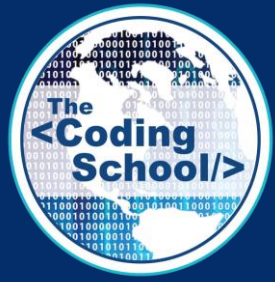


INTRO TO QUANTUM  
COMPUTING  
LECTURE #8

# MATHEMATICS FOR QUANTUM

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# TODAY'S LECTURE

- a) Dirac notation
- b) Inner product
- c) Quantum operations
  - Hermitian operations
  - Unitary operations

# Dirac Notation

Or bra-ket notation allows us to abstract away parts of the complicated underlying math for quantum mechanics!

# Bit to Qubit

Bit	Qubit
0	$ 0\rangle$
1	$ 1\rangle$

$| \cdot \rangle$  is a ket and it indicates that we're talking about a quantum state.  
example:  $Q \times Q \mapsto | Q \times Q \rangle$

# Ket

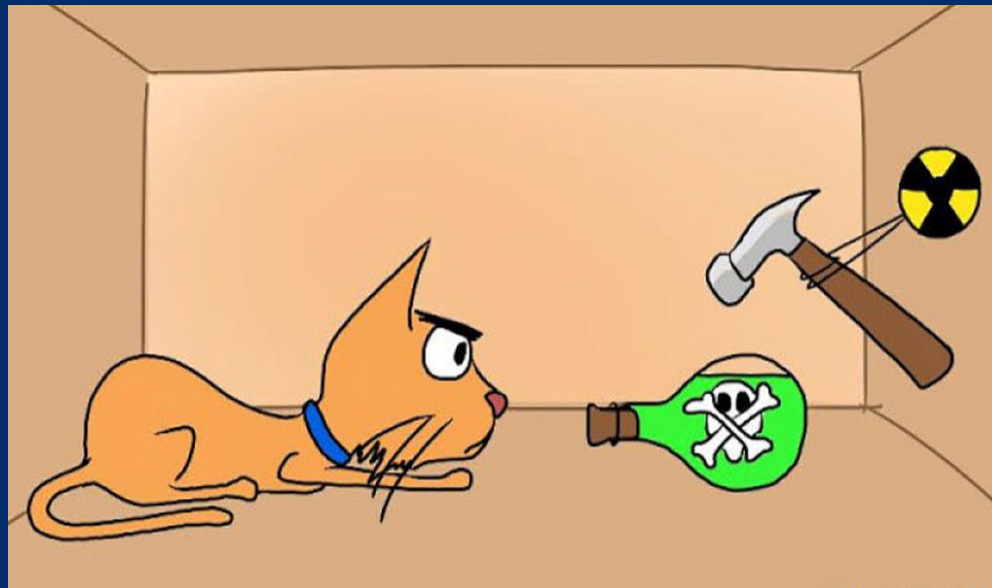
Ket ( $| \ \rangle$ ): can be represented with a **column vector**!

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$\underline{|1\rangle} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

# Quantum Superposition

Quantum object can be in two states at once!



# Superposition

**Superposition:** a qubit can be  $|0\rangle$  and  $|1\rangle$  at the same time!

This is how we show it:  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$  psi

$$|\psi\rangle = \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} \alpha \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ \beta \end{pmatrix} = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$$



# Practice

$$|\psi\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle = \frac{1}{\sqrt{2}}\begin{pmatrix} 1 \\ 0 \end{pmatrix} + \frac{1}{\sqrt{2}}\begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix}$$

$$\begin{aligned} |\psi\rangle &= \begin{pmatrix} \frac{1}{\sqrt{3}} \\ \sqrt{\frac{2}{3}} \end{pmatrix} = \frac{1}{\sqrt{3}}\begin{pmatrix} 1 \\ 0 \end{pmatrix} + \sqrt{\frac{2}{3}}\begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ &= \frac{1}{\sqrt{3}}|0\rangle + \sqrt{\frac{2}{3}}|1\rangle \end{aligned}$$

# Bra

Bra ( $\langle \mid$ ): can be represented with a **row vector**!

the bra is the complex-conjugate of the ket!

