

# Quantum Computing

## Lecture 12



**PHYS 246 class 11**  
**Fall 2025**  
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<https://jnoronhahostler.github.io/IntroductionToComputationalPhysics/intro.html>

# Announcements

- No class next week!
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# What is quantum information?

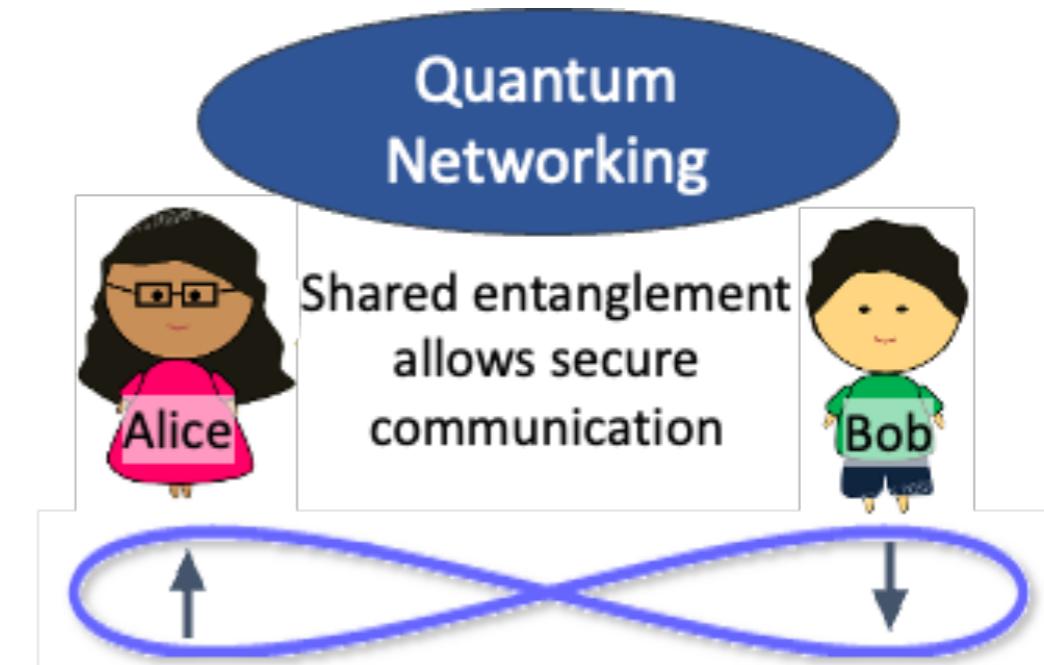
## Quantum computing

Entanglement allows exponential speed-up for certain problems



## Quantum Networking

Shared entanglement allows secure communication



## Quantum sensing

Entangled inputs reduce “shot” noise



# Quantum Mechanics intro

## Classical vs quantum

**Classical mechanics:**

State  $x, v, \mathcal{R}^{6N}$  vectors

Dynamical equation:

$$F = ma = m \frac{d^2x}{dx^2}$$

Measurement:

$x, v$  are definite!

**Quantum mechanics:**

State  $\Psi(x)$ , function  $\mathcal{R}^{3N} \rightarrow \mathcal{C}$

Dynamical equation:

$$i\hbar \frac{\partial \Psi}{\partial t} = \hat{H}\Psi$$

Measurement:

$$\rho(x) = |\Psi(x)|^2$$

$$\rho(p) = |\Psi(p)|^2 = \left| \int e^{ipx/\hbar} \Psi(x) dx \right|^2$$

# Two states systems

Spin up and down

Electron spin, other q-bit systems

Can be only up or down.

Classically,  $x = [1,0] = \uparrow$  or  $[0,1] = \downarrow$  (Ising model)

