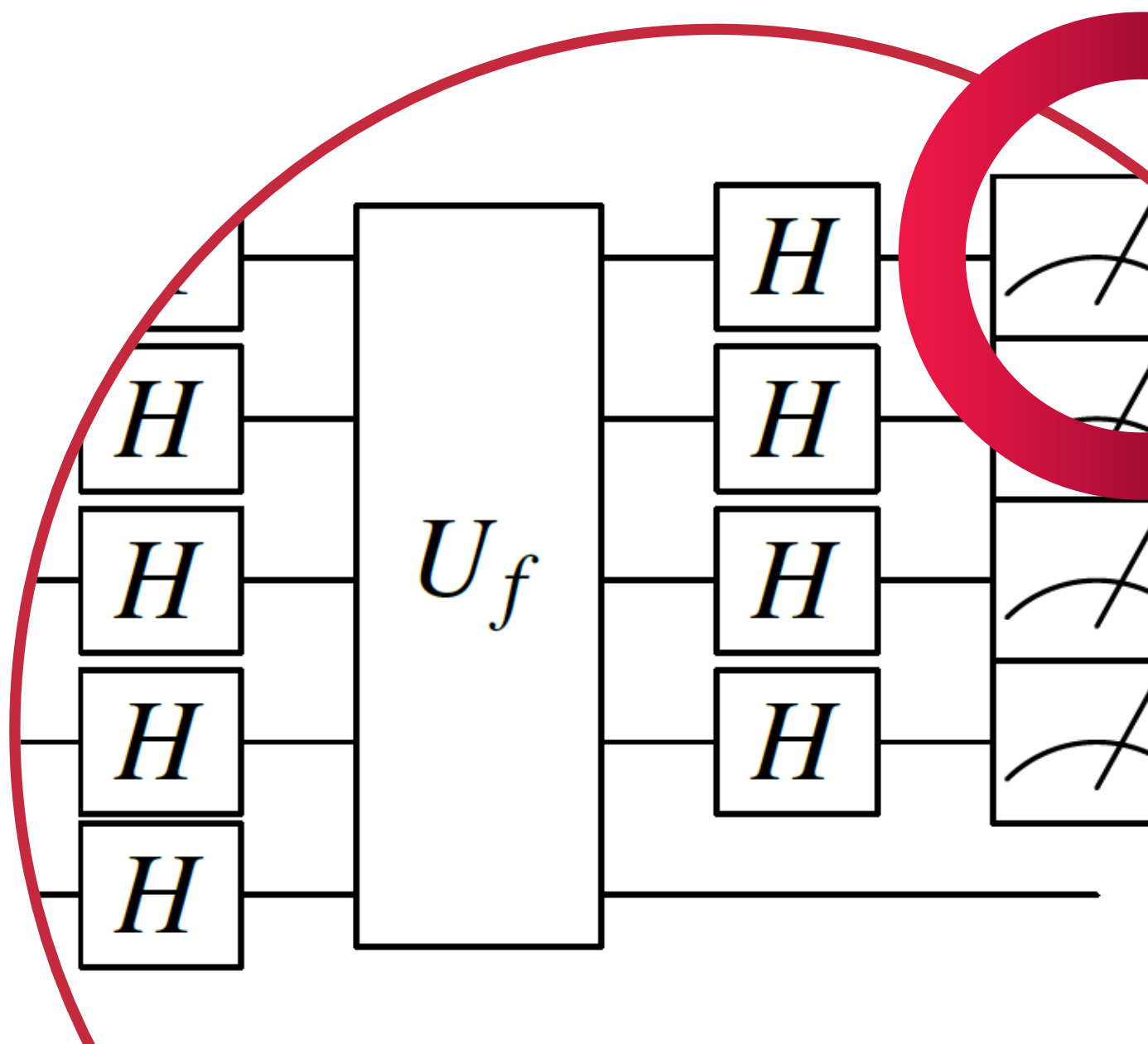
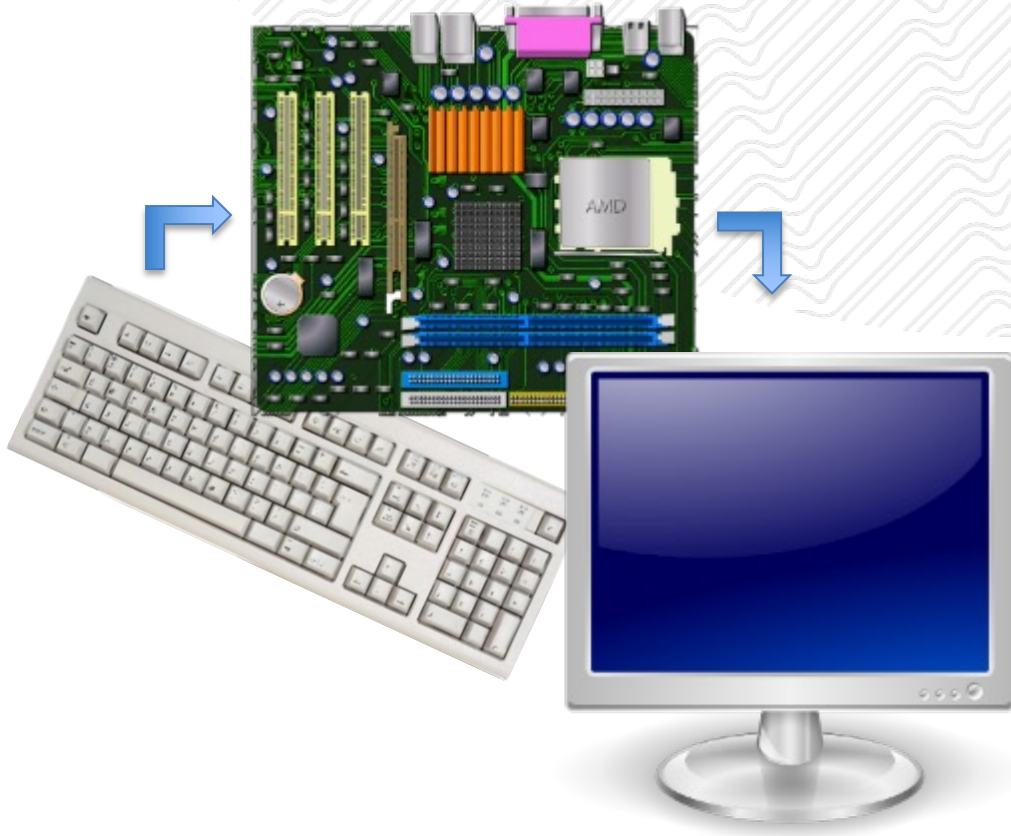


# A Beginner's Guide to Quantum Computing

Sarah Li & John Donohue

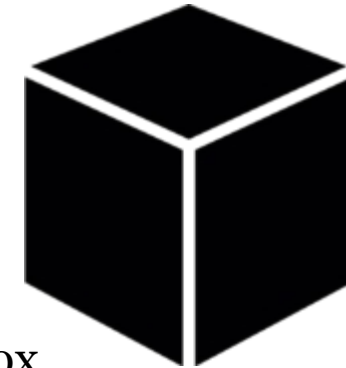


# What's a Computer?



11011110  
00110001  
01101010

Input



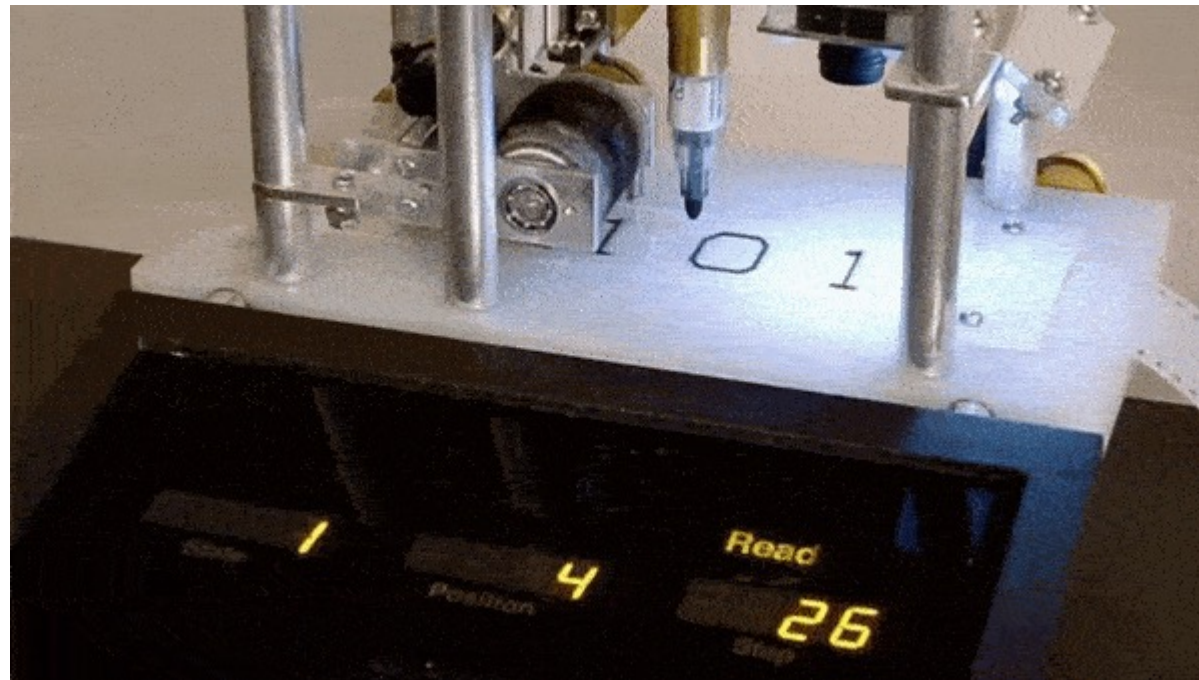
Black box  
Obeys certain logical rules

Output

10000111  
00001010  
00110101

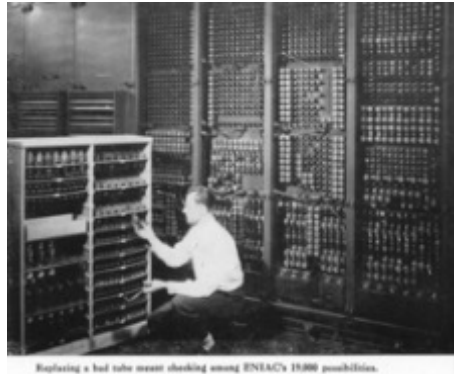
A computer is an  
information processor

# What's a Computer?



Credit: Mike Davey <http://aturingmachine.com/>

# What's a Computer?



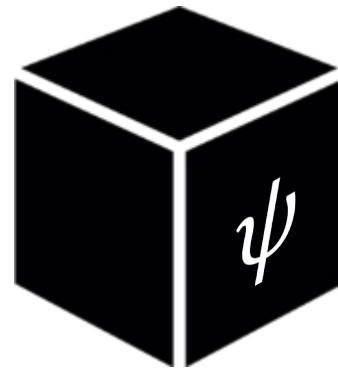
Despite their different appearances,  
all of these computers  
follow the exact same rules.

