

# Introduction to quantum computing

## Lecture 1: From classical to quantum computers

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From classical to quantum computers

Lecture 1: Quantum circuits

Single qubit states/gates

Two qubit gates and universal quantum computing

From classical to quantum computers

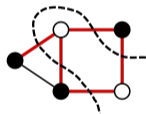
Lecture 1: Quantum circuits

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## Some tough problems for classical computers

- Integer factorization:  $N = ab$ .
- Search algorithms:  $f(x = w) = 1$ ,  $f(x \neq w) = 0$ . Find  $w$ .
- Optimization problems: Given a cost function  $f(x)$ , find  $x$  that maximizes  $f(x)$



- Quantum problems: quantum chemistry, superconductivity, etc  $\rightarrow$  solve large-scale Schrödinger equation

# Basic concepts of computer science

- A useful model for computers: circuits of logical gates acting on binary numbers.

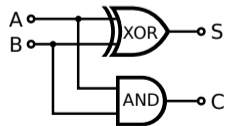
- AND gate:  $a' = ab \rightarrow$  Truth table:

a	b	a'
0	0	0
0	1	0
1	0	0
1	1	1

- OR gate:  $a' = a + b \rightarrow$  Truth table: ...

- XOR gate:  $a' = a \oplus b \rightarrow$  Truth table: ...

- Combining gates, we obtain *logical circuits*, eg Half-adder



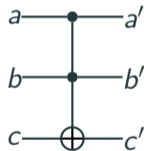
# Basic concepts of computer science

- Reversible circuits:  $(a', b') = f(a, b)$ , with  $f$  invertible.
- Reversible XOR gate (known as CNOT in quantum computing)
  - $a' = a, b' = a \oplus b$
  - Remark: the second 'target' bit is flipped iff the first 'control' bit is activated ( $a = 1$ ).
  - Useful notations for later



## Basic concepts of computer science

- Universality in reversible computing: Can I write using a finite set of gates an arbitrary reversible circuit  $f$ ,  $(a'_1, \dots, a'_n) = f(a_1, \dots, a_n)$ ?
- The Toffoli gate is universal



## Complexity classes

Complexity: scaling of resources to solve a decision problem (yes/no answer) with a classical computer (rigorously, for a deterministic Turing machine)

P	Solved in polynomial time, i.e., the required number of operations is a polynomial of a problem size
NP	A yes answer verified in polynomial time
PSPACE	Solved with polynomial size (i.e. number of constituents, bits)
EXPTIME	Solved in exponential time
NP-HARD	Every problem in NP can be transformed into this problem in polynomial time
NP-COMPLETE	A problem that is both NP and NP-HARD

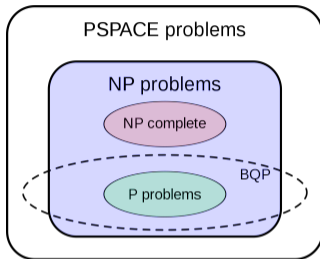


## Example of a NP-complete problem: 3-SAT

$$\begin{aligned} & (\bar{a} \vee m \vee u) \wedge (a \vee n \vee u) \wedge (\bar{a} \vee r \vee x) \wedge (\bar{c} \vee \bar{e} \vee s) \\ & \wedge (c \vee \bar{m} \vee \bar{w}) \wedge (\bar{c} \vee p \vee x) \wedge (c \vee q \vee s) \wedge (e \vee p \vee s) \\ & \wedge (e \vee q \vee \bar{y}) \wedge (e \vee r \vee y) \wedge (\bar{e} \vee r \vee z) \wedge (\bar{g} \vee r \vee x) \\ & \wedge (g \vee v \vee \bar{y}) \wedge (m \vee \bar{n} \vee u) \wedge (m \vee \bar{o} \vee \bar{u}) \wedge (m \vee o \vee v) \\ & \wedge (\bar{m} \vee \bar{q} \vee s) \wedge (\bar{m} \vee \bar{r} \vee \bar{s}) \wedge (m \vee \bar{u} \vee \bar{v}) \wedge (\bar{m} \vee x \vee \bar{z}) \\ & \wedge (\bar{n} \vee r \vee \bar{y}) \wedge (o \vee r \vee \bar{w}) \wedge (\bar{p} \vee q \vee s) \wedge (r \vee \bar{w} \vee \bar{x}) \\ & \wedge (r \vee w \vee \bar{y}) \wedge (r \vee w \vee \bar{z}) \end{aligned}$$

source:Wikipedia

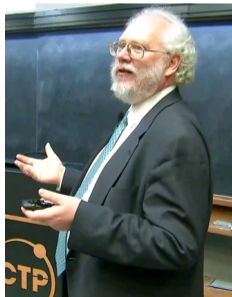
## Relations between complexity classes



- Conjecture  $P \neq NP$
- BQP (Bounded error quantum polynomial time) is the class associated with quantum computers
- We believe that  $P \neq BQP$ , ie quantum computers may be useful!

