

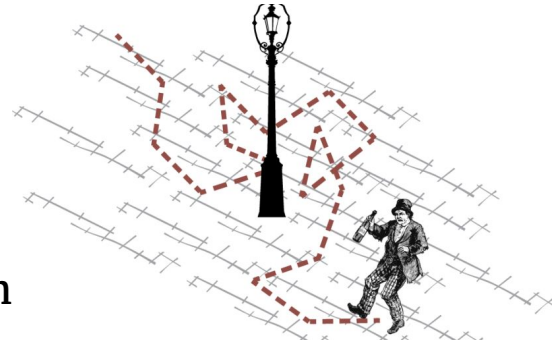
Quantum Walking in Curved Spacetime

Marcelo Forets

Joint work with Pablo Arrighi and Stefano Facchini.

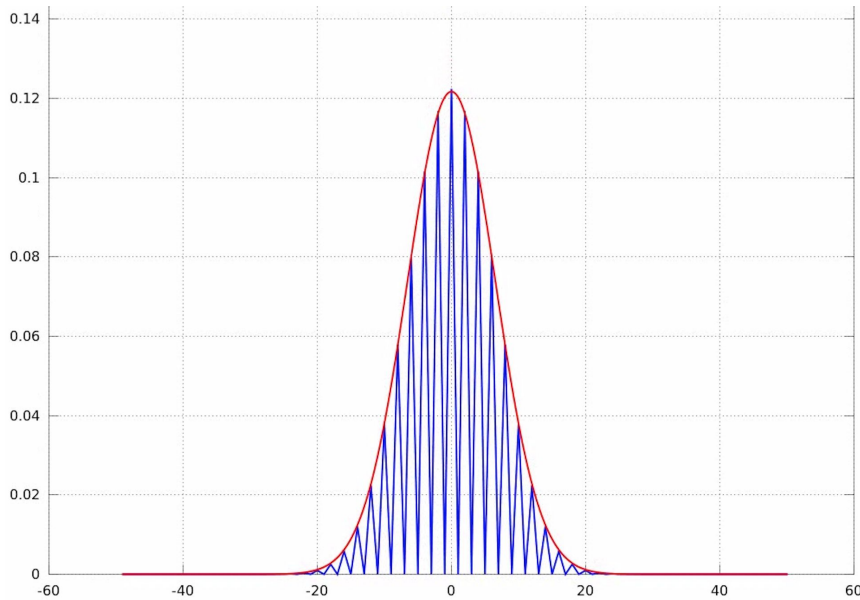
[P. Arrighi, S. Facchini, MF, "*Quantum walking in curved spacetime.*"
Quantum Information Processing (2015): 1-20]

Quantum walks



Classical Random

$$Pr(t+1, x) = \frac{1}{2}Pr(t, x-1) + \frac{1}{2}Pr(t, x+1)$$



$\sigma(t) \propto \sqrt{t}$ (diffusive)

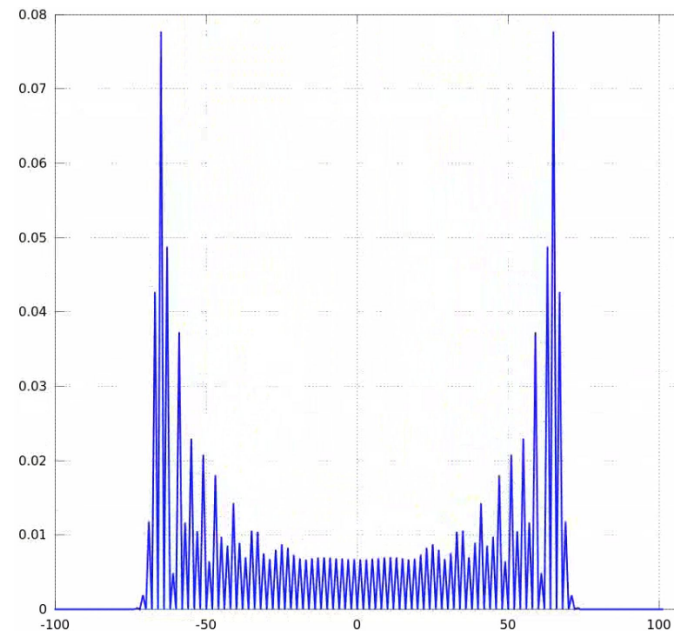
“Hadamard walk” $P = \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 0 & 0 \end{pmatrix}$

$$Q = \begin{pmatrix} 0 & 0 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{pmatrix}$$

Quantum walk

$$\psi(t+1, x) = P\psi(t, x-1) + Q\psi(t, x+1),$$

$$P + Q = C \quad \text{Unitary} \implies \text{preserves probability}$$

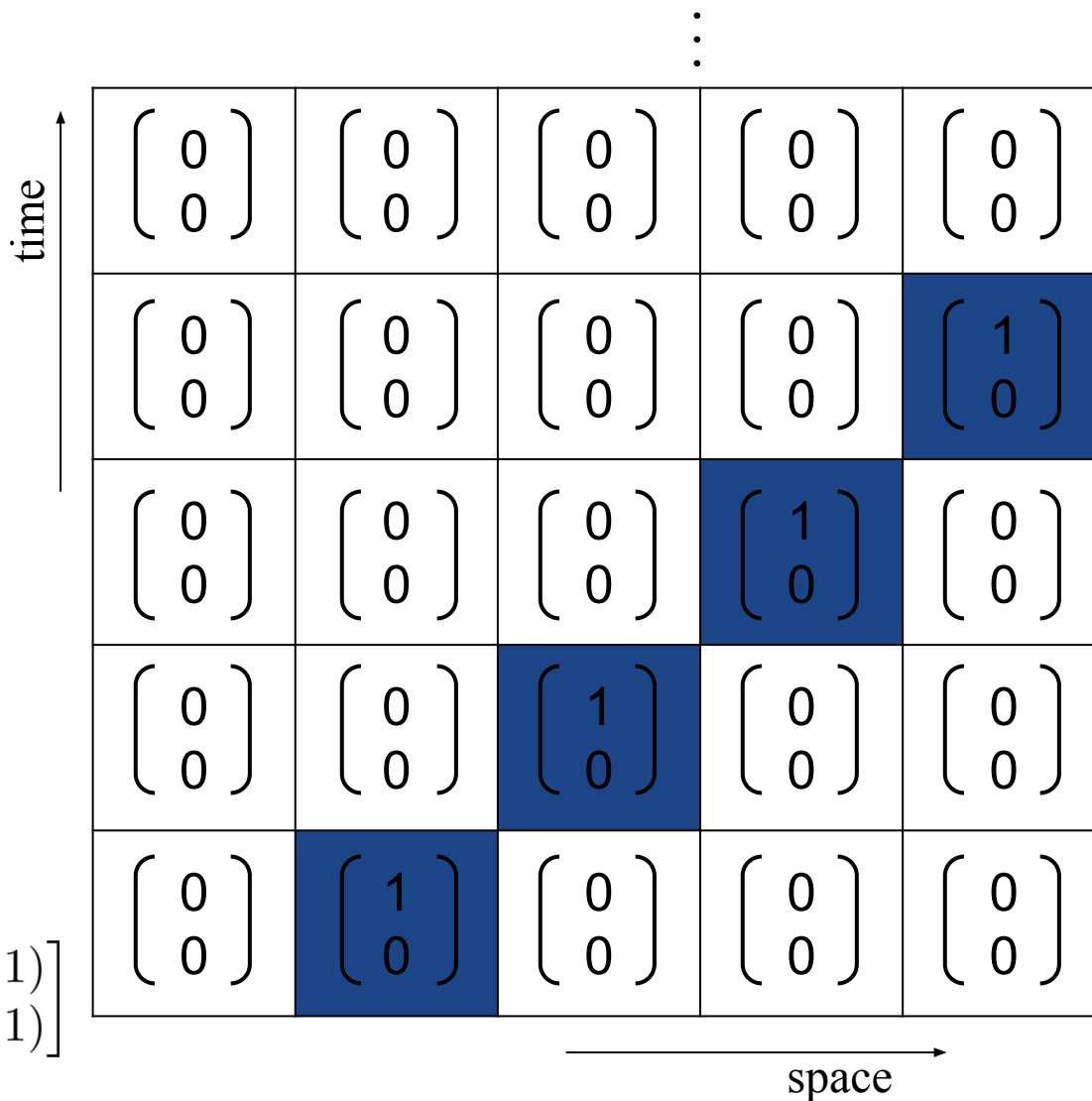


$\sigma(t) \propto t$ (ballistic)

Weyl automaton

Chess game for a neutrino

To the right



$$(t, x) \mapsto \psi(t, x) = \begin{pmatrix} \psi^+ \\ \psi^- \end{pmatrix}$$

$$\begin{bmatrix} \psi^+(t+1, x) \\ \psi^-(t+1, x) \end{bmatrix} = \begin{bmatrix} \psi^+(t, x-1) \\ \psi^-(t, x+1) \end{bmatrix}$$

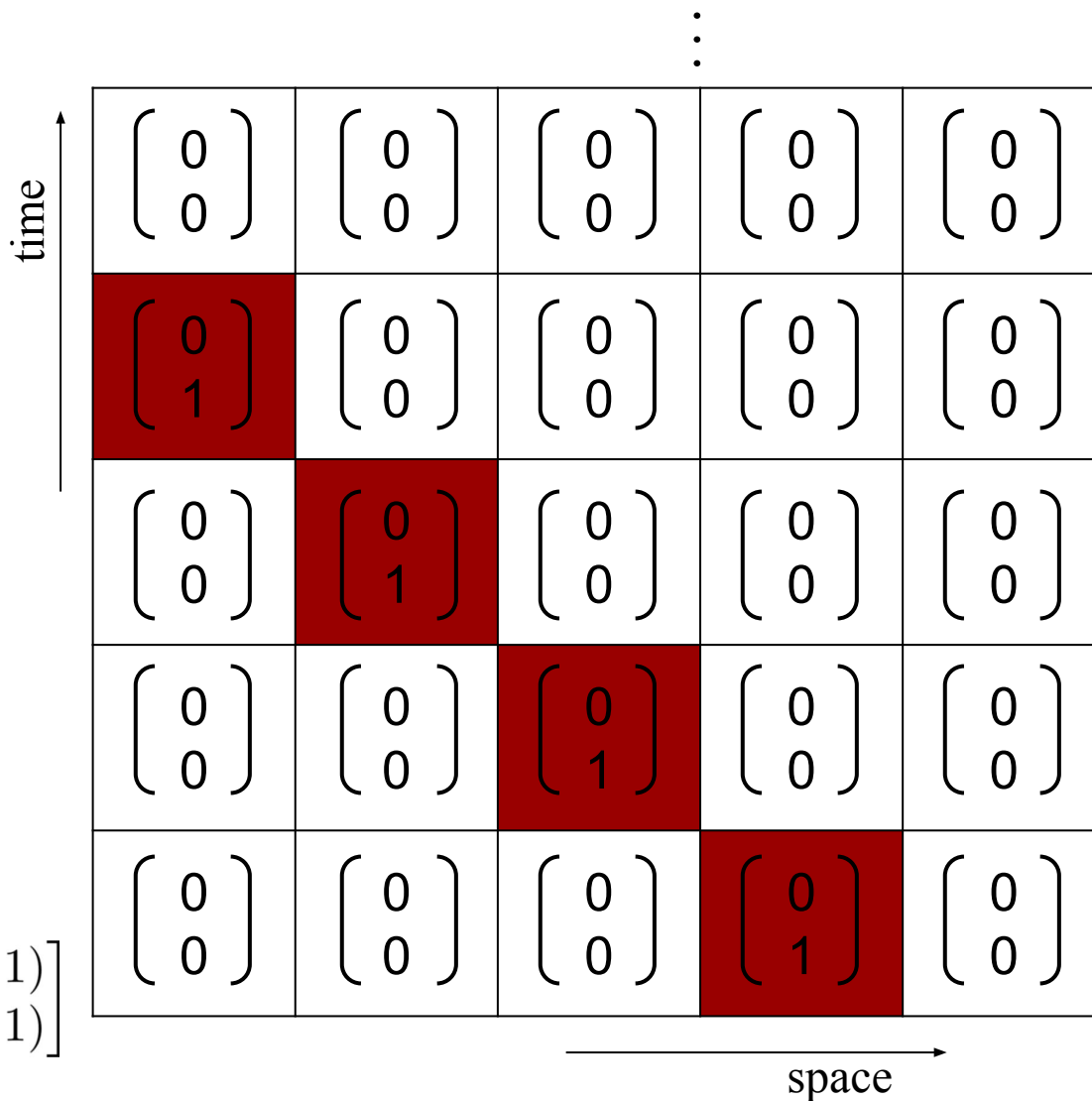
...

