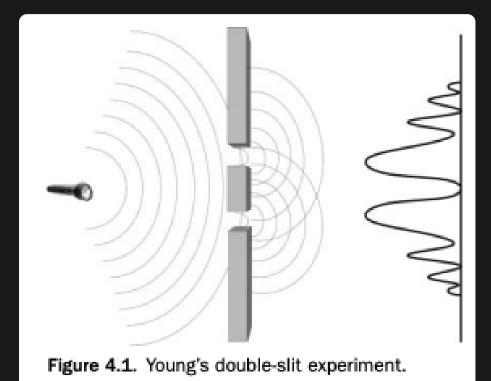
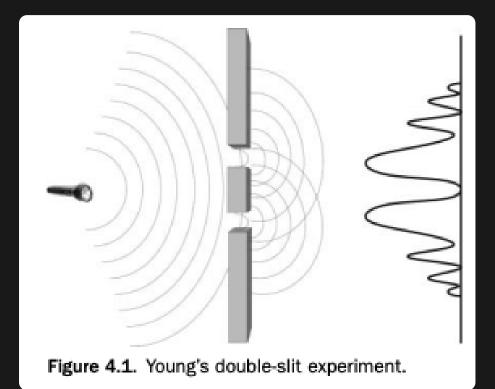
# QCI

Day 3: Intro to Quantum Mechanics and Quantum Computing

# Intro to QM

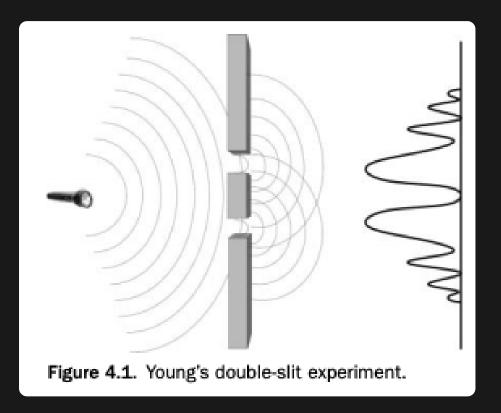


Is light a wave or a particle?



Is light a wave or a particle?

Interference patterns



Is light a wave or a particle?

Interference patterns

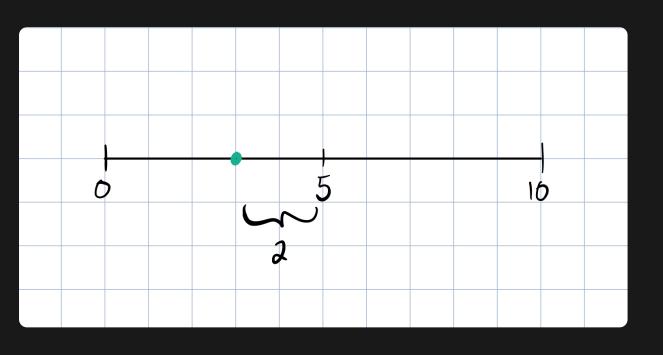
Send one photon in at a time

### **Wave Equation**

$$i\hbar \frac{\partial}{\partial t} |\psi(t)\rangle = \hat{H} |\psi(t)\rangle$$

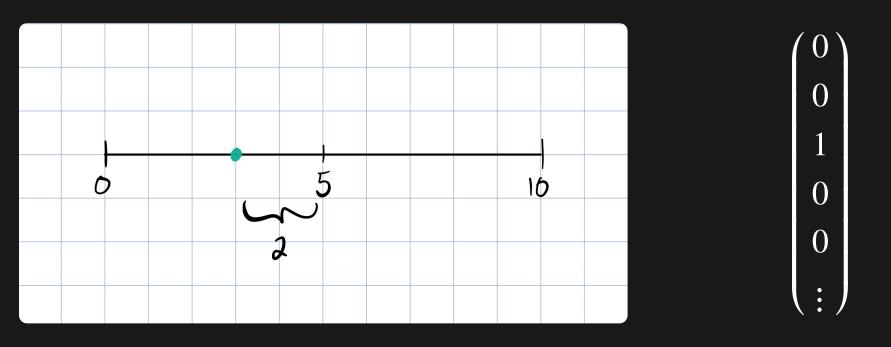
# **Quantum States**

# The Number Line Analogy





## The Number Line Analogy



Infinite possible positions spaced distance dx apart

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

## Superposition

$$|\psi\rangle = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{i}{\sqrt{2}} \end{pmatrix}$$

### **Observer Effect**

Observing a system changes its state

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Causes a superposition to collapse

