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# WELCOME TO TUTORIAL

## Janus 2.0: Background of Quantum Computing



<https://janusq.github.io/tutorials/>

College of Computer Science and  
Technology,  
Zhejiang University

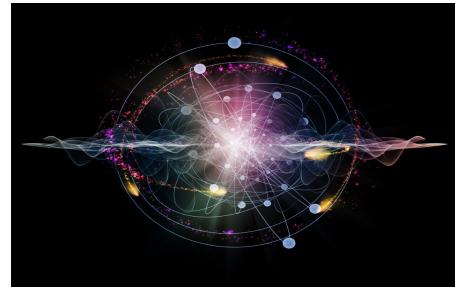


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# Background Knowledge



Development of Classical Computing



Motivation of Quantum Computing



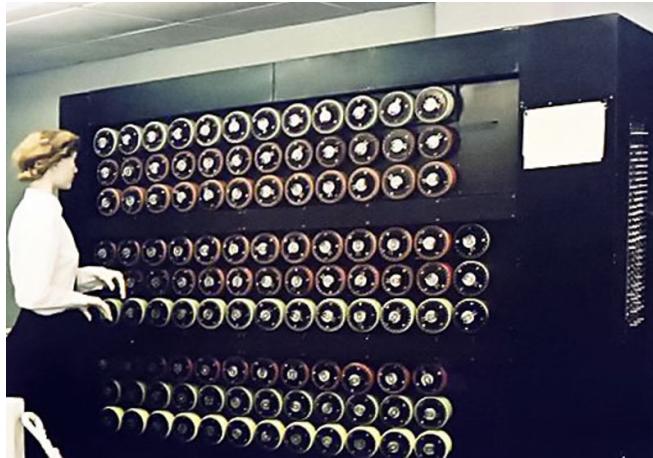
Development of Quantum Computing

# Development Of Classical Computing

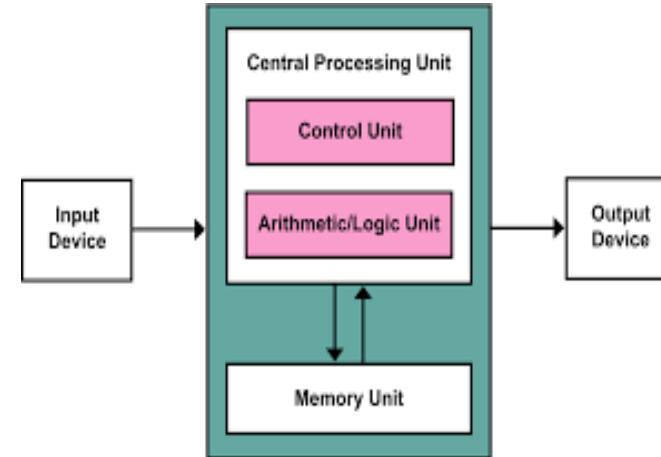


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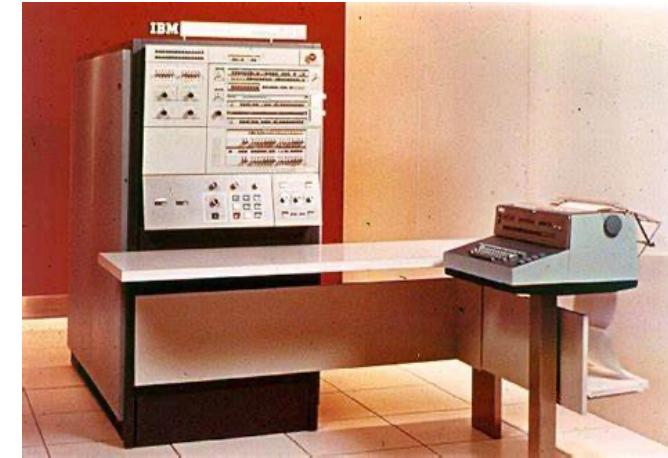
Domain-specific calculator (1939)



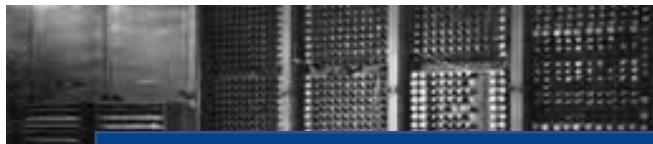
Von Neumann architecture (1947)



IBM360 Integrated Circuit (1964)



Vacuum Tube Computer ENIAC (1942)



Transistor Computer TRADIC (1954)



