

Quantencomputer

Werkzeuge für die Algorithmenimplementierung

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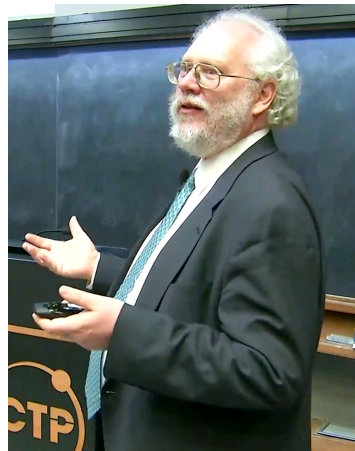
Grundlagen Quantencomputer

Werkzeuge zur Implementierung

Quantenalgorithmen

Warum Quantencomputer?

- Shors Algorithmus: $\mathcal{O}((\log n)^3)$
- Grover Algorithmus: $\mathcal{O}(\sqrt{N})$
- Quantenkryptographie: key exchange problem
- **Quantenüberlegenheit (*Quantum Supremacy*)**



Peter Shor 2017

Bildquelle (wikimedia): https://commons.wikimedia.org/wiki/File:Peter_Shor_2017_Dirac_Medal_Award_Ceremony.png

Article

Quantum supremacy using a programmable superconducting processor

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The promise of quantum computers is that certain computational tasks might be executed exponentially faster on a quantum processor than on a classical processor¹. A fundamental challenge is to build a high-fidelity processor capable of running quantum algorithms in an exponentially large computational space. Here we report the use of a processor with programmable superconducting qubits^{2–7} to create quantum states on 53 qubits, corresponding to a computational state-space of dimension 2^{53} (about 10^{16}). Measurements from repeated experiments sample the resulting probability distribution, which we verify using classical simulations. Our Sycamore processor takes about 200 seconds to sample one instance of a quantum circuit a million times – our benchmarks currently indicate that the equivalent task for a state-of-the-art classical supercomputer would take approximately 10,000 years. This dramatic increase in speed compared to all known classical algorithms is an experimental realization of quantum supremacy^{8–14} for this specific computational task, heralding a much-anticipated computing paradigm.

The future

Quantum processors based on superconducting qubits can now perform computations in a Hilbert space of dimension $2^{53} = 9 \times 10^{15}$, beyond the reach of the fastest classical supercomputers available today. To our knowledge, this experiment marks the first computation that can be performed only on a quantum processor. Quantum processors have thus reached the regime of quantum supremacy. We expect that their computational power will continue to grow at a double-exponential rate: the classical cost of simulating a quantum circuit increases exponentially with computational volume, and hardware improvements will probably follow a quantum-processor equivalent of Moore's law^{32,33}, doubling this computational volume every few years. To sustain the double-exponential growth rate and to eventually offer the computational volume needed to run well known quantum algorithms, such as the Shor or Grover algorithms^{25,34}, the engineering of quantum error correction will need to become a focus of attention.

The extended Church–Turing thesis formulated by Bernstein and Vazirani³⁵ asserts that any ‘reasonable’ model of computation can be efficiently simulated by a Turing machine. Our experiment suggests that a model of computation may now be available that violates this

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Quantenbits I

Basiszustände

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

Zweizustandssystem

Kann sich in einer Superposition der Basiszustände befinden:

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix} \quad \alpha, \beta \in \mathbf{C}$$

$$|\psi\rangle = \cos\left(\frac{\theta}{2}\right) |0\rangle + e^{i\phi} \sin\left(\frac{\theta}{2}\right) |1\rangle \quad \theta, \phi \in \mathbf{R}$$

→ ϕ und θ sind Kugelkoordinaten, der Radius $r = 1$

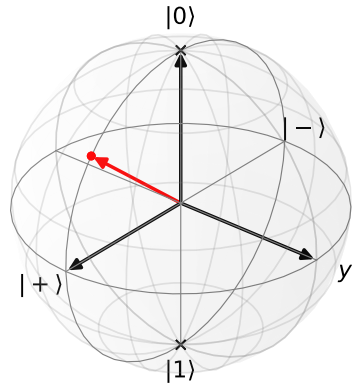
Quantenbits II

Normalisierung

$$\begin{aligned}\langle\psi|\psi\rangle &= 1 \\ \Rightarrow |\alpha|^2 + |\beta|^2 &= 1\end{aligned}$$

Beispiel: $\phi=0$ und $\theta=\pi/2$

$$\begin{aligned}|\psi\rangle &= \cos\left(\frac{\pi}{4}\right)|0\rangle + e^{i0}\sin\left(\frac{\pi}{4}\right)|1\rangle \\ \Rightarrow |\psi\rangle &= |+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)\end{aligned}$$



