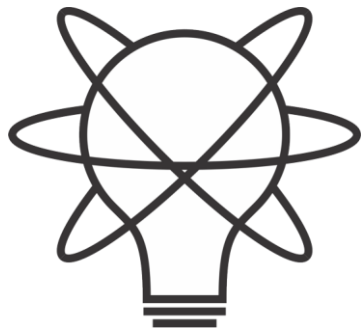


Assumptions of Physics
Summer School 2024

Quantum Physics

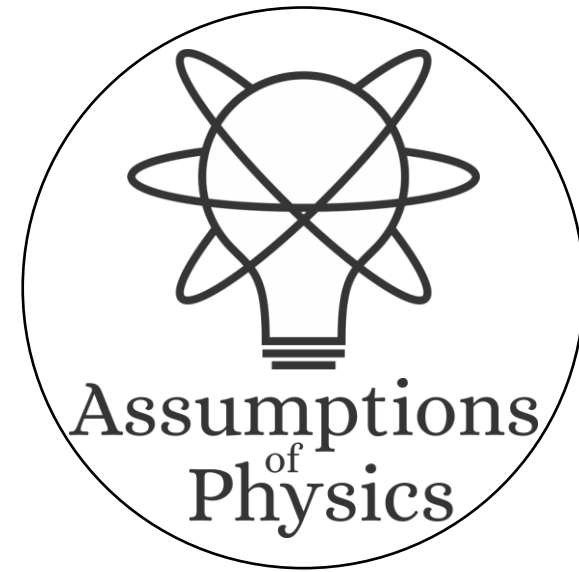
Gabriele Carcassi and Christine A. Aidala

Physics Department
University of Michigan



Assumptions
of
Physics

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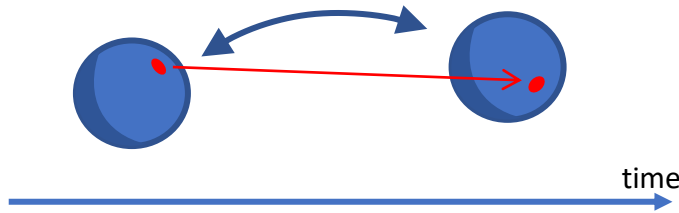
Assumptions
of
Physics

Main goal of the project

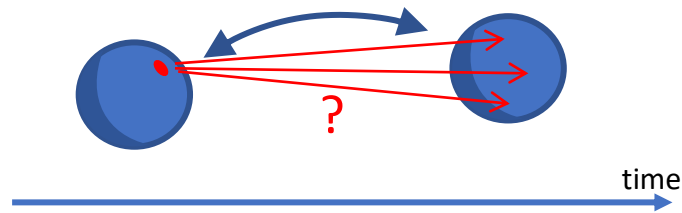
Identify a handful of physical starting points from which the basic laws can be rigorously derived

For example:

Infinitesimal reducibility \Rightarrow Classical state



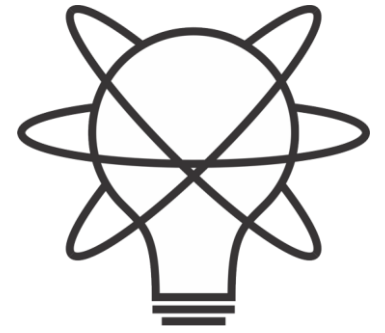
Irreducibility \Rightarrow Quantum state



This also requires rederiving all mathematical structures from physical requirements

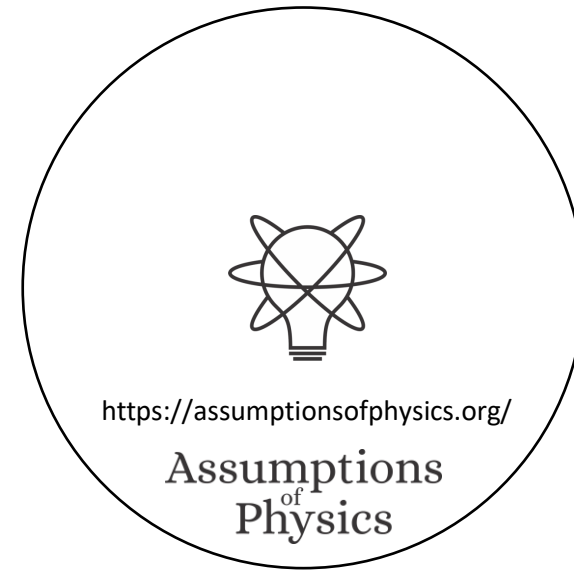
For example:

Science is evidence based \Rightarrow scientific theory must be characterized by experimentally verifiable statements \Rightarrow topology and σ -algebras

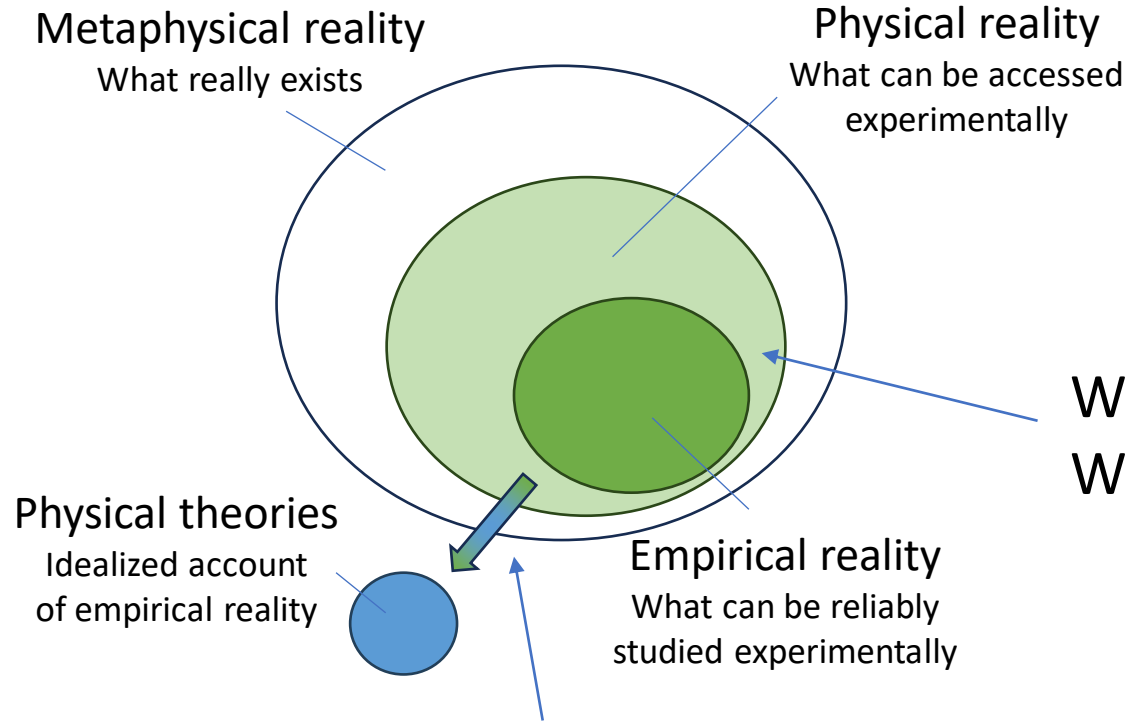


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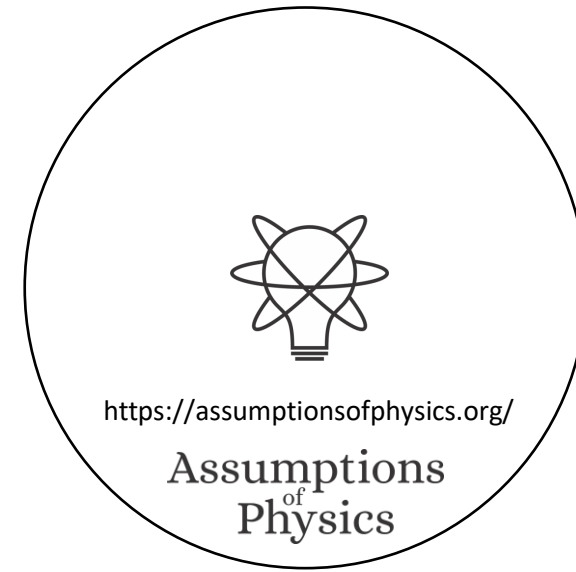
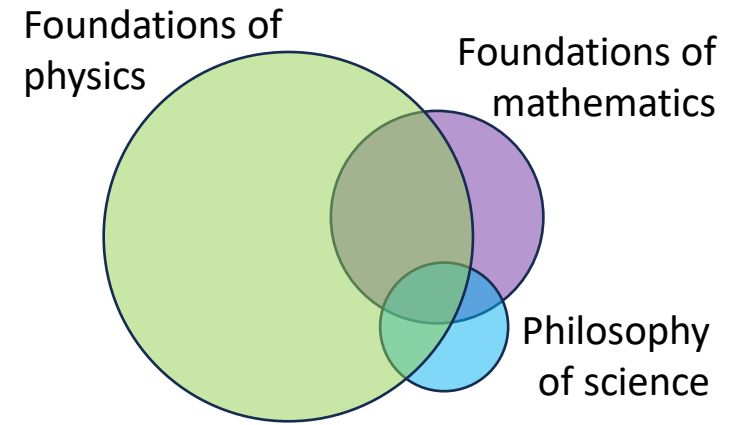


Underlying perspective



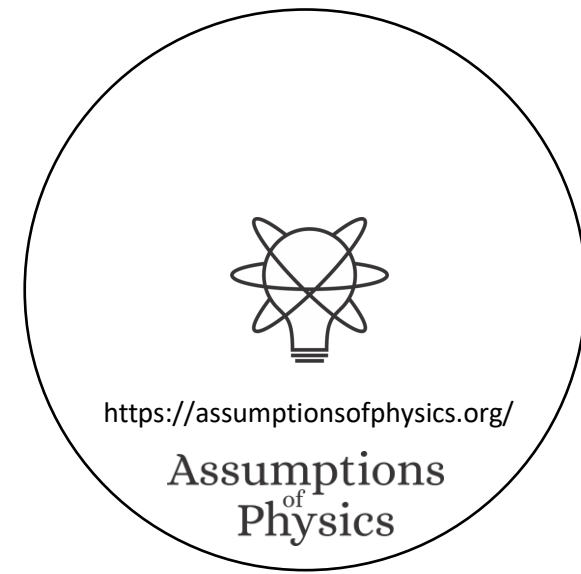
What is the boundary?
What are the requirements?

How exactly does the abstraction/idealization process work?



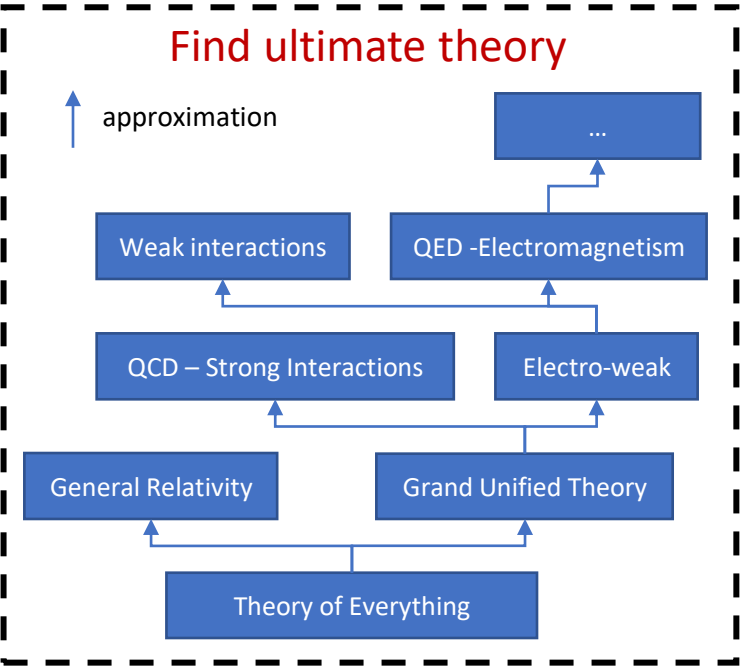
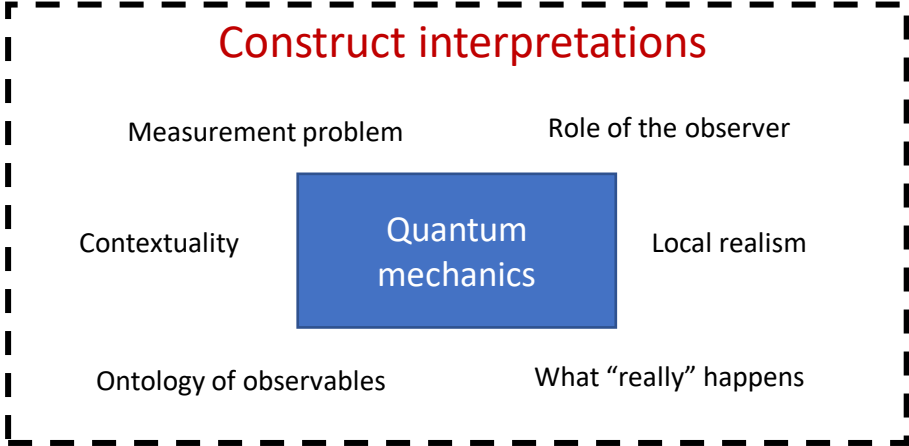
If physics is about creating models of empirical reality, the foundations of physics should be a theory of models of empirical reality

Requirements of experimental verification, assumptions of each theory, realm of validity of assumptions, ...

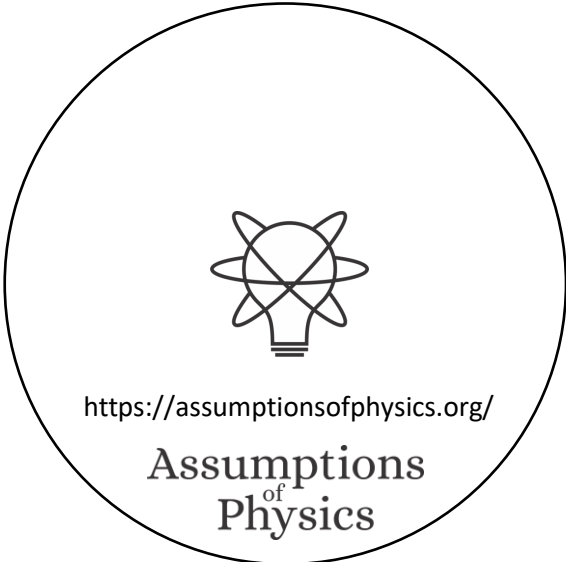
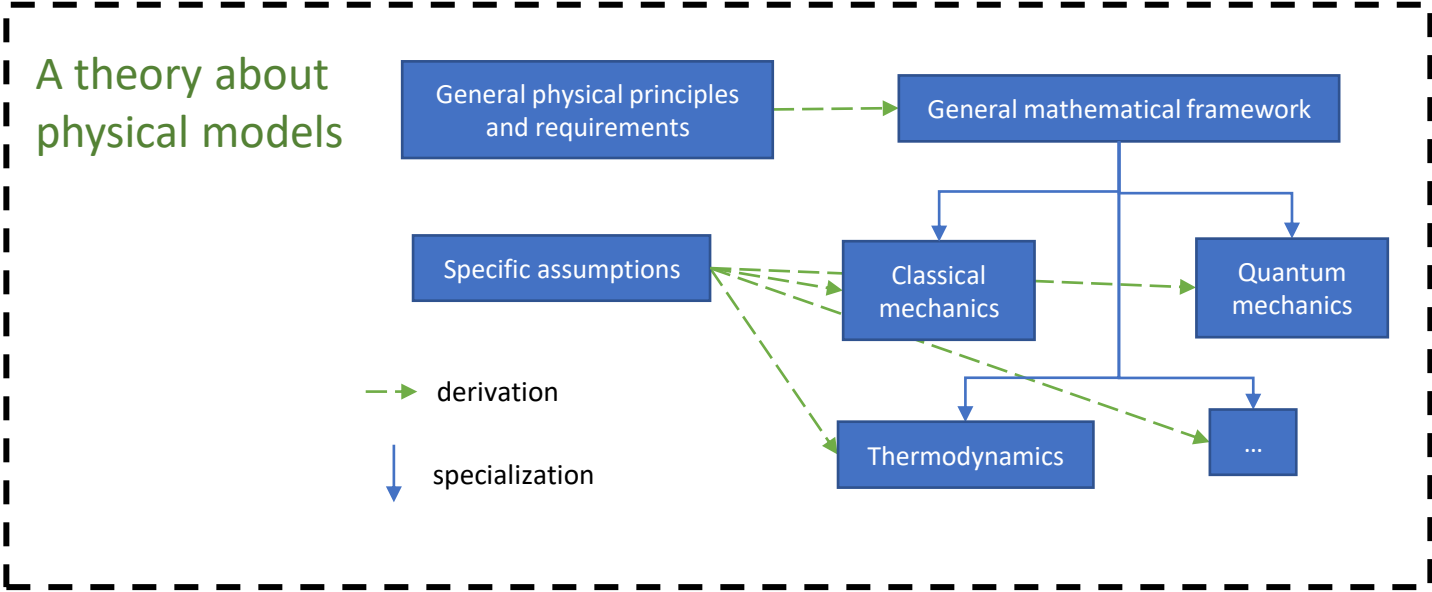


Different approach to the foundations of physics

Typical approaches



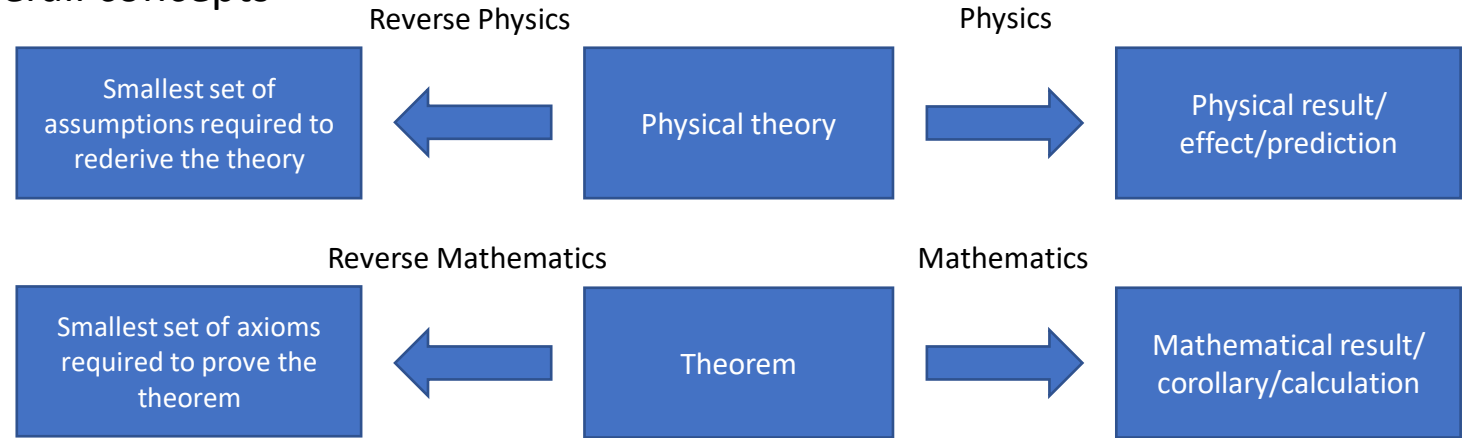
Our approach



Find the right overall concepts

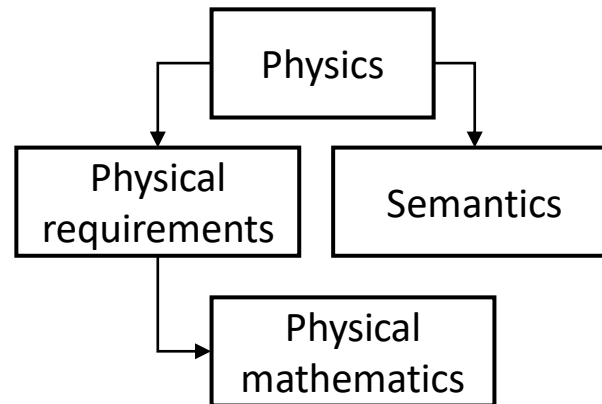
Reverse physics:
Start with the equations,
reverse engineer physical
assumptions/principles

