

Lecture 22 - Quantum Probability

Recap of last lecture:

Mixed (qudit) state: "prob. p_i of $|\psi_i\rangle \in \mathbb{C}^d$ ", $i=1 \dots m$.
↳ encoded by density matrix $\rho \in \mathbb{C}^{d \times d}$,

$$\rho = p_1 |\psi_1\rangle\langle\psi_1| + \dots + p_m |\psi_m\rangle\langle\psi_m|$$

Hermitian matrix ρ (meaning $\rho^\dagger = \rho$) is a density matrix
iff ① " $\rho \geq 0$ ": " ρ is positive semidefinite"
($\langle u | \rho | u \rangle \geq 0 \quad \forall |u\rangle$)

② " $\text{tr}(\rho) = 1$ " $\sum_{i=1}^d \rho_{ii}$

Every Hermitian matrix M acts on \mathbb{C}^d by
"stretch by factor λ_i in direction $|v_i\rangle \quad \forall 1 \leq i \leq d$ "
(real) eigenvalues of M (orthonormal) eigenvectors of M

① $\Leftrightarrow \rho$'s equals λ_i all ≥ 0 ② $\Leftrightarrow \lambda_1 + \dots + \lambda_d = 1$

\therefore any density mtix ρ equiv to mixed state
" λ_i prob. of $|v_i\rangle$ ", $i=1 \dots m$.

Linear Algebra Interlude

prop: Let $A \in \mathbb{C}^{d \times d'}$, $B \in \mathbb{C}^{d' \times d}$. Then

$$\text{tr}(AB) = \text{tr}(BA).$$

proof: $\text{tr}(AB) = \sum_{i=1}^d (AB)_{ii} = \sum_{i=1}^d \sum_{j=1}^{d'} A_{ij} B_{ji}$

$$= \sum_{j=1}^{d'} \sum_{i=1}^d B_{ji} A_{ij} = \sum_{j=1}^{d'} (BA)_{jj} = \text{tr}(BA)$$

Classic trick: $\langle u_i | p | u_i \rangle = \text{tr}(\underbrace{\langle u_i |}_{A} p \underbrace{| u_i \rangle}_{B})$ 1×1 matrix!

[Recall: this is prob ["i"] when measuring in $|u_1\rangle, \dots, |u_d\rangle$ basis]

$= \text{tr}(p \underbrace{|u_i\rangle\langle u_i|}_{d \times d \text{ "proj. onto } |u_i\rangle \text{ mtr}})$

Also: $\text{tr}(A^\dagger B) = \sum_{ij} (A^\dagger)_{ij} B_{ji} = \sum_{ij} \underbrace{A_{ji}^*}_{\text{could reverse } i,j \text{ here}} B_{ji}$

def: $\langle A, B \rangle = \text{tr}(A^\dagger B)$

"dot product of A, B when they're viewed as lists of #'s"

"Inner product for matrices"

[Don't worry much about the dagger! Often A, B will be Hermitian, so $A = A^\dagger$.]

Today: "Quantum Probability 101"

(vs. "Classical Probability 101")

Classical
Def #1: A d -outcome prob. distrib. is a vector $p \in \mathbb{R}^d$ with $p \geq 0$, $\sum_{i=1}^d p_i = 1$.
[Outcomes called $|a_1, \dots, a_d\rangle$; $p_i = \text{Pr}[i]$]

Quantum
Def #1: A d -dim. state/density mtr is a Hermitian $\rho \in \mathbb{C}^{d \times d}$ with $\rho \geq 0$, $\sum_{i=1}^d \rho_{ii} = 1$.

[Think of ρ as a "source of quantum randomness"]

Classical \rightarrow quantum : replace "vector" by
"Hermitian matrix"
quantum \rightarrow classical : take every Hermitian
matrix to be diagonal

Example:

Recall: if state ρ measured in $\{|u_i\rangle, \dots, |u_d\rangle\}$ basis,
 $\Pr["i"] = \langle u_i | \rho | u_i \rangle$
 $= \text{tr}(\rho |u_i\rangle\langle u_i|)$

[[Needn't worry about dagger[†], $\because \rho^\dagger = \rho$]] $\rightarrow = \langle \rho, E_i \rangle$, $E_i := |u_i\rangle\langle u_i|$
["proj. onto $|u_i\rangle$ " mtrx]

Remark: $E_i \geq 0$ & $E_1 + \dots + E_d = I_{d \times d} = \mathbb{1}_{d \times d}$

[[why?]]
[[It's a pure-state dens. mtrx]]

[[Matrix that stretches by 1 in every direction: all eigenvalues are 1.]]

