

# Intro to Quantum Computing

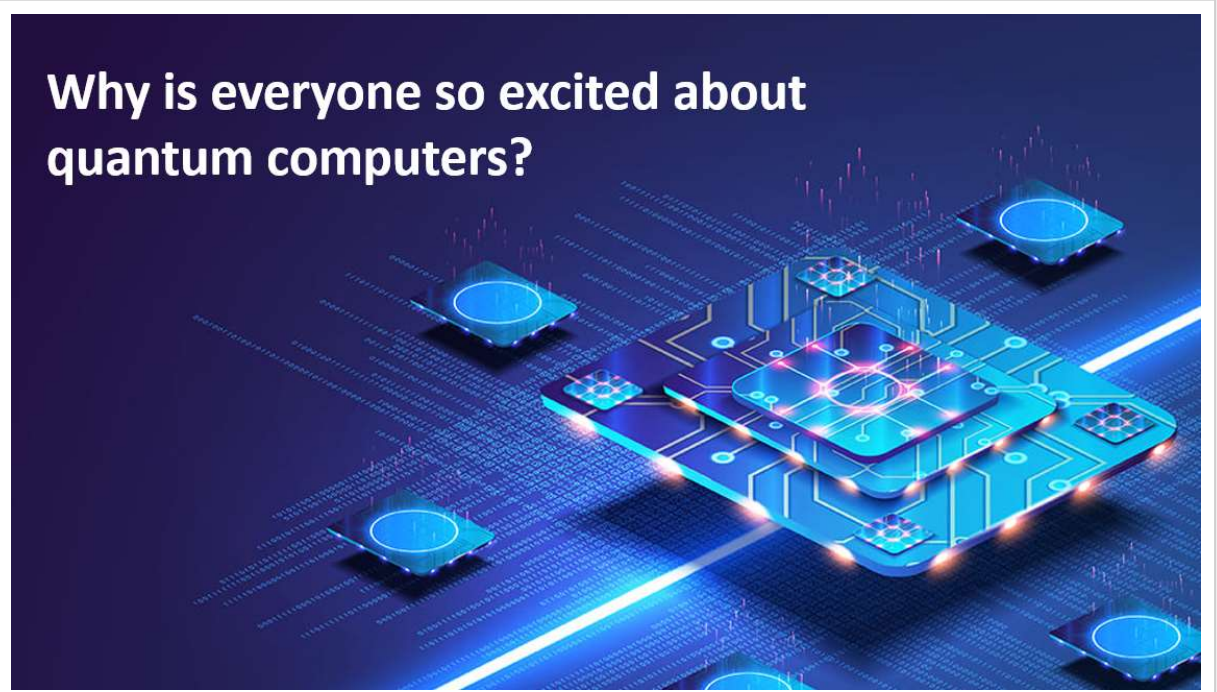
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(<mailto:kathrin.spendier@quantinuum.com>),

## Contents

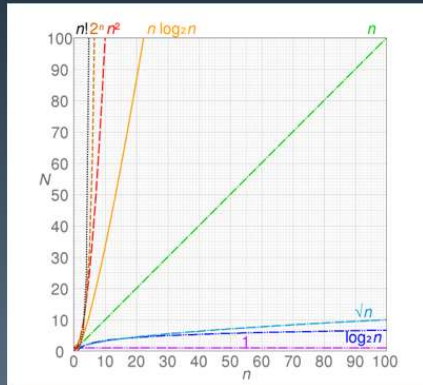
We will cover the following:

1. Introduction to Quantum Computing
2. Introduction to Quantinuum and TKET

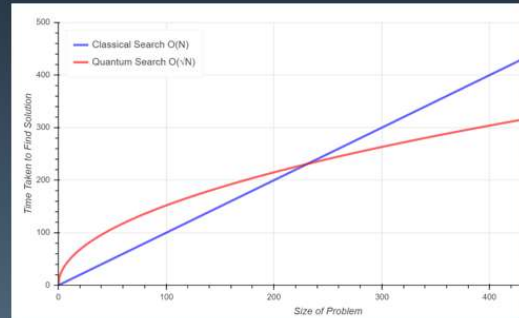
## 1) Introduction to Quantum Computing



## BIG O NOTATION



$n$  is the number of input bits, and  $N$  is the number of operations required



The complexity for a classical search is  $O(N)$  for searching a database of  $N$  entries. Grover's algorithm could reduce to  $O(\sqrt{N})$ .