# What's a Quantum Computer?

We've already seen that we can encode and process information in a quantum system

11011110  
00110001  
01101010

Input



A quantum computer is a  
quantum information processor

Output

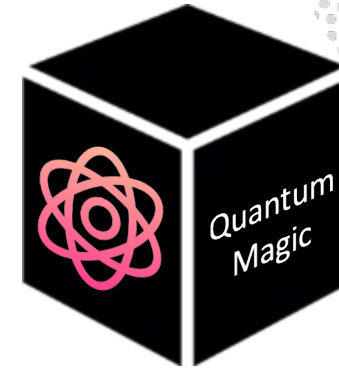
10000111  
00001010  
00110101

Black box obeys different rules,  
such as unitary evolution,  
but can take advantage of  
superposition and entanglement

# Classical vs. Quantum Computing



- Uses bits as input and output
- Gives one answer per run
- Can fake randomness
- Can observe the computation partway through
- Can only measure the bits in one way



- Uses bits as input and output
- Gives one answer per run
- Is fundamentally uncertain
- Observing the computation partway disturbs quantum states and ruins the process
- Can measure qubits in infinite ways

# Early Quantum Computing

- Preliminaries
- Quantum circuit notation
- Oracle problems
- The Deutsch-Josza Problem
- Overview of Quantum Computing Implementations

# **Preliminaries**



# Quantum States

A state describes properties of a system

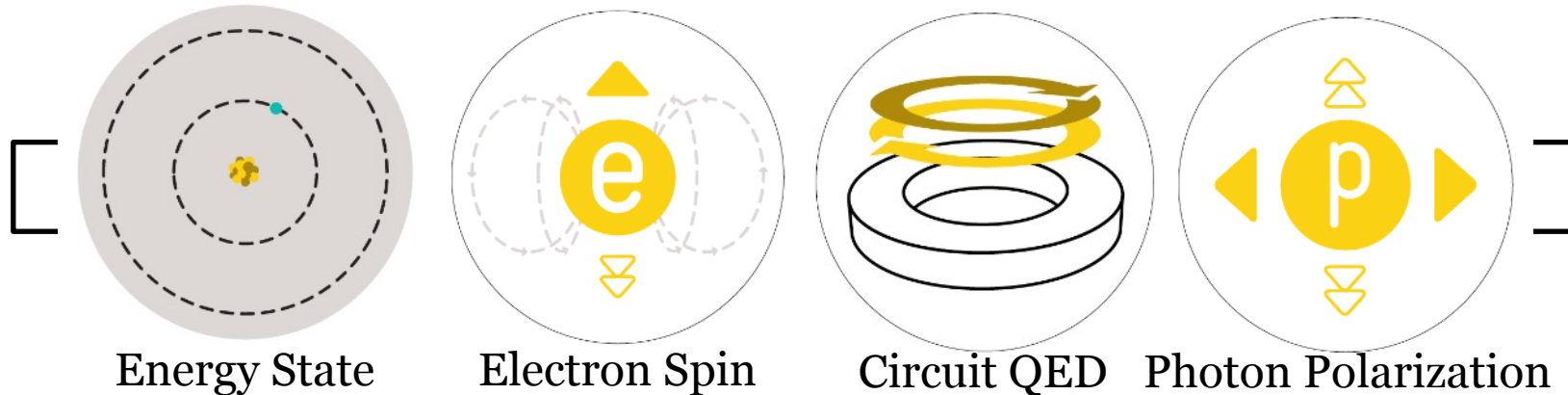
**Classical**



A quantum state describes properties of a quantum system

**Quantum**

Specifics  
Tomorrow!



Energy State

Electron Spin

Circuit QED

Photon Polarization

# Mutually Exclusive States

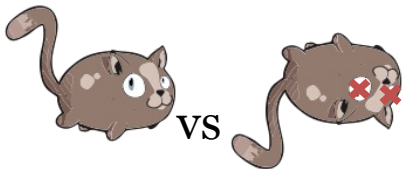
- Two states are mutually exclusive if they are:
  - Distinguishable and impossible to confuse
  - Cannot both occur at the same time

## Classical

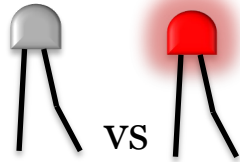


VS

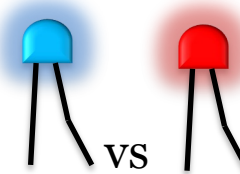
0 VS 1



VS



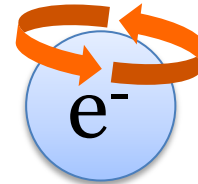
VS



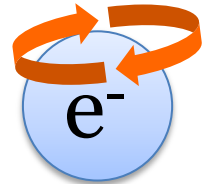
VS

## Quantum

For example, consider electron spin



Can only take  
one of two  
values  
(↻ or ↺)



Which of the following are NOT mutually exclusive?

---

**A.** Heads *or* Tails on a coin

**B.** Wearing Red Socks *or*  
Wearing a Blue Shirt

Can do both at the same time

**C.** Being in Toronto *or* Being in Montreal

**D.** Having a Ball *or* Not Having a Ball

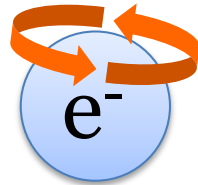
**E.** All of the above are mutually exclusive



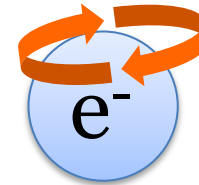
# States as Vectors

1) Quantum states are described by **unit vectors** in complex, potentially **high-dimensional Hilbert spaces**.

Consider electron spin



Can only take  
one of two  
values



We'll represent them as  
a pair of orthogonal unit vectors

$$v_{\uparrow} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad v_{\downarrow} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

Why orthogonal?

They're impossible to confuse!

A  $\uparrow$  electron has no  $\downarrow$  component,  
just like an x-vector has no y-component

# States as Kets

We call any two-dimensional quantum state a “qubit”  
Qubit = Quantum Bit

We use a “ket” to denote a quantum state vector

$$\left| \begin{array}{c} \text{e}^- \\ \text{clockwise} \end{array} \right\rangle := |0\rangle$$

$$\left| \begin{array}{c} \text{e}^- \\ \text{counter-clockwise} \end{array} \right\rangle := |1\rangle$$

$$|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \quad |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

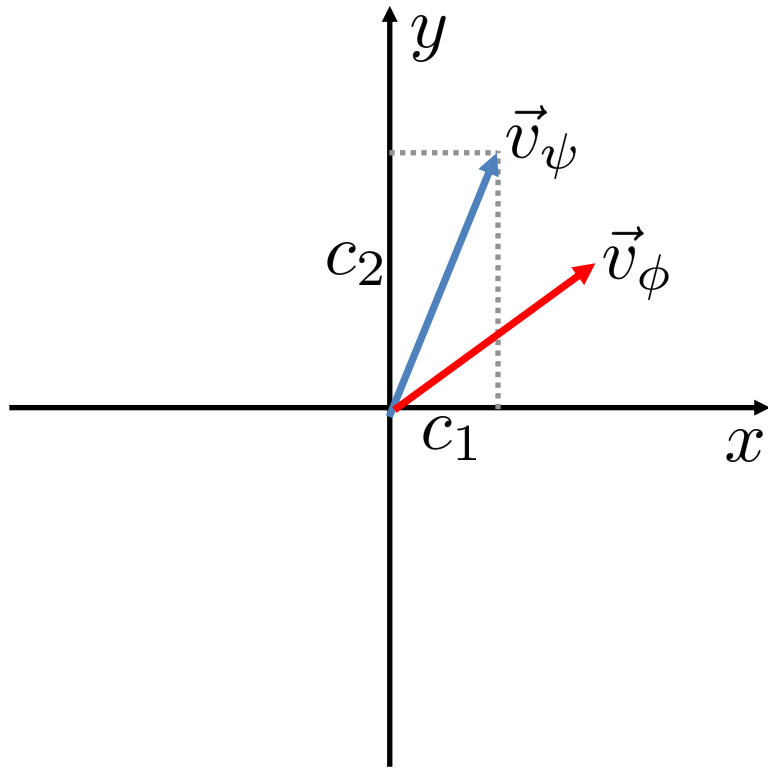
We'll see this for numerous physical systems,  
but the end result is always the same:

Linear algebra is the rulebook for quantum mechanics

# States as Kets

$$|\psi\rangle = \vec{v}_\psi = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix}$$

A “ket” is a column vector



For now,  
think of each component as how  
alike the state is to each of the  
mutually exclusive options.

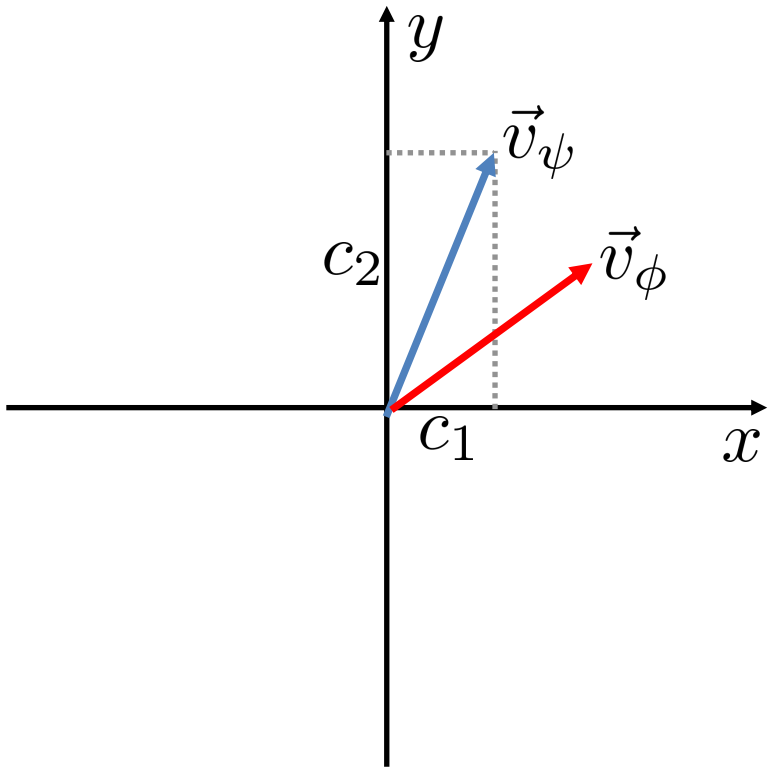
$$|\psi\rangle = \begin{bmatrix} 0.97 \\ 0.22 \end{bmatrix} \text{ is more like } |0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$|\psi\rangle = \begin{bmatrix} 0.26 \\ 0.96 \end{bmatrix} \text{ is more like } |1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

# Bra-Ket Notation

$$|\psi\rangle = \vec{v}_\psi = \begin{bmatrix} c_1 \\ c_2 \end{bmatrix}$$

A “ket” is a column vector



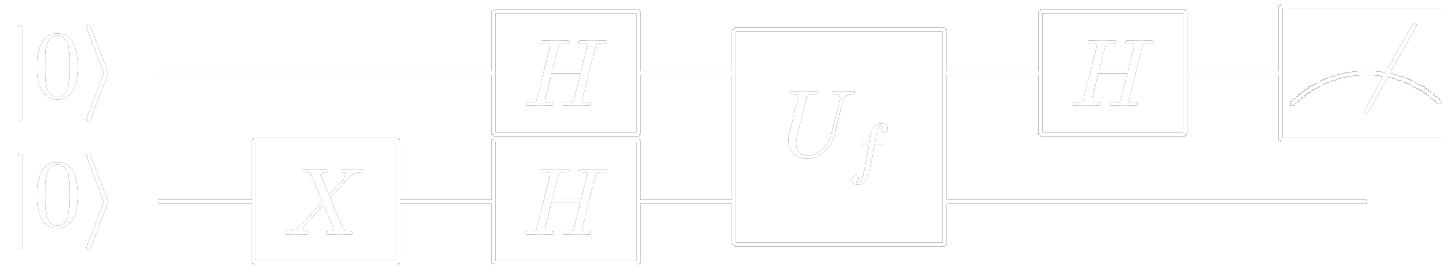
$$\langle\psi| = \vec{v}_\psi^\dagger = [\bar{c}_1 \quad \bar{c}_2]$$

A “bra” is its conjugate transpose  
(row vector)

$$\langle\phi|\psi\rangle = \vec{v}_\phi^\dagger \vec{v}_\psi = \vec{v}_\phi \cdot \vec{v}_\psi$$

A bra and a ket together  
provides the inner product  
or overlap of the two states

Just like the inner product  
tells us how alike two vectors are,  
it will tell us how alike two quantum states are

