

COVARIANT ENTANGLEMENT CONSTRUCTS

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based on earlier works w/ {M. Headrick, A. Lawrence, H. Maxfield, M. Rangamani, T. Takayanagi, E. Tonni}
& on work in progress w/ M. Headrick

Motivation

- Elucidate holography
 - Fundamental nature of spacetime & its relation to entanglement
 - Structure/characterization of CFTs (& states) w/ gravity dual
- Start w/ situations with large amount of symmetry (e.g. pure AdS)
 - Explicit calculations possible, can obtain analytical expressions
 - Use these to guess duality relations \rightarrow entry in gauge/gravity dictionary
- But this has limitations
 - How to generalize? (e.g. time dependence)
 - Often symmetry brings degeneracy between logically distinct concepts
- Need to “covariantize”
 - Define a quantity which is purely geometrical (e.g. independent of any choice of coordinate systems) and fully general

Utility of covariant constructs

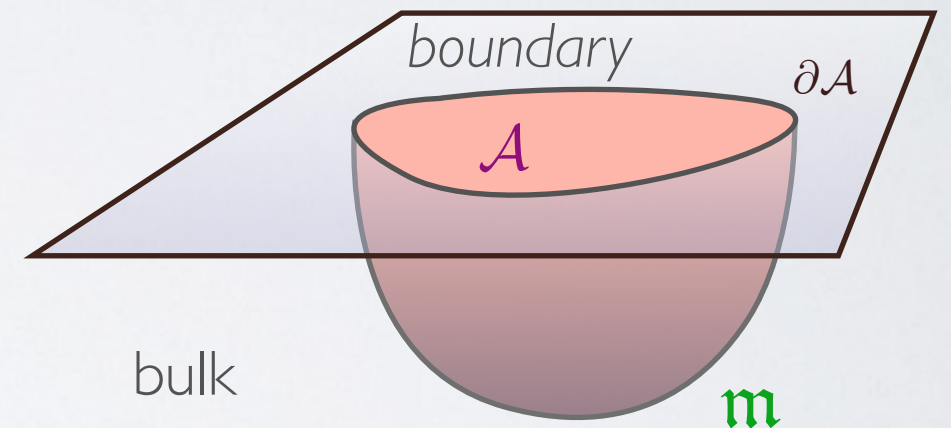
- Gives a general prescription
 - Definition of a quantity is equally robust on both sides of duality
 - Once beyond analytically tractable cases, might as well go for full generality (within the class of systems we want to consider)
- Time dependence interesting in its own right
 - Novel phenomena in out-of-equilibrium systems
 - New insight into the structure of the theory
- Breaks degeneracy between distinct constructs
 - Allows us to identify the true dual \rightarrow underlying nature of the map
- Natural covariant constructs motivate new relations
 - Even if a given construct is not the sought dual, it eventually finds its use

Example: Holographic EE

Proposal [RT=Ryu & Takayanagi, '06] for *static* configurations:

In the bulk, entanglement entropy $S_{\mathcal{A}}$ for a boundary region \mathcal{A} is captured by the area of a minimal co-dimension-2 bulk surface \mathfrak{m} at constant t anchored on entangling surface $\partial\mathcal{A}$ & homologous to \mathcal{A}

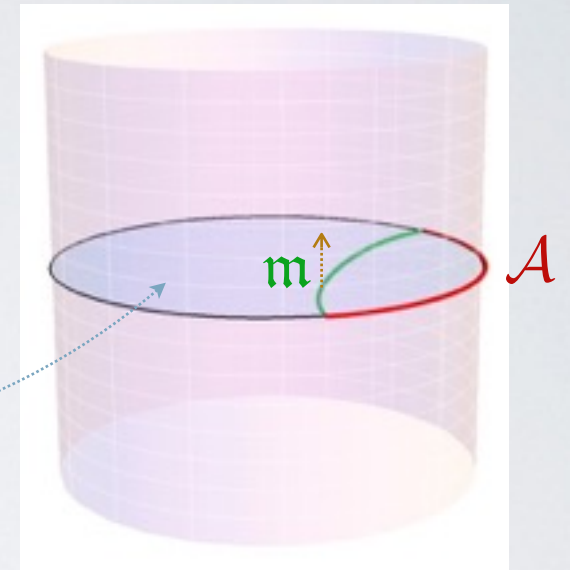
$$S_{\mathcal{A}} = \min_{\partial\mathfrak{m}=\partial\mathcal{A}} \frac{\text{Area}(\mathfrak{m})}{4 G_N}$$



Covariant Holographic EE

But the RT prescription is not well-defined outside the context of static configurations:

- In Lorentzian geometry, we can decrease the area arbitrarily by timelike deformations
- In time-dependent context, no natural notion of “const. t ” slice...



In *time-dependent* situations, RT prescription must be covariantized:

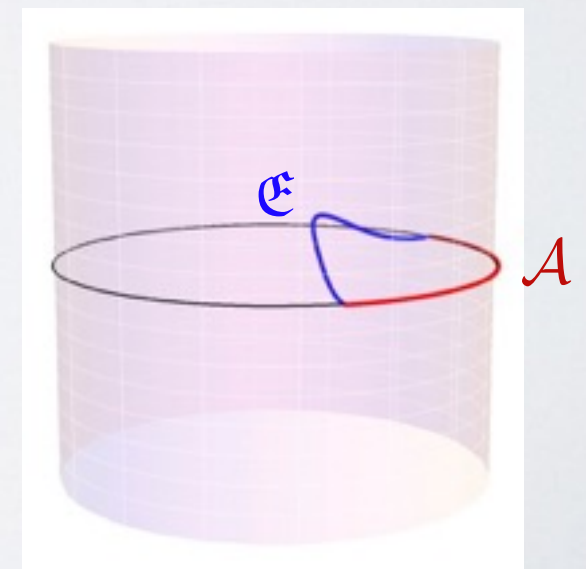
Simplest candidate: $[HRT = VH, Rangamani, Takayanagi '07]$

