



Teoria fisica che vai, Teoria informatica che trovi

Davide Rolino*, Lorenzo Siro Trezzini*

*Università degli Studi di Pavia, Dipartimento di Fisica, QUIT Group and INFN Gruppo IV, Sezione di Pavia

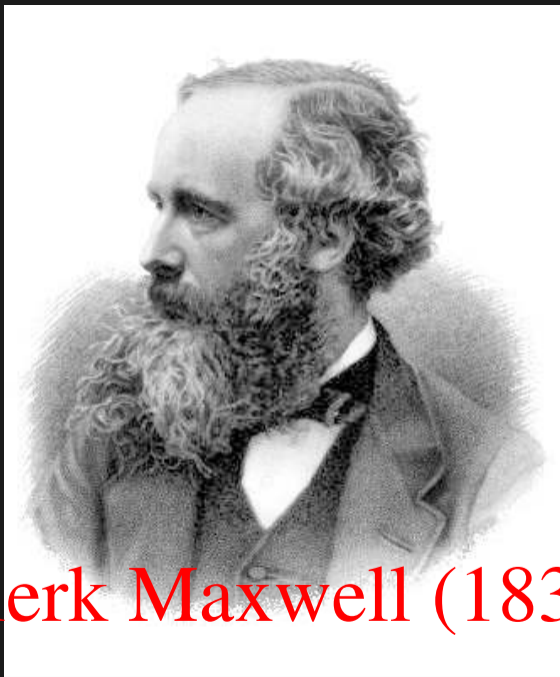
Incontri di fisica moderna

14/11/2023



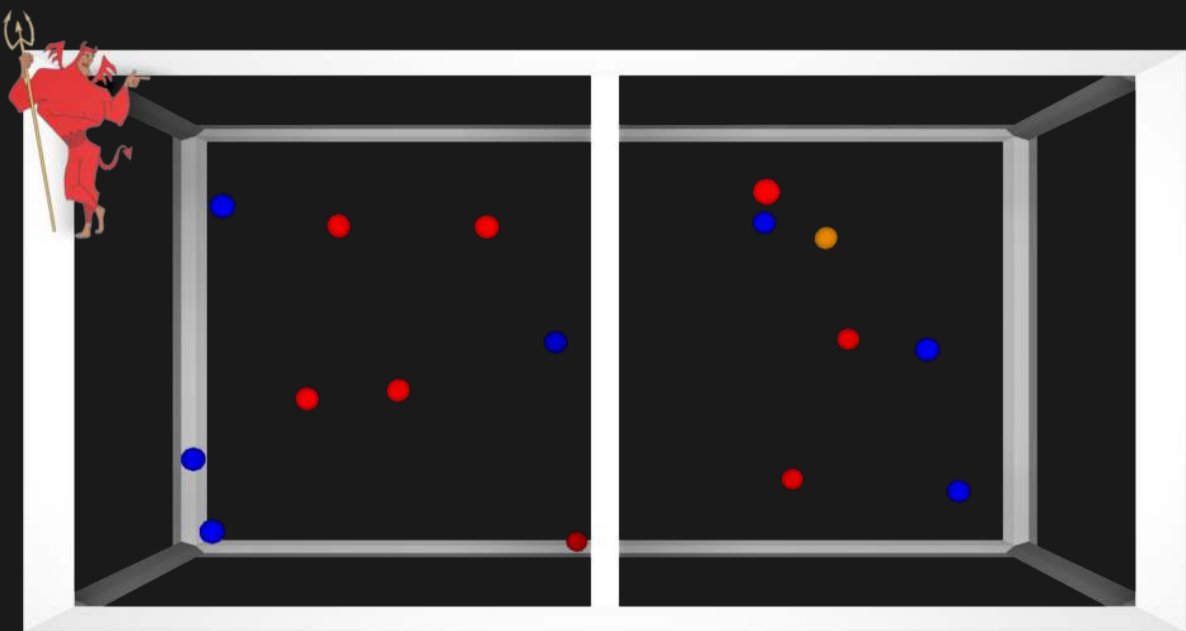
“La computer science studia
i computer tanto quanto
l’astrofisica studia i
telescopi”

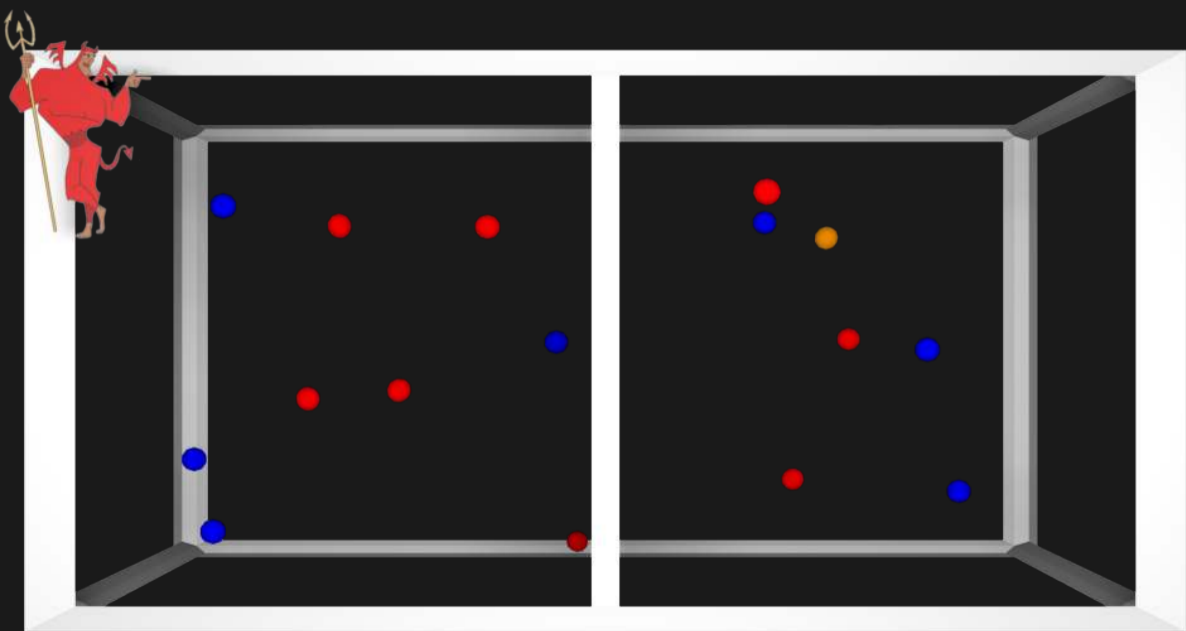
E. Dijkstra

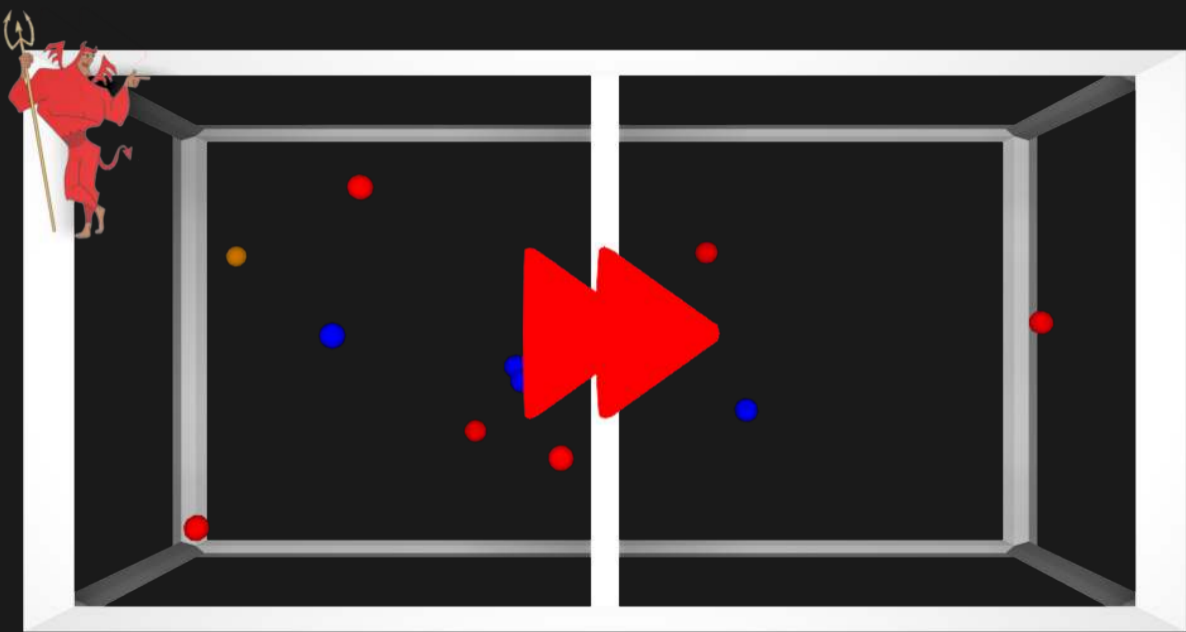


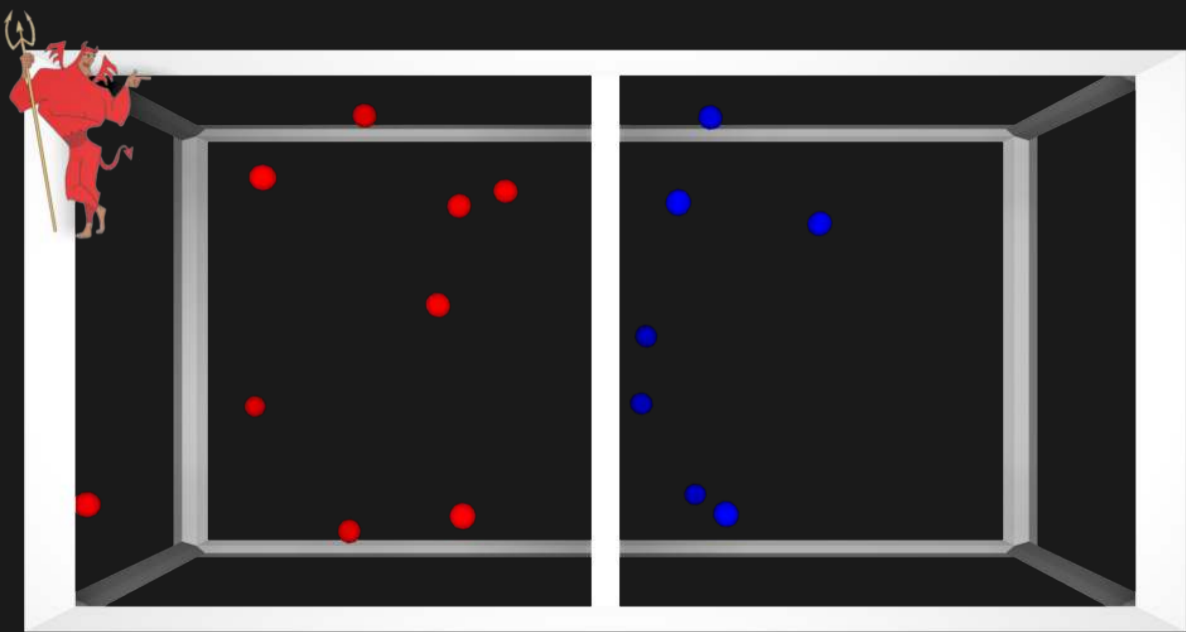
James Clerk Maxwell (1831 - 1879)











