

INDEX

Note: *Italicized page numbers refer to figures or tables.*

Numbers

- 0-active control line, 311
- 1-active control line, 311

A

- Adams, Douglas, 203
- adjoint, 74, 92–93
- Adleman, Leonard, 317
- algorithms
 - Bernstein–Vazirani, 269–276
 - Deutsch–Jozsa, 251–267
 - Deutsch’s, 227–249
 - Euclidean, 330
 - Grover’s, 295–314
 - hybrid, 126
 - probabilistic, 331
 - Shor’s, 315–335
 - Simon’s, 277–294
- amplitude, 101
 - amplification, 304
 - electronic playing cards
 - metaphor, 16–18
 - estimation, 314
 - outer product, 172–176
 - from projection, 171–179
 - square of, 17
 - squaring magnitude of, 169
- analysis
 - by algebra, 132
 - bidirectional, 137–138
 - by direction, 132–138
 - horizontal, 133–134
 - by matrix elements, 132–133
 - vertical, 134–137
- ancilla, 231
- Apollo spacecraft, 163

- applied mathematics, 316
- arctangent, 36
- Argand, Jean Robert, 35
- Argand diagram, 35
- argument, 13
- arrows, 56, 57, 58, 63
- assembly language, 203
- auxiliary input, 231

B

- balanced function
 - Deutsch–Jozsa algorithm, 265–266
 - Deutsch’s algorithm, 228
- balanced oracle, 242, 252
- Bartlett, Albert, 279
- bases, 54–55
- basis
 - change of, 65–66
 - computational, 54
 - conventional, 54
- basis set, 54
- basis vectors, 54
- Battleship* game, 350
- Bell, John, 190
- Bell states, 190
 - equations, 191
 - measuring, 193–197
 - superposition, 191–192
- Bernstein, Ethan, 270
- Bernstein–Vazirani algorithm, 269–276.
 - See also* quantum algorithms
 - classical solution, 270
 - compact version of circuit, 270
 - expanded diagram for, 271
 - oracle for classical bits, 270–271, 271
 - running, 273
 - simplified oracle, 275
 - simplifying with quantum identity, 274–275

- bidirectional analysis, 133, 137–138
- big-endianness, 180
- birthday problem, 284
- bits, 27, 31, 159
- bitstrings, 49
 - bitstring dot product, 261
- black box, 229
- Blackjack, 21
- Bloch sphere, 81
- block matrix, 144
- bra, 74
- braket notation, 71–79
- bramket, 173
- branch, 126
- Brooks, Mel, 351
- Bulls and Cows* game, 350
- bundle, 254

C

- cardinality, 30
- Cartesian diagram, 35
- Cartesian product, 48, 112
- Cartwright, Jon, 166
- Carver, George Washington, 269
- CCNOT* qugate (*CCX* qugate, *conditional-conditional-NOT* qugate), 153–154
- chevrons, 68
- Chuang, Isaac, 343
- circuit analysis
 - analysis by algebra, 131–138
 - analysis by direction, 132–138
 - analysis by matrix elements, 132–133
 - bidirectional analysis, 137–138
 - after Deutsch–Jozsa algorithm, 271–272
 - horizontal analysis, 133–134
 - probability of k , 326–328
 - quantum Fourier transform, 324–326
 - Shor’s algorithm, 322–331
 - systems, 131–138
 - vertical analysis, 134–137
- circuit diagrams, 124
- Cirq, 344
- class, 199
- classical computers, 5–6, 27, 163
- clone, 138
- closed loop, 382
- closed under addition, 31
- CNOT* qugate *See CX* qugate
- code, 126
- coefficient, 55
- collapse, 178
- column matrix, 50, 72
- commutative, 38, 87, 114
- completeness relation, 188
- complex conjugate, 37
- complexity, computational, 234
- complex magnitude, 68
- complex number plane, 34
- complex numbers, 31, 32, 41–48
 - complex conjugate, 37
 - exponential form, 36–37
 - imaginary component/part, 34
 - magnitude, 35
 - multiplication, 40
 - phase, 35
 - polar form, 35
 - real component/part, 34
 - visualization, 34–36
- complex-valued vectors, 50, 66
- complex vectors, 42, 66, 68
- composite numbers, 316
- composition of functions, 87
- computational basis, 54
- computational basis states, 118
- computational complexity, 234
- computers
 - classical, 5–6, 27, 163
 - conventional, 5–6, 27
 - von Neumann machines, 5
- Confucius, 298
- conjugate, 37
- conjugate symmetry, 71
- conjugation, 37–41, 69, 92
- constant function
 - Deutsch–Jozsa algorithm, 264–265
 - Deutsch’s algorithm, 228
- constant oracle, 241–242
- constructive interference, 18.
 - See also* interference
- continued fractions, 333
- continuous processes, 124

