

Lecture 3 - Building Up To The Hilbert Space

09/04/15

1. Problem #2

4. Problem #3

2. Beam Splitters

5. Testing Bombs

3. Matrix Methods

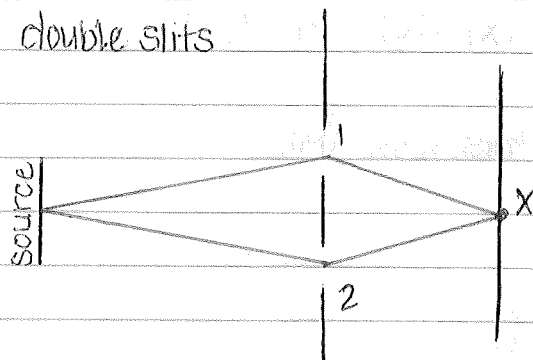
6. Spin $\rightarrow$ Stern-Gerlach

(normalization/unitary)

7. Problem #4

1. Problem #2 Interference

double slits



$$P(x) = |\psi_x|^2$$

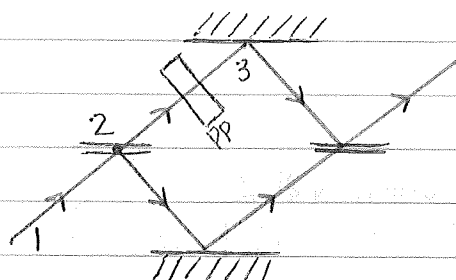
$$\psi_x = \psi_1 + \psi_2$$

If you measure which slit

$\rightarrow$ Classical $\rightarrow$

$$P(x) = |\psi_1|^2 + |\psi_2|^2$$

2. Beam Splitters



A wave packet, $v = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$, as a function of time:

$$\textcircled{1} \begin{pmatrix} 0 \\ 1 \end{pmatrix} \quad \textcircled{2} \begin{pmatrix} \alpha \\ \beta \end{pmatrix} \quad \textcircled{3} \begin{pmatrix} \alpha' \\ \beta' \end{pmatrix}$$

(a definite known state
(no superpositions, etc.)

From Lecture 2...

Components of an interferometer:

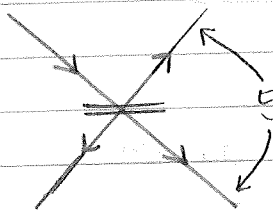
① Detector $P = |\psi|^2$

② Phase plate $\begin{pmatrix} e^{i\delta} & 0 \\ 0 & 1 \end{pmatrix}$ or $\begin{pmatrix} 1 & 0 \\ 0 & e^{i\delta} \end{pmatrix}$

③ Beam Splitter $\begin{pmatrix} w & y \\ x & z \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \begin{pmatrix} \alpha' \\ \beta' \end{pmatrix}$

Matrix for a "balanced beam splitter"

$\rightarrow$ Splits photons 50/50



50% probability of going up or down

From the top:

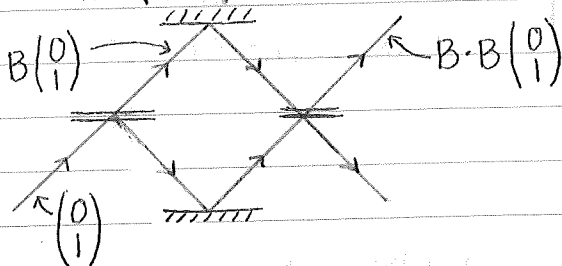
$$\begin{pmatrix} W & Y \\ X & Z \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} W \\ X \end{pmatrix} \Rightarrow |W|^2 = |X|^2 = \frac{1}{2} \rightarrow \text{mod} = \frac{1}{2}$$

50% probability

$$W = \frac{1}{\sqrt{2}}; X = \frac{1}{\sqrt{2}}$$

- Can $Y = Z = \frac{1}{\sqrt{2}}$ as well? Can this work? (no)

$$B = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix}$$



$$B \cdot B \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \leftarrow \text{Probability of 2}$$

NOT POSSIBLE (must be < 1)

There must be a sign change somewhere!

$$\Rightarrow B = \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{pmatrix} \quad \begin{matrix} * \text{ Must constrain norms and norms of sums} \\ \text{in Quantum Mechanics problems} \end{matrix}$$

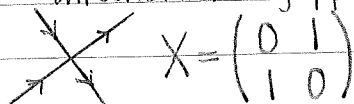
Matrices must "conserve probability"

3. Matrix Methods

(normalization/unitary)

