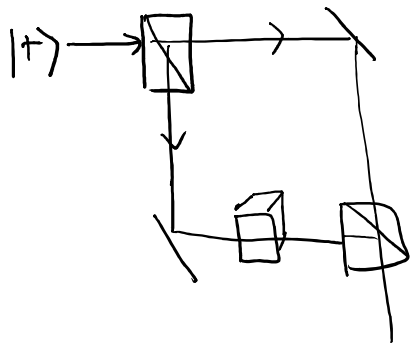


Goals

- Analyze bomb detection
- Describe unitaries



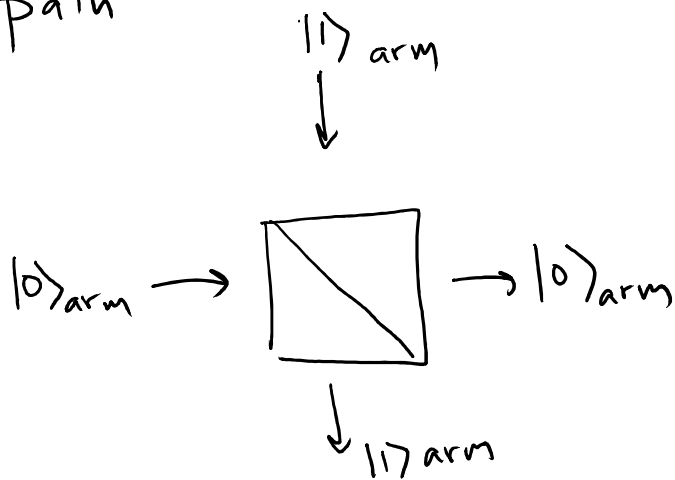
Photon is in a superposition
of multiple paths
positions
locations

Big Idea: Put bomb in one path. Less likely to explode,
and maybe can learn something without exploding

Mathematically, 1 photon described by polarization
and path: 2 qubits!

$|\psi\rangle_P |\phi\rangle_A$
 ↑ polarization ↑ path (A for "arm")

Beamsplitter is an operation that entangles polarization + path



How does beamsplitter affect standard basis:

$$|0\rangle_P |0\rangle_A \rightarrow |0\rangle_P |0\rangle_A \iff$$

$$|0\rangle_P |1\rangle_A \rightarrow |0\rangle_P |1\rangle_A$$

$$|1\rangle_P |0\rangle_A \rightarrow |1\rangle_P |1\rangle_A$$

$$|1\rangle_P |1\rangle_A \rightarrow |1\rangle_P |0\rangle_A$$

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

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

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

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

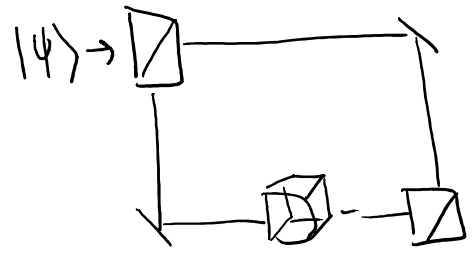
What transforms vectors... matrices!

$$U_{BS} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

* only certain types of matrices are allowed. will discuss which later

New part of Quantum Mechanics: Quantum Operations
"Gates"

Effect of Bomb in Path



Bomb measures which arm photon is in

$|1\rangle_A \rightarrow$ explosion

$|0\rangle_A \rightarrow$ no explosion

If input state is

$$|\psi\rangle = (a|0\rangle + b|1\rangle)_P |0\rangle_A \xrightarrow{\text{Beamsplitter}} a|0\rangle_P |0\rangle_A + b|1\rangle_P |1\rangle_A$$

