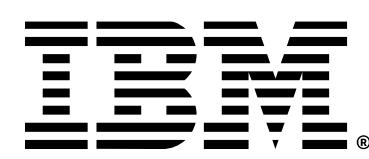
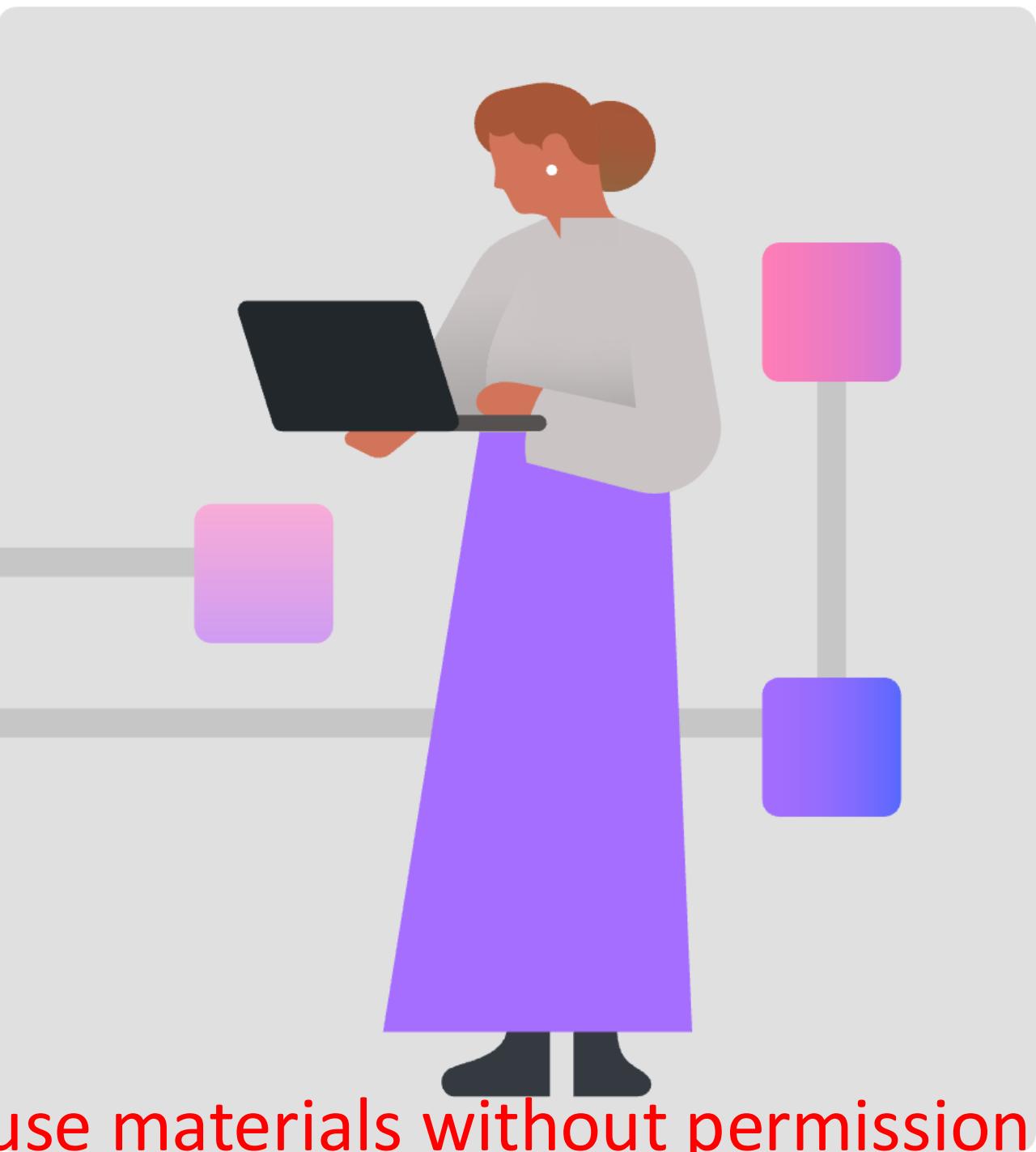


# Introduction to IBM Quantum and Qiskit

Nick Brønn  
Global Strategic Research  
Development Lead  
*IBM Quantum*



# What is quantum computing?

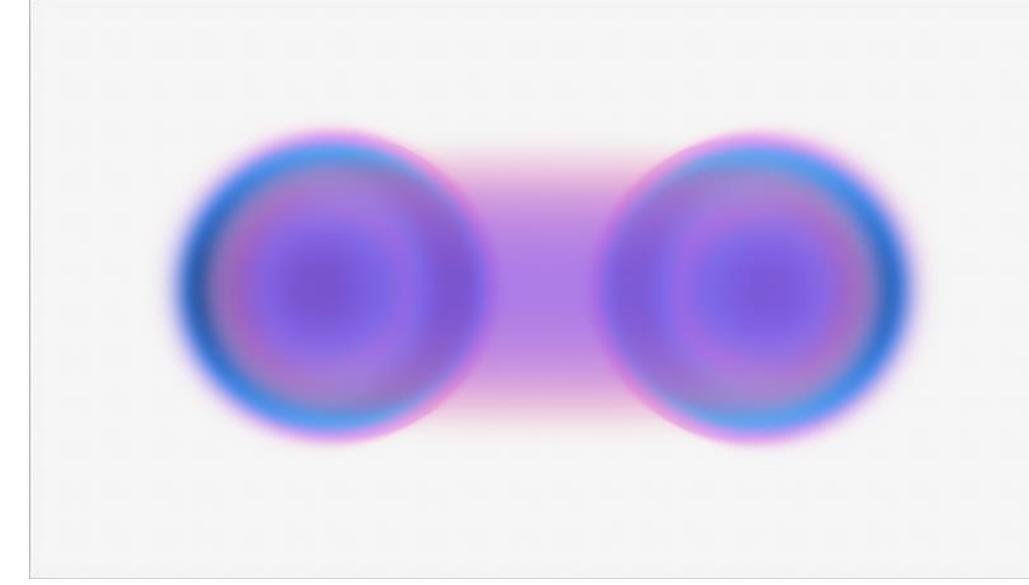
## Uniquely quantum

Some problems are classically intractable and will never be solvable with traditional computers



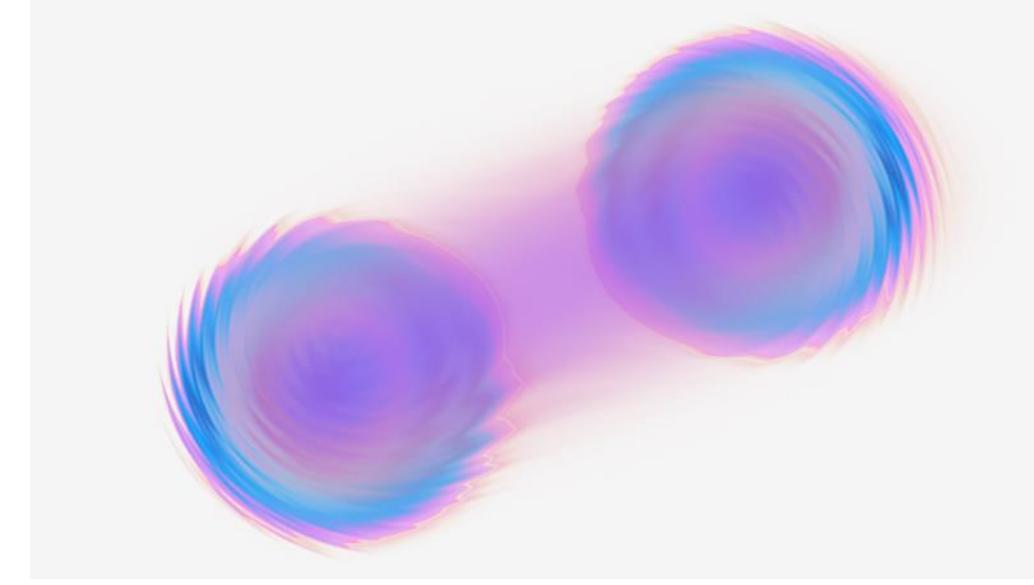
### Superposition

A quantum system existing in a complex linear combination of two states until it is measured



### Entanglement

Information shared jointly between entangled pairs or groups



### Interference

Interaction that affects likelihood of solutions

**Moore's law:** the number of transistors in a classical integrated circuit doubles about every two years  
... but we are approaching the end due to physical limitations

[Approaching the physical limit: IBM created the world's first 2 nm node chip in 2021, with transistors as small as 10 silicon atoms](#)

These Quantum concepts can reduce the number of computational steps required for certain algorithms  
&

At a ~100 qubit scale, with sufficient circuit depth and complexity, classical computers can no longer simulate exactly

# The limit of bits

For decades we've been simplifying nature into **1s** and **0s** because that was the only way we could **manage** to create a useful and scalable system of computation.

But the future isn't just **1s** and **0s**.

```
0010011011001001000100100110010011100101110  
011111001010010001110001000100100010010010101  
0100101010110010011011100100100010010010011001  
00111001011100111110010100100011100010001001010  
001001001010100101010110110011100101011110
```

# Bits and classical logic circuits

IBM Quantum

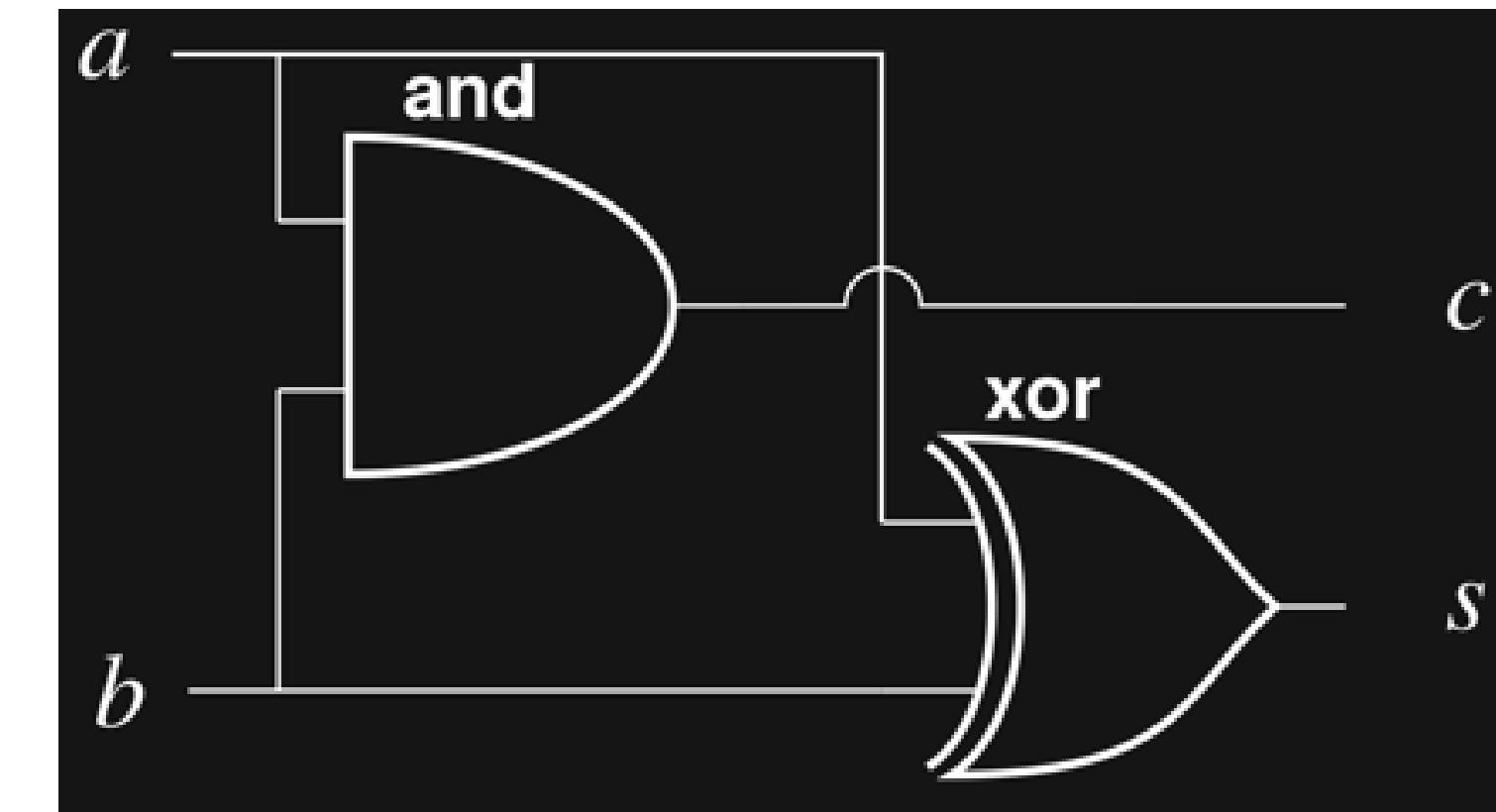
0

•

•

1

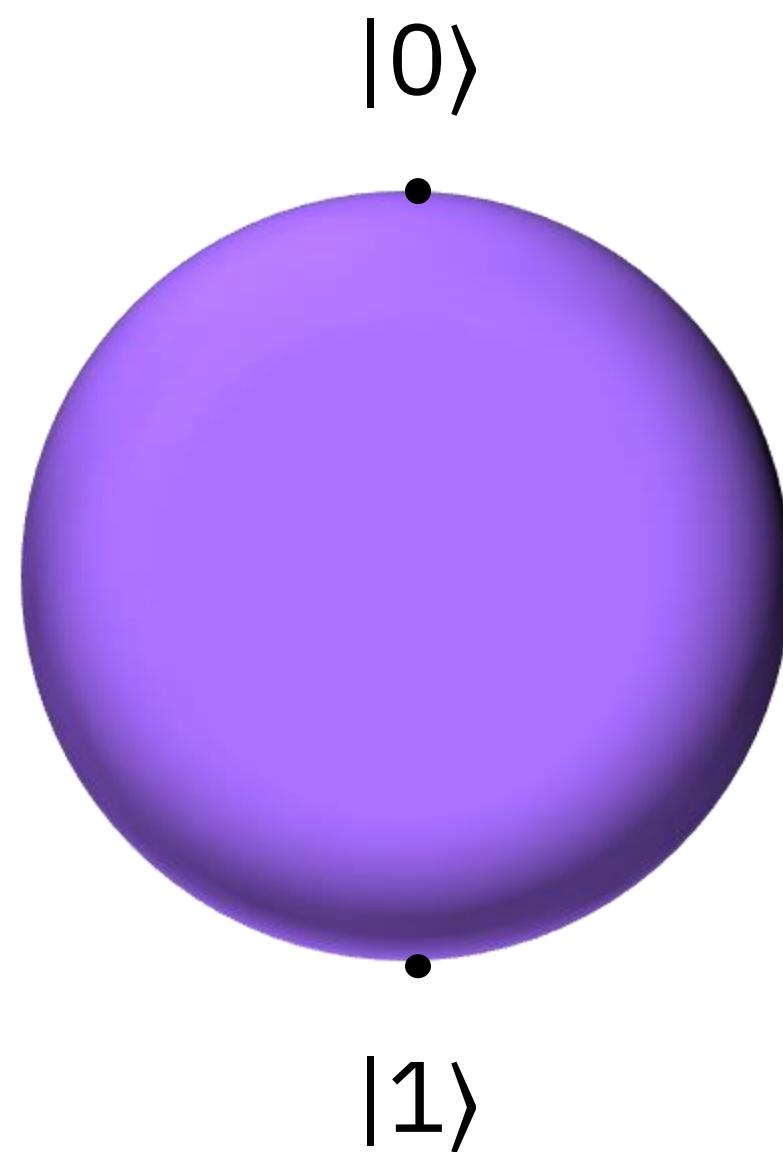
A **bit** is a controllable classical object that is the unit of information



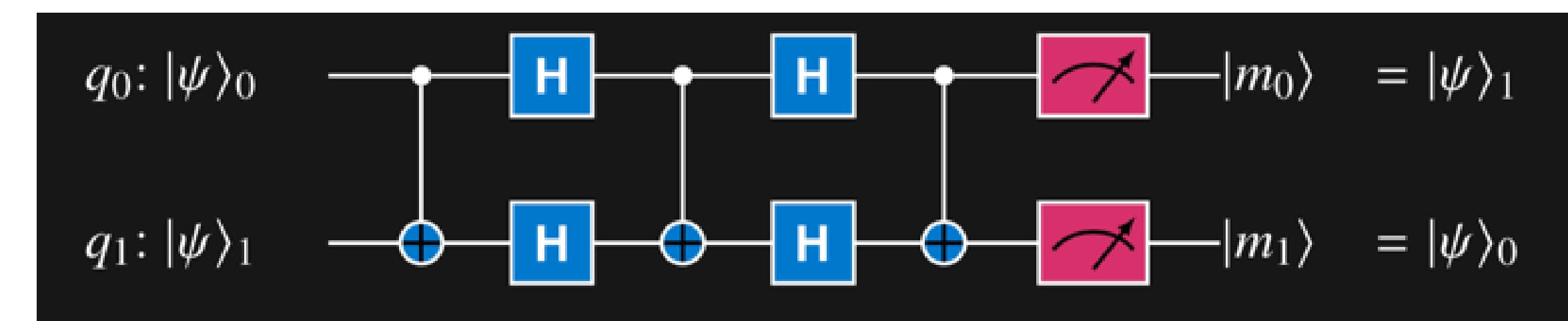
A **classical logic** circuit is a set of gate operations on bits and is the unit of computation