IT IS ANTICIPATED, QUANTUM COMPUTERS WILL ONE DAY SOLVE CERTAIN TYPES OF PROBLEMS THAT ARE INTRACTABLE FOR CLASSICAL COMPUTERS, SUCH AS:

### Molecular Modeling



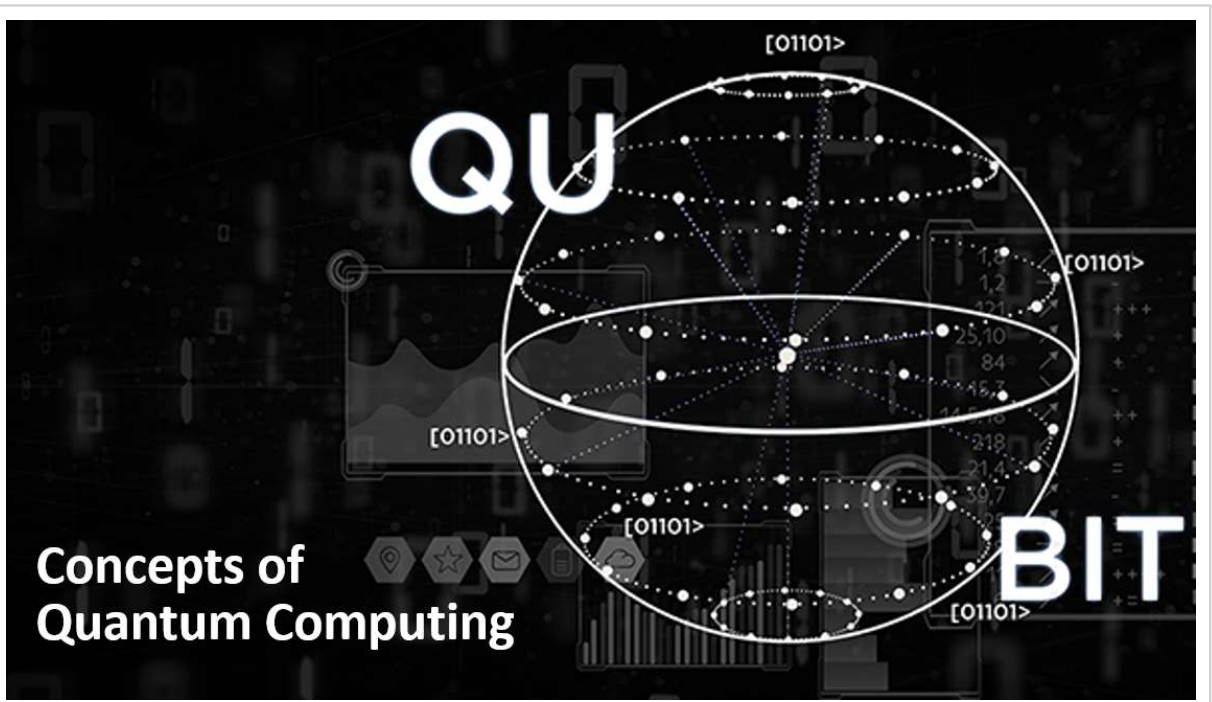
### Optimization Applications



### Data Encryption



Quantum computers will *complement*, not replace, classical computers.



## QUANTUM COMPUTING

Quantum computers (QC) use the laws of quantum mechanics to store and manipulate information.

Quantum Mechanics is the study of the behavior of particles at the sub-atomic level.



"Easy" problems for  
Classical Computers

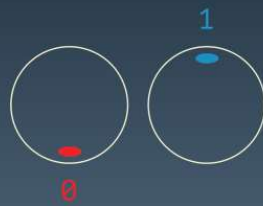
- $a + b = ?$
- $a \times b = ?$



"Easy" problems for  
Quantum Computers

- Prime # Factoring
- Quantum Chemistry
- Optimization

## Classical Bit



**Classical** computers can handle only one set of inputs and one calculation at a time.

vs.

