

# Quantum Feedback Networks

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# Outline

- 1 Some Engineering Perspectives
- 2 Quantum Feedback Networks

# Some Engineering Perspectives

*'Technology seems to advance in waves. Small advances in science and technology accumulate slowly ... until a critical level...*

*'Woven into the rich fabric of technological history is an invisible thread that has a profound effect on each of these waves...*

*'This thread is the idea of feedback control.*

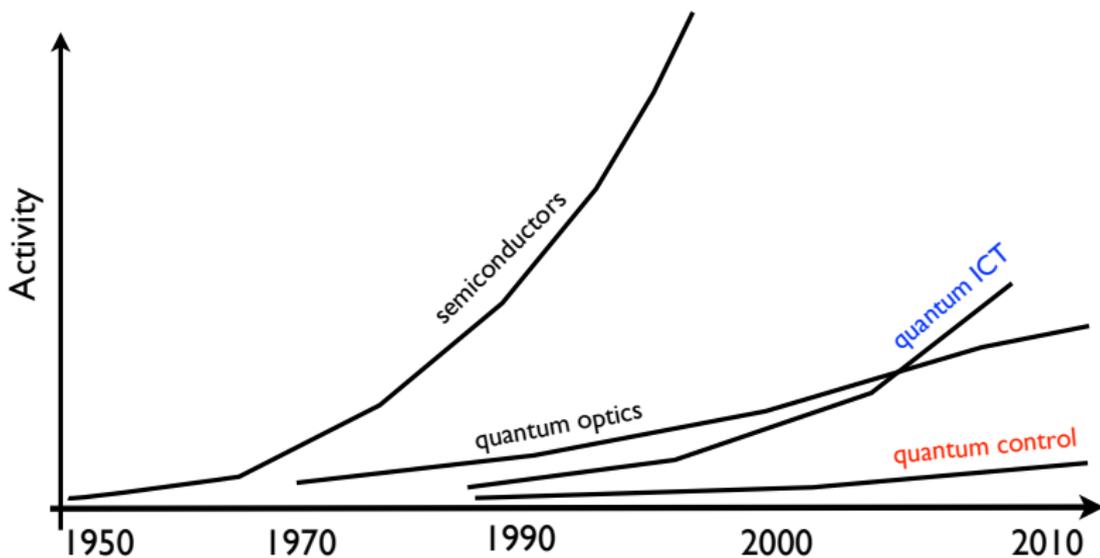
Dennis Bernstein, *History of Control*, 2002

## feed·back

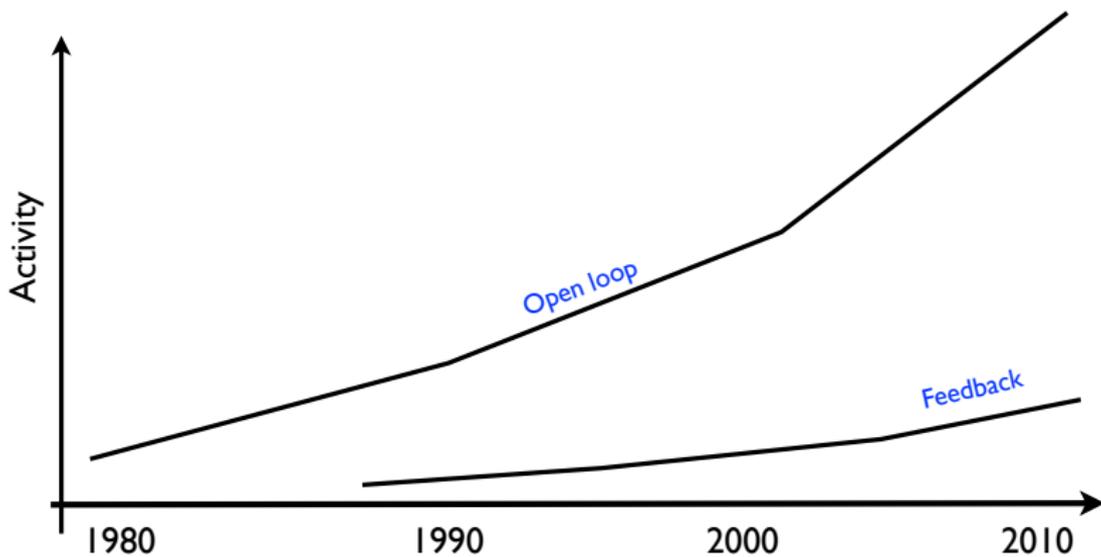
noun

- ① information about reactions to a product, a person's performance of a task, etc., used as a basis for improvement.
- ② the modification or control of a process or system by its results or effects, e.g., in a biochemical pathway or behavioral response. See also negative feedback, positive feedback.
  - the return of a fraction of the output signal from an amplifier, microphone, or other device to the input of the same device; sound distortion produced by this.

