

# Single-Qubit Rotations

```
In[*]:= Let[Qubit, S]
        Let[Real,  $\phi$ ]
```

## Rotation Around the X Axis

```
In[*]:= op = Rotation[ $\phi$ , S[1]]
```

```
Out[*]= Rotation[ $\phi$ ,  $S^x$ ]
```

```
In[*]:= in = Ket[{S}]
```

```
Out[*]=  $|0_S\rangle$ 
```

```
In[*]:= out = op ** in
```

```
Out[*]= 
$$\cos\left[\frac{\phi}{2}\right] |0_S\rangle - i |1_S\rangle \sin\left[\frac{\phi}{2}\right]$$

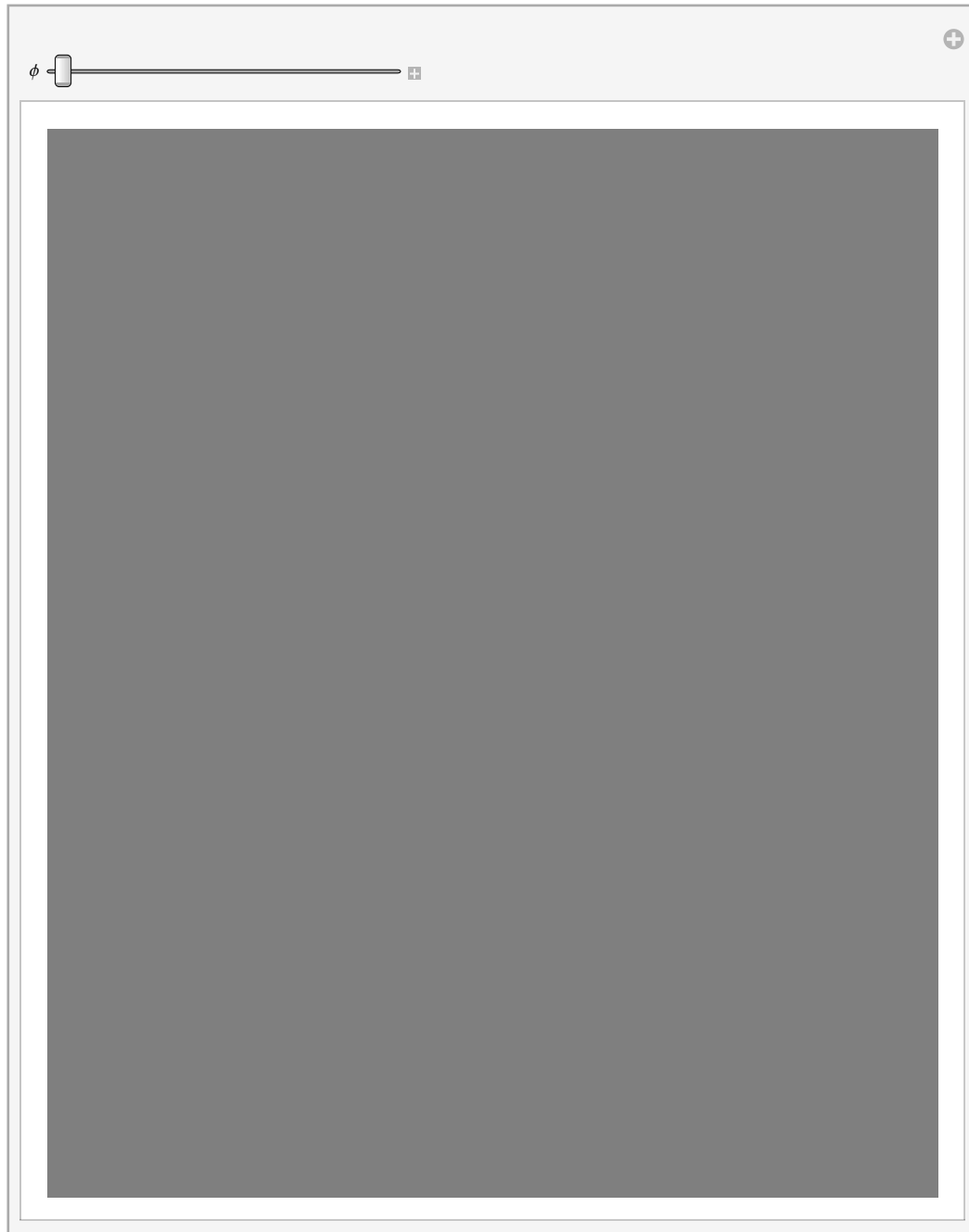
```

```
In[*]:= bv[ $\phi$ _] = BlochVector[out] // ExpToTrig // FullSimplify
```

```
Out[*]= {0, -Sin[ $\phi$ ], Cos[ $\phi$ ] }
```

```
In[*]:= Manipulate[BlochSphere[{Red, Bead@bv@ $\phi$ }, ImageSize → Medium], { $\phi$ , 0, 2 Pi}]
```

