



# QUANTUM COMPUTING INTRODUCTION

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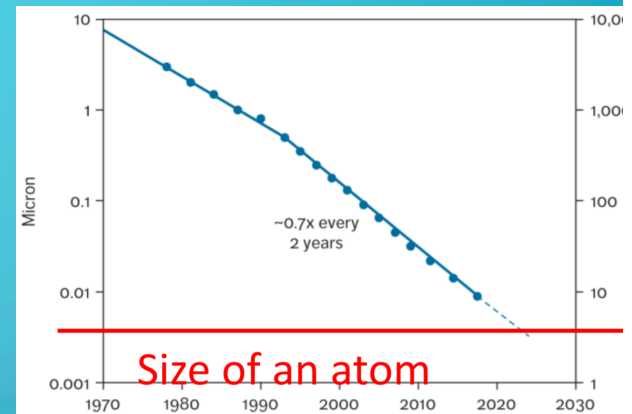
## BRIEF HISTORICAL OVERVIEW

- **Quantum** systems evolve in a **state space exponentially larger than the number of parameters** require to define each state
- This **exponential complexity** hinders the simulation of large quantum system using classical computers but simultaneously **enables quantum parallelism**
- *“Nature isn’t classical, goddamn it! And if you want to make a simulation of Nature, you’d better make it quantum mechanical, and by golly it’s a wonderful problem, because it doesn’t look so easy.”*

[Richard Feynman, 1981]

## BRIEF HISTORICAL OVERVIEW

- Moore's Law: since 1960 semiconductor size has halved every two years;
- By 2020 circuits will be dominated by quantum effects
- By 2050 circuits will reach the minimum scale at which information can be physically represented
- Is Quantum Computing a natural consequence of Moore's law?



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## BRIEF HISTORICAL OVERVIEW

- In **1985** Deutsch developed a model of a **quantum Turing machine**, a theoretical basis for quantum computing
- In **1994** Shor has shown that efficient (  $O(\log^3(N))$  ) **factorization of prime numbers** is possible on quantum computers;  
It hasn't been shown that classical polylogarithmic algorithms for factorization don't exist, although none is known
- In **1996** Grover proposed a **search** algorithm on **unstructured databases** with complexity  $O(\sqrt{N})$  , quadratically better than classical searches (  $O(N)$  )

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# BRIEF HISTORICAL OVERVIEW

- NISQ (Noisy Intermediate Scale Quantum) era:

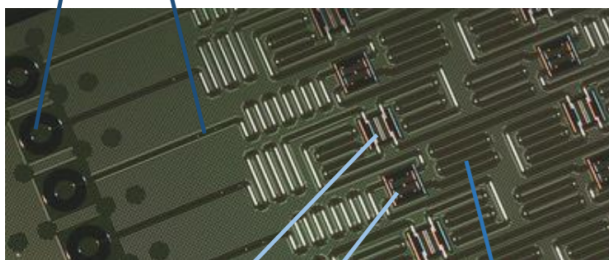
- Noisy qubits
- Noisy q-gates
- 20 .. 50 qubits (100 seem feasible)<sup>1</sup>
- Limited connectivity among qubits
- Limited coherence time ( $\sim 100$  usec)

<sup>1</sup> Adiabatic quantum computers can reach 2000 qubits (D-Wave 2000Q System), but operate based on the simulated annealing algorithm and the adiabatic theorem, requiring the modelling of optimization problems as physical Hamiltonians



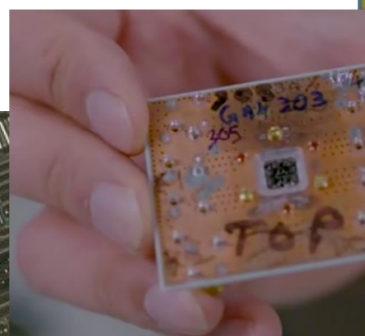
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radio-frequency  
control and readout lines



