

# Basics of Quantum Computing

QM textbook

$|\alpha\rangle$  quantum state

basis states

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

Operators

$$\hat{A}|\alpha\rangle = |\beta\rangle$$

QC textbook

$|\alpha\rangle$  qubit

binary states

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

1-qubit gate



Common quantum gate

Qubit gates are always unitary (i.e. reversible  $A^{-1} = A^\dagger$ )

Pauli gates

	$\hat{\sigma}_x$	$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	← aka NOT gate
	$\hat{\sigma}_y$	$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$	
	$\hat{\sigma}_z$	$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	
	$\hat{1}$	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$	

input	output
0	1
1	0

$$|0\rangle = \hat{\sigma}_x |1\rangle$$

$$|1\rangle = \hat{\sigma}_x |0\rangle$$

Hadamard gate

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

$$\hat{H}|0\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{pmatrix}$$

$$\hat{H}|1\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1/\sqrt{2} \\ -1/\sqrt{2} \end{pmatrix}$$

Phase gate



$$\hat{S} = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix}$$

$$\hat{S}|0\rangle = |0\rangle$$

$$\hat{S}|1\rangle = i|1\rangle$$

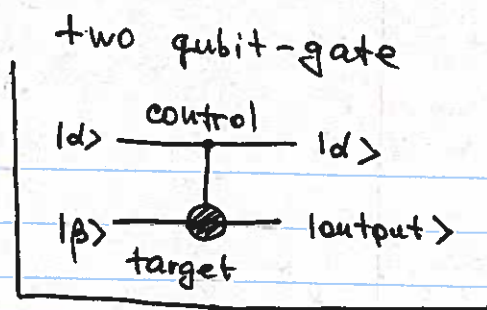
$\pi/8$  gate



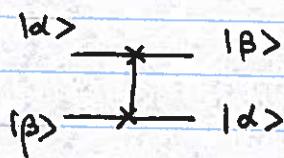
$$\hat{T} = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{pmatrix} = e^{i\pi/8} \begin{pmatrix} e^{-i\pi/8} & 0 \\ 0 & e^{i\pi/8} \end{pmatrix}$$

## Multipubit gates

CNOT gate = control NOT  
control target  
 $|0\rangle$  unchanged  
 $|1\rangle$  flip target

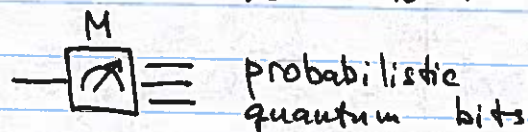


## Swap gate



Measurement operations cannot be a part of a quantum circuit, since they are not reversible.

They are applied at the end to the final output state



## 2.11 The postulates of quantum mechanics

- *States.* States of physical systems are represented by vectors in Hilbert spaces. This postulate says that a physical state in a quantum system can be represented as one of the vectors  $|\cdot\rangle$  in the Dirac notation defined above.
- *Observables.* Observables are represented by Hermitian operators. This is because these operators have real eigenvalues, which are appropriate for representing physical quantities (such as an amount of energy, or a distance from the Sun, for example).
- *Measurement.* A quantum state can be measured by use of a set of orthogonal projections. If  $|\phi_1\rangle, \dots, |\phi_k\rangle$  are orthogonal states, then a quantum state  $|\psi\rangle$  can be measured by use of  $|\phi_1\rangle, \dots, |\phi_k\rangle$  and collapses into the state  $|\phi_i\rangle$  with probability  $|\langle\phi_i|\psi\rangle|^2$ .
- *Unitary Evolution.* Any change that takes place in a quantum system which is not a measurement can be expressed by the action of a unitary operation.

from "Introduction to Quantum  
Information Science" by V. Vedral