

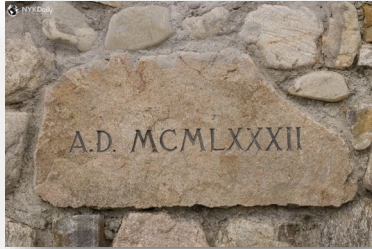
Bits vs Qubits and Quantum Advantage

CS 401: Quantum Computing
Dr. Kell, Spring 2023

High Level Review: How Classical Computers Work

(non-quantum)

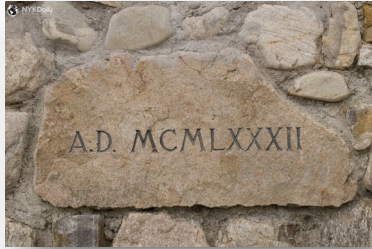
Step 1: Pick the most convenient/efficient physical medium for storing and manipulating numbers.



High Level Review: How Classical Computers Work

(non-quantum)

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High Level Review: How Classical Computers Work

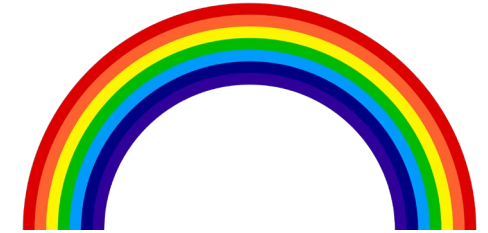
(non-quantum)

Step 1: Pick the most convenient/efficient physical medium for storing and manipulating numbers.



**A B C D E
F G H I J K
L M N O P
Q R S T U
V W X Y Z**

Letters/Symbols



Colors



3141592653589793238462643383

Hindu-Arabic Numbers

High Level Review: How Classical Computers Work

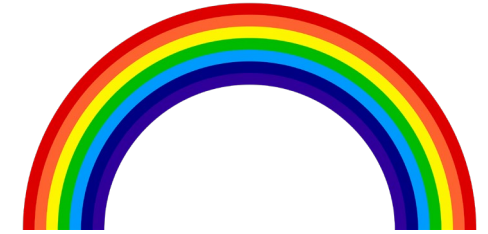
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Hindu-Arabic Numbers



Invented 0-300 AD
In India



800 AD: Al Khwarizmi
(etymology of "algorithm")
in Middle East

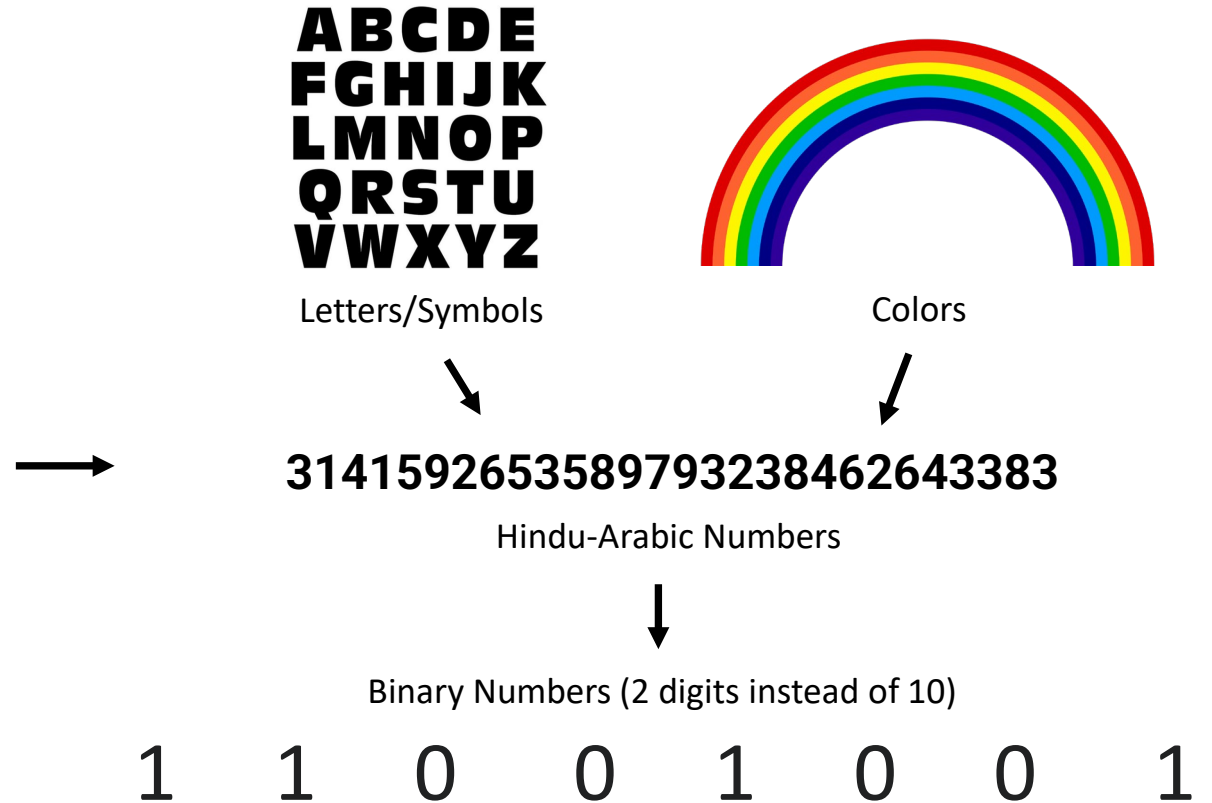


1200 AD: Fibonacci
In Europe

High Level Review: How Classical Computers Work

(non-quantum)

