



# Google AI Quantum

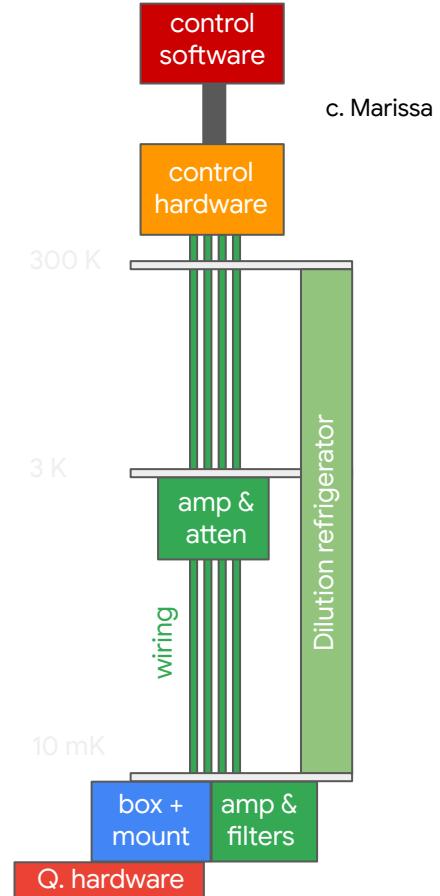
Quantum Hardware  
Cirq Bootcamp 5/14/2019

Eric Ostby



# Outline

1. Systems engineering
2. High quality qubits
3. Control and readout
4. Scaling

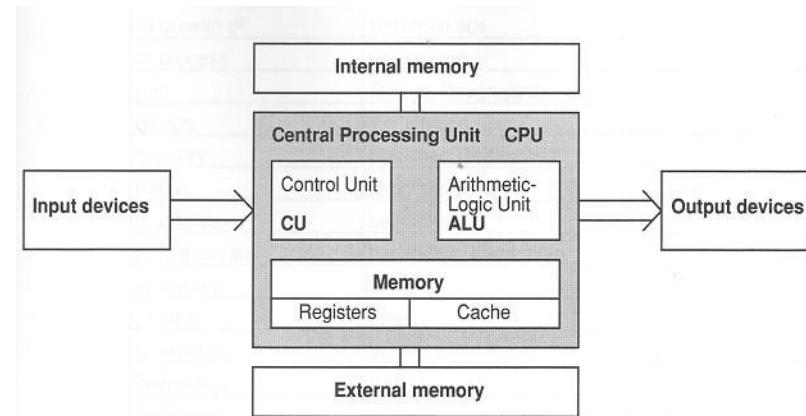


# Building a Real Quantum Computer

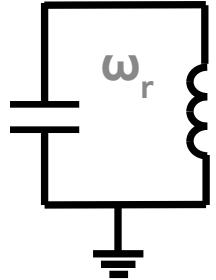
- For one device, qubits have
    - Coherence
    - Coupling
    - Measurement
    - Low errors
- these are competing requirements

- Good control each qubit
- Room for control circuitry
- Reprogrammable (single and two-qubit gates)
- Flexible architecture
- Scalable

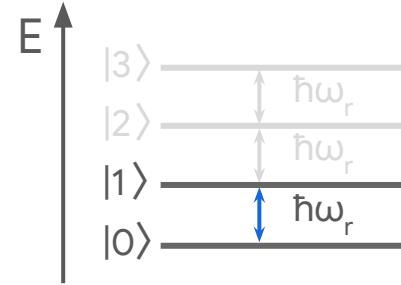
Systems vs. Control:  
Can't copy quantum information  
Hard to separate into sub-functions



# Quantum harmonic oscillator



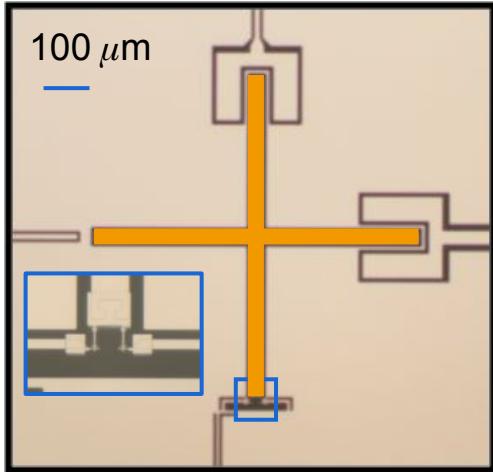
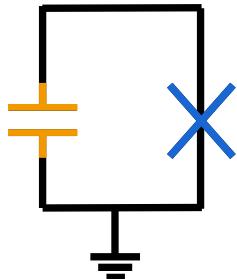
Quantum mechanics: **energy is quantized**, oscillator stores  $n$  photons (of energy  $\hbar\omega_r$ )



