

Title: PSI 2016/2017 Quantum Information (Review) - Lecture 1 (Richard Cleve)

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Abstract:

# Lectures for $\psi$ Quantum Information Course Perimeter Institute

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# Basic framework of quantum information

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# Registers (classical case)

An ***n-bit register*** is an object that can contain an *n*-bit string



bit (0 or 1)



3-bit register (000, 001, 010, ... or 111)

Operations on registers:

- set** the state of a register
- process** the state of a register
- read** the state of a register

Can also set a register to a ***probabilistic state***



$p_0$



$p_1$

$p_0, p_1 \geq 0$

$p_0 + p_1 = 1$



probability vector:

$$\begin{bmatrix} p_{000} \\ p_{001} \\ p_{010} \\ p_{011} \\ p_{100} \\ p_{101} \\ p_{110} \\ p_{111} \end{bmatrix}$$

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# Quantum registers



qubit register



3-qubit register

$$\begin{bmatrix} \alpha_0 \\ \alpha_1 \end{bmatrix}$$

amplitude of 0  
amplitude of 1

$$\alpha_0, \alpha_1 \in \mathbb{C}$$

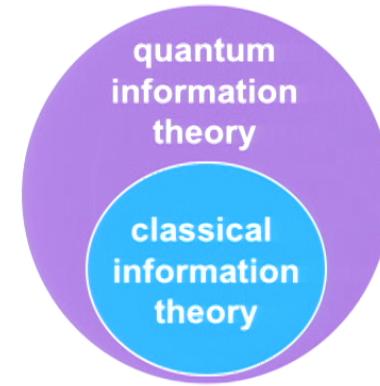
$$|\alpha_0|^2 + |\alpha_1|^2 = 1$$

state vector:

$$\begin{bmatrix} \alpha_{000} \\ \alpha_{001} \\ \alpha_{010} \\ \alpha_{011} \\ \alpha_{100} \\ \alpha_{101} \\ \alpha_{110} \\ \alpha_{111} \end{bmatrix}$$

The above are ***pure states***

Most general notion of a quantum state includes ***mixed states***, expressible in terms of density matrices ... later



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# Dirac bra/ket notation

**Ket:**  $|\psi\rangle$  always denotes a column vector, e.g.

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

$$\begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \vdots \\ \alpha_d \end{bmatrix}$$

**Bra:**  $\langle\psi|$  always denotes a row vector that is the conjugate transpose of  $|\psi\rangle$ , e.g.  $[\alpha_1^* \ \alpha_2^* \ \dots \ \alpha_d^*]$

**Bracket:**  $\langle\phi|\psi\rangle$  denotes  $\langle\phi|\cdot|\psi\rangle$ , the inner product of  $|\phi\rangle$  and  $|\psi\rangle$

**n-qubit systems:**  $|000\rangle, |001\rangle, |010\rangle, \dots, |111\rangle$  are basis vectors

so we can write

$$|\psi\rangle = \sum_{x=0}^{d-1} \alpha_x |x\rangle$$

# Basic operations on qubits (I)

**Set:** a qubit register to  $|0\rangle$  or to  $|1\rangle$  (“computational basis” states)

**Process:** apply a unitary operation  $U$  (unitary means  $U^\dagger U = I$ )

$\uparrow$   
conjugate transpose

## Some examples

**Rotation:** 
$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

**NOT (bit flip):**  $\sigma_x = X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

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

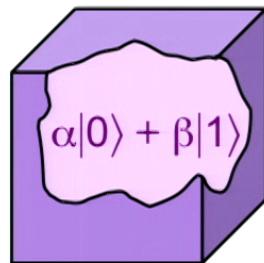
**Phase flip:**  $\sigma_z = Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$

$$\left. \begin{array}{l} H|0\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle \\ H|1\rangle = \frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle \end{array} \right\} \text{“Hadamard basis” states}$$

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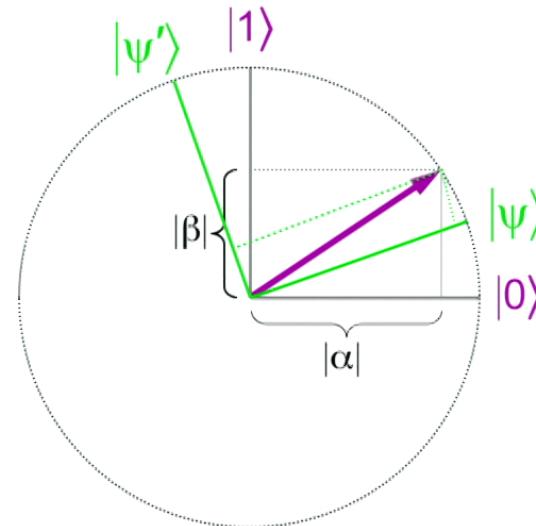
# Basic operations on qubits (II)

**Read:** apply a “standard” measurement:



$$\mapsto \begin{cases} 0 \text{ with prob } |\alpha|^2 \\ 1 \text{ with prob } |\beta|^2 \end{cases}$$

... and the quantum state collapses



**\*\*\* Note:** there exist **other** quantum operations, but they can all be “simulated” by the aforementioned types

**Example:**

measurement with respect to a different orthonormal basis  $\{|\psi\rangle, |\psi'\rangle\}$

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# Distinguishing between two states

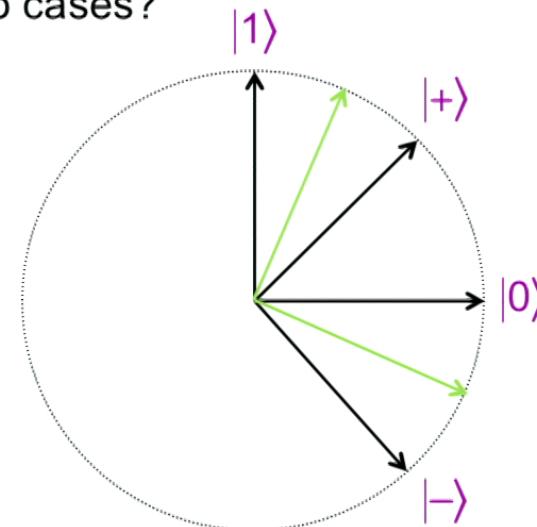
Let  be in state  $|+\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$  or  $|-\rangle = \frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle$

**Question 1:** can we distinguish between the two cases?

**Distinguishing procedure:**

1. apply  $H$
2. measure

This works because  $H|+\rangle = |0\rangle$  and  $H|-\rangle = |1\rangle$



**Question 2:** can we distinguish between  $|0\rangle$  and  $|+\rangle$ ?

Since they're not orthogonal, they **cannot** be **perfectly** distinguished ...  
but what's the best possible distinguishing probability?

# Distinguishing between trine states

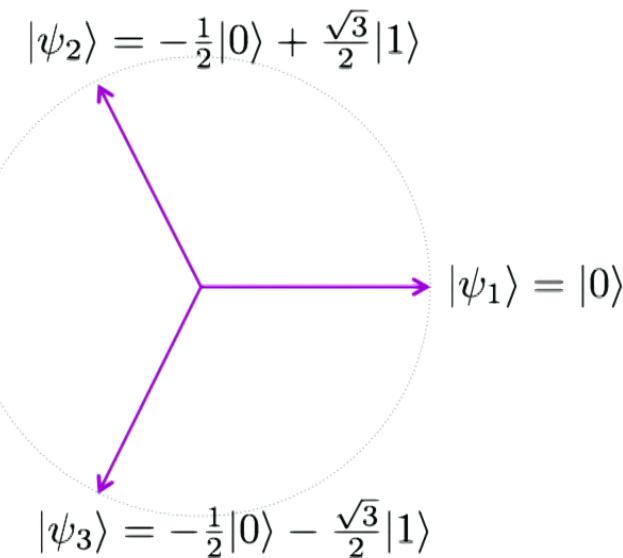
## Question 3:

what's the best distinguishing probability for the three **trine** states?

**input:** one of the three trine states

$|\psi_k\rangle$  (chosen randomly)

**output:**  $k \in \{1, 2, 3\}$

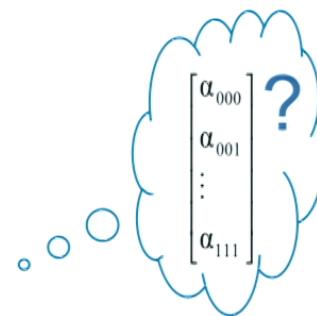
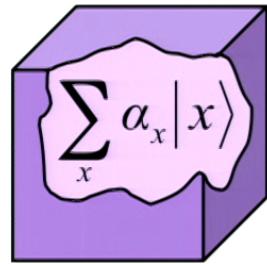


# Operations on $n$ -qubit states

Unitary operations:  
 $(U^\dagger U = I)$

$$\sum_x \alpha_x |x\rangle \quad \mapsto \quad U\left(\sum_x \alpha_x |x\rangle\right)$$

Measurements:

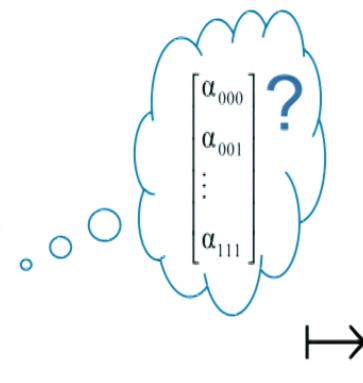
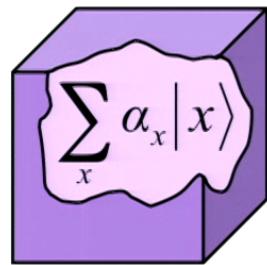


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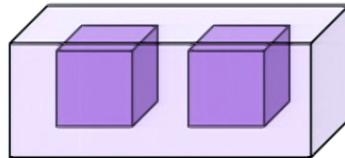
Measurements:



$$\left\{ \begin{array}{ll} 000 & \text{with prob } |\alpha_{000}|^2 \\ 001 & \text{with prob } |\alpha_{001}|^2 \\ \vdots & \vdots \\ 111 & \text{with prob } |\alpha_{111}|^2 \end{array} \right.$$

