

Photons as qubits / Cranium Lecture #8

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Photons as Qubits \rightarrow Many ways to use photons as qubits!
 First, think about what is a photon? Will discuss is Polarization

Consider Classical E&M: Maxwell's Eq's:

In a dielectric (insulating!) material (includes vacuum!)
non-negative

$$\Rightarrow \vec{\nabla} \cdot \epsilon \vec{E} = 0, \quad \vec{D} = \epsilon \vec{E}, \quad \epsilon = \text{electric polarization (dielectric constant)}$$

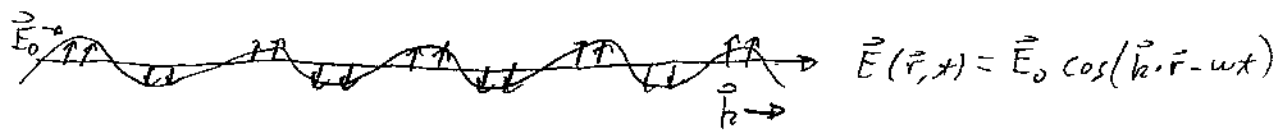
$$\vec{\nabla} \times \vec{E} = -\frac{1}{c} \frac{\partial \vec{B}}{\partial t} \quad \epsilon = 1 + 4\pi \frac{P}{E}, \quad \nu = \frac{\text{electric dipole moment}}{\text{volume}}$$

$$\vec{\nabla} \cdot \vec{B} = 0$$

$$\vec{\nabla} \times \vec{B} = \frac{\epsilon}{c} \frac{\partial \vec{E}}{\partial t}$$

Behavior of photon closely linked to Classical \vec{E} & \vec{B} fields

\Rightarrow Solution to these equations gives traveling E&M waves:



Also have \perp \vec{B} -field: $\vec{B}(\vec{r}, t) = \vec{B}_0 \cos(\vec{k} \cdot \vec{r} - \omega t)$

Some properties: $\vec{E}_0 \perp \vec{B}_0 \perp \vec{k}, \quad \vec{E}_0 \times \vec{B}_0 \parallel \vec{k}$

In cgs units $\Rightarrow |\vec{B}| = |\vec{E}|$, so lets ignore \vec{B} -field since if we know $\vec{E} \Rightarrow$ we know \vec{B} .

Also, in a material, it's the \vec{E} -field that couples more strongly to electrons ($\vec{F} = q\vec{E}$), so \vec{E} -field is more important.

Traveling Wave! $v_p = \text{Phase velocity} = \frac{\omega}{k} = \frac{c}{\sqrt{\epsilon}}, \quad k = \frac{\omega}{c} \sqrt{\epsilon}$

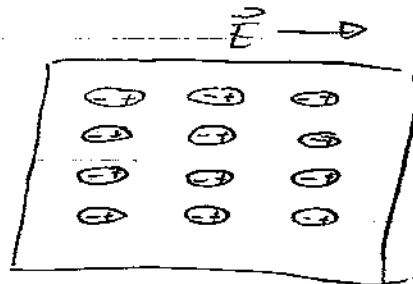
More Familiar: "n" = index of refraction, $n = \sqrt{\epsilon}$
 $c = 3 \times 10^{10}$ cm/sec, $\epsilon = \text{polarizability of medium}$

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$$v_{\text{light}} = \frac{c}{n}, \quad n = \sqrt{\epsilon} \quad (\sqrt{\epsilon} = 1 \text{ for vacuum})$$

ϵ depends on material properties: $\epsilon = 1 + \frac{4\pi N \langle P \rangle}{|\vec{E}|}$

$$\vec{P} = \frac{\text{dipole moment}}{\text{volume}}$$



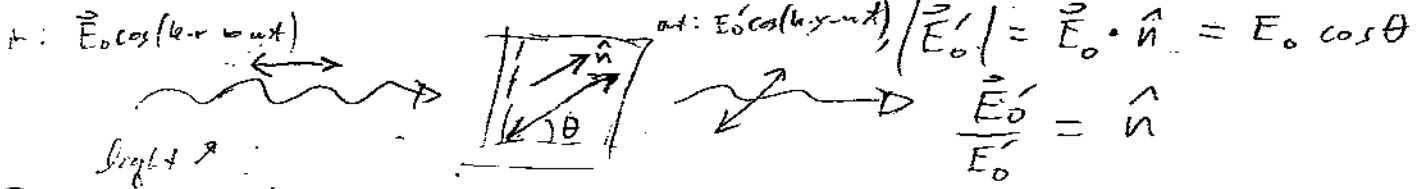
Atoms/molecules polarize!

