Quantum Computing Fundamentals



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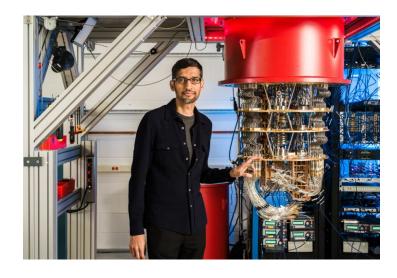
Introduction to Quantum Computing

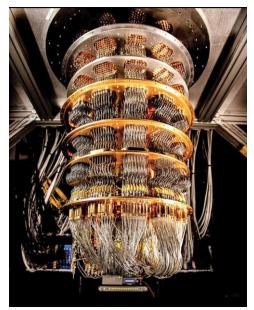
Introduction to Quantum Computing

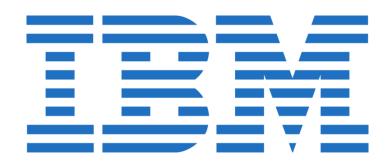


1900s

- Einstein
- Planck
- Bohr
- Feynman
- Schrödinger
- **-**











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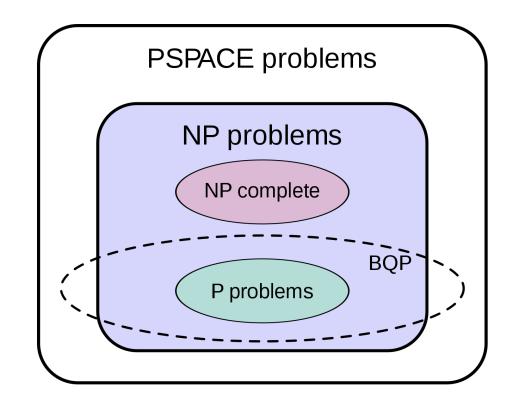




Fundamental Principles

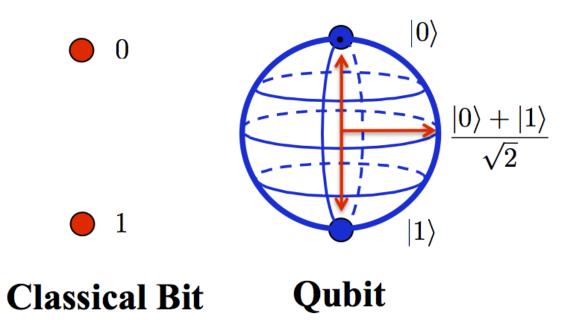
Computational complexity theory

Bounded-error Quantum Polynomial time (BQP) is the class of decision problems solvable by a quantum computer in polynomial time, with an error probability of at most 1/3 for all instances



Qubit

Basic unit of quantum information

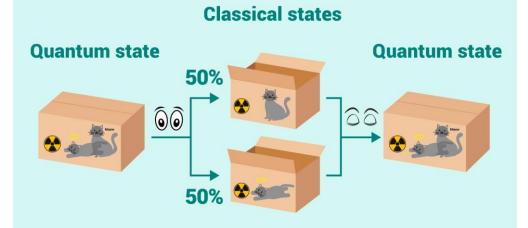


Qubit collapse



Qubit superposition

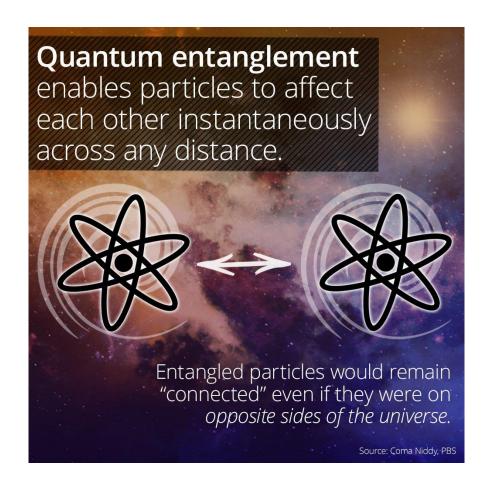


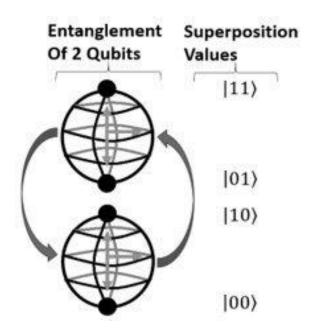


The observation changes the quantum state of 'dead AND alive' to a classical state of 'dead' OR 'alive'. Without observation, the cat restores its superposition of states.

Fundamental Principles

Qubit entanglement





Types of programming

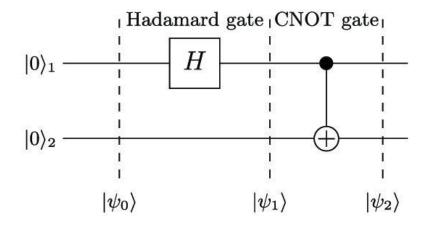
Quantum annealing (which also includes adiabatic quantum computation) is a quantum computing method used to find the optimal solution of problems involving many solutions

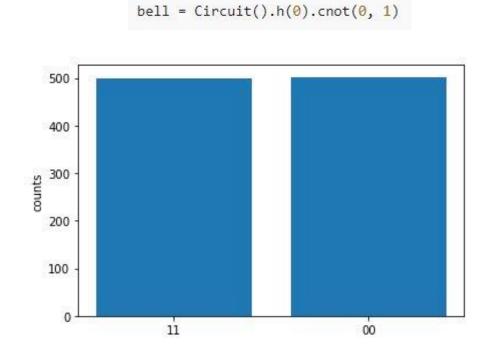
Classical path
Tunnel effect
Solution
Quantum Tunnelling
Adiabatic evolution

Universal quantum gate model is based on creating quantum structures using stable qubits and solving today's problems with **quantum circuits**

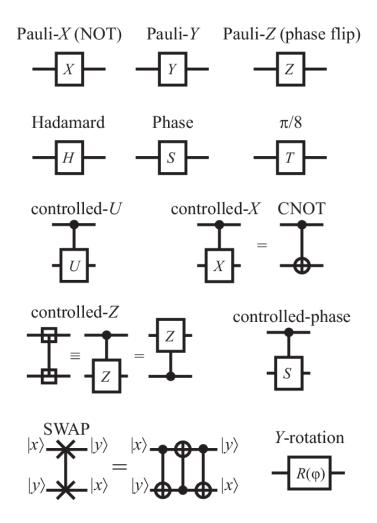


Quantum circuits





Quantum gates



Quantum Service Providers



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