

Mathematical Symmetries in Quantum Information Science

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1 Introduction

- Quantum states
- Evolution of quantum states
- Measurement of quantum states

2 Werner Symmetry

- Stabilizer groups
- Werner operators and Werner states
- Werner states

3 Function-encoding States

- Boolean functions
- Pascal's triangle and the parity party trick

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- Boolean functions
- Pascal's triangle and the parity party trick

n bits versus n quantum bits

String of n bits:

n bits versus n quantum bits

String of n bits: A string of 0's and 1's of length n

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Example with $n = 8$: The ascii code for the letter 'G'

 = 01000111

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n -qubit state:

n bits versus n quantum bits

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Example with $n = 8$: The ascii code for the letter 'G'

 = 01000111

The diagram shows a sequence of eight circles representing bits. From left to right, the circles are: white, black, white, white, white, black, black, black. This sequence corresponds to the binary value 01000111.

n -qubit state: A superposition of n -bit strings

n bits versus n quantum bits

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Example with $n = 8$: The ascii code for the letter 'G'

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n -qubit state: A superposition of n -bit strings

Example with $n = 3$:

$$2\bigcirc\bigcirc\bullet - i\bigcirc\bullet\bigcirc + (3+i)\bigcirc\bullet\bullet$$

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$$2|001\rangle - i|010\rangle + (3+i)|011\rangle$$

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n -qubit state space

- “superposition” means “linear combination”
- the set of n -qubit states is a complex vector space of dimension

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n -qubit state space

- “superposition” means “linear combination”
- the set of n -qubit states is a complex vector space of dimension 2^n

Systems of many quantum bits

Combining two qubits

state of qubit $A = a\bigcirc + b\bullet$

state of qubit $B = c\bigcirc + d\bullet$

Systems of many quantum bits

Combining two qubits

state of qubit $A = a\bigcirc + b\bullet$

state of qubit $B = c\bigcirc + d\bullet$

composite state of qubits $AB = (a\bigcirc + b\bullet)(c\bigcirc + d\bullet)$

Systems of many quantum bits

Combining two qubits

$$\text{state of qubit } A = a\bigcirc + b\bullet$$

$$\text{state of qubit } B = c\bigcirc + d\bullet$$

$$\begin{aligned}\text{composite state of qubits } AB &= (a\bigcirc + b\bullet)(c\bigcirc + d\bullet) \\ &= ac\bigcirc\bigcirc + ad\bigcirc\bullet + bc\bullet\bigcirc + bd\bullet\bullet\end{aligned}$$

Entangled qubits

Puzzle: factor this 2-qubit state

$$\circ\circ + \circ\bullet + \bullet\circ + \bullet\bullet \stackrel{?}{=} (a\circ + b\bullet)(c\circ + d\bullet)$$

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Answer: $a = b = c = 1$

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Answer: This is not possible. Why?

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Answer: This is not possible. Why? Suppose factorization is possible.

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Answer: This is not possible. Why? Suppose factorization is possible. Then we must have $ac = bd = 1$, so a, b, c, d are all nonzero.

Entangled qubits

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Product states versus Entangled states

A state that factors is called a *product* state. A state that does not factor is called *entangled*.

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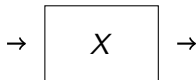
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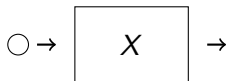
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- Boolean functions
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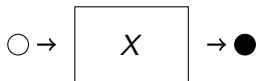
Some quantum gates



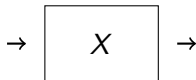
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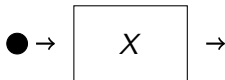
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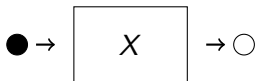
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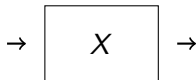
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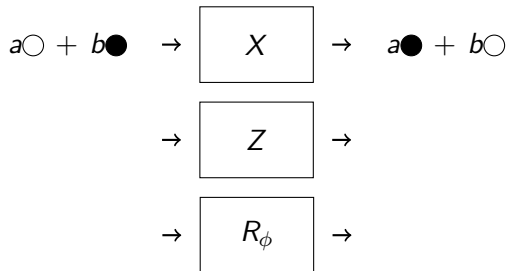
Some quantum gates

