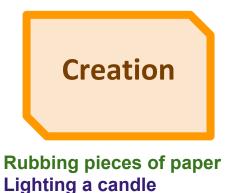
# Magic in quantum systems



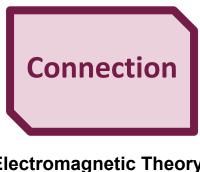


Chiranjib Mukhopadhyay





**Dancing frog** See things in the dark



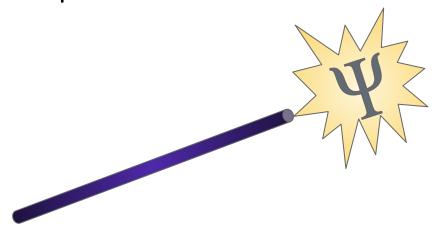
**Electromagnetic Theory** 

- ➤ What is magic ?
- Link with other resources

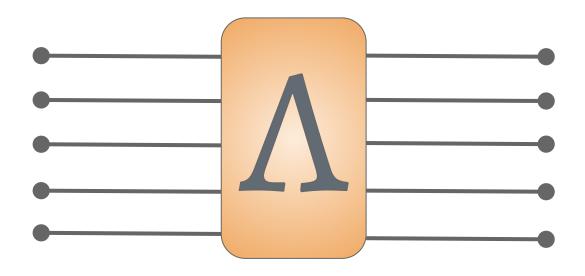
- How to create magic ?
- Conclusions

# Magic (n.)

An extraordinary power or influence seemingly from a supernatural source.

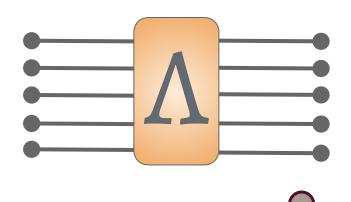


## What is 'quantum' about quantum computers?



What kind of circuits can you efficiently simulate on a classical computer?

## What is 'quantum' about quantum computers?



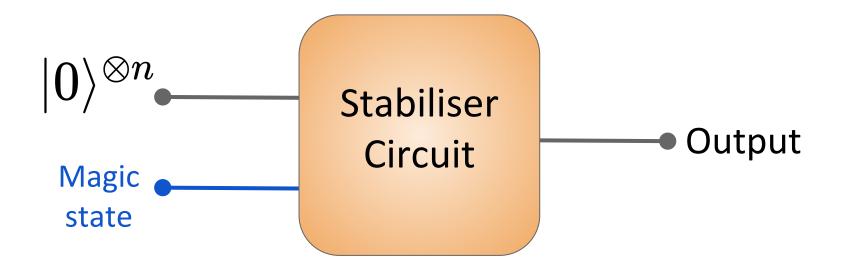
Entanglement does not imply quantum computation

#### Gottesman Knill (1998)

Circuits solely consisting of normalizers to the (generalized) Pauli group are classically simulable.

- CNOT
- Hadamard
- Phase gate

## Quantum computing by state injection



Magic states are the resource for quantum computing

# Resource Theory



# Resource

# Resource Theory



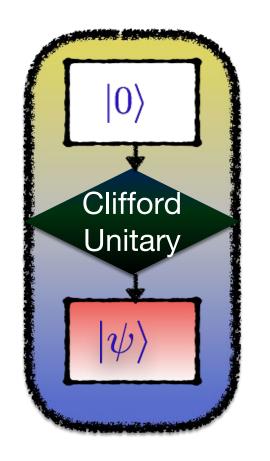
Free State

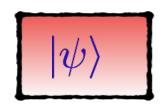
# Resource Theory



Free operations

#### What kind of PURE ancilla states are **NOT** helpful?





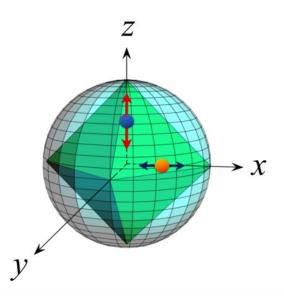
This family is useless

Pure Stabiliser states

Free states: convex Polytope with d(d+1) vertices in prime power dimensions.

