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talore mitlereas 1
 reccien 2.24
 6.
 a.
    10> + 16> = 16> + 10>
16>+ 10> = ( 60+ 61x + 62x2 + 63x3) + ( 00+ 01x + 02x2 + 03x3)
         = ((bo+da) + (b1+a1)x + (b2+a2)x2+ (b3+03)x3)
         = Cix^{i} Ci = b_{i} + a_{i} = a_{i} + b_{i}
4
 la>= a,x , 16> = b;x , 1c> = c,x
 (10>+16>) + (c> = ((00+60) + (01+61)x + (02+62)x2) + (co+ c1x+c2x2)
                  = (00+ b0 + C0) + (01 + b1 + c1) x + (02+ b2+ c0) x2 -
 (|c>+ |a>) + |b> = ((co+ao) + (c+ a) x + (co+oo) x2) + (bo+bx + box2)
                 = ((0+00+b0)+ (c++ a++ b+)++ (c++ a++ b+)+2-+
                                                       Jix' 41
 10>= a.x' , 16>= bix' , mo = ma = m2 = m1 = 0
 10>+ (b> = 10> = (00+ b0) + (0+ b.)x + (0+ b2)x2
                 = (00+0) + (1+0)x + (0s+0)x2
\{a\} = a; x', \{-a\} = -a; x'
(a>+ (-a> = 0 = (a, + (-a.)) + (a, + (-a.))x + (a. + (-a.2))x2
             = (0) + (0) \times + (0) \times^2 = 0
las = aix b = esc
 6 a> b (a;x') = b (a0) + b (a1x) + b (a2x')
               = bas + (ba)x + (ba2)x
                                                 bai : di
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b(10>c) = c(10>b)
           = (bao + boix + baox2) c - (cao+ caix + caix) b
           = chao+ chaix + chazx2 = (choo+ chaix + chaox4)
 1. 10> 10>
  1(00) + 1 (04x) + 1 (02x2) -> 1(01x1) = (0)
 c (10>+16) = c ((0.+60) + (0+ 61) x + (0+60) x2)
             = cao + cbo + (ca++cb+)x + (cao + cb2) 2
             = (cao+ co+x + cox2) + (cb++ cb++ cb+x2)
            = c/0> + c/6>
(b+c) (0> = (b+e) (00+01x+00x2)
        = (bic) 40 + (bic) 01x + (bic) 00x2
         = baoteao+ baox + caax + basx2 + caax2
         = baix' + caix' = blas + clas
 16) = (60,6) y [n >= (00, n) q=x
 16>0 (n) = (6°,6) 0 (n°, n)
          = (60+69) 0 (noing)
          = 6"n" + 6"(n.g) + n"(6.9) + (6.9)(ng)
          = bono + bono + nobai + bond 9:97
         = bono+ bonoqi + nob'qi + nob' (- 8,11 + Eiza 9n)
          = 600 + 600 aj + nobigi + nobi (- Six1) + nobi (EUN 9N)
          = 6 no + 6 ntgi + no 6 a; + n . b + n x b
          = 6000+ 60n + n0b - n.b + nxb
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C.
          |d> = |b> 0 |n> = b'x' o n'x'
                                = 6'n3 (x'x3)
                                = 6000 + 681x3 + nobixi + nobixixi
                               = 60 no + 60nox + nob'x + nob' (- Sig + Eisk Xx)
      a = bono - bond; d'= bon' + nob + Ejxbonk
      Story Pougt wop; Vigni pi un = Ein Pak
      1d> = a + S(i) Six + A(in) bjnn xi
     d. a = b^0 n^0 - b^j n_j \rightarrow \text{escalar} S^{(ij)} = b^0 n^j + n^0 b^j \rightarrow \text{participation}
        A(3m) = E ja bon - o parte antisemetrico
        1d> = 10> 0 ln> es un prendeventer por culps de la exemplies del
    Q.
          061 + B 60 + 7 60 + Ab= 0
      \begin{bmatrix} 0 & \alpha \\ \alpha & 0 \end{bmatrix} + \begin{bmatrix} 0 & -\beta i \\ \beta i & 0 \end{bmatrix} + \begin{bmatrix} y & 0 \\ 0 & y \end{bmatrix} + \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}
     y = λ = 0 λ = - y α = - βi λ = y = α = β = 0
      Q+B1 = 0
     2-4=0
     para la 2x2
16>= [2 W] = [4+2 Q-Bi]
    z = y + 2 - b z* = 2 - (z - 2)
w = a - Bi 2 = z* + z
                                                           - w* = 0 + (0 - w)
   111 = 02+ Bi
                      z = y + (z + y)

y = \frac{y}{2} - \frac{z}{2}
                                                            w = (+w* - Bi) - BI
B = ) (w + w*)
                                                                                            Norma
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para la notrez 4x4 toes apolyar la indiffendences lines algo + Blos + y 193> + 2190> = 0 BOOD 1 1 0 0 -1 0 7 2 1 0 0 1 = 0 : a= B = y = 2 = 0 105 = 0°190> - 0°10j> d=1,2,3 (a1b) = 10> 0 16> = (a° - a' 19;>) (b° + b0 19;>) = a°b° + a°b0 19;> - b°a' 19;> - a'b0 19;> 19;> (610) = 16>0 (0) = (60 + 60/Add) (00 - 01/41) = 6000 - 600 19i> + 00601 aj> - 600 19i> 19i> < 0 1 a> = 1 a> 0 1 a> = (0°-0'19i>) (0° 10+190>) = a000 + 0000 (a) - a a 191> - a a 191> 191> = a0a0 - a1a+ (-1) = 0°0° + 0'00

