#### Introduction to Quantum Information Processing CS 467 / CS 667 Phys 667 / Phys 767 C&O 481 / C&O 681

#### Lecture 1 (2008)

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### Moore's Law



Following trend ... atomic scale in 15-20 years

Quantum mechanical effects occur at this scale:

- Measuring a state (e.g. position) disturbs it
- Quantum systems sometimes seem to behave as if they are in several states at once
- Different evolutions can interfere with each other

#### Quantum mechanical effects Additional nuisances to overcome? or New types of behavior to make use of?

[Shor, 1994]: polynomial-time algorithm for factoring integers on a *quantum computer* 

This could be used to break most of the existing public-key cryptosystems on the internet, such as RSA

## **Quantum algorithms**



### Also with quantum information:

- Faster algorithms for combinatorial search [Grover '96]
- Unbreakable codes with short keys [Bennett, Brassard '84]
- Communication savings in distributed systems
   [C, Buhrman '97]
- More efficient "proof systems" [Watrous '99]

... and an extensive quantum information theory arises, which generalizes classical information theory

For example: a theory of quantum error-correcting codes



## This course covers the basics of quantum information processing

#### **Topics include:**

- Quantum algorithms and complexity theory
- Quantum information theory
- Quantum error-correcting codes
- Physical implementations\*
- Quantum cryptography
- Quantum nonlocality and communication complexity

## **General course information**

#### Background:

- classical algorithms and complexity
- linear algebra
- probability theory

#### **Evaluation:**

- 5 assignments (12% each)
- project presentation (40%)

#### **Recommended texts:**

An Introduction to Quantum Computation, P. Kaye, R. Laflamme, M. Mosca (Oxford University Press, 2007). Primary reference.

*Quantum Computation and Quantum Information*, Michael A. Nielsen and Isaac L. Chuang (Cambridge University Press, 2000). Secondary reference.

## Basic framework of quantum information



- Probabilities  $p, q \ge 0, p+q=1$
- Cannot explicitly extract p and q (only statistical inference)
- In any concrete setting, explicit state is 0 or 1
- Issue of precision (imperfect ok)

- Can explicitly extract r
- Issue of precision for setting & reading state
- Precision need not be perfect to be useful

## **Quantum (digital) information**



- Amplitudes  $\alpha, \beta \in \mathbb{C}, |\alpha|^2 + |\beta|^2 = 1$
- Explicit state is  $\begin{bmatrix} \alpha \\ \rho \end{bmatrix}$
- Cannot explicitly extract  $\alpha$  and  $\beta$  (only statistical inference)
- Issue of precision (imperfect ok)

## **Dirac bra/ket notation**

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

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

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

<u>Bracket</u>:  $\langle \phi | \psi \rangle$  denotes  $\langle \phi | \cdot | \psi \rangle$ , the inner product of  $| \phi \rangle$  and  $| \psi \rangle$ 

 $egin{array}{c} lpha_1 \ lpha_2 \ dots \end{array} \end{array}$ 

## **Basic operations on qubits (I)**

(0) Initialize qubit to  $|0\rangle$  or to  $|1\rangle$ 

(1) Apply a unitary operation  $U(U^{\dagger}U=I)$ 

#### 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: $\sigma_z = Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ 



(\*) There exist **other** quantum operations, but they can all be "simulated" by the aforementioned types

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

## Distinguishing between two states

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

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 ...

## *n*-qubit systems

Probabilistic states:

$\forall x, p_x \geq$	0
$\sum_{x} p_{x} = 1$	

 $p_{000}$ *p*<sub>110</sub>



Dirac notation:  $|000\rangle$ ,  $|001\rangle$ ,  $|010\rangle$ , ...,  $|111\rangle$  are basis vectors,

so 
$$|\psi\rangle = \sum_{x} \alpha_{x} |x\rangle$$
 15



... and the quantum state collapses

## Entanglement

**Product** state (tensor/Kronecker product):

 $(\alpha|0\rangle + \beta|1\rangle)(\alpha'|0\rangle + \beta'|1\rangle) = \alpha\alpha'|00\rangle + \alpha\beta'|01\rangle + \beta\alpha'|10\rangle + \beta\beta'|11\rangle$ 

Example of an *entangled* state:  $\frac{1}{\sqrt{2}}|00\rangle + \frac{1}{\sqrt{2}}|11\rangle$ 

... can exhibit interesting "nonlocal" correlations:



## Structure among subsystems

qubits: time



## **Quantum computations**

#### Quantum circuits:



"Feasible" if circuit-size scales polynomially

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





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

#### The resulting 4x4 matrix is

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

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

## **Controlled-***U* **gates**



#### Maps basis states as:

 $\begin{array}{l} |0\rangle|0\rangle \rightarrow |0\rangle|0\rangle \\ |0\rangle|1\rangle \rightarrow |0\rangle|1\rangle \\ |1\rangle|0\rangle \rightarrow |1\rangle U|0\rangle \\ |1\rangle|1\rangle \rightarrow |1\rangle U|1\rangle \end{array}$ 

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

Resulting 4x4 matrix is controlled-U = $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & u_{00} & u_{01} \\ 0 & 0 & u_{10} & u_{11} \end{bmatrix}$ 



Note: "control" qubit may change on some input states



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## 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:

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

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

#### Not in an operational sense ...

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

## **Holevo's Theorem**

Easy case:

Hard case (the general case):



 $b_1b_2 \dots b_n$  certainly cannot convey more than *n* bits!



