

INTRO TO QUANTUM COMPUTING

Lab #3

VECTORS AND COMPLEX NUMBERS

<insert TA name>

<insert date>

PROGRAM FOR TODAY

- Announcements
- Canvas attendance quiz
- Pre-lab student feedback
- Popular questions from last week
- Lab content
- Post-lab student feedback

ANNOUNCEMENTS

Friday homework review sessions

- Review, ask questions, work through weekly homework problems with an instructor
- Friday 4-5 p.m. EST
- Zoom links posted on Discord (#course-announcements)
- Recordings will be made available if you cannot attend live

CANVAS ATTENDANCE QUIZ

- Please log into Canvas and answer your lab section's quiz (using the password posted below and in the chat).
 - This is lab number : <insert lab number>
 - Passcode: <insert passcode>
- The decimal number 2 is represented in binary as:
 - 11
 - 10
 - 00
 - 01
- **This quiz not graded, but counts for your lab attendance!**

PRE-LAB ZOOM FEEDBACK

On a scale of 1 to 5, how would you rate your understanding of this week's content?

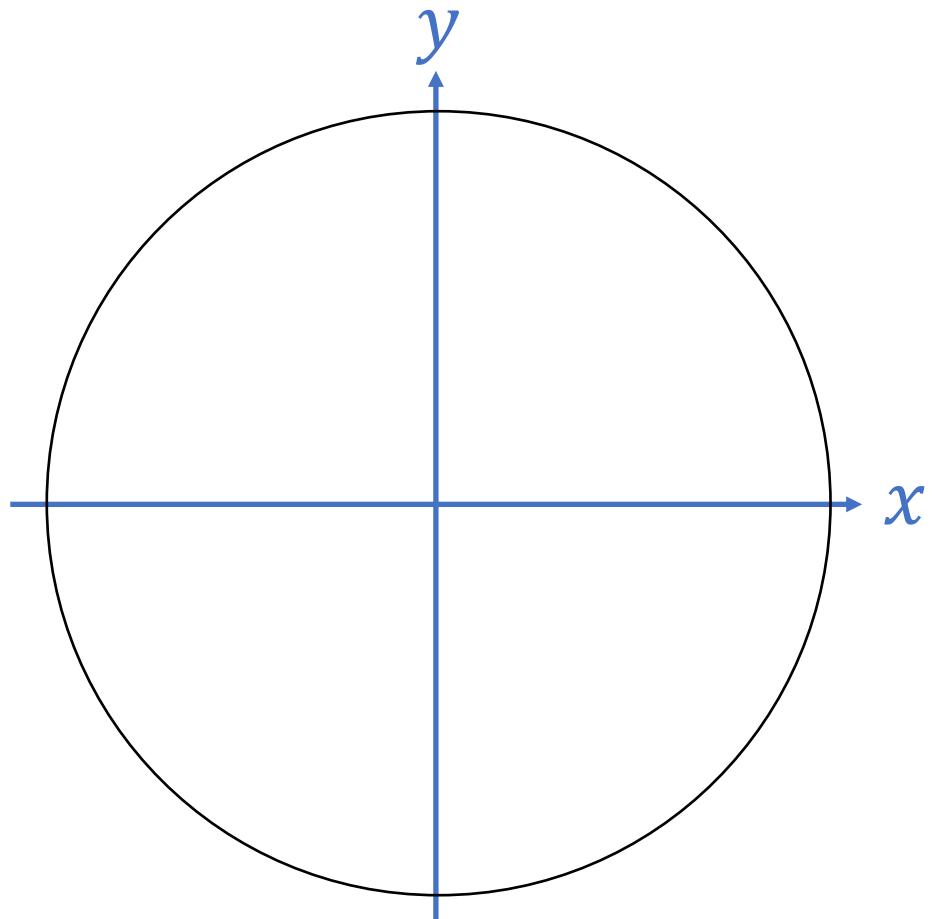
- 1 –Did not understand anything
- 2 –Understood some parts
- 3 –Understood most of the content
- 4 –Understood all of the content
- 5 –The content was easy for me/I already knew all of the content

QUESTIONS FROM PAST WEEK

Homework 2, problem 2, part iii)

Convert the following points from Cartesian coordinates to polar coordinates. You may use a calculator for this problem:

$$x = -2, y = 2$$

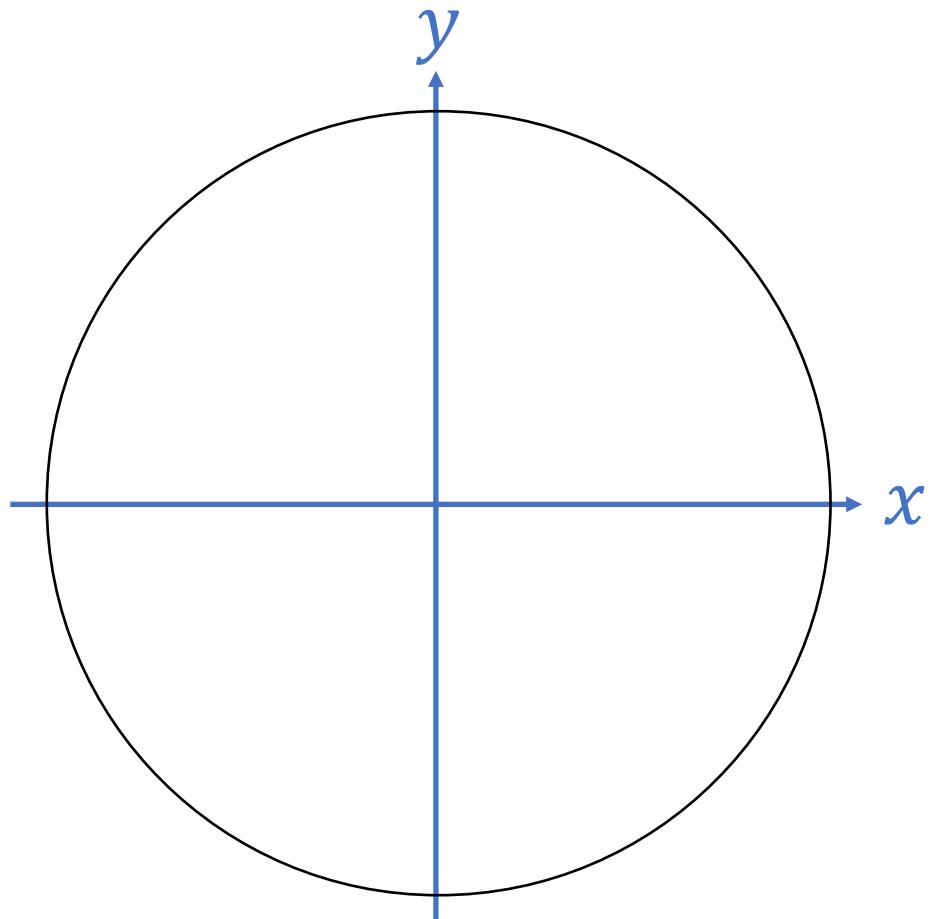


QUESTIONS FROM PAST WEEK

Homework 2, problem 2, part iv)

Convert the following points from Cartesian coordinates to polar coordinates. You may use a calculator for this problem:

$$x=0, y=1$$

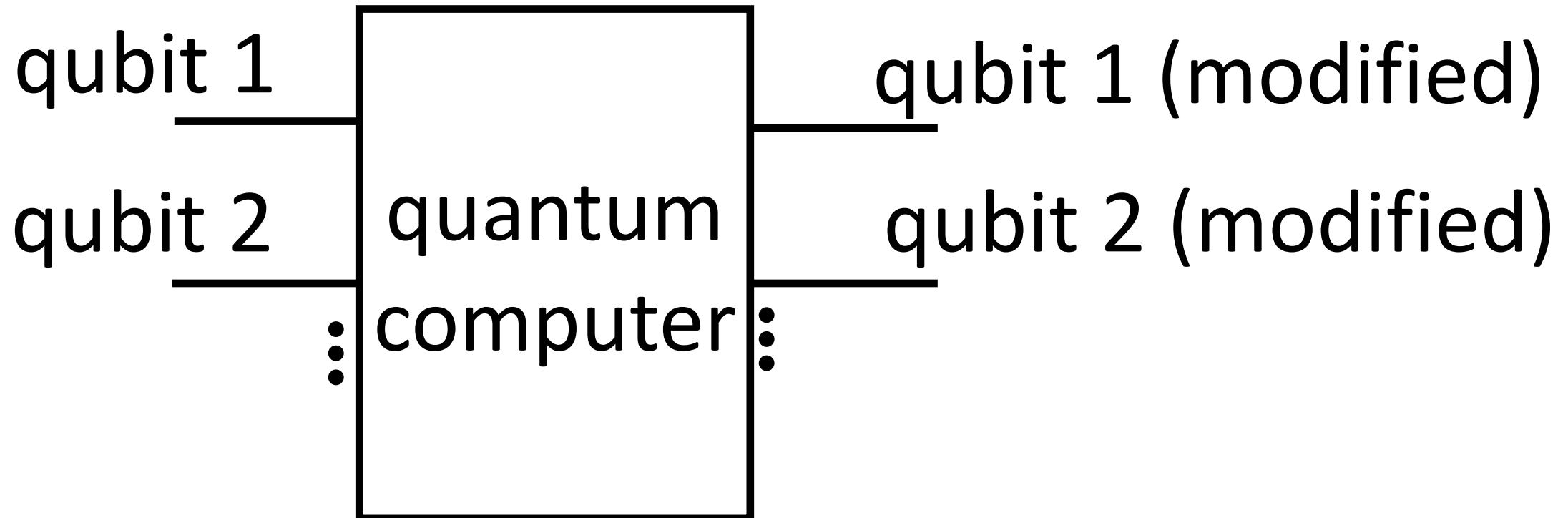


LEARNING OBJECTIVES FOR LAB 3

- Solidify understanding of vectors
 - Representation
 - Addition
 - Multiplication
 - Decomposition
- Perform basic operations on Complex numbers
 - Representation
 - Modulus and Conjugate
 - Multiplication in cartesian form
 - Multiplication in polar form*
- Applying vectors and complex numbers to quantum computing*
 - The Bloch sphere*