$$a\bigcirc + b\bullet \rightarrow \boxed{X} \rightarrow$$

Some quantum gates

$$a\bigcirc + b\bullet \rightarrow \boxed{X} \rightarrow a\bullet + b\bigcirc$$

Some quantum gates



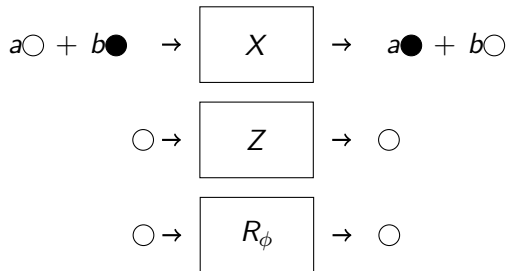
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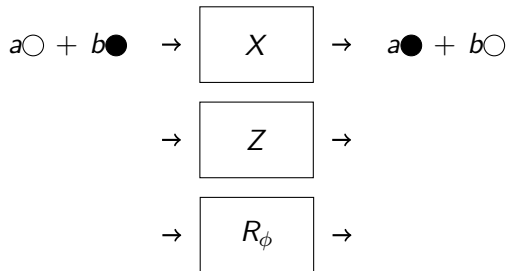
$$\bigcirc \rightarrow \boxed{Z} \rightarrow$$

$$\bigcirc \rightarrow \boxed{R_\phi} \rightarrow$$

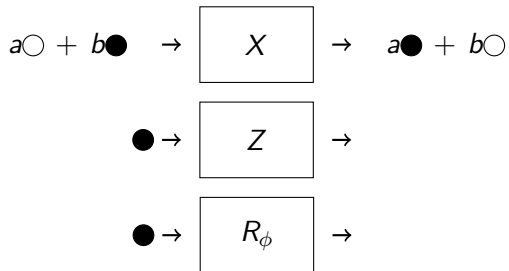
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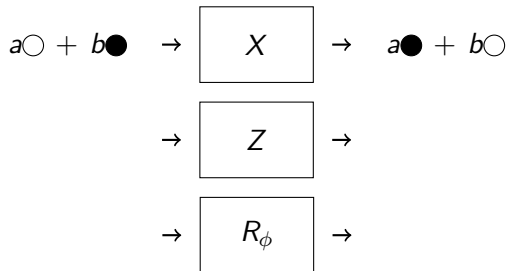
Some quantum gates



Some quantum gates

$$\begin{aligned} a\bigcirc + b\bullet &\rightarrow \boxed{X} \rightarrow a\bullet + b\bigcirc \\ \bullet &\rightarrow \boxed{Z} \rightarrow -\bullet \\ \bullet &\rightarrow \boxed{R_\phi} \rightarrow e^{i\phi}\bullet \end{aligned}$$

Some quantum gates



Some quantum gates

$$a\bigcirc + b\bullet \rightarrow \boxed{X} \rightarrow a\bullet + b\bigcirc$$

$$a\bigcirc + b\bullet \rightarrow \boxed{Z} \rightarrow$$

$$a\bigcirc + b\bullet \rightarrow \boxed{R_\phi} \rightarrow$$

Some quantum gates

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$$\rightarrow \boxed{H} \rightarrow$$

Some quantum gates

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$$a\bigcirc + b\bullet \rightarrow \boxed{R_\phi} \rightarrow a\bigcirc + be^{i\phi}\bullet$$

$$\bigcirc \rightarrow \boxed{H} \rightarrow \frac{1}{\sqrt{2}}(\bigcirc + \bullet) = \textcolor{red}{\bullet}$$

Some quantum gates

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$$\bullet \rightarrow \boxed{H} \rightarrow$$

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Some quantum gates

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Some quantum gates

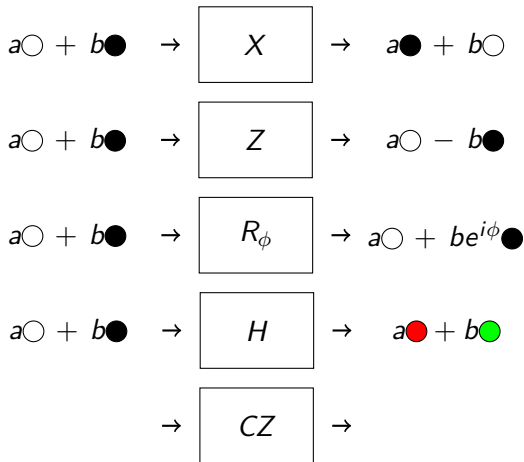
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$$a\bigcirc + b\bullet \rightarrow \boxed{H} \rightarrow a\textcolor{red}{\bullet} + b\textcolor{green}{\bullet}$$

$$\begin{aligned} a\bigcirc\bigcirc + b\bigcirc\bullet \\ + c\bullet\bigcirc + d\bullet\bullet \end{aligned} \rightarrow \boxed{CZ} \rightarrow$$

Some quantum gates

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Pop quiz! $Z = R_\phi$ for what value of ϕ ?