Termodinamica

Prima legge della termodinamica

Energia

Energia: permette ai sistemi fisici di agire

Prima legge: L'energia si
conserva

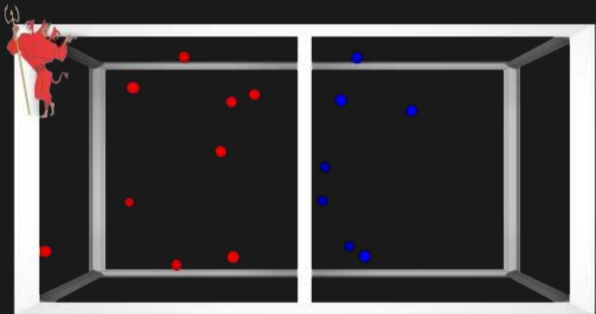
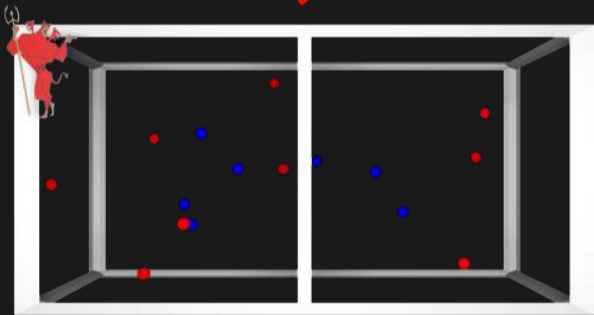
Seconda legge della termodinamica

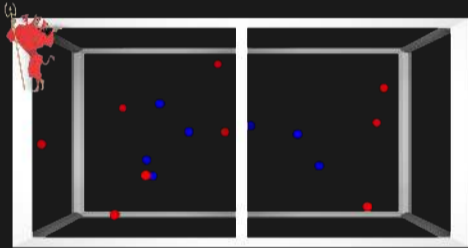
Entropia

Entropia: misura del
disordine di un sistema

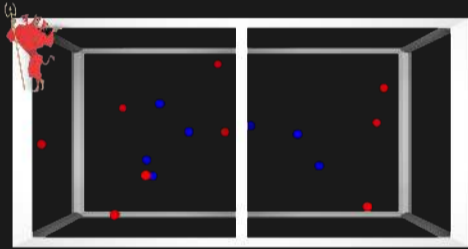
Misura di quanta energia
termica di un sistema non è
disponibile per essere
convertita in lavoro

Seconda legge: L'entropia
di un sistema isolato può
solo aumentare o rimanere
costante





