# CODING WITE OLIVING WITE OLIVIN

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## WELCONE TO CLASS!

Today's Agenda

#### Learning

- Custom Rotation Gates
- Controlled Gates
- Importing Composer to Notebook
- Backends
- Coding
  - Mini demonstation on Quantum Rock-Paper-Scissiors
  - Mini Demonstration on Quantum Teleportation

QTANGLE | QBASICS WORKSHOP - JUNE 27 2021



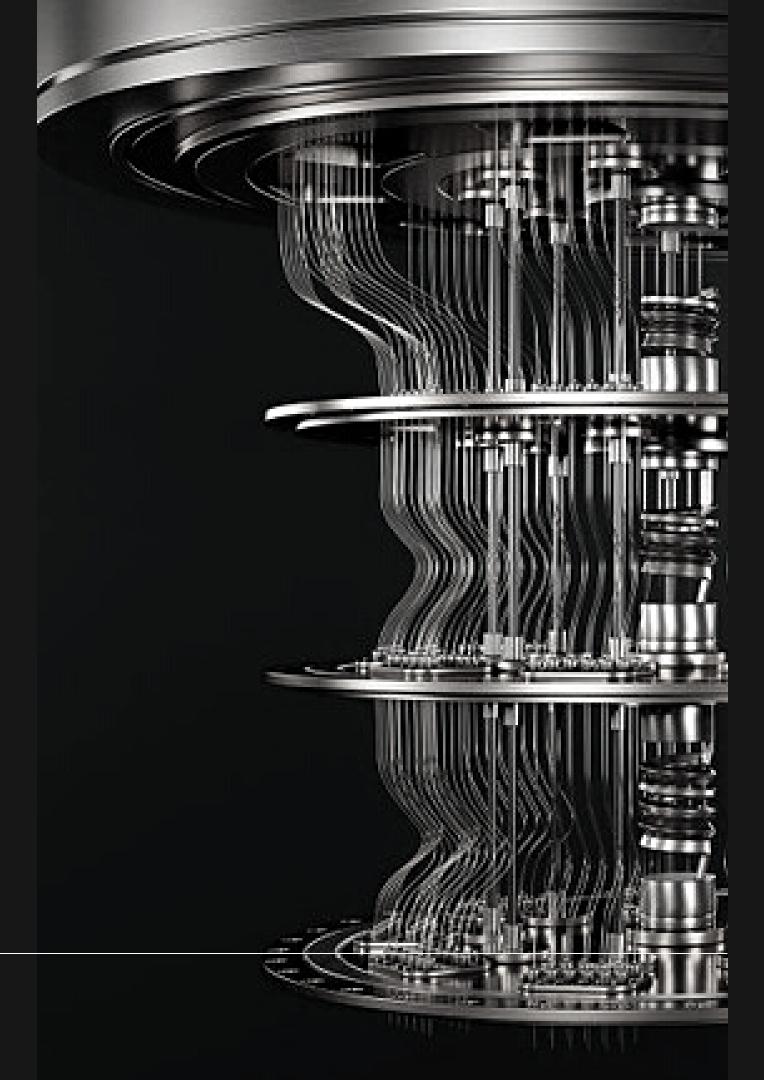






## LEARNING

Lets go!





## CUSTOM ROTATION GATES

#### **RX - GATE**

Single Qubit parameterized rotation along X axis

Pauli  $X = Rx(\pi)$ 

$$RX(\theta) = exp(-i\frac{\theta}{2}X) = \begin{pmatrix} \cos\frac{\theta}{2} & -i\sin\frac{\theta}{2} \\ -i\sin\frac{\theta}{2} & \cos\frac{\theta}{2} \end{pmatrix}$$

$$RY(\theta) = exp(-i\frac{\theta}{2}Y) = \begin{pmatrix} \cos\frac{\theta}{2} & -\sin\frac{\theta}{2} \\ \sin\frac{\theta}{2} & \cos\frac{\theta}{2} \end{pmatrix}$$

$$RZ(\lambda) = exp(-i\frac{\lambda}{2}Z) = \begin{pmatrix} e^{-i\frac{\lambda}{2}} & 0 \\ 0 & e^{i\frac{\lambda}{2}} \end{pmatrix}$$

