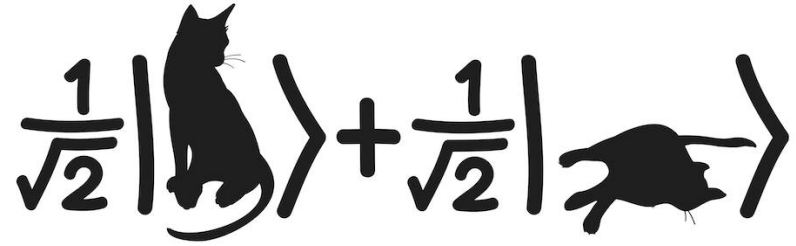


# Quantum Mechanics & Quantum Computation

Umesh V. Vazirani

University of California, Berkeley



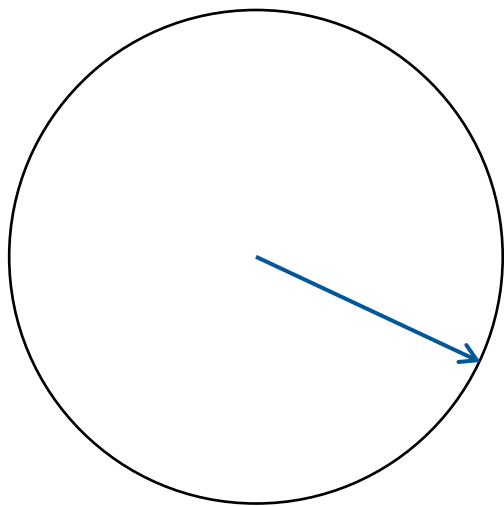
## Lecture 5: Quantum Gates

---

Evolution of a qubit

# Superposition

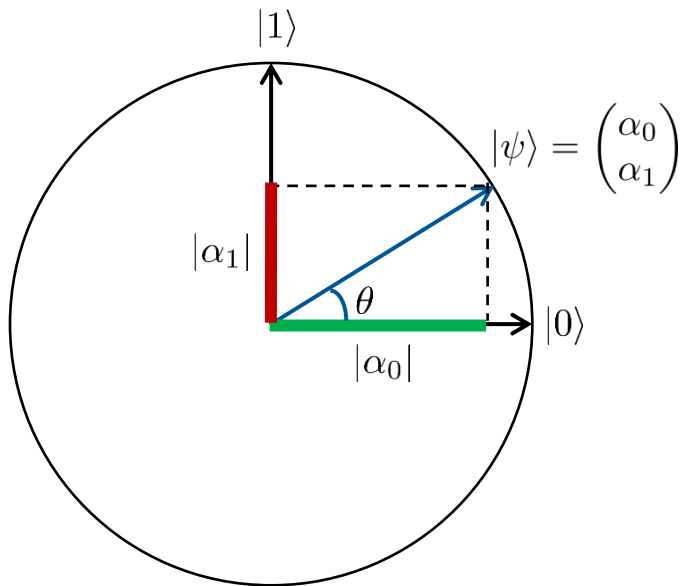
- Allowable states of k-level system: unit vector in a k-dimensional complex vector space (called a Hilbert space).



$$|\psi\rangle = \alpha_0|0\rangle + \cdots + \alpha_{k-1}|k-1\rangle = \begin{pmatrix} \alpha_0 \\ \vdots \\ \alpha_{k-1} \end{pmatrix} \in \mathbb{C}^k$$

# Measurement

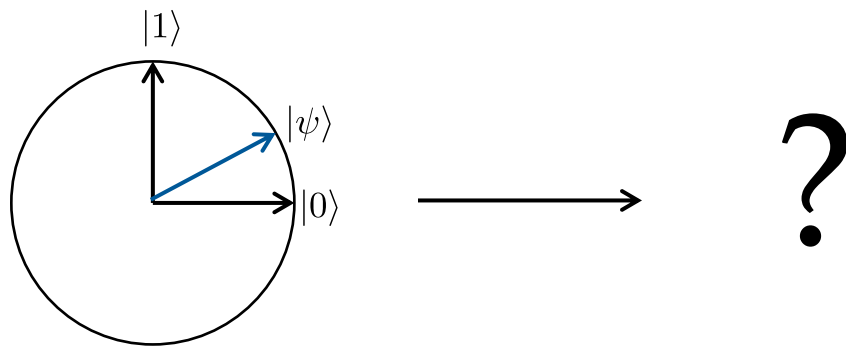
- A measurement is specified by choosing an orthonormal basis.
- The probability of each outcome is the square of the length of the projection onto the corresponding basis vector.
- The state collapses to the observed basis vector.