Quantum state is encoded in the energy level of an (electric circuit) oscillator

# Transmon Qubit

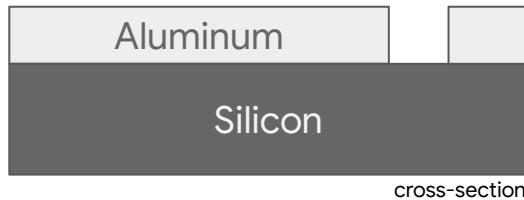
GHz microwave oscillator



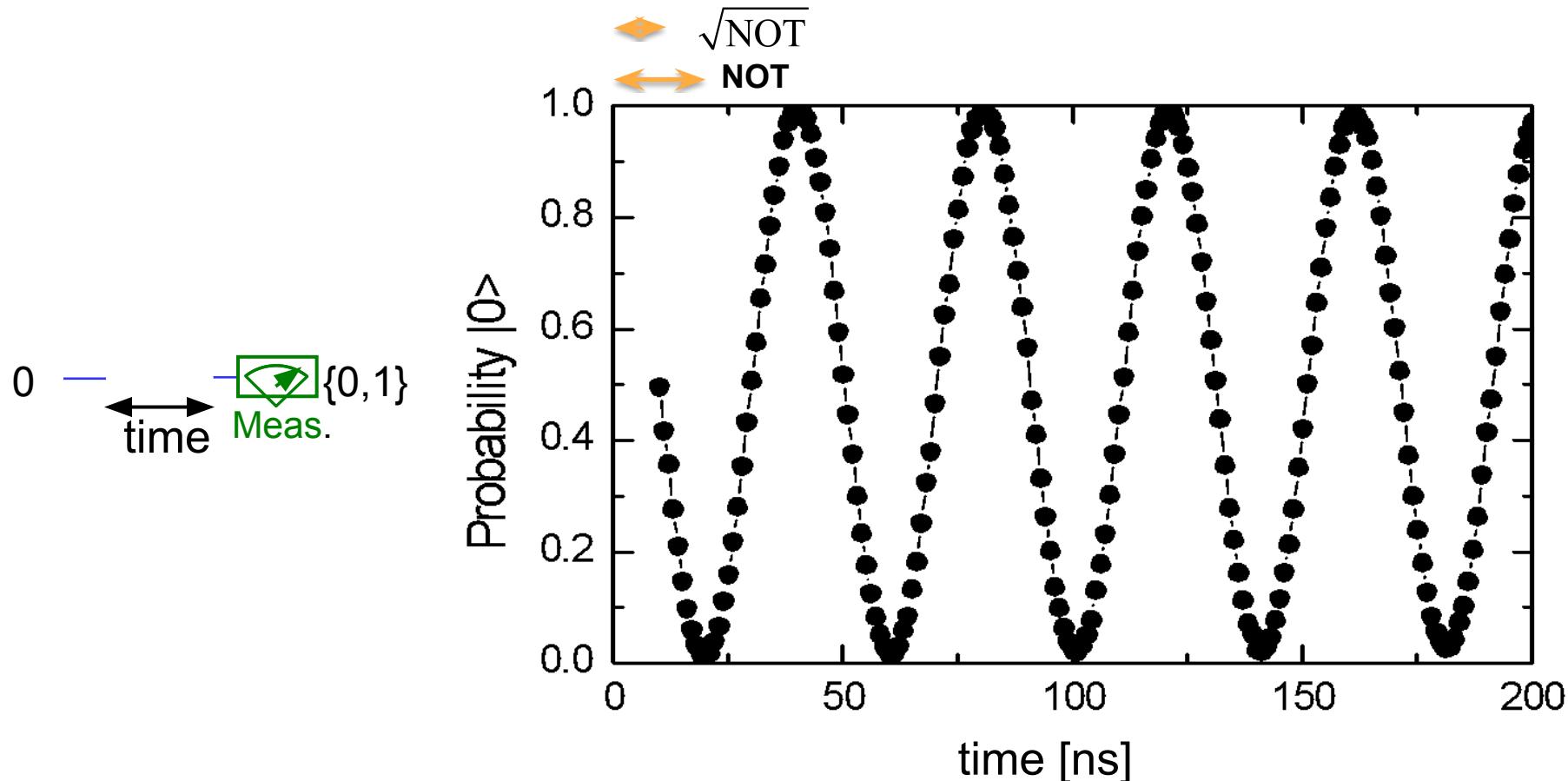
Large, easier to fabricate and control

How do we make our qubits?

