

Quantum 125c - Sean Carroll

4/3/17 ☺

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Lecture One

Web page : <http://preposterousuniverse.com/activities/physics125c>

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Professor's office hours :

Fridays 10:30 - noon, Downs/Lauritsen 401

TAs office hours :

Tuesdays 7:00 - 8:30 pm, Downs/Lauritsen 4th floor

Grading : 70% Problem Sets, 30% Final Exam

Problem Sets : roughly weekly, handed out
Wednesdays, due following Weds.
at 5:00 pm.

Usual 125 philosophy :

②

125 a/b take the non-relativistic Schrödinger equation

$$\left(-\frac{\hbar^2}{2m} \frac{\partial^2}{\partial x^2} + V(x)\right) \Psi(x, t) = i\hbar \frac{\partial}{\partial t} \Psi(x, t)$$

and beat it to death.

Then 125c is a grab bag of special topics.

This course: Subsystems & Entanglement.

Rough Outline:

① Basics of Subsystems & Entanglement

→ qubits, density matrices, entropy

② Measurement

→ Decoherence, Bell's Theorem, etc.

③ Foundations

→ Everett, Bohm, Dynamical Collapse

④ Quantum Info

→ circuits, algorithms

⑤ Quantum Field Theory

→ free-field vacuum.

Why are subsystems a big deal?

③

① Without subsystems, QM is trivial.

General Schrödinger equation:

$$\hat{H}|\Psi\rangle = i\partial_t |\Psi\rangle \quad (t=1)$$

Linear in $|\Psi\rangle$! Easy to solve.

Energy eigen basis: $\hat{H}|E_a\rangle = E_a|E_a\rangle$

$$|\Psi(0)\rangle = \sum_a v_a e^{i k_a} |E_a\rangle$$

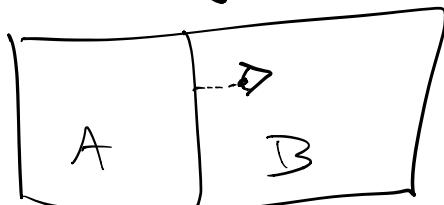
Then

$$|\Psi(t)\rangle = \sum_a v_a e^{-i(E_a t - \phi_a)} |E_a\rangle$$

time evolution = boring phases

QM is interesting when one subsystem interacts with another. Then:

- Subsystem evolution isn't unitary.
- Interaction picks out a basis that might not be $\{|E_a\rangle\}$.



Why subsystems matter: (4)

② There is only one real "system" — the entire universe.

Classically: separate states for each subsystem. (Direct product structure.)

Hilbert space is a tensor product:

$$\mathcal{H} = \mathcal{H}_A \otimes \mathcal{H}_B.$$

If $\{\lvert \phi_a \rangle_A\}$ is a basis for \mathcal{H}_A ,

and $\{\lvert \eta_b \rangle_B\}$ is a basis for \mathcal{H}_B ,

elements of \mathcal{H} are arbitrary superpositions:

$$\lvert \psi \rangle = \sum_{ab} \psi_{ab} \lvert \phi_a \rangle_A \otimes \lvert \eta_b \rangle_B.$$

Note! $\dim(A \times B) = \dim A + \dim B$.

$\dim(A \otimes B) = (\dim A) \cdot (\dim B)$. Bigger!

elements of \mathcal{H} are typically not of the form

$$\left(\sum_a \psi_a^{(A)} \lvert \phi_a \rangle_A \right) \cdot \left(\sum_b \psi_b^{(B)} \lvert \eta_b \rangle_B \right).$$

There is only one wave function — the wave function of the universe.

Why subsystems matter:

(5)

(3) QM is mysterious because measurement is mysterious.

And measurement is all about interactions between subsystems.

$$\rho = \rho_{\text{system}} \otimes \rho_{\text{observer}}$$

$$|\Psi\rangle = \frac{1}{\sqrt{2}}(|+\rangle_{\text{sys}} + |-\rangle_{\text{sys}}) \otimes |0_{\text{ready}}\rangle_{\text{obs}}$$

$$\xrightarrow{\text{time}} \frac{1}{\sqrt{2}}|+\rangle_{\text{sys}} \otimes |0_+\rangle_{\text{obs}} + \frac{1}{\sqrt{2}}|-\rangle_{\text{sys}} \otimes |0_-\rangle_{\text{obs}}$$

All the mystery of "interpreting" QM is how to think about this.

(4) Entanglement opens new doors.

↳ a relation between subsystems.

Quantum teleportation, cryptography, computation — all about entanglement.

Maybe even the origin of spacetime itself.

"nearby" $\hat{=}$ "more entangled"

Qubits

(6)

2-dim quantum systems. $\mathcal{H} = \mathbb{C}^2$.

[cf. 1 non-relativistic particle: $\dim \mathcal{H} = \infty$.]

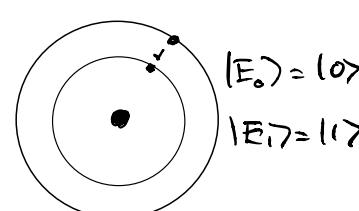
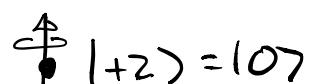
Classical bit: 0 or 1

Qubit: $|k\rangle = \alpha|0\rangle + \beta|1\rangle$, $|\alpha|^2 + |\beta|^2 = 1$

$\{|0\rangle, |1\rangle\}$ = "standard" or "computational" basis.

