^A + |1\rangle^A)$$

$$\xrightarrow{\Delta_z} \frac{1}{\sqrt{2}} (|0\rangle^A |0\rangle^{B_1} + |1\rangle^A |1\rangle^{B_1})$$

re write state as

$$\frac{1}{\sqrt{2}} (|+\rangle^A + |-\rangle^A) |0\rangle^{B_1} + \frac{1}{\sqrt{2}} (|+\rangle^A - |-\rangle^A) |1\rangle^{B_1}$$

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$$= \frac{1}{\sqrt{2}} \left[|+\rangle^A (\alpha |0\rangle^{B_1} + \beta |1\rangle^{B_1}) + |-\rangle^A (\alpha |0\rangle^{B_1} - \beta |1\rangle^{B_1}) \right]$$

send A through X cobit

$$\rightarrow \frac{1}{\sqrt{2}} \left[|+\rangle^A |+\rangle^{B_2} (\alpha |0\rangle^{B_1} + \beta |1\rangle^{B_1}) + |-\rangle^A |-\rangle^{B_2} (\alpha |0\rangle^{B_1} - \beta |1\rangle^{B_1}) \right]$$

CNOT from B_1 to B_2

↑
need to eliminate phase

$$\rightarrow \frac{1}{\sqrt{2}} (|+\rangle^A |+\rangle^{B_2} + |-\rangle^A |-\rangle^{B_2}) (\alpha |0\rangle^{B_1} + \beta |1\rangle^{B_1})$$

$$= |\Phi^+\rangle^{AB_2} |\psi\rangle^{B_1}$$

↑ ↑
entanglement teleportation
generation

$$2 [q \rightarrow qq] \geq [q \rightarrow qa] + [qa]$$

(can also do this by modifying original teleportation protocol - replace Bell measurements + conditional operations w/ cobit channels of controlled operations)

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Coherent Comm. Identity

$$2 [q \rightarrow qa] = [q \rightarrow a] + [qa]$$

Why is this important? beautiful + practical

Suppose there is some protocol

$$\langle \chi \rangle + E [qa] \geq R [c \rightarrow c]$$

such that classical bits are private from the environment of the channel

then we can upgrade classical bits to coherent bits:

$$\langle \chi \rangle + E [qa] \geq R [q \rightarrow qa]$$

exploit coherent comm. identity:

$$\langle \chi \rangle + E [qa] \geq \frac{R}{2} ([q \rightarrow a] + [qa])$$

$$\therefore \langle \chi \rangle + E [qa] \geq \frac{R}{2} [q \rightarrow a] + \frac{R}{2} [qa]$$

consider catalytic use of entanglement

$$\therefore \langle \chi \rangle + \left(E - \frac{R}{2}\right) [qa] \geq \frac{R}{2} [q \rightarrow a]$$

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Unit Resource Capacity Region

What is the best we can do w/
noiseless resources of q comm.,
 c comm., + entanglement?

We know

$$TP: 2\{c \rightarrow c\} + \{qq\} \geq \{q \rightarrow q\}$$

$$SD: \{q \rightarrow q\} + \{qq\} \geq 2\{c \rightarrow c\}$$

$$ED: \{q \rightarrow q\} \geq \{qq\}$$

Consider these as points in a 3D region:

(C, q, E)

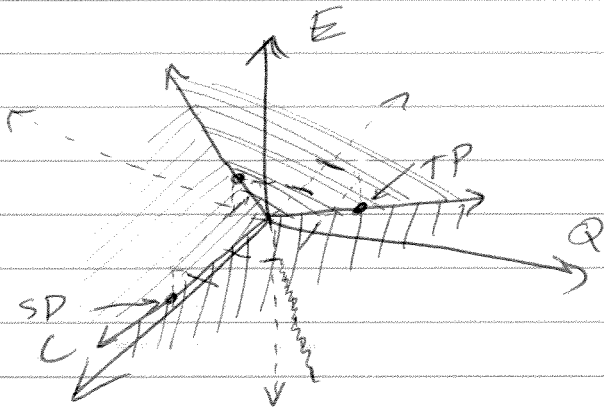
$$TP \text{ is } (-2, 1, -1) \equiv x_{TP}$$