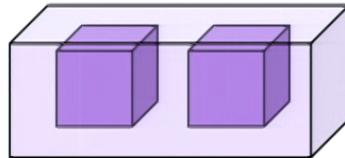
... and the quantum state collapses

# Subregisters



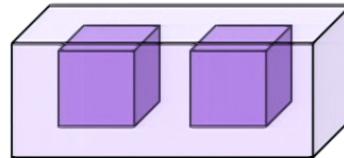
- $(\alpha|0\rangle + \beta|1\rangle) \otimes (\alpha'|0\rangle + \beta'|1\rangle)$  (tensor/Kronecker product)  
 $= \alpha\alpha' |00\rangle + \alpha\beta' |01\rangle + \beta\alpha' |10\rangle + \beta\beta' |11\rangle$

# Subregisters



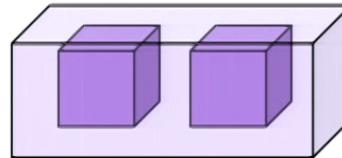
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- $(\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle) \otimes (\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle)$   
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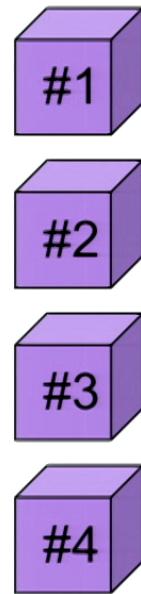
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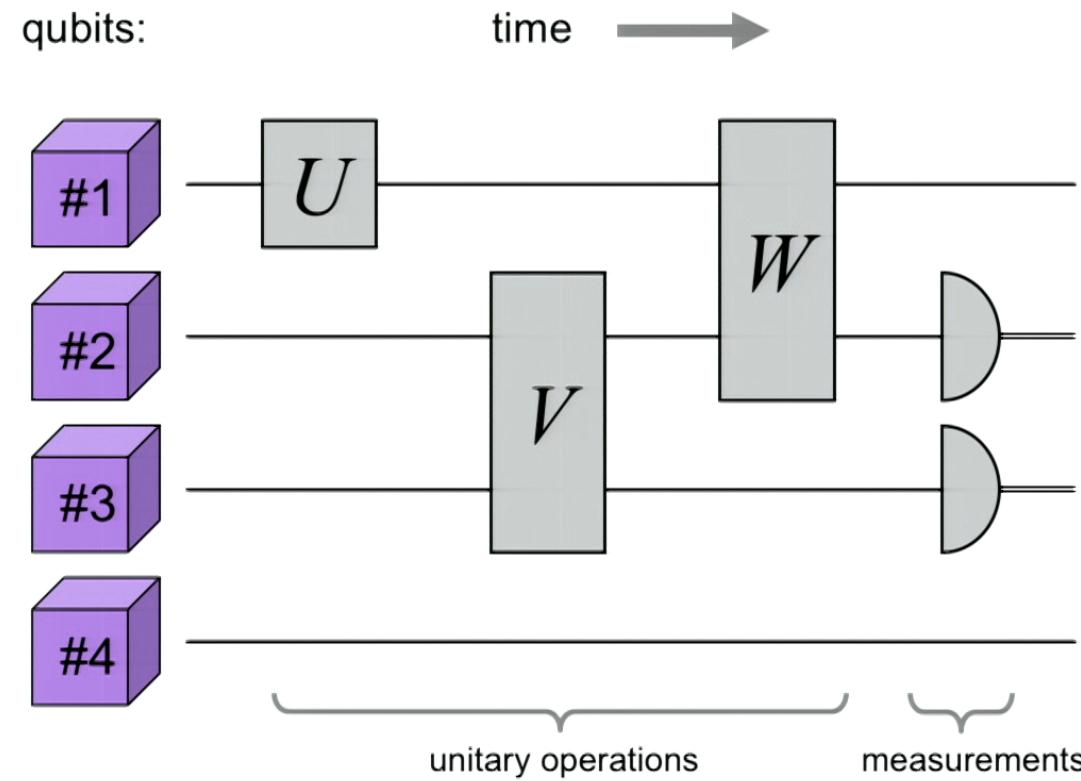
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 $= \frac{1}{2}|00\rangle - \frac{1}{2}|01\rangle + \frac{1}{2}|10\rangle - \frac{1}{2}|11\rangle$
  
- $(\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle) \otimes (\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle)$   
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- $(\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle) \otimes (\boxed{\phantom{0}}|0\rangle + \boxed{\phantom{0}}|1\rangle) = \frac{1}{\sqrt{2}}|00\rangle + \frac{1}{\sqrt{2}}|11\rangle$

# Structure among subsystems

qubits:



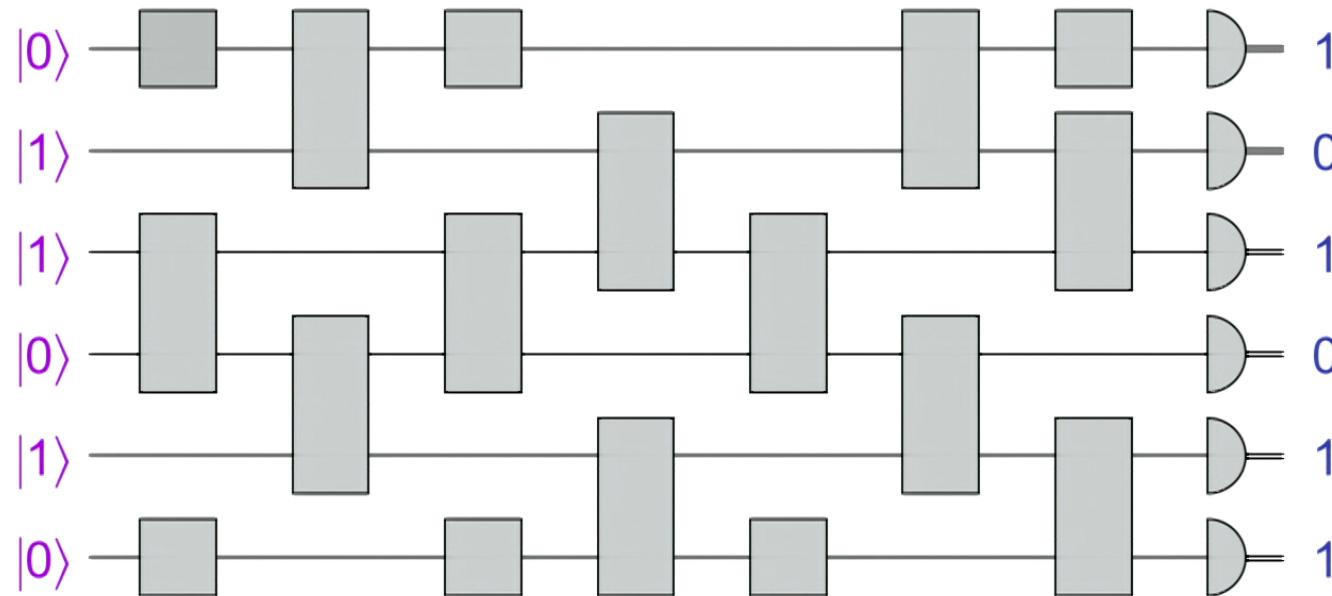
# Structure among subsystems



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# Quantum computations

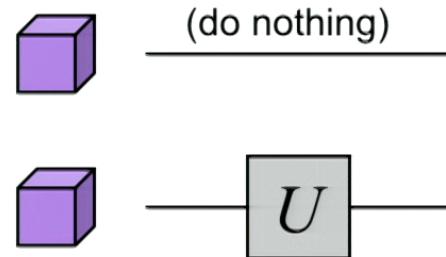
Quantum circuits:



“Feasible” if circuit-size scales polynomially

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# Example of a one-qubit gate applied to a two-qubit system



$$U = \begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}$$

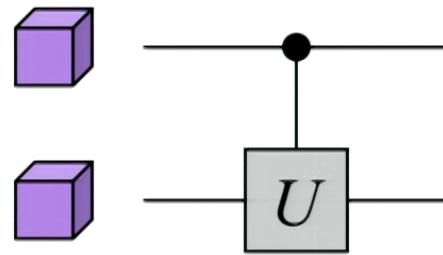
The resulting 4x4 matrix is

Maps basis states as:

$$\begin{aligned} |0\rangle|0\rangle &\rightarrow |0\rangle|U|0\rangle \\ |0\rangle|1\rangle &\rightarrow |0\rangle|U|1\rangle \\ |1\rangle|0\rangle &\rightarrow |1\rangle|U|0\rangle \\ |1\rangle|1\rangle &\rightarrow |1\rangle|U|1\rangle \end{aligned}$$

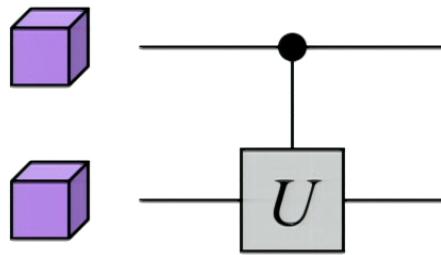
$$I \otimes U = \begin{bmatrix} u_{00} & u_{01} & 0 & 0 \\ u_{10} & u_{11} & 0 & 0 \\ 0 & 0 & u_{00} & u_{01} \\ 0 & 0 & u_{10} & u_{11} \end{bmatrix}$$

# Controlled- $U$ gates



$$U = \begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}$$

# Controlled- $U$ gates

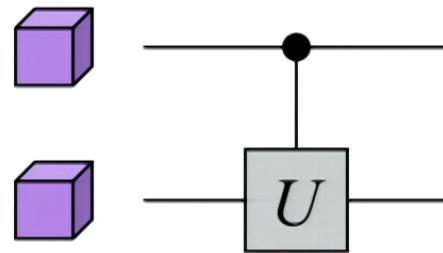


$$U = \begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}$$

Maps basis states as:

$$\begin{aligned}|0\rangle|0\rangle &\rightarrow |0\rangle|0\rangle \\|0\rangle|1\rangle &\rightarrow |0\rangle|1\rangle \\|1\rangle|0\rangle &\rightarrow |1\rangle U|0\rangle \\|1\rangle|1\rangle &\rightarrow |1\rangle U|1\rangle\end{aligned}$$

