

2.8.21

Sequential projection to get 4 BEC cluster state

The state we want is $[a_1^\dagger a_2^\dagger (a_3^\dagger a_4^\dagger + b_3^\dagger b_4^\dagger) + b_1^\dagger b_2^\dagger (a_3^\dagger a_4^\dagger - b_3^\dagger b_4^\dagger)]^N |0\rangle$

with qubit stabilizers $z_1 z_2, z_3 z_4, x_1 x_2 z_2, z_2 x_3 x_4$

So obviously the $\Pi^{(z)}$ projection is $\Pi^{(z)} = \sum_{k, k'} |k k k' k'\rangle \langle k k k' k'|$

which we can do with $\exp((s_1^2 - s_2^2)^2 + (s_3^2 - s_4^2)^2)$

Rotate to x-basis

$$a_3^\dagger a_4^\dagger \pm b_3^\dagger b_4^\dagger \rightarrow \frac{1}{2} (a_3^\dagger + b_3^\dagger)(a_4^\dagger + b_4^\dagger) \pm \frac{1}{2} (a_3^\dagger - b_3^\dagger)(a_4^\dagger - b_4^\dagger)$$

$$= \begin{cases} a_3^\dagger a_4^\dagger + b_3^\dagger b_4^\dagger & (+) \\ a_3^\dagger b_4^\dagger + b_3^\dagger a_4^\dagger & (-) \end{cases}$$

Rotating only 34

$$\rightarrow [a_1^\dagger a_2^\dagger (a_3^\dagger a_4^\dagger + b_3^\dagger b_4^\dagger) + b_1^\dagger b_2^\dagger (a_3^\dagger b_4^\dagger + b_3^\dagger a_4^\dagger)]^N |0\rangle$$

Rotate only 12

$$\rightarrow [(a_1^\dagger a_2^\dagger + b_1^\dagger b_2^\dagger) a_3^\dagger a_4^\dagger + (a_1^\dagger b_2^\dagger + b_1^\dagger a_2^\dagger) b_3^\dagger b_4^\dagger]^N |0\rangle$$

Rotate 12 and 34

$$\rightarrow \left[\frac{1}{2} \left((a_1^\dagger a_2^\dagger + b_1^\dagger b_2^\dagger) (a_3^\dagger + b_3^\dagger)(a_4^\dagger + b_4^\dagger) + (a_1^\dagger b_2^\dagger + b_1^\dagger a_2^\dagger) (a_3^\dagger - b_3^\dagger)(a_4^\dagger - b_4^\dagger) \right) \right]^N |0\rangle$$

(all 16 terms)

Probably the "only 34" and "only 12" are more useful. There have only 4 out of 16 potential terms

There would have the $z_2 z_3 z_4$ and $z_1 z_2 z_3$ type of stabilizers just like the GHZ states!

Actually it has the same form but with either BEC 1 or 4 repeated.

e.g. GHZ $(a_1^\dagger a_2^\dagger a_3^\dagger + a_1^\dagger b_2^\dagger b_3^\dagger + b_1^\dagger a_2^\dagger b_3^\dagger + b_1^\dagger b_2^\dagger a_3^\dagger)^N |0\rangle$

"only 12": $(a_1^\dagger a_2^\dagger a_3^\dagger a_4^\dagger + a_1^\dagger b_2^\dagger b_3^\dagger b_4^\dagger + b_1^\dagger a_2^\dagger b_3^\dagger b_4^\dagger + b_1^\dagger b_2^\dagger a_3^\dagger a_4^\dagger)^N |0\rangle$

↘
↘
↘
↘

same
same
same
same

The projector sequence for this then must be.