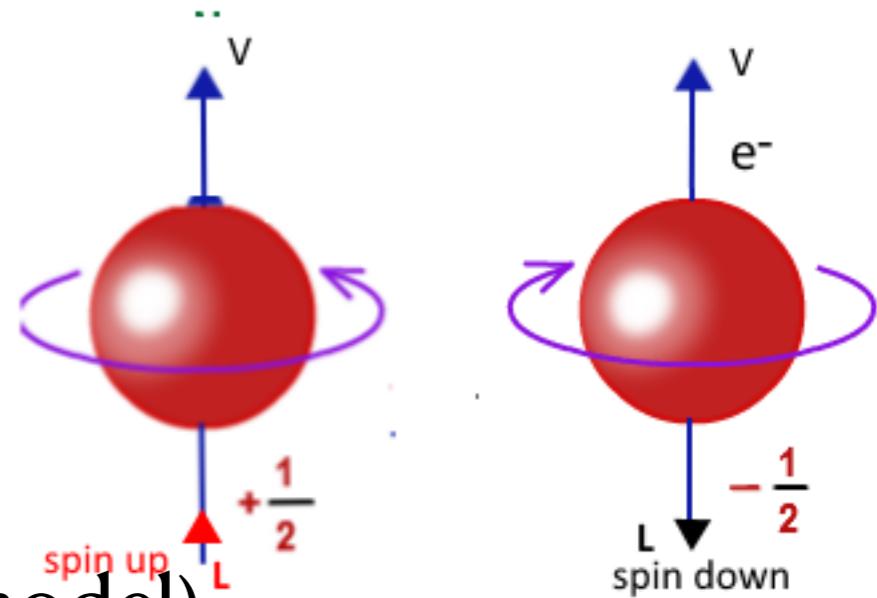
Then  $\Psi(x)$  is specified by two complex numbers  $[a,b] = a \uparrow + b \downarrow$ .

Probability we measure the state  $\uparrow$ : 
$$\frac{|a|^2}{|a|^2 + |b|^2}$$

Normalization: set  $|a|^2 + |b|^2 = 1$

Entangled states of N qubits described by  $2^N$  real numbers!

Exponential growth: computers can't simulate even moderately sized quantum systems  
quantum systems can "compute" problems that are intractable on computers!



Cannot measure  
the full  
quantum state  
of a qubit!

