

Quantum Computing

“Master Vector Algebra before exploring quantum reality”

Day 2 – Vector Algebra

Complex Numbers

- Imaginary unit: $i = \sqrt{-1}$
- Complex number: $z = a + bi$, where $a, b \in \mathbb{R}$.
- Euler's formula:

$$e^{i\vartheta} = \cos \vartheta + i \sin \vartheta$$

- Polar form: $z = re^{i\vartheta}$, where $r = |z|$, $\vartheta = \arg(z)$.
- Example: $e^{i\pi} + 1 = 0$ (Euler's Identity)

Vectors and Inner Product

- Vector in \mathbb{C}^2 :

$$v = \begin{pmatrix} a \\ b \end{pmatrix}, \quad a, b \in \mathbb{C}.$$

- Hermitian conjugate: $v^\dagger = \begin{pmatrix} a^* & b^* \end{pmatrix}$.

- Inner product:

$$\langle u, v \rangle = u^\dagger v$$

- Properties:

- $\langle u, v \rangle = \langle v, u \rangle^*$
- $\langle u, u \rangle \geq 0$, equality if $u = 0$.

- Example: For $v = \begin{pmatrix} a \\ b \end{pmatrix}$, norm:

$$\langle v, v \rangle = |a|^2 + |b|^2$$

Explanation

1. Hermitian Conjugate:

$$((u)^*)^T = ((u)^T)^*$$

$$\text{Ex: } \begin{bmatrix} 1 \\ 0 \end{bmatrix} = [1 \ 0]$$

2. Inner Product:

$$\langle u, v \rangle = u^\dagger v$$

$$\text{Ex: } U = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, v = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \Rightarrow U^+ = [1 \ 0], v = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\langle u, v \rangle = [1 \ 0] \begin{bmatrix} 0 \\ 1 \end{bmatrix} = 0 + 0 = 0$$

Note : After inner product the output should always be scalar.

Matrix Multiplication

For $A (m \times n)$ and $B (n \times p)$, the product AB is $m \times p$:

$$(AB)_{ij} = \sum_{k=1}^n A_{ik} B_{kj}$$

Example:

$$A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}, \quad B = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

then

$$AB = \begin{bmatrix} (1)(0) + (2)(1) & (1)(1) + (2)(0) \\ (3)(0) + (4)(1) & (3)(1) + (4)(0) \end{bmatrix} = \begin{bmatrix} 2 & 1 \\ 4 & 3 \end{bmatrix}$$

Tensor Product

- Combines vector spaces.
- For $v = \begin{pmatrix} v_0 \\ v_1 \end{pmatrix}$, $w = \begin{pmatrix} w_0 \\ w_1 \end{pmatrix}$

$$v \otimes w = \begin{pmatrix} v_0 w_0 \\ v_0 w_1 \\ v_1 w_0 \\ v_1 w_1 \end{pmatrix}$$

- Example:

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

Eigen values and Eigen vectors

For square matrix A , eigenvector v satisfies:

$$Av = \lambda v.$$

Solve: $\det(A - \lambda I) = 0$.

Example:

$$A = \begin{pmatrix} 2 & 0 \\ 0 & 3 \end{pmatrix}$$

Eigenvalues: $\lambda_1 = 2, \lambda_2 = 3$. Eigenvectors: $v_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, v_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$.

Trace of a Matrix

- Trace of square matrix A :

$$\text{Tr}(A) = \sum_{i=1}^n A_{ii}$$

- Properties:

- $\text{Tr}(A + B) = \text{Tr}(A) + \text{Tr}(B)$
- $\text{Tr}(cA) = c\text{Tr}(A)$
- $\text{Tr}(AB) = \text{Tr}(BA)$

- Example:

$$\text{Tr} \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix} = 1 + 4 = 5.$$

Types of Matrices

- **Hermitian:** $H^\dagger = H$. Real eigenvalues.
- **Unitary:** $U^\dagger U = I$. Preserves norms.
- **Pauli Matrices** (Note: $\sigma_x = X$, etc.):

- $\sigma_x = X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

- $\sigma_y = Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$

- $\sigma_z = Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

All are unitary and Hermitian.

Positive Definite Matrices

A Hermitian matrix A is positive definite if for every non-zero vector $x \in \mathbb{C}^n$:

$$x^\dagger A x > 0.$$

Equivalently, all eigenvalues of A are strictly positive.

Q. Find Positive Definite Or Not?

$$A = \begin{pmatrix} 2 & 0 \\ 0 & 3 \end{pmatrix}$$

Orthonormality

Vectors $\{u_1, \dots, u_n\}$ are orthonormal if:

$$\langle u_i, u_j \rangle = \delta_{ij}.$$

Example: In \mathbb{R}^2 , $e_1 = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $e_2 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$.

$$\langle e_1, e_1 \rangle = 1, \quad \langle e_2, e_2 \rangle = 1, \quad \langle e_1, e_2 \rangle = 0.$$

Take Away

- ✓ Vectors in Hilbert space represent quantum states
- ✓ Matrices as operators: gates, observables, transformations
- ✓ Eigenvalues = measurement outcomes; eigenvectors = states
- ✓ Orthonormal bases = computational basis for qubits