#### **RY - GATE**

Single Qubit parameterized rotation along Y axis

Pauli Y = Ry  $(\pi)$ Hadamard = Ry  $(\pi/2)$  + Rx  $(\pi)$ 

$$RY(\theta) = exp(-i\frac{\theta}{2}Y) = \begin{pmatrix} \cos\frac{\theta}{2} & -\sin\frac{\theta}{2} \\ \sin\frac{\theta}{2} & \cos\frac{\theta}{2} \end{pmatrix}$$

#### **RZ - GATE**

Single Qubit parameterized rotation along Z axis

Pauli  $Z = Rz(\pi)$ S gate = Rz  $(\pi/2)$ T gate = Rz  $(\pi/4)$ Hadamard =Ry  $(\pi/2)$  + Rz  $(\pi)$ 

$$RZ(\lambda) = exp(-irac{\lambda}{2}Z) = \left(egin{array}{cc} e^{-irac{\lambda}{2}} & 0 \ 0 & e^{irac{\lambda}{2}} \end{array}
ight)$$



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## THE U GATE

Generic single-qubit rotation gate with 3 Euler angles.

If theta =  $\pi$ , phi =  $-\pi/2$  and lambda =  $\pi/2$  => X gate If theta =  $\pi$ , phi = 0 and lambda = 0 => Y gate if theta = 0, phi = 0 and labda =  $\pi$  => Z gate

Additionally, it can also be proved that there exist angles  $\alpha$ ,  $\beta$  and  $\gamma$  such that  $U \equiv RZ(\alpha) RY(\beta) RZ(\gamma)$ 

$$U(\theta,\phi,\lambda) = \begin{pmatrix} \cos(\frac{\theta}{2}) & -e^{i\lambda}\sin(\frac{\theta}{2}) \\ e^{i\phi}\sin(\frac{\theta}{2}) & e^{i(\phi+\lambda)}\cos(\frac{\theta}{2}) \end{pmatrix}$$



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#### **CONCEPT OF "CONTROL" AND "TARGET"**

The gate specified on the "Target" qubit is only applied when the "Control" qubits are in the state |1>. Any gate can be converted to a control gate in Qiskit

Lets look at this with an example on a Controlled X gate or a CNOT gate.

#### THE CNOT GATE



Input (Target, Control): 00 01 10 11

Output (Target, Control): 00 11 10 01

## CONTROLLED GATES





## IMPORTING THE COMPOSER

Yes! You can have the qiskit composer in the notebook!

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$\sqrt{X}^{\dagger}$	Υ	RX	RY	U	RXX	RZZ	+ Add												
qo																			
q1																			
q <sub>2</sub>																			
+																			
c3																			
Cr	Create a cell and synchronize the circuit qiskit code output																		

You can have the composer generate code for you while you drag and drop the gates. Bear in mind the code will follow a specific naming convention which may need to be changed to adapt to your use case.



## BACKENDS

Running your circuits on Simulators or acutal Quantum hardware

#### **SIMULATORS**

#### **QASM SIMULATOR**

- Simulates the circuit as if it was run on a perfect quantum computer with randomness
- Provision to add in noise models to simulate real quantum backends

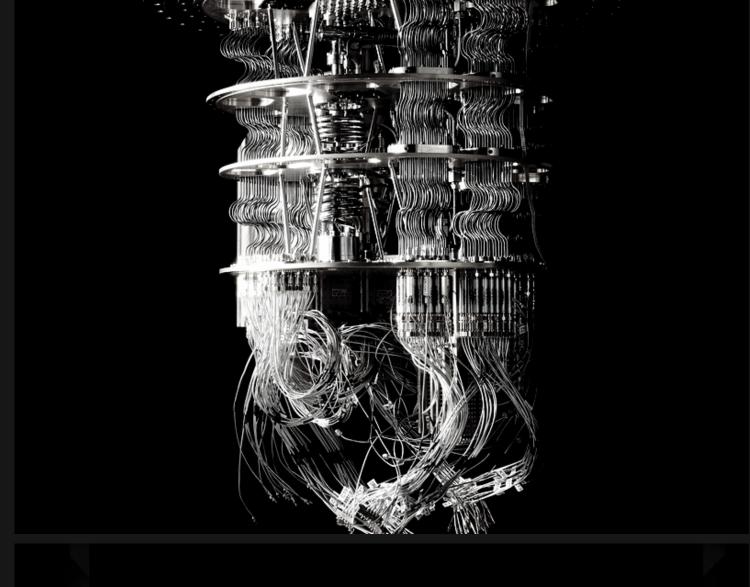
#### **STATEVECTOR SIMULATOR**

- Returns the state vector that describes the state of the circuit
- Function wont work on real quantum devices or even the qasm simulator