w/prob $|a|^2$
 $|0\rangle_P |0\rangle_A$
 No explosion

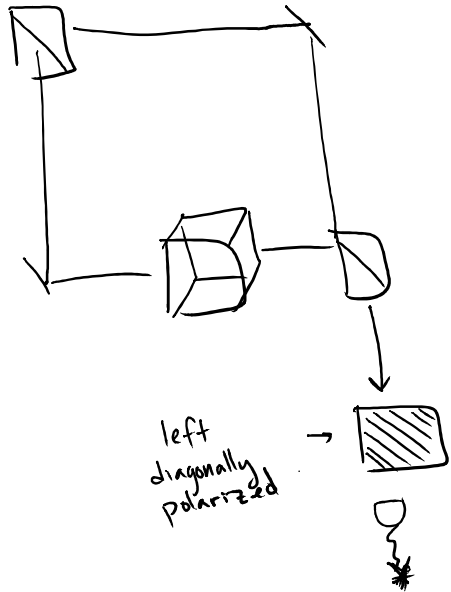
STATE COLLAPSE FROM BOMB

w/prob $|b|^2$
 $|1\rangle_P |1\rangle_A$
 EXPLOSION

(This is a special case of "partial measurement." We will discuss general case for teleportation.)

right diagonally
↓ polarized

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