Bloch-Kugel (Blochsphere)

Quantenbits III

Quantenregister

→ n Qubits besitzen 2^n Wahrscheinlichkeitsamplituden

$$|\psi\rangle = \alpha_{00}|00\rangle + \alpha_{01}|01\rangle + \alpha_{10}|10\rangle + \alpha_{11}|11\rangle = \begin{bmatrix} \alpha_{00} \\ \alpha_{01} \\ \alpha_{10} \\ \alpha_{11} \end{bmatrix}$$

→ Können durch Produkte der Basiszustände beschreiben werden

$$|0\rangle \otimes |0\rangle = |00\rangle = \begin{bmatrix} 1 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \\ 0 \times \begin{bmatrix} 1 \\ 0 \end{bmatrix} \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

Quantengatter I

- Manipulation von Qubits
- Quantengatter die auf n Bits operieren sind unitäre $2^n \times 2^n$ -Matrizen
- Für diese Matrizen existieren Eigenvektoren

Unitär

$$I = A^\dagger A \quad A^\dagger = A^{*T}$$

Eigenvektor & Eigenwert

$$A|\psi\rangle = \lambda|\psi\rangle = e^{2\pi i\theta}|\psi\rangle$$

Beispiel: X- & H-Gatter

$$X = |0\rangle\langle 1| + |1\rangle\langle 0| = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

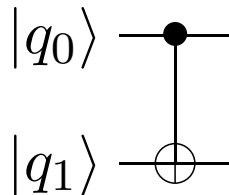
$$H = |0\rangle\langle +| + |1\rangle\langle -| = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

Quantengatter II - (Pauligatter)

Matrix	Schaltungssymbol	Wahrheitstabelle									
$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	$ q\rangle \text{ --- } \boxed{X} \text{ ---}$	<table> <tr> <th>Fall</th><th>$q\rangle$</th><th>$X q\rangle$</th></tr> <tr> <td>1</td><td>$0\rangle$</td><td>$1\rangle$</td></tr> <tr> <td>2</td><td>$1\rangle$</td><td>$0\rangle$</td></tr> </table>	Fall	$ q\rangle$	$X q\rangle$	1	$ 0\rangle$	$ 1\rangle$	2	$ 1\rangle$	$ 0\rangle$
Fall	$ q\rangle$	$X q\rangle$									
1	$ 0\rangle$	$ 1\rangle$									
2	$ 1\rangle$	$ 0\rangle$									
$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$	$ q\rangle \text{ --- } \boxed{Y} \text{ ---}$	<table> <tr> <th>Fall</th><th>$q\rangle$</th><th>$Y q\rangle$</th></tr> <tr> <td>1</td><td>$0\rangle$</td><td>$i 1\rangle$</td></tr> <tr> <td>2</td><td>$1\rangle$</td><td>$-i 0\rangle$</td></tr> </table>	Fall	$ q\rangle$	$Y q\rangle$	1	$ 0\rangle$	$i 1\rangle$	2	$ 1\rangle$	$-i 0\rangle$
Fall	$ q\rangle$	$Y q\rangle$									
1	$ 0\rangle$	$i 1\rangle$									
2	$ 1\rangle$	$-i 0\rangle$									
$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	$ q\rangle \text{ --- } \boxed{Z} \text{ ---}$	<table> <tr> <th>Fall</th><th>$q\rangle$</th><th>$Z q\rangle$</th></tr> <tr> <td>1</td><td>$0\rangle$</td><td>$0\rangle$</td></tr> <tr> <td>2</td><td>$1\rangle$</td><td>$- 1\rangle$</td></tr> </table>	Fall	$ q\rangle$	$Z q\rangle$	1	$ 0\rangle$	$ 0\rangle$	2	$ 1\rangle$	$- 1\rangle$
Fall	$ q\rangle$	$Z q\rangle$									
1	$ 0\rangle$	$ 0\rangle$									
2	$ 1\rangle$	$- 1\rangle$									

Quantengatter III - (kontrollierte Gatter)

- Alle Gatter können kontrolliert auf n Qubits angewandt werden
- Ein Zielqubit und $n - 1$ kontrollierende Qubits
- Um eine Transformation auf einem Zielbit auszuführen, müssen sich alle kontrollierenden Bits im Zustand $|1\rangle$ befinden

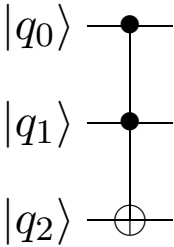


Kontrolliertes-Nicht-Gatter

Beispiel: CNOT

$$CX_{01} = |0\rangle\langle 0| \otimes I + |1\rangle\langle 1| \otimes X = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