#### **UNITARY SIMULATOR**

- Returns the unitary matrix of the resulting circuit
- Function wont work on a real quantum computer.







## RUNNING ON A REAL QUANTUM BACKEND

IBM Quantum has a few openly accecible backends with which you can examine the results of a circuit running on a real quantum computer. We shall look at a short example in the notebook.



## MINI PROJECT

QUANTUM ROCK-PAPER-SCISSORS

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## TRUE RANDOMNESS

Why does it matter?

Pseudo-random numbers are an approximation of random numbers generated on software. It depends on seed factor

A truly random generator use physical unpredictable phenomenom to get numbers mapped on to it.









QUANTUM ROCK PAPER SCISSORS

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## MINI PROJECT

QUANTUM TELEPORTATION



## QUANTUM TELEPORTATION

No, we cant "Scotty beam me up" yet

#### **TELEPORTING INFORMATION STATES**

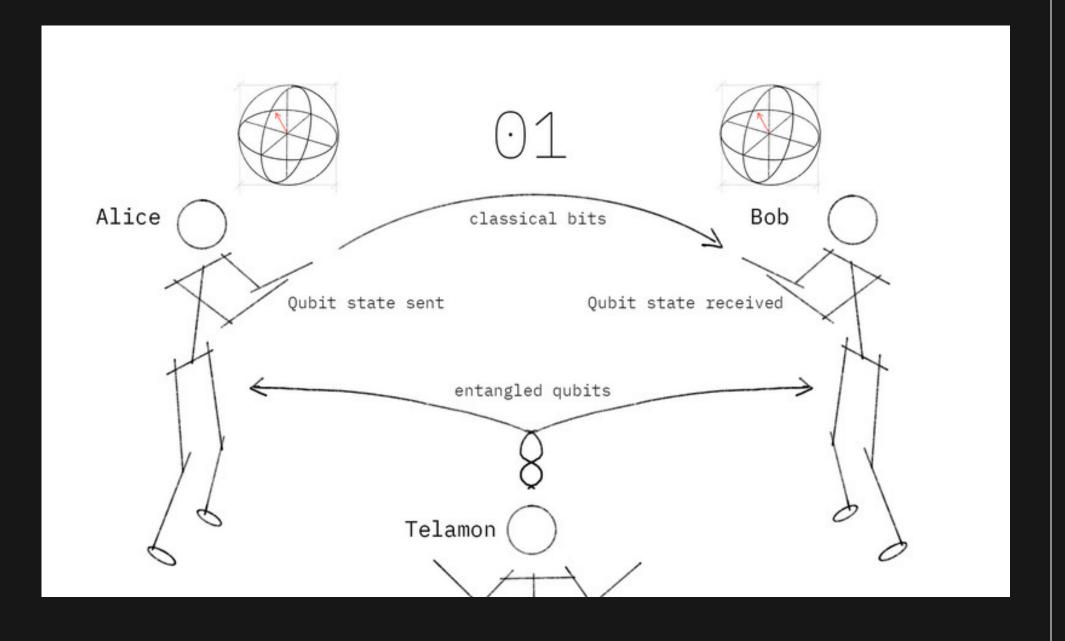
Transfer quantum information from a sender at one location to a receiver some distance away.