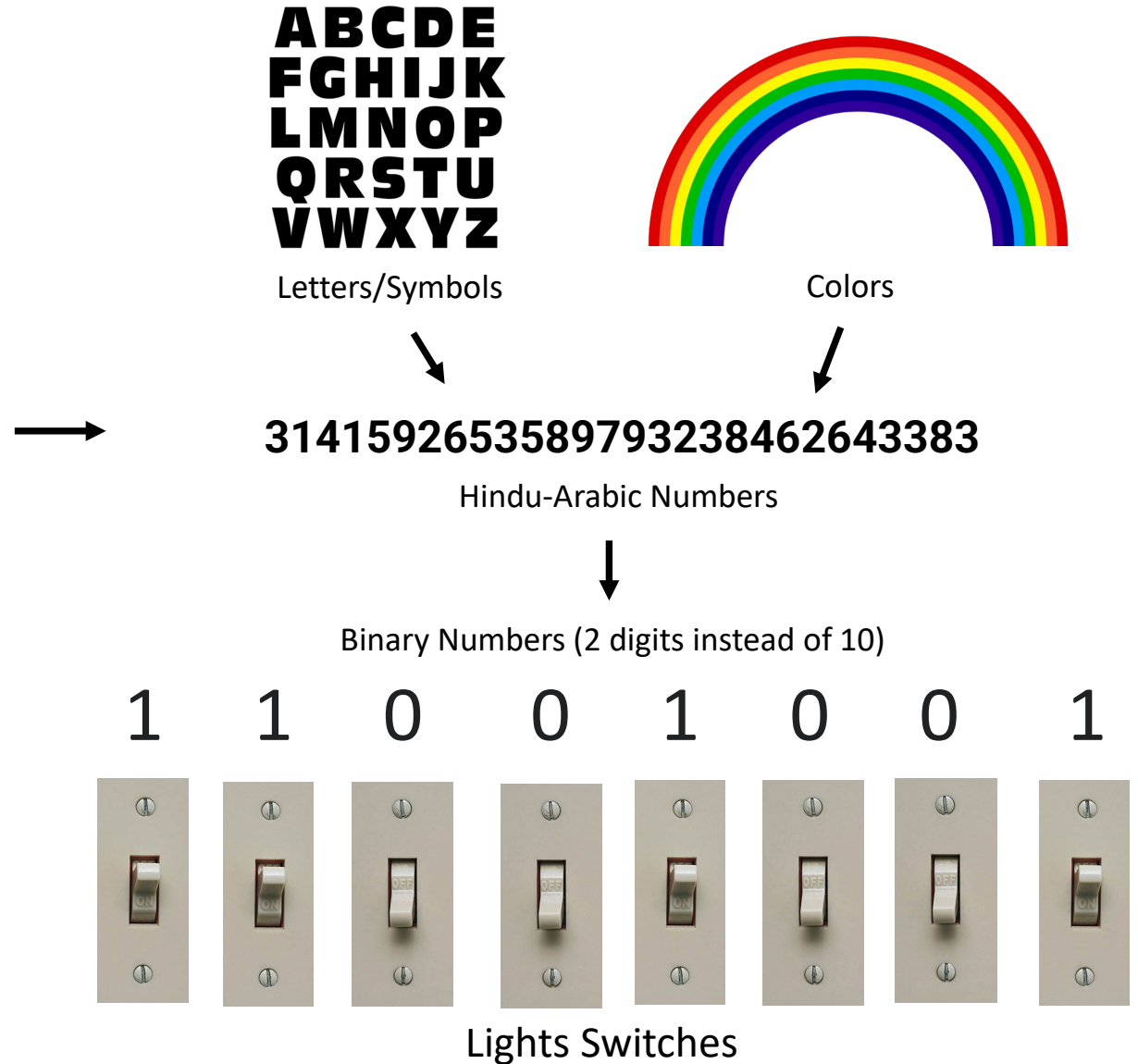
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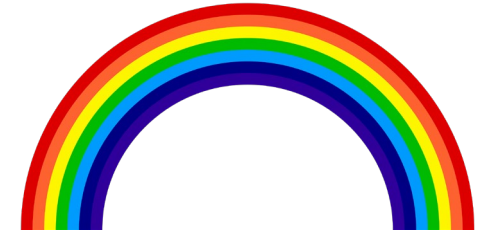
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3141592653589793238462643383

Hindu-Arabic Numbers

Binary Numbers (2 digits instead of 10)

1 1 0 0 1 0 0 1

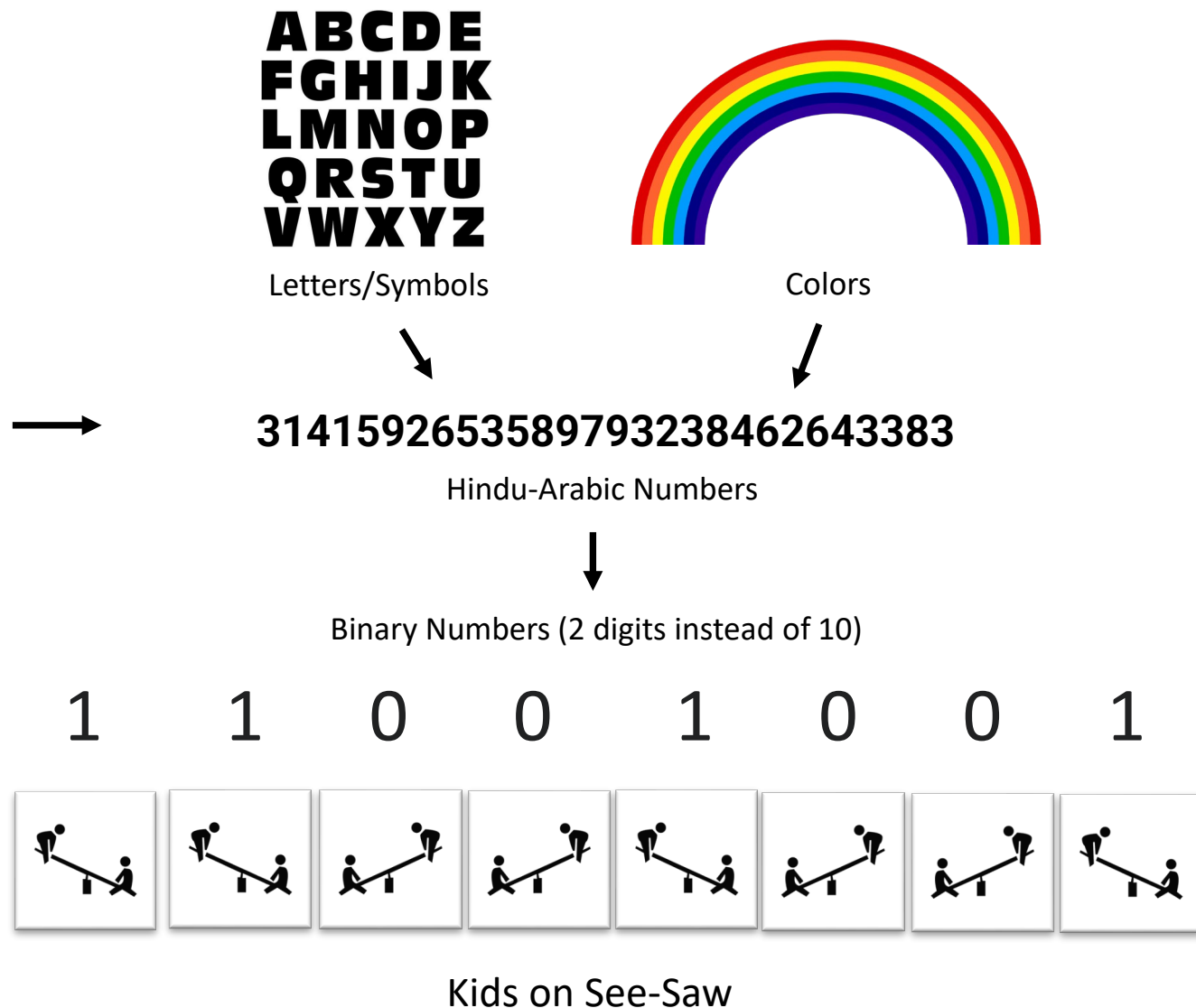


Lights Bulbs

High Level Review: How Classical Computers Work

(non-quantum)

