

# Quantumly (non-)Markovian Classical Maps

Fereshte shahbeigi

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# Quantum Channels:



$$\mathcal{E}(\rho) = \text{Tr}_{\text{env}} [U (\rho \otimes \sigma) U^\dagger]$$

$$D_{\mathcal{E}} = d(\mathcal{E} \otimes \mathcal{I}) |\psi_+\rangle \langle \psi_+|$$

**TP:**  $\text{Tr}[\mathcal{E}(X)] = \text{Tr}[X]$   
 $\forall X$

$$\text{Tr}_A(D_{\mathcal{E}}) = \mathbb{I}$$

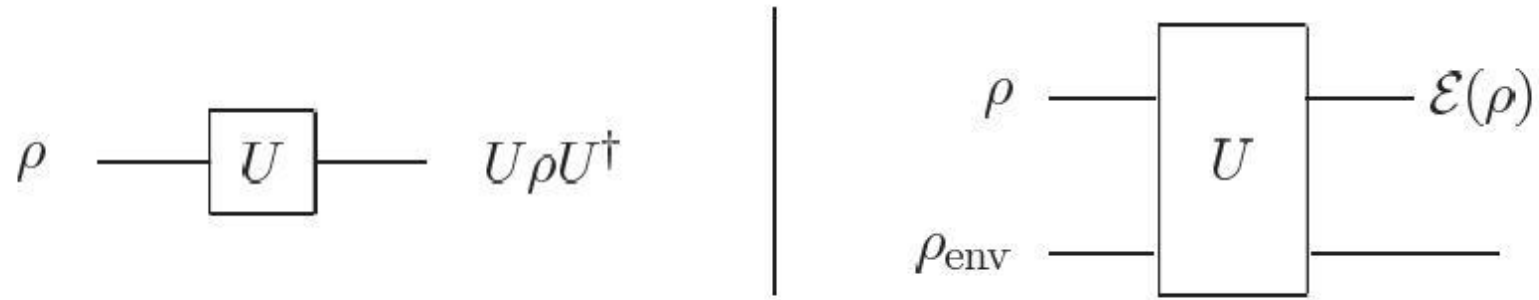
**HP:**  $\mathcal{E}(X)^\dagger = \mathcal{E}(X^\dagger)$   
 $\forall X$

$$D_{\mathcal{E}} = D_{\mathcal{E}}^\dagger$$

**CP:**  $(\mathcal{E} \otimes \mathcal{I}_n)(X) \geq 0$   
 $\forall n \ \& \ \forall X \geq 0$

$$D_{\mathcal{E}} \geq 0$$

On the other hand:



An open quantum system can obey a differential equation of motion, like **GKLS**:

$$\frac{d\rho}{dt} = i[\rho, H] + \sum G_{\alpha\beta} F_\alpha \rho F_\beta^\dagger - \frac{1}{2} \{F_\beta^\dagger F_\alpha, \rho\}$$

$$\frac{d\rho}{dt} = \mathcal{L}(\rho)$$

# Lindblad Operators:

$\mathcal{L}$	$D_{\mathcal{L}} = d(\mathcal{L} \otimes \mathcal{I}) \psi_+\rangle\langle\psi_+ $
<b>TS:</b> $\text{Tr}[\mathcal{E}(X)] = 0$ $\forall X$	$\text{Tr}_A(D_{\mathcal{L}}) = 0$
<b>HP:</b> $\mathcal{L}(X)^\dagger = \mathcal{L}(X^\dagger)$ $\forall X$	$D_{\mathcal{L}} = D_{\mathcal{L}}^\dagger$
<b><u>Conditionally Completely Positive</u></b>	$\Pi D_{\mathcal{L}} \Pi \geq 0$ $\Pi = I -  \psi_+\rangle\langle\psi_+ $

# Markovianity Problem:

For which  $\mathcal{E}$  there is an  $\mathcal{L}$  and  $t > 0$  such that:  $\mathcal{E} = e^{\mathcal{L}t}$

1. M. M. Wolf, J. Eisert, T.S. Cubitt, and J.I. Cirac, PRL (2008)
2. T. S. Cubitt, J. Eisert, and M. M. Wolf, Commun. Math. Phys. (2012)
3. M. M. Wolf, and J. I. Cirac, Commun. Math. Phys. (2012)

For which  $\mathcal{E}$  the entire trajectory of  $e^{t\text{Log}\mathcal{E}}$  belongs to the set of quantum channels?