## Example: Integer factorization



- Factorization decision problem (F): can a given  $n$ -bit number be factorized?
- No polynomial time algorithm known: We do not know if F is in P
- Solutions can be checked efficiently: F is in NP
- Shor's algorithm (1995): F is in BQP





- Quantum computers may be able to tackle problems that are hard for classical computers!

# From classical to quantum computers in the quantum circuit model

Classical computers use classical bits

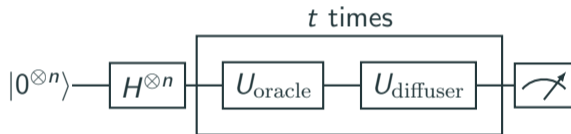
- One classical bit:   
→ state in 0 or 1
- $n$  classical bits:   
→  $2^n$  possibilities for the state  
(00...00, 00...01, etc)

Quantum computers use qubits

- One qubit:   
 $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$
- $n$  qubits:   
 $|\psi\rangle = c_{0\dots 0}|0\dots 0\rangle + c_{0\dots 1}|0\dots 1\rangle + \dots$   
The quantum state can be  
simultaneously in all the  $2^n$  classical  
states.

## Why we may expect quantum speedup with quantum parallelism

- Unstructured search on a space of  $2^n$  bitstrings: We look for  $x$ , such that  $f(x = x_1, \dots, x_n) = 1$ .
- Optimal classical algorithm: Random testing, with time complexity  $O(2^n)$
- Optimal quantum algorithm: Grover's algorithm (Lecture 2)



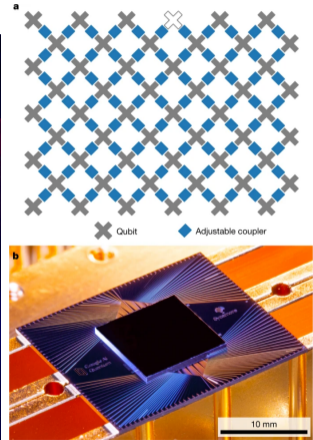
- The first quantum gate creates a uniform quantum superposition of all bitstring states
- Complexity  $O(\sqrt{2^n})$ : polynomial improvement (but still exponential scaling).
- Note: Quantum parallelism does not guarantee quantum speedup for solving *anything*: One needs to extract relevant classical information from the quantum superposition state.

## Quantum Computing timeline

- 1980-1981: Concepts of quantum computers (Benioff-Manin-Feynman)
- 1985: Deutsch's universal quantum computer
- 1994: Shor's factoring algorithm
- 1995: Shor proposes quantum error correction
- 1995: First realization of a 2 qubit gate with trapped ions (Wineland)
- 1996: Grover's algorithm
- 2001: 15 is factorized with Shor's algorithm
- 2008: D-Wave Systems propose the first commercially available "quantum computer"
- 2019: Quantum supremacy claim by Google with 53 qubits
- 2021: IBM quantum eagle (127 qubits)
- 2023: First "large" "low-depth" logical quantum processor (Harvard & QuEra)

# Physical realizations: quantum hardware

- Superconducting qubits (Google, IBM, Rigetti, Grenoble, ...)
- Trapped ions (Innsbruck, Duke university, Boulder NIST, IonQ, ...).
- Rydberg atoms (Palaiseau, Pasqal, Harvard, ...)
- Electron spins (Delft, Microsoft, Grenoble, ...)



