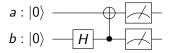
Matrices in Quantum Computing

Huan Q. Bui

Matrix Analysis

Professor Leo Livshits

CLAS, May 2, 2019

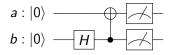


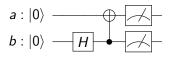
Presentation layout

Background

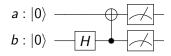
2 Matrices in an entanglement circuit

Recap



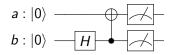


Components:



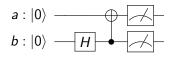
Components:

Quantum bits - Qubits



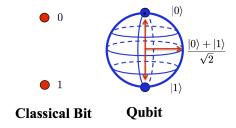
Components:

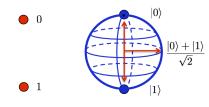
- Quantum bits Qubits
- Quantum gates: single and multiple-qubit gates



Components:

- Quantum bits Qubits
- Quantum gates: single and multiple-qubit gates
- Measurement

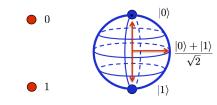




Classical Bit

Qubit

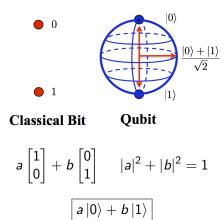
$$a\begin{bmatrix}1\\0\end{bmatrix}+b\begin{bmatrix}0\\1\end{bmatrix}$$



Classical Bit

Qubit

$$aegin{bmatrix}1\\0\end{bmatrix}+begin{bmatrix}0\\1\end{bmatrix} &|a|^2+|b|^2=1$$



 \rightarrow linear transformations on one or many qubits.

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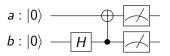
Example: Hadamard gate.

$$H \equiv \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

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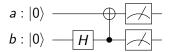
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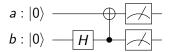
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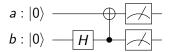


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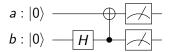


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$$H\ket{0} = H \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \frac{1}{\sqrt{2}} \ket{0} + \frac{1}{\sqrt{2}} \ket{1}$$

Qubit 1:
$$a|0\rangle + b|1\rangle = \begin{bmatrix} a \\ b \end{bmatrix}$$
 Qubit 2: $c|0\rangle + d|1\rangle = \begin{bmatrix} c \\ d \end{bmatrix}$

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$$\begin{bmatrix} a \\ b \end{bmatrix} \boxtimes \begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} a \begin{bmatrix} c \\ d \\ b \end{bmatrix} \\ b \begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} ac \\ ad \\ bc \\ bd \end{bmatrix}.$$

Do this for the basis states

$$|0\rangle\boxtimes|0\rangle=\begin{bmatrix}1\\0\\0\\0\end{bmatrix}\ |0\rangle\boxtimes|1\rangle=\begin{bmatrix}0\\1\\0\\0\end{bmatrix}\ |1\rangle\boxtimes|0\rangle=\begin{bmatrix}0\\0\\1\\0\end{bmatrix}\ |1\rangle\boxtimes|1\rangle\boxtimes|1\rangle=\begin{bmatrix}0\\0\\0\\1\end{bmatrix}$$

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Notation:

$$egin{array}{ll} |00
angle = |0
angle oxtimes |0
angle & |01
angle = |0
angle oxtimes |1
angle \ |10
angle = |1
angle oxtimes |0
angle & |11
angle = |1
angle oxtimes |1
angle \end{array}$$

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Can see that we have a basis for describing the combined state.

$$\left[egin{aligned} \mathbf{a} \ \mathbf{b} \end{aligned}
ight] oxtimes \left[egin{aligned} \mathbf{c} \ \mathbf{d} \end{aligned}
ight] = \mathbf{a}\mathbf{c} \ket{00} + \mathbf{a}\mathbf{d} \ket{01} + \mathbf{b}\mathbf{c} \ket{10} + \mathbf{b}\mathbf{d} \ket{11}. \end{aligned}$$

Not all combined states can be written as $|a\rangle \boxtimes |b\rangle \leftarrow$ **Elementary**.

