Personal Notes on

PHY365

Jeffrey Ming Han Li

jeffreyli2288@Outlook.com

Abstract

This is a set of lecture notes on PHY365 Quantum information, Instructed by Professor Daniel James.

Contents

5	Lecture 6: More on Two Qubit system	q
4	Lecture 5: Time evolution of Qubits 4.1 2.3 Two Qubits system	7 8
3	Lecture 4: More into Operators	5
2	Lecture 3: QM of Quantum Computing	3
1	Lecture 2: Introduction to Quantum Computing	2

1 Lecture 2: Introduction to Quantum Computing

Classically information is determined by the number of binary digits in classical computer. For example

Example 1: "To be or not to be" takes 18 letters so 18 bytes = 144 bits

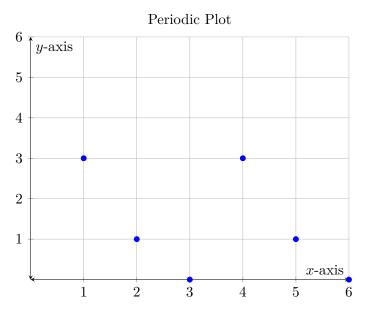
Quantumly we use qubit such that $\langle H |, \langle T | = \rangle \langle 1 |, \langle 0 | Which we can use it to interpretastate of a qubit <math>|\psi\rangle = \alpha |1\rangle + \beta |0\rangle$, $\alpha^2 + \beta^2 = 1$

For two qubits, the interpretation is similar

$$|\psi\rangle = \alpha |01\rangle + \beta |00\rangle + \gamma |10\rangle + \delta |11\rangle$$

Similar for three qubits, yielding 8 possible configurations. 8 - 1 resulting in information of 7 bits. Since you can always rule out the signs (++) is same as -). For n qubits we can store $2^n - 1$ bits of classical information.

Lets define a periodic function f(x) (integer) like the function below



To find the period of this function, we classically evaluate for lots of x values, store the outcomes, and compare to deduce the period. You need to evaluate 2^{L-1} times to find out the period, and the number of x is $[0, 2^L - 1]$.

Now with quantum computer, we can do the same tasks with qubits. Lets say we have 2^L qubits to store x and more qubits to store f(x). In the form of

$$|0000...0000\rangle |00....1....00\rangle - > |x\rangle |0\rangle$$

the first term is the argument register and the second term is the function register, where you consistently flip qubits until you reach the state of x. Then we use a transformation to convert the state into

$$\hat{U}_{+}|x\rangle|0\rangle => |x\rangle|f(x)\rangle$$

which classically iteratively doing for 2^{L-1} times to find the right state. However, if we store all the possibilities of $|x\rangle|0\rangle$ instead, then the total information

$$\frac{1}{2^{N/2}} \sum |x\rangle |0\rangle$$

can be converted into the form of $|x\rangle |f(x)\rangle$ with only one operation. That is just an interpretation of the advantage of quantum computer, that I have no clue why this works like this. And eventually the $|x\rangle$ is the measured period of the function.

2 Lecture 3: QM of Quantum Computing

Quantum computer is built out of qubits that are, assuming 2 dimensional input 0,1, aligned in row with each qubit representing a state of 0 or 1.

Example 2: For a system of 4 qubits, here are some possible configurations.

$$\begin{split} \left|0\right\rangle_4, \left|0\right\rangle_3, \left|0\right\rangle_2, \left|0\right\rangle_1 &= \left|0000\right\rangle \\ \left|0\right\rangle, \left|0\right\rangle, \left|0\right\rangle, \left|1\right\rangle &= \left|0001\right\rangle \end{split}$$

....

mathematically, we describe the state as tensor products

$$|0\rangle \otimes |0\rangle \otimes |0\rangle \otimes |0\rangle = \bigotimes_{p=1}^{N} |x_p\rangle$$

this is essentially a mapping of all the possibilities in a vector space, such that we are getting 2^4 possible solutions in the above example.

the quantum state is a vector space defined by the basis for example, a 2 dimensional vector space for one qubit is

$$|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$$

where α, β are compelx valued components. If you have N qubits, you have 2^N dimensions. Also

$$|\alpha|^2 + |\beta|^2 = 1$$

and

$$|\psi\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}, \quad \langle \psi | = (\alpha^*, \beta^*)$$

Mathamtically, if we combine a bra and a ket symbols, it would be

$$\langle \psi | \psi \rangle = (\alpha^*, \beta^*) \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = 1$$