N.B.: # of distinct qubits = ∞ .

Examples:

- photon polarization  or 
 $|0\rangle = |RH\rangle$ $|1\rangle = |LH\rangle$
- atomic electron in lowest two energy orbitals

 $|E_0\rangle = |0\rangle$
 $|E_1\rangle = |1\rangle$
- Spin- $1/2$ fermions
(electrons, ν 's, quarks, nuclei, etc.)

 $|+z\rangle = |0\rangle$ $| -z\rangle = |1\rangle$

- Flux in a superconducting loop



$$|0\rangle = |\text{clockwise}\rangle$$

$$|1\rangle = |\text{counterclockwise}\rangle$$

Bloch Sphere

Global phase $e^{i\gamma}$ doesn't matter to $| \psi \rangle$. $\textcircled{7}$

So choose $\alpha \in \mathbb{R}^+$ in $| \psi \rangle = \alpha | 0 \rangle + \beta | 1 \rangle$.

\therefore we can write

$$\alpha = \cos \frac{\theta}{2}, \quad \beta = e^{i\phi} \sin \frac{\theta}{2},$$

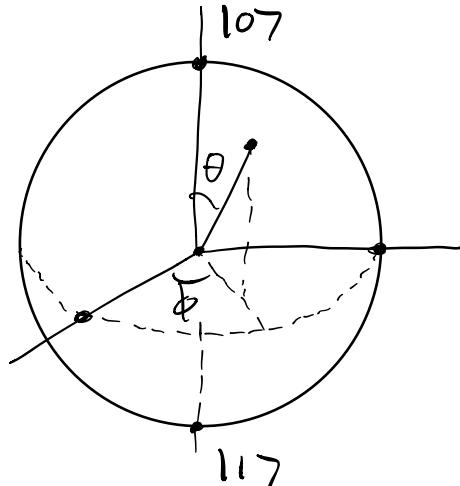
$$0 \leq \theta \leq \pi, \quad 0 \leq \phi \leq 2\pi.$$

Parameterizes a sphere!

Bloch sphere:

$| 0 \rangle \leftrightarrow \theta = 0, \text{ N. pole}$

$| 1 \rangle \leftrightarrow \theta = \pi, \text{ S. pole}$



Qubits as spins in $x/y/z$

(8)

Pauli matrices: $X = \sigma_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

$$Y = \sigma_y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$

$$Z = \sigma_z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Traceless, Hermitian, $\{\sigma_i, \sigma_j\} = 2\delta_{ij}\mathbb{1}_{2x2}$.

Eigen vectors:

$$X: |+x\rangle \equiv |+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$$

$$|-x\rangle \equiv |-\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

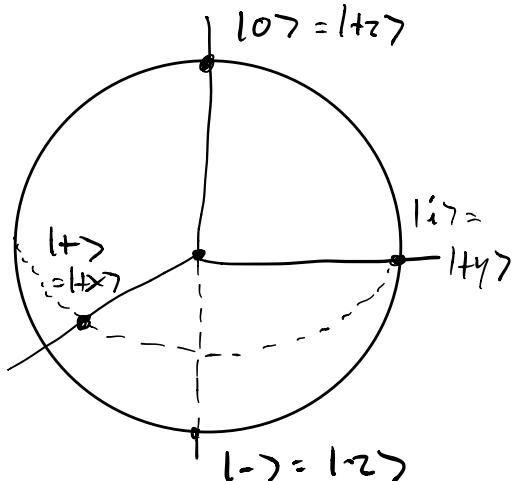
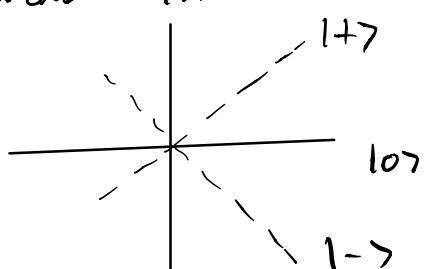
$$Y: |+y\rangle \equiv |+i\rangle = \frac{1}{\sqrt{2}}(|0\rangle + i|1\rangle)$$

$$|-y\rangle \equiv |-i\rangle = \frac{1}{\sqrt{2}}(|0\rangle - i|1\rangle)$$

$$Z: |+z\rangle = |0\rangle$$

$$|-z\rangle = |1\rangle$$

Sometimes we
just draw:



Evolution

(9)

Schrödinger Eq. applies to qubits as it does to anything else.

$$\hat{H}|\psi\rangle = i\partial_t |\psi\rangle$$

Matrix form:

$$H = \begin{pmatrix} H_{00} & H_{01} \\ H_{10} & H_{11} \end{pmatrix}$$

Diagonalize:

$$\hat{H}|E_i\rangle = E_i|E_i\rangle$$

$$H = \begin{pmatrix} E_1 & 0 \\ 0 & E_2 \end{pmatrix}$$

$$|\psi(t)\rangle = \psi_1 e^{-iE_1 t} |E_1\rangle + \psi_2 e^{-iE_2 t} |E_2\rangle$$

But of course we can write time evolution in terms of a unitary operator:

$$|\psi(t)\rangle = e^{-i\hat{H}t} |\psi(0)\rangle = \hat{U}(t) |\psi(0)\rangle$$

$$\hat{U} = e^{-i\hat{H}t}, \quad \hat{U}^\dagger \hat{U} = 1$$

Often w/ qubits we'll just use "unitaries" directly, rather than worrying about \hat{H} .