# Bloch sphere

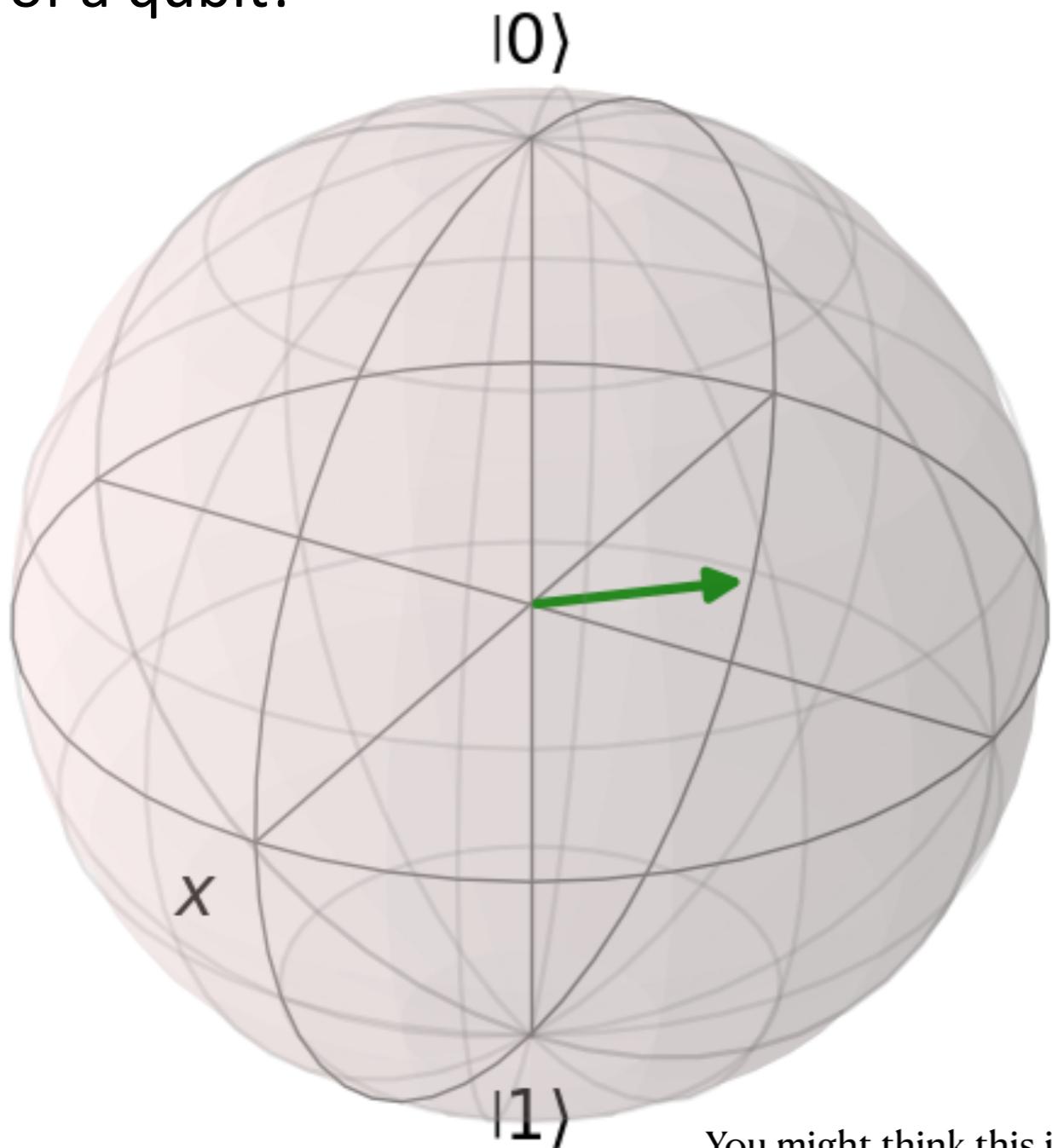
## Linear superposition of states

$$\uparrow \text{ is } [1,0] = |0\rangle$$

$$\downarrow \text{ is } [0,1] = |1\rangle$$

$$\rightarrow(x) \text{ is } [1,1] = |0\rangle + |1\rangle$$

and so on



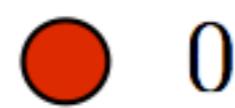
Spin direction	State
$\hat{z}$	
$-\hat{z}$	
$\hat{x}$	$\frac{1}{\sqrt{2}}(\uparrow + \downarrow)$
$-\hat{x}$	$\frac{1}{\sqrt{2}}(\uparrow - \downarrow)$
$\hat{y}$	$\frac{1}{\sqrt{2}}(\uparrow + i \downarrow)$
$-\hat{y}$	$\frac{1}{\sqrt{2}}(\uparrow - i \downarrow)$

You might think this is 4d since there are two complex numbers, but an overall phase does not change anything, so the states can be represented in 3d.



