## Quantum Computing Assignment 1

## Brennan W. Fieck

## January 23, 2017

**Problem A1.** For the Turing machine model described in class that used the unary representation of numbers:

- (a) How many steps of the program are needed to find 1 + 2 = 3?
- (b) How many steps of the program are needed to find 3 + 4 = 7?
- (c) How many steps of the program do you expect are required to find n + m for positive integers n and m? Provide a short explanation.

Solution.

- (a) Assuming the 1 is read first, 8
- (b) Assuming the 3 is read first, 17
- (c) It takes one step to move to the first digit of the first number, n steps to read the first number n,  $3 \times m$  steps to copy the second number m into the space adjacent to n and one extra step to halt computation. So the total number of steps is n+1+3m+1=3m+n+2

**Problem A2.** Construct AND and OR gates from NAND and FANOUT.

Solution.

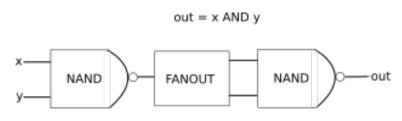


Figure 1: AND

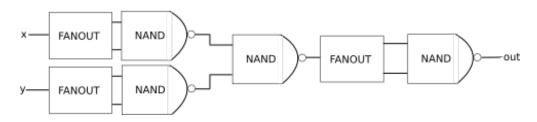


Figure 2: OR

**Problem A3.** The  $r^{\text{th}}$  roots of unity are given by  $\omega_k = e^{2\pi i k/r}$  with  $k = 0, 1, \dots, r-1$ 

- (a) Verify this statement, and give a brief geometric description of the location of the roots in the complex plane for r = 3.
- (b) Find the sum  $\sum_{k=0}^{r-1} \omega_k^n$  both when r divides n (r|n) and when r does not divide n. Hint: remember to take examples as need be!

Solution.

(a) If the  $r^{\text{th}}$  roots of unity really are given by  $\omega_k$ , then it must be true that  $\omega_k^r = 1$ .

$$\omega_k^r = (e^{2piik/r})^r = e^{2\pi ik}$$

Via Euler's Formula, it is known that for integral k,  $e^{2\pi ik} = 1$ . (The only reason  $0 \le k < r$  is to avoid repeat answers). Thus it must be true that  $\omega_k$  represents the  $r^{\text{th}}$  roots of unity.

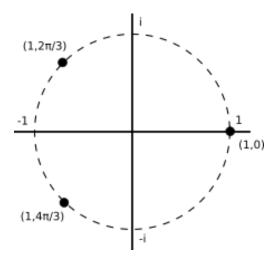


Figure 3: 3<sup>rd</sup> Roots of Unity

(b) If r divides n, then let a = n/r, and we know that a must be positive and integral (because I assume n and r are positive and integral). Then we can write the sum:

$$\sum_{k=0}^{r-1} \left[ \omega_k^n \right] = \sum_{k=0}^{r-1} \left[ \left( e^{\frac{2\pi i k}{r}} \right)^n \right] = \sum_{k=0}^{r-1} \left[ e^{2\pi i k a} \right].$$

In this case, for any k each term in the sum is equal to 1. Thus the final value of the sum is equal to the number of terms, which is to say:

$$\sum_{k=0}^{r-1} \left[ \omega_k^n \right] = r$$

. In the case that r does not divide n, a = n/r will still be positive (because I still assume positive and integral n and r), but not necessarily integral. Most generally, each term  $\omega_k^n$  in the sum can be written as

$$e^{2\pi ika} = \cos\left[2\pi kn/r\right] + i\sin\left[2\pi kn/r\right]$$

using Euler's Formula. This can be separated into two sums, one over a Cosine and the other over a Sine. Fortunately, these are well-known sums that can be looked up:

$$\sum_{k=0}^{m} \left[\cos\left[2\pi a k\right]\right] = \csc\left[\pi a\right] \sin\left[\pi a (m+1)\right] \cos\left[\pi a m\right]$$

$$\sum_{k=0}^{m} [\sin [2\pi ak]] = \csc [\pi a] \sin [\pi a(m+1)] \sin [\pi am].$$