minimal surface \mathfrak{m}
at constant time



extremal surface \mathfrak{e}
in the full bulk

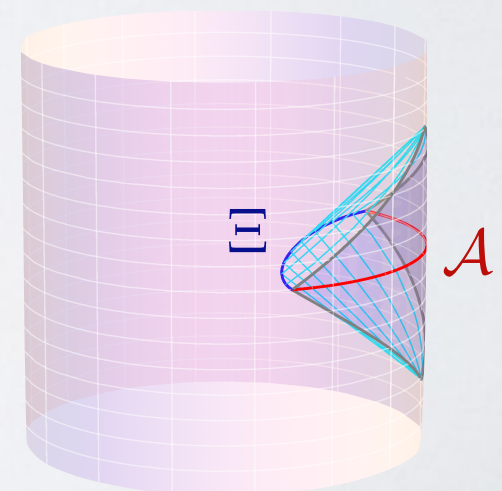
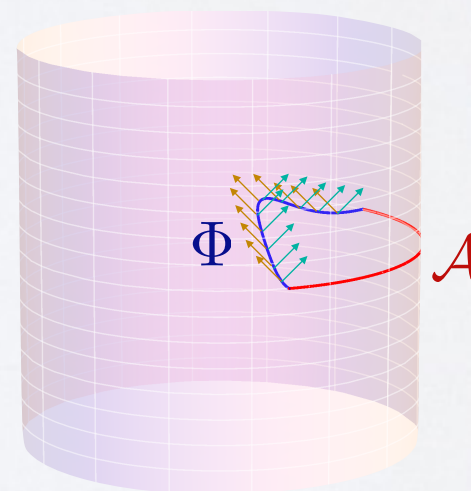
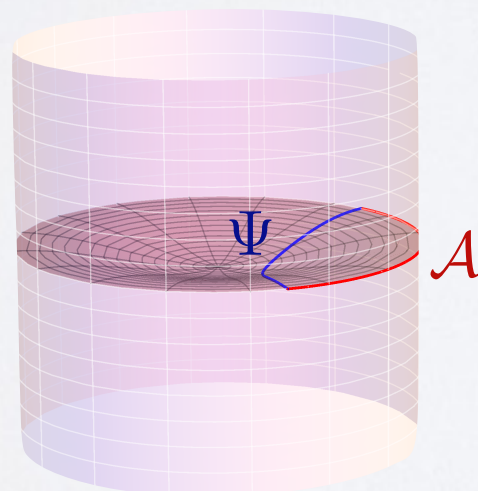
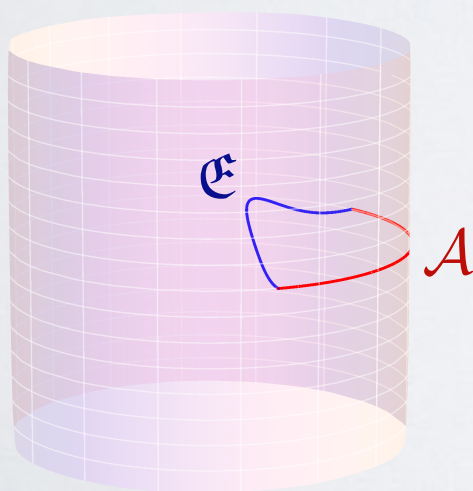
This gives a well-defined quantity in any (arbitrarily time-dependent asymptotically AdS) spacetime
⇒ equally robust as in CFT



Covariant Holographic EE

In fact, [Hubeny, Rangamani, Takayanagi '07] identified 4 natural candidates:
 (all co-dim.2 surfaces ending on $\partial\mathcal{A}$, and coincident for ball regions \mathcal{A} in pure AdS)

- \mathfrak{E} = Extremal surface
 - Ψ = Minimal-area surface on maximal-volume slice
 - Φ = Surface with zero null expansions
 - Ξ = Causal wedge rim
- $\mathfrak{E} = \Phi$ is correct
 = 'HRT prescription'
- Later known as Causal Information Surface;
 w/ area = causal holographic information χ [Hubeny, Rangamani '12]



Power of covariant constructs

- ‘Natural’ geometrical constructs (defined for general bulk spacetimes, independent of coordinates) provide useful candidates for dual of ‘natural’ quantities in CFT
- e.g. dual of $\rho_{\mathcal{A}}$? [Bousso, Leichenauer, Rosenhaus; Czech, Karczmarek, Nogueira, Van Raamsdonk; ...]
- In generic Lorentzian spacetime, null congruences which define a causal set provide useful characterization of ‘natural’ bulk regions.

2 options:

...starting from bdy:

$D[\mathcal{A}] \leadsto$ Causal Wedge:

= future and past causally-separated from bdy region determined by $\rho_{\mathcal{A}}$

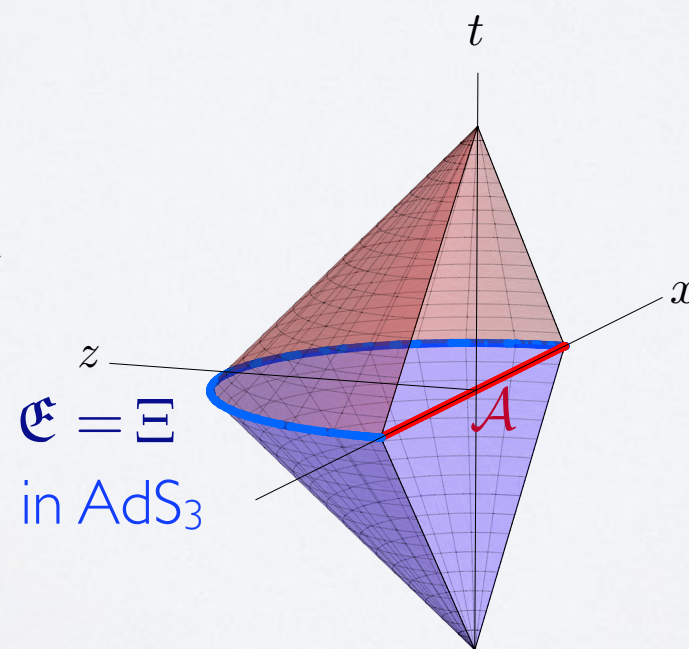
[VH & Rangamani]

