

A Practical Guide to Quantum Computing

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In the News

 Microsoft announces creation of Majorana* particle at Delft University of Technology

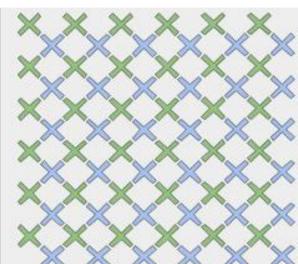
• *an elementary particle that is its own anti-particle

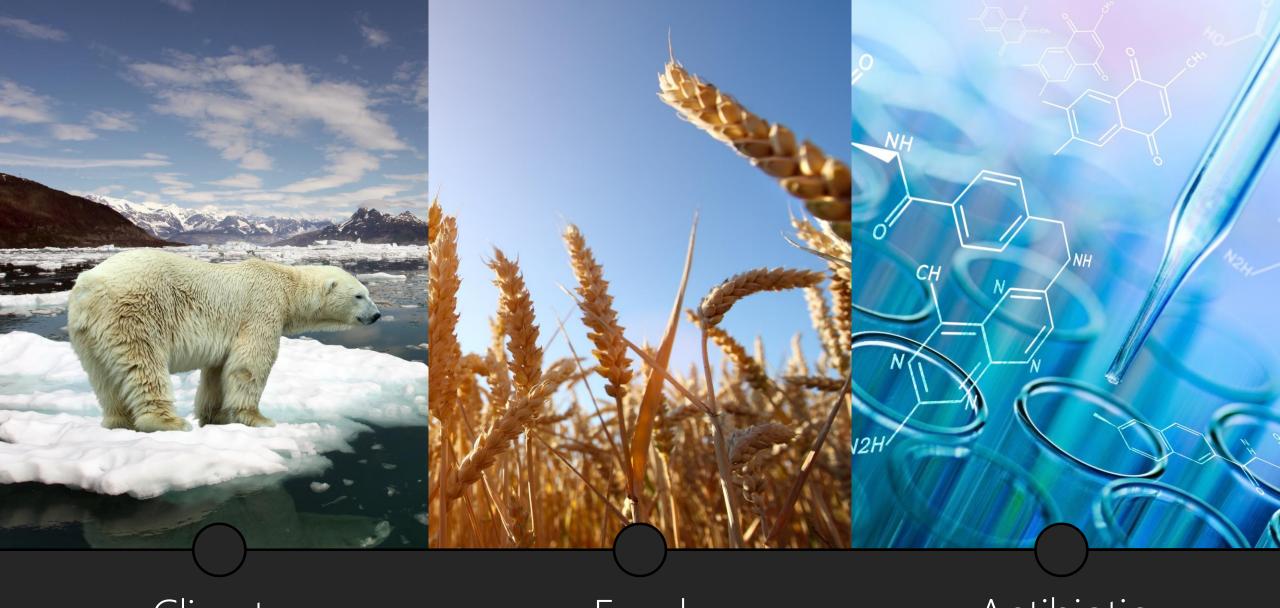
• Google creates 72 qubit chip – "Bristlecone"

