

# Quantum mechanics

Physicists have figured out a model which describes tiny physical systems perfectly: Quantum mechanics.

There's no need for you to understand the physics -- if you're ready to just blindly believe the physicists. 69

For us, quantum mechanics will simply be a set of mathematical "postulates": Stuff that you assume is true, not unlike axioms.

# Quantum mechanics: Pure states

#### **Postulate 1: States.**

For every closed quantum mechanical system, there is a Hilbert space whose norm-1 vectors are exactly the set of states that the system can take on.

#### **Remarks**

- 1. "Closed" means: no information goes to the rest of the universe.
- 2. Occasionally you don't know what the Hilbert space is!
- 3. Terminology: "state" == "norm-1 vector in a Hilbert space"

#### **Notations:**

- Hilbert space  $\mathscr{A}, \mathscr{B}, \mathscr{H}$
- Vectors of Hilbert space:  $|cat\rangle = |dead\rangle$ . There's no *a priory* semantics for what's inside the ket.

# Quantum mechanics: Pure state of Qubits

A Qubit is a quantum mechanical system whose state space has dimension 2, surprise surprise.

What the state space exactly is, is determined by the physical realization of the qubit. We don't need to bother.

## **Special orthonormal bases of 1-qubit systems:**

- "Z-basis", "computational basis":  $|0\rangle, |1\rangle$ . What exactly these are depends on the physical realization we don't need to bother.
- "X-Basis":  $|+\rangle := \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle, |-\rangle := \frac{1}{\sqrt{2}}|0\rangle \frac{1}{\sqrt{2}}|1\rangle$
- ullet "Y-Basis":  $|\circlearrowleft
  angle:=rac{1}{\sqrt{2}}|0
  angle+rac{i}{\sqrt{2}}|1
  angle$ ,  $|\circlearrowleft
  angle:=rac{1}{\sqrt{2}}|0
  angle-rac{i}{\sqrt{2}}|1
  angle$

# In this course, we only need finite dimensional Hilbert spaces

# Quantum mechanics: Pure states and superposition

#### Remember.

If the vectors  $\psi_a, \ldots, \psi_k$  are <u>orthonormal</u> and  $\alpha_1, \ldots, \alpha_k \in \mathbb{C}$ , then

$$\left\|\sum_{j=1}^k lpha_j \psi_j
ight\|^2 = \left\|\sum_{j=1}^k |lpha_j|^2$$

"Superposition":  $\alpha|\Phi\rangle+\beta|\Psi\rangle$ ,  $\alpha,\beta\in\mathbb{C}$ 

If a quantum system can be in states  $|\Phi\rangle, |\Psi\rangle$ , then it can be in any state which is a normalized superposition of the two.

Cannot be 0

"Make norm=1"

## WTF With The Weird Notation?!??

- $\mathscr{A}, \mathscr{B}, \mathscr{C}, \mathscr{H}$  Hilbert spaces
- $\phi, \psi, \Phi, \Psi$  vectors in H.S.
- $|\phi\rangle, |\psi\rangle, |\Phi\rangle, |\Psi\rangle$  lin. mappings  $\mathbb{C} \to \mathrm{H.S.}$
- $|\mathbf{x}\rangle, |\mathbf{cat}\rangle, |\mathbf{0}\rangle, |+\rangle$  also lin.  $\mathbb{C} \to \mathbf{H.S.}$  (operator  $|\_\rangle$  is overloaded)
- $\langle ... |$  lin. mapping H.S.  $\rightarrow \mathbb{C}$
- $\langle \phi |, \langle \psi |, \langle \Phi |, \langle \Psi |$  adjoints of  $|...\rangle$

- ullet  $\mathbb{C}^N$
- *N*-tuples
- *N*-by-1 matrices
- ..

- 1-by-*N* matrix
- Conjugate-transpose

# **Combining systems**

#### Postulate 2: Combined system.

If  $\mathscr{A}$  is the state space of quantum system "Alice" and  $\mathscr{B}$  is the state space of quantum system "Bob", then  $\mathscr{A} \otimes \mathscr{B}$  is the state space of the combined system.

