

Johnny Hooyberghs

Quantum Computing Deep Dive

## involved





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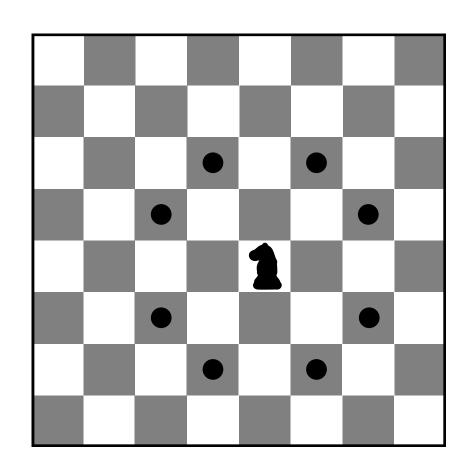
Johnny Hooyberghs

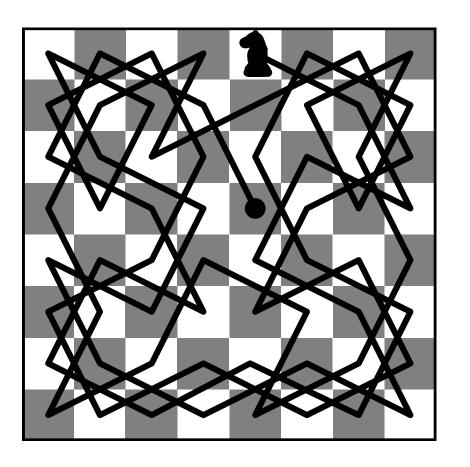
What is new in .NET 5 and the future of .NET



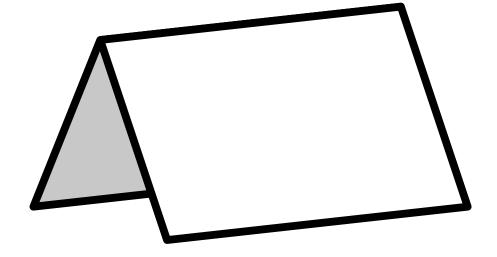
- There are still a lot of problems that cannot be solved by computers
- CPU's have their physical limits
- Current classical computing architectures already have issues with unwanted quantum side effects because of their scale
- Why try to simulate a complex quantum world using classical computers?







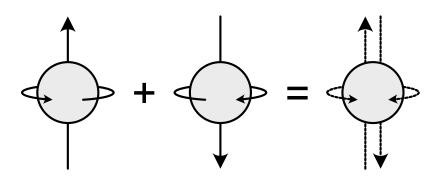


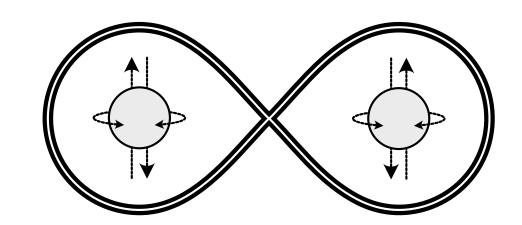


## Superposition and Entanglement

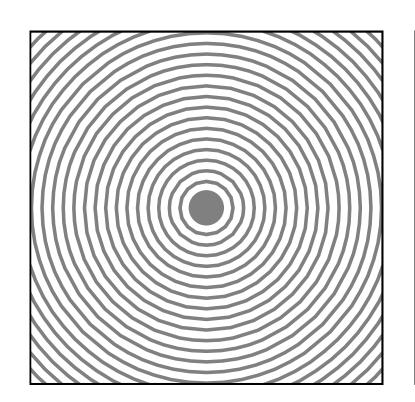


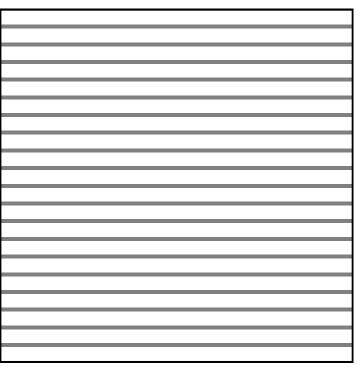
- Quantum mechanics describes superposition and entanglement of quantum particles
- Quantum Computing can use these phenomenon to its advantage

