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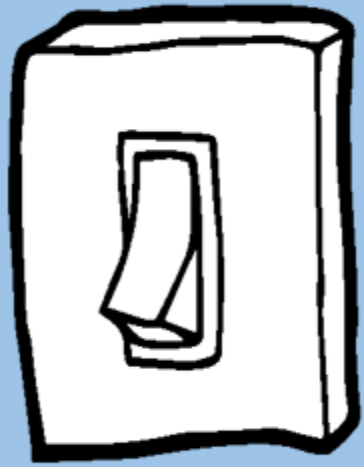
Qubit 101

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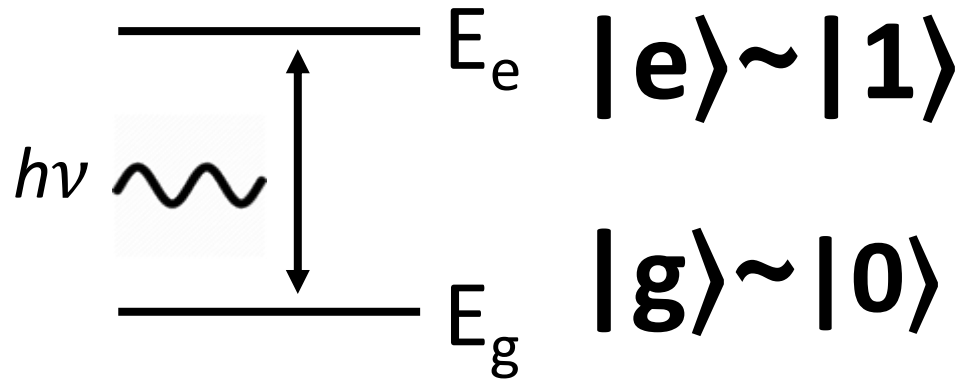
0



1

« classical bit »

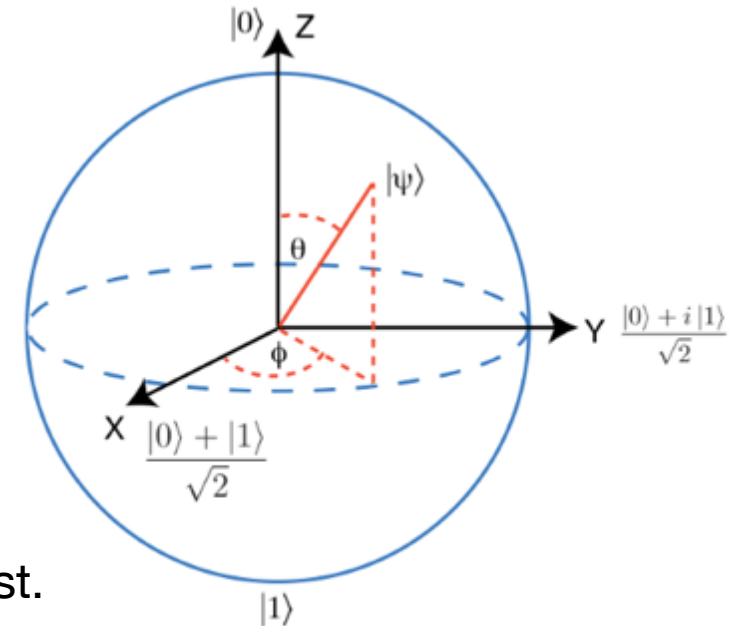
Definition of a quantum bit



$$|\psi\rangle = \alpha|g\rangle + \beta|e\rangle$$







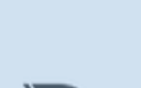
$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

- 1 For any possible state:
the measurement can only result in: **$|0\rangle$ or $|1\rangle$**
- 2 Probability of measuring $|0\rangle$ is $|\alpha|^2$,
probability of measuring $|1\rangle$ is $|\beta|^2$
- 3 When the measurement is done, the superposition is lost.



