



Classical systems and introduction to quantum systems

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Tuesday, July 12

WOMANIUM QUANTUM 2022

Quantum Programming I - QBronze

Successful completion – *what you need to do*

- Pass each quiz on canvas with score > 50%
- Have an average score > 70% for entire module
- Complete module by July 25
- Multiple attempts allowed for the quizzes

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Prepare for quizzes by working through
programming exercises in Jupyter notebooks!

Mentors are on Discord to help

- *@saba* – 9:30am to 11am ET
(Qbronze days except 18th July)
- *@Jyoti* – 11am to 1pm ET
(12 – 16 July)
- *@Rumlah* – 3pm to 5pm ET
(QBronze days)
- *@Shantanu* – 12:30am to 2:30am ET
(13, 14, 18, 20 and 25 July)

An engineer, a physicist and a mathematician...

What is Your Favourite Super Power?

What is Your Favourite Super Power?



What is Your Favourite Super Power?



MANIPULATE PROBABILITY!!!

Foundations of Computer Science

The Church-Turing Thesis

Any ‘reasonable’ model of computation can be simulated on
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Lemma

Existence of a software industry

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Lemma

Existence of a software industry

The Extended Church Turing Thesis

Any ‘reasonable’ model of computation can be efficiently simulated on a standard
Turing machine

Peter Shor's (Potential) Counterexample (1994)



Integer Factorization

Given an integer N , find its prime factors.

Consequently, we can break public-key cryptography systems such as RSA!

Deterministic Classical Information

A physical device X has some finite, non-empty set of states.

$$\Sigma = \{0, 1\} \quad \{\text{H, T}\}, \quad \{\text{A, O}\} \quad \{0, 1, 2, 3\}$$

How does the state of the system change?

→ $X | f_0 \ f_1 \ f_2 \ f_3$

X	f_0	f_1	f_2	f_3
0	0	0	1	1
1	0	1	0	1

$f_i : \{0, 1\} \rightarrow \{0, 1\}$

Two devices X

What about multiple such devices?

$$\Sigma^2 = \{00, 01, 10, 11\}$$

How many boolean fcts are there on n bits.

$$\begin{aligned} \Sigma^n &\longrightarrow 2^n \\ 2 \times 2 \times \dots \times 2 &= 2^n \\ \underbrace{\qquad\qquad\qquad}_{n} & \end{aligned}$$

$$= 2^n$$

$$\begin{array}{c|ccccccccc|c} x_1 & x_2 & \dots & x_n & | & f(x_1, \dots, x_n) \\ \hline 0 & 0 & \dots & 0 & & & & & & & \\ \vdots & \vdots & & \vdots & & & & & & & \\ 1 & 1 & \dots & 1 & & & & & & & \end{array}$$

$2^n = N \# \text{ of rows}$

$$\begin{array}{c|ccccccccc|c} x_1 & x_2 & \dots & x_{10} & | & f_i \\ \hline 0 & 0 & 0 & \dots & 0 & & & & & & \\ \vdots & \vdots & \vdots & & \vdots & & & & & & \\ 1 & 1 & \dots & 1 & & & & & & & \end{array}$$

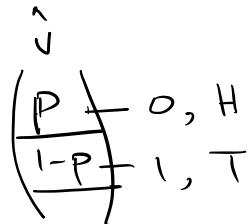
What if we have Incomplete Information?

What if we have Incomplete Information?

Probability

Probability (State of $X=0$) = P

Probability (State of $X=1$) = $1-P$



Note: When we look at \underline{X} we do not see $\overset{\wedge}{\cup}, P$

but rather some state $\underline{\sigma \in \Sigma}$ with probability $\underline{v_\sigma}$

What if we have Incomplete Information?

$$\begin{pmatrix} P \\ 1-P \end{pmatrix}$$

$$\underbrace{\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}}_{\text{swap rows}} \begin{pmatrix} P \\ 1-P \end{pmatrix} = \begin{pmatrix} 1-P \\ P \end{pmatrix} \rightarrow \text{Flip of the bias}$$

How does the State of the System change?

Deterministic Operations

$$A_0 = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}, A_1 = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, A_2 = \begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}, A_3 = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$$

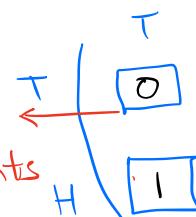
Probabilistic Operation $\underline{B} = \sum_{i=0}^3 p_i A_i$, $\sum_i p_i = 1$

e.g. $F = \frac{1}{2} A_1 + \frac{1}{2} A_2 = \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix}$

How does the State of the System change?