## Quantum Bit (QUBIT)



## Key Principles:

- Superposition
- Entanglement
- Interference

**Quantum** computers can do numerous calculations with multiple inputs together.

## QUBIT SCALING AND SUPERPOSITION

One qubit		$ \psi\rangle = c_1  0\rangle + c_2  1\rangle$
Two qubits		$ \psi\rangle = c_1  00\rangle + c_2  01\rangle + c_3  10\rangle + c_4  11\rangle$
Four qubits		$ \psi\rangle = c_1  0000\rangle + c_2  0001\rangle + c_3  0010\rangle + c_4  0011\rangle + c_5  0100\rangle$ $+ c_6  0101\rangle + c_7  0110\rangle + c_8  0111\rangle + c_9  1000\rangle + c_{10}  1001\rangle$ $+ c_{11}  1010\rangle + c_{12}  1011\rangle + c_{13}  1100\rangle + c_{14}  1101\rangle + c_{15}  1110\rangle$ $+ c_{16}  1111\rangle$
"n" qubits		$ \psi\rangle = c_1  0 \dots 0\rangle + \dots + c_{2^n}  1 \dots 1\rangle$

50 qubits =>  $1126=2^{50}$  Tera-parameters for  $|\psi\rangle$   
 50 qubits => 9 Petabytes of RAM to simulate!

# SUPERPOSITION

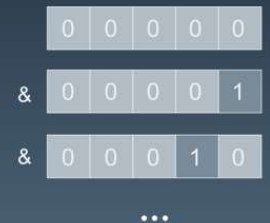
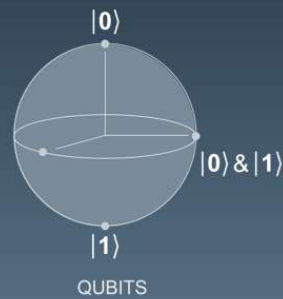
## Classical States



$2^n$  possibilities:  
holds only 1 value at a time

N-BIT WORD

## Quantum States



Holds ALL  $2^n$  values at a time

N-QUBIT-WORD

# QUBITS VIA LINEAR ALGEBRA

$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle \leftarrow \text{qubit state (wave function, linear combination of states, unit vector in 2D complex vector space)}$$

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad |1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \leftarrow \text{computational basis states (orthonormal basis, "ground" state & "excited" state) (Dirac notation: } |\psi\rangle \text{ called "ket", a column vector)}$$

$$\alpha, \beta \in \mathbb{C}^2 \leftarrow \text{complex numbers (amplitudes)}$$

$$|\alpha|^2 + |\beta|^2 = 1 \leftarrow \text{normalization condition (analogy to thinking of } \alpha, \beta \text{ as probability amplitudes)}$$

$$P(|0\rangle) = |\alpha|^2$$

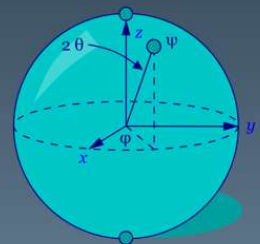
$$P(|1\rangle) = |\beta|^2$$

$$|\psi\rangle = \cos \phi |0\rangle + e^{i\theta} \sin \phi |1\rangle$$

equivalent representation of a qubit state

## Bloch Sphere

Qubit states live on the Bloch sphere, in Hilbert space

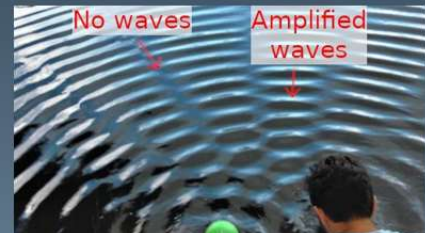
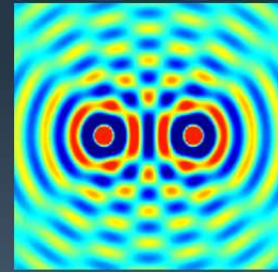


Euler's formula and polar coordinates ==> Bloch sphere



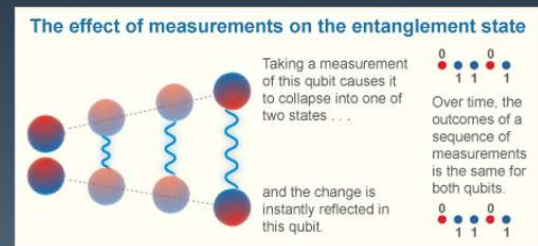
## INTERFERENCE

- Enables the quantum system to transform from one quantum state to another via the impact of individual particles interfering with one another.
- Analogy: noise-canceling headphones.
  - destructive and constructive
  - amplify the signals we care about and destroy all other signals



## ENTANGLEMENT

- Ability of quantum systems to exhibit correlations between states.
- When qubits are entangled, a change in one qubit impacts the state of another qubit.
- Deduce the property of other qubits without “looking” (measuring) those qubits.



