

# Programming a Quantum Computer

A paradigm shift

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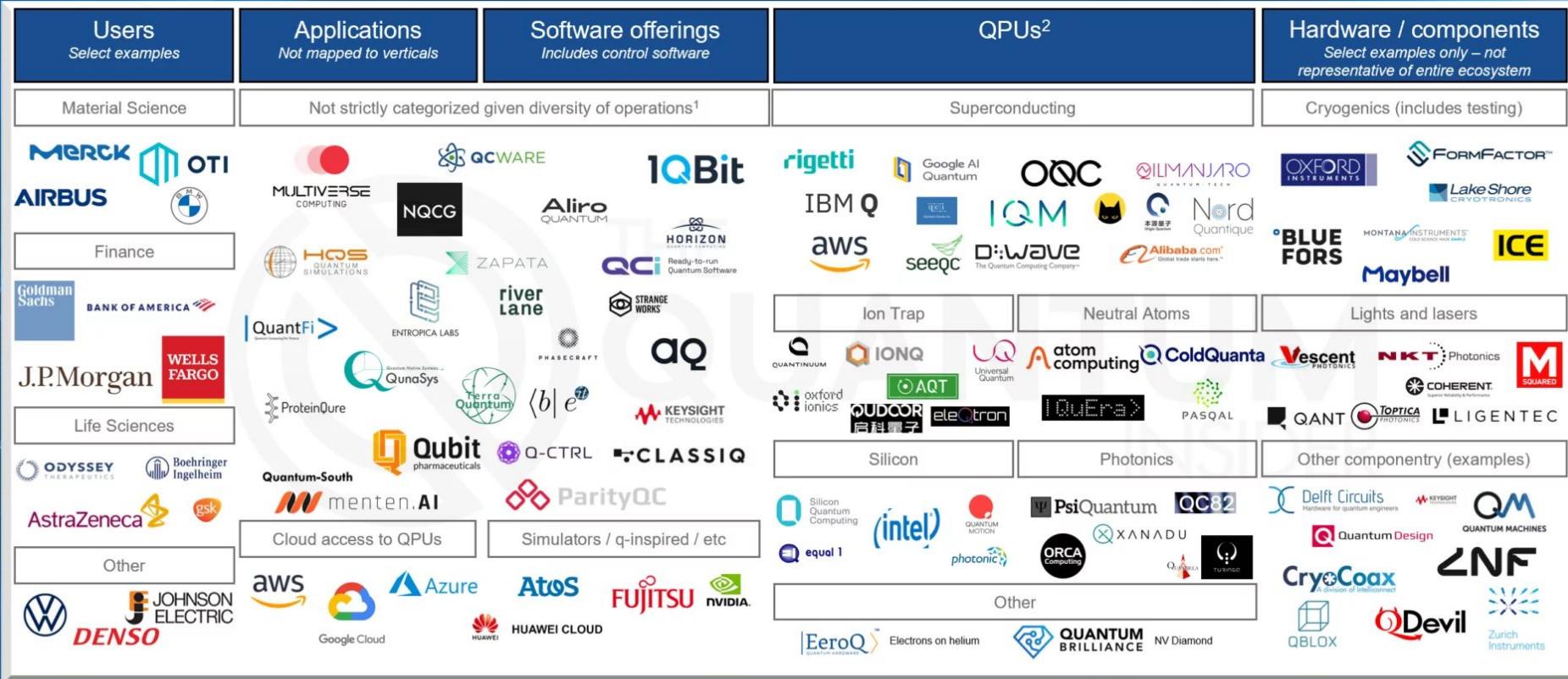
⟨C|Q|T⟩



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# Quantum Computing Market Map

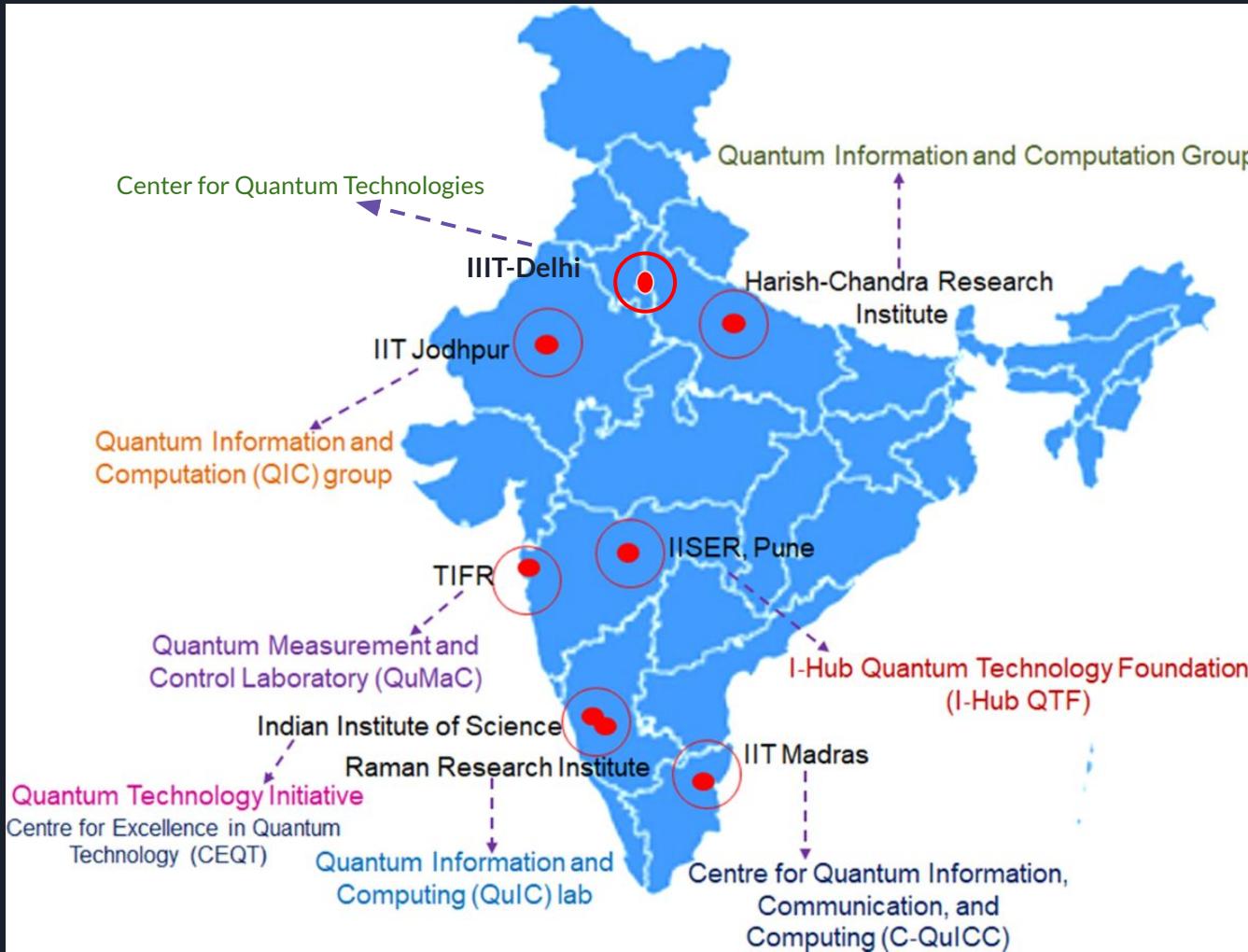
Non exhaustive and in no particular order. Excludes details on control systems, assembly languages, circuit design, etc.



<sup>1</sup> Software offerings can be further classified into SDKs, firmware / enablers, algorithms / applications, simulators etc. but many companies are offering a mixture across the stack

<sup>2</sup> Many QPU providers are offering full stack services (e.g. Pasqal acquired Qu&Co, Quantinuum was originally CQC prior to merger with HQS, etc.)