# Quantum bits (qubits) and quantum circuits

IBM Quantum



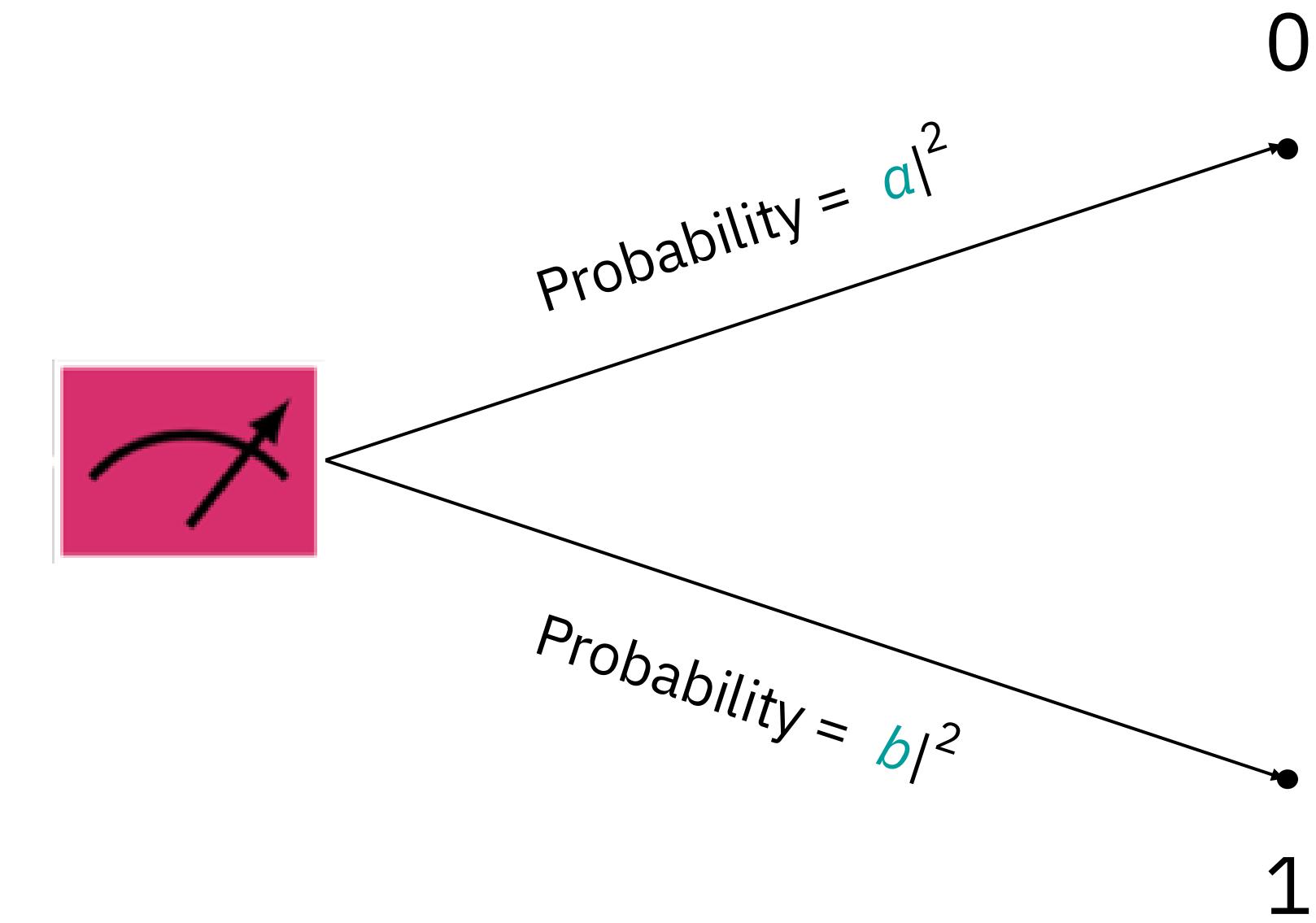
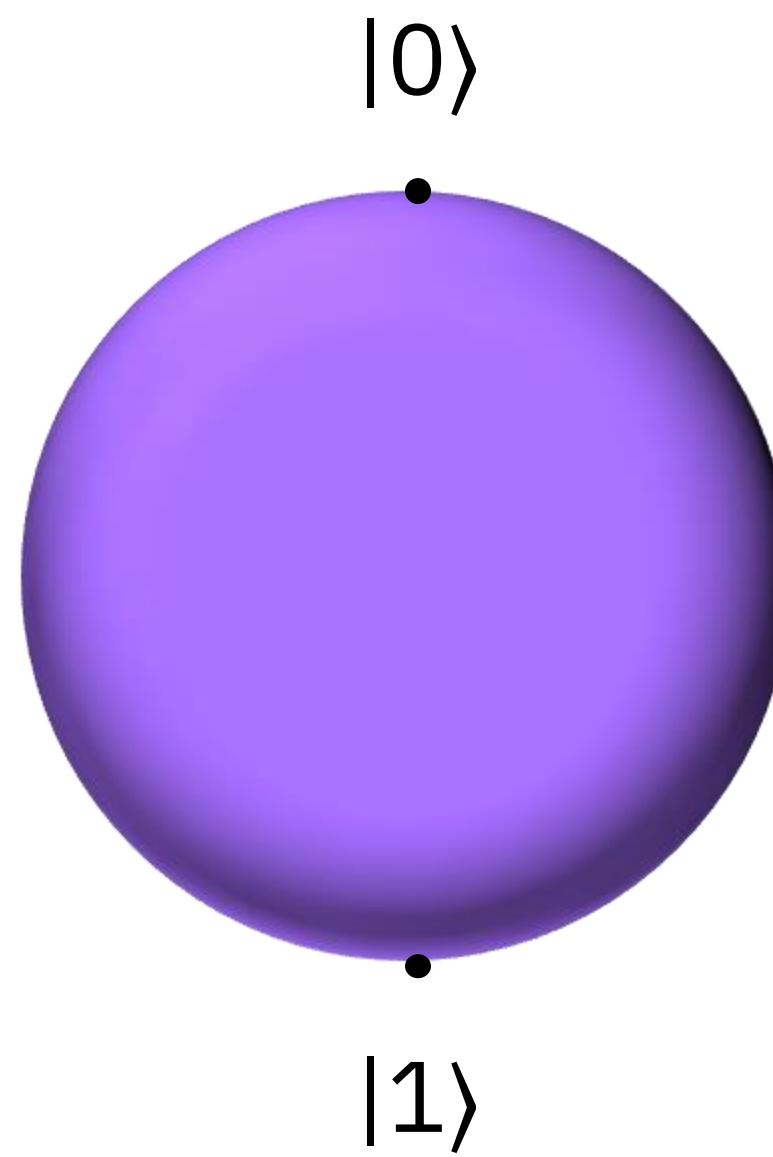
A **quantum bit** or qubit is a controllable quantum object that is the unit of information



A **quantum** circuit is a set of quantum gate operations on qubits and is the unit of computation

# Bits and qubits

IBM Quantum



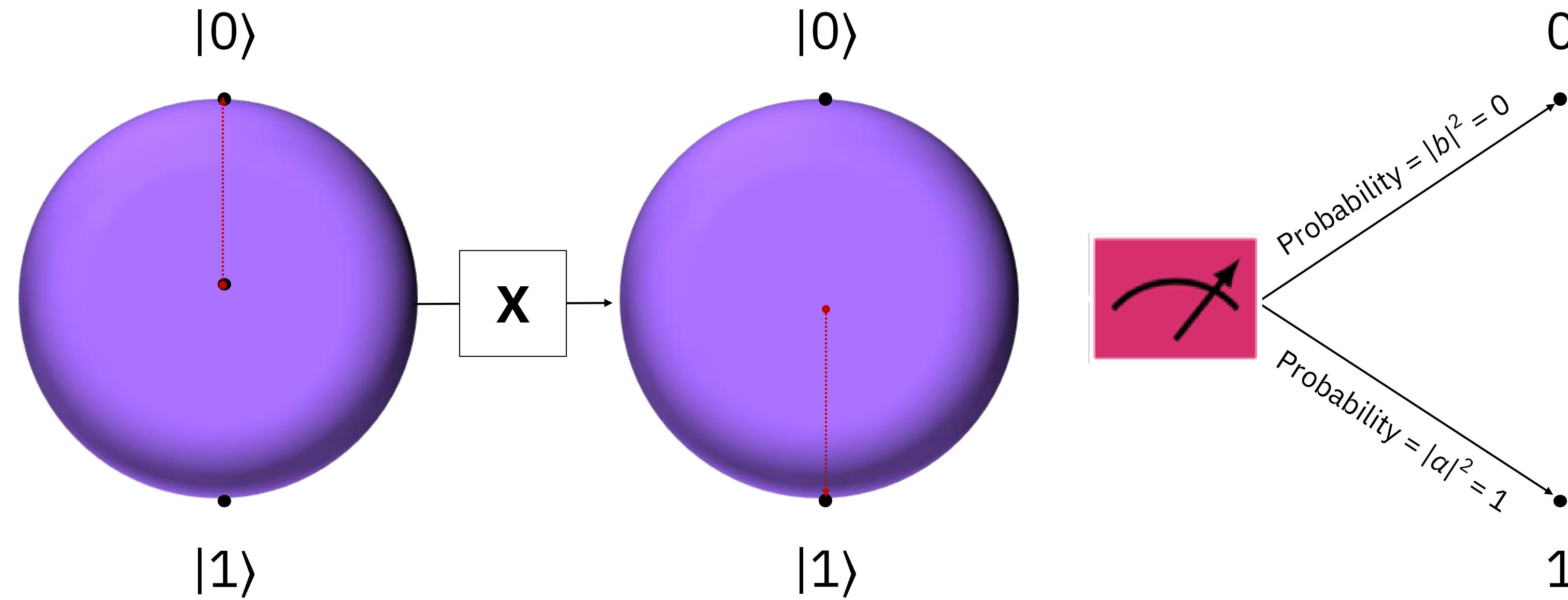
A qubit's **state** is a combination of  $|0\rangle$  and  $|1\rangle$ :  
 $a |0\rangle + b |1\rangle$

This means that a single qubit contains  
**two** pieces of information.

When we measure a qubit, it becomes  
**0 or 1** based on probability.

# Bits and qubits: the effect of the X gate on $|0\rangle$

IBM Quantum



The **X** gate reverses  $|0\rangle$  and  $|1\rangle$ :

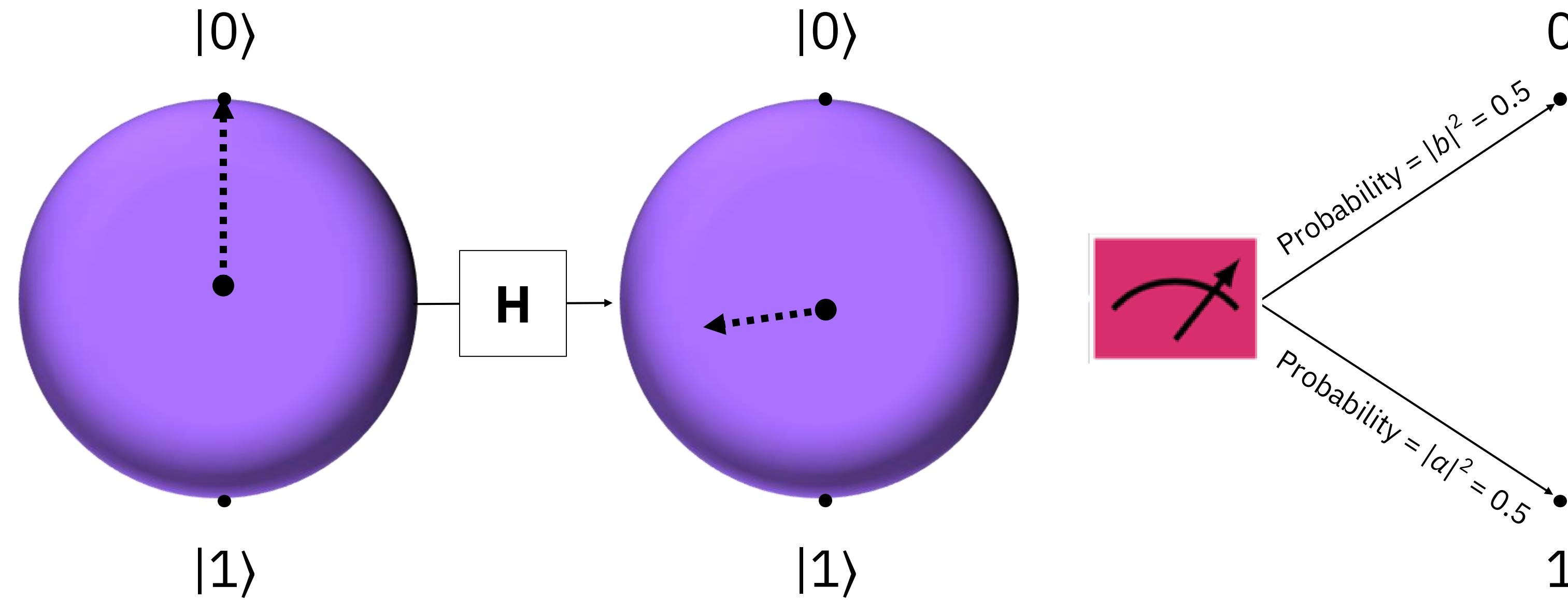
$$a |0\rangle + b |1\rangle \mapsto b |0\rangle + a |1\rangle$$

$a = 1$  and  $b = 0$ , so  $|0\rangle$  is mapped to  $|1\rangle$ .

When measured, the result is **1** with 100% probability.

# Bits and qubits: the effect of the H gate on $|0\rangle$

IBM Quantum



The **H** gate maps  $|0\rangle$  via

$$|0\rangle \mapsto (1/\sqrt{2})|0\rangle + (1/\sqrt{2})|1\rangle = a|0\rangle + b|1\rangle$$

Since  $a = b = 1/\sqrt{2}$ ,  $|a|^2 = |b|^2 = 1/2$ .

When measured, the probability of getting **0** or **1** is the same, 0.5.  
Quantum randomness!

Quantum computing  
uses essential ideas from  
quantum mechanics

## Superposition

$|0\rangle$  and  $|1\rangle$  are vectors in the two-dimensional complex vector space  $\mathbb{C}^2$ :

$$|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad \text{and} \quad |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

So we can write any vector in  $\mathbb{C}^2$  as

$$a |0\rangle + b |1\rangle$$

We pronounce  $|0\rangle$  and  $|1\rangle$  as “ket zero” and “ket one.” These are called the *computational basis*.

Quantum computing uses essential ideas from quantum mechanics

## Superposition

Superposition is creating a quantum state that is a combination of  $|0\rangle$  and  $|1\rangle$

$$a|0\rangle + b|1\rangle$$

where

$a$  and  $b$  are complex numbers

$$|a|^2 + |b|^2 = 1$$

Two quantum states are equivalent if they differ only by a constant multiple  $u$  where  $|u| = 1$ .

This is because

$$|a|^2 + |b|^2 = |au|^2 + |bu|^2 = 1$$

Quantum computing  
uses essential ideas from  
quantum mechanics

**Superposition** is creating a quantum state  
that is a combination of  $|0\rangle$  and  $|1\rangle$

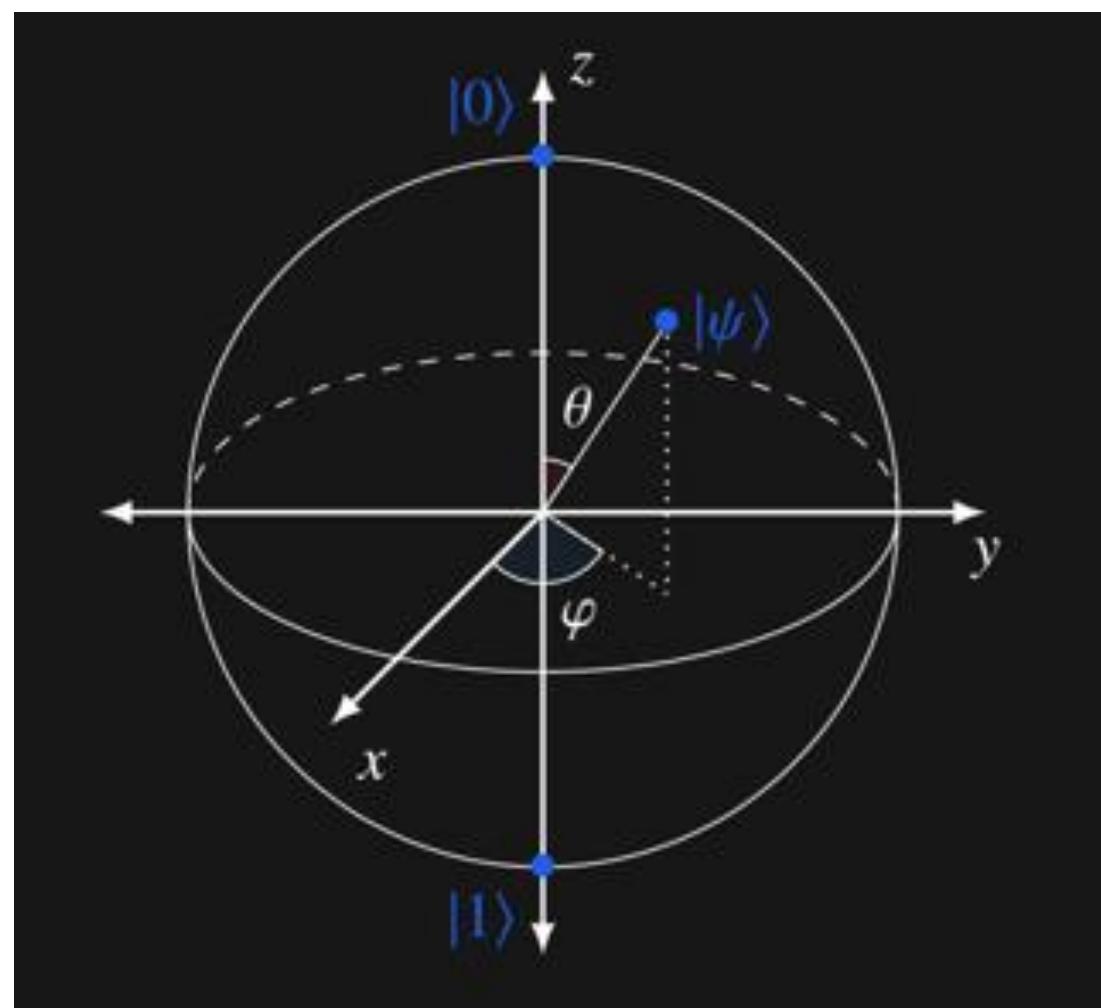
$$a|0\rangle + b|1\rangle$$

## Superposition

These conditions allow us to map the qubit  
onto the *Bloch Sphere*.

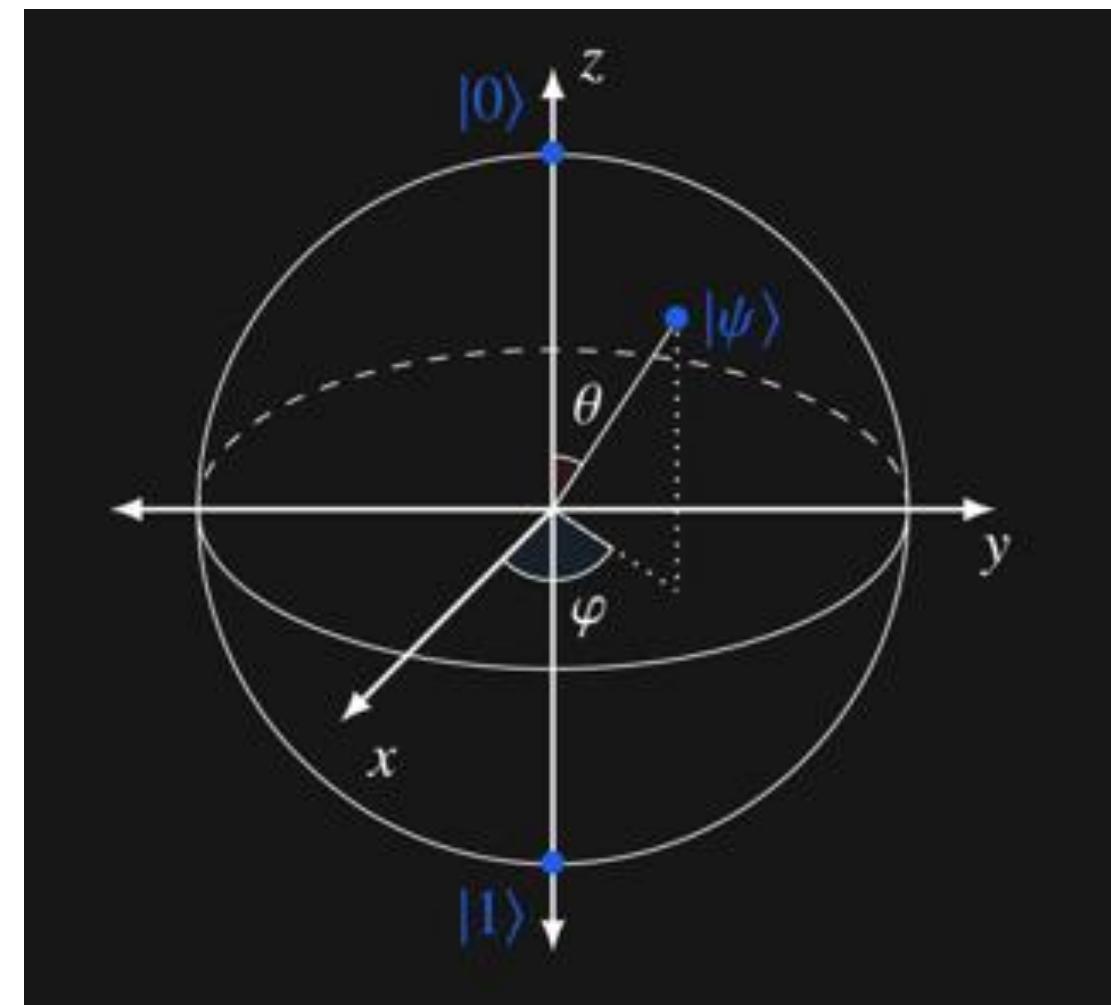
Note that if  $a$  and  $b$  are non-zero, then the  
qubit's state contains both  $|0\rangle$  and  $|1\rangle$ .

