

1 Readings

Benenti, Casati, and Strini:

Quantum Gates Ch. 3.2-3.4

Universality Ch. 3.5-3.6

2 Quantum Gates

Continuing from last time, we will consider two-qubit and n-qubit gates.

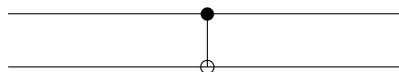
2.1 Two-qubit gates:

- Any one-qubit gate can be tensored with itself or another gate to make a two-qubit gate, as done above for $H \otimes H$. Such tensor products of one-qubit gates have no ability to generate entanglement and are referred to as ‘local’ gates.
- Controlled Not (*CNOT*).

$$\text{CNOT} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

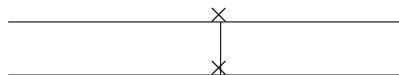
The first bit of a *CNOT* gate is the “control bit;” the second is the “target bit.” The control bit never changes, while the target bit flips if and only if the control bit is 1.

The *CNOT* gate is usually drawn as follows, with the control bit on top and the target bit on the bottom:



Note that $(\text{CNOT})^2 = 1$, i.e., $\text{CNOT}^{-1} = \text{CNOT}$.

- SWAP

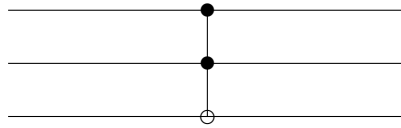


$$\text{SWAP} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

2.2 n-qubit gates:

- local n-qubit gates formed as tensor products of one-qubit gates, e.g., $H^{\otimes n}$
- Toffoli gate

This is a 3-qubit generalization of the CNOT gate. The third, target, qubit is flipped iff both the first and second qubits are in state 1. $\text{TOFF}^2 = 1$.



The Toffoli gate can be decomposed into a combination of one-qubit and two-qubit gates. See Figures 3 and 4.

2.3 Useful gate equivalences

- *SWAP* equals 3 x *CNOT*

See Figure 5.

Suppose we have two qubits in state $|y_2, y_1\rangle$:

$$\begin{aligned} & \begin{bmatrix} a \\ b \end{bmatrix} \otimes \begin{bmatrix} c \\ d \end{bmatrix} \\ &= ac|00\rangle + ad|01\rangle + bc|10\rangle + bd|11\rangle \end{aligned}$$

Apply the first *CNOT*:

$$ac|00\rangle + ad|01\rangle + bd|10\rangle + bc|11\rangle$$

Apply the second *CNOT*:

$$ac|00\rangle + bc|01\rangle + bd|10\rangle + ad|11\rangle$$

Apply the third *CNot*:

$$\begin{aligned} & ac|00\rangle + bc|01\rangle + ad|10\rangle + bd|11\rangle \\ &= ca|00\rangle + cb|01\rangle + da|10\rangle + db|11\rangle \\ &= \begin{bmatrix} c \\ d \end{bmatrix} \otimes \begin{bmatrix} a \\ b \end{bmatrix} \end{aligned}$$

The resulting state is $|y_1, y_2\rangle$, i.e., the states of the two qubits have been swapped.

- Control and target of *CNOT* can be swapped by conjugating both qubits with *H*
See Figure 6.
Proof: see homework 2.

3 Universality of Gate Sets

3.1 Classical

The *NAND* gate is universal for classical computation. The *NAND* gate is the result of applying *NOT* to $a \text{ AND } b = a \wedge b = a \uparrow b$. See Figure 7.

For any boolean function $\{0, 1\}^n \rightarrow \{0, 1\}$, there is a circuit built of *NAND* gates (possibly with *FANOUT*=copy) for that function. Note that neither of these gates are reversible.

In general, the circuit may require an exponential number 2^n of gates. Functions which can be efficiently evaluated require only a polynomial number n^c gates. Complexity theory categorizes the scaling of the resources, esp. the number of gates, with the number of bits n . Provided the gate set is universal, the distinction between functions which require exponentially large circuits and those which can be computed with polynomial-size circuits does not depend on the chosen set of gates.

3.2 Quantum

A set G of quantum gates is called universal if for any $\epsilon > 0$ and any unitary matrix U on n qubits, there is a sequence of gates g_1, \dots, g_l from G such that $\|U - U_{g_l} \dots U_{g_2} U_{g_1}\| \leq \epsilon$.

Here U_g is $V \otimes I$, where V is the unitary transformation on k qubits operated on by the quantum gate g , and I is the identity acting on the remaining $n - k$ qubits. The operator norm is defined by $\|U - U'\| = \max_{|v\rangle \text{ unit vector}} \|(U - U')|v\rangle\|$. (Recall that for a vector w , $\|w\| = \sqrt{\langle w|w\rangle}$.)

Examples of universal gate sets include

- *CNOT* and all single qubit gates (continuous gates)
- *CNOT*, Hadamard, and suitable phase flips (continuous gates)
- *CNOT*, Hadamard, *X* and *T* ($\pi/8$) (discrete gates)
- Toffoli and Hadamard (discrete gates)

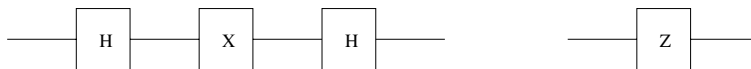


Figure 1: An *X* gate conjugated by *H* gates is a *Z* gate.

