
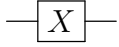


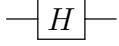


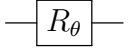
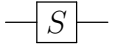
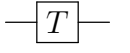
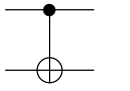
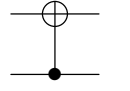
Quantum Computing Cheat Sheet

1 States

$$\begin{aligned}
 |0\rangle &= \begin{bmatrix} 1 \\ 0 \end{bmatrix} & |1\rangle &= \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\
 |+\rangle &= \frac{|0\rangle + |1\rangle}{\sqrt{2}} = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix} & |-\rangle &= \frac{|0\rangle - |1\rangle}{\sqrt{2}} = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix} \\
 |\psi\rangle &= \alpha|0\rangle + \beta|1\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix}, & |\alpha|^2 + |\beta|^2 &= 1
 \end{aligned}$$

2 Unitary Operators

$I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$	$ x\rangle \mapsto x\rangle$		
$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	$ 0\rangle \mapsto 1\rangle$ $ 1\rangle \mapsto 0\rangle$	$ +\rangle \mapsto +\rangle$ $ -\rangle \mapsto - -\rangle$	
$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$	$ 0\rangle \mapsto i 1\rangle$ $ 1\rangle \mapsto -i 0\rangle$	$ +\rangle \mapsto -i -\rangle$ $ -\rangle \mapsto i +\rangle$	
$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	$ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto - 1\rangle$	$ +\rangle \mapsto -\rangle$ $ -\rangle \mapsto +\rangle$	
$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$	$ 0\rangle \mapsto +\rangle$ $ 1\rangle \mapsto -\rangle$	$ +\rangle \mapsto 0\rangle$ $ -\rangle \mapsto 1\rangle$	

$R_\theta = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\theta} \end{bmatrix}$	$ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto e^{i\theta} 1\rangle$	
$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$	$ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto i 1\rangle$	
$T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$	$ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto e^{i\pi/4} 1\rangle$	
$\text{CNOT}_{0,1} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$	$ 00\rangle \mapsto 00\rangle$ $ ++\rangle \mapsto ++\rangle$ $ 01\rangle \mapsto 01\rangle$ $ +-\rangle \mapsto --\rangle$ $ 10\rangle \mapsto 11\rangle$ $ - + \rangle \mapsto - + \rangle$ $ 11\rangle \mapsto 10\rangle$ $ -- \rangle \mapsto + - \rangle$	
$\text{CNOT}_{1,0} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$	$ 00\rangle \mapsto 00\rangle$ $ ++\rangle \mapsto ++\rangle$ $ 01\rangle \mapsto 11\rangle$ $ +-\rangle \mapsto +-\rangle$ $ 10\rangle \mapsto 10\rangle$ $ - + \rangle \mapsto -- \rangle$ $ 11\rangle \mapsto 01\rangle$ $ -- \rangle \mapsto - + \rangle$	

3 Operator identities

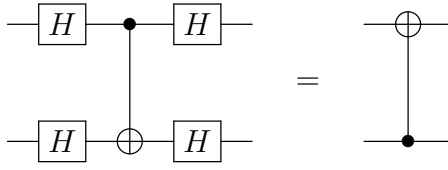
$$X^2 = Y^2 = Z^2 = H^2 = I$$

$$T^2 = S \quad S^2 = Z$$

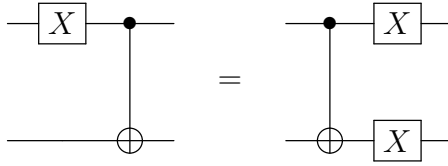
$$\begin{array}{lll} XY = iZ & YX = -iZ & ZX = iY \\ XZ = -iY & YZ = iX & ZY = -iX \end{array}$$

$$\begin{array}{ll} HX = ZH & SX = XZS \\ HZ = XH & SZ = ZS \end{array}$$

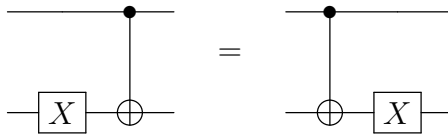
$$\begin{aligned}
HXH &= Z & SXS^\dagger &= Y \\
HYH &= -Y & SY S^\dagger &= -X \\
HZH &= X & SZS^\dagger &= Z
\end{aligned}$$



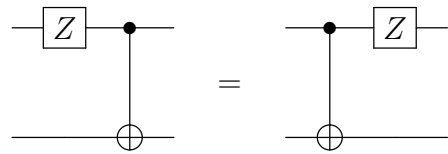
$$(H \otimes H)\text{CNOT}_{0,1}(H \otimes H) = \text{CNOT}_{1,0}$$



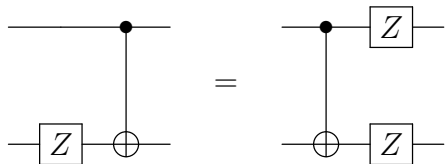
$$(X \otimes I)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(X \otimes X)$$



$$(I \otimes X)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(I \otimes X)$$



$$(Z \otimes I)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(Z \otimes I)$$



$$(I \otimes Z)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(Z \otimes Z)$$