

Remark: These are notes from a lecture I gave several years ago.
I seem to have lost the editable version, just the pdf printout remains.
I'll do things slightly differently this time around - but the document
is close enough that I won't redo the notes for now.

The file contains a first introduction to the setting and notation used for
quantum circuits, leading up to the "quantum teleportation protocol".

I'll go over this topic at the beginning of the course, so that one full protocol
will be explained early on. I'll then restart with a more systematic intro to QM.
If you had little prior exposure to QM and feel a bit lost... don't worry: We'll cover
the basics next.

"Spin" a quantum system with two

dist. states: \uparrow, \downarrow or $0, 1$.

Quantize:

$$0 \mapsto |0\rangle$$

$$1 \mapsto |1\rangle$$

and consider the two-dim. Hilbert space

$$\mathcal{H} = \{ \alpha |0\rangle + \beta |1\rangle \mid \alpha, \beta \in \mathbb{C} \}$$

QM allows for superpositions

$$\mathcal{H} \ni |\psi\rangle = \alpha |0\rangle + \beta |1\rangle$$

$$|\alpha|^2 + |\beta|^2 = 1.$$

Classical information can be read out e.g.

via measurement in $0,1$ -basis. On $|\psi\rangle$, by

Born's rule, get

0 with prob. $|\alpha|^2$

1 with prob. $|\beta|^2$.

Time evolution in QM specified by

Hamiltonian H , a Hermitian matrix

$$H = \begin{bmatrix} \alpha & \gamma \\ \bar{\gamma} & \beta \end{bmatrix} \quad \alpha, \beta \in \mathbb{R}, \gamma \in \mathbb{C}$$

$$H = H^\dagger.$$

After acting for time t , get time evolv.

operator

$$U(t) = \exp(itH) \in U(2),$$

where

$$U(2) = \{ U \mid U U^\dagger = \mathbb{1} \}$$

are the unitary operators. Since every unitary can be generated by some Hamiltonian, it's OK to only ever specify unitaries.

Examples of important time evolutions:

- NOT $X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

"bit flip" $\hat{=}$ "negation of classical bit".

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

$$Z: |0\rangle \mapsto |0\rangle$$

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

$$\underbrace{\frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)}_{=: |+\rangle} \mapsto \underbrace{\frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)}_{=: |-\rangle}$$

$$\Rightarrow Z|+\rangle = |-\rangle$$

- "phase gate" $S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$.

$$S^2 = Z.$$

- Hadamard gate: $H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$

$$H^t H = \mathbb{1}, \text{ but } H^t = H$$

$$\Rightarrow H^2 = \mathbb{1}$$

```

In[4]:= $PrePrint = MatrixForm
Out[4]:= MatrixForm

In[5]:= H =  $\frac{1}{\sqrt{2}}$  {{1, 1}, {1, -1}}
Out[5]:=  $\begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{pmatrix}$ 

In[6]:= X = {{0, 1}, {1, 0}}
Out[6]:=  $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ 

In[8]:= S = {{1, 0}, {0, I}}
Out[8]:=  $\begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix}$ 

In[10]:= SN = H.S.H
Out[10]:=  $\begin{pmatrix} \frac{1+i}{2} & \frac{1-i}{2} \\ \frac{1-i}{2} & \frac{1+i}{2} \end{pmatrix}$ 

In[11]:= SN.SN
Out[11]:=  $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ 

```

} \Rightarrow can define "square root of not-gate".

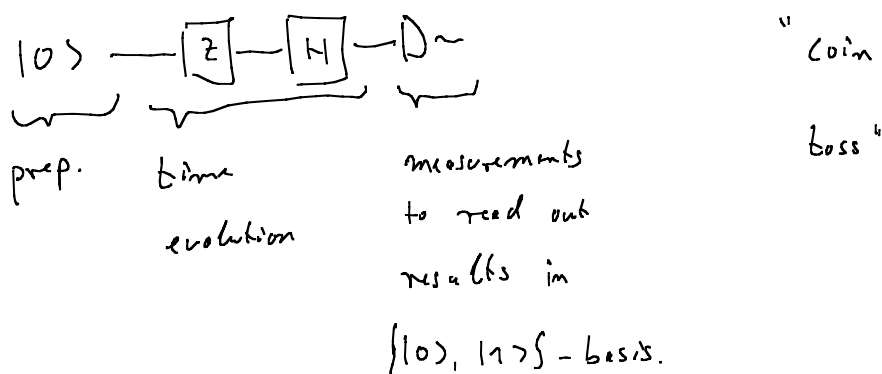
• $H^2 = \mathbb{1}$

$H|0\rangle = |1\rangle \quad \Rightarrow \quad |0\rangle = HH|0\rangle = H|1\rangle$

$H|1\rangle = |0\rangle \quad \Rightarrow \quad |1\rangle = -H|0\rangle = H|1\rangle$

Will interpret $|1\rangle \in \mathcal{X} = \mathbb{C}^2$ as "quantum bits",
 i.e. "two state systems", but with superpositions
 allows. Use "diagrammatic notation" (quantum
circuits) to symbolize time evolution.

