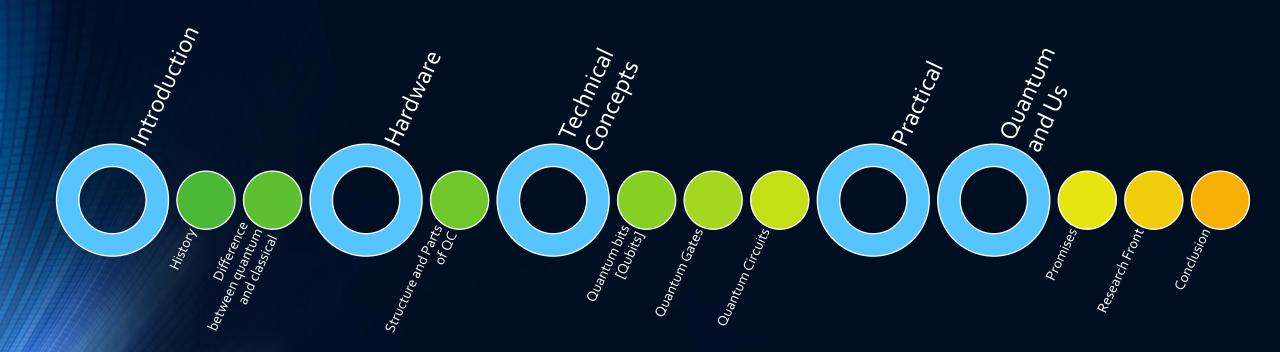
# Introduction to Quantum Computing

#### PRAGYA KATYAYAN

DOCTORAL RESEARCHER
DEPARTMENT OF COMPUTER SCIENCE
BANASTHALI VIDYAPITH, RAJASTHAN, INDIA.

#### Expectations for the next hour



## The what-when-why of Quantum Computing

A GENTLE HANDSHAKE

#### Introduction

• FACT-1:

## CLASSICAL COMPUTERS HAVE ENABLED AMAZING THINGS

#### Introduction

• FACT-1:

### CLASSICAL COMPUTERS HAVE ENABLED AMAZING THINGS

• FACT-2:

THERE ARE THINGS CLASSICAL COMPUTERS

**CAN'T DO** 

#### Classical 'Failure' examples



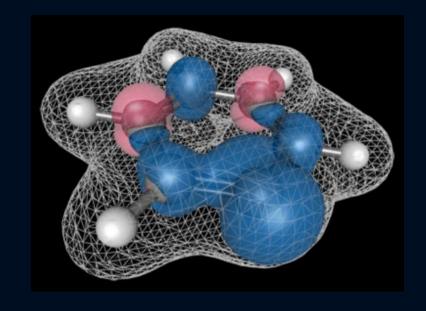
#### 1- OPTIMIZATION

The possible ways of arranging 10 people around a table grows exponentially with increasing number of people.

#### Classical 'Failure' examples

#### 2- CHEMISTRY

The best supercomputer in the world can only simulate a 40 50 electron orbital system.



#### Main Problem

Classical Computing fails terribly at 'Exponential Scaling' problems.

#### History



Researchers realized that quantum mechanics had unanticipated implications for information processing.



Early 1990s

David Deutsch developed a notion of a quantum mechanical Turing Machine. Bernstein, Vazirani and Yao improved upon his model and showed that a quantum Turing Machine could simulate a classical Turing Machine with at most a polynomial time slowdown.



1994

Peter Shor gave the factoring algorithm (polynomial time)



20005

More algorithms.

Richard Feynman, Yuri Manin and others recognized that certain quantum phenomena (associated with entangled particles) could not be simulated by a Turing Machine, i.e. this quantum phenomena could be used to speedup computation.

Early 1980s



1990s

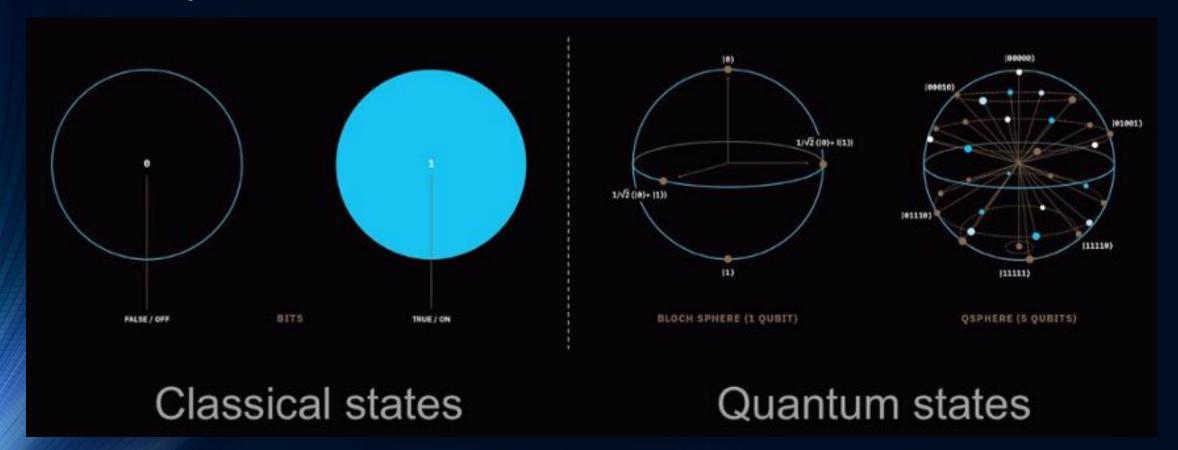
Researchers developed first truly quantum algorithms

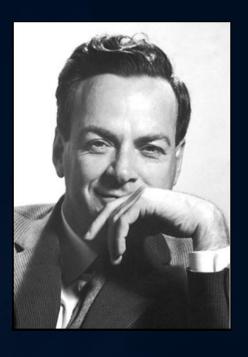
Grover's (Unstructured) Search Algorithm

Mi

Mid 1990s

#### Why Quantum?





"Nature isn't classical, and if you want to make simulation of nature, you'd better make it quantum mechanical, and it's a wonderful problem, because it doesn't look so easy."

