Decoherence for Fluctuations out of Equilibrium

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Outline

Background and Motivation:

Tuning Example: Flatness Problem

Arrow of Time and Boltzmann Brain Problem

Decoherence

Results:

Equilibrating/Fluctuation Toy qubit Model

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FRW Universe

1st Friedmann Equation:

$$(\frac{\dot{a}}{a})^2 = \frac{8\pi G}{3}(\rho_m + \rho_r + \dots)$$

- Describes a homogeneous, isotropic universe expanding (or contracting) with scale factor, a
- Energy densities evolve based on:

$$\dot{
ho} = -3\frac{\dot{a}}{a}(
ho+p)$$

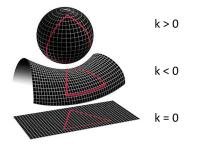
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Curvature

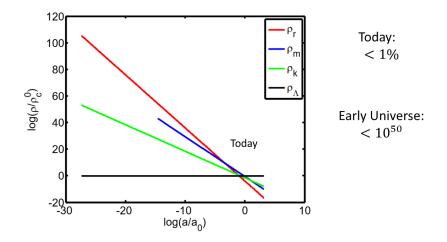
- Critical density: ρ_c If $\rho_m + \rho_r + ... = \rho_c$ then flat
- Curvature, k:

$$\rho_k = \rho_c - (\rho_m + \rho_r + ...)$$
$$k = -a^2 \rho_k$$

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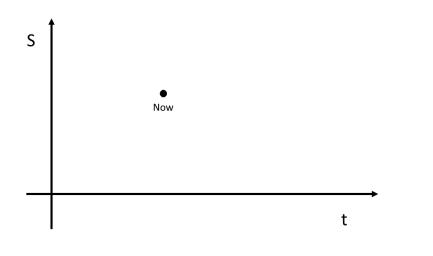


Flatness Problem

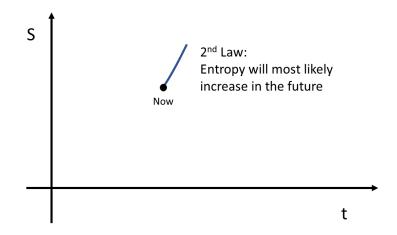


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Explaining the Initial State

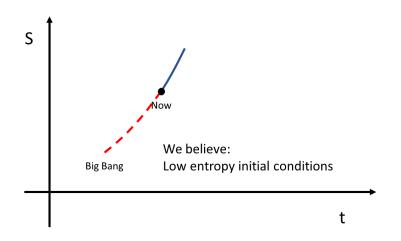


Explaining the Initial State



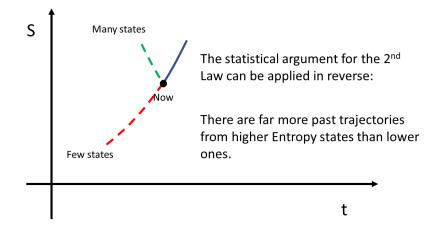
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Explaining the Initial State



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"Boltzmann Brain" Problem



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In the Decoherence picture, measurements have two main ingredients:

• Entangling interaction (between system and apparatus).

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Information loss to the environment.

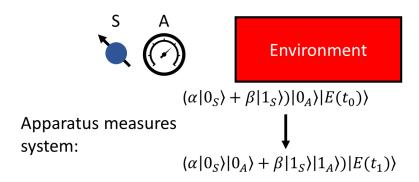


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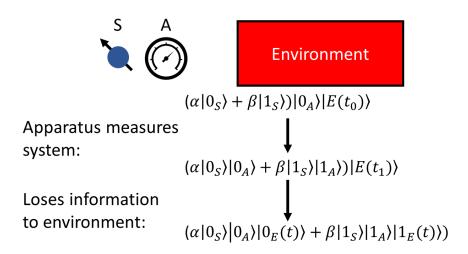
Environment

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$(\alpha|0_S\rangle+\beta|1_S\rangle)|0_A\rangle|E(t_0)\rangle$



