

# Quantum Information Basics

---

COMS 4281 (Fall 2025)

1. Pset0, Quiz1 due Friday Sept 12, 11:59pm.
2. Pset1 out this weekend.
3. Worksheet 1 out. Attend office hours!

## Weekly quizzes

- On most weeks, there will be a Gradescope quiz to help you follow the class material. Released Monday morning, and must be completed by the following Sunday night.
- Doable in  $\sim 15$  minutes if you understand the class material to date.
- The quiz will be based on a weekly worksheet to help you practice. The TAs will go over the worksheet in office hours.
- **Questions on the midterm/final will also be based on the worksheets.**

## Last Time: classical reversible computing

$d$ -dimensional systems:

- State labels:  $|0\rangle, \dots, |d-1\rangle$ .
- Transformations  $T$ : permutations on  $d$  labels

## Last Time: classical reversible computing

$d$ -dimensional systems:

- State labels:  $|0\rangle, \dots, |d-1\rangle$ .
- Transformations  $T$ : permutations on  $d$  labels

Composite systems using *tensor product*:

- If system  $A$  in state  $|x\rangle$ , system  $B$  in state  $|y\rangle$ , then joint state is  $|x\rangle \otimes |y\rangle$ .

## Last Time: classical reversible computing

$d$ -dimensional systems:

- State labels:  $|0\rangle, \dots, |d-1\rangle$ .
- Transformations  $T$ : permutations on  $d$  labels

Composite systems using *tensor product*:

- If system  $A$  in state  $|x\rangle$ , system  $B$  in state  $|y\rangle$ , then joint state is  $|x\rangle \otimes |y\rangle$ .

Can implement universal classical computation.

## Last Time: classical reversible computing, linear algebra-ized

States represented as column vectors:

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \\ \vdots \end{pmatrix} \quad |1\rangle = \begin{pmatrix} 0 \\ 1 \\ \vdots \end{pmatrix} \quad \dots \quad |d-1\rangle = \begin{pmatrix} \vdots \\ 0 \\ 1 \end{pmatrix}$$

## Last Time: classical reversible computing, linear algebra-ized

States represented as column vectors:

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \\ \vdots \end{pmatrix} \quad |1\rangle = \begin{pmatrix} 0 \\ 1 \\ \vdots \end{pmatrix} \quad \dots \quad |d-1\rangle = \begin{pmatrix} \vdots \\ 0 \\ 1 \end{pmatrix}$$

Transformations are  $d \times d$  permutation matrices, e.g.,

$$T = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix}$$



## Last Time: classical reversible computing, linear algebra-ized

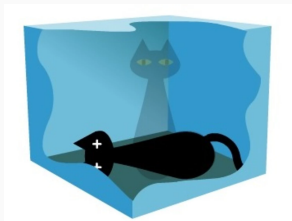
Updating a state  $|x\rangle$  by transformation  $T$  is matrix-vector multiplication  $T|x\rangle$ .

Tensor product of vectors and matrices corresponds to combining states and transformations

# Making the quantum leap

A **bit** is a classical system with *two* distinguishable states  $|0\rangle$ ,  $|1\rangle$ , also called *Classical states*, or *standard basis states*.

A **qubit** (quantum bit) can be in a **superposition** of the classical states  $|0\rangle$ ,  $|1\rangle$ .



Mathematically, states of a qubit are **complex linear combination** of  $|0\rangle, |1\rangle$ :

$$\begin{aligned} |\psi\rangle &= \alpha |0\rangle + \beta |1\rangle \\ &= \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ &= \begin{pmatrix} \alpha \\ \beta \end{pmatrix}. \end{aligned}$$

where  $\alpha, \beta \in \mathbb{C}$  are complex numbers satisfying  $|\alpha|^2 + |\beta|^2 = 1$ .

In other words,  $|\psi\rangle$  is a two-dimensional unit vector in  $\mathbb{C}^2$ .