- Cleanroom facilities
- Aluminum on silicon



# Qubit Operation



# Custom Electronics

## Utility

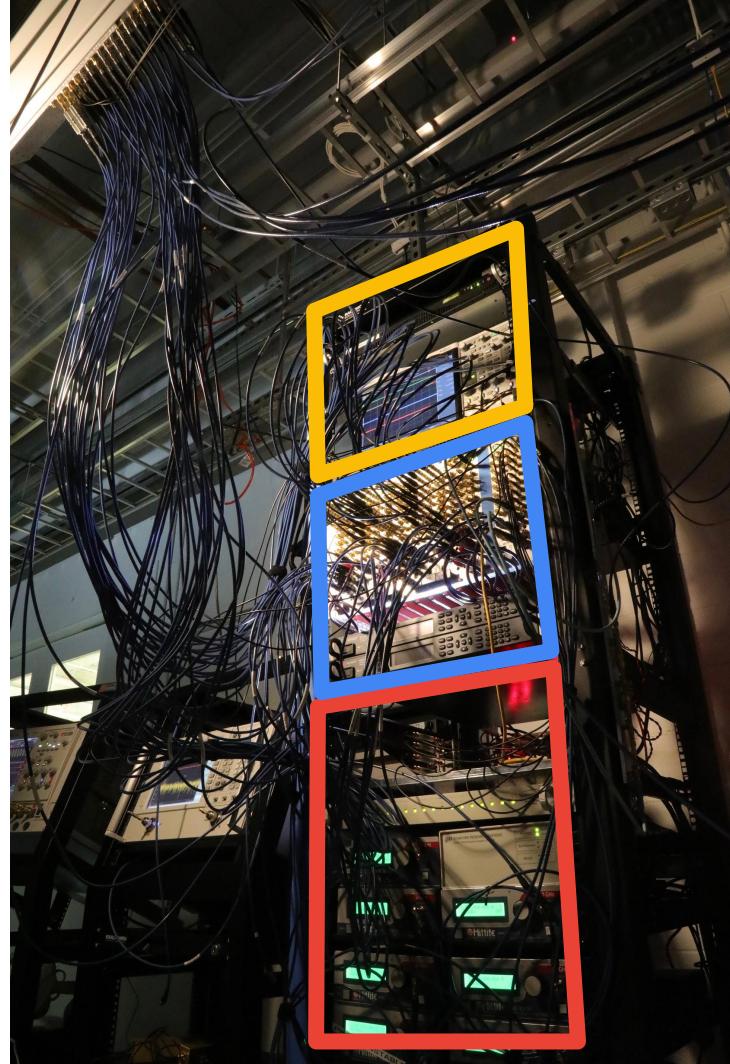
- Oscilloscope
- Power
- Server computer

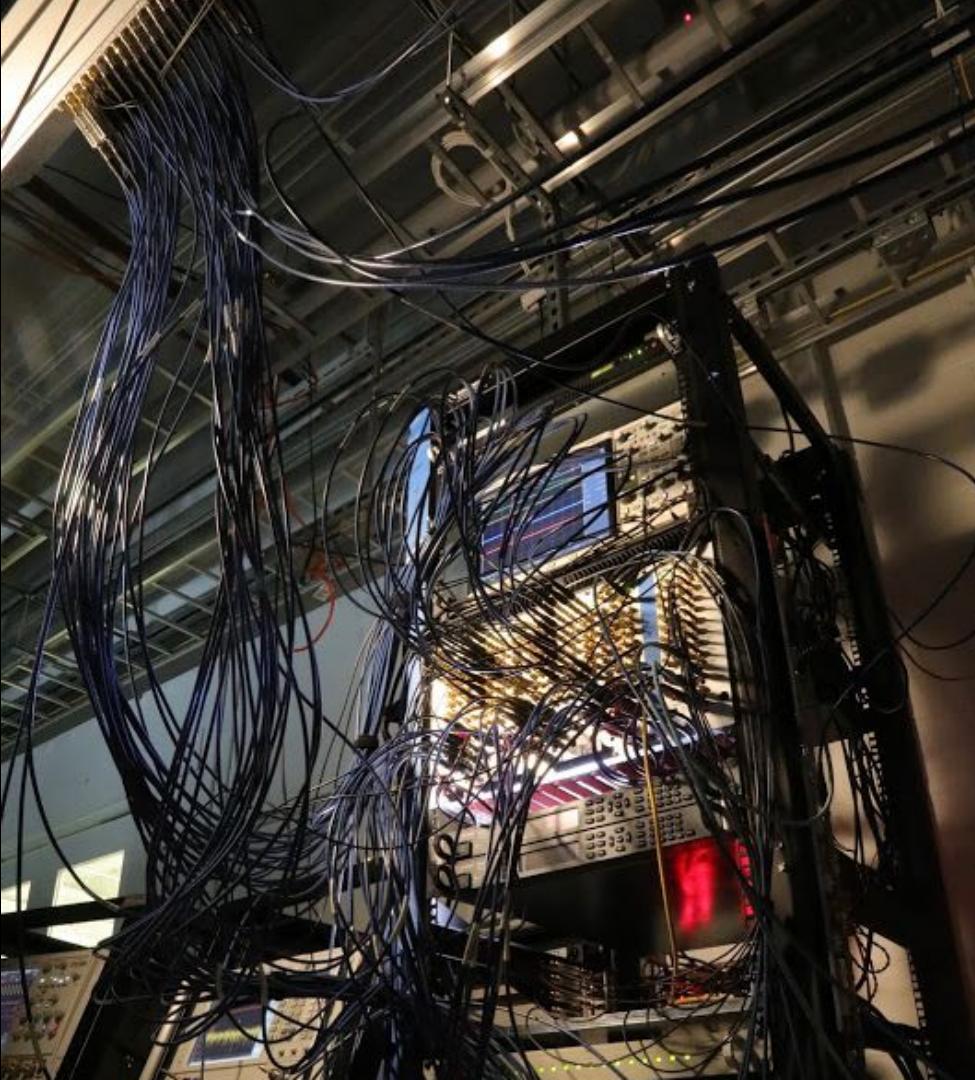
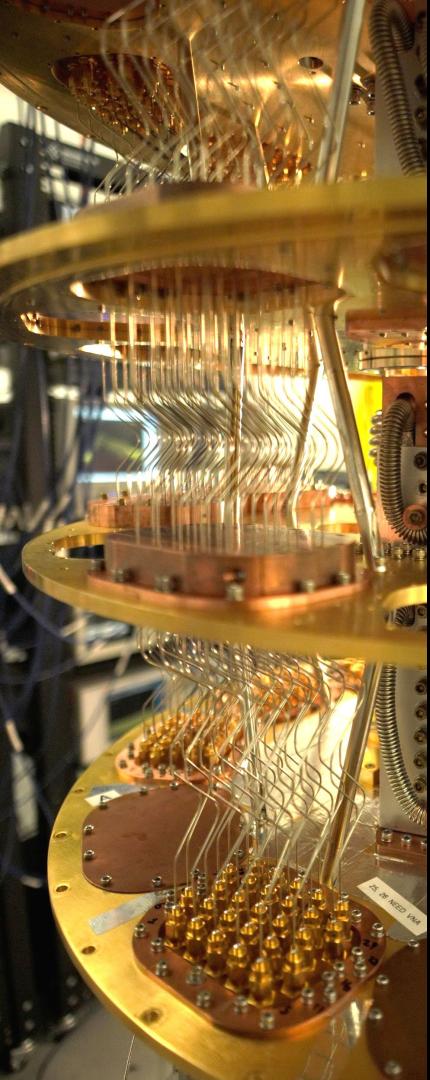
## Control