Found Phys **52**, 40 (2022)

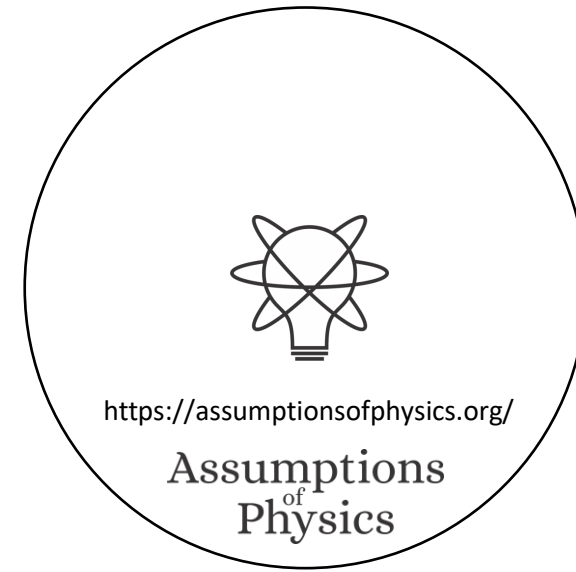


Goal: find the right overall physical concepts, “elevate” the discussion from mathematical constructs to physical principles

Physical mathematics:
Start from scratch and rederive
all mathematical structures from
physical requirements

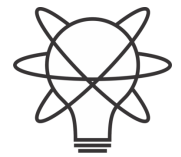


Goal: get the details right, perfect one-to-one map between mathematical and physical objects



This session

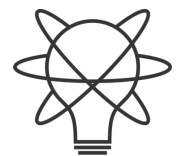
Reverse Physics: Quantum Physics



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Assumptions
of
Physics

Classical failure (isolation)

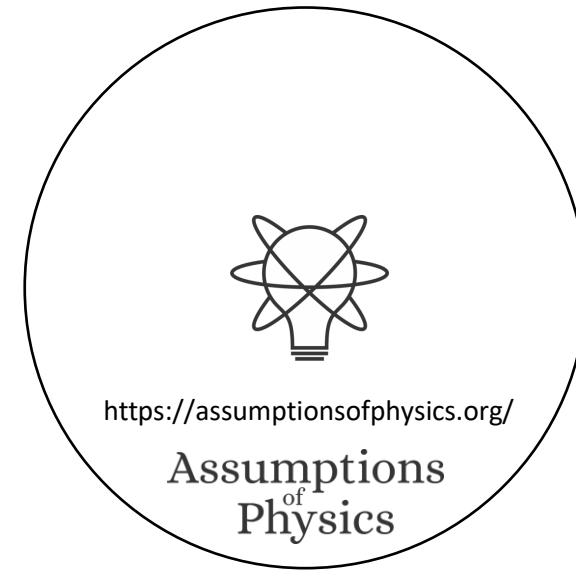
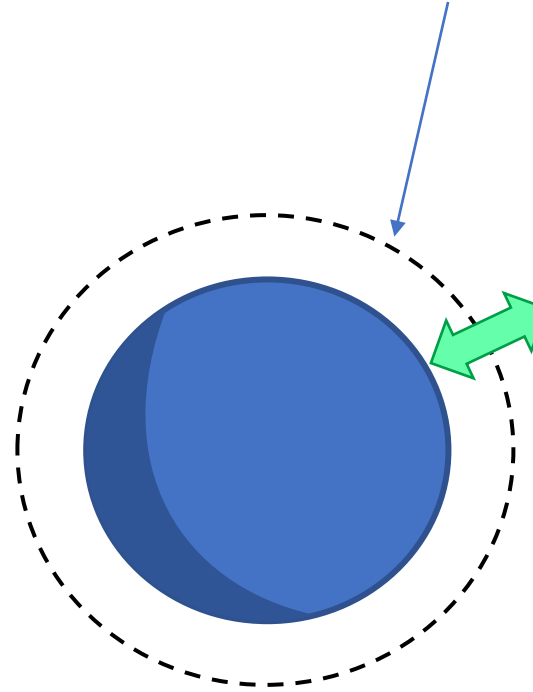


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Assumptions
of
Physics

To define a system, we have to define a boundary

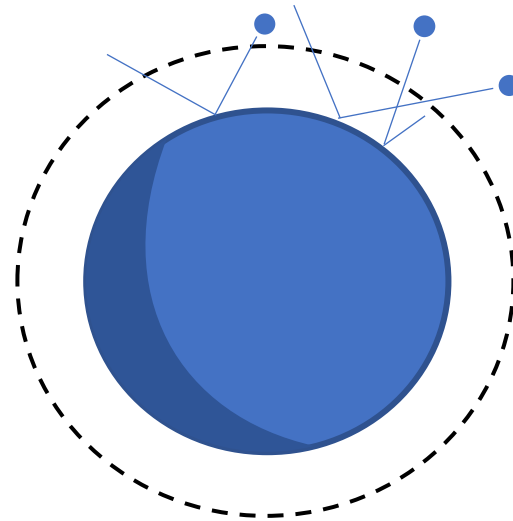
The interaction at the boundary determines what states can be defined for the system



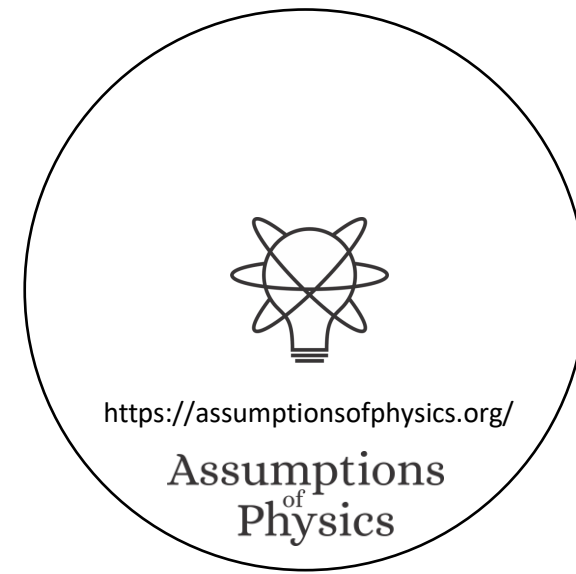
Suppose we want to study the motion of a cannonball

Air will scatter off its surface

However, the effect will be negligible



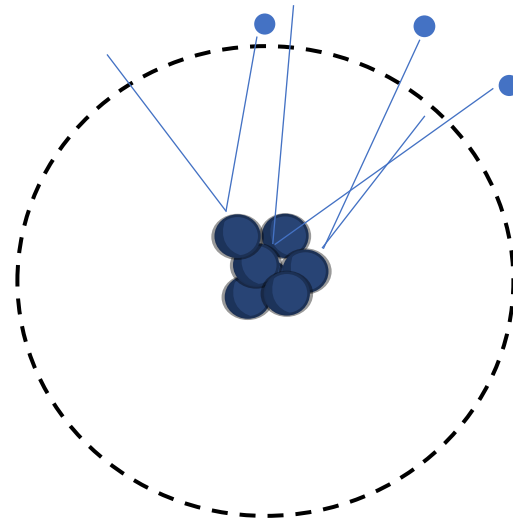
The state of the cannonball can be taken to be a precise value of position and momentum



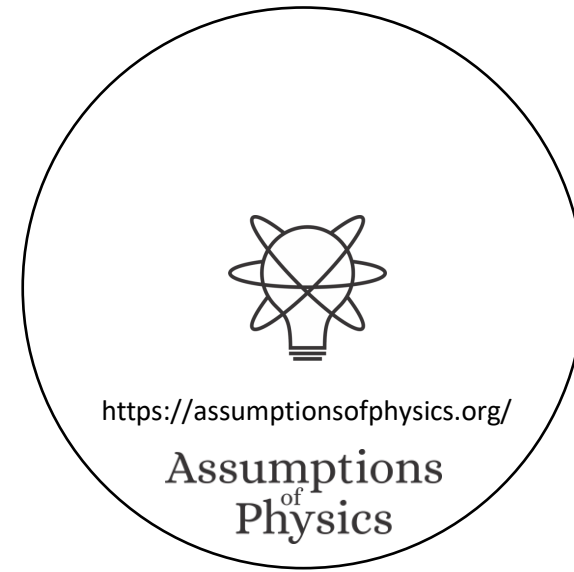
Suppose we want to study the motion of a speck of dust

Air will scatter off its surface

The effect will **not** be negligible

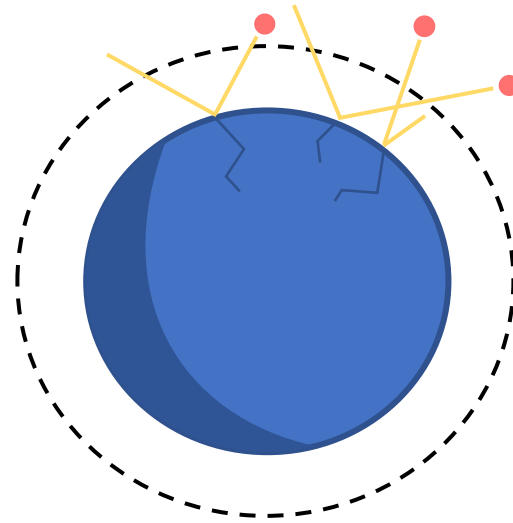


The state of the speck of dust will be a probability distribution over position and momentum



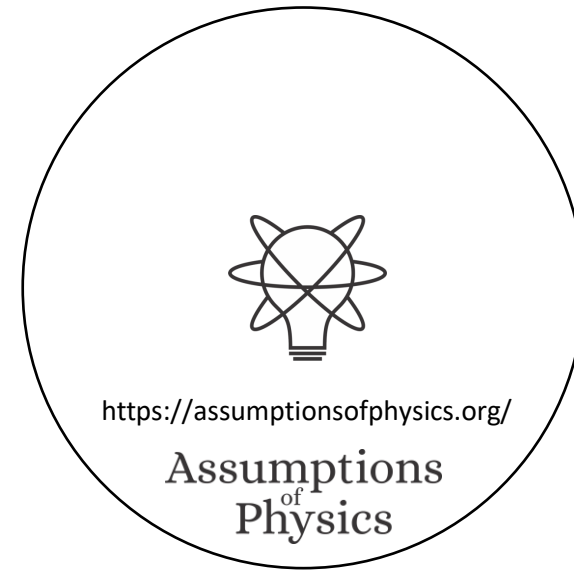
Suppose we want to study the motion of a cannonball on the surface of the sun

The effect will be catastrophic



Plasma will scatter off its surface

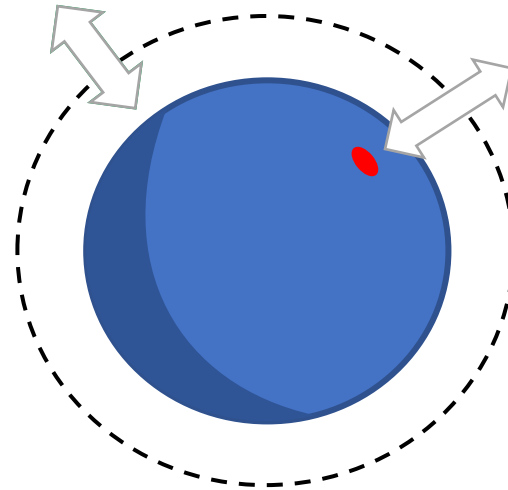
The cannonball will melt and cease to exist as a cannonball



Interaction at the boundary is important for the very definition of a system

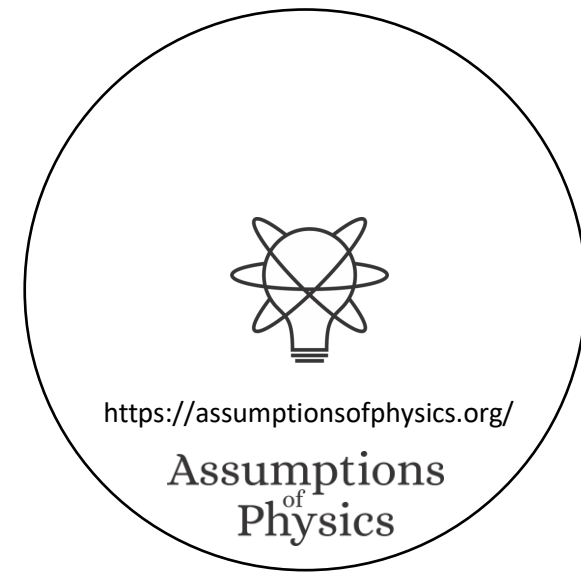
Classical mechanics assumes objects can be adequately isolated

$$x + \eta$$



Classical mechanics assumes we can study parts of objects, as small as we want

These two assumptions are “incompatible”: at some point parts are going to be so small that they cannot be assumed to be adequately isolated



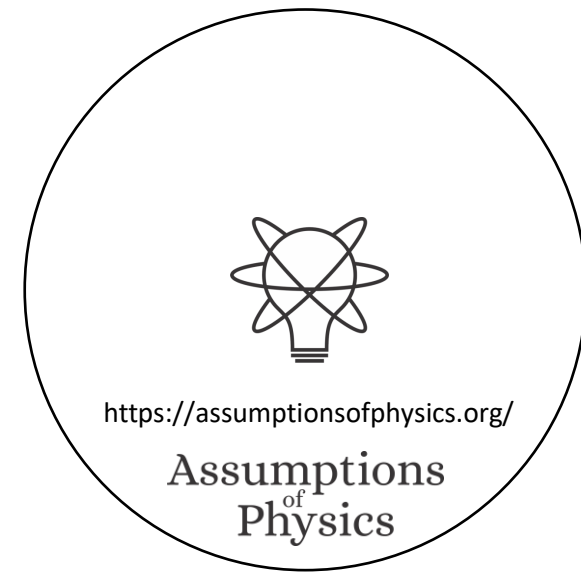
Classical mechanics fails because we can never completely isolate a system

On practical grounds – we simply cannot do it

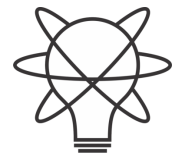
On theoretical grounds – we cannot shield gravitational interactions, we cannot eliminate thermal radiation

On logical grounds – complete isolation means no possible interaction with the system, signals would pass through, no possible measurement, no gravity, the system disappears from our universe

therefore the most accurate description must be statistical/probabilistic in nature



Classical failure (entropy)



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Assumptions
of
Physics

Logarithm of accessible microstates

$$\log W$$

W is the phase-space volume

volume of a point is zero

$$\log 0 \rightarrow -\infty$$

Gibbs/Shannon entropy

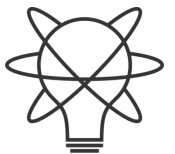
$$-\int \rho \log \rho$$

ρ is a δ -function

ρ non-zero only where $\rho \rightarrow \infty$

$$-\infty \log \infty \rightarrow -\infty$$

The entropy of a “pure” microstate in classical statistical mechanics is $-\infty$



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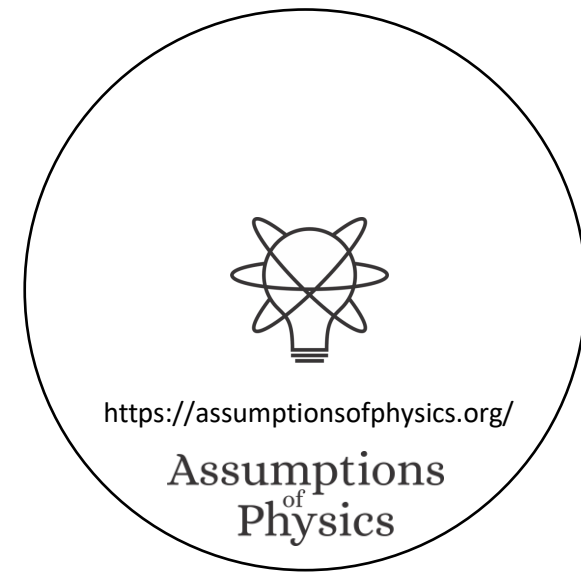
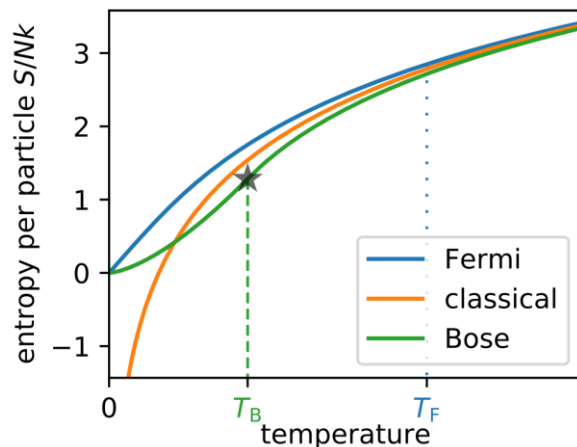
Assumptions
of
Physics

Recall the third law of thermodynamics

Every system has positive finite entropy. The entropy of a perfect crystal at absolute zero temperature is zero

Classical perfect crystal \rightarrow single microstate \rightarrow entropy is $-\infty$

Classical mechanics is inconsistent with the third law of thermodynamics



Recall the second law of thermodynamics

We cannot create an engine that converts heat into work without increasing entropy

A system with entropy $-\infty$ provides a loophole: since $-\infty + \Delta S = -\infty$ for all finite ΔS , we can effectively “dump” all the entropy increase into it

**We could avoid the effects
of the second law of thermodynamics**



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Assumptions
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Physics

What is zero entropy?

