

```

> restart;
> with(LinearAlgebra);
[&x, Add, Adjoint, BackwardSubstitute, BandMatrix, Basis, BezoutMatrix, BidiagonalForm,
  BilinearForm, CARE, CharacteristicMatrix, CharacteristicPolynomial, Column,
  ColumnDimension, ColumnOperation, ColumnSpace, CompanionMatrix,
  ConditionNumber, ConstantMatrix, ConstantVector, Copy, CreatePermutation,
  CrossProduct, DARE, DeleteColumn, DeleteRow, Determinant, Diagonal, DiagonalMatrix,
  Dimension, Dimensions, DotProduct, EigenConditionNumbers, Eigenvalues, Eigenvectors,
  Equal, ForwardSubstitute, FrobeniusForm, GaussianElimination, GenerateEquations,
  GenerateMatrix, Generic, GetResultDataType, GetResultShape, GivensRotationMatrix,
  GramSchmidt, HankelMatrix, HermiteForm, HermitianTranspose, HessenbergForm,
  HilbertMatrix, HouseholderMatrix, IdentityMatrix, IntersectionBasis, IsDefinite,
  IsOrthogonal, IsSimilar, IsUnitary, JordanBlockMatrix, JordanForm, KroneckerProduct,
  LA_Main, LUDecomposition, LeastSquares, LinearSolve, LyapunovSolve, Map, Map2,
  MatrixAdd, MatrixExponential, MatrixFunction, MatrixInverse, MatrixMatrixMultiply,
  MatrixNorm, MatrixPower, MatrixScalarMultiply, MatrixVectorMultiply,
  MinimalPolynomial, Minor, Modular, Multiply, NoUserValue, Norm, Normalize, NullSpace,
  OuterProductMatrix, Permanent, Pivot, PopovForm, QRDecomposition, RandomMatrix,
  RandomVector, Rank, RationalCanonicalForm, ReducedRowEchelonForm, Row,
  RowDimension, RowOperation, RowSpace, ScalarMatrix, ScalarMultiply, ScalarVector,
  SchurForm, SingularValues, SmithForm, StronglyConnectedBlocks, SubMatrix, SubVector,
  SumBasis, SylvesterMatrix, SylvesterSolve, ToeplitzMatrix, Trace, Transpose,
  TridiagonalForm, UnitVector, VandermondeMatrix, VectorAdd, VectorAngle,
  VectorMatrixMultiply, VectorNorm, VectorScalarMultiply, ZeroMatrix, ZeroVector, Zip]

```

```

> Pauli1 := Matrix([[0,1],[1,0]]); Pauli2 := Matrix([[0,-1],[1,0]]);
Pauli3 := Matrix([[1,0],[0,-1]]); Pauli0 := Matrix([[1,0],[0,1]]);

```

$$Pauli1 := \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$Pauli2 := \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$

$$Pauli3 := \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$Pauli0 := \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

```

> Pauli2[1,2];

```

-1

(1)

(2)

(3)

> `ProdInterno := sum (sum('Pauli2'[i,k]*'Pauli2'[k,i],k=1..2),
i=1..2);`

$$ProdInterno := 2$$
 (4)

> `Pauli1.Pauli1;`

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$
 (5)

> `VectMas := Vector([1,0]);`

$$VectMas := \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
 (6)

> `VectMen := Vector([0,1]);`

$$VectMen := \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$
 (7)

> `Pauli1.VectMas;Pauli1.VectMen;`

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
 (8)

> `Pauli2.VectMas;Pauli2.VectMen;`

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} -1 \\ 0 \end{bmatrix}$$
 (9)

> `Pauli3.VectMas;Pauli3.VectMen;`

$$\begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 \\ -1 \end{bmatrix}$$
 (10)

> `M := Matrix([[M11,M12],[M21,M22]]);`

$$M := \begin{bmatrix} M11 & M12 \\ M21 & M22 \end{bmatrix}$$
 (11)

> `CompM0 := sum (sum('Pauli0'[i,k]*'M'[k,i],k=1..2),i=1..2);`

$$CompM0 := M11 + M22$$
 (12)

> `CompM1 := sum (sum('Pauli1'[i,k]*'M'[k,i],k=1..2),i=1..2);`

$$CompM1 := M21 + M12$$
 (13)

> `CompM2 := sum (sum('Pauli2'[i,k]*'M'[k,i],k=1..2),i=1..2);`

$$CompM2 := -I M21 + I M12$$
 (14)

```
> CompM3 := sum (sum('Pauli3'[i,k]*'M'[k,i],k=1..2),i=1..2);  
CompM3 := M11 - M22 (15)
```

```
> sum(1/(2*n)!,n=0..infinity);  
cosh(1) (16)
```

```
> evalf(%);  
1.543080635 (17)
```

```
> 2*%;  
3.086161270 (18)
```

```
> sigmaP:= Pauli1 + I*Pauli2;  
sigmaP :=  $\begin{bmatrix} 0 & 2 \\ 0 & 0 \end{bmatrix}$  (19)
```

```
> sigmaM:= Pauli1 - I*Pauli2;;  
sigmaM :=  $\begin{bmatrix} 0 & 0 \\ 2 & 0 \end{bmatrix}$  (20)
```

```
> PauliMas := Matrix([[Transpose(VectMas).sigmaP.VectMas, Transpose  
(VectMas).sigmaP.VectMen], [Transpose(VectMen).sigmaP.VectMas,  
Transpose(VectMen).sigmaP.VectMen]]);  
PauliMas :=  $\begin{bmatrix} 0 & 2 \\ 0 & 0 \end{bmatrix}$  (21)
```

```
> PauliMen := Matrix([[Transpose(VectMas).sigmaM.VectMas, Transpose  
(VectMas).sigmaM.VectMen], [Transpose(VectMen).sigmaM.VectMas,  
Transpose(VectMen).sigmaM.VectMen]]);  
PauliMen :=  $\begin{bmatrix} 0 & 0 \\ 2 & 0 \end{bmatrix}$  (22)
```