...starting from bulk:

$\mathfrak{E} \leadsto$ Entanglement Wedge:

= spacelike-separated (toward \mathcal{A}) from \mathfrak{E}

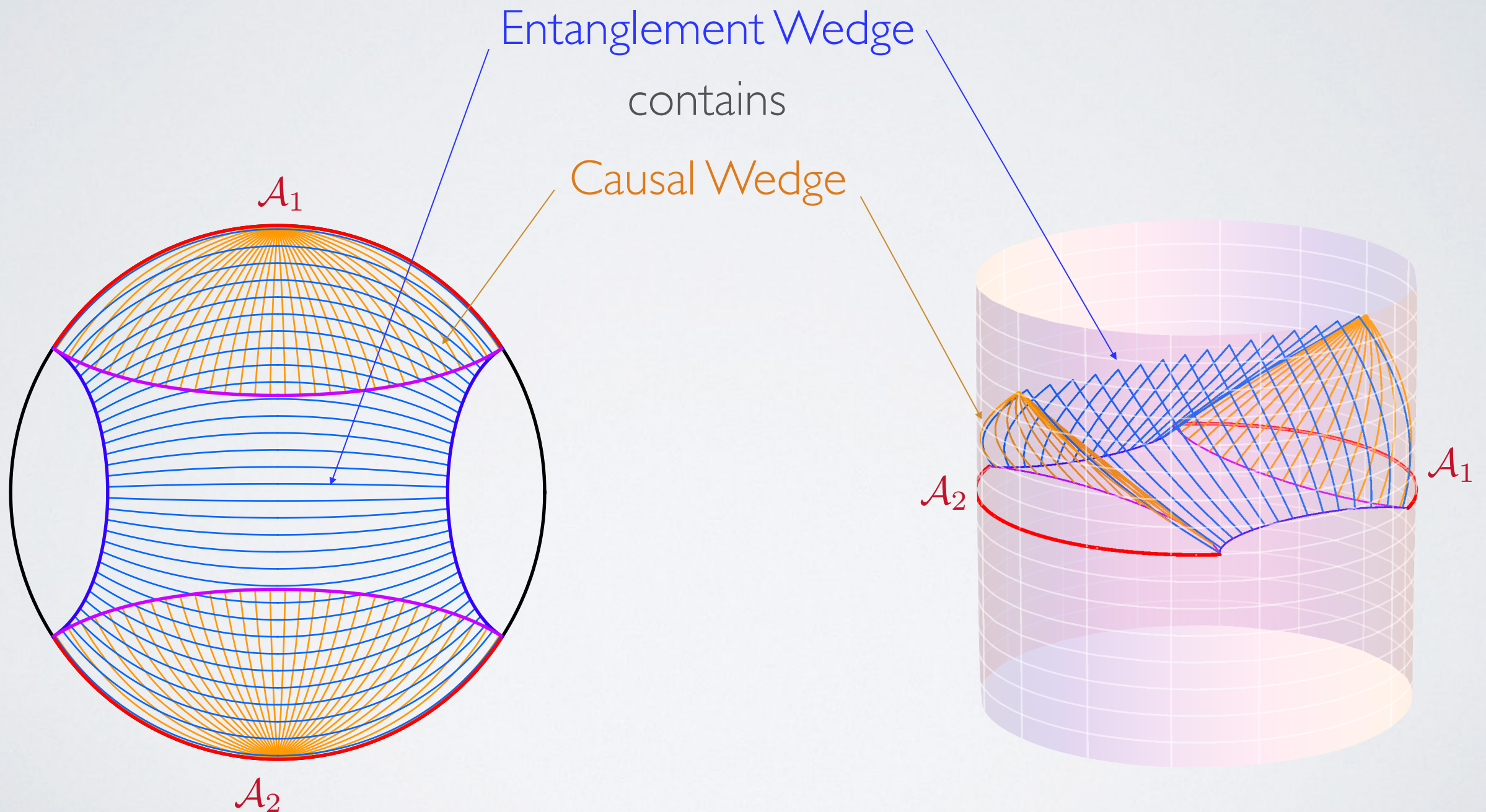
[Headrick, VH, Lawrence, Rangamani]



NB: in pure AdS,
& for spherical \mathcal{A} ,
these coincide,
but not in general.