#### Remember.

- 1. In math notation:  $(a' \otimes b' \mid a \otimes b) := (a'|a) (b'|b)$
- 2. If  $|a_k\rangle$ ,  $k=1,\ldots,m$  is ONB of  $\mathscr{A}$ , and  $|b_\ell\rangle$ ,  $\ell=1,\ldots,n$  is ONB of  $\mathscr{B}$ , then  $|a_k\rangle\otimes|b_\ell\rangle$ ,  $k=1,\ldots,m$ ,  $\ell=1,\ldots,n$  is ONB of  $\mathscr{A}\otimes\mathscr{B}$

# Combining systems: n Qubits

The *computational basis* for a system of n qubits consists of these vectors:

$$|x_1
angle\otimes|x_2
angle\otimes\cdots\otimes|x_n
angle$$

where  $(x_1, \dots, x_n) \in \{0, 1\}^n$ .

Abbreviations:

$$|x_1
angle|x_2
angle\dots|x_n
angle \ |x_1,x_2,\dots,x_n
angle \ |x_1x_2\dots x_n
angle$$

Careful! The convention that all of these are equal does not apply syntactically! I.e., it depends on what is meant by  $|1,1,0\rangle$ .

#### QUIZ.

Give a calculation verifying this equation: (do it now)

$$|00\rangle + |11\rangle = |++\rangle + |--\rangle$$

Now you know how to describe the state of a quantum computer.

# Changing the state

#### Postulate 3: Time evolution.

Time-evolution in a closed quantum system is linear: Consider a quantum system at times  $t_0 \leq t_1$ . There is a linear operator U such that: If QS at time

 $t_0$  is in state  $|\Psi_0\rangle$ , and at time  $t_1$  in  $|\Psi_1\rangle$ , then:

$$|\Psi_1
angle=U|\Psi_0
angle$$



- ullet Remember: Unitary operators are the only ones with  $\|U\psi\|=\|\psi\|$  for all  $\psi.$
- ullet Consequence: The  ${\it U}$  in the postulate is unitary, because it maps states to states.

# What's going on?

#### Postulate 4: Projective Measurement.

Let  $\mathcal{H}$  be the state space of a quantum system.

Let  $P_r$ ,  $r \in R$ , be (orthogonal) projectors with sum 1 ("Identity operator").

One can measure  $P_*$  of the system.

Assuming the system is in state  $\Psi$ , this is what happens (in theory):

- 1. The measurement returns an  $r_0 \in R$
- 2. The state of the quantum system changes to  $rac{1}{\|P_{r_0}\Psi\|}P_{r_0}\Psi$
- 3. The selection of  $r_0$  happens randomly, where

$$\Pr(r_0=r)=\left\|P_r\Psi
ight\|^2$$

# What's going on???

#### Remarks.

- 1. The only way to learn something about the state of a quantum system is through measurement there's no other way!
- 2. Postulates 3 and 4 seem to be contradictory but they are not: Postulate 3 is for a closed quantum system only, i.e., one that doesn't leak information. In Postulate 4, obviously, we're getting information out.
- 3. Result of measurement is a random variable with range "set of indices of the projectors". The probability distribution is determined by the state... (And indeed, quantum mechanics is illegal in 12 US states.)<sub>13</sub>

## Math remarks: Recall...

- 1. A linear operator P is a called (orthogonal) projector, if it is self-adjoint  $P^{\dagger}=P$  and idempotent  $P^2=P$ .
- 2. A linear operator P is a projector IFF the Hilbert space can be split as an orthogonal sum  $\mathrm{Img}P \perp \mathrm{Ker}P$  and  $P\psi = \psi$  for all  $\psi \in \mathrm{Img}P$ .
- 3. A normal(!) operator P is a projector IFF it has no eigenvalues other than 0,1.
- 4. If P is a projector, then  $P\psi$  is the unique best approximation of  $\psi$  by a vector in  $\mathrm{Img}P$ .
- 5.  $\sum_{j} P_{j} = 1$  IFF Img $P_{j}$ , (j), pairwise orthogonal and sum up to  $\mathcal{H}$ .