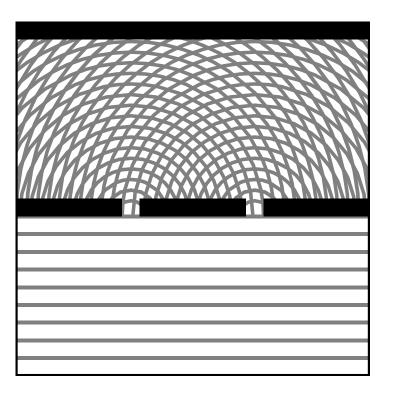






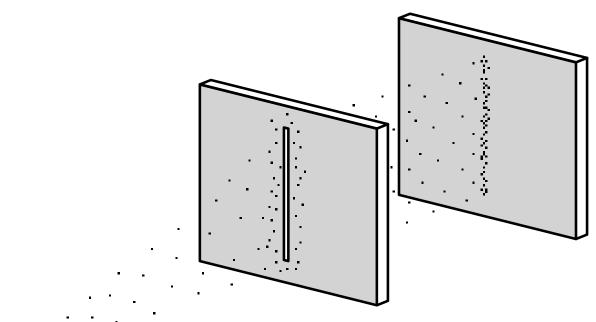






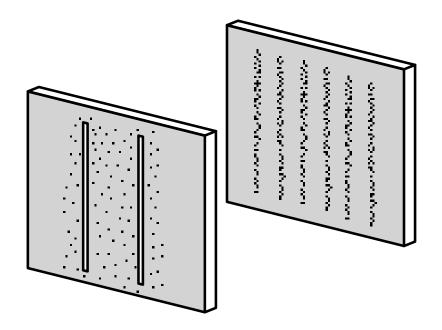






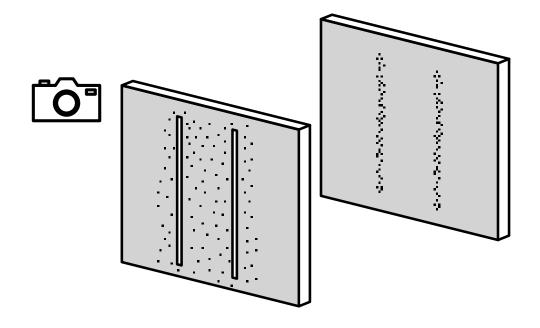




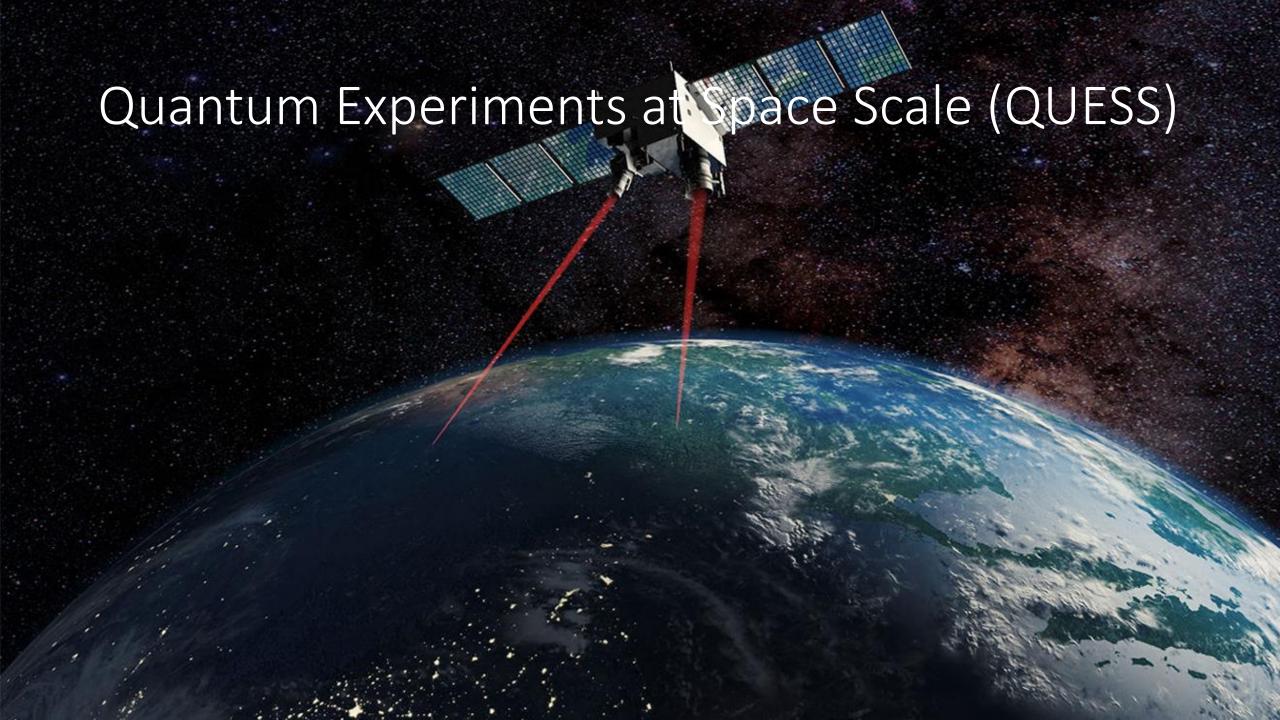














- Security
  - Public/private key encryption?
  - Could make current RSA encryption obsolete
  - QKD (Quantum Key Distribution)

 $3.167 \times 6.301 = 19.955.267$ 



- Drug development
  - It takes a quantum system to simulate a quantum system
  - Interactions between molecules
  - Gene sequencing
  - Protein folding



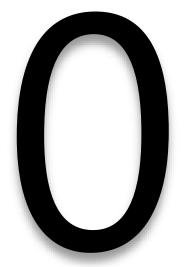
- Machine Learning
  - Analyze large quantities of data