This is what people mean when they say that  
a qubit can be “0 and 1 at the same time.”



Quantum computing  
uses essential ideas from  
quantum mechanics

## Measurement



**Measurement** is forcing the qubit's state  
 $a |0\rangle + b |1\rangle$

to  $|0\rangle$  or  $|1\rangle$  by observing it, where

$|a|^2$  is the probability we will get  $|0\rangle$  when we measure

$|b|^2$  is the probability we will get  $|1\rangle$  when we measure

For example,

$$\frac{\sqrt{2}}{2} |0\rangle + \frac{\sqrt{2}}{2} |1\rangle$$

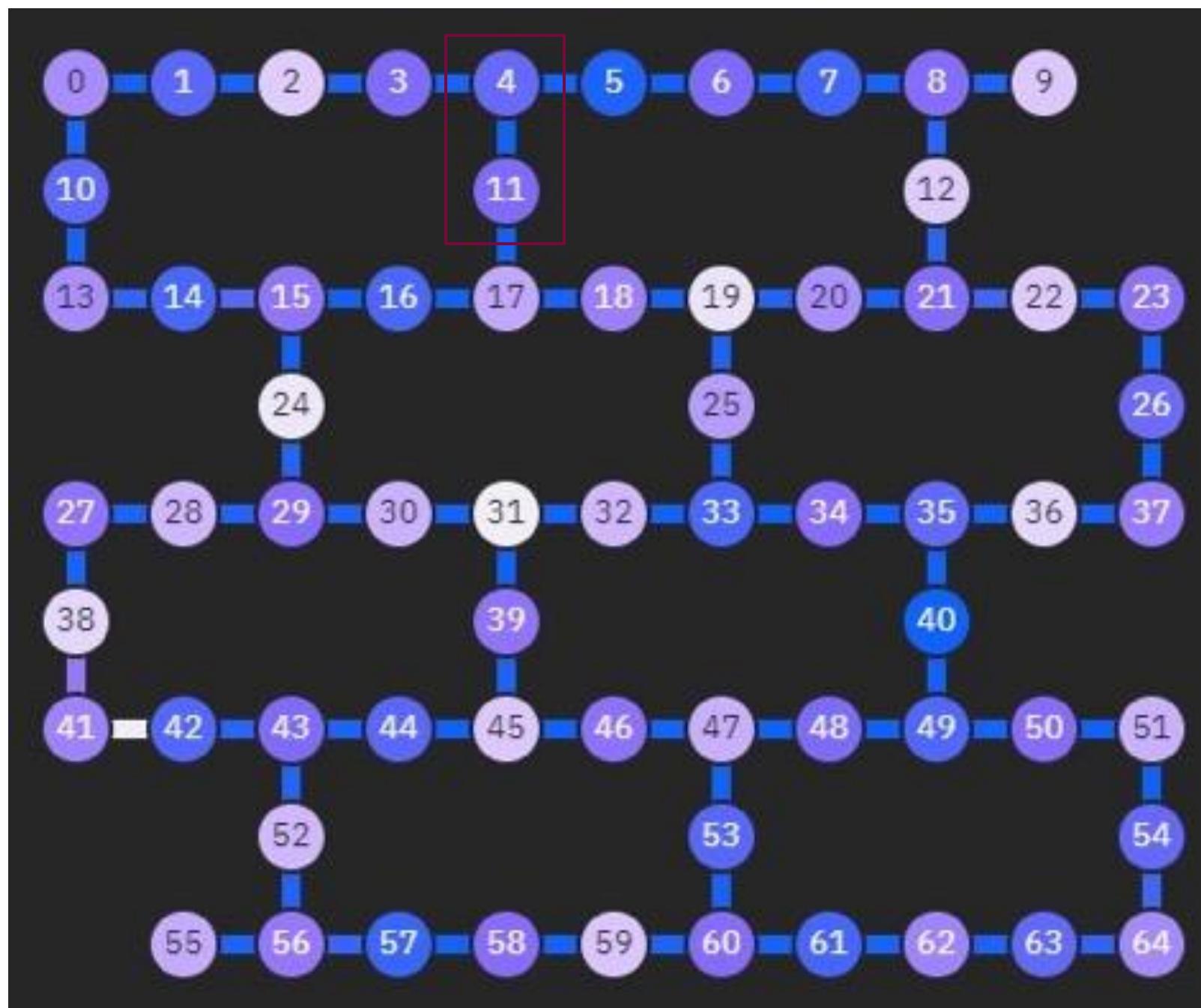
has an equal probability of becoming  
 $|0\rangle$  or  $|1\rangle$ , and

$$\frac{\sqrt{3}}{2} |0\rangle - \frac{1}{2} i |1\rangle$$

has a 75% chance of becoming  $|0\rangle$ .

Quantum computing  
uses essential ideas from  
quantum mechanics

## Entanglement



With two qubits we get combinations like  
 $a |00\rangle + b |01\rangle + c |10\rangle + d |11\rangle$   
where

$|01\rangle$  means the first qubit is  $|0\rangle$  and  
the second is  $|1\rangle$

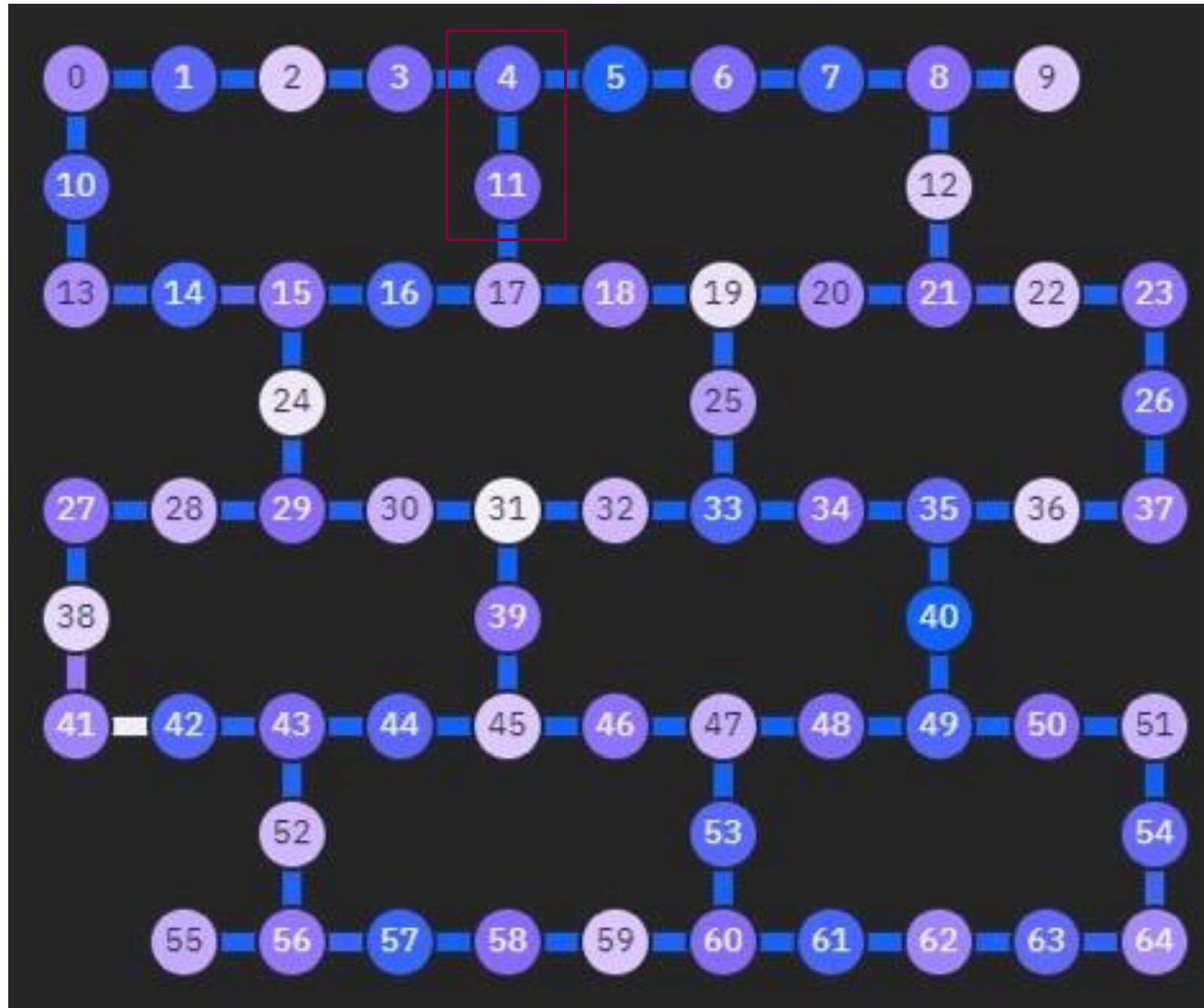
$a, b, c$ , and  $d$  are complex numbers and

$$|a|^2 + |b|^2 + |c|^2 + |d|^2 = 1$$

If two or more of the  $a, b, c$ , and  $d$  are non-zero, and we cannot separate the qubits, they are entangled with perfect correlation and are no longer independent.

Quantum computing  
uses essential ideas from  
quantum mechanics

## Entanglement



For example,

$$\frac{\sqrt{2}}{2} |00\rangle + \frac{\sqrt{2}}{2}|01\rangle$$

$$\frac{\sqrt{2}}{2} |01\rangle - \frac{\sqrt{2}}{2}|10\rangle$$

$$\frac{\sqrt{2}}{2} |00\rangle + \frac{\sqrt{2}}{2}|11\rangle$$

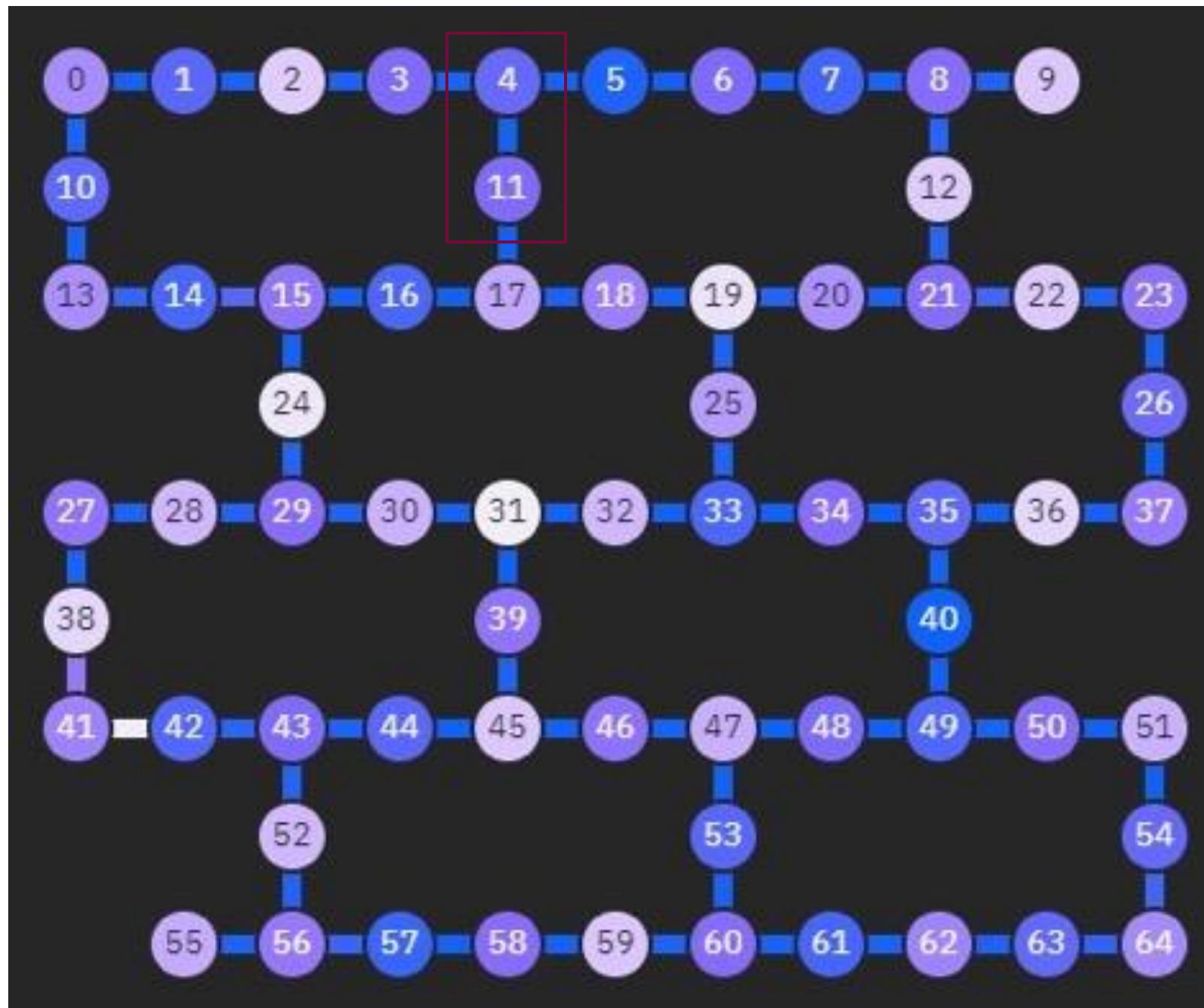
not entangled

entangled

entangled

Quantum computing  
uses essential ideas from  
quantum mechanics

## Entanglement



We can write

$$\frac{\sqrt{2}}{2} |00\rangle + \frac{\sqrt{2}}{2} |01\rangle$$

as

$$|0\rangle (\frac{\sqrt{2}}{2} |0\rangle + \frac{\sqrt{2}}{2} |1\rangle)$$

but we cannot write

$$\frac{\sqrt{2}}{2} |00\rangle + \frac{\sqrt{2}}{2} |11\rangle$$

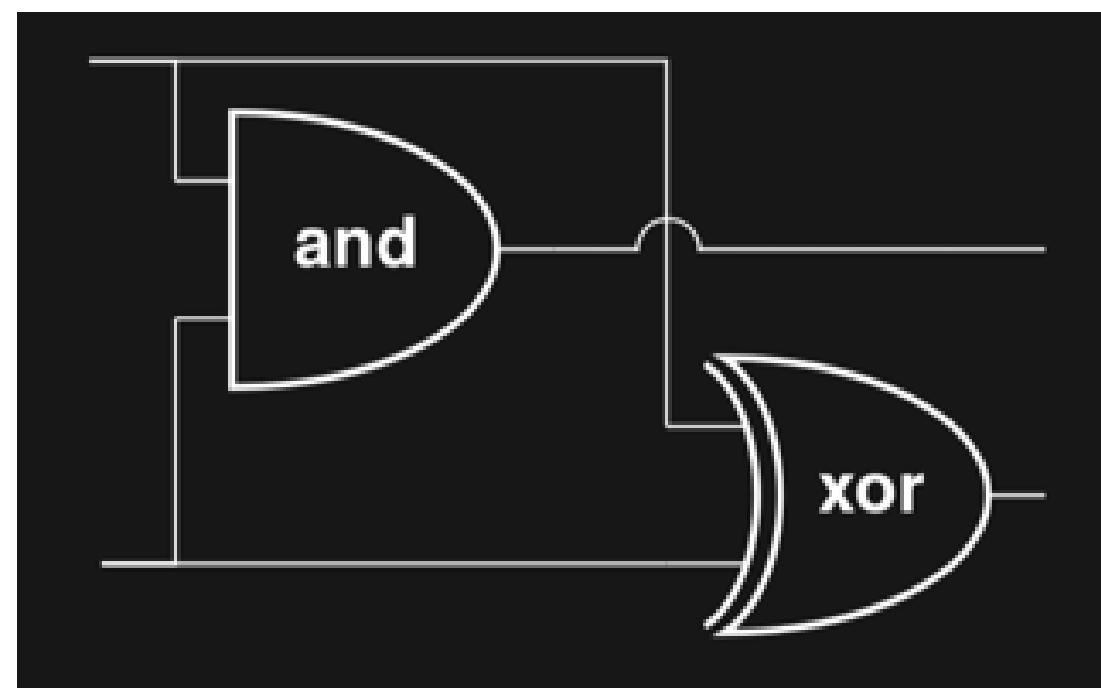
as the “product” of two single  
qubit states.

They are **entangled!**

Once you measure the first qubit,  
the second is uniquely determined.

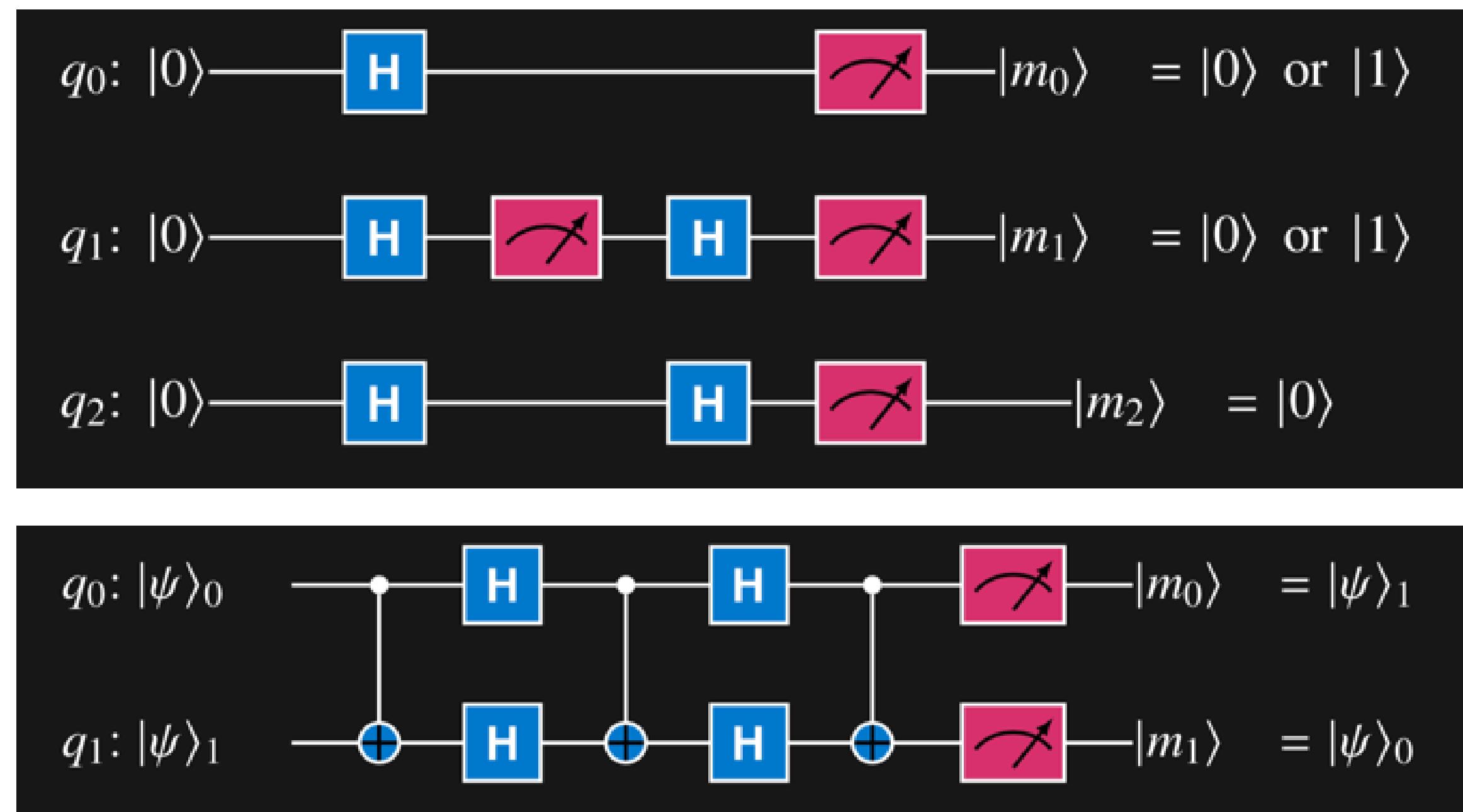
Quantum computing uses essential ideas from quantum mechanics

## Gates / operations



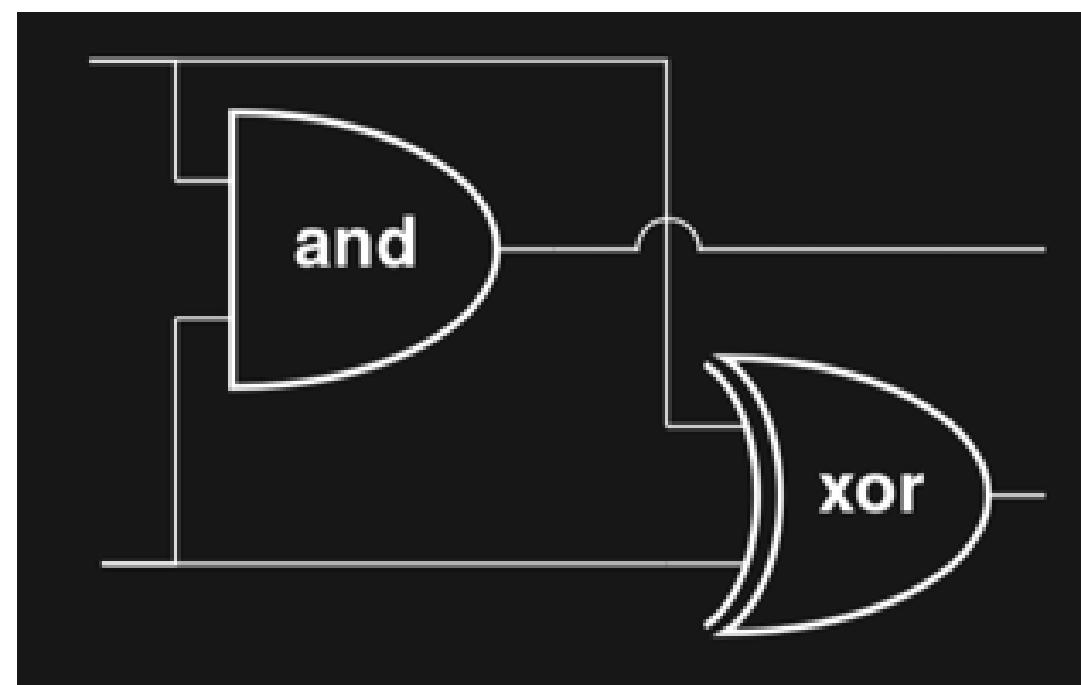
Classical logical circuits use operations like **and**, **or**, **not**, **nand**, and **xor**. We also call these gates.

