

Title: Quantum Information and holography

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Abstract: Topics will include (but are not limited to):

- Quantum error correction in quantum gravity and condensed matter
- Quantum information scrambling and black hole information
- Physics of random tensor networks and random unitary circuits



Quantum information Scrambling

(Lec 5)

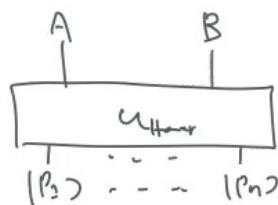
a) HP for real BH?

b) How do we recover info?

"Scrambling" is the key, What is scrambling?

Early Attempt (thermalization)?

- Start from $|P_1\rangle \otimes \dots \otimes |P_n\rangle$ (product state)



pages theorem

$$P_A \approx \frac{I_A}{d_A} \quad (n_A < \frac{n}{2})$$

→ Info about initial state "appears" to be lost.

- In general, $P_A \sim \text{Tr}(e^{-\beta H})$

"thermalization" $\sim$ "growth of entanglement"

- Scrambling $\neq$ Thermalization

In BH, thermalization takes longer than scrambling!!

(Peter Shor 2018)

(Hosur et al 2015)

Scrambling = growth of operators

- 1D chain of qubits, evolve by H

$w(0)$ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

$w(t)$ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

$$w(t) = e^{iHt} w(0) e^{-iHt}$$

→ "size" of $w(t)$ gets bigger!!

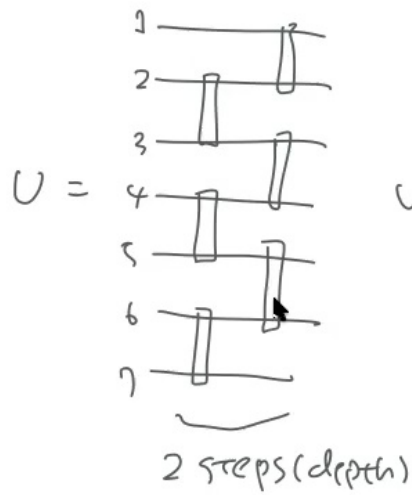
* Baker-Campbell-Hausdorff intuition

$$W(t) = \sum_{j=0}^{\infty} \frac{(it)^j}{j!} \underbrace{[H \dots [H, W] \dots]}_j, \quad H \text{ 2-body}$$

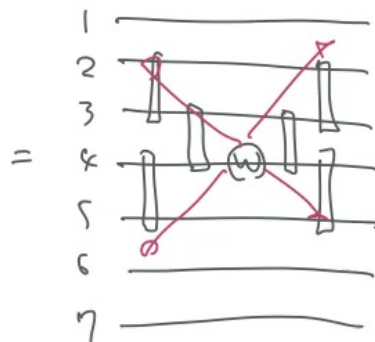
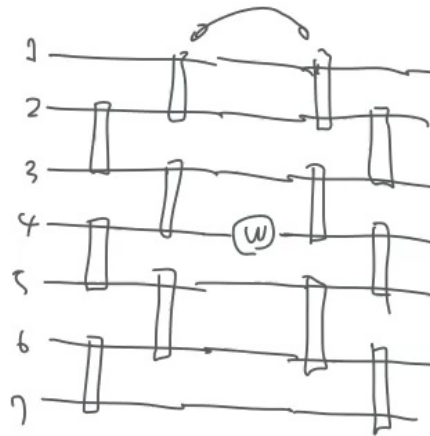
W 1-body
 $[H, W]$ 2-body
 $[H, [H, W]]$ 3-body
 $\vdots$

Quantum circuit intuition

card



$$UWU^\dagger =$$



Size of unitary operator

[Fact]

a) Unitary U can be written as sum of Pauli ops:

$$U = \sum_{P \in \text{Pauli}} \alpha_P P$$

$$0 \quad 0 \quad \dots \quad 0 \quad 0$$

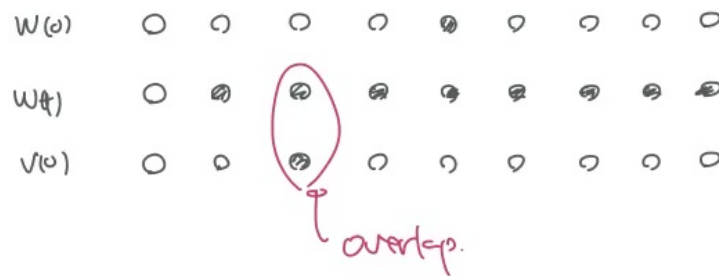
b). $\sum_P |\alpha_P|^2 = 1$ (0: unitary) $P = I \otimes X \otimes Y \dots I \otimes X$

$$\text{Size} \equiv \sum_P |\alpha_P|^2 \underbrace{\text{weight}(P)}_{\# \text{ of non-identity Paulis.}}$$

[Scrambling]

Local op w/rows grows to large size ops.

Out-of-time-order correlator (OTOC)



- Measuring the size.

$$\langle V(0) W(t) V(0) W(t) \rangle = \text{Tr} \left[\frac{1}{d} V(0) W(t) V(0) W(t) \right]$$

maximally mixed

$$\text{Small } t \quad \approx \quad \langle V(0) V(0) W(t) W(t) \rangle$$

$$= \langle V(0) V(0) \rangle \langle W(t) W(t) \rangle$$

$$\text{large } t \quad = \quad ???$$

- Let P, Q be Pauli ops.

$$[P, Q] = 0 \quad \langle P Q P Q \rangle = 1$$

$$\{P, Q\} = 0 \quad \langle P Q P Q \rangle = -1$$

$$t=0 \quad \langle V W V W \rangle = 1 \quad (\text{no overlap})$$

$$\text{large } t \quad \langle V(t) W(t) V(0) W(0) \rangle \approx 0 \quad (\text{overlap})$$

$$W(t) = \sum_P \alpha_P \underline{P} \rightarrow \text{overlap with } V(0)?$$

→ OTOC becomes small if $W(t)$ has overlap with $V(0)$

Scrambling, in a sense of OTOC decay

⚡ HP recoverability



Search

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Scrambling, in a sense of OTOC decay
↔ HP recoverability

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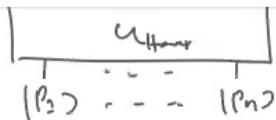
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