We flip a coin $\begin{pmatrix} T & P \\ H & Q \end{pmatrix}$. if we get a head, flip again
if ~ " ~ tail, turn over coin to head.

Given tails, it represents the probability to transition to other state, in this case tail (row).



$$\begin{pmatrix} H & P \\ T & Q \end{pmatrix} \begin{pmatrix} P \\ Q \end{pmatrix} = \begin{pmatrix} PQ \\ P+Q^2 \end{pmatrix}$$

In general, a square matrix is a valid classical transformation

Stochastic \leftarrow $\begin{cases} 1. \text{ all entries } \geq 0 \\ 2. \text{ sum of entries in each col.} = 1 \end{cases}$

Multiple Devices with Incomplete Information

Coin X_1 $\begin{pmatrix} P^H \\ Q^T \end{pmatrix}$

Coin X_2 $\begin{pmatrix} R^H \\ S^T \end{pmatrix}$

HH, HT, TH, TT

$$\begin{pmatrix} P \\ Q \end{pmatrix} \otimes \begin{pmatrix} R \\ S \end{pmatrix} = \begin{pmatrix} PR \\ PS \\ QR \\ QS \end{pmatrix} \begin{array}{l} HH \\ HT \\ TH \\ TT \end{array}$$

Note Not all valid 4-dim prob. vectors can be represented by tensor $v_1 \otimes v_2$

$$\frac{1}{2} \begin{pmatrix} 1 \\ 0 \\ 0 \\ \vdots \end{pmatrix} \neq \begin{pmatrix} PR \\ PS \\ QR \\ QS \end{pmatrix} = \begin{pmatrix} P \\ Q \end{pmatrix} \otimes \begin{pmatrix} R \\ S \end{pmatrix}$$

$$\frac{1}{2} \begin{pmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{pmatrix}$$

Multiple Devices with Incomplete Information

$$A \otimes B = \begin{pmatrix} a_1 & a_2 \\ a_3 & a_4 \end{pmatrix} \otimes \begin{pmatrix} b_1 & b_2 \\ b_3 & b_4 \end{pmatrix} = \underbrace{\begin{pmatrix} a_1 B & a_2 B \\ a_3 B & a_4 B \end{pmatrix}}_{4 \times 4 \text{ matrix}}$$

$$\begin{matrix} & \begin{matrix} 00 & 01 & 10 & 11 \end{matrix} \\ \begin{matrix} 00 \\ 01 \\ 10 \\ 11 \end{matrix} & \left(\begin{array}{cccc|cc} 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 \\ -\frac{1}{2} & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 0 \end{array} \right) \end{matrix}$$

CNOT $\underline{e_{00}} = \underline{e_{00}}$
 $\sim e_{01} = e_{01}$
 $e_{10} = e_{11}$
 $e_{11} = e_{10}$

CNOT – Controlled Not

$$\left\{ \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix} \right\}$$

e_{00} e_{01} e_{10} e_{11}

How can a Biased Coin Simulate a Fair Coin?

Assume you have a coin $\begin{pmatrix} p \\ 1-p \end{pmatrix}$, $p \neq 0, p \neq \frac{1}{2}$.

How can we simulate a fair coin.



Basics of a Quantum Program

Jibran Rashid

Wednesday, July 13

WOMANIUM QUANTUM 2022

Quantum Bit (Qubit)

Modelling a qtm device X with $\Sigma = \{0,1\}$

Central claim of Qtm Physics

To describe an isolated qtm system we need to give an amplitude ($\alpha \in \mathbb{C}$) for each possible state we can find the system to be in when we measure it.

