

# DL-2 Red

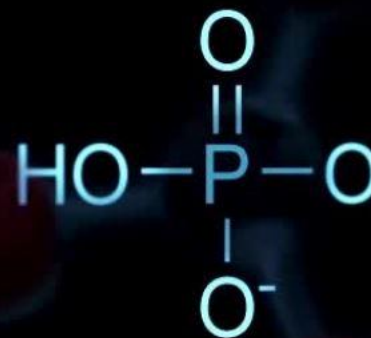
## Why Quantum ML Matters

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# Classical Computing

Architecture:

- Binary System
- Von Neumann

Processing:

- Boolean Logic
- Algorithms (e.g., sorting, searching)

Limitations:

- Complexity of certain problems (e.g., factorization)

# Quantum Computing

Principles of Quantum Mechanics:

- Superposition
- Entanglement

Qubits

Quantum Gates and Operations

Quantum Algorithms (e.g., Deutsch-Jozsa algorithm)

# Comparing Classical vs Quantum

## Similarities:

- Both involve information processing
- Can perform mathematical operations and computations

## Differences:

- Superposition and Entanglement in Quantum Computing
- Exponential parallelism vs sequential processing in Classical Computing
- Complexity of algorithms (e.g., factoring, optimization problems)

# Classical Bit vs Quantum Bit

- A **bit** is the basic unit of information in classical computing
- Classical bits have two possible states: {0, 1}
- Determinant by nature

## Classical Bit Vector Representation

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

- A **qubit** is a basic unit of quantum information used in quantum computing
- Quantum bits utilize the superposition of classical bits.
- Nondeterministic by nature

## Quantum Bit Vector Representation

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle = \alpha \begin{bmatrix} 1 \\ 0 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\alpha = e^{i\chi}a, \beta = e^{i\phi}b$$

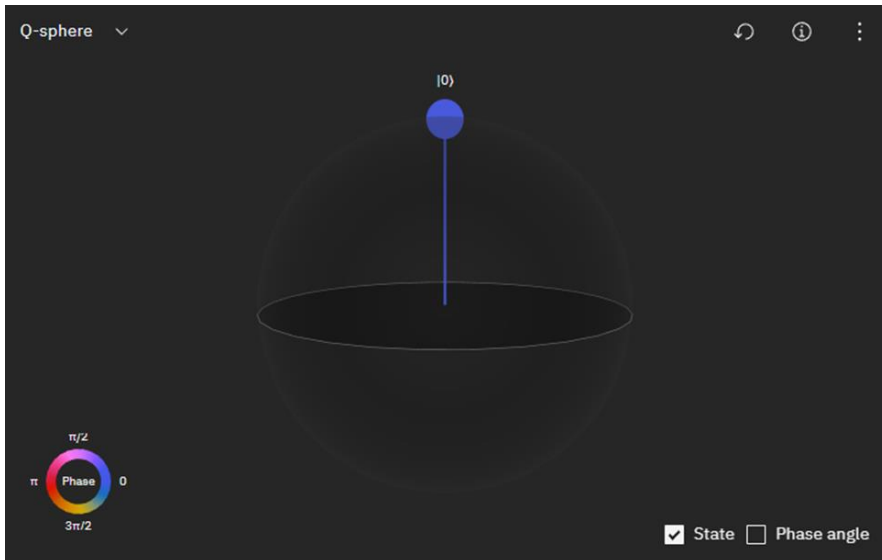
# Quantum Bit - Superposition

- A qubit is indeterminate having no intrinsic value
- Qubit is determined by the superposition of the two state bits  $|0\rangle$  and  $|1\rangle$
- Metaphorically speaking the qubit is simultaneously in both the  $|0\rangle$  and  $|1\rangle$  state with a probability of being in the two distinct states given by terms

