

COMPUTING : i) Encode information

ii) Process information [Computation]

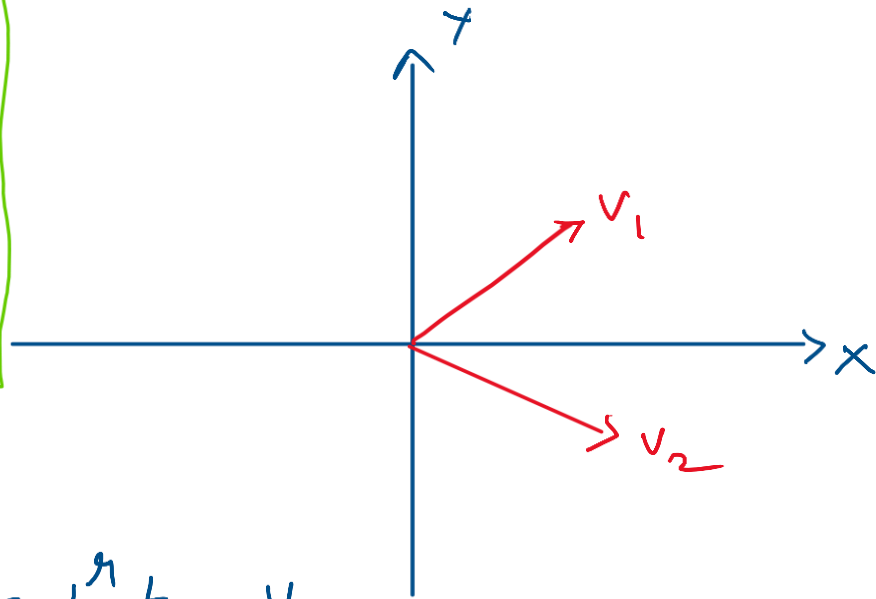
iii) Read / Obtain the result [read-out]

True for all forms of Computation

THE NEED FOR ORTHOGONAL BASIS VECTORS

Real - 2D Plane

Perpendicularity
 \Uparrow
Distinguishability



$$v_1 \neq k v_2 ; k \text{ is a number}$$

distinct
any 2 vectors are
linearly independent

i) If v_1 is not \perp to v_2

then it is not always possible to distinguish between them

ii) However, if $v_1 \perp v_2$ then they can always be distinguished

On the representation of the Y gate

$$\begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = Y \quad - Y \text{ gate}$$

$$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} = \sigma_Y \quad - \text{Pauli } Y \text{ matrix}$$

$$Y = i \sigma_Y$$

$$Y |\psi\rangle = i \underbrace{\sigma_Y |\psi\rangle}_{|\phi\rangle} = \boxed{i} |\phi\rangle \quad \xrightarrow{\quad} e^{i\pi/2} \rightarrow \text{unit complex no.} \Rightarrow \text{Global Phase}$$

Reversibility in Quantum Computing

→ All quantum gates are unitary transformations

→ If U is unitary, the $UU^\dagger = U^\dagger U = \mathbb{1}$
(Identity matrix)

\dagger - transposed conjugate or Hermitian Conjugate.

$$|\psi\rangle : U|\psi\rangle = |\phi\rangle$$

$$U^\dagger|\phi\rangle = |\psi\rangle$$

True for any unitary transformation

$$\therefore U^\dagger|\phi\rangle = \underbrace{U^\dagger U}_{\text{Identity}}|\psi\rangle$$

Every gate operation performed in Quantum Computing is reversible

ORDERING IN TENSOR PRODUCTS

$|\psi\rangle_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \equiv |0\rangle \in V_1$ (space of all single qubit states for qubit "1")

$|\phi\rangle_2 \equiv \begin{pmatrix} 1 \\ 0 \end{pmatrix} \equiv |0\rangle \in V_2$ (" " " " " " " qubit "2")

$$|0\rangle_1 \otimes |0\rangle_2 = \begin{pmatrix} 1 \begin{pmatrix} 1 \\ 0 \end{pmatrix} \\ 0 \begin{pmatrix} 1 \\ 0 \end{pmatrix} \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \in V_1 \otimes V_2$$

$$|0\rangle_2 \otimes |0\rangle_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \in V_2 \otimes V_1$$

$$V_1 \otimes V_2 \neq V_2 \otimes V_1$$