## ALICE AND BOB

The teleportation tale





#### **PROTOCOL**

The idea is if you entangle two qubits, and perform a bell basis measurement with one of the qubits and pass on the classical information and apply conditional X and Z depending on your classical output, you essentially teleport the state to the second entagled qubit

#### **GATES TO BE APPLIED**

Bob's State	Bits Received	Gate Applied
(lpha 0 angle+eta 1 angle)	00	I
(lpha 1 angle+eta 0 angle)	01	X
(lpha 0 angle-eta 1 angle)	10	Z
(lpha 1 angle-eta 0 angle)	11	ZX

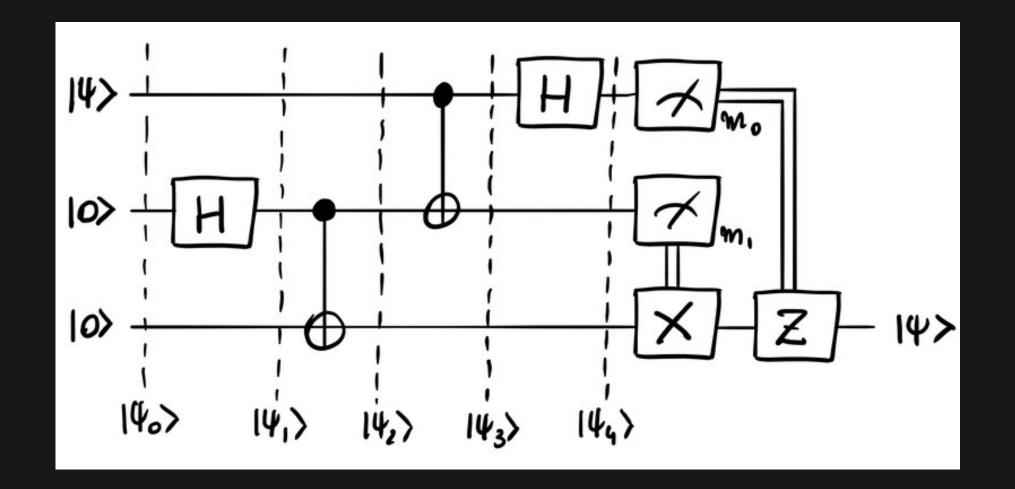
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## QUANTUM TELEPORTATION



## QUANTUM TELEPORTATION

CIRCUIT REPRESENTATION OF THE TELEPORATION PROTOCOL



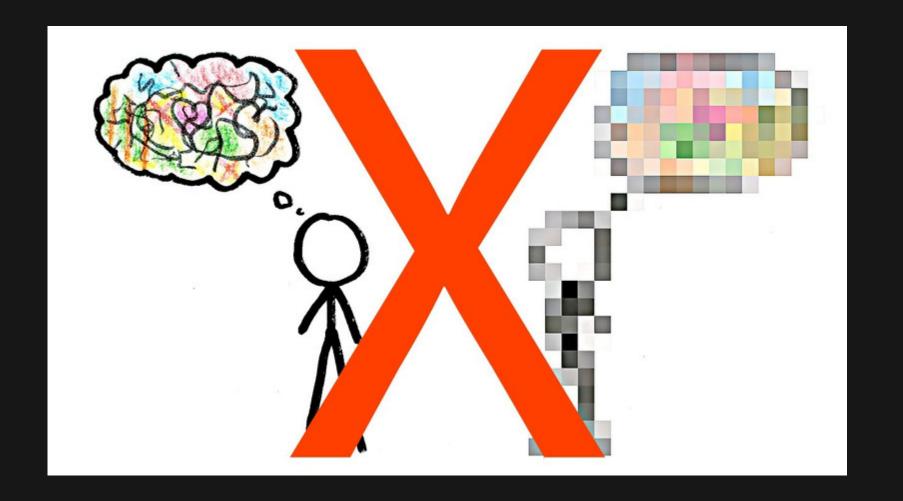




## The No-cloning theorem

The no-cloning theorem states that it is impossible to create an independent and identical copy of an arbitrary unknown quantum state,

