

Yet Another Briefly Introductory Overview On Quantum Computing

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Introduction

History - The Beginning

- 80's;
 - Solid theoretical basis [1] [2] [3] [4];
- From Science to Companies;
- News;
 - Superficial explanation;
 - Advantages highlighted;
 - Problems not mentioned;
 - Reader concludes: Quantum Computing will save the World!

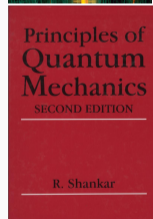
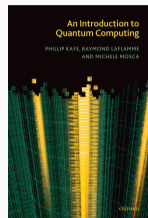
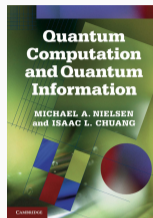


Figure 2: Recommended books.

- Talk objective: destroy the idea of "Perfect" Computing.

What's Going On?

A Bit of Information

- Computers process information (Information Technology);
- Information is physical;
- Classical computer information: *bit*;
- From circuits to higher levels of abstraction.

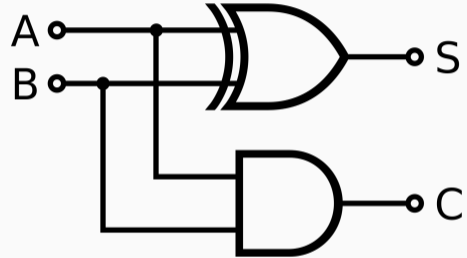


Figure 3: Half adder circuit.

Image downloaded from [https://en.wikipedia.org/wiki/Adder_\(electronics\)](https://en.wikipedia.org/wiki/Adder_(electronics)) on March 15, 2019.

A Qubit of Information

- Computers process information (Information Technology);
- Information is physical;
- Quantum computer information: *qubit* (**Q**uantum **bit**);
- From circuits to no level of abstraction;
- Back to assembly good old days.

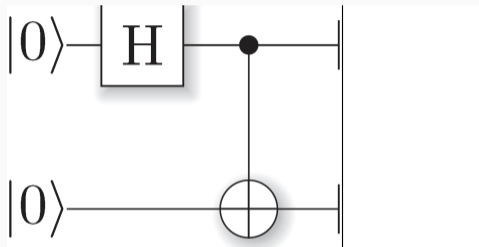


Figure 4: Quantum circuit to generate a Bell state.

Image downloaded from https://en.wikipedia.org/wiki/Bell_state on March 15, 2019.

- Companies own Quantum Computers;
 - Around 50 companies;
 - IBM;
 - Google;
 - D-Wave;
- Why?
 - Costly;
 - Engineering challenge;
 - Qubits are unstable;
 - Avoid interactions;
 - Extreme conditions: $\frac{1}{10}$ K;

- 50 Qubits;
- IBM-Q Experience (<https://www.research.ibm.com/ibm-q/>);
- Qiskit.



Figure 5: IBM's Quantum Computer.

Image downloaded from <https://www.technologyreview.com/s/609451/ibm-raises-the-bar-with-a-50-qubit-quantum-computer/> on March 14, 2019.

- Claimed 72 Qubits;
- No news ever since.



Figure 6: Google's Quantum Processor.

Image downloaded from <https://www.technologyreview.com/s/610274/google-thinks-its-close-to-quantum-supremacy-heres-what-that-really-means/> on March 14, 2019.

- 2048 qubits;
- Specific purpose.



Figure 7: D-Wave's 2000Q.

Image downloaded from <https://www.dwavesys.com/d-wave-two-system> on March 15, 2019.

- Why are companies interested?
 - Money;
 - To accelerate;
 - Though costly, some Quantum Algorithms are faster than classical;
 - Quantum Supremacy;
- Quantum Computers will probably be hybrid;
- Quantum Computers occupy a lot of space...

Doesn't it look familiar?

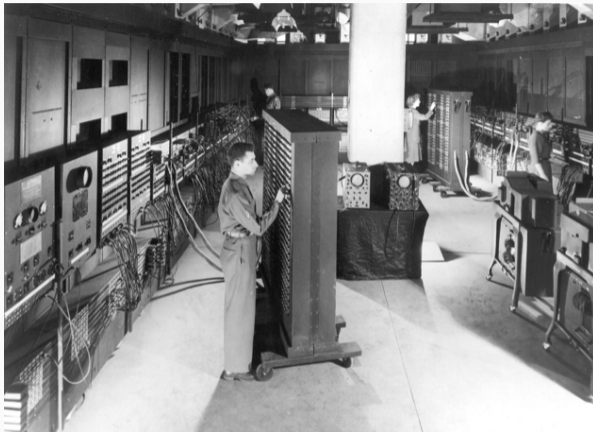


Figure 8: ENIAC.