 Australian startup Q-CTRL chosen by IBM to join global quantum computing network



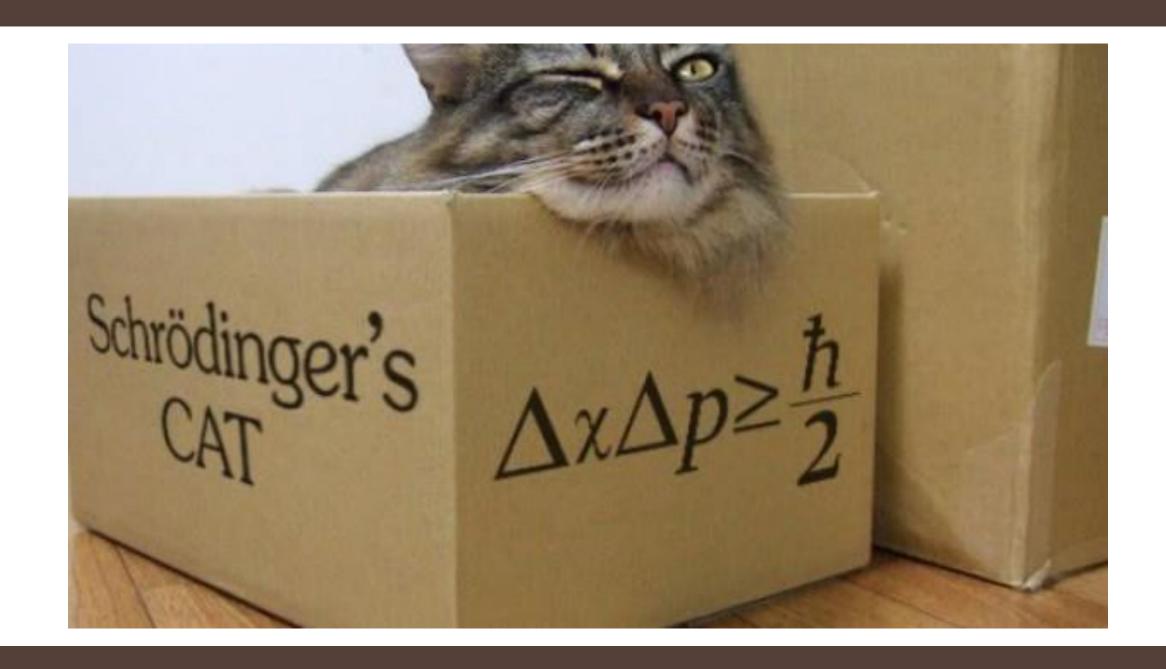






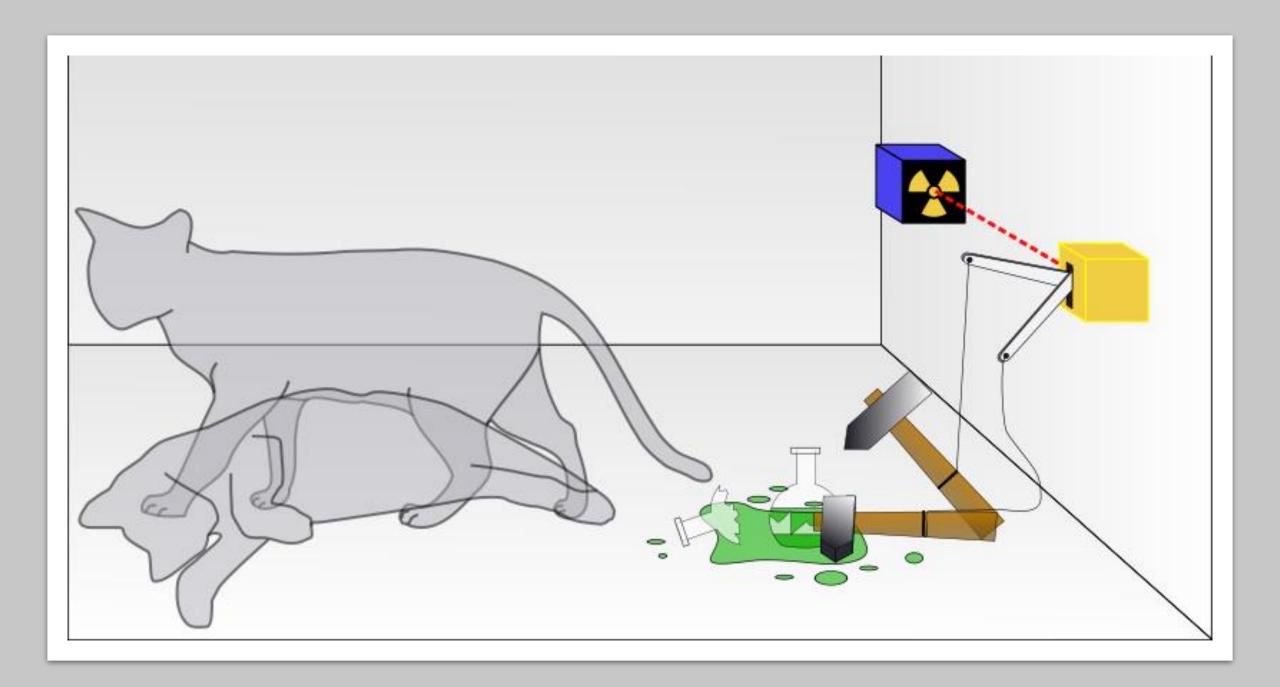
Climate change

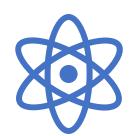
Food production Antibiotic resistance



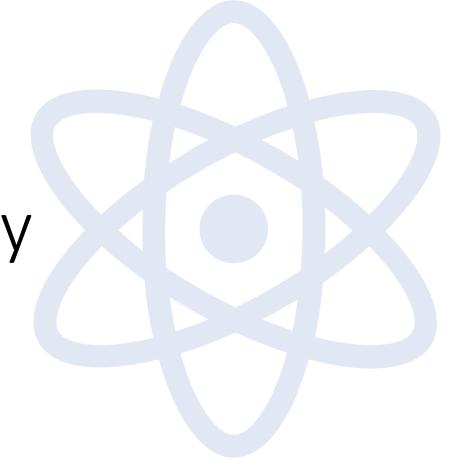
Schrödinger's Cat: Dead or Alive?

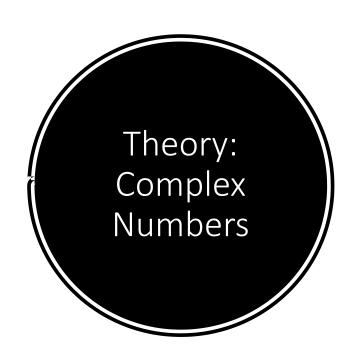
- 1. Schrödinger's cat: a cat, a flask of poison, and a radioactive source are placed in a sealed box.
- 2. If an internal monitor (e.g. Geiger counter) detects radioactivity (i.e. a single atom decaying), the flask is shattered, releasing the poison, which kills the cat.
- 3. The Copenhagen interpretation of quantum mechanics implies that after a while, the cat is *simultaneously* alive *and* dead. [Superposition]
- 4. Yet, when one looks in the box, one sees the cat either alive or dead not both alive and dead. [Measurement]
- 5. This poses the question of when exactly quantum superposition ends and reality collapses into one possibility or the other.





