The Quantum World

A Rapid Introduction: Day 1

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This workshop is designed as a brief but mathematically rigorous introduction to quantum science and technology for the tech enthusiast. If at the end of this workshop you still feel bewildered by the perplexity that is quantum mechanics, rest in the comfort that even the best minds have struggled with attaining a true grasp of this aspect of reality.

> "If quantum mechanics hasn't profoundly shocked you, you haven't understood it yet."

- Niels Bohr



2 A Dive into Superposition





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Why Quantum Mechanics: Applications



Figure: MRI (NMR)

RW (SUTD)

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Why Quantum Mechanics: Applications





Figure: Processors

Figure: MRI (NMR)

RW (SUTD)

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Why Quantum Mechanics: Applications







Figure: Processors

Figure: Fiber Optics

Figure: MRI (NMR)

RW (SUTD)



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- One of these experiments is the Young's double slit experiment which led to the notion of *wave-particle duality*.

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- A *plane wave* of light is then incident on the 2 consecutive barriers, passing through the single slit then the double slit.
- Upon transmission through the apertures, the wave-nature of light causes *diffraction*.
- As a result, the outgoing diffracted waves overlap, causing a superposition of wave amplitudes and bright and dark fringes on a detector.



Figure: Young's Double Slit Experiment

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- The classical expectation of this experiment would be that the electrons would behave just as billiard balls being thrown through the slits.
- What was seen by Davisson and Germer was in fact an interference pattern on the screen, exactly as what Young did for light!
- This bizarre result gave rise to the notion of *wave-particle duality*, and matter could no longer be thought of deterministic chunks as they were believed to be in classical physics.



Davisson and Germer Double Slit Experiment

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This result, along with the postulates of *photons* by **Einstein** and *matter waves* by **de Broglie**, breathed life into the following equations:

$$egin{array}{ll} E = h
u \ p = rac{h}{\lambda} \end{array}$$

where *E* is the photon energy, ν is the frequency of light, λ is the wavelength of light and $h = 6.62 \times 10^{-34}$ Js is known as the *Planck's constant*, with its origins come from the *ultraviolet catastrophe*.

Linearity

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1 Why Quantum Mechanics







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- Interferometry is a class of experimental techniques that superimposes electromagnetic waves and exploits the properties of interference to gather information.



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- To perform mathematical operations on these states, we can construct a *representation* of these states with vectors of a 2D complex vector space.

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This means that an arbitrary state in this vector space is written as:

$$|\psi\rangle = \alpha \begin{bmatrix} \mathbf{1} \\ \mathbf{0} \end{bmatrix} + \beta \begin{bmatrix} \mathbf{0} \\ \mathbf{1} \end{bmatrix} = \begin{bmatrix} \alpha \\ \beta \end{bmatrix}, \ \alpha, \beta \in \mathbb{C}$$

The action of the beam splitters and mirrors on the photons can be modelled as linear transformations (2×2 matrix representations) on $|\psi\rangle$.

Definition

Given a linear transformation $T: V \to U$ and the bases for V and U being $B_V = \{\vec{v}_j\}_{j=1}^{|V|}$ and $B_U = \{\vec{u}_j\}_{j=1}^{|U|}$ respectively, then we have:

$$T(\vec{v}_j) = \sum_i a_{ij} \vec{w}_i \tag{1}$$

where a_{ij} are the entries of the matrix representation of T with respect to B_V and B_U .
A Dive into Superposition: Matrix Representation

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A Dive into Superposition: Matrix Representation

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- We have to enforce *unitarity* which allows $|||\psi\rangle||^2$ to be invariant as unity because of probability theory.

$$\|(BS) |\psi\rangle\|^{2} = \left\| \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} \right\|^{2} = 1$$

$$\Rightarrow ((BS) |\psi\rangle)^{\dagger} (BS) |\psi\rangle = (|\psi\rangle)^{\dagger} (BS)^{\dagger} (BS) |\psi\rangle = 1$$

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- Any classical approach would fail with 100% certainty.
- An Elitzur-Vaidman bomb is a bomb with a photo-detector used as its trigger. If the bomb is working, a single photon incident on the photo-detector would cause the bomb to go off.



Figure: Elizur-Vaidman Bomb Detection Set-Up

• First we work with a bomb that is not working (will not explode under any circumstance).

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- Consider a photon entering the upper channel $|u\rangle$. After passing through the first beam splitter:

$$(BS1)\ket{u} = rac{1}{\sqrt{2}} egin{bmatrix} 1 & 1 \ 1 & -1 \end{bmatrix} egin{bmatrix} 1 \ 0 \end{bmatrix} = rac{1}{\sqrt{2}} egin{bmatrix} 1 \ 1 \end{bmatrix}$$

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• The 'split' photon continues to pass through BS2.

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• The result of a defective bomb is that we will **always** get a reading from D2.

RW (SUTD)

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- Evidently if the photon does in fact enter the lower path, the bomb detonates and the experiment is undoubtedly over (not too great).
- But if the photon enters the upper path:

$$(BS2) |u\rangle = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$
(2)

• Amazingly, we retrieve the same result with an equal probability for the beams to be detected by D1 and D2!

RW (SUTD)

Detector outcomes	$\mathbb{P}_{defective}$	$\mathbb{P}_{working}$
Photon enters D1	0	1/4
Photon enters D2	1	1/4
Bomb is detonated	0	1/2

Table: Elitzur-Vaidman Bomb Detection Outcomes

We are able to detect a working Elitzur-Vaidman obomb without detonating it with a 1/4 probability.

Break

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2 A Dive into Superposition

Quantum Promotions

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- Probability Density of the wave function:

Definition

The **probability density** $\rho(\vec{x}, t)$, of a wavefunction is the probability per unit volume of locating a particle at some position.

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• This nicely mirrors the unit-norm condition imposed on quantum states in the Mach-Zehnder interferometry experiment.

RW (SUTD)

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• Taking a second derivative with respect to x:

$$-\frac{\hbar^2}{2m}\frac{\partial^2}{\partial x^2}\Psi(x,t)=\frac{p^2}{2m}\Psi(x,t)=E\Psi(x,t)$$

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The **kinetic energy operator** which acts on a wave function described in the position basis is defined as,

$$\hat{E} = \frac{\hat{p}^2}{2m} = -\frac{\hbar^2}{2m}\frac{\partial^2}{\partial x^2}$$

Can you construct the position operator \hat{x} ?

Can you construct the position operator \hat{x} ? (*Hint: Think about the simplest form of an operator that can act on a wave function to give you the position x.*)

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- Amazingly, taking both the time and 2 spatial derivatives extract the energy of the wave function!
- Putting these results together, we get the **free-particle Schrödinger** equation (FPSE):

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

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$$\hat{H} = -\frac{\hbar^2}{2m}\frac{\partial^2}{\partial x^2} + V(x)$$
Quantum Promotions: The Schrödinger Equation

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• We extend the kinetic energy operator in the FPSE with the Hamiltonian to get the **time-dependent Schrödinger equation**:

$$i\hbar \frac{\partial}{\partial t} \Psi(x,t) = \hat{H} \Psi(x,t)$$

RW (SUTD)

Thank you! https://tinyurl.com/TQWday1

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