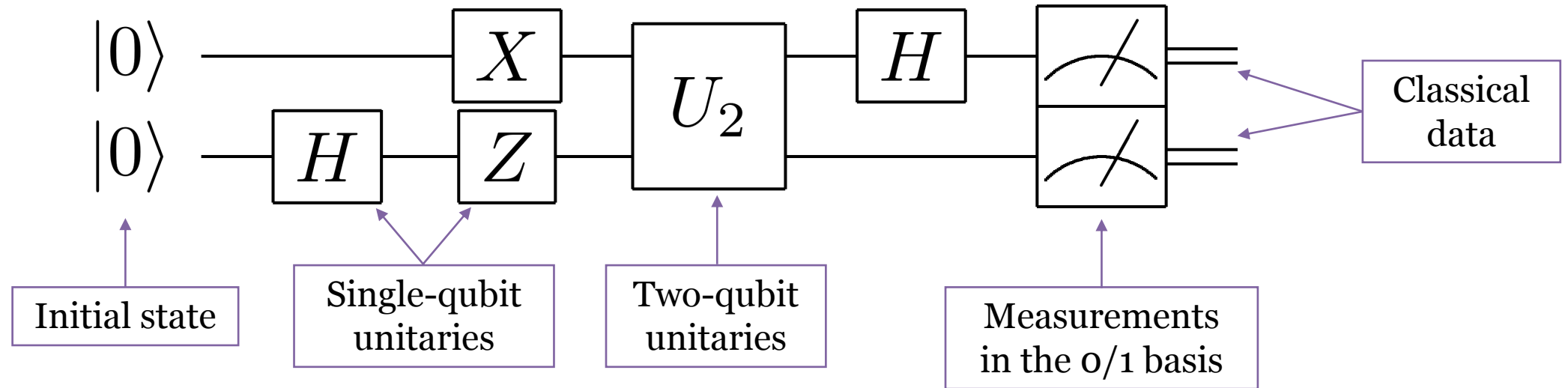


# Quantum Circuits



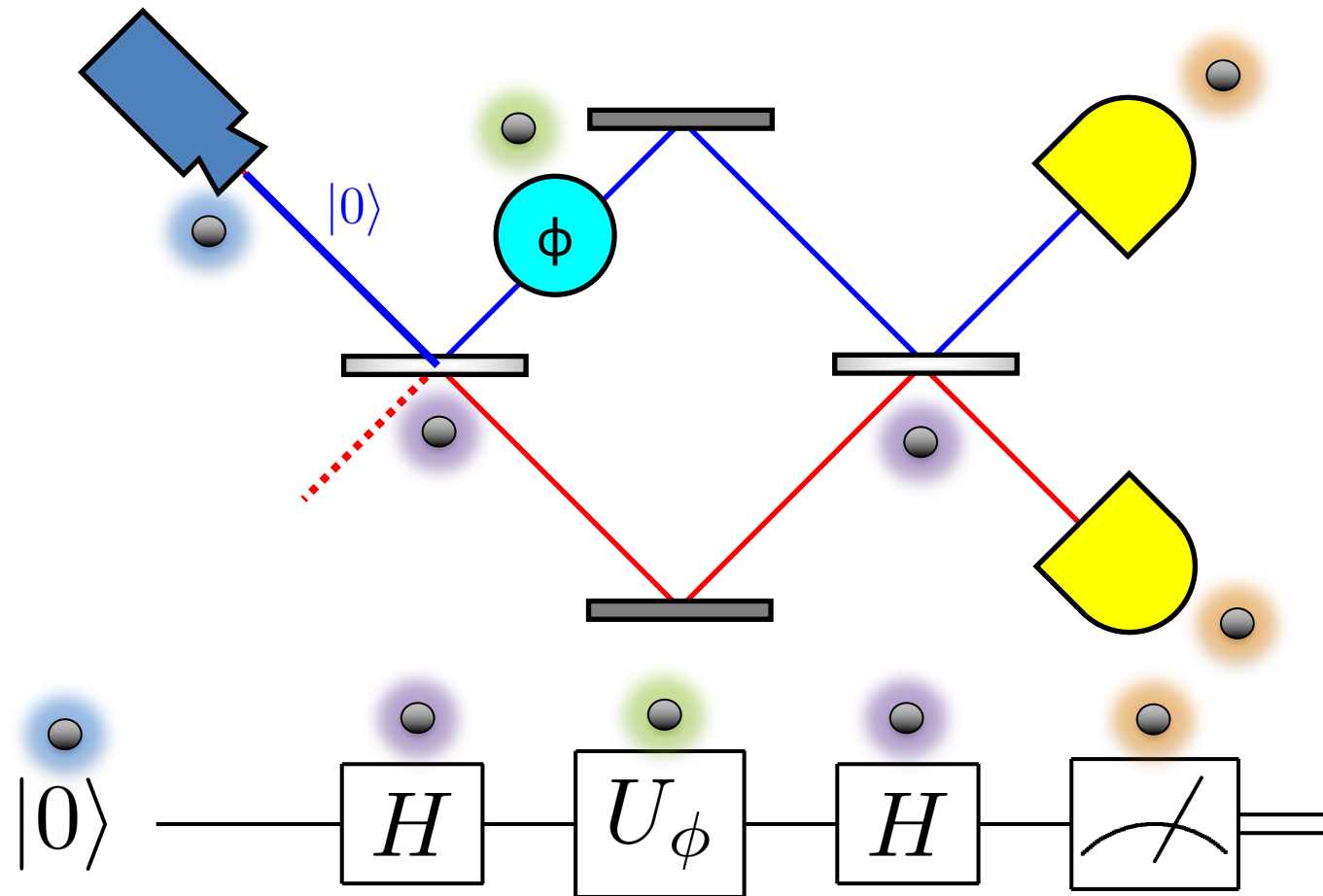
# Quantum Circuit Model

When we talk about quantum computing, we often talk about it in the *circuit representation*.

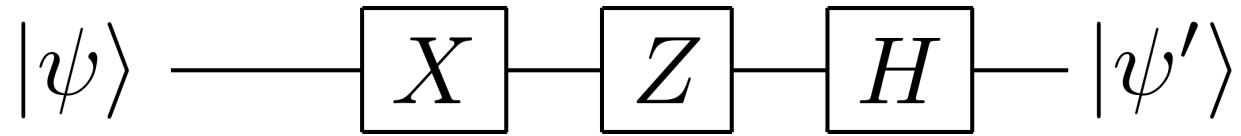


# Quantum Circuit Model

Let's write the Mach-Zehnder in the circuit model...



What is  $|\psi'\rangle$ ?



**A.**  $ZHX|\psi\rangle$

**B.**  $XZH|\psi\rangle$

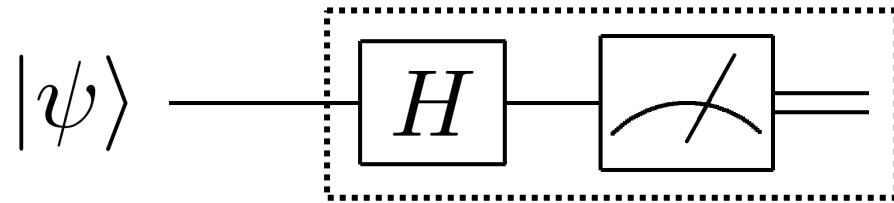
**C.**  $HZX|\psi\rangle$

**D.**  $ZXH|\psi\rangle$

X first, then Z, then H

**E.** None of the above

What does this circuit do?



**A.** Measure  $|\psi\rangle$  in the 0/1 basis

**B.** Measure  $|\psi\rangle$  in the +/- basis

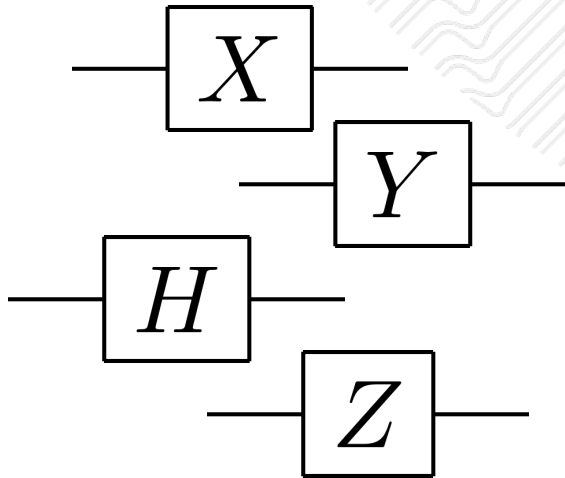
**C.** Transform  $|0\rangle$  to  $|\psi\rangle$

**D.** Make a copy of  $|\psi\rangle$

**E.** None of the above

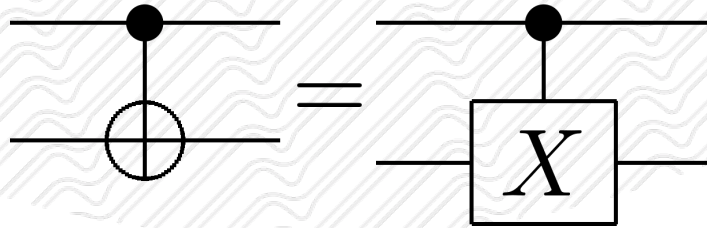
Recall :  $H = |0\rangle\langle +| + |1\rangle\langle -|$

# Important Gates



Our familiar crew of single-qubit unitaries

The c-NOT  
(Controlled-NOT)



$$U_{\text{cNOT}} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

$$U_{\text{cNOT}}|00\rangle = |00\rangle$$

$$U_{\text{cNOT}}|01\rangle = |01\rangle$$

$$U_{\text{cNOT}}|10\rangle = |11\rangle$$

$$U_{\text{cNOT}}|11\rangle = |10\rangle$$

The cNOT flips the second qubit depending on the state of the first

$$U_{\text{cNOT}} = |00\rangle\langle 00| + |01\rangle\langle 01| + |10\rangle\langle 11| + |11\rangle\langle 10|$$

$$U_{\text{cNOT}} = |0\rangle\langle 0| \otimes \mathbb{1} + |1\rangle\langle 1| \otimes X$$

What is the following state?

$$U_{\text{cNOT}} (|+\rangle \otimes |0\rangle)$$

---

**A.**  $\frac{1}{\sqrt{2}} (|00\rangle + |01\rangle)$

**B.**  $\frac{1}{\sqrt{2}} (|01\rangle + |11\rangle)$

The cNOT is an entangling gate

**C.**  $\frac{1}{\sqrt{2}} (|01\rangle + |10\rangle)$

**D.**  $\frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$

Recall:  $U_{\text{cNOT}}|00\rangle = |00\rangle$   
 $U_{\text{cNOT}}|01\rangle = |01\rangle$   
 $U_{\text{cNOT}}|10\rangle = |11\rangle$   
 $U_{\text{cNOT}}|11\rangle = |10\rangle$

$$U_{\text{cNOT}} (|+\rangle \otimes |0\rangle) = \frac{1}{\sqrt{2}} (U_{\text{cNOT}}|00\rangle + U_{\text{cNOT}}|10\rangle)$$

**Question Break**

# Early Quantum Computing

- Oracle problems
- The Deutsch-Josza Problem
- Overview of Quantum Computing Implementations



