

Focused Tutorial on Quantum Computing

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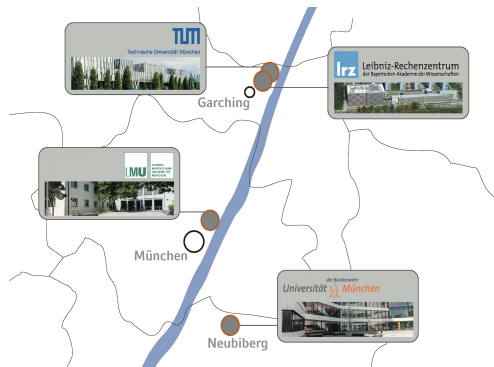
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MNM-Team, Ludwig-Maximilians-Universität München

June 16, 2023



MNM-Team



Outlook of today's tutorial

- First part: Introduction to mathematics of QC

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 - QuBit states

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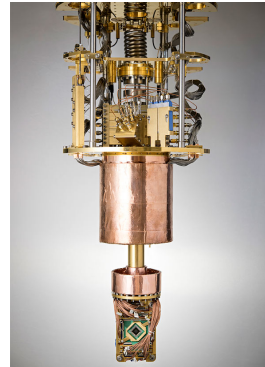
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 - QuBit states
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 - Quantum circuits
- Second part (after LRZ site visit): Classification with quantum computing
 - Quantum programming in PennyLane framework
 - Variational quantum circuits
 - Binary classification

Exercises

- Course Material: <https://github.com/mnm-team/qc-focused-tutorial-23/>
- Sheet 1: Pen and Paper
- Sheet 2: Jupyter notebooks

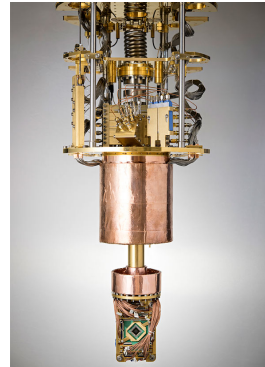
What is Quantum Computing?

- Exploiting quantum mechanical effects for computations



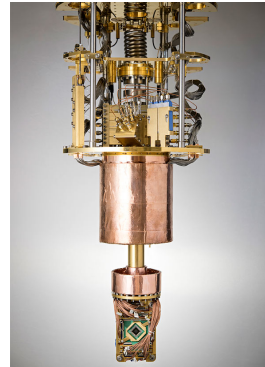
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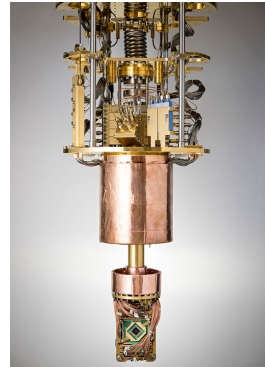
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- Exploiting quantum mechanical effects for computations
 - Superposition
 - Interference
- Optimal hardware yet to be determined



Why do we need Quantum Computing?

- Speed up classical computation

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 - True randomness

Single QuBit States

- QuBit state: $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$, $|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$ or a *superposition* of $|0\rangle$ and $|1\rangle$

Single Qubit States

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- Represented by a two-dimensional *normalized* vector:

$$|\psi\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \alpha |0\rangle + \beta |1\rangle \quad \alpha, \beta \in \mathbb{C}$$

where

$$|\alpha|^2 + |\beta|^2 = 1$$

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 - The original quantum state cannot be restored anymore
- We have to measure multiple times to approximate the original quantum state

Dirac notation (bra-ket notation)

- “ket” is complex column vector in Hilbert space: $|\psi\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$

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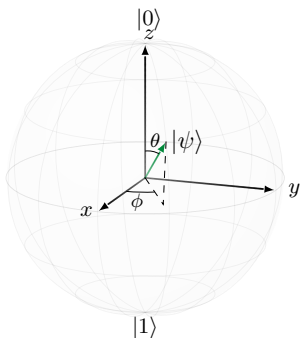
- “ket” is complex column vector in Hilbert space: $|\psi\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$
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- “bra” is complex conjugate transpose of ket, i.e. a row vector: $\langle\psi| = \begin{pmatrix} \alpha^* & \beta^* \end{pmatrix}$
- “bra-ket” is an inner product yielding a scalar:
$$\langle\psi, \psi'\rangle = \begin{pmatrix} \alpha^* & \beta^* \end{pmatrix} \cdot \begin{pmatrix} \alpha' \\ \beta' \end{pmatrix} = \alpha^* \alpha' + \beta^* \beta' \in \mathbb{C}$$

