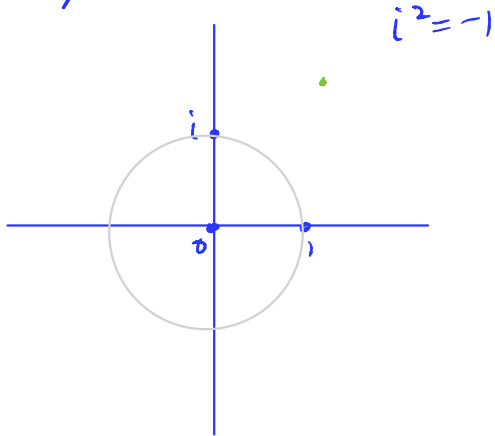


1QPS Lecture 2

States

Complex numbers:



cartesian form

$$c = a + ib, \quad a, b \in \mathbb{R}$$

$$\bar{c} = a - ib$$

polar form

$$= r e^{i\alpha}$$

α angle in $[0, 2\pi)$
 $r \geq 0$ in $\mathbb{R}$

norm/length

$$|c| = \sqrt{c \cdot \bar{c}}$$

phase = element of $\{c \in \mathbb{C} \mid |c| = 1\}$

Def: a (pure) state is a normalised vector $|\psi\rangle$ up to global phase

$|\psi| = 1$ in vector space $\mathbb{C}^{(2^n)}$ $|\psi\rangle = e^{i\theta} |\psi\rangle$

because measurement can't physically distinguish between the two.

Qubit = a state in $\mathbb{C}^2$

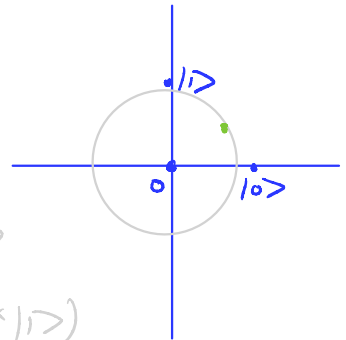
so of the form $|\psi\rangle = r e^{i\beta} |0\rangle + s e^{i\gamma} |1\rangle$

$$r^2 + s^2 = 1$$

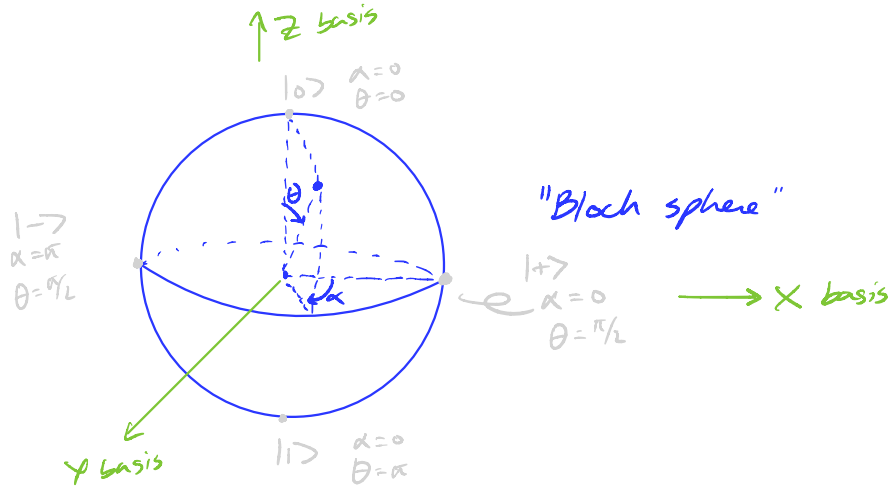
$$\Rightarrow |\psi\rangle = \cos \frac{\theta}{2} e^{i\beta} |0\rangle + \sin \frac{\theta}{2} e^{i\gamma} |1\rangle$$

$$\Rightarrow |\psi\rangle = e^{i\beta} \psi \left(\cos \frac{\theta}{2} |0\rangle + \sin \frac{\theta}{2} e^{i\alpha} |1\rangle \right)$$

$$\text{for } \alpha = \gamma - \beta$$



So qubit is determined by 2 angles, so can plot:



