

Classical Computing

bits
gates

Examples:

NOT	
<u>in</u>	<u>out</u>
0	1
1	0

AND	
<u>in</u>	<u>out</u>
00	0
01	0
10	0
11	1

NAND	
<u>in</u>	<u>out</u>
00	1
01	1
10	1
11	0

Can compute
any function
 $f: \{0,1\}^n \rightarrow \{0,1\}^k$

Quantum Computing

qubits
quantum gates
↳ unitary matrices

Defⁿ. A matrix U is unitary if $UU^\dagger = I = U^\dagger U$
where $U^\dagger =$ conjugate transpose.

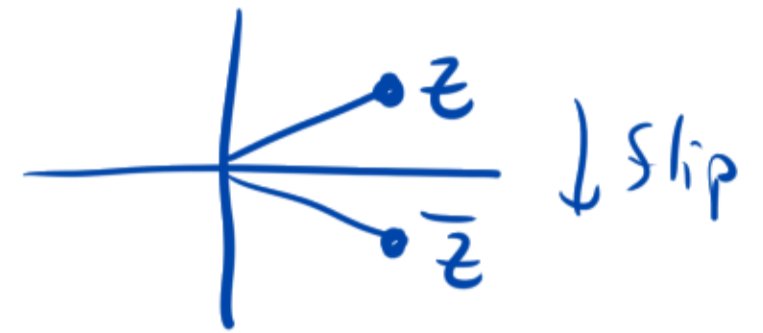
e.g. 2×2 . $U = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$ $U^T = \begin{pmatrix} a & c \\ b & d \end{pmatrix}$ $U^\dagger = \begin{pmatrix} \bar{a} & \bar{c} \\ \bar{b} & \bar{d} \end{pmatrix}$

In geometric terms, U is unitary if $|U\vec{v}| = |\vec{v}| \quad \forall \vec{v} \in \mathbb{C}^n$

Conjugation in \mathbb{C} :

$$z = a + bi$$

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



Examples:

(in basis $|0\rangle |1\rangle$)

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

name

matrix

conj. transpose

behaviour

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

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

$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} b \\ a \end{pmatrix}$$

$$X^2 = I = XX^t = X^+X$$

Pauli X
or
NOT

$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{matrix} |0\rangle \\ |1\rangle \end{matrix} \quad \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

\uparrow M_{10} \uparrow M_{11}

$$|0\rangle \mapsto |1\rangle$$

$$|1\rangle \mapsto |0\rangle$$

$$a|0\rangle + b|1\rangle \mapsto b|0\rangle + a|1\rangle$$

Pauli Z

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

$$|0\rangle \mapsto |0\rangle$$

$$|1\rangle \mapsto -|1\rangle$$

$$a|0\rangle + b|1\rangle \mapsto a|0\rangle - b|1\rangle$$

$$|+\rangle \mapsto |-\rangle$$

$$|-\rangle \mapsto |+\rangle$$

$$Z^2 = I$$

Hadamard
H

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

$$|0\rangle \mapsto |+\rangle$$

$$|1\rangle \mapsto |-\rangle$$

$$a|0\rangle + b|1\rangle \mapsto \frac{a+b}{\sqrt{2}}|0\rangle + \frac{a-b}{\sqrt{2}}|1\rangle$$