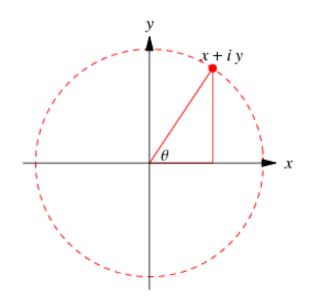
Quantum Theory

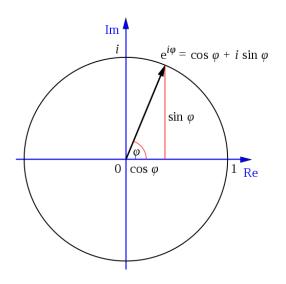




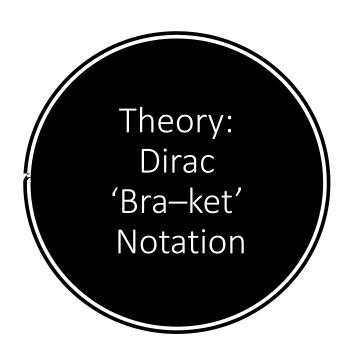
Define: $i^2 = -1$

Cartesian Form	Euler's Form	
z = x + yi	$e^{ix}=\cos x+i\sin x$	





Absolute Value/Radius :=
$$r = |z| = \sqrt{x^2 + y^2}$$
.



$$\langle \Phi | \Psi \rangle$$
 $\Phi = bra$ $\Psi = ket$

$$|\Psi
angle = \left(egin{array}{c} \Psi_1 \ \Psi_2 \end{array}
ight)$$
 , $\Psi_1, \Psi_2 \in \mathbb{C}$,

where the notation Ψ 1, Ψ 2 \in C

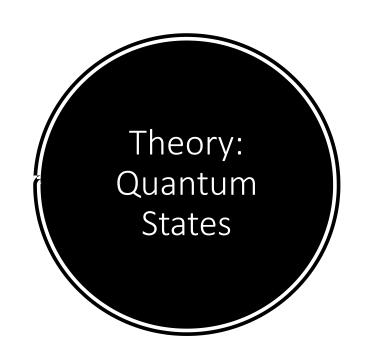
means that the components $\Psi 1$, $\Psi 2$ are *complex numbers*.

The notation $|\Psi\rangle$ is called Dirac (or "bra-ket") notation and Ψ is simply a label used to refer to the *vector*.

We can write anything as the label, including English/Greek letters, numbers, or even words, for example:

$$|A\rangle$$
, $|\beta\rangle$, $|3\rangle$, $|cat\rangle$...

Triple Phasor Paradox



A quantum *system* is the mathematical representation of a physical system (such as a particle) as a **Hilbert space**.

An *operator* on a quantum system is a **matrix** in the appropriate Hilbert space. It represents an action performed on the system, such as a **measurement**, a **transformation**, or time **evolution**.

A *state* of a quantum system is a **vector with norm 1** in the appropriate Hilbert space. It represents the configuration of the system, and encodes the **possible outcomes of measurements** performed on that system.

$$|\cot\rangle = 1\sqrt{2}|\operatorname{dead}\rangle - 1\sqrt{2}|\operatorname{alive}\rangle$$
 $|\psi\rangle = a|u\rangle + b|d\rangle.$ $|\Psi\rangle = \sum_{i=1}^{n} |B_i\rangle\langle B_i|\Psi\rangle.$



Bit (**Bi**nary Dig**it**):

Unit of information used in computing and digital communication.

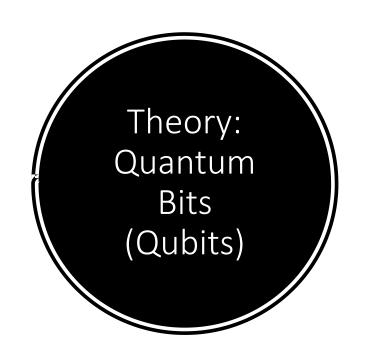
2 possible values:

0 1

Compose bits to form larger numbers:

1001 => 9

Physically represented using transistors and classical logic gates



Qubit: The simplest possible quantum system

The standard basis of C2, which in this case is called the *computational basis*, consists of the following two basis states:

$$|0\rangle = \left(\begin{array}{c} 1 \\ 0 \end{array} \right), \qquad |1\rangle = \left(\begin{array}{c} 0 \\ 1 \end{array} \right).$$

Note that the numbers inside the $kets \mid \cdot \rangle$ are just labels, as always. Any state of this system is thus represented as a superposition of these two basis states:

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





Quantum-focused programming language

Quantum
Development
Kit Preview



Local & Azure simulators



Sample code & libraries

Quantum-focused programming language (Q#)