- Tuning control, microwave control, readout input, for 24 qubits

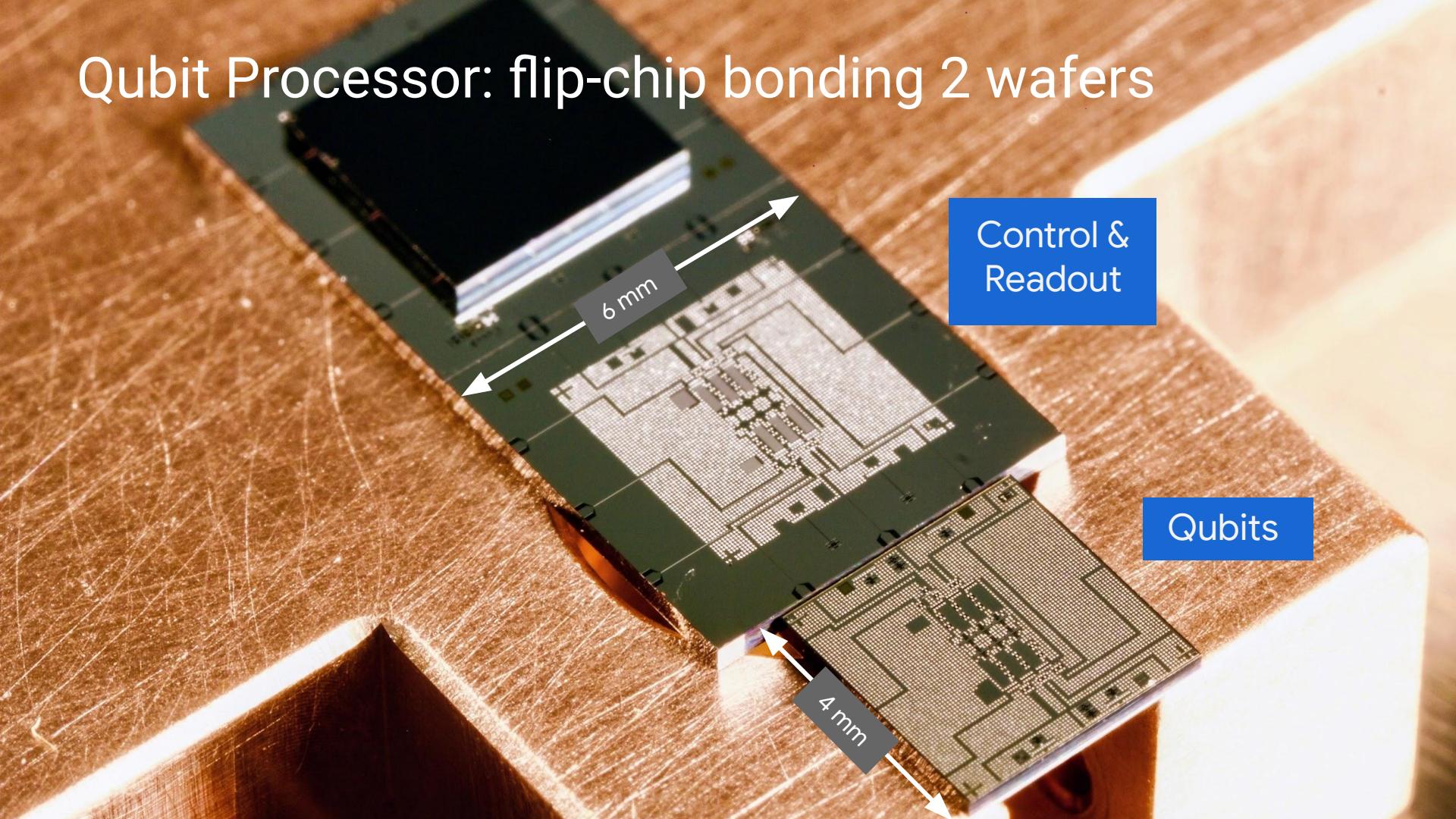
## Legacy

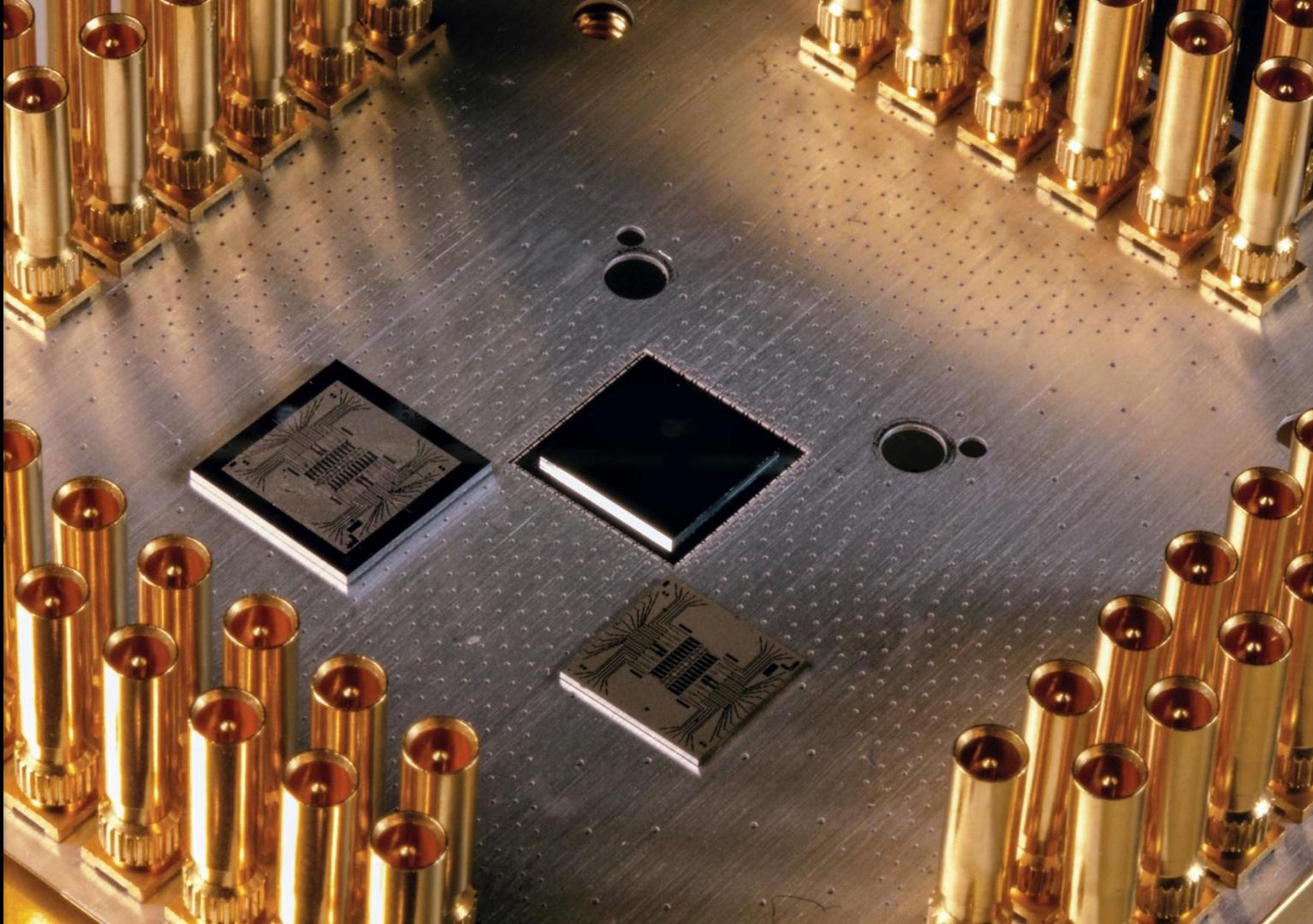