$$H^2 = I$$

Pauli Y

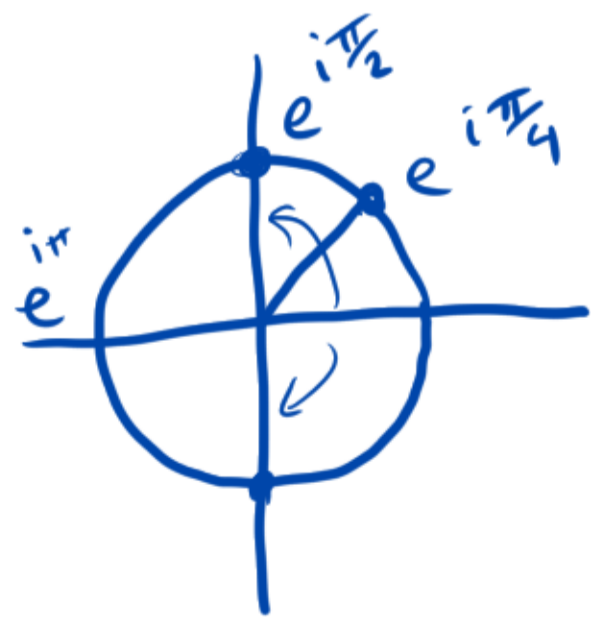
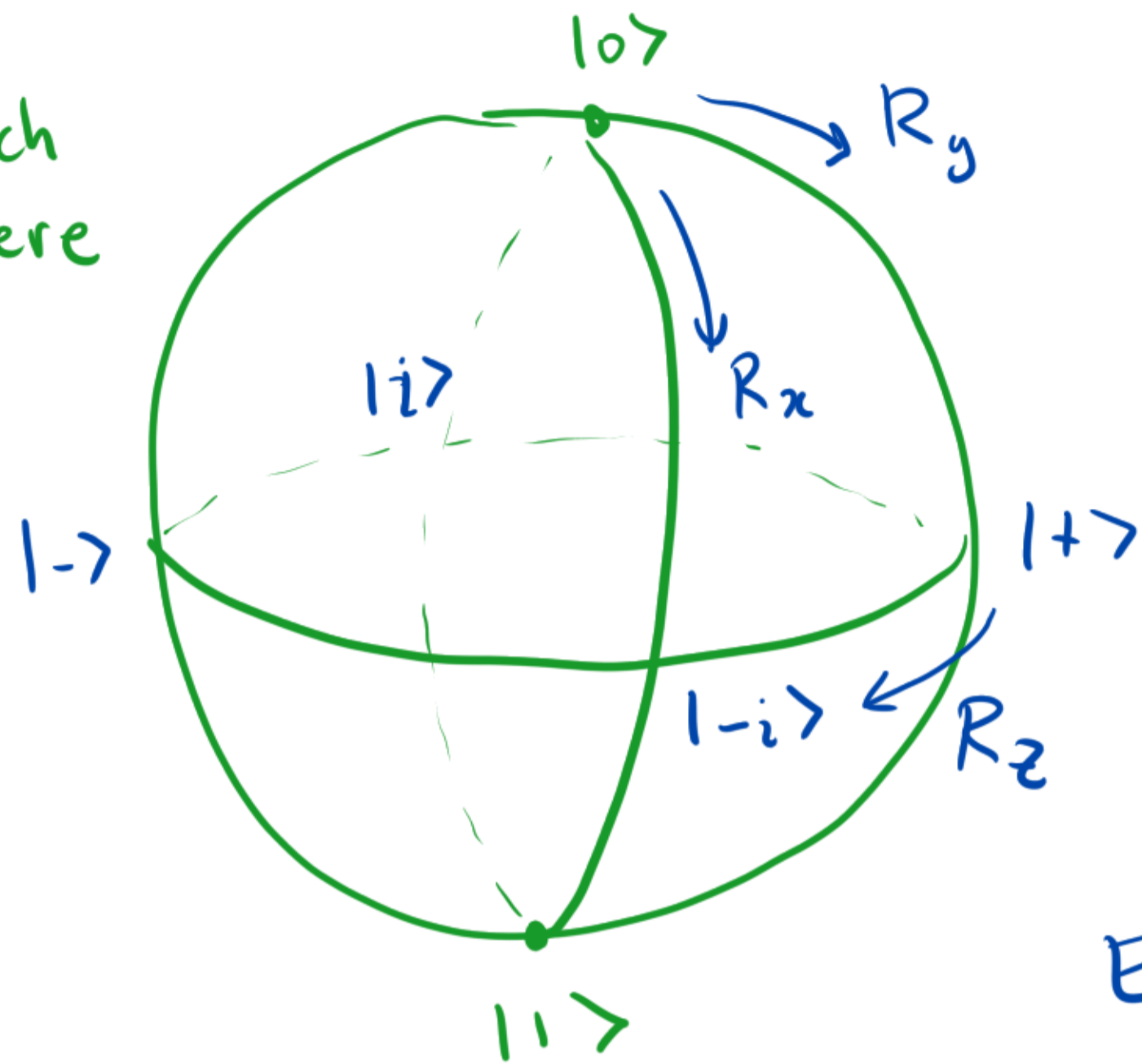
$$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \quad \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$

