

Quantum theory from simple principles

Markus P. Müller

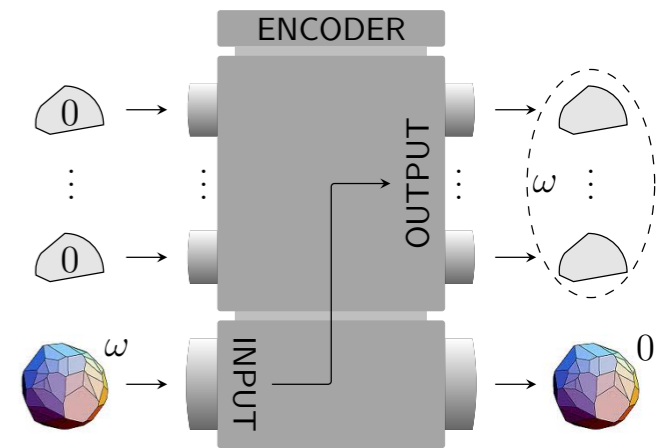
Institute for Quantum Optics and Quantum Information (IQOQI), Vienna
Perimeter Institute for Theoretical Physics (PI), Waterloo, Canada



Overview

1. Probabilistic theories beyond quantum theory

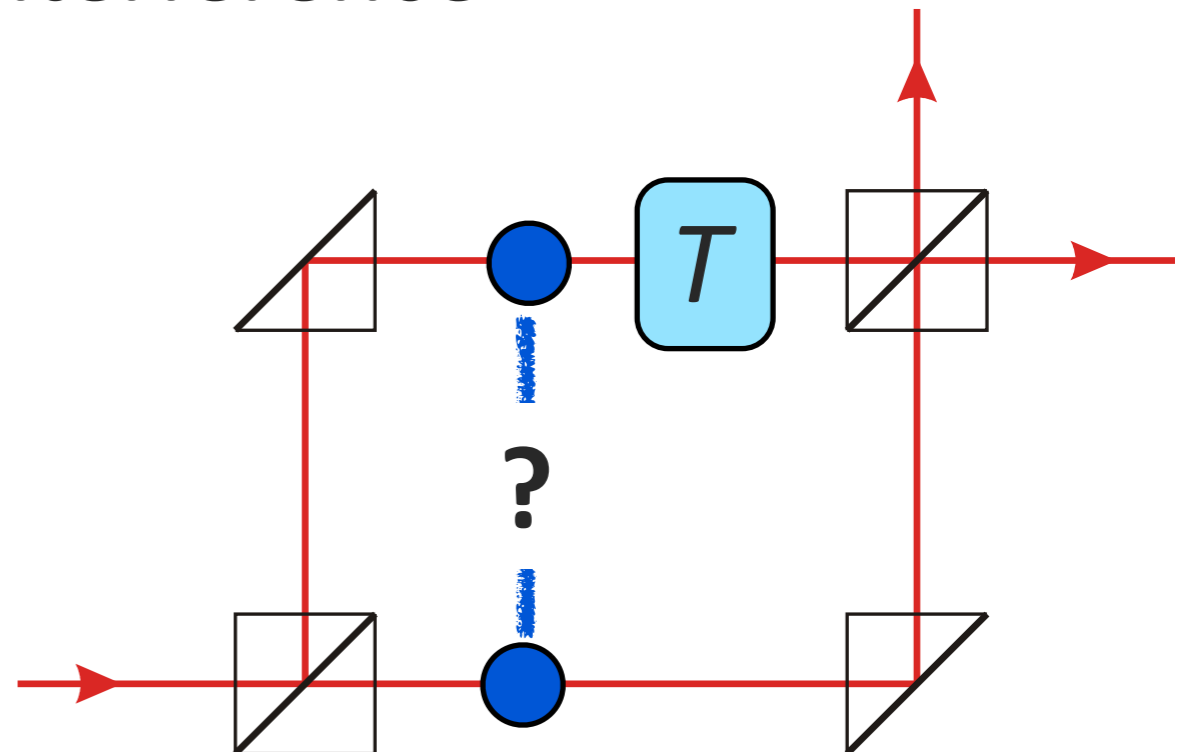
2. Quantum theory from simple principles



3. The quest for higher-order interference

4. QT and spacetime

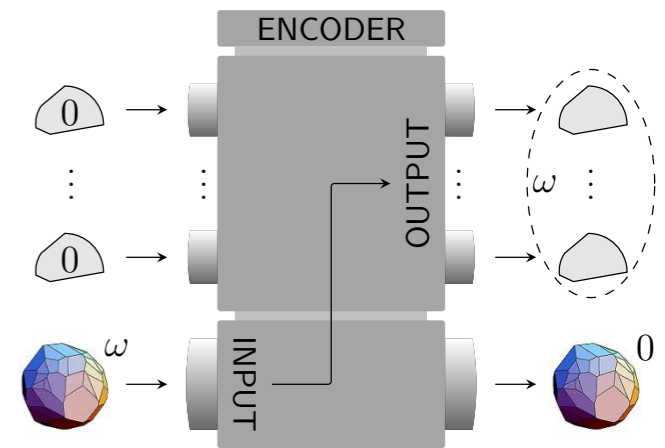
5. Conclusion



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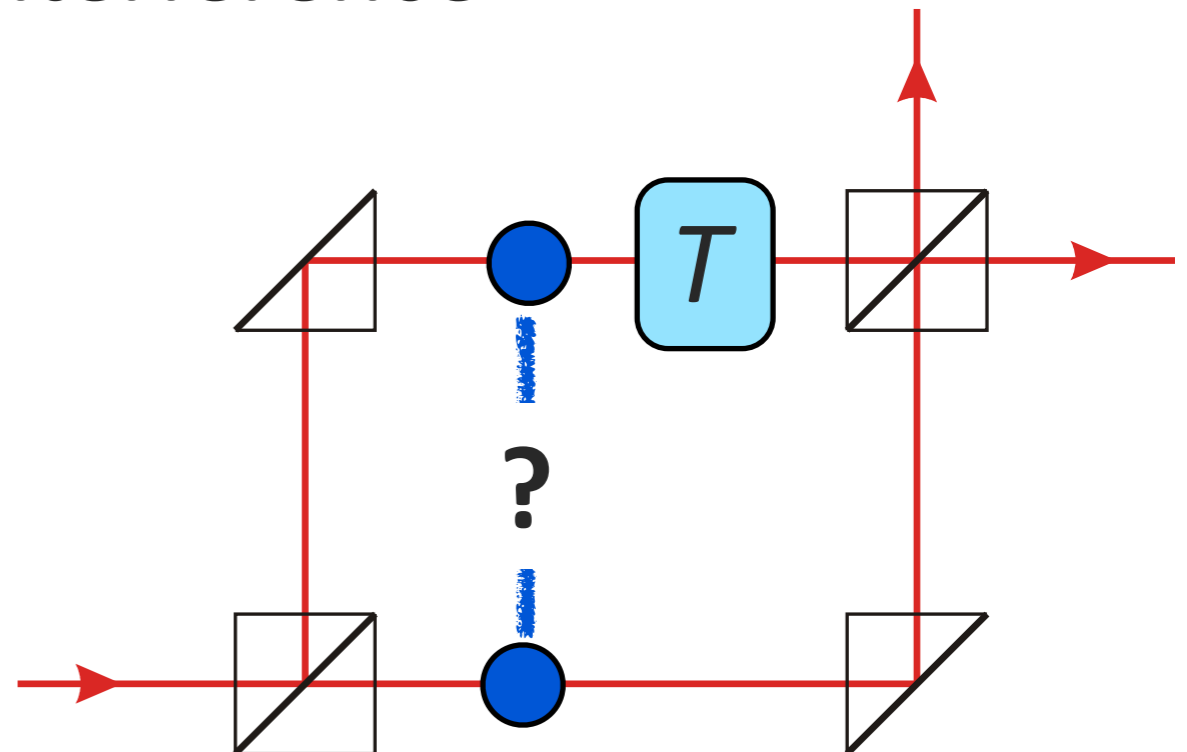
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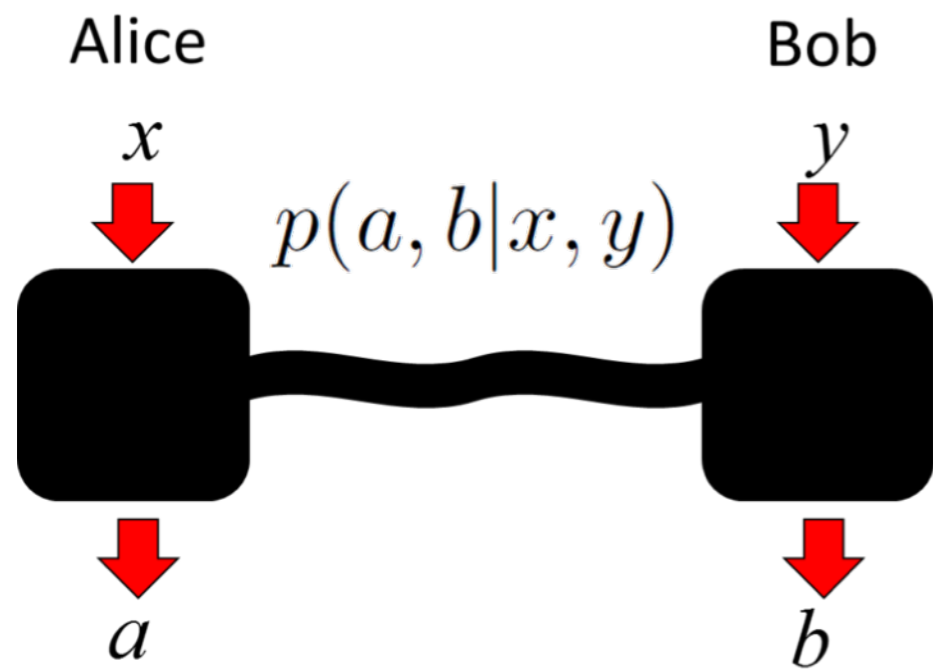
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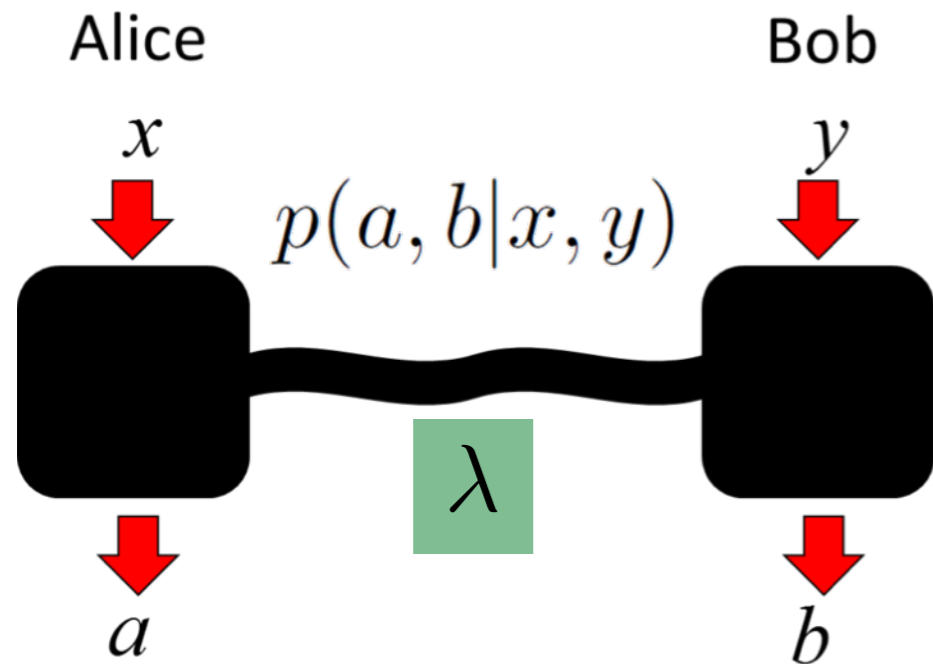


More general than quantum?

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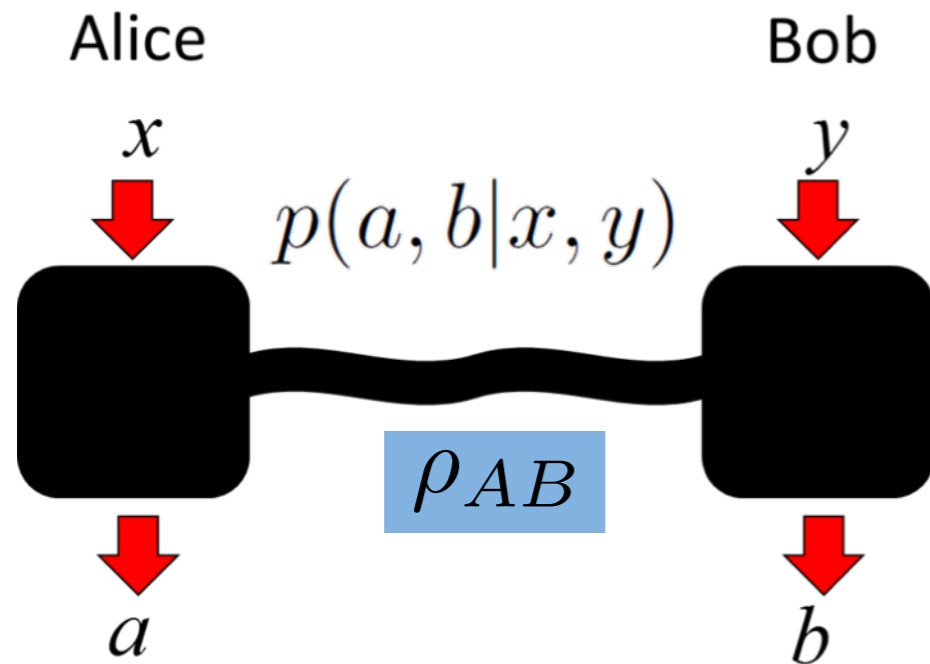
More general than quantum?



- In **classical** physics / prob. theory:

$$P(a, b|x, y) = \sum_{\lambda \in \Lambda} P_A(a|x, \lambda) P_B(b|y, \lambda) P_\Lambda(\lambda)$$

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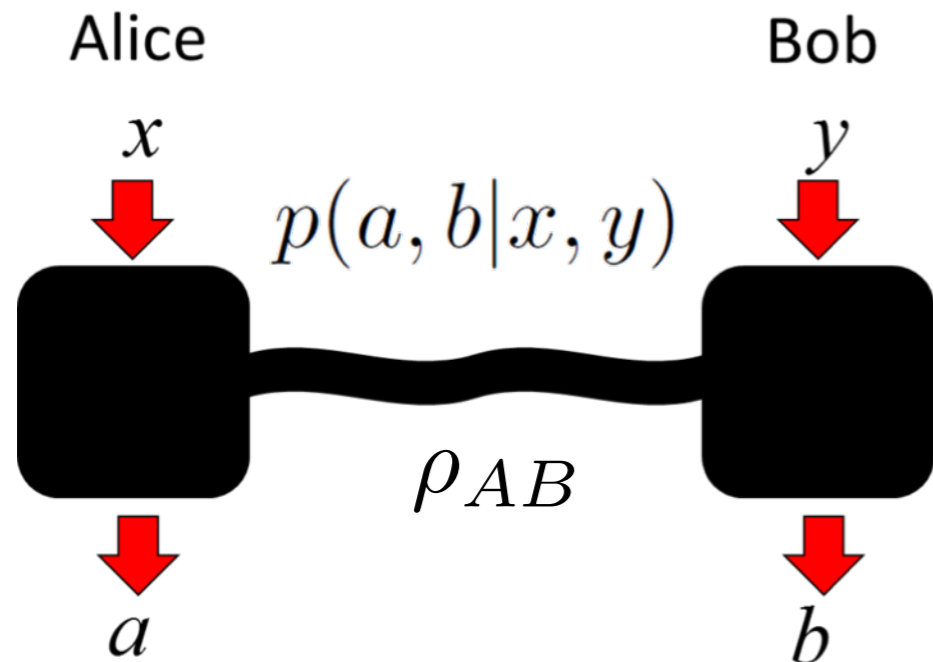
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More general than quantum?



No-signalling conditions:

$P(a|x, y)$ is independent of y ,
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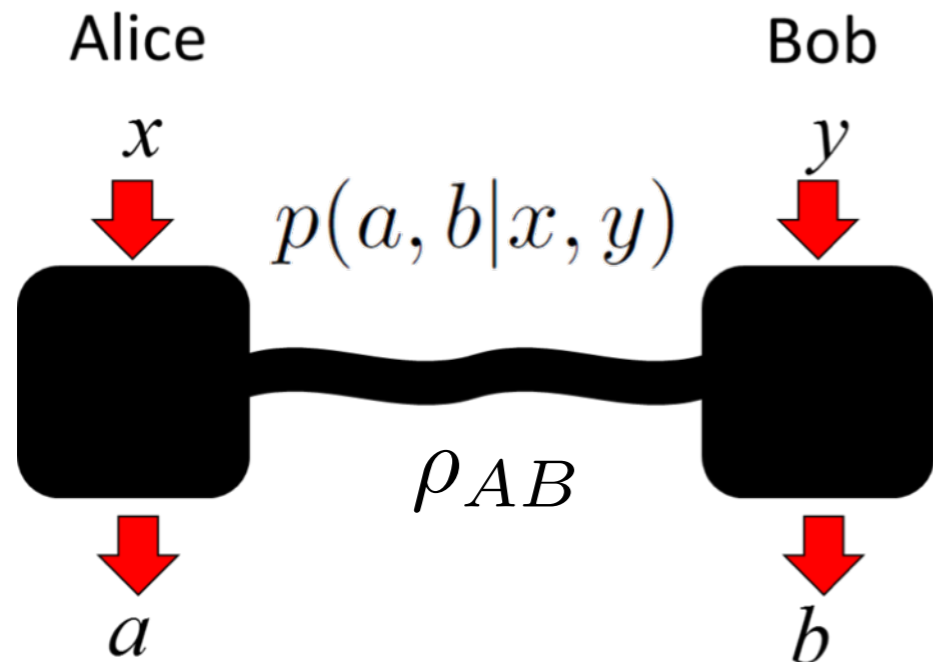
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Quantum admits more general P 's due to the **violation of Bell inequalities.**

The Bell-CHSH inequality

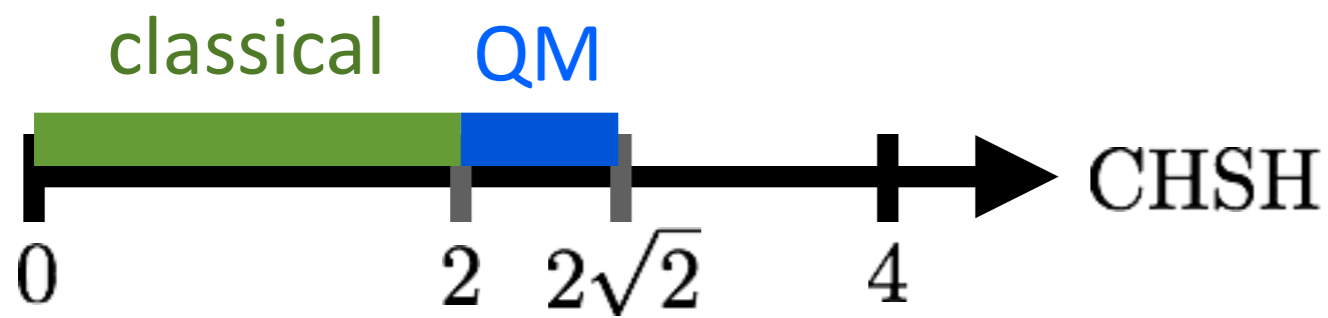
Classical probability distributions satisfy Bell inequality:

$$\text{CHSH} := |C_{00} + C_{01} + C_{10} - C_{11}| \leq 2 \quad \text{where} \quad C_{xy} := \mathbb{E}(a \cdot b|x, y).$$

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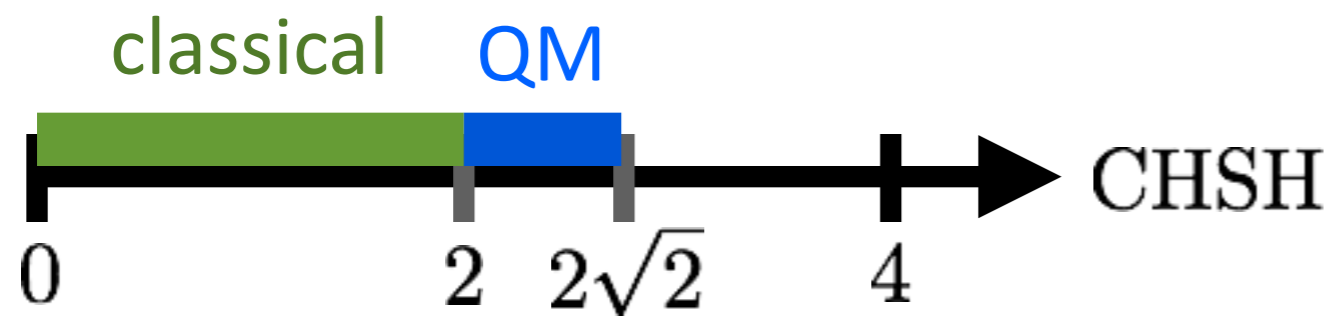
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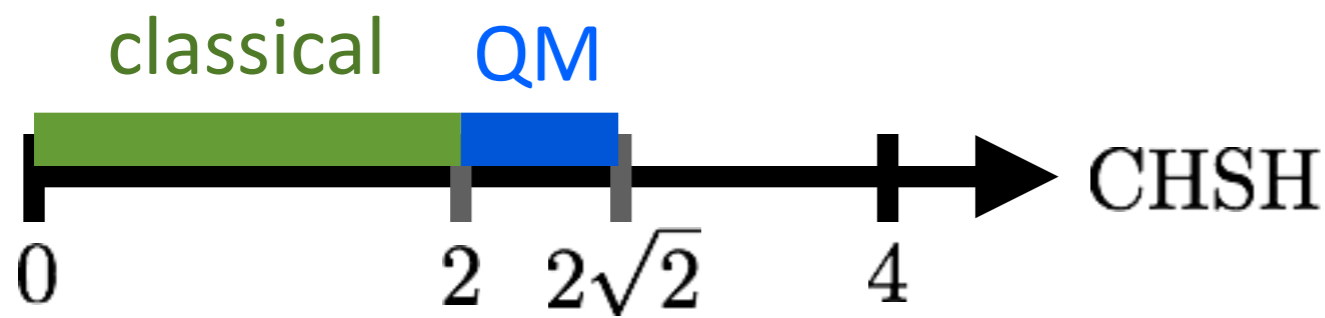
S. Popescu and D. Rohrlich, Found. Phys. **24**, 379 (1994):

Are **quantum** correlations the **most general** $P(a, b|x, y)$ that satisfy the no-signalling principle?

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No! Counterexample: the PR-box correlations

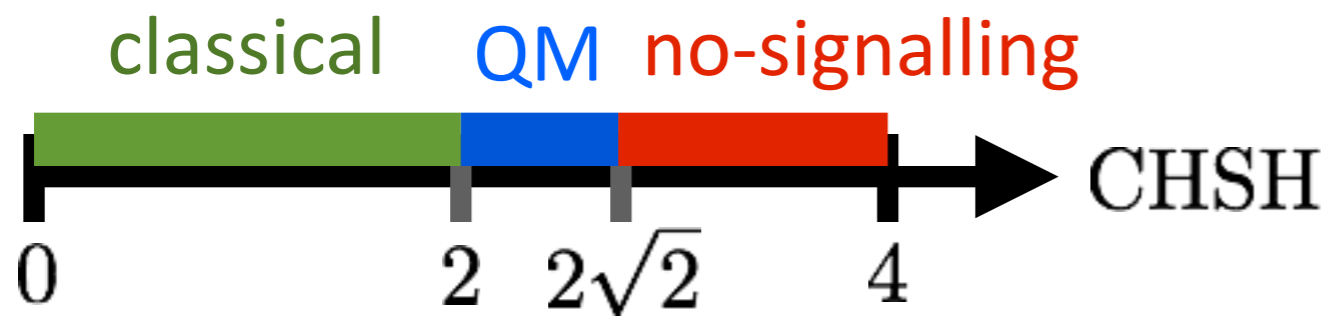
$$\begin{aligned} P(+1, +1|x, y) &= P(-1, -1|x, y) = \frac{1}{2} \\ &\text{if } (x, y) \in \{(0, 0), (0, 1), (1, 0)\} \\ P(+1, -1|1, 1) &= P(-1, +1|1, 1) = \frac{1}{2} \end{aligned}$$

CHSH=4

The Bell-CHSH inequality

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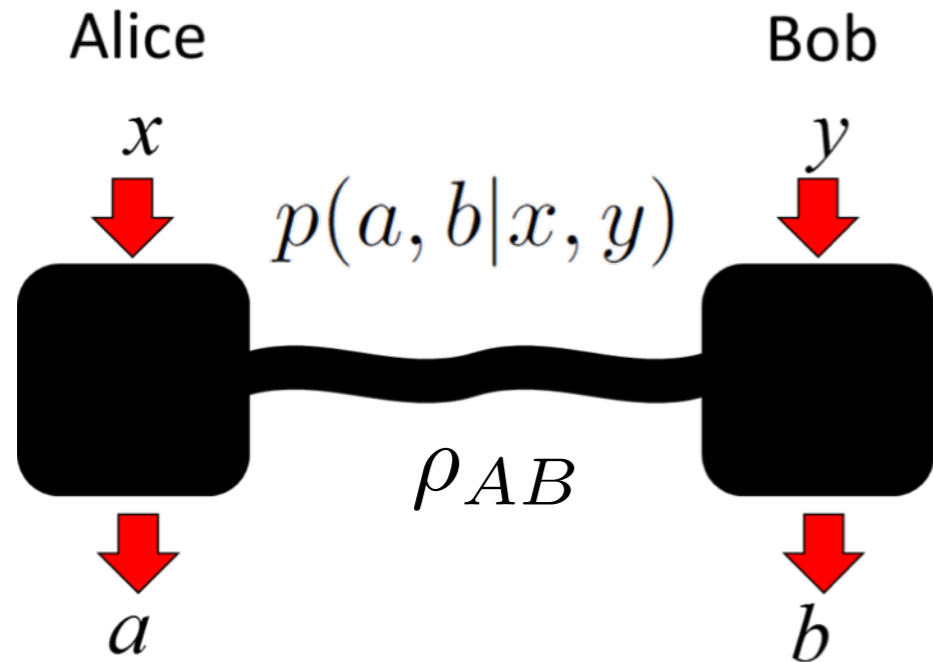
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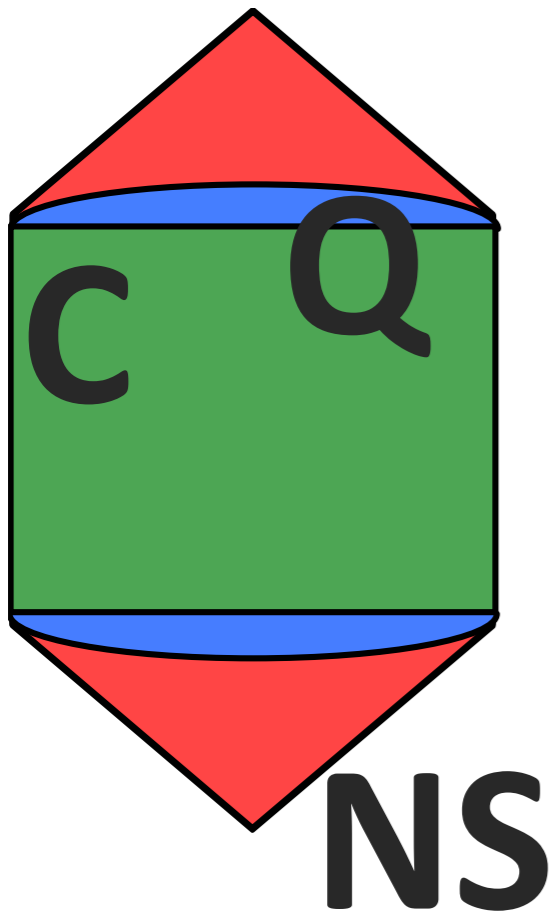
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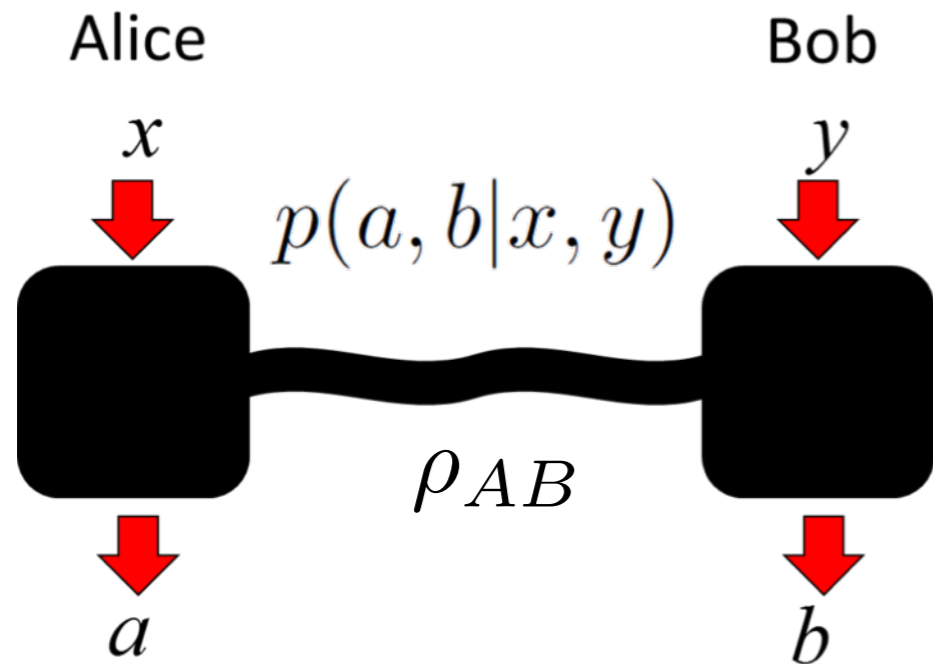
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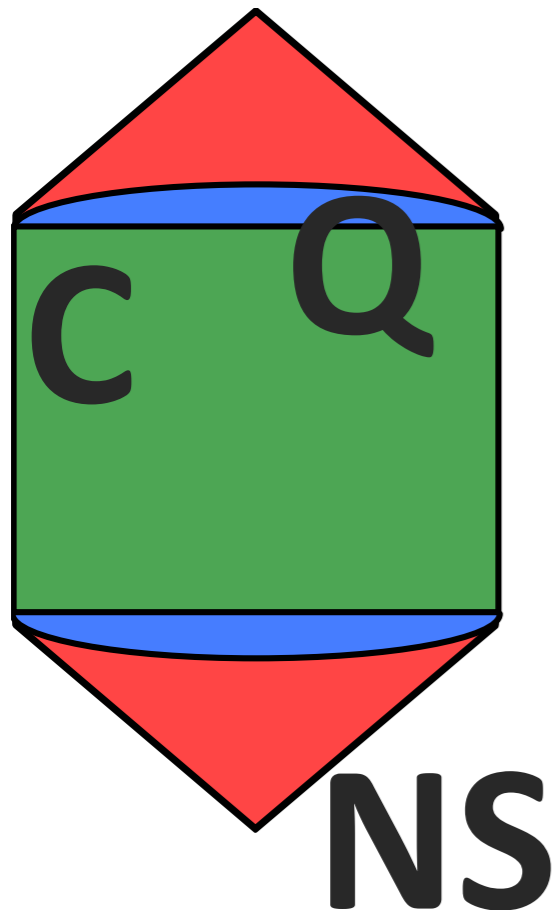
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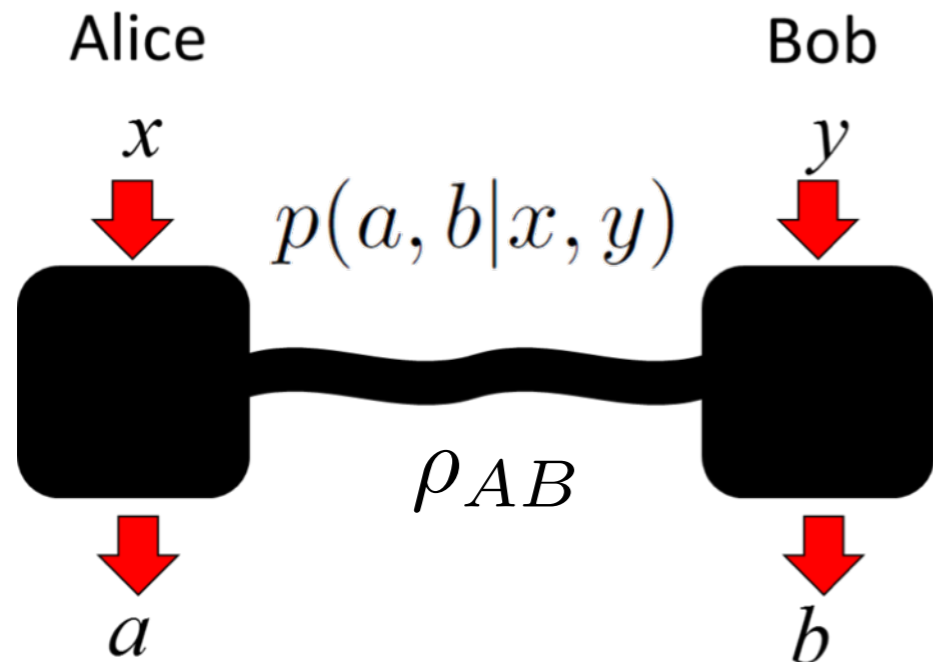
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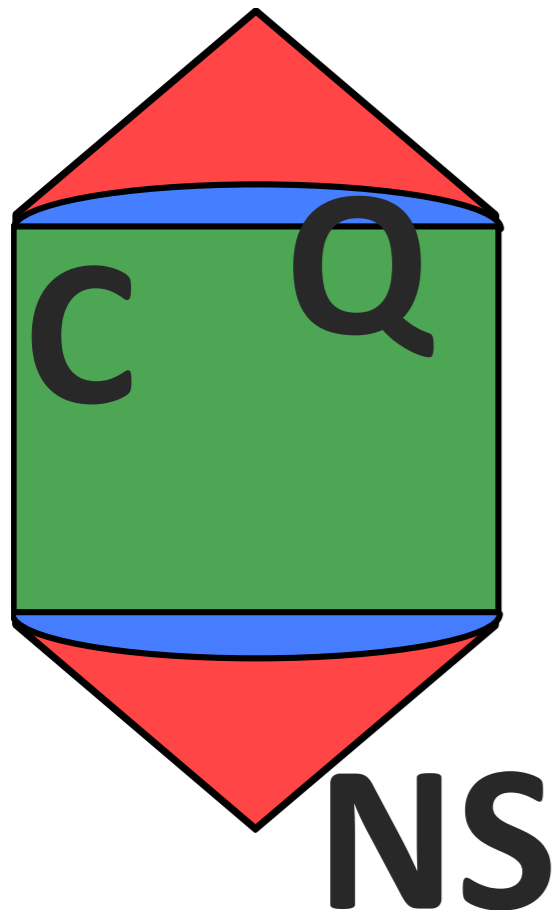
Correlations in **C** come from **classical prob. theory**,
correlations in **Q** from **quantum theory**,
correlations in **NS** from a theory called "**boxworld**".

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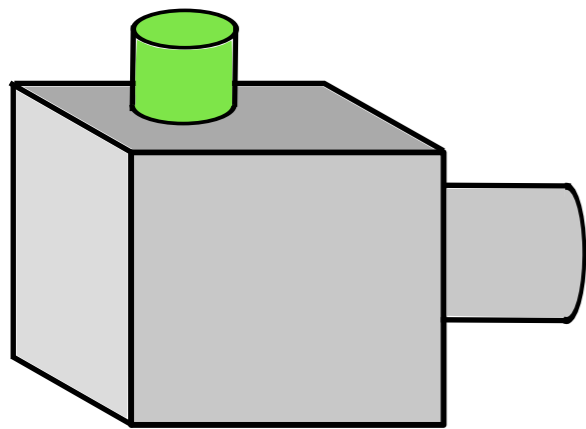
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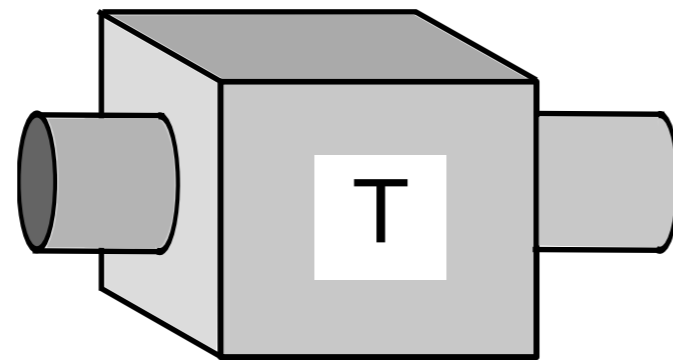
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3 examples of a "generalized probabilistic theory".

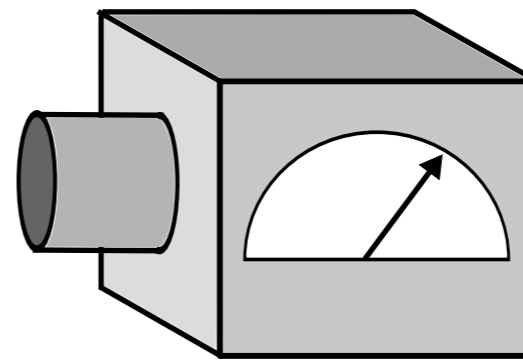
Generalized probabilistic theories



Preparation



transformation



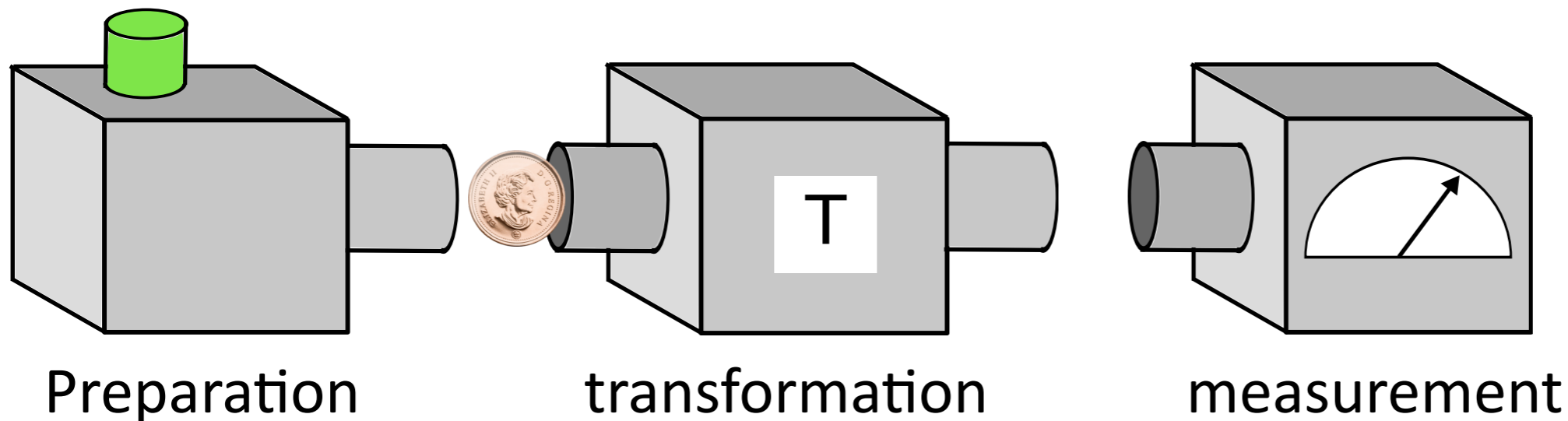
measurement

Generalized probabilistic theories

Example: classical coin toss.



- On every push of button, the preparation device performs a biased coin toss.