  - Fast feedback
  - Emulate human mind









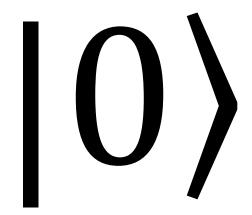


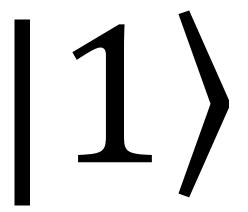








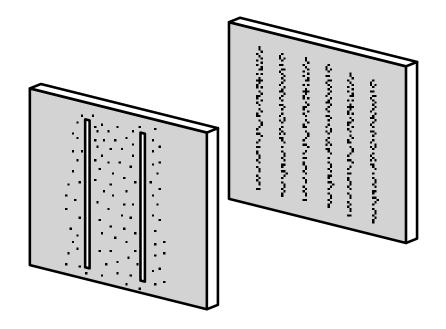






# 100110)









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



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

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



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

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

$$\alpha = a + bi$$

$$\beta = c + di$$

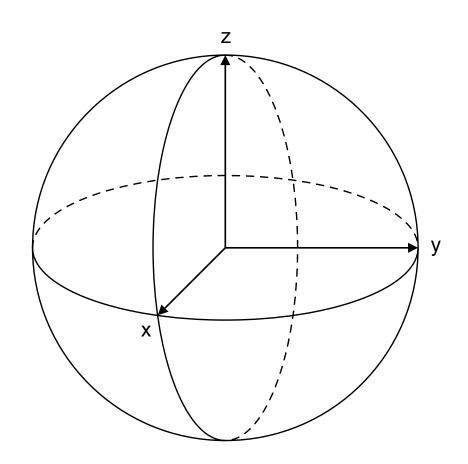


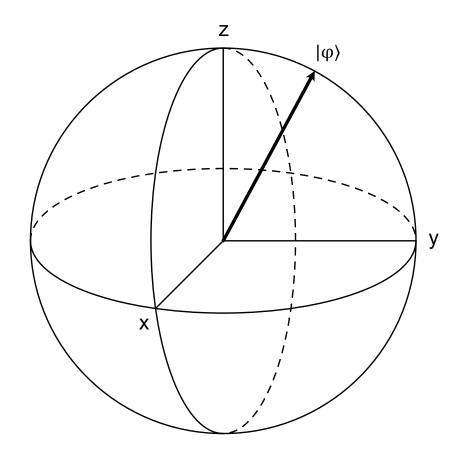
$$\frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle$$



