

Introduction to Quantum Computing

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Quantum Machine Learning Workshop
NC State, January 2023



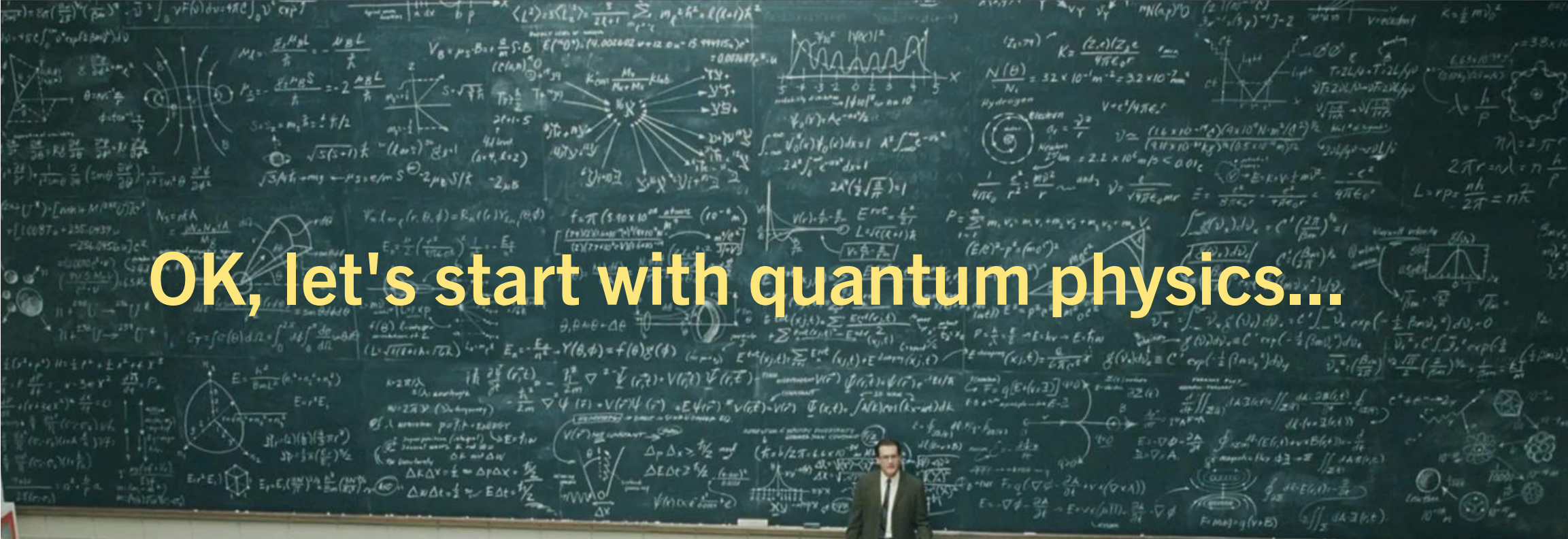
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NC STATE
UNIVERSITY

**Electrical &
Computer Engineering**

@NCStateECE

OK, let's start with quantum physics...



A Serious Man, Joel and Ethan Coen

1

Qubits, Gates, and Circuits

2

Quantum Computers

Break

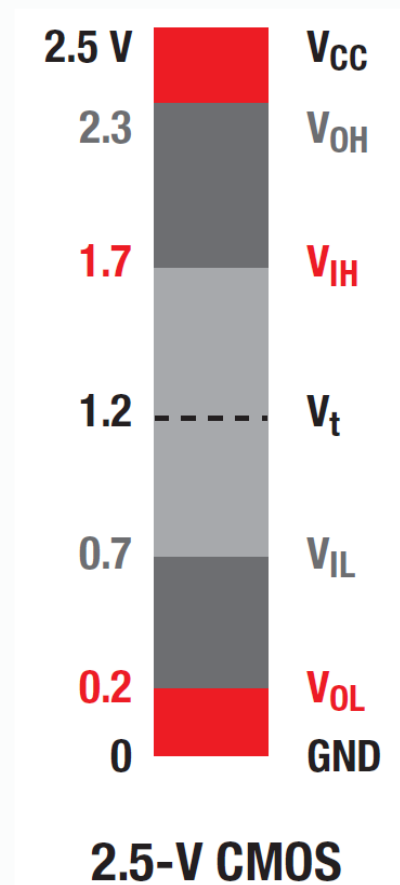
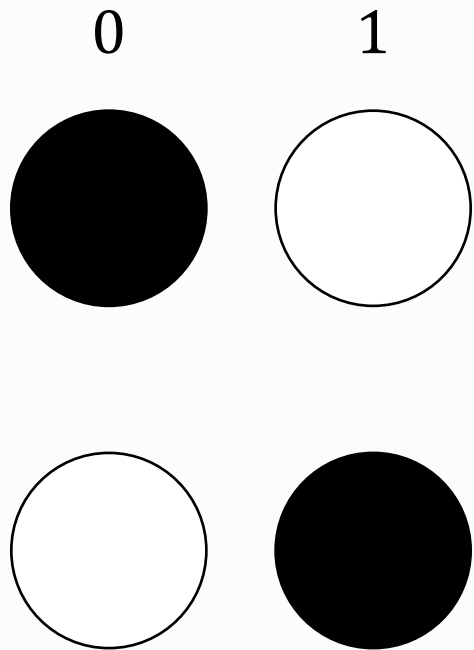
3

Introductory Algorithms

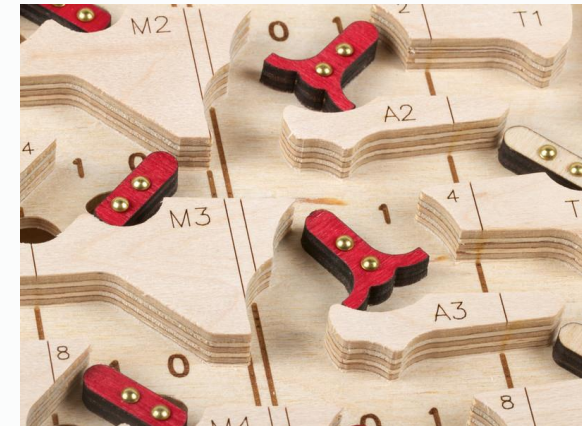
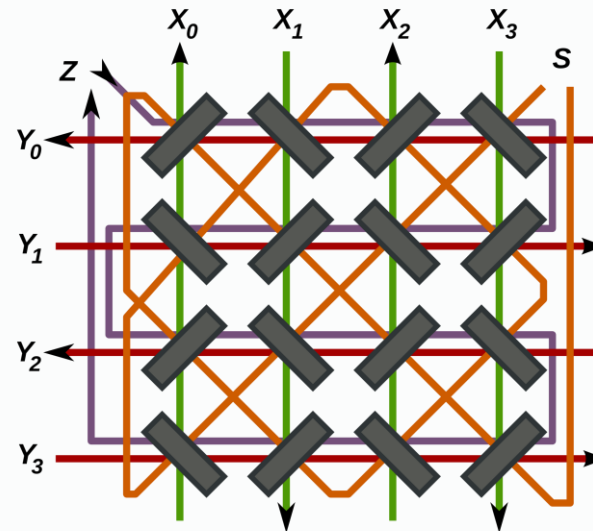
4

Variational Algorithms (VQA)

Classical Bit



Physical implementations

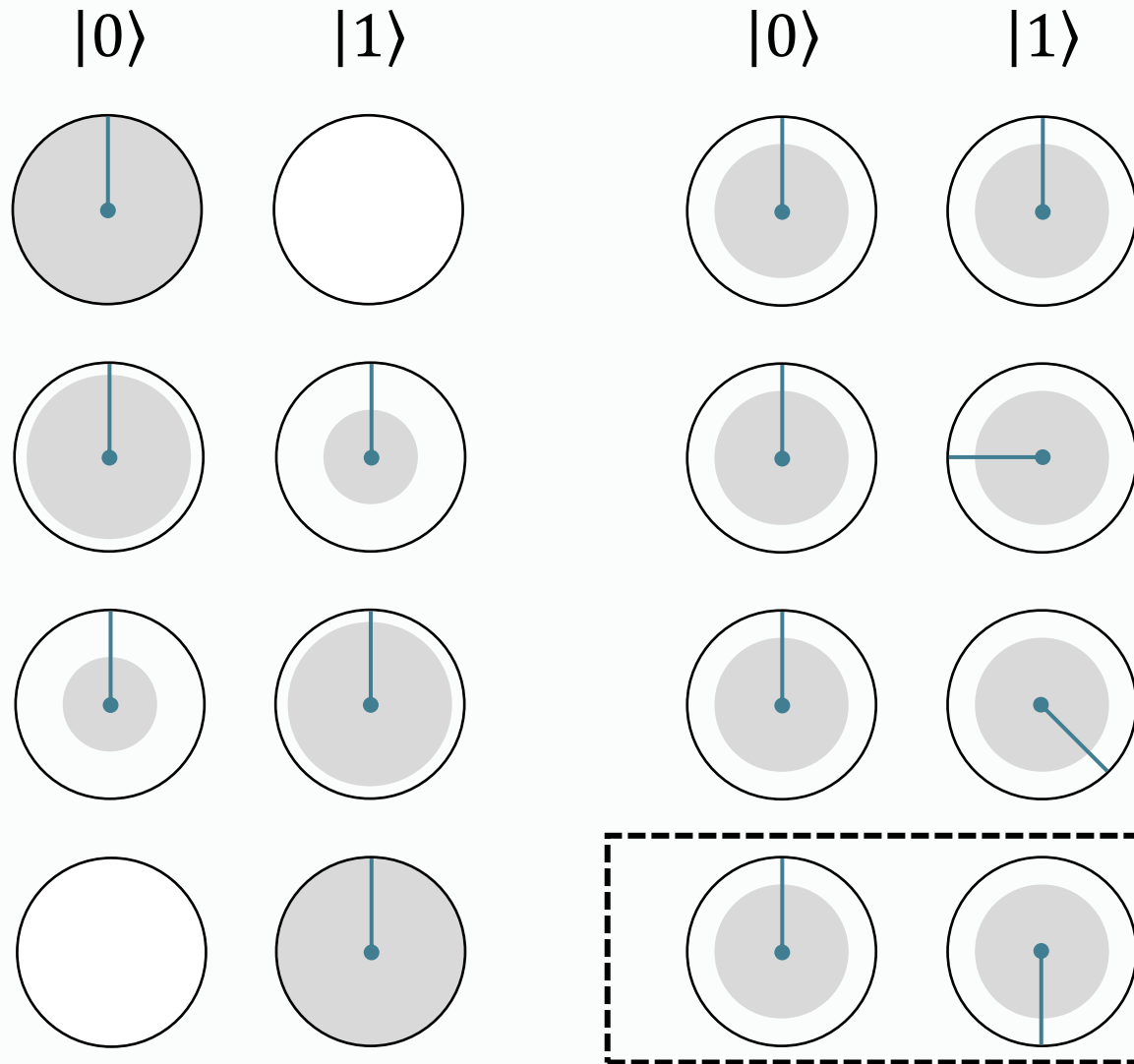


<https://www.ti.com/lit/pdf/sdyu001>

https://en.wikipedia.org/wiki/Magnetic_core_memory

<https://shop.evilmadscientist.com/products/menu/375>

Quantum Bit (Qubit)



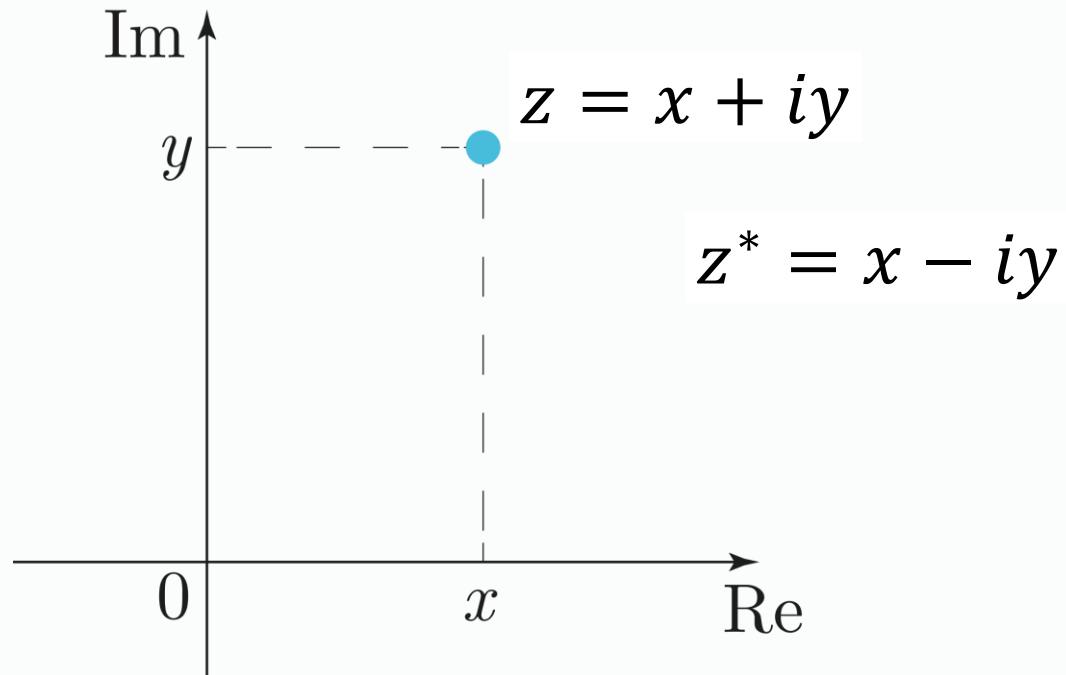
Superposition:
Linear combination of
0 and 1 states

$$\alpha|0\rangle + \beta|1\rangle$$

$$|\alpha|^2 + |\beta|^2 = 1$$

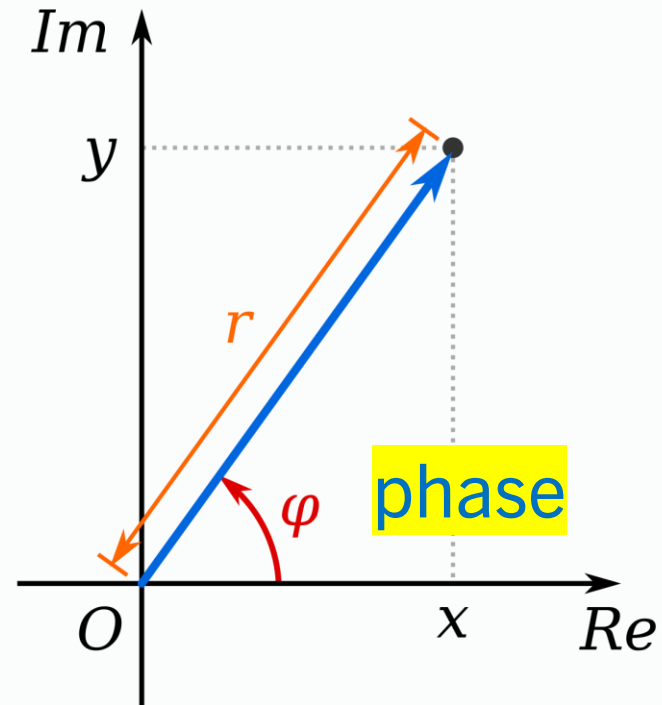
2 complex
numbers

Complex Numbers



magnitude

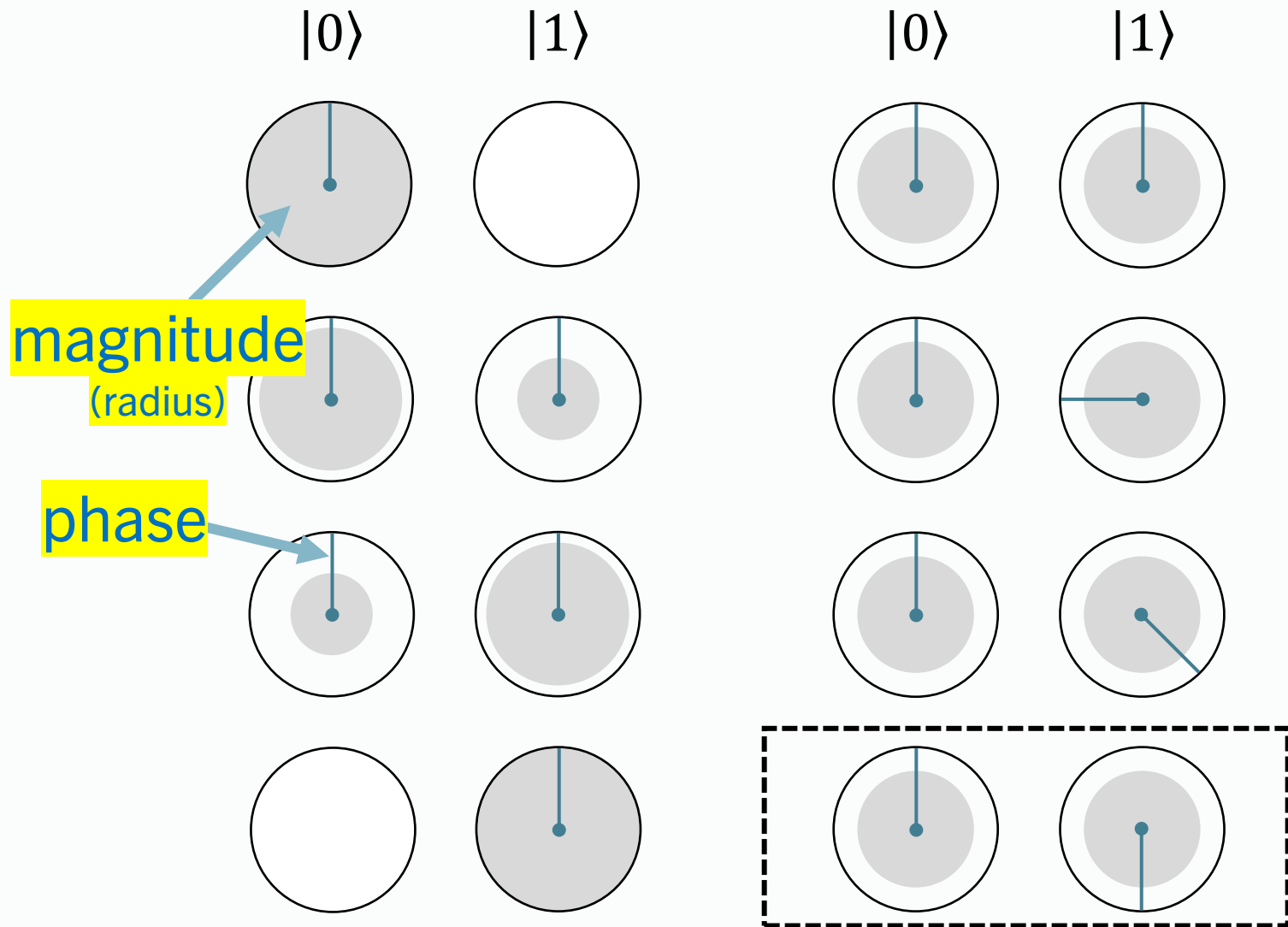
$$|z| = \sqrt{x^2 + y^2} = \sqrt{zz^*}$$



$$z = re^{i\varphi} = r(\cos \varphi + i \sin \varphi)$$

$$e^{i\varphi} = \cos \varphi + i \sin \varphi$$

Quantum Bit (Qubit)



Superposition:
Linear combination of
0 and 1 states

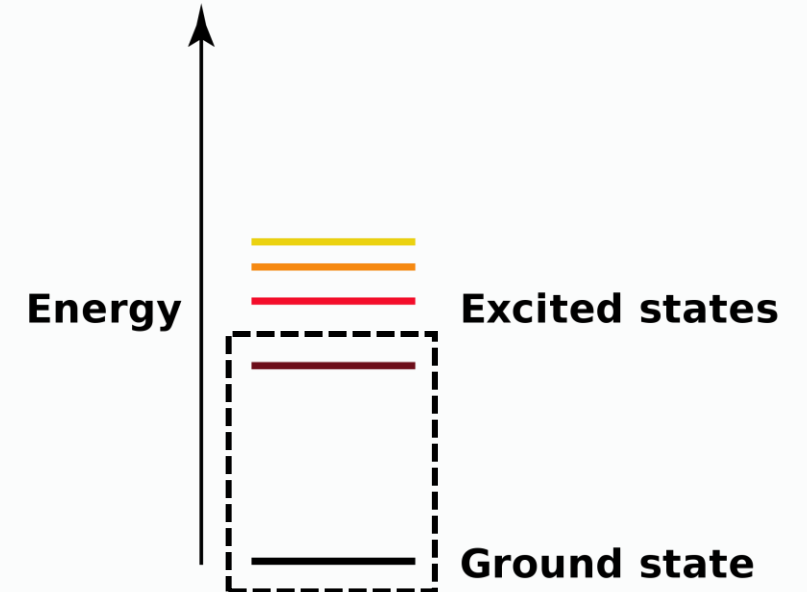
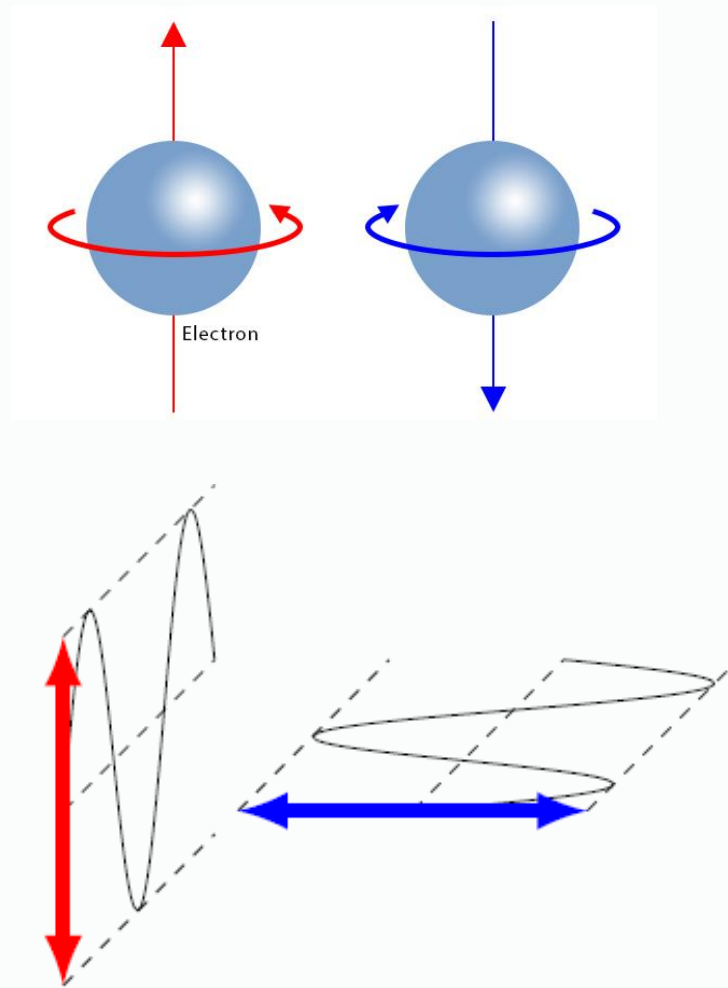
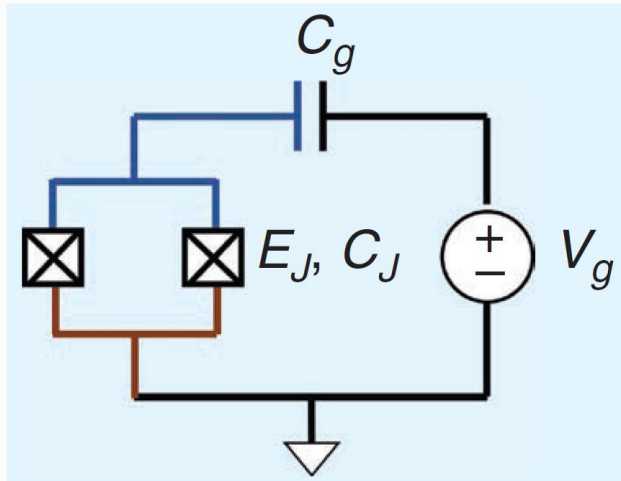
$$\alpha|0\rangle + \beta|1\rangle$$

$$|\alpha|^2 + |\beta|^2 = 1$$

amplitude

2 complex
numbers

Physical Qubits



Ket Notation, Vector Space

A qubit state is a unit-length vector.

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

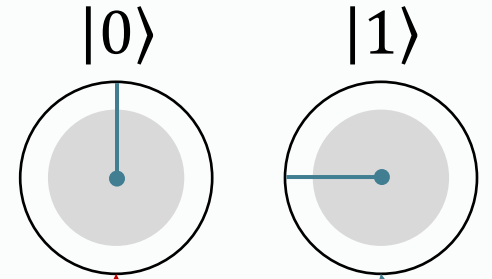
$$|\psi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha \begin{bmatrix} 1 \\ 0 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \alpha |0\rangle + \beta |1\rangle$$

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

ket

$$\| |\psi\rangle \|_2 = \sqrt{|\alpha|^2 + |\beta|^2} = 1$$

Any state can be expressed as a linear combination of $|0\rangle$ and $|1\rangle$.



Vector space (Hilbert space) with $|0\rangle$ and $|1\rangle$ as **basis vectors**.

Bra-Ket Notation

$$|\psi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix}$$

A **ket** is a column vector.

$$\langle\psi| = |\psi\rangle^\dagger = [\alpha^* \quad \beta^*]$$

A **bra** is a row vector,
the conjugate transpose of a ket.

$$\langle\psi|\gamma\rangle$$

A **bra-ket** is an *inner product*.

Inner Product

$$|\psi\rangle = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$\langle\psi|\gamma\rangle = [a^* \quad b^*] \begin{bmatrix} c \\ d \end{bmatrix}$$

$$|\gamma\rangle = \begin{bmatrix} c \\ d \end{bmatrix}$$

$$= a^*c + b^*d$$

$$\langle\psi|\psi\rangle = 1$$

$$\langle 0|1\rangle = 0$$

$$|\langle\psi|\gamma\rangle| = \begin{cases} 0, & \text{if orthogonal} \\ 1, & \text{if equal} \\ < 1, & \text{otherwise} \end{cases}$$

Outer Product

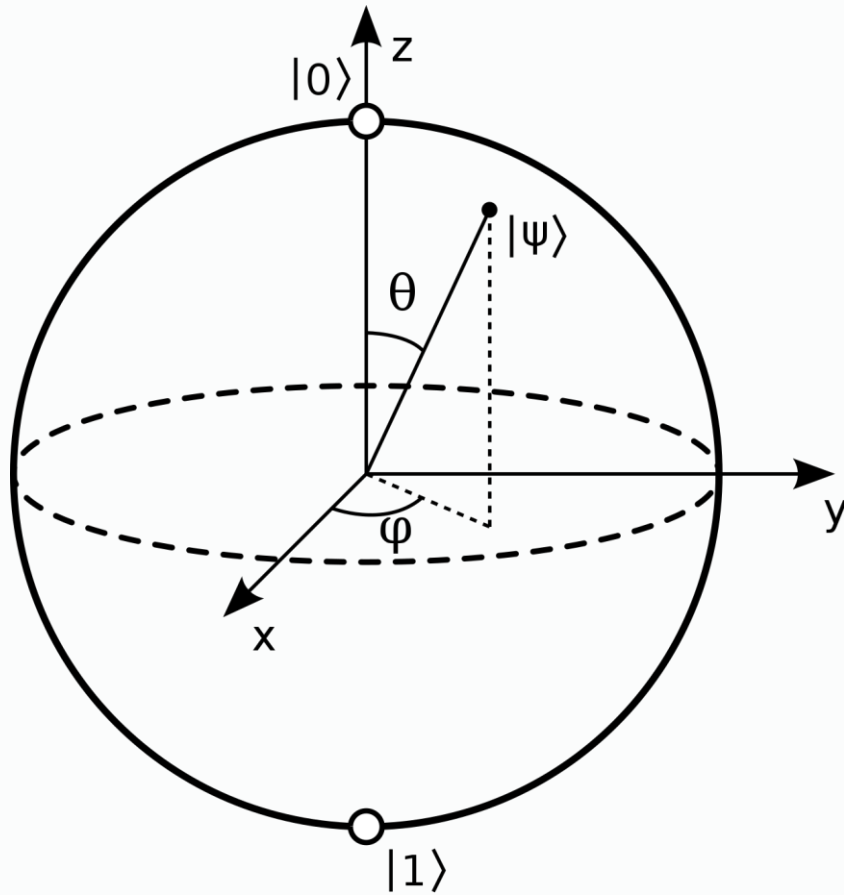
$$|\psi\rangle = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$|\gamma\rangle = \begin{bmatrix} c \\ d \end{bmatrix}$$

$$|\psi\rangle\langle\gamma| = \begin{bmatrix} a \\ b \end{bmatrix} \begin{bmatrix} c^* & d^* \end{bmatrix} = \begin{bmatrix} ac^* & ad^* \\ bc^* & bd^* \end{bmatrix}$$

Can be viewed as "a matrix that transforms state $|\gamma\rangle$ into state $|\psi\rangle$."