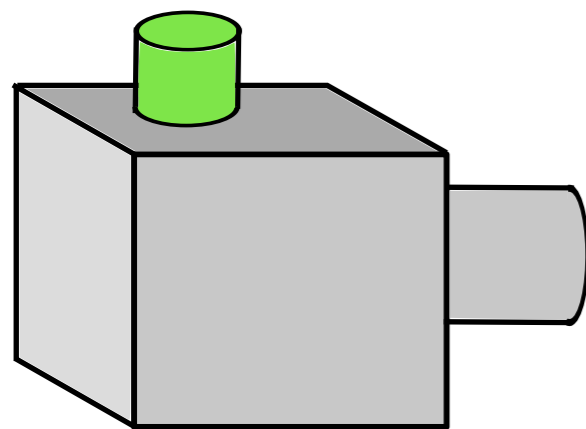


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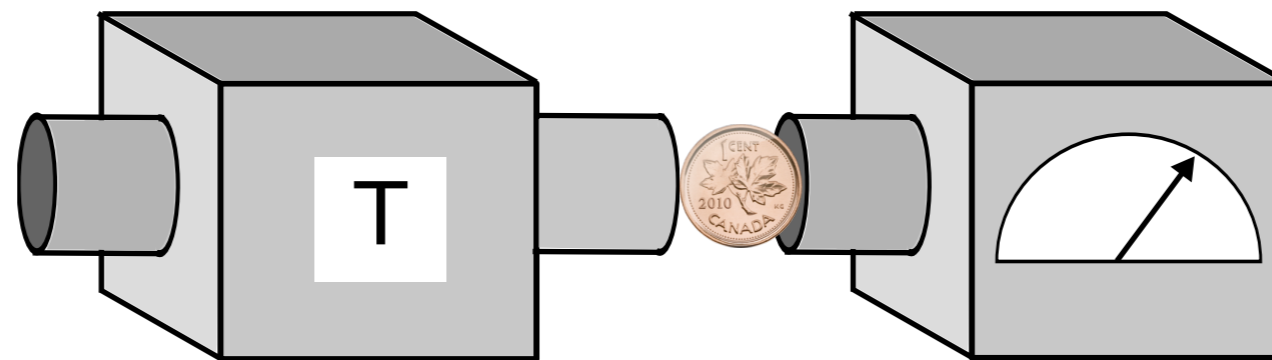
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- The transformation device, for example, inverts the coin (if heads then tails, and vice versa).



Preparation



transformation

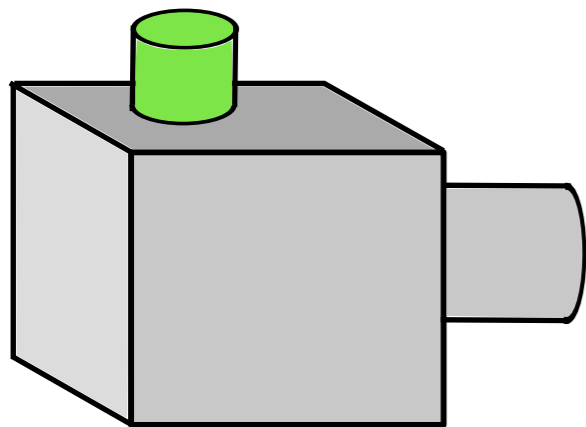
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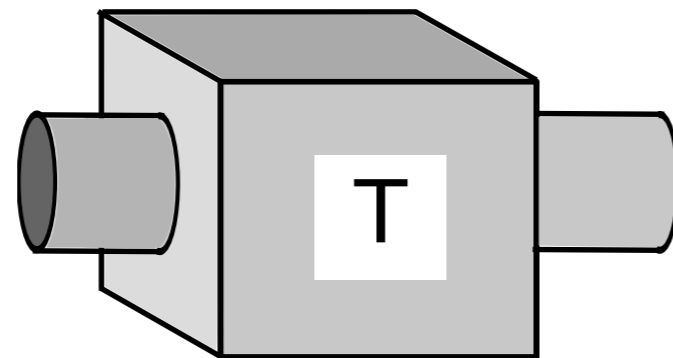
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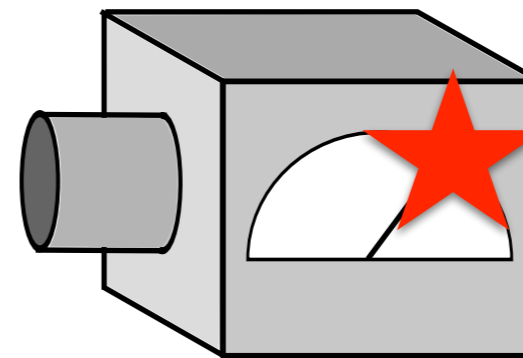
- On every push of button, the preparation device produces a biased coin toss.
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- The measurement outcome is "heads" or "tails".



Preparation



transformation



measurement

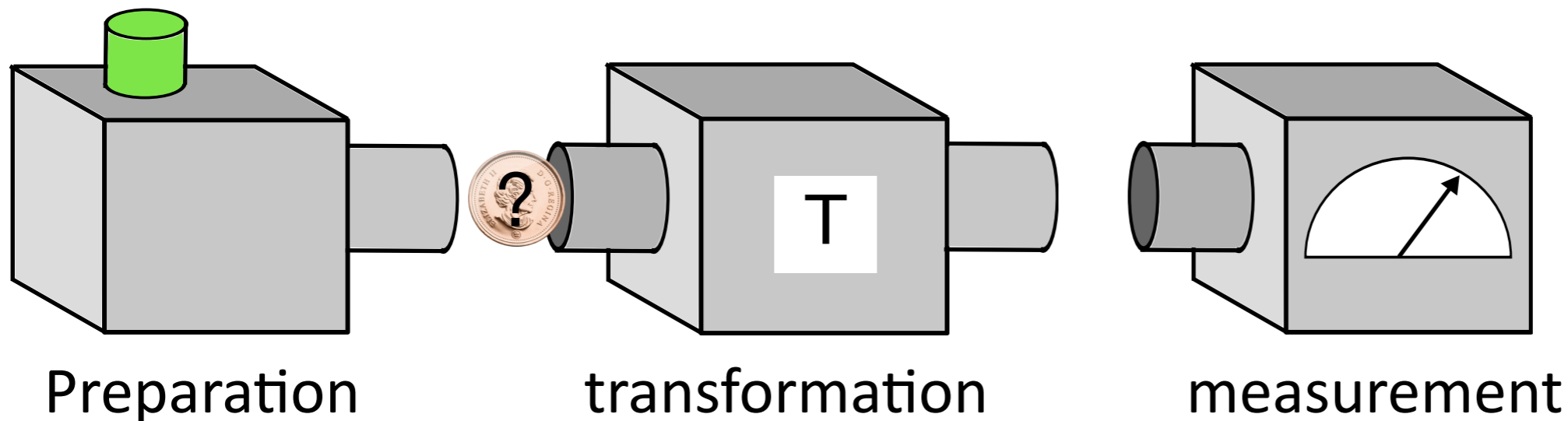
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Example: classical coin toss.



- The preparation device prepares a physical system in a state ω . Here

$$\omega = \begin{pmatrix} \text{Prob}(\text{heads}) \\ \text{Prob}(\text{tails}) \end{pmatrix} = \begin{pmatrix} p \\ 1 - p \end{pmatrix}.$$



Generalized probabilistic theories

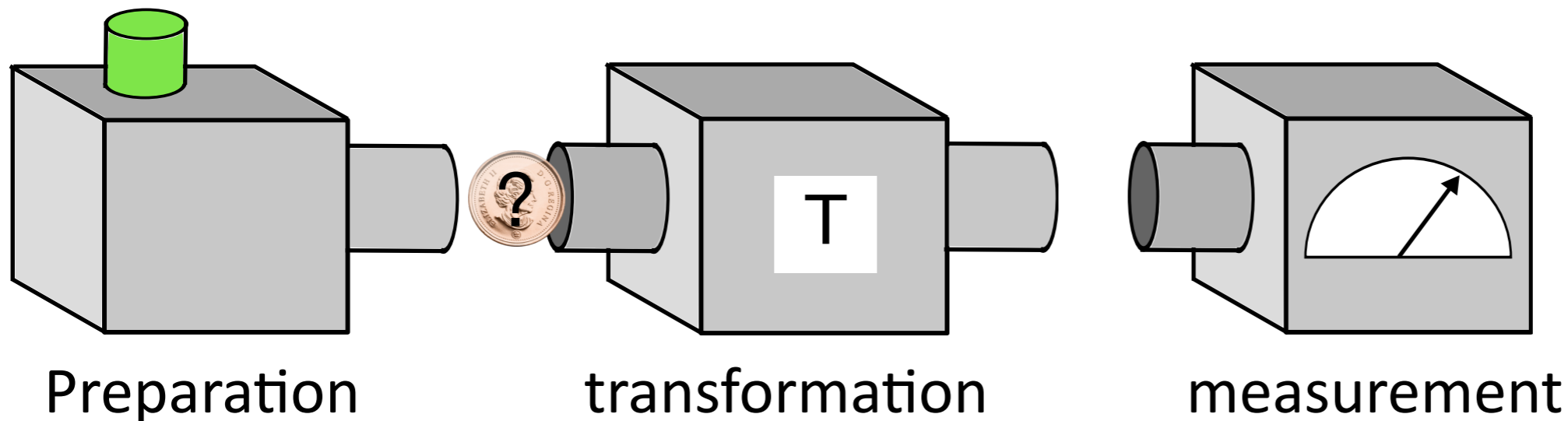
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State space Ω : the set of all possible states



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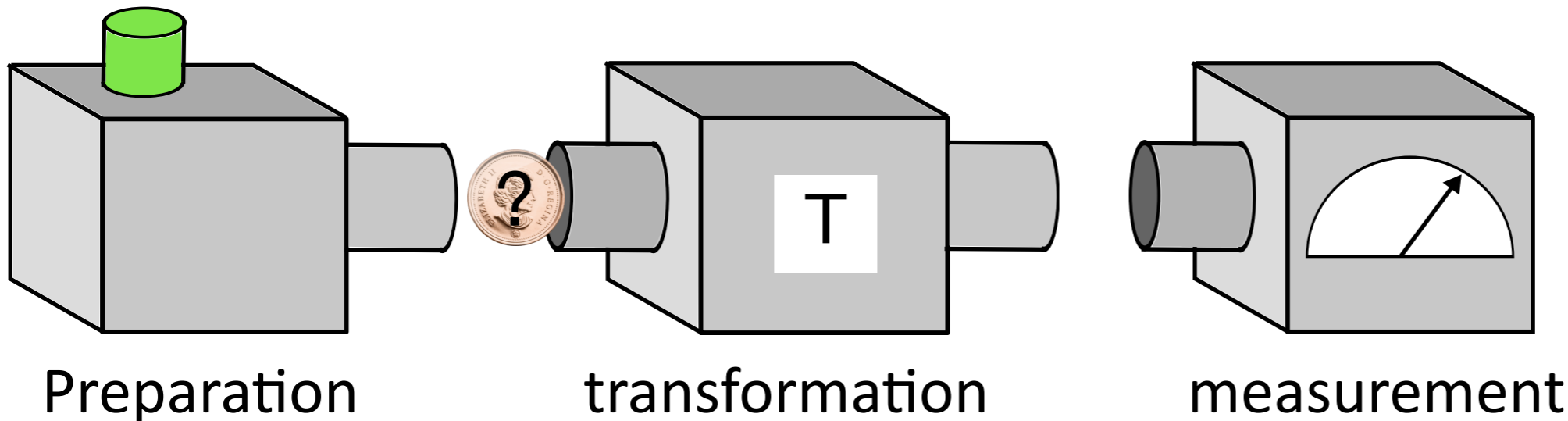
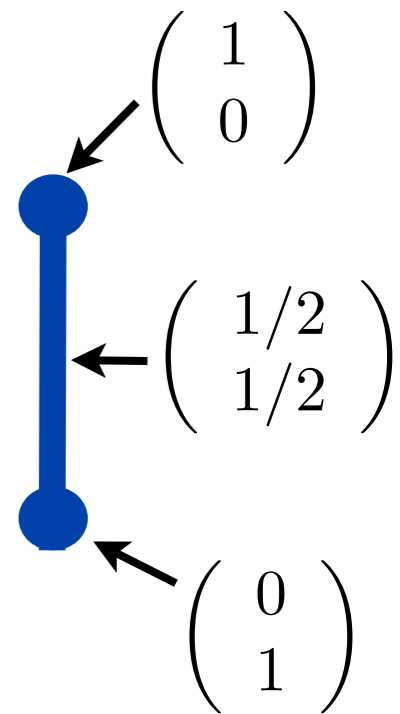
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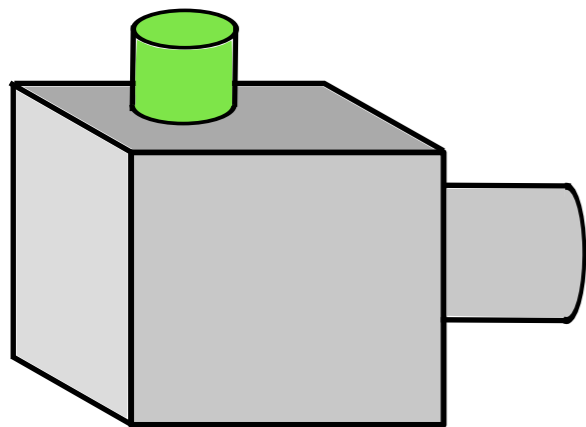
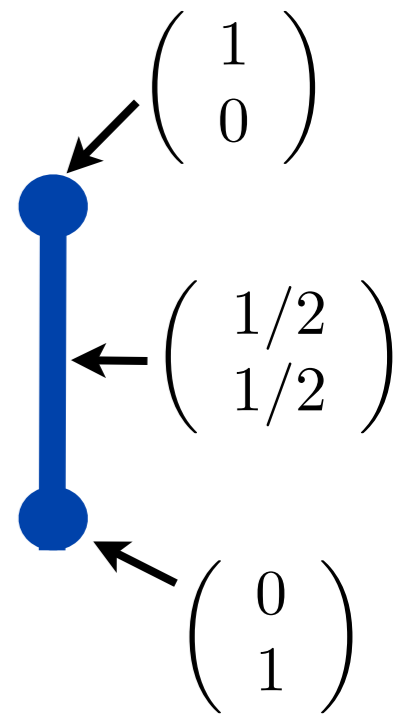
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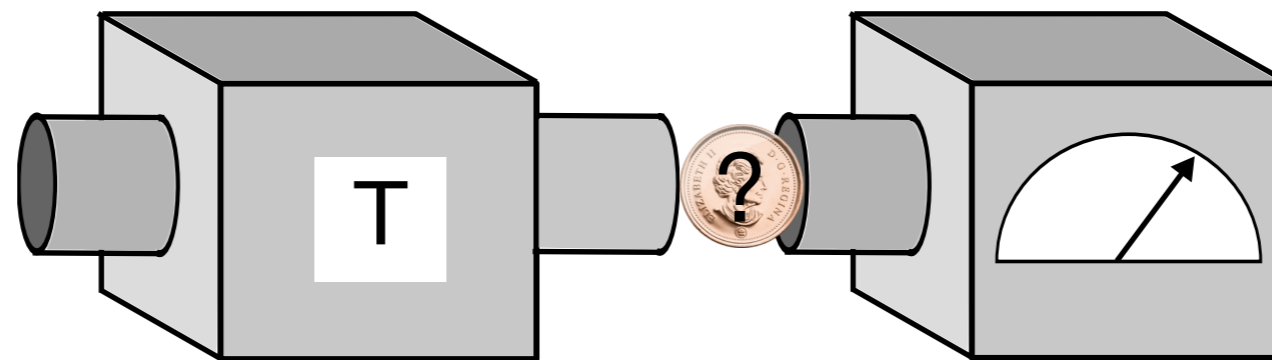


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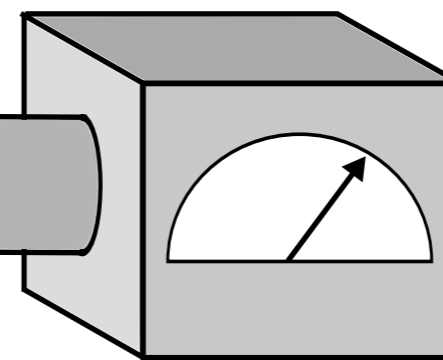
- Transformation:
$$T \begin{pmatrix} p \\ 1-p \end{pmatrix} = \begin{pmatrix} 1-p \\ p \end{pmatrix}$$



Preparation



transformation



measurement

Generalized probabilistic theories

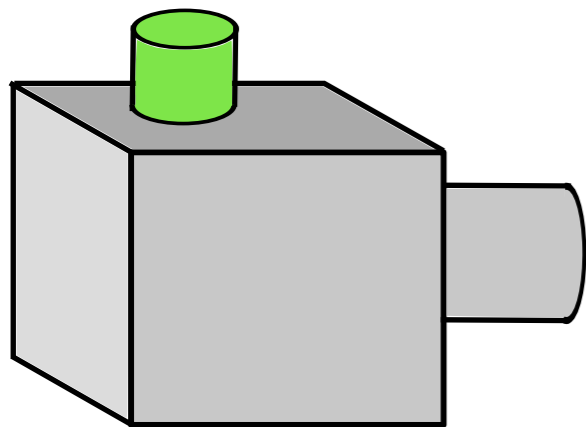
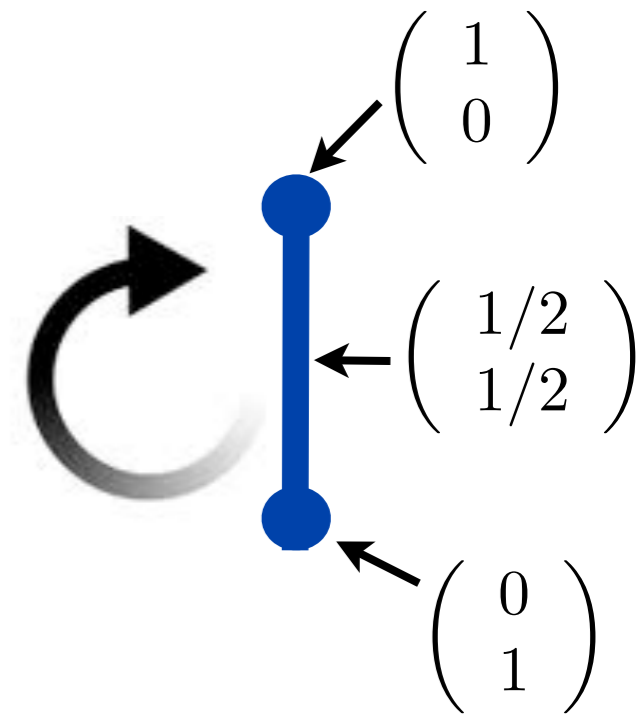
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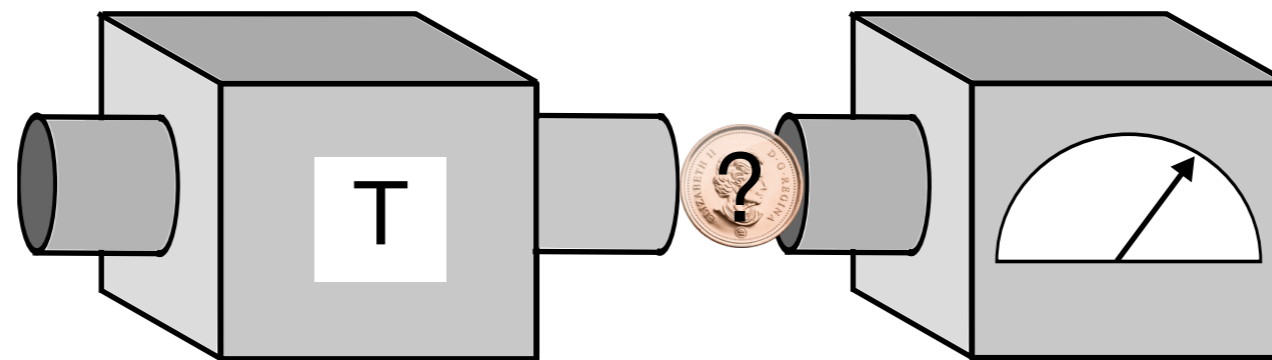
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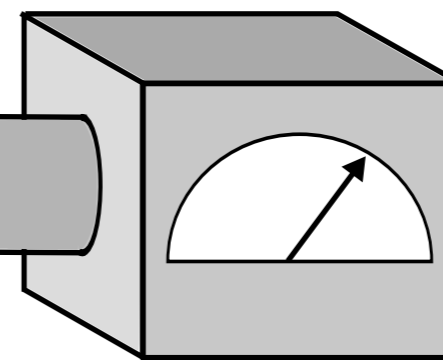
Maps **states to states** and is **linear**.



Preparation



transformation



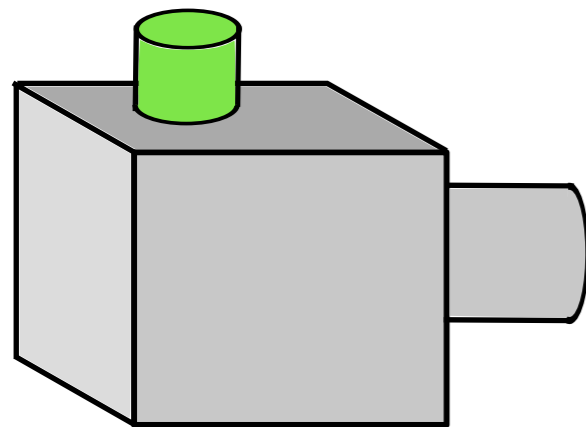
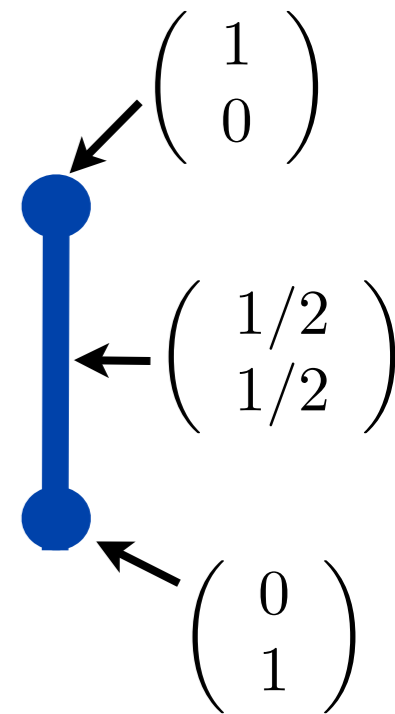
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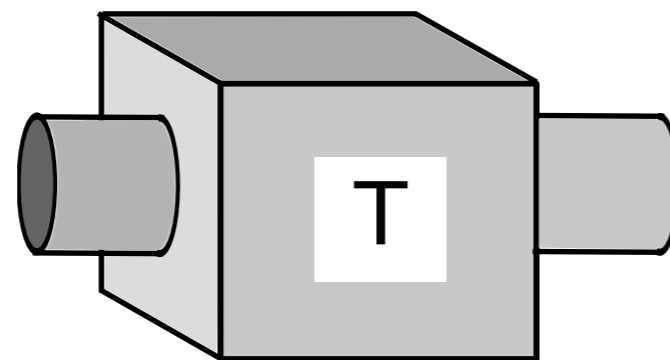
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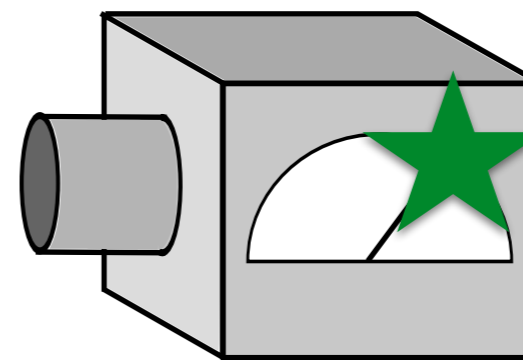
- Every measurement outcome has a probability, depending linearly on the state:



Preparation



transformation



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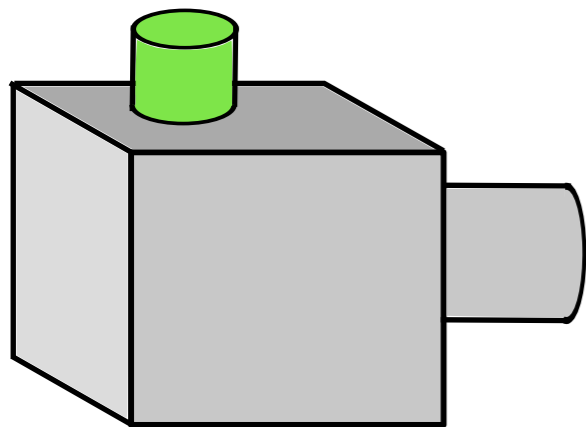
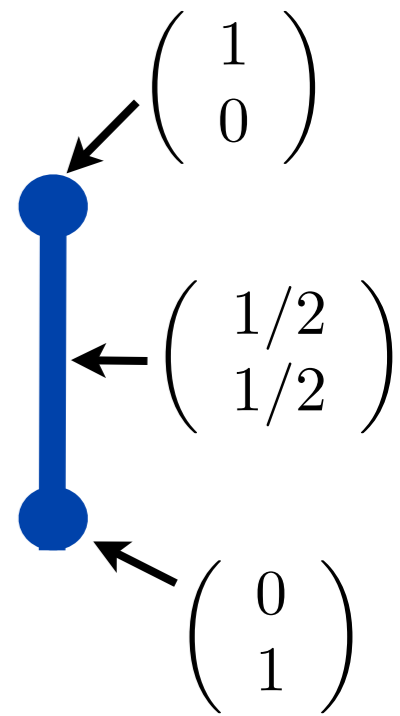
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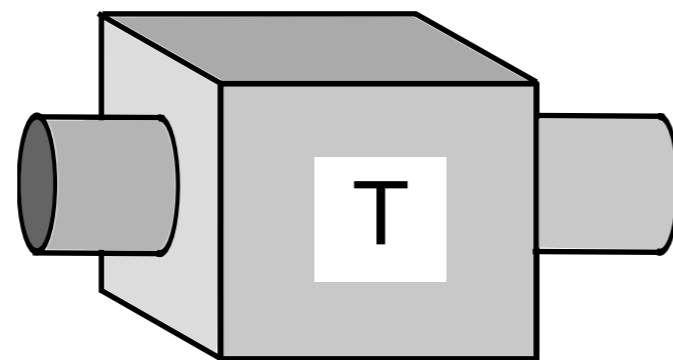


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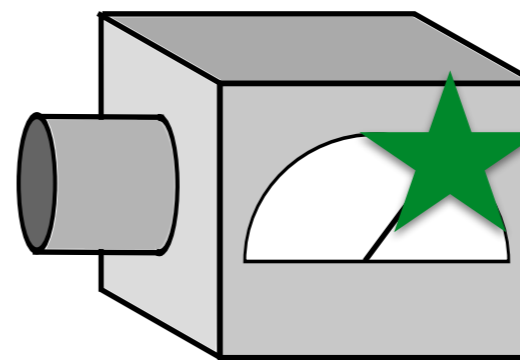
$$\text{Prob}(\text{heads}|\omega) = p = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} p \\ 1-p \end{pmatrix} = e \cdot \omega.$$



Preparation



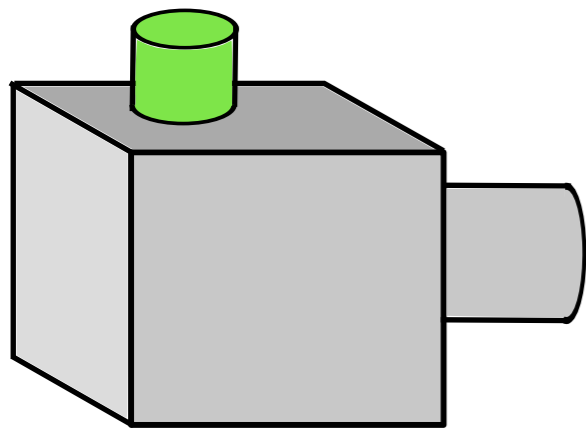
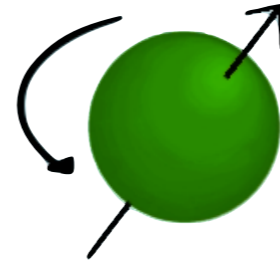
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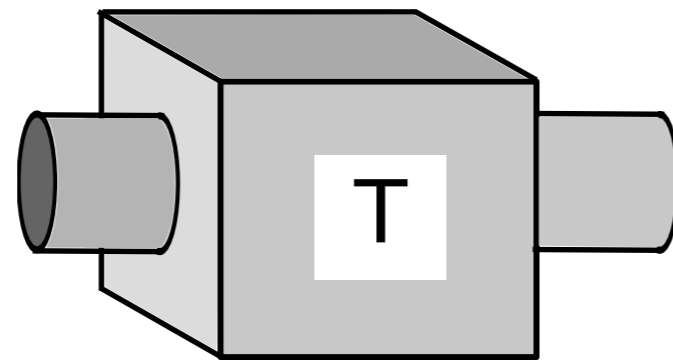
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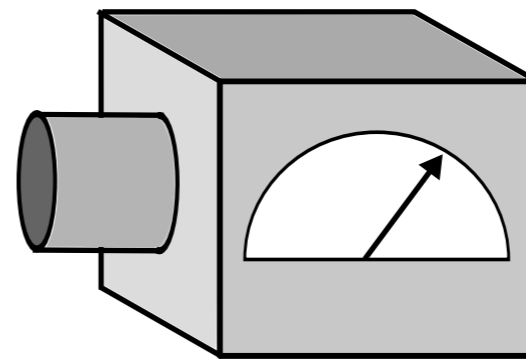
Example: quantum spin-1/2 particle.



Preparation



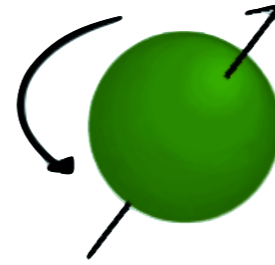
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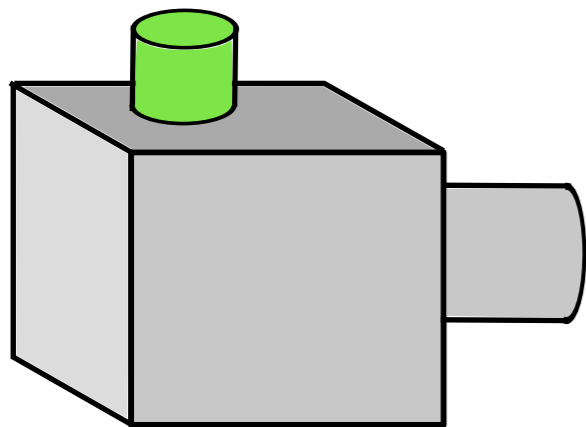
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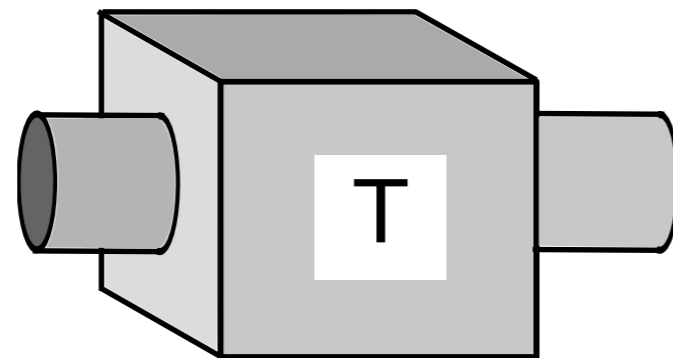
- The preparation device prepares a spin-1/2 particle in quantum state ω .

$$\alpha|\uparrow\rangle + \beta|\downarrow\rangle$$

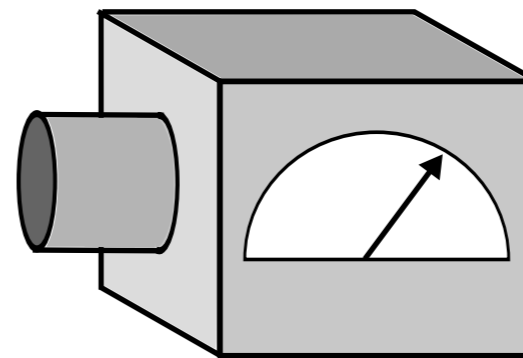
More generally: ω is 2x2 density matrix.



Preparation



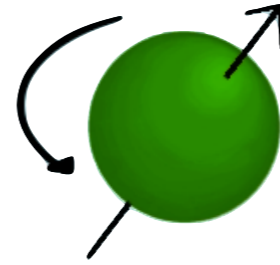
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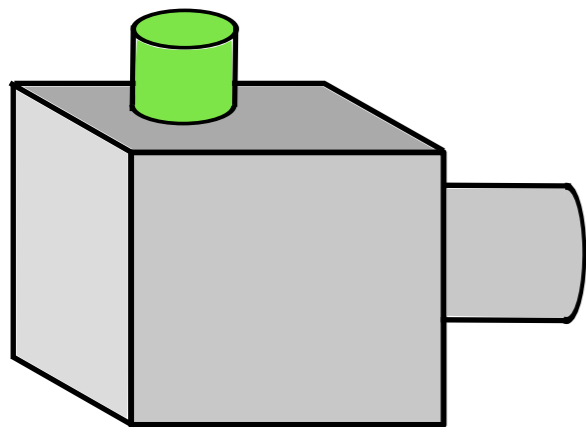
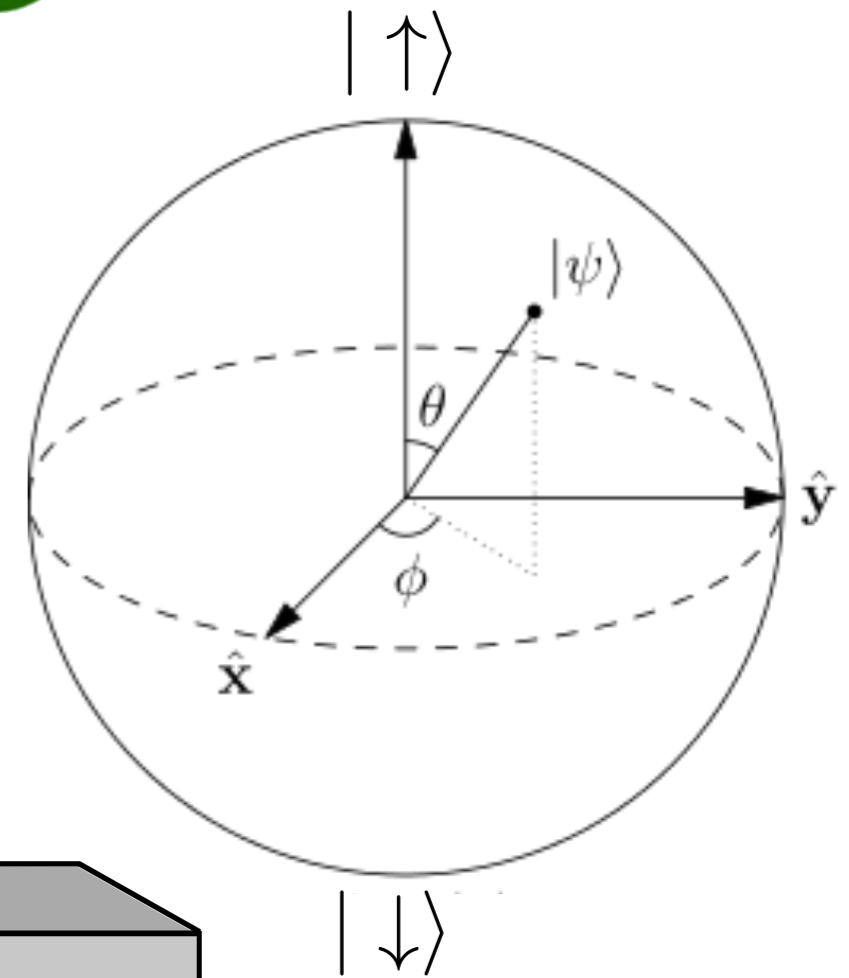
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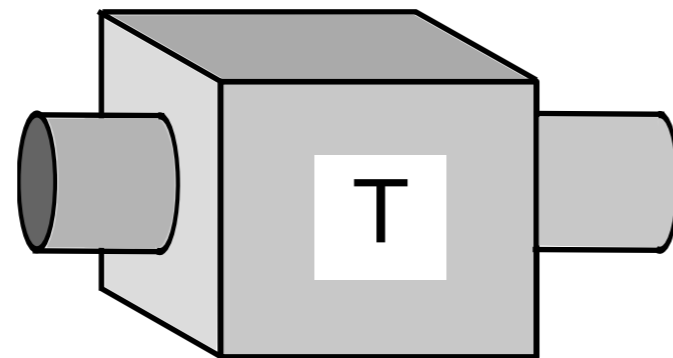
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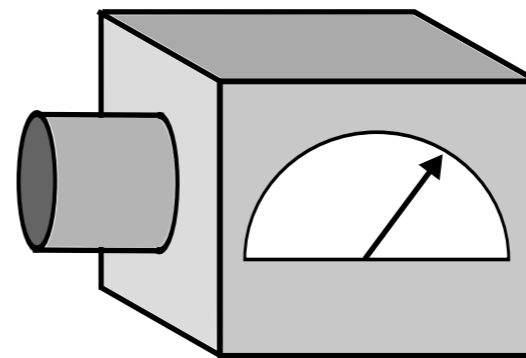
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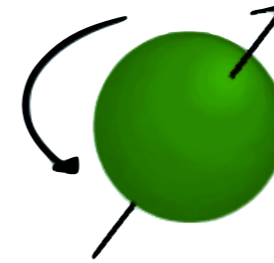
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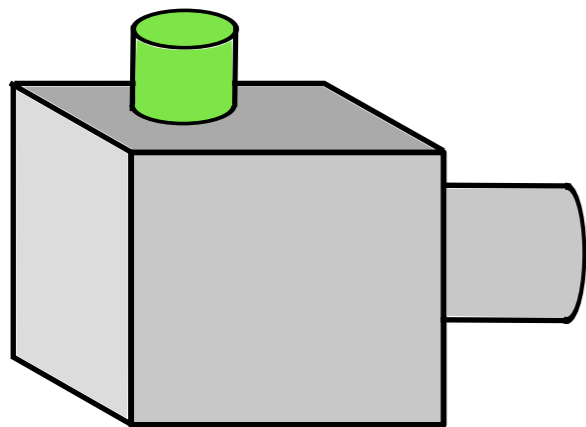
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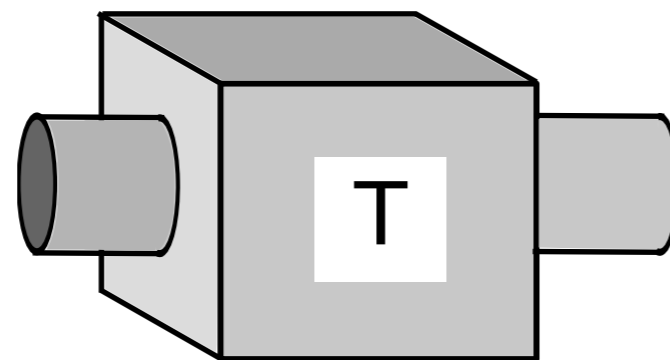


- Unitary transformation of the density matrix:

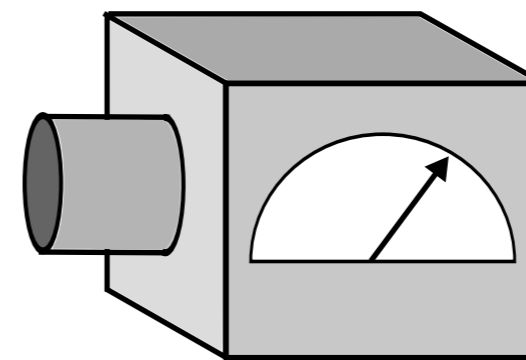
$$\omega \mapsto U\omega U^\dagger.$$



Preparation



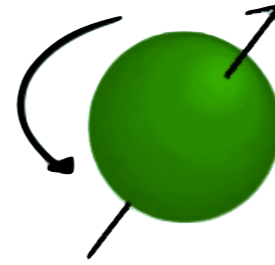
transformation



measurement

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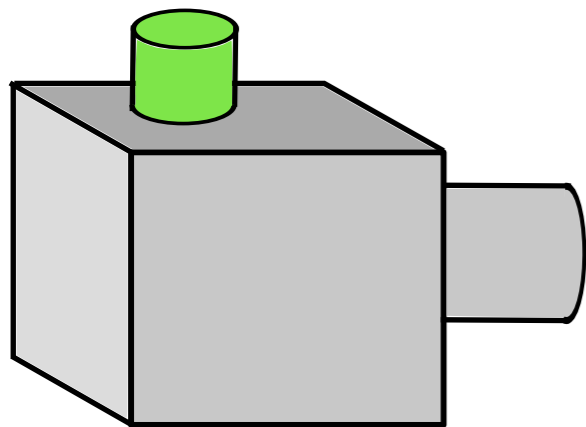
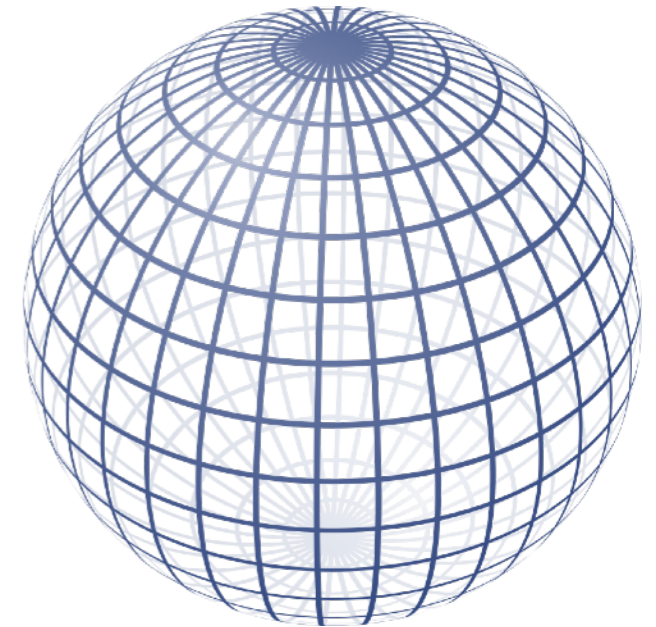


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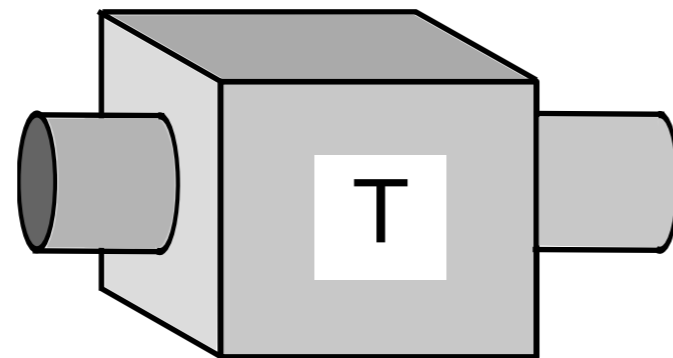
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- Measurement in arbitrary spin direction d :

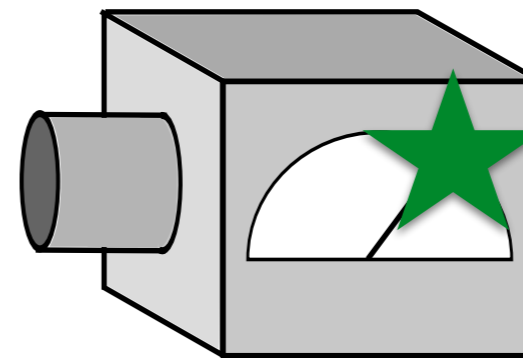
$$\text{Prob}(\uparrow | \omega) = \text{Tr}(P_d \omega)$$



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measurement

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It is the thing that allows us to determine, *for all possible measurements*, the probabilities of the possible outcomes.