Bloch Sphere

We can interpret a single Qubit vector as a point on a three dimensional plane:



$$|\psi\rangle = \cos\left(\frac{\theta}{2}\right) |0\rangle + \sin\left(\frac{\theta}{2}\right) e^{i\phi} |1\rangle$$

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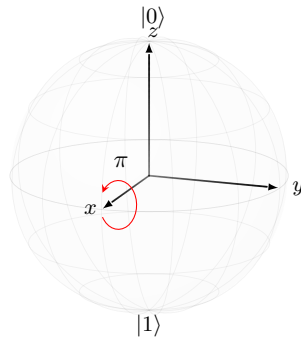
- We can represent operations on Qubits in the quantum circuit model:

$$|\psi\rangle \text{ --- } \boxed{U} \text{ --- } |\psi'\rangle$$

Single QuBit Gates I


Pauli matrices:


▪ $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$ 

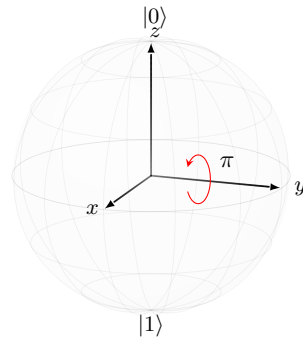


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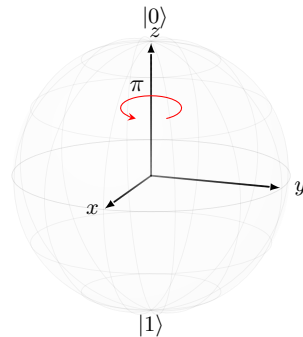
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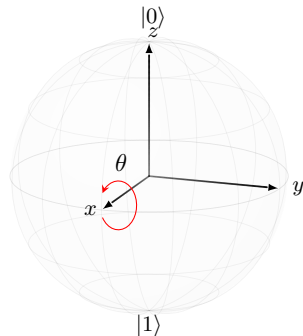
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Arbitrary Rotations

$R_{\gamma}(\theta)$ -Gate: Rotation by θ around the X/Y/Z axis (?: X, Y, or Z)

$$\blacksquare R_x(\theta) = \begin{pmatrix} \cos(\frac{\theta}{2}) & -i \sin(\frac{\theta}{2}) \\ -i \sin(\frac{\theta}{2}) & \cos(\frac{\theta}{2}) \end{pmatrix} \quad \text{---} \boxed{R_x(\theta)} \text{---}$$

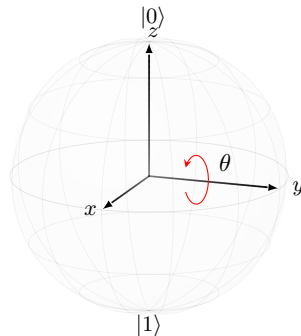


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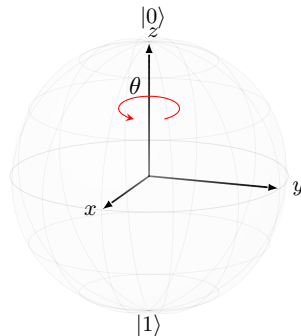
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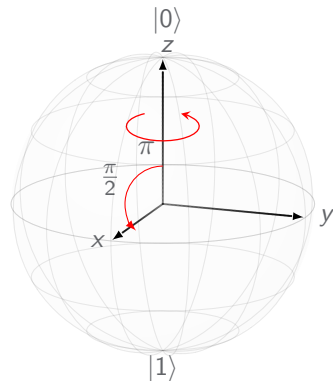
$$\blacksquare R_z(\theta) = \begin{pmatrix} e^{-i\frac{\theta}{2}} & 0 \\ 0 & e^{i\frac{\theta}{2}} \end{pmatrix} \text{---} \boxed{R_z(\theta)} \text{---}$$