- Built ground-up for Quantum
- Support for Windows, macOS, and Linux
- Fully integrated into Visual Studio and VS Code
- Interoperability with Python (Windows only)
- Native type system

```
QsharpLibraries - Microsoft Visual Studio
    View Project Build Debug Team Tools Test Analyze Window
                                                                  ▼ ▶ Start ▼ 🗊 👼 🚚 🔚 🖷 🖫 🧏 🤺 🦎
       → 🔄 💾 🙌 🥠 → 🦿 → Debug → Any CPU
                                            ▼ H2SimulationSample
TeleportationSample.qs + X Program.cs
                              ExampleH2.qs
                                           Program.fs
               /// ## there
               /// A qubit intitially in the |0\rangle state that we want to send
               /// the state of msg to.
               operation Teleport(msg : Qubit, there : Qubit) : () {
     43
     44
                    body {
     45
                        using (register = Qubit[1]) {
     46
                            // Ask for an auxillary qubit that we can use to prepare
     47
                            // for teleportation.
     48
                             let here = register[0];
     49
     50
                            // Create some entanglement that we can use to send our message.
     51
                            H(here);
     52
                            CNOT(here, there);
     53
     54
                            // Move our message into the entangled pair.
     55
                            CNOT(msg, here);
     56
                            H(msg);
     57
     58
                            // Measure out the entanglement.
     59
                             if (M(msg) == One) { Z(there); }
     60
                             if (M(here) == One) { X(there); }
     61
     62
     63
                            // Reset our "here" qubit before releasing it.
                             Reset(here);
     64
     65
     66
     67
     68
146 % ▼ 《
                                                             Ln 43
                                                                       Col 58
                                                                                 Ch 58
```



Local Simulator



Azure Simulator

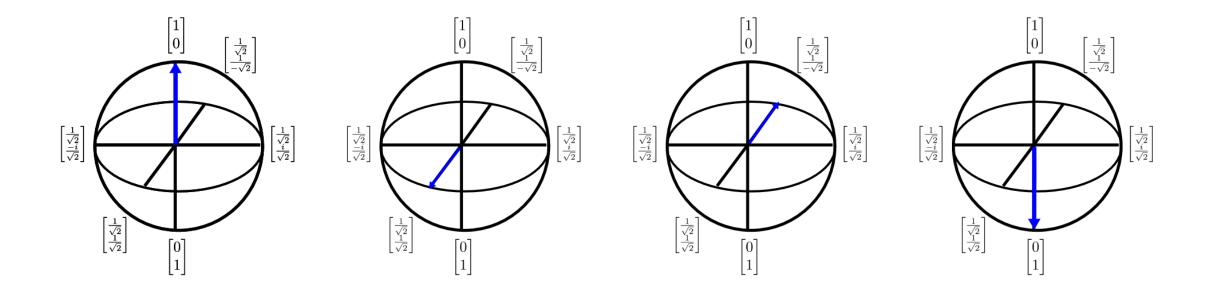
- Simulate a 30 qubit quantum computer
- Integrated into Visual Studio and VS Code
- Full debugging support

