Quantum Computing

Concepts and Low-Level APIs

Review

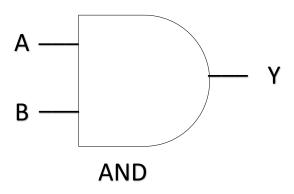
- Quantum Computers are fundamentally different
 - IPO (just like classic), but P = quantum operations
 - Quiet environment (near absolute zero temperature)
- Expect Quantum Cloud Services first
- Shor's Algorithm could "break" today's encryption algorithms
 - Integer factorization that can run in polynomial time (instead of exponential)

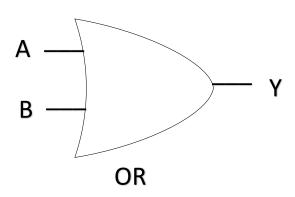
Classic Computers: Low-level questions

- Where are transistors are used in your computer?
 - Bell Labs, 1947
- What is a semiconductor?
- What is quantum tunneling?

Immature hardware? Low-level APIs

Classic Gates

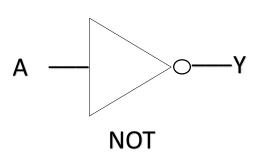


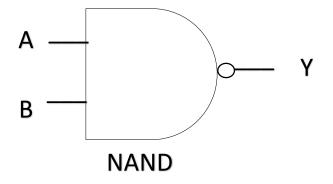


Α	В	Y
0	0	0
0	1	0
1	0	0
1	1	1

A	В	Y
0	0	0
0	1	1
1	0	1
1	1	1

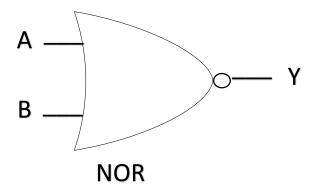
Classic Gates



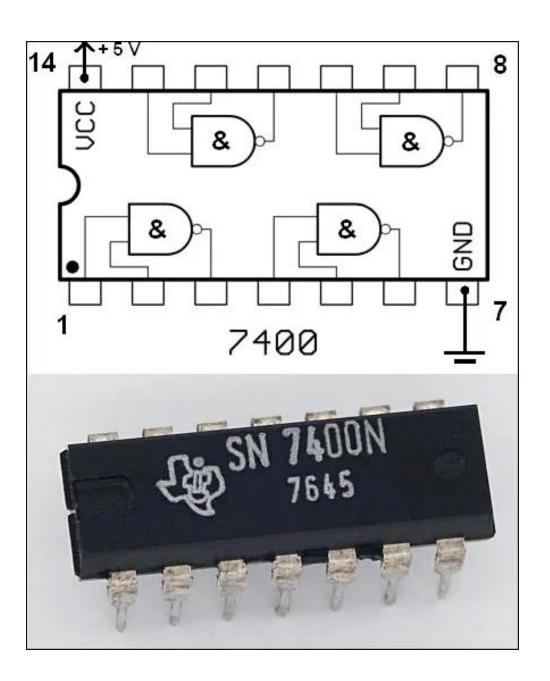


Α	В	Y
0	0	1
0	1	1
1	0	1
1	1	0

A	Y
0	1
1	0



Α	В	Y
0	0	1
0	1	0
1	0	0
1	1	0



Strange

- Johan Vos, PhD
- Quantum Computing in Action, 2022
- Open Source
- Library with a Java API
- Maven & Gradle Build Tool Support
 - Eclipse
 - NetBeans
 - IntelliJ

Java Quantum API's high-level API

Quantum Core Layer low-level API

Localhost Simulator Cloud-based Simulator

Classic Bit vs Qubit

• Hold 0 or 1

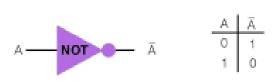
- Measure: results in 0 or 1
- Single value: 0 or 1

- Hold 0 or 1
- Hold combinations of 0 and 1
- Measure: results in 0 or 1
- Single vector

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

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

Pauli-X Gate



$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$|A\rangle$$
 $|\overline{A}\rangle$ $|\overline{A}\rangle$ $|\overline{A}\rangle$ $|\overline{A}\rangle$ $|\overline{A}\rangle$ $|\overline{A}\rangle$ $|\overline{A}\rangle$

$$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

Description	Code (Q# and QuTiP)	Unitary matrix
Bit flip	X(target); // Q#	$X = \left(\begin{array}{c} 0 & 1 \\ 1 & 0 \end{array}\right)$
(Pauli X)	qt.sigmax() # QuTiP	11 (10)

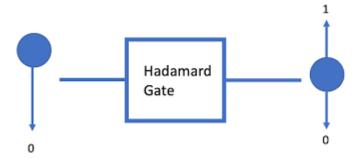
source: Learn Quantum Computing with Python and Q# Kaiser & Granade