# Controlled- $U$ gates



$$U = \begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}$$

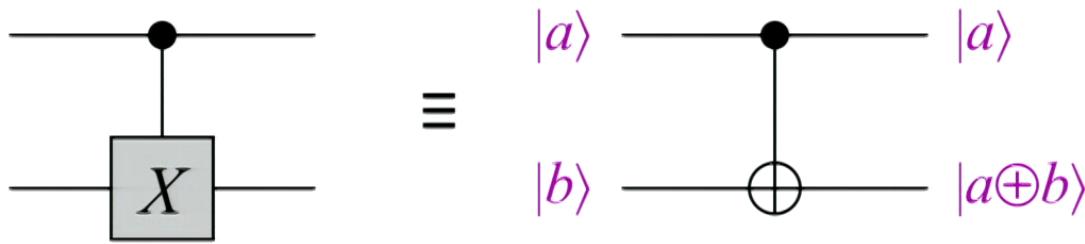
Resulting 4x4 matrix is  
controlled- $U$  =

Maps basis states as:

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

# Controlled-NOT (CNOT)

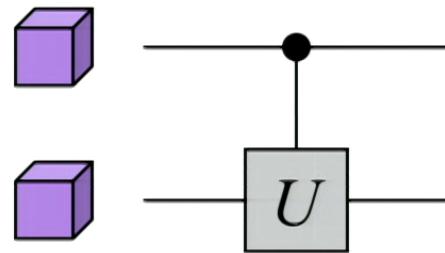


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$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$\begin{aligned}|0\rangle &\mapsto |1\rangle \\ |1\rangle &\mapsto |0\rangle\end{aligned}$$

# Controlled- $U$ gates



$$U = \begin{bmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{bmatrix}$$

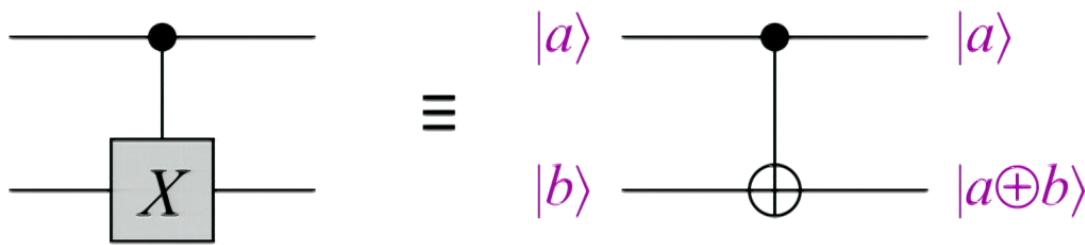
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$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & u_{00} & u_{01} \\ 0 & 0 & u_{10} & u_{11} \end{bmatrix}$$

Maps basis states as:

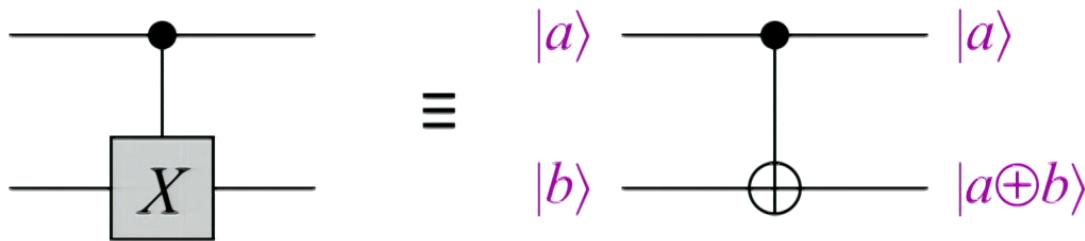
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# Controlled-NOT (CNOT)



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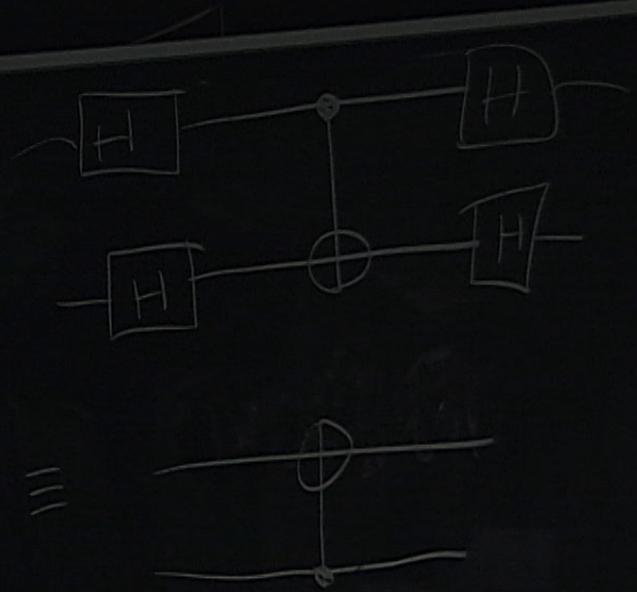
# Controlled-NOT (CNOT)



**Note:** “control” qubit may change on some input states

$$|0\rangle + |1\rangle \xrightarrow{\text{CNOT}} |0\rangle - |1\rangle$$

$$|0\rangle - |1\rangle \xrightarrow{\text{CNOT}} |0\rangle - |1\rangle$$



# Superdense coding

# How much classical information in $n$ qubits?

$2^n - 1$  complex numbers apparently needed to describe an arbitrary  $n$ -qubit pure quantum state:

$$\alpha_{000}|000\rangle + \alpha_{001}|001\rangle + \alpha_{010}|010\rangle + \dots + \alpha_{111}|111\rangle$$

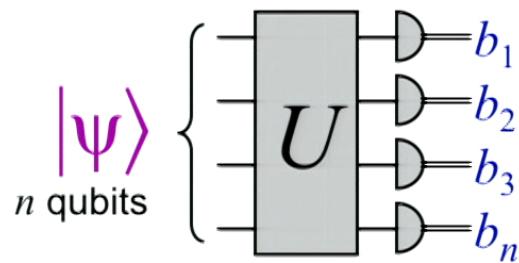
Does this mean that an exponential amount of classical information is somehow “stored” in  $n$  qubits?

**Not in a direct operational sense ...**

For example, **Holevo’s Theorem** (from 1973) implies: one cannot convey more than  $n$  classical bits of information in a message of  $n$  qubits

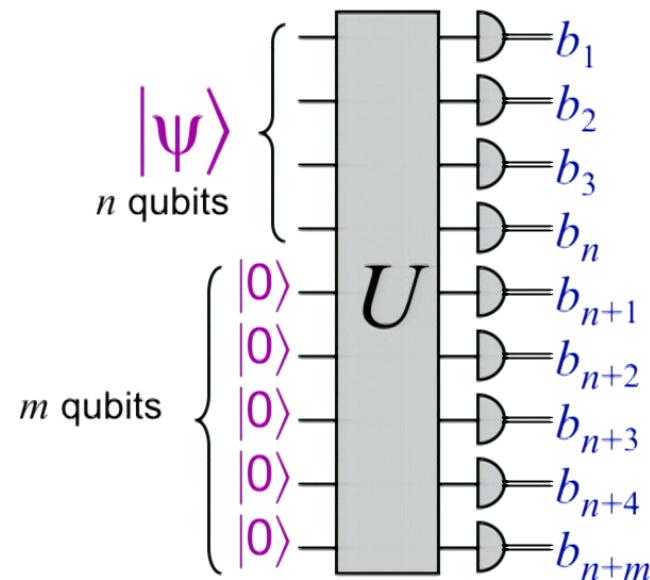
# Holevo's Theorem

**Easy case:**



$b_1 b_2 \dots b_n$  certainly cannot convey more than  $n$  bits!

**Hard case (the general case):**

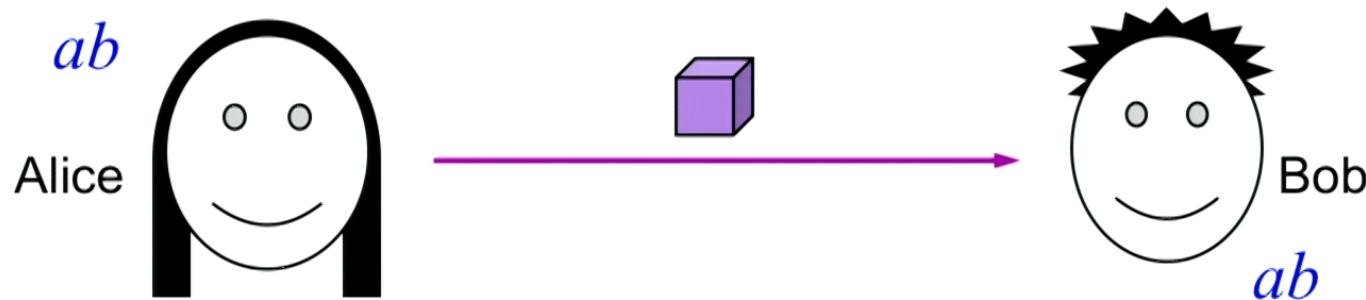


The proof is beyond the scope of these lectures

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# Superdense coding (prelude)

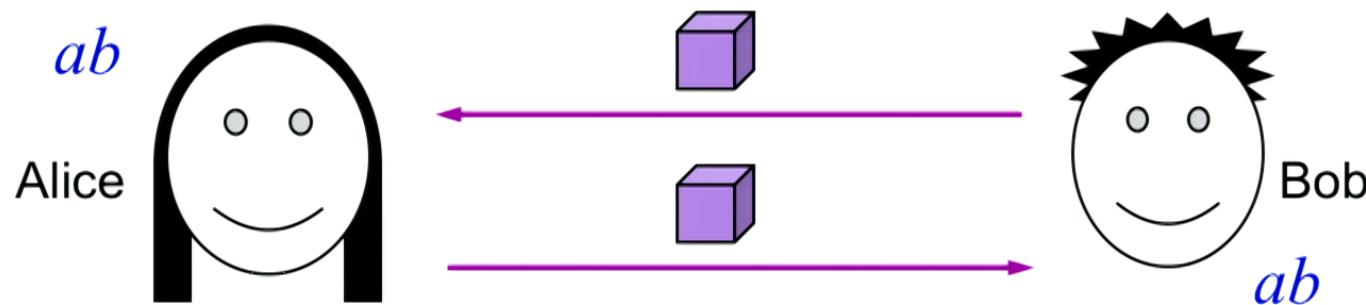
Suppose that Alice wants to convey **two** classical bits to Bob sending just **one** qubit



By Holevo's Theorem, this is **impossible**

# Superdense coding

In ***superdense coding***, Bob is allowed to send a qubit to Alice first



How can this help?

