

What is (a) bit?

there is true there is not false

0

1

yes

no

on

off

+
heads

-
tails

alive

dead

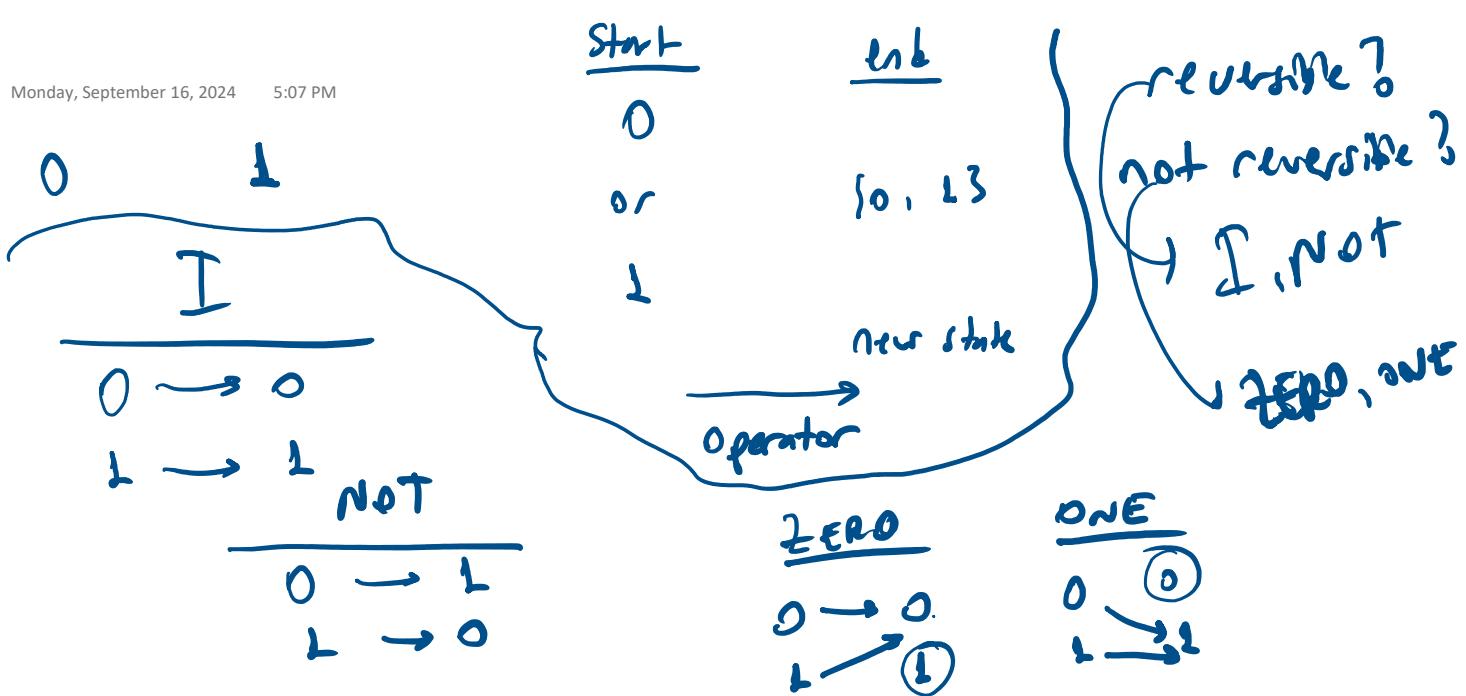
up