# Quantum in India





# 4 Thematic Hubs of NQM

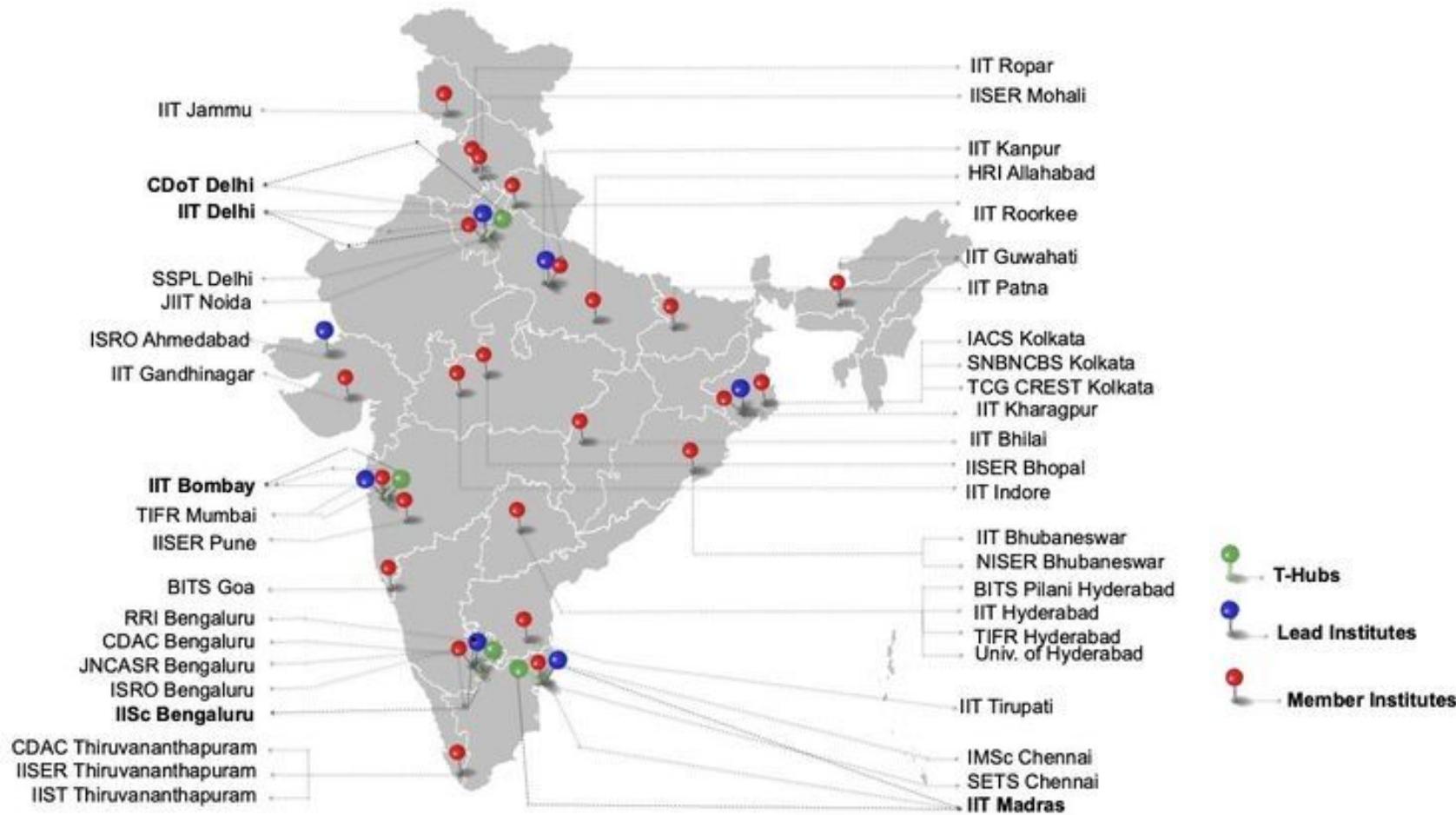


**Quantum Computing @ IISc Bangalore** (involves IIIT-Delhi)

**Quantum Communication @ IIT Madras**

**Quantum Sensing and Metrology @ IIT Bombay**

**Quantum Materials and Devices @ IIT Delhi**



- 43 Institutions (Lead & Member) from 17 states and 2 UTs involved in the 17 proposals

# Education Programs

- ★ B.Tech. Minor @ IIIT-Delhi
- ★ B.Tech. Minor @ IIIT-Delhi
- ★ Sponsored M.Tech. @ IIT Madras
- ★ M.Tech. @ IISc Bangalore
- ★ M.Tech. @ IIT Jodhpur
- ★ M.Tech. @ DIAT Pune
- ★ M.Tech. @ IIST Trivandrum
- ★ M.Tech. @ PEC, Punjab
- ★ Certificate course @ IIT Delhi





## Programming layer

*Including algorithms*

## Middleware layer

*Including quantum compiler*

## Hardware layer

~300 K

~100 mK  
to  
~35 K

~10 mK

## Classical control unit

## Quantum processing unit

Control and  
readout signals

Quantum Computing Stack

# Available QPU

Company	Technology of qubits	Architecture
IBM	Superconducting	Gate-based
Google	Superconducting	
Intel	Superconducting & semiconductor spin	
IonQ	Trapped ion	
Quantinuum	Trapped ion	
Rigetti	Superconducting transmon	
SpinQ	Nuclear magnetic resonance (NMR)	
Xanadu	Nanophotonics	
DWAVE	Superconducting	Quantum annealing

# How to access QPUs ?



Hardware Provider	D-Wave	D-Wave	IonQ	Rigetti
QPU Family	2000Q	Advantage	IonQ device	Aspen-8
Per-task price	\$0.30000	\$0.30000	\$0.30000	\$0.30000
Per-shot Price	\$0.00019	\$0.00019	\$0.01000	\$0.00035

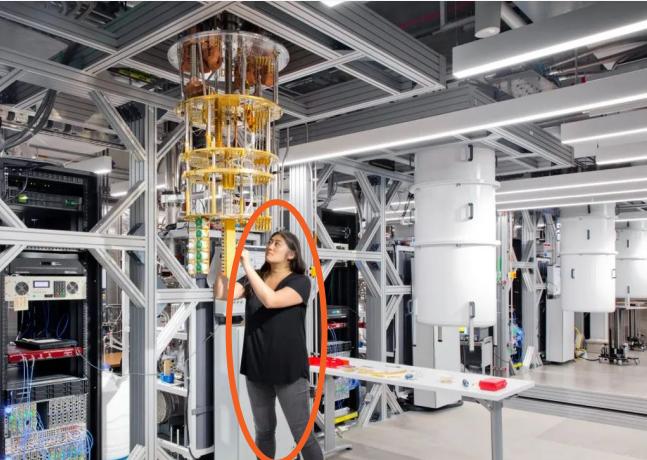
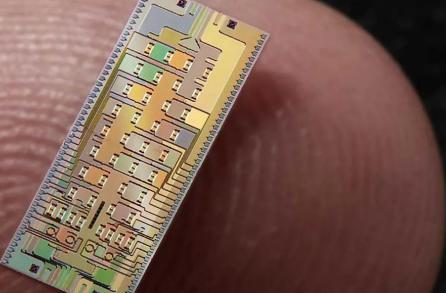
A large orange arrow points from the bottom right cell of the table (Aspen-8, \$0.00035) to the text "1 run involving 1000 shots ~ Rs 26/-".