#### Resource theory of magic states

#### Free states



#### Free operations

- ★ Clifford unitaries
- ★ Measurement in computational basis
- ★ Composition with free ancilla
- ★ Partial Trace
- ★ Classical randomness

#### Monotones

$$M(\rho) = \min_{\sigma \in S} S(\rho||\sigma)$$

Relative Entropy of Magic

$$M(\rho) = \min_{\sigma \in S} \left[ \xi : \frac{\rho + \xi \sigma}{1 + \xi} \in S \right]$$

Robustness of Magic

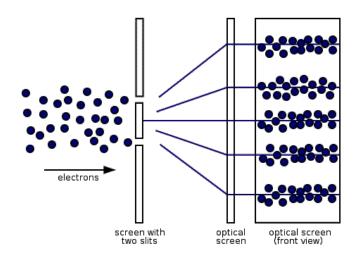
Difficult to calculate



Other Quantum Resource Theories and Magic

- What is magic ?
- > Link with other resources

- How to create magic ?
- Conclusions



"Only mystery in quantum mechanics" superposition a.k.a. coherence

#### Resource theory of magic states: links with other resources

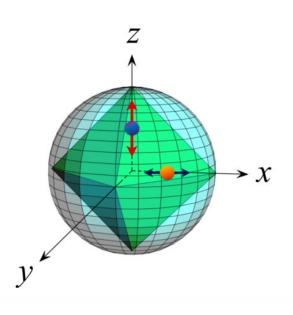
 Pure Gaussian state if and only if Wigner function is a genuine probability distribution.

#### Resource theory of magic states: links with other resources

 Pure Gaussian state if and only if Wigner function is a genuine probability distribution.

non-Gaussianity is a resource.

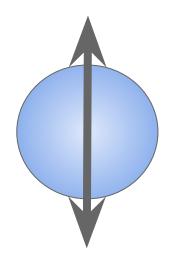
#### Resource theory of magic states: links with other resources



- Pure odd-dimensional stabilizer state if and only if discrete Wigner function is a genuine probability distribution.
- Keyword : odd dimensions.
- Set of Gaussian states isn't convex.

Entanglement distillation possible using stabilizer codes.

#### Resource theory of coherence



#### Resource Theory of Coherence

- $\diamond$  Diagonal states  $\Delta$
- Incoherent Operations

$$\Lambda = \{ K_i \} : K_i \Delta K_i^{\dagger} \subseteq \Delta \forall i$$

Question: Is there any link with the resource theory of magic?

#### Coherence makes quantum systems magical

(Contractive) distance

$$R_d(
ho) = \min_{\sigma \in Q} D[
ho, \sigma]$$
Resource

Result - I

$$M_d\left[\Lambda_{IC}(\rho)\right] \le C_d[\rho]$$

Result - II

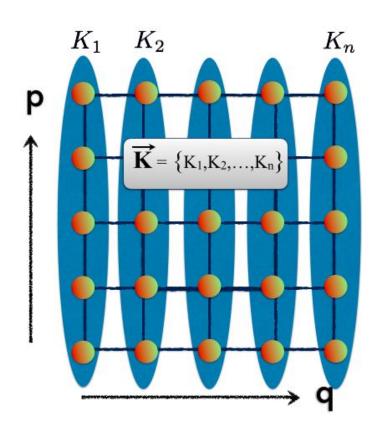
$$\sup_{\Lambda_{IC}} M_d \left[ \Lambda_{IC}(
ho) \right]$$
 Coherence monotone

Coherence in a system is equal to the maximal amount of magic you can generate using incoherent operations.

#### Similar result w/ Entanglement

Streltsov, Singh, Dhar, Bera, Adesso PRL 115 020403 (2015)

#### Monotones using discrete Wigner function

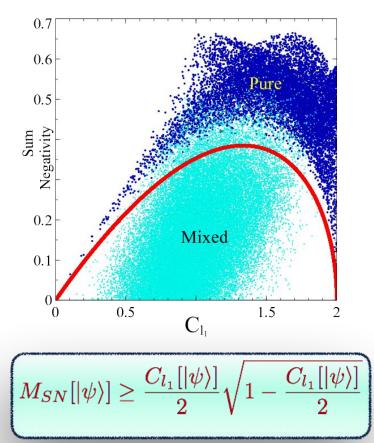


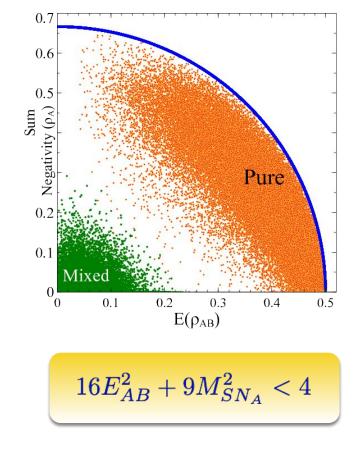
Magic monotone

Sum of negative components of (discrete) Wigner

Coherence monotone

$$C_w[
ho] = \min_{\sigma \in \mathcal{I}, \lambda \geq 0} || ec{K}_
ho - \lambda ec{K}_\sigma ||$$