Example: a qubit can be in the state

$$\frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle .$$

Another example:

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

Another example:

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

A non-valid qubit state:

$$i |0\rangle - \frac{1}{2} |1\rangle.$$

## So what is a qubit

A qubit in the state  $\alpha |0\rangle + \beta |1\rangle$  is commonly said to be  $|0\rangle$  and  $|1\rangle$  “at the same time”. But what does that mean?



## So what is a qubit

A qubit in the state  $\alpha|0\rangle + \beta|1\rangle$  is commonly said to be  $|0\rangle$  and  $|1\rangle$  “at the same time”. But what does that mean?



$\alpha, \beta$  are like probabilities, except they can be *negative* or even *complex* numbers!



## So what is a qubit

A qubit in the state  $\alpha|0\rangle + \beta|1\rangle$  is commonly said to be  $|0\rangle$  and  $|1\rangle$  “at the same time”. But what does that mean?



$\alpha, \beta$  are like probabilities, except they can be *negative* or even *complex* numbers!

$\alpha, \beta$  are called the **amplitudes** of the states  $|0\rangle$  and  $|1\rangle$ , respectively.

## Observing qubits

The state of a qubit cannot be directly observed. It must be **measured**, yielding a classical state  $|0\rangle$  or  $|1\rangle$  with probabilities

$$\Pr[\text{observing } |0\rangle] = |\alpha|^2$$

$$\Pr[\text{observing } |1\rangle] = |\beta|^2.$$

# Observing qubits

The state of a qubit cannot be directly observed. It must be **measured**, yielding a classical state  $|0\rangle$  or  $|1\rangle$  with probabilities

$$\Pr[\text{observing } |0\rangle] = |\alpha|^2 \qquad \Pr[\text{observing } |1\rangle] = |\beta|^2.$$

Because qubit states have unit length, these probabilities add up to 1.

This formula is called the **Born Rule**.

## Observing qubits

After measurement, the system becomes **classical**.

The state of qubit **collapses** to either  $|0\rangle$  or  $|1\rangle$ , and the previous state is lost.

**In quantum mechanics, measurement generally disturbs the system.**

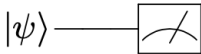
# Observing qubits

After measurement, the system becomes **classical**.

The state of qubit **collapses** to either  $|0\rangle$  or  $|1\rangle$ , and the previous state is lost.

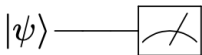
**In quantum mechanics, measurement generally disturbs the system.**

We represent qubit measurements using this diagram:



# Observing qubits

If the state collapses to the classical state  $|0\rangle$  and we measure it again, it stays in state  $|0\rangle$  **with probability** 1. Same with collapsing to  $|1\rangle$ .



same as



**Measuring a system twice is the same as measuring once.**

## Example: Schrödinger's cat



A box with two classical states:

sleeping cat:  $|0\rangle$

awake cat:  $|1\rangle$

## Example: Schrödinger's cat



A box with two classical states:

sleeping cat:  $|0\rangle$

awake cat:  $|1\rangle$

In quantum mechanics, the box can be in a superposition of sleeping and awake cat, *as long as you don't open the box* (i.e. measure it).



## Example: Schrödinger's cat



Suppose the box starts in the state  $\frac{1}{\sqrt{3}} |0\rangle - i \frac{\sqrt{2}}{\sqrt{3}} |1\rangle$  and is measured.

1. With probability  $\left| \frac{1}{\sqrt{3}} \right|^2 = \frac{1}{3}$ , the state collapses to  $|0\rangle$  (i.e., sleeping cat).
2. With probability  $\left| -i \frac{\sqrt{2}}{\sqrt{3}} \right|^2 = \frac{2}{3}$ , the state collapses to  $|1\rangle$  (i.e., awake cat).

# Transformations on qubits

In addition to measurement, the state of a qubit can change via a **unitary transformation**. Just like transformations in classical reversible computing, unitary transformations can be represented as matrices.

