

# Introduction to Quantum Mechanics

QCSYS 2012



# Outline

1. Polarization
2. Double-slit experiment
3. Photoelectric effect
4. No-cloning theorem

# Polarization

# Superposition

A basic feature of quantum mechanics is the *principle of superposition*:

If a quantum system can be in the state  $|\psi\rangle$  or in the state  $|\phi\rangle$ , then it can also be in state  $\alpha|\psi\rangle + \beta|\phi\rangle$  for any complex numbers  $\alpha, \beta$  (subject to normalization).

# Superposition

A basic feature of quantum mechanics is the *principle of superposition*:

If a quantum system can be in the state  $|\psi\rangle$  or in the state  $|\phi\rangle$ , then it can also be in state  $\alpha|\psi\rangle + \beta|\phi\rangle$  for any complex numbers  $\alpha, \beta$  (subject to normalization).

Example:

$$|+\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$$

$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{1}{\sqrt{2}} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

# Superposition

A basic feature of quantum mechanics is the *principle of superposition*:

If a quantum system can be in the state  $|\psi\rangle$  or in the state  $|\phi\rangle$ , then it can also be in state  $\alpha|\psi\rangle + \beta|\phi\rangle$  for any complex numbers  $\alpha, \beta$  (subject to normalization).

Example:

$$|+\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle \qquad \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{1}{\sqrt{2}} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

The superposition principle is also shared by classical waves.

# Superposition

A basic feature of quantum mechanics is the *principle of superposition*:

If a quantum system can be in the state  $|\psi\rangle$  or in the state  $|\phi\rangle$ , then it can also be in state  $\alpha|\psi\rangle + \beta|\phi\rangle$  for any complex numbers  $\alpha, \beta$  (subject to normalization).

Example:

$$|+\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle \qquad \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{1}{\sqrt{2}} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

The superposition principle is also shared by classical waves.

We'll explore superposition in the context of *polarization* of light.

# The electromagnetic field

In classical electromagnetism, there is an

electric field  $\vec{E}(x, y, z, t)$

magnetic field  $\vec{B}(x, y, z, t)$

at every spacetime point  $(x, y, z, t)$ .



# The electromagnetic field

In classical electromagnetism, there is an

electric field  $\vec{E}(x, y, z, t)$

magnetic field  $\vec{B}(x, y, z, t)$

at every spacetime point  $(x, y, z, t)$ .

These fields obey the *Maxwell equations*:

$$\begin{aligned}\vec{\nabla} \cdot \vec{E} &= \rho & \vec{\nabla} \times \vec{E} &= -\frac{\partial \vec{B}}{\partial t} \\ \vec{\nabla} \cdot \vec{B} &= 0 & \vec{\nabla} \times \vec{B} &= \vec{J} + \frac{1}{c^2} \frac{\partial \vec{E}}{\partial t}\end{aligned}$$

# Traveling waves

The Maxwell equations have solutions that correspond to waves propagating through space.

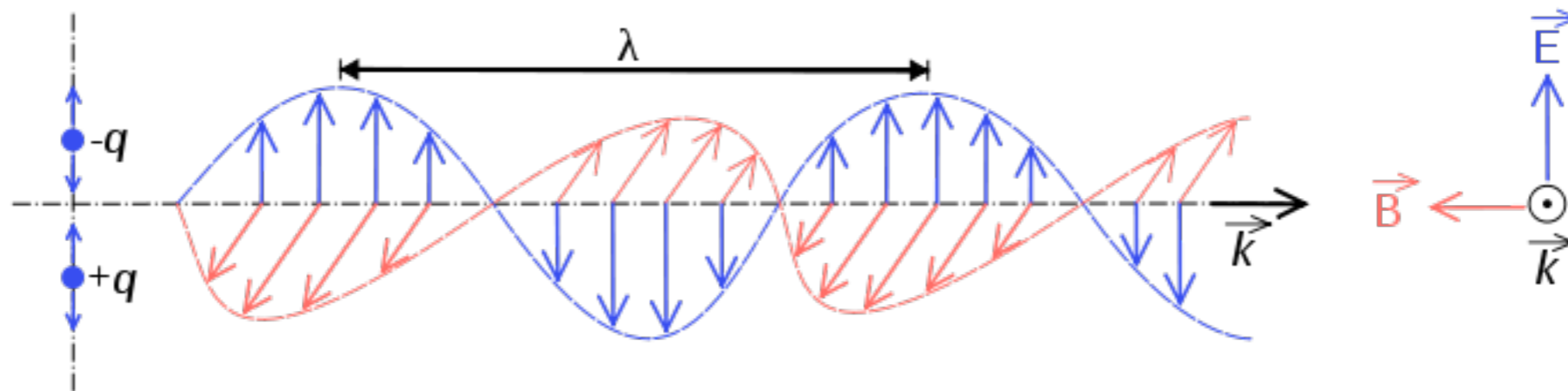
# Traveling waves

The Maxwell equations have solutions that correspond to waves propagating through space.

Example: Plane wave propagating in the  $\hat{z}$  direction

$$\vec{E}(x, y, z, t) = \text{Re} \left( \begin{pmatrix} \alpha_x \\ \alpha_y \\ 0 \end{pmatrix} e^{2\pi i(z-ct)/\lambda} \right)$$

$$\vec{B}(x, y, z, t) = \hat{z} \times \vec{E}(x, y, z, t)$$



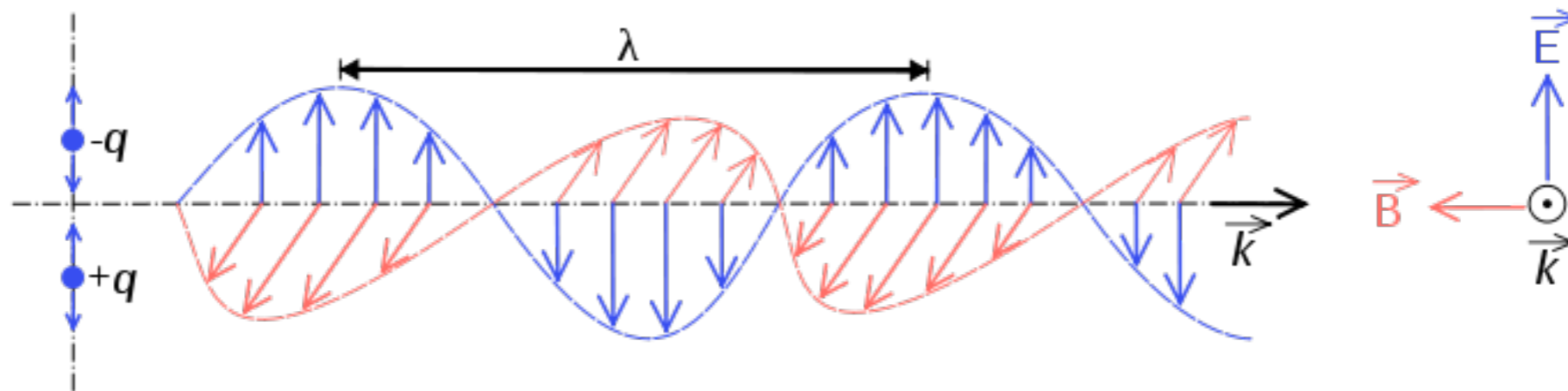
# Traveling waves

The Maxwell equations have solutions that correspond to waves propagating through space.

Example: Plane wave propagating in the  $\hat{z}$  direction

$$\vec{E}(x, y, z, t) = \text{Re} \left( \begin{pmatrix} \alpha_x \\ \alpha_y \\ 0 \end{pmatrix} e^{2\pi i(z-ct)/\lambda} \right)$$

$$\vec{B}(x, y, z, t) = \hat{z} \times \vec{E}(x, y, z, t)$$



The vector  $\begin{pmatrix} \alpha_x \\ \alpha_y \end{pmatrix}$  indicates the *polarization* of the wave.

# Superposition of polarization states

Horizontal polarization:  $|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$       Vertical polarization:  $|\uparrow\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

# Superposition of polarization states

Horizontal polarization:  $|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$     Vertical polarization:  $|\uparrow\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

45° diagonal polarization (normalized states):

$$|\nearrow\rangle = \frac{1}{\sqrt{2}}|\rightarrow\rangle + \frac{1}{\sqrt{2}}|\uparrow\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$|\searrow\rangle = \frac{1}{\sqrt{2}}|\rightarrow\rangle - \frac{1}{\sqrt{2}}|\uparrow\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

# Superposition of polarization states

Horizontal polarization:  $|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$     Vertical polarization:  $|\uparrow\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

45° diagonal polarization (normalized states):

$$|\nearrow\rangle = \frac{1}{\sqrt{2}}|\rightarrow\rangle + \frac{1}{\sqrt{2}}|\uparrow\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$|\searrow\rangle = \frac{1}{\sqrt{2}}|\rightarrow\rangle - \frac{1}{\sqrt{2}}|\uparrow\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -1 \end{pmatrix}$$

The 45° states also form an orthonormal basis:

$$|\rightarrow\rangle = \frac{1}{\sqrt{2}}|\nearrow\rangle + \frac{1}{\sqrt{2}}|\searrow\rangle$$

$$|\uparrow\rangle = \frac{1}{\sqrt{2}}|\nearrow\rangle - \frac{1}{\sqrt{2}}|\searrow\rangle$$

# Polarizing filters

Most sources of light are unpolarized.



# Polarizing filters

Most sources of light are unpolarized.

We can create polarized light using a filter that only allows one of two orthogonal polarizations to pass.

# Polarizing filters

Most sources of light are unpolarized.

We can create polarized light using a filter that only allows one of two orthogonal polarizations to pass.

Mathematically, this implements a *projection* onto a the polarization direction of the filter.

- The component along the filter direction passes through.
- The component orthogonal to the filter direction is blocked.

# Polarizing filters

Most sources of light are unpolarized.

We can create polarized light using a filter that only allows one of two orthogonal polarizations to pass.

Mathematically, this implements a *projection* onto a the polarization direction of the filter.

- The component along the filter direction passes through.
- The component orthogonal to the filter direction is blocked.

Analogous to quantum measurement:

- The fraction of light that passes through the filter is given by the inner product squared with the filter direction.
- The outgoing light is entirely in the same direction as the filter.

# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes?

# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

Outgoing polarization?

# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

Outgoing polarization?  $|\rightarrow\rangle$

# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

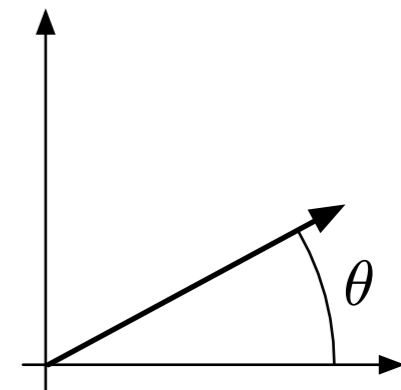
Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

Outgoing polarization?  $|\rightarrow\rangle$

Incident polarization:  $\cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

Polarizing filter orientation:  $\rightarrow$





# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

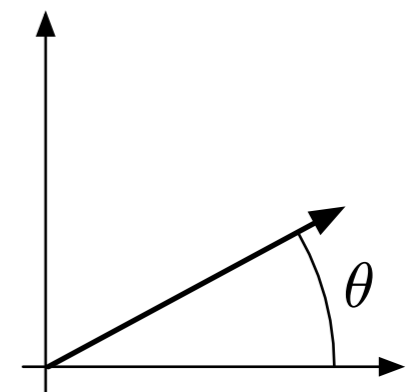
How much light passes? 50%

Outgoing polarization?  $|\rightarrow\rangle$

Incident polarization:  $\cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

Polarizing filter orientation:  $\rightarrow$

How much light passes?



# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

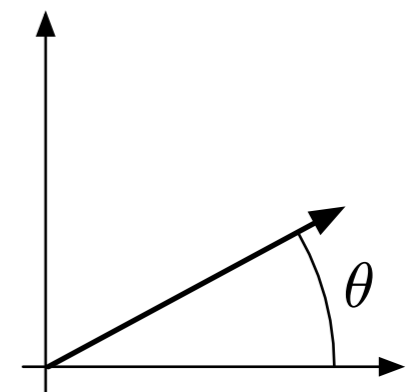
How much light passes? 50%

Outgoing polarization?  $|\rightarrow\rangle$

Incident polarization:  $\cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

Polarizing filter orientation:  $\rightarrow$

How much light passes?  $\cos^2 \theta$



# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

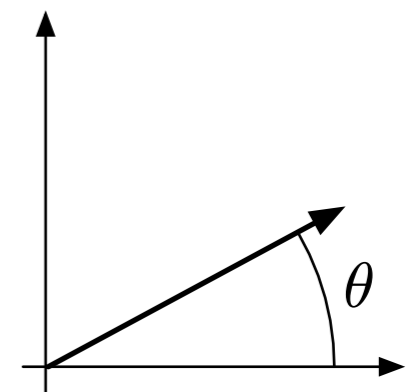
Outgoing polarization?  $|\rightarrow\rangle$

Incident polarization:  $\cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

Polarizing filter orientation:  $\rightarrow$

How much light passes?  $\cos^2 \theta$

Outgoing polarization?



# Polarizing filter examples

Incident polarization:  $|\nearrow\rangle$

Polarizing filter orientation:  $\rightarrow$

How much light passes? 50%

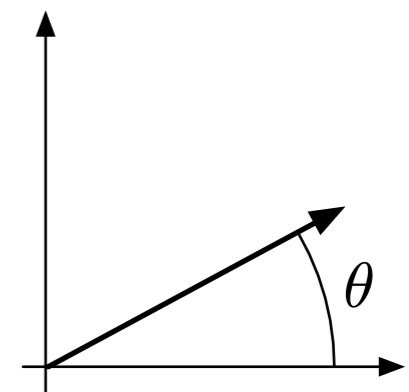
Outgoing polarization?  $|\rightarrow\rangle$

Incident polarization:  $\cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

Polarizing filter orientation:  $\rightarrow$

How much light passes?  $\cos^2 \theta$

Outgoing polarization?  $|\rightarrow\rangle$



# Polarizing filter demo

What happens to the incident light if we orient polarizers as follows?

- crossed polarizers (0 and 90 degrees)
- diagonal polarizers (0 and 45 degrees)
- polarizers at 0, 45, 90 degrees

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \boxed{\phantom{0}} \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} + \boxed{\phantom{0}} \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \cos \theta \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} - \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$



# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \cos \theta \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} - \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

How much light passes?

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \cos \theta \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} - \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

How much light passes?  $\cos^2 \theta$

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \cos \theta \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} - \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

How much light passes?  $\cos^2 \theta$

Outgoing polarization?

# Another polarizing filter example

Incident polarization:  $|\rightarrow\rangle$

Polarizing filter orientation:  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$

$$|\rightarrow\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$= \cos \theta \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} - \sin \theta \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

How much light passes?  $\cos^2 \theta$

Outgoing polarization?  $\begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} = \cos \theta |\rightarrow\rangle + \sin \theta |\uparrow\rangle$

# Circular polarization

We can also consider superpositions involving complex numbers.

# Circular polarization

We can also consider superpositions involving complex numbers.

Examples:

$$|\circlearrowright\rangle = \frac{1}{\sqrt{2}}(|\rightarrow\rangle + i|\uparrow\rangle) \quad |\circlearrowleft\rangle = \frac{1}{\sqrt{2}}(|\rightarrow\rangle - i|\uparrow\rangle)$$

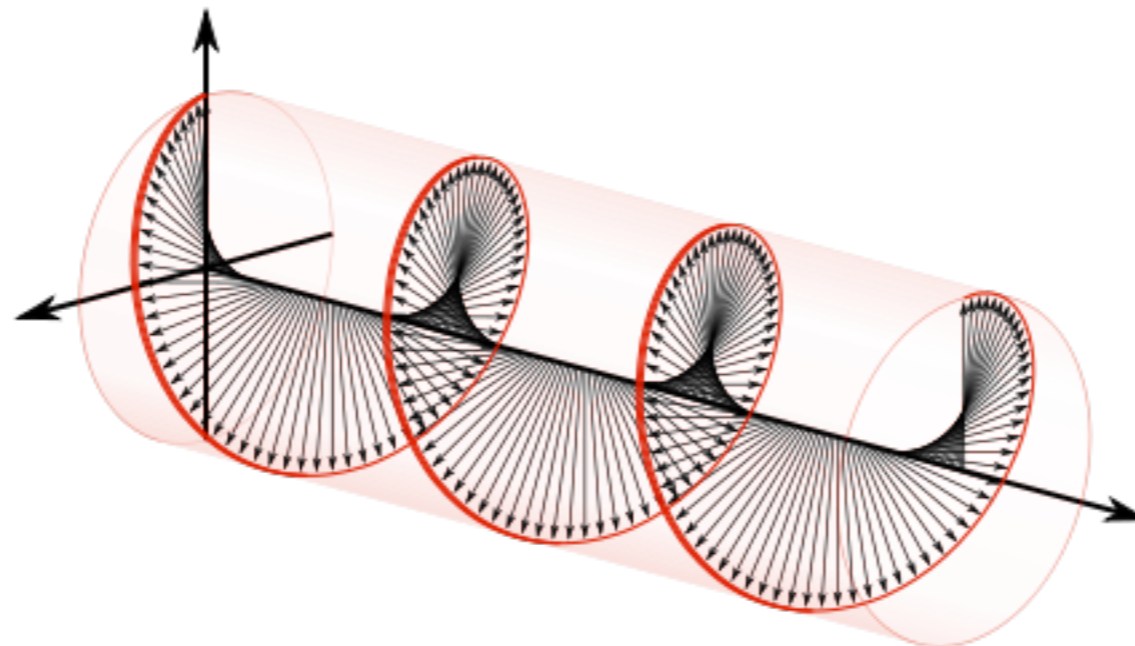
# Circular polarization

We can also consider superpositions involving complex numbers.

Examples:

$$|\circlearrowleft\rangle = \frac{1}{\sqrt{2}}(|\rightarrow\rangle + i|\uparrow\rangle) \quad |\circlearrowright\rangle = \frac{1}{\sqrt{2}}(|\rightarrow\rangle - i|\uparrow\rangle)$$

The direction of the electric field moves in a circle as the wave propagates, so this is called *circular polarization*.



# Qubits

So far, we have used polarization vectors to describe classical light.

Single photons also have polarization.

Then the polarization vector  $\alpha|\rightarrow\rangle + \beta|\uparrow\rangle$  describes the state of a quantum bit, or *qubit*.



# Qubits

So far, we have used polarization vectors to describe classical light.

Single photons also have polarization.

Then the polarization vector  $\alpha|\rightarrow\rangle + \beta|\uparrow\rangle$  describes the state of a quantum bit, or *qubit*.

Many other systems can be used to store qubits, and the components of the state vector need not represent directions in space:

- Atom:  $\alpha|\text{ground}\rangle + \beta|\text{excited}\rangle$
- Electron spin:  $\alpha|\text{up}\rangle + \beta|\text{down}\rangle$
- Photon number:  $\alpha|0\rangle + \beta|1\rangle$
- Superconducting flux:  $\alpha|\text{cw}\rangle + \beta|\text{ccw}\rangle$
- ...

# Exercise: Stacked polarizers

Suppose we stack  $n$  polarizers so that the angle between the polarization direction of each filter and the next is  $\pi/n$ . What fraction of the light passing the first polarizer passes the last polarizer?

- a. Compute exact values for  $n = 2, 3, 4$ .
- b. Give a symbolic expression for general  $n$ .
- c. Using a computer, plot the values for  $n = 2$  through 50.
- d. What happens in the limit as  $n \rightarrow \infty$ ?