TL:DR: You cannot Ctrl + C and Ctrl + V on a quantum state

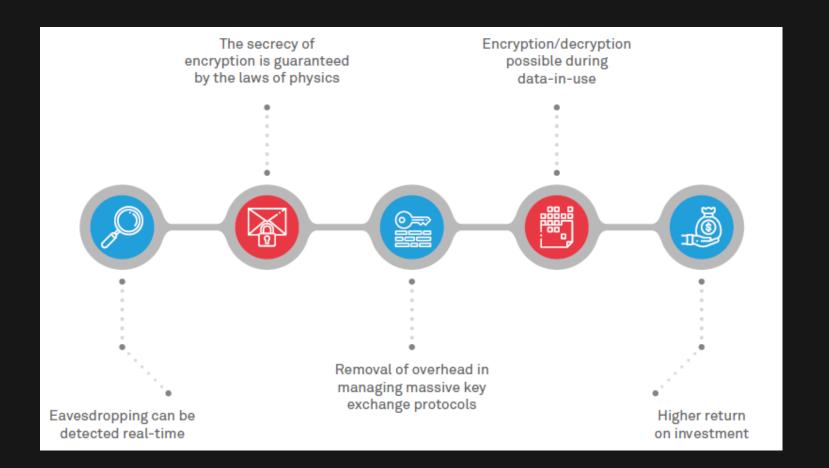




## Quantum Cryptography

Quantum cryptography, or quantum key distribution (QKD) for safe transmission of data from one location to another over a fiber optic cable.

Comparing measurements of the properties of a fraction of these photons, the two endpoints can determine what the key is and if it is safe to use. Any interventions can be monitored



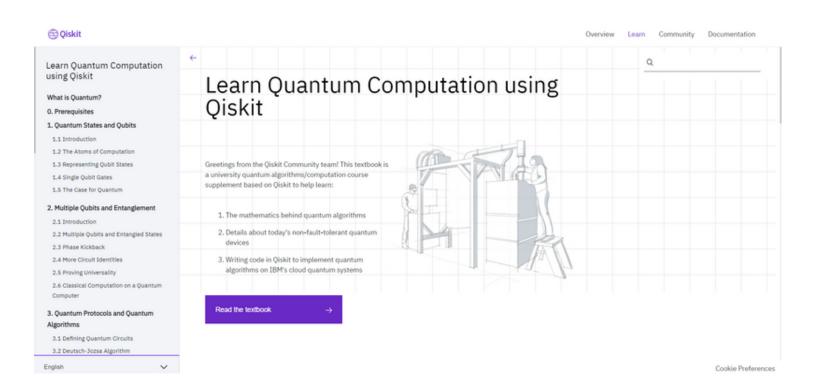


## Qiskit Textbook

- Great starting point to quench your curiosity!
- Segregated material
- Suitable for any background
- Code samples
- Regularly updated with new added sections

Prerequisite: Linear Algebra







https://qiskit.org/textbook/preface.html





## QBronze | QWorld

- No major prerequisites!
- Based on Qiskit
- Segregated material with a gentle introduction to the world of quantum computing
- Mentor support for live questions during the workshop
- Certificate of Diploma on completion!







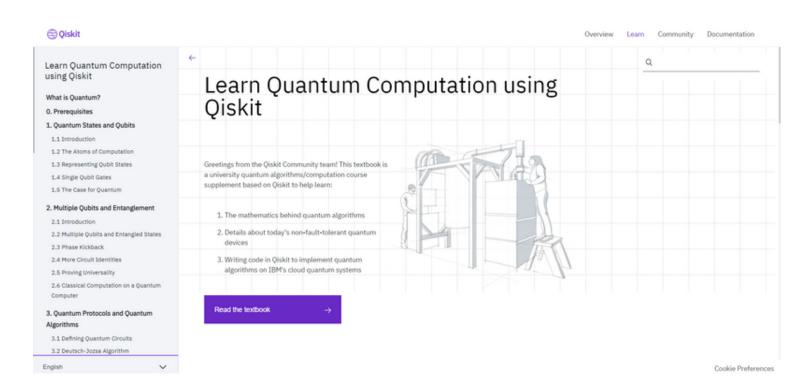


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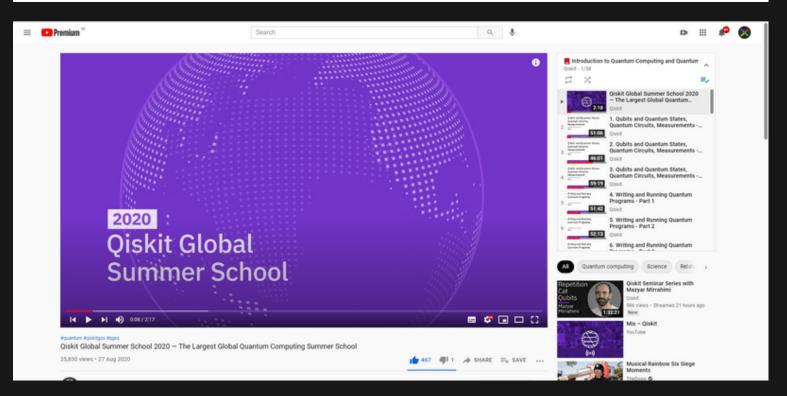