Large Scale Integrated Circuits

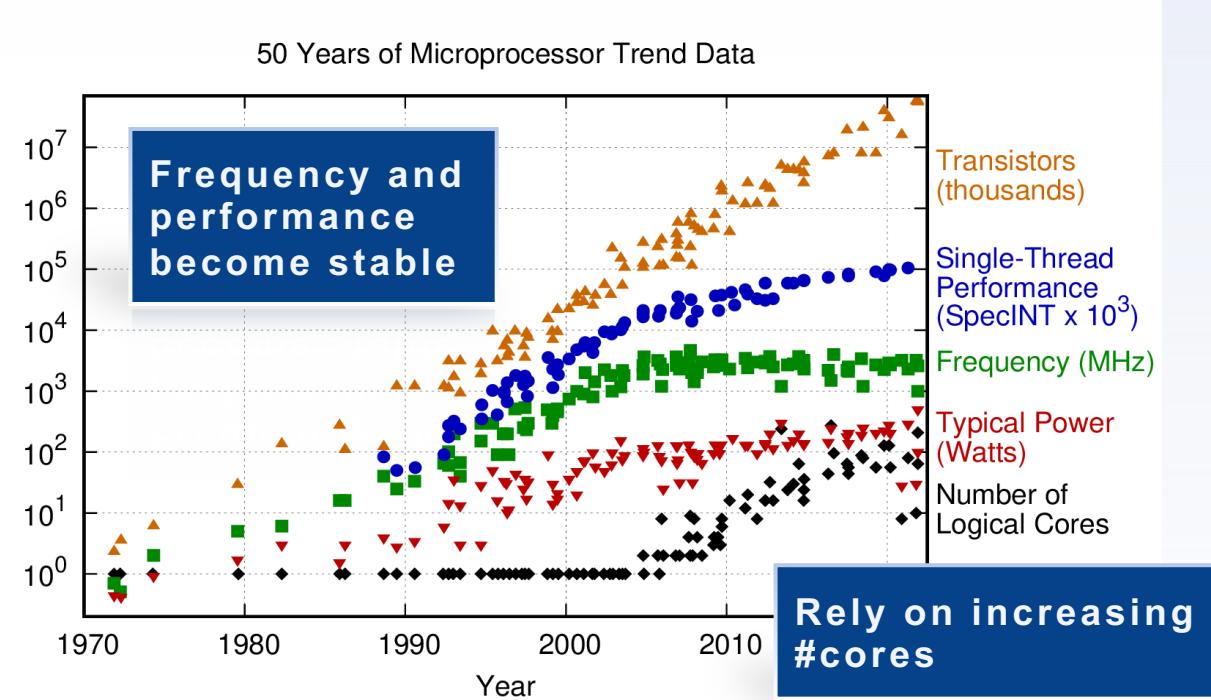


## Macroscopic Effects of Quantum Mechanics

# Motivation Of Quantum Computing



## Computation barrier

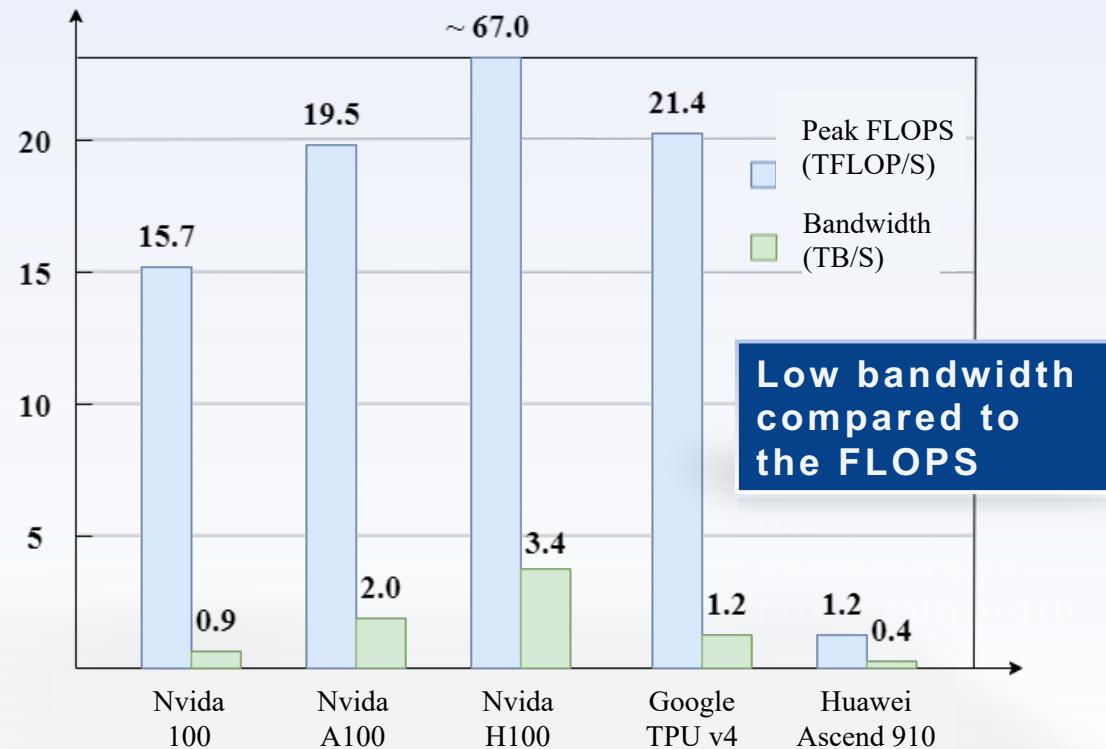


Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonne, O. Shacham, K. Olukolun, L. Hammond, and c. Balien. New plot and data collected for 2010-2021 by K. Rupp.

- The research costs and cycles of advanced chip processes are continuously increasing, Moore's Law is approaching obsolescence.
- The computing systems cannot rely solely on the development of traditional single chips. Instead, it requires new chip design methods and computing principles.



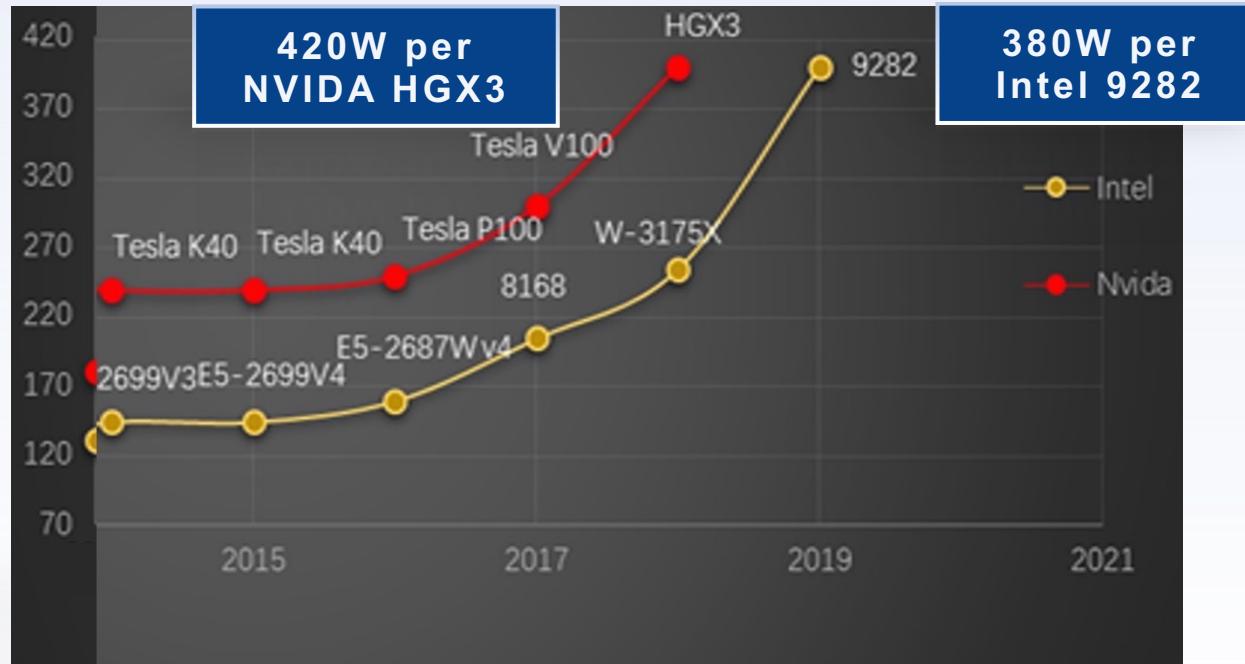
## Storage barrier



- Computation power and bandwidth is not matched.
- Latency of memory access is high, limiting CPU performance.
- Quantum computing is in memory.
- Non-von Neumann architectures.

## Power wall

Thermal design power exponentially increases.



