

$$\chi(\theta+\phi) = R_y(\theta) \chi(\phi)$$

Mapping a qubit on a Bloch sphere

$$\begin{aligned}
 R_y(\theta) &= \begin{bmatrix} \cos \frac{\theta}{2} & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{bmatrix} \begin{bmatrix} \cos \frac{\phi}{2} \\ \sin \frac{\phi}{2} \end{bmatrix} \\
 &= \begin{bmatrix} \cos \frac{\theta}{2} \cos \frac{\phi}{2} - \sin \frac{\theta}{2} \sin \frac{\phi}{2} \\ \sin \frac{\theta}{2} \cos \frac{\phi}{2} + \cos \frac{\theta}{2} \sin \frac{\phi}{2} \end{bmatrix} \\
 &= \begin{bmatrix} \cos \left( \frac{\theta}{2} + \frac{\phi}{2} \right) \\ \sin \left( \frac{\theta}{2} + \frac{\phi}{2} \right) \end{bmatrix}
 \end{aligned}$$

$$\begin{aligned}
 R_y(\theta) &= \begin{bmatrix} \cos \frac{\theta}{2} & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{bmatrix} & X &= \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \\
 &= \begin{bmatrix} \cos \frac{\theta}{2} & 0 \\ 0 & \cos \frac{\theta}{2} \end{bmatrix} + \begin{bmatrix} 0 & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & 0 \end{bmatrix} & Y &= \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} \\
 &= \cos \frac{\theta}{2} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} - i \sin \frac{\theta}{2} \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} & Z &= -i \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \\
 &= \cos \frac{\theta}{2} I - i \sin \frac{\theta}{2} Y = e^{-i \frac{\theta}{2} Y}
 \end{aligned}$$

$$R_x(\theta) = e^{-\frac{i\theta x}{2}}$$

$$= 1 - \frac{i\theta x}{2} + \frac{\left(\frac{i\theta x}{2}\right)^2}{2!} - \frac{\left(\frac{i\theta x}{2}\right)^3}{3!}$$

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

$x^2 = 1$

1 0  
0 1

$$= \mathbb{I} - \frac{i\theta x}{2} - \frac{\theta^2 x^2}{4 \cdot 2!} + \frac{i\theta^3 x^3}{8 \cdot 3!}$$

$\hookrightarrow \mathbb{I}$

$$= \cos \frac{\theta}{2} \mathbb{I} - i \sin \frac{\theta}{2} x$$

$$\begin{bmatrix} \cos \frac{\theta}{2} & -i \sin \frac{\theta}{2} \\ 0 & \cos \frac{\theta}{2} \\ 0 & -i \sin \frac{\theta}{2} \end{bmatrix} \begin{bmatrix} -i \sin \frac{\theta}{2} \\ 0 \\ -i \sin \frac{\theta}{2} \end{bmatrix}$$

$$R_z[\theta] = e^{-\frac{i\theta z}{2}}$$

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

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

$$1 - \frac{i\theta z}{2} + \frac{(i^2 \theta^2 z^2)}{2}$$

$$\cos \frac{\theta}{2} \mathbb{I} - i \sin \frac{\theta}{2} z$$

$$\begin{bmatrix} \cos \frac{\theta}{2} & 0 \\ 0 & \cos \frac{\theta}{2} \end{bmatrix} \begin{bmatrix} i \sin \frac{\theta}{2} & 0 \\ 0 & -i \sin \frac{\theta}{2} \end{bmatrix} = \begin{bmatrix} \cos \frac{\theta}{2} - i \sin \frac{\theta}{2} & 0 \\ 0 & \cos \frac{\theta}{2} + i \sin \frac{\theta}{2} \end{bmatrix}$$

Unitary transform on Bloch  
sphere

$$U = e^{-i\alpha} R_z(\beta) R_y(\gamma) R_z(\delta)$$

$\alpha \quad \beta \quad \gamma \quad \delta \quad \rightarrow \text{Z transform}$