

A. Pauli Matrices, ϵ -tensor.

(i) $[\delta_i, \delta_j]$ commutator

$$= \delta_i \delta_j - \delta_j \delta_i$$

Take one case as example, $[\delta_x, \delta_y] = \delta_x \delta_y - \delta_y \delta_x$

$$= \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix} - \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix}$$

$$= 2i \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

$$= 2i \delta_z$$

The same way, we can get $[\delta_y, \delta_z] = 2i \delta_x$

$$[\delta_z, \delta_x] = 2i \delta_y$$

$$[\delta_y, \delta_x] = -2i \delta_z$$

$$[\delta_z, \delta_y] = -2i \delta_x$$

$$[\delta_x, \delta_z] = -2i \delta_y$$

$$\Rightarrow [\delta_i, \delta_j] = 2i \sum_k \epsilon_{ijk} \delta_k$$

(ii) $\{\delta_i, \delta_j\}$ anticommutator

$$= \delta_i \delta_j + \delta_j \delta_i$$

Take $\{\delta_x, \delta_y\}$ as example: $\{\delta_x, \delta_y\} = \delta_x \delta_y + \delta_y \delta_x$

$$= \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix} + \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix}$$

$$= \begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix} = 0 = 2\delta_{xy}$$

$$\{\delta_x, \delta_x\} = \delta_x \delta_x + \delta_x \delta_x$$

$$= 2 \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

$$= 2 \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = 2\delta_{xx}$$

The same way, $\{\delta_y, \delta_z\} = \{\delta_z, \delta_x\} = \{\delta_z, \delta_y\} = \{\delta_x, \delta_z\} = \{\delta_y, \delta_x\} = 0$

$$\{\delta_y, \delta_y\} = \{\delta_z, \delta_z\} = 2 \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

$$\delta_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

$$\delta_y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$

$$\delta_z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

More Explanation

"clock" Rule $\begin{matrix} x \\ \curvearrowright \\ z \\ \curvearrowleft \\ y \end{matrix}$

$\begin{matrix} i \\ \curvearrowright \\ j \\ \curvearrowleft \\ k \end{matrix}$

$$\Rightarrow \{\delta_i, \delta_j\} = 2\delta_{ij}$$

$$(iii) \delta_i \delta_j = \delta_{ij} + i \sum_k \epsilon_{ijk} \delta_k$$

$$\delta_x \delta_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = 1$$

$$\delta_x \delta_y = \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix} = i \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} = i \delta_z$$

$$\delta_y \delta_x = \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix} = -i \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} = -i \delta_z$$

The same way, $\delta_y \delta_y = 1$

$$\delta_z \delta_z = 1$$

$$\delta_y \delta_z = i \delta_x$$

$$\delta_z \delta_x = i \delta_y$$

$$\delta_z \delta_y = -i \delta_x$$

$$\delta_x \delta_z = -i \delta_y$$

$$\Rightarrow \delta_i \delta_j = \delta_{ij} + i \sum_k \epsilon_{ijk} \delta_k$$

(iv) $\text{tr}(\delta_i)$ trace of a matrix

$$\delta_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \Rightarrow \text{Trace}(\delta_x) = 0$$

$$\delta_y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \Rightarrow \text{Trace}(\delta_y) = 0$$

$$\delta_z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \Rightarrow \text{Trace}(\delta_z) = 0$$

$$\Rightarrow \text{Tr}(\delta_i) = 0$$

More explanation

$$i \rightarrow x$$

$$j \rightarrow y$$

$$\delta_i \delta_j = \delta_x \delta_y$$

$$= \delta_{ij} + i \sum_k \epsilon_{ijk} \delta_k$$

$$= \delta_{xy} + i \sum_k \epsilon_{xyk} \delta_k$$

when $k=x$ or $k=y$, $\epsilon_{xyk} = 0$
so k can only be z

$$= \delta_{xy} + i \cdot 1 \cdot \delta_z$$

$$= i \delta_z$$

$$(v.) \quad \text{tr}(\delta_i \delta_j) = 2 \delta_{ij}$$

$$\delta_x \delta_y = \begin{pmatrix} i & 0 \\ 0 & -i \end{pmatrix} \Rightarrow \text{Tr}(\delta_x \delta_y) = 0$$

$$\delta_x \delta_x = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \Rightarrow \text{Tr}(\delta_x \delta_x) = 2$$