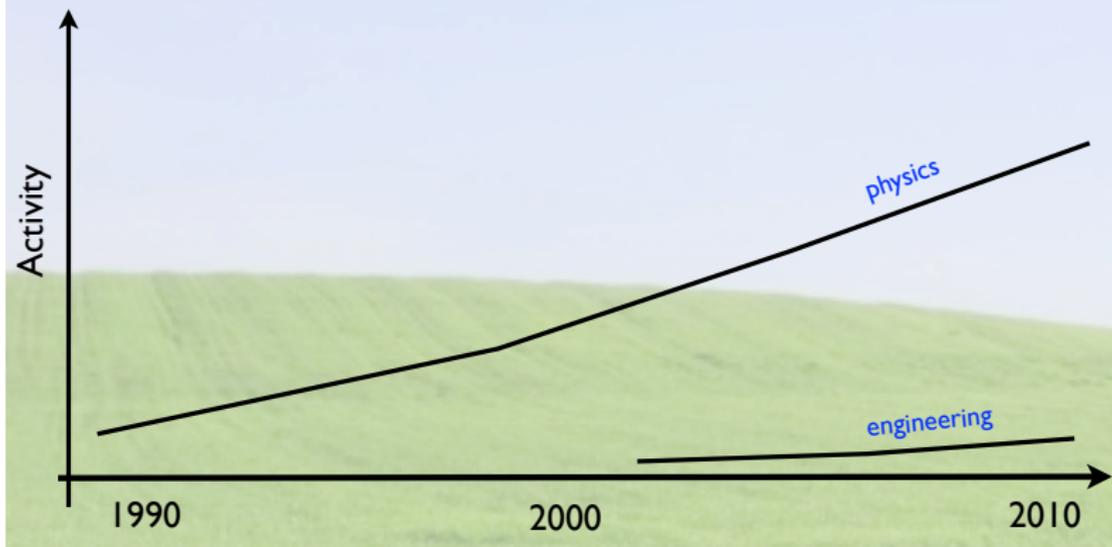
## Relative Maturity of Research Areas



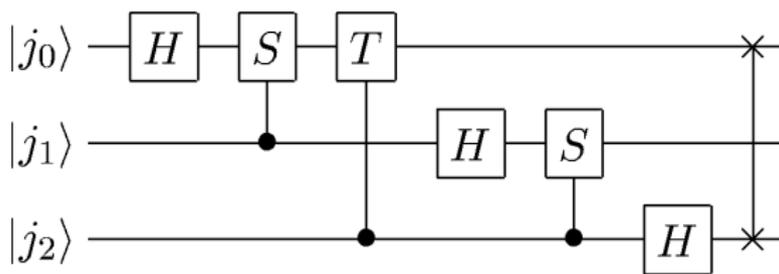
## Quantum Control Activity



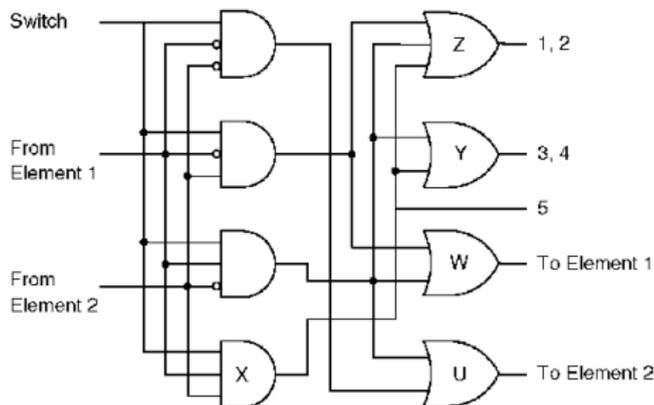
## Quantum Feedback Control Activity



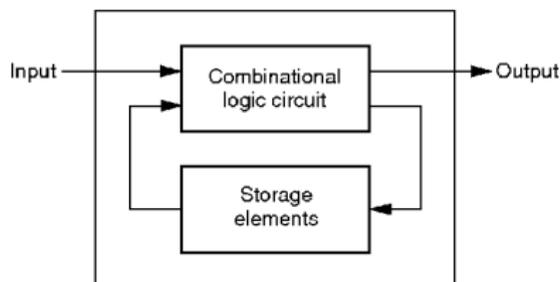
## Quantum circuit



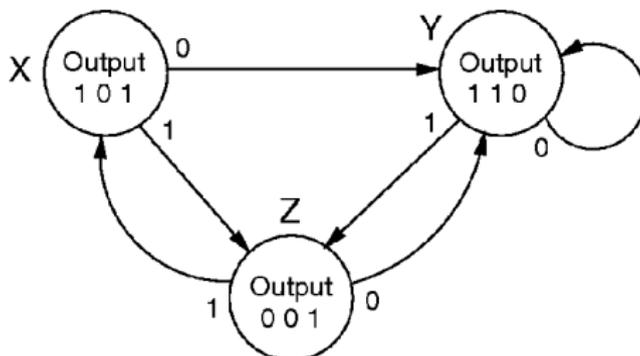
## Classical combinational logic diagram



## Classical sequential logic diagram

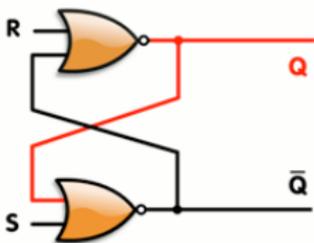


## Classical state diagram

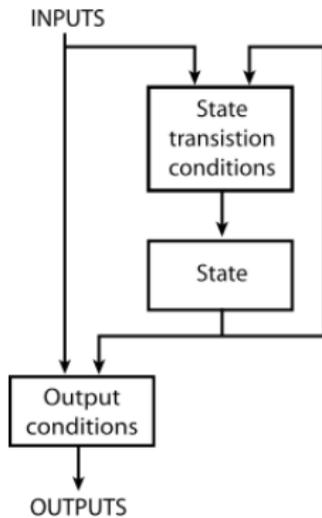
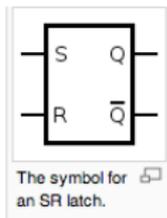


## Flip Flop

Simple *memory* elements basic to sequential logic (state machines).

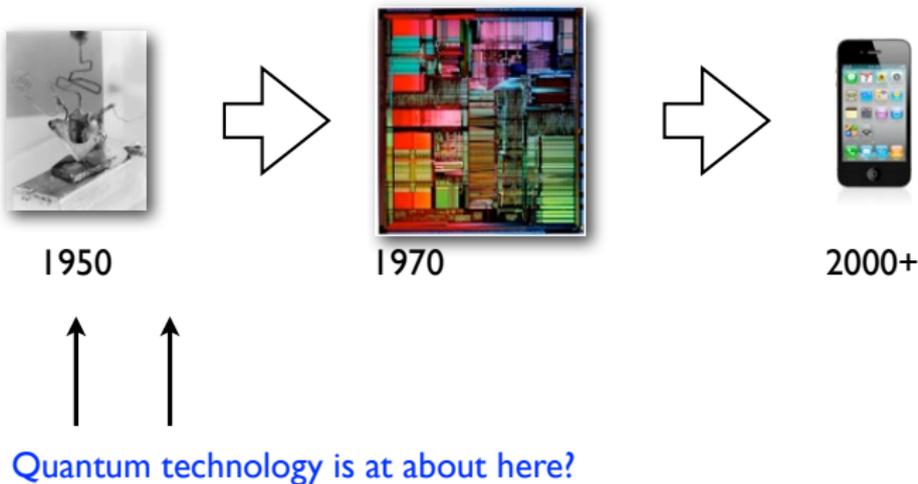


SR latch operation		
S	R	Action
0	0	Keep state
0	1	$Q = 0$
1	0	$Q = 1$
1	1	Restricted combination



*Dynamics* and *feedback* are fundamental to the operation of flip-flops.

## Development of Technology



Systems integration, hierarchy, component development, mid-level integration, large-scale integration, product

## Engineering design process

Functional Level

Functional requirements/  
specifications:  
*Purpose* of the system.



Circuit Level

Circuit design meeting  
requirements (may be  
abstract).



Hardware Level

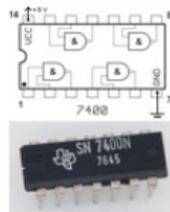
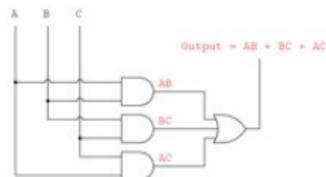
Practical specs include:

- voltage ranges
- noise margin
- fan in/out (*network* issue)
- rise/fall time (*dynamical* issue)

Important for *system integration*.