$$\langle 0 | = (1 \quad 0)$$

$$\langle 1 | = (0 \quad 1)$$

# Practice

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle \longrightarrow \langle\psi| = \alpha^* \langle 0| + \beta^* \langle 1|$$

$$\begin{aligned} |\psi\rangle &= \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle \longrightarrow \langle\psi| = \frac{1}{\sqrt{2}}\langle 0| + \frac{1}{\sqrt{2}}\langle 1| \\ &= \frac{1}{\sqrt{2}}(1 \ 0) + \frac{1}{\sqrt{2}}(0 \ 1) = \left(\frac{1}{\sqrt{2}} \ \frac{1}{\sqrt{2}}\right) \end{aligned}$$

$$\begin{aligned} |\psi\rangle &= \begin{pmatrix} \frac{1}{\sqrt{2}} \\ i\frac{1}{\sqrt{2}} \end{pmatrix} \longrightarrow \langle\psi| = \left(\frac{1}{\sqrt{2}} \ i\frac{1}{\sqrt{2}}\right)^* = \left(\frac{1}{\sqrt{2}} \ -i\frac{1}{\sqrt{2}}\right) \\ &= \frac{1}{\sqrt{2}}(1 \ 0) - i\frac{1}{\sqrt{2}}(0 \ 1) \\ &= \frac{1}{\sqrt{2}}\langle 0| - i\frac{1}{\sqrt{2}}\langle 1| \end{aligned}$$

# Inner Product

We use the inner product to find the overlap between two quantum states

braket (bra+ket):  $\langle \psi | \phi \rangle$

# Inner Product

- $\langle 0 | 0 \rangle$ :  $\begin{pmatrix} 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = 1 \times 1 + 0 \times 0 = 1$
- $\langle 1 | 0 \rangle$ :  $\begin{pmatrix} 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = 1 \times 0 + 0 \times 1 = 0$
- $\langle 0 | 1 \rangle$ :  $\begin{pmatrix} 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = 1 \times 0 + 0 \times 1 = 0$
- $\langle 1 | 1 \rangle$ :  $\begin{pmatrix} 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = 0 \times 0 + 1 \times 1 = 1$

# Inner product of superpositions

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

$$x(y+z) = x \cdot y + x \cdot z$$

$$\begin{aligned}\langle 0|\psi\rangle &= \langle 0|(\alpha|0\rangle + \beta|1\rangle) = \alpha\langle 0|0\rangle + \beta\langle 0|1\rangle \\ &= \alpha + \beta \cdot 0 = \alpha\end{aligned}$$

$$|\psi\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$$

$$|\phi\rangle = \frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle$$

$$\langle \psi|\phi\rangle = \left(\frac{1}{\sqrt{2}} \quad \frac{1}{\sqrt{2}}\right) \cdot \begin{pmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{pmatrix} = \frac{1}{2} - \frac{1}{2} = 0$$

$$\hookrightarrow \left(\frac{1}{\sqrt{2}}\langle 0| + \frac{1}{\sqrt{2}}\langle 1|\right) \cdot \left(\frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle\right)$$

$$\begin{aligned}&\frac{1}{2}\langle 0|0\rangle + \frac{1}{2}\langle 1|0\rangle - \frac{1}{2}\langle 0|1\rangle - \frac{1}{2}\langle 1|1\rangle \\ &= \frac{1}{2} + \cancel{\frac{1}{2} \cdot 0} - \cancel{\frac{1}{2} \cdot 0} - \frac{1}{2} = 0\end{aligned}$$

# Two definitions

Two states  $|\psi\rangle$  and  $|\phi\rangle$  are “**orthogonal**” if:  $\langle\psi|\phi\rangle=0$  (orthogonal=perpendicular)