Classically

$$\hat{v} = p \begin{pmatrix} 1 \\ 0 \end{pmatrix} + (1-p) \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} p \\ 1-p \end{pmatrix}$$

Qtm

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

$$\alpha, \beta \in \mathbb{C}$$

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

Getting Probabilities from Amplitudes

Born Rule

Probability to observe a particular outcome, e.g. $\Pr(X \text{ is in state } 0)$ is given by absolute value square of amplitude.

$$\alpha(\text{amplitude}) \longrightarrow |\alpha|^2 = |a+ib|^2 = a^2 + b^2.$$

So, a qubit is given by

$$|\psi\rangle = \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \alpha, \beta \in \mathbb{C}, |\alpha|^2 + |\beta|^2 = 1$$

Quantum Bit (Qubit)

Restricting amplitudes to real numbers

$$\hat{v} = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}, \cos^2 \theta + \sin^2 \theta = 1, \theta \in [0, 2\pi]$$

Instead of a probabilistic combination, we have a
superposition!

$$\hat{v} = \cos \theta \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \sin \theta \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$


What is the physical reality of this state.

Quantum Operations

Want all operations that map qtm states to qtm states.

$$U \begin{pmatrix} \vdots \\ \alpha_i \\ \vdots \\ \vdots \end{pmatrix} = \begin{pmatrix} \vdots \\ \beta_i \\ \vdots \\ \vdots \end{pmatrix} \quad \alpha_i, \beta_i \in \mathbb{R}$$

$$\sum_i \alpha_i^2 = 1 = \sum_i \beta_i^2$$

Euclidean norm is preserved

i) $U^\top U = 1$

ii) U is reversible

Unitary

Quantum Operations

e.g., $H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$ (Hadamard)

ket notation
 $|0\rangle \stackrel{\text{def}}{=} \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

$|1\rangle \stackrel{\text{def}}{=} \begin{pmatrix} 0 \\ 1 \end{pmatrix}$

$$H \begin{pmatrix} 1 \\ 0 \end{pmatrix} = H|0\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle) = |+\rangle$$

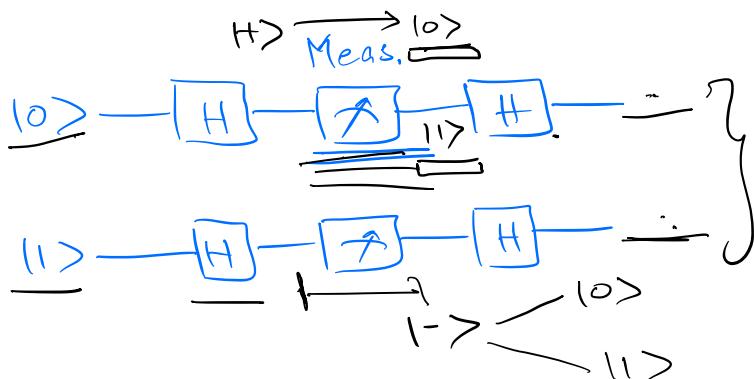
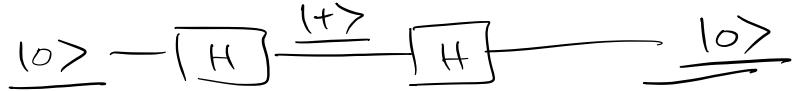
$$H \begin{pmatrix} 0 \\ 1 \end{pmatrix} = H|1\rangle = \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) = |- \rangle$$

Compare to

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

$$F \begin{pmatrix} 1 \\ 0 \end{pmatrix} = F \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