Bloch Sphere

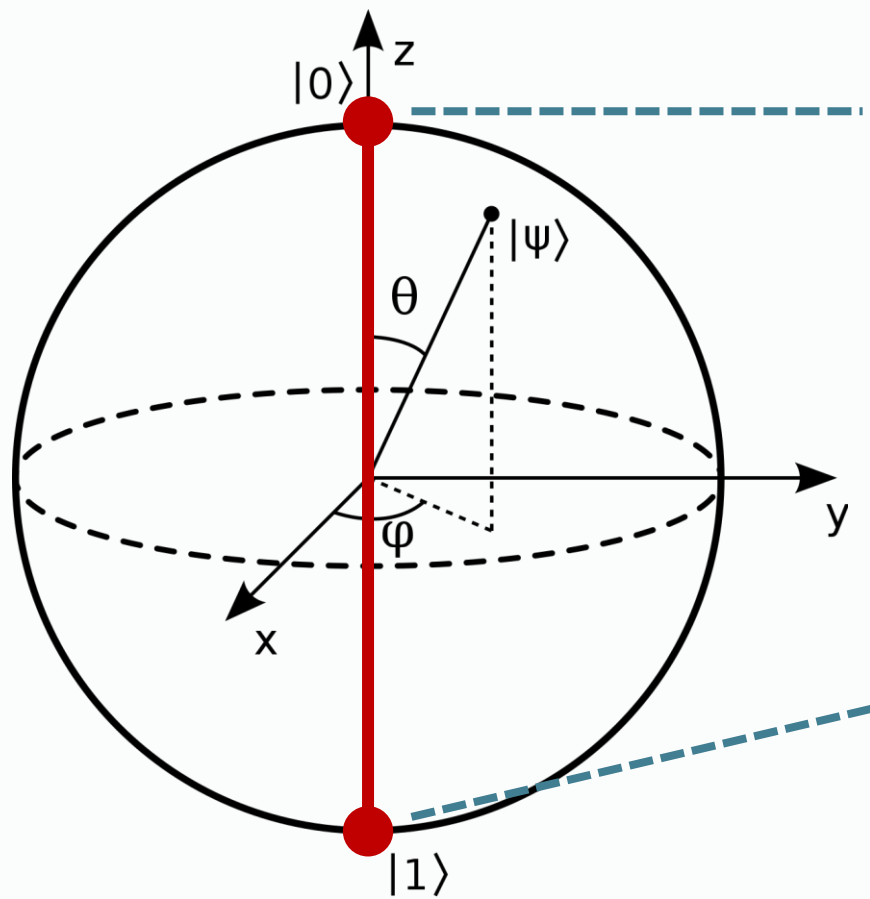


$$|\psi\rangle = \cos\frac{\theta}{2}|0\rangle + e^{i\varphi}\sin\frac{\theta}{2}|1\rangle$$

$$|\psi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \begin{bmatrix} \cos\frac{\theta}{2} \\ e^{i\varphi}\sin\frac{\theta}{2} \end{bmatrix}$$

Quantum state is a vector that ends on the **surface** (norm = 1).

Bloch Sphere



$$|0\rangle: \theta = 0, \varphi = 0$$

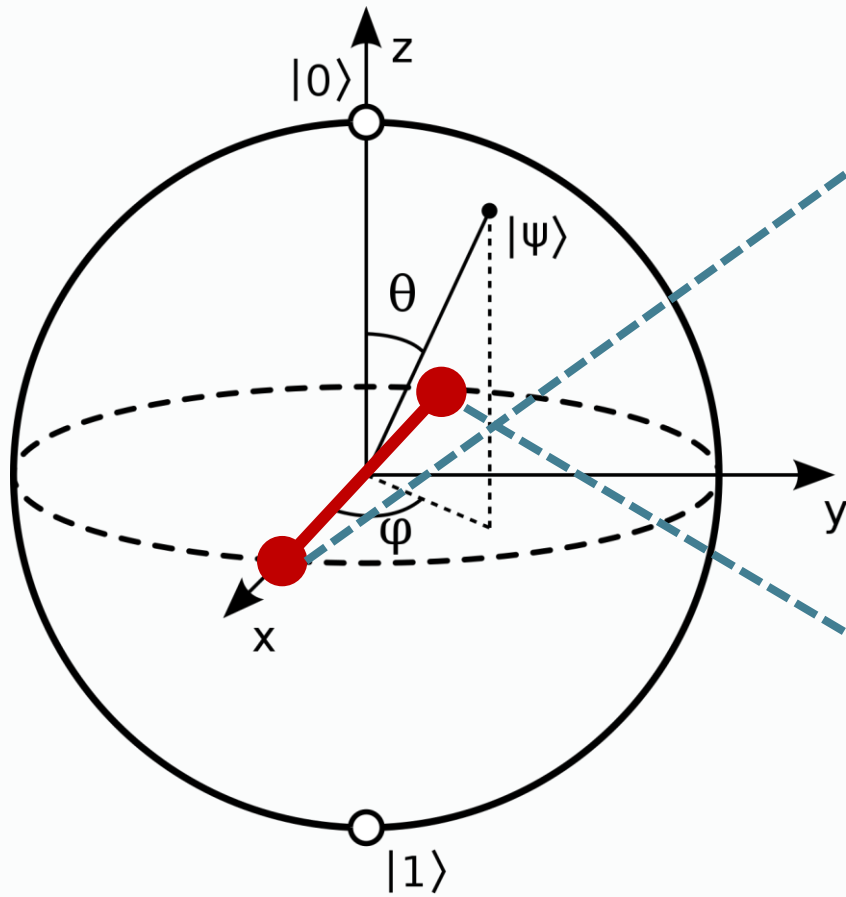
$$|0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$|1\rangle: \theta = \pi, \varphi = 0$$

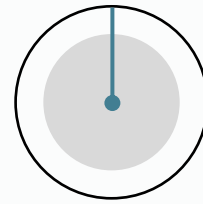
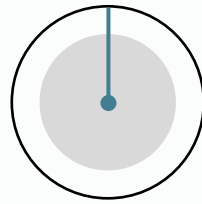
$$|1\rangle = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

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

Bloch Sphere

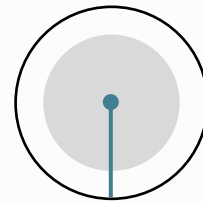
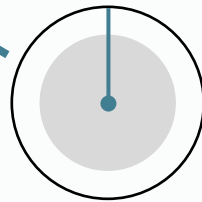


$$|\psi\rangle = \cos\frac{\theta}{2}|0\rangle + e^{i\varphi}\sin\frac{\theta}{2}|1\rangle$$



$$|+\rangle: \theta = \frac{\pi}{2}, \varphi = 0$$

$$|+\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{1}{\sqrt{2}}|1\rangle = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

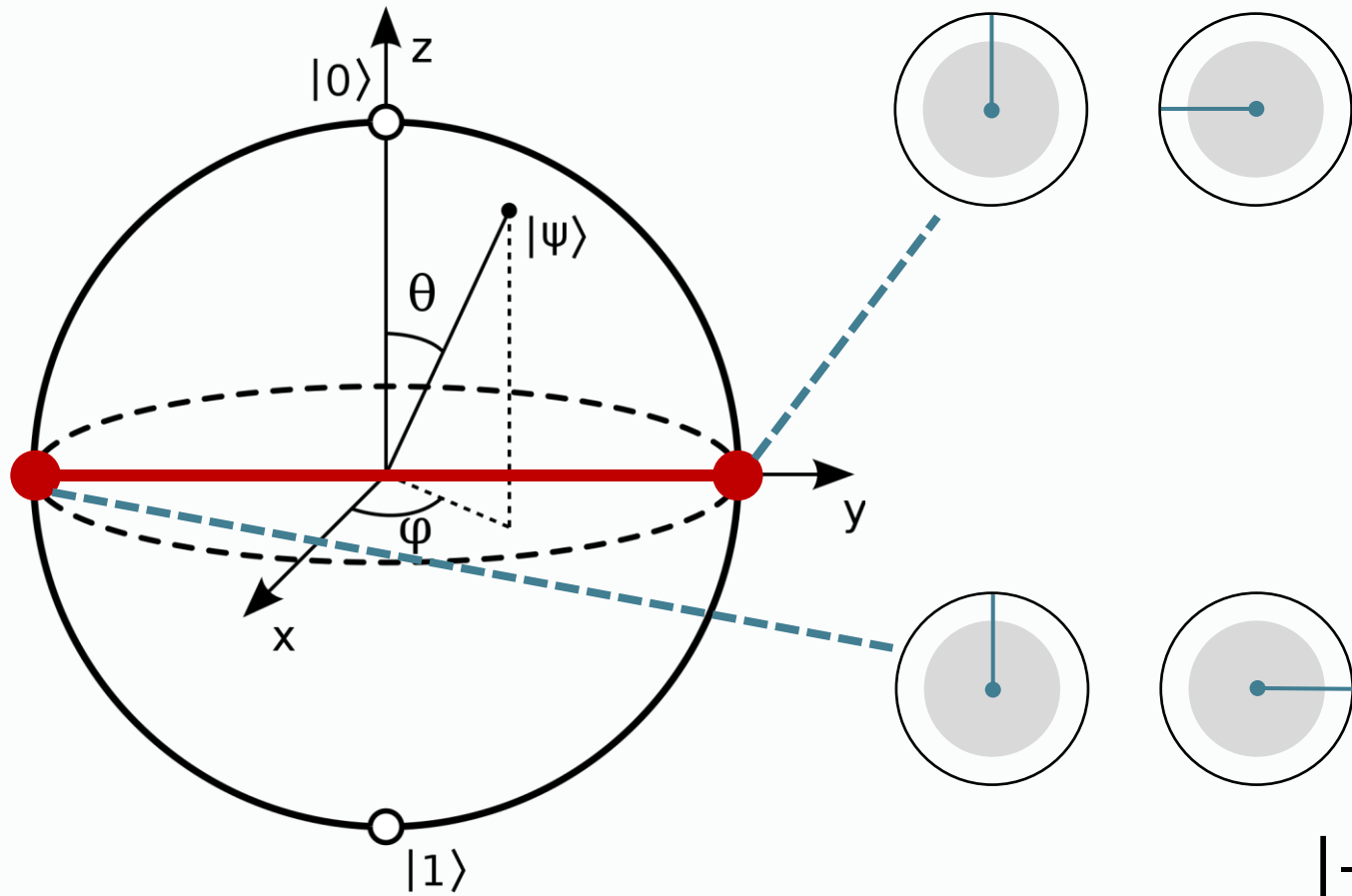


$$|-\rangle: \theta = \frac{\pi}{2}, \varphi = \pi$$

$$|-\rangle = \frac{1}{\sqrt{2}}|0\rangle - \frac{1}{\sqrt{2}}|1\rangle = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$e^{i\pi} = -1$$

Bloch Sphere



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

$$|i\rangle: \theta = \frac{\pi}{2}, \varphi = \frac{\pi}{2}$$

$$|i\rangle = \frac{1}{\sqrt{2}}|0\rangle + \frac{i}{\sqrt{2}}|1\rangle = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ i \end{bmatrix}$$

$$e^{i\pi/2} = i$$

$$|-i\rangle: \theta = \frac{\pi}{2}, \varphi = \frac{3\pi}{2}$$

$$|-i\rangle = \frac{1}{\sqrt{2}}|0\rangle - \frac{i}{\sqrt{2}}|1\rangle = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ -i \end{bmatrix}$$

$$e^{i3\pi/2} = -i$$

Density Matrix

$$|\psi\rangle = \begin{bmatrix} a \\ b \end{bmatrix} \text{ pure state}$$

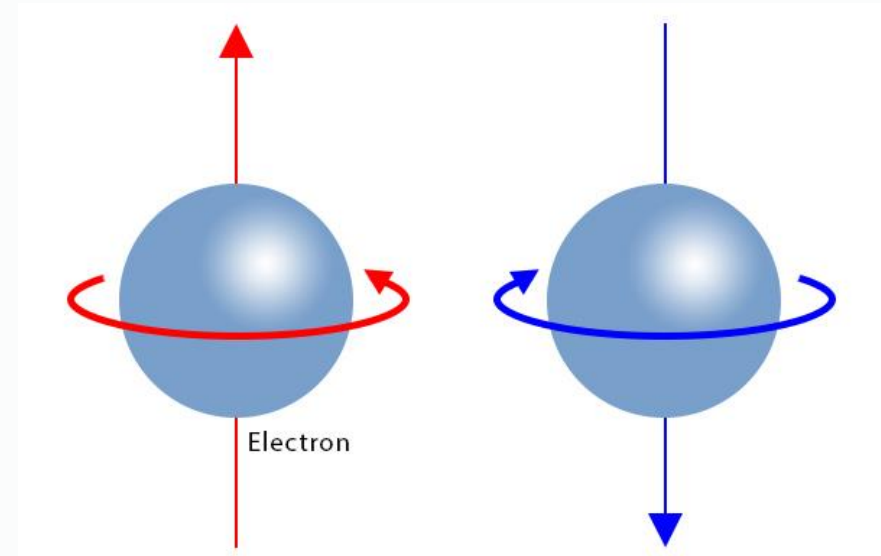
$$\rho = |\psi\rangle\langle\psi| = \begin{bmatrix} a \\ b \end{bmatrix} \begin{bmatrix} a^* & b^* \end{bmatrix} = \begin{bmatrix} aa^* & ab^* \\ ba^* & bb^* \end{bmatrix}$$


The density matrix ρ is a more general representation of a quantum state. States on the Bloch sphere surface are **pure states**. Can also represent **mixed states**, useful for other purposes.

A one-qubit quantum state is a two-dimensional vector in a Hilbert space.

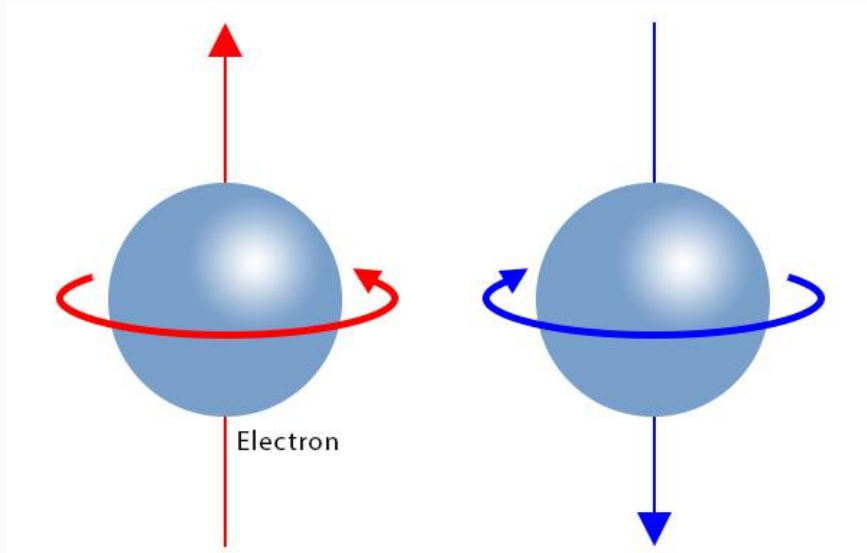
$$|\psi\rangle = \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha \begin{bmatrix} 1 \\ 0 \end{bmatrix} + \beta \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \alpha|0\rangle + \beta|1\rangle$$

$$|\alpha|^2 + |\beta|^2 = 1$$



To learn the state of a physical qubit, we **measure** it.

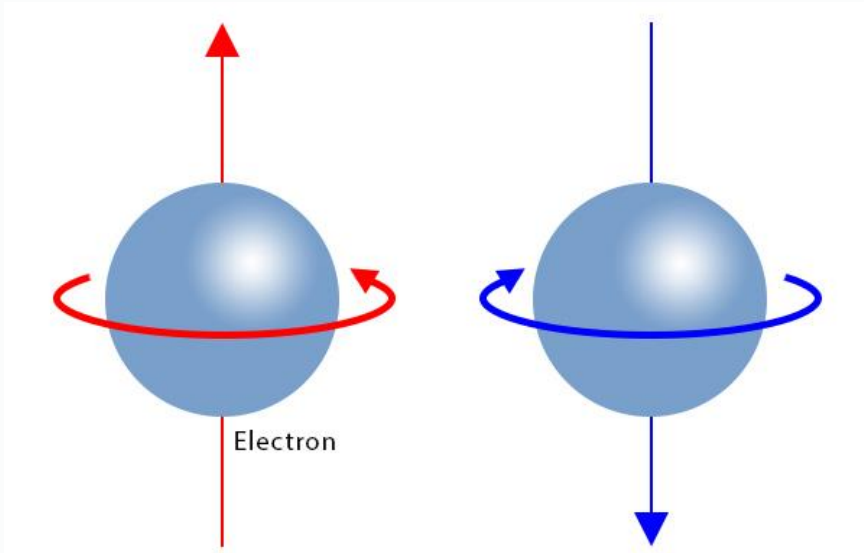
Measurement



When we measure the spin of an electron, we get a binary result:

spin up
or
spin down

Measurement



When we measure the spin of an electron, we get a binary result:

spin up
or
spin down

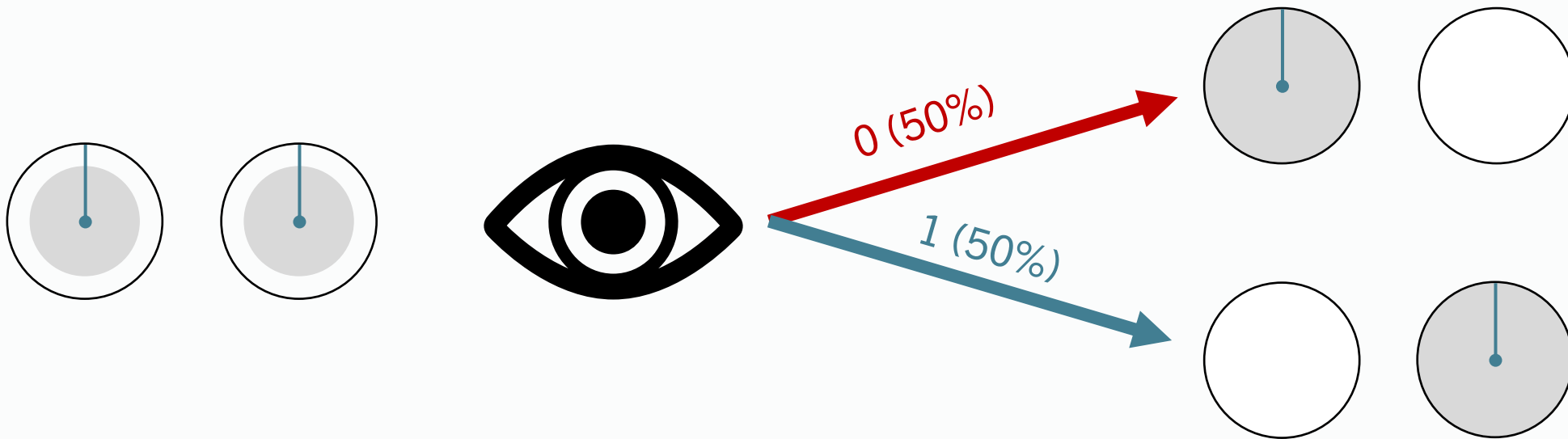
What if qubit is in superposition? $|\psi\rangle = \alpha|\uparrow\rangle + \beta|\downarrow\rangle$

We get **up** with probability $|\alpha|^2$ and **down** with probability $|\beta|^2$.

Measurement is Destructive

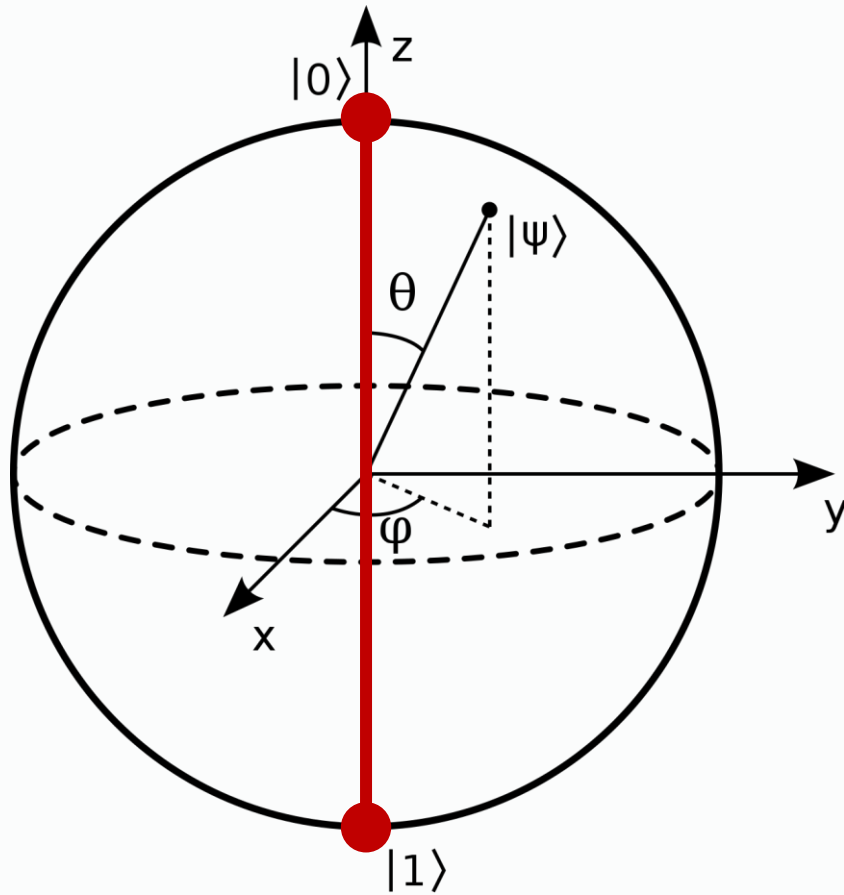
We get **0** with probability $|\alpha|^2$ and **1** with probability $|\beta|^2$.

In addition, the state of the qubit **changes** to match the result of the measurement.



Subsequent measurements will all be identical.

Z-Measurement



Measuring in the Z basis gives us information about magnitude (θ).

If θ is close to 0, more likely to measure $|0\rangle$.

$$\cos^2 \frac{\theta}{2} \rightarrow 1, \sin^2 \frac{\theta}{2} \rightarrow 0$$

If θ is close to π , more likely to measure $|1\rangle$.

$$\cos^2 \frac{\theta}{2} \rightarrow 0, \sin^2 \frac{\theta}{2} \rightarrow 1$$

Estimating Quantum State

We can't measure α and β . Can we estimate?



Measure N times and calculate probability.

Measurement is destructive.

Get the same measurement N times...

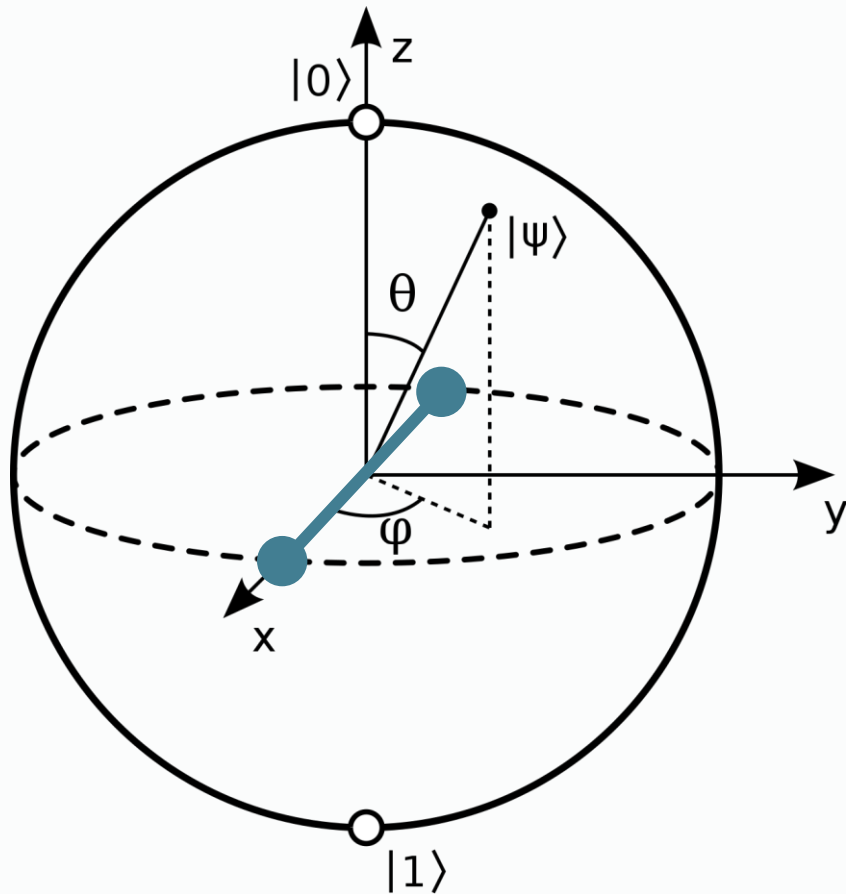


Prepare and measure N times and calculate probability.

But this still only gives us $|\alpha|^2$ and $|\beta|^2$.

No information about phase!

X-Measurement



Measuring in the X basis gives us information about phase (φ).

If φ is close to 0 or 2π , more likely to measure $|+\rangle$.

If φ is close to π , more likely to measure $|-\rangle$.

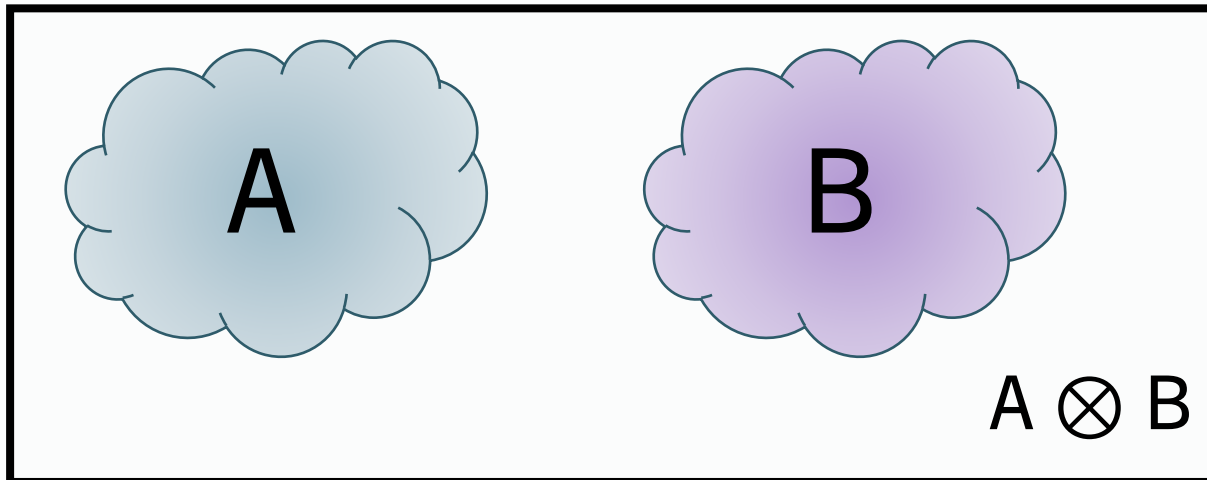
Can't do X-measurement and Z-measurement at the same time.

Measuring a qubit gives us
one classical bit of information.

And it destroys any superposition.

Multiple Qubits

Suppose we have two quantum systems, one in state A and the other in state B .



The state of the two systems combined is $A \otimes B$, where \otimes is the **tensor product**.

Tensor Product

$$|\psi\rangle = \begin{bmatrix} a \\ b \end{bmatrix}$$

$$|\gamma\rangle = \begin{bmatrix} c \\ d \end{bmatrix}$$

$$|\psi\rangle \otimes |\gamma\rangle = \begin{bmatrix} a \\ b \end{bmatrix} \otimes \begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} a & \begin{bmatrix} c \\ d \end{bmatrix} \\ b & \begin{bmatrix} c \\ d \end{bmatrix} \end{bmatrix} = \begin{bmatrix} ac \\ ad \\ bc \\ bd \end{bmatrix}$$

$$|\psi\rangle \otimes |\gamma\rangle = |\psi\rangle|\gamma\rangle = |\psi, \gamma\rangle$$

Multi-Qubit State

$$|00\rangle = |0\rangle \otimes |0\rangle = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \otimes \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

When we combine 2 qubits, we get a 4-element vector.