The more they polarize \Rightarrow the bigger " ϵ " is and the slower light travels! Note: Some materials might polarize more in one direction than another. \Rightarrow Speed of light can be different for different polarizations of light.

Def'n: Polarization of light: The direction that \vec{E} points.

$$\vec{E} = \vec{E}_0 \cos(\vec{k} \cdot \vec{r} - \omega t) \Rightarrow \text{Pol.} \parallel \vec{E}_0 \perp \vec{k}$$

Polarizer: This is a material that only allows light to pass with \vec{E} polarized in a particular direction:

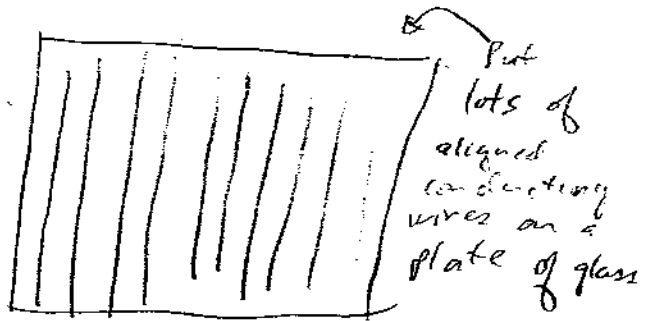


[light propagation direction must be out of page]

- a) Light emerging must have polarization of polarizer
- b) Amplitude of \vec{E} is reduced by $\cos \theta$

How make polarizer?

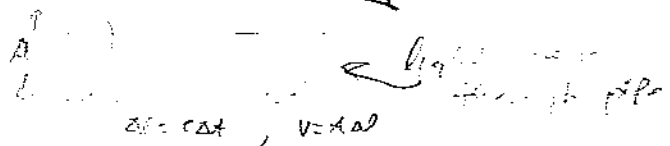
Component of \vec{E} -field \parallel to lines causes charge to flow and energy is absorbed. Component \perp to lines is not absorbed, passes freely \rightarrow



Energy of light: Classically a light wave fills a volume and has an energy density associated with it: $\rho = \frac{\text{Energy}}{\text{Volume}} = \frac{|\vec{E}|^2}{8\pi}$

\Rightarrow Energy of light wave in a volume of space (V) is

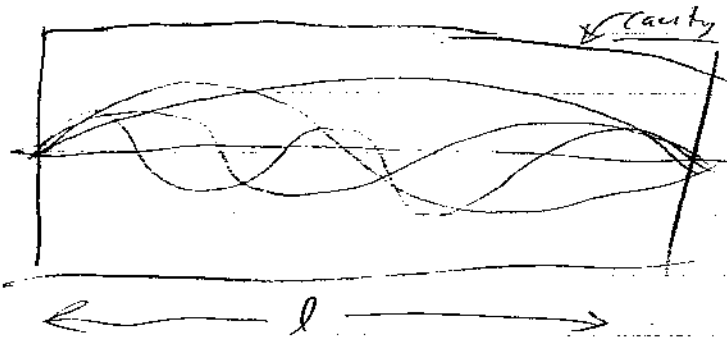
$$U_{\text{tot}} = \rho V = \frac{|\vec{E}|^2}{8\pi} V$$



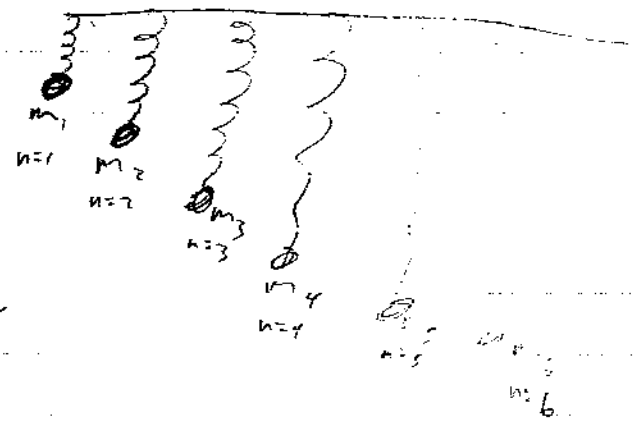
Fact: Light actually travels in packets of energy called photons. Each photon has an \vec{E} -field and a frequency (ω) associated w/d. $U_{\text{photon}} = \hbar \omega$

Why is light quantized? Different ways to approach this. Full treatment is Q.E.D., see QED books by Feynman. I will not derive this.