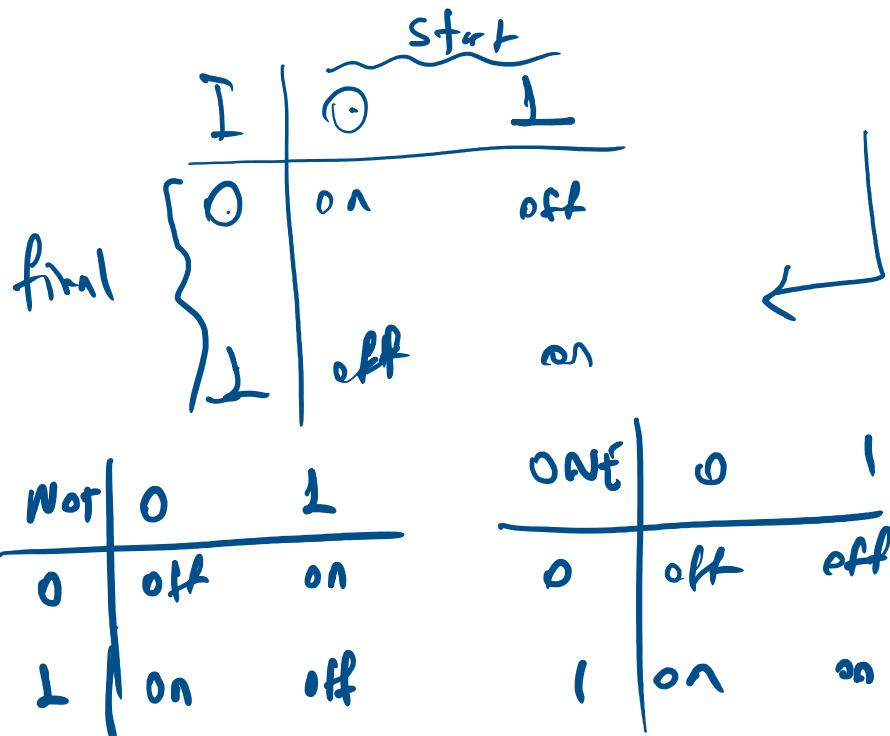
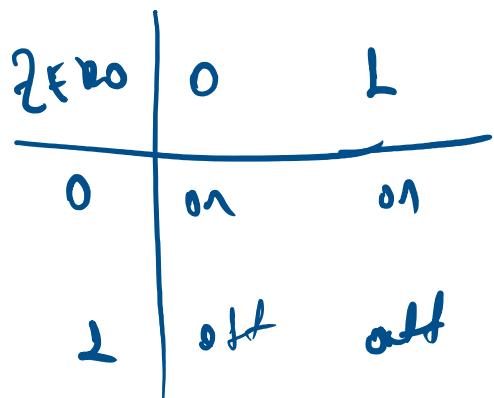
down

low

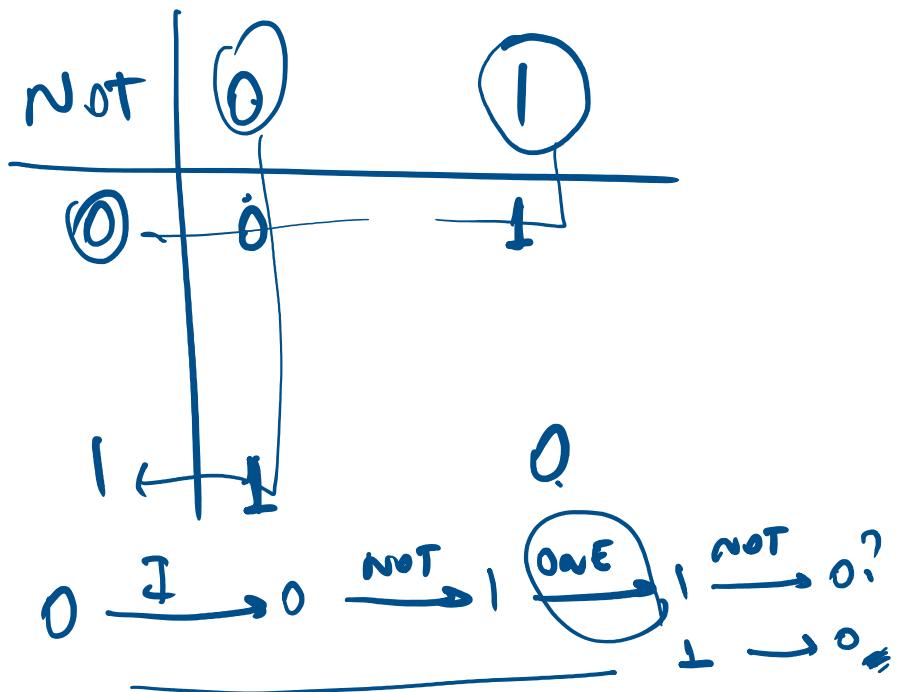
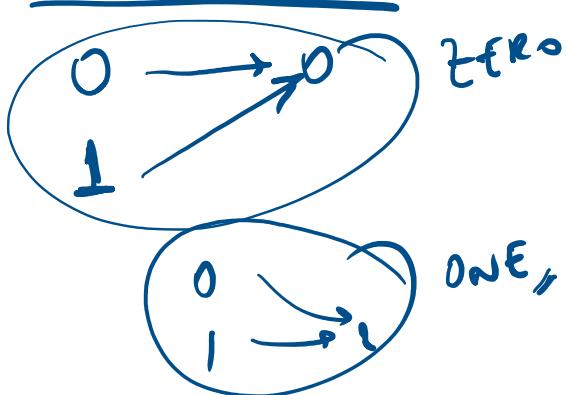
high