E.g.:



Pass to many qubits:

m spin configuration

$\uparrow\downarrow \dots \uparrow\uparrow$

mapped to bit string

$01 \dots 00,$

a "quantum register" if superpositions are allowed:

$$|\Psi\rangle = \sum_{x \in \{0,1\}^m} \alpha_x |x\rangle \quad \alpha_x \in \mathbb{C}$$

$$\sum_x |\alpha_x|^2 = 1.$$

\Rightarrow roughly 2^m complex parameters needed to describe state $|\Psi\rangle$. \Rightarrow no obvious way to keep track of m -qubit register on classical computer for moderately large m .

Formally:

$$\mathcal{H} = \bigotimes_{i=1}^m \mathcal{H}_i$$

global Hilbert space

single qubit H.S.

$$\mathcal{H}_i = \mathbb{C}^2.$$

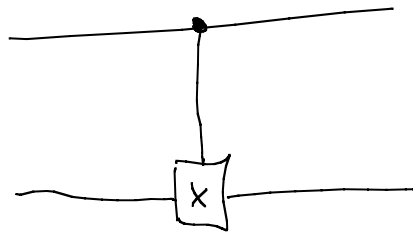
Time evolution for two qubits, described by
 4-4 matrices with respect to $\{|00\rangle, |01\rangle, |10\rangle, |11\rangle\}$ -
 basis.

Examples:

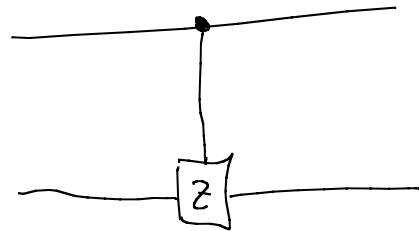
- "controlled not"
gate!

$$\begin{array}{cccc}
 & 00 & 01 & 10 & 11 \\
 \begin{bmatrix}
 1 & & & \\
 & 1 & & \\
 & & 0 & 1 \\
 & & 1 & 0
 \end{bmatrix} & & & & \begin{array}{l} 00 \\ 01 \\ 10 \\ 11 \end{array}
 \end{array}$$

"Flips 2nd qubit
 iff 1st qubit is
 in state $|1\rangle$."



- controlled-Z gate



$$\begin{array}{lcl}
 |00\rangle & \mapsto & |00\rangle \\
 |01\rangle & & |01\rangle \\
 |10\rangle & & |10\rangle \\
 |11\rangle & \mapsto & -|11\rangle
 \end{array}$$

First protocol: quantum teleportation

Two player setting: Alice and Bob.

Alice has qubit in state $|\psi\rangle$.

Wants to "send" this qubit to Bob, i.e. perf. some protocol that will Bob with a qubit in state $|\psi\rangle$.

However:

(a) $|\psi\rangle$ not known to either player

(b) A & B widely separated, can exchange only two classical bits.

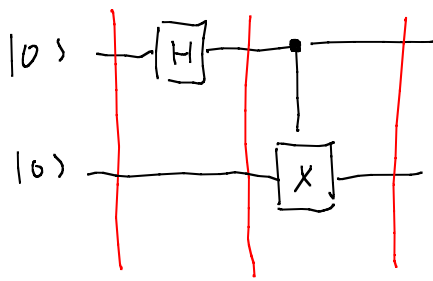
Could be impossible, because:

(a) Definition of $|\psi\rangle$ depends on continuous parameters α, β which contain in principle infinite amount of information.

(b) Uncertainty principle forbids one to learn α and β from single copy. Also, would violate "no cloning".

To anyway do it, need one ingredient: Bell state

generated by following circuit:

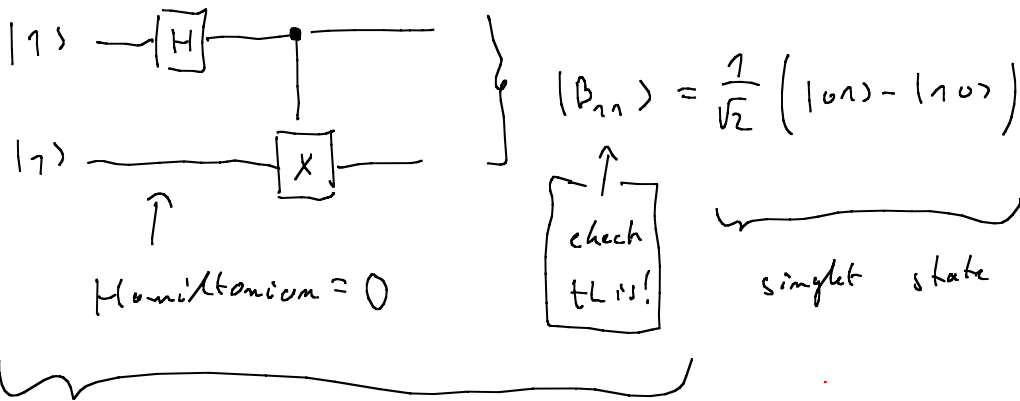


$|\psi_0\rangle \quad |\psi_1\rangle \quad |\psi_2\rangle$

$|\psi_0\rangle = |0\rangle|0\rangle = |00\rangle$

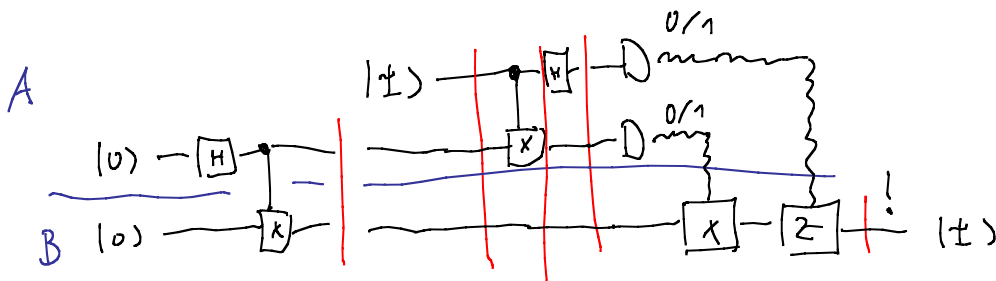
$\xrightarrow{\text{H on 1st qubit}} |\psi_1\rangle = (H|0\rangle)|0\rangle$
 $= \left(\frac{1}{\sqrt{2}} (|0\rangle + |1\rangle) \right) |0\rangle$
 $= \frac{1}{\sqrt{2}} |00\rangle + \frac{1}{\sqrt{2}} |10\rangle$

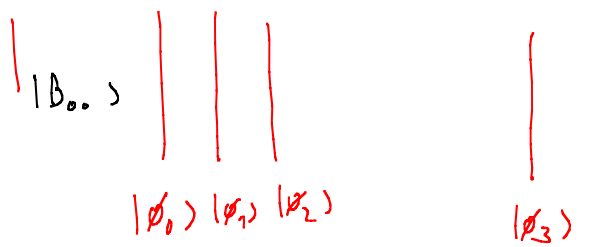
$\xrightarrow{\text{CNOT}} |\psi_2\rangle = \frac{1}{\sqrt{2}} |00\rangle + \frac{1}{\sqrt{2}} |11\rangle =: |\beta_{00}\rangle$ Bell state.
 E of triplet space.



$(CNOT)(H|0\rangle|1\rangle) = |\beta_{11}\rangle$

Teleportation circuit





$$|\phi_0\rangle = \frac{1}{\sqrt{2}}|\pm\rangle (|00\rangle + |11\rangle) = \frac{1}{\sqrt{2}} (\alpha|000\rangle + \alpha|011\rangle + \beta|100\rangle + \beta|111\rangle)$$

$$|\phi_1\rangle = \frac{1}{\sqrt{2}} (\alpha|000\rangle + \alpha|011\rangle + \beta|110\rangle + \beta|101\rangle)$$

$$|\phi_2\rangle = \frac{1}{2} (\alpha|000\rangle + \alpha|100\rangle + \alpha|011\rangle + \alpha|111\rangle + \beta|010\rangle - \beta|110\rangle + \beta|001\rangle - \beta|101\rangle)$$

$$= \frac{1}{2} |00\rangle (\alpha|0\rangle + \beta|1\rangle)$$

$$+ \frac{1}{2} |01\rangle (\alpha|1\rangle + \beta|0\rangle)$$

$$+ \frac{1}{2} |10\rangle (\alpha|0\rangle - \beta|1\rangle)$$

$$+ \frac{1}{2} |11\rangle (\alpha|1\rangle - \beta|0\rangle)$$

$$= \frac{1}{2} |00\rangle |\pm\rangle + \frac{1}{2} |01\rangle (X|\pm\rangle)$$

$$+ \frac{1}{2} |10\rangle (Z|\pm\rangle) + \frac{1}{2} |11\rangle (XZ|\pm\rangle)$$

$$|\phi_3\rangle = |\pm\rangle.$$