- contradiction in proofs, 139
- controlled-SWAP qugate, 153–154
- controlled-*U* qugate, 151–152, 152
- controlled-*X* qugate *See* *CX* qugate
- controlled-*Z* qugate, 154–155
- control qubit, 142
- conventional basis, 54
- conventional computers, 5–6, 27
- coordinate, 55
- coordinate-free expression, 64
- Copenhagen interpretation, 346
- copier, 142, 146
- coprimes, 330
- cosine double-angle rule, 59
- counting numbers, 30
- cryptography
 - post-quantum, 340–341
 - quantum, 334, 340–341
 - RSA, 317
- CU* qugate, 151–152, 152
- CX* qugate (*conditional/controlled-NOT*
 - qugate, conditional/*
 - controlled-X* qugate), 141–146
 - as copier, 146
 - entangled pairs, 147–151
 - entanglement, 146–150
 - as switch, 142–146
 - symbols, 142
- CX'* qugate, 153, 212, 274
- CZ* qugate, 154–155

D

- DAG (directed acyclic graph), 126
- Daniels, Greg, 277
- database, unstructured, 296
- deferred measurement,
 - principle of, 189
- degenerate matrix, 93
- De Morgan, Augustus, 351
- density matrix, 339–340
- Descartes, Rene, 35
- destructive interference, 18, 106.
 - See also* interference
- deterministic, classical algorithms as, 160
- Deutsch, David, 228, 251
- Deutsch-Jozsa algorithm, 251–267. *See also* quantum algorithms
 - abstract block diagram for, 253

- actual results of, 266
- balanced function, 252, 265–266
- block diagram for, 254
- circuit analysis after, 271–272
- compact block diagram, 254
- constant function, 252, 264–265
- four functions, 252–253
- Hadamard transform, 259–263
- initialization step, 255–257
- postprocessing and measurement,
 - 258–259, 263–264
- querying the oracle, 257–258
- Deutsch's algorithm, 227–249. *See also* quantum algorithms
 - block diagram, 238
 - Deutsch's problem, 228–229
 - four functions, 228, 228–229, 245
 - function implementations, 246
 - improved block diagram, 238
 - initialization step, 239, 239–240
 - oracles, 229–234
 - phase kickback, 243–245
 - postprocessing and measurement,
 - 242, 242–243
 - quantum parallelism, 234–237,
 - 247–248
 - querying the oracle, 240, 240–242
- Deutsch's problem, 228–229
- diagram, circuit, 124
- diffusion stage, Grover's algorithm,
 - 305–307, 312