# Qubits

**Classical vs quantum computing basics**

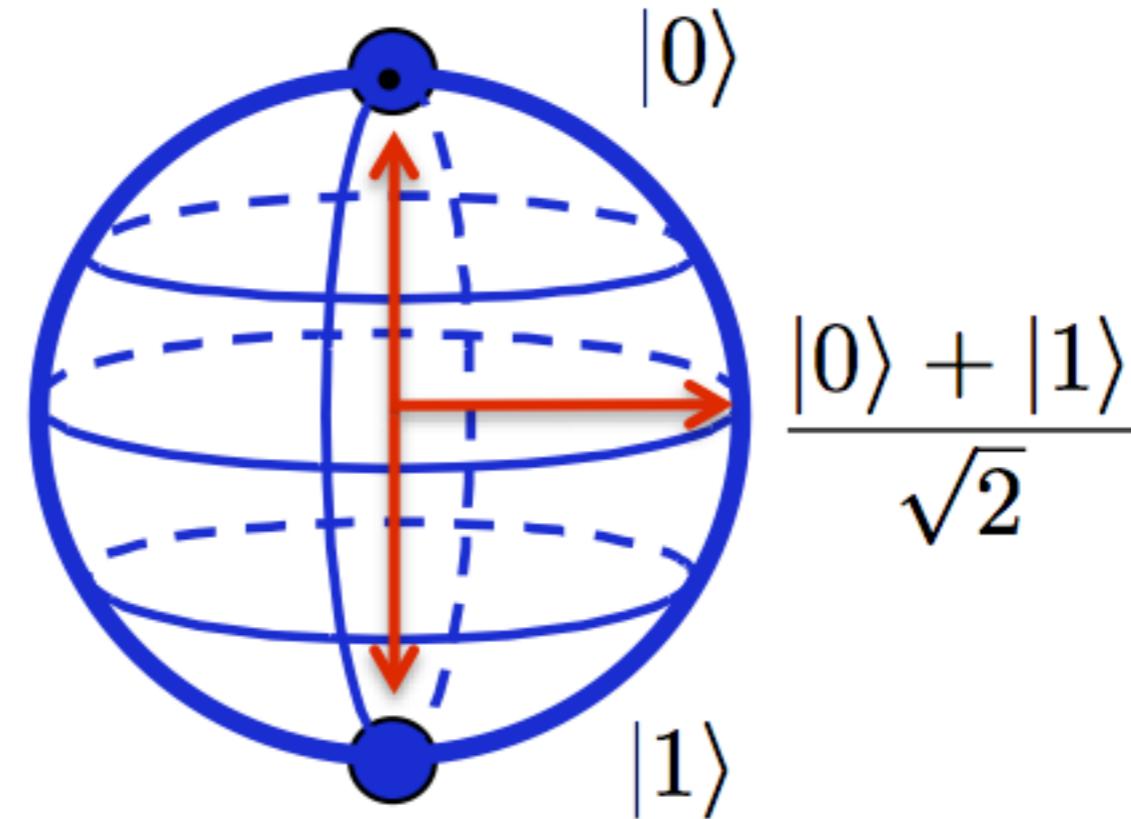


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Bloch Sphere



**Classical Bit**

**Qubit**

# Multiple two-state system

Classically, the phase space is  $\uparrow\uparrow, \uparrow\downarrow, \downarrow\uparrow, \downarrow\downarrow$

Each gets multiplied by a different complex number:

$$\Psi = a \uparrow\uparrow + b \uparrow\downarrow + c \downarrow\uparrow + d \downarrow\downarrow \text{ (four complex numbers)}$$

# Entanglement

## Einstein–Podolsky–Rosen

Consider the state  $\frac{1}{\sqrt{2}} \uparrow \uparrow - \frac{1}{\sqrt{2}} \downarrow \downarrow$ .

$$P(\text{both up}) = 1/2$$

$$P(\text{both down}) = 1/2$$

$$P(\text{one up, one down}) = 0$$

$$P(\text{one down, one up}) = 0$$

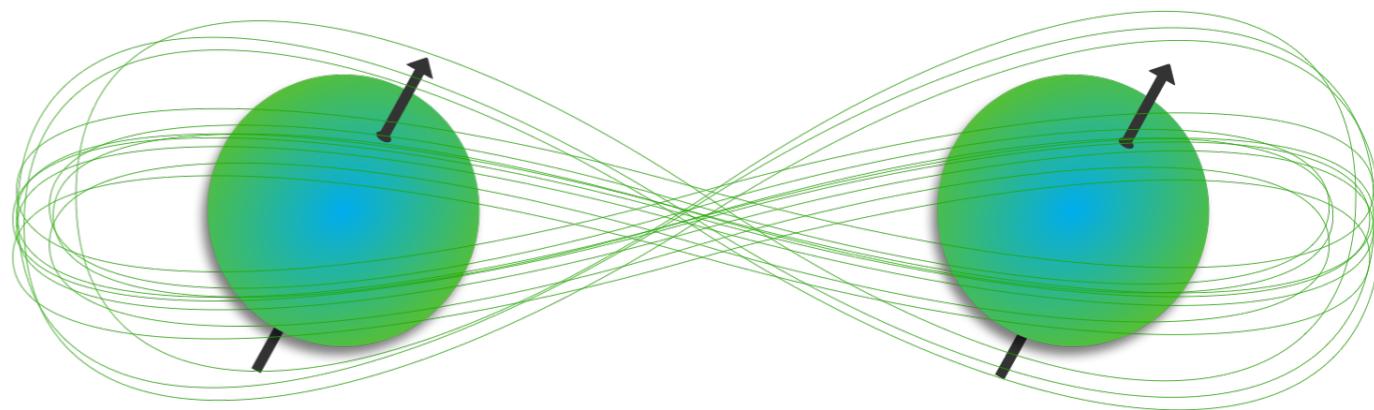
This is called an entangled state

(sometimes a 'cat' state)

Measuring one spin will also collapse the state of the other spin

Discussion:

Is  $\frac{1}{2} (\uparrow \uparrow + \uparrow \downarrow + \downarrow \uparrow + \downarrow \downarrow)$  entangled?

