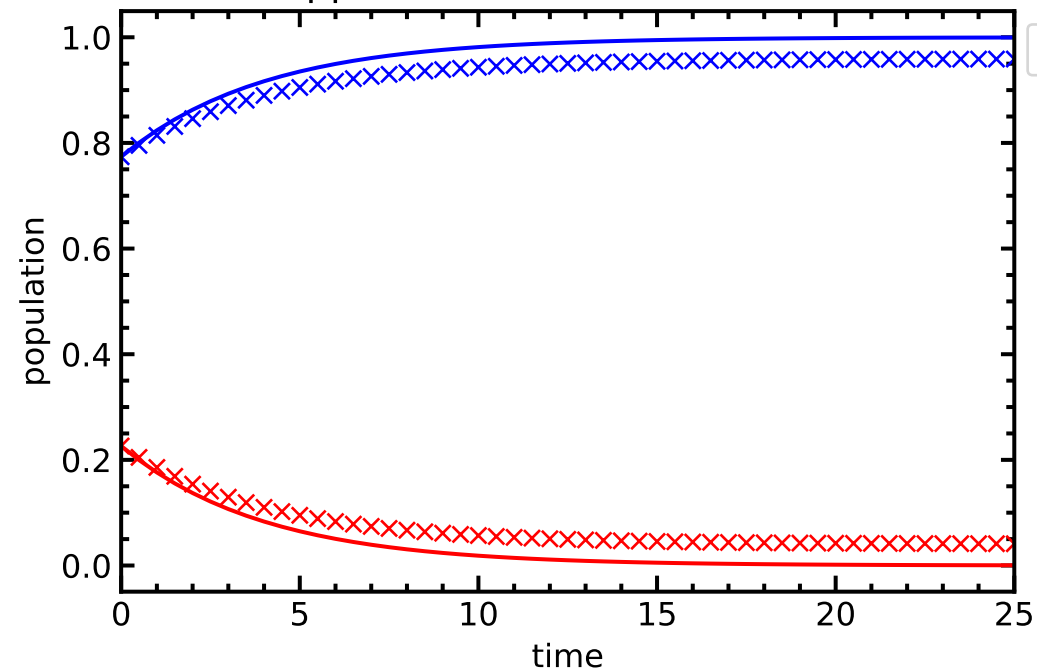


# Evolution

approx: crosses, ref: solid line



× 0 = |00> × 1 = |01>