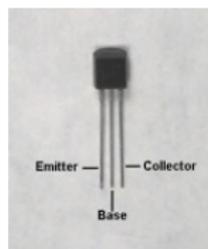
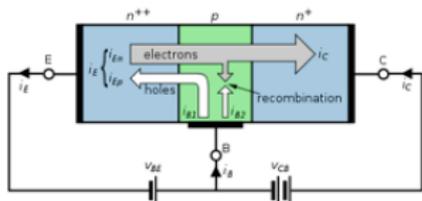
*Secure communication*: metrics  
for fidelity of transfer, safety  
from intrusion, etc

*Efficient computation*: metrics  
for computational complexity,  
memory and time  
requirements, etc



Need *appropriate* models for particular purposes at each level:

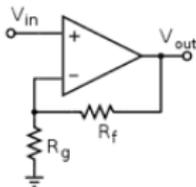
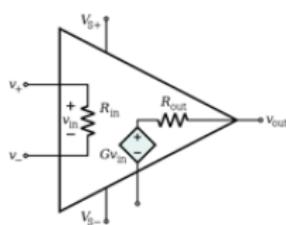
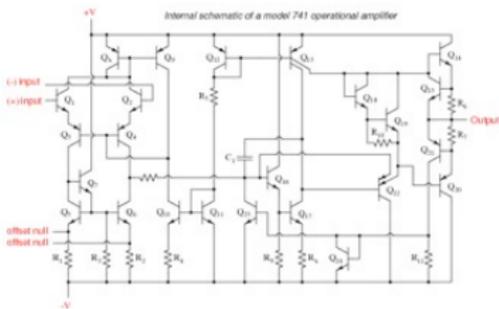
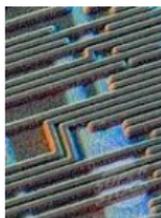
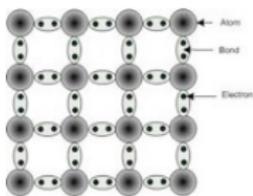
*simple, but not too simple.*



$$\frac{d^2 \Delta p_B(x)}{dx^2} = \frac{\Delta p_B(x)}{L_B^2}$$

$$I_C = qA \left( \left( \frac{D_B}{W} p_{B0} \right) (\exp(qV_{EB}/kT) - 1) - \left( \frac{D_C n_{C0}}{L_C} + \frac{D_B p_{B0}}{W} \right) (\exp(qV_{CB}/kT) - 1) \right)$$