# Double-slit experiment

# Firing bullets at a slit



# Firing bullets at a slit



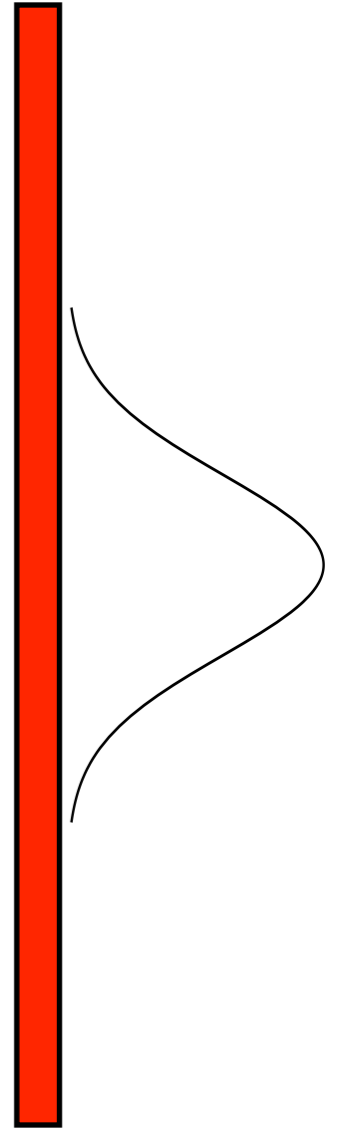
# Firing bullets at a slit



# Firing bullets at a slit

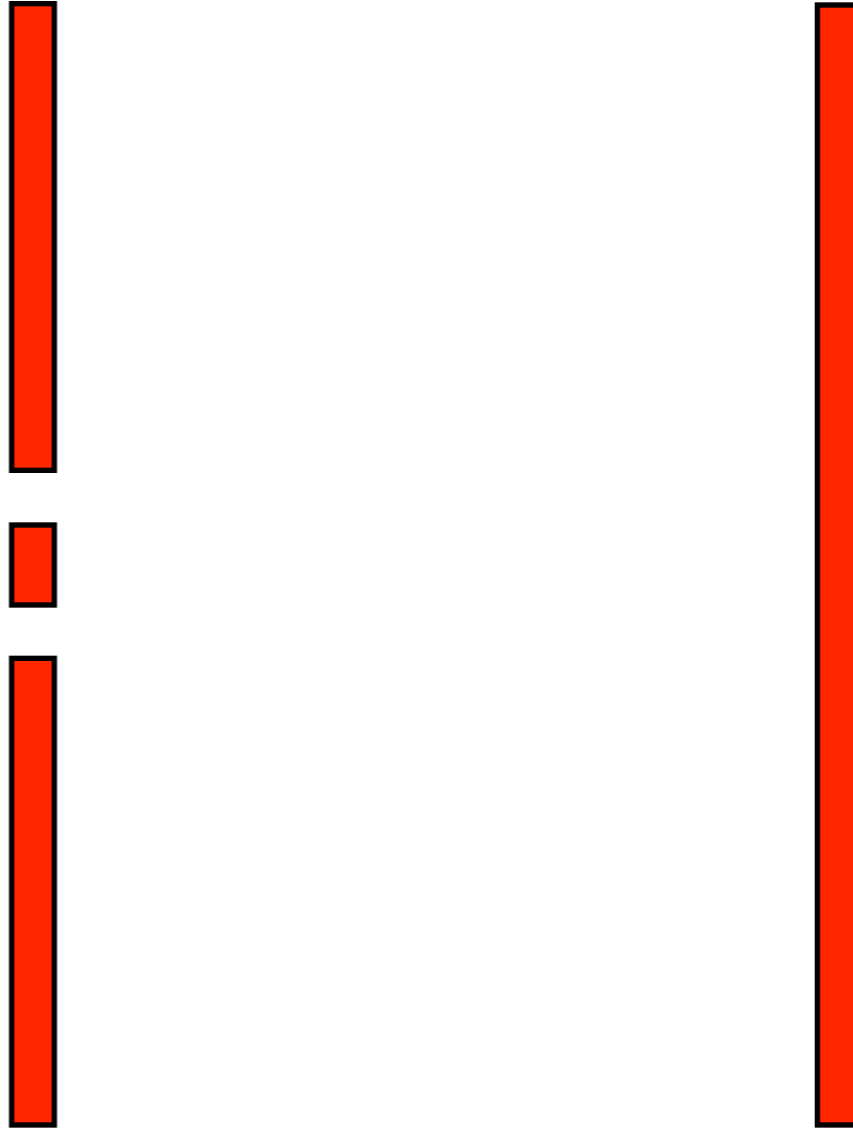


# Firing bullets at a slit

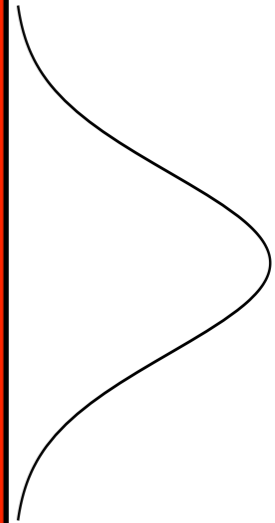




# Firing bullets at a double slit



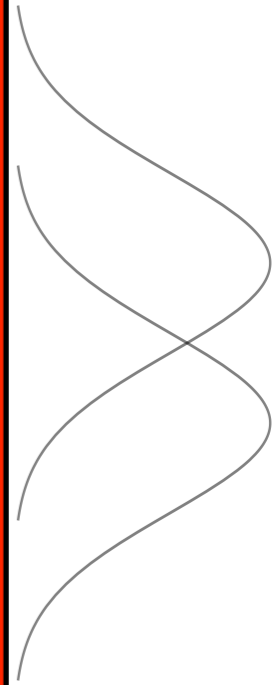
# Firing bullets at a double slit



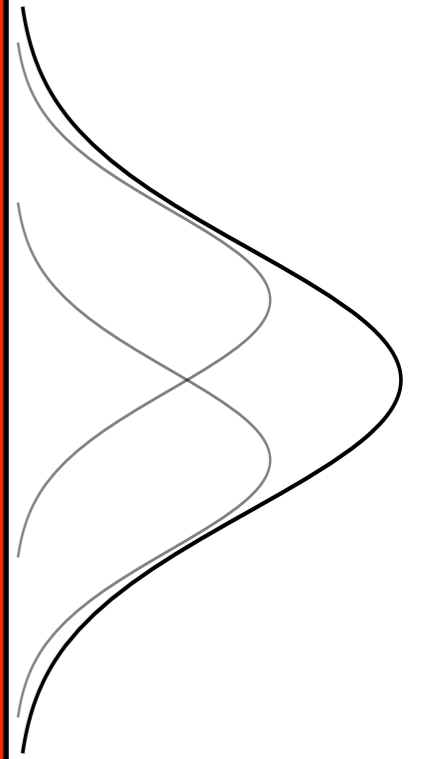
# Firing bullets at a double slit



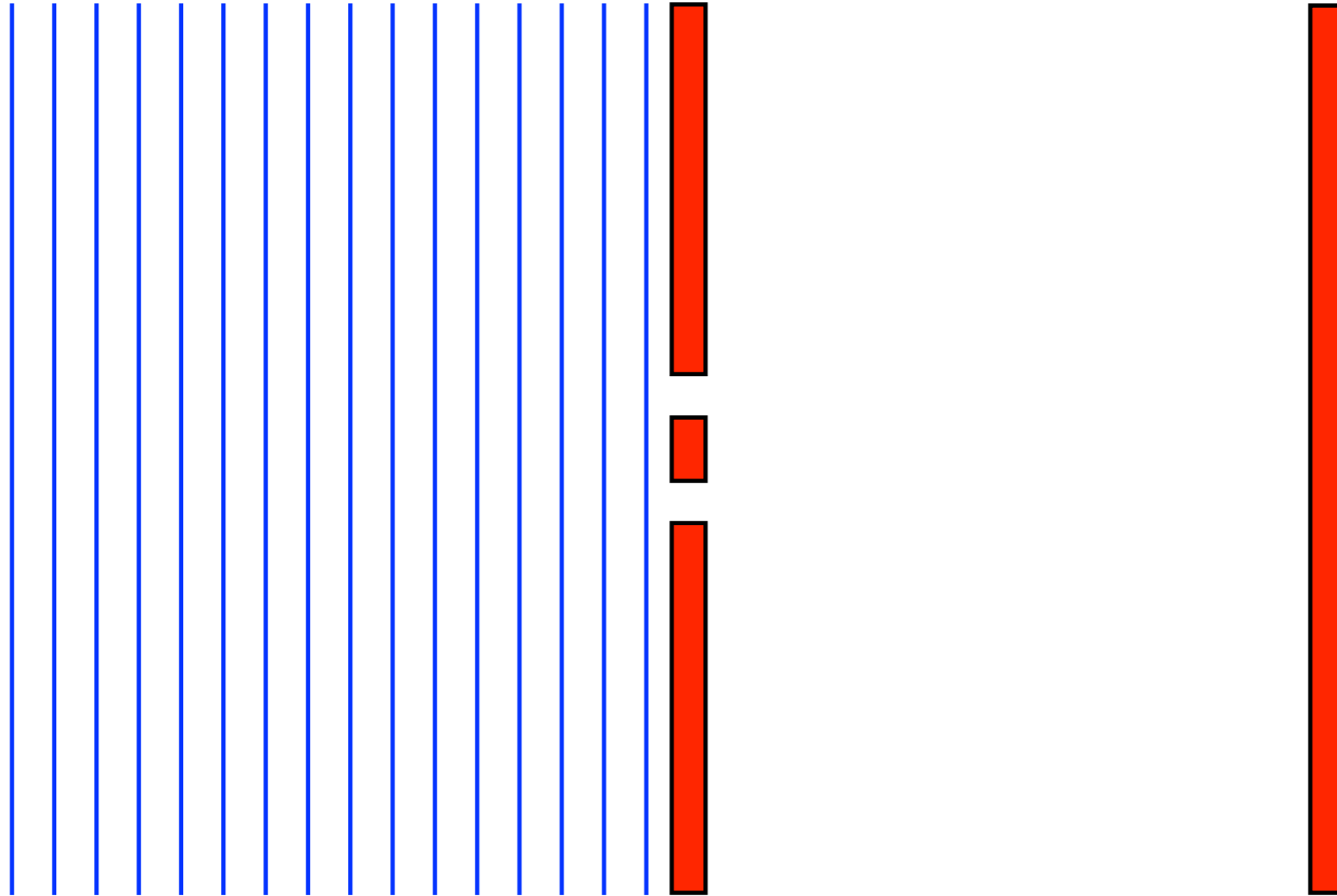
# Firing bullets at a double slit



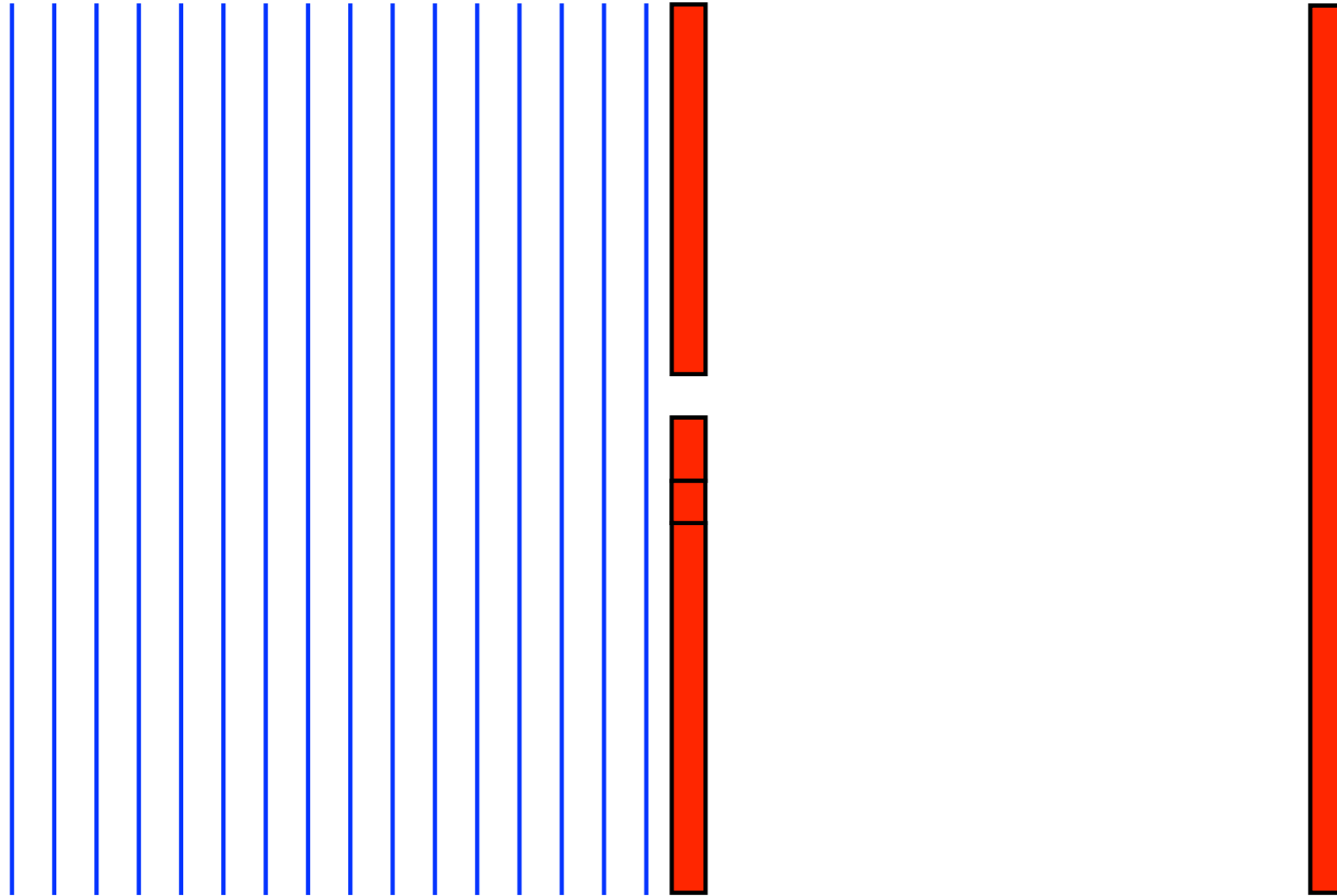
# Firing bullets at a double slit



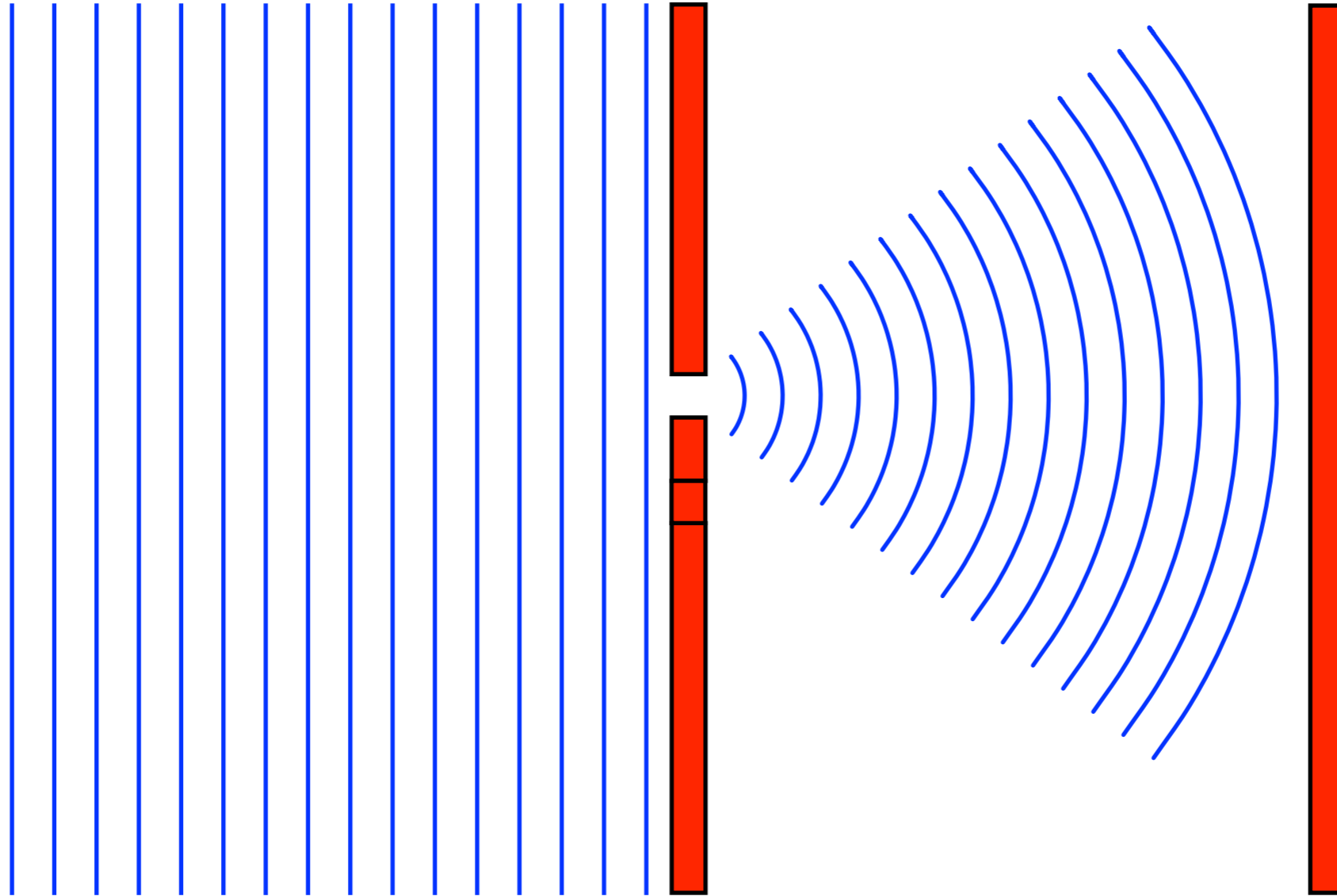
# Double slit with waves



# Double slit with waves

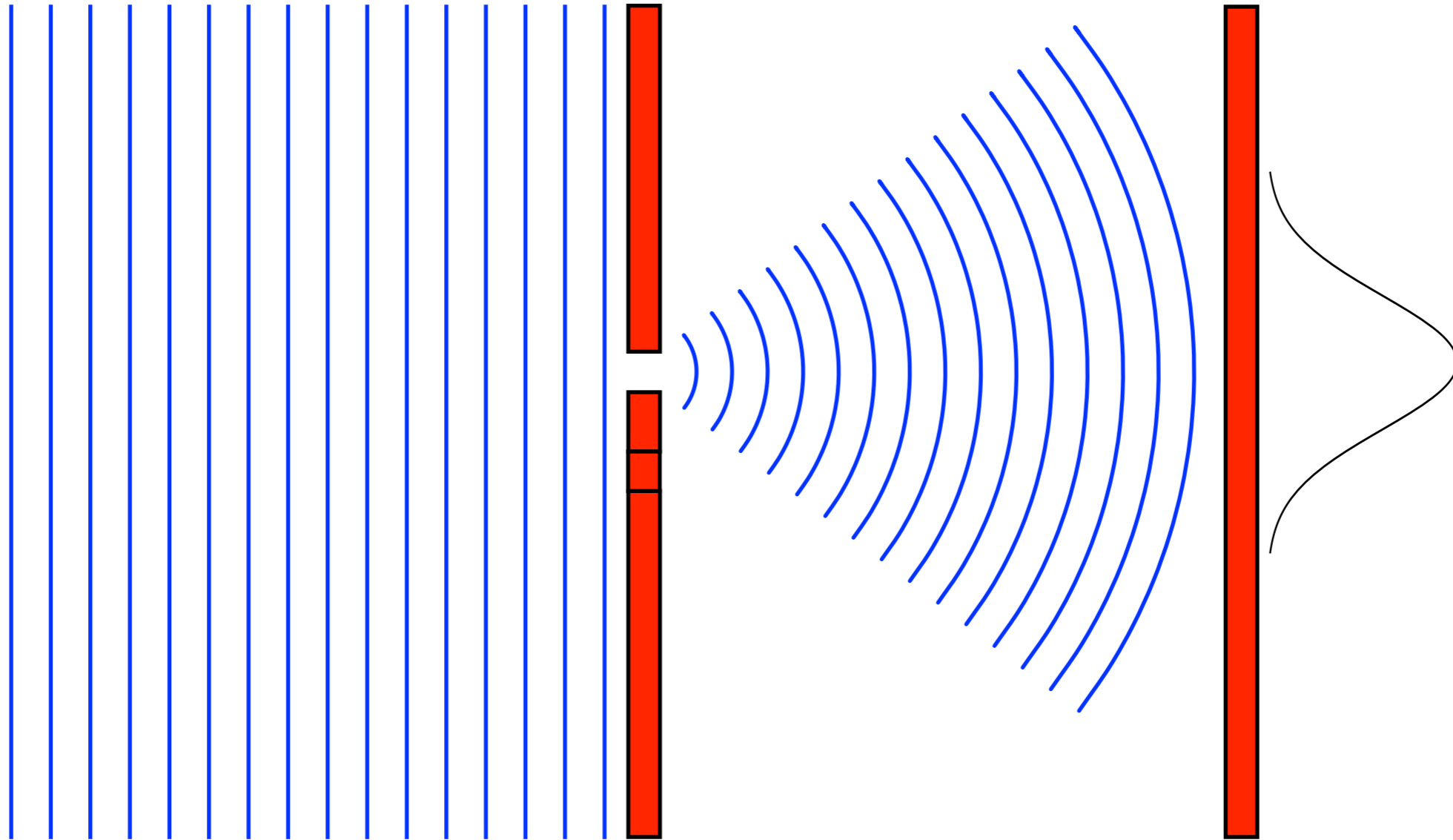


# Double slit with waves

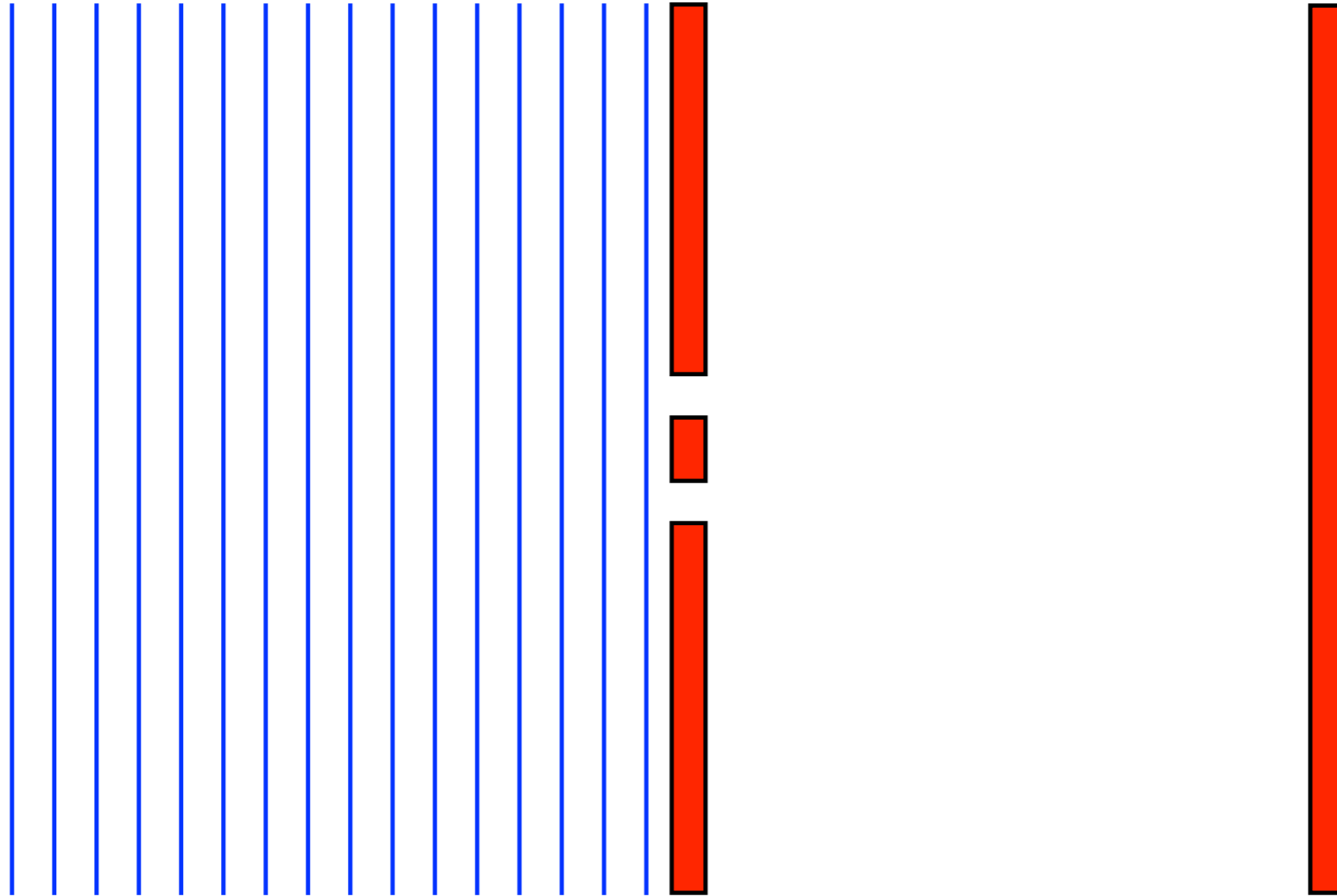




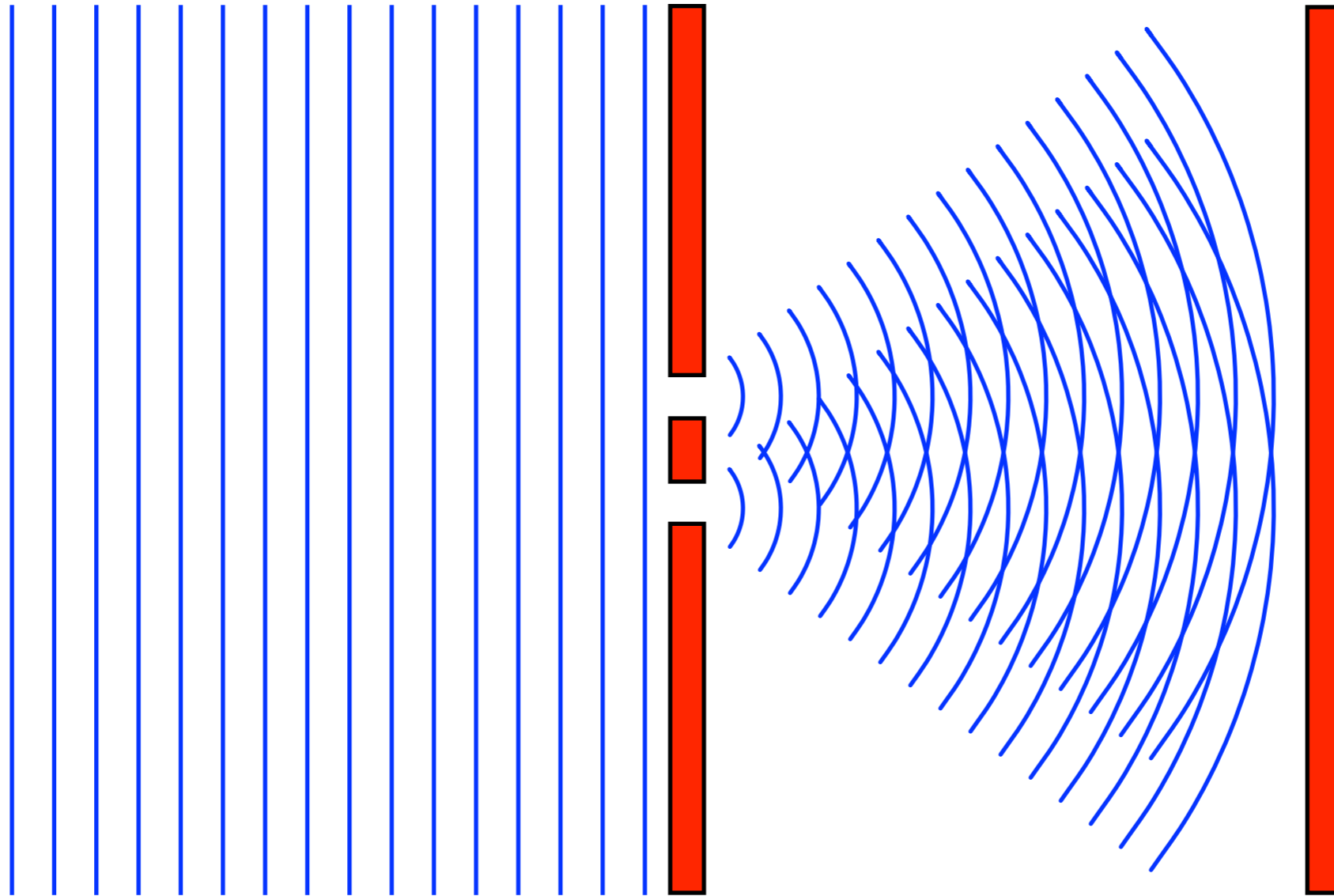
# Double slit with waves



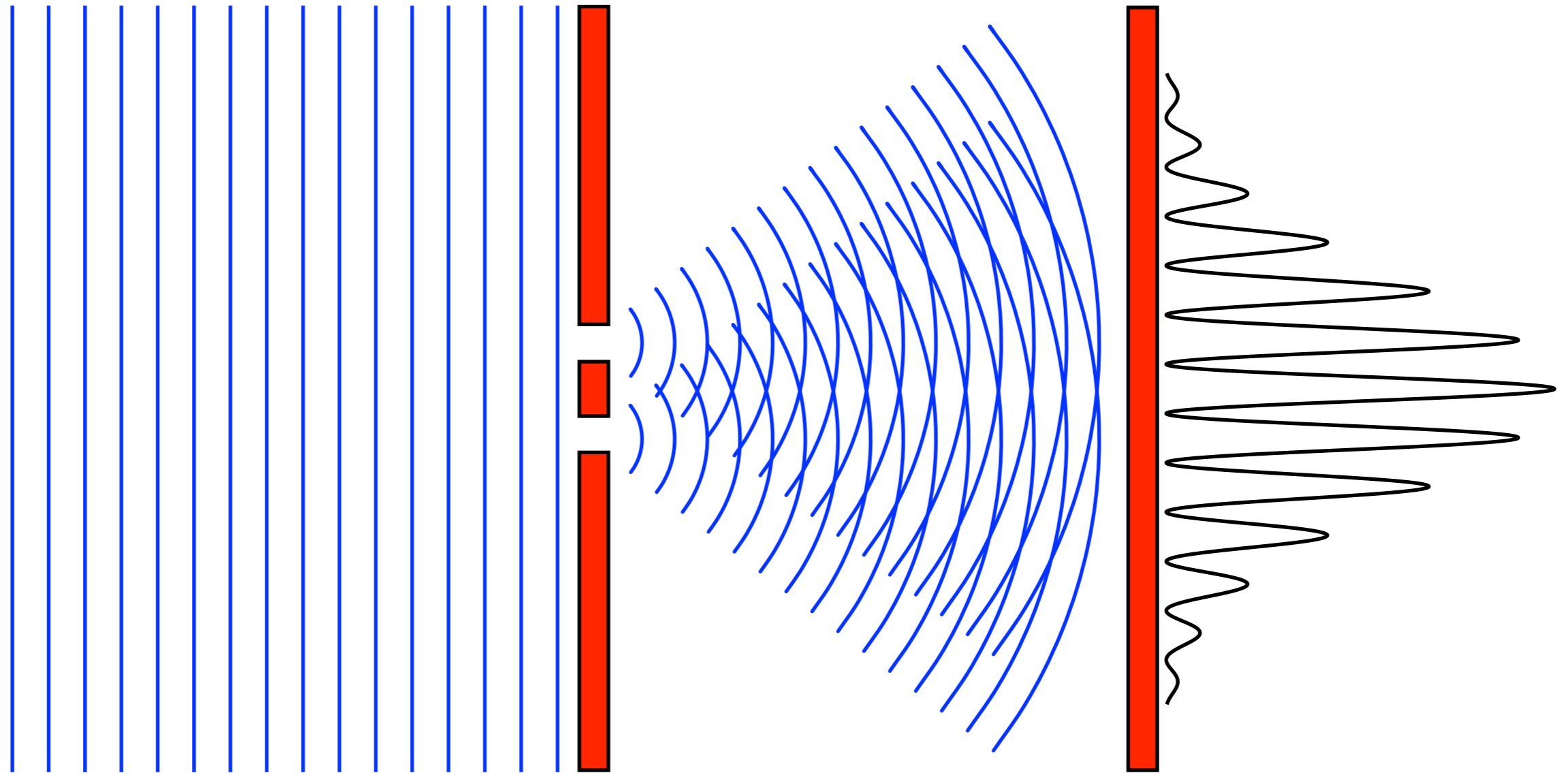
# Double slit with waves



# Double slit with waves

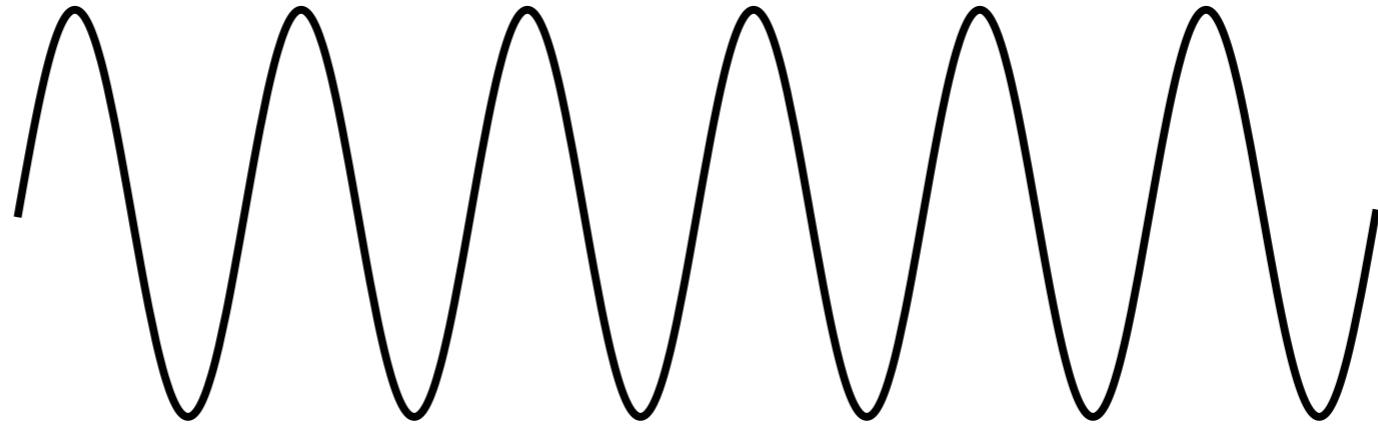


# Double slit with waves

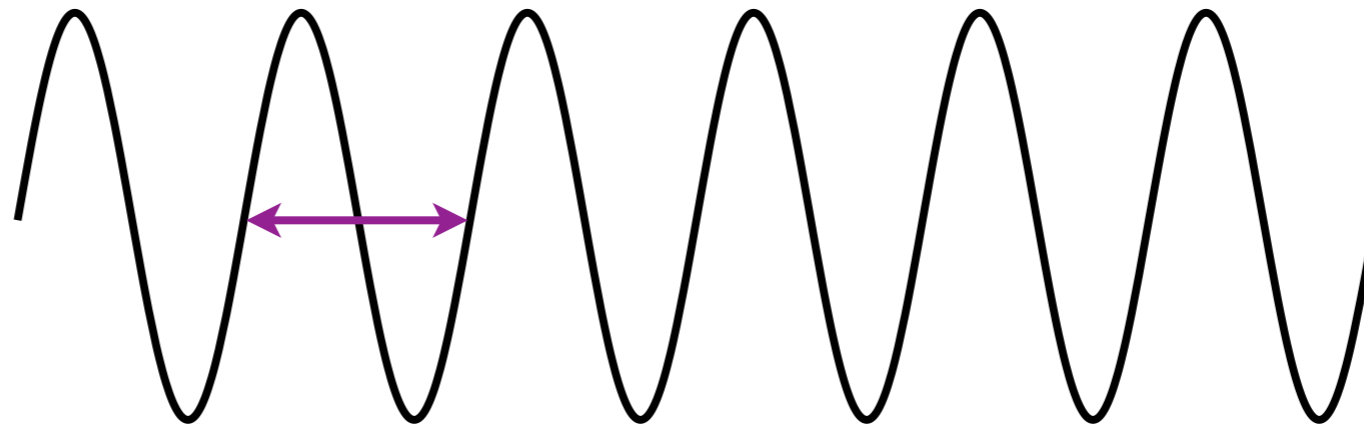


Demo

# Interference

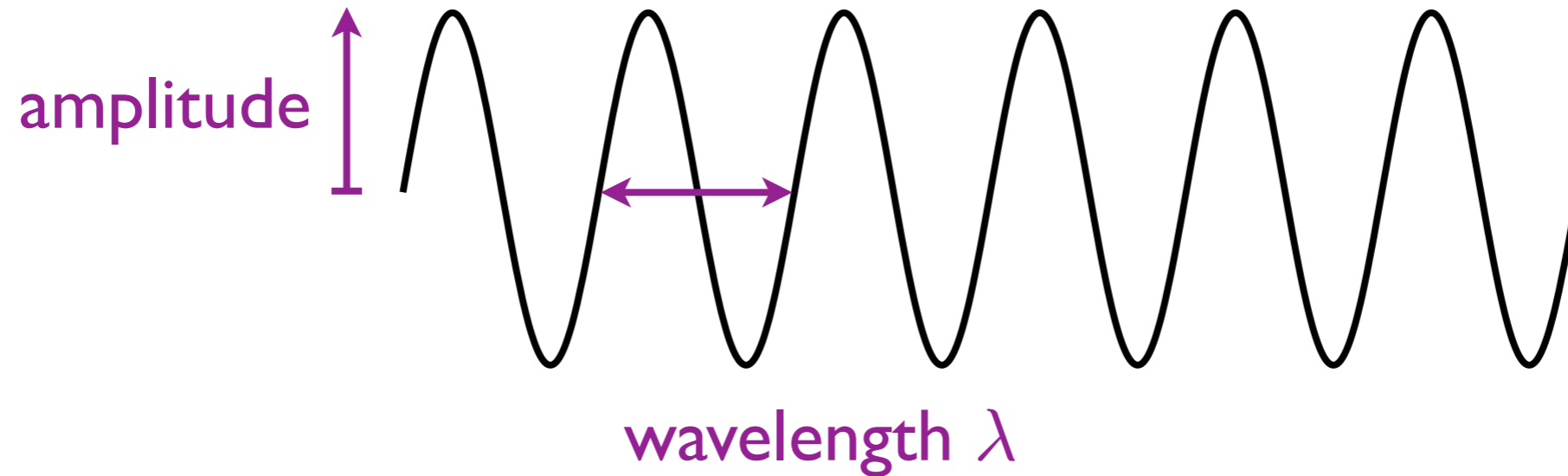


# Interference



wavelength  $\lambda$

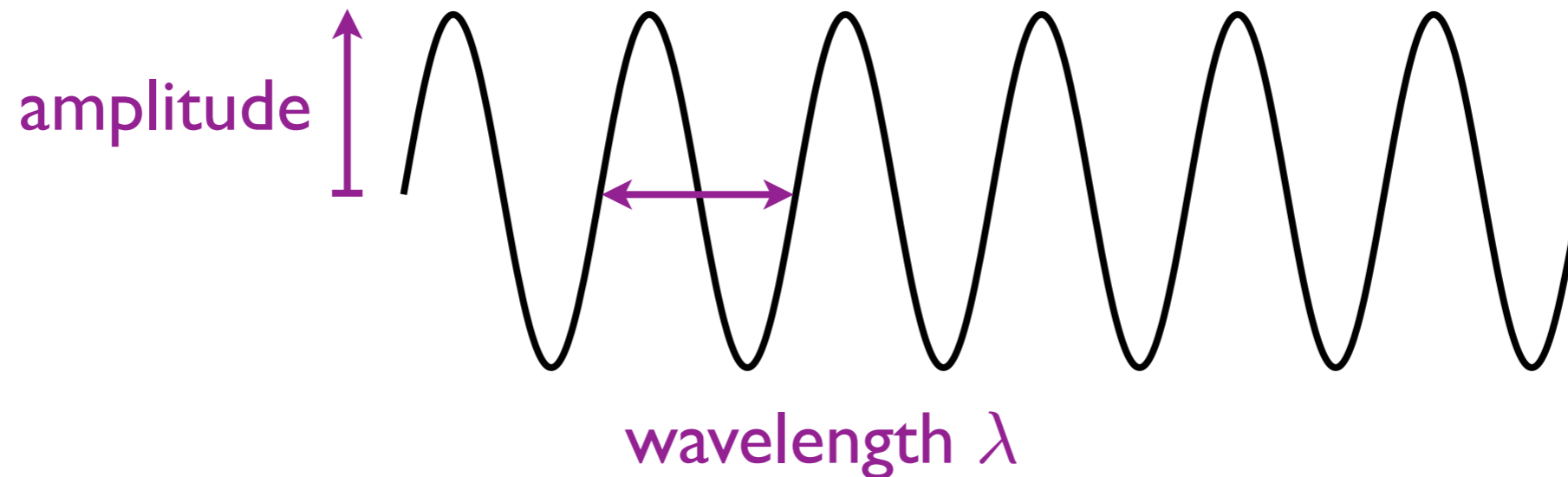
# Interference



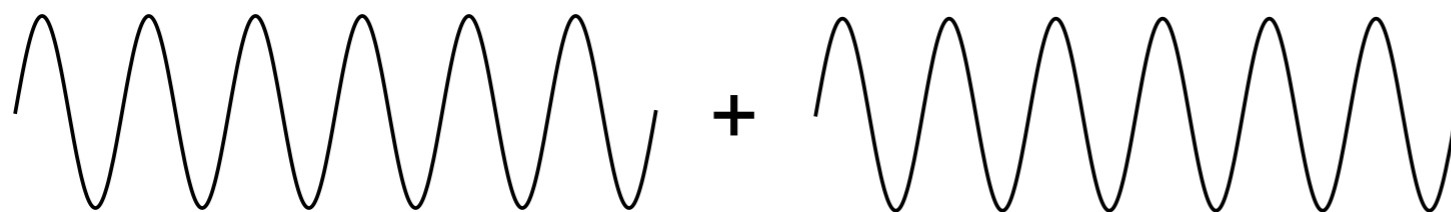
Amplitude can be positive (water is above sea level)  
or negative (water is below sea level)



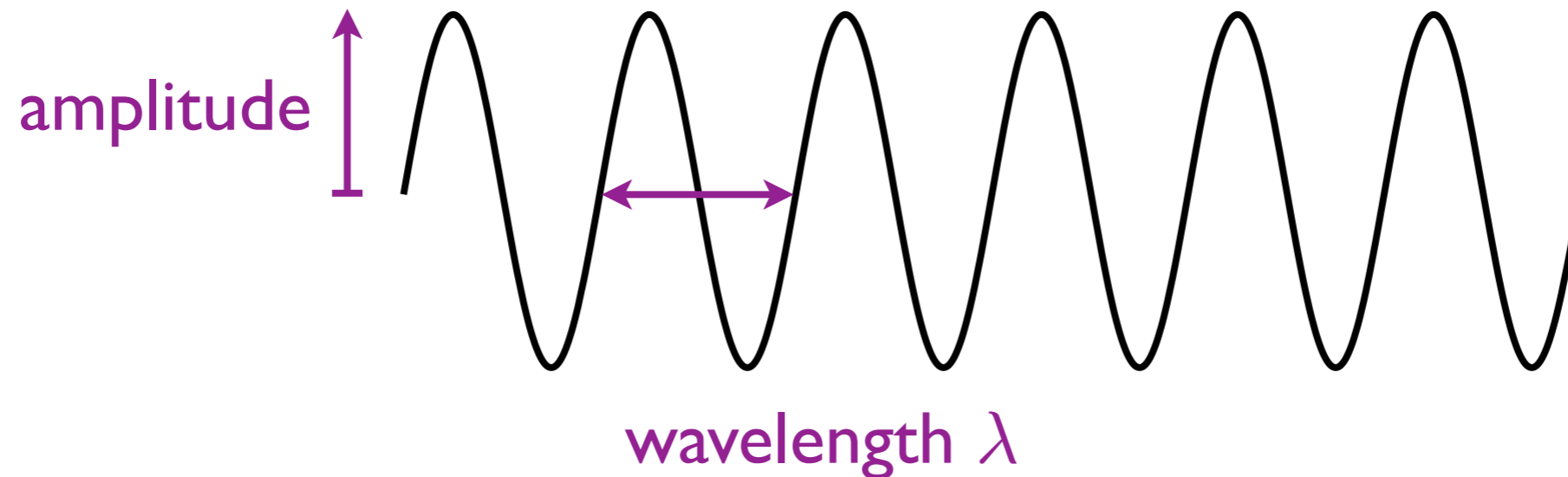
# Interference



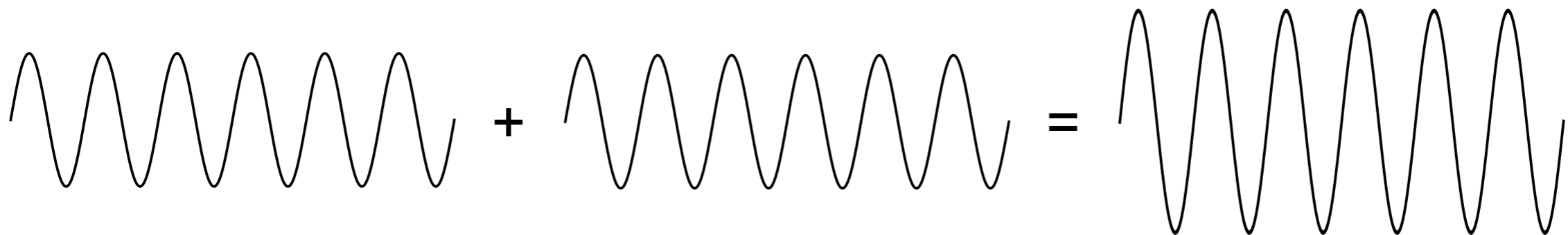
Amplitude can be positive (water is above sea level)  
or negative (water is below sea level)



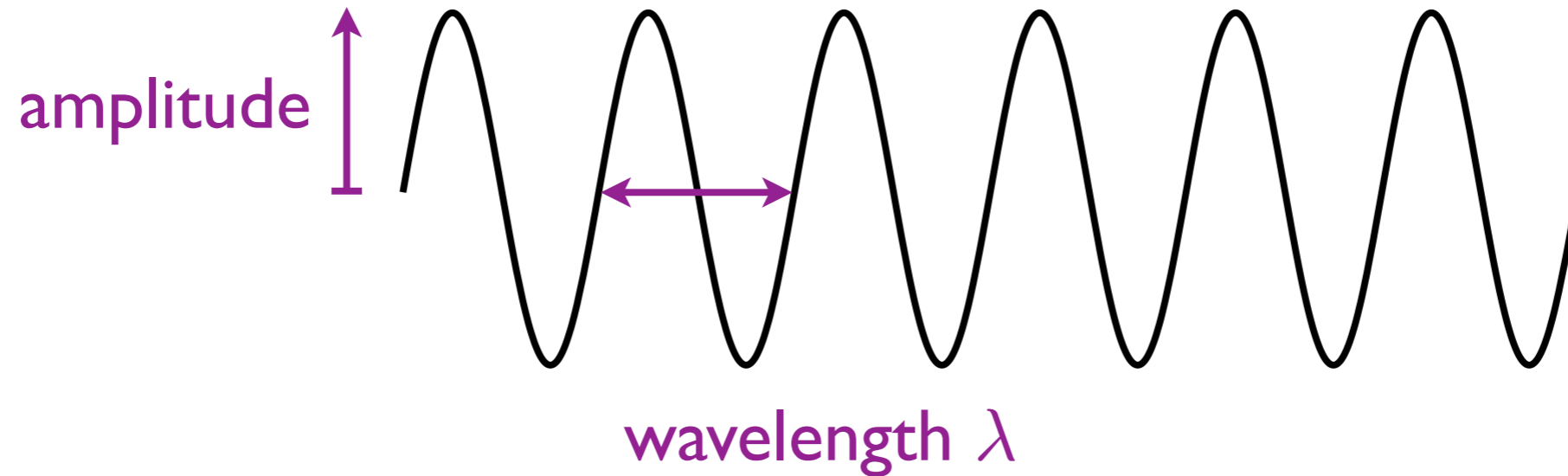
# Interference



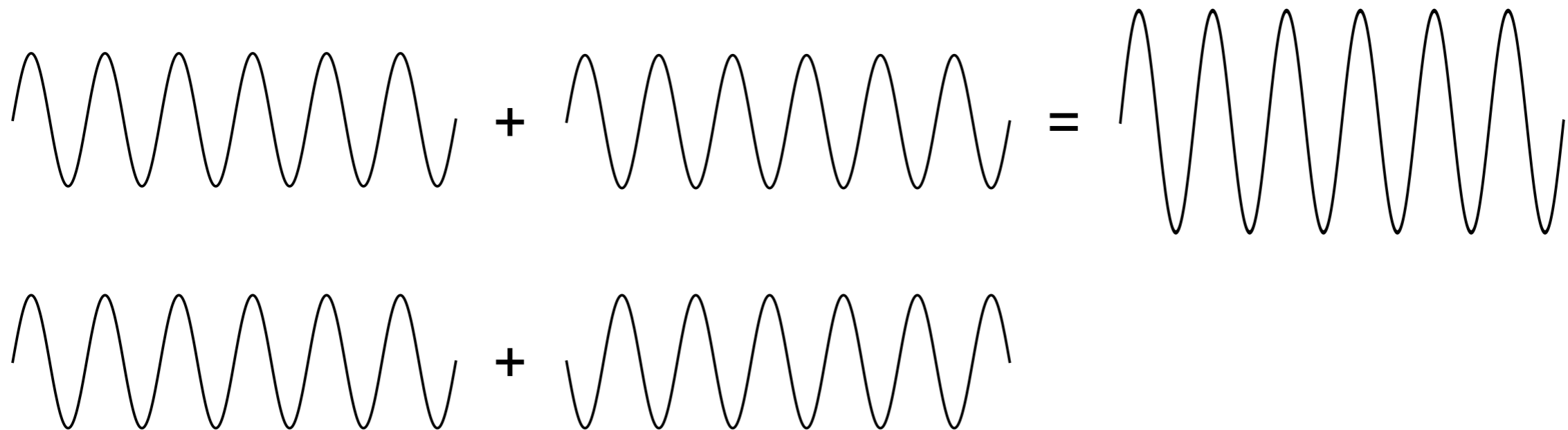
Amplitude can be positive (water is above sea level)  
or negative (water is below sea level)



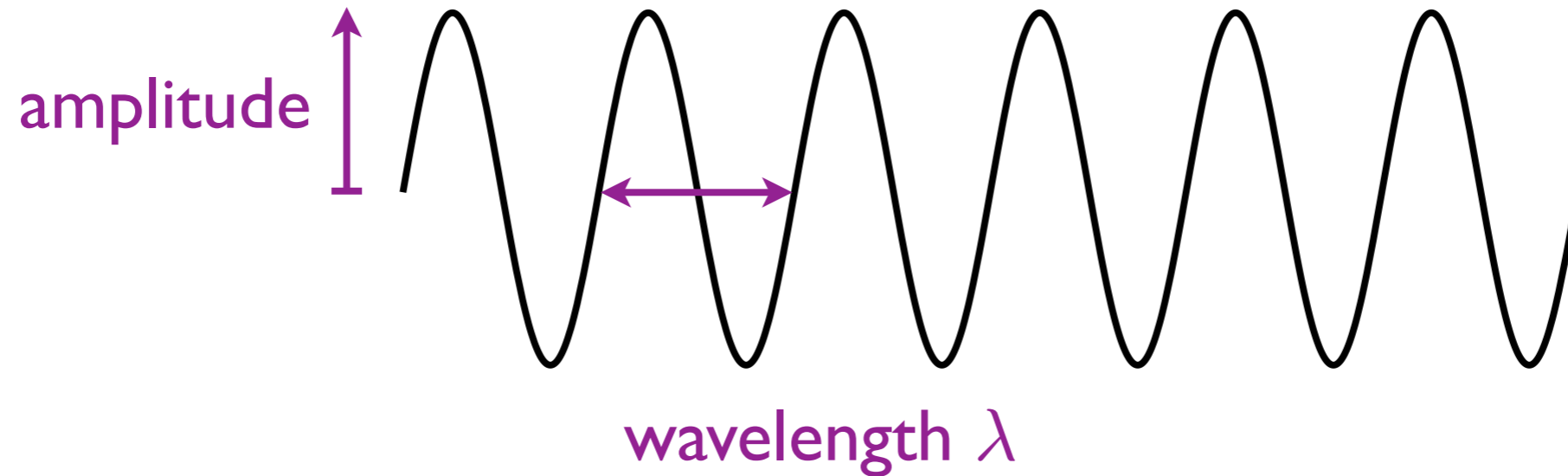
# Interference



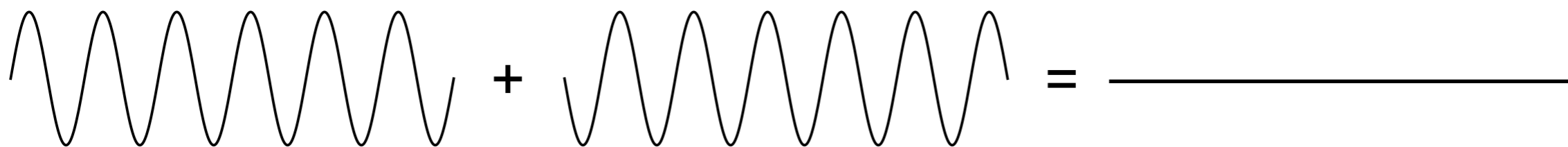
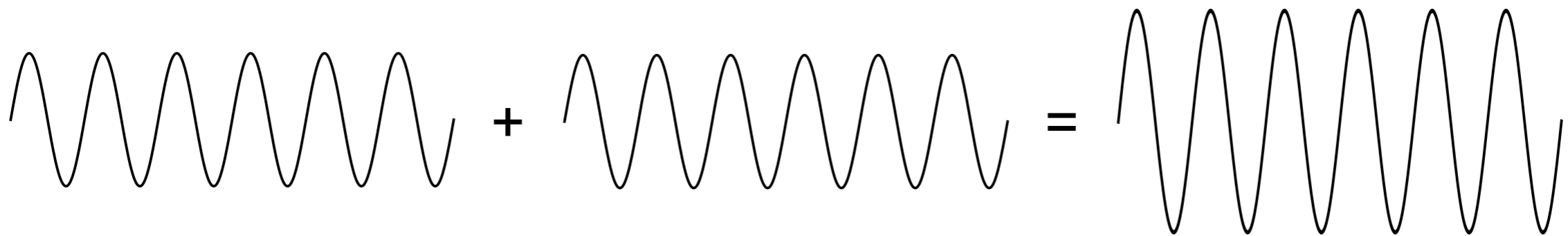
Amplitude can be positive (water is above sea level)  
or negative (water is below sea level)



# Interference



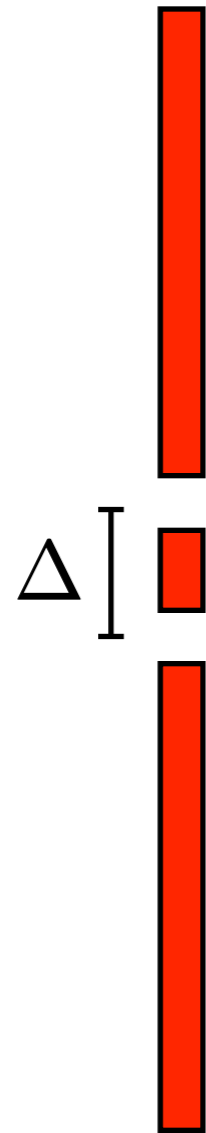
Amplitude can be positive (water is above sea level)  
or negative (water is below sea level)