Multi-Qubit Vector Space

$$|00\rangle = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad |01\rangle = \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \end{bmatrix} \quad |10\rangle = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \end{bmatrix} \quad |11\rangle = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

*Superposition: Two-qubit state is linear combination of **basis** vectors.*

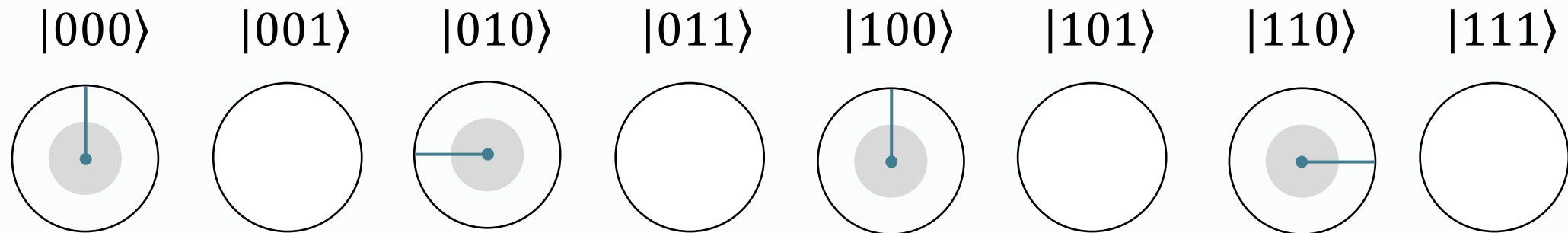
$$\begin{aligned} |\psi\rangle &= \alpha_0 |00\rangle + \alpha_1 |01\rangle + \alpha_2 |10\rangle + \alpha_3 |11\rangle \\ &= \alpha_0 |0\rangle + \alpha_1 |1\rangle + \alpha_2 |2\rangle + \alpha_3 |3\rangle \end{aligned}$$

Multi-Qubit Vector Space

An n -qubit space is a 2^n -dimensional vector space.

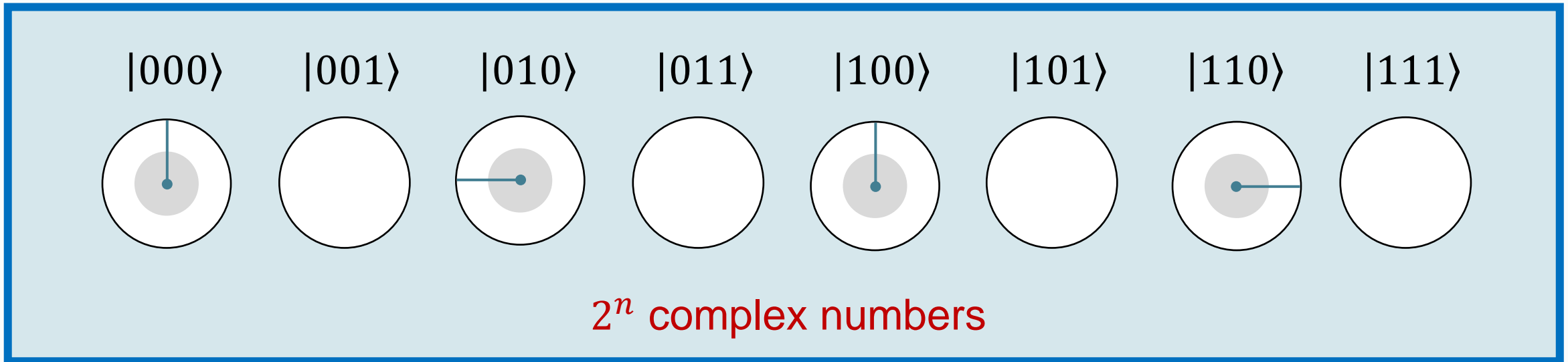
*Two-qubit state is linear combination of 2^n **basis** vectors.*

$$|\psi\rangle = \sum_i \alpha_i |i\rangle \quad \sum |\alpha_i|^2 = 1$$

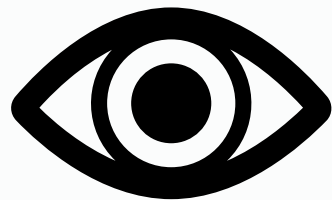


2^n complex numbers

Measurement



measure

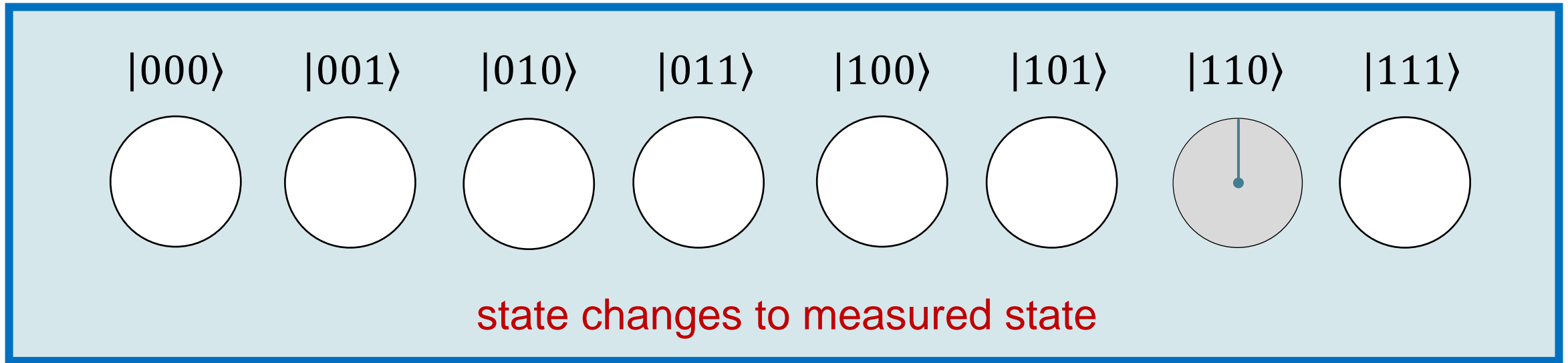


Probability = $|\alpha_6|^2$

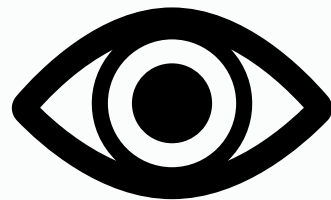
110

one n -bit (classical) number

Measurement changes the state



measure

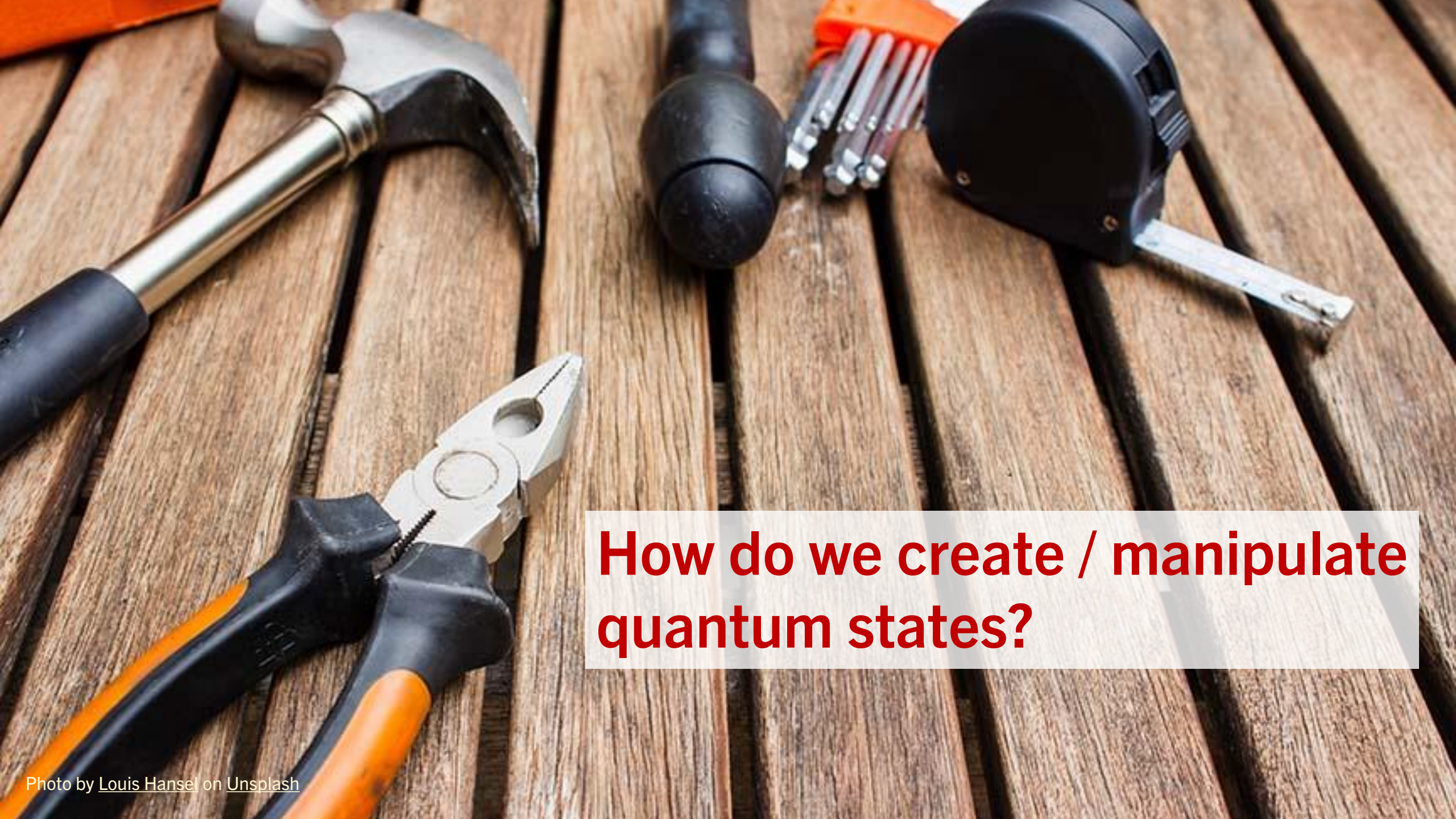


110

one n -bit (classical) number

An n -qubit quantum state is a 2^n -dimensional vector in a Hilbert space.

$$|\psi\rangle = \sum_i \alpha_i |i\rangle \quad \sum |\alpha_i|^2 = 1$$



How do we create / manipulate quantum states?

Unitary Evolution

The evolution of a **closed** quantum system is described by a **unitary** transformation.

$$|\psi'\rangle = U|\psi\rangle$$

state at time t_2 state at time t_1

unitary matrix
(depends only on times t_1 and t_2)

Unitary:

$$U^\dagger U = I$$

The matrix does not change the length of the vector.

Always reversible.

Quantum Mechanics

The time evolution of a **closed** quantum system is described by the Schrödinger equation.

$$i\hbar \frac{d|\psi\rangle}{dt} = \mathcal{H}|\psi\rangle$$

\mathcal{H} is a *Hermitian* matrix, known as the **time-independent Hamiltonian**, which describes the energy of a system.

$$\mathcal{H} = \mathcal{H}^\dagger$$

$$|\psi(t_2)\rangle = \exp\left[\frac{i\mathcal{H}(t_2 - t_1)}{\hbar}\right] |\psi(t_1)\rangle = U(t_2, t_1) |\psi(t_1)\rangle$$

This is unitary.

Quantum Gate

A quantum **gate** is a controlled evolution of the qubit state to accomplish a specific transformation.

$$U|\psi\rangle = U(\alpha|0\rangle + \beta|1\rangle) = \alpha U|0\rangle + \beta U|1\rangle$$

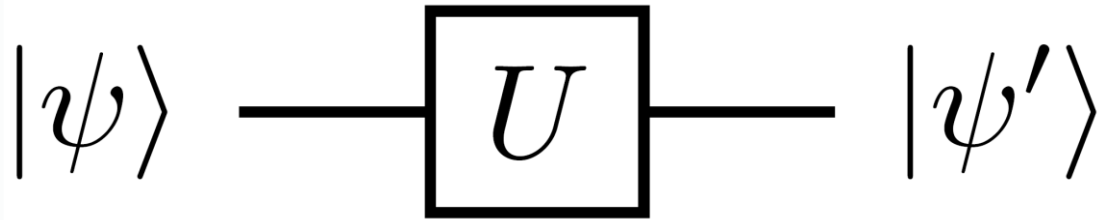
Matrix is **unitary**. It preserves the length (norm) of the vector.

Operation is **linear**, applied to each basis vector.

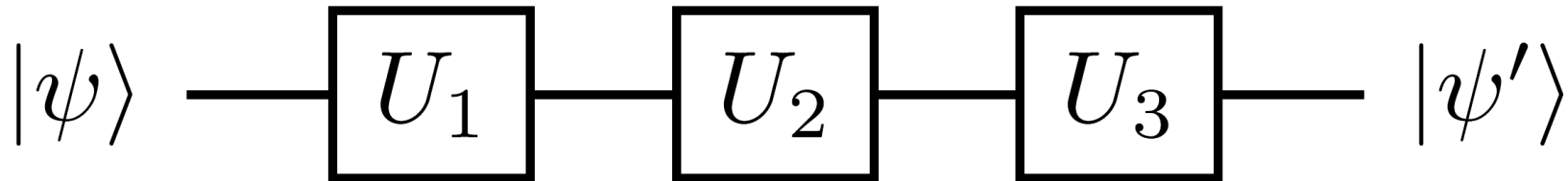
Matrix has an inverse $U^{-1} = U^\dagger$. Operation is **reversible**.

Quantum Circuit

A quantum **circuit** shows the **time evolution** of a qubit's state through a sequence of gates.

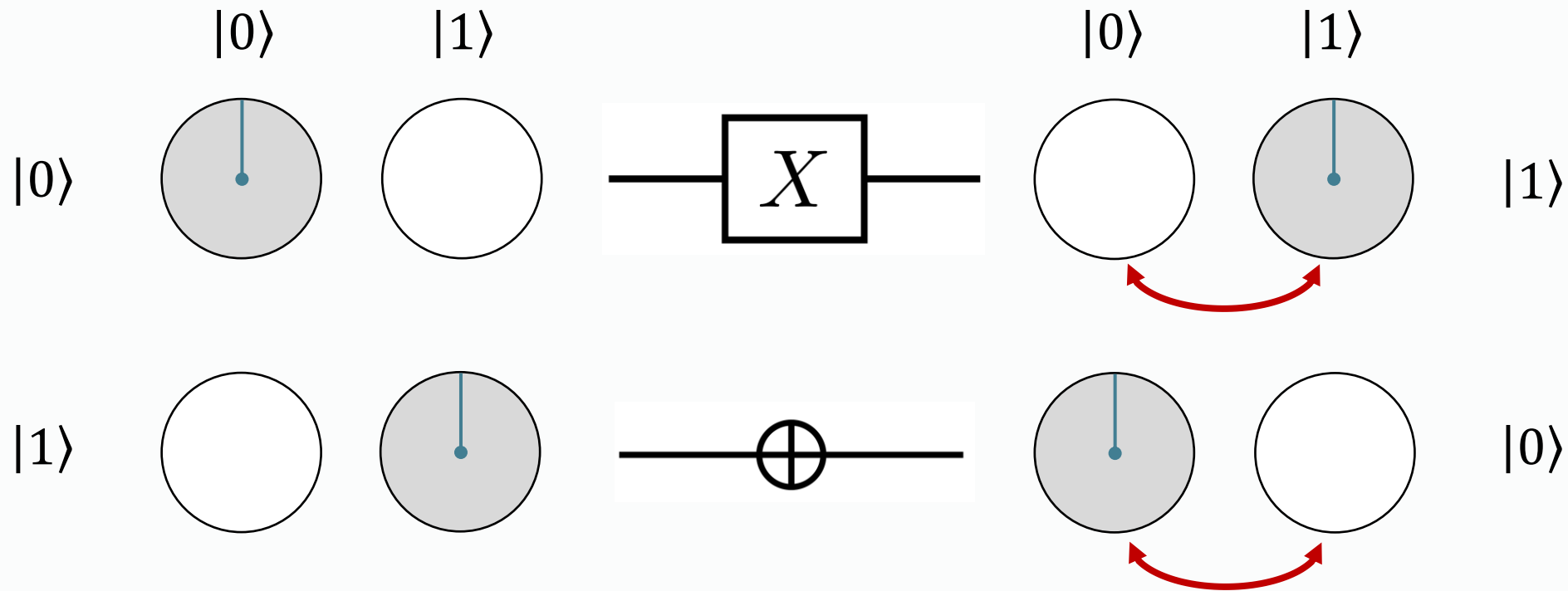


$$|\psi'\rangle = U|\psi\rangle$$



$$|\psi'\rangle = U_3 U_2 U_1 |\psi\rangle$$

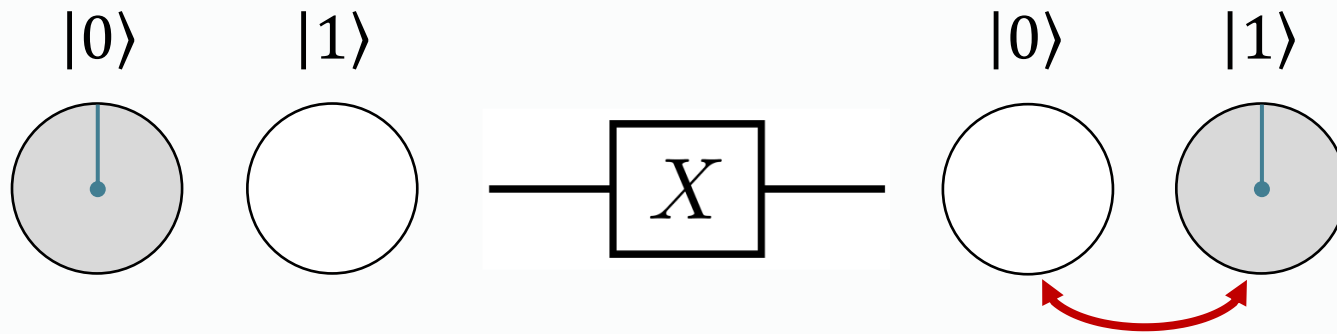
X Gate (NOT)



An X gate is analogous to a classical NOT gate.

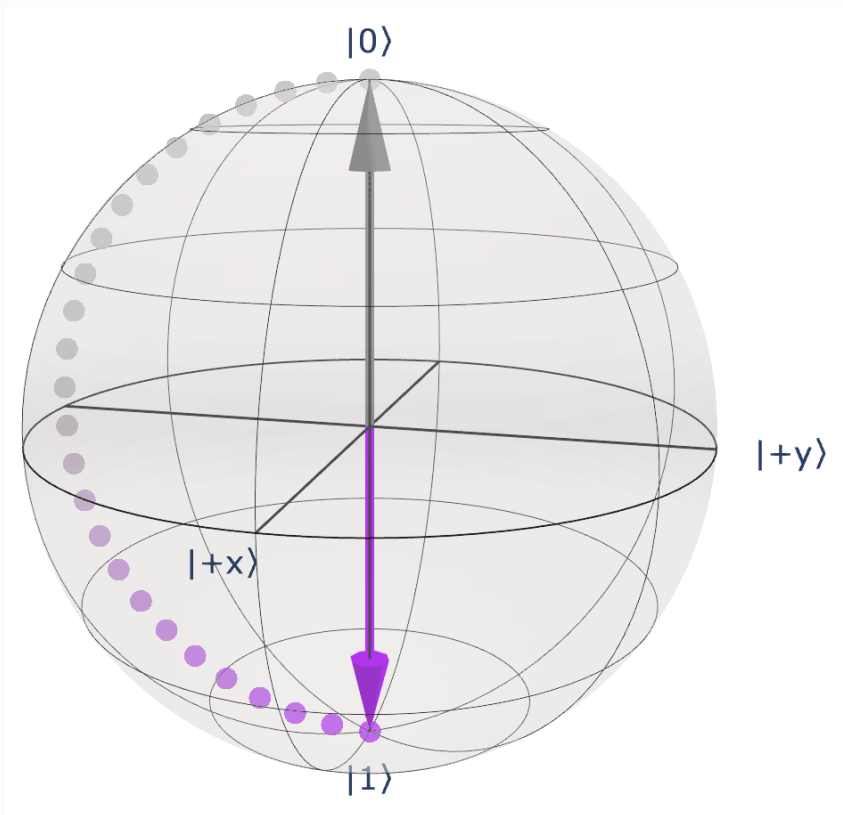
X Gate

$$X|\psi\rangle = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \begin{bmatrix} \beta \\ \alpha \end{bmatrix} = \beta|0\rangle + \alpha|1\rangle$$



Gate = Rotation on Bloch Sphere

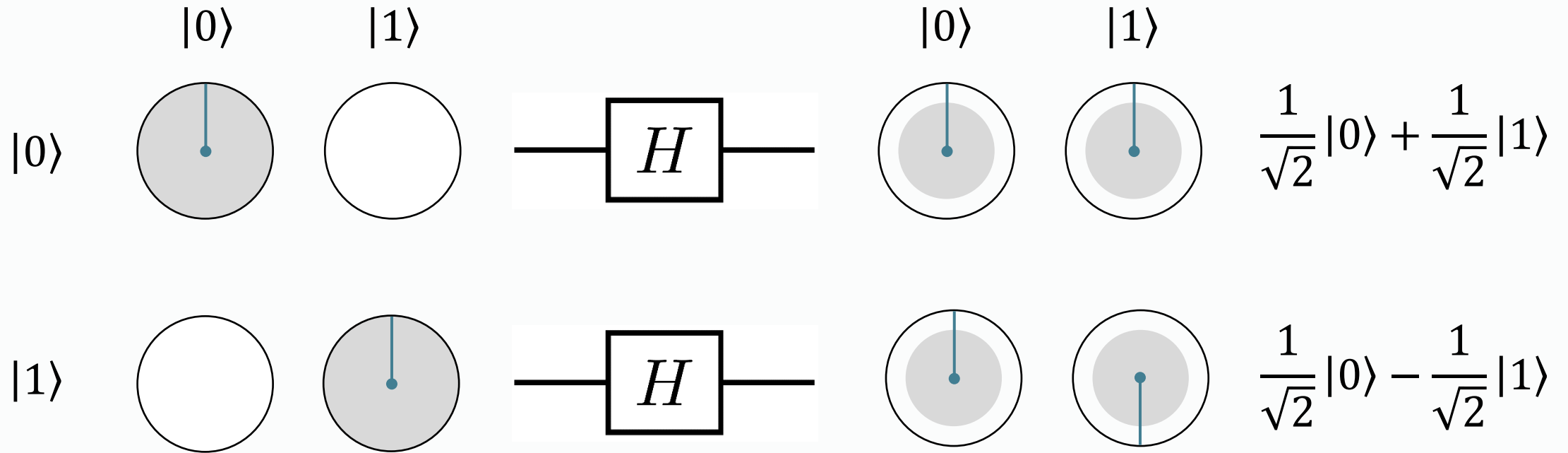
A quantum gate can be viewed as a **rotation** on the Bloch Sphere. The X gate is a counter-clockwise rotation of π around the X axis.



Similarly, π rotation around Z (Y) axis is known as Z (Y) gate.

X, Y, and Z are **Pauli gates**.

Hadamard Gate

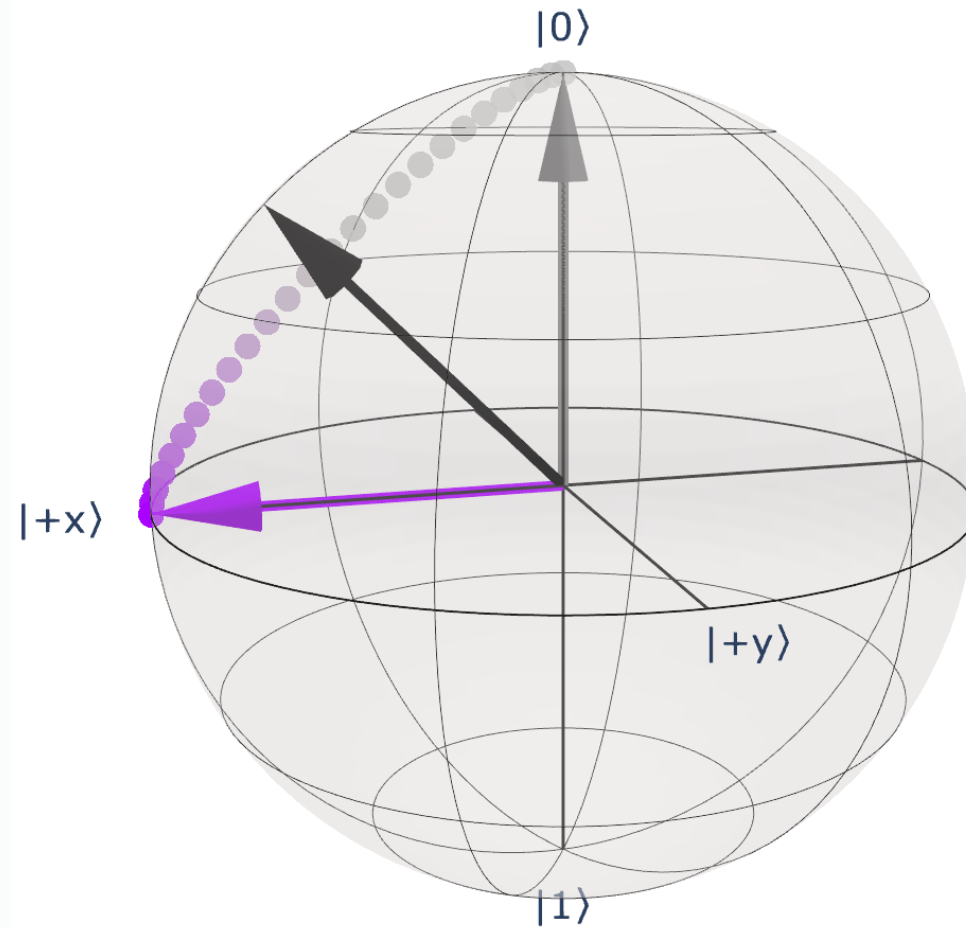


$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

NOTE: This is not the Hamiltonian \mathcal{H} from a few slides back.

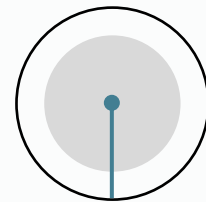
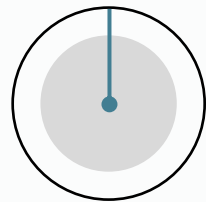
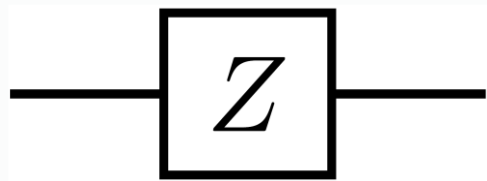
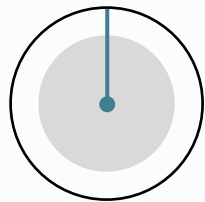
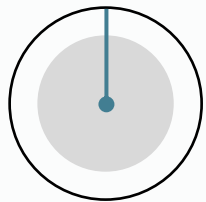
Hadamard Gate

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

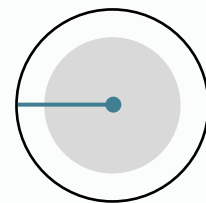
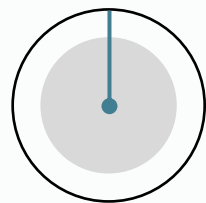
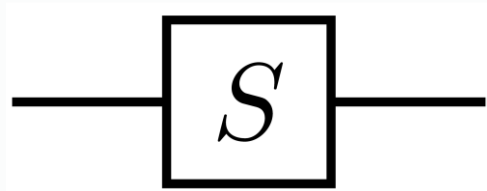
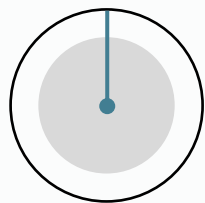
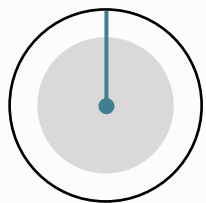
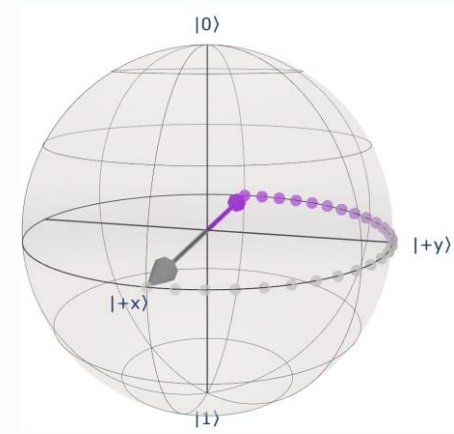


The H gate is a CCW rotation of π around the $X=Z$ axis.

