

• **Vetor de Bloch** (Felix Bloch)

$\rightarrow \|\vec{r}\| \leq 1$   $\left\{ \begin{array}{l} \cdot \|\vec{r}\|=1 \text{ (puro)} \\ \cdot \|\vec{r}\|<1 \text{ (mistura)} \end{array} \right.$   
 $\{r_x, r_y, r_z\} \in \mathbb{R}$

• Sistemas 2 níveis

Possível expressar qualquer estado de 2-níveis:

$\hat{\rho} = \frac{\mathbb{1} + \vec{r} \cdot \vec{\sigma}}{2}$

$\vec{r} = (r_x, r_y, r_z)$   
 $\vec{\sigma} = (\hat{\sigma}_x, \hat{\sigma}_y, \hat{\sigma}_z)$   
 $\vec{r} \cdot \vec{\sigma} = r_x \hat{\sigma}_x + r_y \hat{\sigma}_y + r_z \hat{\sigma}_z$

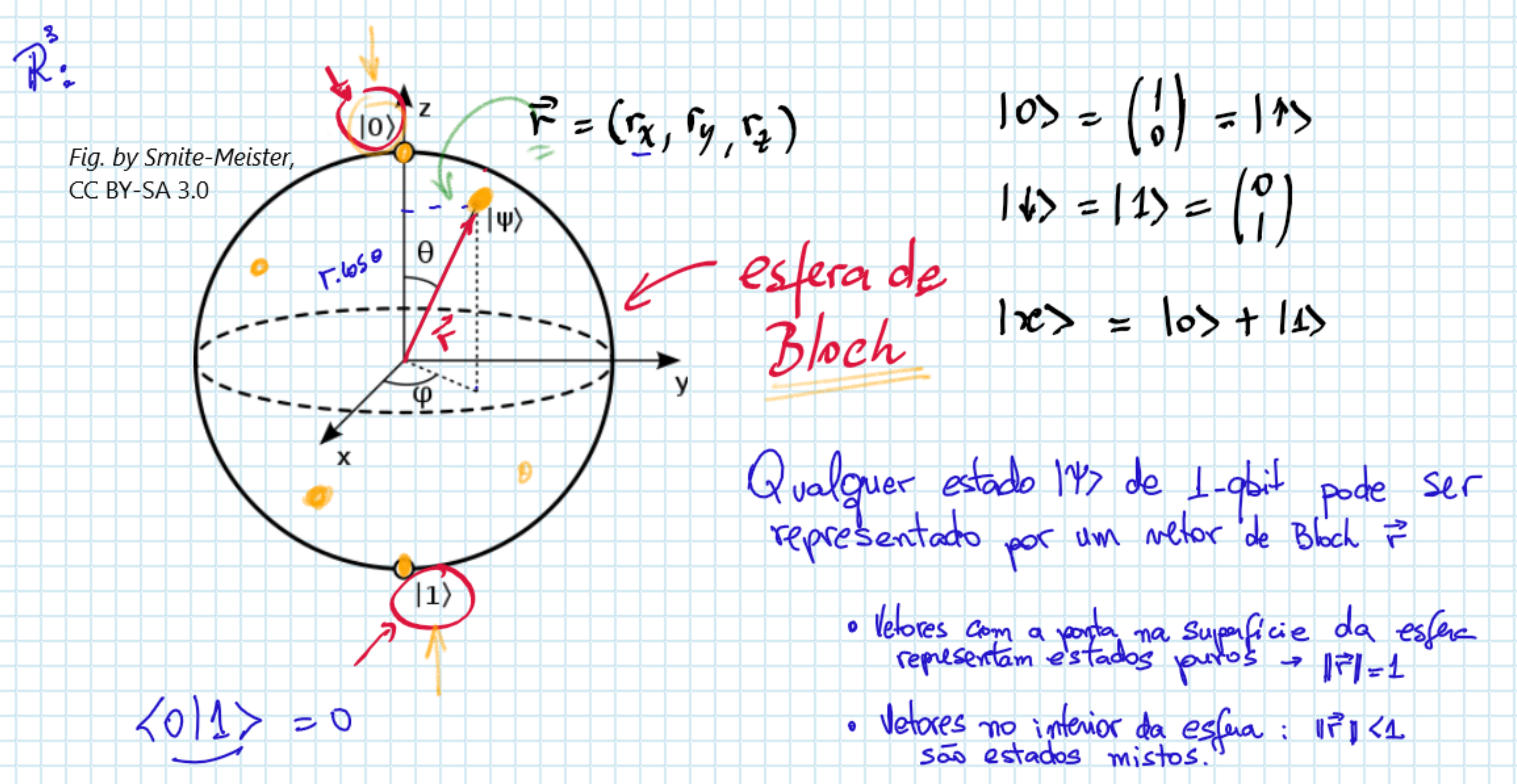
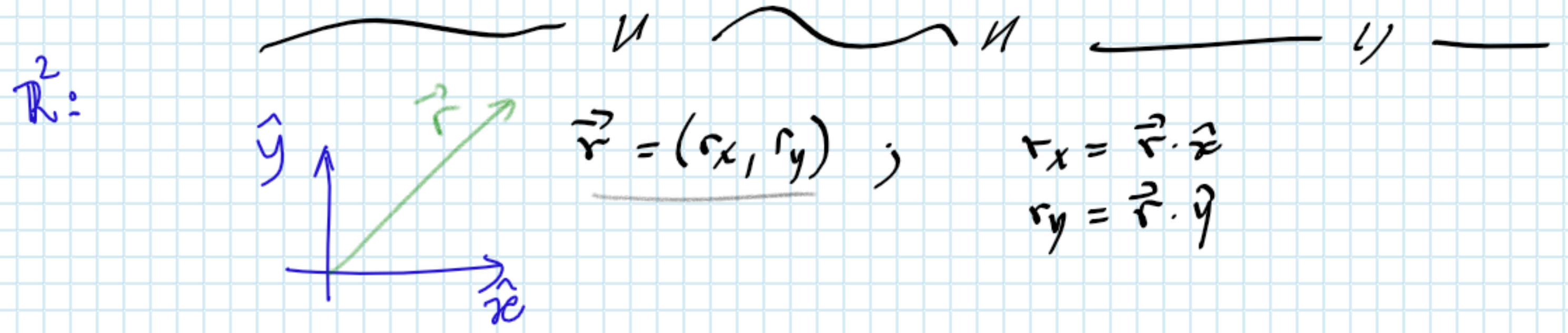
$\hat{\rho} = \frac{1}{2} (\mathbb{1} + r_x \hat{\sigma}_x + r_y \hat{\sigma}_y + r_z \hat{\sigma}_z)$