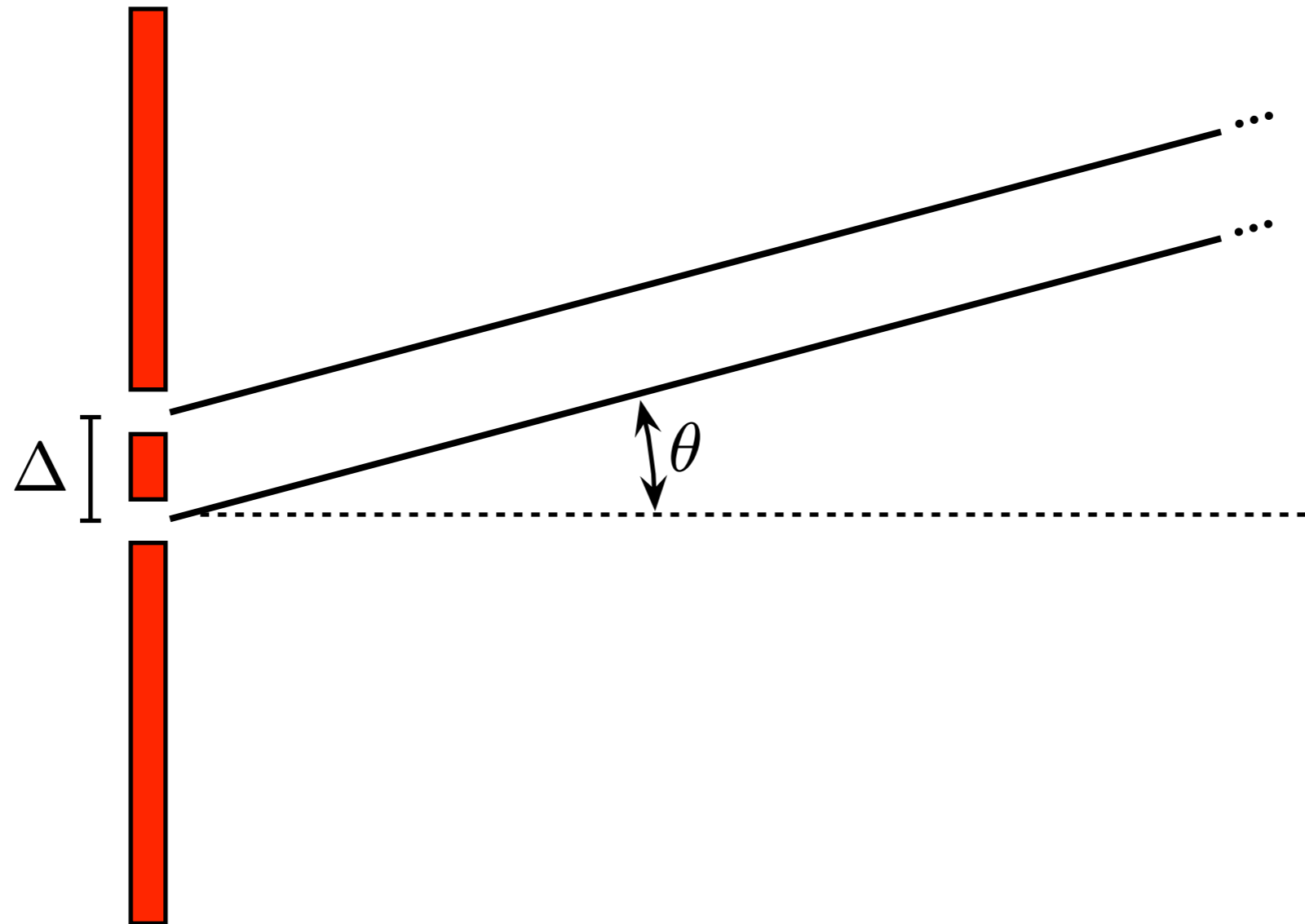
# Form of the interference pattern



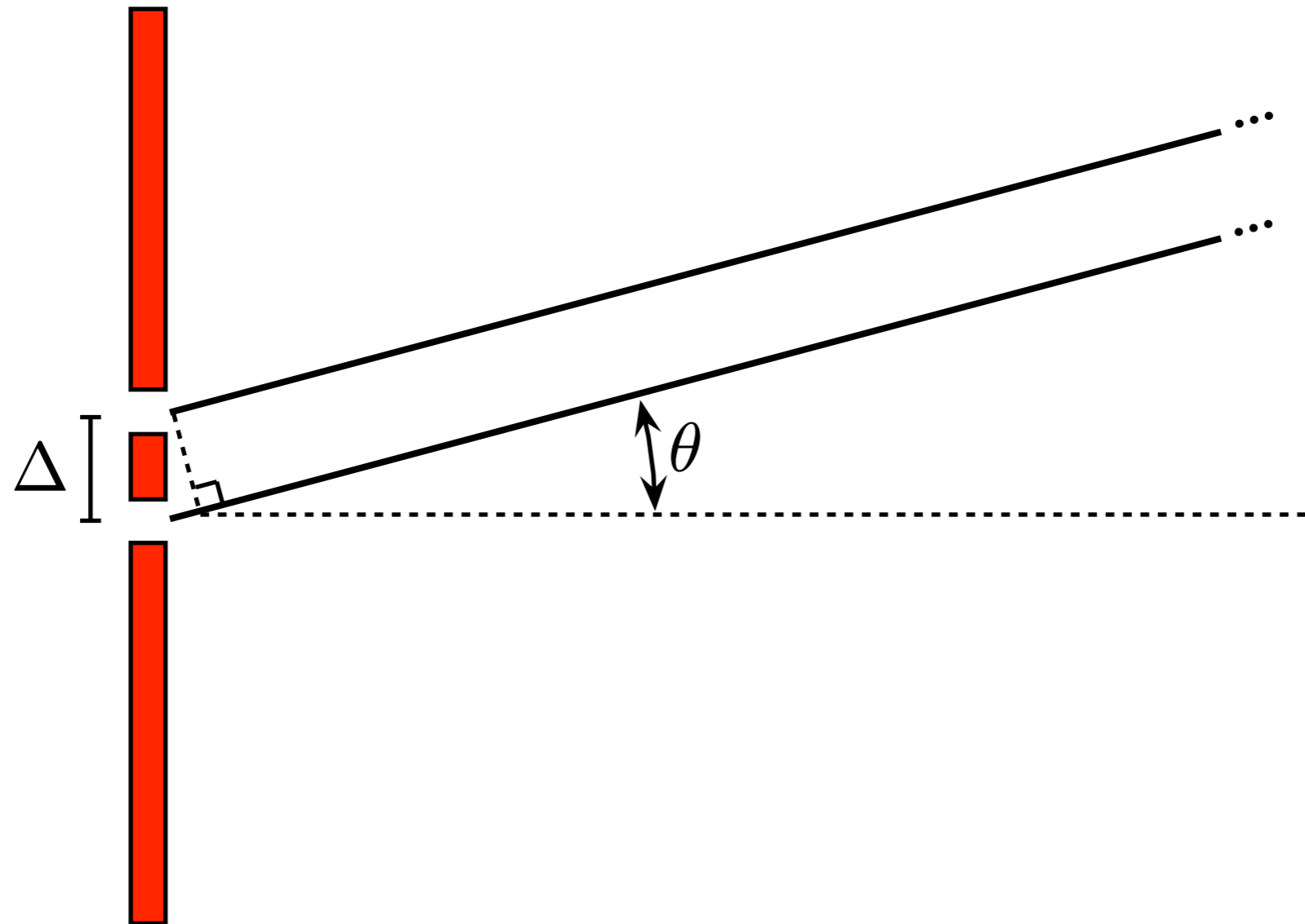
# Form of the interference pattern



# Form of the interference pattern

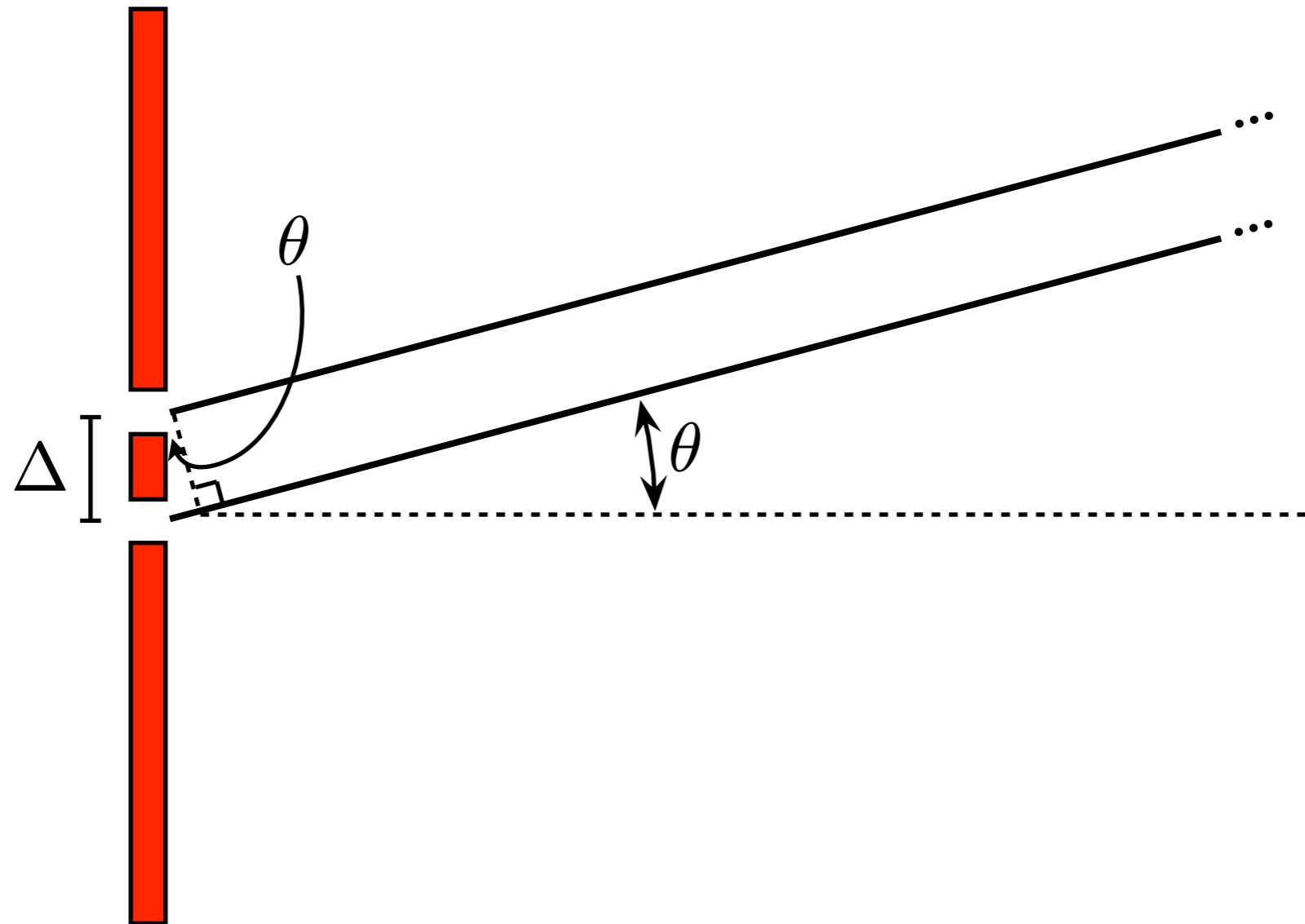


# Form of the interference pattern

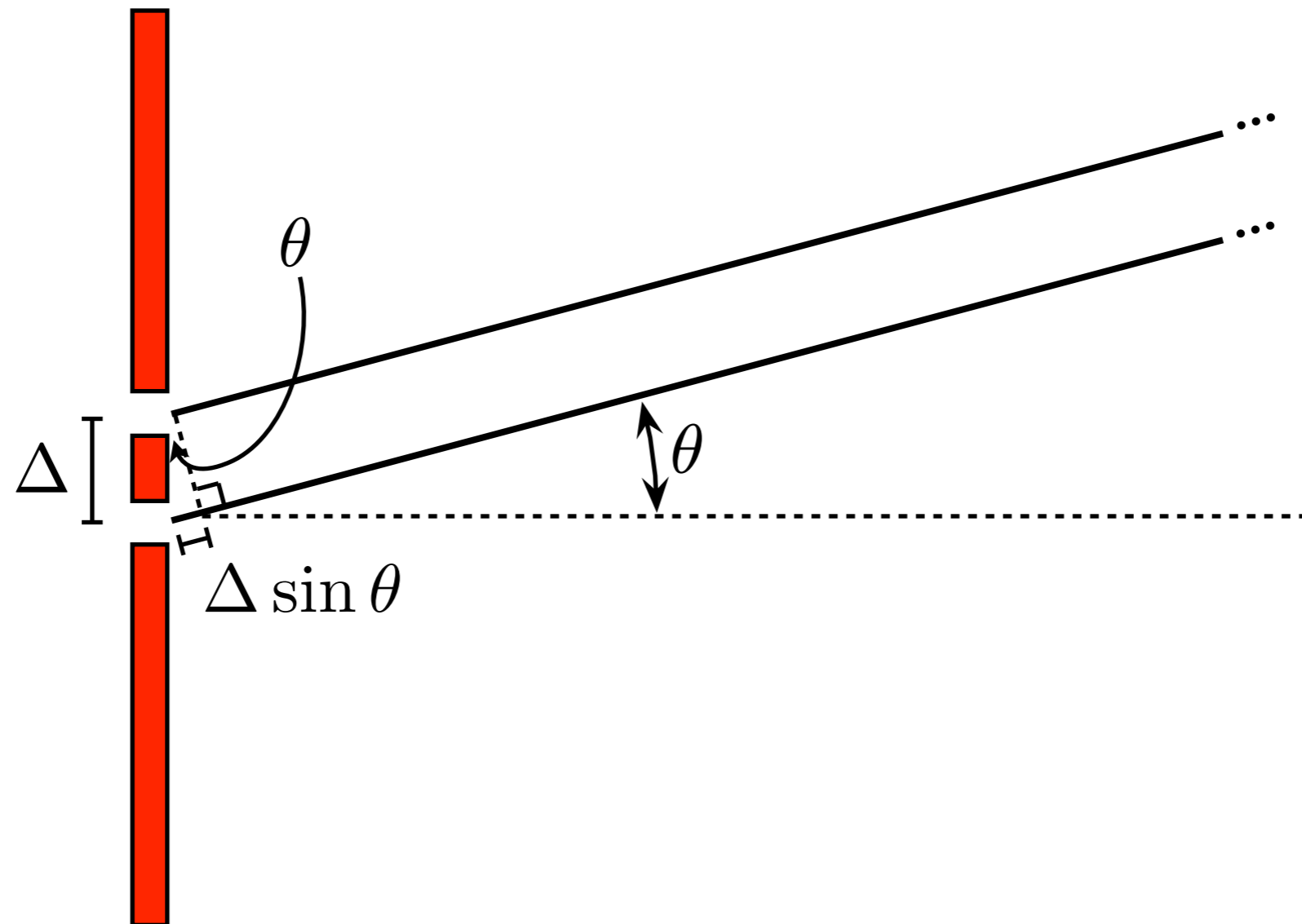




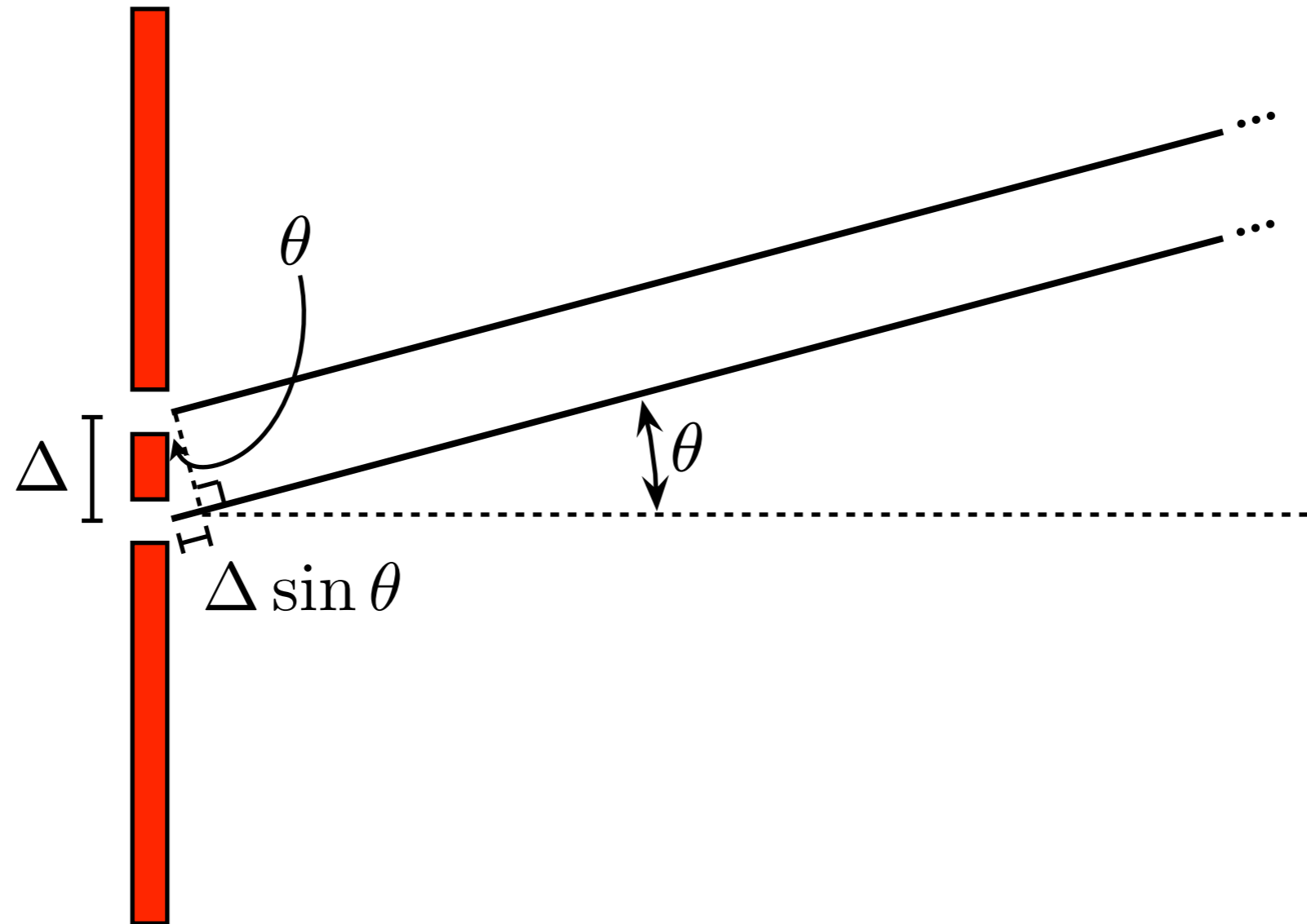
# Form of the interference pattern



# Form of the interference pattern

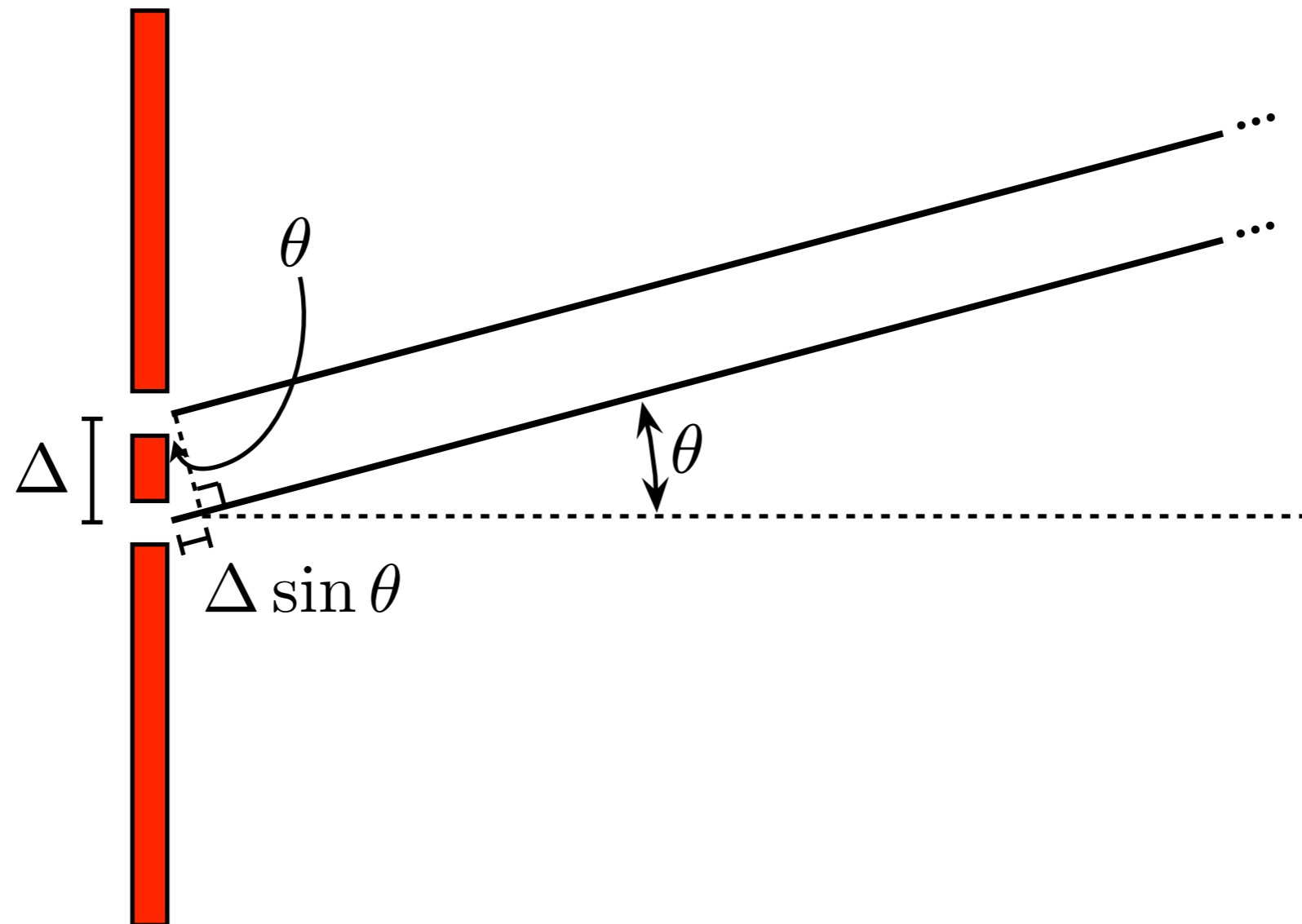


# Form of the interference pattern



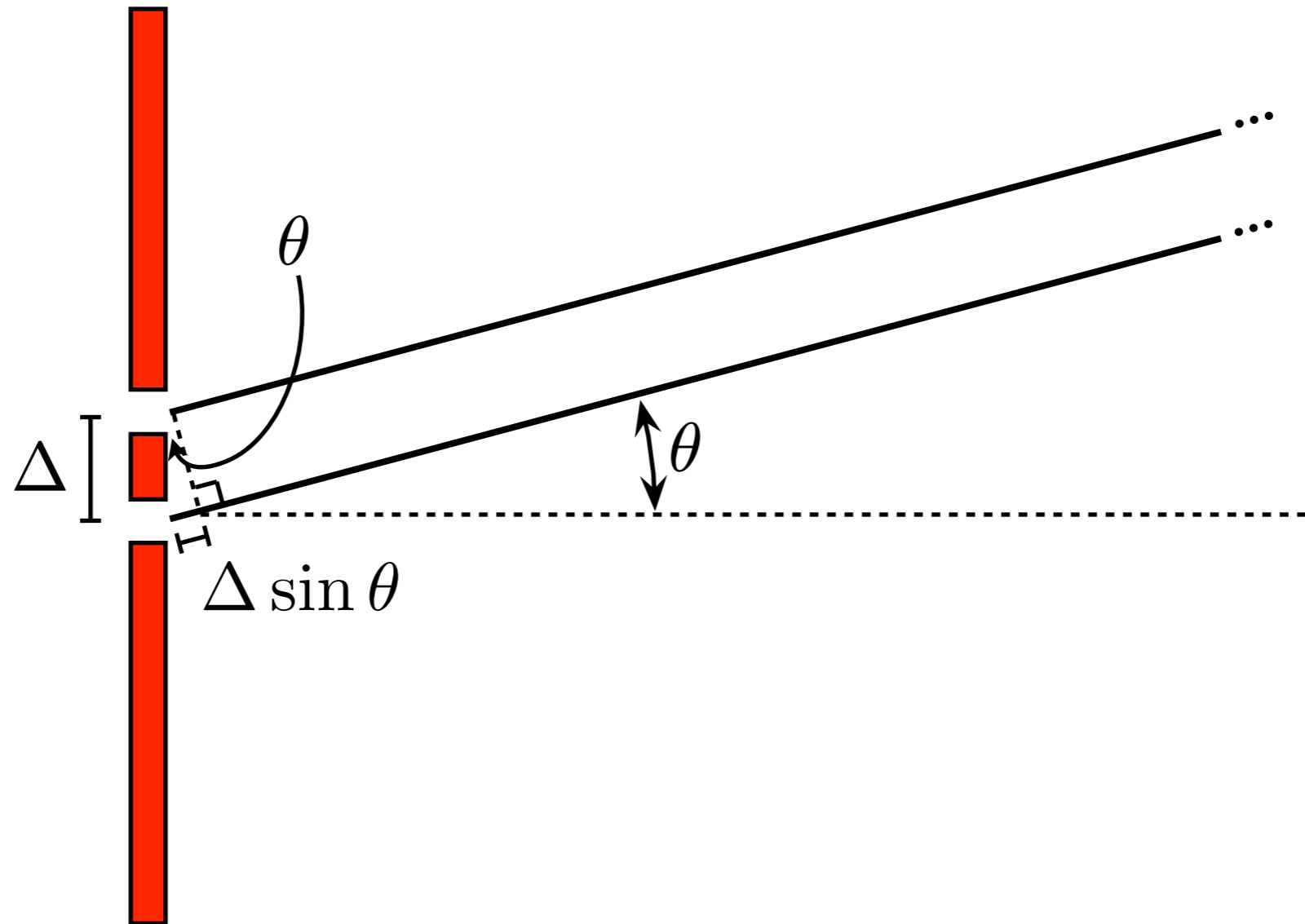
One fringe:  $\Delta \sin \theta = \lambda$

# Form of the interference pattern



One fringe:  $\Delta \sin \theta = \lambda$        $\theta \approx \frac{\lambda}{\Delta}$

# Form of the interference pattern



One fringe:  $\Delta \sin \theta = \lambda$        $\theta \approx \frac{\lambda}{\Delta}$

Screen at a distance  $d$  away: fringe spacing is approximately  $d \cdot \theta \approx \frac{d \cdot \lambda}{\Delta}$

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.
- Nevertheless, the experiment shows an interference pattern!



# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.
- Nevertheless, the experiment shows an interference pattern!

What does this mean? Is an electron a particle or a wave?

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.
- Nevertheless, the experiment shows an interference pattern!

What does this mean? Is an electron a particle or a wave?

- Yes. (“wave-particle duality”)
- De Broglie:  $\lambda = h/p$ ,  $h = 6.626 \times 10^{-34} \text{ J} \cdot \text{s}$

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.
- Nevertheless, the experiment shows an interference pattern!

What does this mean? Is an electron a particle or a wave?

- Yes. (“wave-particle duality”)
- De Broglie:  $\lambda = h/p$ ,  $h = 6.626 \times 10^{-34} \text{ J} \cdot \text{s}$

What if we observe which slit the electrons go through?

# Double slit with electrons

How will the experiment behave if we use electrons instead of bullets or water waves?

- Electrons come in discrete chunks, like bullets.
- Nevertheless, the experiment shows an interference pattern!

What does this mean? Is an electron a particle or a wave?

- Yes. (“wave-particle duality”)
- De Broglie:  $\lambda = h/p$ ,  $h = 6.626 \times 10^{-34} \text{ J} \cdot \text{s}$

What if we observe which slit the electrons go through?

Same behavior with light, which is composed of individual photons.

# Uncertainty principle

In classical mechanics, nothing prevents us from measuring the state of a particle (its position and momentum) with arbitrary precision.

# Uncertainty principle

In classical mechanics, nothing prevents us from measuring the state of a particle (its position and momentum) with arbitrary precision.

Quantum mechanics forbids this: it places fundamental limitations on the kinds of measurements that can be carried out.

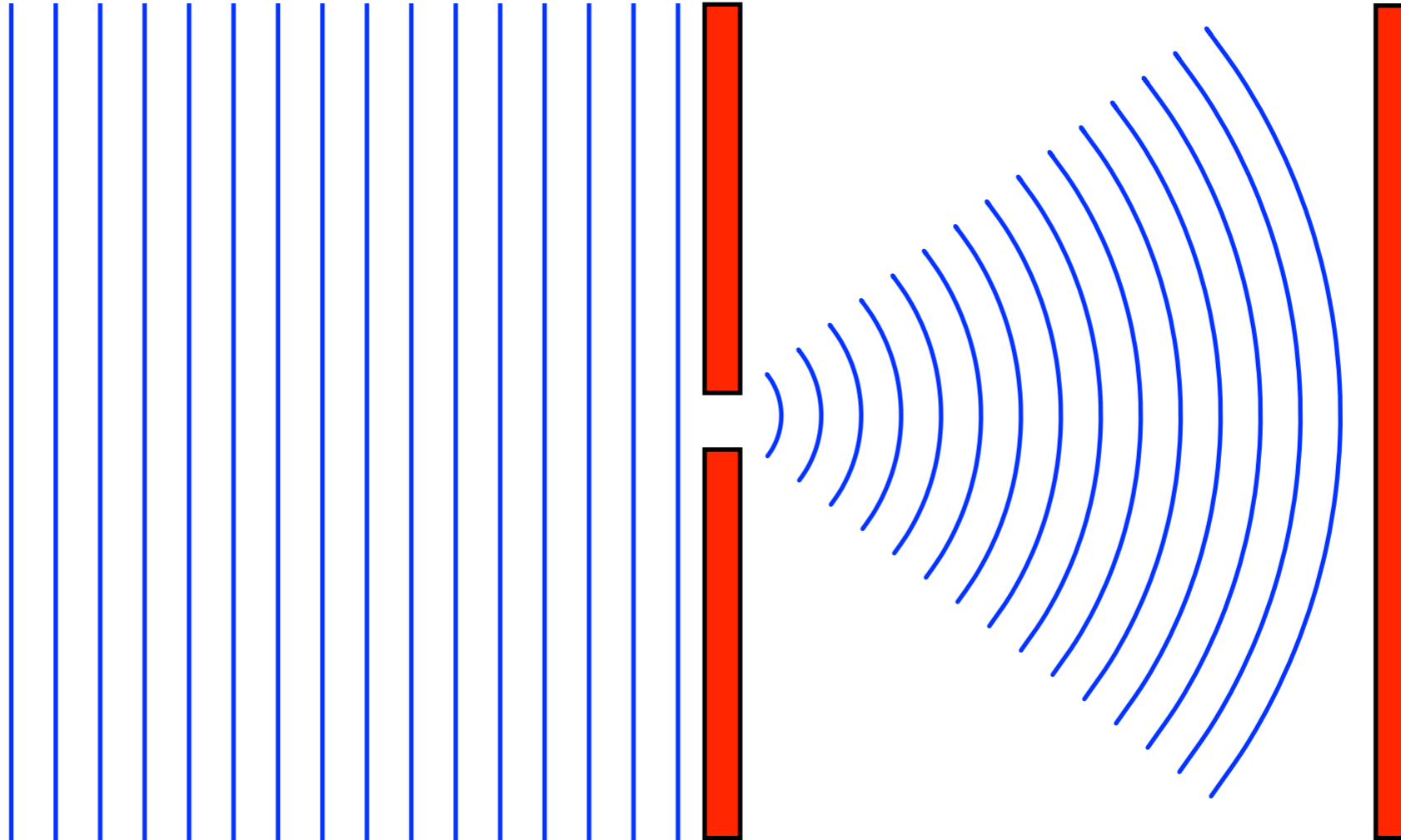
# Uncertainty principle

In classical mechanics, nothing prevents us from measuring the state of a particle (its position and momentum) with arbitrary precision.

Quantum mechanics forbids this: it places fundamental limitations on the kinds of measurements that can be carried out.

Heisenberg uncertainty principle:  $\Delta x \Delta p \geq \frac{\hbar}{2}$       ( $\hbar = \frac{h}{2\pi}$ )

# Uncertainty principle and diffraction





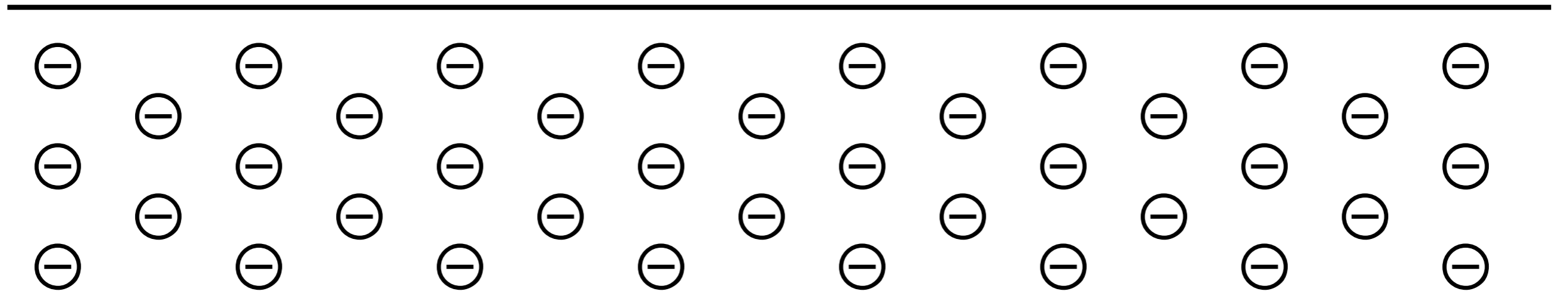
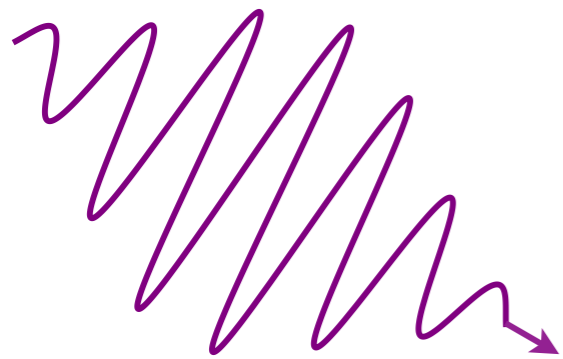
# Exercise: Double slit with laser light

Suppose you perform the double slit experiment using a green laser with a wavelength of 523 nm and slits spaced by 1 mm.

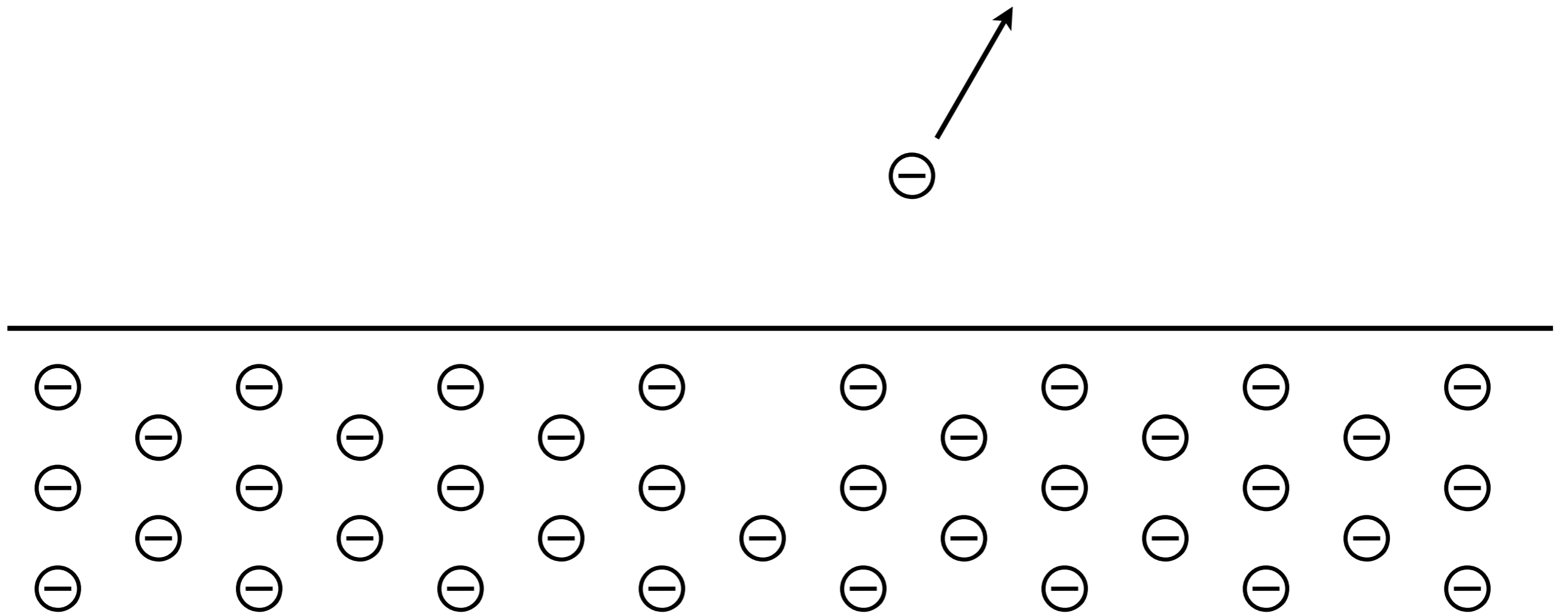
- a. What is the angular spacing between two adjacent fringes of the interference pattern?
- b. If the pattern is projected onto a screen at a distance of 5 m, what is the distance between adjacent fringes?

# Photoelectric effect

# The photoelectric effect



# The photoelectric effect



# Photons and electrons

# Photons and electrons

Light is made up of massless particles called photons.

# Photons and electrons

Light is made up of massless particles called photons.

Photons are characterized by their wavelength  $\lambda$   
or equivalently, their frequency  $\nu$ .

# Photons and electrons

Light is made up of massless particles called photons.

Photons are characterized by their wavelength  $\lambda$   
or equivalently, their frequency  $\nu$ .

$$E = h\nu = \frac{hc}{\lambda}$$

$$h = 6.62 \times 10^{-34} \text{ J} \cdot \text{s}$$

$$c = 3 \times 10^8 \text{ m/s}$$



# Photons and electrons

Light is made up of massless particles called photons.

Photons are characterized by their wavelength  $\lambda$   
or equivalently, their frequency  $\nu$ .

$$E = h\nu = \frac{hc}{\lambda}$$

$$h = 6.62 \times 10^{-34} \text{ J} \cdot \text{s}$$

$$c = 3 \times 10^8 \text{ m/s}$$

Electrons are massive particles with negative electric charge.

# Photons and electrons

Light is made up of massless particles called photons.

Photons are characterized by their wavelength  $\lambda$   
or equivalently, their frequency  $\nu$ .

$$E = h\nu = \frac{hc}{\lambda}$$

$$h = 6.62 \times 10^{-34} \text{ J} \cdot \text{s}$$

$$c = 3 \times 10^8 \text{ m/s}$$

Electrons are massive particles with negative electric charge.

$$E = \frac{1}{2}mv^2 + \phi$$

$$m = 9.11 \times 10^{-31} \text{ kg}$$

$$e = 1.60 \times 10^{-19} \text{ C}$$

# The work function

Removing an electron from a material costs energy.

# The work function

Removing an electron from a material costs energy.

In the context of the photoelectric effect, this is called the *work function*, denoted  $\phi$ . Its value depends on the material. Typical values are a few electron volts ( $1 \text{ eV} = 1.602 \times 10^{-19} \text{ J}$ ).

# The work function

Removing an electron from a material costs energy.

In the context of the photoelectric effect, this is called the *work function*, denoted  $\phi$ . Its value depends on the material. Typical values are a few electron volts ( $1 \text{ eV} = 1.602 \times 10^{-19} \text{ J}$ ).

By conservation of energy, for a photon of frequency  $\nu$  to eject an electron with velocity  $v$ , we have

$$h\nu = \frac{1}{2}mv^2 + \phi$$

# The work function

Removing an electron from a material costs energy.

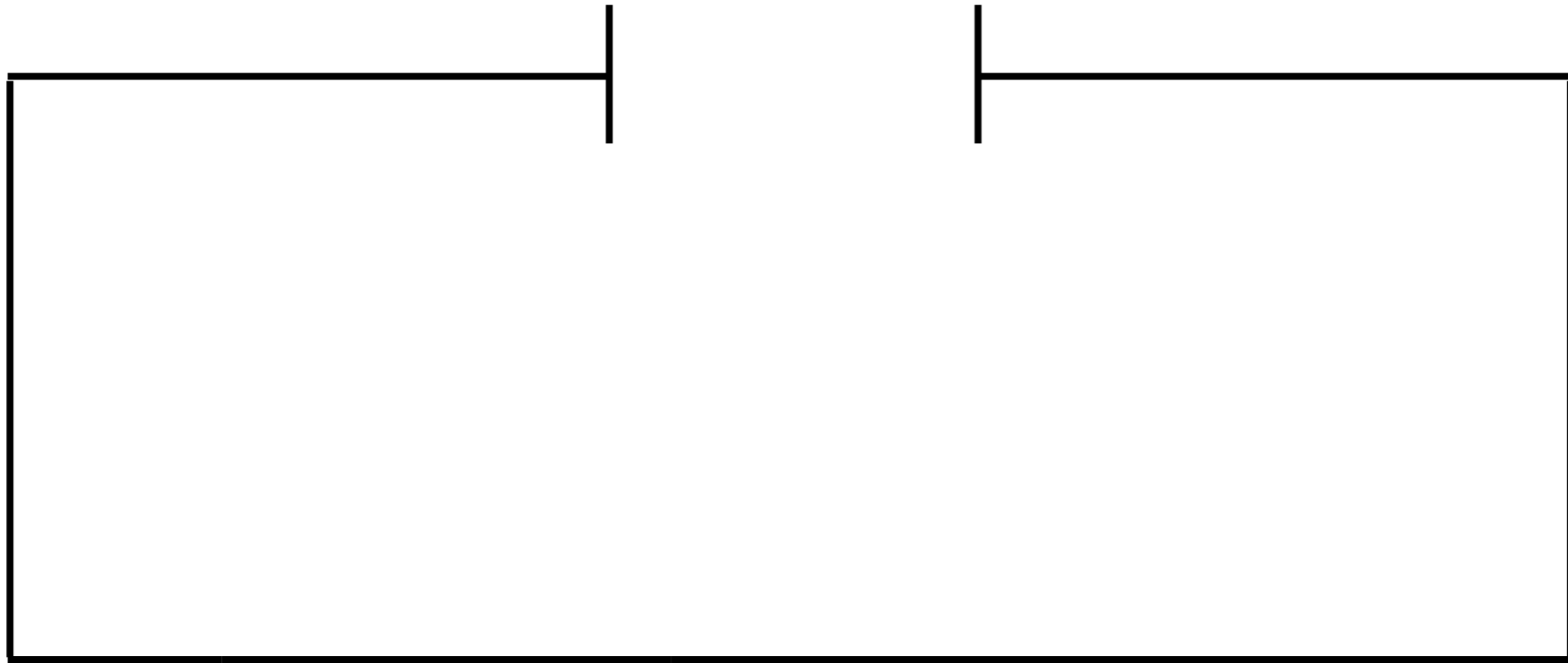
In the context of the photoelectric effect, this is called the *work function*, denoted  $\phi$ . Its value depends on the material. Typical values are a few electron volts ( $1 \text{ eV} = 1.602 \times 10^{-19} \text{ J}$ ).

By conservation of energy, for a photon of frequency  $\nu$  to eject an electron with velocity  $v$ , we have

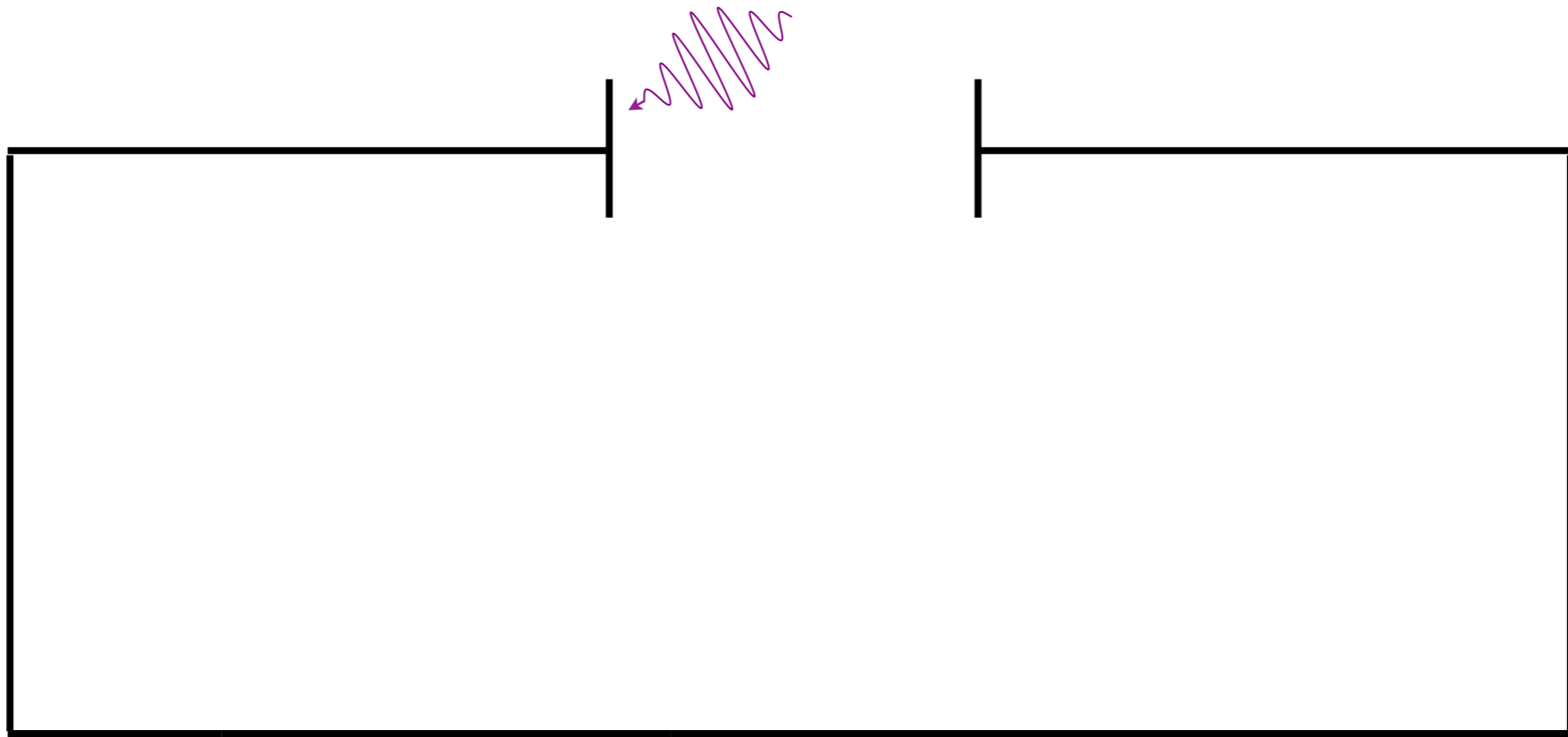
$$h\nu = \frac{1}{2}mv^2 + \phi$$

Whether emission occurs depends on the frequency of the light, not on its intensity (the number of photons arriving per unit time).