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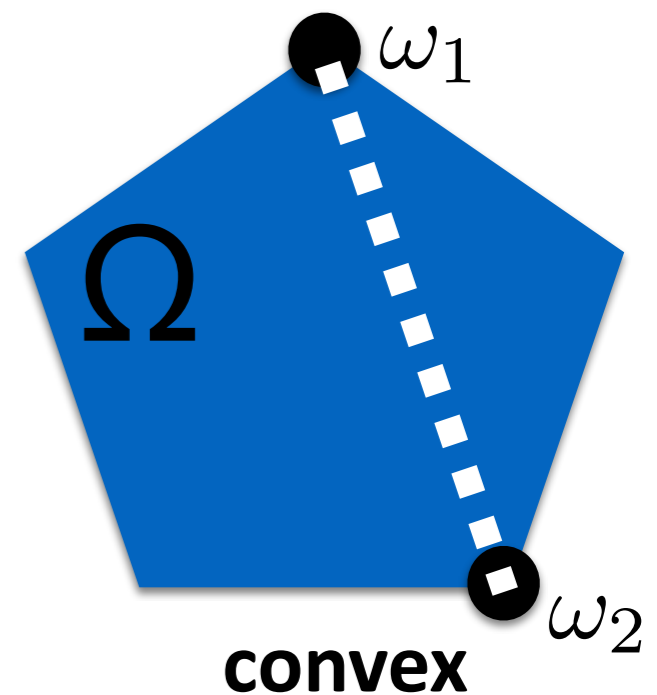
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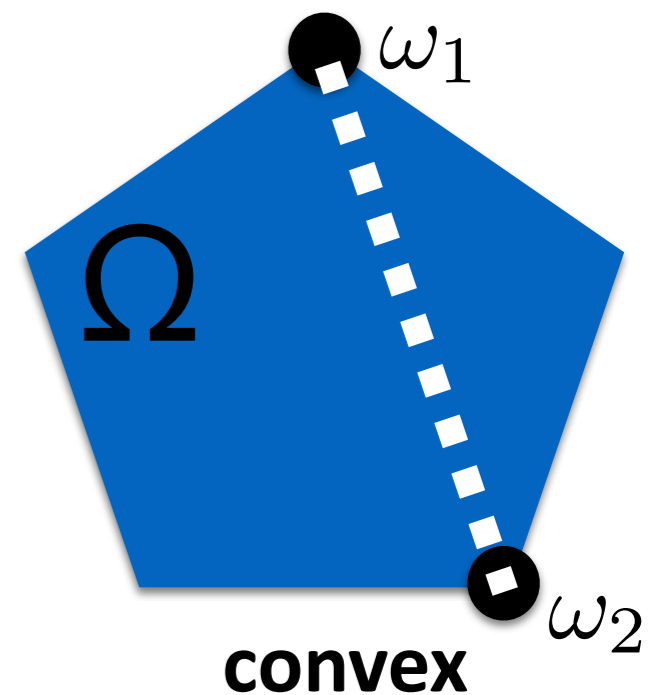
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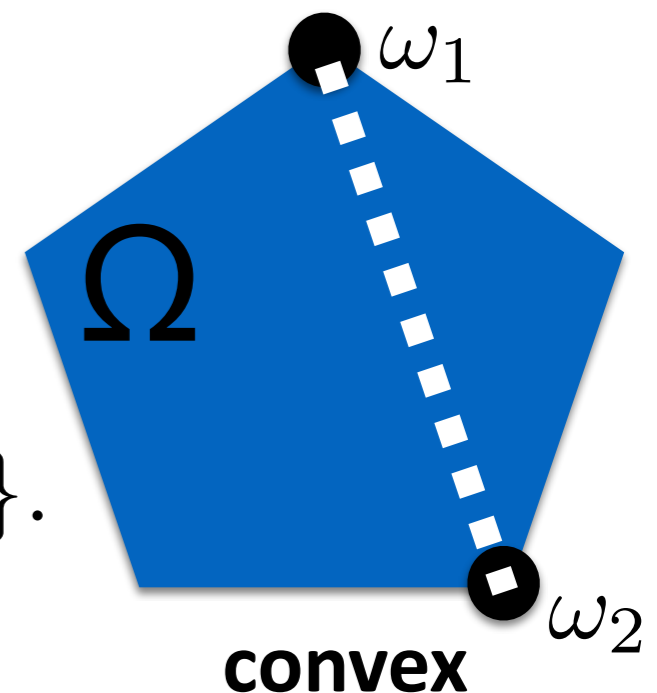
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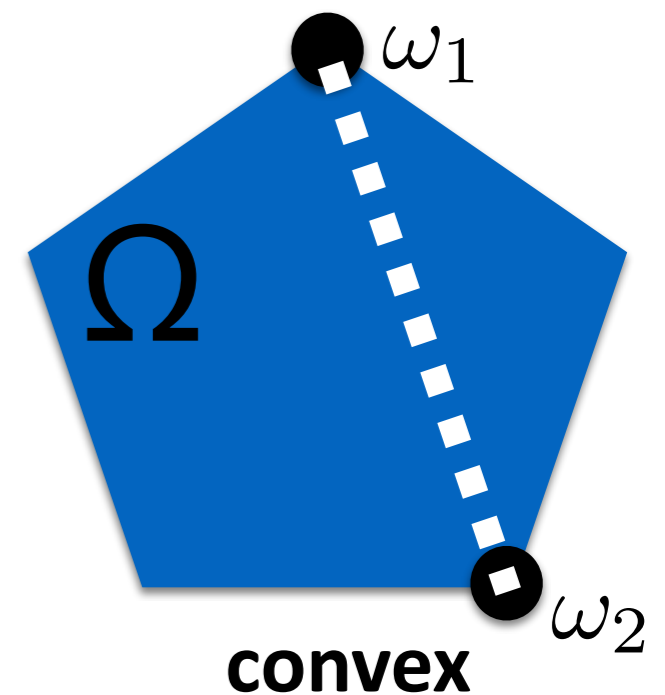
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CPT: $\Omega = \{ (p_1, \dots, p_N) \mid p_i \geq 0, \sum_i p_i = 1 \}$.



Generalized probabilistic theories

- What is a **transformation**? $T(\omega) = \varphi$
Maps an incoming state to an outgoing state, must be linear.
T is **reversible** if T^{-1} is also a transformation.

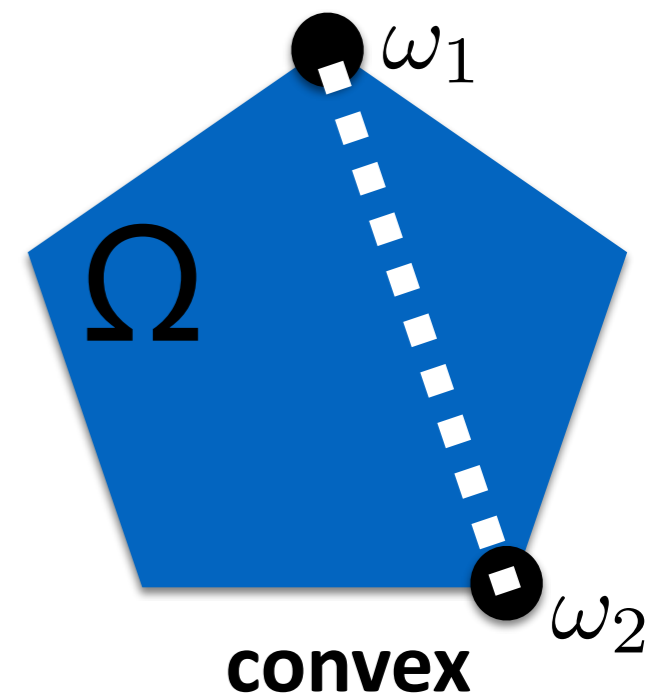


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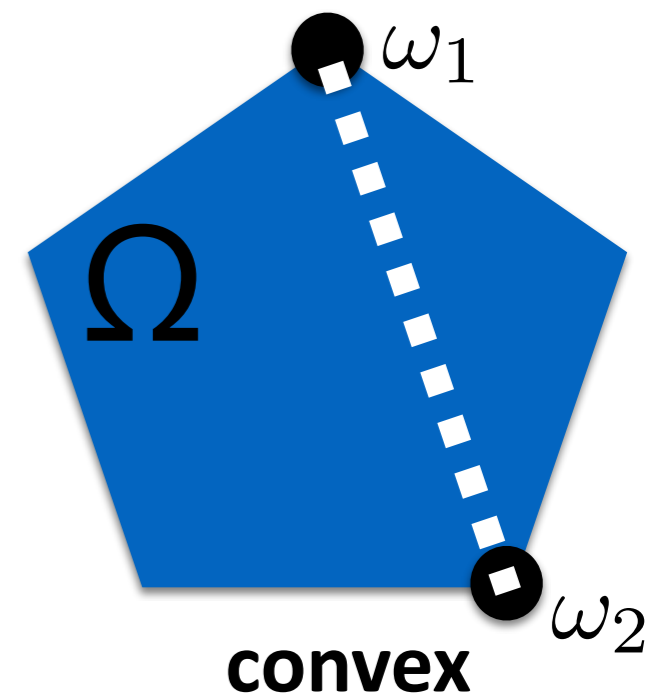
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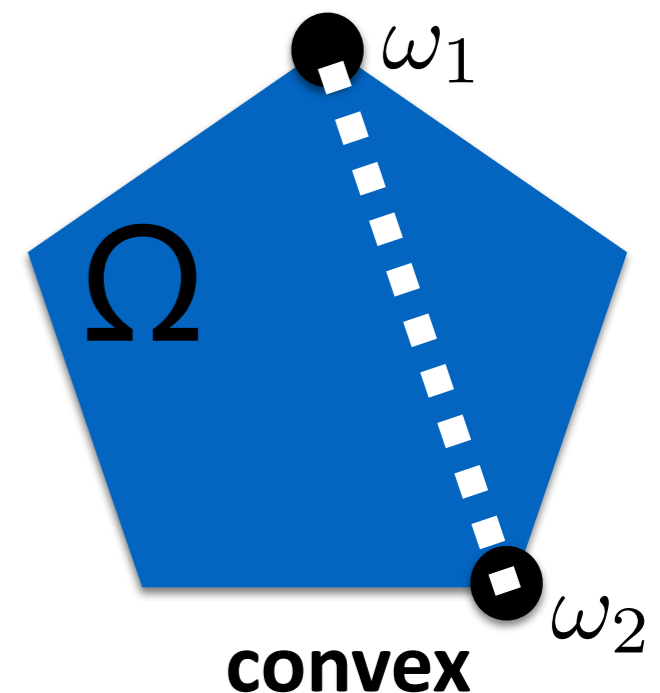
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Generalized probabilistic theories



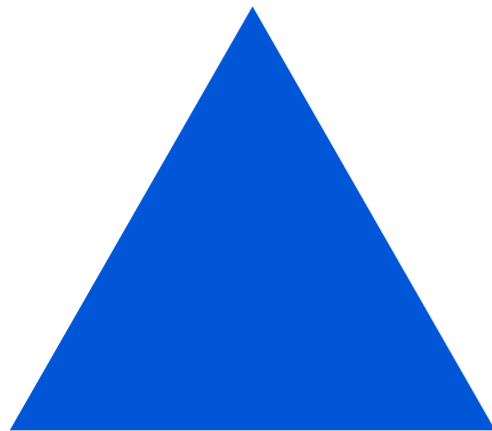
classical
bit



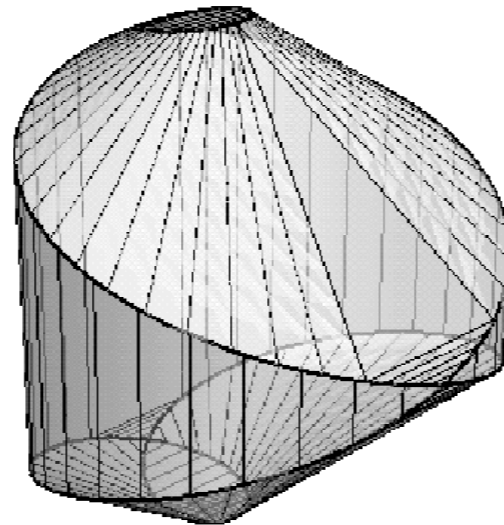
quantum
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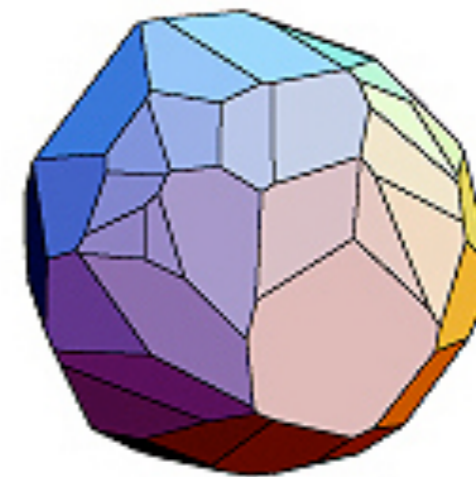
"gbit"



Classical trit
(3-level-system)



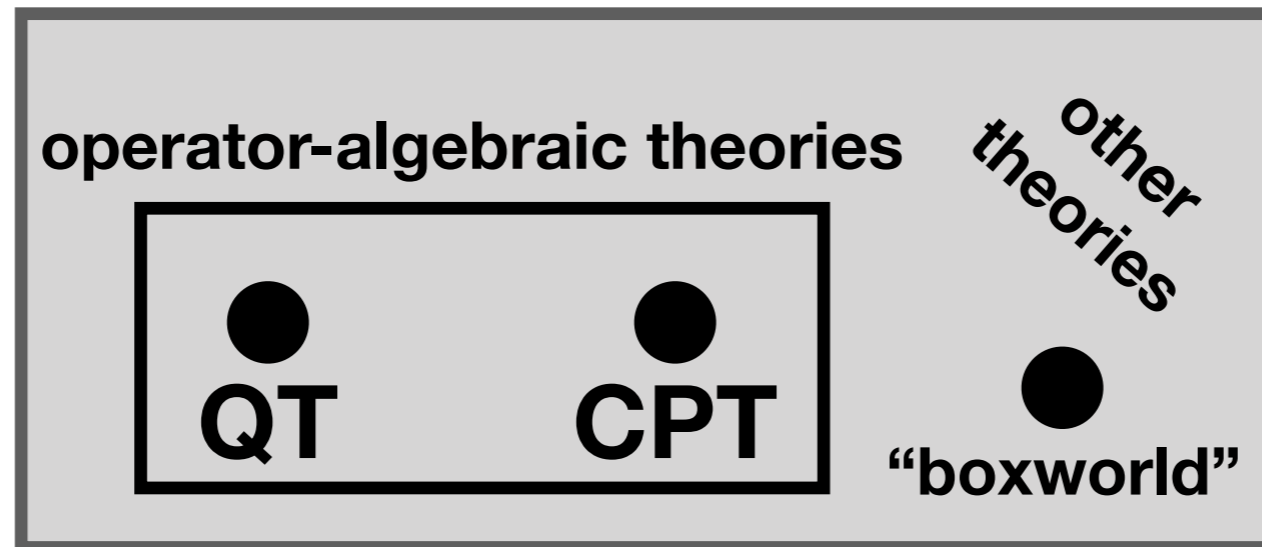
Quantum trit:
8D and complicated!



Arbitrary convex
state space

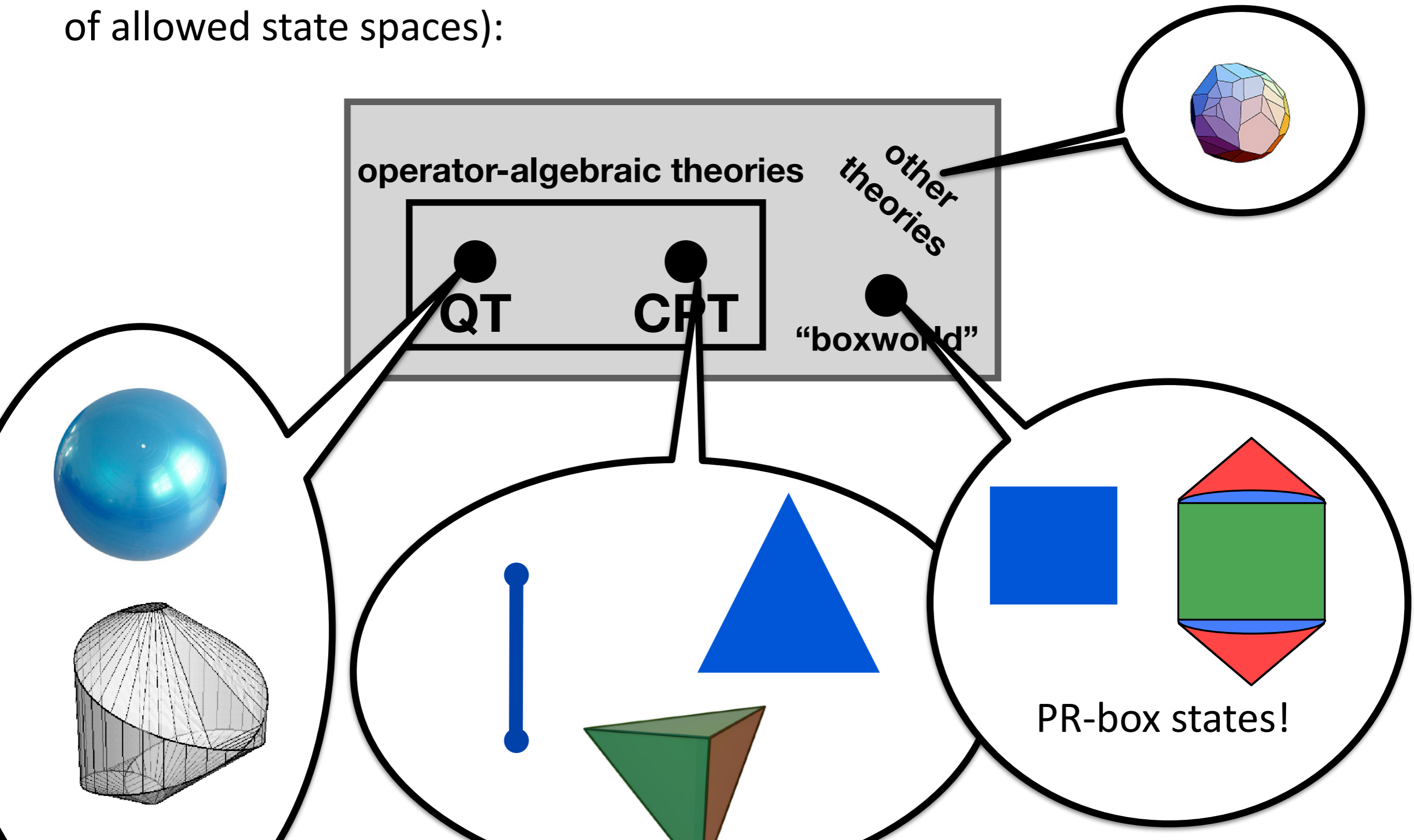
Generalized probabilistic theories

There is a large landscape of state spaces, or *theories* (collections of allowed state spaces):



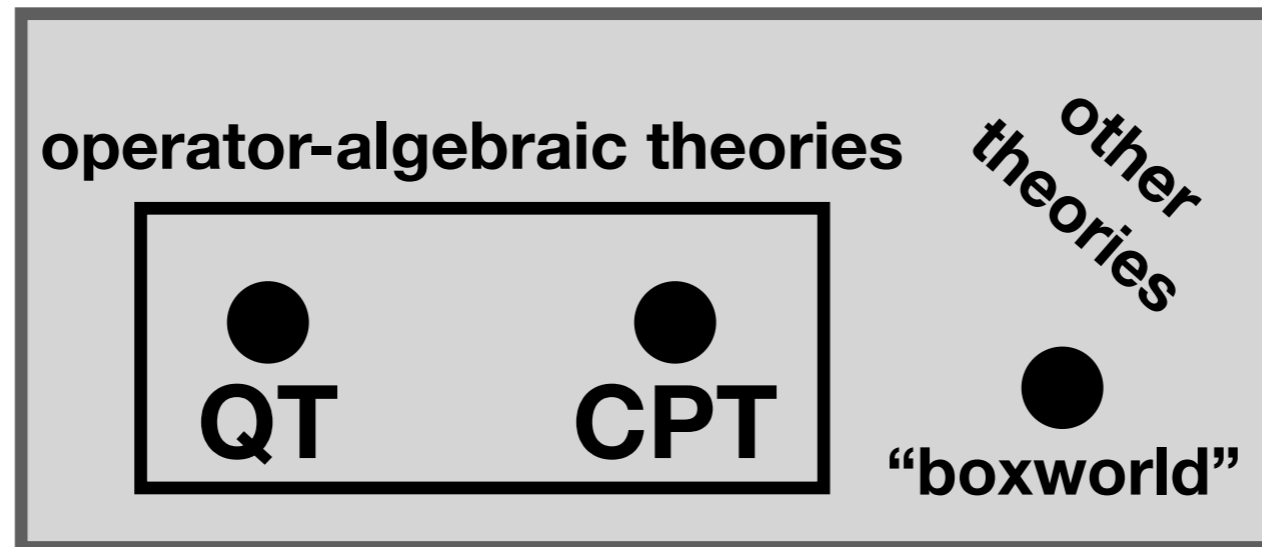
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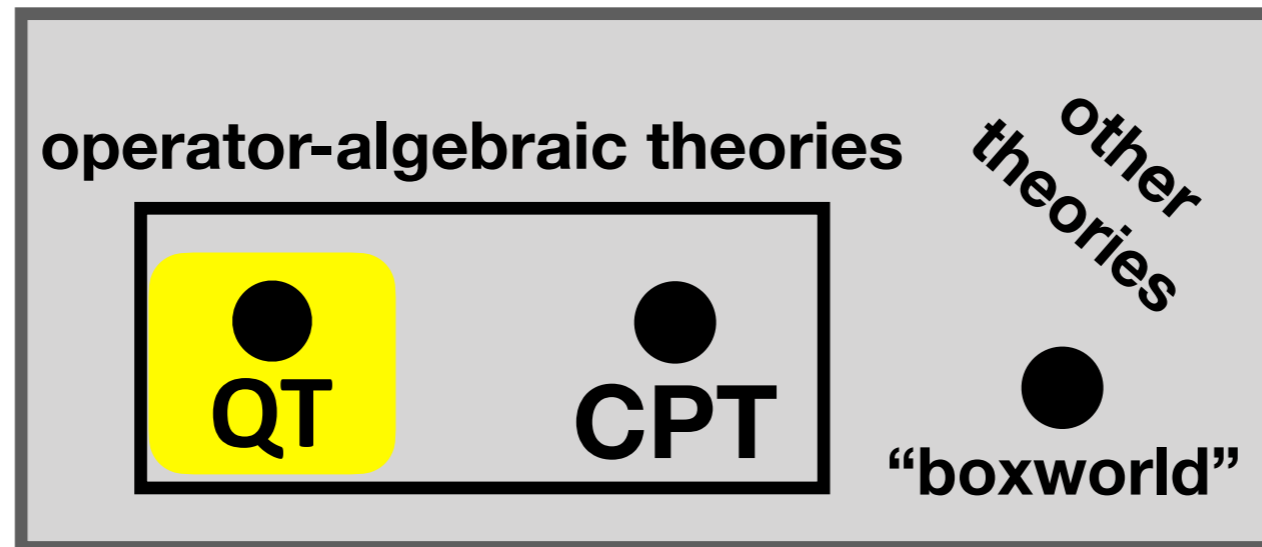
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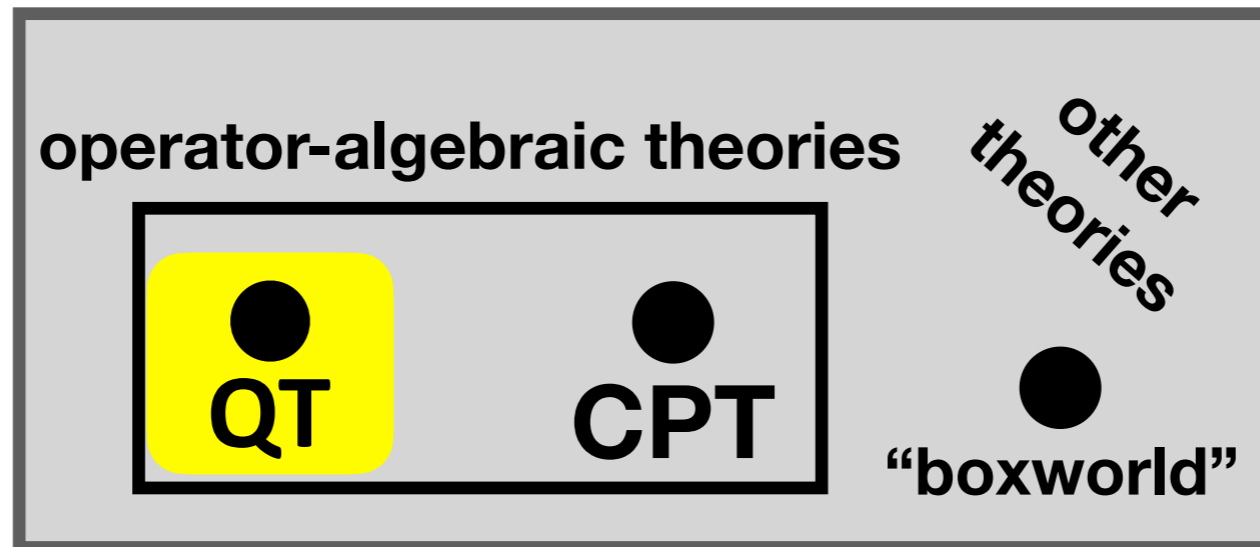
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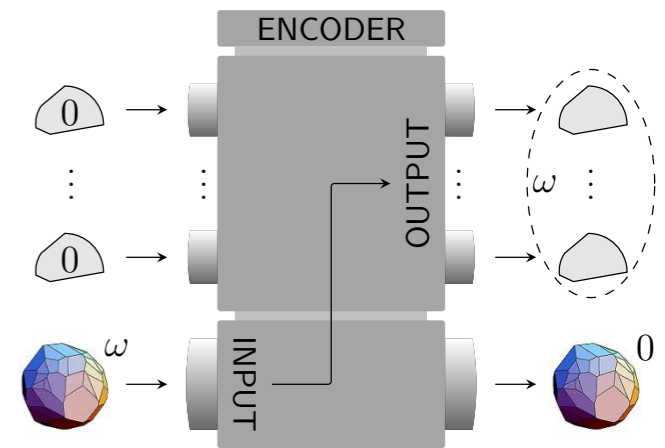
Role model: Einstein’s **Relativity Principle** and **Light Postulate** determine Minkowski spacetime.



Overview

1. Probabilistic theories beyond quantum theory

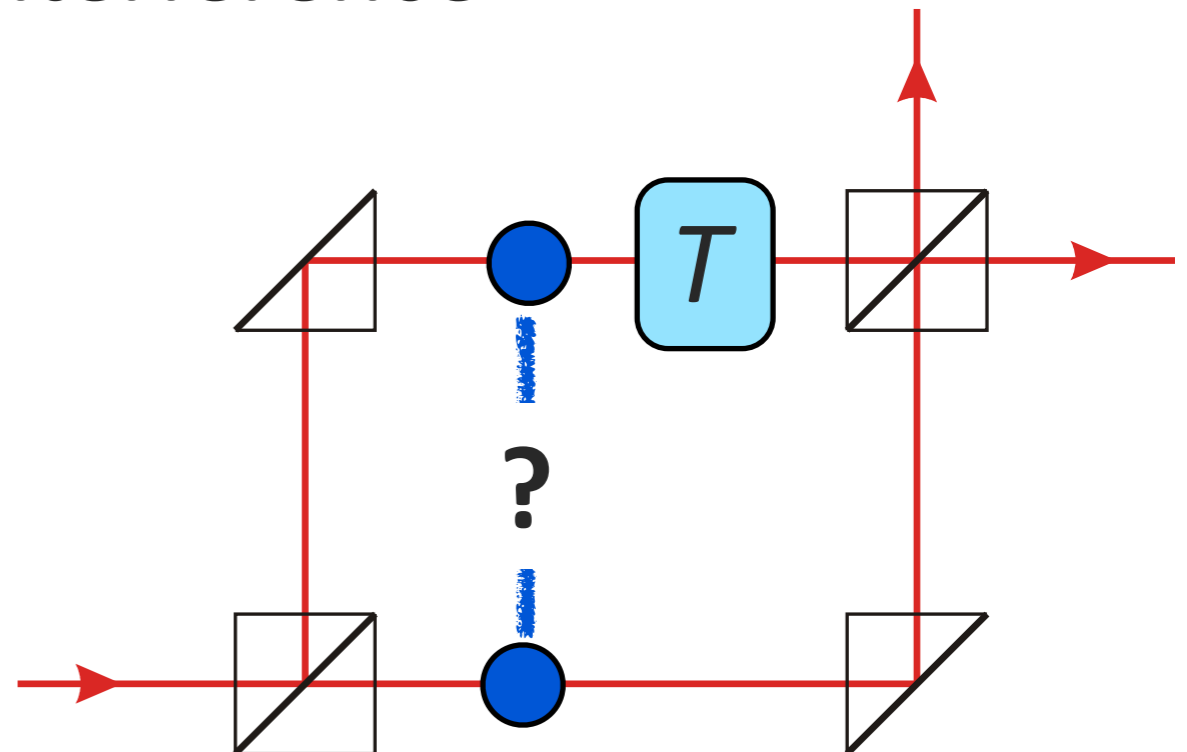
2. Quantum theory from simple principles



3. The quest for higher-order interference

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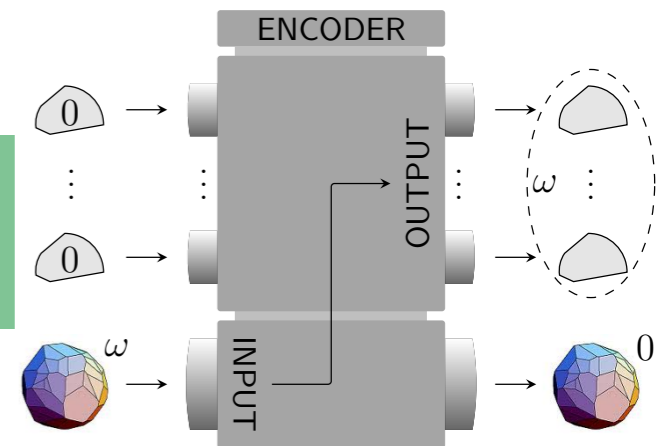
5. Conclusion



Overview

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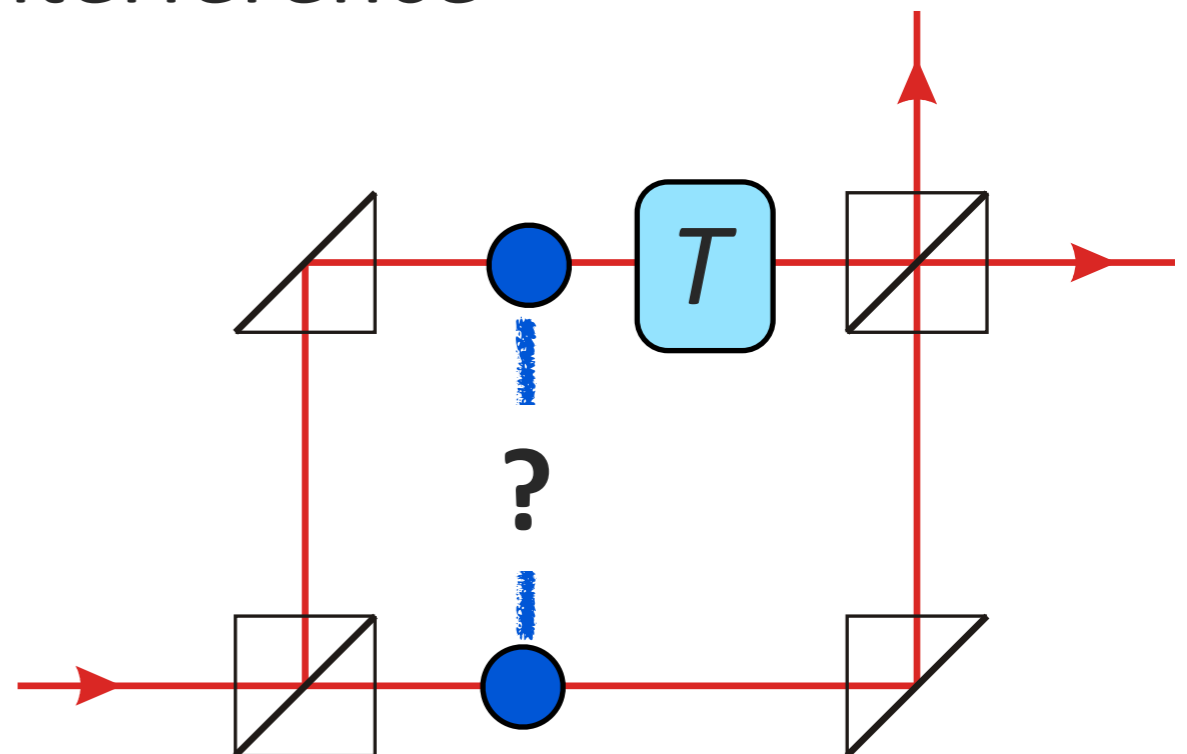
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5. Conclusion



A reconstruction of quantum theory

- Prehistory:
Birkhoff & von Neumann (1936); quantum logic (Piron, ...),
Ludwig (1954); Alfsen&Shultz (\approx 1980);

- Quantum information revolution:

L. Hardy 2001: Quantum Theory From Five Reasonable Axioms. But needs "simplicity axiom"...

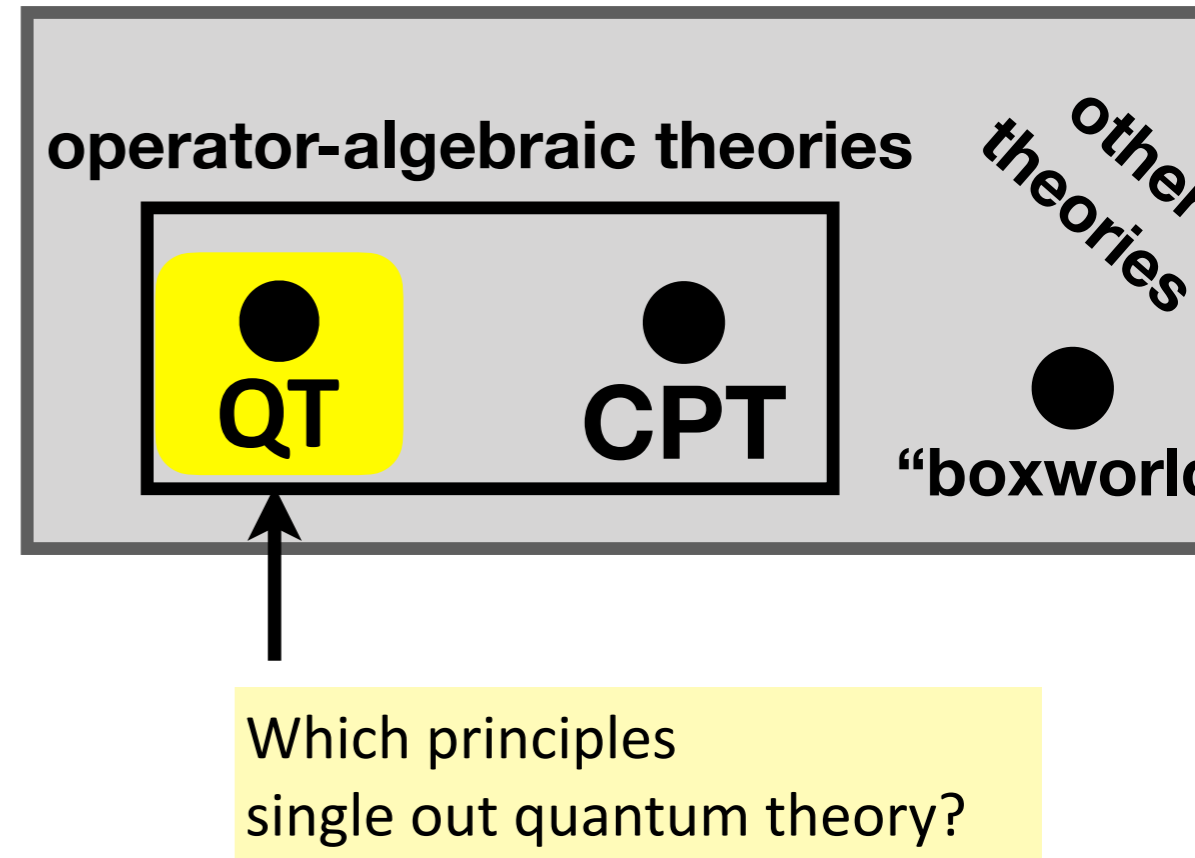


- Clifton, Bub, and Halvorson 2002.
But assumed C^* -algebras.