Any 2-state system

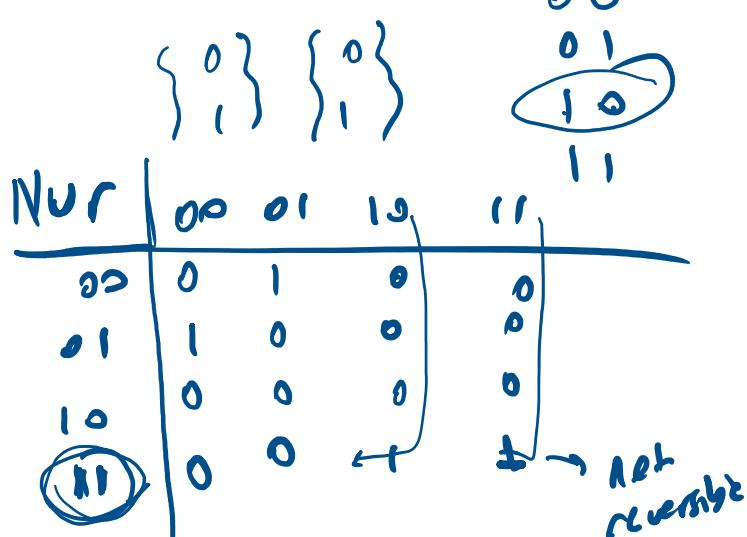




a single bit



2 bits



Truth table for a 2-bit reversible function (I).

I	00	01	10	11
00	L	0	0	0
01	0	1	0	0
10	0	0	1	0
11	0	0	0	L

Annotations:

- Top right: "neutral state" with an arrow pointing to the L entry.
- Bottom right: "reversible" with an arrow pointing to the L entry.
- Bottom left: "final state" with an arrow pointing to the L entry.

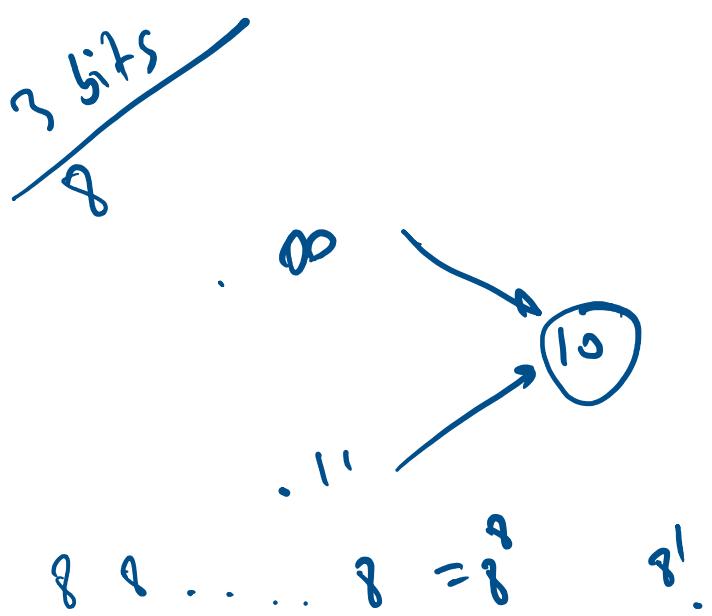
2 bit. # of operators

- 16
 - 64
 - 256
 - 256
 - permute
 - 16!