Causal wedge vs. Entanglement wedge

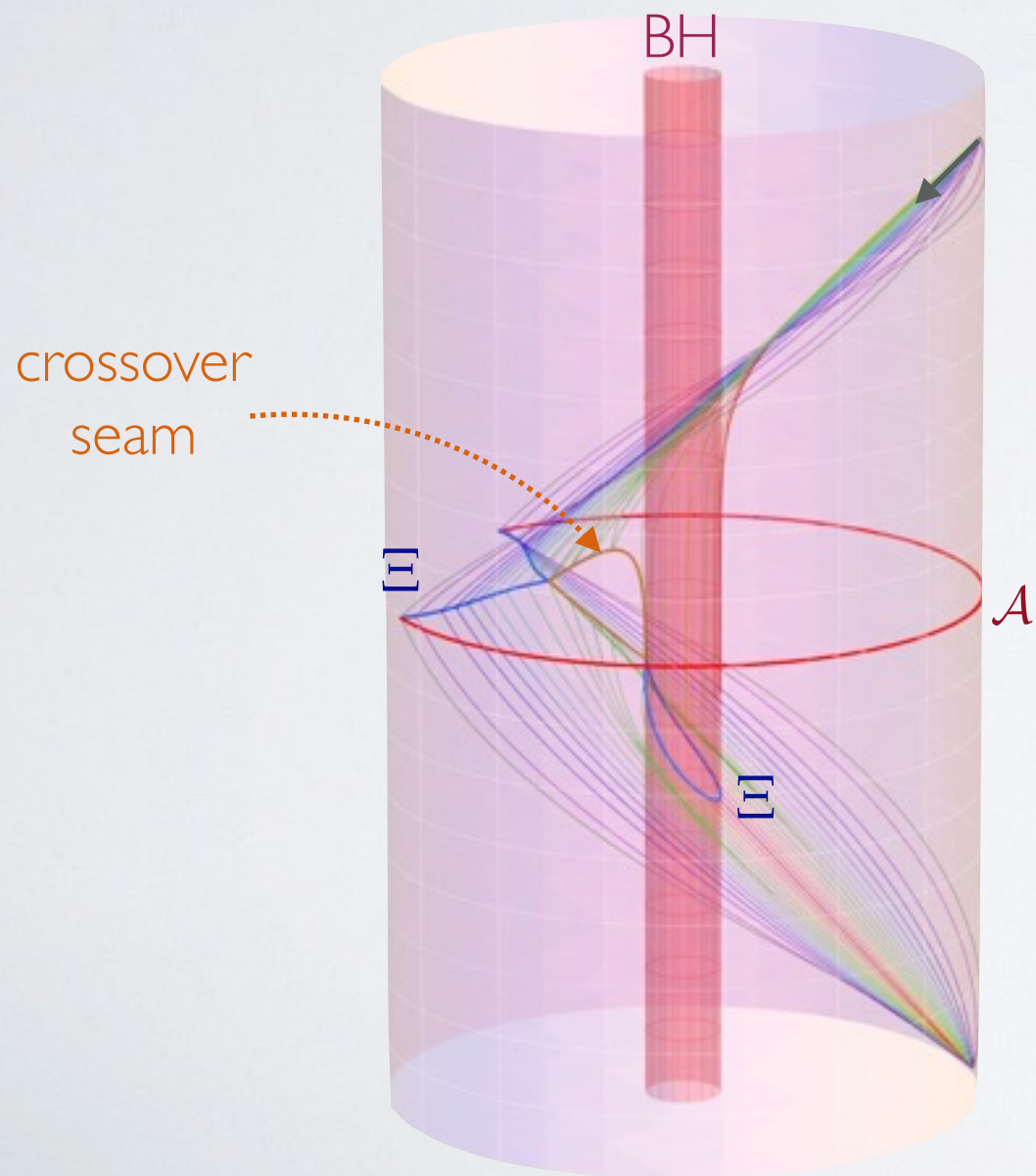
- Even in pure AdS_3 , these can differ for composite regions $\mathcal{A} = \mathcal{A}_1 \cup \mathcal{A}_2$