dimensionality, 30, 50

Dirac notation, 71

Dirac, Paul, 71, 74

directed acyclic graph (DAG), 126

division, 316

dot product, 56–66

- bitstring, 261

- change of basis, 65–66

- defined, 56

- projection, 62–65

E

Einstein, Albert, 159, 196

electronic playing cards, 6–7

- amplitudes, 16–18

- entanglement, 19–24, 20, 22, 24

- illustration of, 6

- electronic playing cards (*continued*)
 - initialization, 10, 10–11, 11
 - interference, 18–19, 19
 - measurement, 11–12
 - operators, 12–16
 - probabilities, 18
 - states, 7–9, 8, 9
 - superposition, 9, 9–10
- elements, 28
- embarrassingly parallel, 349
- encryption, 315
 - overview, 315–316
 - primes and, 316–318
- entangled pairs
 - CX qugate, 147–151
 - electronic playing cards
 - metaphor, 21–24
- entangled state, 148
- entanglement, 1, 19, 146. *See also*
 - superposition
 - Bell states, 190
 - CX qugate, 146–150
 - electronic playing cards
 - metaphor, 19–24, 20, 22, 24
 - measurement and, 190–197
 - types of, 23–24, 24
- EPR paper, 196
- equal superposition, 10
- Euclidean algorithm, 330
- Euler, Leonhard, 32
- Euler’s formula, 36–37
- Euler’s identity, 41
- Euler’s number, 37, 278
- evaluation, 227, 228
- evolution, 125
- exclusive, mutually, 186
- exclusive OR, 231
- experiments, 162
- exponential form, 37
- exponential function, 278
- exponential speedup, 278, 294

F

- $F1$ function, 282
- $F2$ function, 281
- factor, 317
- Feynman, Richard, 337

- finite set, 29
- floating-point numbers, 31
- Forrester, Brent, 277
- FORTTRAN programming
 - language, 203
- Fourier transform, 322
- Fredkin qugate, 153–154
- Friedman, Art, 49
- functions
 - balanced, 228
 - composition of, 87
 - constant, 228
 - Deutsch–Jozsa algorithm, 265–266
 - exponential, 278
 - one-to-one, 282
 - one-way, 317
 - query of, 228
- fundamental theorem of
 - arithmetic, 317

G

- Galilei, Galileo, 1
- games, 350
- gate
 - classical, 100–101
 - quantum, 100
- Gauss, Carl Friedrich, 32, 290
- Gaussian elimination, 290, 293
- gcd (greatest common divisor), 330
- Gervais, Ricky, 277
- Gide, André, 109
- Gleick, James, 51
- global phase, 197–199
- graph, 349, 126
- greatest common divisor (gcd), 330
- Grover, Lov, 295
- Grover iteration, 306–307, 307
- Grover operation, 306–307, 307
- Grover’s algorithm, 295–314. *See also*
 - quantum algorithms
 - amplitude estimation, 314
 - diffusion stage, 305–307, 312
 - example of, 310–313
 - ideal number of steps, 308–310
 - initialization step, 310
 - marking stage, 301–305
 - observations, 313–314

- oracle, 308–310
- oracle complexity, 313
- overshoot, 308
- quadratic speedup, 313–314
- reflections, 298–300
- symbols, 297
- unstructured database and, 296
- Gulliver's Travels*, 180

H

- Hadamard, Jacques, 90
- Hadamard operator, 90–91, 97.
 - See also* operators
- Hadamard qugate, 102
 - basis states, 104
 - initializing with, 104–105
 - measurement, 164–166
 - properties, 103–104
 - superposition, 166–167
- Hadamard transform, 259–263
- Haldane, J.B.S., 346
- Hamilton, Kirk, 162
- hands, 21
- hardware, 344–345
- hedge mazes, 348
- Hello, World!*, 99–100
 - graphical form, 100
 - measuring, 162–164
- Hello, XWorld!*, 100–101
- helpers, 231
- Hilbert, David, 82
- Hilbert space, 82
- horizontal analysis, 133–134
- horizontal systems of qugates,
 - 127–128
- Houdini computer graphics
 - system, 124
- Hunt, Leigh, 157
- hybrid algorithm, 126
- hypothesis, 162

I

- i*, 32
 - multiplying by, 44
 - square root, 45–47
- IBM Condor, 342
- IBM Quantum Platform, 344
- idempotent, 175