Single QuBit Gates II

- Hadamard-Gate (H-Gate)

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \quad \text{---} \boxed{H} \text{---}$$



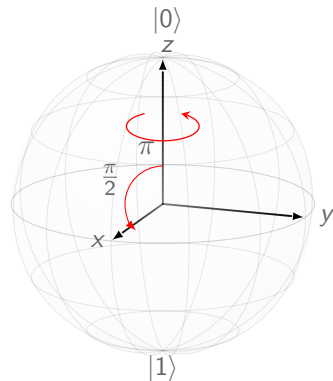
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- Applying the H-Gate on a QuBit with state $|0\rangle$ or $|1\rangle$ introduces *equal* superposition:

- $H|0\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle$
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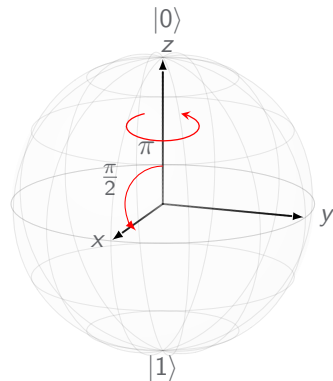
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- Probability of measuring $|0\rangle$ for state $H|0\rangle$ or $H|1\rangle = \frac{1}{2}$



Quantum Registers

- Multiple Qubits can be combined to a *quantum register* by calculating their tensorproduct:

$$\begin{pmatrix} \alpha_{n-1} \\ \beta_{n-1} \end{pmatrix} \otimes \begin{pmatrix} \alpha_{n-2} \\ \beta_{n-2} \end{pmatrix} \otimes \dots \otimes \begin{pmatrix} \alpha_0 \\ \beta_0 \end{pmatrix}$$

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- Quantum operations on quantum registers are represented by the tensorproduct of the corresponding matrices (dimension: $2^n \times 2^n$)

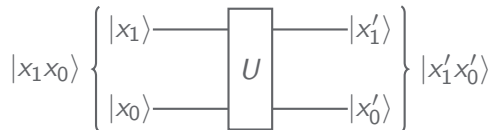
Two QuBit Register

$$|\psi\rangle = a_{00}|00\rangle + a_{01}|01\rangle + a_{10}|10\rangle + a_{11}|11\rangle$$

$$|00\rangle = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}, |01\rangle = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}, |10\rangle = \begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}, |11\rangle = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

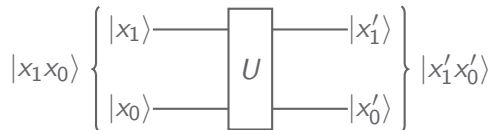
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We can also apply gates on multiple Qubits:



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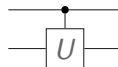
For instance, we can combine the existing single Qubit gates using the tensor product:

$$X \otimes X =$$

Controlled QuBit Operations

- An operation on a QuBit may depend on the state of another QuBit → Any single-QuBit gate can have a “controlled version”

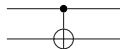
$$CU = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & u_{00} & u_{10} \\ 0 & 0 & u_{01} & u_{11} \end{pmatrix}$$



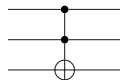
Controlled QuBit Operations

- An operation on a QuBit may depend on the state of another QuBit → Any single-QuBit gate can have a “controlled version”
- Most common: CX/CNOT and CCX/CCNOT/Toffoli Gate

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



$$CCX = \begin{pmatrix} & & & 0 & 0 \\ & & & \vdots & \vdots \\ & \mathbb{I}_6 & & 0 & 0 \\ 0 & \dots & 0 & 0 & 1 \\ 0 & \dots & 0 & 1 & 0 \end{pmatrix}$$



The SWAP Operation

- The SWAP operation “swaps” the states of two qubits:

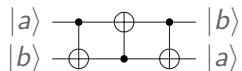
$$\text{SWAP} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \quad \begin{array}{c} |a\rangle \text{ --- } \times \text{ --- } |b\rangle \\ |b\rangle \text{ --- } \times \text{ --- } |a\rangle \end{array}$$

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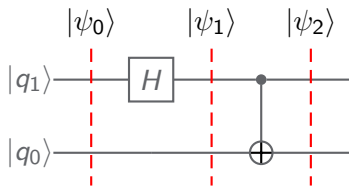
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- It can be implemented with three CNOT gates:



Entanglement I

By applying a controlled gate (e.g., CNOT) on QuBits in superposition we can create entanglement:



e.g., $|q_1 q_0\rangle = |00\rangle$:

$$|\psi_2\rangle = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

⇒ We either measure both QuBits in $|0\rangle$ **or** in $|1\rangle$.