# How superdense coding works

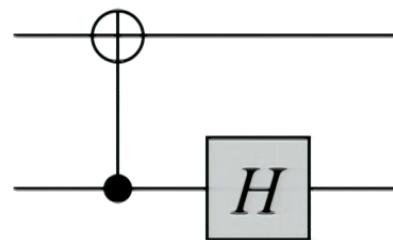
1. Bob creates the state  $|00\rangle + |11\rangle$  and sends the **first** qubit to Alice
2. Alice:
  - if  $a = 1$  then apply  $X$  to qubit
  - if  $b = 1$  then apply  $Z$  to qubit
  - send the qubit back to Bob

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

$ab$	state
00	$ 00\rangle +  11\rangle$
01	$ 00\rangle -  11\rangle$
10	$ 01\rangle +  10\rangle$
11	$ 01\rangle -  10\rangle$

# Measurement in the Bell basis

Specifically, Bob applies



to his two qubits ...

and then measures them, yielding  $ab$

input	output
$ 00\rangle +  11\rangle$	$ 00\rangle$
$ 01\rangle +  10\rangle$	$ 01\rangle$
$ 00\rangle -  11\rangle$	$ 10\rangle$
$ 01\rangle -  10\rangle$	$- 11\rangle$

**This concludes superdense coding**

# Incomplete measurements

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# Recap

- **$n$ -qubit quantum state:**  $2^n$ -dimensional unit vector
- **Unitary op:**  $2^n \times 2^n$  linear operation  $U$  such that  $U^\dagger U = I$  (where  $U^\dagger$  denotes the conjugate transpose of  $U$ )

$U|0000\rangle$  = the 1<sup>st</sup> column of  $U$

$U|0001\rangle$  = the 2<sup>nd</sup> column of  $U$

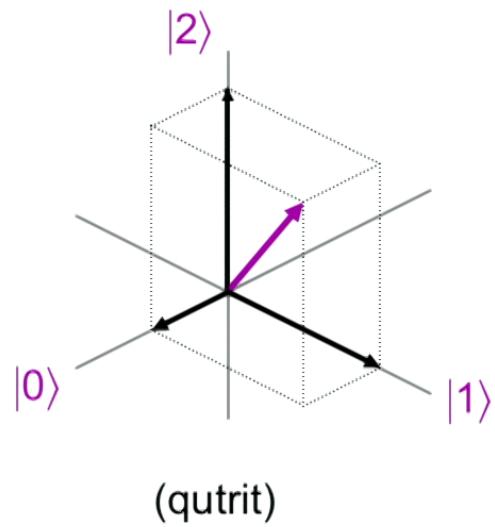
: : : : : :

$U|1111\rangle$  = the  $(2^n)$ <sup>th</sup> column of  $U$

} the columns of  $U$   
are orthonormal

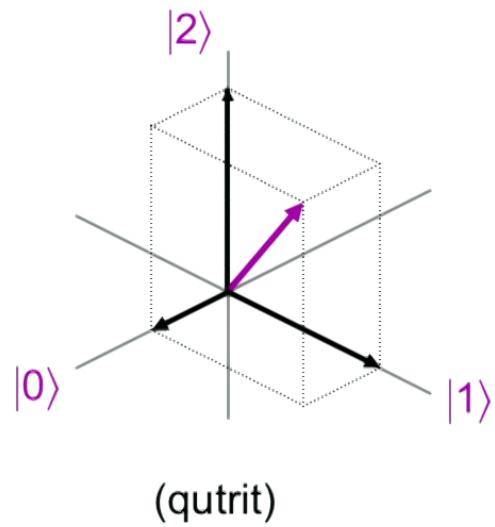
# Incomplete measurements (I)

Measurements up until now are with respect to orthogonal one-dimensional subspaces:



# Incomplete measurements (I)

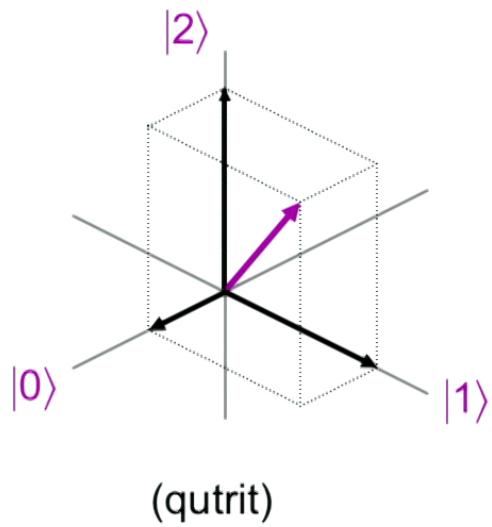
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# Incomplete measurements (I)

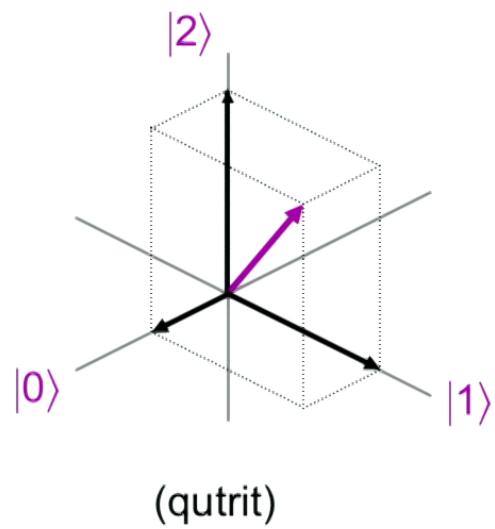
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The orthogonal subspaces can have other dimensions:

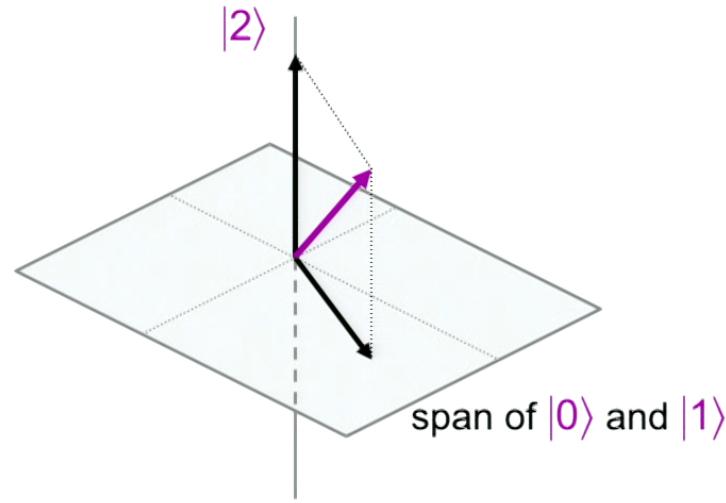


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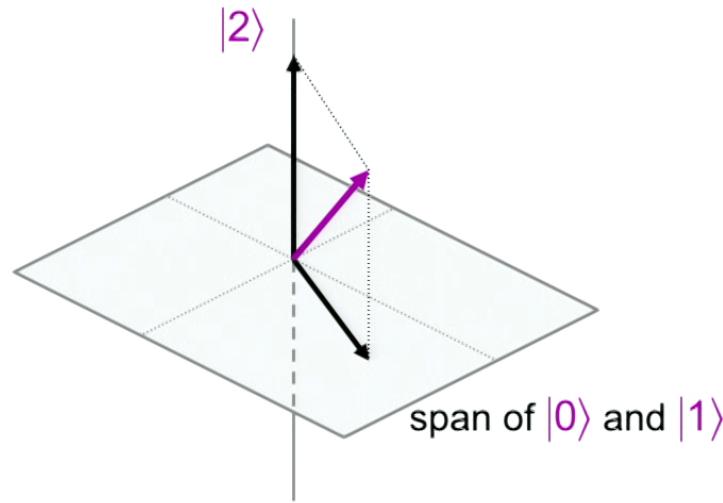


## Incomplete measurements (II)

Such a measurement on  $\alpha_0|0\rangle + \alpha_1|1\rangle + \alpha_2|2\rangle$  results in:

$$\begin{cases} \alpha_0|0\rangle + \alpha_1|1\rangle & \text{with prob } |\alpha_0|^2 + |\alpha_1|^2 \text{ (renormalized)} \\ \alpha_2|2\rangle & \text{with prob } |\alpha_2|^2 \text{ (renormalized)} \end{cases}$$

## Incomplete measurements (II)

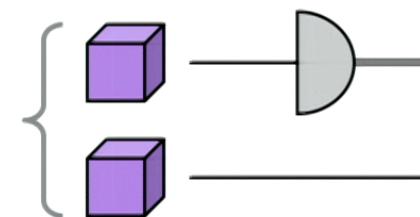


Such a measurement on  $\alpha_0|0\rangle + \alpha_1|1\rangle + \alpha_2|2\rangle$  results in:

$$\begin{cases} \alpha_0|0\rangle + \alpha_1|1\rangle & \text{with prob } |\alpha_0|^2 + |\alpha_1|^2 \text{ (renormalized)} \\ \alpha_2|2\rangle & \text{with prob } |\alpha_2|^2 \text{ (renormalized)} \end{cases}$$

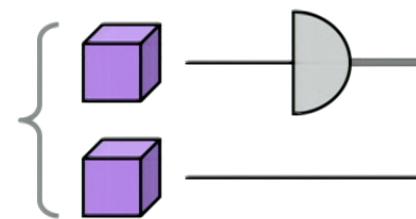
# Measuring the first qubit of a two-qubit system

$$\alpha_{00}|00\rangle + \alpha_{01}|01\rangle + \alpha_{10}|10\rangle + \alpha_{11}|11\rangle$$



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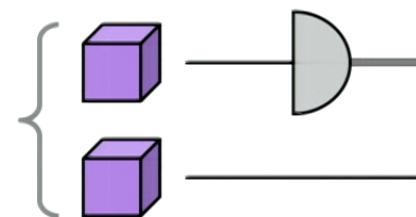