*Optional content

SCHEMATIC OF A QUANTUM COMPUTER



REPRESENTING QUBITS

classical bit

either 0 or 1



REPRESENTING QUBITS

classical bit

qubit

either 0 or 1

superposition of 0 and
1



VECTOR NOTATION

scalar

$$v = 2$$

VECTOR NOTATION

scalar

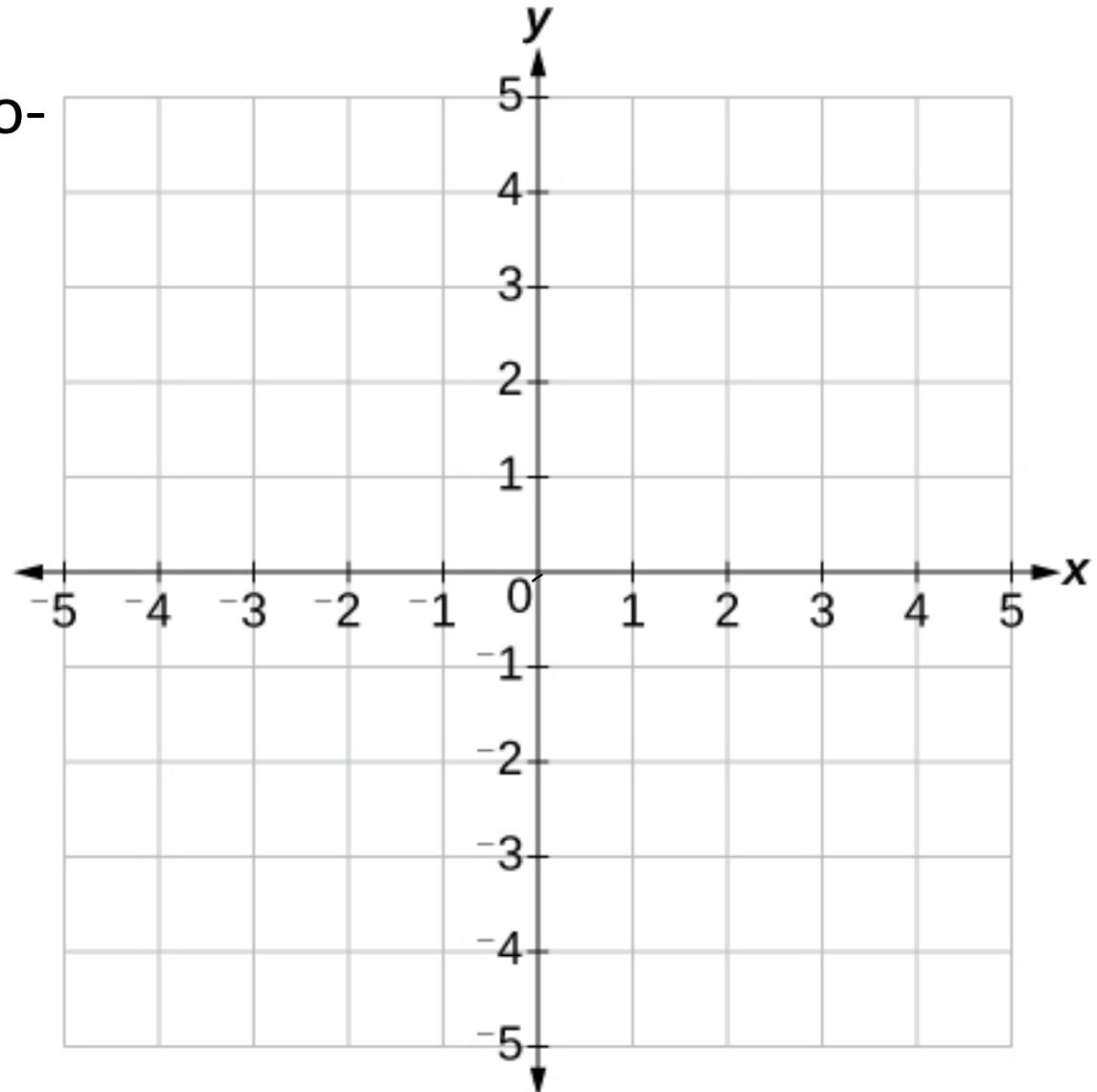
$$v = 2$$

vector

$$\vec{v} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

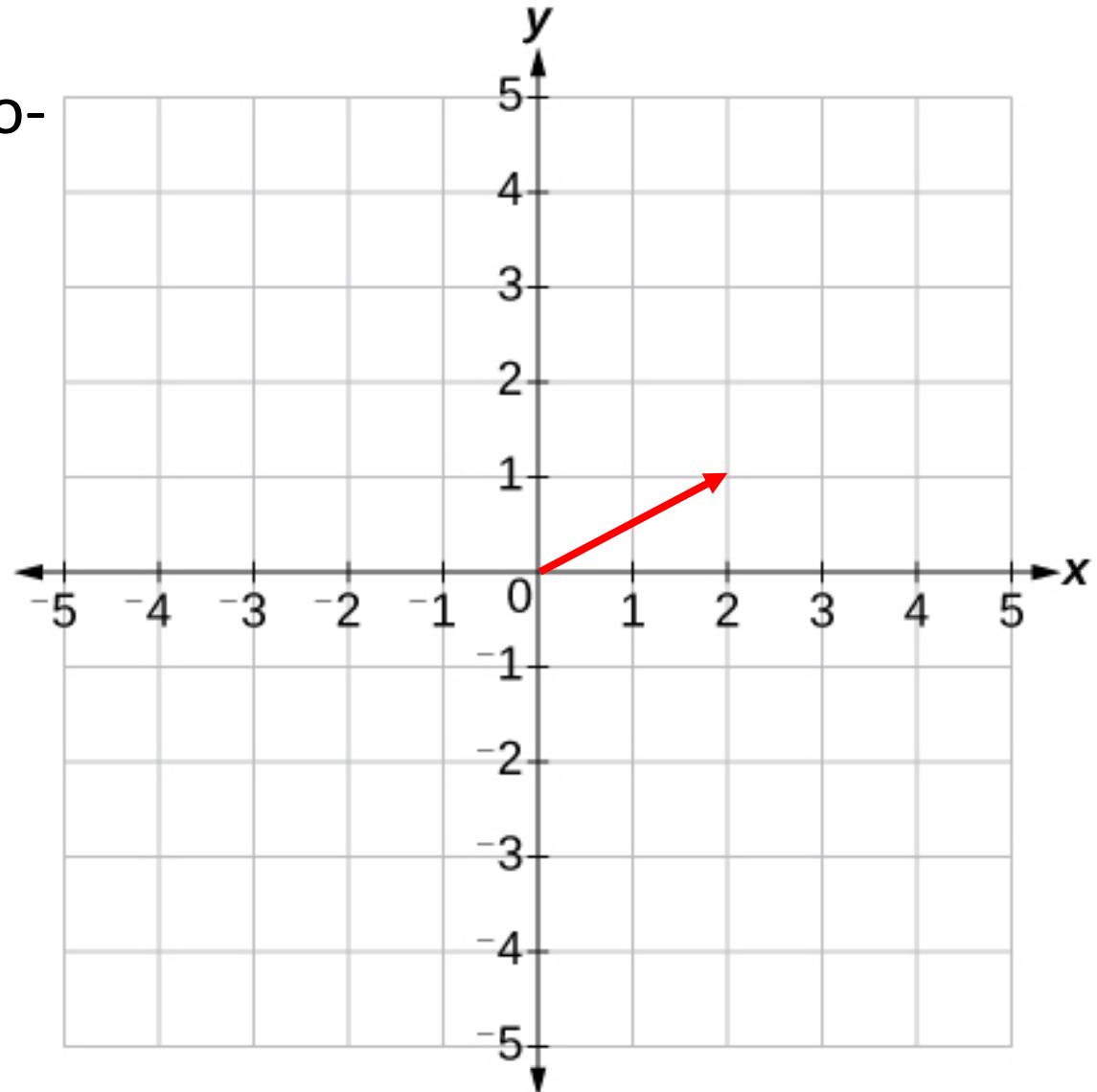
VECTOR NOTATION

Locate the vector $\vec{v} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$ on a cartesian coordinate system



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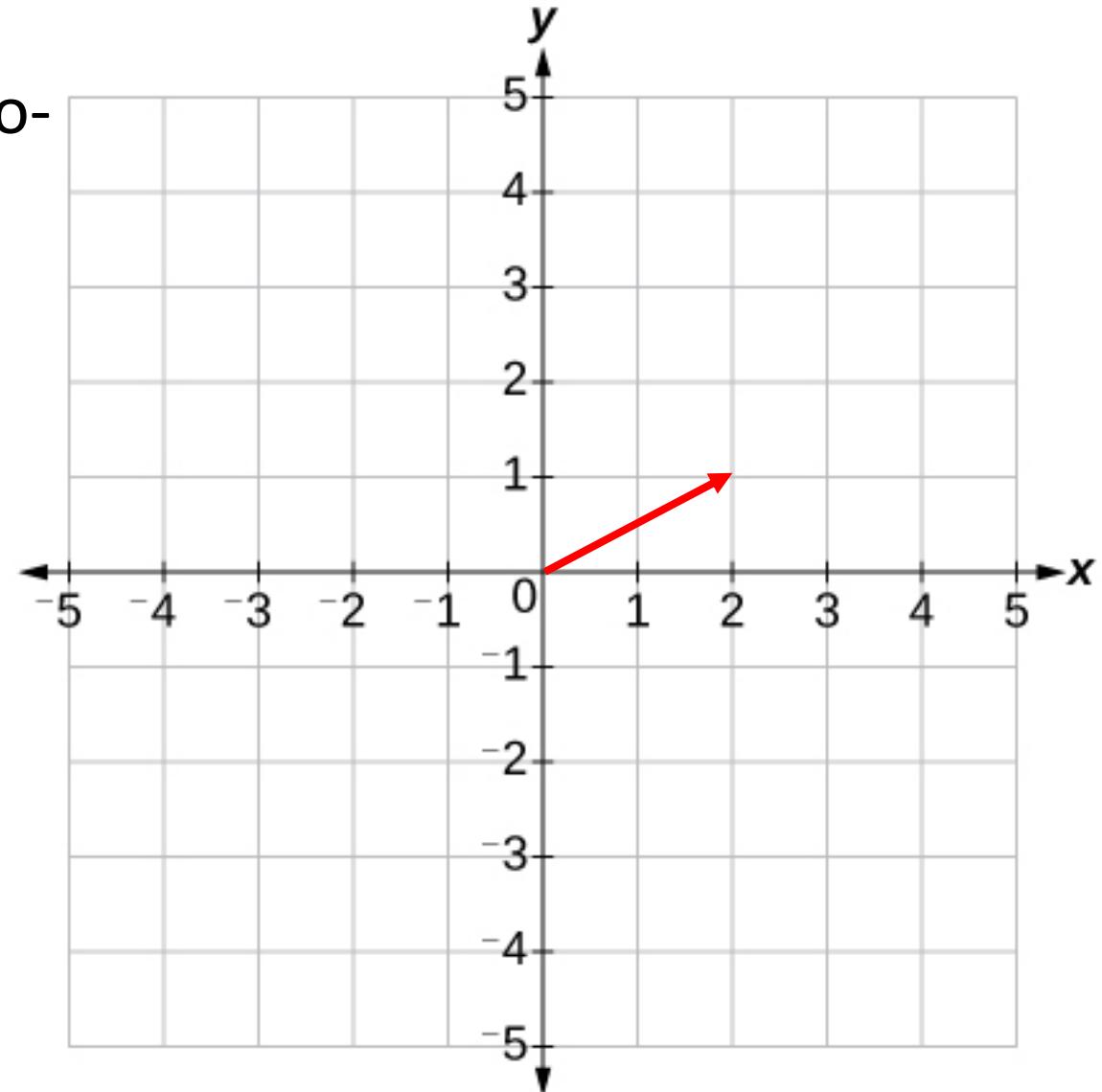


VECTOR NOTATION

Locate the vector $\vec{v} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$ on a cartesian coordinate system

$$v_x = 2$$

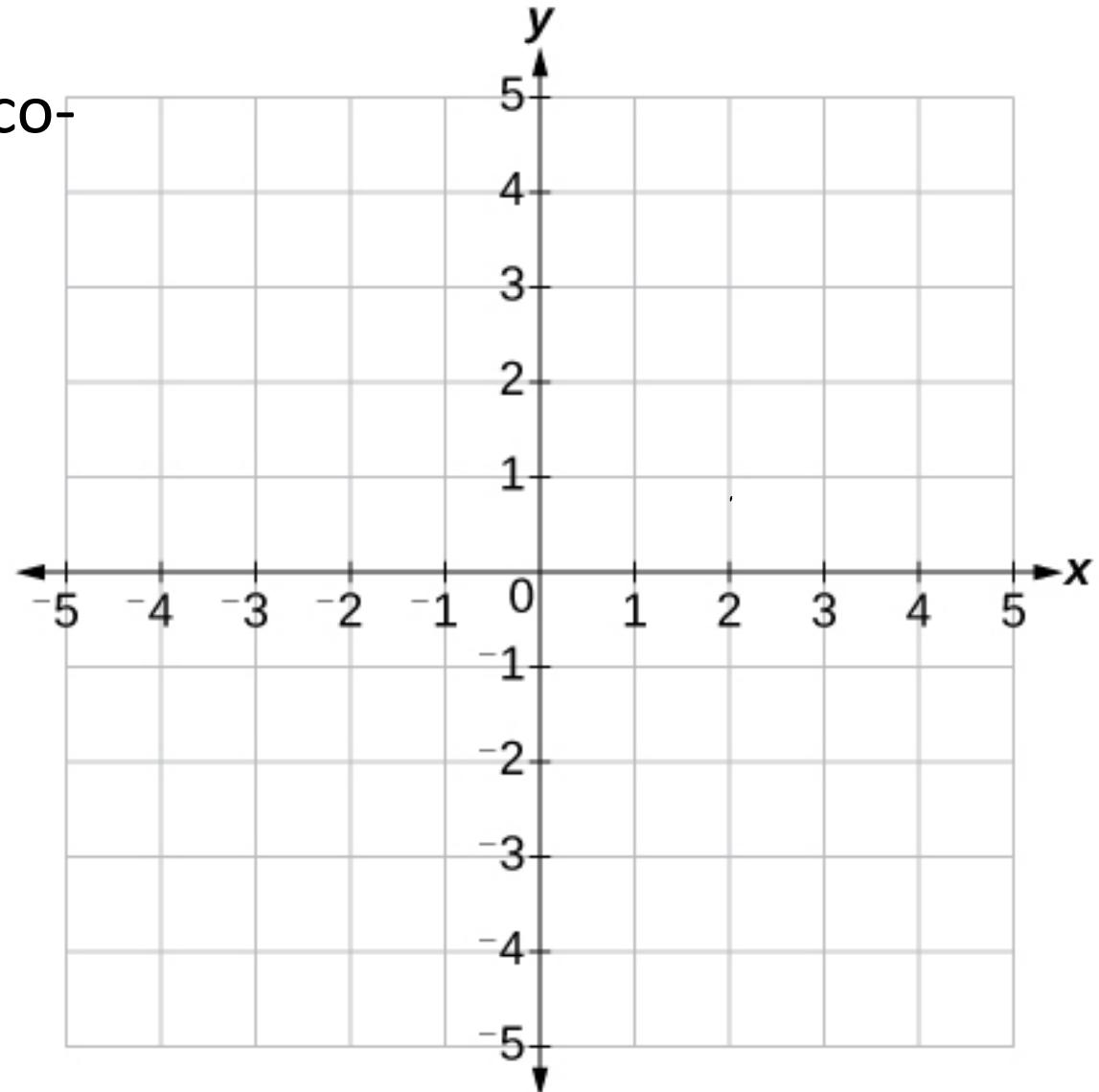
$$v_y = 1$$



VECTOR REPRESENTATION

Locate the vector $\vec{v} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$ on a cartesian coordinate system

- What is the magnitude of this vector?
- What is the direction of this vector?

