

# **Yet Another Briefly Introductory Overview On Quantum Computing**

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## Introduction

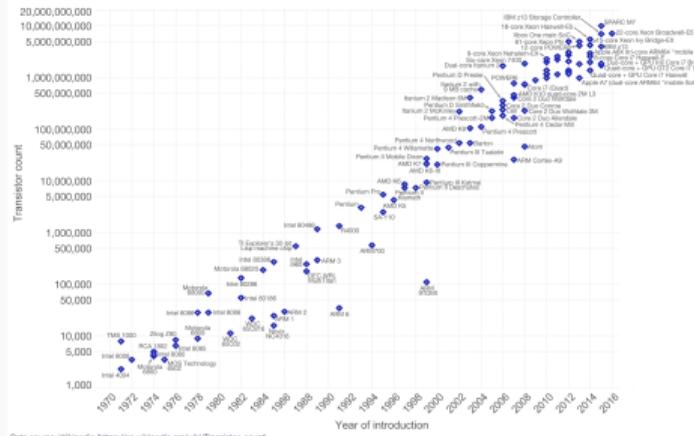
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# Motivation

- Nature is described by the laws of Quantum Mechanics;
  - Quantum Mechanics for modelling system;
  - Classical vs Quantum;
- Computer components' size limitation;
  - Moore's Law;
  - Physical limit;
  - Quantum phenomena.

Moore's Law – The number of transistors on integrated circuit chips (1971-2016) OurWorld in Data

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are strongly linked to Moore's law.

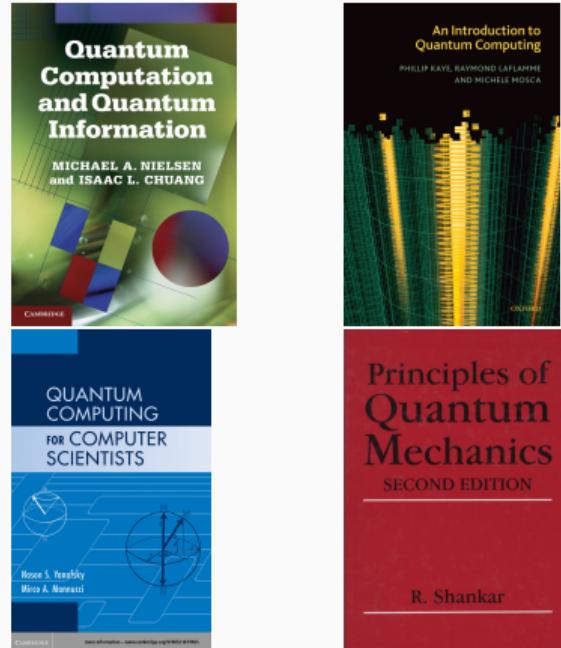


**Figure 1:** Graphic illustrating Moore's law.

Image downloaded from [https://en.wikipedia.org/wiki/Moore%27s\\_law](https://en.wikipedia.org/wiki/Moore%27s_law) on March 15, 2019.

# History - The Beginning

- 80's;
  - Solid theoretical basis [1] [2] [3] [4];
- From Science to Companies;
- News;
  - Superficial explanation;
  - Advantages highlighted;
  - Problems not mentioned;
  - Reader concludes: Quantum Computing will save the World!



**Figure 2:** Recommended books.

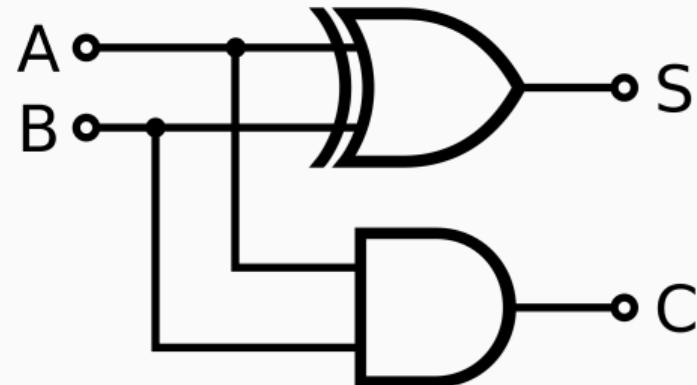
- Talk objective: destroy the idea of "Perfect" Computing.

## What's Going On?

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# A Bit of Information

- Computers process information (Information Technology);
- Information is physical;
- Classical computer information: *bit*;
- From circuits to higher levels of abstraction.