- identity matrix, 88
- identity operator, 88, 97.
 - See also* operators
- if-then, 126
- if-then-else, 126
- imaginary numbers, 32
- imperfect cloning, 141
- infinite set, 29
- initialization
 - Deutsch's algorithm, 239, 239–240
 - electronic playing cards metaphor, 10–11
 - Hadamard operator, 104–105
- inner product, 56, 66–71
 - defined, 67
 - projection, 69–71
- integers, 31
 - list of (from 0), 49
 - non-negative, 31
- integer-valued vectors, 50
- interference, 1, 18–19, 105–107
 - constructive, 18, 107
 - destructive, 18, 106
 - relative phase and, 199–201
- interpretations, 346
- inverse matrix, 93
- inverse tangent, 36
- invertible matrix, 93
- irrational numbers, 42

J

- jigsaw puzzle, 3
- joint probability, 186
- Jordan, Louis, 227
- Jozsa, Richard, 251
- Juster, Norton, 251

K

- ketbra, 172
- kets, 71
- Kronecker, Leonard, 76
- Kronecker delta, 76–77, 121

L

- L1 property, 51, 85
- L2 property, 52, 85

- langle, 68
- LaTeX, 345
- LEGO MINDSTORMS, 124
- Leiber, Jerry, 295
- Lennon, John, 315
- Lincoln, Abraham, 1
- linear algebra, 3, 51
- linearity, 51
 - property L1, 51
 - property L2, 51
- linearly dependent equations, 290
- linearly independent equations, 290
- linear operators, 84–87
- lists
 - ordered, 29
 - structure, 48–49
- little-endianness, 180
- local phase, 199
- loop, closed, 378

M

- magnitude, 35, 38, 95
- main diagonal, 88
- many worlds, 347
- marking stage, Grover's algorithm, 301–305
- Mastermind* game, 350
- matrix, 50
 - adjoint, 74
 - block, 144
 - column, 50, 72
 - conjugation, 92
 - degenerate, 93
 - elements, 97
 - identity, 88
 - inverse, 93
 - invertible, 93
 - linearity properties, 85
 - linear operator as, 85
 - main diagonal, 88
 - non-invertible, 93
 - projection, 174, 181
 - row, 72
 - singular, 93
 - square, 85
 - transposition, 72, 91, 91–92
- matrix elements, analysis by, 132–133
- Max system, 124

- maze solving, 348–349
- McAllister, Willy, 24
- McCartney, Paul, 315
- measurement, 1, 11, 125
 - amplitudes from projection, 171–179
- Bell states, 193–197
- Deutsch–Jozsa algorithm, 258–259, 263–264
- Deutsch's algorithm, 242–243
- electronic playing cards metaphor, 11–12
- entanglement and, 190–197
- experiments, 162–170
- Hadamard qugate, 164–166
- Hello, World!*, 162–164
- H* qugates, 164–166
- main ideas, 158–160
- meters, 161–162
- multiple qubits, 179–182
- partial collapse, 189–190
- phases, 197–201
- positive operator-valued measures, 339–340
- Postulate 4, 161
- principle of deferred measurement, 189
- principle of partial measurement, 188
- of qubits, 160–161
- tensor product, 129–130
- two *H* qugates, 166–167
- unequal superposition, 167–170
- X* qugate, 164

- Mermin, N. David, 343
- meter, 100, 158, 161–162
- mixed-product property, 138
- model, 162
- modulo, 261–262, 269, 290, 330
- multiple qubits, 179–182
- multi-qubit qugates, 131, 152–154
- multitool, 56
- multiverse, 348
- mutually exclusive, 186

N

- Napier's number, 37, 278
- natural numbers, 30

- negative numbers, 42
- Neilsen, Michael, 343
- nested sets, 30
- NISQ (noisy intermediate-scale quantum) era, 164, 341
- no-cloning theorem, 138–141
- noise, 163, 164
- nondeterministic nature of
 - measurement, 160
- non-invertible matrix, 93
- nonlinearity, 53
 - cooking example, 53
- non-negative integers, 31
- non-prime numbers, 316
- normalization, 14, 77
- NOT operator, 89, 97
- NP complexity class, 279
- numbering, 30
- number line, 42, 42
- number plane, 34
- numbers, 28–31
 - complex, 31
 - counting, 30
 - floating point, 31
 - imaginary, 32
 - natural, 30
 - real, 31
 - types of, 29–30
- number theory, 318–319