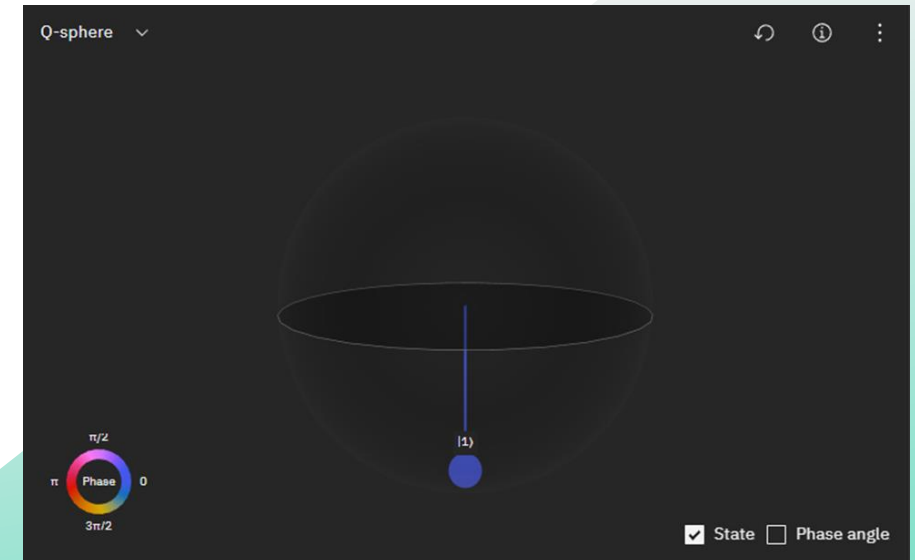
Qubit  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle = \alpha \begin{bmatrix} 1 \\ 0 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Qubit probability  $|\alpha|^2 + |\beta|^2 = 1$

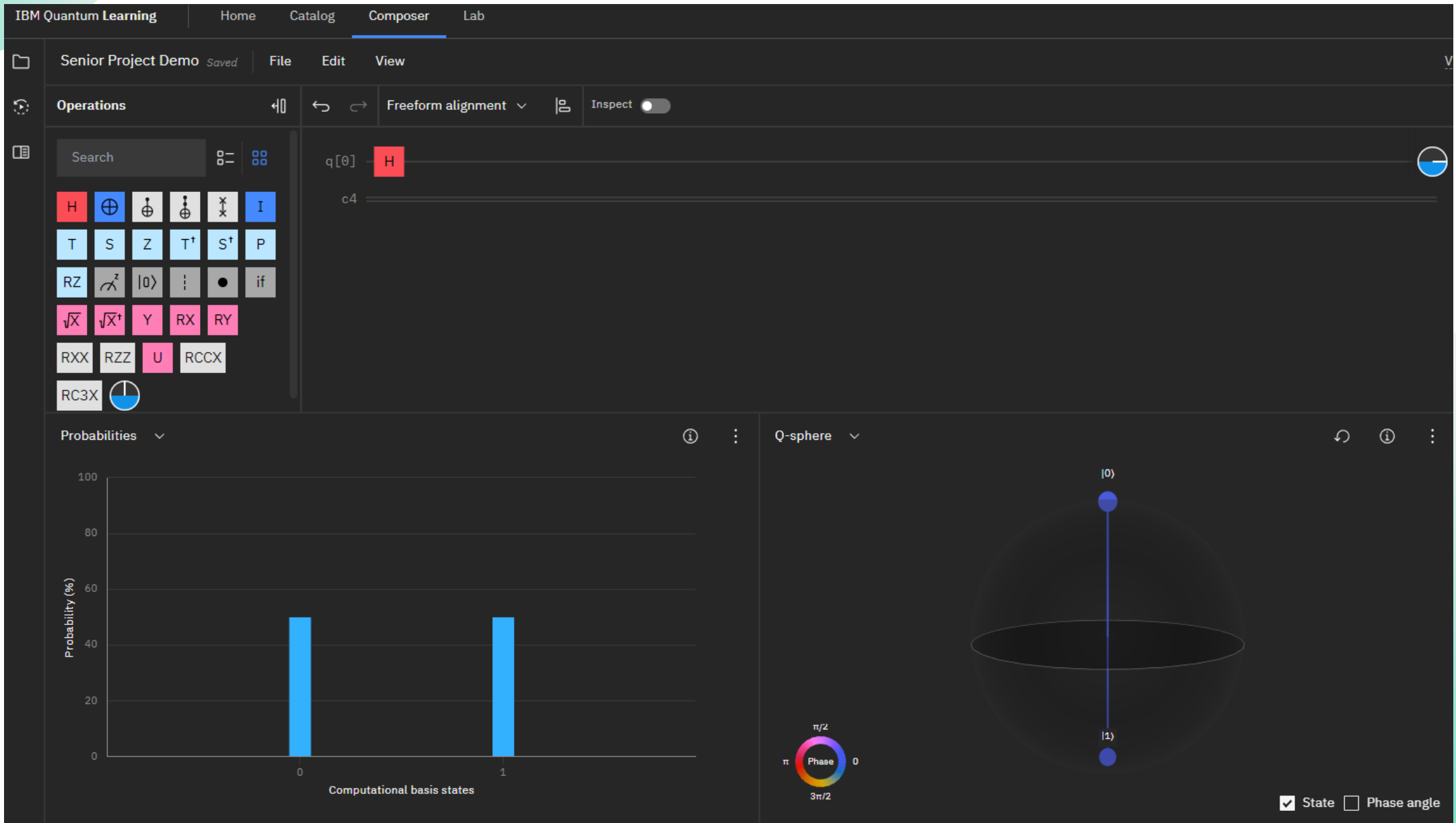
**Qubit  $|0\rangle$  - IBM Quantum Composer**



