

Creating a quantum algorithm using Microsoft Q# and Azure Quantum

Johnny Hooyberghs

Here's Johnny



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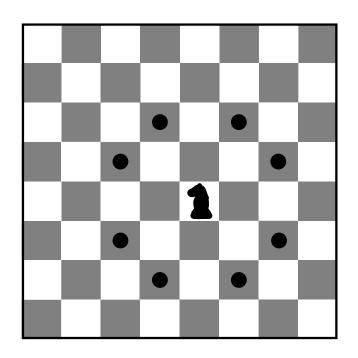
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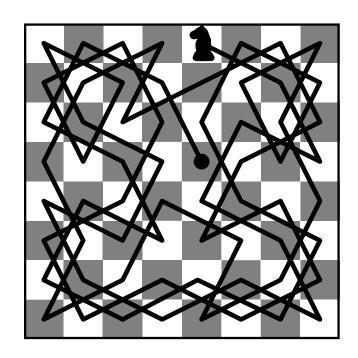






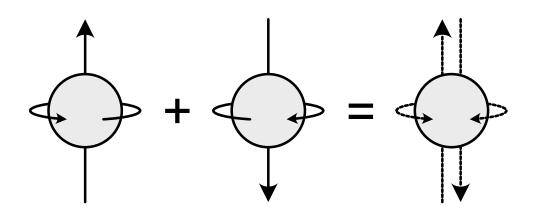
Why Quantum Computing?

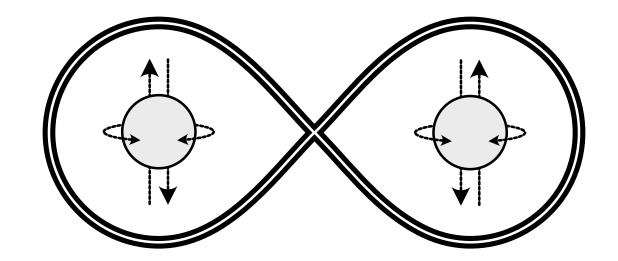




Superposition and Entanglement

- Quantum mechanics describes superposition and entanglement of quantum particles
- Quantum computing can use these phenomena to its advantage





Why Quantum Computing?

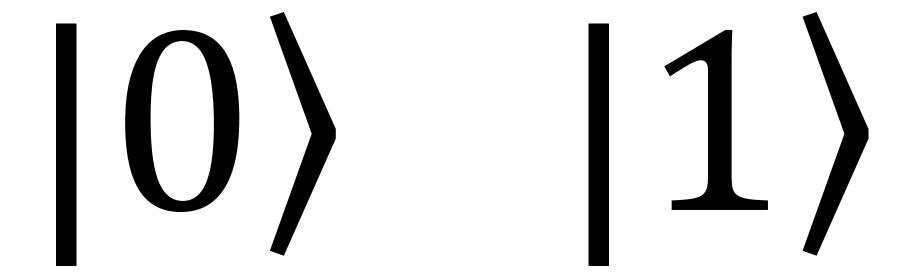
- Security
- Communication
- Drug Development
- Al and/or Machine Learning
- Saving the polar bears!



https://github.com/Djohnnie/CreatingQuantumAlgorithmUsingQSnarp-IglooConf-2024



100110



100110)