## Qiskit Summer School 2020 Playlist

- Rigourous material spanning across lots of domains
- Hands on labs with great introductory exercises
- Self Paced visual material



Qiskit | Global Summer School



https://www.youtube.com/watch? v=Rs2TzarBX5I&list=PLOFEBzvs-VvrXTMy5Y2IqmSaUjfnhvBHR



https://qiskit.org/learn/intro-qc-qh





## Quantum Challenges!

- IBM Quantum Challenge 2020
- IBM Quantum Challenge Fall 2020
- IBM ICPC Quantum Challenge 2021
- IBM Quantum Challenge 2021



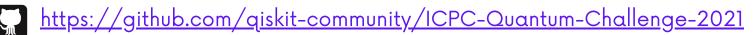


















## Explore!



### Hackathons!

Keep an eye out for hackathons by:

- IBM : Qiskit Global Hackathons

- MIT : iQuHack

- Xannadu : Qhack

- Stanform x Yale : QC Hack

- Q-munity : Q-Munity Hack



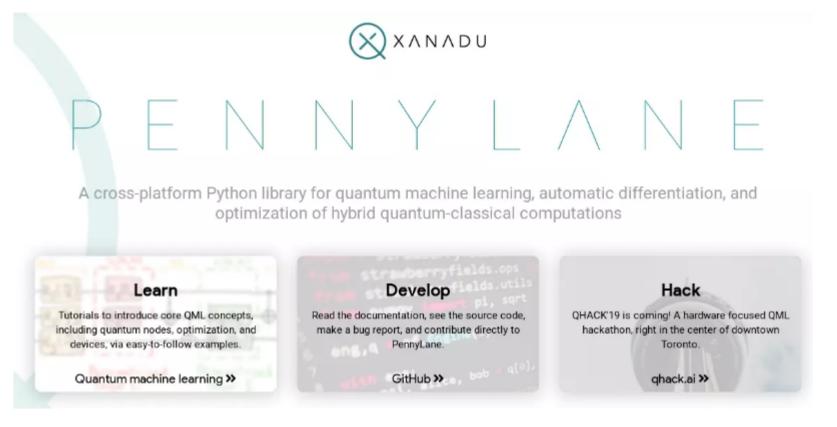






## Pennylane - Xanadu

- Cross platform QML integration
- Tutorials scaling from beginners to advanced concpets
- Python based library with integration with Qiskit



#### PennyLane

A Python library for quantum machine learning, automatic differentiation, and optimization of hybrid quantum-classical computations. Use multiple hardware devices, alongside TensorFlow or PyTorch, in a single computation.

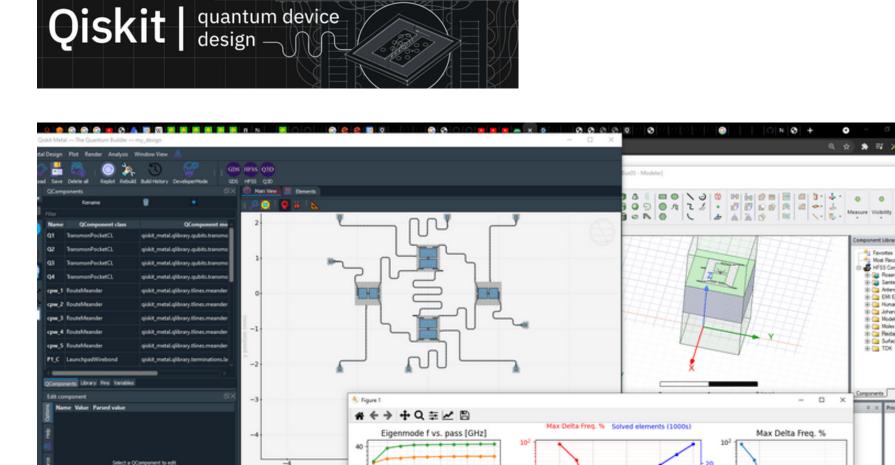
⊗ pennylane.ai





### Qiskit - Metal

- Open source Quantum Chip development
- Designed for Superconducting quantum devices
- Integration with analysis softwares and easy deployment pathways for fabrication