Sistema
all'equilibrio
termico

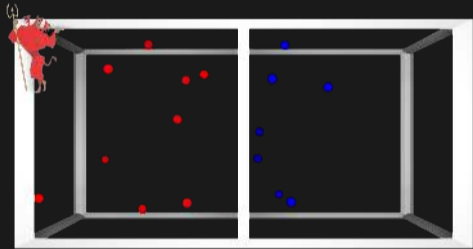


Sistema
all'equilibrio
termico



Non è
possibile
estrarre
lavoro

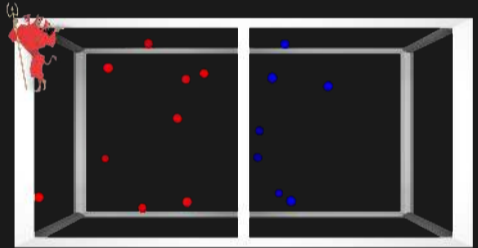
Sistema con
 ΔT



Sistema con
 ΔT

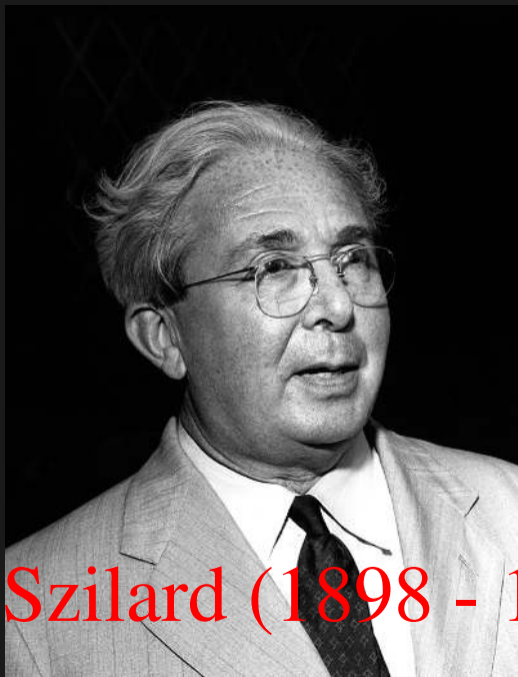


É possibile
estrarre
lavoro

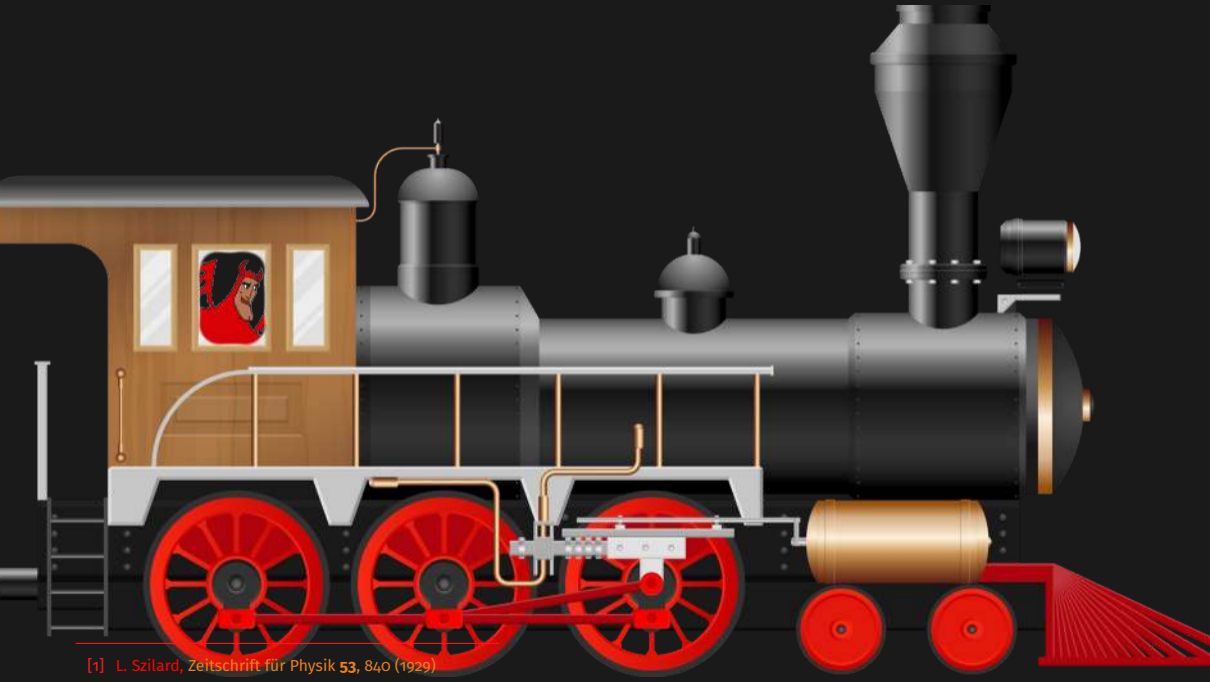


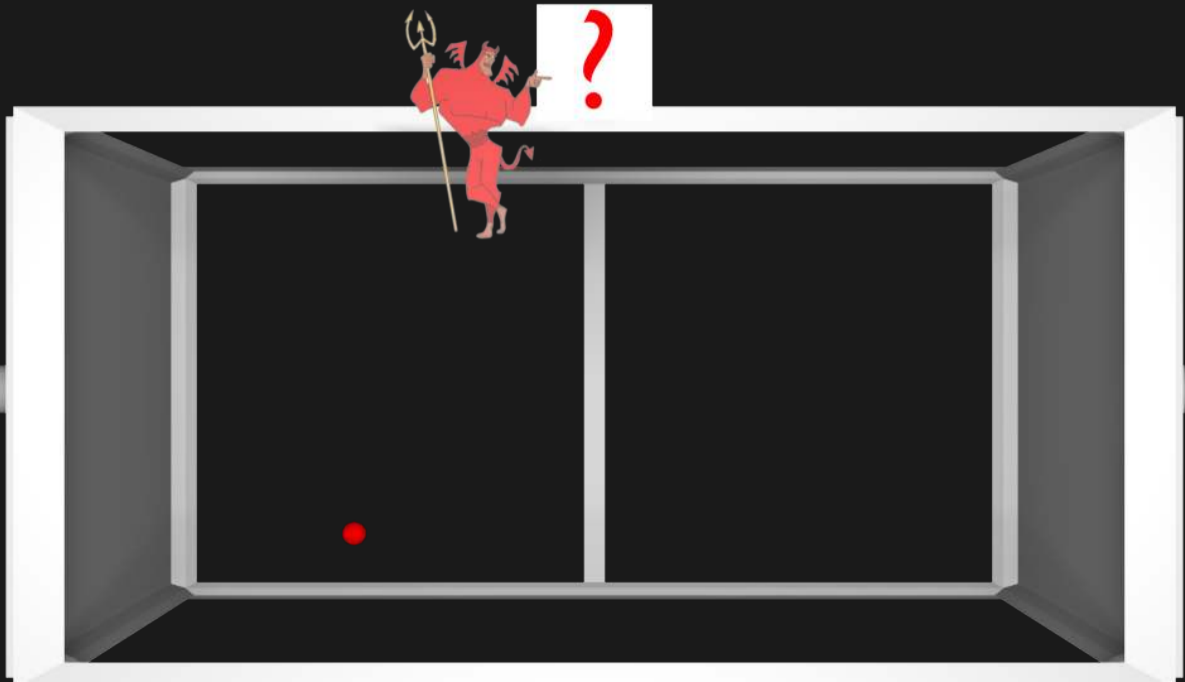
L'ENTROPIA É
DIMINUITA!!!

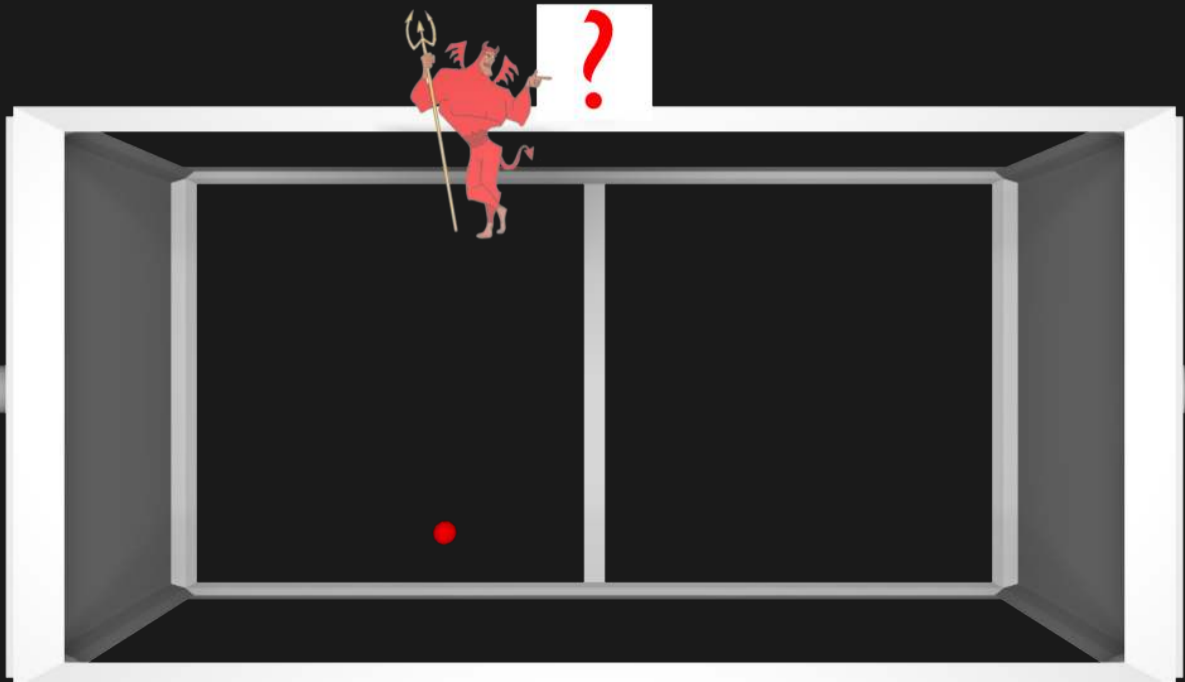
Informazione sulla
posizione delle particelle



Leo Szilard (1898 - 1964)









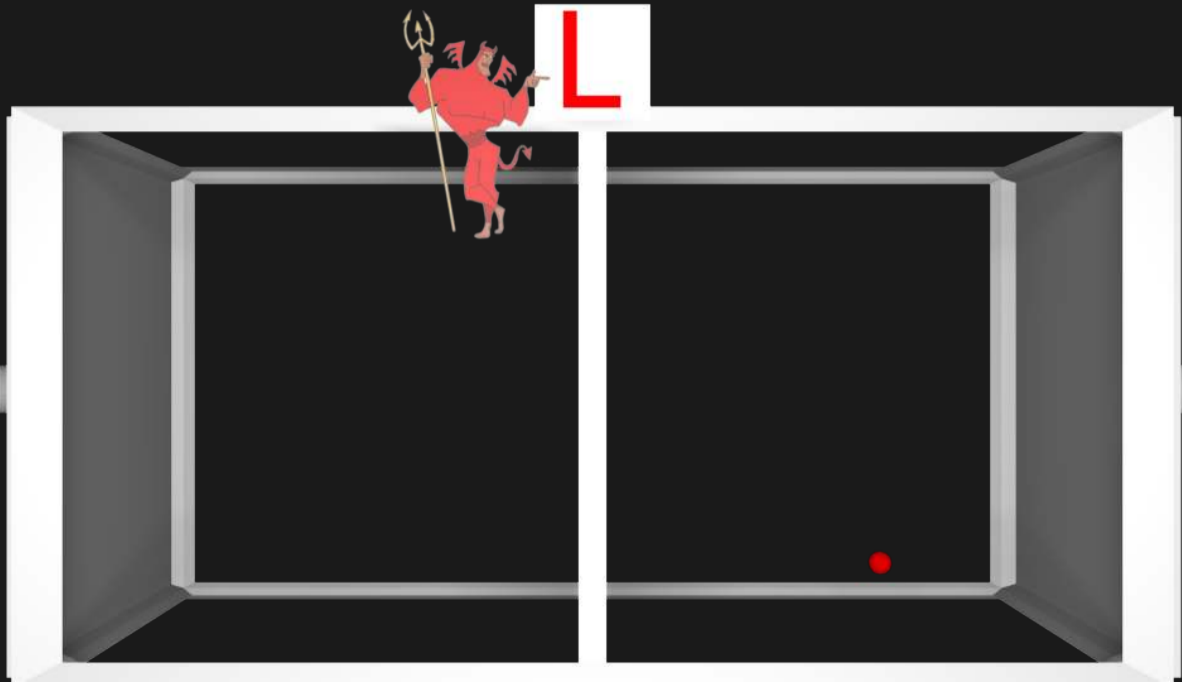
L





L





Hai chiuso il ciclo?



L





?

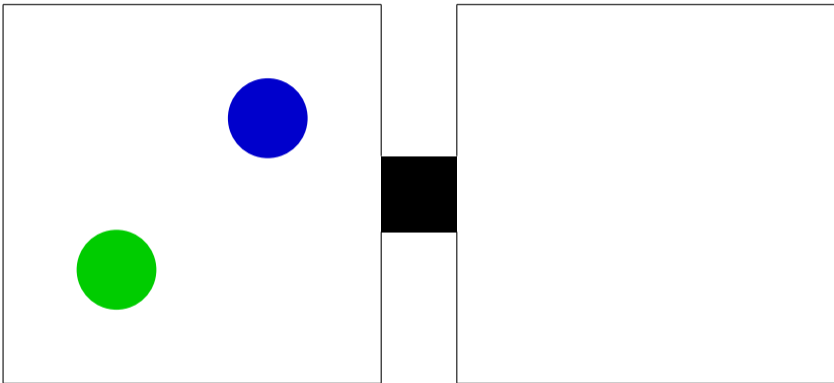


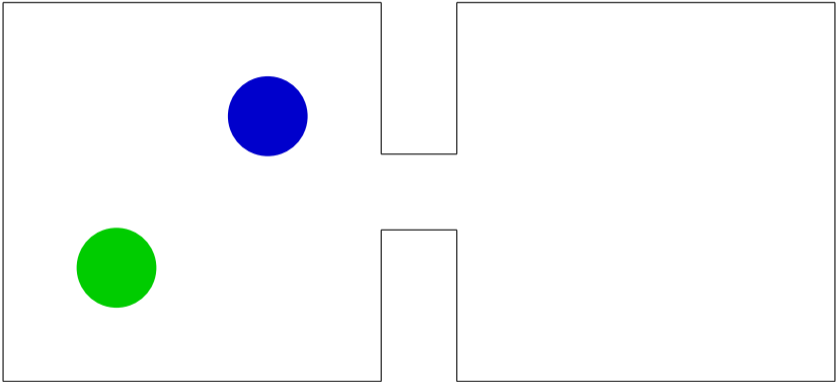


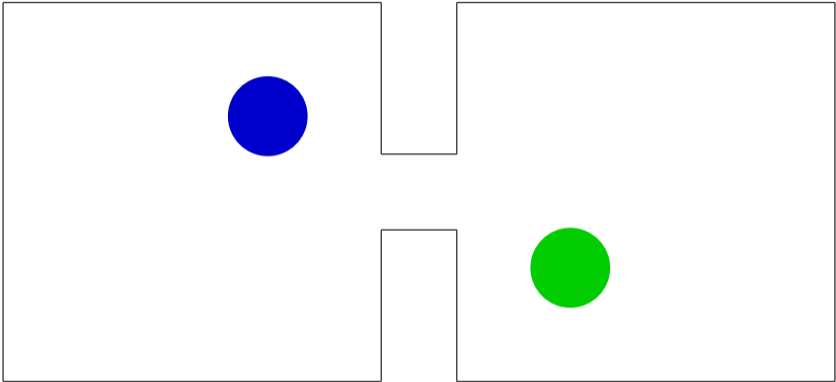
Rolf Landauer (1927 - 1999)