One way to think of it is that if I have light in a cavity \Rightarrow the space inside the cavity can be thought of as a bunch of simple harmonic oscillators with different frequencies. Each frequency is a mode of the cavity:



Different modes: $\lambda = \frac{l}{n}$, and
 $\omega_n = \frac{2\pi c}{\lambda} = \frac{2\pi n c}{l}$



\Rightarrow photon is a quantized vibration of SHO having freq = ω

Consequence of Quantization:

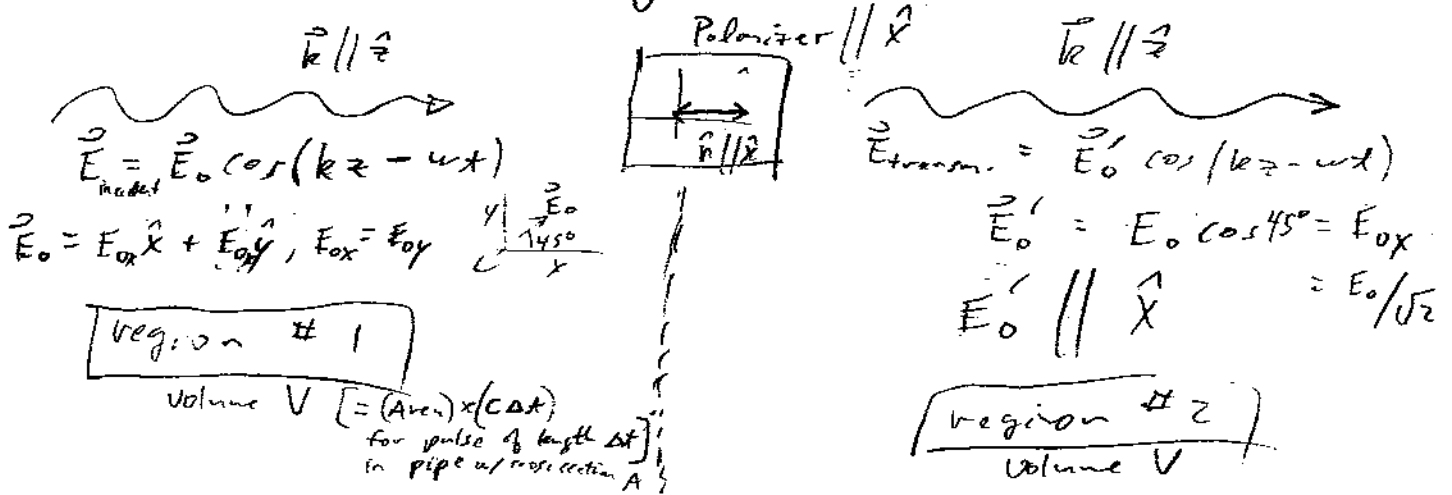
1) # of photons in a light wave depends on magnitude of \vec{E} -field: consider $\vec{E} = \vec{E}_0 \cos(\vec{k} \cdot \vec{r} - \omega t)$ in volume V

$\Rightarrow U = \frac{\epsilon_0}{8\pi} \int E^2 dV = N h \omega$, $N = \#$ photons
 $\Rightarrow N = \frac{\epsilon_0 \int E^2 dV}{8\pi h \omega}$

~~Wrong~~ $\Rightarrow \frac{\epsilon_0 \int E^2 dV}{8\pi} = h \omega$ $E_{ph} = \frac{h \omega}{V}$

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2) Probabilistic Behavior: Suppose we shine light on a polarizer \Rightarrow How do we interpret behavior in terms of photons?