- Dr. Richard Feynman, 1981.

#### The Differences-in a nutshell

#### CLASSICAL COMPUTING

- Computations are based on classical physics.
- Information storage is in bits which can be either o or 1 at a time.
- Deterministic approach
- Logical gates are used for information processing- OR, AND, NOT etc.
- Operations are defined as per Boolean algebra.

#### QUANTUM COMPUTING

- Computations are based on quantum physics.
- Information storage is in qubits, which can be both o and 1 at any given point.
- Probabilistic approach
- Quantum logic gates are used for information processing-Hadamard gate, CX etc.
- Operations are defined as per linear algebra.

## What's inside a Quantum Computer?

A LOOK INSIDE





IBM Q – Lab Fridge



IBM Q System One [at CES 2019]





IBM Q – Lab Fridge

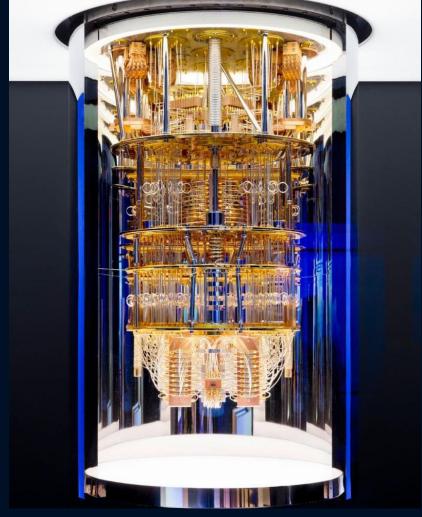
The Mona Lisa Case





IBM Q System One [at CES 2019]