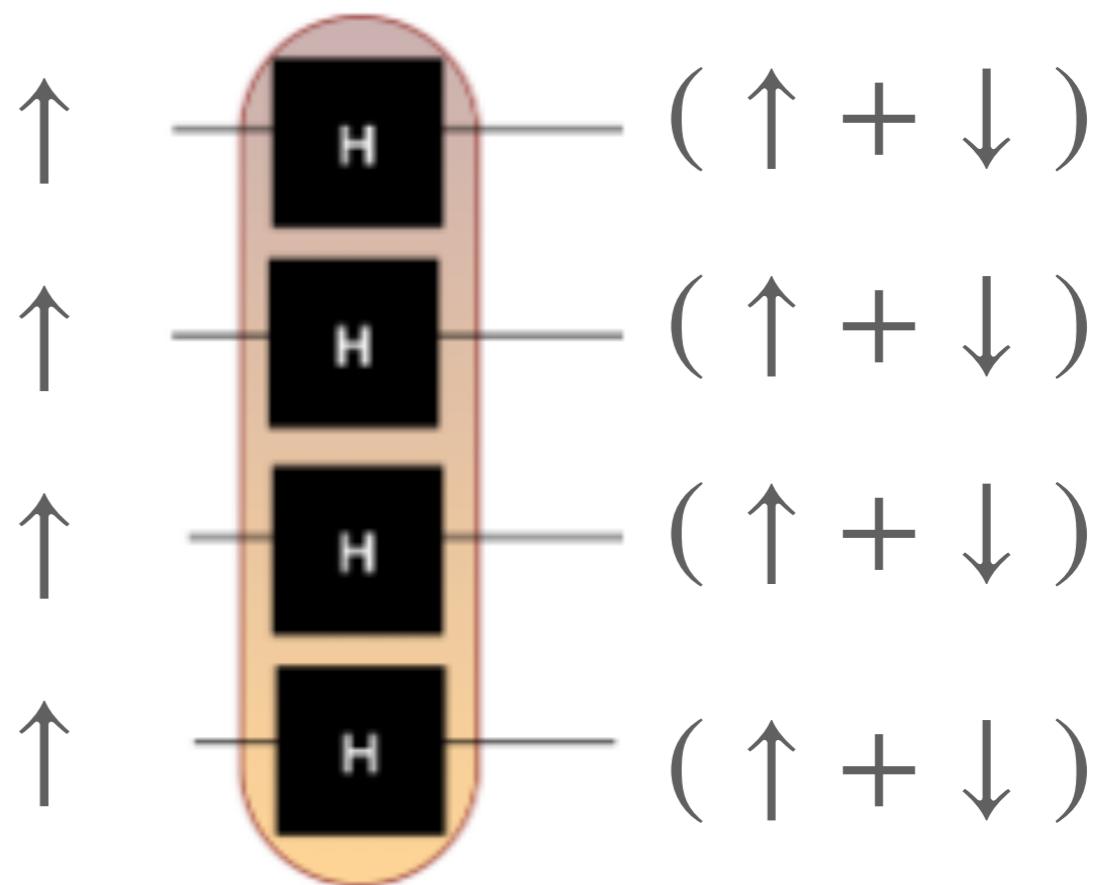


# Gates

In quantum computing, we idealize the time dependence of the wave function to 'gates'

Hadamard gate (change of basis):

