

6.1 is just a special case of 6.2!

$$6.2 \quad U = \exp \left[ i \frac{\Theta}{2} (a_0^\dagger a_1 + a_1^\dagger a_0) \right]$$

Note:  $e^{i\lambda \hat{A}} B e^{-i\lambda \hat{A}} = B + i\lambda [\hat{A}, B] + \frac{(i\lambda)^2}{2!} [\hat{A}, [\hat{A}, B]] + \dots$

So...  $\begin{pmatrix} a_2 \\ a_3 \end{pmatrix} = U^\dagger \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} U$

$$= \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} - i \frac{\Theta}{2} [\hat{A}, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] - \frac{\Theta^2}{2} [\hat{A}, [\hat{A}, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}]] + \dots$$

where  $\hat{A} = a_0^\dagger a_1 + a_1^\dagger a_0$

$$[a_0^\dagger a_1 + a_1^\dagger a_0, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] = a_0^\dagger [a_1, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] + [a_0^\dagger, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] a_1 +$$

$$a_1^\dagger [a_0, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] + [a_1^\dagger, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}] a_0$$

$$= - \begin{pmatrix} a_1 \\ a_0 \end{pmatrix}$$

$$\Rightarrow [\hat{A}, [\hat{A}, \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}]] = \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}$$

$$\Rightarrow U \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} U^\dagger = \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} \left[ 1 - \frac{(\Theta/2)^2}{2} + \dots \right] + i \begin{pmatrix} a_1 \\ a_0 \end{pmatrix} \left[ \frac{\Theta}{2} - \frac{(\Theta/2)^3}{3!} + \dots \right]$$

$$\boxed{\begin{pmatrix} a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} \cos(\Theta/2) + i \begin{pmatrix} a_1 \\ a_0 \end{pmatrix} \sin(\Theta/2)}$$

for  $\Theta = \pi/2$ ,  $\begin{pmatrix} a_2 \\ a_3 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} a_0 + 2a_1 \\ a_1 + 2a_0 \end{pmatrix}$  (problem 6.1)

from (6.8)  $\begin{pmatrix} z \\ r \end{pmatrix} = \begin{pmatrix} \cos(\Theta/2) \\ i \sin(\Theta/2) \end{pmatrix}$

$$\begin{pmatrix} z \\ r \end{pmatrix} = \begin{pmatrix} z' \\ r' \end{pmatrix}$$

$$\Rightarrow \boxed{\Theta = 2 \arctan \left( \frac{|r'|}{|z'|} \right)}$$

6.6  $|\alpha\rangle_0 |\beta\rangle_1 = D_0(\alpha) D_1(\beta) |0\rangle_0 |0\rangle_1$

$$D_n = \exp[\alpha a_n^\dagger - \alpha^* a_n]$$

$$\begin{pmatrix} a_0 \\ a_1 \\ a_0^\dagger \\ a_1^\dagger \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} a_2 - i a_3 \\ -i a_2 + a_3 \\ a_2^\dagger + i a_3^\dagger \\ i a_2^\dagger + a_3^\dagger \end{pmatrix}$$

$$D_0(\alpha) = \exp(\alpha a_0^\dagger - \alpha^* a_0)$$

$$= \exp\left[\frac{\alpha}{\sqrt{2}}(a_2^\dagger + i a_3^\dagger) - \frac{\alpha^*}{\sqrt{2}}(a_2 - i a_3)\right]$$

$$= \exp\left[\frac{\alpha}{\sqrt{2}}(a_2^\dagger) - \frac{\alpha^*}{\sqrt{2}}(a_2)\right] \exp\left[\frac{i\alpha}{\sqrt{2}}(a_3^\dagger) - \frac{(i\alpha)^*}{\sqrt{2}}(a_3)\right]$$

$$= D_2(\alpha/\sqrt{2}) D_3(i\alpha/\sqrt{2})$$

similarity:  $D_1(\beta) = D_2(i\alpha/\sqrt{2}) D_3(\alpha/\sqrt{2})$

$$\Rightarrow |\alpha\rangle_0 |\beta\rangle_1 \xrightarrow{\text{BS}} D_2(\alpha/\sqrt{2}) D_2(-\beta/\sqrt{2}) D_3(L\alpha/\sqrt{2}) D_3(\beta/\sqrt{2}) \cdot |0\rangle_2 |0\rangle_3$$

$$\boxed{|\alpha\rangle_0 |\beta\rangle_1 \xrightarrow{\text{BS}} \left|\frac{1}{\sqrt{2}}(\alpha + i\beta)\right\rangle_2 \left|\frac{1}{\sqrt{2}}(L\alpha + \beta)\right\rangle_3}$$

(ignoring an overall phase factor which is not significant!)

