Title: Quantum 6

Date: Aug 16, 2008 03:30 PM

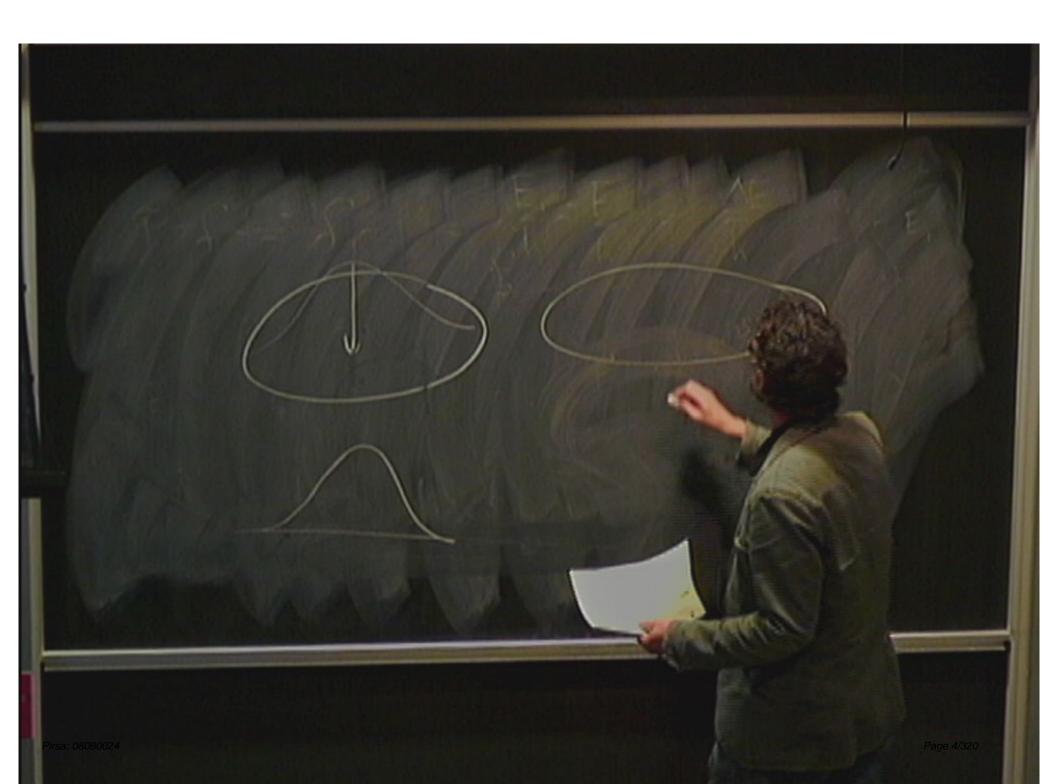
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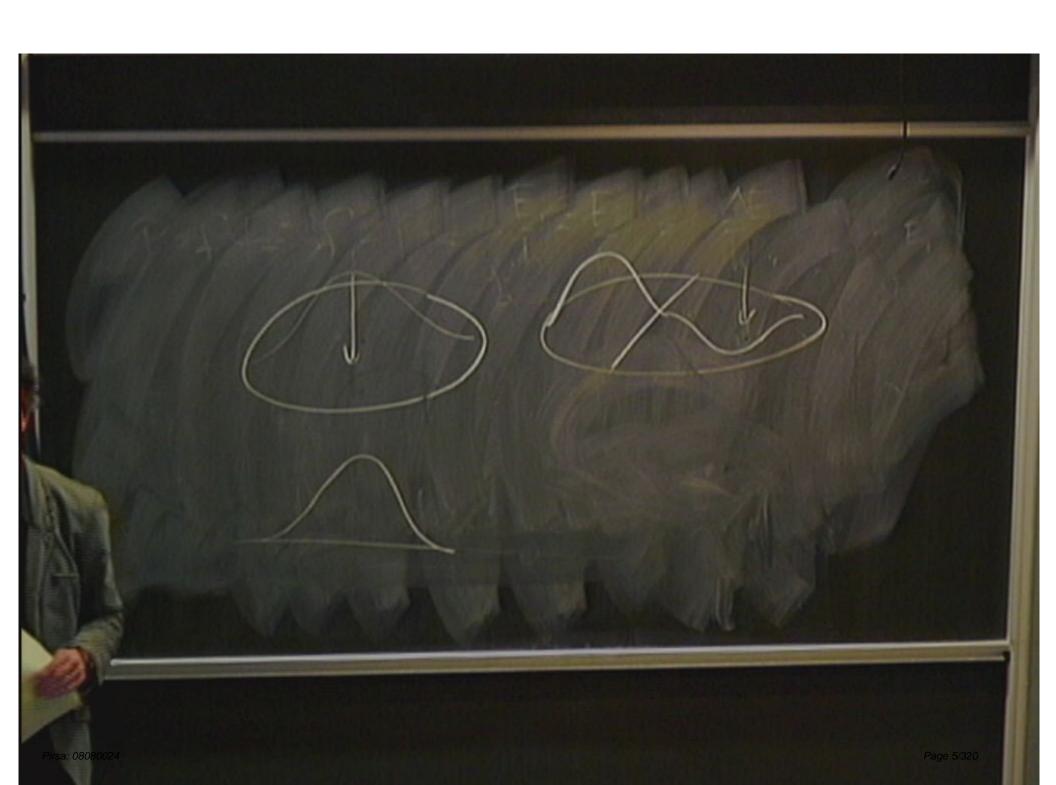
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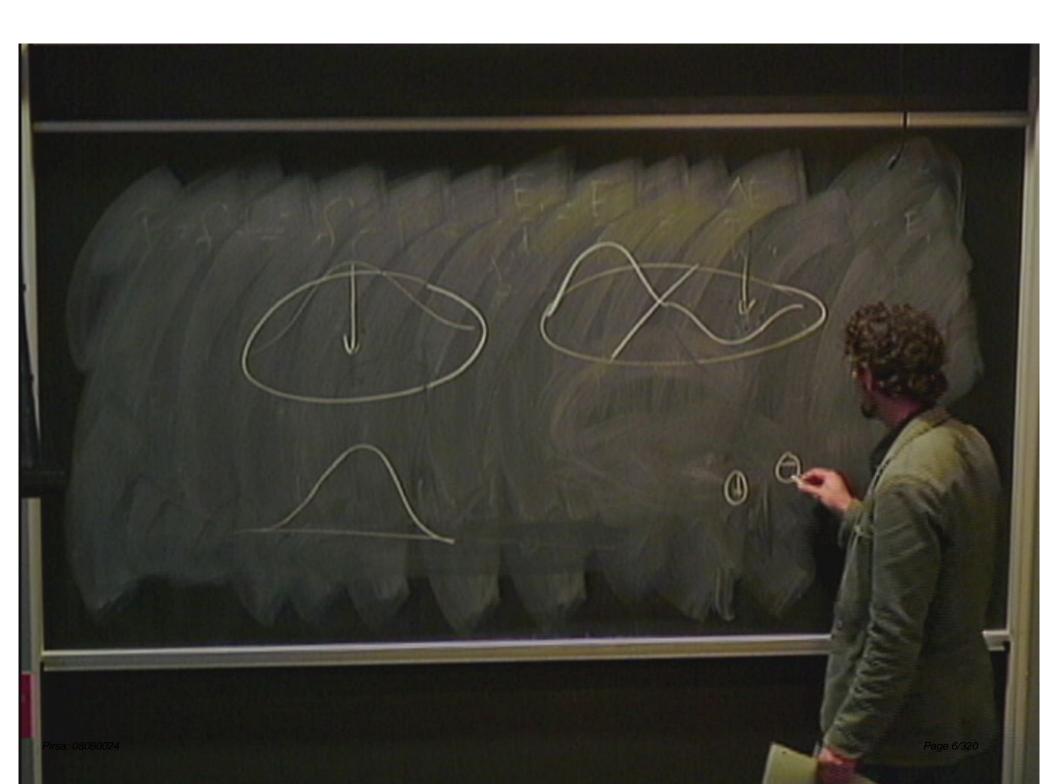
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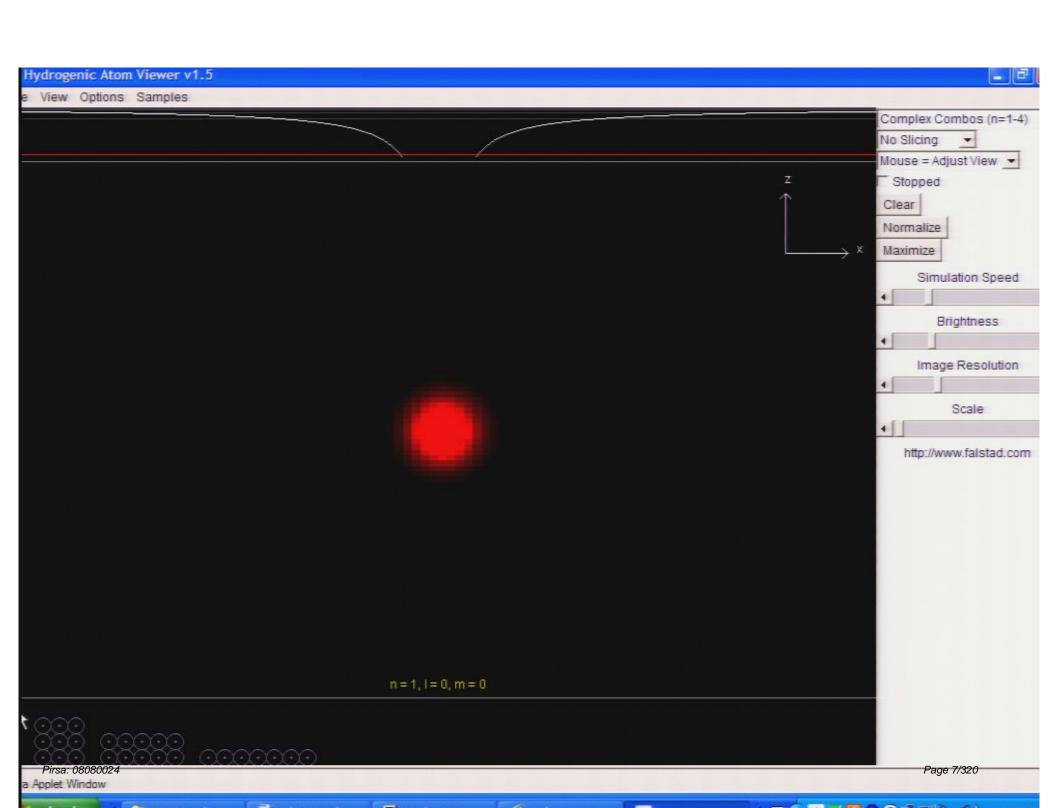