 Available for quantum solutions needing over 40 qubit simulation



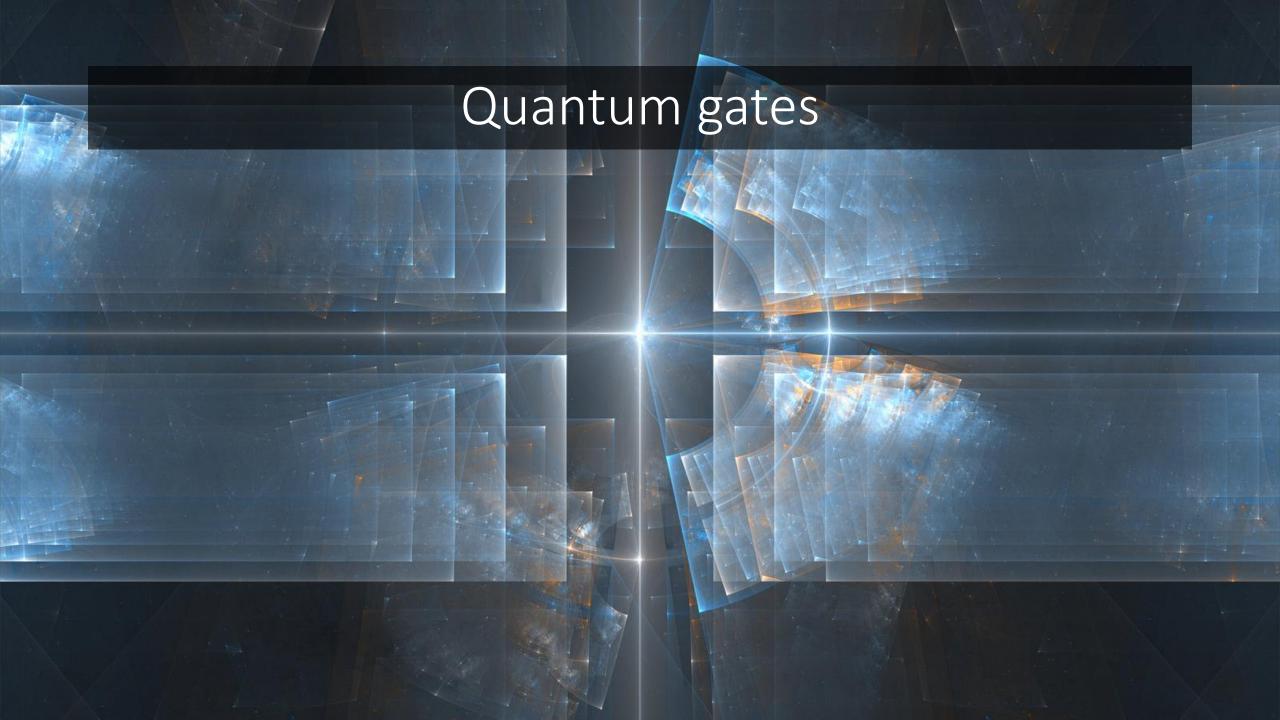
Demo

Qubits and Measurement in Q#



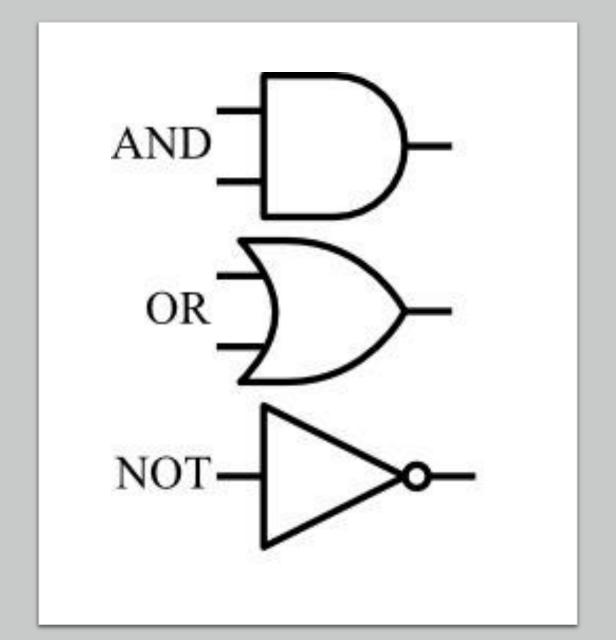
Representing a qubit with the Bloch sphere

https://www.st-andrews.ac.uk/physics/quvis/simulations html5/sims/blochsphere/blochsphere.html



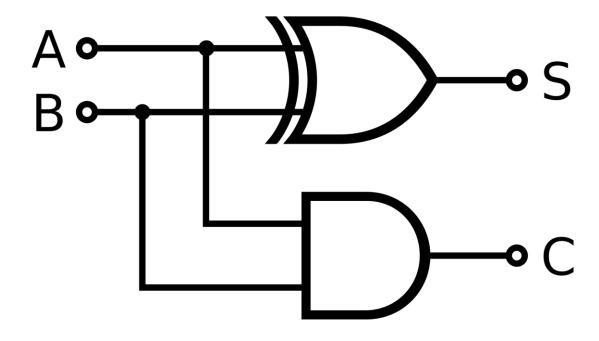
Classical computer gates

- E.g. AND, OR, NOT
- Non-linear
- Implemented by transistors, NAND gates, in silicone chips



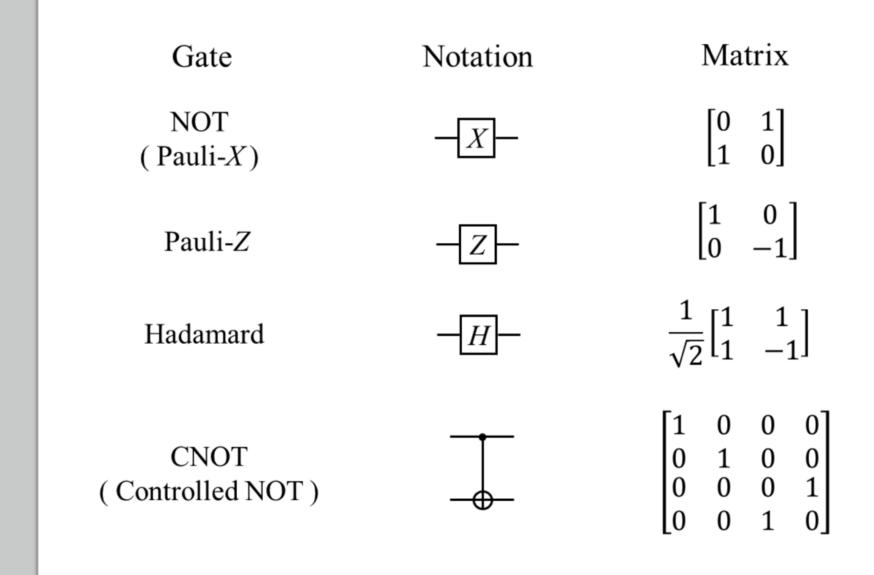
Classical Logic Circuits

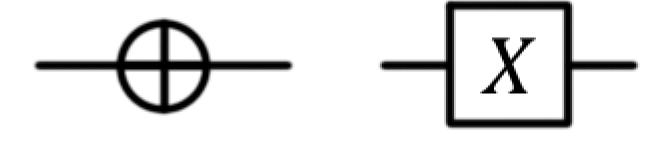
Half Adder AND / XOR gates



Α	В	Sum (S)	Carry (C)
0	0	0	0
1	0	1	0
0	1	1	0
1	1	0	1

Quantum Gates

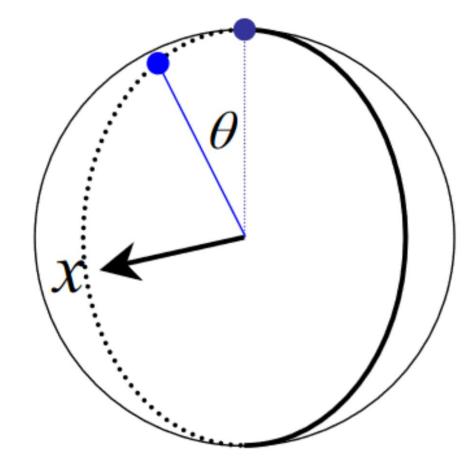




X gate

•
$$X = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}$$

- Names: Pauli X, X, NOT, bit flip, σ_x
- Perform equivalent of NOT gate in traditional computing