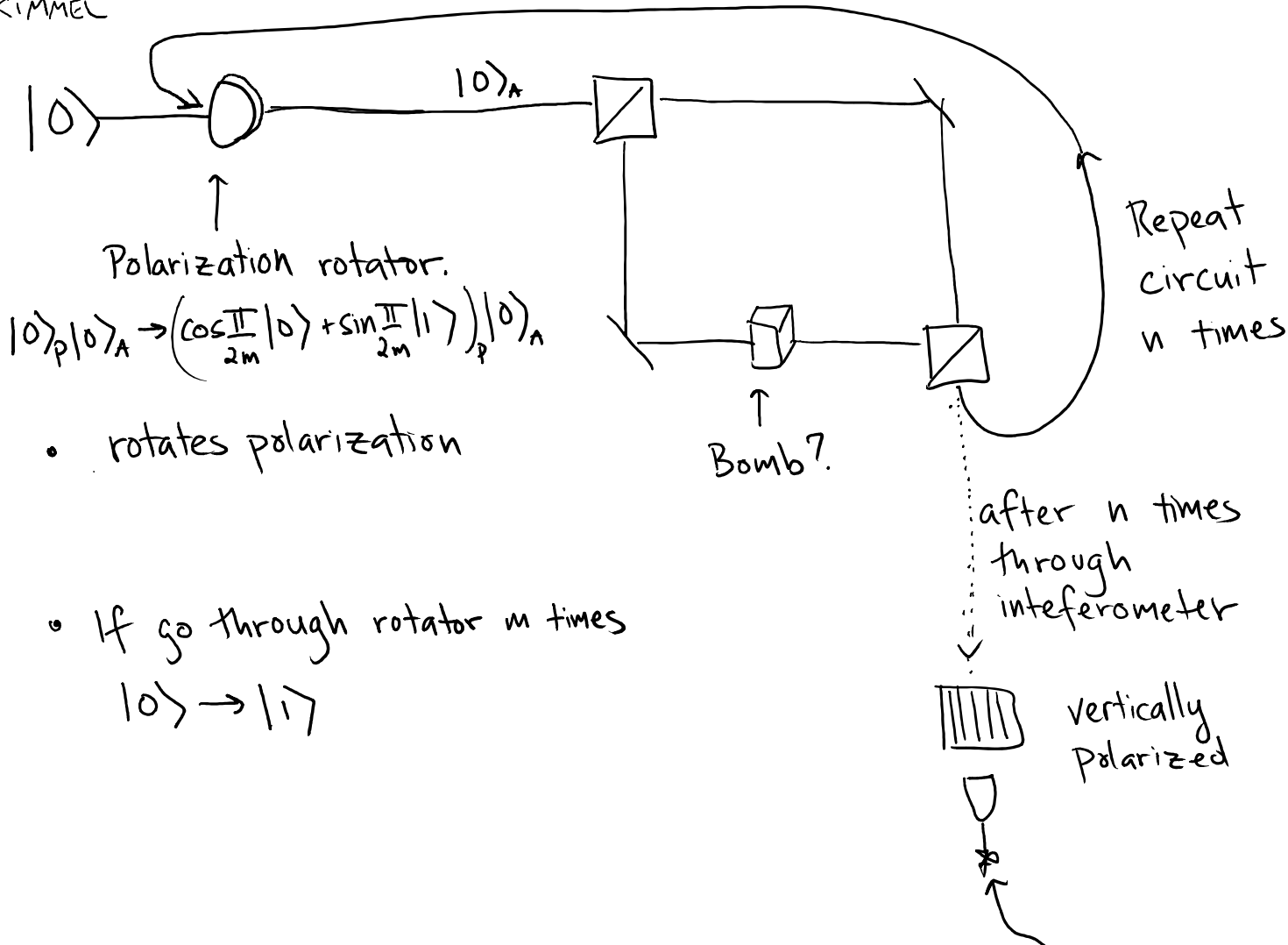
left diagonally polarized

- Dad : 100% no detection light
- Bomb: 50% bomb explodes

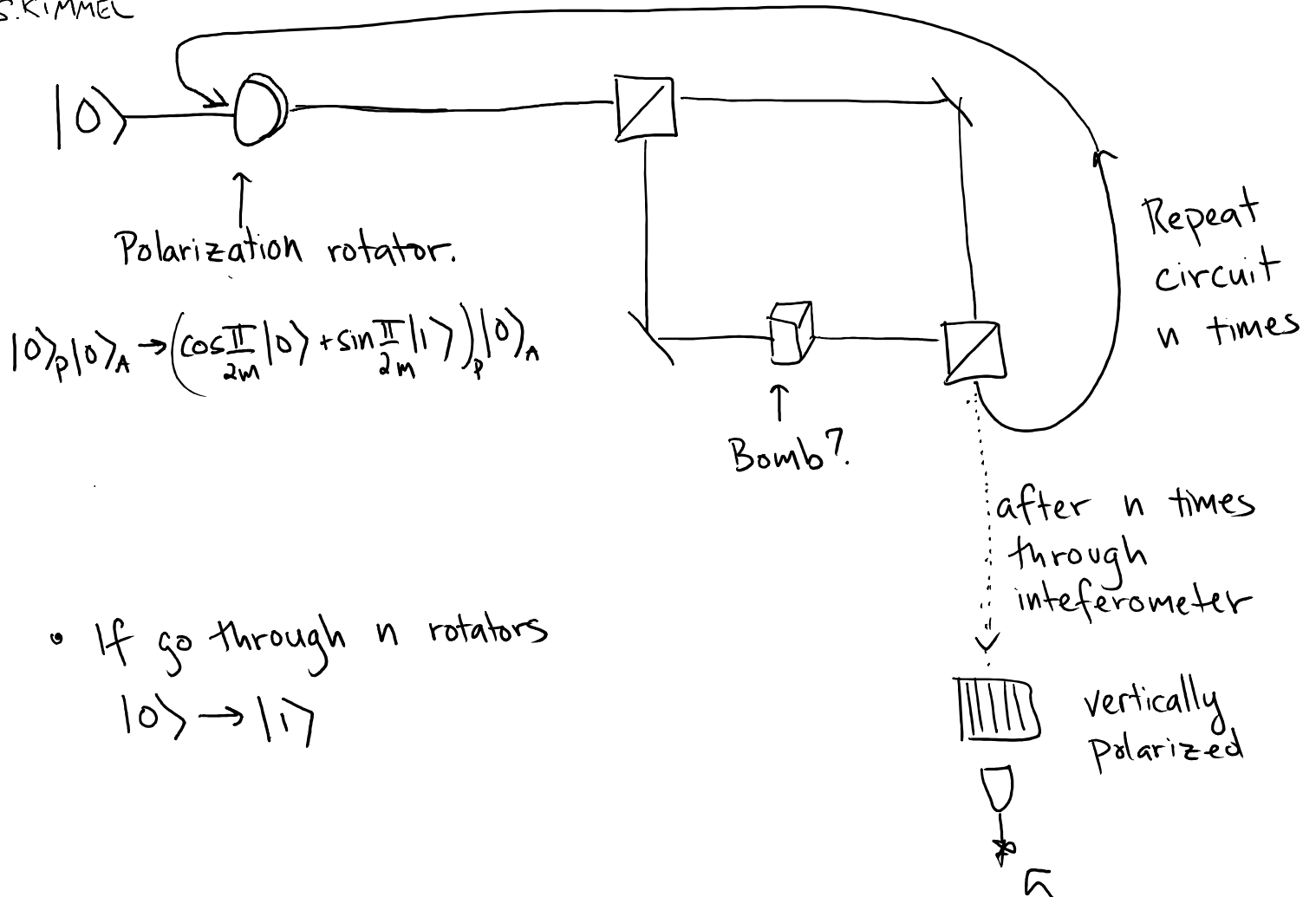
25%	detect photon
25%	no detection

There is a bomb, but you didn't blow it up!
You can save it for a rainy day ;)

Can detect an object without shining light on it!