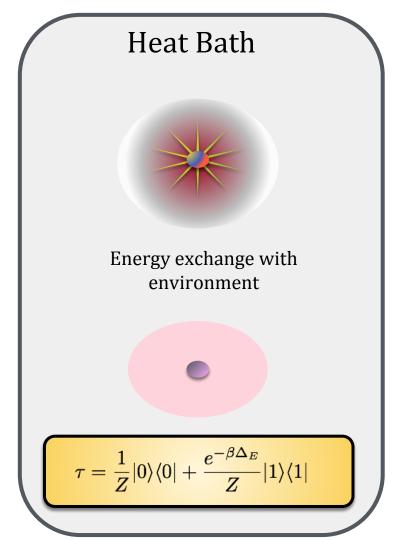
- What is magic ?
- Link with other resources

- How to create magic ?
- Conclusions

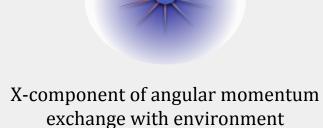
# Go to Hogwarts!!!



CM - Phys Rev A 98 012102 (2018).









$$au = rac{1}{Z} |+
angle \langle +| + rac{e^{-eta \Delta_L}}{Z} |-
angle \langle -|$$

Landauer erasure with no energy cost

Barnett Vaccaro Entropy (2013)

Otto cycle engines and Carnot efficiency

Wright *et al* Phys Rev A (2018)

#### Angular Momentum Bath

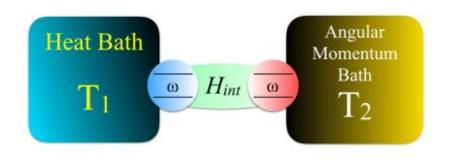


X-component of angular momentum exchange with environment



$$\tau = \frac{1}{Z}|+\rangle\langle +| + \frac{e^{-\beta\Delta_L}}{Z}|-\rangle\langle -|$$

#### Design of the autonomous machine



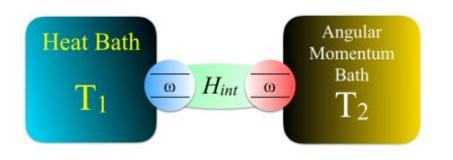
Generate magic in the blue qubit

$$H = H_1 + H_2 + H_{int}$$

$$\frac{1}{2}\omega_1\sigma_z$$
  $\frac{1}{2}\omega_2\sigma_z$   $g(|01\rangle\langle 10| + h.c.)$ 

$$g(|01\rangle\langle 10| + h.c.)$$

#### Design of the autonomous machine



Goal

Generate magic in the blue qubit

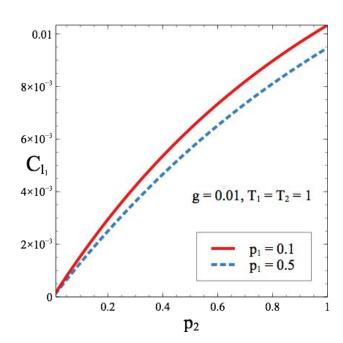
$$\frac{d\rho_{12}(t)}{dt} = -i[H, \rho_{12}] + \sum_{i} p_i \left[\tau_i \otimes Tr_i \rho_{12}(t) - \rho_{12}(t)\right]$$