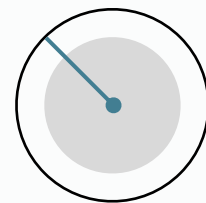
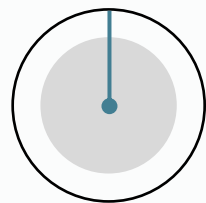
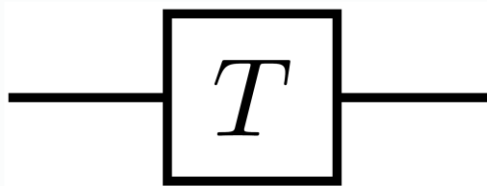
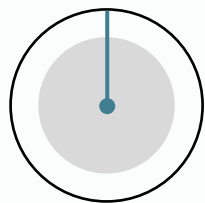
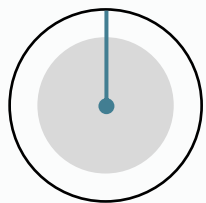
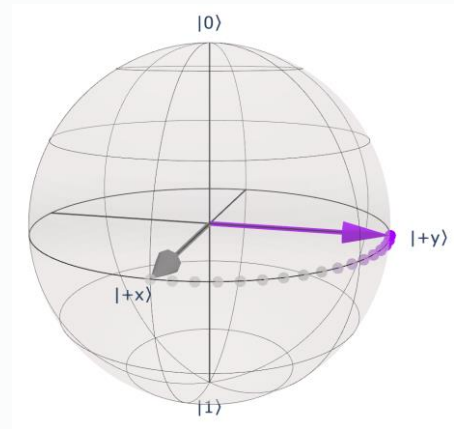
Phase Gates



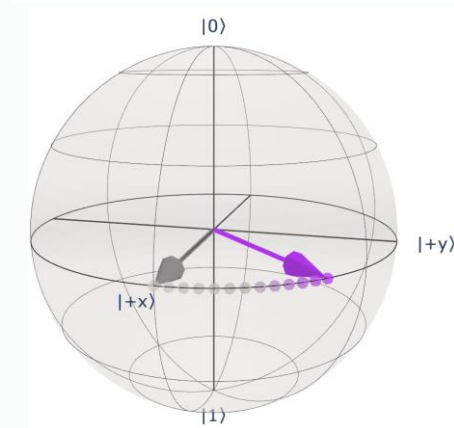
π



$\pi/2$

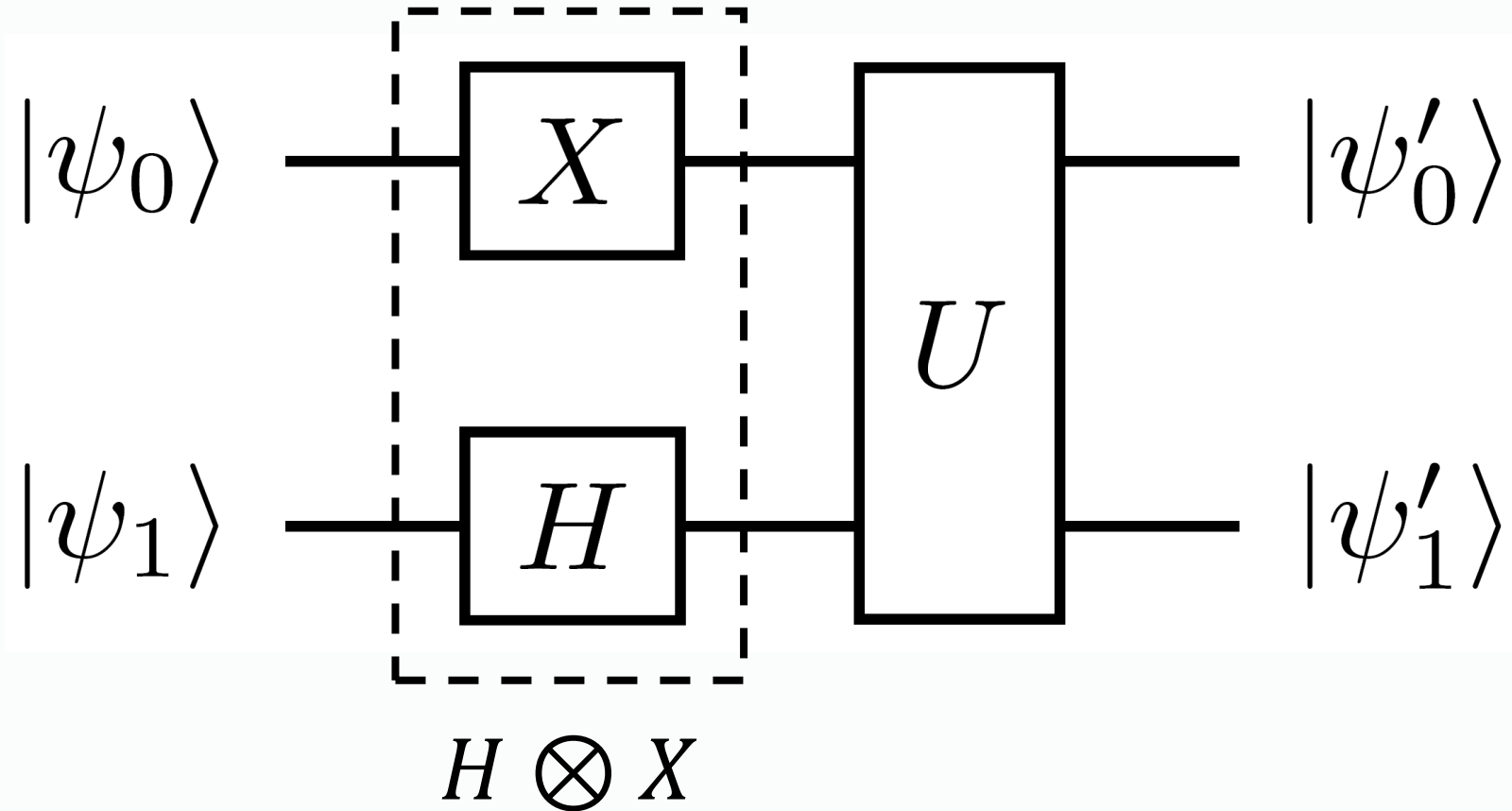


$\pi/4$



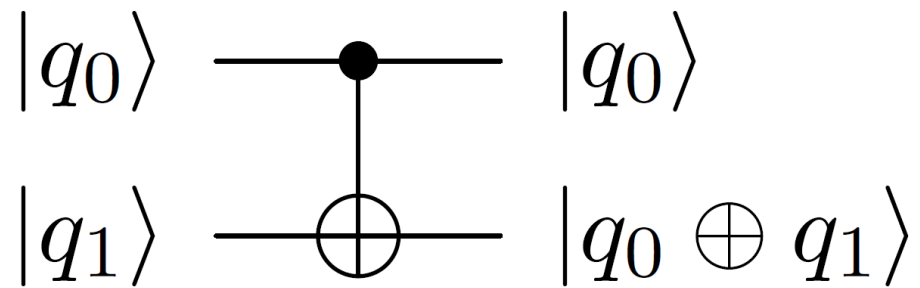
Multi-Qubit Gates

An n -qubit gate is described by a $2^n \times 2^n$ matrix.



CNOT Gate

CNOT = controlled-NOT



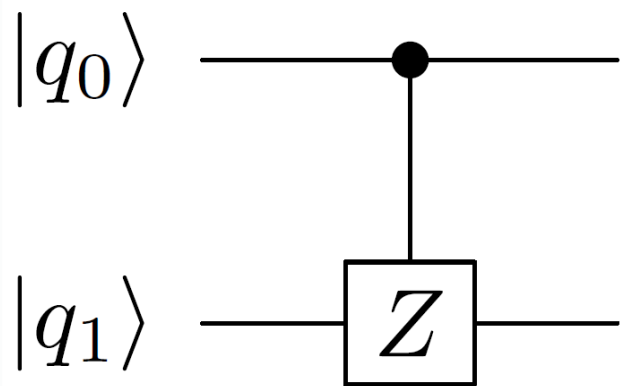
Qubit 0 is **control**.
Qubit 1 is **target**.

Start	End
$ 00\rangle$	$ 00\rangle$
$ 01\rangle$	$ 11\rangle$
$ 10\rangle$	$ 10\rangle$
$ 11\rangle$	$ 01\rangle$

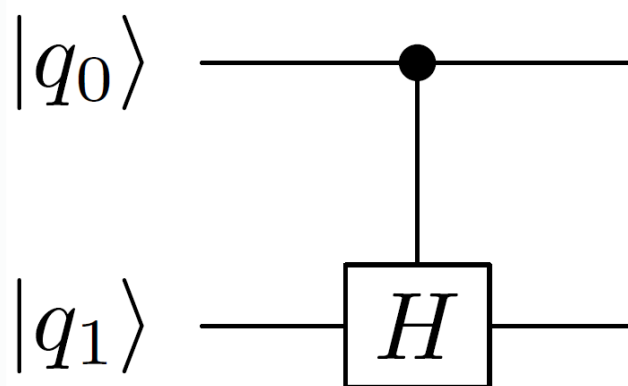
Flip the target bit
if the control bit is 1.

General Controlled Gates

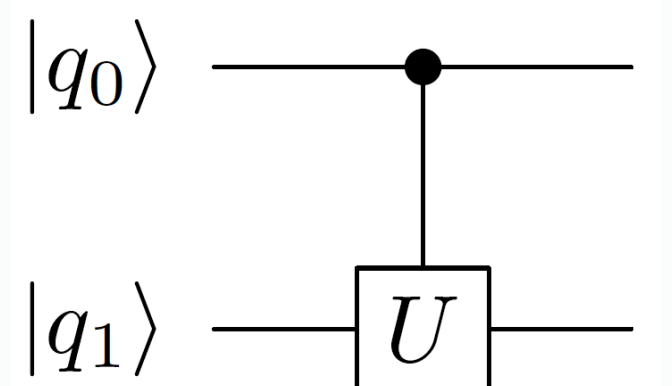
CZ = controlled-Z



CH = controlled-H

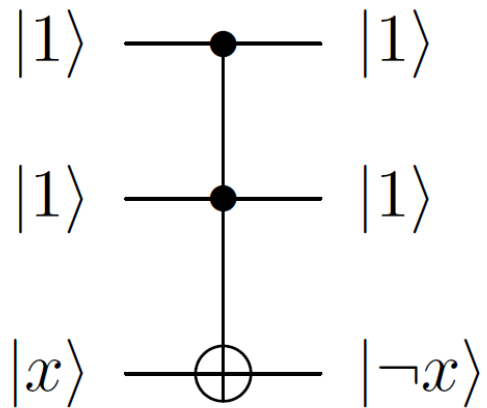


CU = controlled-U

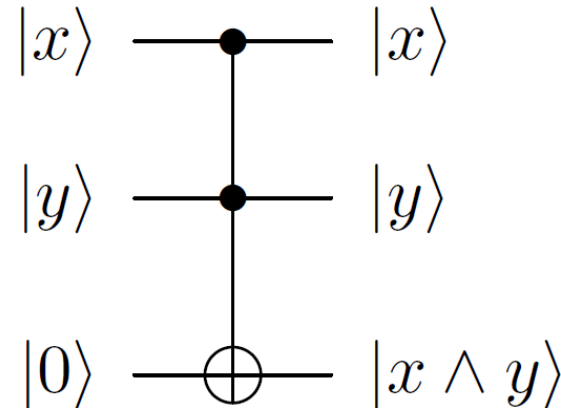


Gate is performed if the control bit is 1.

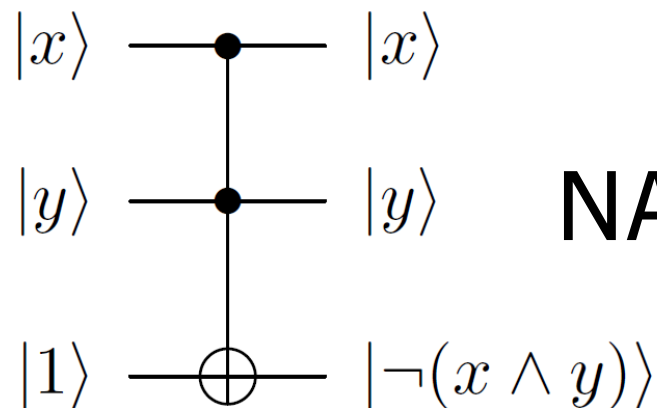
Toffoli: Reversible Classic Gates



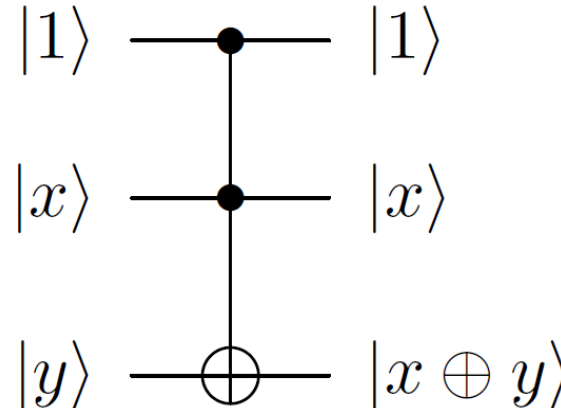
NOT



AND

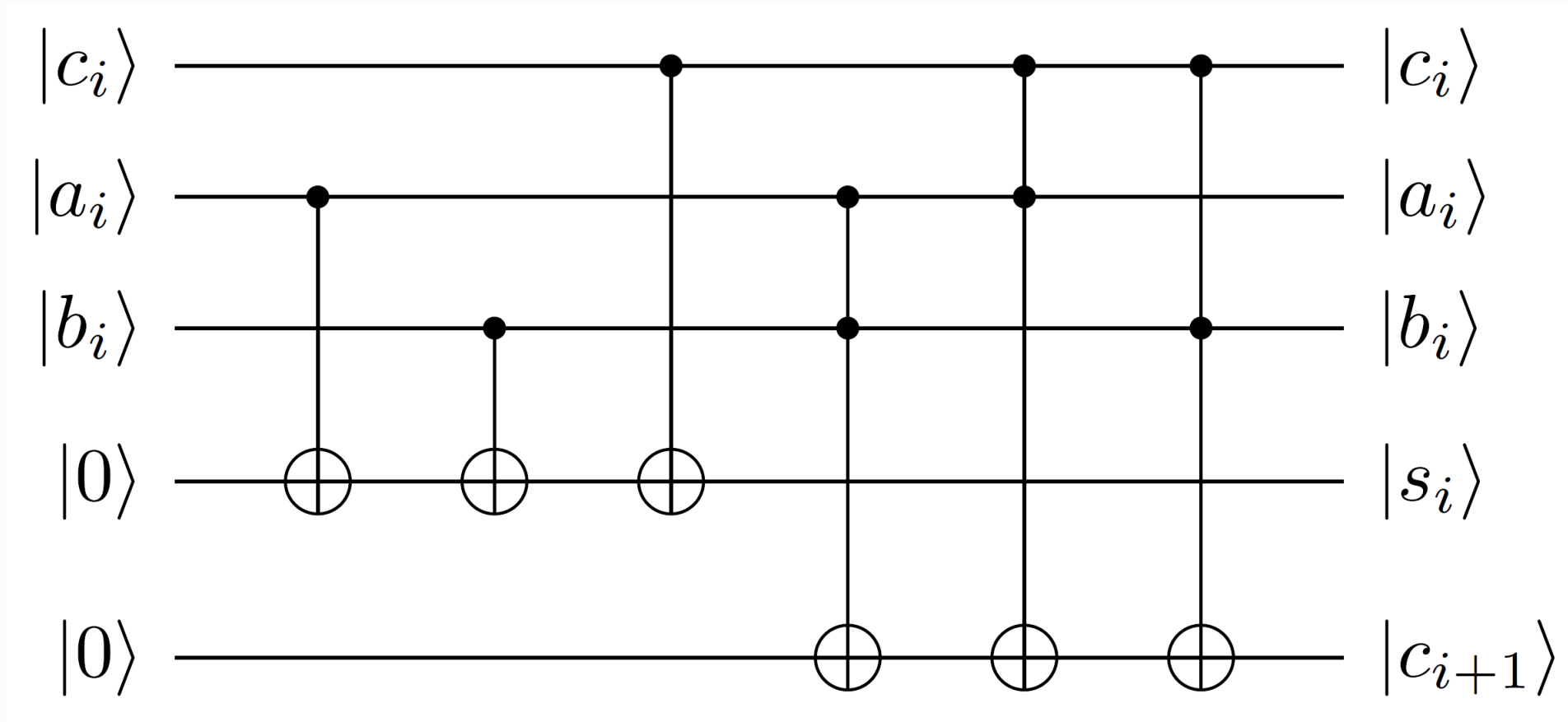


NAND



XOR

Circuit: 1-qubit adder



Any reversible classical computation can be done on a quantum computer.

Universal Quantum Computation

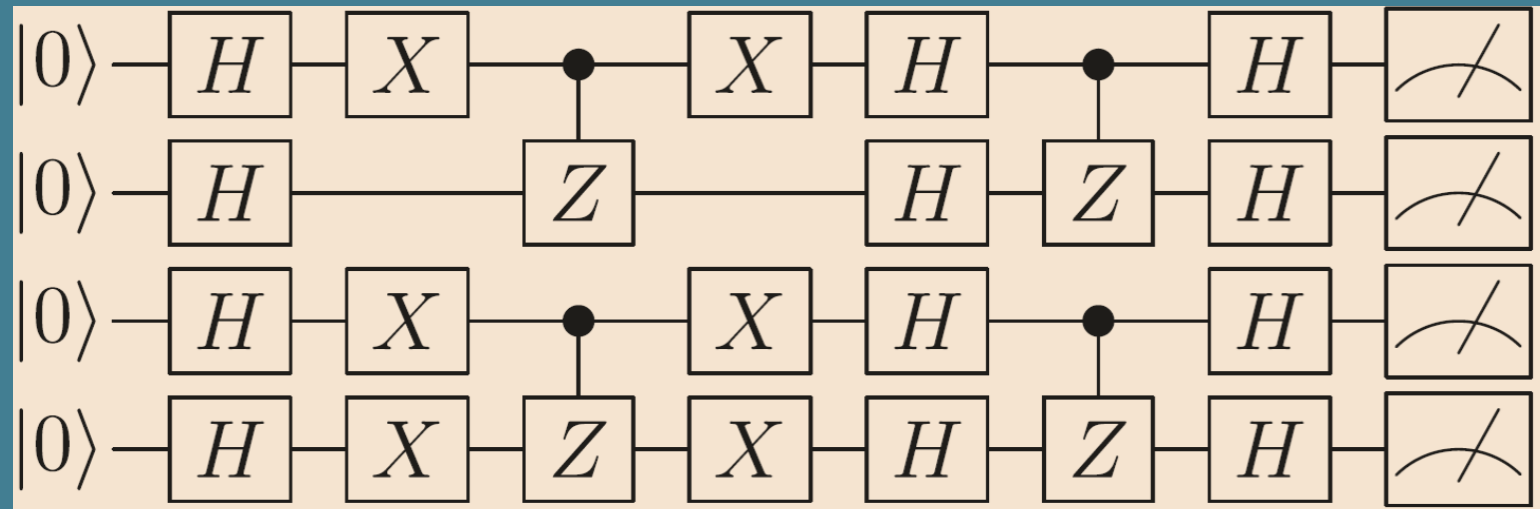
Any n -qubit circuit can be decomposed into 1- and 2-qubit gates.

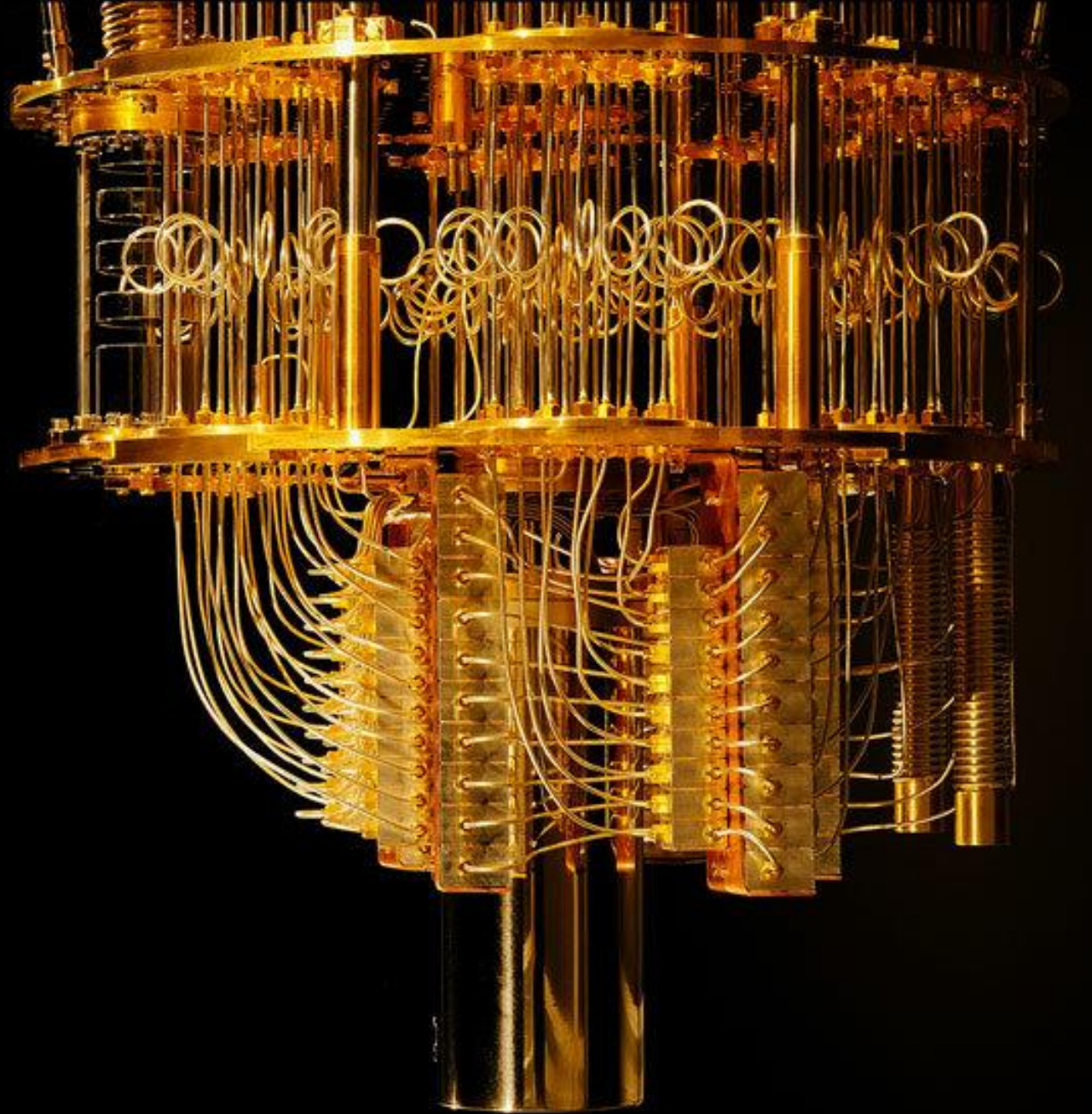
A **universal gate set** allows any unitary to be approximated within an error bounds ε .

One such universal gate set is known as **Clifford + T**:
CNOT, H, S, T

Quantum Circuit:

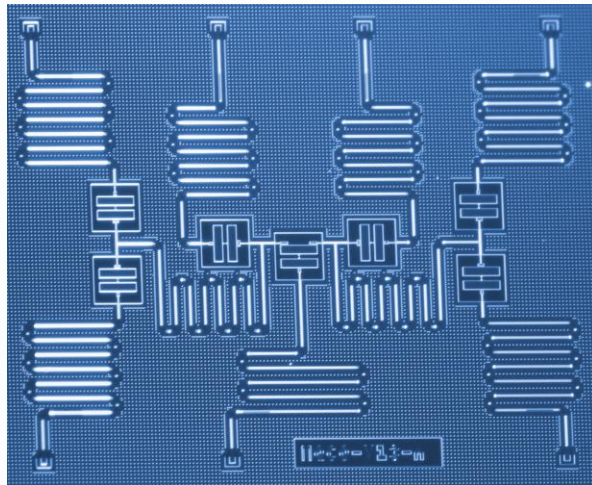
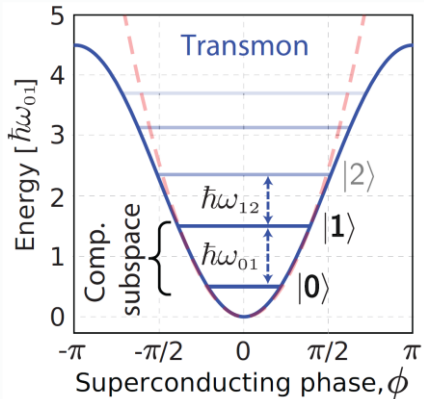
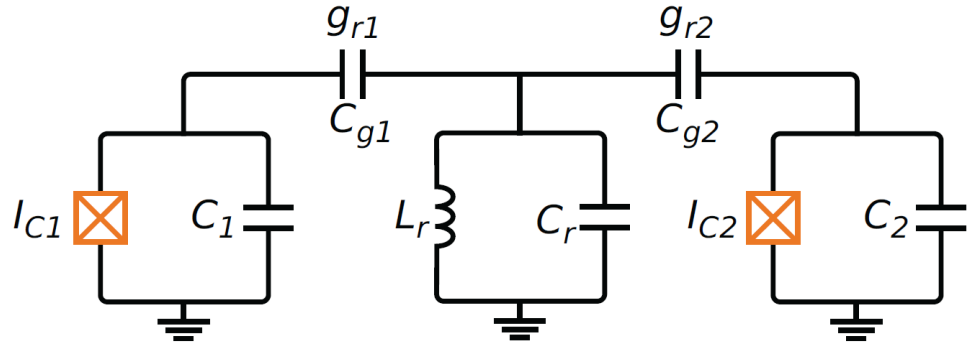
1. Prepare
2. Apply gates
3. Measure