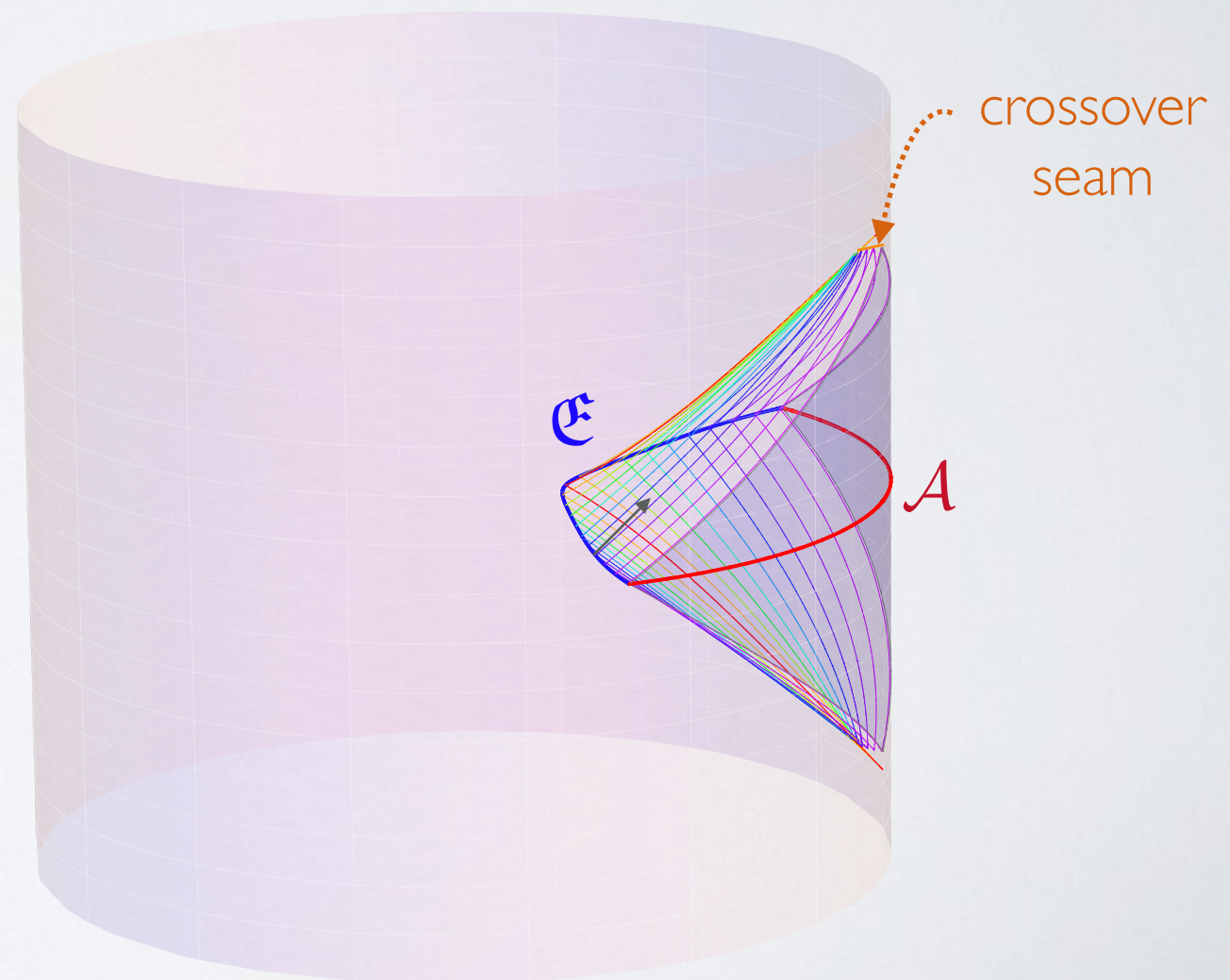
Causal wedge vs. Entanglement wedge

- crucial difference: in which direction can null generators cross...

$D[\mathcal{A}] \leadsto$ Causal Wedge:



$\mathcal{E} \leadsto$ Entanglement Wedge:



Power of covariant constructs

$D[\mathcal{A}] \rightsquigarrow$ Causal Wedge:

$\mathfrak{E} \rightsquigarrow$ Entanglement Wedge:

...continued past Ξ : \rightsquigarrow Causal Shadow $\mathcal{Q}_{\partial\mathcal{A}}$

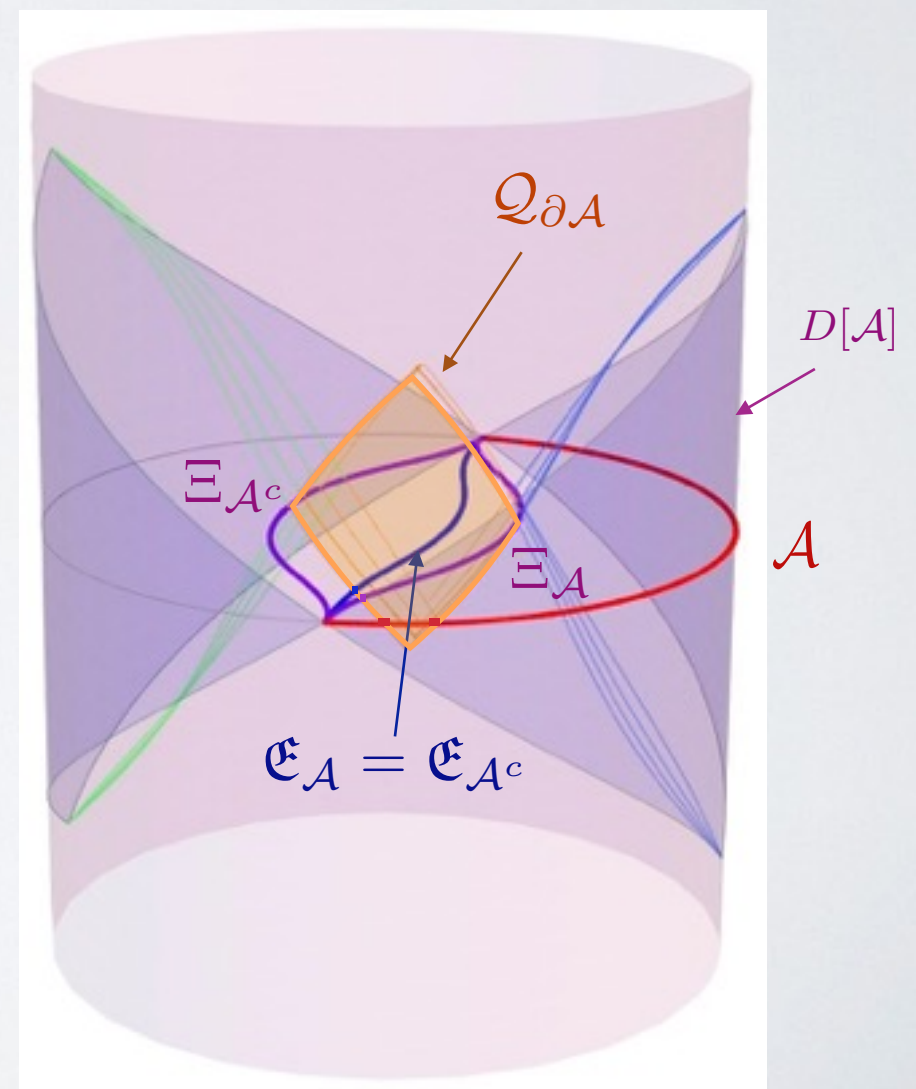
- We can prove the inclusion property [Headrick, VH, Lawrence, Rangamani; Wall]

$$CW \subset EW$$

or equivalently, $\mathfrak{E} \subset \mathcal{Q}_{\partial\mathcal{A}}$

- Consequences:

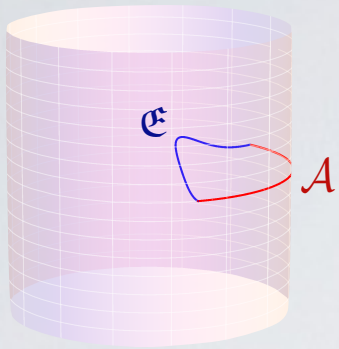
- HRT is consistent with CFT causality (= non-trivial check of HRT)
- Entanglement plateaux
- Entanglement wedge can reach deep inside a black hole!



