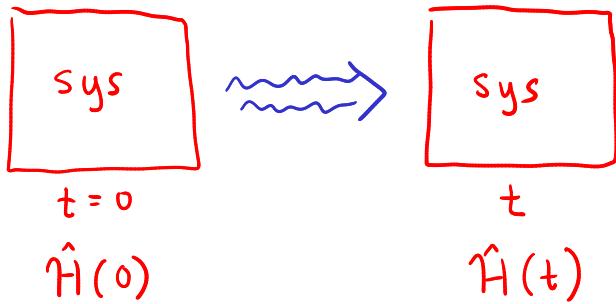


PHYS 414: 4-22-20



one sys: $|\psi(0)\rangle \rightsquigarrow |\psi(t)\rangle = \hat{U}(t) |\psi(0)\rangle$

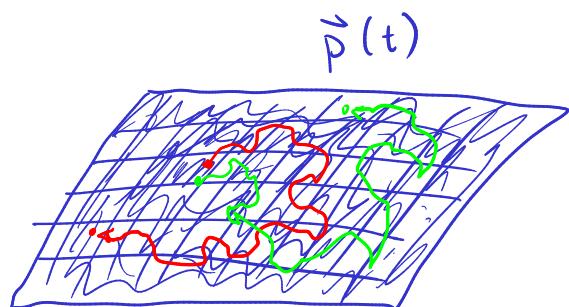
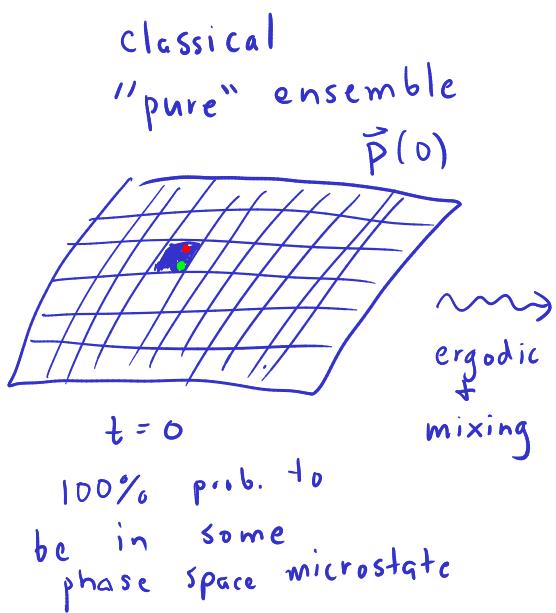
ensemble of sys:

$$\hat{\rho}(0) \rightsquigarrow \hat{\rho}(t) = \hat{U}(t) \hat{\rho}(0) \hat{U}^+(t)$$

von Neumann entropy:

$$S(\hat{\rho}(0)) = S(\hat{\rho}(t))$$

Why is von Neumann entropy diff. than
classical thermo. (Gibbs) entropy in behavior?



Gibbs entropy

$$S(t) = -k_B \sum_n p_n(t) \ln p_n(t)$$

increases w/ time
until reaching max

quantum pure ensemble

all sys in some state $|\psi_i\rangle$

$$\hat{\rho}(0) = |\psi_i\rangle\langle\psi_i| \rightsquigarrow \hat{\rho}(t) = \hat{U}(t) |\psi_i\rangle\langle\psi_i| \hat{U}^\dagger(t)$$
$$= |\psi_i(t)\rangle\langle\psi_i(t)|$$

$|\psi_i\rangle$ contains everything we can possibly know about our quantum sys \Rightarrow complete description (unlike coarse-grained microstate)

B/c von-Neumann is based on quantum states in the ensemble there is no "info" lost during unitary time evolution

Can von Neumann entropy ever increase?

- for isolated sys obeying unitary time evol \Rightarrow NO
- what about if the sys is being measured?
 \Rightarrow this necessarily means you bring in some outside apparatus to interact w/ sys + hence sys is no longer isolated

example: measuring an observ. corresp. to oper. \hat{A}
in an ensemble

fraction: $p_1 \quad p_2 \quad \dots$

ensemble: $|\psi_1\rangle \quad |\psi_2\rangle$

{
on
measurement

$\hat{A}|\alpha\rangle = \alpha|\alpha\rangle$
collapse to some e-state $|\alpha\rangle$ w/ prob.

$$|\langle\alpha|\psi_i\rangle|^2$$

density oper:

$$\hat{\rho} = \sum_n p_n |\psi_n\rangle\langle\psi_n|$$

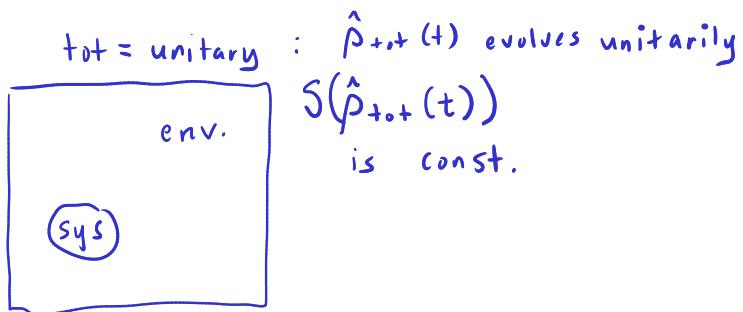
ensemble
after meas.

$$|a\rangle \quad |b\rangle \quad \dots \dots$$

$$P_a = \sum_n P_n |\langle a | \psi_n \rangle|^2$$

↑ ↑
 prob. of prob. of $|P_n\rangle$
 $|\psi_n\rangle$ in orig. collapsing
 ensemble to $|a\rangle$

new density operator: $\hat{\rho}' = \sum_a P_a |a\rangle \langle a|$



$\hat{\rho}_{sys}(t)$ does not
evolve unitarily
in general