1 Photon Quantum Computer. Example: Mach-Zehnder interferometer.

In this example, the Mach-Zehnder interferometer, a photon passes through the first beam splitter (BS1) and propagates via 2 different paths to another beam splitter (BS2), which directs the particle to one of the two detectors. Along each path between the two BSs, there is a phase shifter (PSi, i = 1, 2).

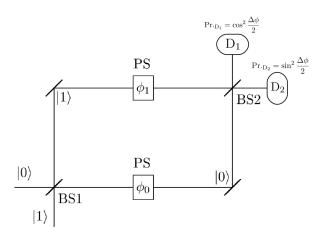


Figure 1.1: Mach-Zehnder interferometer. $Pr.D_i$ is the probability of directing the particle to detector D_i .

If the initial particle is in path $|0\rangle$, it undergoes the following:

$$|\psi(t_{0})\rangle = |0\rangle \to \hat{U}_{\text{BS1}}|0\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \to \hat{U}_{\text{PS}}(\hat{U}_{\text{BS1}}|0\rangle) = \frac{1}{\sqrt{2}}(e^{i\phi_{0}}|0\rangle + e^{i\phi_{1}}|1\rangle)$$

$$= \frac{1}{\sqrt{2}}e^{i\frac{\phi_{0}+\phi_{1}}{2}}(e^{i\frac{\phi_{0}-\phi_{1}}{2}}|0\rangle + e^{-i\frac{\phi_{0}-\phi_{1}}{2}}|1\rangle) \to$$

$$|\psi(t_{f})\rangle = \hat{U}_{\text{BS2}}(\hat{U}_{\text{PS}}(\hat{U}_{\text{BS1}}|0\rangle)) = \frac{1}{\sqrt{2}}e^{i\frac{\phi_{0}+\phi_{1}}{2}}\left(e^{i\frac{\phi_{0}-\phi_{1}}{2}}\frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) + e^{-i\frac{\phi_{0}-\phi_{1}}{2}}\frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)\right)$$

$$= \frac{1}{2}e^{i\frac{\phi_{0}+\phi_{1}}{2}}\left(2\cos\left(\frac{\phi_{0}-\phi_{1}}{2}\right)|0\rangle + 2i\sin\left(\frac{\phi_{0}-\phi_{1}}{2}\right)|1\rangle\right) = e^{i\frac{\phi_{0}+\phi_{1}}{2}}\left(\cos\frac{\Delta\phi}{2}|0\rangle + i\sin\frac{\Delta\phi}{2}|1\rangle\right),$$
(1.1)

where $\Delta \phi \equiv \phi_0 - \phi_1$. BS1 prepares the particle in a superposition of paths, PS1 and PS2 modify quantum phases and BS2 recombines the superpositions erasing the information about which path was taken from BS1.

The global phase $e^{i\frac{\phi_0+\phi_1}{2}}$ is irrelevant, since it vanishes when we measure Pr.D_i , i=1,0:

$$\operatorname{Pr.}_{D_1} = \operatorname{Pr.}_{|\psi(t_f)\rangle}(|0\rangle) = |\langle 0|\psi(t_f)\rangle|^2 = |e^{i\frac{\phi_0 + \phi_1}{2}}\cos\frac{\Delta\phi}{2}|^2 = \cos^2\frac{\Delta\phi}{2},\tag{1.2}$$

and
$$\Pr_{D_2} = \Pr_{|\psi(t_f)\rangle}(|1\rangle) = |\langle 1|\psi(t_f)\rangle|^2 = |e^{i\frac{\phi_0 + \phi_1}{2}}\sin\frac{\Delta\phi}{2}|^2 = \sin^2\frac{\Delta\phi}{2}.$$
 (1.3)

Notice that **this is a quantum circuit!**
$$\hat{U}_{\text{BS}} \equiv \hat{U}_{\text{Had}}$$
 and $\hat{U}_{\text{PS}} \equiv \hat{U}_{\phi} \doteq \bigoplus_{k=0}^{n-1} e^{i\phi_k} = \begin{pmatrix} e^{i\phi_0} \\ e^{i\phi_1} \end{pmatrix}$. Hence, $|\psi(t_f)\rangle = \hat{U}_{\text{Had}} \hat{U}_{\phi} \hat{U}_{\text{Had}} |\psi(t_0)\rangle$.