Quantum circuits use reversible gates that change the quantum states of one, two , or more qubits.



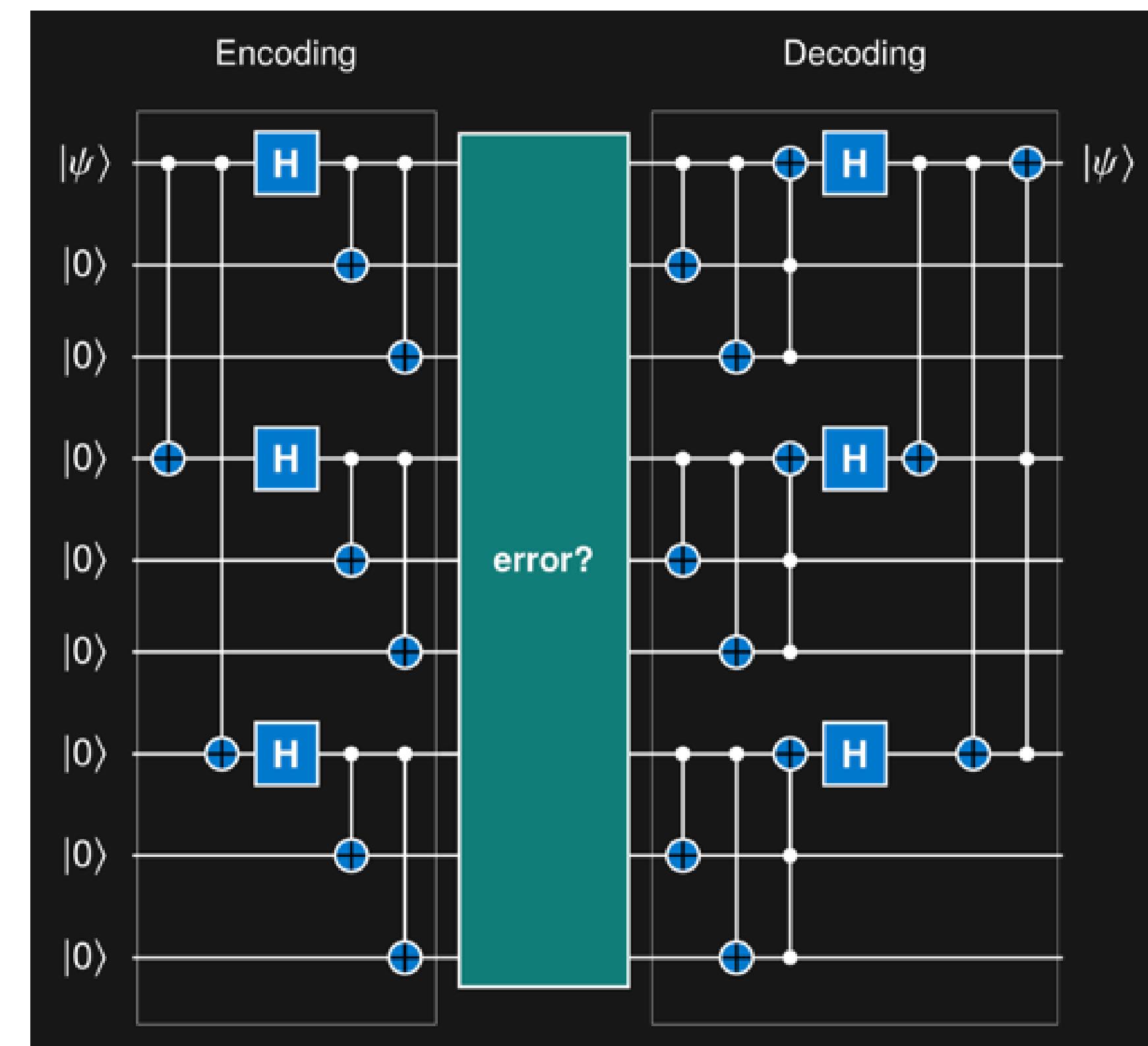
Quantum computing uses essential ideas from quantum mechanics

## Gates / operations



Classical logical circuits use operations like **and**, **or**, **not**, **nand**, and **xor**. We also call these gates.

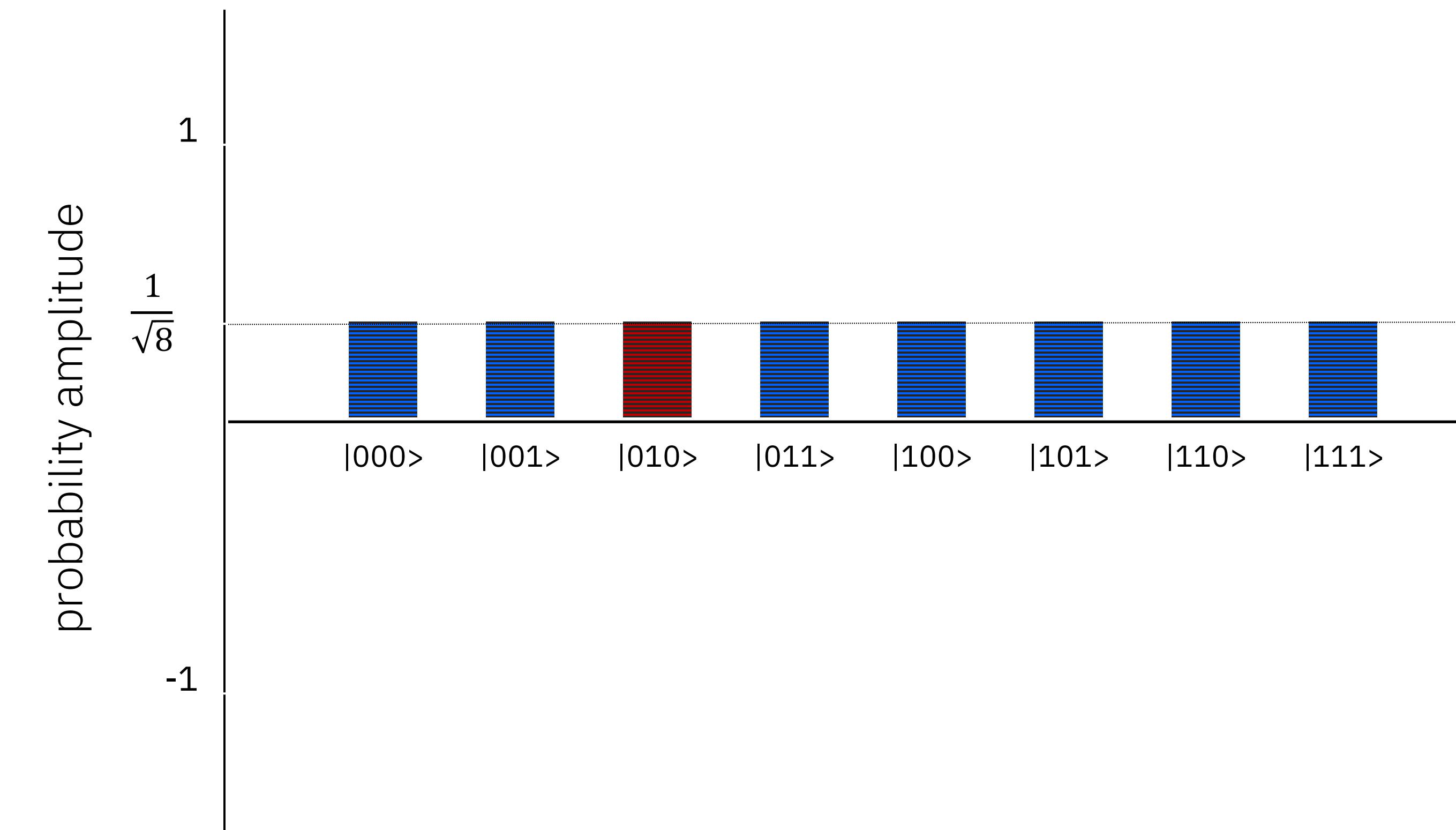
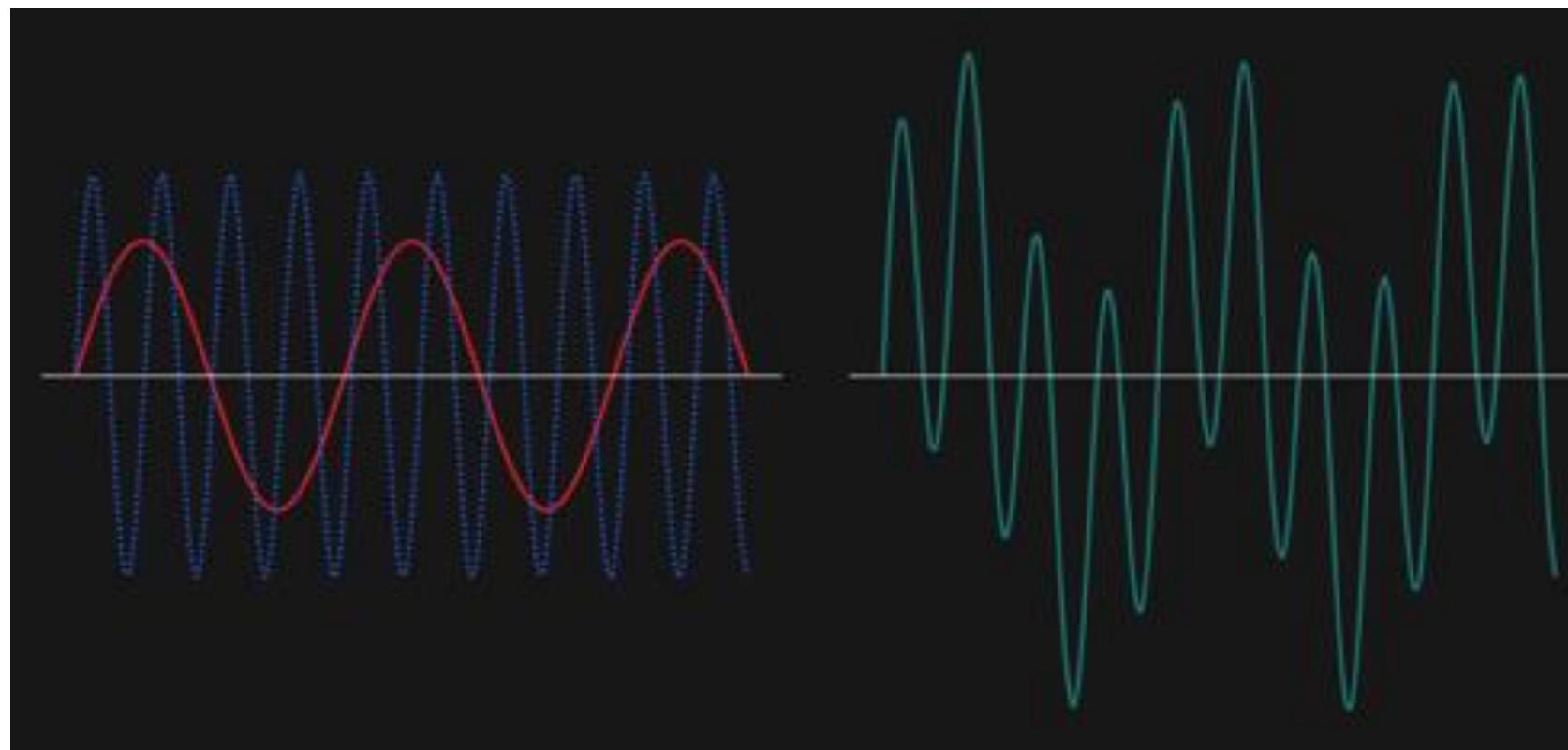
Quantum circuits use reversible gates that change the quantum states of one, two , or more qubits.



Quantum computing  
uses essential ideas from  
quantum mechanics

Interference allows us to increase the probability of getting the right answer and decrease the chance of getting the wrong one.

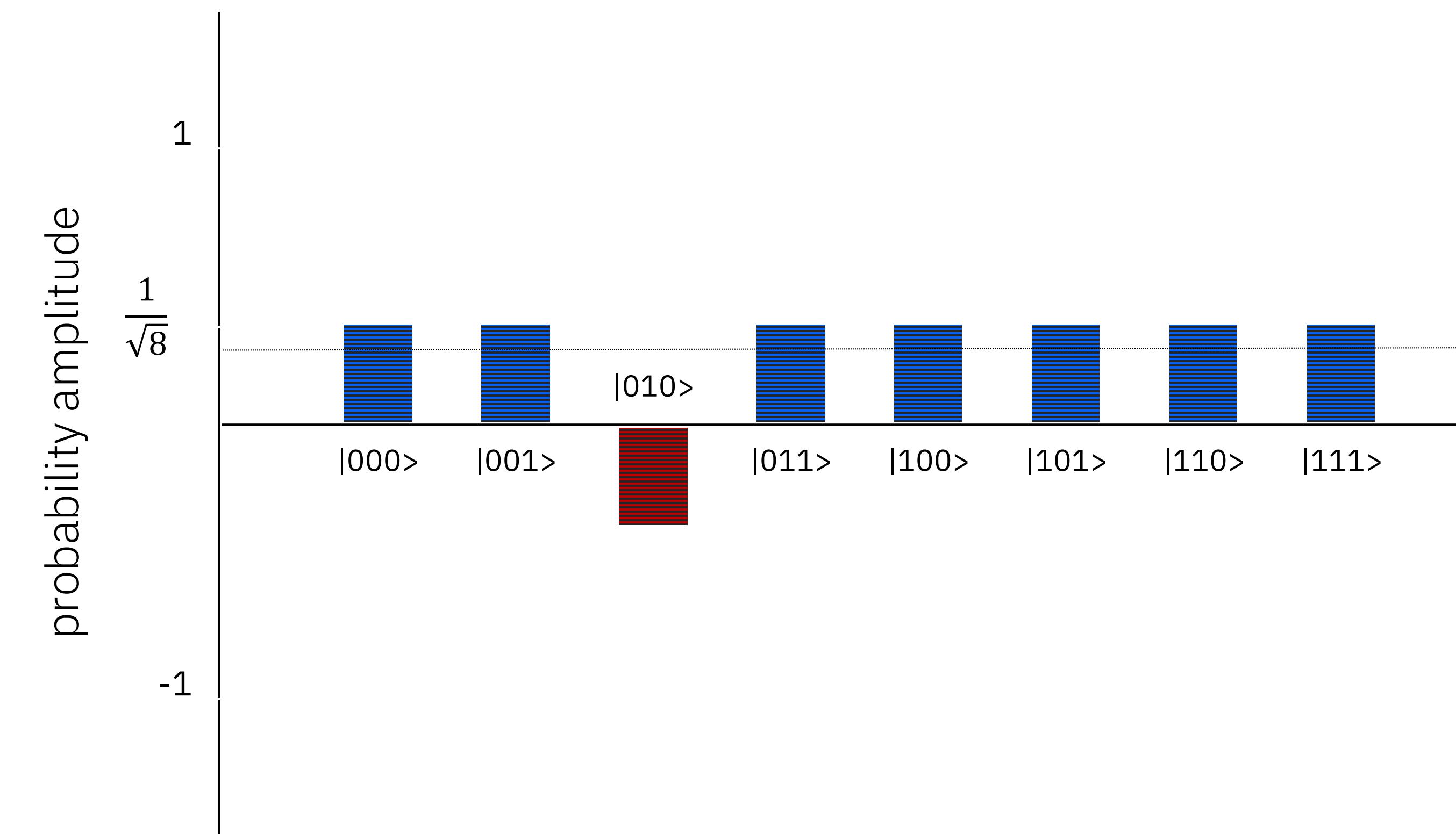
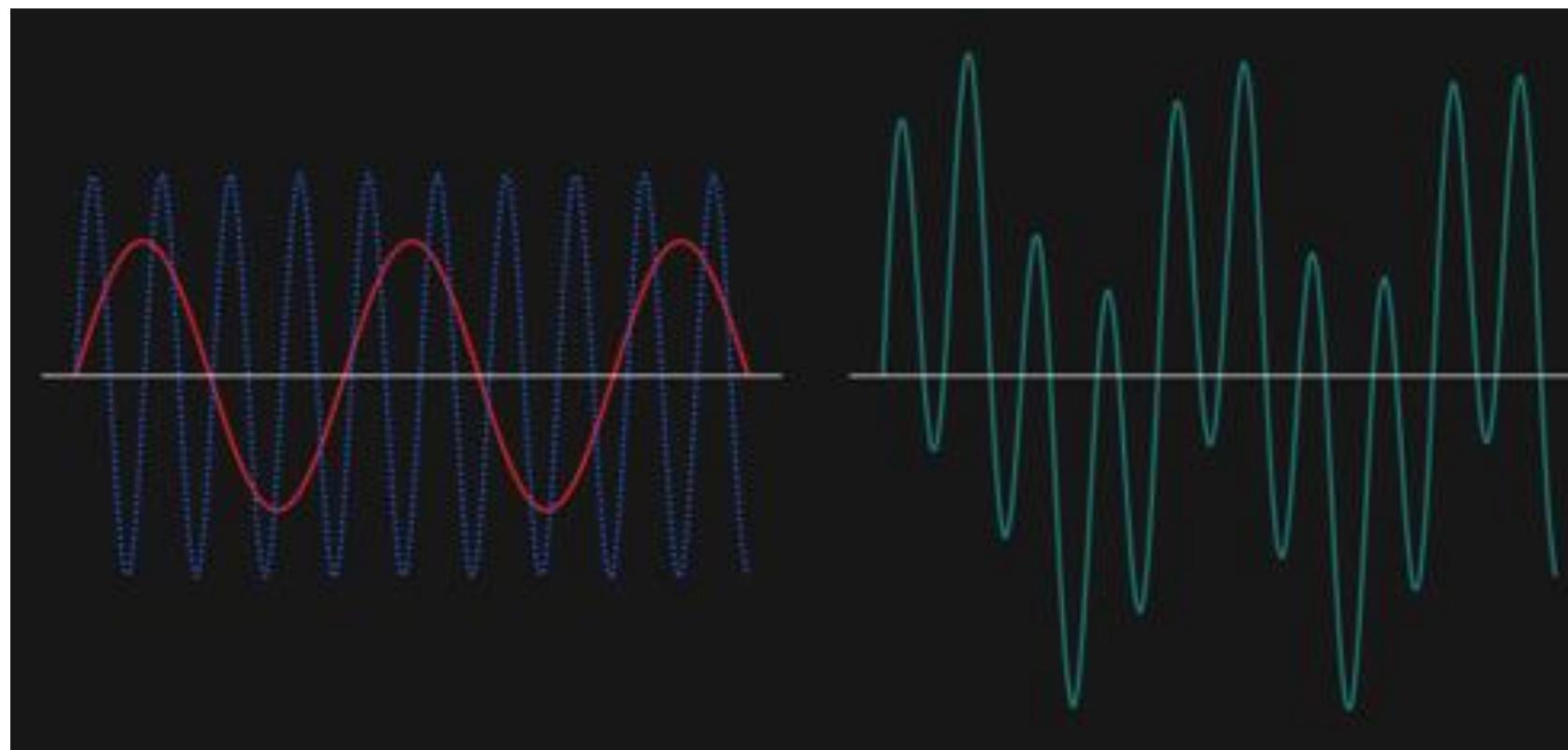
## Interference



Quantum computing  
uses essential ideas from  
quantum mechanics

Interference allows us to increase the probability of getting the right answer and decrease the chance of getting the wrong one.