Quantum Computers

Example: Superconducting



Qubits: energy level of nonharmonic oscillator, physical coupling

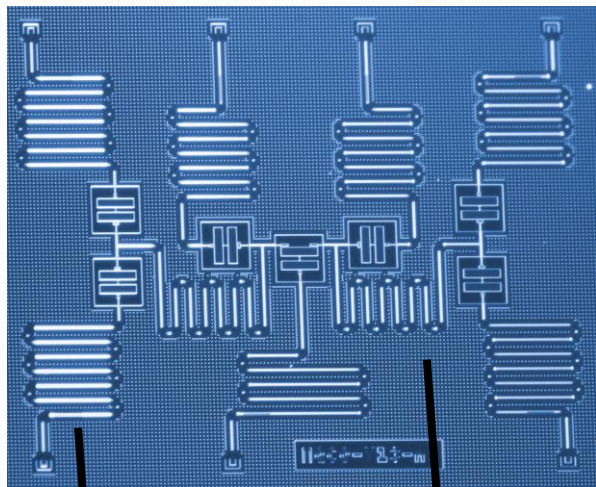
Control: microwave pulses

Current scale: 100s of qubits

Advantages: fast gates, mature manufacturing

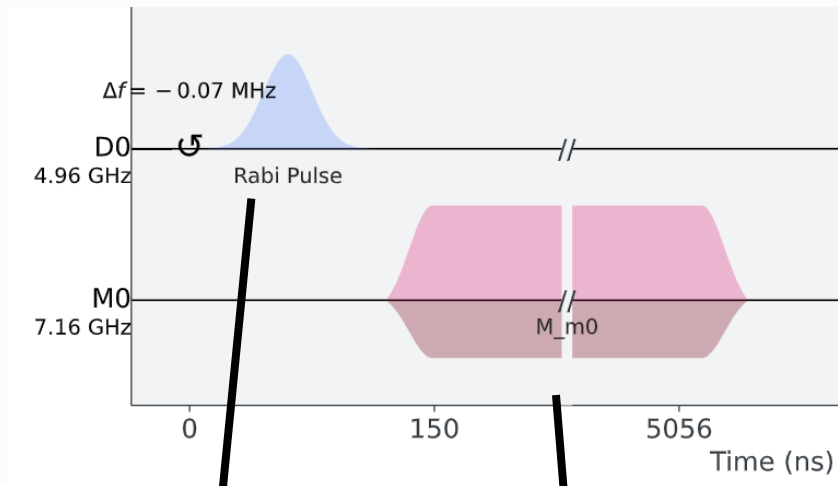
Vendors: IBM, Google, Rigetti

Pulses and Gates



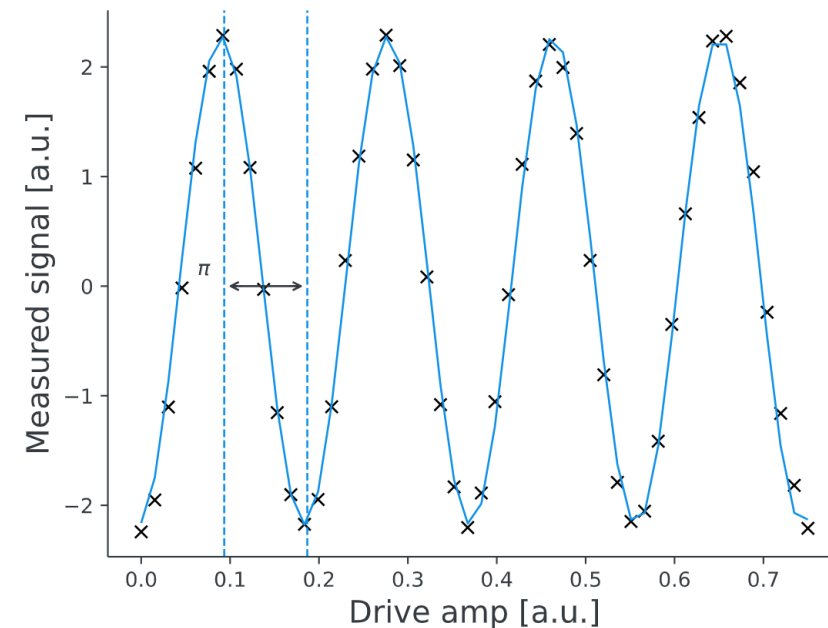
Drive / Readout

Coupling



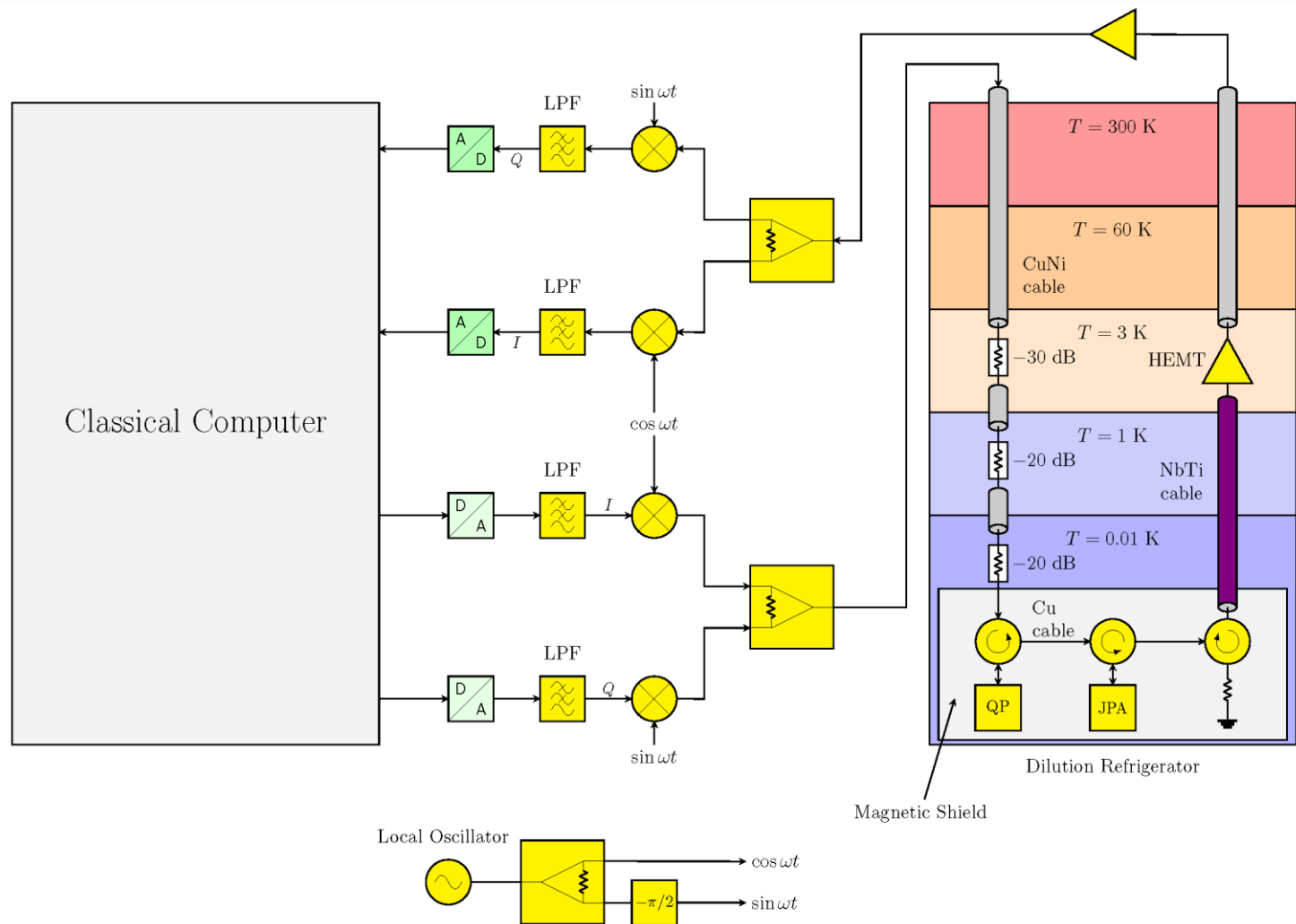
Drive Pulse
freq tuned to qubit

Measure Pulse

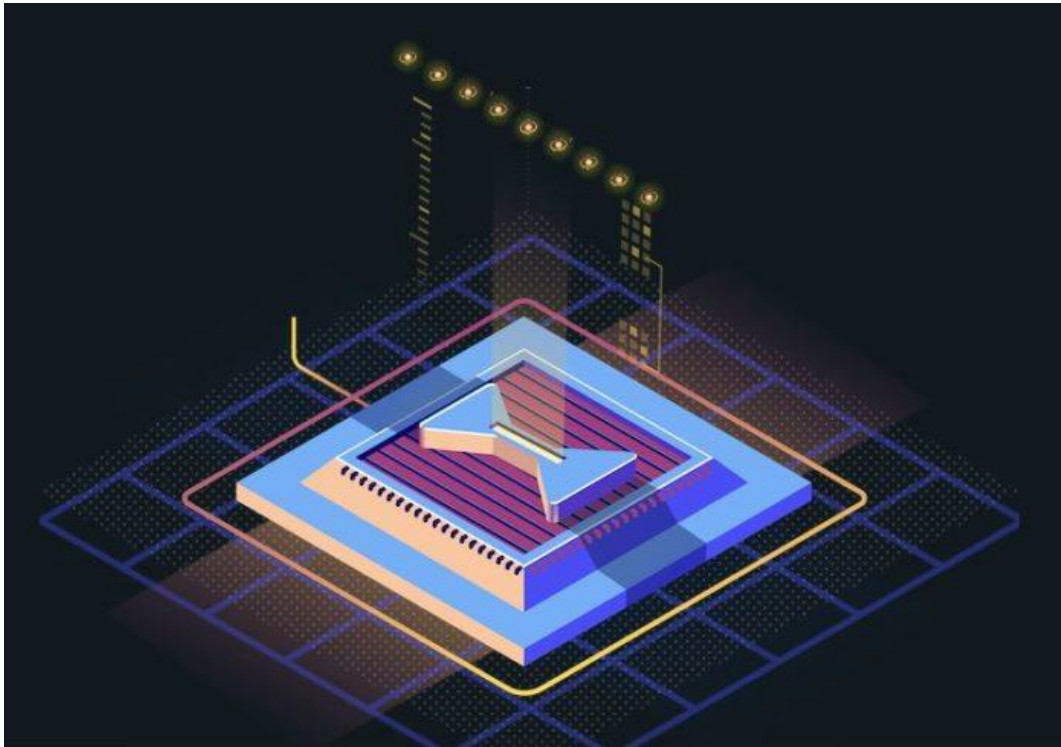


By varying the pulse amplitude (or duration), can control angle of rotation.

System



Example: Ion Trap



Qubits: electron energy level of single ions

Control: lasers

Current scale: 10s of qubits

Advantages: lower error rates, high connectivity, identical qubits

Vendors: IonQ, Quantinuum

IonQ tutorial on Sunday

NISQ = Noise

Qubit:

Single-qubit Pauli-X error ▾

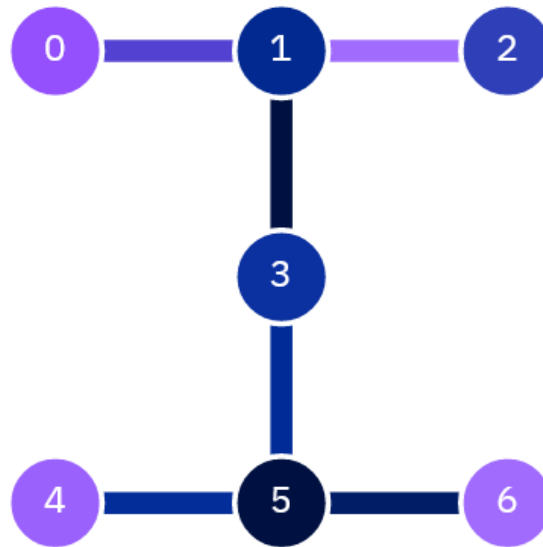
Avg 3.190e-4



Connection:

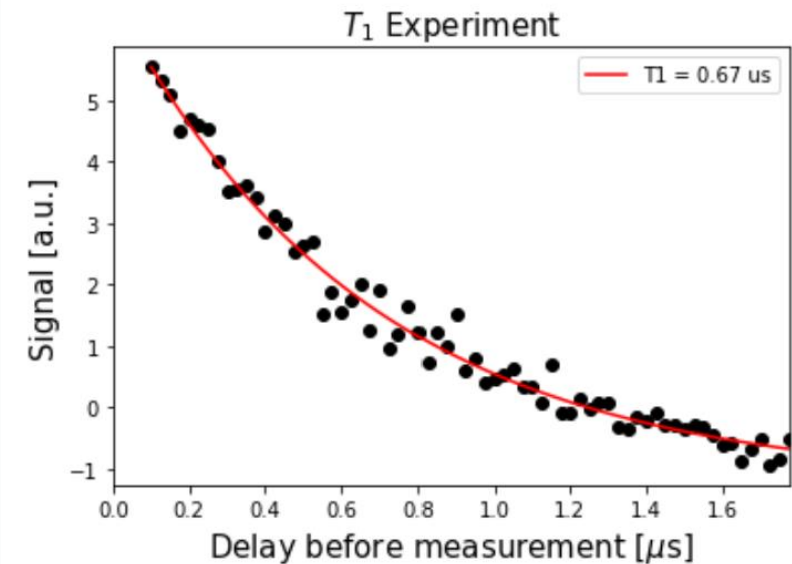
CNOT error ▾

Avg 1.023e-2



Decoherence: changing from 1 to 0 (T1)
Dephasing: changing from + to - (T2)
Measurement readout
Gate control
Crosstalk: interference from other qubits

Avg. CNOT Error: 1.023e-2
Avg. Readout Error: 2.189e-2
Avg. T1: 91.42 us
Avg. T2: 108.53 us



Challenges

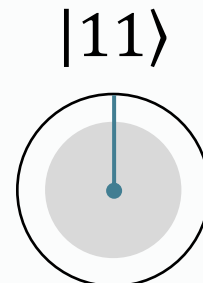
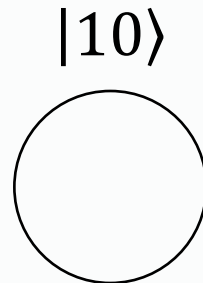
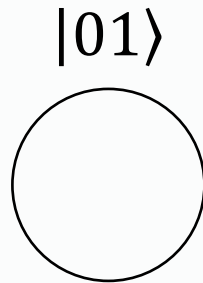
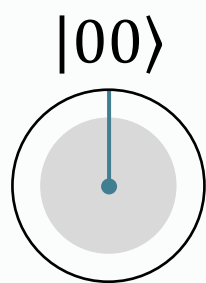
Noise / Errors

- **Error mitigation:** techniques to recover useful data from noisy circuits
This is **current focus** for **near-term** devices.
Can we get useful results from noisy systems?
Can we achieve quantum advantage?
- **Error correction:** redundancy in physical qubits to detect and correct, may require 1000:1 overhead
This is **requirement** for **future large-scale** devices.
Long-lasting logical qubits, deep circuits.
Known potential for quantum advantage.

Superposition and Entanglement

Consider
this state.

Two qubits, A and B.

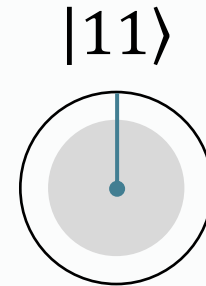
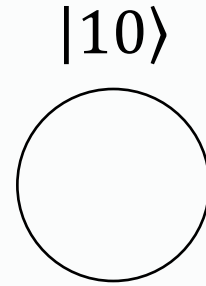
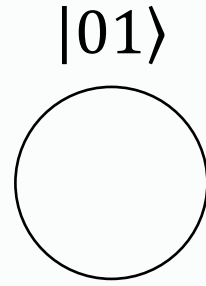
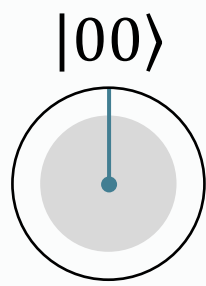


$$\frac{|00\rangle + |11\rangle}{\sqrt{2}}$$

Both A and B have an equal chance of being 0 or 1,
so is this $|+\rangle \otimes |+\rangle$? No.

$$|+\rangle \otimes |+\rangle = \frac{|00\rangle + |01\rangle + |10\rangle + |11\rangle}{2}$$

Consider
this state.



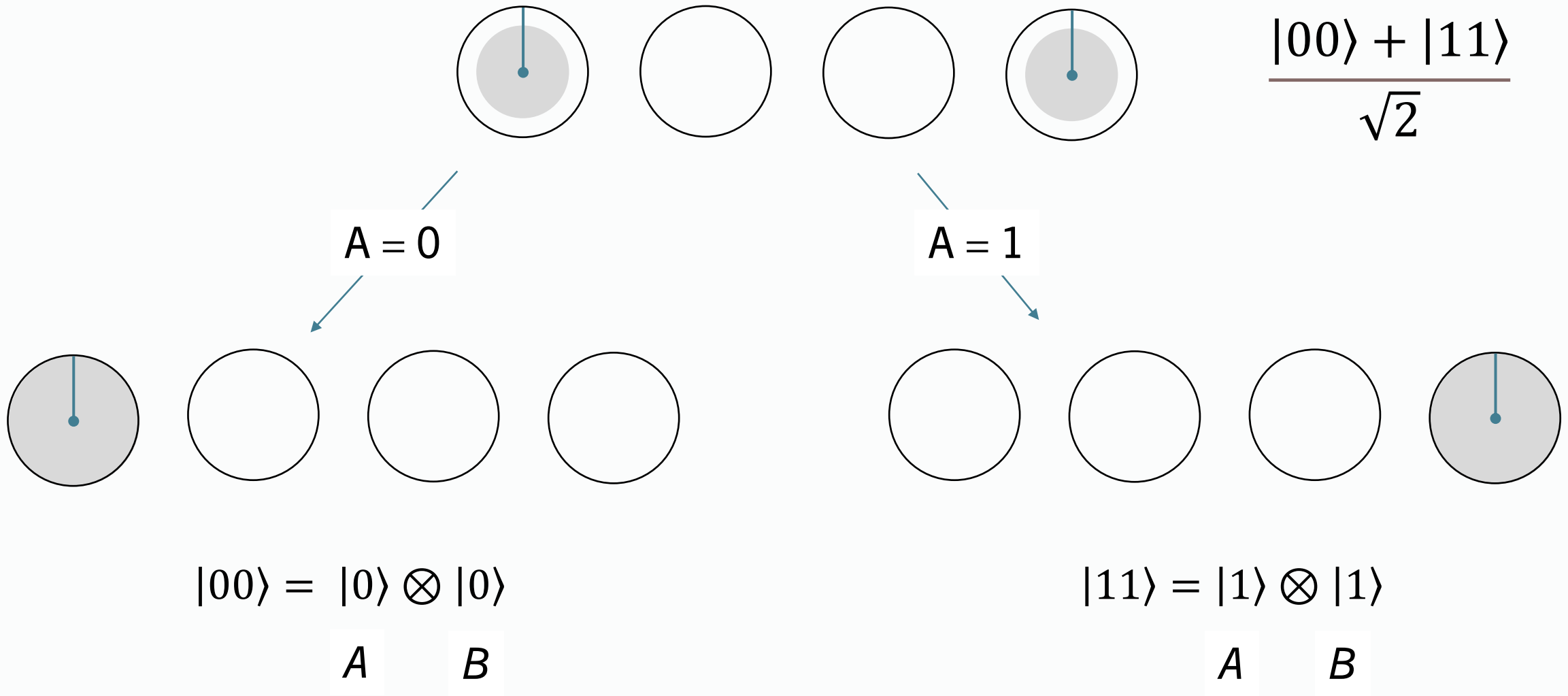
$$\frac{|00\rangle + |11\rangle}{\sqrt{2}}$$

State is entangled.

It cannot be represented as the product of two single-qubit states.

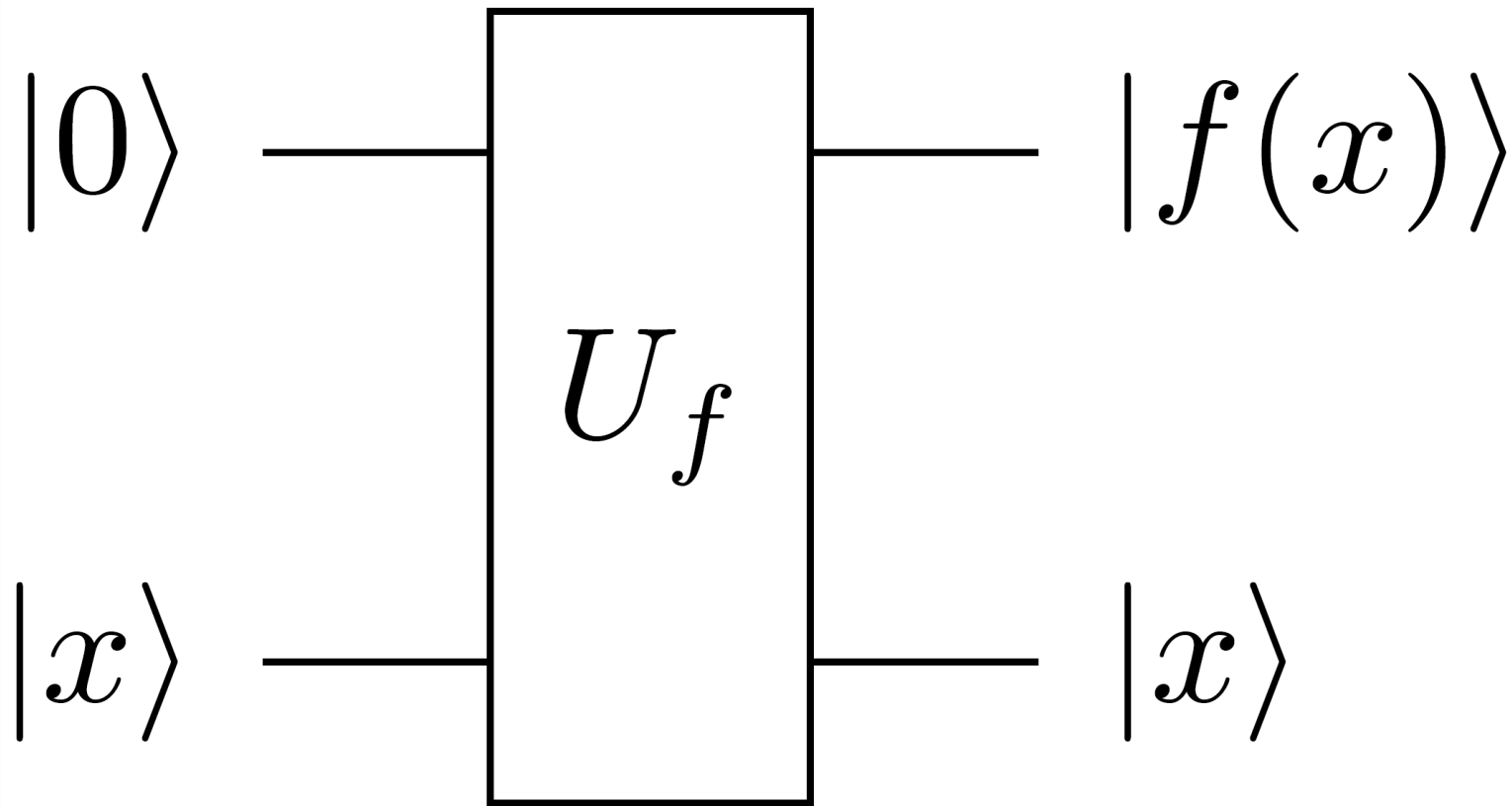
If we measure both qubits, we will get either $|00\rangle$ or $|11\rangle$.

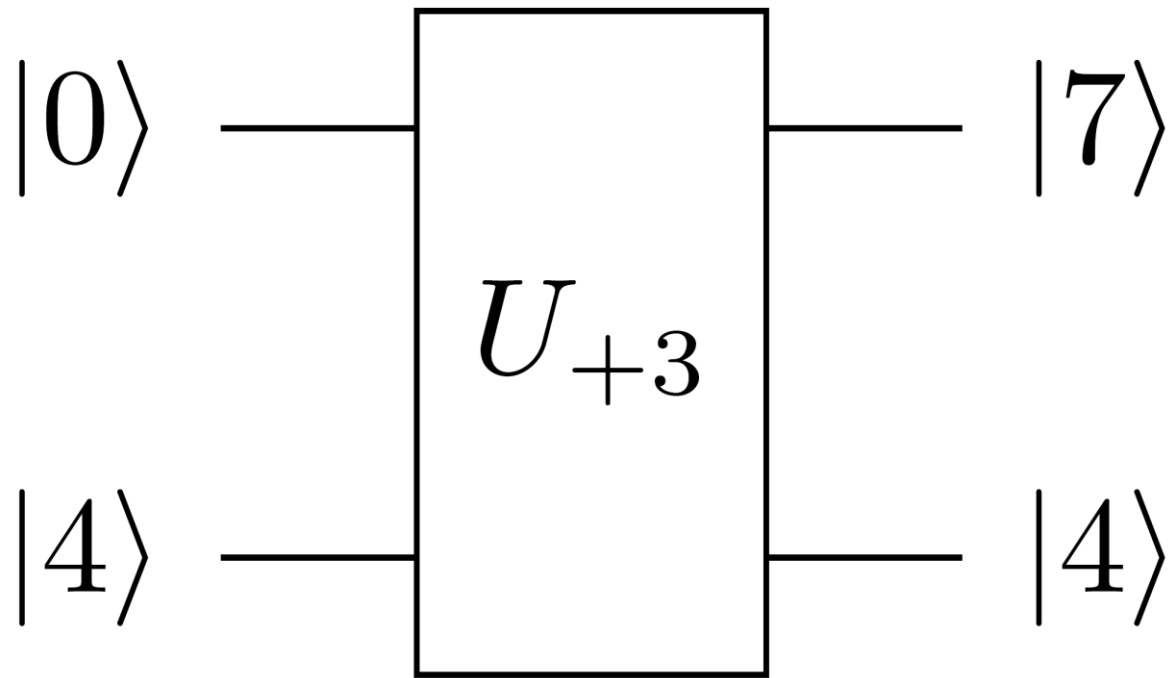
What happens if we measure only A?



Measurements of A and B are correlated.

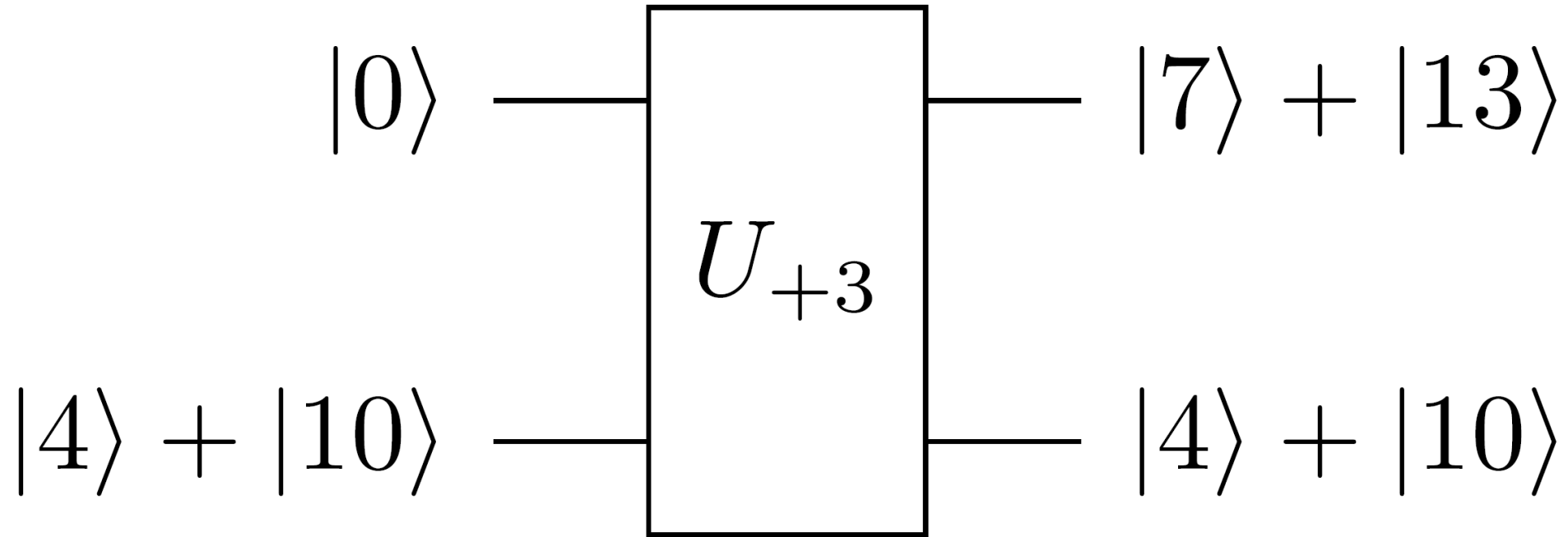
Quantum Functional Block





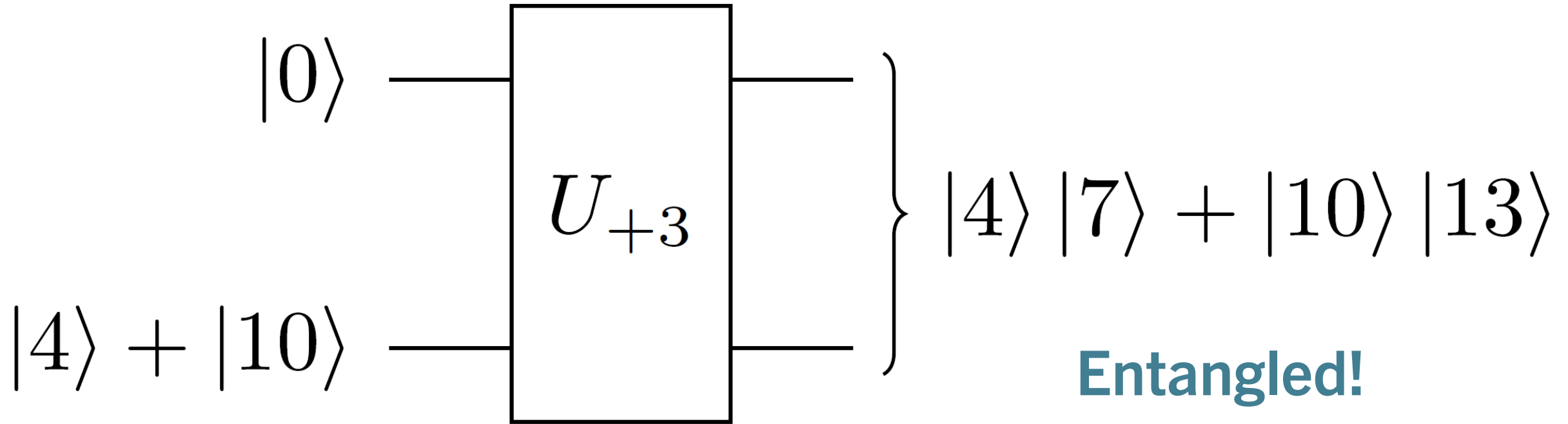
Example:
 $f(x) = x + 3$

What happens if input is a superposition?



Note: Leaving off normalizing coefficient for convenience.