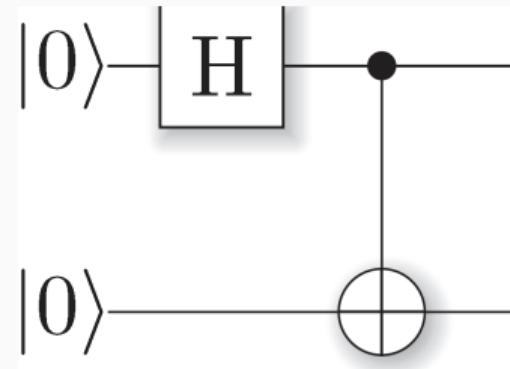


**Figure 3:** Half adder circuit.

Image downloaded from [https://en.wikipedia.org/wiki/Adder\\_\(electronics\)](https://en.wikipedia.org/wiki/Adder_(electronics)) on March 15, 2019.

# A Qubit of Information

- Computers process information (Information Technology);
- Information is physical;
- Quantum computer information: *qubit* (**Quantum bit**);
- From circuits to no level of abstraction;
- Back to assembly good old days.



**Figure 4:** Quantum circuit to generate a Bell state.

Image downloaded from [https://en.wikipedia.org/wiki/Bell\\_state](https://en.wikipedia.org/wiki/Bell_state) on March 15, 2019.

# Companies

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- Companies own Quantum Computers;
  - Around 50 companies;
  - IBM;
  - Google;
  - D-Wave;
- Why?
  - Costly;
  - Engineering challenge;
  - Qubits are unstable;
  - Avoid interactions;
  - Extreme conditions:  $\frac{1}{10}$  K;

## Companies - IBM

- 50 Qubits;
- IBM-Q Experience (<https://www.research.ibm.com/ibm-q/>);
- Qiskit.



**Figure 5:** IBM's Quantum Computer.

Image downloaded from <https://www.technologyreview.com/s/609451/ibm-raises-the-bar-with-a-50-qubit-quantum-computer/> on March 14, 2019.

# Companies - Google

- Claimed 72 Qubits;
- No news ever since.



**Figure 6:** Google's Quantum Processor.

Image downloaded from <https://www.technologyreview.com/s/610274/google-thinks-its-close-to-quantum-supremacy-heres-what-that-really-means/> on March 14, 2019.

## Companies - D-Wave

- 2048 qubits;
- Specific purpose.



**Figure 7:** D-Wave's 2000Q.

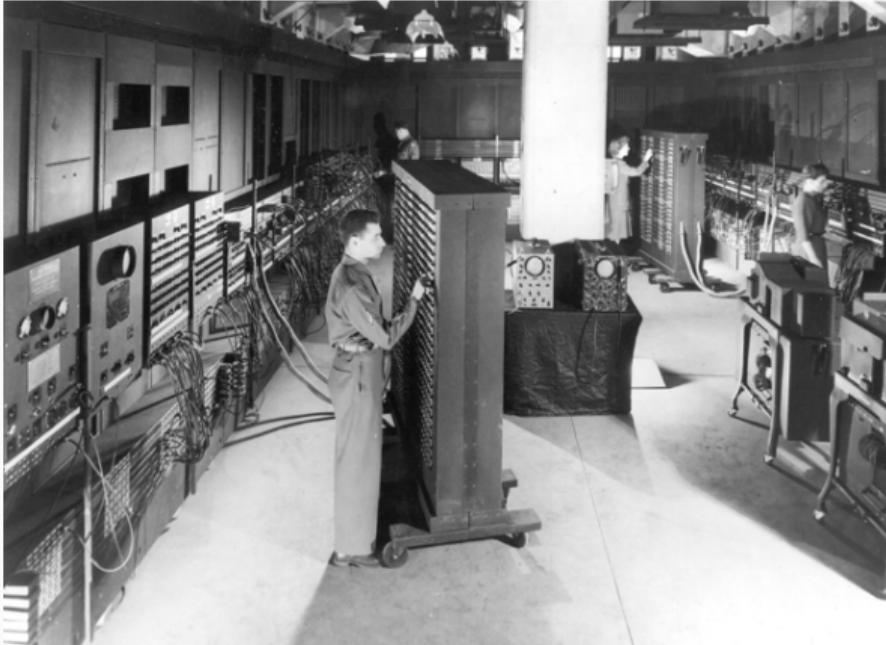
Image downloaded from <https://www.dwavesys.com/d-wave-two-system> on March 15, 2019.