In region #1 have N photons, all identical with identical \vec{E}_0 and ω .

$$N = \frac{1}{8\pi} \frac{E_0^2 V}{\hbar \omega}$$

In region #2 have N' photons, all identical, w/ \vec{E}'_0 and ω

$$\Rightarrow N' = \frac{1}{8\pi} \frac{E_0'^2 V}{\hbar \omega} = \frac{1}{8\pi} \frac{(E_0 / \sqrt{2})^2 V}{\hbar \omega} = \frac{1}{2} \left(\frac{1}{8\pi} \frac{E_0^2 V}{\hbar \omega} \right)$$

$$\Rightarrow \boxed{\frac{N'}{N} = \frac{1}{2}}$$

BUT, this is STRANGE since all the photons in region #1 are IDENTICAL. Why do only half get through? \Rightarrow Transmission MUST be a probabilistic process \Rightarrow We are led to a probabilistic / Q.M. interpretation?

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Probability for transmission = $\frac{|E_0'|^2}{|E_0|^2}$

But $\vec{E}_0 = E_{0x} \hat{x} + E_{0y} \hat{y} \Rightarrow |E_0|^2 = E_{0x}^2 + E_{0y}^2$
 $E_0' = E_{0x}$

\Rightarrow Prob. = $\frac{E_{0x}^2}{E_{0x}^2 + E_{0y}^2}$

\Rightarrow Components of \vec{E} -field vector in diff. directions act as probability amplitudes!
 Like $|14\rangle = \alpha|0\rangle + \beta|1\rangle$
 Prob. $|0\rangle = \frac{\alpha^2}{\alpha^2 + \beta^2}$ etc.

\Rightarrow Can think of \vec{E} -field polarization as a Q.M. observable!

\Rightarrow Photon w/ $\vec{E} = E_{0x} \hat{x} + E_{0y} \hat{y}$

Can be thought of as living in a state $|4\rangle$ where $|4\rangle = \begin{pmatrix} \psi_x \\ \psi_y \end{pmatrix}$ \leftarrow x-polarized component
 \leftarrow y-polarized component

'For 1 photon' living in a volume "V" \Rightarrow

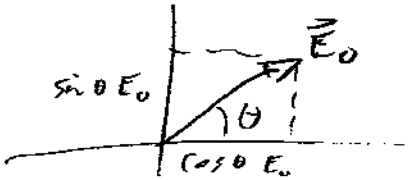
$|\psi_x|^2 + |\psi_y|^2 = 1$, $\psi_x = \sqrt{\frac{V}{8\pi\hbar\omega}} E_{x,photon}$ $\psi_y = \sqrt{\frac{V}{8\pi\hbar\omega}} E_{y,photon}$

$\Rightarrow |\psi_x|^2 + |\psi_y|^2 = \underbrace{\frac{V}{8\pi\hbar\omega} E_x^2}_{(030)} + \underbrace{\frac{V}{8\pi\hbar\omega} E_y^2}_{510} = \left(\frac{\vec{E}^2}{8\pi} \cdot V \right) \left(\frac{1}{\hbar\omega} \right) = 1$

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The \hat{x} & \hat{y} polarization vectors form a basis!

Suppose we have $\vec{E}_0 = E_{0x} \hat{x} + E_{0y} \hat{y}$



$$\Rightarrow |\psi\rangle = \begin{pmatrix} \cos\theta \\ \sin\theta \end{pmatrix} = \cos\theta |x\rangle + \sin\theta |y\rangle$$

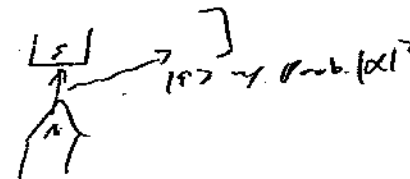
\Rightarrow Polarization of the photon is our qubit variable: $|0\rangle = |x\rangle, |1\rangle = |y\rangle$

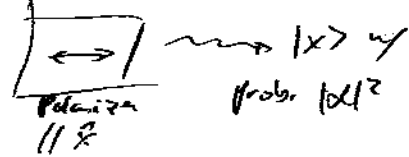
$$|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$$

\uparrow \uparrow
 E_0 component E_0 component
 along \hat{x} along \hat{y}

How do we ^{measure} transform this qubit?