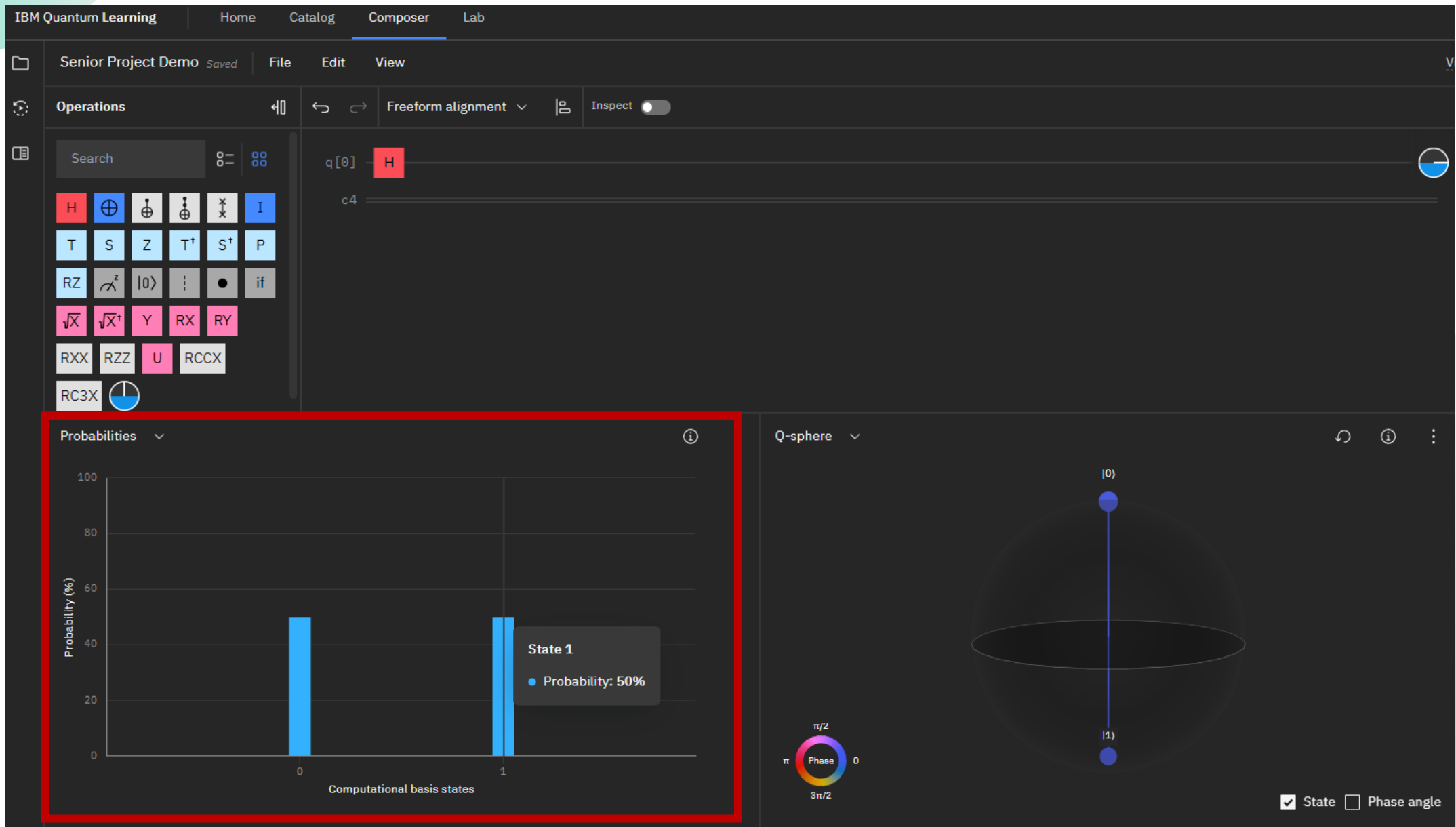
**Qubit  $|1\rangle$  - IBM Quantum Composer**