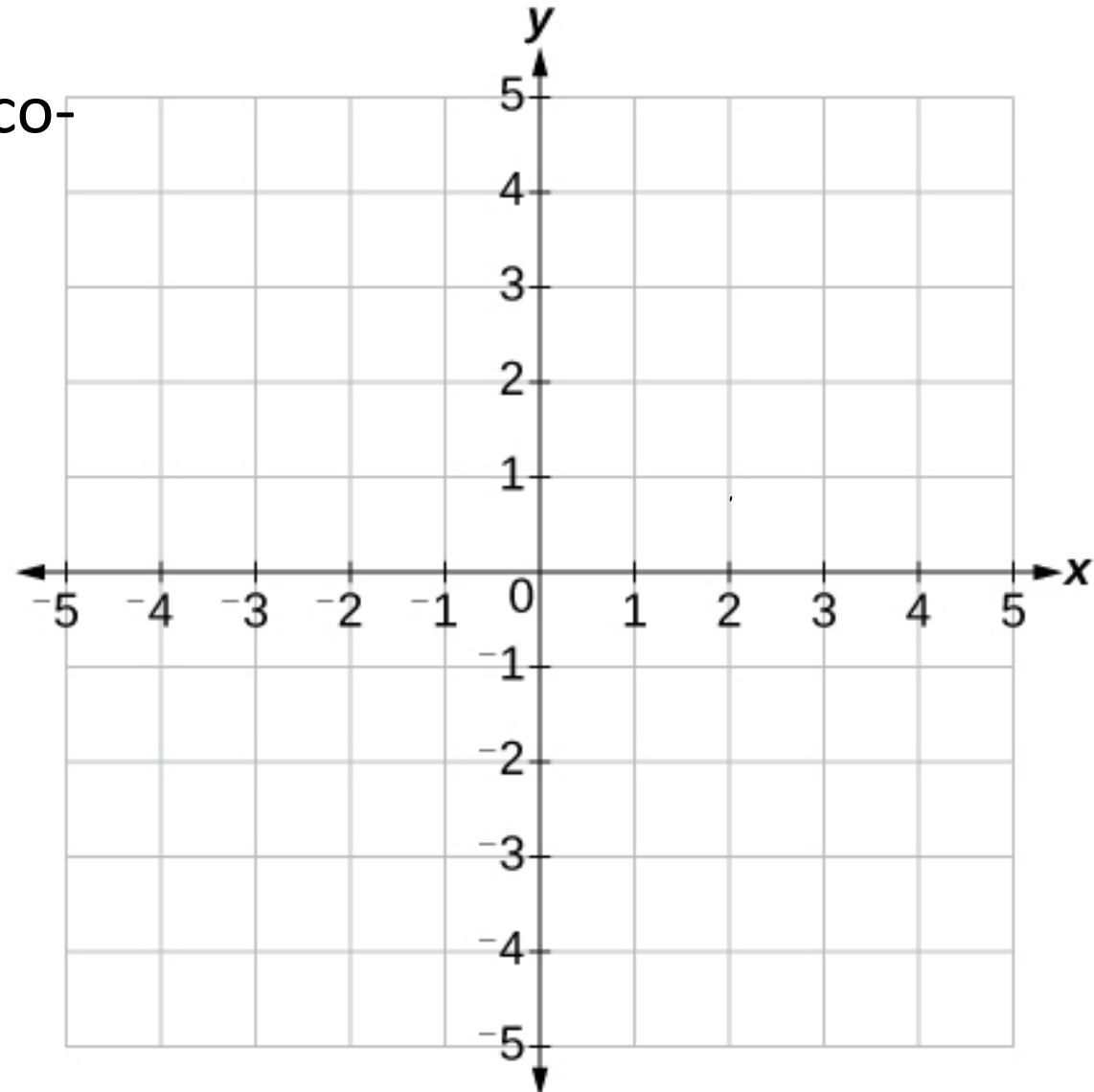


VECTOR REPRESENTATION

Locate the vector $\vec{v} = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$ on a cartesian coordinate system

- What is the magnitude of this vector?
- What is the direction of this vector?

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2}$$



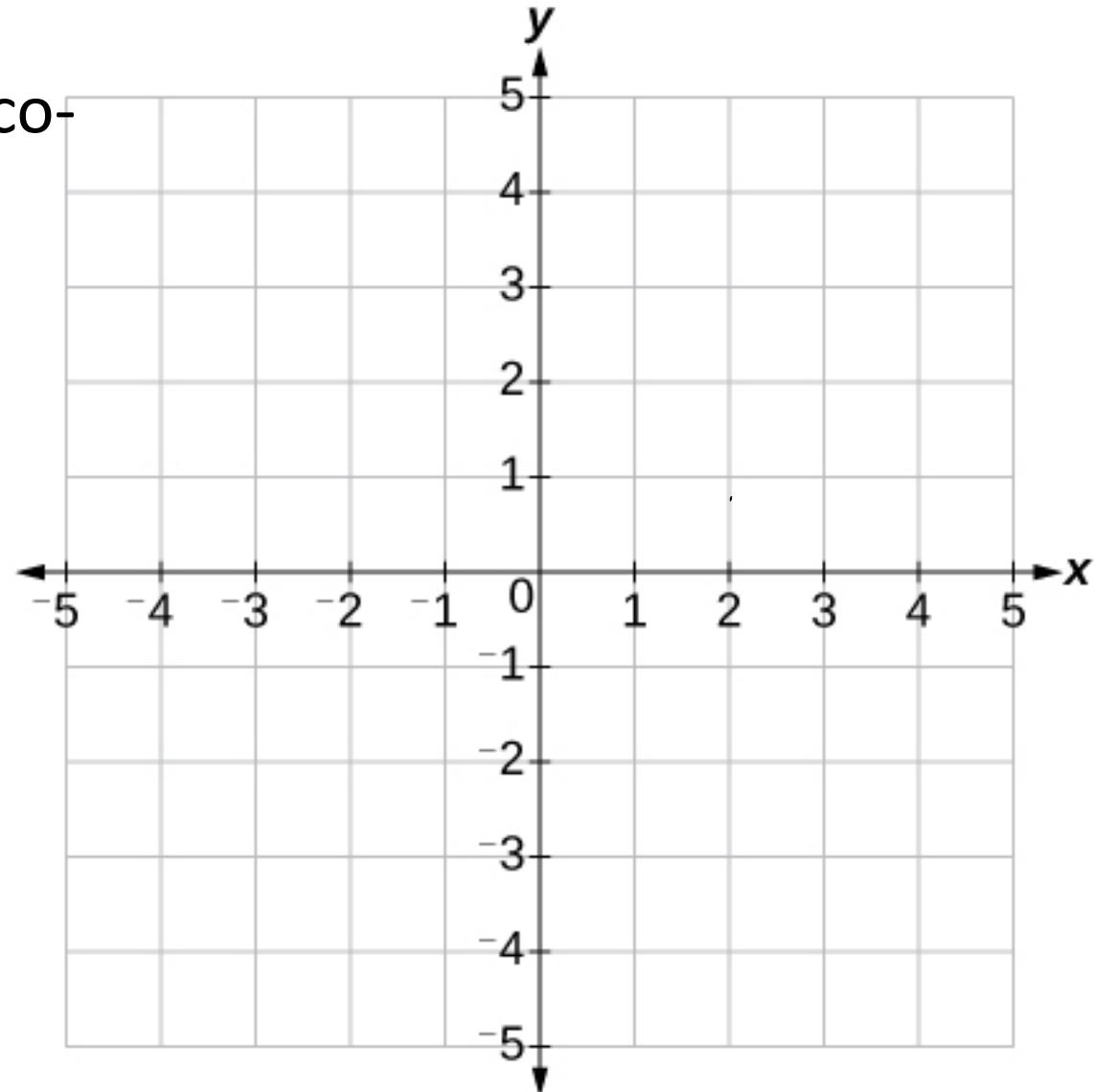
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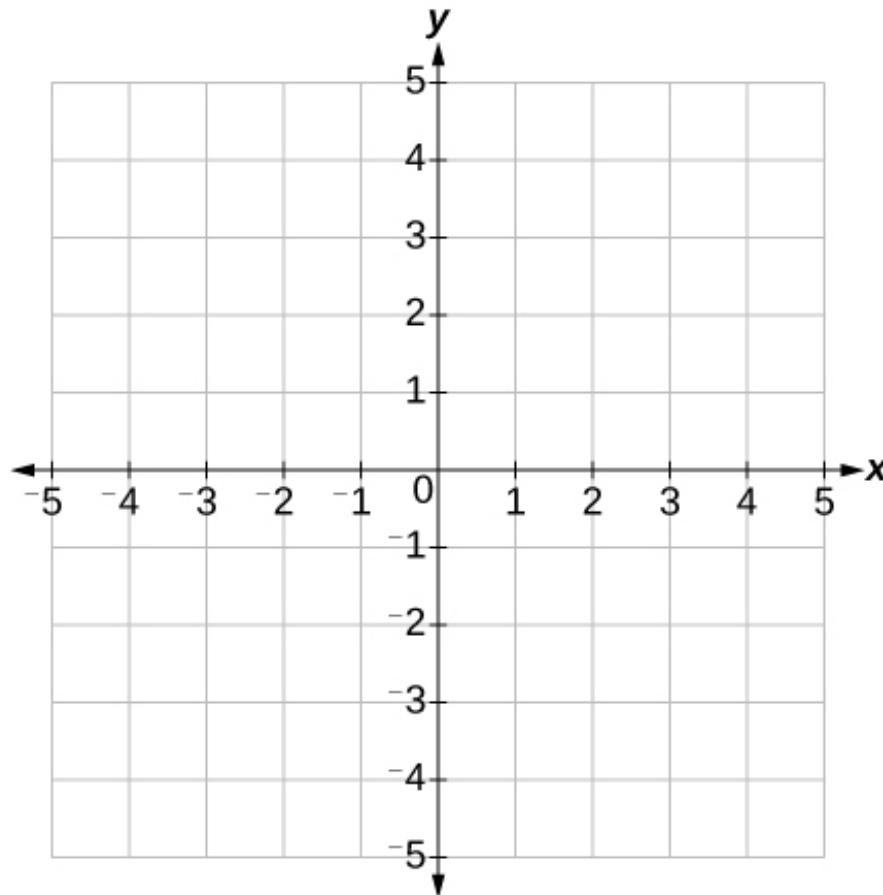
$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2}$$

$$\angle \vec{v} = \tan^{-1} \left(\frac{v_y}{v_x} \right)$$



VECTOR ADDITION

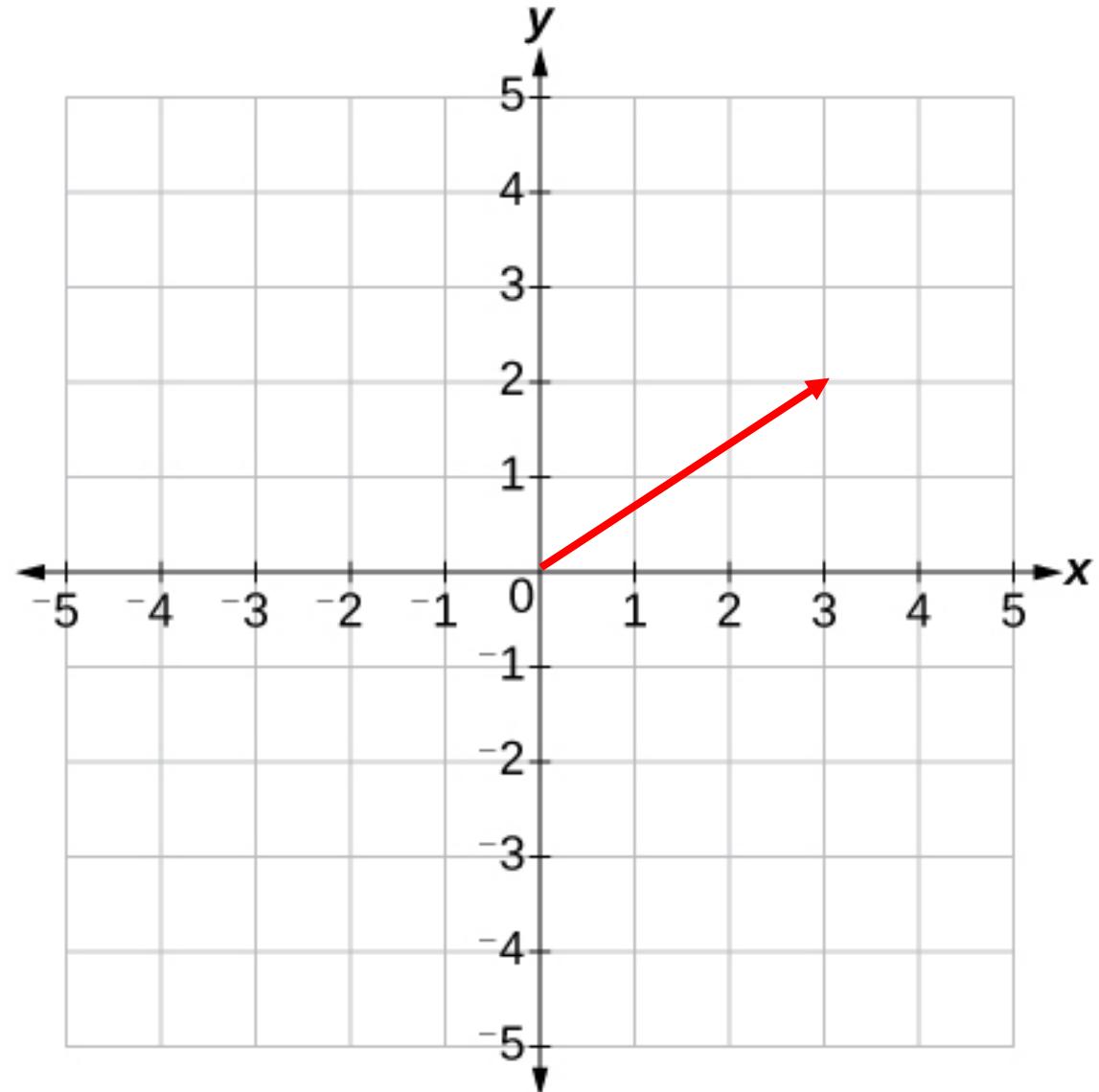
Add the vectors $\begin{pmatrix} 2 \\ 1 \end{pmatrix}$ and $\begin{pmatrix} 3 \\ 3 \end{pmatrix}$



