

Quantum Gates: Lecture 3

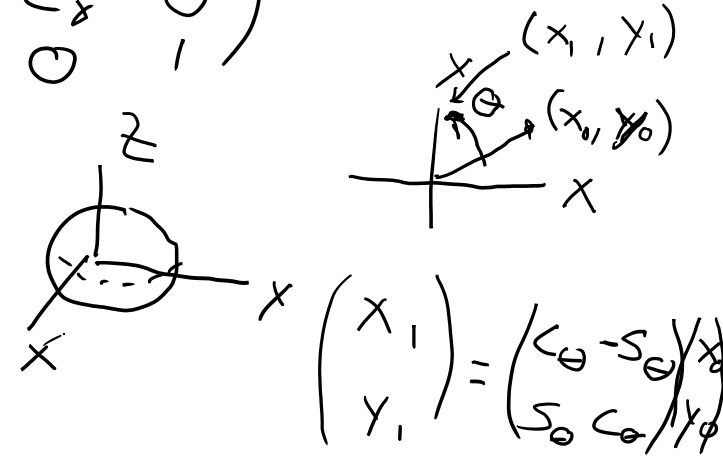
Gimbal Lock:

3D rotations: 3 choices (α, β, γ)

$$R = \begin{pmatrix} 1 & 0 & 0 \\ 0 & \cos \alpha & -\sin \alpha \\ 0 & \sin \alpha & \cos \alpha \end{pmatrix} \begin{pmatrix} c_\beta & 0 & s_\beta \\ 0 & 1 & 0 \\ -s_\beta & 0 & c_\beta \end{pmatrix} \begin{pmatrix} c_\gamma & -s_\gamma & 0 \\ s_\gamma & c_\gamma & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

if $\beta = \pi/2$: 1 choice $(\alpha + \gamma)$

$$R = \begin{pmatrix} 1 & 0 & 0 \\ \sin(\alpha + \gamma) & \cos(\alpha + \gamma) & 0 \\ -\cos(\alpha + \gamma) & \sin(\alpha + \gamma) & 0 \end{pmatrix} \text{ if } \alpha \rightarrow \alpha + 1 \\ \gamma \rightarrow \gamma - 1$$



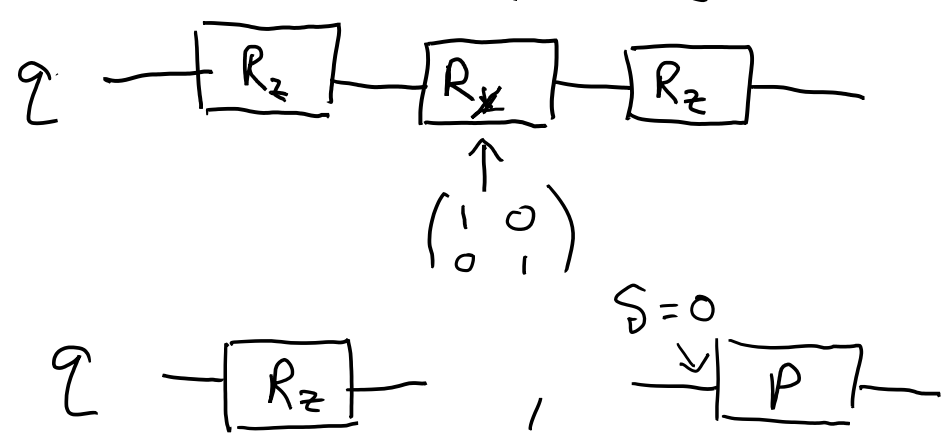
Quantum Gates:

$$U \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} \cos \alpha/2 & -e^{i\beta} \sin \alpha/2 \\ e^{i\beta} \sin \alpha/2 & \cos \alpha/2 \end{pmatrix} e^{i\delta}$$

$\alpha = 0, 2\pi$:

$$U = \begin{pmatrix} \pm 1 & 0 \\ 0 & \pm e^{i(\beta + \gamma)} \end{pmatrix} = P(\beta + \gamma)$$

Not bad. Because while we lose one choice of angle. We have a simpler quantum circuit.



