

QM Math

orthonormal basis (ON) for V , $|i\rangle$, $\langle i | j \rangle = \delta_{ij}$

Identity operator $\mathbb{1} |v\rangle = |v\rangle$ $\mathbb{1} = \sum_i |i\rangle \langle i|$

$$|w\rangle \langle v|$$

$\rightarrow V \rightarrow V$ or

\rightarrow dual vector space, space of linear f's
 $V^* \rightarrow V^*$

$\langle v |$: linear maps $V \rightarrow \mathbb{F}$

vector to scalar

$O^?$: operators from $V \rightarrow V$

vector to vector

A linear operator $O : V \rightarrow V$ obeys

$$① \quad O(a|v\rangle) = a O|v\rangle$$

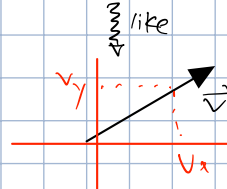
scales proportionally

$$② \quad O(a|v\rangle + b|w\rangle) = a O|v\rangle + b O|w\rangle$$

respects addition of vectors

Suppose $|v\rangle \in V$, an ON basis $|i\rangle$

$|v\rangle, O$ abstract



$$v = \begin{pmatrix} v_x \\ v_y \end{pmatrix}$$

$$|v\rangle = \mathbb{1} |v\rangle = \sum_i |i\rangle \langle i | v \rangle$$

$$= \sum_i |i\rangle v_i \quad \text{where } v_i = \langle i | v \rangle$$

Vector is indpt. of coords.

\hookrightarrow components organize like a column vector

specific to basis $\begin{pmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{pmatrix}$

$$O : V \rightarrow V \quad O = \mathbb{1} O \mathbb{1} = \sum_i |i\rangle \langle i | O \sum_j |j\rangle \langle j|$$

$$= \sum_{i,j} |i\rangle \langle i | O | j \rangle \langle j|$$

operator $_{ij}$

compute inner product δ element of matrix

$|w\rangle = \delta |v\rangle$
basis indpt.

$$\langle k | w \rangle = W_k = \langle k | \delta | v \rangle$$

$$= \langle k | \sum_j |i\rangle \langle i | \delta | j \rangle \langle j | v \rangle$$

we know $\langle k | i \rangle = \delta_{ik}$

$$= \sum_j \delta_{kj} \langle j | v \rangle$$

$$= \delta_{kj} v_j$$

$$\begin{pmatrix} W_1 \\ W_2 \\ \vdots \\ W_n \end{pmatrix} = \begin{pmatrix} \delta_{11} & \delta_{12} & \dots & \delta_{1n} \\ \vdots & \vdots & & \vdots \\ \delta_{m1} & \dots & \dots & \delta_{mn} \end{pmatrix} \begin{pmatrix} v_1 \\ \vdots \\ v_n \end{pmatrix}$$

$\langle w | \rightarrow$ dual vector, linear map or $\mathbb{R} \quad V \rightarrow \mathbb{R}(\mathbb{K})$

$\langle w | v \rangle$ action of w on $|v\rangle$

$|v\rangle \langle w |$ vector to a vector

Suppose we have 2 vector spaces V, W

2 ways of making new vector spaces from $V \& W$

① direct sum $V \oplus W$ dimension $(V \oplus W) = \dim(V) + \dim(W)$

② tensor product $V \otimes W$ dimension $(V \otimes W) = \dim(V) \cdot \dim(W)$

photons we used \mathbb{C}^2

$$2+2 = 2 \cdot 2$$

lol both are 2-D

Example $V = \mathbb{C}^2$ $W = \mathbb{C}^3$ defined over same scalars ($\mathbb{C}, \mathbb{R}, \dots$)

$$V = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \quad W = \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix}$$

how to make new vector space?

stack!

$$\begin{pmatrix} v_1 \\ v_2 \\ w_1 \\ w_2 \\ w_3 \end{pmatrix}$$

does this obey axioms?
multiply by scalars

$$\alpha \begin{pmatrix} v_1 \\ v_2 \\ w_1 \\ w_2 \\ w_3 \end{pmatrix} = \begin{pmatrix} \alpha v_1 \\ \alpha v_2 \\ \alpha w_1 \\ \alpha w_2 \\ \alpha w_3 \end{pmatrix}$$

addition

$$\begin{pmatrix} v_1 \\ v_2 \\ w_1 \\ w_2 \\ w_3 \end{pmatrix} + \begin{pmatrix} v_1 \\ v_2 \\ w_1 \\ w_2 \\ w_3 \end{pmatrix} = \begin{pmatrix} v_1 + v_1 \\ v_2 + v_2 \\ w_1 + w_1 \\ w_2 + w_2 \\ w_3 + w_3 \end{pmatrix}$$

