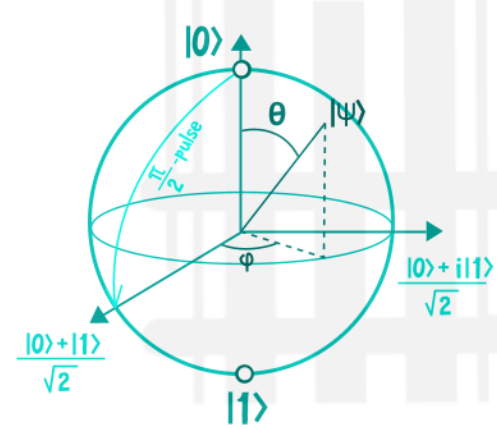


# VECTORS AND INTRO TO MATRICES

## INTRO TO MATRICES

### WHAT DO MATRICES MEAN FOR Q.COMP?



As we saw, we represent q-states as vectors

Our goal is to manipulate these states

q.algorithms

q.gates

Matrices

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

### MATRIX

We can think of a matrix as a collection of row vectors or a collection of a column vectors

$$\mathbf{X} = \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1m} \\ x_{21} & x_{22} & \dots & x_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nm} \end{pmatrix}$$

Geometrically, they are transformations that allow us to both rotate and scale vectors

### MATRIX NOTATION AND SHAPE

An  $(n \times m)$  matrix is written as

$$\mathbf{X} = \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1m} \\ x_{21} & x_{22} & \dots & x_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nm} \end{pmatrix}$$

Matrix Shape: (#rows x #cols)

### SOLVING LINEAR SYSTEMS OF EQUATIONS

The identity matrix

It's defined as

$$\mathbf{I} = \begin{pmatrix} 1 & 0 & \dots & 0 \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 \end{pmatrix}$$

$$a \cdot 1 = a$$

$$A \cdot \mathbf{I} = \mathbf{I} \cdot A = A$$

$$\forall \mathbf{I} = \mathbf{I}^T \quad \forall \mathbf{I} = \mathbf{I}^\dagger$$

Matrix inversion

$$\mathbf{X} \mathbf{X}^{-1} = \mathbf{X}^{-1} \mathbf{X} = \mathbf{I}$$

$\mathbf{X}^{-1}$  is thus the inverse of Matrix  $\mathbf{X}$

Many matrices do not have inverses

### MATRIX ADDITION

General equation (only add matrices of the same shape)

$$\mathbf{A} + \mathbf{B} = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1m} \\ a_{21} & a_{22} & \dots & a_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nm} \end{pmatrix} + \begin{pmatrix} b_{11} & b_{12} & \dots & b_{1m} \\ b_{21} & b_{22} & \dots & b_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \dots & b_{nm} \end{pmatrix} = \begin{pmatrix} a_{11} + b_{11} & a_{12} + b_{12} & \dots & a_{1m} + b_{1m} \\ a_{21} + b_{21} & a_{22} + b_{22} & \dots & a_{2m} + b_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} + b_{n1} & a_{n2} + b_{n2} & \dots & a_{nm} + b_{nm} \end{pmatrix}$$

### MATRIX-VECTOR MULTIPLICATION

General equation (the vector height must match the matrix width)

$$\mathbf{A} \vec{x} = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1m} \\ a_{21} & a_{22} & \dots & a_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nm} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_m \end{pmatrix} = \begin{pmatrix} a_{11}x_1 + a_{12}x_2 + \dots + a_{1m}x_m \\ a_{21}x_1 + a_{22}x_2 + \dots + a_{2m}x_m \\ \vdots \\ a_{n1}x_1 + a_{n2}x_2 + \dots + a_{nm}x_m \end{pmatrix} = \begin{pmatrix} \langle \vec{a}_1, \vec{x} \rangle \\ \langle \vec{a}_2, \vec{x} \rangle \\ \vdots \\ \langle \vec{a}_n, \vec{x} \rangle \end{pmatrix}$$

### MATRIX TRAPOSE

$$\text{If } \mathbf{X} = \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1m} \\ x_{21} & x_{22} & \dots & x_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nm} \end{pmatrix}, \text{ then } \mathbf{X}^T = \begin{pmatrix} x_{11} & x_{21} & \dots & x_{n1} \\ x_{12} & x_{22} & \dots & x_{n2} \\ \vdots & \vdots & \ddots & \vdots \\ x_{1m} & x_{2m} & \dots & x_{nm} \end{pmatrix}$$

Matrix conjugate transpose

$$\text{If } \mathbf{X} = \begin{pmatrix} x_{11} & x_{12} & \dots & x_{1m} \\ x_{21} & x_{22} & \dots & x_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ x_{n1} & x_{n2} & \dots & x_{nm} \end{pmatrix}, \text{ then } \mathbf{X}^\dagger = \begin{pmatrix} x_{11}^* & x_{21}^* & \dots & x_{n1}^* \\ x_{12}^* & x_{22}^* & \dots & x_{n2}^* \\ \vdots & \vdots & \ddots & \vdots \\ x_{1m}^* & x_{2m}^* & \dots & x_{nm}^* \end{pmatrix}$$

### MATRIX-SCALAR MULTIPLICATION

General equation

$$\mathbf{c} \cdot \mathbf{A} = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1m} \\ a_{21} & a_{22} & \dots & a_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nm} \end{pmatrix} = \begin{pmatrix} c \cdot a_{11} & c \cdot a_{12} & \dots & c \cdot a_{1m} \\ c \cdot a_{21} & c \cdot a_{22} & \dots & c \cdot a_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ c \cdot a_{n1} & c \cdot a_{n2} & \dots & c \cdot a_{nm} \end{pmatrix}$$

### MATRIX-MATRIX MULTIPLICATION

General equation (the 1st matrix width must match the second matrix height)

$$\mathbf{AB} = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1m} \\ a_{21} & a_{22} & \dots & a_{2m} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nm} \end{pmatrix} \begin{pmatrix} b_{11} & b_{12} & \dots & b_{1k} \\ b_{21} & b_{22} & \dots & b_{2k} \\ \vdots & \vdots & \ddots & \vdots \\ b_{m1} & b_{m2} & \dots & b_{mk} \end{pmatrix} = \begin{pmatrix} \langle \vec{a}_1, \vec{b}_1 \rangle & \langle \vec{a}_1, \vec{b}_2 \rangle & \dots & \langle \vec{a}_1, \vec{b}_k \rangle \\ \langle \vec{a}_2, \vec{b}_1 \rangle & \langle \vec{a}_2, \vec{b}_2 \rangle & \dots & \langle \vec{a}_2, \vec{b}_k \rangle \\ \vdots & \vdots & \ddots & \vdots \\ \langle \vec{a}_n, \vec{b}_1 \rangle & \langle \vec{a}_n, \vec{b}_2 \rangle & \dots & \langle \vec{a}_n, \vec{b}_k \rangle \end{pmatrix}$$