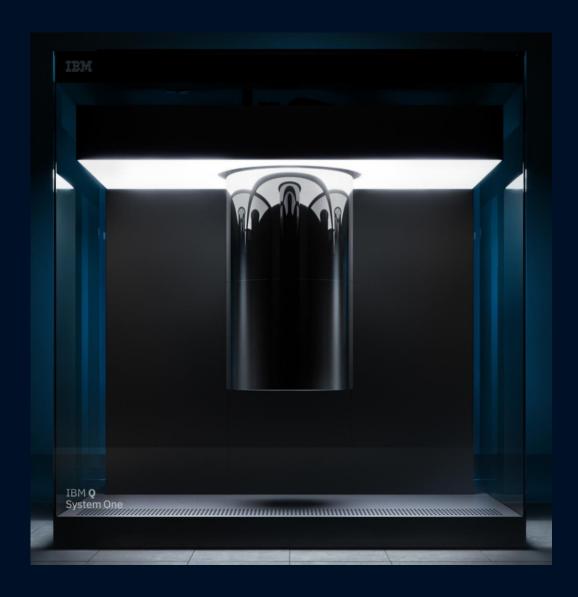


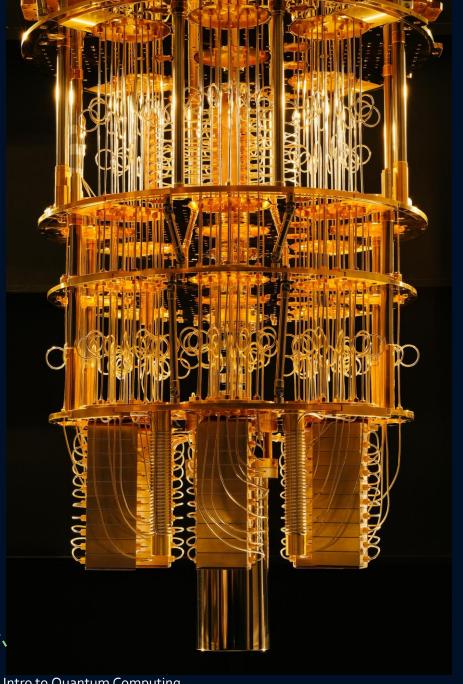


IBM Q – Lab Fridge

The Mona Lisa Case

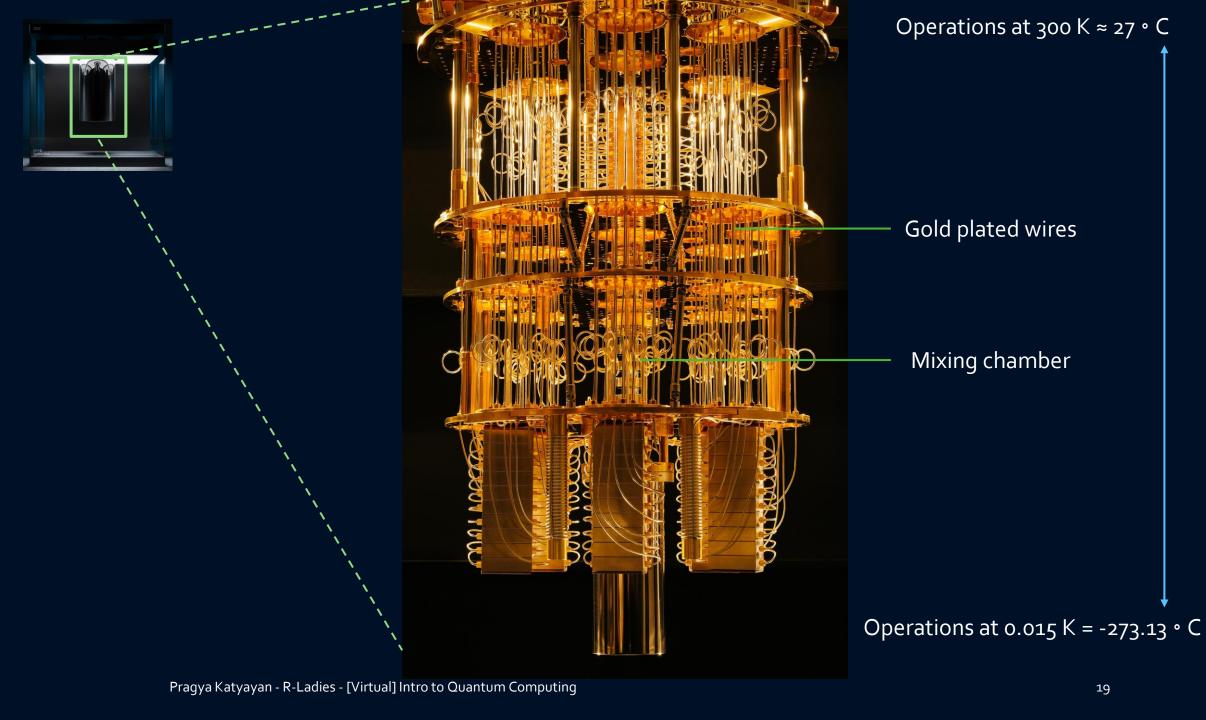
The Golden Chandelier

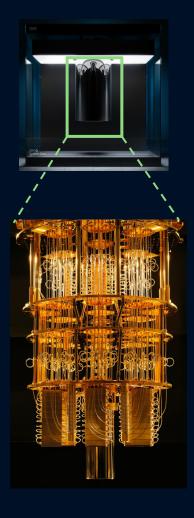


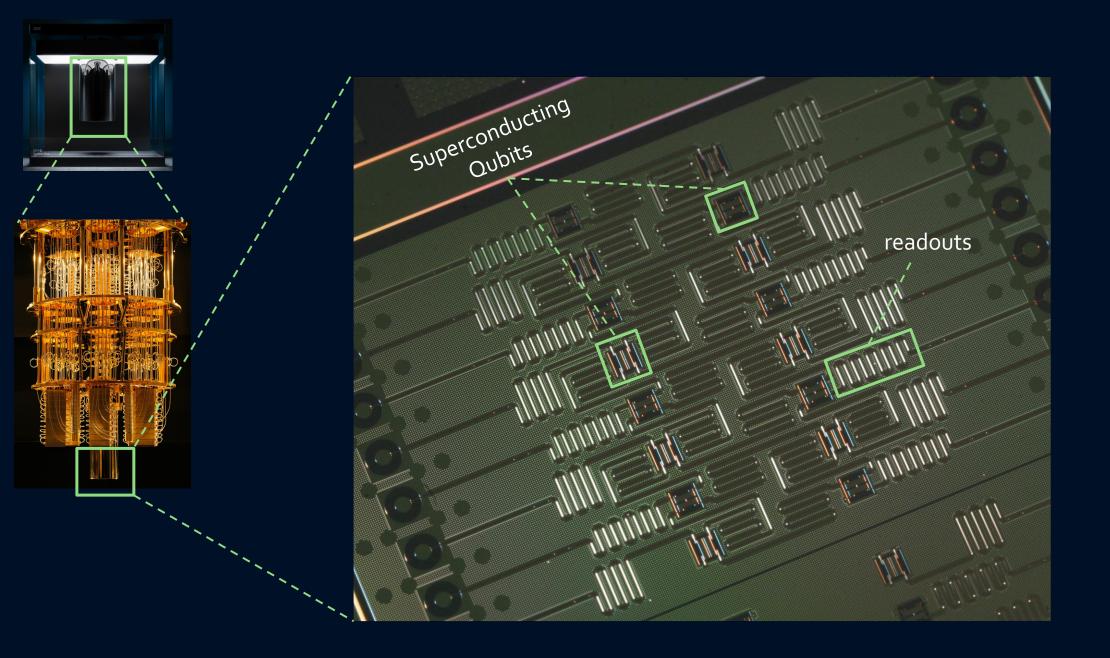


Operations at 300 K ≈ 27 ° C

Operations at 0.015 K = -273.13 ° C







### Technical Concepts

LET'S DIVE A LITTLE DEEPER

#### Bits vs Qubits

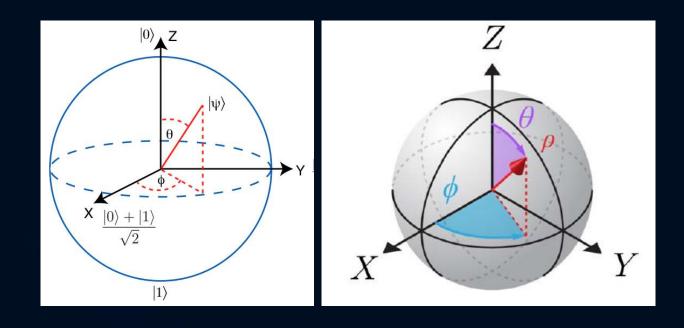
#### CLASSICAL BITS [BITS]

• Either o or 1 at a time.