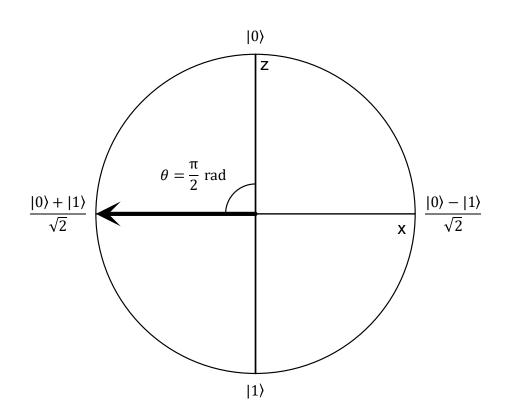
- Classical bit 0, Quantum bit |0>
- Classical bit 1, Quantum bit |1>
- Quantum bit in superposition
- $m{lpha}|0
  angle + m{eta}|1
  angle$  where  $|m{lpha}|^2 + |m{eta}|^2 = 1$
- $\alpha$  and  $\beta$  are complex numbers (ai + b)
- Value known after measurement
- Collapses to  $|0\rangle$  with probability  $|\alpha|^2$  or  $|1\rangle$  with probability  $|\beta|^2$

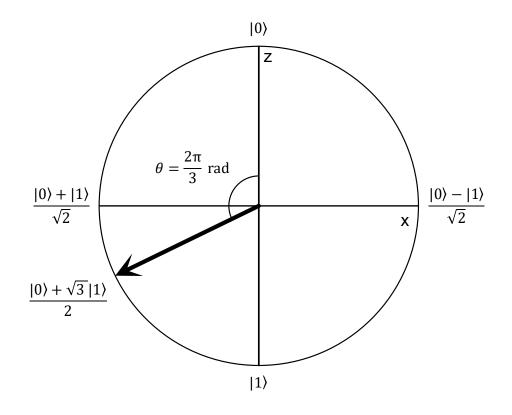














2 Qubit system (4 values):

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

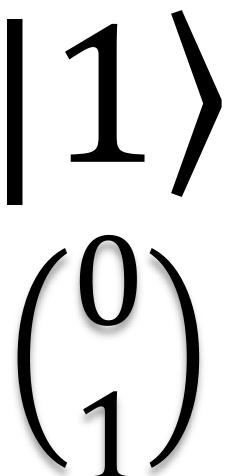
3 Qubit system (8 values):