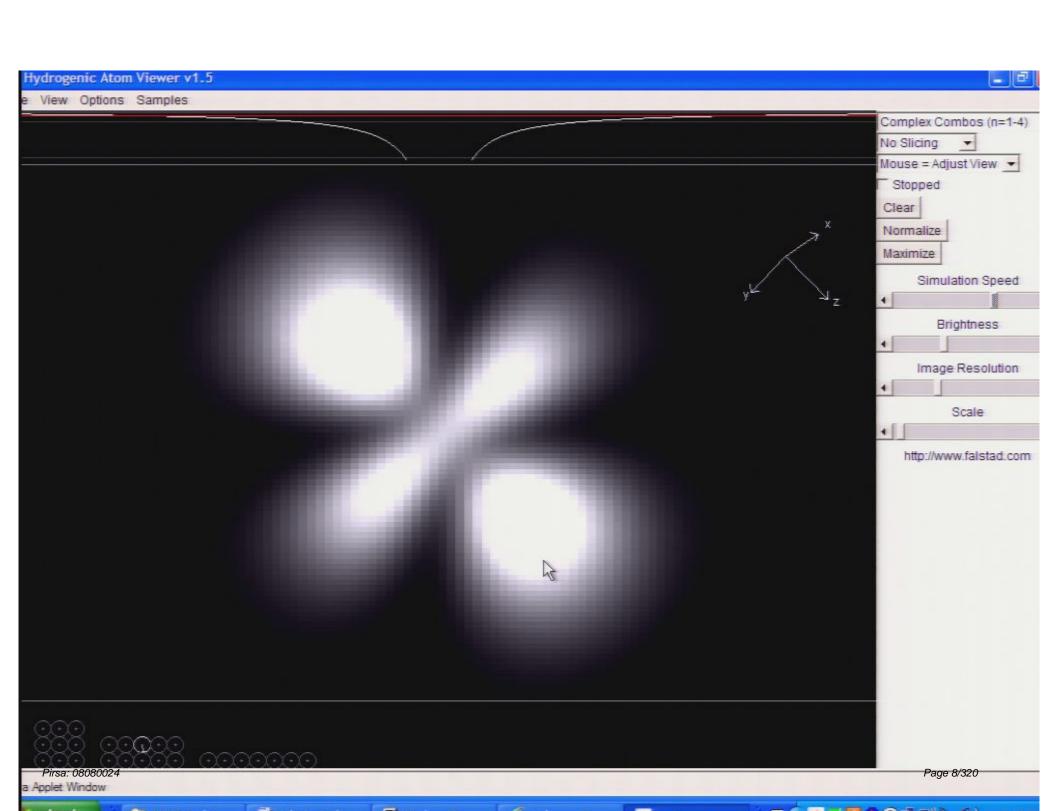


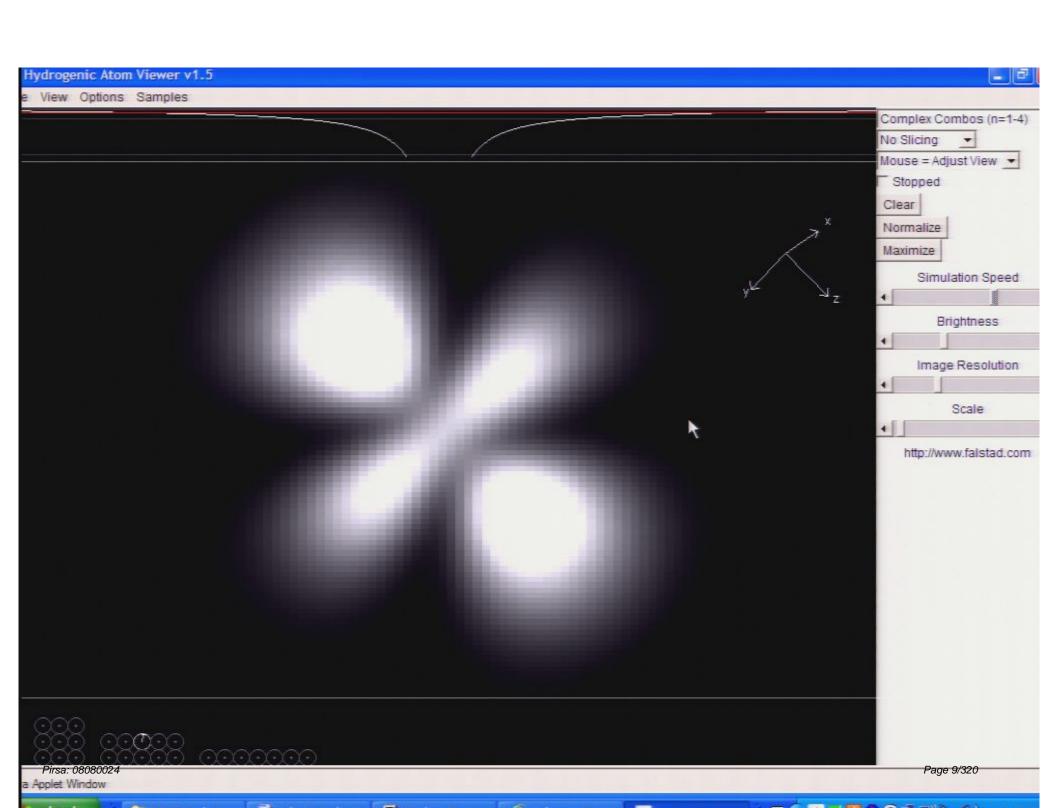


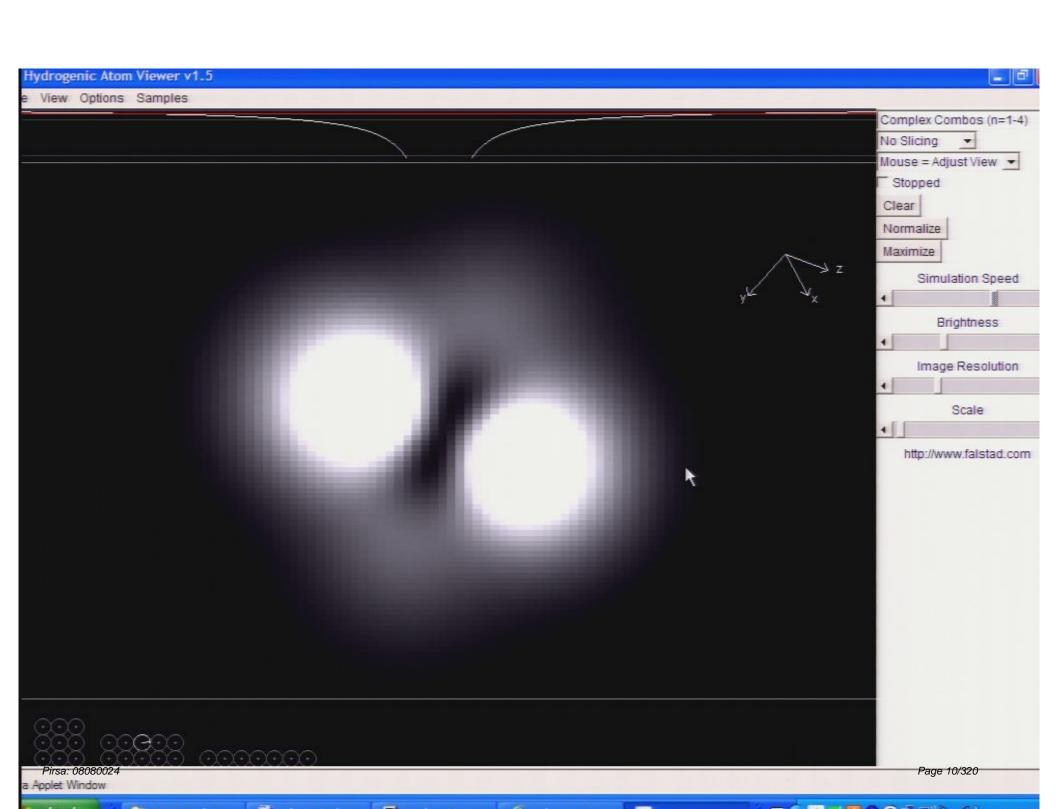


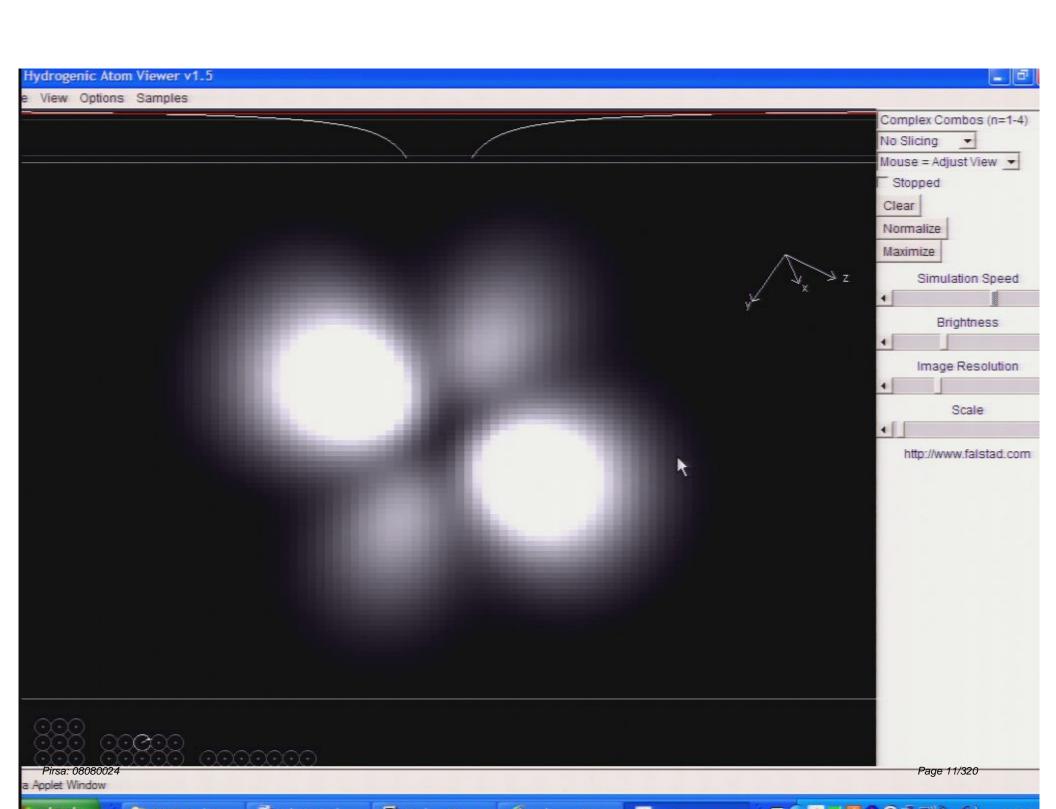




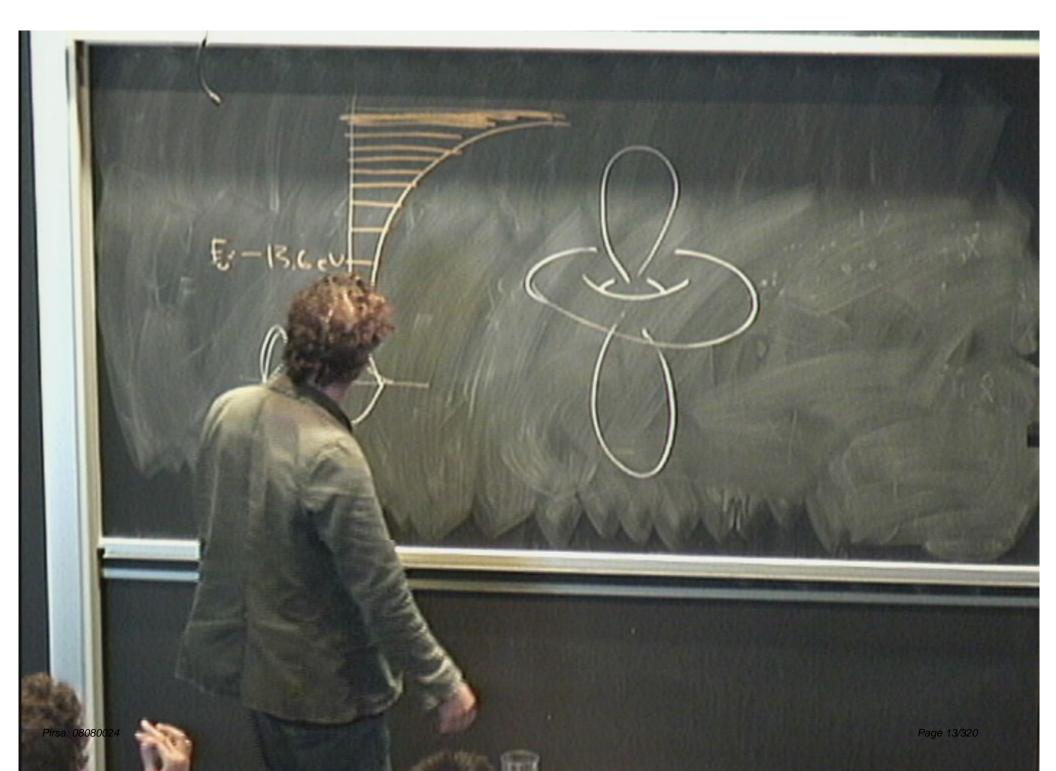


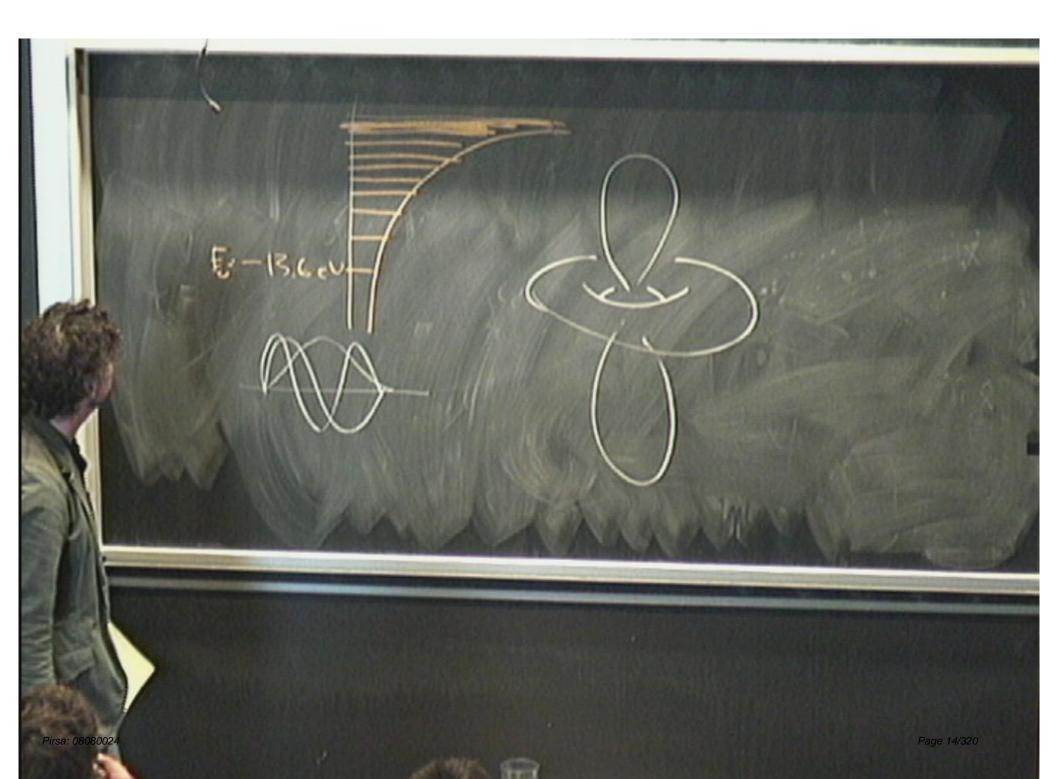


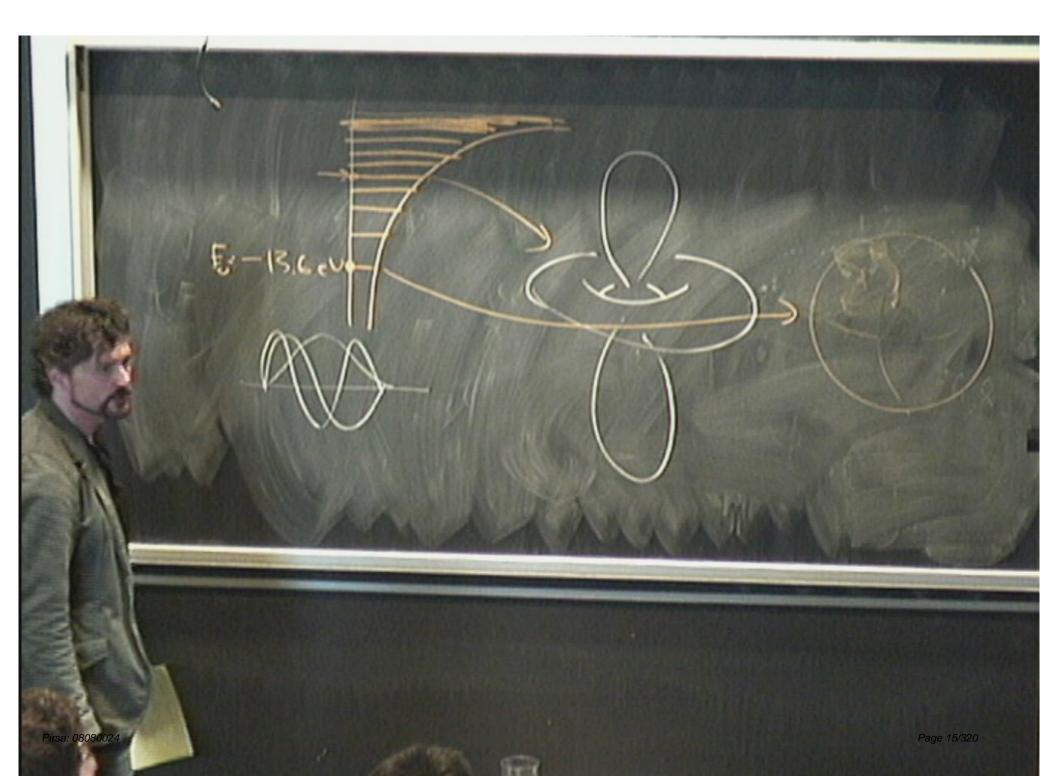


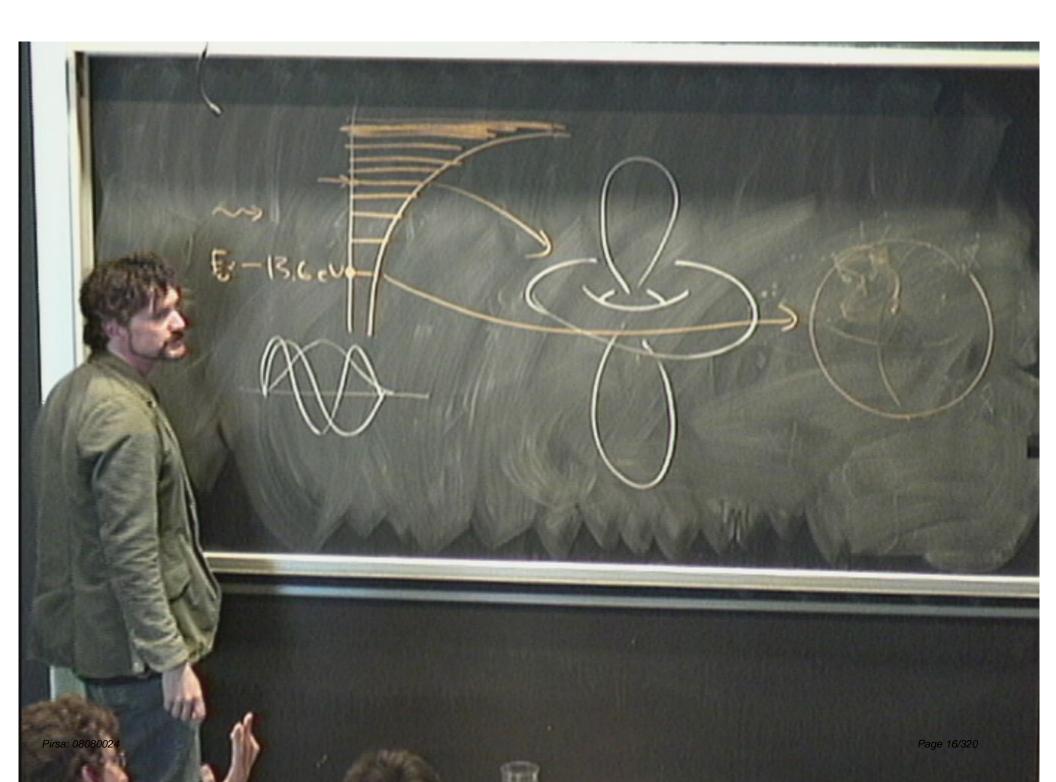


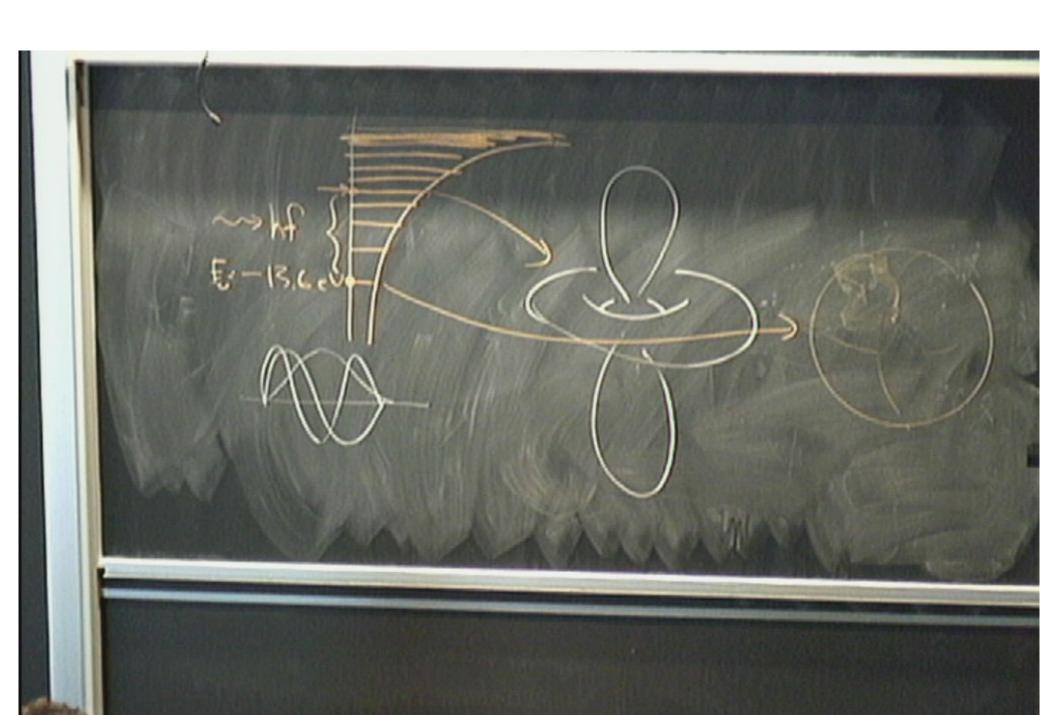


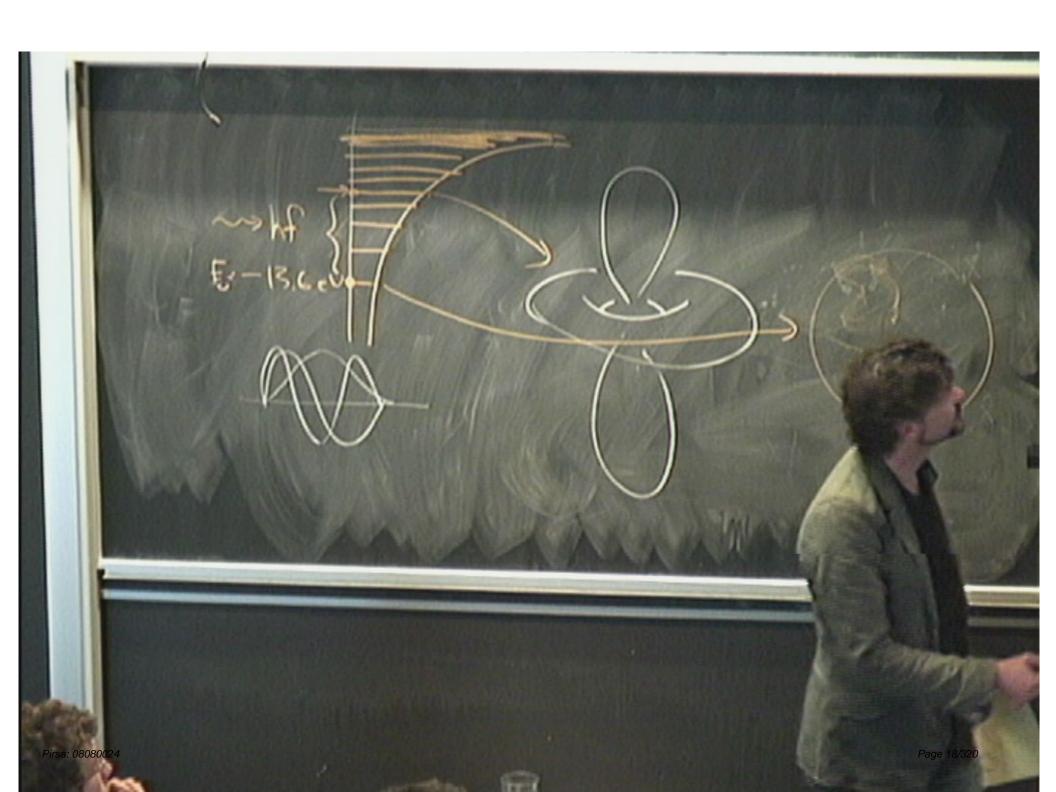


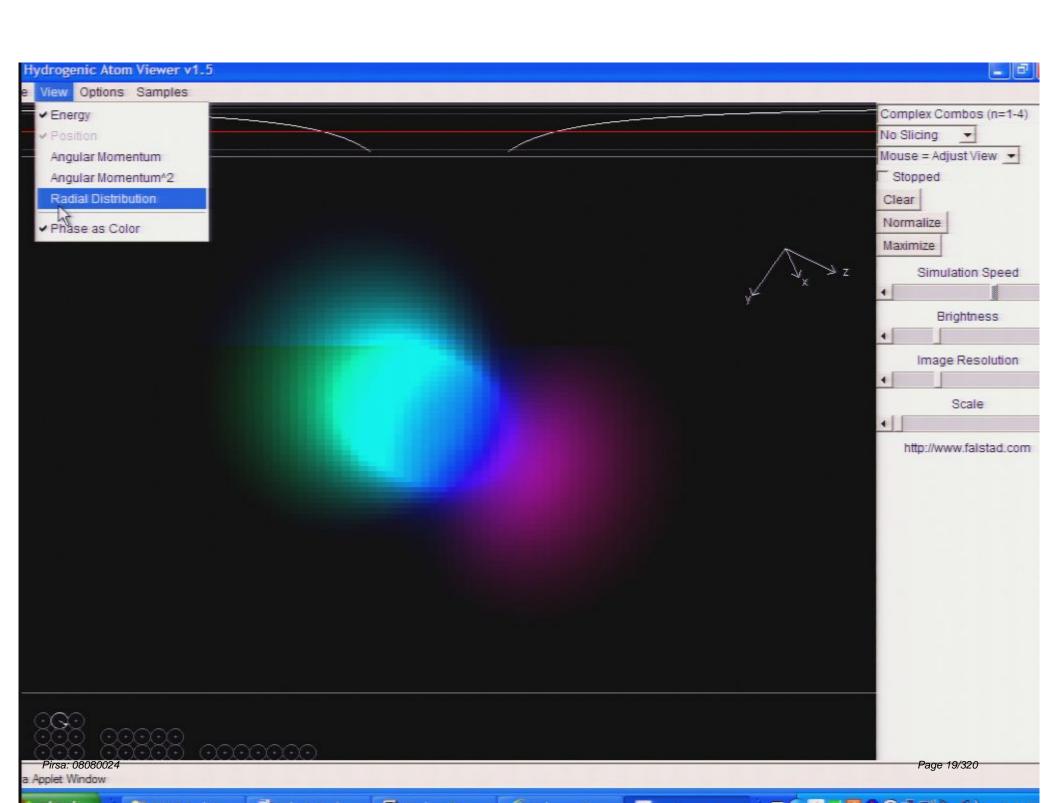


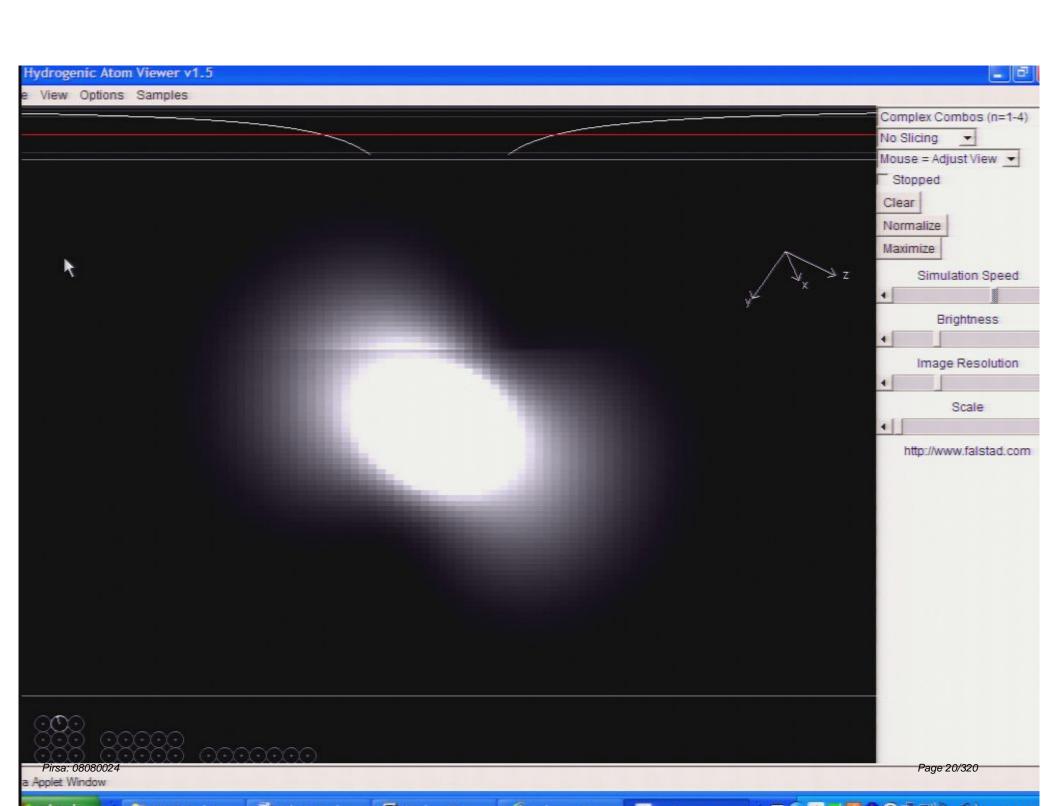


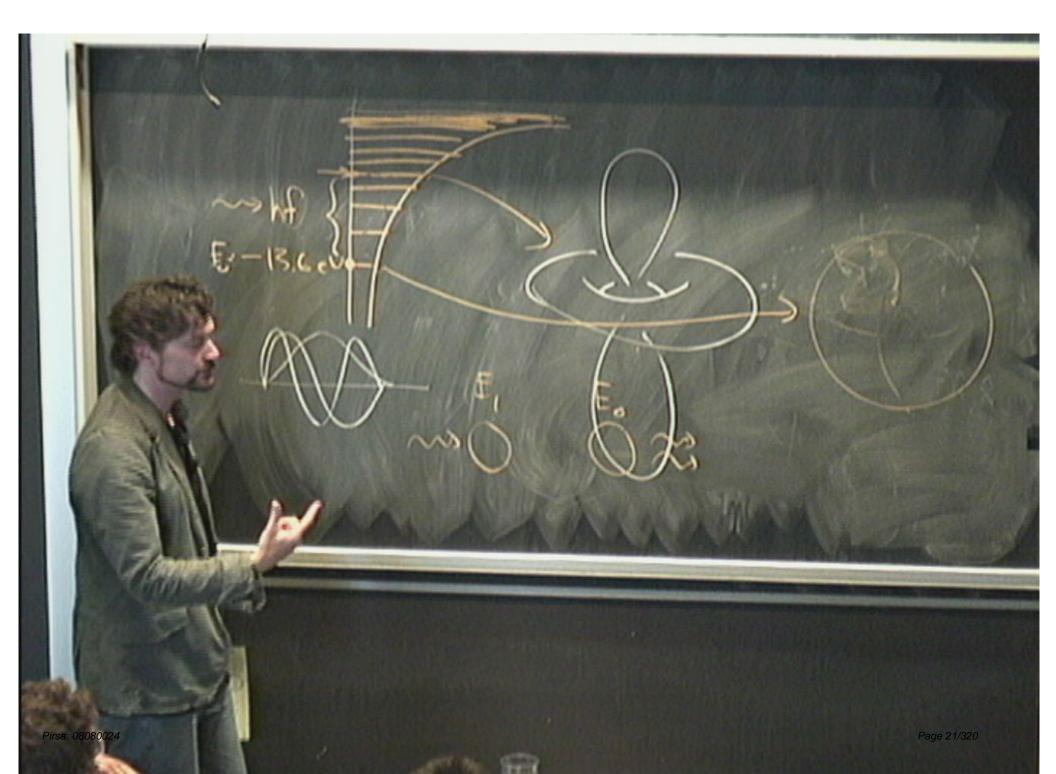


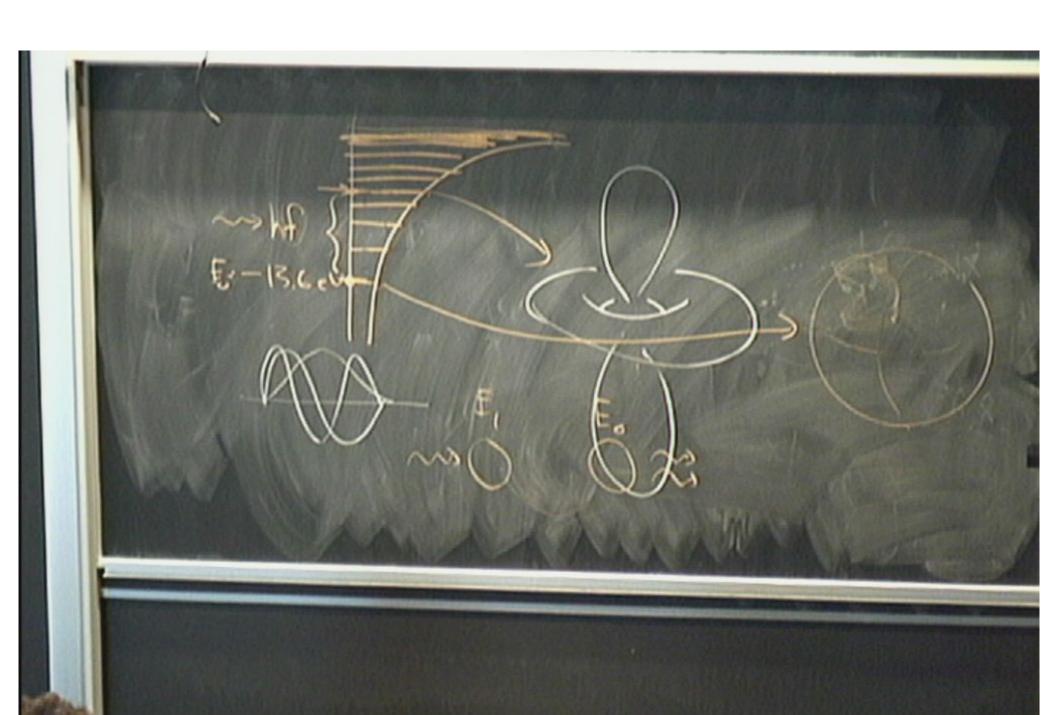


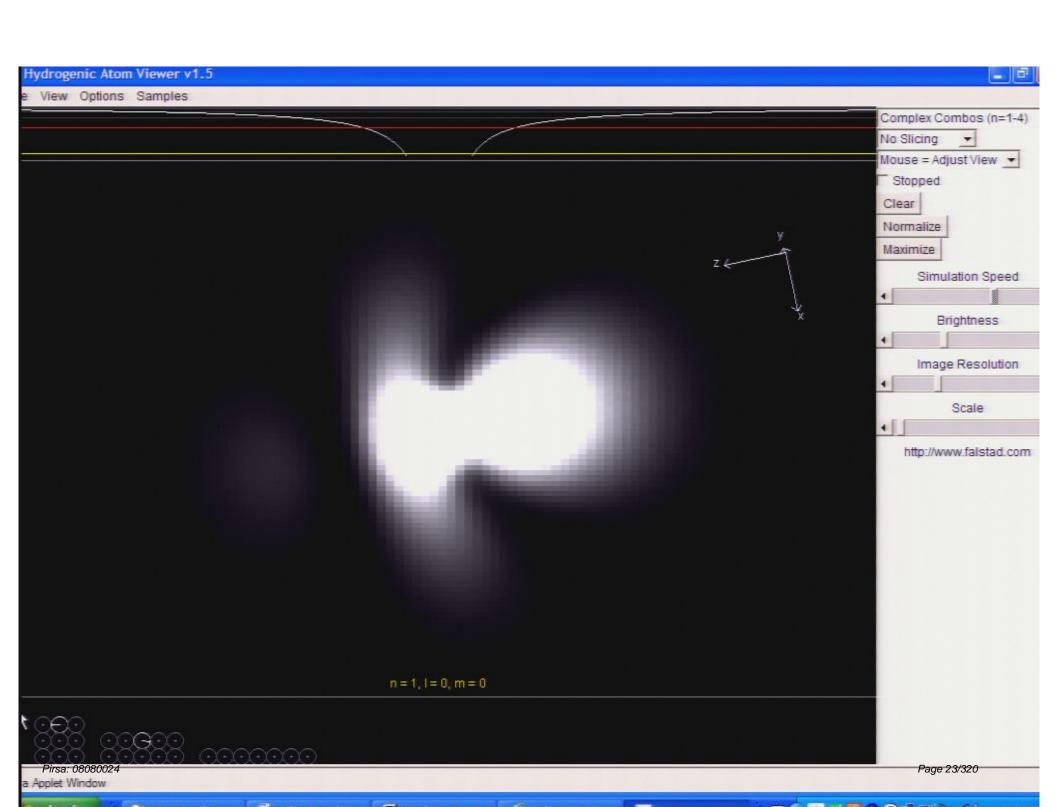


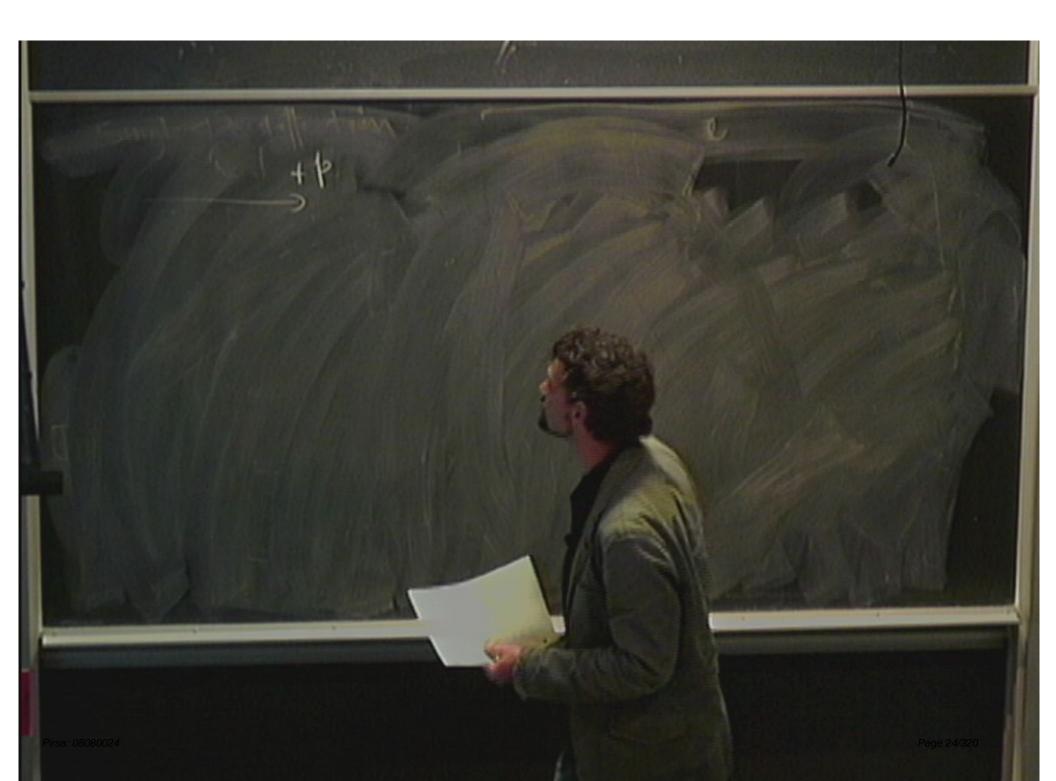


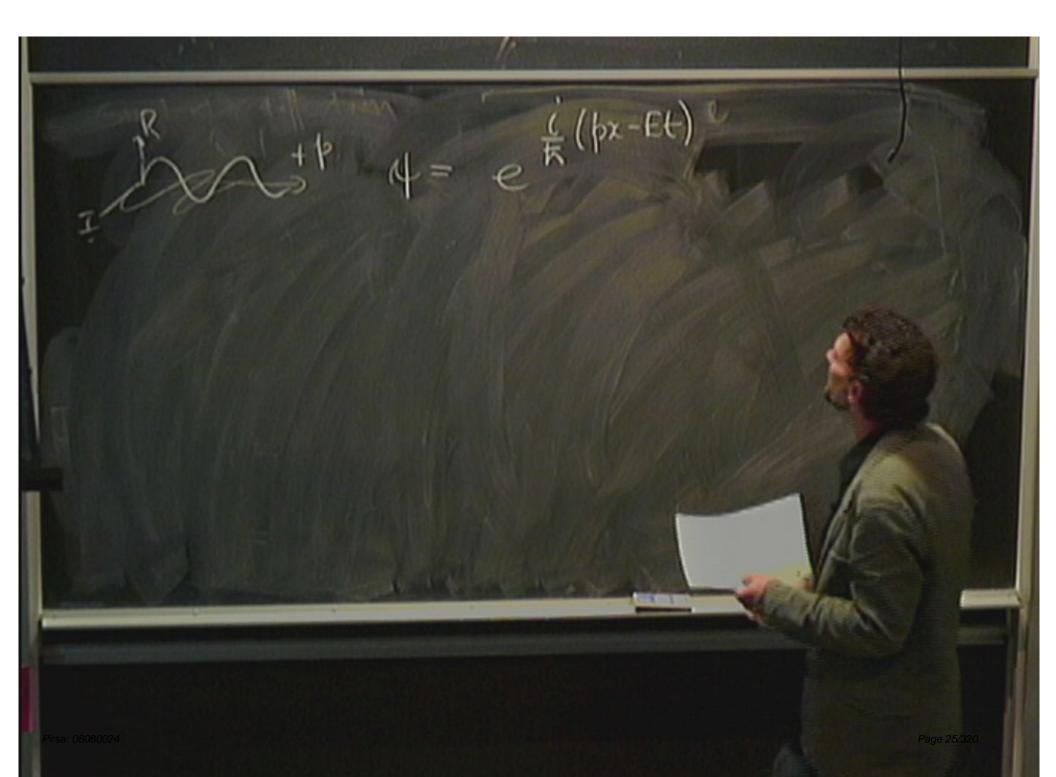


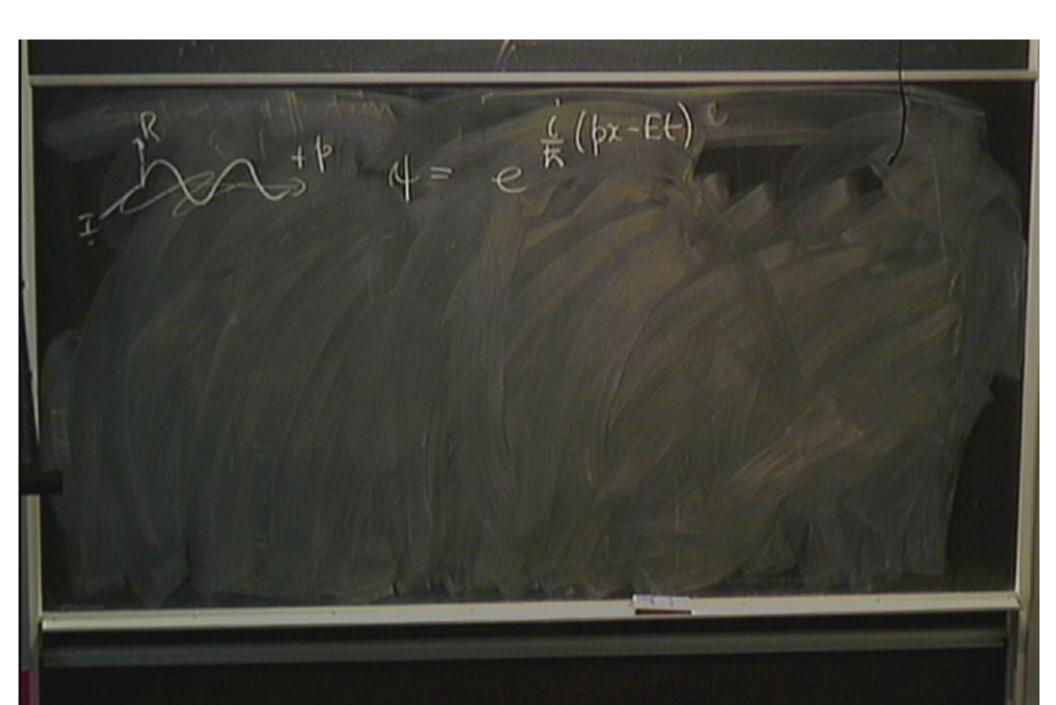






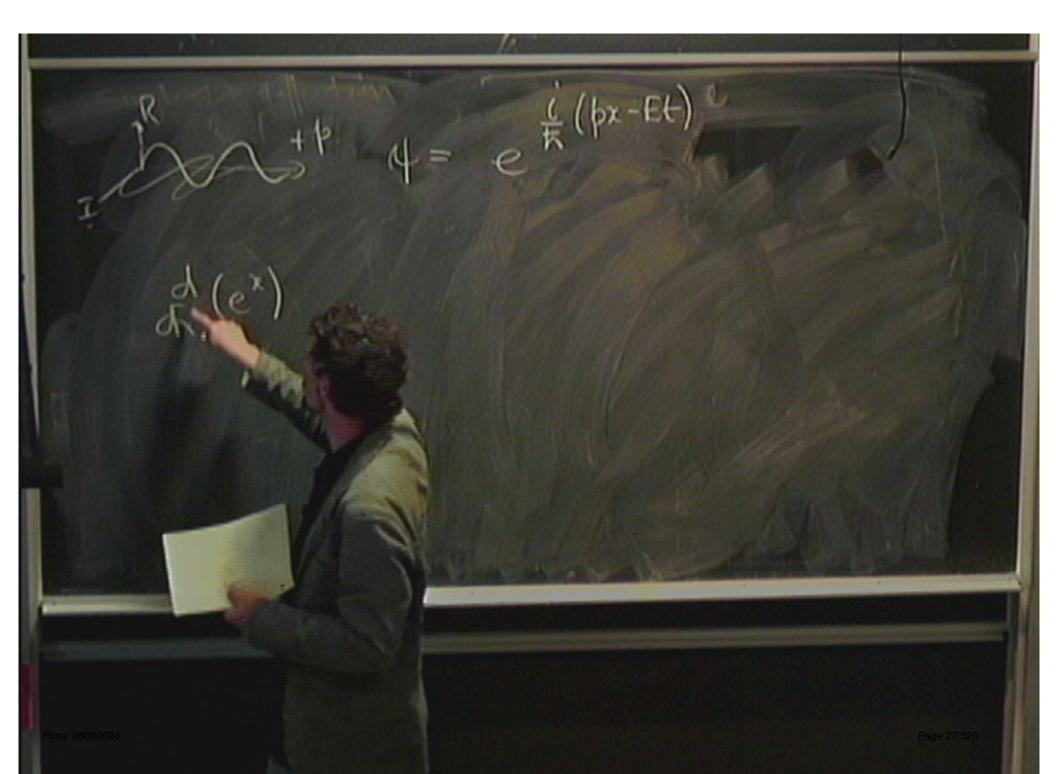


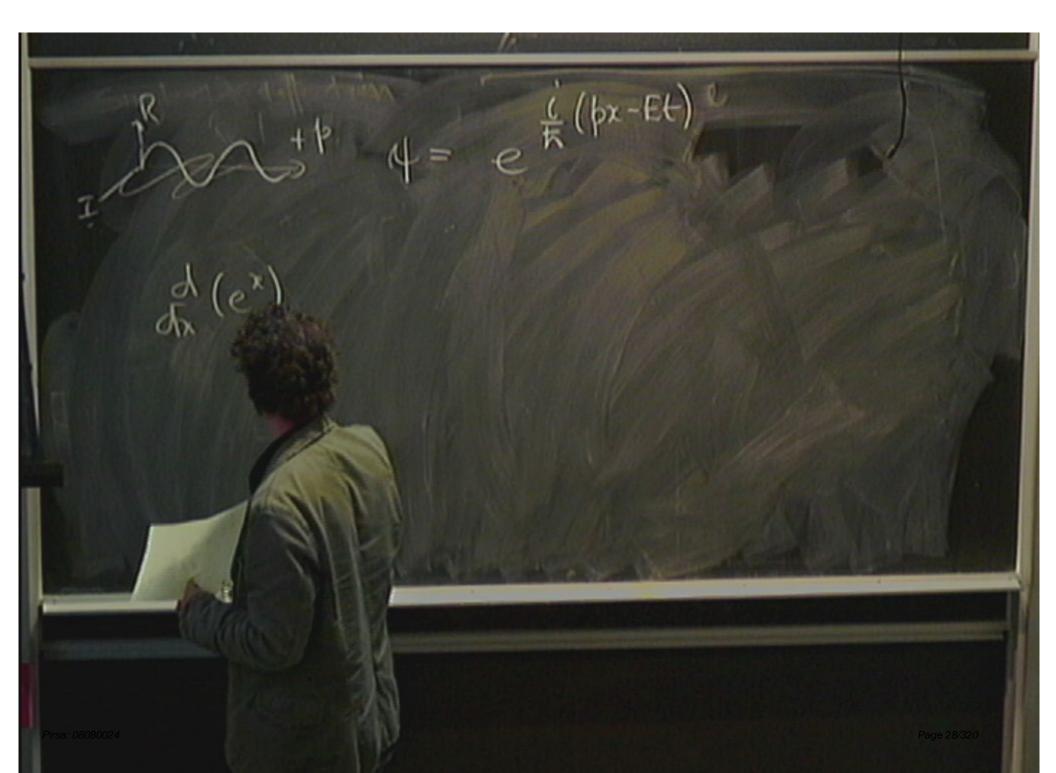


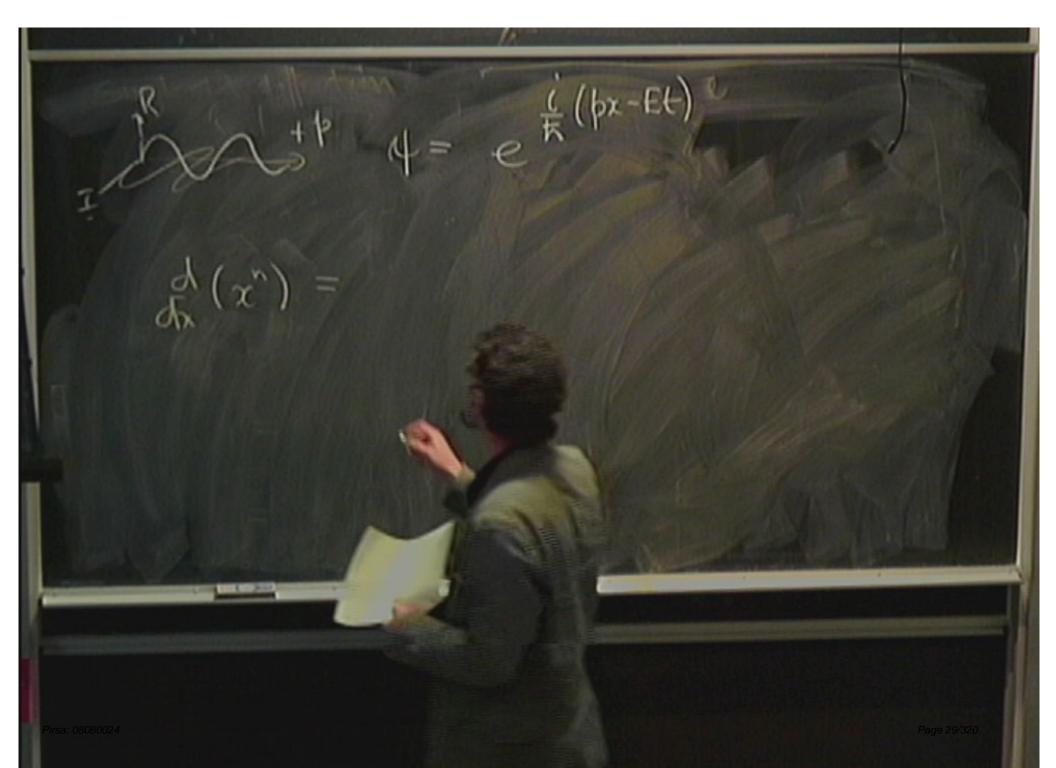


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e # (px-Et) e dicexx $\frac{d}{dx}(x^{n}) = nx^{n-1}$ $\frac{d}{dx}(e^{x}) = e^{x}$ d (smx) = car

e # (px-Et) of de (exx) $d(x^n) = nx^{n-1}$ (a) dy (ey) = xey de (ex) = ex d (smx) = car

e # (px-Et) of de (exx) $d(x^n) = nx^{n-1}$ (a) dy (e) = xe

desdex) = xe $\frac{d}{dx}(x^n) = nx^{n-1}$ (ey) = xe d (ex) = ex de (smx) = cax

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dix(exx)= xex

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de (exx) = x exx

di(exx)= xexx

W.

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e # (px-Et) c ad(exx) = xe $d(x^n) = nx^{n-1}$ (x) dy (e y) = xe di(ex) = ex de (smx) = car

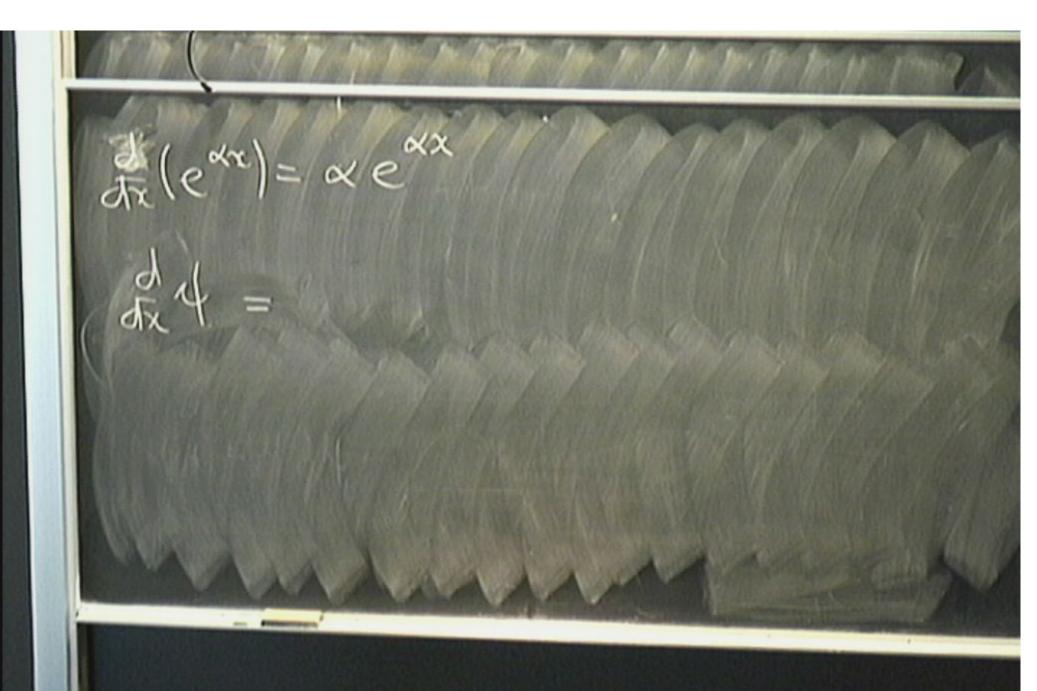
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 $\frac{1}{\sqrt{2}}(e^{4x}) = \alpha e^{4x}$

e # (px-Et) of de (exx) = xe $d(x^n) = nx^{n-1}$ (x) dy (e y) = xe? $\frac{d}{dx}(e^x) = e^x$ de (smx) = car



e # (bx-Et) egi = enb = Mx"-1 de (xn) (x) dy (e y) di(ex) = ex de (smx)=

Pirsa: 08080024

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d(exx) d (x) (x) dy (ey) = xex di (ex) = ex d (smx)

d(exx) = Mx"-1 d (x" (x) dy (ey) = xe

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dix (exx) = xexx

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$$\frac{1}{3}(e^{4x}) = xe^{4x}$$
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e # (px-Et ee = e d (x" (x) dy (e 5) d (smx)

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e # (bx-Et egi = eib d (x" (x) dy (ey) = xex d (smx

$$f(e^{4x}) = xe^{4x}$$
 $f(e^{4x}) = xe^{4x}$
 $f(e^{4x}) = xe^{4x}$

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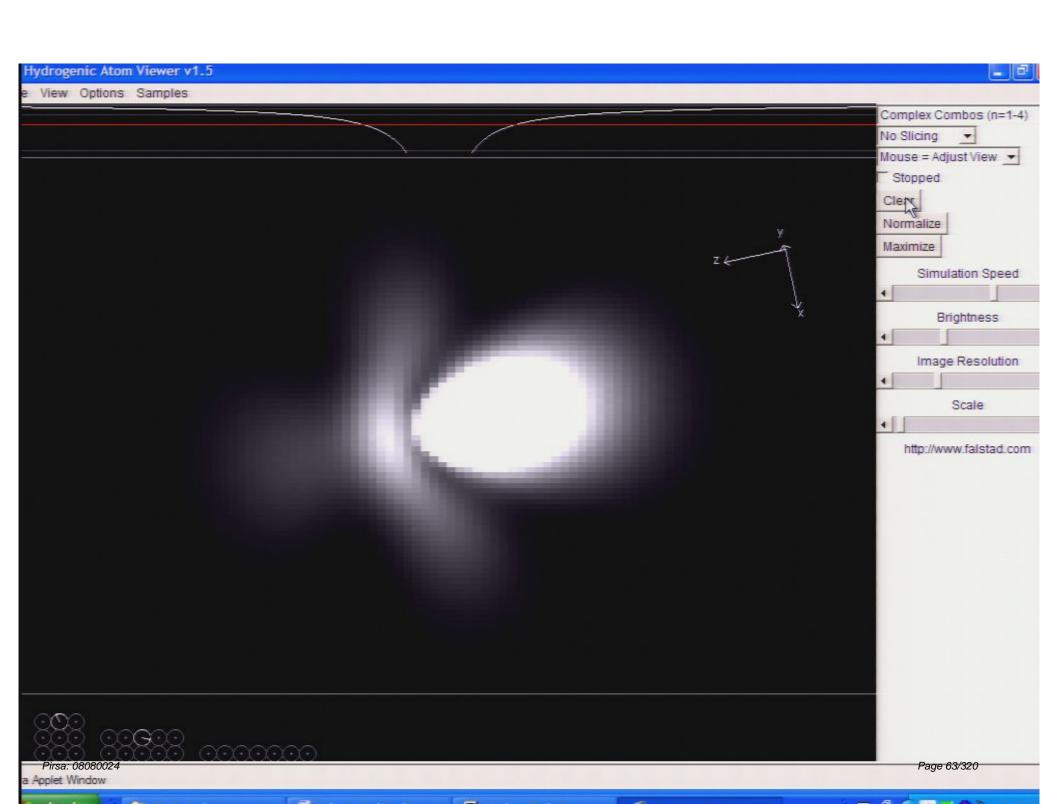
+it 点件=+生件

+社点4=+产件 E=KE+PE

+社点件=+生件 基础+=+生件 E=KE+PK= + 社 4 = + 生 4 + 土 4 + +

= -th d 4

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+社点4=+产件 ははサーーなるより 恭恭十=+恭十 4 (2,7,2,+) E,= KE+PE Pirsa: 08080024

+ih & H = + はませーーなるなり An 22.4 = 4 (x,y,z,t)

+ih & 4 = + はは十二一方はより 去最长 4 (x,y,z,t) E = 2 + mc

はは十二十二十二十十十十

4 (x, y, z, t) E ~ 2 + mc

E= msd+csbs

To thetite

4 (x,y,z,t) E ~ 2 + mc

E= msd+csbs

To tetite

はは4=一歩はないより中

4 (x, y, z, t) E = 2 + mc

Es modtabs

はないまってかった。サン To thetite E & Atmc

Pirsa: 08080024

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To the it

はませ=一本などサンサ

4 5 (2)

4(x,y,z,t) E ~ 2 + mc2

E= msd+csbs

T-> TRICKE

4,6. mat.

4 (x,y,z,t) E ~ 2 + mc

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T-> TETELLE

(4,6.) mat.

4 (x, y, z, t) E ~ 2 + mc

antimalfa

E= m29+c2b2

4 > tetite

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4 - (4, 1) - eight

4 (x,y,z,t) E ~ th+mc2

4) antimalfa

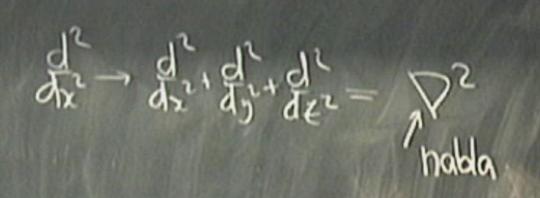
Es Widtabs

ee = e - Nx"-1 d (x (dy (ey)

d(exx) = Mx"-1 de (x = WARE THE (x) dy (e y) d (smx) = car

To tetite 4 (x, y, z, t) E ~ 2 + mc 4 > MR+ ¿ 4 はないーーかるより E & At mc 4 (2, 4, 2, +)

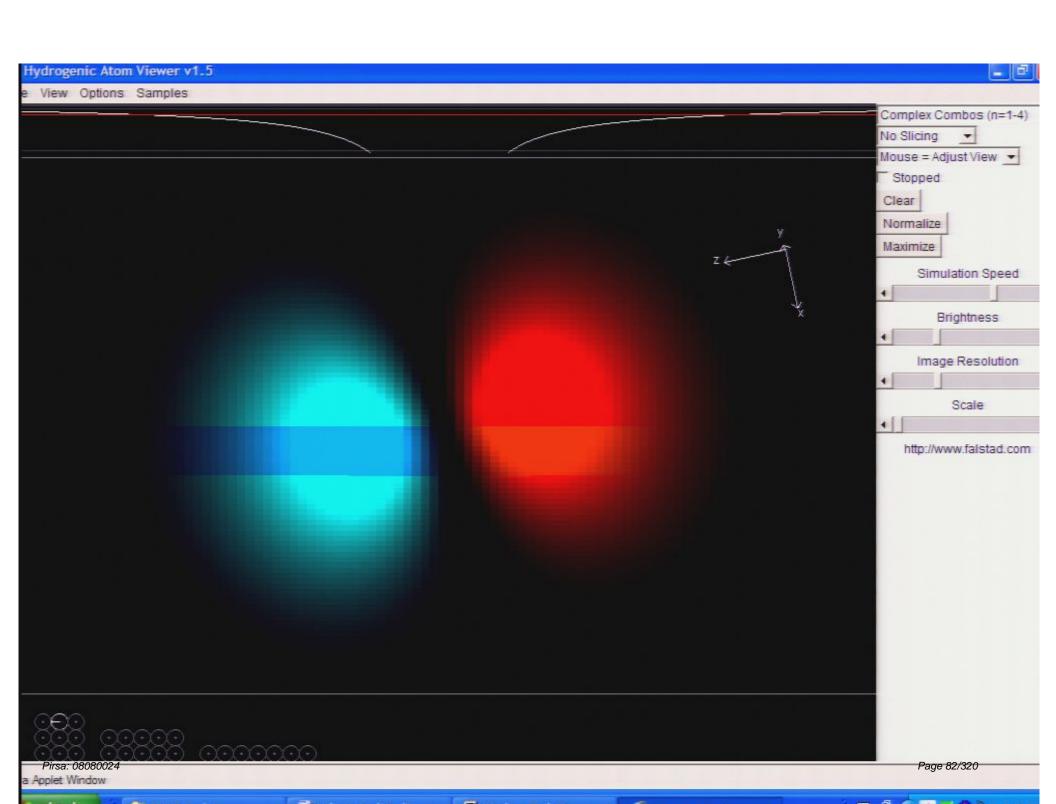
E & At me 4 (2,9,2,+)

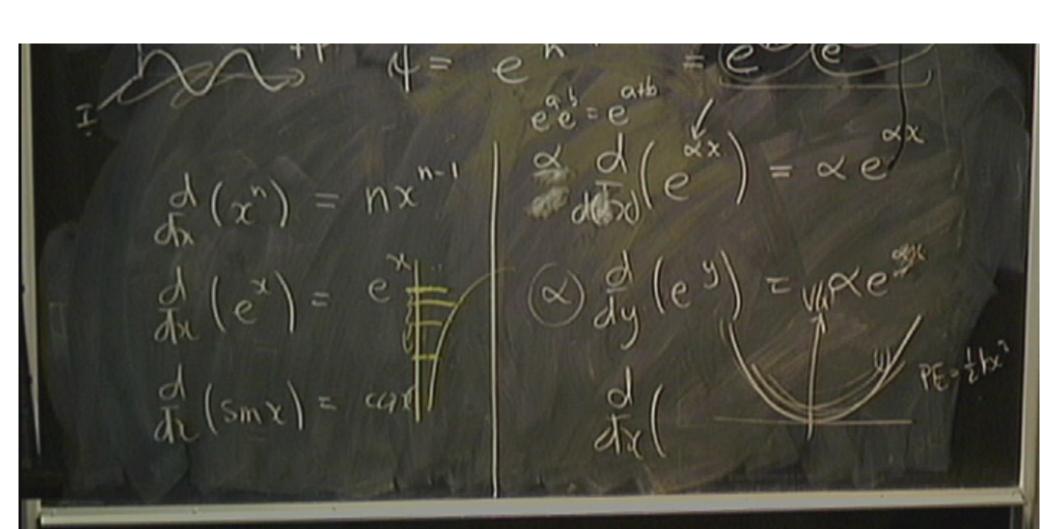


4 (x,y,z,t) E & Atmc antimalfa.

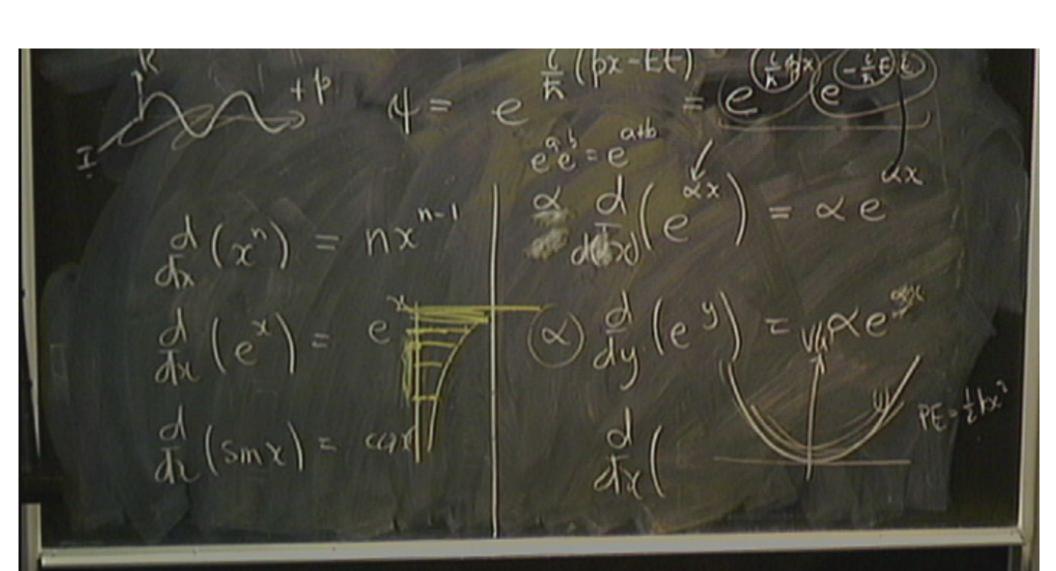
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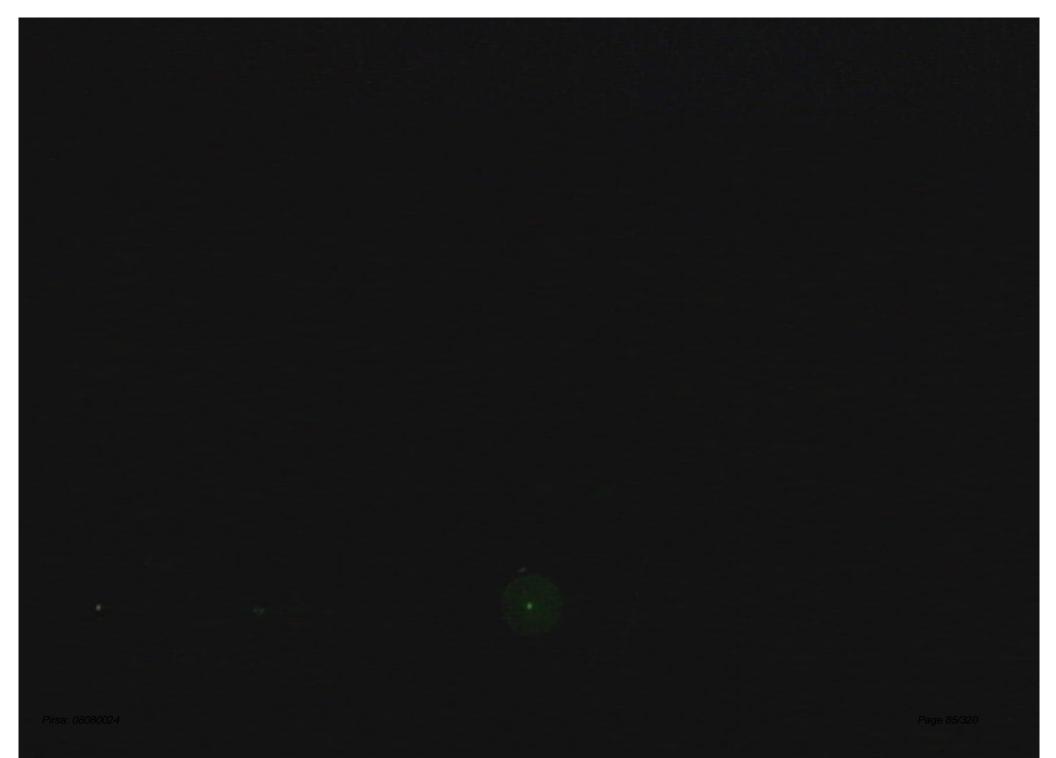
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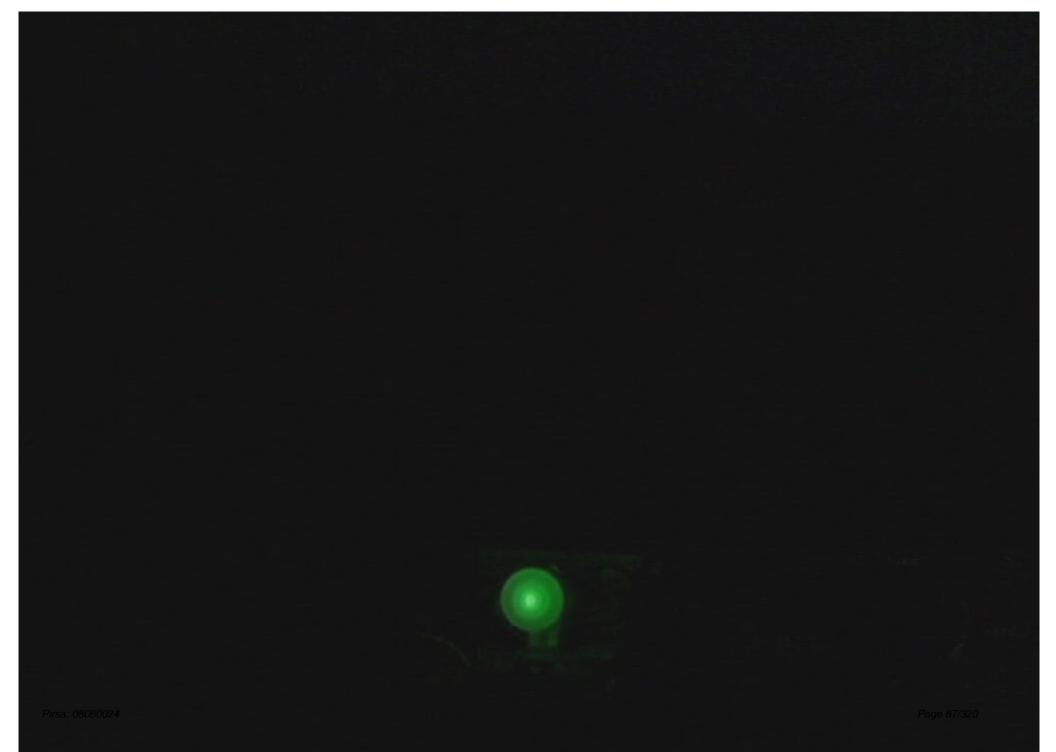