# Companies

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- Why are companies interested?
  - Money;
  - To accelerate;
  - Though costly, some Quantum Algorithms are faster than classical;
  - Quantum Supremacy;
- Quantum Computers will probably be hybrid;
- Quantum Computers occupy a lot of space...

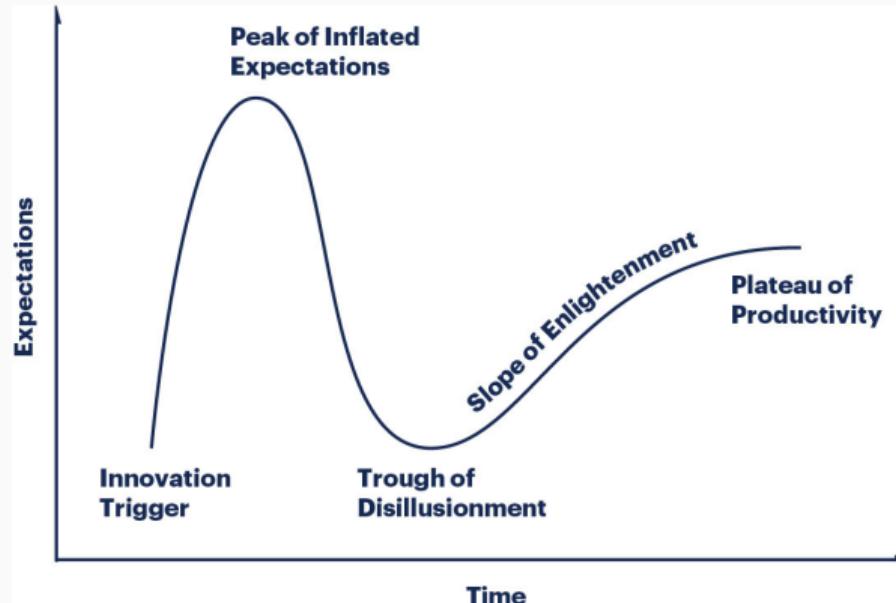
Doesn't it look familiar?



**Figure 8:** ENIAC.

Image downloaded from <https://en.m.wikipedia.org/wiki/ENIAC> on March 14, 2019.

# Beware of Hype Cycle!



**Figure 9:** The Hype Cycle.

Image downloaded from <https://www.gartner.com/en/research/methodologies/gartner-hype-cycle> on March 14, 2019.

# **Scratching The Surface of Quantum Algorithms**

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# Scratching The Surface of Quantum Algorithms

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- Parallelism and Quantum Parallelism;
- Quantum superposition and Schrödinger's cat;
- There is *no* perfect analogy;
- The best way to understand Quantum Mechanics is...

# Mathematics!

- Linear Algebra time!

### 4.6.3 Equations 2.208 and 2.209

When I firstly read these equations I thought there was a possibility that an extra explanation would be necessary. This thought raised, most likely, because I was unaccustomed to Tensor Product Properties and the Reduced Density Operator.

Using  $|AR\rangle\langle AR|$  as defined in Equation 2.207:

$$|AR\rangle\langle AR| = \left( \sum_i \sqrt{p_i} |i^A\rangle \langle i^R| \right) \left( \sum_j \sqrt{p_j} \langle j^A| \langle j^R| \right) \quad (130)$$

$$= \left( \sum_i \sqrt{p_i} |i^A\rangle \otimes |i^R\rangle \right) \left( \sum_j \sqrt{p_j} \langle j^A| \otimes \langle j^R| \right) \quad (131)$$

$$= \sum_{ij} \sqrt{p_i p_j} ( |i^A\rangle \otimes |i^R\rangle ) ( \langle j^A| \otimes \langle j^R| ) \quad (132)$$

Then, by applying the properties as similarly defined in Equation 2.46:

$$\sum_{ij} \sqrt{p_i p_j} ( |i^A\rangle \otimes |i^R\rangle ) ( \langle j^A| \otimes \langle j^R| ) = \sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| \otimes |i^R\rangle \langle j^R| \quad (133)$$

Therefore, using the definition of the Reduced Density Operator (Equation 2.178):