Operators and Gate

Now we can change the state of qubits from

$$|\psi\rangle \to |\psi'\rangle \quad \alpha \to \alpha' \quad \beta \to \beta'$$

One big assumption is that Quantum Mechanics is linear (experimentally verified) such that

$$\alpha' = U_{00}\alpha + U_{01}\beta$$
$$\beta' = U_{10}\alpha + U_{11}\beta$$

similarly for β'

$$\hat{U} = \begin{pmatrix} U_{00} & U_{01} \\ U_{10} & U_{11} \end{pmatrix}$$

which is the operator defined in quantum computing such that

$$\boxed{|\psi\rangle = \hat{U} |\psi'\rangle}$$

but now how does it work for bra instead of ket

$$\alpha'^* = U_{00}^* \alpha^* + U_{01}^* \beta^*$$
$$\beta'^* = U_{10}^* \alpha^* + U_{11}^* \beta^*$$

which is now in matrix form

$$(\alpha'^*, \beta'^*) = (\alpha^*, \beta^*) \begin{pmatrix} U_{00}^* & U_{01}^* \\ U_{10}^* & U_{11}^* \end{pmatrix}$$

and the new matrix operator is straight up \hat{U}^{\dagger} its hermitian Adjoint. Eventually, the symbols simplified to

$$\langle \psi' | = \langle \psi | \, \hat{U}^{\dagger} \, | \tag{1}$$

Lets say we have multiple operators now such that

$$\hat{A}\hat{B} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \times \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} ae + bg & af + bh \\ ce + dg & cf + dh \end{bmatrix}$$

and the hermitian adjoint of this is

$$(\hat{A}\hat{B})^{\dagger} = \begin{bmatrix} e^*a^* + g^*b^* & e^*c^* + g^*d^* \\ f^*a^* + h^*b^* & f^*b^* + h^*d^* \end{bmatrix}$$

also

$$(\hat{A}\hat{B})^{\dagger} = \hat{B}^{\dagger}\hat{A}^{\dagger}$$

- This is true for any dimension of operator
- Operators must be unitary

$$|\alpha'|^2 + |\beta'|^2 = 1$$

Therefore, the operators must be unitary such that

$$\hat{U}^{\dagger}\hat{U} = \begin{pmatrix} A & B \\ C & D \end{pmatrix}$$

By using the ideaa for

$$- |\psi\rangle = |0\rangle |\psi\rangle = |1\rangle, |\psi\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle), |\psi\rangle = \frac{1}{\sqrt{2}}(|0\rangle + i|1\rangle)$$

we can find that the matrix is just a identity matrix

3 Lecture 4: More into Operators

Bit Flip

A hermitian operator is the one where you take the hermitian conjugate of the matrix but get the same matrix again

$$\hat{X} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \hat{X}^{\dagger}$$

Some other identities include

• Unitary:

$$\hat{X}^2 = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

• Bit Flip Gate: It can make $|0\rangle \rightarrow |1\rangle$ and vise versa

Phase Flip

A state can be written as

$$|\alpha|e^{i\phi_a}|0\rangle + |\beta|e^{i\phi_b}|1\rangle = e^{i\phi_a}(|\alpha||0\rangle + |\beta|e^{i(\phi_b - \phi_a)}|1\rangle)$$

Yet this ϕ_a is the Global Phase of the system that is not measurable. A phase flip gate is doing where $\phi_b - \phi_a = \phi$

$$\phi \to \phi + \pi$$

and what rally happens to the state is like

$$|\psi'\rangle = (|\alpha| |0\rangle + |\beta| e^{i(\phi + \pi)} |1\rangle)$$

which is equivalent to

$$|\psi'\rangle = (|\alpha||0\rangle - |\beta|e^{i(\phi)}|1\rangle)$$

and this operator is

A combination of these two yields another gate

$$\hat{Z}\hat{X} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = i \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} = \hat{Y} = \text{spin half operator}$$

they are so called the Pauli Operators

Hadamard Gate

It is defined as

$$\hat{H} = \frac{1}{\sqrt{2}}(\hat{X} + \hat{Z}) = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