$$\alpha|0\rangle + \beta|1\rangle$$

$$\alpha|0\rangle + \beta|1\rangle$$

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

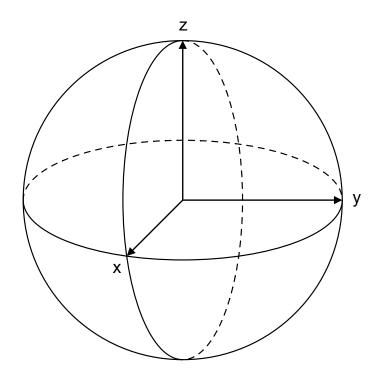
$$\alpha |0\rangle + \beta |1\rangle$$

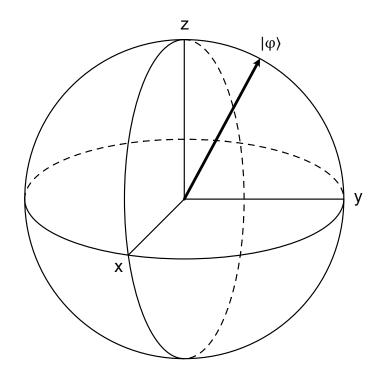
$$|\alpha|^2 + |\beta|^2 = 1$$

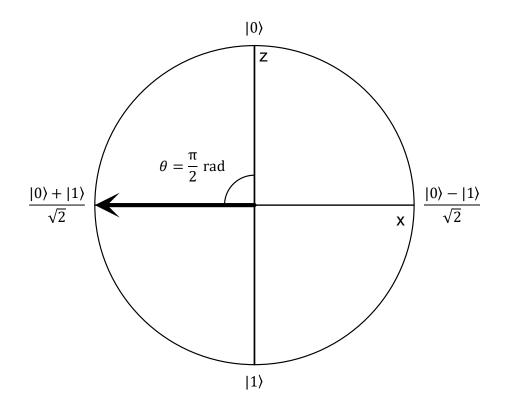
$$\alpha = a + bi$$

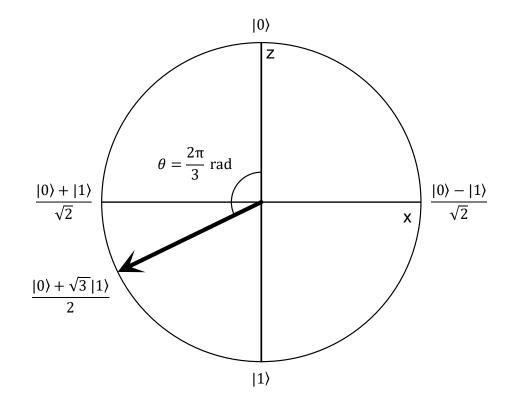
$$\beta = c + di$$

$$\frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$$









2 Qubit system (4 probabilities):

$$\alpha |00\rangle + \beta |01\rangle + \gamma |10\rangle + \delta |11\rangle$$

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$$\alpha|00\rangle + \beta|01\rangle + \gamma|10\rangle + \delta|11\rangle$$

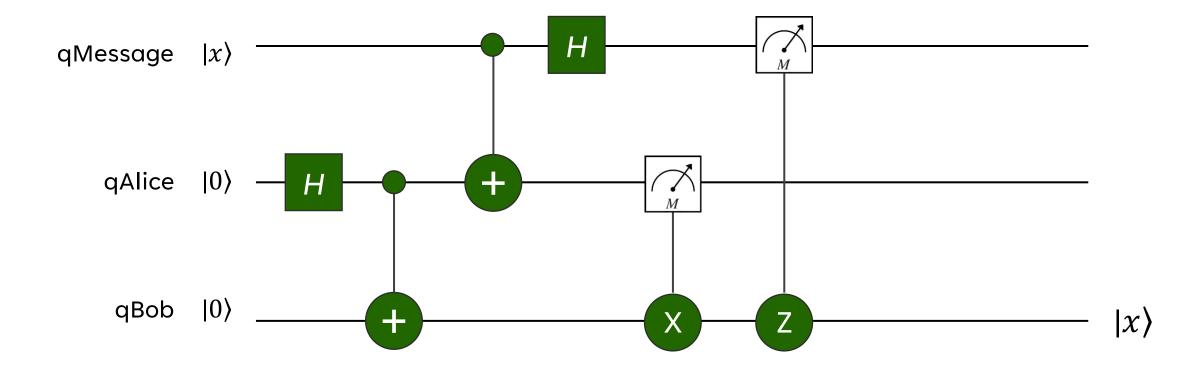
3 Qubit system (8 probabilities):

$$\alpha|000\rangle + \beta|001\rangle + \gamma|010\rangle + \delta|011\rangle + \varepsilon|100\rangle + \epsilon|110\rangle + \zeta|101\rangle + \eta|111\rangle$$