Entropy is additive for independent systems: $S_{A+B} = S_A + S_B$

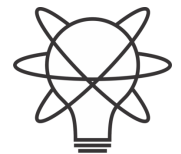
The empty system \emptyset acts as a zero under system combination: $A + \emptyset = A$

Therefore it must be that the entropy of the empty system is zero: $S_{\emptyset} = 0$

There is only one possible state for the empty system, and it is a complete description

Entropy lower than zero would correspond to a description that is more refined, more precise, than that of an empty system

From an information theory perspective, no system can have entropy lower than zero



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Assumptions
of
Physics

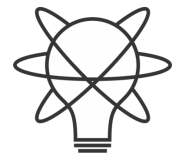
Classical mechanics fails because it allows for the possibility of statistical ensembles that can never exist

On practical grounds – they would allow us to bypass the second law

On theoretical grounds – they fail to respect the third law

On logical grounds – they would provide more information about the system than stating that the system does not exist, which is already a complete description of the system

Quantum mechanics solves this: all pure states have zero entropy and mixed states have positive entropy

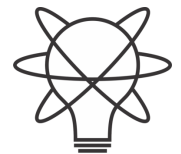


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Assumptions
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Physics

Takeaways

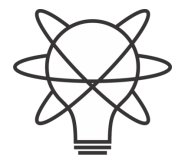
- Classical mechanics fails at a conceptual level
- It doesn't take into account the relationship between system and environment
- It does not provide a lower bound on entropy



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Assumptions
of
Physics

Quantum states as equilibrium ensembles



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Assumptions
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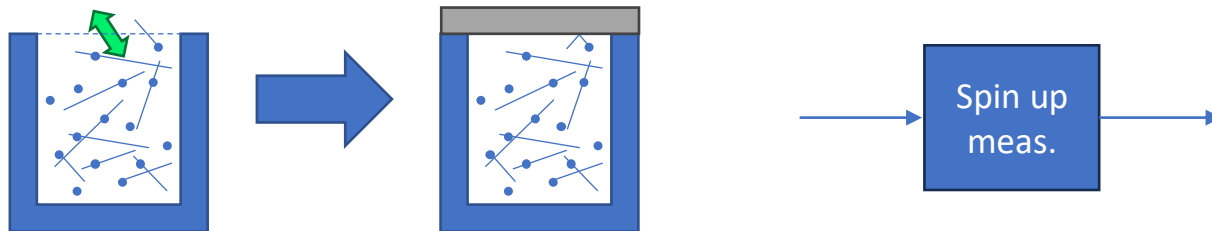
Parallels between QM and thermodynamics

$$U = e^{\frac{i\Delta t}{\hbar}}$$

Eigenstates → states unchanged by the process → equilibria of the process

Every state is an eigenstate of some unitary / Hermitian operator → all states are equilibria

Every mixed state commutes with some unitary operator (same eigenstates used to calculate entropy)



$[\mu, V, T]$

$[N_1, V, T]$

$[N_2, V, T]$

Different equilibria,
different variables

$[\dots, V, T]$

$|x^+\rangle$

$|z^+\rangle$

$|z^-\rangle$

Different contexts,
different variables

Quantum contexts

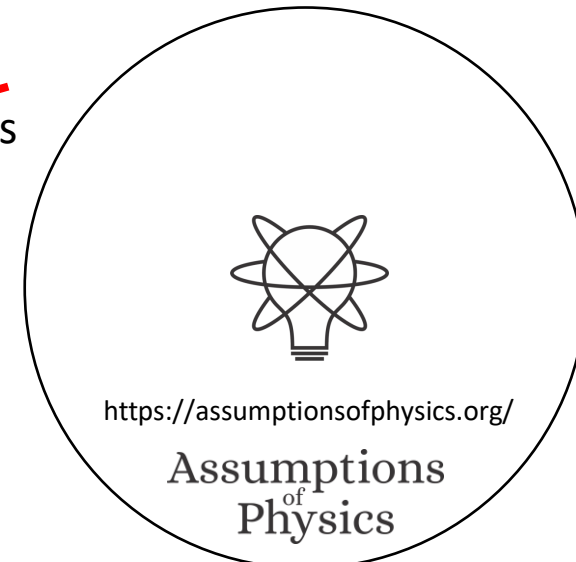


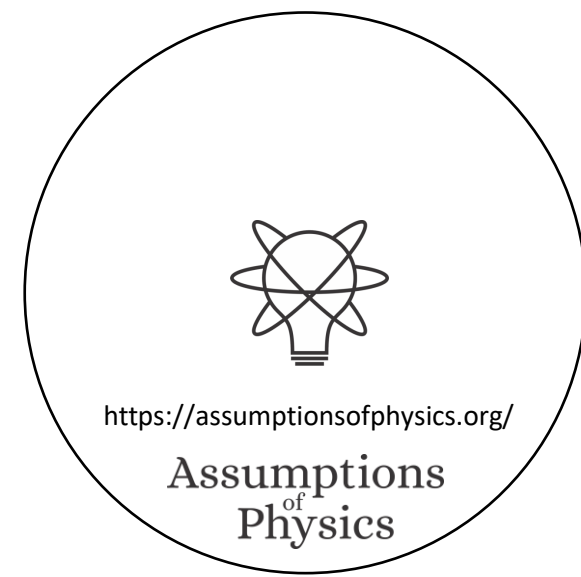
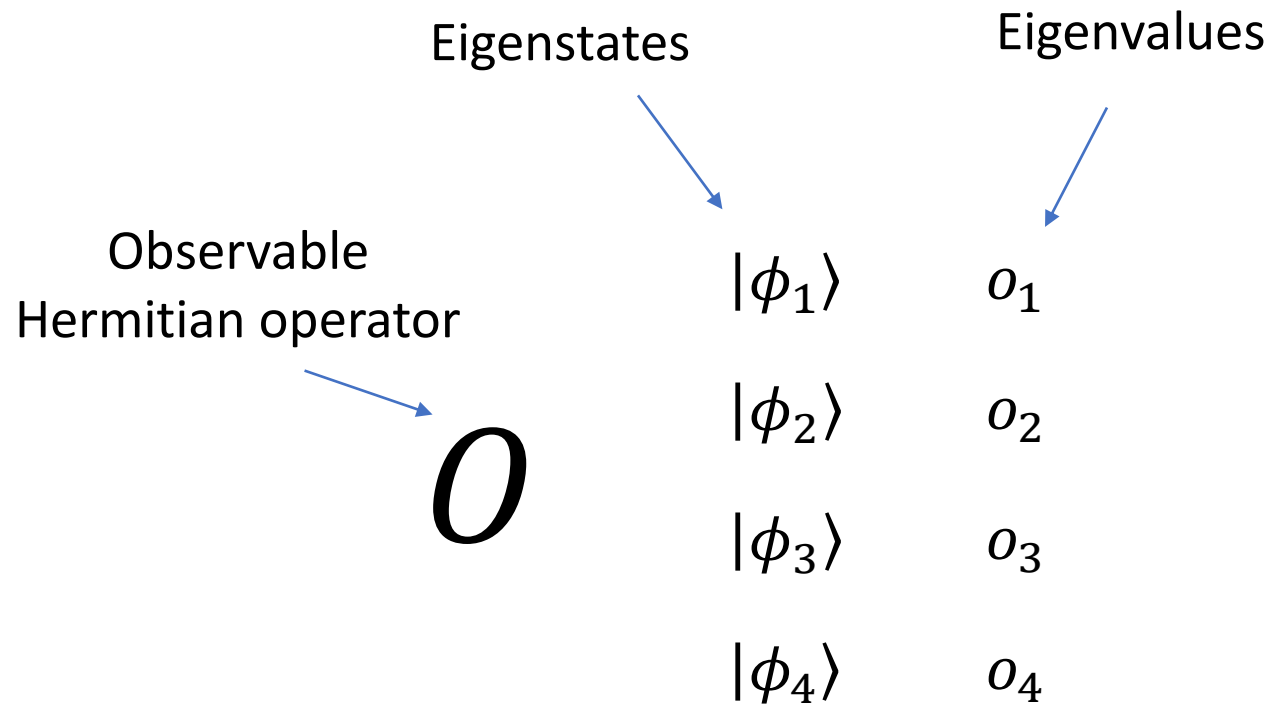
Boundary conditions
between system and
environment

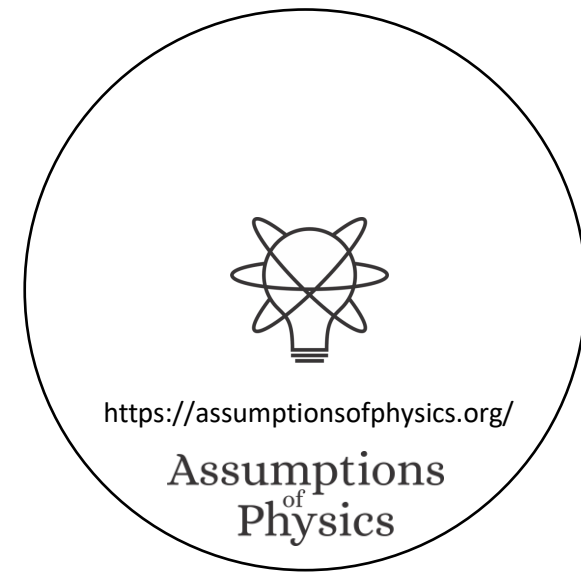
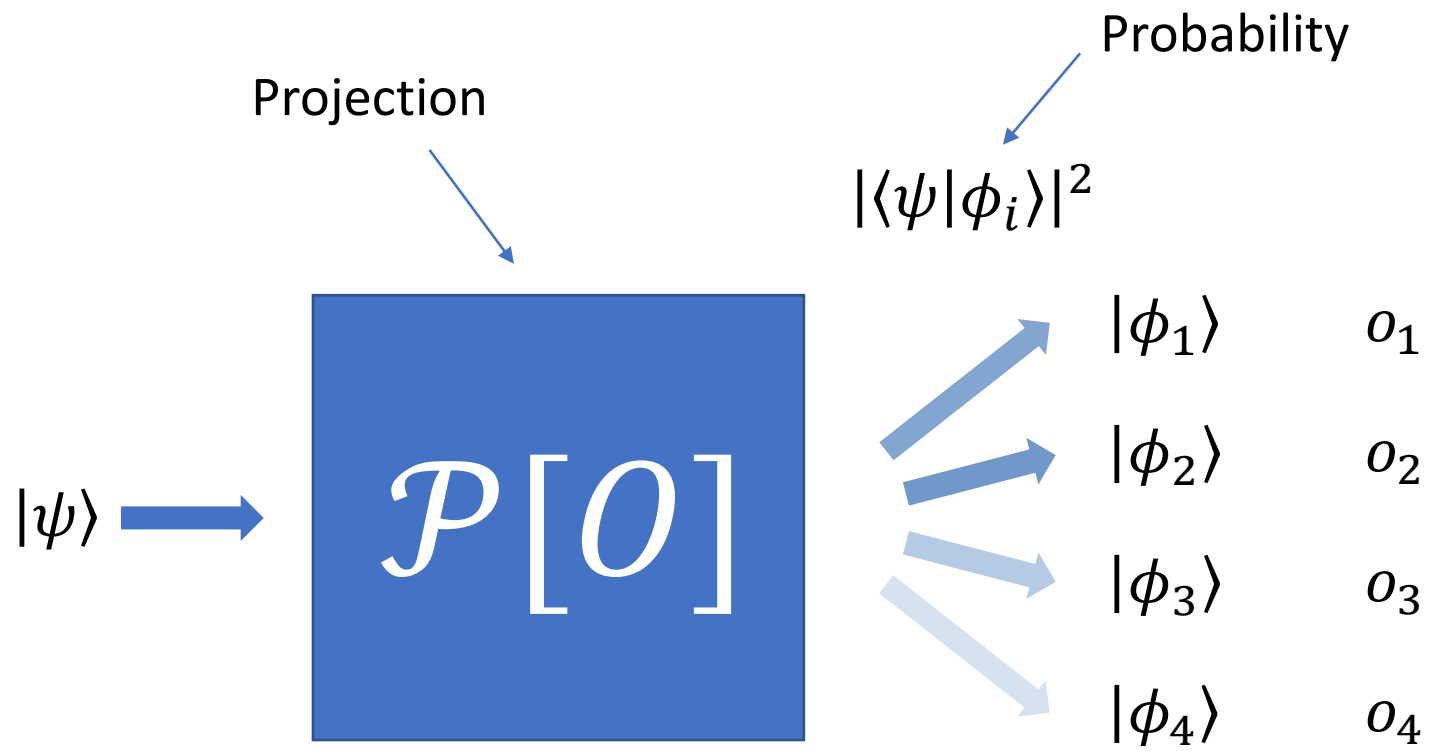
Equilibration

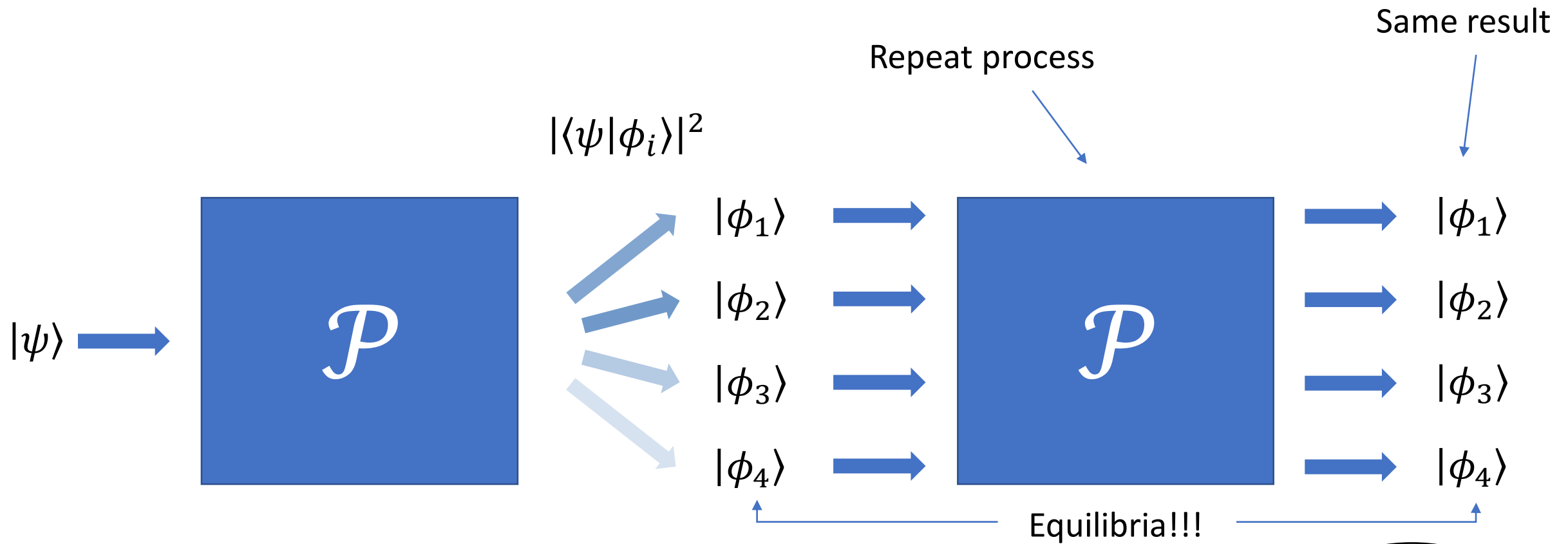
Projections \Leftrightarrow ~~Measurements~~

Unitary \Leftrightarrow Quasi-static

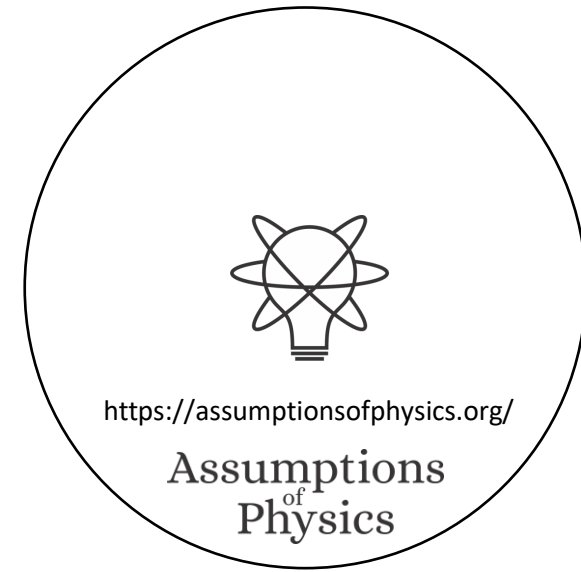








Eigenstates are equilibria of measurements



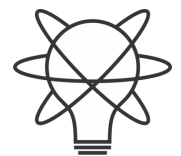
All quantum states are eigenstates of an observable

$$|\psi\rangle \quad O = |\psi\rangle\langle\psi|$$

$$|\psi\rangle \quad 1$$

all other cases
0

All quantum states are
equilibria of measurements



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Assumptions
of
Physics

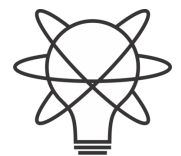
Every observable generates a unitary transformation

$$O \rightarrow e^{\frac{O\alpha}{i\hbar}}$$

$$e^{-\frac{O\alpha}{i\hbar}} e^{\frac{O\alpha}{i\hbar}} = I$$

Same eigenstates

⇒ All quantum states are
equilibria of unitary processes



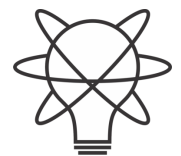
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Assumptions
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Same is true for every mixed state

$$\rho \rightarrow e^{\frac{\rho d\alpha}{i\hbar}}$$

All quantum states (pure and mixed) are equilibria of some time evolution and some measurement processes



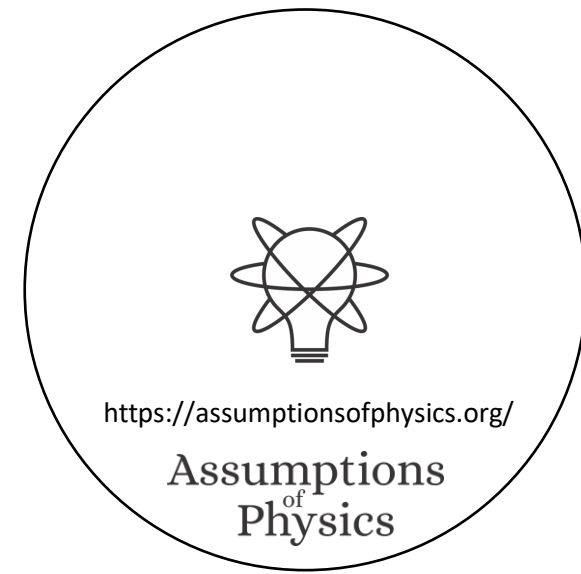
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Assumptions
of
Physics

Pure states can be always understood
as ensembles with lowest entropy

All quantum states (pure and mixed) are
equilibrium ensembles for some time
evolution and some measurement processes

Not up to interpretation:
mathematical fact in QM



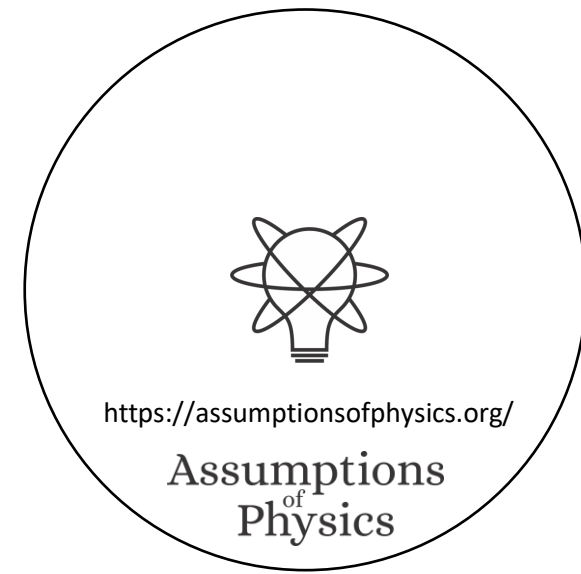
Can we argue the converse?