Dakić+Brukner 2009; Masanes+MM 2009
Chiribella, d'Ariano, Perinotti 2010; Hardy 2011
the one I'll present now 2013;
Barnum, MM, Ududec 2014; Hoehn 2015;
Wilce 2016, ...

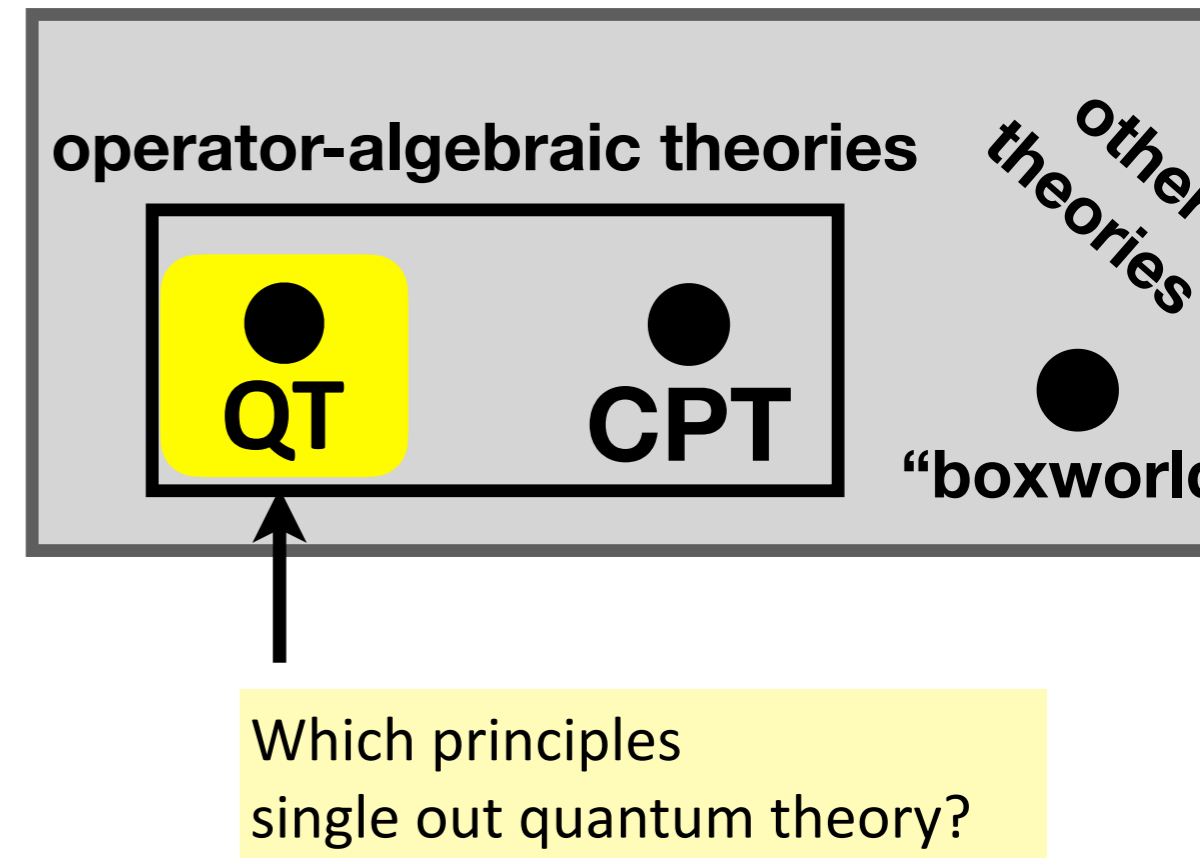


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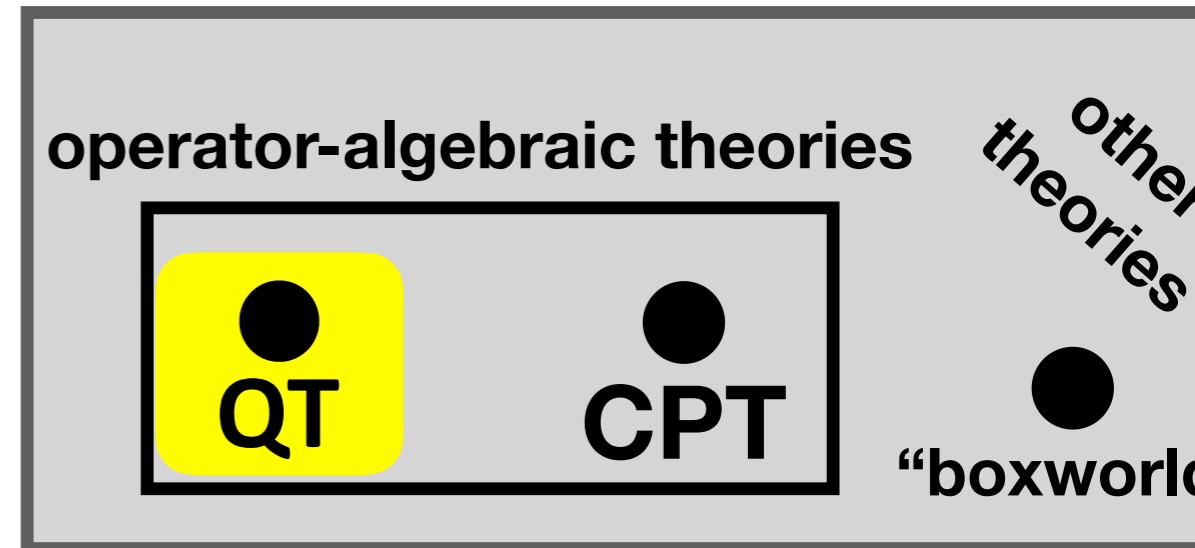
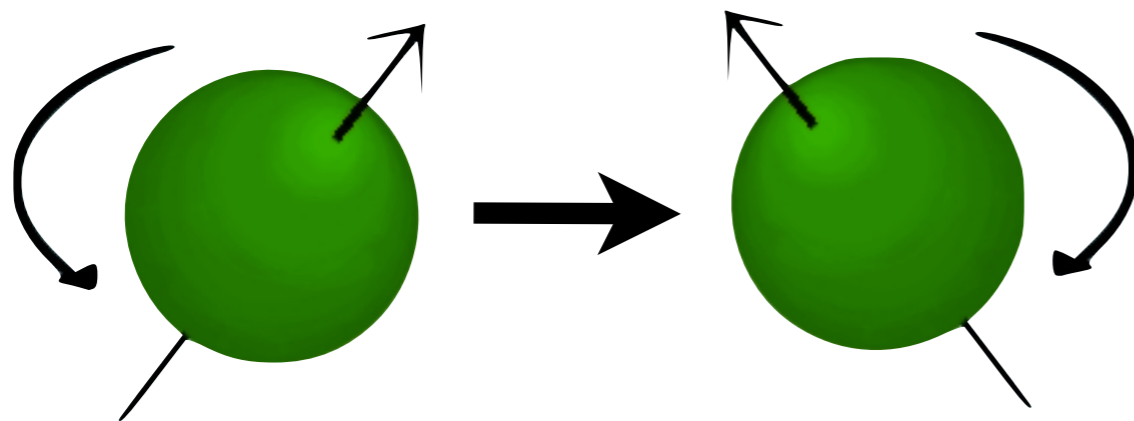


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- **Postulate 1:** Continuous reversibility.

Reversible transformations can (in principle) map every pure state continuously to every other.

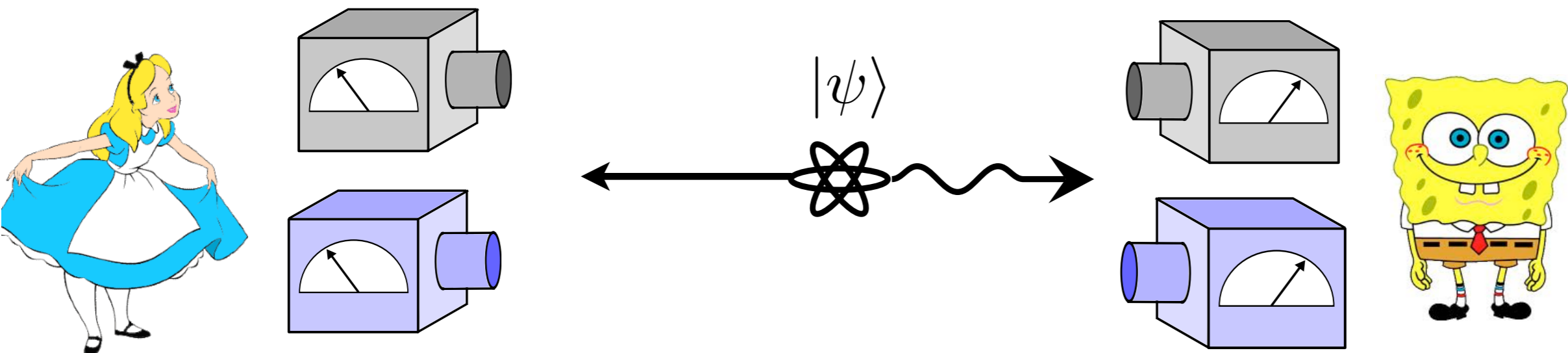
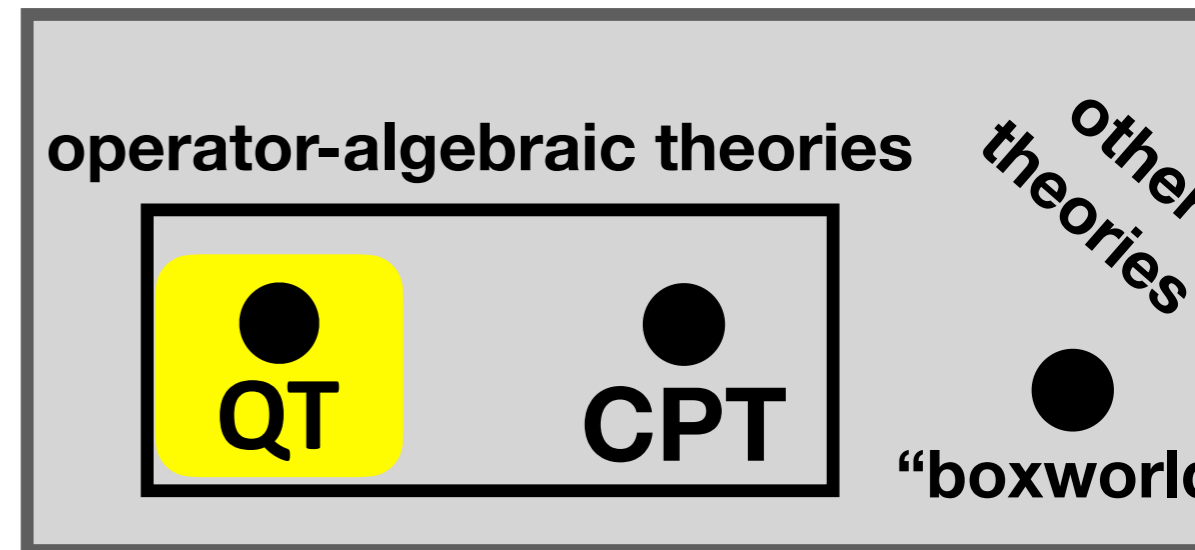


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- **Postulate 1:** Continuous reversibility.
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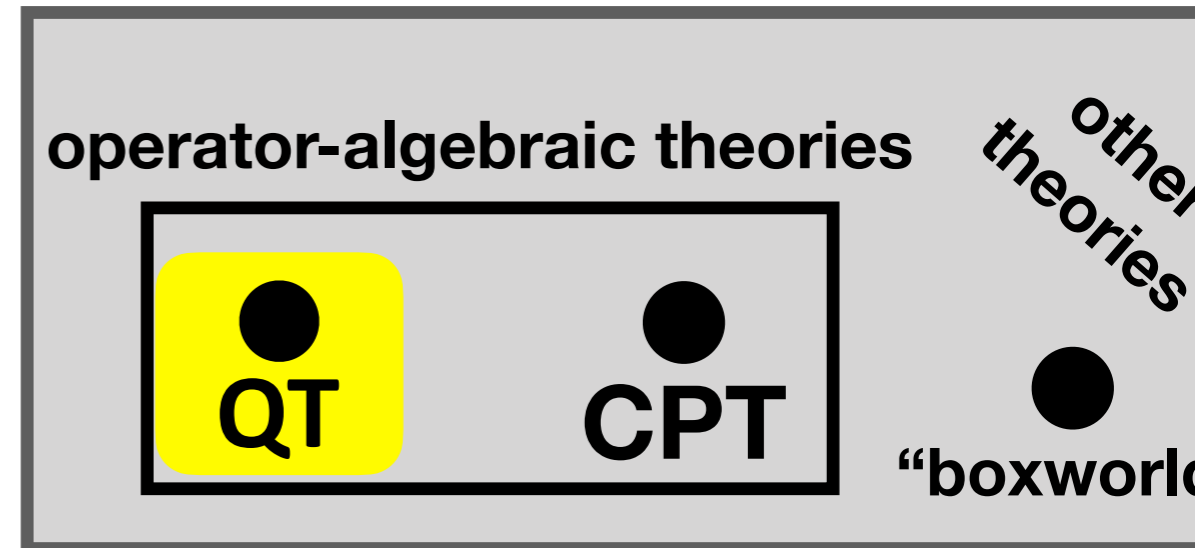
The state of a composite system is completely characterized by the correlations of measurements on the individual components.



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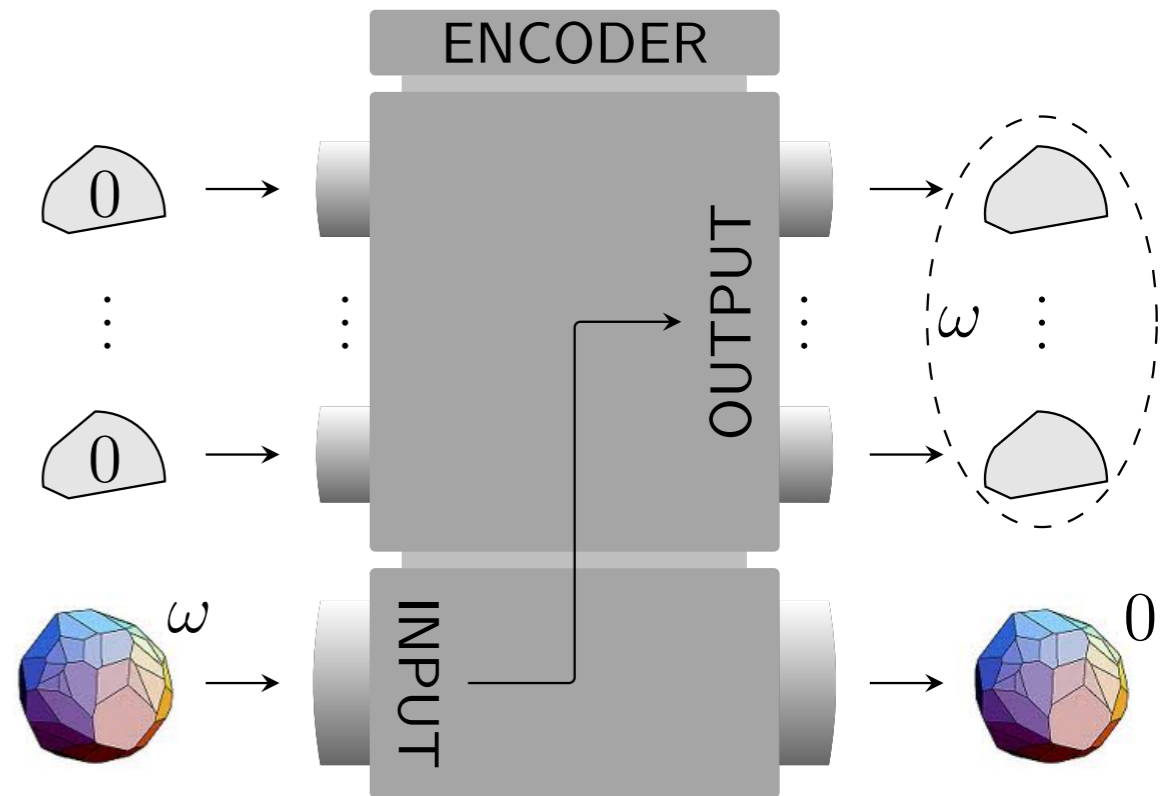
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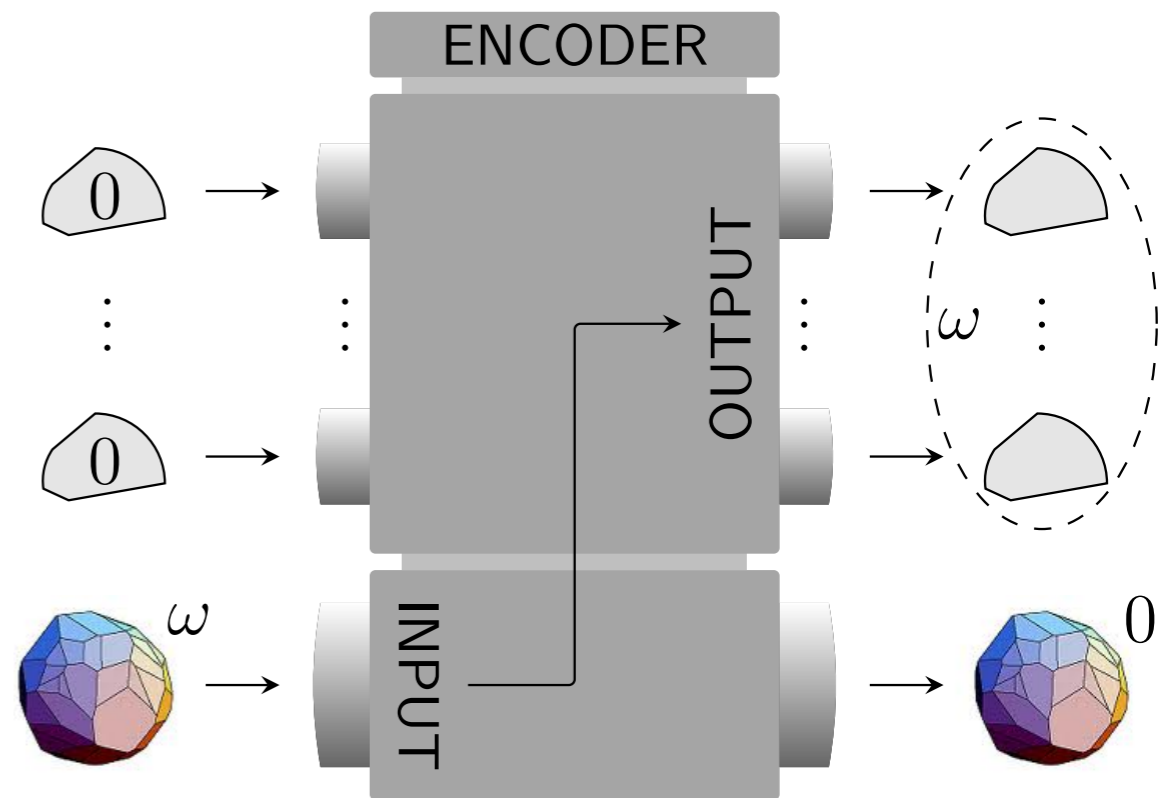


There is a type of system (the "ubit") such that every system can be encoded into a sufficiently large number of ubits.

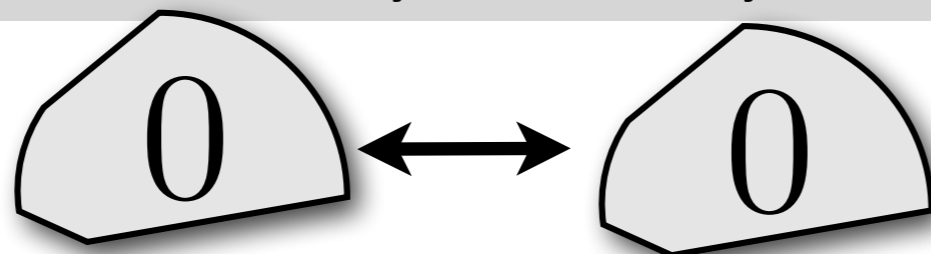
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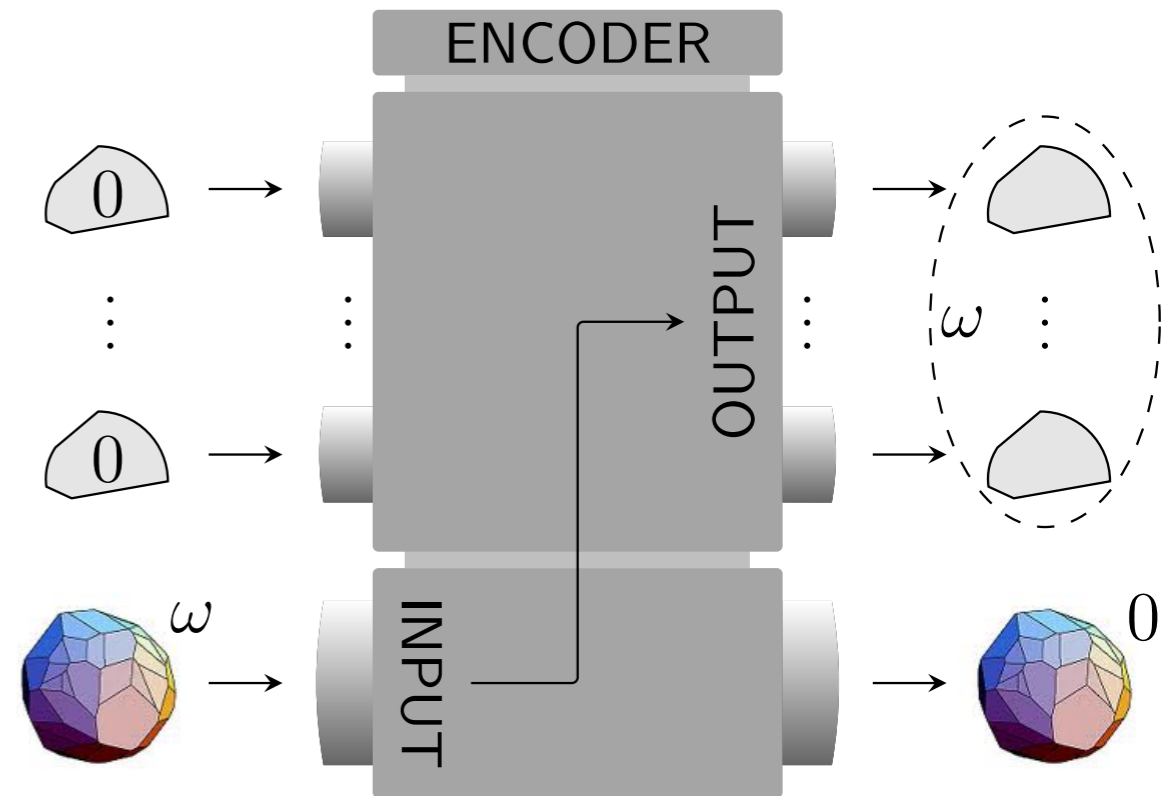
There is a type of system (the "ubit") such that every system can be encoded into a sufficiently large number of ubits. Pairs of ubits can continuously reversibly interact.



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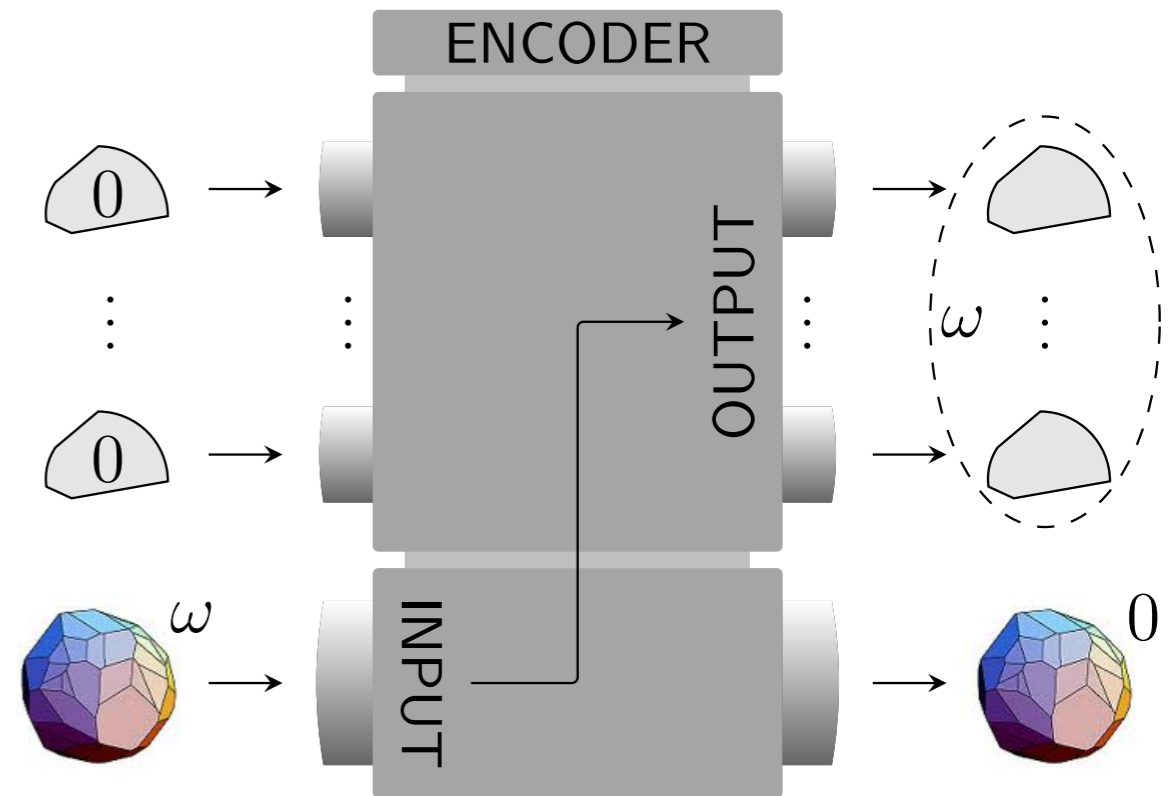
If a ubit is used to perfectly encode one classical bit, it cannot simultaneously encode any further information.



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Theorem. If Postulates 1-4 hold, then the state space of n ubits is

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and the reversible transformations are the unitaries, $\rho \mapsto U\rho U^\dagger$.

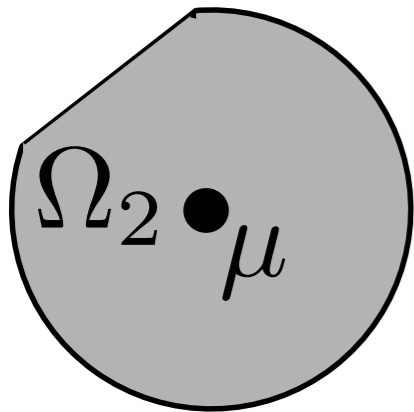
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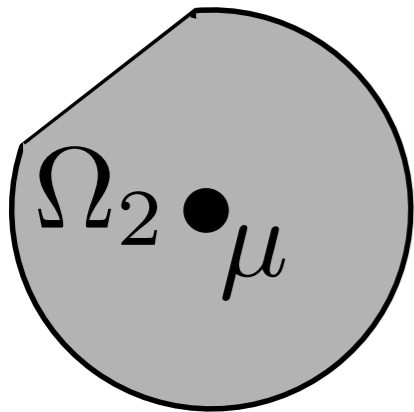
Group rep. theory: can reparametrize space such that transformations are rotations. Then, pure states lie on unit sphere (of some dim. d).



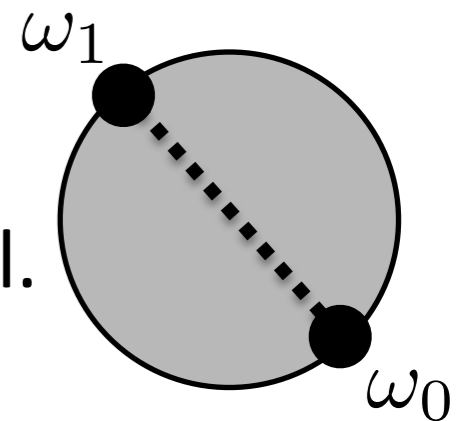
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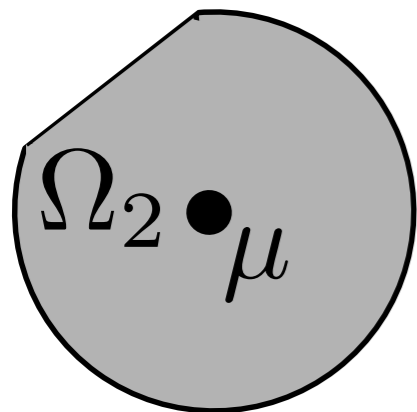
If **full** ball: can encode one bit by preparing state or antipodal state. That's all.



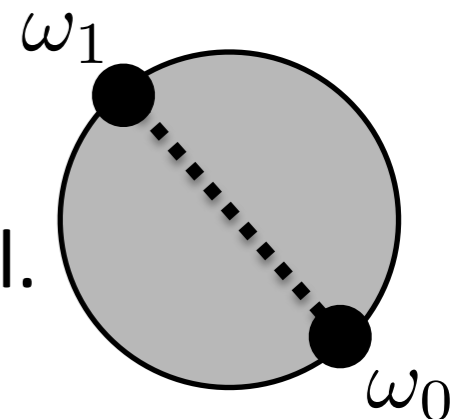
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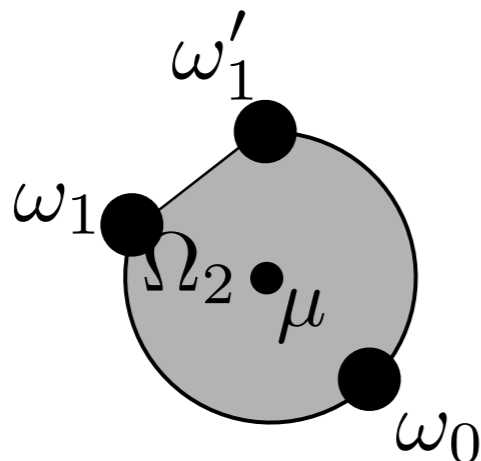
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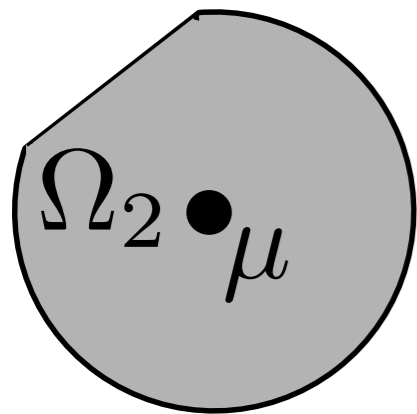
If **not** full ball: can encode one bit **and a little more** by preparing state or **one of** antipodal states.



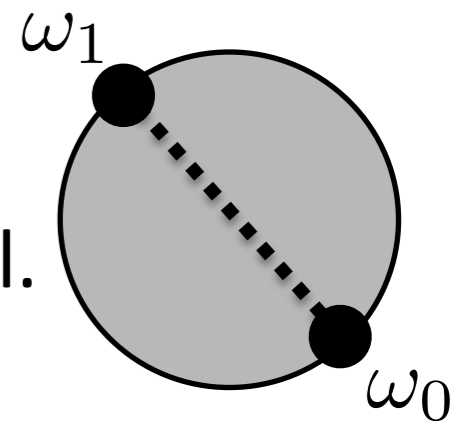
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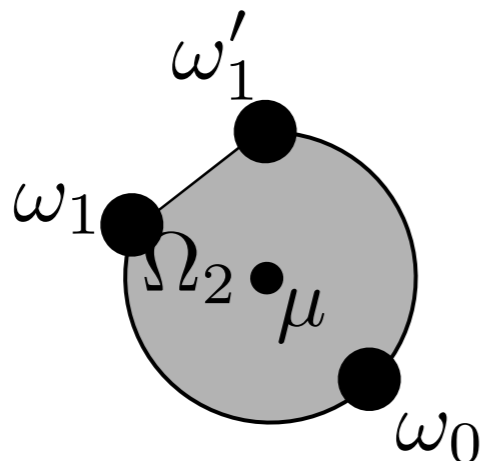
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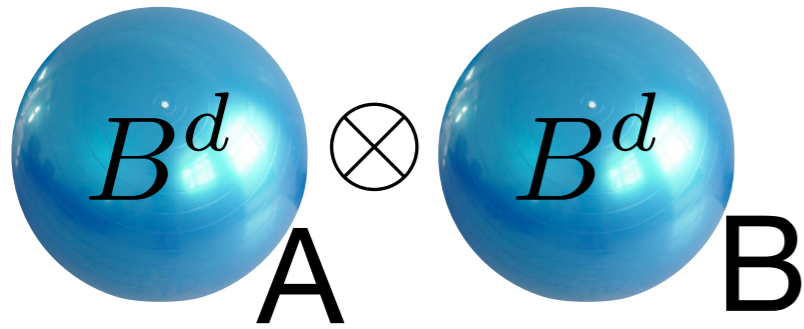
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Violates Postulate 4.

Why is the qubit “Bloch ball” 3-dimensional?

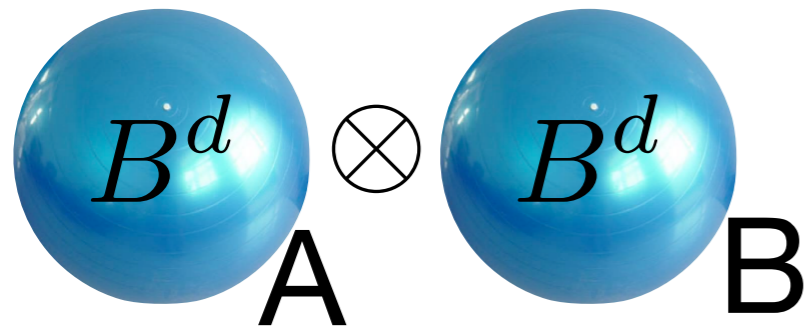
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Two ubits: *some* composite state space of two d -balls, $\mathcal{G}_A = \mathcal{G}_B$ transitive on ∂B^d .

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Theorem. Among all dimensions d and all groups \mathcal{G}_A , there are only the following possibilities:

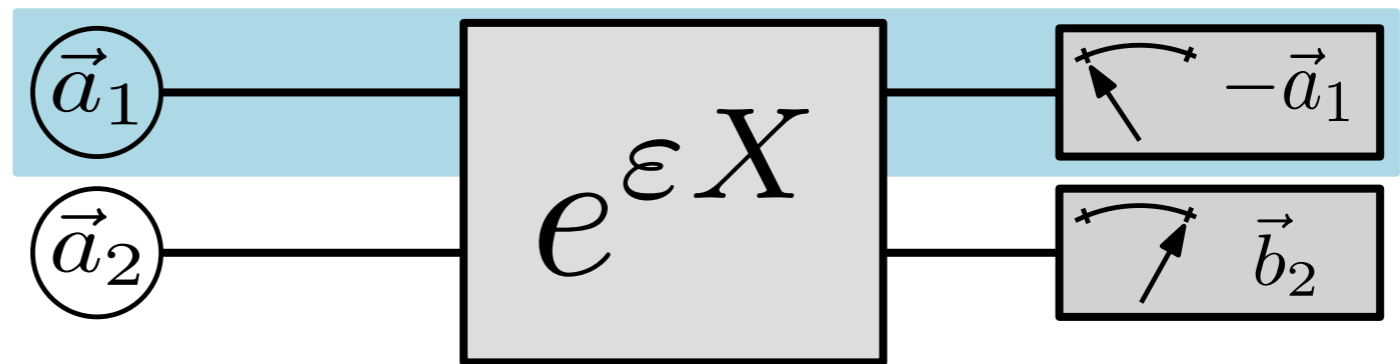
- The trivial solution: $\mathcal{G}_{AB} = \mathcal{G}_A \otimes \mathcal{G}_B$.
- $d = 3$, $\mathcal{G}_A = \text{SO}(3)$ (i.e. the quantum bit), $\mathcal{G}_{AB} \simeq \text{PU}(4)$, and Ω_{AB} is equivalent to the two-qubit quantum state space.

In particular, **continuous reversible interaction** is only possible for $d = 3$, in standard complex two-qubit quantum theory.