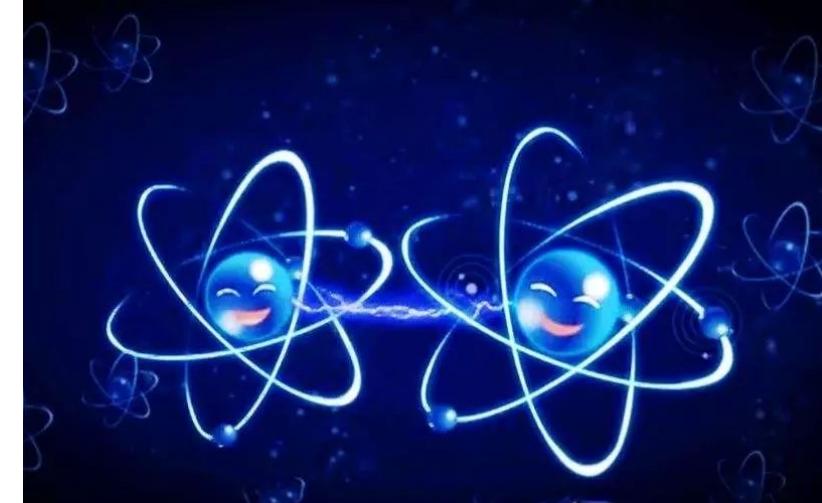
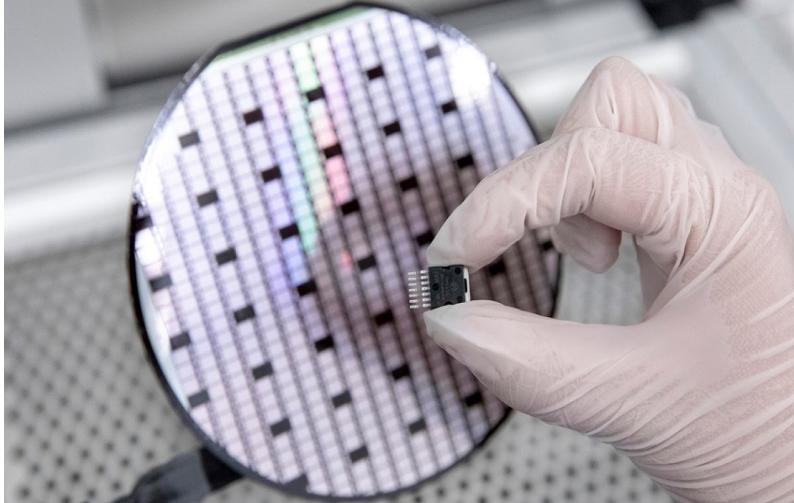
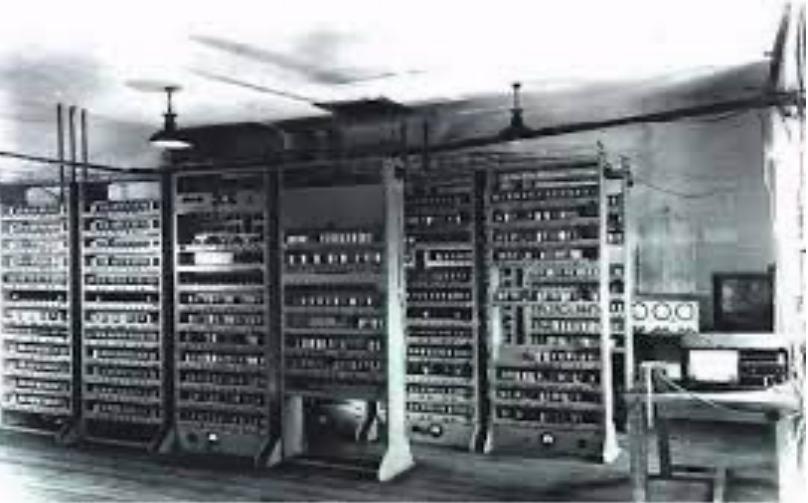
From <https://www.blueocean-china.net/faq3/241.html>

- The power consumption increases exponentially with computing power.
- Energy consumption restricts computing power.
- Systematical resource scheduling at the architectural level.

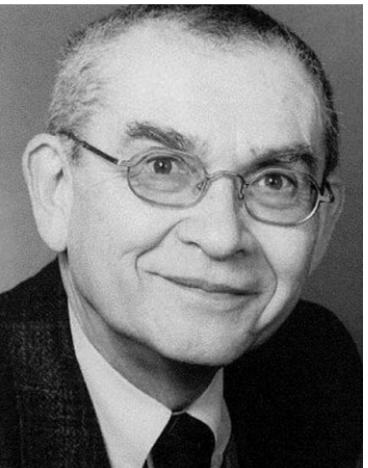
# Proposal of Quantum Computing



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- Classical physics is no longer able to fully describe the underlying physical mechanisms at its core.



**Yuri Manin**

- Algebraic Geometry
- Discrete Geometry (Diophantine Geometry)
- Manin (1980) and Feynman (1982) were the first to propose the idea of **quantum computing**.



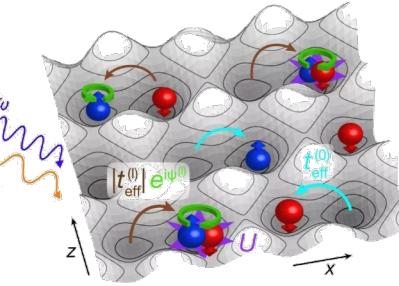
**Richard Feynman**

- Feynman Path Integral, Feynman Diagram, Feynman Parton Model
- Quantum Electrodynamics, Nobel Prize in Physics
- **Quantum computers** could effectively simulate quantum processes.

# Basic Concepts of Quantum Computing



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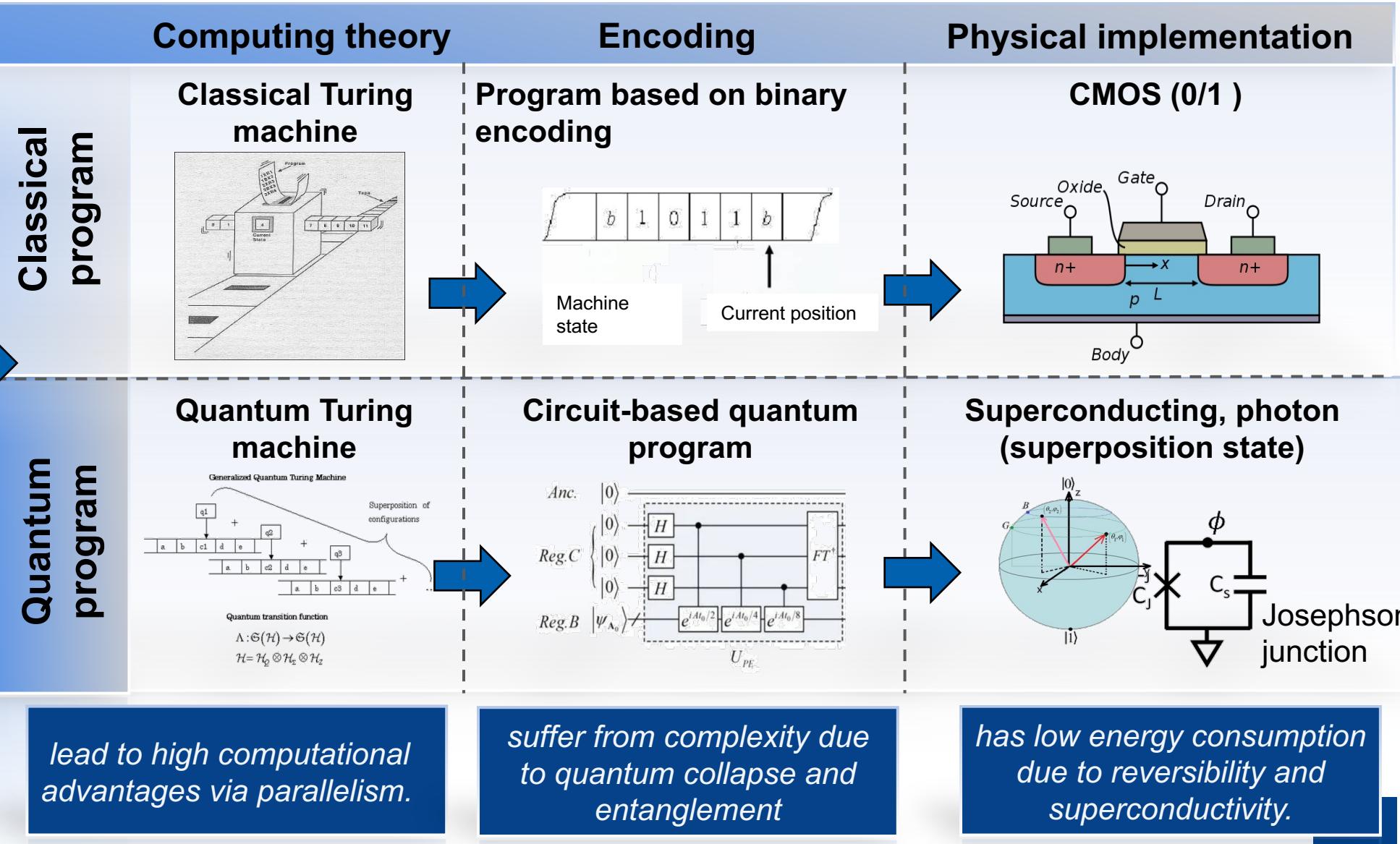