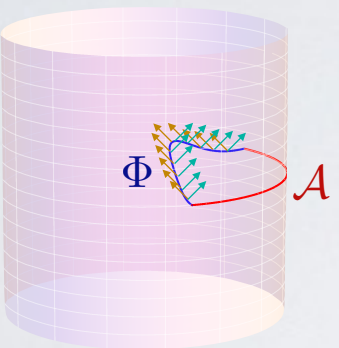
Covariant re-formulations

- Covariance is pre-requisite to construct being physically meaningful, but it need not be unique
 - Distinct geometrical formulations can turn out equivalent (cf. $\mathfrak{E} = \Phi$)
- This redundancy is useful
 - Each formulation can have its own advantages
 - e.g. different properties may be manifest in different formulations (cf. gauge / coordinate choice)
 - Re-formulation can reveal deeper relations (cf. ER=EPR [Maldacena, Susskind])

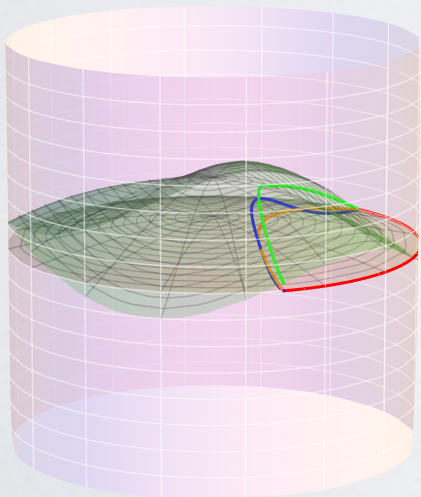
Covariant re-formulations of HEE



- \mathfrak{E} = Extremal surface
 - (relatively) easy to find
 - minimal set of ingredients required in specification
 - need to include homology constraint as extra requirement



- Φ = Surface with zero null expansions
 - (cf. light sheet construction & covariant entropy bound [Bousso, '99]:
Bulk entropy through light sheet of surface $\sigma \leq \text{Area}(\sigma)/4$
 Φ = surface admitting a light sheet closest to bdy



- Maximin surface [Wall, '12]
 - maximize over minimal-area surface on a spacelike slice
 - requires the entire collection of slices & surfaces
 - implements homology constraint automatically
 - useful for proofs (e.g. SSA)

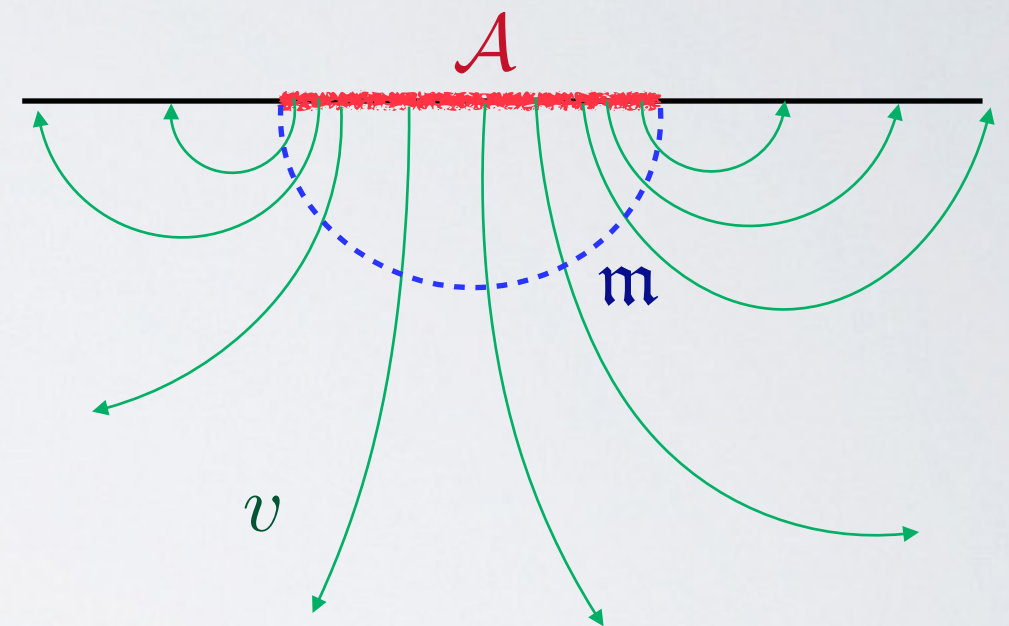
- But none of these elucidate the relation to quantum information

Bit thread picture of (static) EE

- Reformulate EE in terms of flux of flow lines [Freedman & Headrick, '16]
 - let v be a vector field satisfying $\nabla \cdot v = 0$ and $|v| \leq 1$. Then EE is given by

$$S_{\mathcal{A}} = \max_v \int_{\mathcal{A}} v$$

- By Max Flow - Min Cut theorem, equivalent to RT:
(bottleneck for flow = minimal surface)
- Useful reformulation of holographic EE
 - flow continuous under varying region (cf. minimal surfaces can jump discontinuously)
 - implements QI meaning of EE and its inequalities more naturally
 - provides more intuition: think of each bit thread as connecting an EPR pair
- How does this extend to time-dependent settings?



