#### Decoherence with a Chaotic Environment: Quantum Walk with the Quantum Baker Map

#### L. Ermann<sup>1,2</sup>, J.P. Paz<sup>2,3</sup>and M. Saraceno<sup>1,4</sup>

Departamento de Física (TANDAR), C.N.E.A., Buenos Aires, Argentina.
 Departamento de Física (FCEyN), Universidad de Buenos Aires, Argentina.
 Theoretical Division, LANL, MSB213, Los Alamos, NM 87545, U.S.A.
 Escuela de Ciencia y Tecnología, U.N.S.M., Buenos Aires, Argentina.





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- Environment: Quantum Baker Map
- ► The system: → Quantum Walk





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- Spectrum analysis
- Conclusions





#### **Classical Baker Map**



Transformation in  $q, p \in [0, 1]$ 

$$q_{i+1} = 2q_i - [2q_i]$$
  
 $p_{i+1} = (p_i + [2q_i])/2$ 

Symbolic Dynamics  $q = 0.\epsilon_0 \epsilon_1 \dots, \ p = 0.\epsilon_{-1} \epsilon_{-2} \dots$  $(p,q) = \dots \epsilon_{-2} \epsilon_{-1} \bullet \epsilon_0 \epsilon_1 \epsilon_2 \epsilon_3 \dots$  $\downarrow \mathcal{B}$   $(p',q') = \dots \epsilon_{-2}\epsilon_{-1}\epsilon_0 \bullet \epsilon_1\epsilon_2\epsilon_3\dots$ 





#### **Quantum Baker Map**

- Prequantization
  - D-dimensional Hilbert space
  - Imposing periodicities:

$$q_j = \frac{j+\eta}{D}; \quad p_k = \frac{k+\kappa}{D}$$

- $hD = 1; j, k = 0, \dots, D-1$
- $\eta, \kappa \in [0, 1) \rightarrow \mathsf{Floquet}$  angles







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Quantization 

Converting  $MSB(q) \rightarrow MSB(p)$  (Most Significative Bit)

$$B_{\text{BVS}} \equiv B_{pos}^{\eta,\kappa} = \left(F_D^{\eta,\kappa}\right)^{-1} \begin{pmatrix} F_{\frac{D}{2}}^{\eta,\kappa} & 0\\ 0 & F_{\frac{D}{2}}^{\eta,\kappa} \\ 0 & F_{\frac{D}{2}}^{\eta,\kappa} \end{pmatrix}$$

 $(\hat{F}_{D}^{\eta,\kappa})_{kj} \equiv \langle p_k | q_j \rangle = \frac{1}{\sqrt{D}} e^{i k \eta \eta}$ 





#### **Quantum Baker Map Families**

• QBM families on N qubits, for n = 1, ..., N

$$\hat{B}_{N,n} \equiv \hat{G}_{n-1} \circ \hat{S}_n \circ \hat{G}_n^{-1} = \left(\hat{I}_{2^{n-1}} \otimes \hat{B}_{N-n+1, 1}\right) \circ \hat{S}_n$$





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 $\hat{S}_n$ : Shift operator acting only on the first n qubits

$$\hat{S}_n |x_1\rangle |x_2\rangle \dots |x_n\rangle \dots |x_N\rangle = |x_2\rangle \dots |x_n\rangle |x_1\rangle \dots |x_N\rangle$$

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 $\checkmark$  Circuit Representation  $\rightarrow$ 







## **Quantum Walk**

• Hilbert space:  $\mathcal{H} = \mathcal{H}_P \otimes \mathcal{H}_C$ 

- ▶ Particle:  $\mathcal{H}_P$ ,  $\{|j\rangle; j \in \mathbb{Z}\}$  (line)
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#### Hadamard Walk

$$\hat{C} = \hat{H} \equiv \frac{1}{\sqrt{2}} \left( \begin{array}{cc} 1 & 1 \\ 1 & -1 \end{array} \right)$$







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• Momentum Representation:  $\langle k | \hat{M} | k' \rangle = \delta_{k,k'} \hat{M}_k$ 

$$\hat{M}_{k} = \begin{pmatrix} e^{-\varphi_{k}} & 0\\ 0 & e^{\varphi_{k}} \end{pmatrix} \hat{B}_{N,n}; \quad \varphi_{k} = \begin{cases} k & \text{in a line} \\ \frac{2\pi k}{M} & \text{in a cycle} \end{cases}$$







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Probability distribution for  $|\Psi_0\rangle = |0\rangle \otimes |\Phi_0\rangle$ 

 $p(x,t) = \int \frac{dk}{4\pi^2} \int dk' e^{-ix(k-k')} \langle \Phi_0 | (\hat{M}_k^{\dagger})^t (\hat{M}_{k'})^t | \Phi_0 \rangle$ 



#### **Standard Deviation**

• 
$$\sigma = \sqrt{\langle x^2 \rangle - \langle x \rangle^2} \sim \begin{cases} \mathsf{CRW} \to O(\sqrt{t}) \\ \mathsf{QW} \to O(t) \end{cases}$$





#### **Standard Deviation**



Classical:  $(0 \le t \le N)$ , Transition:  $(N \le t \le D)$ , Quantum:  $(t \ge D = 2^N)$ 





Decoherence with a Chaotic Environment 8

#### **Standard Deviation**





 $|\psi_0 = \frac{1}{\sqrt{2}}(|0\rangle + i|1\rangle), \eta = \kappa = 0.5, \text{ (left)}, \eta = \kappa = 0, \text{ (right)}.$ 





### Entanglement

 $S_L \equiv -\ln{(Tr[
ho_P^2])}$ : entanglement between Particle and Environment.





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Wigner function  $\longrightarrow W(q,p) = \frac{1}{M}Tr[\rho A(q,p)]$ 





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Wigner function  $\longrightarrow W(q,p) = \frac{1}{M}Tr[\rho A(q,p)]$ 

$$A(q,p) = U^{q}RV^{-p}\exp(i\pi pq/M);$$
  
$$U|n\rangle = |n+1\rangle, \ R|n\rangle = |-n\rangle, \ V|k\rangle = |k+1\rangle$$

•  $W \in \Re$ 

• W is complete  $\rho = \sum_{q,p} W(q,p)A(q,p)$ 

• Marginal probabilities =  $\sum_{\text{line}} W$ 

Distance to QRW ( $\Delta$ ):

$$\Delta = \sum_{q,p} [W_{crw}(q,p) - W(q,p)]^2 \propto Tr[(\rho_{crw} - \rho)^2]$$





#### **Distance in phase-space**







n =



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$$\hat{B}_{N,n}|\Phi_j\rangle = e^{i\theta_j}|\Phi_j\rangle$$











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 $B_{N,n}$  differs with RMT prediction because of the dimension ( $D = 2^N$ ) and the simmetries

 $\theta/\pi$ 

 $\hat{B}_{N,n}|\Phi_j\rangle = e^{i\theta_j}|\Phi_j\rangle$ 



*"most chaotic maps"* (middle members) — *"best environments"* 







 Exact numerical simulation for a system and its chaotic environment.









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- Middle members of QBM are the best environments and the most chaotic maps.





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