

Quantum Gates

Tomi Pieviläinen

2008-04-23 / Seminar on theoretical
computer science

Logical AND

00 \rightarrow 0

01 \rightarrow 0

10 \rightarrow 0

11 \rightarrow 1

Logical XOR

00 \rightarrow 0

01 \rightarrow 1

10 \rightarrow 1

11 \rightarrow 0

$$|00\rangle \rightarrow |00\rangle$$

$$|01\rangle \rightarrow |00\rangle$$

$$|10\rangle \rightarrow |00\rangle$$

$$|11\rangle \rightarrow |01\rangle$$

$$|00\rangle \rightarrow |00\rangle$$

$$|01\rangle \rightarrow |00\rangle$$

$$|10\rangle \rightarrow |00\rangle$$

$$|11\rangle \rightarrow |01\rangle$$

$$|00\rangle \rightarrow |00\rangle$$

$$|01\rangle \rightarrow |00\rangle$$

$$|10\rangle \rightarrow |00\rangle$$

$$|11\rangle \rightarrow |01\rangle$$

$$|00\rangle \rightarrow |a0\rangle$$

$$|01\rangle \rightarrow |b0\rangle$$

$$|10\rangle \rightarrow |c0\rangle$$

$$|11\rangle \rightarrow |01\rangle$$

Unitary transformation preserves
orthogonality.

Unitary transformations do not destroy information.

Quantum gates must be *reversible*.

$$|000\rangle \rightarrow |000\rangle$$

$$|010\rangle \rightarrow |010\rangle$$

$$|100\rangle \rightarrow |100\rangle$$

$$|110\rangle \rightarrow |111\rangle$$

$$U_{AND}|x_1, x_2, y\rangle = |x_1, x_2, y \oplus (x_1 \wedge x_2)\rangle$$

$$|001\rangle \rightarrow |001\rangle$$

$$|011\rangle \rightarrow |011\rangle$$

$$|101\rangle \rightarrow |101\rangle$$

$$|111\rangle \rightarrow |110\rangle$$

Unitary transformations are linear:

$$U_{AND}(\alpha|s\rangle + \beta|t\rangle) = \alpha(U_{AND}|s\rangle) + \beta(U_{AND}|t\rangle)$$

Photons

Photons

Ions

Photons

Ions

Superconducting loops

Why bother?

Avoids von Neumann - Landauer limit.

Hadamard gate

$$H|0\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$$

$$H|1\rangle = \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

$$\begin{aligned}
& H_A \otimes H_B \otimes I_C (|0\rangle_A |0\rangle_B |0\rangle_C) \\
&= \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \otimes \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \otimes |0\rangle \\
&= \frac{1}{2}(|000\rangle + |010\rangle + |100\rangle + |110\rangle)
\end{aligned}$$

$$U_{AND} \frac{1}{2} (|000\rangle \otimes |010\rangle \otimes |100\rangle \otimes |110\rangle)$$

$$= \frac{1}{2} (|000\rangle + |010\rangle + |100\rangle + |111\rangle)$$

$$U_{AND} \frac{1}{2} (|000\rangle \otimes |010\rangle \otimes |100\rangle \otimes |110\rangle)$$
$$= \frac{1}{2} (|000\rangle + |010\rangle + |100\rangle + |111\rangle)$$

Superpositions for parallel computation.

$$\psi \rightarrow U_N U_{N-1} \dots U_1 \psi = U_\sigma \psi$$

Search from an unsorted database:

Search from an unsorted database:

Classical computing: $O(N)$

Search from an unsorted database:

Classical computing: $O(N)$

Quantum computer: $O(\sqrt{N})$

“All computing machines operating with the laws of [given] realm of physics are equivalent.”

-Gui Lu Long

Babbage's engine, Intel Core 2 Duo

equivalent

Babbage's engine, Intel Core 2 Duo

equivalent

Quantum computers (ions, photons, . . .)

equivalent

Where is particle wave duality?

Classical computers

Quantum particle computer

Duality quantum computer

New gates for dubits:

Wave dividers / splitters and combiners.

$$\psi \rightarrow \left\{ \begin{array}{l} p_1 \psi \rightarrow p_1 U_1 \psi \\ p_2 \psi \rightarrow p_2 U_2 \psi \end{array} \right\} (p_1 U_1 + p_2 U_2) \psi$$

$$\psi \rightarrow (\sum p_i U_i) \psi$$

$$\psi \rightarrow \left\{ \begin{array}{l} p_1 \psi \rightarrow p_1 U_1 \psi \\ p_2 \psi \rightarrow p_2 U_2 \psi \end{array} \right\} (p_1 U_1 + p_2 U_2) \psi$$

$$\psi \rightarrow (\sum p_i U_i) \psi$$

Photons - nonlinear quantum optics

Photons - nonlinear quantum optics

Giant molecules

Search from an unsorted database:

Classical computing: $O(N)$

Quantum *particle* computer: $O(\sqrt{N})$

Search from an unsorted database:

Classical computing: $O(N)$

Quantum *particle* computer: $O(\sqrt{N})$

Duality quantum computer: Single
query

Questions?

Thank you