# The Deutsch-Josza Problem

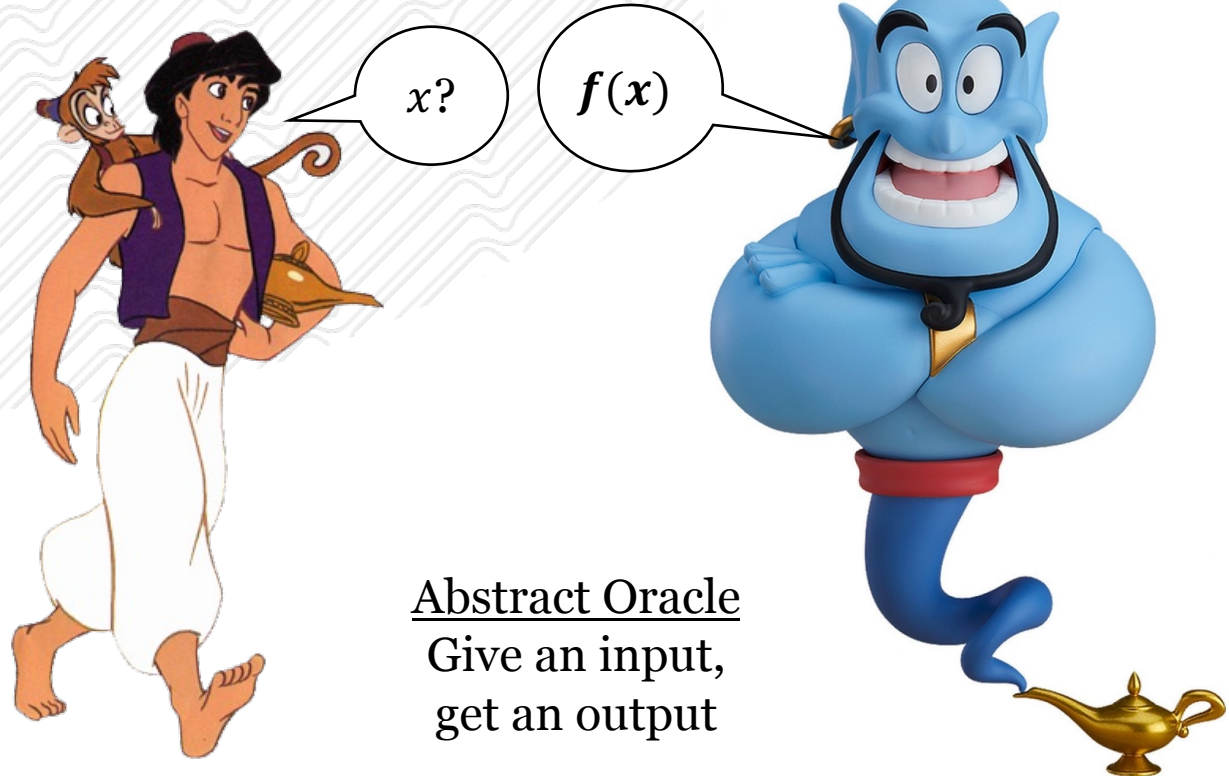
The made-up problem that started it all

# Oracle Problems



## Phone Books

Give them a name,  
they give you a phone number



## Abstract Oracle

Give an input,  
get an output

But what if we want other kinds of information?  
e.g. How many phone numbers have the 519 area code?  
Is there an efficient way to get that out of the oracle?

Collective property  
of the possible outputs,  
not one specific output

# The Deutsch-Josza Problem

You are given a binary function  $f(x)$

There are two possible inputs (0 or 1)

There are two possible outputs (0 or 1)

Your mission: Determine if  $f(x)$  is *constant* or *balanced*



There are four possible functions:

$x$	$f_1(x)$
0	0
1	0

Constant

$x$	$f_2(x)$
0	1
1	0

Balanced

$x$	$f_3(x)$
0	0
1	1

Balanced

$x$	$f_4(x)$
0	1
1	1

Constant

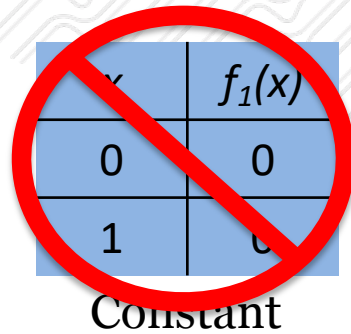
# The Deutsch-Josza Problem



# The Deutsch-Josza Problem


What is the minimum number of queries you'd need to ask the oracle to learn if the function is constant or balanced?

- A. Zero
- B. One
- C. Two**
- D. Three
- E. Four



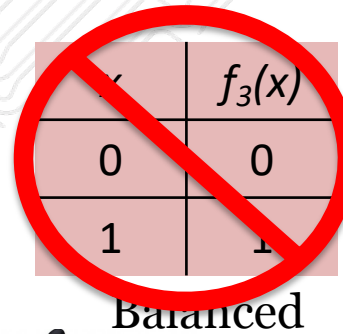
$x$	$f_1(x)$
0	0
1	0

Constant




$x$	$f_2(x)$
0	1
1	0

Balanced



$x$	$f_3(x)$
0	0
1	1

Balanced



$x$	$f_4(x)$
0	1
1	1

Constant



0?

$f(0) = 1$



Still no information on whether it is constant or balanced

After two queries, I can tell you which function it is, which is more information than we need!

**Question Break**

# The Quantum Deutsch-Josza Solution

Play that one again DJ

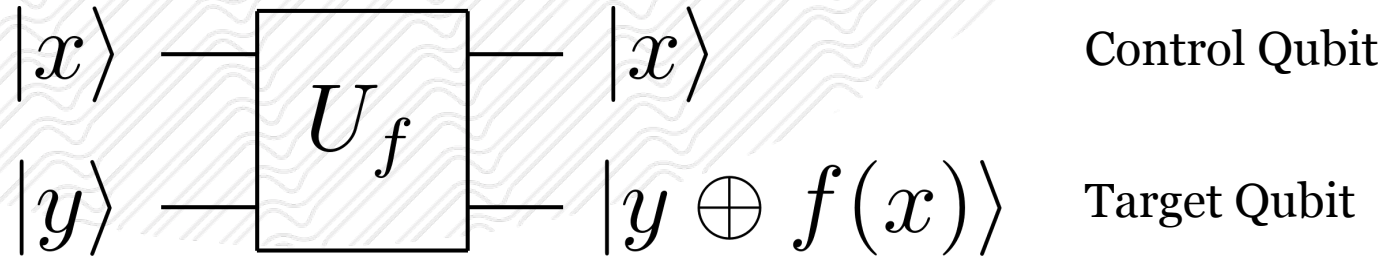
# The Quantum Oracle

Let's say we're able to ask for the oracle as a quantum gate:

Two-qubit  
binary input

$x = 0$  or  $1$

$y = 0$  or  $1$



We have the two-qubit gate  $U_f$   
which has the function  $f(x)$   
programmed into it as:

$$U_f |x\rangle |y\rangle = |x\rangle |y \oplus f(x)\rangle$$

If  $f(x) = 1$ , flip  $y$   
Otherwise, do nothing

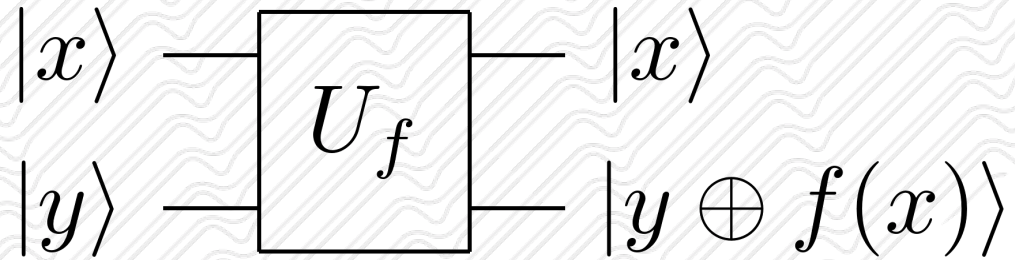


Addition Mod 2  
(Bitwise / XOR)

	0	1	$f(x)$
0	0	1	
1	1	0	



# The Quantum Oracle



$x$	$f_2(x)$
0	1
1	0

$$U_f |0\rangle |y\rangle = |0\rangle |y \oplus f(0)\rangle = |0\rangle |!y\rangle$$

$$U_f |1\rangle |y\rangle = |1\rangle |y \oplus f(1)\rangle = |1\rangle |y\rangle$$

The control doesn't change  
The target either flips or doesn't flip

# The Quantum Oracle

$$U_f |x\rangle |y\rangle = |x\rangle |y \oplus f(x)\rangle$$

What if we send in the computational basis states?

$$U_f |0\rangle |0\rangle = |0\rangle |f(0)\rangle$$

$$U_f |1\rangle |0\rangle = |1\rangle |f(1)\rangle$$

The two-query method still works just as well

What if the control is in a **superposition** state?

$$U_f |+\rangle |0\rangle = \frac{|0\rangle |f(0)\rangle + |1\rangle |f(1)\rangle}{\sqrt{2}}$$

Both  $f(0)$  and  $f(1)$  in the output state!

But when we measure, we'll get one or the other randomly

# The Deutsch-Josza Solution

$$U_f |x\rangle |y\rangle = |x\rangle |y \oplus f(x)\rangle$$

What if the target is in the  $|-\rangle$  superposition state?

$$U_f |x\rangle |-\rangle = \frac{U_f |x\rangle |0\rangle - U_f |x\rangle |1\rangle}{\sqrt{2}}$$

Does nothing if  $f(x) = 0$   
Flips  $|-\rangle$  to  $-|-\rangle$  if  $f(x) = 1$

$$= \frac{|x\rangle |0 \oplus f(x)\rangle - |x\rangle |1 \oplus f(x)\rangle}{\sqrt{2}}$$

$$= (-1)^{f(x)} |x\rangle |-\rangle$$

# The Deutsch-Josza Solution

What if both the control and target are in superposition?

Key Insight :  $U_f |x\rangle |-\rangle = (-1)^{f(x)} |x\rangle |-\rangle$

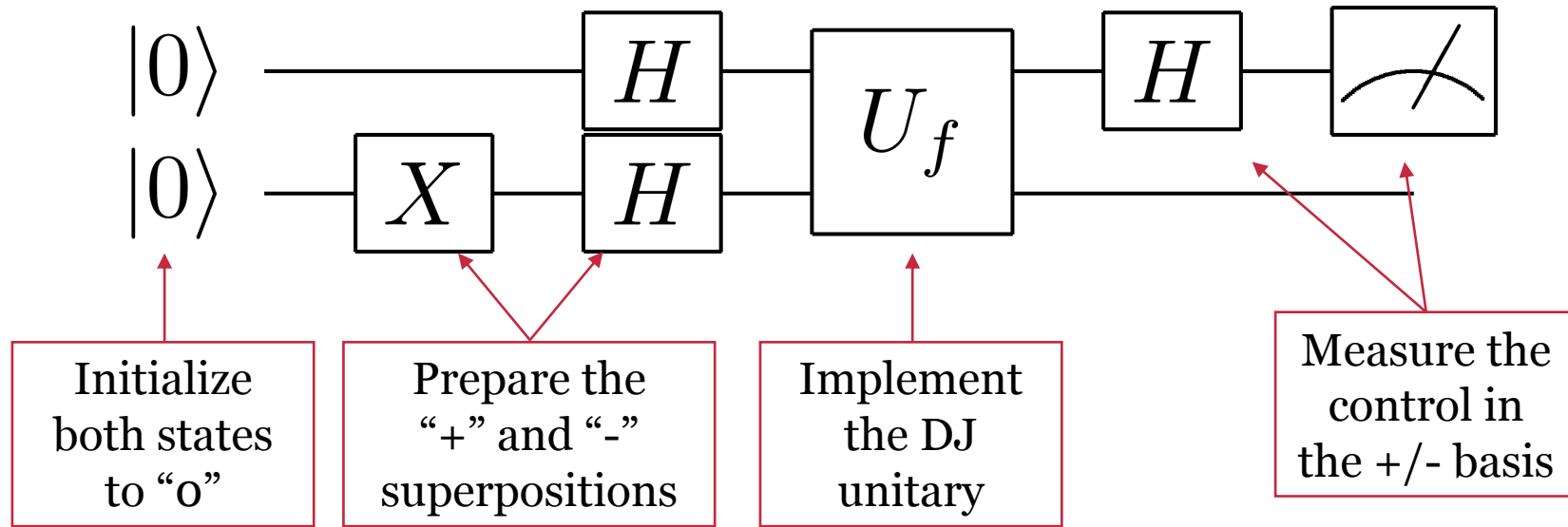
$$U_f |+\rangle |-\rangle = \frac{\overset{\text{Global Phase}}{(-1)^{f(0)}}}{\sqrt{2}} \left( |0\rangle + \overset{\text{Relative Phase}}{(-1)^{f(1)-f(0)}} |1\rangle \right) |-\rangle$$

$$U_f |+\rangle |-\rangle = |+\rangle |-\rangle \text{ if } f(x) \text{ constant}$$

$$U_f |+\rangle |-\rangle = |-\rangle |-\rangle \text{ if } f(x) \text{ balanced}$$