4 Qubit system (16 probabilities):

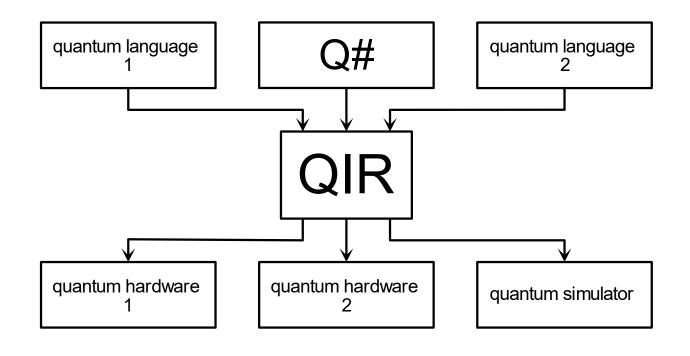
$$\alpha|0000\rangle + \beta|0001\rangle + \gamma|0010\rangle + \delta|0011\rangle + \varepsilon|0100\rangle + \epsilon|0110\rangle + \zeta|0101\rangle + \eta|0111\rangle + \theta|1000\rangle + \theta|1001\rangle + \iota|1010\rangle + \kappa|1011\rangle + \lambda|1100\rangle + \mu|1110\rangle + \nu|1101\rangle + \xi|1111\rangle$$

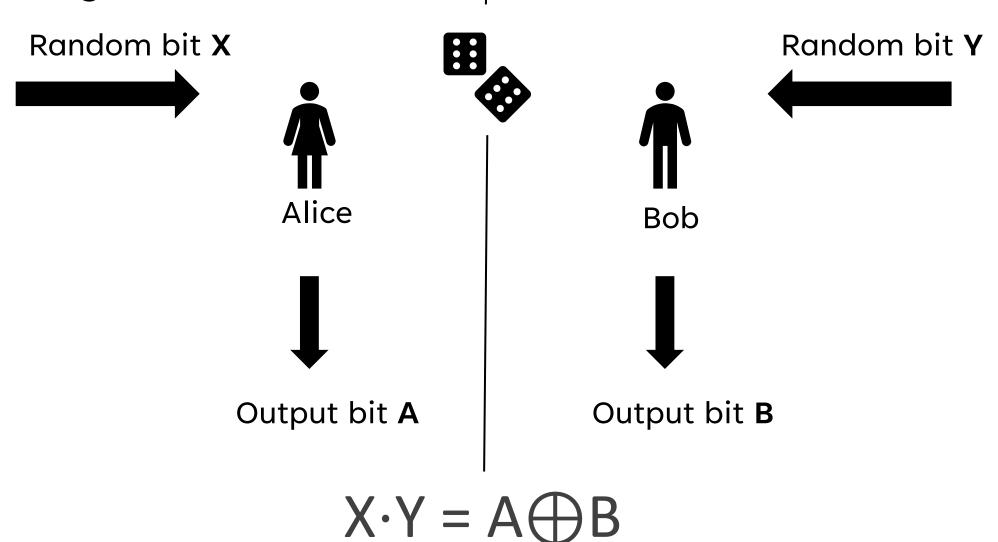
Teleportation



Azure Quantum

- Quantum in the cloud
 - Optimization
 - Machine Learning
 - Quantum Simulation
- Access to quantum hardware
 - Microsoft (Topological)
 - IonQ & Quantinuum (Ion Traps)
 - QCI & Rigetti (Superconducting)
 - Pasqal (Neutral Atom)
- Q# & QDK
 - Quantum Intermediate Representation (QIR)