Some quantum gates

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$$a\bigcirc + b\bullet \rightarrow \boxed{R_\phi} \rightarrow a\bigcirc + be^{i\phi}\bullet$$

$$a\bigcirc + b\bullet \rightarrow \boxed{H} \rightarrow a\textcolor{red}{\bigcirc} + b\textcolor{green}{\bigcirc}$$

$$\begin{array}{l} a\bigcirc\bigcirc + b\bigcirc\bullet \\ + c\bullet\bigcirc + d\bullet\bullet \end{array} \rightarrow \boxed{CZ} \rightarrow \begin{array}{l} a\bigcirc\bigcirc + b\bigcirc\bullet \\ + c\bullet\bigcirc - d\bullet\bullet \end{array}$$

Pop quiz! $Z = R_\phi$ for what value of ϕ ?

Answer: $\phi = \pi$

Some quantum gates, cont'd

$$\bigcirc = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \bullet = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

Some quantum gates, cont'd

$$\bigcirc = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\bullet = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

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

$$\bullet = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

Some quantum gates, cont'd

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

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

$$\bullet = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & \\ & 1 \end{bmatrix}$$

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

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

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

$$R_\phi = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{bmatrix}$$

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

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

Some quantum gates: Quiz!

$$X \circ =$$

Some quantum gates: Quiz!

$$X \bigcirc = \bullet$$

Some quantum gates: Quiz!

$$X \bigcirc = \bullet$$

$$H \bigcirc =$$

Some quantum gates: Quiz!

$$X \bigcirc = \bullet$$

$$H \bigcirc = \bullet$$

Some quantum gates: Quiz!

$$X \circlearrowleft = \bullet$$

$$H \circlearrowleft = \bullet$$

$$(H \otimes H) \circlearrowleft \bullet =$$

Some quantum gates: Quiz!

$$X \bigcirc = \bullet$$

$$H \bigcirc = \bullet$$

$$(H \otimes H) \bigcirc \bullet = \bullet \bullet$$

Some quantum gates: Quiz!

$$X\bigcirc = \bullet$$

$$H\bigcirc = \bullet$$

$$(H \otimes H)\bigcirc\bullet = \bullet\bullet$$

$$CZ(\bigcirc\bigcirc + \bullet\bullet) =$$

Some quantum gates: Quiz!

$$X\bigcirc = \bullet$$

$$H\bigcirc = \bullet$$

$$(H \otimes H)\bigcirc\bullet = \bullet\bullet$$

$$CZ(\bigcirc\bigcirc + \bullet\bullet) = \bigcirc\bigcirc - \bullet\bullet$$

Some quantum gates: Quiz!

$$X\bigcirc = \bullet$$

$$H\bigcirc = \bullet$$

$$(H \otimes H)\bigcirc\bullet = \bullet\bullet$$

$$CZ(\bigcirc\bigcirc + \bullet\bullet) = \bigcirc\bigcirc - \bullet\bullet$$

$$(R_a \otimes R_b \otimes R_{-(a+b)})(\bigcirc\bigcirc\bigcirc + \bullet\bullet\bullet) =$$

Some quantum gates: Quiz!

$$X\bigcirc = \bullet$$

$$H\bigcirc = \bullet$$

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$$(R_a \otimes R_b \otimes R_{-(a+b)})(\bigcirc\bigcirc\bigcirc + \bullet\bullet\bullet) = \bigcirc\bigcirc\bigcirc + \bullet\bullet\bullet$$

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Measure a qubit

Measurement of $a\bigcirc + b\bullet$ results in ...