superconducting  
qubits

coupling between  
qubits via resonators



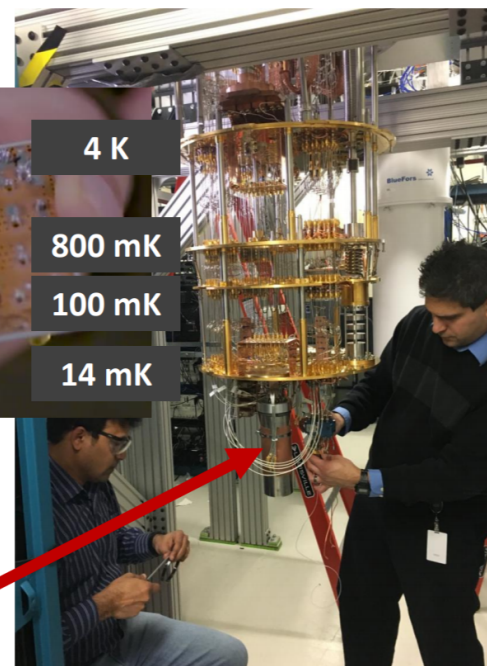
4 K

800 mK

100 mK

14 mK

cryostat  
temperature  
**0.014 K**

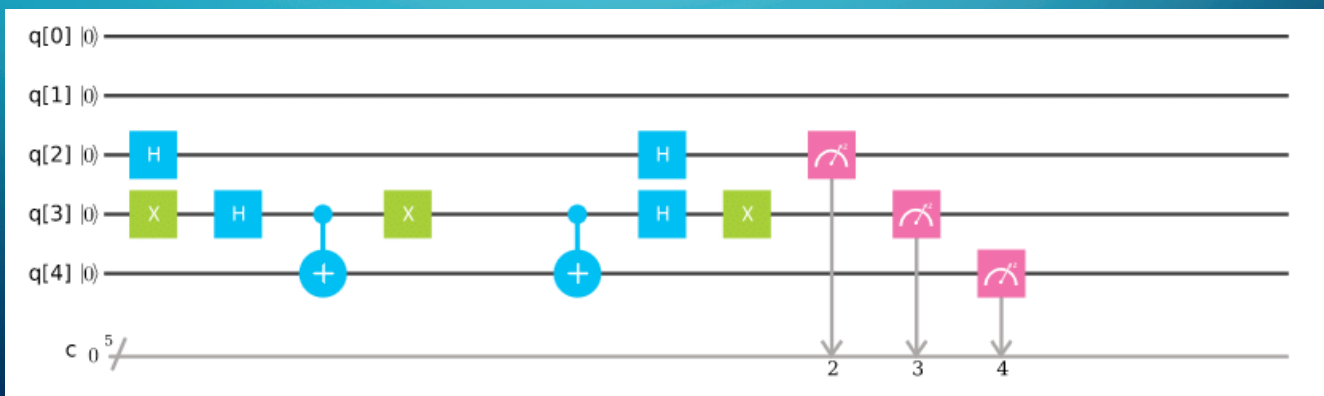


"Demonstration of a quantum error detection code using a square lattice of four superconducting qubits", A.D. Córcoles et al., *Nat. Comm.*, 6:6979 (2015)

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# QUANTUM CIRCUIT MODEL

- Quantum computers can represent an **exponentially large number of states** due to **quantum parallelism**
- The **quantum circuit model** generalizes the **binary logic gates model** used in classic computers: **quantum gates operate on quantum states**



# QUANTUM COMPUTING PROPERTIES

- |                           |                        |
|---------------------------|------------------------|
| #1 Qubit                  | #4 Quantum Parallelism |
| #2 Measurement            | #5 No-Cloning Theorem  |
| #3 Reversible Transitions | #6 Initial State       |



## #1 - QUBIT

- A classical bit's value is uniquely and deterministically either 0 or 1

$$b \in \{0,1\}$$

- A **quantum state** is a linear combination (**superposition**) of the **basis states**:

$$|q\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle; \alpha_0, \alpha_1 \in \mathbb{C}, \sum_{i=0}^1 |\alpha_i|^2 = 1$$

- A qubit can be in both basis states simultaneously, and **any quantum operation** on the qubit **operates over both states**
- A qubit can behave like a classical bit by setting one of the weights  $\alpha_i$  to 1 and the quantum machine can behave as a classical computer

