HW3 - Quantum Mechanics

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1 Presenting the structure of program

The program consists of 3 Java classes.

Program starts in **Main** class, where is described assignment and computed results for every example. In this class are called methods from class **Vector** where all computations methods (isOrthonormal(), innerProduct(), ...) are implemented. Class **Complex** is used only for neat implementation of computing with complex numbers.

More details about implementation can be seen in comments in the code.

2 Examples

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ASSIGNMENT:
|s>=(1/sqrt{2})(1,-i)
|m^{1}\rangle = (\cos 2, \sin 2); |m^{2}\rangle = (-\sin 2, \cos 2)
RESULTS:
|s> is unit vector: false
Are vectors |m^{(1)}\rangle; |m^{(2)}\rangle orthonormal: true
We do not calculate probabilities.
ASSIGNMENT:
|s>=(1/sqrt{2})(1+i,0)
|m^{1}\rangle = (1/\sqrt{2})(1,i); |m^{2}\rangle = (1/\sqrt{2})(1,-i)
RESULTS:
|s> is unit vector: true
Are vectors |m^(1)\rangle; |m^(2)\rangle orthonormal: true
Probability of |m^{(1)}\rangle outcome: 0.5
Probability of |m^2(2)\rangle outcome: 0.5
ASSIGNMENT:
|s>=(1/sqrt{2})(1,i)
|m^{1}\rangle = (1/\sqrt{2})(1,i); |m^{2}\rangle = (1/\sqrt{2})(1,-i)
RESULTS:
|s> is unit vector: true
Are vectors |m^(1)\rangle; |m^(2)\rangle orthonormal: true
Probability of |m^(1)\rangle outcome: 1.0
Probability of |m^2(2)\rangle outcome: 0.0
ASSIGNMENT:
|s>=(sqrt{3}/2,i/2)
|m^{1}\rangle = (1/\sqrt{2})(1,i); |m^{2}\rangle = (1/\sqrt{2})(1,-i)
RESULTS:
|s> is unit vector: true
Are vectors |m^(1)\rangle; |m^(2)\rangle orthonormal: true
Probability of |m^(1)> outcome: 0.933012701892219
Probability of |m^(2)> outcome: 0.066987298107781
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ASSIGNMENT:
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 $|s>=(sqrt{3}/2,i/2)$ $|m^{1}> = (sqrt{3}/2,1/2); |m^{2}> = (-1/2,sqrt{3}/2)$

RESULTS:

|s> is unit vector: true

Are vectors $|m^(1)\rangle$; $|m^(2)\rangle$ orthonormal: true

Probability of $|m^{(1)}\rangle$ outcome: 0.625 Probability of $|m^{(2)}\rangle$ outcome: 0.375