Measure a qubit

Measurement of $a\bigcirc + b\bullet$ results in ...

outcome (post-measurement state)	with probability
\bigcirc	$ a ^2$
\bullet	$ b ^2$

Measure a qubit

Measurement of $a\bigcirc + b\bullet$ results in ...

outcome (post-measurement state)	with probability
\bigcirc	$ a ^2$
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Example: Measuring $\bullet = \frac{1}{\sqrt{2}}(\bigcirc + \bullet)$ results in outcome \bigcirc, \bullet with equal probability

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Summary: Quantum Mechanics* in a Nutshell

quantum states: linear combinations of bit strings

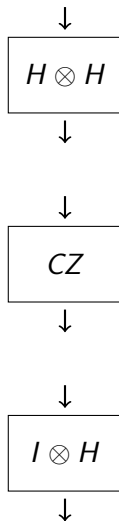
evolution of states: unitary transformations of state space

measurement: finite set of outcome states with probability distribution

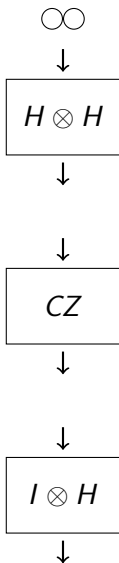
quantum computer: put the above ingredients together

* (some details and complications are omitted)

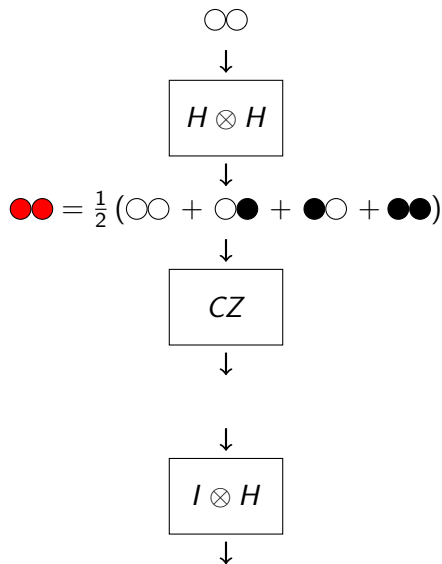
Example: a circuit for making the EPR state



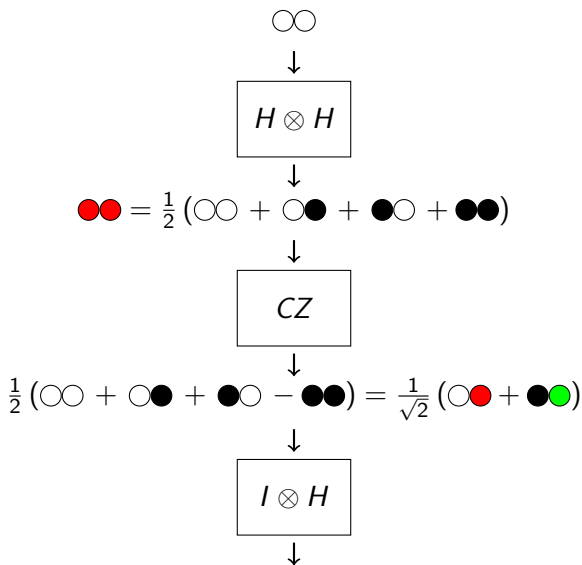
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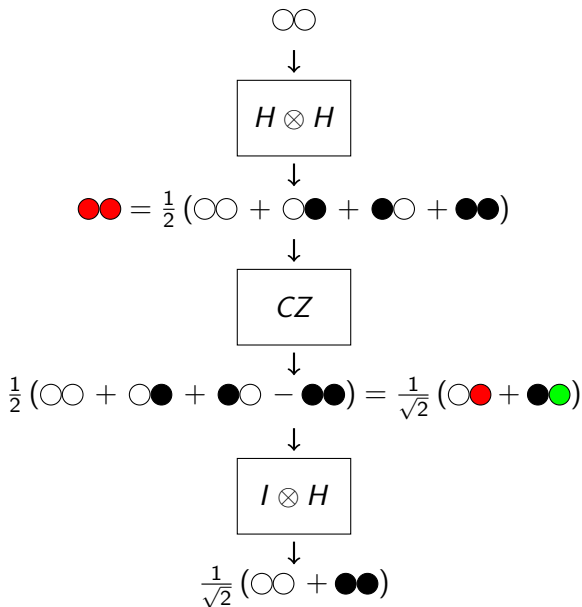
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Brief survey: some things quantum computers will do