Image downloaded from <https://en.m.wikipedia.org/wiki/ENIAC> on March 14, 2019.

Beware of Hype Cycle!

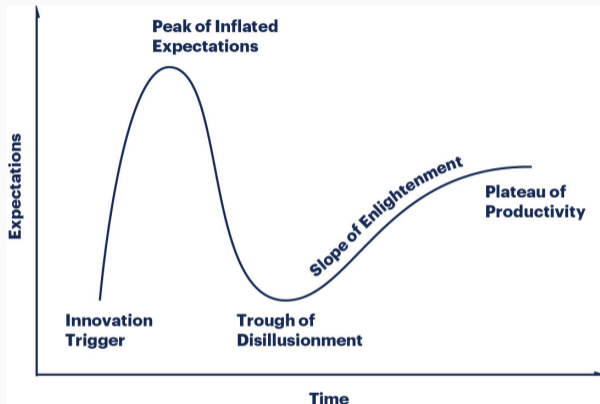


Figure 9: The Hype Cycle.

Image downloaded from <https://www.gartner.com/en/research/methodologies/gartner-hype-cycle> on March 14, 2019.

Scratching The Surface of Quantum Algorithms

Scratching The Surface of Quantum Algorithms

- Parallelism and Quantum Parallelism;
- Quantum superposition and Schrödinger's cat;
- There is *no* perfect analogy;
- The best way to understand Quantum Mechanics is...

- Linear Algebra time!

4.6.3 Equations 2.208 and 2.209

When I firstly read these equations I thought there was a possibility that an extra explanation would be necessary. This thought raised, most likely, because I was unaccustomed to Tensor Product Properties and the Reduced Density Operator.

Using $|AR\rangle$ as defined in Equation 2.207:

$$|AR\rangle\langle AR| = \left(\sum_i \sqrt{p_i} |i^A\rangle |i^R\rangle \right) \left(\sum_j \sqrt{p_j} \langle j^A| \langle j^R| \right) \quad (130)$$

$$= \left(\sum_i \sqrt{p_i} |i^A\rangle \otimes |i^R\rangle \right) \left(\sum_j \sqrt{p_j} \langle j^A| \otimes \langle j^R| \right) \quad (131)$$

$$= \sum_{ij} \sqrt{p_i p_j} (|i^A\rangle \otimes |i^R\rangle) (\langle j^A| \otimes \langle j^R|) \quad (132)$$

Then, by applying the properties as similarly defined in Equation 2.46:

$$\sum_{ij} \sqrt{p_i p_j} (|i^A\rangle \otimes |i^R\rangle) (\langle j^A| \otimes \langle j^R|) = \sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| \otimes |i^R\rangle \langle j^R| \quad (133)$$

Therefore, using the definition of the Reduced Density Operator (Equation 2.178):

$$\text{tr}_R(|AR\rangle\langle AR|) = \text{tr}_R \left(\sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| \otimes |i^R\rangle \langle j^R| \right) \quad (134)$$

$$= \sum_{ij} \sqrt{p_i p_j} |i^A\rangle \langle j^A| \text{tr}(|i^R\rangle \langle j^R|) \quad (135)$$

Figure 10: Snippet of Quommentaries.

Image extracted from <https://github.com/gustavowl/quommentaries> on March 15, 2019.

Double Slit Experiment - Try To Keep It "Simple"

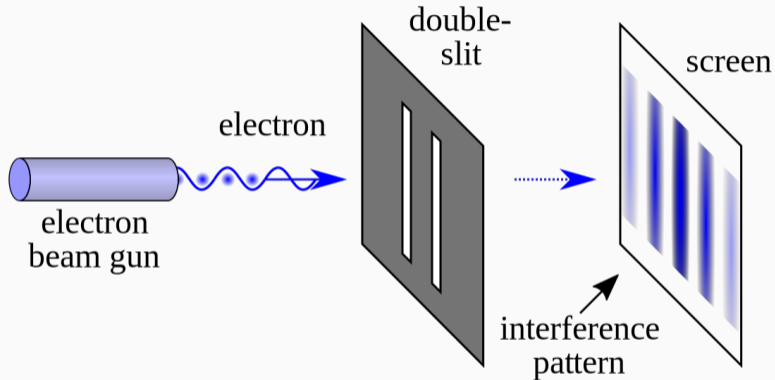


Figure 11: Double slit experiment.