## MEASUREMENT

- As soon as you observe (measure) a qubit's value, it collapses to either 0 or 1.

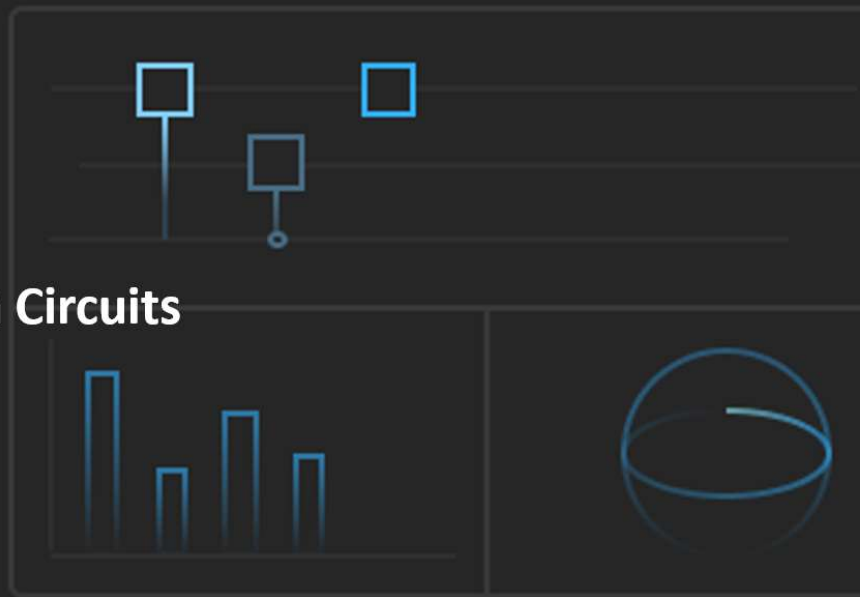
- Probability of the qubit taking value 0 or 1 is determined by its state descriptor

$$|\psi\rangle = c_1 |0\rangle + c_2 |1\rangle \quad \leftarrow \text{wave function}$$

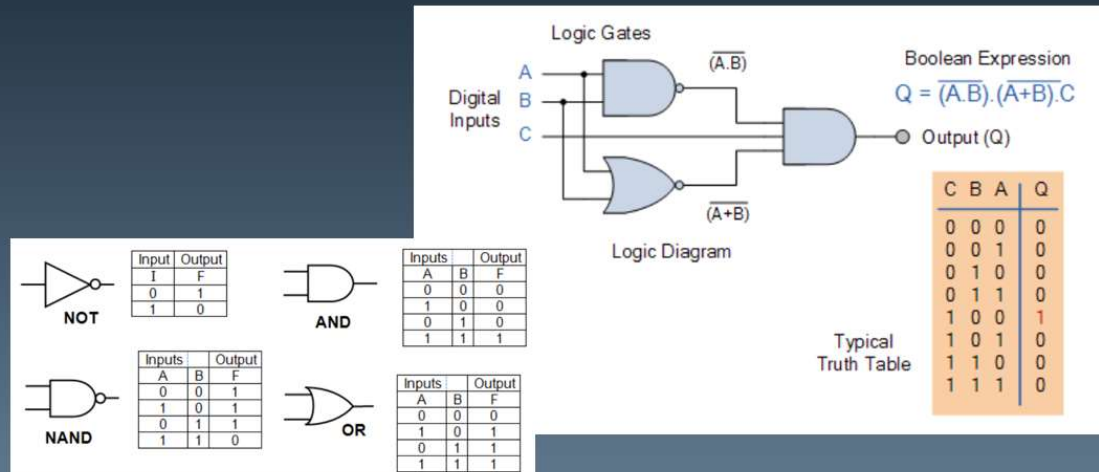
- Quantum systems act as a black box. If observed, quantum effects are lost.