# Quantum Bit - Superposition

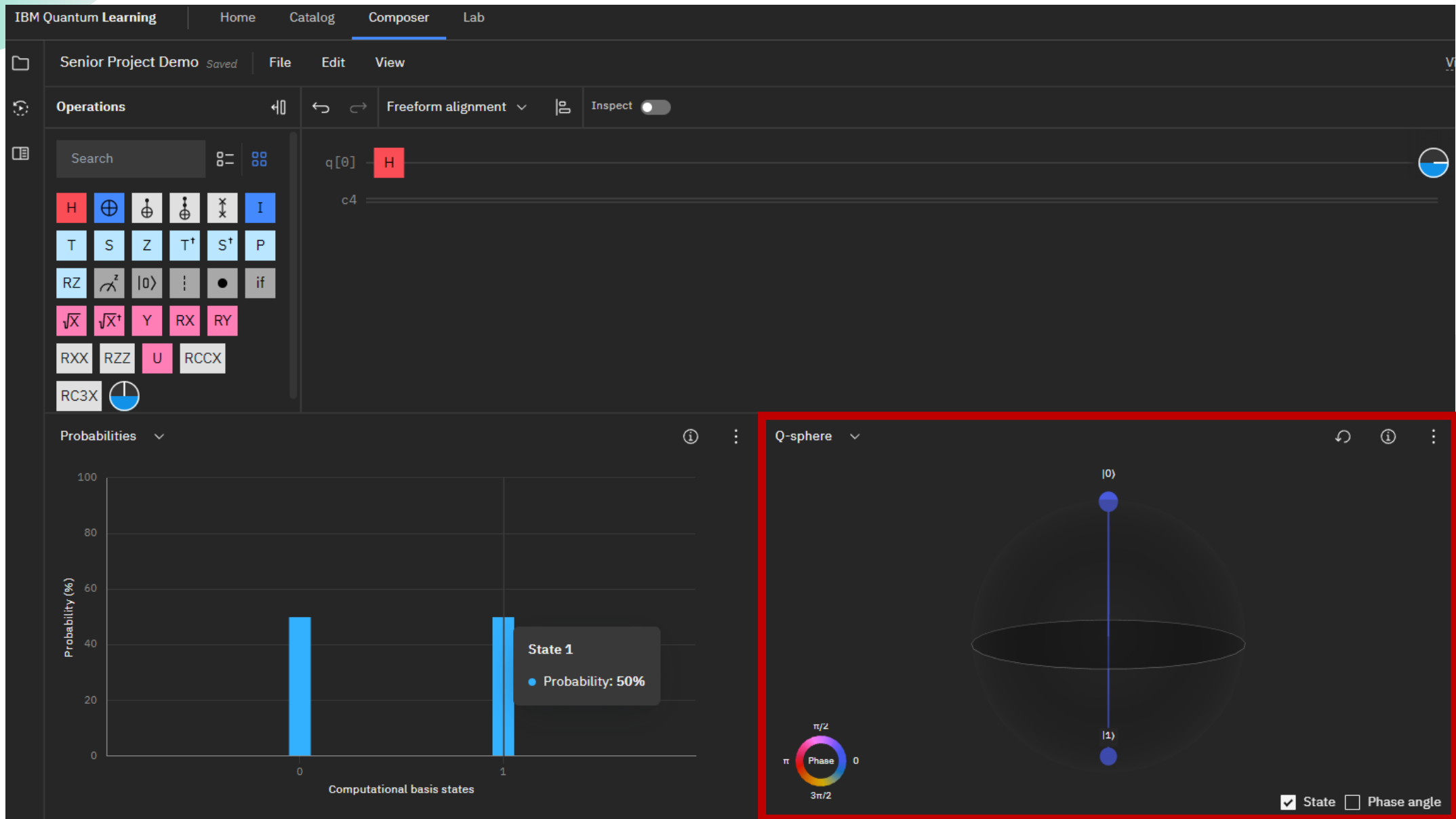


# Quantum Bit - Superposition

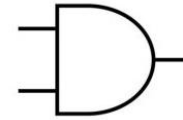
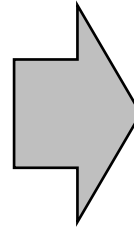