The Bloch sphere

with two qubits : $|\phi\rangle = a|00\rangle + b|01\rangle + c|10\rangle + d|11\rangle$

NOT	
Buffer	
AND	
NAND	
OR	
NOR	
XOR	

Controlling a qubit

« PAULI » Operators

rotation around x axis	X	$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	qc.x(qr[n])	R_x	$\begin{pmatrix} \cos \frac{\theta}{2} & -i \sin \frac{\theta}{2} \\ -i \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{pmatrix}$
rotation around y axis	Y	$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$	qc.y(qr[n])	R_y	$\begin{pmatrix} \cos \frac{\theta}{2} & -\sin \frac{\theta}{2} \\ \sin \frac{\theta}{2} & \cos \frac{\theta}{2} \end{pmatrix}$
rotation around z axis	Z	$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	qc.z(qr[n])	R_z	$\begin{pmatrix} e^{-i\frac{\theta}{2}} & 0 \\ 0 & e^{i\frac{\theta}{2}} \end{pmatrix}$
Identity	I_d	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$	qc.id(qr[n])		

superposition

(X+Z)

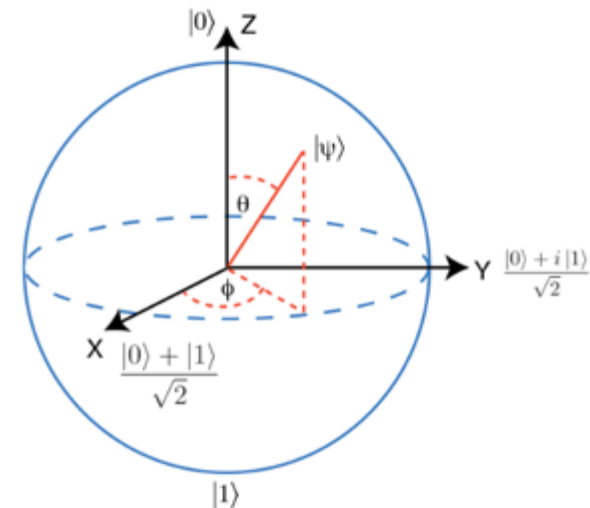
Hadamard gate

H

$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

qc.h(qr[n])

More operators are available from qiskit (S, T, swap, cswap, ccx, cz, ...)



$$U_1 \begin{pmatrix} 1 & 0 \\ 0 & e^{i\theta} \end{pmatrix}$$

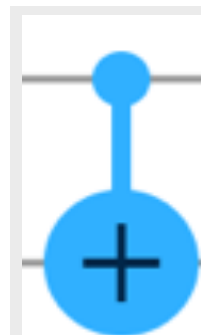
U1 gate is known as the phase gate and is essentially the same as R_z(θ).

$$U_2 \begin{pmatrix} 1 & -e^{i\lambda} \\ e^{i\phi} & e^{i\lambda+i\phi} \end{pmatrix}$$

From this gate, the Hadamard is done by H=U₂(0,π)

$$U_3 \begin{pmatrix} \cos \frac{\theta}{2} & -e^{i\lambda} \sin \frac{\theta}{2} \\ e^{i\phi} \sin \frac{\theta}{2} & e^{i\lambda+i\phi} \cos \frac{\theta}{2} \end{pmatrix}$$

U3 has the effect of rotating a qubit to a state with an arbitrary superposition and relative phase



CNOT : flips target qubit according to control qubit state.