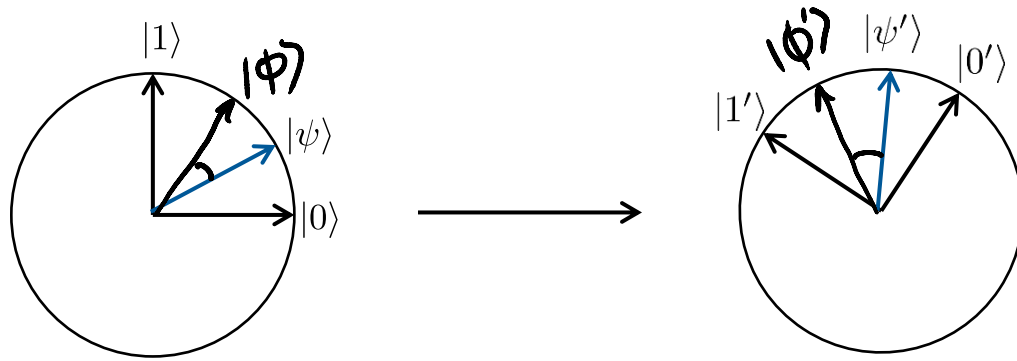
If  $|u_0\rangle, |u_1\rangle, \dots, |u_{k-1}\rangle$  was the chosen basis and  $|\psi\rangle = \alpha_0|u_0\rangle + \alpha_1|u_1\rangle + \dots + \alpha_{k-1}|u_{k-1}\rangle$

$u_i$  with probability  $|\alpha_i|^2 = |(|\psi\rangle, |u_i\rangle)|^2$

New state is  $|u_i\rangle$



How does a qubit evolve?



How does a qubit evolve?

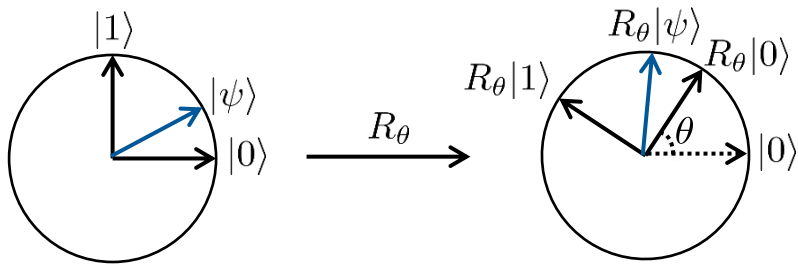
Qubits evolve by rotating the Hilbert space.

It is a rigid body rotation, meaning that the angles between vectors are preserved.

# Rotation Matrix

- Rotation of the space is a linear transformation. Represent by a matrix:

- Example



$$R_\theta = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}$$

$$\begin{aligned} |0\rangle &\rightarrow \cos \theta |0\rangle + \sin \theta |1\rangle \\ |1\rangle &\rightarrow -\sin \theta |0\rangle + \cos \theta |1\rangle \end{aligned}$$

$$\alpha |0\rangle + \beta |1\rangle \rightarrow$$

$$\alpha (\cos \theta |0\rangle + \sin \theta |1\rangle) + \beta (-\sin \theta |0\rangle + \cos \theta |1\rangle)$$

$$= (\alpha \cos \theta - \beta \sin \theta) |0\rangle + (\alpha \sin \theta + \beta \cos \theta) |1\rangle$$

$$R_{-\theta} = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix} = R_\theta^T$$

$$\begin{aligned} R_\theta R_{-\theta} &= I \\ R_\theta R_\theta^T &= R_\theta^T R_\theta = I \end{aligned}$$