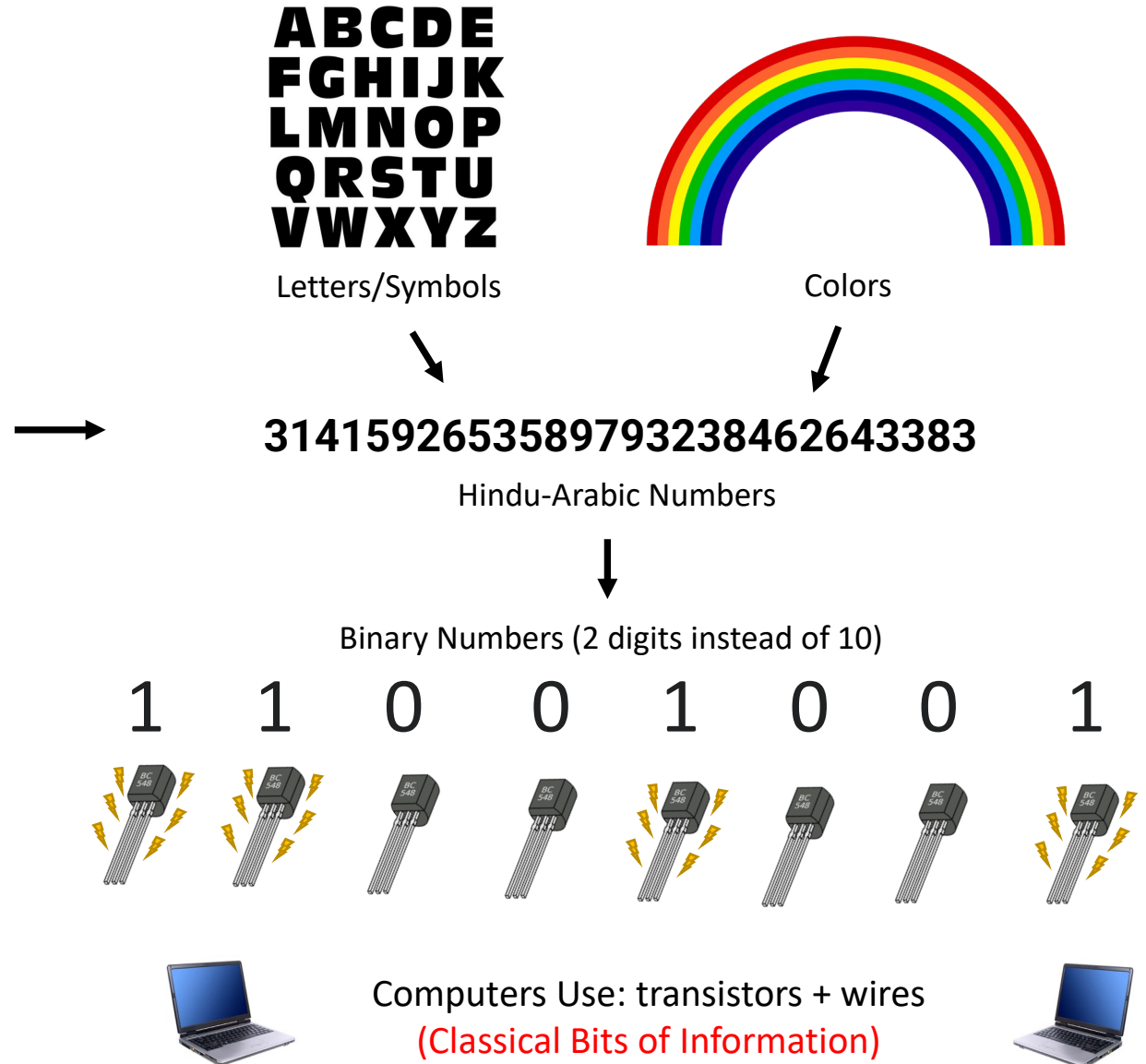
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High Level Review: How Classical Computers Work

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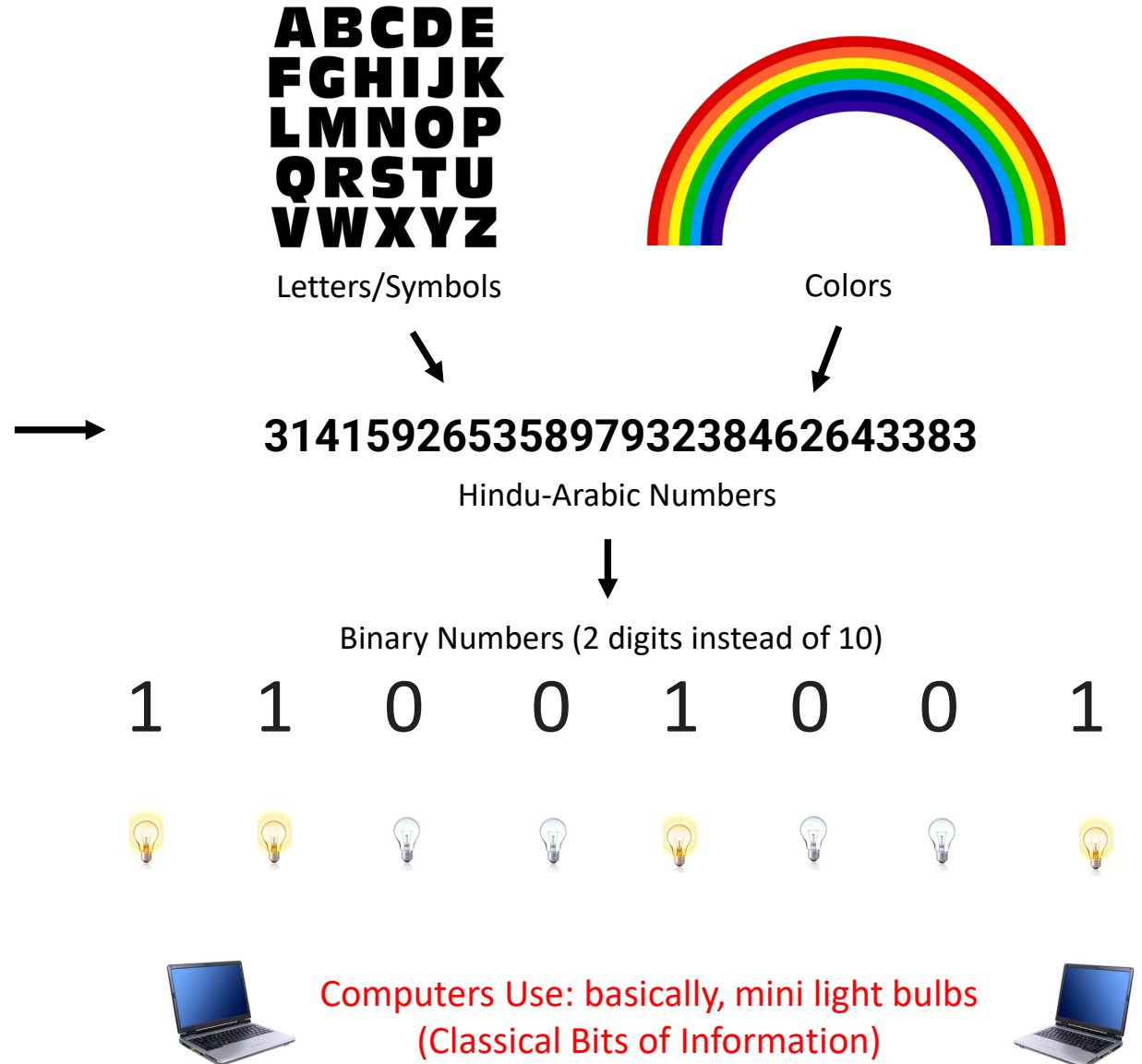
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High Level Review: How Classical Computers Work