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Ex: $p(x) \cdot q(y)$ is a "combined state." But there are NO p(x), q(y) s.t.

$$p(x) \cdot q(y) = xy + 1,$$

even though xy + 1 is a legitimate "combined state."

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$$\frac{1}{\sqrt{2}} \begin{bmatrix} 1\\0\\0\\1 \end{bmatrix}$$

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$$\left| rac{1}{\sqrt{2}} \left| egin{matrix} 1 \\ 0 \\ 0 \\ 1 \end{matrix}
ight] = rac{1}{\sqrt{2}} \left| 00
ight
angle + rac{1}{\sqrt{2}} \left| 11
ight
angle$$

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$$egin{array}{c|c} rac{1}{\sqrt{2}} & 0 \ 0 \ 1 \ \end{array} &= rac{1}{\sqrt{2}} \ket{00} + rac{1}{\sqrt{2}} \ket{11} \longrightarrow extbf{Entangled}$$

Kronecker Product

Kronecker Product

 \mathcal{A} is a matrix acting on $|a\rangle$, \mathcal{B} on $|b\rangle$

 ${\cal A}$ is a matrix acting on |a
angle, ${\cal B}$ on |b
angle

$$\mathcal{A}\ket{\mathsf{a}}\boxtimes\mathcal{B}\ket{\mathsf{b}}=(\mathcal{A}\otimes\mathcal{B})(\ket{\mathsf{a}}\boxtimes\ket{\mathsf{b}})$$

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$$\mathcal{A}\ket{a}\boxtimes\mathcal{B}\ket{b}=(\mathcal{A}\otimes\mathcal{B})(\ket{a}\boxtimes\ket{b})$$

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 \otimes : Kronecker product, of two matrices.

lf

$$\mathcal{A} = \begin{bmatrix} m & n \\ o & p \end{bmatrix} \quad \text{and } \mathcal{B} = \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix}$$

then

 $\mathcal{A}\otimes\mathcal{B}$

$$\mathcal{A} \otimes \mathcal{B} = \begin{bmatrix} m \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} & n \\ o & p \end{bmatrix}$$

$$\mathcal{A} \otimes \mathcal{B} = \begin{bmatrix} m \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} & n \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} \\ o & p & \end{bmatrix}$$

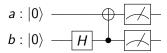
$$\mathcal{A} \otimes \mathcal{B} = \begin{bmatrix} m \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} & n \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} \\ o \begin{bmatrix} q & r & s \\ t & u & v \\ w & x & y \end{bmatrix} & p \end{bmatrix}$$

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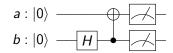
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$$= \begin{bmatrix} mq & mr & ms & nq & nr & ns \\ mt & mu & mv & nt & nu & nv \\ mw & mx & ms & nw & nx & ny \\ oq & or & os & pq & pr & ps \\ ot & ou & ov & pt & pu & pv \\ ow & ox & oy & pw & px & py \end{bmatrix}$$

Check that $I |0\rangle \boxtimes H |0\rangle = (I \otimes H) |00\rangle$:



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:



$$I\ket{0}\boxtimes H\ket{0}$$

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$$I |0\rangle \boxtimes H |0\rangle = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \boxtimes \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

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= $\begin{bmatrix} 1 \\ 0 \end{bmatrix} \boxtimes \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

Check that $I |0\rangle \boxtimes H |0\rangle = (I \otimes H) |00\rangle$:

$$a: |0\rangle$$
 $b: |0\rangle$ H

$$\begin{split} I \left| 0 \right\rangle \boxtimes H \left| 0 \right\rangle &= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \boxtimes \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ &= \begin{bmatrix} 1 \\ 0 \end{bmatrix} \boxtimes \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \\ &= \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \end{split}$$

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RHS:

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RHS:

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 \otimes and \boxtimes are very much alike.