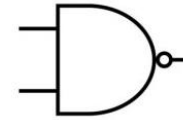
# Quantum Bit - Superposition



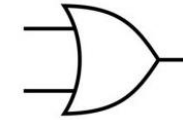
# Classical Logic Gates



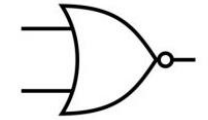
AND



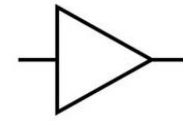
NAND



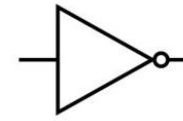
OR



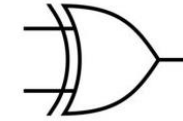
NOR



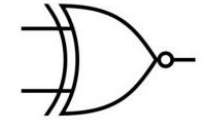
BUFFER



NOT













XOR

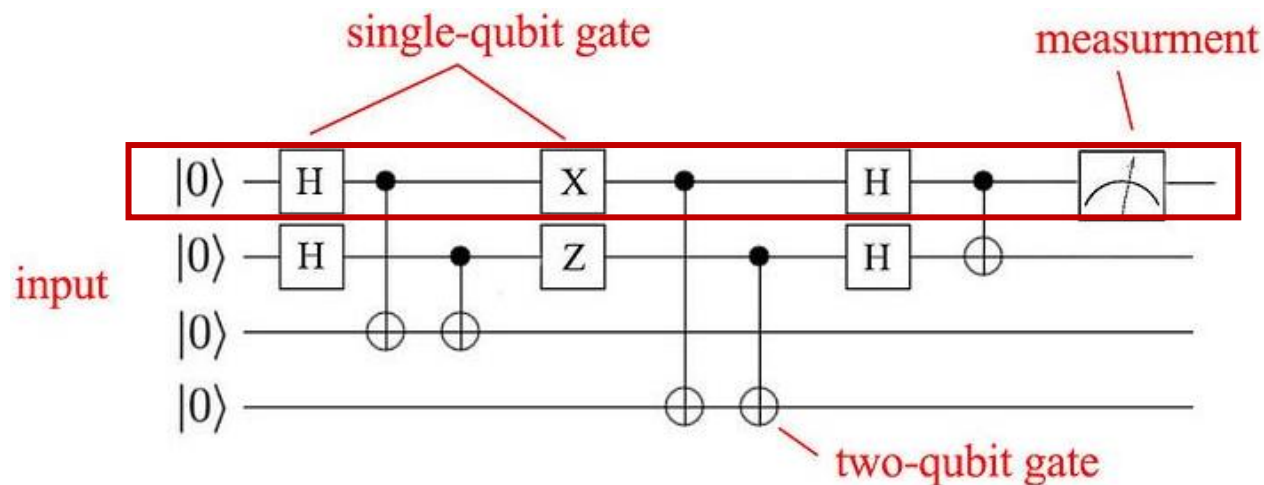


XNOR

# Quantum Gates

| Operator                   | Gate(s)   | Matrix   |
|----------------------------|---|--|
| Pauli-X (X)                |    | $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$   |
| Pauli-Y (Y)                |    | $\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$  |
| Pauli-Z (Z)                |    | $\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$  |
| Hadamard (H)               |    | $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$   |
| Phase (S, P)               |    | $\begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$   |
| $\pi/8$ (T)                |    | $\begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$  |
| 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) |  | $\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$ |