This state is not entangled.

$$\underline{6.8} \quad |N\rangle_0 |N\rangle_1 = \frac{1}{N!} (a_0^\dagger a_1^\dagger)^N |0\rangle_2 |0\rangle_3$$

$$\xrightarrow{\text{BS}} \frac{1}{N!} \left[ \frac{1}{2} (a_2^\dagger + i a_3^\dagger) (i a_2^\dagger + a_3^\dagger) \right]^N |0\rangle_2 |0\rangle_3$$

$$\rightarrow \frac{1}{2^N N!} \left[ i a_2^{+2} - a_2^\dagger a_2^\dagger + a_3^\dagger a_2^\dagger + i a_3^{+2} \right]^N |0\rangle_2 |0\rangle_3$$

$$\rightarrow \frac{i^N}{2^N N!} \left[ a_2^{+2} + a_3^{+2} \right]^N |0\rangle_2 |0\rangle_3$$

$$\rightarrow \left(\frac{i}{2}\right)^N \frac{1}{N!} \sum_{k=0}^N \binom{N}{k} (a_2^{+2})^{N-k} (a_3^{+2})^k |0\rangle_2 |0\rangle_3$$

$$\rightarrow \sum_k \left(\frac{i}{2}\right)^N \frac{N!}{N! k! (N-k)!} \sqrt{(2N-2k)! (2k)!} |2N-2k\rangle_2 |2k\rangle_3$$

$$\rightarrow \sum_k i^N \left[ \left(\frac{1}{2}\right)^{2N} \frac{(2k)!}{(k)! (2k-k)!} \frac{(2N-2k)!}{(N-k)! (N-k)!} \right]^{1/2} |2N-2k\rangle_2 |2k\rangle_3$$

$$\rightarrow \sum_k i^N \left[ \binom{2k}{k} \binom{2N-2k}{N-k} \left(\frac{1}{2}\right)^{2N} \right]^{1/2} |2k\rangle_2 |2N-2k\rangle_3$$

The  $i^N$  term is an overall phase, and is not significant.

6.11 from 6.2:  $\begin{pmatrix} a_2 \\ a_3 \end{pmatrix} = \begin{pmatrix} a_0 \\ a_1 \end{pmatrix} \cos \phi + i \begin{pmatrix} a_1 \\ a_0 \end{pmatrix} \sin \phi$   
 $(\phi = \theta/2)$

$$\Rightarrow \begin{pmatrix} a_0^+ \\ a_1^+ \end{pmatrix} = \begin{pmatrix} a_2^+ \\ a_3^+ \end{pmatrix} \cos \phi + i \begin{pmatrix} a_3^+ \\ a_2^+ \end{pmatrix} \sin \phi$$

$$\begin{aligned} & |0\rangle|1\rangle \xrightarrow{BS1} |0\rangle|1\rangle \cos \phi_1 + i |1\rangle|0\rangle \sin \phi_1 \\ \Rightarrow & |0\rangle|1\rangle \xrightarrow{BS1} \xrightarrow{BS2} \cos \phi_1 (|0\rangle|1\rangle \cos \phi_2 + i |1\rangle|0\rangle \sin \phi_2) + \\ & \sin \phi_1 (i |1\rangle|0\rangle \cos \phi_2 - |0\rangle|1\rangle \sin \phi_2) \\ \Rightarrow & \Rightarrow (\cos \phi_1 \cos \phi_2 - \sin \phi_1 \sin \phi_2) |0\rangle_{D_1} |1\rangle_{D_2} + \\ & i (\cos \phi_1 \sin \phi_2 + \sin \phi_1 \cos \phi_2) |1\rangle_{D_1} |0\rangle_{D_2} \end{aligned}$$

We want all of the light to go to one detector ( $D_1$ ) if no object is present.

Thus:  $\cos \phi_1 \cos \phi_2 - \sin \phi_1 \sin \phi_2 = 0$  ( $= \sqrt{P(D_2)}$ )

$$\Rightarrow \phi_1 = \pi/2 - \phi_2 \quad \text{or} \quad \theta_1 = \pi - \theta_2$$

(Note that this is satisfied for 50:50 BS.)

What if an object is present?

$$|0\rangle|0\rangle \xrightarrow{BS1} |0\rangle|1\rangle \cos \phi_1 + i |1\rangle|0\rangle \sin \phi_1$$

$$\xrightarrow{BS2} \cos \phi_1 (|0\rangle|1\rangle \cos \phi_2 + i |1\rangle|0\rangle \sin \phi_2) + i |0\rangle|0\rangle \sin \phi_1$$

$$\Rightarrow P(D_2) = (\cos \phi_1 \cos \phi_2)^2 = (\cos \phi_1 \sin \phi_1)^2$$

which is the chance of detecting the object.

It has a maximum of  $1/4$  at  $\phi = \frac{\pi}{4}(2n+1)$  or

$$\theta = \frac{\pi}{2}(2n+1)$$

Thus a 50:50 BS is ideal.

(Note: I ignored the phase shifter in one arm, but it is easy to show that the ideal phase is 0, as in the 50:50 case.)