$$|0\rangle \mapsto i|1\rangle$$

$$|1\rangle \mapsto -i|0\rangle$$

$$Y^2 = I$$

Bloch sphere



$$R_{x,\theta} = \begin{bmatrix} \cos \theta/2 & -i \sin \theta/2 \\ -i \sin \theta/2 & \cos \theta/2 \end{bmatrix}$$

$$R_{y,\theta} = \begin{bmatrix} \cos \theta/2 & -\sin \theta/2 \\ \sin \theta/2 & \cos \theta/2 \end{bmatrix}$$

$$R_{z,\theta} = \begin{bmatrix} e^{-i\theta/2} & 0 \\ 0 & e^{i\theta/2} \end{bmatrix}$$

$|0\rangle, |1\rangle$
basis

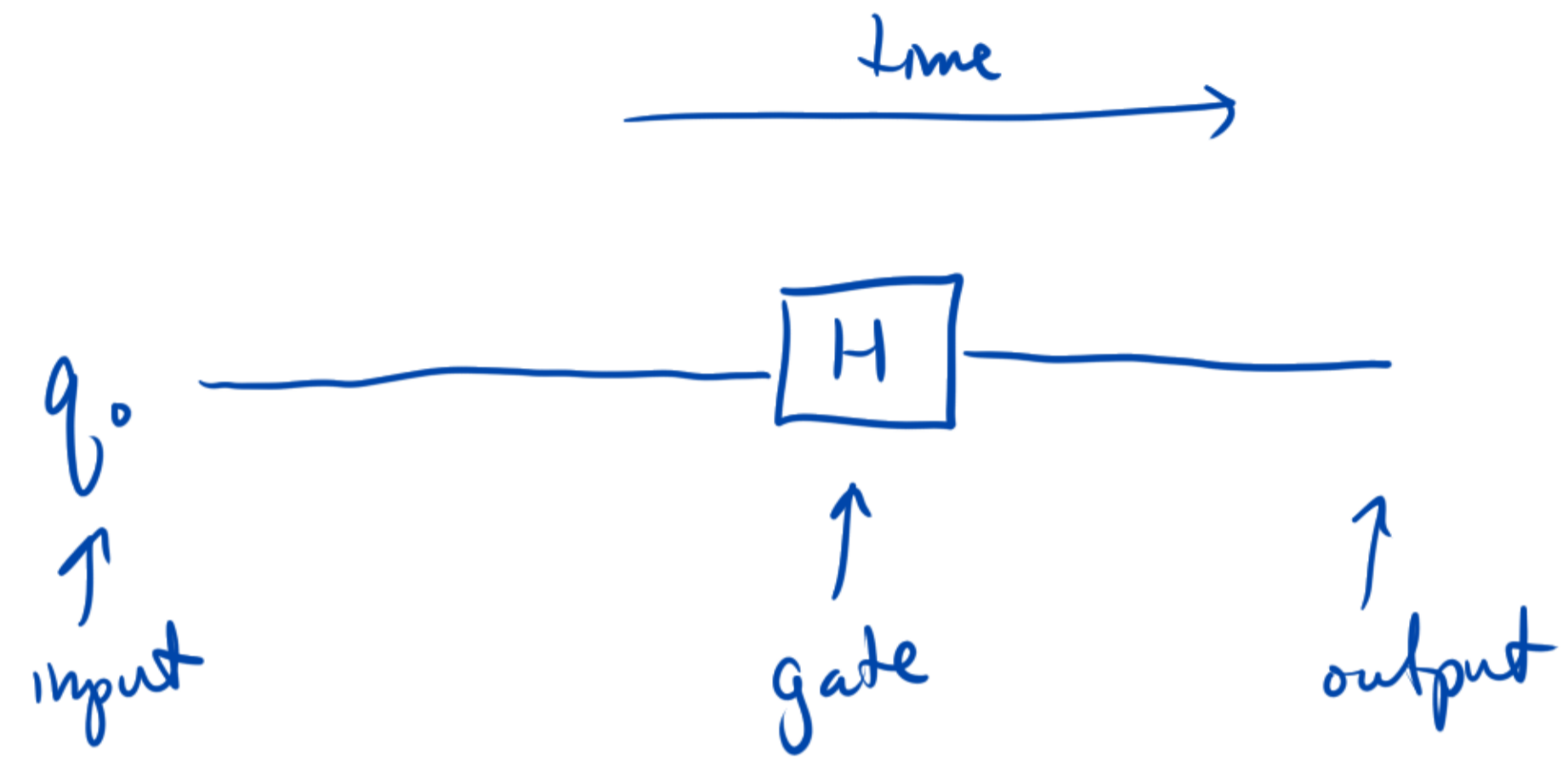
Example: $R_{z,\theta} |+\rangle =$