#### QUANTUM BITS [QUBITS]

• Both o and 1 at any given point.

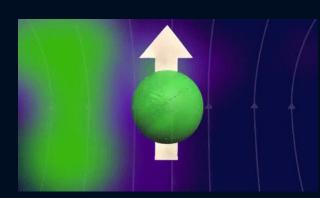


#### **Qubit-facts**

- In quantum computing the information is encoded in qubits. A qubit is a two-level quantum system where the two basis qubit states are usually written as |0| and |1|.
- A qubit can be in state |o>, |1> or (unlike a classical bit) in a linear combination of both states.
- Several different physical implementations of qubits are possible. Like the polarizations of a photon, two of the (multiple) discrete energy levels of an ion, a superconducting Transmon qubit, the nuclear spin states of an atom or the spin states of an electron.

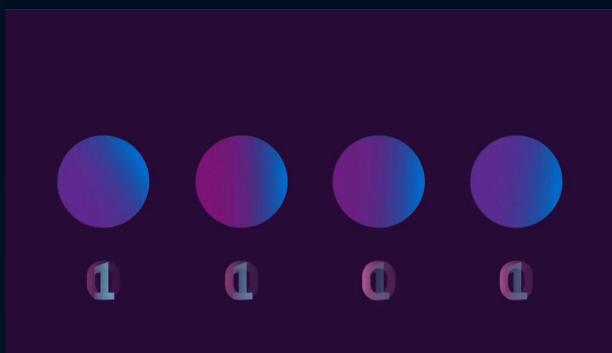
#### Qubits

• Imagine the qubit as an electron:



Spin-up state |1>

Spin-down state | lo>



#### Exponential growth

| Number of qubits (n) | Formula for qubit state vector   | Number of states      |
|----------------------|--|-----------------------|
| 1                    | $a o\rangle + b 1\rangle$  | 2 <sup>1</sup>        |
| 2                    | $a oo\rangle + b o1\rangle + c 1o\rangle + d 11\rangle$                  | <b>2</b> <sup>2</sup> |
| 3                    | a 000) + b 001) + c 010) + d 011)<br>+ e 100) + f 101) + g 110) + h 111) | <b>2</b> <sup>3</sup> |
|                      |  |                       |
|                      |  |                       |
| n                    | $a 000\rangle + b 000\rangle + + y 110\rangle + z 111\rangle$            | 2 <sup>n</sup>        |

If we manage to have a 300 qubit quantum computer, the number of possible states would be:

If we manage to have a 300 qubit quantum computer, the number of possible states would be:



If we manage to have a 300 qubit quantum computer, the number of possible states would be:



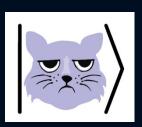
More basis states than there are atoms in the observable universe



I have a Cat, and he is often 'grumpy'.



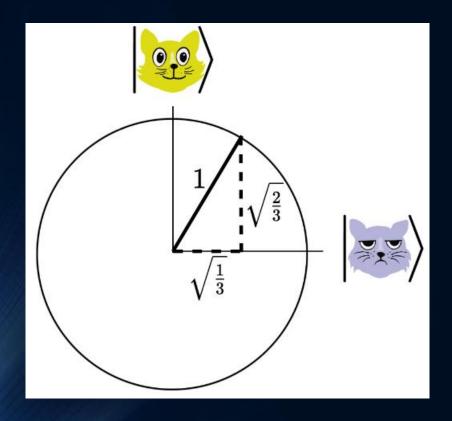
I have a Cat, and he is often 'grumpy'.

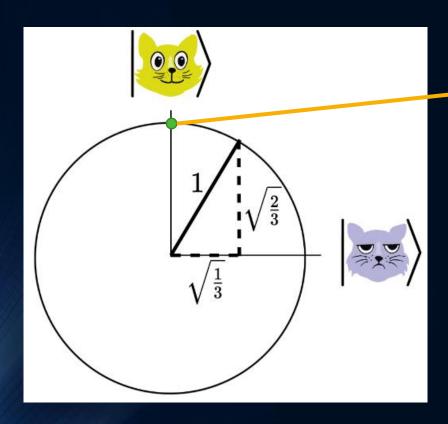


Okay, he is sometimes happy too.

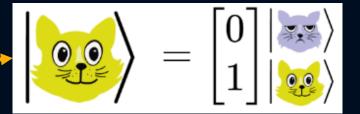


But, I've never seen him in between those states.