Entanglement II

Definition

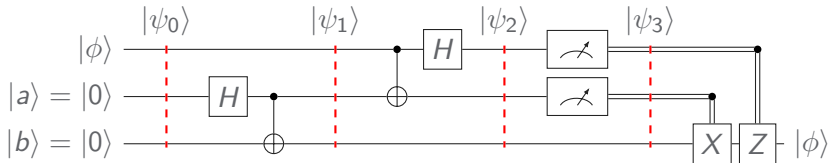
Qubits are *entangled* with each other iff the Qubit state cannot be represented as a tensor product of single Qubit states.

$$\text{e.g., } \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

No-Cloning Theorem

- Entanglement is **not** equivalent to cloning a QuBit state
- It is not possible to clone or copy an arbitrary QuBit state
- With entanglement, it is possible to teleport an arbitrary state from one QuBit to another

Teleportation



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- The expectation value is calculated with respect to the eigenvalues of the observable, not the measurement bases

Pauli-Z Matrix as Observable

- Z matrix: $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$
- The expectation value can be calculated with $\langle \psi | Z | \psi \rangle$
- Examples:
 1. $\langle 0 | Z | 0 \rangle =$
 2. $\langle 1 | Z | 1 \rangle =$
 3. $\frac{1}{\sqrt{2}}(\langle 0 | + \langle 1 |) \cdot Z \cdot \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) =$

Summary Classical vs. Quantum Computing

	Classical Computing	Quantum Computing
Basic States	Either 0 or 1	Superposition of 0 and 1
Operations	Logic (boolean) gates	Unitary reversible gates
Copying States	Yes	No
Readout	No information loss	Superposition is destroyed; information loss

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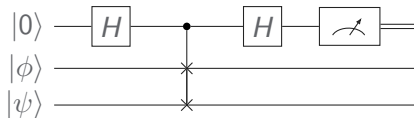
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- Near-term quantum algorithms: Variational Quantum Algorithms (VQAs)

Swap Test I

Means to measure the distance d of two quantum states $|\phi\rangle$ and $|\psi\rangle$

$$d = |\langle\psi|\phi\rangle|^2 \text{ (angle}^2 \text{ between } |\psi\rangle \text{ and } |\phi\rangle\text{)}$$



Swap Test II

- At the end of the circuit the probability of measuring $|0\rangle$ is the following

$$P(\text{"Measure } |0\rangle \text{ "}) = \frac{1}{2} + \frac{1}{2} |\langle \psi | \phi \rangle|^2$$

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- If $|\psi\rangle$ and $|\phi\rangle$ are orthogonal ($|\langle \psi | \phi \rangle|^2 = 0$), then $P(\text{"Measure } |0\rangle \text{"}) = \frac{1}{2}$
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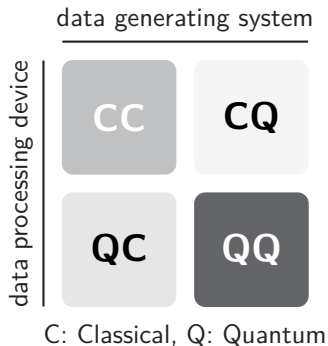
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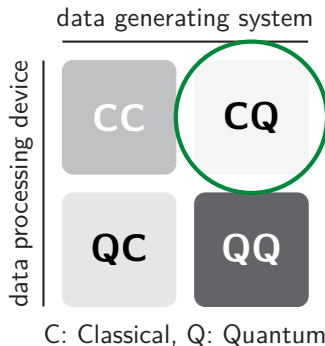
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- With multiple repetitions of the SWAP test, the distance d can be approximated with any precision