$$H \uparrow = \frac{1}{\sqrt{2}}(\uparrow + \downarrow)$$



$\uparrow \uparrow \uparrow \uparrow$

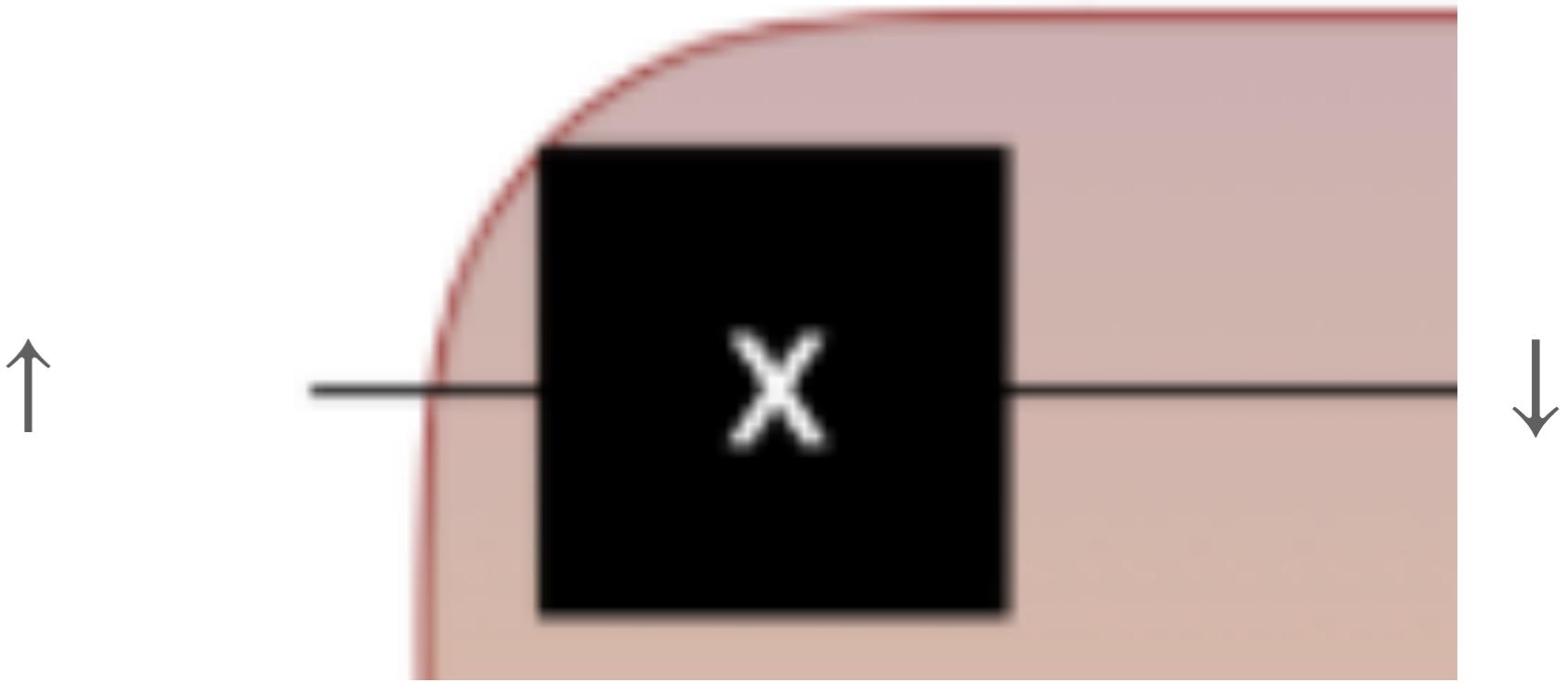
$$\frac{1}{4}(\uparrow + \downarrow)(\uparrow + \downarrow)(\uparrow + \downarrow)(\uparrow + \downarrow)$$