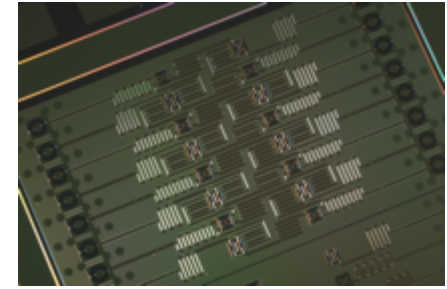
$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

measurement



measures quantum state in quantum register into classical register (0/1)

Quantum Circuit



Circuit composer

[Instruction glossary](#)

Gates



Barrier

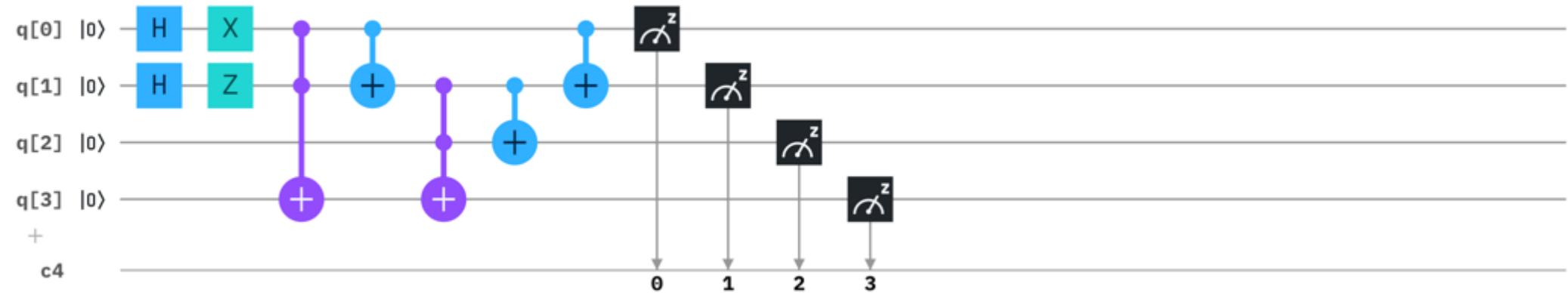


Operations



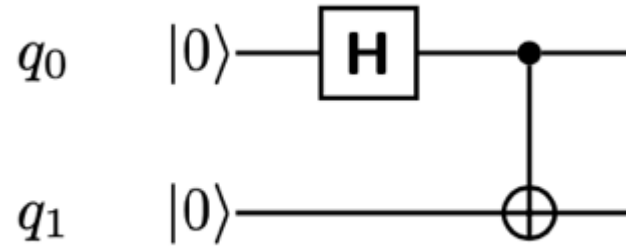
Subroutines

+ Add



Hello World! example

Hadamard gate applied to q_0 ,
then Control-Not applied to
 q_1 , controlled by q_0



This produces the
« Bell-State »

With words :

System starts in $|00\rangle$ (both q_0 and q_1 in state $|0\rangle$).

Then q_0 goes through Hadamard and gets into equal superposition of $|0\rangle$ and $|1\rangle$.

After q_0 controls q_1 , the state of q_1 is in a superposition of $|0\rangle$ & $|1\rangle$, (q_1 stays at $|0\rangle$ when q_0 is $|0\rangle$, and q_1 goes $|1\rangle$ when q_0 is $|1\rangle$).

So : both q_0 and q_1 are in $|0\rangle$ (state $|00\rangle$) or both q_0 and q_1 are in $|1\rangle$ (state $|11\rangle$).

Our system is in equal superposition of $|00\rangle$ and $|11\rangle$.

The two qubits are entangled: if you measure one of the qubits, you immediately know the state of the other.

In between :

System starts in $|00\rangle$ state ,then :

$$H|00\rangle = \frac{1}{\sqrt{2}} (|00\rangle + |10\rangle)$$

Applying CNOT: left part of the sum stays as is, right term goes to $|11\rangle$ resulting state is $\frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$.

One can easily prove there are no $\alpha, \beta, \gamma, \delta$ such that:

$$(\alpha|0\rangle + \beta|1\rangle) \otimes (\gamma|0\rangle + \delta|1\rangle) = \frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$$

So, the resulting state is not the product of two quantum states, this is an entangled state.

With maths :

Stage 1 (H on q_0) :

$$(H \otimes I)|00\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

Stage 2: CNOT(0,1)

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \times \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \\ 1 \\ 0 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$$