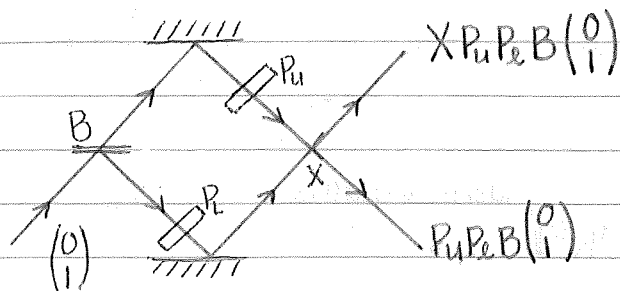
X matrix

↳ direction change / phase shift



$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

How do we combine all the interferometer components?



for $\psi = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$

$$\psi \rightarrow B\psi \rightarrow P_u P_l B\psi \rightarrow X P_u P_l B\psi$$

- these are associative!

$$X(P_u P_l (B\psi)) = (X P_u P_l B)\psi$$

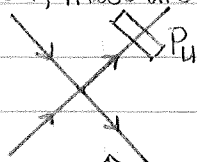
represents/describes the interferometer

$$P_u = \begin{pmatrix} e^{i\delta_u} & 0 \\ 0 & 1 \end{pmatrix} \quad P_l = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\delta_l} \end{pmatrix}$$

$$P_u P_l = \begin{pmatrix} e^{i\delta_u} & 0 \\ 0 & e^{i\delta_l} \end{pmatrix} = P_l P_u$$

the order of your phase plates does not matter

BUT, these are not commutative



$$P_u X \neq X P_u \Rightarrow \text{Observables do not commute}$$

cross matrix $\Rightarrow$ beams intersect; no beam splitter

Normalization

Can ψ be any matrix? (constraints on 2-state systems)

$$\psi = \begin{pmatrix} \alpha \\ \beta \end{pmatrix} \Rightarrow |\alpha|^2 + |\beta|^2 = 1$$

state vector normalization constraint

$$(\alpha^* \ \beta^*) \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \psi^\dagger \psi = 1$$

†: dagger operator = transpose & complex conjugate
constraint: ψ must normalize to 1

Can the interferometer be any matrix?

for an interferometer matrix R

$$\psi \rightarrow R\psi = \psi'$$

$$\psi^\dagger \psi = 1$$

$$\Rightarrow \psi^\dagger = \psi^\dagger R^\dagger$$

$$\underbrace{\psi^\dagger \psi}_1 = (\psi^\dagger R^\dagger)(R \psi)$$

$$= \psi^\dagger (R^\dagger R) \psi$$

↑ true IFF $R^\dagger R = \mathbb{I}$

identity matrix

$$1 \Rightarrow R^\dagger R = \mathbb{I} \Rightarrow \text{Unitary } R$$

4. Problem #3

→ prove the converse is true

Show that every R (that is, every unitary matrix) can be made from P_u, P_e, X, B

→ Try to get every real R , then add phase plates
orthogonal

a notation you might choose = $\begin{pmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{pmatrix}$
for the phase plates

5. Testing Bombs

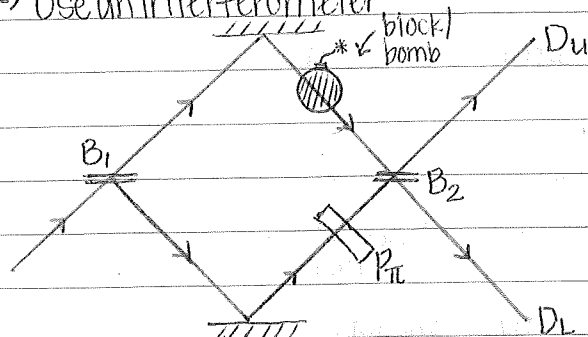
(ex. from 1993, pre-quantum computing)

There are bombs that are photon-activated

→ a single photon sent in... BOOM!!

But, some of the detectors don't work. How do you figure out which detectors work without exploding all the bombs?

⇒ Use an interferometer



$$B_1 = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

$$B_2 = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

$$B_1 P_\pi B_2 = \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \underbrace{\begin{pmatrix} 1 & 1 \\ -1 & -1 \end{pmatrix}}_{P_\pi} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

$$= \frac{1}{2} \underbrace{\begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}}_{R \pi B_2} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix} = R \quad \begin{array}{l} \text{only valid/applicable in} \\ \text{the quantum sense (ignore} \\ \text{when in classical conditions)} \end{array}$$

↑ unitary

$R \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ - a photon shot in from the bottom branch comes out on top branch (nothing to D_L)

If we block the upper beam (classical $\rightarrow$ we know all photons in lower leg)

$\hookrightarrow \frac{1}{4}$ of the photons exit on the lower beam

$\hookrightarrow$ 50% probability with 50% of the photons

Now, we replace the block with a bomb (capacity unknown)

$\equiv$ detector/observer if functional

• Photon $\rightarrow$ upper leg $\hookrightarrow$ You know it went through upper leg now
 $\rightarrow$ [Working] bomb $\rightarrow$ *BOOM* (w/ 50% chance)

• Photon $\rightarrow$ lower leg $\hookrightarrow$ You know it went through lower leg now
 $\rightarrow$ [Working] bomb doesn't explode $\rightarrow D_L, D_U$ clicks
 $\frac{1}{4} \quad \frac{1}{4}$

By doing this experiment with the working bomb, interference is destroyed by the "observation" of which path the photon took.