## Quantum Circuits

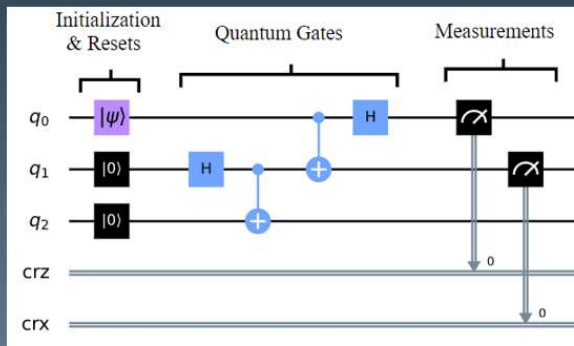


# LOGIC CIRCUITS (CLASSICAL COMPUTING)



# QUANTUM CIRCUIT

Quantum Circuit: computational routine specifying the set of quantum operations to perform on qubits. Output is *probabilistic*, not deterministic.



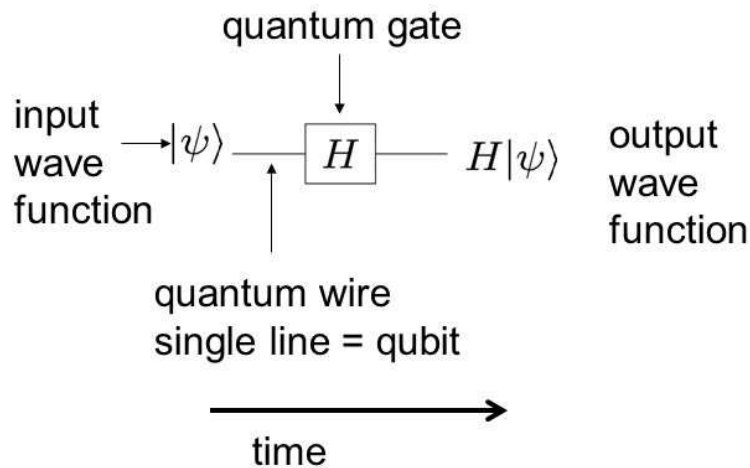
- Used to describe a series of operations on a quantum computer
- Each row (wire) represents a bit (either classical or quantum)
- The operations in the circuit performed in order on each qubit from left to right
- Shows dependency of operation with no implicit timing information

Here we can see some quantum gates on qubit 0 and qubit 1 and then we have two measurement operations which measure the state of the qubit which collapses it to a 0 or 1 and writes those out to a classical bit which is C0 and C1.



# Quantum Circuits

Circuit diagrams for quantum information



Quantum circuits are instructions for a series of unitary evolutions (quantum gates) to be executed on quantum Information.

In bra-ket notation for fully entangled Bell state:

$$CX(H \otimes I) |00\rangle = CX \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) |0\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$




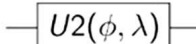






where:

$$CX = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \quad \text{and} \quad H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

## Quantum Gates

- Quantum gates are the operations performed on qubits
- Gates are reversible
- Each gate is represented as a unitary matrix

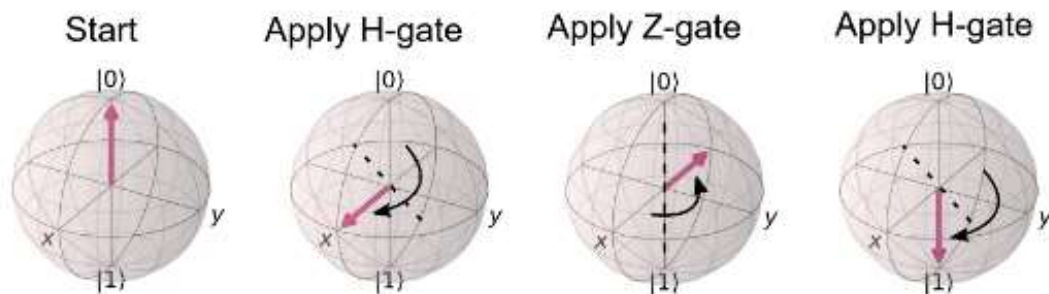
## Some Quantum Gates

Gate	Symbol	Unitary	Gate	Symbol	Unitary
Pauli X		$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$	U1		$\begin{bmatrix} 1 & 0 \\ 0 & e^{i\lambda} \end{bmatrix}$
Pauli Y		$\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$	U2		$\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & -e^{i\lambda} \\ e^{i\phi} & e^{i(\phi+\lambda)} \end{bmatrix}$
Pauli Z		$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$	U3		$U(\theta, \phi, \lambda)$
Hadamard		$\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$	Z Rotation		$\begin{bmatrix} e^{-\frac{i\phi}{2}} & 0 \\ 0 & e^{\frac{i\phi}{2}} \end{bmatrix}$
CNOT		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$	SWAP		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