- Analog-Digital converter
- Microwave sources
- Clock





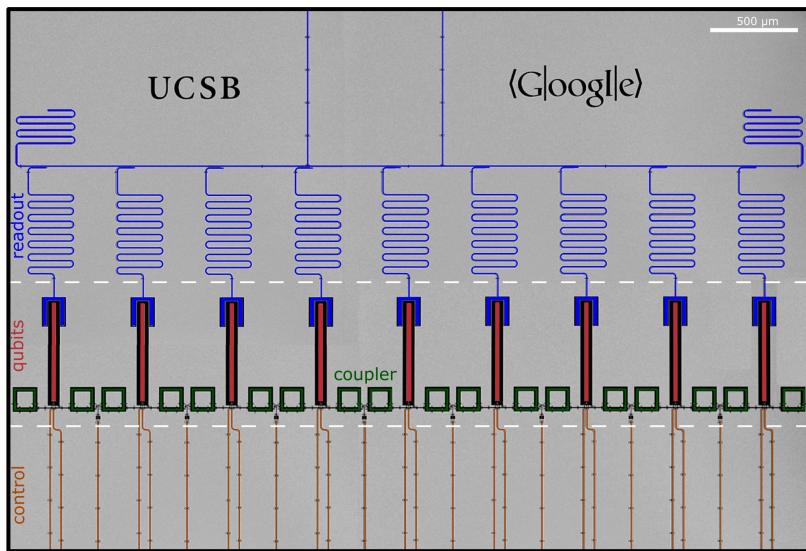
# Qubit Processor: flip-chip bonding 2 wafers