# Photoelectric effect experiment

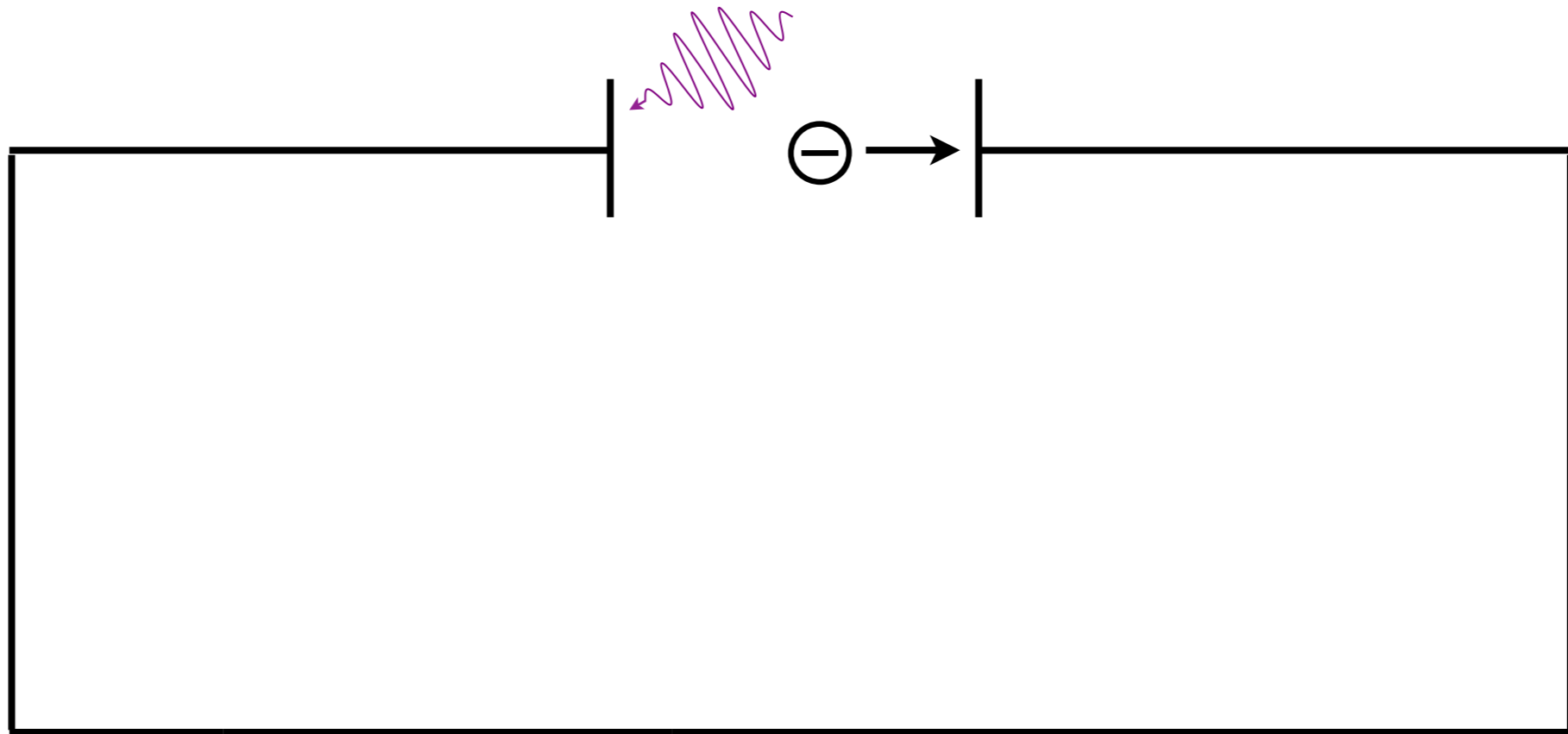


# Photoelectric effect experiment

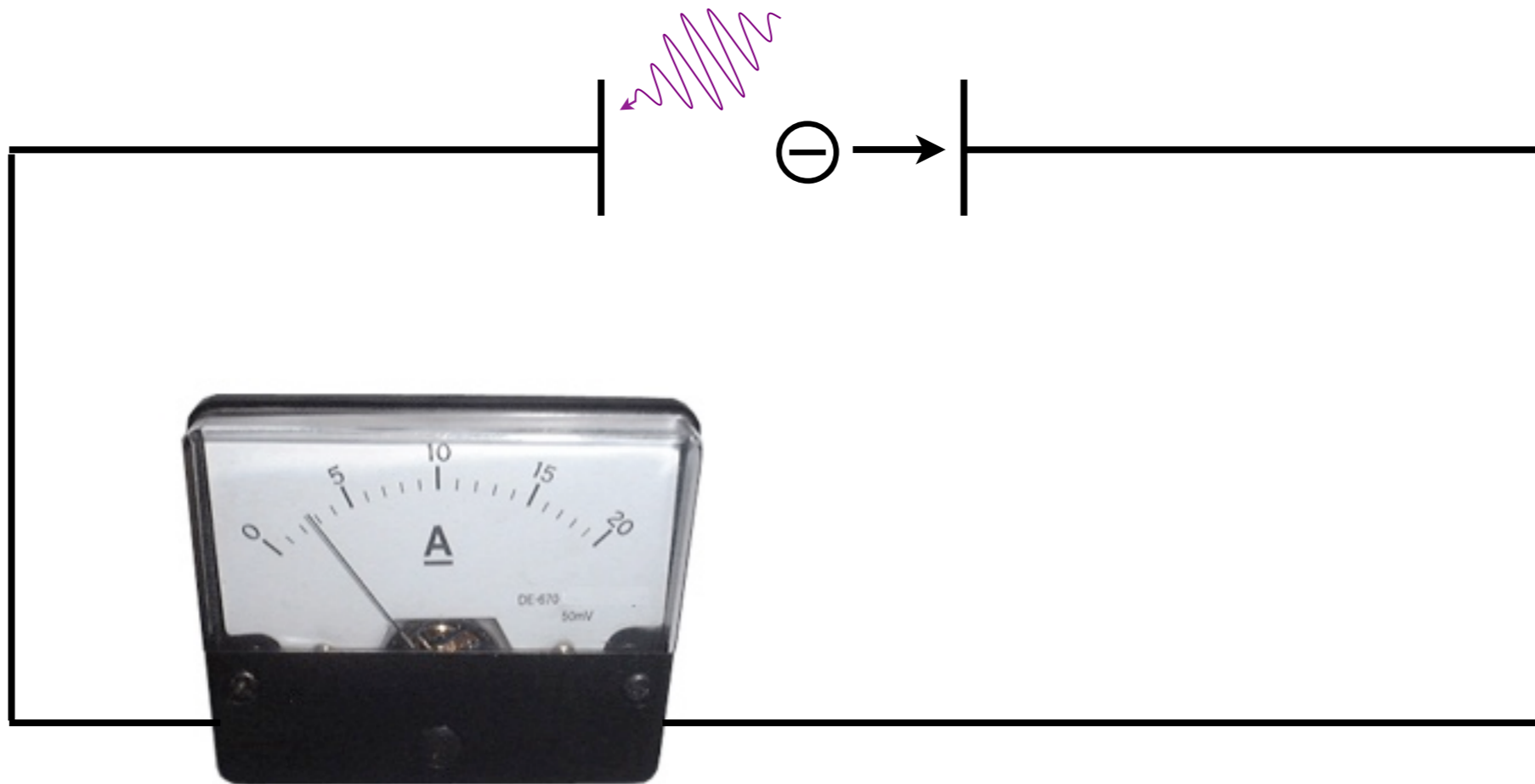




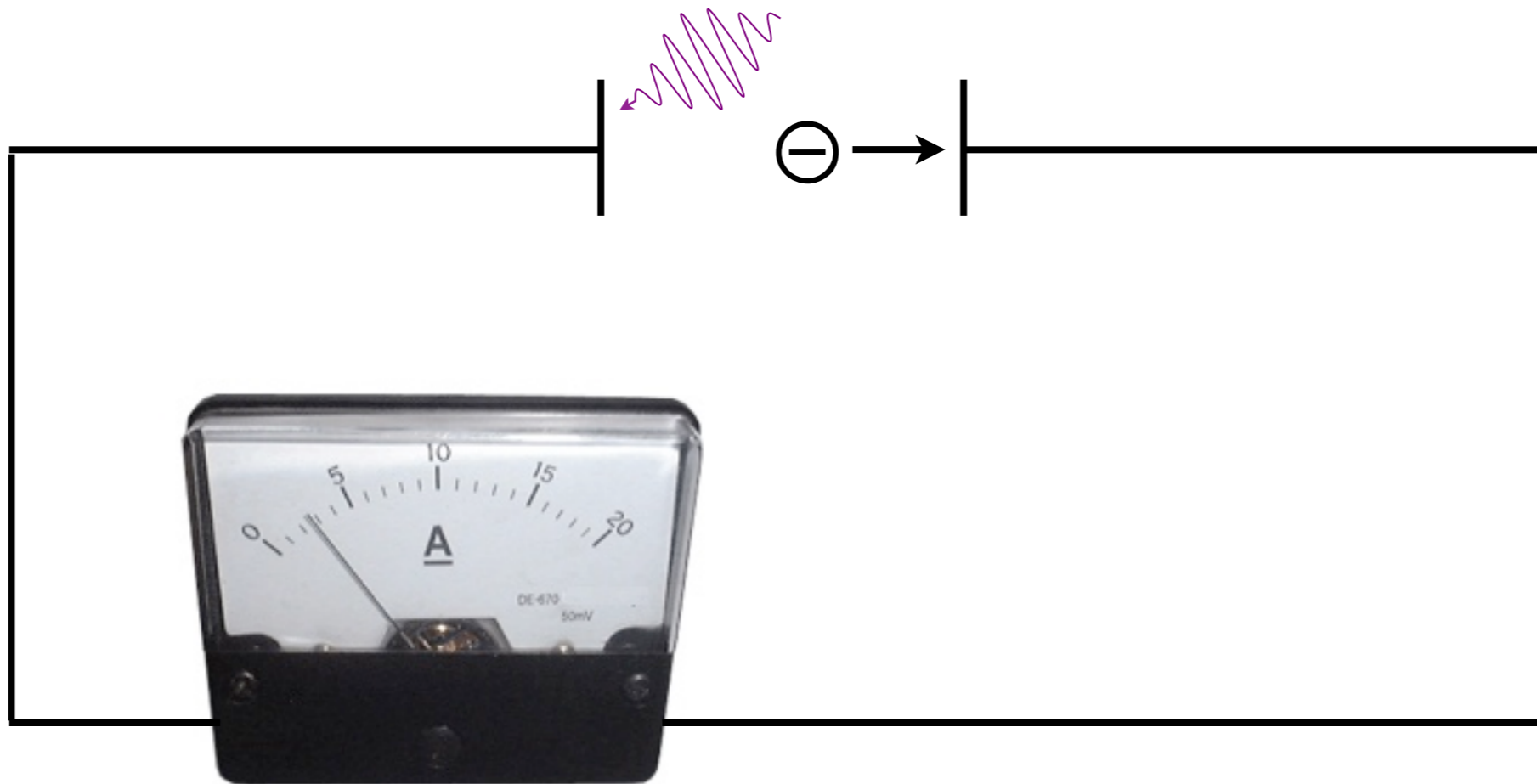
# Photoelectric effect experiment



# Photoelectric effect experiment

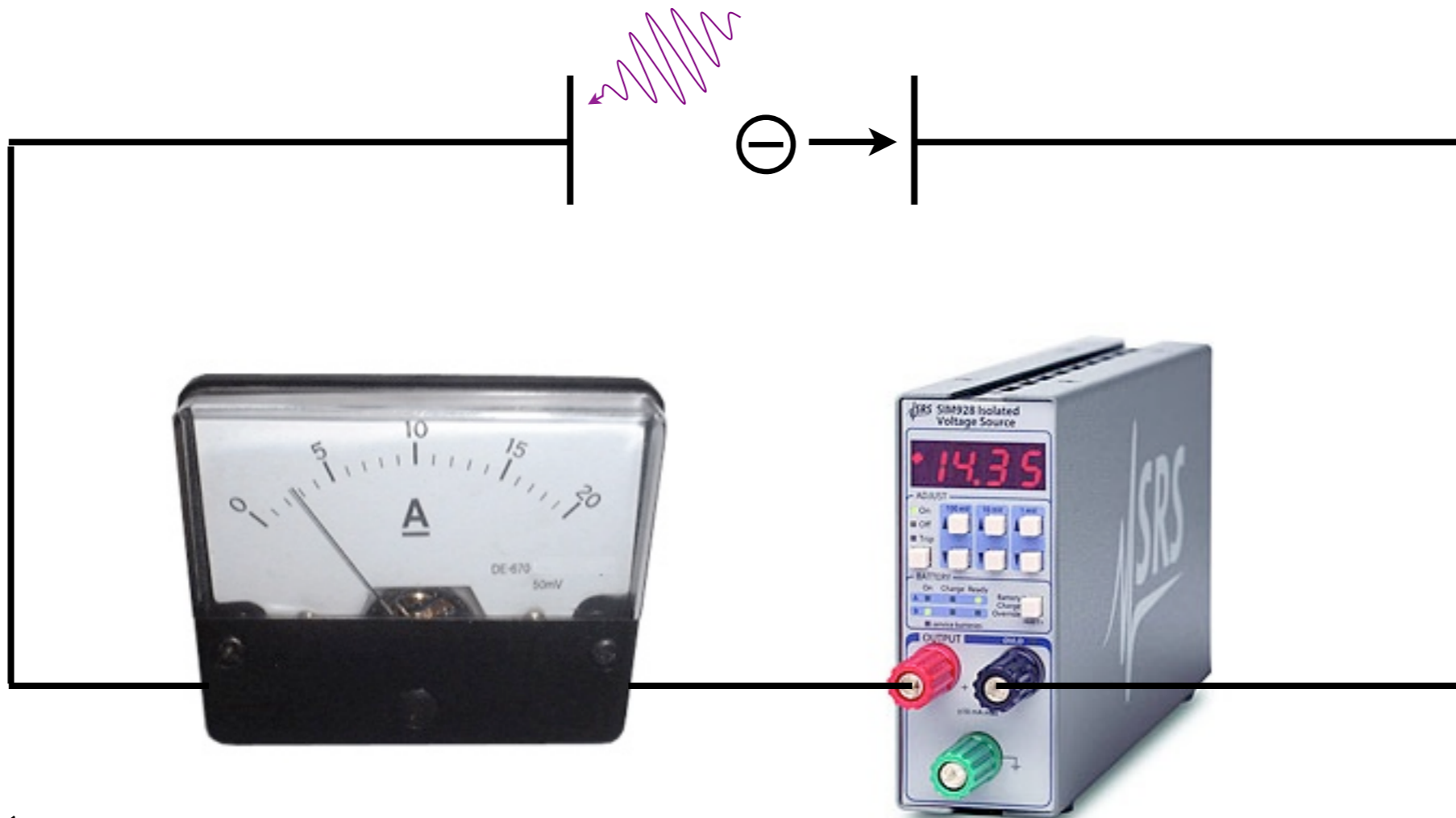


# Photoelectric effect experiment



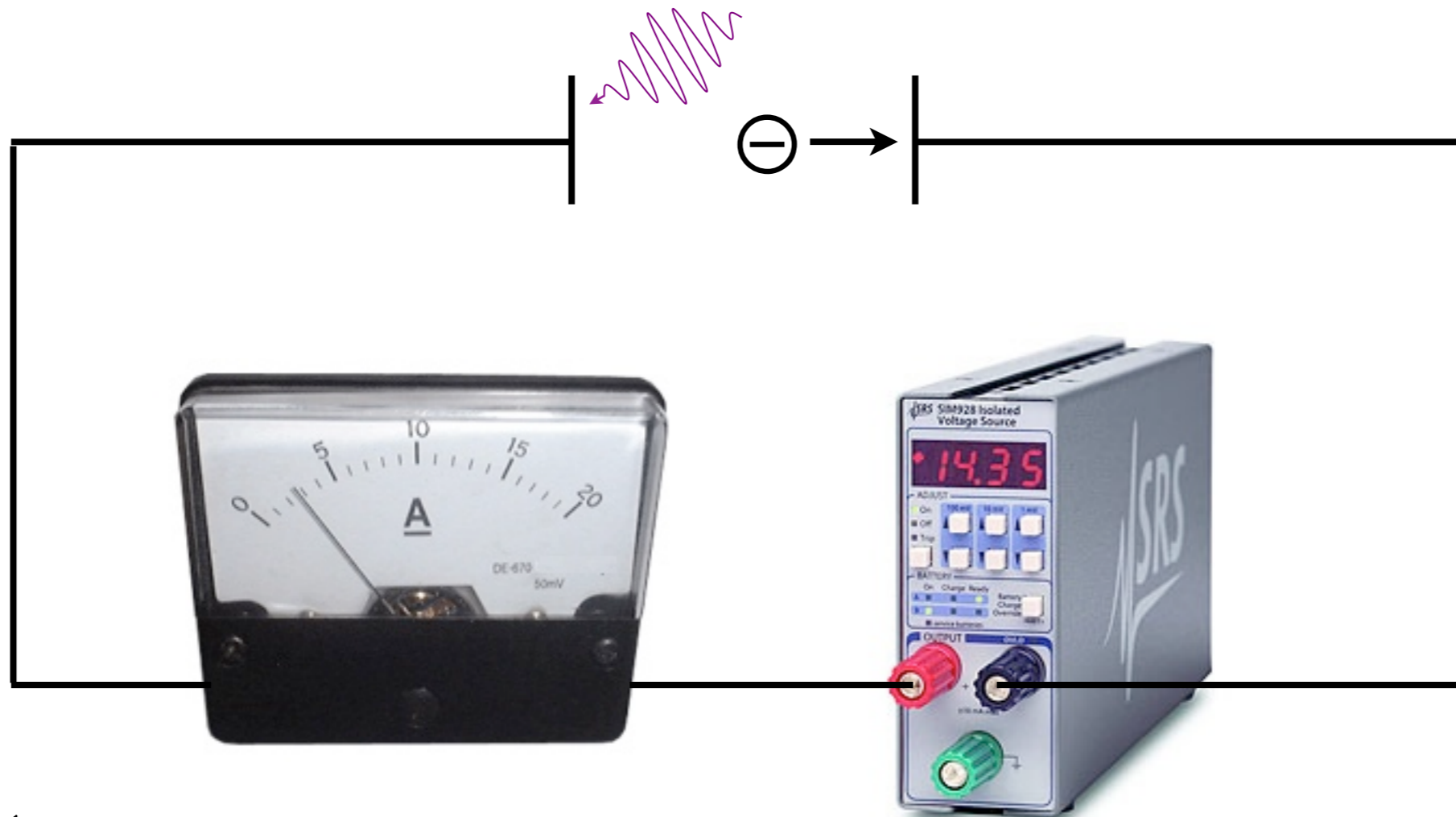
$$h\nu = \frac{1}{2}mv^2 + \phi$$

# Photoelectric effect experiment



$$h\nu = \frac{1}{2}mv^2 + \phi$$

# Photoelectric effect experiment



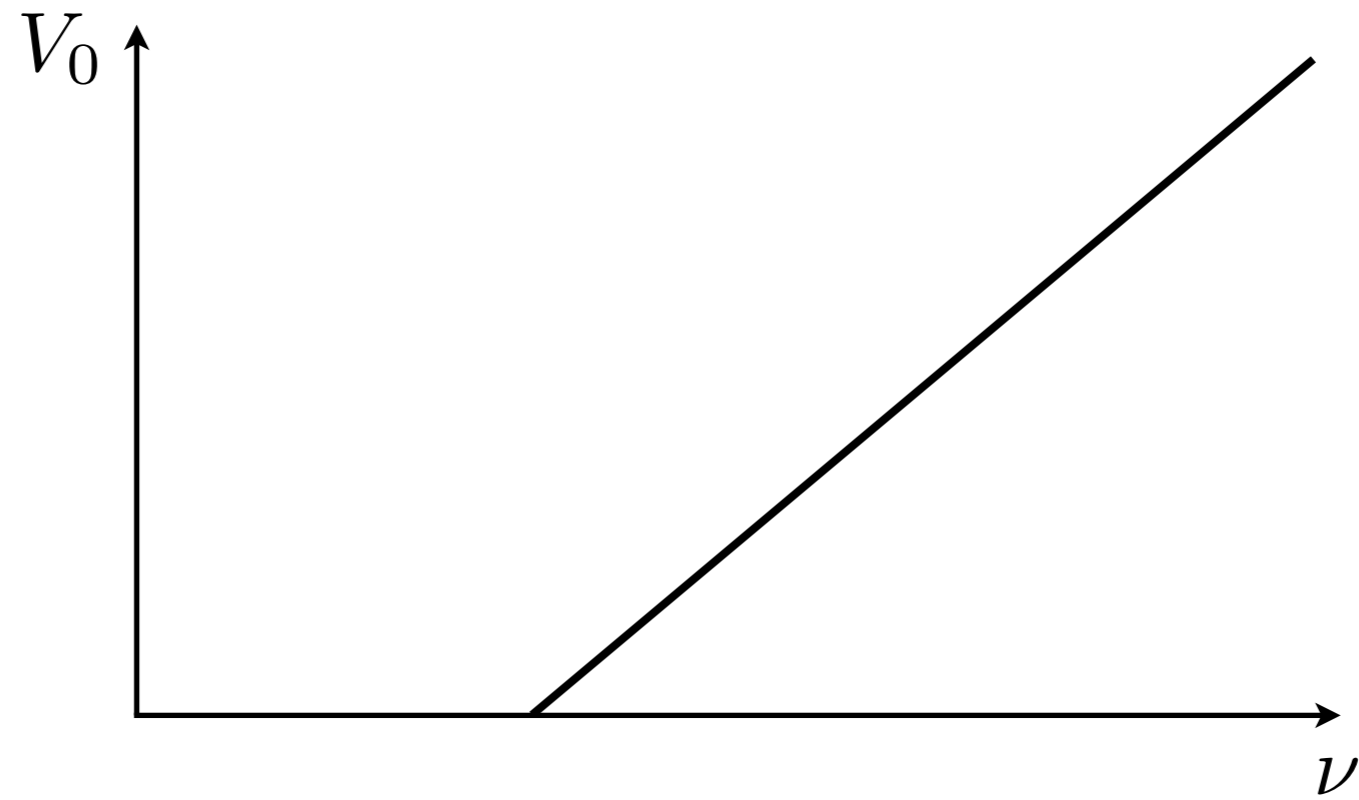
$$h\nu = \frac{1}{2}mv^2 + \phi$$

$\frac{1}{2}mv^2 = eV_0$  where  $V_0$  is the *stopping potential*, the voltage that must be applied to stop the current from flowing

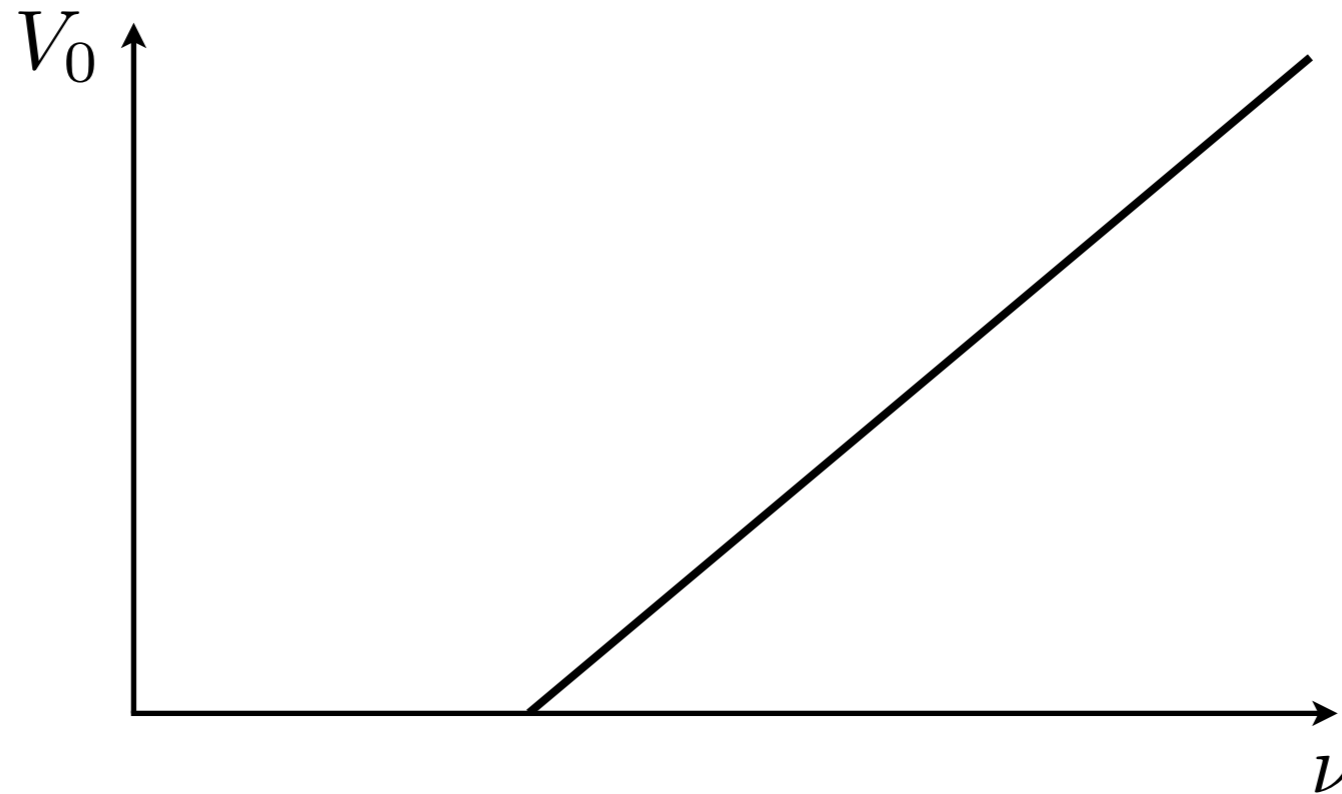
# Photoelectric effect experiment: results



# Photoelectric effect experiment: results



# Photoelectric effect experiment: results

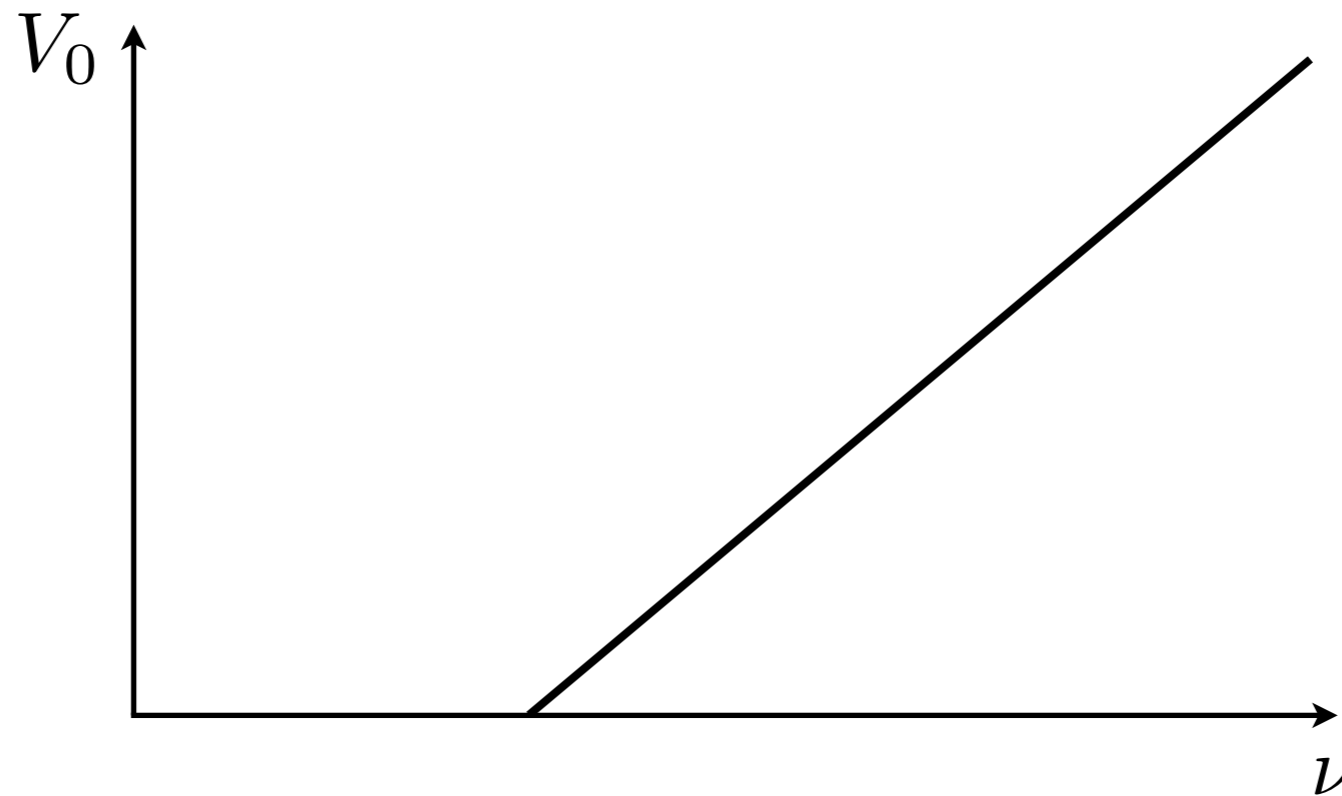


$$h\nu = \frac{1}{2}mv^2 + \phi$$

$$\frac{1}{2}mv^2 = eV_0$$



# Photoelectric effect experiment: results

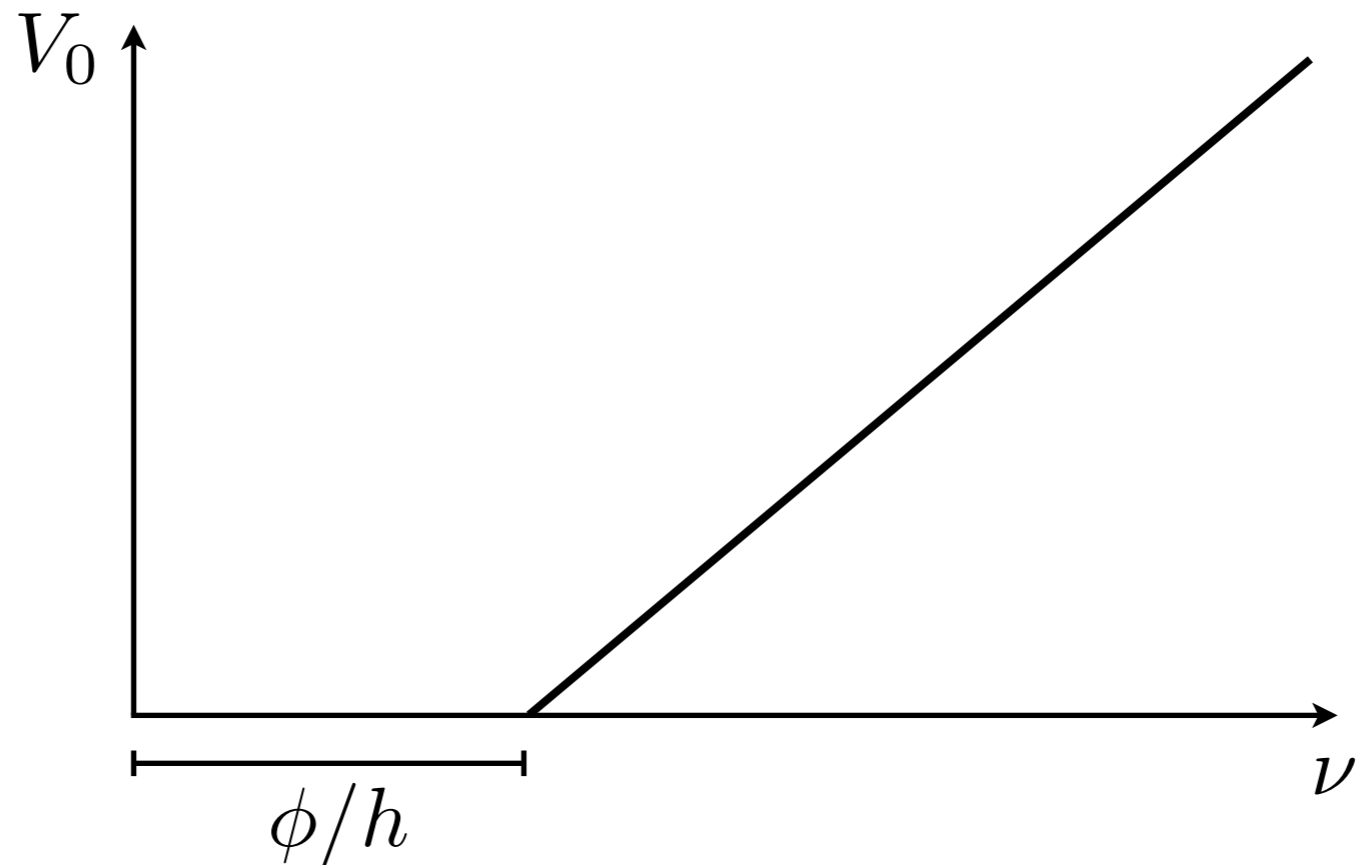


$$h\nu = \frac{1}{2}mv^2 + \phi$$

$$\frac{1}{2}mv^2 = eV_0$$

$$V_0 = \frac{h\nu - \phi}{e}$$

# Photoelectric effect experiment: results

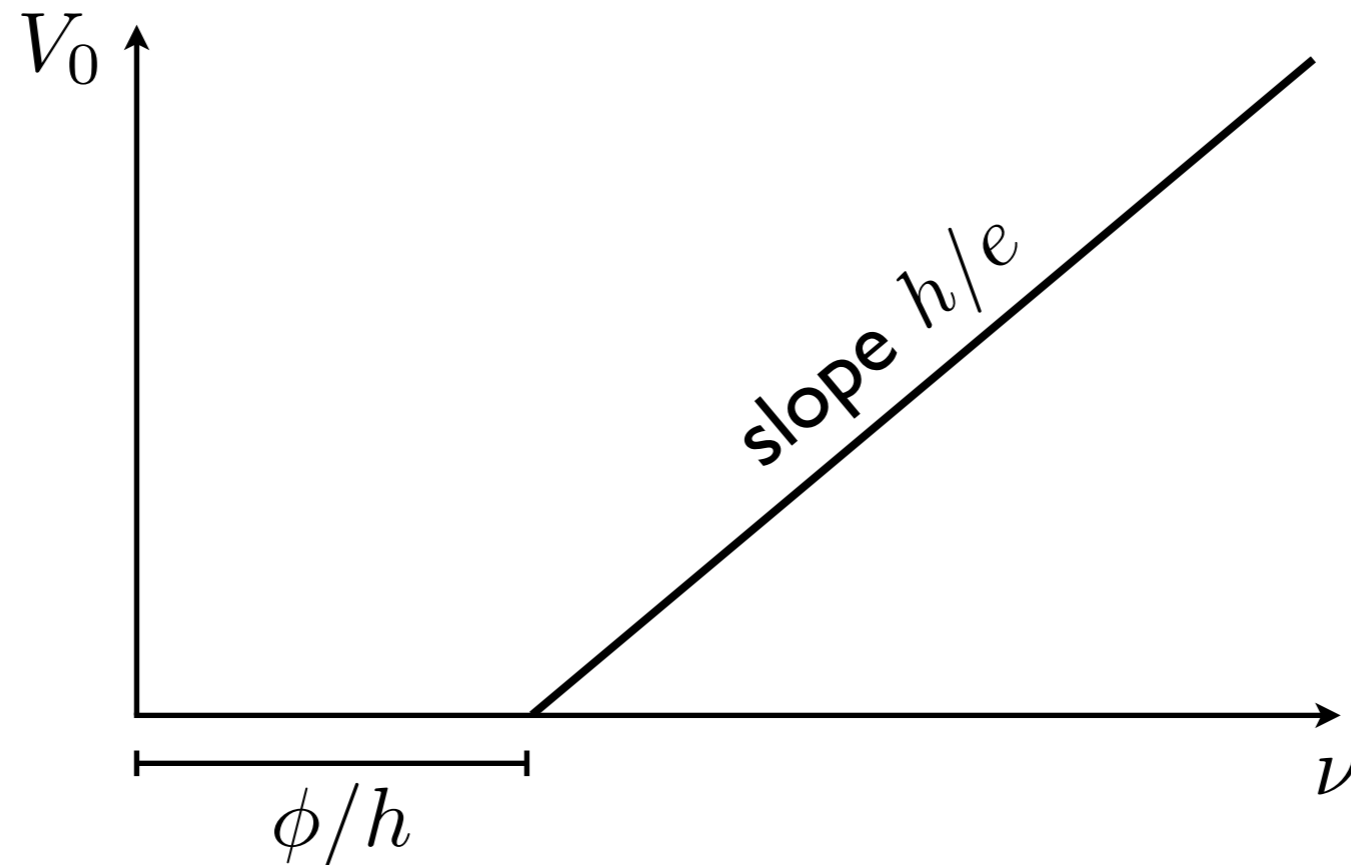


$$h\nu = \frac{1}{2}mv^2 + \phi$$

$$\frac{1}{2}mv^2 = eV_0$$

$$V_0 = \frac{h\nu - \phi}{e}$$

# Photoelectric effect experiment: results



$$h\nu = \frac{1}{2}mv^2 + \phi$$

$$\frac{1}{2}mv^2 = eV_0$$

$$V_0 = \frac{h\nu - \phi}{e}$$

# Exercise: Photoelectric effect in platinum

For this problem, the following values may be useful:

$$h = 4.14 \times 10^{-15} \text{ eV} \cdot \text{s}$$

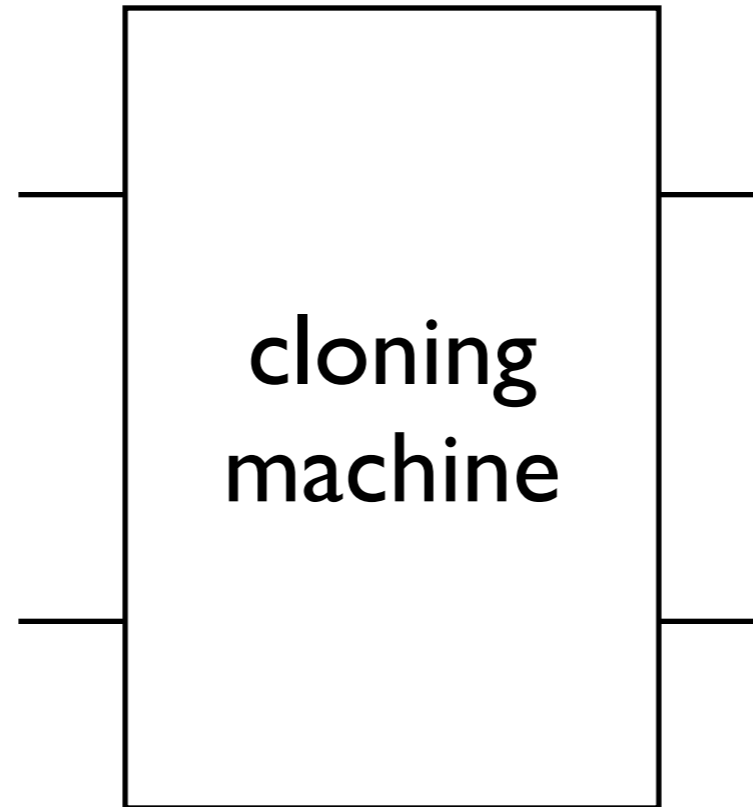
$$c = 3 \times 10^8 \text{ m/s}$$

- a. When a platinum electrode is illuminated with light of wavelength 150 nm, the stopping potential is 2 V. What is the work function of platinum in eV?
- b. What is the maximum wavelength of light that will eject electrons from platinum?