0

0



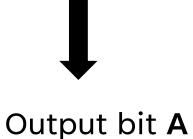
Χ·Υ

0

0













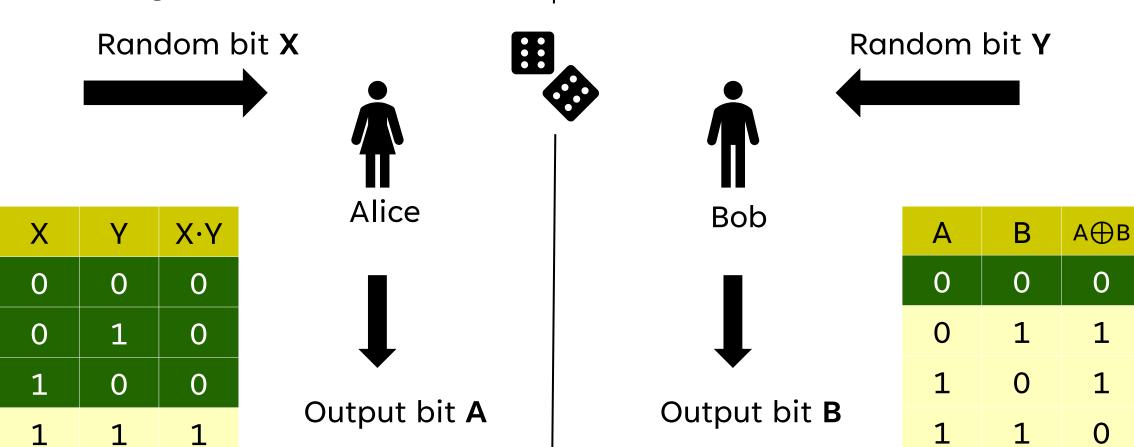


Output bit **B**

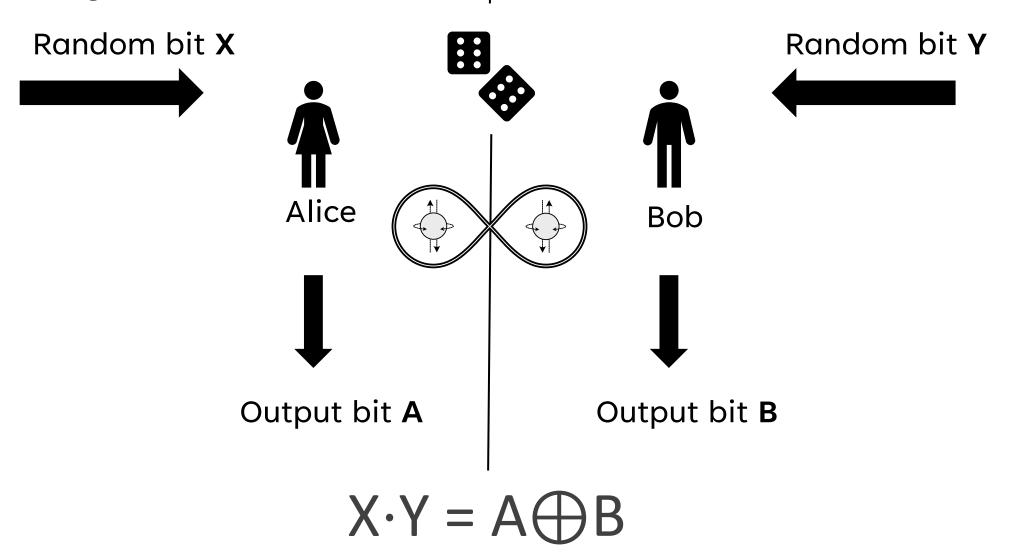
Random	bit	Y
4		

Α	В	А⊕В
0	0	0
0	1	1
1	0	1
1	1	0

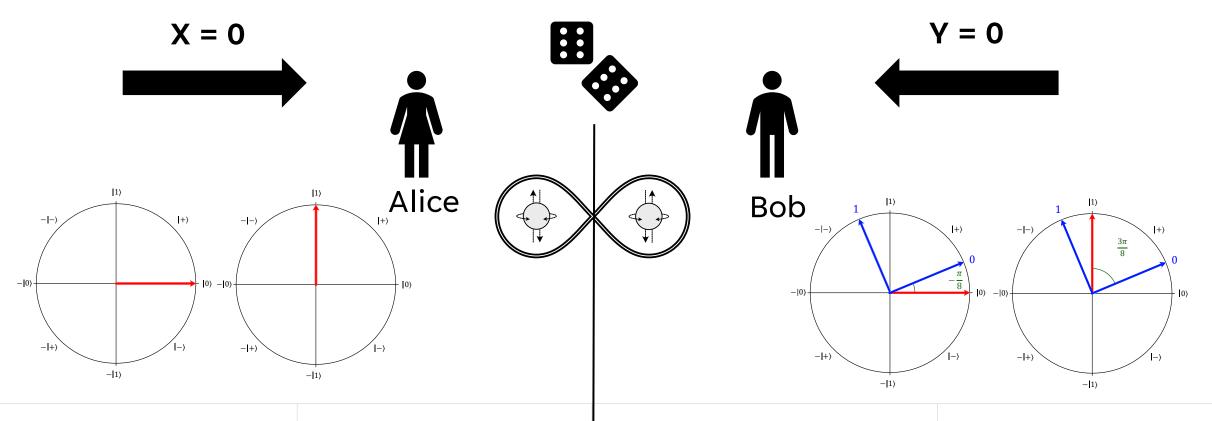
$$X \cdot Y = A \oplus B$$



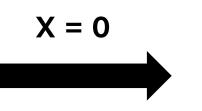
$$X \cdot Y = A \oplus B$$



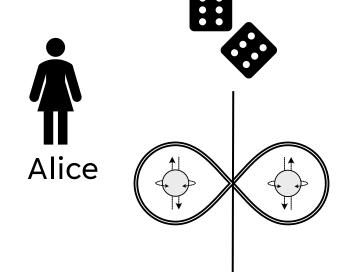
CHSH game Random bit X Random bit Y Alice Bob $|1\rangle$ $|1\rangle$ 1> 1) -**|**0}--|0*>*- $-|+\rangle$ -|1> $-|1\rangle$ - 1 $-|1\rangle$



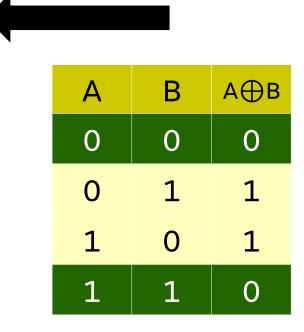
Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
0	0>	$\cos^2\left(-\frac{\pi}{8}\right) \approx 0.85$	$\sin^2\left(-\frac{\pi}{8}\right) \approx 0.15$
1	1>	$\cos^2\left(\frac{3\pi}{8}\right) \approx 0.15$	$\sin^2\left(\frac{3\pi}{8}\right) \approx 0.85$