The difficult proof is beyond the scope of this course

## 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

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



3. Bob measures the two qubits in the Bell basis

## **Measurement in the Bell basis**

Specifically, Bob applies



input	output
00 angle +  11 angle	00>
01 angle+ 10 angle	01〉
00 angle – $ 11 angle$	10〉
01 angle -  10 angle	11>

to his two qubits ...

and then measures them, yielding *ab* 

This concludes superdense coding

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## Teleportation

## Recap

- *n*-qubit quantum state: 2<sup>*n*</sup>-dimensional unit vector

## Incomplete measurements (I)

Measurements up until now are with respect to orthogonal one-dimensional subspaces: The orthogonal subspaces can have other dimensions:



## Incomplete measurements (II)

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



## Measuring the first qubit of a two-qubit system

**Defined** as the incomplete measurement with respect to the two dimensional 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 the mixture  $\begin{cases} \alpha_{00}|00\rangle + \alpha_{01}|01\rangle \text{ with prob } |\alpha_{00}|^2 + |\alpha_{01}|^2 \\ \alpha_{10}|10\rangle + \alpha_{11}|11\rangle \text{ with prob } |\alpha_{10}|^2 + |\alpha_{11}|^2 \end{cases}$ 



**Easy exercise:** show that measuring the first qubit and *then* measuring the second qubit gives the same result as measuring both qubits at once

## **Teleportation (prelude)**

Suppose Alice wishes to convey a qubit to Bob by sending just classical bits



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

Note that the initial state of the three qubit system is:  $(1/\sqrt{2})(\alpha|0\rangle + \beta|1\rangle)(|00\rangle + |11\rangle)$  $= (1/\sqrt{2})(\alpha|000\rangle + \alpha|011\rangle + \beta|100\rangle + \beta|111\rangle)$ 

# How teleportation works

**Initial state:**  $(\alpha|0\rangle + \beta|1\rangle)(|00\rangle + |11\rangle)$  (omitting the  $1/\sqrt{2}$  factor)

 $= \alpha |000\rangle + \alpha |011\rangle + \beta |100\rangle + \beta |111\rangle$ 

 $= \frac{1}{2} (|00\rangle + |11\rangle) (\alpha|0\rangle + \beta|1\rangle)$ +  $\frac{1}{2} (|01\rangle + |10\rangle) (\alpha|1\rangle + \beta|0\rangle)$ +  $\frac{1}{2} (|00\rangle - |11\rangle) (\alpha|0\rangle - \beta|1\rangle)$ +  $\frac{1}{2} (|01\rangle - |10\rangle) (\alpha|1\rangle - \beta|0\rangle)$ 

**Protocol:** Alice measures her two qubits *in the Bell basis* and sends the result to Bob (who then "corrects" his state) <sub>40</sub>

## What Alice does specifically



to her two qubits, yielding:

 $\begin{cases} \frac{1}{2}|00\rangle(\alpha|0\rangle + \beta|1\rangle) \\ + \frac{1}{2}|01\rangle(\alpha|1\rangle + \beta|0\rangle) \\ + \frac{1}{2}|10\rangle(\alpha|0\rangle - \beta|1\rangle) \\ + \frac{1}{2}|11\rangle(\alpha|1\rangle - \beta|0\rangle) \end{cases} \longrightarrow \begin{cases} (00, \alpha|0\rangle + \beta|1\rangle) \\ (01, \alpha|0\rangle + \beta|0\rangle) \\ (10, \alpha|0\rangle - \beta|1\rangle) \\ (11, \alpha|1\rangle - \beta|0\rangle) \end{cases} \text{ with prob. } \frac{1}{4} \\ (11, \alpha|1\rangle - \beta|0\rangle) \end{cases}$ 

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:
$$\begin{cases} 00, & \alpha |0\rangle + \beta |1\rangle \\ 01, & X(\alpha |1\rangle + \beta |0\rangle) = \alpha |0\rangle + \beta |1\rangle \end{cases}$$

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**



**Quantum circuit exercise:** try to work through the details of the analysis of this teleportation protocol

## No-cloning theorem

### Classical information can be copied



#### What about quantum information?





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

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

## **No-cloning theorem**

Theorem: there is *no* valid quantum operation that maps an arbitrary state  $|\psi\rangle$  to  $|\psi\rangle|\psi\rangle$ 

**Proof:** 



Let  $|\psi\rangle$  and  $|\psi'\rangle$  be two input states,

Since U preserves inner products:  $\langle \psi | \psi' \rangle = \langle \psi | \psi' \rangle \langle \psi | \psi' \rangle \langle g | g' \rangle$  so  $\langle \psi | \psi' \rangle (1 - \langle \psi | \psi' \rangle \langle g | g' \rangle) = 0$  so  $|\langle \psi | \psi' \rangle| = 0$  or 1