https://qiskit.org/metal/ 2000

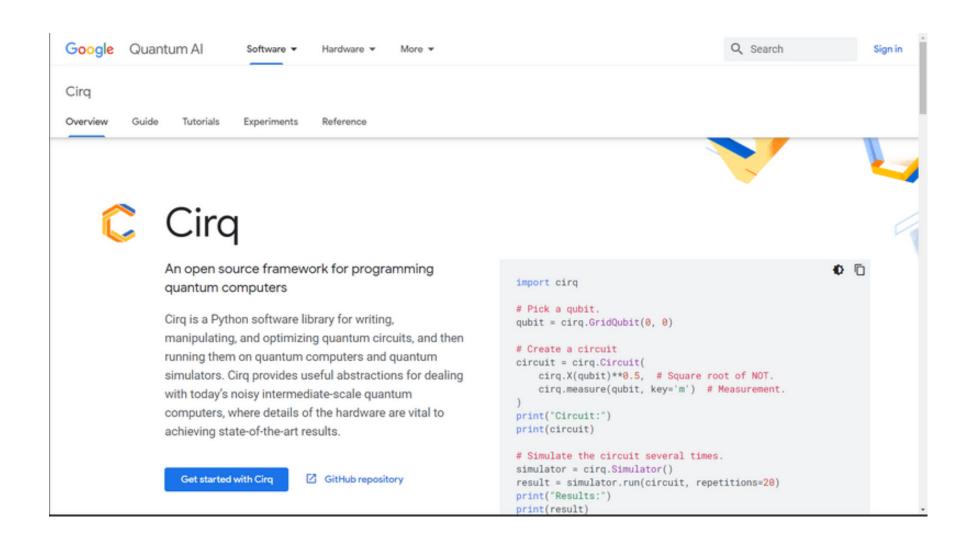


https://qiskit.org/documentation/metal/tut/index.html





- Maintained by Google
- Focused towards NISQ era and research oriented approach
- Core team directly approachable with feature requests
- Has a slightly steeper learning slope
- Based on Python







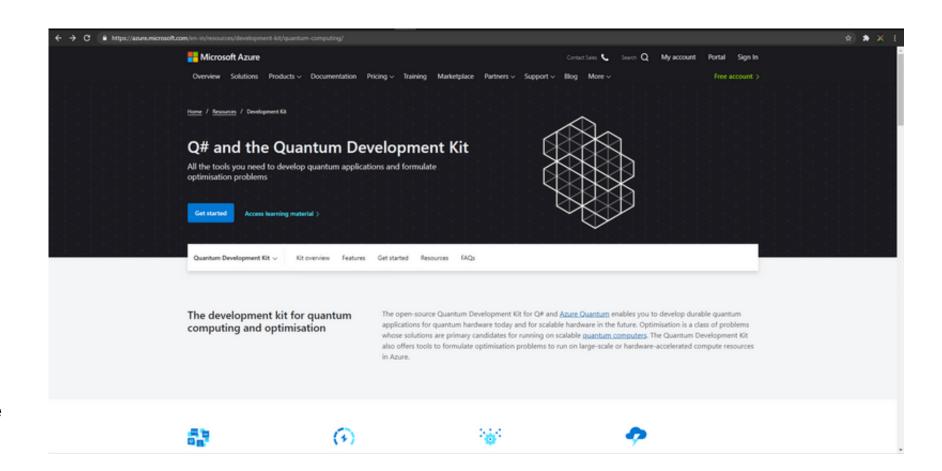
https://quantumai.google/cirq https://quantumai.google/cirq/tutorials





