Quantum Computing: An Intro

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Overview

UwU, What This?

This is an intro to quantum computing. So what I'll be doing is going over brief, sometimes not very technical answers to the following (in chronological order):

- What should I have told my *insert family member here* about this last week?
- What are some questions people are asking about it?
- What is quantum computing?
- Where can I go to mess with quantum computing?

How to use this?

This is a subset:

- Fast factoring (Shor's Algorithm)
- Computational (micro)-biology
- Quantum Machine Learning
- Quantum Cryptography

How to Measure the Benefit?

There is a field called Quantum complexity theory. We know that quantum computers are at most exponentially faster from this.
We also get that we can solve circuit satisfiability in a square-root of the time (with an error bound).
Searches are also theorized to be in a square-root of the time. [Cleve]
Only recently can we verify whether a quantum computer even used quantum magic to compute. [Quanta, 2018]

Open Questions

This is a subset:

- How to implement...anything?
- What should programming languages look like?
- How to scale quantum computers to match the requirements?

What is Quantum Computing?

(See [WIRED, 2018] for more.)

To a Child:

Computers represent computers as coins with "heads" and "tails". A quantum computer also lets you rotate the coin.

To a Teen:

Superposition is like trying to tell if a coin if heads or tails while it's being tossed.
Entanglement is when two coins are forced to have the same state.

More rigorously...

This is why I used LaTeX. Much of what follows about how Q-bits work is thanks to [Microsoft, 2018].

Definition

We write bits as vectors. So $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$ is the 0 bit, written in "Dirac notation" as $|0\rangle$.

Any guesses about representing a 1-bit?

Classical Systems

Bit	As a Vector	Dirac Notation
1	$\begin{pmatrix} 0 \\ 1 \end{pmatrix}$	$\|1\rangle$
0	$\begin{pmatrix} 1 \\ 0 \end{pmatrix}$	$\|0\rangle$

Table: The Classical Bit States

Mnemonic: the Dirac notation gives you the index of the 1 in the vector.

Matrix Multiplication as Bit Operators

Bit operations can be thought of as certain matrices.

Bit Operation	Matrix
Identity	$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$
Not	$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$
Set to 0	$\begin{pmatrix} 1 & 1 \\ 0 & 0 \end{pmatrix}$
Set to 0	$\begin{pmatrix} 0 & 0 \\ 1 & 1 \end{pmatrix}$

Table: The Classical Unary Bitwise Operators

What does invertibility mean here?

$\otimes$: Tensors

Definition (Tensor Product of vectors)

$$\begin{pmatrix} x_0 \\ \vdots \\ x_n \end{pmatrix} \otimes \begin{pmatrix} y_0 \\ \vdots \\ y_m \end{pmatrix} = \begin{pmatrix} x_0 \begin{pmatrix} y_0 \\ \vdots \\ y_m \end{pmatrix} \\ \vdots \\ x_m \begin{pmatrix} y_0 \\ \vdots \\ y_m \end{pmatrix} \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix} \otimes \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} 3 \\ 4 \\ 6 \\ 8 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix} \otimes \begin{pmatrix} 3 \\ 4 \\ 5 \end{pmatrix} = \begin{pmatrix} 3 \\ 4 \\ 6 \\ 8 \\ 5 \\ 10 \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} = ???$$

Using Tensors

You can treat multiple bits as tensors of single bits:

- $|2\rangle = |1,0\rangle = \begin{pmatrix}0\\1\end{pmatrix} \otimes \begin{pmatrix}1\\0\end{pmatrix} = \begin{pmatrix}0\\0\\1\\0\end{pmatrix}$
- $|4\rangle = |1,0,0\rangle = \begin{pmatrix}0\\1\end{pmatrix} \otimes \begin{pmatrix}1\\0\end{pmatrix} \otimes \begin{pmatrix}1\\0\end{pmatrix} = \begin{pmatrix}0\\0\\0\\0\\1\\0\\0\\0\end{pmatrix}$

Note that the mnemonic still works.

CNOT: A Building Block

Takes in 2 bits. If the first bit is 1, flip the second. Leave the first bit alone.
Here is the matrix:

$$C = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Example: $C|1,0\rangle = C|2\rangle = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix} = |3\rangle = |1,1\rangle.$

This is an important building block.

Q-Bits

- The vectors we've been messing with are just special Q-bits. Any vectors $\begin{pmatrix} a \\ b \end{pmatrix} \in \mathbb{C}^2$ with $|a|^2 + |b|^2 = 1$ work.
- This is superposition. Each component is the square root of the probability of that component "collapsing" to a 1.
- You can see this as a unit circle for most of our purposes. The axis the bit is closer to is the bit it's more likely to collapse to.
- We can prove that for any vectors u, v, $|u \otimes v| = |u||v|$. This means that tensoring Q-Bits gives us valid Q-Bits.

Hadamard Gate

Takes a 0 or 1 and puts it in perfect superposition. This is a 45 degree rotation.

$$\begin{pmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{-1}{\sqrt{2}} \end{pmatrix}$$

This is self-inverse, so you can go from prefect super-position to classical bits too.

Composition

So we have X as the bit flip and H as the Hadamard, giving us our operators. This results in the below (thanks to [Tatourian, 2018]):

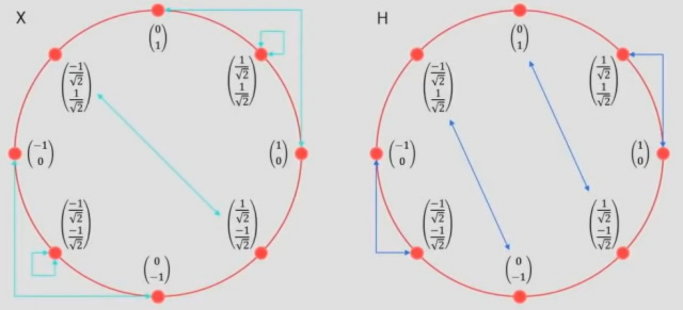

Figure: The Map for Moving Q-Bits around

IBM's API

Qiskit is bae.
You write QASM (Quantum-ASM) files and Qiskit runs them on a local simulator or online on a real quantum computer.
There is an online interface: and it's free for like 5 runs on a Quantum computer.

References

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The End