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## #1 - QUBIT

- A superposition of  $n$  qubits is a linear combination of  $2^n$  states:

$$|q^{(n)}\rangle \equiv |\Psi\rangle = \sum_{i=0}^{2^n-1} \alpha_i |i\rangle, \quad \sum_{i=0}^{2^n-1} |\alpha_i|^2 = 1$$

- **any quantum operation** on the  $n$  qubits superposition **operates over all  $2^n$  states**

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## #1 - QUBIT

- Example: 2-qubits superposition
- Only  $n$  qubits are required to represent  $N=2^n$  states

A classical machine requires  $N \cdot n$  bits to represent  $N$  states

Example:            3 qubits can simultaneously represent 8 states  
                         24 = 8 \* 3 bits are required to represent the 8 states

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## #2 - MEASUREMENT

- Measurement of a quantum register **yields a classic state**  
measurement( $|\Psi\rangle = \sum_{i=0}^{2^n-1} \alpha_i |i\rangle$ ) =  $|i\rangle$ , with probability  $|\alpha_i|^2$
- The **quantum superposition collapses into the measured state**, losing all information on the  $\alpha_i$ 's  
any further reading will return the same state  $|i\rangle$
- No intermediate result can be accessed (debugging has to be rethought)
- The  $\alpha_i$ 's cannot be accessed directly, i.e., they cannot be measured

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## #3 – REVERSIBLE TRANSITIONS

- Physical laws require all **quantum transitions** to be **reversible**;  
given the outputs the inputs can be known!
- Mathematically, this means that the **transformation matrix** is **unitary**  
 $|\Psi'\rangle = U|\Psi\rangle \Rightarrow U^\dagger U = U U^\dagger = I$

Example: CNOT gate (invert qubit  $q_0$  if control qubit  $q_1$  is 1):

$q_1$	$q_0$	$q_1$	$q_0$
0	0	0	0
0	1	0	1
1	0	1	1
1	1	1	0



$$|\Psi\rangle = \alpha_0|00\rangle + \alpha_1|01\rangle + \alpha_2|10\rangle + \alpha_3|11\rangle$$

$$[\alpha_0 \ \alpha_1 \ \alpha_3 \ \alpha_2] = [1 \ 0 \ 0 \ 0]$$

$$|\Psi'\rangle = \alpha_0|00\rangle + \alpha_1|01\rangle + \alpha_3|10\rangle + \alpha_2|11\rangle$$

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## #3 – REVERSIBLE TRANSITIONS

Under unitary transformations the **Euclidean norm** of the coefficients is **preserved** to be unity – probabilistic model

$$|\Psi\rangle = \sum_{i=0}^{2^n-1} \alpha_i |i\rangle, \sum_{i=0}^{2^n-1} |\alpha_i|^2 = 1 \Rightarrow |\Psi'\rangle = U|\Psi\rangle = \sum_{i=0}^{2^n-1} \alpha_i' |i\rangle, \sum_{i=0}^{2^n-1} |\alpha_i'|^2 = 1$$

While classical circuits are seen as operating over the state,  
quantum circuits are thought as operating over the coefficients



quantum

$$|\Psi\rangle = \alpha_0|0\rangle + \alpha_1|1\rangle$$

$$\Psi \longrightarrow \Psi'$$

$$|\Psi'\rangle = \alpha_1|0\rangle + \alpha_0|1\rangle$$

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## #3 – REVERSIBLE TRANSITIONS

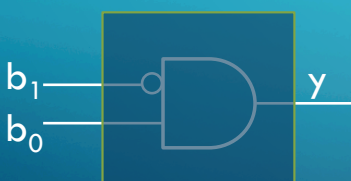
- Unitary transformations have a **number of outputs equal to the number of inputs**
- **Classical** boolean gates are not reversible
- Quantum gates:
  - NOT:  $\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
  - Hadamard:  $1/\sqrt{2} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$       Rotation(phase shift):  $\begin{bmatrix} 1 & 0 \\ 0 & e^{i\theta} \end{bmatrix}$
  - CNOT:  $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$       Toffoli (CCNOT):  
 $\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

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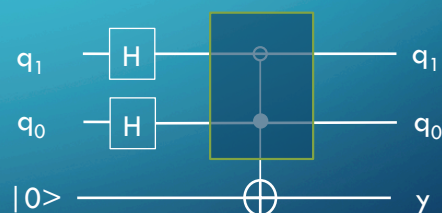
## #4 - QUANTUM PARALLELISM

- An  $n$ -qubits register represents  $N=2^n$  states simultaneously
- A quantum algorithm operates over the  $N$  states simultaneously
- Quantum parallelism is exponential on the number of qubits

Example: what is the key encoded in the circuit?