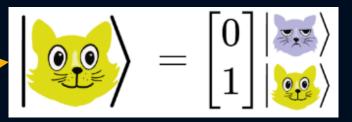




#### Vector notation

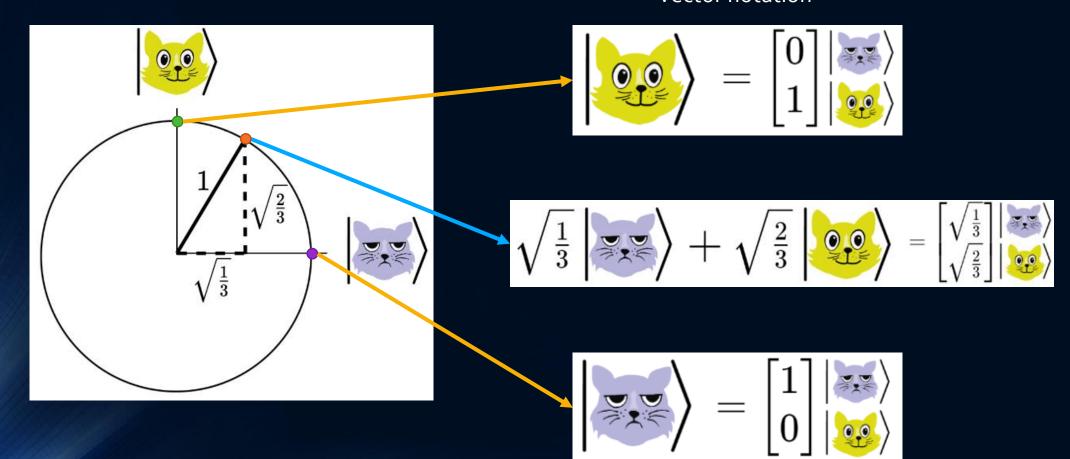


#### Vector notation



$$\left| egin{array}{c} igwedge \ 0 \ \end{array} 
ight| \left| igwedge \ 0 \ \end{array} 
ight| \left| egin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array}{c} \begin{array$$

#### Vector notation

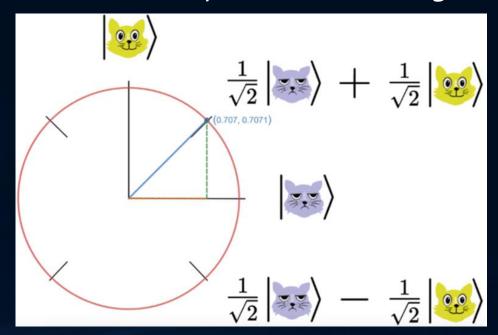


#### Superposition

• Superposition is the ability of a quantum system to be in multiple states at the same time until it is measured.

#### Superposition

- Superposition is the ability of a quantum system to be in multiple states at the same time until it is measured.
- It means my cat can be in any combination of grumpy and happy.



 When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

MakeAGIF.com

 When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

Suppose we have two qubits:

 $q_o$ 

 $q_{1}$ 

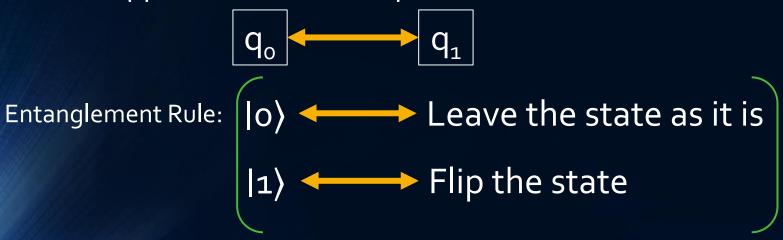
 When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

Suppose we have two qubits:



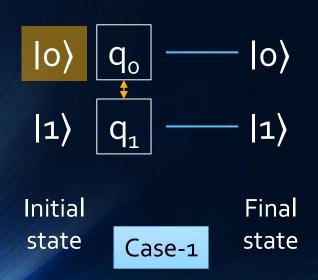
• When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

Suppose we have two qubits:



 When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

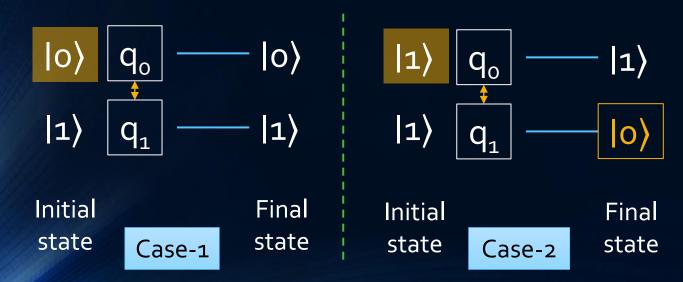
Let's see an example:



MakeAGIF.com

 When the states of two quantum particles are linked (or correlated) to each other, such that the state of one particle controls the state of other particle, the phenomena is called Entanglement.

