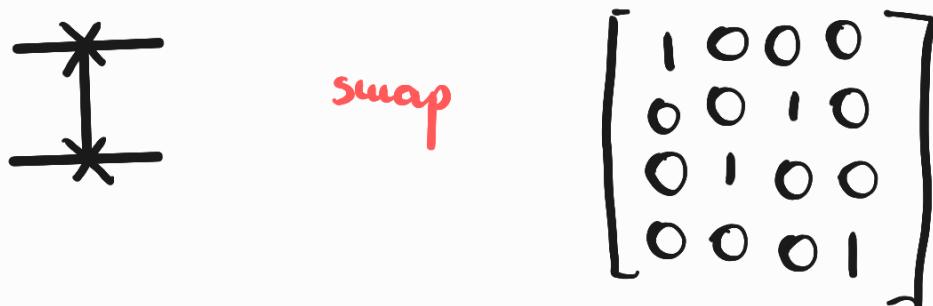
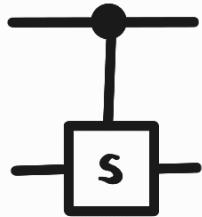


# Quantum Gates

	Hadamard	$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$
	Pauli-X	$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
	Pauli-Y	$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$
	Pauli-Z	$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$
	Phase	$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$
	$\frac{\pi}{8}$	$T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$

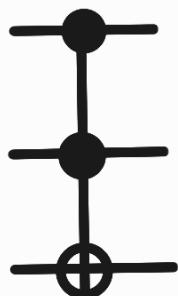
## Circuit symbol





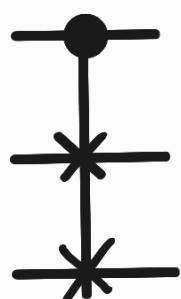
control-bit-phase

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



Toffoli

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



Fredkin  
(controlled-swap)

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



measurement

projection onto  $|0\rangle$  and  $|1\rangle$



qubit

wire carrying a single qubit!  
(time goes left to right)



classical bit  
n qubits

wire carrying a single classical bit  
wire carrying n qubits



## Notation

$| \psi \rangle$  is a vector of a vector space  $V$  (**Ket**)

$\langle \psi |$  is a vector dual to  $| \psi \rangle$  (**bra**)

$\langle \phi | \psi \rangle$  is an inner product of  $| \phi \rangle$  and  $| \psi \rangle$

$| \phi \rangle \otimes | \psi \rangle$  is a tensor product of  $| \phi \rangle$  and  $| \psi \rangle$ . We may abbreviate to  $| \phi \rangle | \psi \rangle$

$0$  is the zero vector, such that  $| \psi \rangle + 0 = | \psi \rangle$

$| 0 \rangle$  is a 0 qubit [0]

$| 1 \rangle$  is a 1 qubit [1]

$z^*$  is a conjugate of  $z$ , with  $z \in \mathbb{C}$

$A^*$  is a conjugate of a matrix  $A$ , with  $A \in \mathbb{C}^n$

$A^T$  is a transpose of  $A$

$A^+$  is a Hermitian conjugate or adjoint of  $A$ , such that  $A^+ = (A^T)^*$

$\langle \phi | A | \psi \rangle$  inner product between  $| \phi \rangle$  and  $A | \psi \rangle$ , equivalently, inner product between  $A^+ | \phi \rangle$  and  $| \psi \rangle$

- A **spanning set** for a vector space is a set of vectors  $| v_1 \rangle, \dots, | v_n \rangle$ , such that any vector  $| v \rangle$  in the vector space  $V$  can be written as a linear combination  $| v \rangle = \sum_i a_i | v_i \rangle$

- A **linear operator** is a function  $A: V \rightarrow W$ , such that

$$A\left(\sum_i \alpha_i | v_i \rangle\right) = \sum_i \alpha_i A | v_i \rangle$$

- $I_V | v \rangle \equiv | v \rangle$  is the **identity operator**

↳ indicates the vector space we are referring to.

