

$|0\rangle, |1\rangle$

$$|011\rangle = |0\rangle \otimes |1\rangle \otimes |1\rangle = |3\rangle_3$$

S_{ij} swaps i, j bits

C_{ij} controlled not

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

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

\mathbb{C} vs (\mathbb{C}^{2^n})

If $z = x + iy$

$$\bar{z} = x - iy$$

modulus / abs value

$$|z| = \sqrt{z\bar{z}} = \sqrt{x^2 + y^2}$$

If $\vec{u} \in \mathbb{C}^n$, $\vec{u} = (u_1, \dots, u_n)$,

then $\bar{\vec{u}} = (\bar{u}_1, \dots, \bar{u}_n)$

If A is a matrix, define
the conjugate transpose

$$A^\dagger = (\bar{A})^T$$

Dfn: A linear operator $L: \mathbb{C}^n \rightarrow \mathbb{C}^m$

is a fn that satisfies

- $L(\vec{u} + \vec{v}) = L(\vec{u}) + L(\vec{v})$

- $L(c\vec{u}) = cL(\vec{u})$

encoded as a $m \times n$ matrix

Defn: $\vec{u} = (u_1, \dots, u_n) \in \mathbb{C}^n$
 $\vec{v} = (v_1, \dots, v_n)$

The inner product is

$$\vec{u} \cdot \vec{v} = \langle \vec{u}, \vec{v} \rangle = \langle \vec{u} | \vec{v} \rangle$$

$$= \sum_{i=1}^n u_i \bar{v}_i$$

$$= u_1 \bar{v}_1 + u_2 \bar{v}_2 + \dots + u_n \bar{v}_n$$

The norm of \vec{u} is

$$\|\vec{u}\| = \sqrt{\langle \vec{u} | \vec{u} \rangle}$$

$$= \sqrt{\sum_{i=1}^n u_i \bar{u}_i}$$

$$= \sqrt{\sum_{i=1}^n |u_i|^2}$$

1) Pos Def

$$\langle \vec{u} | \vec{u} \rangle \geq 0$$

if $\langle \vec{u} | \vec{u} \rangle = 0$, then $\vec{u} = \vec{0}$.

2) Conjugate Symmetry

$$\langle \vec{u} | \vec{v} \rangle = \overline{\langle \vec{v} | \vec{u} \rangle}$$

3) Linear in 1st coord

$$\langle \vec{u} + \vec{v} | \vec{w} \rangle = \langle \vec{u} | \vec{w} \rangle + \langle \vec{v} | \vec{w} \rangle$$

$$\langle c\vec{u} | \vec{w} \rangle = c \langle \vec{u} | \vec{w} \rangle$$

Sesquilinear

$$\langle \vec{u} | \vec{v} + \vec{w} \rangle = \overline{\langle \vec{v} + \vec{w} | \vec{u} \rangle} = \overline{\langle \vec{v} | \vec{u} \rangle + \langle \vec{w} | \vec{u} \rangle} = \overline{\langle \vec{v} | \vec{u} \rangle} + \overline{\langle \vec{w} | \vec{u} \rangle} = \langle \vec{u} | \vec{v} \rangle + \langle \vec{u} | \vec{w} \rangle$$

$$\langle \vec{u} | c\vec{w} \rangle = \overline{\langle c\vec{w} | \vec{u} \rangle} = \overline{c \langle \vec{w} | \vec{u} \rangle} = \bar{c} \overline{\langle \vec{w} | \vec{u} \rangle} = \bar{c} \langle \vec{u} | \vec{w} \rangle$$

$$\langle \begin{bmatrix} 2+i \\ 3-i \end{bmatrix} | \begin{bmatrix} 1+i \\ 1+i \end{bmatrix} \rangle = \overline{(1+i)} \langle \begin{bmatrix} 2+i \\ 3-i \end{bmatrix} | \begin{bmatrix} 1 \\ 1 \end{bmatrix} \rangle$$

$$\langle \begin{bmatrix} 2+i \\ 3-i \end{bmatrix} | \begin{bmatrix} 1+i \\ 1+i \end{bmatrix} \rangle = (2+i)(1-i) + (3-i)(1-i) = 2+i-2i+1 + 3-i-3i-1 = 5-5i = 5(1-i)$$

Fact. If $A \in M_{m \times n}$,

$\exists!$ $A^\dagger \in M_{n \times m}$ st

$$\langle A\vec{u} | \vec{v} \rangle = \langle \vec{u} | A^\dagger \vec{v} \rangle$$

for all $\vec{u} \in \mathbb{C}^n$, $\vec{v} \in \mathbb{C}^m$

call A^\dagger the adjoint of A .