of reversible operators

	00	01	10	11
00	00	01	00	01
01	01	00	01	00
10	00	01	10	11
11	01	00	11	10

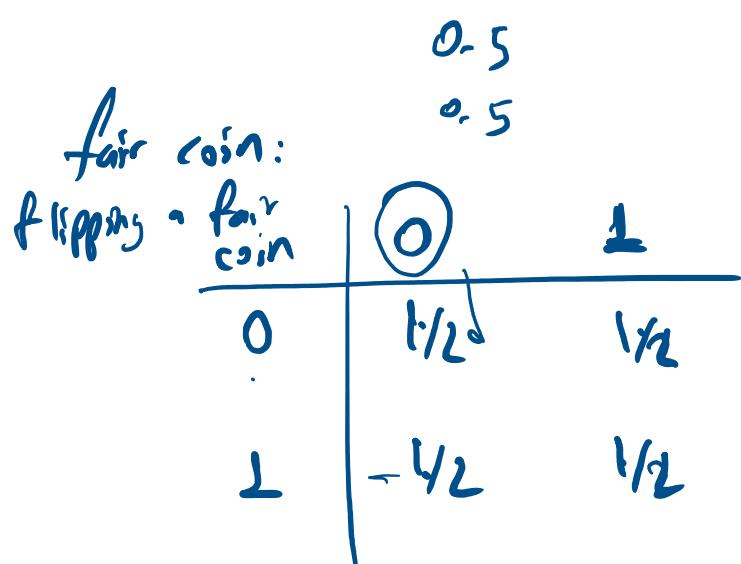
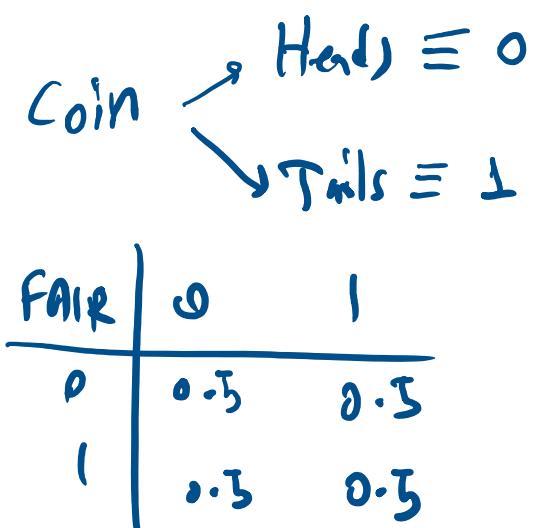
$4 \cdot 4 \cdot 4 \cdot 4 = 256$



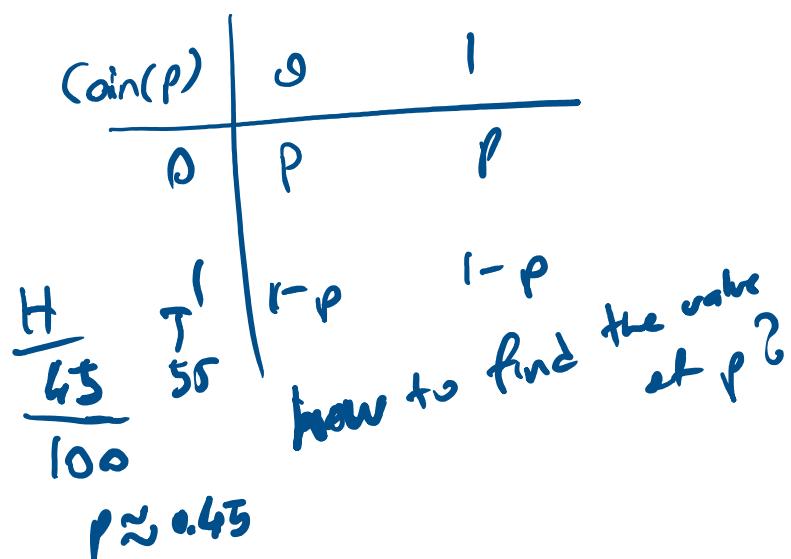
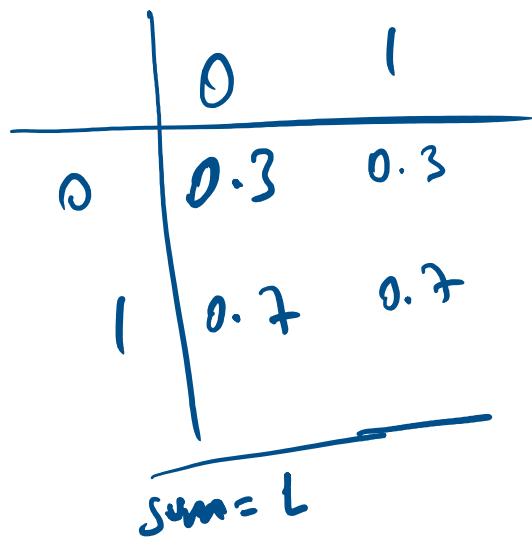
	00	01	10	11
00	0	0	0	0
01	0	1	0	0
10	1	0	0	0
11	0	0	1	0

