

$$U = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

a) X basis states: $|+\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)$

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

$$U |+\rangle = |0\rangle, \quad U |-\rangle = |1\rangle$$

Y basis states $| \uparrow \rangle = \frac{1}{\sqrt{2}} (|0\rangle + i|1\rangle)$

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

$$U | \uparrow \rangle = | \downarrow \rangle, \quad U | \downarrow \rangle = | \uparrow \rangle$$

Z basis states $|0\rangle, |1\rangle$

$$U |0\rangle = |+\rangle, \quad U |1\rangle = |-\rangle$$

b) Tell them that any single qubit unitary is a rotation around some axis by some angle. They just need to find these.

Since $U^2 = \mathbb{1}$, the angle is π (or 2π , but this clearly isn't true)

By noticing that $U = \frac{1}{\sqrt{2}} (\sigma_x + \sigma_z)$, the axis is that with unit vector $\vec{u} = \frac{1}{\sqrt{2}} \vec{x} + \frac{1}{\sqrt{2}} \vec{z}$

$$c) \quad U \sigma_x U^\dagger = \sigma_z \quad U \sigma_z U^\dagger = \sigma_x$$

$$U \sigma_y U^\dagger = -\sigma_y$$

$$\therefore \frac{1}{2} \left(\mathbb{1} + \langle \sigma_x \rangle \sigma_x + \langle \sigma_y \rangle \sigma_y + \langle \sigma_z \rangle \sigma_z \right)$$

$$\rightarrow \frac{1}{2} \left(\mathbb{1} + \langle \sigma_z \rangle \sigma_x - \langle \sigma_y \rangle \sigma_y + \langle \sigma_x \rangle \sigma_z \right)$$

The x and z expectation values exchange, and the y one inverts

d) They should be able to infer

$$F \sigma_x F^\dagger = \sigma_y, \quad F \sigma_y F^\dagger = \sigma_x, \quad F \sigma_z F^\dagger = -\sigma_z$$

$$G \sigma_z G^\dagger = \sigma_y, \quad G \sigma_y G^\dagger = \sigma_z, \quad G \sigma_x G^\dagger = -\sigma_x$$

$$H \sigma_x H^\dagger = \sigma_z, \quad H \sigma_z H^\dagger = \sigma_x, \quad H \sigma_y H^\dagger = -\sigma_y$$

So • $H = U$ from (a) - (c)

• F is similar a π rotation around $\frac{1}{\sqrt{2}} \vec{x} + \frac{1}{\sqrt{2}} \vec{y}$

• G " " " " " $\frac{1}{\sqrt{2}} \vec{y} + \frac{1}{\sqrt{2}} \vec{z}$