Physical  
Simulation

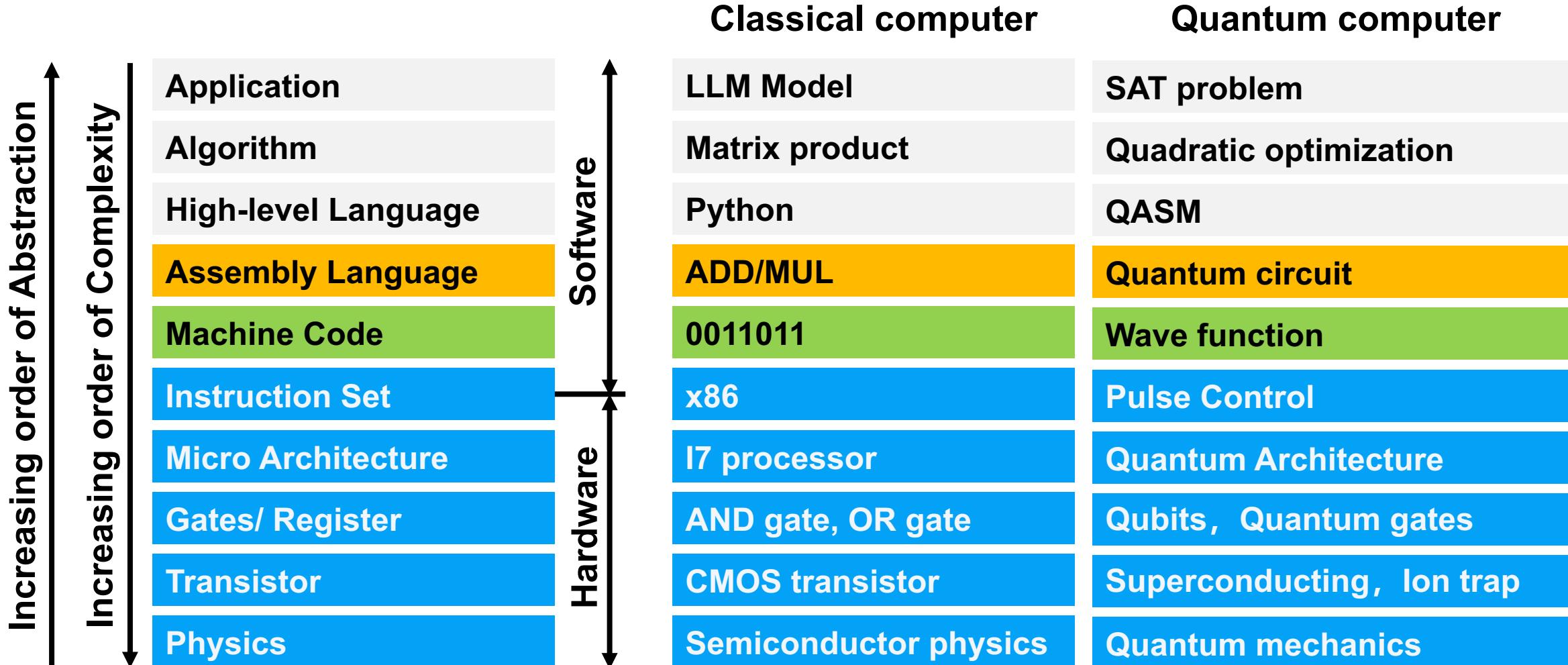


Factor

Application



# Quantum Computing Architecture



From <https://www.secplcity.org/2018/09/19/understanding-the-layers-of-a-computer-system/>

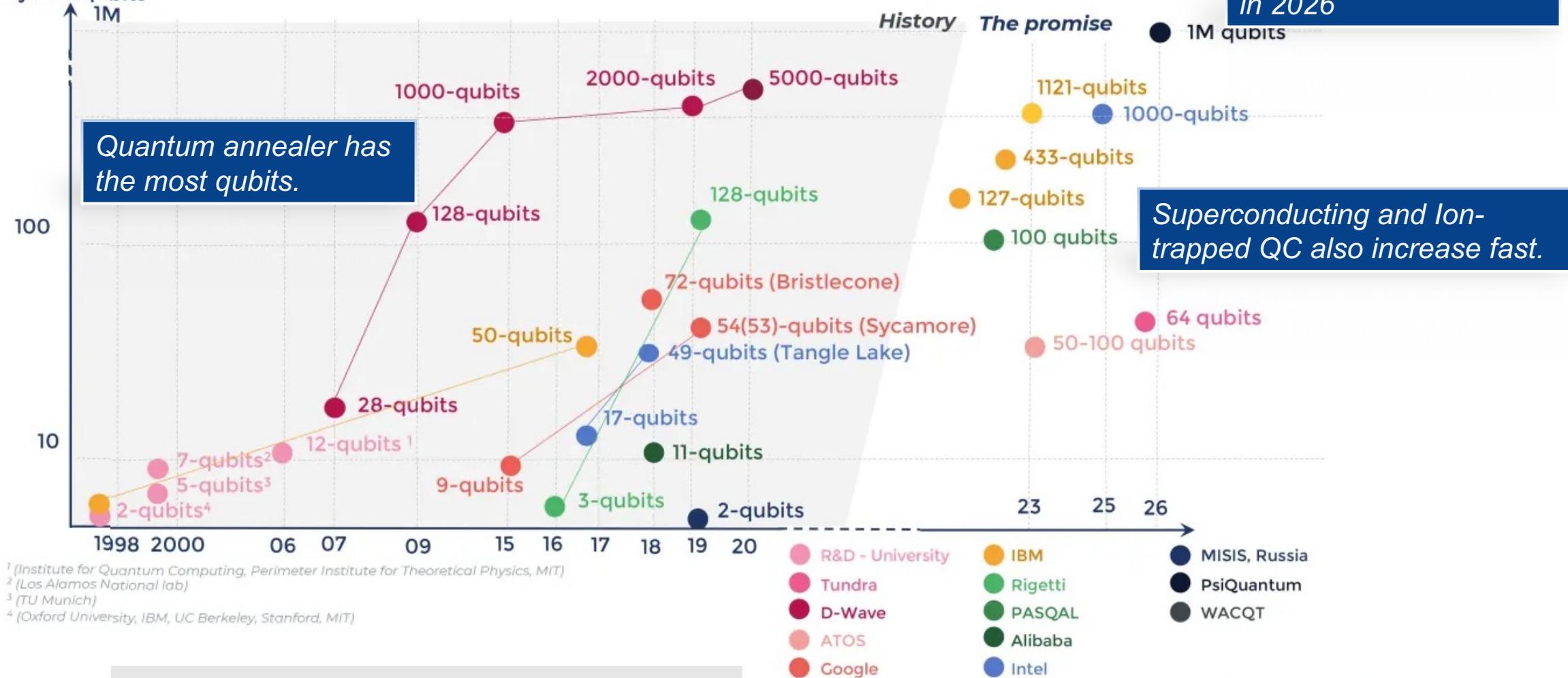
*Classical and quantum computing has similar architecture*