### Microsoft Q#

- Developed and maintained by Microsoft
- QDK with a full stack solution based approach
- C# Based coding paradigm
- Has a slightly steeper learning slope
- Lots of tutorials with more being currently added
- Can be interfaced with backends using Azure Quantum





https://azure.microsoft.com/en-in/resources/development- kit/quantum-computing/





https://docs.microsoft.com/en-gb/learn/paths/quantum-computing-fundamentals/

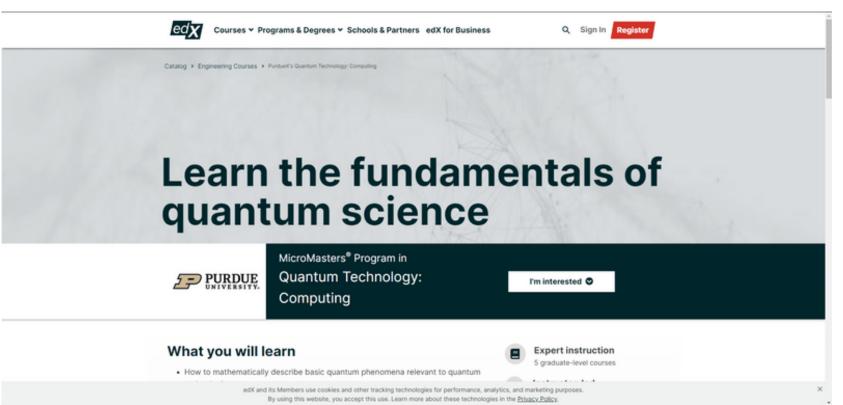




### Quantum Technologies: Computing Micromasters



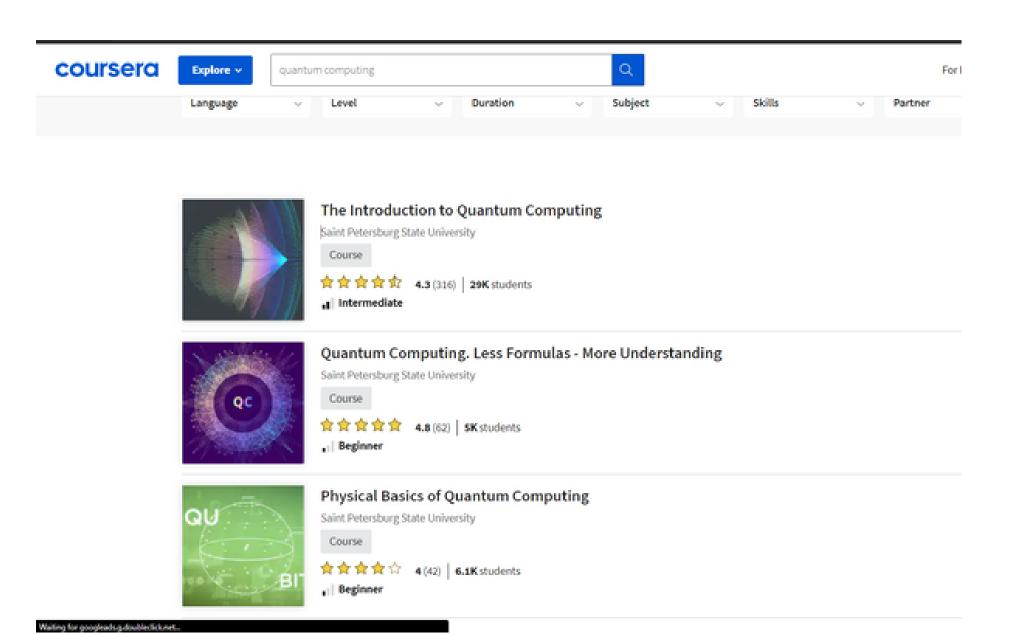
- In depth, rigorous and more lower level coverage of Quantum Technologies
- Covers basics of Quantum mechanics fundamentals, Hardware and Software
- Fast tracked learning with access to on campus purdue university lecturers
- Option for 90% Financial Aid for students (Material is totally free of cost for everyone, only certification will be paid)





#### Coursera:

- Quantum Computing. Less Formulas More Understanding
- The Introduction to Quantum Computing
- Physical Basics of Quantum Computing
- Start with the order above
- Great introduction, but very mathematically rigorous and expects a lot of prerequisites
- Material free and full financial aid available for certification







## Thank You for your time!

Feel free to ask any questions!

Feel free to contact me at: vishal.bajpe@gmail.com