These quantum information processing physical schemes relying on optical techniques (manipulations of photons by beamsplitters and mirrors) are easiest to craft. Despite the difficulty of producing single photons on demand and the fact that they do not directly interact with one another, they are highly stable (hardly decohered by the environment) quantum information carriers [1, p. 49, l. 8-21].

Bibliography

- [1] M. A. Nielsen & I. L. Chuang, Quantum Computation and Quantum Information, 10th Anniversary Edition, (Cambridge University Press, Cambridge, United Kingdom, 2010).
- [2] S. Lloyd, Universal quantum simulators, Science, vol. 273, p. 1073 (1996).
- [3] P. W. Shor, Polynomial time algorithms for prime factorization and discrete logarithms on a quantum computer, SIAM J. Sci. Statist. Comput., vol. 26, p. 1484 (1997).
- [4] Ricard Solé, Vidas Sintéticas (Tusquets Editores, Barcelona, Spain, 2012).
- [5] M. Gardner, Mathematical games: The fantastic combinations of John Conway's new solitaire game Life, Scientific American 223(10), p. 120-123 (1970).
- [6] A. Adamatzky (Ed.), Game of Life Cellular Automata (Springer-Verlag London Limited, 2010).
- [7] U. Alvarez-Rodriguez, M. Sanz, L. Lamata & E. Solano, Quantum Artificial Life in an IBM Quantum Computer, Scientific Reports 8, Article number: 14793 (2018).
- [8] R. P. Feynman, Simulating physics with computers, Int. J. Theor. Phys., Vol. 21, p. 467–488 (1982).
- [9] A. P. Flitney & D. Abbott, A semi-quantum version of the game of Life, arXiv:quant-ph/0208149 (2002).
- [10] J. J. Sakurai & Jim J. Napolitano, *Modern Quantum Mechanics* (Addison-Wesley Publishing Company, San Francisco, United States, 2010).
- [11] D. J. Griffiths, *Introduction to Quantum Mechanics* (Pearson Education International, United States, 2004).
- [12] L. K. Grover, A fast quantum mechanical algorithm for database search, Proceedings, 28th Annual ACM Symposium on the Theory of Computing (STOC), 212 (1996).
- [13] R. Shankar, Principles of Quantum Mechanics (Plenum Press, New York and London, 1994).
- [14] U. Alvarez-Rodriguez, M. Sanz, L. Lamata & E. Solano, Artificial Life in Quantum Technologies, Scientific Reports 6, Article number: 20956 (2016).
- [15] U. Alvarez-Rodriguez, M. Sanz, L. Lamata & E. Solano, Biomimetic Cloning of Quantum Observables, Scientific Reports 4, Article number: 4910 (2014).
- [16] A. Ferraro, A. Galbiati, & M. Paris, Cloning of observables, J. Phys. A 39, L219-L228 (2006).
- [17] D. P. DiVincenzo, Quantum computation and spin physics, Journal of Applied Physics 81, p. 4602-4607 (1997).
- [18] T. Rowland, *Unitary Matrix*, Mathworld A Wolfram Web Resource, http://mathworld.wolfram.com/UnitaryMatrix.html.
- [19] D. E. Deutsch, Quantum computational networks, Proc. Royal Soc. Lond., vol. A 425, p. 73-90 (1989).
- [20] N. D. Mermin, Quantum Computer Science: An Introduction, (Cambridge University Press, Cambridge, United Kingdom, 2007).
- [21] H. Barnum, C. M. Caves, C. A. Fuchs, R. Jozsa, and B. Schumacher, Noncommuting Mixed States Cannot Be Broadcast, Phys. Rev. Lett., vol. 76, p. 2818-2821 (1996).