# **Development of Quantum Computer**



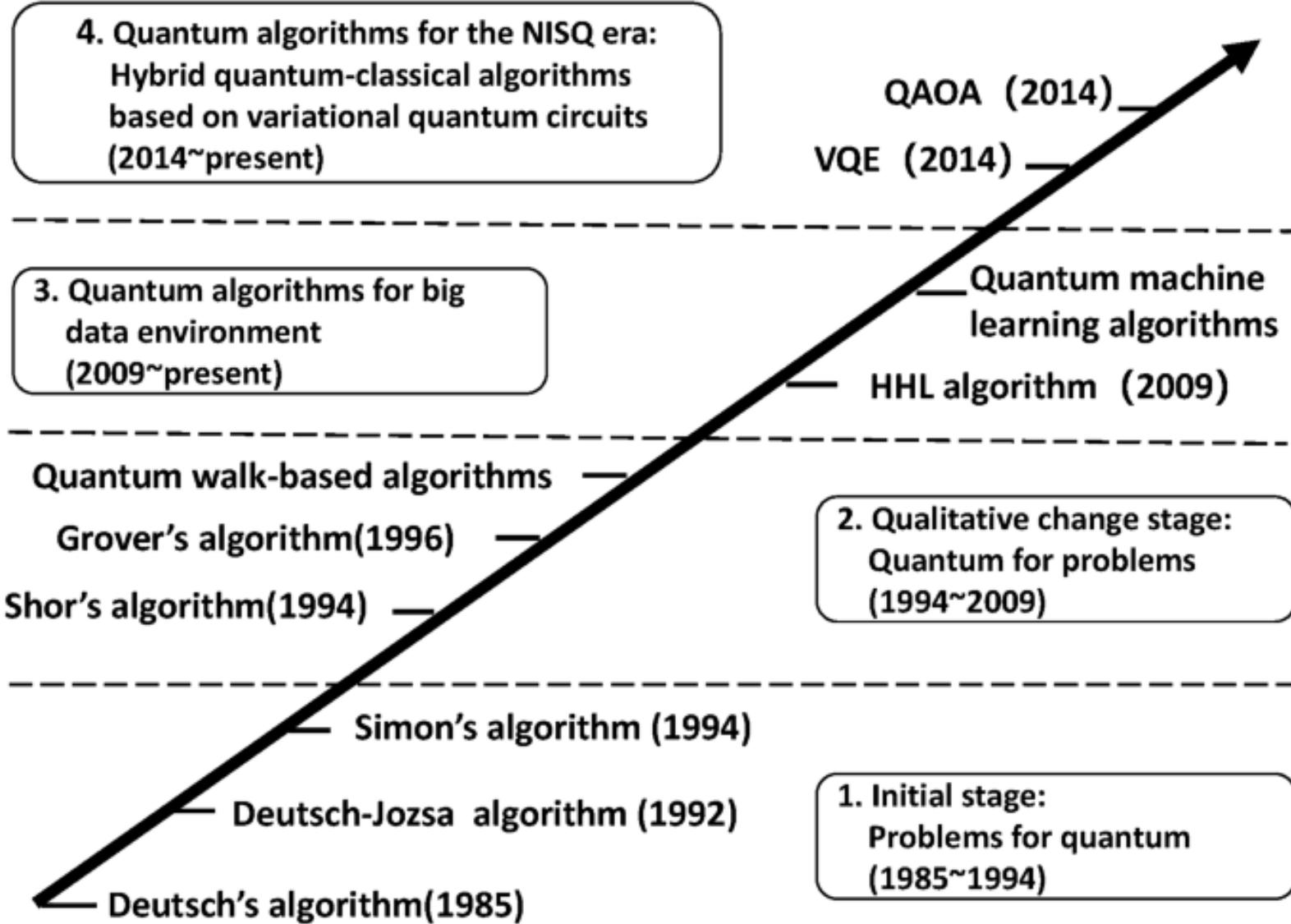
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Graph below shows physical qubit roadmap (Note: for a quantum computer, 50 logical qubits minimum are required → it means 50 000 physical qubits)



From Yole <https://www.yolegroup.com/press-release/quantum-technologies-the-market-is-growing/>

# Development of Quantum Algorithm

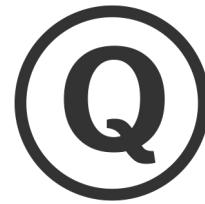


Zhang, S., Li, L. A brief introduction to quantum algorithms. *CCF Trans. HPC* 4, 2022



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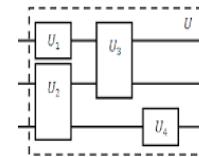
# Mathematical Model of Quantum Computing



Qubits



Quantum Evolution



Quantum Circuit

# Quantum Bit (Qubit)



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## Single qubit

A **qubit** has two bases  $|0\rangle$  and  $|1\rangle$ . The information stored in its **superposition state** is represented as a **2-dimension state vector**  $|\varphi\rangle$ .

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

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

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

$$|\varphi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix}$$

$$\text{subject to } |\alpha|^2 + |\beta|^2 = 1$$

# Quantum Bit (Qubit)



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$$|\varphi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix}$$

$$\text{subject to } |\alpha|^2 + |\beta|^2 = 1$$

## Multiple qubits

**$N$  qubits** has  $2^N$  bases  $|00\cdots 0\rangle$ ,  $|00\cdots 1\rangle\cdots$ ,  $|11\cdots 1\rangle$ . The information stored in their **superposition state** is represented as a  **$2^N$ -dimension state vector**.

$$|00\cdots 0\rangle = \begin{bmatrix} 1 \\ 0 \\ \vdots \\ 0 \end{bmatrix} \quad |00\cdots 1\rangle = \begin{bmatrix} 0 \\ 1 \\ \vdots \\ 0 \end{bmatrix} \quad \cdots \quad |11\cdots 1\rangle = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 1 \end{bmatrix}$$

$$|\varphi\rangle = \alpha_0|00\cdots 0\rangle + \alpha_1|00\cdots 1\rangle + \cdots + \alpha_{2^N}|11\cdots 1\rangle$$

$$|\varphi\rangle = \begin{bmatrix} \alpha_0 \\ \alpha_1 \\ \vdots \\ \alpha_{2^N} \end{bmatrix}$$

$$\text{subject to } |\alpha_0|^2 + |\alpha_1|^2 + \cdots + |\alpha_{2^N}|^2 = 1$$