The same way, $\text{Tr}(\delta_y \delta_y) = \text{Tr}(\delta_z \delta_z) = 2$

$$\text{Tr}(\delta_x \delta_y) = \text{Tr}(\delta_y \delta_z)$$

$$= \text{Tr}(\delta_y \delta_x) = \text{Tr}(\delta_z \delta_y)$$

$$= \text{Tr}(\delta_x \delta_z) = \text{Tr}(\delta_z \delta_x)$$

$$= 0$$

$$\Rightarrow \text{tr}(\delta_i \delta_j) = 2 \delta_{ij}$$

$$(vi) \quad \vec{v} \cdot \delta \vec{w} \cdot \delta = \vec{v} \cdot \vec{w} + i(\vec{v} \times \vec{w}) \cdot \delta$$

Proof: $\vec{\delta} = \delta_x \vec{i} + \delta_y \vec{j} + \delta_z \vec{k} = \begin{pmatrix} \delta_x \\ \delta_y \\ \delta_z \end{pmatrix}$

Notice

left:

$$\textcircled{1} (v_x \ v_y \ v_z) \begin{pmatrix} \delta_x \\ \delta_y \\ \delta_z \end{pmatrix} = v_x \delta_x + v_y \delta_y + v_z \delta_z$$

$$\textcircled{2} (w_x \ w_y \ w_z) \begin{pmatrix} \delta_x \\ \delta_y \\ \delta_z \end{pmatrix} = w_x \delta_x + w_y \delta_y + w_z \delta_z$$

$$\textcircled{1} \cdot \textcircled{2} = (v_x \delta_x + v_y \delta_y + v_z \delta_z) (w_x \delta_x + w_y \delta_y + w_z \delta_z)$$

$$= v_x w_x \delta_x \delta_x + v_x w_y \delta_x \delta_y + v_x w_z \delta_x \delta_z$$

$$+ v_y w_x \delta_y \delta_x + v_y w_y \delta_y \delta_y + v_y w_z \delta_y \delta_z$$

$$+ v_z w_x \delta_z \delta_x + v_z w_y \delta_z \delta_y + v_z w_z \delta_z \delta_z$$

More Explanation:

Easily, we can get this conclusion

From (iii) & (iv)

When $i \neq j$:

$$\text{tr}(\delta_i) = 0$$

$$\delta_i \delta_j = (\pm) i \delta_k \Rightarrow \text{Tr}(\delta_i \delta_j) = 0$$

When $i = j$:

$$\delta_i \delta_i = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \Rightarrow \text{Tr}(\delta_i \delta_i) = 2$$

Since from (iii) $\delta_x \delta_x = \delta_y \delta_y = \delta_z \delta_z = 1$

The three \bigcirc terms,

$$= v_x w_x + v_y w_y + v_z w_z$$

$$= \vec{v} \cdot \vec{w}$$

The six \square terms,

Following the "clock rule"
in part (iii)

$$\begin{cases} \delta_x \delta_y = i \delta_z \\ \delta_y \delta_x = -i \delta_z \end{cases}$$

$$\begin{cases} \delta_y \delta_z = i \delta_x \\ \delta_z \delta_y = -i \delta_x \end{cases}$$

$$\begin{cases} \delta_z \delta_x = i \delta_y \\ \delta_x \delta_z = -i \delta_y \end{cases}$$