**Simplified Master Equation** 

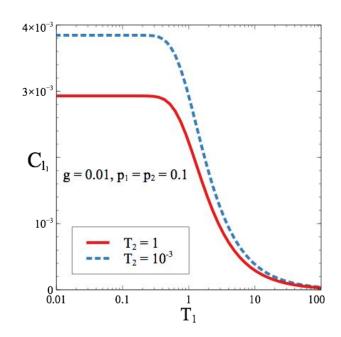
Warm up

$$C_{l_1} = rac{4gp_2}{\sqrt{(1+4p_1^2)(1+4p_2^2)}} \left| anh \left(rac{1}{2T_1}
ight) anh \left(rac{1}{2T_2}
ight) 
ight| + \mathcal{O}(g^2)$$

$$C_{l_1} = rac{4gp_2}{\sqrt{(1+4p_1^2)(1+4p_2^2)}} \left| anh\left(rac{1}{2T_1}
ight) anh\left(rac{1}{2T_2}
ight) 
ight| + \mathcal{O}(g^2)$$

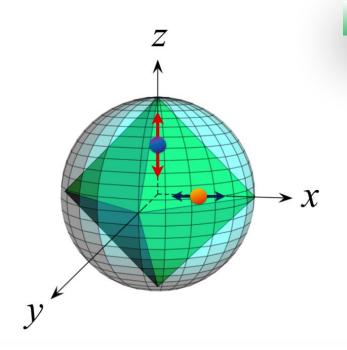


$$C_{l_1} = rac{4gp_2}{\sqrt{(1+4p_1^2)(1+4p_2^2)}} \left| anh\left(rac{1}{2T_1}
ight) anh\left(rac{1}{2T_2}
ight) 
ight| + \mathcal{O}(g^2)$$



# Magic creation in the thermal qubit

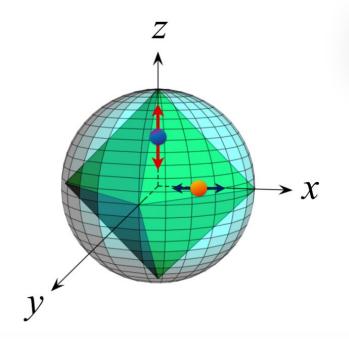
# Magic creation in the thermal qubit



#### Stabilizer polytope

$$-1 \le x \pm y \pm z \le 1$$

# Magic creation in the thermal qubit

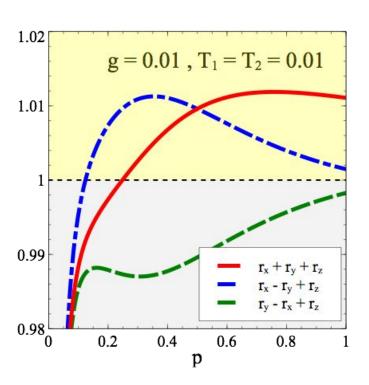


#### Stabilizer polytope

$$-1 \le x \pm y \pm z \le 1$$

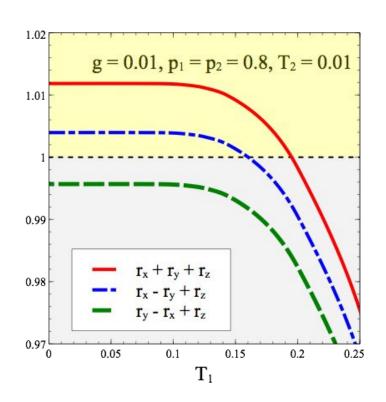
Simply dipping in spin-bath won't help

#### Exact solution for steady state of thermal qubit



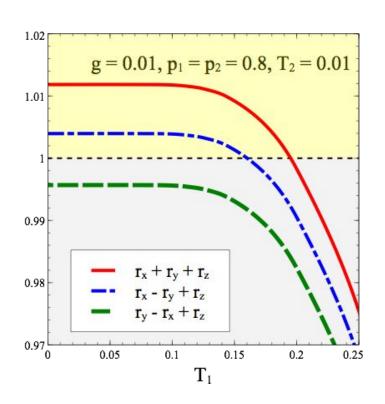
Magic Created!

#### Exact solution for steady state of thermal qubit

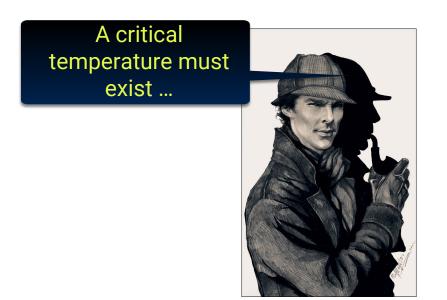


But only if the heat bath is **Cold** enough....

#### Exact solution for steady state of thermal qubit



But only if the heat bath is **Cold** enough....