# Quantum Evolution



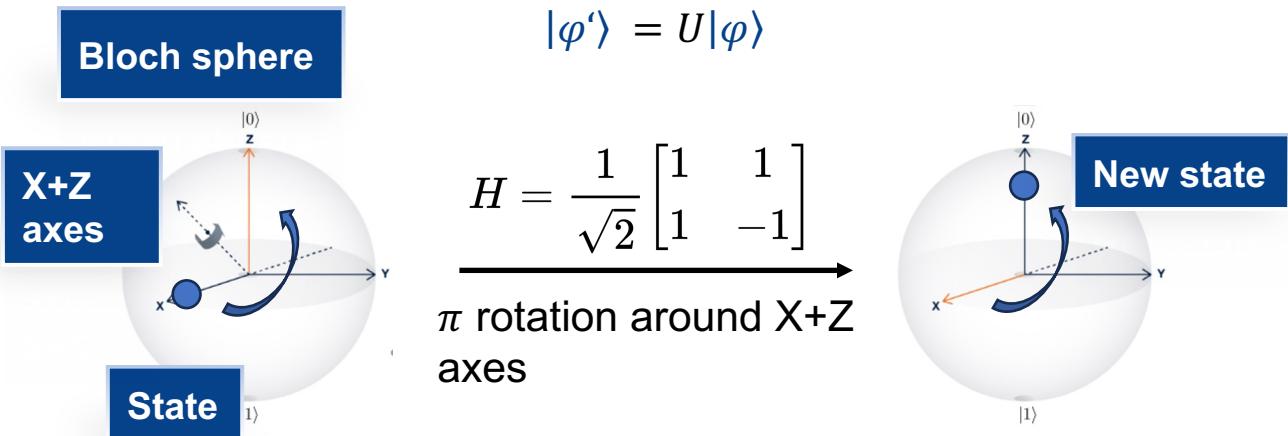
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## Unitary matrix

A quantum evolution caused by **quantum gates** is represented as a **unitary matrix (unitary)**, which is a square matrix whose conjugate transpose is its inverse.

$$UU^\dagger = I$$

The evolution of qubit state  $|\varphi\rangle$  is represented as:



# Quantum Evolution



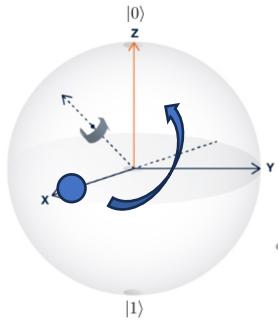
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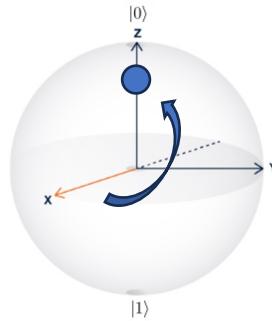
The evolution of qubit state  $|\varphi\rangle$  is represented as:

$$|\varphi'\rangle = U|\varphi\rangle$$



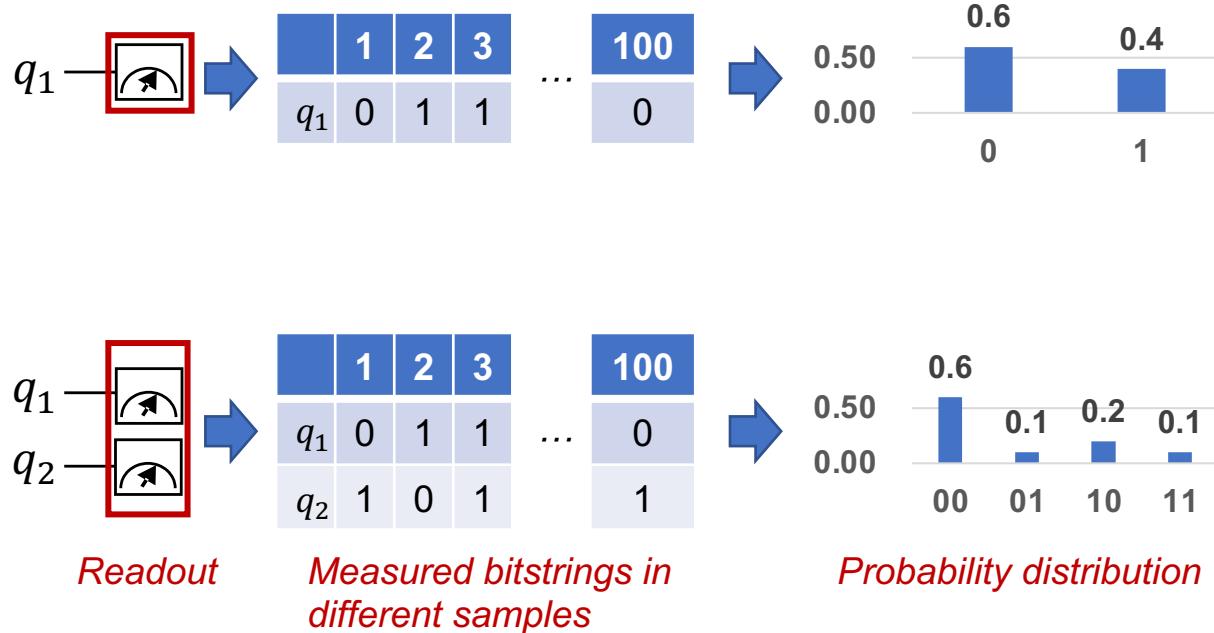
$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

$\pi$  rotation around  
X+Z axis:  
Exchanges X and Z



## Quantum readout

A sampling of a quantum state is a bitstring. Multiple sampling of this state composes a probability distribution of measuring different bitstrings.



# Quantum Circuit



## Quantum gates

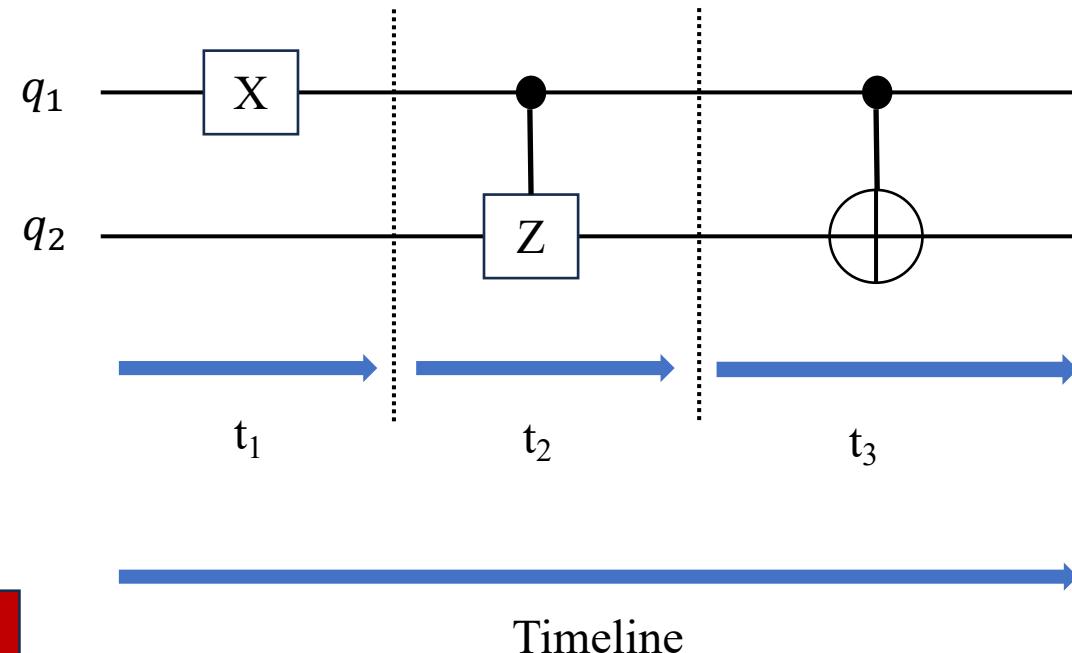
In the quantum circuit model of computation, a **quantum gate** is a **basic quantum circuit operating** on a small number of qubits.