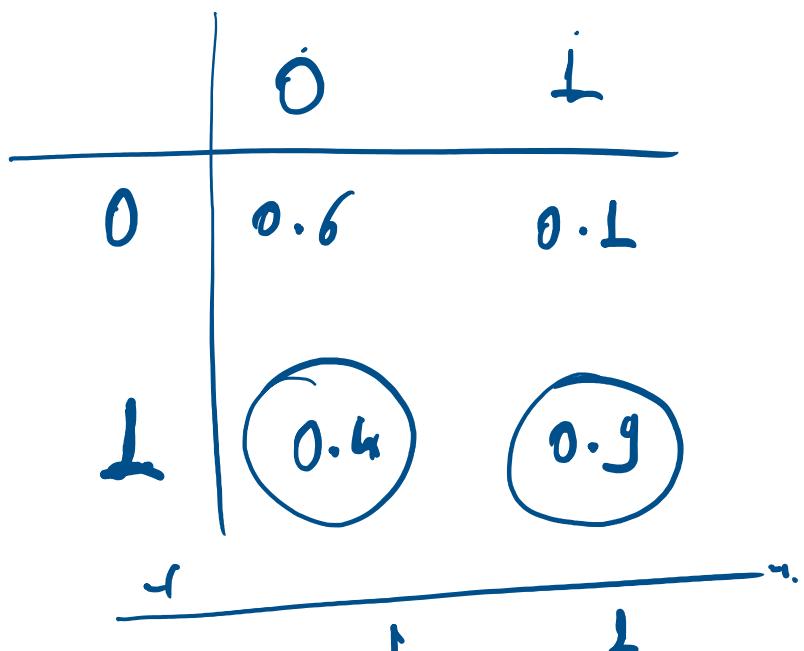
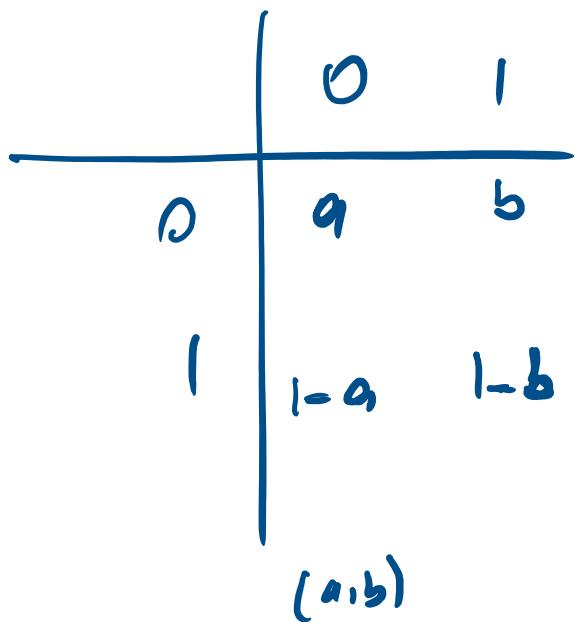
$\underbrace{4}_{\text{4}} \underbrace{3}_{\text{3}} \underbrace{2}_{\text{2}} \underbrace{1}_{\text{1}} = 4!$