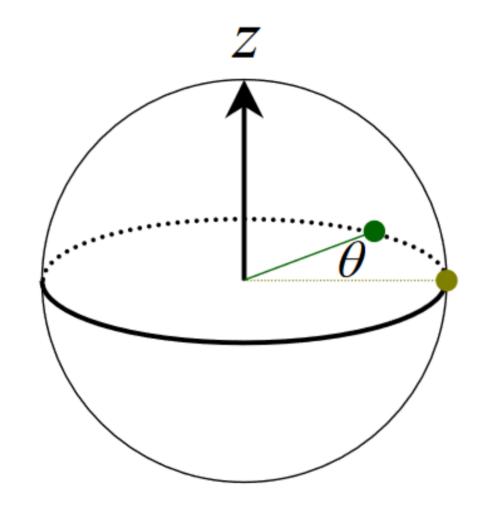


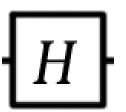


Z gate

•
$$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

- Names: Pauli Z, Z, phase flip, σ_z
- Rotation around the Z-axis of the Bloch sphere by 180 degrees



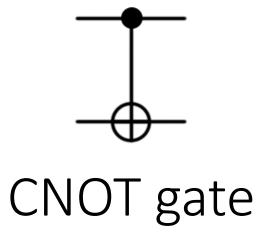


Hadamard gate

- Name: Hadamard, H
- 180 degree rotation around the diagonal X+Z axis of the Bloch sphere.
 - Creates the superposition state

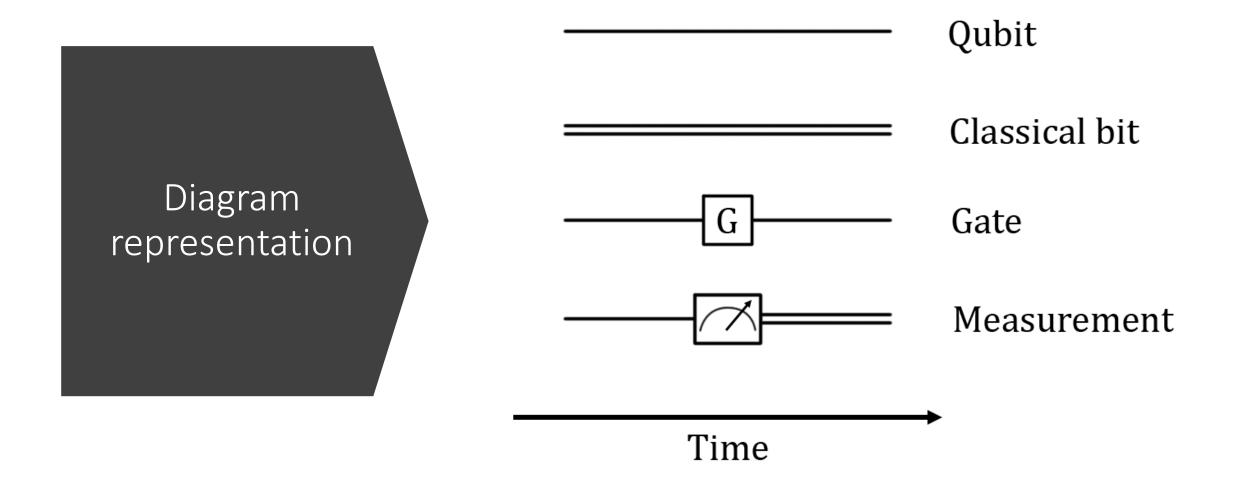
•
$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

- |0> will be transformed into $\frac{|0>+|1>}{\sqrt{2}}$
- | 1> will be transformed into $\frac{|0>-|1>}{\sqrt{2}}$



