

Qubit and Quantum Gates

School on Quantum Computing @Yagami

Day 1, Lesson 1

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From classical to quantum

Information is physical
- Rolf Landauer

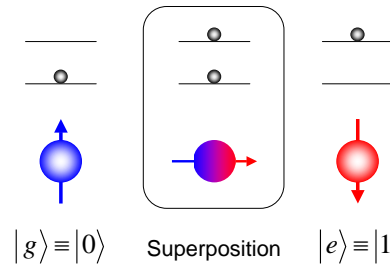
- QUANTUM information or quantum INFORMATION?
- It depends on your background (physics or information science)
- Ultimately, you need both
- At the beginning, it would be better to keep one perspective (physics here)

References

- Quantum Computation and Quantum Information (and references therein), M. A. Nielsen and I. L. Chuang, Cambridge University Press (2000)
 - Day 1, Lesson 1- Day 2, Lesson 2
- Physical Review A 65, 012320 (2001), N. D. Mermin
 - Day 1, Lesson 2
- L. M. K. Vandersypen, Ph. D Thesis (available at arXiv: quant-ph/0205193)
 - Day 2, Lesson 2

Quantum bit

For physicists, "*quantum bit (qubit)*" is a synonym for "*quantum mechanical two-level system*"



Quantum bit

Vector notation for *computational basis* states

$$|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$



POSTULATE State space (**Hilbert space**)

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

$\alpha, \beta \in \mathbb{C}$: Probability amplitude

$|\alpha|^2 + |\beta|^2 = 1$: Probabilities sum to 1

Unitary evolution

POSTULATE

The evolution of a qubit system is described by a *unitary transformation* such as

$$|\psi(t_2)\rangle = U_{12}|\psi(t_1)\rangle$$

Hermitian conjugate: $A^\dagger = (A^T)^*$

Hermitian (self-adjoint): $A = A^\dagger$

Unitary: $UU^\dagger = I$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^\dagger = \begin{bmatrix} a^* & c^* \\ b^* & d^* \end{bmatrix}$$

Unitary evolution

Connection between the *Schrödinger equation*

$$i\hbar \frac{d|\psi\rangle}{dt} = H|\psi\rangle \Rightarrow |\psi(t_2)\rangle = \exp\left[\frac{-iH(t_2-t_1)}{\hbar}\right]|\psi(t_1)\rangle \equiv U_{12}|\psi(t_1)\rangle$$

H : Hamiltonian of the qubit system (Hermitian) Exponential operator = unitary

Any unitary operator U can be realized in the form $U = \exp(iH)$ where H is some Hermitian operator

For now, **actual physical systems** that realize necessary Hamiltonians are **NOT** our interest

Quantum gate

$|\psi(t_2)\rangle = U_{12}|\psi(t_1)\rangle$

Input $|\psi(t_1)\rangle$ Output $|\psi(t_2)\rangle$

Time \rightarrow

Successive implementation

Time \leftarrow

Quantum gate

Input $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$ Output $U|\psi\rangle = U(\alpha|0\rangle + \beta|1\rangle)$

We have **infinite** inputs, but it suffices to consider only the computational basis states

Superposition principle

NOT gate

Classical NOT

Input	output
0	1
1	0

$a \rightarrow \bar{a} \equiv a \oplus 1$

The only non-trivial one-bit gate in the classical case

$\bar{0} = 0 \oplus 1 = 1$
 $\bar{1} = 1 \oplus 1 = 0$

Quantum NOT

$|a\rangle \rightarrow X|a\rangle = |\bar{a}\rangle$

or \oplus

Matrix representation

$$X|0\rangle = |\bar{0}\rangle = |1\rangle, \quad X|1\rangle = |\bar{1}\rangle = |0\rangle \Leftrightarrow X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

Matrix representation

$$\begin{cases} X|0\rangle = |\bar{0}\rangle = |1\rangle \\ X|1\rangle = |\bar{1}\rangle = |0\rangle \end{cases} \Leftrightarrow \begin{cases} X \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ X \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \end{cases} \Leftrightarrow X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

The first column represents the final state of $|0\rangle$

The second column represents the final state of $|1\rangle$

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

Pauli-X, Y, Z gates

$|a\rangle \rightarrow X|a\rangle = |\bar{a}\rangle$ $X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

$|a\rangle \rightarrow Y|a\rangle = (-1)^a i|\bar{a}\rangle$ $\begin{matrix} Y|0\rangle = i|1\rangle \\ Y|1\rangle = -i|0\rangle \end{matrix} \Leftrightarrow Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$

$|a\rangle \rightarrow Z|a\rangle = (-1)^a |a\rangle$ $\begin{matrix} Z|0\rangle = |1\rangle \\ Z|1\rangle = |0\rangle \end{matrix} \Leftrightarrow Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$