Weyl automaton

Chess game for a neutrino

To the right

To the left



$$(t, x) \mapsto \psi(t, x) = \begin{pmatrix} \psi^+ \\ \psi^- \end{pmatrix}$$

$$\begin{bmatrix} \psi^+(t+1, x) \\ \psi^-(t+1, x) \end{bmatrix} = \begin{bmatrix} \psi^+(t, x-1) \\ \psi^-(t, x+1) \end{bmatrix}$$

Weyl automaton

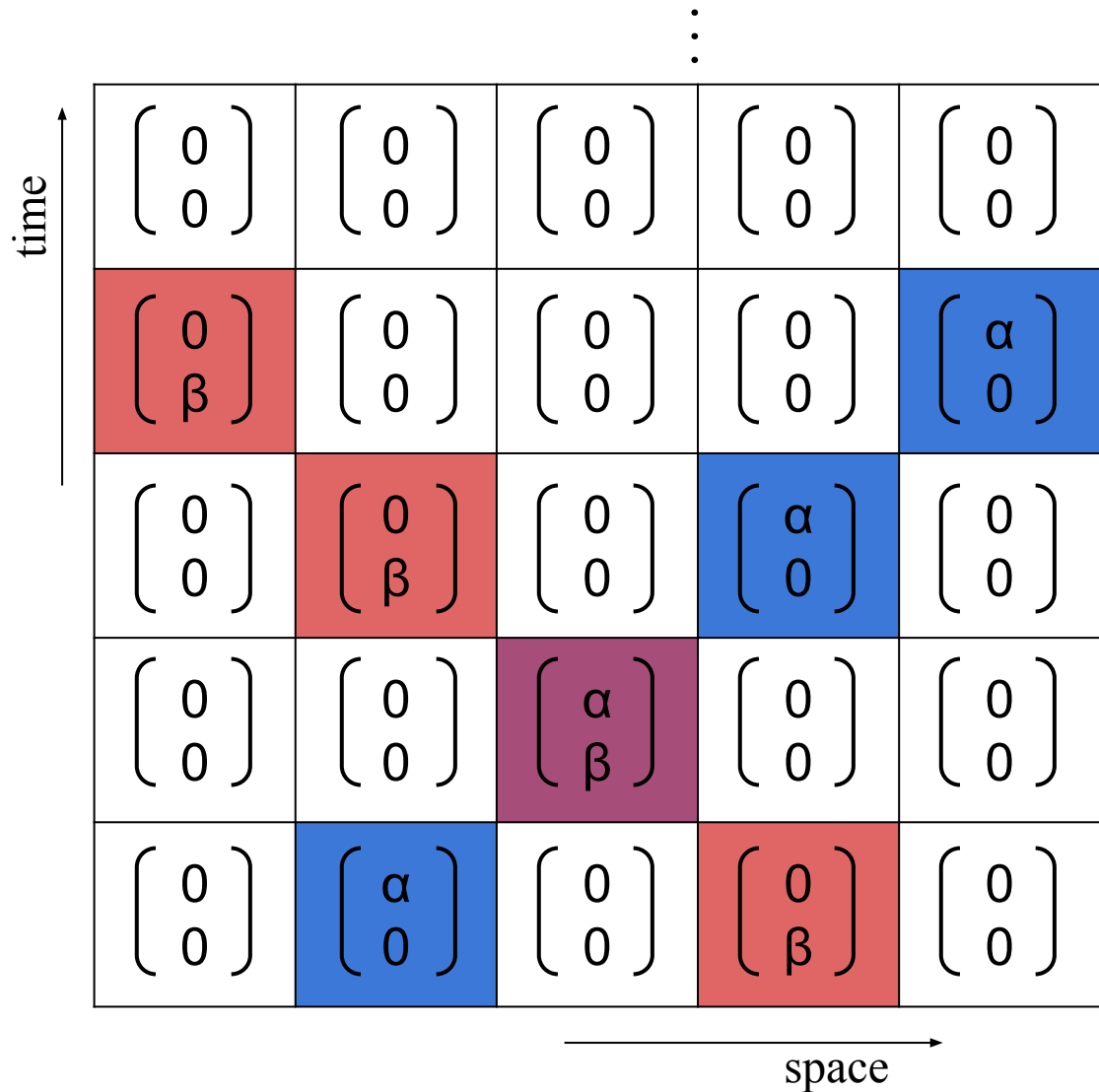
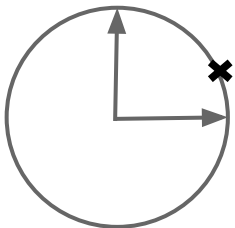
Chess game for a neutrino

To the right

To the left

Amplitudes:

$$|\alpha|^2 + |\beta|^2 = 1$$



Weyl automaton

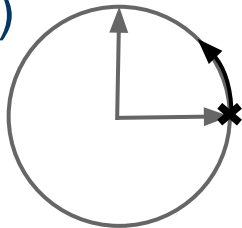
Chess game for a neutrino

Rotations

$$C = \begin{pmatrix} c & -s \\ s & c \end{pmatrix}$$

$$c = \cos(\theta)$$

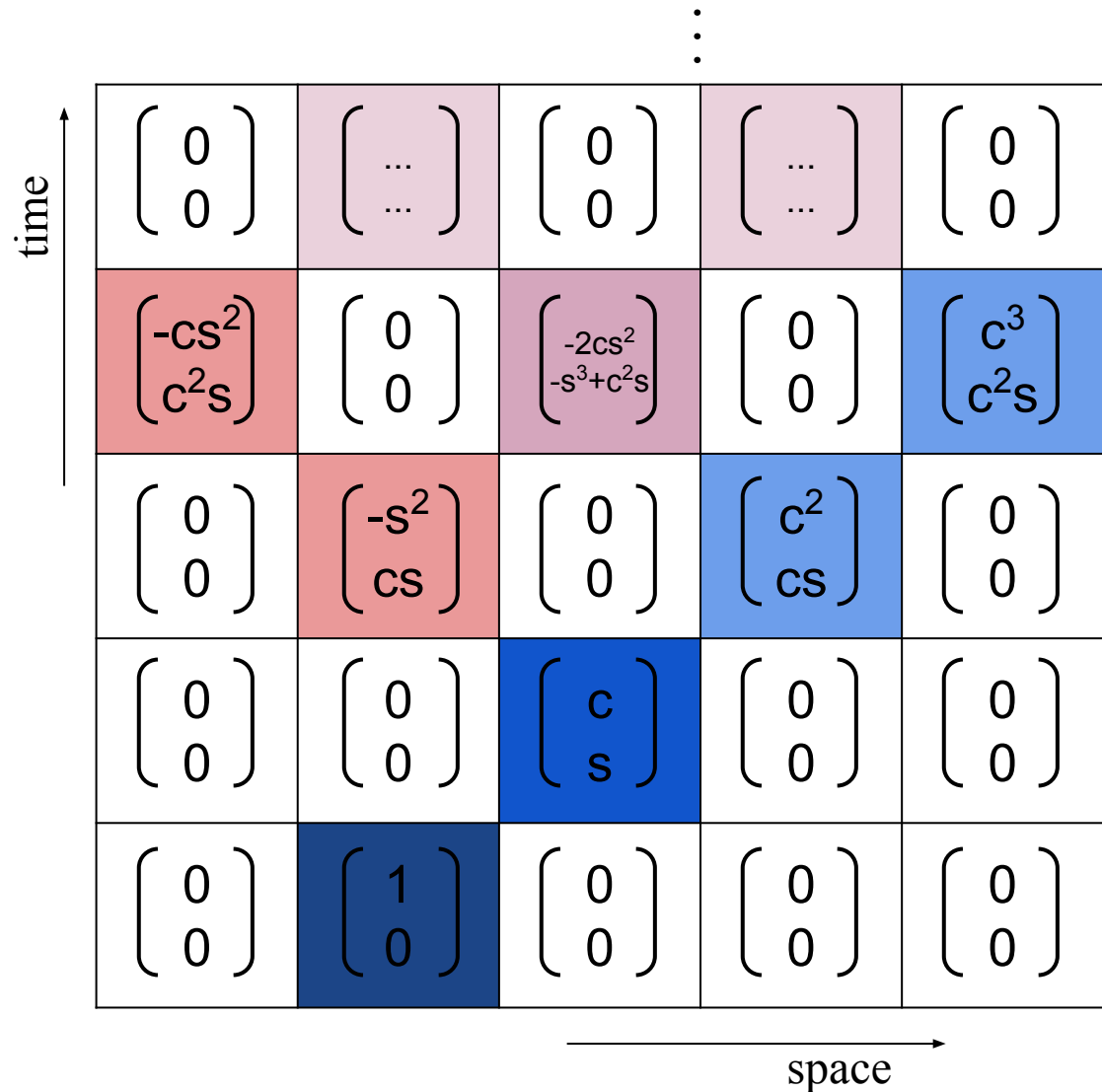
$$s = \sin(\theta)$$



$$\theta = m \cdot \varepsilon$$

$$m = \text{mass}$$

$$\varepsilon = \text{step}$$



Dirac QW

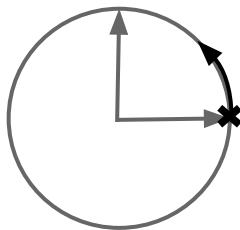
Chess game for an electron

Rotations

$$C = \begin{pmatrix} c & -s \\ s & c \end{pmatrix}$$

$$c = \cos(\theta)$$

$$s = \sin(\theta)$$



$$\theta = m \cdot \varepsilon$$

$$m = \text{mass}$$

$$\varepsilon = \text{step}$$

Theorem : In the continuum limit, the solutions of a this QW converges to the Dirac Equation, also in (3+1)-dimensions with operator-splitting techniques, and explicit bounds.

$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} -s^2 \\ cs \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} c^2 \\ cs \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$...
$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} c \\ s \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	
$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 1 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	

[Arrighi, P., Nesme, V., & MF (2014). The Dirac equation as a quantum walk: higher dimensions, observational convergence. *Journal of Physics A: Mathematical and Theoretical*, 47(46), 465302.]

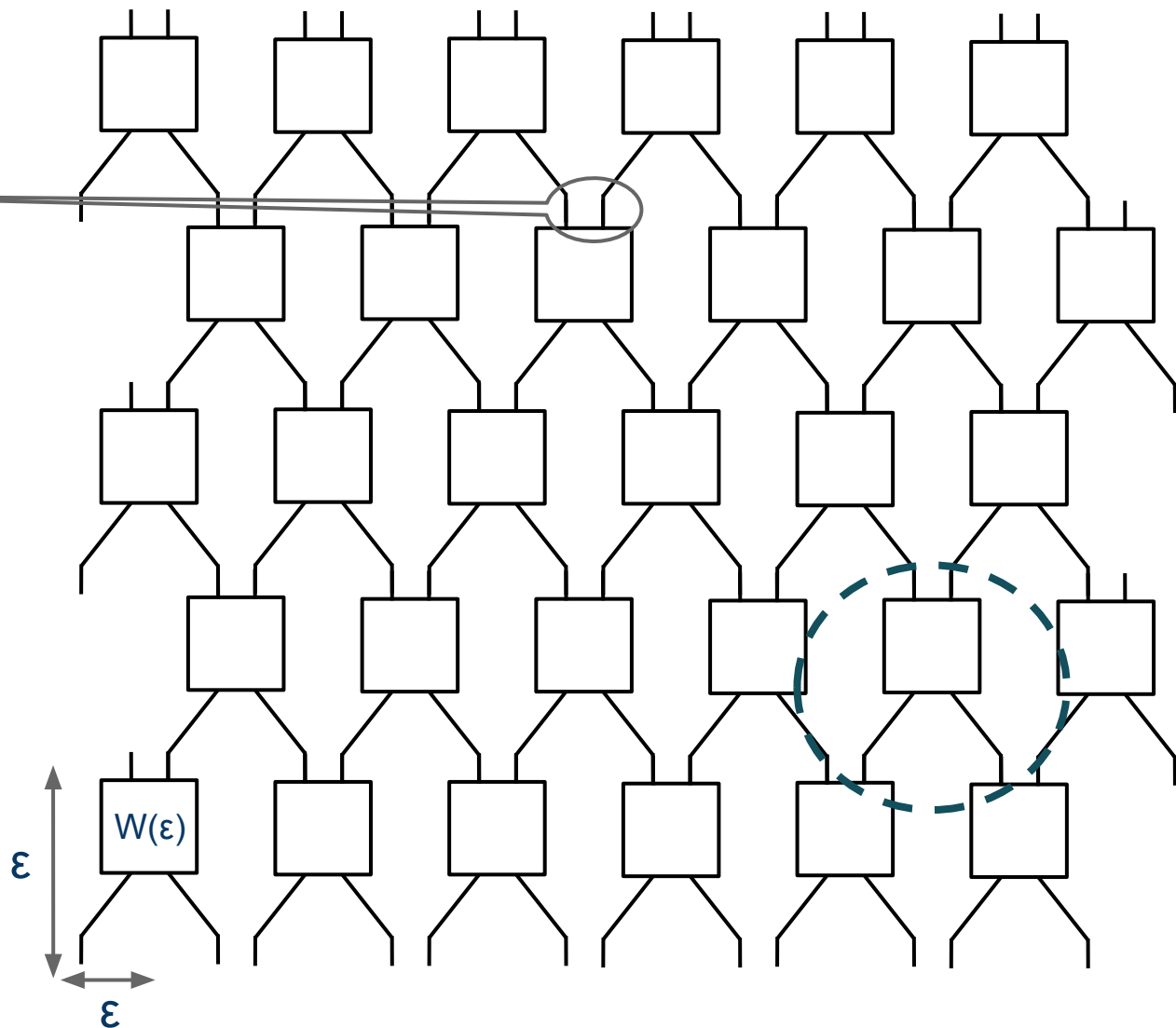
Dirac QW

proof sketch

States:

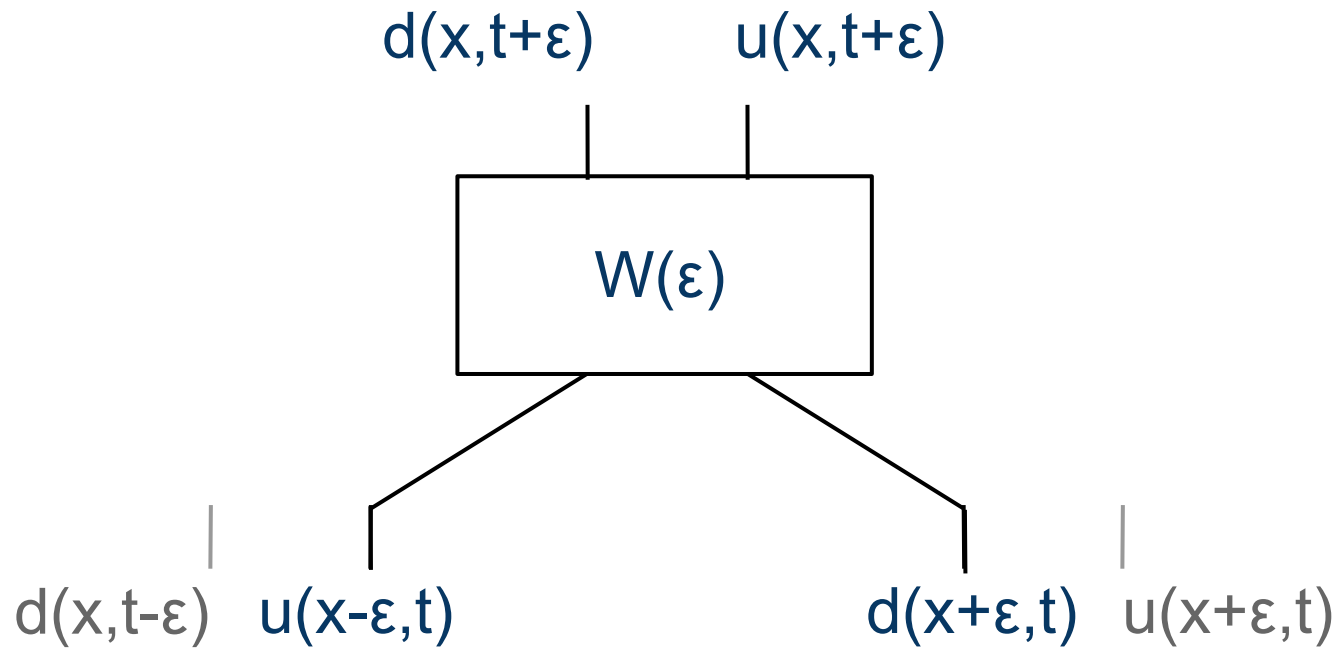
$$\begin{pmatrix} u \\ d \end{pmatrix}$$

Scale: ϵ



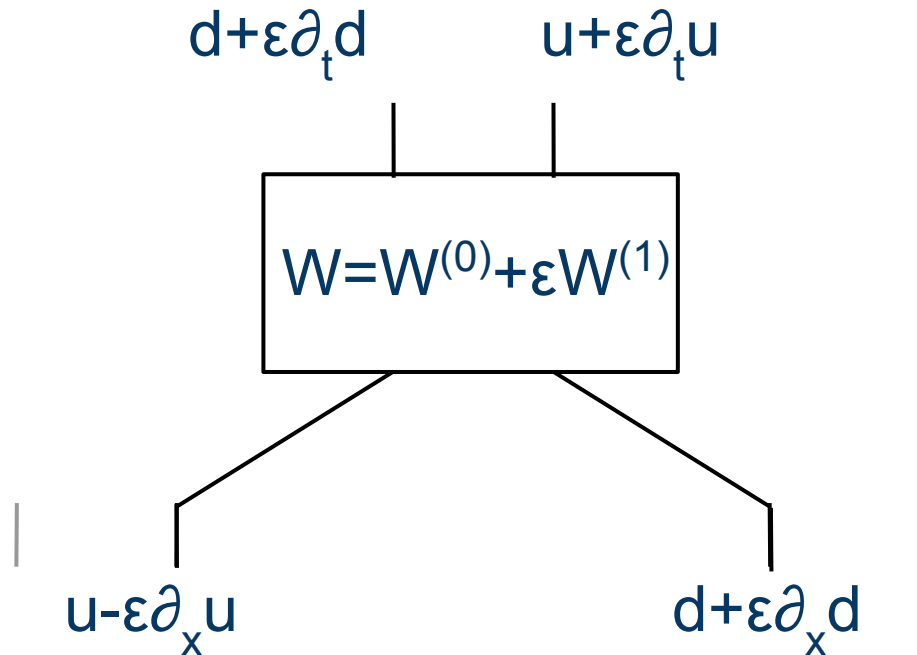
Dirac QW

proof sketch



Dirac QW

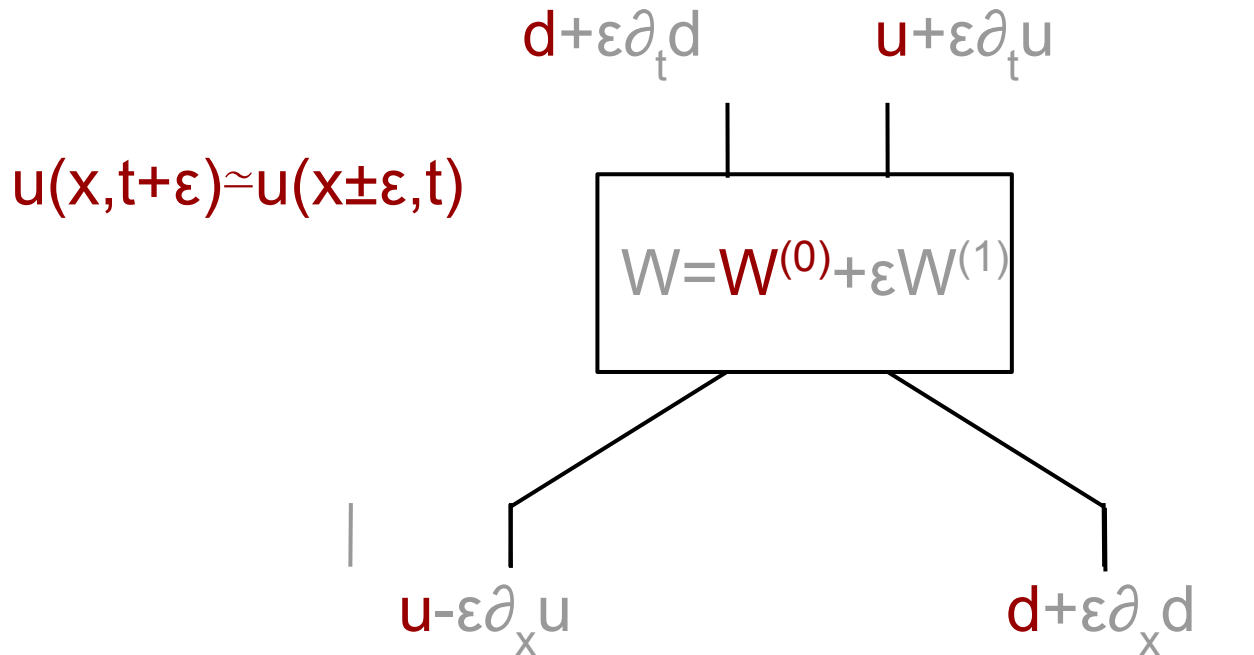
proof sketch



Dirac QW

proof sketch

Order 0



Dirac QW

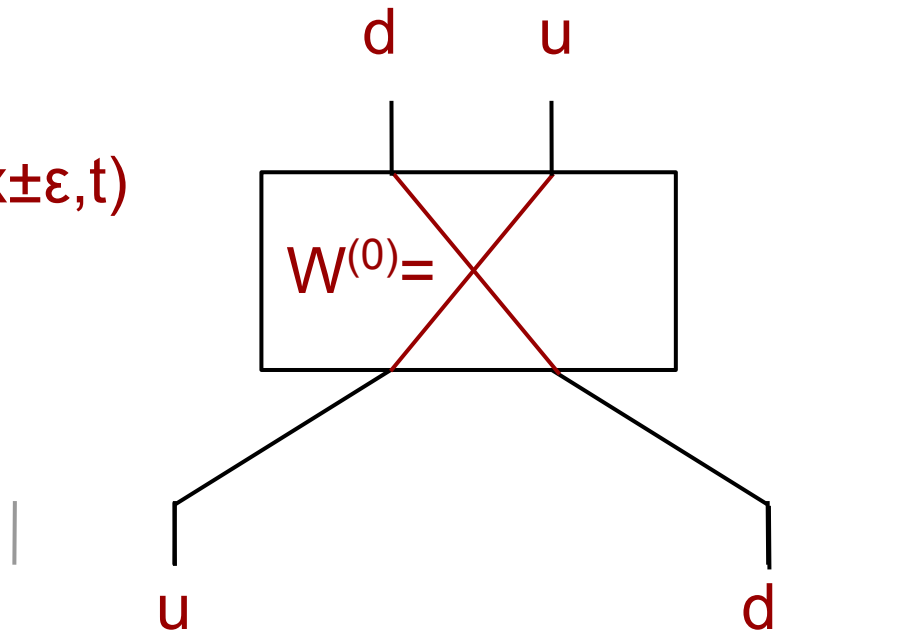
proof sketch

Order 0

$$u(x, t + \varepsilon) \approx u(x \pm \varepsilon, t)$$

\Rightarrow

$$W^{(0)} = X$$

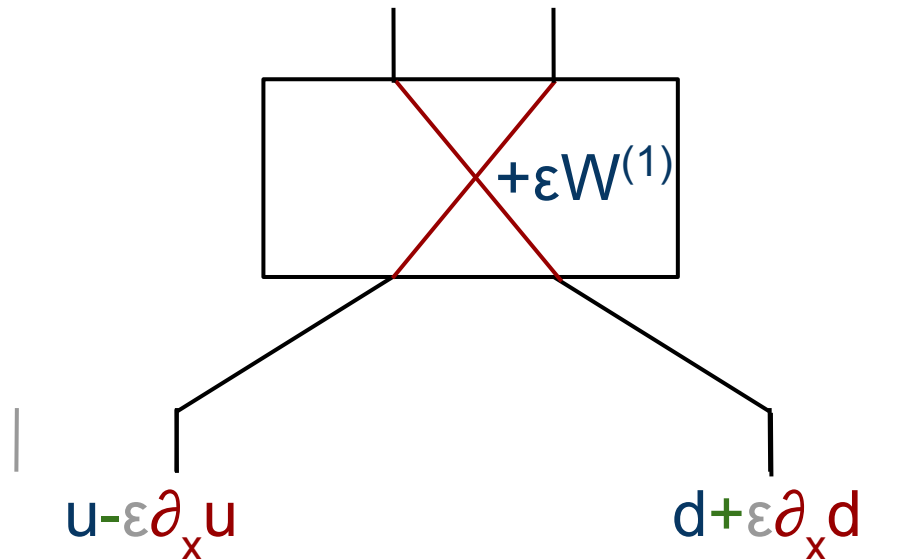


Dirac QW

proof sketch

Order 1

$$\partial_t d = \partial_x d + \dots \quad \partial_t u = -\partial_x u + \dots$$