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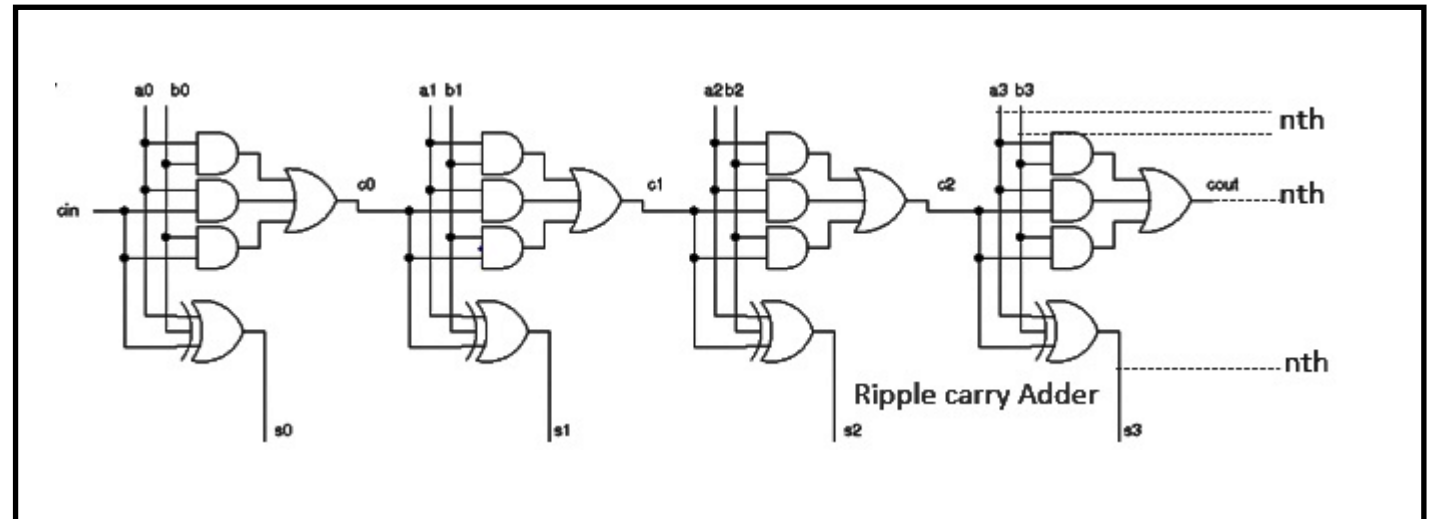
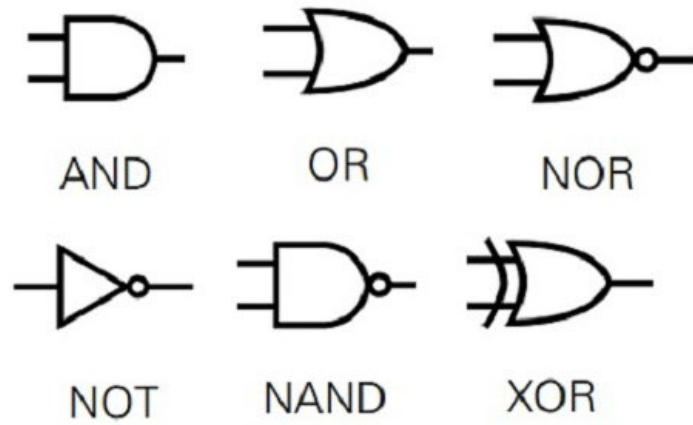
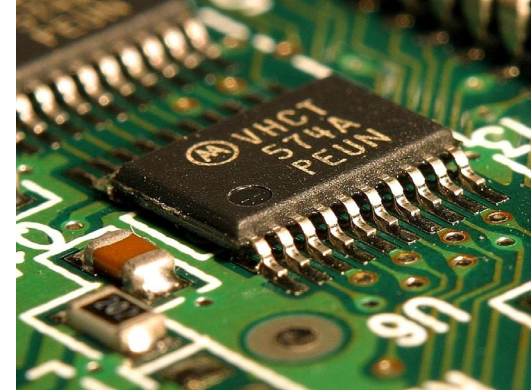
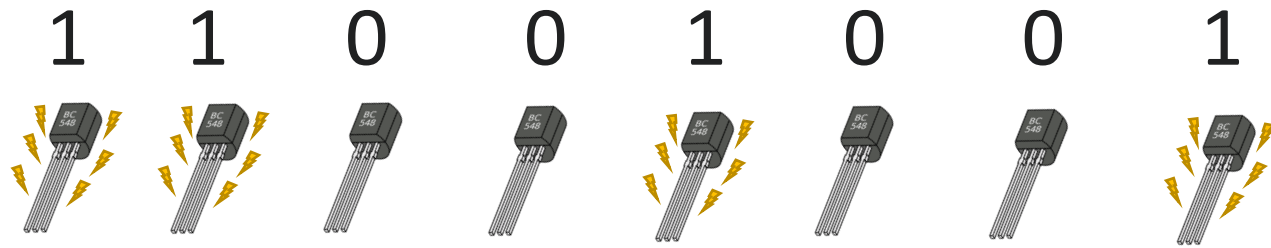
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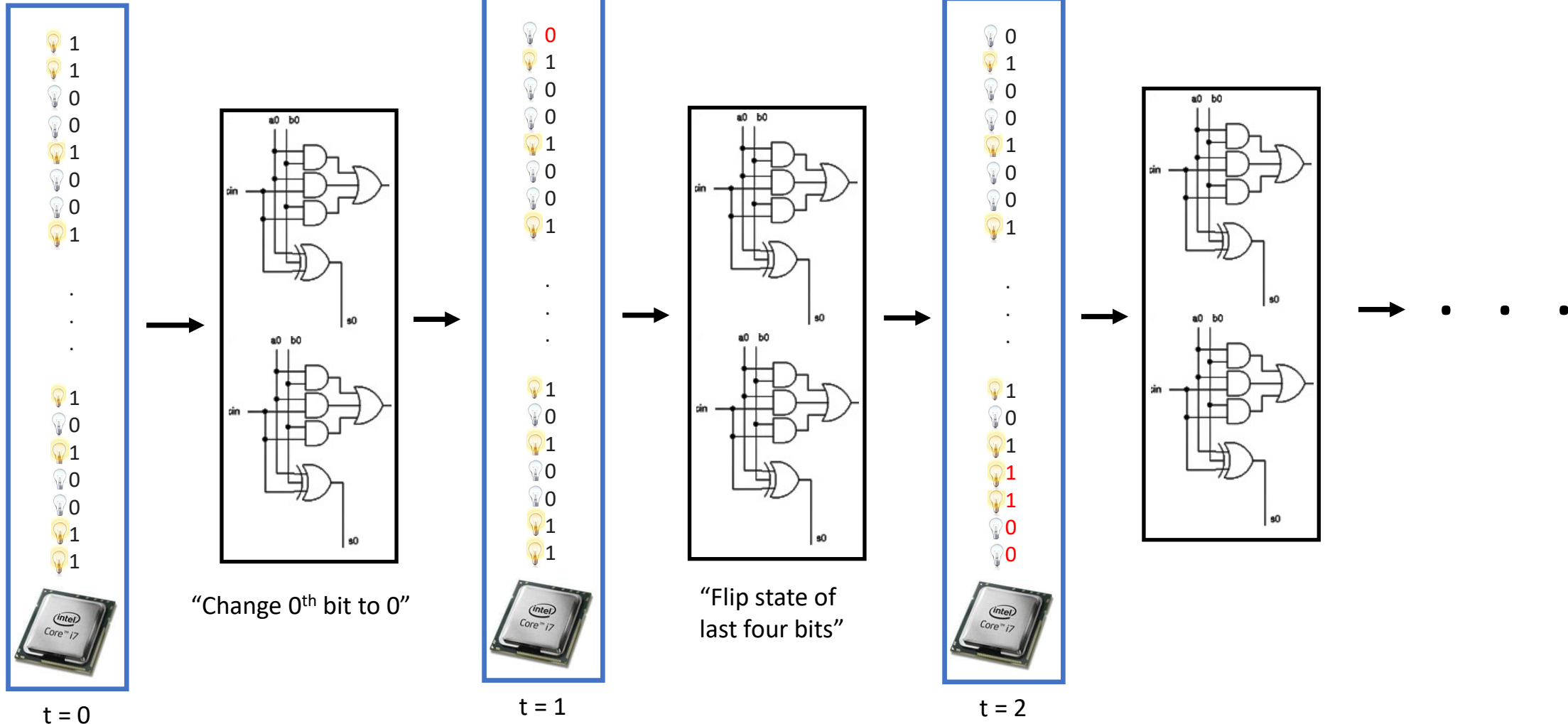
(non-quantum)

Step 2: “Automate” the process of thinking using physical information scheme.