The \square terms = $i v_x w_y \delta_z - i v_x w_z \delta_y$

$$- i v_y v_x \delta_z$$

$$+ i v_y w_z \delta_x$$

$$+ v_z w_x \delta_y + i v_z w_y \delta_x$$

$$= i \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{pmatrix} \begin{pmatrix} \delta_x \\ \delta_y \\ \delta_z \end{pmatrix}$$

$$= i (\vec{v} \times \vec{w}) \cdot \delta$$

$$\Rightarrow \vec{v} \cdot \delta \vec{w} \delta = \vec{v} \cdot \vec{w} + i (\vec{v} \times \vec{w}) \cdot \delta$$

$$\begin{aligned} \text{(vii)} \quad \vec{v} \cdot \vec{w} &= (v_x \ v_y \ v_z) \begin{pmatrix} w_x \\ w_y \\ w_z \end{pmatrix} = v_x w_x + v_y w_y + v_z w_z \\ &= \sum_i v_i w_i \end{aligned}$$

$$(viii) \vec{v} \times \vec{w} = \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{pmatrix}$$

$$(\vec{v} \times \vec{w})_k = (v_x w_y - v_y w_x) \hat{k}$$

$$\text{When } \begin{matrix} i \rightarrow x \\ j \rightarrow y \end{matrix} \quad \epsilon_{ijk} v_i w_j = v_x w_y$$

$$\text{When } \begin{matrix} i \rightarrow y \\ j \rightarrow x \end{matrix} \quad \epsilon_{ijk} v_i w_j = -v_y w_x$$

$$\Rightarrow (\vec{v} \times \vec{w})_k = \sum_{ij} \epsilon_{ijk} v_i w_j$$

$$(ix) \quad \sum_k \epsilon_{ijk} \epsilon_{i'jk'} = \delta_{ii'} \delta_{jj'} - \delta_{ij} \delta_{j'i'}$$

We discuss the possible i, j , and i', j'

i	i'
j	j'

$$\sum_k \epsilon_{ijk} \epsilon_{i'jk'} = \begin{cases} i=j & 0 \\ i \neq j & 1 \end{cases} \quad \text{for } i'=i, j'=j$$

$$\begin{cases} j'=i & -1 \\ j \neq i & 0 \\ & 0 \end{cases} \quad \text{for } i' \neq i, i'=j$$

$$\Rightarrow \sum_k \epsilon_{ijk} \epsilon_{i'jk'} = \delta_{ii'} \delta_{jj'} - \delta_{ij} \delta_{j'i'}$$

$$x) \quad \vec{w} \times \vec{u} = \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ w_x & w_y & w_z \\ u_x & u_y & u_z \end{pmatrix}$$

$$= \begin{pmatrix} w_y u_z - w_z u_y \\ w_z u_x - w_x u_z \\ w_x u_y - w_y u_x \end{pmatrix}$$

$$\vec{v} \times (\vec{w} \times \vec{u}) = \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ v_x & v_y & v_z \\ (w_y u_z - w_z u_y) & (w_z u_x - w_x u_z) & (w_x u_y - w_y u_x) \end{pmatrix}$$

$$= \begin{pmatrix} v_y w_x u_y - v_y w_y u_x - v_z w_z u_x + v_z w_x u_z \\ v_z w_y w_z - v_z w_z u_y - v_x w_x u_y + v_x w_y u_x \\ v_x w_z u_x - v_x w_x u_z - v_y w_y u_z + v_y w_z u_y \end{pmatrix}$$

$$= \begin{pmatrix} (v_y u_y + v_z u_z) w_x - (v_y w_y + v_z w_z) u_x \\ (v_x u_x + v_z u_z) w_y - (v_x w_x + v_z w_z) u_y \\ (v_x u_x + v_y u_y) w_z - (v_x w_x + v_y w_y) u_z \end{pmatrix}$$

$$= \begin{pmatrix} (v_x u_x + v_y u_y + v_z u_z) w_x - (v_x w_x + v_y w_y + v_z w_z) u_x \\ (v_x u_x + v_y u_y + v_z u_z) w_y - (v_x w_x + v_y w_y + v_z w_z) u_y \\ (v_x u_x + v_y u_y + v_z u_z) w_z - (v_x w_x + v_y w_y + v_z w_z) u_z \end{pmatrix}$$