$$\Pi^{(x_{12})} = \sum_{k_1, k_2, k_3, k_4} |k_1, k_2, k_3, k_4\rangle \langle k_1, k_2, k_3, k_4|$$

$$\left\{ \begin{array}{l} (-k_1 - k_2 + k_3 + N \geq 0) \text{ AND } (-k_1 + k_2 - k_3 + N \geq 0) \\ \text{AND } (k_1 + k_2 + k_3 - N \geq 0) \text{ AND } (k_1 - k_2 - k_3 + N \geq 0) \end{array} \right\}$$

$$\Pi^{(x_{34})} = \sum_{k_1, k_2, k_3, k_4} |k_1, k_2, k_3, k_4\rangle \langle k_1, k_2, k_3, k_4|$$

$$\left\{ \begin{array}{l} (-k_4 - k_3 + k_2 + N \geq 0) \text{ AND } (-k_4 + k_3 - k_2 + N \geq 0) \\ \text{AND } (k_4 + k_3 + k_2 - N \geq 0) \text{ AND } (k_4 - k_3 - k_2 + N \geq 0) \end{array} \right\}$$

($k_3 \rightarrow k_2$ $k_4 \rightarrow k_1$)
 $k_1 \rightarrow k_4$ $k_2 \rightarrow k_3$

Then try $\left(\Pi^{(z)} \Pi^{(x_{12})} \Pi^{(x_{34})} \right)^n \Pi^{(z)} \left| \frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right\rangle^{\otimes 4}$

What is the cluster state in the Fock basis?

$$\sum_k \binom{N}{k} (a_1^\dagger a_2^\dagger)^k (b_1^\dagger b_2^\dagger)^{N-k} (a_3^\dagger a_4^\dagger + b_3^\dagger b_4^\dagger)^k (a_3^\dagger a_4^\dagger - b_3^\dagger b_4^\dagger)^{N-k} |0\rangle$$

$$= \sum_k \left(\sum_l \binom{k}{l} (a_3^\dagger a_4^\dagger)^l (b_3^\dagger b_4^\dagger)^{k-l} \right) \left(\sum_{l'} \binom{N-k}{l'} (a_3^\dagger a_4^\dagger)^{l'} (-1)^{N-k-l'} (b_3^\dagger b_4^\dagger)^{N-k-l'} \right) |k, k, 0, 0\rangle$$

$$= \sum_k \sum_{l, l'} \binom{k}{l} \binom{N-k}{l'} (a_3^\dagger a_4^\dagger)^{l+l'} (b_3^\dagger b_4^\dagger)^{N-l-l'} (-1)^{N-k-l'} |k, k, 0, 0\rangle$$

$$= \sum_{k, l, l'} \binom{k}{l} \binom{N-k}{l'} (l+l')! (N-l-l')! (-1)^{N-k-l'} |k, k, l+l', l+l'\rangle$$

$$= \sum_{k, l, l'} \frac{\binom{k}{l} \binom{N-k}{l'}}{\binom{N}{l+l'}} (-1)^{N-k-l'} |k, k, l+l', l+l'\rangle$$

$k = k_1 \quad k_2 = k = k_1 \quad k_3 = l+l' \quad k_4 = k_3$
 $l' = k_3 - l$

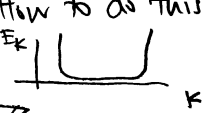

matrix element. $\langle k_1, k_2, k_3, k_4 |$ x.

$$C_{k_1, k_2, k_3, k_4} = \sum_l \frac{\binom{k_1}{l} \binom{N-k_1}{k_3-l}}{\binom{N}{k_3}} (-1)^{N-k_1-k_3+l} \delta_{k_1, k_2} \delta_{k_3, k_4}$$

see also
(22.7.21)

Trying this, this totally works! COOL!

Then it's just a matter of finding a good way of implementing the projectors. $\Pi^{(x_{12})}$ & $\Pi^{(x_{34})}$

a volume not a plane. We want E_k  Try  $E_k = \sum_{k'} \frac{\alpha (k-k')^2}{\alpha \gg 1}$?

NO! it's impossible to get this shape with only quadratic