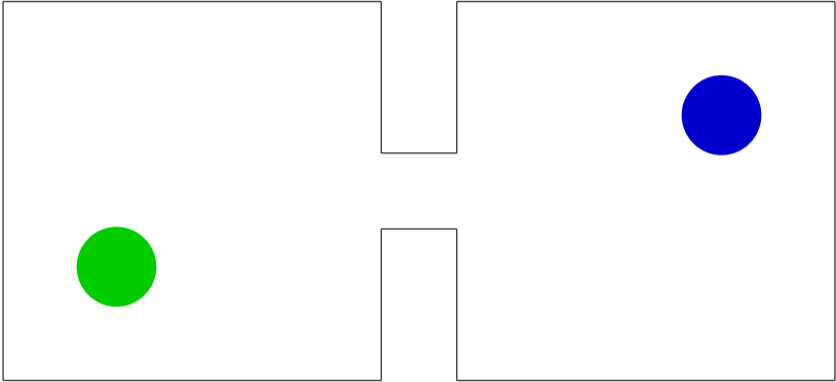
$$S = k \ln(W)$$

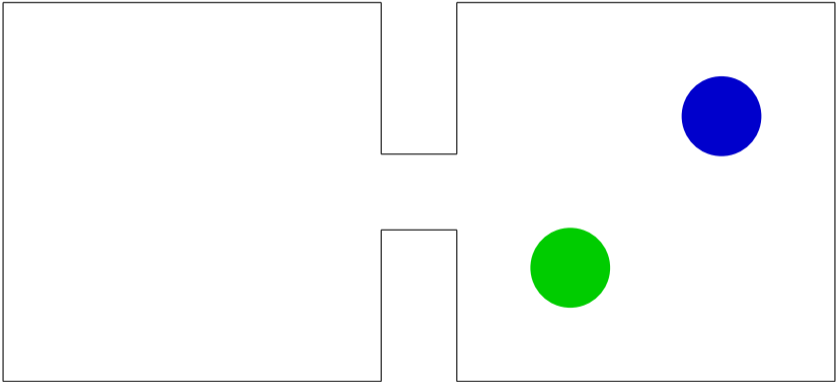
- $k = 1.38 \cdot 10^{-23}$ J/K
- $W = \frac{\text{stati interesse}}{\text{stati possibili}}$



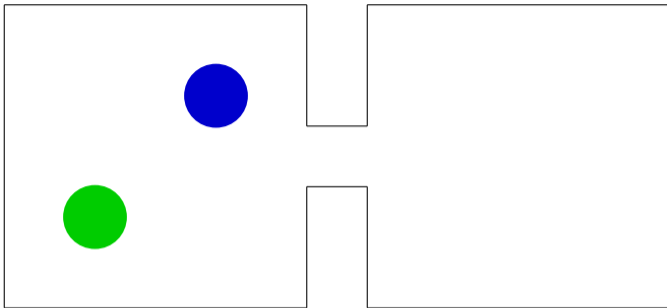




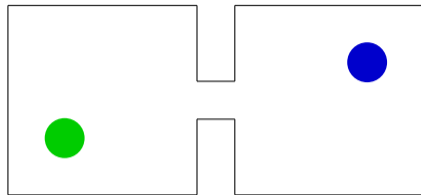
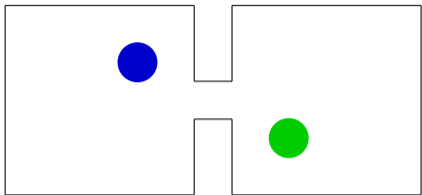




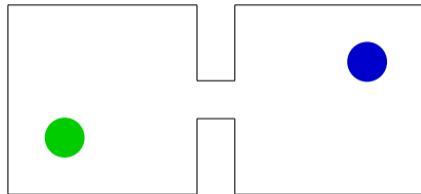
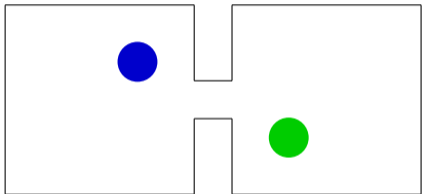
Domanda: Se lascio
evolvere il sistema qual è la
configurazione assumerà?

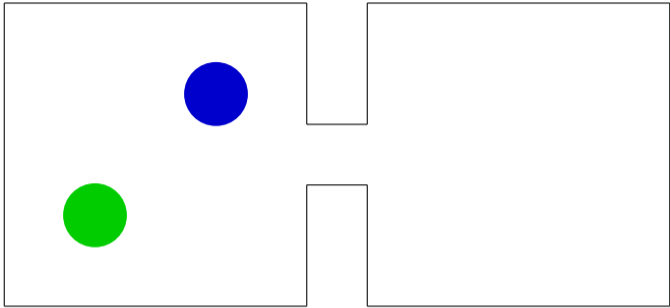


$$W = \frac{1}{4}$$

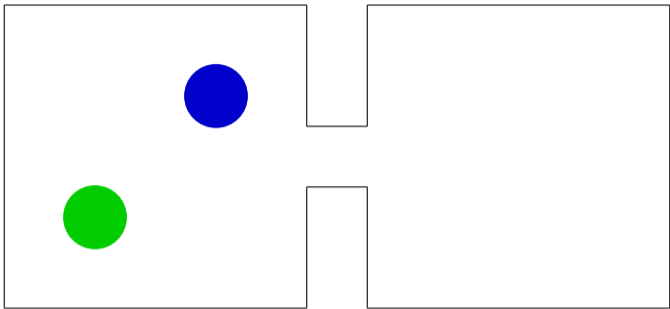


$$W = \frac{2}{4} = \frac{1}{2}$$



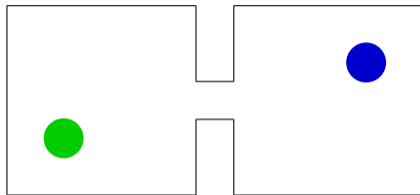
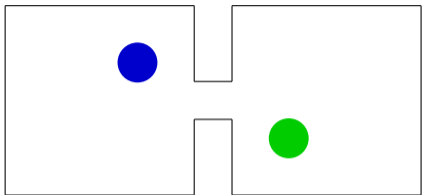


$$W = \frac{1}{4}$$

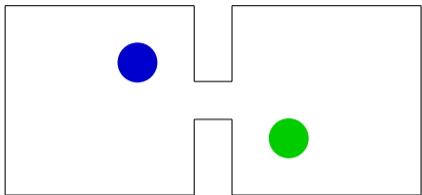


$$W = \frac{1}{4}$$

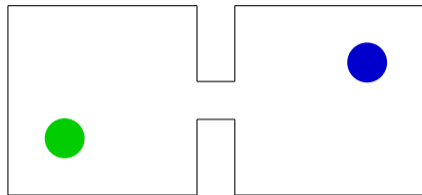
$$S = k \ln\left(\frac{1}{4}\right)$$



$$W = \frac{1}{2}$$



$$W = \frac{1}{2}$$



$$S = k \ln\left(\frac{1}{2}\right)$$

MAGGIORE ENTROPIA

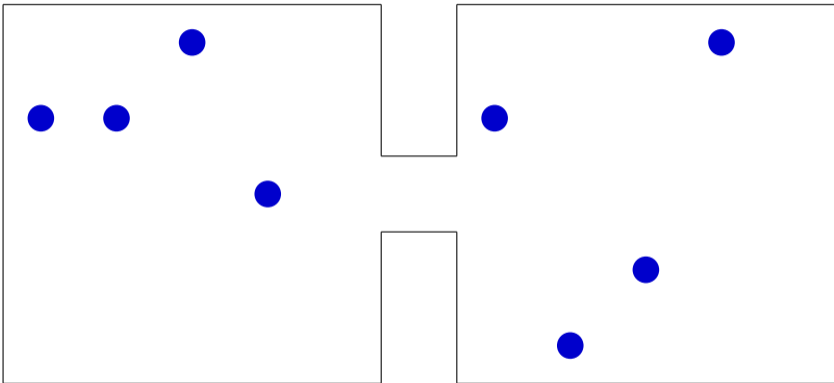


MAGGIORE DISORDINE

STATI AD ENTROPIA
MAGGIORE



STATI PIÚ PROBABILI





Entropia



Quantità di informazione
che possiamo raccogliere su
una variabile random

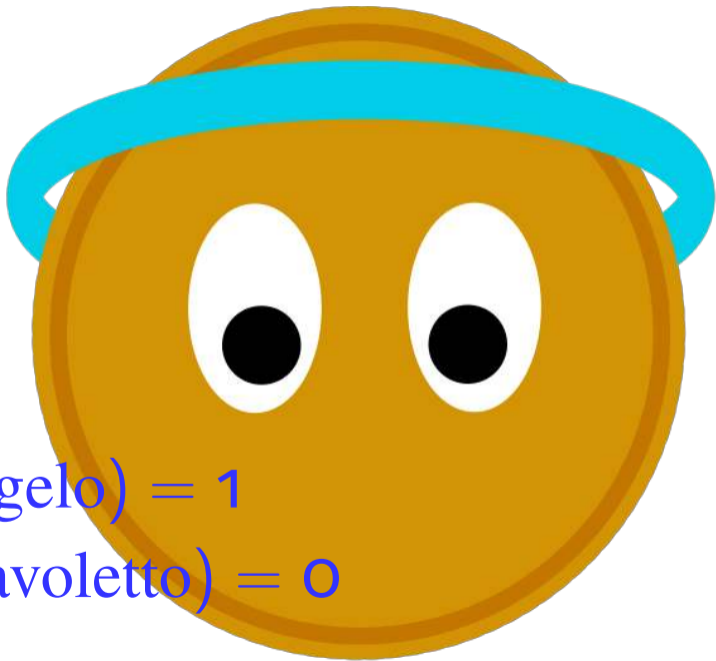
Entropia di Shannon[1]