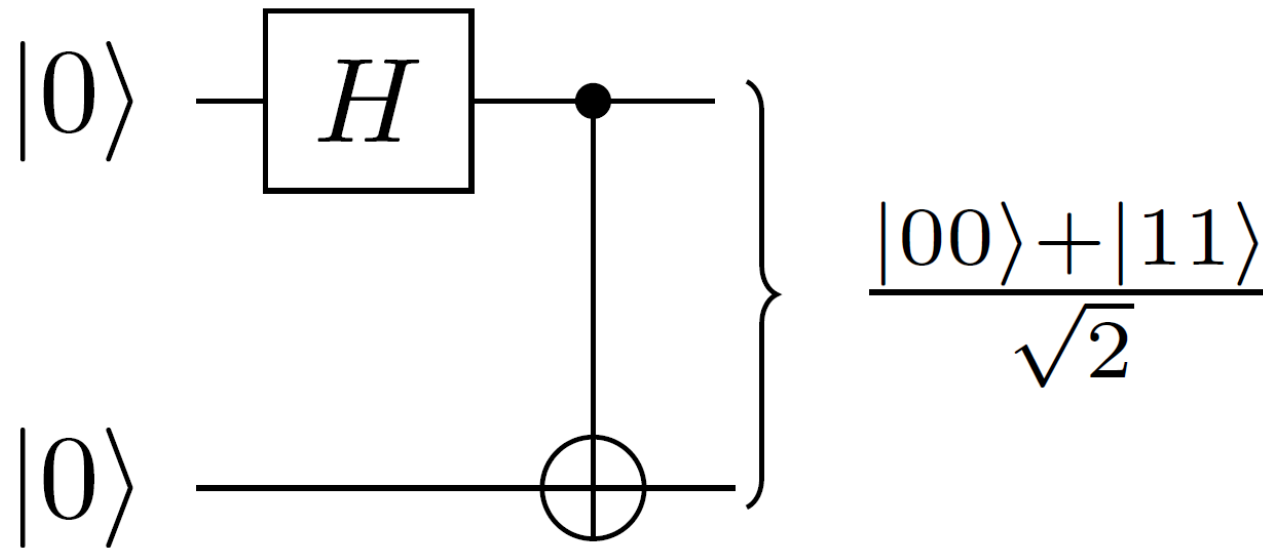
Not exactly...



If we measure $x = 4$,
 must measure $f(x) = 7$.

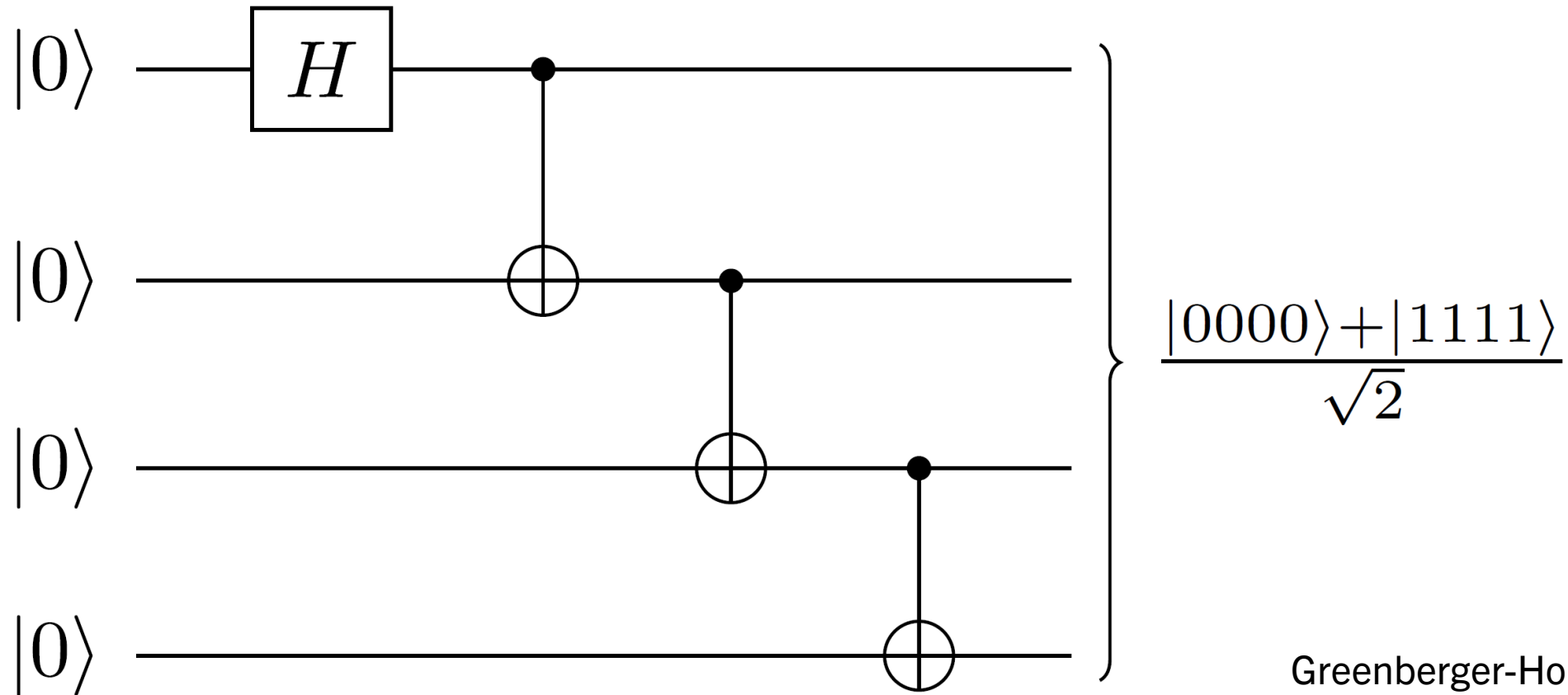
Bell State (EPR Pair)

It's easy to create an entangled state.



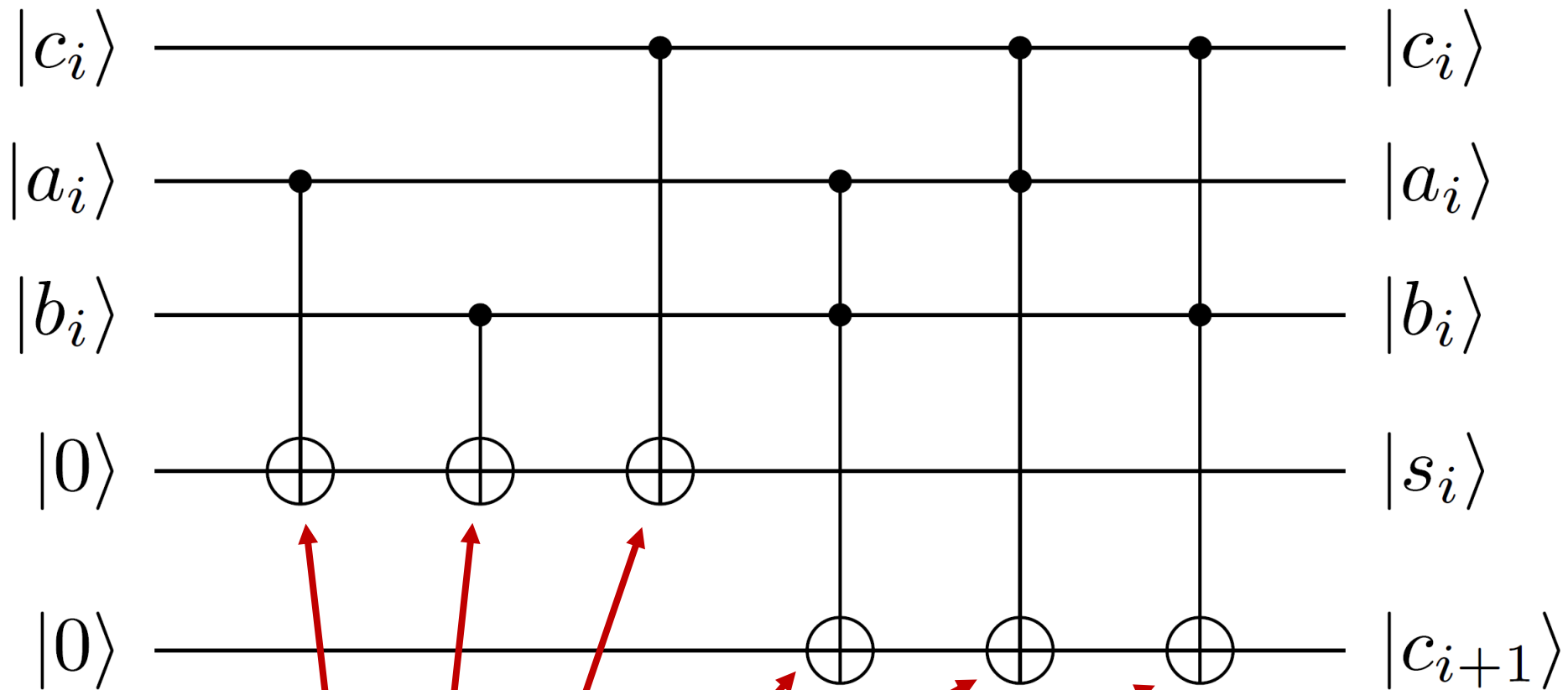
GHZ State

Entanglement is not limited to two qubits...



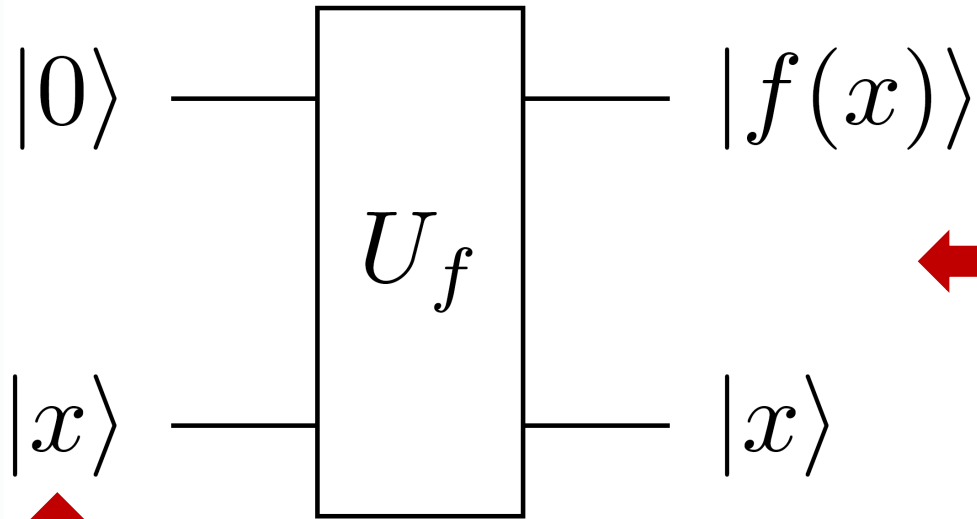
Greenberger-Horne-Zeilinger

Adder Revisited



Entangling gates!

Quantum Logic: Summary



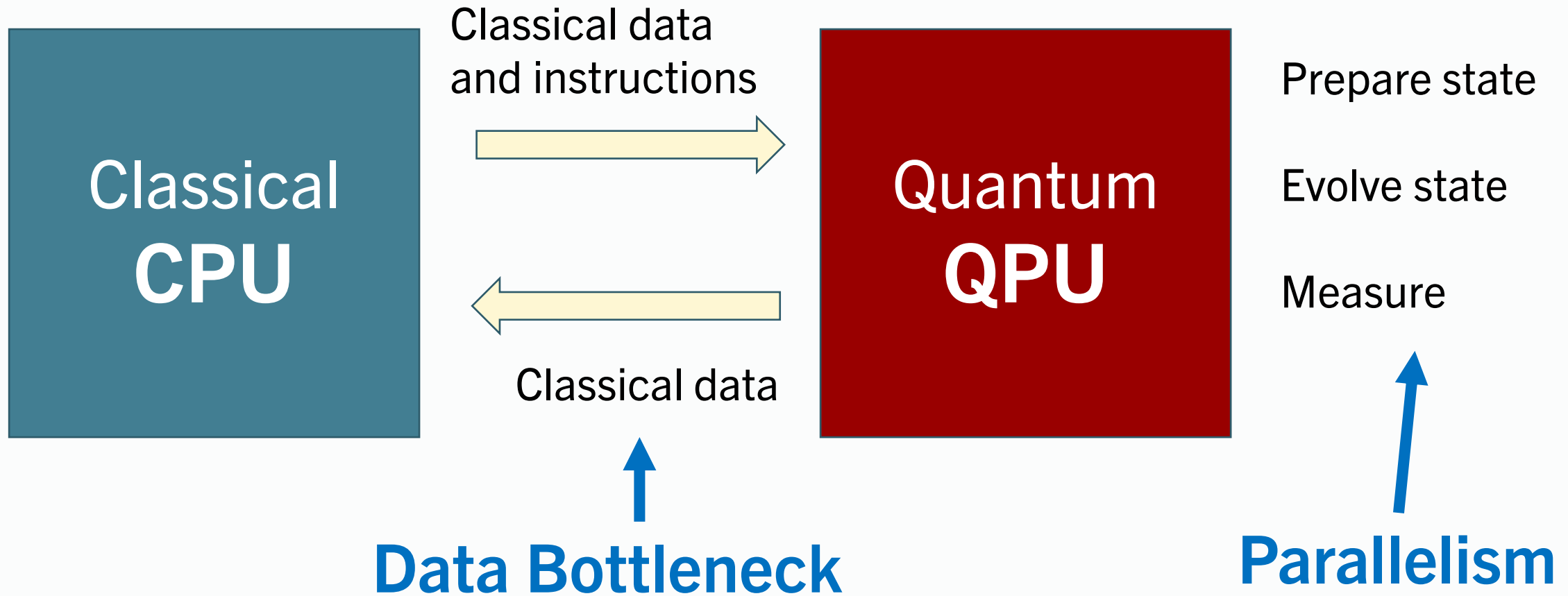
← Output is usually entangled.

↑ If superposition...

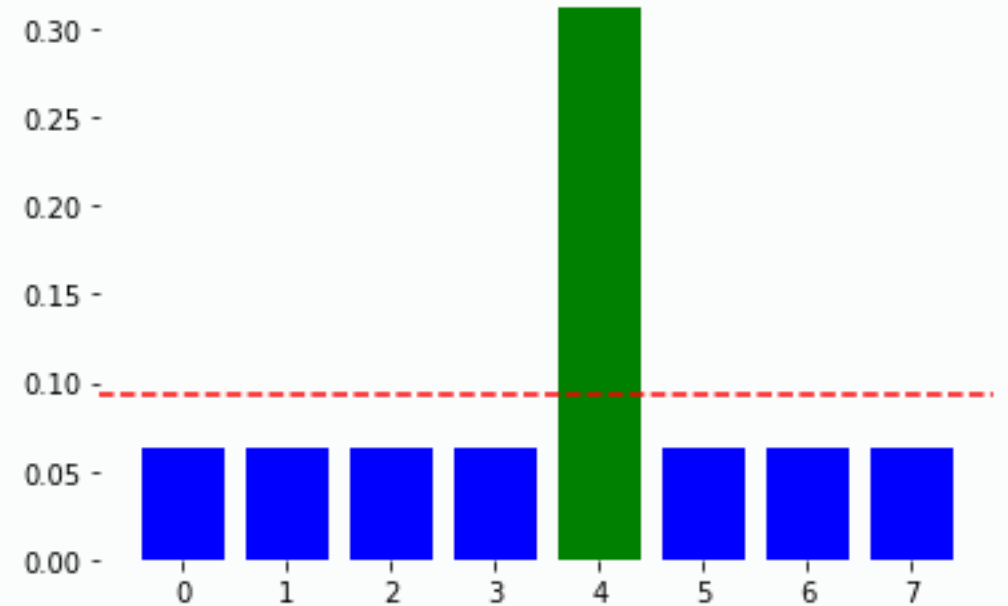
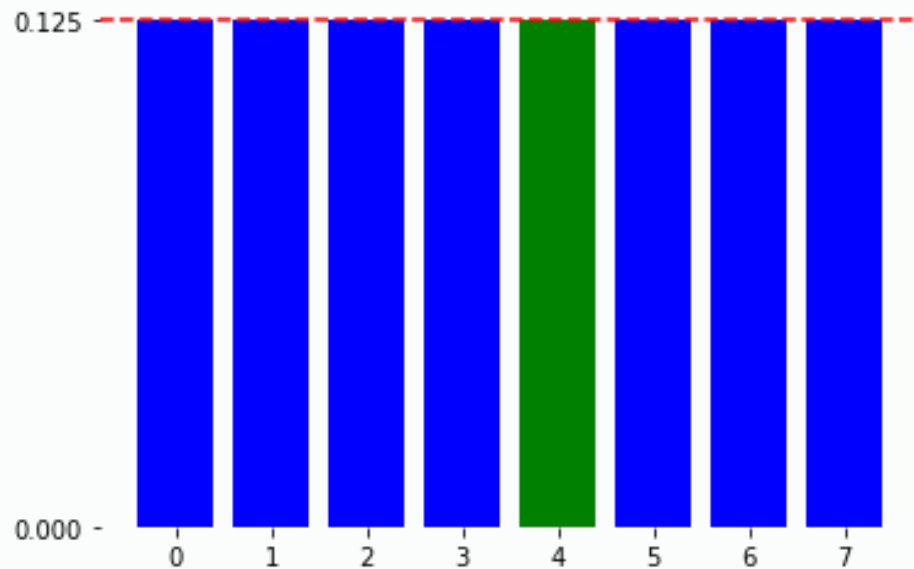
← Function is applied to all basis states.
Quantum parallelism!

Introductory Algorithms

Quantum Processor as Accelerator



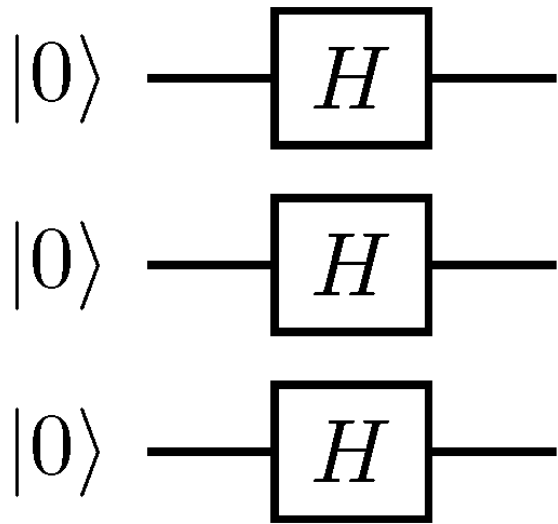
Main Idea



Superposition allows computation on many states at once.

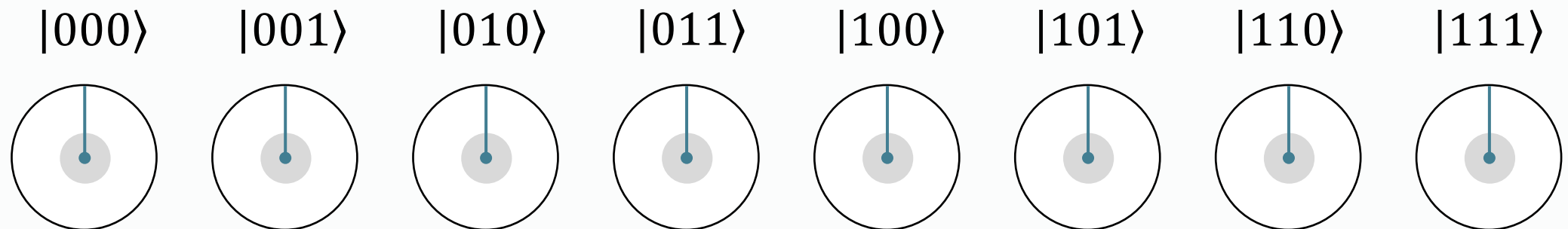
Use **entanglement** and **phase** (interference) to amplify “good” states and suppress “bad” states.

Walsh-Hadamard Transform

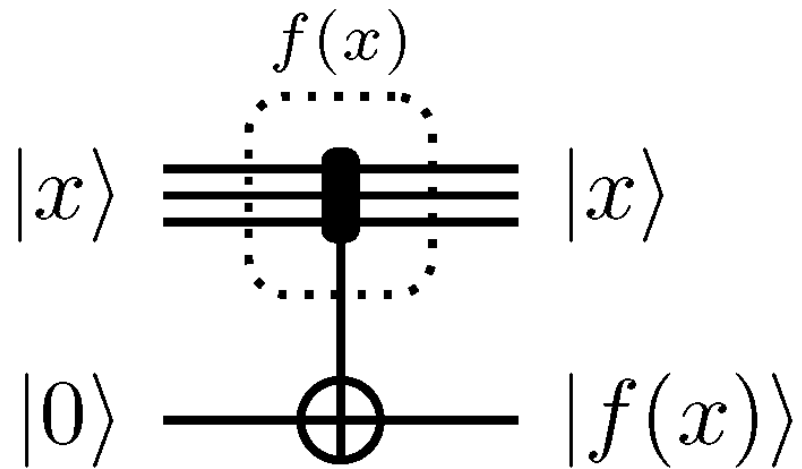


Create an equal superposition of all binary values.

$$H^{\otimes n} |0\rangle = \frac{1}{\sqrt{2^n}} \sum_{i=0}^{2^n-1} |i\rangle$$



Logic Oracle

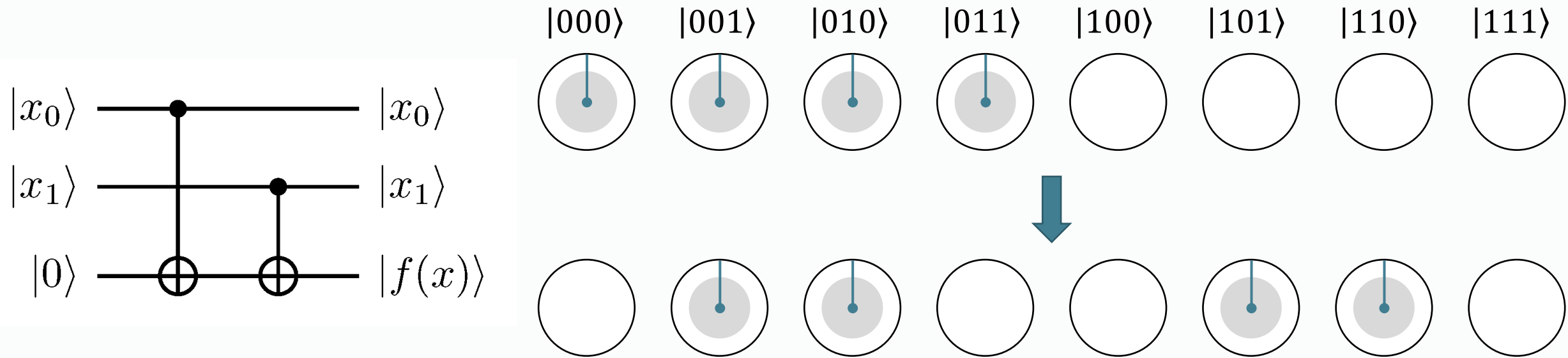


Control bits are set whenever $f(x)$ is true.

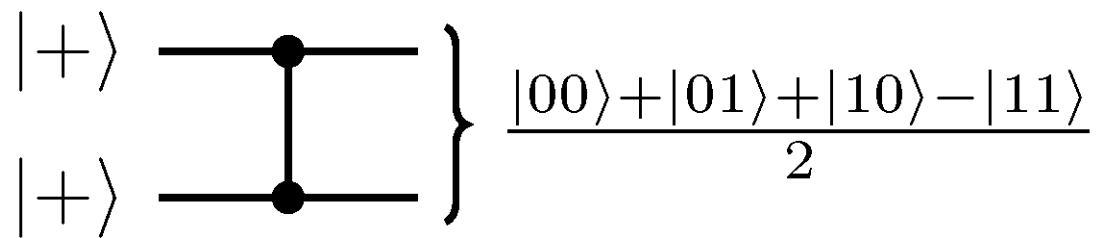
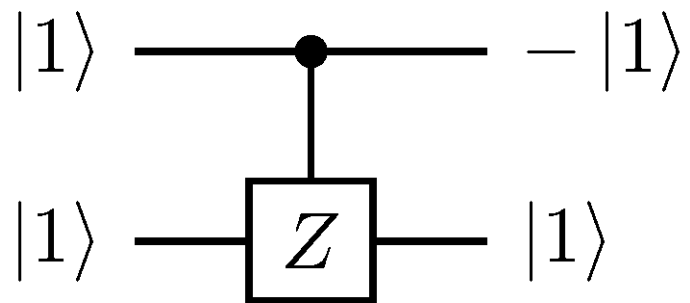
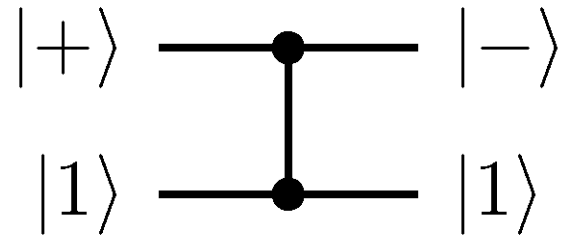
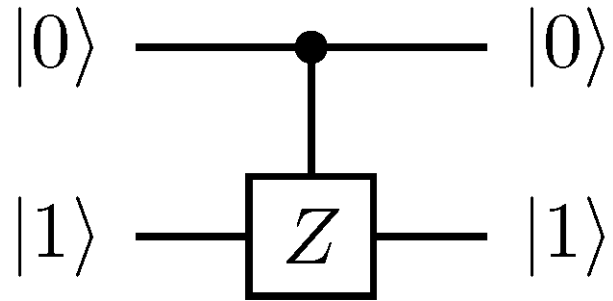
Output bit is 1 whenever $f(x)$ is true.

Logic Oracle

Example: $f(x)$ is true when the two input qubits are not equal.



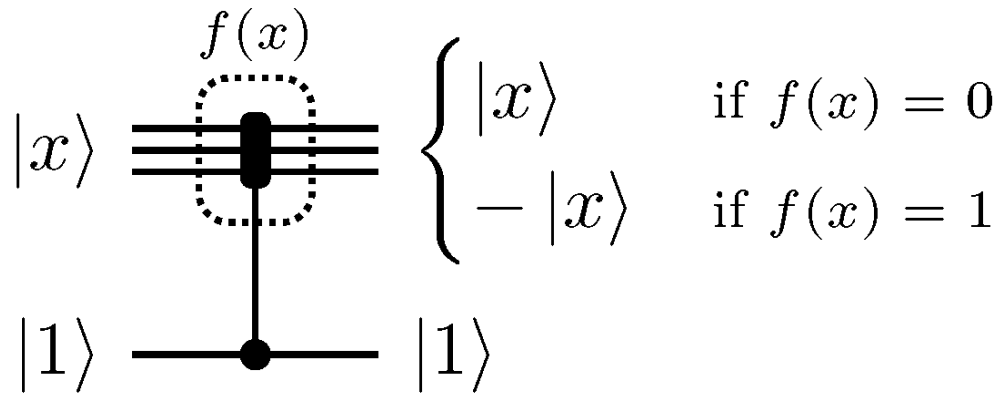
Control-Z Gate



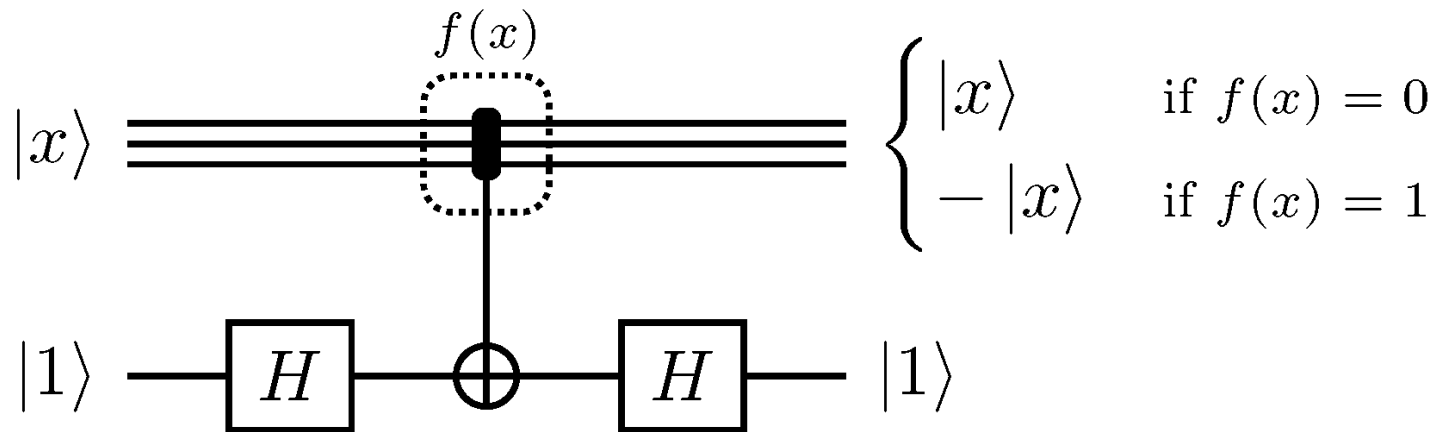
$$-|11\rangle = -|1\rangle \otimes |1\rangle = |1\rangle \otimes -|1\rangle$$

Phase changes when both inputs = 1.