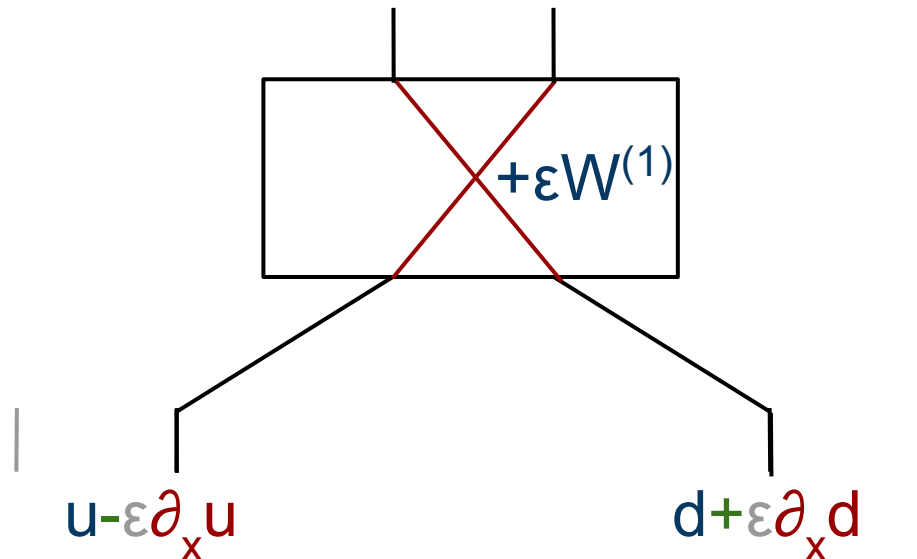


Dirac QW

proof sketch

Order 1

$$\partial_t \begin{pmatrix} u \\ d \end{pmatrix} = -\sigma_z \partial_x \begin{pmatrix} u \\ d \end{pmatrix} + \epsilon W^{(1)} \begin{pmatrix} u \\ d \end{pmatrix}$$



Dirac QW

proof sketch

Order 1

$$C = \begin{pmatrix} c & -s \\ s & c \end{pmatrix}$$

$$\partial_t \begin{pmatrix} u \\ d \end{pmatrix} = -\sigma_z \partial_x \begin{pmatrix} u \\ d \end{pmatrix} + \epsilon W^{(1)} \begin{pmatrix} u \\ d \end{pmatrix}$$

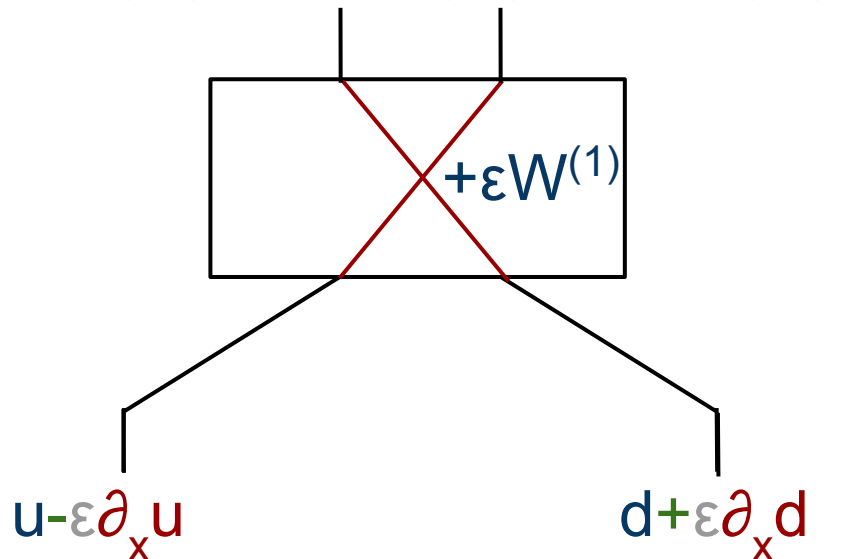
$$c = \cos(\theta)$$

$$s = \sin(\theta)$$

$$\theta = m \cdot \epsilon$$

$$C^{(1)} = -im\sigma_y$$

$$W = CX$$



$$i \frac{\partial \psi}{\partial t} = -i \sigma_z \frac{\partial \psi}{\partial x} + m \sigma_x \psi$$

Example:

Dirac QW with initial Gaussian wavepacket

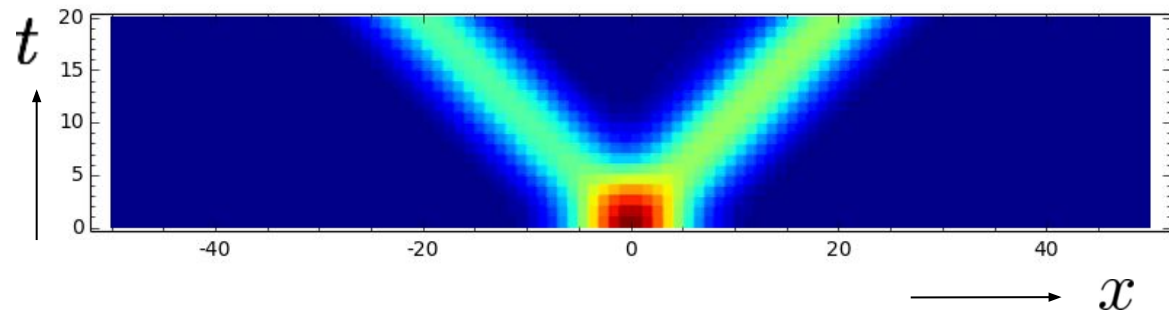
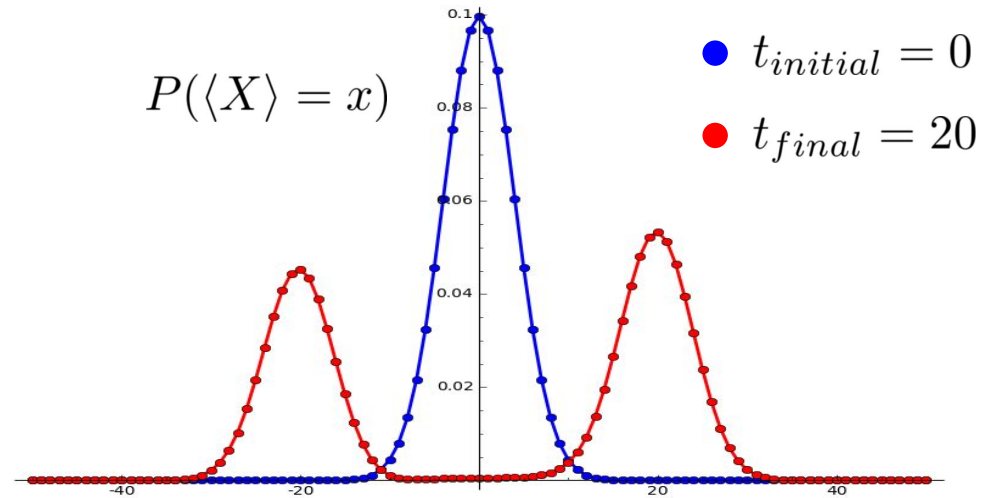
$$i \frac{\partial \psi}{\partial t} = -i \sigma_z \frac{\partial \psi}{\partial x} + m \sigma_x \psi$$

$$\psi_0 \propto \frac{e^{-\frac{(x-x_0)^2}{2\sigma_0^2}}}{\sqrt{2\pi\sigma_0}} \begin{bmatrix} \cos \frac{\gamma_0}{2} \\ e^{i\varphi_0} \sin \frac{\gamma_0}{2} \end{bmatrix}$$

$$C(\varepsilon) = \begin{pmatrix} \cos(m\varepsilon) & -i \sin(m\varepsilon) \\ -i \sin(m\varepsilon) & \cos(m\varepsilon) \end{pmatrix}$$

$$m = 1, \varepsilon = 1 \times 10^{-2}$$

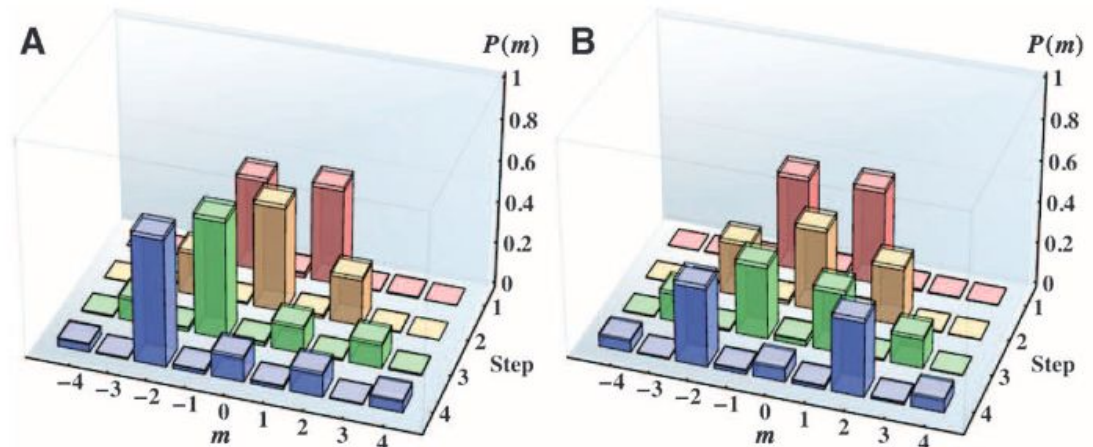
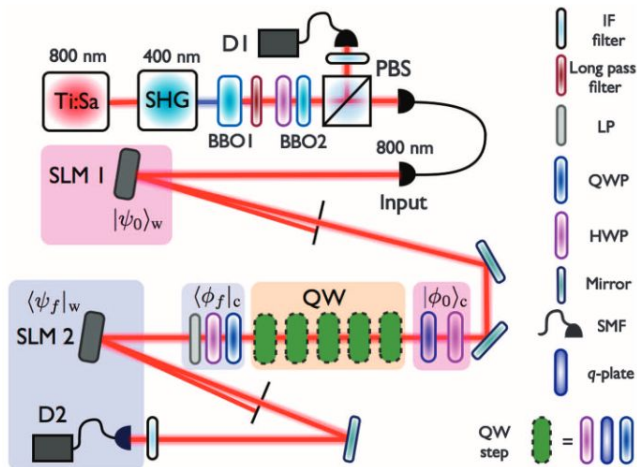
$$x_0 = 0, \sigma_0 = 4, \gamma_0 = \pi/2, \varphi_0 = \pi/2$$



[Arrighi, P., Nesme, V., & MF (2014). The Dirac equation as a quantum walk: higher dimensions, observational convergence. *Journal of Physics A: Mathematical and Theoretical*, 47(46), 465302.]

