

Informacioni dhe Kompjuteri Kuantik

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Permbajtja

- 1 Nevoja per Teknologji Kuantike
- 2 Themelet e Informacionit Kuantik
- 3 Kompjuteri Kuantik
- 4 Portat dhe Qarqet Kuantike
- 5 Zbatime te thjeshta ne Kompjuterin Kuantik IBM-Q
- 6 Sfidat

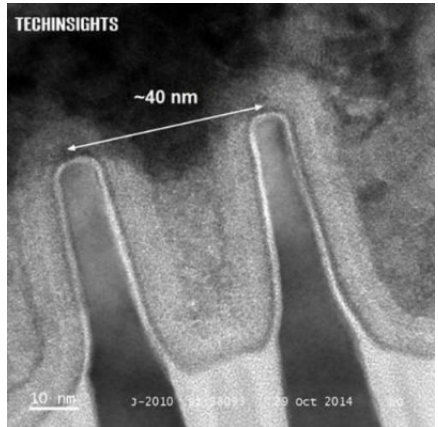
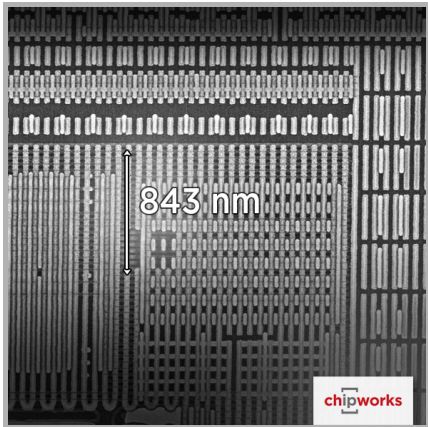


Kerkese per kompjutera te fuqishem:

- Jetojm ne nje epoke informacioni (IoT, pajisjet "Smart", etj.)
 - Pajisjet integrohen me shume ne jeten e perditshme (IoT)
- ⇒ Kerkese me e madhe per fuqi llogaritese (CPU, GPU etj.)

Ligji Moore:

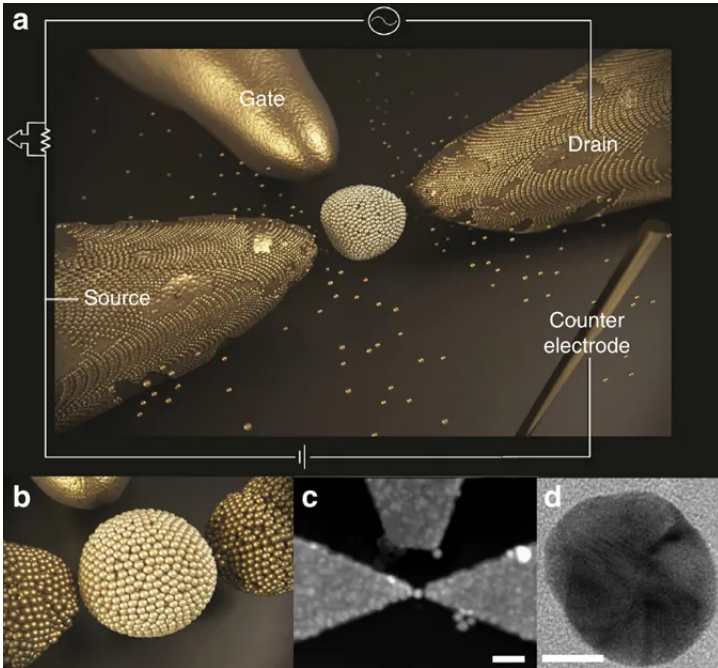
- **"Cdo dy vite dendesia e tranzistoreve te integruar ne nje cip dyfishohet."**