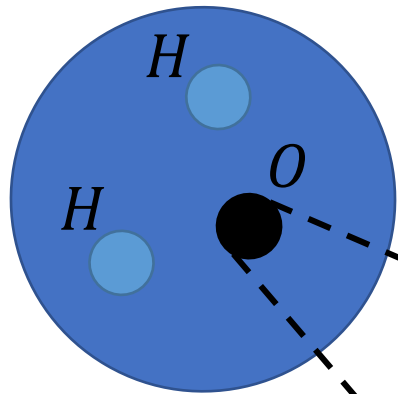
The goal of physics is to establish laws that are valid in all circumstances

$$F = ma \quad A = B \quad \vec{\nabla} \cdot \vec{E} = \rho$$

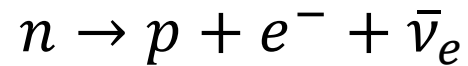
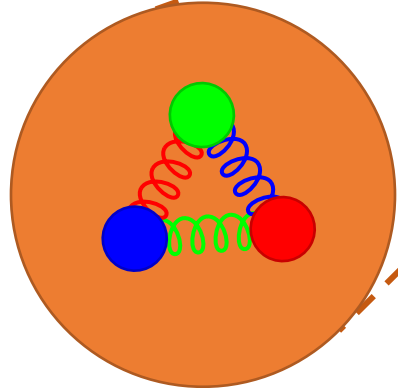
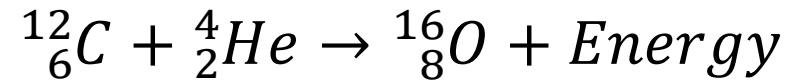
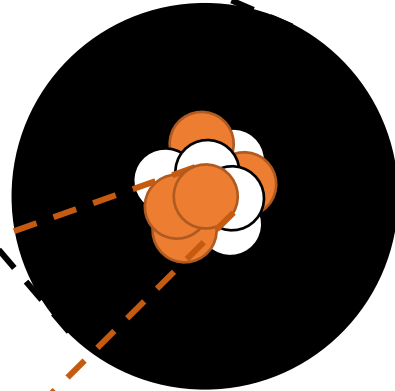
Whenever I prepare this... ... I find this

Repeatability (i.e. whenever) is implicitly assuming ensembles (i.e. infinite copies)

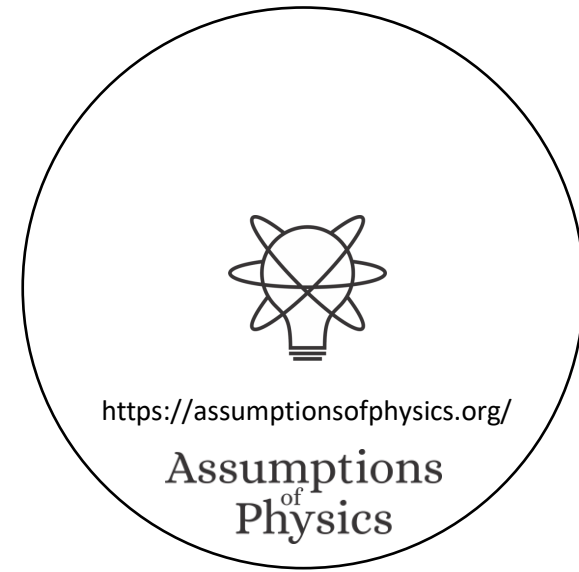




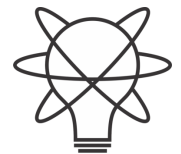
To define/manipulate an object it must “stay the same” for long enough



Every level is an equilibrium of the lower one



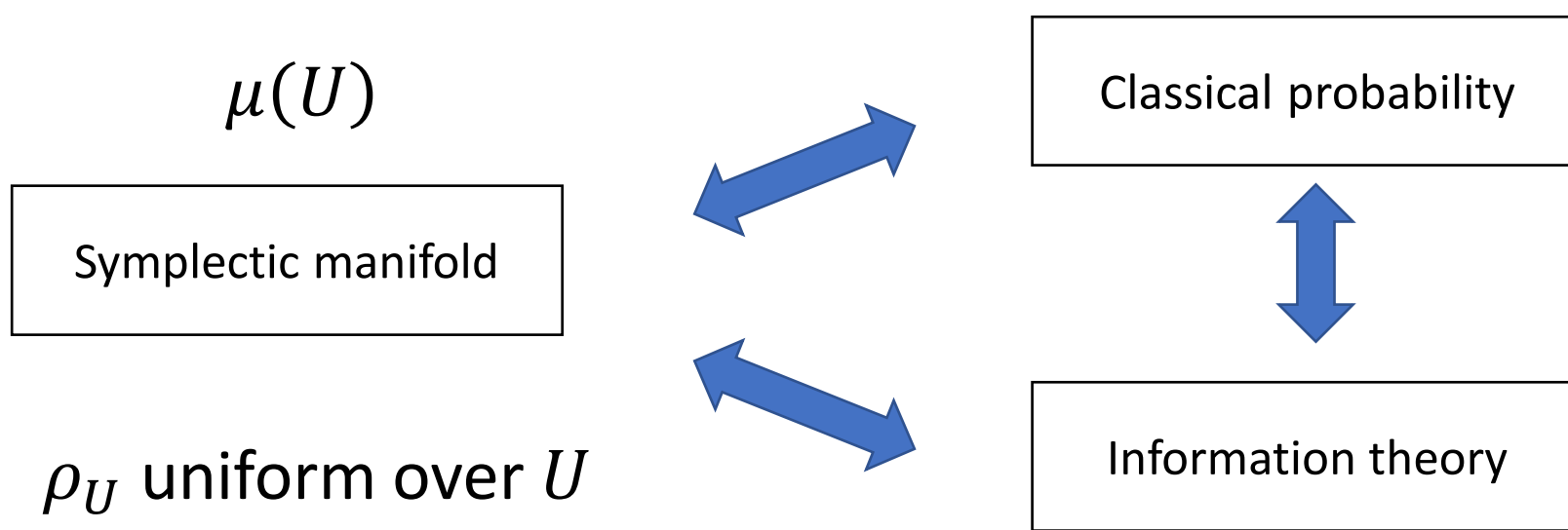
⇒ Makes sense to assume that states are ensembles in equilibrium



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Assumptions
of
Physics

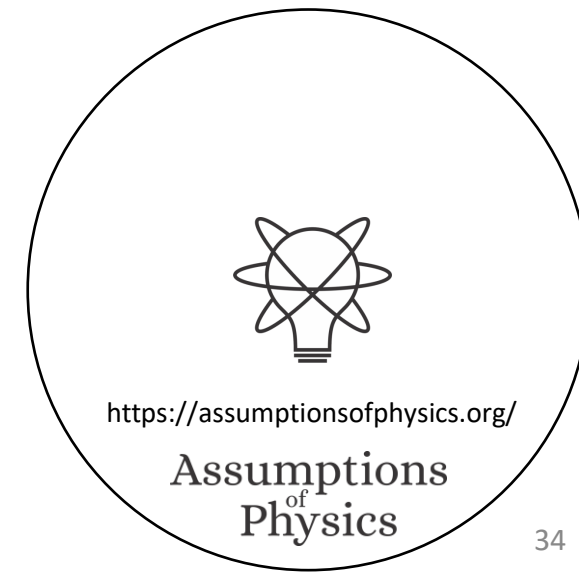
In classical mechanics, we saw connections between geometry, probability and information theory



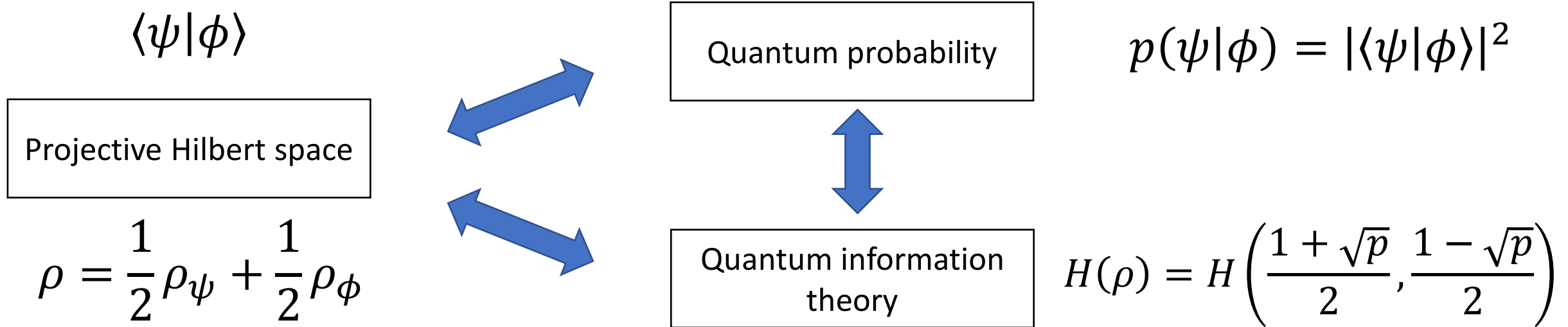
$$\rho_U(x) = \frac{1}{\mu(U)}$$

$$H(\rho_U) = \log \mu(U)$$

Classical geometric structure is exactly the structure that allows us to define ensembles (i.e. statistics) and entropy

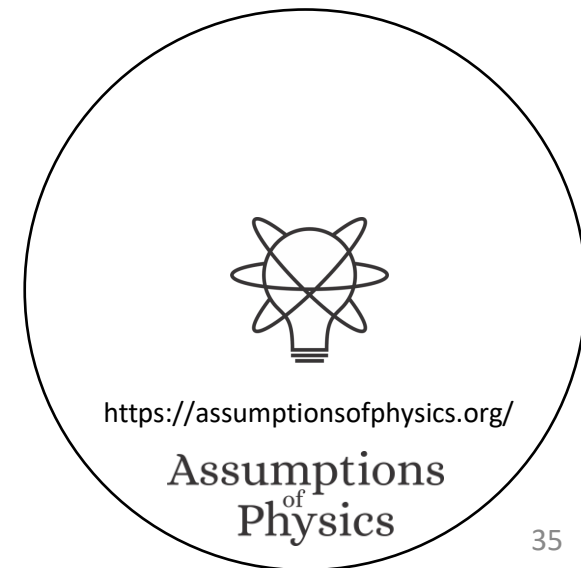


What about quantum mechanics?



Inner product is equivalent to defining entropy of mixtures

Even in quantum mechanics, geometry/probability/information theory are different aspects of the same structure



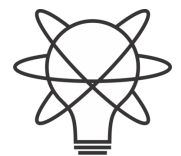
Uncertainty principle makes it look like some states are more determined than others

Property of the ensemble,
not of measurement

$$\sigma_X \sigma_P \geq \frac{\hbar}{2}$$

Recall, same bound in classical mechanics
from imposing lower bound in entropy

But: all pure states
have the same entropy



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Assumptions
of
Physics

For every state $|\psi\rangle$, we can find a pair of observables A and B such that $\sigma_A\sigma_B = \hbar/2$

Let $|\phi\rangle$ be a gaussian wave packet for X and P

Always exists

Let U be a unitary operator such that $U|\psi\rangle = |\phi\rangle$

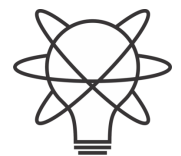
Consider $A = U^\dagger XU$ and $B = U^\dagger PU$, we have:

$$\langle A \rangle_\psi = \langle \psi | A | \psi \rangle = \langle \psi | U^\dagger XU | \psi \rangle = \langle \phi | X | \phi \rangle = \langle X \rangle_\phi$$

$$\langle A^2 \rangle_\psi = \langle \psi | AA | \psi \rangle = \langle \psi | U^\dagger XU U^\dagger XU | \psi \rangle = \langle \phi | XX | \phi \rangle = \langle X^2 \rangle_\phi$$

$$\langle B \rangle_\psi = \langle P \rangle_\phi$$

$$\langle B^2 \rangle_\psi = \langle P^2 \rangle_\phi$$



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Assumptions
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For every state $|\psi\rangle$, we can find a pair of observables A and B such that $\sigma_A\sigma_B = \hbar/2$

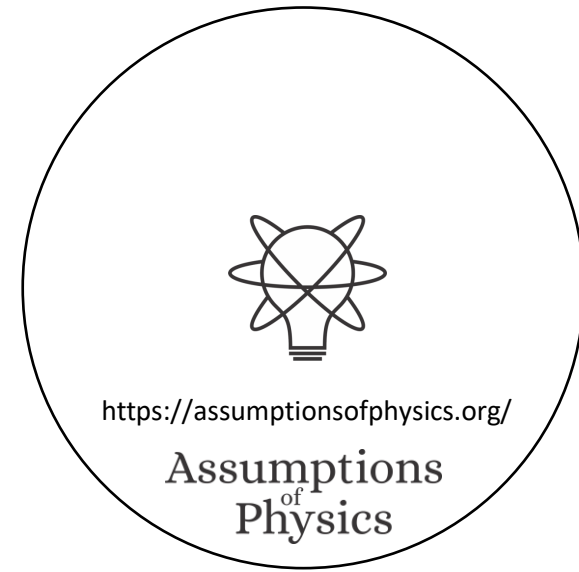
$$\langle A \rangle_\psi = \langle X \rangle_\phi \qquad \langle A^2 \rangle_\psi = \langle X^2 \rangle_\phi$$

$$\langle B \rangle_\psi = \langle P \rangle_\phi \qquad \langle B^2 \rangle_\psi = \langle P^2 \rangle_\phi$$

$$\sigma_{A,\psi} = \sqrt{\langle A^2 \rangle_\psi - \langle A \rangle_\psi^2} = \sqrt{\langle X^2 \rangle_\phi - \langle X \rangle_\phi^2} = \sigma_{X,\phi}$$

$$\sigma_{B,\psi} = \sigma_{P,\phi}$$

$$\sigma_{A,\psi}\sigma_{B,\psi} = \sigma_{X,\phi}\sigma_{P,\phi} = \frac{\hbar}{2}$$

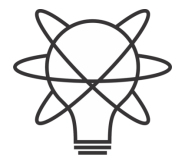


For every state $|\psi\rangle$, we can find a pair of observables A and B such that $\sigma_A\sigma_B = \hbar/2$

$$\begin{aligned}[A, B] &= AB - BA = U^\dagger XU U^\dagger P U - U^\dagger P U U^\dagger XU \\ &= U^\dagger X P U - U^\dagger P X U = U^\dagger [X, P] U = i\hbar U^\dagger U = i\hbar\end{aligned}$$

$$[A, B] = i\hbar$$

Every state is a Gaussian state for some pair of operators!

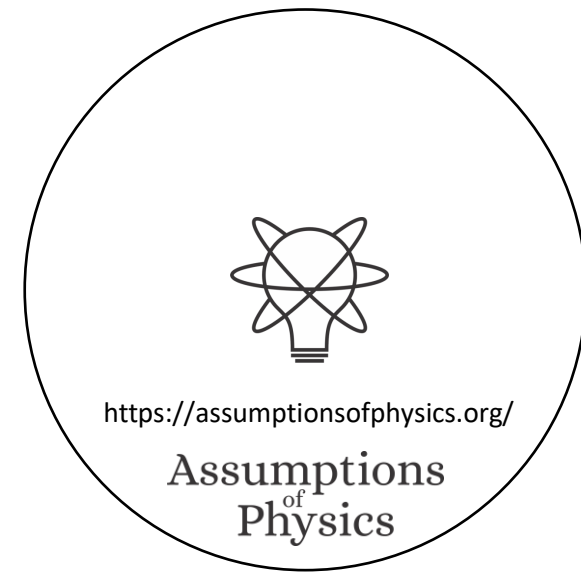


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Assumptions
of
Physics

Takeaways

- Quantum states are (at least) ensembles in equilibrium
- It doesn't take into account relationship between system and environment
- TODOs
 - Clean up and organize the ideas
 - Connect to other literature (theoretical and experimental)
 - Typicality, Eigenstate Thermalization Hypothesis, ...



Quantum processes



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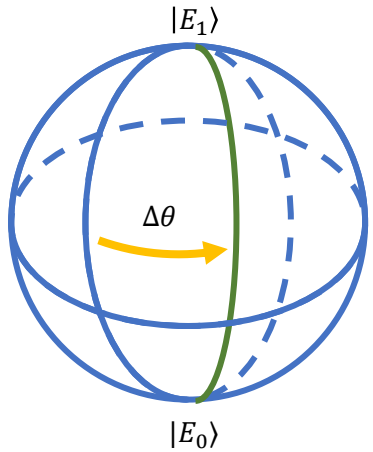
**Assumptions
of
Physics**

Time evolution and measurements

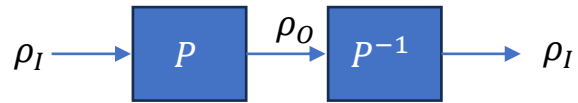
Any process (deterministic or stochastic) will take an ensemble as input and return an ensemble as output

$$\rho_I \longrightarrow \boxed{P} \longrightarrow \rho_O = P(\rho_I)$$

$$P(p_1\rho_1 + p_2\rho_2) = p_1P(\rho_1) + p_2P(\rho_2)$$

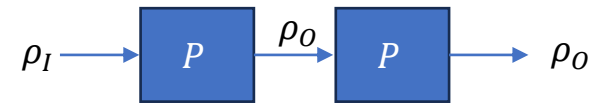


Deterministic and reversible

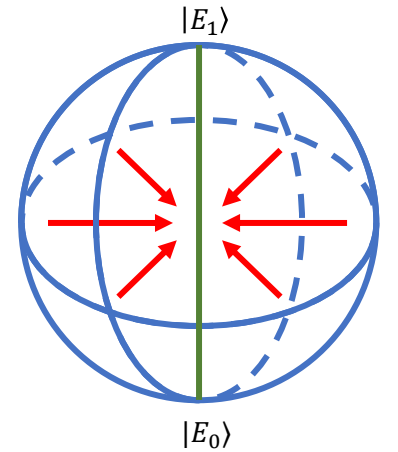


Conserves probability and allows an “inverse”
 \Rightarrow Unitary operation

Measurement

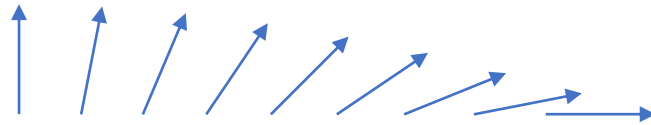


Must be repeatable
 \Rightarrow Projection

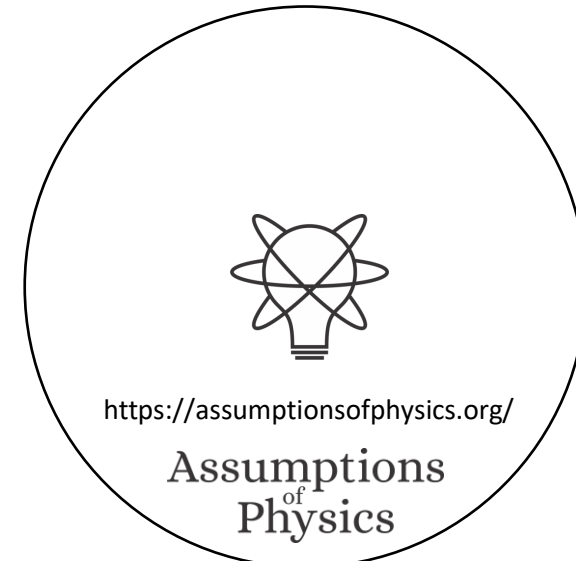


Measurement problem: unitary $\not\Rightarrow$ projections ... projections \Rightarrow unitary

Unitary evolution \equiv sequence of infinitesimal projections

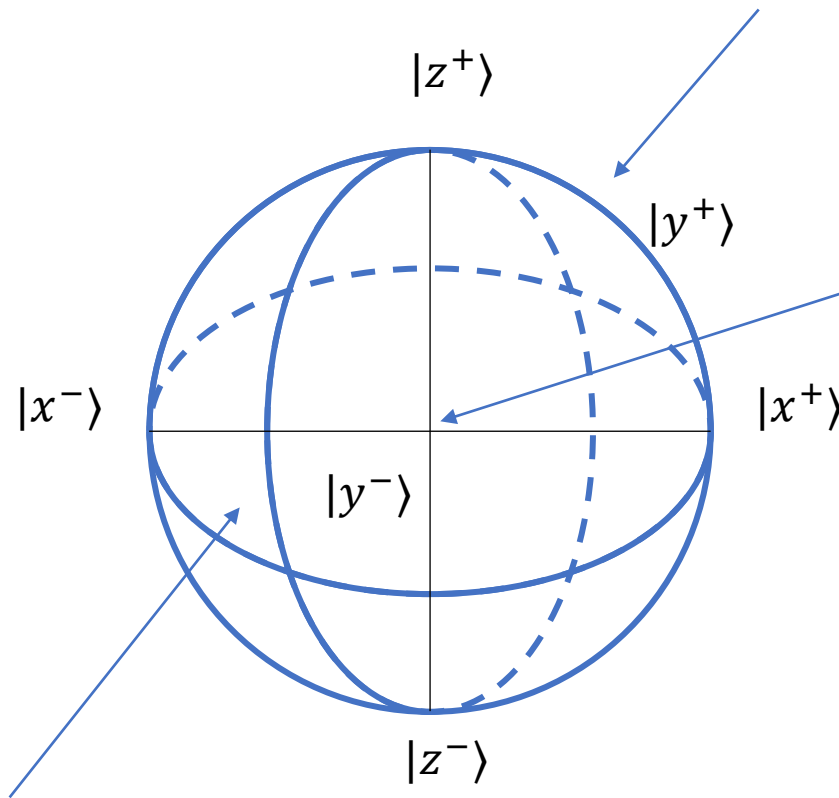


Unitary evolution is for det/rev, isolated processes
 System being measured can't be isolated