- Shor's factoring algorithm
- Grover's search algorithm
- A zoo of linear algebra algorithms
- Monte Carlo simulation

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- Measurement of quantum states

2 Werner Symmetry

- Stabilizer groups
- Werner operators and Werner states
- Werner states

3 Function-encoding States

- Boolean functions
- Pascal's triangle and the parity party trick

Examples of local unitary operators that do not affect a state

$$\begin{aligned}(X \otimes X)(\circ\circ + \bullet\bullet) &= \bullet\bullet + \circ\circ \\ (I \otimes Z \otimes Z)(\circ\circ\circ + \bullet\bullet\bullet) &= \circ\circ\circ + \bullet\bullet\bullet\end{aligned}$$

Stabilizer groups

Examples of local unitary operators that do not affect a state

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Definition: a linear operator A stabilizes a state vector ψ

Stabilizer groups

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$$A\psi = (\text{some constant times}) \psi$$

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Werner stabilizer type

The Werner stabilizer group

Consider the group of operators of the form

$$U^{\otimes n} = U \otimes U \otimes \dots \otimes U$$

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Example: A state whose stabilizer is the Werner group

The “singlet” state $\bigcirc\bullet - \bullet\bigcirc$

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For example:

$$\begin{aligned}(H \otimes H)(\circ\bullet - \bullet\circ) &= \textcolor{red}{\circ}\textcolor{green}{\bullet} - \textcolor{green}{\circ}\textcolor{red}{\bullet} \\ &= \frac{1}{2} ((\circ + \bullet)(\circ - \bullet) - (\circ - \bullet)(\circ + \bullet)) \\ &= -(\circ\bullet - \bullet\circ)\end{aligned}$$

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Singlets as building blocks for Werner-stabilized states

- Products of singlets, for example $(\circ\bullet - \bullet\circ)(\circ\bullet - \bullet\circ)$
- Superpositions of products of singlets

Werner-stabilized states, cont'd

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Redundancy!

$$\left(\begin{array}{c} \text{1} \\ \text{4} \quad \text{2} \\ \text{3} \end{array} \right) = \left(\begin{array}{c} \text{1} \\ \text{4} \quad \text{2} \\ \text{3} \end{array} \right) + \left(\begin{array}{c} \text{1} \\ \text{4} \quad \text{2} \\ \text{3} \end{array} \right)$$
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Noncrossing chord diagrams



Puzzle

Given $n = 2m$ people seated at a round table, how many different noncrossing handshake configurations are there?

Noncrossing chord diagrams

Puzzle




Given $n = 2m$ people seated at a round table, how many different noncrossing handshake configurations are there?

m	Noncrossing chord diagrams
2	
2	
3	

Noncrossing chord diagrams

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


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


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2	
3	
4	(42 in all)

Catalan numbers (sequence A000108 in the OEIS)

1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900, ...

Problem: Classify the Werner states

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Solution: Any such state is a superposition of products of singlets. In fact, any such state is a unique superposition of singlets in a noncrossing chord diagram.

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Boolean functions and function-encoding states

Boolean function









bit strings \longrightarrow bits

Boolean functions and function-encoding states

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Example: XOR









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output				

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How many Boolean functions for n -bit inputs?









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Function-encoding states

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Example: XOR as a quantum state

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output				
output $\rightarrow \pm 1$	+1	-1	-1	+1

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output	\bigcirc	\bullet	\bullet	\bigcirc
output $\rightarrow \pm 1$	$+1$	-1	-1	$+1$

$$\text{XOR state} = \bigcirc\bigcirc - \bigcirc\bullet - \bullet\bigcirc + \bullet\bullet$$

Boolean functions as polynomials

Example: $xy + xz$

input x, y, z	000	001	010	011	100	101	110	111
output $xy + xz$	0	0	0	0	0	1	1	0
output $(-1)^{xy+xz}$	+1	+1	+1	+1	+1	-1	-1	+1

$$xy + xz \text{ state} = 000 + 001 + 010 + 011 + 100 - 101 - 110 + 111$$

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Converting table of values to monomial coefficients, and vice-versa

Why do we care?

Monomials are blueprints for quantum gates to construct function-encoding states.

Converting table of values to monomial coefficients, and vice-versa

Why do we care?

Monomials are blueprints for quantum gates to construct function-encoding states.