QW for quantum simulation

Photonic implementation: QW in the orbital angular momentum space of light
one photon and two simultaneous photons

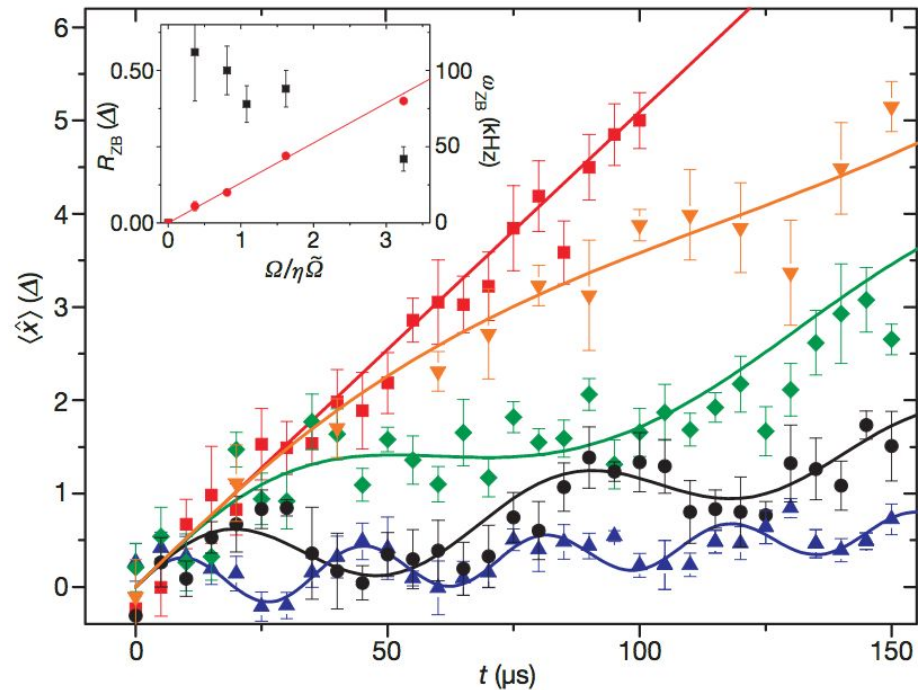
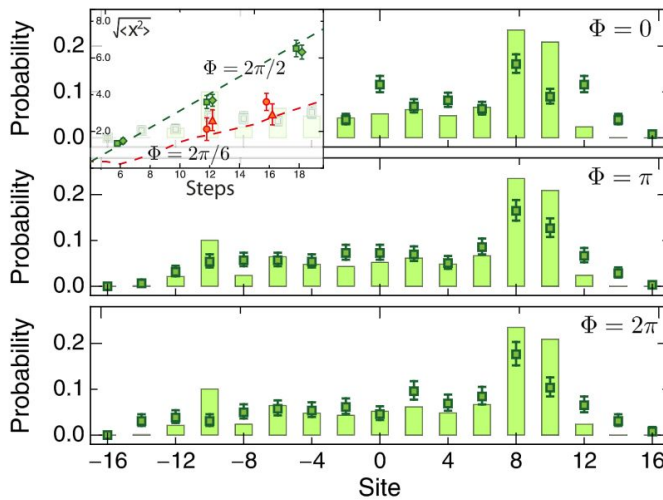
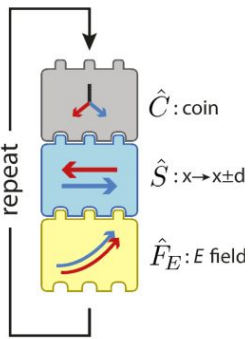


[Cardano, F., Massa, F., Qassim, H., Karimi, E., Slussarenko, S., Paparo, D., ... & Marrucci, L. (2015). Quantum walks and wavepacket dynamics on a lattice with twisted photons. *Science Advances*, 1(2), e1500087]

QW for quantum simulation

Cold atoms illustrating transport dynamics of *electric* quantum walks

Single trapped ion behaving as a relativistic quantum particle



$$\hat{F}_E = e^{i\Phi\hat{x}}$$

$$\Phi = qEd\frac{\tau}{\hbar}$$

[Genske, M., Alt, W., Steffen, A., Werner, A. H., Werner, R. F., Meschede, D., & Alberti, A. (2013). Electric quantum walks with individual atoms. *Physical Review Letters*, 110(19), 190601]

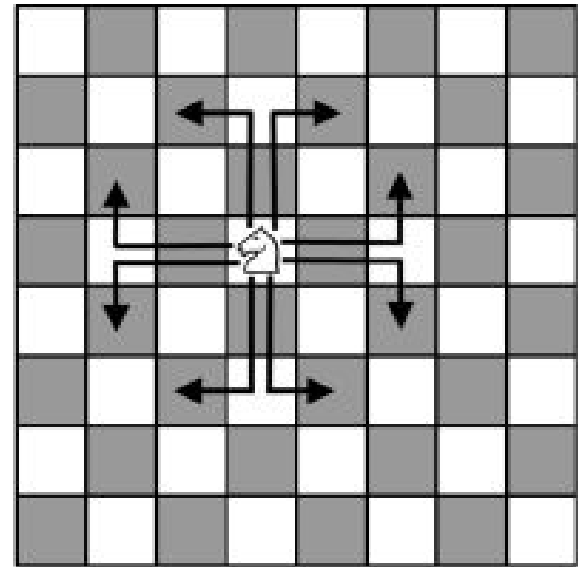
[Gerritsma, R., Kirchmair, G., Zähringer, F., Solano, E., Blatt, R., & Roos, C. F. (2010). Quantum simulation of the Dirac equation. *Nature*, 463(7277), 68-71]

QW as toy models

Dirac equation vs. chess game:

$$i\partial_0\psi = D\psi$$

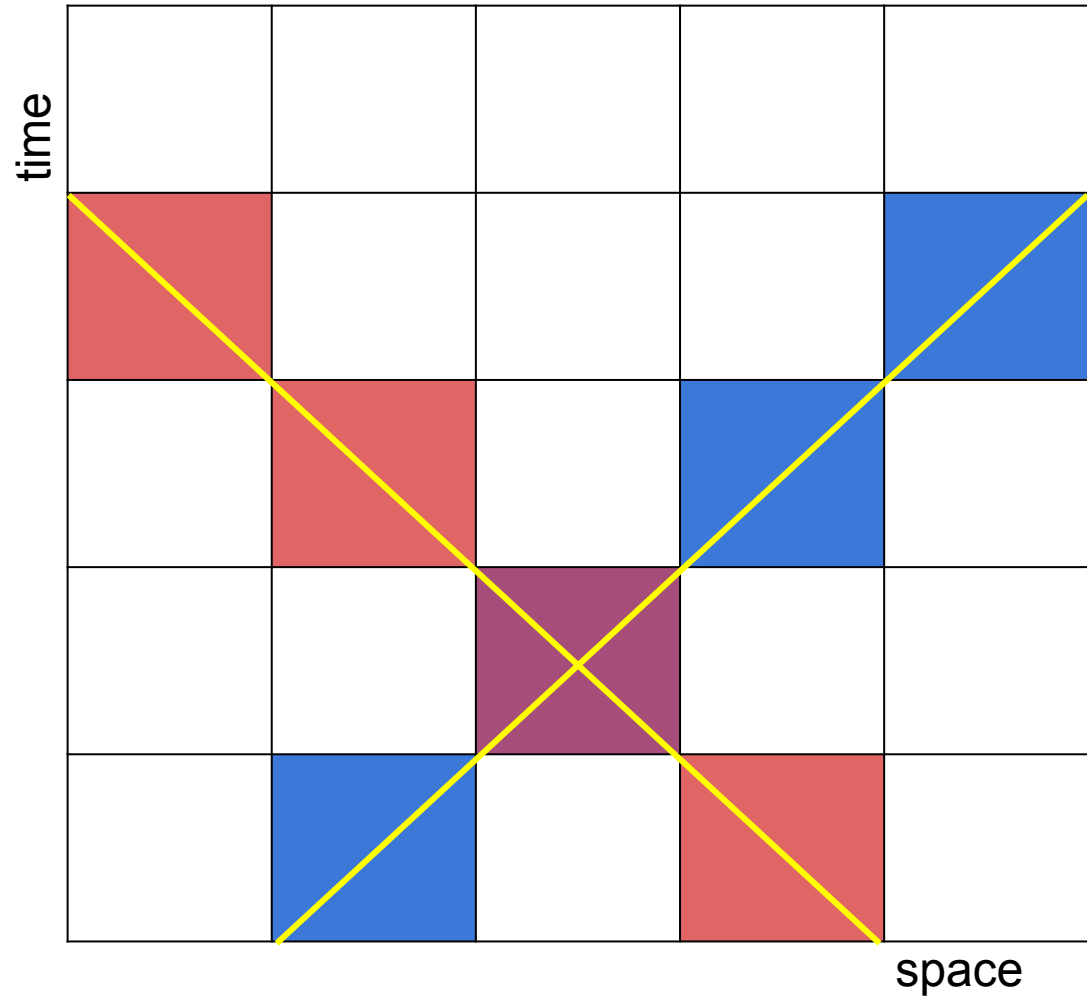
$$D = m\alpha^0 - i\sum_{j=1}^3 \alpha^j \partial_j$$



See also: [D'Ariano, G. M., & Perinotti, P. (2014). Derivation of the Dirac equation from principles of information processing. *Physical Review A*, 90(6), 062106]