↑  
Measuring the control qubit in the X basis tells us whether the function is constant or balanced *in one query*

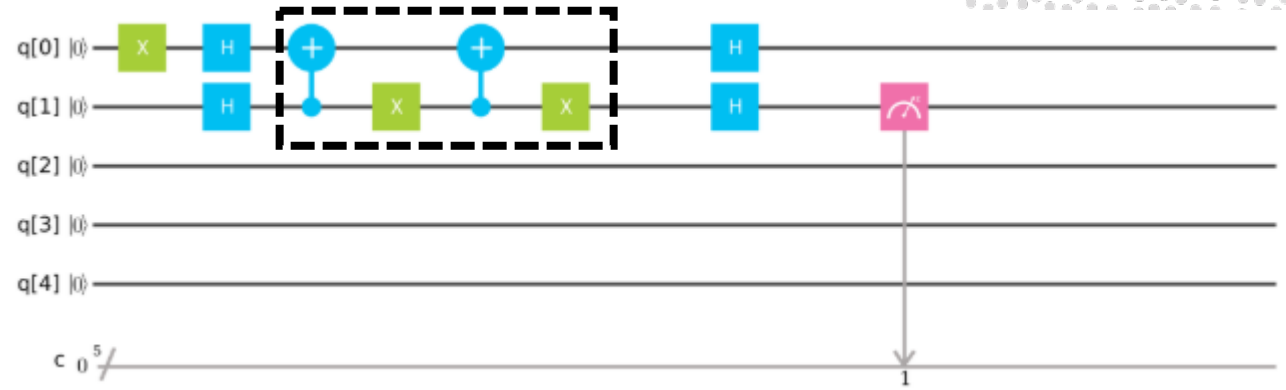
# The Deutsch-Josza Circuit



# Deutsch-Josza with IBM Q

Deutsch-Josza algorithm in Qiskit: [shorturl.at/akCHV](https://shorturl.at/akCHV)

DJ Oracle for  $f(x) = 1$



Device: Simulator

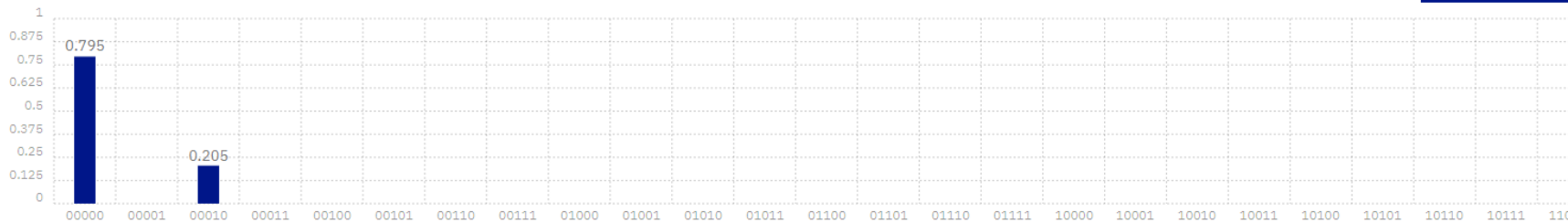
Quantum State: Computation Basis



Device: ibmqx4

Quantum State: Computation Basis

Download CSV

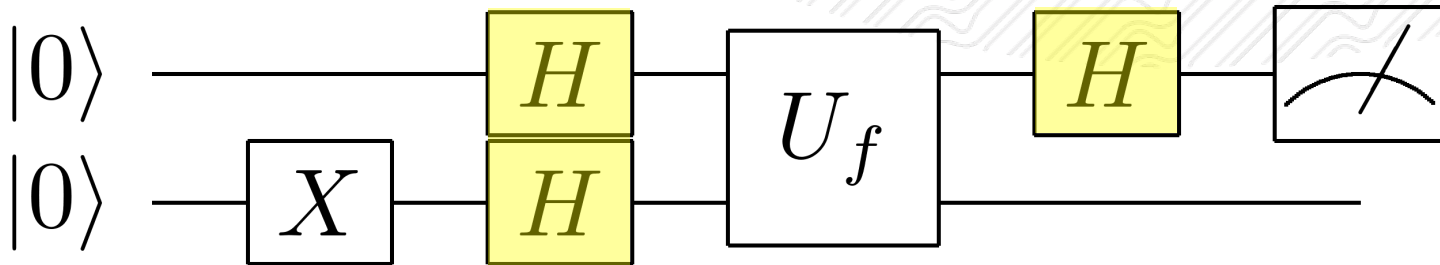




**Question Break**

# Lessons from Deutsch-Josza

- Preparing the target in superposition wasn't enough!
  - We needed to also measure in a superposition basis



The First Rule of  
Quantum Computing Club  
It's not just about  
“querying all possibilities  
in superposition”



# Lessons from Deutsch-Josza

The “target” measurement qubit wasn’t actually measured

The phase was “kicked back” to the control qubit

Key to many  
quantum algorithms

$$U_f |x\rangle |y\rangle = |x\rangle |y \oplus f(x)\rangle$$

$$U_f |+\rangle |-\rangle = \frac{1}{\sqrt{2}} \left( (-1)^{f(0)} |0\rangle + (-1)^{f(1)} |1\rangle \right) |-\rangle$$

$$U_f |+\rangle |-\rangle = |+\rangle |-\rangle \text{ if } f(x) \text{ constant}$$

$$U_f |+\rangle |-\rangle = |-\rangle |-\rangle \text{ if } f(x) \text{ balanced}$$

# Lessons from Deutsch-Josza

We still don't know what  $f(x)$  is exactly

$x$	$f_1(x)$
0	0
1	0

Constant

$x$	$f_2(x)$
0	1
1	0

Balanced

$x$	$f_3(x)$
0	0
1	1

Balanced

$x$	$f_4(x)$
0	1
1	1

Constant

We still need two queries to know which  $f(x)$  we have, but quantum computers allow us to extract some properties more efficiently

The Second Rule of  
Quantum Computing Club  
Quantum computers  
don't speed up everything

# Lessons from Deutsch-Josza

It scales to many qubits

$x$	$f_0(x)$	$f_1(x)$	$f_2(x)$	$f_3(x)$	...
00	0	1	0	1	...
01	0	0	1	1	...
10	0	0	0	0	...
11	0	0	0	0	...

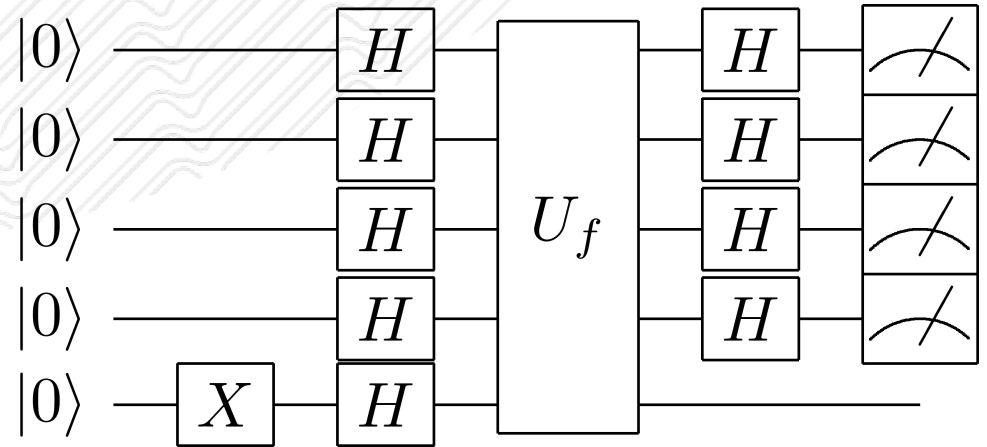
2 constant functions

$$\binom{2^n}{2^{n-1}} = \frac{2^{n!}}{(2^{n-1})^2} \text{ balanced functions}$$

Promise: It's either constant or balanced

We need  $2^{n-1} + 1$  queries to be 100% positive if  $f(x)$  is constant or balanced

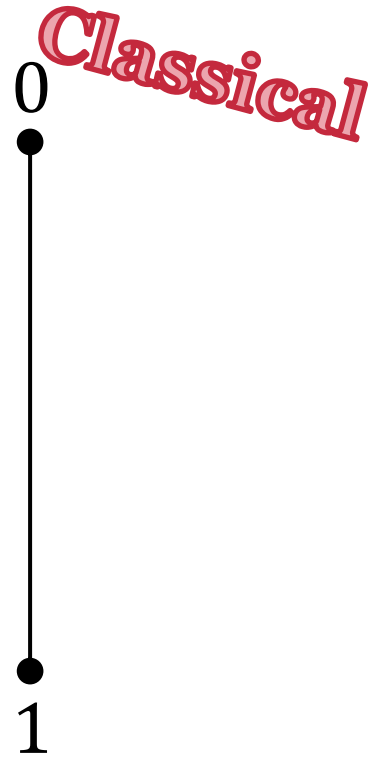
Exponential quantum speedup!



We can design a quantum circuit which tells us in **one** query if it's constant or balanced

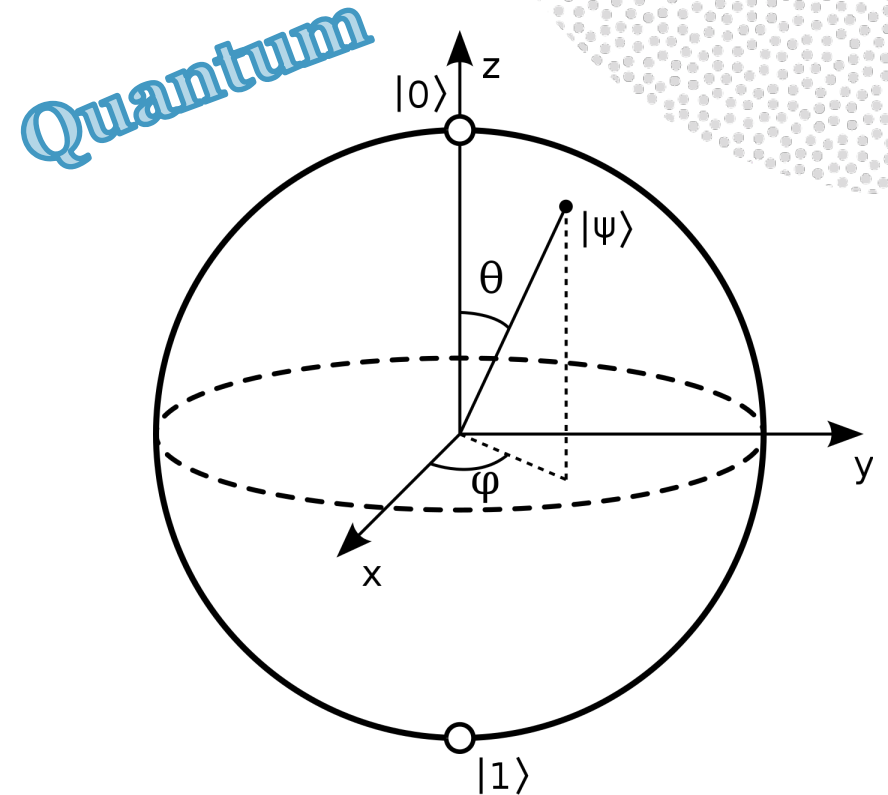
Details a bit complicated! See the notes for more