# IBMQ Practicals

- We will use via a cloud interface 'small' IBM quantum computers to illustrate the lectures.
- We will use the Qiskit Python library to parametrize simulate quantum circuits and interface with the quantum machines.
- Before the class, connect to <https://github.com/bvermersch/bvermersch.github.io/blob/master/Teaching/QuantumPractical.ipynb> for install instructions.

```
In [7]: from qiskit import QuantumRegister, ClassicalRegister, QuantumCircuit
        from qiskit.tools.visualization import circuit_drawer
        import numpy as np

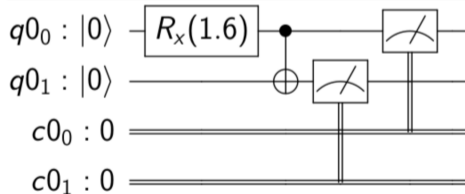
        qr = QuantumRegister(2)
        cr = ClassicalRegister(2)
        qp = QuantumCircuit(qr,cr)

        qp.rx( np.pi/2,qr[0])
        qp.cx(qr[0],qr[1])

        qp.measure(qr,cr)

        circuit_drawer(qp)
```

Out[7]:





- Nielsen and Chuang, Quantum Computation and Quantum Information
- J. Preskill's quantum information lectures,  
<http://theory.caltech.edu/~preskill/>
- Scott's Aaronson lectures.
- Lectures slides on <https://bvermersch.github.io/>

From classical to quantum computers

Lecture 1: Quantum circuits

Single qubit states/gates

Two qubit gates and universal quantum computing

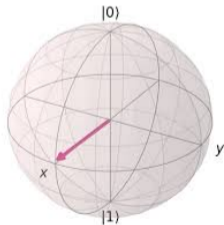
## Single qubit states

- For this course, the qubit can be thought as the elementary building block of a quantum computer.
- A qubit is a two-level quantum system

$$|\psi\rangle = \alpha |0\rangle + \beta |1\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix} \quad (1)$$

- Sometime it is instructive to represent a qubit as a vector on the Bloch sphere

$$|\psi\rangle = \cos\left(\frac{\theta}{2}\right) |0\rangle + \sin\left(\frac{\theta}{2}\right) e^{i\phi} |1\rangle \quad (2)$$



## Single qubit quantum circuit

- In single qubit quantum circuits, the qubit states evolves as a function of time, by successive applications of single qubit gates



- After the first gate, we obtain


$$|\psi_1\rangle = U_1 |\psi\rangle, \quad (3)$$


with  $U_1 = e^{-iH_1 t}$  is a unitary  $2 \times 2$  matrix (a rotation on the Bloch sphere)

- Can you write the final state of the circuit as a function of  $U_1$ ,  $U_2$ ,  $U_3$ ?


## Important single qubit gates


- Note: It is important to get used to calculate the states of quantum circuits both using the matrix and the bra-ket notations

X-gate   $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$   $X = |0\rangle\langle 1| + |1\rangle\langle 0|$

Z-gate   $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$   $Z = |0\rangle\langle 0| - |1\rangle\langle 1|$

Y-gate   $Y = iXZ$

Hadamard-gate   $H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$

T-gate   $T = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{pmatrix}$

and others..

- Can you generate the Hadamard gate with a circuit with  $X$  and  $Z$  gates? why?

## Multi-qubit circuit structure

- A quantum circuit naturally extends to  $n \geq 1$  qubits
- The wave-function is written in a tensor product space of dimension  $2^n$

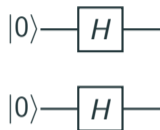
$$|\psi\rangle = \sum_{x_1=0}^1 \sum_{x_2=0}^1 \cdots \sum_{x_n=0}^1 c_{x_1, x_2, \dots, x_n} |x_1\rangle \otimes |x_2\rangle \otimes \cdots \otimes |x_n\rangle = \begin{pmatrix} c_{0,0,\dots,0,0} \\ c_{0,0,\dots,0,1} \\ \dots \\ c_{1,1,\dots,1,1} \end{pmatrix} \quad (4)$$

- Equivalence between notations :

$$|0, 1, 1\rangle = |011\rangle = |0\rangle \otimes |1\rangle \otimes |1\rangle, |0\rangle \otimes |0\rangle = |0\rangle^{\otimes 2}$$

## Multi-qubit circuit structure

- Let us calculate the state after the following two-qubit circuit?



- Playing with bra-kets and tensor products

$$|\psi\rangle = (H \otimes H)(|0\rangle \otimes |0\rangle) = (H|0\rangle) \otimes (H|0\rangle) = \dots \quad (5)$$

- I can also first write  $H$  in bra-ket notations then write  $H \otimes H$  in bra-ket notations, or in matrix form, etc, but it's more tedious.
- Is this state entangled?