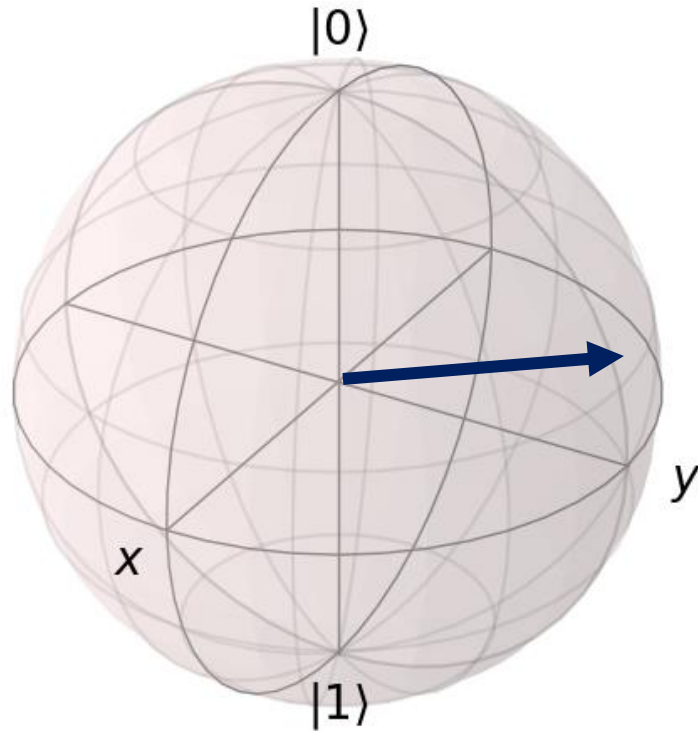
Example of quantum gates



Example of quantum circuit

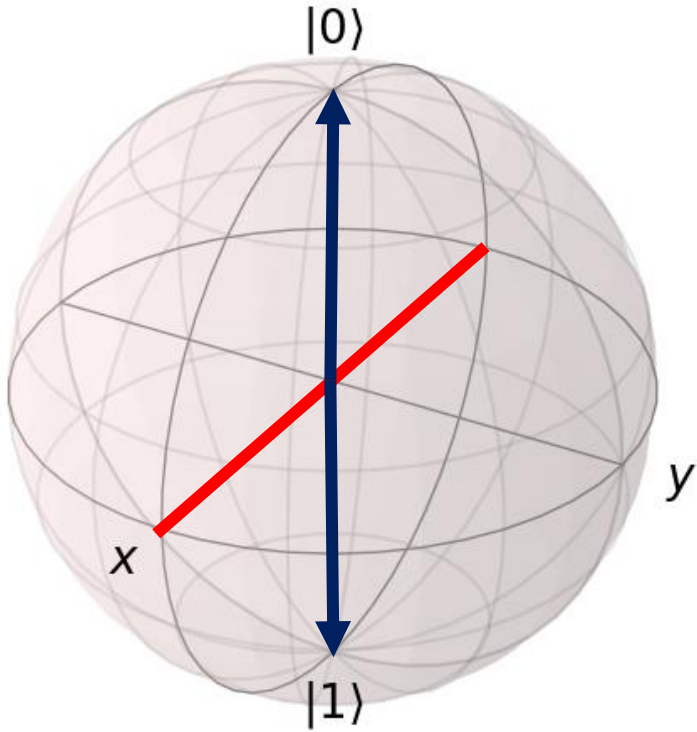
- Qubits don't represent 0 or 1
- Could be both 0 and 1 simultaneously (superposition)
- Think of quantum gates as changing probabilities through circuits

# Bloch Sphere

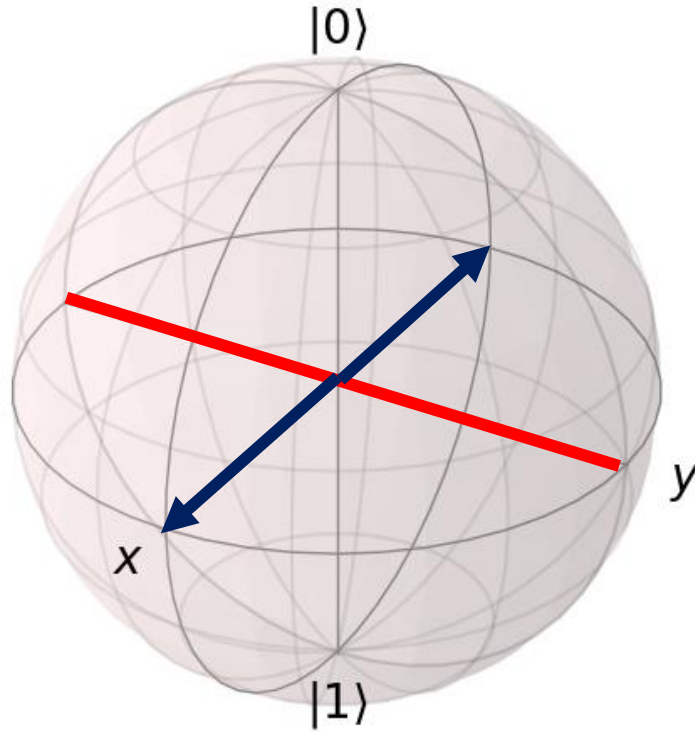


- Classical Logic Gate : Determines the state of 0 or 1 through the circuit
- Quantum Gate: Adjusts the probability of 0 or 1 coming through the circuit