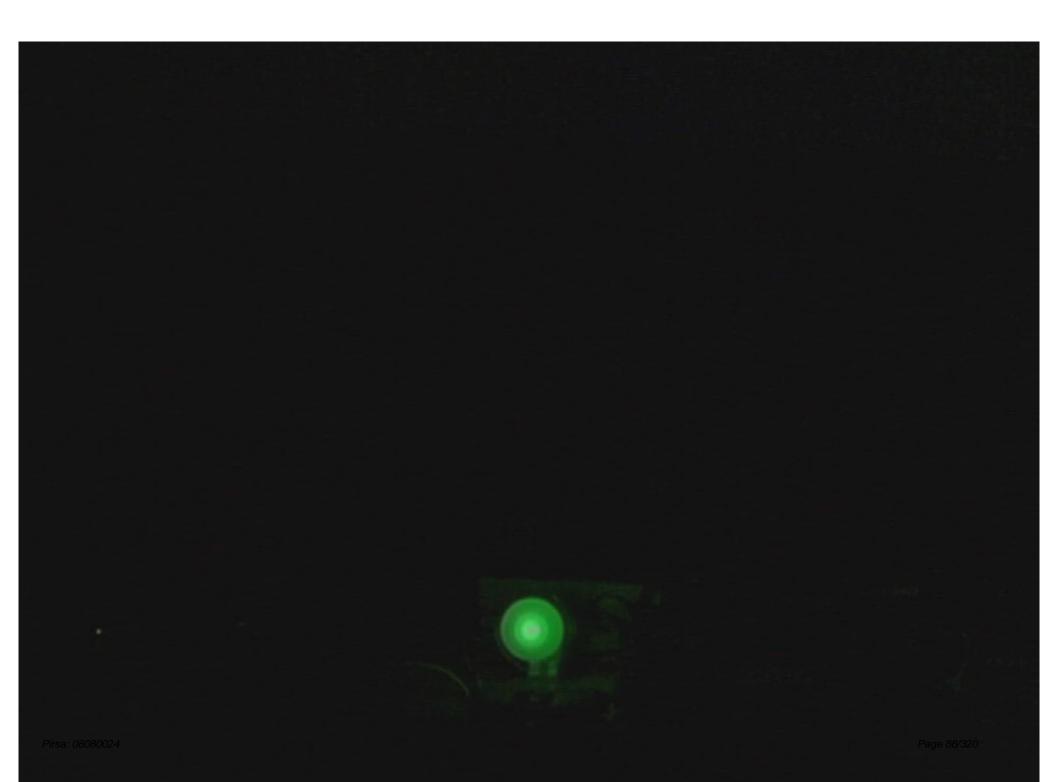
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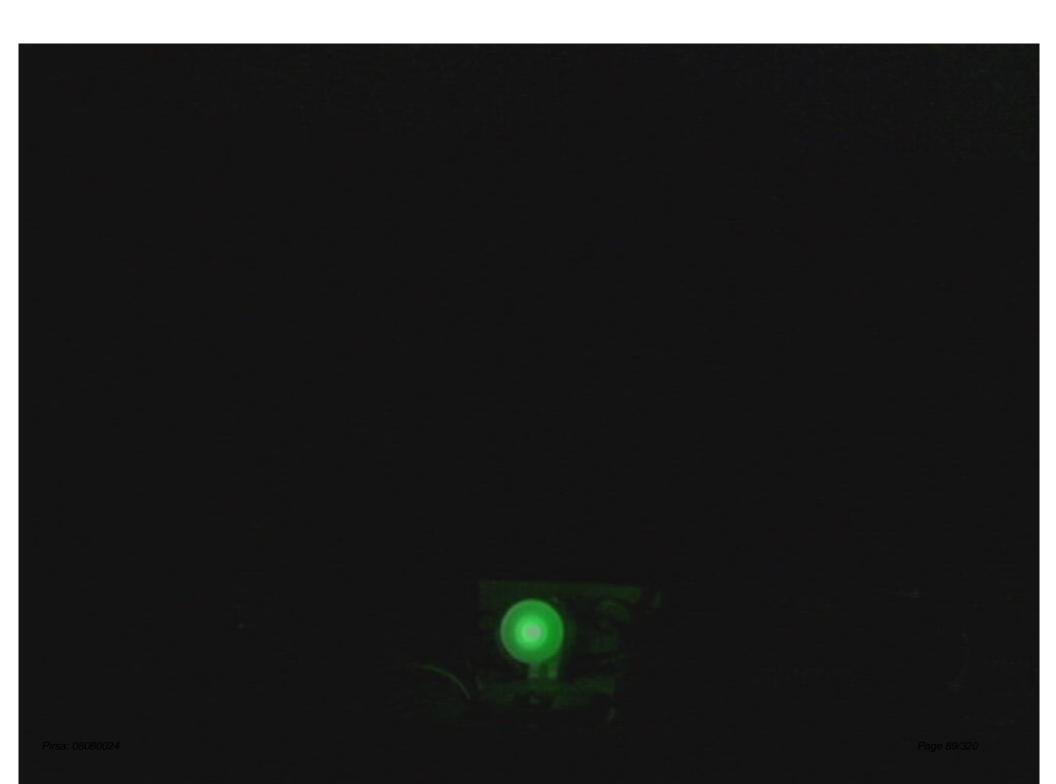








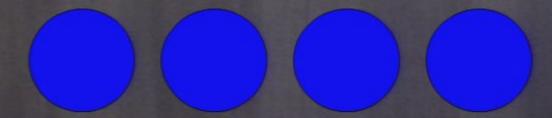


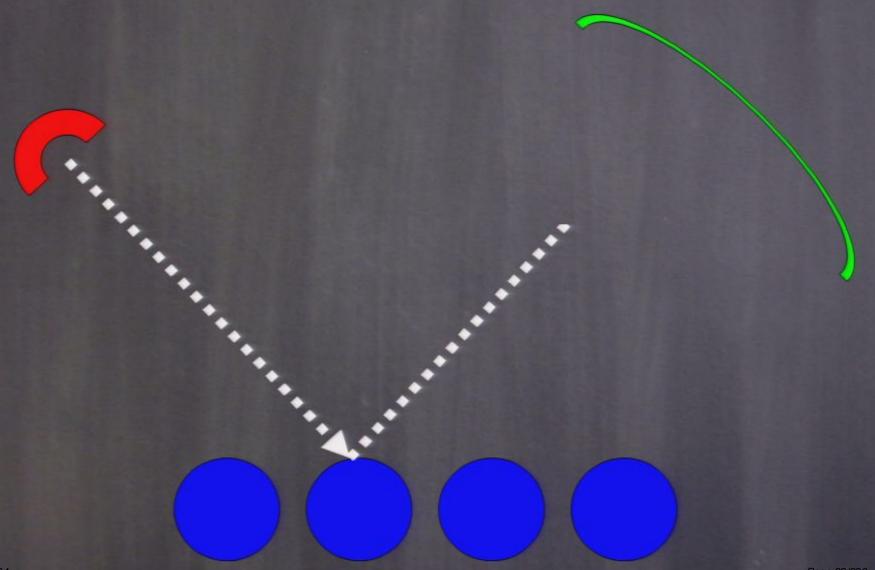


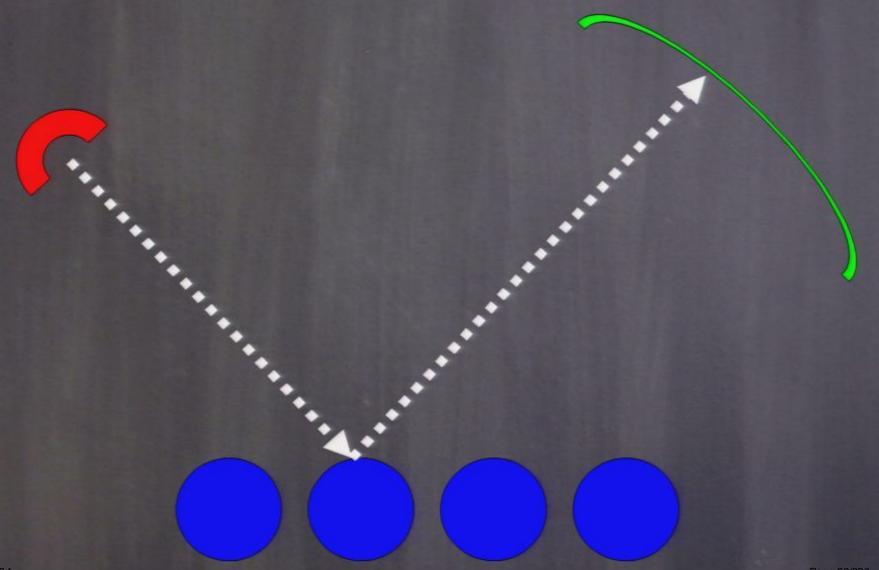


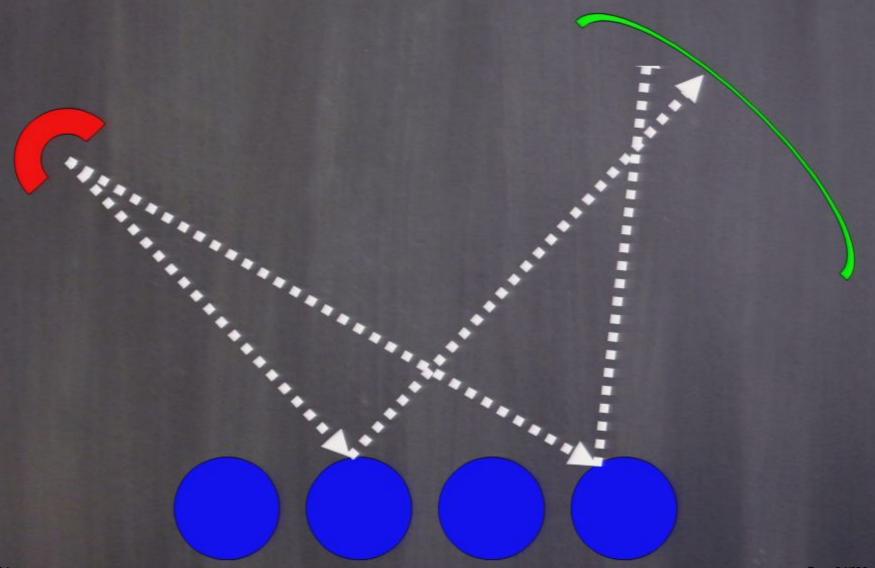
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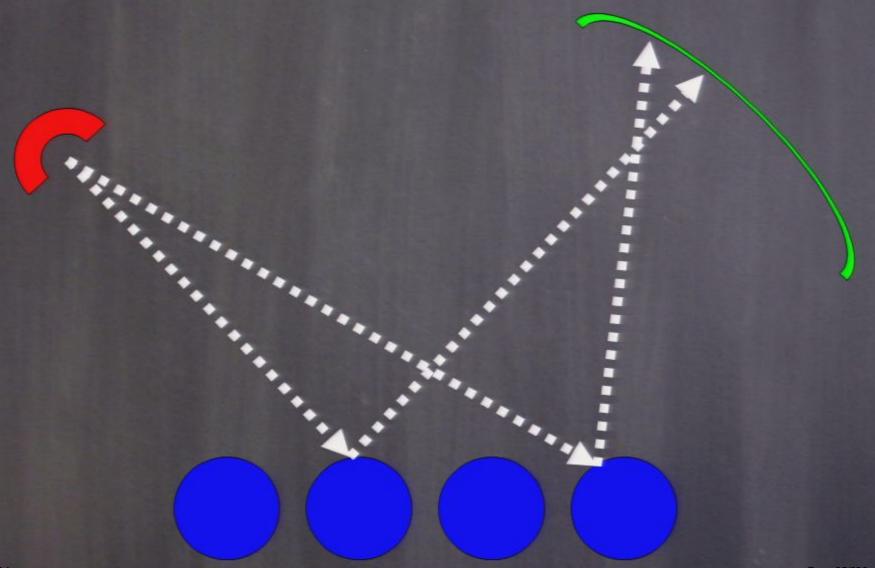






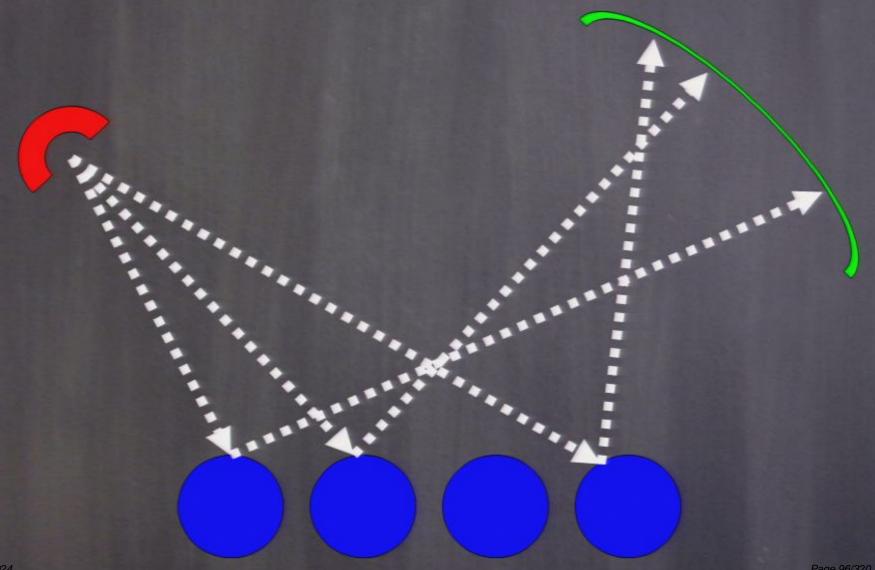
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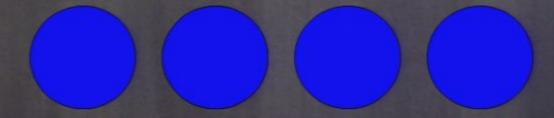


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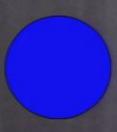
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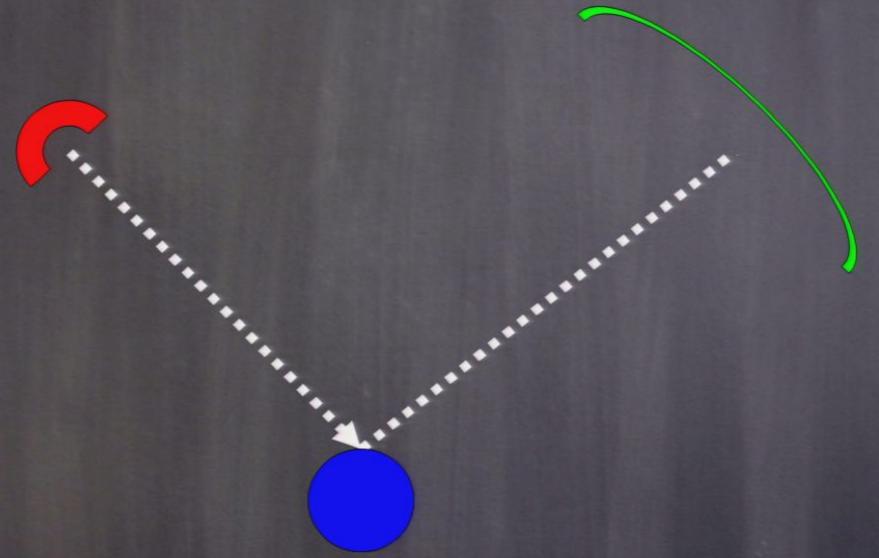


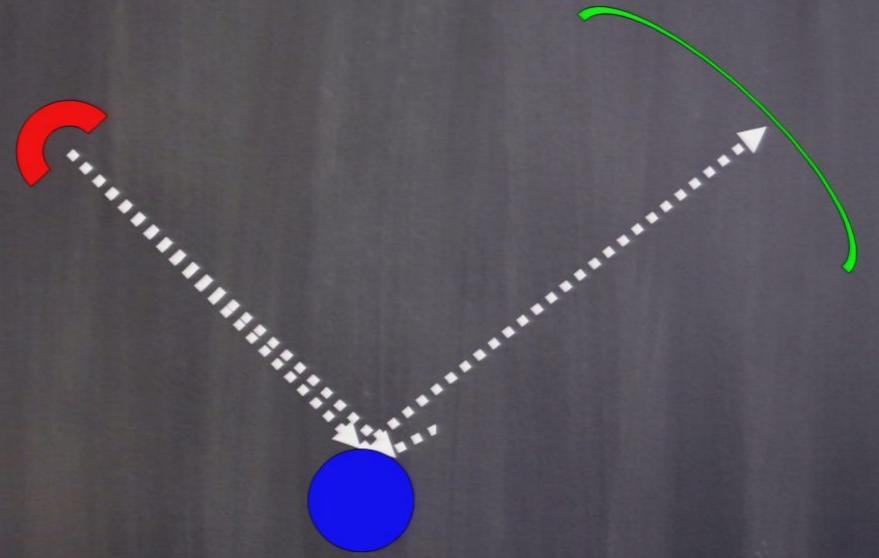






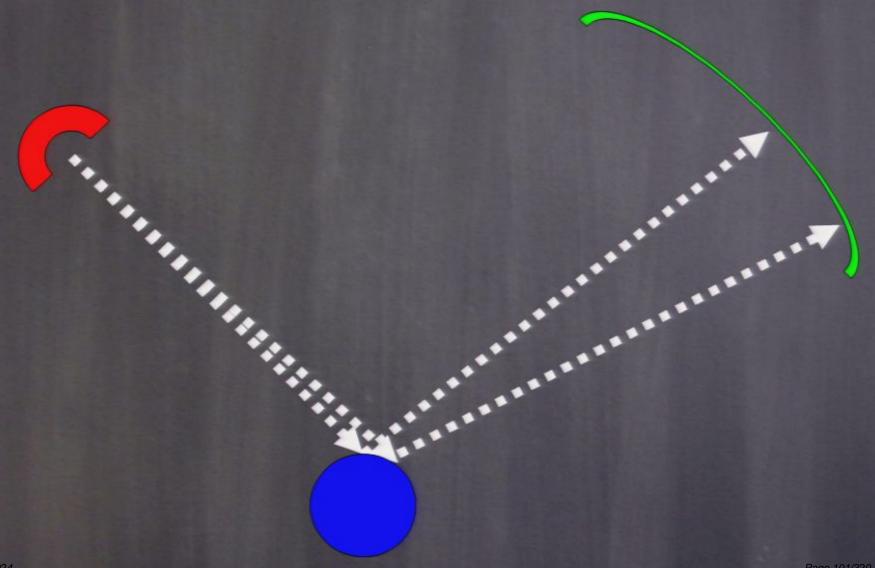






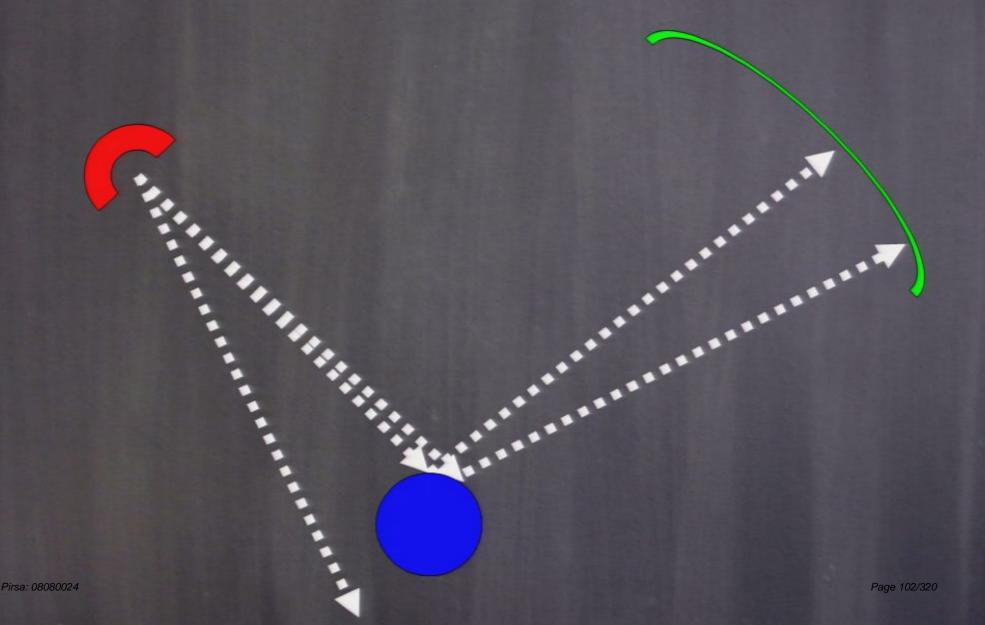
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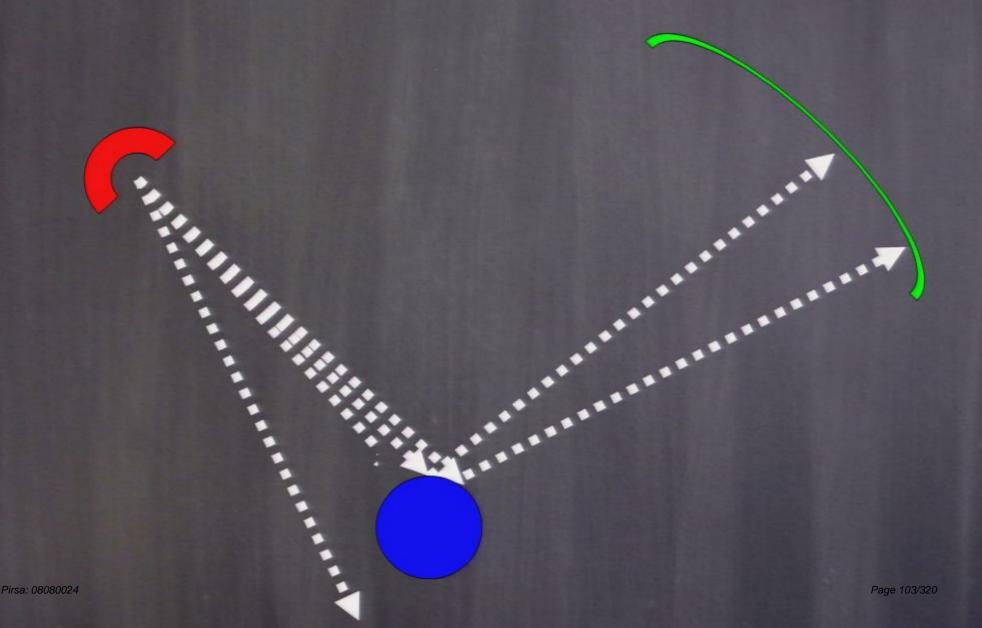
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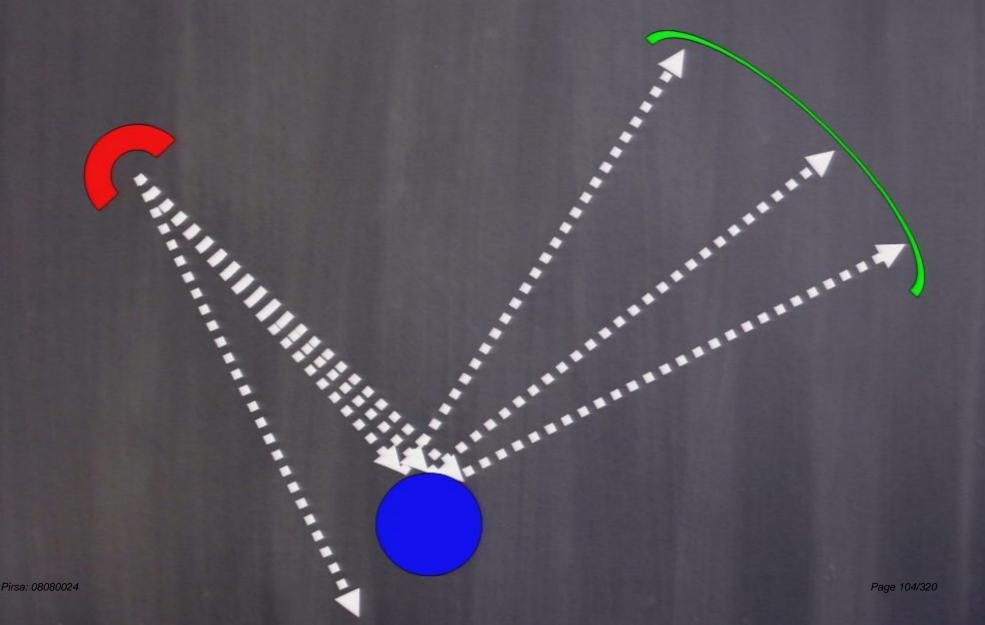


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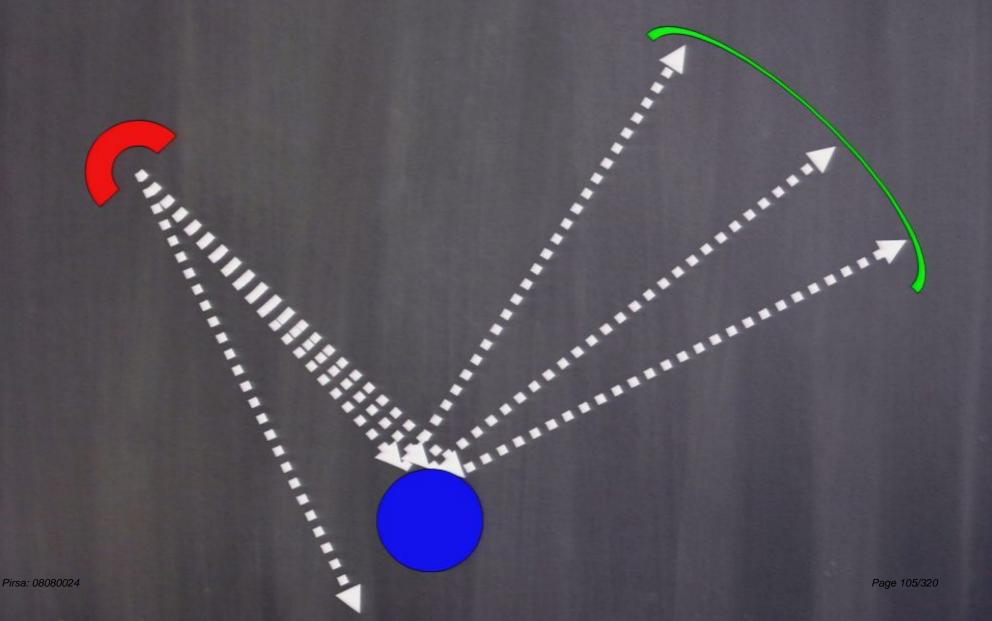
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Expect?



Bring in a SECOND Atom

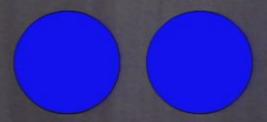




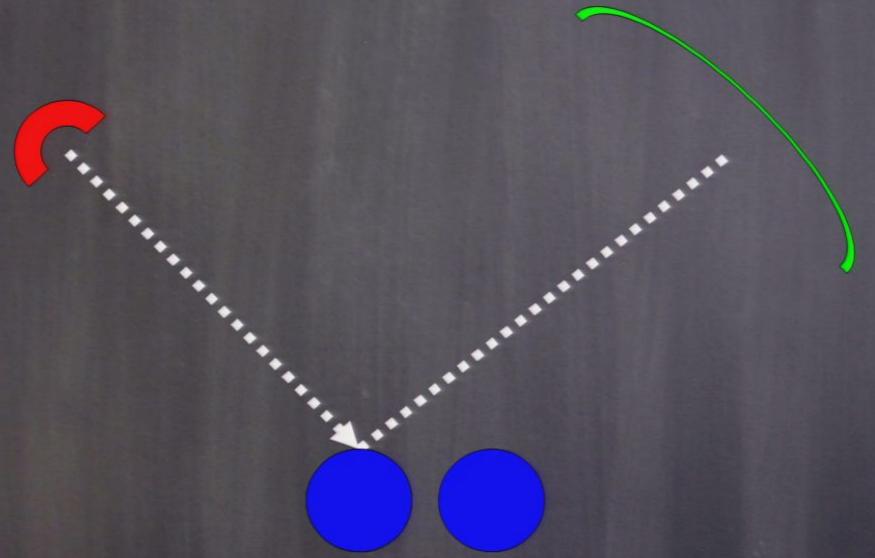
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Bring in a SECOND Atom



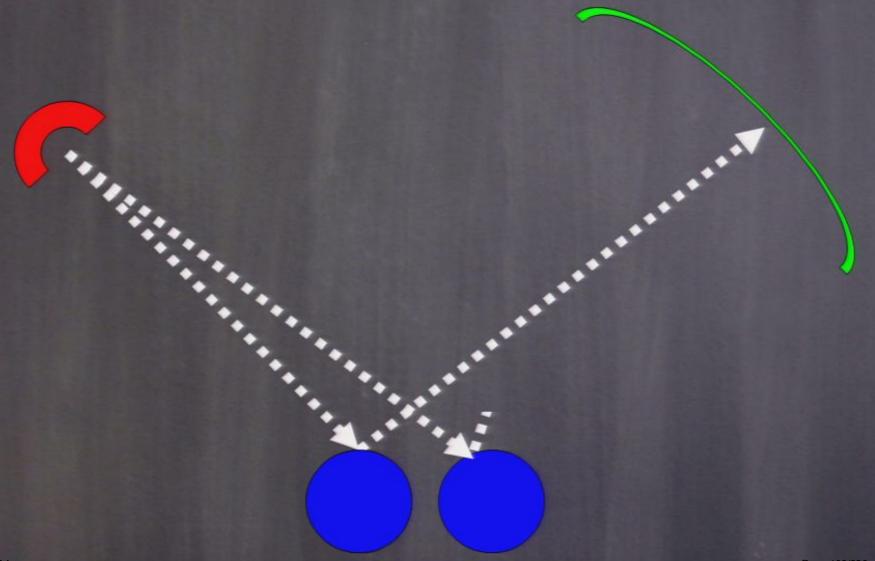


Bring in a SECOND Atom



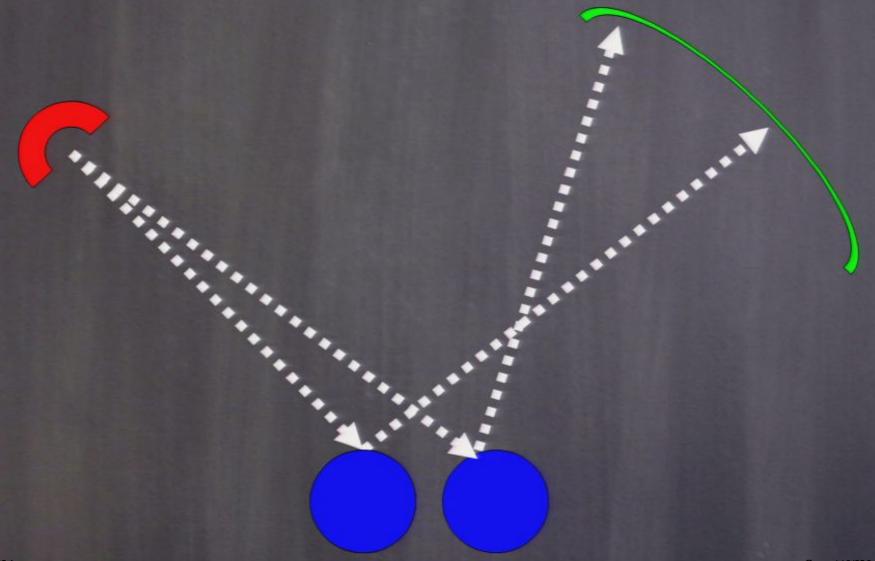
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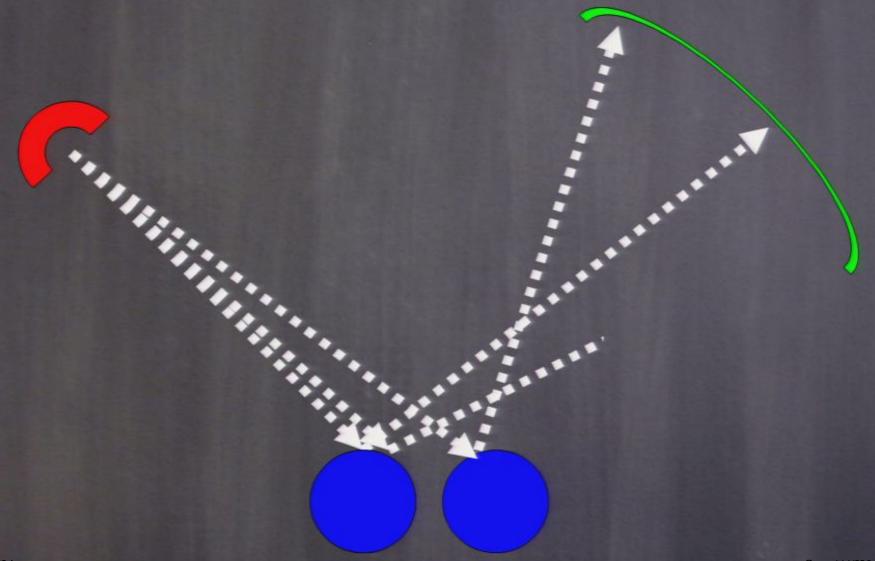
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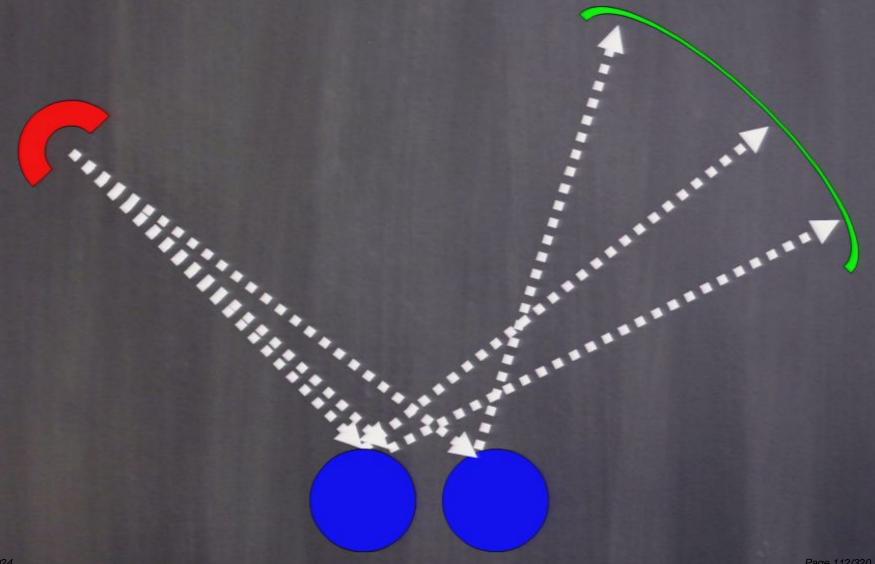
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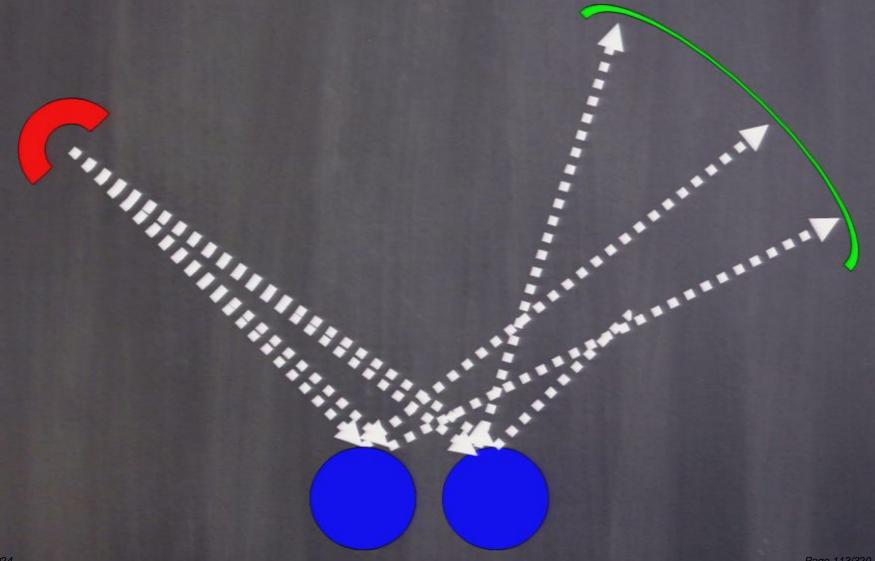
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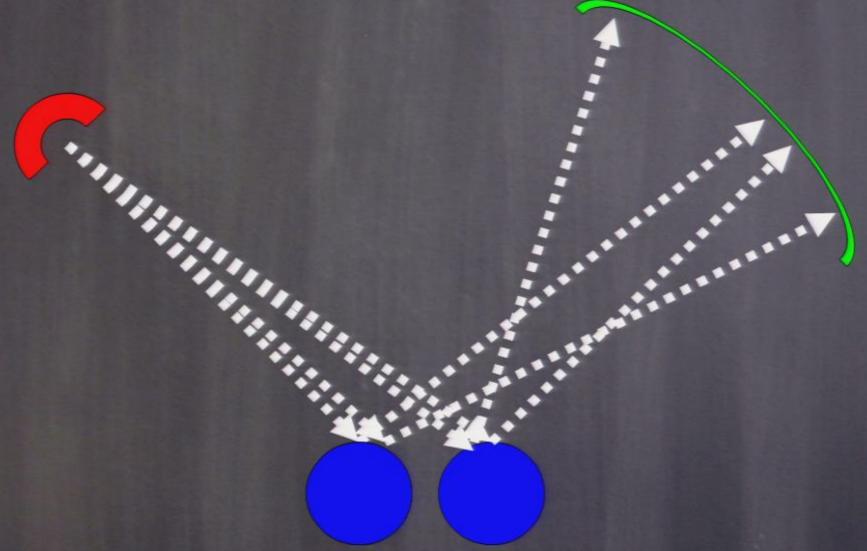


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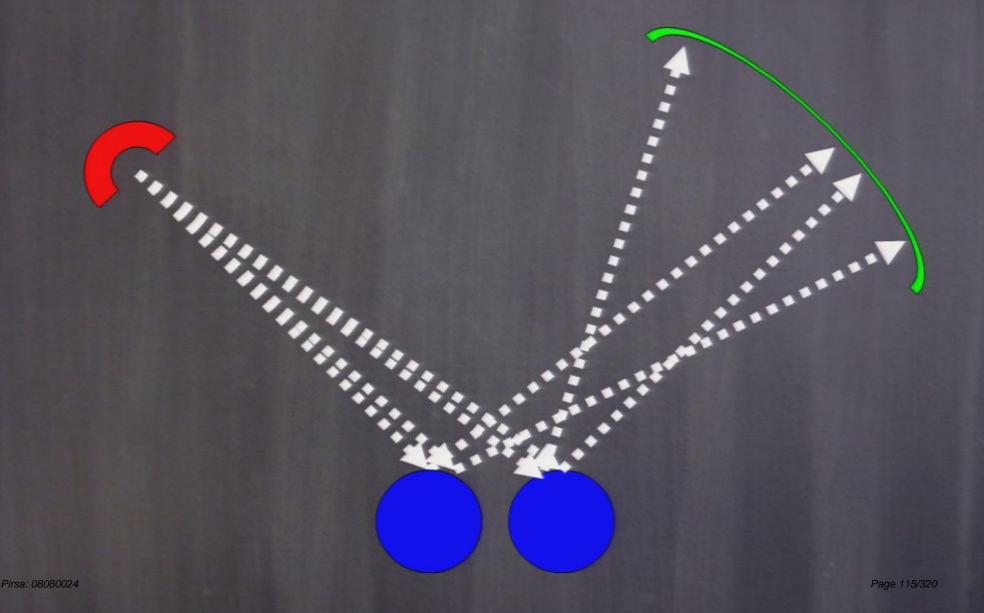
Expect?



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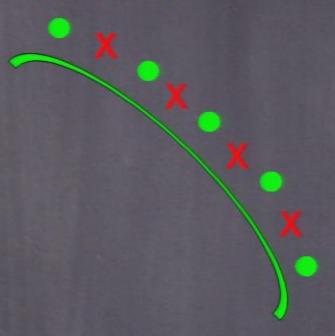
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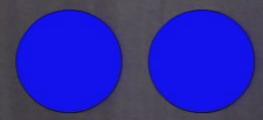
Actual: Pattern of Hits!



Actual: Pattern of Hits!





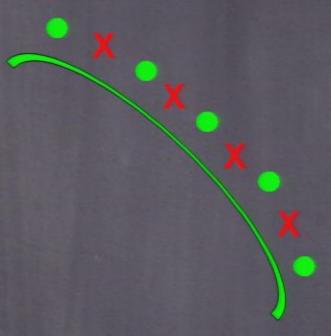


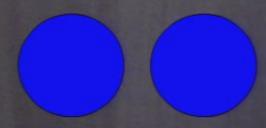
How is this Possible?