Proof idea

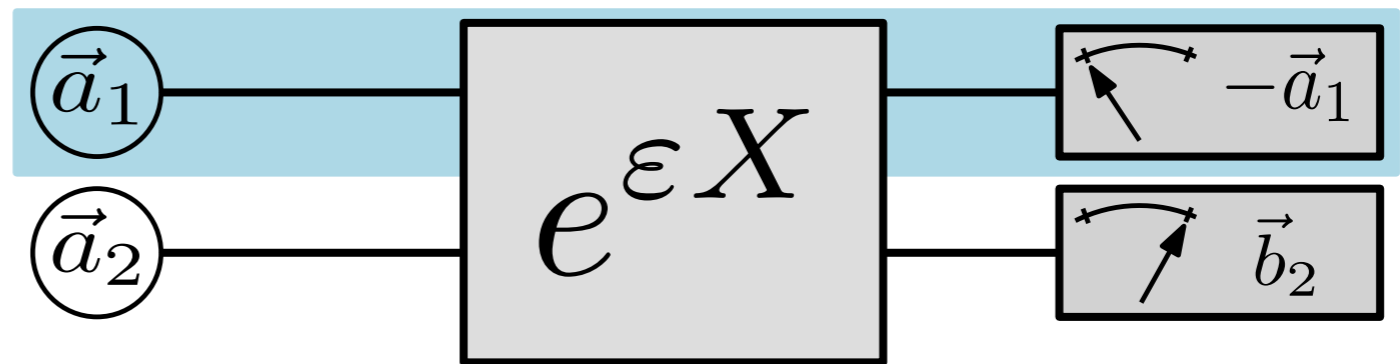
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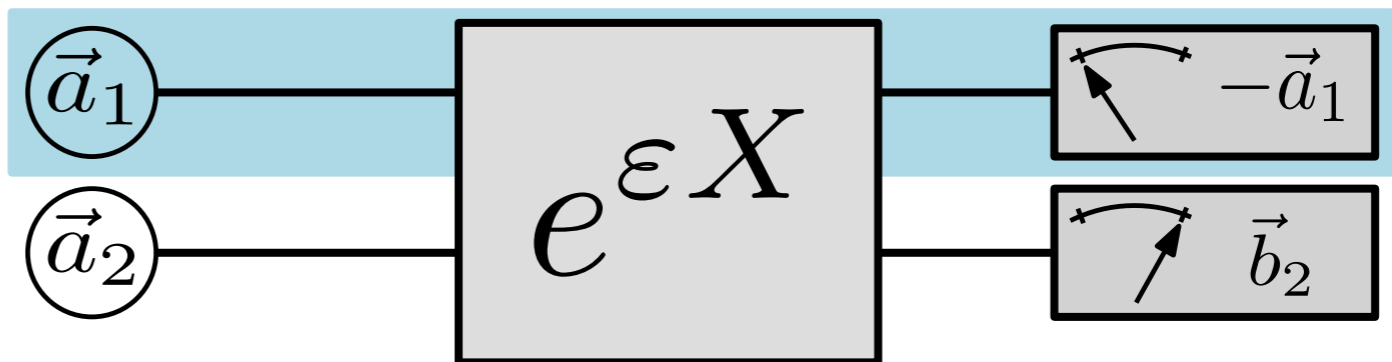


We must obtain **valid probabilities**. For example,

$$0 \leq (e_{-\vec{a}_1} \otimes e_{\vec{b}_2}) e^{\varepsilon X} (\omega_{\vec{a}_1} \otimes \omega_{\vec{a}_2}) \leq 1.$$

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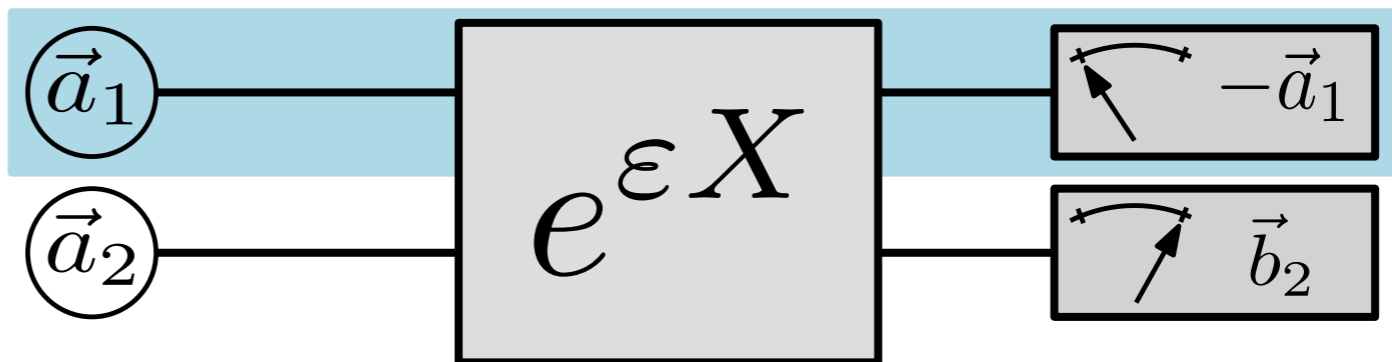
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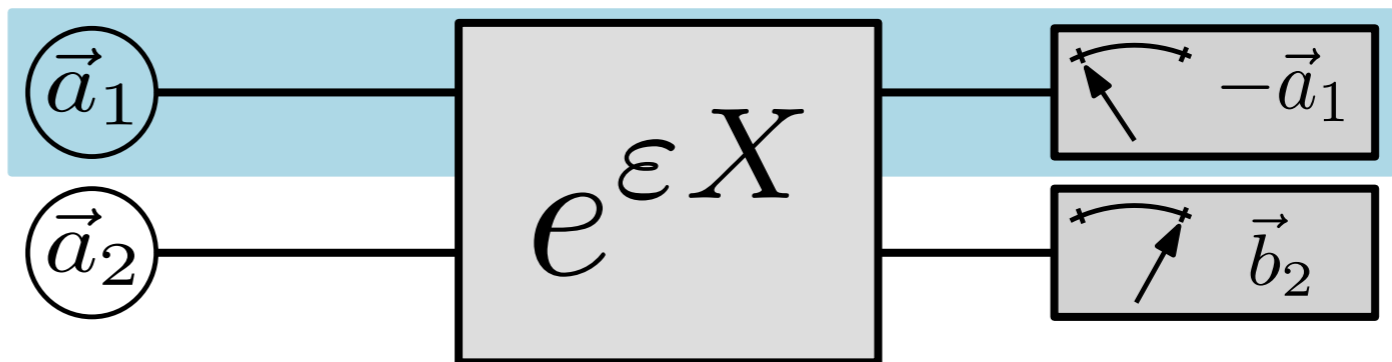
$$\Rightarrow \begin{cases} \text{if } d \neq 3 : & X = X_A + X_B \\ \text{if } d = 3 : & \exp(\varepsilon X) = U_{AB}(\varepsilon) \bullet U_{AB}^\dagger(\varepsilon) \end{cases}$$

no interaction.

unitary conjugation!

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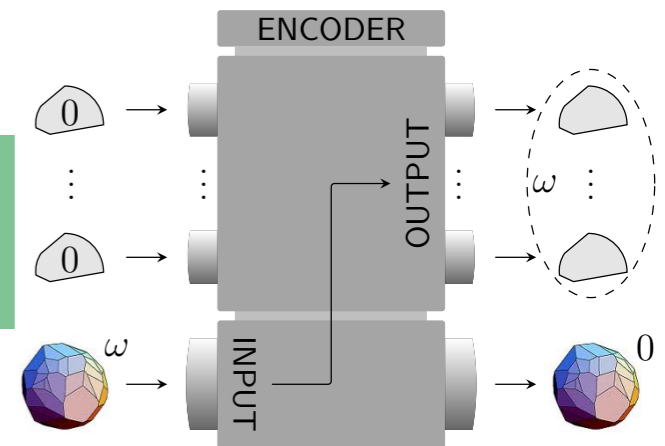
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Main reason: $SO(d-1)$ is only non-trivial and **commutative** for $d = 3$.

Overview

1. Probabilistic theories beyond quantum theory

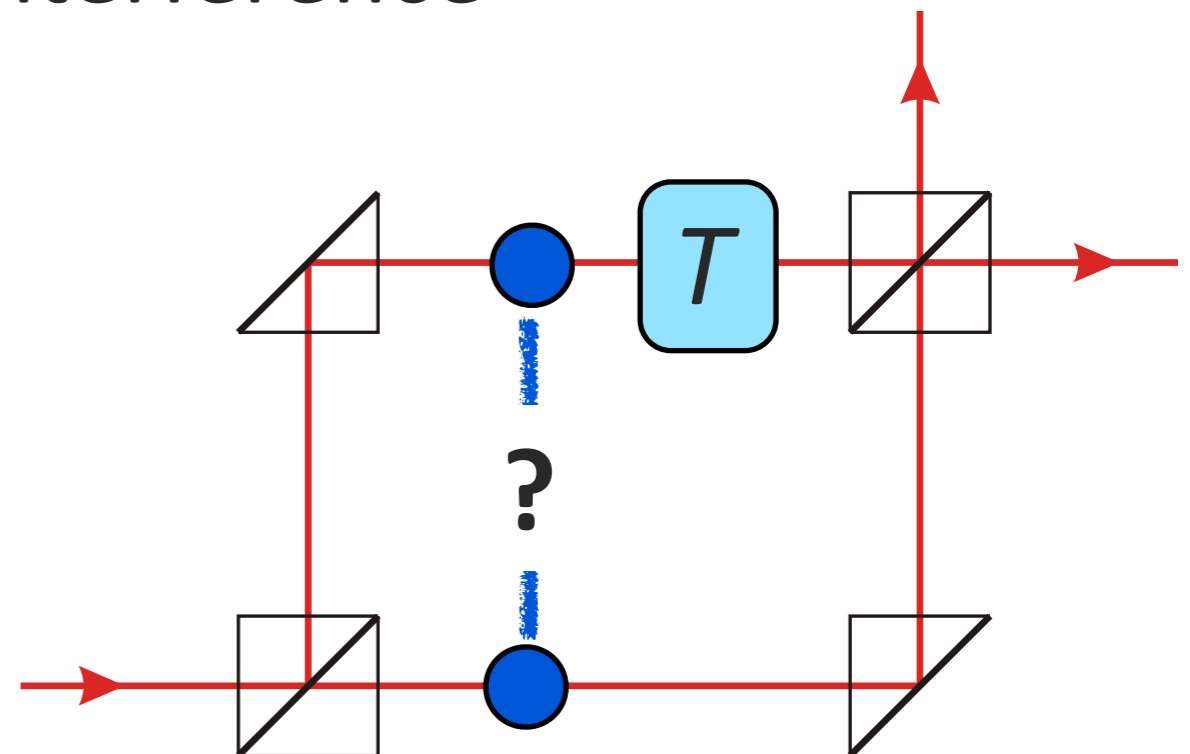
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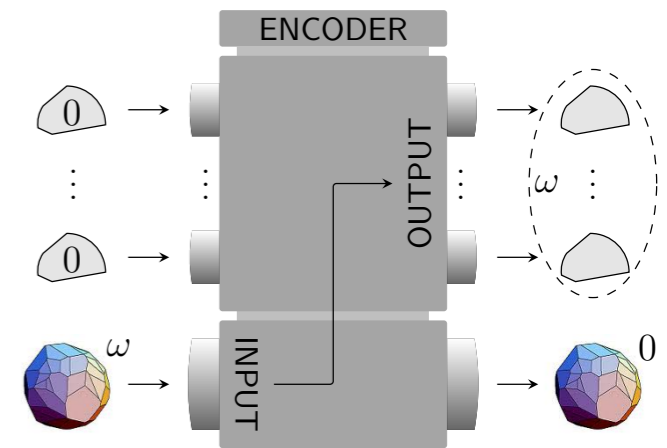
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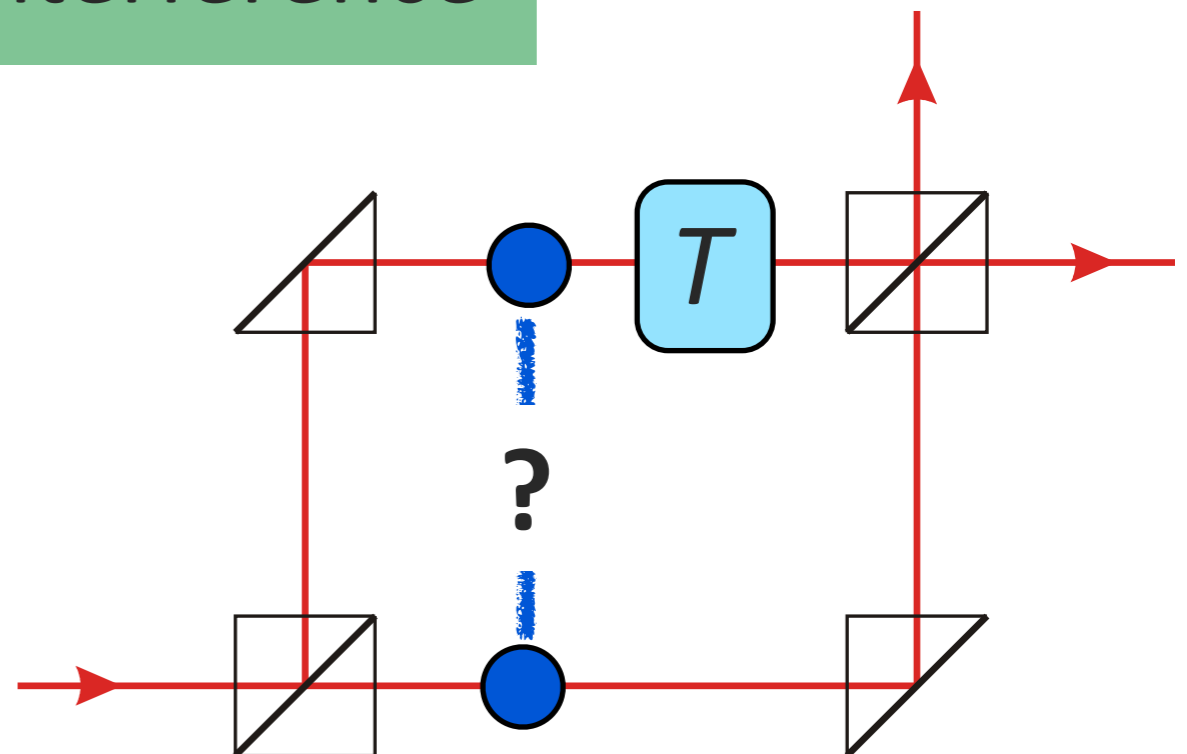
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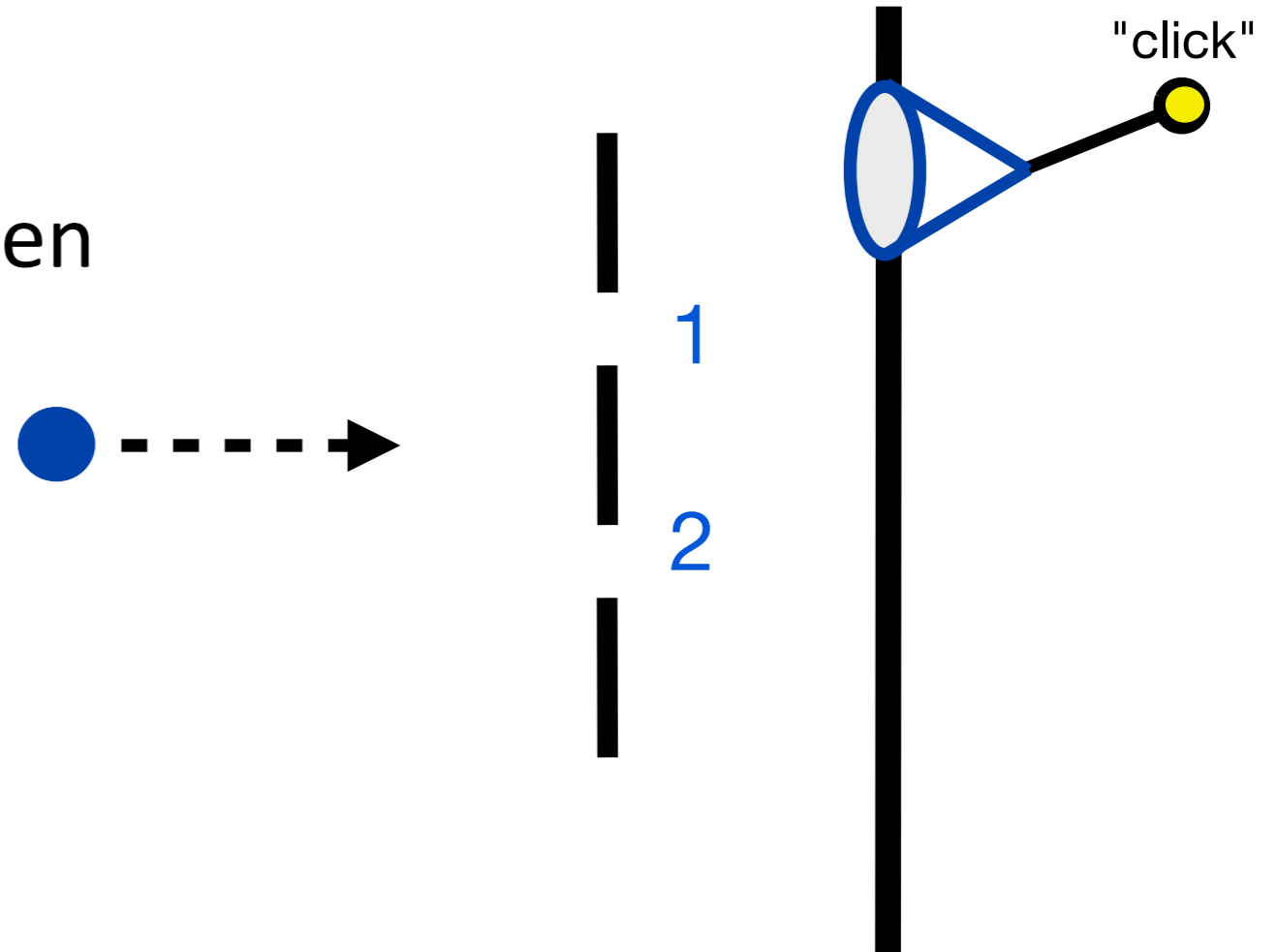


Higher-order interference

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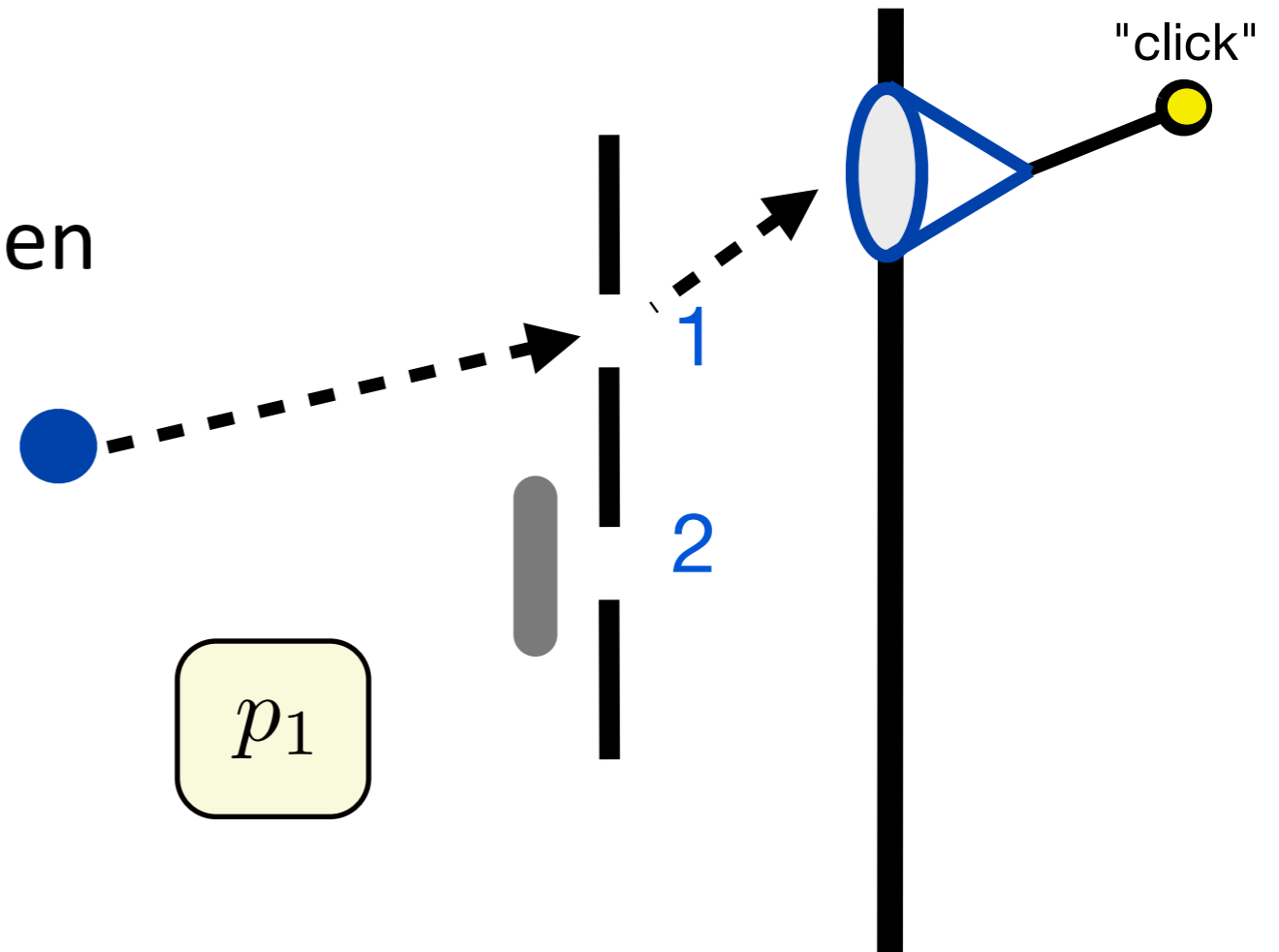
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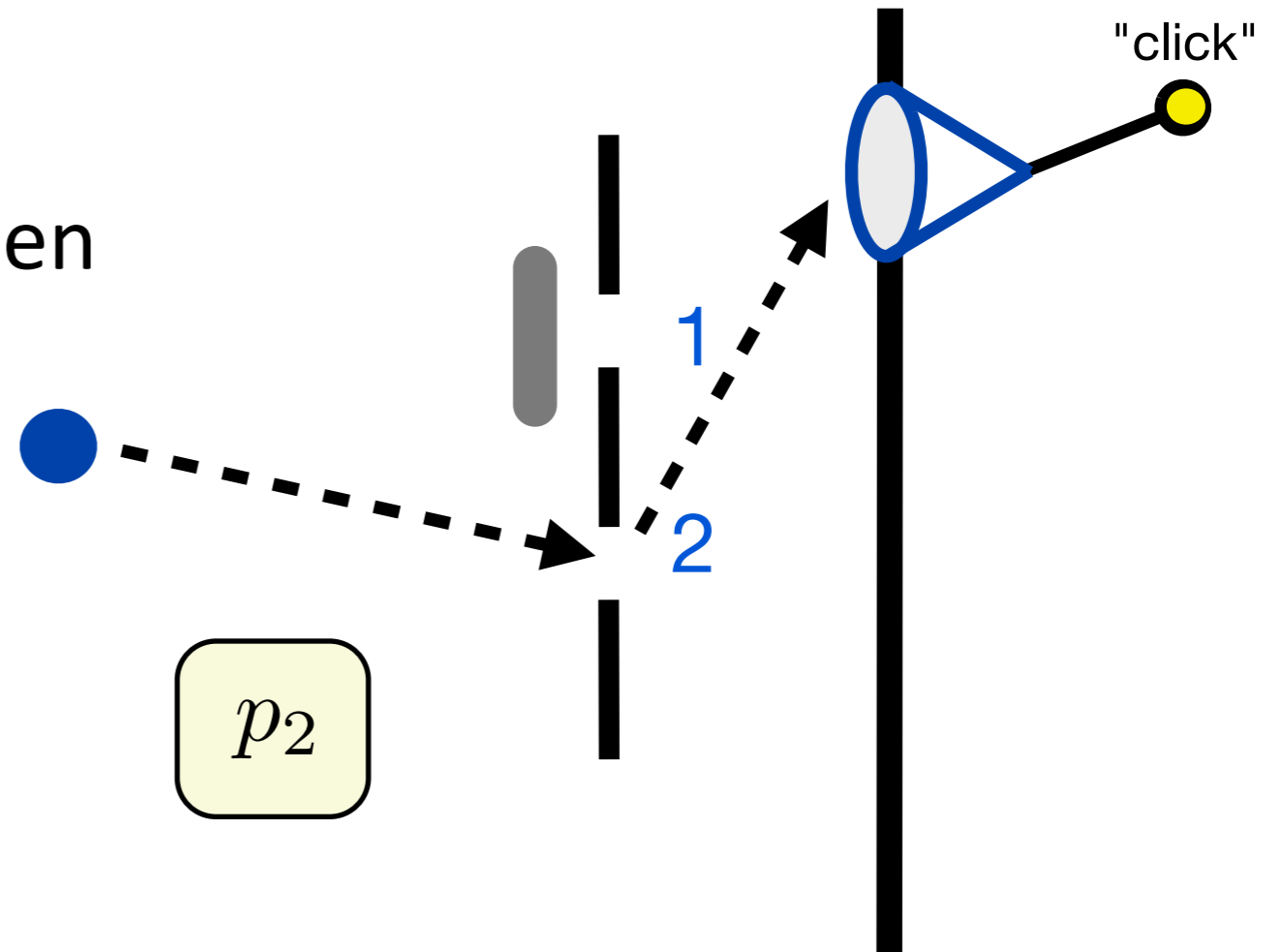
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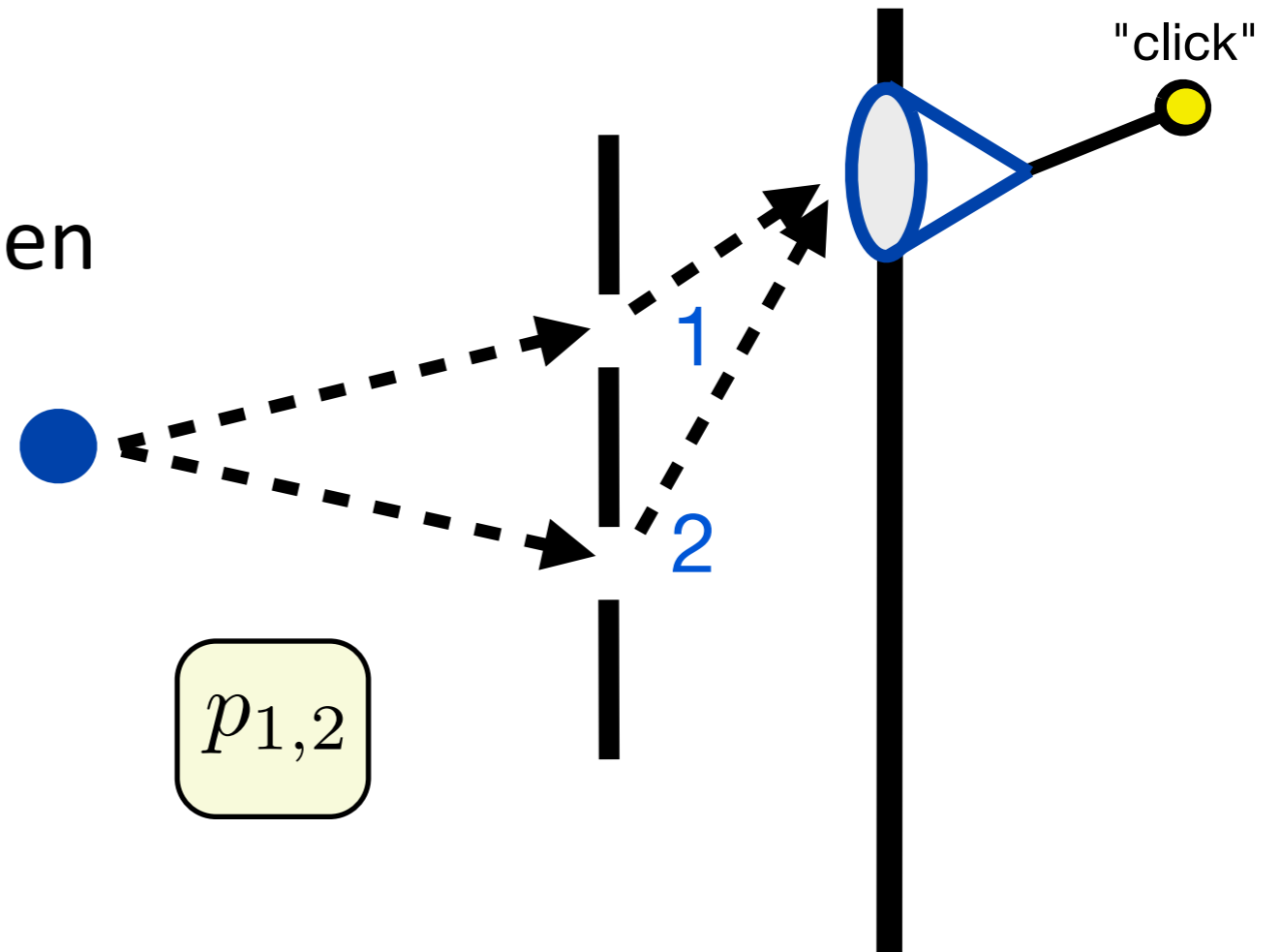
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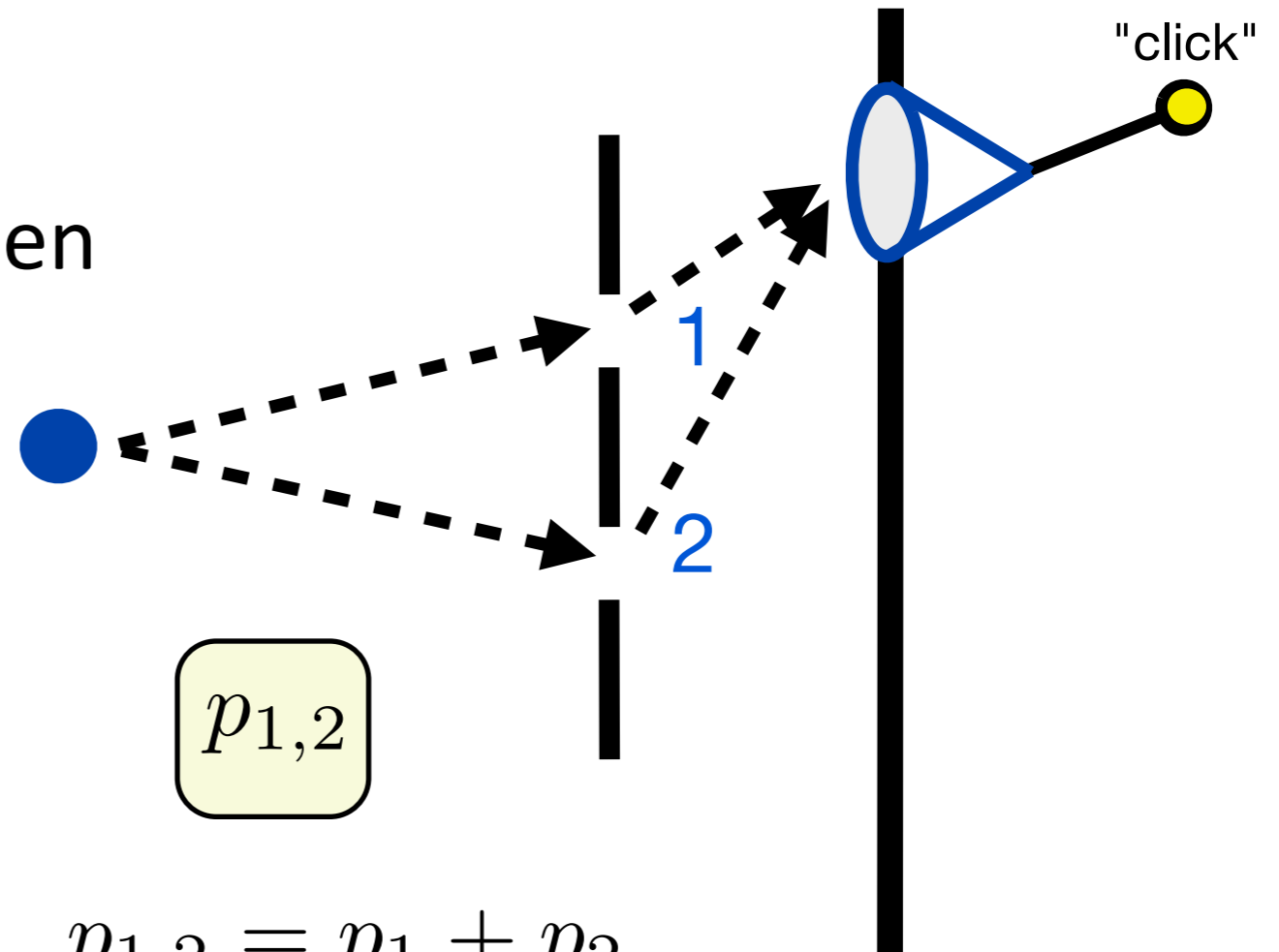
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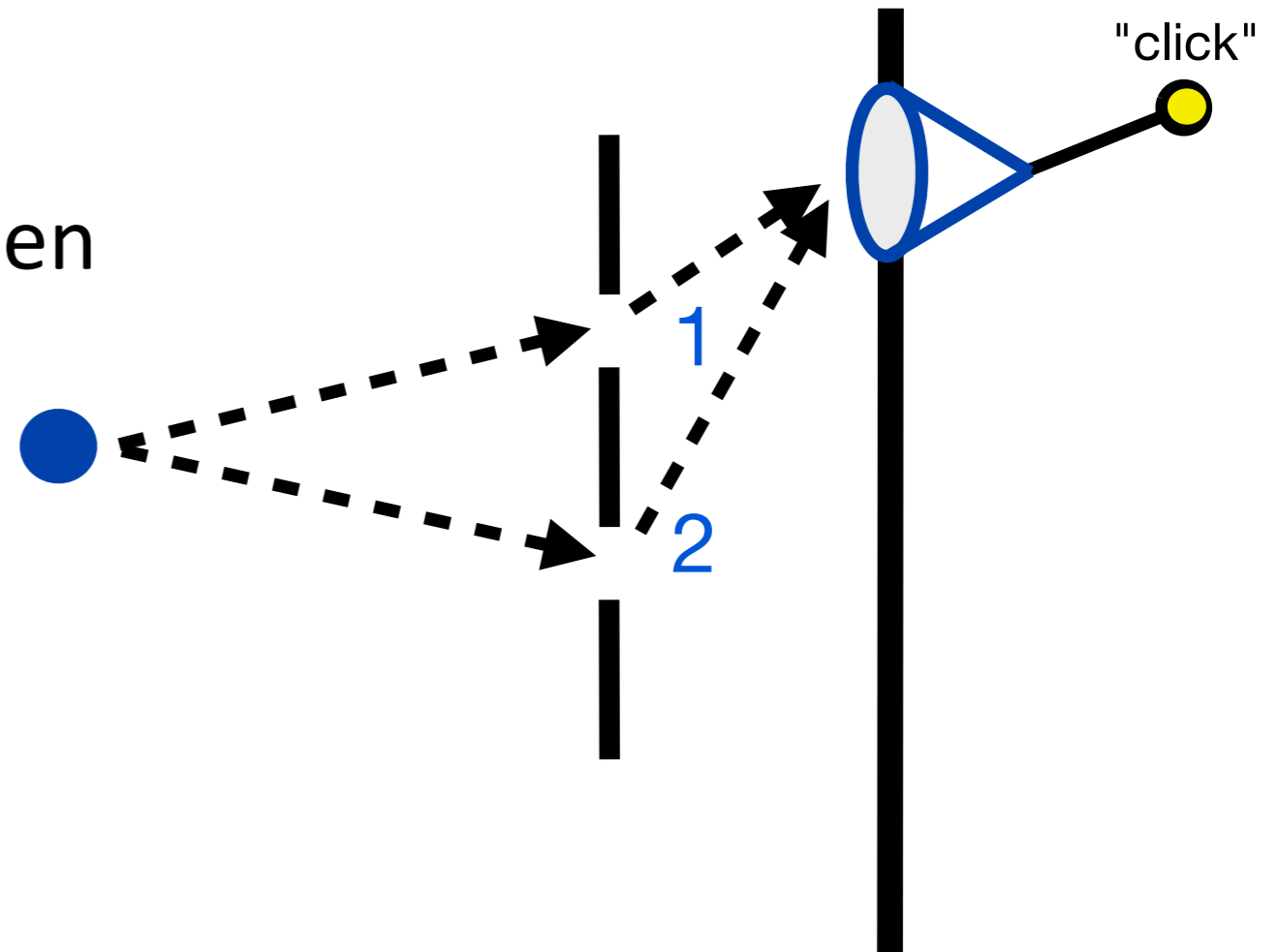
Classical probability theory: $p_{1,2} = p_1 + p_2$.