$$= (\vec{v} \cdot \vec{u}) \vec{w} - (\vec{v} \cdot \vec{w}) \vec{u}$$

$$xi) \vec{w} \times \vec{u} = \begin{pmatrix} w_y u_z - w_z u_y \\ w_z u_x - w_x u_z \\ w_y u_x - w_x u_y \end{pmatrix}$$

$$\vec{v} \cdot (\vec{w} \times \vec{u}) = (v_x \ v_y \ v_z) \begin{pmatrix} w_y u_z - w_z u_y \\ w_z u_x - w_x u_z \\ w_y u_x - w_x u_y \end{pmatrix}$$

$$= v_x w_y u_z - v_x w_z u_y + v_y w_z u_x - v_y w_x u_z + v_z w_y u_x - v_z w_x u_y$$

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = (u_x \ u_y \ u_z) \begin{pmatrix} v_y w_z - v_z w_y \\ v_z w_x - v_x w_z \\ v_x w_y - v_y w_x \end{pmatrix}$$

$$= u_x v_y w_z - u_x v_z w_y + u_y v_z w_x - u_y v_x w_z + u_z v_x w_y - u_z v_y w_x$$

Accordingly, we can find one by one.

$$\Rightarrow \vec{v} \cdot (\vec{w} \times \vec{u}) = \vec{u} \cdot (\vec{v} \times \vec{w})$$

B.

$$(i) |4 \times 4|^n = |4 \times 4| |4\rangle \langle 4| \langle 4| \dots \langle 4| = \hat{A}$$

$$\cos(\lambda \hat{A}) = \sum_{n=0}^{\infty} \frac{\lambda^n (\hat{A})^n}{n!} = \hat{A} \sum_{n=0}^{\infty} \frac{\lambda^n}{n!}$$

$$\text{When } \hat{A}=1, \quad \cos \lambda = \sum_{n=0}^{\infty} \frac{\lambda^n}{n!} \quad \uparrow$$

$$\Rightarrow \cos(\lambda \hat{A}) = \hat{A} \cos \lambda$$

(ii) Any Hermitian operator \hat{A} can be written as: $\hat{A} = \sum_n a_n |n\rangle\langle n|$

Proof:

Since $|n\rangle$ is eigenvector, and a_n is eigenvalue

$$\Rightarrow \hat{A}|n\rangle = a_n|n\rangle$$

$$\langle 4|4\rangle = \sum_n |n\rangle\langle n| = 1$$

$$\Rightarrow \hat{A} = \hat{A} \sum_n |n\rangle\langle n| = \sum_n a_n |n\rangle\langle n|$$

C. Spin: $S_z = \frac{\hbar}{2} \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

$$|4\rangle = \frac{1}{\sqrt{2}} (|+\rangle + i|-\rangle) = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ i \end{pmatrix}$$

$$|+\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$|-\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Rotate around z-axis, the operator $R_z(\phi) = \exp\left(-\frac{i S_z \phi}{\hbar}\right)$

$$= \begin{pmatrix} \exp\left(-\frac{i\phi}{2}\right) & 0 \\ 0 & \exp\left(\frac{i\phi}{2}\right) \end{pmatrix}$$

Here $\phi = \pi$, $R_z(\pi) = \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix}$

$$|\psi_{\text{new}}\rangle = R_z |\psi\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} -i & 0 \\ 0 & i \end{pmatrix} \begin{pmatrix} 1 \\ i \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} -i \\ -1 \end{pmatrix}$$

$$= \frac{1}{\sqrt{2}} (-i|+\rangle - |-\rangle)$$

So the probability for being up

$$\frac{-i \cdot i}{(\sqrt{2})^2} = \frac{1}{2} = 50\%$$

and down

$$\frac{(-1)^2}{(\sqrt{2})^2} = \frac{1}{2} = 50\%$$