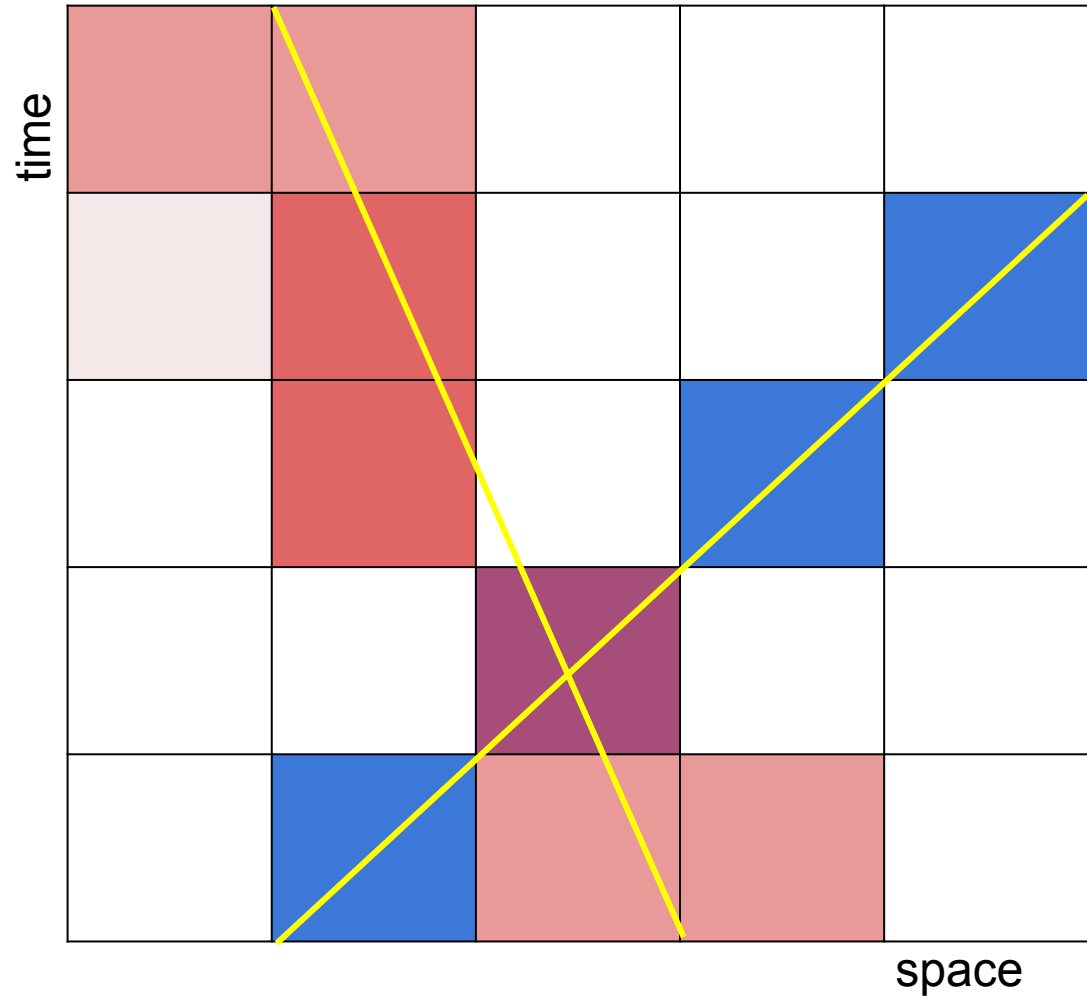
Curved space : problem 1

From

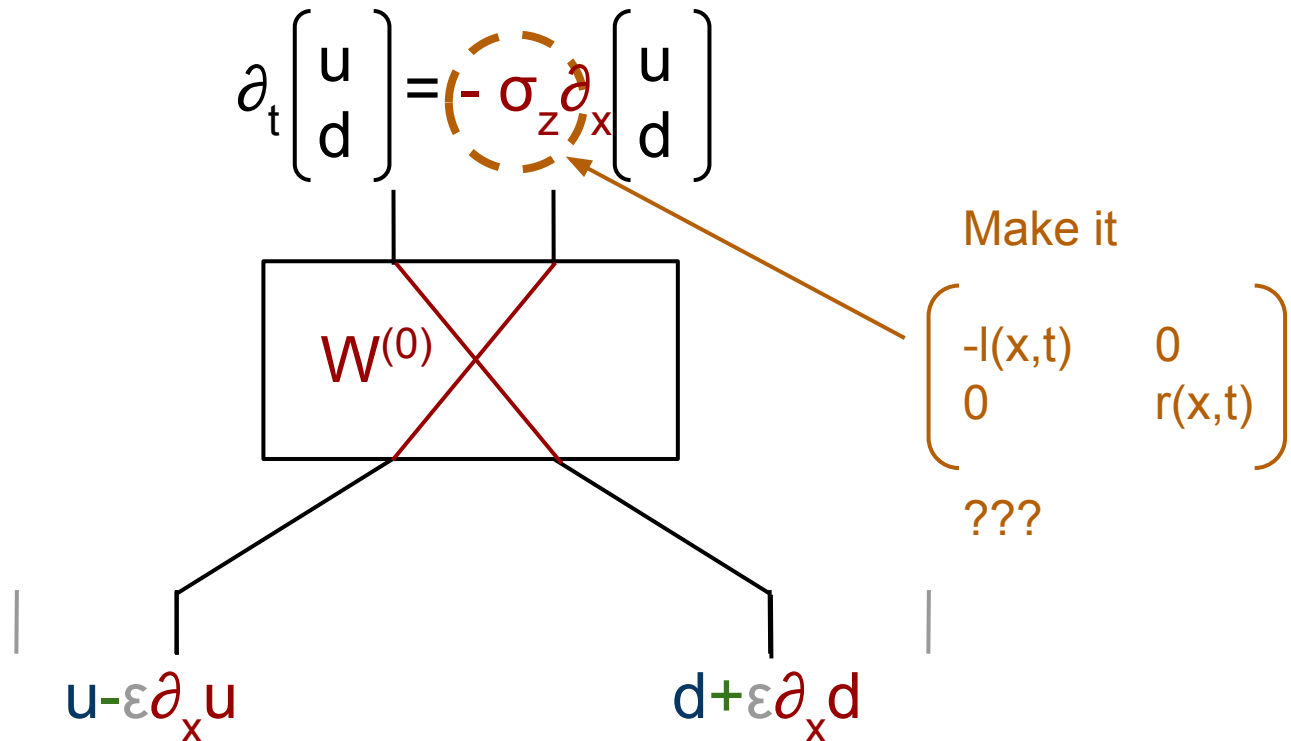


Curved space : problem 1

To

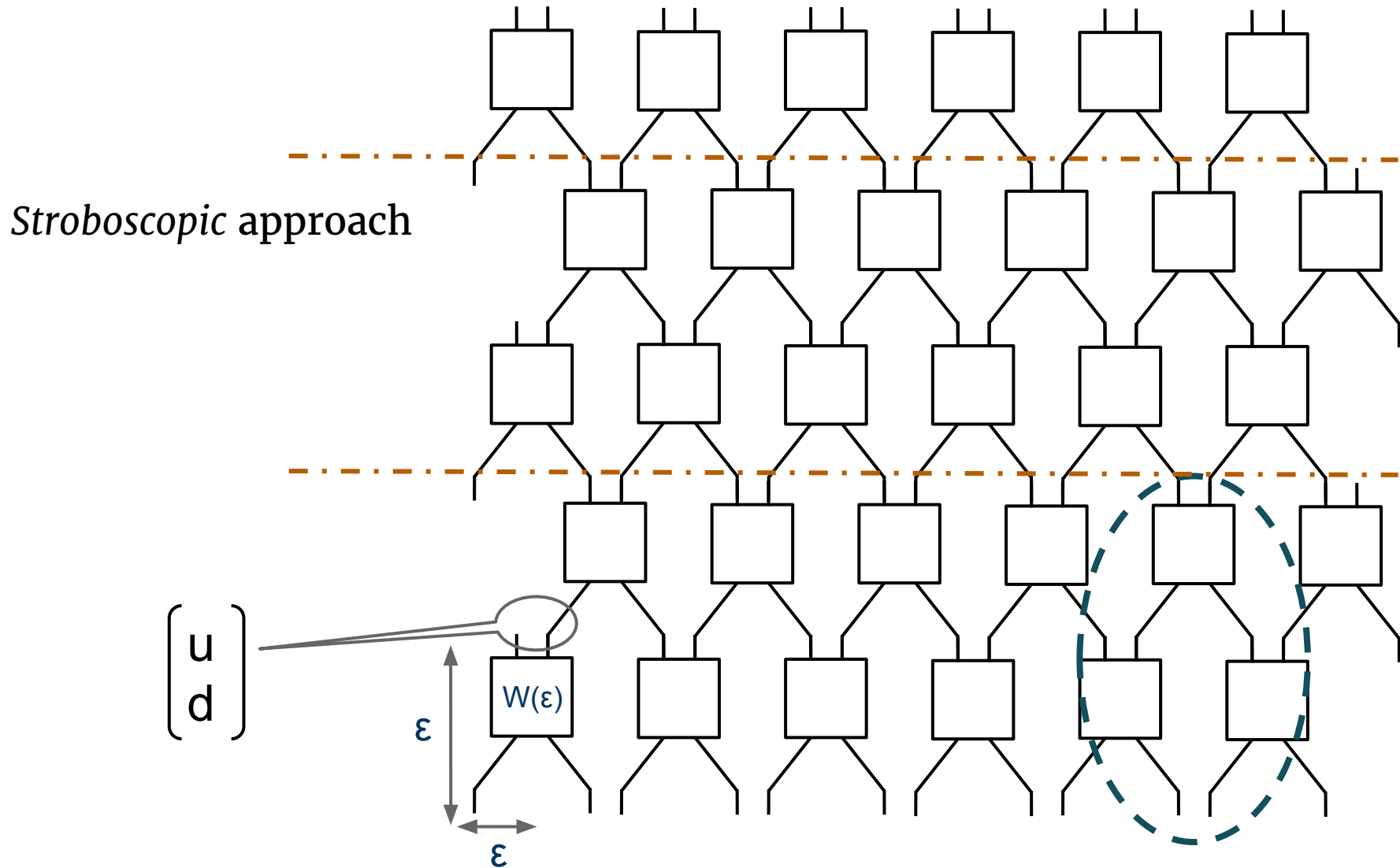


Curved space : problem



Transport term is fixed by 0th order & discrete grid !

Curved space : idea 0



Curved space : idea 0

Stroboscopic approach

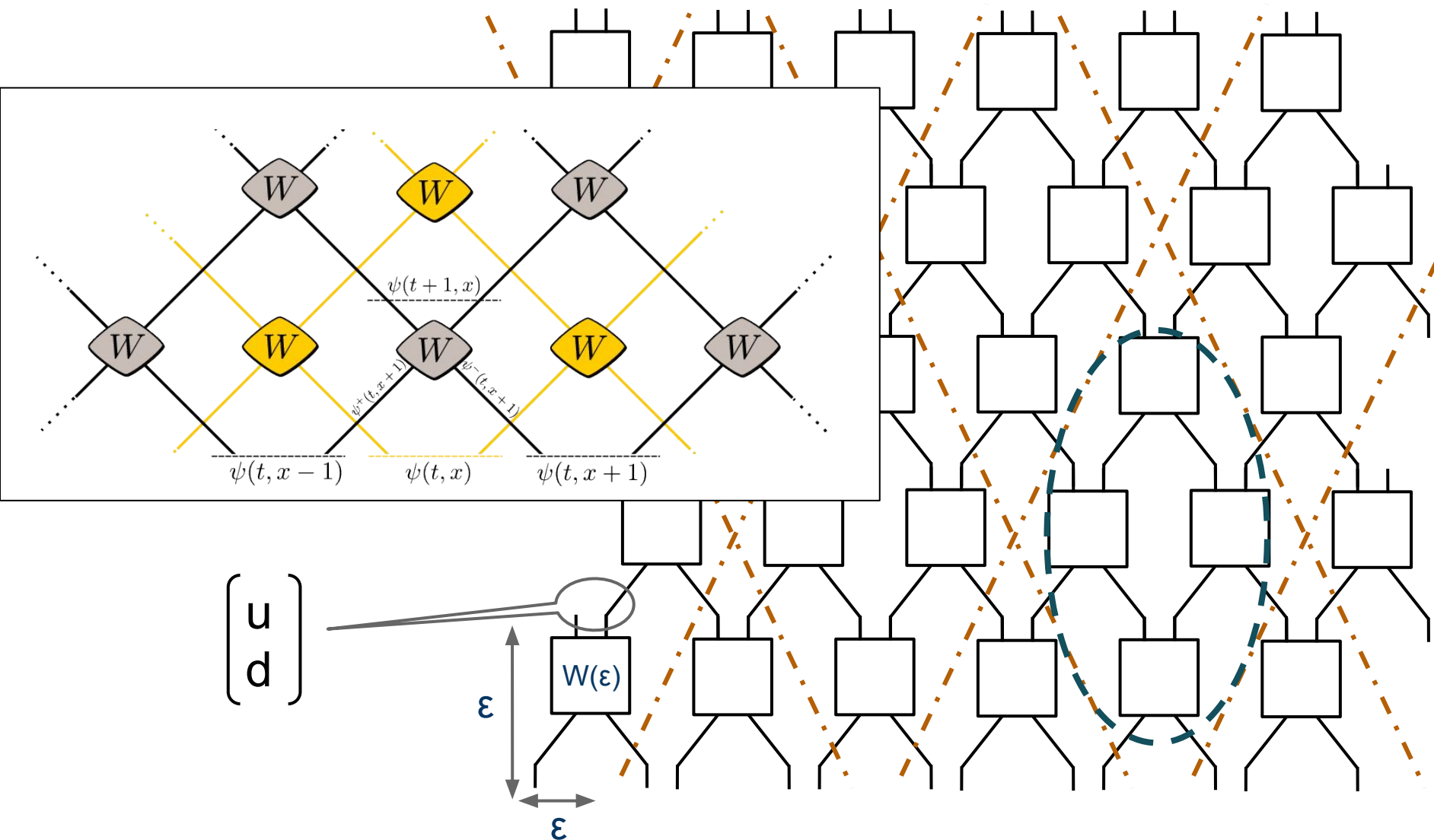
Requires: $\partial_t \begin{pmatrix} u \\ d \end{pmatrix} = \left(-\sigma_z \partial_x \right) \begin{pmatrix} u \\ d \end{pmatrix}$

- $l = r = c$
- massless
- (1+1)