- A **composition BA** is a function composition defined as  $B(A|v\rangle) = B(A|v\rangle)$

Notice that for  $V, W, X$  being vector spaces,  $A: V \rightarrow W$  and  $B: W \rightarrow X$ . This is important to consider when we make a composition of functions.

- Suppose  $A: V \rightarrow W$ ,  $(| v_1 \rangle, \dots, | v_m \rangle)$  a basis for  $V$  and  $(| w_1 \rangle, \dots, | w_n \rangle)$

a basis for  $W$ . Then, let's define

$$A |v_j\rangle = \sum_i A_{ij} |w_i\rangle$$

The Pauli Matrices are important transformations to know about:

$$\sigma_0 \equiv I \equiv \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\sigma_1 \equiv \sigma_x \equiv X \equiv \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$\sigma_2 \equiv \sigma_y \equiv Y \equiv \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$$

$$\sigma_3 \equiv \sigma_z \equiv Z \equiv \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

## Probability Theory

A random variable  $X$  may take one of a number of values  $x$  with probabilities  $p(X=x)$ .

$$p(x) = p(\underbrace{X=x}_{\text{to implicit}})$$

The conditional probability that  $Y=y$  given that  $X=x$  is defined by

$$p(Y=y | X=x) = \frac{p(X=x, Y=y)}{p(X=x)},$$

in which  $p(X=x, Y=y)$  is the probability of  $X=x$  and  $Y=y$ . It is important to note that when  $p(X=x)=0$ ,  $p(Y=y | X=x)=0$ .

Random variables  $X$  and  $Y$  are said to be independent if  $p(X=x, Y=y) = p(X=x)p(Y=y)$ ,  $\forall x, y$

It follows that  $p(y|x) = p(y)$

Bayes' rule relates the conditional probabilities for  $Y$  given  $X$  to those for  $X$  given  $Y$ , such that

$$p(x|y) = p(y|x) \frac{p(x)}{p(y)}$$

- The law of total probability states that for any partition  $\{B_1, \dots, B_n\}$  of a sample space  $\Omega$ , and for any event  $A$  in  $\Omega$ ,

$$P(A) = \sum_x P(A|x)P(x)$$

- The expectation, average or mean of a random variable  $X$  is defined by

$$E(X) = \sum_x p(x)x$$

A.I.3?

$$\exists x \geq E(X) \quad p(x) > 0$$

Let  $X$  be a random variable

, such that  $0 \leq p(x_i) \leq 1$  and

$$E(X) = x_1 p(x_1) + \dots + x_n p(x_n)$$

By definition,  $\sum p(x_i) = 1$ , with  $i \in \{1, n\}$ . So, for every  $x_i, p(x_i) \leq x_i$   
Then,

$$x_1 p(x_1) + x_2 p(x_2) + \dots + x_n p(x_n)$$

Suppose  $p(x_n) = 1$ , then  $p(x_i)$ , with  $i \in \{1, n\}$  is equal 0, then

$$x_n p(x_n) \leq x_n$$

If  $0 \leq p(x_n) \leq 1$

$$x_1 p(x_1) + \dots + x_n p(x_n) \leq$$

A.I.6.?

$$\begin{aligned} E(XY) &= \sum x_i y_i p(x_i, y_i) \\ &= \sum x_i y_i p(x_i) \cdot p(y_i) \\ &= (x_1 p(x_1) + \dots + x_n p(x_n)) (y_1 p(y_1) + \dots + y_n p(y_n)) \end{aligned}$$

Groups

A group  $(G, \cdot)$  is non-empty set  $G$  with a binary group multiplication operation ' $\cdot$ ', such that:

1. Closure  $g_1, g_2 \in G, \forall g_1, g_2 \in G$

2. **Associativity**  $(g_1 \cdot g_2) \cdot g_3 = g_1 \cdot (g_2 \cdot g_3)$ ,  $\forall g_1, g_2, g_3 \in G$

3. **Identity**  $\exists e \in G$ ,  $\forall g \in G$   $g \cdot e = e \cdot g = g$ .