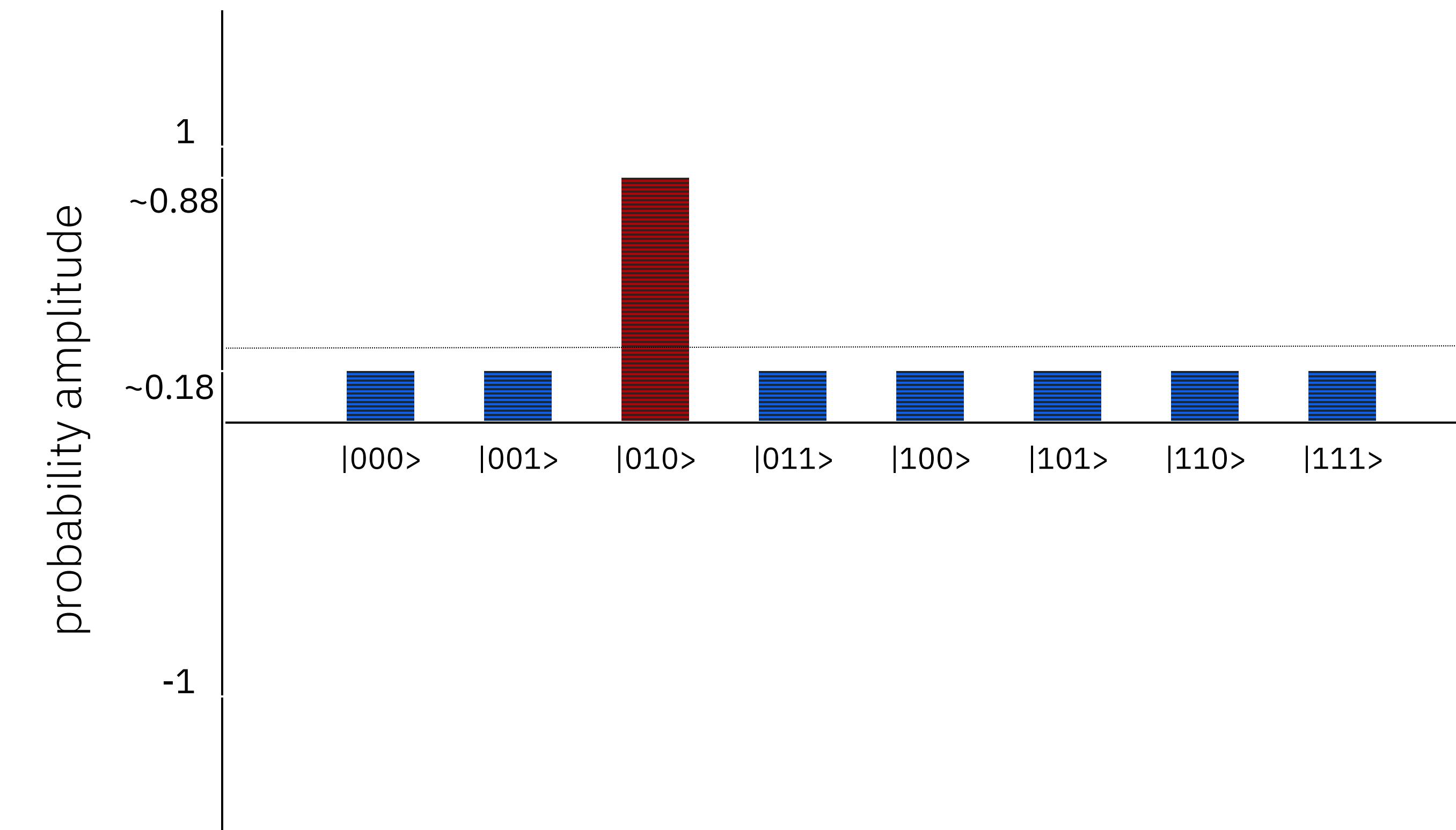
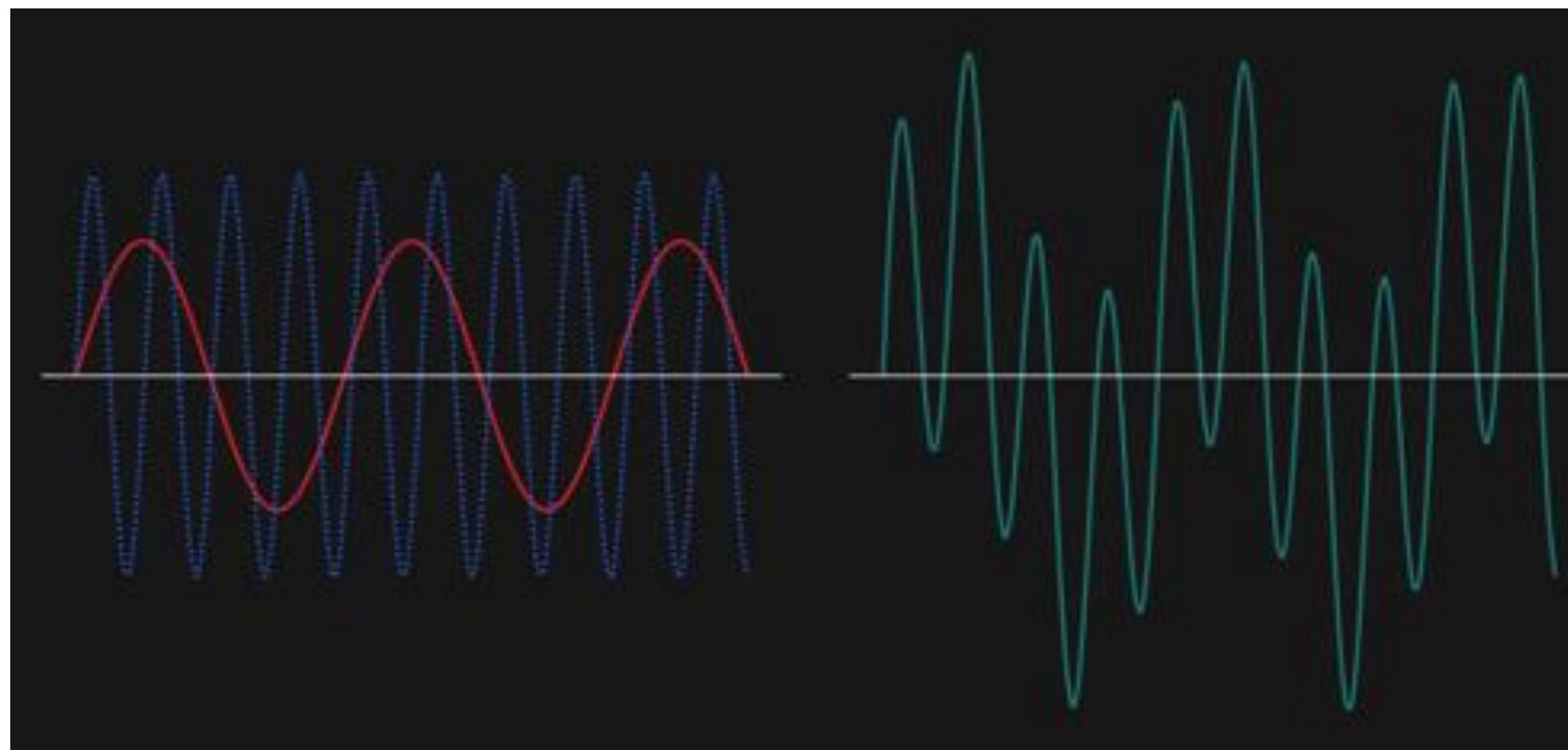
## Interference



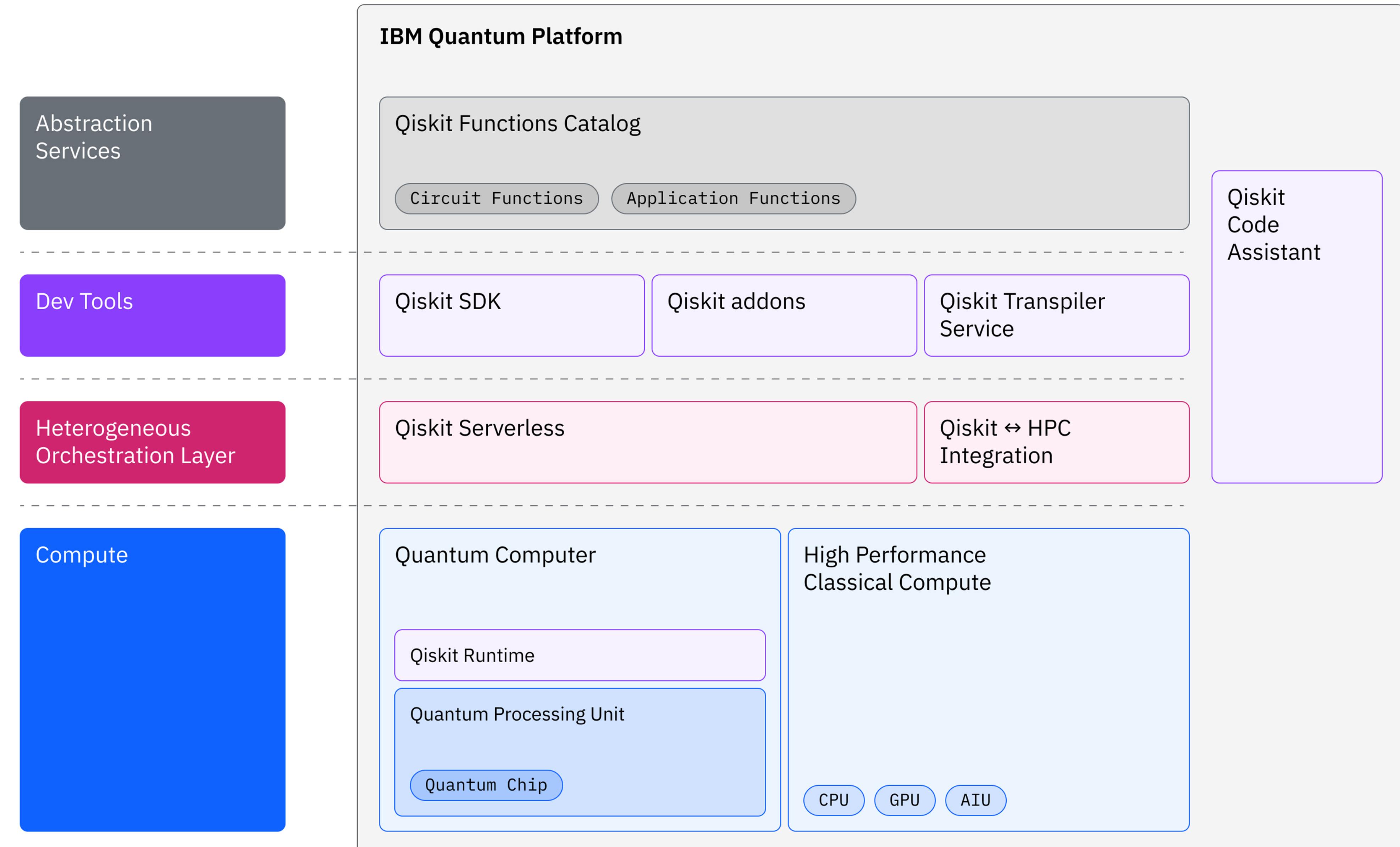
Quantum computing  
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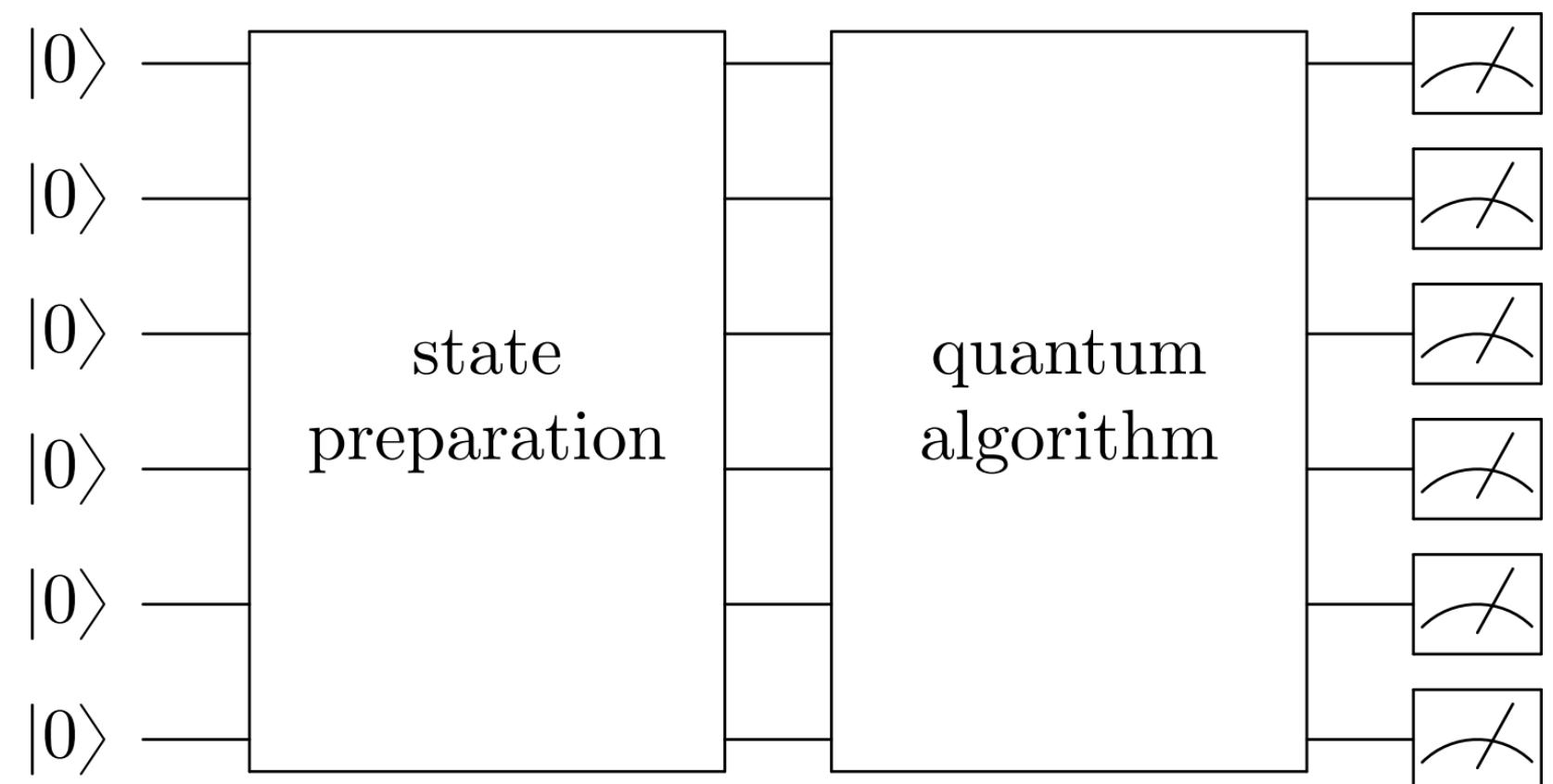
## Interference