- 1) If dud, what is probability of photon detection if choose $m=n$?
- 2) If bomb, what is probability of no explosion?
- 3) If bomb but no explosion, what is probability of detection?

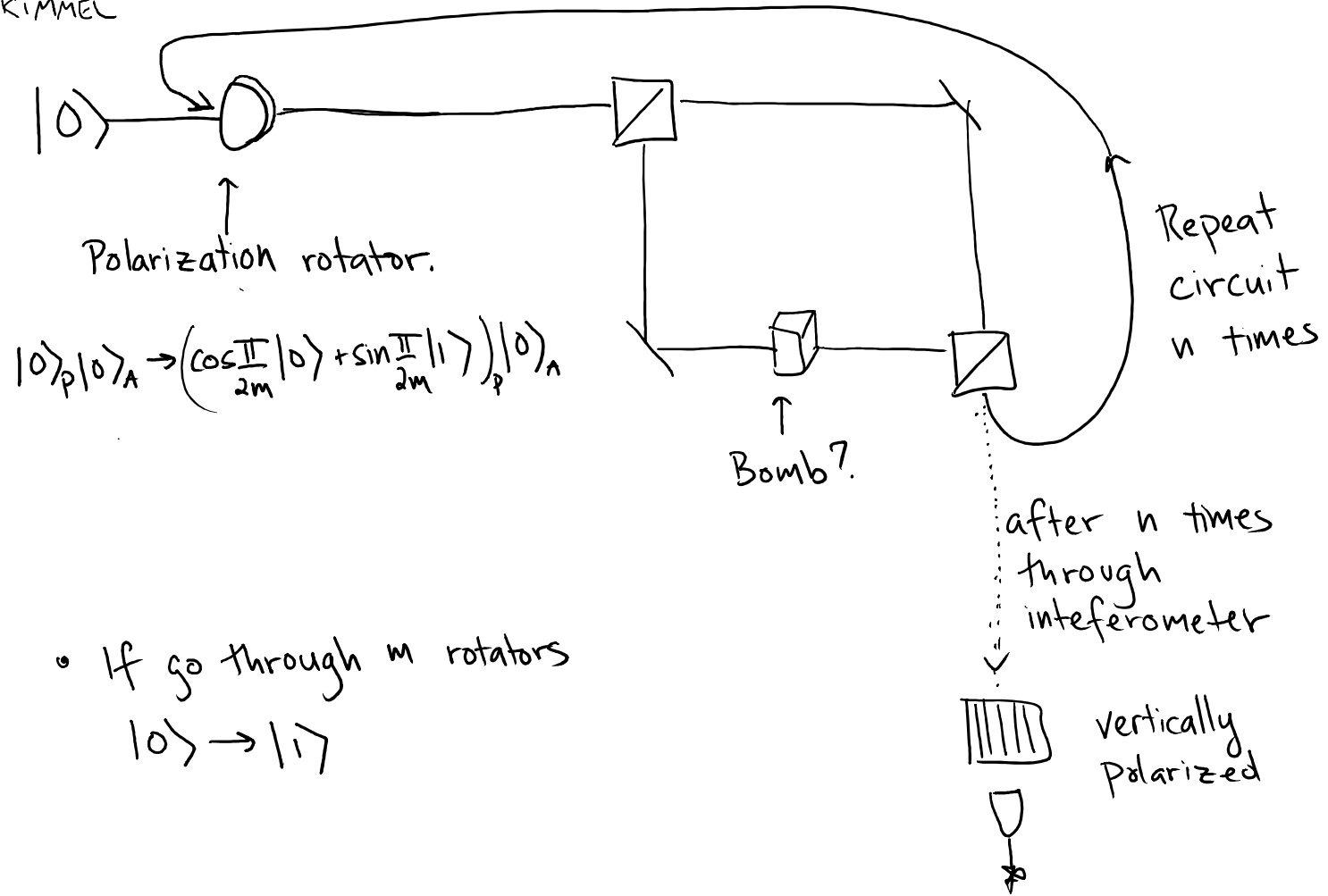


$$|0\rangle_P |0\rangle_A \rightarrow \left(\cos\frac{\pi}{2m} |0\rangle + \sin\frac{\pi}{2m} |1\rangle \right)_P |0\rangle_A$$