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# Complexity of the problem:

- **Logarithm of a number:**  $Z = re^{i(2m\pi + \theta)} \longrightarrow \log Z = \log r + i(2m\pi + \theta)$

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- **Logarithm of a number:**  $Z = r e^{i(2m\pi + \theta)} \longrightarrow \log Z = \log r + i(2m\pi + \theta)$

- **Logarithm of a matrix:**  $\mathbf{X}$  is a generator of  $\mathbf{A}$  if  $\exp(\mathbf{X}) = \mathbf{A}$

$$\mathbb{I}_2 \cos \theta + i(\hat{n} \cdot \vec{\sigma}) \sin \theta = e^{i\theta(\hat{n} \cdot \vec{\sigma})}$$

$$\theta = 2m\pi \implies \mathbb{I}_2 = e^{i2m\pi(\hat{n} \cdot \vec{\sigma})} \quad \mathbf{X} = \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$$

$$\mathbb{I}_3 = e^{\mathbf{X}} \quad \mathbf{X}_1 = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \quad \mathbf{X}_2 = \begin{pmatrix} 0 & 2\pi & 1 \\ -2\pi & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} \quad \mathbf{X}_3 = \begin{pmatrix} 0 & 2\pi - 1 & 1 \\ -2\pi & 0 & 0 \\ -2\pi & 0 & 0 \end{pmatrix}$$



# Classical Systems:

- A general linear classical process that evolves classical systems is a stochastic process:

$$T = \left( t_{ij} \right)_{d \times d} \quad \text{Such that} \quad t_{ij} \geq 0, \quad \sum_i t_{ij} = 1$$

- Memoryless equation of Motion:  $\frac{d\vec{p}}{dt} = L\vec{p}$  where

$$\forall i \neq j : L_{ij} \geq 0 \quad \text{and} \quad \sum_i L_{ij} = 0$$

# Classical Markovianity (Classical Embeddability):

For which  $T$  there is an  $L$  such that:  $T = e^L$

G. Elfving, Acta Soc. Sci. Fennicae, n. Ser. A2 **8**, (1937)

**The same difficulty/complexity due to non-uniqueness of Logarithm appears**

# How to simulate quantumly a classical stochastic matrix

Every Classical Stochastic Matrix is Classical Action of a Quantum Channel

$$T_{ij} = \langle i | \mathcal{E}(|j\rangle\langle j|) |i\rangle$$

# And Now, Quantum Embeddability:

- **Quantum Embeddability Problem:** K. Korzekwa and M. Lostaglio, PRX (2021)

For which classical stochastic matrix  $T$  one can assign a quantum channel  $\mathcal{E}_T$  such that

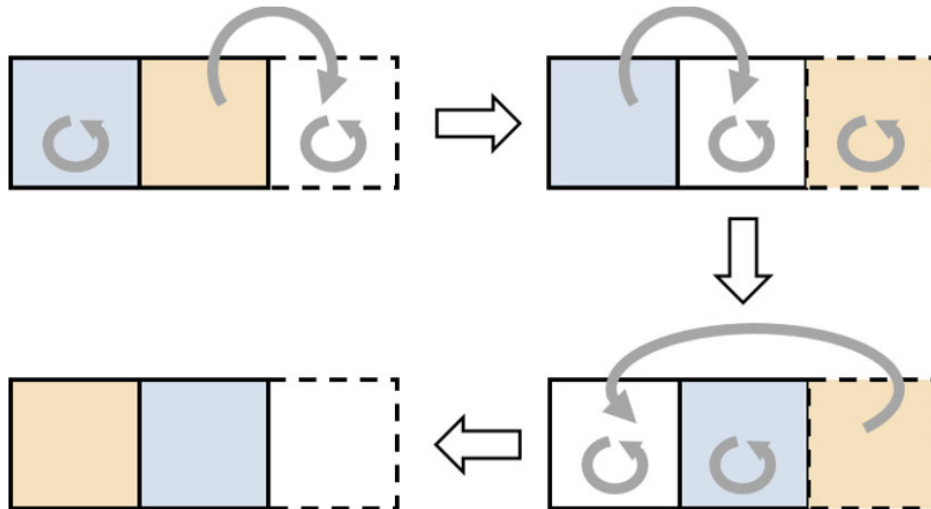
$$\frac{d}{dt} \hat{\mathcal{E}}_T(t) = \hat{\mathcal{L}}(t) \hat{\mathcal{E}}_T(t), \quad \hat{\mathcal{E}}_T(0) = \hat{\mathcal{I}},$$

