Quantum Computing

Brief overview + introductory hands-on Karim Elgammal

Who am I?

- Researcher at KTH
- PhD from KTH as well!



$$\hat{\mathcal{H}}\Psi = E\Psi$$

$$\hat{H} = - \underbrace{\frac{\hbar^2}{2} \sum_{I} \frac{\nabla_{I}^2}{M_{I}}}_{\text{Nucleus-Nucleus Interaction}} + \underbrace{\frac{1}{2} \sum_{I \neq J} \frac{Z_{I} Z_{J} e^2}{4\pi \epsilon_{0} \left| \mathbf{R_{I}} - \mathbf{R_{J}} \right|}}_{\text{Electron-Electron Interaction}} - \underbrace{\frac{\hbar^2}{2m} \sum_{i} \nabla_{i}^2}_{\text{Electron-Nucleus Interaction}} + \underbrace{\frac{1}{2} \sum_{i \neq j} \frac{e^2}{4\pi \epsilon_{0} \left| \mathbf{r_{i}} - \mathbf{r_{j}} \right|}}_{\text{Electron-Nucleus Interaction}} - \underbrace{\sum_{i,I} \frac{Z_{I} e^2}{4\pi \epsilon_{0} \left| \mathbf{r_{i}} - \mathbf{R_{I}} \right|}}_{\text{Electron-Nucleus Interaction}}$$

Time management:

~25 min introduction

~25 min hands-on











Quantum Computing Quantum Mechanics Computer Science Computers

Why do we need quantum computers?





















16 Answers

Faster solutions?

- ? x ? = 21
- ? x ? = 121
- ? x ? = 8713

Applications



SCAN ME



Applications

Respond at PollEv.com/karimelgamma778

To find the prime factors of 2048 bit number (which is 617 digit-long), how long does it take for a real large scale quantum computer (if ever found!) with billions of qubits?

~100 years

~100 days

~100 hours

~100 seconds

~100 milliseconds

Quantum computer will hang-up! And will never be able to solve it either!

SCAN ME

Applications

Solvable using 'Shor's algorithm' a quantum algorithm



Respond at PollEv.com/karimelgamma778

To find the prime factors of 2048 bit number (which is 617 digit-long), how long does it take for a real large scale quantum computer (if ever found!) with billions of qubits?

~100 years

~100 days

~100 hours

~100 seconds

~100 milliseconds

Quantum computer will hang-up! And will never be able to solve it either!

Application?



From coincentral

Application?



Research area: Post quantum cryptography



Research area: Post quantum cryptography





From MIT

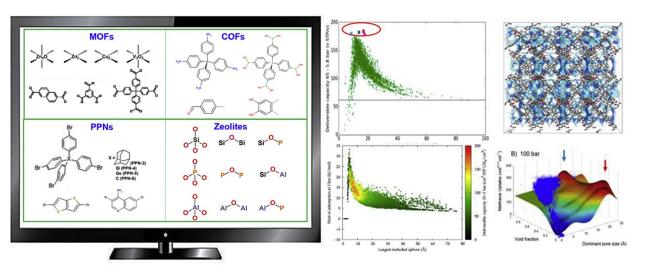
Application: simulating and understanding quantum system

Use a quantum system (quantum computer)

To simulate

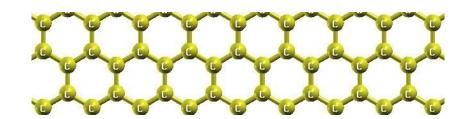
a Quantum system (nature)