Geometry of mixed states

Pure states: Bloch ball surface

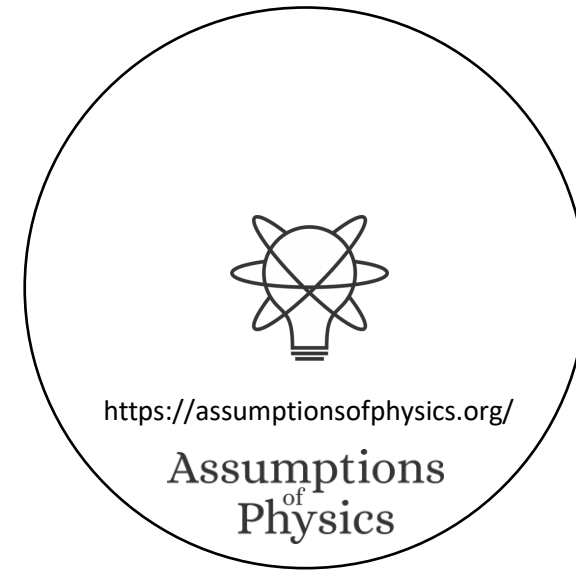


$$S = 0$$

$$\begin{aligned} & 1/2|x^+\rangle\langle x^+| + 1/2|x^-\rangle\langle x^-| \\ &= 1/2|z^+\rangle\langle z^+| + 1/2|z^-\rangle\langle z^-| \end{aligned}$$

$$S = 1$$

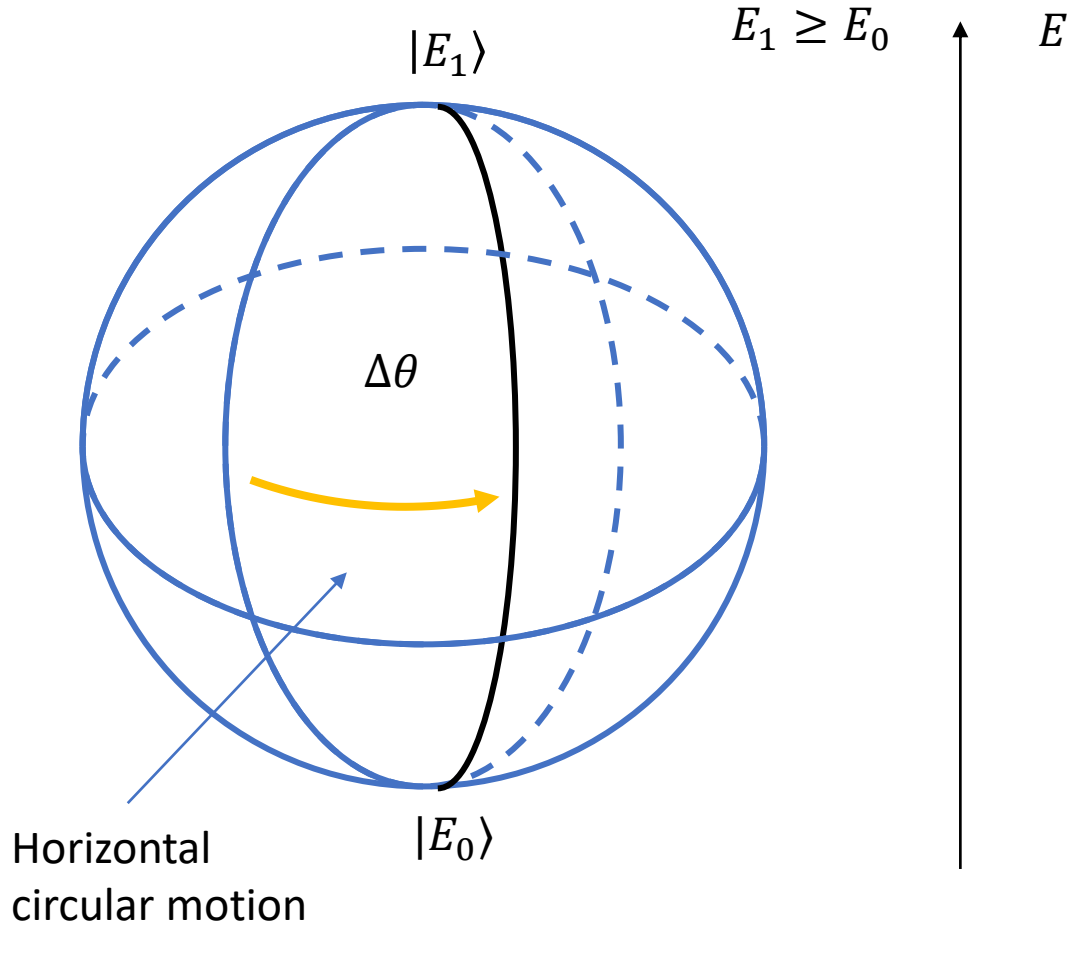
Mixed states: Bloch ball interior



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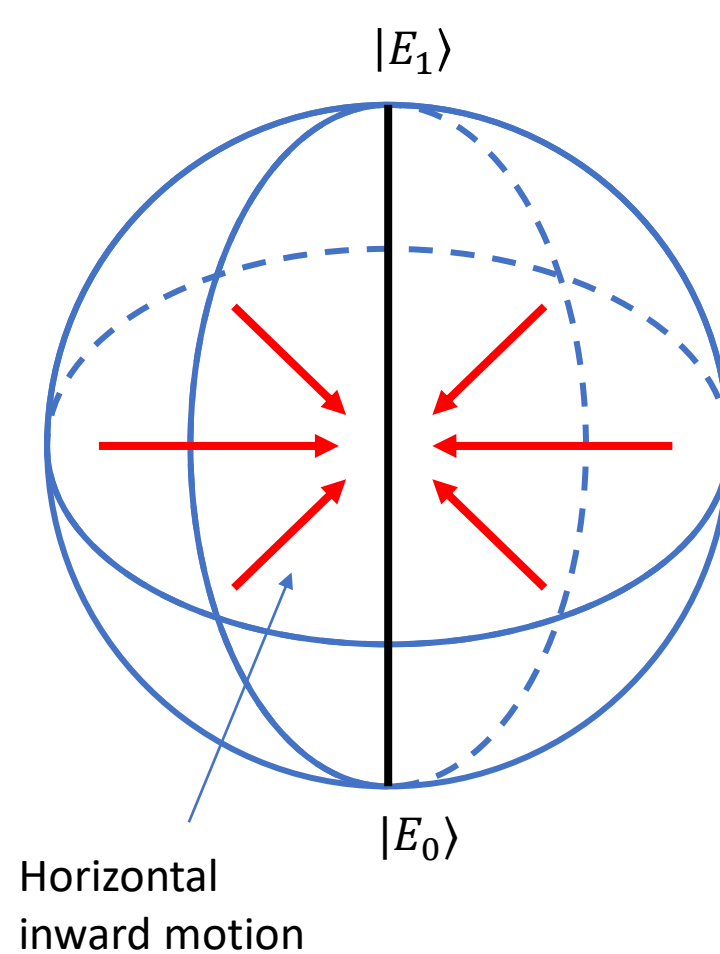
Assumptions
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Time evolution



Change at constant energy
and constant entropy

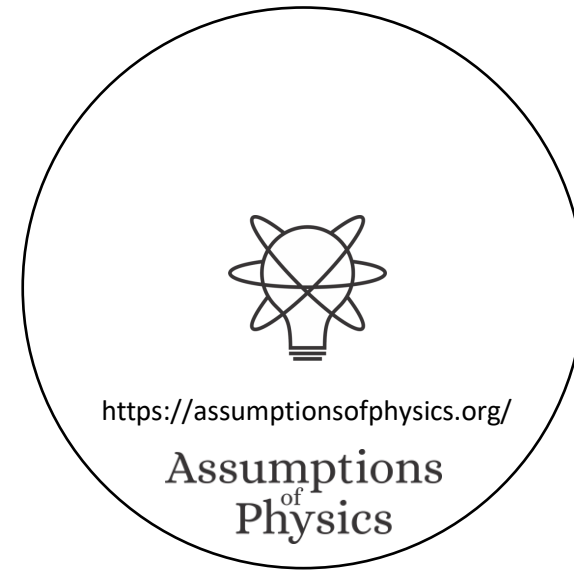
Measurement

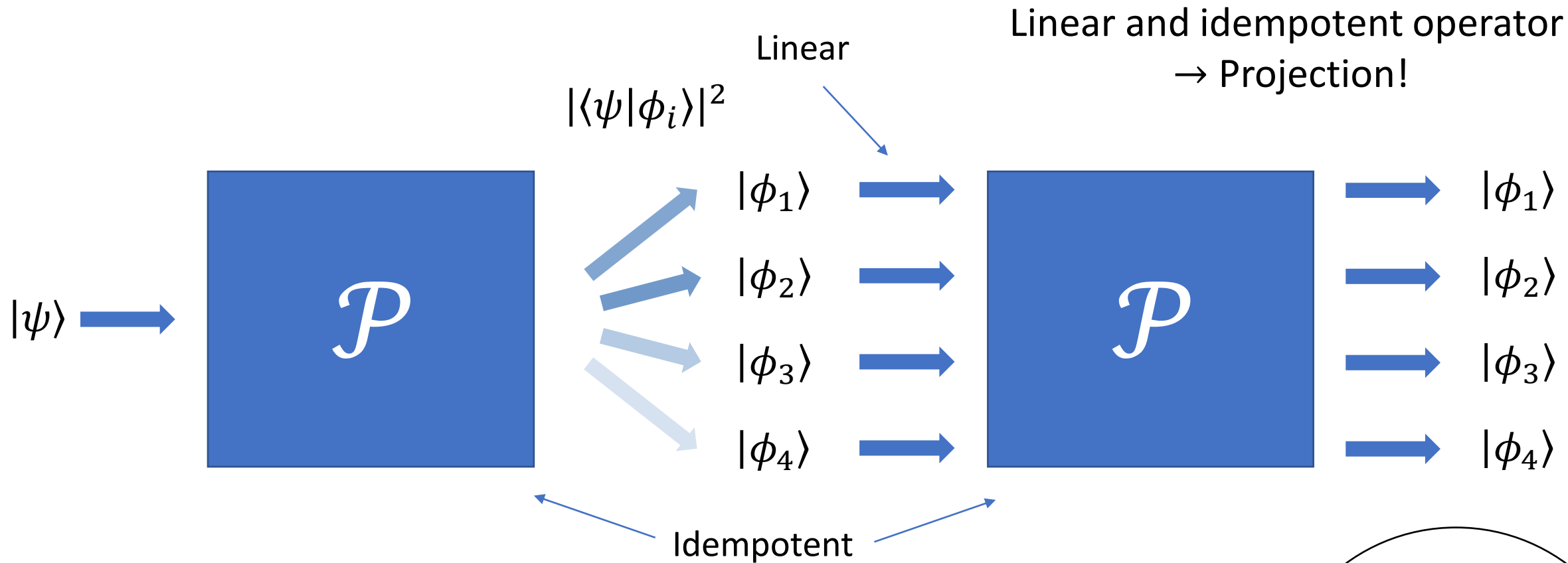


Change at constant energy
that maximizes entropy

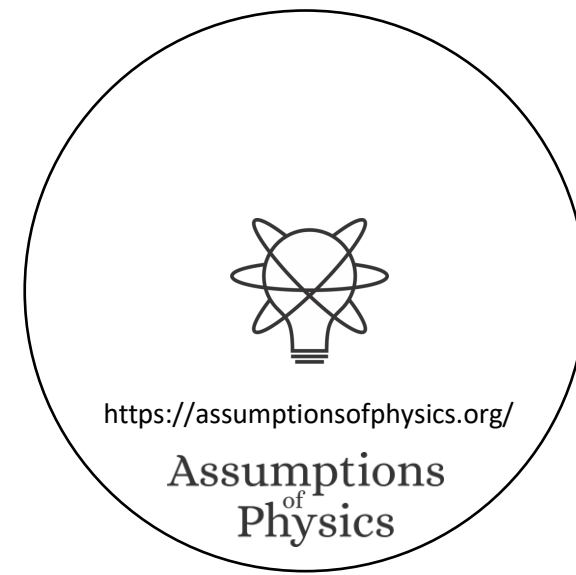
Two steps:

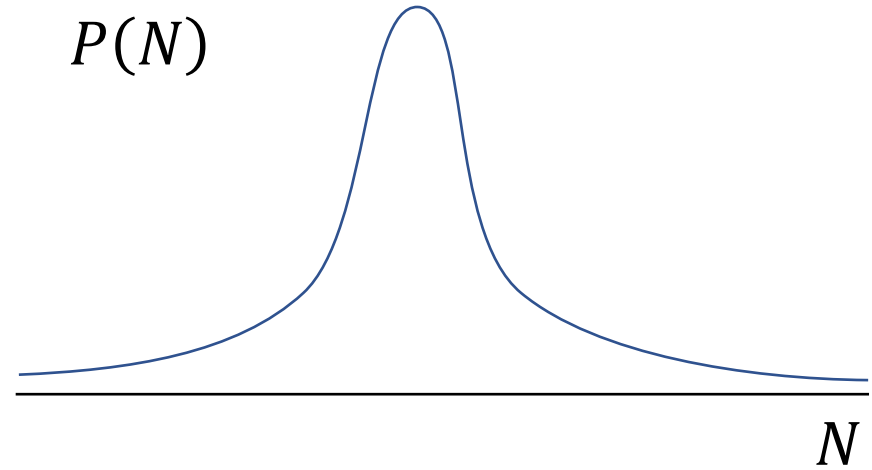
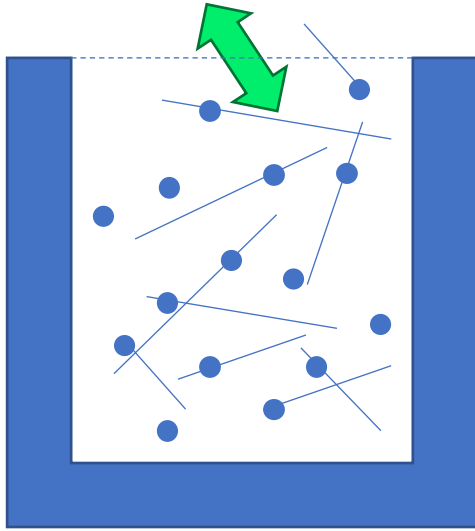
- 1) Prepare a mixture of possible outcomes
entropy-increasing
irreversible process
- 2) Determine the outcome
same as classical



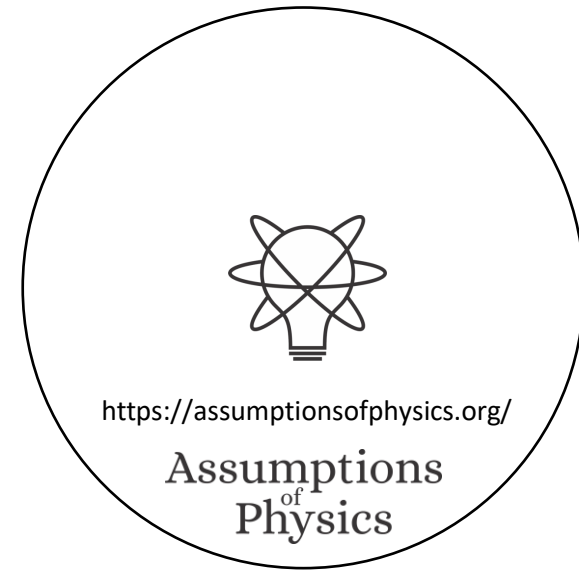


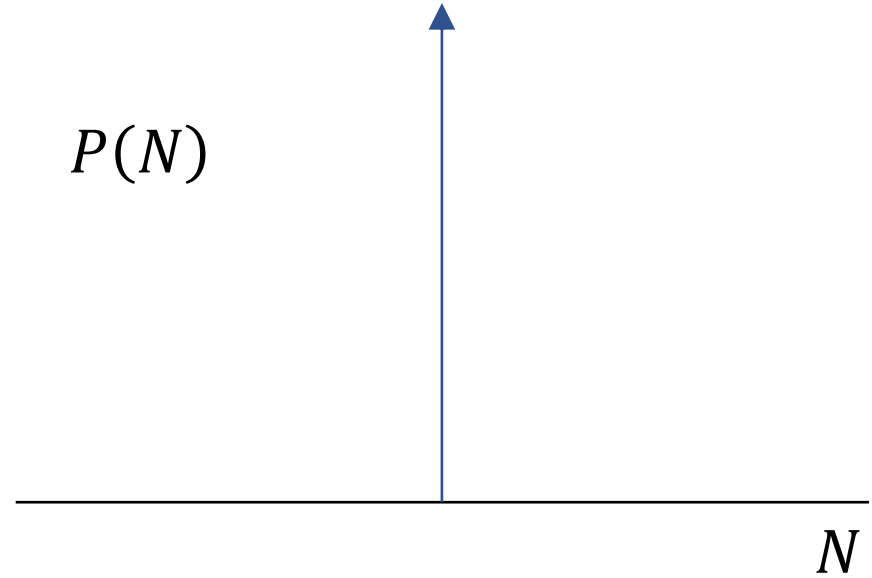
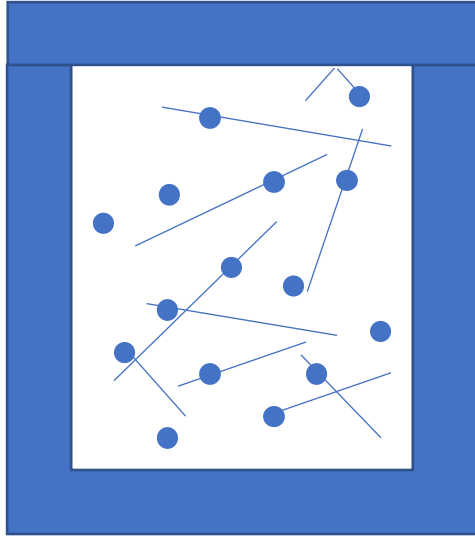
Projections \Leftrightarrow black-box equilibration processes



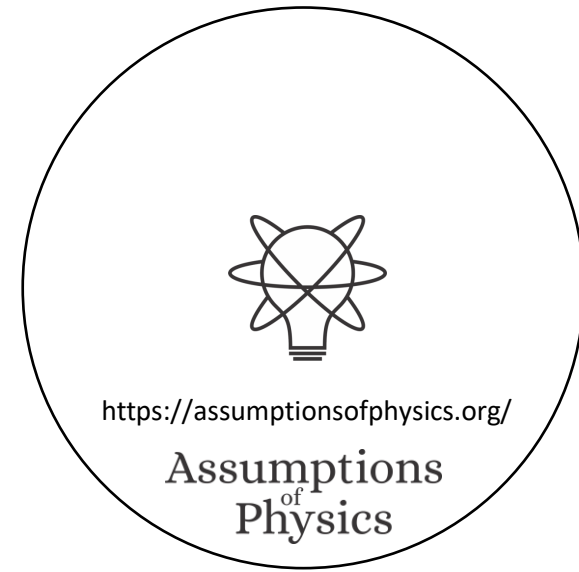


Equilibrium of an open system
does not define a unique number of particles

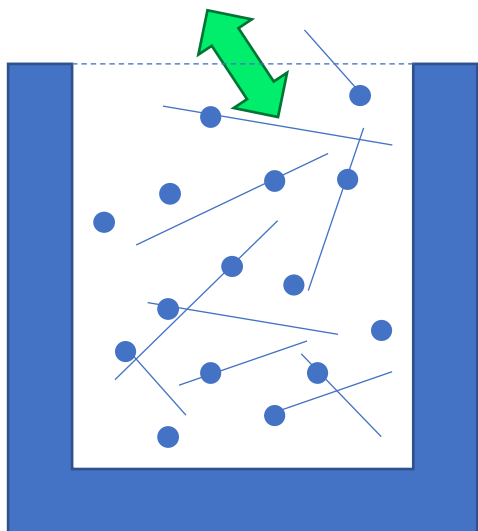




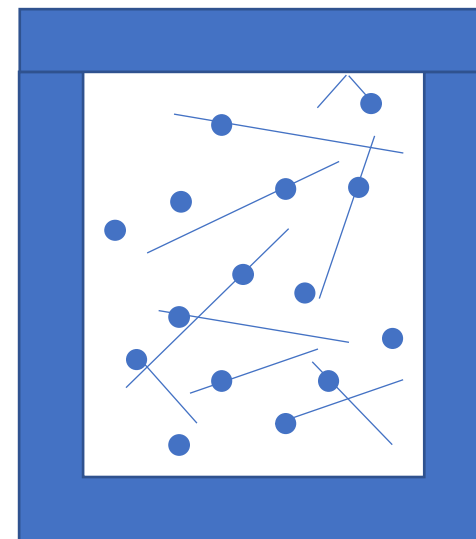
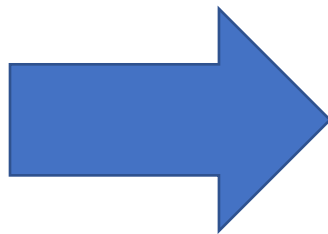
Equilibrium of a closed system
defines a unique number of particles



Grand-canonical ensemble



Close the lid



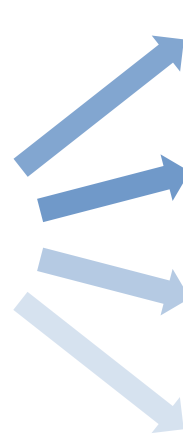
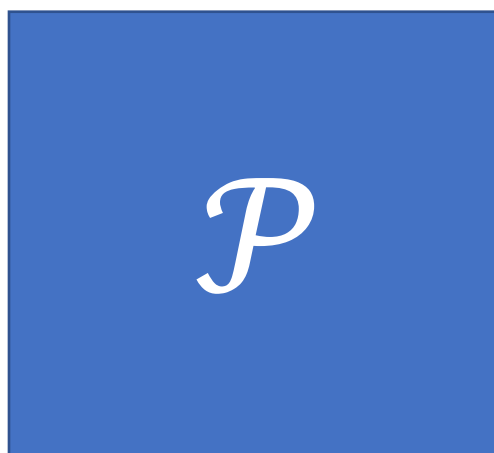
Canonical ensemble

Fluctuations within the initial equilibrium ...