**Defined** as the incomplete measurement with respect to the two subspaces:

- span of  $|00\rangle$  &  $|01\rangle$  (all states with first qubit 0), and
- span of  $|10\rangle$  &  $|11\rangle$  (all states with first qubit 1)

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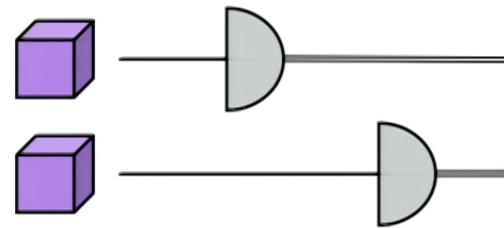


**Defined** as the incomplete measurement with respect to the two subspaces:

- span of  $|00\rangle$  &  $|01\rangle$  (all states with first qubit 0), and
- span of  $|10\rangle$  &  $|11\rangle$  (all states with first qubit 1)

Result is

$$\begin{cases} 0, \alpha_{00}|00\rangle + \alpha_{01}|01\rangle & \text{with prob } |\alpha_{00}|^2 + |\alpha_{01}|^2 \\ 1, \alpha_{10}|10\rangle + \alpha_{11}|11\rangle & \text{with prob } |\alpha_{10}|^2 + |\alpha_{11}|^2 \end{cases}$$



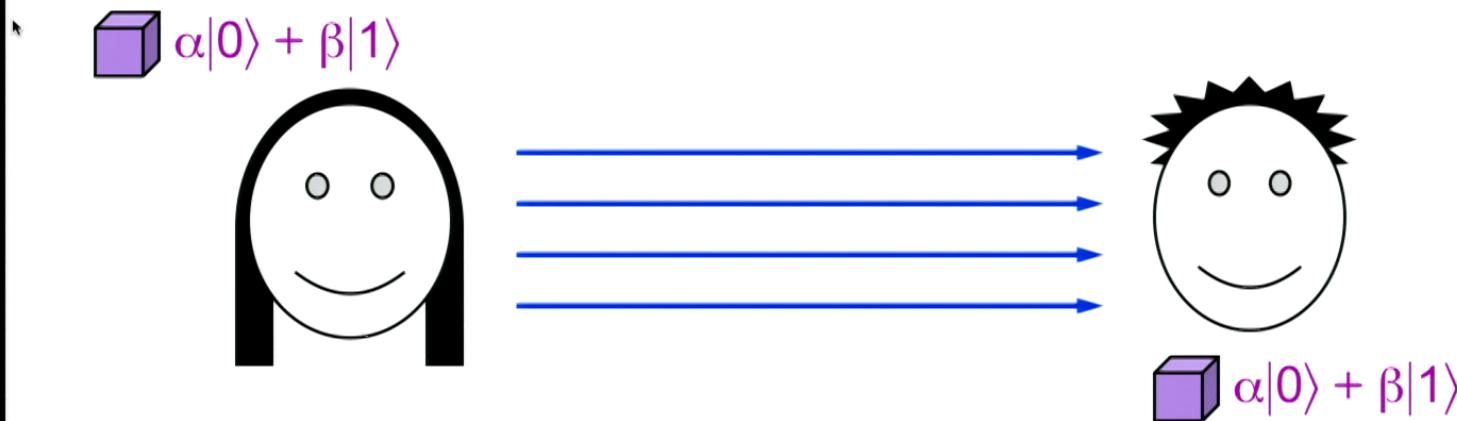
**Exercise (a sanity test of the model):** show that measuring the first qubit and *then* measuring the second qubit gives the same result as measuring both qubits at once

# Teleportation

30

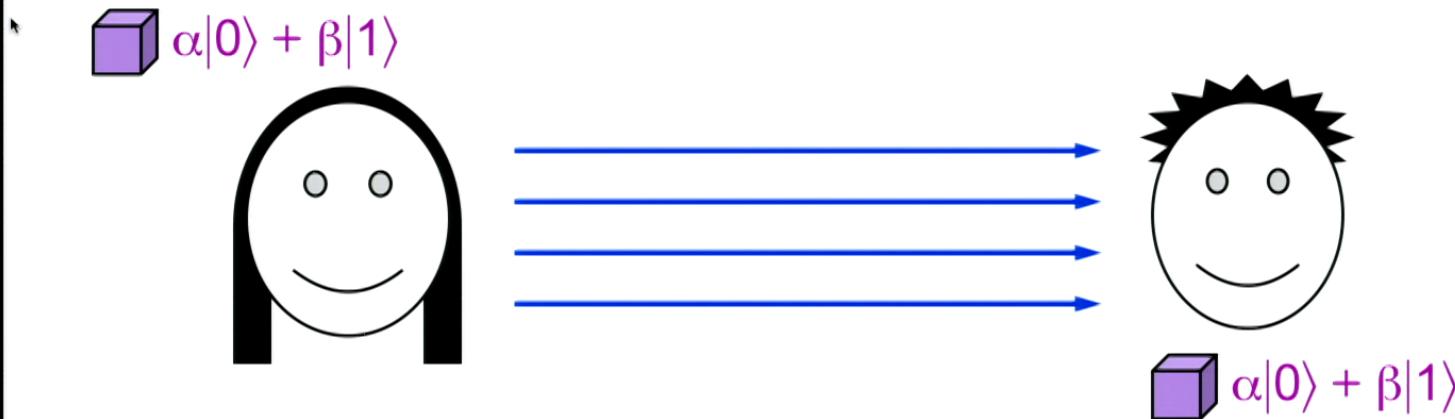
# Teleportation (prelude)

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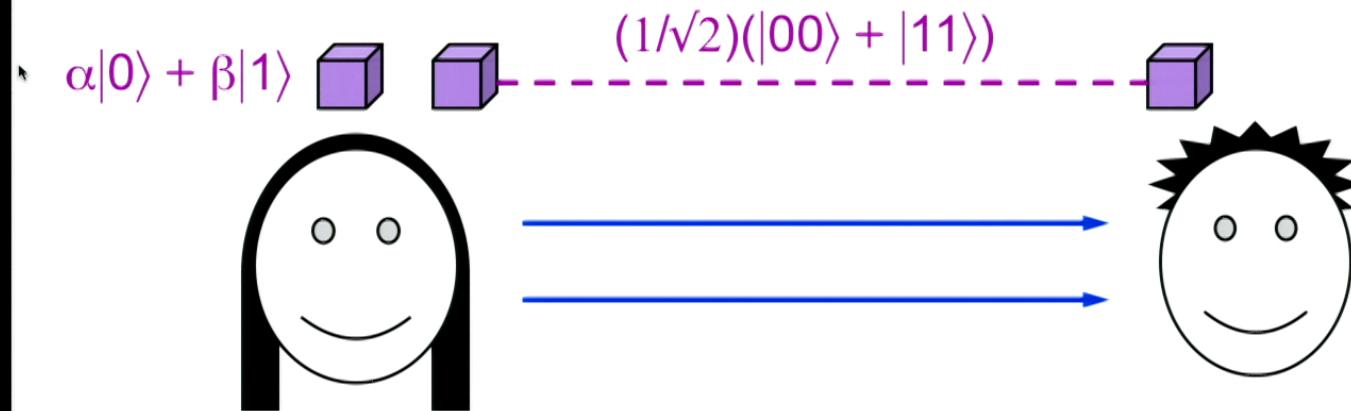


If Alice **knows**  $\alpha$  and  $\beta$ , she can send approximations of them —but this still requires infinitely many bits for perfect precision

Moreover, if Alice does **not** know  $\alpha$  or  $\beta$ , she can at best acquire **one bit** about them by a measurement

# Teleportation scenario

In teleportation, Alice and Bob also start with a Bell state



and Alice can send two classical bits to Bob

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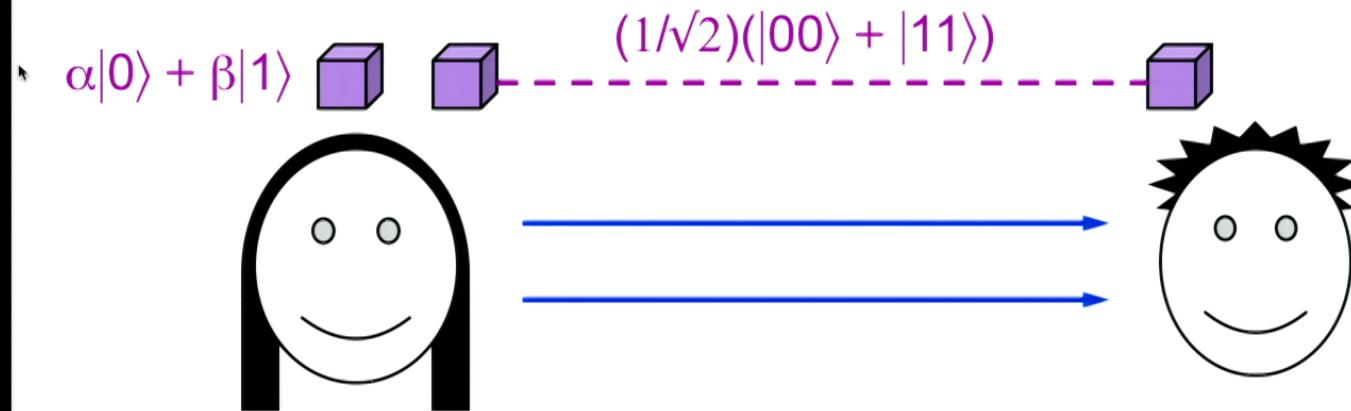