$|0\rangle$  and  $|1\rangle$  are orthogonal  $\langle 0|1\rangle = 0$

State  $|\psi\rangle$  is “**normal**” if:  $\langle\psi|\psi\rangle=1$

$|0\rangle$  and  $|1\rangle$  are normal

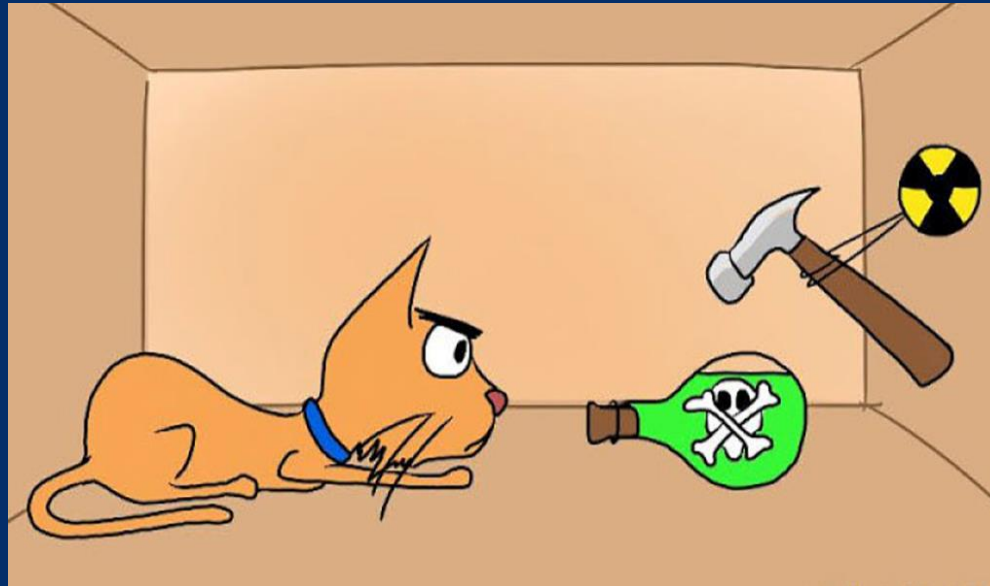
$$\langle 0|0\rangle = 1$$

$$\langle 1|1\rangle = 1$$

$$\begin{aligned} |\psi\rangle &= \frac{1}{\sqrt{3}}|0\rangle + \sqrt{\frac{2}{3}}|1\rangle \\ \langle\psi|\psi\rangle &= \left(\frac{1}{\sqrt{3}}\langle 0| + \sqrt{\frac{2}{3}}\langle 1|\right) \left(\frac{1}{\sqrt{3}}|0\rangle + \sqrt{\frac{2}{3}}|1\rangle\right) \\ &= \frac{1}{3}\langle 0|0\rangle + \frac{\sqrt{2}}{3}\langle 0|1\rangle + \frac{\sqrt{2}}{3}\langle 1|0\rangle + \frac{2}{3}\langle 1|1\rangle \\ &= \frac{1}{3} + \frac{2}{3} = 1 \end{aligned}$$

# Measurement

collapses the quantum state of the qubit to either 0 or 1





# Measurement

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

**measurement:** collapses the quantum state of the qubit  $|\psi\rangle$  to either  $|0\rangle$  or  $|1\rangle$

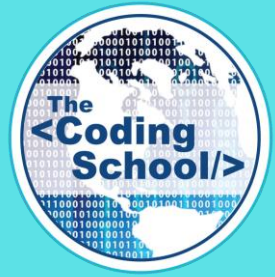
probability of measuring  $|0\rangle$  :  $|\alpha|^2$

$$P(0) = |\langle 0|\psi\rangle|^2 = |\langle 0|(\alpha|0\rangle + \beta|1\rangle)|^2 = |\alpha|^2$$

probability of measuring  $|1\rangle$  :  $|\beta|^2$

$$P(1) = |\langle 1|\psi\rangle|^2 = |\langle 1|(\alpha|0\rangle + \beta|1\rangle)|^2 = |\beta|^2$$

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



# 10 MIN BREAK!

## **Quantum states:**

Inputs and outputs of the quantum computer

## **Quantum operations:**

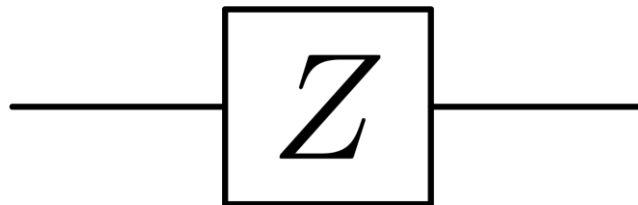
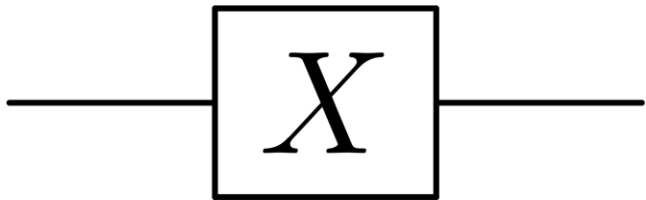
Perform computation in a quantum computer

# Quantum Operation

Transforms a quantum state to another

We can represent them as **matrices**

example: quantum gates!