Low T<sub>2</sub> limit

$$f_1 = \frac{p(4p^2 + 4p - 1)}{(1 + 4p^2)^2}$$

$$f_2 = \frac{1 + 6p^2 + 24p^4}{p^2(1 + 4p^2)^2}$$

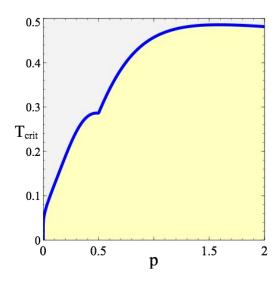
$$g_1 = \frac{p(1+4p-4p^2)}{(1+4p^2)^2}$$

$$h_1 = \frac{p(4p^2 - 4p - 1)}{(1 + 4p^2)^2}$$

$$T_{\text{crit}}^{1} = \frac{1}{\ln\left(1 + \frac{f_2}{2f_1^2}\right)}, T_{\text{crit}}^{2} = \frac{1}{\ln\left(1 + \frac{f_2}{2g_1^2}\right)}, T_{\text{crit}}^{3} = \frac{1}{\ln\left(1 + \frac{f_2}{2h_1^2}\right)}$$

Critical temperature is the maximum of these three

Low T<sub>2</sub> limit



Bath helps...

$$F_1 = \frac{p(4p^2 + 4p - 1)}{T_2(1 + 4p^2)^2}$$

$$F_2 = 1/p^2$$

$$G_1 = \frac{p(1+4p-4p^2)}{T_2(1+4p^2)^2}$$

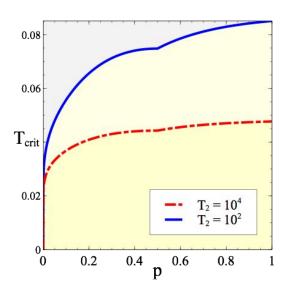
$$H_1 = \frac{p(4p^2 - 4p - 1)}{T_2(1 + 4p^2)^2}$$

High T<sub>2</sub> limit

Critical temperature

$$T_{\text{crit}} = \max \left[ \frac{1}{\ln \left( 1 + \frac{F_2}{F_1^2} \right)}, \frac{1}{\ln \left( 1 + \frac{F_2}{G_1^2} \right)}, \frac{1}{\ln \left( 1 + \frac{F_2}{H_1^2} \right)} \right]$$

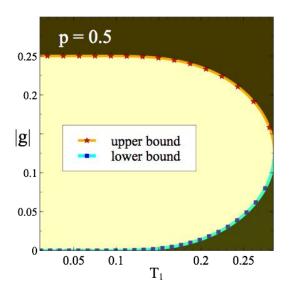
High T<sub>2</sub> limit



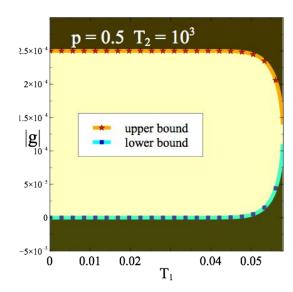
Less unpolarised spin bath helps...

Even below critical temperature, g must lie in some parameter region

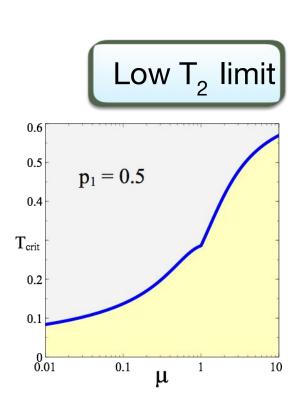
Low T<sub>2</sub> limit

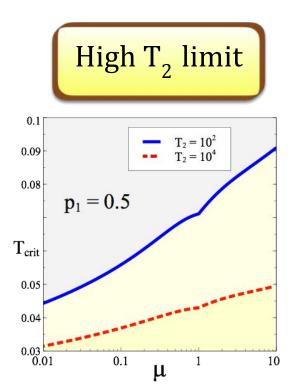


High T<sub>2</sub> limit



#### Asymmetry between reset probabilities also helps





- What is magic ?
- Link with other resources

- How to create magic ?
- > Conclusions

- → Resource Theories of Stabiliser computation and Coherence are intimately connected.
  - Q: What about connections with other resource theories?
- → You can create magic in qubits using autonomous thermodynamic machines.
  - Q: Can you distill?
- → Magic as a witness of Physical changes?

Hopefully... ongoing work



# Thank you