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# Teleportation scenario

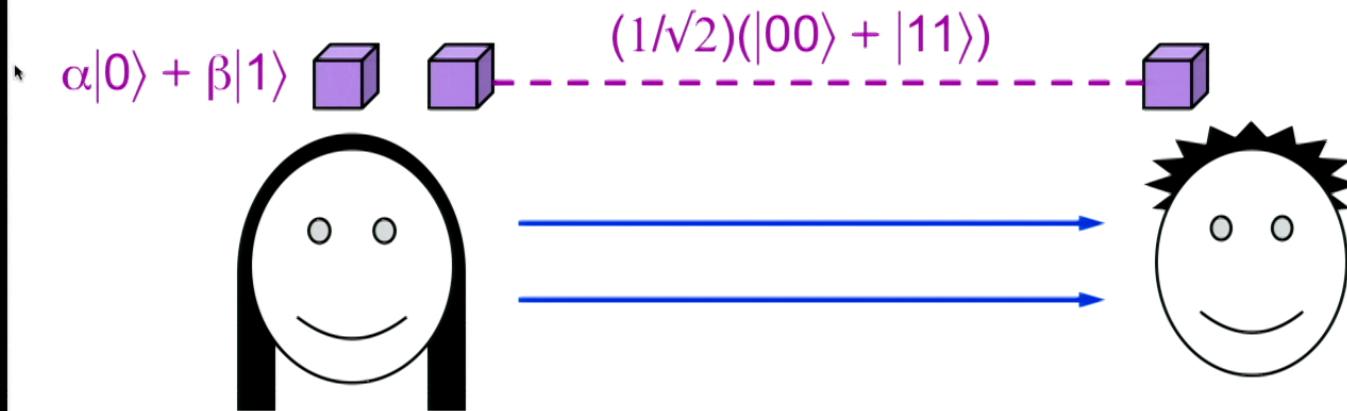
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# Teleportation scenario

In teleportation, Alice and Bob also start with a Bell state



and Alice can send two classical bits to Bob

Note that the initial state of the three qubit system is:

$$\begin{aligned} & (1/\sqrt{2})(\alpha|0\rangle + \beta|1\rangle)(|00\rangle + |11\rangle) \\ & = (1/\sqrt{2})(\alpha|000\rangle + \alpha|011\rangle + \beta|100\rangle + \beta|111\rangle) \end{aligned}$$

# How teleportation works



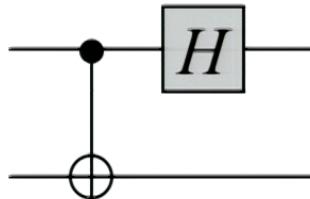
**Initial state:**

$$\begin{aligned} & (\alpha|0\rangle + \beta|1\rangle)(|00\rangle + |11\rangle) \quad (\text{omitting the } 1/\sqrt{2} \text{ factor}) \\ &= \alpha|000\rangle + \alpha|011\rangle + \beta|100\rangle + \beta|111\rangle \\ &= \frac{1}{2}(|00\rangle + |11\rangle)(\alpha|0\rangle + \beta|1\rangle) \\ &\quad + \frac{1}{2}(|01\rangle + |10\rangle)(\alpha|1\rangle + \beta|0\rangle) \\ &\quad + \frac{1}{2}(|00\rangle - |11\rangle)(\alpha|0\rangle - \beta|1\rangle) \\ &\quad + \frac{1}{2}(|01\rangle - |10\rangle)(\alpha|1\rangle - \beta|0\rangle) \end{aligned}$$

**Protocol:** Alice measures her two qubits *in the Bell basis* and sends the result to Bob (who then “corrects” his state)

# What Alice does specifically

Alice applies



to her two qubits, yielding:

$$\left\{ \begin{array}{l} \frac{1}{2}|00\rangle(\alpha|0\rangle + \beta|1\rangle) \\ + \frac{1}{2}|01\rangle(\alpha|1\rangle + \beta|0\rangle) \\ + \frac{1}{2}|10\rangle(\alpha|0\rangle - \beta|1\rangle) \\ + \frac{1}{2}|11\rangle(\alpha|1\rangle - \beta|0\rangle) \end{array} \right. \quad \left\{ \begin{array}{ll} (00, \alpha|0\rangle + \beta|1\rangle) & \text{with prob. } \frac{1}{4} \\ (01, \alpha|1\rangle + \beta|0\rangle) & \text{with prob. } \frac{1}{4} \\ (10, \alpha|0\rangle - \beta|1\rangle) & \text{with prob. } \frac{1}{4} \\ (11, \alpha|1\rangle - \beta|0\rangle) & \text{with prob. } \frac{1}{4} \end{array} \right.$$

Then Alice sends her two classical bits to Bob, who then adjusts his qubit to be  $\alpha|0\rangle + \beta|1\rangle$  whatever case occurs

# Bob's adjustment procedure

Bob receives two classical bits  $a, b$  from Alice, and:

- if  $b = 1$  he applies  $X$  to qubit
- if  $a = 1$  he applies  $Z$  to qubit

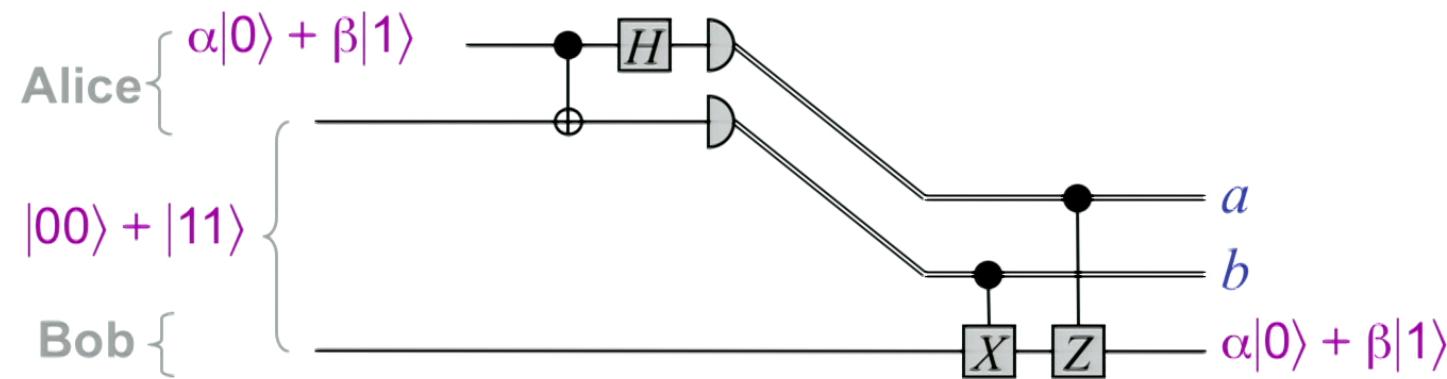
$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

yielding:

$$\begin{cases} 00, & \alpha|0\rangle + \beta|1\rangle \\ 01, & X(\alpha|1\rangle + \beta|0\rangle) = \alpha|0\rangle + \beta|1\rangle \\ 10, & Z(\alpha|0\rangle - \beta|1\rangle) = \alpha|0\rangle + \beta|1\rangle \\ 11, & ZX(\alpha|1\rangle - \beta|0\rangle) = \alpha|0\rangle + \beta|1\rangle \end{cases}$$

Note that Bob acquires the correct state in each case

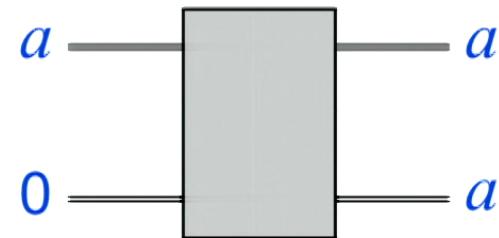
# Summary of teleportation



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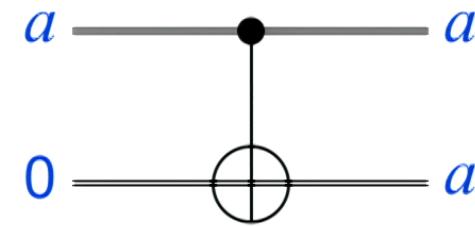
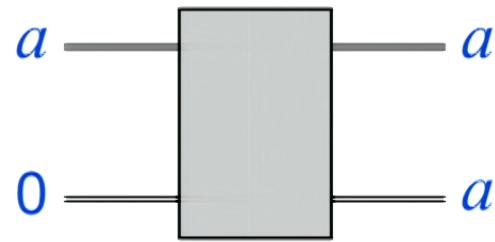
# No-cloning theorem

# ***Classical information can be copied***



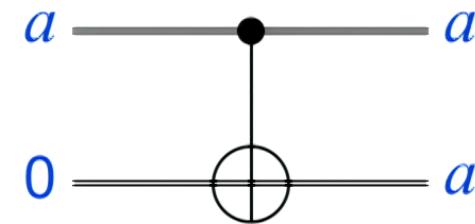
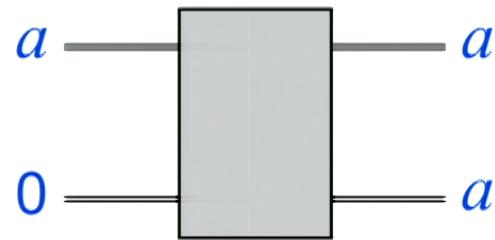
38

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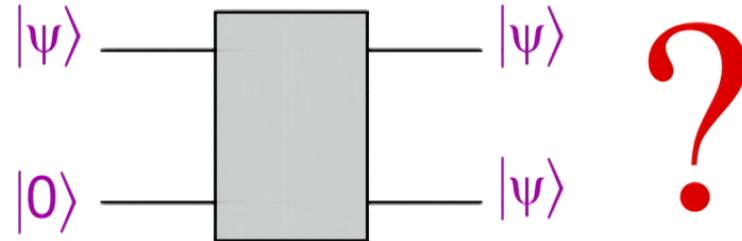


38

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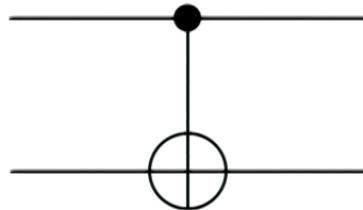


**What about quantum information?**



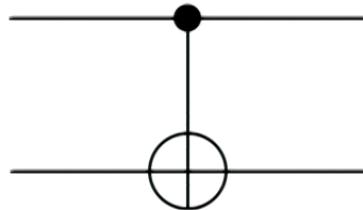
38

**Candidate:**



works fine for  $|\psi\rangle = |0\rangle$  and  $|\psi\rangle = |1\rangle$

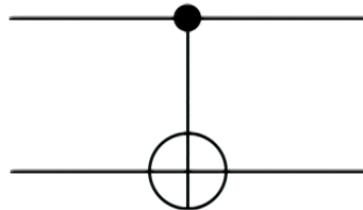
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... but it fails for  $|\psi\rangle = (1/\sqrt{2})(|0\rangle + |1\rangle)$  ...