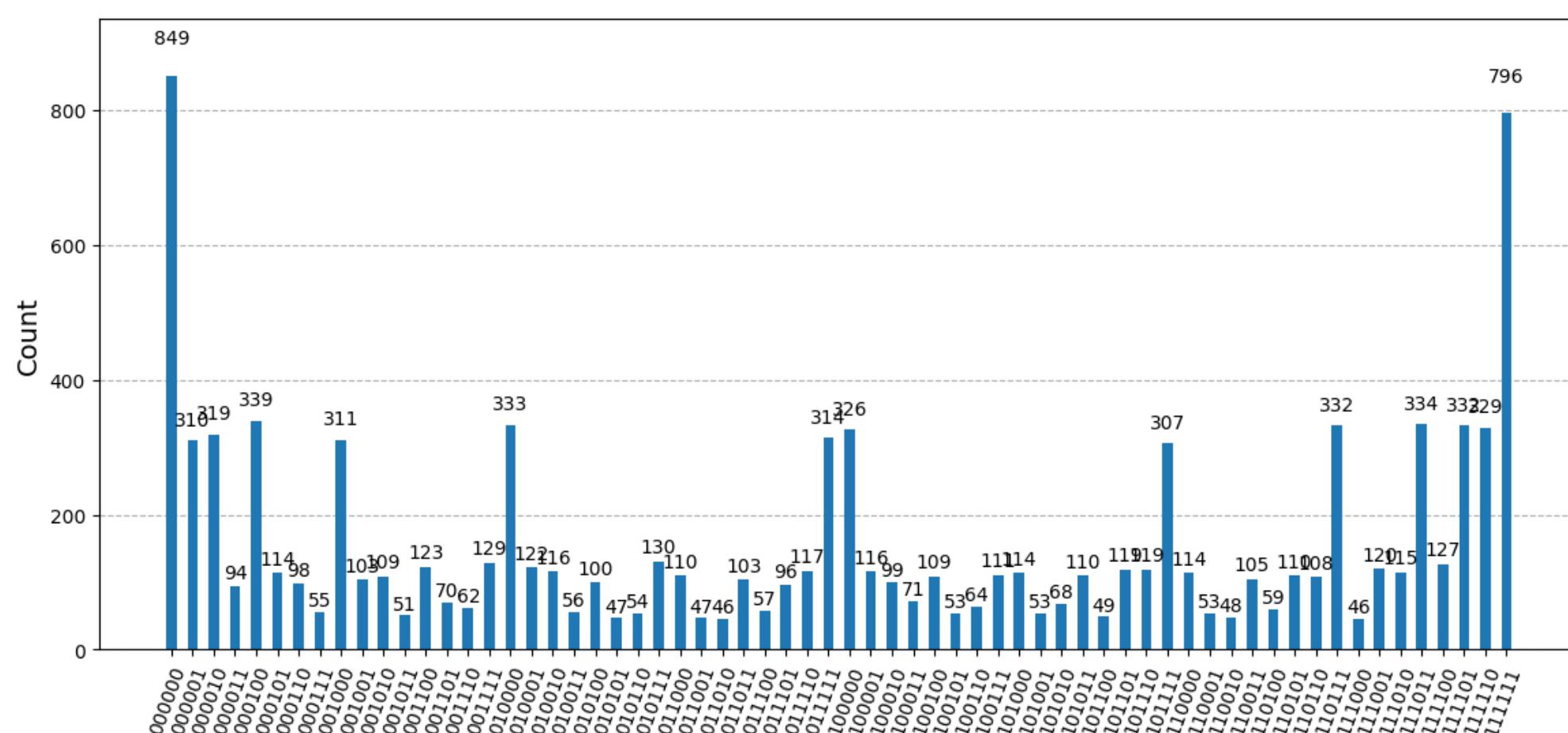
# Qiskit SDK



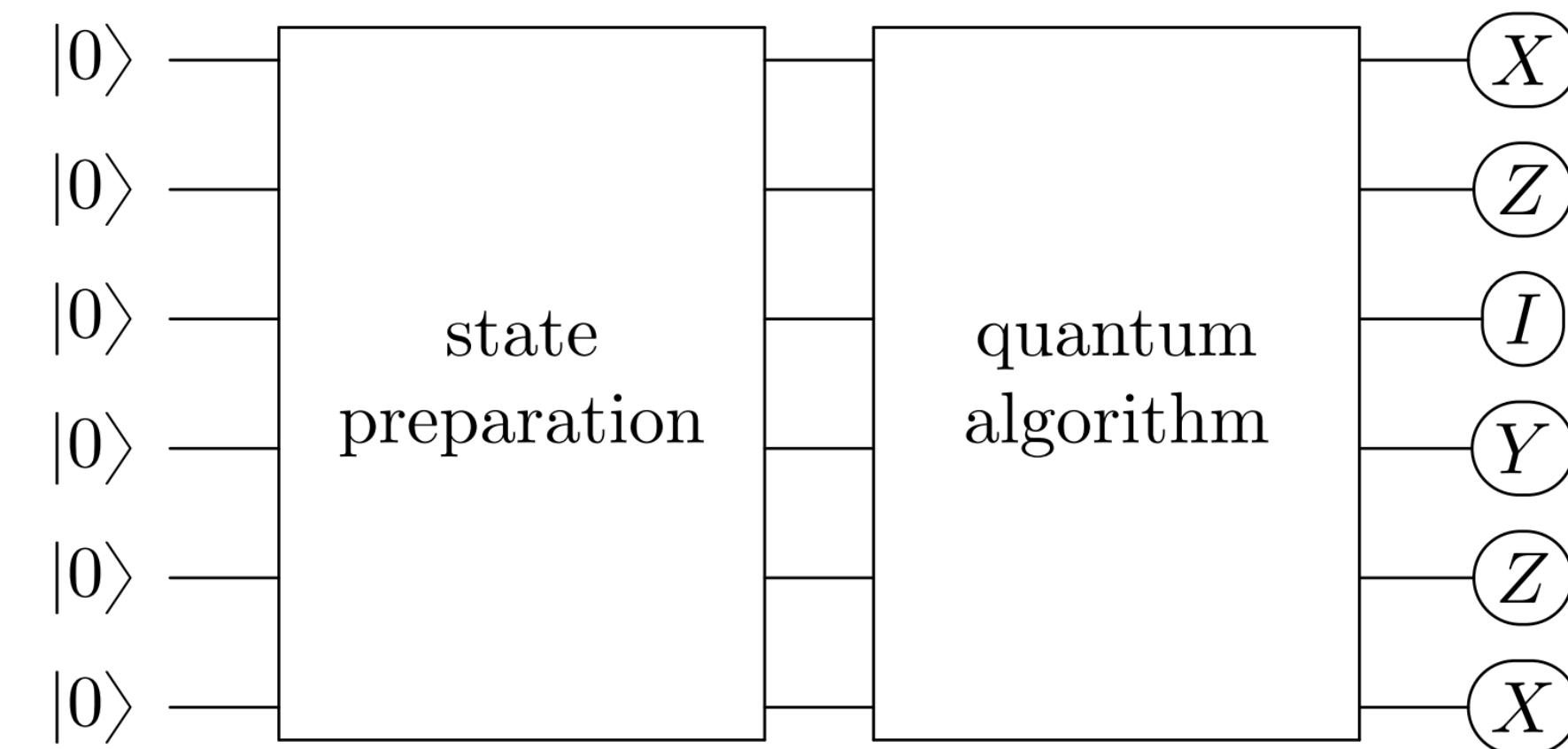
# Samples



sample output = 101110



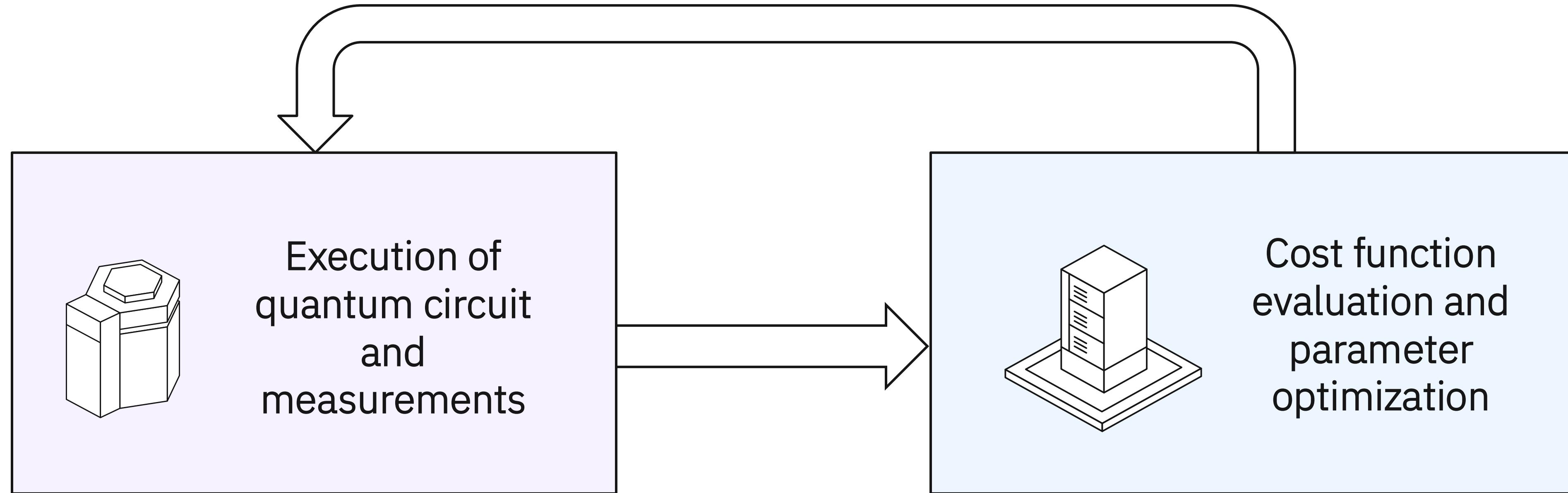
# Observables



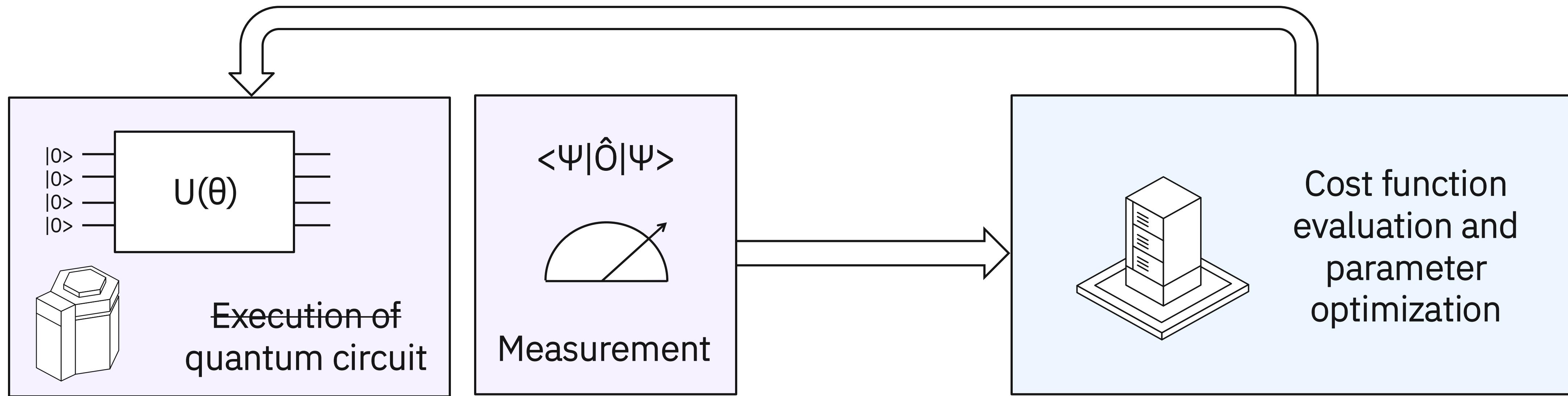
$$\langle O \rangle = -0.34\langle XZIYZX \rangle + 0.12\langle XXYIZX \rangle + \dots$$

corresponds to the value of a cost function, or a physical quantity such as energy or magnetization

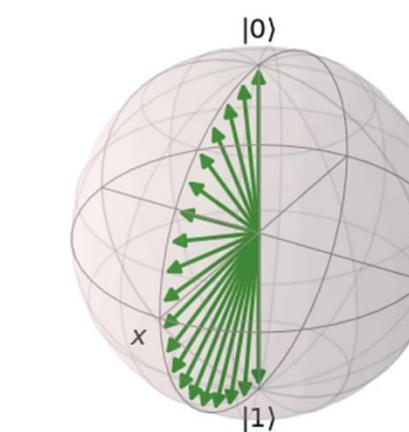
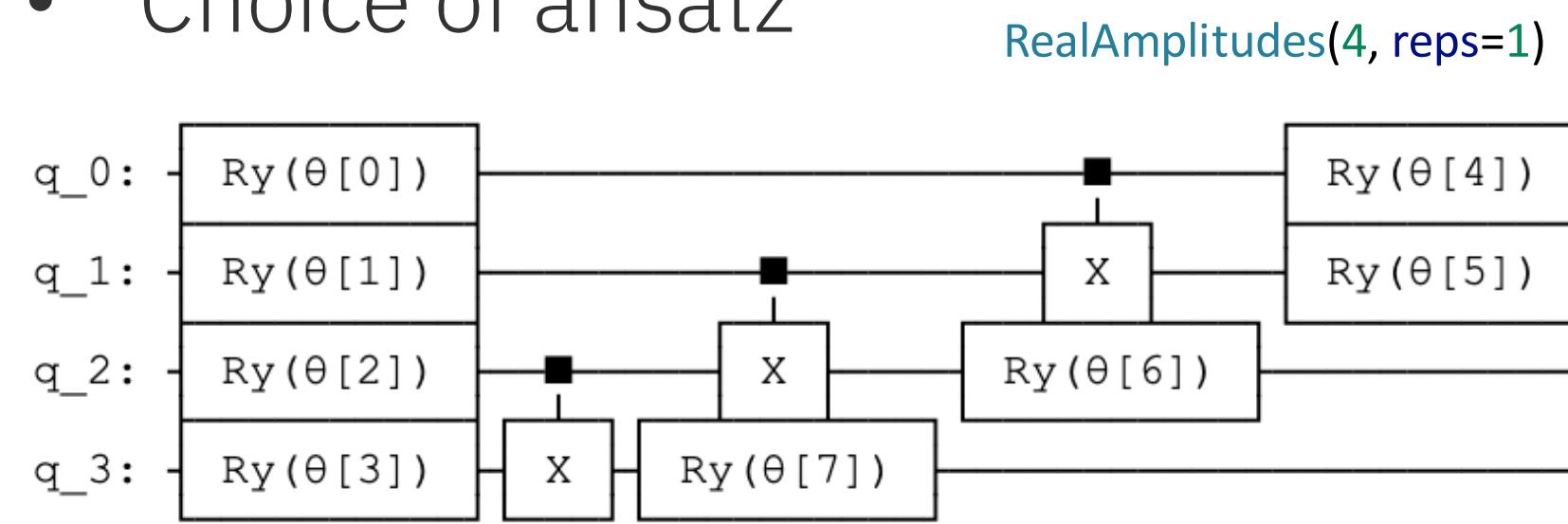
# Overview of Variational Quantum Algorithms



# Overview of Variational Quantum Algorithms



- Choice of ansatz

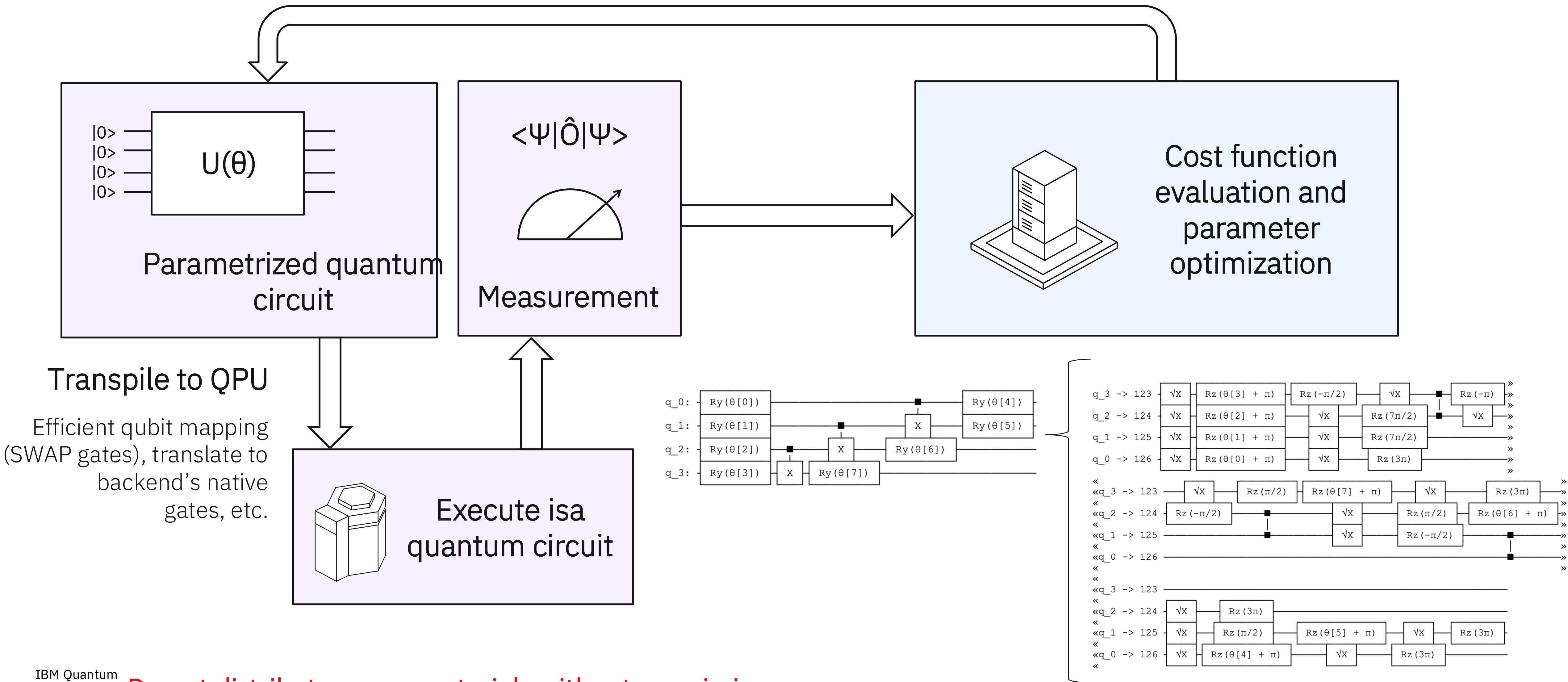


- Choice of initial parameters  $\theta_0$   
(are there any constraints?)

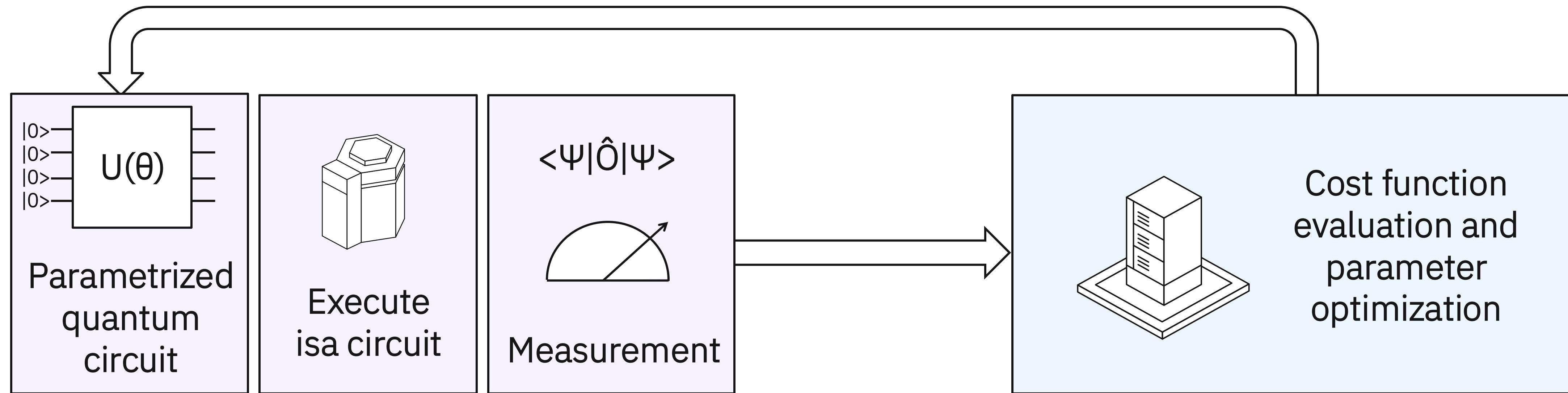
## Qiskit circuit library

<code>n_local</code> (num_qubits, rotation_blocks, ...[, ...])	Construct an n-local variational circuit.
<code>efficient_su2</code> (num_qubits[, su2_gates, ...])	The hardware-efficient $SU(2)$ 2-local circuit.
<code>real_amplitudes</code> (num_qubits[, entanglement, ...])	Construct a real-amplitudes 2-local circuit.
<code>pauli_two_design</code> (num_qubits[, reps, seed, ...])	Construct a Pauli 2-design ansatz.
<code>excitation_preserving</code> (num_qubits[, mode, ...])	The heuristic excitation-preserving wave function ansatz.
<code>qaoa_ansatz</code> (cost_operator[, reps, ...])	A generalized QAOA quantum circuit with a support of custom initial states and mixers.
<code>hamiltonian_variational_ansatz</code> (hamiltonian)	Construct a Hamiltonian variational ansatz.
<code>evolved_operator_ansatz</code> (operators[, reps, ...])	Construct an ansatz out of operator evolutions.

