

One- and two-qubit basis states & list of quantum gates

One-qubit basis states (ket and vector notation)

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Or:

$$|+\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle) = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix}$$

$$|-\rangle = \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{pmatrix}$$

Two-qubit basis states


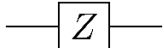
$$|00\rangle = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

$$|01\rangle = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

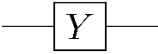
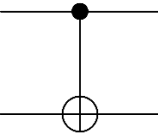

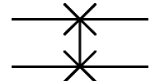
$$|10\rangle = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

$$|11\rangle = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

Quantum gates

Name, matrix symbol and circuit symbol	Matrix representation for one qubit	Matrix representation for two qubits	What it does	Example(s) of the quantum gate being applied to one or two qubits
Identity <i>I</i>	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$	It leaves the qubit(s) unchanged.	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ $I \cdot 0\rangle = 0\rangle$
Pauli X (NOT) <i>X</i> 	$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	$\begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix}$	It flips the two qubit states. This gate is also called bit flip.	$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ $X \cdot 0\rangle = 1\rangle \text{ and } X \cdot 1\rangle = 0\rangle$ $\begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix} \cdot 00\rangle = 11\rangle$
Pauli Z <i>Z</i> 	$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$	Changes the sign of the $ 1\rangle$ state resp. the $ 01\rangle$ and $ 10\rangle$ states. Corresponds to a phase flip.	$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ $\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ -1 \end{pmatrix}$ $Z \cdot 0\rangle = 0\rangle \text{ and } Z \cdot 1\rangle = - 1\rangle$



Pauli Y Y 	$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$		Combination of X and Z gate – it flips the qubit state and the phase.	$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = i \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ $\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \end{pmatrix} = -i \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ $Y \cdot 0\rangle = i 1\rangle \text{ and } Y \cdot 1\rangle = -i 0\rangle$
Controlled NOT CNOT 	--	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$	Flips the second qubit (the target qubit) if and only if the first qubit (the control qubit) is $ 1\rangle$. It leaves the first qubit (the control qubit) unchanged.	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$ $CNOT \cdot 00\rangle = 00\rangle$ $CNOT \cdot 10\rangle = 11\rangle$
Hadamard H 	$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$	$\frac{1}{2} \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{pmatrix}$	Creates an equal superposition state of a qubit	$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ $= \frac{1}{\sqrt{2}} \left(\begin{pmatrix} 1 \\ 0 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right)$ $H \cdot 0\rangle = \frac{1}{\sqrt{2}} (0\rangle + 1\rangle)$ $H \cdot 1\rangle = \frac{1}{\sqrt{2}} (0\rangle - 1\rangle)$
SWAP SWAP 	--	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$	Swaps two qubits states	$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$ $SWAP \cdot 10\rangle = 01\rangle$ $SWAP \cdot 01\rangle = 10\rangle$



How to go from a 2x2-matrix (1 qubit) to a 4x4-matrix (2 qubits)

$$\mathbf{X} \otimes \mathbf{X} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix}$$

$$\mathbf{H} \otimes \mathbf{H} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \otimes \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{pmatrix}$$

$$|00\rangle = |0\rangle \otimes |0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

$$|11\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

$$|01\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

$$|10\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$