X	Υ	X·Y
0	0	0
0	1	0
1	0	0
1	1	1



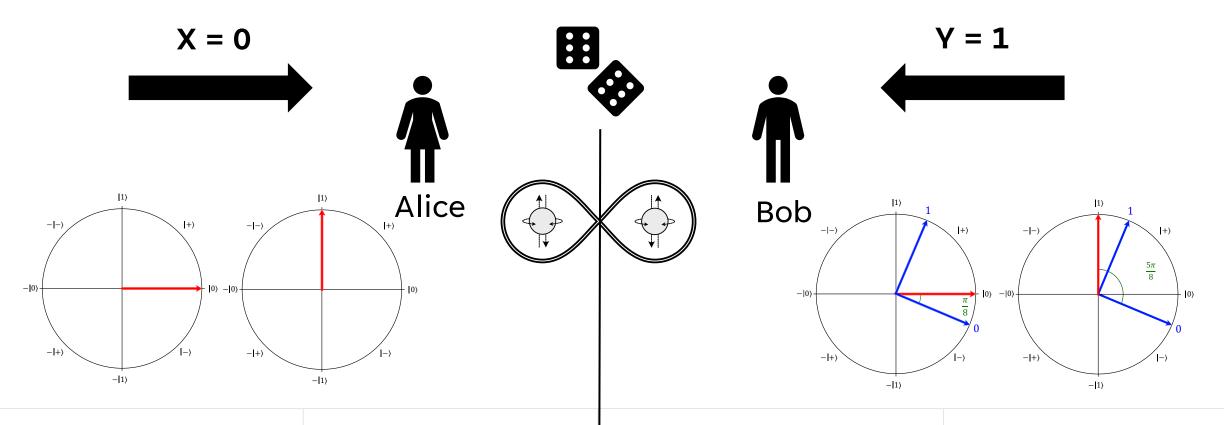




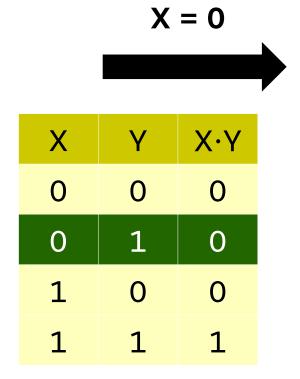
Y = 0

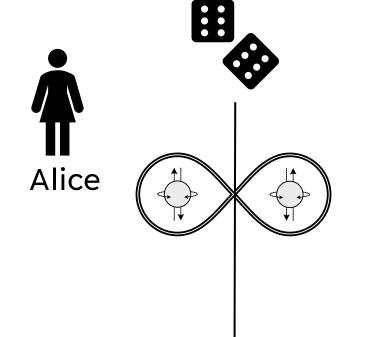
Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
0	0>	$\cos^2\left(-\frac{\pi}{\Omega}\right) \approx 0.85$	$\sin^2\left(-\frac{\pi}{9}\right) \approx 0.15$

0	0>	$\cos^2\left(-\frac{1}{8}\right) \approx 0.85$	$\sin^2\left(-\frac{1}{8}\right) \approx 0.15$
1	1>	$\cos^2\left(\frac{3\pi}{8}\right) \approx 0.15$	$\sin^2\left(\frac{3\pi}{8}\right) \approx 0.85$



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1	1>	$\cos^2\left(\frac{5\pi}{8}\right) \approx 0.15$	$\sin^2\left(\frac{5\pi}{8}\right) \approx 0.85$

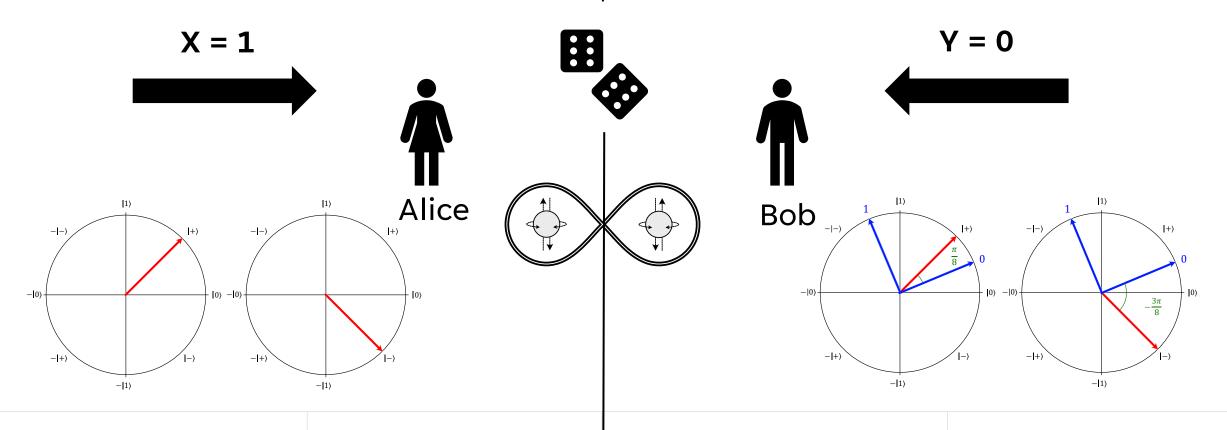




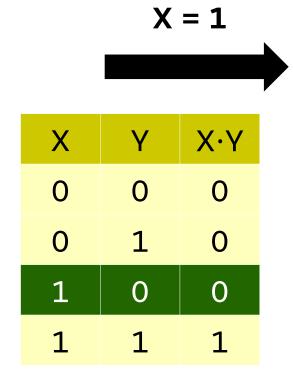
*			
	Α	В	А⊕В
Bob	O	0	О
	0	1	1
	1	0	1
	1	1	0