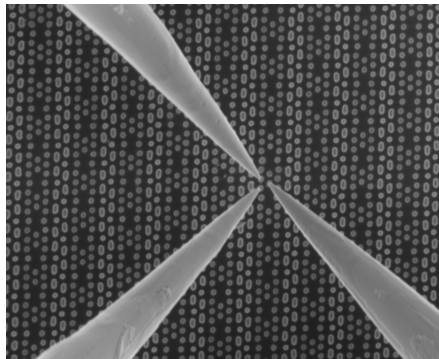
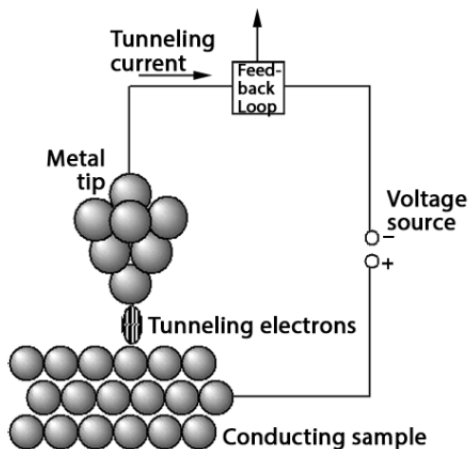
Evolucioni i Permasave te MOSFET:

Viti	Dimens.	Viti	Dimens.
1971	10 μm	2005	65 nm
1974	6 μm	2007	45 nm
1977	3 μm	2009	32 nm
1981	1.5 μm	2012	22 nm
1984	1 μm	2014	14 nm
1987	800 nm	2016	10 nm
1990	600 nm	2018	7 nm
1993	350 nm	2020	5 nm
1996	250 nm		
1999	180 nm	2021*	3 nm
2001	130 nm	2024*	2 nm
2003	90 nm		

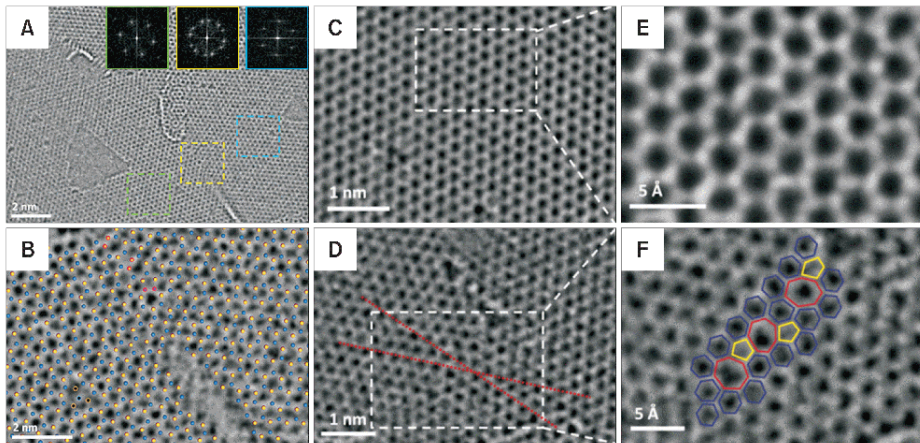
Rrjeta Si $a_0 = 0.54 \text{ nm}$



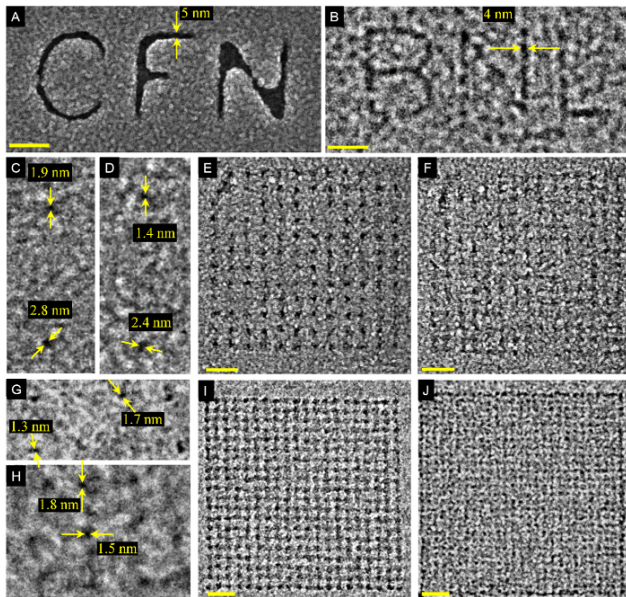
Scanning Tunneling Microscopy (STM) & Atomic Force Microscope (AFM)



STM dhe AFM lejojne matje ne nivel atomik



STM dhe AFM lejojnë manipulim në nivel atomik



Technologjia po perballet me limitet fizike!!!