4. **Inverses**  $\forall g \in G$ ,  $\exists g^{-1} \in G$ ,  $g \cdot g^{-1} = e = g^{-1} \cdot g = e$ .

\* A group is **Abelian** if  $g_1 \cdot g_2 = g_2 \cdot g_1$ ,  $\forall g_1, g_2 \in G$ .

Example:

$\hookrightarrow$  finite

$\mathbb{Z}_n$  is the group of integers modulo  $n$ .

$\hookrightarrow$  Abelian group

- A group  $G$  is **finite** if the number of elements in  $G$  is finite.
- The **order** of a finite group  $G$  is the number of elements it contains, denoted as  $|G|$ .
- The **order** of an element  $g \in G$  is the smallest positive integer  $r$  such that  $g^r$  ( $g$  multiplied with itself  $r$  times) equals the identity element  $e$ .
- A **Subgroup**  $H$  of  $G$  is a subset of  $G$  which forms a group under the same group multiplication operation as  $G$ .

**Theorem:** If  $H$  is a subgroup of a finite group  $G$  then  $|H|$  divides  $|G|$ . (**Lagrange's theorem**)

$G, H$

$\hookrightarrow g_1, g_2 \in G$ ,  $\forall g_1, g_2 \in H$

$\hookrightarrow (g_1 \cdot g_2) \cdot g_3 = g_1 \cdot (g_2 \cdot g_3)$ ,  $\forall g_1, g_2, g_3 \in H$

$\hookrightarrow$  Identity,  $\exists e \in H$ :  $g \cdot e = e \cdot g = g$ ,  $\forall g \in H$

$\hookrightarrow$  Inverse,  $\exists g^{-1} \in H$ :  $g \cdot g^{-1} = g^{-1} \cdot g = e$ ,  $\forall g \in H$

divide? inversion of .?

$|G| \rightarrow$  order

$|H| = O(\text{mod } |G|) \checkmark$

$\exists p \in G$ :  $p \cdot |H| = |G|$

- In finite dimensional complex vector spaces, a **Hilbert space** is the same thing as an inner product space.
- Let  $|v\rangle$  and  $|w\rangle$  be vectors in the vector space  $V$ . They are **orthogonal** if their inner product is zero.
- A **norm** of a vector  $|v\rangle$  in  $V$  is defined as

$$\| |v\rangle \| = \sqrt{\langle v | v \rangle}$$

$\langle \cdot | \cdot \rangle \rightarrow \text{inner product}$

- An **unit vector** is a vector  $|v\rangle$  such that  $\| |v\rangle \| = 1$ .
- We can **normalize** a non-zero vector  $|v\rangle$ , dividing it by its norm, that is,

$$\frac{|v\rangle}{\| |v\rangle \|}$$

- A set  $|i\rangle$  of vectors with index  $i$  is **orthonormal** if each vector is a unit vector, and distinct vectors in the set are orthogonal, that is,  $\langle i | j \rangle = \delta_{ij}$ , with  $i$  and  $j$  chosen from the index set.
- An **eigenvector** of a linear operator  $A$  on a vector space is a non-zero vector  $|v\rangle$  such that  $A|v\rangle = v|v\rangle$ , in which  $v$  is a complex number known as the **eigenvalue** of  $A$  corresponding to  $|v\rangle$ .

- \* Use the **characteristic function**,  $c(\lambda) = \det |A - \lambda I|$

<sup>to root</sup>

The solutions to the equation, that is,  $c(\lambda) = 0$  give us the eigenvalues of the operator  $A$ .

- A **diagonal representation** for an operator  $A$  on a vector space  $V$  is a representation  $A = \sum_i \lambda_i |i\rangle \langle i|$ , where the vectors  $|i\rangle$  form an orthonormal set of eigenvectors for  $A$ , with corresponding eigenvalues  $\lambda_i$ .

- \* Diagonal representations are sometimes also known as **orthonormal decompositions**.

- \* When an eigenspace is more than one dimensional we say that it is **degenerate**.