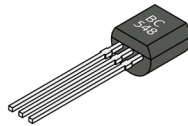
(Simplified) Evolution of Classical CPU Over Time

Entire State of CPU



Classical Bits versus Quantum Bits (“Qubits”)

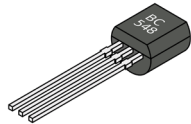
Modern Classical Bits



Transistor Size ~ 10 nanometers
(0.00000001 meters)

Classical Bits versus Quantum Bits (“Qubits”)

Modern Classical Bits

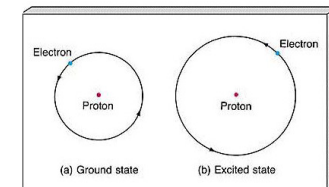
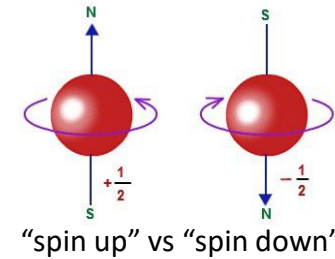
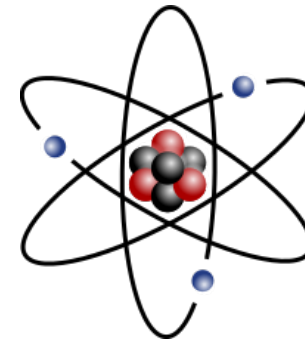
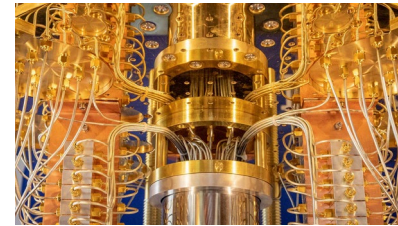


Transistor Size ~ 10 nanometers
(0.00000001 meters)



Qubit -> state of an atom or photon

(Just make things even smaller)



ground vs excited

Electron size ~ 10^{-18} meters
(0.000000000000000001 meters)

Canonical Problems with Quantum Advantage

Canonical Problems with Quantum Advantage

Problem 1: Factoring Integers

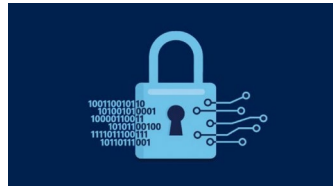
Input: integer x .

Output: non-trivial factors of x .

$x = 54 \rightarrow 2, 3, 6, 9, 18, 27$

Best Classical Algorithm: $O(2^n)$ for n bit numbers

Shor's Quantum Algorithm: $O(\text{poly}(n))$



Many cryptography schemes (e.g., RSA) rely on exponential runtime for the problem.

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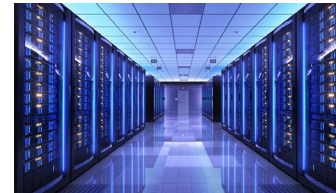
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Problem 2: Search Problem

Input: list L , target value

Output: index of target in L

$L = [2, 1, 10, 4, 7, 9, 3] \rightarrow 4$
target = 7 (index of 7)



Many applications in cloud quantum computing, databases, etc.

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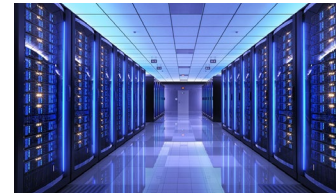
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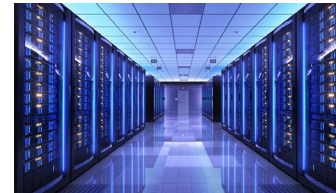
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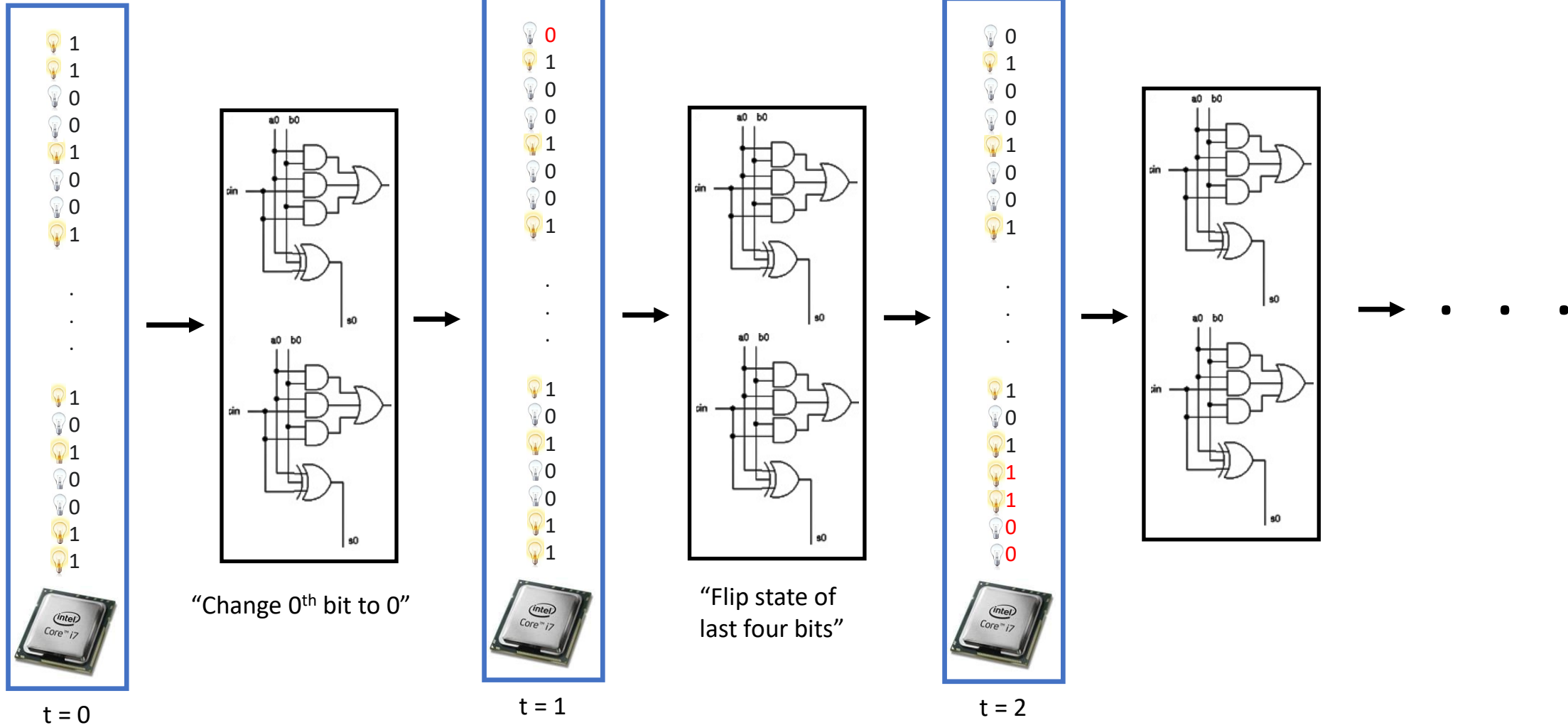
Many applications in cloud quantum computing, databases, etc.

Best Possible Classical Algorithm: $O(n)$

Grover's Quantum Algorithm: $O(n^{1/2})$

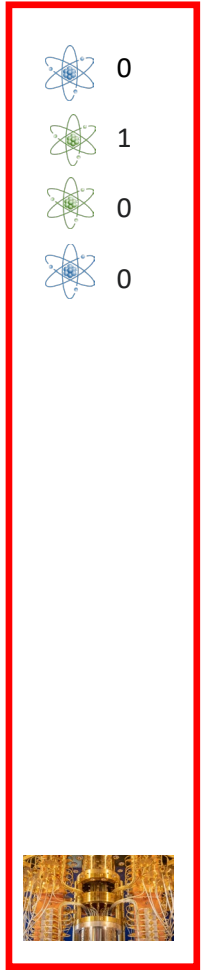
High Level: Why is this possible?