# Important Quantum Operators

Pauli operators:

$$\sigma_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad \text{Pauli-X operator (X)}$$

$$\sigma_y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \quad \text{Pauli-Y operator (Y)}$$

$$\sigma_z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \quad \text{Pauli-Z operator (Z)}$$

# Practice

Pauli operators:

$$\sigma_x |0\rangle = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} = |1\rangle$$

$$\sigma_x |1\rangle = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = |0\rangle$$

$$\sigma_z |0\rangle = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = |0\rangle$$

$$\sigma_z |1\rangle = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ -1 \end{pmatrix} = -|1\rangle$$

# Quantum Operation

Quantum operation properties:

1. Linearity  $\hat{A} (\alpha |0\rangle + \beta |1\rangle) = \alpha (\hat{A} |0\rangle) + \beta (\hat{A} |1\rangle)$

$$\sigma_x \left( \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle \right) = \frac{1}{\sqrt{2}} (\sigma_x |0\rangle) + \frac{1}{\sqrt{2}} (\sigma_x |1\rangle) = \frac{1}{\sqrt{2}} |1\rangle + \frac{1}{\sqrt{2}} |0\rangle$$

$$\sigma_z \left( \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle \right) = \frac{1}{\sqrt{2}} (\sigma_z |0\rangle) + \frac{1}{\sqrt{2}} (\sigma_z |1\rangle) = \frac{1}{\sqrt{2}} |0\rangle - \frac{1}{\sqrt{2}} |1\rangle$$

# Quantum Operation

Quantum operation properties:

2. Can be composited  $\hat{A}(\hat{B}|\psi\rangle) = (\hat{A}\hat{B})|\psi\rangle$

$$\sigma_z(\sigma_x|0\rangle) = \sigma_z(|1\rangle) = -|1\rangle$$

$$(\sigma_z \cdot \sigma_x)|0\rangle = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ -1 \end{pmatrix} = -|1\rangle$$

$$\begin{matrix} -1 \times |1\rangle \\ 1 \times |1\rangle \end{matrix}$$

$$\hookrightarrow \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ -1 & 0 \end{pmatrix}$$



# Quantum Operation

Quantum operation properties:

normal algebra:  $x \cdot y = y \cdot x$

3. Order matters

$$\hat{A} \cdot \hat{B} \neq \hat{B} \cdot \hat{A}$$

$$\sigma_x \cdot (\sigma_z |0\rangle) = \sigma_x |0\rangle = |1\rangle$$
$$\sigma_z \cdot (\sigma_x |0\rangle) = \sigma_z |1\rangle = -1 \times |1\rangle$$

# Conjugate Transpose

Conjugate Transpose:

$$\vec{v}^\dagger = (\vec{v}^T)^* = (\vec{v}^*)^T$$

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

$$(\hat{A} \hat{B})^\dagger = \hat{B}^\dagger \hat{A}^\dagger \quad (\text{switches order})$$

$$(\hat{A} |\psi\rangle)^\dagger = \langle \psi | \hat{A}^\dagger$$



# Hermitian Operators

All observable operators are Hermitian!!

example:

- Position
- Momentum
- Energy

$$p = m \cdot v$$

Handwritten red annotations: an arrow points from 'm' to 'mass', and an arrow points from 'v' to 'velocity'.

# Hermitian Operators

All observable operators are Hermitian

Hermitian:  $A=A^\dagger$  operator is equal to its own conjugate transpose

example:

$$\sigma_x = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad \sigma_x^\dagger = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}^* = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

$$\sigma_x = \sigma_x^\dagger \Rightarrow \text{Hermitian}$$

# Reversibility

Given the output of a gate, we can determine what the inputs are.

- **Reversible gate:** preserves all the information
- **Non-reversible gate:** loses some information

# Unitary Operators

All reversible quantum operations are unitary!

example:

- Time evolution

# Unitary Operators

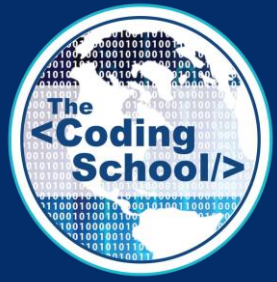
All reversible operations are unitary → all quantum gates are unitary

Unitary:  $A.A^\dagger = A^\dagger.A = I$        $A^\dagger = A^{-1}$

example:

$$S = \begin{pmatrix} 1 & 0 \\ 0 & -i \end{pmatrix} \quad S^\dagger = \begin{pmatrix} 1 & 0 \\ 0 & -i \end{pmatrix}^* = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \quad (i \times i = -1)$$
$$S.S^\dagger = \begin{pmatrix} 1 & 0 \\ 0 & -i \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = I$$
$$S^\dagger.S = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \begin{pmatrix} 1 & 0 \\ 0 & -i \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = I$$

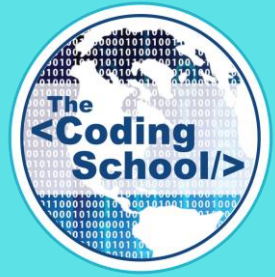
} → S is unitary



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# ANNOUNCEMENTS