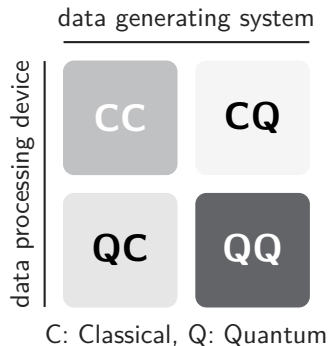
Overview



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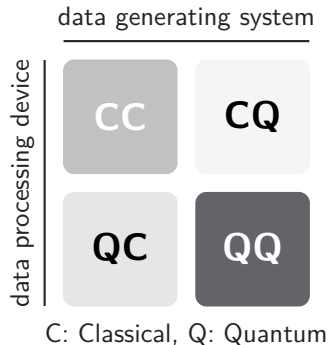
Overview – Classical Machine Learning



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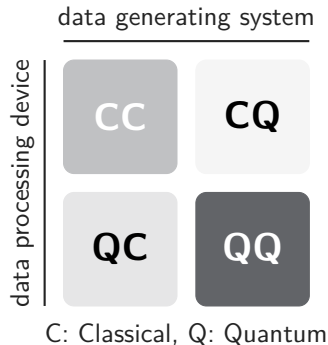


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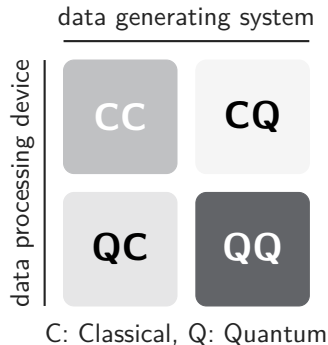
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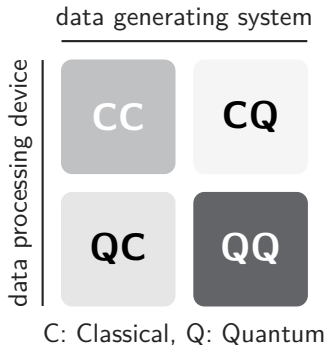
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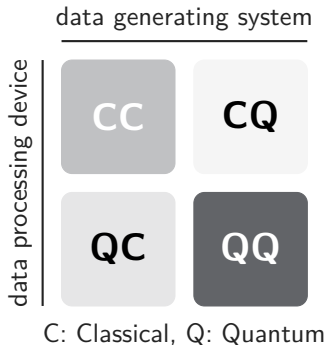
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→ Goal: optimize the parameter value(s) for the application

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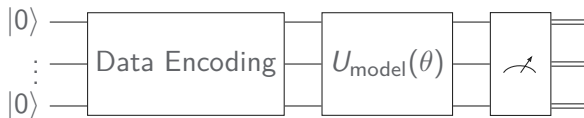
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Quantum Circuit



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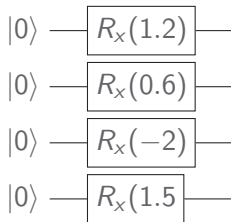
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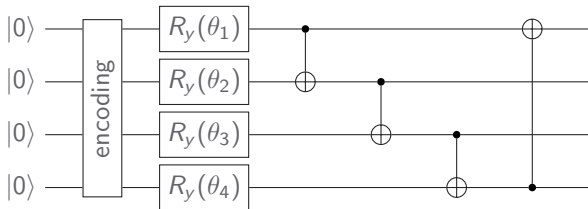
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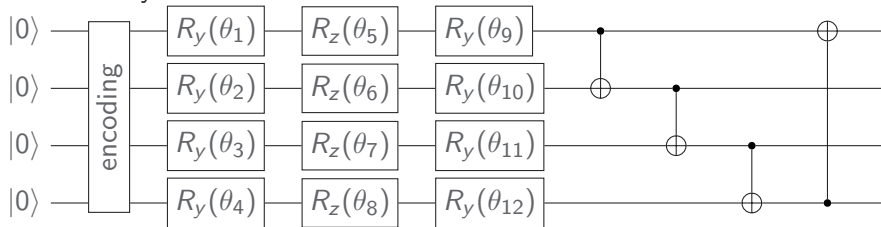
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- E.g., for binary classification we could take the **sign function** as classification function.

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- Quantum projects in Munich: Munich Quantum Valley, MuniQC Atoms/SC

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