

Recall: Quantum Systems

§ 2.7

1] Classical bit: (cbit)

$$0 \text{ — False — } |0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$1 \text{ — True — } |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

2] Quantum bits (Qubits)

$$|\psi\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle = \begin{bmatrix} \alpha_0 \\ \alpha_1 \end{bmatrix} \quad \text{⊗}$$

e.g. $|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

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

$$|\psi\rangle = \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle = \begin{bmatrix} 1/\sqrt{2} \\ 1/\sqrt{2} \end{bmatrix} \rightarrow P = \begin{bmatrix} 1/2 \\ 1/2 \end{bmatrix}$$

3] Matrix Multiplication

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} \alpha_0 \\ \alpha_1 \end{bmatrix} = \begin{bmatrix} a\alpha_0 + b\alpha_1 \\ c\alpha_0 + d\alpha_1 \end{bmatrix}$$

4] Tensor Product:

$$\begin{bmatrix} \alpha_0 \\ \alpha_1 \end{bmatrix} \otimes \begin{bmatrix} \beta_0 \\ \beta_1 \end{bmatrix} = \begin{bmatrix} \alpha_0 \begin{bmatrix} \beta_0 \\ \beta_1 \end{bmatrix} \\ \alpha_1 \begin{bmatrix} \beta_0 \\ \beta_1 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} \alpha_0 \beta_0 & \alpha_0 \beta_1 \\ \alpha_1 \beta_0 & \alpha_1 \beta_1 \end{bmatrix} \begin{matrix} 00 \\ 01 \\ 10 \\ 11 \end{matrix}$$

e.g. $\begin{bmatrix} 1 \\ 2 \end{bmatrix} \otimes \begin{bmatrix} 3 \\ 4 \end{bmatrix} \otimes \begin{bmatrix} 5 \\ 6 \end{bmatrix} = \begin{bmatrix} 1 \cdot 3 \cdot 5 \\ 1 \cdot 3 \cdot 6 \\ 1 \cdot 4 \cdot 5 \\ 1 \cdot 4 \cdot 6 \\ 2 \cdot 3 \cdot 5 \\ 2 \cdot 3 \cdot 6 \\ \vdots \end{bmatrix} = \begin{bmatrix} 15 \\ 18 \\ 20 \\ 24 \\ \vdots \end{bmatrix}$

Find: $|101\rangle = 2 \cdot 3 \cdot 6 = 36$

Programming

$$|\alpha\rangle \rightarrow \begin{bmatrix} P(00) \\ P(01) \\ P(10) \\ P(11) \end{bmatrix}$$

$\swarrow \searrow$
 $B \quad \alpha$

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5] e.g.

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$$\begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 0 \\ 1 \end{bmatrix} \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$\sum = |010\rangle$
short-cut

6] Representing Multiple bits

$$|00\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

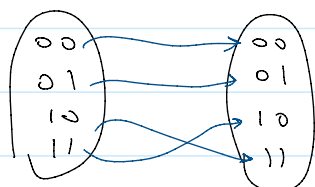
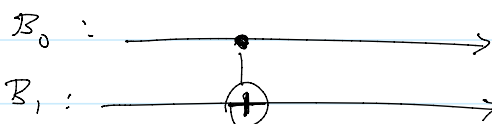
$$|01\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix}$$

$$|11\rangle = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} \phi & \phi & \dots & \phi \end{bmatrix}$$

7] Operation on multiple bits

CNOT



CNOT

$$\begin{matrix} & 00 & 01 & 10 & 11 \\ \begin{matrix} 00 \\ 01 \\ 10 \\ 11 \end{matrix} & \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \end{matrix}$$

8] Defⁿ. a vector v that can be written as a tensor of two vectors is called "separable".

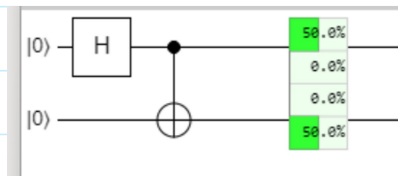
8] Def". a vector v that can be written as a tensor of two vectors is called "separable". otherwise it is called "entangled"

e.g. $\begin{bmatrix} 3 \\ 4 \\ 6 \\ 8 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \otimes \begin{bmatrix} 3 \\ 4 \end{bmatrix}$ is separable. $\left\{ \begin{array}{l} \text{check } ad \stackrel{?}{=} bc \\ \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} \end{array} \right.$

$\begin{bmatrix} 2 \\ 0 \\ 0 \\ 1 \end{bmatrix}$ is entangled

9] Bell states:

e.g. $\begin{bmatrix} 1/\sqrt{2} \\ 0 \\ 0 \\ 1/\sqrt{2} \end{bmatrix}$ is entangled



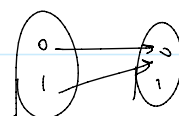
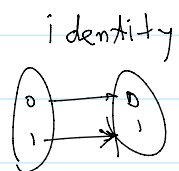
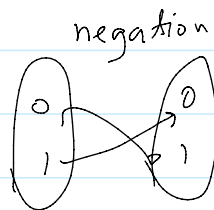
$\begin{bmatrix} 0 \\ 1/\sqrt{2} \\ 1/\sqrt{2} \\ 0 \end{bmatrix}$ is entangled.

(HW)

10] Functions on a single bit (§ 6.1)

We have 4 functions

1. Identity : $f(x) = x$
2. negation : $f(x) = \bar{x}$
3. Constant-0 : $f(x) = 0$
4. Constant-1 : $f(x) = 1$



constant-0