The effect is that when it is applied to a single qubit, the qubit will take all the possible values at once

$$\hat{H}|0\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$$

$$\hat{H}|1\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

Some interesting properties is that

$$\hat{H}\hat{X}\hat{H} = \hat{Z}$$

Arbitrary 2x2 Unitary Matrix

Just going through all the 2x2 unitary matrixes we have so far

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^{\dagger} = \begin{pmatrix} a^* & c^* \\ b^* & d^* \end{pmatrix}$$

and

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}^{-1} = \frac{1}{ad - bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$

if the matrix is unitary we must have

$$\frac{1}{ad - bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix} = \begin{pmatrix} a^* & c^* \\ b^* & d^* \end{pmatrix}$$

assume the entries are all real. And solving the determinant of the matrix we find out that

$$|ad - bc|^2 = 1$$

such that

$$ad - bc = e^{i\phi} = 1 = \text{Global Phase}$$

another name is like SU(2) States

Therefore for any arbitrary Unitary matrix, it must have the form

$$\hat{U} = \begin{pmatrix} a & b \\ -b^* & a^* \end{pmatrix}$$

where $|a|^2 + |b|^2 = 1$

Lets say $|0\rangle$, $|1\rangle$ are the computational basis then having a unitary operation on the states is like

$$\hat{U} |\psi\rangle = \alpha(\hat{U} |0\rangle) + \beta(\hat{U} |1\rangle) = \alpha |u\rangle + \beta |u_2\rangle$$

therefore we can either understand unitary operators as changing the phase or changing the Basis directly.

In a formal writting manner

$$\begin{pmatrix} \alpha' \\ \beta' \end{pmatrix} = \begin{pmatrix} a & b \\ -b^* & a^* \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \alpha [a \mid 0\rangle - b^* \mid 1\rangle] + \beta [b \mid 0\rangle + a^* \mid 1\rangle]$$

where the first term is essentially $|u\rangle$ and the second term is $|u_2\rangle$

4 Lecture 5: Time evolution of Qubits

It is obvious from pervious lecture that

$$|\psi(t)\rangle = \hat{U}(t) |\psi(0)\rangle$$

essentially a ladder operator in time domain. Furthermore, taking a derivative to the equation

$$\frac{d}{dt} |\psi(t)\rangle = \frac{\partial \hat{U}}{\partial t} |\psi(0)\rangle = \frac{\partial \hat{U}}{\partial t} \hat{U}^{\dagger} |\psi(t)\rangle$$

familier expression

$$\hat{U}\hat{U}^{\dagger} = 1$$

the chain rule of this expression yields a conclusion that

$$\frac{\partial \hat{U}}{\partial t} \hat{U}^{\dagger} = -\hat{U} \frac{\partial \hat{U}^{\dagger}}{\partial t} = (\frac{\partial \hat{U}}{\partial t} \hat{U}^{\dagger})^{\dagger}$$

which we realize that it is an anti hermitian operator

$$(\frac{\partial \hat{U}}{\partial t}\hat{U}^{\dagger}) = \frac{\hat{H}}{i\hbar}$$

and now the first equation can be written in

$$\frac{\partial}{\partial t} |\psi(t)\rangle = \frac{1}{i\hbar} \hat{H} |\psi(t)\rangle$$
 (2)

which is the Schrodinger Equation. lets say

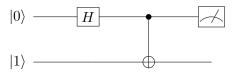
$$|\psi(t)\rangle = e^{-i\omega t} |\psi(0)\rangle$$

the equation becomes

$$\hbar\omega\left|\psi(t)\right\rangle = \hat{H}\left|\psi(t)\right\rangle$$

and \hat{H} is straight up the Hamiltonian.

Quantum Circuit Diagram



Quantum Measurement

Here's a famous quote

"If the particle is in a state $|\psi\rangle$, measurement of the variable Ω will yield one of the eigenvalues ω with the probability $P(w) = |\langle \omega | \psi \rangle|^2$. The state of the system will change from $|\psi\rangle \to |\omega\rangle$ as a result.

For a quantum computer, we are measureing either 0 or 1. Therefore, the variable might be

$$\hat{\Omega} = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$$

if we measure $\omega = 0$ we are measuring $|0\rangle$ and vice versa. This operator essentially tells us the eigenvalues correspond to one of the states.