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Bilinear

- \otimes and \boxtimes are very much alike.
 - Bilinear
 - Oistributive.

- \otimes and \boxtimes are very much alike.
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 - ② Distributive.

$$\begin{bmatrix} a \\ b \end{bmatrix} \boxtimes \begin{bmatrix} c \\ d \end{bmatrix}$$

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$$\begin{bmatrix} a \\ b \end{bmatrix} \boxtimes \begin{bmatrix} c \\ d \end{bmatrix} = (a|0\rangle + b|1\rangle) \boxtimes (c|0\rangle + d|1\rangle)$$

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$$\begin{bmatrix} a \\ b \end{bmatrix} \boxtimes \begin{bmatrix} c \\ d \end{bmatrix} = (a|0\rangle + b|1\rangle) \boxtimes (c|0\rangle + d|1\rangle)$$
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Associative

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- Associative
- NOT commutative.

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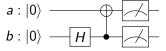
- Associative
- **•** NOT commutative. Ex: $|01\rangle \neq |10\rangle$.

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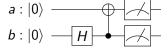
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- Associative
- NOT commutative. Ex: $|01\rangle \neq |10\rangle$.
- Elementariness.

Ex:



Ex:



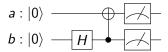
The Control-NOT gate:

Ex:

The Control-NOT gate:

$$CNOT_b = egin{bmatrix} 1 & 0 & 0 & 0 \ 0 & 0 & 0 & 1 \ 0 & 0 & 1 & 0 \ 0 & 1 & 0 & 0 \end{bmatrix}$$

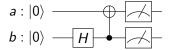
Ex:



The Control-NOT gate:

$$\mathit{CNOT}_b = egin{bmatrix} 1 & 0 & 0 & 0 \ 0 & 0 & 0 & 1 \ 0 & 0 & 1 & 0 \ 0 & 1 & 0 & 0 \end{bmatrix} & \longrightarrow egin{bmatrix} |00
angle
ightarrow |00
angle \ |10
angle
ightarrow |10
angle \ |01
angle
ightarrow |11
angle \ |11
angle
ightarrow |01
angle \end{aligned}$$

Ex:

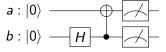


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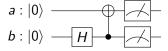
$$CNOT_b = egin{bmatrix} 1 & 0 & 0 & 0 \ 0 & 0 & 0 & 1 \ 0 & 0 & 1 & 0 \ 0 & 1 & 0 & 0 \end{bmatrix} \qquad \longrightarrow egin{bmatrix} |00
angle
ightarrow |00
angle
ightarrow |10
angle
ightarrow |11
a$$

Also called "entangled."

Time to decode:

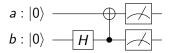


Time to decode:



1 Step 1:

Time to decode:



1 Step 1:

$$\begin{aligned} a: |0\rangle &\rightarrow |0\rangle \\ b: |0\rangle &\rightarrow \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle \\ |a'b'\rangle &= \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 & 0 & 0 \end{bmatrix}^{\top} \end{aligned}$$

2 Step 2:

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$$CNOT_b \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix}$$

2 Step 2:

$$\mathit{CNOT}_b \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \\ 0 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

which is:

$$egin{array}{c|c} rac{1}{\sqrt{2}} egin{array}{c} 1 \ 0 \ 0 \ 1 \ \end{array} = rac{1}{\sqrt{2}} \ket{00} + rac{1}{\sqrt{2}} \ket{11} \leftarrow extbf{Entangled}$$

Simulation on IBM-Q

Quantum State: Computation Basis



 \otimes and \boxtimes are really "the same!"

 \otimes and \boxtimes are really "the same!" \to Tensor products.

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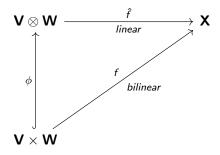
Why tensor product?