Programming QC in Python:

QISKIT: IBM code
(qiskit.org)

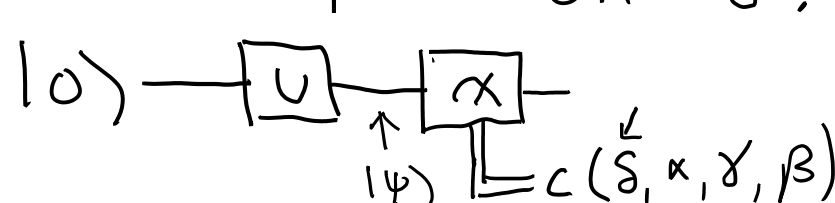
Answer 1:

$$| \psi \rangle = \frac{1}{2\sqrt{2}} \begin{pmatrix} \sqrt{3} + 1 \\ i(\sqrt{3} - 1) \end{pmatrix}, \quad P(0) = \left(\frac{1}{2\sqrt{2}} (\sqrt{3} + 1) \right)^2 = \frac{1}{2} + \frac{\sqrt{3}}{4} \approx 93.3\% \\ P(1) = 1 - P(0) = \frac{1}{2} - \frac{\sqrt{3}}{4} \approx 6.7\%$$

Gate Decomposition: (ZYZ)

$$U = e^{i\delta} \begin{pmatrix} e^{i\alpha/2} & 0 \\ 0 & e^{-i\alpha/2} \end{pmatrix} \begin{pmatrix} \cos \gamma/2 & \sin \gamma/2 \\ -\sin \gamma/2 & \cos \gamma/2 \end{pmatrix} \begin{pmatrix} e^{i\beta/2} & 0 \\ 0 & e^{-i\beta/2} \end{pmatrix}$$

Question 2: Does the probability of the output states depend on δ ? Hint: $(ABC)^+ = C^+ B^+ A^+$



Answer 2: $P(0) = |\langle 0 | \psi \rangle|^2 = \langle 0 | U^+ U | 0 \rangle$

$$U^+ = e^{-i\delta} R_z^+(\beta) R_y^+(\gamma) R_z^+(\alpha)$$

$$U = e^{i\delta} R_z(\alpha) R_y(\gamma) R_z(\beta)$$

$$U = \begin{pmatrix} A & B \\ C & D \end{pmatrix} = e^{i\gamma} R_z(\lambda) R_y(\Theta) R_z(\phi)$$

$$x = \frac{1}{\sqrt{\det(U)}}$$

$$\gamma = -\arctan\left(\frac{\text{Im}(x)}{\text{Re}(x)}\right)$$

$$SU = xU = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

$$\Theta = 2\arctan\left(\frac{|b|}{|a|}\right)$$

$$\phi = \arctan\left(\frac{\text{Im}(d)}{\text{Re}(d)}\right) + \arctan\left(\frac{\text{Im}(b)}{\text{Re}(b)}\right)$$

$$\lambda = \arctan\left(\frac{\text{Im}(d)}{\text{Re}(d)}\right) - \arctan\left(\frac{\text{Im}(b)}{\text{Re}(b)}\right)$$

Question 3: What is the decomposition for Hadamard gate? $\arctan(\frac{x}{0}) = \pi/2$, $\arctan(1) = \pi/4$, $\arctan(\frac{-x}{0}) = -\pi/2$

Answer 3: $\gamma = \pi/2$, $R_z(\pi) R_y(\pi/2) R_z(0)$

$$\gamma = \pi/2, \quad R_z(\pi) R_y(\pi/2) R_z(0)$$

Transpilers + Compilers:

Transpiler: program in a language \rightarrow optimization \rightarrow program in same language (change of gates)

Compiler: program in one language \rightarrow optimization \rightarrow program in another (usually lower-level C++ \rightarrow assembly)

Transpilers needed to take gates that are user friendly \rightarrow gates that are computer friendly in an automated way

