Quantum theory and spacetime: progress from principles



Main message





Outline

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Insights into the "architecture" of physics



Outline

Quantum theory and spacetime: progress from principles

Outline

1. Relativity and interference experiments



2. Quantum theory and the dimensionality of space



Quantum theory and spacetime: progress from principles

Outline

The state space of a quantum bit is a 3D ball - the Bloch ball.

$$\cos\frac{\theta}{2}|\uparrow\rangle + e^{i\phi}\sin\frac{\theta}{2}|\downarrow\rangle$$





1. Relativity + interference

Quantum theory and spacetime: progress from principles

The state space of a quantum bit is a 3D ball - the Bloch ball.

$$\cos \frac{\theta}{2} |\uparrow\rangle + e^{i\phi} \sin \frac{\theta}{2} |\downarrow\rangle$$

In most reconstructions of QT, it is

- first shown that a bit is a *d*-ball,
- then shown that d=3 (difficult!).





1. Relativity + interference

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Two-level state spaces ("bits") are naturally ball state spaces:





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d = 2, 5, 9 are bits in quantum theory over $\mathbb{R}, \mathbb{H}, \mathbb{O}$.



1. Relativity + interference

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Two-level state spaces ("bits") are naturally ball state spaces:



d = 2, 5, 9 are bits in quantum theory over $\mathbb{R}, \mathbb{H}, \mathbb{O}$.

We will now show that relativity of simultaneity rules out all $d \ge 4$!



1. Relativity + interference

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Joint work w/ Andy Garner & Oscar Dahlsten:





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d-dim. "Bloch sphere"



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North-pole state: particle definitely in upper branch.



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Joint work w/ Andy Garner & Oscar Dahlsten:



South-pole state: particle definitely in lower branch.



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



0

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Joint work w/ Andy Garner & Oscar Dahlsten:





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

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

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Joint work w/ Andy Garner & Oscar Dahlsten:





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

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Joint work w/ Andy Garner & Oscar Dahlsten:



T must be a rotation of the Bloch ball (reversible+linear)... ... and must preserve p(up), i.e. preserve the z-axis.



1. Relativity + interference

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Assumption: all maps of this kind are locally implementable.



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Detector click statistics is Lorentz-invariant

 $\Rightarrow T_A T_B = T_B T_A$ for all $T_A, T_B \in SO(d-1)$.

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 $\Rightarrow d \leq 3$

(In fact, *d*=3, otherwise no "phase transformations" exist at all.)

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 In several axiomatic reconstructions of QT, the fact that "SO(d-1) must be Abelian"

was a crucial intermediate proof step \rightarrow physical interpretation!

LI. Masanes and MM, *A derivation of quantum theory from physical requirements*, New J. Phys. **13** (2011) LI. Masanes, MM, D. Pérez-García, and R. Augusiak, *Entanglement and the three-dimensionality of the Bloch ball*, arXiv:1111.4060.



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- Cf. original Popescu-Rohrlich box idea:
 Spacetime + probabilities are hard to combine
 - → their structures constrain each other!



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• Work in progress: consequences for actual interference experiments.

Proposed Test for Complex versus Quaternion Quantum Theory

Asher Peres

Department of Physics, Technion-Israel Institute of Technology, Haifa, Israel (Received 7 December 1978)

If scattering amplitudes are ordinary complex numbers (not quaternions) then there is a universal algebraic relationship between the six coherent cross sections of any three scatterers (taken singly and pairwise). A violation of this relationship would indicate either that scattering amplitudes are quaternions, or that the superposition principle fails. Some experimental tests are proposed, involving neutron diffraction by crystals made of three different isotopes, neutron interferometry, and K_s -meson regeneration.

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Plausible scenarios:





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• See e.g. this result by Dakic and Brukner...

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• ... or Mauro d'Ariano's approach.

Relativistic covariance emergent from underlying QCA.



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To me, crucial hint is the spin-1/2 particle:



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spatial rotations 1:1 transformations of the probabilistic state



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quantum 2-level state space



classical 3-level state space





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C. F. von Weizsäcker's suggestion (>1954): Somehow, the Euclidean 3D structure of space follows from the qubit.



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Next part of talk: Making some of this rigorous, via QIT tools.



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2. QT and 3D

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MM and LI. Masanes, *Three-dimensionality of space and the quantum bit: an information-theoretic approach*, New J. Phys. **15**, 053040 (2013), arXiv:1206.0630.

Formulate as information-theoretic task:





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Formulate as information-theoretic task:



Suppose there is a probabilistic system such that...

- 1. Alice can encode any spatial direction into the state, but
- 2. any attempt to encode more results in information loss.
- 3. Coordinate transformations on pairs of these systems are uniquely determined by their action on single systems.
- 4. Pairs of these systems can interact reversibly and continuously in time.



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Theorem: Then the spatial dimension must be d=3, the systems are qubits, and pairs of these systems are quantum 4-level systems evolving unitarily in time.



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One more Theorem: If "spatial direction" $x \in \mathbb{R}^d$, |x| = 1, is replaced by "spatial" orientation" $X \in SO(d)$, then there is no solution (for topological reasons).



Alice

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Markus P. Müller

Bob

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Physicist Alice wants to determine the angle between two measurement devices.



Appendix C





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Appendix C



 $\mathcal{M}_{y}^{(i)}(\omega)$

2. QT and 3D

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Appendix C

 $x \in \mathbb{R}^d$

 $y \in \mathbb{R}^d$

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 \Rightarrow Probabilities deliver linearity structure for free.



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Markus P. Müller

 $\mathcal{M}_x^{(i)}(\omega)$

2. QT and 3D

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A glimpse on the "architecture" of physics



The Bloch ball is 3-dimensional because of...

- ... relativity of simultaneity on interferometers?
- ... possibility of tomographically-local continuous interaction? And this allows for Stern-Gerlach-like behavior if space is 3D.

These facts constrain each other, and are thus somehow fundamentally related.



2. QT and 3D

Quantum theory and spacetime: progress from principles

 Reconstructions of QT only first step in broader research program:

Study how QT and spacetime constrain each other.

arXiv:1206.0630

Thanks to: Lluís Masanes, Andrew Garner, Oscar Dahlsten

Thank you!



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Conclusion