In this case, m = r - 1. Thus, the original sum can be expressed:

$$\sum_{k=0}^{r-1} \left[ \omega_k^n \right] = \csc[\pi a] \sin[\pi a(r-1+1)] \left( \sin[\pi a(r-1)] + \cos[\pi a(r-1)] \right)$$

or, in terms of only the given variables:

$$\csc\left[\frac{\pi n}{r}\right]\sin\left[\pi n\right]\left(\sin\left[\pi n\left(1-\frac{1}{r}\right)\right]+\cos\left[\pi n\left(1-\frac{1}{r}\right)\right]\right).$$

However, I prefer to simply recognize that for integral n this is just 0 because  $\sin[\pi n] = 0$  for integral n.

**Problem A4.** Consider a real and symmetric matrix nxn matrix A.

- (a) Show that necessarily  $A^2$  is also symmetric.
- (b) The satisfaction of how many independent conditions will ensure that  $A^2 = I_n$ , the nxn identity?

(c) Work out the details for the entries of A for the n=2 case.

Solution.

(a) If  $A^2$  is symmetric, it must be true that  $(A^2)^T = A^2$  From the definition of a symmetric matrix,  $A = A^T$ . This is useful, since we can distribute a transpose to components of matrix multiplication like so:

$$(A^2)^{\mathrm{T}} = (AA)^{\mathrm{T}} = A^{\mathrm{T}}A^{\mathrm{T}} = AA = A^2.$$

Since  $A^2$  is equal to its transpose, it must be symmetric.

(b) Because the matrix is symmetric, satisfaction of the upper-triangular sub-matrix guarantees satisfaction of the lower-triangular sub-matrix. Thus the only independent conditions that need be satisfied are those on the diagonal, plus each entry to the left or right of each diagonal entry. On the  $m^{\text{th}}$  row of  $A^2$  there are n-m entries (0-indexed). This renders the sum:

$$\sum_{m=0}^{n-1} [n-m] = n^2 - \frac{1}{2}(n-1)(n-1+1) = n^2 - \frac{n(n-1)}{2}$$

$$= n^2 - \frac{n^2}{2} + \frac{n}{2} = \frac{n(n+1)}{2}$$

which is the number of independent of conditions to satisfy in order for  $A^2 = I_n$ .

(c) Let the matrix A be represented by

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}.$$

Then the entries of  $A^2$  must be:

$$A^{2} = \begin{bmatrix} a^{2} + bc & b(a+d) \\ c(a+d) & d^{2} + bc \end{bmatrix}.$$

For this to be  $I_2$ , the entries of  $A^2$  therefore have the following restrictions:

$$a^2 + bc = 1$$

$$b(a+d) = 0$$

$$c(a+d) = 0$$

$$d^2 + bc = 1$$

From either of the middle two we can extract that  $a+d=0 \rightarrow a=-d$  or b=0 and c=0. Let's demand that b=0, because we have to start somewhere or progress can't be made. In that case, the top and bottom equations dictate that  $a^2=d^2=1 \rightarrow a=0$ 

 $\pm 1$  and  $d=\pm 1$ . Since A is symmetric,  $b=0\to c=0$ . In this case, we have four possible matrices for A:

$$A = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \text{ or } \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} \text{ or } \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \text{ or } \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}.$$

On the other hand, if we demand that  $a+d=0 \to a=-d$ , but that c=d is not necessarily 0, then as long as the relations  $a=\pm\sqrt{1-bc}$  and  $d=\mp\sqrt{1-bc}$  are satisfied,  $A^2=I_2$  will hold. Of course, since A is symmetric, it's true that b=c. So, in terms of just b, A can take on the following forms:

$$A = \begin{bmatrix} \sqrt{1 - b^2} & b \\ b & -\sqrt{1 - b^2} \end{bmatrix} \text{ or } \begin{bmatrix} -\sqrt{1 - b^2} & b \\ b & \sqrt{1 - b^2} \end{bmatrix}$$

which are valid for any real value of  $b^1$ .

<sup>1</sup>Actually I think this works for complex b, but I can't prove it.