$$H(X) = - \sum_i p_i \log_2(p_i)$$

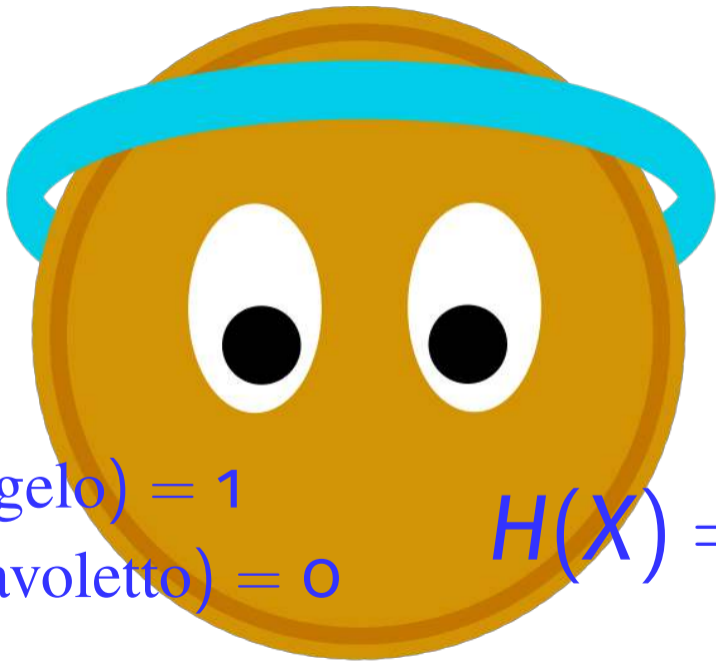
$$0 \log_2(0) = 0$$







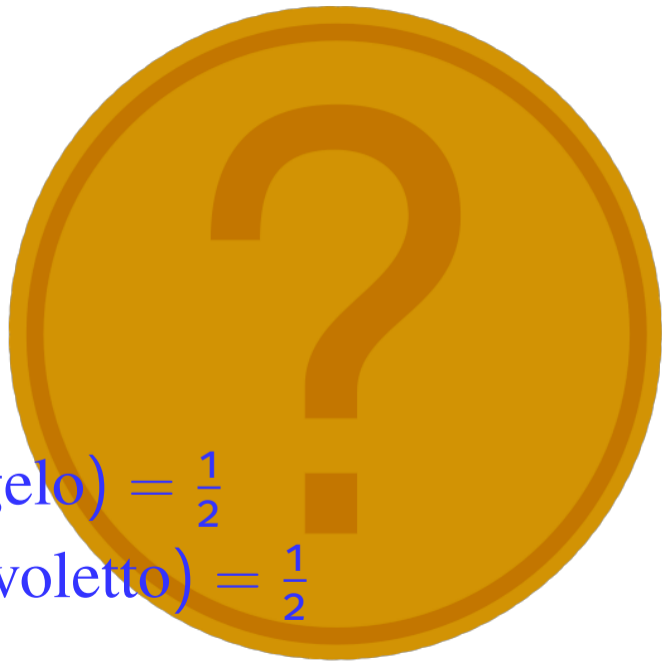
$$\begin{cases} p(\text{angelo}) = 1 \\ p(\text{diavoletto}) = 0 \end{cases}$$



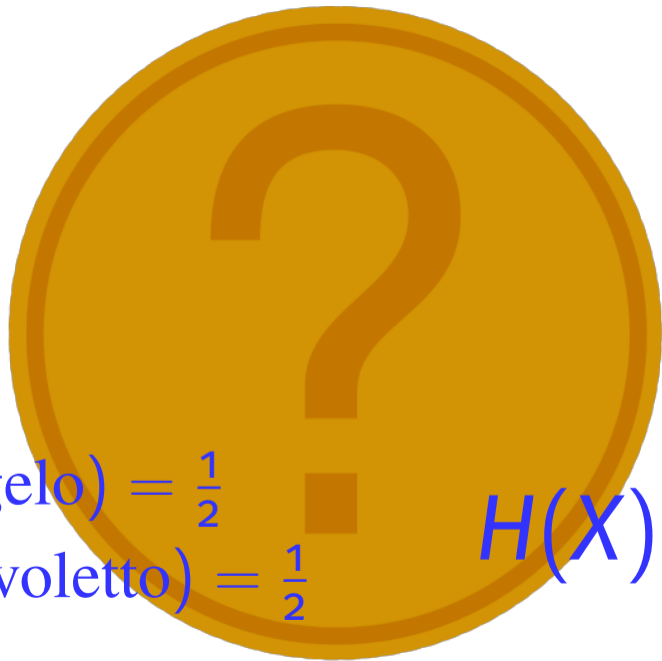
$$\begin{cases} p(\text{angelo}) = 1 \\ p(\text{diavoletto}) = 0 \end{cases}$$

$$H(X) = 0$$



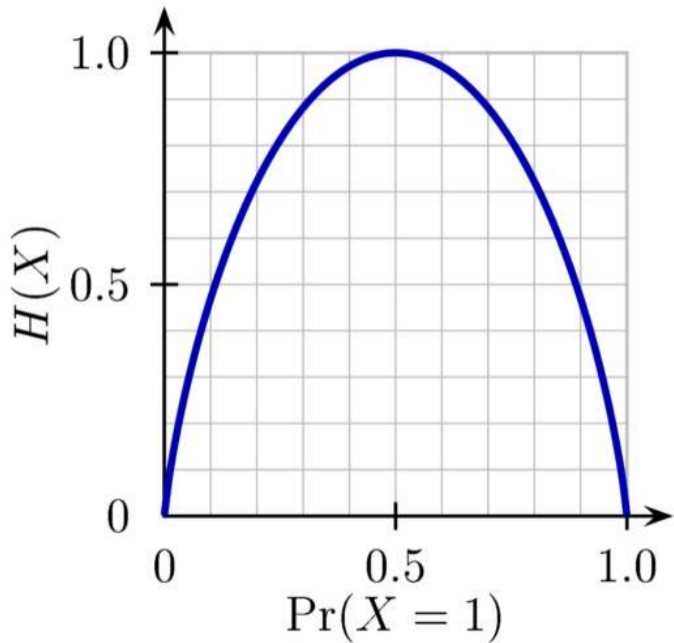


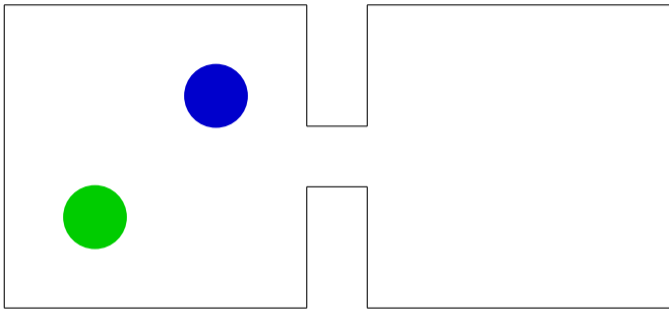
$$\begin{cases} p(\text{angelo}) = \frac{1}{2} \\ p(\text{diavoletto}) = \frac{1}{2} \end{cases}$$



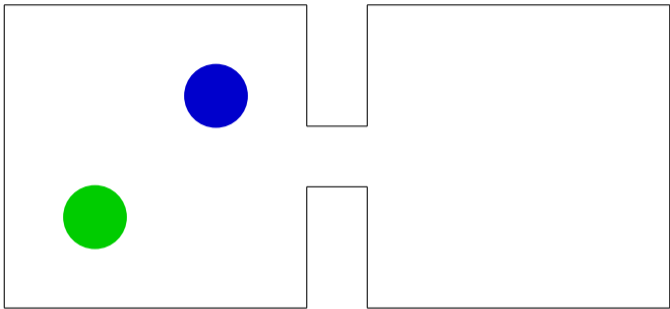
$$\begin{cases} p(\text{angelo}) = \frac{1}{2} \\ p(\text{diavoletto}) = \frac{1}{2} \end{cases}$$

$$H(X) = 1$$



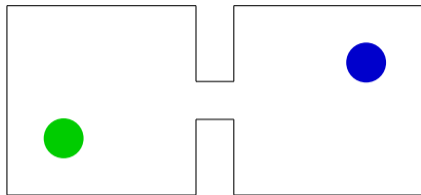
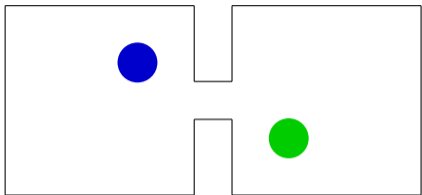