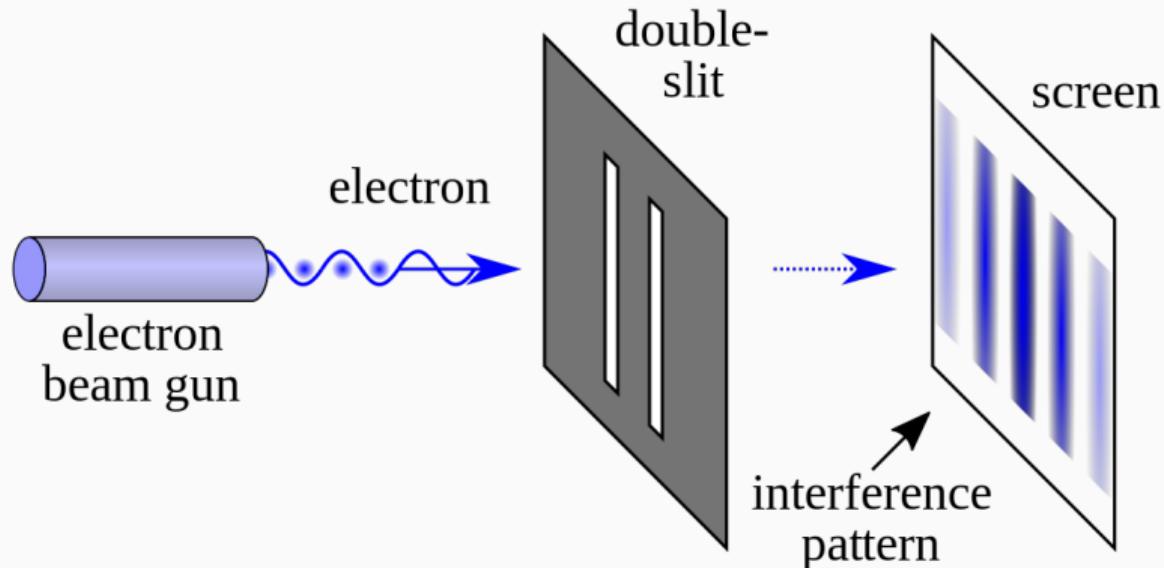
$$tr_R(|AR\rangle\langle AR|) = tr_R \left( \sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| \otimes |i^R\rangle \langle j^R| \right) \quad (134)$$

$$= \sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| tr(|i^R\rangle \langle j^R|) \quad (135)$$

**Figure 10:** Snippet of Quommentaries.

Image extracted from <https://github.com/gustavowl/quommentaries> on March 15, 2019.

## Double Slit Experiment - Try To Keep It “Simple”

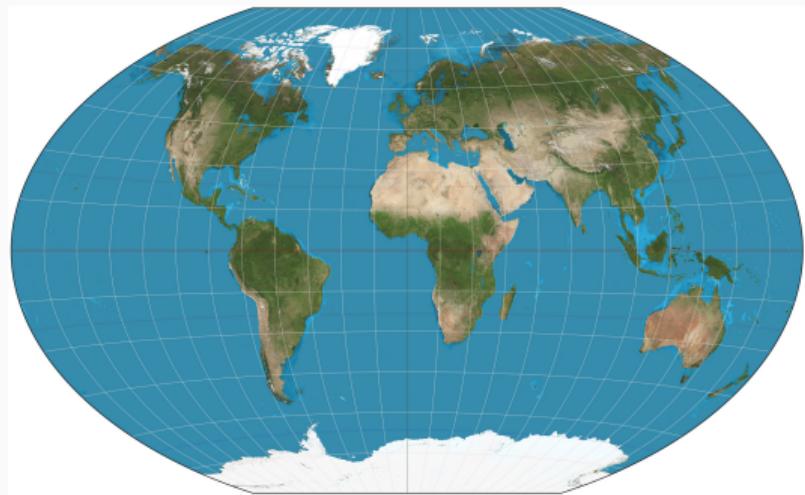


**Figure 11:** Double slit experiment.

Image downloaded from [https://en.wikipedia.org/wiki/Double-slit\\_experiment](https://en.wikipedia.org/wiki/Double-slit_experiment) on March 15, 2019.

# An Outer Space Analogy

- Two alien friends: Nawibo, and Odeerg;
- North or South Pole;
  - Nawibo: relative position;
  - Odeerg: Poles.

