

Quantum Computation Using IBM's Qiskit

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Course Introduction

This course will introduce quantum computing:

- Quantum computing basics
- Quantum gates and algorithms
- Quantum information basics
- Quantum error correction
- Quantum entanglement
- and more!

Background needed: Linear algebra, Basic quantum theory, Python programming

Resource Link: <https://github.com/jayluxferro/QCIP>

- **Password to Access Certain Resources:** qu@tumC0mput1ng

Lecture Recordings: https://drive.google.com/drive/folders/1UDTjLbOaAbdyhjMhEfny5LiEDdpgtAih?usp=share_link

Recap

Why quantum computing?



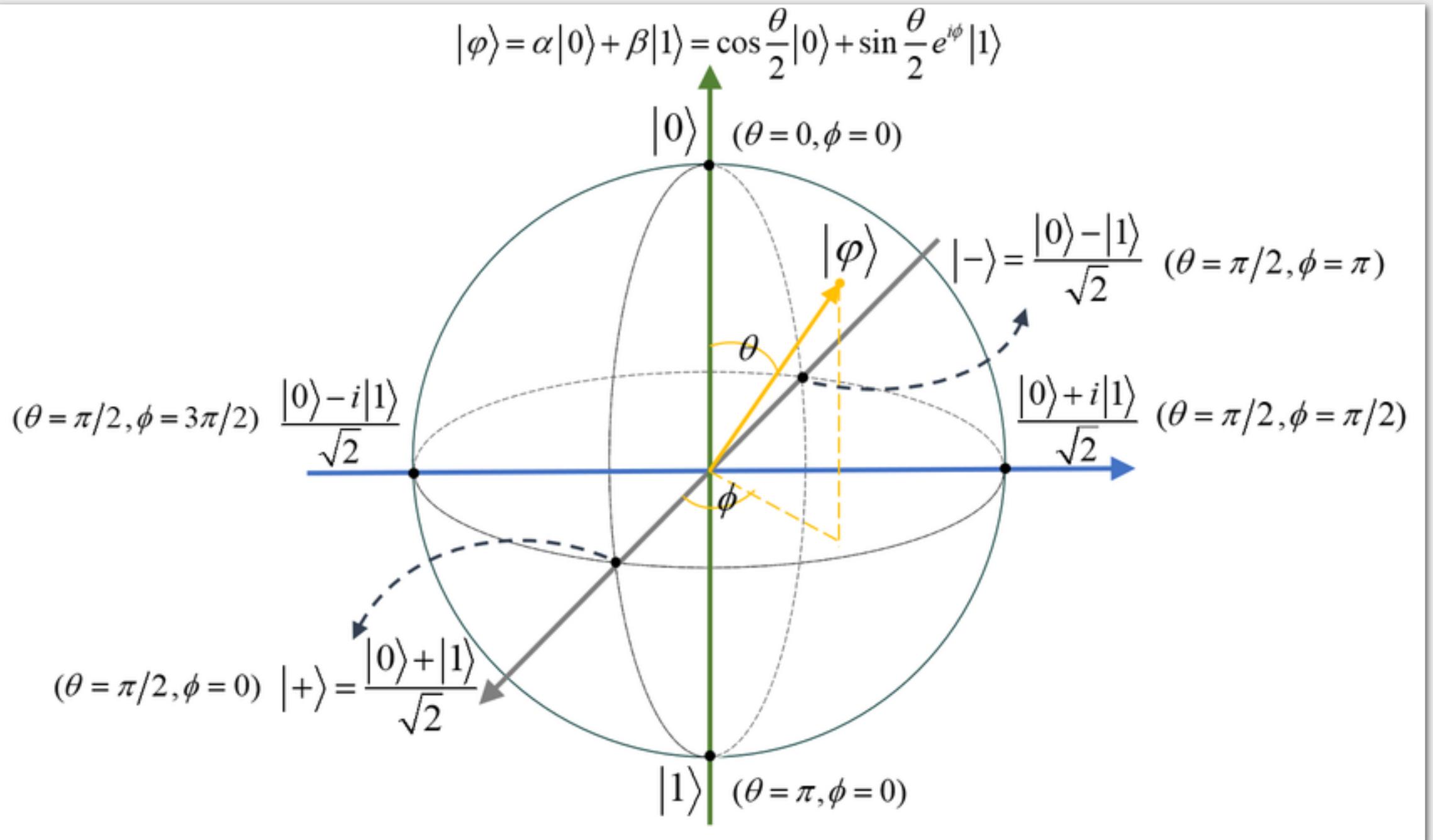
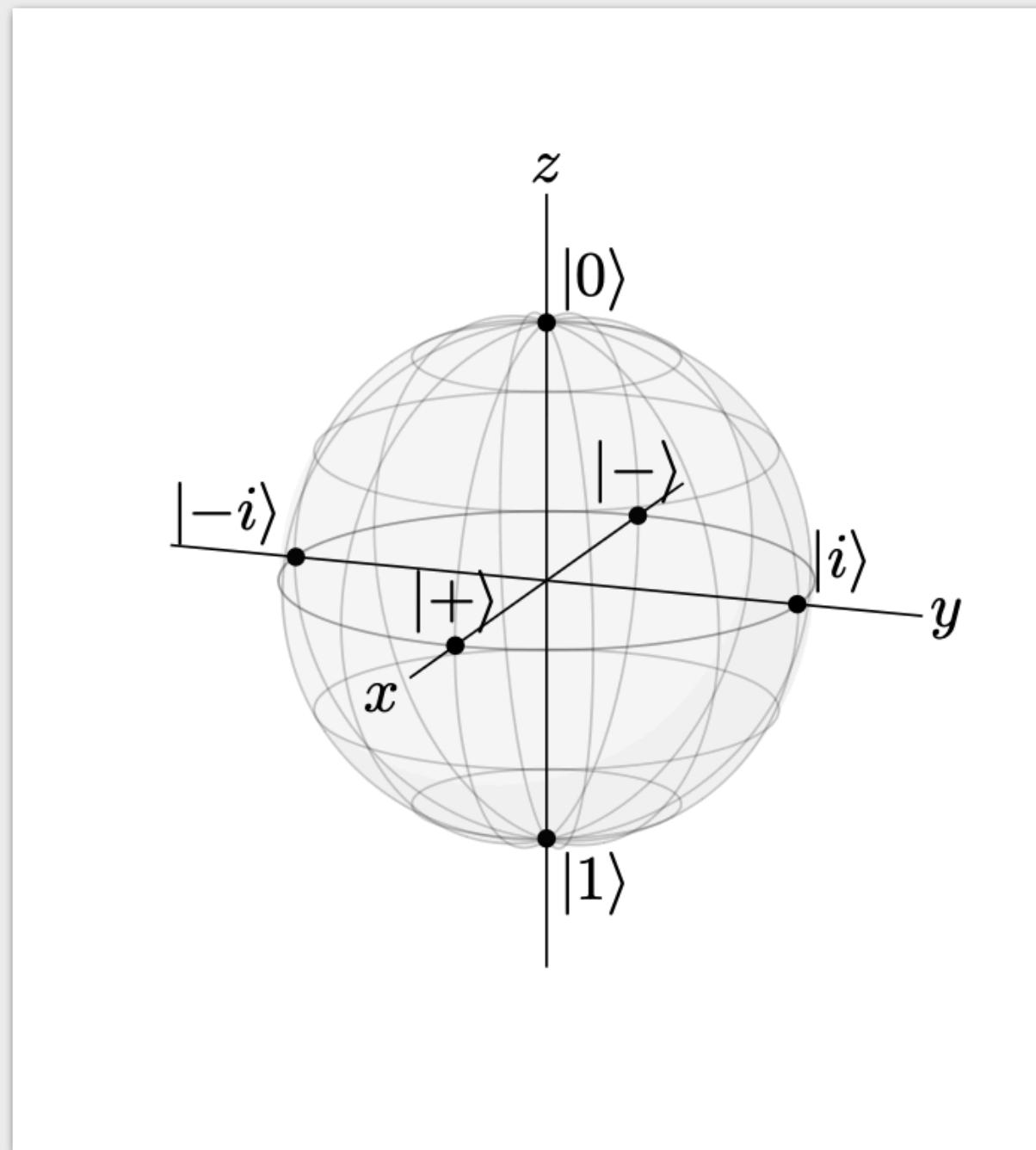
Quantum Computing using Qiskit