Hermitian Commutation relations

$$X^2 = Y^2 = Z^2 = I$$

$$\begin{aligned} [X, Y] &= XY - YX = 2iZ & \{X, Y\} &= 0 \\ [Y, Z] &= 2iX & \{Y, Z\} &= 0 \\ [Z, X] &= 2iY & \{Z, X\} &= ZX + XZ = 0 \end{aligned}$$

Hadamard gate

$|a\rangle \xrightarrow{H} \frac{1}{\sqrt{2}} \sum_{b=0,1} (-1)^{a \cdot b} |b\rangle = \frac{|0\rangle + (-1)^a |1\rangle}{\sqrt{2}}$

$H|0\rangle = \frac{1}{\sqrt{2}} \sum_{b=0,1} |b\rangle = \frac{|0\rangle + |1\rangle}{\sqrt{2}}$
 $H|1\rangle = \frac{1}{\sqrt{2}} \sum_{b=0,1} (-1)^b |b\rangle = \frac{|0\rangle - |1\rangle}{\sqrt{2}}$

$\Leftrightarrow H \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}, H \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$
 $\Leftrightarrow H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$

Hermitian
 $H^2 = I$

Circuit identities
 $HXH = Z \quad HYH = -Y \quad HZH = X$

Measurement gate

POSTULATE

$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle \xrightarrow{\text{Measurement}} \begin{cases} \text{Quantum bit} \\ \text{Classical bit } a \end{cases}$

0 with probability $|\alpha|^2$, or
 1 with probability $|\beta|^2$

Mathematical description

- ✓ General measurement
- ✓ Projective measurement
- ✓ POVM

Multiple-qubit

How do we describe multiple-qubit states?

Speculation...

- ✓ Computational basis states for two-qubit states may be written as $|00\rangle, |01\rangle, |10\rangle, |11\rangle$
- ✓ We require them to be orthogonal, so they may be written as

$|00\rangle = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad |10\rangle = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \quad |01\rangle = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} \quad |11\rangle = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$

POSTULATE

A multiple-qubit state is the *tensor product* of the component qubit systems

Tensor product

Matrix representation

$\mathbf{a} \otimes \mathbf{b} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \otimes \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} = \begin{bmatrix} a_1 \times \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \\ a_2 \times \begin{bmatrix} b_1 \\ b_2 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} a_1 b_1 \\ a_1 b_2 \\ a_2 b_1 \\ a_2 b_2 \end{bmatrix}$

Computational basis set for 2-qubit states

$|00\rangle = |0\rangle|0\rangle = |0\rangle \otimes |0\rangle = \begin{bmatrix} 1 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\ 0 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad |10\rangle = |1\rangle|0\rangle = |1\rangle \otimes |0\rangle = \begin{bmatrix} 0 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\ 1 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$
 $|01\rangle = |0\rangle|1\rangle = |0\rangle \otimes |1\rangle = \begin{bmatrix} 1 \times \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ 0 \times \begin{bmatrix} 0 \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} \quad |11\rangle = |1\rangle|1\rangle = |1\rangle \otimes |1\rangle = \begin{bmatrix} 0 \times \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ 1 \times \begin{bmatrix} 0 \\ 1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$

Multiple-qubit gates

$\begin{matrix} |a_1\rangle \\ |a_2\rangle \\ |a_3\rangle \\ \vdots \\ |a_n\rangle \end{matrix} \xrightarrow{U} \begin{matrix} \vdots \\ \vdots \\ \vdots \end{matrix} \Rightarrow U|a_1\rangle|a_2\rangle|a_3\rangle \cdots |a_n\rangle$

$|a_1 a_2 \dots a_n\rangle : 2^n\text{-dimensional vector}$
 $U : 2^n \text{ by } 2^n \text{ unitary matrix}$

Independent gates

$\begin{matrix} |a\rangle \\ |b\rangle \\ |c\rangle \end{matrix} \xrightarrow{\begin{matrix} H & Y \\ X & H \\ Z & \end{matrix}} \begin{matrix} YH|a\rangle \\ HX|b\rangle \\ Z|c\rangle \end{matrix} = \begin{matrix} H & Y \\ X & H \\ Z & \end{matrix}$

$|a\rangle|b\rangle|c\rangle \rightarrow (YH \otimes HX \otimes Z)|a\rangle|b\rangle|c\rangle = (YH|a\rangle) \otimes (HX|b\rangle) \otimes Z|c\rangle$

U (8 by 8 unitary matrix)