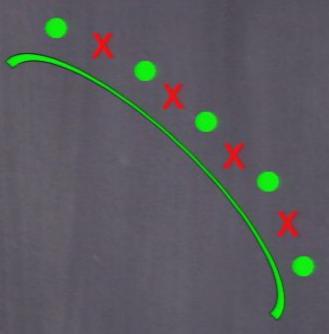




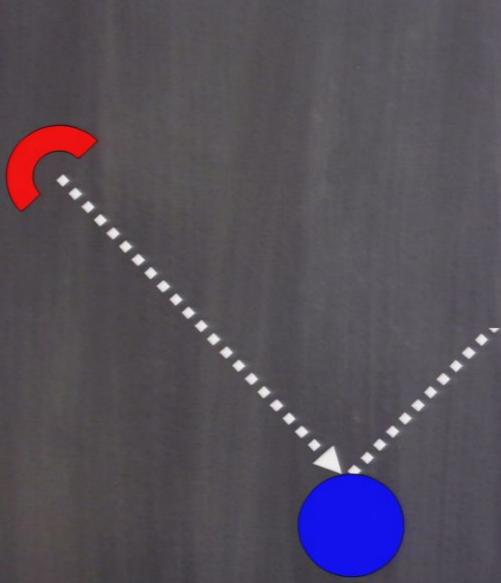


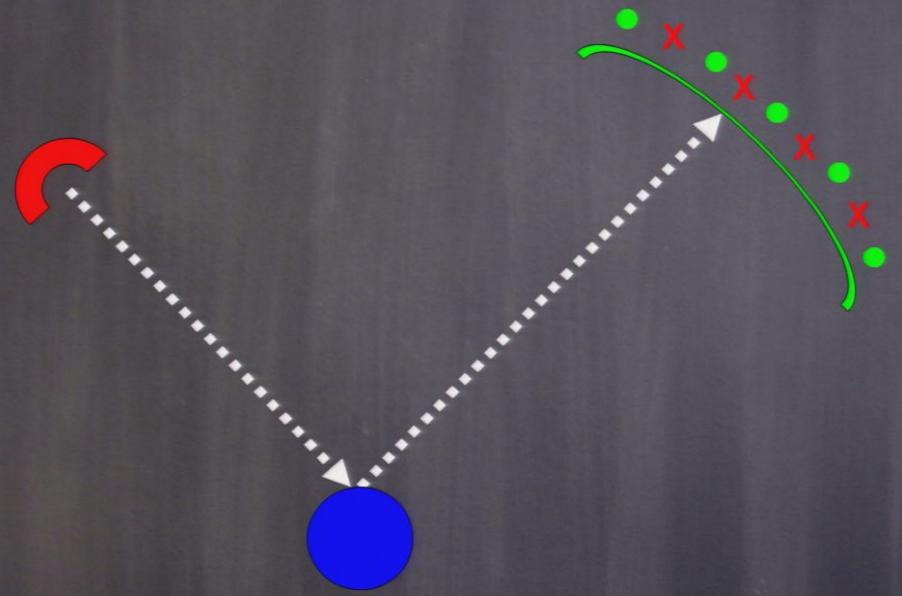








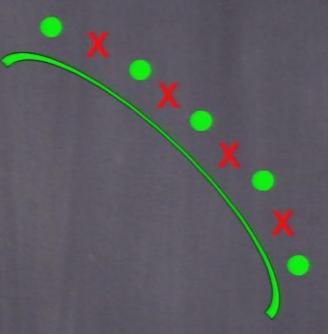


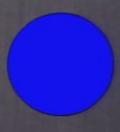


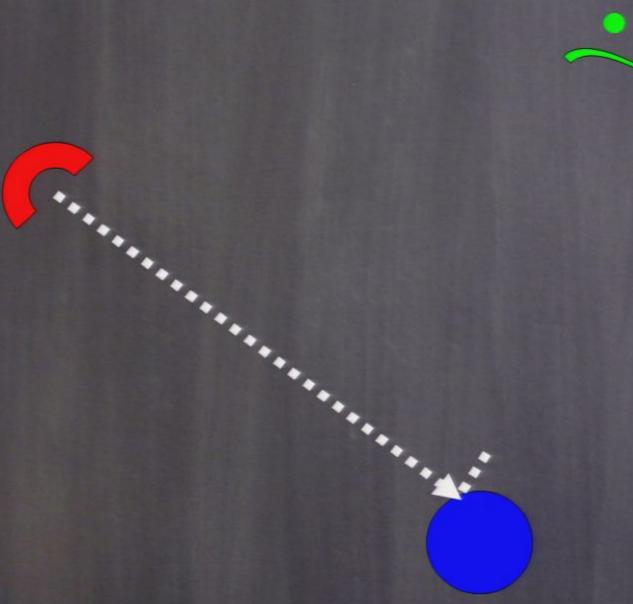
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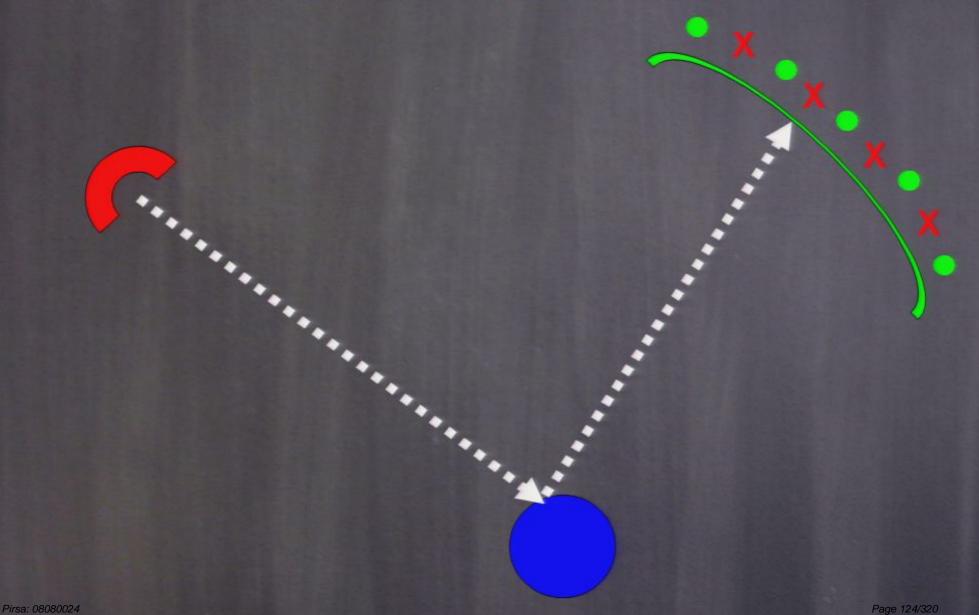
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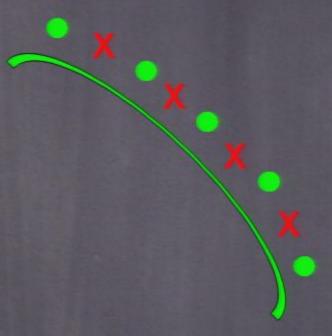


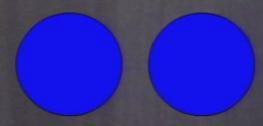


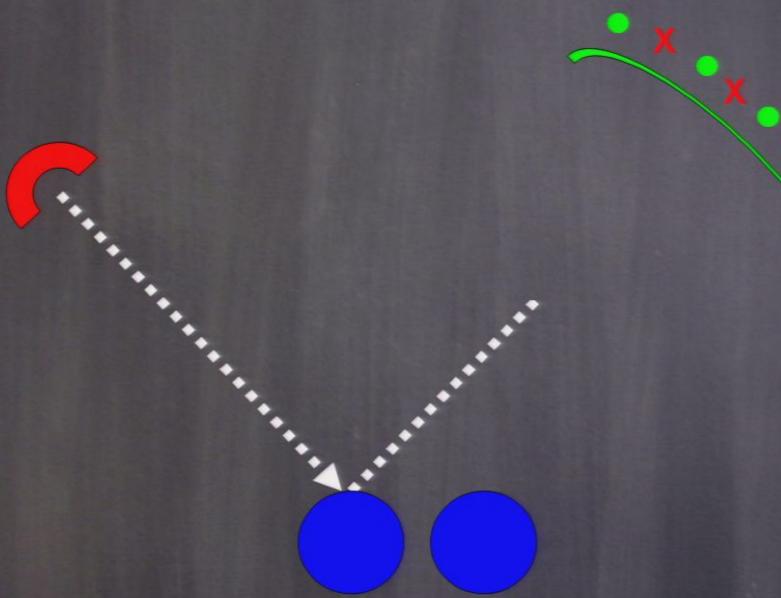


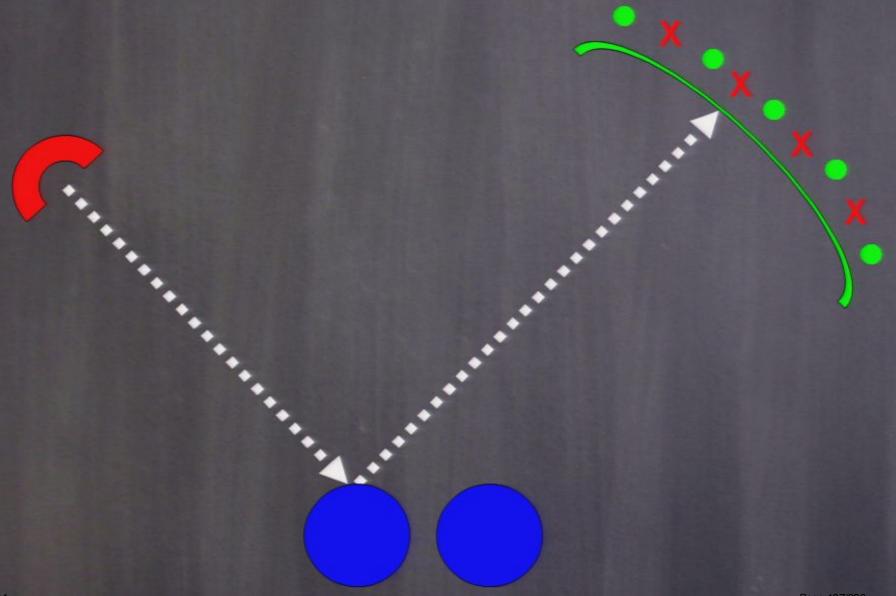




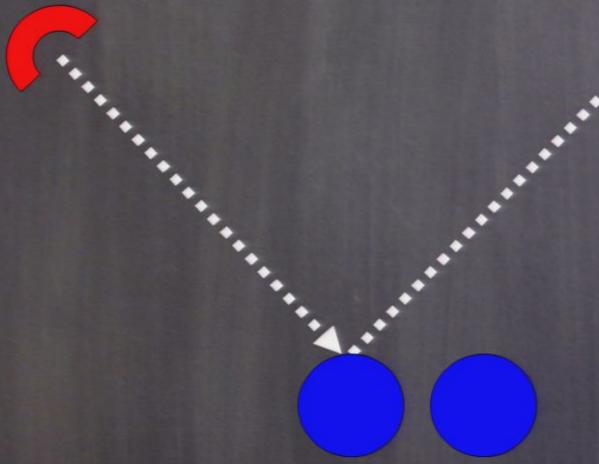








If it hits the left atom, how does it even "KNOW" the right atom exists?

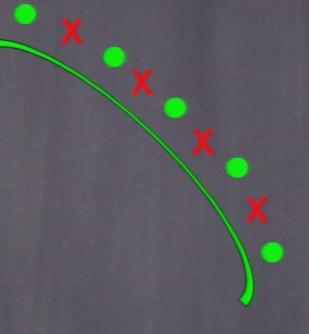


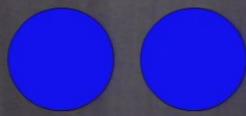
If it hits the left atom, how does it even "KNOW" the right atom exists?



CLUE: Pattern depends on the difference in the two path lengths



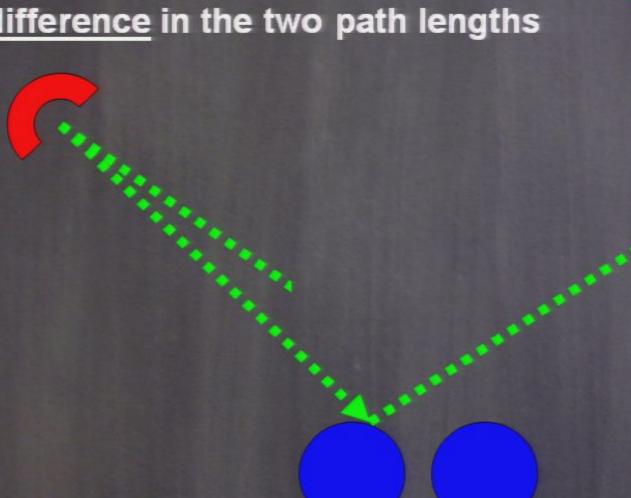




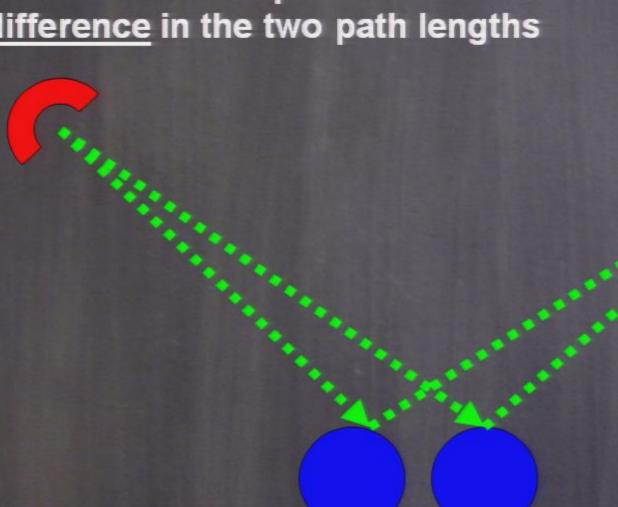
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How is this POSSIBI

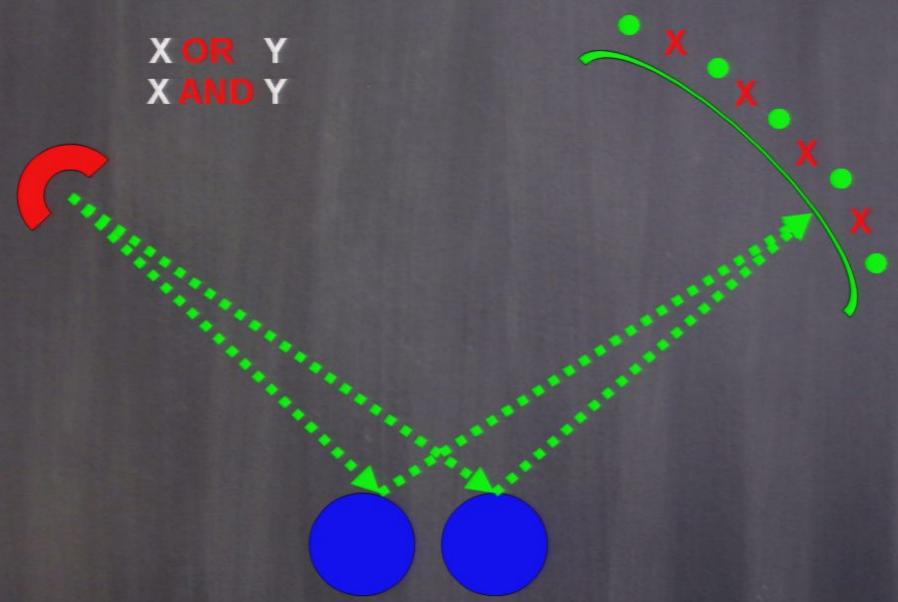
CLUE: Pattern depends on the difference in the two path lengths



CLUE: Pattern depends on the difference in the two path lengths



It "KNOWS" about both path lengths
...and "KNOWS" about the other atom
...because it "TAKES BOTH PATHS"!!



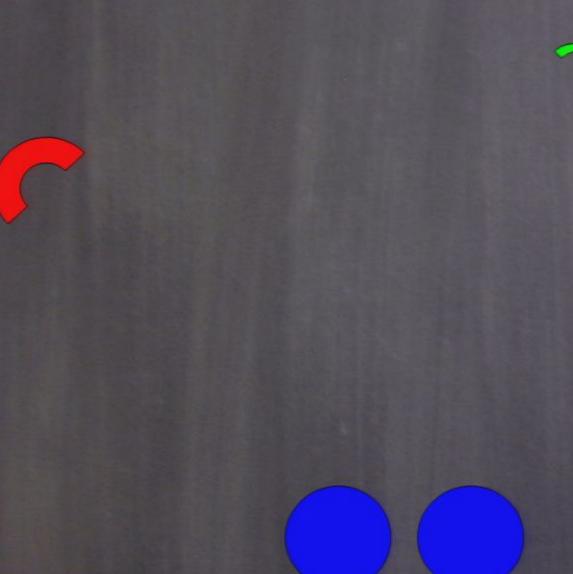
Everyday world: X OR Y Quantum world: X AND Y

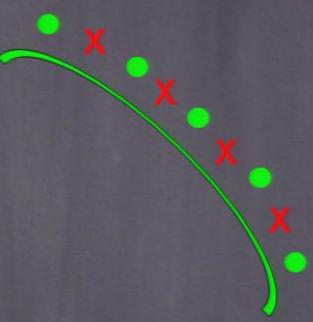


Either that, or the world "splits" ("Many Worlds" interpretation)

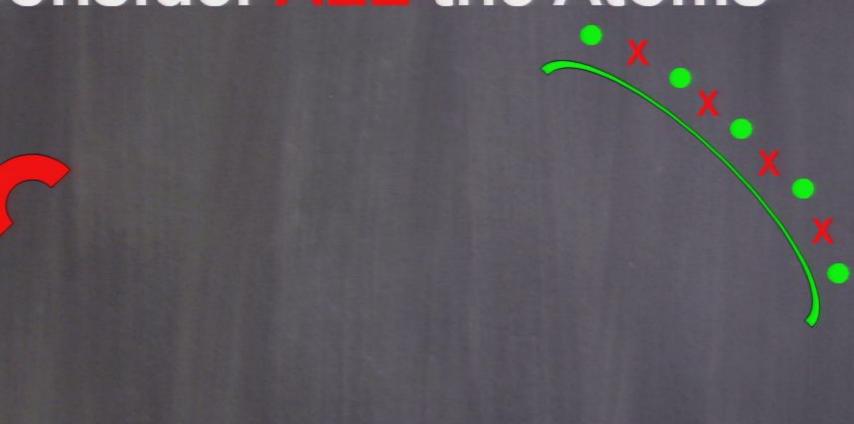
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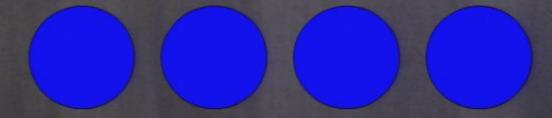
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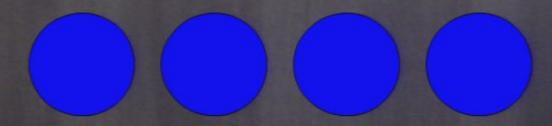




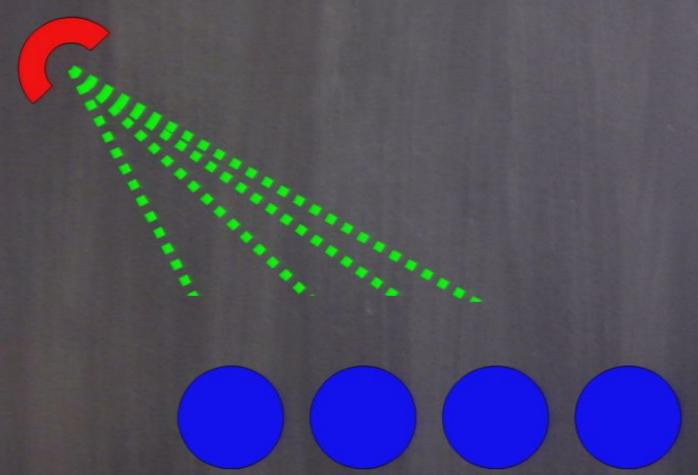


In getting from A to B, the electron exists simultaneously in all paths

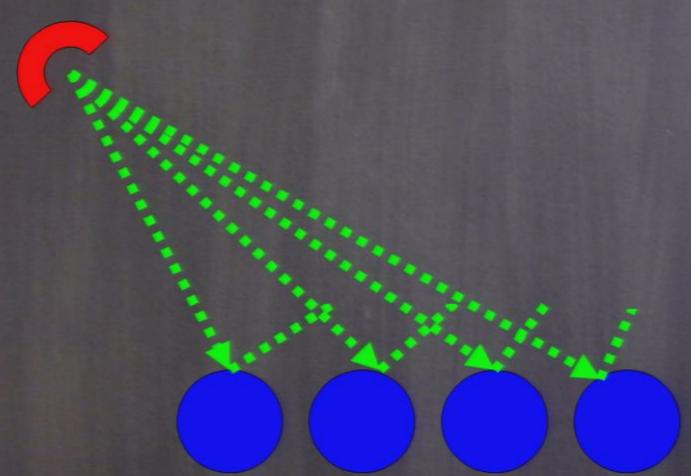




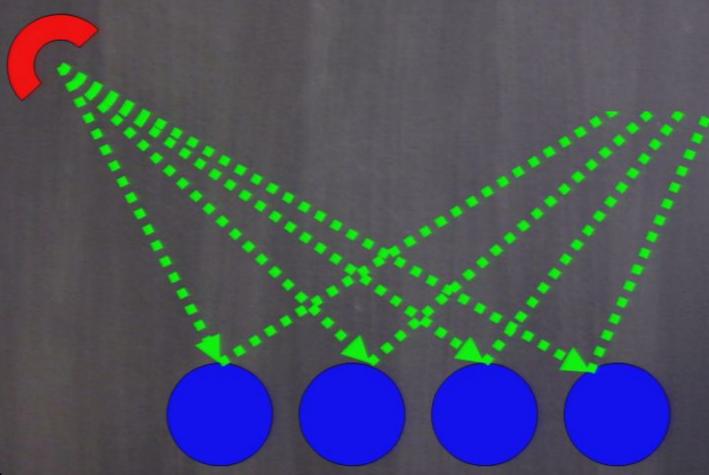
In getting from A to B, the electron exists simultaneously in all paths



In getting from A to B, the electron exists simultaneously in all paths

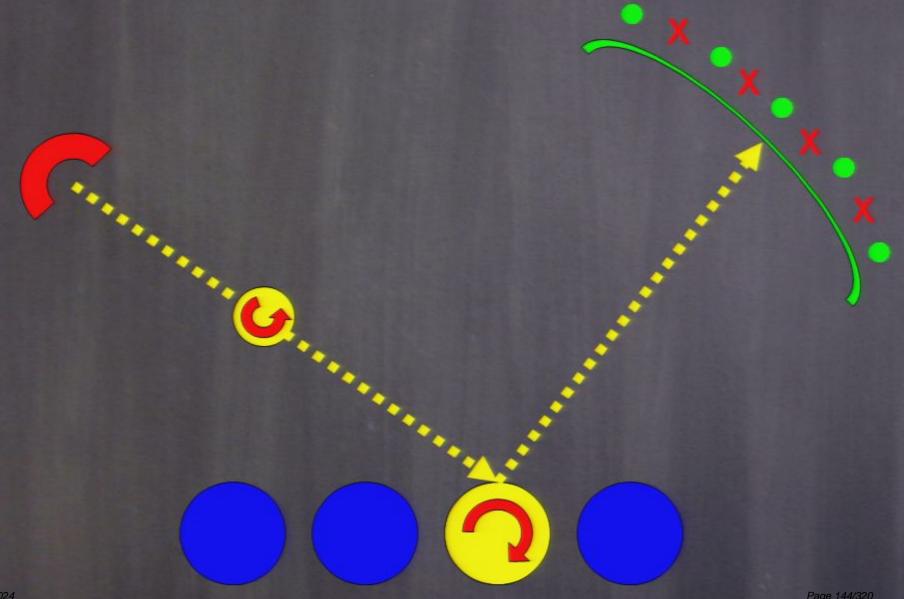


In getting from A to B, the electron exists simultaneously in all paths



In getting from A to B, the electron exists simultaneously in all paths

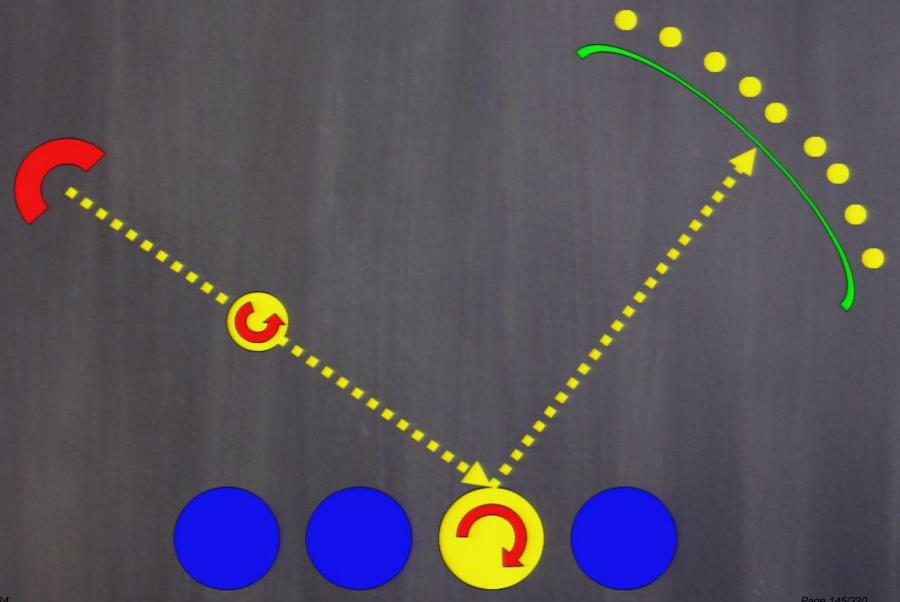
Give the Electron a "SPIN"

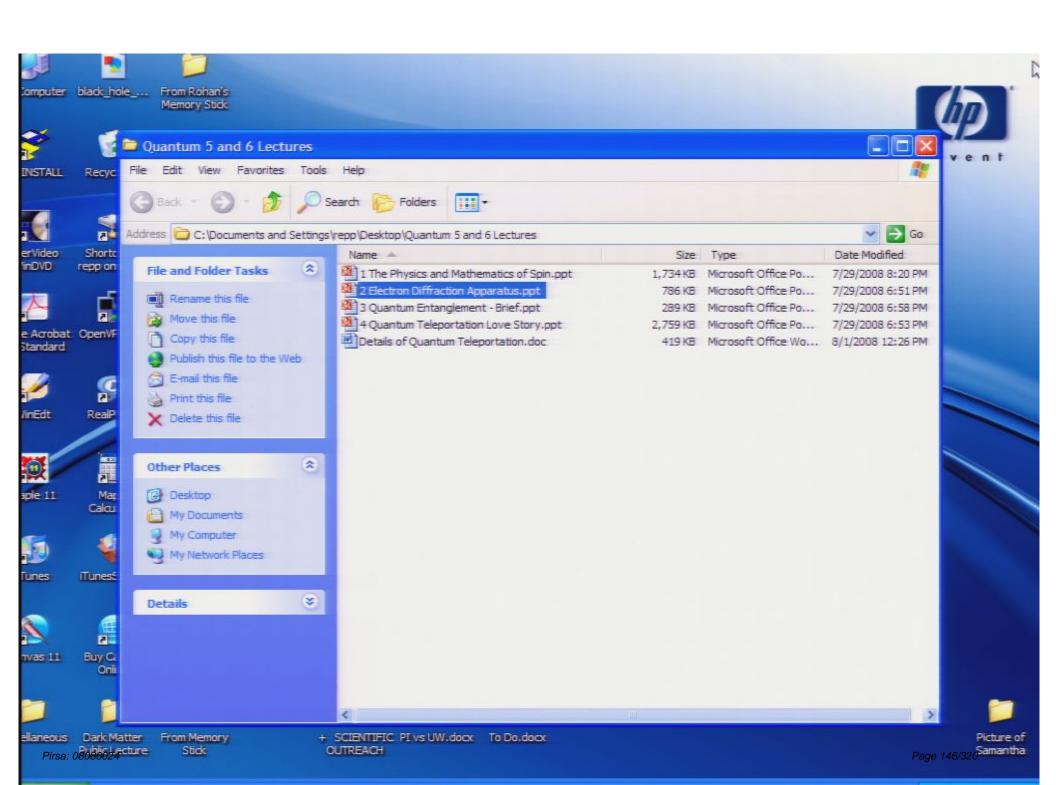


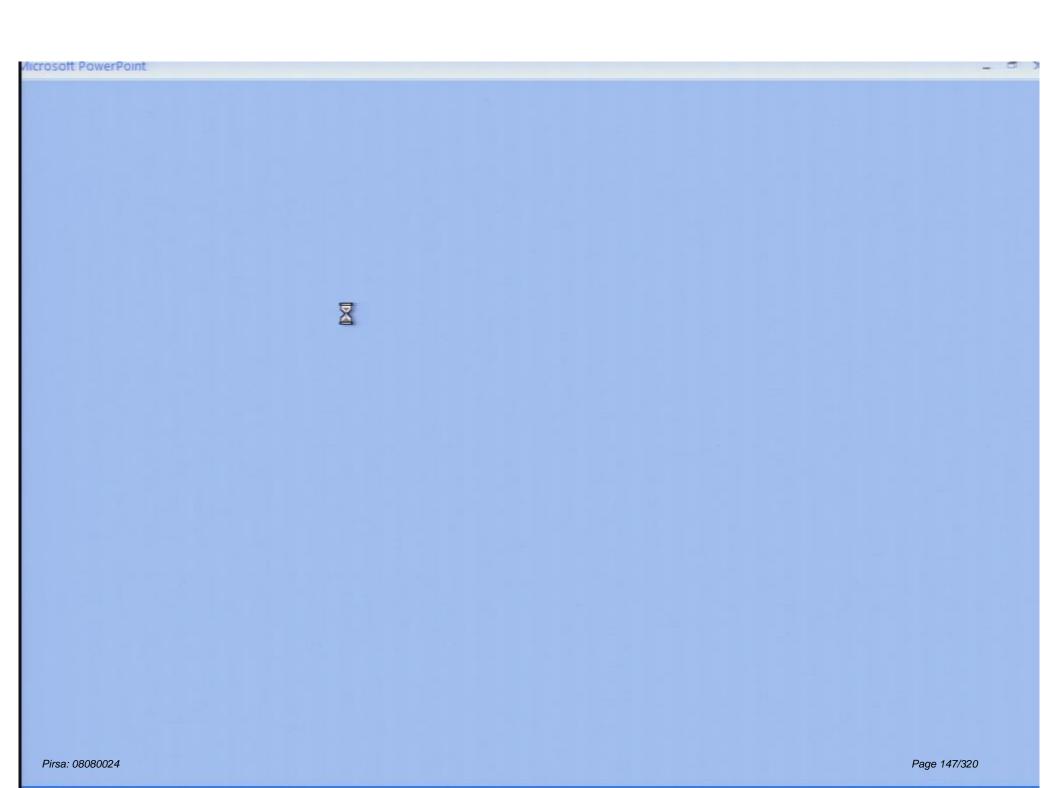
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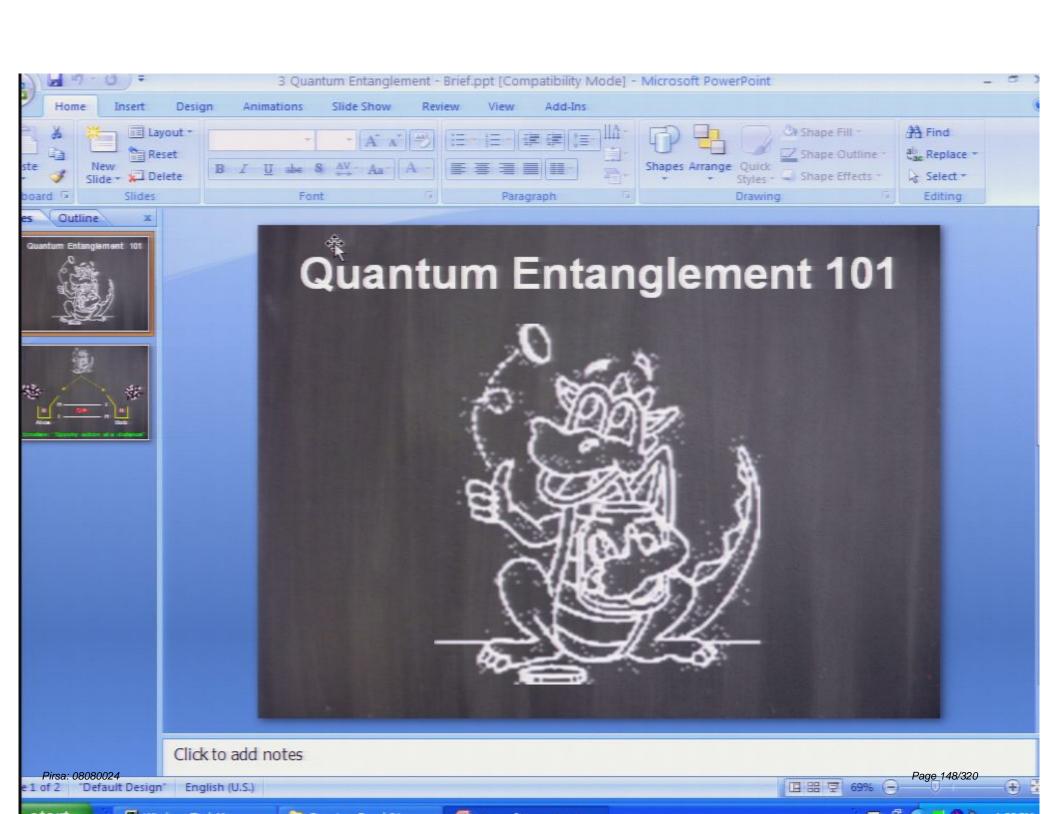
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Give the Electron a "SPIN"









Quantum Entanglement 101

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Quantum Entanglement 101









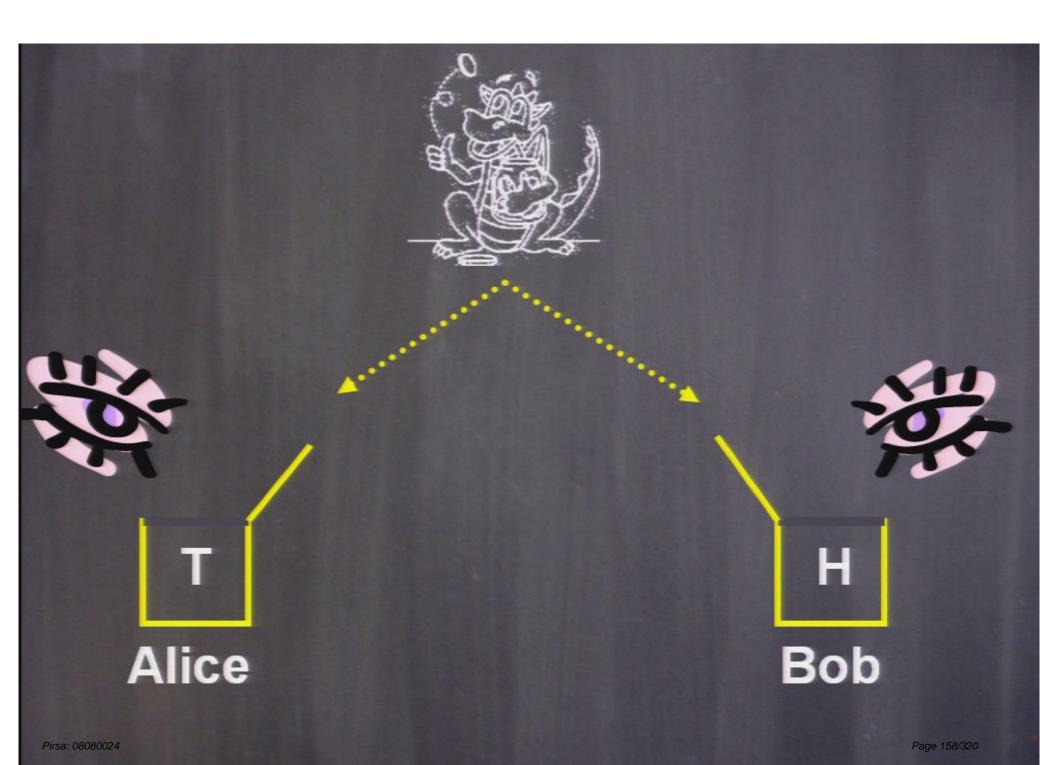
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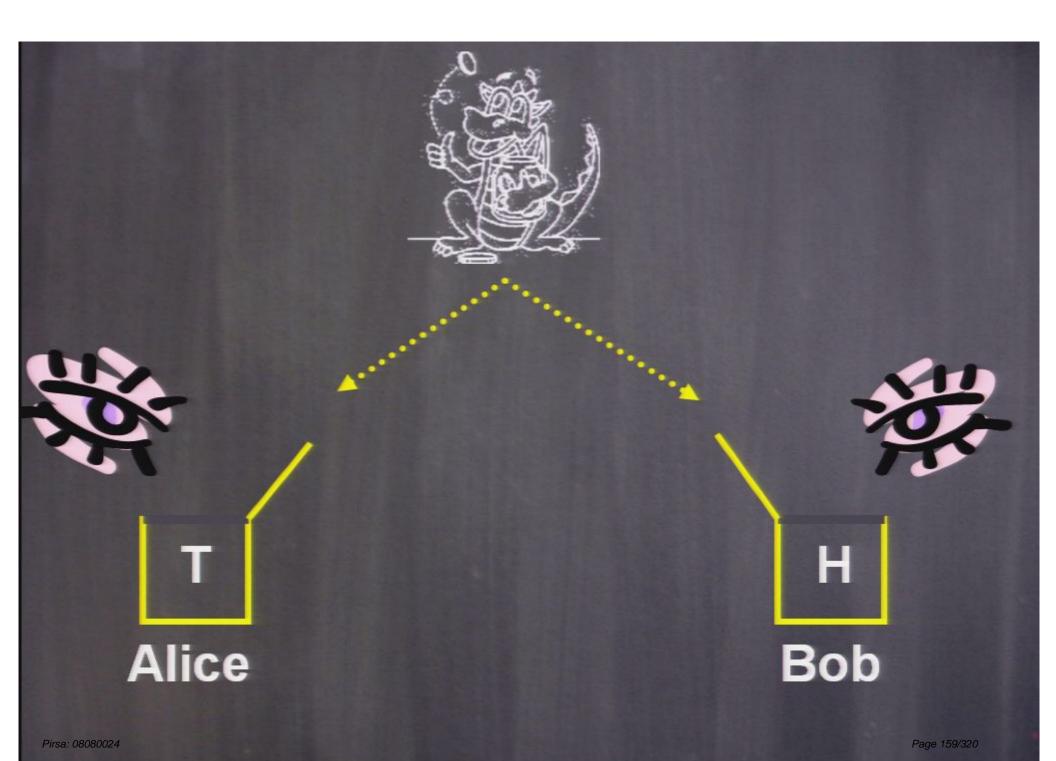


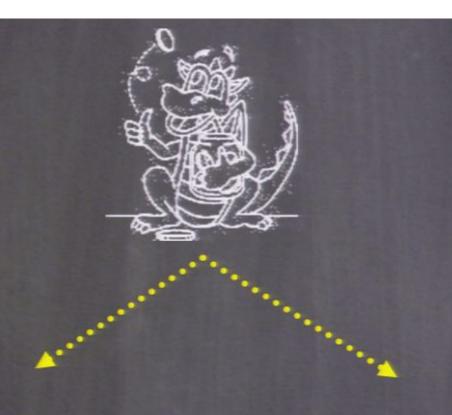
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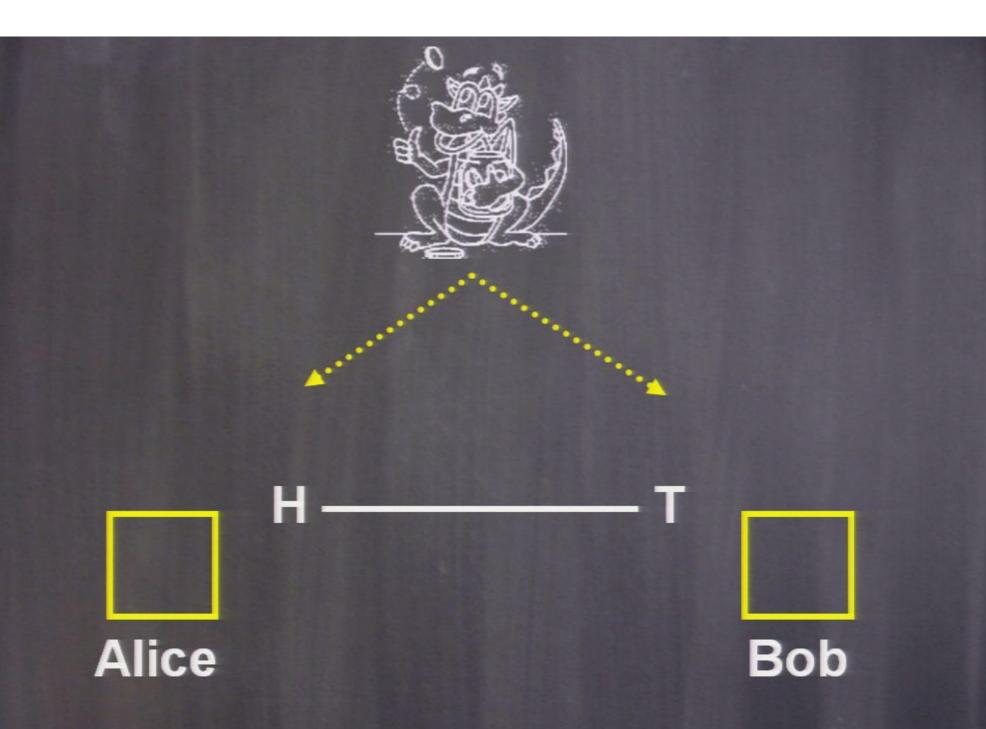