Example: $x_2x_3x_5$ gate implementation

$C_{2,3,5}$ gate acts on qubits 2, 3, 5, sends $\bullet\bullet\bullet \rightarrow -\bullet\bullet\bullet$, leaves all other strings unchanged.

Conversion example:

$000 + 001 + 010 + 011 - 100 - 101 + 110 - 111$

to $x + xy + xyz$

$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \end{bmatrix}$$

Conversion example:

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$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \end{bmatrix}$	000
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$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 \\ 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \begin{matrix} 000 \\ 001 \\ 010 \\ 011 \\ 100 \\ 101 \\ 110 \\ 111 \end{matrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \end{bmatrix} \begin{matrix} x^0y^0z^0 \\ x^0y^0z^1 \\ x^0y^1z^0 \\ x^0y^1z^1 \\ x^1y^0z^0 \\ x^1y^0z^1 \\ x^1y^1z^0 \\ x^1y^1z^1 \end{matrix}$$

Conversion example, continued:

$$000 + 001 + 010 + 011 - 100 - 101 + 110 - 111$$

to $x + xy + xyz$

$$\begin{bmatrix} \begin{smallmatrix} (0) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (0) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (1) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (1) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (2) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (2) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (3) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (3) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (4) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (4) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (5) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (5) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (6) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (6) \\ 7 \end{smallmatrix} \\ \begin{smallmatrix} (7) \\ 0 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 1 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 2 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 3 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 4 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 5 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 6 \end{smallmatrix} & \begin{smallmatrix} (7) \\ 7 \end{smallmatrix} \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \end{bmatrix} \begin{matrix} 000 \\ 001 \\ 010 \\ 011 \\ 100 \\ 101 \\ 110 \\ 111 \end{matrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \end{bmatrix} \begin{matrix} x^0 y^0 z^0 \\ x^0 y^0 z^1 \\ x^0 y^1 z^0 \\ x^0 y^1 z^1 \\ x^1 y^0 z^0 \\ x^1 y^0 z^1 \\ x^1 y^1 z^0 \\ x^1 y^1 z^1 \end{matrix}$$

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Conversion example, continued:

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$$\text{to } x + xy + xyz$$

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 \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 1 \end{bmatrix}
 \begin{matrix} 000 \\ 001 \\ 010 \\ 011 \\ 100 \\ 101 \\ 110 \\ 111 \end{matrix}
 =
 \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}
 \begin{matrix} x^0 y^0 z^0 \\ x^0 y^0 z^1 \\ x^0 y^1 z^0 \\ x^0 y^1 z^1 \\ x^1 y^0 z^0 \\ x^1 y^0 z^1 \\ x^1 y^1 z^0 \\ x^1 y^1 z^1 \end{matrix}$$

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Conversion example, continued:

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- Pascal's triangle mod 2 converts Boolean function tables to polynomials
- Pascal's triangle mod 2 is self inverse!
- Pascal's triangle mod 2 converts polynomials to Boolean function tables