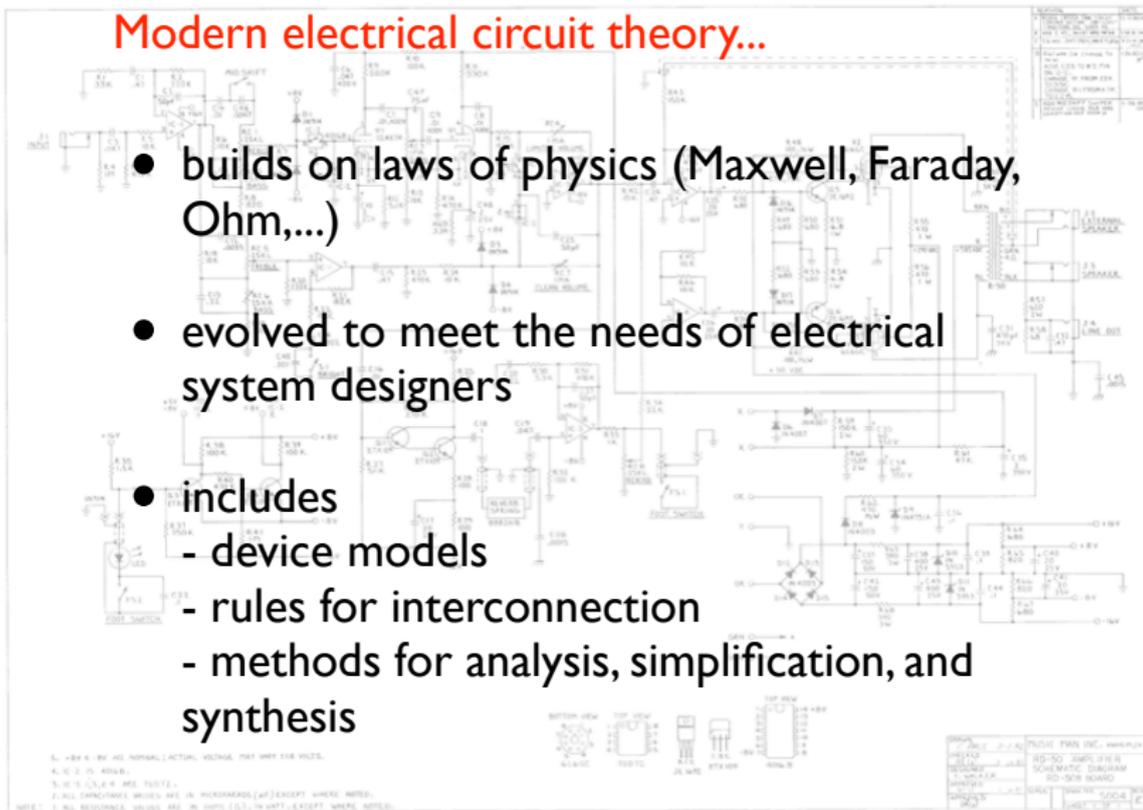
$$I_C = \beta I_b$$



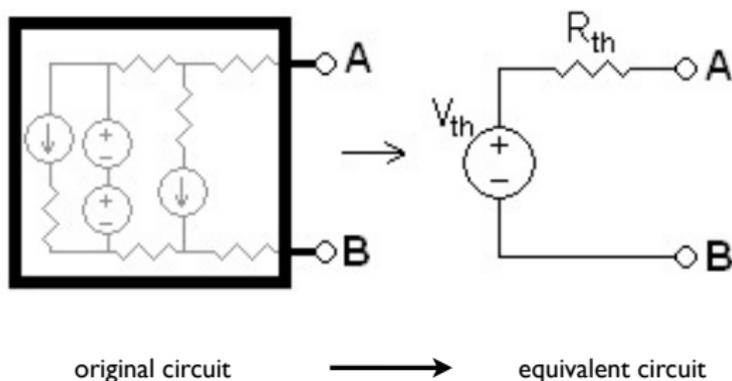
$$V_{out} = \frac{R_f + R_g}{R_f} V_{in}$$

## Modern electrical circuit theory...

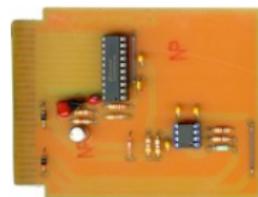
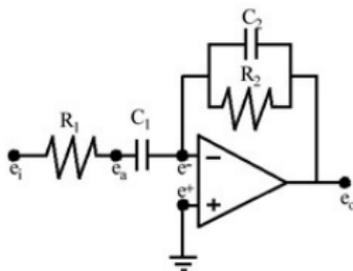
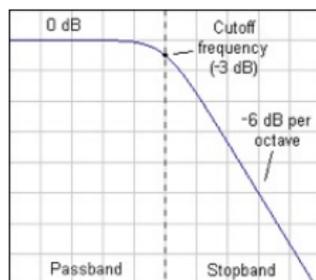
- builds on laws of physics (Maxwell, Faraday, Ohm,...)
- evolved to meet the needs of electrical system designers
- includes
  - device models
  - rules for interconnection
  - methods for analysis, simplification, and synthesis



For example, **Thevenin's theorem** helps engineers simplify complex linear circuits.



For example, **realisation techniques** help engineers build devices from given specifications (**synthesis**).



specifications



circuit diagram

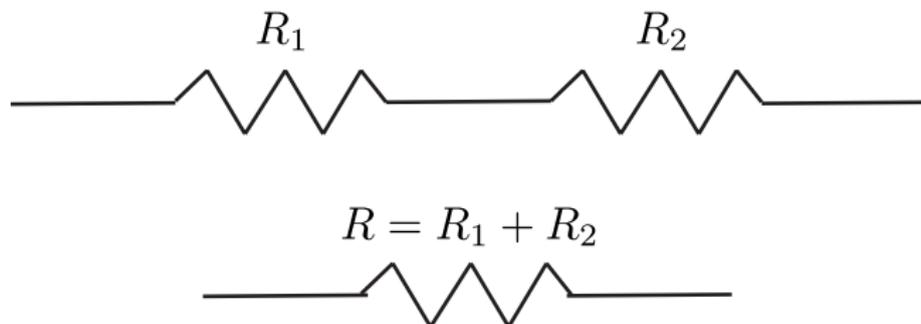


physical device

# Quantum Feedback Networks

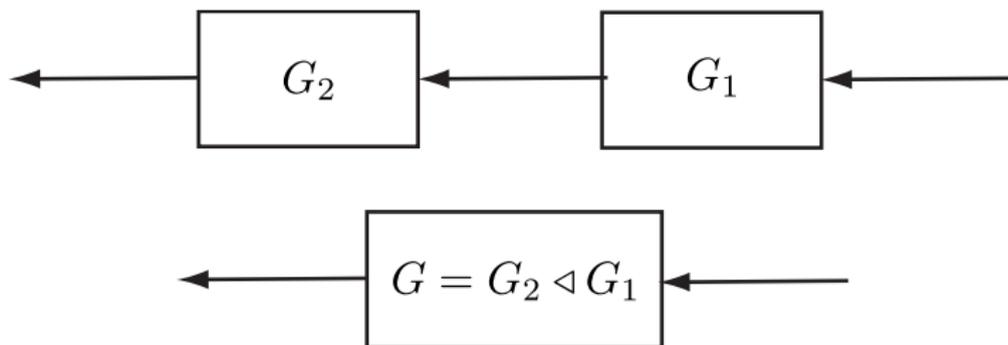
## Basic ideas

**Classical:** series connection of resistors.



The simple algebraic formula  $R = R_1 + R_2$  is based on underlying physics (electromagnetism).