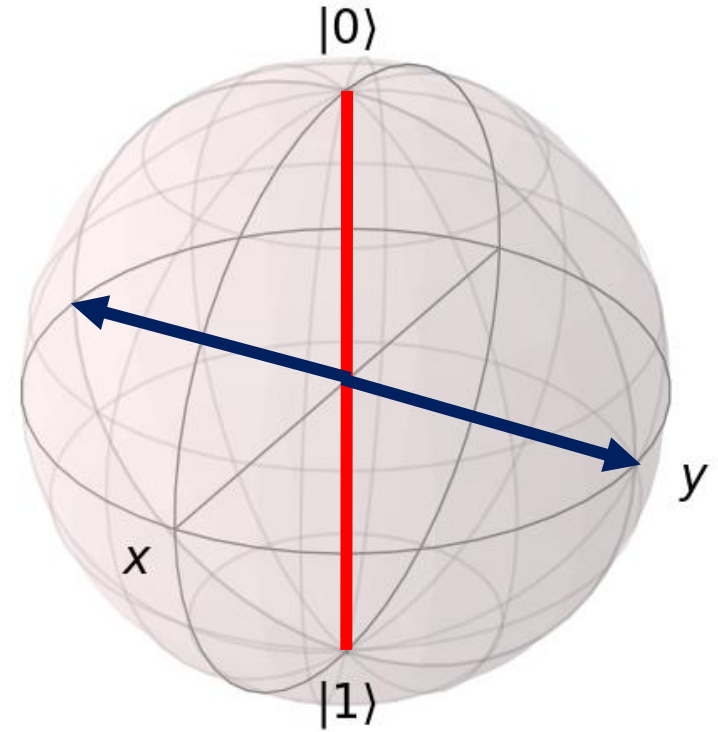
# Single-Qubit Gates



**Pauli-X Gate**

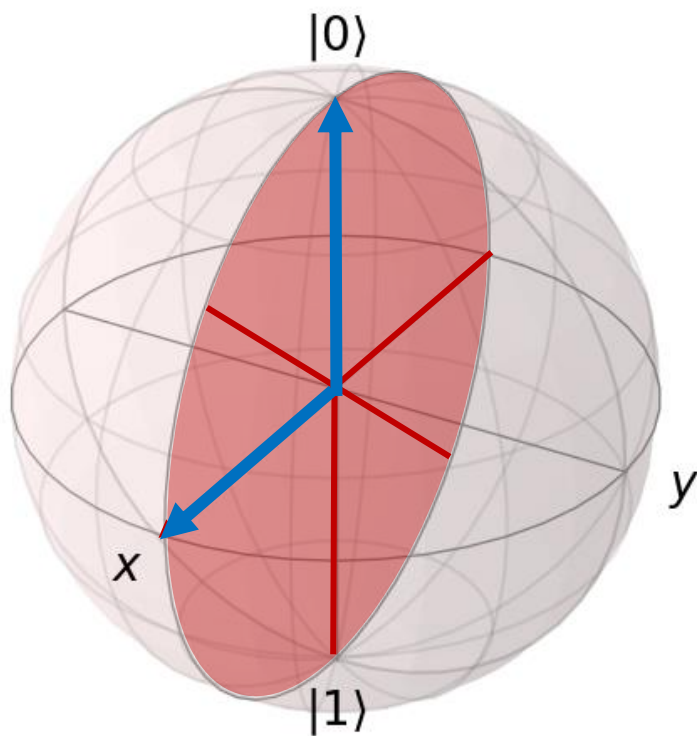


**Pauli-Y Gate**

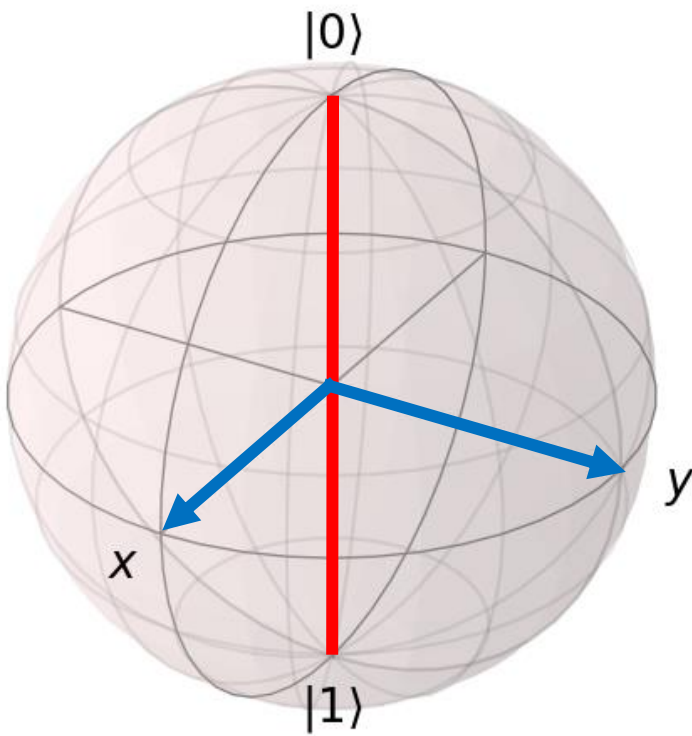


**Pauli-Z Gate**

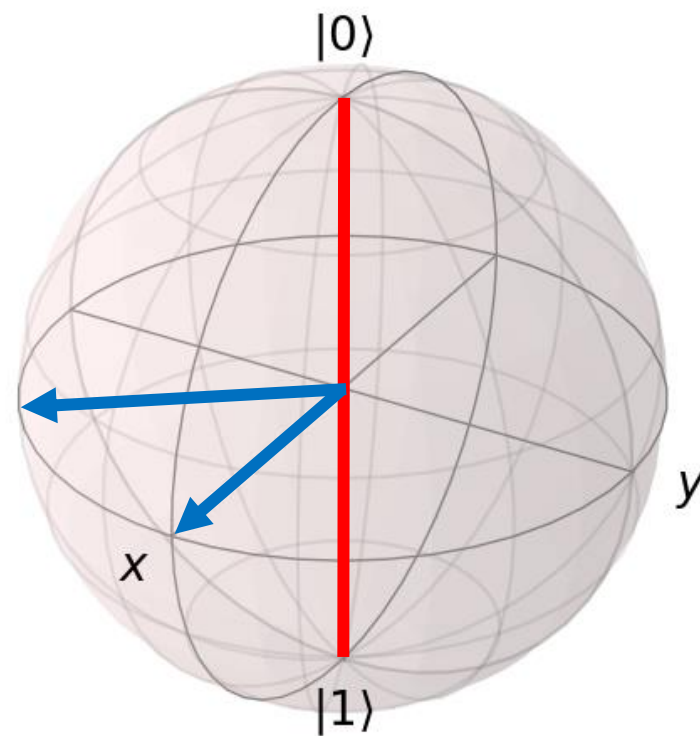
# Single-Qubit Gates



**Hadamard Gate**

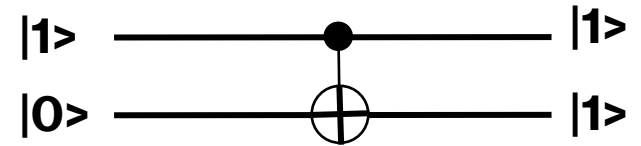
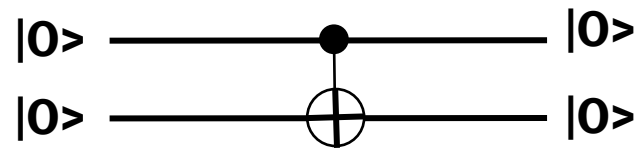


**S Gate**

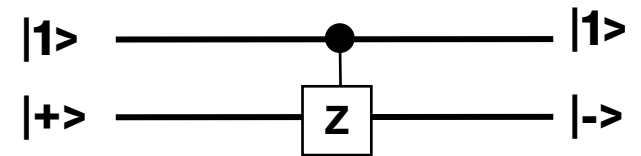
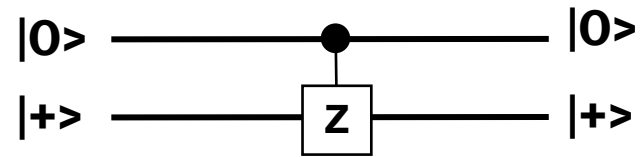


**T Gate**

# Multi-Qubit Gates



**CNOT Gate**



**CZ Gate**

# Bloch Sphere

```
[3]: from qiskit import QuantumCircuit
