

Quantum Computing: An Intro

Heman Gandhi

Rutgers – HackRU RnD

hemang@ndhi.ninja

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Overview

- 1 Intro: what is this presentation
- 2 QC Applications and Questions
- 3 QC Basics
- 4 Messing with QC
- 5 An example: the Deutsch Oracle (time-permitting)

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 is 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?

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

Table: The Classical Unary Bitwise Operators

What does invertibility mean here?

\otimes : Tensors

Definition (Tensor Product of vectors)

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

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

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

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

Using Tensors

You can treat multiple bits as tensors of single bits:

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

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

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:

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

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

This is an important building block.

- 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 perfect 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]):

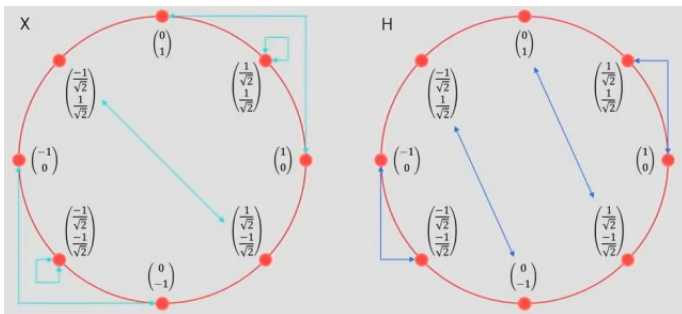


Figure: The Map for Moving Q-Bits around

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.](#)

The Deutsch Oracle

Let $f: \{0, 1\} \rightarrow \{0, 1\}$ (so f is a bit operator). How do we know if it's constant? How can you do it on a standard computer?

The Deutsch Oracle: the Quantum Advantage

Let $f: \{0, 1\} \rightarrow \{0, 1\}$ (so f is a bit operator). How do we know if it's constant?

One query? He superpose.

The Deutsch Oracle: Reversibility

$f(x) = 0$ is not reversible.

Reversibility Hack

The hack: operate on two bits: $g(|0, x\rangle) = |f(x), x\rangle$ The idea is that the 0 bit is the output wire and x the input.

This g is reversible. (Only proof I know: matrices.)

Asking about g is equivalent to asking about f , but now you can use quantum operators.

The Deutsch Oracle: What the Constant Functions Look Like

Constant 0

nothing on either wire.

Constant 1

X (the flip) on the output wire.

The Deutsch Oracle: What the Variable Functions Look Like

Identity

$\text{output} = \text{CNOT}(\text{input}, \text{output})$

Negation

$\text{output} = \text{Not}(\text{CNOT}(\text{input}, \text{output}))$

The Deutsch Oracle: Solution

Solution

input = Hadamard(second bit of $g(\text{Hadamard}(1), \text{Hadamard}(1))$)

input is 1 iff g constant.

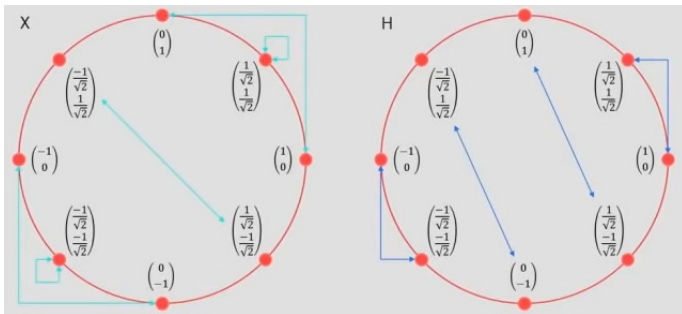


Figure: The Map for Moving Q-Bits around

The Deutsch Oracle: How the CNOT Works

$$\begin{aligned} C\left(\left(\begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{-1}{\sqrt{2}} \end{pmatrix} \otimes \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{-1}{\sqrt{2}} \end{pmatrix}\right)\right) &= C\begin{pmatrix} 1/2 \\ -1/2 \\ -1/2 \\ 1/2 \end{pmatrix} = \frac{1}{2} \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ -1 \\ -1 \\ 1 \end{pmatrix} \\ &= \frac{1}{2} \begin{pmatrix} 1 \\ -1 \\ 1 \\ -1 \end{pmatrix} = \left(\begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix} \otimes \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{-1}{\sqrt{2}} \end{pmatrix}\right) \end{aligned}$$

The Deutsch Oracle: Why Care?

It turns out you can do this for functions with n inputs. Shor's algorithm uses this to factor.

References



WIRED (2018)

Quantum Computing Expert Explains Once Concept in 5 Levels of Difficulty

youtube.com <https://www.youtube.com/watch?v=0WJCf0vochA>



Microsoft Research (2018)

Quantum Computing for Computer Scientists

youtube.com https://youtu.be/F_Riqjdh2oM



Alan Tatourian (2018)

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tatourian.blog <https://tatourian.blog/2018/09/01/quantum-computing-for-computer-scientists/>



Richard Cleve

An Introduction to Quantum Complexity Theory

University of Calgary

<https://cds.cern.ch/record/392006/files/9906111.pdf>



Erica Klarreich

Graduate Student Solves Quantum Verification Problem

Quanta Magazine <https://www.quantamagazine.org/graduate-student-solves-quantum-verification-problem-2018-11-29/>

The End