# Overview of Variational Quantum Algorithms



# Overview of Variational Quantum Algorithms



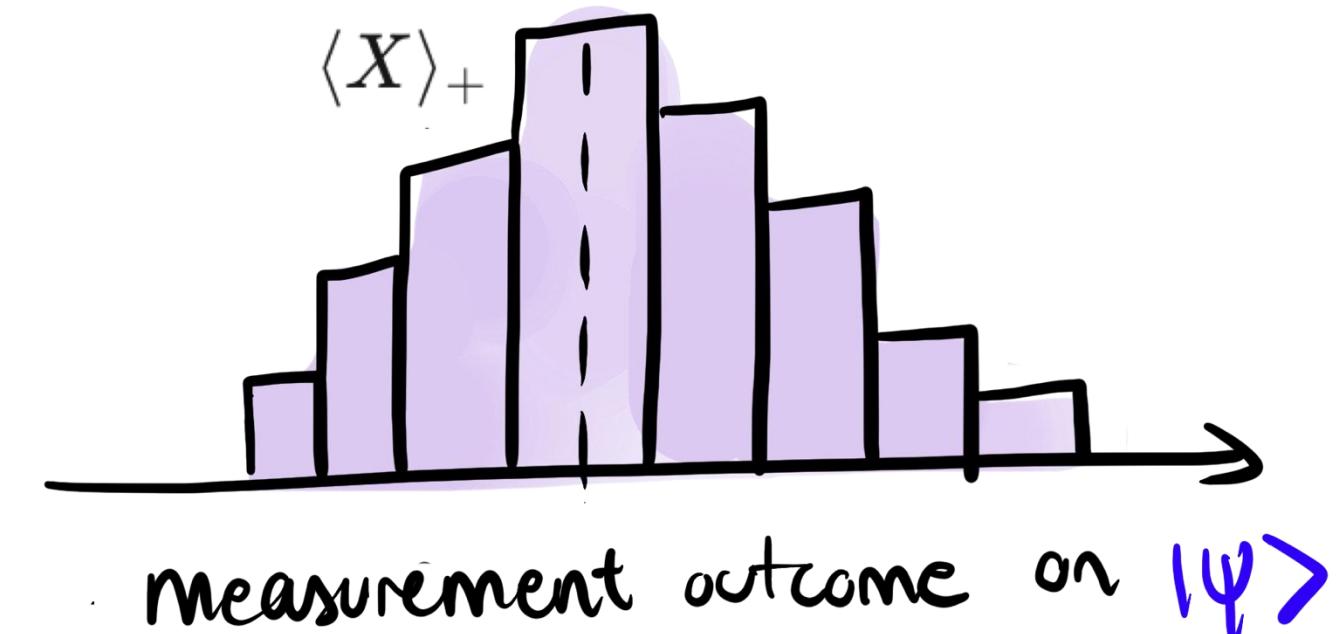
- Observable is given by the problem
- Expectation value is computed with finite num. of shots

Quantum state

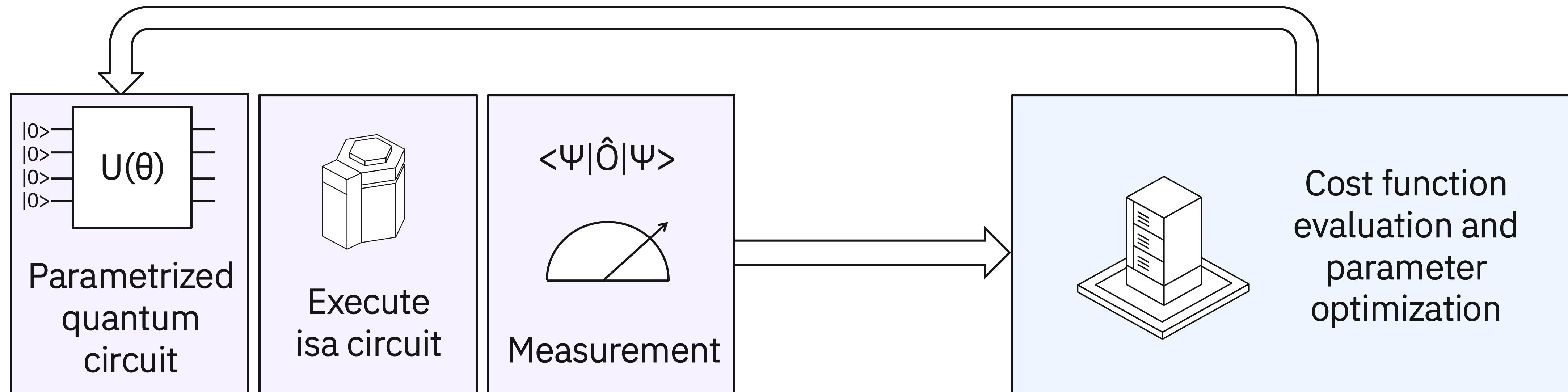
$$|\Psi\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)$$

Observable

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



# Overview of Variational Quantum Algorithms



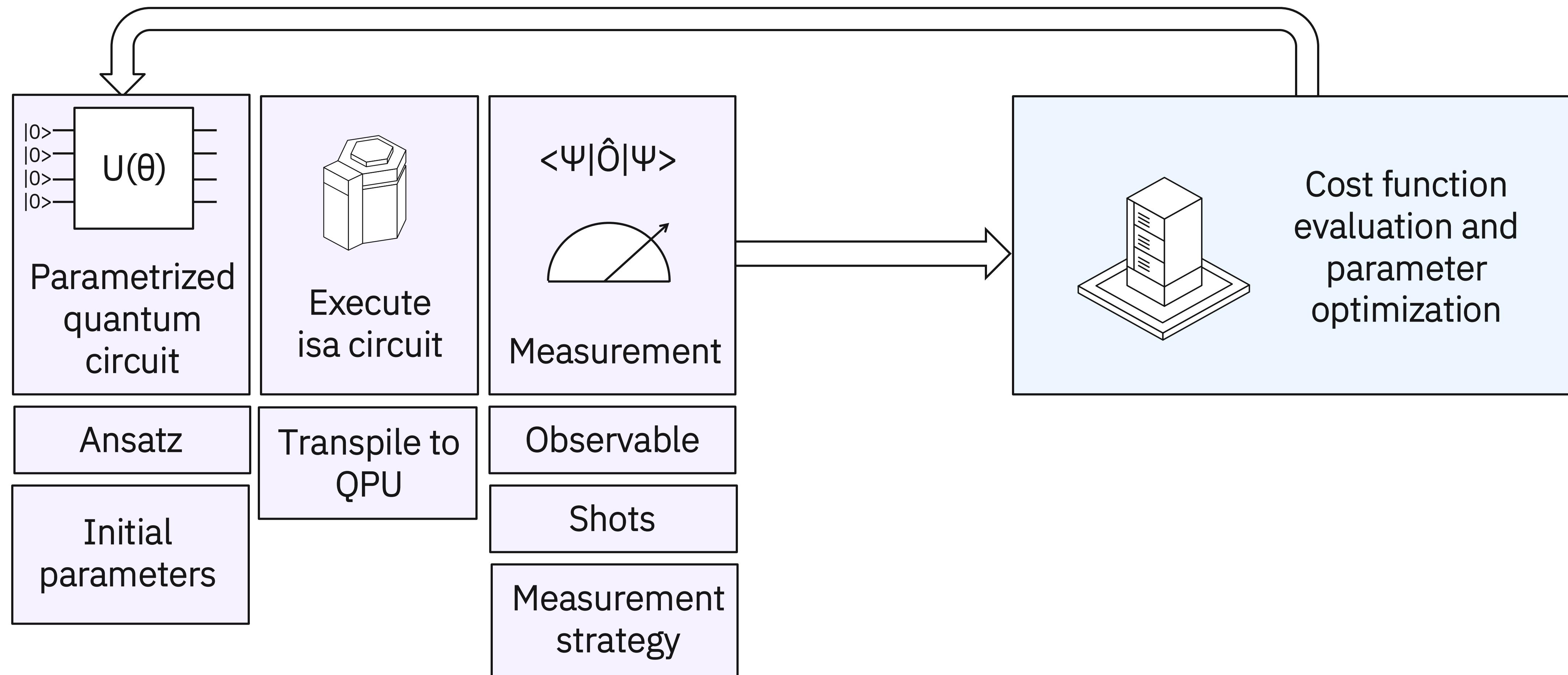
- Observable is given by the problem
- Expectation value is computed with finite num. of shots
- For complex observables we need grouping strategies

$$\hat{O} = Z_0 \cdot X_1 + Y_1 \cdot X_2 + X_2 \cdot X_3 + X_0 + Z_3 \text{ (5 terms)}$$

$$\text{Group 1: } Z_0 \cdot X_1 + X_2 \cdot X_3$$

$$\text{Group 2: } Y_1 \cdot X_2 + X_0 + Z_3$$

# Overview of Variational Quantum Algorithms



# Qiskit Pattern: The anatomy of a quantum algorithm

01

**Map** problem instance  
to quantum circuits and  
operators

$q^+$

Map

02

**Optimize** for target  
hardware execution

$\vec{x}$

Optimize

03

**Execute** via  
Qiskit Runtime

$\mathbb{E}$

Execute

04

**Result** processing

$\swarrow$

Post-Process

# Qiskit SDK sets the foundation

Qiskit SDK gives us a base layer of building blocks for building and running quantum algorithms

Qiskit Circuit Library

Input:  
Domain inputs

Output:  
Circuits, observable

$Q^+$

Map

Transpiler

Input:  
Circuits, observable

Output:  
ISA circuit, observable

$\vec{x}$

Optimize

Primitives

Input:  
ISA circuit, observable

Output:  
Expectation value/samples

$\mathbb{E}$

Execute

Quantum Info

Input:  
Expectation value/samples

Output:  
Data objects/visualizations

$\swarrow$

Post-Process

# Qiskit addons build on the Qiskit SDK

A collection of research capabilities developed as modular tools that can plug into a workflow to design new algorithms at the utility scale

Starting with multi-product formulas ([MPF](#)), approximate quantum compilation ([AQC-Tensor](#)), operator backpropagation ([OBP](#)), and sample-based quantum diagonalization ([SQD](#)).

AQC-Tensor

MPF

Qiskit Circuit Library

OBP

Circuit cutting

Transpiler

SQD

M3

Quantum Info

Input:  
Domain inputs

Output:  
Circuits, observable

$Q^+$

Map

Input:  
Circuits, observable

Output:  
ISA circuit, observable

$\vec{x}$

Optimize

Input:  
ISA circuit, observable

Output:  
Expectation value/samples

$\mathbb{E}$

Execute

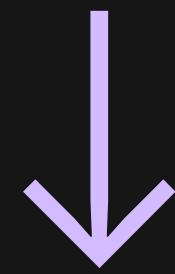
Input:  
Expectation value/samples

Output:  
Data objects/visualizations

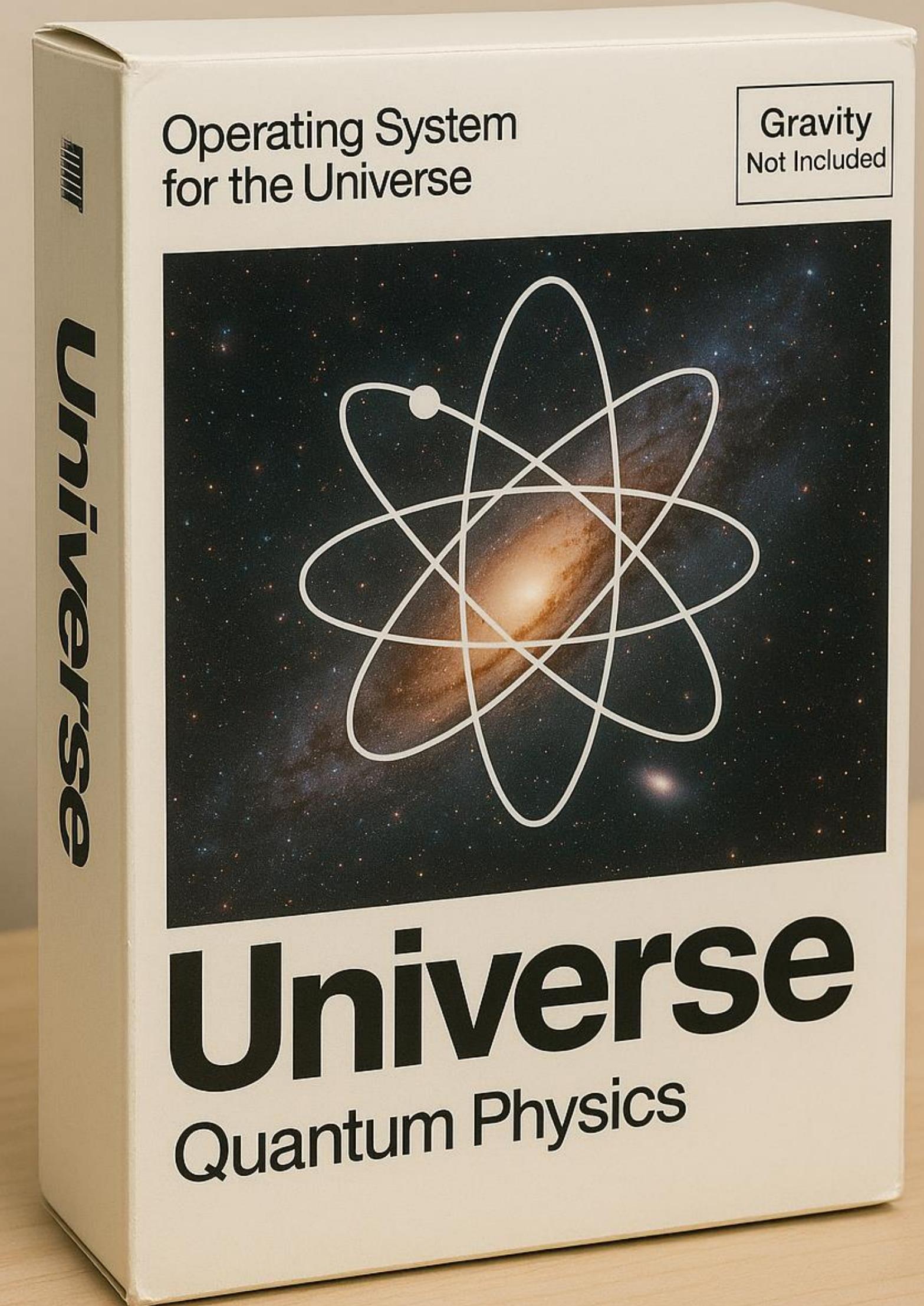
$\swarrow$

Post-Process

# Nature is quantum.



# You need quantum to simulate nature.



And we know there are other  
problems with a structure  
that quantum can exploit.

↳ So we're also looking for value  
in problems that are hard  
classically, like optimization.

# The new wave of computing



## Classical computer

Well suited for many problems



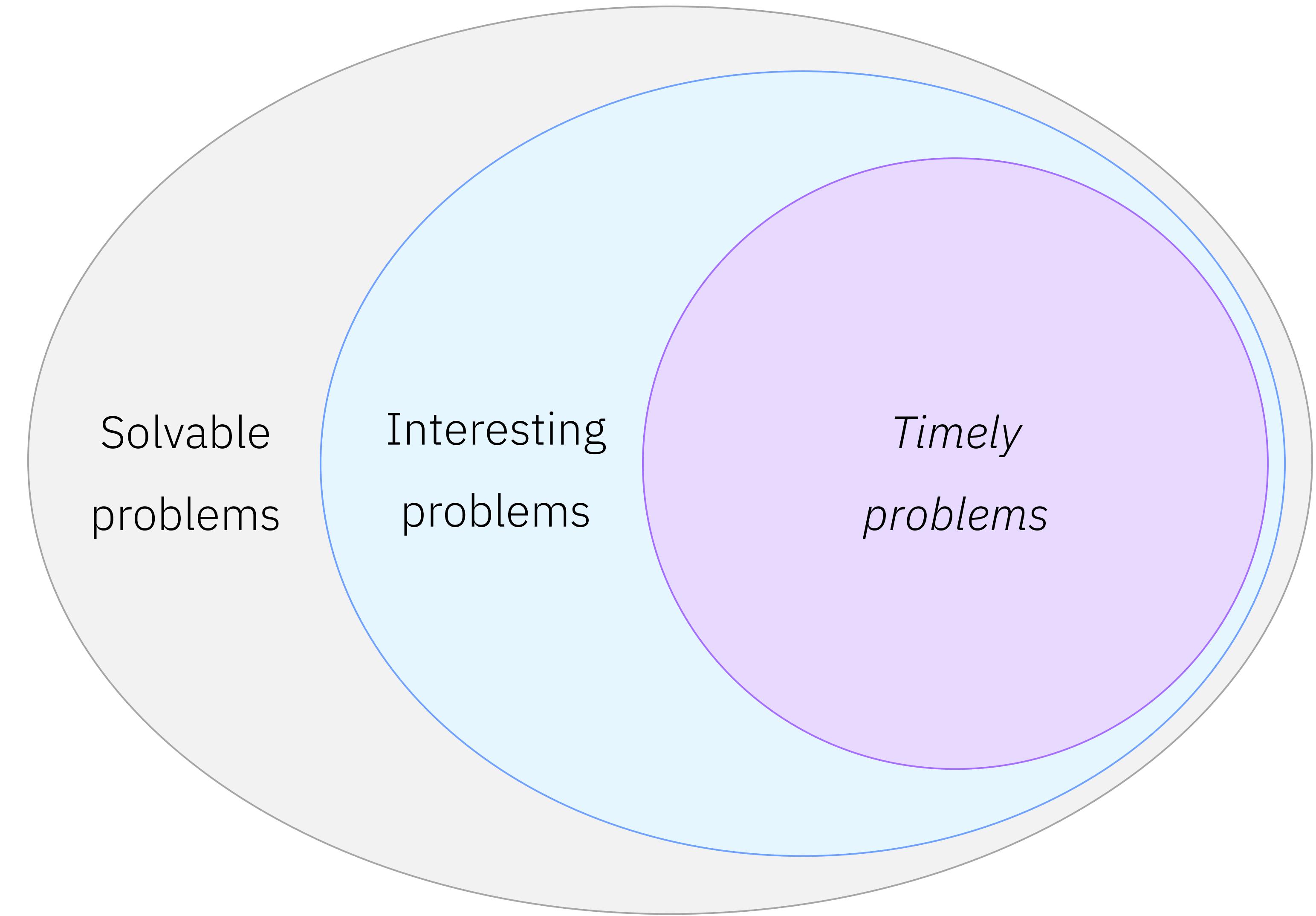
## Quantum computer

Unlock classically intractable problems

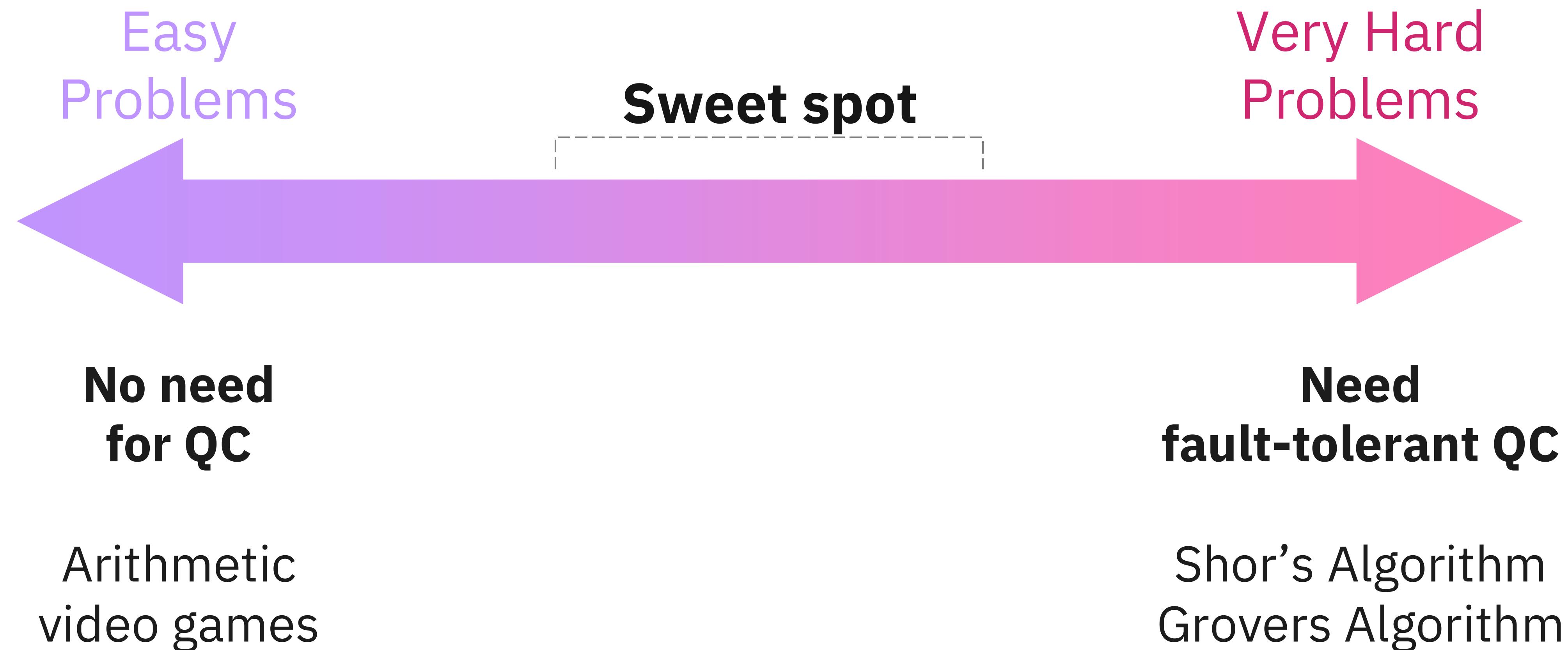
## Problem hierarchy

Quantum computers are valuable for solving many different types of problems. However, **not all problems are equally relevant.**

The success of the field depends on showing value beyond what classical capabilities alone can achieve.