4 executions are required to iterate over the 4 possible candidates



1 execution is enough to encode the solution in  $|q_1 q_0 y\rangle$ , but ...

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## #4 - QUANTUM PARALLELISM

- Resembles data parallelism: **the same algorithm** is **simultaneously applied to all possible states**, but **without replication of resources**
- Caveat: when a **measurement** is performed to access the result, only **a single state is read**, and this is **stochastically selected**
- **Information on all other states is lost**
- This irreversible loss of information means that even though the **computation evolves on an exponentially large state space**, we only have **access to a very limited portion of it**

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## #5 - NO-CLONING THEOREM

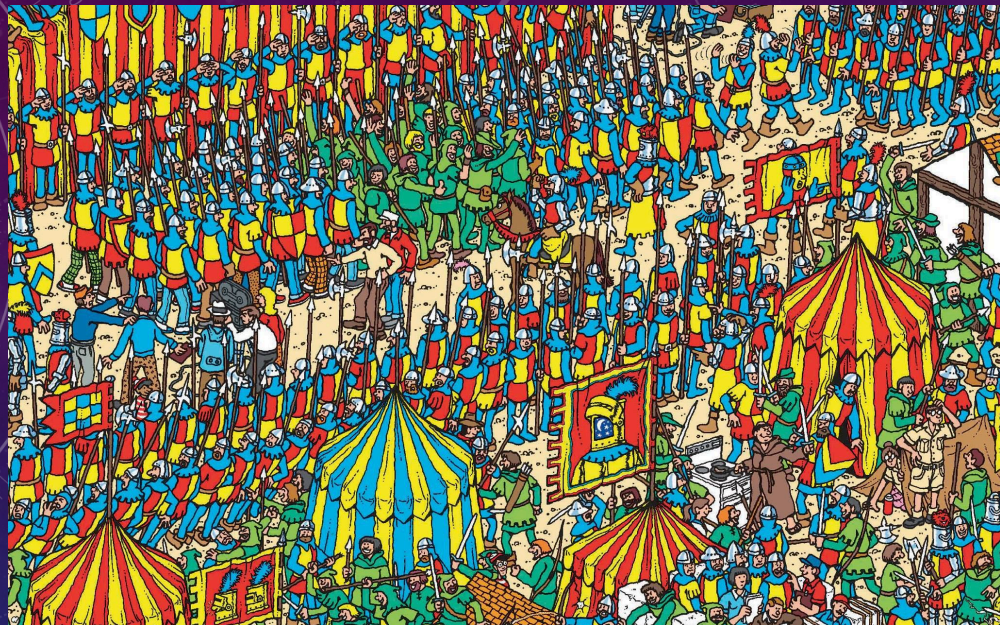
- **Quantum information cannot be copied!**
- There is no unitary transformation that copies one arbitrary quantum superposition in one register to another register:  
$$|R\rangle|Q\rangle \rightarrow U|R\rangle|Q\rangle = |R\rangle|R\rangle$$
- **Copying intermediate results** into temporary storage (variables) is thus **impossible**

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## #6 – INITIAL STATE

- Quantum algorithms require that **quantum registers are initialized to some known state**
- This **initial state** is referred to as the **ground state** and usually made to be the **basis state  $|0\rangle$**
- **Loading data** to the quantum registers may in many cases require a number of gates (computation) larger than the number of gates necessary to execute the intended algorithm, **offseting the quantum advantage**

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## QUANTUM COMPUTING: GROVER'S ALGORITHM