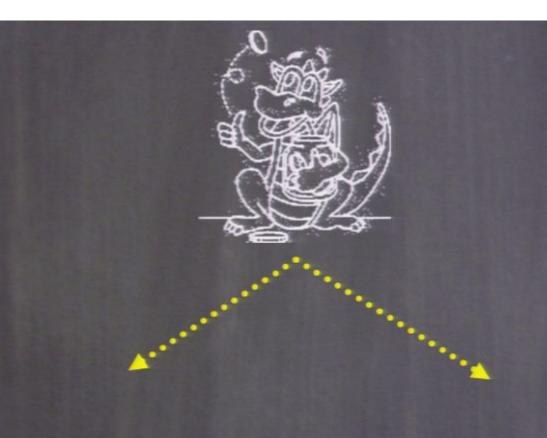


Alice



Bob



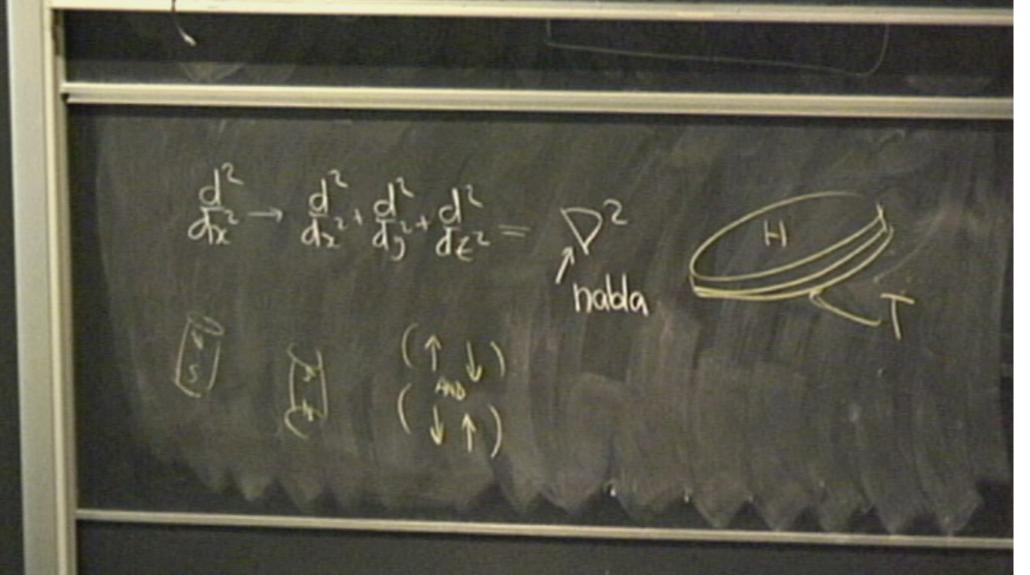


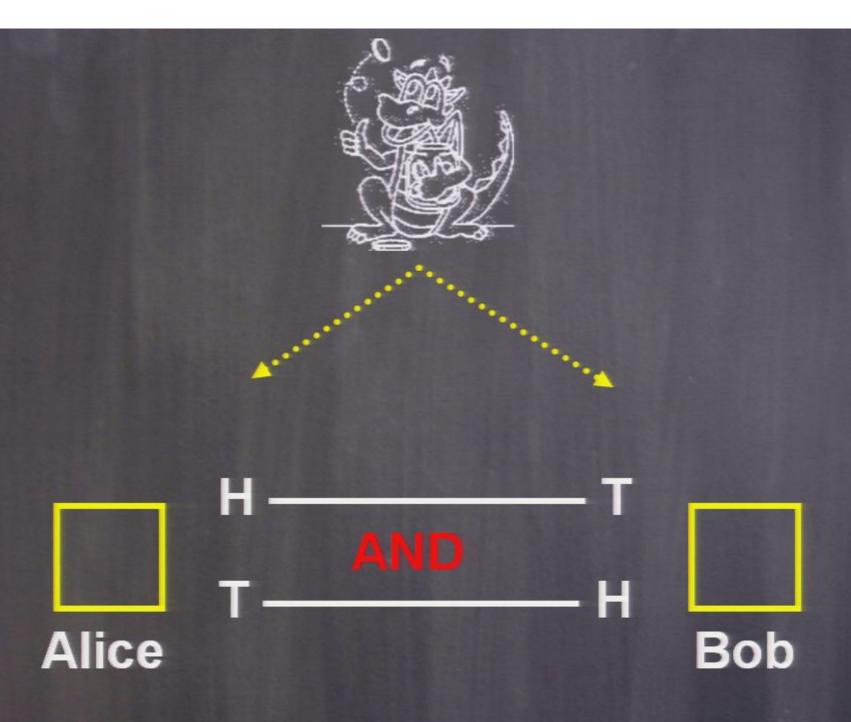


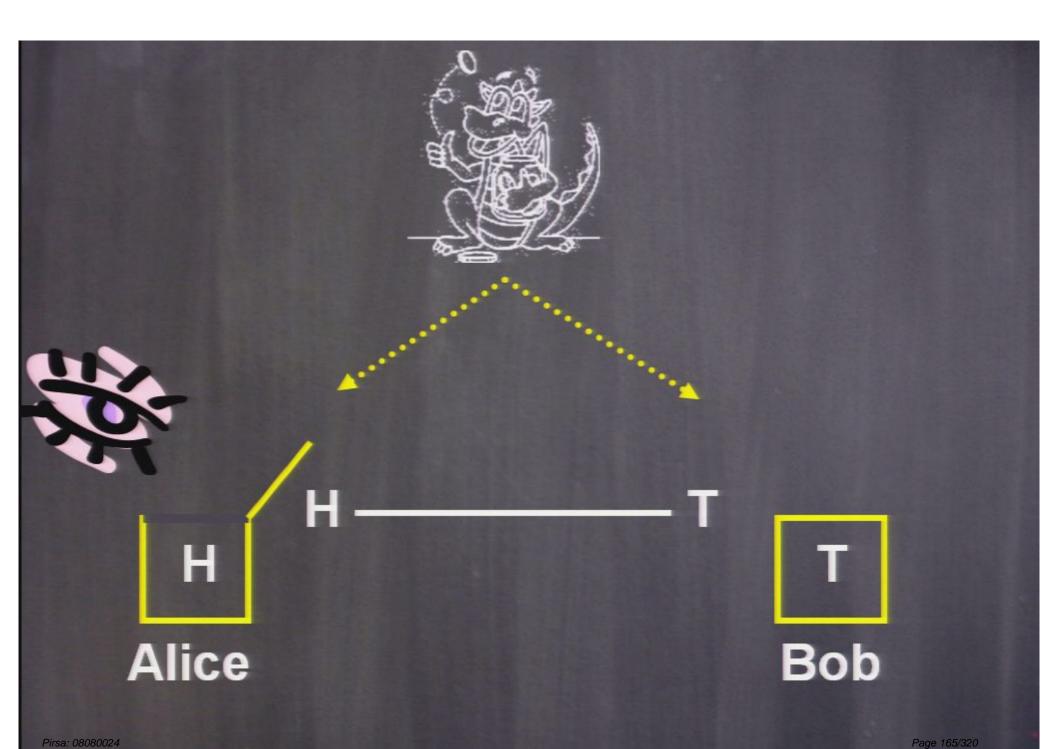
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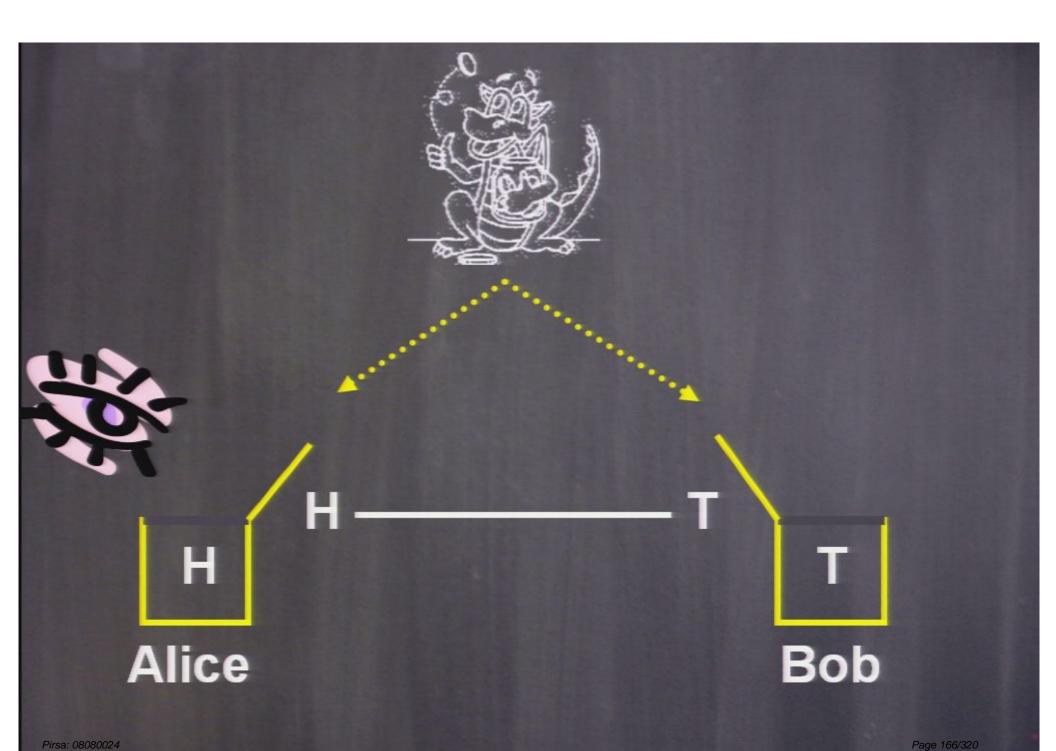


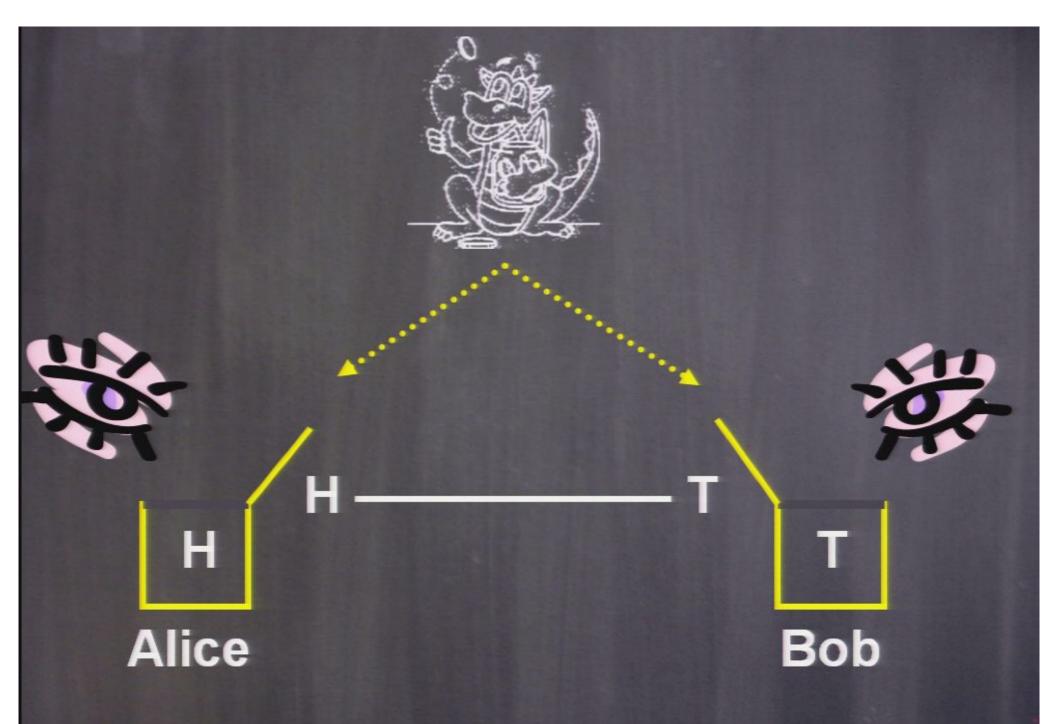
Bob



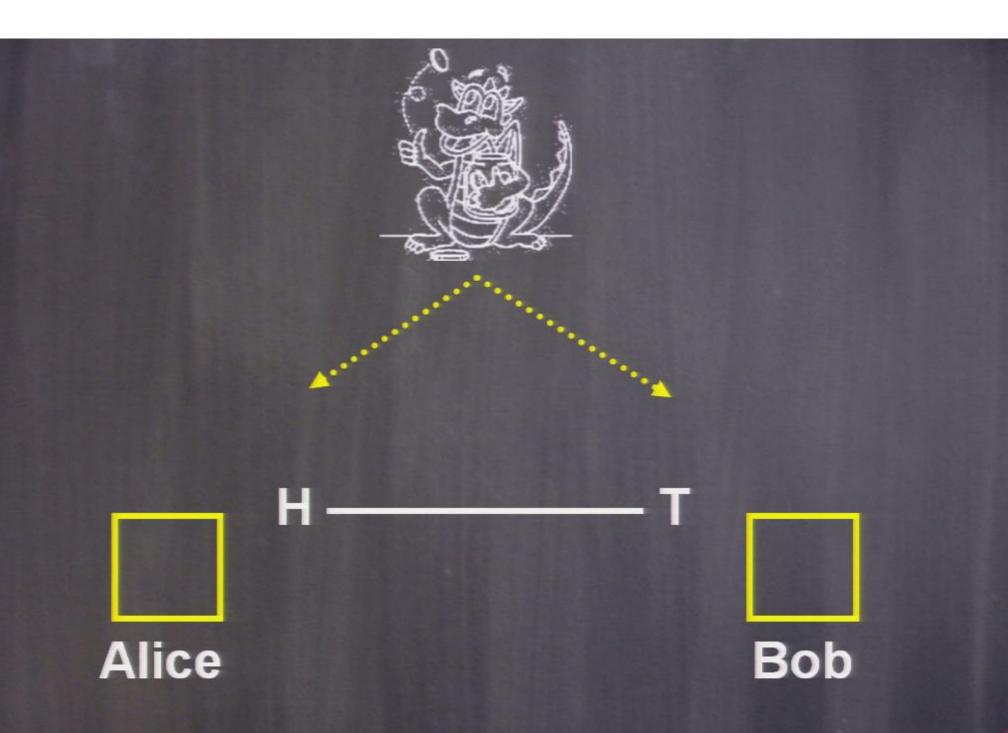


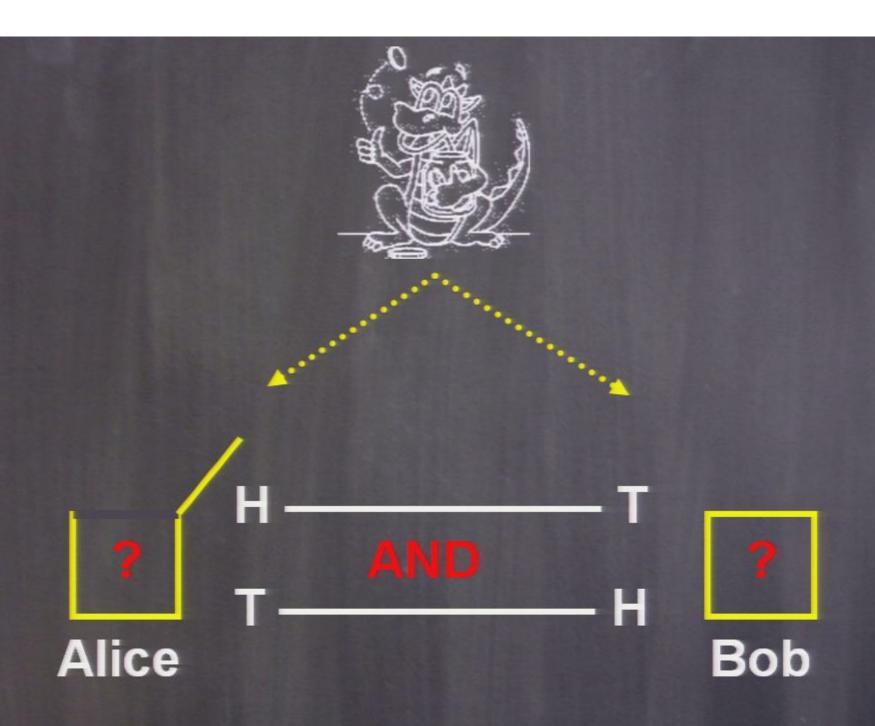




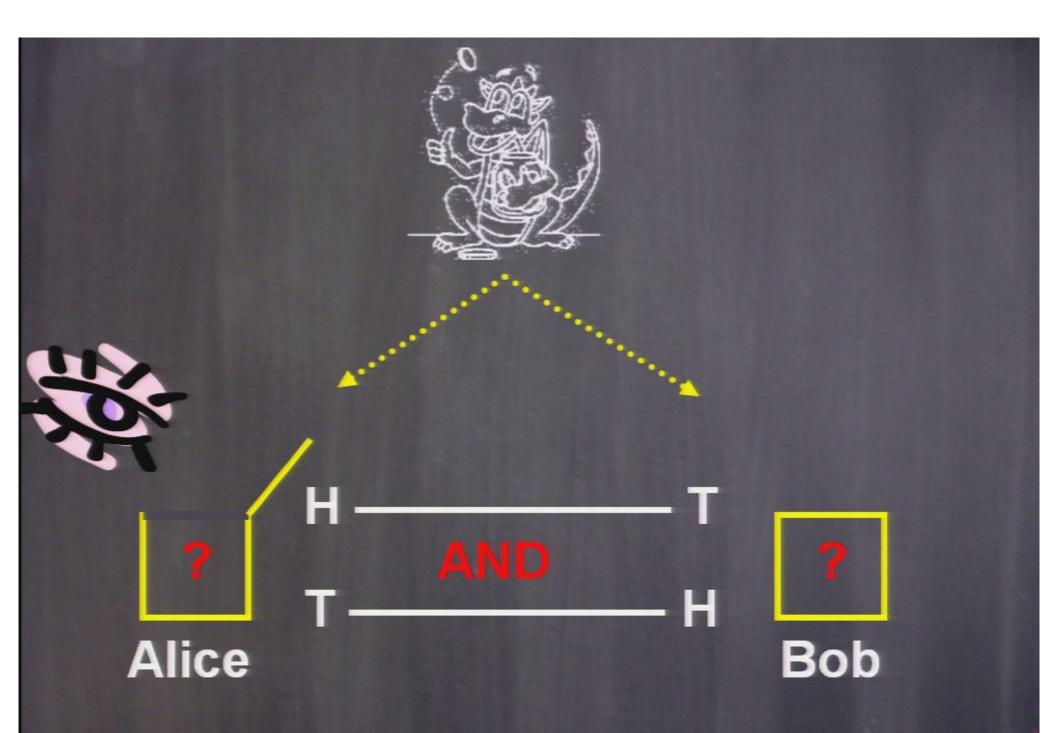


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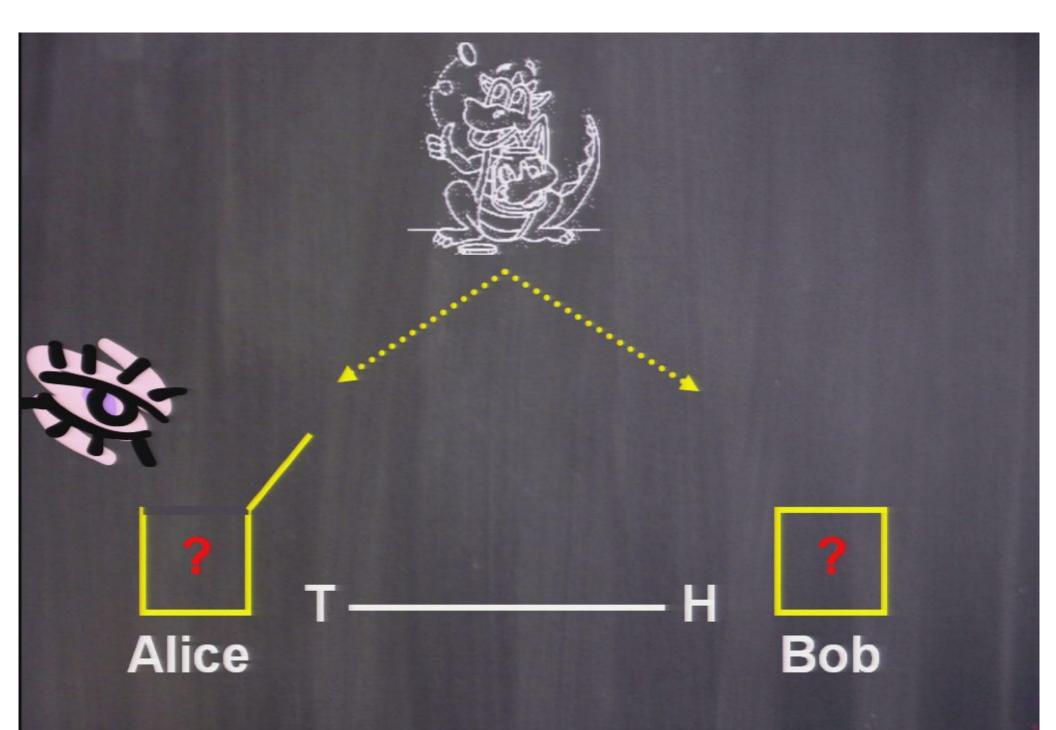




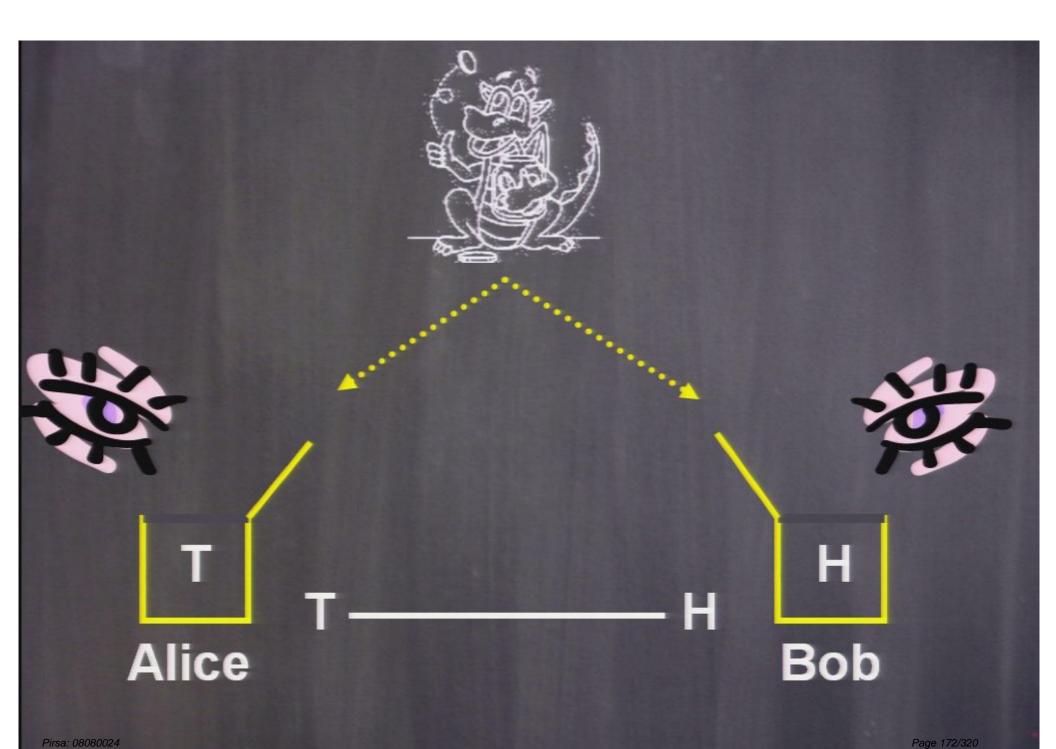
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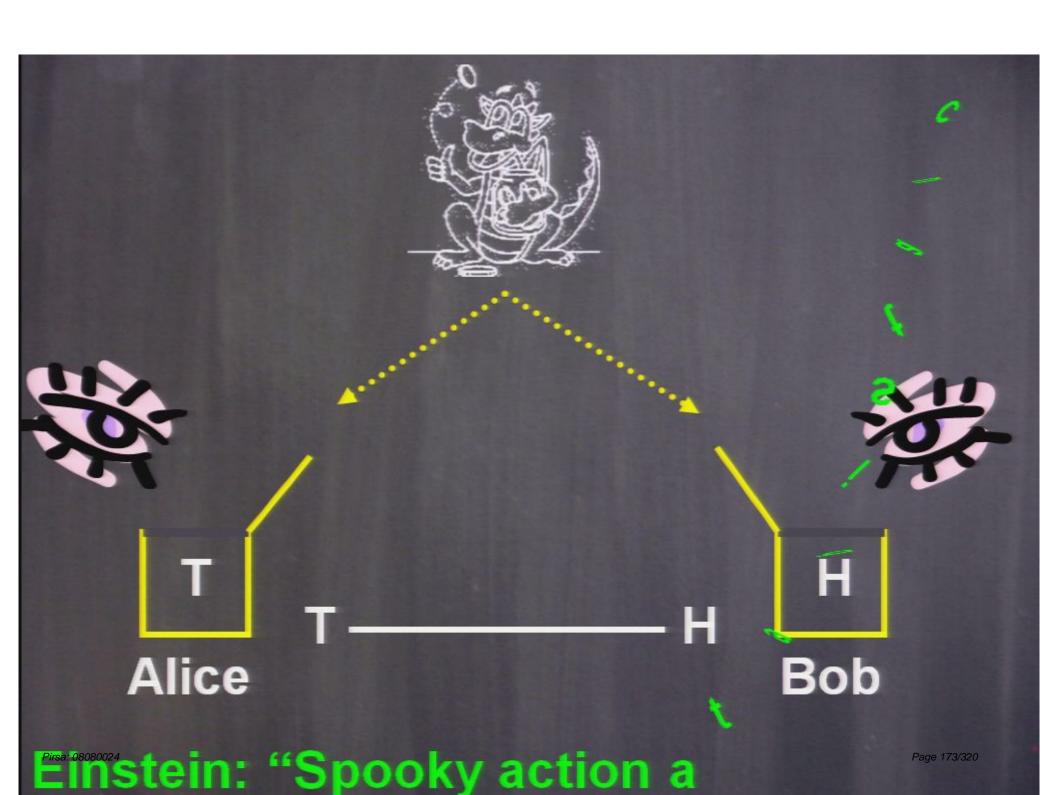


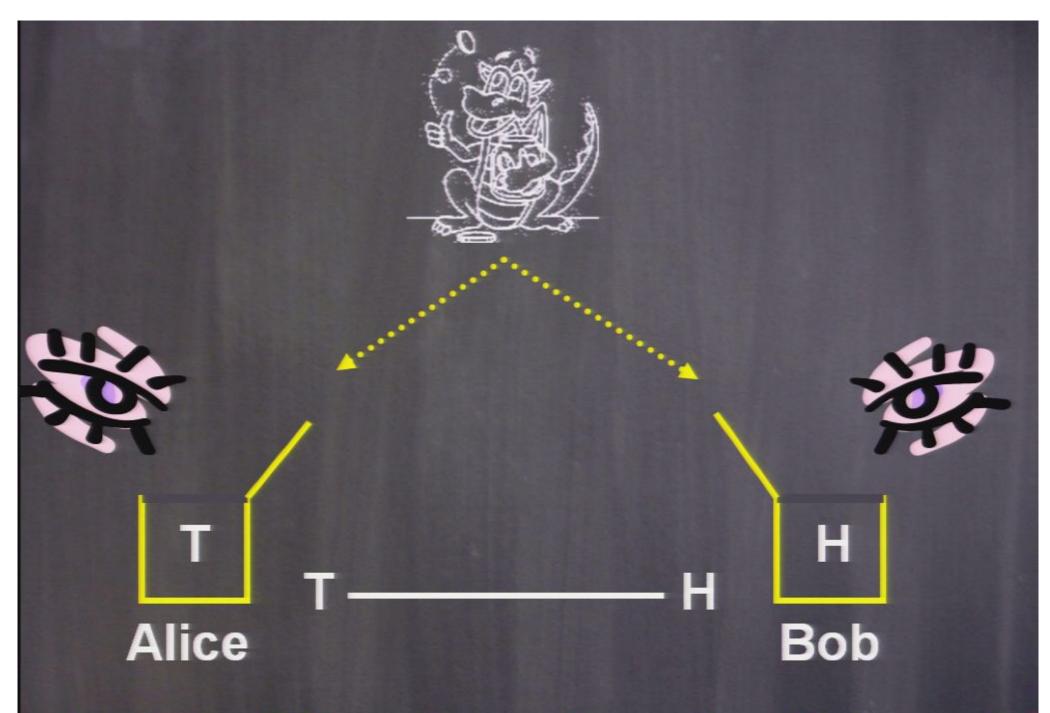
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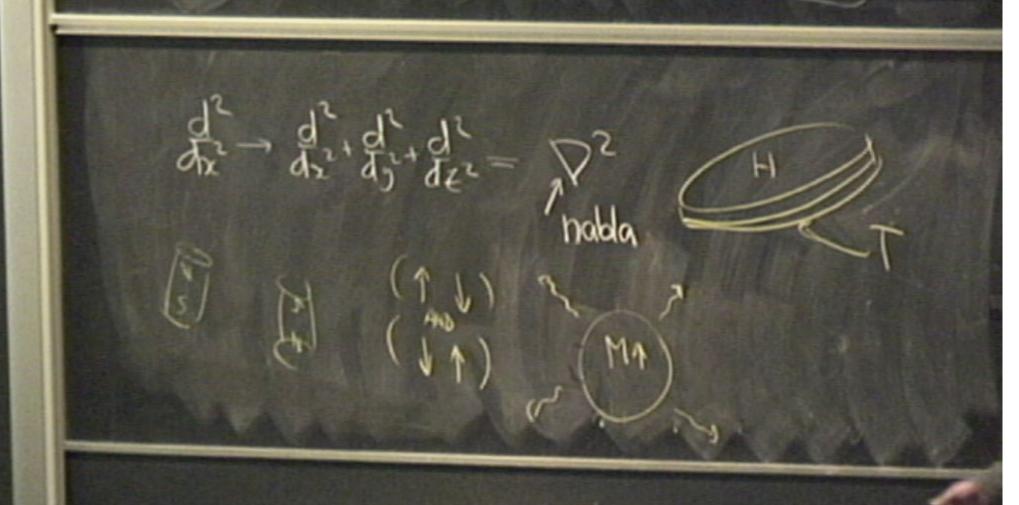


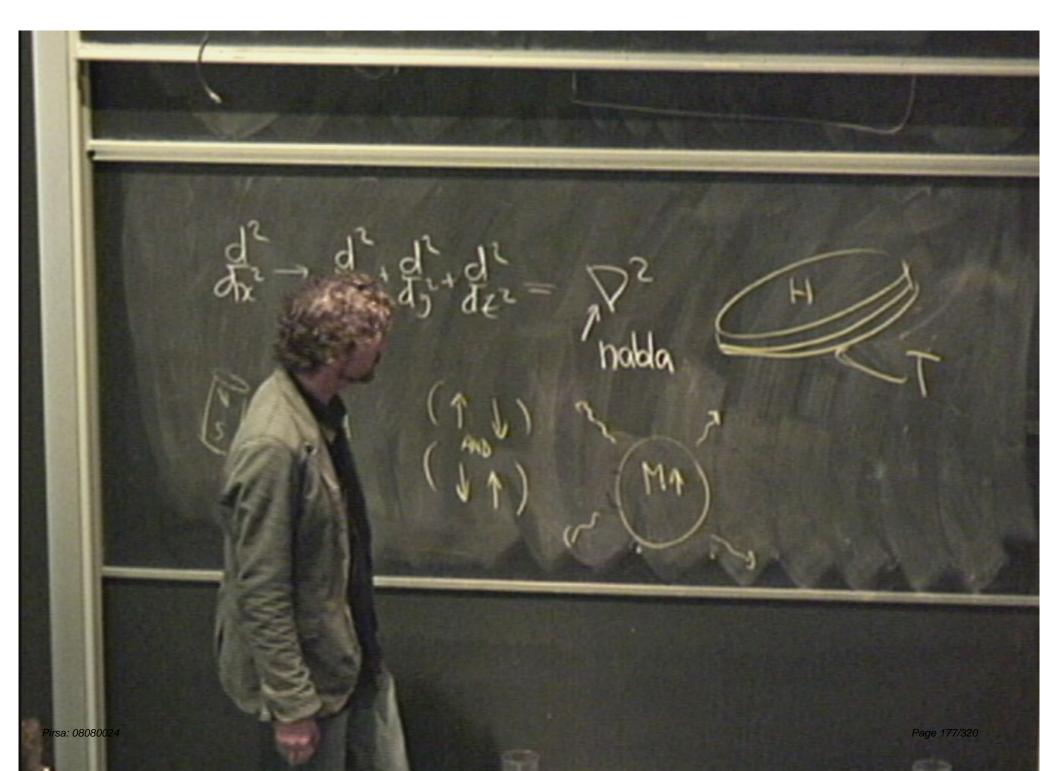


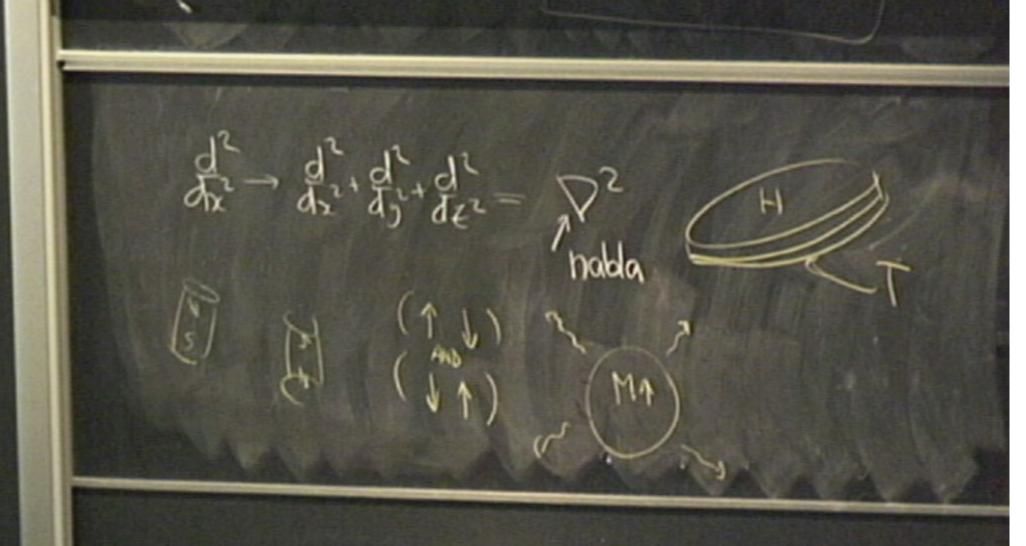


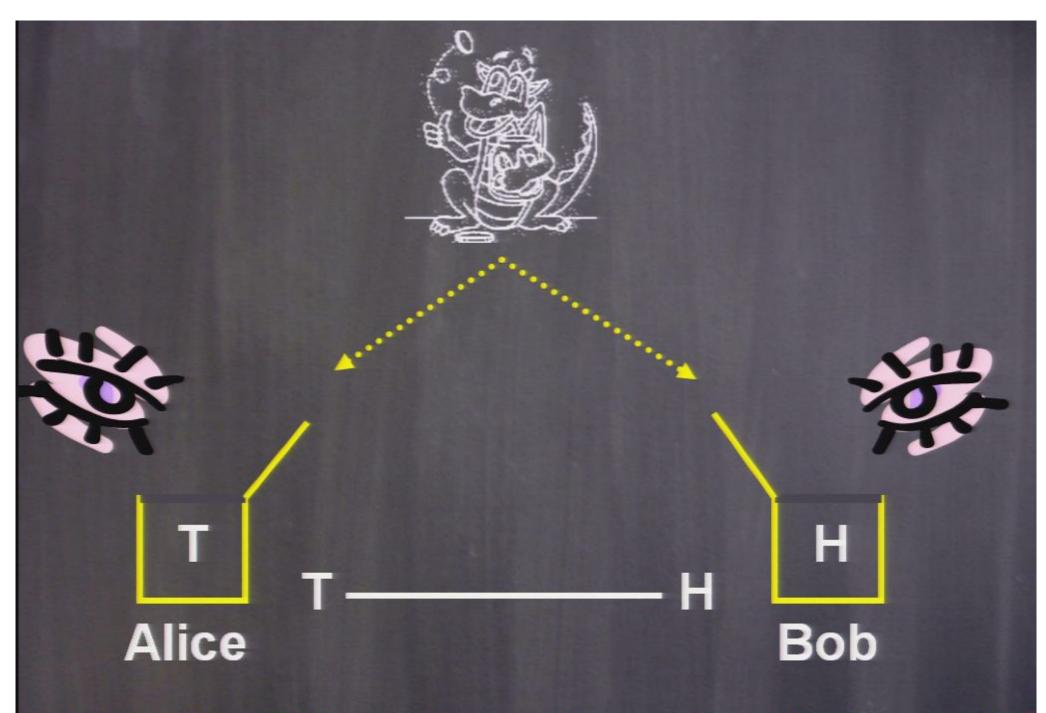
Einstein: "Spooky action at a distance"

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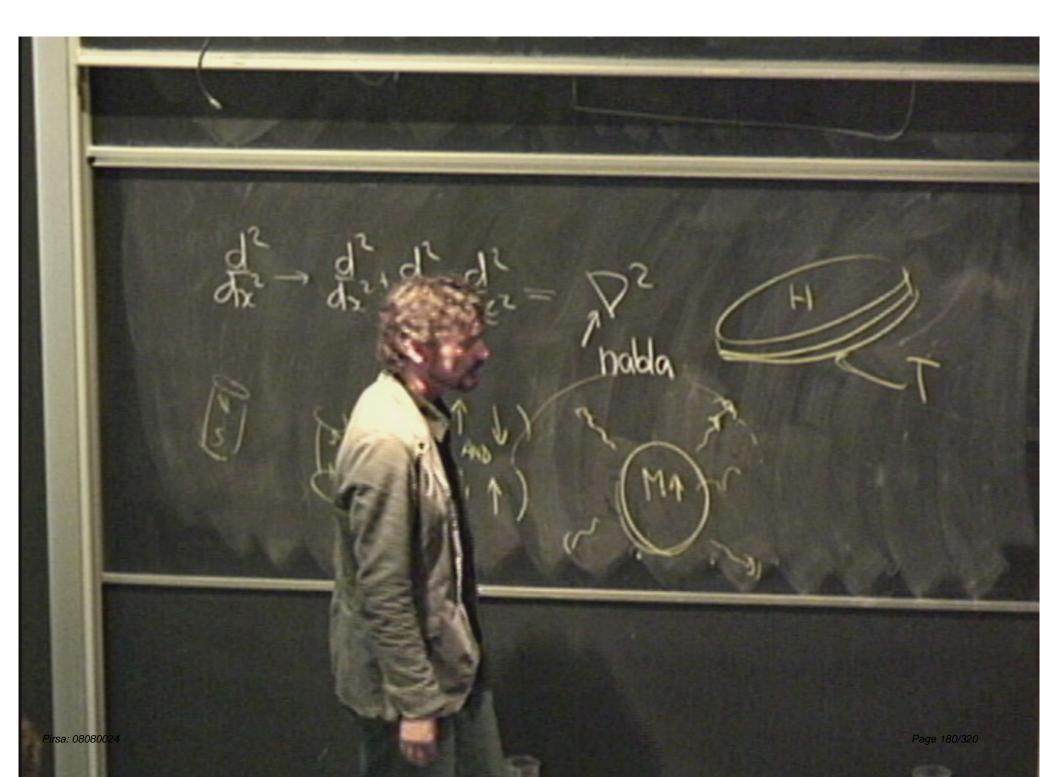