$$\bullet \ \ CNOT = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

- Controlled Not
- Acts on 2 qubits flips the first, if the second is state 1





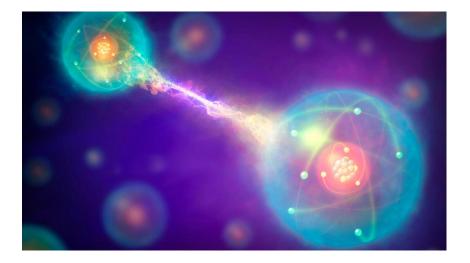
Demo

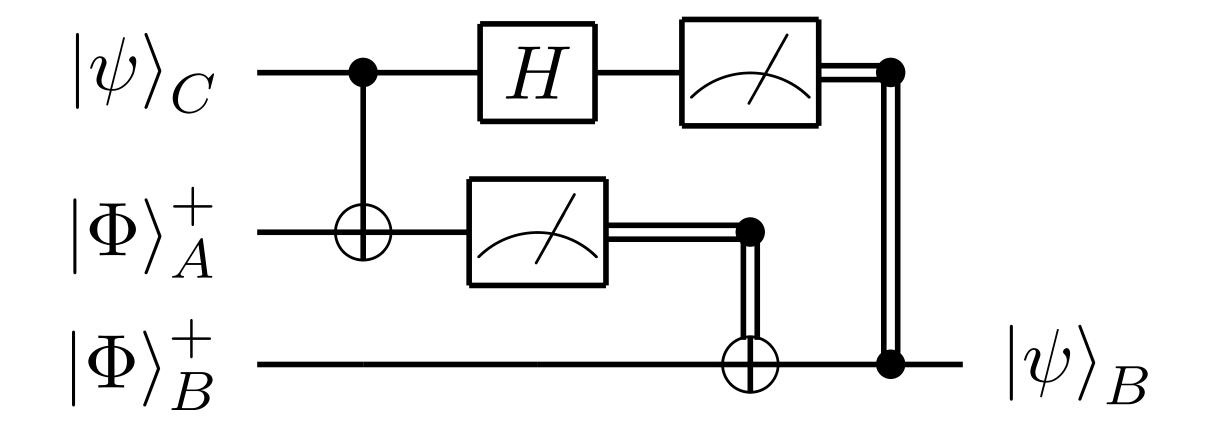
Quantum Gates in Q#

Quantum entanglement (Bell State)

- Simplest example of entanglement
- Named after John Bell's famous inequality
- Measurement of one qubit will assign a value to the other qubit <u>immediately</u> (teleportation)

$$|\Phi^{+}
angle = rac{1}{\sqrt{2}}(|0
angle_{A}\otimes|0
angle_{B}+|1
angle_{A}\otimes|1
angle_{B}).$$



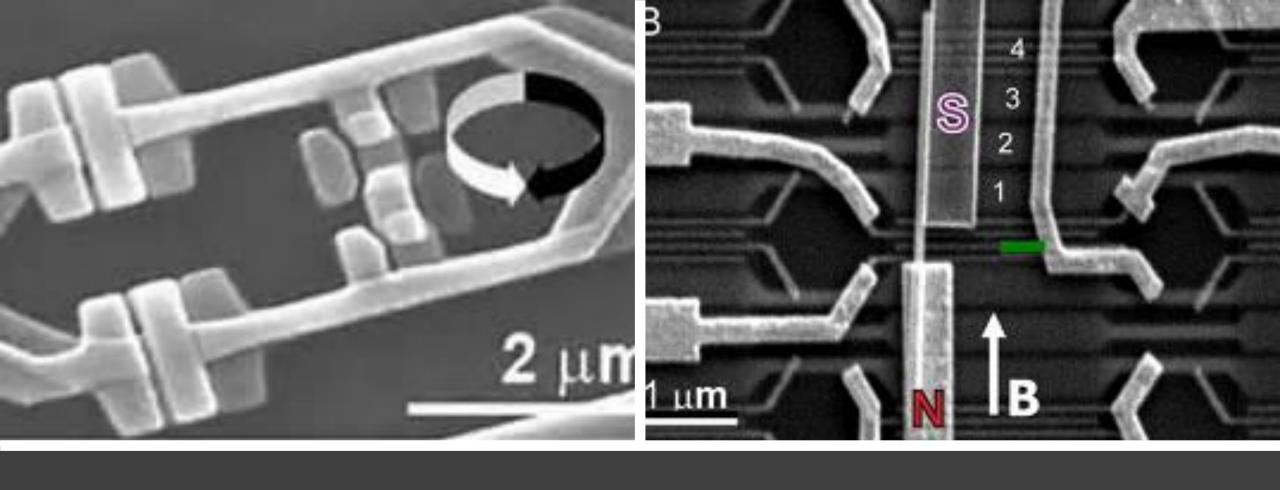


Teleportation Circuit Diagram



Demo

Entanglement & Teleportation in Q#



Quantum hardware technologies

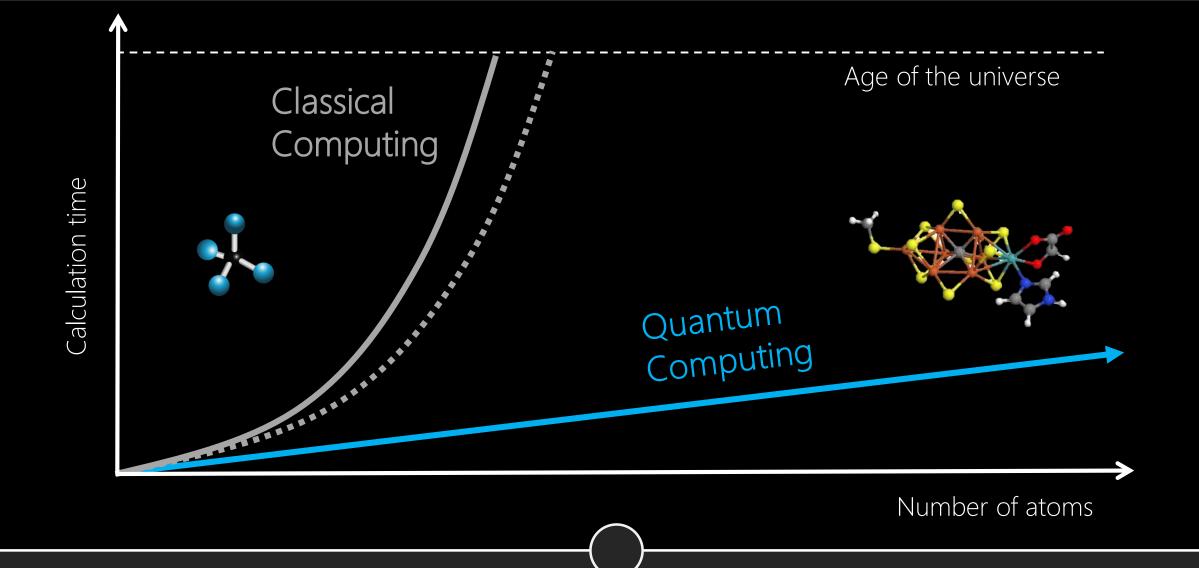






What should we do with a quantum computer?