Quantum theory: $p_{1,2} \neq p_1 + p_2$. **(2nd order) interference!**

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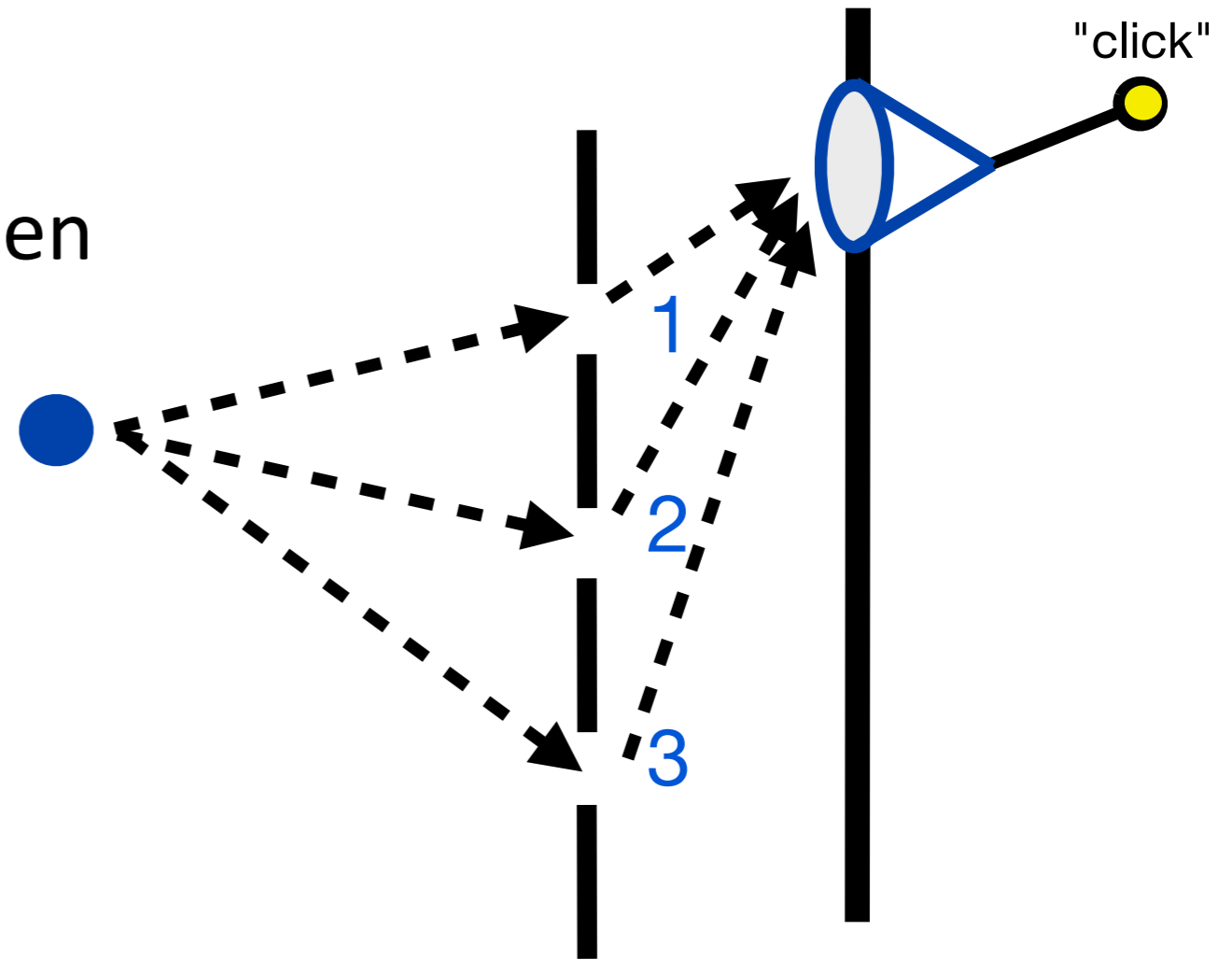
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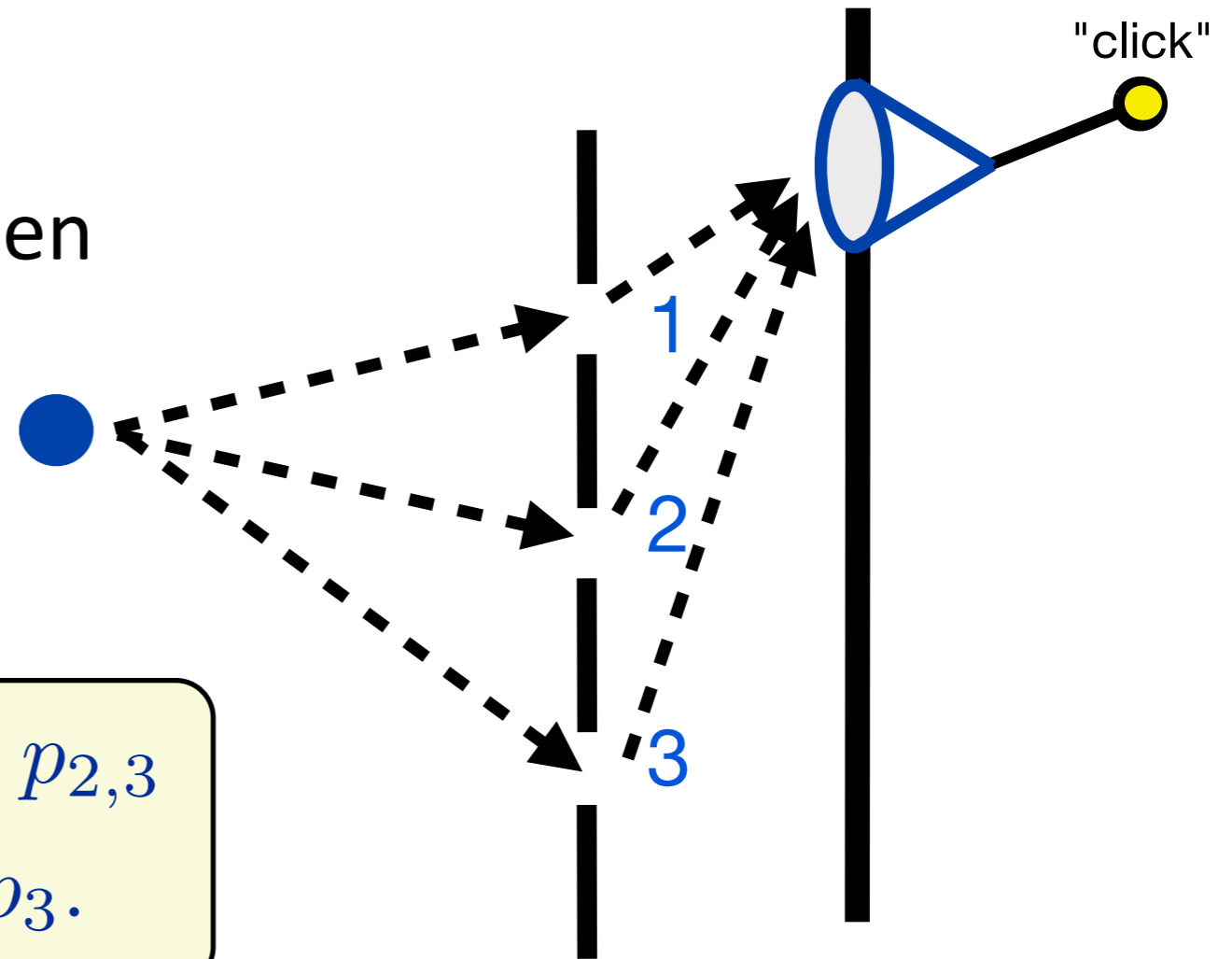
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QT satisfies (like CPT!)

$$p_{1,2,3} = p_{1,2} + p_{1,3} + p_{2,3} - p_1 - p_2 - p_3.$$



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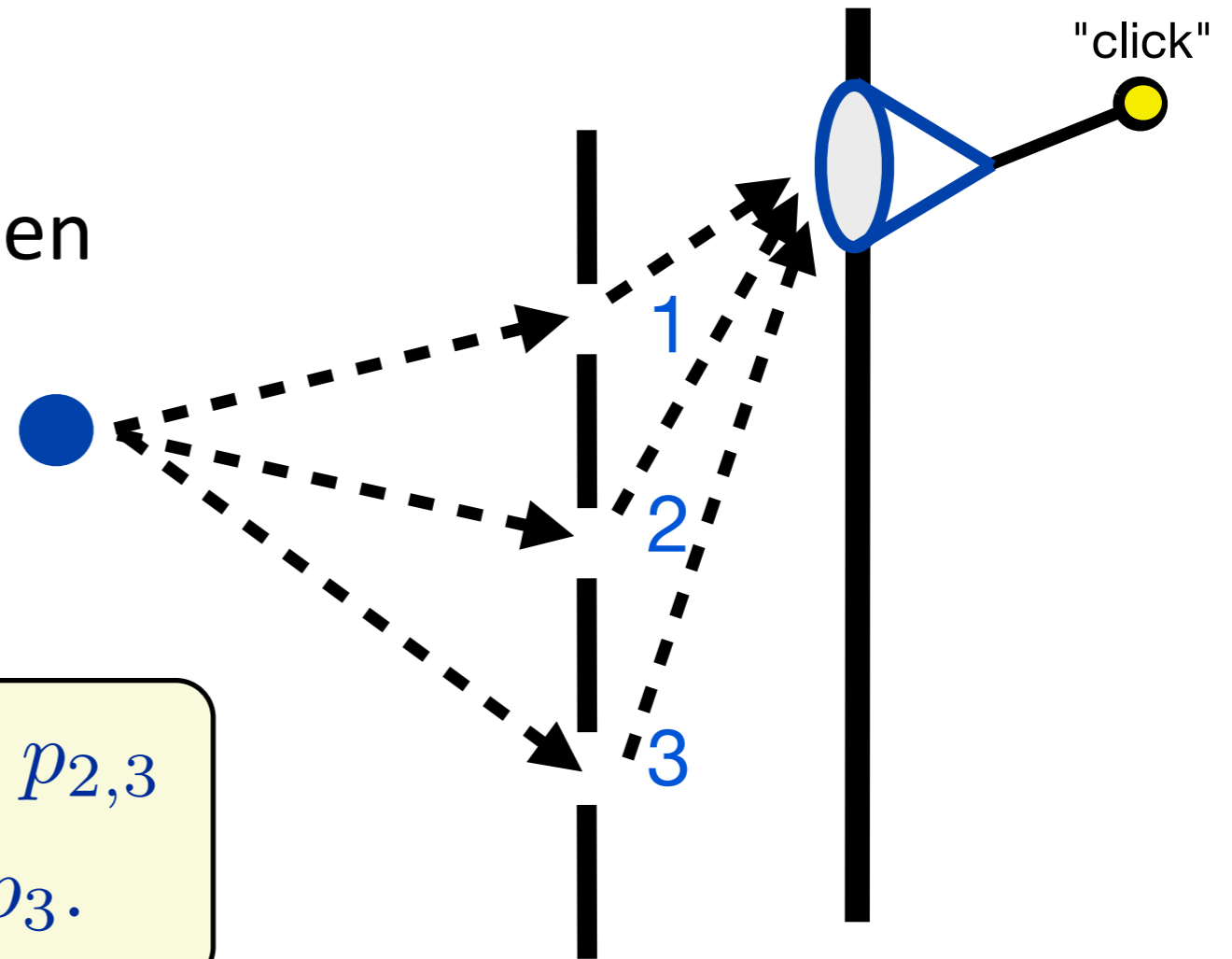
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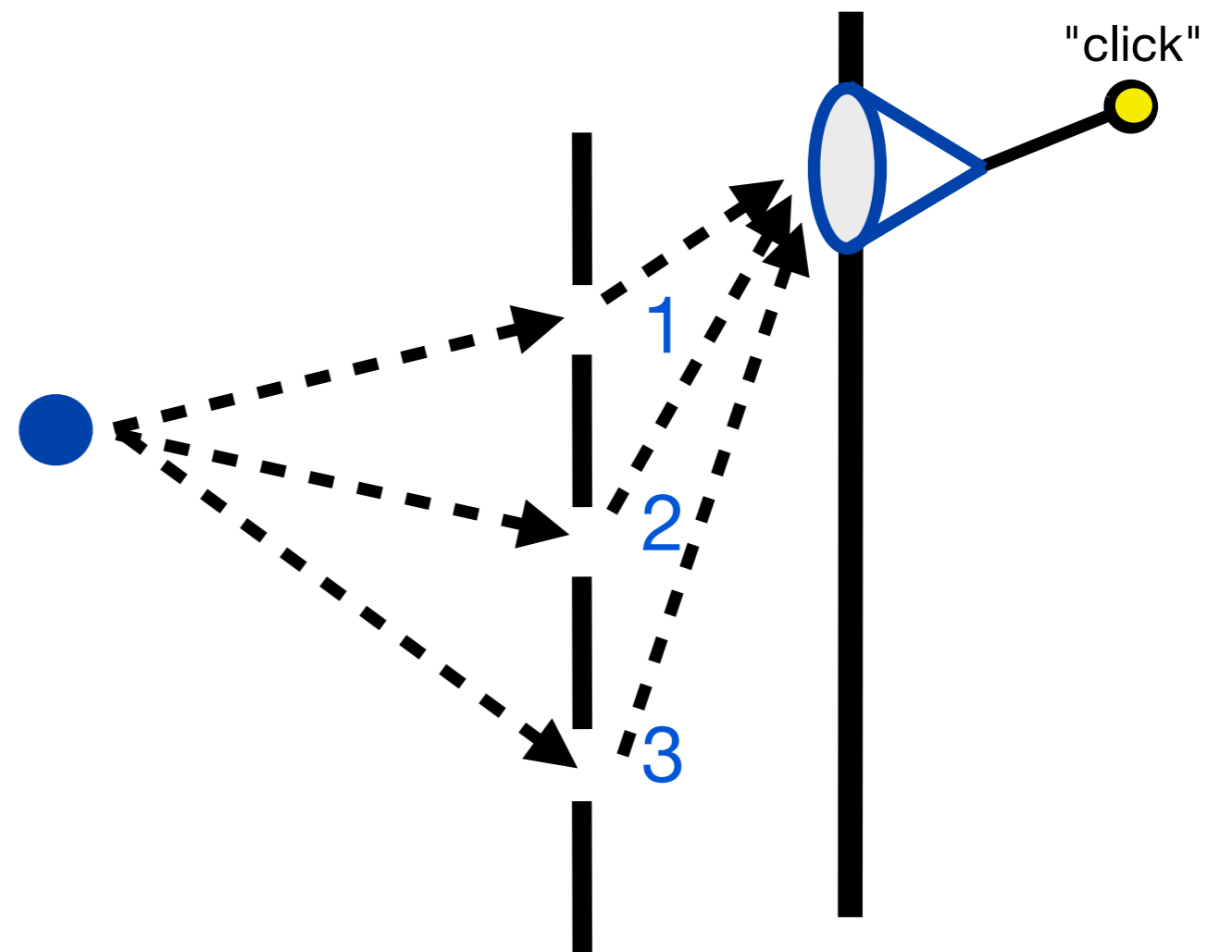
$$p_{1,2,3} = p_{1,2} + p_{1,3} + p_{2,3} - p_1 - p_2 - p_3.$$

No 3rd-order interference in QT.



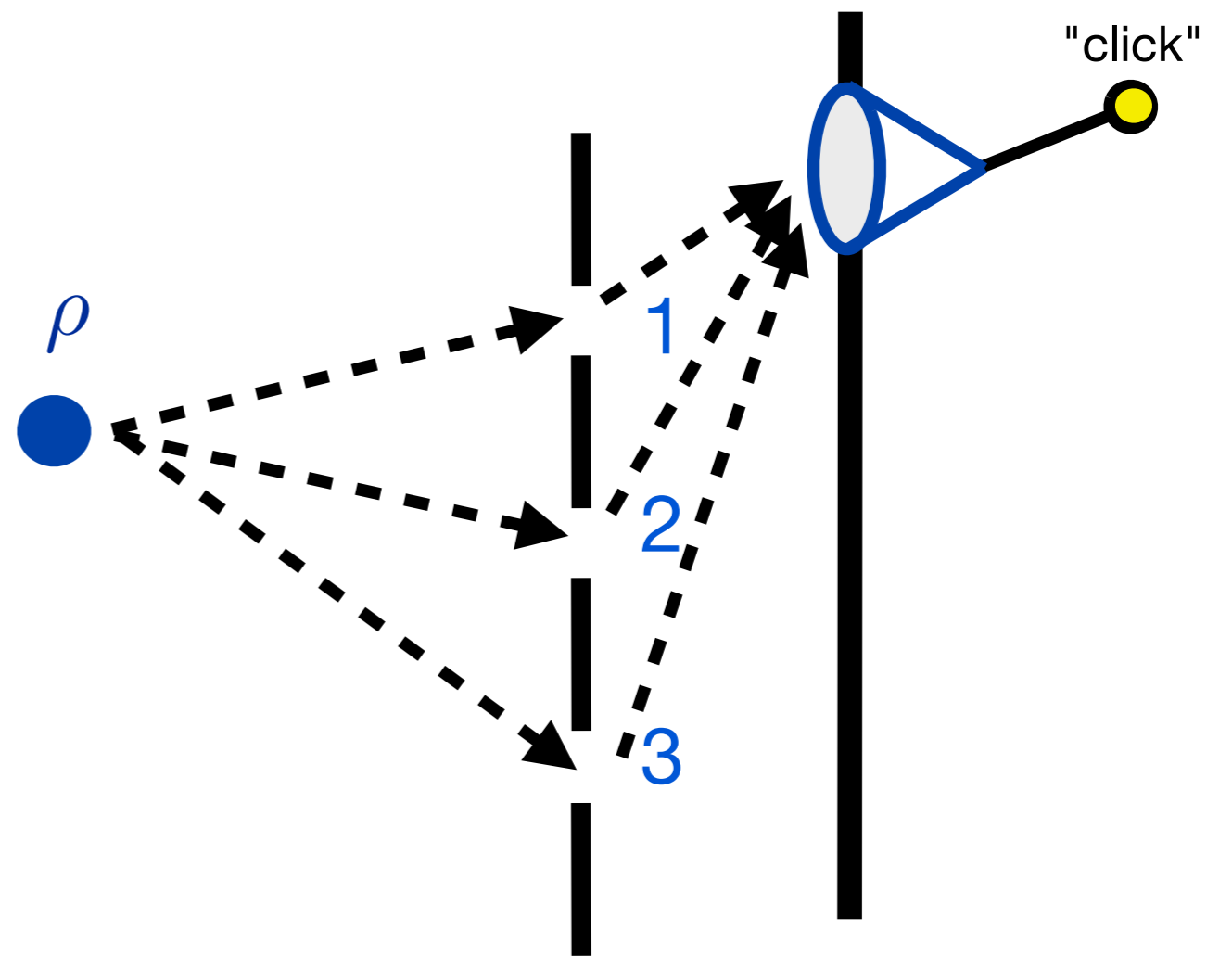
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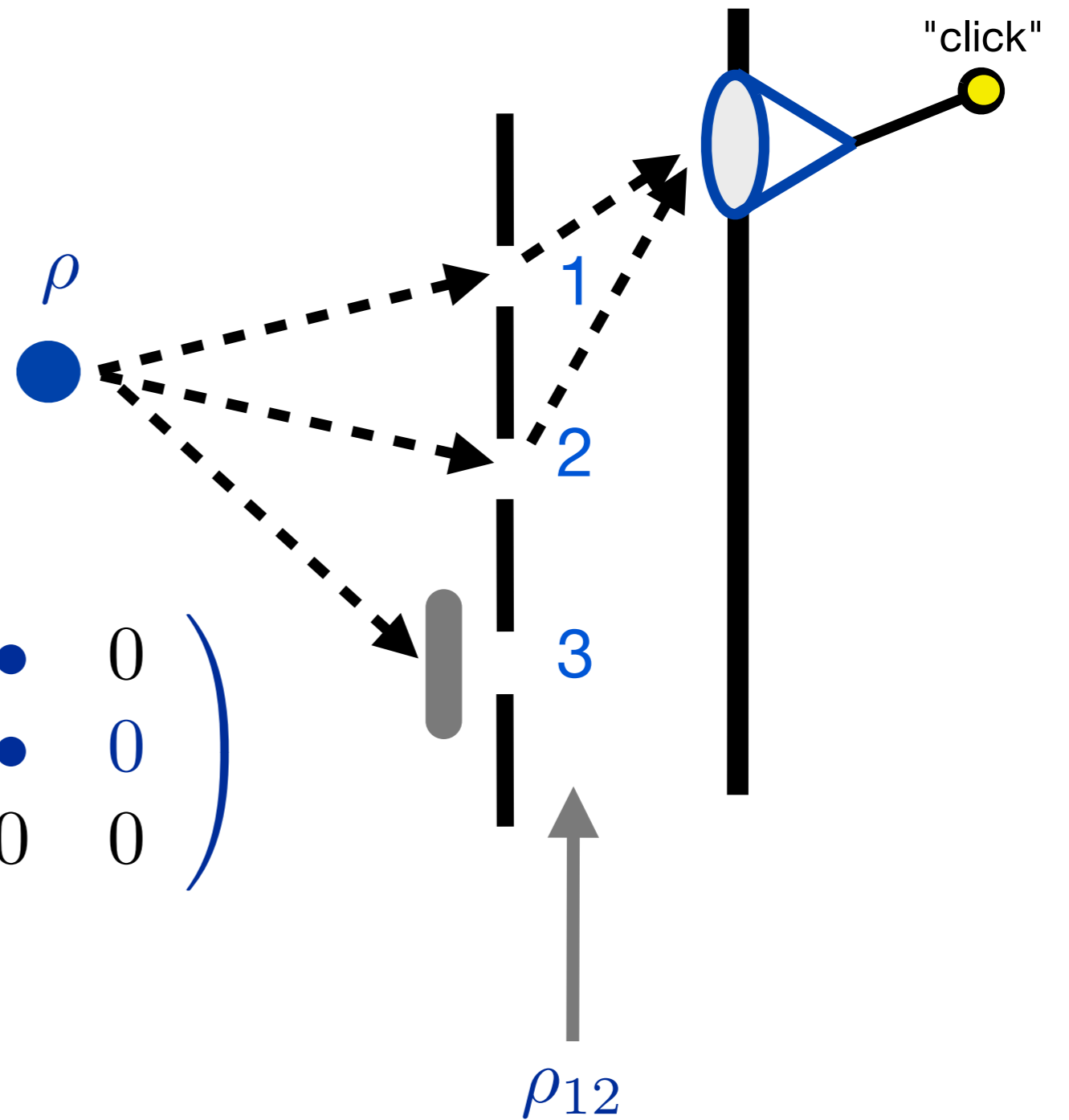
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$$\rho \mapsto P_{12}\rho P_{12} =: \rho_{12} = \begin{pmatrix} \bullet & \bullet & 0 \\ \bullet & \bullet & 0 \\ 0 & 0 & 0 \end{pmatrix}$$



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$$\begin{pmatrix} \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \\ \bullet & \bullet & \bullet \end{pmatrix} = \begin{pmatrix} \bullet & \bullet & 0 \\ \bullet & \bullet & 0 \\ 0 & 0 & 0 \end{pmatrix} + \begin{pmatrix} \bullet & 0 & \bullet \\ 0 & 0 & 0 \\ \bullet & 0 & \bullet \end{pmatrix} + \begin{pmatrix} 0 & 0 & 0 \\ 0 & \bullet & \bullet \\ 0 & \bullet & \bullet \end{pmatrix} \\ - \begin{pmatrix} \bullet & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} - \begin{pmatrix} 0 & 0 & 0 \\ 0 & \bullet & 0 \\ 0 & 0 & 0 \end{pmatrix} - \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & \bullet \end{pmatrix}$$

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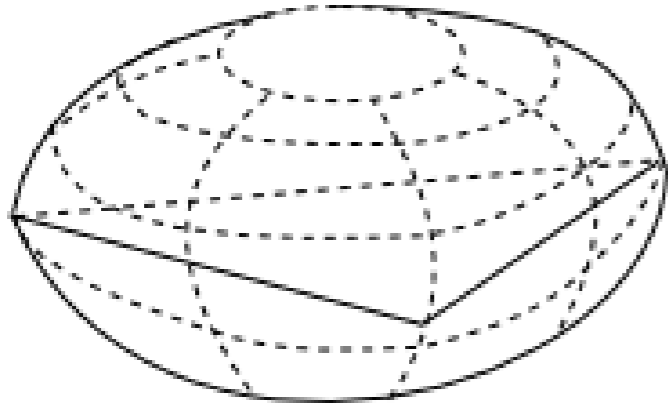
CPT:

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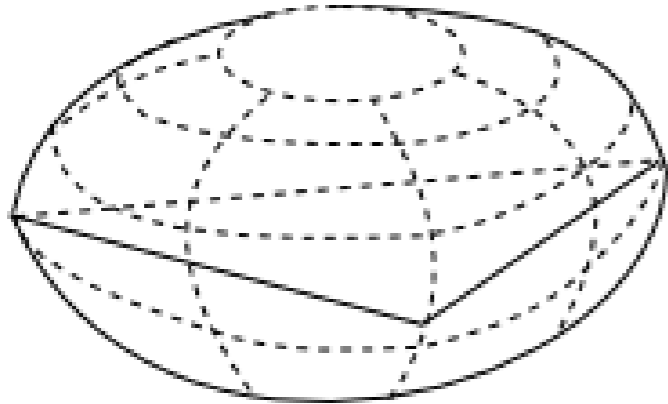
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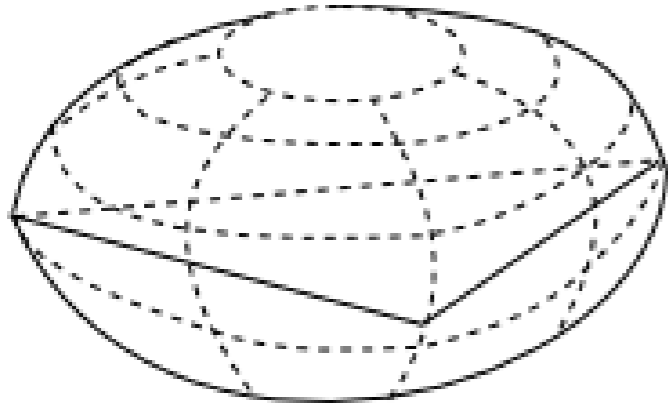


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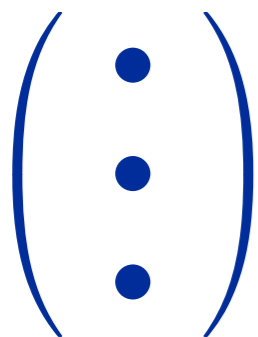
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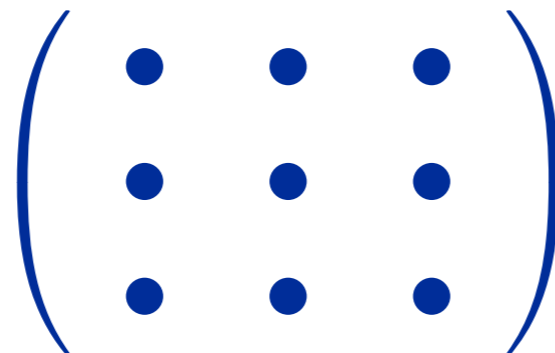


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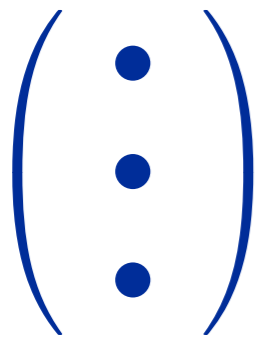


2nd-order
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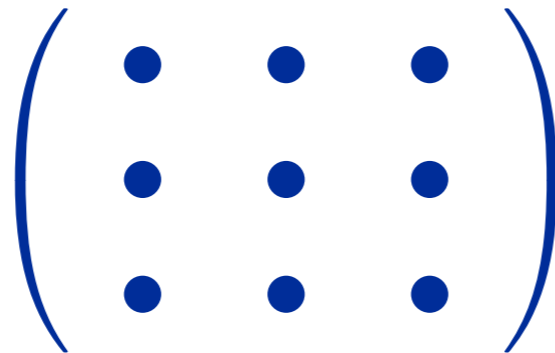


3rd-order
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A quantum detective story



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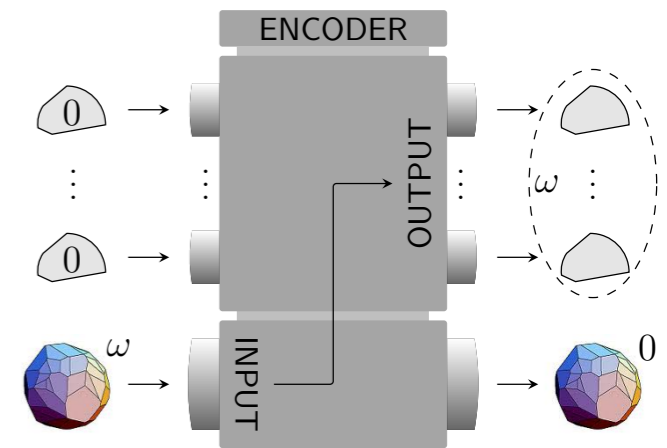
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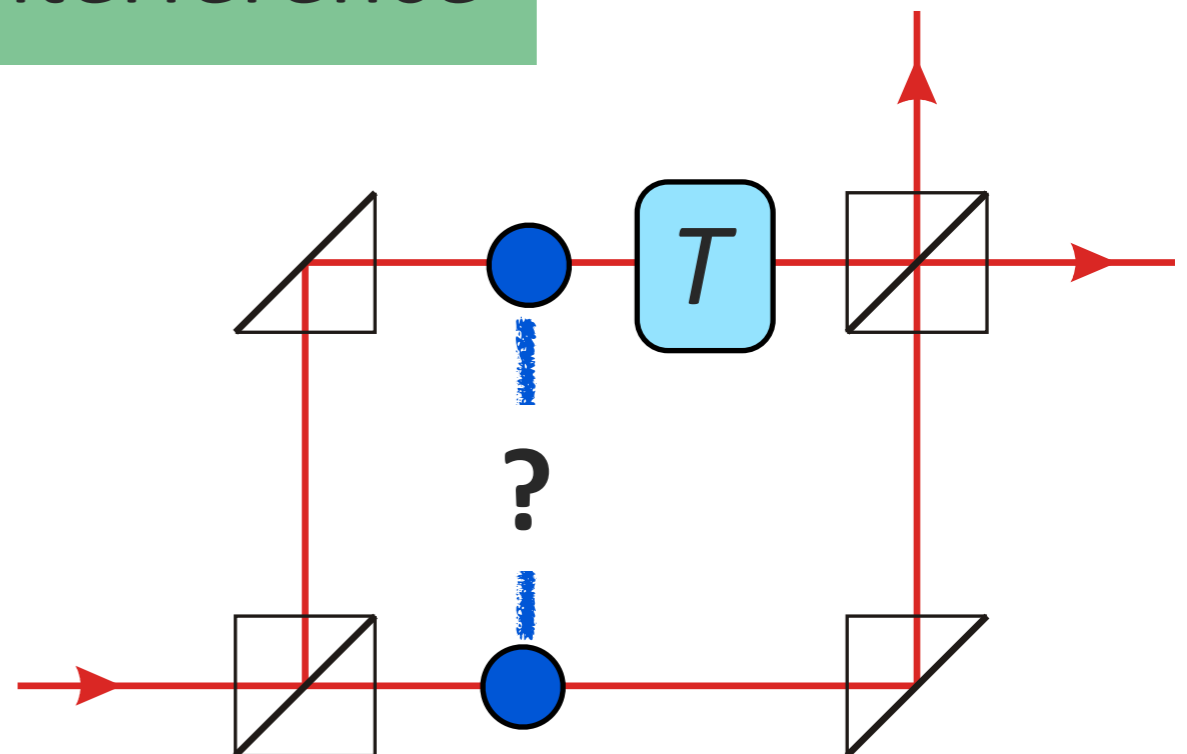
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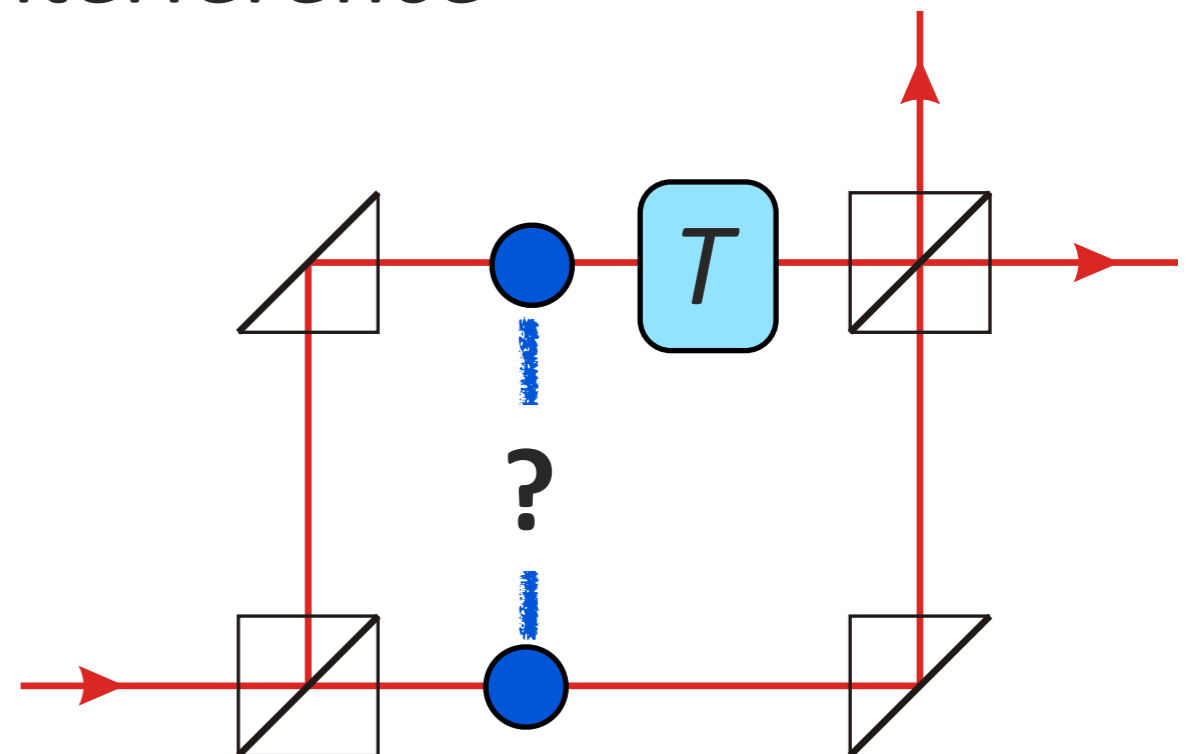
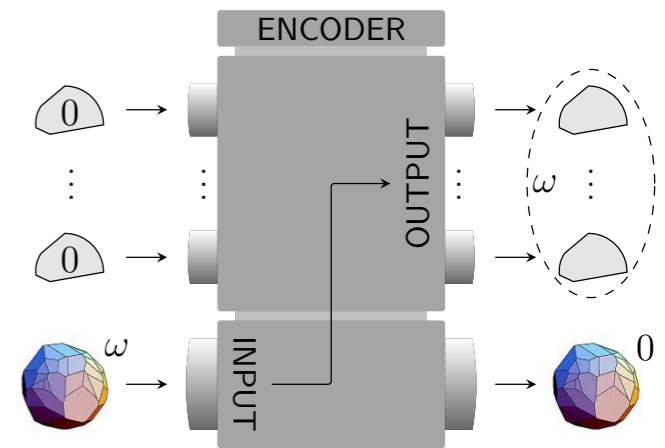
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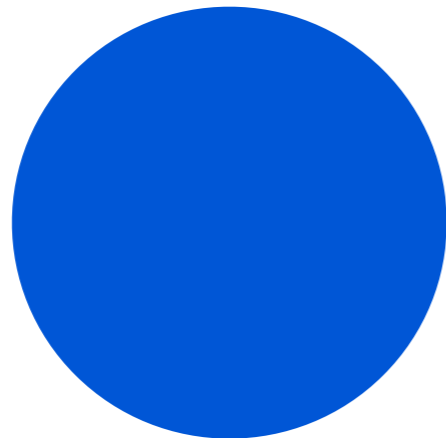


The qubit revisited

We have seen: simple assumptions tell us that a **bit** should have a **Euclidean ball** state space.



$d = 1$
classical
bit



$d = 2$



$d = 3$
quantum
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...

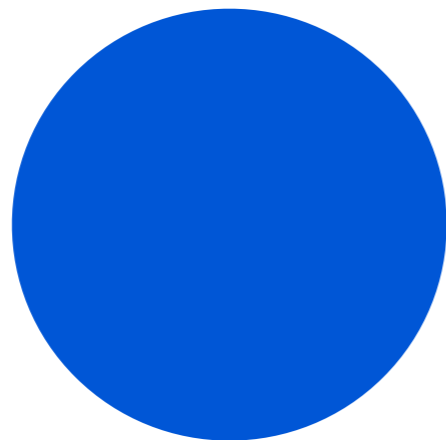
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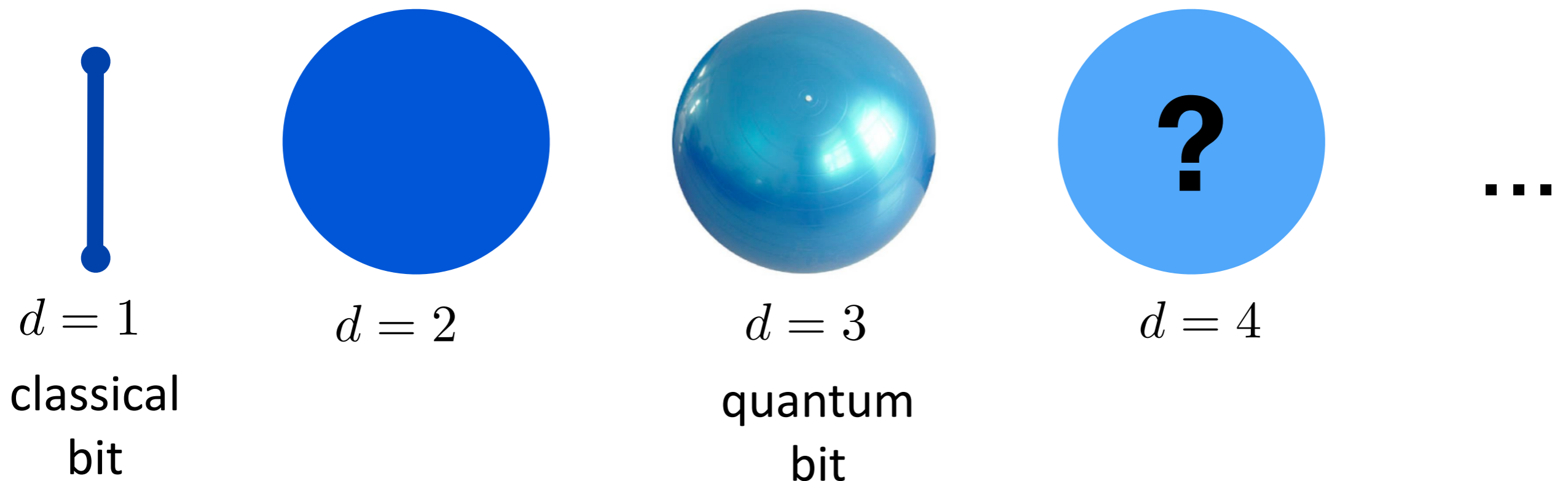
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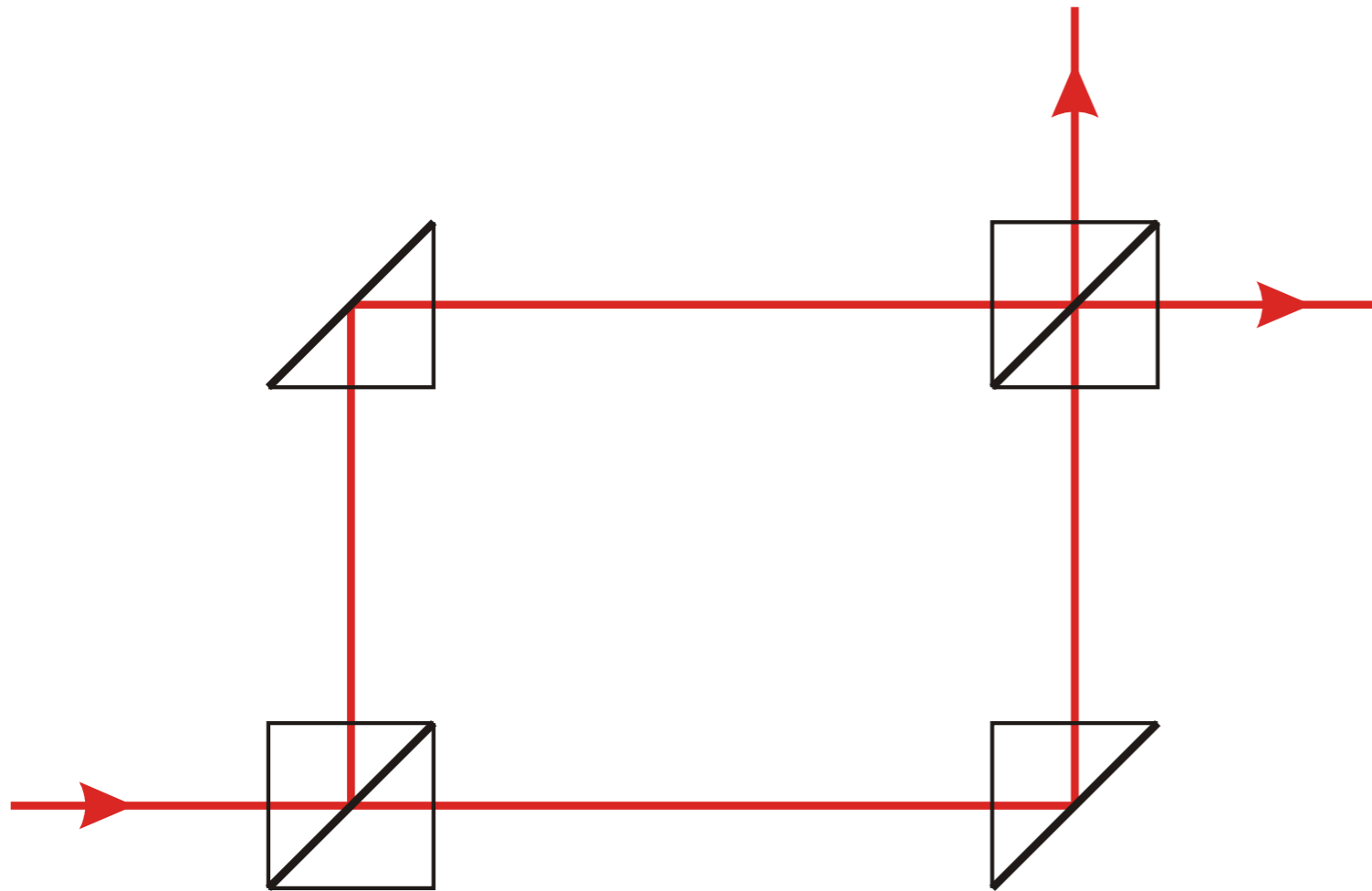
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We have already seen an **information-theoretic** reason.
But there is also a “spacetime” reason!

