

## 有事大

Grover algo revision! 1: 12:20" 2.7、22分3" 4: 11'04" 5: 47'52" 6.7.8: 22'12"

Quantum Computing HWI 房門文 2024010794

$$= (\vec{a} \cdot \vec{b}) \mathbf{I} + \lambda \underbrace{\vec{a} \times \vec{b}} \cdot \vec{b}$$

$$= \int + t + \frac{t^2}{2!} + \frac{t^3}{3!} + --$$

where t= 20(2.0)

$$t^2 = -\theta^2(\vec{y}\cdot\vec{o})(\vec{y}\cdot\vec{o})$$

: the exp(0θ(00))

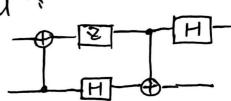
$$= 1 \left( 1 + \frac{0^2}{2} + \frac{0^4}{4!} + \frac{1}{4!} \right)$$

$$+i(\vec{\vartheta}\cdot\vec{\sigma})\cdot\left(\theta-\frac{\theta^3}{3!}+\frac{\theta^5}{5!}-\cdots\right)$$

= 1 cos0+ vv. osmo

$$\frac{121}{(0)} |0\rangle \rightarrow \frac{(|0\rangle+|1\rangle}{|5|} |1\rangle \rightarrow \frac{1}{12} |0\rangle+|1\rangle)$$

$$U = \begin{pmatrix} | & | & | & -1 & | \\ | & | & | & -1 & | \\ | & | & | & | & -1 \\ | & | & | & | & | \end{pmatrix}$$



(C) uniformly distributed on four computational base basis state

This soutisfies the truth table for a half adder.

Since the sum actually carries  $(a\otimes b)$ . we if we want to get (b), we just need to apply the same CNOT gate to CNOT (a,b) to get (b).

for each qubit, we only need to express it as

(2/2) =  $\times 2i(0) + \beta - 2i(1)$ we only need to store  $\times 2i = 2i(0) + 2i(1)$ while  $\times 2i(0) = 2i(0)$ using  $\times 2i(0) = 2i(0)$ using  $\times 2i(0) = 2i(0)$ 

Thus, w

Also, we com still use a constant number of in special operation Co for every goote in {H.S.T. CNOT}, since there is not entanglement.

- The time complexity is still poly(n)

[[T]

USWUW

(c) Uw= 1-2100XWI Us= 2140><401-1 every time the angle is in cre increased by 20 where smo=(w)theye> =) O = 27  $(2k+1)0 = \frac{h}{2}$ Owhen N=4 \$m0=(W140) = = 0= 2 = (141) == } K=} 1º first iter. 14:0>= Us 支(100) +101)+11の+111>) = N2 (100)+(10)+(1))-=101) let 140) = 5 (00)+110)+111) 1400) = 45 - 2 (W) - E(W) Us= 3/4 < 41 Us= 2 5 + 3/4 < 41 | Us= 2 5 | 4/> \* 5/00> Us= \$ - \$ 14) < \$ 1 + \frac{1}{2} (450) + Ways + = (w) < w1 After four iteration. 143 would be come (W) : the probability is 100%

ou 14.(1) = sm(0) (w)+ cos 0) 14.1)

P = (5mg(3))2 4 = = = (w)+ [ [w.)



## 消事大学

U6D

Using computer to calculate the mai order of 3, is 16 (modes)

also

if we want to correct this error

we would pass through a X4 operator. however; the error becomes

XIXAX5, which is not corrected

E81

Creates

in For three qubits

रविकर्म ।।०)\_\_\_\_

עוש						Ν
(a)					- 1-	IJ
	X4X4X6X7	X2X3X6X7	XI XXXX	244/4	24	6
XI						П
¥2					-1	
X					-1	
У4 Уж				-1		
12 15 15 15 15 15 15 15 15 15 15 15 15 15				-1 -1	-1	
77				-1	-1	
21			~1			
		-1	,			
21 35 35 35 35		-1	-1			
24	1 -1					
	1 -!		-(			
26	-!	-( -1	-1			
27	1 -1	-,	•			
10)						
XIXS	1	1	ι	-1	11	
			-		1	

actually creates 友宁(1000>+(111)) which is a GHZ state

Since in GHZ state,
all three qubit are in always

in the same position, Hsing with no error

[P] [P] [D] are all applied with 50% probability (corresponding)

which is the same as using probable one ancilla qubit (still tog per and all Pi corresponds to 11) ancillastate