- Disproving the Church Turing Thesis
- Complexity Classes
- Quantum Supremacy
- Shor's Algorithm
- Grover's Algorithm



Addressing classically intractable problems

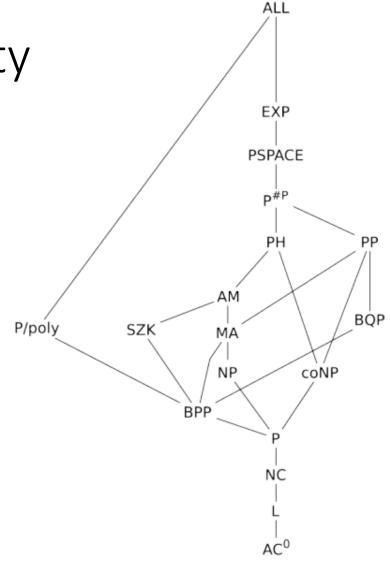
Classes of Computational Complexity

P: The class of problems which we can solve efficiently using a conventional algorithm -> class of all problems solvable by a *deterministic Turing machine bounded in time* by a **polynomial** function of the input length.

NP: the set of problems such that someone can convince you of a *yes* answer in a reasonable amount of time.

BPP: The class of problems that are solvable efficiently by randomized algorithms.

BQP: The class of all problems that admit an efficient solution by quantum computers.



(Disproving) The Church-Turing Thesis

CT thesis is a statement about computability.

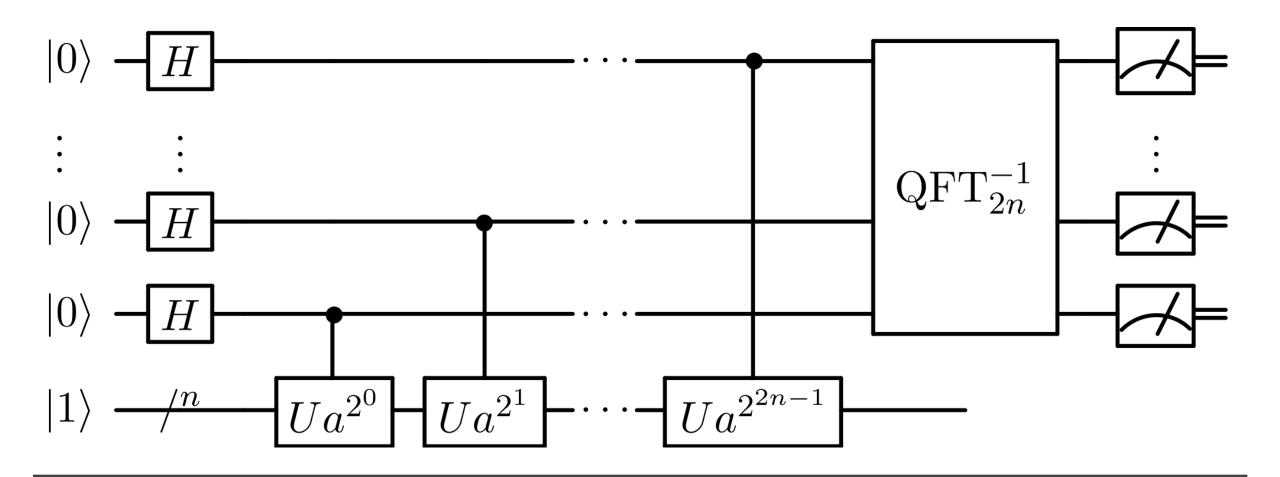
"Everything that is computable by any device you can physically build, is also computable by a Turing machine".

Extended: efficiently computable. I.e. anything we can compute in polynomial time, complexity class P or BPP.

Quantum Supremacy

Quantum >> Classical

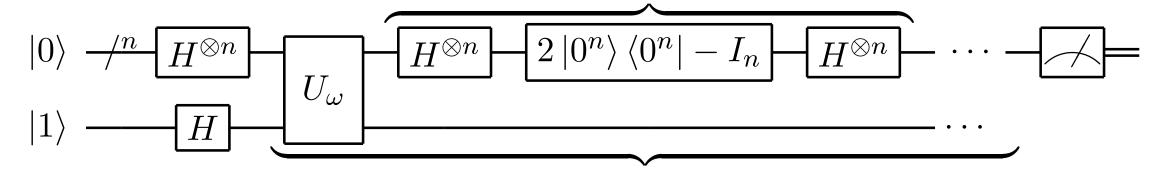
- Classically impossible
- Quantumly possible
- Useless but Hard
- Prove: Non-existence of a classical algorithm to do what a QC can do



Shor's Algorithm

Factor an integer N in O((log N)2(log log N)(log log log N))

Grover diffusion operator



Repeat $O(\sqrt{N})$ times

Grover's Algorithm

Finds the unique input to a black box function that produces a particular output value, using just $O(\sqrt{N})$ evaluations of the function.