$P(N)$

... become a probability distribution over final equilibria

$[\mu, V, T]$

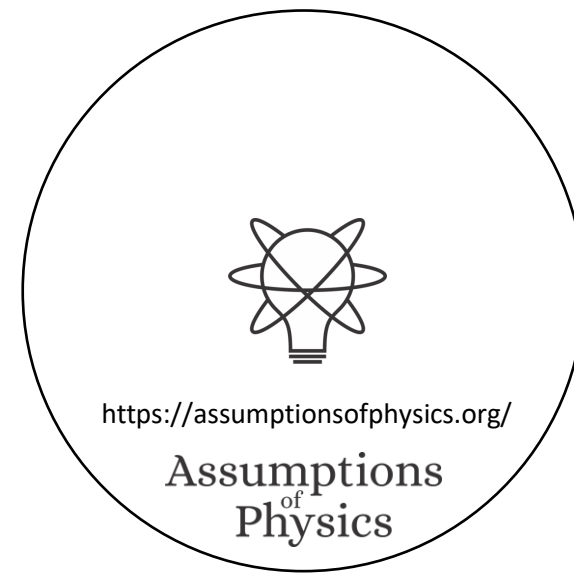


$[N_1, V, T]$

$[N_2, V, T]$

$[N_3, V, T]$

$[N_4, V, T]$

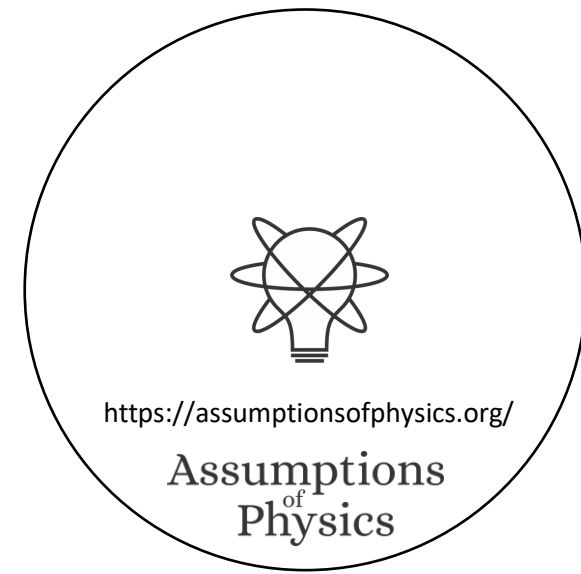


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Assumptions
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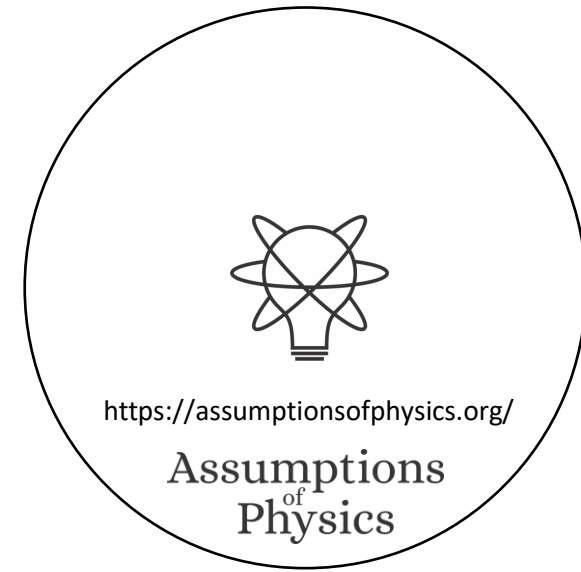


Think of quantum states as different ensembles identified by different quantities





In both cases, we cannot describe the equilibration process:
it is not in terms of equilibrium states!



Schrödinger equation – (unitary) time evolution

$$H|\psi\rangle = i\hbar\partial_t|\psi\rangle$$

Hamiltonian

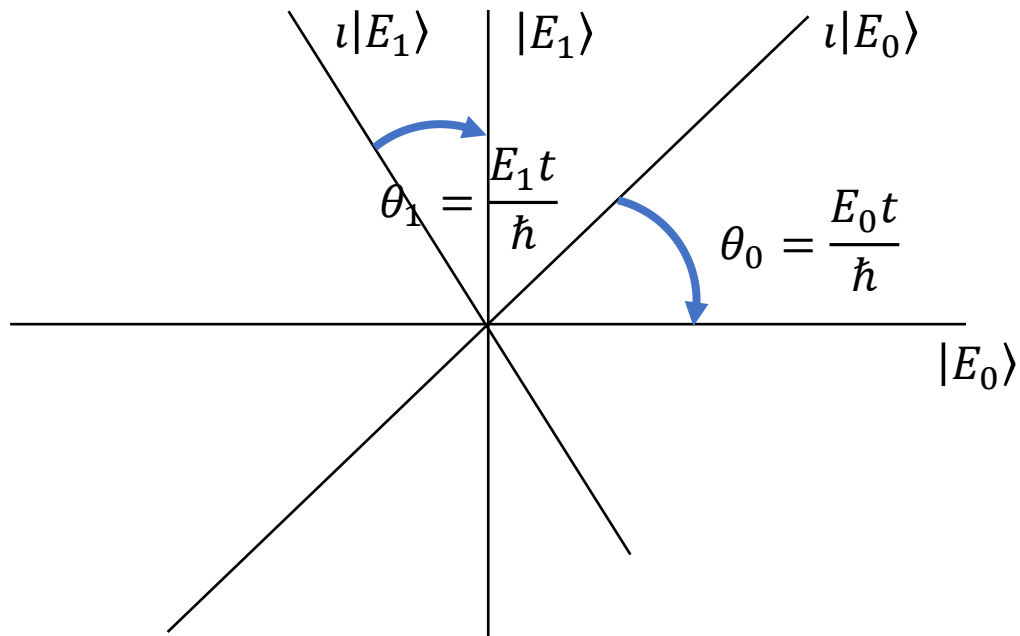
$$H = \begin{bmatrix} E_1 & 0 \\ 0 & E_0 \end{bmatrix}$$

diagonalized

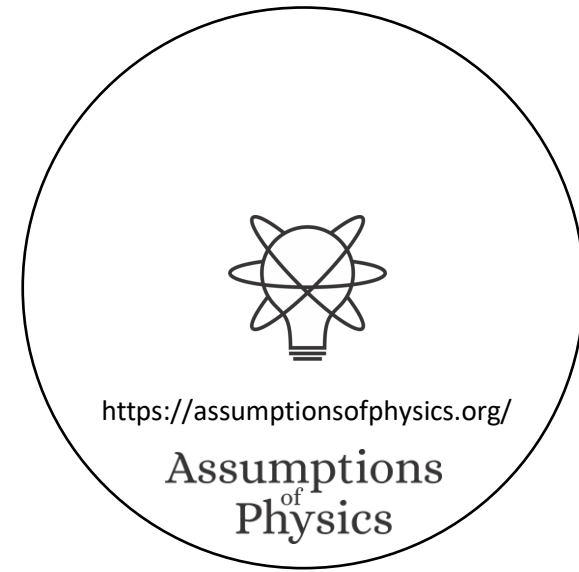
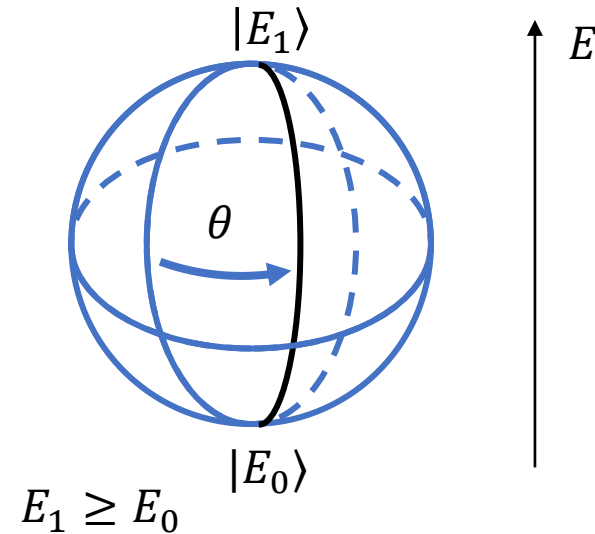
$$|\psi(t)\rangle = U(t)|\psi_0\rangle = e^{\frac{Ht}{i\hbar}}|\psi_0\rangle$$

Time evolution operator

$$U(t) = e^{\frac{Ht}{i\hbar}} = \begin{bmatrix} e^{\frac{E_1 t}{i\hbar}} & 0 \\ 0 & e^{\frac{E_0 t}{i\hbar}} \end{bmatrix}$$



$$\theta = \theta_1 - \theta_0 = \frac{(E_1 - E_0)t}{\hbar}$$



Unitary evolution \Leftrightarrow det/rev evolution

$$|\psi(t + dt)\rangle - |\psi(t)\rangle = \mathcal{T}(t)dt|\psi(t)\rangle$$

$$\langle\psi(t + dt)|\psi(t + dt)\rangle = 1$$

Change of states depends only on previous state (determinism)

Map to only one state (reversibility)

$$= \langle(1 + \mathcal{T}(t)dt)\psi(t)|(1 + \mathcal{T}(t)dt)\psi(t)\rangle$$

$$= \langle\psi(t)|(1 + \mathcal{T}(t)dt)^\dagger(1 + \mathcal{T}(t)dt)|\psi(t)\rangle$$

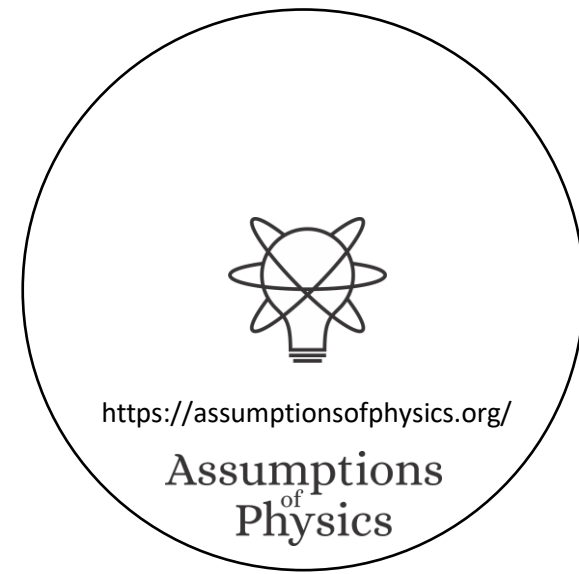
$$= \langle\psi(t)|1 + \mathcal{T}(t)^\dagger dt + \mathcal{T}(t)dt + \mathcal{T}(t)^\dagger\mathcal{T}(t)dt^2|\psi(t)\rangle$$

Self-adjoint

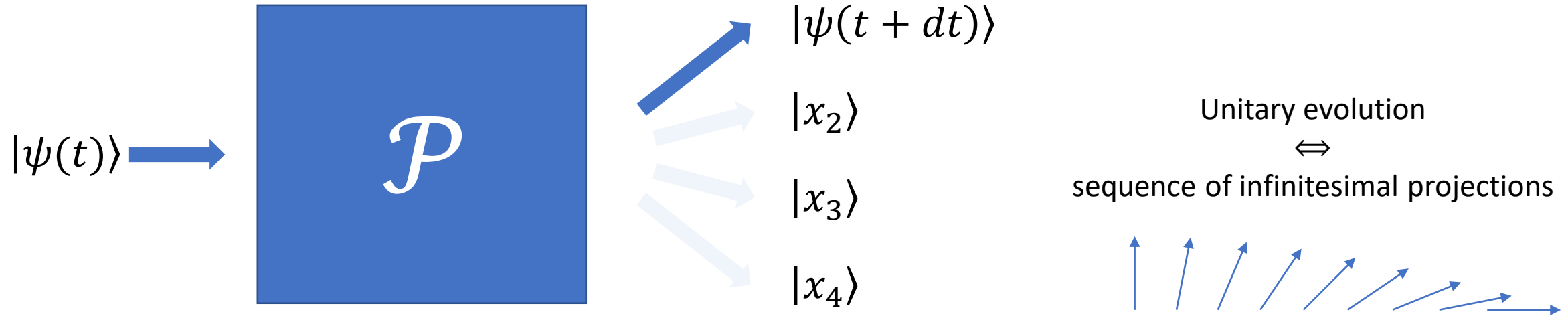
$$= 1 + dt\langle\psi(t)|\mathcal{T}(t)^\dagger + \mathcal{T}(t)|\psi(t)\rangle + O(dt^2)$$

$$\Rightarrow \mathcal{T}(t)^\dagger = -\mathcal{T}(t)$$

$$\mathcal{T}(t)dt = -\frac{H(t)dt}{i\hbar}$$



Unitary evolution \Leftrightarrow quasi-static evolution



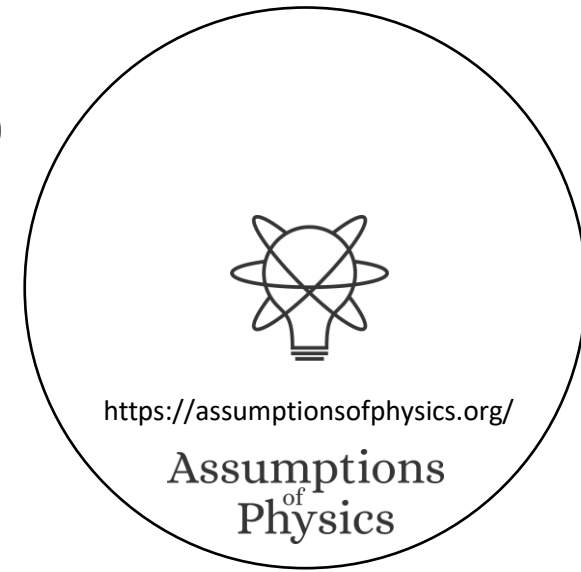
$$|\langle \psi(t+dt) | \psi(t) \rangle|^2 = 1$$

$$= \langle \psi(t+dt) | \psi(t) \rangle \langle \psi(t) | \psi(t+dt) \rangle \Rightarrow \mathcal{T}(t)^\dagger = -\mathcal{T}(t)$$

$$= (1 + \langle d\psi(t) | \psi(t) \rangle)(1 + \langle \psi(t) | d\psi(t) \rangle)$$

$$= 1 + (\langle d\psi(t) | \psi(t) \rangle + \langle \psi(t) | d\psi(t) \rangle) + O(dt^2)$$

$$= 1 + dt(\langle \mathcal{T}(t)\psi(t) | \psi(t) \rangle + \langle \psi(t) | \mathcal{T}(t)\psi(t) \rangle) + O(dt^2)$$



Deterministic and reversible evolution



Unitary evolution

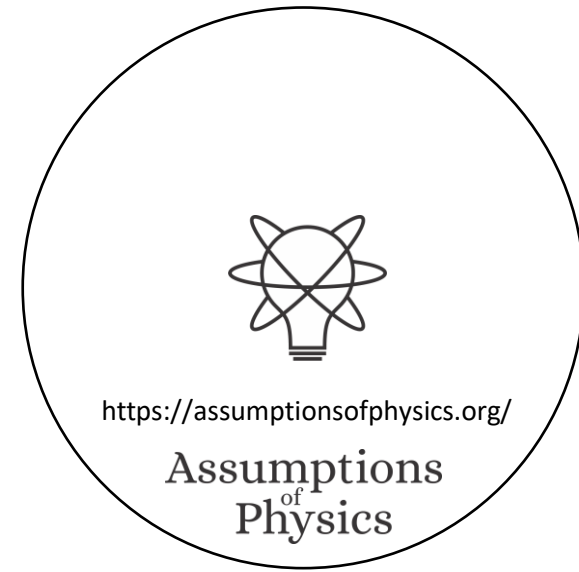
←
Quasi-static
evolution

Black-box process
with equilibria



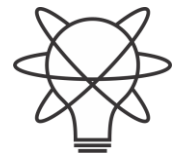
Projection

Every preparation is a measurement
Time evolution prepares the system at each time
⇒ Time evolution is a series of measurements



Takeaways

- Projections are processes with equilibria
 - Measurements are processes with equilibria
- Unitary evolution is deterministic and reversible evolution
- Solution to the inverse measurement problem: unitary evolution is a series of measurements
- TODOs
 - Clean up and organize the ideas



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Assumptions
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Physics

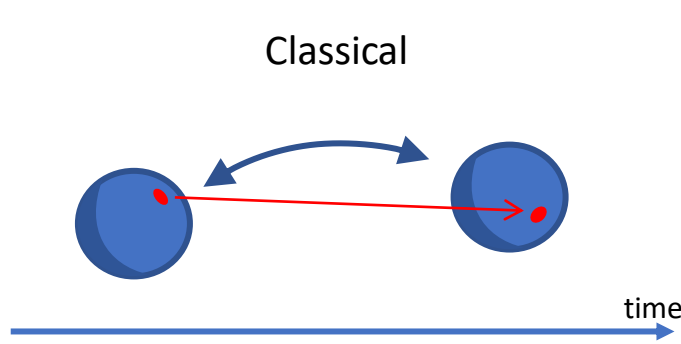
Quantum irreducibility



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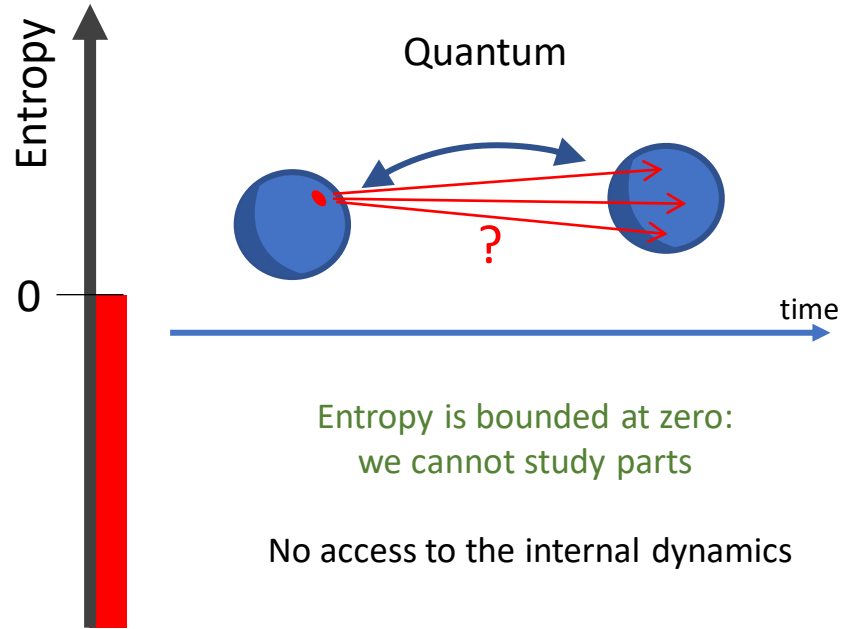
Assumptions
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Quantum mechanics as irreducibility