$$p = 1$$

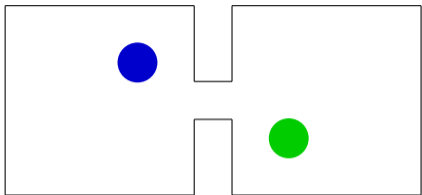


$$p = 1$$

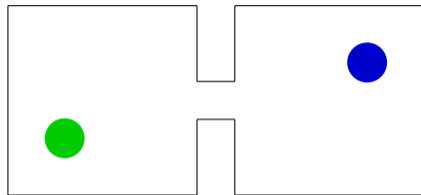
$$H = 0$$



$$p = \frac{1}{2}$$

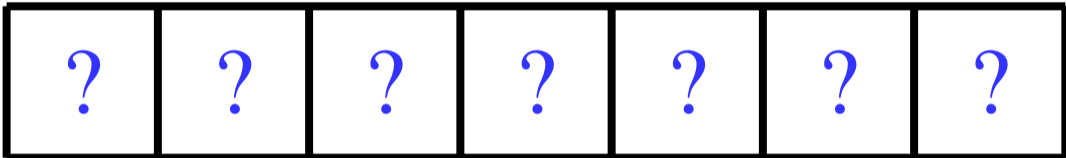


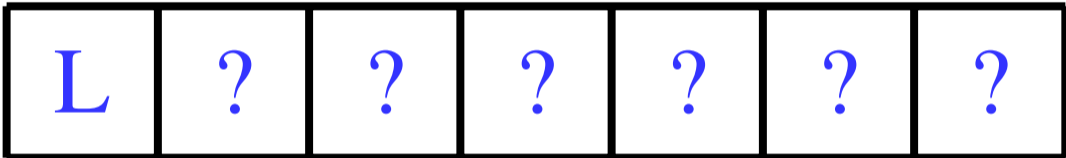
$$p = \frac{1}{2}$$

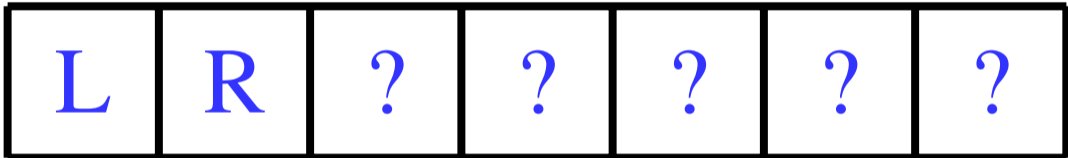


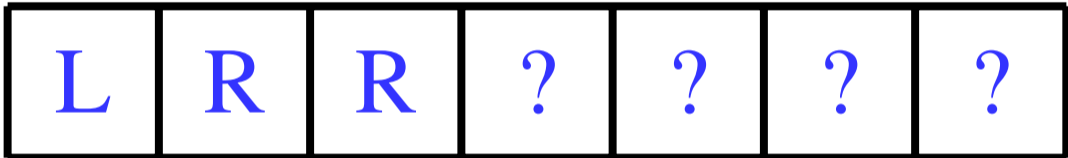
$$H = 1$$

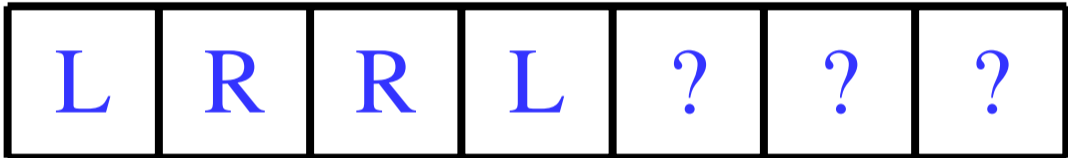
SISTEMI TENDONO AD
EVOLVERE IN STATI
RIGUARDO A CUI
ABBIAMO MENO
INFORMAZIONE

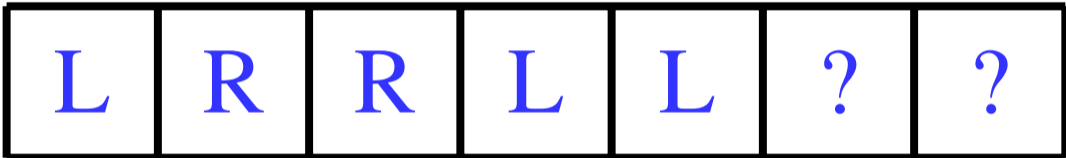


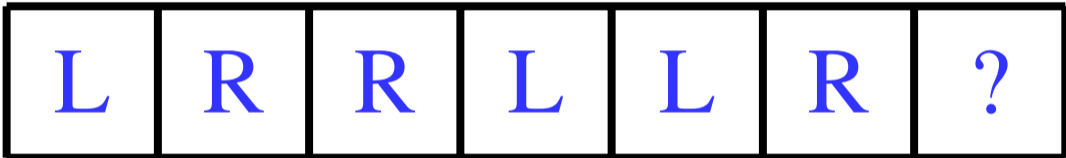


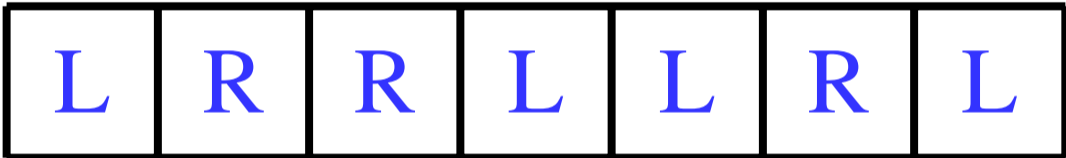


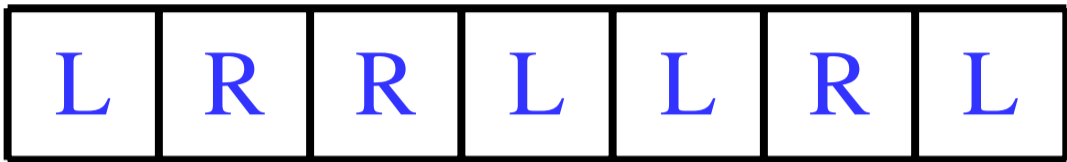




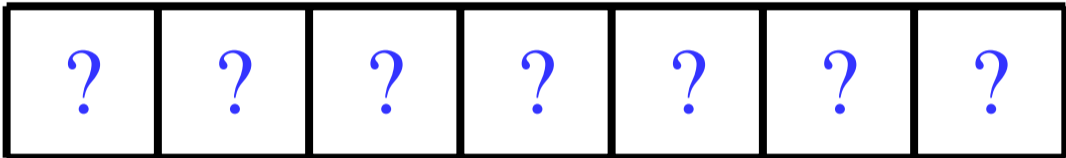


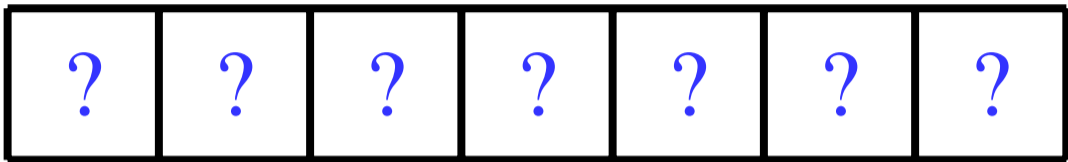






$$H(X) > 0$$





$$H(X) = 0$$

Cancellazione

Cancellazione

R

L

Cancellazione

R



?

L

$$\Delta H(X) < 0$$

Principio di Landauer: Per modificare lo stato logico di un computer, è necessario modificare lo stato fisico su cui tale stato è codificato[1][2]

[1] R. Landauer, *IBM Journal of Research and Development* **5**, 183 (1961).

[2] C. H. Bennett, *Studies in History and Philosophy of Science Part B: Studies in History and Philosophy of Modern Physics, Quantum Information and Computation* **34**, 501 (2003).

Per ridurre l'entropia di un sistema bisogna compiere lavoro

Ecco che ti ho chiuso il
ciclo!



L





?





R



Fisica



Informazione

**E se cambio la
fisica?**



Stati determinati



$$\text{Yellow Face with Blue Headband and Red Devil Horn} = p \text{ Yellow Face with Blue Headband} + (1-p) \text{ Yellow Face with Two Red Devil Horns}$$



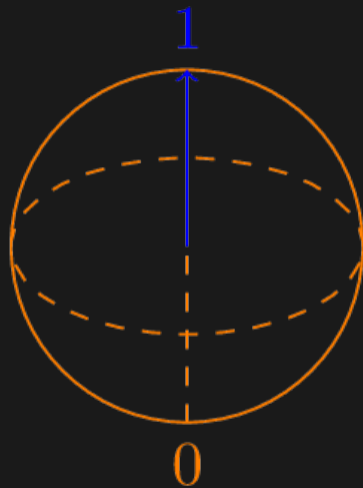
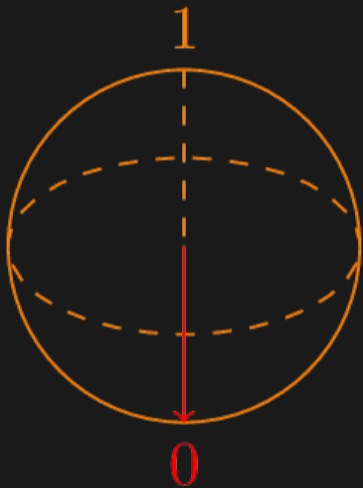


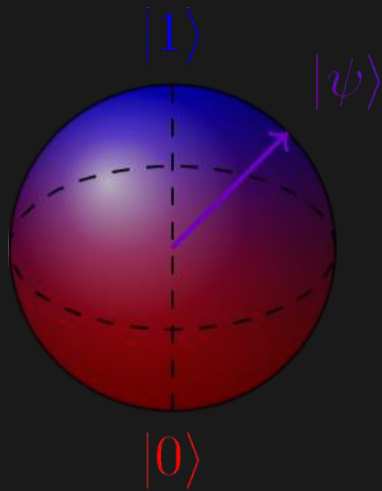
$$p, 1 - p \in \mathbb{R}$$

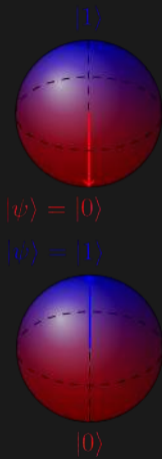
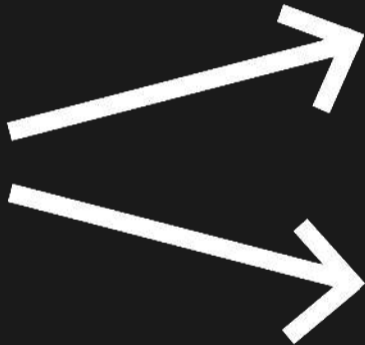
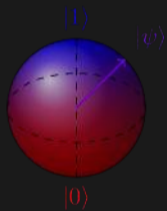
$$p, 1 - p \in \mathbb{R}$$