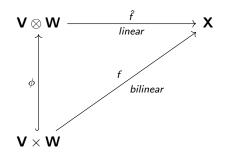
 \otimes and \boxtimes are really "the same!" \to Tensor products.

Why tensor product?

Postulate (QM):

The state space of a composite physical system is the *tensor product* of the state spaces of the component physical systems.



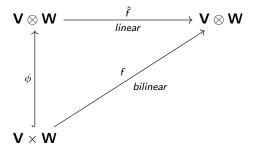


Roughly speaking...

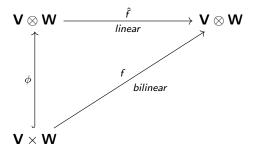
Giving the $\hat{f}: \mathbf{V} \otimes \mathbf{W} \stackrel{\text{linear}}{\longrightarrow} \mathbf{X}$ is the same as giving $f: \mathbf{V} \times \mathbf{W} \stackrel{\text{bilinear}}{\longrightarrow} \mathbf{X}$. $f = \hat{f} \circ \phi$

If the target space \boldsymbol{X} is $\boldsymbol{V}\otimes\boldsymbol{W}.$ $\boldsymbol{\mathcal{L}}$ is an operator on $\boldsymbol{V},$ $\boldsymbol{\mathcal{M}}$ on $\boldsymbol{W},$

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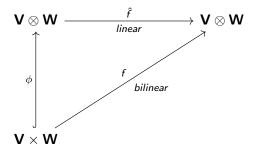


If the target space \boldsymbol{X} is $\boldsymbol{V}\otimes\boldsymbol{W}.$ $\boldsymbol{\mathcal{L}}$ is an operator on $\boldsymbol{V},$ $\boldsymbol{\mathcal{M}}$ on $\boldsymbol{W},$



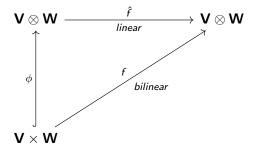
$$\mathcal{L}[v] \otimes \mathcal{M}[w]$$

If the target space ${f X}$ is ${f V}\otimes {f W}.$ ${\cal L}$ is an operator on ${f V},$ ${\cal M}$ on ${f W},$



$$(\mathcal{L} \otimes \mathcal{M})(v \otimes w) \quad \mathcal{L}[v] \otimes \mathcal{M}[w]$$

If the target space ${f X}$ is ${f V}\otimes {f W}$. ${\cal L}$ is an operator on ${f V}$, ${\cal M}$ on ${f W}$,

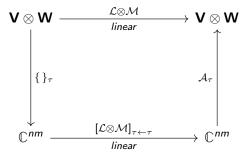


 \rightarrow by uniqueness

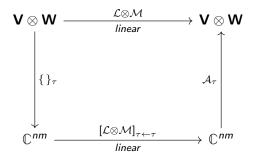
$$(\mathcal{L} \otimes \mathcal{M})(v \otimes w) = \mathcal{L}[v] \otimes \mathcal{M}[w]$$

u a basis for ${f V}$, ω for ${f W} o$ can make a basis au for ${f V} \otimes {f W}$

 ν a basis for ${f V},\,\omega$ for ${f W} o$ can make a basis au for ${f V}\otimes{f W}$



 ν a basis for \mathbf{V} , ω for $\mathbf{W} \to \mathsf{can}$ make a basis τ for $\mathbf{V} \otimes \mathbf{W}$



$$[\mathcal{L} \otimes \mathcal{M}]_{\tau \leftarrow \tau} = [\mathcal{L}]_{\nu \leftarrow \nu} \otimes [\mathcal{M}]_{\omega \leftarrow \omega}$$

• How a 2-qubit entangling circuit works

- How a 2-qubit entangling circuit works
- Qubits, quantum gates as matrices

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- Why quantum computer?

References

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