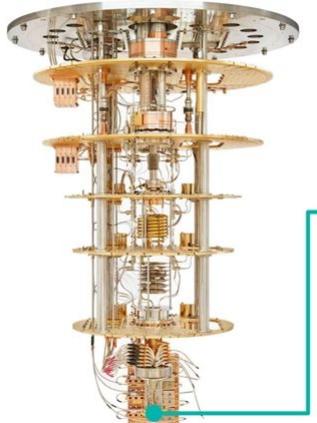
D'Wave Leap allow free trial access

IBM Quantum Platform

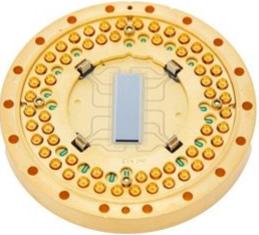
IBM allows (limited) free access



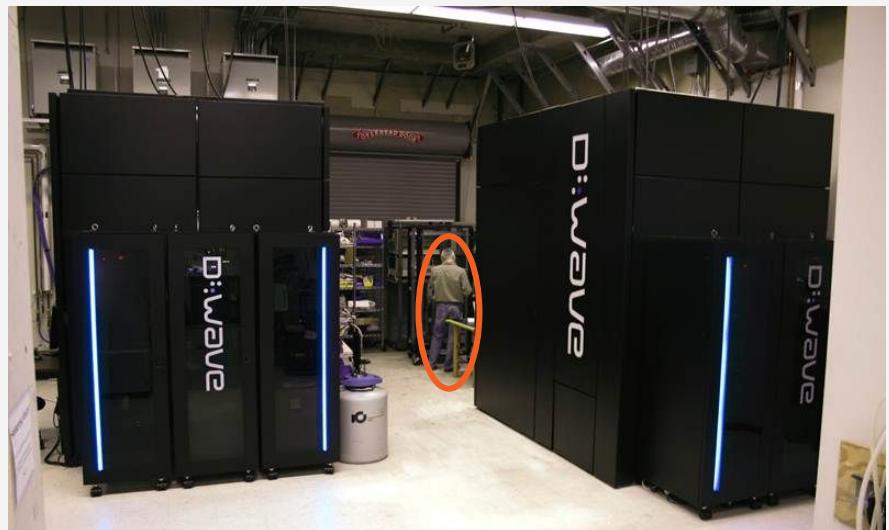
## The Chip is the Heart of the Quantum Computer



\$900K - \$2M

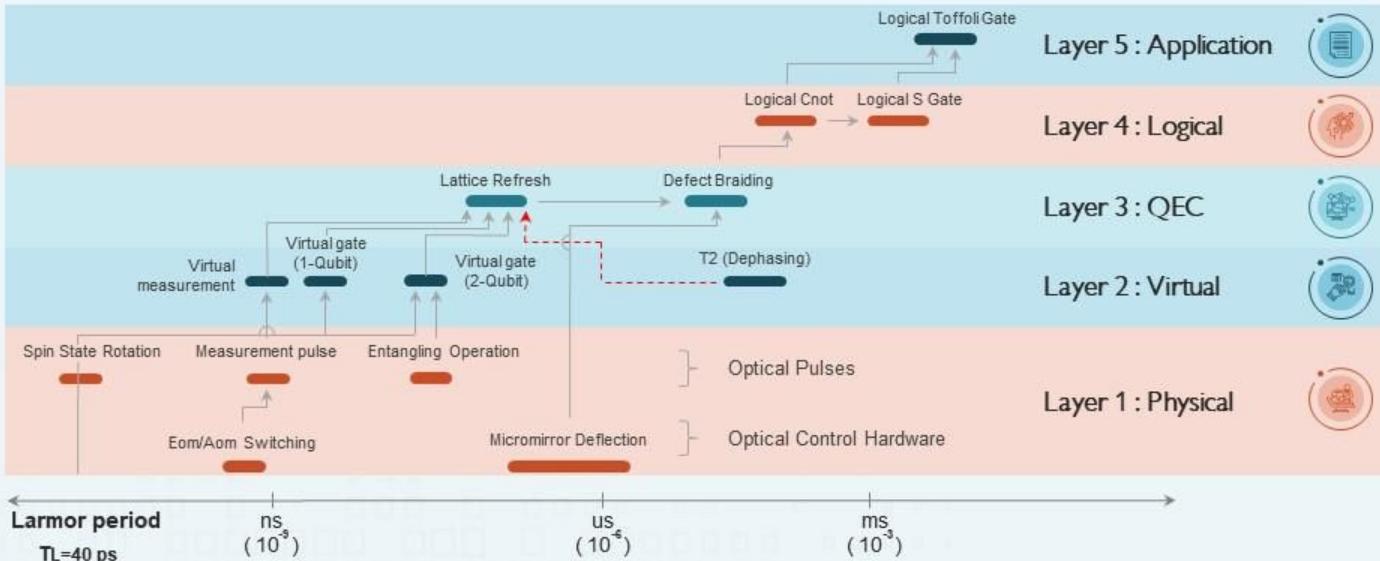


rigetti



# Layered Stack Architecture of Quantum Computer

This slide defines the layered stack architecture of quantum computing and how data goes through different gates from the application layer to the physical layer.



## Key Takeaways



An architecture breaks down complex problems into manageable small sections



Layered architecture does it by abstract layers, and each layer is consists of a set of operations



Add text here

## QPU Speed

### Variable operations

Physical rate < 1 - 0.1 GHz  
Logical rate ~ MHz

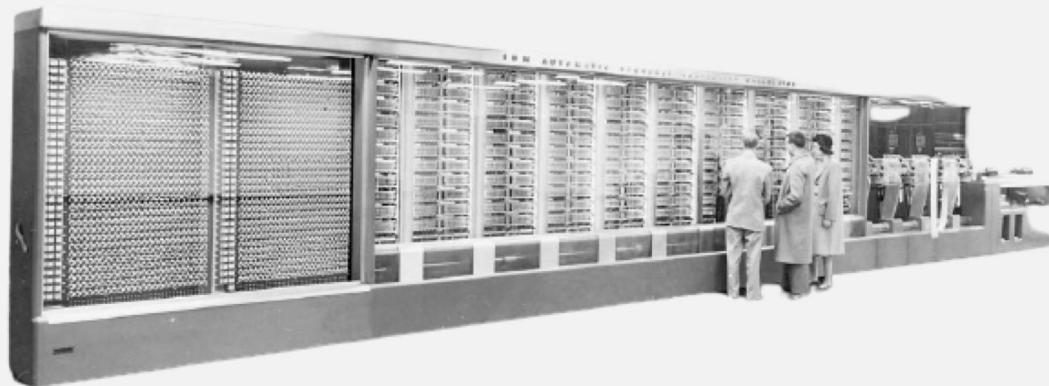
### Variable read

Physical rate ~ MHz



# First generation CPU

## *Harvard Mark I*



### Specification

- + : 0.3 sec
- x : 6 secs
- ÷ : 15 secs
- sin, cos, etc. : 1 min +
- Operated on 72 73-bit registers
- 51' x 8' x 2'
- 4.3 ton



# A simple program

```
1. qint myvar1 = 00;  
2. myvar1.Hadamard();  
3. int abc = myvar1.get(); // measure in QPU assembly languages
```

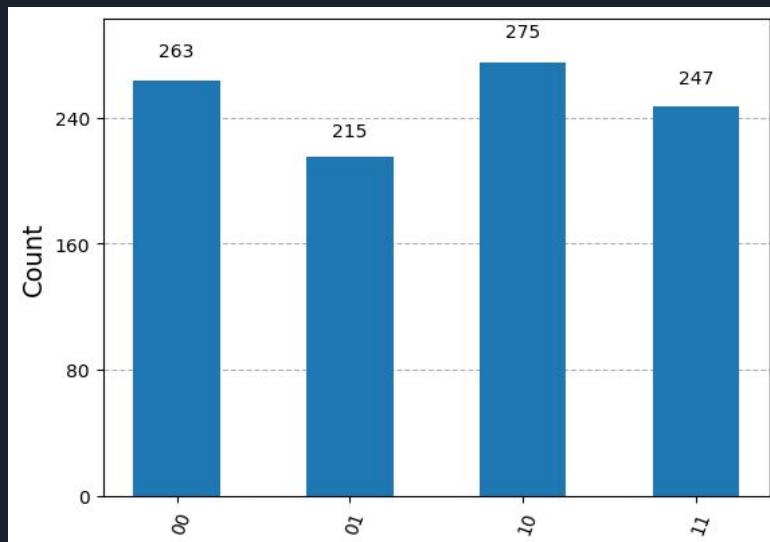
Assume both qint and int are 2-bit datatypes.

abc will be:

- 00 with probability  $\frac{1}{4}$
- 01 with prob.  $\frac{1}{4}$
- 10 with prob.  $\frac{1}{4}$
- 11 with prob.  $\frac{1}{4}$