Entire State of CPU

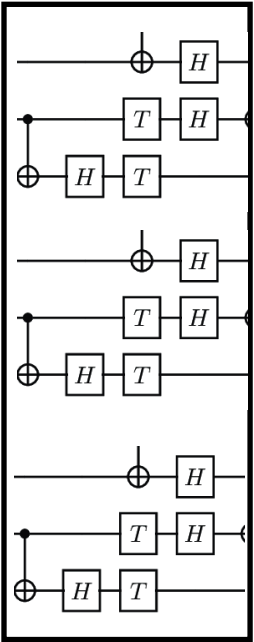


High Level: Why is this possible?

State Quantum CPU



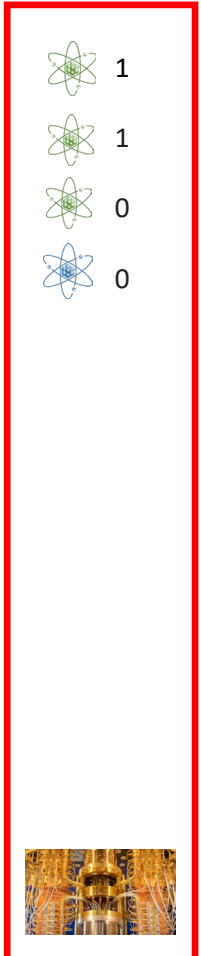
t = 0



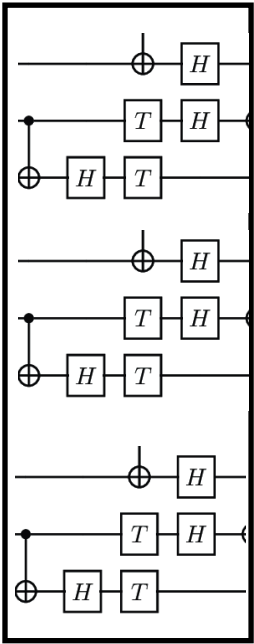
Quantum Logic
Gates



State Quantum CPU



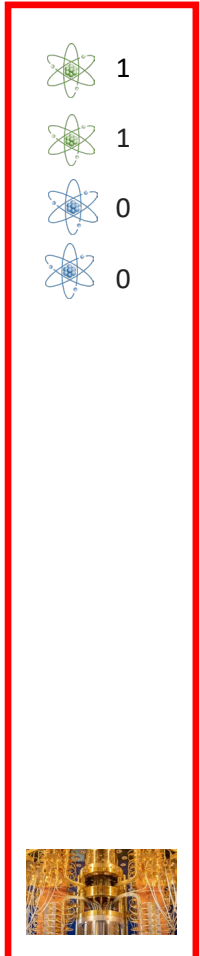
t = 1



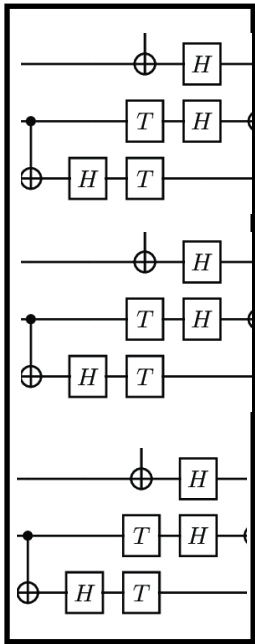
Quantum Logic
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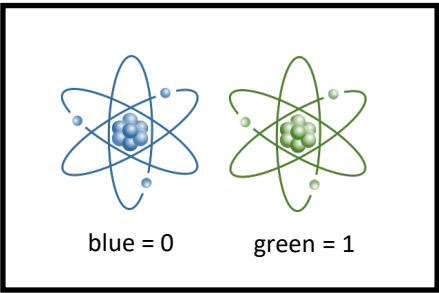
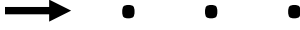
State Quantum CPU



t = 2

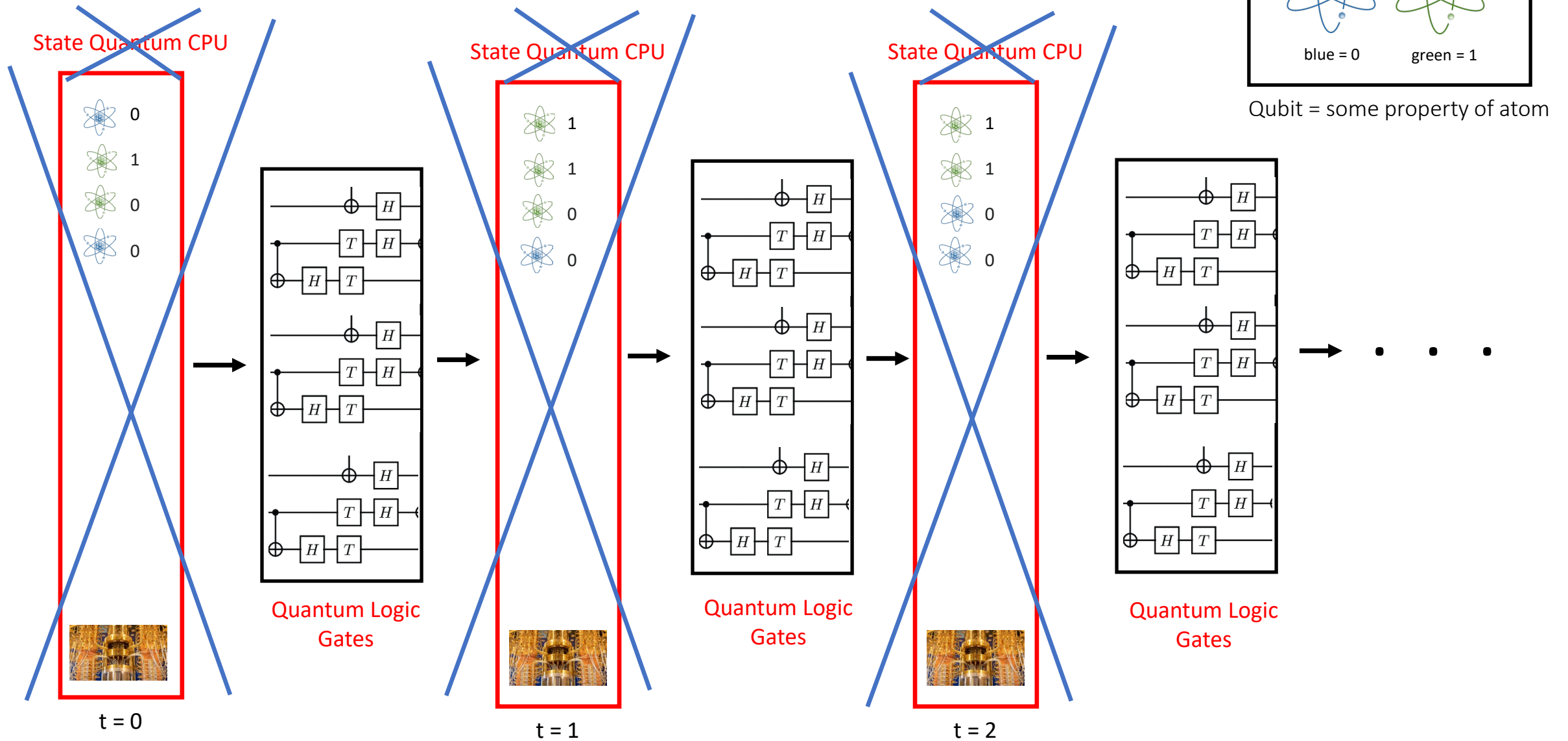


Quantum Logic
Gates



Qubit = some property of atom

High Level: Why is this possible?

