

# What is Quantum Computing?

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## Definitions

**Qubit** The unit of information in quantum computing. Defined as a superposition of two states  $|0\rangle$  and  $|1\rangle$ , and represented as  $|\psi\rangle = a|0\rangle + b|1\rangle$ ,  $a, b \in \mathbb{C}$ , where  $|a|^2 + |b|^2 = 1$ . State can also be represented as the matrix  $\begin{bmatrix} a \\ b \end{bmatrix}$ . Physically,  $|a|^2$  and  $|b|^2$  represent the probability that, upon measurement, 0 or 1 will be obtained, respectively.

**N-qubit system** A superposition of  $2^n$  states, represented as  $|\psi\rangle = \sum_{i=0}^{2^n-1} c_i |x_i\rangle$ ,  $c_i \in \mathbb{C}$ , where  $\sum_{i=0}^{2^n-1} c_i = 1$  and  $x_i$  is the  $i$ -th bitstring (0...0, 0...1, ..., 1...1) of size  $n$ . Conveniently represented as  $\begin{bmatrix} c_0 \\ c_1 \\ \vdots \\ c_n \end{bmatrix}$ .

**Quantum gate** Mathematically, a  $2^n \times 2^n$  linear map  $U$  from one  $n$ -bit quantum state to the next. Produces a new quantum state  $|\psi'\rangle = U|\psi\rangle = U \begin{bmatrix} c_0 \\ c_1 \\ \vdots \\ c_n \end{bmatrix} = \begin{bmatrix} c'_0 \\ c'_1 \\ \vdots \\ c'_n \end{bmatrix}$ .  $U$  must ensure that  $\sum_{i=0}^{2^n-1} c'_i = 1$ , i.e.  $U$  must be a unitary transformation.

**Hadamard gate** One of the universal quantum operations, defined by  $H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$ . Important because it transforms any pure state into a superposition of its possible states.

**Phase gate** Another universal quantum operation, defined by  $\Phi_\phi = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{bmatrix}$ .

**Controlled-NOT (CNOT) gate** A universal quantum operation on two qubits simultaneously, defined by  $U_{CNOT} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$ .

**Bit-flip gate** Defined by  $X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$ . Flips the coefficients of  $|0\rangle$  and  $|1\rangle$ .

**Phase-flip gate** Defined by  $Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$ . Flips  $b|1\rangle$  to  $-b|1\rangle$ .

## References

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