- Duhet ndertuar tranzistore me madhesi (sub-)atomike (e^-)
- Sjellja kuantike e materies ndryshon rregullat e lojes
- Informacioni "klasik" me bite 0 & 1 humbet vleren
- Gare e forte kush behet i pari ne teknologjine kuantike

Disa fushat kerkimi te informacionit kuantik

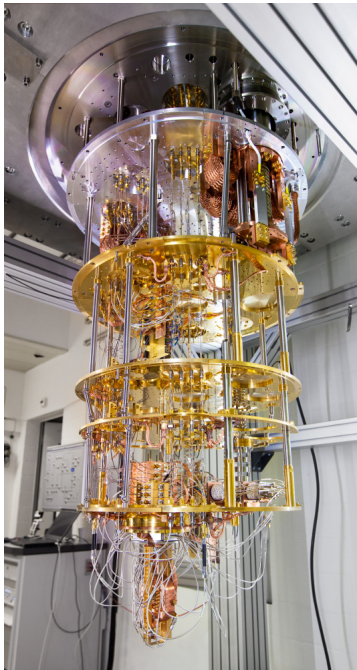
- "Quantum Computing" (**kompjuteri kuantik**, algoritmet etj)
- Teoria e informacionit kuantik
- Kriptografi dhe komunikimi kuantik
- Teleportimi kuantik etj...

Sistemi kuantik binare

- Konsidero nje sistem me dy gjendje $|0\rangle$ dhe $|1\rangle$.
- Mund te jene:
 - 1 Dy nivele energjie te nje sistemi (psh atom).
 - 2 Spini i e^- , $|\uparrow\rangle$ dhe $|\downarrow\rangle$.
 - 3 Polarizimi photonit $|H\rangle$ & $|V\rangle$ ose $|\odot\rangle$ & $|\oslash\rangle$ etj.
- Ne hapsiren Hilbert paraqiten si $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ dhe $|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$
- Ne sistemin **klasik** nje gjendjet "0" ose "1" quhet "**bit**" kurse gjendja **kuantike** $|\psi\rangle$ quhen "**qubit**" (quantum bit).

Fenomenet kuantike

- **Superpozimi:** $|\psi\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle$ ku $|\alpha_0|^2 + |\alpha_1|^2 = 1$
Sistemi klasik ka vetem dy gjendje, kurse sistemi kuantik mund te jete ne cdo kombinim linear te ketyre gjendjeve.
- **Entanglement** ("korrelacion" kuantike):
Hapsira e Hilbert-it per dy qubit paraqitet nga gjendejet e Bell-it
 $|\Phi^\pm\rangle = \frac{1}{\sqrt{2}} (|00\rangle \pm |11\rangle)$
 $|\Psi^\pm\rangle = \frac{1}{\sqrt{2}} (|01\rangle \pm |10\rangle)$ ku psh $|00\rangle = |0\rangle_1 \otimes |0\rangle_2$
- **Roli i matjes:** Matja kuantike e "shkatarron" ne menyre te pakthyeshme superpozimin dhe shemb funksionin valor ne nje nga gjendjet vetjake/pastra. Matjet kan thelbesisht natyre probabilitare.



Kompjuteri Kuantik shfrytezon

- Superpozimin kuantik per te enkoduar me shume informacion
- Entanglement per te komunikuar mes qubit apo ruajtur info.
- Quantum Gates per te manipuluar qubits (jo Logical Gates si kompjuteri klasik)

Kompjuteri Kuantik funksionon ne temperatura te uleta ($T \sim 1$ K) per te mbrojtur sa me gjate sistemin nga dekoherenca ambjentit.