O

- objective reality, 196
- observation, 11, 158
- Occam’s razor, 346
- one-qubit qugates, 131
- one-to-one function, 282
- one-way function, 317
- operators, 84–98
 - electronic playing cards metaphor, 12–16
 - Hadamard, 90–91, 97
 - identity, 88, 97
 - linear, 84–87
 - NOT, 89, 97
 - projection, 174–175, 178
 - unitary, 94–97
- oracle complexity, 234, 313
- oracles, 229

- balanced, 242
- Bernstein–Vazirani algorithm, 270–271, 271
- classical one-bit, 230, 231
- constant, 241–242
- Deutsch–Jozsa algorithm, 252, 257–258
- Deutsch’s algorithm, 229–234, 240–242
- Grover’s algorithm, 300–310
- phase, 301
- promise, 234
- propagating input query as an output, 230
- quantum, 232–234
- querying, 240–242, 257–258
- Simon’s algorithm, 279–282

- order, 284
- ordered list, 29
- origin, 35, 57
- orthogonal, 59, 77
- orthogonal state spaces, 302
- orthonormal, 77
- outer product, 172–176

P

- Pais, Abraham, 196
- partial collapse, 189–190
- partial measurement rule, 188
- Pauli, Wolfgang, 154
- Pauli qugates, 154
- period finding, 319–322
- phase, 35, 155
 - global, 197–199
 - local, 199
 - relative, 199–201
- phase factor, 197
- phase kickback, 243, 244–245
- phase oracle, 301
- phase qugate, 155
- Plato’s allegory of the cave, 347
- Podolsky, Boris, 196
- polar coordinate system, 35
- polar form, 35
- Pong* game, 350
- positive operator-valued measures (POVMs), 339–340

- postprocessing
 - Deutsch–Jozsa algorithm, 258–259, 263–264
 - Deutsch’s algorithm, 242–243
- post-quantum cryptography, 340–341
- postulates, 2, 28
 - Postulate 1, 28
 - Postulate 2, 84, 98
 - Postulate 3, 110
 - Postulate 4, 161
- POVMs (positive operator-valued measures), 339–340
- power series, 36
- P*ugate, 155
- prediction, 162
- Preskill, John, 337
- prime factors, 316–317, 330–331
- primes, 316–318
- principle of deferred measurement, 189
- principle of partial measurement, 188
- private cards, 21
- private variable, 199
- probabilistic algorithm, 331
- probabilistic teleportation, 221–225, 223
- probabilistic values, 160
- probability, 159
 - amplitude and, 16–18
 - computing, 185–187
 - electronic playing cards metaphor, 8–9
 - joint, 186
 - negative, 16–17
- product states, 115–121
- projection, 62–65
 - amplitude from, 171–179
 - dot product, 62–65
 - inner product, 69–71
- projection matrices, 174, 181
- projection operators, 174–175, 178
- promise oracle algorithm, 238
- promise oracles, 234
- promise problem, 238
- proof by contradiction, 139
- pseudorandom, 159
- public cards, 21
- public key, 317

Q

- qcircuit, 345
- QCpy, 344
- QEC (quantum error correction), 163, 341
- QFT (quantum Fourier transform), 322, 324–326
- Qiskit, 344
- QOSF (Quantum Open Source Foundation), 344
- QPong* game, 350
- quadratic speedup, 313–314
- quantikz, 345
- quantum advantage, 342
- quantum algorithms
 - Bernstein–Vazirani, 269–276
 - Deutsch–Jozsa, 251–267
 - Deutsch’s, 227–249
 - diagrams, 124–127
 - Euclidean, 330
 - Grover’s, 295–314
 - overview, 203–205
 - Shor’s, 315–335
 - Simon’s, 277–294
 - teleportation, 207–226
- Quantum Algorithm Zoo*, 350
- Quantum Awesomeness* game, 350
- Quantum Computation and Quantum Information* (Nielsen/Chuang), 343
- Quantum Computer Science* (Mermin), 343
- quantum computing
 - applications of, 348–350
 - books, 343
 - hardware, 344–345
 - lecture notes, 343
 - online, 343–344
 - overview, 5–6
 - resources, 344–346
 - simulators, 344
 - software, 345
- quantum cryptography, 334, 340–341
- quantum encryption, 340–341
- quantum error correction (QEC), 163, 341
- quantum Fourier transform (QFT), 322, 324–326