We represent a unitary transform  $U$  acting on state  $|\psi\rangle$  using the following circuit diagram:



## Several equivalent definitions of unitary matrices

**Definition 1.** The inverse of  $U$  is its Hermitian conjugate  $U^\dagger$ , pronounced “ $U$  dagger”, whose  $(i, j)$ ’th entry is the *complex conjugate* of the  $(j, i)$ ’th entry of  $U$ :

$$U_{i,j}^\dagger = \overline{U_{j,i}}$$

## Several equivalent definitions of unitary matrices

**Definition 1.** The inverse of  $U$  is its Hermitian conjugate  $U^\dagger$ , pronounced “ $U$  dagger”, whose  $(i, j)$ ’th entry is the *complex conjugate* of the  $(j, i)$ ’th entry of  $U$ :

$$U_{i,j}^\dagger = \overline{U_{j,i}}$$

**Definition 2.**  $U$  maps unit vectors to unit vectors (i.e. quantum states to quantum states)

## Several equivalent definitions of unitary matrices

**Definition 1.** The inverse of  $U$  is its Hermitian conjugate  $U^\dagger$ , pronounced “ $U$  dagger”, whose  $(i, j)$ ’th entry is the *complex conjugate* of the  $(j, i)$ ’th entry of  $U$ :

$$U_{i,j}^\dagger = \overline{U_{j,i}}$$

**Definition 2.**  $U$  maps unit vectors to unit vectors (i.e. quantum states to quantum states)

**Definition 3.** The rows of  $U$  form an orthonormal basis for  $\mathbb{C}^d$ , and the columns form an orthonormal basis for  $\mathbb{C}^d$ .

# Several equivalent definitions of unitary matrices

**Definition 1.** The inverse of  $U$  is its Hermitian conjugate  $U^\dagger$ , pronounced “ $U$  dagger”, whose  $(i, j)$ ’th entry is the *complex conjugate* of the  $(j, i)$ ’th entry of  $U$ :

$$U_{i,j}^\dagger = \overline{U_{j,i}}$$

**Definition 2.**  $U$  maps unit vectors to unit vectors (i.e. quantum states to quantum states)

**Definition 3.** The rows of  $U$  form an orthonormal basis for  $\mathbb{C}^d$ , and the columns form an orthonormal basis for  $\mathbb{C}^d$ .

**Definition 4.**  $U$  preserves the inner products between vectors: inner product between  $|\psi\rangle$  and  $|\theta\rangle$  is the same as the inner product between  $U|\psi\rangle$  and  $U|\theta\rangle$ .

## Examples of qubit unitary matrices

Identity matrix  $I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$

For all qubit states  $|\psi\rangle$ ,  $I|\psi\rangle = |\psi\rangle$ .

## Examples of qubit unitary matrices

**Bit flip matrix**  $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ .



## Examples of qubit unitary matrices

**Bit flip matrix**  $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ .

$$X |0\rangle = |1\rangle \quad X |1\rangle = |0\rangle$$

## Examples of qubit unitary matrices

**Bit flip matrix**  $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ .

$$X |0\rangle = |1\rangle \quad X |1\rangle = |0\rangle$$

$$X(\alpha |0\rangle + \beta |1\rangle) = \alpha X |0\rangle + \beta X |1\rangle = \alpha |1\rangle + \beta |0\rangle .$$

So far, have only seen classical transformations.

## Examples of qubit unitary matrices

Phase flip matrix  $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

## Examples of qubit unitary matrices

Phase flip matrix  $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

$$Z |0\rangle = |0\rangle \quad Z |1\rangle = -|1\rangle$$

## Examples of qubit unitary matrices

Phase flip matrix  $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

$$Z |0\rangle = |0\rangle \quad Z |1\rangle = -|1\rangle$$

$$Z(\alpha |0\rangle + \beta |1\rangle) = \alpha |0\rangle - \beta |1\rangle .$$

## Examples of qubit unitary matrices

Hadamard matrix  $H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$

$$H|0\rangle = \dots (\text{do on board}) \dots$$

$$H|1\rangle = \dots (\text{do on board}) \dots$$

## Examples of qubit unitary matrices

Hadamard matrix  $H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$

$$H|0\rangle = \cdots (\text{do on board}) \cdots$$

$$H|1\rangle = \cdots (\text{do on board}) \cdots$$

$H$  maps classical basis states  $|0\rangle, |1\rangle$  into **quantum** superpositions.

