

# Introduction to Quantum Computing

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# The Map is Not the Territory

There exists a distinction between the mathematical model and the physical realizations. We deal with the math

- Regular, “Classical” computer: bits
  - Mathematical Model: 0, 1
  - Physical Implementation: High/Low Voltage
- Quantum computer: **qubits**
  - Mathematical Model: To be continued...
  - Physical Implementation: Spin of an electron, many others

However, the model is informed by our current best understanding of physical reality, which turns out to be **very weird**

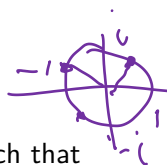
# Whats in a Qubit?

Like a classical bit has a **state**: 0 or 1, a qubit has a state

- Two important states are  $|0\rangle$ ,  $|1\rangle$ . Quantum analogies to 0, 1

However, the difference from classical is that a qubit can be in a **superposition** of states:

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



where  $\alpha, \beta$  are **complex numbers** called **amplitudes** such that  $|\alpha|^2 + |\beta|^2 = 1$

- Formally, the state is a unit vector in a two-dimensional complex vector space.
  - $|0\rangle, |1\rangle$  form an orthonormal basis

# A Qubit by Any Other Name

We can examine a bit to determine if its 0 or 1.

However, we **cannot** examine a qubit to determine

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

Instead, when we look at a qubit, we see

- 0 with probability  $|\alpha|^2$
- 1 with probability  $|\beta|^2$

This is **weird**! Normally, there is a direct correspondence between what we see and our abstract model.

Further, after looking, the qubit **changes**!

If we saw 0, then  $|\psi\rangle \rightarrow |0\rangle$ . If we saw 1, then  $|\psi\rangle \rightarrow |1\rangle$

The art of quantum algorithms is **changing amplitudes** so we get the “right” answer with high probability

# Multiple Qubits

Two Qubit Case:

$$|\psi\rangle = \alpha_{00} \underline{|00\rangle} + \alpha_{01} \underline{|01\rangle} + \alpha_{10} \underline{|10\rangle} + \alpha_{11} \underline{|11\rangle}$$

where, again,  $\sum_{x \in \{0,1\}^2} \alpha_x = 1$

Note  $\boxed{|x_1 x_2\rangle} = \underline{|x_1\rangle \otimes |x_2\rangle} = \underline{|x_1\rangle |x_2\rangle}$

What if we just measure just one? Then we get 0 with prob.

$|\alpha_{00}|^2 + |\alpha_{01}|^2$  and if so the new state is

$$|\psi\rangle \rightarrow |\psi'\rangle = \frac{\alpha_{00}}{\sqrt{|\alpha_{00}|^2 + |\alpha_{01}|^2}} |00\rangle + \frac{\alpha_{01}}{\sqrt{|\alpha_{00}|^2 + |\alpha_{01}|^2}} |01\rangle$$

In General,  $n$  qubits:

$$|\psi\rangle = \sum_{x \in \{0,1\}^n} \alpha_x |x\rangle$$

**Weird!**  $2^n$  numbers evolving in time (but hidden)

# Manipulation of Qubits

$$C - V - 1$$

Much like we manipulate bits via logic gates, we manipulate qubits via quantum gates.

Important example: **Hadamard Gate**  $H$

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

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

$$H(\alpha |0\rangle + \beta |1\rangle) = \alpha H(|0\rangle) + \beta H(|1\rangle) = \frac{\alpha + \beta}{\sqrt{2}} |0\rangle + \frac{\alpha - \beta}{\sqrt{2}} |1\rangle$$

$$H(|00\rangle) = H(|0\rangle) \otimes H(|0\rangle) = \frac{|00\rangle + |01\rangle + |10\rangle + |11\rangle}{2}$$

Formally,  $H$  is a **unitary** matrix. This is true in general for quantum gates.

- Unitary:  $H^{-1} = H^\dagger$  (note: **reversible**)

# So What?

We will see an example of quantum weirdness being very useful  
Problem:

Given a function  $f : \{0, 1\}^n \rightarrow \{0, 1\}$ , determine whether:

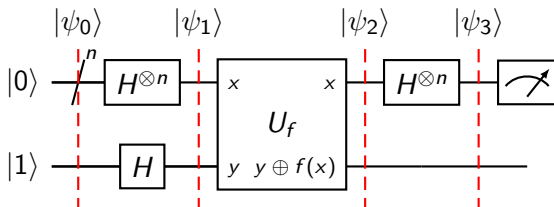
- $f$  is **balanced**:  $f(x) = 0$  for exactly  $1/2$  of inputs
- Or  $f$  is **constant**:  $f(x)$  is the same for all  $x$

Classical: Need to evaluate  $f(x)$   $2^{n-1} + 1$  times.

