

## Lecture “Quantum Optics” — Exercise Sheet #5

### Problem 1 (easy)

- Any pure state of a single qubit (i.e., a two-level system) can be written as

$$|\psi\rangle = e^{i\alpha} [\cos(\theta/2)|0\rangle + e^{i\phi} \sin(\theta/2)|1\rangle]. \quad (1)$$

Show that this implies that<sup>1</sup>

$$|\psi\rangle\langle\psi| = \frac{1}{2}(\mathbb{1} + \vec{v} \cdot \vec{\sigma}) \quad \text{with } \vec{v} \in \mathbb{R}^3 \text{ and } |\vec{v}| = 1, \quad (2)$$

(i.e.,  $\vec{v}$  is a vector on the unit sphere in  $\mathbb{R}^3$ ), where  $\vec{v} \cdot \vec{\sigma} = \sum_{i=1}^3 v_i \sigma_i$  with  $\sigma_1 \equiv \sigma_x$ ,  $\sigma_2 \equiv \sigma_y$ , and  $\sigma_3 \equiv \sigma_z$ , and determine the form of  $\vec{v}$ . (You should find that  $\vec{v}$  is expressed in spherical coordinates in  $\theta$  and  $\phi$ .)

Further, show that conversely, any state of the form of the r.h.s. of Eq. (2) is indeed a pure qubit state, i.e., of the form (1).

*Note:* The vector  $\vec{v}$  is called the *Bloch sphere representation* of the state  $|\psi\rangle$  (see Lecture 5).

- Show that the expectation value of the Pauli operators is  $\langle\psi|\sigma_i|\psi\rangle = v_i$ ; i.e.,  $|\psi\rangle$  describes a spin which is polarized along the direction  $\vec{v}$ . (*Note:* This is particularly easy if you use that  $\langle\psi|O|\psi\rangle = \text{tr}[|\psi\rangle\langle\psi|O]$  and  $\text{tr}[\sigma_i\sigma_j] = 2\delta_{ij}$ .)
- Show that for any state  $|\psi\rangle$  with corresponding Bloch vector  $\vec{v}$ , the state  $|\phi\rangle$  orthogonal to it, i.e. with  $\langle\psi|\phi\rangle = 0$  (for qubits, i.e., in  $\mathbb{C}^2$ , this state is uniquely determined up to a phase!), is described by the Bloch vector  $-\vec{v}$ , i.e., it is located at the opposite point of the Bloch sphere.
- Let  $H = c\mathbb{1} + \vec{w} \cdot \vec{\sigma}$  with  $\vec{w} \in \mathbb{R}^3$ . What are the eigenvectors and eigenvalues of  $H$ ? In particular, which are the Bloch vectors describing the eigenvectors? (*Note:* Try to use Eq. (2).)

### Problem 2 (medium)

- Let  $x \in \mathbb{R}$ , and  $A$  a matrix such that  $A^2 = \mathbb{1}$ . Show that  $\exp(iAx) = \cos(x)\mathbb{1} + i\sin(x)A$ .
- Let  $\vec{n} \in \mathbb{R}^3$  such that  $|\vec{n}| = 1$ , and define

$$R_{\vec{n}}(\theta) = \exp(-i\theta\vec{n} \cdot \vec{\sigma}/2).$$

Using part 1, show that

$$R_{\vec{n}}(\theta) = \cos(\theta/2)\mathbb{1} - i\sin(\theta/2)(\vec{n} \cdot \vec{\sigma}).$$

- Show that  $R_{\vec{n}}(\theta)$  is unitary, and that conversely any one-qubit unitary operator  $U$  is of the form

$$U = e^{i\alpha} R_{\vec{n}}(\theta).$$

*Note:* It can help to use that  $\{\mathbb{1}, \sigma_1, \sigma_2, \sigma_3\}$  forms a basis (over  $\mathbb{C}$ ) for the space of all complex  $2 \times 2$  matrices. (If you use this, you should convince yourself that this is true!)

### Problem 3 (tricky)

Show that  $R_{\vec{n}}(\theta)|\psi\rangle$  rotates the Bloch vector  $\vec{v}$  which describes  $|\psi\rangle$  by an angle  $\theta$  about the axis  $\vec{n}$ .

*Hint:* It is best to study how  $|\psi\rangle\langle\psi|$  transforms, using the representation (2). Start by proving the claim for rotations about the  $z$  axis, i.e.,  $\vec{n} = (0, 0, 1)$ . To generalize this to rotations about arbitrary axes, it is most convenient define a “rotated Pauli basis”  $\vec{\sigma}' = (\sigma'_1, \sigma'_2, \sigma'_3)$  with  $\sigma'_3 = \vec{n} \cdot \vec{\sigma}$  and  $\sigma'_1, \sigma'_2$  chosen such that they satisfy the Pauli commutation relations, and re-express  $\vec{n} \cdot \vec{\sigma} = \vec{n}' \cdot \vec{\sigma}'$  and  $\vec{v} \cdot \vec{\sigma} = \vec{v}' \cdot \vec{\sigma}'$  in the  $\vec{\sigma}'$  basis. This corresponds to choosing a new basis for the Bloch sphere such that  $\vec{n}$  points along the  $z$  axis. You can then convince yourself that because the new Pauli basis  $\vec{\sigma}'$  satisfies the same algebraic relations, this describes a rotation about the re-defined  $z$  axis.

Alternatively, you can work out the full  $3 \times 3$  transformation matrix for  $\vec{v}$  and compare it to the transformation matrix of a general rotation in  $\mathbb{R}^3$ .

<sup>1</sup>*Note:* The normalization in Eq. (2) given in the lecture was incorrect; it has been fixed in the uploaded lecture notes.