Running this for 1024 “shots”, we observe something like

**Probability is important!**



# A simple program

```
1. qint myvar1 = 10;  
2. myvar1.Hadamard();  
3. int abc = myvar1.get(); // measure in QPU assembly languages
```

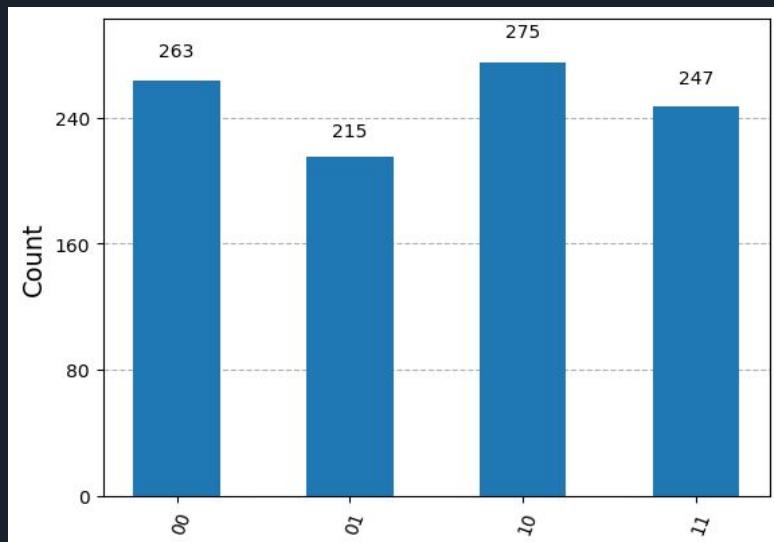
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Running this for 1024 “shots”, we observe something like

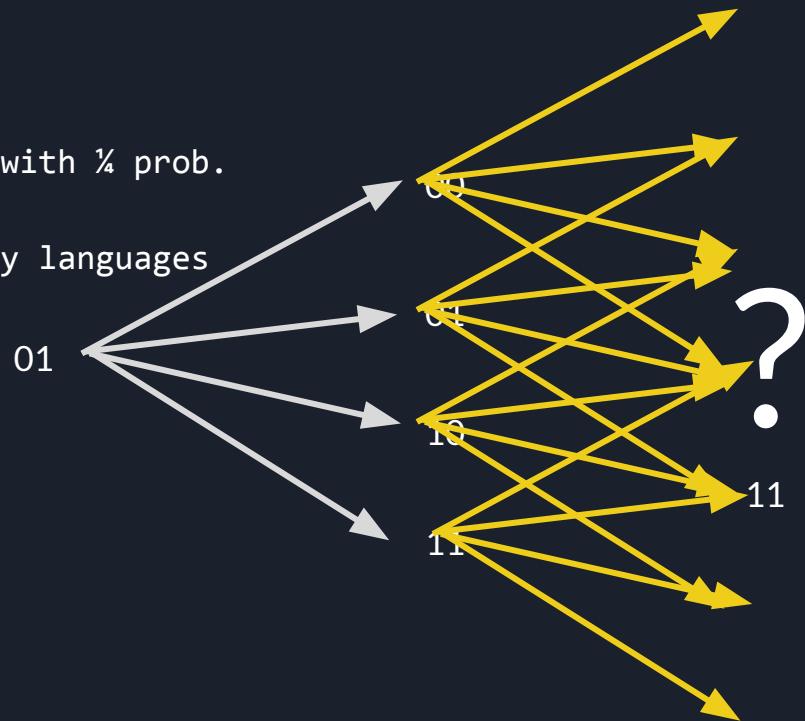
Same observation for myvar1 = 01 or 11

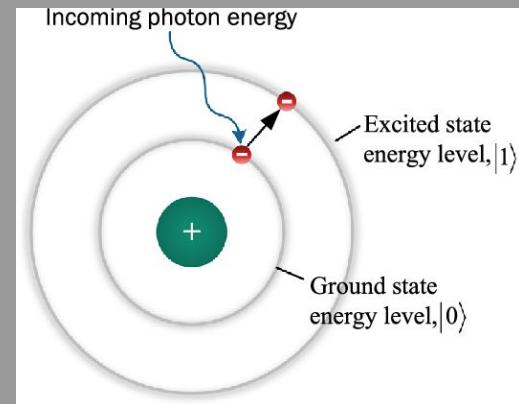
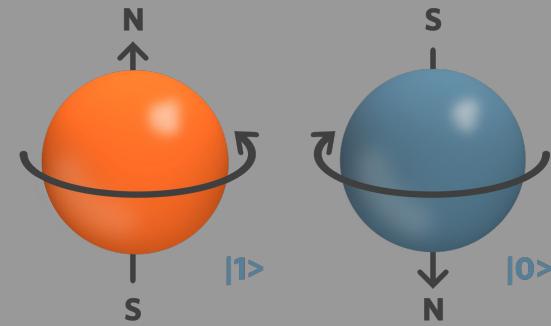
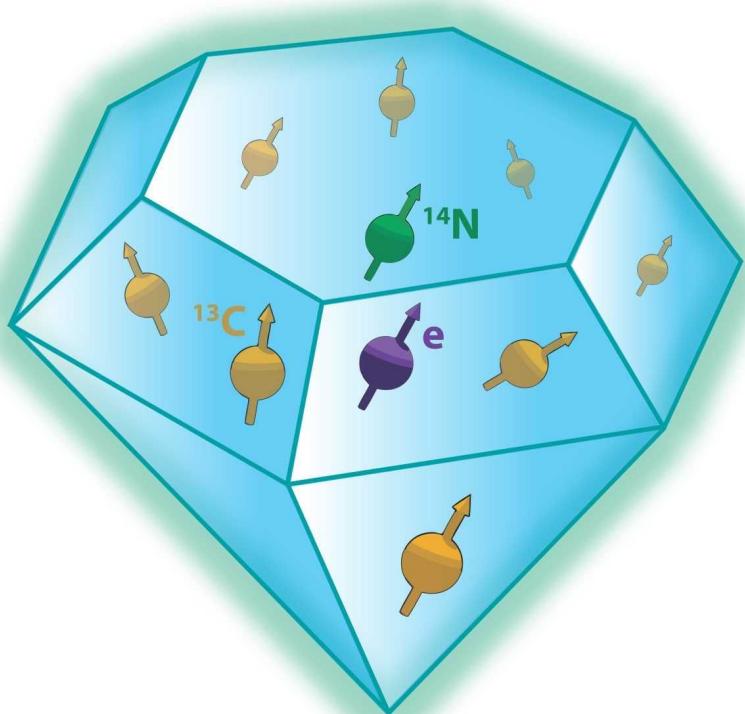


# Quantum is more than probabilistic comp.

```
1. qint myvar1 = 10;  
2. myvar1.Hadamard();  
   // myvar1.get() will return 00 or 01 or 10 or 11 with ¼ prob.  
3. myvar1.Hadamard();  
4. int abc = myvar1.get(); // measure in QPU assembly languages
```

What will be abc? **10** !





Quantum-mechanical implementation of Qubits

# Quantum mechanical variables

Linear algebra is important!

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

```
qint myvar1 =      00          01          10          11
```

1-qubit register is a complex vector in a 2-dimensional Hilbert space

2-qubit register is a complex vector in a 4-dimensional Hilbert space

10-qubit register is a complex vector in a 1024-dimensional Hilbert space



# Linear algebraic view of variables

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

$$\begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

qint myvar1 = 00

01

10

11

Hadamard  
matrix H:

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

1-qubit operation is multiplication by  $2 \times 2$  unitary matrix.

2-qubit operation is multiplication by  $4 \times 4$  unitary matrix.

10-qubit operation is multiplication by  $1024 \times 1024$  unitary matrix.



# Linear algebraic view of variables

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$$

qint myvar1 = 00

$$\begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

01

$$\begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

10

$$\begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

11

$$\frac{1}{2} \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} \rightarrow \frac{1}{2} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

qint(00).Hadamard()

Hadamard  
matrix H:

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

1-qubit operation is multiplication by  $2 \times 2$  unitary matrix.

2-qubit operation is multiplication by  $4 \times 4$  unitary matrix.