Similar to Spin: Polarizer plays the same role as SG device:

$$|spin\rangle = \alpha |\uparrow\rangle + \beta |\downarrow\rangle \longrightarrow$$


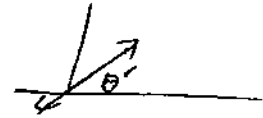
$$|photon\rangle = \alpha |x\rangle + \beta |y\rangle \longrightarrow$$


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Consider Bloch sphere: $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$
 $= \cos\frac{\theta}{2}|0\rangle + e^{i\phi}\sin\frac{\theta}{2}|1\rangle$

\Rightarrow Polarizer at angle θ' w.r.t \hat{x} leads to

$$|\psi\rangle_{\text{photon}} = \cos\theta'|x\rangle + \sin\theta'|y\rangle$$



$$= \cos\frac{\theta}{2}|0\rangle + \sin\frac{\theta}{2}e^{i\phi}|1\rangle$$

if we identify $\theta = 2\theta'$, $\phi = 0$ here

\Rightarrow How do we change ϕ ?? Relative phase?

\Rightarrow Must change relative phase between \vec{E}_x and \vec{E}_y

for traveling photon. \Rightarrow How do this?

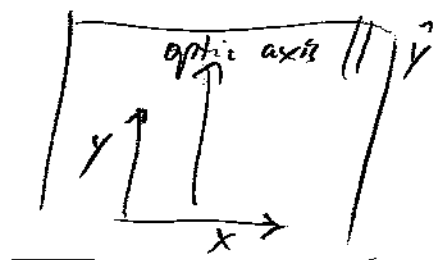
Answer: Find material where index of refraction is different in \hat{x} & \hat{y} directions!

\Rightarrow Velocity is different for \hat{x} & \hat{y} components!

This can be done by finding ~~an~~ an anisotropic material w/ different polarizability in \hat{x} & \hat{y} directions!

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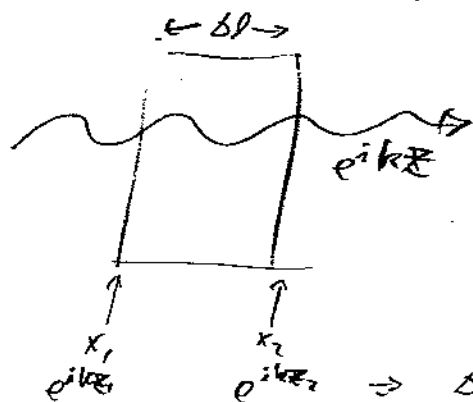
Calcite:



$$\Rightarrow \frac{n_y}{n_x} \approx 0.9$$

Light polarized $\parallel \hat{y}$ goes $\approx 10\%$ faster than light pol. $\parallel \hat{x}$!

If crystal has length $\Delta l \Rightarrow$ phase difference for light passing through is:



$$\Delta\phi = k\Delta l$$

$$\Rightarrow \Delta\phi = k(x_2 - x_1) = k\Delta l$$

\Rightarrow For light w/ $\vec{E} \parallel \hat{y} \Rightarrow k_y = \frac{\omega}{c} n_y$

For light w/ $\vec{E} \parallel \hat{x} \Rightarrow k_x = \frac{\omega}{c} n_x$

\Rightarrow Phase change through crystal for \vec{E}_x component = $\Delta\phi_x = \frac{\omega}{c} n_x \Delta l$

Phase change for \vec{E}_y component = $\Delta\phi_y = \frac{\omega}{c} n_y \Delta l$

So, if $|\psi\rangle_{in} = \cos\frac{\theta}{2}|x\rangle + \sin\frac{\theta}{2}|y\rangle$

$$\Rightarrow |\psi\rangle_{out} = \cos\frac{\theta}{2} e^{i\frac{\omega}{c} n_x \Delta l} |x\rangle + \sin\frac{\theta}{2} e^{i\frac{\omega}{c} n_y \Delta l} |y\rangle$$

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→ On Bloch sphere \Rightarrow need $|x\rangle$ and $|y\rangle$ \Rightarrow
mult. by phase factor

$$\Rightarrow |\psi\rangle_{\text{out}} \rightarrow \cos\frac{\theta}{2} |x\rangle + e^{i\frac{\omega}{c} \Delta l (n_y - n_x)} \sin\frac{\theta}{2} |y\rangle$$

\Rightarrow " ϕ " on Bloch sphere is $\frac{\omega}{c} \Delta l (n_y - n_x)$

\Rightarrow " X tal" plays same role that

\vec{B} -field did for spin!!!