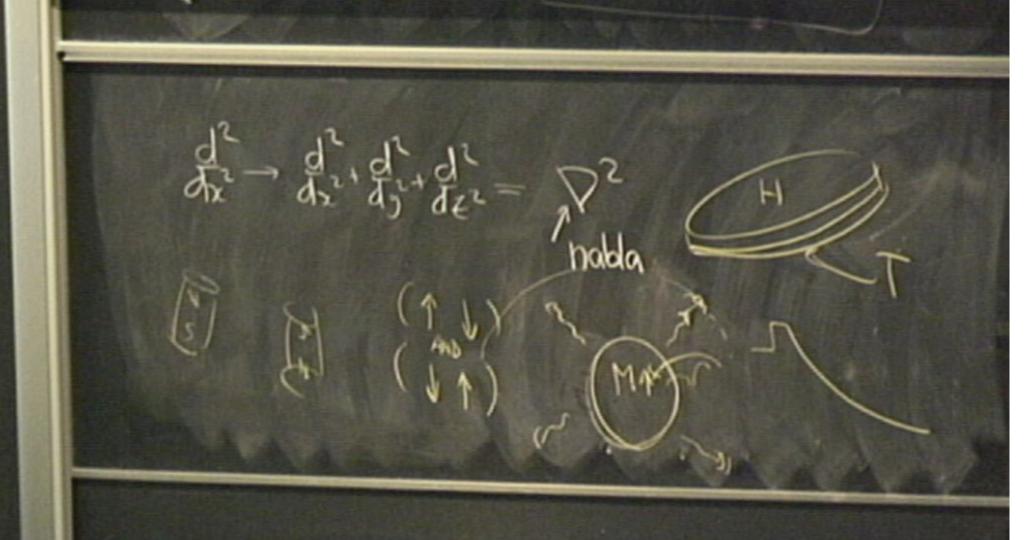


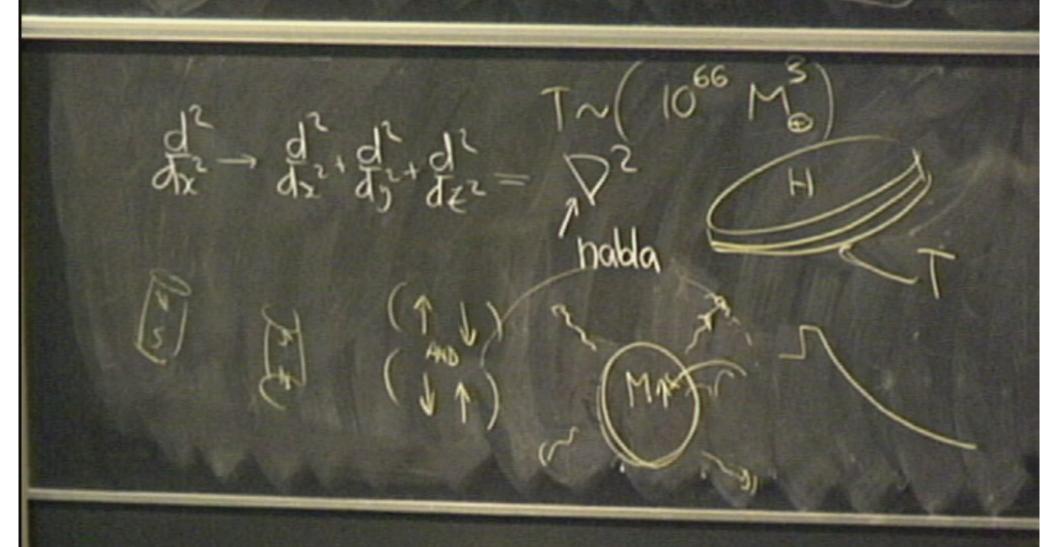


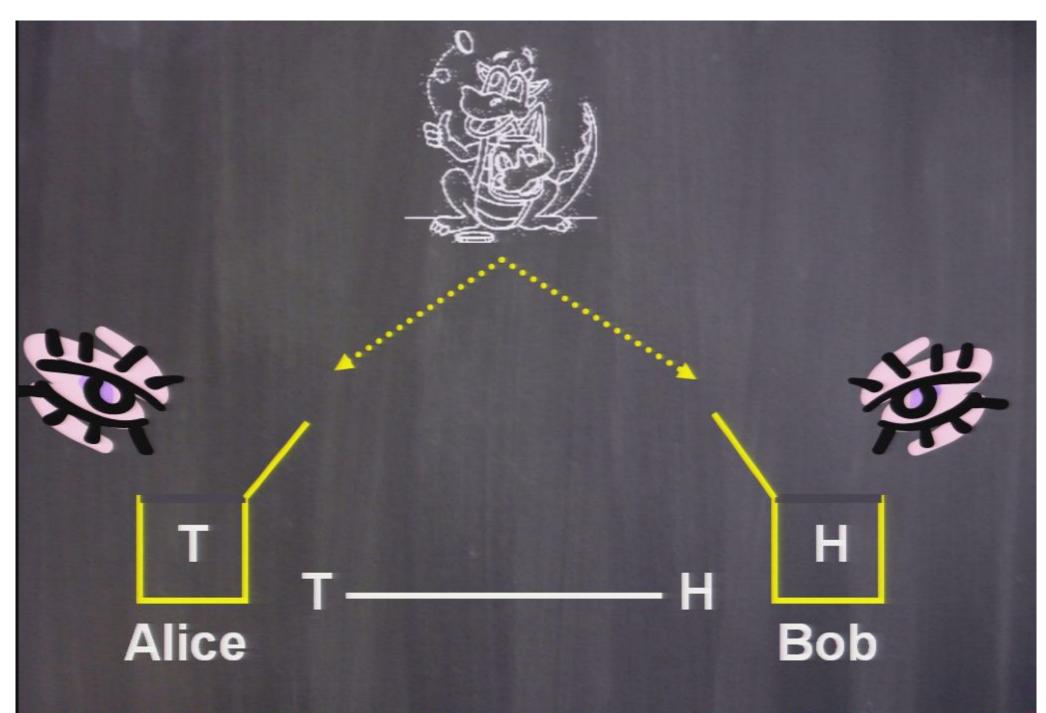


Einstein: "Spooky action at a distance"









Einstein: "Spooky action at a distance"





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Quantum Teleportotio



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Quantum Teleportation ...A Love Story

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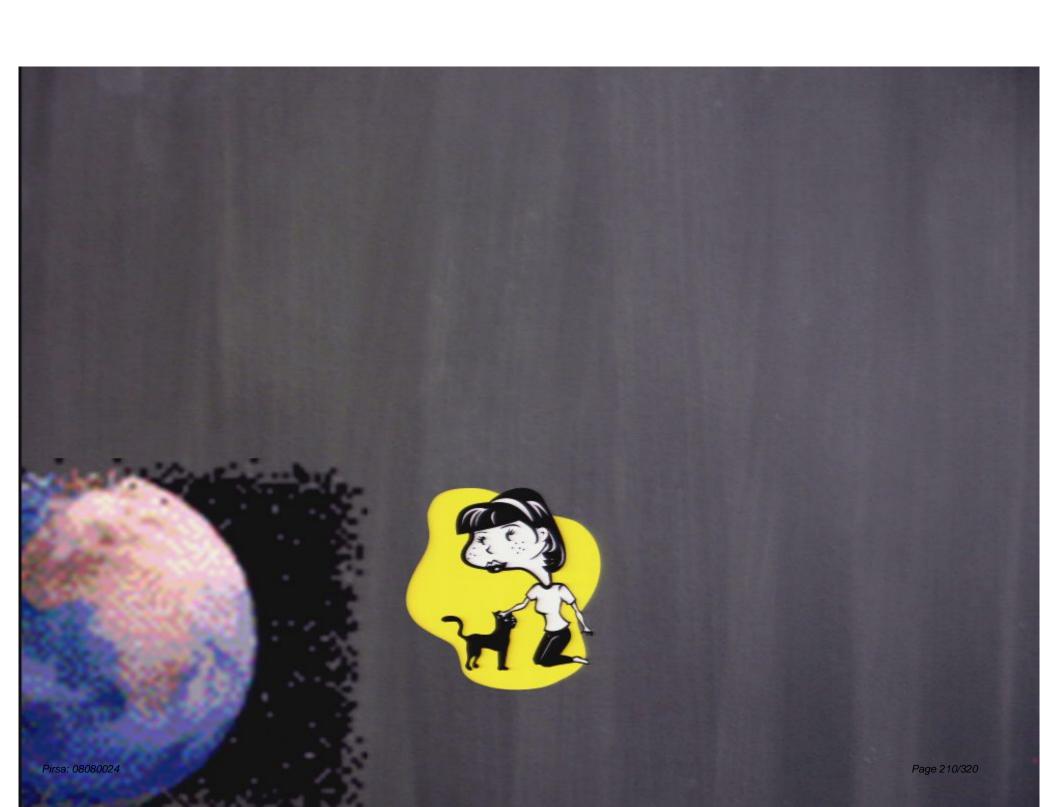