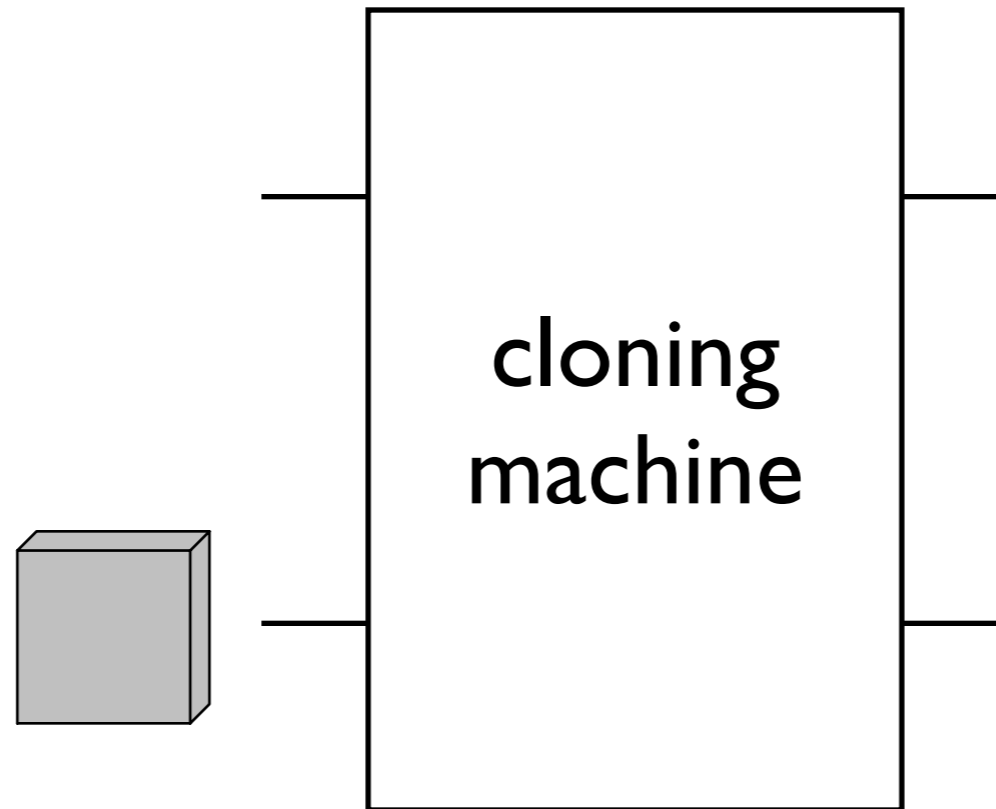
**Experiment**  
**(end of the week)**

# No-cloning theorem

# Classical cloning

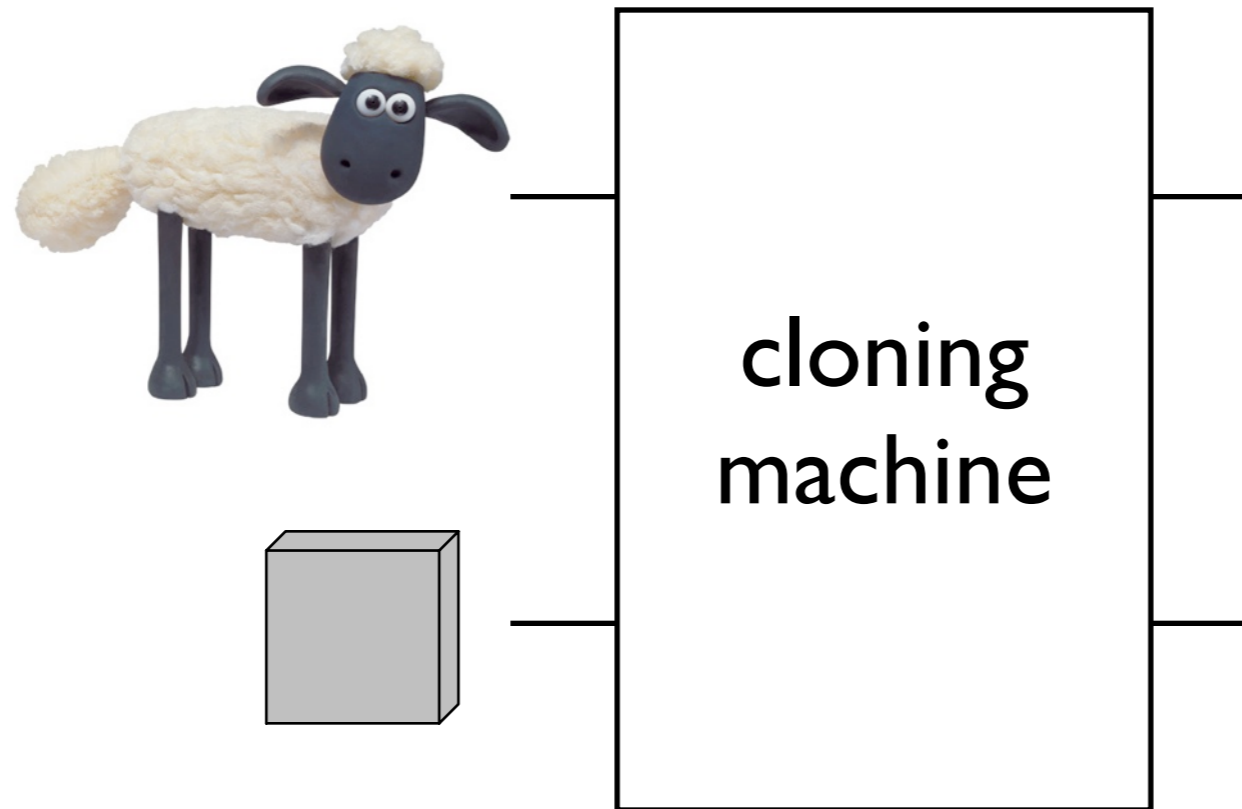


# Classical cloning

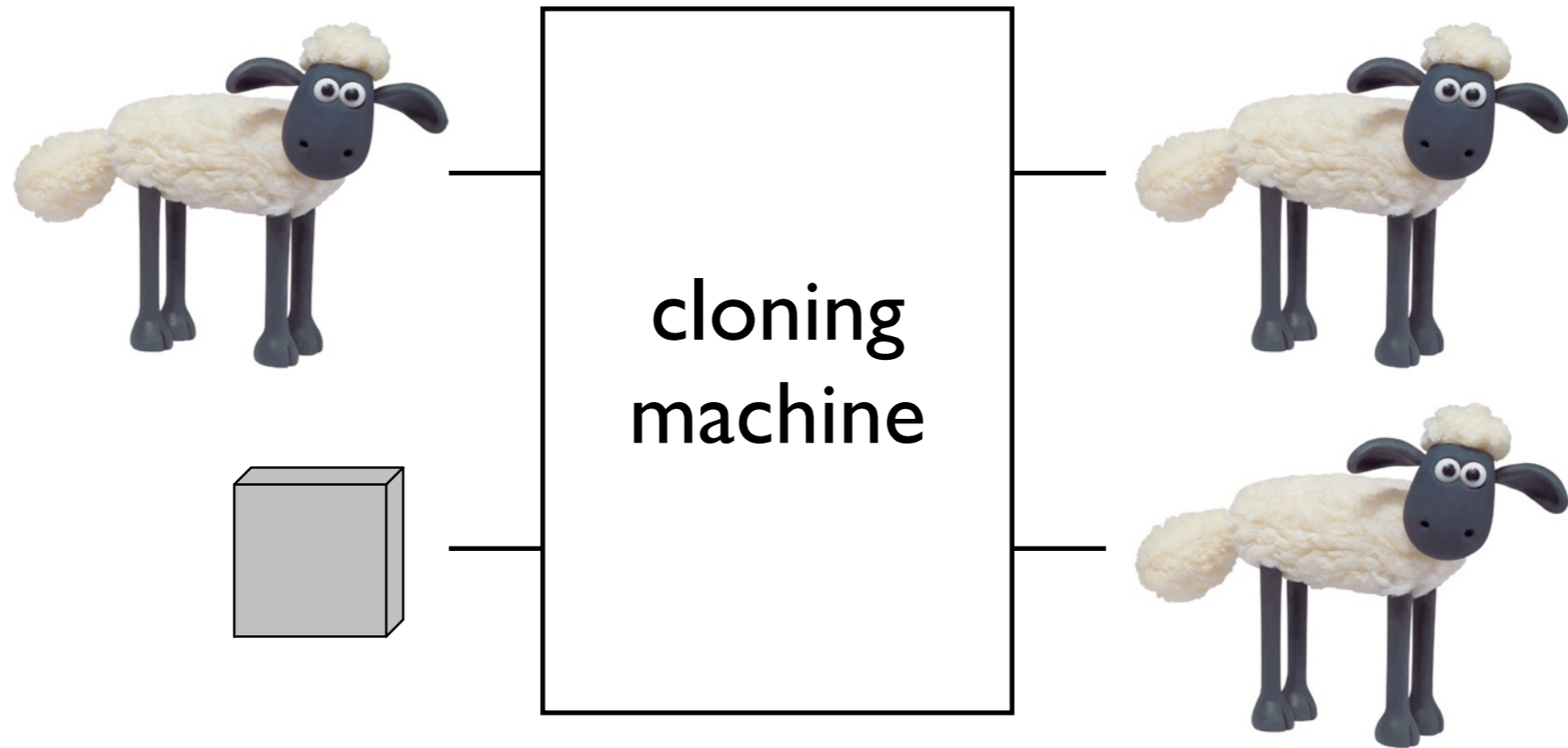




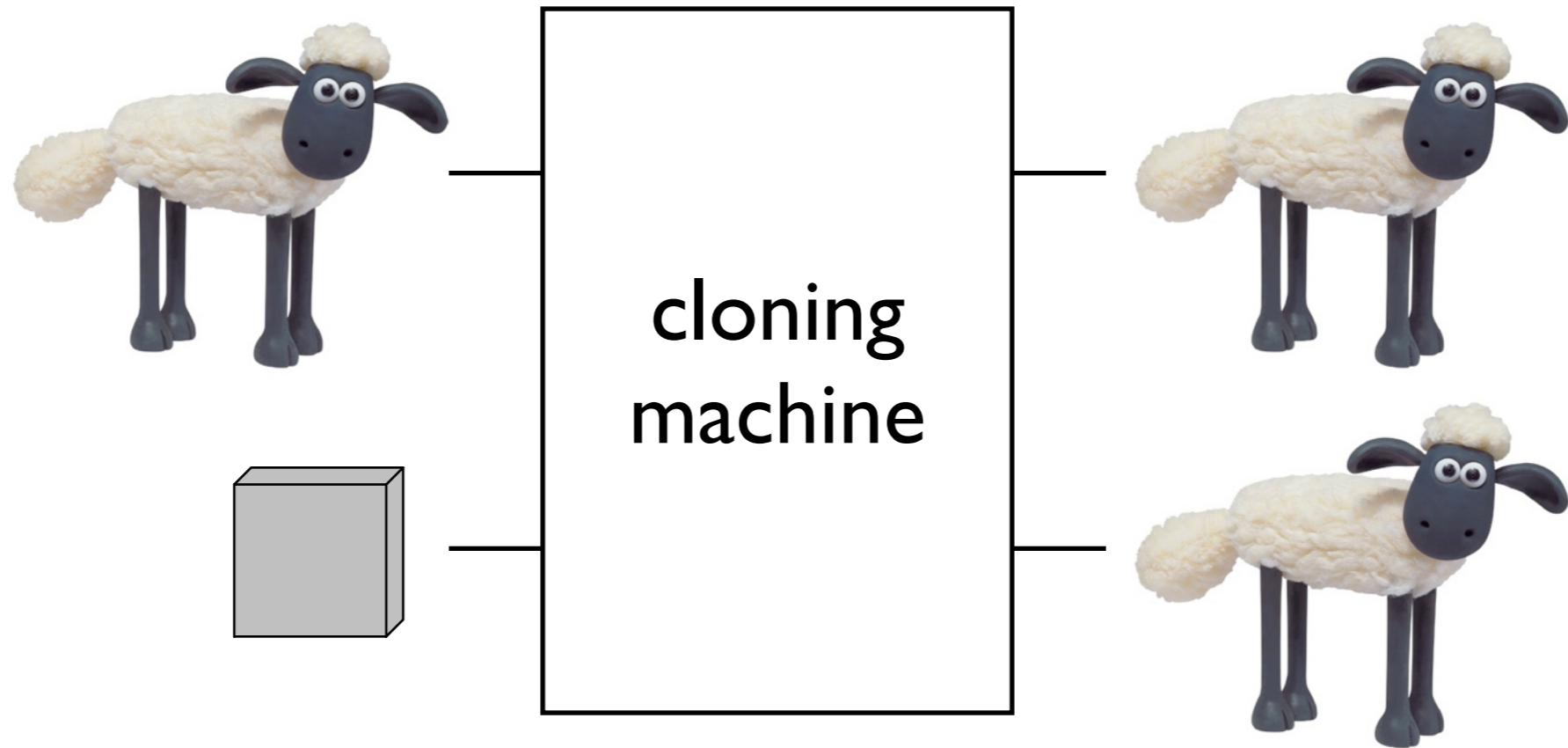
# Classical cloning



# Classical cloning

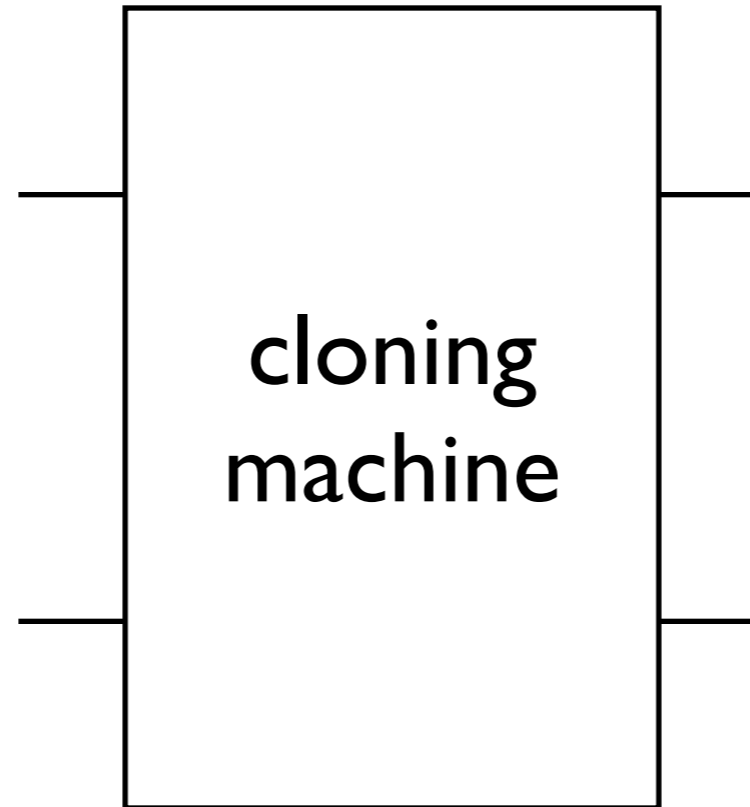


# Classical cloning



In principle, such a device is possible.

# Classical cloning (digital)



# Classical cloning (digital)

file1.txt

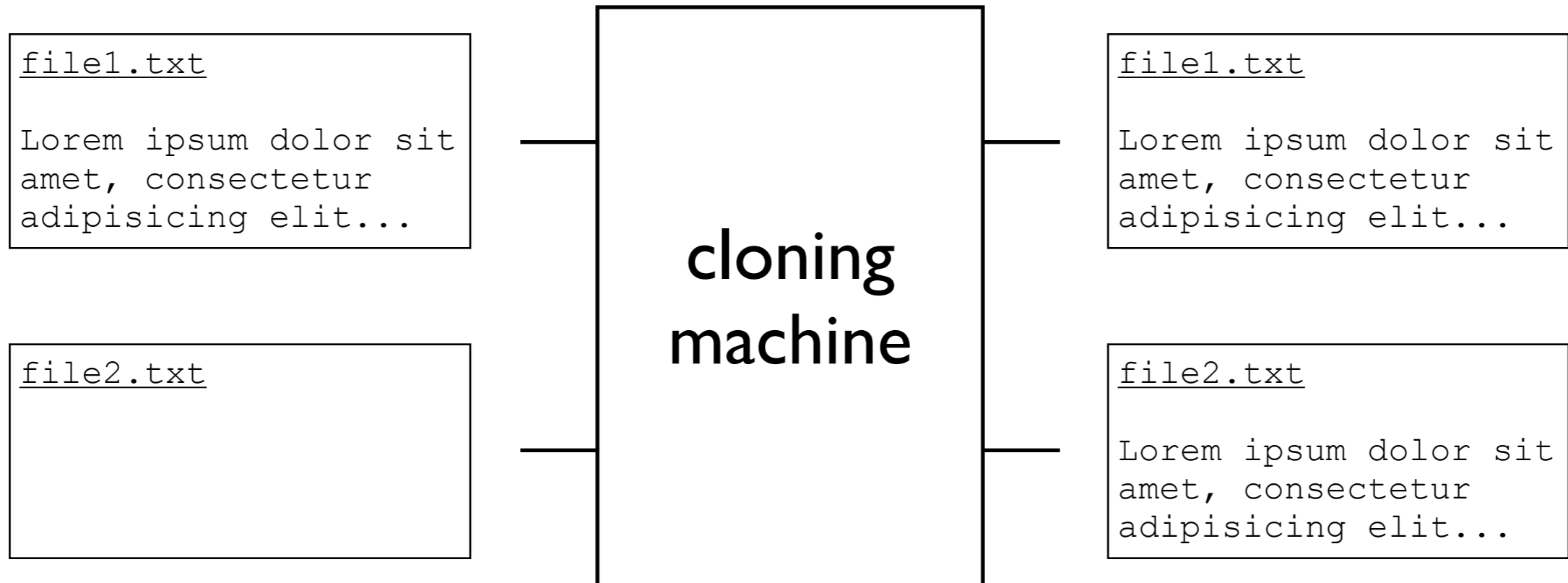
Lorem ipsum dolor sit  
amet, consectetur  
adipiscing elit...

file2.txt

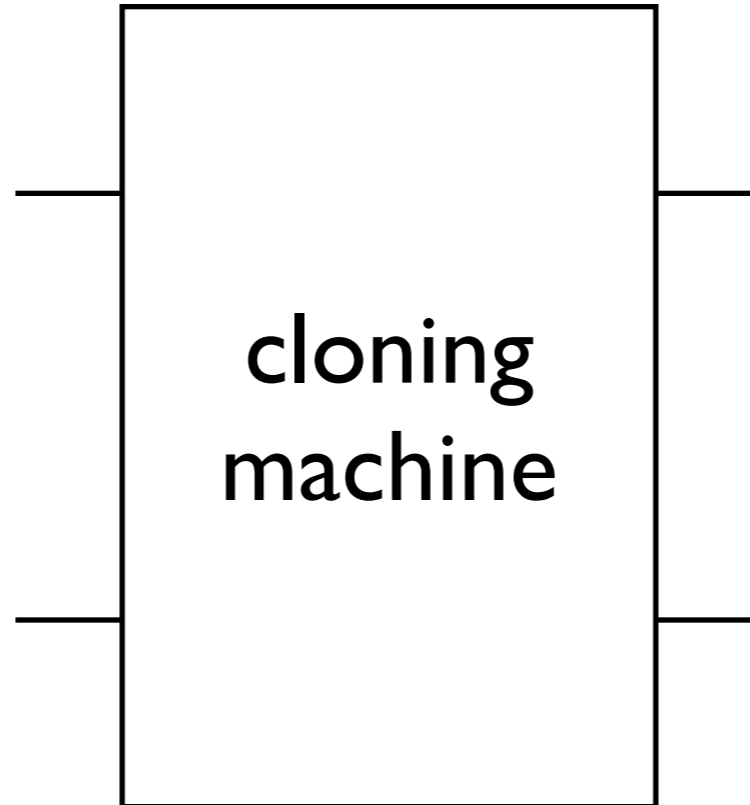
**cloning  
machine**



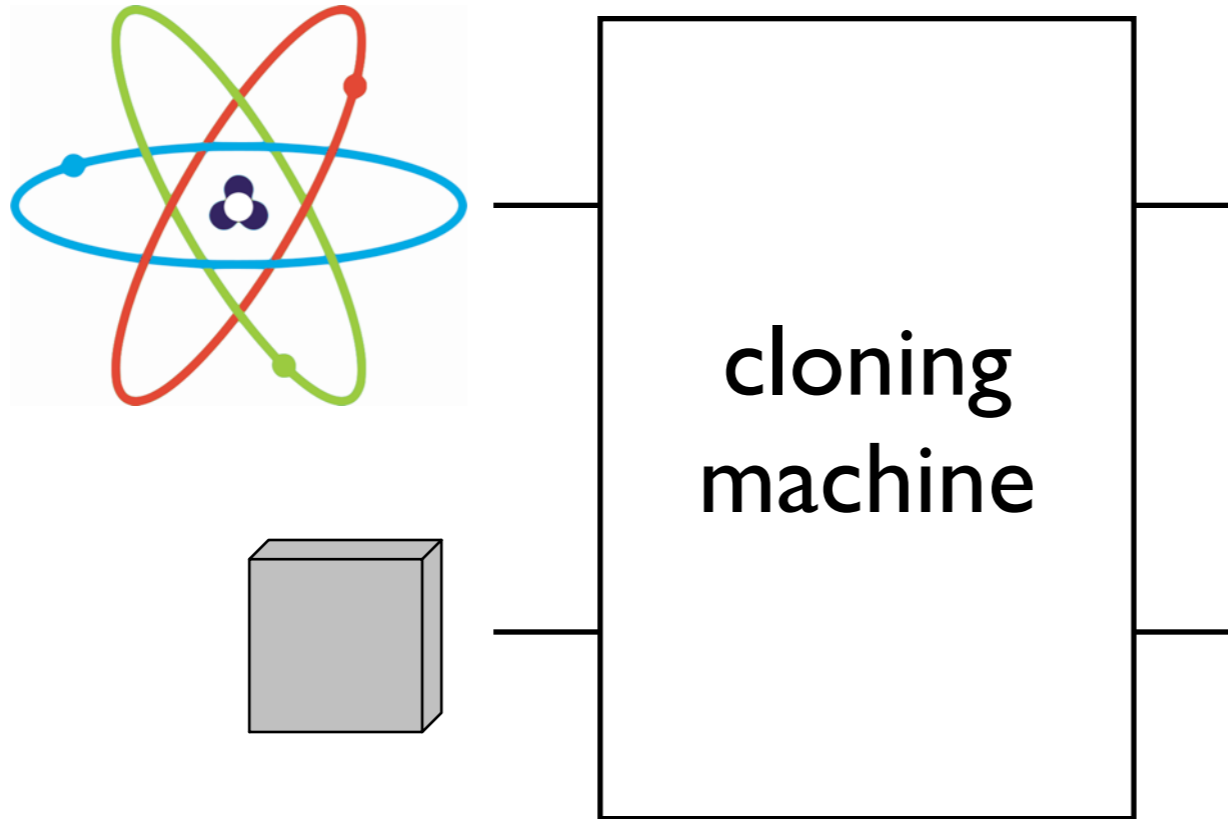
# Classical cloning (digital)



# Quantum cloning?

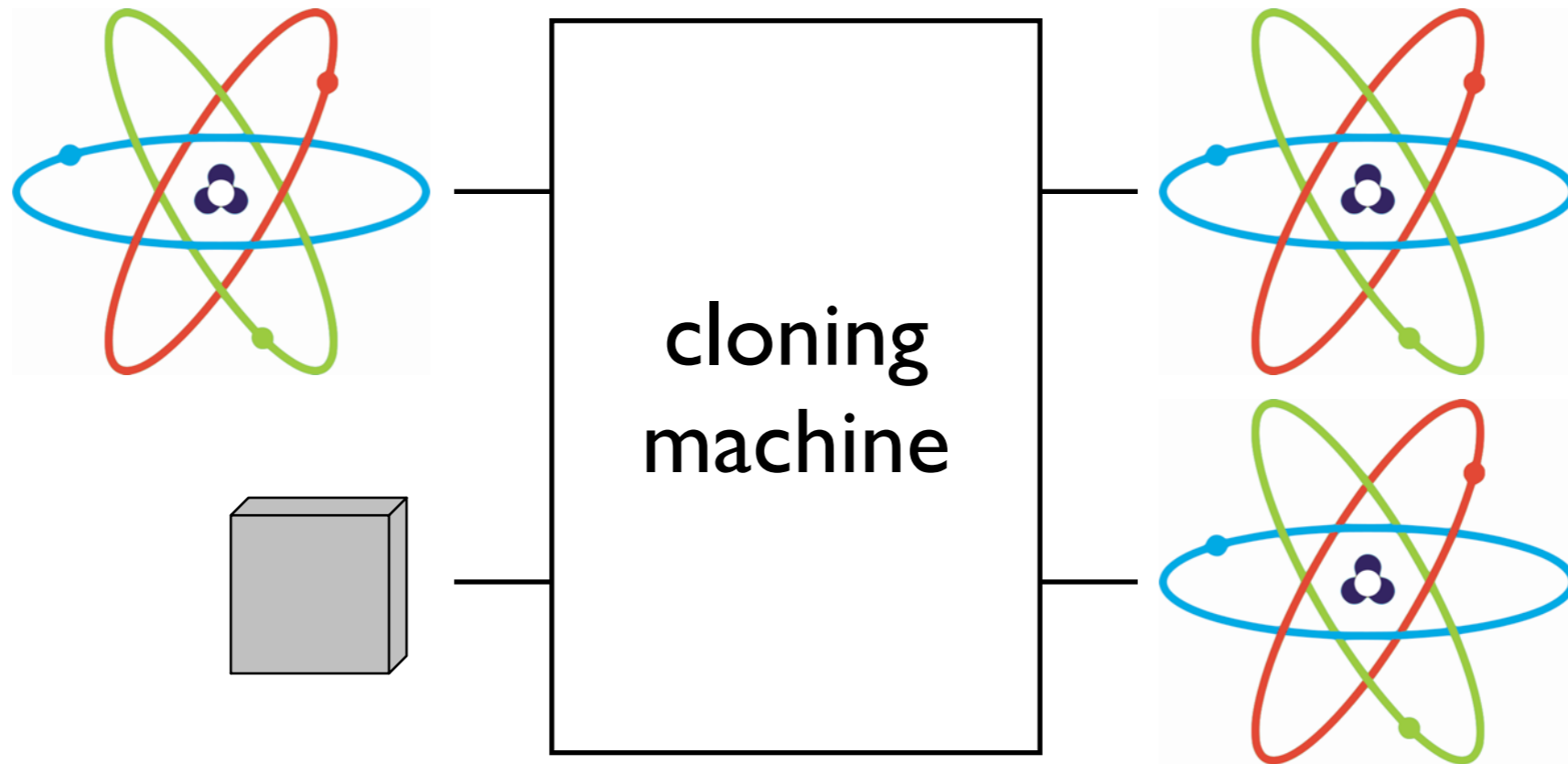


# Quantum cloning?

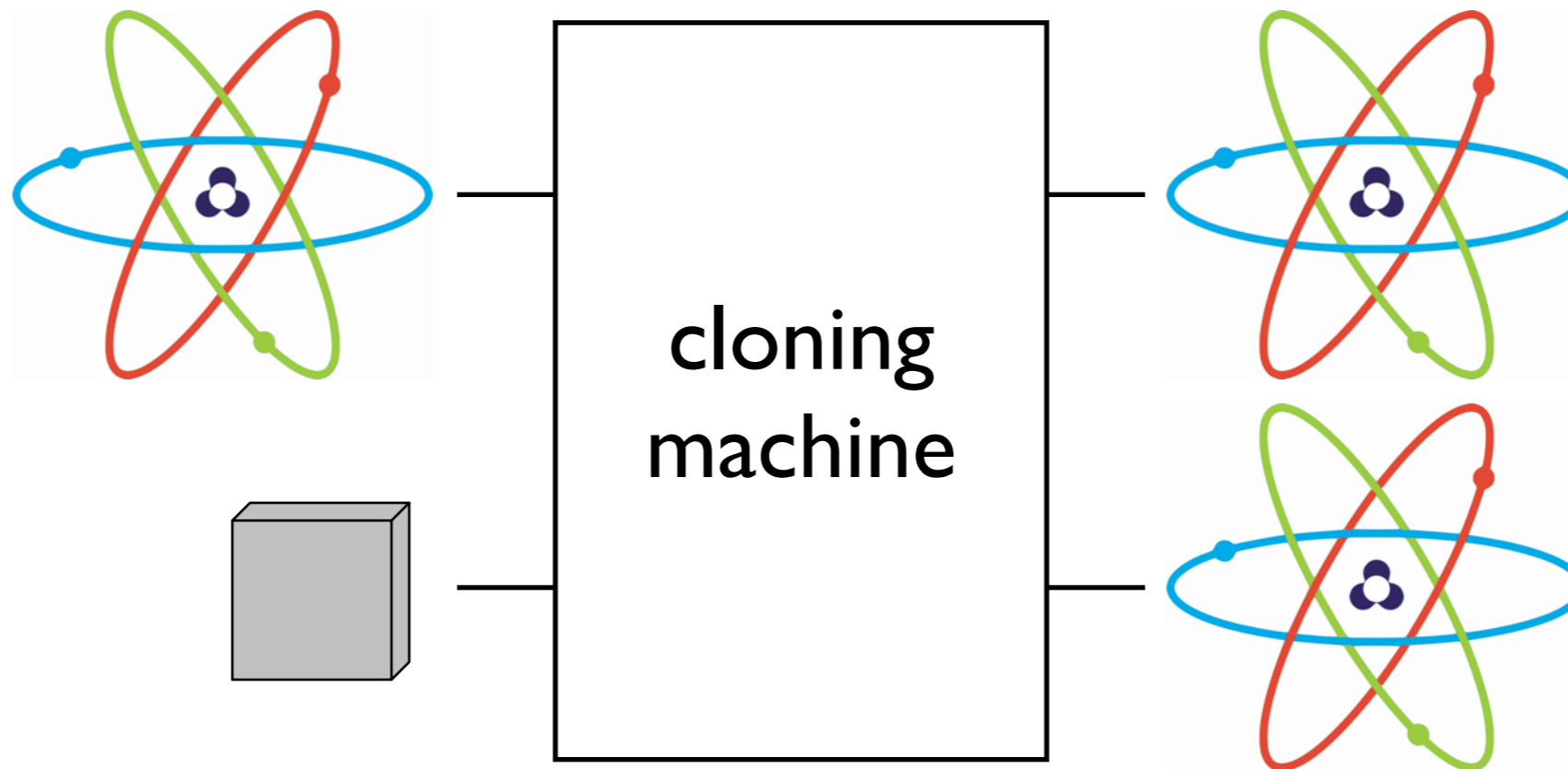




# Quantum cloning?

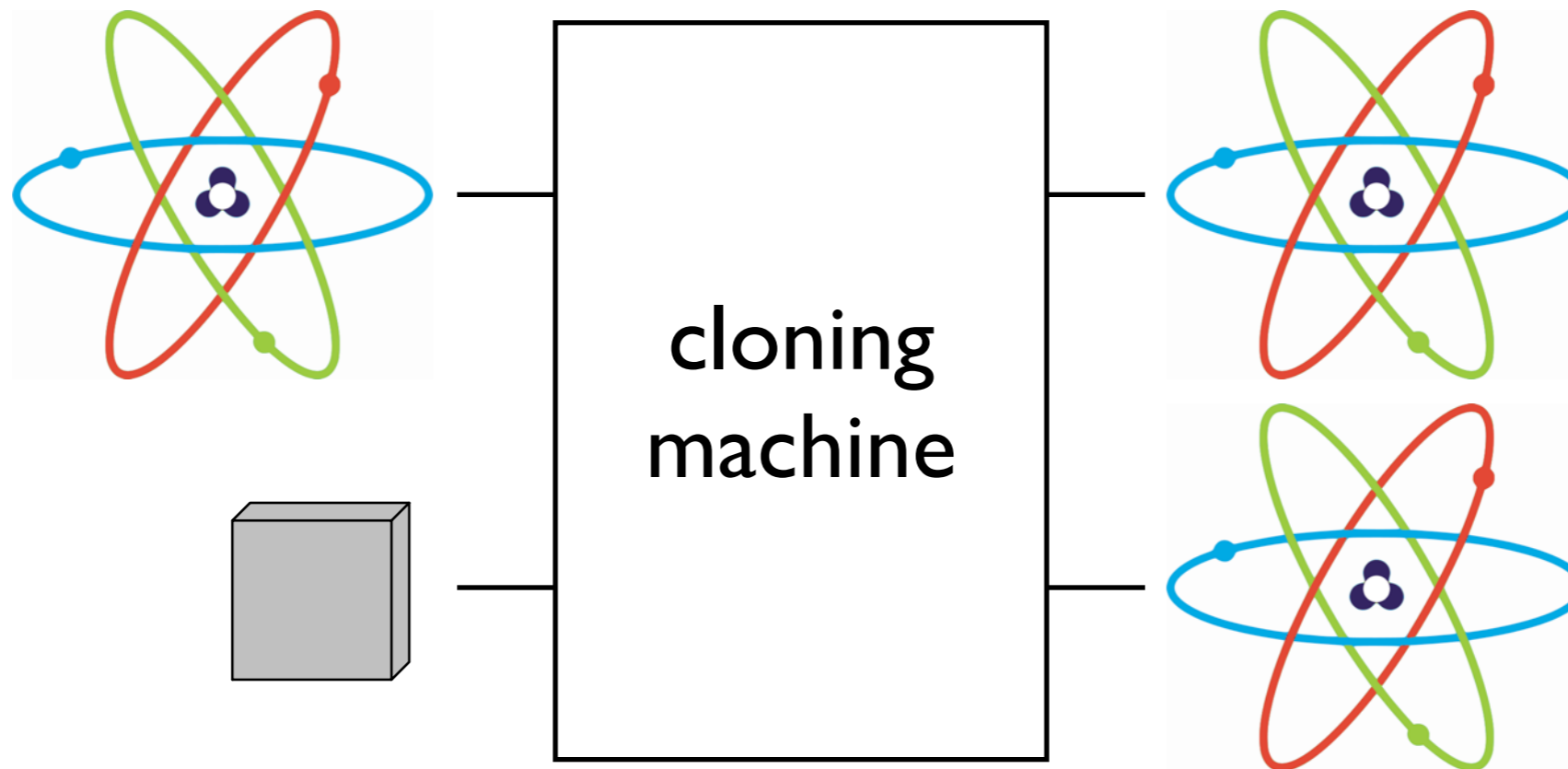


# Quantum cloning?



The uncertainty principle prevents us from learning an unknown quantum state.

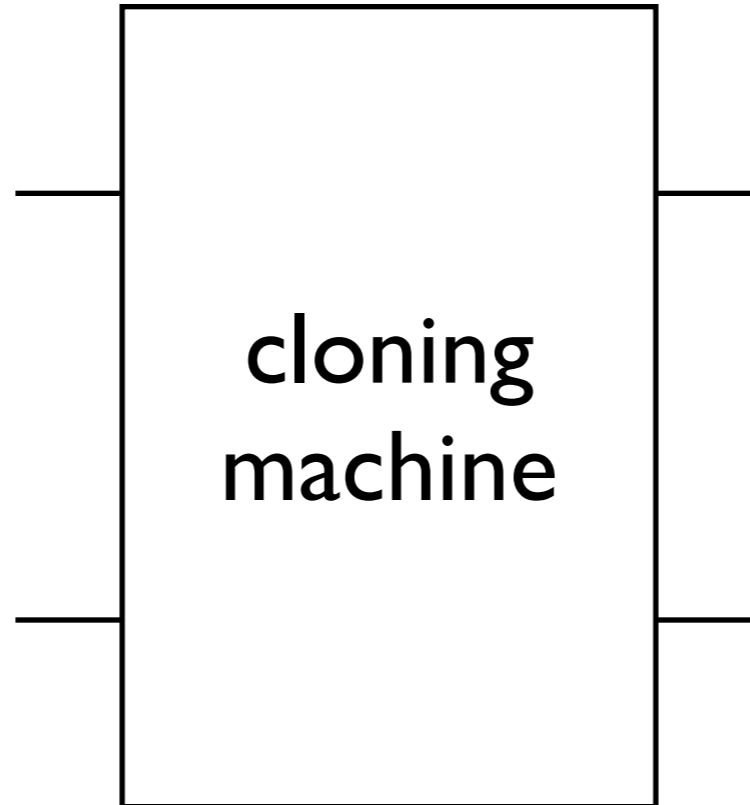
# Quantum cloning?



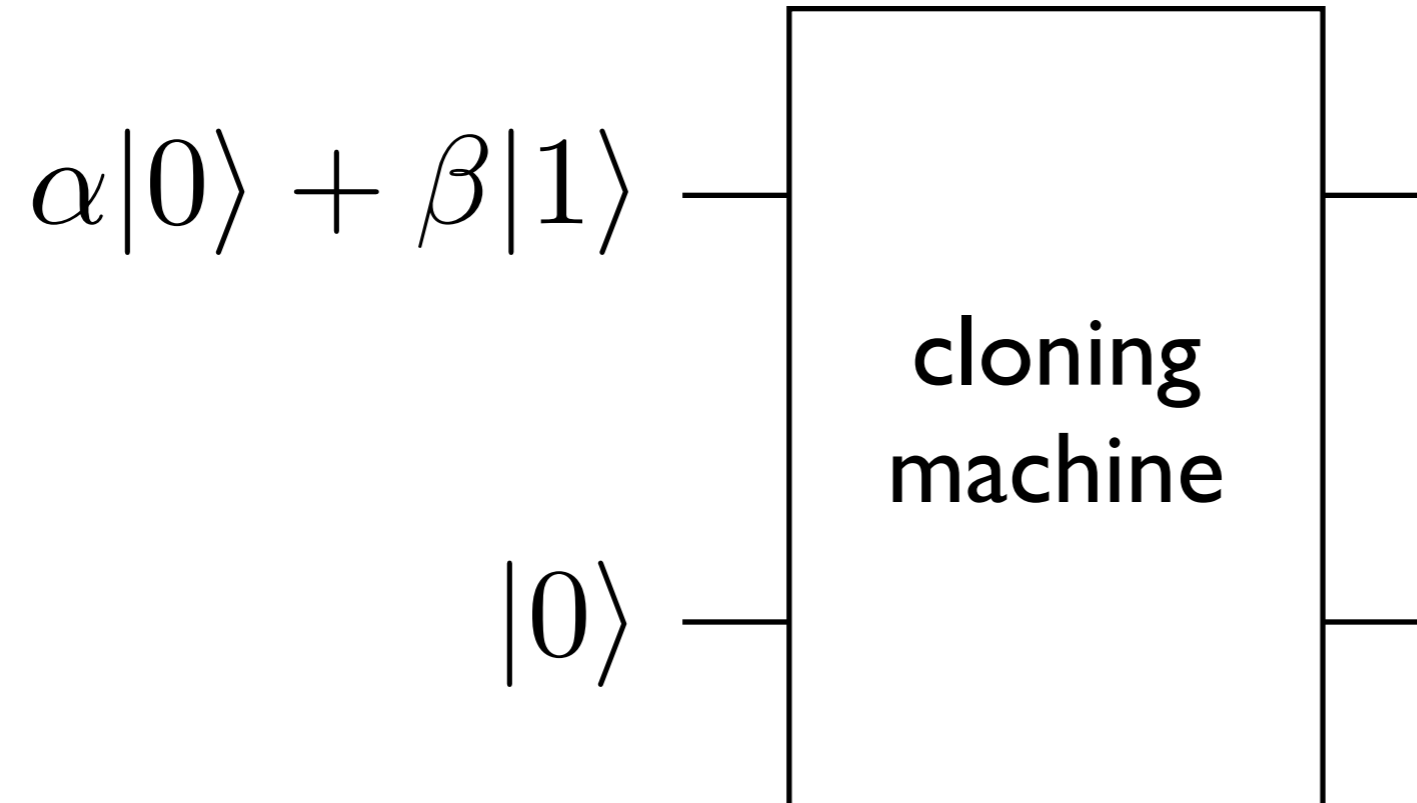
The uncertainty principle prevents us from learning an unknown quantum state.

Such a device is impossible!

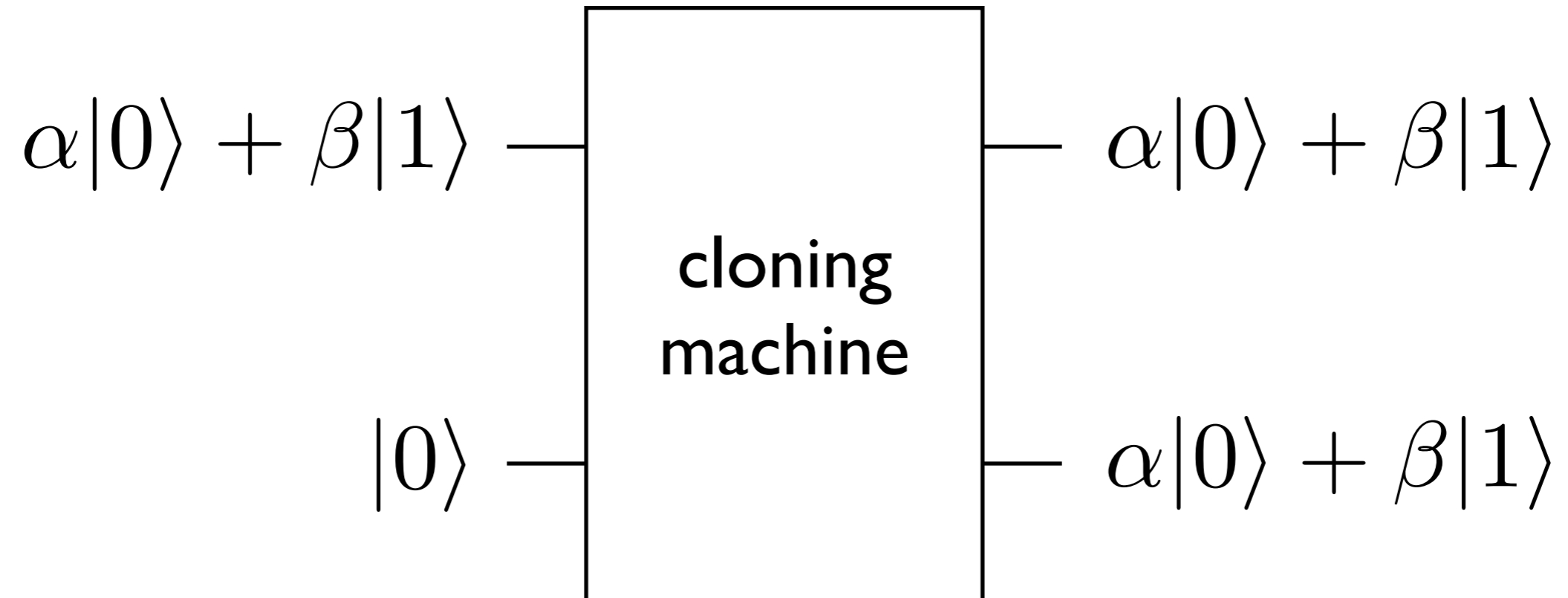
# Quantum cloning?