qc = QuantumCircuit(1)
qc.h(0)
qc.x(0)
qc.h(0)
qc.draw('mpl')
```

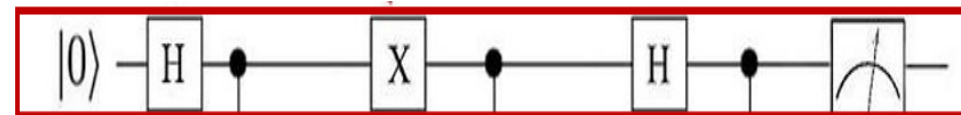
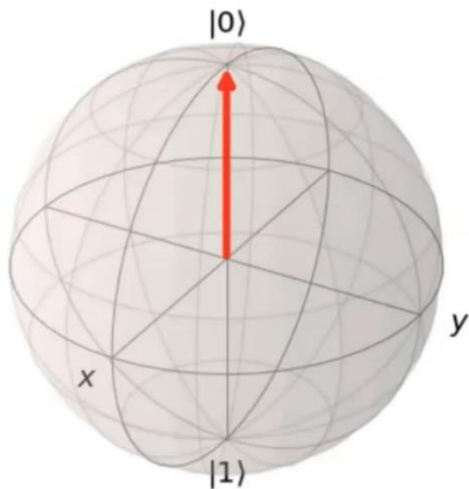
[3]:



The `visualize_transition` function creates the animation of the Bloch sphere. Creating an animation t

```
•[4]: from qiskit.visualization import visualize_transition
visualize_transition(qc)
```

[4]:





# Conclusion

Classical Computing vs Quantum Computing

Quantum Algorithms - Deutsch-Jozsa

Classical Bits vs Quantum Bits

Qubit – Superposition

Classical Gates vs Quantum Gates

Bloch Sphere

# Thank you