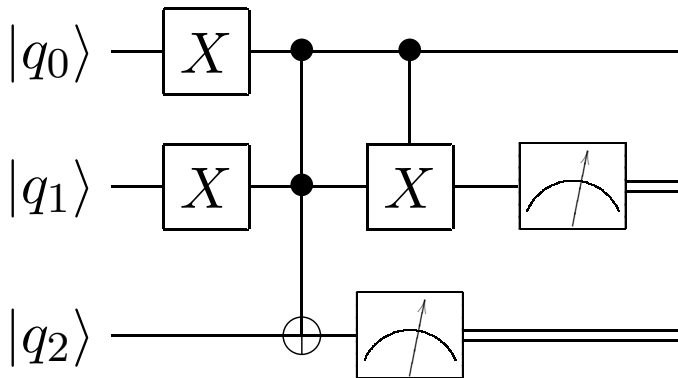
Quantengatter IV - (Toffoli-Gate)

Matrix	Schaltungssymbol	Wahrheitstabelle																											
$CCX_{012} = \begin{bmatrix} I_2 & 0_2 & 0_2 & 0_2 \\ 0_2 & I_2 & 0_2 & 0_2 \\ 0_2 & 0_2 & I_2 & 0_2 \\ 0_2 & 0_2 & 0_2 & X \end{bmatrix}$		<table> <tr> <th>Fall</th><th>$q_0q_1q_2\rangle$</th><th>$CCX_{012} q_0q_1q_2\rangle$</th></tr> <tr><td>1</td><td>$000\rangle$</td><td>$000\rangle$</td></tr> <tr><td>2</td><td>$001\rangle$</td><td>$001\rangle$</td></tr> <tr><td>3</td><td>$010\rangle$</td><td>$010\rangle$</td></tr> <tr><td>4</td><td>$011\rangle$</td><td>$011\rangle$</td></tr> <tr><td>5</td><td>$100\rangle$</td><td>$100\rangle$</td></tr> <tr><td>6</td><td>$101\rangle$</td><td>$101\rangle$</td></tr> <tr><td>7</td><td>$110\rangle$</td><td>$111\rangle$</td></tr> <tr><td>8</td><td>$111\rangle$</td><td>$110\rangle$</td></tr> </table>	Fall	$ q_0q_1q_2\rangle$	$CCX_{012} q_0q_1q_2\rangle$	1	$ 000\rangle$	$ 000\rangle$	2	$ 001\rangle$	$ 001\rangle$	3	$ 010\rangle$	$ 010\rangle$	4	$ 011\rangle$	$ 011\rangle$	5	$ 100\rangle$	$ 100\rangle$	6	$ 101\rangle$	$ 101\rangle$	7	$ 110\rangle$	$ 111\rangle$	8	$ 111\rangle$	$ 110\rangle$
Fall	$ q_0q_1q_2\rangle$	$CCX_{012} q_0q_1q_2\rangle$																											
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7	$ 110\rangle$	$ 111\rangle$																											
8	$ 111\rangle$	$ 110\rangle$																											

Toffoli-Gatter

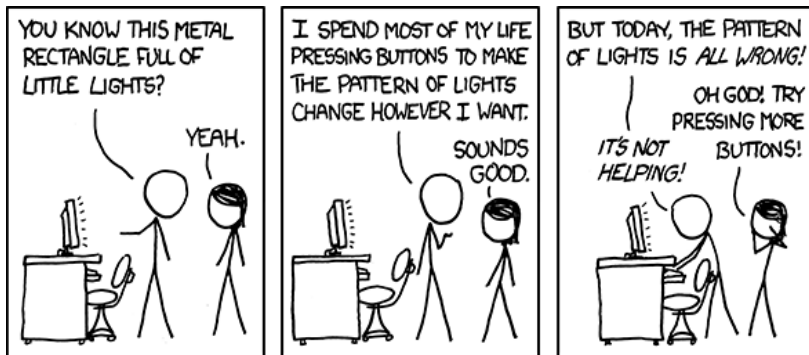
Quantenschaltungen

- Grundlage für Quantenalgorithmen
- Keine Rückführungen (azyklisch)
- Kopieren und Zusammenführen von Qubits nicht erlaubt



Quantenschaltung für einen Halbaddierer

Frametitle II



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The End

Thank you for your attention, are there any questions?

Literaturverzeichnis I



F. Arute, K. Arya, R. Babbush, D. Bacon, J. C. Bardin, and R. Barends, “Quantum supremacy using a programmable superconducting processor,” *Nature*, vol. 574, pp. 505–510, Oct 2019.