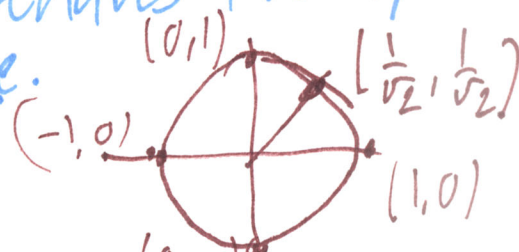


A Qubit is a physical system that behaves like a point on the unit complex circle.



Point (a, b) where $|a|^2 + |b|^2 = 1$.

Called the pure state of the qubit.

Can be real. The entries a, b are complex amplitudes \approx "Square Roots of Probabilities".

in \mathbb{R}^2 : $x^2 + y^2 = 1$

in \mathbb{C}^2 : $|x|^2 + |y|^2 = 1$

where if $x = s + it$ then $|x|^2 = s^2 + t^2$.

Components of any vector $(a_1, a_2, \dots, a_N) = \vec{v}$

correspond to multiples of basis vectors e_1, e_2, \dots, e_N

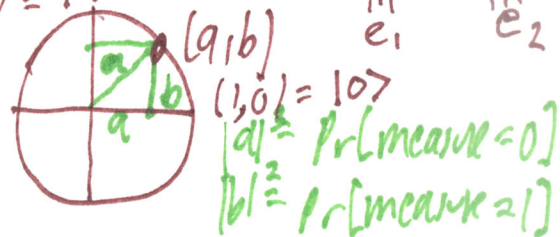
$\vec{v} = a_1 \vec{e}_1 + a_2 \vec{e}_2 + \dots + a_n \vec{e}_n$. By the same idea:

$(a, b) = \underbrace{a \cdot \vec{e}_1}_{\text{for the string 0}} + \underbrace{b \cdot \vec{e}_2}_{\text{for the string 1}}$

Outcome space for 1 qubit =

$= \{0, 1\} \stackrel{1}{=} \{0, 1\} = \underbrace{|0\rangle}_{\vec{e}_1}, \underbrace{|1\rangle}_{\vec{e}_2}$

So $(a, b) = \underbrace{a|0\rangle}_{\text{amplitude of outcome "0" when the qubit is measured}} + \underbrace{b|1\rangle}_{\text{amplitude of outcome "1"}}$



IMO the real "Axiom of Qubit" is not the Pythagorean rule in isolation but the fact of its working under transformations of qubits.

For single qubits $\begin{pmatrix} a \\ b \end{pmatrix}$, the allowed transformations are 2x2 matrices given in the std. basis by

over \mathbb{C} that are unitary. $U = \begin{bmatrix} u_{11} & u_{12} \\ u_{21} & u_{22} \end{bmatrix} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} a' \\ b' \end{pmatrix} = \begin{pmatrix} au_{11} + bu_{12} \\ au_{21} + bu_{22} \end{pmatrix}$

A matrix U is unitary if $UU^\dagger = U^\dagger U = I$ $U^\dagger = \overline{U^T}$

$U^T =$ transpose (or U^T) \overline{U} complex conjugate of each entry.

Certainly implies that U is invertible, $U^\dagger = U^{-1}$, so this preserves the structure of vectors

Examples. Hadamard Matrix $H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$

$HH^\dagger = HH = \frac{1}{2} \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} = I$ $H^\dagger = H$ since H is real and symmetric.

$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$ again $X^\dagger = X$ $XX^\dagger = X^2 = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = I$ NOT gate, really a probⁿ switcher

$X \begin{pmatrix} a \\ b \end{pmatrix} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{pmatrix} a \\ b \end{pmatrix} = \begin{pmatrix} b \\ a \end{pmatrix}$

$Y = \begin{bmatrix} 0 & i \\ -i & 0 \end{bmatrix}$ $Y^T = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$ but $Y^\dagger = \overline{Y^T} = \begin{bmatrix} 0 & i \\ -i & 0 \end{bmatrix}$ again.

Some sources say $Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$ instead. Doesn't really matter. $YY^\dagger = \begin{bmatrix} 0 & i \\ -i & 0 \end{bmatrix} \begin{bmatrix} 0 & i \\ -i & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ $Z^\dagger = Z$ and $Z^2 = I$.

These four matrices together with I , are named for Wolfgang Pauli. Nobel for Quantum theory

Others

$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$ $S^\dagger = \begin{bmatrix} 1 & 0 \\ 0 & -i \end{bmatrix}$ $SS^\dagger = I$.

$T = \begin{bmatrix} 1 & 0 \\ 0 & \sqrt{i} \end{bmatrix}$

$T^\dagger = \begin{bmatrix} 1 & 0 \\ 0 & \overline{\sqrt{i}} \end{bmatrix}$, $TT^\dagger = I$.

Multiplication = adding angles. θ

Points are $e^{i\theta}$

$e^{i(90^\circ)} = e^{i\frac{\pi}{2}} = i$ $e^{i\pi} = -1$

The planar circle of a single complex scalar