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- Problem Statement:  
<https://www.youtube.com/watch?v=nZXq28oSSjM>
- Quantum Problem Statement:  
<https://www.youtube.com/watch?v=tu6E9XhXMDs>
- Grover Algorithm outline:  
<https://www.youtube.com/watch?v=7tc3DCAJC7E>  
(negation and inversion)

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## PROBLEM STATEMENT: FUNCTION INVERSION

- Let  $f: \{0, 1, \dots, 2^n - 1\} \rightarrow \{0, 1\}$ , with  $\begin{cases} f(x) = 0 & \text{if } x \neq x^* \\ f(x) = 1 & \text{if } x = x^* \end{cases}$
- Grover's algorithm returns, with high probability,  $x^* : f(x^*) = 1$
- On its simplest form requires that there is a single solution  $x^*$
- It has been extended to include multiple (M) solutions, both for the cases where M is known and unknown

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## PROBLEM STATEMENT EXAMPLE: SEARCH

- Let  $v$  be a vector (array) with  $2^n$  elements
- Grover's algorithm can be thought as searching for the index of some unique key,  $y$ , within this vector:

$$\begin{cases} f(x)=0 & \text{if } v[x] \neq y \\ f(x)=1 & \text{if } v[x] = y \end{cases}$$

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## CLASSICAL PROBLEM COMPLEXITY

Given that:

- Nothing is known about  $f(x)$ , i.e., there is no known structure
- The values of  $f(x)$  for each  $x$  can only be known by evaluating  $f(x)$

then a classical solution for finding  $x^* : f(x^*)=1$  requires, in the worst case, evaluating all  $N=2^n$  values of  $x$ ; its complexity is  $\mathcal{O}(N)$

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## QUANTUM PROBLEM DEFINITION: ORACLE

- $f(x)$  becomes the operator  $O$ , which is applied to an uniform superposition of all states  $|s\rangle = 1/\sqrt{2^n} \sum_{x=0}^{2^n-1} |x\rangle$
- $O$  is referred to as the "Oracle"
- It negates state  $|x^*\rangle$  sign:

$$O|s\rangle = 1/\sqrt{2^n} \sum_{x=0, x \neq x^*}^{2^n-1} |x\rangle - |x^*\rangle$$

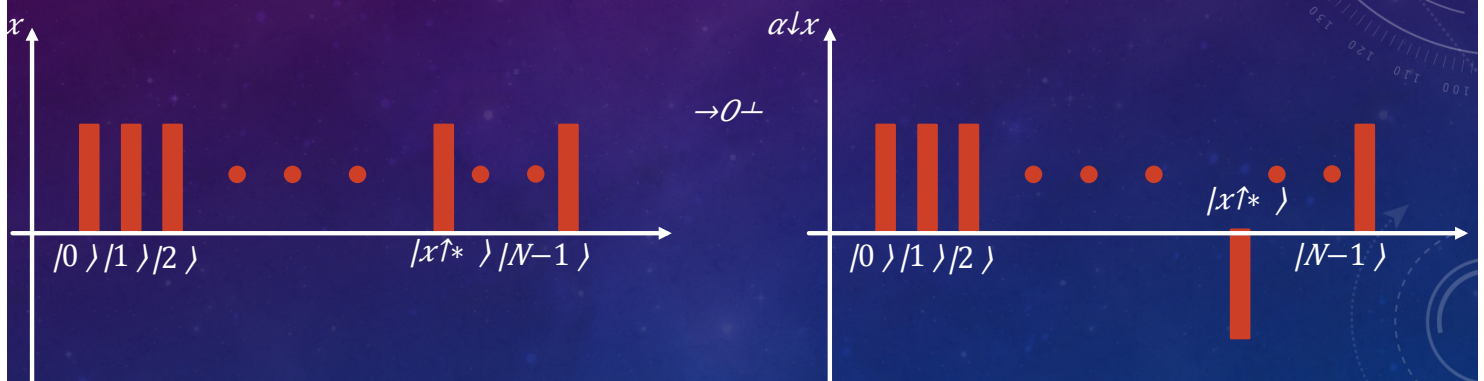


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## ORACLE INTERPRETATION

- The oracle negates the sign of the desired state  $|x^*\rangle$ :

$$O|s\rangle = 1/\sqrt{2^n} \sum_{x=0, x \neq x^*}^{2^n-1} |x\rangle - |x^*\rangle$$