Unitary matrices

time evolution in quantum theory is

- linear
- preserves normalisation.

$$\text{so } |\psi\rangle \rightsquigarrow U|\psi\rangle$$

so linear map $U: \mathbb{C}^2 \rightarrow \mathbb{C}^2$ (2-by-2 matrix)
such that $U^\dagger U = I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$ ($|U|\psi\rangle| = |\psi\rangle$)
called a unitary

$$\left(\begin{array}{l} \text{equivalently; } \underline{\text{Hamiltonian}} \quad H: \mathbb{C}^2 \rightarrow \mathbb{C}^2 \text{ s.t. } H^\dagger = H \\ \\ U = e^{iH} = 1 + \frac{iH}{1!} + \frac{(iH)^2}{2!} + \frac{(iH)^3}{3!} + \dots \\ \\ \text{e.g. Schrödinger equation} \end{array} \right)$$

$U: \mathbb{C}^2 \rightarrow \mathbb{C}^2$ correspond to rotations of the Bloch sphere:

$$Z_\alpha = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\alpha} \end{pmatrix} \sim \text{Diagram}$$

Diagram: A circle with a vertical arrow pointing up from the top and a vertical arrow pointing down from the bottom. A curved arrow on the right side of the circle indicates a clockwise rotation by angle α .

"Z-rotation"

$$X_\alpha = \begin{pmatrix} \cos(\alpha/2) & i\sin(\alpha/2) \\ i\sin(\alpha/2) & \cos(\alpha/2) \end{pmatrix} \sim \text{Diagram}$$

Diagram: A circle with a vertical arrow pointing up from the top and a vertical arrow pointing down from the bottom. A curved arrow inside the circle indicates a counter-clockwise rotation by angle α .

"X-rotation"

Any U can be written as $U = Z_\alpha \cdot X_\beta \cdot Z_\gamma$ for some angles α, β, γ
"Euler decomposition"

Classical circuits

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{matrix} \xrightarrow{|0\rangle} \\ \xrightarrow{|1\rangle} \end{matrix}$$

$$X|0\rangle = |1\rangle$$

$$X|1\rangle = |0\rangle$$

$$CX = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{matrix} \xrightarrow{|00\rangle} \\ \xrightarrow{|01\rangle} \\ \xrightarrow{|10\rangle} \\ \xrightarrow{|11\rangle} \end{matrix}$$

$$CX|00\rangle = |00\rangle$$

$$CX|01\rangle = |01\rangle$$

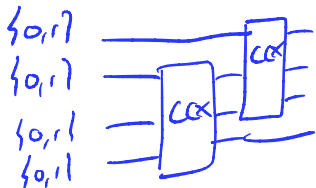
$$CX|10\rangle = |11\rangle$$

$$CX|11\rangle = |10\rangle$$

$$CCX|011\rangle = |011\rangle$$

$$|110\rangle = |111\rangle$$

"Toffoli gate"



$\{X, CX, CCX\}$ universal: any bijection

$\{0,1\}^n \rightarrow \{0,1\}^n$ can be written as a circuit

Quantum Circuits

is an expression that combines gates chosen from some set horizontally and vertically. e.g.



$$X_\alpha, Z_\alpha, \quad X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \quad Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

$$T = \begin{pmatrix} e^{-i\pi/8} & 0 \\ 0 & e^{i\pi/8} \end{pmatrix}$$

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

Universality: for any error margin $\epsilon \geq 0$, and any target unitary U on n qubits, there exists a quantum circuit C such that $\|U - C\| \leq \epsilon$

Syntax $\xrightarrow{\llbracket - \rrbracket}$ Semantics
 circuit $C \longmapsto$ unitary $\llbracket C \rrbracket$

e.g. $\llbracket - \text{H} - \rrbracket = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$

$\llbracket - \text{X} - \rrbracket = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

Thm: $\{X, CX, CCX, H\}$ universal

$\{Z_\alpha, X \mid \alpha \in [0, 2\pi)\}$ universal