Realizimi Praktik i Kompjuterit Kuantik

- Qarqe superpercjelles (psh. qubit ndertohen me nyje Josephson-i)
- Kurthe Ionesh (qubits ndertohen ne nivelet atomike te joneve te zena kurthe)
- Rrjetat Optike (qubits ndertohen me nivele atomike te nje rrjete optike)
- Quantum dots (qubits ndertohen me spinet e elektroneve te zena ne kurthe te nanogrimcave)
- Rezonance magnetike berthamore (qubitet formohen nga spinet e berthamave atomike)
- Diamantet (qubits formohen nga spinet e elektroneve qe mbesin nga vakancat e N ne diamant)
- etj...

Cfare mund te bej nje kompjuter kuantik?









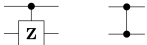


Kompjuterat kuantik pritet te shkelqejne ne:

- Kriptografi (nga teorema e pa klonueshmerise)
- Kerkim databaze (algoritmat kuantike premtone shpejtesi kerkimi te pa arriteshme nga kompjuteri klasik)
- Simulime kuantike te proceseve fizike dhe kimike qe jan te pamundura nga kompjuteri klasik.
- Inteligjence artificiale
- Parashikime te motit
- Modelimi financiar etj...

Logic function	Logic symbol	Truth table	Boolean expression															
Buffer		<table><tr><th>A</th><th>Y</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	A	Y	0	0	1	1	$Y = A$									
A	Y																	
0	0																	
1	1																	
Inverter (NOT gate)		<table><tr><th>A</th><th>Y</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	A	Y	0	1	1	0	$Y = \bar{A}$									
A	Y																	
0	1																	
1	0																	
2-input AND gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Y	0	0	0	0	1	0	1	0	0	1	1	1	$Y = A \cdot B$
A	B	Y																
0	0	0																
0	1	0																
1	0	0																
1	1	1																
2-input NAND gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	Y	0	0	1	0	1	1	1	0	1	1	1	0	$Y = \overline{A \cdot B}$
A	B	Y																
0	0	1																
0	1	1																
1	0	1																
1	1	0																
2-input OR gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Y	0	0	0	0	1	1	1	0	1	1	1	1	$Y = A + B$
A	B	Y																
0	0	0																
0	1	1																
1	0	1																
1	1	1																
2-input NOR gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	Y	0	0	1	0	1	0	1	0	0	1	1	0	$Y = \overline{A + B}$
A	B	Y																
0	0	1																
0	1	0																
1	0	0																
1	1	0																
2-input EX-OR gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	Y	0	0	0	0	1	1	1	0	1	1	1	0	$Y = A \oplus B$
A	B	Y																
0	0	0																
0	1	1																
1	0	1																
1	1	0																
2-input EX-NOR gate		<table><tr><th>A</th><th>B</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Y	0	0	1	0	1	0	1	0	0	1	1	1	$Y = \overline{A \oplus B}$
A	B	Y																
0	0	1																
0	1	0																
1	0	0																
1	1	1																

Portat logjike te kompjuterit klasik

Vlerat e ruajtura ne regjister kalojne neper portat logjike edhe japiin nje output te caktuar.

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

Portat Kuantike

Regjistri kuantik perbehet nga N-qubits, gjendja e te cilit paraqitet me nje funksion valore. Portat kuantike paraqiten matematikisht me matrica apo operator linear unitare qe veprojne mbi qubits ose regjistrin.

Portat dhe Qarqet Kuantike

Hadamard gate

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

Pauli-X gate, \sim NOT gate

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

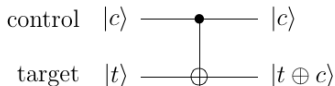
Pauli-Z gate, rrotullim π sipas Z

$$\text{---} \boxed{Z} \text{---} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = |1\rangle \langle 0| - |0\rangle \langle 1|$$

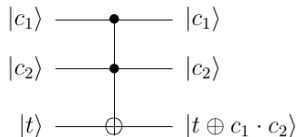
R-gate, ndryshon fazen

$$\text{---} \boxed{R_\theta} \text{---} = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\theta} \end{bmatrix} = |1\rangle \langle 0| + e^{i\theta} |0\rangle \langle 1|$$