Quiz? (Only for math geeks!)

Give an operator with eigenvalues 0,1 that is not a projector!

## Review of the math of rank-1 projectors.

- 1. For  $\Phi \in \mathcal{H}$ , the "bra"  $|\Phi\rangle$  is a linear mapping  $\mathbb{C} \to \mathcal{H}$ :  $|\Phi\rangle(\alpha) = \alpha\Phi$ .
- 2. For  $\Psi \in \mathscr{H}$ , the "ket"  $\langle \Psi |$  is a linear form:  $\langle \Psi | (\psi) = (\Psi | \psi) = \langle \Psi | \psi \rangle$
- 3. For  $\Phi, \Psi \in \mathscr{H}$ , the "ket-bra"  $|\Phi\rangle\langle\Psi|$  is a linear mapping  $\mathscr{H} \to \mathscr{H}$ :  $|\Phi\rangle\langle\Psi|\,(\psi) = (\Psi|\psi)\cdot\Phi = |\Phi\rangle\langle\Psi|\psi\rangle$ .
- 4.  $|\Psi\rangle$  is a state iff  $|\Psi\rangle\langle\Psi|$  is a non-zero projector.
- 5.  $|\Psi
  angle^\dagger=\langle\Psi|$ ,  $\langle\Psi|^\dagger=|\Psi
  angle$ ,  $(|\Phi
  angle\langle\Psi|)^\dagger=|\Psi
  angle\langle\Phi|$
- 6. The range of  $|\Psi\rangle\langle\Phi|$  is  $\mathbb{C}\Psi$  (unless  $\Psi=0$ ).

# Measurement in the computational basis:

take the family of projectors  $|x\rangle\langle x|$ ,  $x\in\{0,1\}^n$ .

# Measurement of a part of a combined system

Suppose you have a combined system  $\mathscr{A}\otimes\mathscr{B}$ , and you want to know something about the  $\mathscr{A}$ -part. You have your projectors on  $\mathscr{A}$  ready,  $P_r, r \in R$ . But to measure the combined system, you need projectors on  $\mathscr{A}\otimes\mathscr{B}$ .

Luckily, the family of linear operators

 $P_r\otimes \mathbf{1}$ ,  $r\in R$ ,

satisfies the condition in Postulate 4: they are projectors summing to  $\mathbf{1}_{\mathscr{A}\otimes\mathscr{B}}=\mathbf{1}_{\mathscr{A}}\otimes\mathbf{1}_{\mathscr{B}}.$ 

# "Global phase"

#### Quiz.

Let  $|\Psi\rangle$  be a state, and  $\zeta\in\mathbb{C}$  with  $|\zeta|=1$ .

Prove that, whatever sequence of unitary operations and measurements you apply, the results will be the same in these two situations:

- 1. You start with the system in state  $|\Psi\rangle$
- 2. You start with the system in state  $\zeta |\Psi\rangle$

States which differ only by a scalar multiple are indistinguishable. Now you can start philosophical discussions about whether they should be considered "equal". (Answer: They should not.)

# Universal Quantum Computer

# Universal quantum computers

In a quantum computer, you have a number n of qubits, and you can:

- 1. Reset ("prepare") the state of a qubit to  $|0\rangle$
- 2. Perform unitary operations from a restricted set of "gates" on 1 and 2 qubits (sometimes more)
- 3. Perform measurement (in the computational basis) of each qubit (projectors  $|0\rangle\langle 0|\otimes \mathbf{1}, |1\rangle\langle 1|\otimes \mathbf{1}$ )

Subset of *DiVincenzo*'s criteria

*Universality:* The restricted gate set must be powerful enough so that any unitary on the whole  $2^n$ -dimensional Hilbert space can be realized approximately, to arbitrary precision.