### What is MUSIQu?

- ❖ A qubit exists in a superposition of states
- Similarly, a musical chord is a superposition of different notes

MUSIQu aims to represent quantum computing in the context of music

<u>Purpose:</u> to present quantum computing in a unique, engaging, and potentially artistic way - allows users to physically *hear* the effects of qubit operations

# How it Works: Musical Mappings

Qubit State	Musical Note
000>	C4 - (261.63 Hz)
001>	E4 - (329.63 Hz)
010>	G4 - (392.00 Hz)
011>	B4 - (493.88 Hz)
100>	D4 - (293.66 Hz)
101>	F4 - (349.23 Hz)
110>	A4 - (440.00 Hz)
111>	C5 - (523.25 Hz)

#### Three Steps:

- 1.) Prepare qubit sequence
- 2.) Apply transformations
- 3.) Map qubits to audio output
- \* Where the volume of a note corresponds to the probability of measuring the qubit in that quantum state

### Consider the qubit:

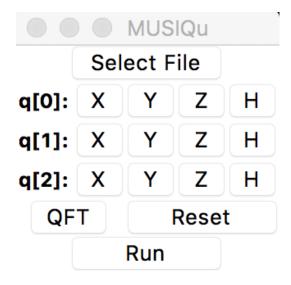
 $q = 0.5 |000\rangle + 0.5 |001\rangle + 0.5 |010\rangle + 0.5 |011\rangle$ 

This

maps to C4, E4, G4, and B4 (Cmaj7 chord) - all played with equal volume

## Using the Program

First, run MUSIQu as a Python program. The following interface should pop up:



#### **Instructions:**

- 1.) Select input .txt file for qubit states
- 2.) Apply qubit transformations (Note: multiple operations can be active at once)
- 3.) Run at any time to hear the audio output
- 4.) Reset qubits to their original states, or load a new input .txt file altogether

#### Text File Input:

- Each line represents a single qubit supports any number of lines
- ❖ Format: three numbers (either 0 or 1) encoding the qubit, followed by a space, and then an optional number denoting the note duration (default value is 1.0, or quarter note). <a href="Ex: 001 0.5">Ex: 001 0.5</a> ( |001>, eighth note)
- For reference, example .txt files are provided

## A Few Quick Tips

- To play chords, qubits must exist in a superposition of states. This can be done through applying various Hadamard or quantum Fourier transforms
- \* Rhythms are for musical purposes only and do not correlate to the qubits