CNOT, NOT i kontrolluar



CCNOT, NOT gate i kontrolluar nga dy qubits



Lidhja seri dhe paralel

Ndryshe nga lidhja seri ku portat veprojne njera mbas tjetres mbi nje qubit, **portat paralele veprojne sipas productit tensorial.**

$$\mathbb{A} \otimes \mathbb{B} = \begin{pmatrix} a_{11}\mathbb{B} \dots a_{1n}\mathbb{B} \\ \vdots \\ a_{n1}\mathbb{B} \dots a_{nn}\mathbb{B} \end{pmatrix}$$

Veprimi paralel mbi 2 qubit

$$\begin{array}{c} |\psi\rangle \text{---} [Y] \text{---} Y|\psi\rangle \\ |\phi\rangle \text{---} [X] \text{---} X|\phi\rangle \end{array} \Leftrightarrow \left. \begin{array}{c} |\psi\rangle \text{---} [Y \otimes X] \text{---} \\ |\phi\rangle \text{---} [Y \otimes X] \text{---} \end{array} \right\} (Y \otimes X)|\psi \otimes \phi\rangle$$

Paraqitja matricore

$$Y \otimes X = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \otimes \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & -i \\ 0 & 0 & -i & 0 \\ 0 & i & 0 & 0 \\ i & 0 & 0 & 0 \end{pmatrix}$$

and $|\psi \otimes \phi\rangle =$

$$|00\rangle = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}, |10\rangle = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}, |01\rangle = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}, |11\rangle = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

Veprimi paralel mbi 2 qubit

$$|\psi\rangle \left\{ \begin{array}{c} \text{---} \boxed{H} \text{---} \\ \text{---} \end{array} \right. = \begin{array}{c} \text{---} \boxed{H} \text{---} \\ \text{---} \boxed{I} \text{---} \end{array} = \begin{array}{c} \text{---} \boxed{H \otimes I} \text{---} \\ \text{---} \end{array} \left. \vphantom{\begin{array}{c} \text{---} \boxed{H} \text{---} \\ \text{---} \end{array}} \right\} (H \otimes I)|\psi\rangle$$

Veprimi paralel i Hadamard Gate

$$H \otimes I = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \otimes \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{pmatrix}$$

Veprimi paralel i 2 Hadamard Gate

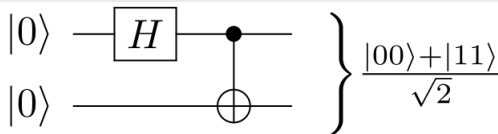
$$H_2 = H \otimes H = \frac{1}{2} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \otimes \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{pmatrix}$$

$$H_2 |00\rangle = \frac{1}{2} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} = \frac{|00\rangle + |10\rangle + |01\rangle + |11\rangle}{2}$$

Zbatime te thjeshta ne Kompjuterin Kuantik

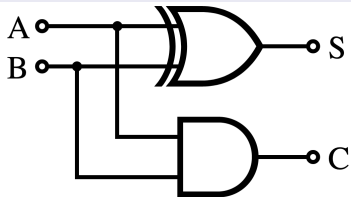
IBM-Q

Entanglement

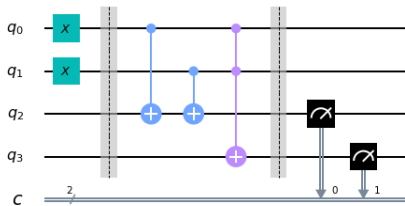


$$CNOT(H \otimes I) |00\rangle = \frac{|00\rangle + |11\rangle}{2}$$

Mbledhja dy biteve klasike



Mbledhja dy qubiteve



- Ndertimi me shume qubits
- Lidhshmeri me e madhe (entanglement) mes qubits
- Gabime me te vogla dhe korrektim me i mire (pershkak te dekoherences kuantike)
- FunkSIONIM ne temperature me te larta (jo-kriogjenike)
- Ulje te kostove