- Let  $A$  be a linear operator on a Hilbert space  $V$ . There exist a

unique linear operator  $A^*$  on  $V$  such that for all vectors  $|v\rangle, |w\rangle \in V$

$$\langle |v\rangle, A|w\rangle \rangle = \langle A^*|v\rangle, |w\rangle \rangle$$

We call  $A^*$  **adjoint** or **Hermition conjugate**

Attention:  $|v\rangle^* = \langle v|$

• An operator  $A$  is said to be **normal** if  $AA^* = A^*A$ .

\* An Hermition operator is also normal

• An operator  $A$  on a complex inner product space is called **Hermition** if for every vector  $v$  and  $w$  in the inner product space

$$\langle Av, w \rangle = \langle v, Aw \rangle^* \text{ ~complex conjugate}$$

• A **inner product space** is a vector space  $V$  over the field of complex numbers, such that there is a function  $\langle \cdot, \cdot \rangle$ , which satisfies

1.  $\forall v, r, w \in V, \langle \alpha v + \beta r, w \rangle = \alpha \langle v, w \rangle + \beta \langle r, w \rangle$

2.  $\forall v, r \in V, \langle v, r \rangle = \langle r, v \rangle^*$

3.  $\forall v \in V, \langle v, v \rangle \geq 0$

4.  $\forall v \in V, \text{ if } \langle v, v \rangle = 0, \text{ then } v = 0$

• A matrix  $U$  is said to be **unitary** if  $U^*U = I$ .

An operator  $A$

\* For an operator  $A$ , if  $A$  is unitary  $A^*A = AA^* = I$ , then  $A$  is normal and has spectral decomposition.

**Theorem: (Spectral decomposition)** Any normal operator  $M$  on a vector space  $V$  is diagonal with respect to some orthonormal basis for  $V$ . Conversely, any diagonalizable operator is normal.

• The **tensor product** of  $V \otimes W$  (" $V$  tensor  $W$ ") is an  $m n$  dimensional vector space.

Notation:  $|v\rangle|w\rangle$ ,  $|v, w\rangle$  or  $|vw\rangle$  for abbreviation of  $|v\rangle \otimes |w\rangle$

It satisfies the following properties:

1. For every scalar  $z$ ,  $|v\rangle$  of  $V$  and  $|w\rangle$  of  $W$

$$z(|v\rangle \otimes |w\rangle) = (z|v\rangle) \otimes |w\rangle = |v\rangle \otimes (z|w\rangle)$$

2. For every  $|v_1\rangle$  and  $|v_2\rangle$  in  $V$  and  $|w\rangle$  in  $W$

$$(|v_1\rangle + |v_2\rangle) \otimes |w\rangle = |v_1\rangle \otimes |w\rangle + |v_2\rangle \otimes |w\rangle$$

3. For every  $|v\rangle$  in  $V$  and  $|w_1\rangle$  and  $|w_2\rangle$  in  $W$

$$|v\rangle \otimes (|w_1\rangle + |w_2\rangle) = |v\rangle \otimes |w_1\rangle + |v\rangle \otimes |w_2\rangle$$

## Quantum circuits

$$x := \begin{bmatrix} 0 \\ 10 \end{bmatrix} \quad y := \begin{bmatrix} 0 \\ i0 \end{bmatrix} \quad z := \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$H := \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \quad S := \begin{bmatrix} 0 & 0 \\ 0 & i \end{bmatrix} \quad T := \begin{bmatrix} 1 & 0 \\ 0 & \exp(i\pi/4) \end{bmatrix}$$

*↗ π/8 gate*

$$\# H = \frac{(X+Z)}{\sqrt{2}} \quad \text{and} \quad S = T^2$$

- A qubit  $|q\rangle = a|0\rangle + b|1\rangle$  can be visualized as a point  $(\theta, \phi)$  on the unit sphere, which  $a = \cos(\theta/2)$   $b = e^{i\phi} \sin(\theta/2)$   
↳ real  
↳ Bloch sphere