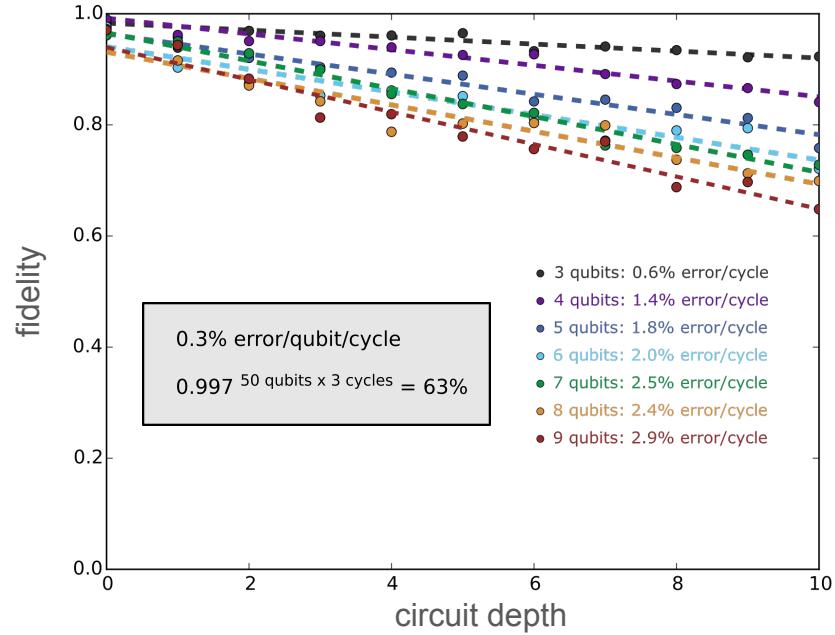


# 9-qubit demonstration with low errors

9 qubit device

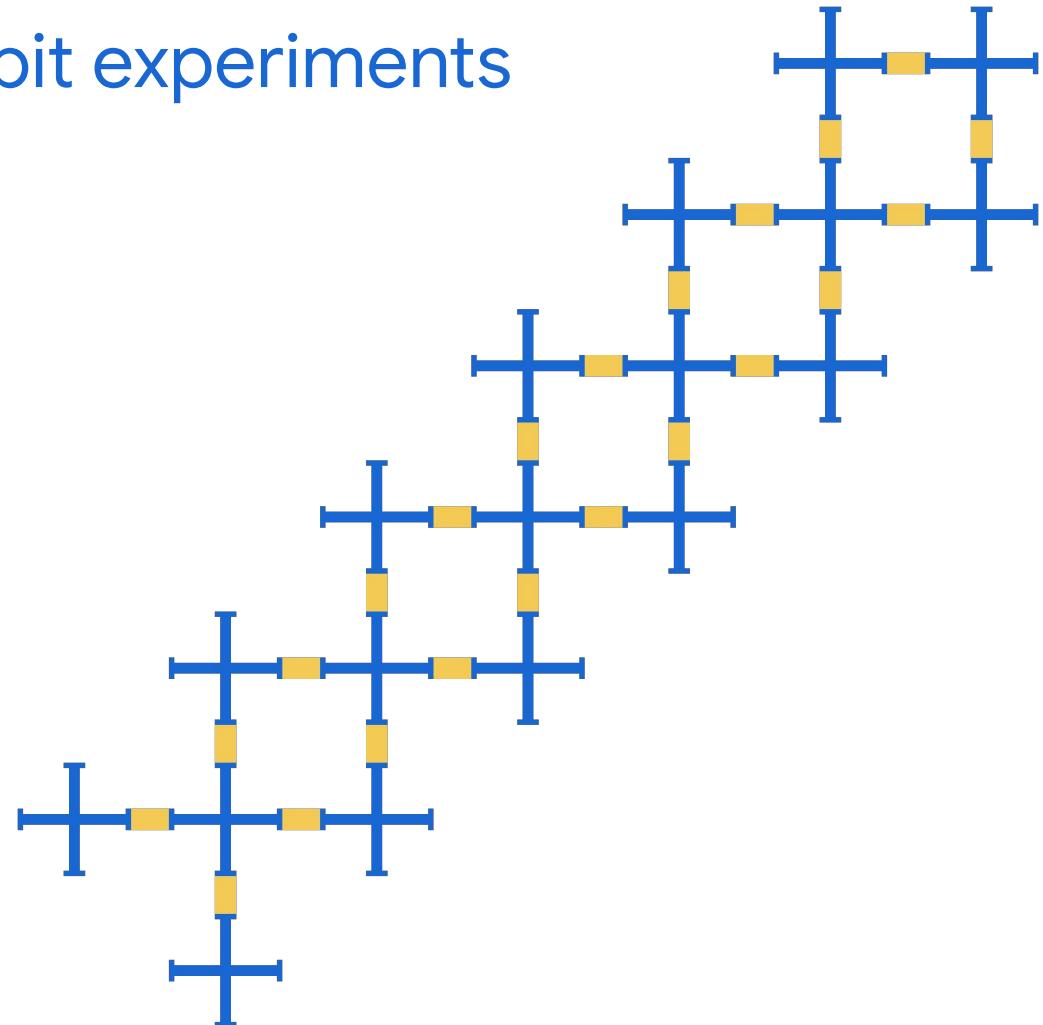
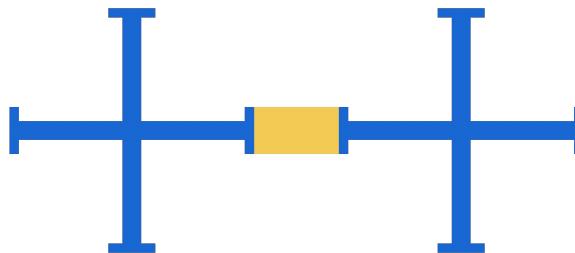