What is the difference between

$$|+\rangle = \frac{1}{\sqrt{2}} \left( |0\rangle + |1\rangle \right) \text{ and}$$

$$|-\rangle = \frac{1}{\sqrt{2}} \left( |0\rangle - |1\rangle \right)?$$



## Quantum vs classical bits

What is the difference between

$$|+\rangle = \frac{1}{\sqrt{2}} \left( |0\rangle + |1\rangle \right) \text{ and}$$

$$|-\rangle = \frac{1}{\sqrt{2}} \left( |0\rangle - |1\rangle \right)?$$

Measuring both states yields the same statistical outcomes:

$|0\rangle, |1\rangle$  with 50% probability each!

## Quantum vs classical bits

Suppose we were physically handed a qubit (say Schrödinger's box) whose state  $|\psi\rangle$  was either  $|+\rangle$  or  $|-\rangle$ . Is there a way we can tell the difference?

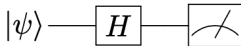
# Quantum vs classical bits

Suppose we were physically handed a qubit (say Schrödinger's box) whose state  $|\psi\rangle$  was either  $|+\rangle$  or  $|-\rangle$ . Is there a way we can tell the difference?

Opening the box (i.e., measuring) would yield a sleeping or awake cat with equal probability in both cases.



# Quantum vs classical bits



**Solution:** Apply  $H$  to qubit before measuring!

# Quantum vs classical bits



**Solution:** Apply  $H$  to qubit before measuring!

**Case 1:**  $|\psi\rangle = |+\rangle$ . Applying  $H$ , we get

$$H|+\rangle = \dots (\text{show on the board}) \dots = |0\rangle$$

Measuring yields  $|0\rangle$  all the time!

# Quantum vs classical bits



**Solution:** Apply  $H$  to qubit before measuring!

**Case 2:**  $|\psi\rangle = |-\rangle$ . Applying  $H$ , we get

$$H|-\rangle = \dots (\text{show on the board}) \dots = |1\rangle$$

Measuring yields  $|1\rangle$  all the time!

# Quantum vs classical bits

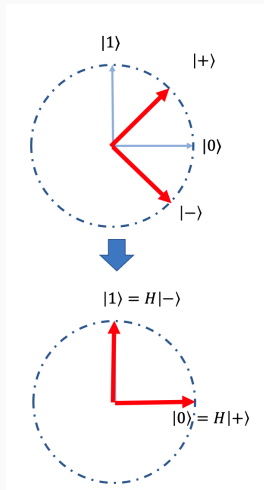
The states

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

and

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

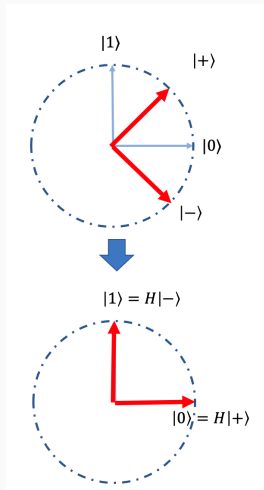
form an orthonormal basis for  $\mathbb{C}^2$ .



# Quantum vs classical bits

In quantum mechanics, orthogonal states can be **perfectly distinguished** by applying an appropriate unitary matrix and then measuring in the standard basis.

The Hadamard matrix maps the  $\{ |+\rangle, |-\rangle \}$  basis to the standard  $\{ |0\rangle, |1\rangle \}$  basis (and vice versa).





**Takeaway:** Minus signs in the amplitudes matter!

**Takeaway:** Minus signs in the amplitudes matter!

More precisely, **relative phases** between the classical basis states matter.

# Quantum vs classical bits

**Takeaway:** Minus signs in the amplitudes matter!

More precisely, **relative phases** between the classical basis states matter.

On the other hand, **global phases** don't matter.

There is no quantum process (unitary + measurement) to distinguish between  $|\psi\rangle$  and  $-|\psi\rangle$ , or in fact  $\alpha|\psi\rangle$  for any complex phase  $\alpha = e^{i\theta}$ . Can you see why?