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KATAB+BC>= acalb>+ Bcalc>
 = 10> 0 106 + pe> = (00 - 0'14:>) (00 + pe) - d(60 + b) 101>) + p(2+ c) 10
= a (a b + a b 192) + a p (c + c m 19 m) - a 1915 a (b + b + 192) - a 1917 p (c + c m) = a (a b + a b + 192) + p (a c + a c m 19 m) - a (b a 192) + a b 1927 a m) -
  B(coa'19i) + cmailgi719m>)
= a (860+006+ 192> - 600,100 + 0,0 100 > 100) + B(000+05,100) - 50,100
  - cmp' (di>19m7)
= a (a16) + B (a1c)
 H. (a16) = 1[(a16) - 191) @ (a16) 0191>]
            = 1 10/0 16> - 19,0010> 016> 019,7]
= 1 [a - a 19,7) (6°+ 6219,7) - 19,70 (a°+ a 19,7) (6°+ 6219,7) 0 (9,7)
= = [a66+ a66 1907 - 60a1190> - a62197>190> - 190> (860+ a621907 - 60011900-062190)
= 1/206 + 206 191> - 2600191> - 2062 191> 190>]
= a66+ a62 192> - 60a1 191> - a162 1917 192>
 (a1a> = 11a>112
        = 1 | <aia> - 191> 0 < aia> 0 (91>)
= 1 (10° a 191) (0°+ 01 (41)) - 191> 0 (0°-01 (01)) (0°+ 01 (91>) 0 19.>]
- 1 | a'a' + a'a' - 1917 0 (a'a' + a'a') 0 1917]
= 1 2000 + 2001 ] = 000+0101 = (00)2+(01)2
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n(16>) = 110>1 = V(010) = V1070107 = Vaa+ a'0" a! | (a) = Va(a) + a (a) = V(09) + (01) > 0 = 10111011 j. 10> = 10> 10>010> = I $= \frac{(a^{\circ} - a^{\circ}|a_{i}\rangle)}{(a^{\circ})^{2} + (a^{\circ})^{2}} \frac{(a^{\circ} + a^{\circ}|a_{i}\rangle)}{(a^{\circ})^{2} + (a^{\circ})^{2}} \frac{(a^{\circ} + a^{\circ}|a_{i}\rangle)}{(a^{\circ})^{2} + (a^{\circ})^{2}}$ - a a - a a + 192> + a a 192> - a a 191> 192> $(a^{\circ})^{\prime} + (a^{\dagger})^{2}$ - (a°)2 + (ai)2 + (ai)2 + (ai)2 + (ai)2 + (ai)2 (a°)2 + (ai)2 $= \frac{(a^{\circ})^{2}}{(a^{\circ})^{2} + (a^{\dagger})^{2}} + \frac{(a^{\dagger})^{2}}{(a^{\circ})^{2} + (a^{\dagger})^{2}} = \frac{(a^{\circ})^{2} + (a^{\dagger})^{2}}{(a^{\circ})^{2} + (a^{\dagger})^{2}} = I$ K. 10> = 00+0, 16> = 60+6 10>0 16>= (00 60- a.b, a0b+60a+axb) = (co,c) = 1c>e+ 10>= [ao+ a1 | ao + a=i] 16> = [60 + 61 | 62 + 6= i] -as + asi ao - ani | -bs+bsi bs-bi 1d>= [do+d1 d2+d2i] M1 (la>e(16>01d>))= (ld>e(10>016>) -d2+d3 1 d0-d1 - M3 N1 (M2 M3) = M3 (M1M2)

1v'> = (a> 01v> 019> = 105 0 1v> 0 1a> = ((00-0,1(0))) (N,10)) 0 10) = ((a°v)|9) - a'v) (0) (0) (0) (0) (0) $= (a_0)_1 / (a_1)_2 + \frac{(a_1)_1 / (a_1)_2}{(a_0)_2 + (a_1)_2}$ = $((\alpha^0)^2 + (\alpha^1)^2)$ $(\sqrt{3} |q_0\rangle) = \sqrt{3} |q_0\rangle$ $\|V^1\|^2 = ((V^1)^2 + (V^2)^2 + (V^3)^3) = ((V^1)^2 + (V^2)^2 + (V^3)^2) = \|V\|^2$