$$\begin{pmatrix} e^{-i\theta/2} & 0 \\ 0 & e^{i\theta/2} \end{pmatrix} \begin{pmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{pmatrix} = \begin{pmatrix} \frac{e^{-i\theta/2}}{\sqrt{2}} \\ \frac{e^{i\theta/2}}{\sqrt{2}} \end{pmatrix}$$

If $\theta = \pi$ then this is

$$\frac{1}{\sqrt{2}} \begin{pmatrix} e^{-i\pi/2} \\ e^{i\pi/2} \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} -i \\ i \end{pmatrix} = \frac{-i}{\sqrt{2}} \begin{pmatrix} 1 \\ -1 \end{pmatrix} = -i |-\rangle.$$

Circuit Notation:



Two-Qubit Gates

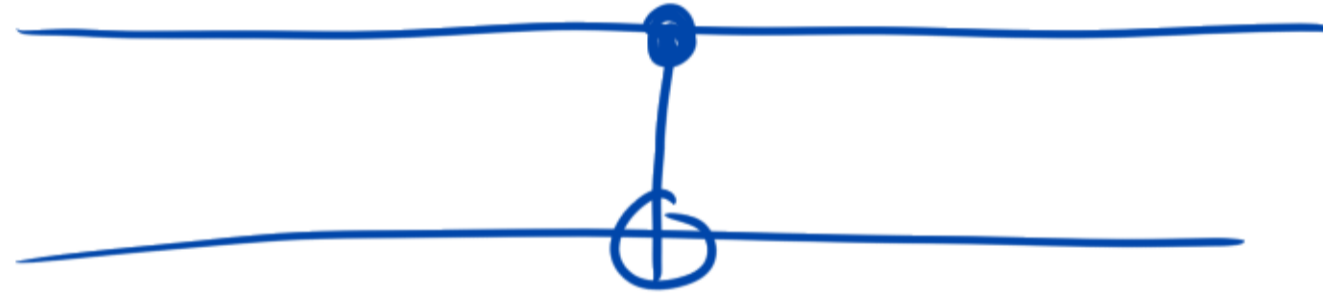
(basis: $|00\rangle, |01\rangle, |10\rangle, |11\rangle$)

CNOT Gate:

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

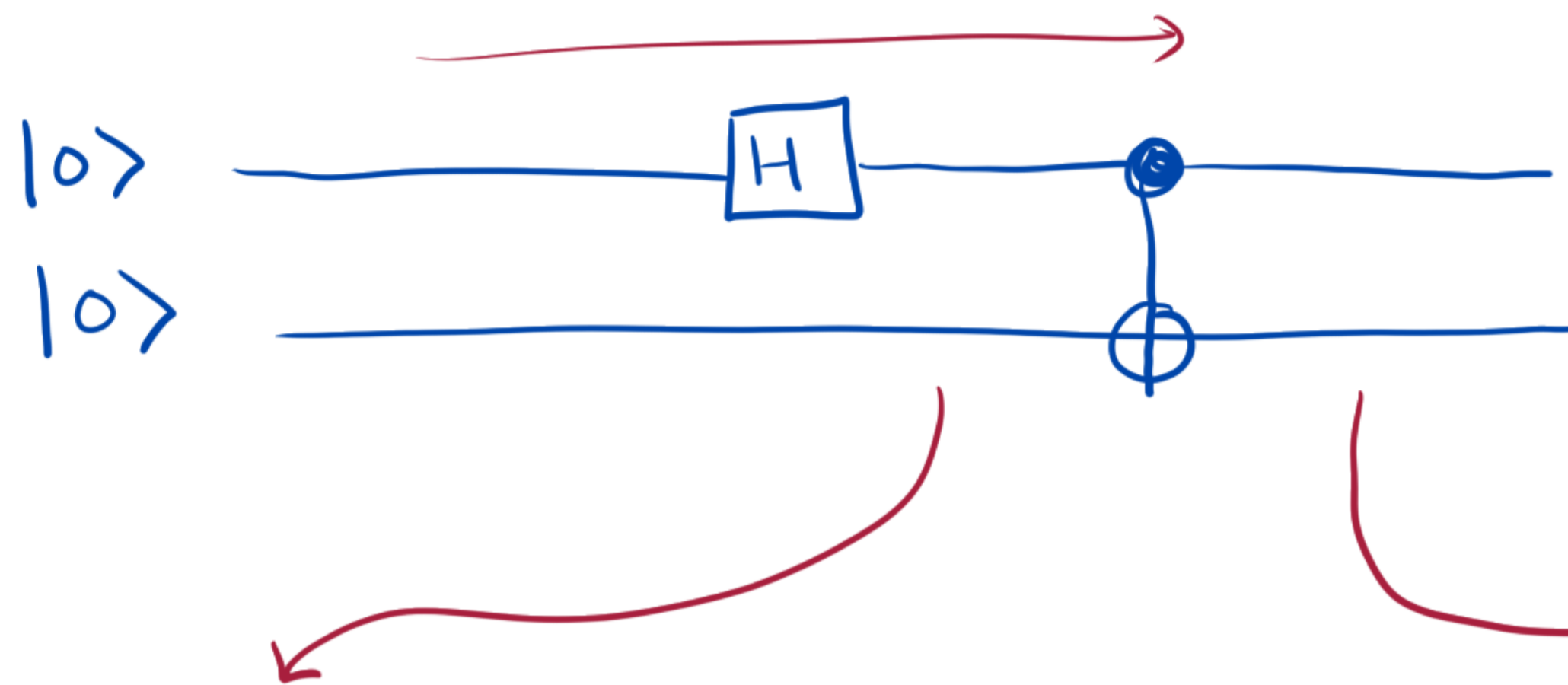
$|00\rangle \mapsto |00\rangle$
 $|01\rangle \mapsto |01\rangle$
 $|10\rangle \mapsto |11\rangle$
 $|11\rangle \mapsto |10\rangle$

Switch target bit (2nd)
if control bit (1st)
is set



Example: Circuit to generate a Bell state

input:
 $|0\rangle \otimes |0\rangle$
 $= |0\rangle|0\rangle$
 $= |00\rangle$



After H

$$\left(\frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle \right) \otimes |0\rangle$$
$$= \frac{1}{\sqrt{2}} |00\rangle + \frac{1}{\sqrt{2}} |10\rangle$$

After CNOT

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ 0 \\ \frac{1}{\sqrt{2}} \end{pmatrix}$$

ie.

$$\frac{1}{\sqrt{2}} |00\rangle + \frac{1}{\sqrt{2}} |11\rangle$$

Gate Sets

$U(2^n)$ = unitary $2^n \times 2^n$ matrices $\begin{matrix} \swarrow \text{infinite} \\ \swarrow \text{continuous} \end{matrix}$

in classical case: NAND is universal: combinations can create anything

in quantum case: best hope is to approximate needed gates w/ a small set of gates.