That is  $\mathcal{E}_T$  is Markovian.

# Simulation of a quantum and a classical bit-swap; The Motivation:

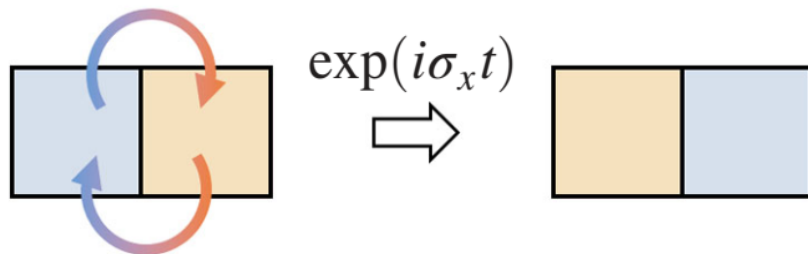
## (a) Classical bit swap

1 memory state, 3 time steps



## (b) Quantum bit swap

0 memory states, 1 time step



K. Korzekwa and M. Lostaglio, PRX (2021)

- **Markovian Evolutions are Memoryless**

## Results:

- Every classical embeddable transition matrix is quantum embeddable

## Even more:

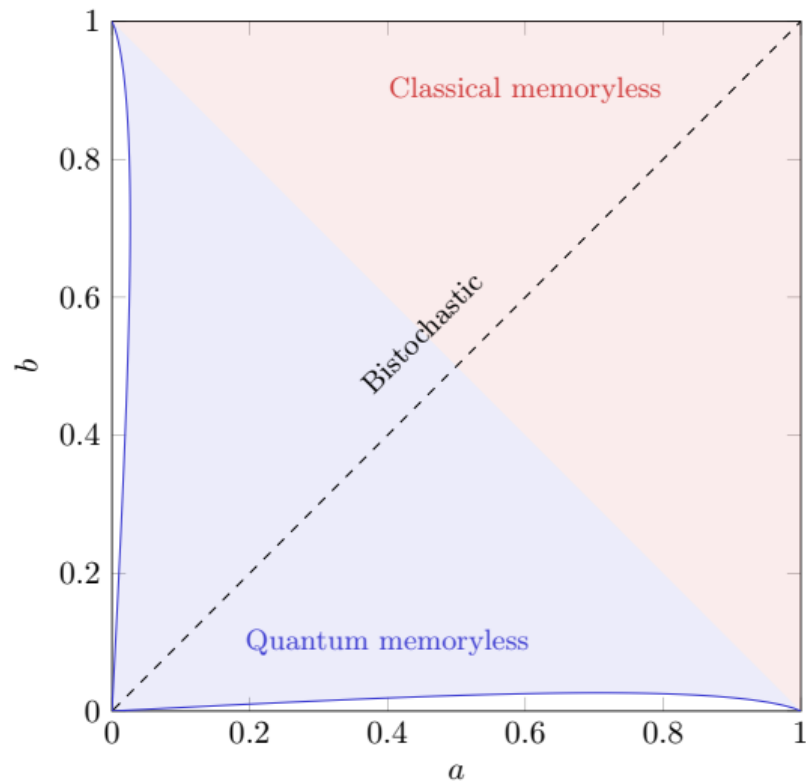
- The set of quantum embeddable transition matrices is *strictly* larger than classical one, e.g., nontrivial permutations.
- All the unistochastic matrices are quantum embeddable (by a unitary evolution).