Phase Oracle



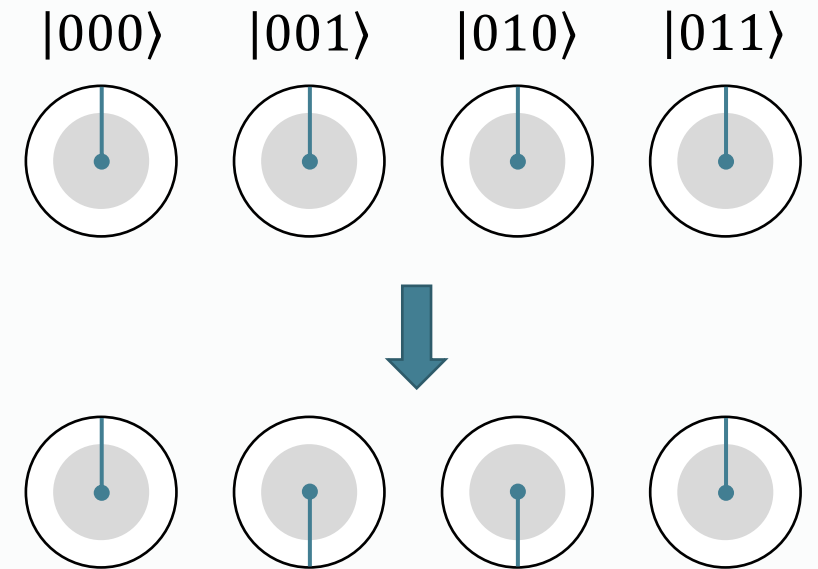
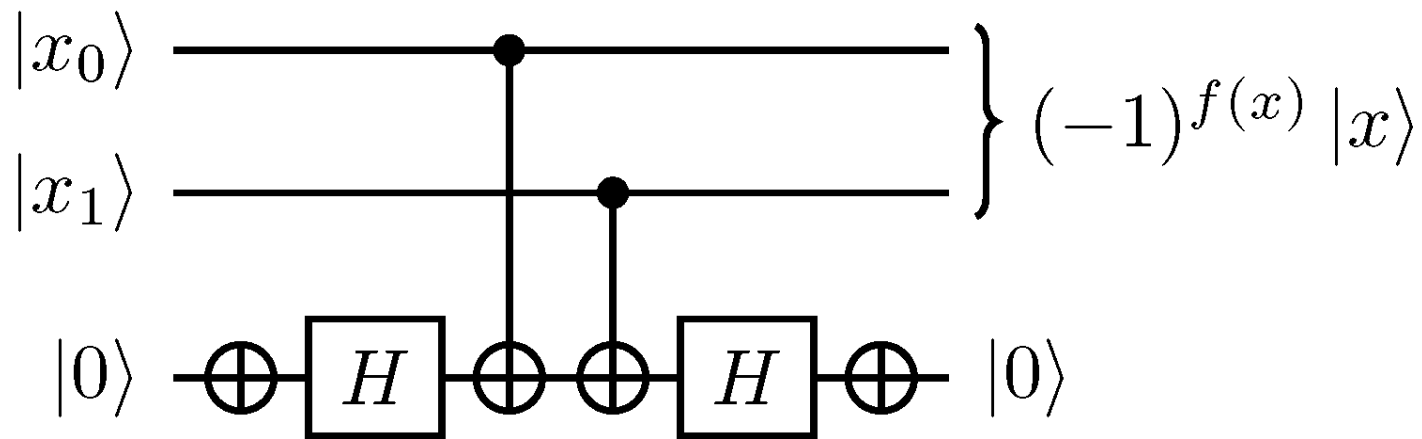
Also known as
"phase kickback"



$$HXH = Z$$

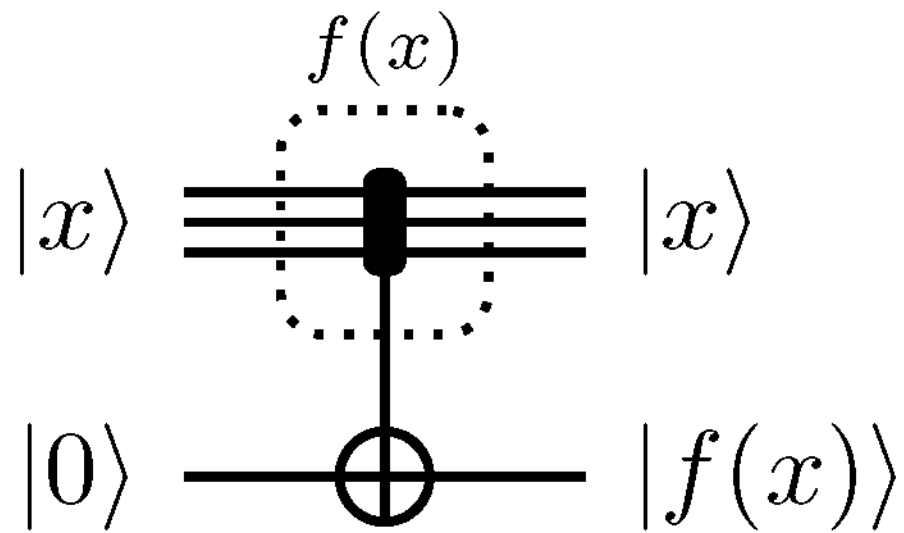
Phase Oracle

Example: $f(x)$ is true when the two input qubits are not equal.

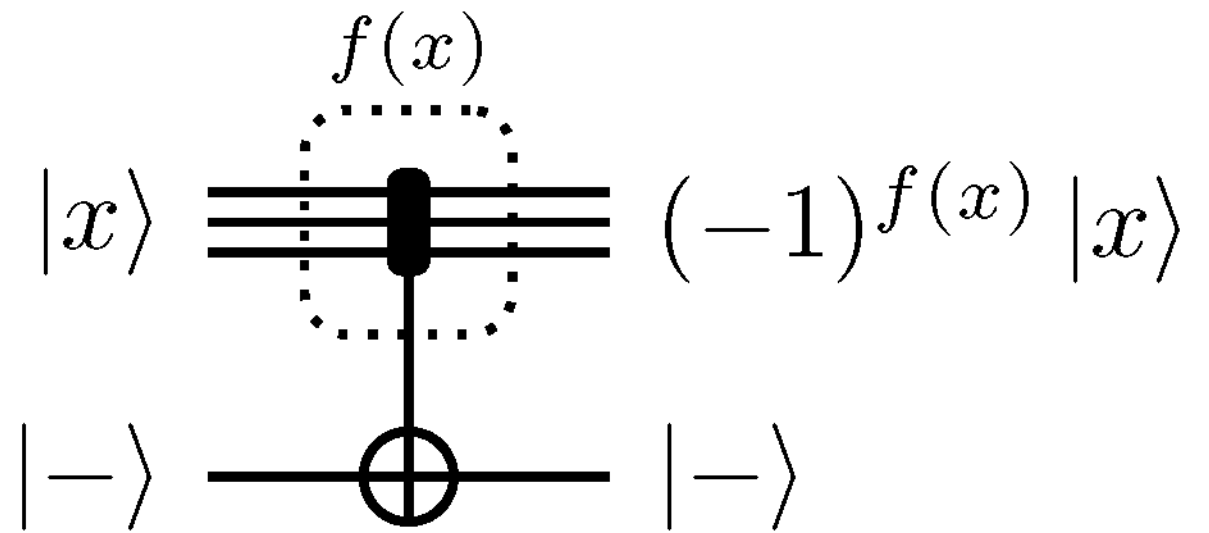


If phase isn't measured, what good is a phase oracle?

Summary: Oracles



Oracle



Phase Oracle



Grover's Search Algorithm

Grover's Algorithm

1996

Problem: Given $f(x): \{0,1\}^n \rightarrow \{0,1\}$, where $f(w) = 1$ for one input w , and $f(x) = 0$ for all other inputs, find w .

Classical Solution: Requires $2^{n-1} = N/2$ queries, on average.

With no additional information, have to try every input until we find the solution.

Quantum Solution:

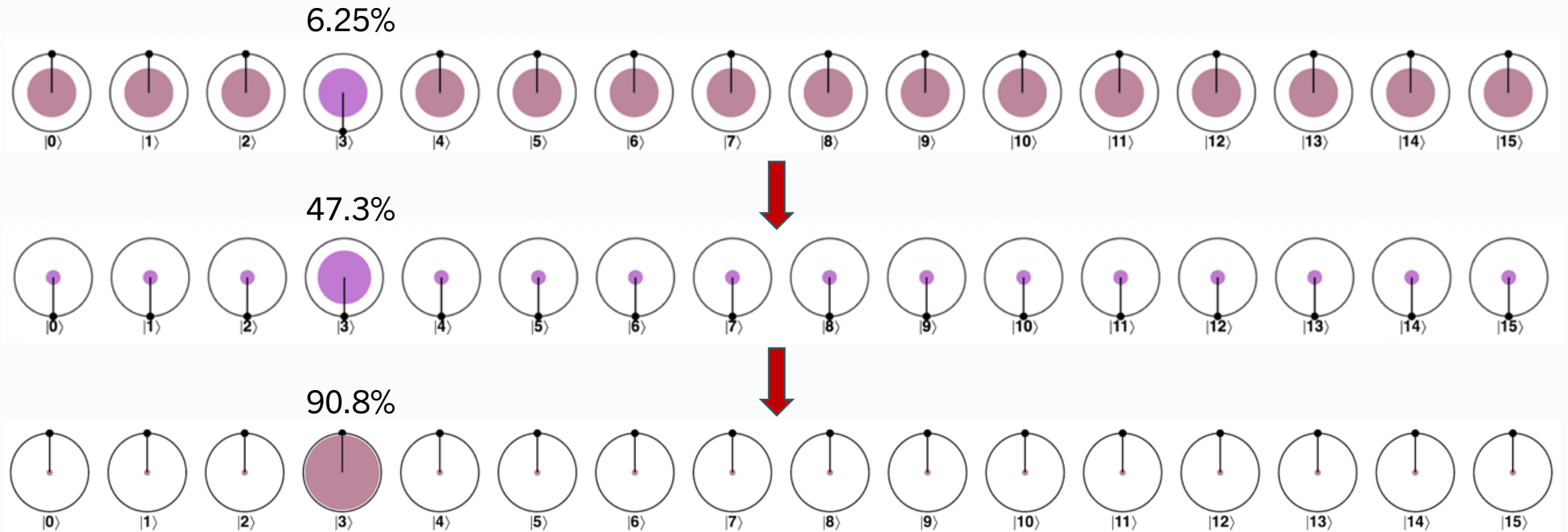
Requires $O(2^{n/2}) = O(\sqrt{N})$ queries, to find solution with high probability.

Quadratic advantage

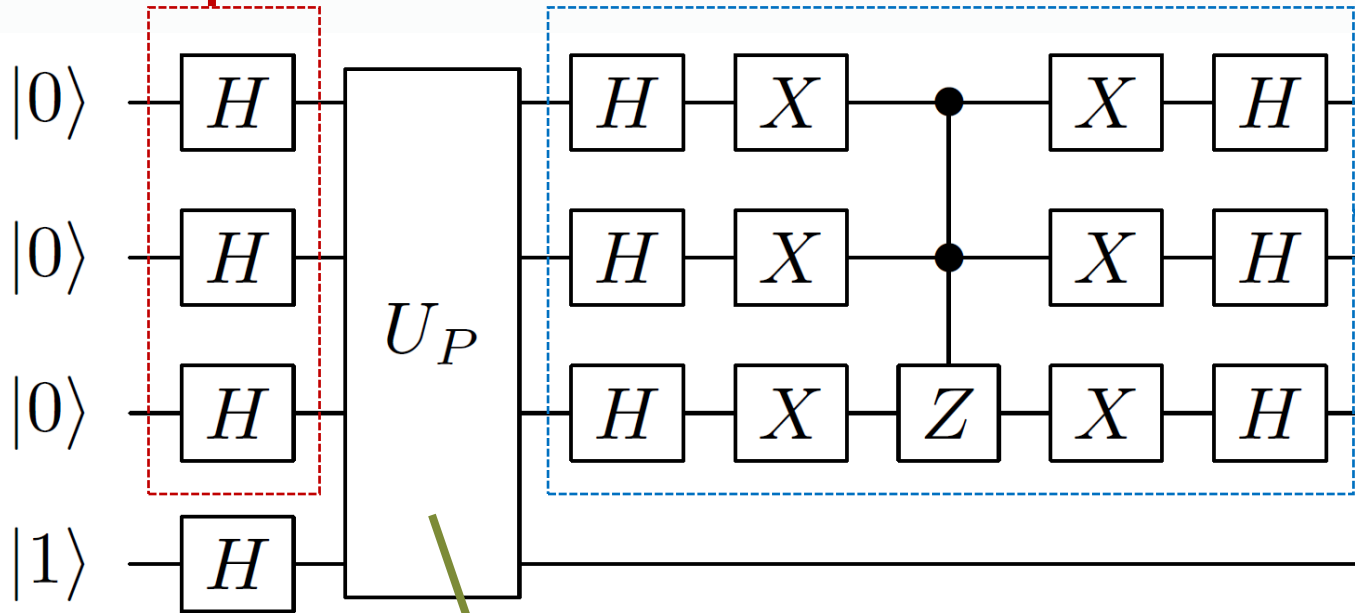


Amplitude Amplification

Converts a **phase difference** into a **magnitude difference**.



1. prepare equal superposition



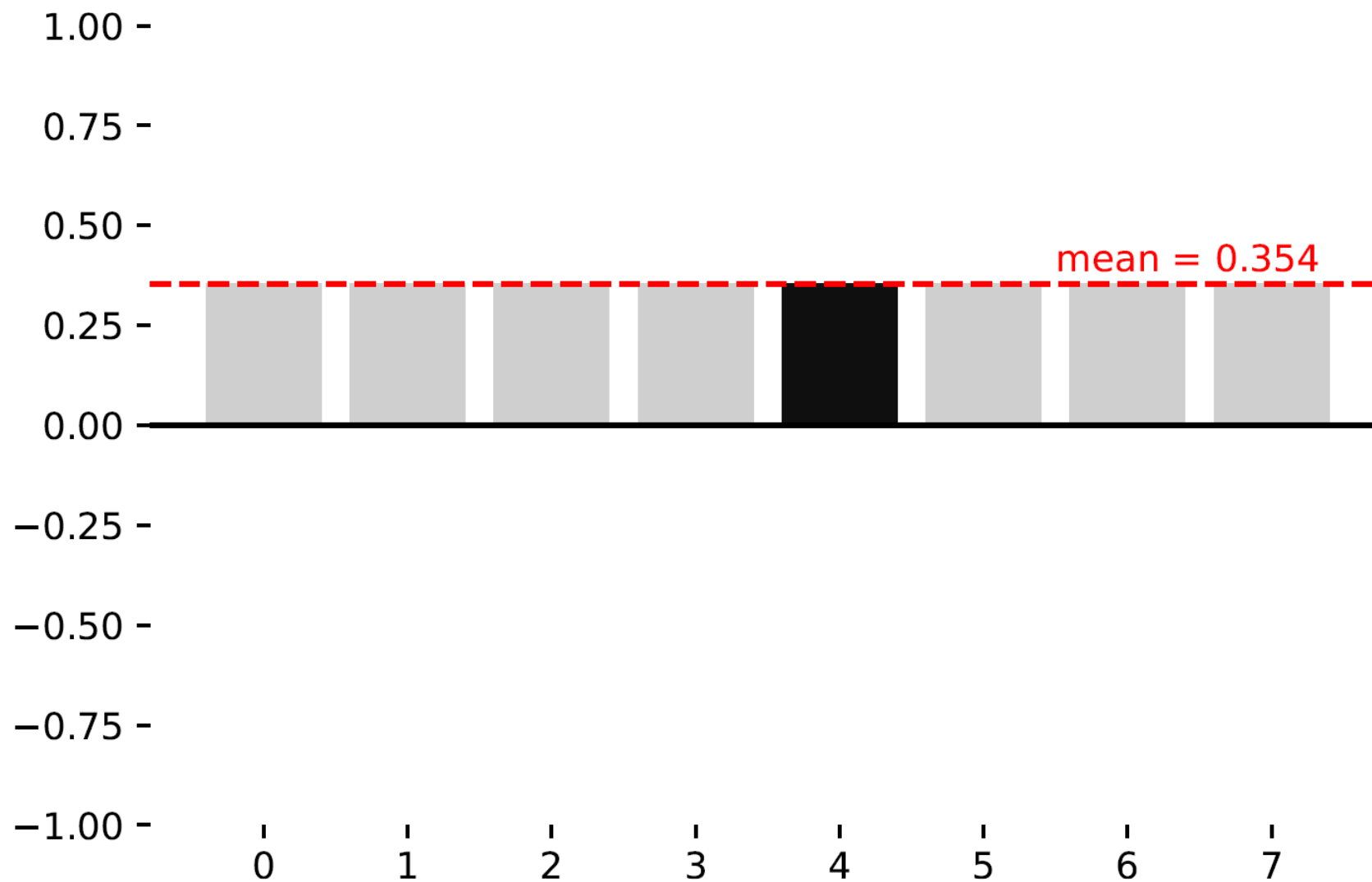
2. phase oracle **flips** phase of matching value

3. Grover diffusion

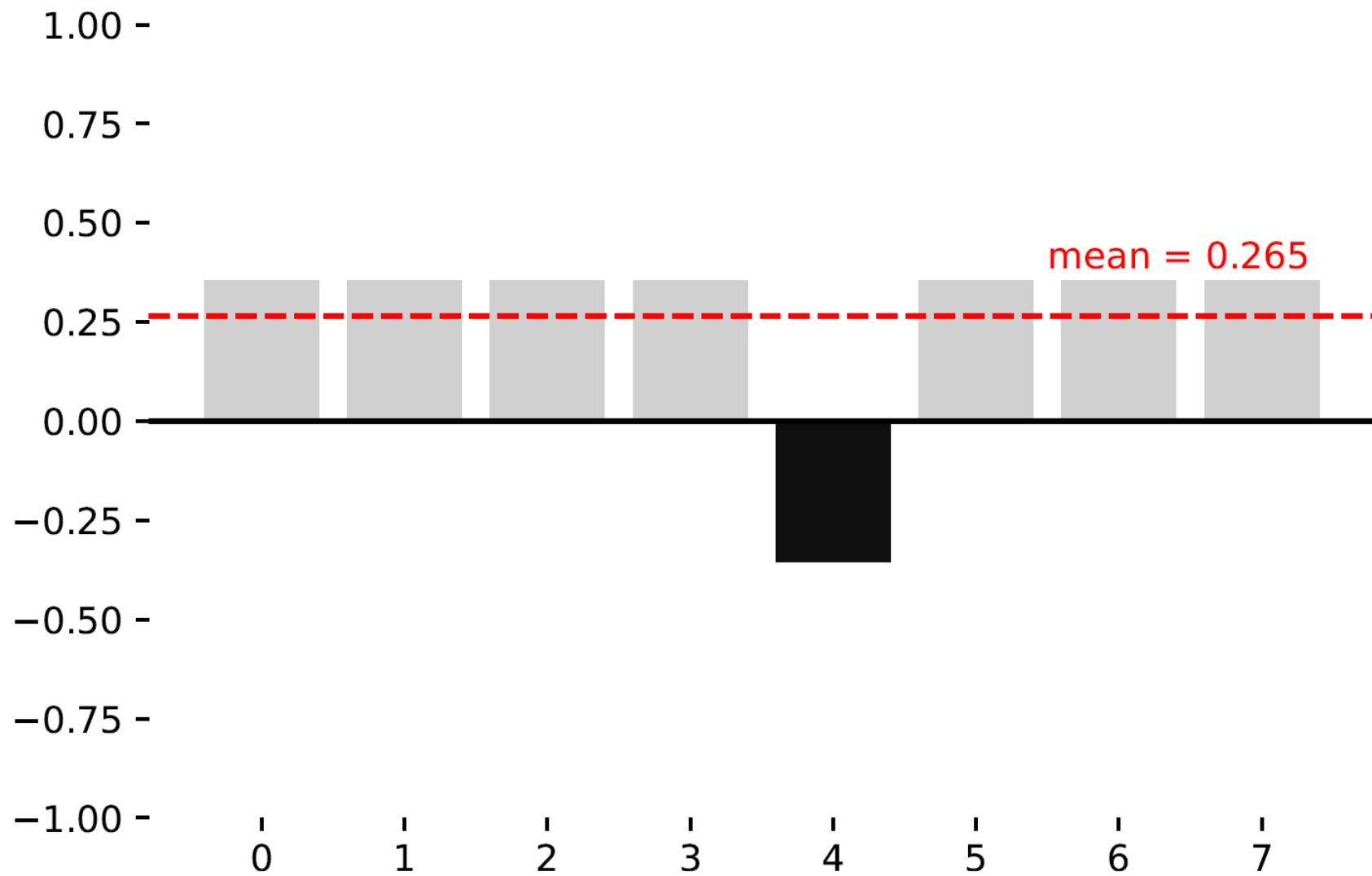
-- **mirrors** amplitudes around the mean