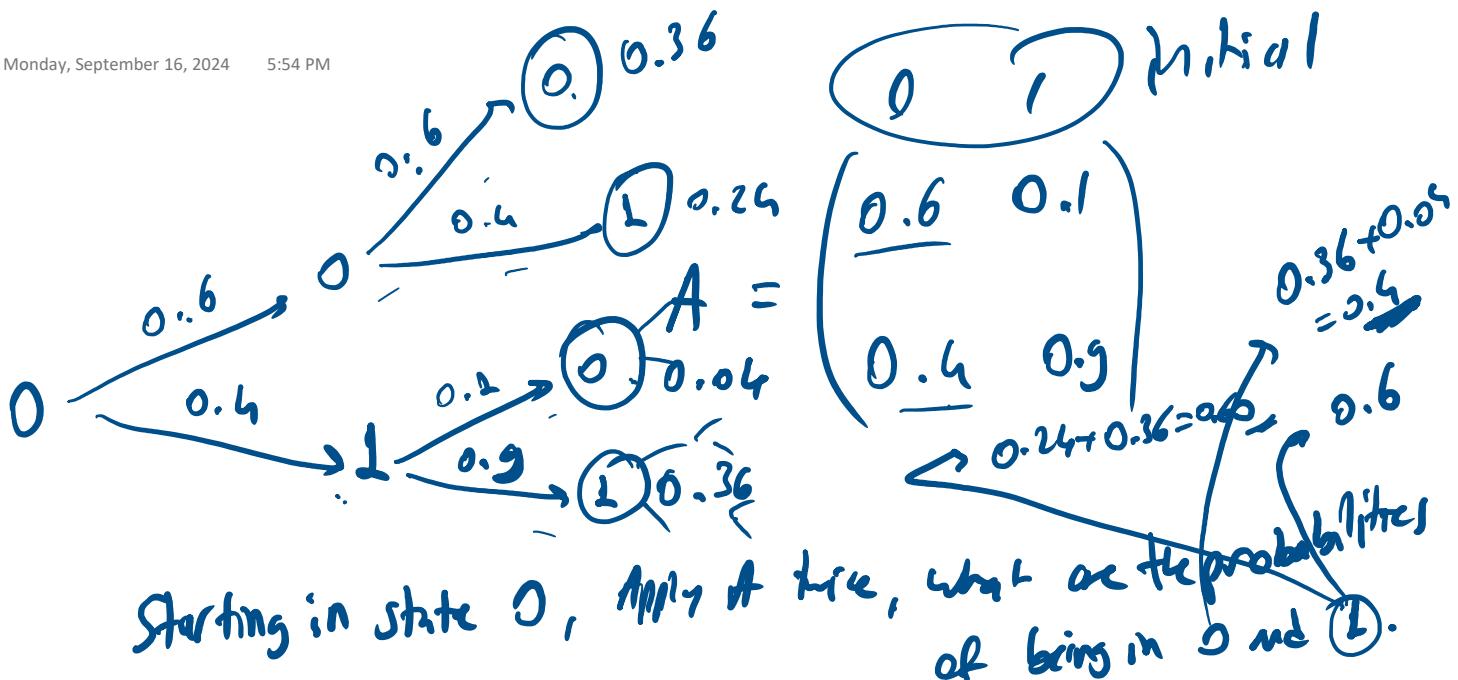
probabilistic bit?



biased coin?







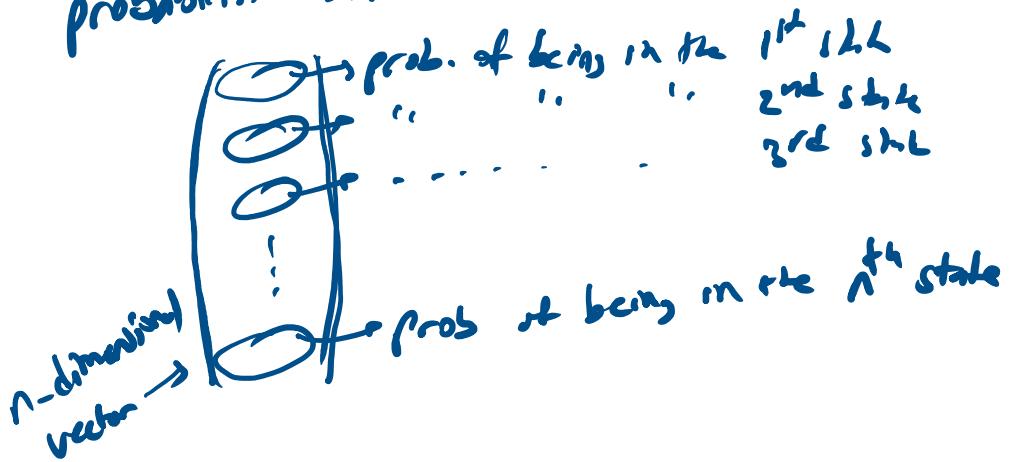
$$\begin{pmatrix} 0.36+0.04 \\ 0.24+0.36 \end{pmatrix} = \begin{pmatrix} 0.6 & 0.1 \\ 0.4 & 0.9 \end{pmatrix} \begin{pmatrix} 0.6 \\ 0.4 \end{pmatrix} = \underbrace{\begin{pmatrix} 0.6 & 0.1 \\ 0.4 & 0.9 \end{pmatrix}}_{\text{operator}} \underbrace{\begin{pmatrix} 0.6 \\ 0.4 \end{pmatrix}}_{\text{new state}} = \underbrace{\begin{pmatrix} 0.1 \\ 0.0 \end{pmatrix}}_{\substack{\text{probability state} \\ \text{vector}}}$$