# x-gate

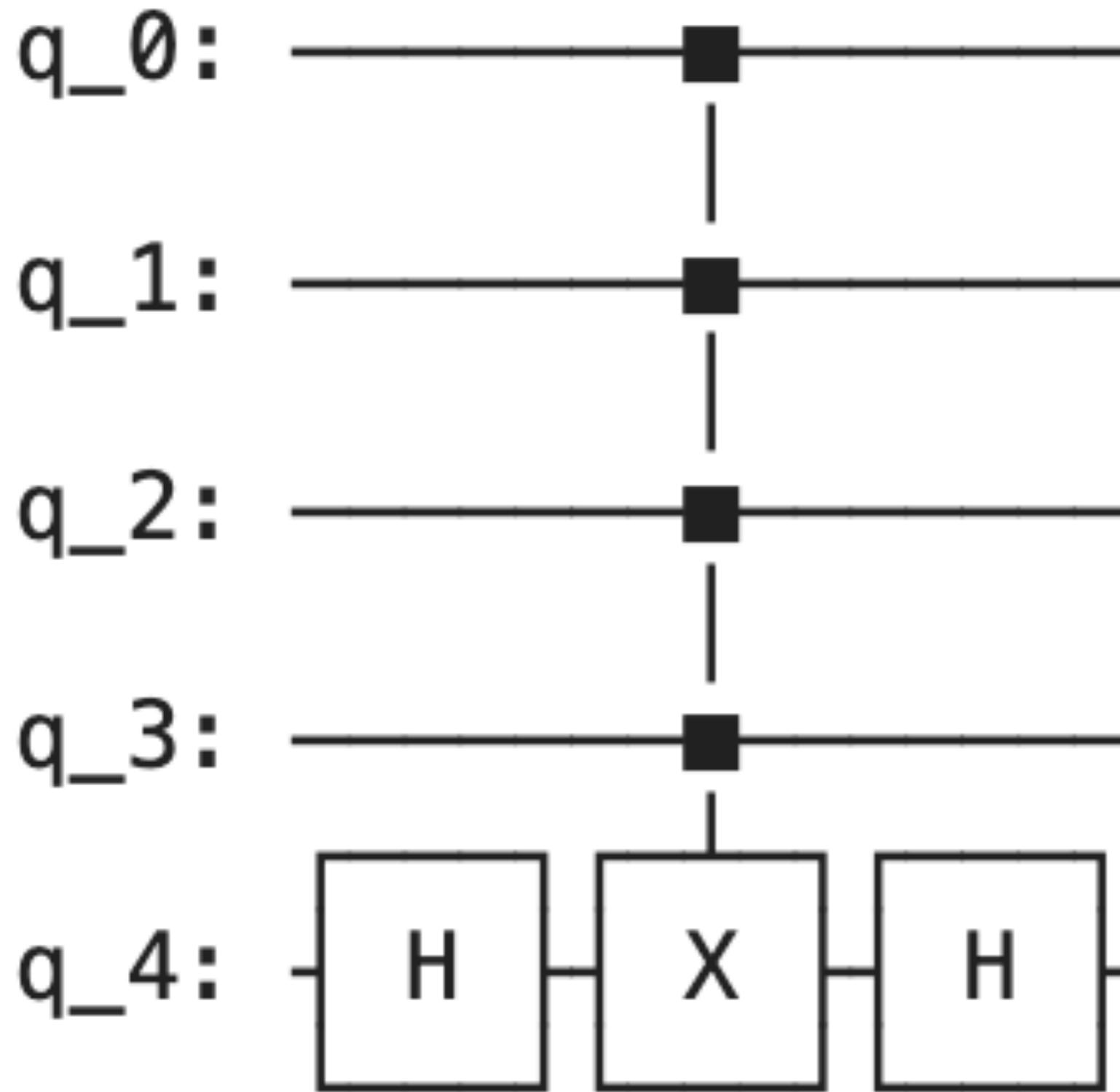
**The classical NOT gate (flips the spin)**

Named after the Pauli matrix

$$\sigma_x = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$



# Control gates (CNOT)



Often the only way we introduce entanglement!

Apply an x on qbit 4 if 0, 1, 2, and 3 are all 1.

Best choice depends on your architecture

# qiskit and circuits

## Coding help

```
def Mark(r,N):
    circuit=QuantumCircuit(N,N)
    circuit.barrier()
```

Create an empty circuit with N bits

Barrier separates pieces of circuit

```
myString=np.binary_repr(r,width=N)[::-1]
for i in range(0,len(myString)):
    if myString[i]=='0':
        circuit.x(i)
    circuit.barrier()

circuit.h(N-1)
circuit.mcx(list(range(0,N-1)), N-1, mode='noancilla')
circuit.h(N-1)
circuit.barrier()

for i in range(0,len(myString)):
    if myString[i]=='0':
        circuit.x(i)
    circuit.barrier()
return circuit
```

Adds a gate to the circuit

Qiskit is an open-source  
Python tool for working  
with quantum computers

# Classical search

$N$  items.

We would like to find one element that matches  $f(i) = 1$  ( $f(i) = 0$  for all other elements)

Classically you go through items until you find the right one. On average  $N/2$ .

$\mathcal{O}(N)$

Databases, factorization, find the winning chess move, find the path for a robot to move in...

# Grover's algorithm

## Quantum search

Scales as  $\mathcal{O}(\sqrt{N})$ .

One of the few (only?) useful quantum algorithms with a proven speedup over classical algorithms.