- If go through n rotators
 $|0\rangle \rightarrow |1\rangle$

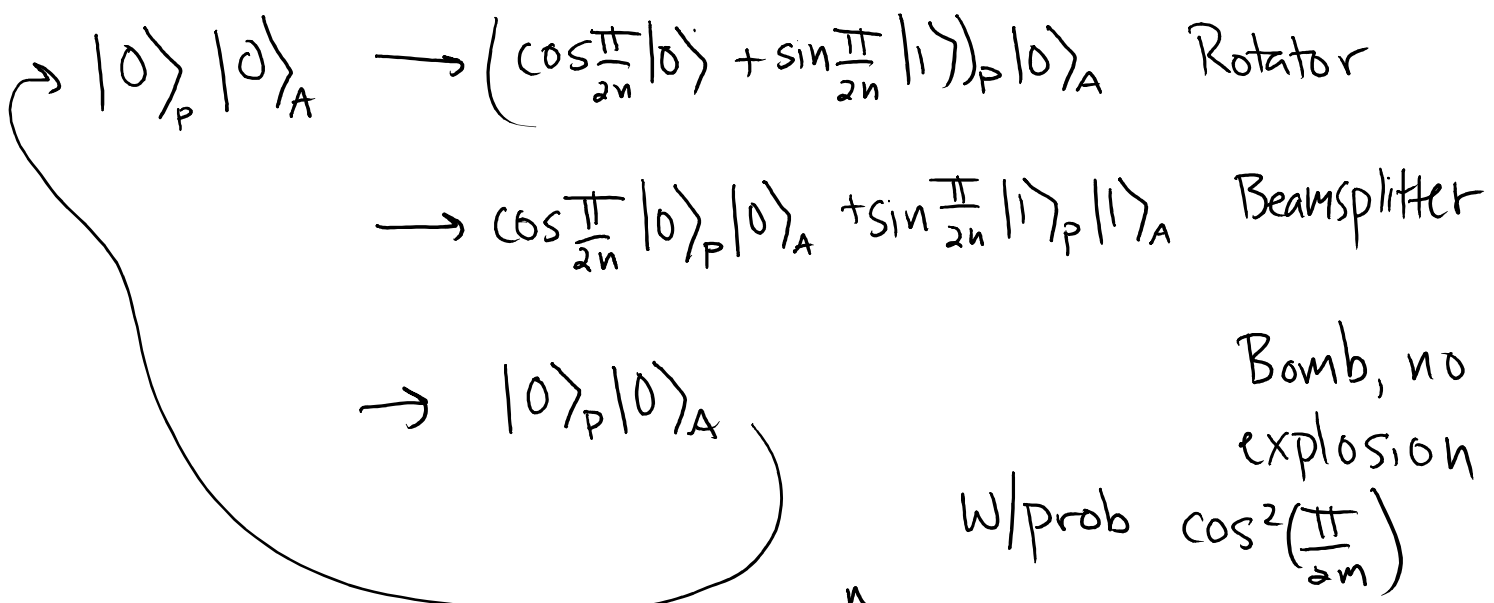
1) If dud, what is probability of photon detection if choose $m=n$?

If dud, same polarization comes out of interferometer as went in. Then goes through rotator n times. $|0\rangle \rightarrow |1\rangle$. $|1\rangle$ is blocked by filter. No detection!