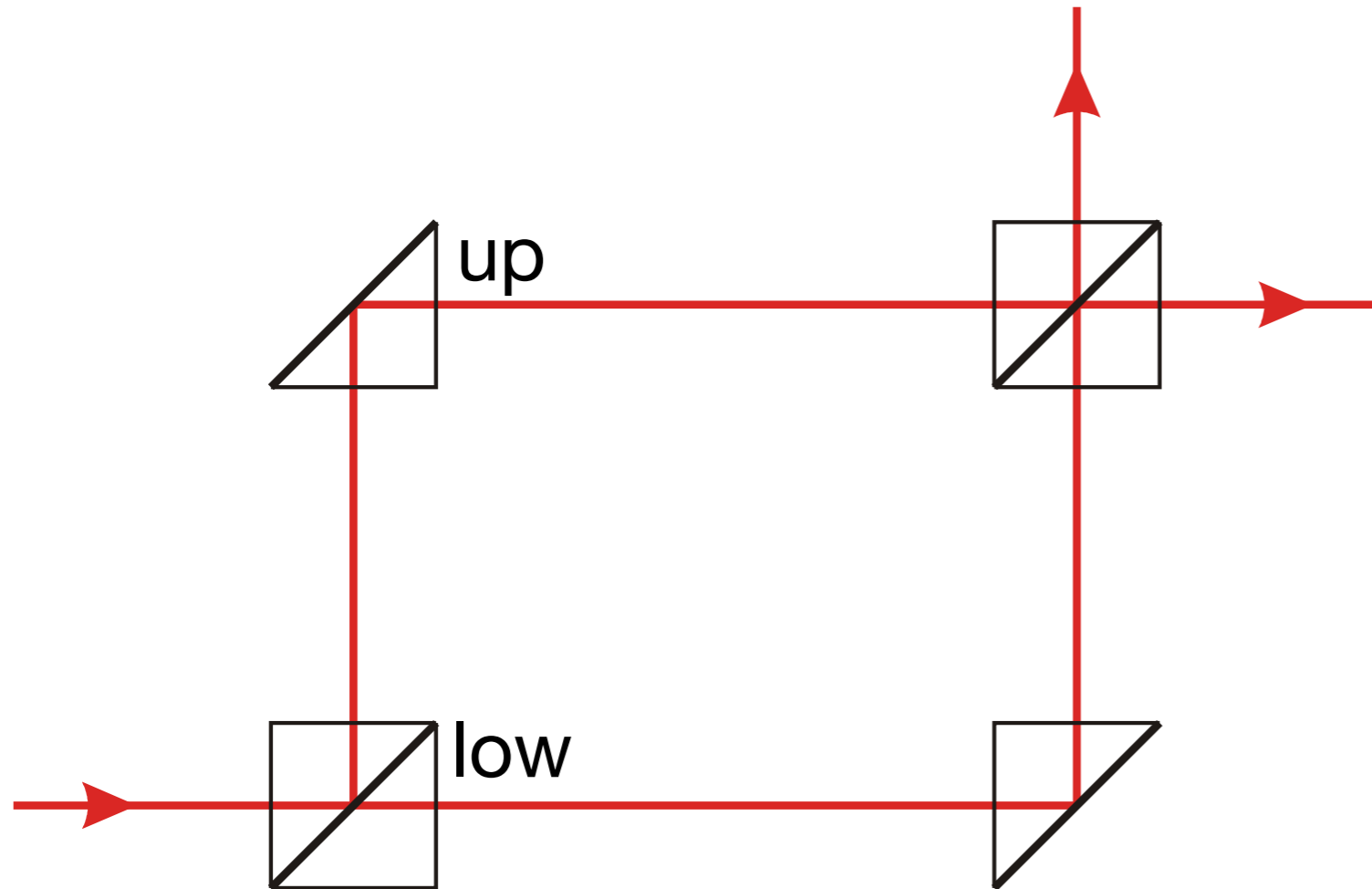
Constraints from relativity

A. Garner, **MM**, O. C. O. Dahlsten, Proc. R. Soc. A **473**, 20170596 (2017).



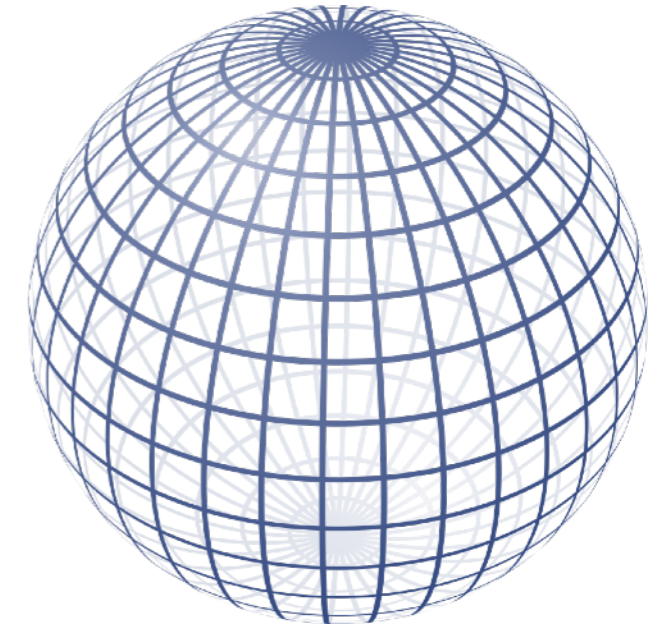
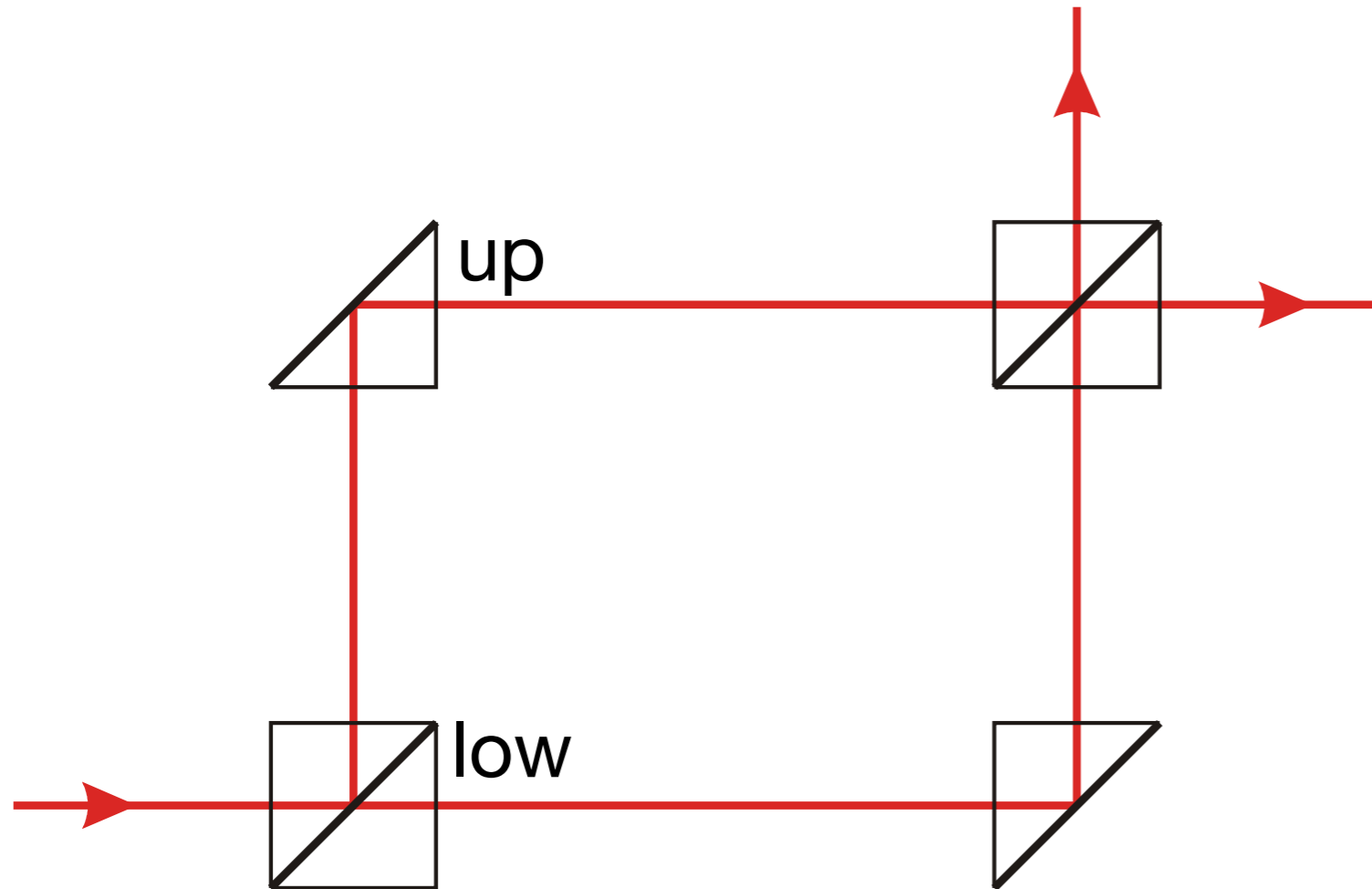
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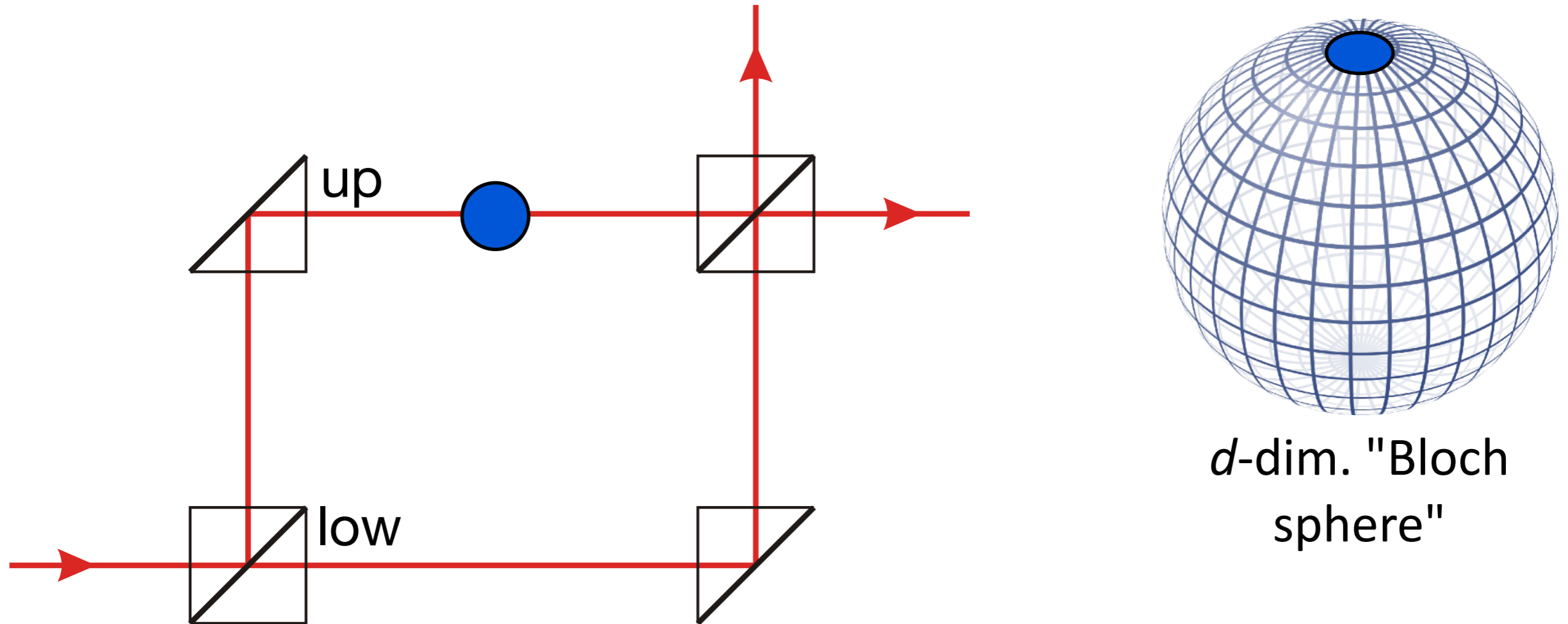
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d -dim. "Bloch sphere"

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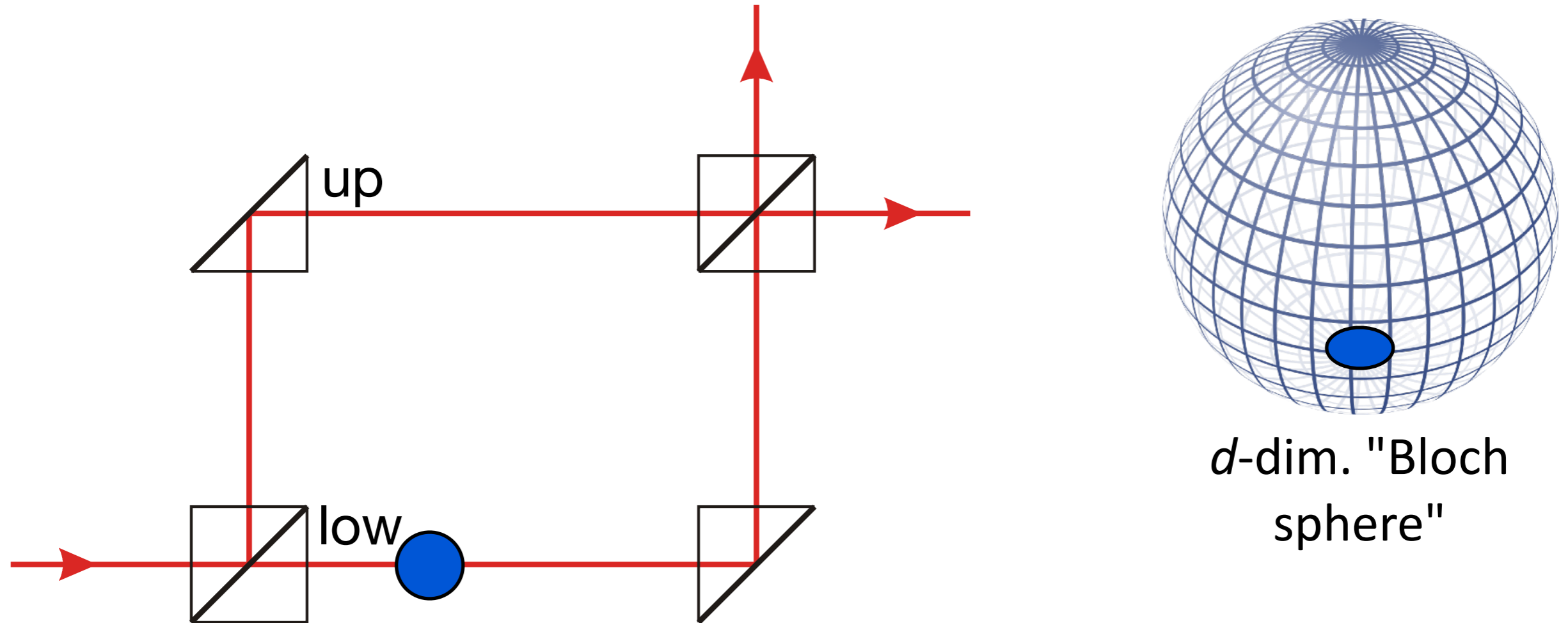
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North-pole state: **particle** definitely in upper branch.

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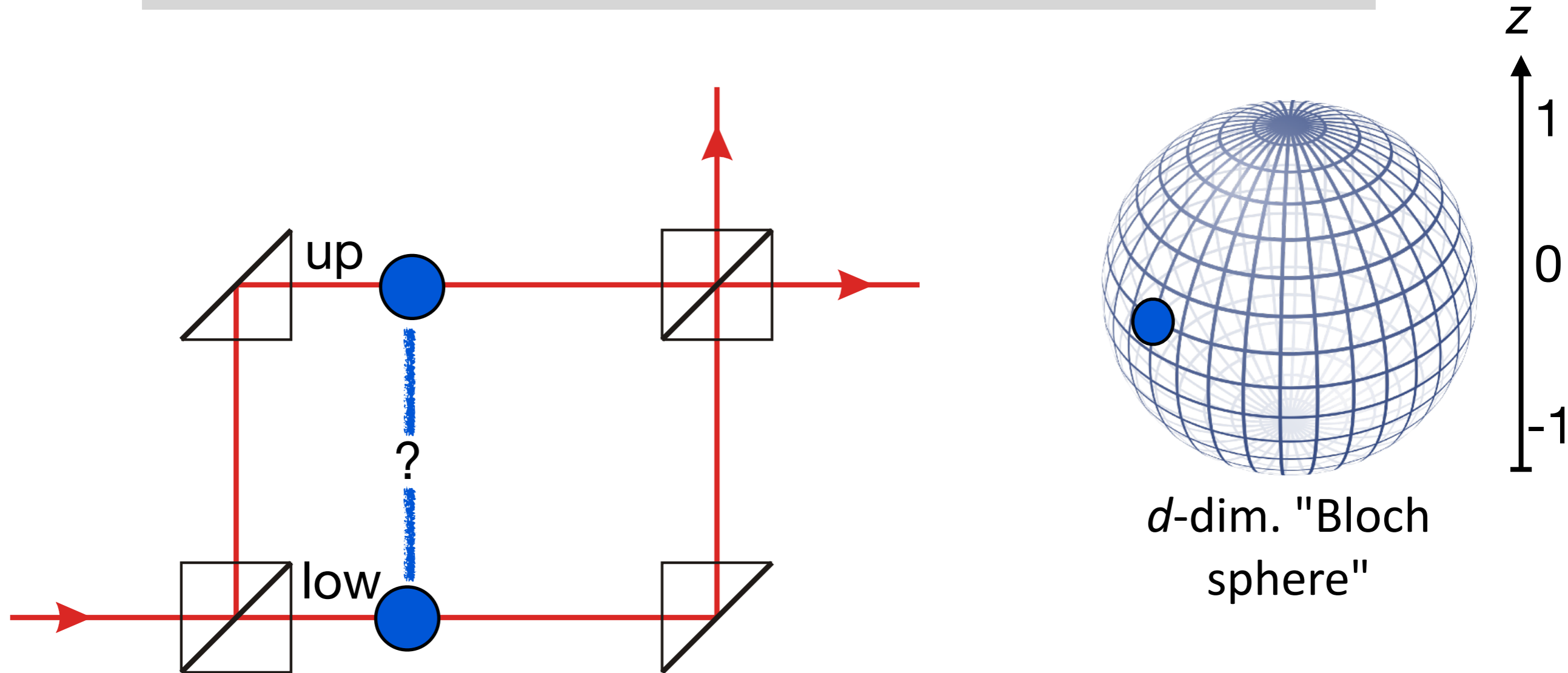
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South-pole state: **particle** definitely in lower branch.

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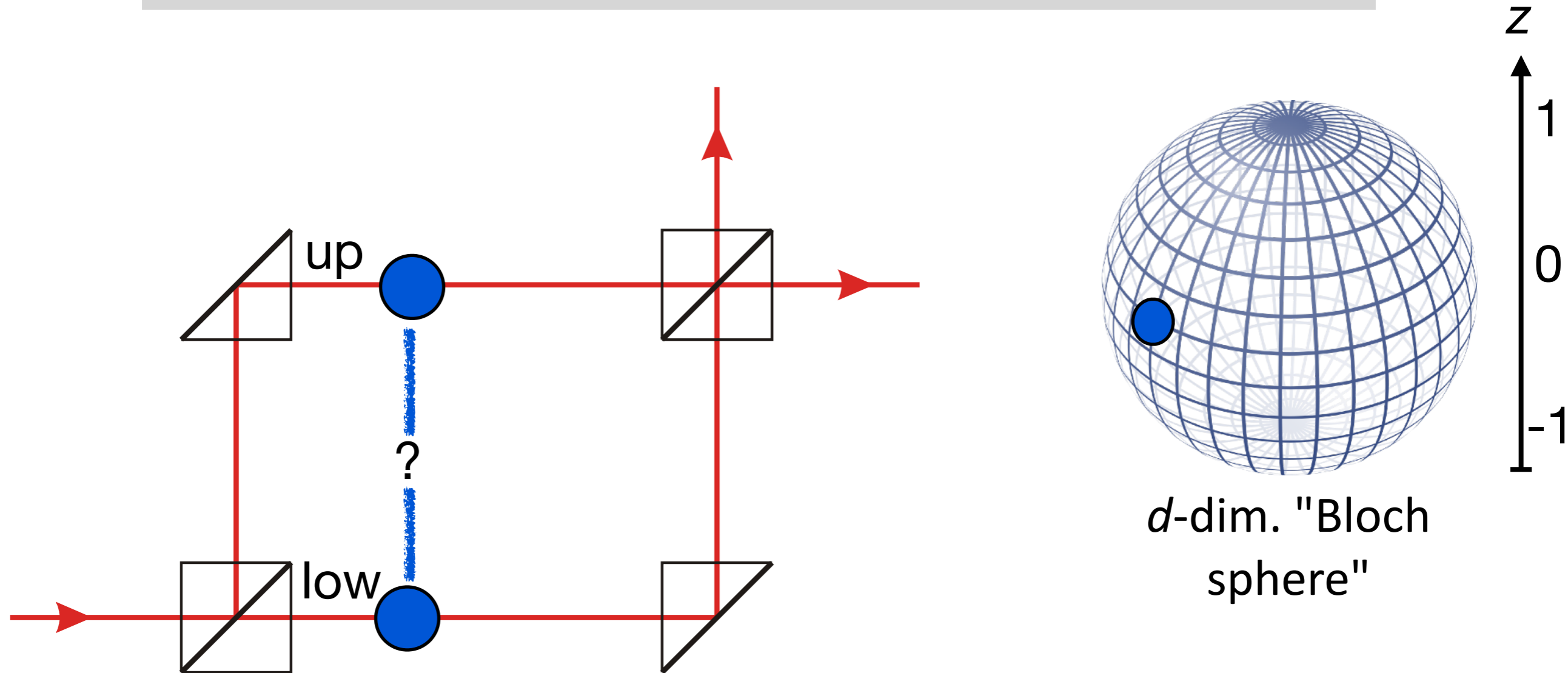
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State on equator $z=0$: probability $1/2$ for each.

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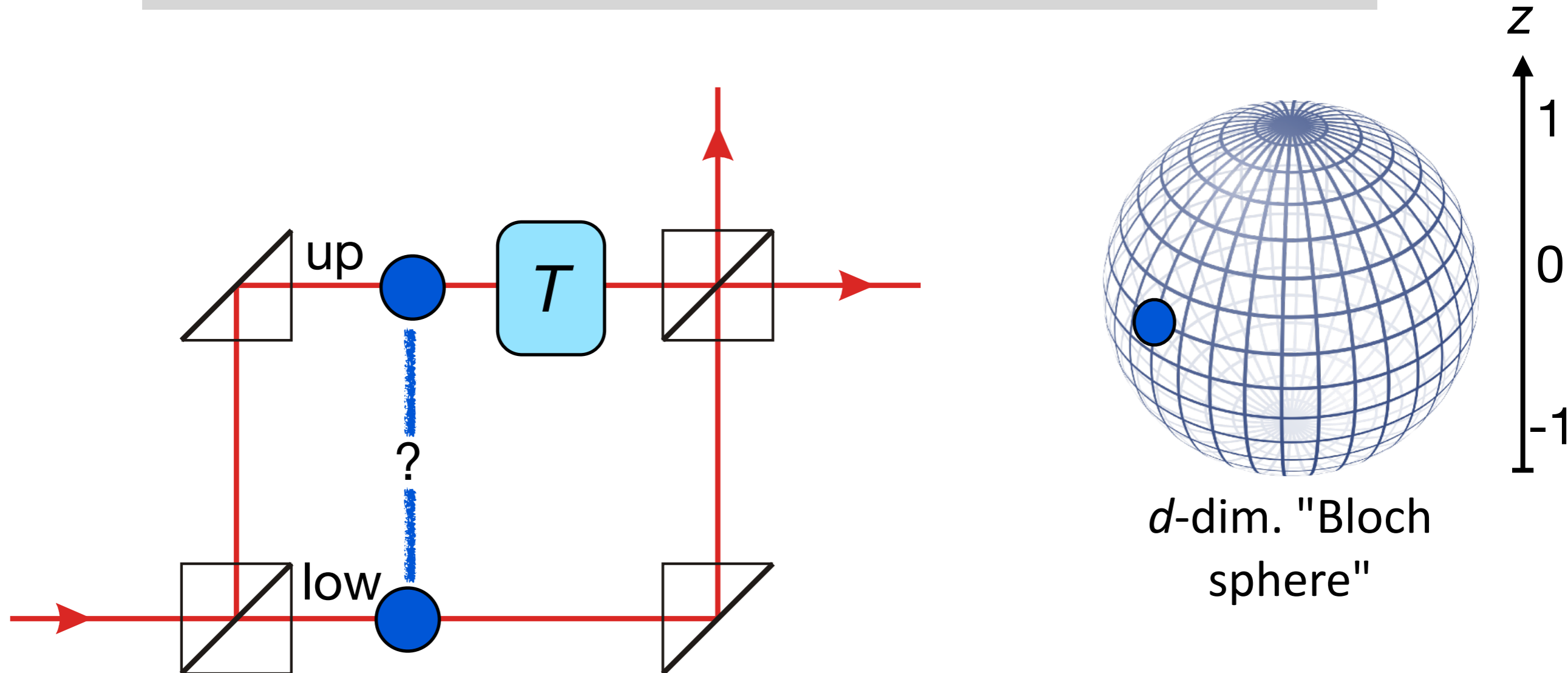


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$$p(\text{up}) = \frac{1}{2}(z + 1)$$

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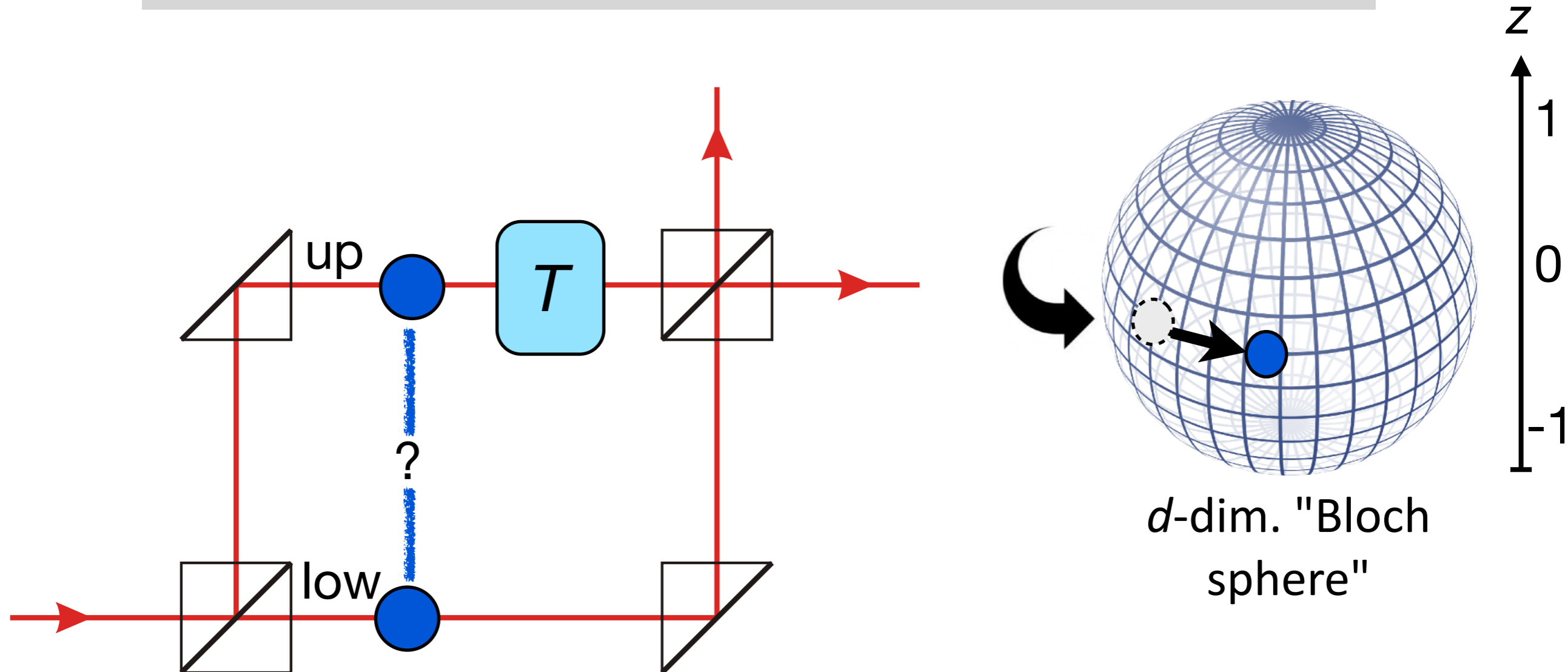
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What transformations T can we perform **locally in one arm...**
... reversibly, i.e. without any information loss?

Constraints from relativity

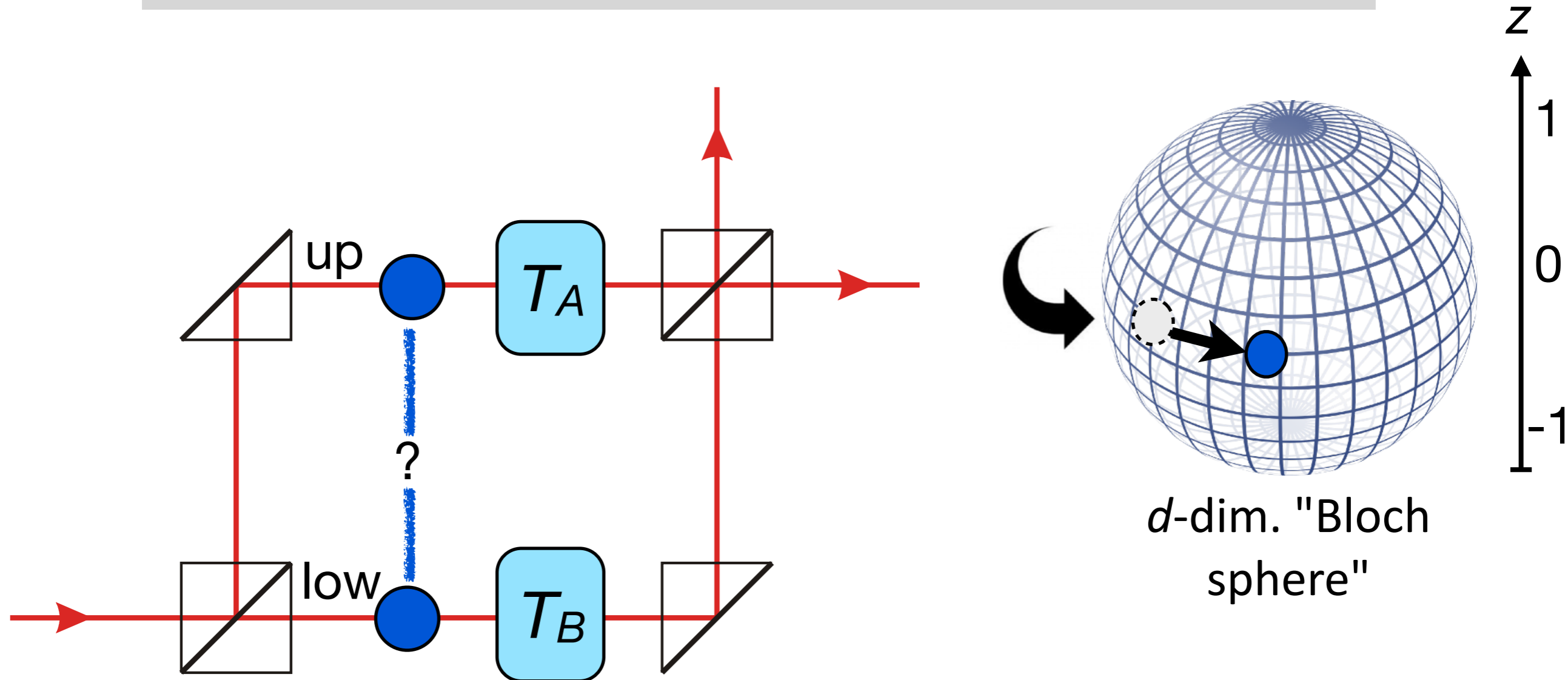
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T must be a **rotation** of the Bloch ball (reversible+linear)...
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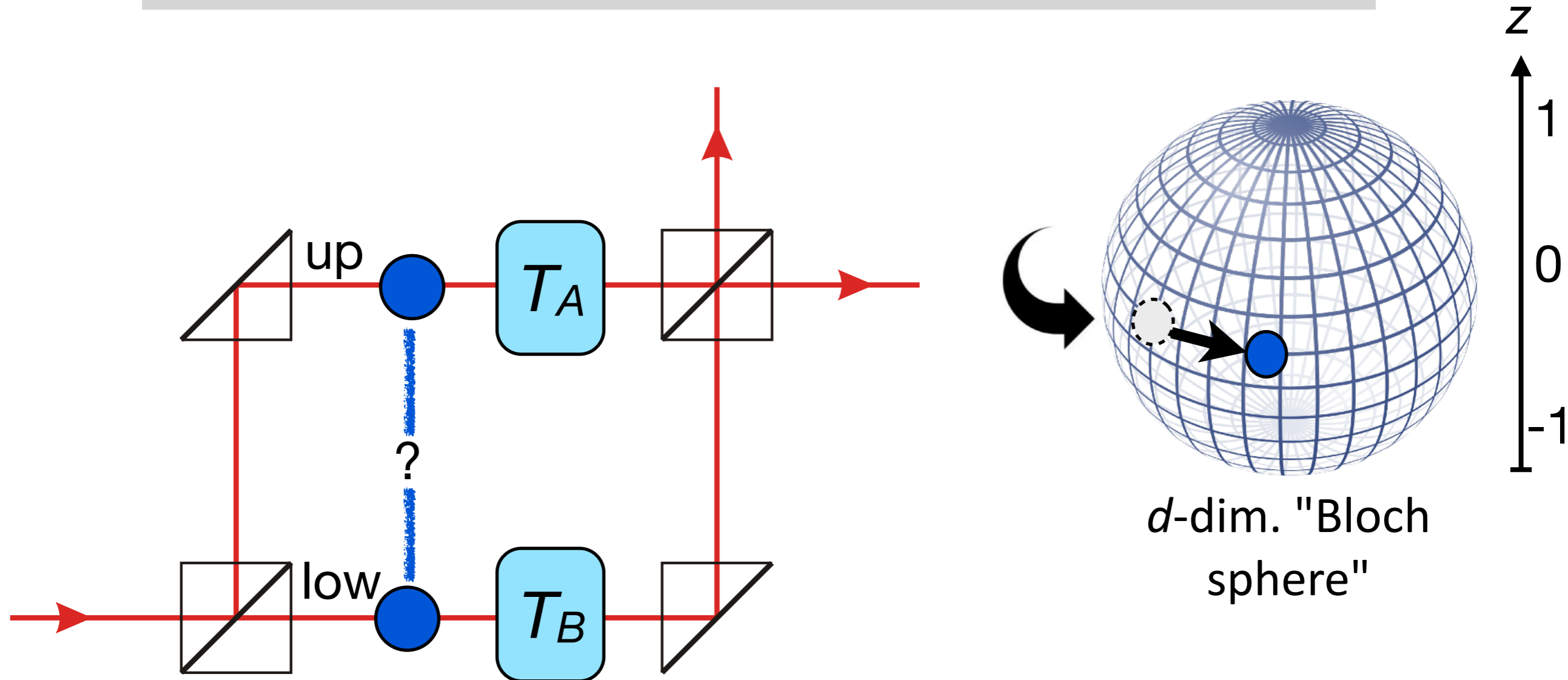
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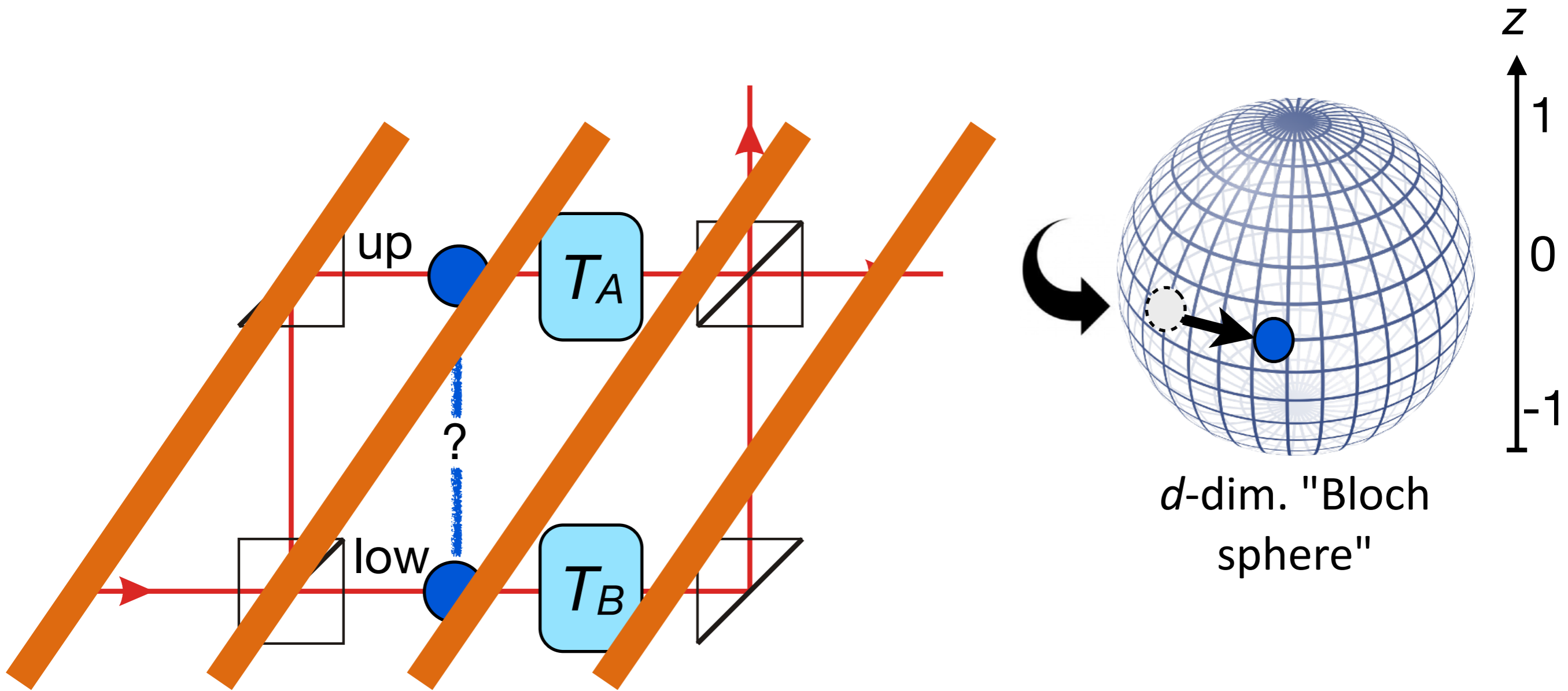
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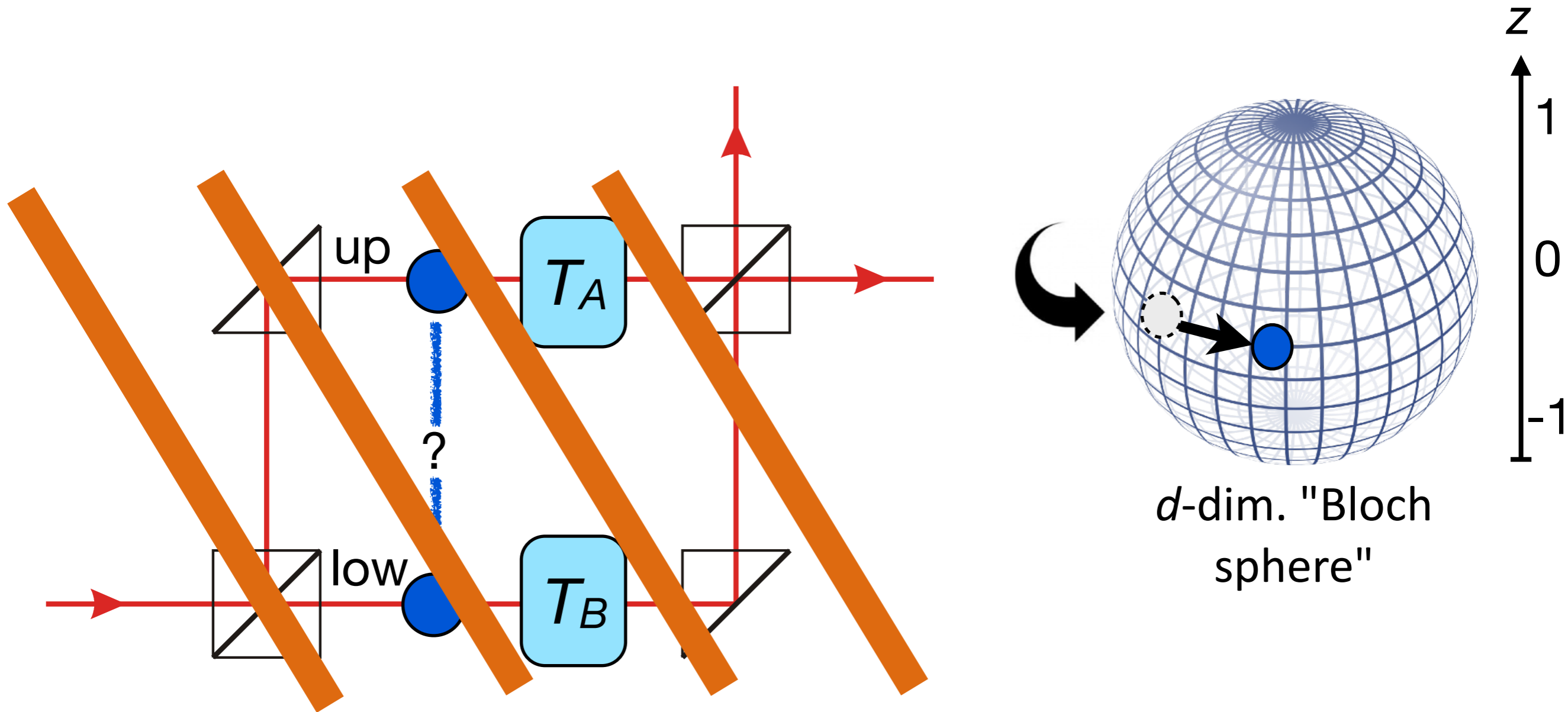
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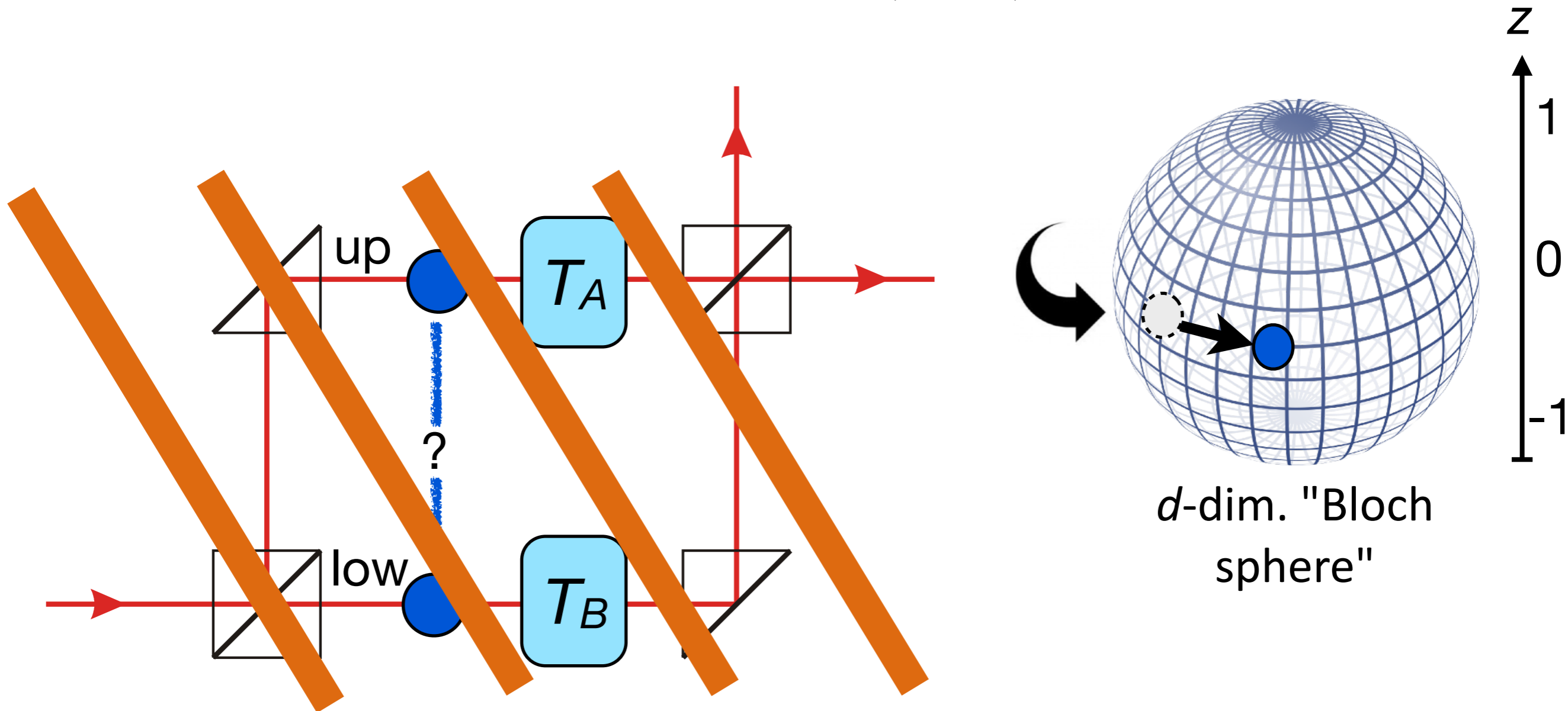