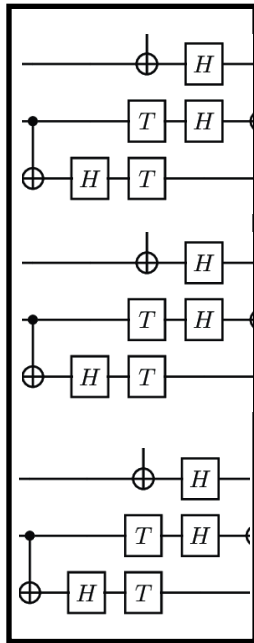


High Level: Why is this possible?

State Quantum CPU

State	Prob
0 0 0 1	1
0 0 0 1	0
0 0 0 1	0
0 0 1 0	0
0 0 1 1	0
0 0 1 1	0
0 1 0 0	0
0 1 0 1	0
0 1 1 0	0
0 1 1 1	0
1 0 0 0	0
1 0 0 1	0
1 0 1 0	0
1 0 1 1	0
1 1 0 0	0
1 1 0 1	0
1 1 1 0	0
1 1 1 1	0

t = 0

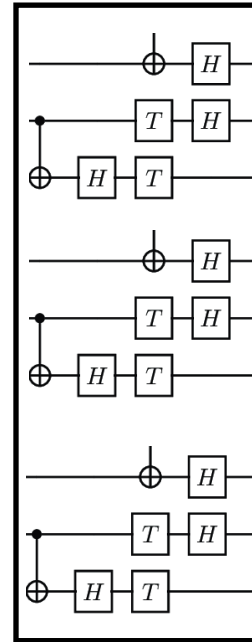


Quantum Logic Gates

State = probability distribution over all configurations

State	Prob
0 0 0 1	$\frac{1}{16}$
0 0 0 1	$\frac{1}{16}$
0 0 0 1	$\frac{1}{16}$
0 0 1 0	$\frac{1}{16}$
0 0 1 1	$\frac{1}{16}$
0 0 1 1	$\frac{1}{16}$
0 1 0 0	$\frac{1}{16}$
0 1 0 1	$\frac{1}{16}$
0 1 1 0	$\frac{1}{16}$
0 1 1 1	$\frac{1}{16}$
1 0 0 0	$\frac{1}{16}$
1 0 0 1	$\frac{1}{16}$
1 0 1 0	$\frac{1}{16}$
1 0 1 1	$\frac{1}{16}$
1 1 0 0	$\frac{1}{16}$
1 1 0 1	$\frac{1}{16}$
1 1 1 0	$\frac{1}{16}$
1 1 1 1	$\frac{1}{16}$

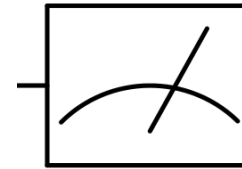
t = 1



Quantum Logic Gates

State	Prob
0 0 0 1	$\frac{1}{16}$
0 0 0 1	0
0 0 0 1	$\frac{1}{16}$
0 0 1 0	0
0 0 1 1	$\frac{1}{16}$
0 0 1 1	$\frac{1}{16}$
0 1 0 0	0
0 1 0 1	$\frac{1}{16}$
0 1 1 0	0
0 1 1 1	$\frac{1}{16}$
1 0 0 0	$\frac{1}{8}$
1 0 0 1	$\frac{1}{8}$
1 0 1 0	$\frac{1}{8}$
1 0 1 1	$\frac{1}{8}$
1 1 0 0	0
1 1 0 1	0
1 1 1 0	$\frac{1}{4}$
1 1 1 1	$\frac{1}{4}$

t = 1

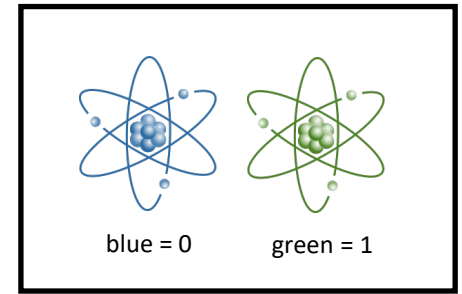


Measure/Observe
(Picks state according to probabilities)

Single outcome

1 0 1 0

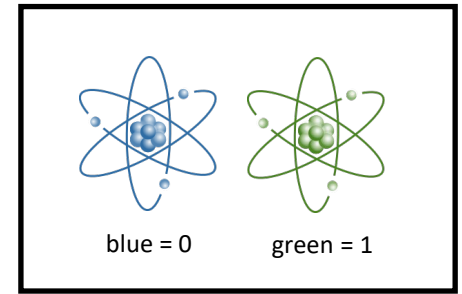
(had 1/8 chance)



Qubit = some property of atom

High Level: Why is this possible?

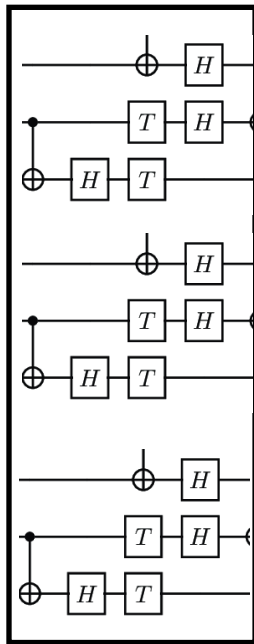
State Quantum CPU



Qubit = some property of atom

State	Prob
0 0 0 1	1
0 0 0 1	0
0 0 0 1	0
0 0 1 0	0
0 0 1 1	0
0 0 1 1	0
0 1 0 0	0
0 1 0 1	0
0 1 1 0	0
0 1 1 1	0
1 0 0 0	0
1 0 0 1	0
1 0 1 0	0
1 0 1 1	0
1 1 0 0	0
1 1 0 1	0
1 1 1 0	0
1 1 1 1	0

t = 0

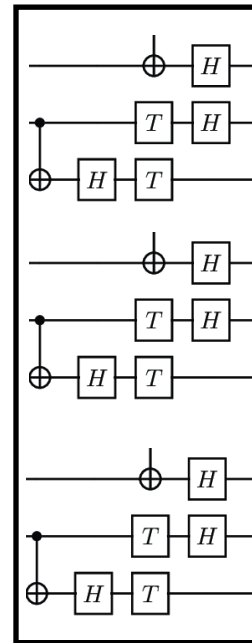


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State	Prob
0 0 0 1	1/16
0 0 0 1	1/16
0 0 0 1	1/16
0 0 1 0	1/16
0 0 1 0	1/16
0 0 1 1	1/16
0 0 1 1	1/16
0 1 0 0	1/16
0 1 0 1	1/16
0 1 1 0	1/16
0 1 1 1	1/16
1 0 0 0	1/16
1 0 0 1	1/16
1 0 1 0	1/16
1 0 1 1	1/16
1 1 0 0	1/16
1 1 0 1	1/16
1 1 1 0	1/16
1 1 1 1	1/16

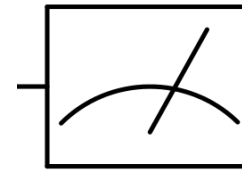
t = 1



Quantum Logic Gates

State	Prob
0 0 0 1	1/16
0 0 0 1	0
0 0 0 1	1/16
0 0 1 0	1/16
0 0 1 0	0
0 0 1 1	1/16
0 0 1 1	1/16
0 1 0 0	1/16
0 1 0 1	1/16
0 1 1 0	1/16
0 1 1 1	0
1 0 0 0	1/8
1 0 0 1	1/8
1 0 1 0	1/8
1 0 1 1	1/8
1 1 0 0	0
1 1 0 1	0
1 1 1 0	1/4
1 1 1 1	1/4

t = 1



Measure/Observe
(Picks state according to probabilities)

Single outcome

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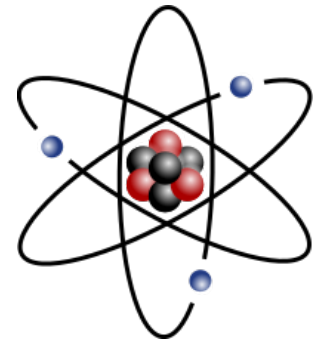
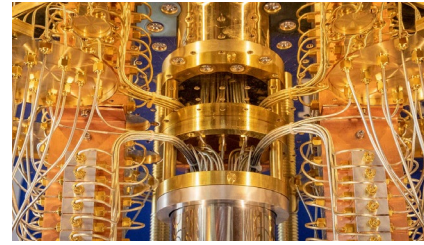
(had 1/8 chance)

... Well, not exactly

- Probabilities can actually be *negative* or *complex* numbers.
- What happens if we measure some atoms/qubits but not others?