10-qubit operation is multiplication by  $1024 \times 1024$  unitary matrix.

$$\frac{1}{2} \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \end{pmatrix} \rightarrow \frac{1}{2} \begin{pmatrix} 1 \\ -1 \\ 1 \\ -1 \end{pmatrix}$$

qint(01).Hadamard()

# qint.get() : Quantum Measurement

$$\begin{pmatrix} 0.5 \\ -0.5 \\ 0.5 \\ -0.5 \end{pmatrix} \xrightarrow{0.5} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} - 0.5 \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix} + 0.5 \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix} \xrightarrow{-0.5} \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

After measurement,

- value of register **changes to** 00 with probability  $(\frac{1}{2})^2 = \frac{1}{4}$
- value of register **changes to** 01 with probability  $(-\frac{1}{2})^2 = \frac{1}{4}$
- value of register **changes to** 10 with probability  $(\frac{1}{2})^2 = \frac{1}{4}$
- value of register **changes to** 11 with probability  $(-\frac{1}{2})^2 = \frac{1}{4}$

**A quantum operation is manipulation of probability vectors !**



# Comparison with vector processors & MATLAB

How to store and operate on vectors of size  $2^{100}$  ?

$\frac{1}{8}$							
---------------	---------------	---------------	---------------	---------------	---------------	---------------	---------------

Requires 8 floating point registers. A  $2^{100}$ -dimensional vector will require  $2^{100}$  floating point registers.

But  $2^{100}$  is more than the number of atoms in our universe !!!

However, the quantum-mechanical description of a 100-qubit register is a  $2^{100}$  dimensional vector (\*).

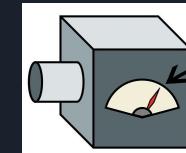
A 100-qubit register is typically implemented using ...

100 ions or 100 electrons or 100 photons (100 quantum mechanical particles).



# Destructive interference

$$\begin{pmatrix} 0.5 \\ -0.5 \\ 0.5 \\ -0.5 \end{pmatrix} = 0.5 \begin{pmatrix} 00 \\ 1 \\ 0 \\ 0 \end{pmatrix} - 0.5 \begin{pmatrix} 01 \\ 0 \\ 1 \\ 0 \end{pmatrix} + 0.5 \begin{pmatrix} 10 \\ 0 \\ 0 \\ 1 \end{pmatrix} - 0.5 \begin{pmatrix} 11 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$



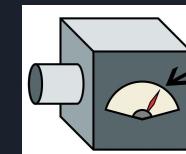
$$00 \text{ w/p } (0.5)^2 \\ = \frac{1}{4}$$

$$01 \text{ w/p } (-0.5)^2 \\ = \frac{1}{4}$$

$$01 \text{ w/p } (0.5)^2 \\ = \frac{1}{4}$$

$$11 \text{ w/p } (-0.5)^2 \\ = \frac{1}{4}$$

$$\begin{pmatrix} 0.5 \\ -0.5 \\ 0 \\ -0.707 \end{pmatrix} = 0.5 \begin{pmatrix} 00 \\ 1 \\ 0 \\ 0 \end{pmatrix} - 0.5 \begin{pmatrix} 01 \\ 0 \\ 1 \\ 0 \end{pmatrix} + 0 \begin{pmatrix} 10 \\ 0 \\ 0 \\ 1 \end{pmatrix} - 0.707 \begin{pmatrix} 11 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$



$$00 \text{ w/p } (0.5)^2 \\ = \frac{1}{4}$$

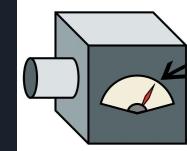
$$01 \text{ w/p } (-0.5)^2 \\ = \frac{1}{4}$$

$$11 \text{ w/p } (-0.707)^2 = \frac{1}{2}$$

# QC: inherently “probabilistic” & vectorized

$$\begin{pmatrix} 0.5 \\ -0.5 \\ 0 \\ -0.707 \end{pmatrix} = 0.5 \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix} - 0.5 \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix} + 0 \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix} - 0.707 \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

00            01            10            11

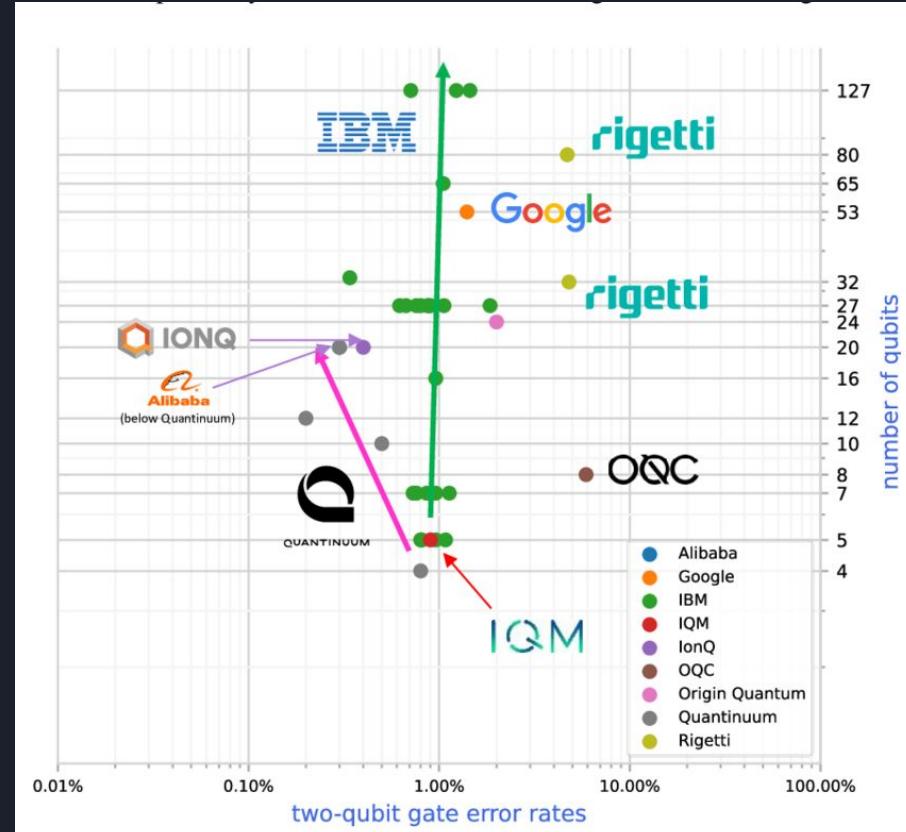
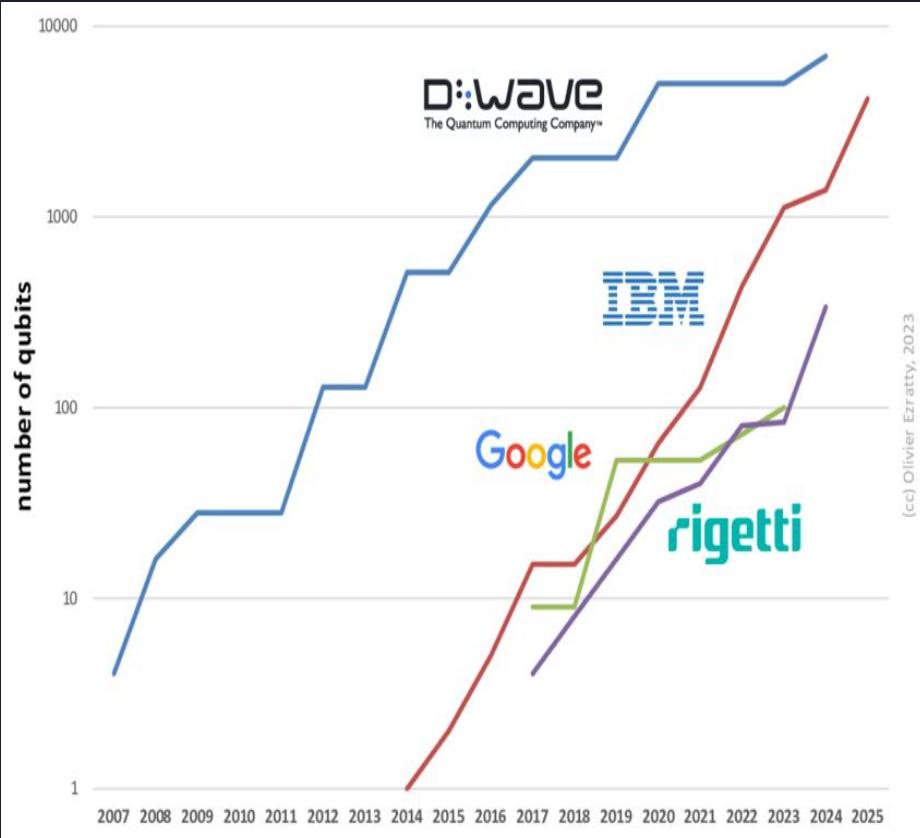