Out[\*]=



## Rotation Around the Y Axis

```
In[*]:= op = Rotation[ $\phi$ , S[2]]
```

Out[\*]=

$$\text{Rotation}[\phi, S^y]$$

```
In[*]:= in = Ket[{S}]
```

Out[\*]=

$$|0_S\rangle$$

```

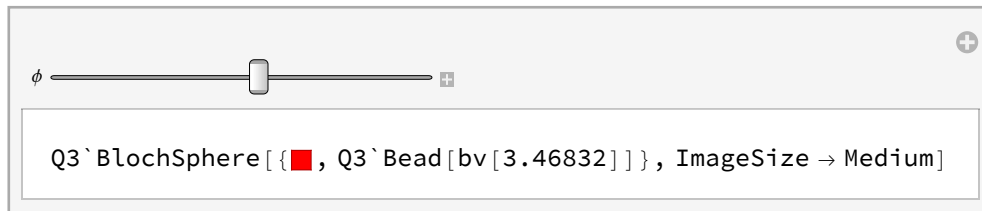
In[*]:= out = op ** in
Out[*]:=

$$\cos\left[\frac{\phi}{2}\right] |0_s\rangle + |1_s\rangle \sin\left[\frac{\phi}{2}\right]$$


In[*]:= bv[phi_] = BlochVector[out] // ExpToTrig // FullSimplify
Out[*]:=
{Sin[phi], 0, Cos[phi]}

In[*]:= Manipulate[BlochSphere[{Red, Bead@bv@phi}, ImageSize -> Medium], {phi, 0, 2 Pi}]
Out[*]:=

```



## Rotation Around the Z Axis

```

In[*]:= op = Rotation[phi, S[3]]
Out[*]:=
Rotation[phi, S^2]

In[*]:= in = S[6] ** Ket[{S}]
Out[*]:=

$$\frac{|-\rangle}{\sqrt{2}} + \frac{|1_s\rangle}{\sqrt{2}}$$

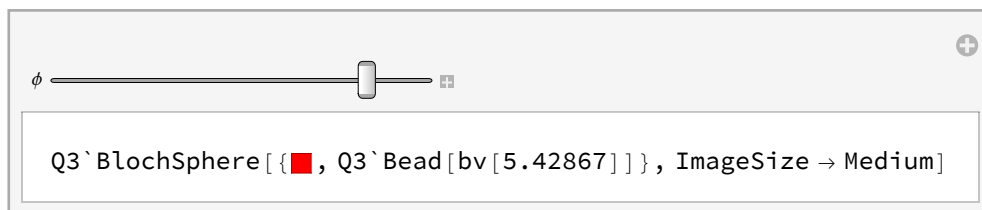

In[*]:= out = op ** in
Out[*]:=

$$\frac{|-\rangle (\cos[\frac{\phi}{2}] - i \sin[\frac{\phi}{2}])}{\sqrt{2}} + \frac{|1_s\rangle (\cos[\frac{\phi}{2}] + i \sin[\frac{\phi}{2}])}{\sqrt{2}}$$


In[*]:= bv[phi_] = BlochVector[out] // ExpToTrig // FullSimplify
Out[*]:=
{Cos[phi], Sin[phi], 0}

In[*]:= Manipulate[BlochSphere[{Red, Bead@bv@phi}, ImageSize -> Medium], {phi, 0, 2 Pi}]
Out[*]:=

```



# Operator Algebra

```

In[*]:= op = Rotation[ $\phi$ , S[3]]
Out[*]=
  Rotation[ $\phi$ ,  $S^Z$ ]

In[*]:= Elaborate[op]
Out[*]=
   $\text{Cos}\left[\frac{\phi}{2}\right] - \text{i } S^Z \text{Sin}\left[\frac{\phi}{2}\right]$ 

In[*]:= SS = S[All]
Out[*]=
  { $S^X$ ,  $S^Y$ ,  $S^Z$ }

In[*]:= TT = op ** SS ** Dagger[op]
Out[*]=
  {Cos[ $\phi$ ]  $S^X + S^Y \text{Sin}[\phi]$ , Cos[ $\phi$ ]  $S^Y - S^X \text{Sin}[\phi]$ ,  $S^Z$ }

In[*]:= mat = RotationMatrix[ $\phi$ , {0, 0, 1}]
Out[*]=
  {{Cos[ $\phi$ ], -Sin[ $\phi$ ], 0}, {Sin[ $\phi$ ], Cos[ $\phi$ ], 0}, {0, 0, 1}}

In[*]:= SS.mat - TT
Out[*]=
  {0, 0, 0}