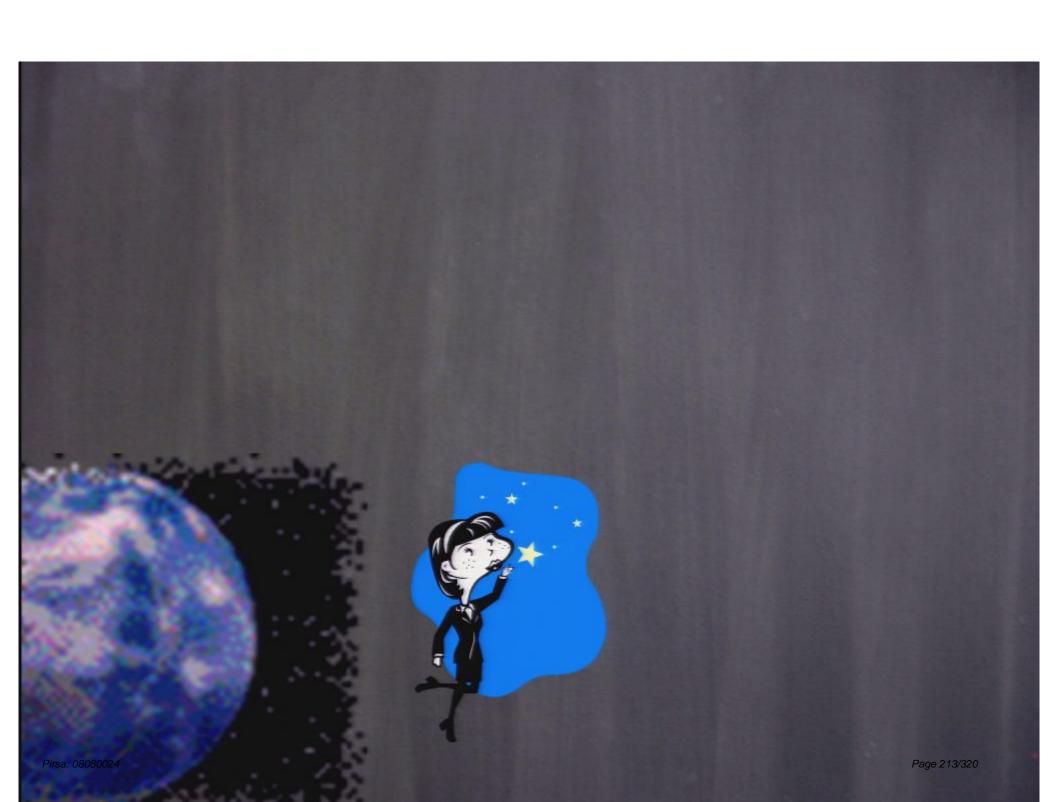


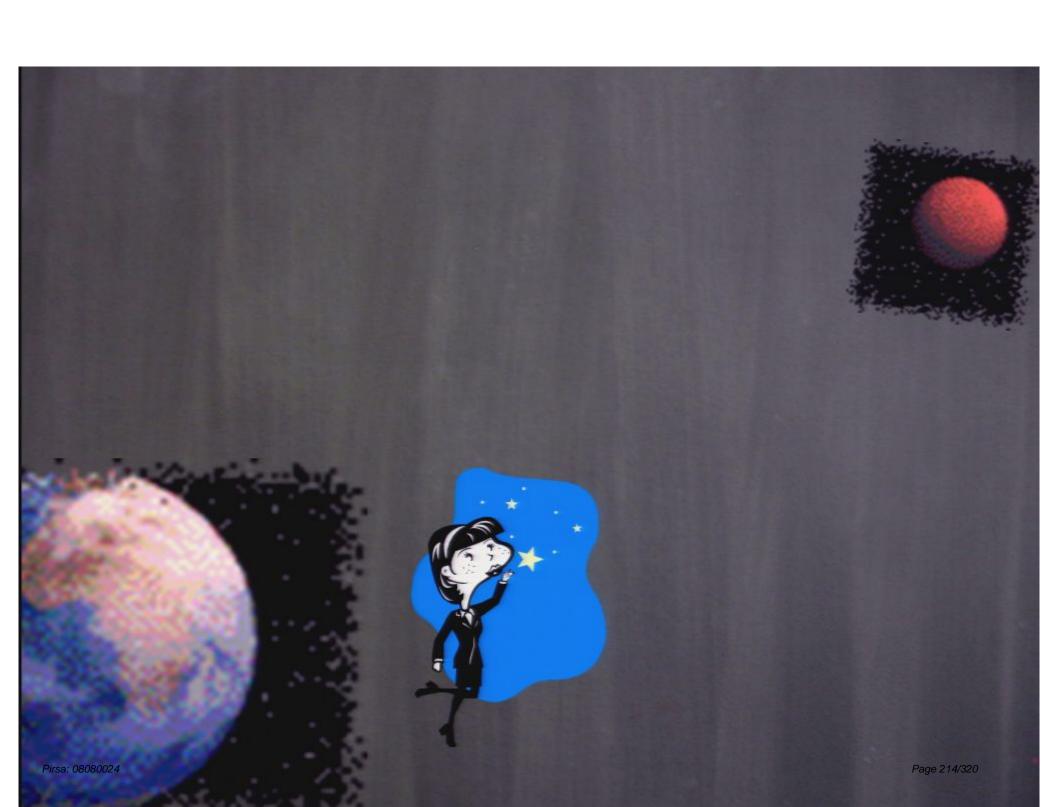


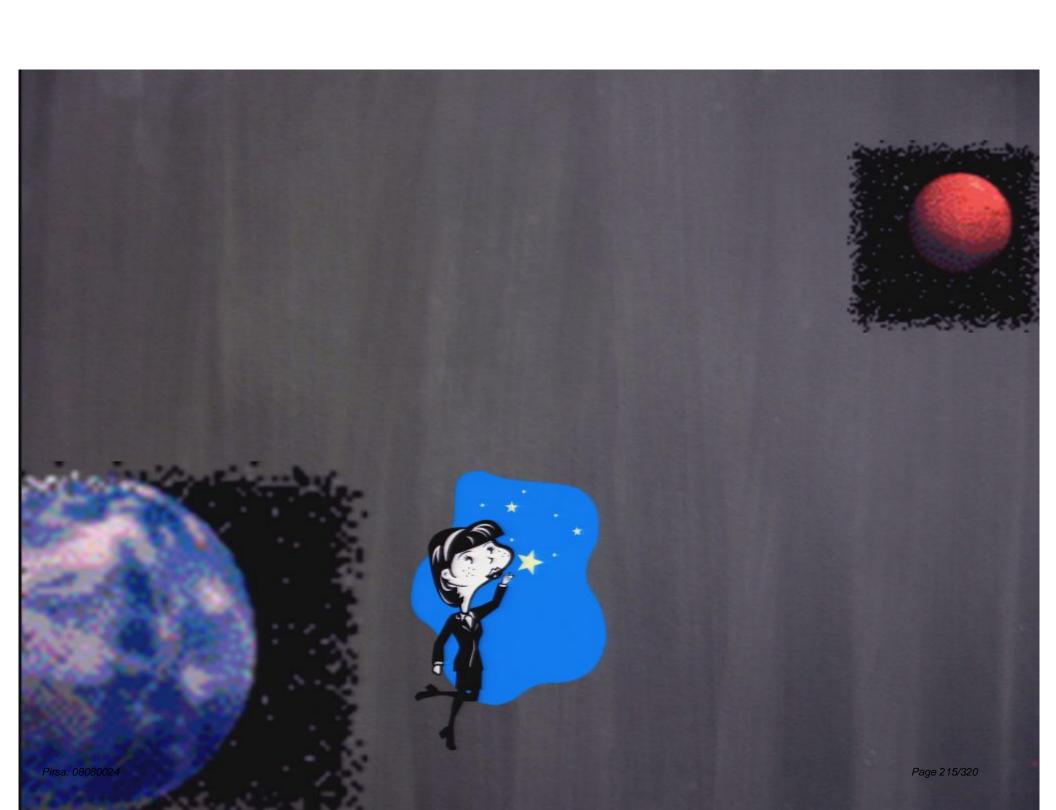


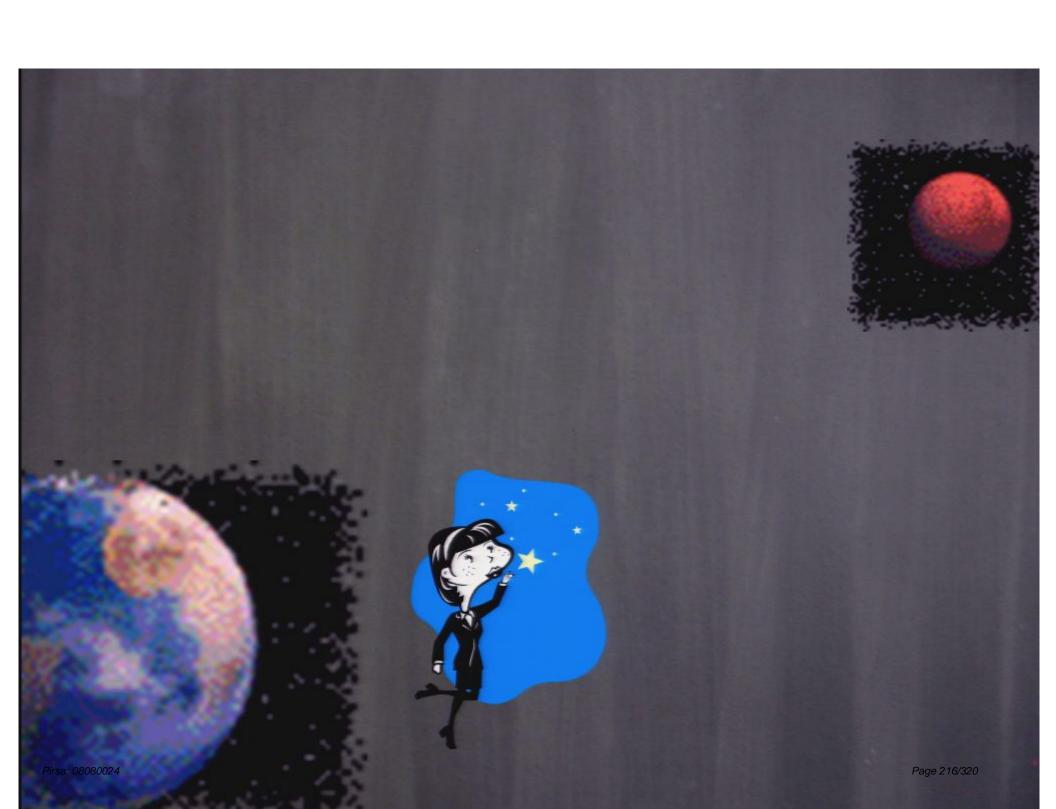


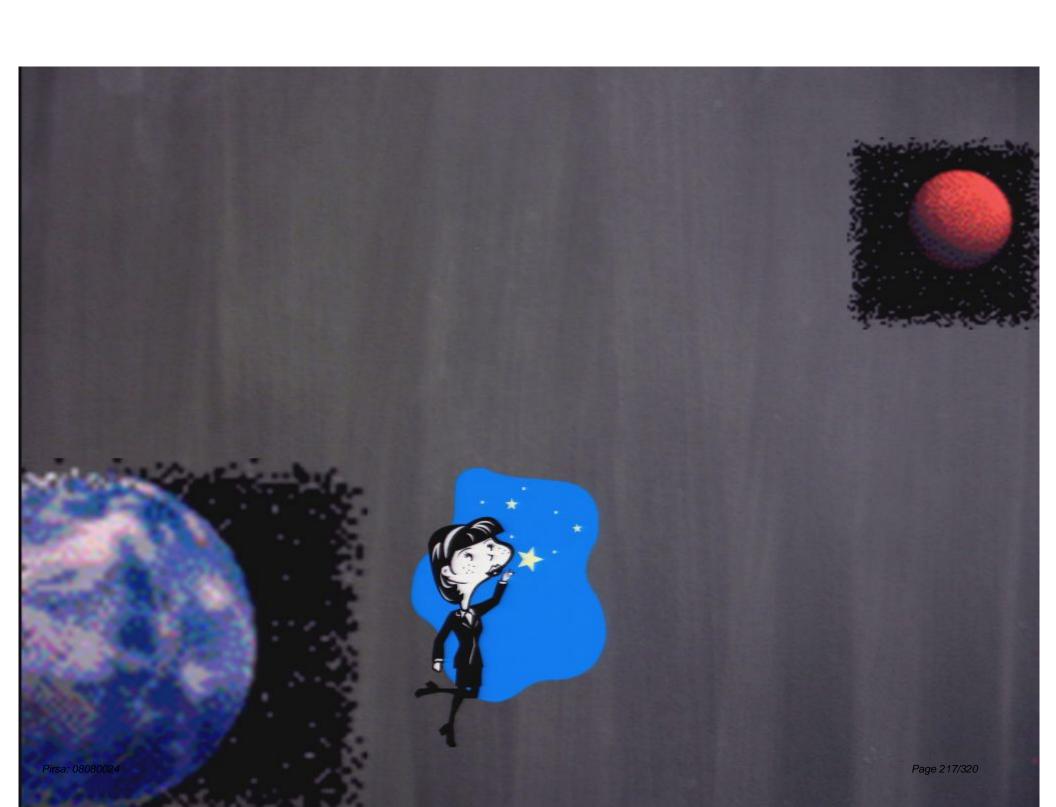


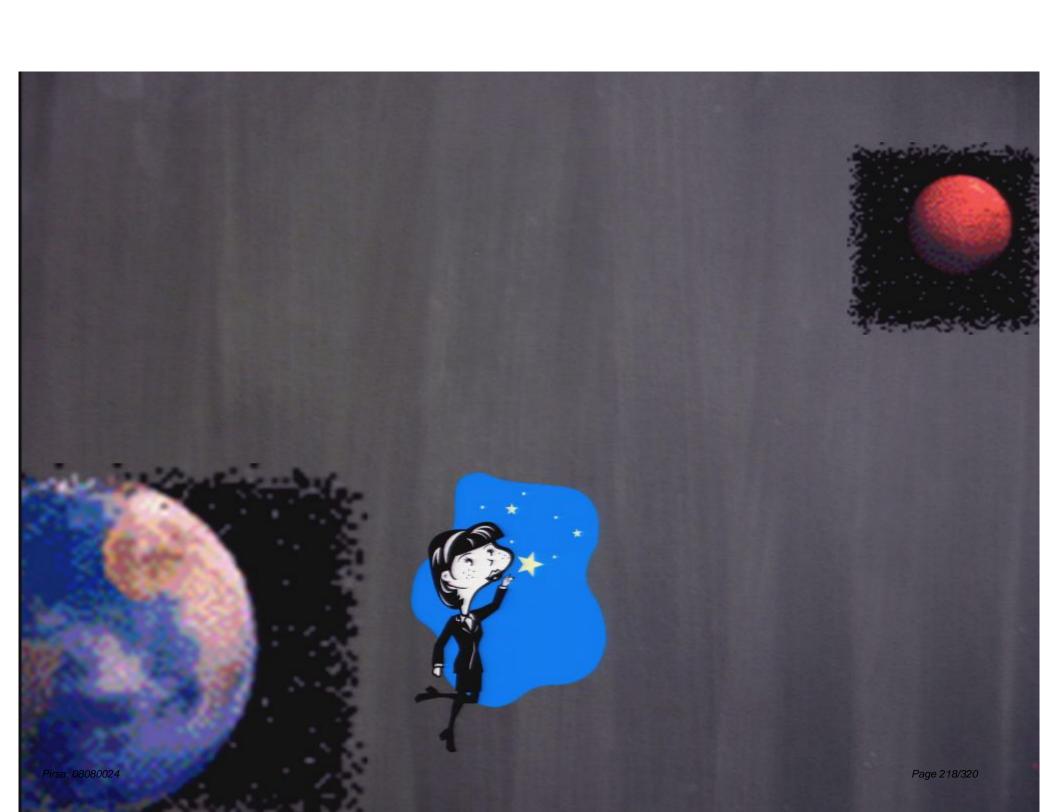


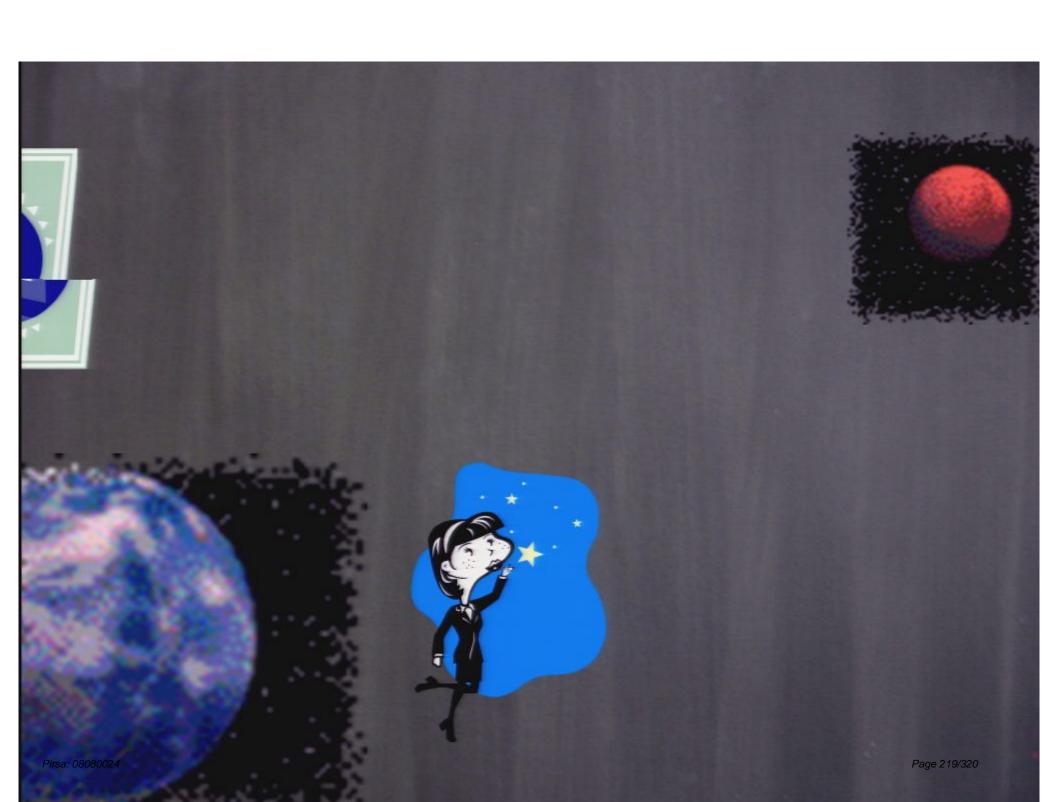


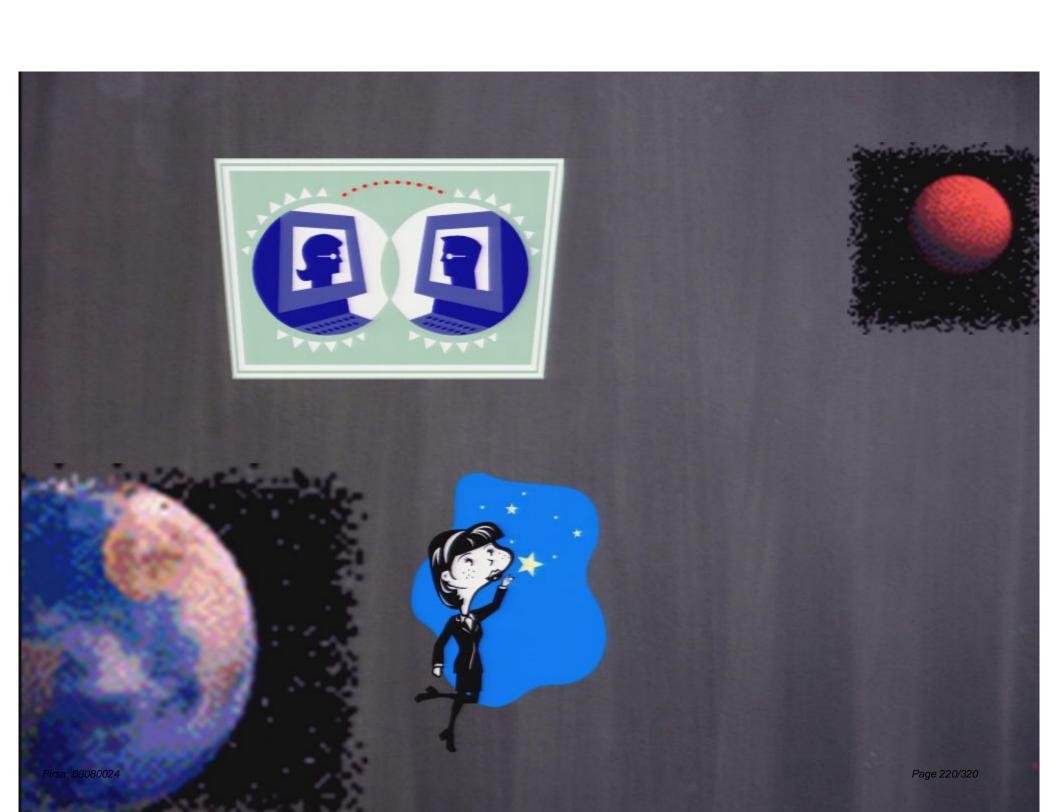


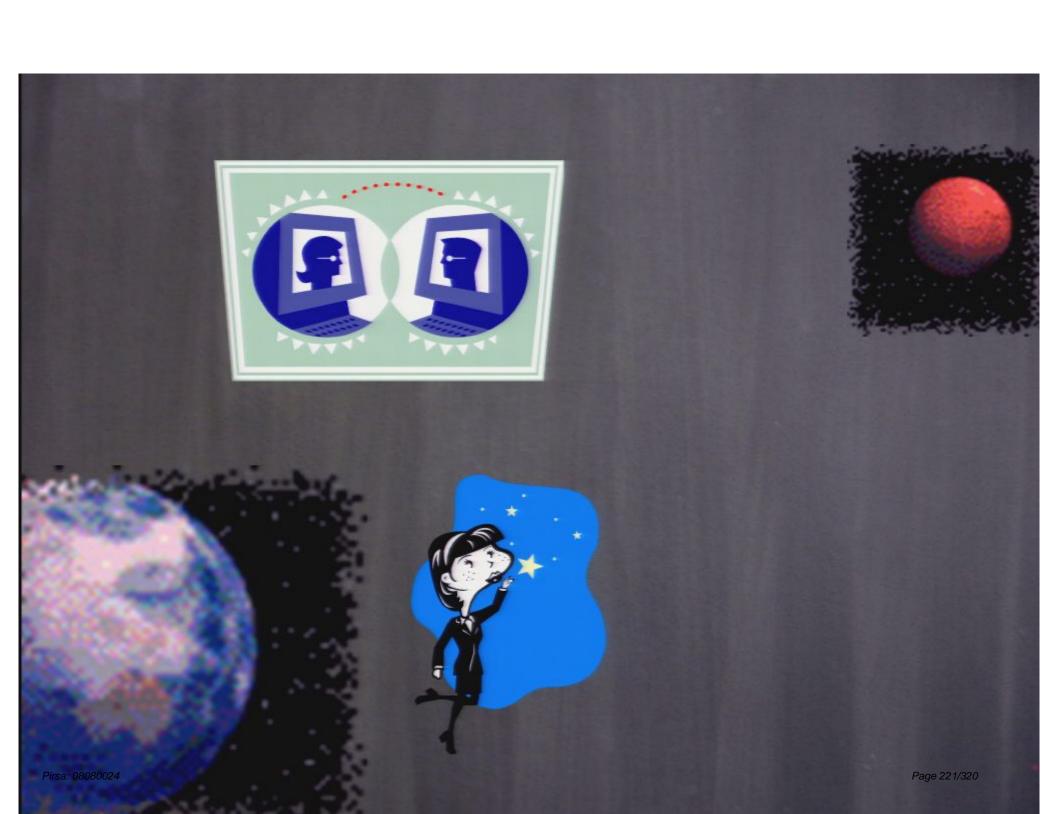


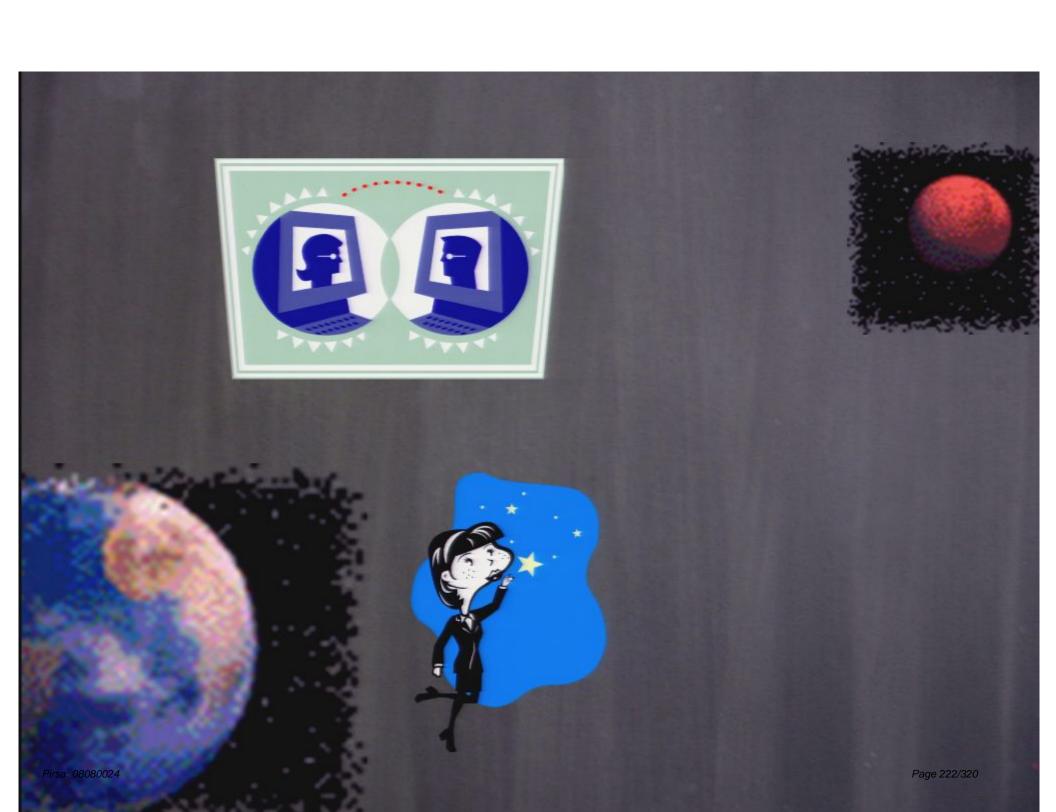


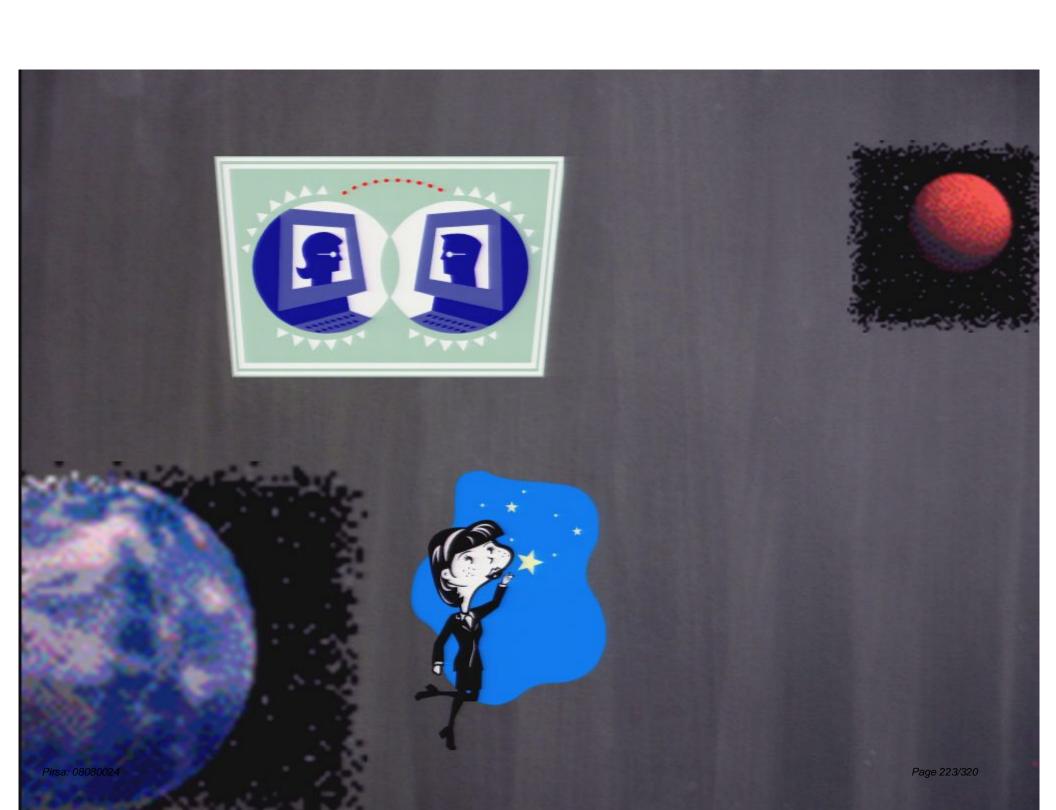


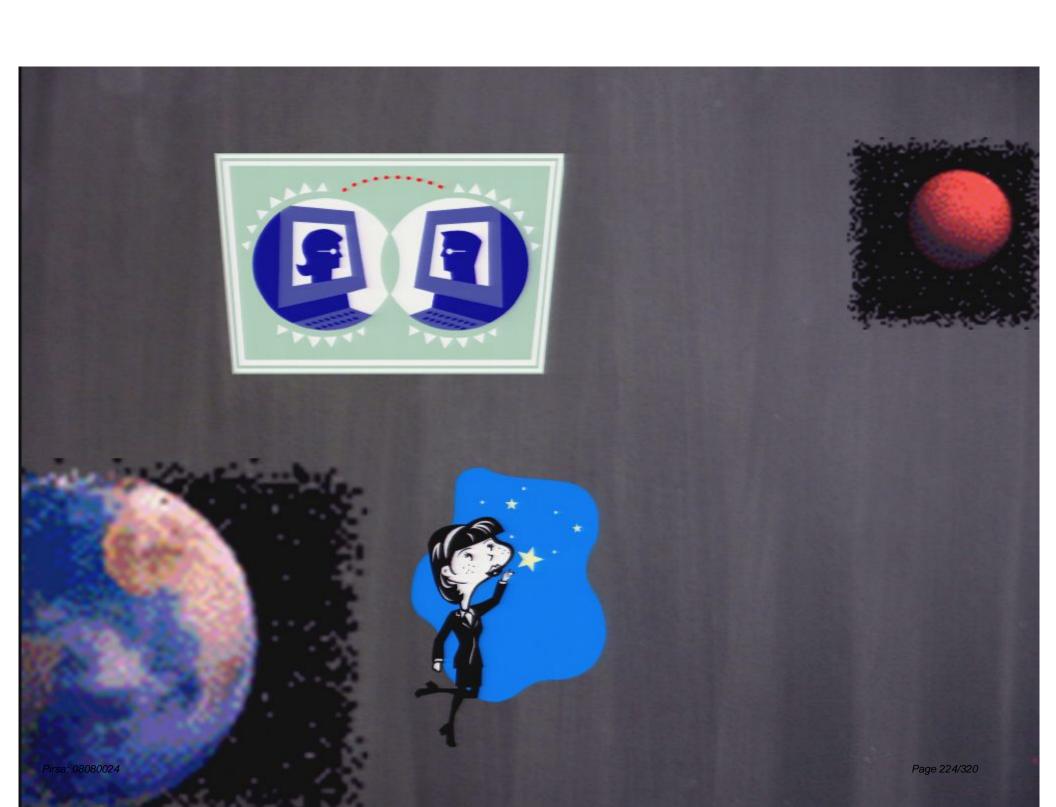


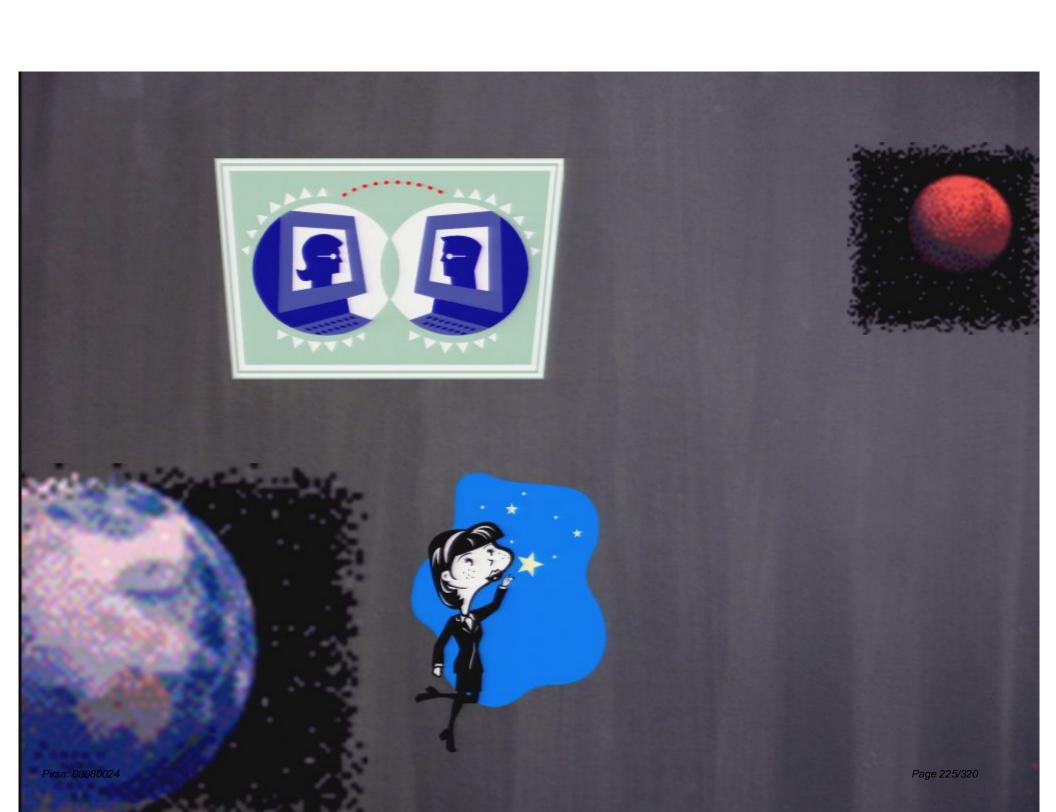


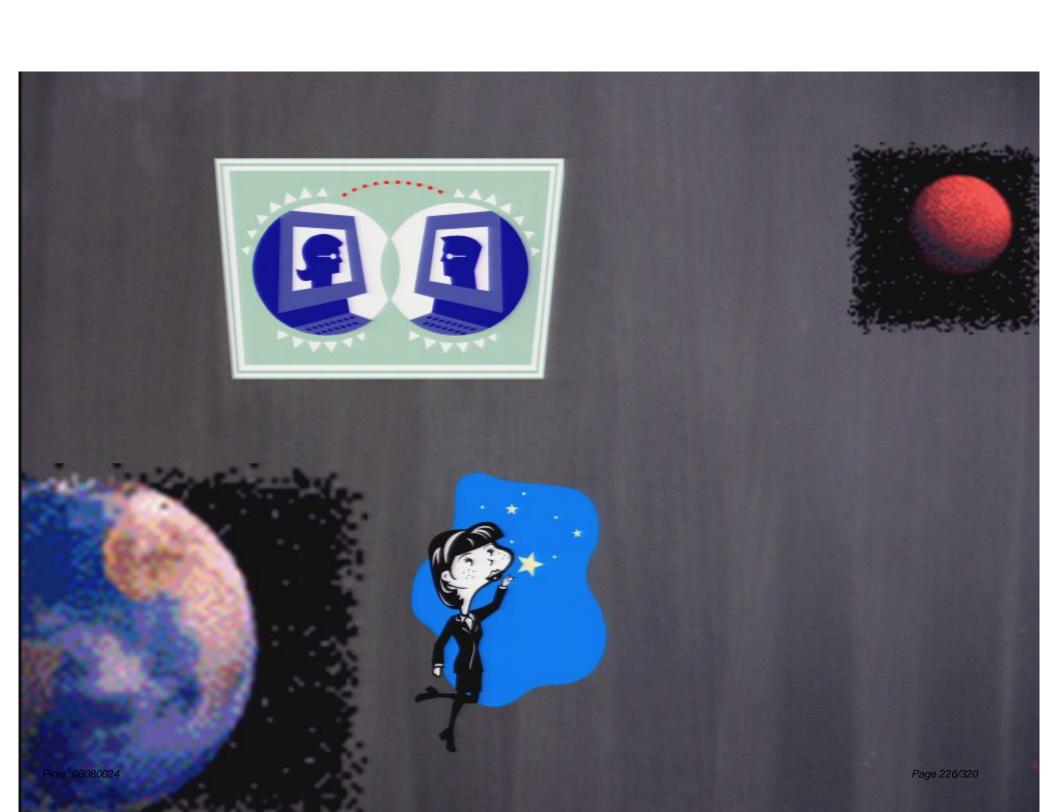




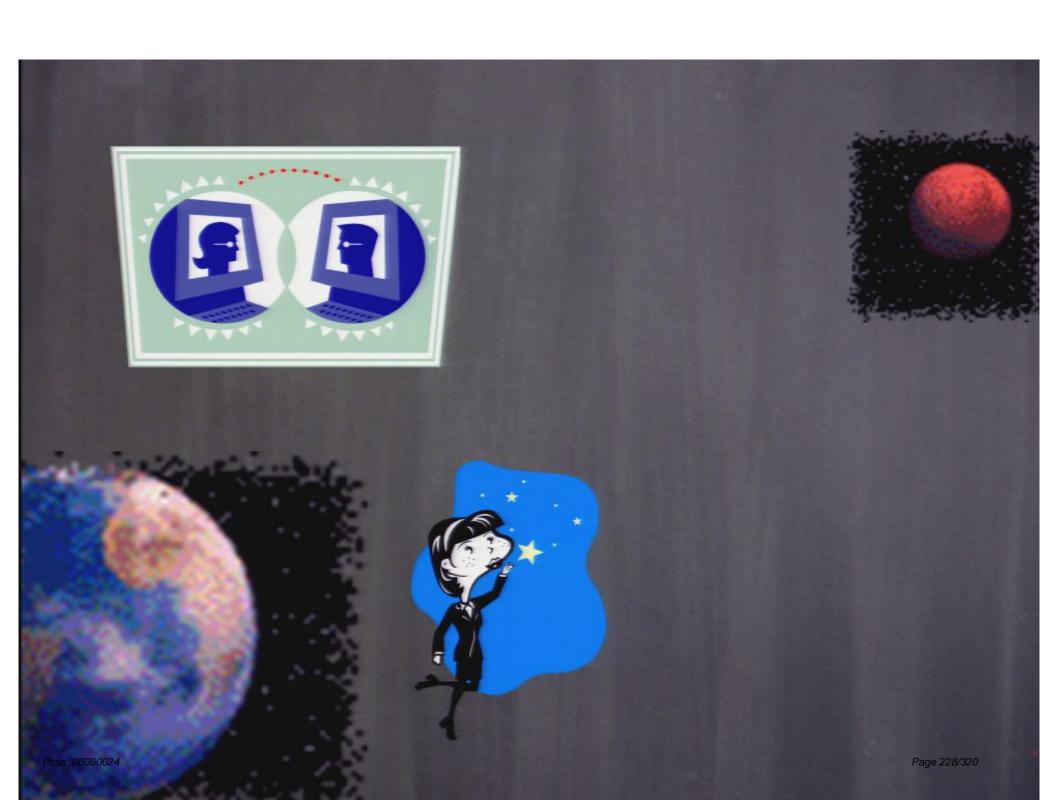


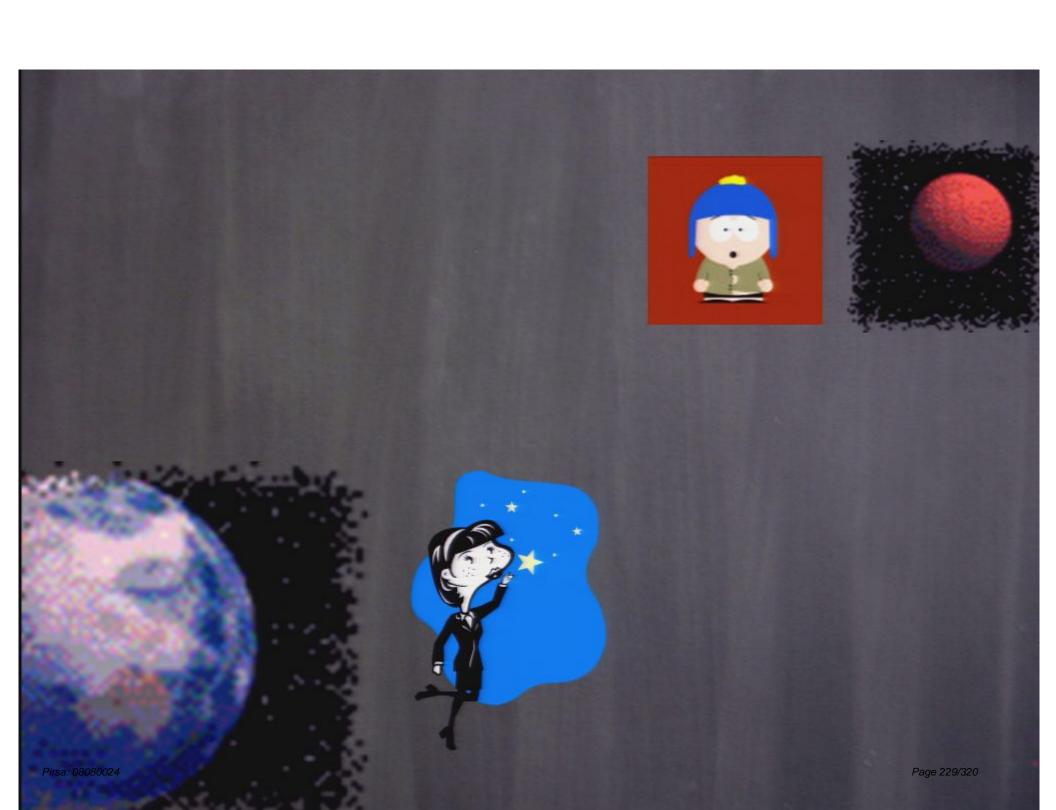


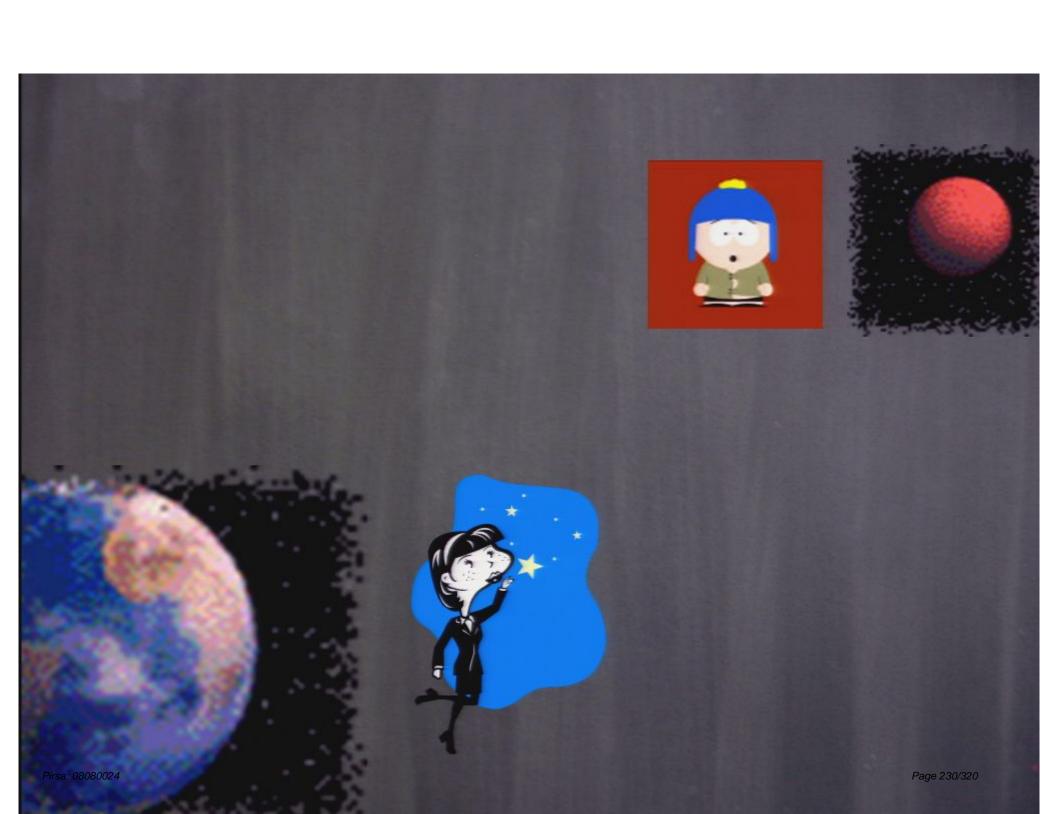


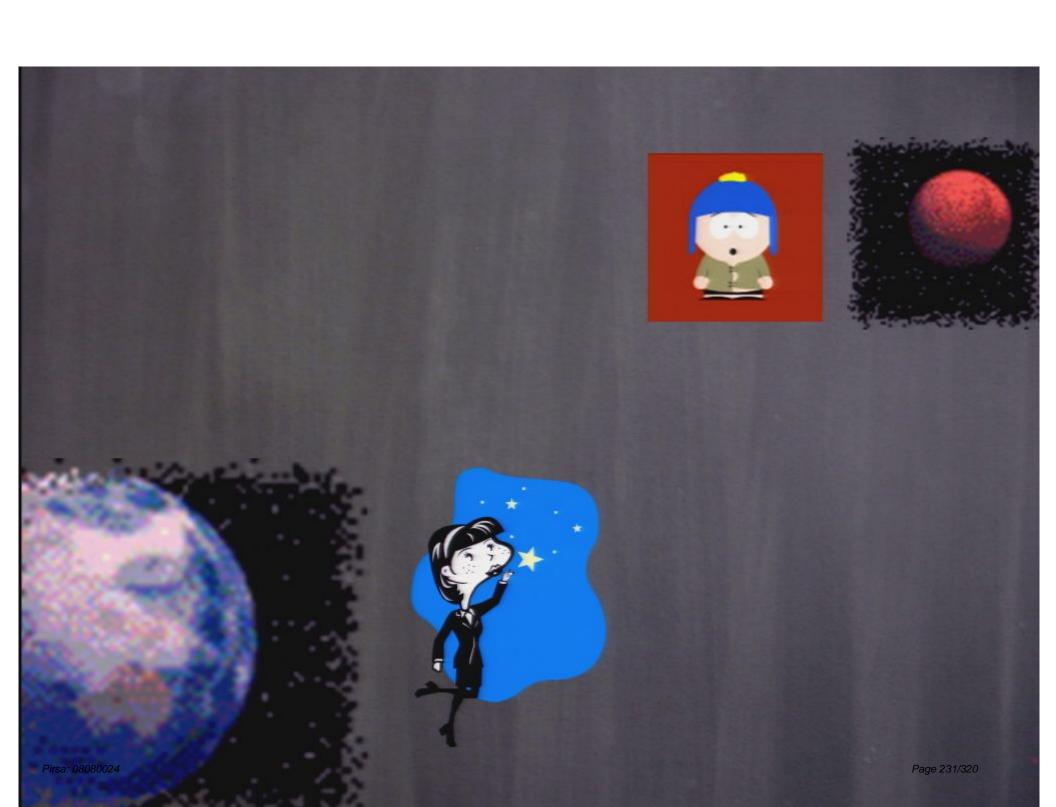


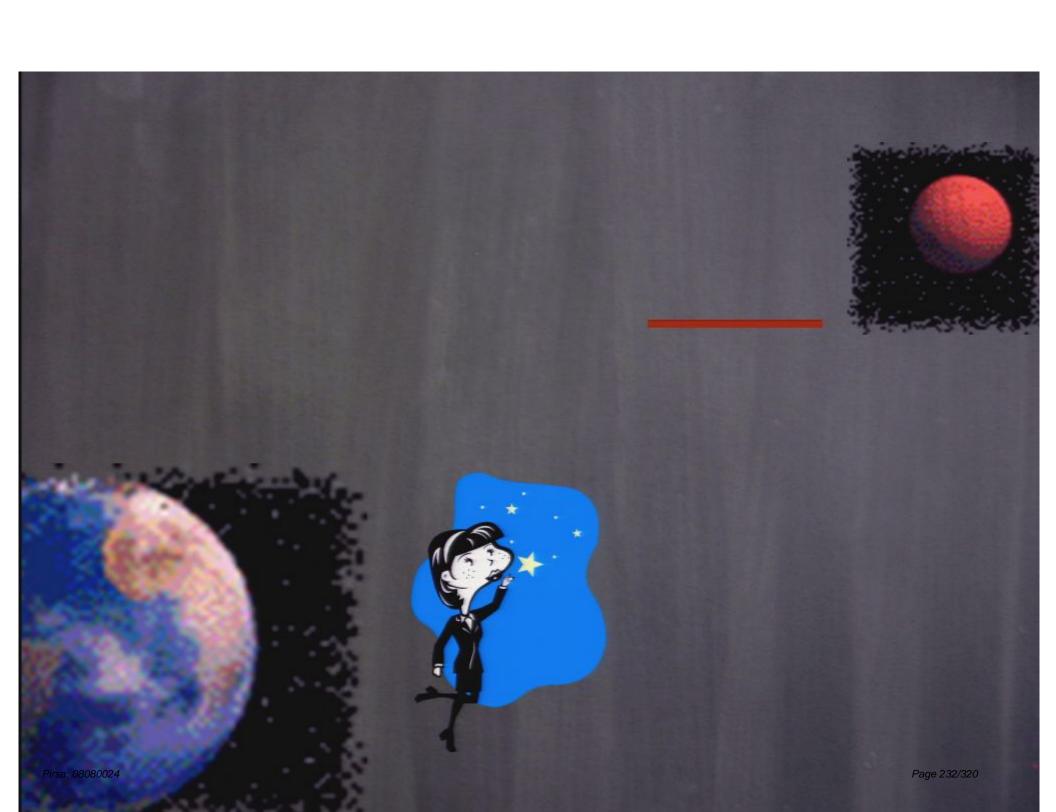


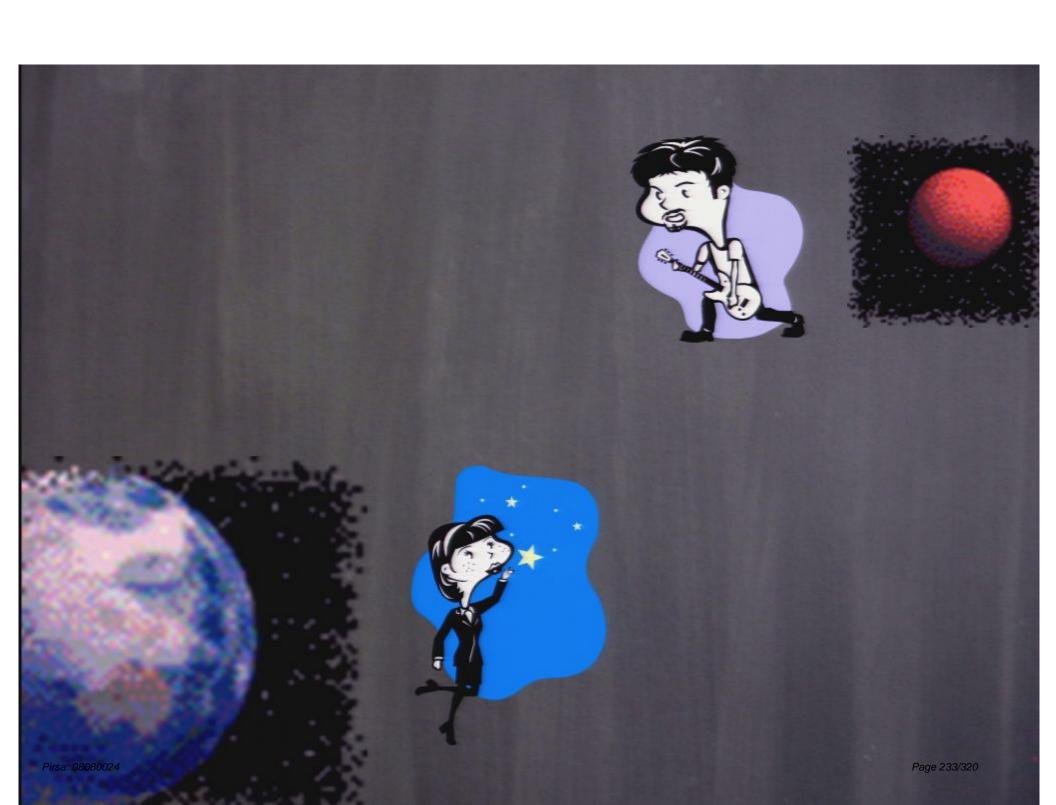


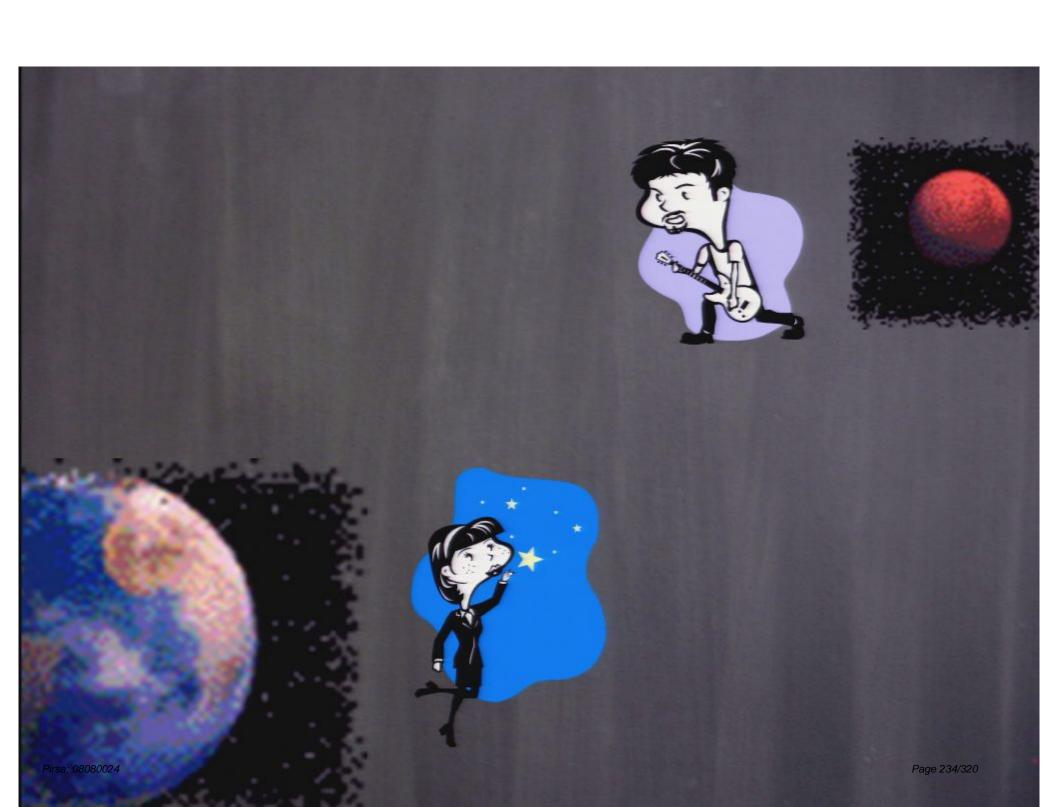


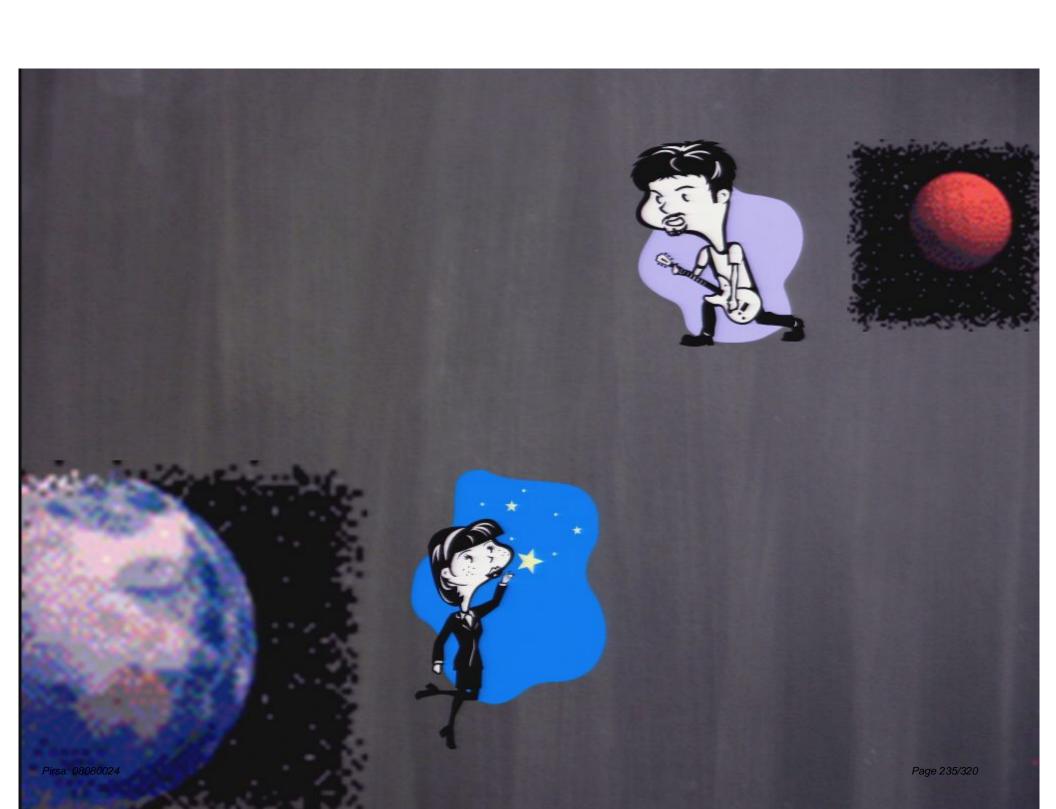


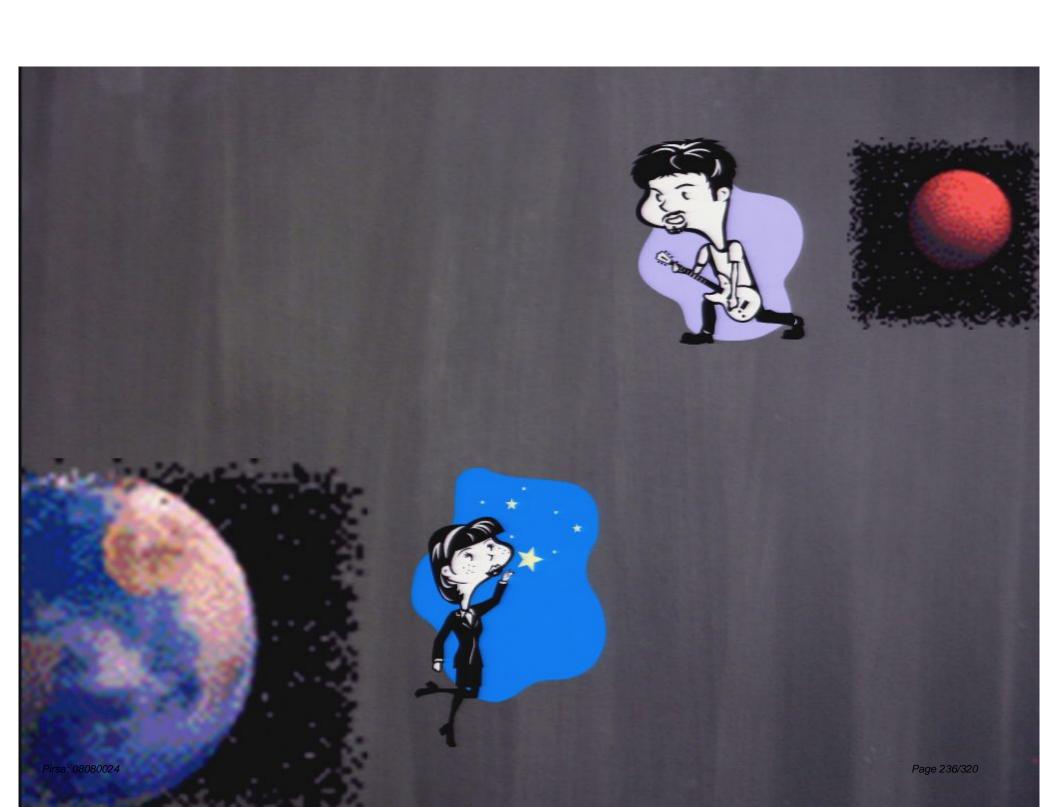


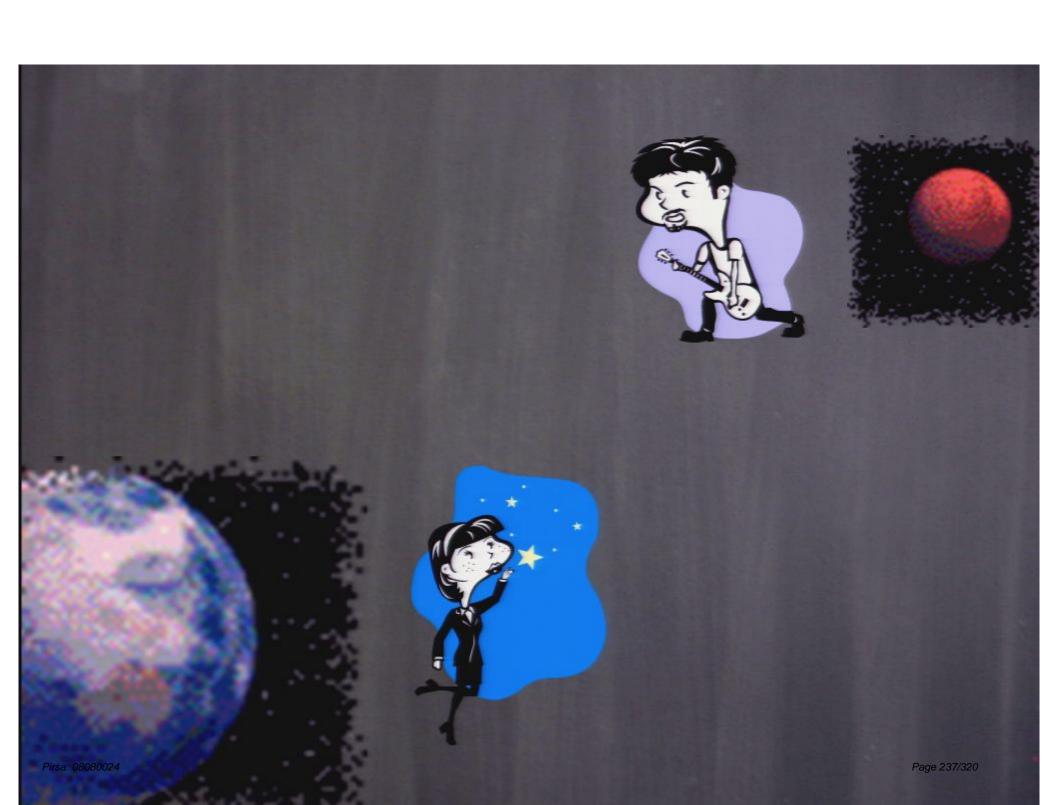


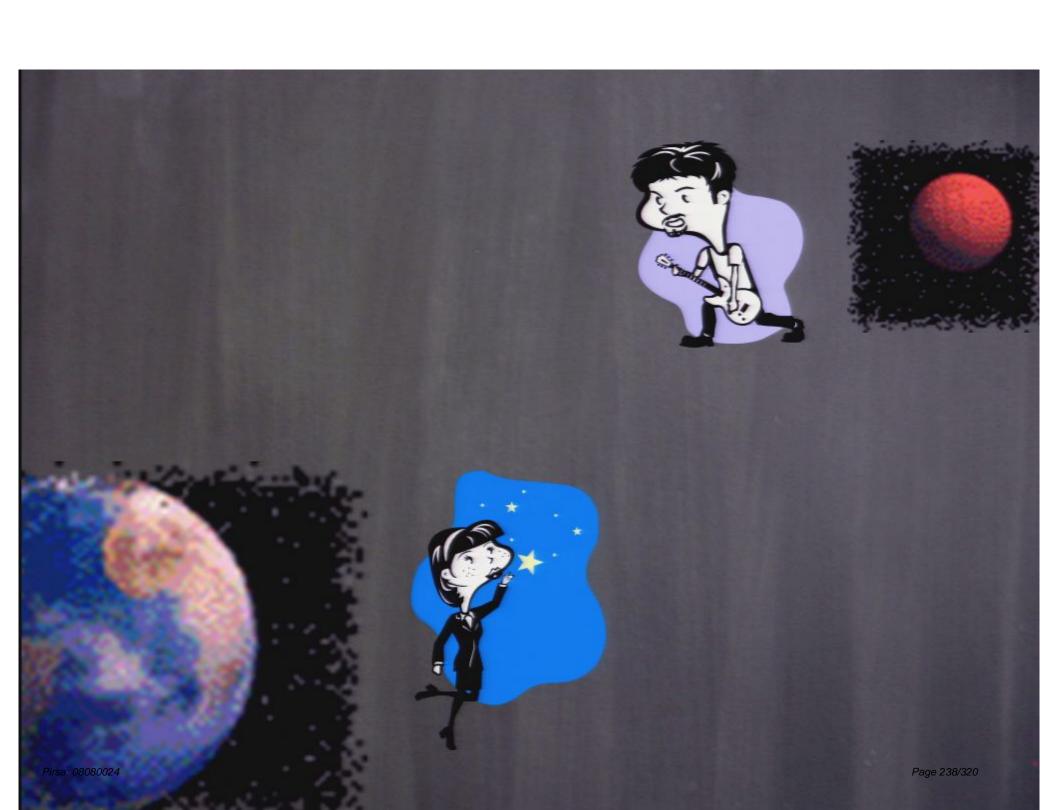


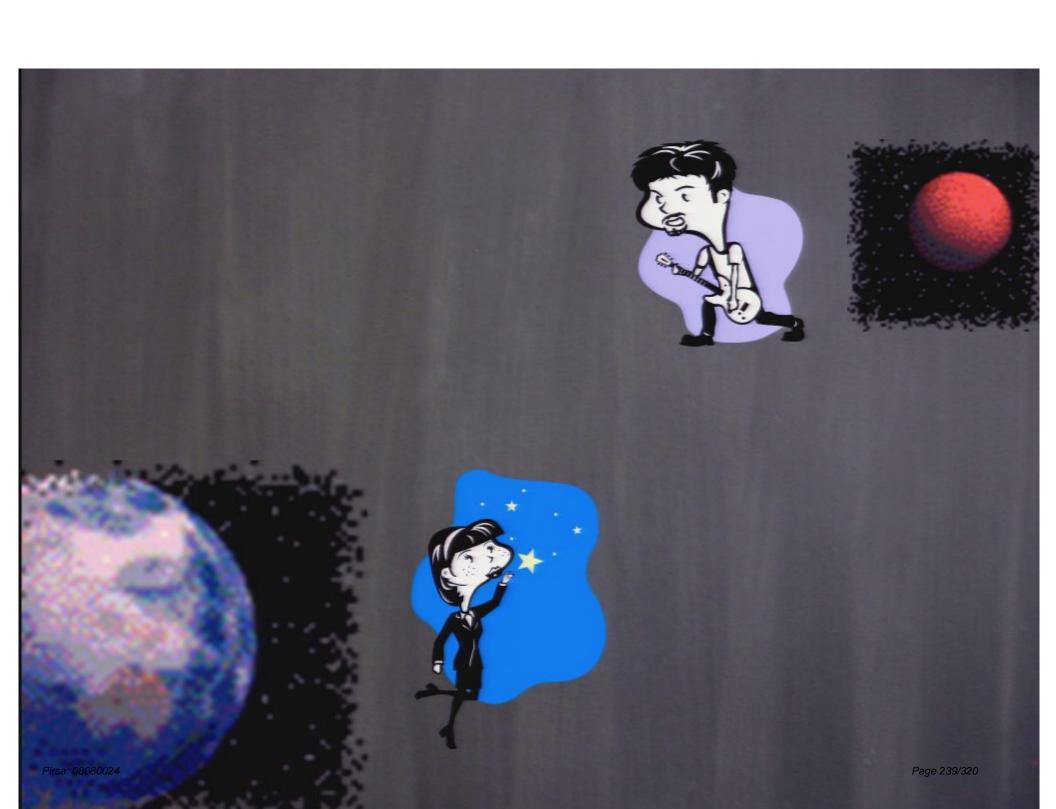


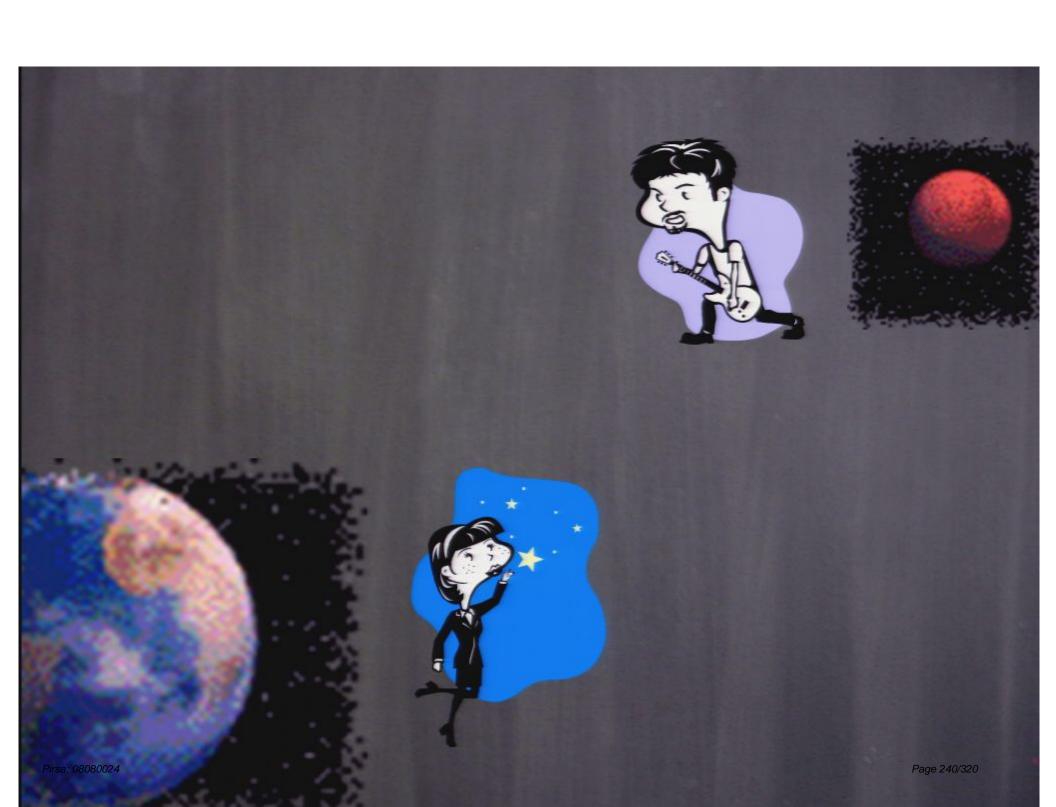


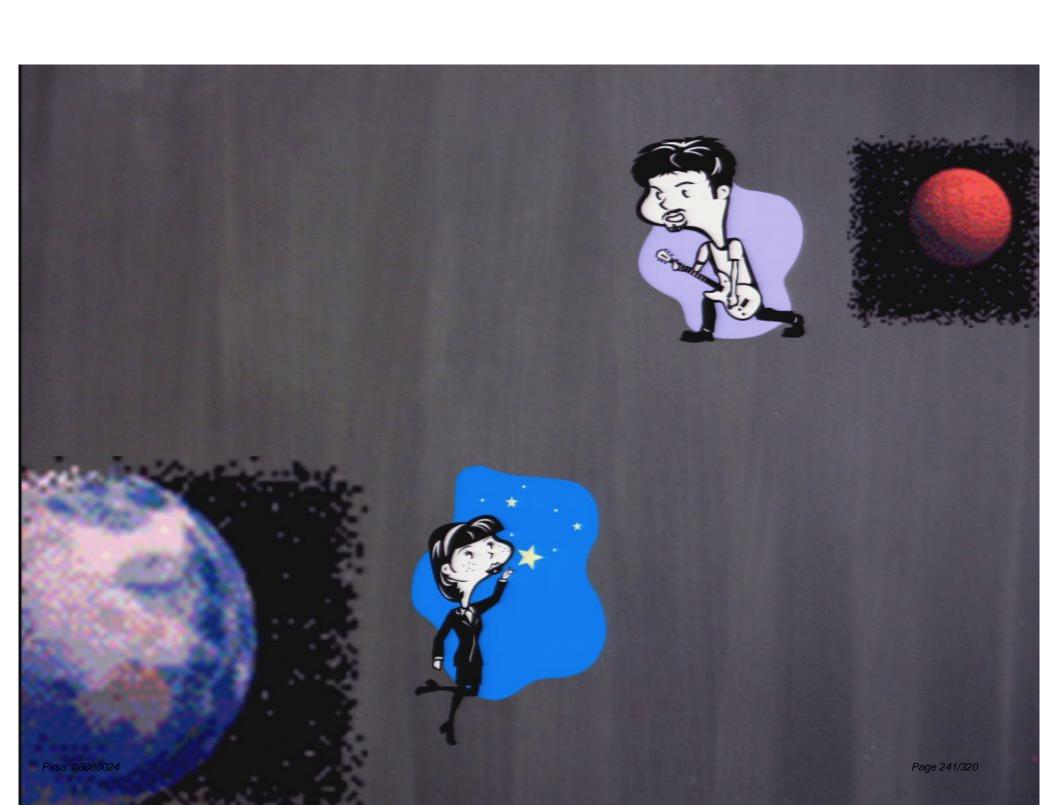


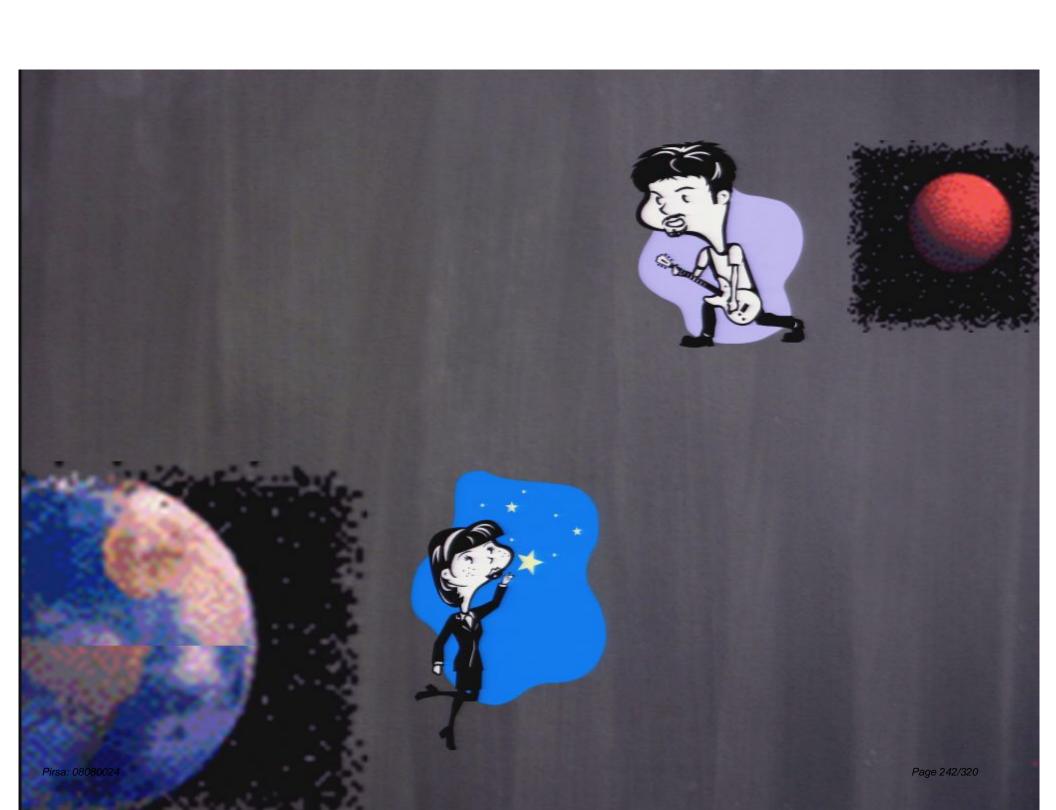


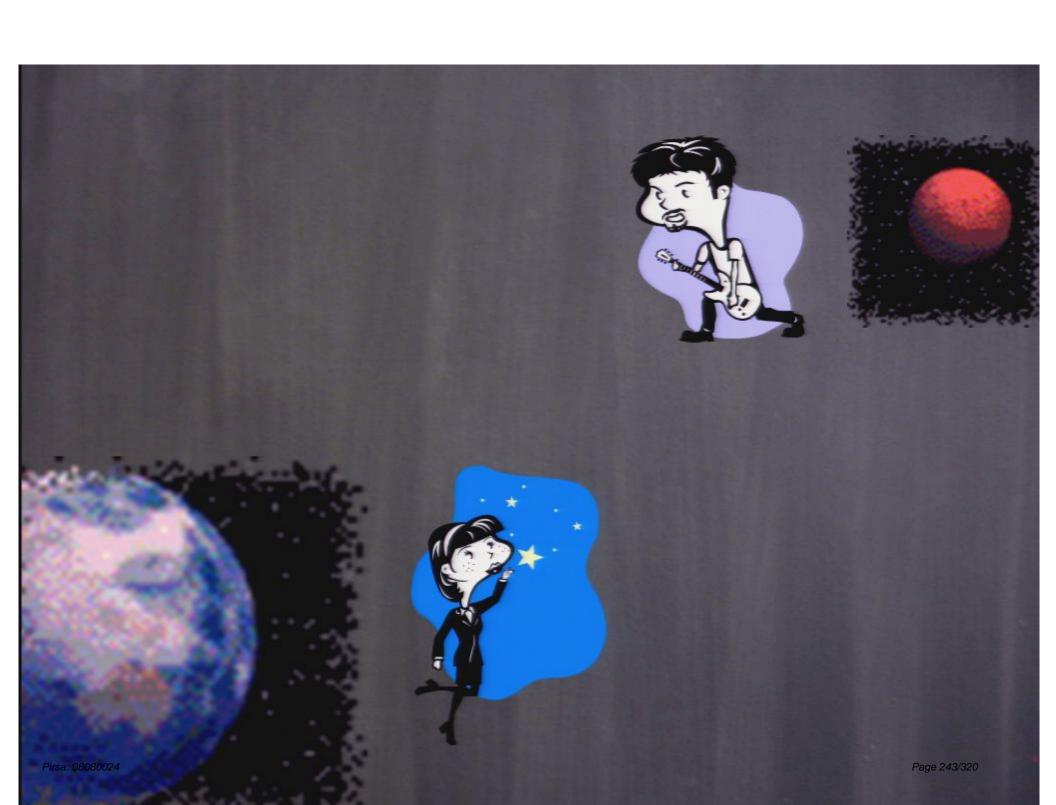


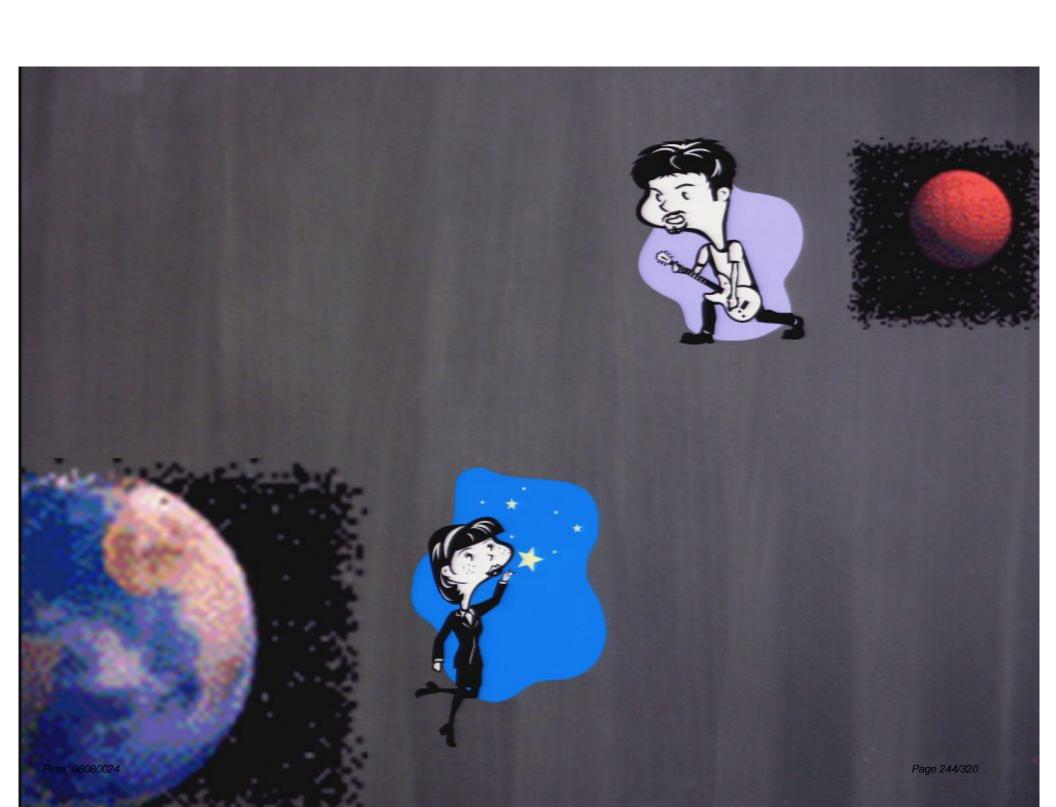


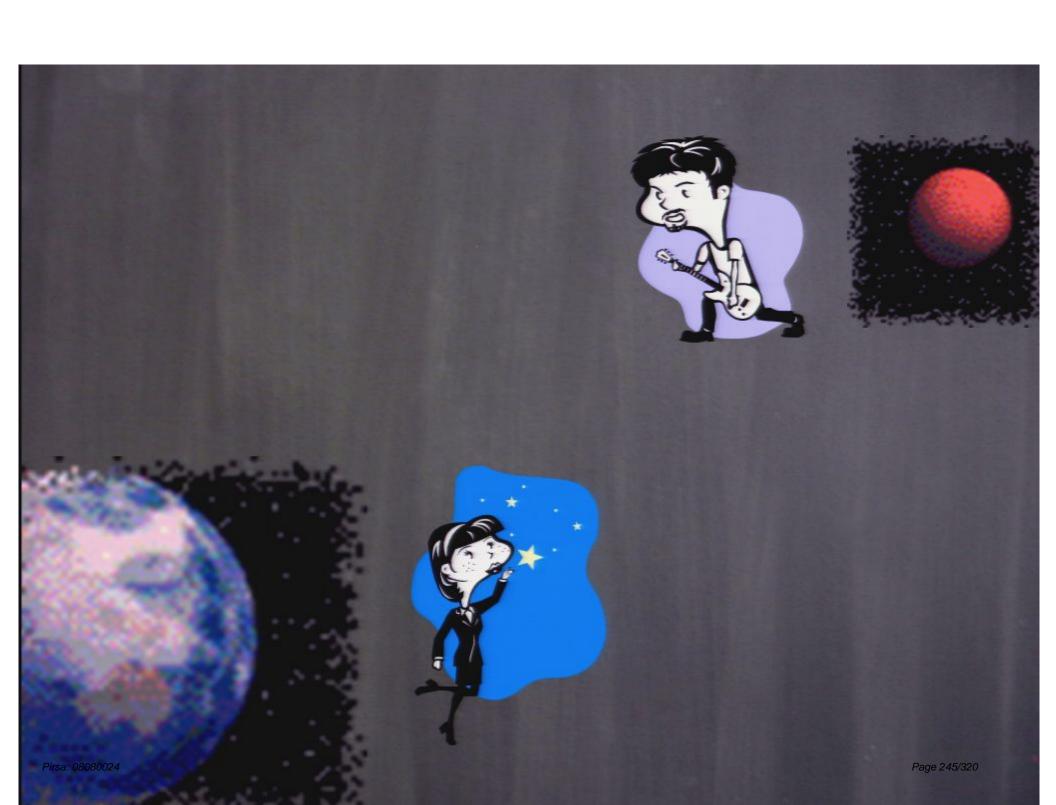


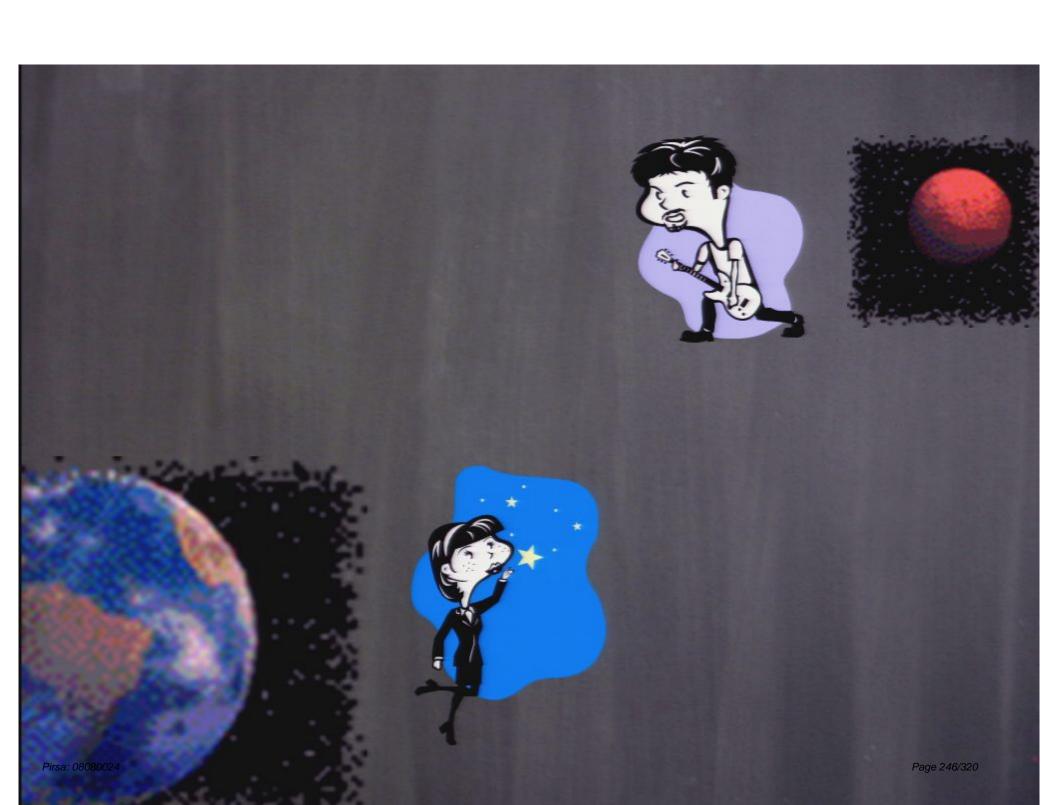




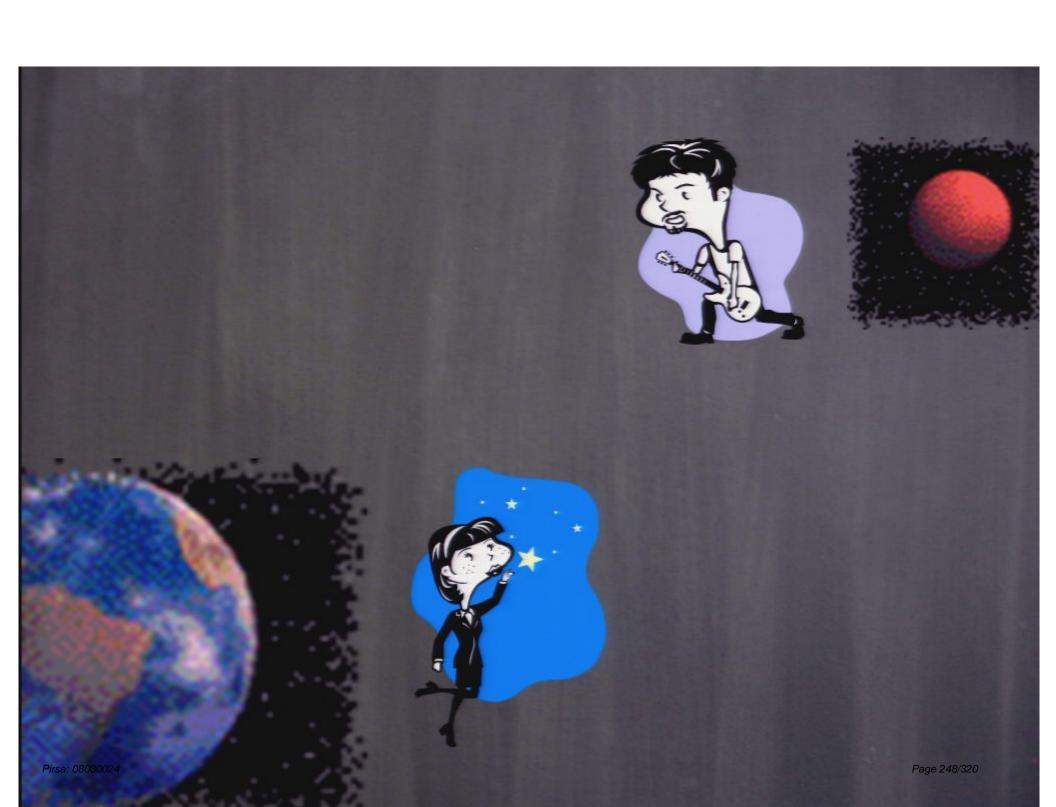


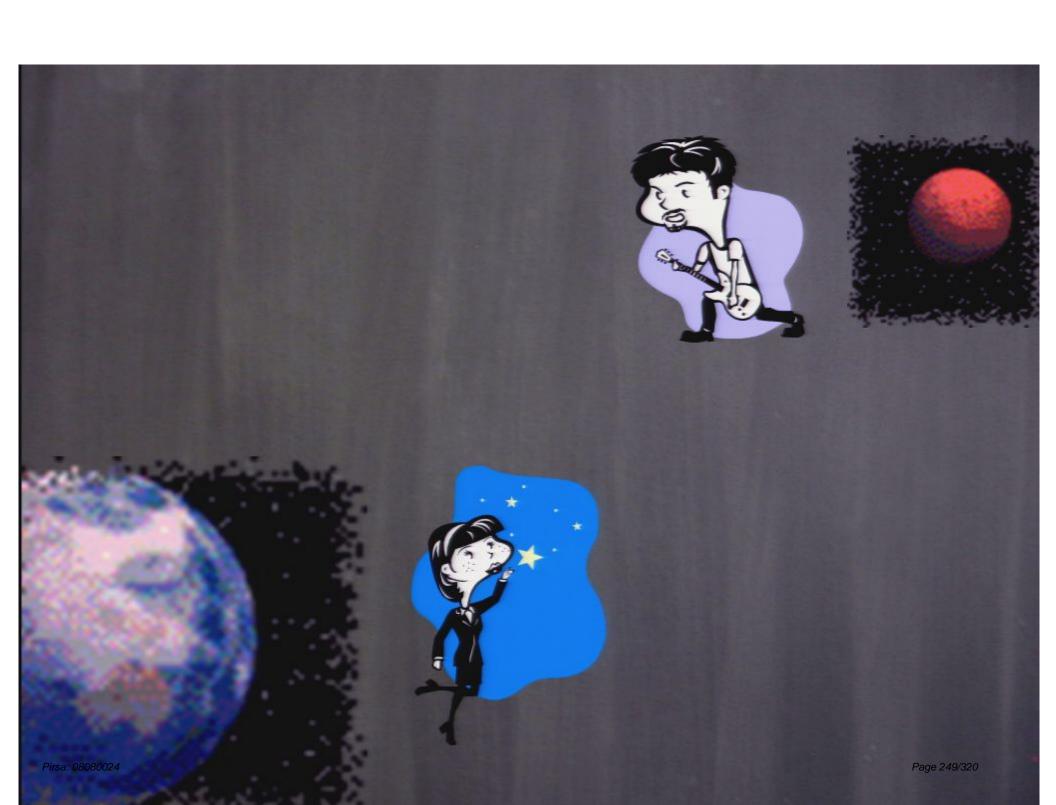


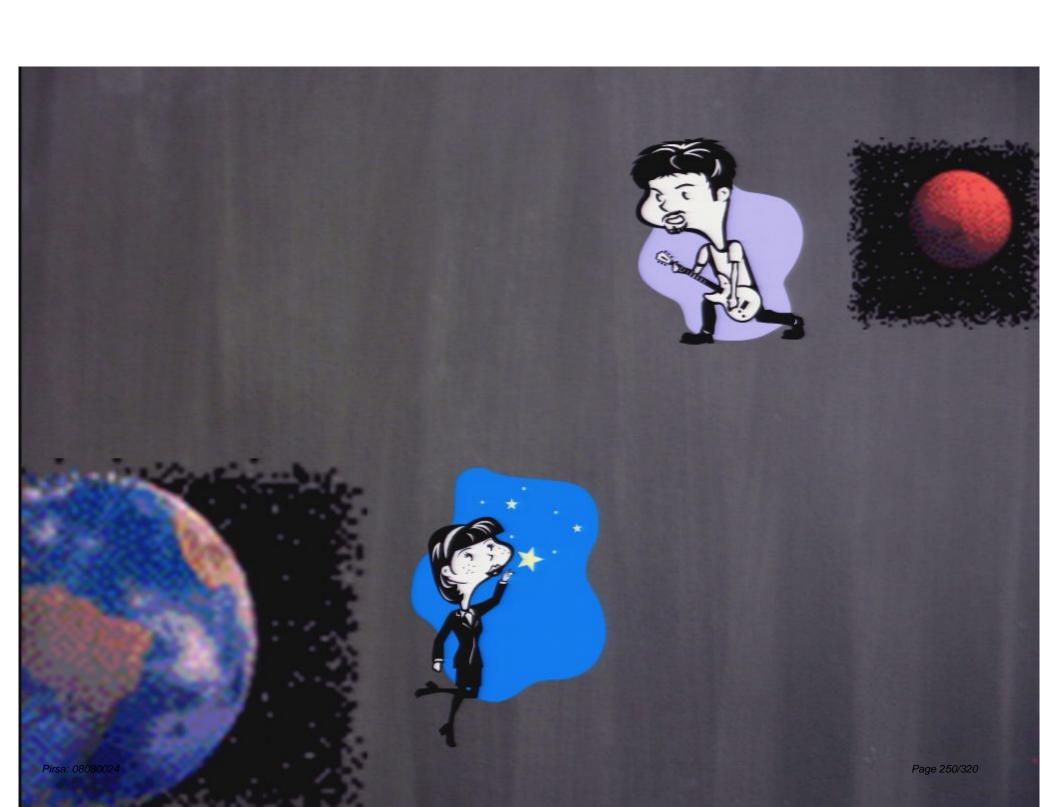


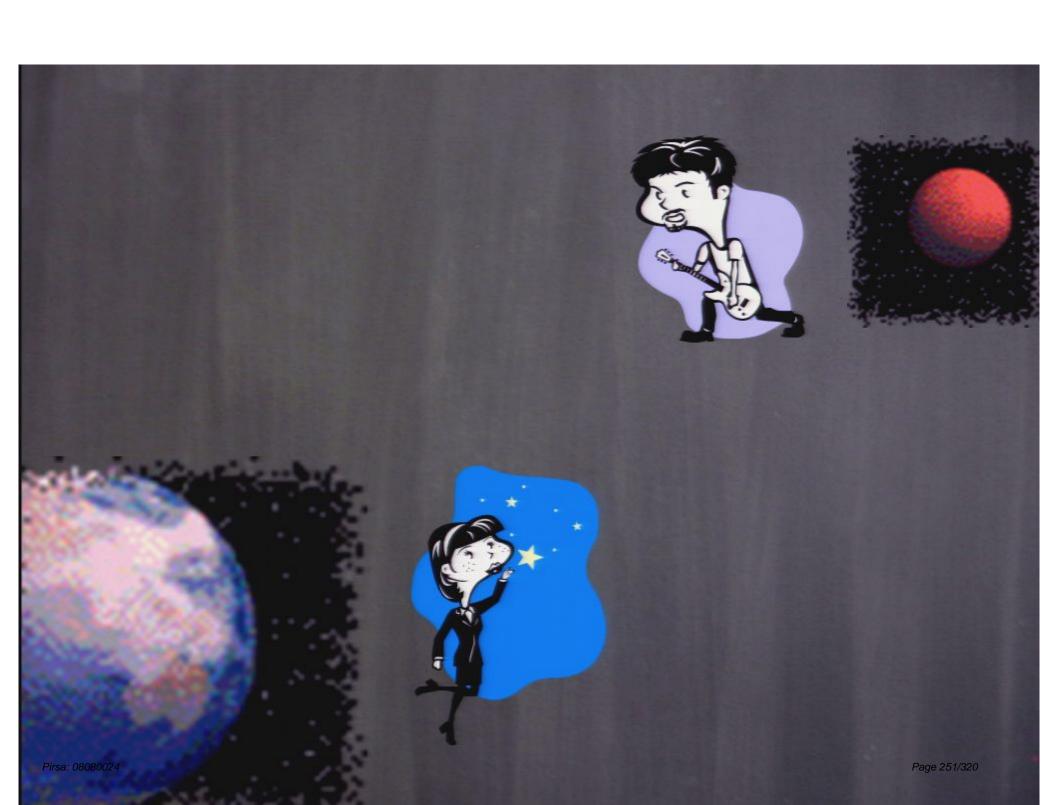


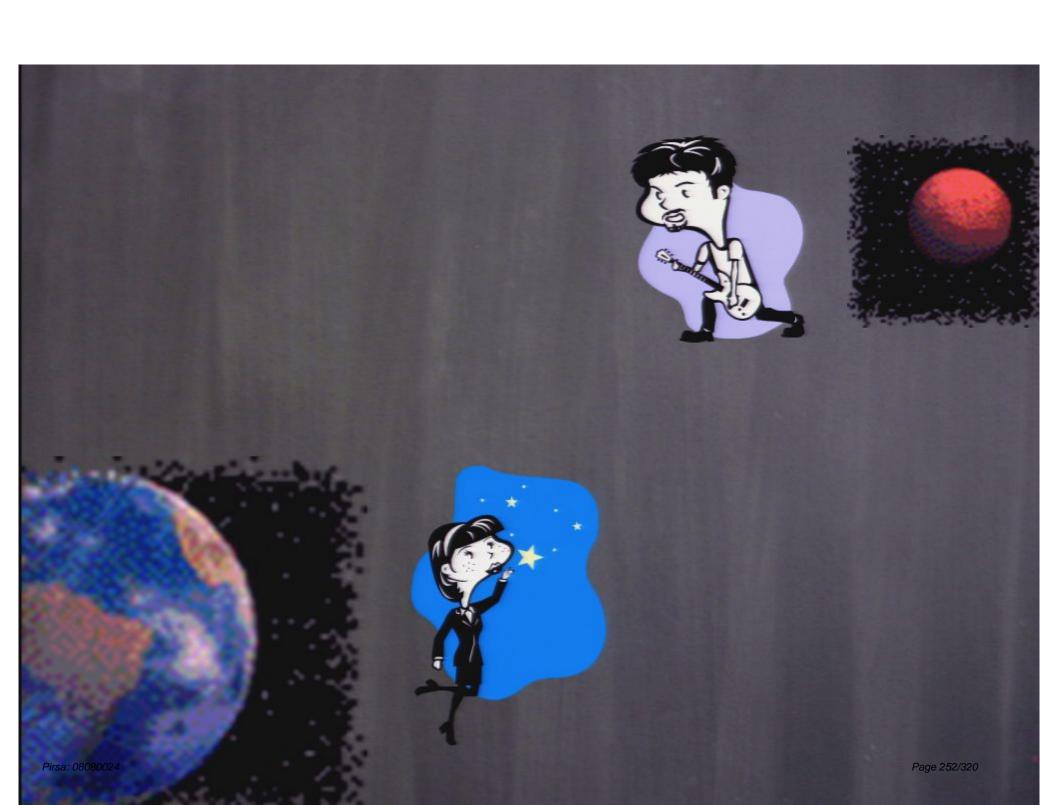


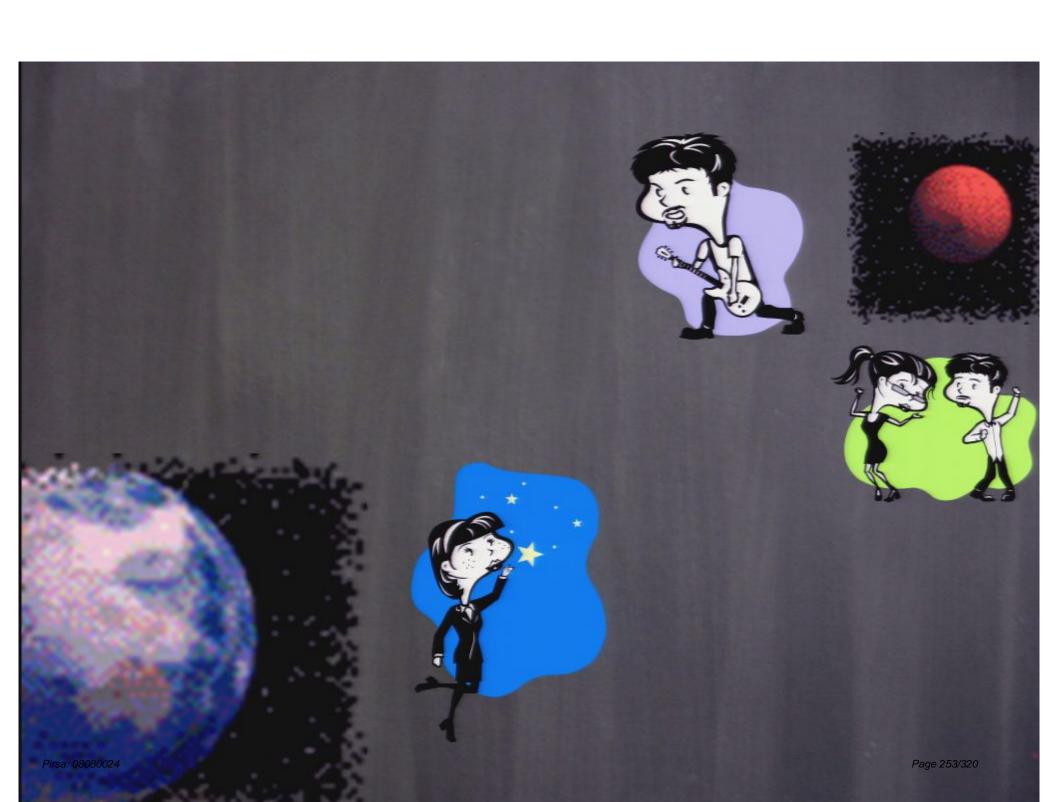




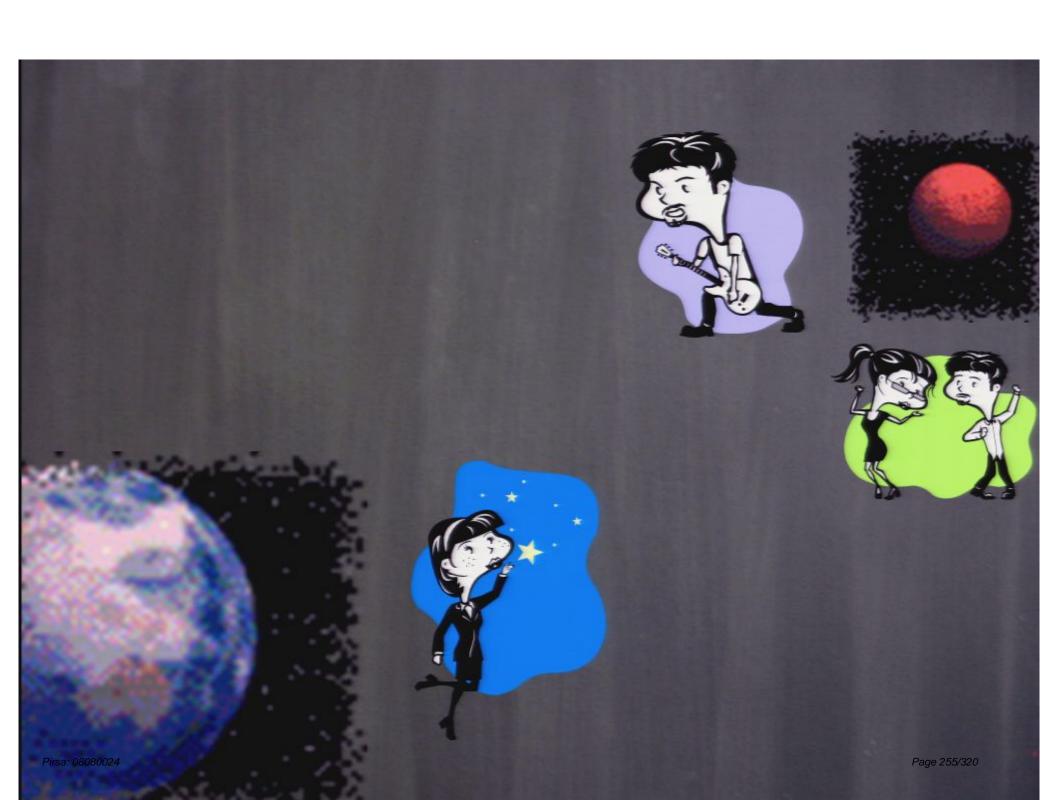












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Reappear There



✓ Must be a time delay (< speed of light)
</p>

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✓ Must be a time delay (< speed of light)
</p>



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✓ Must be a time delay (< speed of light)
</p>

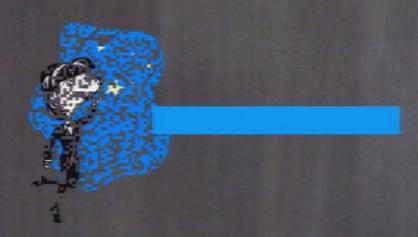


Disassemble into individual atoms...

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✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Pirsa: 08080024 Page 265/320



✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Pirsa: 08080024 Page 266/320



✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Reassemble like giant jigsaw puzzle?

Pirsa: 08080024 Page 267/320



✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

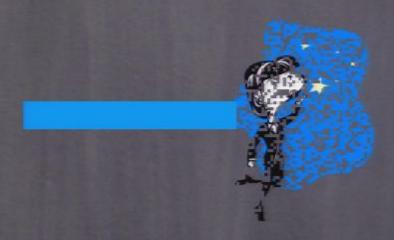
...beam the physical atoms

Reassemble like giant jigsaw puzzle?

Pirsa: 08080024 Page 268/320



✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Reassemble like giant jigsaw puzzle?

Pirsa: 08080024



✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Reassemble like giant jigsaw puzzle?

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✓ Must be a time delay (< speed of light)
</p>



Disassemble into individual atoms...

...beam the physical atoms

Reassemble like giant jigsaw puzzle?

Unnecessarily complicated!

Quantum Fact: All atoms of same type are truly identical

Need only send the information, not the atoms



- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Pirsa: 08080024 Page 272/320



- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?

Pirsa: 08080024 Page 273/320



- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



Reassembling Machine



- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?





Reassembling Machine

Pirsa: 08080024

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



Measure information

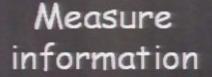




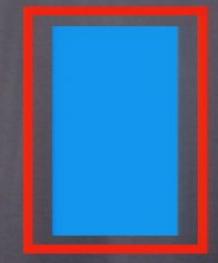
- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?





...beam information



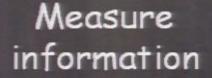


- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



11101011101010101100100110



...beam information



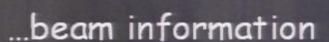


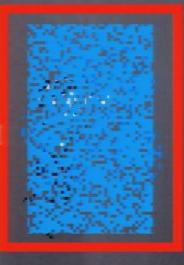
- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



100101011101011101010101





Measure information

Reassemble using atoms on Mars

Pirsa: 08080024

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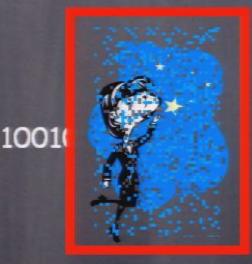
- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



Measure information

...beam information



Reassemble using atoms on Mars

Pirea: 0808002

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