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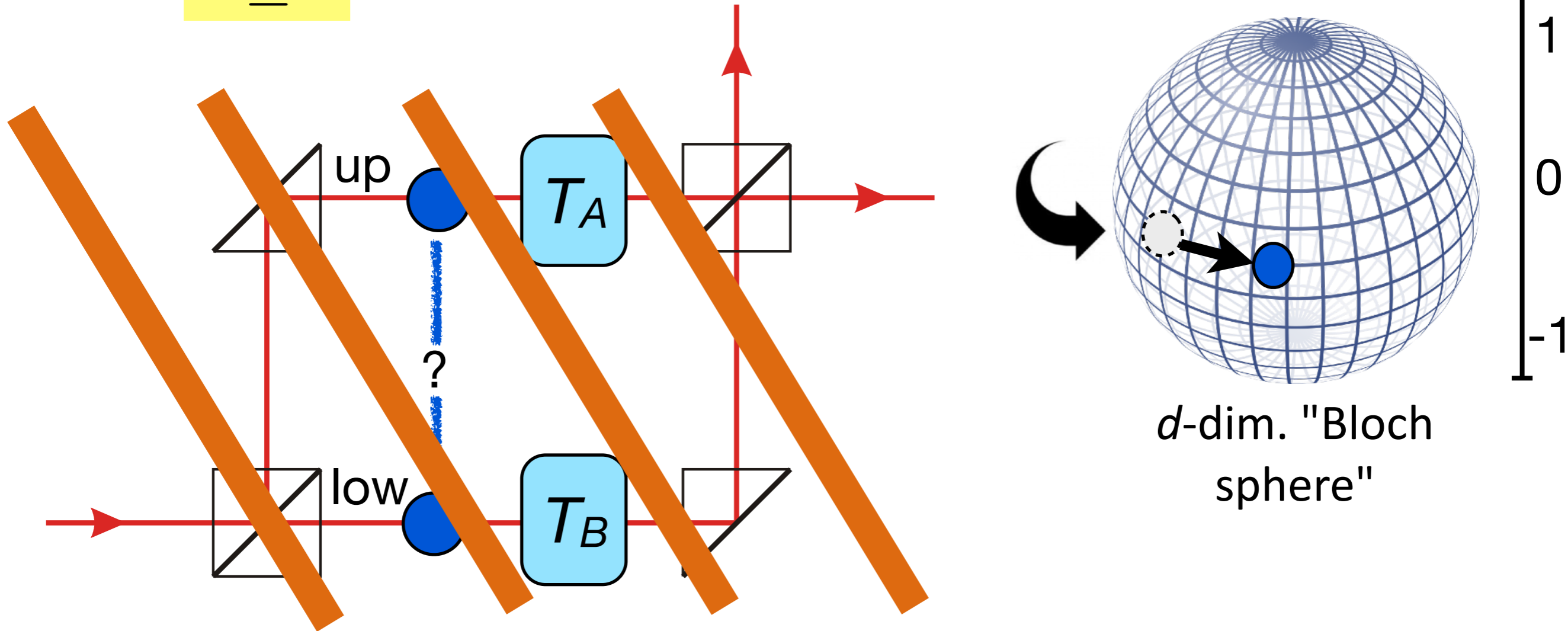
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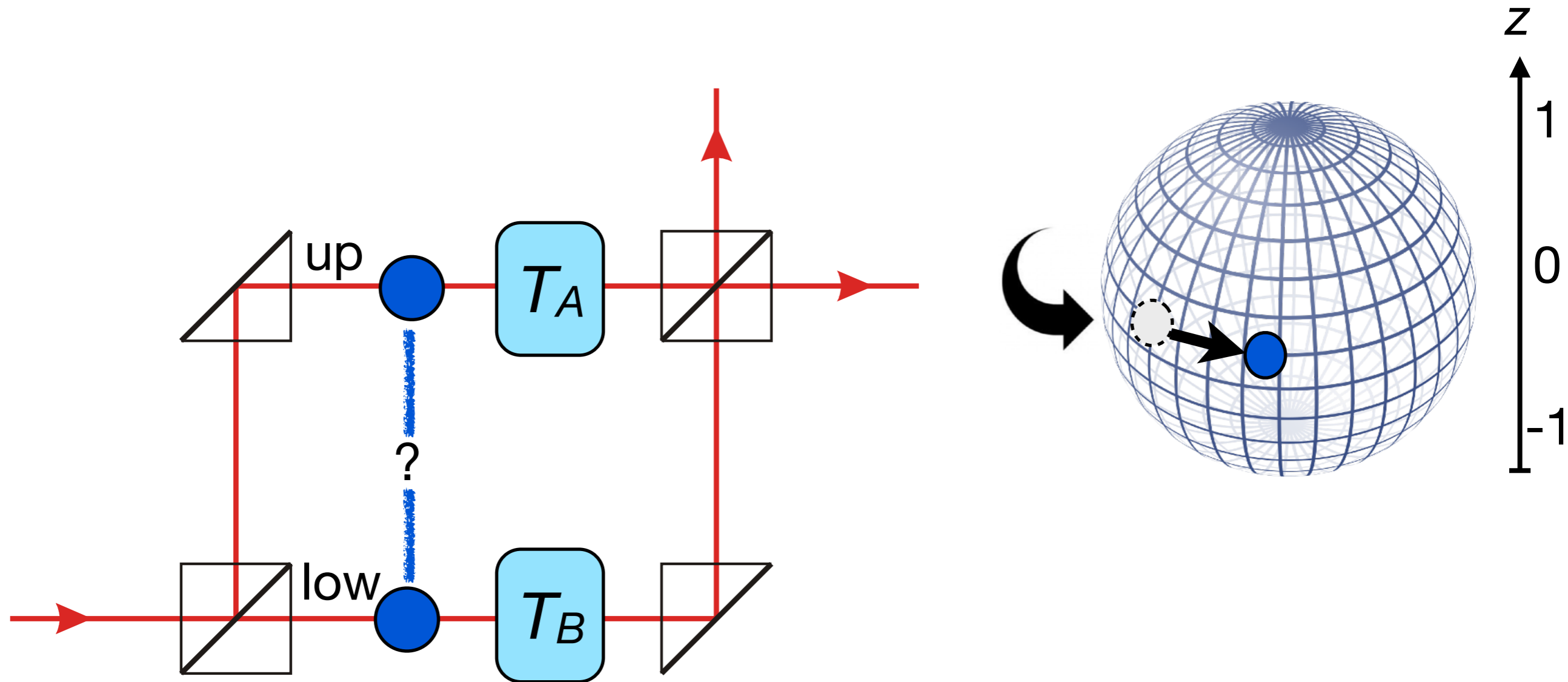
Information theory



spacetime

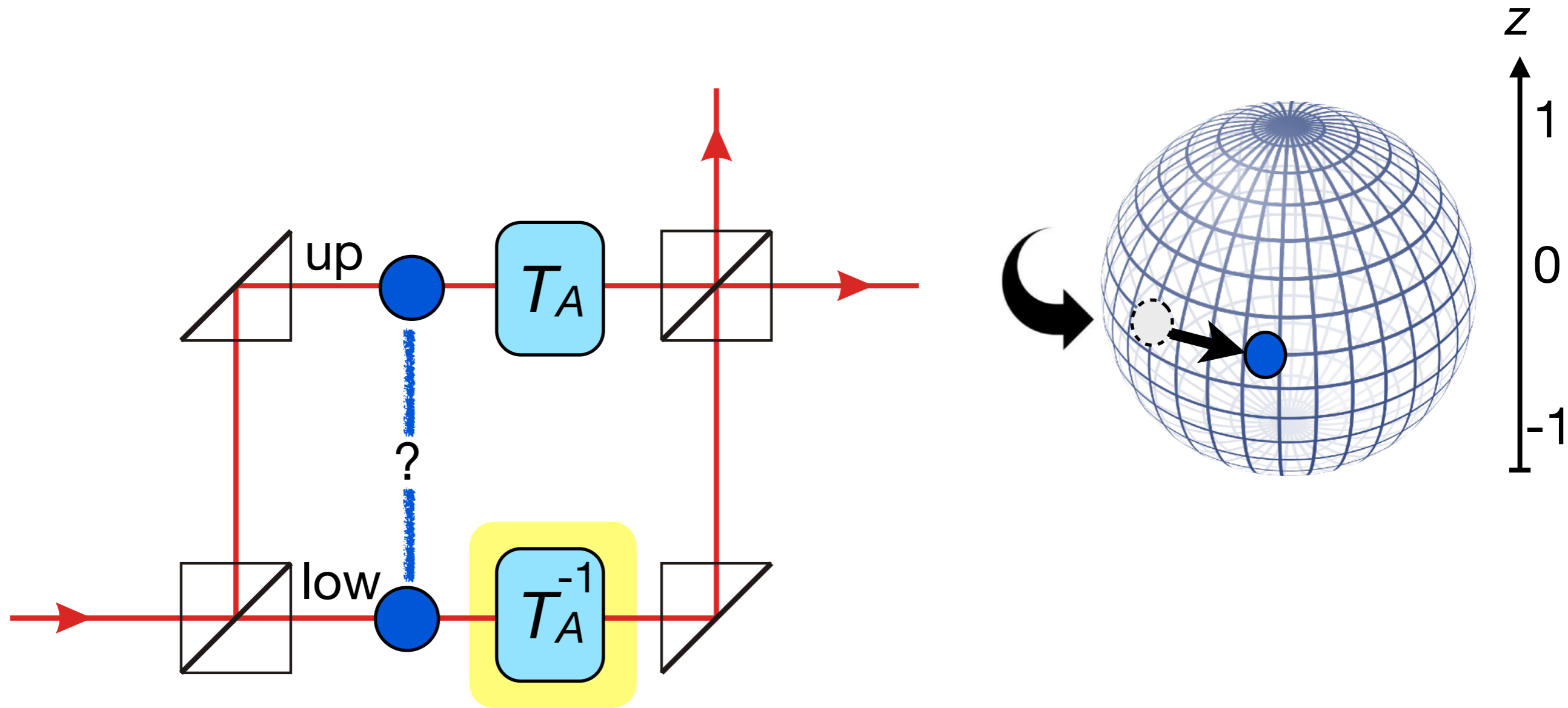
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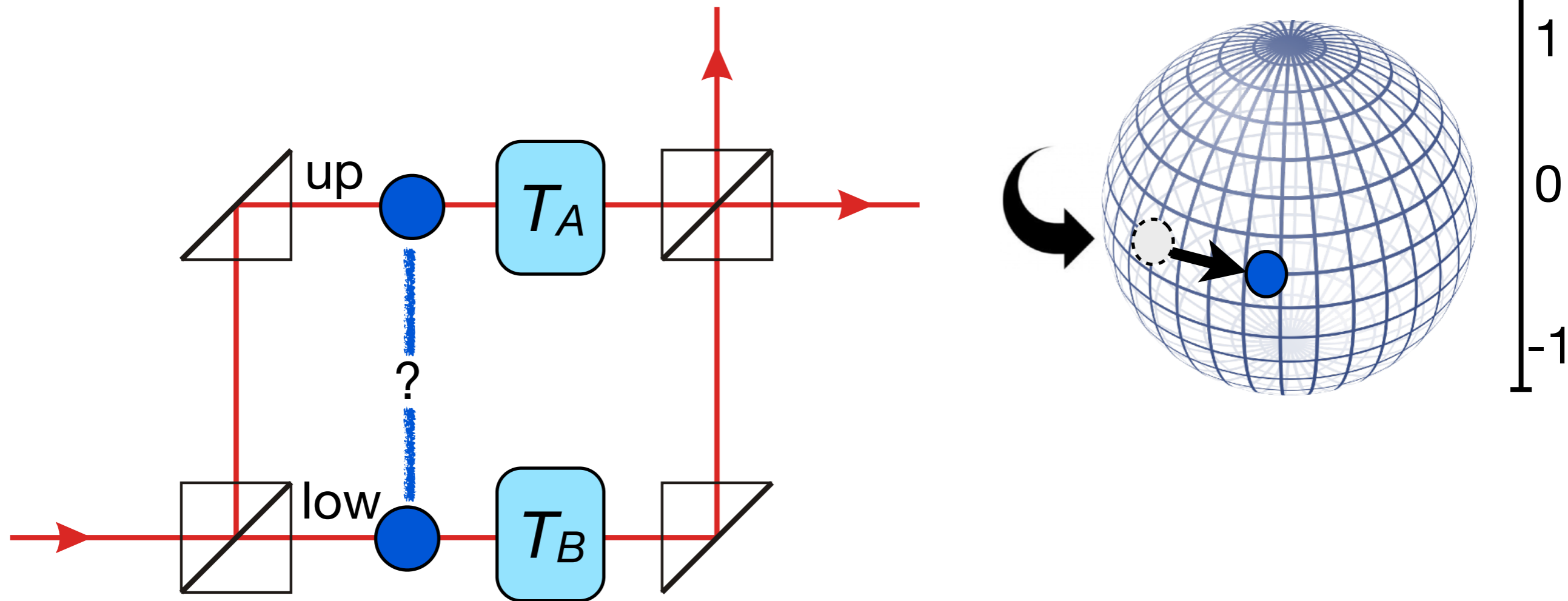


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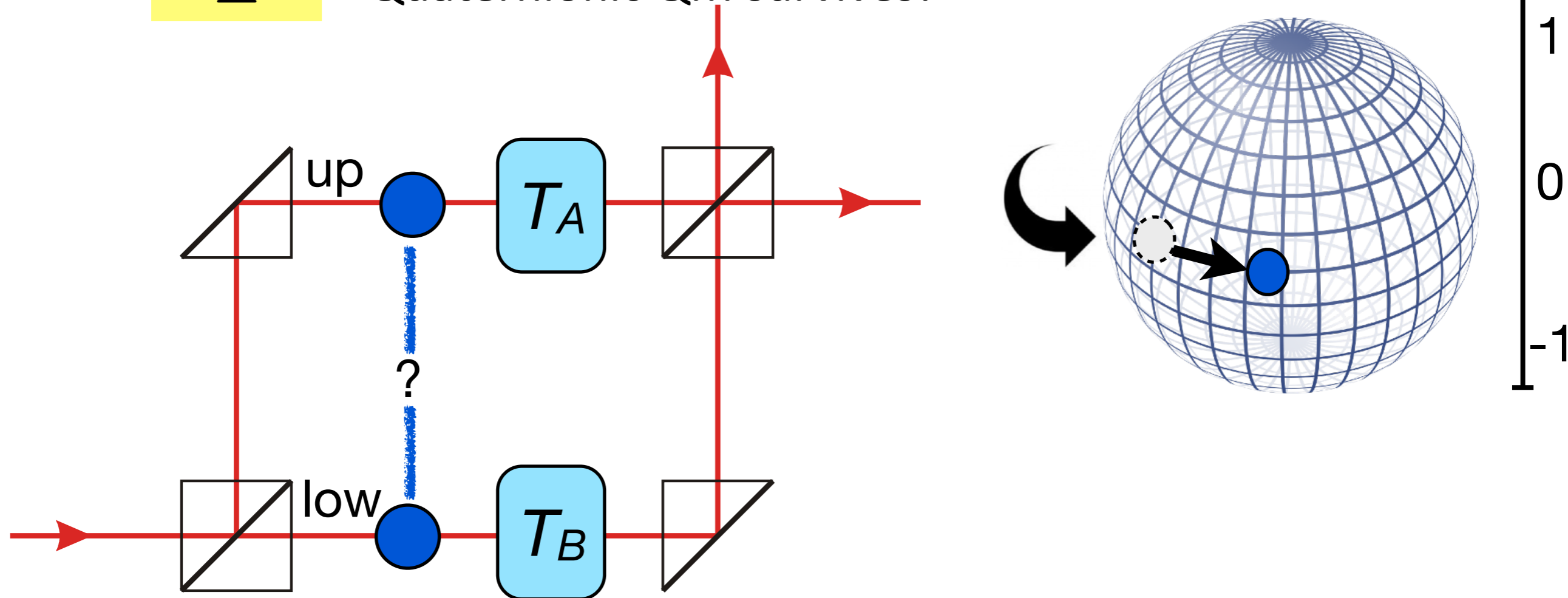
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$\Rightarrow d \leq 5$. Quaternionic QM survives!



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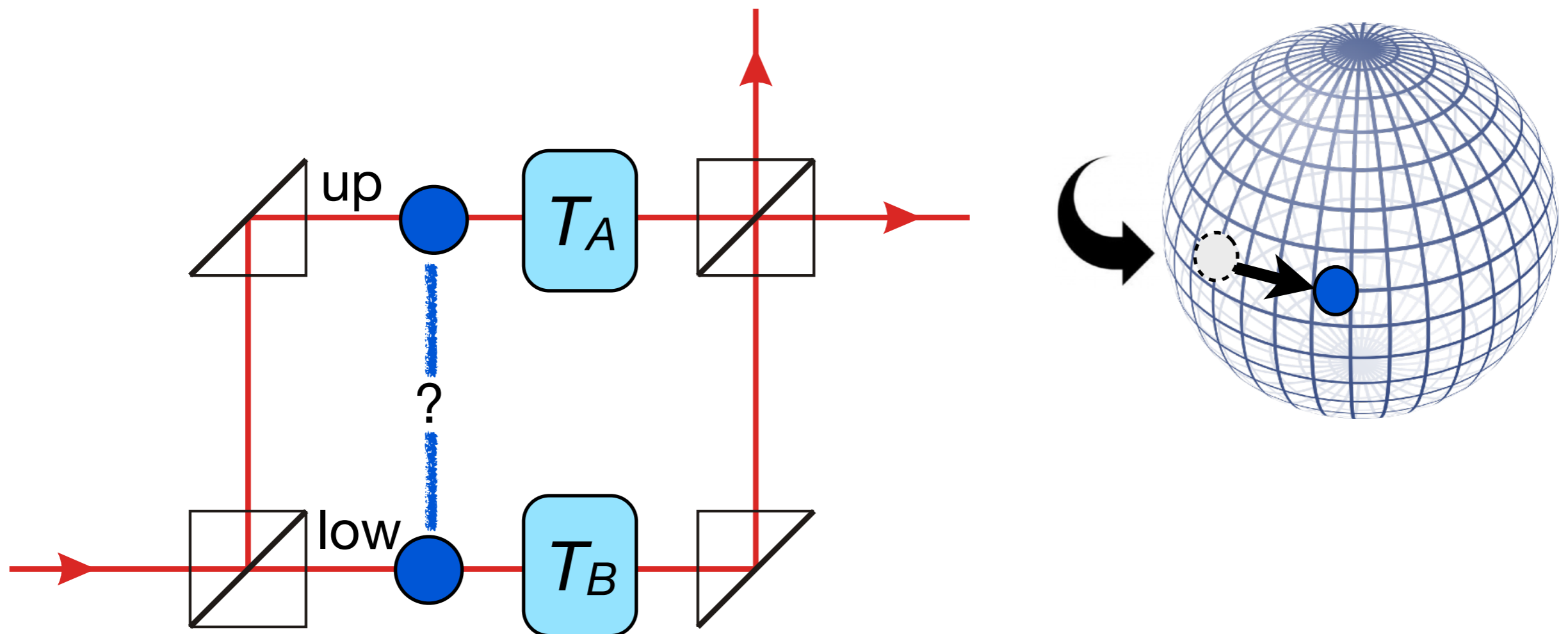
Classification of possibilities

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Theorem 6.2. *Under the assumptions A1, A2, A3, relativity of simultaneity (REL) allows for the following possibilities and not more:*

- $d = 1$ (the classical bit), with $\mathcal{G}_A = \mathcal{G}_B = \{\mathbf{1}\}$ (i.e. without any non-trivial local transformations),
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Relativity constrains the state space to $d = 1, 2, 3, 5!$

Overview

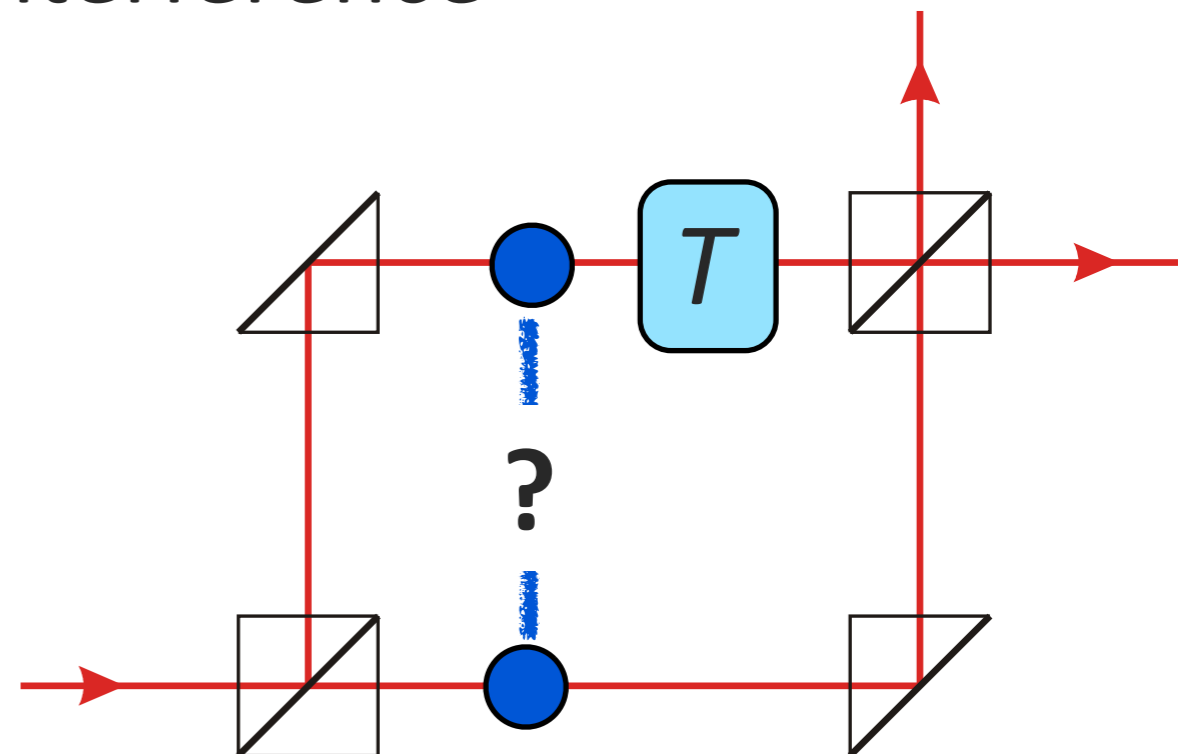
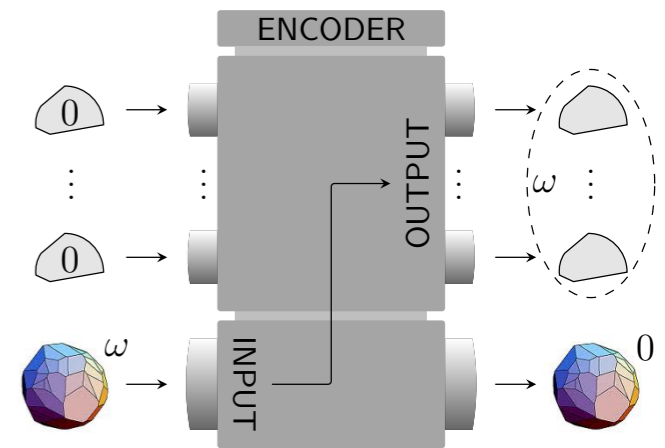
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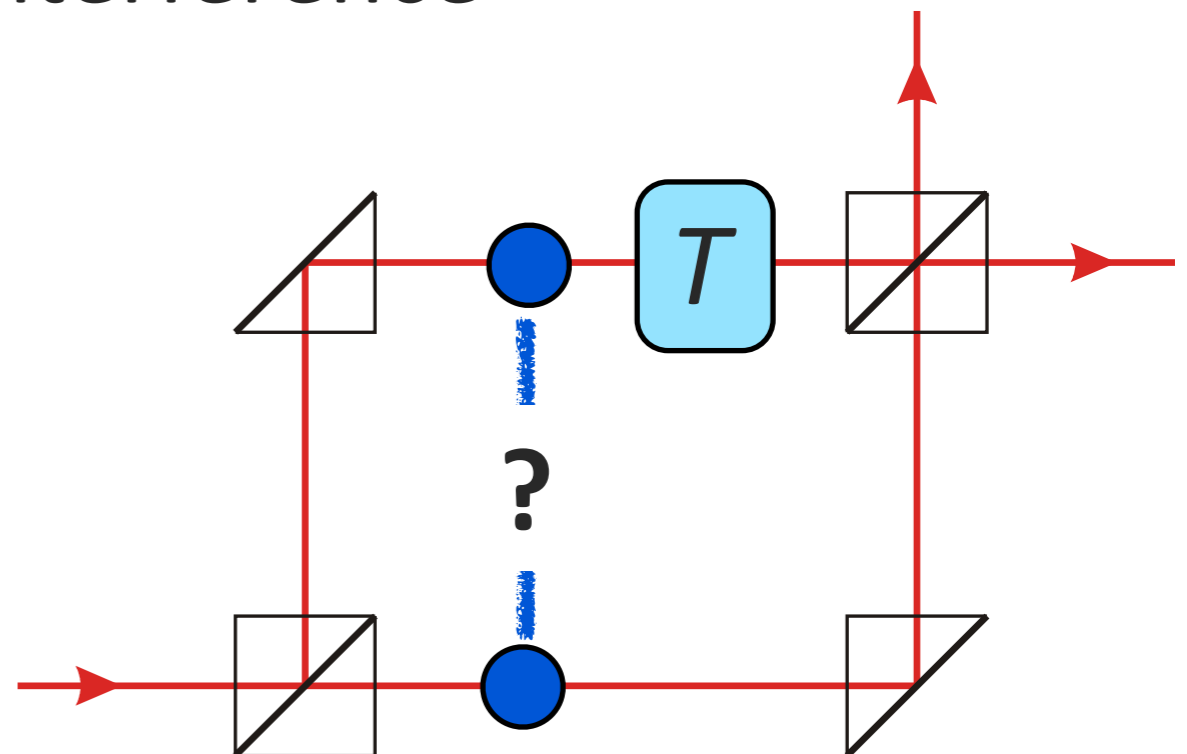
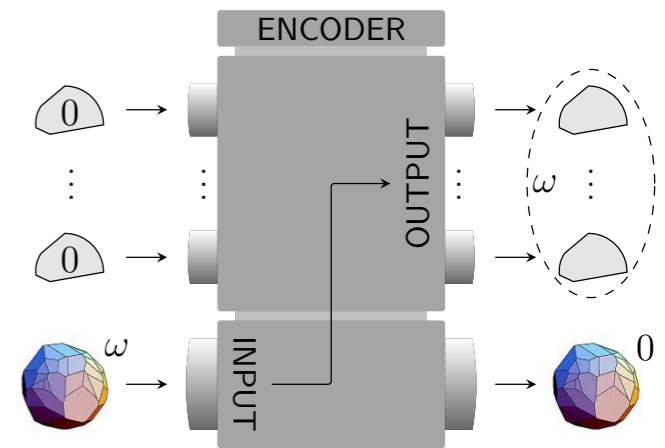
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- **Superposition principle:** not a principle, but a mathematical accident

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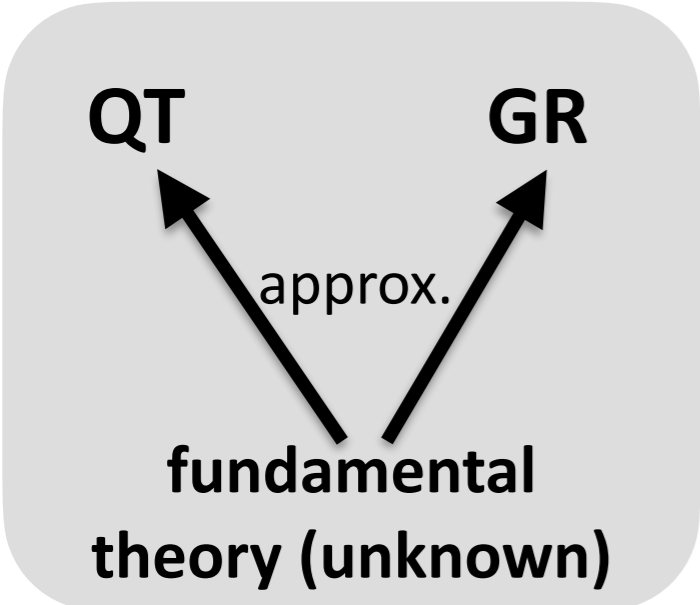
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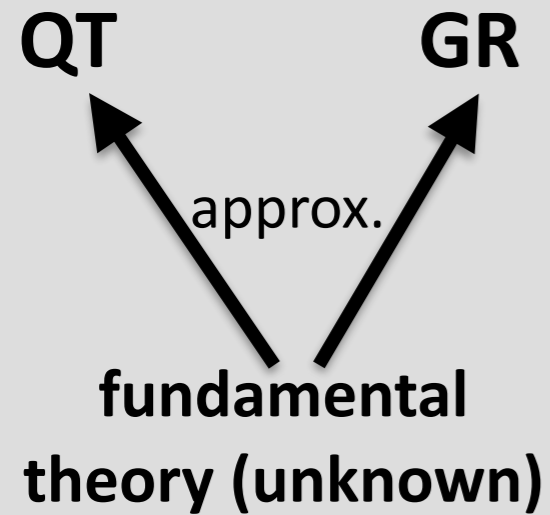
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Challenge to Everettians: start with a landscape of “theories of many worlds”, write down a few simple principles of some kind, and prove that QT is the unique many-worlds-like theory that satisfies those.

Outlook

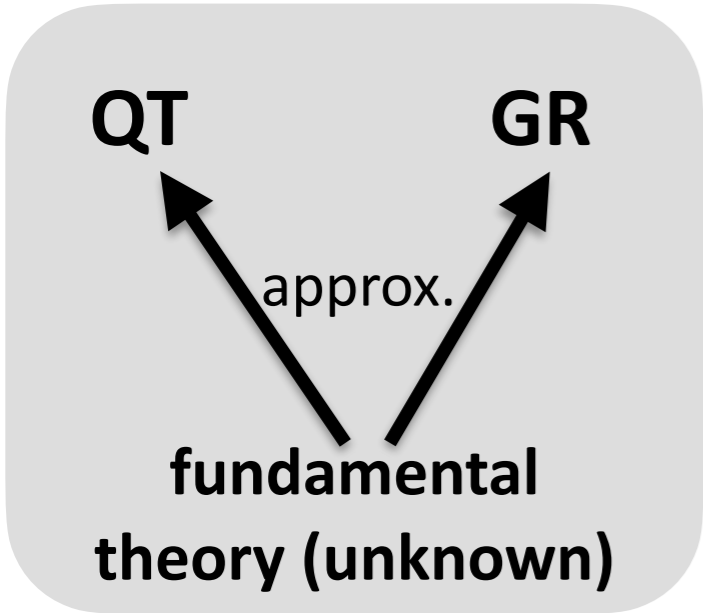


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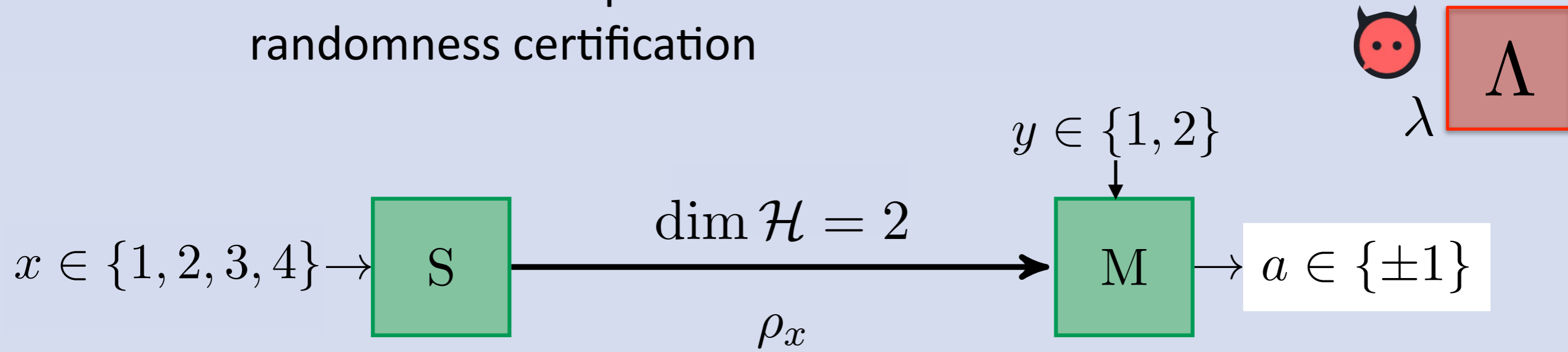
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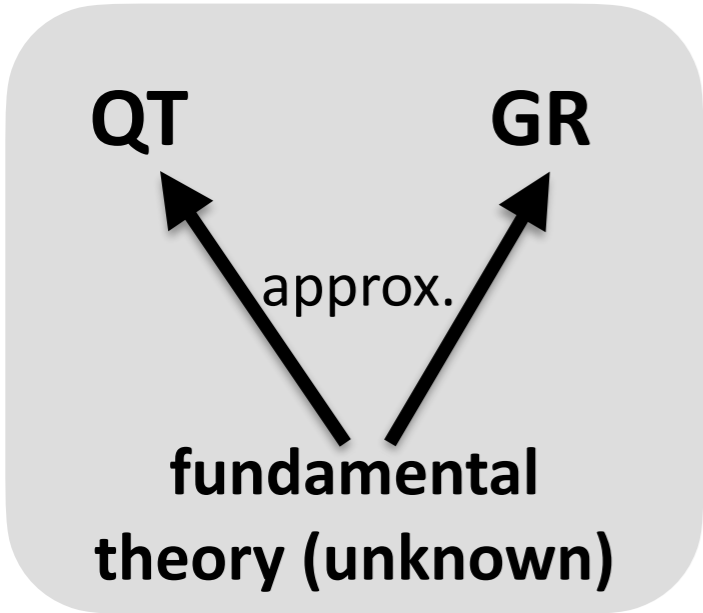
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semi-device-independent randomness certification



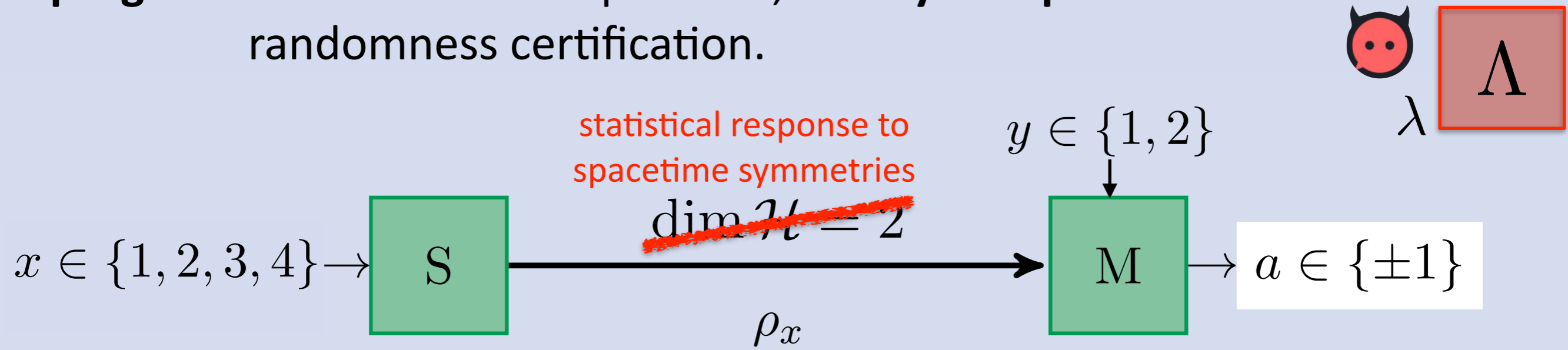
From data table $p(a|x, y)$ and this assumption, one can infer that $H(A|X, Y, \Lambda) \geq \dots > 0$.

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In progress: semi-device-independent, **theory-independent** randomness certification.



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Summary

Quantum theory can be **derived from simple principles**, and this improves our understanding of its structure in several ways.

Thank you

- to the habilitation committee and all reviewers,
- Časlav Brukner, Markus Aspelmeyer, ÖAW,
- my family for their support,
- my collaborators, in particular Lluís Masanes,



- my group at IQOQI.