Quantum: series connection of open systems.



The simple algebraic formula

$$G_2 \triangleleft G_1 = (S_2 S_1, L_2 + S_2 L_1, H_1 + H_2 + \text{Im}[L_2^\dagger S_2 L_1])$$

is based on underlying physics (quantum mechanics).

## Quantum stochastic equations

[Hudson-Parthasarathy, 1984]

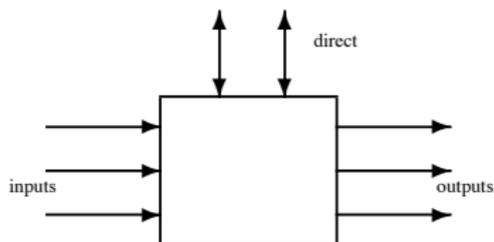
[Gardiner-Collett, 1985]

$$dU(t) = \left\{ \text{tr}[(\mathbf{S} - \mathbf{I})d\mathbf{\Lambda}] + d\mathbf{A}^\dagger \mathbf{L} - \mathbf{L}^\dagger \mathbf{S} d\mathbf{A} - \frac{1}{2} \mathbf{L}^\dagger \mathbf{L} dt - iH dt \right\} U(t)$$

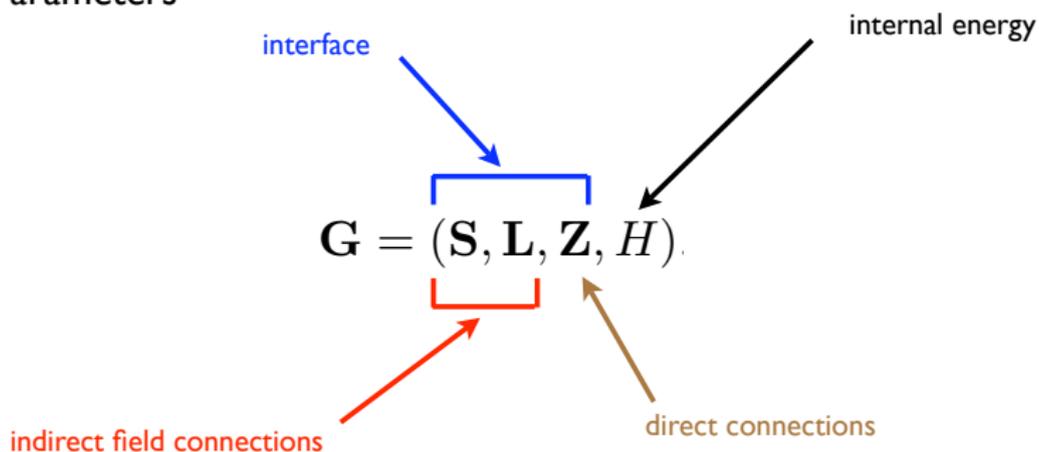
[Schrodinger equation]

- Boson field channels described using **quantum noise**
- Unitary evolution of physical variables (Heisenberg)
- Master equation for system states
- Measurements described using quantum conditional expectation and **quantum filters** (Belavkin)

## Network components - open quantum systems



Parameters

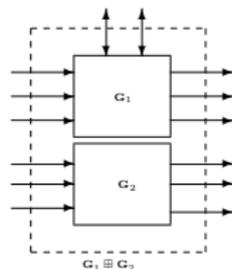


## Elementary network constructs

[Gough and James, 2008, 2010]

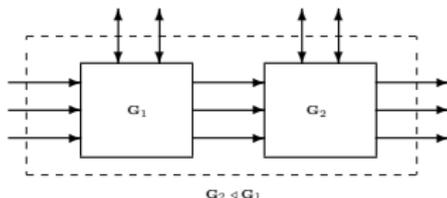
## concatenation product

$$\mathbf{G}_1 \boxplus \mathbf{G}_2 = \left( \begin{pmatrix} \mathbf{S}_1 & 0 \\ 0 & \mathbf{S}_2 \end{pmatrix}, \begin{pmatrix} \mathbf{L}_1 \\ \mathbf{L}_2 \end{pmatrix}, \begin{pmatrix} \mathbf{Z}_1 \\ \mathbf{Z}_2 \end{pmatrix}, H_1 + H_2 \right)$$