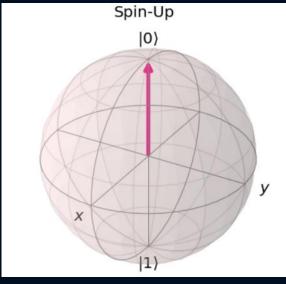
Let's see an example:

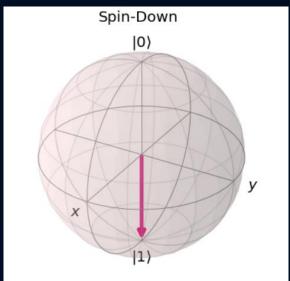


MakeAGIF.com

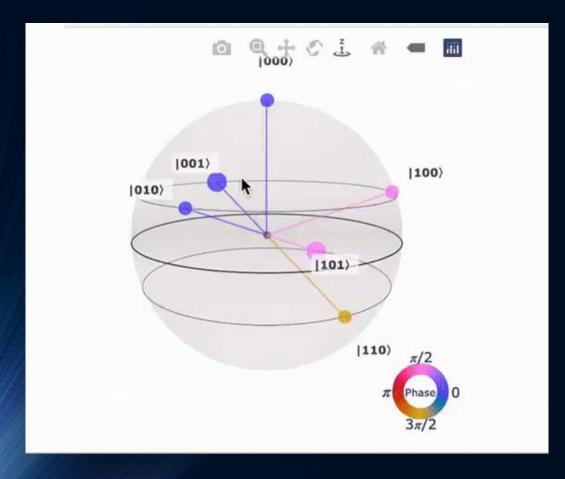
#### Bloch Sphere and Q-sphere

A Bloch sphere is used to visualize quantum state for individual qubits.



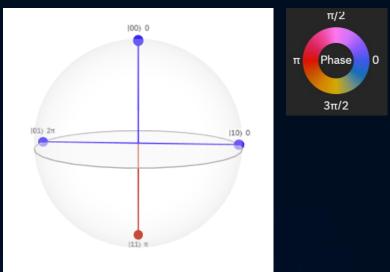


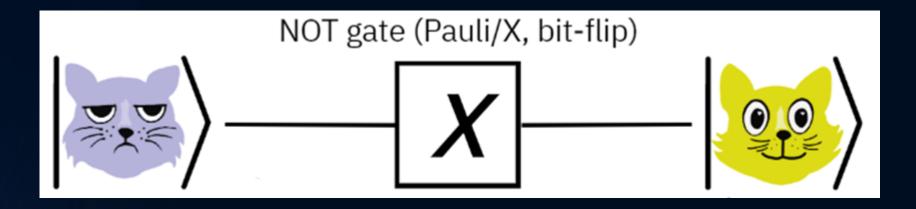
#### Bloch Sphere and Q-sphere

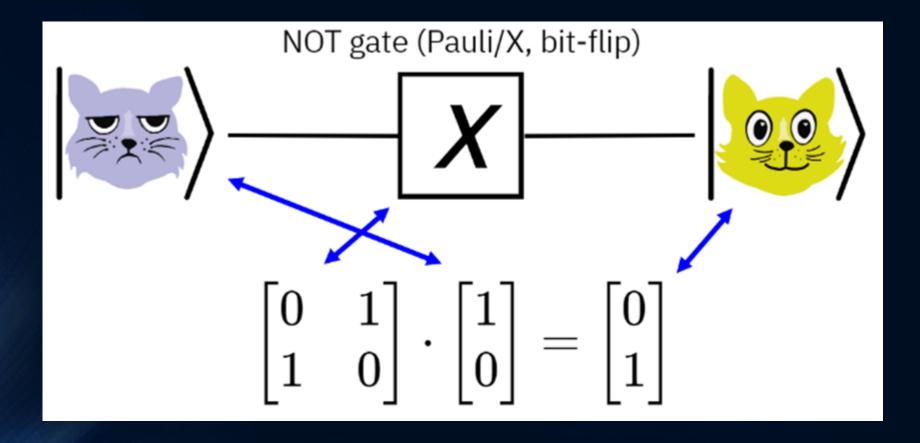


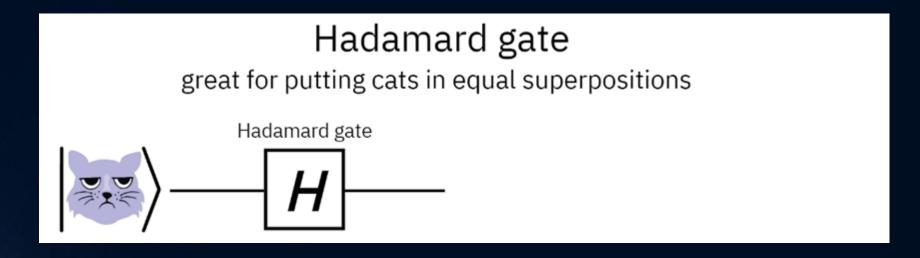
A Q-sphere is used to visualize quantum state for individual as well as multiple qubits.

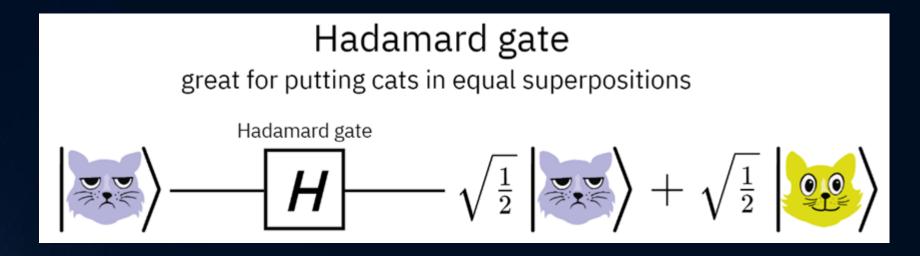
The adj. picture has been downloaded from IBM Quantum Experience which shows different states in different phases for multiple qubits.