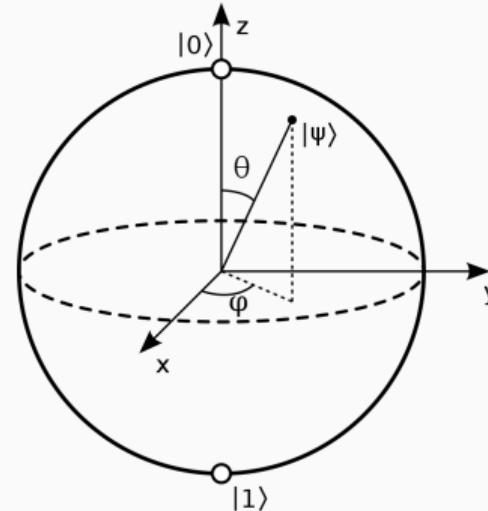


**Figure 12:** World Map.

Image downloaded from [https://en.wikipedia.org/wiki/World\\_map](https://en.wikipedia.org/wiki/World_map) on March 15, 2019.

# Bloch Sphere

- Nawibo describes a state;
- Odeerg measures a state;
- Qubit as a vector,  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$ , where  $\alpha, \beta \in \mathbb{C}$ , and  $|\alpha|^2 + |\beta|^2 = 1$ ;
- Qubit as a point on the Bloch sphere,  $|\psi\rangle = \cos\frac{\theta}{2}|0\rangle + e^{i\varphi}\sin\frac{\theta}{2}|1\rangle$ , where  $\theta \in [0, \pi]$ , and  $\varphi \in [0, 2\pi)$ ;
- Schrödinger's cat.

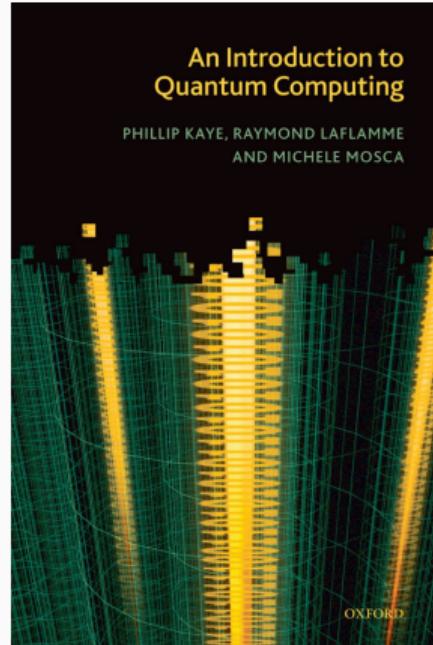


**Figure 13:** Qubit representation on a Bloch sphere.

Image downloaded from [https://en.wikipedia.org/wiki/Bloch\\_sphere](https://en.wikipedia.org/wiki/Bloch_sphere) on March 15, 2019.

# Confused? Do It Yourself

- First chapter of *An introduction to Quantum Computing* by Kaye, Laflamme and Mosca [2];
- Mach–Zehnder interferometer;
  - Why complex numbers are necessary.



**Figure 14:** An Introduction to Quantum Computing's book cover.

Image downloaded from <https://books.google.com.br/> on March 15, 2019.

## Back To Quantum Parallelism

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- Use superposition to compute all possible values at once;
- $|\psi\rangle = \frac{|0\rangle + |1\rangle}{\sqrt{2}}$  (equatorial line);
- Apply the desired operations;
- Verify the results;
  - Verify = measure;
  - Information loss;
  - Workaround.

## **Conclusion**

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# Conclusion

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- Hype Cycle;
  - Get ready for disappointment;
  - Unpredictable future;
- Quantum Computing is difficult;
  - Strong Mathematical basis required;
  - Steep learning curve;
  - Develop a Quantum Algorithm is challenging;
  - It is hard to debug.

## References

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-  P. Kaye, R. Laflamme, M. Mosca, *et al.*, *An introduction to quantum computing*.  
**Oxford University Press, 2007.**
-  N. S. Yanofsky and M. A. Mannucci, *Quantum computing for computer scientists*.  
**Cambridge University Press, 2008.**
-  R. Shankar, *Principles of quantum mechanics*.  
**Springer Science & Business Media, 2012.**

# Questions?

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- **Questions?**
- More info:
  - Blog:  $|\psi\rangle$ ence  $|\varphi\rangle$ ction;
  - **E-mail:** `gustavowl@lcc.ufrn.br`;
  - Github: `gustavowl`;
  - **Website:** <https://gustavowl.github.io/>.