#### **Observer Effect**

Observing a system changes its state

Causes a superposition to collapse

We cannot see a quantum state in superposition

#### **Probabilities**

$$|\psi\rangle = \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{i}{\sqrt{2}} \end{pmatrix}$$

$$p(|x\rangle) = |\langle x|\psi\rangle|^2$$

$$p(|\psi\rangle) = 1$$

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$$

$$\therefore \sqrt{|\alpha|^2 + |\beta|^2} = 1$$

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

$$|\alpha|^2 + |\beta|^2 = 1$$
  
$$|\psi\rangle = \cos(\theta/2)|0\rangle + e^{i\phi}\sin(\theta/2)|1\rangle$$

$$|\alpha|^2 + |\beta|^2 = 1$$
 
$$|\psi\rangle = \cos(\theta/2)|0\rangle + e^{i\phi}\sin(\theta/2)|1\rangle$$
 
$$\phi \text{ is the phase}$$

Comes from the wave-like nature of quantum

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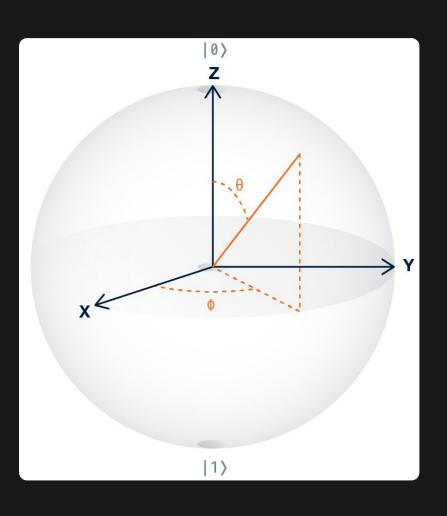
Does not affect probabilities

Comes from the wave-like nature of quantum

Does not affect probabilities

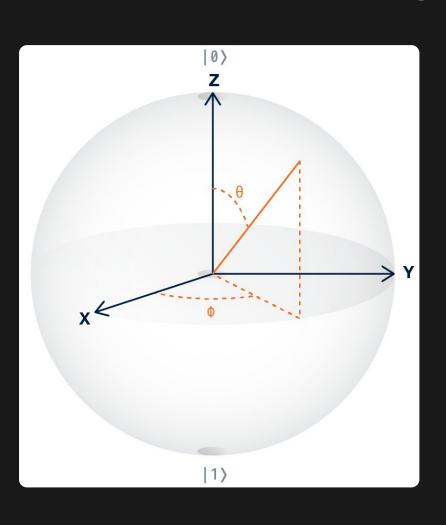
Can be used to cancel things out

# **Bloch Sphere and Phase**



Phase on y-axis

## **Bloch Sphere and Phase**



Phase on y-axis

Probabilities depend only on heta

**Qiskit Exercise** 

# **Multi-Qubit States**

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 0 \\ 0 \end{pmatrix}$$

# **Entangled States**

 $\begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix}$ 

# **Entangled States**

$$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

Cannot be factored!

# Intro to Dynamics

## **Reversible Operations**

Given a function and an output, you can find the input

### **Reversible Operations**

Given a function and an output, you can find the input

Quantum operators are their own inverses

### Questions

Is f(x) = 3x reversible? How about  $f(x) = x^2$ ?

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 $Is f(x) = 3x \text{ reversible? How about} f(x) = x^2?$ 

Which of our single-bit operations are reversible?

#### Questions

 $Is f(x) = 3x \text{ reversible? How about} f(x) = x^2?$ 

Which of our single-bit operations are reversible?

Is negation a valid quantum operator?

Quick Math!

$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} |0\rangle$$

Quick Math!

$$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} |0\rangle$$
$$= |1\rangle$$

# Quantum Computing: An Overview

Obeys quantum principles

Obeys quantum principles

Special quantum logic gates

Obeys quantum principles

Special quantum logic gates

Represented by superconducting chips

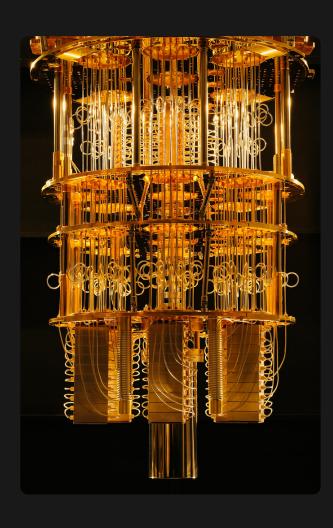
Obeys quantum principles

Special quantum logic gates

Represented by superconducting chips

Manipulated by microwave pulses

### **The Quantum Computer**



Why Quantum?

Superposition

Why Quantum?

Superposition

Entanglement

## Applications of QC Simulations

### **Applications of QC**

Simulations

Computer security

#### **Applications of QC**

**Simulations** 

Computer security

Computer science

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