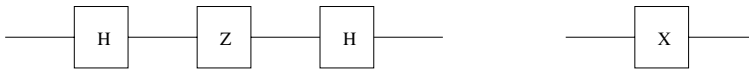


Figure 2: A Z gate conjugated by H gates is an X gate.

Inputs			Outputs		
<i>a</i>	<i>b</i>	<i>c</i>	<i>a'</i>	<i>b'</i>	<i>c'</i>
0	0	0	0	0	0
0	0	1	0	0	1
0	1	0	0	1	0
0	1	1	0	1	1
1	0	0	1	0	0
1	0	1	1	0	1
1	1	0	1	1	1
1	1	1	1	1	0

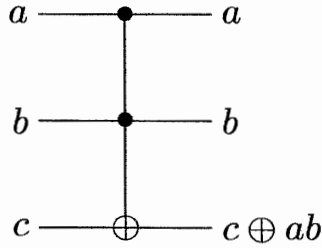


Figure 3: Toffoli gate, a 3-qubit double controlled NOT gate (bit *c* is flipped iff both *a* and *b* are 1).

4 Approximating Unitary Operators

Last time we defined a universal set of quantum gates. Now we consider the question of just how many gates are needed to effect an arbitrary quantum operation, or circuit?

An n -qubit gate U (a $2^n \times 2^n$ unitary matrix) has exponentially many parameters. So typically in general we need $\exp(n)$ many gates to even approximate U .

The Solovay-Kitaev theorem says that, as a function of ϵ , the complexity of an approximation is only $\log^2 \frac{1}{\epsilon}$. This is rather efficient – the complexity as a function of n is the problem.

Quantum computation may be regarded as the study of those unitary transformations on n qubits that can be described by a sequence of polynomial in n quantum gates from a universal family of gates. U is “easy” (implementable) if $U \approx U_{g_k} \cdots U_{g_1}$ for $k = O(\text{poly}(n))$. This definition doesn’t depend on our choice of a (finite) universal gate family, since any particular gate in one gate family can be well-approximated with a constant number of gates from another universal gate family. The constant factor does not affect the distinction between polynomial- and exponential-size circuits.

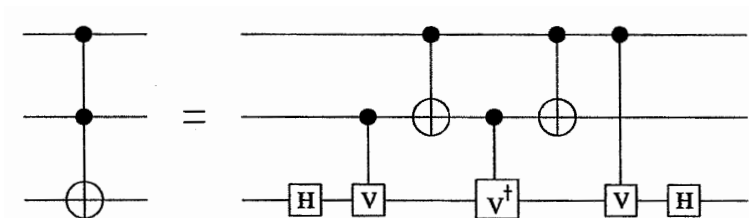


Figure 4: A Toffoli gate can be decomposed into a circuit of 1- and 2-qubit gates. Here $V = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix} = R_z(\pi/2)$.

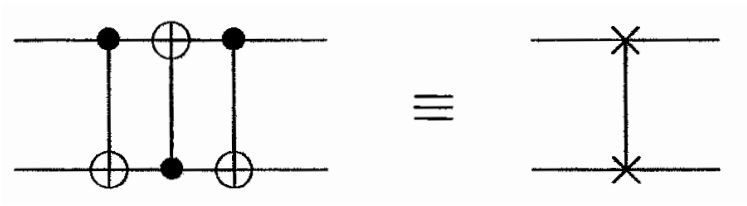


Figure 5: A *SWAP* gate is three back to back *CNOT* gates with control and target qubits alternating.

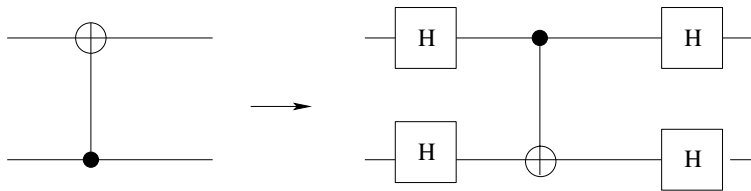


Figure 6: Control and target qubits of *CNOT* can be exchanged by conjugating with *H* on both qubits.

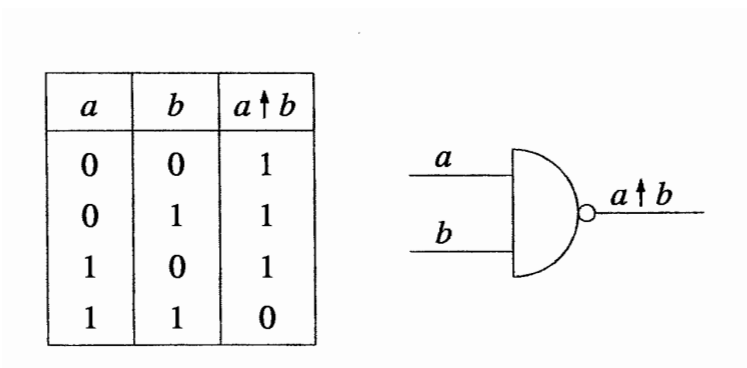


Figure 7: Classical *NAND* gate and its truth table.