$$\vec{a} + \vec{b} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix}$$

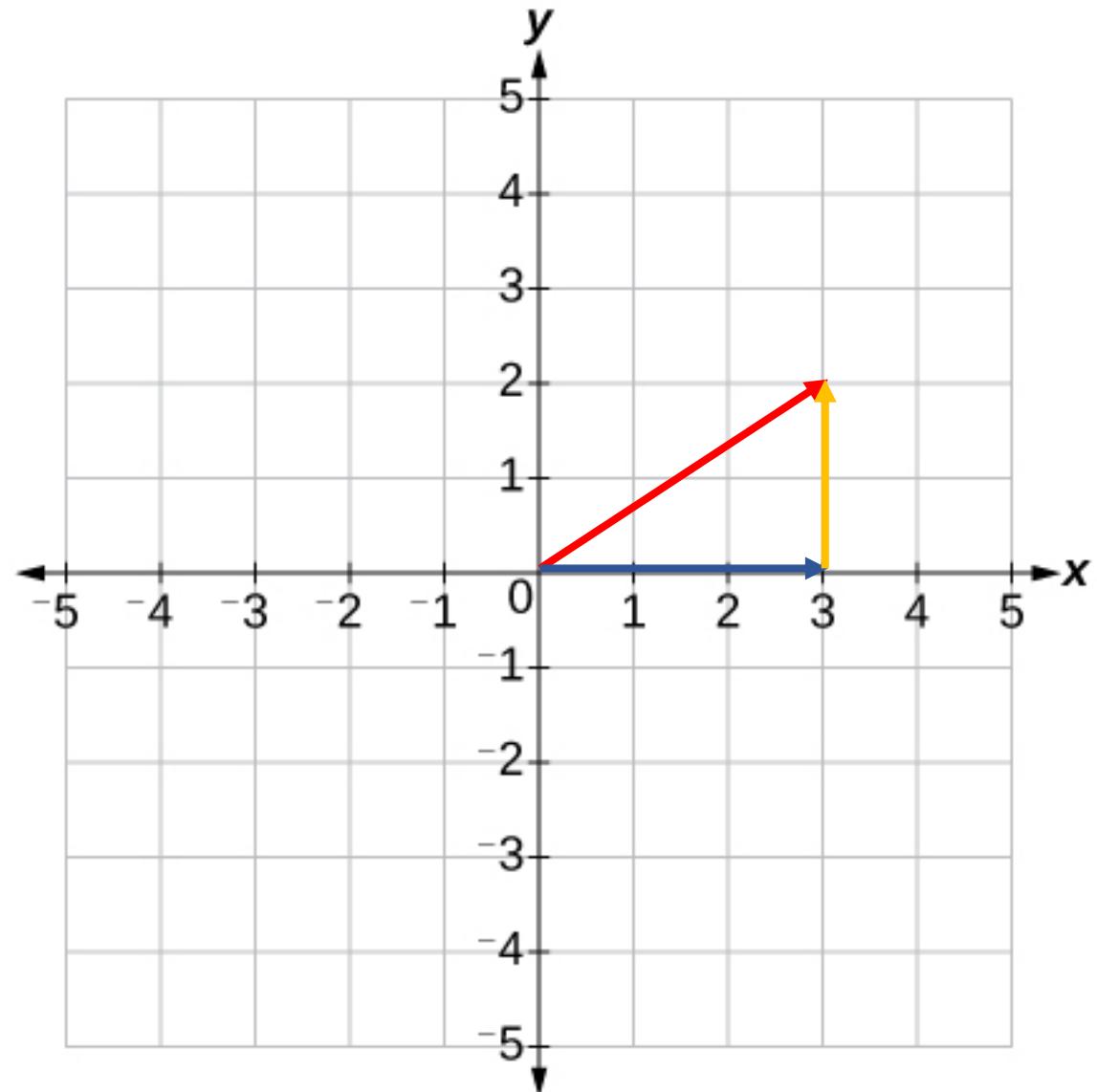
VECTOR DECOMPOSITION

$$\begin{pmatrix} 3 \\ 2 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$



VECTOR DECOMPOSITION

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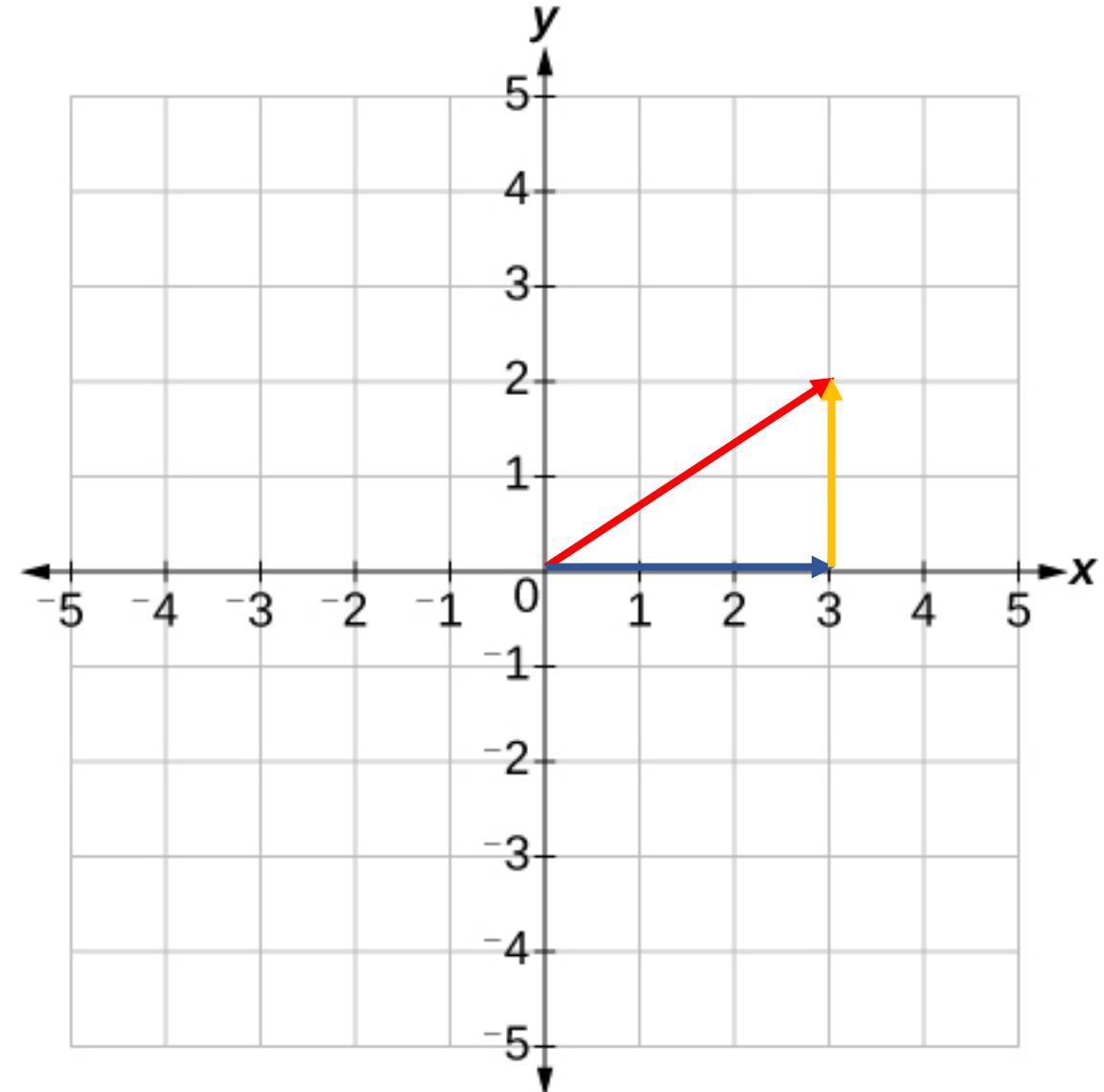


VECTOR DECOMPOSITION

$$\begin{pmatrix} 3 \\ 2 \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 2 \end{pmatrix}$$

along x-axis along y-axis

- x-component: 3
- y-component: 2



QUESTIONS

Questions on content so far?

COMPLEX NUMBERS

A complex number consists of both a *real* and *imaginary* component.

$$z = a + i b$$

Complex Number

Real Component

Imaginary Unit

Imaginary Coefficient

Imaginary Component

COMPLEX NUMBER REPRESENTATION

Complex numbers can additionally be represented as **vectors**,
in the 2D **complex plane**!

$$z = a + i b$$

COMPLEX NUMBER REPRESENTATION

Complex numbers can additionally be represented as **vectors**,
in the 2D **complex plane**!

$$z = a + i b$$



$$\vec{z} = \begin{pmatrix} a \\ b \end{pmatrix}$$

Real Component

Imag. Component

COMPLEX NUMBER REPRESENTATION

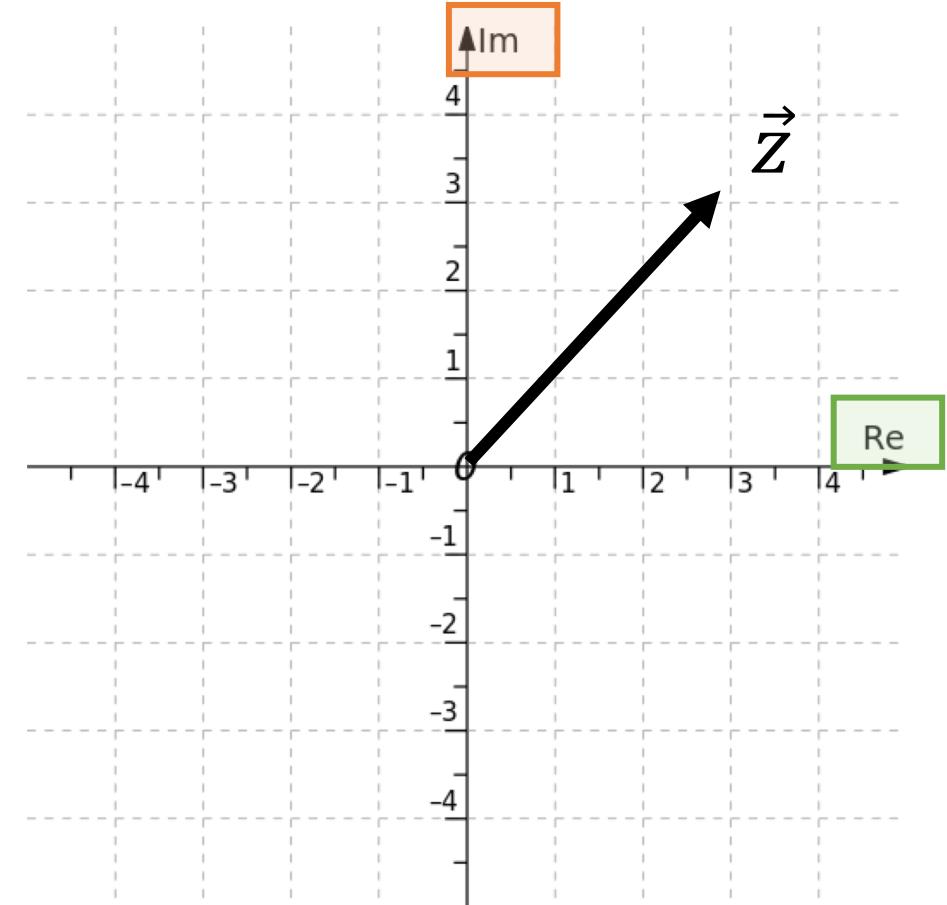
Complex numbers can additionally be represented as **vectors**,
in the 2D **complex plane**!