[[Two notations for the $d \times d$ identity matrix.]]

Compare: Given prob. dist $p \in \mathbb{R}^d$, let

$e_i = (0, \dots, 0, 1, 0, \dots, 0)$
 \uparrow
i-th position.

[["Indicator of i-th outcome"]]

$p_i = \Pr_p["i"] = \langle p, e_i \rangle$.

And $e_i \geq 0$, $e_1 + \dots + e_d = (1, 1, \dots, 1) = \vec{\mathbb{1}}$.

Probability 101 def. #2: Events

[[My descriptions here will be a bit weird, to accommodate the subsequent quantum analogy.]]

Given prob. dist $p \in \mathbb{R}^d$, let's define some "mutually exclusive, collectively exhaustive" events
[[meaning always exactly one happens]]

Event₁, ..., Event_m.

Naivest: $m=d$, Event_i = "i is drawn from p"
[[like in preceding example]]

Lumping: Some outcomes grouped together.

E.g. Event₁ = "the draw from p is odd"
Event₂ = "~~~~~ even"

Identify with "indicator vectors":

$$e_1 = (1, 0, 1, 0, \dots)$$

$$e_2 = (0, 1, 0, 1, \dots)$$

$$\Pr_p[\text{Event}_1] = p_1 + p_3 + p_5 + \dots = \langle p, e_1 \rangle; \quad \Pr_p[\text{Event}_2] = \langle p, e_2 \rangle$$

Note: e_i s nonneg. & sum to $\vec{1} = (1, 1, \dots, 1)$.

[[This ensures $\langle p, e_i \rangle \geq 0$ & $\sum_i \langle p, e_i \rangle = 1$; exactly one Event occurs.]]

[[In "lumping", you have $\leq d$ events. Now we'll describe a way to have $> d$ events. Involves injecting additional randomness.]]

Using additional randomness:

(in quotes b/c need not be 0/1]]

Suppose e_1, \dots, e_m are any "indicator" vectors in \mathbb{R}^d with $e_i \geq 0$ & $e_1 + \dots + e_m = \vec{1}$.
 [entrywise]

E.g.: $e_1 = (0, .2, .3, 0, \dots)$
 $e_2 = (1, .7, .2, 0, \dots)$
 $e_3 = (0, .1, .5, 1, \dots)$

[$m < d$ here, but could easily have $m > d$]]

Event₁, Event₂, Event₃ ??

Think: Draw from p .

If outcome 1 : Event₂ occurs.

If outcome 2 : $\left\{ \begin{array}{l} \text{Event}_1 \text{ occurs w.p. } .2 \\ \text{Event}_2 \text{ } \underline{\hspace{1cm}} \text{ } .7 \\ \text{Event}_3 \text{ } \underline{\hspace{1cm}} \text{ } .1 \end{array} \right.$

If outcome 3 : $\left\{ \begin{array}{l} \text{Event}_1 \text{ occurs w.p. } .3 \\ \text{etc.} \end{array} \right.$

[[Yes, you need additional randomness to implement, But still makes sense to say "exactly one event always occurs", and...]]

$$\Pr[\text{Event}_j] = \sum_{i=1}^d p_i (e_j)_i = \langle p, e_j \rangle.$$

Quantum Generalization

How can you measure a qudit state ρ ? [[and thereby get classical outcomes]]

- in orthonormal basis \rightarrow d outcomes
- "lumping": Say $d = 2^q$, ρ has q qubits.
Can do a "partial measurement" of r qubits: yields $2^r < d$ outcomes
- "additional randomness": Can add additional ["ancilla"] s qubits, do a 2^{r+s} -dim unitary, partially/fully measure: up to $2^{r+s} > d$ outcomes

[[Can also do non-powers-of-2 things]]

Most general: Think of whole procedure as a "BODM": Big Ol' Device for Measuring.