Clifford + T:

$$H, S = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix}, \text{CNOT}, T = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{pmatrix}$$

What can we compute?

"reversible (classical) circuit" = computes a bijection $\{0,1\}^n \rightarrow \{0,1\}^n$

Example: CNOT
in out
00 → 00
01 → 01
10 → 11
11 → 10

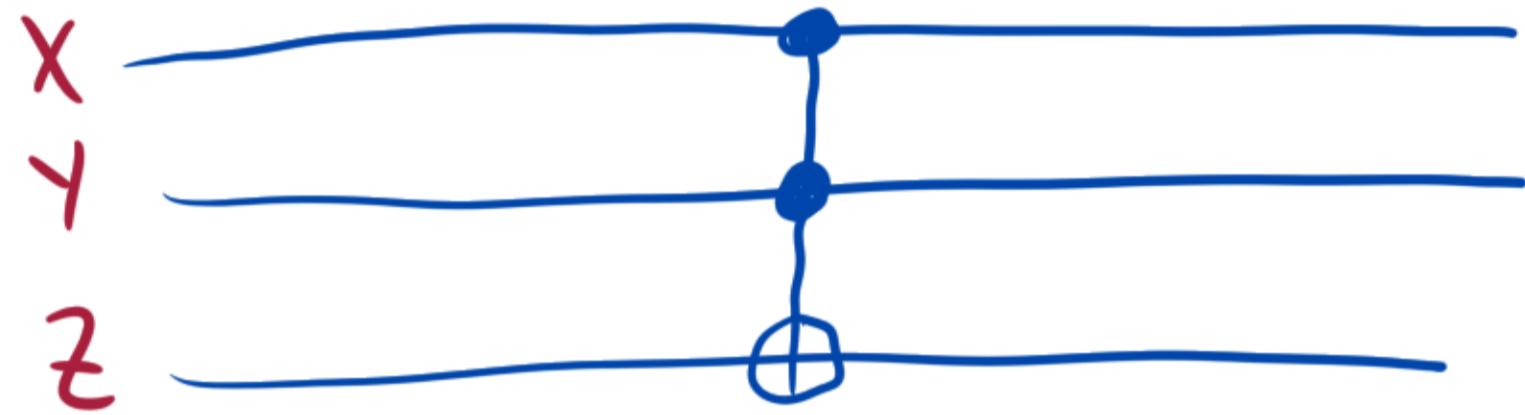
Can you create a reversible AND?

<u>in</u>	<u>out</u>	
000	000	} AND
010	010	
100	100	
110	111	
001	001	} NAND
011	011	
101	101	
111	110	

bijection $\{0,1\}^3 \rightarrow \{0,1\}^3$

Toffli Gate

$$X, Y, Z \mapsto X, Y, Z \text{ XOR } (X \wedge Y)$$



This is universal
for reversible
classical
circuits

<u>in</u>	<u>out</u>		
0 0 0	0 0 0	}	
0 1 0	0 1 0		AND
1 0 0	1 0 0		
1 1 0	1 1 1		
0 0 1	0 0 1	}	
0 1 1	0 1 1		NAND
1 0 1	1 0 1		
1 1 1	1 1 0		

bijection $\{0,1\}^3 \rightarrow \{0,1\}^3$

Classical Reversible Circuits:

Can construct any bijection $f: \{0,1\}^n \rightarrow \{0,1\}^n$ as a reversible circuit s.t.



Classical Reversible Circuits on a Quantum Computer:

$$|x\rangle |0\rangle |0\rangle \longrightarrow |x\rangle |f(x)\rangle |0\rangle$$