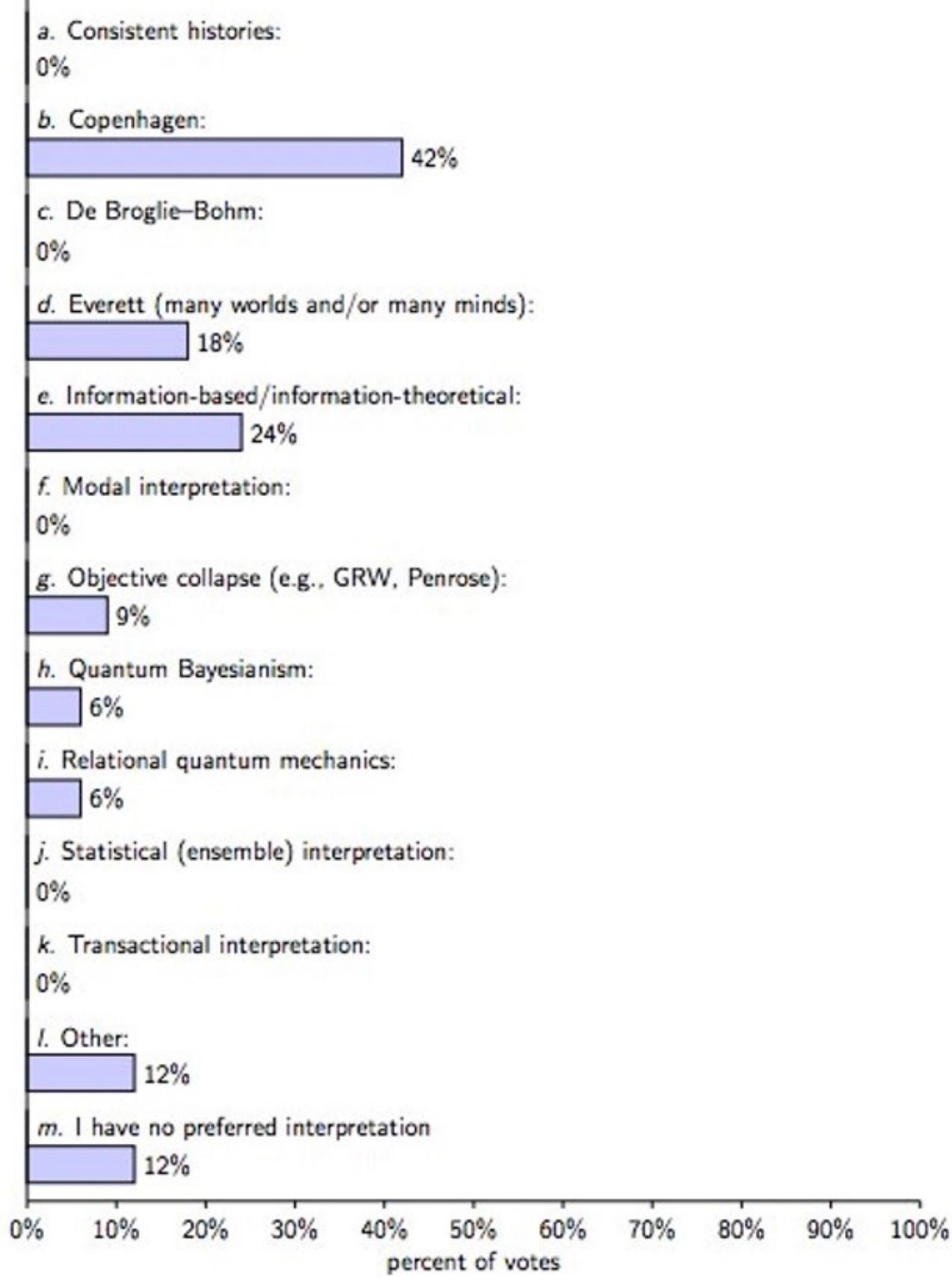
Classical vs Quantum Coin Flipping



$$\frac{1}{2}(|+\rangle)$$

Classical vs Quantum Coin Flipping

Question 12: What is your favorite interpretation of quantum mechanics?



Multiple Qubits

$$\begin{aligned} |\psi\rangle &= \alpha|10\rangle + \beta|11\rangle \\ |\varphi\rangle &= \gamma|10\rangle + \delta|11\rangle \end{aligned} \quad \left\{ \begin{array}{l} |\psi\rangle \otimes |\varphi\rangle = \alpha\gamma|100\rangle + \alpha\delta|101\rangle + \beta\gamma|110\rangle + \beta\delta|111\rangle \\ \left(\begin{array}{c} \alpha\gamma \\ \alpha\delta \\ \beta\gamma \\ \beta\delta \end{array} \right) \begin{array}{c} \xrightarrow{\hspace{1cm}} \\ \xrightarrow{\hspace{1cm}} \\ \xrightarrow{\hspace{1cm}} \\ \xrightarrow{\hspace{1cm}} \end{array} \begin{array}{c} 00 \\ 01 \\ 10 \\ 11 \end{array} \end{array} \right.$$

n Qubits

Assume they have this decomposition,

$$|\Psi\rangle = (\underbrace{\alpha_1|10\rangle + \beta_1|11\rangle}_{\text{---}}) \otimes (\underbrace{\alpha_2|10\rangle + \beta_2|11\rangle}_{\text{---}}) \otimes \dots \otimes (\underbrace{\alpha_n|10\rangle + \beta_n|11\rangle}_{\text{---}})$$

admit this decomposition

If $|\psi\rangle$ is separable, then we only need $O(n)$ (linear memory) for keeping track OR storing the qbm state.