

Q-1

(a) 1) (i)  $\times |0\rangle$

(ii)  $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

2) (i)  $|1\rangle$

(ii)  $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$

3)  $P(0) = 0\%$

(b) 1) (i)  $H \times |0\rangle$

(ii)  $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$   
 $2 \times 2 \quad 2 \times 1$

2) (i)  $\frac{1}{\sqrt{2}} (|0\rangle - |1\rangle)$

(ii)  $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$   
 $2 \times 2 \quad 2 \times 1$

3)  $P(0) = 50\%$

(c) 1) (i)  $\mathbb{H} \times \mathbb{H} \times |0\rangle$

(ii)  $\frac{1}{\sqrt{2}} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

2) (i)  $\frac{1}{\sqrt{2}} (|1\rangle - |0\rangle)$

(ii)  $\frac{1}{\sqrt{2}} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ -1 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} -1 \\ 1 \end{bmatrix}$

3)  $P(0) = 50\%$

(d) 1) (i)  $\mathbb{H} \times \mathbb{H} \times |0\rangle$

(ii)  $\frac{1}{2} \cdot \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

2) (i)  $-|1\rangle$

(ii)  $\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 0 \\ -2 \end{bmatrix} = \begin{bmatrix} 0 \\ -1 \end{bmatrix}$

3)  $P(0) = 0\%$

Q-2

(1)  $XHYH | 1 \rangle$

(i)  $q | 10 \rangle$ 

H
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Y
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H
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X
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(ii)  $P(1) = 100\%$ .

(2)  $HYHX | 1 \rangle$

(i)  $q | 11 \rangle$ 

X
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H
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Y
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H
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(ii)  $P(1) = 100\%$ .

(3)  $XYH | 0 \rangle$

(i)  $q | 10 \rangle$ 

H
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Y
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X
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(ii)  $P(1) = 50\%$ .

(4)  $SHTH | 0 \rangle$

(i)  $q | 10 \rangle$ 

H
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T
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H
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S
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(ii)  $P(1) = 14.65\%$ .

Q-3

(1)  $H \times H = X$  (False)

$$\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

$\underbrace{\hspace{10em}}_{2 \times 2 \quad 2 \times 2}$   
 $\downarrow$

$$= \frac{1}{2} \begin{bmatrix} 1 & 1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 2 & 0 \\ 0 & -2 \end{bmatrix}$$

$\underbrace{\hspace{10em}}_{2 \times 2 \quad 2 \times 2}$

$$= \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \neq X$$

(2)  $H \times H = X$  (True)

$$\frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

$\underbrace{\hspace{10em}}_{2 \times 2 \quad 2 \times 2}$   
 $\downarrow$

$$= \frac{1}{2} \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 0 & 2 \\ 2 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = X$$

(3)  $(X+I)^5 = I$  False

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} -2 & -2 \\ 2 & -2 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} -2 & -2 \\ 2 & -2 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} -4 & 0 \\ 0 & -4 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} -4 & 0 \\ 0 & -4 \end{bmatrix} \begin{bmatrix} 1 & -1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} -4 & 4 \\ -4 & -4 \end{bmatrix} \neq I$$

Q-4

$$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$$

$$a) \quad Y^* = \begin{bmatrix} 0 & i \\ -i & 0 \end{bmatrix} \quad Y^\dagger = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$$

$$Y^\dagger Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

b) For a matrix to be Hermitian

$$Y^\dagger = Y^* \quad \text{which is not true}$$

$\therefore Y$  is not Hermitian

$$c) \quad U = \alpha X + \beta Y + \gamma Z$$

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

$$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} = Y^\dagger = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$$

$$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = Z^\dagger = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

$$U^\dagger U = (\alpha x^\dagger + \beta y^\dagger + \gamma z^\dagger)(\alpha x + \beta y + \gamma z)$$

$$= \alpha^2 x^\dagger x + \beta^2 y^\dagger y + \gamma^2 z^\dagger z$$

$$x^\dagger x = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

$$y^\dagger y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

$$z^\dagger z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

$$\begin{aligned} U^\dagger U &= \alpha^2 I + \beta^2 I + \gamma^2 I \\ &= \alpha^2 + \beta^2 + \gamma^2 \\ &= 1 = I_{1 \times 1} \end{aligned}$$

$\therefore U$  is unitary