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The length or norm of a vector can be written  $\|\vec{A}\| = \sqrt{\vec{A} \cdot \vec{A}}$

Dfn Norm Vector

$$\| |0\rangle \| = \sqrt{\mathcal{I}(|0\rangle, |0\rangle)}$$

$\Rightarrow$  Generalized length of vector

Normalized Vector (Unit Vector) - A vector with norm = 1 can be constructed by

$$|e\rangle = \frac{|0\rangle}{\| |0\rangle \|} = \text{normalized vector}$$

compare with normal unit vector

$$\hat{r} = \frac{\vec{r}}{r} = \frac{\vec{r}}{\sqrt{\vec{r} \cdot \vec{r}}}$$

Dfn Orthogonal Two vectors are orthogonal if

$$I(|a\rangle, |b\rangle) = 0$$

Dfn Orthonormal Basis A basis for a vector space  $\{|e_1\rangle, |e_2\rangle, \dots\}$  is orthonormal if

$$I(|e_i\rangle, |e_j\rangle) = \delta_{ij} = \begin{cases} 0 & i \neq j \\ 1 & i = j \end{cases}$$

Schwarz Inequality

$$|I(|a\rangle, |b\rangle)|^2 \leq I(|a\rangle, |a\rangle) I(|b\rangle, |b\rangle)$$

Dirac Notation

$$I(|a\rangle, |b\rangle) \Rightarrow \langle a|b\rangle$$

$$\Rightarrow \langle a|b\rangle = \langle b|a\rangle^*$$

$$\Rightarrow \langle a|a\rangle = \text{real} \geq 0$$

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Gram-Schmidt Process for construction on orthonormal basis

$$\begin{array}{ccc} \{ |a_i\rangle \} & \xrightarrow{\text{GS}} & \{ |e_i\rangle \} \\ \text{basis} & & \text{orthonormal basis} \end{array}$$

① Normalize  $|a_1\rangle$

$$|e_1\rangle = \frac{|a_1\rangle}{\sqrt{\langle a_1 | a_1 \rangle}}$$

② Subtract component of  $|a_2\rangle$  along  $|e_1\rangle$ .

$$|b_2\rangle \equiv |a_2\rangle - \langle e_1 | a_2 \rangle |e_1\rangle$$

③ Normalize  $|b_2\rangle$

$$|e_2\rangle = \frac{|b_2\rangle}{\sqrt{\langle b_2 | b_2 \rangle}}$$

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4 Subtract projection of  $|a_3\rangle$  on  $|e_1\rangle, |e_2\rangle$

$$|b_3\rangle = |a_3\rangle - \langle e_1 | a_1 \rangle |e_1\rangle - \langle e_2 | a_2 \rangle |e_2\rangle$$

5 Normalize

$$|e_3\rangle = \frac{|b_3\rangle}{\sqrt{\langle b_3 | b_3 \rangle}}$$

6 Keep Going

Example Construct orthonormal basis from

$$\{ |a_1\rangle = \hat{x} + \hat{y}, |a_2\rangle = \hat{x} - \hat{y}, |a_3\rangle = \hat{x} + \hat{y} + \hat{z} \}$$

$$\begin{aligned} \text{1 } |e_1\rangle &= \frac{|a_1\rangle}{\sqrt{\langle a_1 | a_1 \rangle}} = \frac{\hat{x} + \hat{y}}{\sqrt{(\hat{x} + \hat{y}) \cdot (\hat{x} + \hat{y})}} \\ &= \frac{\hat{x} + \hat{y}}{\sqrt{2}} \end{aligned}$$

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② Project  $|e_1\rangle$  out of  $|a_2\rangle$

$$|b_2\rangle = |a_2\rangle - \langle e_1 | a_2 \rangle |e_1\rangle$$

$$= \hat{x} - \hat{y} - \left( \left( \frac{\hat{x} + \hat{y}}{\sqrt{2}} \right) \cdot (\hat{x} - \hat{y}) \right) \left( \frac{\hat{x} + \hat{y}}{\sqrt{2}} \right)$$

$$= \hat{x} - \hat{y} - \frac{1}{\sqrt{2}} (0) \frac{\hat{x} + \hat{y}}{\sqrt{2}}$$

$$= \hat{x} - \hat{y}$$

③ Normalize  $|b_2\rangle$

$$|e_2\rangle = \frac{|b_2\rangle}{\sqrt{\langle b_2 | b_2 \rangle}} = \frac{\hat{x} - \hat{y}}{\sqrt{(\hat{x} - \hat{y}) \cdot (\hat{x} - \hat{y})}}$$

$$= \frac{\hat{x} - \hat{y}}{\sqrt{2}}$$

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(4) Project  $|e_1\rangle, |e_2\rangle$  out of  $|a_3\rangle$

$$|b_3\rangle = |a_3\rangle - \langle e_1 | a_3 \rangle |e_1\rangle - \langle e_2 | a_3 \rangle |e_2\rangle$$

$$= \hat{x} + \hat{y} + \hat{z} - \left[ \left( \frac{\hat{x} + \hat{y}}{\sqrt{2}} \right) \cdot (\hat{x} + \hat{y} + \hat{z}) \right] \left( \frac{\hat{x} + \hat{y}}{\sqrt{2}} \right) - \left[ \left( \frac{\hat{x} - \hat{y}}{\sqrt{2}} \right) \cdot (\hat{x} + \hat{y} + \hat{z}) \right] \left( \frac{\hat{x} - \hat{y}}{\sqrt{2}} \right)$$

$$= \hat{x} + \hat{y} + \hat{z} - \frac{1}{\sqrt{2}} (2) \frac{\hat{x} + \hat{y}}{\sqrt{2}}$$

$$- \frac{1}{\sqrt{2}} \cdot 0$$

$$= \hat{x} + \hat{y} + \hat{z} - (\hat{x} + \hat{y}) = \hat{z}$$

(5) Normalize  $|b_3\rangle$

$$|e_3\rangle = \frac{|b_3\rangle}{\sqrt{\langle b_3 | b_3 \rangle}} = \frac{\hat{z}}{\sqrt{\hat{z} \cdot \hat{z}}} = \hat{z}$$

⑧

The orthonormal basis is

$$\left\{ \frac{\hat{x} + \hat{y}}{\sqrt{2}}, \frac{\hat{x} - \hat{y}}{\sqrt{2}}, \hat{z} \right\}$$