Conclusions

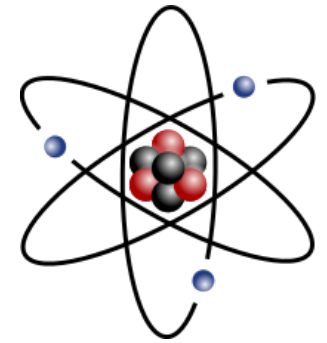
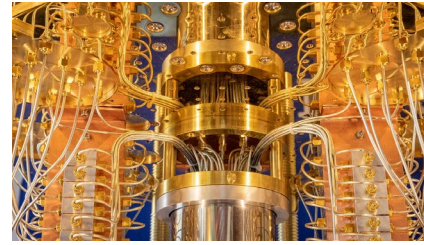
Key Takeaways



- **Quantum computers can be faster** because they get to manipulate an exponential amount of information in $O(1)$ time.
- **Quantum computers are not 100% superior** nor solve all hard problems trivially because:
 - The rules for how exponential probabilities are updated are constrained to certain operations.
 - Even though we get to manipulate an exponential number of probabilities, we only see one outcome at the end.

Conclusions

Key Takeaways

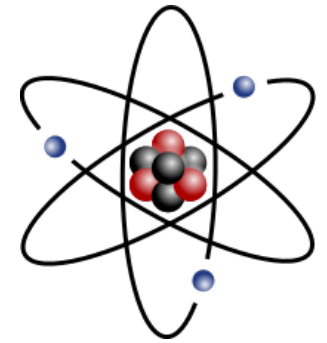
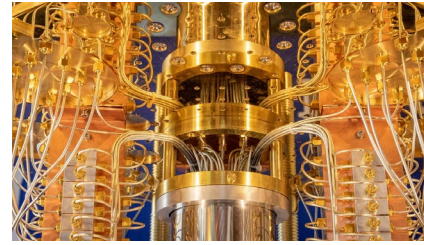


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Question: How does “Nature” keep track of and update so much information so quickly?

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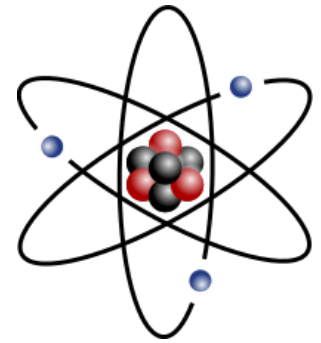
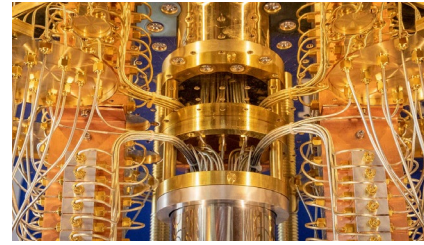
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- Answer:

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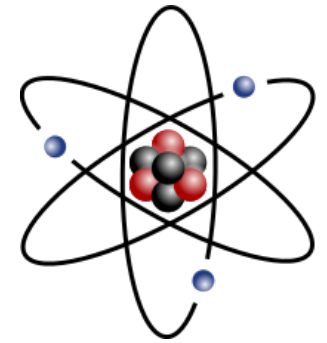
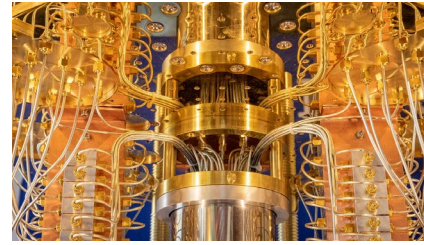
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- **Answer:** Nobody knows.

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Question: How does “Nature” keep track of and update so much information so quickly?

- **Answer:** Nobody knows.
- Three categories/types of answers:

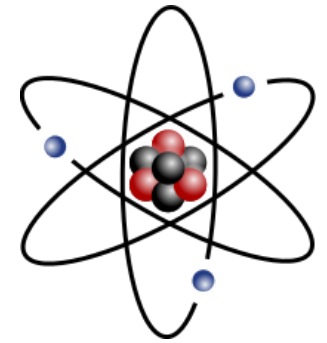
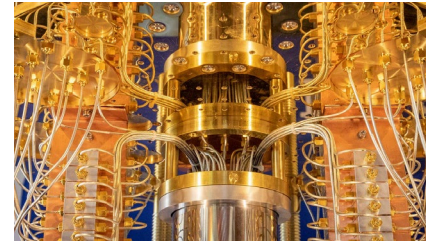
Conclusions

Key Takeaways

- **Quantum computers can be faster** because they get to manipulate an exponential amount of information in $O(1)$ time.
- **Quantum computers are not 100% superior** nor solve all hard problems trivially because:
 - The rules for how exponential probabilities are updated are constrained to certain operations.
 - Even though we get to manipulate an exponential number of probabilities, we only see one outcome at the end.

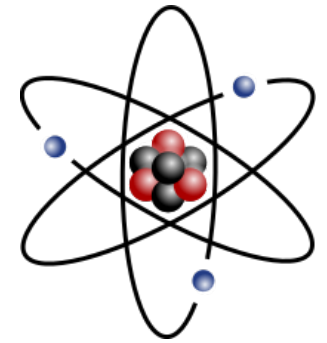
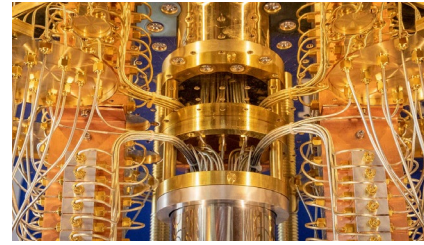
Question: How does “Nature” keep track of and update so much information so quickly?

- **Answer:** Nobody knows.
- Three categories/types of answers:
 1. Who cares? Quantum physics works why ask the question?



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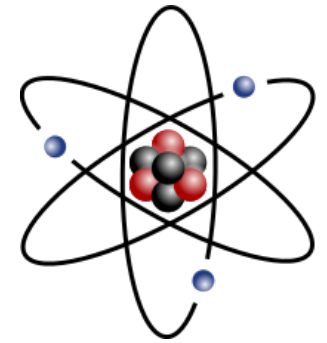
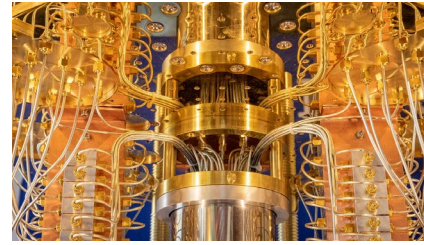
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 3. We live in a multiverse which interact (*many-worlds interpretation*).