Measure information

...beam information



Reassemble using atoms on Mars

Pirsa: 0808002/

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



← Two identical copies! →



Measure information

...beam information

Reassemble using atoms on Mars

Pirsa: 0808002/

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



← Two identical copies! →



Measure information

...beam information

Reassemble using atoms on Mars

Pirea: 0808002

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?



← Two identical copies! →



Measure information

...beam information

Reassemble using atoms on Mars

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- ✓ Must be a time delay (< speed of light)
 </p>
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This can't happen in our universe...

Quantum Fact: No-Cloning Theorem

Quantum teleportation must destroy the original Alice



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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars

Problem: Won't we end up with two copies of Alice?

There can be only one Alice >



This can't happen in our universe...

Quantum Fact: No-Cloning Theorem

Original Control of the Street destroy

Quantum teleportation must destroy the original Alice



- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars
- ✓ The original Alice is destroyed (teleporting, not copying)

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars
- √ The original Alice is destroyed (teleporting, not copying)

Question: How do we <u>measure</u> the "quantum information" in Alice's atoms?

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- ✓ Must be a time delay (< speed of light)
 </p>
- ✓ Send only information; reassemble using atoms on Mars
- ✓ The original Alice is destroyed (teleporting, not copying)

Question: How do we <u>measure</u> the "quantum information" in Alice's atoms?

Answer: We can't!

Quantum Facts: Heisenberg Uncertainty limits the amount of information that can be extracted Worse: Certain quantum information cannot be measured at all!

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- ✓ Must be a time delay (speed of light)
- ✓ Send only information; reassemble using atoms on Mars
- ✓ The original Alice is destroyed (teleporting, not copying)

z can't even <u>measure</u> the information we wish to send, n't this mean quantum teleportation is <u>impossible</u>?

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If we can't even <u>measure</u> the information we wish to send, doesn't this mean quantum teleportation is <u>impossible</u>?

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If we can't even <u>measure</u> the information we wish to send, doesn't this mean quantum teleportation is <u>impossible</u>?

NO: In 1993 Charles Bennett *et al* discovered that quantum <u>entanglement</u> could be used to <u>send</u> the information without actually <u>measuring</u> it!

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- ✓ Must be a time delay (speed of light)
- ✓ Send only information; reassemble using atoms on Mars
- ✓ The original Alice is destroyed (teleporting, not copying)
- √ Quantum teleportation is possible using entanglement

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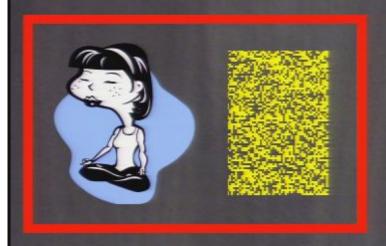


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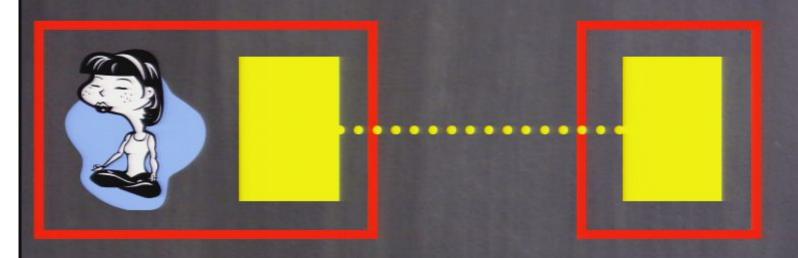
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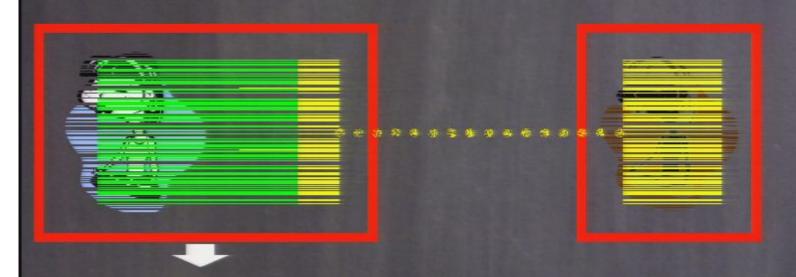
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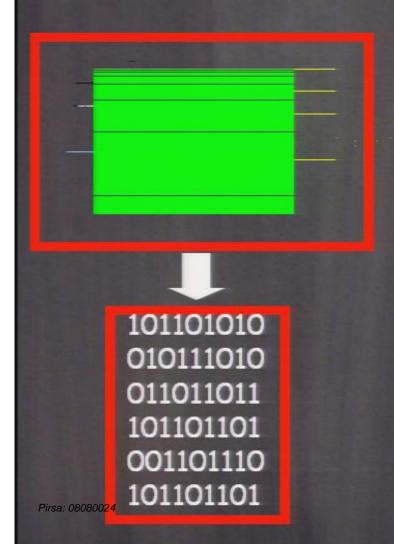
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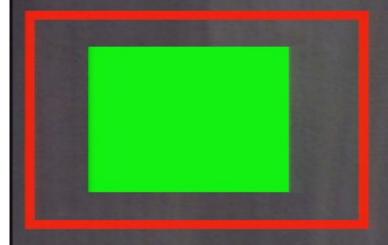
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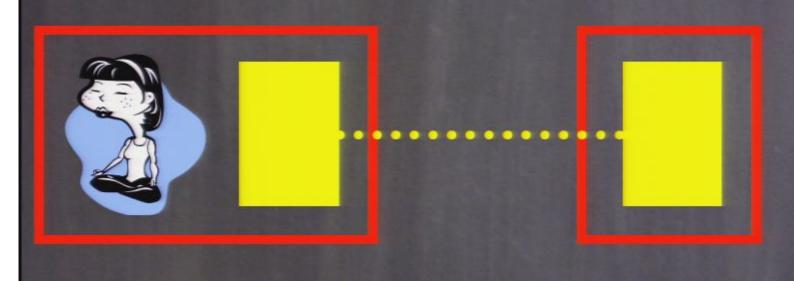




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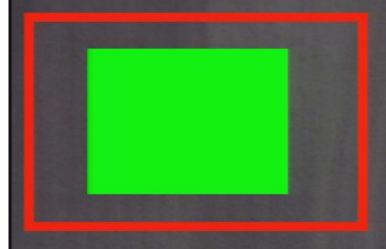
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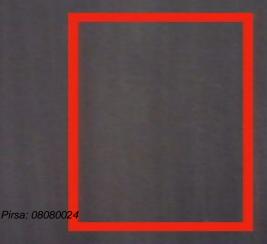
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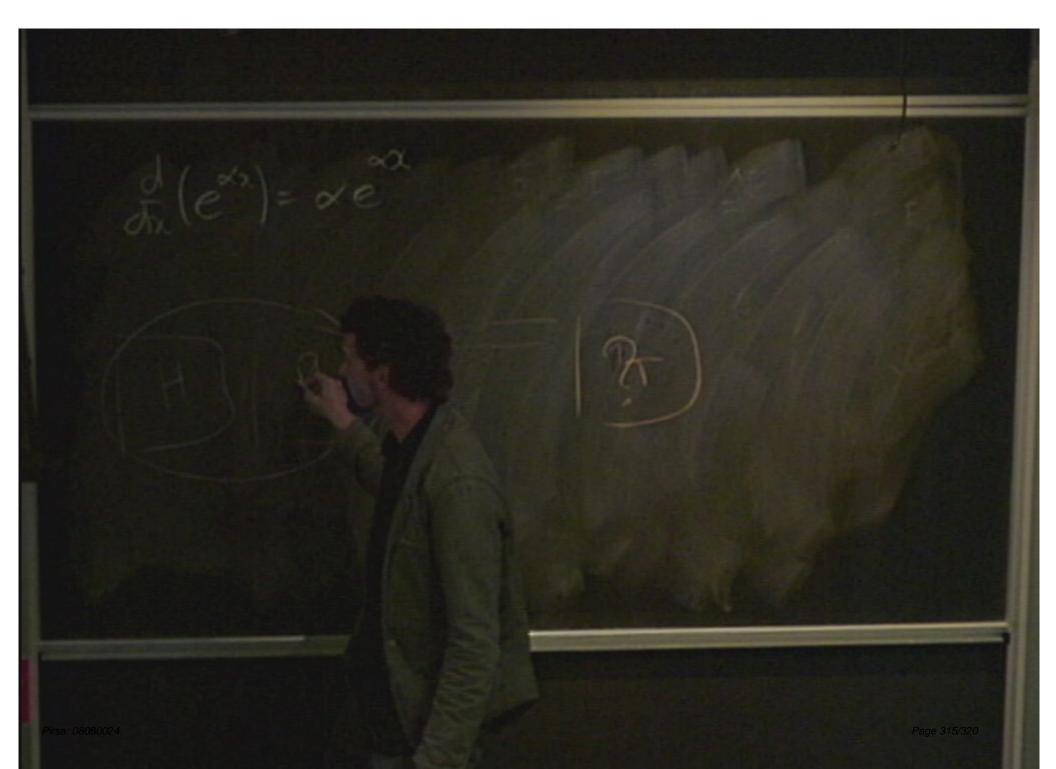


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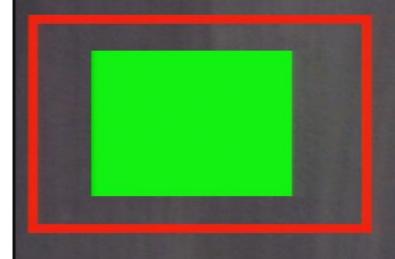


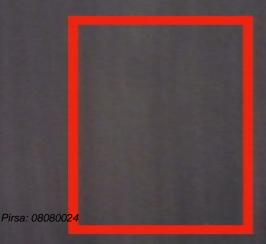




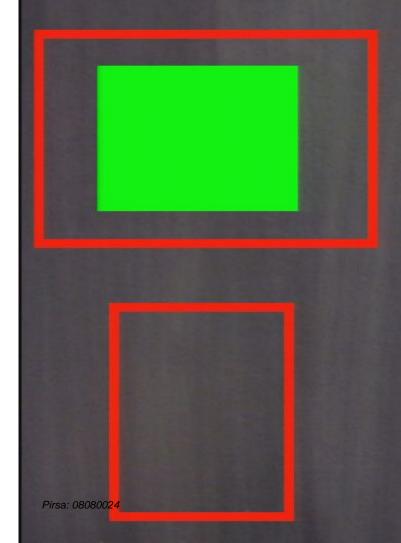


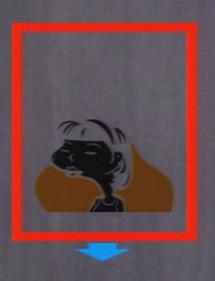
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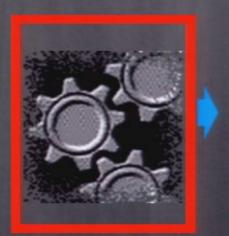




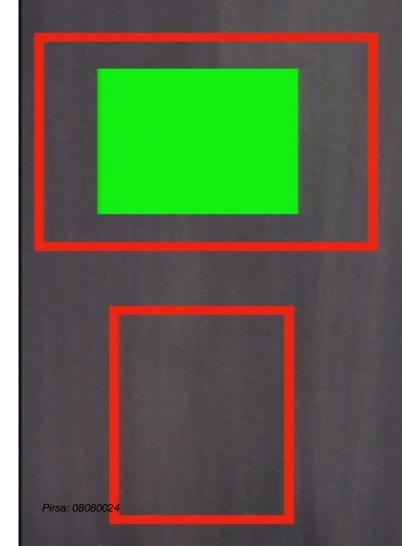
















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