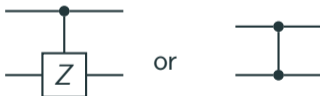
## Introducing two-qubit gates

- Two qubit gates act non-trivially on two qubits
- Example CNOT gate



$$CNOT = |0\rangle\langle 0| \otimes 1 + |1\rangle\langle 1| \otimes X \quad (6)$$

- Example Controlled-Z gate

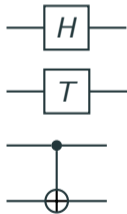


$$CZ = |0\rangle\langle 0| \otimes 1 + |1\rangle\langle 1| \otimes Z \quad (7)$$



# The universal quantum computer

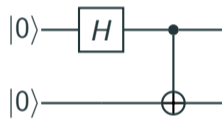
- Deutsch 1985: There exist universal set of gates that can be used to generate any quantum circuit  $U$  acting on  $n$  qubits.
- Note: The question of how many gates you need is non-trivial (quantum computational complexity)
- The following gate set is universal



- It is usually a good idea to use a larger gate set to simplify the circuit compilation.
- Write a circuit to create a Bell State, a three qubit GHZ state.

## Bell state circuit

Circuit to prepare the Bell state



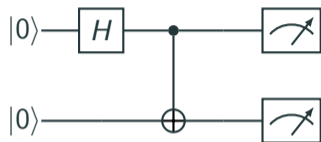
# The measurement problem

- Reminer on von Neumann measurements in quantum mechanics
- Let us define a list of orthogonal projectors  $\{P_a\}$ , with  $\sum_a P_a = 1$
- We define a measurement of  $a$  as the physical operation

$$P_a |\psi\rangle / \|P_a |\psi\rangle\| \quad (8)$$

- And we postulate that this happens with probability  $p_a = \langle \psi | P_a | \psi \rangle$ .

## Computational bases measurements



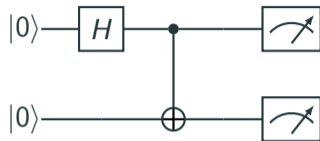
- This is the standard way of measuring in quantum computers

$$P_x = |x\rangle \langle x| \quad (9)$$

with  $x = x_1, \dots, x_n$  and

$$p(x) = |\langle \psi | x \rangle|^2 \quad (10)$$

## The measurement problem



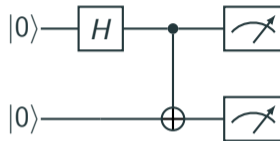
- I need to run the experiment  $M$  times, accessing  $m = 1, \dots, M$  bitstrings  $x_m = (x_{m,1}, \dots, x_{m,n})$  to access meaningful information.

$$|\langle 00|\psi\rangle|^2 = \lim_{M \rightarrow \infty} \sum_{m=1}^M \frac{\delta_{x_m, (0,0)}}{M} \quad (11)$$

- The measurement problem is a crucial part in the design of quantum algorithms.

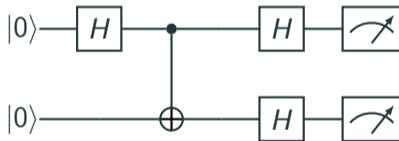
## Some common measurement circuits

- Z Basis measurements: Gives access to Born probabilities and arbitrary expectation values involving only  $Z$  operators.



- One can also apply single qubit gates before the measurement, eg X Basis

measurements:

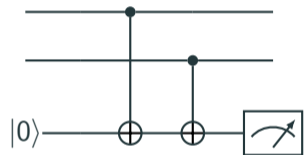


- The key identity is  $Z = HXH$ .

## Projection aspects and ancilla based measurements

- What happens if we do not measure entirely the system?
- Example: This measurement circuit takes a 2-qubit state  $|\psi\rangle$ , build a 3-qubit state  $|\psi'\rangle$

and delivers one measurement outcome  $\nu = 0, 1$ .



- This is a measurement with projection operators  $P_\nu = 1 \otimes 1 \otimes |\nu\rangle\langle\nu|$ ,  $\nu = 0, 1$ , which project the system into

$$P_\nu |\psi'\rangle \quad \text{with probability} \quad \langle\psi'|P_\nu|\psi'\rangle \quad (12)$$