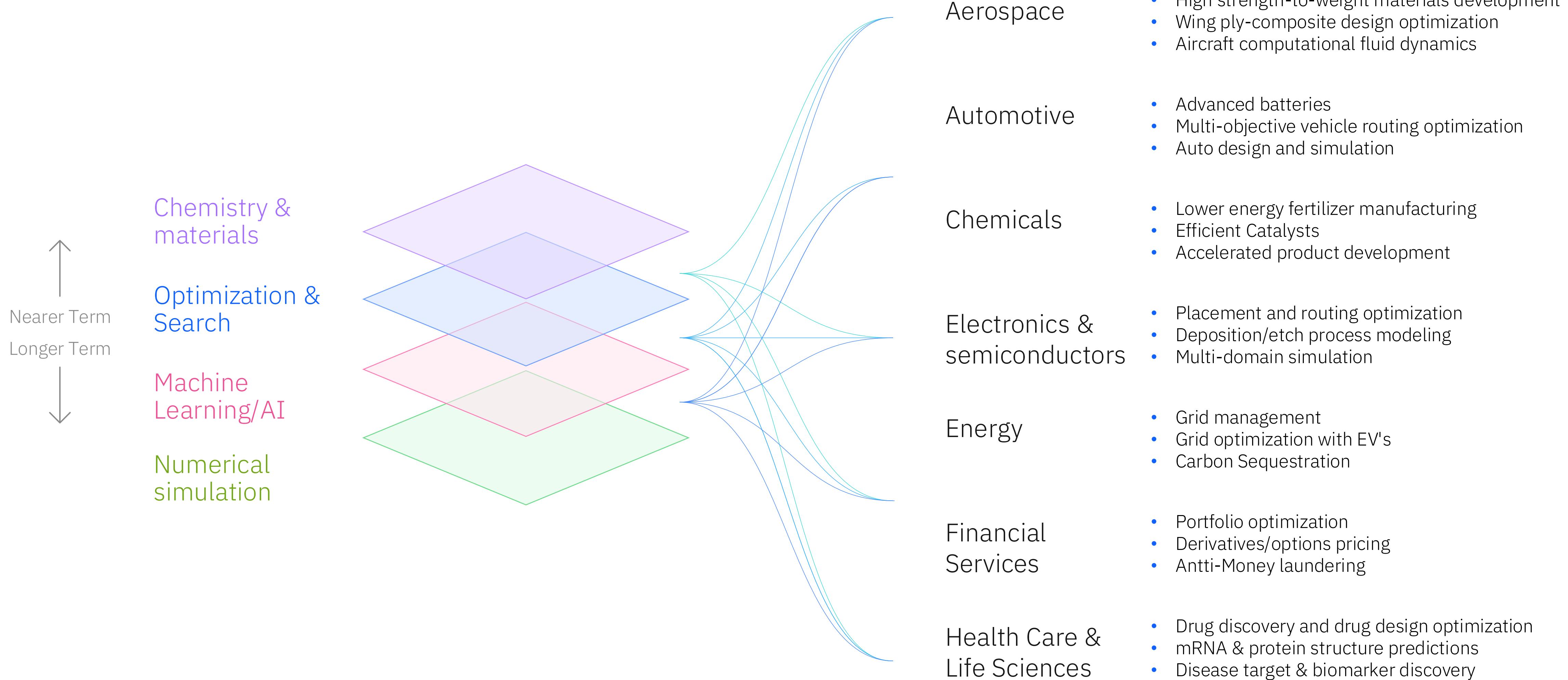
# When to use a quantum computer



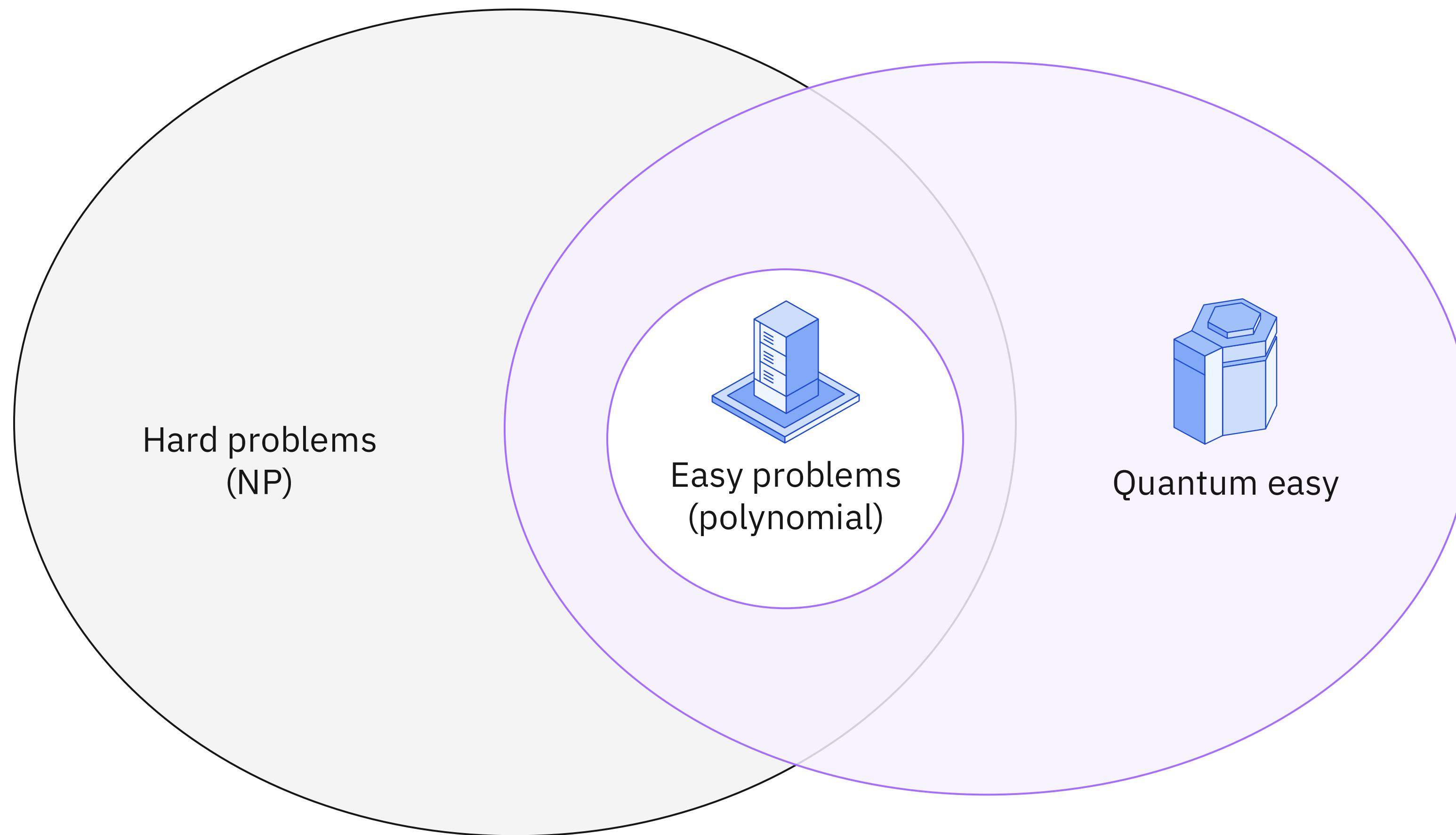
See [Quantum Computing in Practice | Which Problems Are Quantum Computers Good For?](#) for additional discussion and insights

Quantum computing is expected to have impact across industries

## Example use cases

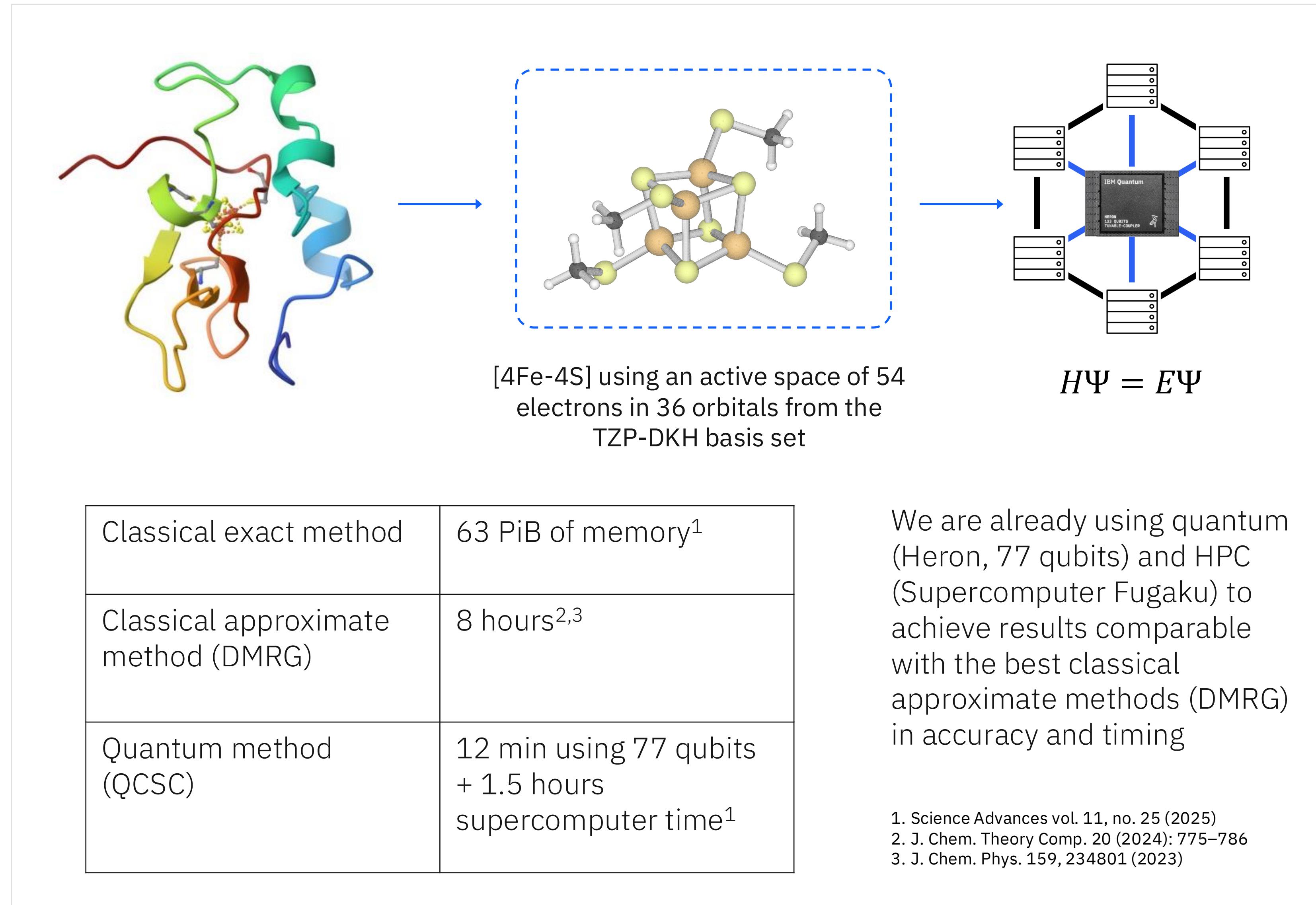


There is a rich seam of problems that cannot be solved by classical and AI supercomputing, and never will. These are the trillion-dollar problems that quantum computing was designed to solve.



What are these problems?

Modeling molecules, atoms, electrons, and quarks with [unprecedented accuracy](#)



What are these problems?

Modeling molecules, atoms, electrons, and quarks with [unprecedented accuracy](#)



Developing lighter, longer-lasting batteries for electric vehicles, electronics, and energy grid storage



Designing lighter, stronger materials to allow planes to be more efficient and to need less maintenance



Discovering new classes of antibiotics to counter the emergence of multidrug-resistant bacterial strains



Designing optimal superconductors for MRI, electromobility, and renewable energies

# Next steps!

# IBM Quantum Learning

Learn the basics of quantum computing and how to solve real-world problems with IBM Quantum services and systems

Courses, tutorials, and educational resources by leading quantum experts.

## Quantum learning

Kickstart your quantum learning journey with a selection of courses designed to help you learn the basics or explore more focused topics. If you're an instructor, explore content specifically tailored to incorporating quantum in the classroom.



**Foundations**

Courses to learn about quantum information and how quantum computing works, from the basics onward.

**Quantum information and computation I**  
**Basics of quantum information**  
Learn about quantum information, from states and measurements to quantum circuits and entanglement.  
[Course](#)

**Quantum information and computation II**  
**Fundamentals of quantum algorithms**  
Learn how quantum algorithms beat classical algorithms for problems including integer factoring and search.  
[Course](#)

**Quantum information and computation III**  
**General formulation of quantum information**  
Dive deeper into quantum information, including density matrices, channels, and general measurements.  
[Course](#)

**Focused topics**

Continue your learning journey by diving into more focused topics related to quantum computing.

**Quantum machine learning**  
Learn to leverage the power of quantum computing in machine learning methods.  
[Course](#) [New](#)

**Variational algorithm design**  
An overview of variational algorithms: hybrid classical quantum algorithms.  
[Course](#)

**Quantum chemistry with VQE**  
An introduction to VQE that covers basic building blocks and applications.  
[Course](#)

**Quantum diagonalization algorithms**  
Multiple quantum approaches to matrix diagonalization are explored, including VQE, QKD, SKD, and variations of these.  
[Course](#) [New](#)

**Utility-scale quantum computing**  
A collection of learning assets from a 14-lesson course on utility-scale quantum computing.  
[Course](#)

# IBM Quantum community

## [IBM Quantum Learning](#)

An online platform for learning the basics of quantum computing, and how to use IBM Quantum services and systems to solve real-world problems.

## [Qiskit Advocates](#)

A global program that provides support to individuals who actively contribute to the Qiskit community. There are hundreds of Qiskit advocates representing many countries who contribute to the Qiskit community.

## [Qiskit Global Summer School](#)

An annual event featuring online lectures delivered by various IBM Quantum experts, as well as live Q&A sessions.

## [Qiskit YouTube channel](#)

The Qiskit YouTube channel hosts hundreds of useful videos on quantum computing.

## [Qiskit Developer Certification](#)

The world's first ever developer certification for programming a quantum computer, setting the benchmark for quantum developer skills.

# What is the Qiskit advocate program?

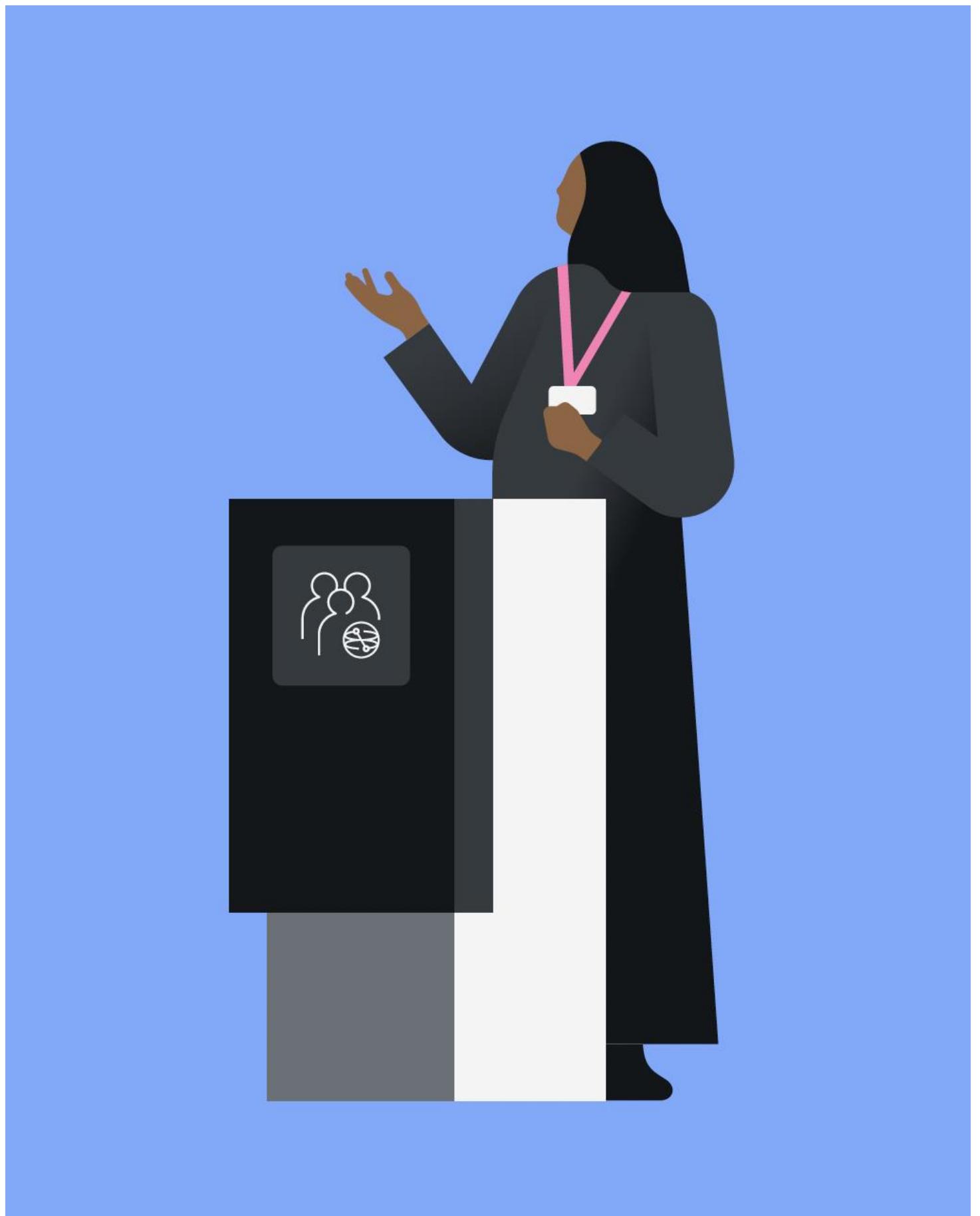
Join 544+ Qiskit Advocates across 50 countries in advancing quantum computing education and community.

The Qiskit advocate program is an external, global initiative that empowers and enables aspiring leaders in the Qiskit open-source community.

Qiskit advocates enhance their professional growth by:

- Building meaningful connections with quantum experts and peers
- Gaining exclusive access to Qiskit education and events
- Getting unique opportunities to contribute to quantum computing advancement
- Making open-source contributions and sharing knowledge through mentorship
- Participating in Qiskit events, networking, and quantum research and so much more.

**Perfect for:** Students, software developers, quantum researchers, educators, and anyone looking to upskill and advance their career in quantum computing.



IBM Quantum mission

Bring useful  
quantum  
computing to  
the world



# IBM Quantum