Image downloaded from https://en.wikipedia.org/wiki/Double-slit_experiment on March 15, 2019.

An Outer Space Analogy

- Two alien friends: Nawibo, and Odeerg;
- North or South Pole;
 - Nawibo: relative position;
 - Odeerg: Poles.

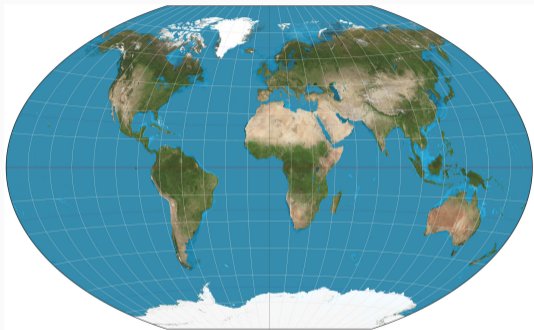


Figure 12: World Map.

Image downloaded from https://en.wikipedia.org/wiki/World_map on March 15, 2019.

Bloch Sphere

- Bloch describes a state;
- Bloch measures a state;
- Qubit as a vector, $|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$, where $\alpha, \beta \in \mathbb{C}$, and $|\alpha|^2 + |\beta|^2 = 1$;
- Qubit as a point on the Bloch sphere, $|\psi\rangle = \cos\frac{\theta}{2} |0\rangle + e^{i\varphi} \sin\frac{\theta}{2} |1\rangle$, where $\theta \in [0, \pi]$, and $\varphi \in [0, 2\pi)$;
- Schrödinger's cat.

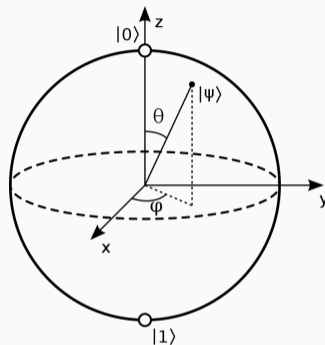


Figure 13: Qubit representation on a Bloch sphere.

Image downloaded from https://en.wikipedia.org/wiki/Bloch_sphere on March 15, 2019.

- First chapter of *An introduction to Quantum Computing* by Kaye, Laflamme and Mosca [2];
- Mach–Zehnder interferometer;
 - Why complex numbers are necessary.

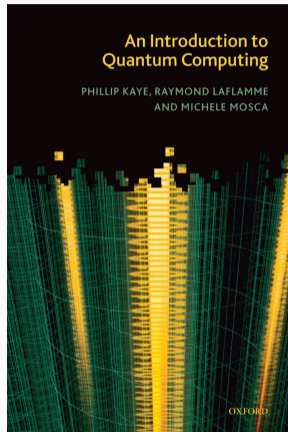


Figure 14: An Introduction to Quantum Computing's book cover.

Image downloaded from <https://books.google.com.br/> on March 15, 2019.





Back To Quantum Parallelism

- Use superposition to compute all possible values at once;
- $|\psi\rangle = \frac{|0\rangle+|1\rangle}{\sqrt{2}}$ (equatorial line);
- Apply the desired operations;
- Verify the results;
 - Verify = measure;
 - Information loss;
 - Workaround.

Conclusion

- Hype Cycle;
 - Get ready for disappointment;
 - Unpredictable future;
- Quantum Computing is difficult;
 - Strong Mathematical basis required;
 - Steep learning curve;
 - Develop a Quantum Algorithm is challenging;
 - It is hard to debug.

References

-  M. A. Nielsen and I. Chuang, "Quantum computation and quantum information," 2002.
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Oxford University Press, 2007.
-  N. S. Yanofsky and M. A. Mannucci, *Quantum computing for computer scientists*.
Cambridge University Press, 2008.
-  R. Shankar, *Principles of quantum mechanics*.
Springer Science & Business Media, 2012.

- **Questions?**
- More info;
 - Blog: $|\psi\rangle$ ence $|\varphi\rangle$ ction;
 - **E-mail:** gustavowl@lcc.ufrn.br;
 - Github: [gustavowl](#);
 - **Website:** <https://gustavowl.github.io/>.