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Decoherence

 $\rho_{SA} = T r_E |\Psi\rangle \langle \Psi|$

Quantum superposition:
$$\rho_{SA}(t_1) = \begin{bmatrix} |\alpha|^2 & \cdots & \epsilon \\ \vdots & \ddots & \vdots \\ \epsilon^* & \cdots & |\beta|^2 \end{bmatrix}$$

Classical probabilities: $\rho_{SA}(t) = \begin{bmatrix} |\alpha|^2 & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & |\beta|^2 \end{bmatrix}$

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Decoherence

$$\rho_{SA} = \begin{bmatrix} |\alpha|^2 & \dots & \epsilon \\ \dots & \dots & \dots \\ \epsilon^* & \dots & |\beta|^2 \end{bmatrix}$$

$$S_{SA} = -tr(\rho_{SA} \log \rho_{SA})$$

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As Decoherence occurs:

Off diagonals die off*.

 $|\epsilon| \rightarrow 0$

Accompanied by Entropy increase.

 $\Delta S_{SA} > 0$



Environment: S A

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8 qubits Hilbert space dim: $2^8 = 256$

Recurrence

Time independent Hamiltonian with finite dimensional Hilbert space:

$$egin{aligned} E_j &= 2\pi j/256, \quad j = 0, 1, 2, ... 255 \ |\Psi(t)
angle &= \sum_j c_j (t=0) e^{-i E_j t} \, |E_j
angle \end{aligned}$$

Exact recurrence guaranteed every 256 time steps:

$$|\Psi(0)
angle = |\Psi(256)
angle$$

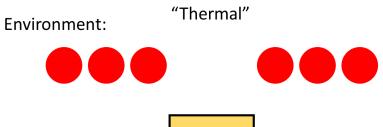
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 $|E_j\rangle = b_j 0 |0000000\rangle + b_j 1 |0000001\rangle + b_j 2 |00000010\rangle + ...$ Energy Eigenstates chosen to have lots of entanglement:

$$egin{aligned} S(
ho_{q_i}) &= 1 & orall i \ S(
ho_{q_i,q_j}) &= 2 & orall i,j \end{aligned}$$

Every qubit and every combination of two qubits are maximally mixed.





System +Apparatus :



Pure

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Allowed to interact:

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Allowed to interact: **Equilibrates:**

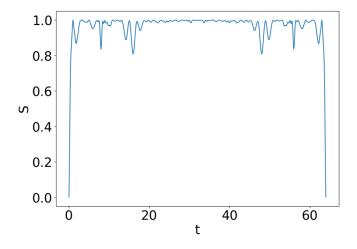
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Notes about Toy Model

- Evolution is completely determined by initial state and dyanmics. (Fully Unitary)
- Apparent equilibration and fluctuations only arise due to tracing out the environment.

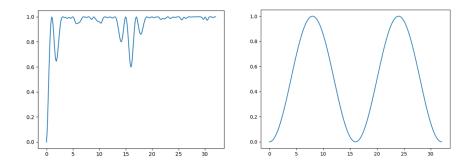
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Evolution of 1 qubit



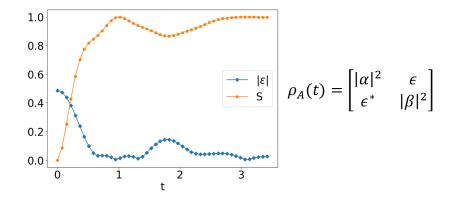
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Other initial states



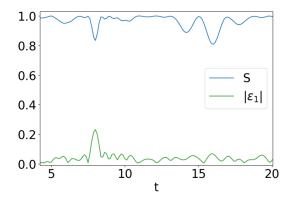
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Initial Decoherence in Toy Model

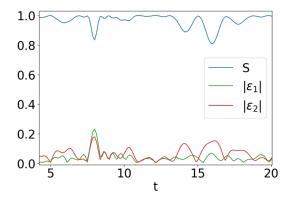


Off diagonals die off as entropy increases.

Off diagonals during Fluctuations



Off diagonals during Fluctuations



Remaining Questions and Work in Progress

- Evolution of the off diagonals during fluctuations may indicate different decoherent story.
- Need to properly diagnosis whether classical description makes sense for the fluctuations.
- Still exploring more initial states (for system and environment). Further splitting to System+Apparatus+Environment.