Made it

$$\begin{pmatrix} -c(x,t) & 0 \\ 0 & c(x,t) \end{pmatrix}$$

Curved space : idea 1

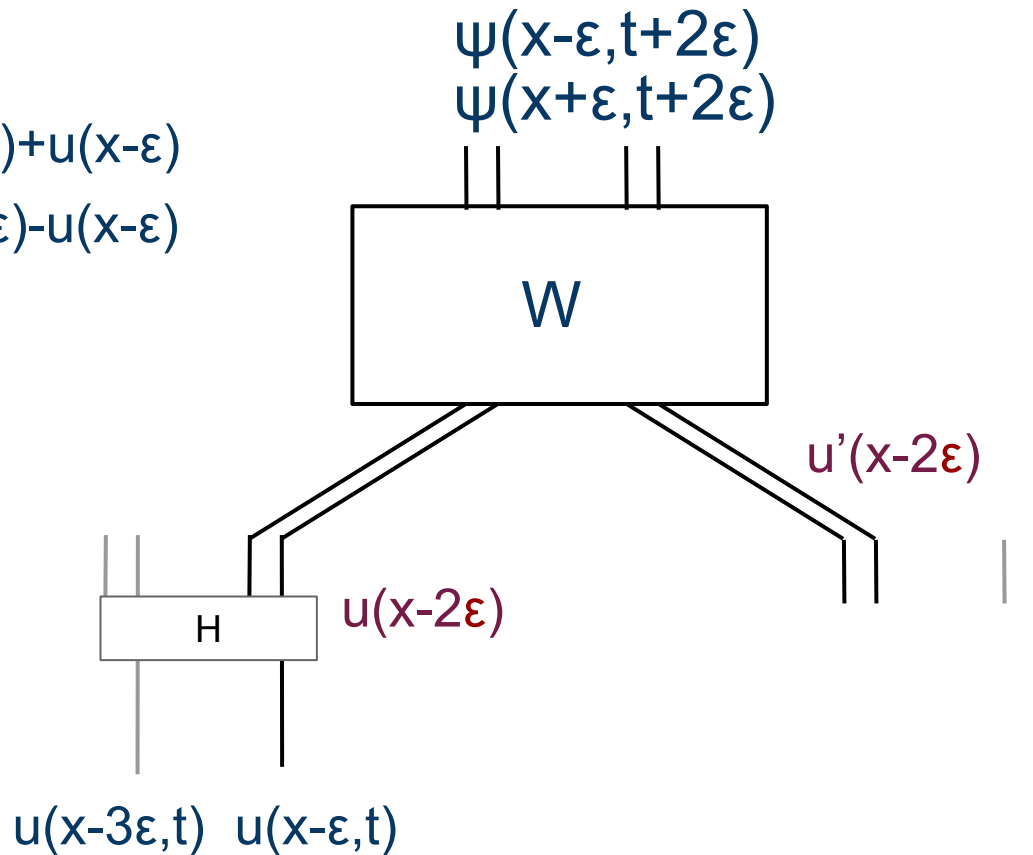


Curved space : idea 1

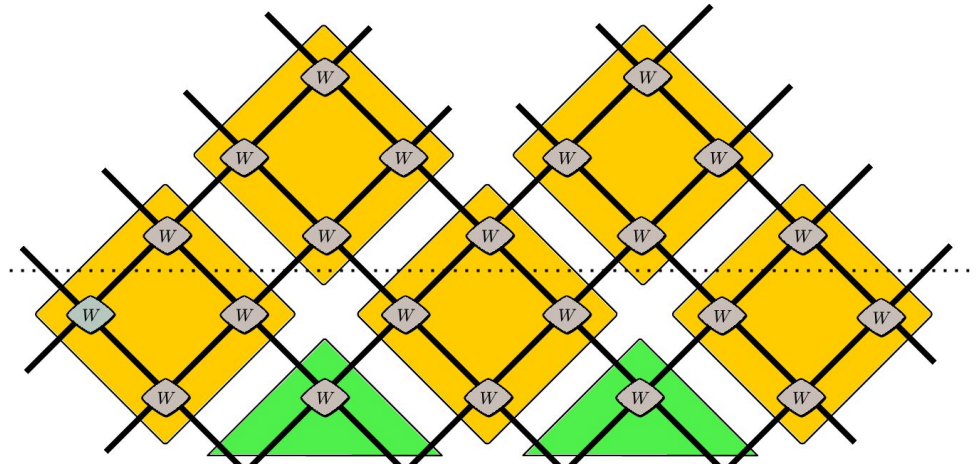
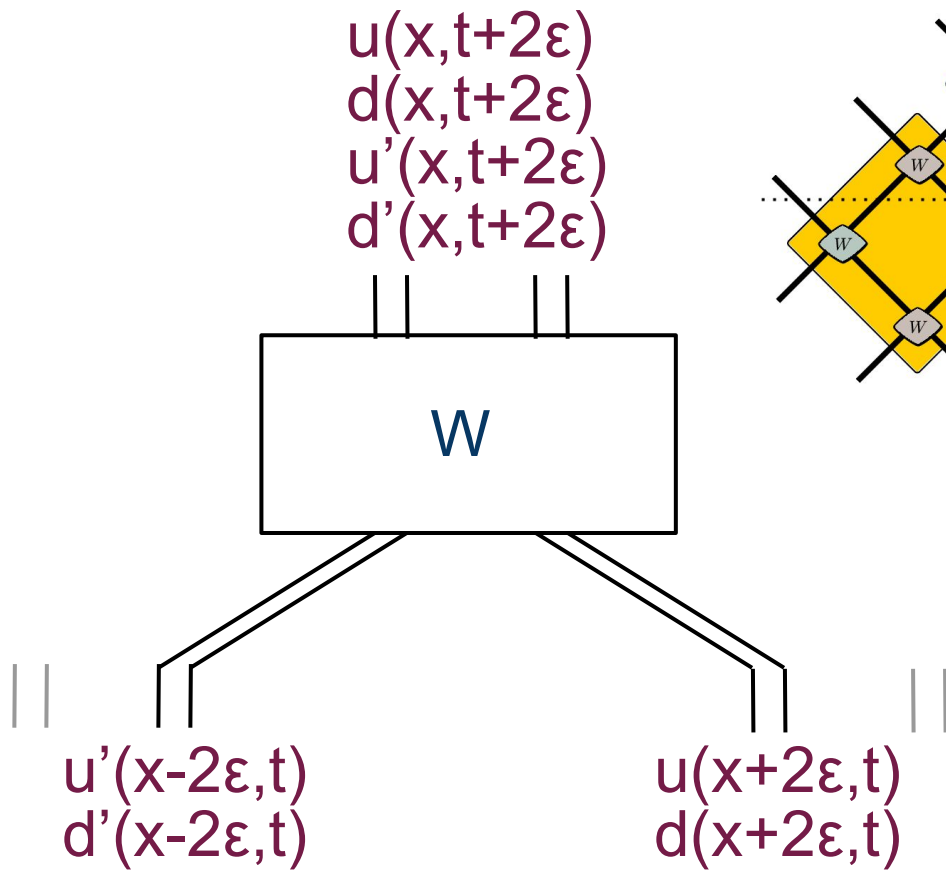
States

$$u(x) := u(x+\varepsilon) + u(x-\varepsilon)$$

$$u'(x) := u(x+\varepsilon) - u(x-\varepsilon)$$

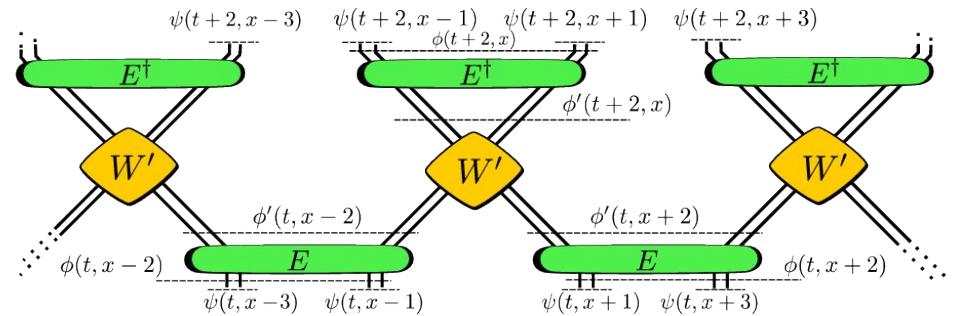
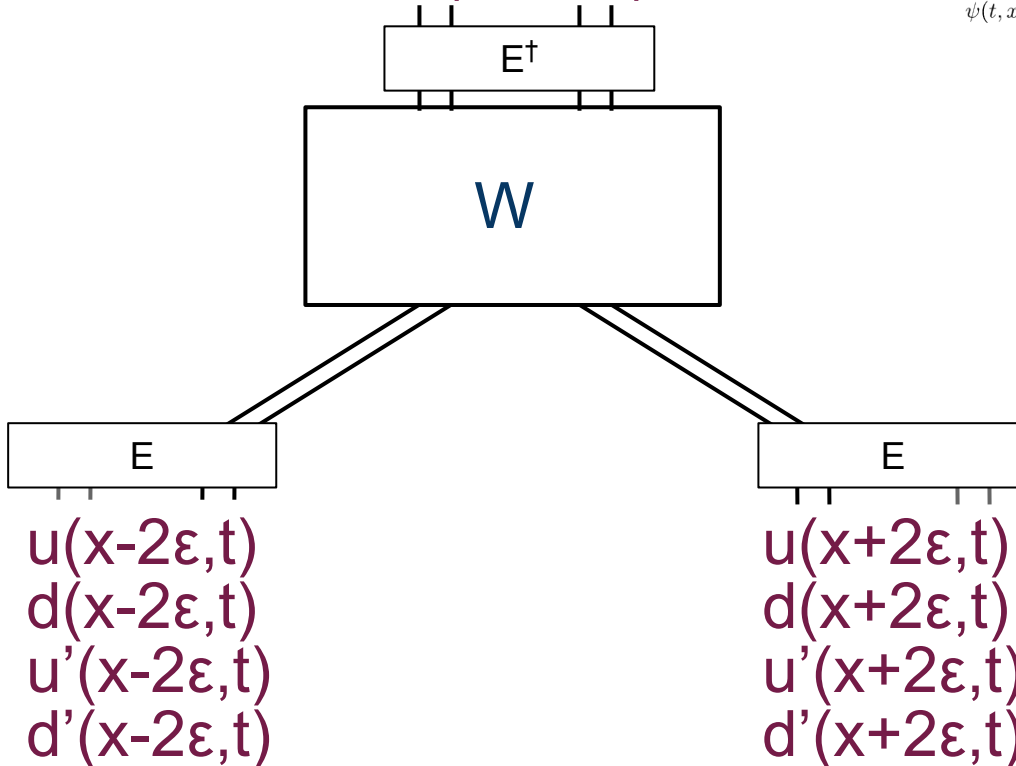