Qiskit: <https://www.ibm.com/quantum/qiskit>

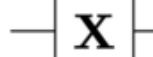
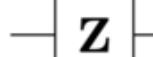
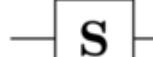
IBM Quantum Platform: <https://quantum.cloud.ibm.com/>

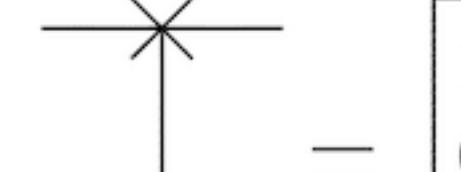
Quantum Research: <https://www.ibm.com/quantum/research>

Quantum Computing Basics

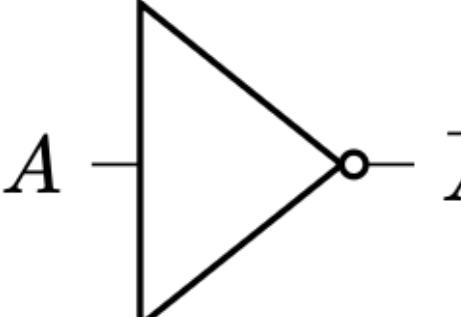
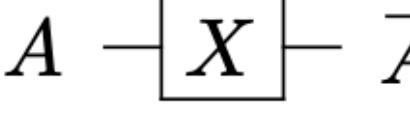
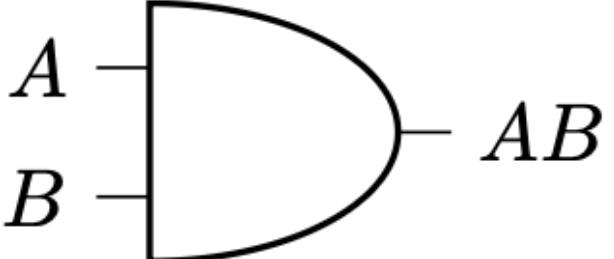
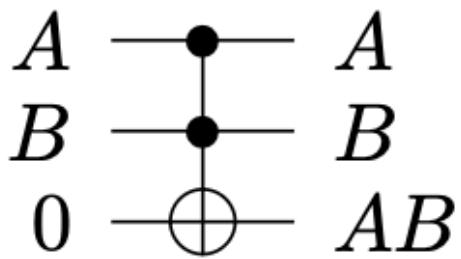
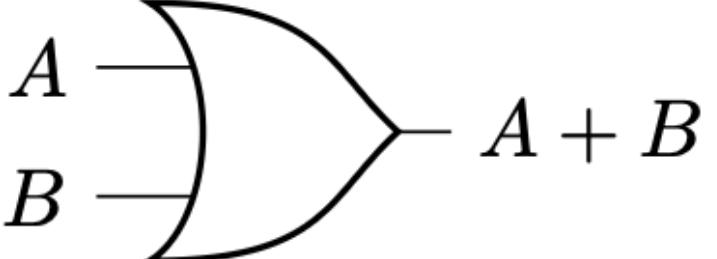
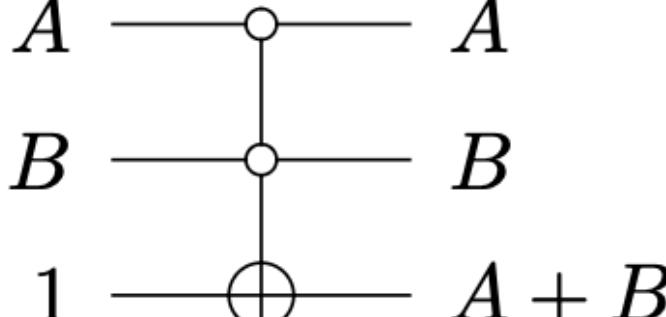
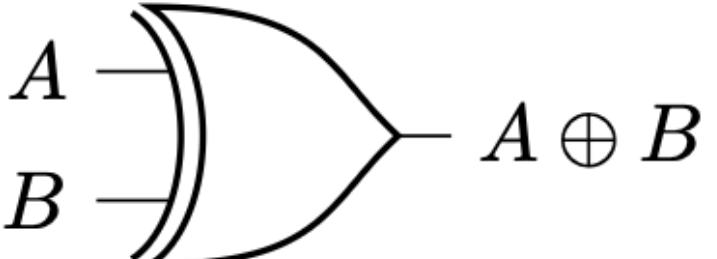
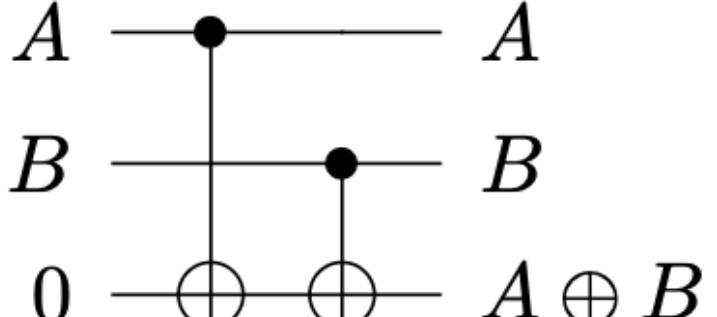
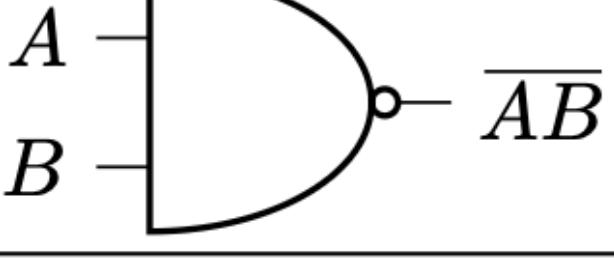
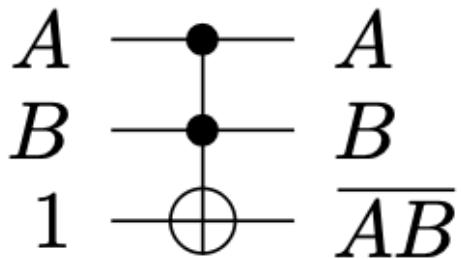
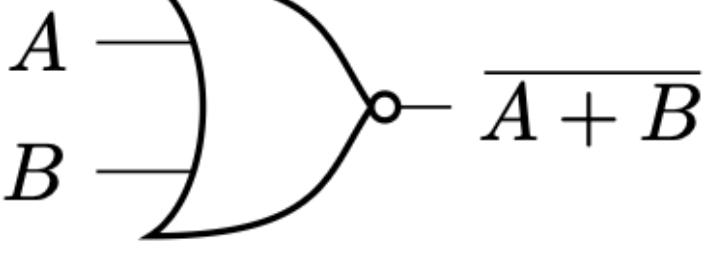


Quantum Gates

Operator	Gate(s)	Matrix
Pauli-X (X)		\oplus $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
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)		$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$

X Gate Bit-flip, Not		\equiv	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \beta 0\rangle + \alpha 1\rangle$
Z Gate Phase-flip		\equiv	$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha 0\rangle - \beta 1\rangle$
H Gate Hadamard		$\equiv \frac{1}{\sqrt{2}}$	$\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \frac{\alpha + \beta 0\rangle + \alpha - \beta 1\rangle}{\sqrt{2}}$
T Gate		\equiv	$\begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha 0\rangle + e^{i\pi/4}\beta 1\rangle$
Controlled Not Controlled X CNot		\equiv	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a 00\rangle + b 01\rangle + c 10\rangle + d 11\rangle$
Swap		\equiv	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = a 00\rangle + c 01\rangle + b 10\rangle + d 11\rangle$

Classical & Quantum Gates

	Classical	Reversible/Quantum
NOT		X -Gate 
AND		Toffoli 
OR		anti-Toffoli 
XOR		CNOTs 
NAND		Toffoli 
NOR		anti-Toffoli 