Operator	Gate(s)	Matrix
Pauli-X (X)		$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
Pauli-Y (Y)		$\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$
Controlled Not (CNOT, CX)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$
Controlled Z (CZ)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}$
SWAP		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
Toffoli (CCNOT, CCX, TOFF)		$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

得自己画

## Qubit timeline

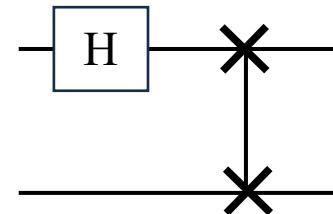
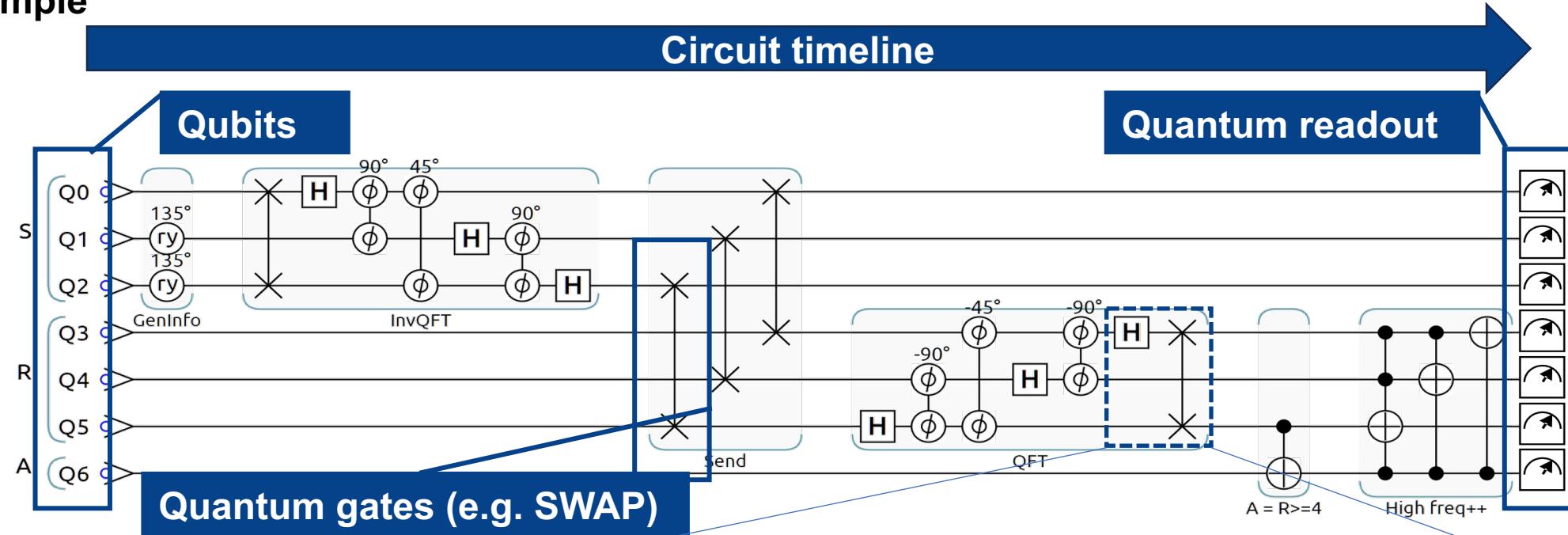
Each line in a quantum circuit represents a **qubit**. The quantum gate in a line is applied on the same qubits **from left to right in time direction**.



# Quantum Circuit



For example



=

$$SWAP \cdot (H \otimes I) = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \cdot \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 0 & 1 & 0 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & -1 \end{bmatrix}$$

# Implementation of Quantum Circuit

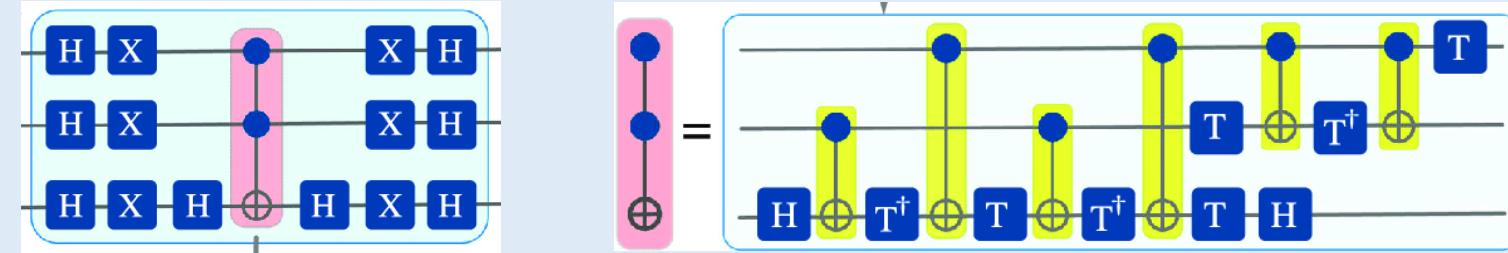


## On superconducting quantum computer

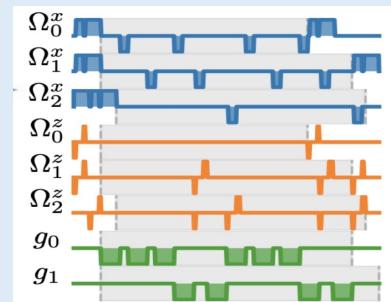
### Step 1. Circuit statement

```
OPENQASM 2.0;  
qreg qubits[3];  
H qubits[1];H qubits[2];  
H qubits[3];  
X qubits[1];X qubits[2];  
X qubits[3];  
H qubits[3];  
Toffoli qubits[1], qubits[2], qubits[3];  
H qubits[3];  
X qubits[1];X qubits[2];  
X qubits[3];  
H qubits[1];H qubits[2];  
H qubits[3];
```

### Step 2. Circuit compilation



### Step 3. Circuit execution



Pulse generation

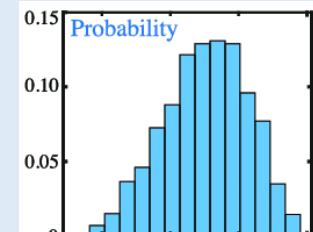


Quantum device

### Step 4. Result processing

Error emigration

Visualization



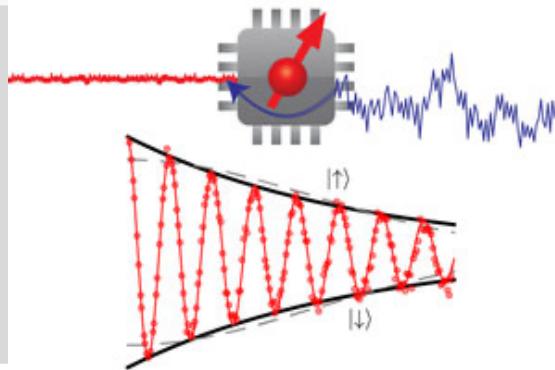
Probability distribution

# Challenge in Quantum Computing



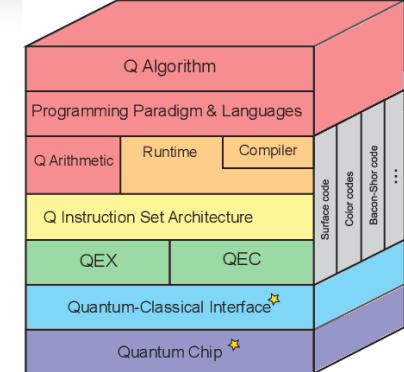
## Noise

- Coherence error
- Gate error
- State preparation error
- Readout error
- Crosstalk