matrix
 vector
 operator
 probability state

State 0 $\equiv \begin{pmatrix} 1 \\ 0 \end{pmatrix}$
 State 1 $\equiv \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

N-state probabilistic system

probabilistic state



$$\begin{pmatrix} p_1 \\ p_2 \\ p_3 \\ \vdots \\ p_n \end{pmatrix} \geq 0$$

~~(-)~~

The diagram shows a vector with components $p_1, p_2, p_3, \dots, p_n$. Above the vector, the text "non-negative" is written. Below the vector, there is a coordinate system with a horizontal axis labeled "x" and a vertical axis labeled "y". A point on the positive y-axis is marked with a tick and labeled "0". A point on the negative y-axis is crossed out with a large "X" and labeled "(-)".

3 - state

$\{s_1, s_2, s_3\}$
state basis vector

$$\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$\begin{pmatrix} 0.2 \\ 0.3 \\ 0.5 \end{pmatrix} = 0.2 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + 0.3 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + 0.5 \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

Linear combination of the basis states.

basis states
constraints on
scalar values.
for magnetism
 $\Rightarrow \sum = 1$

s_i -state probabilistic operator

s_1	s_2	s_3	s_4	s_5	
s_1	p_{11}	-	-	-	p_{1r}
s_2	p_{21}				,
s_3	p_{31}				,
s_4	p_{41}				,
s_5	p_{51}	-	-	-	p_{5r}

≥ 0

$p_{ij} \leftarrow$ from state j to state i

(left) Stochastic matrix

linear system

$$v' = A \cdot v$$

new probabilistic state probabilistic operator probabilistic state

if
stochastic matrices
non-negative
 $\sum_{i=1}^n v_i = 1$

(linear combination
of the basis states)
non-negative
 $\sum_{i=1}^n v'_i = 1$

two probabilistic bits

$$\begin{array}{c}
 \begin{array}{ccccc}
 & \textcircled{0} & & \textcircled{1} & \\
 \begin{array}{c} 0 \\ 1 \end{array} & \otimes & \begin{array}{c} 0 \\ 1 \end{array} & = & \begin{array}{c} 0 \\ 1 \end{array} \\
 \left(\begin{array}{c} 0.3 \\ 0.7 \end{array} \right) & & \left(\begin{array}{c} 0.4 \\ 0.6 \end{array} \right) & & \left(\begin{array}{c} 0.12 \\ 0.18 \\ 0.28 \\ 0.42 \end{array} \right) \\
 \underbrace{\quad}_{\begin{array}{c} 0.3 \\ 0.7 \end{array}} & & \underbrace{\quad}_{\begin{array}{c} 0.4 \\ 0.6 \end{array}} & & \underbrace{\quad}_{\begin{array}{c} 0.12 \\ 0.18 \\ 0.28 \\ 0.42 \end{array}}
 \end{array} \\
 \left(\begin{array}{c} 0.5 \\ 0.6 \\ 0.4 \\ 0.6 \end{array} \right) = & & & & \begin{array}{c} 0.12 \\ 0.18 \\ 0.28 \\ 0.42 \\ + \\ \hline 1. \end{array}
 \end{array}$$

3 bits

states = 8

$$\Rightarrow \underbrace{\left(\begin{smallmatrix} 0 \\ 1 \end{smallmatrix} \right) \otimes \left(\begin{smallmatrix} 0 \\ 1 \end{smallmatrix} \right) \otimes \left(\begin{smallmatrix} 0 \\ 1 \end{smallmatrix} \right)}_{= \begin{pmatrix} \vdots \\ 1 \\ \vdots \end{pmatrix}}$$

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

$\frac{1}{2} \ 00$ $\frac{1}{2} \ 11$

Not possible to separate \Rightarrow two subsystems are correlated!