Quantum Gates One-Inputs Arvind W Kiwelekar

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## Quantum Gate Properties

 Quantum gates are unitary matrices transforming inputs to outputs

$$U\left|\alpha\right\rangle = \left|\beta\right\rangle$$

A unitary matrix means

$$UU^+ = U^+U = I$$

 Some quantum gates or unitary matrices are Hermitian matrices.

$$H^+ = H$$

For a matrix that is both unitary and Hermitian

$$A = A^{-1} or A A^{-1} = I$$

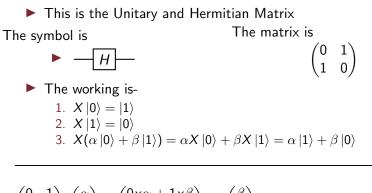
such quantum gates are reversible quantum gates.

# An Example

$$Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \qquad Y^{+} = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$
$$\overline{YY^{+}} = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$
$$= \begin{pmatrix} 0x0 + -ixi & 0x - i + -ix0 \\ ix0 + 0xi & ix - i + 0x0 \end{pmatrix}$$
$$= \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$
$$= I$$

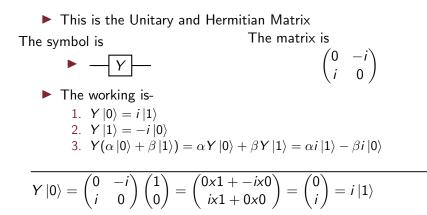
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## Pauli X Gate

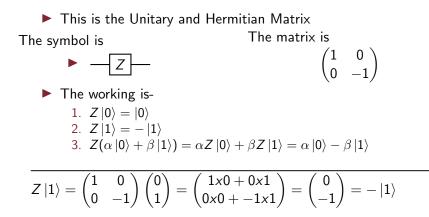


$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \begin{pmatrix} 0x\alpha + 1x\beta \\ 1x\alpha + 0x\beta \end{pmatrix} = \begin{pmatrix} \beta \\ \alpha \end{pmatrix} = \beta \ket{0} + \alpha \ket{1}$$

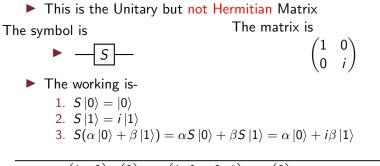
#### Pauli Y Gate



#### Pauli Z Gate



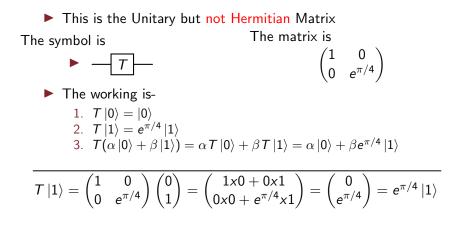
S Gate



$$S |1\rangle = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1x0 + 0x1 \\ 0x0 + ix1 \end{pmatrix} = \begin{pmatrix} 0 \\ i \end{pmatrix} = i |1\rangle$$

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## T Gate



## Hadamard Gate

► This is the Unitary and Hermitian Matrix The symbol is The matrix is

$$\bullet \quad -H \quad 1/\sqrt{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

The working is-  
1. 
$$H|0\rangle = \frac{|0\rangle + |1\rangle}{\sqrt{2}}$$
  
2.  $H|1\rangle = \frac{|0\rangle - |1\rangle}{\sqrt{2}}$   
3.  $H(\alpha |0\rangle + \beta |1\rangle) = \alpha H |0\rangle + \beta H |1\rangle = \alpha \frac{|0\rangle + |1\rangle}{\sqrt{2}} + \beta \frac{|0\rangle - |1\rangle}{\sqrt{2}}$ 

$$\begin{array}{l} H \left| 1 \right\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1x0 + 1x1 \\ 1x0 + -1x1 \end{pmatrix} = \begin{pmatrix} 1 \\ -1 \end{pmatrix} = \\ \frac{\left| 0 \right\rangle - \left| 1 \right\rangle}{\sqrt{2}} \end{array}$$

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33