$r_x = \text{Tr}(\hat{\rho} \hat{\sigma}_x)$   
 $r_y = \text{Tr}(\hat{\rho} \hat{\sigma}_y)$   
 $r_z = \text{Tr}(\hat{\rho} \hat{\sigma}_z)$

• Sugestão:

$\rho = \begin{pmatrix} 2/3 & 1/6 - 1/3 i \\ 1/6 + 1/3 i & 1/3 \end{pmatrix}$

- a) Encontre  $\vec{r}$
- b) Estado puro ou mistura?  
 (usando  $\vec{r}$ : Vetor de Bloch)



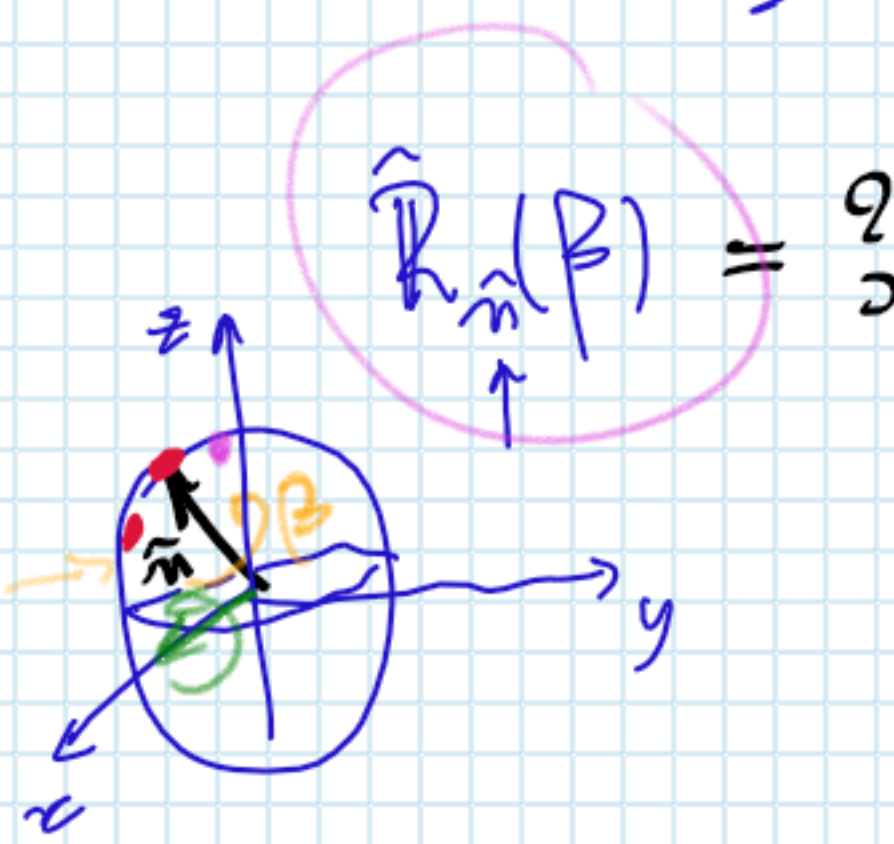
Em geral  $\left\{ \begin{aligned} |\psi\rangle &= \cos\left(\frac{\theta}{2}\right) |0\rangle + e^{i\varphi} \sin\left(\frac{\theta}{2}\right) |1\rangle \\ |\psi\rangle &= \alpha_0 |0\rangle + \alpha_1 |1\rangle \end{aligned} \right.$

Exemplos

$|0\rangle \rightarrow \theta = 0 ; \varphi$  qualquer  
 $|1\rangle \rightarrow \theta = \pi ; \varphi$  "  
 $|x\rangle = |+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \Rightarrow \theta = \pi/2, \varphi = 0 \rightarrow \vec{r} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$   
 $|-\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle) \Rightarrow \theta = \pi/2 ; \varphi = \pi \rightarrow \vec{r} = \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix}$   
 $|y\rangle = \frac{1}{\sqrt{2}}(|0\rangle + i|1\rangle) \Rightarrow \theta = \pi/2 \rightarrow \varphi = \pi/2 \rightarrow \vec{r} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$

Qualquer "quantum gate", corresponde uma transf. unitária, equivalente a uma rotação do qbit

op. 1-qbit  $\Rightarrow$  rotações



Relembrando

$e^{i\beta} = \cos(\beta) + i \sin(\beta)$   
 $e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots$   
 $e^A = \mathbb{1} + A + \frac{A \cdot A}{2} + \frac{A^3}{3!} + \dots + \frac{A^k}{k!}$

$\left. \begin{aligned} A^T A = \mathbb{1} \\ A = A^T \end{aligned} \right\} \rightarrow |A|^2 = \mathbb{1} ; i = \sqrt{-1} ; e^{i\beta A} = \mathbb{1} + (i\beta A) + \frac{(i\beta A)^2}{2} + \dots$

$e^{i\beta A} = \cos(\beta) \mathbb{1} + i \sin(\beta) A$

$R_{\vec{n}}(\beta) = e^{-i(\beta/2) \vec{n} \cdot \vec{\sigma}}$

$\vec{\sigma} = (\sigma_x, \sigma_y, \sigma_z)$

$\vec{n} = (n_x, n_y, n_z)$

$\sigma_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} ; \sigma_y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} ; \sigma_z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

$R_{\vec{n}}(\beta) \propto R_z(\alpha) R_y(\beta) R_z(\gamma)$

Exemplos:

$R_x(\beta) = \begin{pmatrix} \cos(\beta/2) & 0 \\ 0 & \cos(\beta/2) \end{pmatrix} + \begin{pmatrix} 0 & -i \sin(\beta/2) \\ -i \sin(\beta/2) & 0 \end{pmatrix}$

$R_x(\beta) = \begin{pmatrix} \cos \beta/2 & -i \sin \beta/2 \\ -i \sin \beta/2 & \cos \beta/2 \end{pmatrix}$

$R_y(\beta) = \begin{pmatrix} \cos \beta/2 & -\sin \beta/2 \\ \sin \beta/2 & \cos \beta/2 \end{pmatrix}$

$R_z(\beta) = \begin{pmatrix} e^{-i\beta/2} & 0 \\ 0 & e^{i\beta/2} \end{pmatrix}$