# Classical vs. Quantum



$$\text{VAL} = (\text{"0"})Pr(0) + (\text{"1"})Pr(1)$$

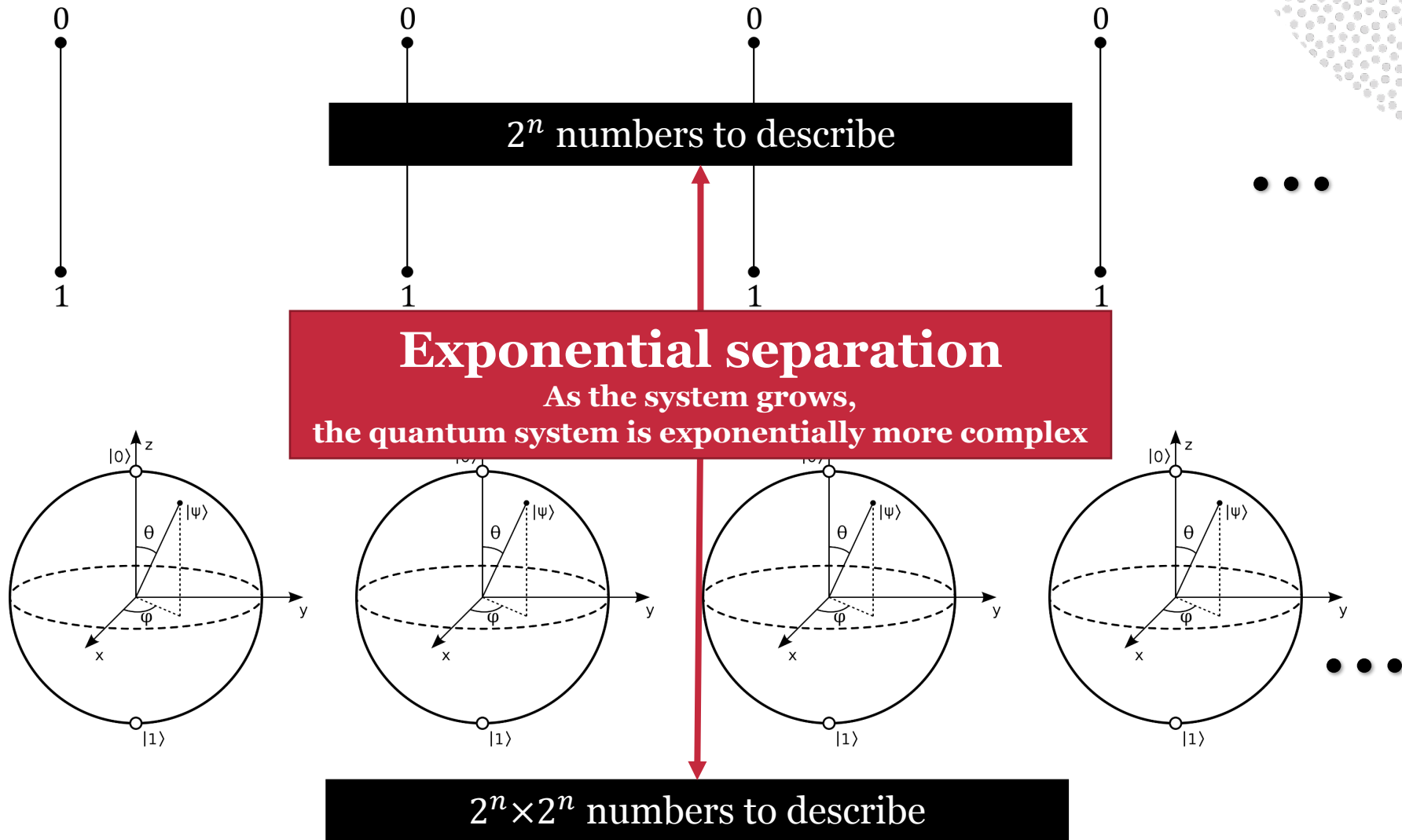
Need one measurement to know the "state"



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

Need three measurements to know the "state"

# Classical vs. Quantum



# But remember...

## The Second Rule of Quantum Computing Club

Quantum computers  
don't speed up everything

Quantum computers do not provide  
exponential enhancement for every problem

Factoring → Exponential

Search → Quadratic

Many others → Nothing

Many many others → Unknown

# What's it useful for?



*But with some  
quantum pieces*



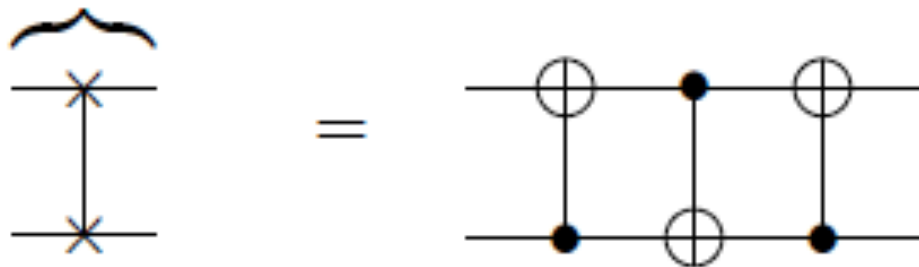
# Question Break

Check out other quantum algorithms  
<https://quantumalgorithmzoo.org/>  
by Stephen Jordan (Microsoft Quantum)