$A \otimes B = \begin{bmatrix} a_1 & a_3 \\ a_2 & a_4 \end{bmatrix} \otimes \begin{bmatrix} b_1 & b_3 \\ b_2 & b_4 \end{bmatrix} = \begin{bmatrix} a_1 \times B & a_3 \times B \\ a_2 \times B & a_4 \times B \end{bmatrix} = \begin{bmatrix} a_1 b_1 & a_1 b_3 & a_3 b_1 & a_3 b_3 \\ a_1 b_2 & a_1 b_4 & a_3 b_2 & a_3 b_4 \\ a_2 b_1 & a_2 b_3 & a_4 b_1 & a_4 b_3 \\ a_2 b_2 & a_2 b_4 & a_4 b_2 & a_4 b_4 \end{bmatrix}$

Controlled- U gates

Control bit $|a\rangle$ ——— $|a\rangle$

Target bit $|b\rangle$ ——— $U^a|b\rangle$

$|b\rangle$ if $a=0$
 $U|b\rangle$ if $a=1$

- ✓ U can be an arbitrary single-qubit gate
- ✓ $U^a|b\rangle$ is just a formal expression
- ✓ U works only when $a=1$

CNOT gate

$|a\rangle$ ——— $|a\rangle$

$|b\rangle$ ——— $X^a|b\rangle = |b \oplus a\rangle$

$|b\rangle = |b \oplus 0\rangle$ if $a=0$
 $|\bar{b}\rangle = |b \oplus 1\rangle$ if $a=1$

Frequently used

$C_{12}|00\rangle = |0\rangle|0 \oplus 0\rangle = |00\rangle$
 $C_{12}|01\rangle = |0\rangle|1 \oplus 0\rangle = |01\rangle$
 $C_{12}|10\rangle = |1\rangle|0 \oplus 1\rangle = |11\rangle$
 $C_{12}|11\rangle = |1\rangle|1 \oplus 1\rangle = |10\rangle$

$\Leftrightarrow C_{12} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \Leftrightarrow C_{12} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

CNOT gate

$|a\rangle$ ——— $|a \oplus b\rangle$

$|b\rangle$ ——— $|b\rangle$

$C_{21} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$

$C_{21}|00\rangle = |0 \oplus 0\rangle|0\rangle = |00\rangle$
 $C_{21}|01\rangle = |0 \oplus 1\rangle|1\rangle = |11\rangle$
 $C_{21}|10\rangle = |1 \oplus 0\rangle|0\rangle = |10\rangle$
 $C_{21}|11\rangle = |1 \oplus 1\rangle|1\rangle = |01\rangle$

$\Leftrightarrow C_{21} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$

Never mistake... $C_{21} \neq \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

SWAP gate

$|a\rangle$ ——— $|b\rangle$

$|b\rangle$ ——— $|a\rangle$

$SWAP = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

$|a\rangle|b\rangle \xrightarrow{C_{12}} |a\rangle|b \oplus a\rangle \quad a \oplus a = 0$
 $\xrightarrow{C_{21}} |a \oplus (b \oplus a)\rangle|b \oplus a\rangle = |b\rangle|b \oplus a\rangle$
 $\xrightarrow{C_{12}} |b\rangle|(b \oplus a) \oplus b\rangle = |b\rangle|a\rangle$

1. Encode information on $|a\rangle$ into 2nd qubit
2. Erase information on $|a\rangle$ from 1st qubit
3. Encode information on $|b\rangle$ into 1st qubit
4. Erase information on $|b\rangle$ from 2nd qubit

To implement SWAP, we need to...

Controlled-Z gate

$|a\rangle$ ——— $|a\rangle$

$|b\rangle$ ——— $(-1)^{ab}|b\rangle$

$CZ = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}$

$|a\rangle|b\rangle \xrightarrow{CZ} (-1)^{ab}|a\rangle|b\rangle$

Controlled-Z is *nonlocal*

Toffoli

$|a\rangle$ ——— $|a\rangle$

$|b\rangle$ ——— $|b\rangle$

$|c\rangle$ ——— $|c \oplus ab\rangle$

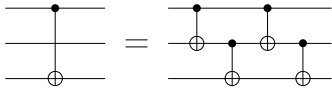
$Toffoli = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

$ab=1 \Leftrightarrow a=1 \wedge b=1$

Toffoli is often referred to as "controlled-controlled-NOT (C^2 -NOT)"

Quiz

Prove the following circuit identity



Also prove the followings

$$H^2 = I$$

$$HZH = X$$

Use the following expressions for quantum gates

$$C_{12}|a\rangle|b\rangle = |a\rangle|b \oplus a\rangle$$

$$H|a\rangle = \frac{1}{\sqrt{2}} \sum_b (-1)^{ab} |b\rangle, \quad Z|a\rangle = (-1)^a |a\rangle$$