00 w/p  $(0.5)^2$   
 $= \frac{1}{4}$

01 w/p  $(-0.5)^2$   
 $= \frac{1}{4}$

11 w/p  
 $(-0.707)^2 = \frac{1}{2}$

- Implemented as a quantum-mechanical property of 1 electron / neutron / photon / etc.
- State of  $n$  particles can be represented by a  $2^n$ -dimensional vector
  - Essentially, storing  $2^n$  complex numbers (with unit norm)
- When measured, values **changes** to one of the “basic” values with probabilities depending on the vector coordinates
- Unlike probability vectors, coordinates can be negative (actually, complex numbers)
  - **Destructive interference:** Operations can “cancel out” basic values, thus **lowering** the probability of observations



## The Qubit Race: Current Quantum Processing Units

**Programming layer**  
*Including algorithms*

**Middleware layer**  
*Including quantum compiler*

**Hardware layer**

~300 K

~100 mK  
to ~35 K

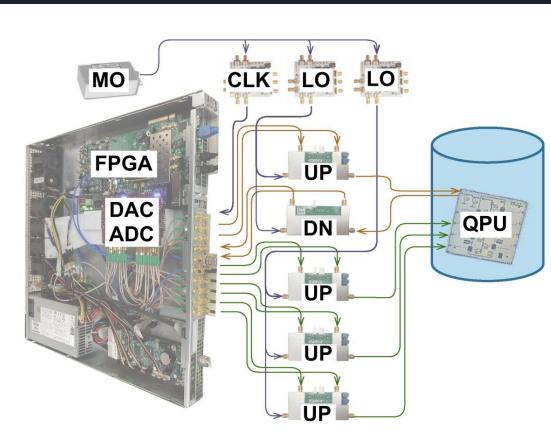
~10 mK

**Classical control unit**

**Quantum processing unit**

Control and readout signals

Quantum Computing Stack

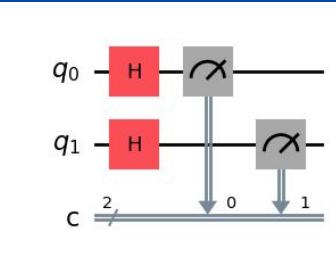




## Programming layer *Including algorithms*

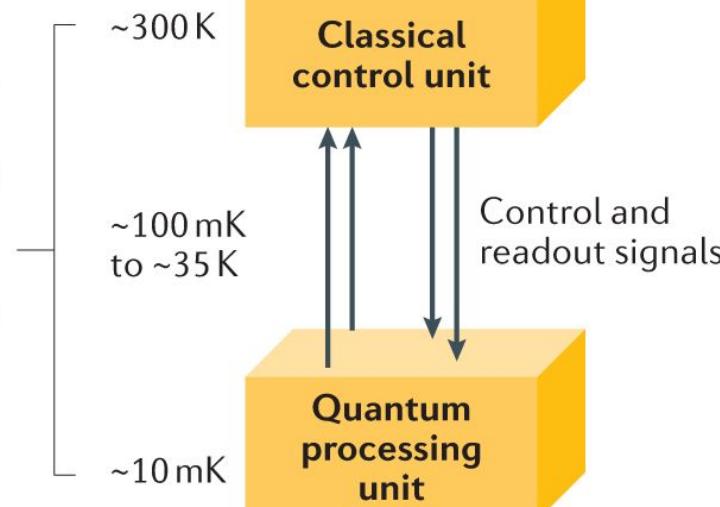
```
from qiskit import QuantumCircuit
qc = QuantumCircuit(2,2) # 1 quantum register, 1 classical
register
# Apply a Hadamard gate to 1st qubit
qc.h(0)
# Apply a Hadamard gate to 2nd qubit
qc.h(1)

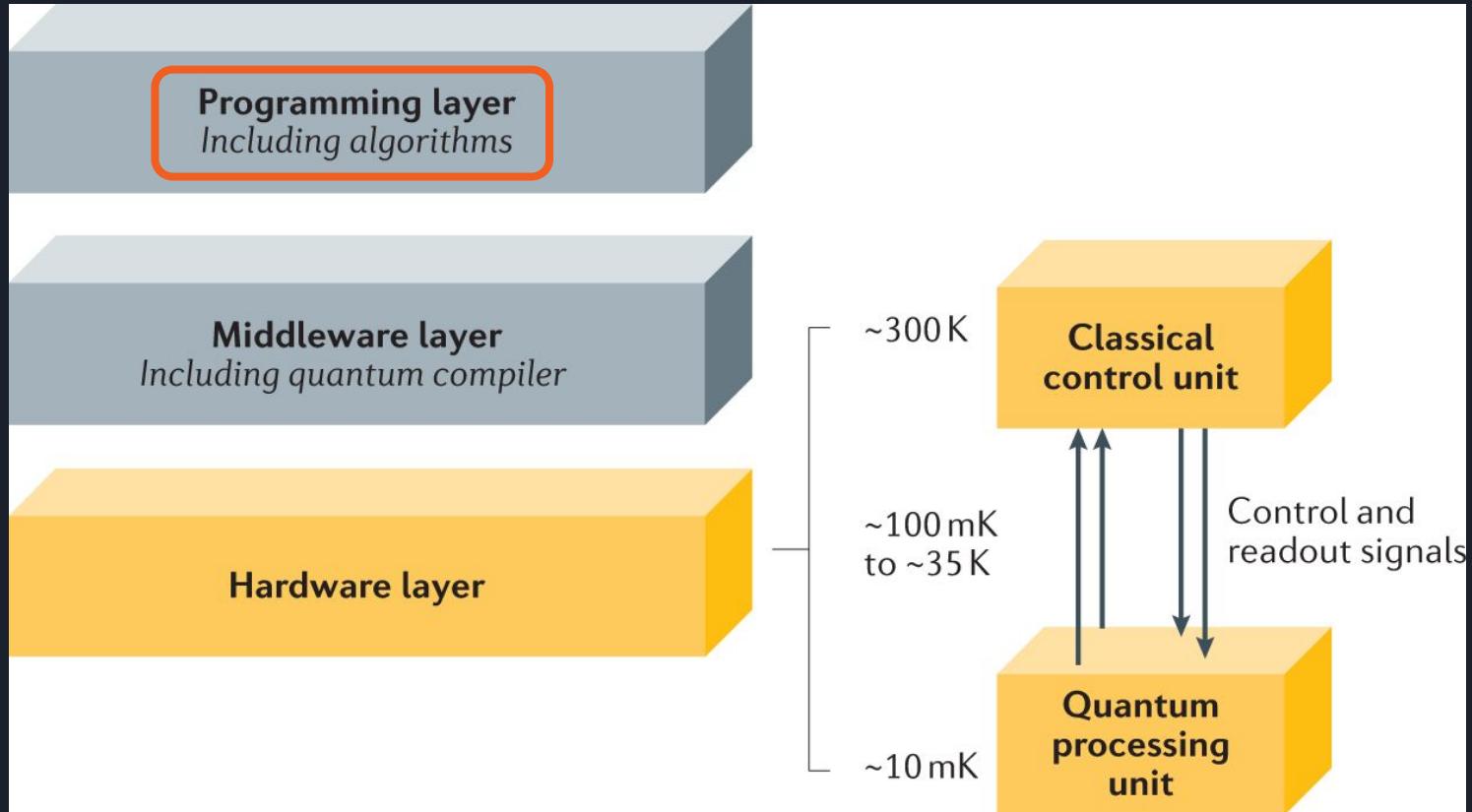
qc.measure(0,0)
qc.measure(1,1)
```



## Middleware layer *Including quantum compiler*

## Hardware layer





# Quantum development ecosystem

Many programming languages.