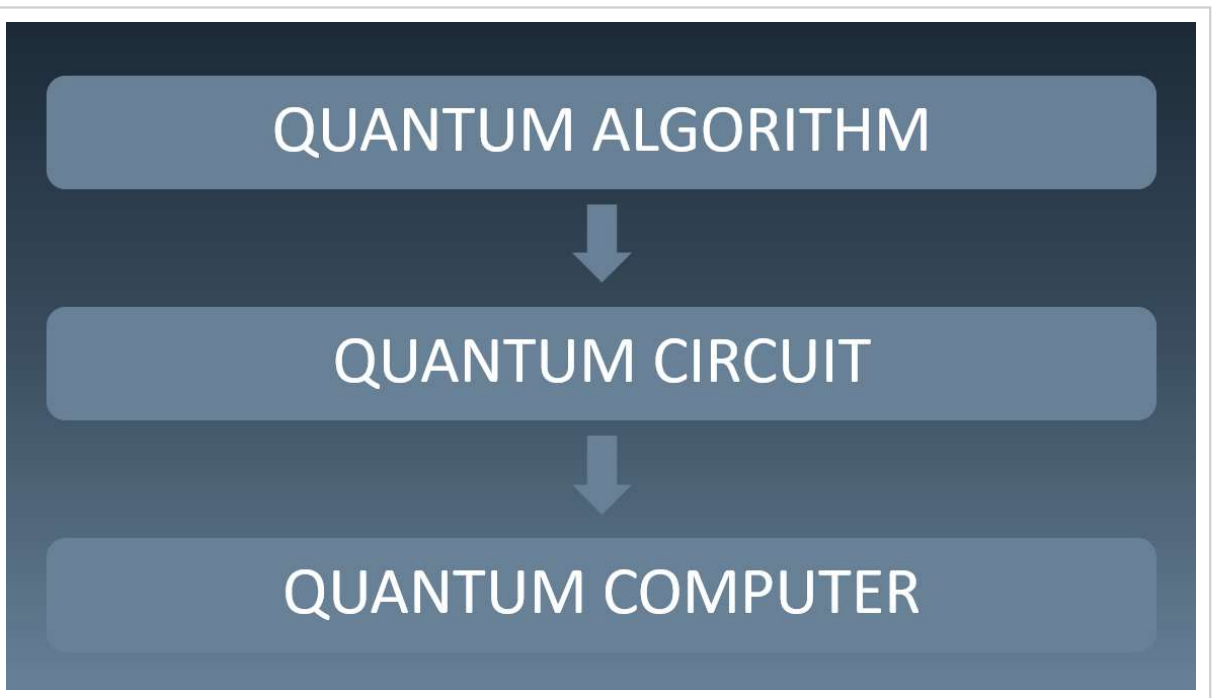
- 1 This example here is a block sphere and it's very useful to think about operations on single qubits as rotations on the sphere. The Bloch sphere is a geometric representation for a quantum state you can think of it as that vector that red vector and you apply a quantum gate to a qubit and that vector rotates around. You can think of the operations on a single qubit as just rotating that vector around in 3d space. It's a very helpful model to conceptualize what's going on it gets a
- 2 little bit more complicated when you involve multiple qubits.

### Example

HZH operated on the  $|0\rangle$  state looks as follows on the Bloch sphere:



## 2) Introduction to Quantinuum and TKET



## QUANTUM COMPUTERS

### Trapped Ions

Quantinuum, IonQ, AQT, .....

### Superconducting

IBM, Google, Rigetti, OQC, ....

### Neutral atoms

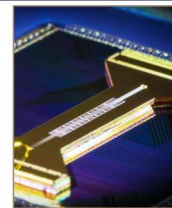
Cold Quanta, Pasqal, Atom Computing, ....

### Photonic

Psi Quantum, ORCA, Xanadu, Quandela, ....

### Silicon Spin / Quantum Dots

Intel, Quantum Motion, Diraq, ....



Quantinuum



ETH Zürich