Flip a Qubit with a Pauli-X Gate

- Create Environment
- Create a Program w/ 1
 Qubit (Value is 0 by
 default)
- Create a Step
- Add an X gate to the step
- Add the step to the program
- Run the program
- Get all Qubits from the Result (only 1 qubit at position 0)
- Measure and display

```
public static void main(String[] args) {
   QuantumExecutionEnvironment env = new
   SimpleQuantumExecutionEnvironment();
   Program prog = new Program(1);
   Step step = new Step();
   step.addGate(new X(0));
   prog.addStep(step);
   Result r = env.runProgram(prog);
   Qubit[] qubits = r.getQubits();
   Qubit zero = qubits[0];
   int value = zero.measure();
   System.out.println("Value = " + value);
```

Hadamard Gate



$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

$$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

- Input: qubit that holds 0
- Apply the H Gate
- Output: qubit in superposition
 - 50% chance 0 when measured
 - 50% chance 1 when measured

source: freecontent.manning.com (J. Vos)

QRNG with a Hadamard Gate

- Request one Qubit in the "ket-zero" state
- Apply the Hadamard Gate to the Qubit
- The Qubit is now in superposition
- Measure the Qubit

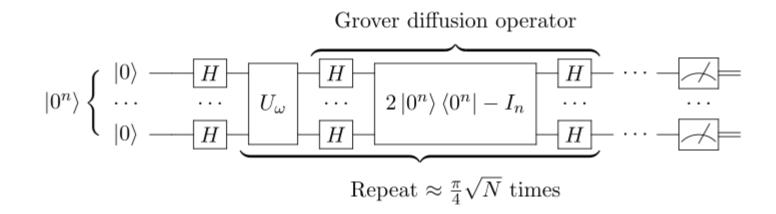


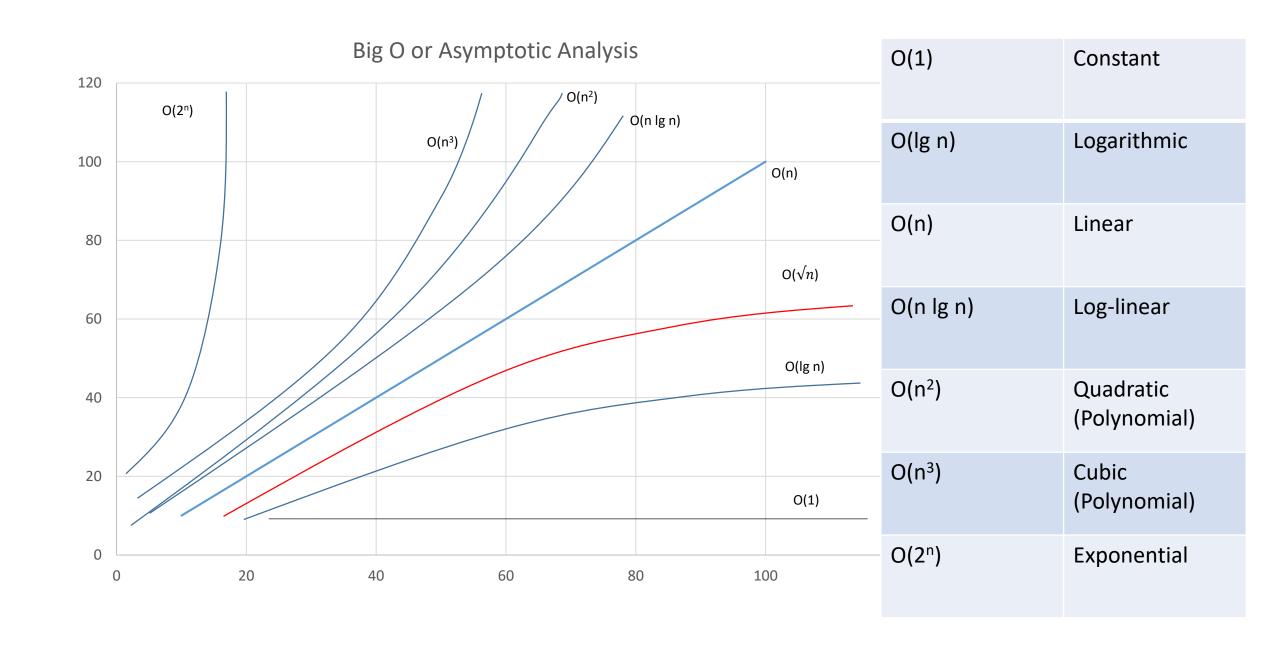
- Create Environment
- Create a Program w/ 1 Qubit
- Create a Step
- Add a H gate to the step
- Add the step to the program
- Run the program
- Get all Qubits from the Result (1 qubit at position 0)
- Measure and display

Grover's Quantum Search Algorithm

- Search unstructured data
- O(n)
- Linear Search

- Lov Grover
 - Bell Labs, 1996
- $O(\sqrt{n})$
 - First scalable, 2017







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