$$z = a + i b$$

$\vec{z} = \begin{pmatrix} a \\ b \end{pmatrix}$

Real Component

Imag. Component

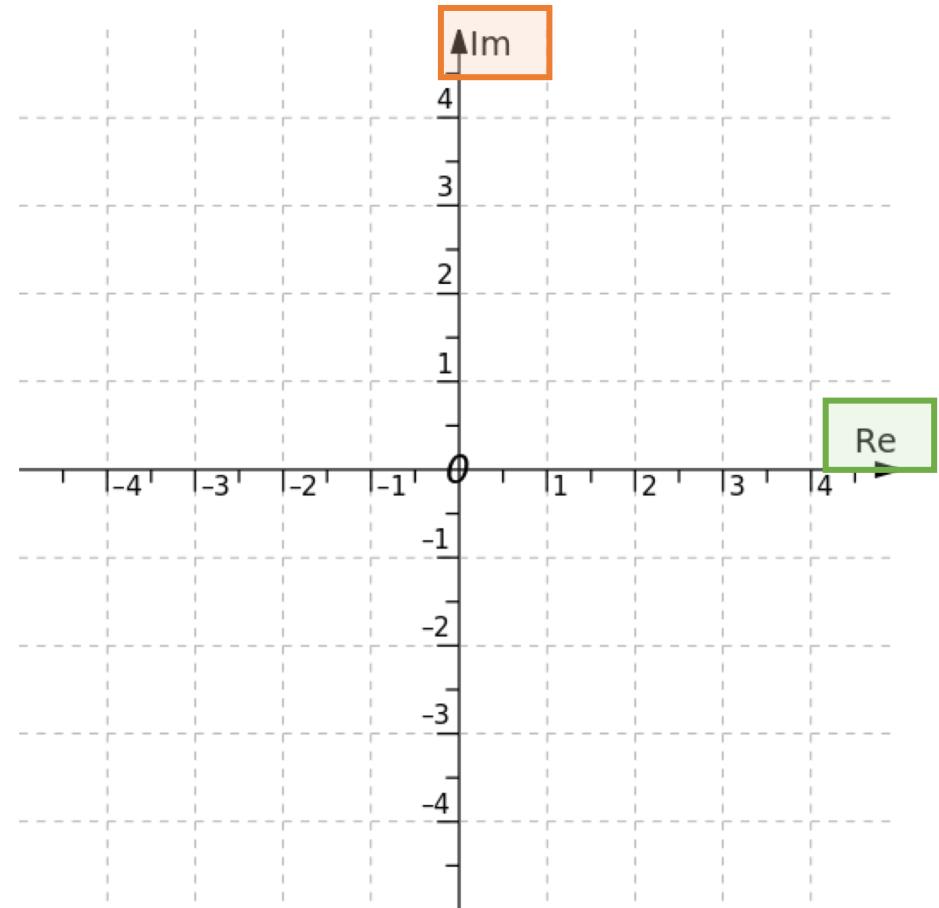


COMPLEX NUMBER REPRESENTATION

$$z = 2 + 3i$$

↙

$$\vec{z} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$

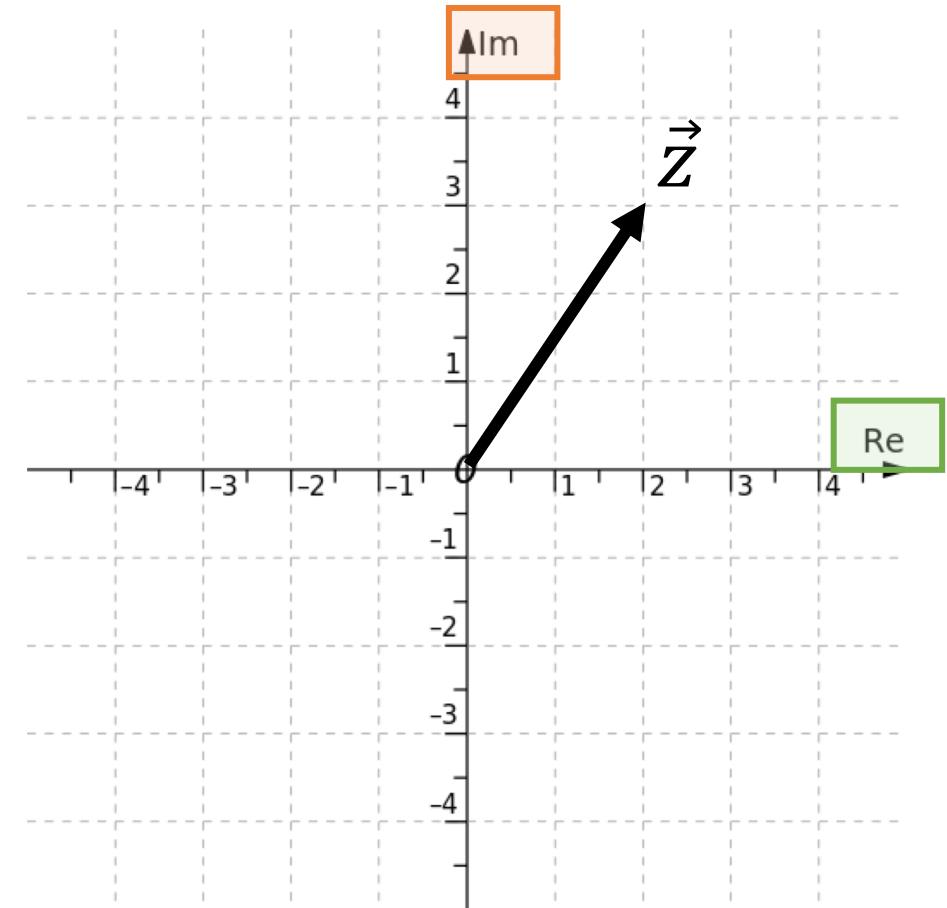


COMPLEX NUMBER REPRESENTATION

$$z = 2 + 3i$$

↙

$$\vec{z} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$$



MODULUS AND CONJUGATE NOTATION

$$z = a + i b$$

MODULUS AND CONJUGATE NOTATION

$$z = a + i b$$

Modulus: $|z| = \sqrt{a^2 + b^2}$

Conjugate: $\bar{z} = a - ib$

MODULUS AND CONJUGATE

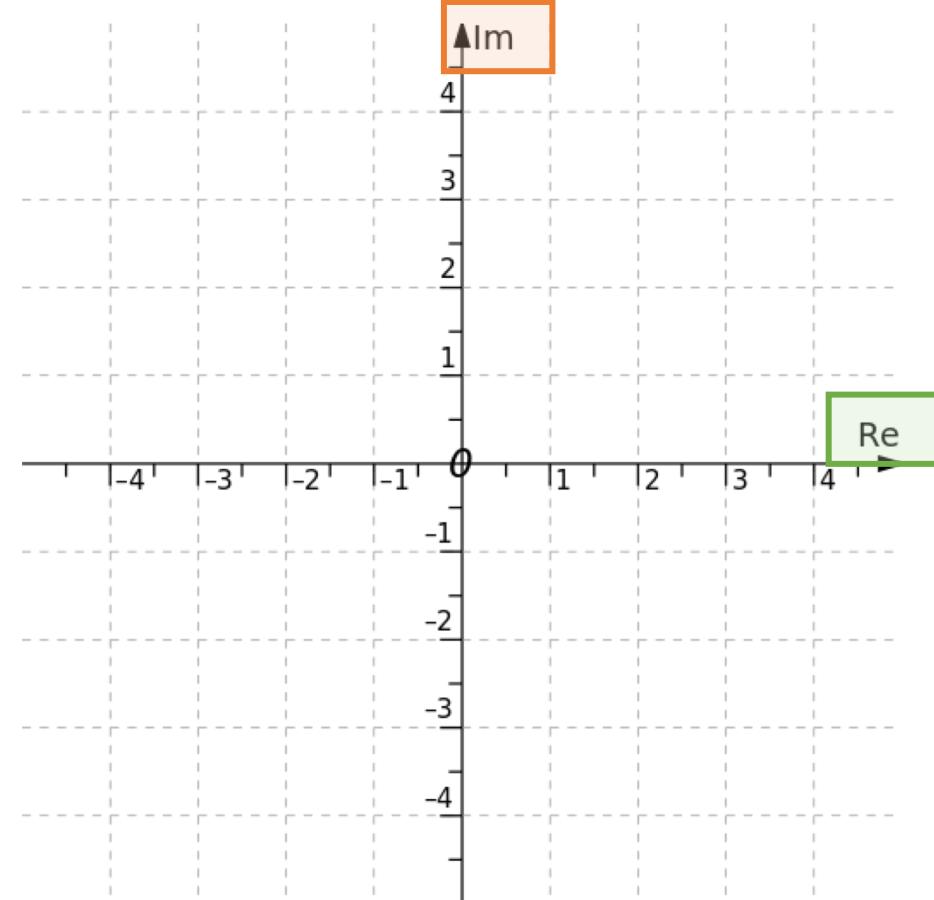
$$|a + ib| = \sqrt{a^2 + b^2}$$

$$\overline{(a + i b)} = (a - ib)$$

$$z = 2 + 3i$$

$$|z| =$$

$$\bar{z} =$$



COMPLEX NUMBER ADDITION

$$(a + i b) + (c + id) = (a + c) + i(b + d)$$

$$z_1 = 2 + 3i$$

$$z_2 = 3 - 2i$$

$$z_1 + z_2 =$$

COMPLEX NUMBER MULTIPLICATION

$$(a + i b) * (c + id) = (ac - bd) + i(ad + bc)$$

$$z_1 = 2 + 3i$$

$$z_2 = 3 - 2i$$

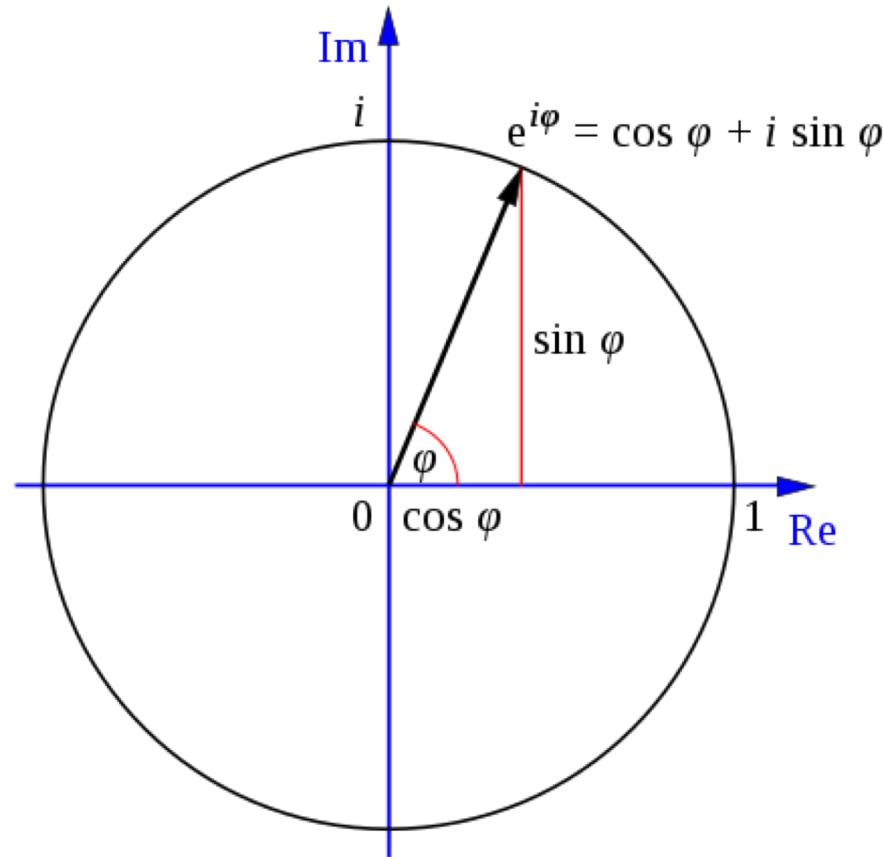
$$z_1 \cdot z_2 =$$

POLAR FORM OF COMPLEX NUMBERS

Euler's formula:

$$e^{i\varphi} = \cos \varphi + i \sin \varphi$$

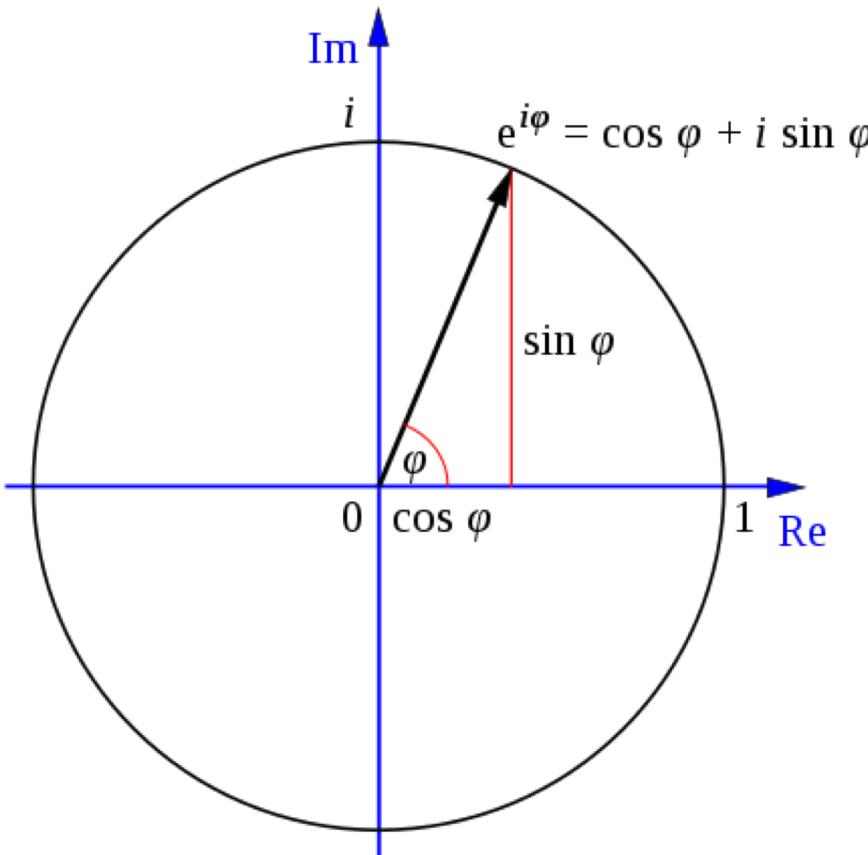
POLAR FORM OF COMPLEX NUMBERS



Euler's formula:

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POLAR FORM OF COMPLEX NUMBERS



Source: Wikipedia (CC)

Euler's formula:

$$e^{i\varphi} = \cos \varphi + i \sin \varphi$$

Polar representation of complex numbers!

$$z = x + iy = |z|(\cos \varphi + i \sin \varphi) = re^{i\varphi}$$

$$r = |z| = \sqrt{x^2 + y^2}$$

(vector radius)

$$\varphi = \tan^{-1} \left(\frac{y}{x} \right)$$

(vector angle)

POLAR FORM OF COMPLEX NUMBERS

$$z = x + iy = |z|(\cos \varphi + i \sin \varphi) = re^{i\varphi}$$

$$z = 2 + 3i$$

$$r = |z| = \sqrt{x^2 + y^2}$$

$$\varphi = \tan^{-1} \left(\frac{y}{x} \right)$$

(vector radius)

(vector angle)

$$r =$$

$$\varphi =$$

$$z \text{ (Polar form)} =$$

POLAR FORM OF COMPLEX NUMBERS

Steps to find the polar form of $z = x + iy$:

1. Find the vector radius $r = |z| = \sqrt{x^2 + y^2}$
2. Find the vector angle $\varphi = \tan^{-1} \left(\frac{y}{x} \right)$
3. Combine radius and angle to get $z = re^{i\varphi}$

QUESTIONS

Questions on content so far?

POST-LAB CANVAS FEEDBACK

After this lab, on a scale of 1 to 5, how would you rate your understanding of this week's content?

- 1 –Did not understand anything
- 2 –Understood some parts
- 3 –Understood most of the content
- 4 –Understood all of the content
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OPTIONAL CONENT



LOCATING A PLACE ON EARTH



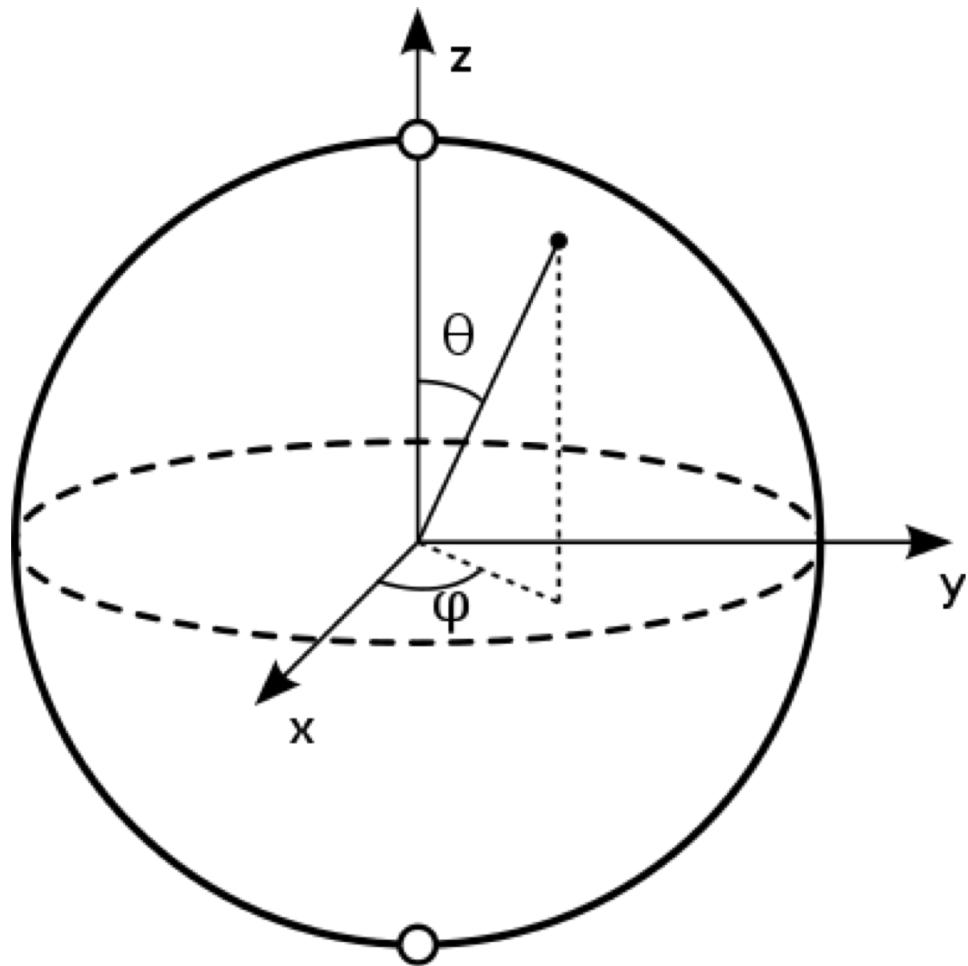
- How would you tell me where your hometown is?

LOCATING A PLACE ON EARTH

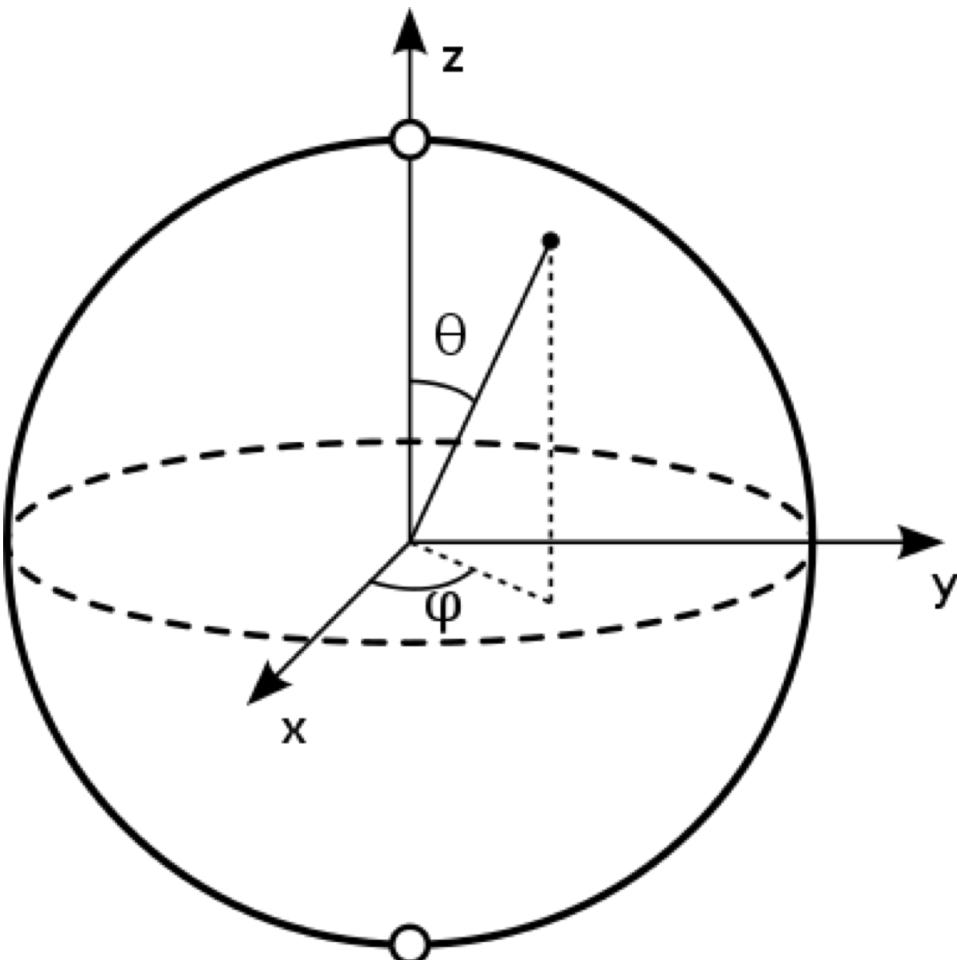


- How would you tell me where your hometown is?
- Latitude and longitude! Two angles

LOCATING POINTS ON A SPHERE



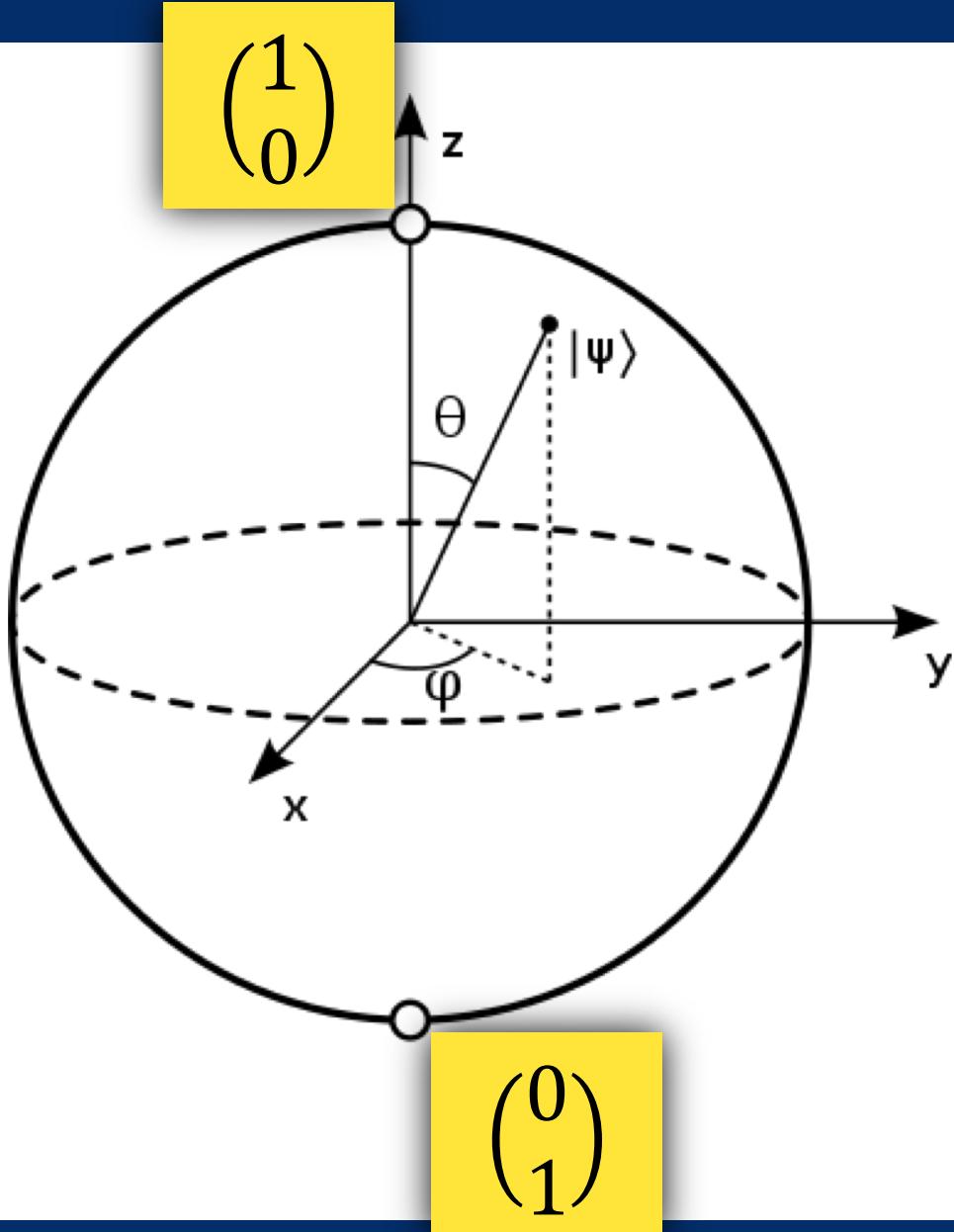
LOCATING POINTS ON A SPHERE



$$\theta \in \{0, \pi\}$$

$$\phi \in \{0, 2\pi\}$$

THE BLOCH SPHERE



$$\psi(\theta, \phi) = \begin{pmatrix} \cos\left(\frac{\theta}{2}\right) \\ e^{i\phi} \sin\left(\frac{\theta}{2}\right) \end{pmatrix}$$