- quantum gates. *See* qugates
- quantum identity, 274–275
- quantum mechanics
 - Copenhagen interpretation, 346
 - many-worlds interpretation, 347
 - philosophy of, 346–348
 - Postulate 1, 28
 - Postulate 2, 84
 - Postulate 3, 110
 - Postulate 4, 161
- Quantum Open Source Foundation (QOSF), 344
- quantum operations, 2
- quantum oracles, 232–234
- quantum parallelism, 204, 228, 234–248
 - circuit diagram, 235
 - conceptual illustration, 235
 - described, 236
 - oracles and, 236–237
- quantum programming, 203–205
- quantum scale, 28
- quantum states, 1, 80
 - bracket notation, 71–79
 - combining, 110–111
 - complex numbers, 32–48
 - dot product, 56–66
 - inner product, 66–71
 - numbers, 28–31
 - Postulate 2, 84
 - qubits, 79–81
 - vectors, 49–55
- quantum supremacy, 342
- qubits, 28, 79–81, 122–123
 - control, 143
 - evolution, 125
 - measurement, 160–161, 179–189, 218–219
 - multiple, 179–182
 - target, 143
- query, of function, 228
- qugates, 100–101
 - CCNOT* (*CCX*, *conditional-conditional-NOT*), 153–154
 - controlled, 151–152
 - controlled-SWAP, 153–154
 - CU*, 151–152, 152
 - CX* (*CNOT*, *conditional-NOT*, *controlled-NOT*), 141–146
 - CX'*, 153, 212, 274
 - CZ*, 154–155
 - Fredkin, 153–154
 - horizontal rules, 130–131
 - horizontal systems, 127–128
 - multi-qubit, 131, 152–154
 - one-qubit, 131
 - Pauli, 154
 - phase (*P*), 155
 - single-bit, 154–156
 - single-qubit, 131
 - SWAP, 152
 - Toffoli, 153–156
 - U*, 155
 - universal set/family, 155–156
 - vertical rules, 130–131
 - vertical systems, 128–130
 - X*, 154
 - Y*, 154
 - Z*, 154
- QuTiP, 344

R

- radius, 35–36
- random, 159
- range, 68
- Rauch, Earl Mac, 207
- ray tracing, 349
- real numbers, 31, 42
- real-valued vectors, 50
- receiver, 20. *See also* entanglement
- rectangular coordinate system, 35
- rectangular diagram, 35
- reflections, 298–300
- register, 254
- relatively prime numbers, 330
- relative phase, 199–201
- repeat length, 319
- retrocausal, 347
- reversible matrices, 97
- right-hand rule, 348
- Rivest, Ron, 317
- Robbins, Tom, 109
- Rosen, Nathan, 196
- row matrix, 72
- RSA cryptography, 317

S

- scalar multiplication, 50
- Scratch, 124
- self-inverse, 231
- sender, 20. *See also* entanglement
- Seneca the Younger, 203
- sequences, 29
- serial action, 127
- sets, 29–30
 - basis, 54
 - finite, 29
 - infinite, 29
 - nested, 30
- Shamir, Adi, 317
- Shor's algorithm, 315–335. *See also*
 - quantum algorithms
 - circuit analysis, 322–331
 - example of, 331–333
 - overview, 297–298, 318–319
 - period finding, 319–322
 - prime factoring, 330–331
 - primes and encryption, 316–318
 - probability of k , 324–326
 - quantum Fourier transform, 324–326
 - step by step, 330
- shot, 163
- sift, 77
- Simon, Daniel, 279
- Simon's algorithm, 277–294. *See also*
 - quantum algorithms
 - vs. classical algorithm, 293–294, 294
 - classical solution, 283–284
 - combining quantum outputs, 289–291
 - example, 291–292
 - exponential speedup, 278, 294
 - oracle, 279–282
 - quantum part of, 285, 285–287
 - rewriting x and measuring, 287–289
 - secret string, 291–292, 292
 - without measurement of y , 291
- simulators, 344
- single-bit qugates, 154–156
- single-qubit qugates, 131
- singular matrix, 93
- software, 344