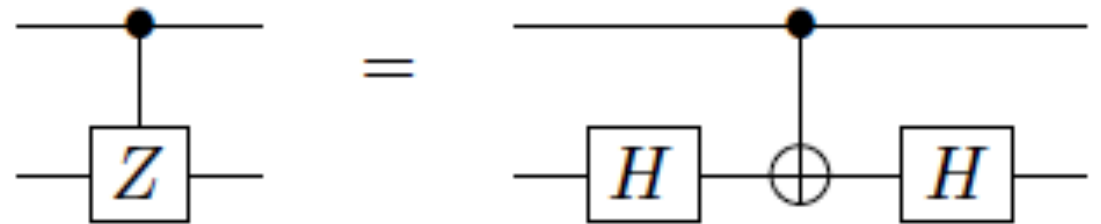


# Universal Gate Sets

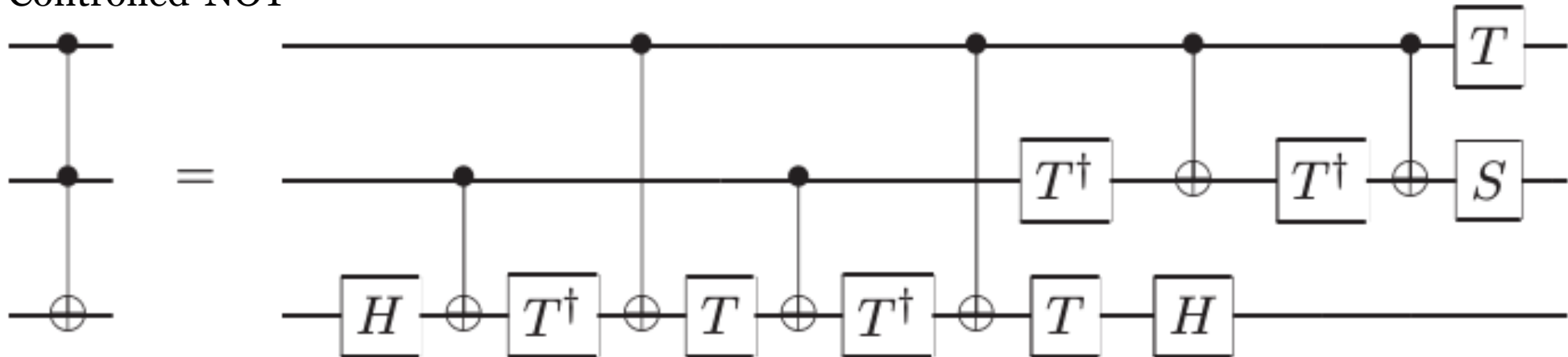
Swap gate



Controlled Phase



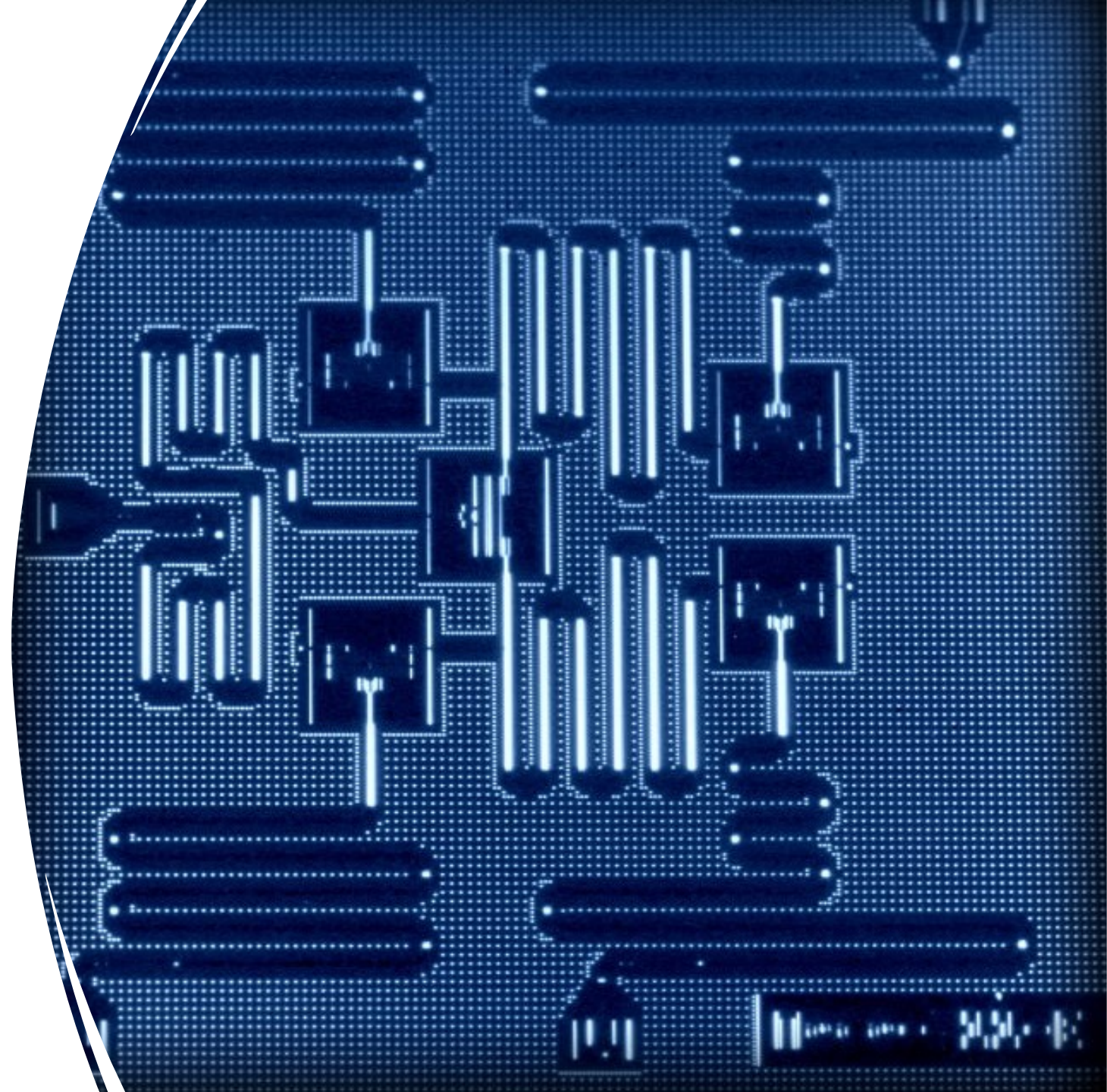
Controlled-Controlled-NOT

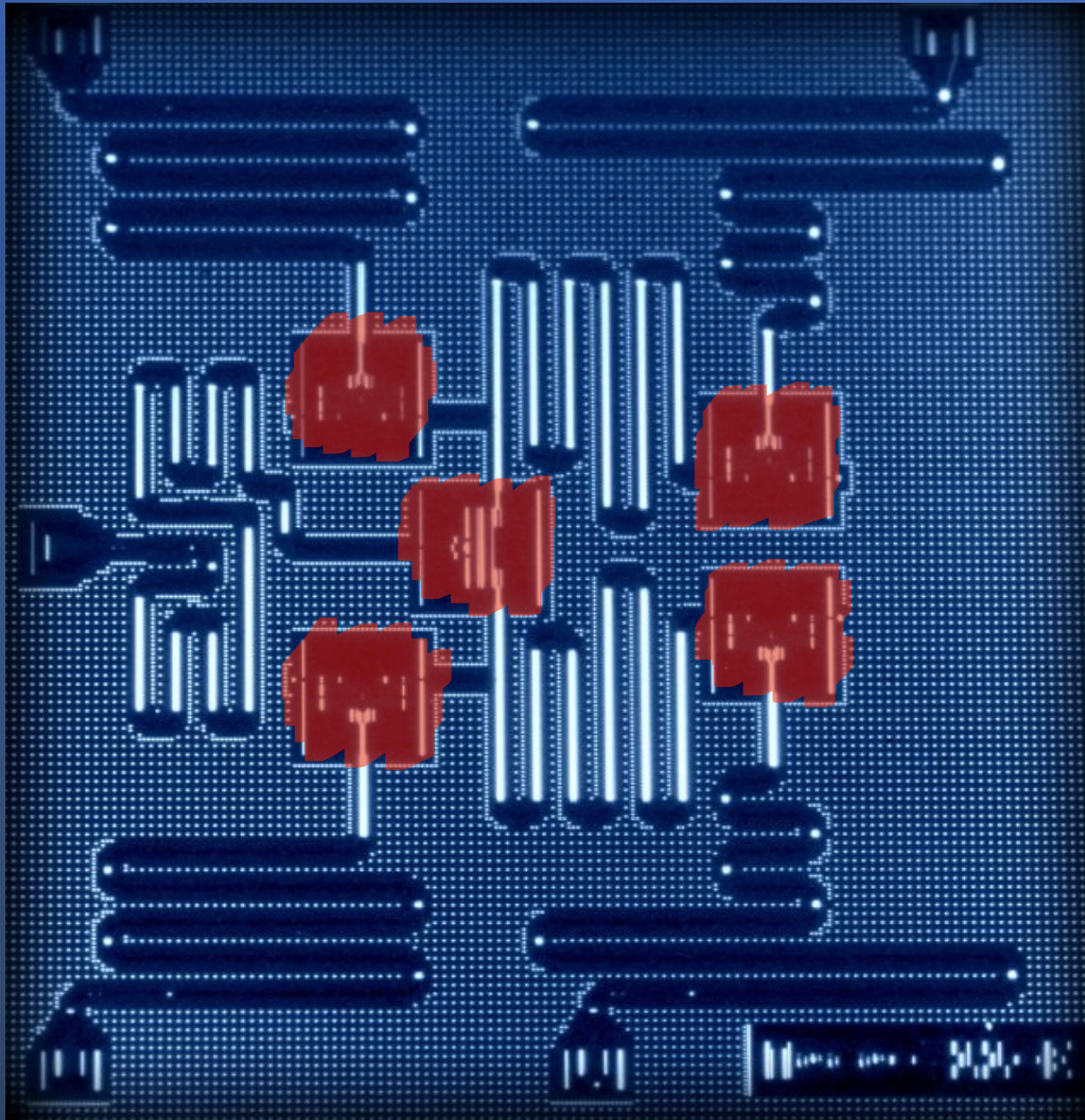


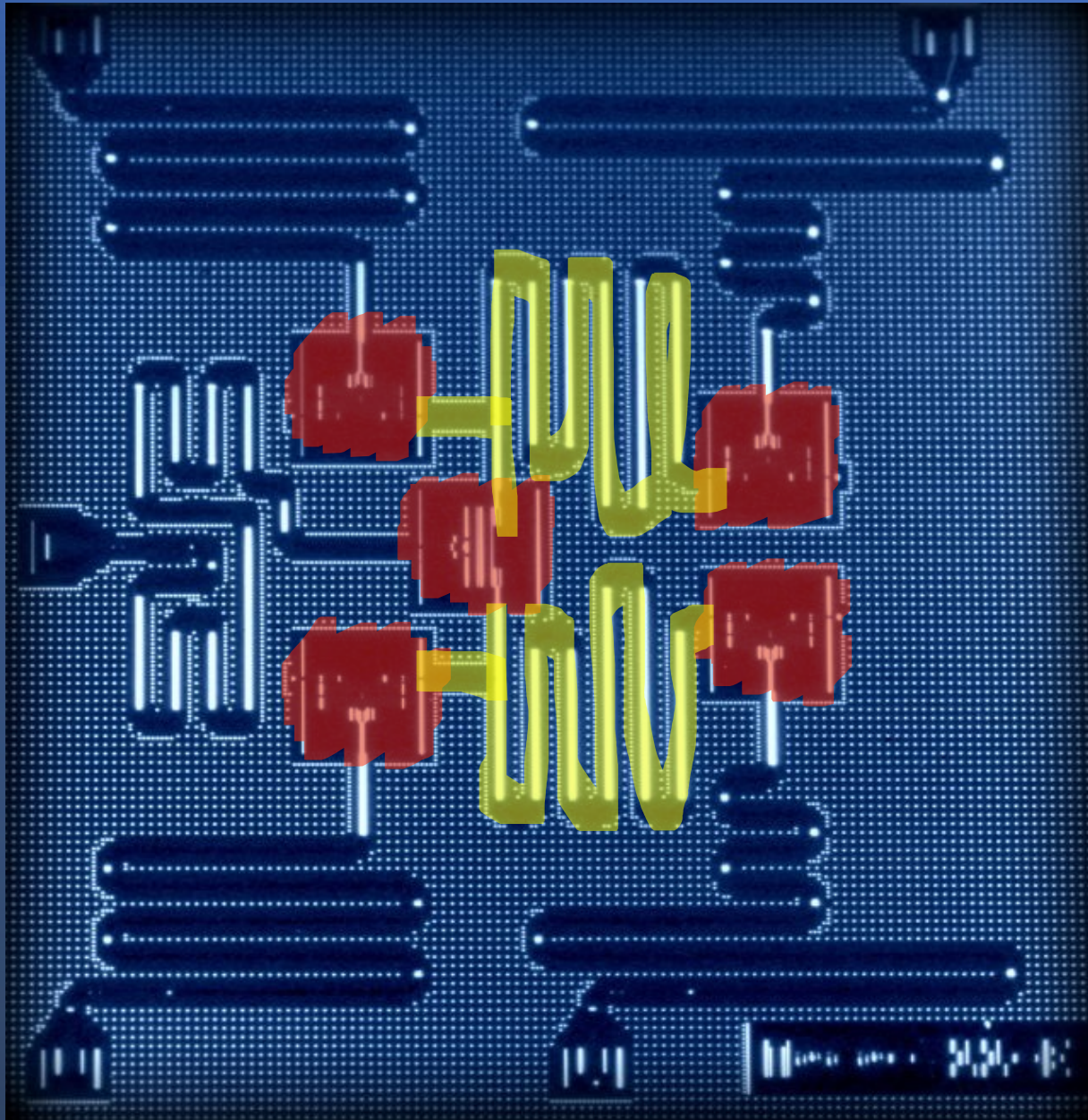
Might not be easy, but any gate can be faithfully approximated

# The Chip of a Five-Qubit IBM Quantum Computer

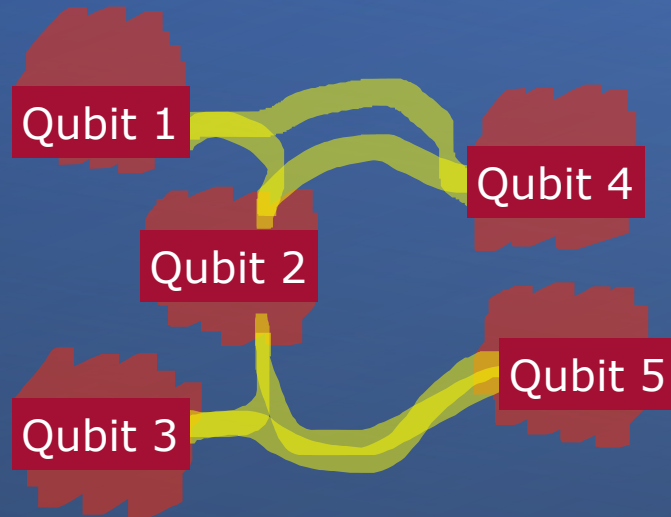
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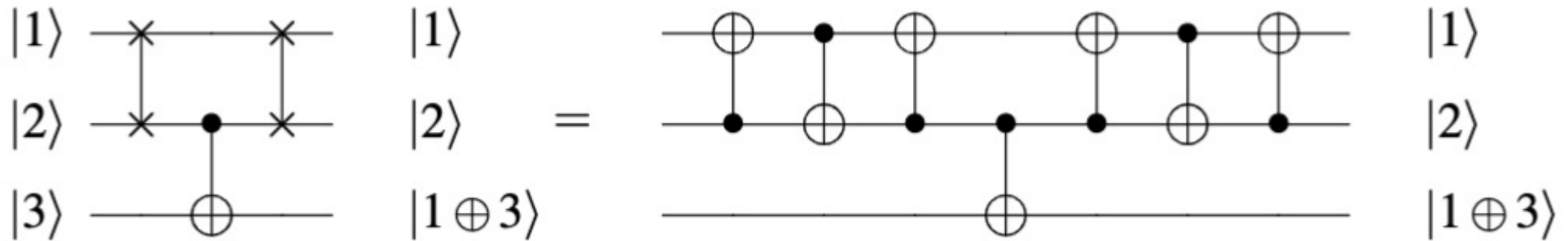
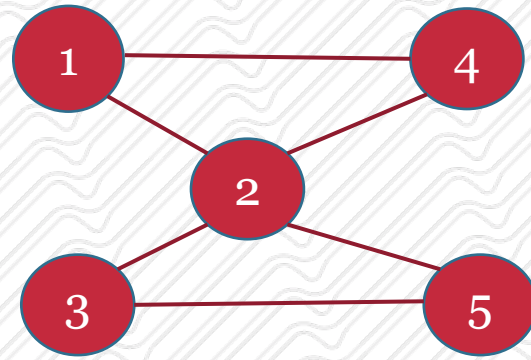




# Topological Constraints

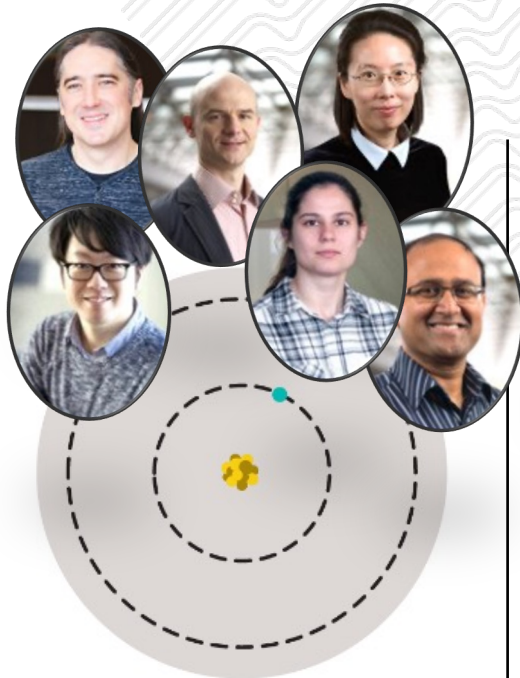


# Example



Routing CNOT(1,3) with SWAP gates results in 7 CNOTs.