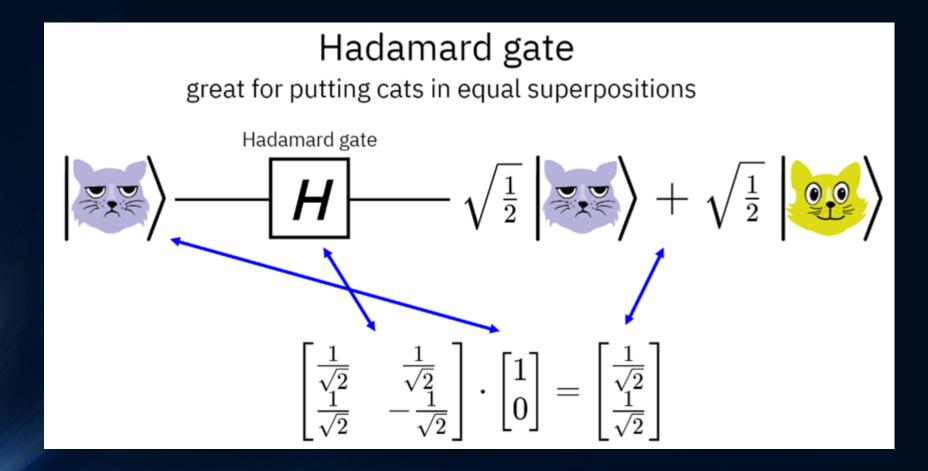








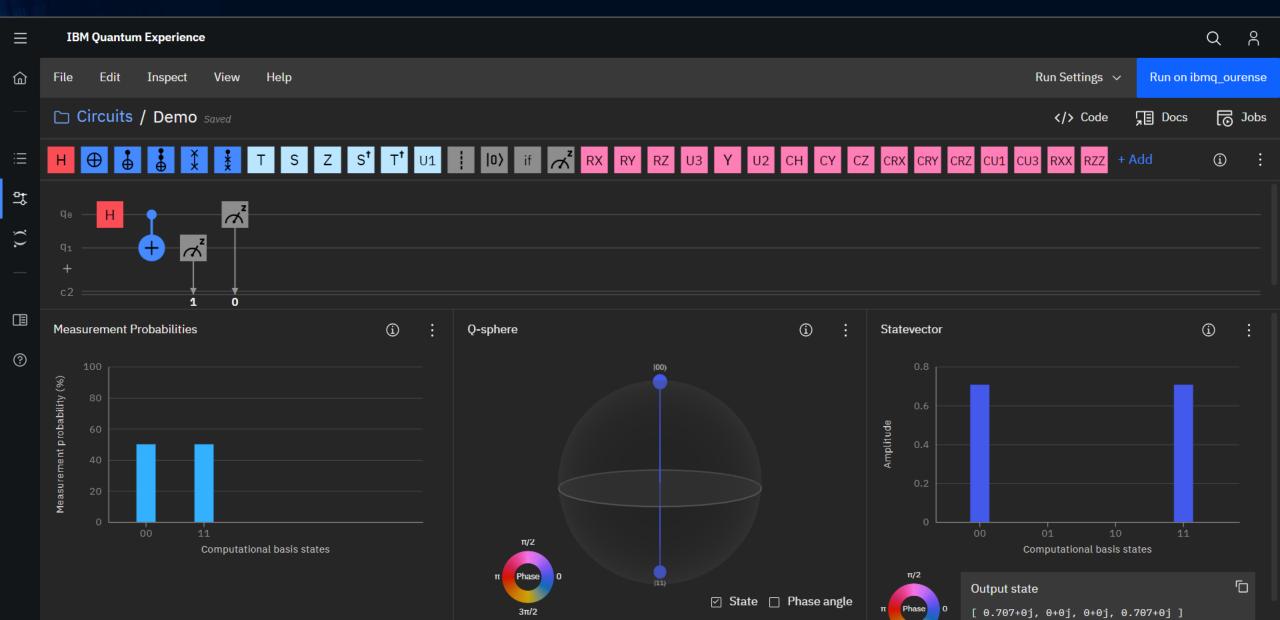




#### Multiple Qubits

$$\left|\begin{array}{c} \begin{array}{c} \\ \\ \end{array}\right\rangle = \left|\begin{array}{c} \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \\ \\ \end{array}\right\rangle \left|\begin{array}{c} \\ \\ \\ \\ \end{array}\right$$

#### Quantum Circuits



# Quantum Programming using Qiskit in Python

USING JUPYTER NOTEBOOKS AND IBM QUANTUM EXPERIENCE

### Quantum and Us

ROLE OF QUANTUM COMPUTING IN OUR LIVES

#### Promises of Quantum Computing

- By using the quantum mechanical capabilities of entanglement, superposition and interference, we can tackle problems being practically impossible using classical computers.
- Using quantum algorithms, we can make better optimization of financial scenarios, model physical processes of nature, simulate chemical reactions, predict the impact of diseases based on simulations, etc.
- The possibilities are endless when you have the exponential computing power of a quantum computer available.

#### Research Fronts

- A lot of technology giants including IBM, Google and Microsoft are investing a lot in quantum research.
- IBM has launched several quantum computers with different qubit capacity all over the world and allows users to play with those via <a href="IBM">IBM</a> quantum experience.
- Google, in a recent <u>paper</u> with Nature, claimed it achieved 'Quantum Supremacy'.