Let U be a vector space $\&$ V, W vector subspaces of U

$$\text{if } U = V + W \quad \& \quad V \cap W = \{0\}$$

V intersect W is zero vector
then we say U is direct sum of $V \& W \rightarrow U = V \oplus W$

$$U = \mathbb{R}^3 \quad V = \text{span} \left\{ \begin{matrix} \hat{e}_1 \\ \hat{e}_2 \end{matrix} \right\} \quad W = \text{span} \left\{ \begin{matrix} \hat{e}_1 \\ \hat{e}_3 \end{matrix} \right\}$$

$\mathbb{R}^3 = \mathbb{R} + \mathbb{R}^2$ \mathbb{R} \mathbb{R}

Tensor Product

$$V = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \quad W = \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix}$$

want to multiply components of vectors, not vectors themselves

6 combos: $v_1 w_1, v_1 w_2, v_1 w_3,$
 $v_2 w_1, v_2 w_2, v_2 w_3$

$$\begin{matrix} (m \times n) \\ \text{matrix} \end{matrix} \cdot (n \times p) = (m \times p)$$

V is 2 by 1

W is 3 by 1

can't do 2 by 1 \cdot 3 by 1

can do 2 by 1 \cdot 1 by 3! so let's take W's transpose

$$\begin{pmatrix} v_1 \\ v_2 \end{pmatrix} (w_1 \ w_2 \ w_3) = \begin{pmatrix} v_1 w_1 & v_1 w_2 & v_1 w_3 \\ v_2 w_1 & v_2 w_2 & v_2 w_3 \end{pmatrix}$$

$$V \otimes W$$

NOT SAME AS CROSS PRODUCT

define $V \otimes W$ to be space of all linear combinations of $v \otimes w$ for $v \in V, w \in W$

$V \otimes W$ contains every matrix of $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}, \begin{pmatrix} 0 & 1 & 0 \\ 0 & 0 & 0 \end{pmatrix}, \dots$

$w_1 = 1$ rest = 0

$w_2 = 1$ rest = 0

$V \otimes W$ contains $\begin{pmatrix} \alpha_1 & \alpha_2 & \alpha_3 \\ \alpha_4 & \alpha_5 & \alpha_6 \end{pmatrix}$ for all $\alpha_i \in \mathbb{C}$

all 2x3 matrices

Vectors M, N

M, N , 2x3 complex matrix

$M + N$ " " " " αM " " " " $\alpha \in \mathbb{C}$

inner product!

$$\langle M | N \rangle = \text{Tr}(M^* N)$$

choose basis $|i\rangle$ $i=1,2$ for V
 $|a\rangle$ $a=1,2,3$ for W

any element of $V \otimes W$ can be written as

$$\sum_i \sum_a \alpha_{ia} |i\rangle \otimes |a\rangle = |\alpha\rangle$$

linear combination

basis for $V \otimes W$

$$|\beta\rangle = \sum_j \sum_b \beta_{jb} |j\rangle \otimes |b\rangle$$

compute $\langle \beta | \alpha \rangle = \text{Trace}(\beta^\dagger \alpha)$

$$\sum_{j,b} \langle j| \otimes \langle b| \beta_{jb}^* = \langle \beta |$$

$$\langle \beta | \alpha \rangle = \sum_{j,b} \langle j| \otimes \langle b| \beta_{jb}^* \sum_{i,a} \alpha_{ia} |i\rangle \otimes |a\rangle$$

$$= \sum_{j,b} \sum_{i,a} \beta_{jb}^* \alpha_{ia} \delta_{ij} \delta_{ab}$$

on V $\langle j|i\rangle = \delta_{ij}$
 on W $\langle b|a\rangle$ produces scalar $= \delta_{ab}$

$$= \sum_{j,b} (\beta^\dagger)_{bj} \alpha_{jb}$$

multiply
sum diagonal
need \mathbb{R} norm

$|i\rangle_V \otimes |a\rangle_W$
 describe original space w/ subscript

$$= \text{Tr}(\beta^\dagger \alpha) = (\text{Tr}(\alpha + \beta))^*$$

$$z \in \mathbb{C}$$

$$z = x + iy$$

$$z \cdot z = \text{norm? no}$$

$$z \cdot z^* = (x+iy)(x-iy)$$