Lot of libraries.

Active community.

Several tutorial, blogs, open Github projects,

## SDK

Qiskit by IBM

Ocean by D-Wave

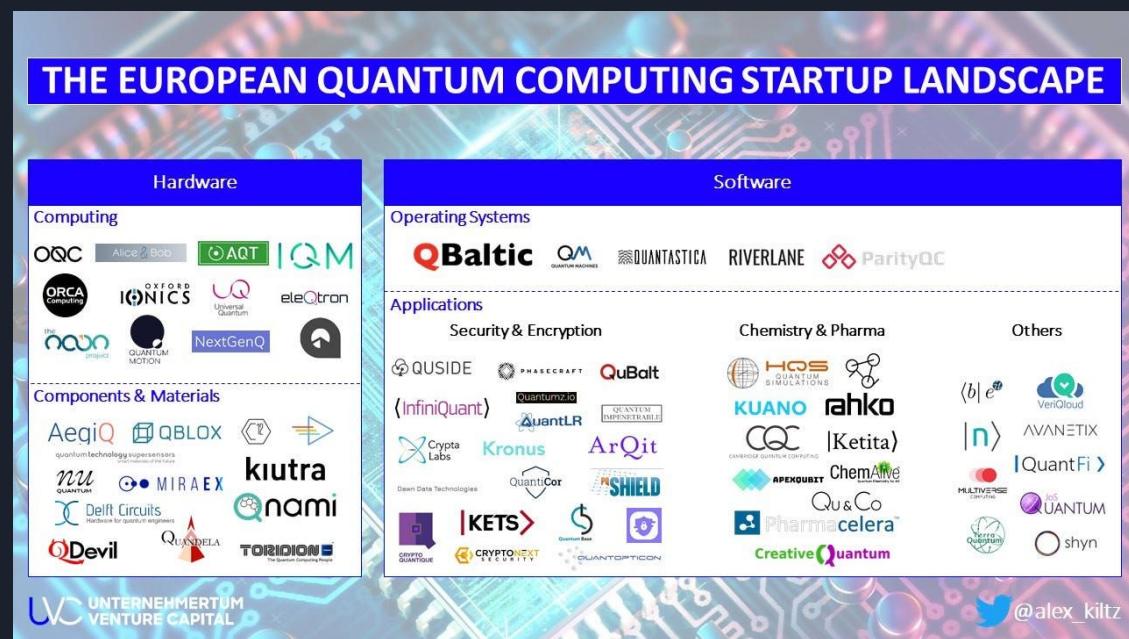
Strawberry Fields & Pennylane

Forest by Rigetti

Circ by Google

QDK by Microsoft

CUDA-Quantum by NVIDIA





Quantum Algorithms for ...

# Traditional CS problems

## Quantum Algorithm Zoo

Number theoretic algorithms

Linear algebraic algorithms

Algebraic algorithms

Sorting, searching, ...

Graph algorithms

String algorithms

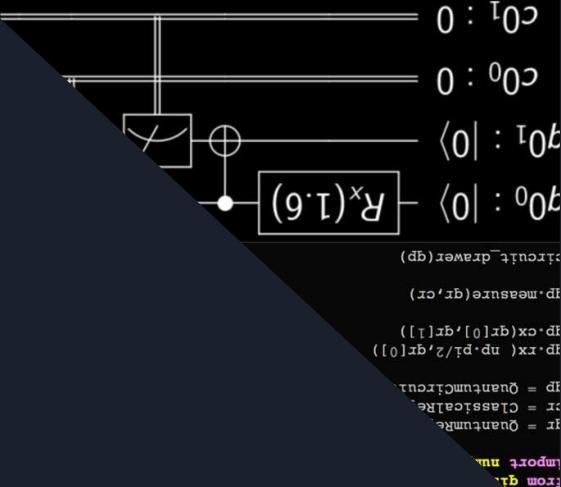
Group-theoretic algorithms

Linear programs

Semi-definite programs

...

<https://quantumalgorithmzoo.org/>





Quantum algorithms for ...

# Data analysis



Singular-value estimation based algorithms

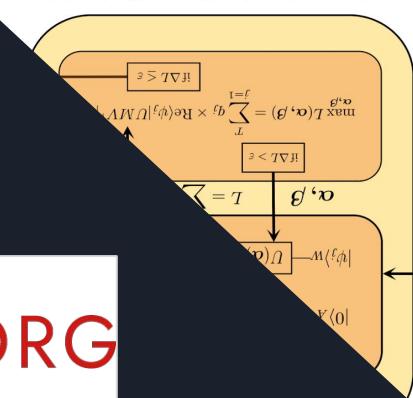
Monte-carlo techniques

PCA and other dimensionality reduction methods

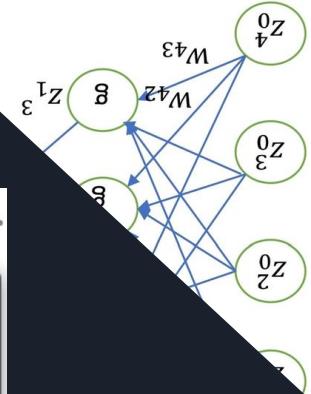
Clustering algorithms like k-means, k-median, ...

Matrix operations like inversion, solving linear system, ...

Column Singular Vectors  $\{|\alpha_j\rangle, |\beta_j\rangle\}$



$$(\sum_{j=1}^q \alpha_j + \beta) \sum_{i=1}^m \alpha_i = \beta$$



Quantum algorithms for ...

# Machine learning & optimization

[https://en.wikipedia.org/wiki/Quantum\\_machine\\_learning](https://en.wikipedia.org/wiki/Quantum_machine_learning)

Quantum-enhanced reinforcement learning

Quantum annealing

Training Boltzmann machines

Quantum convolutional neural networks (QCNN)

Dissipative QNN

Quantum generative adversarial networks (QGAN)

Hidden quantum markov models

Quantum graph neural networks

Quantum physics-inspired neural networks (QPINN)

		Type of Algorithm	
		classical	quantum
Type of Data	classical	CC	CQ
	quantum	QC	QQ

# Quantum Online Portfolio Optimization

**Input:**  $n, s, \eta, T, C, \delta$

- 1: Initialize  $U_{\rho(0)} = \mathbb{I}$ ,  $\tilde{I} = 1$  and  $q^{(1)} = (1, \dots, 1)$ ,  $U_{q^{(1)}} = \mathbb{I}$ .
- 2: **for**  $t = 1$  to  $T$  **do**
- 3:    $q_{\max} \leftarrow$  Find the largest element of  $q^{(t)}$  using  $U_{q^{(t)}}$  and quantum maximum finding [56] with success probability  $1 - \frac{\delta}{4T}$ .
- 4:    $\tilde{Z}^{(t)} \leftarrow$  Estimate the norm of  $\frac{q^{(t)}}{q_{\max}}$  using  $U_{q^{(t)}}$ ,  $q_{\max}$ , Lemma 2, and Lemma 3(i), with relative error  $\epsilon_Z = \frac{\eta^2}{r_{\min}^2}$  and success probability  $1 - \frac{\delta}{4T}$ .
- 5:    $U_{w^{(t)}} \leftarrow$  Prepare quantum circuit for approximating  $|\tilde{w}^{(t)}\rangle$  of the quantum state  $|w^{(t)}\rangle$ , where  $w^{(t)} = \frac{q^{(t)}}{\|q^{(t)}\|_1}$ , using  $U_{q^{(t)}}$ ,  $q_{\max}$ ,  $\tilde{Z}^{(t)}$ , Lemma 2, Lemma 3(ii), with success probability  $1 - \frac{\delta}{4T}$ .
- 6:    $\Gamma, W, V \leftarrow$  Determine using Lem. 5 applied to  $\tilde{w}^{(t)}$  with probability  $1 - \frac{\delta}{4T}$ .
- 7:    $i_1^{(t)}, \dots, i_s^{(t)}$  Perform multi-sampling using  $\Gamma, W, V$  and Lemma 6 with probability  $1 - \frac{\delta}{4T}$ .
- 8:   Invest the amount  $1/s$  in each asset  $i_1^{(t)}, \dots, i_s^{(t)}$  at cost  $C$  each.
- 9:   Wait until end of day.
- 10:   Receive price relative oracle  $U_{\rho^{(t)}}$ .
- 11:    $\rho_{j^{(t)}}^{(t)} \leftarrow$  Query  $U_{\rho^{(t)}}$  with  $|j^{(t)}\rangle|0\rangle$ .
- 12:    $\tilde{I}^{(t)} \leftarrow$  Estimate  $\tilde{w}^{(t)} \cdot \rho^{(t)}$  using  $U_{w^{(t)}}, U_{\rho^{(t)}}$ , and Lemma 4, with relative error success probability  $1 - \frac{\delta}{4T}$ .
- 13:    $U_{q^{t+1}} \leftarrow$  Prepare quantum circuit to compute  $q^{(t+1)} = \exp\left(\eta \sum_{t'=1}^t \frac{\rho^{(t')}}{\tilde{I}^{(t')}}\right)$  using Lemma 2.
- 14: **end for**