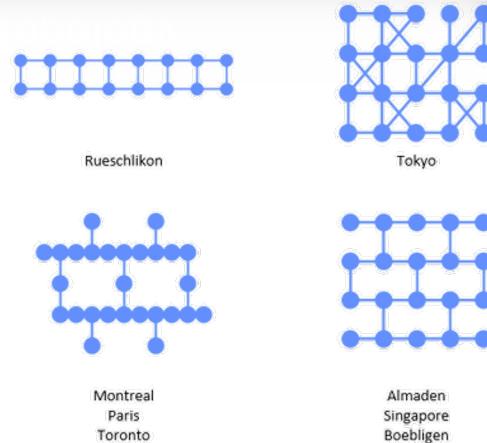


## Instructions

- Multi-level compilation
- Micro-architecture instructions
- Quantum-classical communication



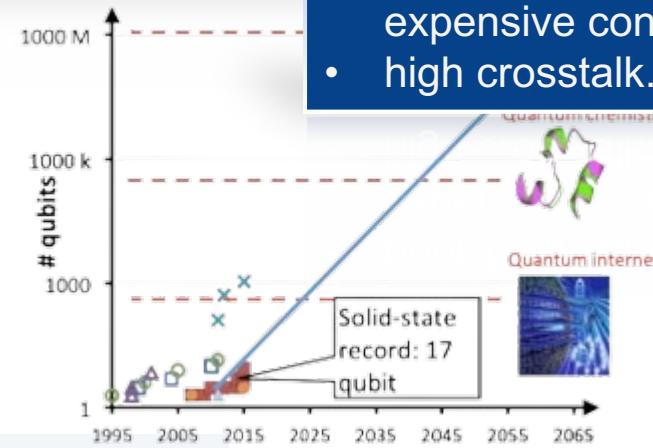
## Topology



## Locality in communication

## Scalability

- poor fabrication techniques
- expensive control systems
- high crosstalk.

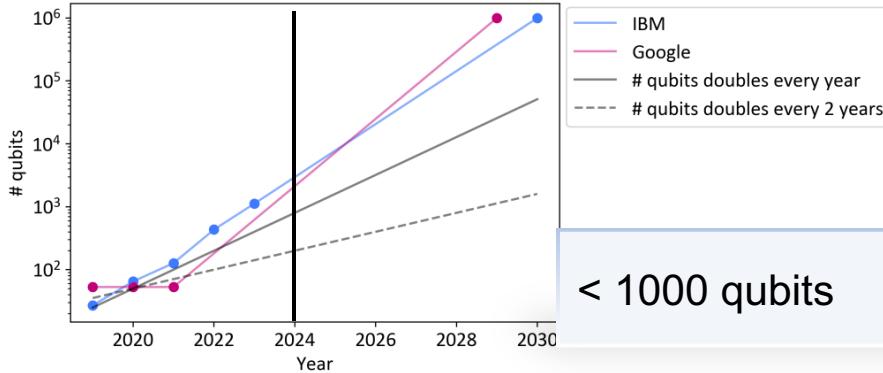


Constrained by physical implementation

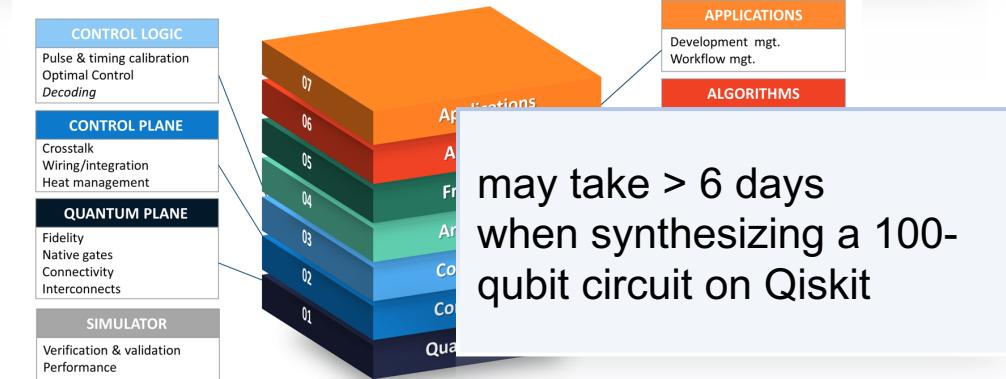
# Results of Challenges



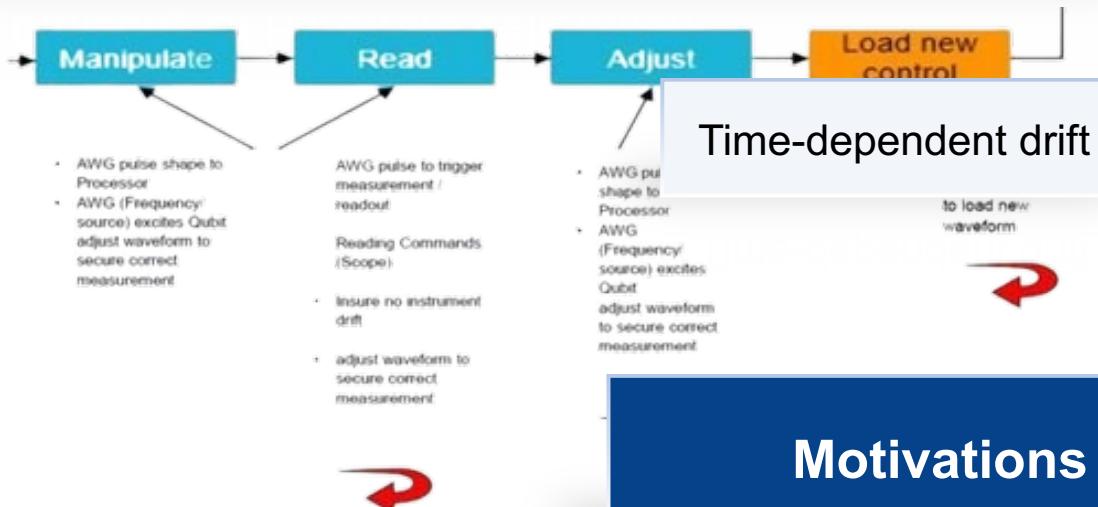
## Limited Hardware Resource



## Compilation Complexity



## Difficulty Of Hardware Calibration



## Rare quantum advantage

- Limited qubits resources
- High error rate
- Hard to ensure quantum advantage in real applications

Long calibration time (e.g., readout calibration)



## Motivations of JanusQ