Unitary operators and quantum circuits

Let's get to work...
$$\hat{\vec{v}} = \begin{pmatrix} \langle \Psi | \hat{X} | \Psi \rangle \\ \langle \Psi | \hat{Y} | \Psi \rangle \end{pmatrix}$$

$$\langle\Psi|\hat{Z}|\Psi
angle$$

Unitary operators (norm-preserving)

• A important class of operators satisfy the unitary property:

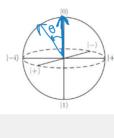
$$\hat{U}^{\dagger} = \hat{U}^{-1} \qquad \hat{U} = \hat{U}^{\dagger} = \hat{U}^{\dagger} \qquad \hat{U} = \hat{U}^{\dagger} = \hat{U}^$$

- When applied to a state, they preserve its normalization: 19)= Û 17) => <4(9) = (0+7) * (0+7) = <+1 0 * 0 + 1) = (+1)
- All "quantum gates" preserve norm, so they are all unitary. Example: RATATION BY ANGLE & ABOUT AXIS &

$$\hat{R}_{x}(\theta) = e^{-i\frac{\theta}{2}\hat{X}} = \begin{pmatrix} \cos\frac{\theta}{2} & -i\sin\frac{\theta}{2} \\ -i\sin\frac{\theta}{2} & \cos\frac{\theta}{2} \end{pmatrix}$$

$$\text{Note: } \hat{R}_{x}^{+}(\theta) = e^{+i\frac{\theta}{2}\hat{X}^{\dagger}} = e^{+i\frac{\theta}{2}\hat{X}^{\dagger}} = \begin{pmatrix} \cos\frac{\theta}{2} \\ +i\sin^{2}\theta \\ +i\sin^{2}\theta \end{pmatrix} + \frac{\sin^{2}\theta}{2} \end{pmatrix} + \hat{R}_{x}^{+}(\theta)$$

$$\text{Not Hermitian! (BUT ITIS UNITARY) Check!}$$



A= A+ (HADAMARD IS HERMITIAN)

= Î (HADAMARO (S VNITARY!)

Unitary operators describe basis changes

• Hadamard operator \hat{H} takes computational basis into $\{|\pm\rangle\}$ basis:

$$\hat{H} \ket{0} = \ket{+} \quad \hat{H} = \begin{pmatrix} \langle \circ | \hat{H} | \circ \rangle & \langle \circ | \hat{H} | 1 \rangle \\ \langle \circ | \hat{H} | 1 \rangle = \ket{-} & \hat{H} = \begin{pmatrix} \langle \circ | \hat{H} | \circ \rangle & \langle \circ | \hat{H} | 1 \rangle \\ \langle \circ | \hat{H} | 1 \rangle & \langle \circ | - \rangle \end{pmatrix} = \begin{pmatrix} \langle \circ | + \rangle & \langle \circ | - \rangle \\ \langle \circ | + \rangle & \langle \circ | - \rangle \end{pmatrix} = \begin{pmatrix} \langle \circ | + \rangle & \langle \circ | - \rangle \\ \langle \circ | + \rangle & \langle \circ | - \rangle \end{pmatrix} = \begin{pmatrix} \langle \circ | + \rangle & \langle \circ | - \rangle \\ \langle \circ | + \rangle & \langle \circ | - \rangle \end{pmatrix} = \begin{pmatrix} \langle \circ | + \rangle & \langle \circ | - \rangle \\ \langle \circ | + \rangle & \langle \circ | - \rangle \end{pmatrix} = \begin{pmatrix} \langle \circ | + \rangle & \langle \circ | - 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$$\hat{U}$$
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$$\{ | \cancel{b}_{1} \rangle / | \cancel{b}_{2} \rangle \} \xrightarrow{\hat{U}} \{ | \cancel{b}_{1} \rangle - | \cancel{b}_{1} \rangle + | \cancel{b}_{2} \rangle = \hat{U} | \cancel{b}_{2} \rangle \}$$

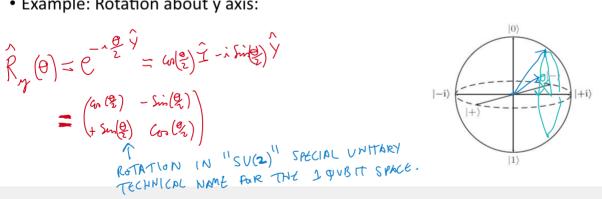
ORTHONOR MALITY: $\langle +, | +, \rangle = \langle +, | \hat{U} | - \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, | \rangle = \langle +, | \rangle = \langle +, | \hat{U} | - \langle +, | \rangle = \langle +, |$

Unitary operators describe rotations in the Bloch sphere

• Rotation operator about angle θ and axis \hat{n} :

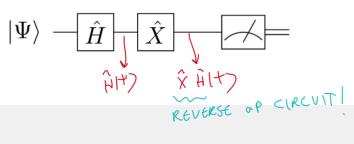
$$\hat{R}_{\hat{n}}(\theta) = e^{-i\frac{\theta}{2}\hat{\sigma}_n} = \cos\left(\frac{\theta}{2}\right)\hat{I} - i\sin\left(\frac{\theta}{2}\right)\hat{\sigma}_n$$
Potation about a prior

• Example: Rotation about y axi



Quantum circuits

- Quantum circuits give a nice representation of the action of unitaries or gates.
- We read the circuit from left to right and the measurement is always on the computational basis: X=1 WITH P(1)= | <1 | fi |+ > |2
- Because we read from left to right the action of two operators is "reversed":



Summary

- Quantum gates are described by unitary operators (also known as normpreserving): $\hat{U}^{\dagger} = \hat{U}^{-1}$
- Unitary operators provide a map that links two different basis. They can be visualized as rotations of states represented by the vector $\langle \vec{v} \rangle$ in the Bloch sphere.
- Writing down all gates in matrix form is tedious, so we use quantum circuits:

What does this circuit do?