State after the measurement is

$$|\psi\rangle \to \frac{\hat{\Pi}_0 |\psi\rangle}{\sqrt{P(0)}}$$

the operator is called the projector operator, which is equivalent to the outer product of the states

$$\hat{\prod}_0 = |0 \otimes 0| = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \begin{pmatrix} 1 & 0 \end{pmatrix}$$

$$\hat{\prod}_1 = |1 \otimes 1| = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \begin{pmatrix} 0 & 1 \end{pmatrix}$$

This projection operator is also Non-Unitary

4.1 2.3 Two Qubits system

recall that a two qubit system can be written as

$$|\psi\rangle = \alpha |00\rangle + \beta |01\rangle + \gamma |01\rangle + \delta |11\rangle$$

A Indepdent/Separable qubits can be written in thet form

$$\left|\psi_{sep}\right\rangle = \left(a\left|0\right\rangle + b\left|1\right\rangle\right) \otimes \left(c\left|0\right\rangle + d\left|1\right\rangle\right) = ac\left|00\right\rangle + ad\left|01\right\rangle + bc\left|10\right\rangle + bd\left|11\right\rangle$$

Note that if we

$$\alpha\delta - \beta\gamma = acbd - adbc = 0$$

This is a criteria for separable states, if we obtain 0. Therefore, we define a variable so called **Concurrence**

$$C = 2|\alpha\delta - \beta\gamma|$$

- If C = 0, the qubits are separable state
- If $C \neq 0$ the qubits are in **Entangled State**.

5 Lecture 6: More on Two Qubit system

Lets say now we apply a unitary operator on the two qubit states

$$|\psi'\rangle = (\hat{U} \otimes \hat{I}) |\psi\rangle$$

which can be expressed in terms of the operators

$$|\psi'\rangle = \alpha(a|0\rangle - b^*|1\rangle)|0\rangle + \beta(a|0\rangle - b^*|1\rangle)|1\rangle + \gamma(b|0\rangle + a^*|0\rangle) + \delta(b|0\rangle + a^*|1\rangle)|1\rangle$$

and we can express the new coefficients in a matrix

$$\begin{pmatrix} \alpha' \\ \beta' \\ \gamma' \\ \delta' \end{pmatrix} = \begin{pmatrix} a & 0 & b & 0 \\ 0 & a & 0 & b \\ -b^* & 0 & a^* & 0 \\ 0 & -b^* & 0 & a^* \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \\ \gamma \\ \delta \end{pmatrix} = \begin{pmatrix} a\hat{I} & b\hat{I} \\ -b^*\hat{I} & a^*\hat{I} \end{pmatrix}$$
(3)

The concurrence coefficient can then be written as

$$C' = 2|\alpha'\delta' - \beta'\gamma'|$$

by plugging in the expression we obtained in the previous state, we can come out with the following format

$$C' = 2|(|a|^2 + |b|^2)(\alpha \delta - \beta \gamma)| = C$$

one bit conclusion is that

• A "Local" (i.e. Single qubit) operator cannot change the entanglement!

Schmidt Decomposition

It is a form of decomposition of state such that

$$|\psi\rangle = \sum_{i,j=0} \chi_{ij} |ij\rangle \tag{4}$$

where

$$\chi = \begin{pmatrix} \alpha & \beta \\ \gamma & \delta \end{pmatrix}$$

This involves an important idea in physics called **Singular Value Decomposition**

$$\chi_{ij} = \sum_{p} u_{ip} \lambda_p V_{jp} \tag{5}$$

where U and V is the uniform matrices, λ is positive constant. This essentially tell that any matrix can be expressed as

- 1. Rotation in axis
- 2. Rescaling the vector
- 3. Rotate again.

using the expression, the equation we have earlier becomes

$$|\psi\rangle = \sum_{p} \lambda_{p} \left(\sum_{i} U_{ip} |i\rangle\right) \otimes \left(\sum_{j} V_{jp} |j\rangle\right) = (\hat{U} \otimes \hat{V}) \sum_{p} \lambda_{p} |pp\rangle = (\hat{U} \otimes \hat{V}) (\lambda_{0} |00\rangle + \lambda_{1} |11\rangle)$$
(6)

which says that any state can be expressed as a combination of basic states with some basis change operation. where

$$\lambda_0^2 + \lambda_1^2 = 1$$

Looking at the Concurrence of this new expression

$$C = 2\lambda_0 \lambda_1$$

so we can solve for the normalization coefficient lambda

$$\lambda_1 = \frac{C}{2\lambda_0}$$

$$\lambda_0^2 + \frac{(C/2)^2}{\lambda_0^2} = 1$$

so

$$\lambda_0 = \frac{1 \pm \sqrt{1 - C^2}}{2}$$

for a maximally entangled state C = 1, the state of the other qubit when you do a measurement in 1 qubit would be orthogonal to the current qubit having equal probability.