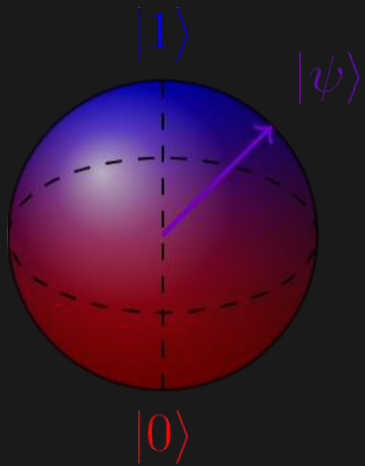


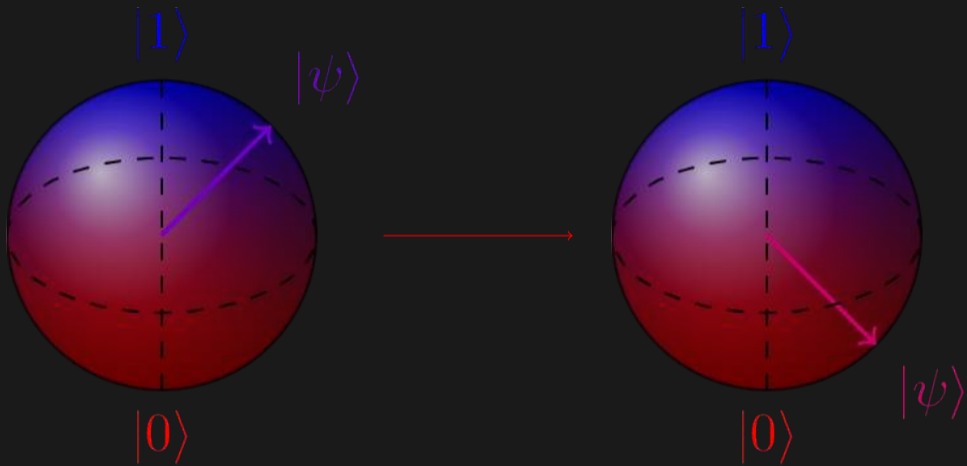
Infiniti bit per codificare
numero reale!

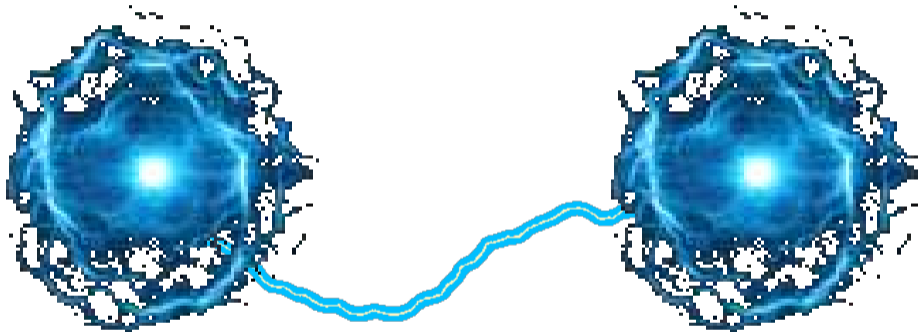




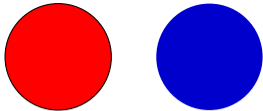


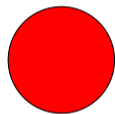
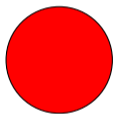
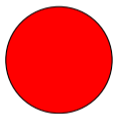




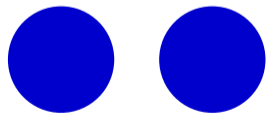
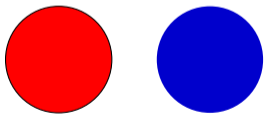
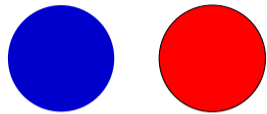
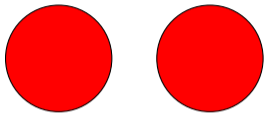


Correlazione

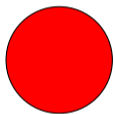
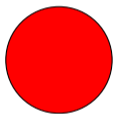




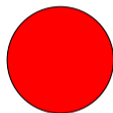
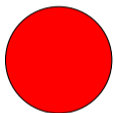
$$| \bullet \rangle \left(\frac{1}{2} | \bullet \rangle + \frac{1}{2} | \bullet \rangle \right)$$



$$\left(\frac{1}{2}|\bullet\rangle + \frac{1}{2}|\bullet\rangle\right) \left(\frac{1}{2}|\bullet\rangle + \frac{1}{2}|\bullet\rangle\right)$$



$$\frac{1}{2} | \bullet \bullet \rangle + \frac{1}{2} | \bullet \bullet \rangle$$



$$\frac{1}{2} | \text{red} \text{blue} \rangle + \frac{1}{2} | \text{blue} \text{red} \rangle$$

Entanglement

Entanglement



Correlazioni quantistiche



$$\left(\frac{1}{2}|\text{blue}\rangle + \frac{1}{2}|\text{red}\rangle\right)\left(\frac{1}{2}|\text{blue}\rangle + \frac{1}{2}|\text{red}\rangle\right)$$

$$\frac{1}{2} | \text{blue} \text{ blue} \rangle + \frac{1}{2} | \text{red} \text{ red} \rangle$$

$$\frac{1}{2} | \text{blue sphere} \text{ red sphere} \rangle + \frac{1}{2} | \text{red sphere} \text{ blue sphere} \rangle$$

Quantistiche > Classiche

Esperimenti di Bell[1][2]

[1] J. S. Bell, *Physics Physique Fizika* **1**, Publisher: American Physical Society, 195 (1964).

[2] S. J. Freedman and J. F. Clauser, *Physical Review Letters* **28**, Publisher: American Physical Society, 938 (1972).

$$\frac{1}{2} | \bullet \bullet \rangle + \frac{1}{2} | \bullet \bullet \rangle$$

$$\frac{1}{2} | \bullet \bullet) + \frac{1}{2} | \bullet \bullet)$$

$$H > 0$$

$$\frac{1}{2} | \bullet \rangle + \frac{1}{2} | \bullet \rangle$$

$$\frac{1}{2} | \bullet \rangle + \frac{1}{2} | \bullet \rangle$$

$$H > 0$$





$$H = 0$$





$H > 0$

L'insieme è più della
somma delle sue parti











X → □

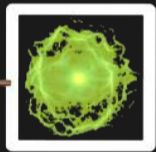














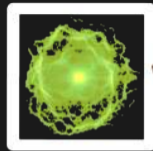


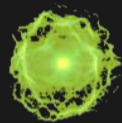
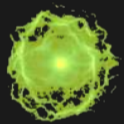
X