- Spivery, William, 83
- squared amplitude, 7
- square matrix, 85
- Stack Exchange, 346
- states, 80. *See also* quantum algorithms
 - Bell. *See* Bell states
 - computational basis, 118
 - electronic playing cards metaphor, 7–9
 - entangled, 148
 - measurement of, 161
 - product, 115–121
 - teleportation, 210–211
 - tensor product, 115–121
- state vector, 80
- Stoller, Mike, 295
- superdense coding, 338, 338–339
- superluminal transport, 192.
 - See also* entanglement
- superposition, 1, 101–105.
 - See also* entanglement
 - Bell states, 191–192
 - collapse, 11, 12
 - electronic playing cards metaphor, 9–10
 - equal, 10
 - partially collapsed, 191
 - shared, 21
 - unequal, 167–170
 - uniform, 10, 255
- Susskind, Leonard, 49
- SWAP qugates, 152
- switch, 142–146
- systems
 - circuit analysis, 131–138
 - CX qugate, 141–146
 - defined, 109
 - no-cloning theorem, 138–141
 - Postulate 3, 110
 - quantum algorithm diagrams, 124–127
 - qugates, 127–131
 - tensor product, 111–115

T

- tableau form, 52
- Tagore, Rabindranath, 157
- target, 142

- target qubit, 143
- teleportation, 207–226. *See also* quantum algorithms
 - algorithm, 210
 - probabilistic, 221–225, 223
 - process, 212–220
 - properties of, 208
 - protocol, 221, 221
 - quantum versus fictional, 208
 - qubit measurement, 218–219
 - signal, 209
 - state, 210–211
 - thought experiment, 209–210
- tensor product, 110, 111–115, 129–130
- tensor product states, 115–121
- testing variables, 126
- theoretical mathematics, 316
- theory, 162
- thought experiment, 209–210
- Toffoli qugate, 153–156
- transposition, 91, 91–92
- traversal, 292
- triple modular redundancy, 163
- two-to-one function, 281

U

- U qugate, 155
- umwelt, 267
- uncorrelated noise, 164, 186
- unequal superposition, 167–170
- uniform superposition, 10, 255
- unique product, 317
- unit arrow, 63
- unitary operators, 94–97
- unit magnitude, 63, 65, 77, 80, 95
- unit norm, 77
- unit vectors, 63
- universal qugates, 155
- universal set/family of qugates, 155–156
- unstructured database, 295–296

V

- V1 property, 50
- V2 property, 51
- van Gogh, Vincent, 27
- variables
 - private, 199
 - testing, 126

- Vazirani, Umesh, 115, 270
- vector addition, 50
- vectors, 49–55. *See also* quantum states
 - adjoint, 74
 - basis, 48, 54
 - coefficient, 55
 - complex-valued, 50, 66
 - conjugated transpose, 74
 - coordinate, 55
 - dimensionality of, 50
 - integer-valued, 50
 - linearity, 51–54
 - real-valued, 50
 - unit, 63
- vector space, 82
- vertical analysis, 134–137
- vertical systems of qugates, 128–130
- von Neumann, John, 5
- von Neumann machines, 5–6

W

- Waits, Tom, 41
- Weinersmith, Zach, 5
- write-once, 7

X

- X1 property, 232
- X2 property, 232
- X3 property, 232
- XOR, 231, 262, 280
 - bitstring, 280
 - properties, 232
- Xqugate, 154, 164

Y

- yquant, 345
- Yqugate, 154

Z

- zero, 42
- Zqugate, 154
- ZX-calculus, 342
- ZX-diagrams, 342