Application: simulating quantum system



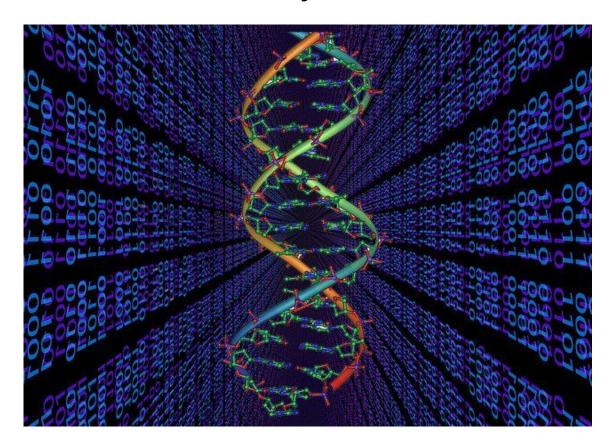


medecine

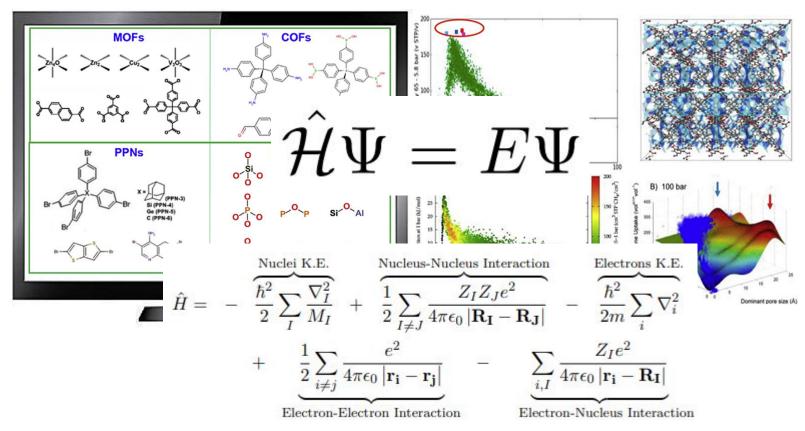




Application: Pharmaceutical industry & medecine

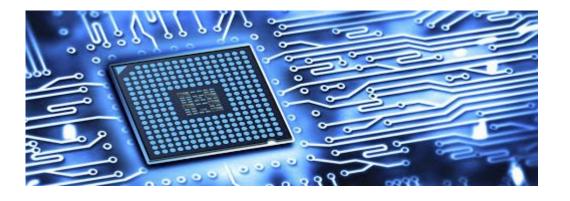


Application: simulating quantum system

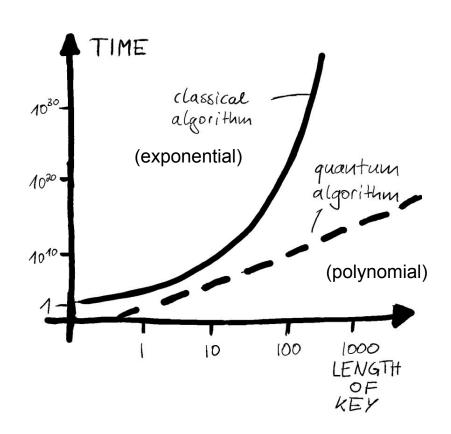


Application: accelerate inventing new materials





Speed up



Quantum machine learning!

nature

Review Article | Published: 14 September 2017

Quantum machine learning

Jacob Biamonte ⊠, Peter Wittek, Nicola Pancotti, Patrick Rebentrost, Nathan Wiebe & Seth Lloyd

Nature 549, 195-202(2017) | Cite this article

18k Accesses | 276 Citations | 383 Altmetric | Metrics

Abstract

Fuelled by increasing computer power and algorithmic advances, machine learning techniques have become powerful tools for finding patterns in data. Quantum systems produce atypical patterns that classical systems are thought not to produce efficiently, so it is reasonable to postulate that quantum computers may outperform classical computers on machine learning tasks. The field of quantum machine learning explores how to devise and implement quantum software that could enable machine learning that is faster than that of classical computers. Recent work has produced quantum algorithms that could act as the building blocks of machine learning programs, but the hardware and software challenges are still considerable.