benchmarking data

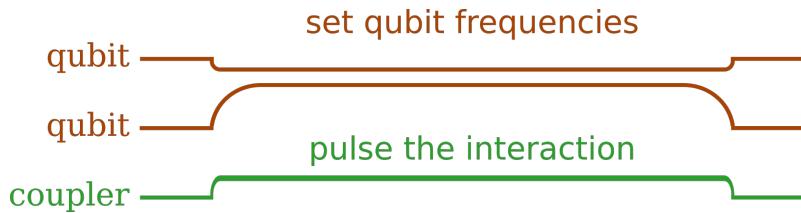


# Tunable Coupler: 18 qubit experiments

Tileable 2D design  
with tunable coupling



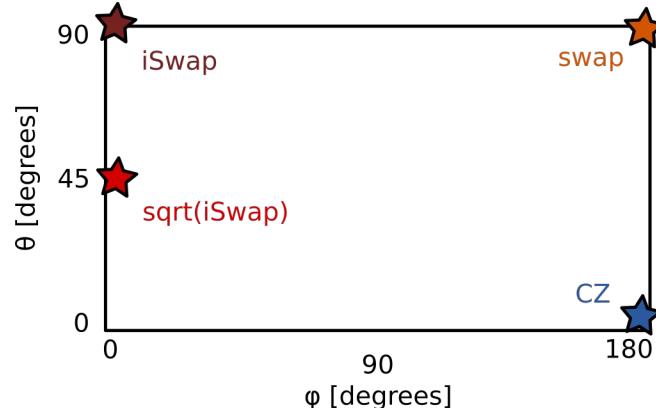
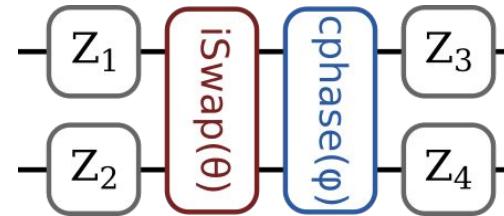
# 2-qubit gates



$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & e^{i\alpha} \cos \theta & e^{i\beta} \sin \theta & 0 \\ 0 & e^{i\gamma} \sin \theta & e^{i\delta} \cos \theta & 0 \\ 0 & 0 & 0 & e^{i\phi} \end{pmatrix}$$