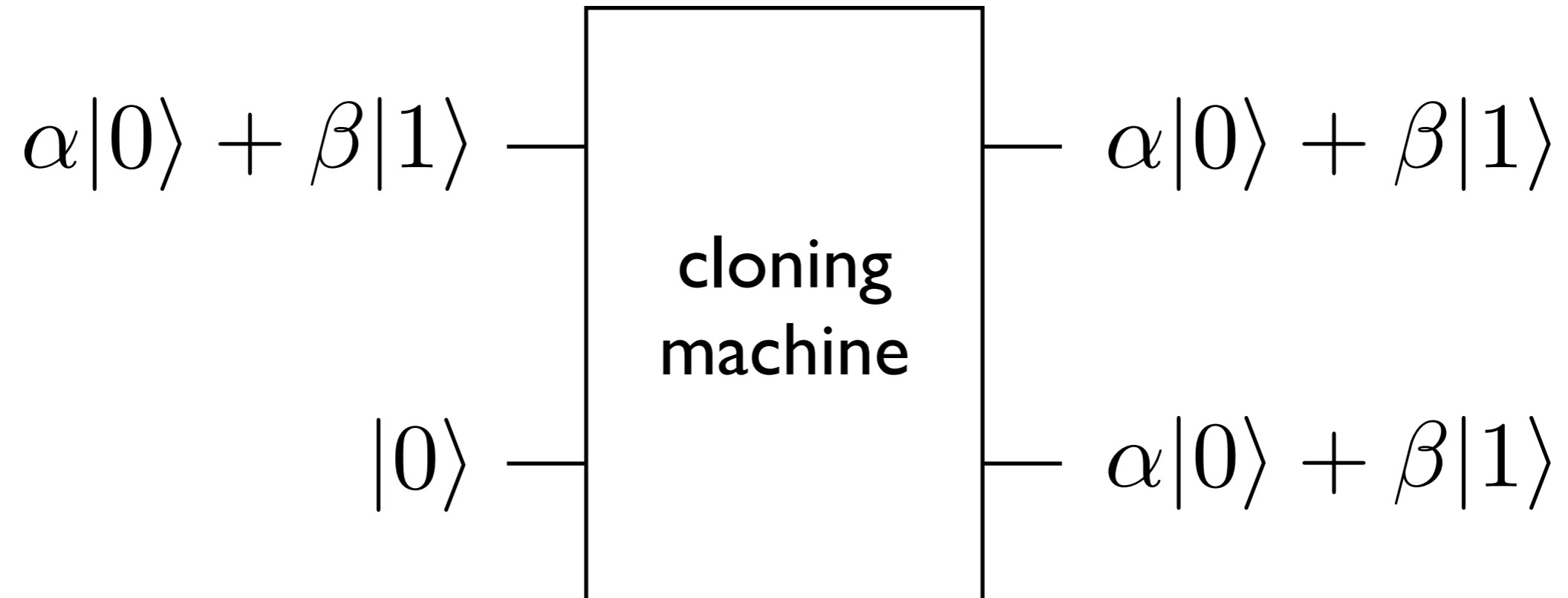
# Quantum cloning?



# Quantum cloning?

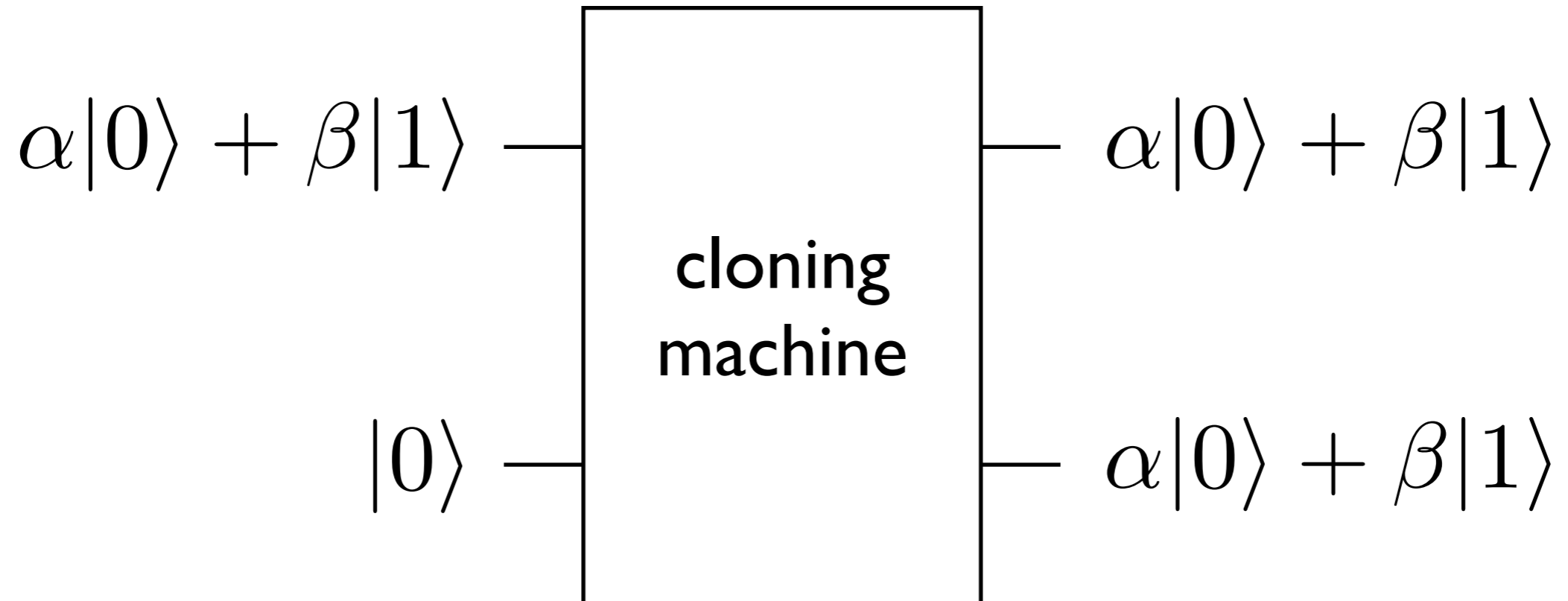


# Quantum cloning?



This is also impossible.

# Quantum cloning?



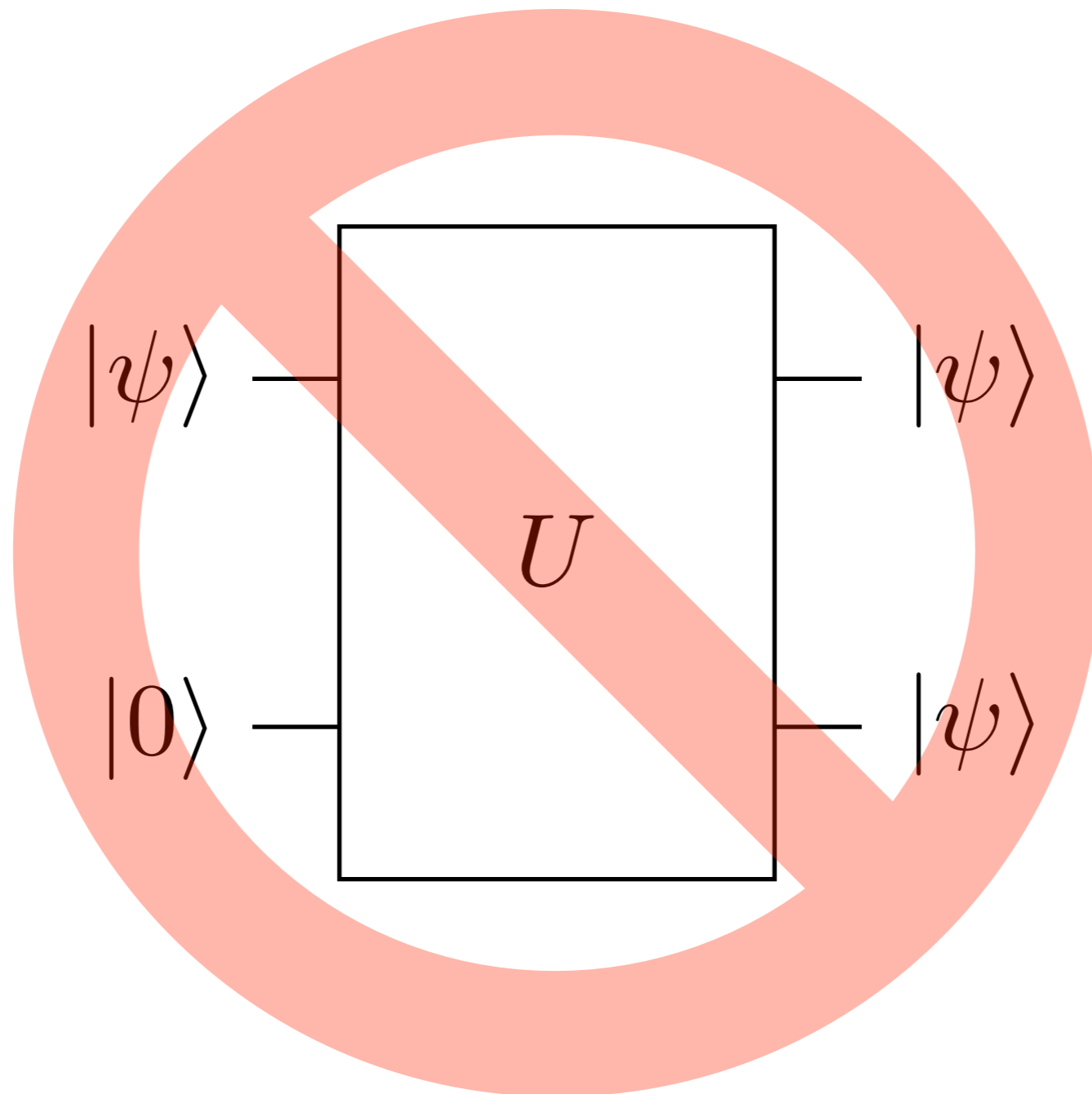
This is also impossible.

Even digital quantum information (qubits) cannot be cloned.



# No-cloning theorem

Theorem [Wootters, Zurek, Dieks 1982]: There is no valid quantum process that takes as input an unknown quantum state  $|\psi\rangle$  and an ancillary system in a known state, and outputs two copies of  $|\psi\rangle$ .



# Proof of the no-cloning theorem

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle]$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] = \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle)$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

But again by the definition of cloning, we should have

$$U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle]$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

But again by the definition of cloning, we should have

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] \\ = (\alpha|\psi\rangle + \beta|\phi\rangle) \otimes (\alpha|\psi\rangle + \beta|\phi\rangle) \end{aligned}$$



# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

But again by the definition of cloning, we should have

$$\begin{aligned} &U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] \\ &= (\alpha|\psi\rangle + \beta|\phi\rangle) \otimes (\alpha|\psi\rangle + \beta|\phi\rangle) \\ &= \alpha^2|\psi\rangle \otimes |\psi\rangle + \alpha\beta|\psi\rangle \otimes |\phi\rangle + \alpha\beta|\phi\rangle \otimes |\psi\rangle + \beta^2|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

But again by the definition of cloning, we should have

$$\begin{aligned} &U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] \\ &= (\alpha|\psi\rangle + \beta|\phi\rangle) \otimes (\alpha|\psi\rangle + \beta|\phi\rangle) \\ &= \alpha^2|\psi\rangle \otimes |\psi\rangle + \alpha\beta|\psi\rangle \otimes |\phi\rangle + \alpha\beta|\phi\rangle \otimes |\psi\rangle + \beta^2|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

Therefore  $\alpha^2 = \alpha, \quad \alpha\beta = 0, \quad \beta^2 = \beta$

# Proof of the no-cloning theorem

Consider two orthogonal states  $|\psi\rangle, |\phi\rangle$ . By the definition of cloning,

$$U(|\psi\rangle \otimes |0\rangle) = |\psi\rangle \otimes |\psi\rangle$$

$$U(|\phi\rangle \otimes |0\rangle) = |\phi\rangle \otimes |\phi\rangle$$

By linearity,

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= \alpha U(|\psi\rangle \otimes |0\rangle) + \beta U(|\phi\rangle \otimes |0\rangle) \\ &= \alpha|\psi\rangle \otimes |\psi\rangle + \beta|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

But again by the definition of cloning, we should have

$$\begin{aligned} U[(\alpha|\psi\rangle + \beta|\phi\rangle) \otimes |0\rangle] &= (\alpha|\psi\rangle + \beta|\phi\rangle) \otimes (\alpha|\psi\rangle + \beta|\phi\rangle) \\ &= \alpha^2|\psi\rangle \otimes |\psi\rangle + \alpha\beta|\psi\rangle \otimes |\phi\rangle + \alpha\beta|\phi\rangle \otimes |\psi\rangle + \beta^2|\phi\rangle \otimes |\phi\rangle \end{aligned}$$

Therefore  $\alpha^2 = \alpha, \quad \alpha\beta = 0, \quad \beta^2 = \beta$

So either  $\alpha = 0$  or  $\beta = 0$ .

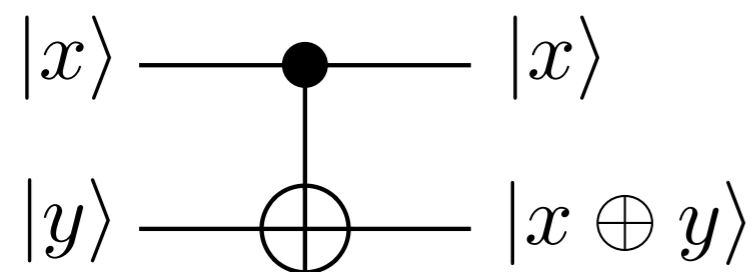
# Cloning in a fixed basis

While we cannot copy quantum information, we can copy classical information. In particular, we can copy quantum states *in a fixed basis*.

# Cloning in a fixed basis

While we cannot copy quantum information, we can copy classical information. In particular, we can copy quantum states *in a fixed basis*.

Example: Controlled-not gate



$$|00\rangle \mapsto |00\rangle$$

$$|01\rangle \mapsto |01\rangle$$

$$|10\rangle \mapsto |11\rangle$$

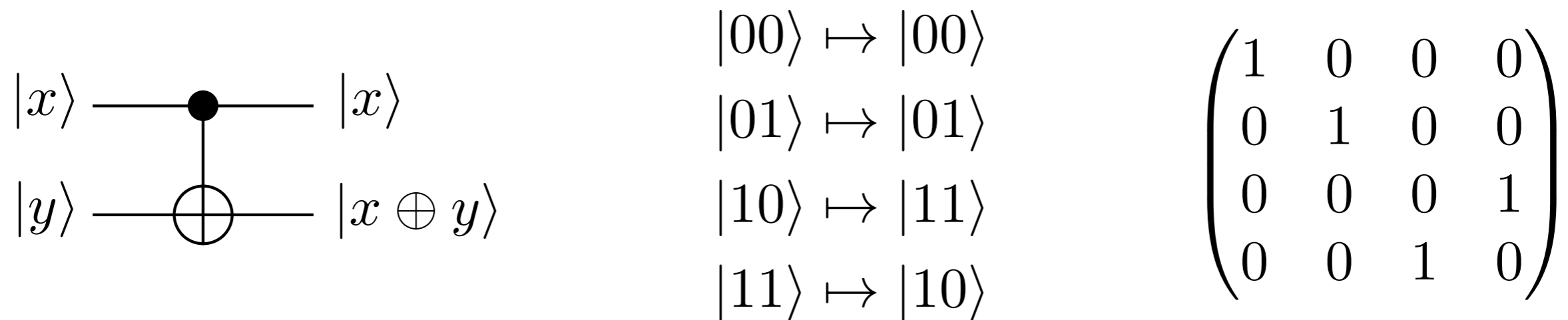
$$|11\rangle \mapsto |10\rangle$$

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

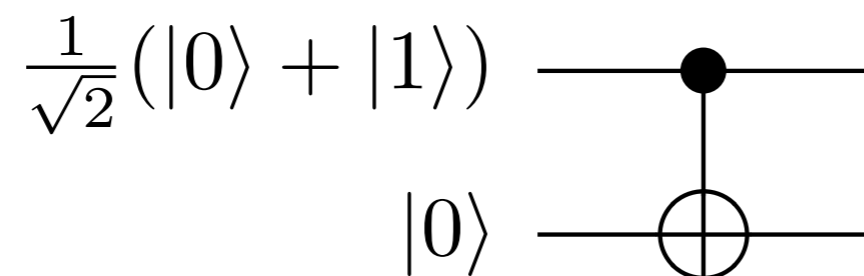
# Cloning in a fixed basis

While we cannot copy quantum information, we can copy classical information. In particular, we can copy quantum states *in a fixed basis*.

Example: Controlled-not gate



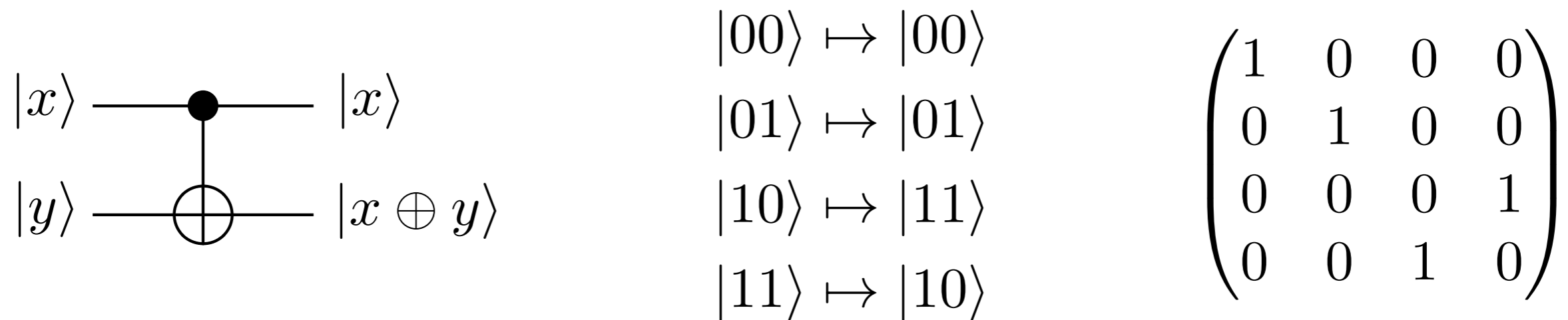
Inputting non-basis states produces an *entangled state*:



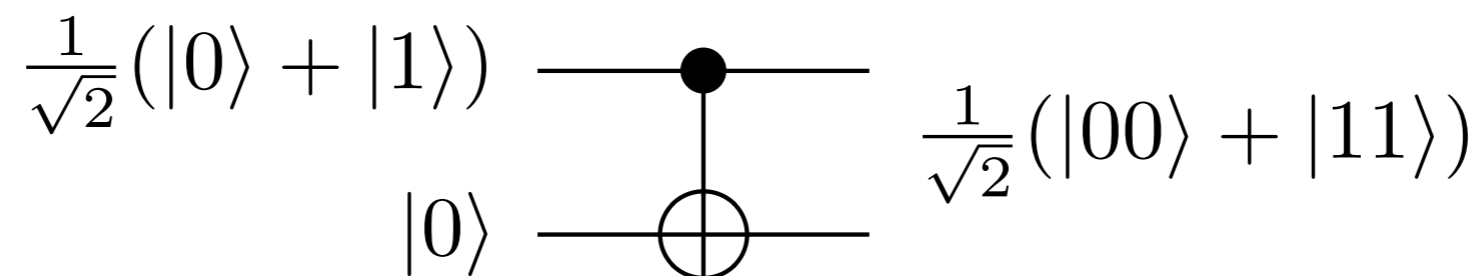
# Cloning in a fixed basis

While we cannot copy quantum information, we can copy classical information. In particular, we can copy quantum states *in a fixed basis*.

Example: Controlled-not gate



Inputting non-basis states produces an *entangled state*:



# Exercise: Distinguishing non-orthogonal states

No device can clone two non-orthogonal states, and in particular, it is not possible to perfectly distinguish such states. But if we want to distinguish them, how well can we do?

Suppose Alice prepares the state  $|0\rangle$  or  $|+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$ , each with probability  $\frac{1}{2}$ .

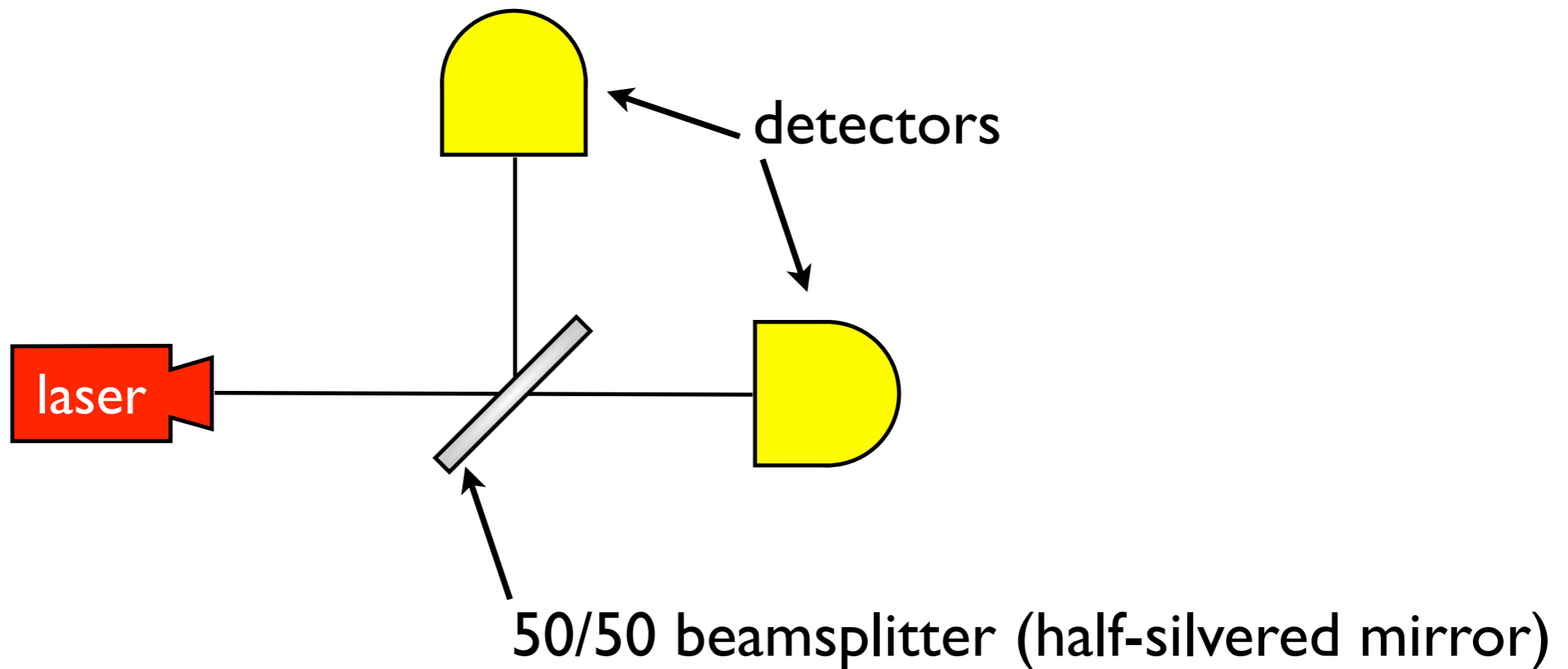
- If you measure in the basis  $\{|0\rangle, |1\rangle\}$ , with what probability can you correctly guess which state Alice prepared?
- What if you measure in the basis  $\{|+\rangle, |-\rangle\}$ , where  $|-\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$ ?
- Can you think of another measurement that distinguishes the states with higher probability? (Hint: Consider the given states as polarizations of light. How would you orient a polarizer to get the most information about which polarization was prepared?)