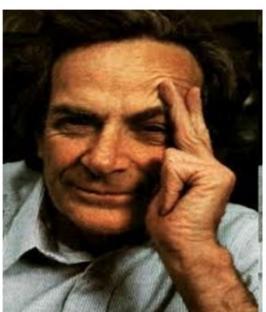
| Method | Speedup | Amplitude amplification | HHL | Adiabatic | qRAM |
|--|----------|-------------------------|-------------|-----------|----------|
| Bayesian inference ^{106,107} | O(√N) | Yes | Yes | No | No |
| Online perceptron ¹⁰⁸ | O(√N) | Yes | No | No | Optional |
| Least-squares fitting ⁹ | O(logN)* | Yes | Yes | No | Yes |
| Classical Boltzmann machine ²⁰ | O(√N) | Yes/No | Optional/No | No/Yes | Optional |
| Quantum Boltzmann machine ^{22,61} | O(logN)* | Optional/No | No | No/Yes | No |
| Quantum PCA ¹¹ | O(logN)* | No | Yes | No | Optional |
| Quantum support vector machine ¹³ | O(logN)* | No | Yes | No | Yes |
| Quantum reinforcement learning ³⁰ | O(√N) | Yes | No | No | No |

Theory!

"There's plenty of room at the bottom"

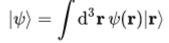
- The physicist Richard Feynmann is credited with inspiring the field of nanotechology in a talk delivered in 1959.
- Why can we not build machines at the atomic level?

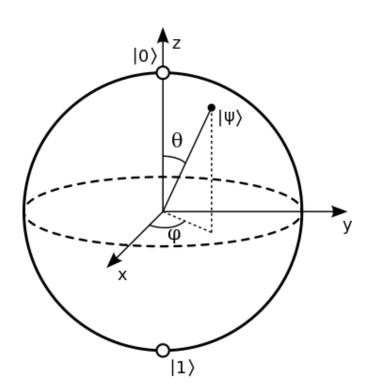
1981



Theory!

Qubits and Superposition





$$|\Psi\rangle = A |0\rangle + B |1\rangle$$

$$|0\rangle = 1 |0\rangle + 0 |1\rangle$$

$$|1\rangle = 0 |0\rangle + 1 |1\rangle$$

$$|A|0\rangle + B |1\rangle$$

$$|A|0\rangle + B |1\rangle$$

$$|A|0\rangle + B |1\rangle$$

The Bloch Sphere by Smite-Meister - Own work, CC BY-SA 3.0

Theory!

Quantum gates

The X quantum gate $A \ket{0} + B \ket{1} - X - B \ket{0} + A \ket{1}$ The Z quantum gate $A \ket{0} + B \ket{1} - Z - A \ket{0} - B \ket{1}$

The H Hadamard gate

$$|1\rangle$$
 — H — $\frac{1}{\sqrt{2}}$ $|0\rangle$ — $\frac{1}{\sqrt{2}}$ $|1\rangle$

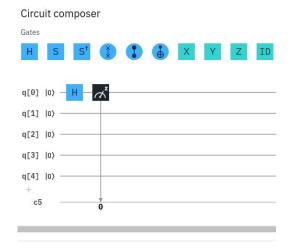
 $|0\rangle \longrightarrow H \longrightarrow \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle$

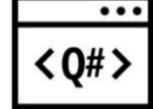
Q: How many measurable classical bits in a 100 Qubit quantum computer operation?

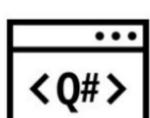
 $^{\sim}10^{30}$ $^{\sim}100$ $^{\sim}10^{100}$ $^{\sim}100^{100}$

none of the above!