# Pick Your Qubit



**Atoms & Ions**

**Honeywell**



**Photons**



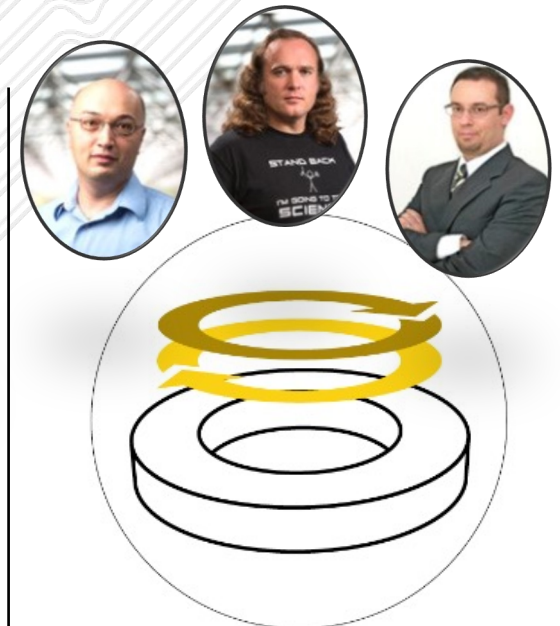
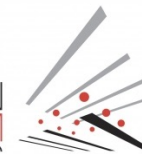
PSIQUANTUM



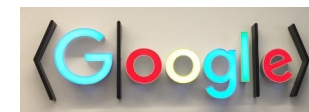
**Spin**



SILICON  
QUANTUM  
COMPUTING



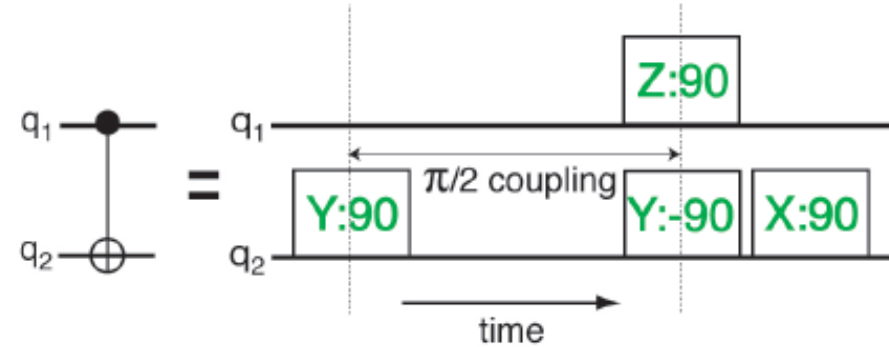
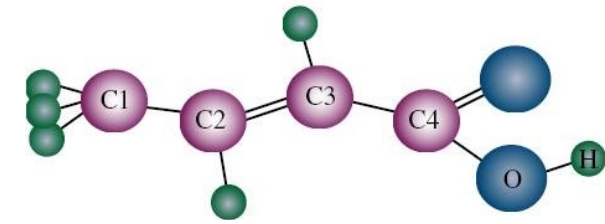
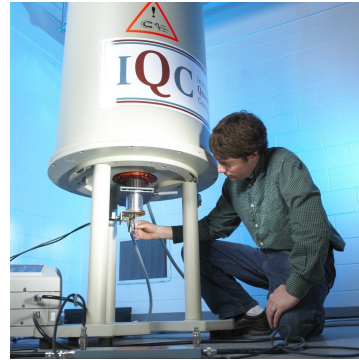
**Superconducting  
Circuits**



D:wave  
rigetti

IBM Q™

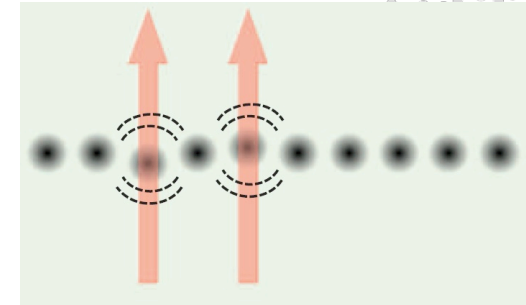
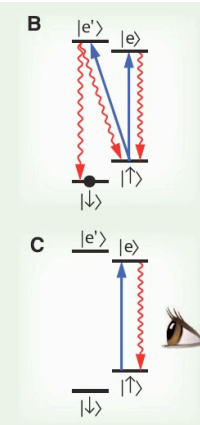
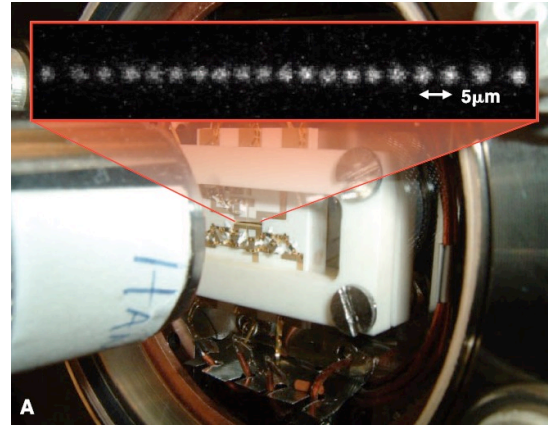
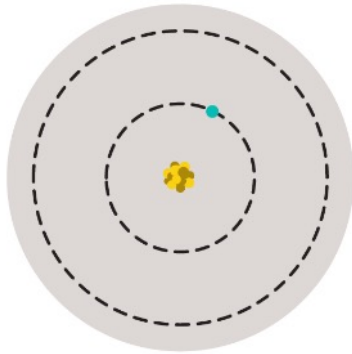
# Spin Systems



- ❖ Use nuclear or electron spins in NMR/ESR systems
- ❖ Couple through J coupling (spin-spin interaction)
- ❖ Move towards nanoscale or monolayers for true single-systems

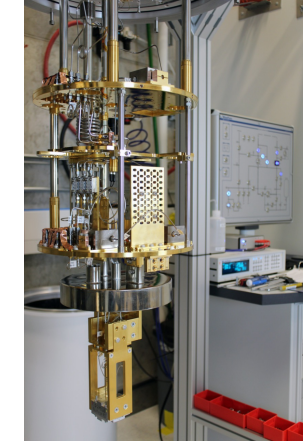
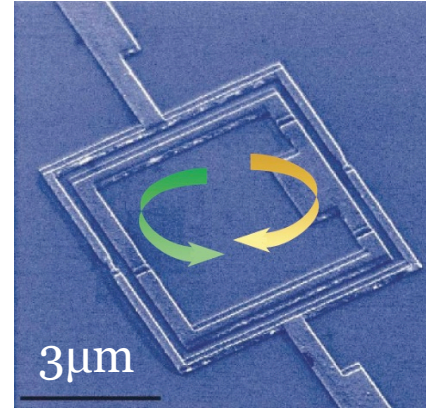
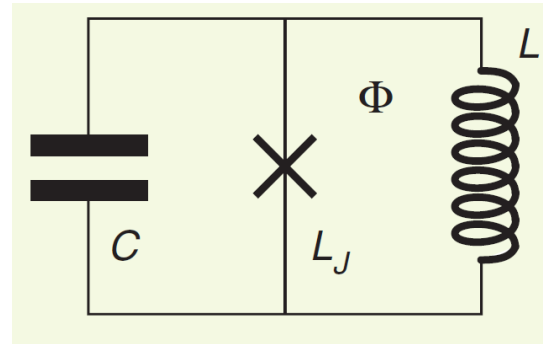


# Trapped Atoms and Ions



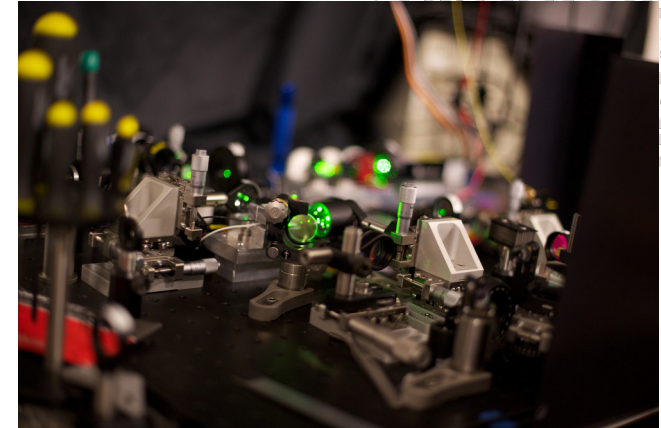
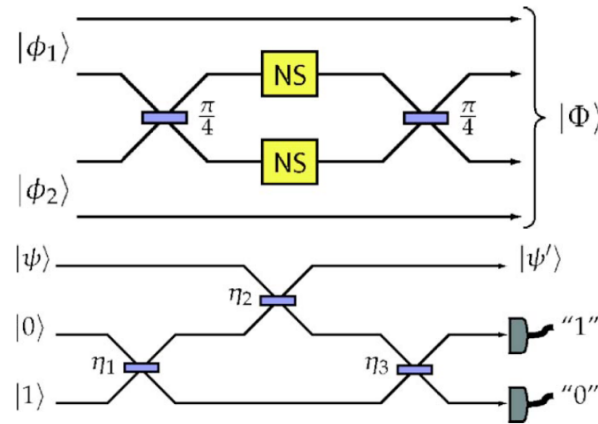
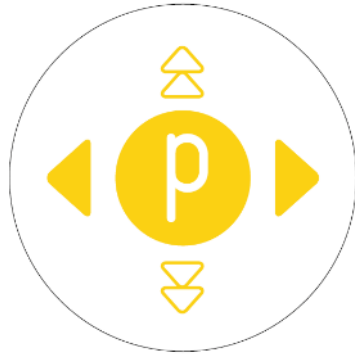
- ❖ Trapped individual ions (e.g.  $\text{Yb}^+$ ) in dynamic electric traps, or neutral atoms using optical tweezers
- ❖ Use electronic energy states as qubits, fluorescence readout
- ❖ Couple through collective motional modes

# Superconducting Circuits



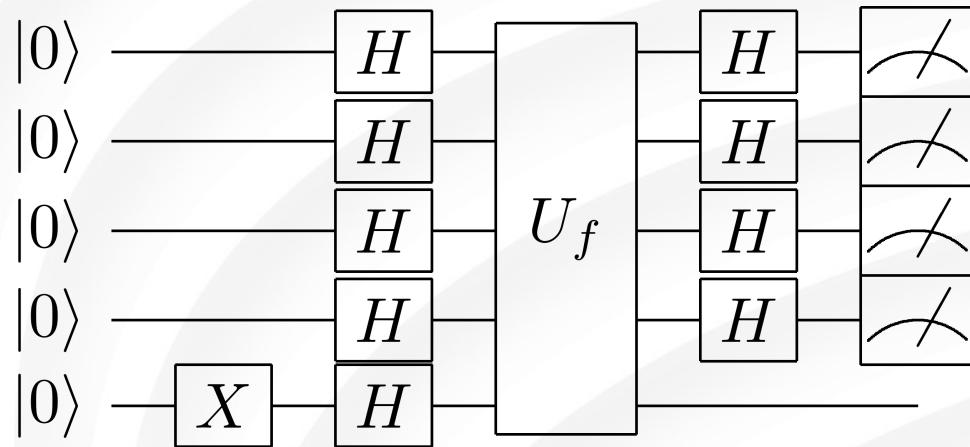
- ❖ Flux or charge quanta in “artificial atoms” as qubits
- ❖ Write using circuit fab techniques (e.g. Al on Si)
- ❖ Cool in dilution refrigerators, control with microwaves

# Photonics

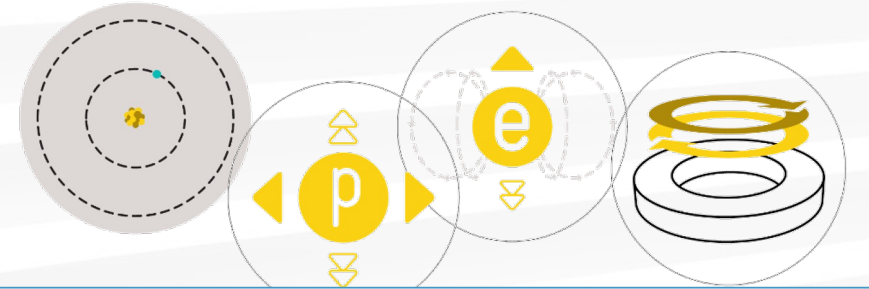


- ❖ Generate single photons by nonlinear optics or quantum emitters
- ❖ Directly use light's degrees of freedom (e.g. polarization)
- ❖ Couple probabilistically, or directly generate entangled cluster

# Early Quantum Computing



Quantum algorithms can have up to exponential speedups, but only with clever design!



There are many possible physical systems, but they must satisfy certain criteria

Check out other quantum algorithms  
<https://quantumalgorithmzoo.org/>  
by Stephen Jordan (Microsoft Quantum)