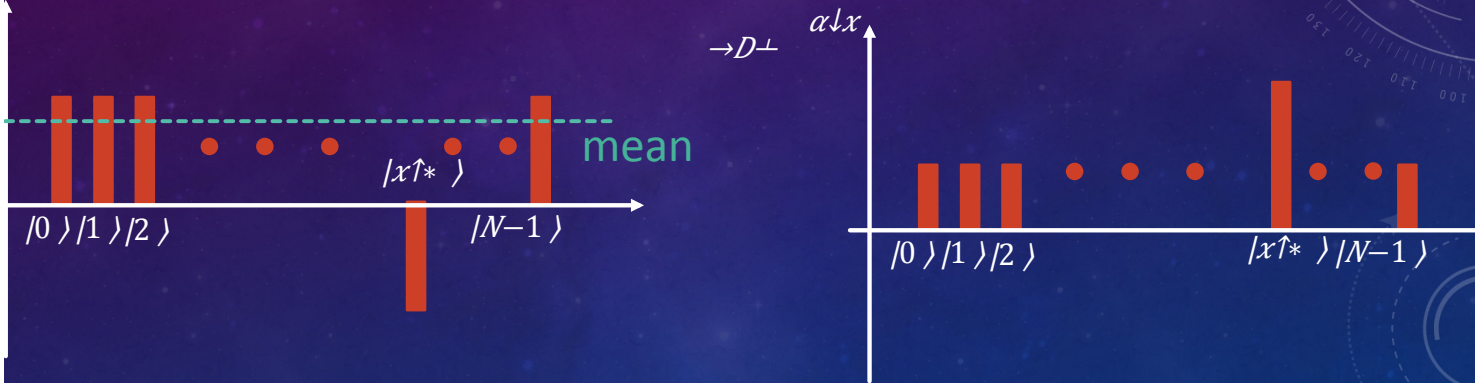
The probability of measuring each state doesn't change:  $P(x) = |\alpha|x||^2$

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## GROVER'S DIFFUSION OPERATOR

Grover's diffusion operator  $D$  reflects the coefficients over their mean



The probability of measuring  $|x^*\rangle$  is amplified

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## QUANTUM PROBLEM COMPLEXITY

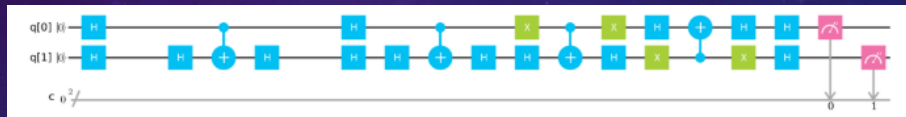
- The sequence of operators  $DO$  is applied in sequence  $r$  times
- The state  $\psi(r)$  that maximizes the probability of measuring  $|x^*\rangle$  is given by  $\psi(r) = (DO)^r |s\rangle$
- $r = \lceil \sqrt{2} n \rceil = \lceil \sqrt{N} \rceil$
- The oracle is therefore executed  $\mathcal{O}(\sqrt{N})$  times

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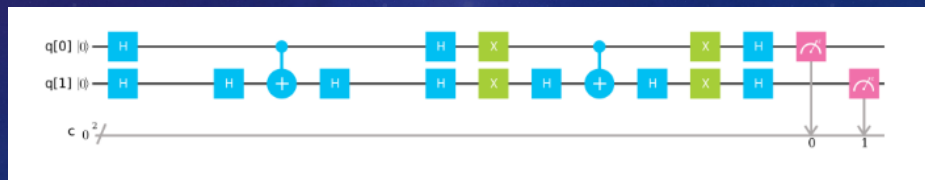


# GROVER IMPLEMENTATION: 2 QUBITS

- According to <https://www.youtube.com/watch?v=Uw6zEMSxKvg>



- Optimized according to <https://www.youtube.com/watch?v=hfxAQOtO19Wg>



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