**Output:**  $LS_{\text{samp}}^Q := \frac{1}{T} \sum_{t=1}^T \log \left( \frac{1}{s} \sum_{\ell=1}^s \rho_{i_\ell^{(t)}}^{(t)} \right)$ .

Name	Alg.	Regret	Run time
Online	1	$\frac{1}{r_{\min}} \sqrt{\frac{\log n}{2T}}$	$O(Tn)$
Sampling-based Online	2	$\frac{2}{r_{\min}} \sqrt{\frac{\log n}{2T}}$	$O(T^2 n \log \frac{T}{\delta})$
Approximate Sampling-based Online	3	$\frac{8}{r_{\min}} \sqrt{\frac{\log n}{2T}}$	$O\left(Tn + \frac{T^2}{r_{\min}} \log \frac{T}{\delta}\right)$
Quantum Online	4	$\frac{12}{r_{\min}} \sqrt{\frac{\log n}{2T}}$	$\tilde{O}\left(T^3 \sqrt{\frac{n}{r_{\min}}} \log^{1.5} \left(\frac{1}{\delta}\right)\right)$

# Solving Knapsack using Annealing

N = 4	W = 5
Wt:	1 2 4 5
Val:	5 4 8 6

$x_\alpha = 1$  if good  $\alpha$  (weight  $w_\alpha$ , cost  $c_\alpha$ ) is included:

$$H = A \left( W - \sum_{\alpha} w_{\alpha} x_{\alpha} \right)^2 - \sum_{\alpha} c_{\alpha} x_{\alpha}$$

$W$  encoded by auxiliary variables  $y_i$  ( $i = 0, \dots, M = \lfloor \log W \rfloor$ ):

$$W = (W + 1 - 2^M) y_M + \sum_{i=0}^{M-1} 2^i y_i$$

choose  $A > \max(c_\alpha)$ .

Knapsack: Given values  $[v_1 \dots v_n]$  and weights  $[w_1 \dots w_n]$  and a weight limit  $W$  on the knapsack, find the largest possible total value from items that can fit in the knapsack.

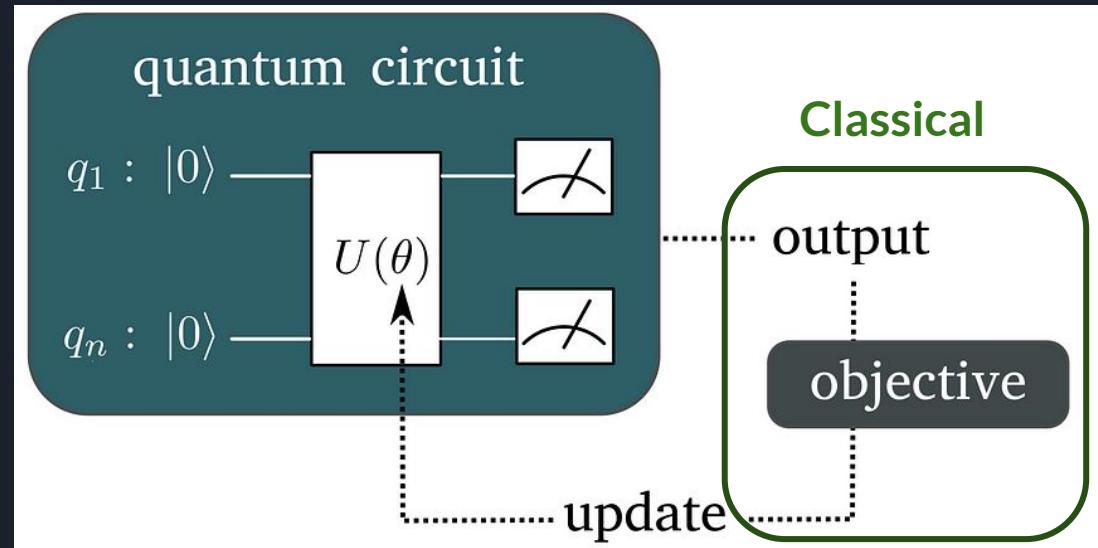
Equivalent optimization problem:

Variable  $x_i = 1$  if i-th item can be included, and 0 otherwise

$$\begin{aligned} & \text{max } v_1 x_1 + v_2 x_2 + \dots + v_n x_n \\ & \text{subject to: } w_1 x_1 + w_2 x_2 + \dots + w_n x_n \leq W \end{aligned}$$

Quantum Annealers (e.g., DWave 2000Q) can solve a QUBO reformulation of the such optimization problems.

# PQC (Parameterized Quantum Circuit)



PQC algorithms for ...

- Quantum neural networks
- Quantum variational eigen-solver
- Quantum approximate algorithms for NP-complete problems



Popular Primitives	Popular Subroutines	Other Primitives
QFT [31]	QPE [32]	QITE [33]
AA [34]	QAE [35]	Q. Lanczos [36]
QA [37]	Grover [38]	Variational QSVD [39]
VQE [40]	QLSAs [30, 41–44]	Bayesian QPE [45]
HSs [46–51]	QSVD [52]	Hadamard Test [53]
Block Encoding [49]	QSP [54]	Hilbert-Schmidt Test [55]
BS [56]	Szegedy’s QW [57]	Q. Hierarchical Clustering [58]
Swap Test [59]	SKW’s QW Search [60]	Q. Distance Classifier [61]
	Adiabatic Search [62]	Q.-Enhanced Markov-Chain Monte Carlo [63]
	D. & H. Minimization [64]	Simon’s Algo. [65]
	Q. Counting [66]	Fermionic QFT [67]
	Q. Monte-Carlo Integral [68]	QCA for Q. Electrodynamics [69]
	Gaussian BS [70]	Q. Final State Shower [71]
	Ising-QUBO [72]	Free-Q.-Field-Theory Ground State [73]
	QAOA [74]	Q. Fock Space Dynamics [75]
	QSDP [76]	Dirac-Equation QW [77]
	Dihedral HSP Algo. [78]	
	Shor [79]	



# Why quantum ?

Fundamentally different point of view! Backed by quantum mechanics.

10 qubits represent a distribution over 1024 elements  $\equiv$  1024-sized “stochastic” vector

+

Distribution allows “negative” probabilities  $\Rightarrow$  Cancellation of probabilistic scenarios

+

Certain impossibility results advocated by quantum mechanics

Classically impossible tasks are now possible.

Better speedup compared to classical techniques.

Better quality of optimization solutions.

# Why not (yet) quantum ?

Early stages.

No Quantum RAM (yet)!

Lots of errors - T<sub>1</sub>, T<sub>2</sub>, Gate, Readout, ...

No clear case of quantum supremacy!

Perceived learning curve.



Thank you!

<https://braqiiit.github.io/>

