

Quantum Computing Cheat Sheet

1 States

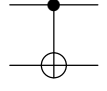
$$\begin{aligned}
 |0\rangle &= \begin{bmatrix} 1 \\ 0 \end{bmatrix} & |1\rangle &= \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\
 |+\rangle &= \frac{|0\rangle + |1\rangle}{\sqrt{2}} = \begin{bmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{bmatrix} & |-\rangle &= \frac{|0\rangle - |1\rangle}{\sqrt{2}}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

2 Unitary Operators

| | | | |
|--|---|---|------------------|
| $I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$ | $ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto 1\rangle$ | $ +\rangle \mapsto +\rangle$ $ -\rangle \mapsto -\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$ | —[X]— |
| $Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$ | $ 0\rangle \mapsto i 1\rangle$ $ 1\rangle \mapsto -i 0\rangle$ | $ +\rangle \mapsto -i -\rangle$ $ -\rangle \mapsto i +\rangle$ | —[Y]— |
| $Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ | $ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto - 1\rangle$ | $ +\rangle \mapsto -\rangle$ $ -\rangle \mapsto +\rangle$ | —[Z]— |
| $H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$ | $ 0\rangle \mapsto +\rangle$ $ 1\rangle \mapsto -\rangle$ | $ +\rangle \mapsto 0\rangle$ $ -\rangle \mapsto 1\rangle$ | —[H]— |
| $R_\theta = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\theta} \end{bmatrix}$ | $ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto e^{i\theta} 1\rangle$ | | —[R_θ]— |
| $S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$ | $ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto i 1\rangle$ | | —[S]— |
| $T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$ | $ 0\rangle \mapsto 0\rangle$ $ 1\rangle \mapsto e^{i\pi/4} 1\rangle$ | | —[T]— |

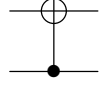
$$\text{CNOT}_{0,1} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$\begin{array}{ll} |00\rangle \mapsto |00\rangle & |++\rangle \mapsto |++\rangle \\ |01\rangle \mapsto |01\rangle & |+-\rangle \mapsto |--\rangle \\ |10\rangle \mapsto |11\rangle & |-+\rangle \mapsto |-+\rangle \\ |11\rangle \mapsto |10\rangle & |--\rangle \mapsto |+-\rangle \end{array}$$



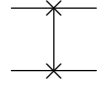
$$\text{CNOT}_{1,0} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$$

$$\begin{array}{ll} |00\rangle \mapsto |00\rangle & |++\rangle \mapsto |++\rangle \\ |01\rangle \mapsto |11\rangle & |+-\rangle \mapsto |+-\rangle \\ |10\rangle \mapsto |10\rangle & |-+\rangle \mapsto |--\rangle \\ |11\rangle \mapsto |01\rangle & |--\rangle \mapsto |+-\rangle \end{array}$$



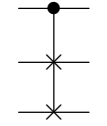
$$\text{SWAP} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{array}{ll} |00\rangle \mapsto |00\rangle & |++\rangle \mapsto |++\rangle \\ |01\rangle \mapsto |10\rangle & |+-\rangle \mapsto |-+\rangle \\ |10\rangle \mapsto |01\rangle & |-+\rangle \mapsto |+-\rangle \\ |11\rangle \mapsto |11\rangle & |--\rangle \mapsto |--\rangle \end{array}$$



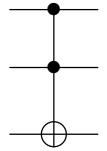
$$\text{CSWAP} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{array}{l} |000\rangle \mapsto |000\rangle \\ |001\rangle \mapsto |001\rangle \\ |010\rangle \mapsto |010\rangle \\ |011\rangle \mapsto |011\rangle \\ |100\rangle \mapsto |100\rangle \\ |101\rangle \mapsto |110\rangle \\ |110\rangle \mapsto |101\rangle \\ |111\rangle \mapsto |111\rangle \end{array}$$



$$\text{TOFFOLI} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{array}{l} |000\rangle \mapsto |000\rangle \\ |001\rangle \mapsto |001\rangle \\ |010\rangle \mapsto |010\rangle \\ |011\rangle \mapsto |011\rangle \\ |100\rangle \mapsto |100\rangle \\ |101\rangle \mapsto |101\rangle \\ |110\rangle \mapsto |111\rangle \\ |111\rangle \mapsto |110\rangle \end{array}$$



3 Operator identities

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

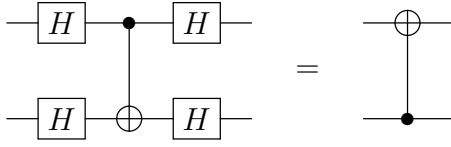
$$T^2 = S \quad S^2 = Z$$

$$XY = iZ \quad YX = -iZ \quad ZX = iY$$

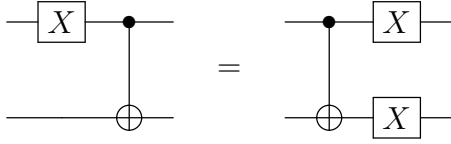
$$XZ = -iY \quad YZ = iX \quad ZY = -iX$$

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

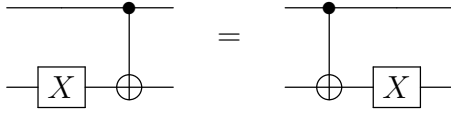
$$\begin{aligned} HXH &= Z & SXS^\dagger &= Y \\ HYH &= -Y & SY S^\dagger &= -X \\ HZH &= X & SZS^\dagger &= Z \end{aligned}$$



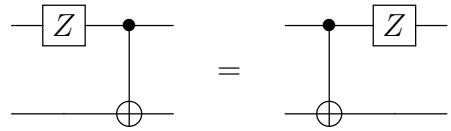
$$(H \otimes H)\text{CNOT}_{0,1}(H \otimes H) = \text{CNOT}_{1,0}$$



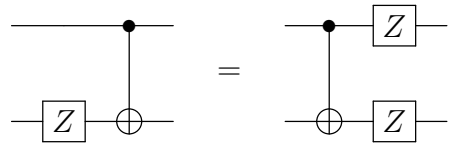
$$(X \otimes I)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(X \otimes X)$$



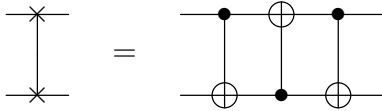
$$(I \otimes X)\text{CNOT}_{0,1} = \text{CNOT}_{0,1}(I \otimes X)$$



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



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



$$\text{SWAP} = \text{CNOT}_{0,1}\text{CNOT}_{1,0}\text{CNOT}_{0,1}$$