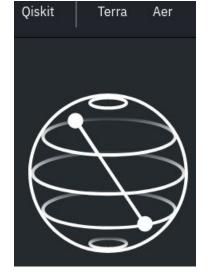
Programing on a quantum computer







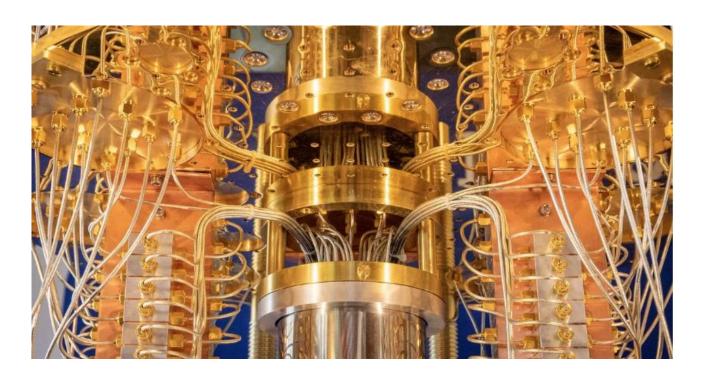




strange build passing

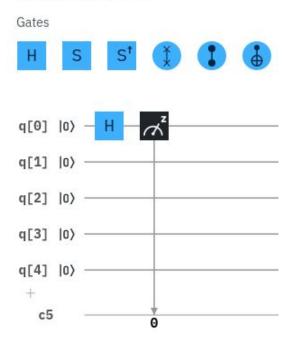
Quantum Computing API for Java

Hardware of Quantum Computers



Cloud platforms

Circuit composer



Amazon Braket

Explore and experiment with quantum computing

Sign up for the preview



```
import qiskit
from qiskit import *
from qiskit.tools.visualization import *
from qiskit.tools.monitor import job_monitor
from qiskit import IBMQ
%matplotlib inline

with open('tocken.txt', 'r') as file:
    myTocken = file.read().replace('\n', '')
IBMQ.save_account(myTocken,overwrite=True)
IBMQ.load_account()
```

Quantum developers?

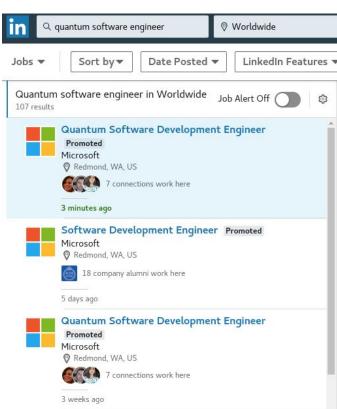








Startups > 100



Time for hands-on

Update
Check all latest links on

https://github.com/KarimElgammal/QuantumComputing/tree/master/Facebook Developer Circle Feb202

<u>0 workshop</u>

Prerequisites:

Jupyter? pip3 install jupyter

Qiskit? pip3 install qiskit

Matplotlib? pip3 install matplotlib

Pipenv? pipenv shell

Store your token in a file then name it 'tocken.txt'

Download jupyter file http://bit.ly/39lcmuG for testing purpose

Superposition experiment - flip a coin!

Update your Jupyter notebook implementing H gate on 1 qubit

Fill in: http://bit.ly/3bmXNJ3

Superposition experiment - flip a coin!

Update your Jupyter notebook implementing H gate on 1 qubit

Solution: http://bit.ly/2vh2SIB

2 qubit operations

- Fill the missing gaps in http://bit.ly/2SxNoRV according to the steps

2 qubit operations

- Solution: http://bit.ly/3bperri

8-sided dice

Follow this jupyter http://bit.ly/2SxNoRV

8-sided dice

Solution: http://bit.ly/2SrjYVu

Quantum random number generator

http://bit.ly/3bsLBGs

Using Shor's algorithm

http://bit.ly/2St1J28

Homework: implement Shor as detailed in the next slide and compare your result with the proposed solution!

Shor's Algorithm

$$x^k \equiv 1 \pmod{N}$$

$$x^k = qN + 1$$

$$x^k - 1 = qN$$

$$(x^{k/2} + 1)(x^{k/2} - 1) = qN$$

$$|0\rangle - H - \cdots - QFT_{2n}^{-1} - \cdots - QFT_{2n}^{-$$

The github repository

https://github.com/KarimElgammal/QuantumComputing

Refs. and more reading?

- https://quantumcomputingreport.com/
- https://blog.cloudflare.com/the-guantum-menace/
- https://quantum.country/qcvc



DelftX

Quantum 101: Quantum Computing & Quantum...

Learn how a quantum computer works. Explore the scientific...

Current



DelftX

Architecture, Algorithms, and Protocols of a...

Current Self-Paced



DelftX

The Hardware of a Quantum Computer

Current Self-Paced



DelftX

The Quantum Internet and Quantum Computers:...

Current Self-Paced

Thank you!

Add me on linkedIn

Please answer the feedback questionnaire