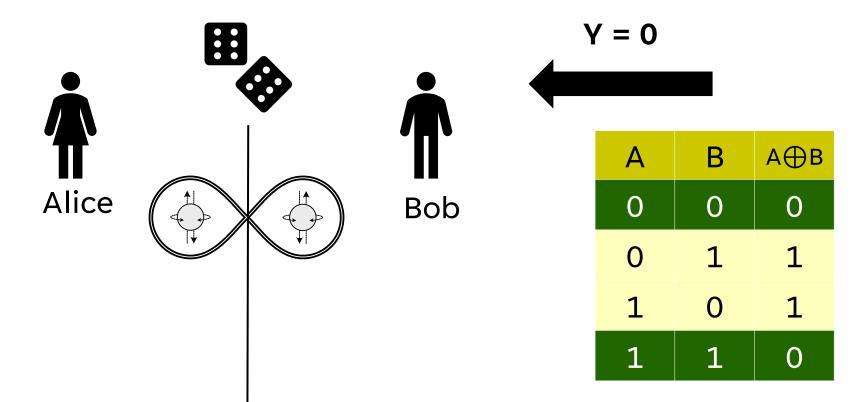
Y = 1

Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
0	0>	$\cos^2\left(\frac{\pi}{8}\right) \approx 0.85$	$\sin^2\left(\frac{\pi}{8}\right) \approx 0.15$
1	1>	$\cos^2\left(\frac{5\pi}{\Omega}\right) \approx 0.15$	$\sin^2\left(\frac{5\pi}{\Omega}\right) \approx 0.85$



Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
0	+>	$\cos^2\left(\frac{\pi}{8}\right) \approx 0.85$	$\sin^2\left(\frac{\pi}{8}\right) \approx 0.15$
1	I - \	$\cos^2\left(-\frac{3\pi}{2}\right) \approx 0.15$	$\sin^2\left(-\frac{3\pi}{2}\right) \approx 0.85$

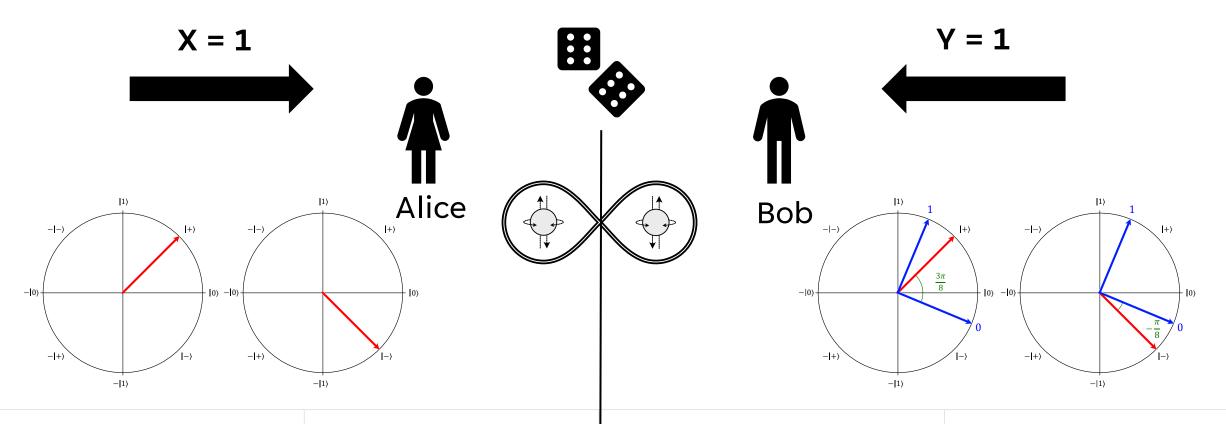




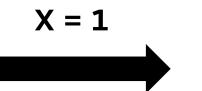
Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
0	+>	$\cos^2\left(\frac{\pi}{8}\right) \approx 0.85$	$\sin^2\left(\frac{\pi}{8}\right) \approx 0.15$

1 |->

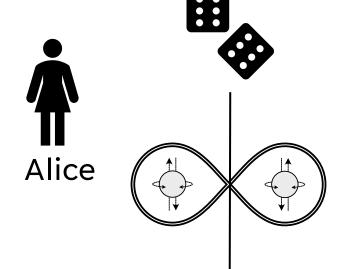
 $\cos^2\left(-\frac{3\pi}{8}\right) \approx 0.15 \qquad \qquad \sin^2\left(-\frac{3\pi}{8}\right) \approx 0.85$