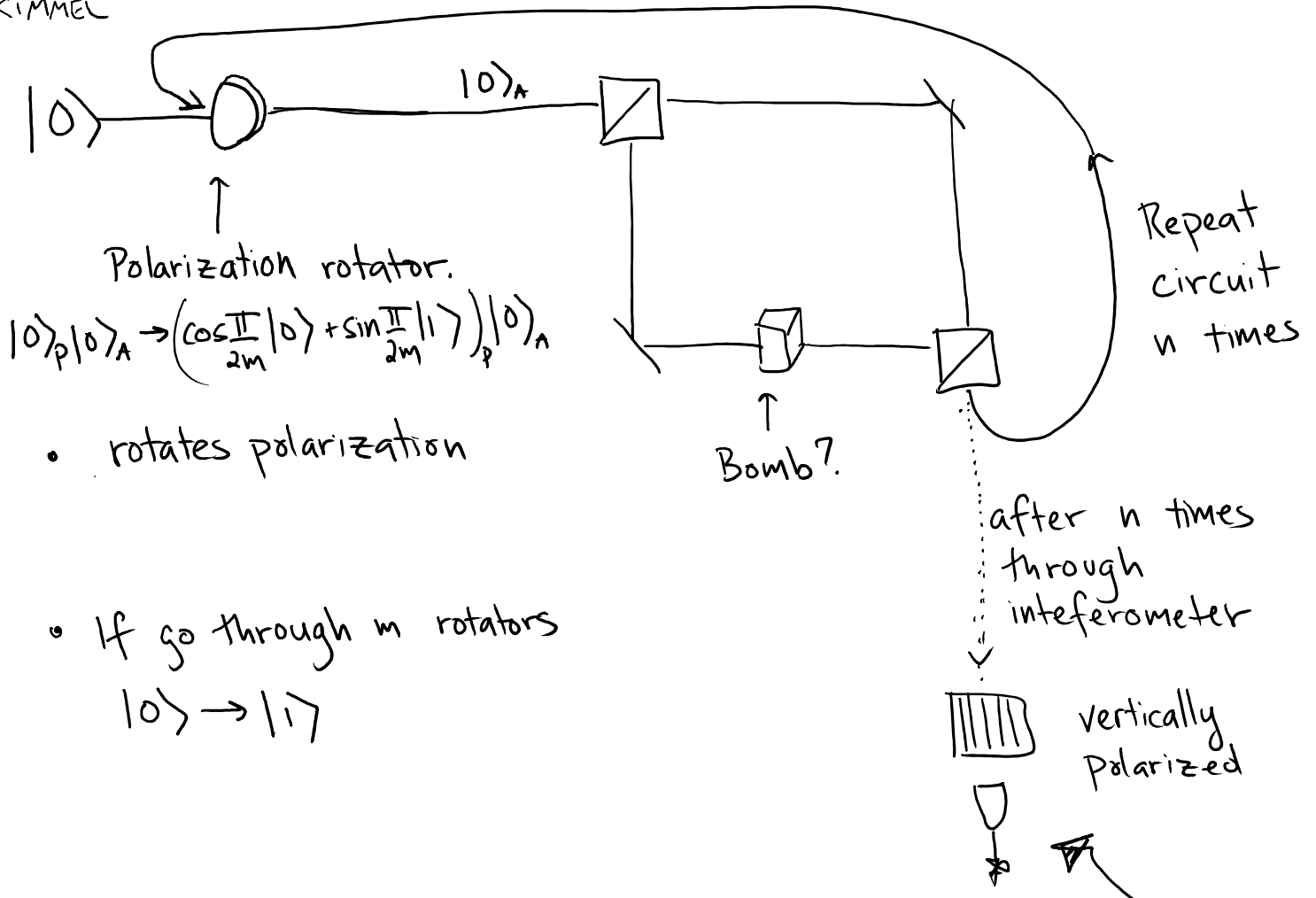


- If go through m rotators
 $|0\rangle \rightarrow |1\rangle$

2) If bomb, what is probability of no explosion?



Prob never explodes: $\left(\cos^2\left(\frac{\pi}{2m}\right) \right)^n \approx 1$ if $n=m$ and $m, n \gg 1$.



3) If bomb but no explosion, what is probability of photon detection?

From part 2, we saw if bomb but no explosion, $|0\rangle_p$ always exits \rightarrow will give detection

Result: If choose $n=m \gg 1$,
 If No Bomb: No Detection light
 If Bomb: Almost never explodes. If doesn't explode, detection light