Curved space : idea 1

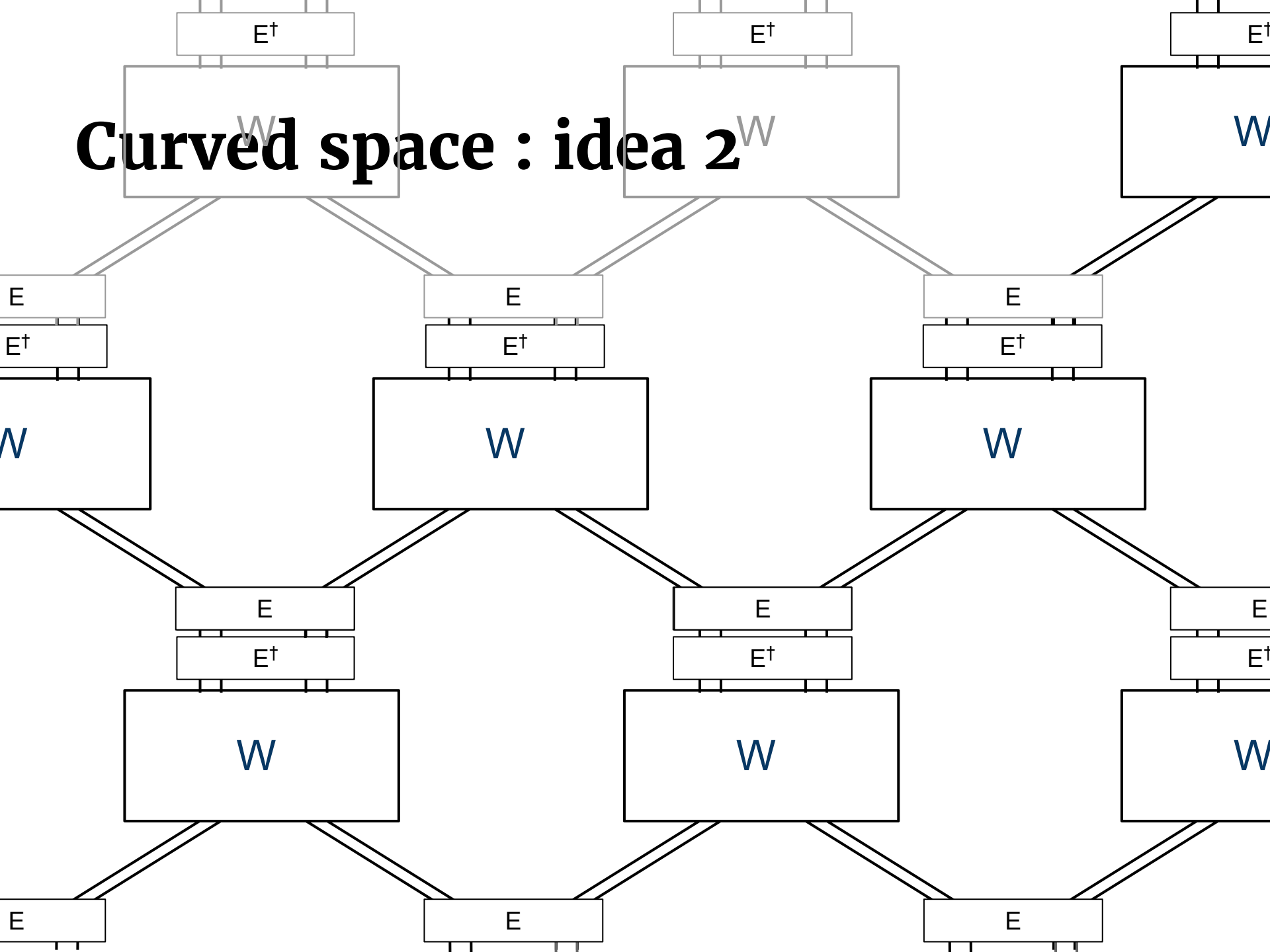


Curved space : idea 2

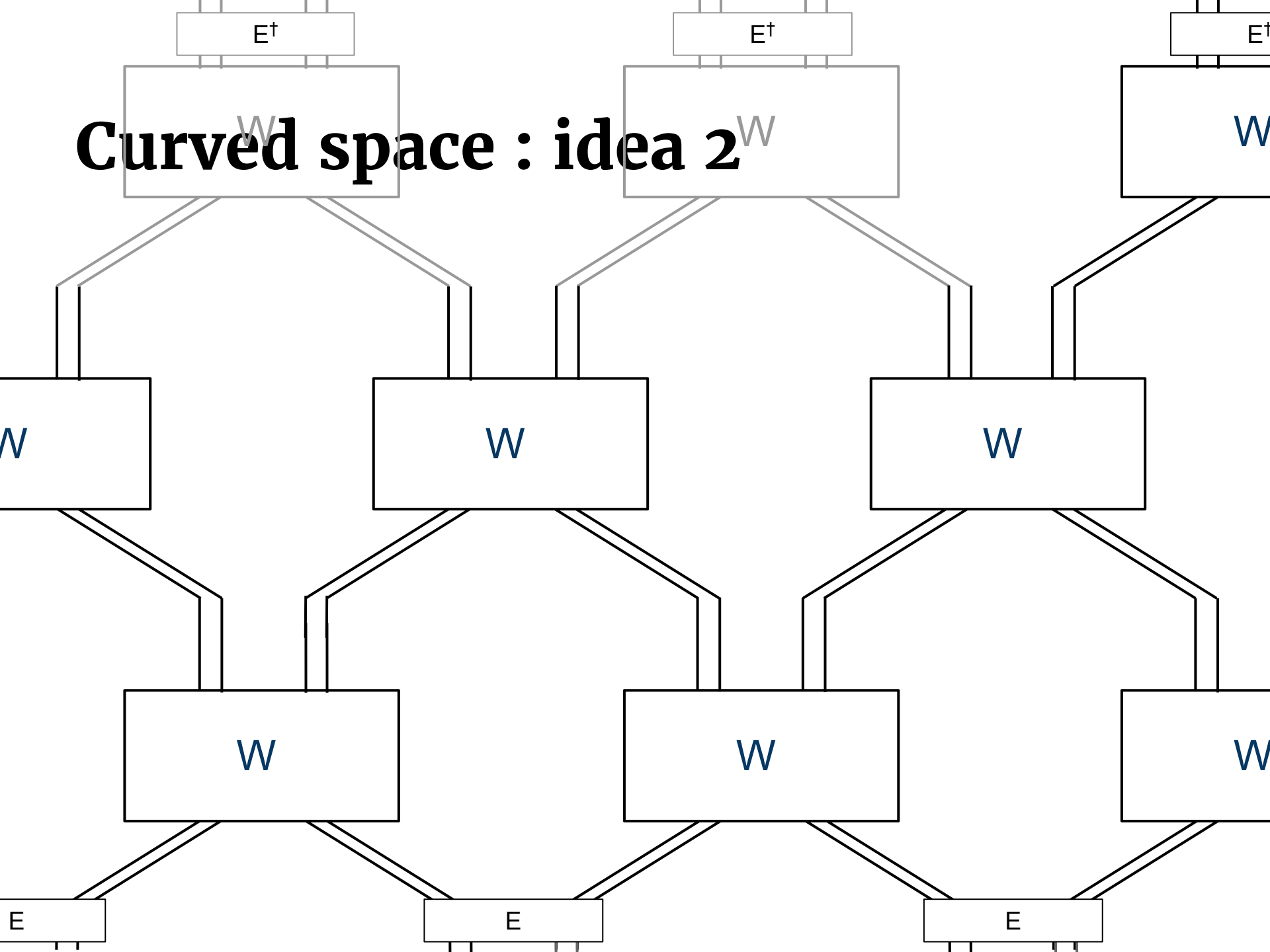
$u(x, t+2\varepsilon)$
 $d(x, t+2\varepsilon)$
 $u'(x, t+2\varepsilon)$
 $d'(x, t+2\varepsilon)$



Curved space : idea 2^W



Curved space : idea 2^W



Curved space: main result

Theorem : In the continuum limit, this QW converges to the class of PDE's:

$$i\partial_0\psi = H\psi$$

$$H = i \sum_i (B_1^{(i)} \partial_i + \frac{1}{2} \sum_i \partial_i B_1^{(i)}) - C$$

$$B_1, C \in \text{Her}$$

$$\lambda_i(B_1) \in [-1, 1]$$

$$B_1^{(i)} = - \sum_j \alpha^j \frac{e_j^i}{e_0^i} - e_0^i$$

$$C = -\frac{m}{e_0^0} \beta + \frac{1}{4e_0^0} \gamma_5 \alpha^\mu \varepsilon_{\lambda\kappa\rho\sigma} e^{k\mu} e^{\rho\nu} \partial_\mu e_\nu^\sigma$$

$$\hbar = c = G = 1$$

$$g_{\mu\nu} e_a^\mu e_b^\nu = \eta_{ab}$$

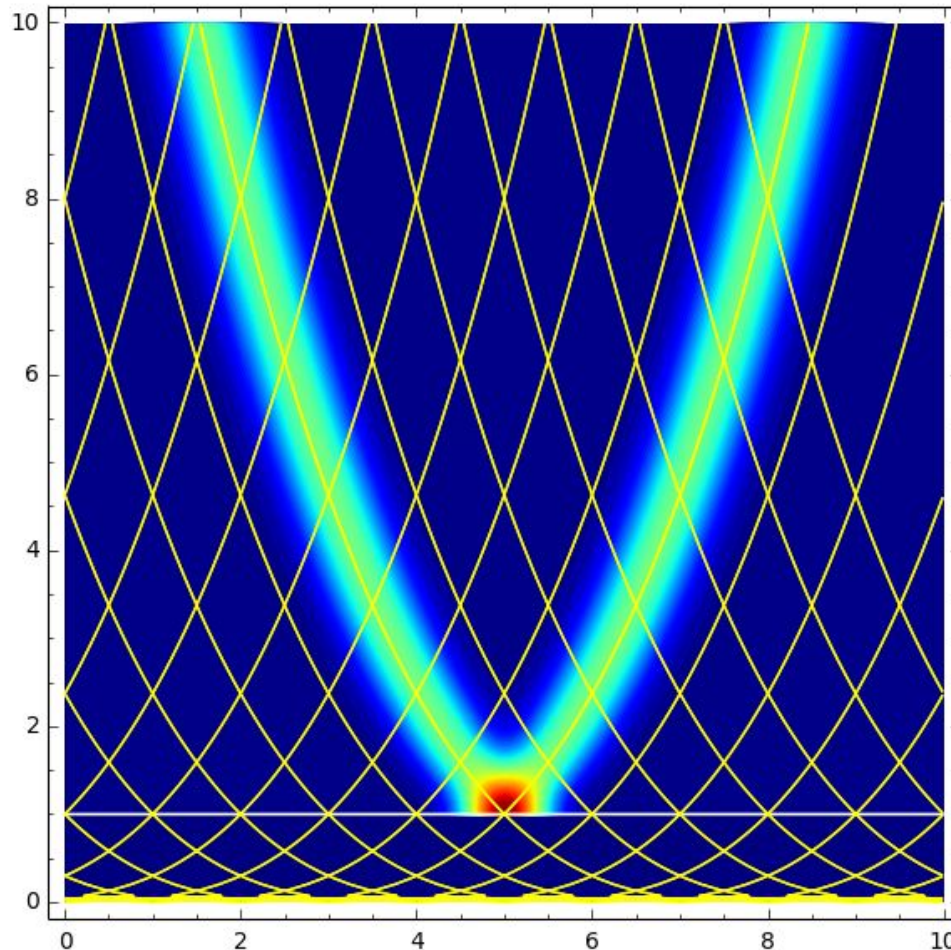
$$\gamma_5 = i\gamma_0\gamma_1\gamma_2\gamma_3$$

$$\beta = \gamma^0, \alpha^\mu = \gamma^0\gamma^\mu$$

Curved space simulations

Robertson-walker metric

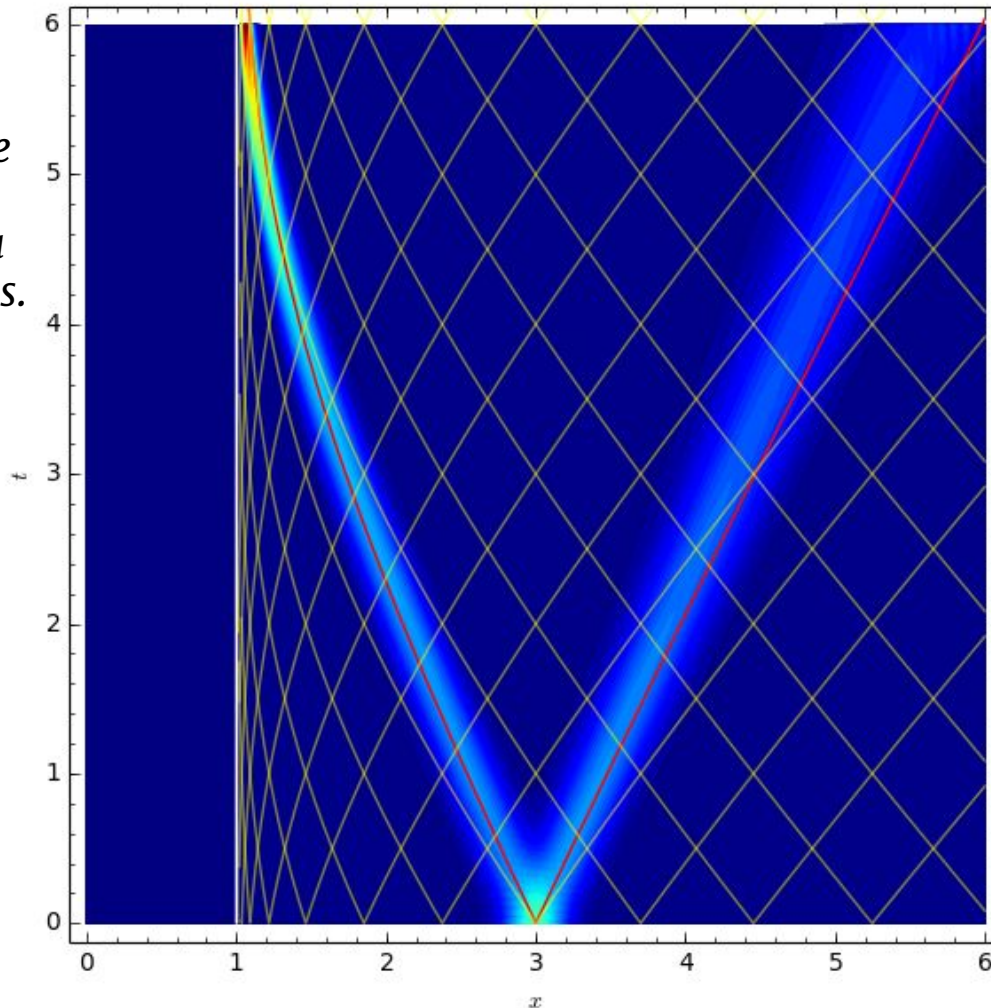
Expanding (or contracting) universe, homogeneous and isotropic.



Curved space simulations

Schwarzschild metric

Describing the gravitational field outside a spherical mass.



$$B_1 = - \left(1 - \frac{2M}{x} \right) \sigma_z$$

$$C_1 = -m \left(1 - \frac{2M}{x} \right)^{1/2} \sigma_x$$

Initial state and parameters:

$$\psi(t=0, x) \propto \int (u_+(p) + u_-(p)) \times e^{-(p-p_0)^2 / (2\sigma^2) + i(x-x_0)p} dp$$

$$x_0 = 3.0, p_0 = 50, \sigma = 1.56$$

$$m = 50, M = 0.5, \varepsilon = 5 \times 10^{-5}$$

Conclusion

QW for non-interacting particles in curved spacetime:

- quantum simulation of quantum relativistic phenomena.
- to simplify, understand, offer toy models.
- control propagation speed over lattices.

See also

- Discrete Lorentz covariance

Future

- Discrete general covariance. Interactions.
- Active groups: Arrighi AMU, Debbasch UPMC.