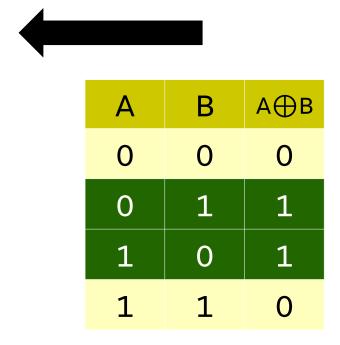
Alice outputs	Bob's qbit	Bob outputs 0 with probability	Bob outputs 1 with probability
O	+>	$\cos^2\left(\frac{3\pi}{8}\right) \approx 0.15$	$\sin^2\left(\frac{3\pi}{8}\right) \approx 0.85$
1	->	$\cos^2\left(-\frac{\pi}{8}\right) \approx 0.85$	$\sin^2\left(-\frac{\pi}{8}\right) \approx 0.15$



X	Υ	X·Y
0	0	0
0	1	0
1	0	0
1	1	1







Y = 1

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0	+>	$\cos^2\left(\frac{3\pi}{8}\right) \approx 0.15$	$\sin^2\left(\frac{3\pi}{8}\right) \approx 0.85$
1	->	$\cos^2\left(-\frac{\pi}{9}\right) \approx 0.85$	$\sin^2\left(-\frac{\pi}{9}\right) \approx 0.15$



Introducing Microsoft Quantum **Computing for Developers**

Using the Quantum Development Kit and Q# Johnny Hooyberghs



ction to quantum computing with the Microsoft Quantum Development Kit and Q# for

nputing, but what does it mean to you as a software developer? With many new investment by some of the largest tech companies in the world to be the first to dware and platforms, it is no longer a tool in the distant future. Developers are at that take advantage of QP through simulations. While the skill is of interest, for implications still remains a mystery.

d exploring important quantum concepts and apply them in practice through Microsoft Quantum Development Kit. Theoretical knowledge about quantum t, will be used to explain quantum computing topics, including quantum gates, ally, take a tour of the new Azure Quantum.

ige, to target quantum hardware. You will select your supporting language of our quantum applications. Combined with just enough theoretical preparation, dy to simulate basic quantum programs using Microsoft Visual Studio or Visual

adependent quantum tool set using the Microsoft Quantum Development Kit

cal concepts such as complex numbers, trigonometry, and linear algebra

ft Quantum Development Kit on a Windows or Linux PC with Visual Studio Code or Microsoft

- Write quantum algorithms with the Microsoft Quantum Development Kit and Q#, supported by C# or Python
- Discover insights on important existing quantum algorithms such as Deutch, Deutch-Jozsa, and the fun CHSH-game
- Get introduced to quantum as a service using the Microsoft Azure Quantum preview cloud offering

This book is for developers who are interested in quantum computing, specifically those software developers who are planning on using quantum computers in the future. Basic imperative programming knowledge is useful to understand the syntax and structure found in the Q# programming language. Knowledge of Microsoft C# or Python is not required since these languages are only used to support the simulation of O# on a classical computer.

Johnny Hooyberghs is a consultant for Involved, a Belgium based company centered on the design, development, and delivery of custom made software, where his expertise has been on .NET architecture and backend development. Since 2020, Johnny is a Microsoft Most Valuable Professional (MVP) in the category of Developer Technologies. He has been passionate about .NET from its first release and possesses a deep knowledge of C#, .NET, .NET Core, ASP.NET, Entity Framework, Azure and ALM using the Microsoft Stack. He enjoys the occasional web development using JavaScript. For more than a decade, he has allocated a portion of his free time to teaching .NET and C# for the adult education institute CVO Antwerpen. When he is not working or teaching, he can be found garning, scuba diving, learning to play the piano, traveling the world and visiting as many theme parks as possible.



Shelve in: Microsoft

Beginning-Intermediate



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