Given $\vec{u} \in \mathbb{C}^n$, define a function

$$\langle \vec{u} | : \mathbb{C}^n \rightarrow \mathbb{C}$$

$$\vec{v} \mapsto \langle \vec{u} | \vec{v} \rangle$$

vectors are kets $|\psi\rangle$ or $|\varphi\rangle$

Linear functionals $\langle \psi |$ or $\langle \varphi |$

are bra

inner product $\langle \psi | \varphi \rangle$

\exists a bra $\{ \}$ ket.

Qubits

Classical bit: $|0\rangle$ or $|1\rangle$

Quantum: can have superposition.

Def: a qubit is a unit vector in the span of $\{|0\rangle, |1\rangle\}$.

$$|\psi\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle$$

where $|\alpha_0|^2 + |\alpha_1|^2 = 1$.

amplitudes α_0, α_1 .

can have multi-bit superpositions

$$|\psi\rangle = \sum_{0 \leq x < 2^n} \alpha_x |x\rangle_n$$

where

$$\sum_{0 \leq x < 2^n} |\alpha_x|^2 = 1.$$

$$|5\rangle_4 = |0101\rangle$$

2 individual qubits, can combine

$$|\psi\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle$$

$$|\phi\rangle = \beta_0 |0\rangle + \beta_1 |1\rangle$$

$$|\Psi\rangle = |\psi\rangle \otimes |\phi\rangle = (\alpha_0 |0\rangle + \alpha_1 |1\rangle) \otimes (\beta_0 |0\rangle + \beta_1 |1\rangle)$$

$$= \alpha_0 \beta_0 |00\rangle + \alpha_0 \beta_1 |01\rangle + \alpha_1 \beta_0 |10\rangle + \alpha_1 \beta_1 |11\rangle \leftrightarrow \begin{bmatrix} \alpha_0 \beta_0 \\ \alpha_0 \beta_1 \\ \alpha_1 \beta_0 \\ \alpha_1 \beta_1 \end{bmatrix}$$

not all 2-qubit states!

have $y_0 y_3 = y_1 y_2$ can't always factor into single qubits.

If we can't factor, call state entangled.

Qubit gates
lots of reversible
operations on \mathbb{C}^2 .

But not all work.

$\begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix}$ is invertible

but doesn't send
unit vectors to
unit vectors.

Dfn: a square matrix

is unitary if

$$U U^\dagger = U^\dagger U = I.$$

Prop: Let U be unitary. Then

$$1) |\det U| = 1$$

$$2) \langle U\phi | U\psi \rangle = \langle \phi | \psi \rangle$$

$$3) \|U\phi\| = \|\phi\|$$

PF/ 1) $\det(U) \det(U^\dagger) = 1$

$$\det(U) \overline{\det(U)} = 1$$

$$|\det(U)|^2 = 1.$$

2) Exercise

$$3) \|U\phi\| = \sqrt{\langle U\phi | U\phi \rangle}$$

$$= \sqrt{\langle \phi | \phi \rangle} = \|\phi\|.$$

Any reversible classical
operation gives a
unitary operator.

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

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

are unitary, and thus
operators on 1 qubit.

n, \bar{n} not qubit operators.

a unitary matrix $\in M_{2^n}$
is an n -qubit gate

practically speaking,
can't build arbitrary
large operators.

want operators built
out of 1-qubit
and 2-qubit gates.

This doesn't
lose much.

Measurement

cannot detect amplitudes of a superposition.

Can "make a measurement".

if we measure $\alpha_0|0\rangle + \alpha_1|1\rangle$
we get either 0 w/ prob $|\alpha_0|^2$
or 1 w/ prob $|\alpha_1|^2$.

Born Rule: if

$$|\psi\rangle_n = \sum_{0 \leq x < 2^n} \alpha_x |x\rangle_n$$

then the prob of getting x as output

$$\text{is } |\alpha_x|^2$$

Myth: QC powerful bc they
act on all possible inputs
at once.

False.

we can operate on superposition
of all possible inputs

But we can't read all outputs;
they collapse when we measure.

Trick is to arrange good
cancellation of 'bad' outputs