Can prepare ensembles at arbitrarily low entropy: we can study arbitrarily small parts

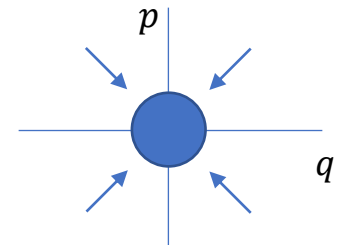
We always have access to the internal dynamics



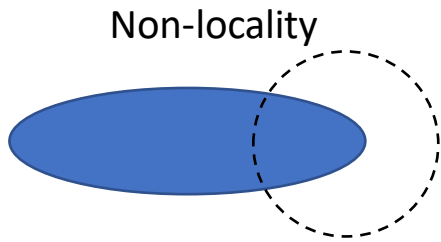
Entropy is bounded at zero: we cannot study parts

No access to the internal dynamics

Minimum uncertainty

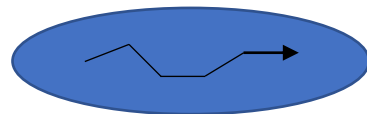


Can't squeeze ensemble arbitrarily



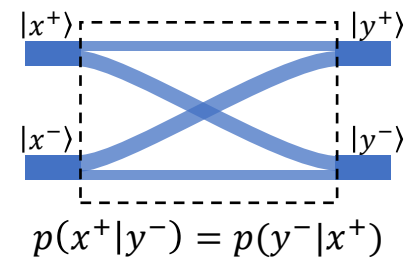
Can't refine ensembles \Rightarrow
Can't interact with parts

Superluminal effects
that can't carry information

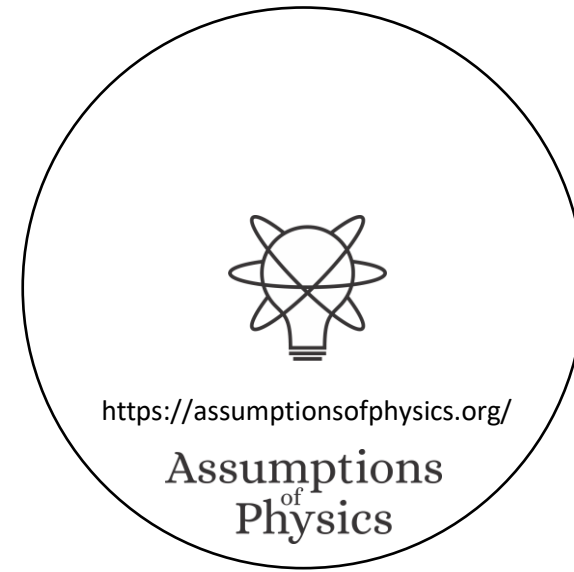


Can't refine ensembles \Rightarrow
Can't extract information

Probability of transition



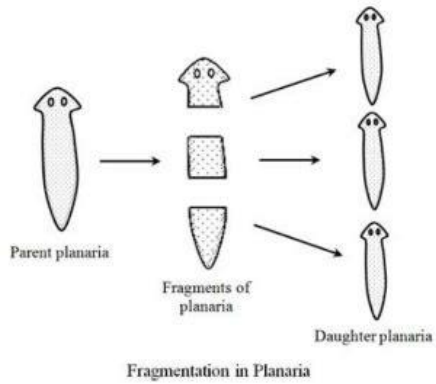
Symmetry of the inner product



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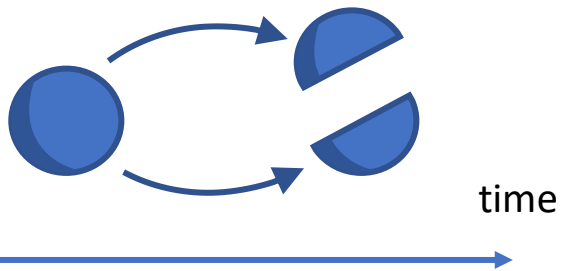
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Divisible



divisible but not reducible

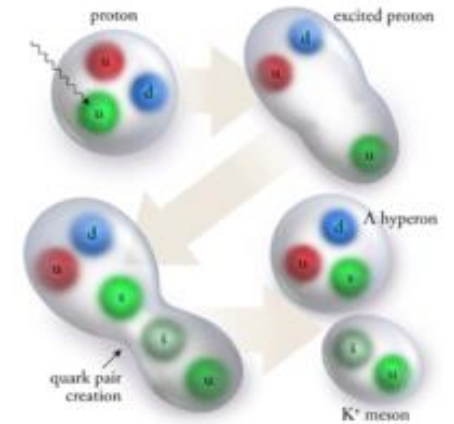
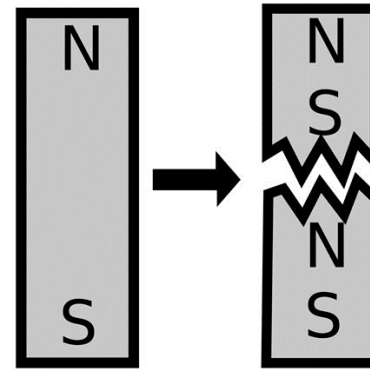
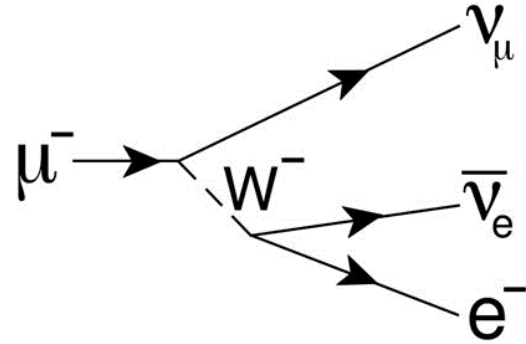
$$P_t : \mathcal{S} \rightarrow \mathcal{S}_1 \times \mathcal{S}_2$$



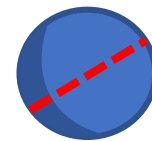
vs

Reducible

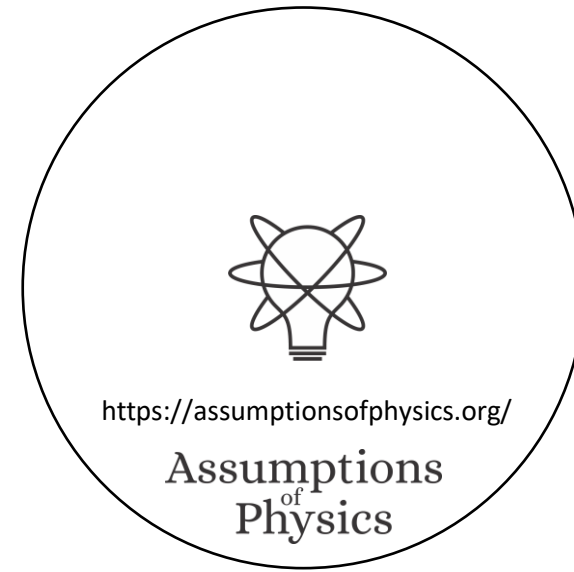
reducible but not divisible



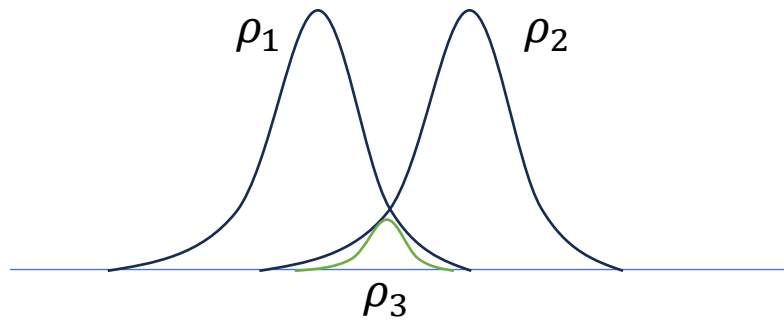
$$\mathcal{S} \equiv \mathcal{S}_1 \times \mathcal{S}_2$$



time



Reducibility in terms of ensembles



Detect overlap

$\exists \rho_3$

Common component

$$\rho_1 = p\rho_3 + (1-p)\rho_4$$
$$\rho_2 = \lambda\rho_3 + (1-\lambda)\rho_5$$

$$\int_X \rho_1 \rho_2 dx \neq 0$$

Not orthogonal

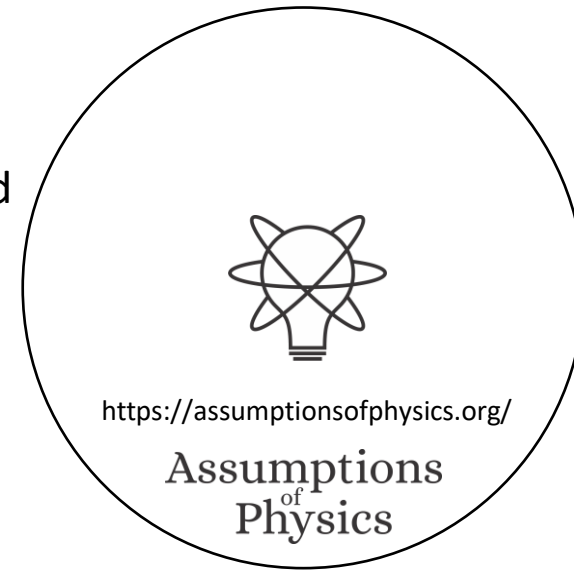
Classical physics: common component \Leftrightarrow not orthogonal

If two ensembles have something in common, there exists an ensemble for the common part

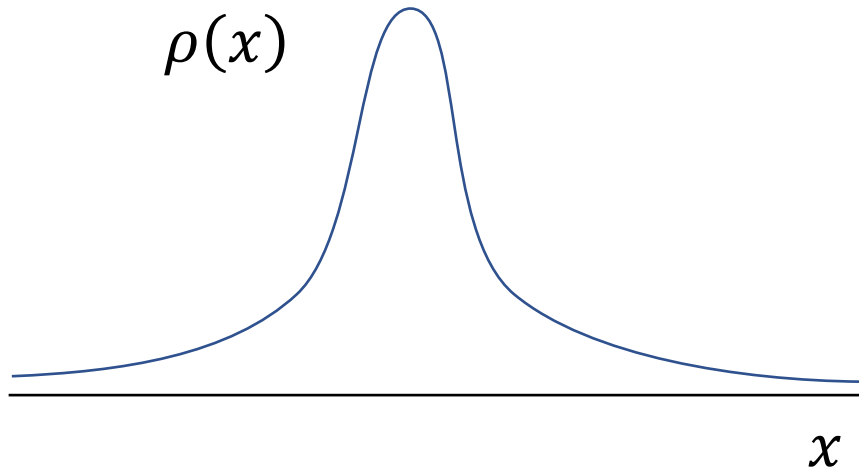
Two ensembles can have something in common,
but the common part cannot be reliably prepared and studied

E.g. spin up and spin left

Quantum physics:
common component \Rightarrow not orthogonal



Statistical distribution: the matter is spread across space
i.e. 50% of the mass is in a particular region

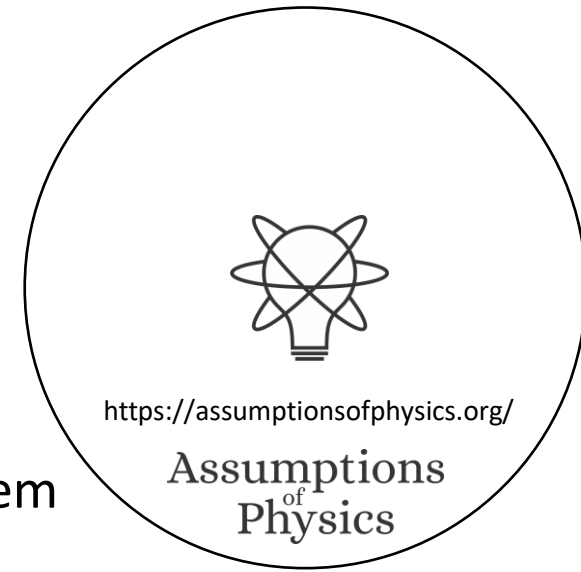


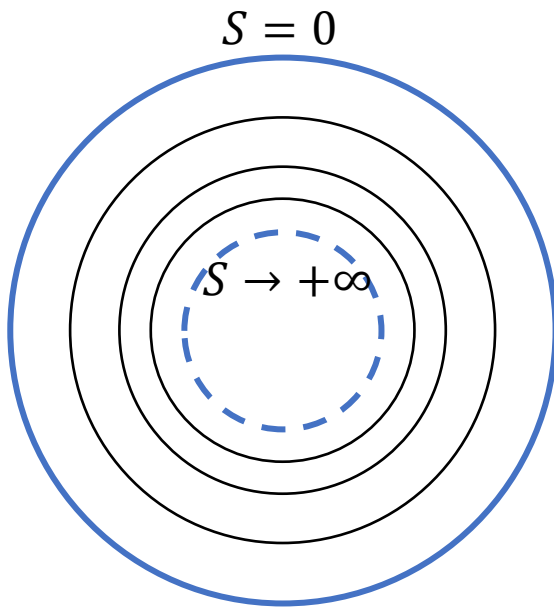
Probability distribution: the matter is concentrated but “jumps around”
i.e. the whole mass is in a particular region 50% of the time

Wave nature of the quantum system

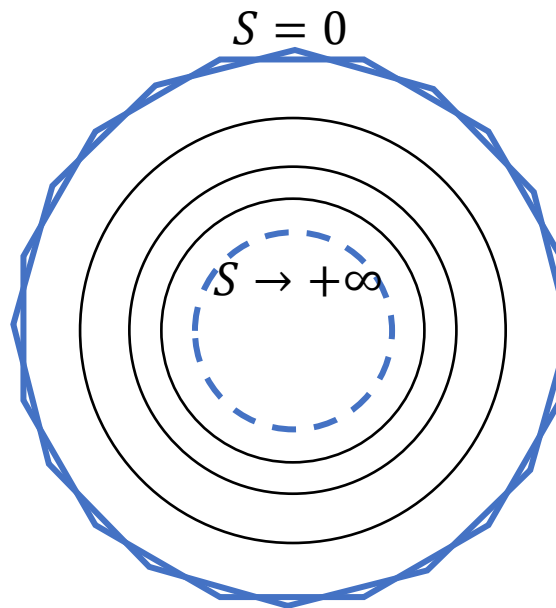
These cases merge in quantum mechanics
The ability to tell statistical from probability distributions requires having access to the ensembles at lower entropy

Particle nature of the quantum system

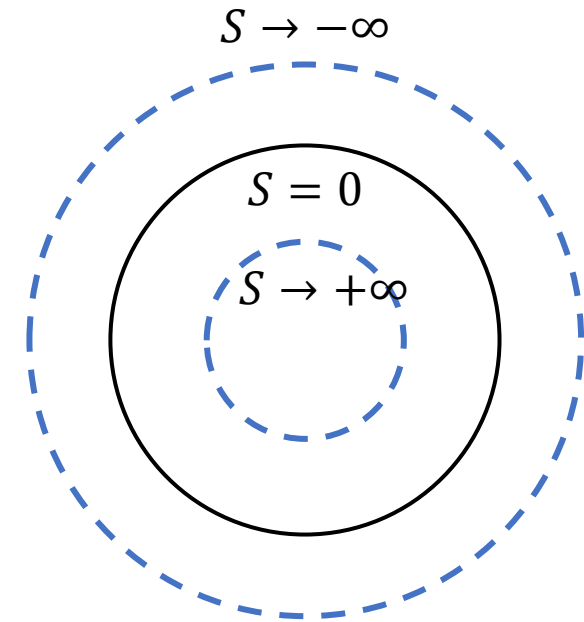




Quantum



Classical discrete infinite

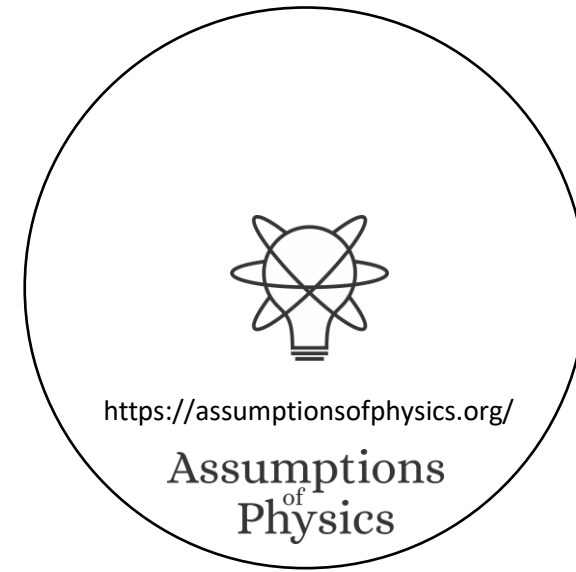


Classical continuum

Quantum mechanics is a hybrid between discrete and continuum

Quantum pure states form a manifold (like classical continuum) where each state has zero entropy (like classical discrete)

Quantum mixed states have no single decomposition in terms of pure states, classical continuum mixed states have no single decomposition in terms of zero entropy states



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Takeaways

- Irreducibility is the key difference for quantum systems
- All quantum properties can be qualitatively understood in terms of irreducibility
- TODOs
 - Prove mathematically that it is the only difference (i.e. QM can be fully recovered)



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Non-additive measures

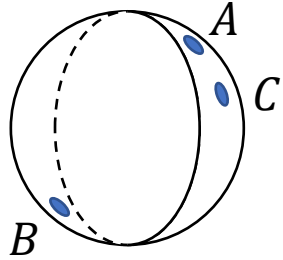


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Assumptions
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Need for non-additive measure

Want to generalize $S = \log \mu$



$$\mu(\{A\}) = 2^0 = 1$$

$$\mu(\{A, B\}) = 2^1 = 2$$

not additive

$$\mu(\{A, C\}) < 2 = \mu(\{A\}) + \mu(\{C\})$$

In quantum mechanics, literally $1 + 1 \leq 2$

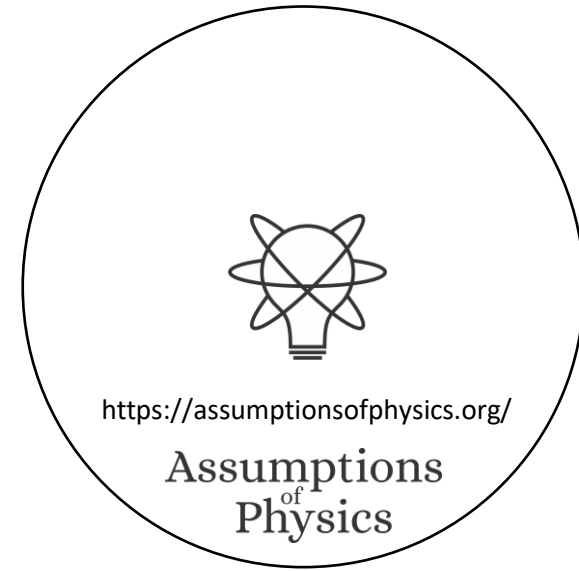
1. Single point is a single case (i.e. $\mu(\{\psi\}) = 1$)
2. Finite range carries finite information (i.e. $\mu(U) < \infty$)
3. Measure is additive for disjoint sets (i.e. $\mu(\cup U_i) = \sum \mu(U_i)$)

Pick two!