1 Introduction

- Quantum states
- Evolution of quantum states
- Measurement of quantum states

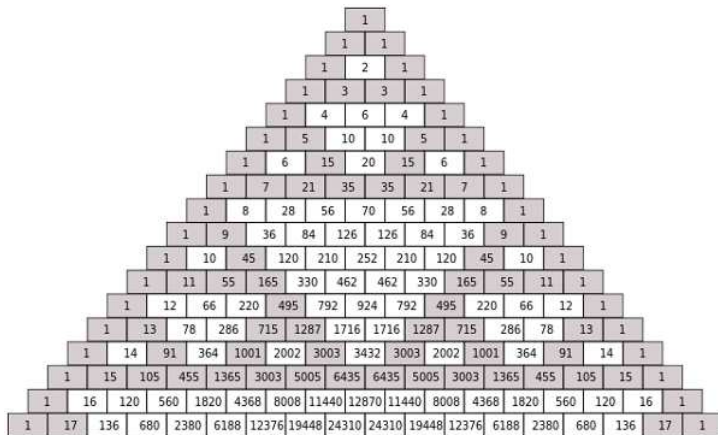
2 Werner Symmetry

- Stabilizer groups
- Werner operators and Werner states
- Werner states

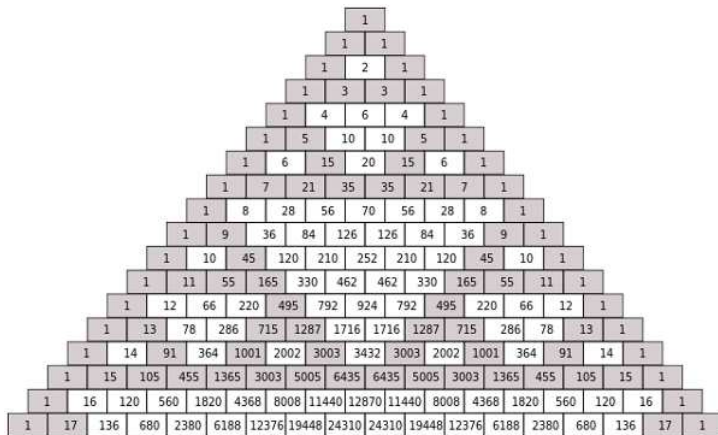
3 Function-encoding States

- Boolean functions
- Pascal's triangle and the parity party trick

Pascal's triangle mod 2



Pascal's triangle mod 2



Question

Given n, k , what is the parity of $\binom{n}{k}$?

Parity party trick

$\binom{n}{k}$	

Parity party trick

$\binom{n}{k}$	
even or odd?	

Parity party trick

$$\binom{n}{k}$$

$$\binom{5}{2}$$

even or odd?

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$
even or odd?	<div>10</div>

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$
even or odd?	10	

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$
even or odd?	10	15

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$
even or odd?	10	15	

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$
even or odd?	10	15	462

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$	$\binom{14}{6}$
even or odd?	10	15	462	

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$	$\binom{14}{6}$
even or odd?	10	15	462	3003

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$	$\binom{14}{6}$	$\binom{17}{9}$
even or odd?	10	15	462	3003	

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$	$\binom{14}{6}$	$\binom{17}{9}$
even or odd?	10	15	462	3003	24310

Parity party trick

$\binom{n}{k}$	$\binom{5}{2}$	$\binom{6}{4}$	$\binom{11}{5}$	$\binom{14}{6}$	$\binom{17}{9}$
even or odd?	10	15	462	3003	24310
base 2	$\begin{pmatrix} 101 \\ 10 \end{pmatrix}$	$\begin{pmatrix} 110 \\ 100 \end{pmatrix}$	$\begin{pmatrix} 1011 \\ 101 \end{pmatrix}$	$\begin{pmatrix} 1110 \\ 110 \end{pmatrix}$	$\begin{pmatrix} 10001 \\ 1001 \end{pmatrix}$

Parity party trick

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	$\binom{n}{k}$		$\binom{13}{5}$	$\binom{13}{6}$	

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	$\binom{n}{k}$	$\binom{13}{5}$		$\binom{13}{6}$	
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Parity party trick

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	$\binom{n}{k}$	$\binom{13}{5}$		$\binom{13}{6}$	
	even or odd?	odd		even	

Parity party trick

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base 2	$\begin{pmatrix} 1101 \\ 101 \end{pmatrix}$	$\begin{pmatrix} 1101 \\ 110 \end{pmatrix}$

(A consequence of) Lucas' Theorem (1878)

$\binom{n}{k}$ is even if and only if there is a position in which the base 2 expansion for k has a 1 and the base 2 expansion for n has a zero.

Summary and Outlook

Summary and Outlook

- Quantum mechanics *blah blah blah* ...

Summary and Outlook

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- Quantum computers *blah blah blah* ...

Summary and Outlook

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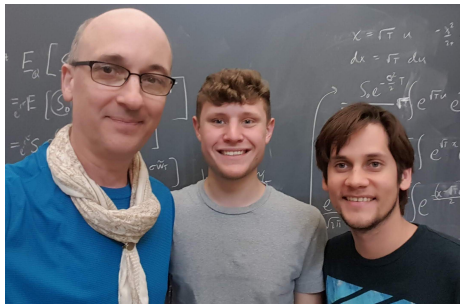
Summary and Outlook

- Quantum mechanics *blah blah blah* ...
- Quantum computers *blah blah blah* ...
- Expect surprises and adventure!
- Be prepared to learn more combinatorics!
- Have fun!

Thank you!



LVC Mathematical Physics Research Group



David Lyons

Isaac Lehman

David Campbell

<http://quantum.lvc.edu/mathphys>