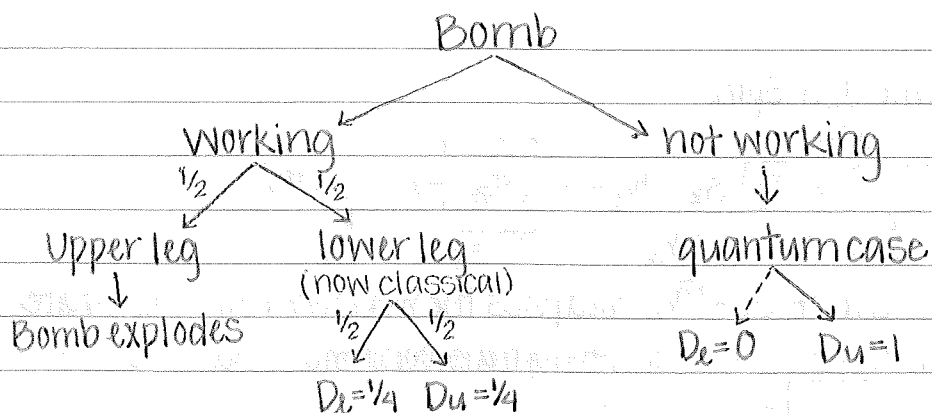
Working Bomb $\Rightarrow$ forces to classical solution

$\hookrightarrow$ i.e. R not applicable

If the bomb is not working $\Rightarrow$ quantum solution

$\rightarrow$ click only at D_U (as a result of R ... or by chance)

Possibilities



$\Rightarrow$ Click on D_L = definitive working bomb (without exploding it!)

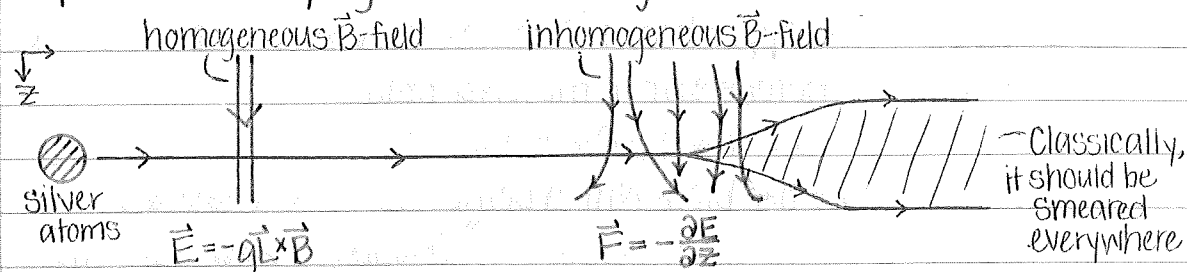
6. Spin: Stern-Gerlach

"basis independence"

• Angular momentum is quantized

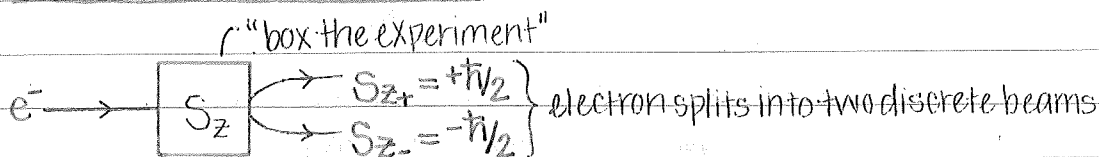
↳ this is a prediction of the Bohr Model of an atom

Experiment: Trying to measure angular momentum



⇒ Despite classical expectations, the angular momentum was quantized into discrete bands

The Stern-Gerlach Machine

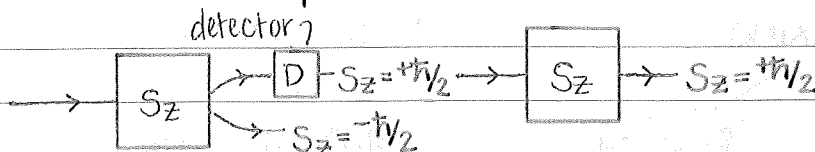


$L \rightarrow S$: Angular Momentum becomes Spin

$$\psi = \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \underbrace{\alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix}}_{Z_+} + \underbrace{\beta \begin{pmatrix} 0 \\ 1 \end{pmatrix}}_{Z_-}$$

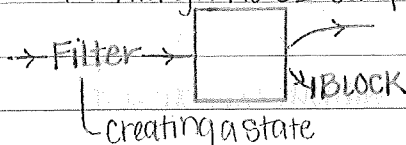
What's special about z ? Nothing! The Universe is rotationally invariant. (i.e. You can make a Stern-Gerlach Machine along x, y , etc.)