$$\theta \in \{0, \pi\}$$

$$\phi \in \{0, 2\pi\}$$

MULTIPLICATION IN THE POLAR FORM

$$z_1 = 1e^{i\pi/4}$$

$$z_2 = 2e^{i\pi/4}$$

$$z_1 \cdot z_2 =$$

$$z = re^{i\varphi}$$

$$\bar{z} = re^{-i\varphi}$$

$$|z| = r$$

$$z_x = r * \cos(\varphi)$$

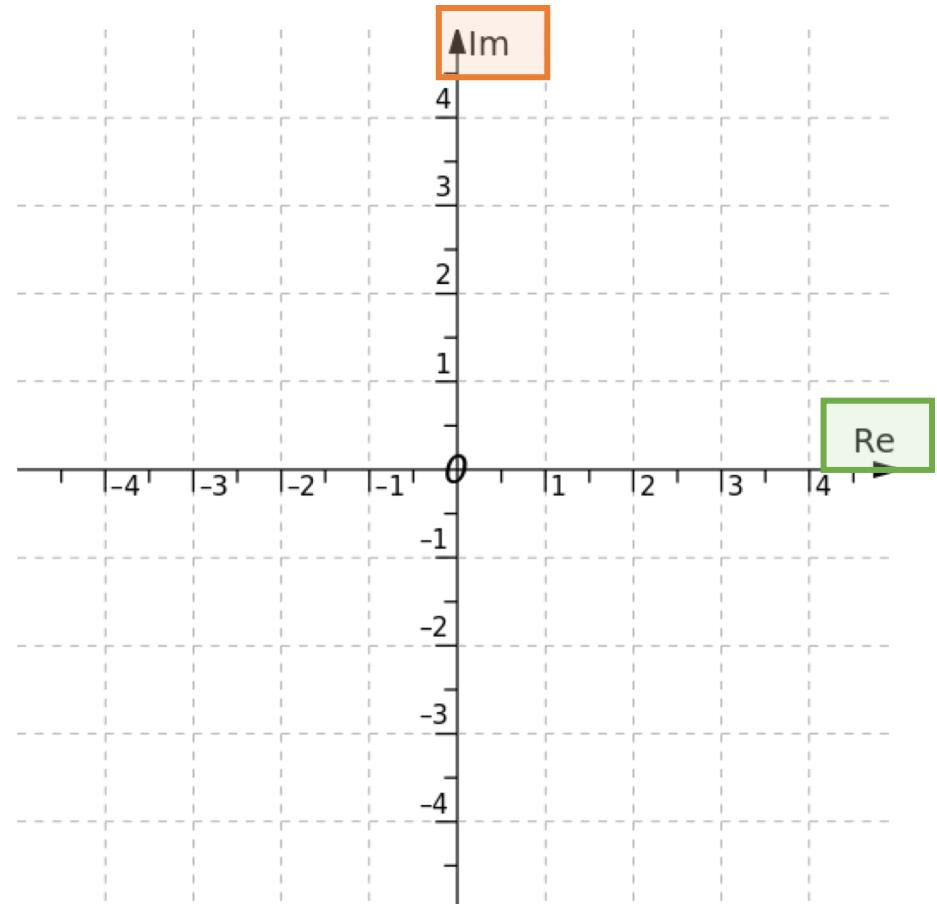
$$z_y = r * \sin(\varphi)$$

MULTIPLICATION IN THE POLAR FORM

$$z_1 = 1e^{i\pi/4}$$

$$z_2 = 2e^{i\pi/4}$$

$$z_1 \cdot z_2 =$$



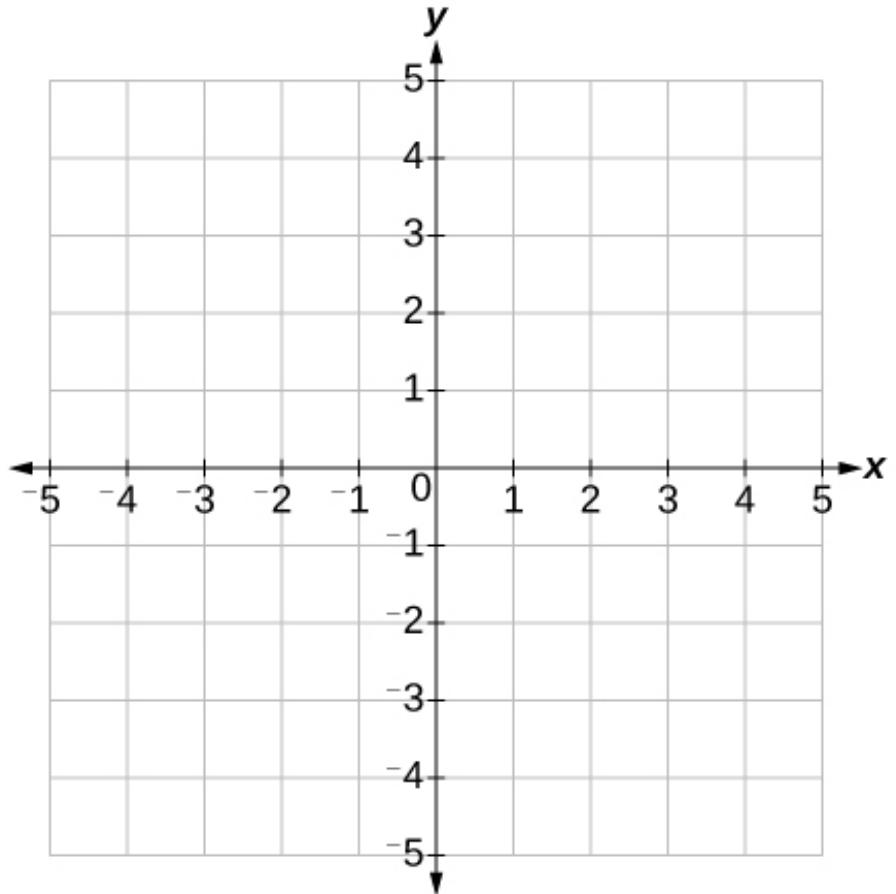
EXTRA PROBLEMS



SCALAR MULTIPLICATION

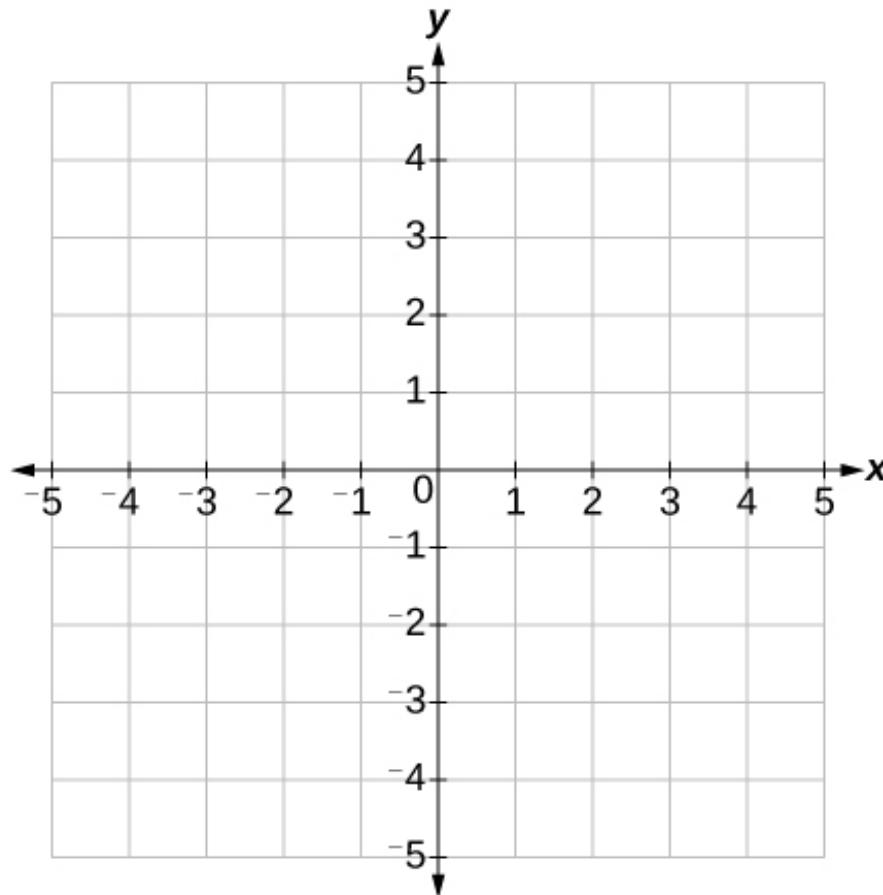
Find $2 * \begin{pmatrix} 2 \\ 1 \end{pmatrix}$ and $-2 * \begin{pmatrix} 2 \\ 1 \end{pmatrix}$

$$c * \vec{a} = \begin{pmatrix} c * w_x \\ c * w_y \end{pmatrix}$$



VECTOR ADDITION

Add the vectors $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$ and $\begin{pmatrix} 3 \\ -4 \end{pmatrix}$



$$\vec{a} + \vec{b} = \begin{pmatrix} a_x + b_x \\ a_y + b_y \end{pmatrix}$$

VECTOR DECOMPOSITION

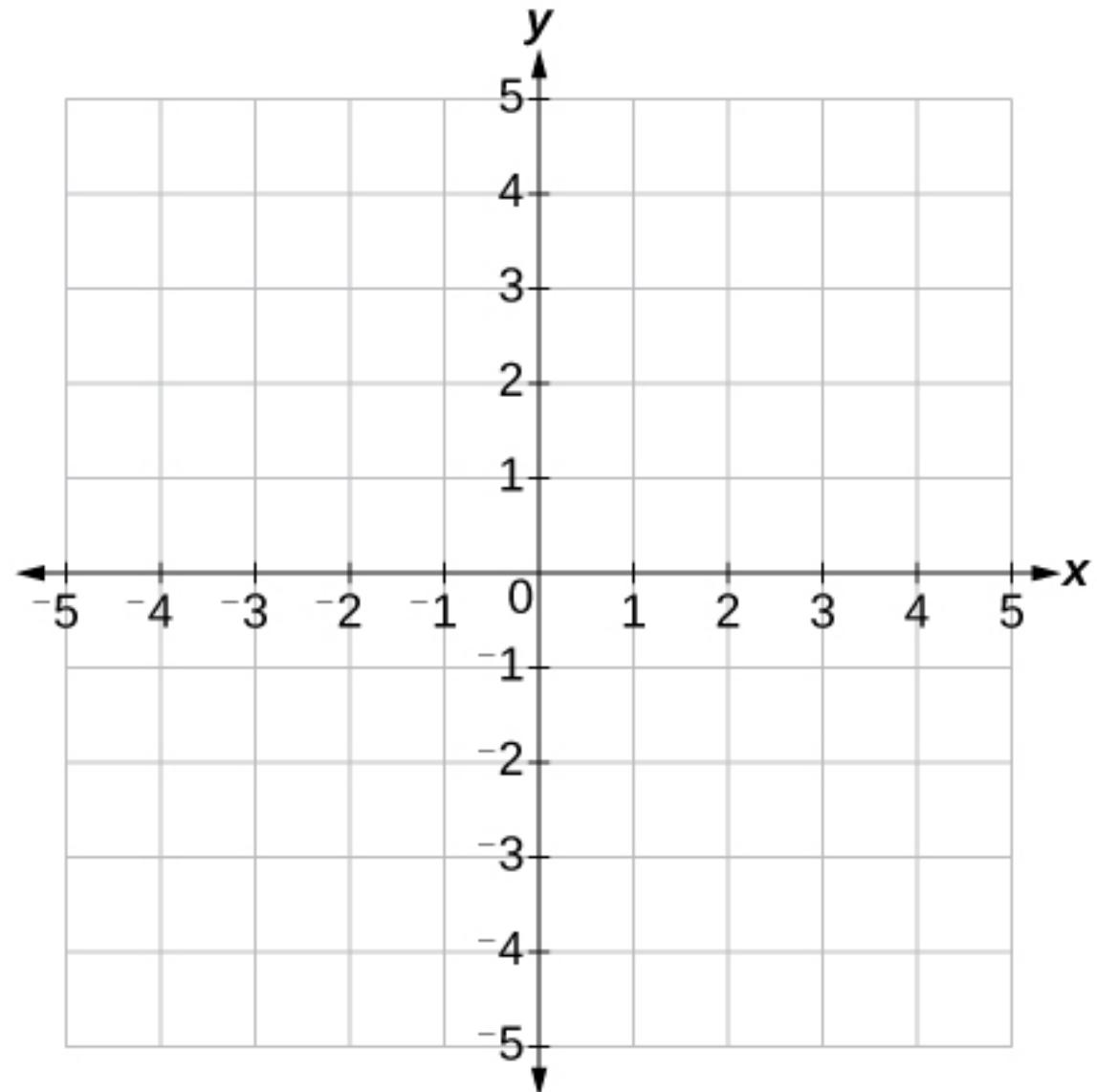
Find the x and y components of $\begin{pmatrix} -2 \\ 4 \end{pmatrix}$

$$+ \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

- Result of adding:

- x-component:

- y-component:

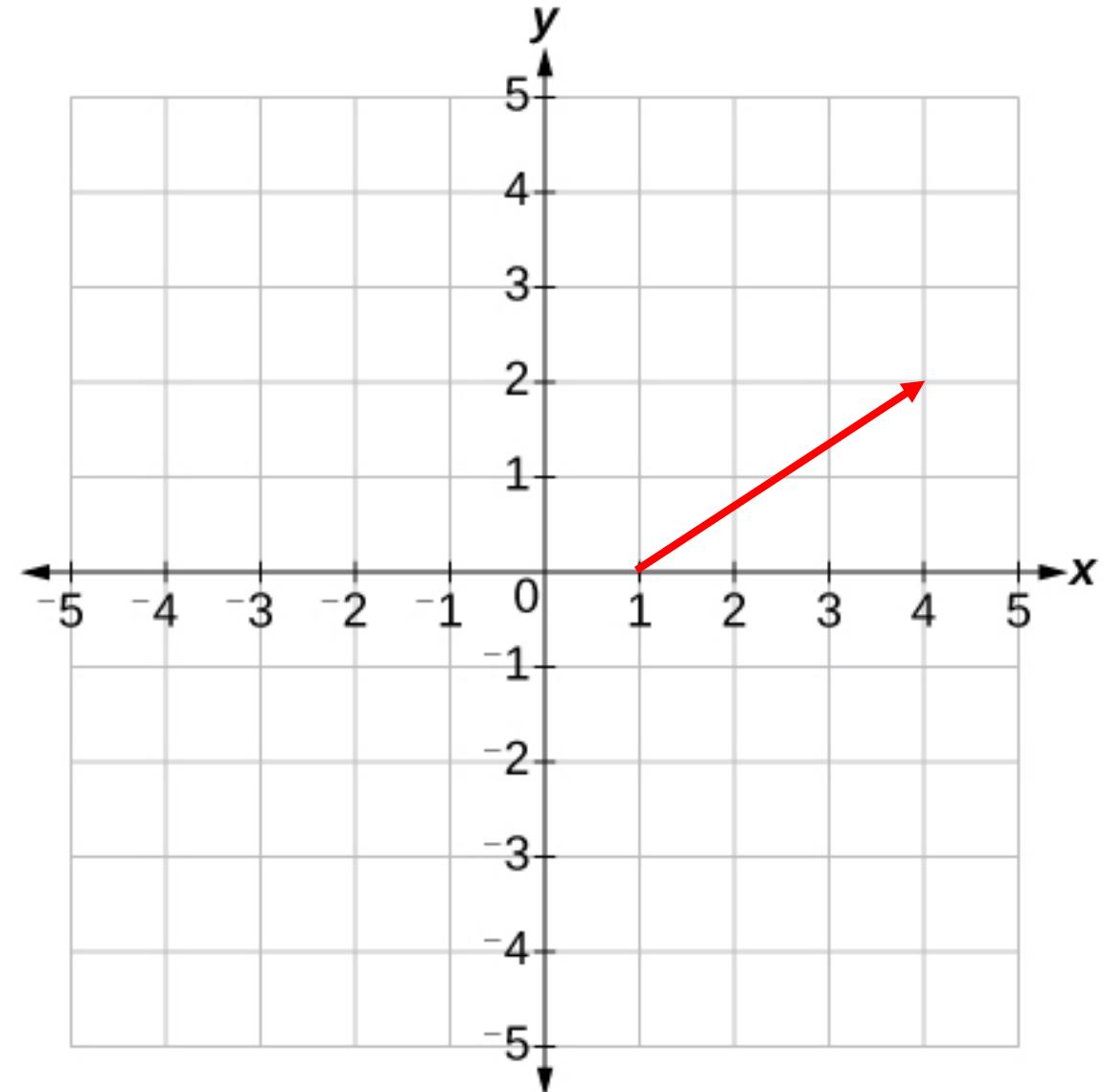


VECTOR REPRESENTATION

- What is this vector?
- What is the magnitude of this vector?
- What is the direction of this vector?

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2}$$

$$\angle \vec{v} = \tan^{-1} \left(\frac{v_y}{v_x} \right)$$



POLAR FORM OF COMPLEX NUMBERS

$$z = x + iy = |z|(\cos \varphi + i \sin \varphi) = re^{i\varphi}$$

$$z = 3/5 + 4/5i$$

$$r = |z| = \sqrt{x^2 + y^2}$$

$$\varphi = \tan^{-1} \left(\frac{y}{x} \right)$$

(vector radius)

(vector angle)

$$r =$$

$$\varphi =$$

$$z \text{ (Polar form)} =$$



WORKING WITH THE POLAR FORM

$$z = 1 e^{i\pi/4}$$

$$\bar{z} =$$

$$|z| =$$

$$z(\text{Cartesian form}) =$$

$$z = x + iy = |z|(\cos \varphi + i \sin \varphi) = re^{i\varphi}$$

$$\bar{z} = re^{-i\varphi}$$

$$|z| = r$$

$$x = r * \cos \varphi$$

$$y = r * \sin \varphi$$

MODULUS AND CONJUGATE

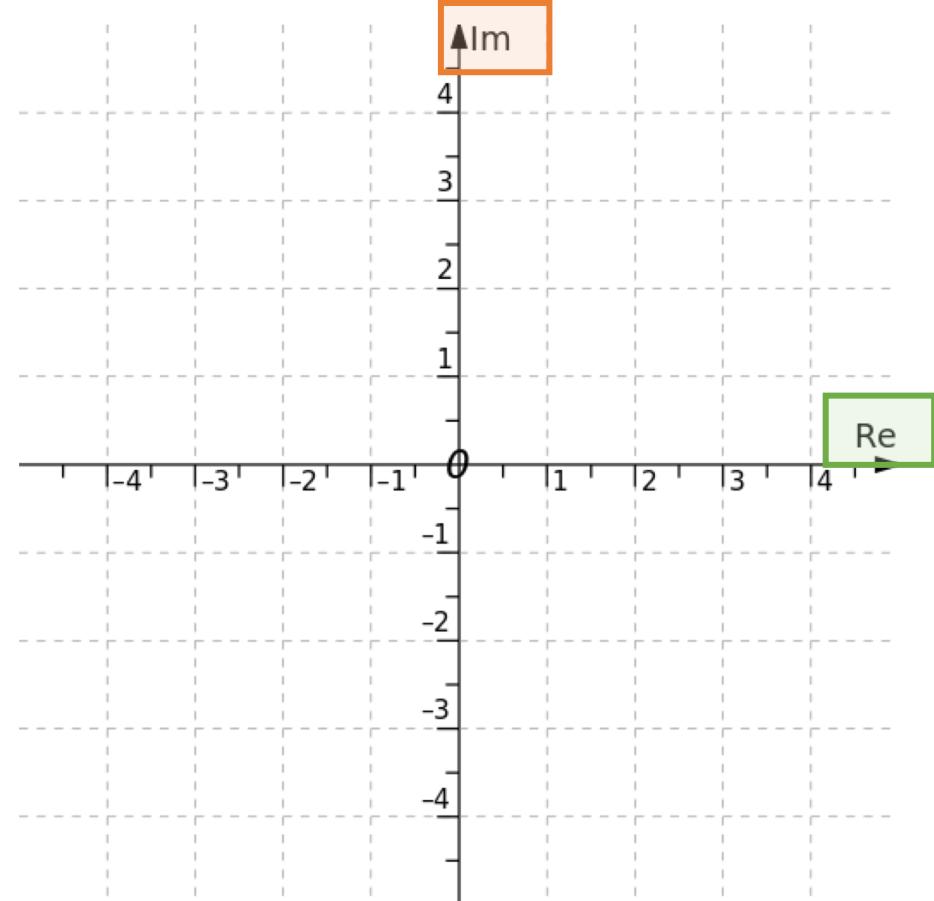
$$|a + ib| = \sqrt{a^2 + b^2}$$

$$\overline{(a + i b)} = (a - ib)$$

$$z = 3/5 + 4/5i$$

$$|z| =$$

$$\bar{z} =$$



COMPLEX NUMBER ADDITION

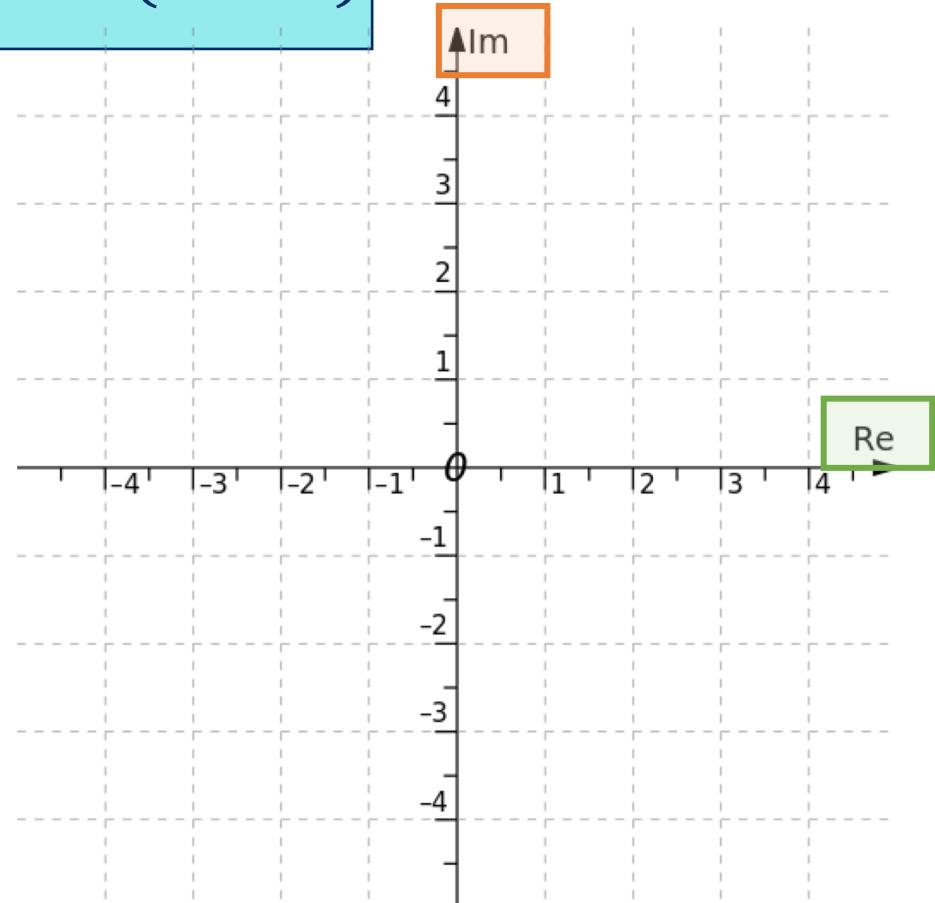
$$(a + i b) + (c + id) = (a + c) + i(b + d)$$

$$z = 2 + 3i$$

$$\bar{z} = 2 - 3i$$

$$z + \bar{z} =$$

$$z - \bar{z} =$$



COMPLEX NUMBER MULTIPLICATION

$$(a + i b) * (c + id) = (ac - bd) + i(ad + bc)$$

$$z = 2 + 3i$$

$$\bar{z} = 2 - 3i$$

$$z \cdot \bar{z} =$$