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

4 Qubit system (16 values):

•••

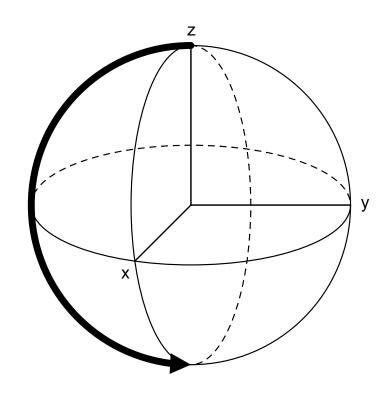


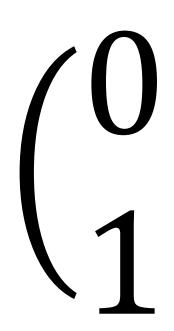


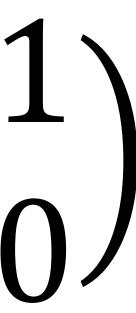
X-gate



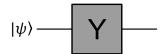




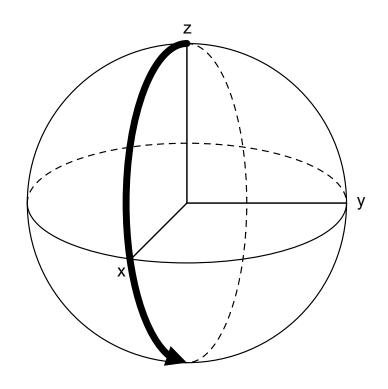




Y-gate

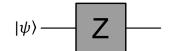




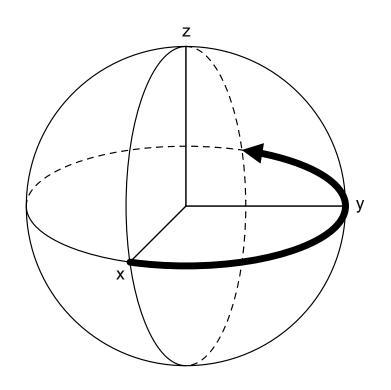


$$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$$

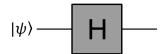
Z-gate



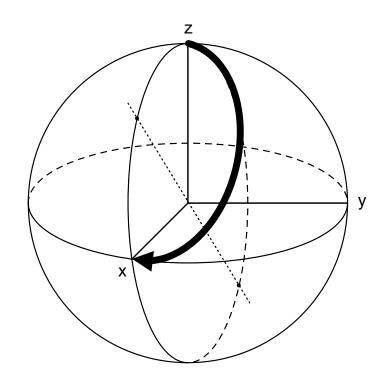




H-gate

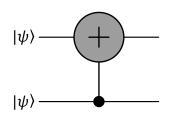






$$\begin{pmatrix} 1 & 1 \\ \overline{\sqrt{2}} & \overline{\sqrt{2}} \\ 1 & 1 \\ \overline{\sqrt{2}} & \overline{\sqrt{2}} \end{pmatrix}$$

# CNOT-gate





/1	0	0	$0 \setminus$
0	1	0	0
0	0	0	1 /
/0	0	1	0

# IBM Q Experience



https://quantum-computing.ibm.com



#### Microsoft Q#

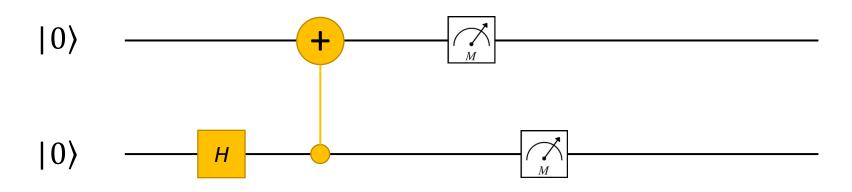


https://www.microsoft.com/en-us/quantum/development-kit



#### Entanglement





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

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} H \begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{-1}{\sqrt{2}} \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{pmatrix} CNOT \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{pmatrix} = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ \frac{1}{\sqrt{2}} \end{pmatrix} = ?$$

#### Entanglement



If the product state of two qubits cannot be factored, they are entangled

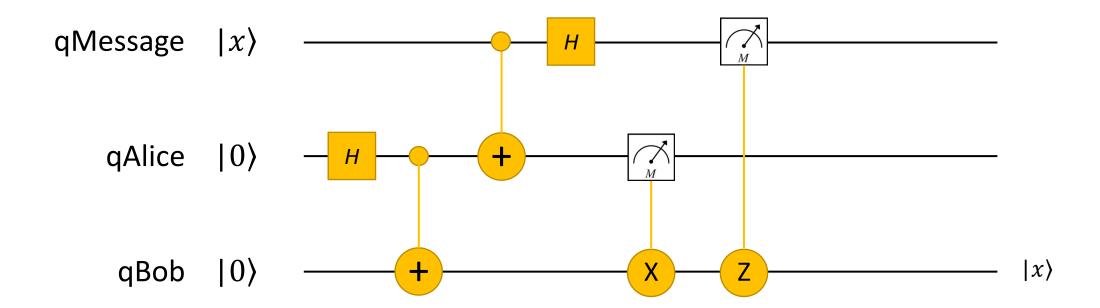
$$\begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ 0 \\ \frac{1}{\sqrt{2}} \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix} \otimes \begin{pmatrix} c \\ d \end{pmatrix} \rightarrow \begin{cases} ad = 0 \\ bc = 0 \\ bd = \frac{1}{\sqrt{2}} \end{cases}$$

$$bd = \frac{1}{\sqrt{2}}$$

This set of two qubits has a 50% chance of collapsing to  $|00\rangle$  and a 50% chance of collapsing to  $|11\rangle$ 

# Teleportation







- Deutch (1985)
  - Is there a problem that a Quantum Computer can solve faster than a Classical Computer?
  - Deterministic!



- Deutsch–Jozsa (1992)
  - Based on Deutch (for 1 bit), but applicable for n-bits
  - Deterministic!



- Grover's algorithm (1996)
  - "Searching a database"
  - Probabilistic!



- Shor's algorithm (1994)
  - Prime factorization of integers
  - Combination of classical and quantum algorithm
  - Probabilistic!



https://github.com/Djohnnie/QuantumComputing-DotNet-DeveloperDays-2020



@DeveloperDaysPL net.developerdays.pl

#### Thank you, be professional, and have fun out there!





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