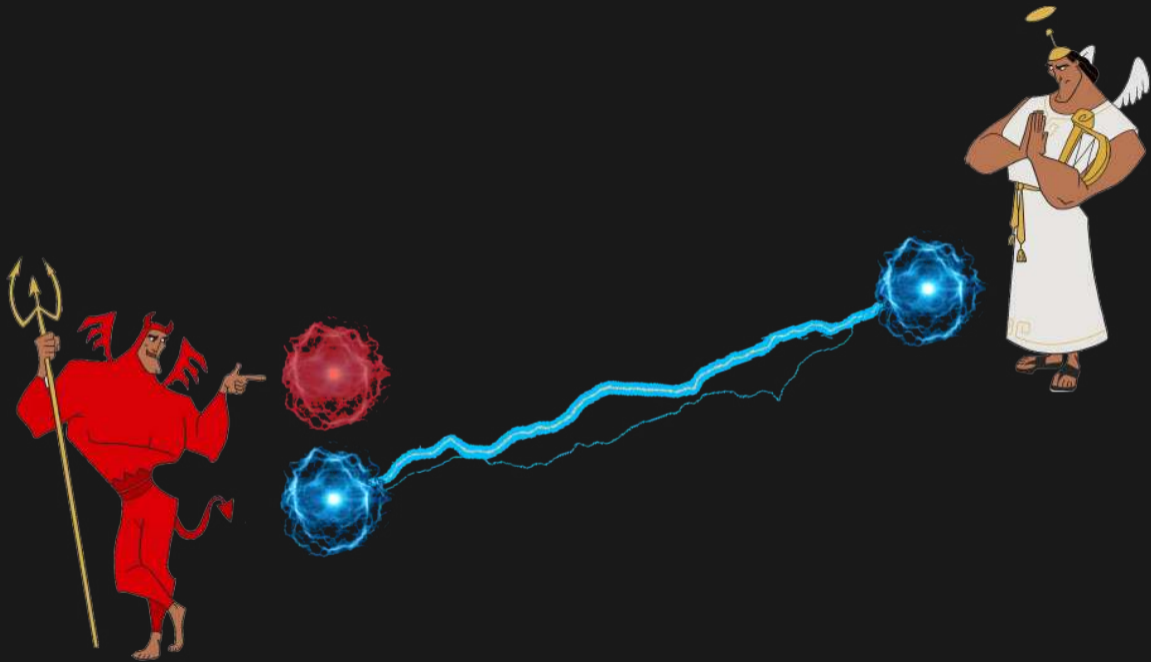


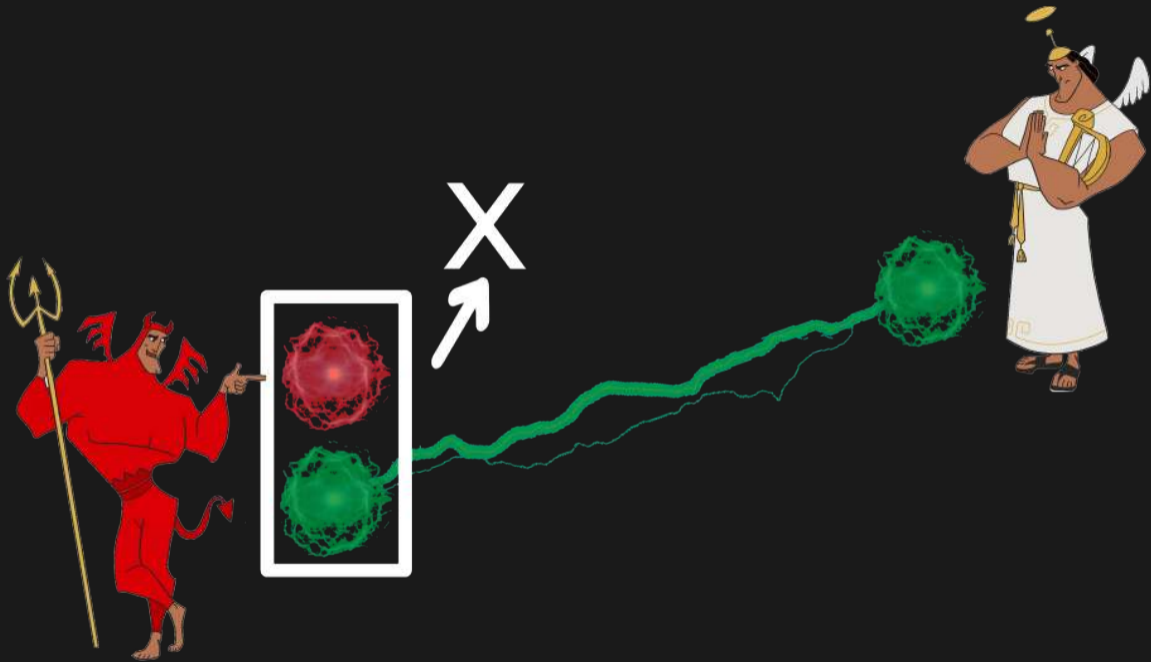
X →

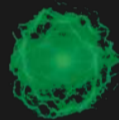






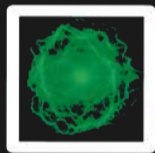


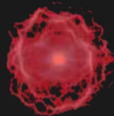






X →

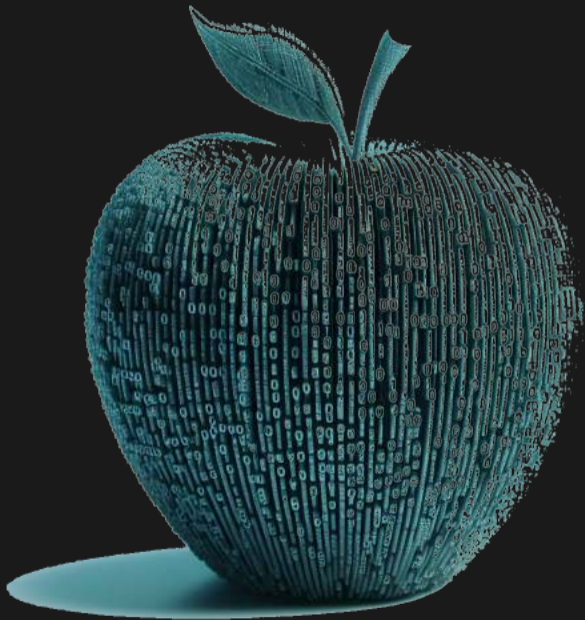




Experimental Realization of Teleporting an Unknown Pure Quantum State via Dual Classical and Einstein-Podolsky-Rosen Channels

D. Boschi, S. Branca, F. De Martini, L. Hardy, and S. Popescu

Phys. Rev. Lett. **80**, 1121 – Published 9 February 1998



FRAMEWORK DELLE TEORIE OPERAZIONALI [1]

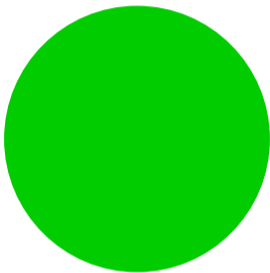
Approccio informativo

e minimale

Sistemi fisici

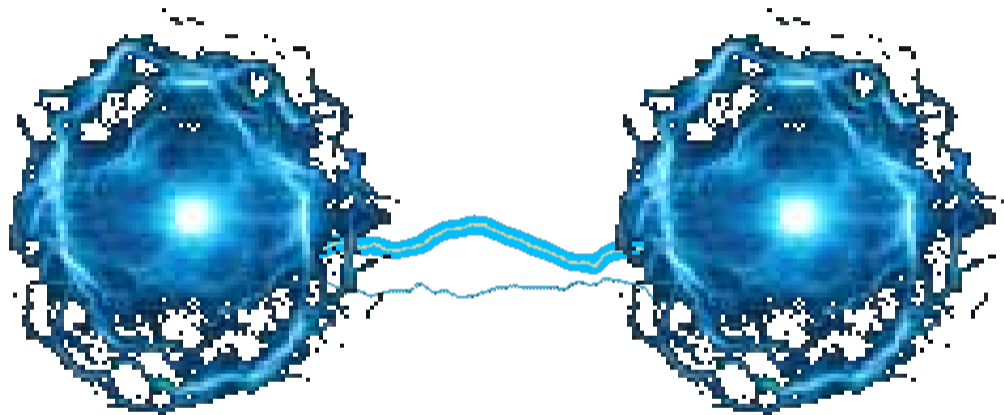
Sistemi fisici

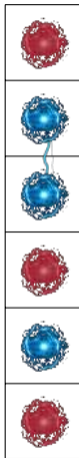
Celle di memoria

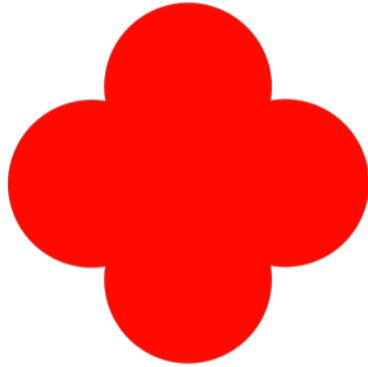


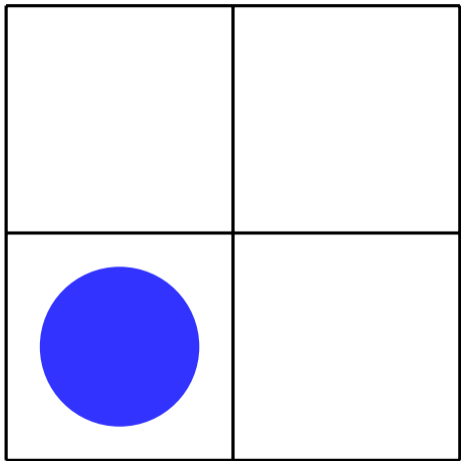
0
1
1
0
1
0

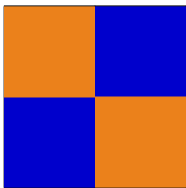
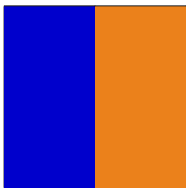
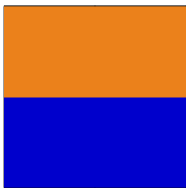


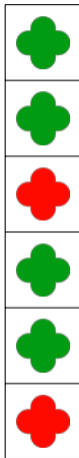












Evolvere i sistemi

Evolvere i sistemi

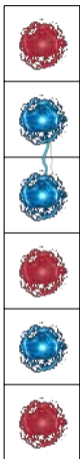
Algoritmi

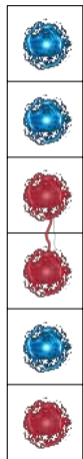
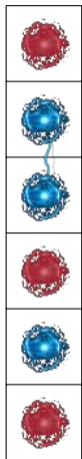
0
1
1
0
1
0

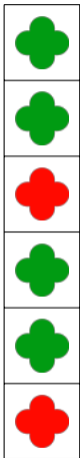
0
1
1
0
1
0

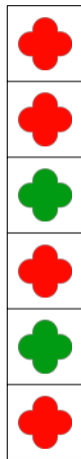
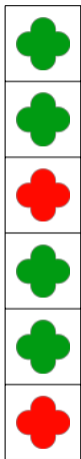


0
1
0
0
0
1

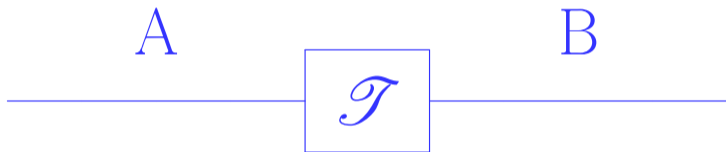


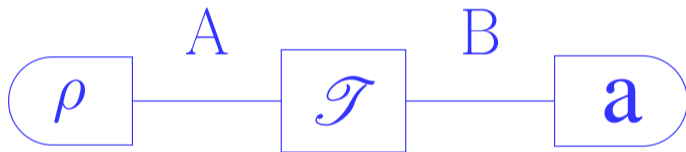




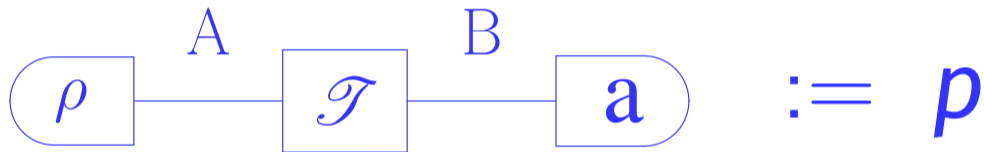


A





Probabilità



[Published: March 1994](#)

Quantum nonlocality as an axiom

[Sandu Popescu](#) & [Daniel Rohrlich](#)

Foundations of Physics **24**, 379–385 (1994)

Evidence for the epistemic view of quantum states: A toy theory

Robert W. Spekkens

Phys. Rev. A **75**, 032110 – Published 19 March 2007

International Journal of Modern Physics A | Vol. 29, No. 17, 1430025 (2014) | Reviews

The Feynman problem and fermionic entanglement: Fermionic theory versus qubit theory

Giacomo Mauro D'Ariano, Franco Manessi, Paolo Perinotti, and Alessandro Tosini

<https://doi.org/10.1142/S0217751X14300257>

Classicality without local discriminability: Decoupling entanglement and complementarity

Giacomo Mauro D'Ariano, Marco Erba, and Paolo Perinotti

Phys. Rev. A **102**, 052216 – Published 11 November 2020

Capire meglio il mondo che
ci circonda

Cosa vuole dire essere
quantistico?

Com'è fatta una teoria
dell'informazione
compatibile con gli
esperimenti?

INFORMATICA CHE VAI

**INFORMATICA
CHE VAI,
FISICA CHE
TROVI**