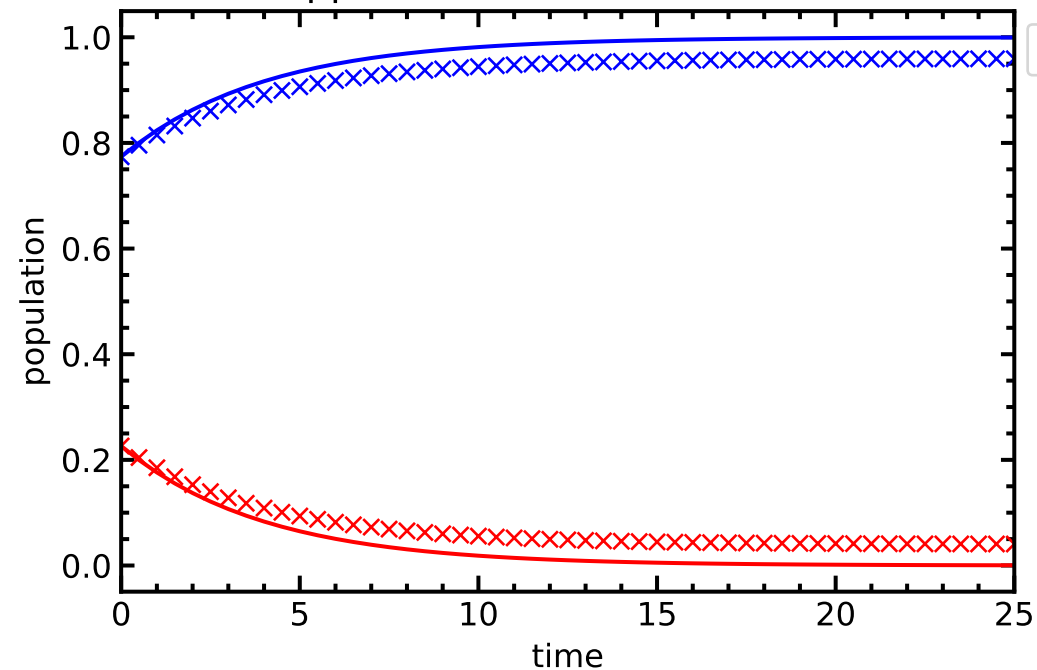


# Evolution

approx: crosses, ref: solid line



× 0 =  $|00\rangle$  × 1 =  $|01\rangle$