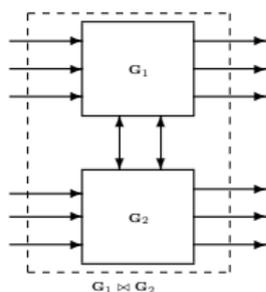
## series product

$$\mathbf{G}_2 \triangleleft \mathbf{G}_1 = \mathbf{S}_2 \mathbf{S}_1, \mathbf{L}_2 + \mathbf{S}_2 \mathbf{L}_1, \begin{pmatrix} \mathbf{Z}_1 \\ \mathbf{Z}_2 \end{pmatrix}, \\ H_1 + H_2 + \frac{1}{2i} (\mathbf{L}_2^\dagger \mathbf{S}_2 \mathbf{L}_1 - \mathbf{L}_1^\dagger \mathbf{S}_2^\dagger \mathbf{L}_2)$$



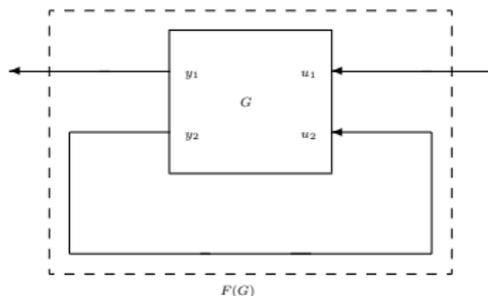
## direct connection product

$$\mathbf{G}_1 \bowtie \mathbf{G}_2 = \left( \begin{pmatrix} \mathbf{S}_1 & 0 \\ 0 & \mathbf{S}_2 \end{pmatrix}, \begin{pmatrix} \mathbf{L}_1 \\ \mathbf{L}_2 \end{pmatrix}, -, \right. \\ \left. H_1 + H_2 + \mathbf{Z}_2^\dagger \mathbf{Z}_1 + \mathbf{Z}_1^\dagger \mathbf{Z}_2 \right)$$



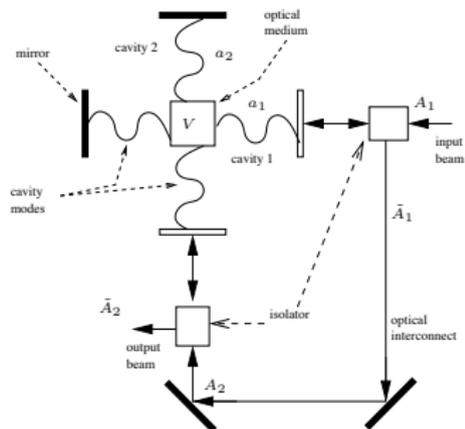
## linear fractional transformation (LFT)

$$G = \left( \begin{pmatrix} S_{11} & S_{12} \\ S_{21} & S_{22} \end{pmatrix}, \begin{pmatrix} L_1 \\ L_2 \end{pmatrix}, H \right)$$

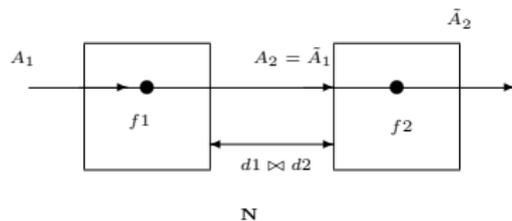


$$F(G) = (S_{11} + S_{12}(I - S_{22})^{-1}S_{21}, L_1 + S_{12}(I - S_{22})^{-1}L_2, \\ H + \text{Im}\{L_1^\dagger S_{12}(I - S_{22})^{-1}L_2\} + \text{Im}\{L_2^\dagger S_{22}(I - S_{22})^{-1}L_1\})$$

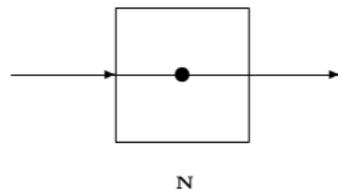
## Reducible networks in quantum optics



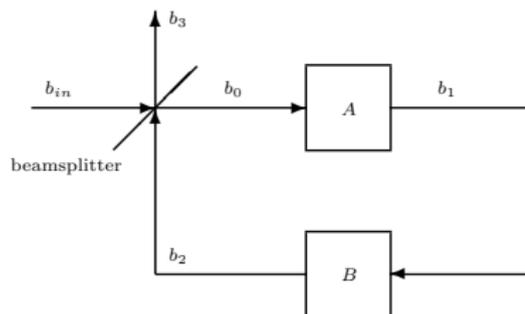
[Wiseman-Milburn, 1994]