Call readouts/outcomes "1", "2", ..., "m"

[[m may be $< d$, $= d$, $> d$]]

Turns out: [if you do the math, which we won't]

BODM yields m Hermitian $E_1, \dots, E_m \in \mathbb{C}^{d \times d}$

satisfying: (i) " $E_i \succeq 0$ " $\forall i$ (positive semidefinite)
 $\langle w | E_i | w \rangle \succeq 0 \forall |w\rangle$

(ii) $E_1 + \dots + E_m = \mathbb{I}_{d \times d}$ (identity matrix)

And: $\Pr[\text{BODM applied to } \rho \text{ reads out "i"}] = \langle \rho, E_i \rangle$.

ex: check (i) $\Rightarrow \langle \rho, E_i \rangle \succeq 0 \forall i$ (uses $\rho \succeq 0$)

(ii) $\Rightarrow \langle \rho, E_1 \rangle + \dots + \langle \rho, E_m \rangle = 1$ (uses $\sum_{i=1}^m E_i = \mathbb{I}$)

Conversely: given Hermitian E_1, \dots, E_m satisfying (i), (ii), can in principle build a physical BODM with associated behavior.

Real name of BODM is "POVM".

(You'll see "POVM" a lot. Stands for

"Positive Operator-Valued Measure" for some abstruse math reason)

[Anyway, POVM $\{E_1, \dots, E_m\}$ is quantum generalization of M.E.C.E. events.]

Question: If POVM registers outcome "i",
how does state ρ collapse?

Answer: Depends on how it's implemented!
Can't tell just from E_1, \dots, E_m .

[If you want to know, need to know the circuit implementing the measurement. Then, once you know this, can work out the formula. For posterity, if (nonuniquely)

$E_i = M_i^\dagger M_i$ for $d \times d$ M_i , then you can implement it in such a way that upon reading out "i", ρ collapses to

$$\frac{M_i \rho M_i^\dagger}{\langle \rho, M_i M_i^\dagger \rangle}$$

↑
see homework

But generally, when people discuss POVMs, they usually only care about measurement outcome probabilities, and don't plan to continue "using" the state.]

Probability 101 def #3: Random variables

Given prob. distribution $p \in \mathbb{R}^d$, a random variable is just a real number x_i for each outcome $1 \leq i \leq d$.

So it's any old vector $x \in \mathbb{R}^d$.

Expected value is $E_p[x] = \sum_{i=1}^d p_i x_i = \langle p, x \rangle$.



Quantum generalization: "observable"
for d -dim. states ρ :

Any old Hermitian matrix $X \in \mathbb{C}^{d \times d}$.

recall: can express $X = \sum_{i=1}^d \lambda_i |u_i\rangle\langle u_i|$
real eigenvalues λ_i projection onto eigenvec. $|u_i\rangle$

$$X = \sum_{i=1}^d \chi_i |u_i\rangle\langle u_i|$$

real eigenvalues \nearrow
 \uparrow projection onto eigenspace $|u_i\rangle$

Physically, could build an instrument that:

- measured in $|u_1\rangle, \dots, |u_d\rangle$ basis
- on outcome "i", read out real # χ_i

If you applied this instrument to ρ , what's expected value of readout?

$$\sum_{i=1}^d \underbrace{\langle \rho, |u_i\rangle\langle u_i| \rangle}_{P(\text{measure "i"})} \chi_i = \langle \rho, \sum_{i=1}^d \chi_i |u_i\rangle\langle u_i| \rangle = \langle \rho, X \rangle \quad \text{😊}$$

[[Matches classical situation.]]

Notation: $E_\rho[X]$

[[Good notation: linearity of expectation holds.]]

Rem: X^2 operator stretches by χ_i^2 factor in direction $|u_i\rangle$. I.e., it's $\sum_{i=1}^d \chi_i^2 |u_i\rangle\langle u_i|$

◦◦ expected (readout)² = $E_\rho[X^2]$.

[[This is not tautological! We had to check it. But further reassures that notation is good.]]

Quantum probability theory:

sources of randomness: ρ ✓

events: POVMs ✓

random: observables ✓

Done 😊 [Really, what else is there in Probability 101? 😊]

Warning: If X, Y are observables
(Hermitian matrices)

$XY \neq YX$ necessarily.

Indeed, "quantum probability" often
called "noncommutative probability".

[Holds iff XY is Hermitian; i.e., iff
 XY is itself an "observable".]

(Actually, of course, there's much much more. From quantum probability, can develop quantum....

- statistics
- information theory
- learning theory
-

We'll see a little statistics on homework, including... the "Uncertainty Principle",

$$\text{stddev}_p[X] \cdot \text{stddev}_p[Y] \geq |E_p[\frac{i}{2}(XY - YX)]|.$$

Some info theory in next lecture.

My research is about learning & statistics of quantum states; e.g., the "tomography = state learning" problem:

How many copies, n , of state ρ are needed to approximately learn it; by applying POVMs to $\rho \otimes \rho \otimes \dots \otimes \rho$ (n times) ?