```

```

In[*]:= op = Rotation[ $\phi$ , S[1]]
Out[*]=
  Rotation[ $\phi$ ,  $S^X$ ]

In[*]:= Elaborate[op]
Out[*]=
   $\text{Cos}\left[\frac{\phi}{2}\right] - \text{i } S^X \text{Sin}\left[\frac{\phi}{2}\right]$ 

In[*]:= SS = S[All]
Out[*]=
  { $S^X$ ,  $S^Y$ ,  $S^Z$ }

In[*]:= TT = op ** SS ** Dagger[op]
Out[*]=
  { $S^X$ , Cos[ $\phi$ ]  $S^Y + S^Z \text{Sin}[\phi]$ , Cos[ $\phi$ ]  $S^Z - S^Y \text{Sin}[\phi]$ }

In[*]:= mat = RotationMatrix[ $\phi$ , {1, 0, 0}]
Out[*]=
  {{1, 0, 0}, {0, Cos[ $\phi$ ], -Sin[ $\phi$ ]}, {0, Sin[ $\phi$ ], Cos[ $\phi$ ]}}

In[*]:= SS.mat - TT
Out[*]=
  {0, 0, 0}

```

```
In[*]:= op = Rotation[φ, S[2]]
```

```
Out[*]:=
Rotation[φ, Sy]
```

```
In[*]:= Elaborate[op]
```

```
Out[*]:=
Cos[ $\frac{\phi}{2}$ ] - i Sy Sin[ $\frac{\phi}{2}$ ]
```

```
In[*]:= SS = S[All]
```

```
Out[*]:=
{Sx, Sy, Sz}
```

```
In[*]:= TT = op ** SS ** Dagger[op]
```

```
Out[*]:=
{Cos[φ] Sx - Sz Sin[φ], Sy, Cos[φ] Sz + Sx Sin[φ]}
```

```
In[*]:= mat = RotationMatrix[φ, {0, 1, 0}]
```

```
Out[*]:=
{{Cos[φ], 0, Sin[φ]}, {0, 1, 0}, {-Sin[φ], 0, Cos[φ]}}
```

```
In[*]:= SS.mat - TT
```

```
Out[*]:=
{0, 0, 0}
```

## Application: Phase and Hadamard

```
In[*]:= op = Rotation[φ, S[3]]
```

```
Out[*]:=
Rotation[φ, Sz]
```

```
In[*]:= mat = Matrix[op];
```

```
MatrixForm[mat]
```

```
Out[*]//MatrixForm=
```

$$\begin{pmatrix} e^{-\frac{i\phi}{2}} & 0 \\ 0 & e^{\frac{i\phi}{2}} \end{pmatrix}$$

```
In[*]:= Phase[φ, S[3]] // Matrix // MatrixForm
```

```
Out[*]//MatrixForm=
```

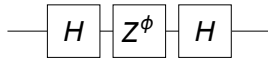
$$\begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix}$$

```
In[*]:= Exp[I * φ / 2] * mat // MatrixForm
```

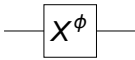
```
Out[*]//MatrixForm=
```

$$\begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix}$$

```
In[*]:= qc = QuantumCircuit[S[6], Phase[ $\phi$ , S[3]], S[6]]
Out[*]=
```



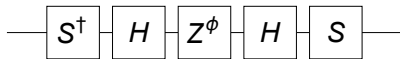
```
In[*]:= new = QuantumCircuit[Phase[ $\phi$ , S[1]]]
Out[*]=
```



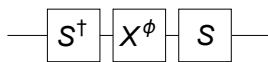
```
In[*]:= qc - new // Elaborate // Simplify
Out[*]=
```

0

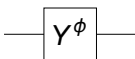
```
In[*]:= qc = QuantumCircuit[S[-7], S[6], Phase[ $\phi$ , S[3]], S[6], S[7]]
Out[*]=
```



```
In[*]:= more = QuantumCircuit[S[-7], Phase[ $\phi$ , S[1]], S[7]]
Out[*]=
```



```
In[*]:= new = QuantumCircuit[Phase[ $\phi$ , S[2]]]
Out[*]=
```



```
In[*]:= qc - new // Elaborate // Simplify
more - new // Elaborate // Simplify
Out[*]=
```

0

```
Out[*]=
```

0

## Summary

### Functions

- Rotation
- BlochVector, BlochSphere, Bead
- Phase

## Related Links

- Chapters 1 and 2 of the Quantum Workbook (2022, 2023).
- Tutorial: “Quantum States”
- Tutorial: “Quantum Computation: Overview”