Measurement of Spin

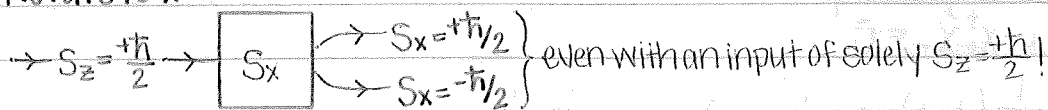


Measurement of $S_z = +\hbar/2$ collapses the waveform into this state

⇒ You will get no S_z -component from a second Stern-Gerlach_z



Rotate to X:



$$Z_+ = \underbrace{\alpha'}_{X_+} (S_x = +\frac{\hbar}{2}) + \underbrace{\beta'}_{X_-} (S_x = -\frac{\hbar}{2})$$

"The notation is just going to get more inconvenient until we give into using bras & kets"

$$|\alpha'|^2 = |\beta'|^2 = \frac{1}{\sqrt{2}} \quad (50/50 \text{ split})$$

In reverse...



$$X_+ = \alpha (S_z = +\frac{\hbar}{2}) + \beta (S_z = -\frac{\hbar}{2}); \quad |\alpha|^2 = |\beta|^2 = \frac{1}{\sqrt{2}}$$

Given a state, you can choose its phase once

$$= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} Z_+ + \frac{1}{\sqrt{2}} Z_-$$

$$X_- = \alpha_- (S_z = +\frac{\hbar}{2}) + \beta_- (S_z = -\frac{\hbar}{2})$$

$$|\alpha_-|^2 = |\beta_-|^2 = \frac{1}{\sqrt{2}}$$

In analogy with the beam splitter matrix:

to conserve probability, if $\alpha = \beta = \frac{1}{\sqrt{2}}$

$$\Rightarrow \alpha_- = -\beta_- = \frac{e^{i\phi}}{\sqrt{2}} \rightarrow 1$$

β_- must be $\propto \frac{1}{\sqrt{2}}$

$$X_{\pm} = \frac{Z_+ \pm Z_-}{\sqrt{2}} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} Z_{\pm}$$

7. Problem #4

$\rightarrow$ repeat all this with y

hint: introducing S_y creates complex numbers



$$Y_{\pm} = (\alpha'_{\pm} Z_+ + \beta'_{\pm} Z_-)$$

$\Rightarrow \alpha'_{\pm}$ and $\beta'_{\pm}$ can't be wholly real

$$Y_{\pm} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ i & -i \end{pmatrix} Z_{\pm}$$

$\begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

this choice is not unique for y, but there is no choice that allows them to be real

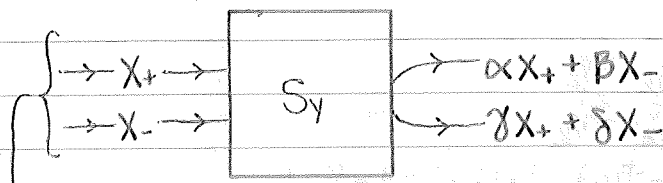
8. Orthogonality

$$\text{ex: } X_+^\dagger X_- = 0$$

$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \end{pmatrix} \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = 0 \text{ orthogonal!}$$

Prove this using known normalization

$$\text{Normalization constraint: } X_+^\dagger X_+ = X_-^\dagger X_- = 1$$



Combination must be normalized

$$(\alpha X_+ + \beta X_-)^\dagger (\alpha X_+ + \beta X_-) = |\alpha|^2 \underbrace{X_+^\dagger X_+}_1 + |\beta|^2 \underbrace{X_-^\dagger X_-}_1 + (\alpha^* \beta X_+^\dagger X_- + \alpha \beta^* X_-^\dagger X_+)$$

where $|\alpha|^2 + |\beta|^2 = 1$

$$= \underbrace{|\alpha|^2 + |\beta|^2}_1 + (\alpha^* \beta X_+^\dagger X_- + \alpha \beta^* X_-^\dagger X_+)$$

$$= 1 + (\alpha^* \beta X_+^\dagger X_- + \alpha \beta^* X_-^\dagger X_+) = 1 \text{ (constraint)}$$

so this must = 0

$$\Rightarrow 2 \text{Re}\{\alpha^* \beta X_+^\dagger X_-\} = 0$$

if I can change phase...

$$\Rightarrow X_+^\dagger X_- = 0$$