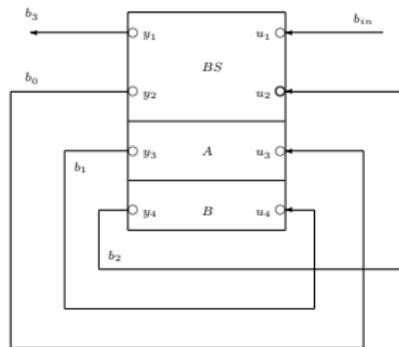
$$\begin{aligned}
 N &= \mathbf{G}_1 \wedge \mathbf{G}_2 = (\mathbf{G}_{f_2} \triangleleft \mathbf{G}_{f_1}) \boxplus (\mathbf{G}_{d_1} \otimes \mathbf{G}_{d_2}) \\
 &= (1, \sqrt{\gamma_2} a_2 + \sqrt{\gamma_1} a_1, -, \\
 &\quad \Delta_1 a_1^* a_1 + \Delta_2 a_2^* a_2 - ig(a_2 a_1^* - a_2^* a_1))
 \end{aligned}$$



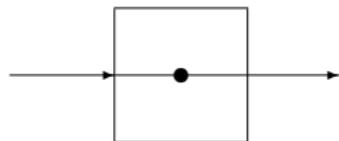
## Non-reducible networks in quantum optics



[Yanagisawa-Kimura, 2003]



$$N = F((BS \boxplus A \boxplus B) \triangleleft T)$$



N

## Realistic detection

[Warszawski-Wiseman-Mabuchi, 2002]

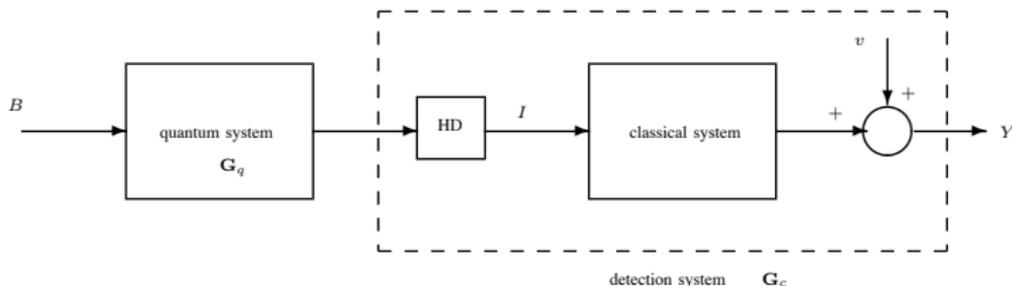
The quantum system is given by

$$\mathbf{G}_q = (1, L_q, H_q),$$

and the classical detection system is given by the classical stochastic equations

$$dx(t) = \tilde{f}(x(t))dt + g(x(t))dw(t),$$

$$dY(t) = h(x(t))dt + dv(t),$$



The classical system is equivalent to

$$\mathbf{G}_c = (1, L_{c1}, H_c) \boxplus (1, L_{c2}, 0)$$

where  $L_{c1} = -ig^T p - \frac{1}{2}\nabla^T g$ ,  $L_{c2} = \frac{1}{2}h$  and  $H_c = \frac{1}{2}(f^T p + p^T f)$ .

The complete cascade system is

$$\begin{aligned} \mathbf{G} &= ((1, L_{c1}, H_c) \triangleleft (1, L_q, H_q)) \boxplus (1, L_{c2}, 0) \\ &= (\mathbf{1}, \begin{pmatrix} L_1 + L_{c1} \\ L_{c2} \end{pmatrix}, H_q + H_c + \frac{1}{2i}(L_{c1}^* L_q - L_q^* L_{c1})) \end{aligned}$$

The unnormalized quantum filter for the cascade system is

$$d\sigma_t(X) = \sigma_t\left(-i[X, H_q + H_c + \frac{1}{2i}(L_{c1}^*L_q - L_q^*L_{c1})] + \mathcal{L}\left(\begin{array}{c} L_1 + L_{c1} \\ L_{c2} \end{array}\right)(X)\right)dt + \sigma_t(L_{c2}^*X + XL_{c2})dy.$$

For instance,  $X = X_q \otimes \phi$ , where  $\phi$  is a smooth real valued function on  $\mathbb{R}^n$ .

Filtered estimate of quantum variables:

$$\pi_t(X_q) = \sigma_t(X_q)/\sigma_t(1)$$

