Learning Goals

- · Analyze gubit behavior using vectors.
- · Describe CHSH game.

• Qubit State 
$$\rightarrow \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} |a_0|^2 + |a_1|^2 = 1$$

$$|\psi\rangle = a_0 |0\rangle + a_1 |1\rangle \rightarrow a_0 |0\rangle + a_1 |0\rangle = a_0 |0\rangle + a_1 |0\rangle$$

• Inner product of  $|47\rangle$  and  $|4\rangle$ :

$$\langle \phi | \psi \rangle = \left( \frac{b^{\dagger}}{72}, \frac{b^{\prime}}{72} + c^{\prime} \right)$$

"bra"  $\Rightarrow \langle \phi | = \text{conjugate transpose of } \phi \rangle$ 
 $\langle \alpha_1 \rangle$ 

(use matrix = 
$$\frac{a_0b^*}{12} + \frac{a_1b^*}{12} + a_1c^*$$

Q: What is the inner product of a state 14) with itself?

A): 
$$0$$
,  $B$ )  $\frac{1}{2}$   $C$ ) 1  $D$ ) Depends on state

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 $|\psi\rangle = \begin{pmatrix} \alpha_0 \\ \alpha_1 \end{pmatrix} \qquad \langle \psi | \psi \rangle = (\alpha_0^* \ \alpha_1^*) \begin{pmatrix} \alpha_0 \\ \alpha_1 \end{pmatrix} = \alpha_0^* \alpha_0 + \alpha_1^* \alpha_1$   $= |\alpha_0|^2 + |\alpha_1|^2 = 1$ 

## Qubit Measurement

Represented by: orthonormal basis: 
$$M = \{1/0\}, 1/0, 1\}$$

$$\frac{(/0, |0|) = 0, \text{ and } (/0, |0|) = (/0, |0|) = 1}{\text{orthogonal}}$$
Normalized

If measure state  $|\Psi\rangle$ · with probability  $|\langle \phi \circ | \Psi \rangle|^2$ , get outcome  $|\phi_0\rangle$ , state becomes  $|\phi_0\rangle$ · with probability  $|\langle \phi \circ | \Psi \rangle|^2$ , get outcome  $|\phi_1\rangle$ , state becomes  $|\phi_1\rangle$ We say "state  $|\Psi\rangle$  collapses to  $|\phi_0\rangle$  or  $|\phi_1\rangle$ "

Examples of  $\{|\phi\rangle, |1\rangle\}$ ,  $\{|+\gamma, |-\gamma\}$ ,  $\{|-\gamma\rangle, |-\gamma\}$