00      01      10      11

Model for arbitrary photon-conserving gate

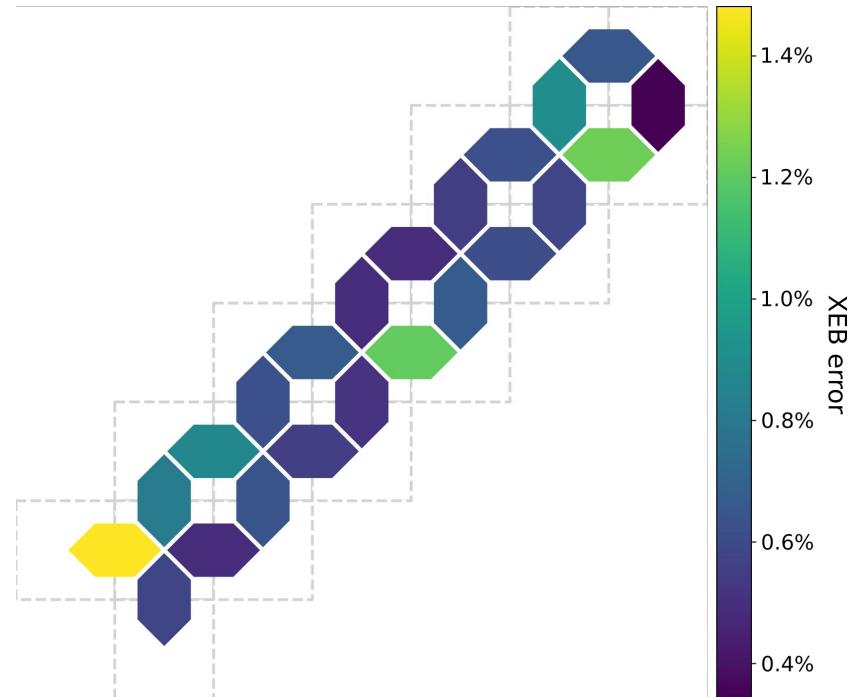
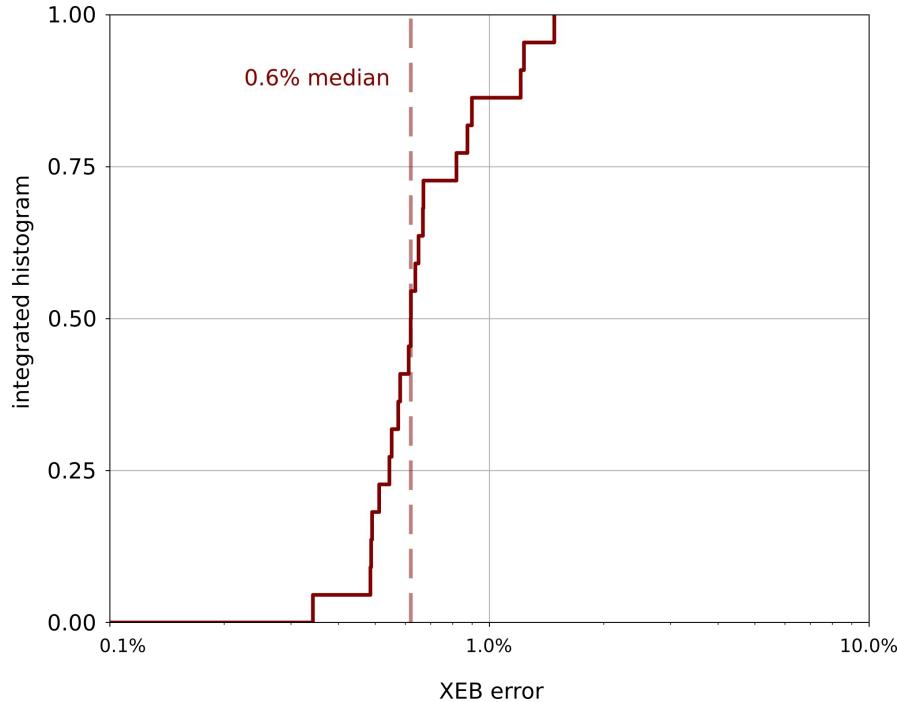


High fidelity control for all angles, see B42.8 (today @ 11:15)

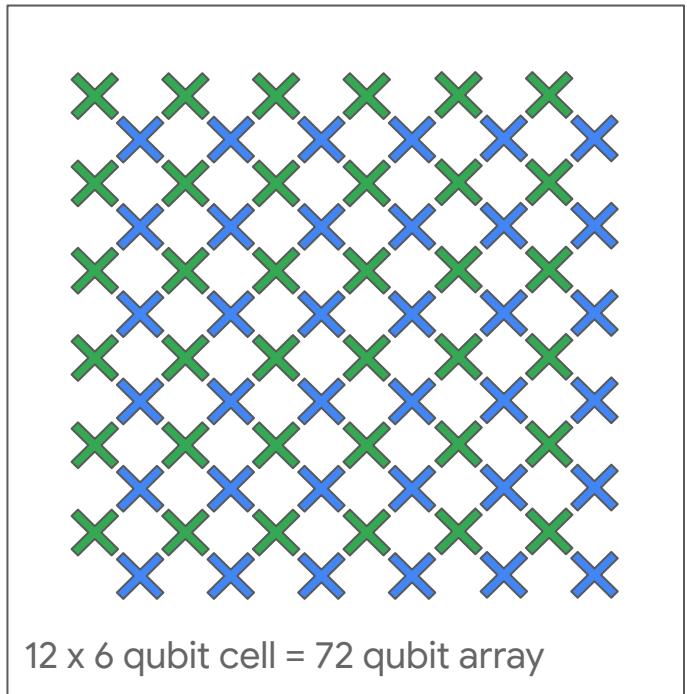
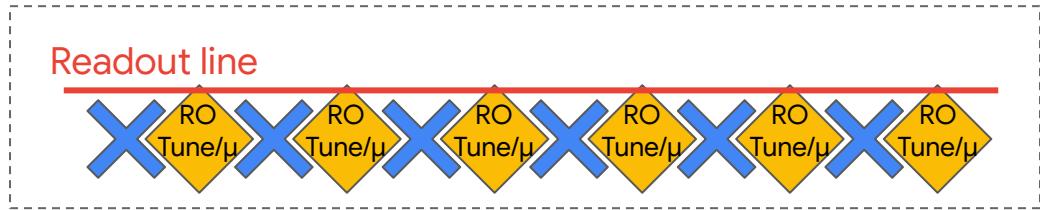


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# Distribution of XEB errors across the chip



# Bristlecone: Our first 2D array



Google

 Bristlecone