Quantum: Need just **one** evaluation!

# Quantum Solution (Deutsch-Jozsa Algorithm)

The quantum circuit:



We start with an initial state

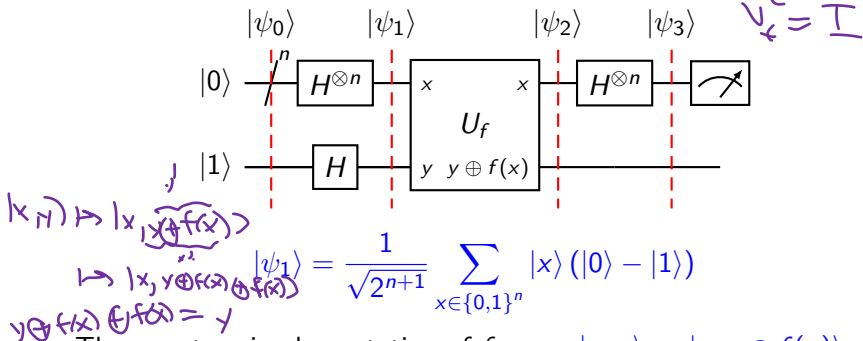
$$|\psi_0\rangle = |0\rangle^{\otimes n} |1\rangle$$

We then apply the **Hadamard gate** to every qubit, yielding

$$|\psi_1\rangle = \frac{1}{\sqrt{2^{n+1}}} \sum_{x \in \{0,1\}^n} |x\rangle (|0\rangle - |1\rangle)$$



# Deutsch-Jozsa Algorithm Continued

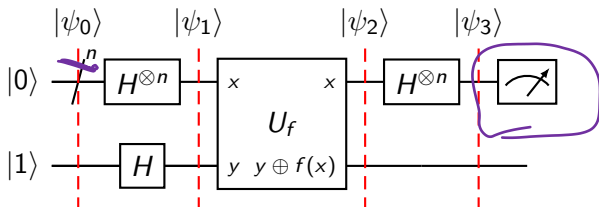


The quantum implementation of  $f$  maps  $|x, y\rangle \mapsto |x, y \oplus f(x)\rangle$

$$\begin{aligned}
 |\psi_2\rangle &= \frac{1}{\sqrt{2^{n+1}}} \sum_{x \in \{0,1\}^n} |x\rangle (|0 \oplus f(x)\rangle - |1 \oplus f(x)\rangle) \\
 &= \frac{1}{\sqrt{2^{n+1}}} \sum_{x \in \{0,1\}^n} (-1)^{f(x)} |x\rangle (|0\rangle - |1\rangle)
 \end{aligned}$$

We have **moved**  $f(x)$  to the amplitude!

## Deutsch-Jozsa Algorithm Continued<sup>2</sup>



$$|\psi_2\rangle = \frac{1}{\sqrt{2^{n+1}}} \sum_{x \in \{0,1\}^n} (-1)^{f(x)} |x\rangle (|0\rangle - |1\rangle)$$

We know apply the Hadamard gate on the first  $n$  qubits. We use the relation (exercise)  $x = x_1, x_2, \dots, x_n, z = z_1, \dots, z_n$

$$H^{\otimes n}(|x\rangle) = \frac{1}{\sqrt{2^n}} \sum_{z \in \{0,1\}^n} (-1)^{x \cdot z} |z\rangle \quad |x \cdot z = x_1 z_1 \oplus \dots \oplus x_n z_n$$

to yield

$$|\psi_3\rangle = \sum_{z \in \{0,1\}^n} \left( \sum_{x \in \{0,1\}^n} \frac{1}{2^n} (-1)^{x \cdot z + f(x)} |z\rangle \right) \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right]$$

## Deutsch-Jozsa Algorithm Continued<sup>3</sup>

$$|\psi_3\rangle = \sum_{z \in \{0,1\}^n} \left( \sum_{x \in \{0,1\}^n} \frac{1}{2^n} (-1)^{x \cdot z + f(x)} \right) |z\rangle \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right]$$

We now measure the first  $n$  qubits.

Note that the state  $|0\rangle^{\otimes n}$  has amplitude

$$\frac{1}{2^n} \sum_{x \in \{0,1\}^n} (-1)^{f(x)} = \begin{cases} \pm 1 & f \text{ constant} \\ 0 & f \text{ balanced} \end{cases}$$

Thus, if we see all 0s, then  $f$  is constant, else its balanced!  
This is an **exponential speedup** over classical solution