Physically, we count states all else equal

Contextuality \Leftrightarrow non-additive measure

	Single point		Finite continuous range	
	$\mu(U)$	$\log \mu(U)$	$\mu(U)$	$\log \mu(U)$
Counting measure $\mu(U) = \#U$ Number of points	1	0	$+\infty$	$+\infty$
Lebesgue measure $\mu([a, b]) = b - a$ Interval size	0	$-\infty$	$< \infty$	$< \infty$
“Quantized” measure $\mu(U) = \sup(2^{S(\text{hull}(U))})$ Entropy over uniform distribution	1	0	$< \infty$	$< \infty$



Failure of classical probability in quantum mechanics

CHSH inequality

Bell type theorems

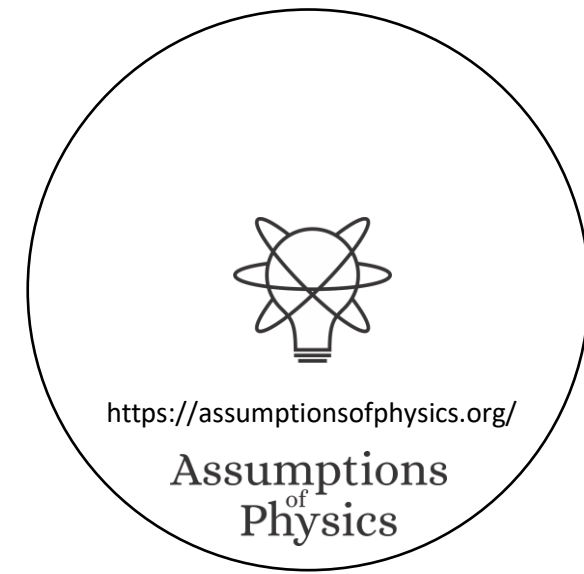
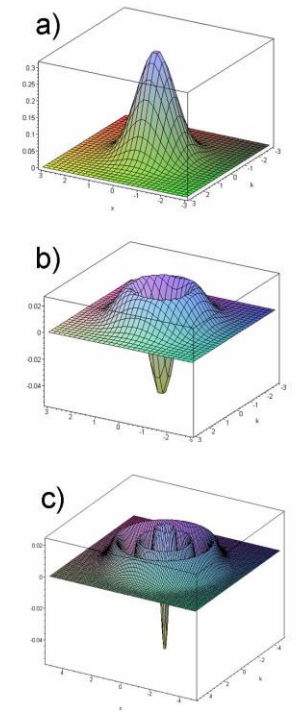
$$|E(a, b) - E(a, b') + E(a', b') + E(a', b)| \leq 2$$

In quantum mechanics, $2 < |\cdot| \leq 2\sqrt{2}$

Wigner quasiprobability distribution

$$W(x, p) = \frac{1}{\pi\hbar} \int_X \psi^*(x + y)\psi(x - p)e^{2ipy/\hbar} dy$$

$$|\psi(x)|^2 = \int W(x, p) dp \quad |\psi(p)|^2 = \int W(x, p) dx$$



Classical probability

$$\sum p(x) = 1 \qquad \int \rho(q, p) dq dp = 1$$

Sample space (i.e. classical states)

Wigner function

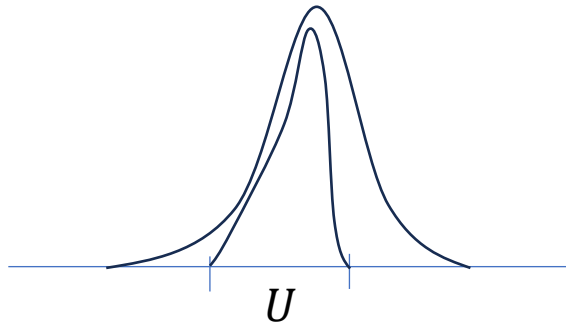
$$\int W(q, p) dq dp = 1$$

Not the sample space (i.e. quantum states)

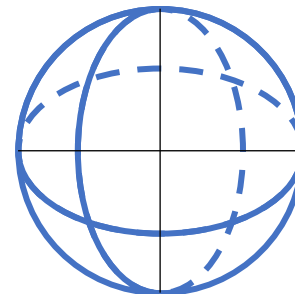
Generalized probability

Probability of a subset: weight for the biggest part that has support in that subset

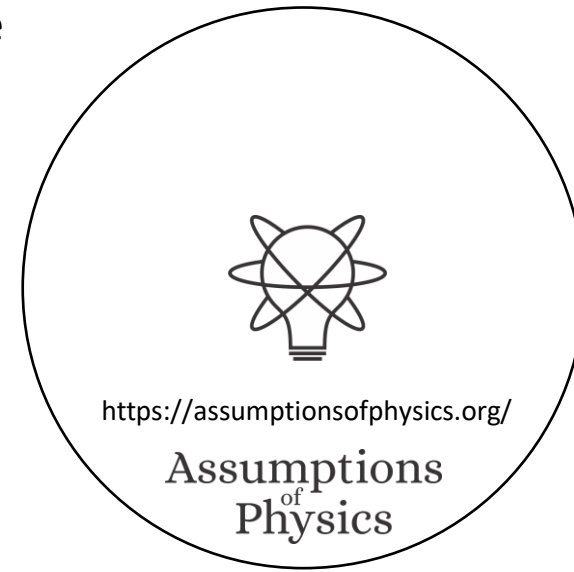
$$p(x) = p(x|U)p(U) + p(x|U^c)p(U^c)$$



Maximally mixed state:
probability for each pure
state equals 1/2

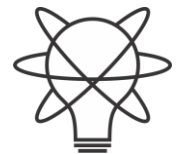


Non-additive



Takeaways

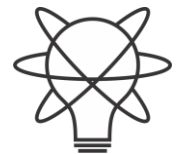
- Classical (Kolmogorov) probability does not work in QM
- Successful use of signed probability (e.g. Wigner function)
 - No physical interpretation for negative probability
- Potential use of non-additive measures
- TODOs
 - Construct a full theory of non-additive probability



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Assumptions
of
Physics

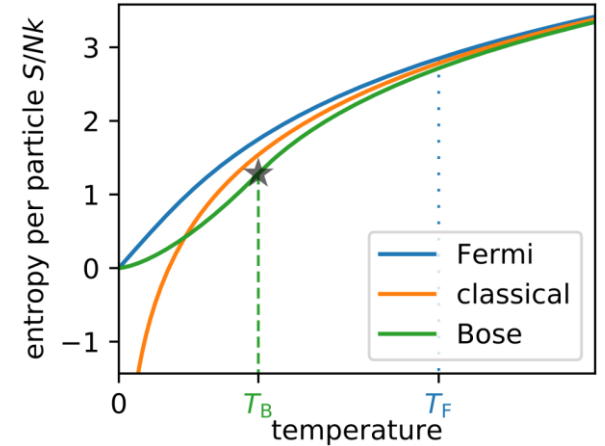
Classical limit



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**Assumptions
of
Physics**

	slow ($\frac{v}{c} \ll 1$)	fast	
$(\hbar \rightarrow 0)$ big	Classical Mechanics	Relativity	high entropy ($S \rightarrow +\infty$)
small	Quantum Mechanics	Quantum Field Theory	low entropy

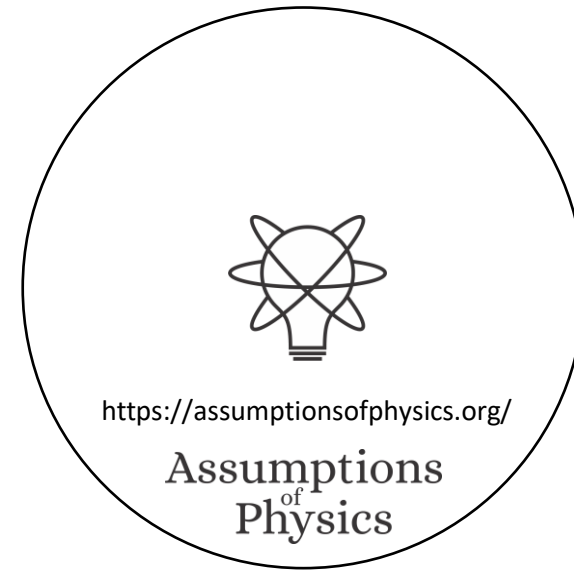


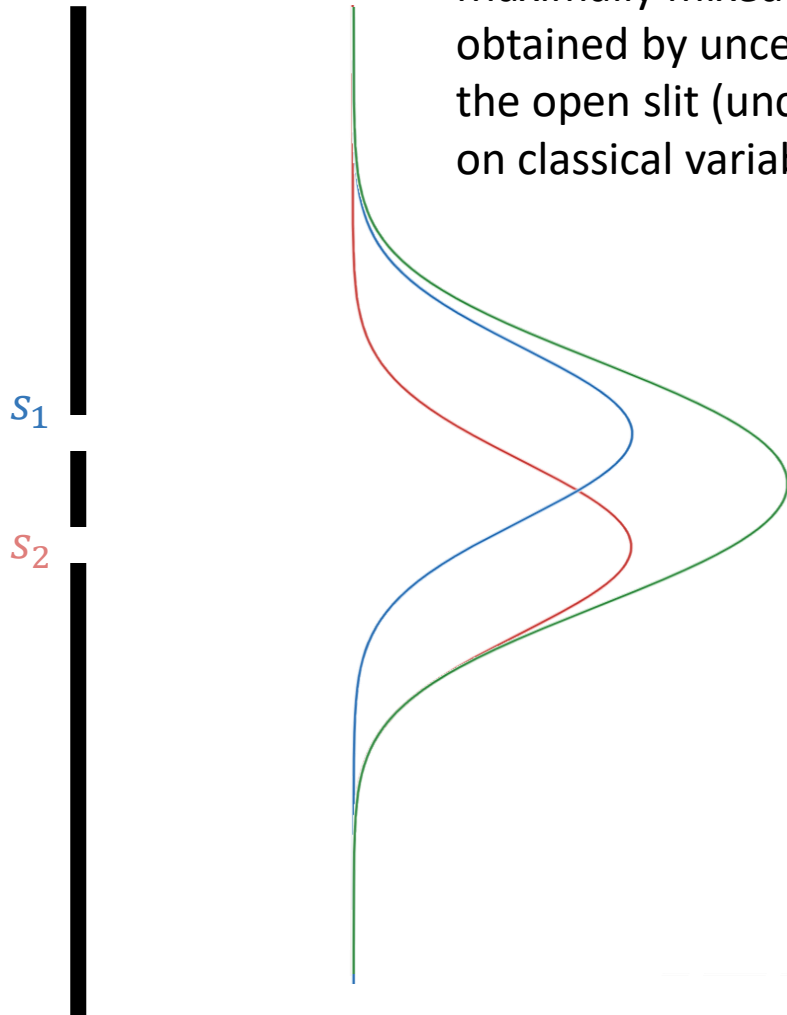
Quantum effects at large scale

Constants of nature are the same for all systems

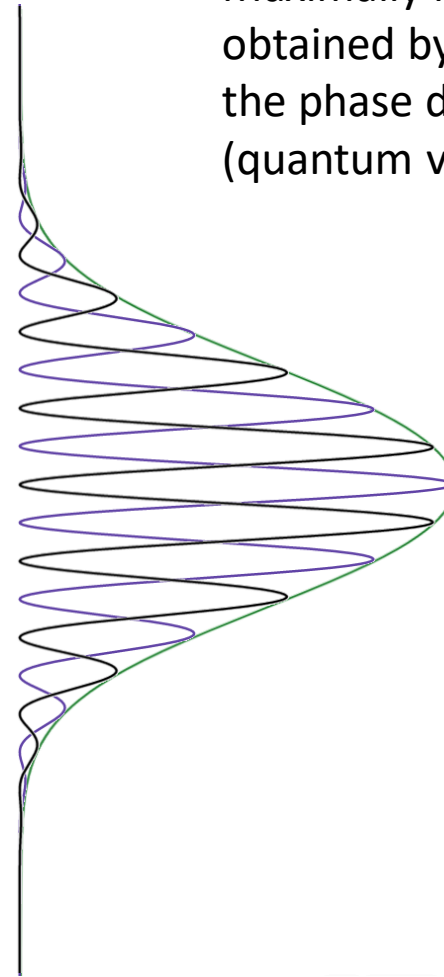
Classical statistical mechanics fails at low entropy

Classical system has high entropy;
 \hbar quantifies uncertainty at zero entropy

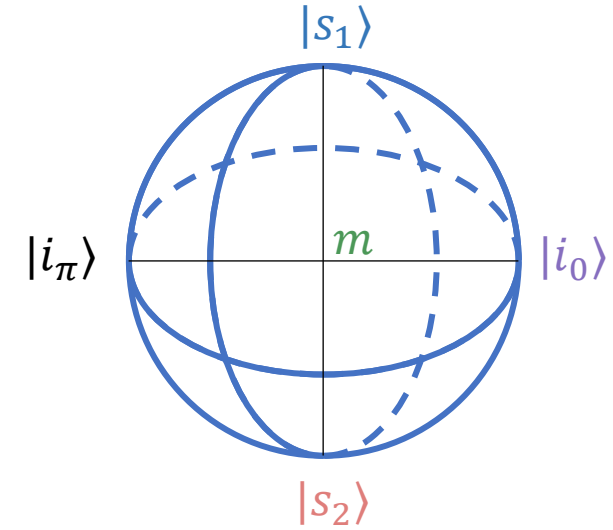




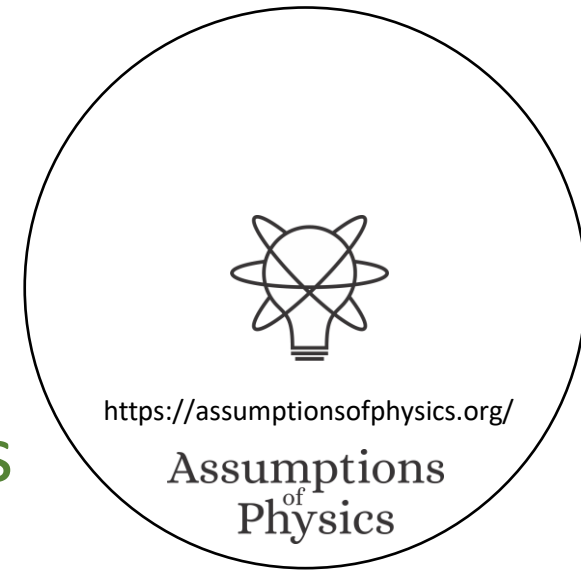
Maximally mixed state
obtained by uncertainty on
the open slit (uncertainty
on classical variable)



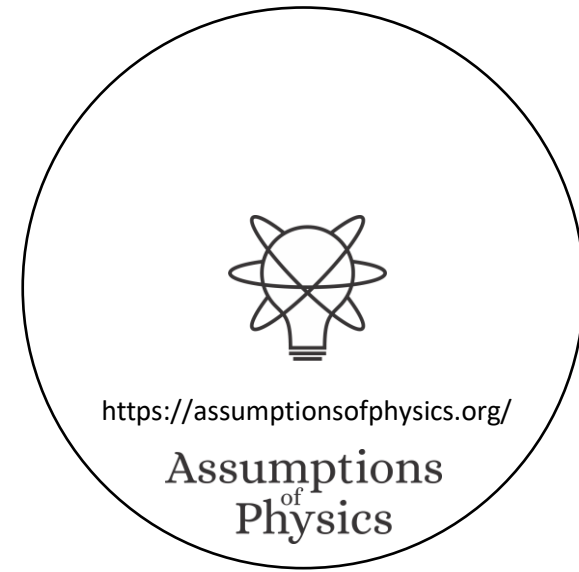
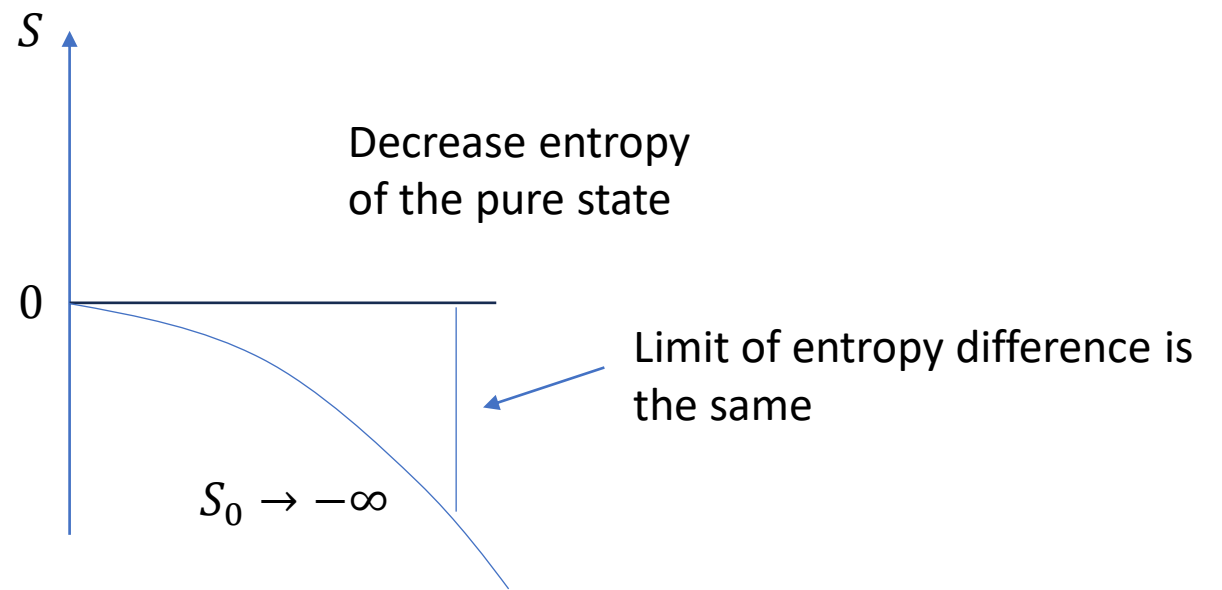
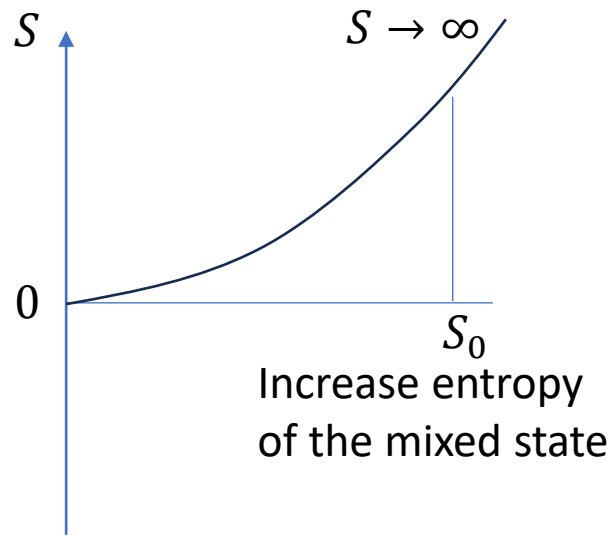
Maximally mixed state
obtained by uncertainty on
the phase difference
(quantum variable)



Uncertainty on quantum variables can be
represented by uncertainty on classical variables



May be able to recycle formal proofs $\hbar \rightarrow 0$



Takeaways

- Classical mechanics may be recovered for high entropy states
- No mechanism: high entropy “hides” quantum effects
- TODOs
 - Actually prove the conjecture

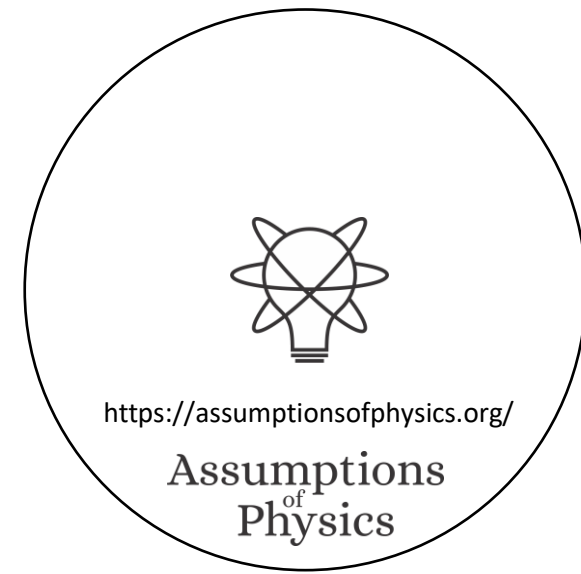


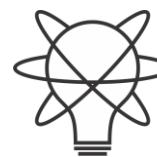
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Wrapping it up

- Quantum mechanics can be seen as a combination of classical mechanics and thermodynamics
- Minimal interpretation: using concepts and only concepts that are strictly in the equations (e.g. ensembles in equilibrium is supported by the math)
- Main goal is to clean up all these ideas and make it a consistent theory (conceptual/mathematical) with experimental support





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**Assumptions
of
Physics**