#### Article

### Quantum supremacy using a programmable superconducting processor

https://doi.org/10.1038/s41586-019-1666-5

Received: 22 July 2019

Accepted: 20 September 2019

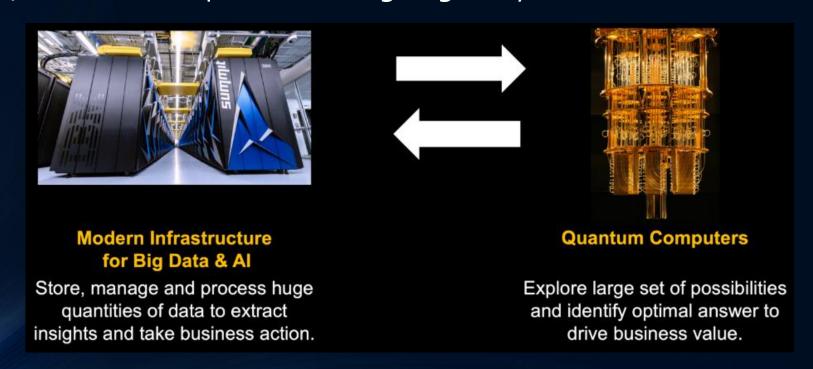
Published online: 23 October 2019

Frank Arute¹, Kunal Arya¹, Ryan Babbush¹, Dave Bacon¹, Joseph C. Bardin¹², Rami Barends¹, Rupak Biswas³, Sergio Boixo¹, Fernando G. S. L. Brandao¹⁴, David A. Buel¹, Brian Burkett¹, Yu Chen¹, Zijun Chen¹, Ben Chiaro⁵, Roberto Collins¹, William Courtney¹, Andrew Dunsworth¹, Edward Farhi¹, Brooks Foxen¹⁵, Austin Fowler¹, Craig Gidney³, Marissa Giustina³, Rob Graff¹, Keith Guerin¹, Steve Habegger¹, Matthew P. Harrigan¹, Michael J. Hartmann¹ø, Alan Ho¹, Markus Hoffmann¹, Trent Huang¹, Travis S. Humble³, Sergei V. Isakov¹, Evan Jeffrey¹, Zhang Jiang¹, Dvir Kafri¹, Kostyantyn Kechedzhi¹, Julian Kelly¹, Paul V. Klimov¹, Sergey Knysh¹, Alexander Korotkov¹ø, Fedor Kostritsa¹, David Landhuis¹, Mike Lindmark¹, Erik Lucero¹, Dmitry Lyakh®, Salvatore Mandrä³¹o, Jarrod R. McClean¹, Matthew McEwen⁵, Anthony Megrant¹, Xiao Mi¹, Kristel Michielsen¹¹¹³², Masoud Mohseni¹, Josh Mutus³, Ofer Naaman¹, Matthew Neeley¹, Charles Neill¹, Murphy Yuezhen Niu¹, Eric Ostby¹, Andre Petukhov¹, John C. Platt¹, Chris Quintana¹, Eleanor G. Rieffel³, Pedram Roushan¹, Nicholas C. Rubin¹, Daniel Sank¹, Kevin J. Satzinger¹, Vadim Smelyanski¹, Kevin J. Sung¹¹³, Matthew D. Trevithick¹, Amit Vainsencher¹, Benjamin Villalonga¹³⁴, Theodore White¹, Z. Jamie Yao¹, Ping Yeh¹, Adam Zalcman¹, Hartmut Neven¹ & John M. Martinis¹.

The promise of quantum computers is that certain computational tasks might be executed exponentially faster on a quantum processor than on a classical processor¹. A fundamental challenge is to build a high-fidelity processor capable of running quantum algorithms in an exponentially large computational space. Here we report the use of a processor with programmable superconducting qubits²-7 to create quantum states on 53 qubits, corresponding to a computational state-space of dimension  $2^{63}$  (about  $10^{16}$ ). Measurements from repeated experiments sample the resulting probability distribution, which we verify using classical simulations. Our Sycamore processor takes about 200 seconds to sample one instance of a quantum circuit a million times—our benchmarks currently indicate that the equivalent task for a state-of-the-art classical supercomputer would take approximately 10,000 years. This dramatic increase in speed compared to all known classical algorithms is an experimental realization of quantum supremacy $^{8-14}$  for this specific computational task, heralding a muchanticipated computing paradigm.

#### Conclusion

- Yes, Quantum Computing is the future!
- No, Classical Computers aren't going away.



#### Some Good Reference Books

- Quantum Computation and Quantum Information- Textbook by Isaac Chuang and Michael Nielsen.
- Quantum Computing for Computer Scientists- Book by Mirco A. Mannucci and Noson S. Yanofsky.
- Quantum Computing-A gentle Introduction- Book by Eleanor Rieffel and Wolfgang Polak.
- Quantum Computer Science- Book by N. David Mermin

#### References

- James Weaver presentation at https://slides.com/javafxpert/qiskitblocks
- Book: Quantum Computing-A gentle Introduction- Book by Eleanor Rieffel and Wolfgang Polak.
- The Qiskit Textbook: https://qiskit.org/
- Practical sessions at: https://quantum-computing.ibm.com/
- Learnings from Qiskit Global Summer School-2020

## THANK Y | 0 > U!

FEEL FREE TO ASK QUESTIONS / GIVE FEEDBACK.