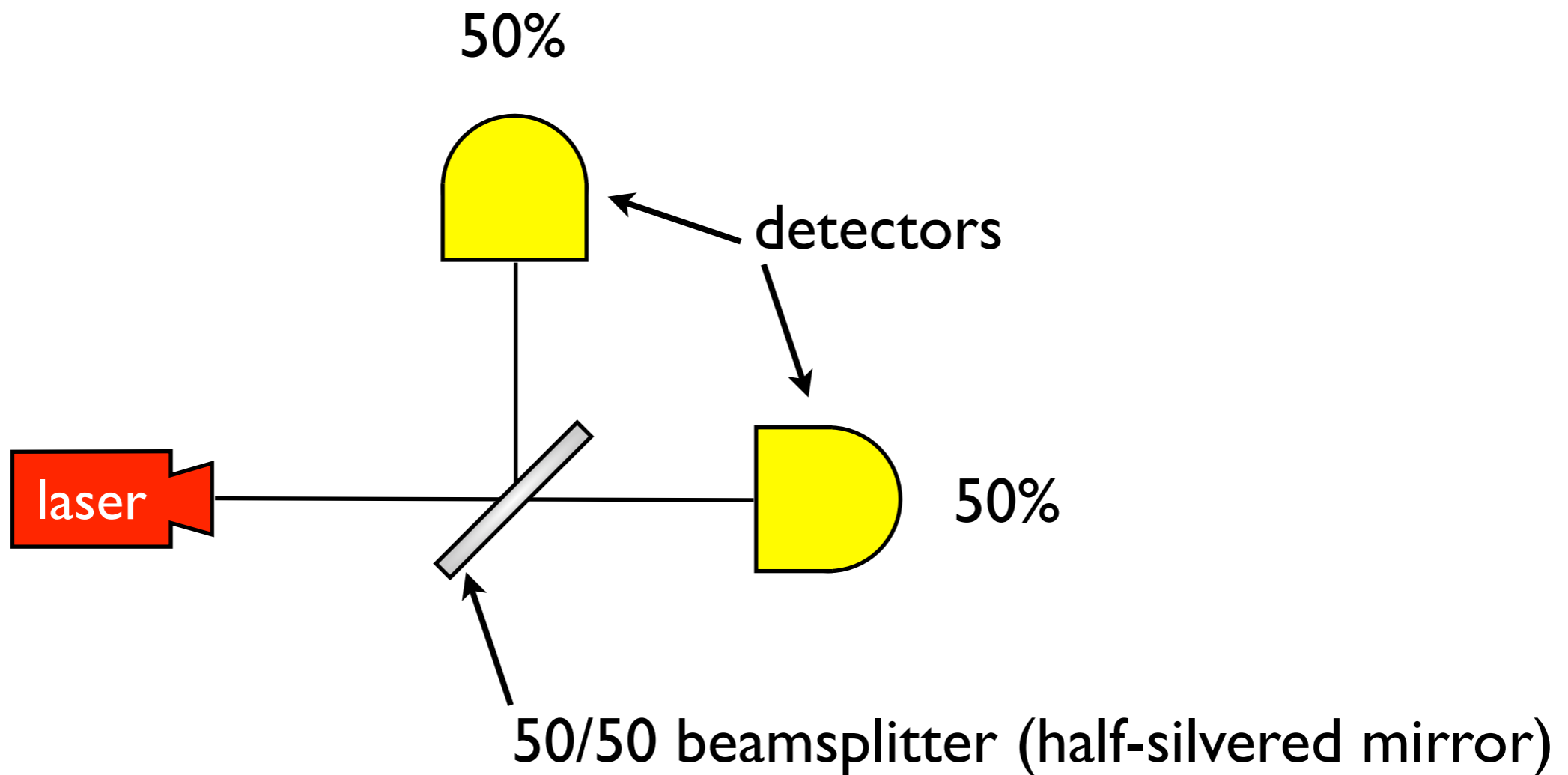


# Mach-Zehnder interferometer

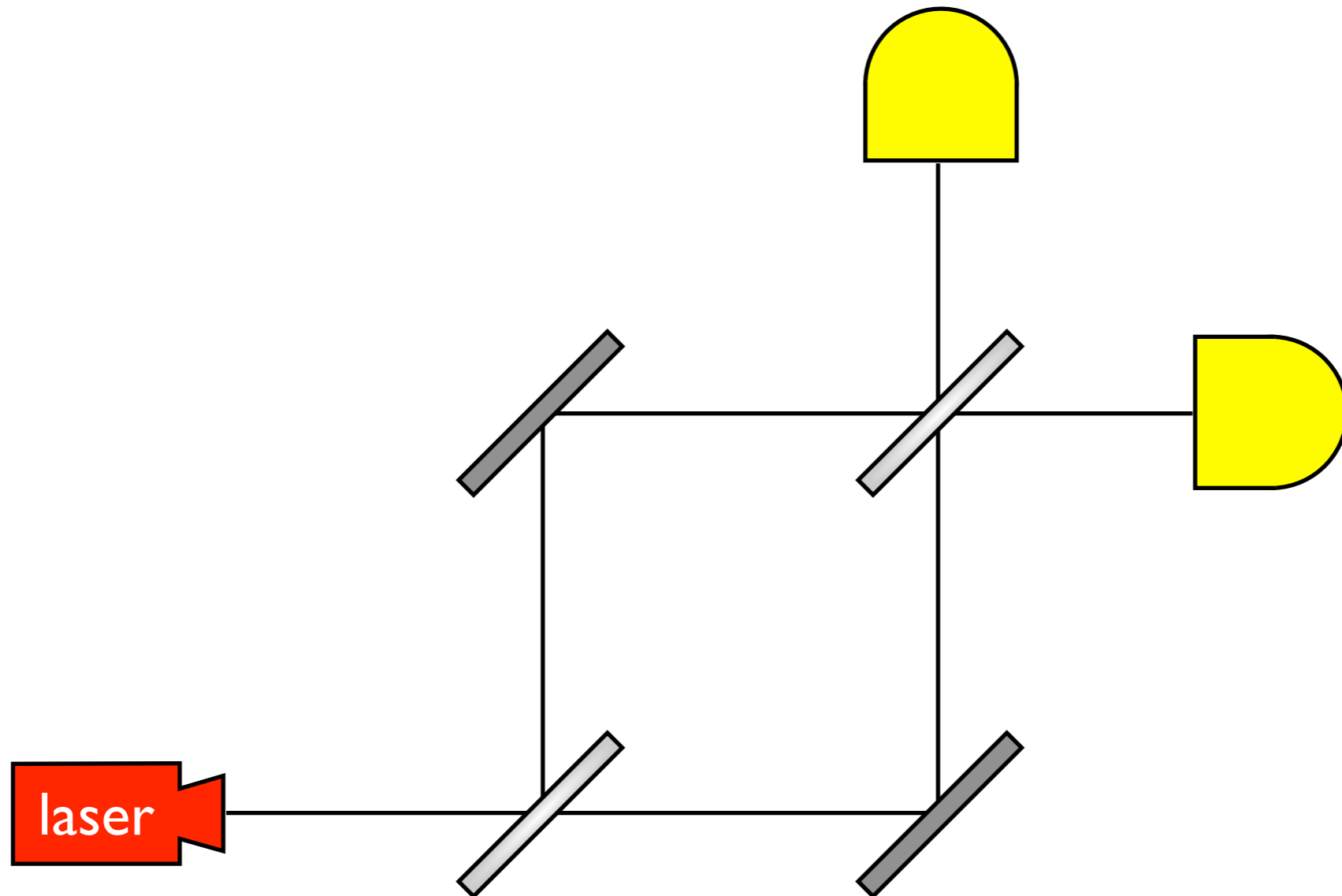
# A simple experiment



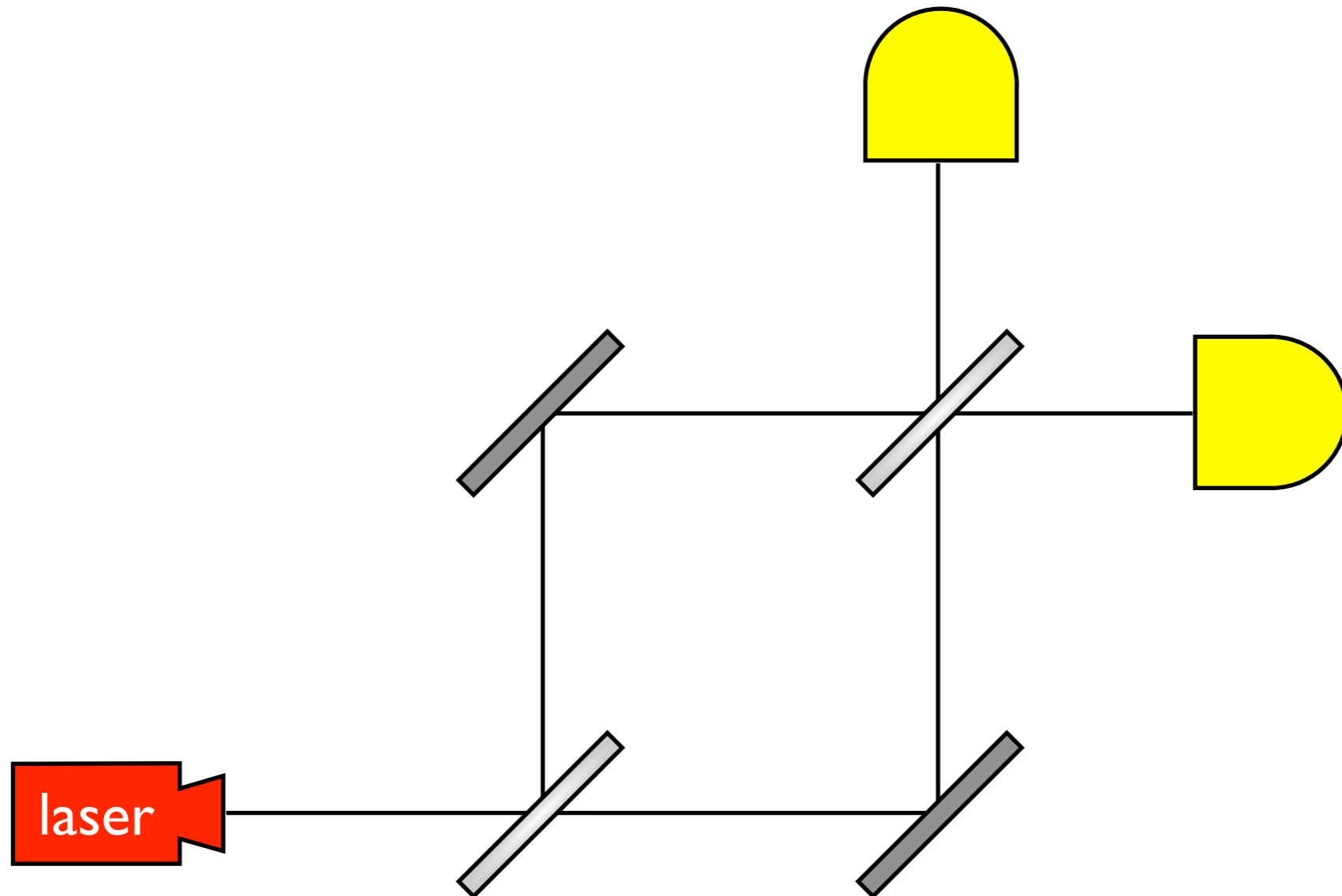
# A simple experiment



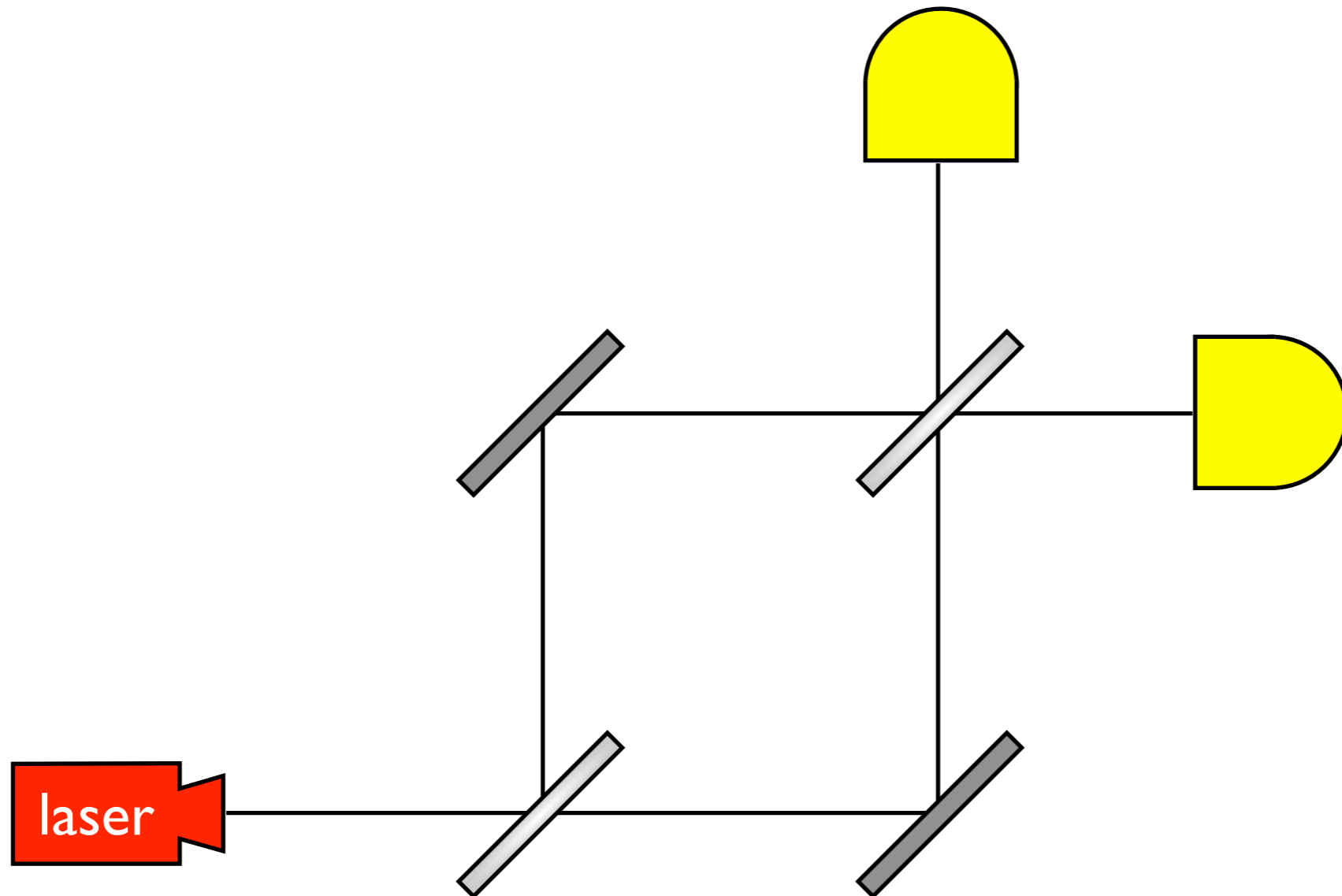
# Interferometer



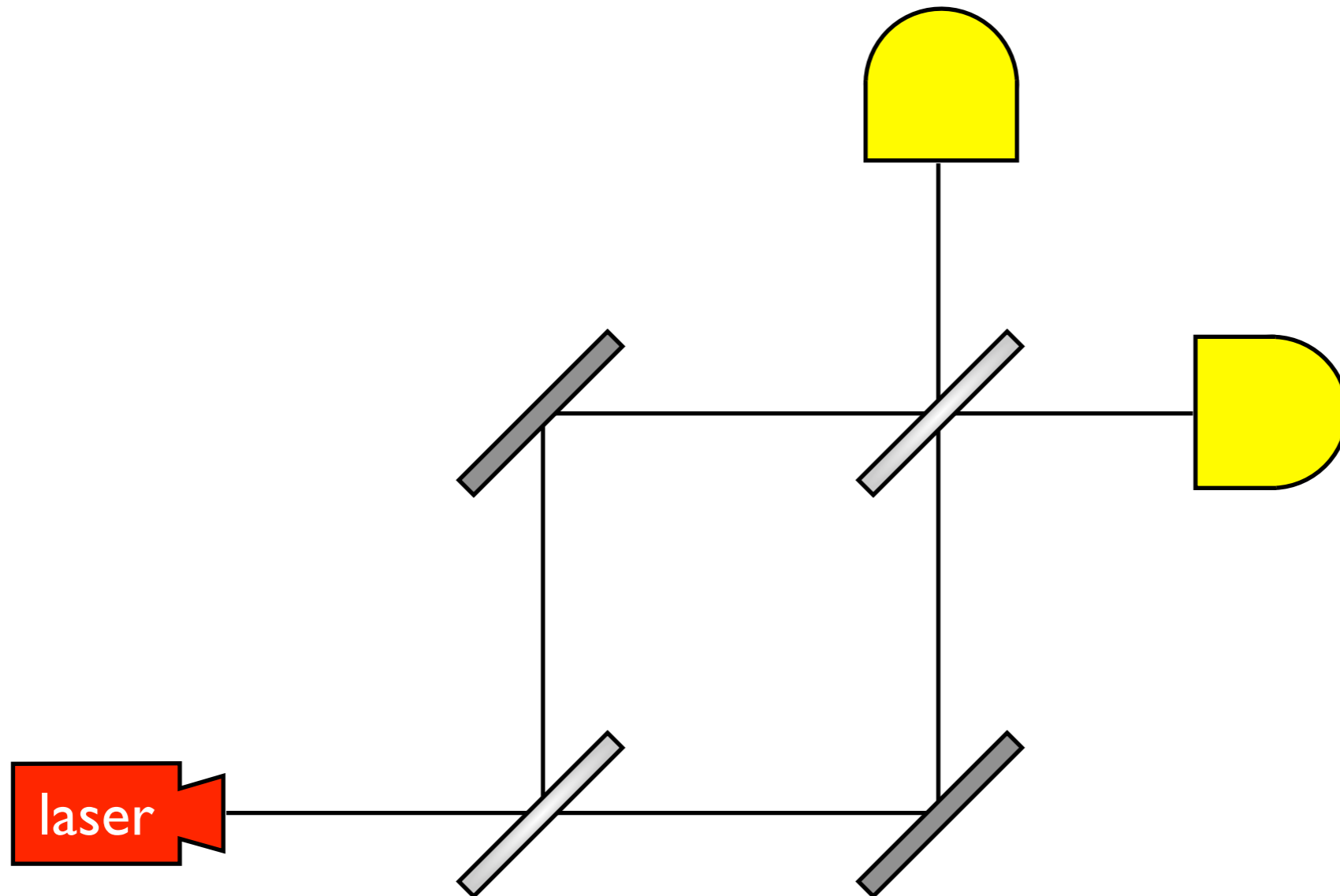
# Interferometer



# Interferometer

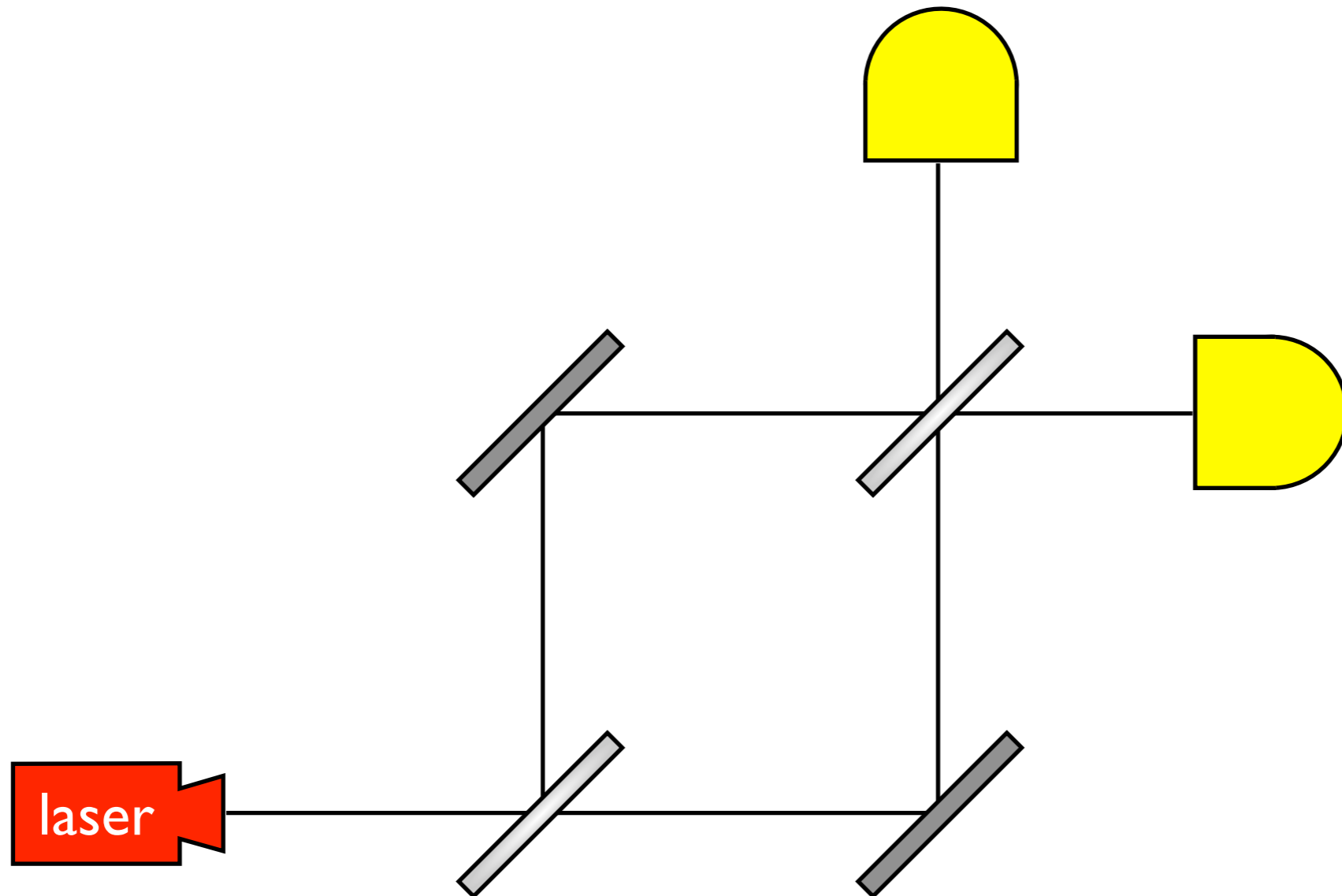


# Interferometer

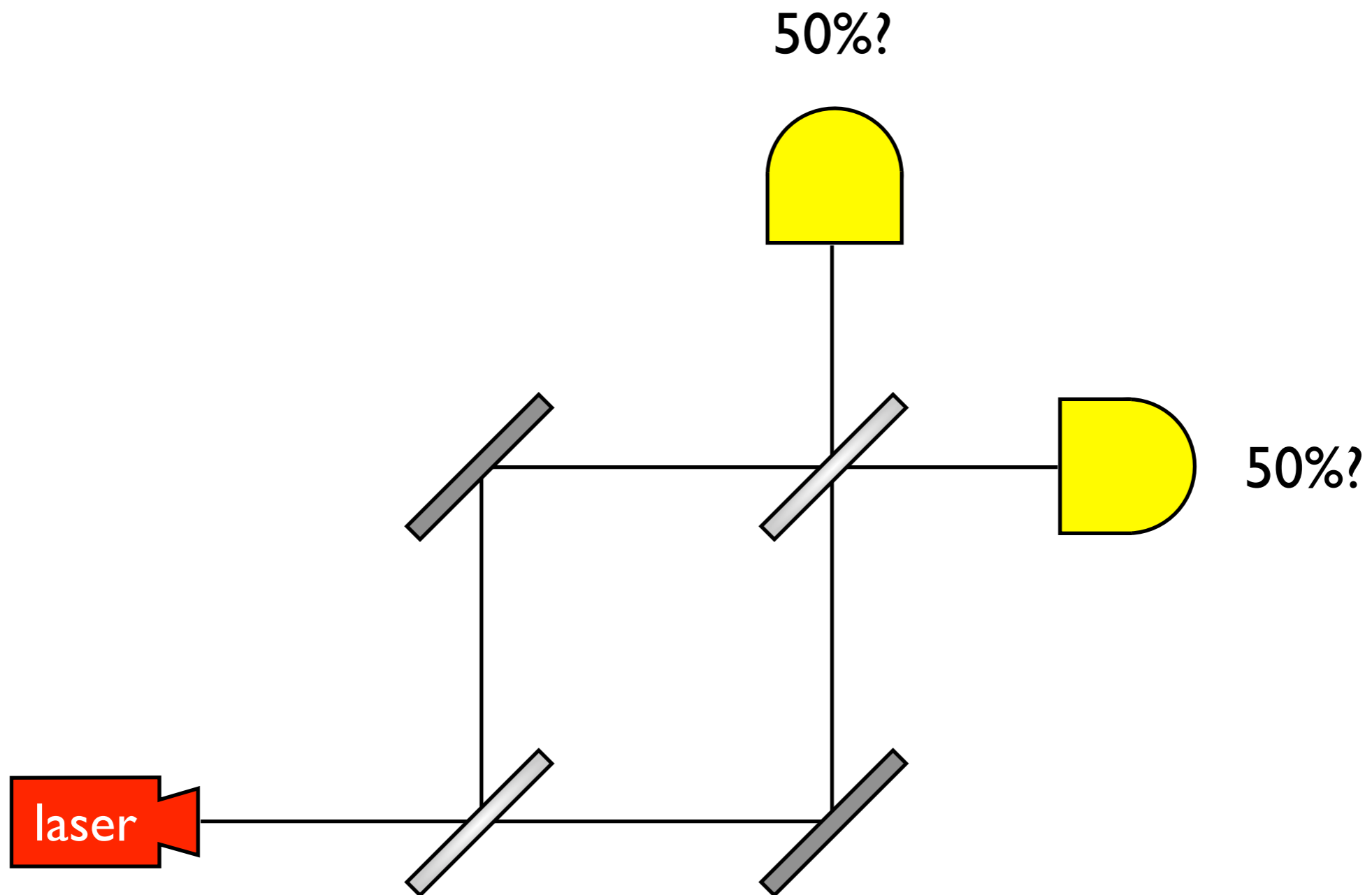




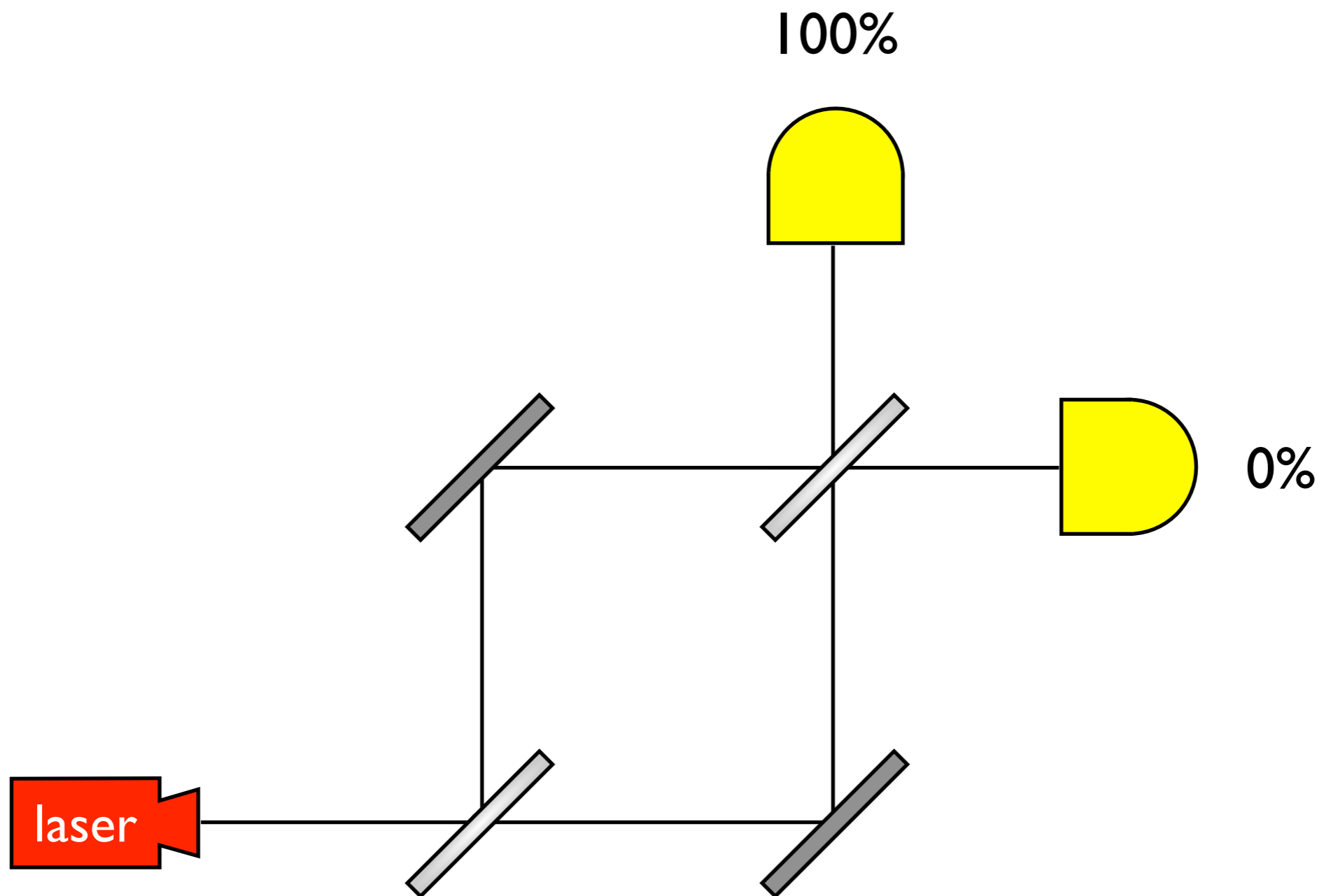
# Interferometer



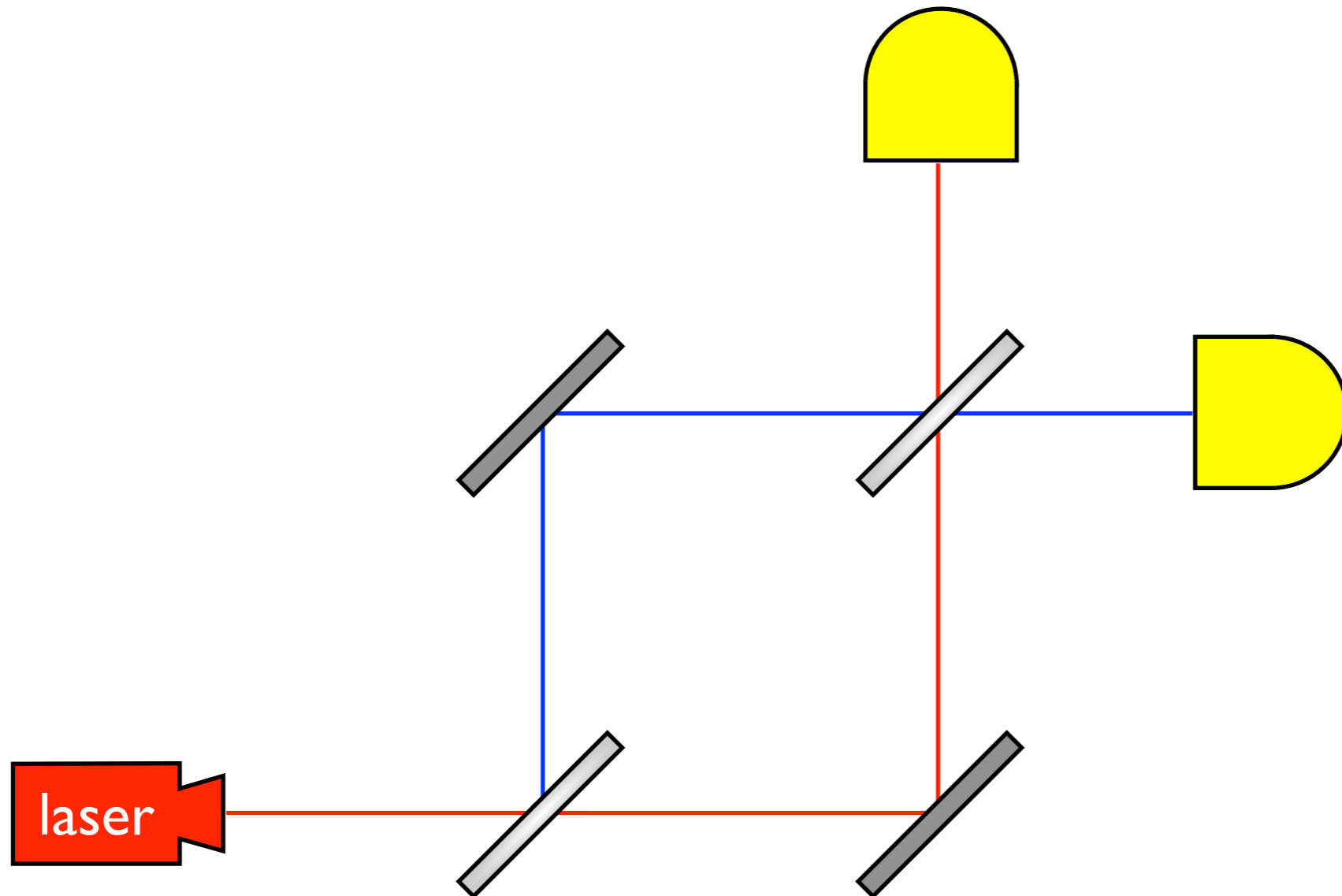
# Interferometer



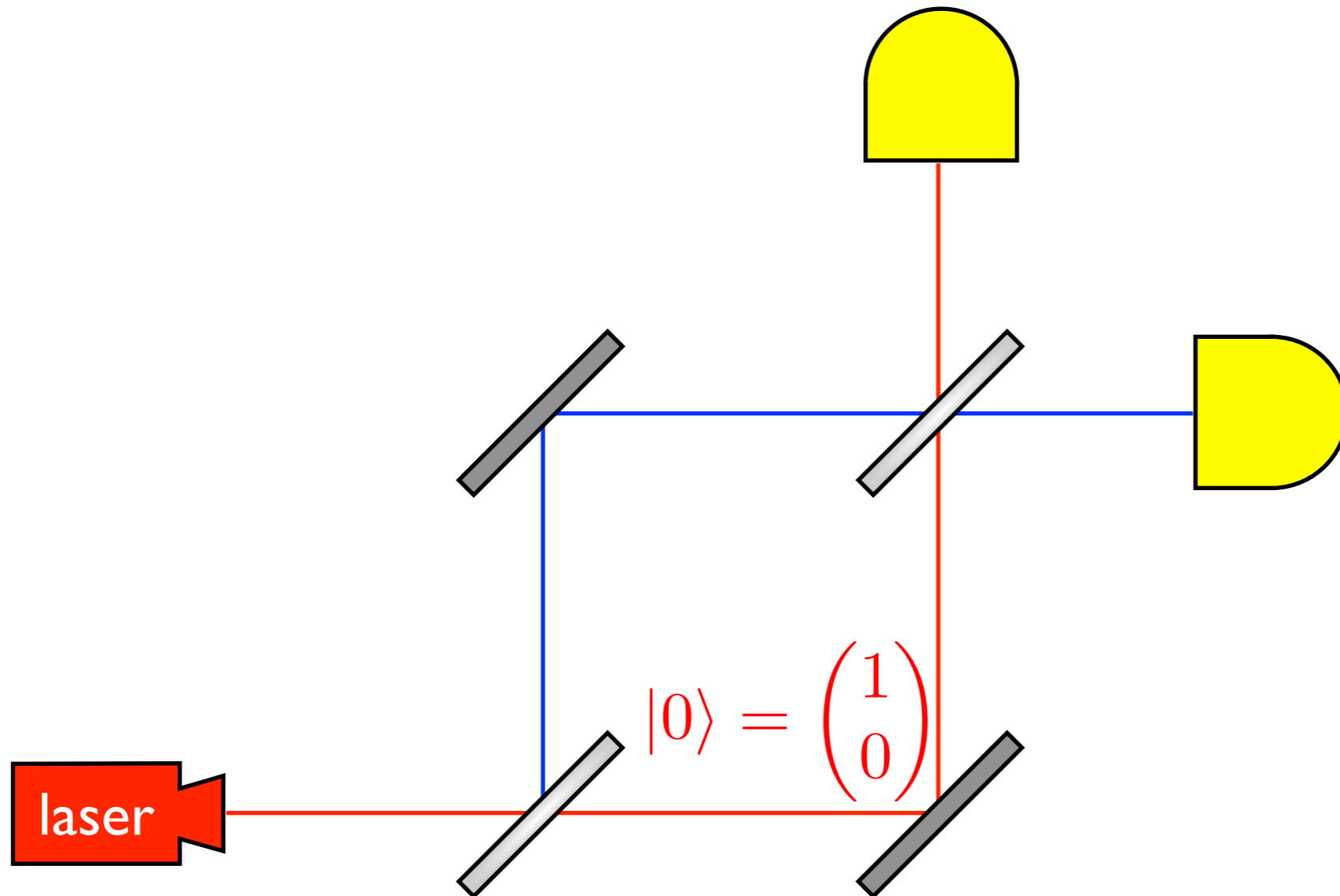
# Interferometer



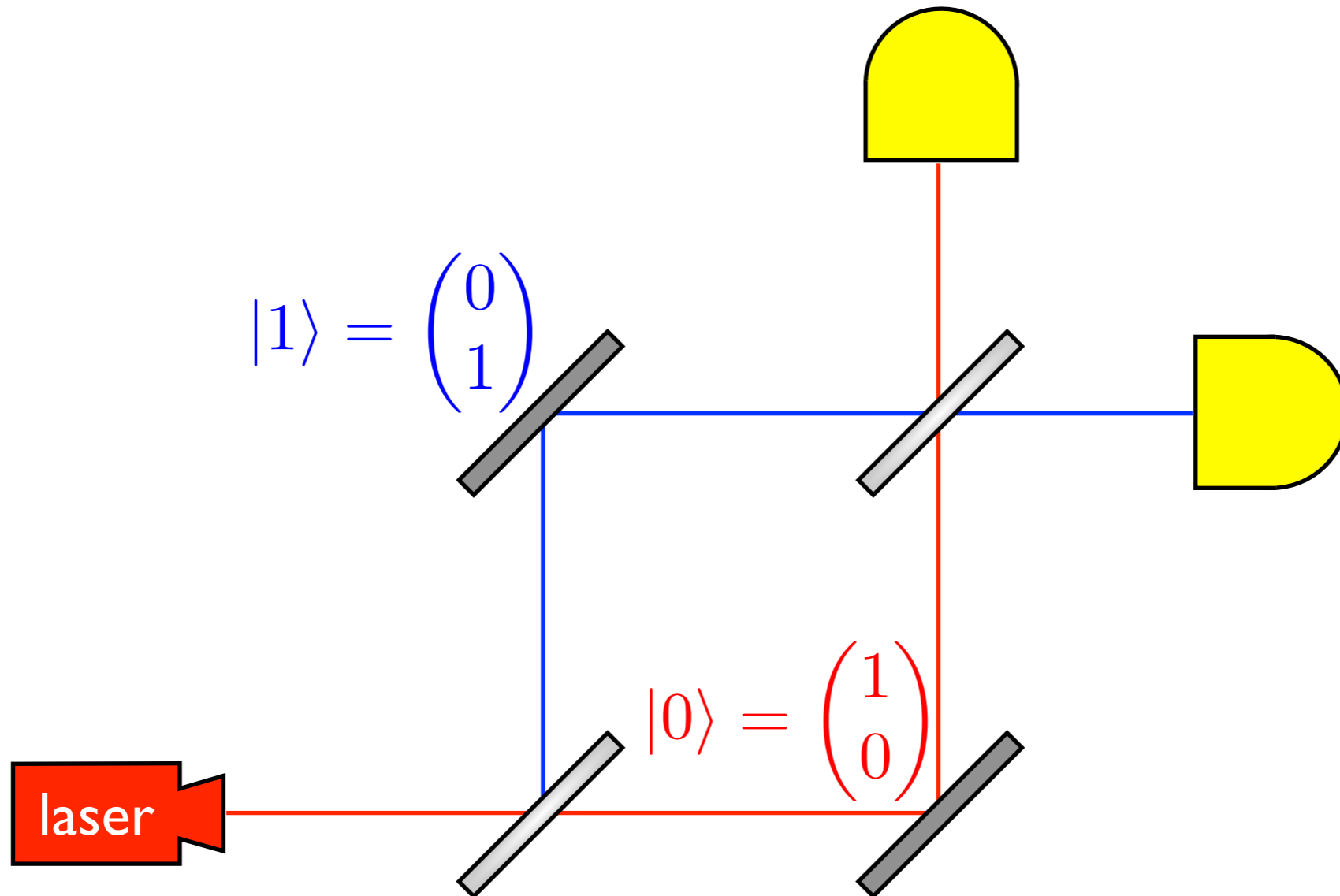
# Mathematical model



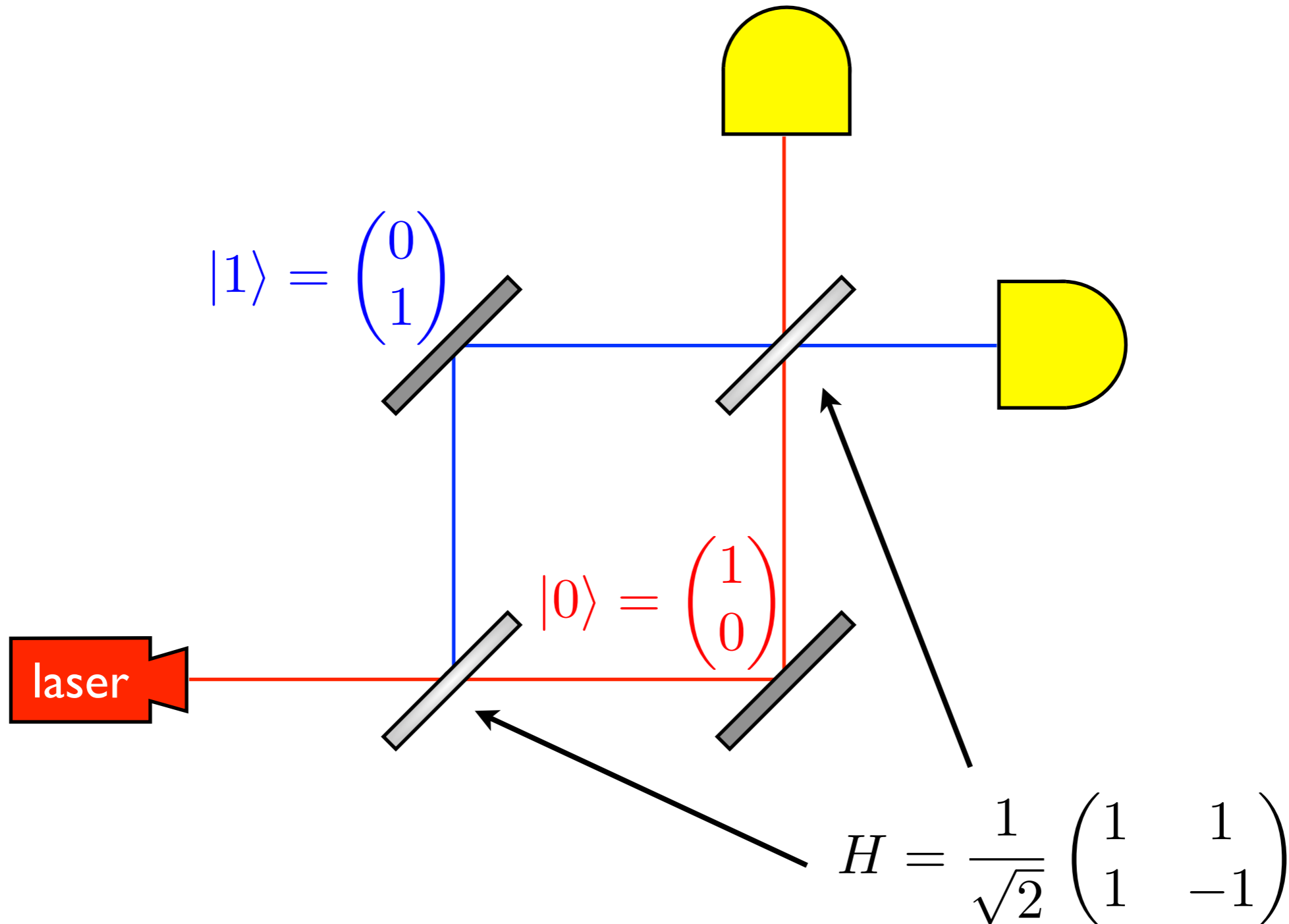
# Mathematical model



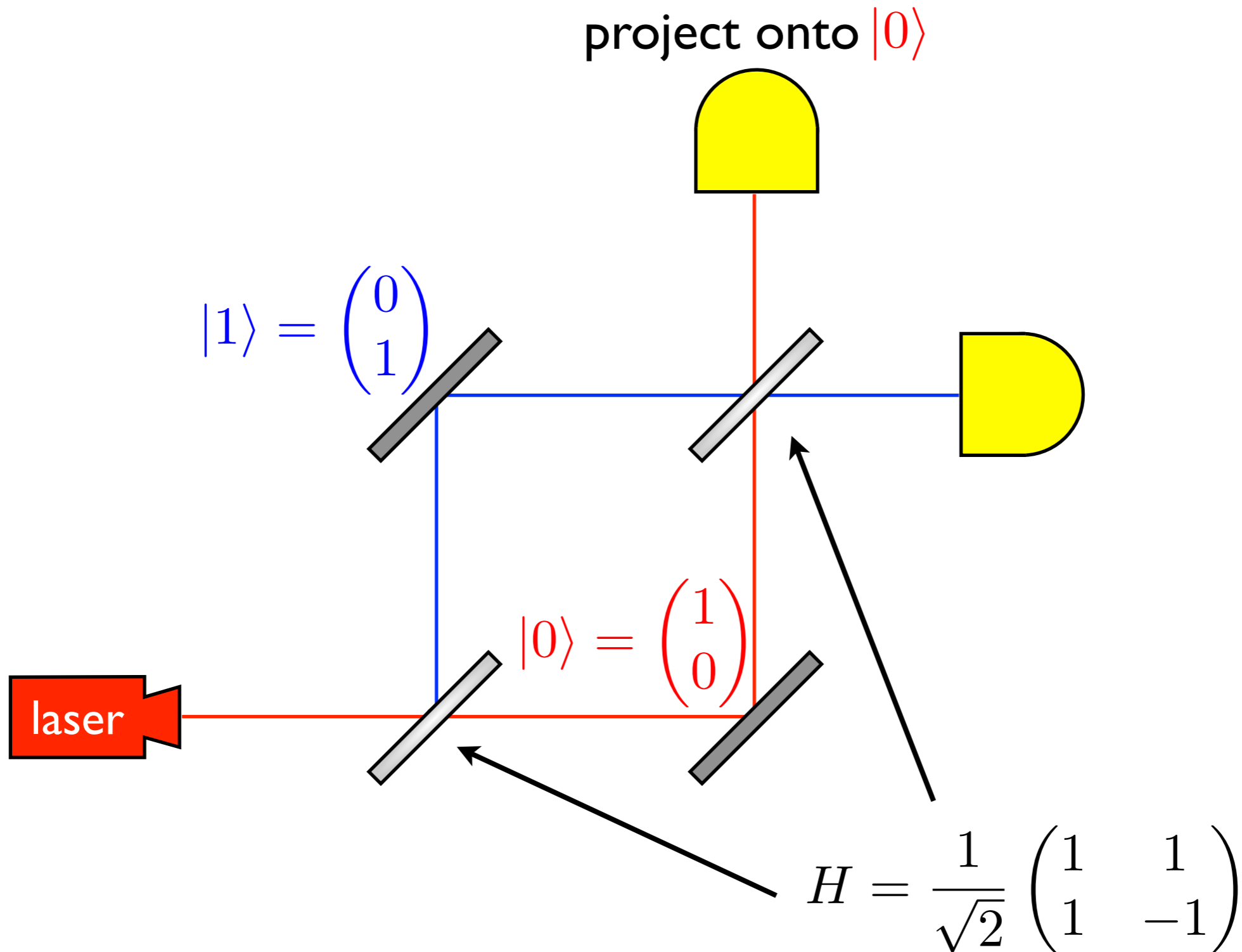
# Mathematical model



# Mathematical model

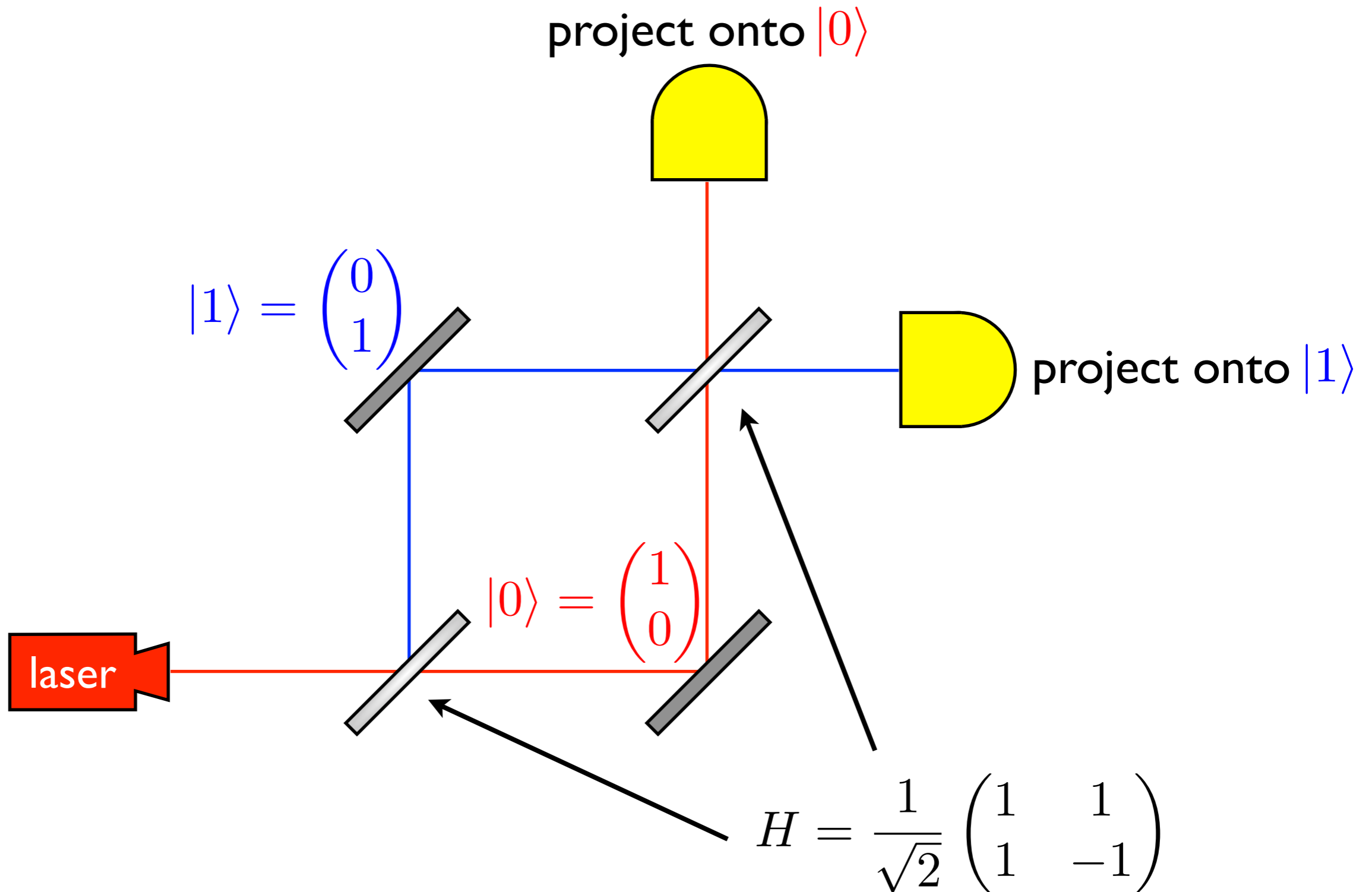


# Mathematical model

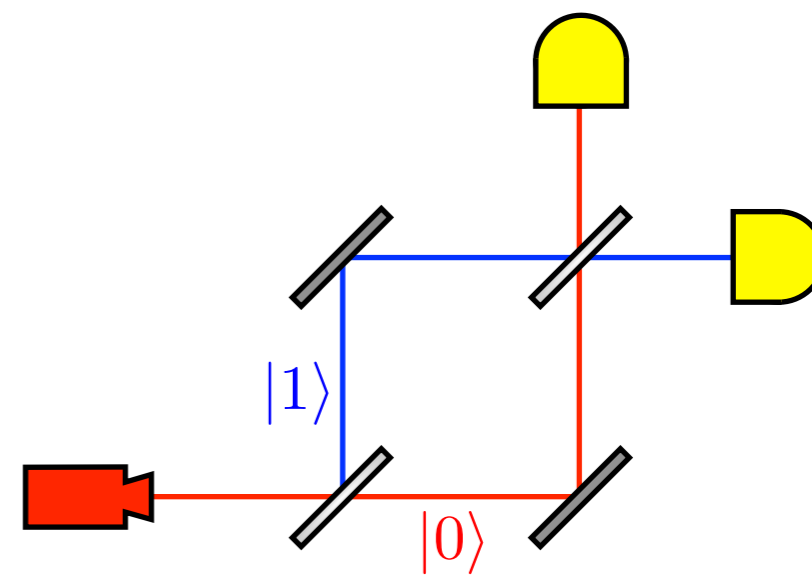




# Mathematical model

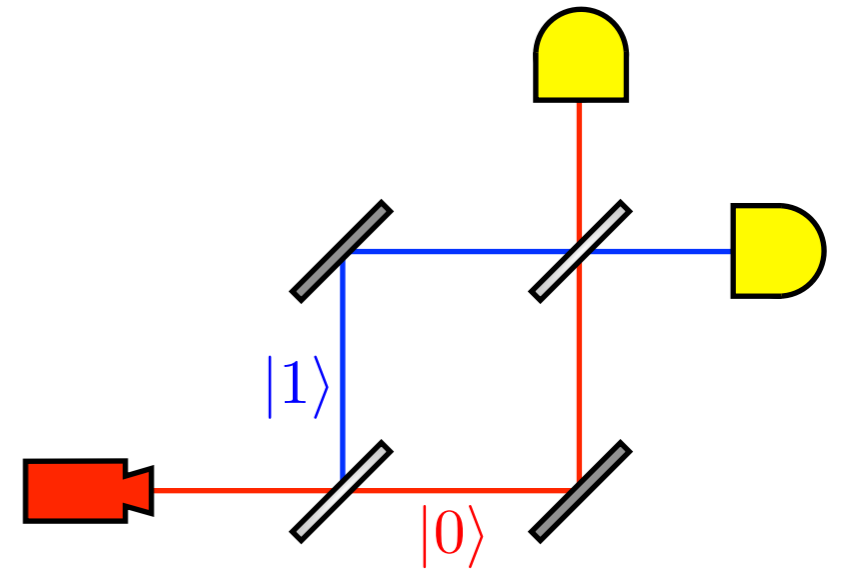


# Calculation



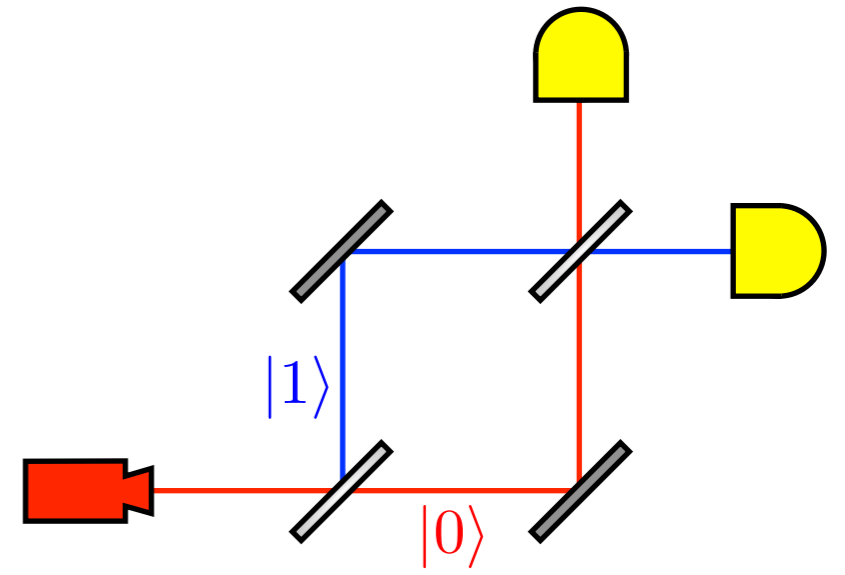
# Calculation

Initial state:



# Calculation

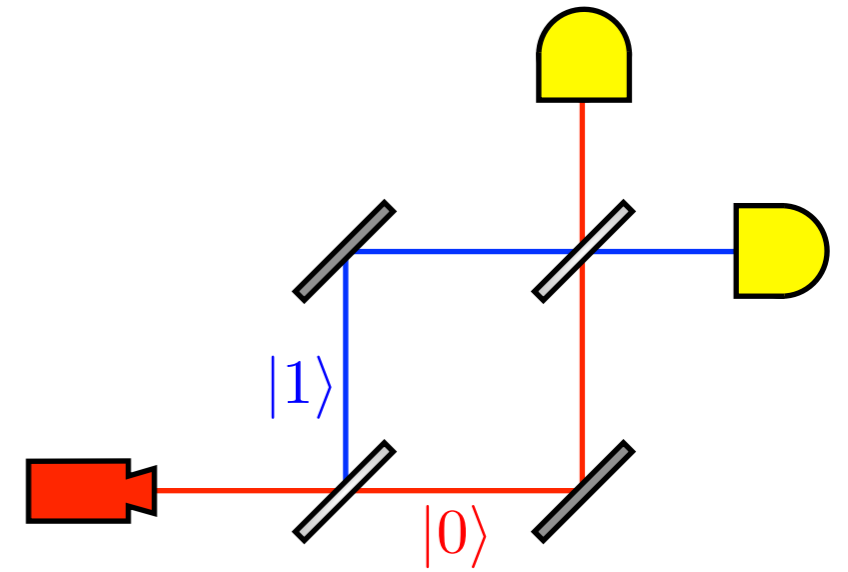
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$



# Calculation

Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

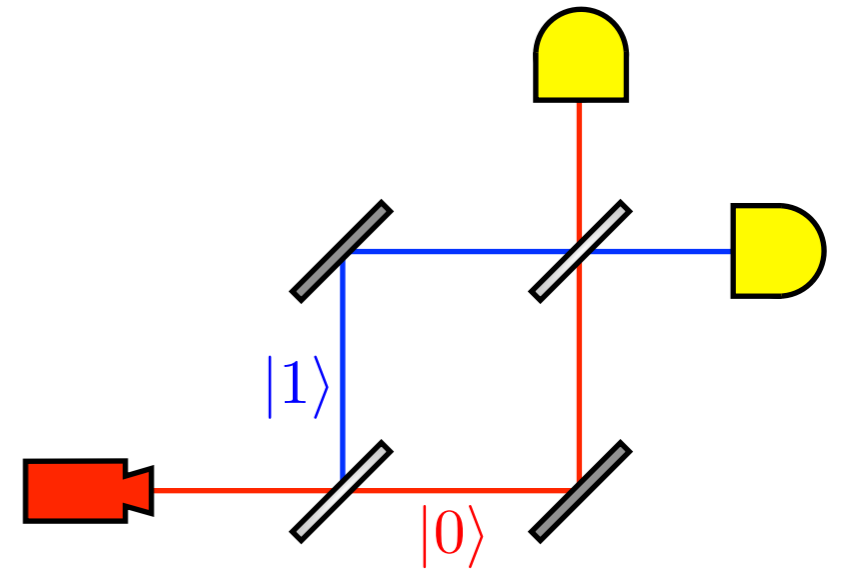


# Calculation

Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$H|0\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

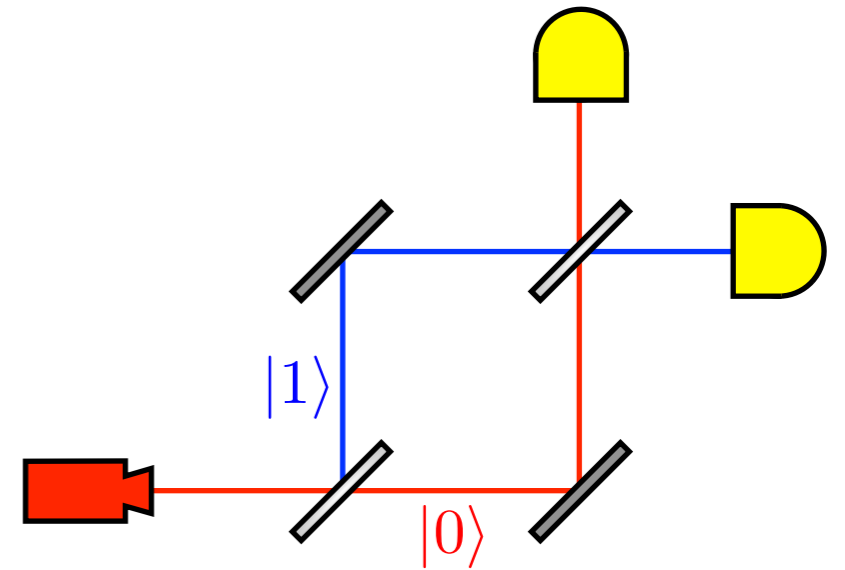


# Calculation

Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$



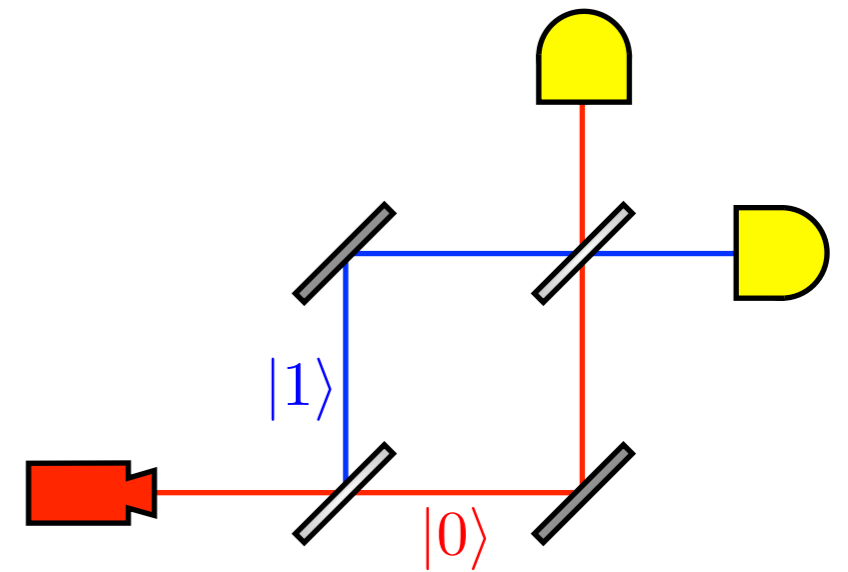
# Calculation

Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:





# Calculation

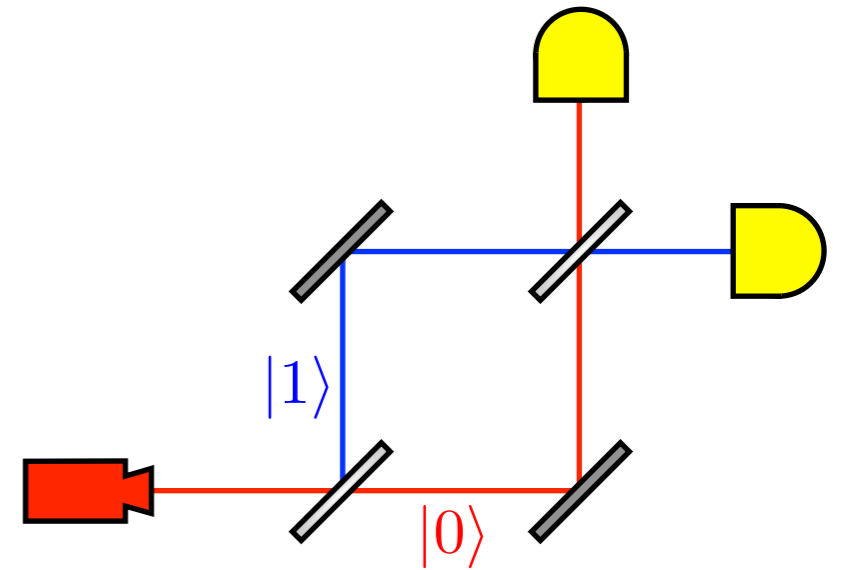
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

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



# Calculation

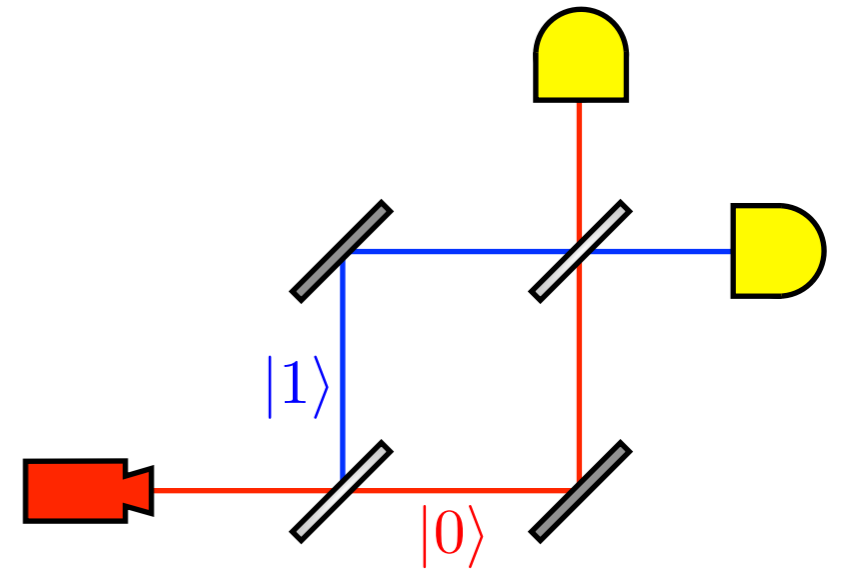
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

$$\begin{aligned} H \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} &= \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$



# Calculation

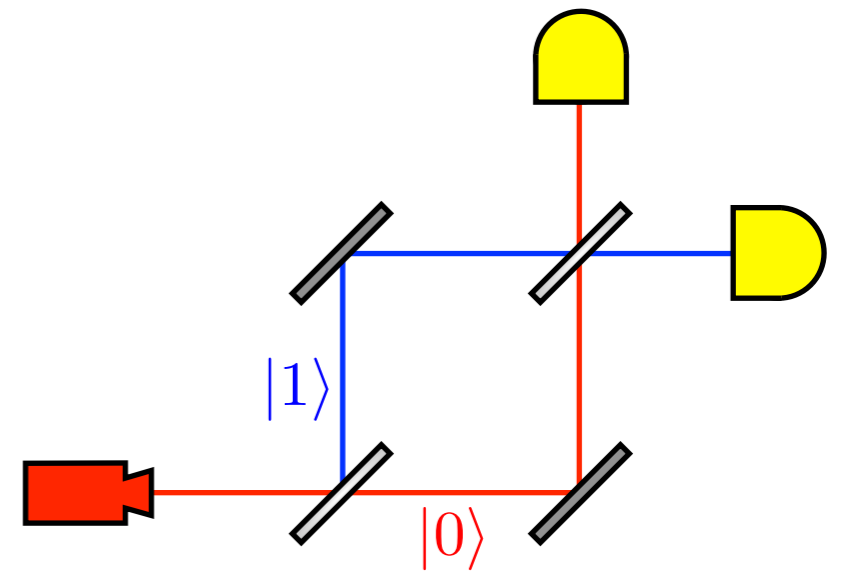
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

$$\begin{aligned} H \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} &= \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$



Probability of measuring  $|0\rangle$ :

# Calculation

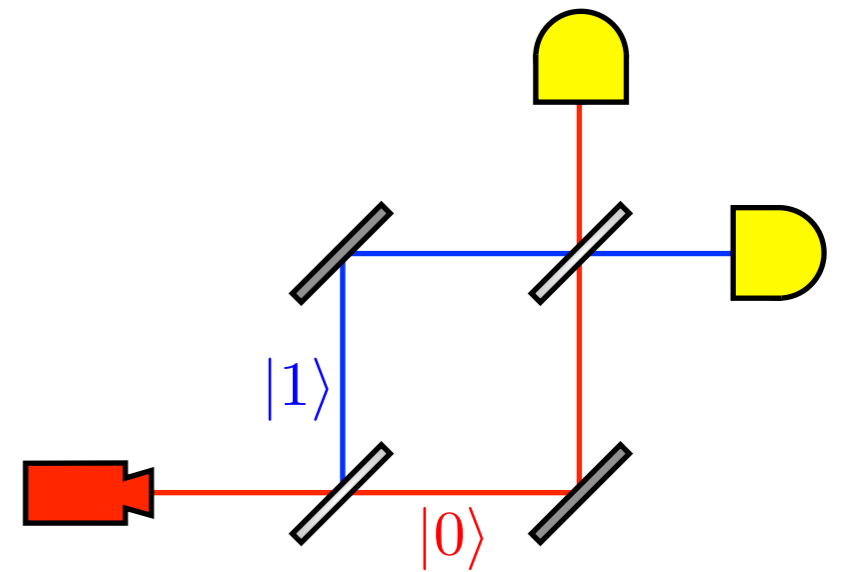
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

$$\begin{aligned} H \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} &= \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$



Probability of measuring  $|0\rangle$ :

$$|\langle 0|0\rangle|^2 = 1$$

# Calculation

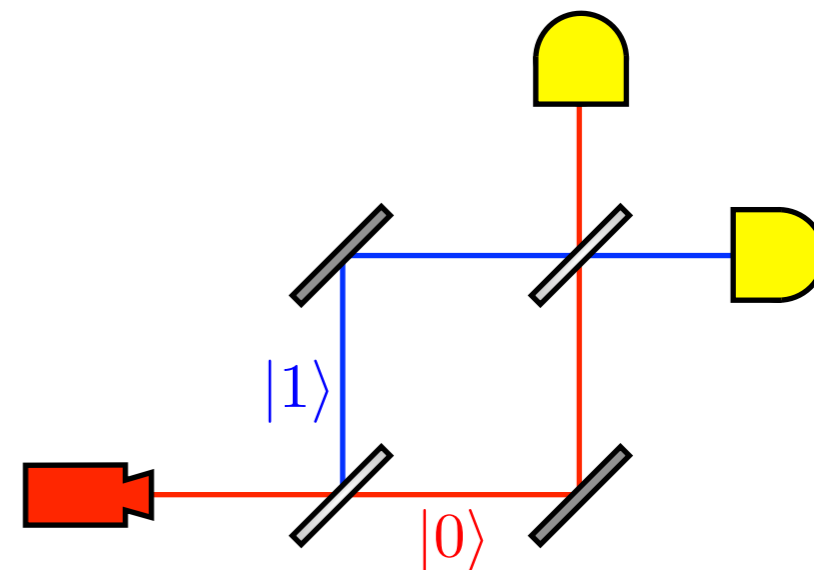
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

$$\begin{aligned} H \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} &= \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$



Probability of measuring  $|0\rangle$ :

$$|\langle 0|0\rangle|^2 = 1$$

Probability of measuring  $|1\rangle$ :

# Calculation

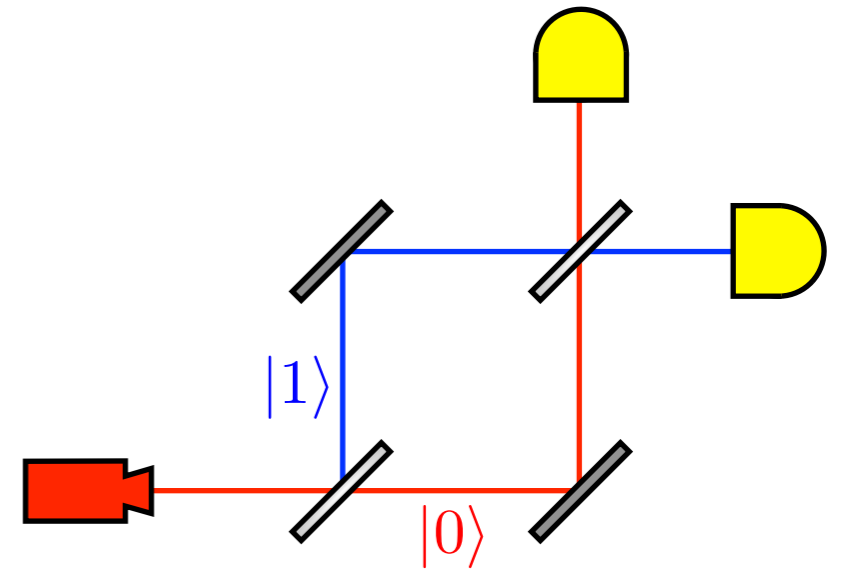
Initial state:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

After first beamsplitter:

$$\begin{aligned} H|0\rangle &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{aligned}$$

After second beamsplitter:

$$\begin{aligned} H \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} &= \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{aligned}$$



Probability of measuring  $|0\rangle$ :

$$|\langle 0|0\rangle|^2 = 1$$

Probability of measuring  $|1\rangle$ :

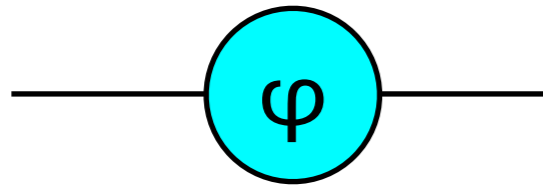
$$|\langle 1|0\rangle|^2 = 0$$

# Phase shifter

Another simple optical element is a phase shifter, which shifts the phase of the light passing through it by some amount.

# Phase shifter

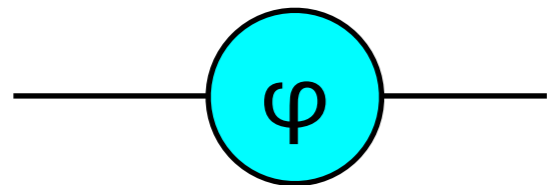
Another simple optical element is a phase shifter, which shifts the phase of the light passing through it by some amount.





# Phase shifter

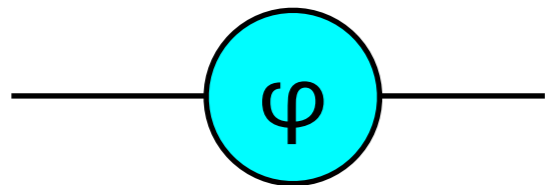
Another simple optical element is a phase shifter, which shifts the phase of the light passing through it by some amount.



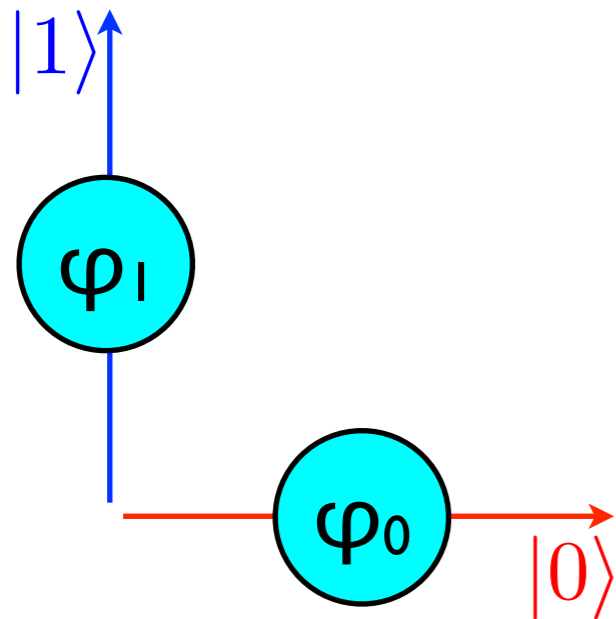
multiplies this portion of the state by  $e^{i\varphi}$

# Phase shifter

Another simple optical element is a phase shifter, which shifts the phase of the light passing through it by some amount.

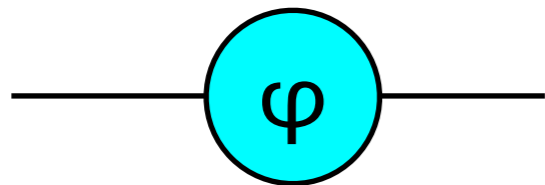


multiplies this portion of the state by  $e^{i\varphi}$

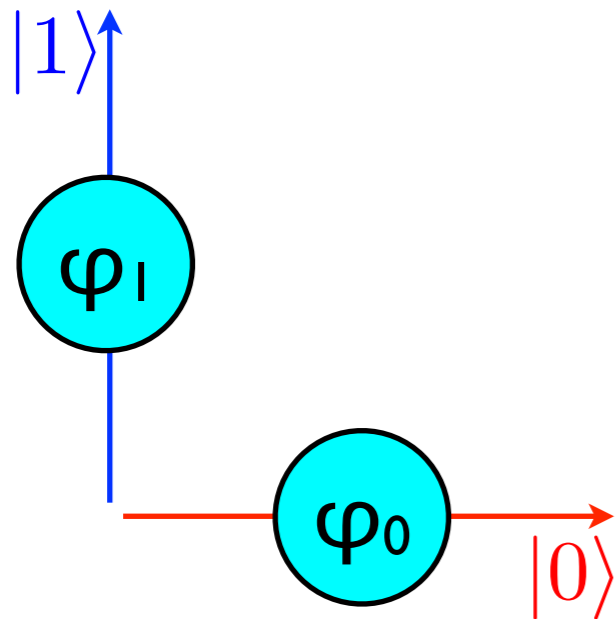


# Phase shifter

Another simple optical element is a phase shifter, which shifts the phase of the light passing through it by some amount.



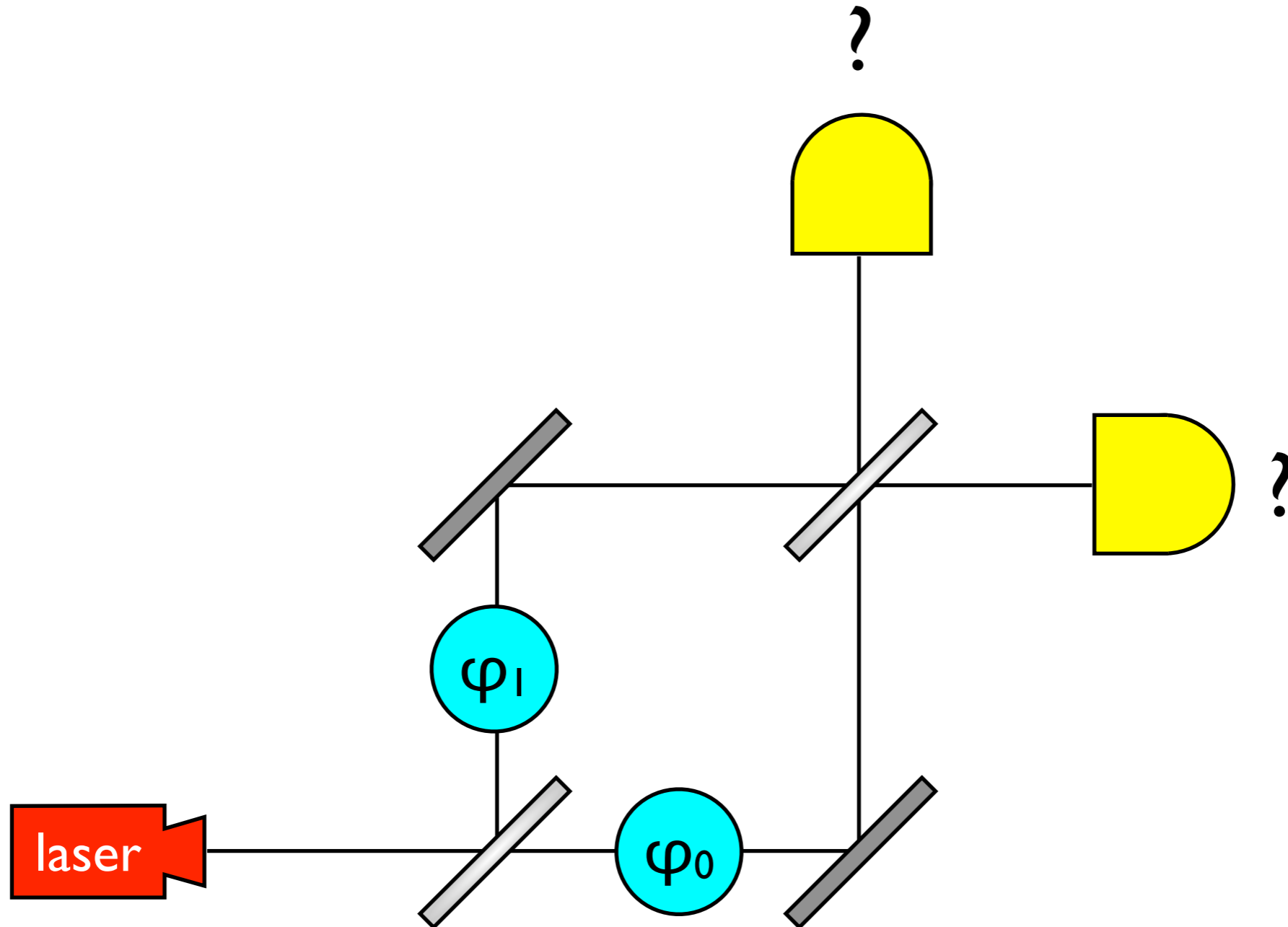
multiplies this portion of the state by  $e^{i\varphi}$



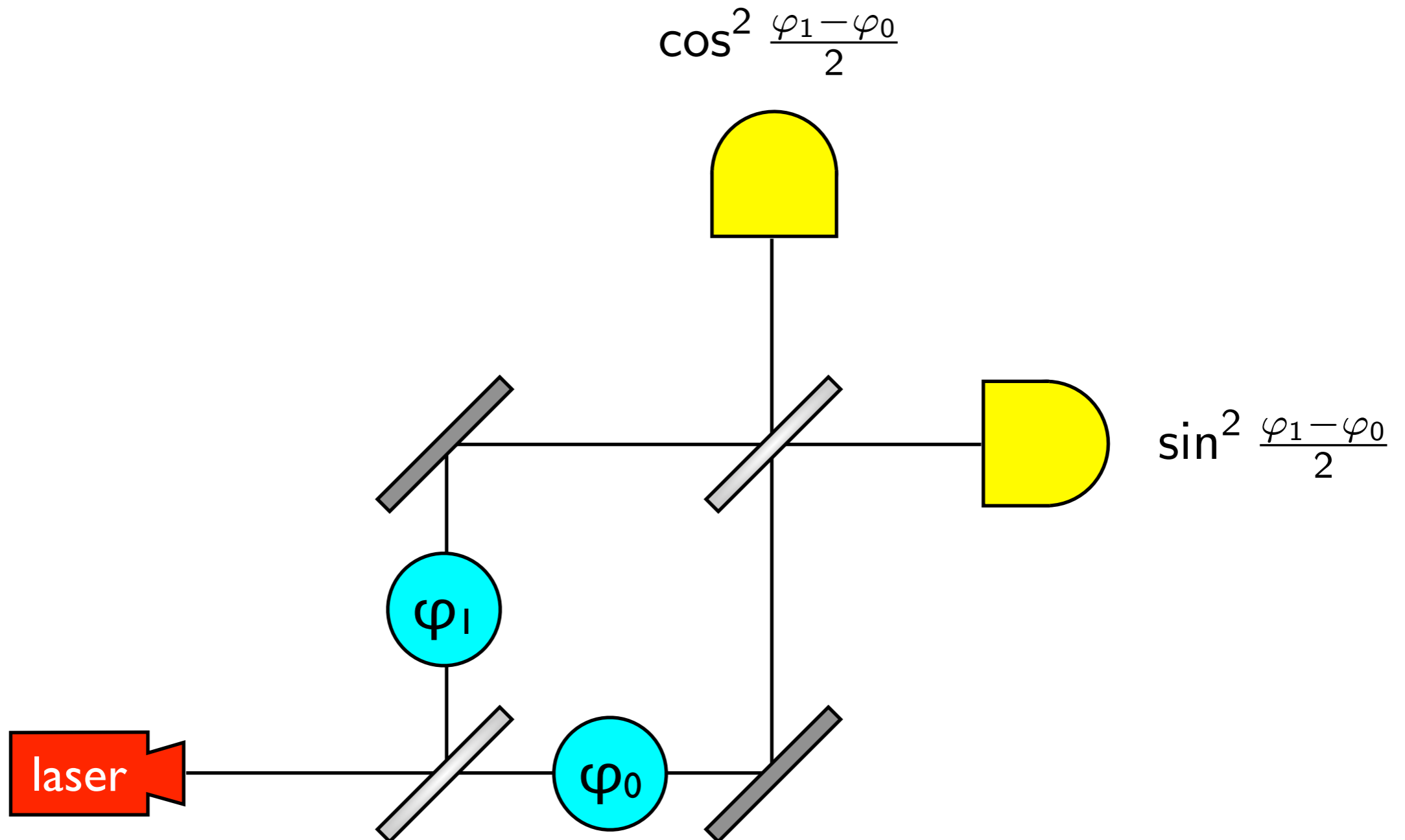
implements the unitary transformation

$$\begin{pmatrix} e^{i\varphi_0} & 0 \\ 0 & e^{i\varphi_1} \end{pmatrix}$$

# Exercise: Interferometry with phase shifts



# Exercise: Interferometry with phase shifts



# Deutsch's problem

Given: A function  $f: \{0,1\} \rightarrow \{0,1\}$   
(As a black box: You can call the function  $f$ , but you can't read its source code.)

Task: Determine whether  $f$  is constant.



# Deutsch's problem

Given: A function  $f: \{0,1\} \rightarrow \{0,1\}$

(As a black box: You can call the function  $f$ , but you can't read its source code.)

Task: Determine whether  $f$  is constant.



Four possible functions:

$x$	$f_1(x)$
0	0
1	0

$x$	$f_2(x)$
0	1
1	1

$x$	$f_3(x)$
0	0
1	1

$x$	$f_4(x)$
0	1
1	0

# Deutsch's problem

Given: A function  $f: \{0,1\} \rightarrow \{0,1\}$   
(As a black box: You can call the function  $f$ , but you can't read its source code.)

Task: Determine whether  $f$  is constant.



Four possible functions:

$x$	$f_1(x)$	$x$	$f_2(x)$
0	0	0	1
1	0	1	1

constant

$x$	$f_3(x)$	$x$	$f_4(x)$
0	0	0	1
1	1	1	0

not constant



# Deutsch's problem

Given: A function  $f: \{0,1\} \rightarrow \{0,1\}$   
(As a black box: You can call the function  $f$ , but you can't read its source code.)

Task: Determine whether  $f$  is constant.



Four possible functions:

$x$	$f_1(x)$	$x$	$f_2(x)$
0	0	0	1
1	0	1	1

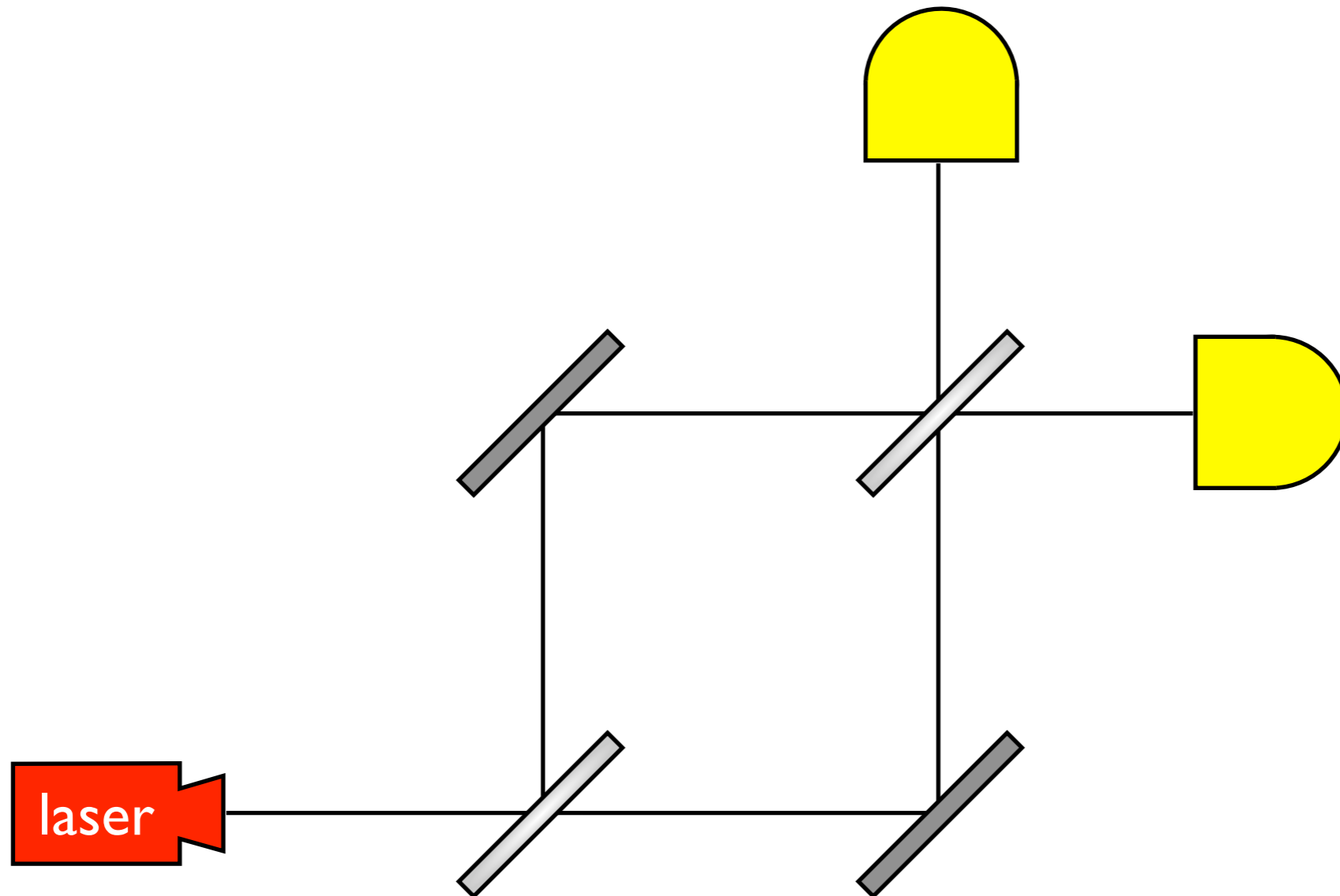
constant

$x$	$f_3(x)$	$x$	$f_4(x)$
0	0	0	1
1	1	1	0

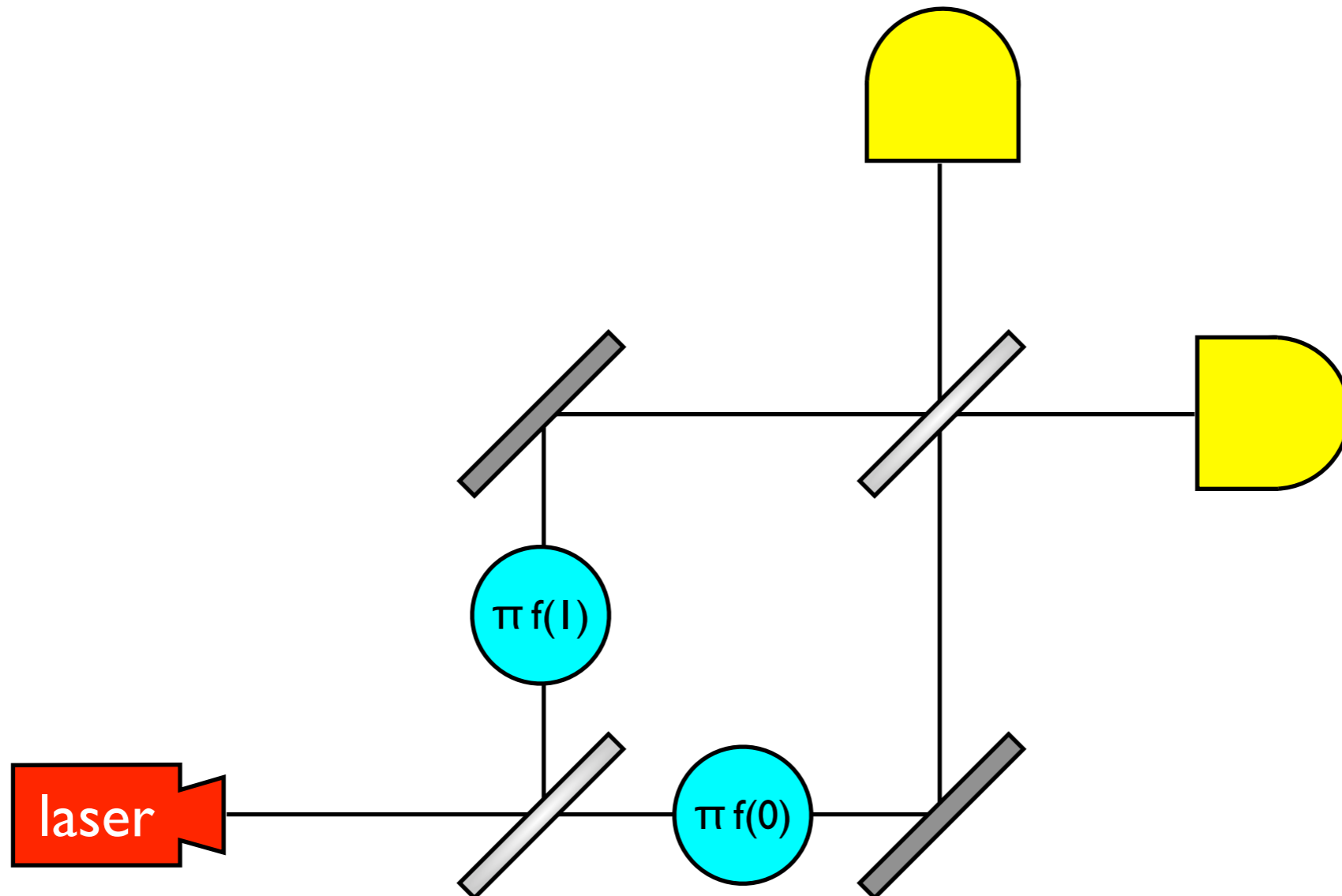
not constant

Classically, two function calls are required to solve this problem.

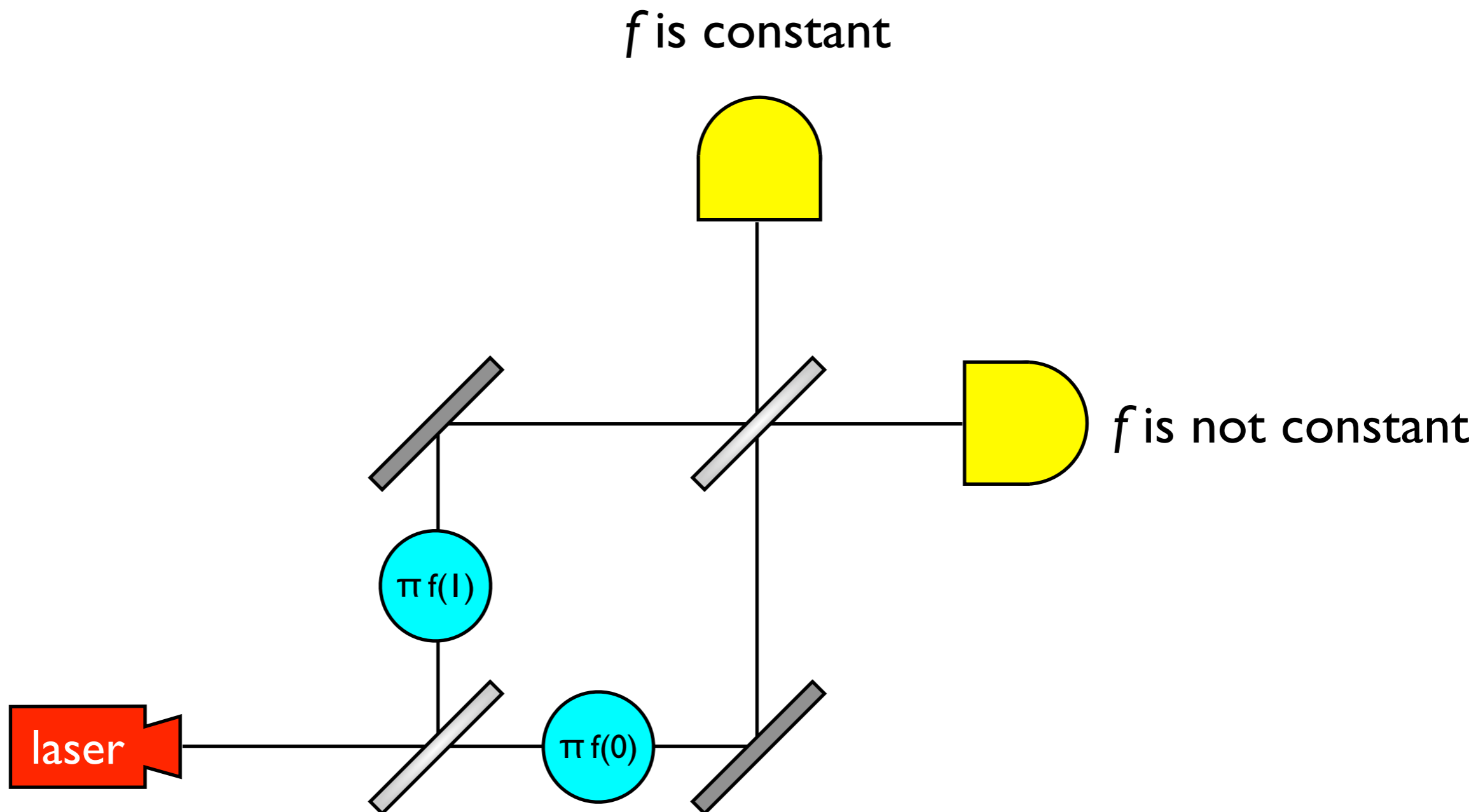
# Deutsch's algorithm as interferometry



# Deutsch's algorithm as interferometry



# Deutsch's algorithm as interferometry



# Exercise: More linear optics

What unitary transformation is implemented by the following optical setup?