How to restrict the set from above?

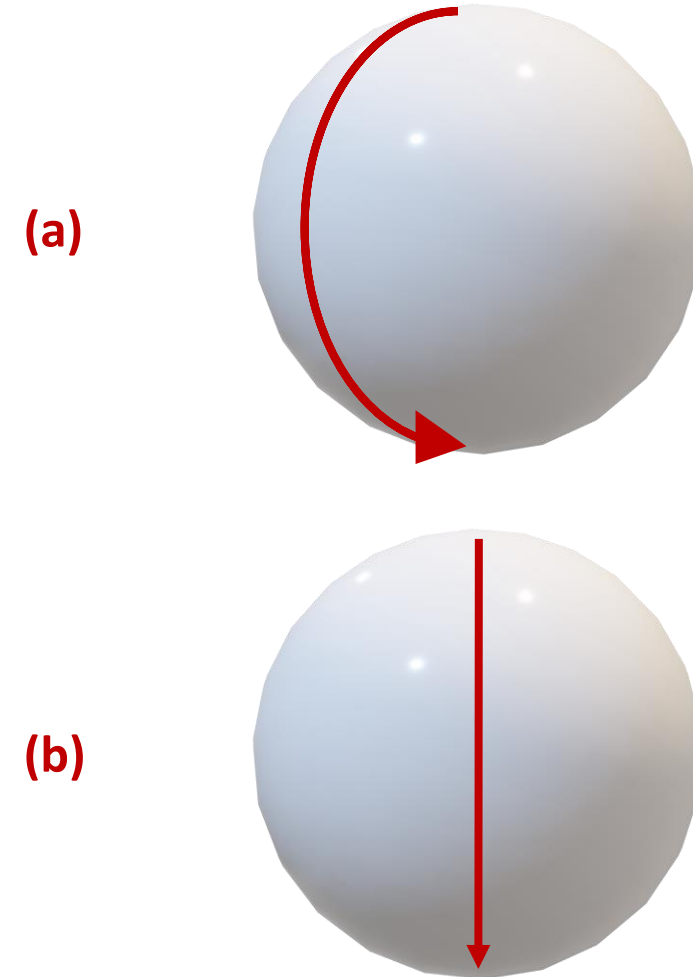
What transitions are quantum non-embeddable?

. Two dimensional maps:

$$T = \begin{pmatrix} a & 1-b \\ 1-a & b \end{pmatrix}$$



. Sketch of the Proof:



## How to restrict the set from above?

## What transitions are quantum non-embeddable?

- **Arbitrary dimension:** Consider a  $d \times d$  stochastic matrix  $T$  with all columns except for column  $i$  given by the corresponding  $(d - 1)$  columns of a  $d \times d$  permutation matrix  $\Pi$  with  $\Pi_{ij} = 1$  for some  $j \neq i$ . Then,  $T$  is non-embeddable unless  $T = \Pi$ , or  $T_{ki} = \delta_{ki}$  and  $T_{jk} = 0$  for all  $k$ .

### For $d=i=3$

$$\left\{ \begin{pmatrix} 0 & 0 & a \\ 0 & 1 & b \\ 1 & 0 & c \end{pmatrix}, \begin{pmatrix} 1 & 0 & a \\ 0 & 0 & b \\ 0 & 1 & c \end{pmatrix}, \begin{pmatrix} 0 & 1 & a \\ 0 & 0 & b \\ 1 & 0 & c \end{pmatrix}, \begin{pmatrix} 0 & 0 & a \\ 1 & 0 & b \\ 0 & 1 & c \end{pmatrix} \right\}$$

$$\begin{pmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \end{pmatrix}, \begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$



## Conclusion:

- More often than not, simulate your processes in quantum regime :)

*Thanks for your time and patience*