$$SD \text{ is } (2, -1, -1) \equiv x_{SD}$$

$$ED \text{ is } (0, -1, 1) \equiv x_{ED}$$

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can achieve any point

$$(C, Q, E) = \alpha \times TP + \beta \times SD + \gamma \times ED$$

where

$$\alpha, \beta, \gamma \geq 0$$

equivalent to matrix relation

$$\begin{bmatrix} C \\ Q \\ E \end{bmatrix} = \begin{bmatrix} -2 & 2 & 0 \\ 1 & -1 & -1 \\ -1 & -1 & 1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix}$$

↑ ↑ ↑
TP SD ED

Equivalent to

$$\begin{bmatrix} \alpha \\ \beta \\ \gamma \end{bmatrix} = \begin{bmatrix} -1/2 & -1/2 & -1/2 \\ 0 & -1/2 & -1/2 \\ -1/2 & -1 & 0 \end{bmatrix} \begin{bmatrix} C \\ Q \\ E \end{bmatrix}$$

↑
matrix inverse

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Restriction that $\alpha, \beta, \gamma \geq 0$

$$\Rightarrow \begin{aligned} C + Q + E &\leq 0 \\ Q + E &\leq 0 \\ C + 2Q &\leq 0 \end{aligned}$$

this region is achievable.

Is it optimal? (converse theorem)

consider eight octants individually to prove

take as given 1) ~~class~~ $\{C \rightarrow C\} \neq Q \{Q \rightarrow Q\}$
 $\{C \rightarrow C\} \neq E \{E \rightarrow E\}$

2) $\{Q \rightarrow Q\} \neq Q \{Q \rightarrow Q\}$

$\{Q \rightarrow Q\} \neq C \{C \rightarrow C\}$

Consider octant $(+, +, +)$

must be empty b/c we require ~~consumption~~ consumption of resources to generate others

octant $(-, +, +)$

empty b/c 1)

octant $(+, +, -)$ empty b/c 2)

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do 2 other octants

(+, -, +) task is to generate C classical bits + E ebits using $|Q|$ qubits

consider points of the form

$$(C, Q, E) \text{ where } C \geq 0, Q \leq 0, + E \geq 0$$

just prove that $C + E \leq |Q|$

b/c combining w/ $C \geq 0 + E \geq 0$

gives

$$\text{~~(1)~~ } C + E \leq |Q|$$

$$E \leq |Q| \quad (\text{redundant})$$

$$C \leq 2|Q| \quad (\text{redundant})$$

Suppose $(C, -|Q|, E)$ exists, can then combine w/ dense coding $(2E, -E, -E)$

$$(C, -|Q|, E) + (2E, -E, -E) =$$

$$\rightarrow (C + 2E, -|Q| - E, 0)$$

this is protocol generates classical comm. from qubits comm. had better respect Holevo bound $C + 2E \leq |Q| + E$

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Consider $(-, -, +)$

- task is to create E ebits w/
 $|Q|$ qubits + $|C|$ cbits.

- points are of the form (C, Q, E)
where $C \leq 0$, $Q \leq 0$, + $E \geq 0$

suffices to prove $E \leq |Q|$ b/c
combining w/ $Q \leq 0$ + $C \leq 0$
gives

$$E \leq |C| + |Q| \quad (\text{redundant})$$

$$E \leq |Q|$$

$$0 \leq |C| + 2|Q| \quad (\text{trivial})$$

Suppose protocol $(-|C|, -|Q|, E)$.

combine w/ tele $(-2E, E, -E)$

to get

$$(-|C|, -|Q|, E) + (-2E, E, -E) = (-|C| - 2E, -|Q| + E, 0)$$

the resulting q. comm. had better not be
positive b/c class. comm. alone cannot
generate it. Then

$$-|Q| + E \leq 0 \Rightarrow E \leq |Q|$$