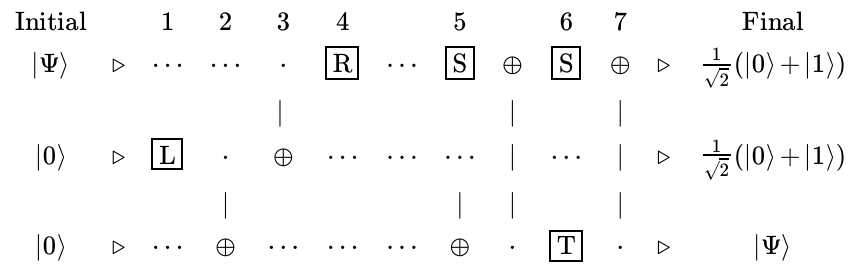


## 8.11: Teleportation as a Quantum Computation

This tutorial works through the following teleportation circuit provided by Gilles Brassard in "Teleportation as a Quantum Computation" (arXiv:quant-ph/9605035v1). The computational methodology employed here is similar to that used in the other teleportation examples given in this series of tutorials.



The necessary quantum bits or qubit states are:

Base states:

$$0 = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad 1 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Superposition of base states:

$$\begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

where

$$(|\alpha|)^2 + (|\beta|)^2 = 1$$

Using  $\begin{pmatrix} \sqrt{\frac{2}{3}} \\ \sqrt{\frac{1}{3}} \end{pmatrix} = \begin{pmatrix} 0.816 \\ 0.577 \end{pmatrix}$  as the teleportee ( $|\Psi\rangle$ ), Brassard's circuit yields the final states shown in the circuit above. In other words  $|\Psi\rangle$  is teleported from the first wire on the left to the third wire on the right.

Initial state:

$$\begin{pmatrix} \sqrt{\frac{2}{3}} \\ \sqrt{\frac{1}{3}} \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \sqrt{\frac{2}{3}} \\ 0 \\ 0 \\ 0 \\ \sqrt{\frac{1}{3}} \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

Final state:

$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \otimes \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} \sqrt{\frac{2}{3}} \\ \sqrt{\frac{1}{3}} \end{pmatrix} = \begin{pmatrix} \sqrt{\frac{1}{6}} \\ \sqrt{\frac{1}{12}} \\ \sqrt{\frac{1}{6}} \\ \sqrt{\frac{1}{12}} \\ \sqrt{\frac{1}{6}} \\ \sqrt{\frac{1}{12}} \\ \sqrt{\frac{1}{6}} \\ \sqrt{\frac{1}{12}} \end{pmatrix}$$

The identity operator and the following quantum gates are required to calculate the result of the teleportation circuit. L and R are single qubit rotations, S and T are single qubit phase shifts. The other gates (CNOT, CnNOT, and ICnNOT) are well-known in quantum circuitry.

$$I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \quad L = \begin{pmatrix} 1 & -1 \\ 1 & 1 \end{pmatrix} \quad R = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ -1 & 1 \end{pmatrix} \quad S = \begin{pmatrix} i & 0 \\ 0 & 1 \end{pmatrix} \quad T = \begin{pmatrix} -1 & 0 \\ 0 & -i \end{pmatrix}$$

$$\text{CNOT} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \quad \text{CnNOT} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{pmatrix} \quad \text{ICnNOT} = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \end{pmatrix}$$

Step1 = kronecker(I, kronecker(L, I))    Step2 = kronecker(I, CNOT)    Step3 = kronecker(CNOT, I)  
 Step4 = kronecker(R, kronecker(I, I))    Step5 = kronecker(S, CNOT)    Step6 = ICnNOT  
 Step7 = kronecker(S, kronecker(I, T))    Step8 = ICnNOT

According to this result  $|\Psi\rangle$  has indeed been teleported to the bottom wire on the right, so the goal has been achieved. However, Brassard suggests that measurements on the top wires in the  $|0\rangle, |1\rangle$  basis are also instructive. There are four possible measurement outcomes:  $|00\rangle, |01\rangle, |10\rangle$  and  $|11\rangle$ . The projection operators for  $|0\rangle$  and  $|1\rangle$  are as follows.

Projection operator for  $|0\rangle$ :

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

Projection operator for  $|1\rangle$ :

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

These calculations also show successful teleportation.

Measurement result for qubits x and y

Final 3-qubit state

$$\begin{aligned}
 2\text{kroncker} \left[ \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, \text{kroncker} \left[ \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, I \right] \right] \Psi_{final} &= \begin{pmatrix} 0.816 \\ 0.577 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \quad \begin{bmatrix} x & y & z \\ \begin{pmatrix} 1 \\ 0 \end{pmatrix} & \begin{pmatrix} 1 \\ 0 \end{pmatrix} & \begin{pmatrix} 0.816 \\ 0.577 \end{pmatrix} \end{bmatrix} \\
 2\text{kroncker} \left[ \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, \text{kroncker} \left[ \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, I \right] \right] \Psi_{final} &= \begin{pmatrix} 0 \\ 0 \\ 0.816 \\ 0.577 \\ 0 \\ 0 \\ 0 \\ 0 \end{pmatrix} \quad \begin{bmatrix} x & y & z \\ \begin{pmatrix} 1 \\ 0 \end{pmatrix} & \begin{pmatrix} 0 \\ 1 \end{pmatrix} & \begin{pmatrix} 0.816 \\ 0.577 \end{pmatrix} \end{bmatrix} \\
 2\text{kroncker} \left[ \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, \text{kroncker} \left[ \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, I \right] \right] \Psi_{final} &= \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0.816 \\ 0.577 \\ 0 \\ 0 \end{pmatrix} \quad \begin{bmatrix} x & y & z \\ \begin{pmatrix} 0 \\ 1 \end{pmatrix} & \begin{pmatrix} 1 \\ 0 \end{pmatrix} & \begin{pmatrix} 0.816 \\ 0.577 \end{pmatrix} \end{bmatrix} \\
 2\text{kroncker} \left[ \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, \text{kroncker} \left[ \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}, I \right] \right] \Psi_{final} &= \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0.816 \\ 0.577 \end{pmatrix} \quad \begin{bmatrix} x & y & z \\ \begin{pmatrix} 0 \\ 1 \end{pmatrix} & \begin{pmatrix} 0 \\ 1 \end{pmatrix} & \begin{pmatrix} 0.816 \\ 0.577 \end{pmatrix} \end{bmatrix}
 \end{aligned}$$

## Appendix

In the inverse controlled-NOT gate of steps 6 and 8 of Brassard's teleportation circuit, c is the control, a is the target and b is unchanged.

$$\begin{pmatrix} a & b & c & ' & a' & b' & c' \\ 0 & 0 & 0 & ' & 0 & 0 & 0 \\ 0 & 0 & 1 & ' & 1 & 0 & 1 \\ 0 & 1 & 0 & ' & 0 & 1 & 0 \\ 0 & 1 & 1 & ' & 1 & 1 & 1 \\ 1 & 0 & 0 & ' & 1 & 0 & 0 \\ 1 & 0 & 1 & ' & 0 & 0 & 1 \\ 1 & 1 & 0 & ' & 1 & 1 & 0 \\ 1 & 1 & 1 & ' & 0 & 1 & 1 \end{pmatrix}$$

This page titled [8.11: Teleportation as a Quantum Computation](#) is shared under a [CC BY 4.0](#) license and was authored, remixed, and/or curated by [Frank Rioux](#) via [source content](#) that was edited to the style and standards of the LibreTexts platform.