... where it yields output  $(1/\sqrt{2})(|00\rangle + |11\rangle)$

instead of  $|\psi\rangle|\psi\rangle = (1/4)(|00\rangle + |01\rangle + |10\rangle + |11\rangle)$

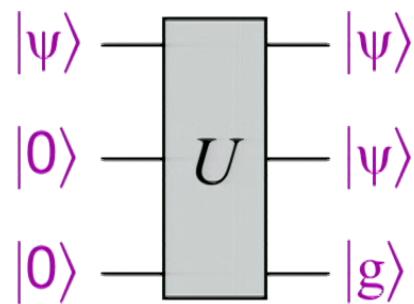
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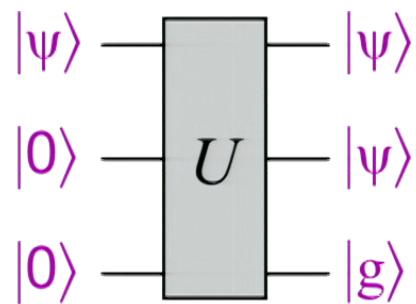
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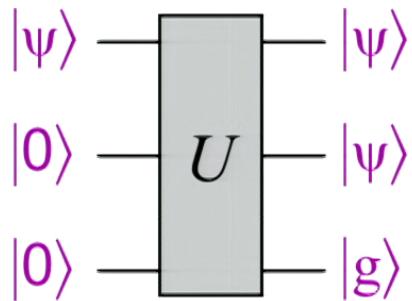


Let  $|\psi\rangle$  and  $|\psi'\rangle$  be two input states, yielding outputs  $|\psi\rangle|\psi\rangle|g\rangle$  and  $|\psi'\rangle|\psi'\rangle|g'\rangle$  respectively

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Let  $|\psi\rangle$  and  $|\psi'\rangle$  be two input states, yielding outputs  $|\psi\rangle|\psi\rangle|g\rangle$  and  $|\psi'\rangle|\psi'\rangle|g'\rangle$  respectively

Since  $U$  preserves inner products:

$$\langle\psi|\psi'\rangle = \langle\psi|\psi'\rangle\langle\psi|\psi'\rangle\langle g|g'\rangle \text{ so}$$

$$\langle\psi|\psi'\rangle(1 - \langle\psi|\psi'\rangle\langle g|g'\rangle) = 0 \text{ so}$$

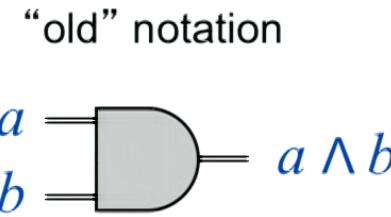
$$|\langle\psi|\psi'\rangle| = 0 \text{ or } 1$$

# **Classical vs. quantum circuits**

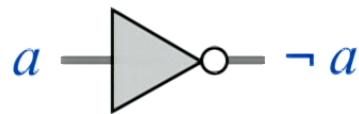
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# Classical (boolean logic) gates

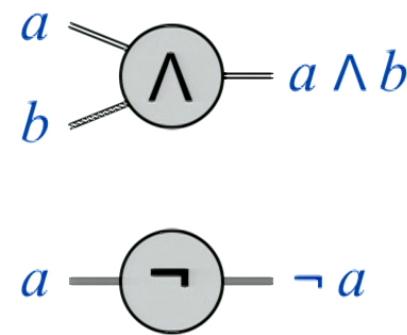
AND gate



NOT gate



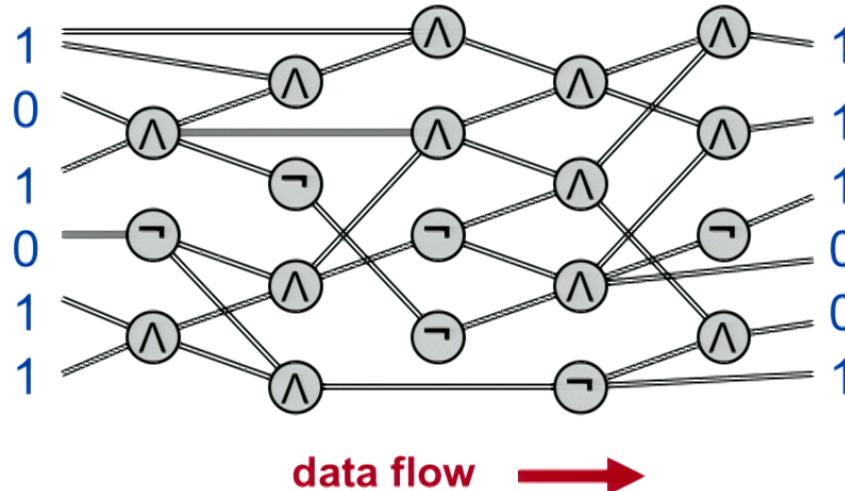
“new” notation



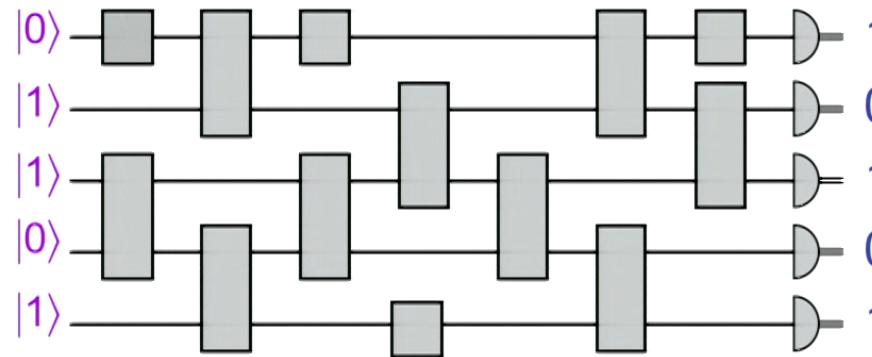
Note: an **OR** gate can be simulated by one **AND** gate and three **NOT** gates (since  $a \vee b = \neg(\neg a \wedge \neg b)$ )

# Models of computation

Classical circuits:



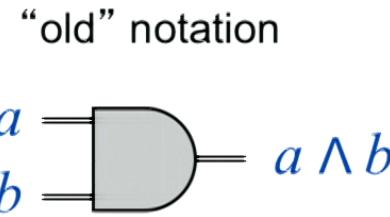
Quantum circuits:



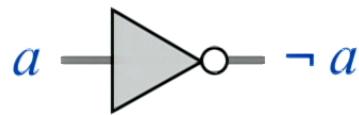
43

# Classical (boolean logic) gates

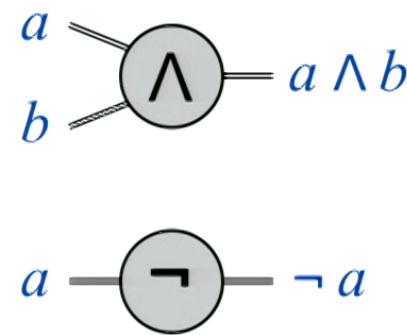
AND gate



NOT gate



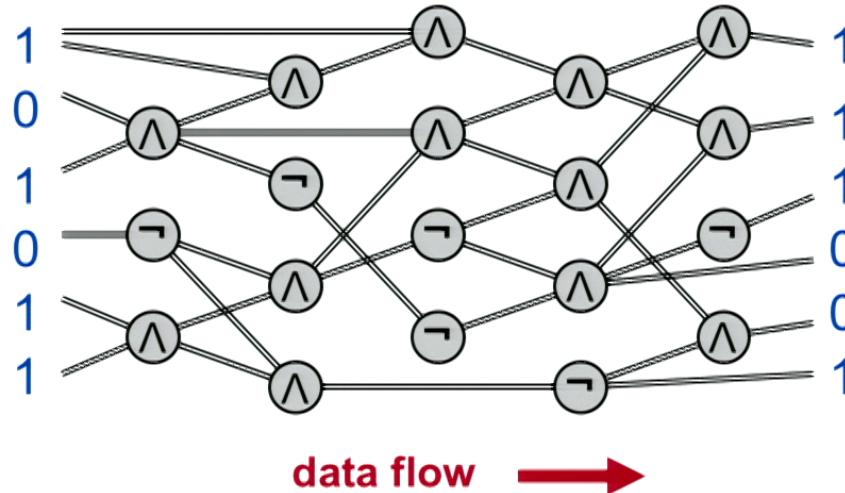
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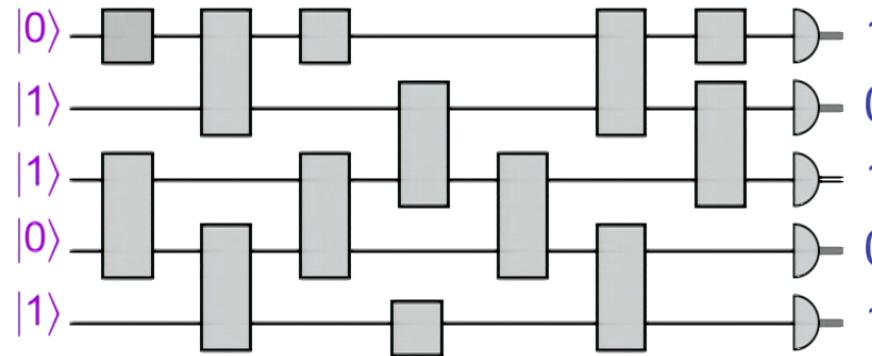
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# Models of computation

Classical circuits:



Quantum circuits:



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# Multiplication problem

**Input:** two  $n$ -bit numbers (e.g. 101 and 111)

**Output:** their product (e.g. 100011)

- “Grade school” algorithm costs  $O(n^2)$  [scales up *polynomially*]
- Best currently-known ***classical*** algorithm costs slightly less than  $O(n \log n \log \log n)$  [to be precise  $O(n \log n 2^{\log^* n})$ ]
- Best currently-known ***quantum*** method: same

$$n \mapsto 2^n$$

$$n \mapsto 2^{2^{2^n}}$$

# Factoring problem

**Input:** an  $n$ -bit number (e.g. 100011)

**Output:** their product (e.g. 101, 111)

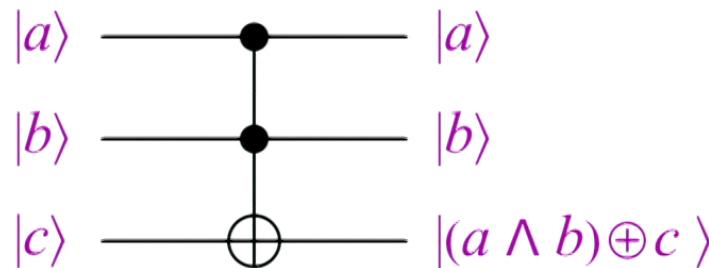
- Trial division costs  $\approx 2^{n/2}$
- Best currently-known **classical** algorithm costs  $\approx 2^{n^{1/3}}$   
[to be more precise  $2^{O(n^{1/3} \log^{2/3} n)}$  and this scaling is *not* polynomial]
- The presumed hardness of factoring is the basis of the security of many cryptosystems (e.g. RSA)
- Shors **quantum** algorithm costs  $\approx n^2$  [less than  $O(n^2 \log n \log \log n)$ ]
- Implementation would break RSA — and many other public-key cryptosystems

# Simulating *classical* circuits with *quantum* circuits

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# Toffoli gate

(Sometimes called a “controlled-controlled-NOT” gate)



In the computational basis, it  
negates the third qubit iff the first  
two qubits are both  $|1\rangle$

Matrix representation:

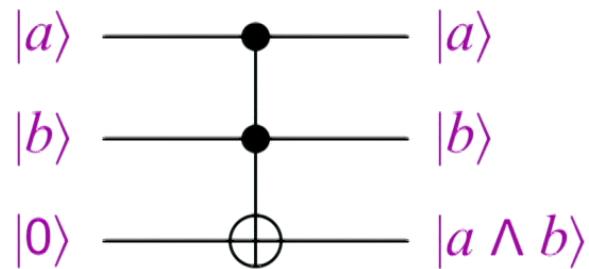
$$\begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{pmatrix}$$

# Quantum simulation of classical

**Theorem:** a classical circuit of size  $s$  can be simulated by a quantum circuit of size  $O(s)$

**Idea:** using Toffoli gates, one can simulate:

**AND** gates

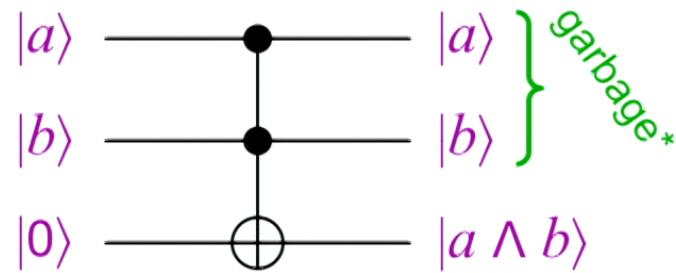


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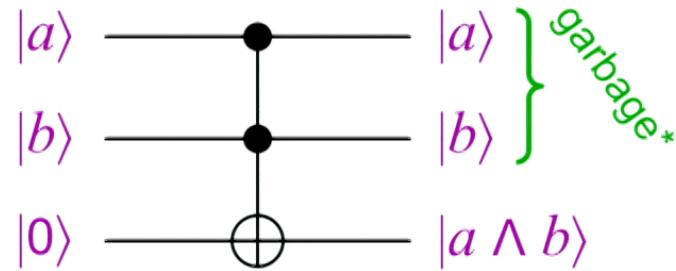
\* There are mechanisms for “cleaning up” this garbage

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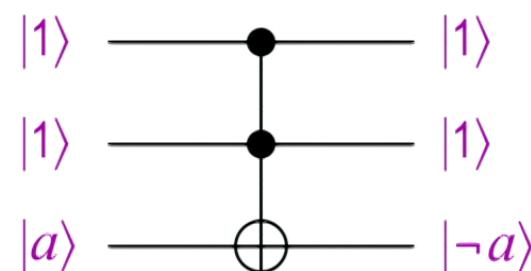
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**NOT** gates



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# Simulating probabilistic algorithms

Since quantum gates can simulate **AND** and **NOT**, the outstanding issue is how to simulate randomness

To simulate “coin flips”, one can use the circuit:



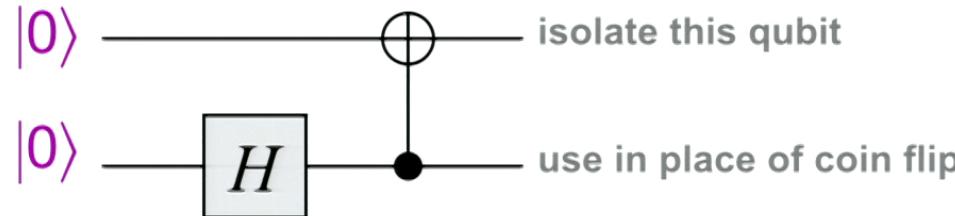
# Simulating probabilistic algorithms

Since quantum gates can simulate **AND** and **NOT**, the outstanding issue is how to simulate randomness

To simulate “coin flips”, one can use the circuit:



It can also be done without intermediate measurements:



**Exercise:** prove that this works

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# Simulating *quantum* circuits with *classical* circuits

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# Classical simulation of quantum

**Theorem:** a quantum circuit of size  $s$  acting on  $n$  qubits can be simulated by a classical circuit of size  $O(sn^2 2^n) = O(2^{cn})$

**Idea:** to simulate an  $n$ -qubit state, use an array of size  $2^n$  containing values of all  $2^n$  amplitudes within precision (say)  $2^{-n}$

$\alpha_{000}$
$\alpha_{001}$
$\alpha_{010}$
$\alpha_{011}$
:
$\alpha_{111}$

Can adjust this state vector whenever a unitary operation is performed at cost  $O(n^2 2^n)$

From the final amplitudes, can determine how to set each output bit

**Exercise:** show how to do the simulation using only a polynomial amount of **space** (memory)

# Some **complexity** classes

- **P (polynomial time):** the problems solved by  $O(n^c)$ -size classical circuits [technically, we restrict to decision problems and to “uniform circuit families”]
- **BPP (bounded error probabilistic polynomial time):** the problems solved by  $O(n^c)$ -size ***probabilistic*** circuits that err with probability  $\leq \frac{1}{4}$
- **BQP (bounded error quantum polynomial time):** the problems solved by  $O(n^c)$ -size ***quantum*** circuits that err with probability  $\leq \frac{1}{4}$
- **EXP (exponential time):**  
the problems solved by  $O(2^{n^c})$ -size circuits

$$n \mapsto 2^n$$

$$n \mapsto 2^{2^{\lfloor \frac{n}{2} \rfloor}}$$

$$(1.0000001)^n$$

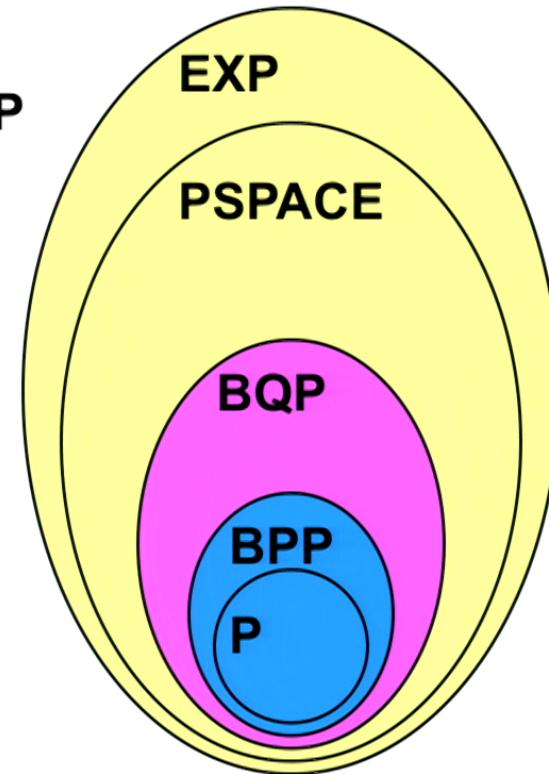
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the problems solved by  $O(2^{n^c})$ -size circuits

# Summary of basic containments

$P \subseteq BPP \subseteq BQP \subseteq PSPACE \subseteq EXP$

**Note** (for those familiar with NP):  
it seems like **BQP** and **NP** are  
incomparable



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# Density matrix formalism

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$$n \mapsto 2^n$$

$$n \mapsto 2^{2^{\frac{n}{2}}}$$

$$\frac{2 + \sqrt{3}}{6} ?$$

$$(1.00000001)^n = 0.822$$

# Density matrices (2)

A probability distribution on pure states is called a ***mixed state***:

$$(|\psi_1\rangle, p_1), (|\psi_2\rangle, p_2), \dots, (|\psi_d\rangle, p_d)$$

The ***density matrix*** associated with such a mixed state is:

$$\rho = \sum_{k=1}^d p_k |\psi_k\rangle\langle\psi_k|$$

**Example:** the density matrix for  $(|0\rangle, \frac{1}{2}), (|1\rangle, \frac{1}{2})$  is:

$$\frac{1}{2} \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix} = \frac{1}{2} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

**Question:** what is the density matrix of  
 $(|0\rangle + |1\rangle, \frac{1}{2}), (|0\rangle - |1\rangle, \frac{1}{2})$  ?

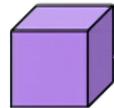
## Quantum channels (2)

**Example 2 (decoherence):** let  $A_0 = |0\rangle\langle 0|$  and  $A_1 = |1\rangle\langle 1|$

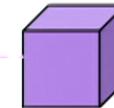
- This quantum op maps  $\rho$  to  $|0\rangle\langle 0|\rho|0\rangle\langle 0| + |1\rangle\langle 1|\rho|1\rangle\langle 1|$

# Entanglement and signaling

Recall that Entangled states, such as  $\frac{1}{\sqrt{2}}|00\rangle + \frac{1}{\sqrt{2}}|11\rangle$



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can be used to perform some intriguing feats, such as  
***teleportation*** and ***superdense coding***