Covariantizing bit threads

1. Identify the correct geometrical quantities of interest

Analogous to flow lines (vector field \boldsymbol{v}) in

2. Identify the constraints they must satisfy

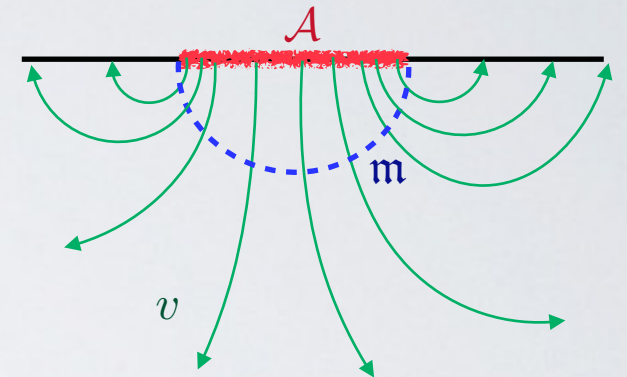
Analogous to $\nabla \cdot \boldsymbol{v} = 0$ and $|\boldsymbol{v}| \leq 1$

3. Identify the expression for EE obtained from these

Analogous to $S_{\mathcal{A}} = \max_v \int_{\mathcal{A}} v$

4. Test that it fulfills all requisite requirements

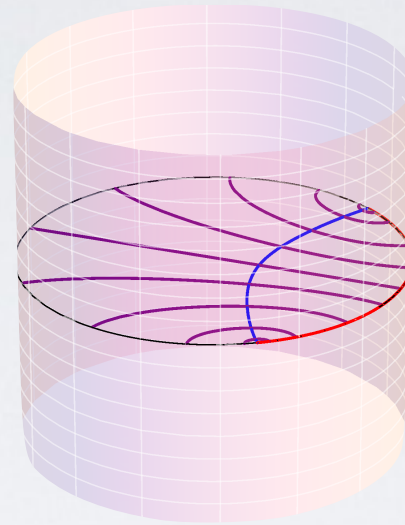
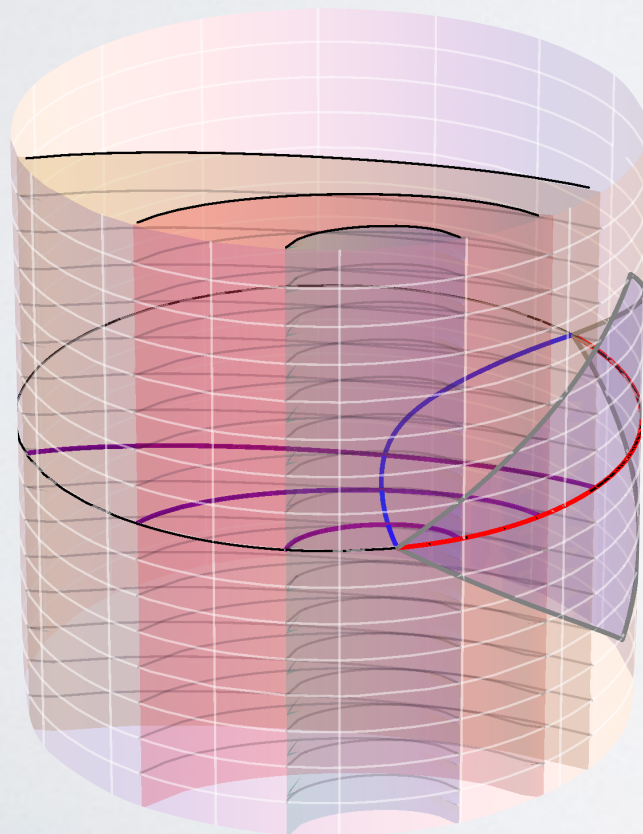
5. Extract lessons / implications



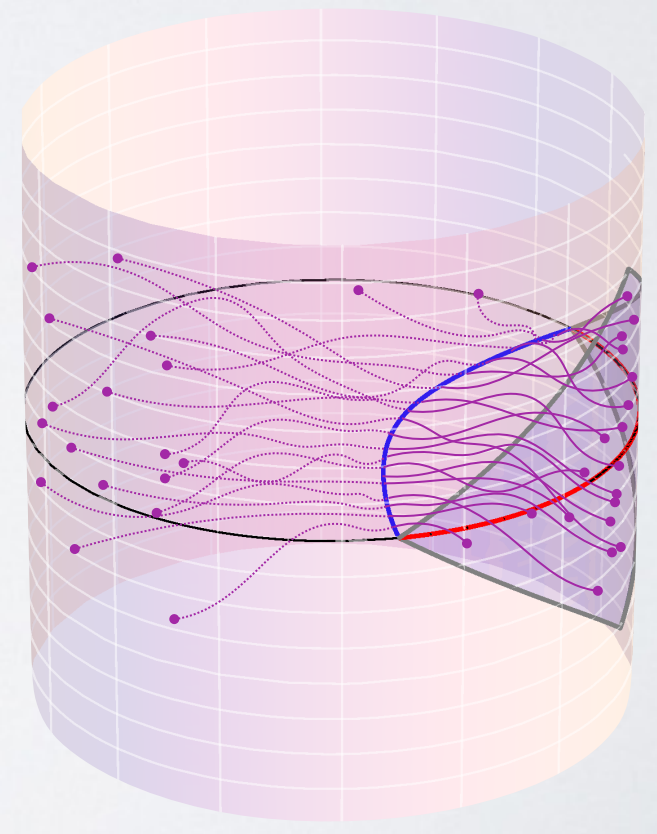
Two natural possibilities

Step I:

extend threads in time
flow sheets



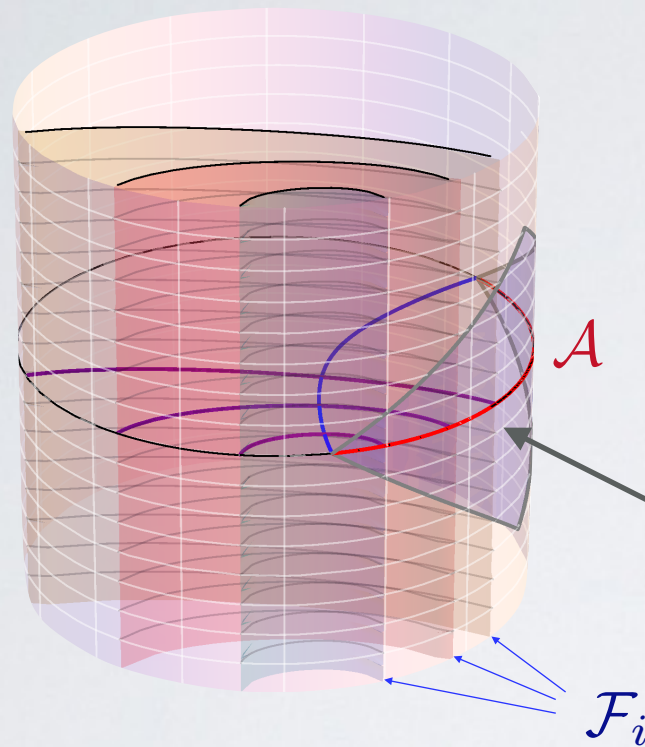
keep 1-d threads
flow lines



Requirements on constructs

- Imperative:
 - Reduces to bit threads in static case
 - Equivalent to HRT (when null energy condition (NEC) is obeyed)
 - Depends only on $D[\mathcal{A}]$ (i.e. $\partial\mathcal{A}$ + orientation), not on \mathcal{A} itself
- Useful:
 - Manifests CFT causality (directly rather than via equivalence to HRT)
 - Manifests area law, positivity, subadditivity, SSA, etc.
 - Elucidates role of NEC
 - Elucidates role of homology constraint w/ time-dependence

Flow sheets



Require:

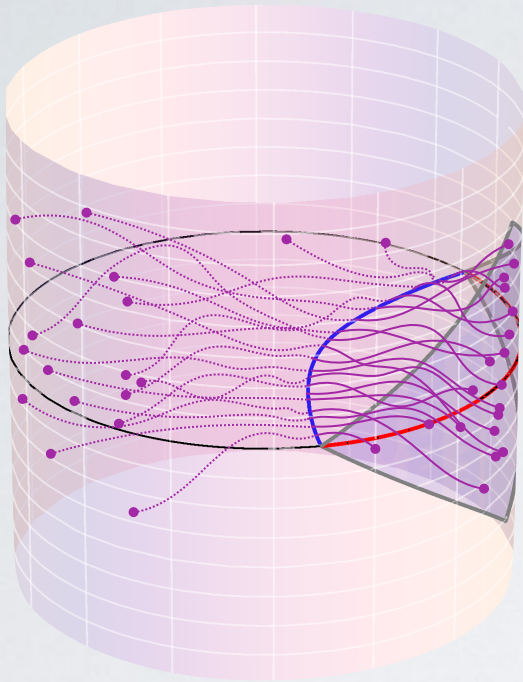
- flow sheets are timelike everywhere
- flow sheets cannot end in the bulk
- density is bounded

$$\rho = \frac{\sum_i \text{Area}[\mathcal{F}_i \cap \mathcal{R}]}{\text{Vol}[\mathcal{R}]} \leq 1$$

EE = sheets through $D[\mathcal{A}]$

- Most “obvious” generalization of bit threads
 - entanglement lasts in time & cannot be changed a-causally ✓
- Danger:
 - Potentially too global (e.g. future singularity may prevent sheets in past)
 - Too many sheets through $D[\mathcal{A}]$ by local boost

Flow lines



Require:

- flow lines are spacelike everywhere
- flow lines don't end: i.e. keep v s.t. $\nabla \cdot v = 0$
- but use integrated norm bound:

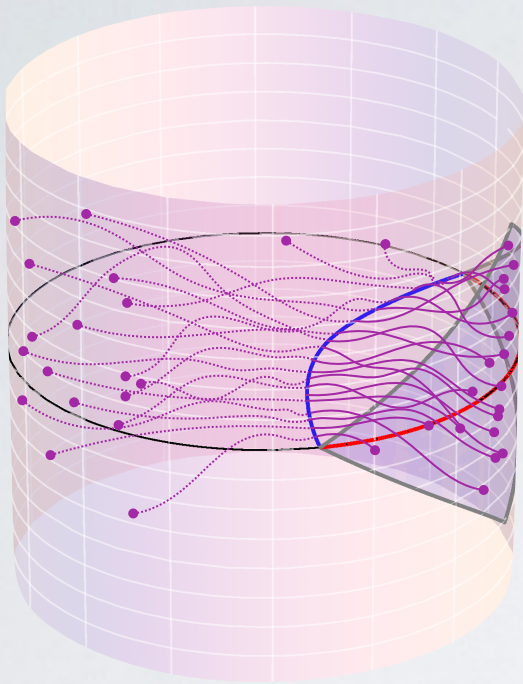
For a unit normal vector w on any worldline γ , $\int_{\gamma} w \cdot v \leq 1$

\therefore Over full lifetime, any observer sees at most 1 thread / 4 Planck areas

EE counts bit threads in $D[\mathcal{A}]$: $S_{\mathcal{A}} = \max_v \int_{D[\mathcal{A}]} v$

- Covariant construct which works...
 - reduces to bit threads at const time in static case ✓
 - threads must all pass through extremal surface (for max flow)
 - endpoints are floppy and can lie anywhere within $D[\mathcal{A}]$
 - Bonus: naturally picks out the entanglement wedge
 - does not depend on spacetime in the far future ✓

Flow lines



But what is the QI interpretation ?

- Entanglement entropy counted by events ?
 - e.g. # of indep. measurements that can be performed within $D[\mathcal{A}]$
 - novel interpretation...
- Why are I-d structures natural?
 - why is a specific measurement connected to another instantaneous event somewhere in \mathcal{A}^c ?



Thank you