-- converts phase difference to amplitude difference

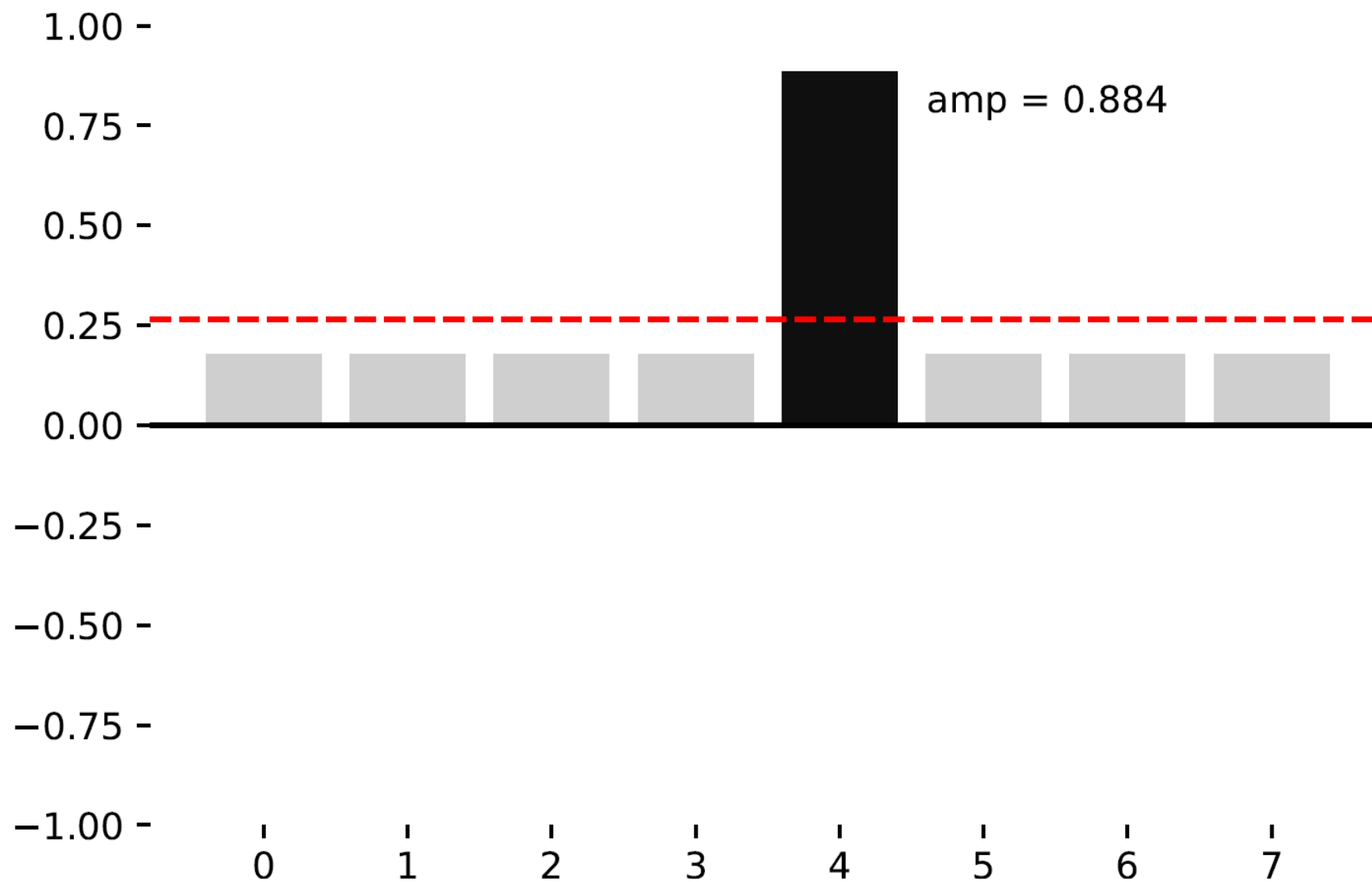
Initial State

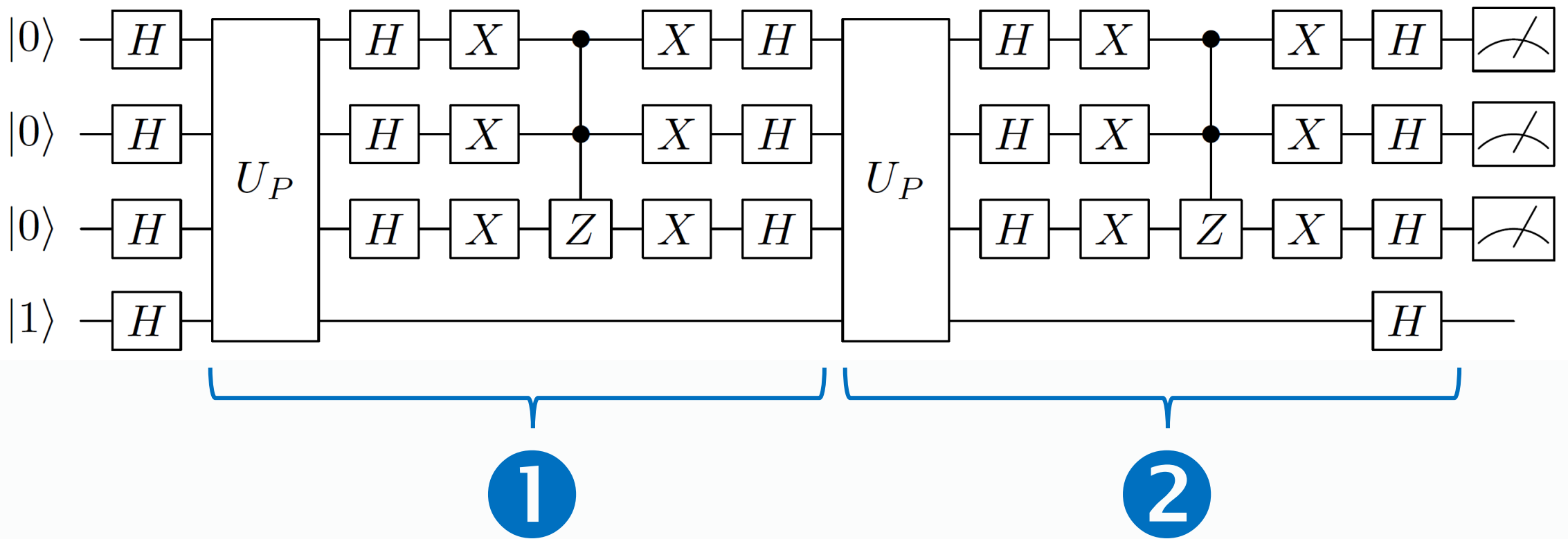


After Flip



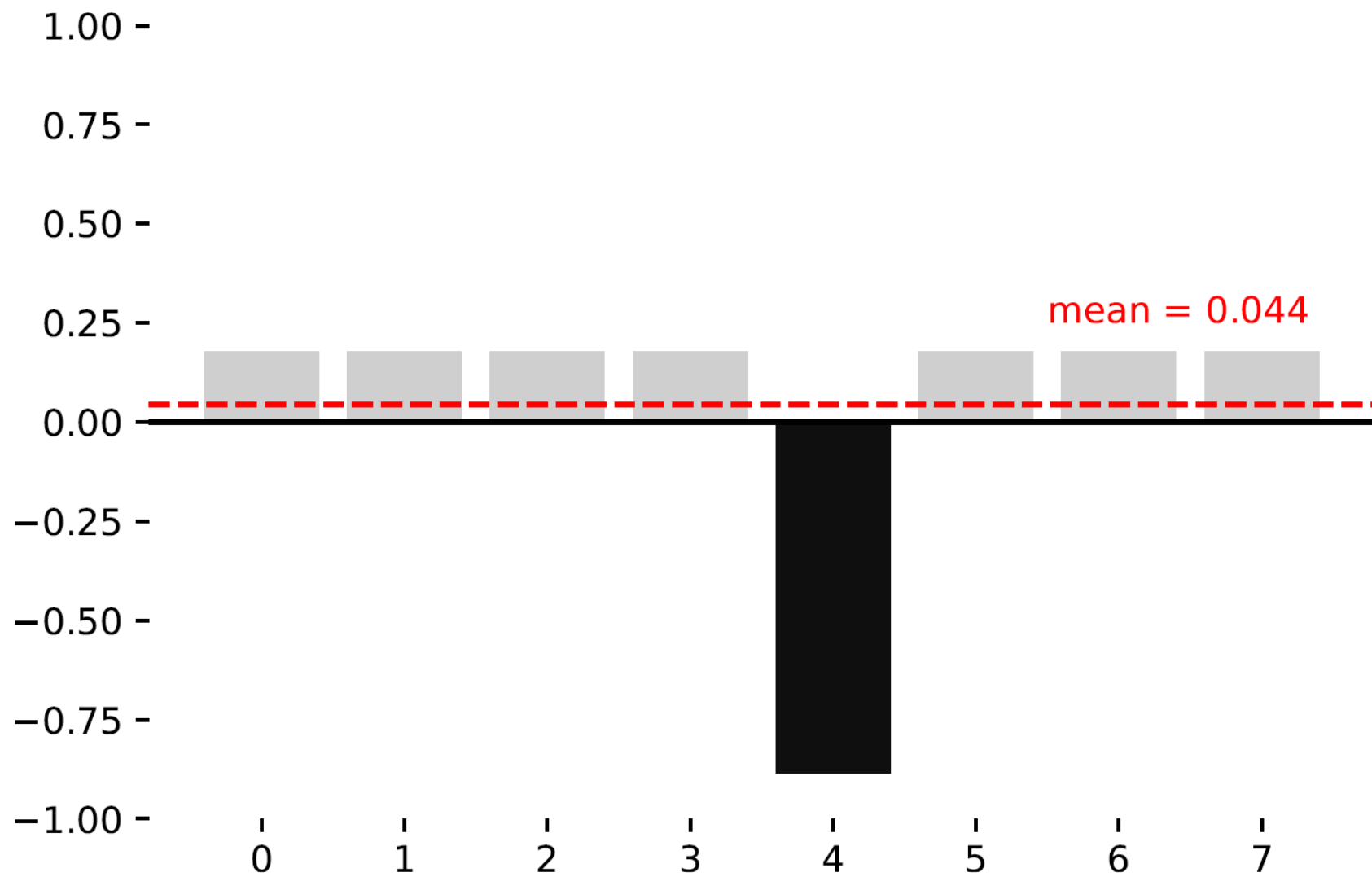
Mirror: reflect around the mean



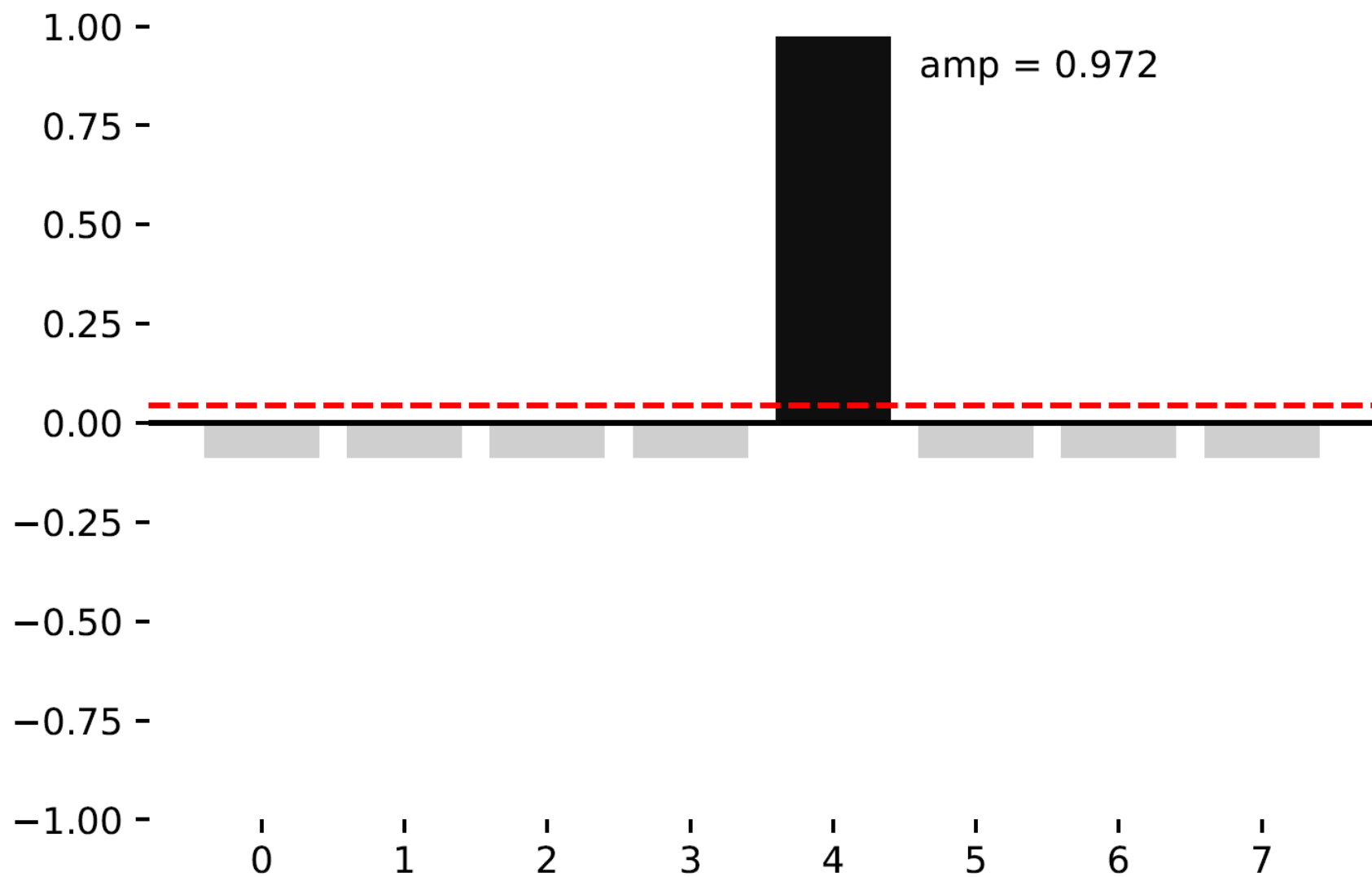


How many iterations?

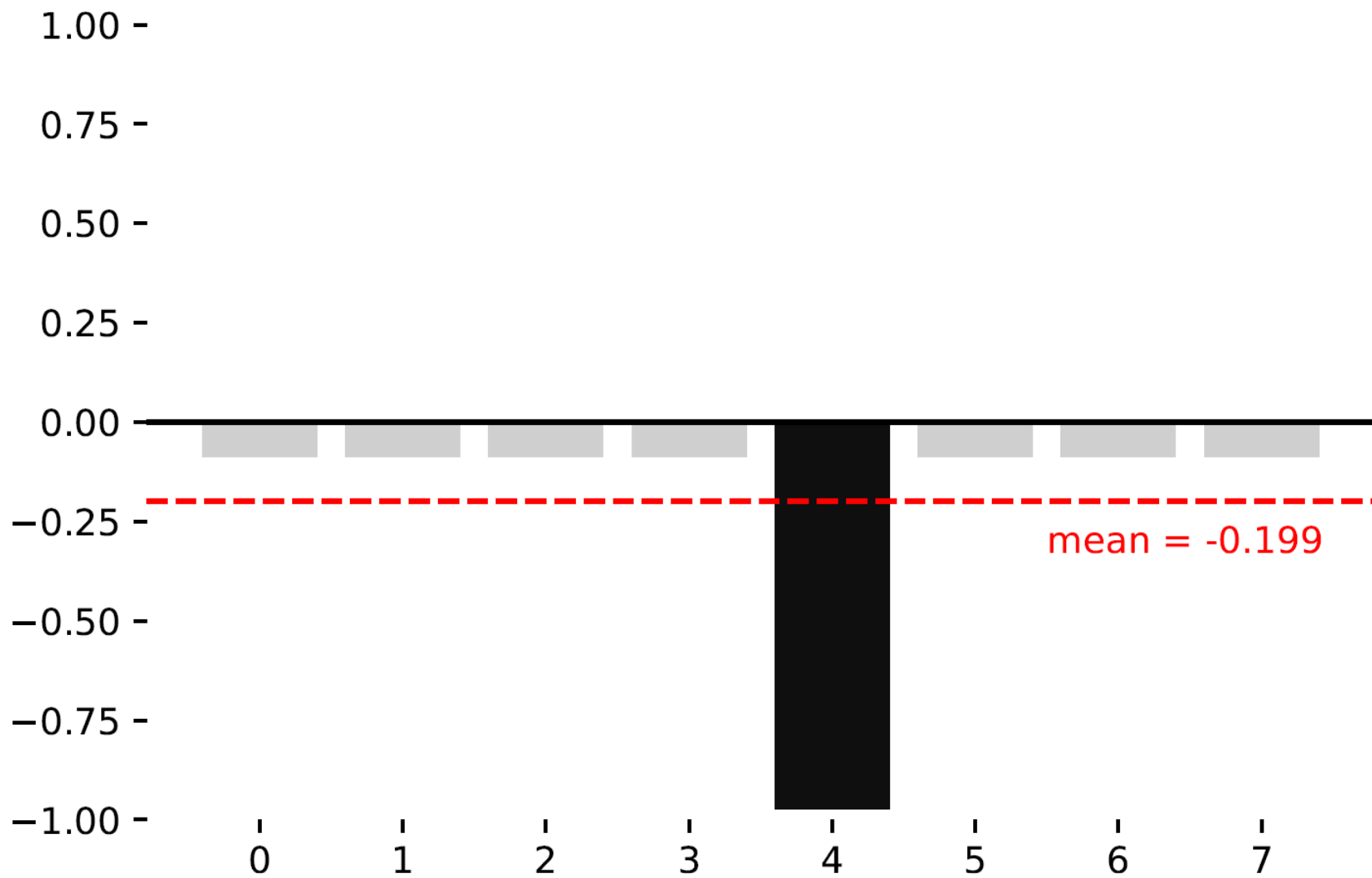
Flip again



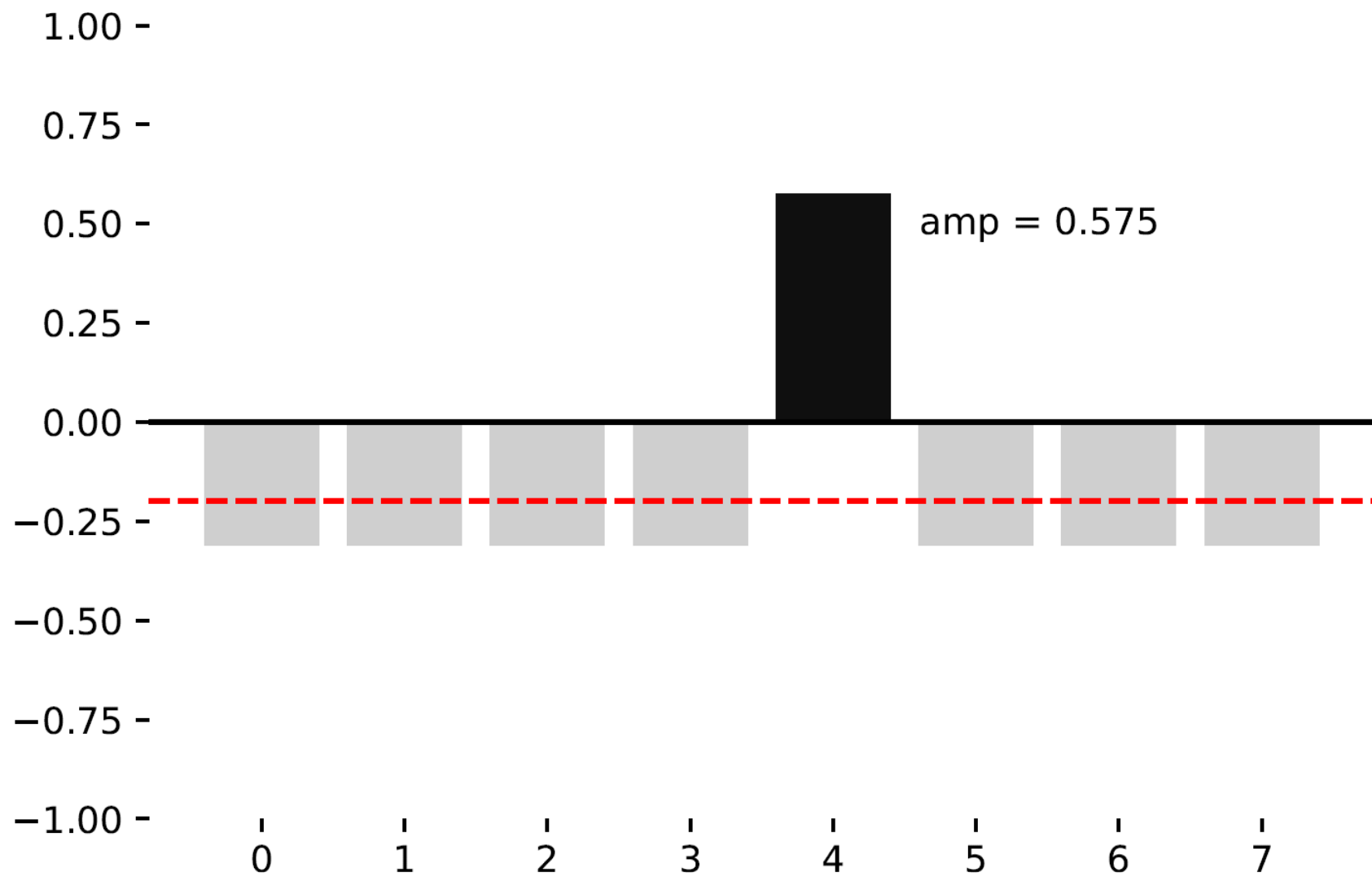
Mirror



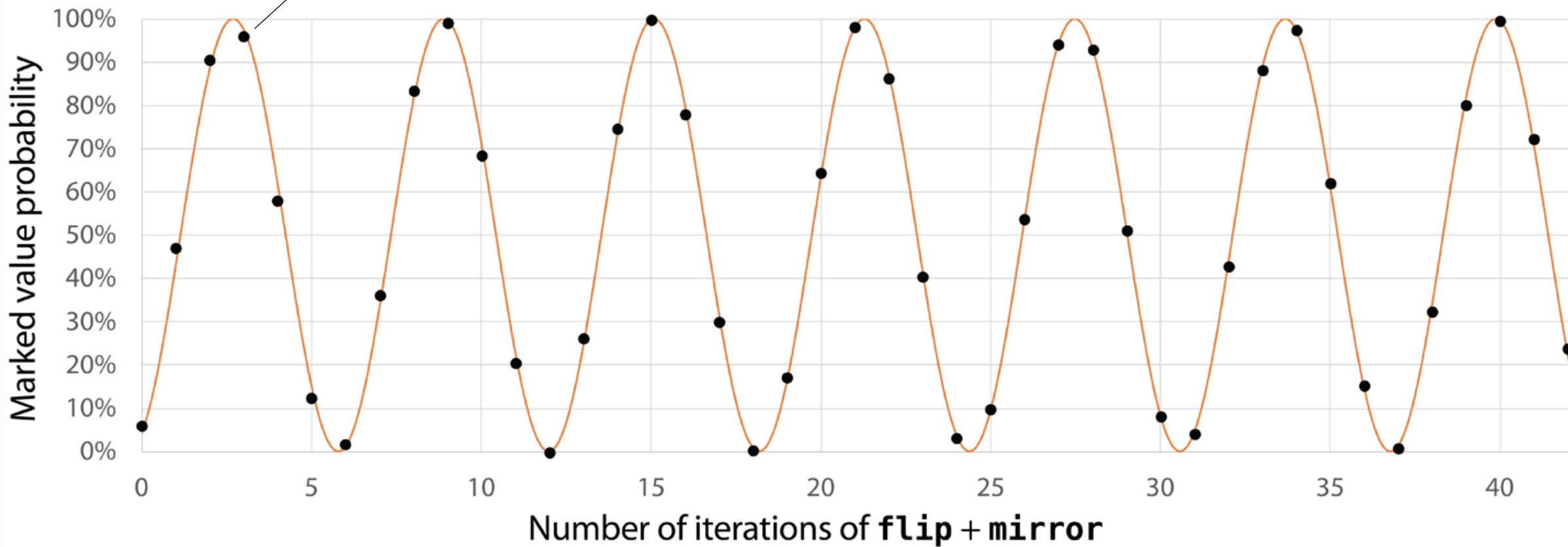
Flip



Mirror



$$N_{AA} = \left\lfloor \frac{\pi\sqrt{2^n}}{4} \right\rfloor$$



Some Quantum Algorithms

Algorithm	Description	Quantum	Classical
Quantum Fourier Transform	Frequency analysis	$O(\log^2 N)$	$O(N \log N)$
Grover's Search	Satisfiability (etc.)	$O(\sqrt{N})$	$O(N)$
HHL	Linear Systems	$O(\log(N)s^2 \kappa^2 / \epsilon)$	$O(Ns\kappa \log(1/\epsilon))$
Shor's	Factoring	$O(n^2 \log n)$	$O(\exp n^{1/3})$

$N = 2^n =$ problem size, $n =$ # qubits/bits


Quantum Algorithm Challenges

1. Large number of qubits

- Binary representation of data

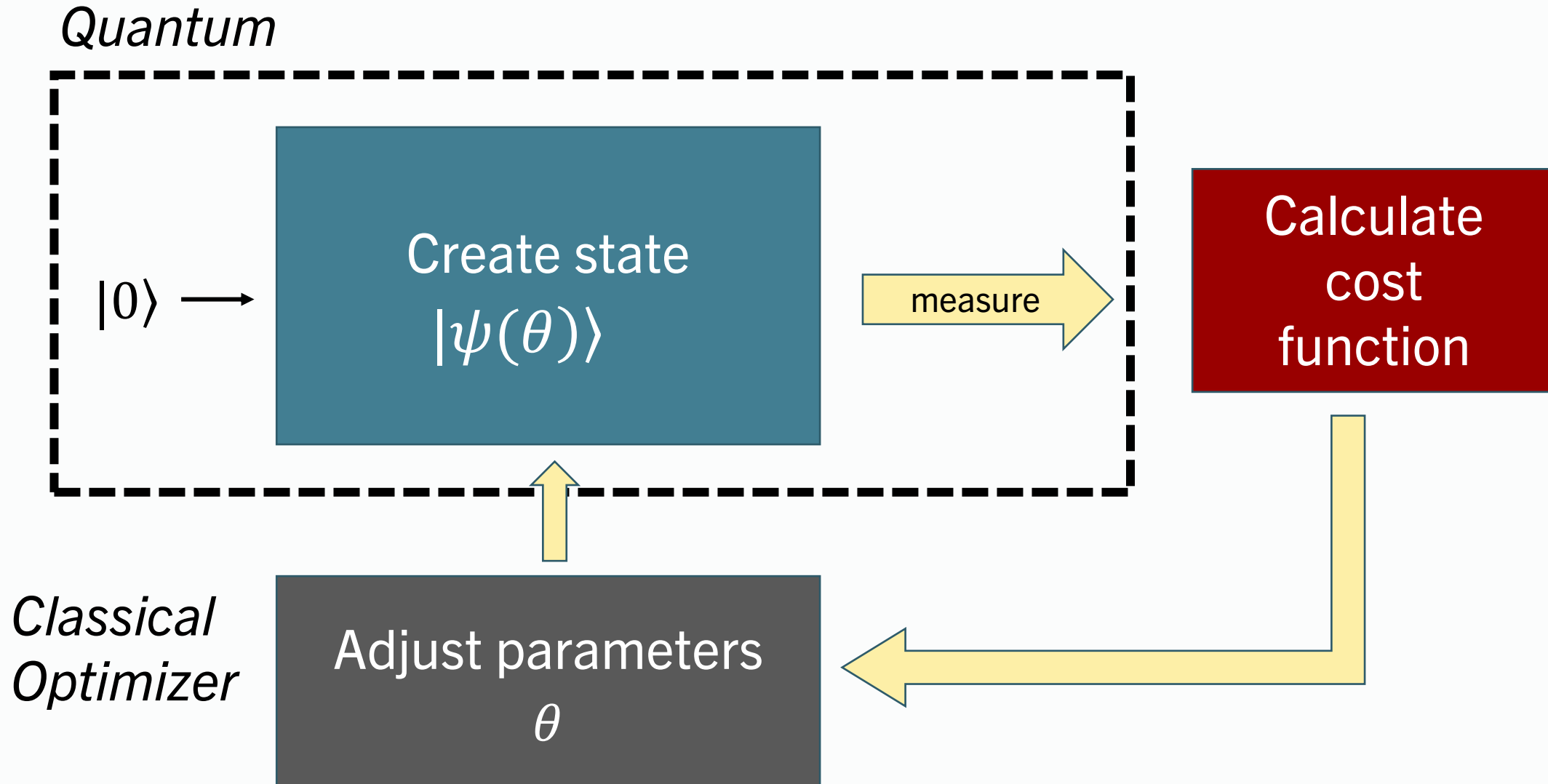
2. Deep circuits

- Lots of gates
- Decoherence (and other noise) becomes a problem

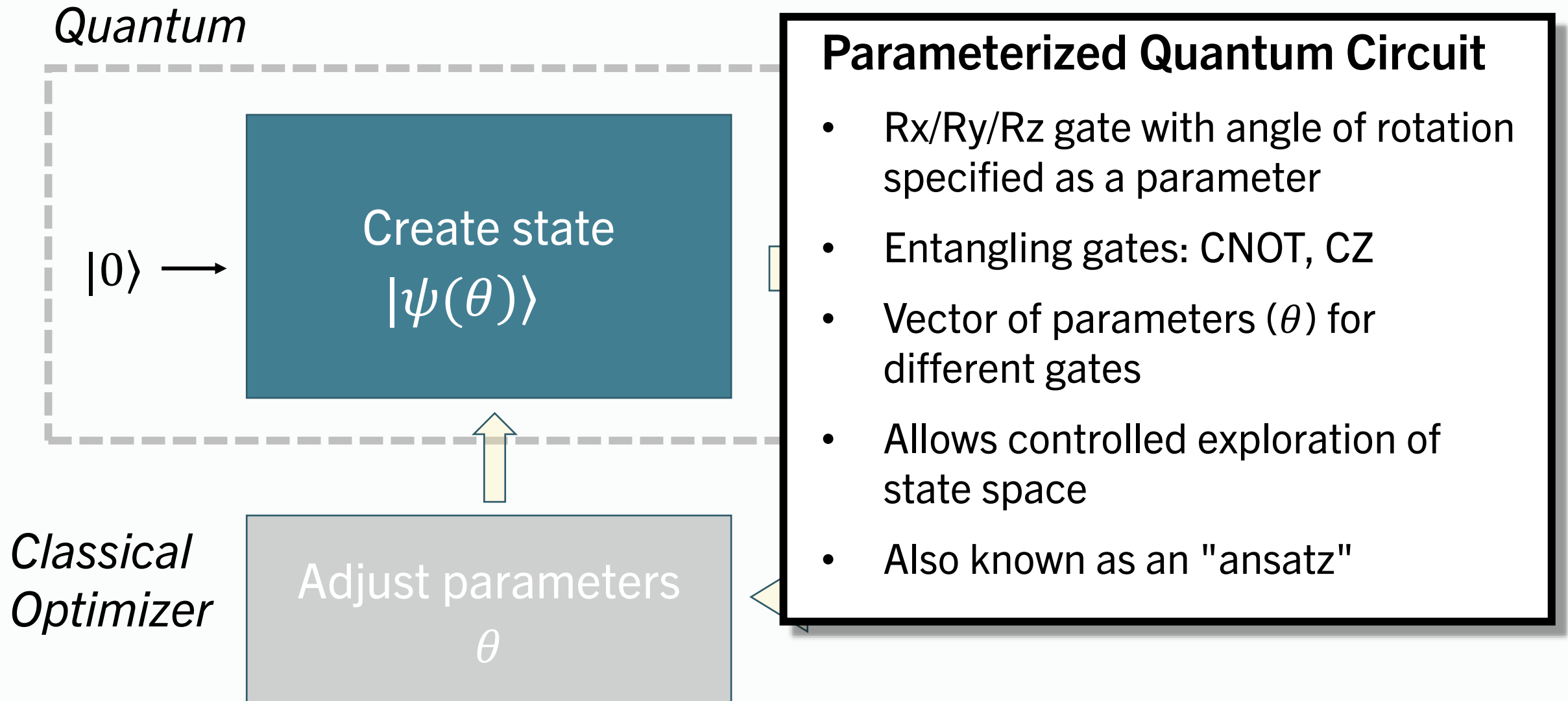


Variational Quantum Algorithms

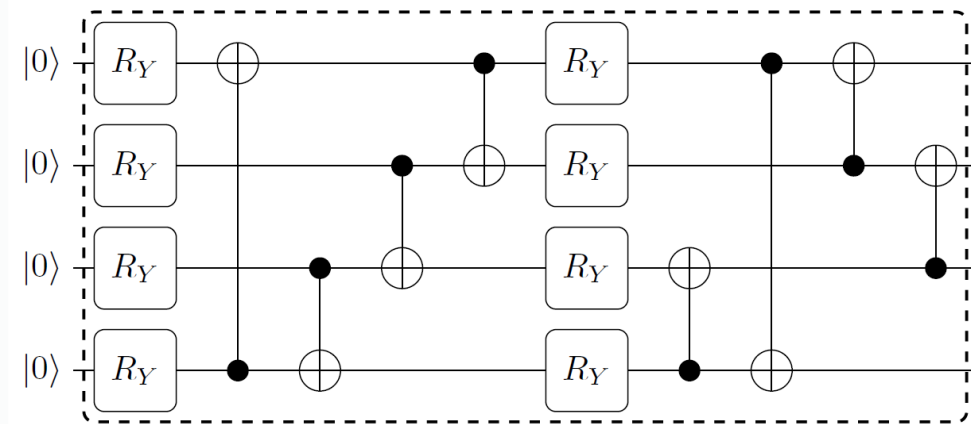
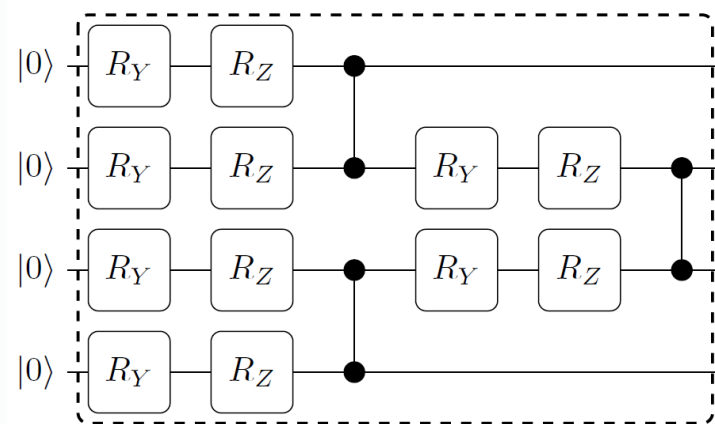
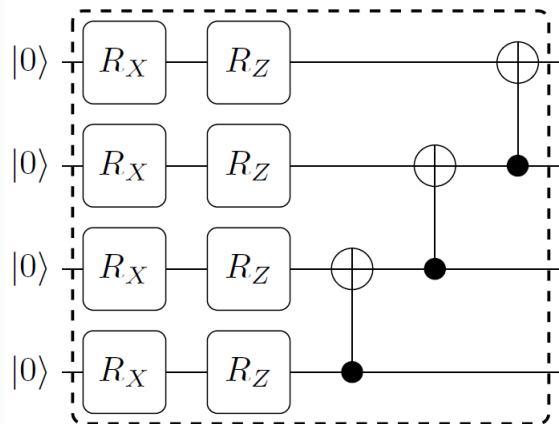
Variational Algorithm



Variational Algorithm



Parameterized Quantum Circuit



Low expressibility

High expressibility

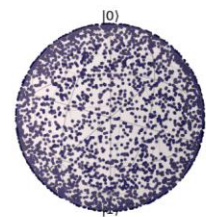
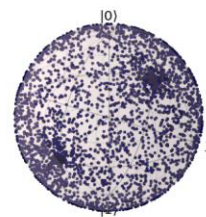
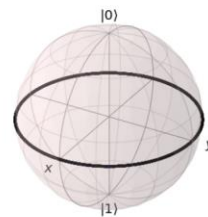
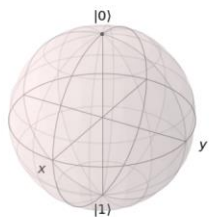
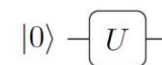
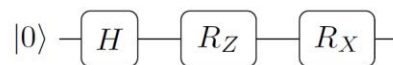
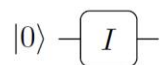


Idle circuit

Circuit A

Circuit B

Arbitrary unitary



Expressibility
Entanglement
Trainability
H/W Compatibility
Layers

afternoon tutorial

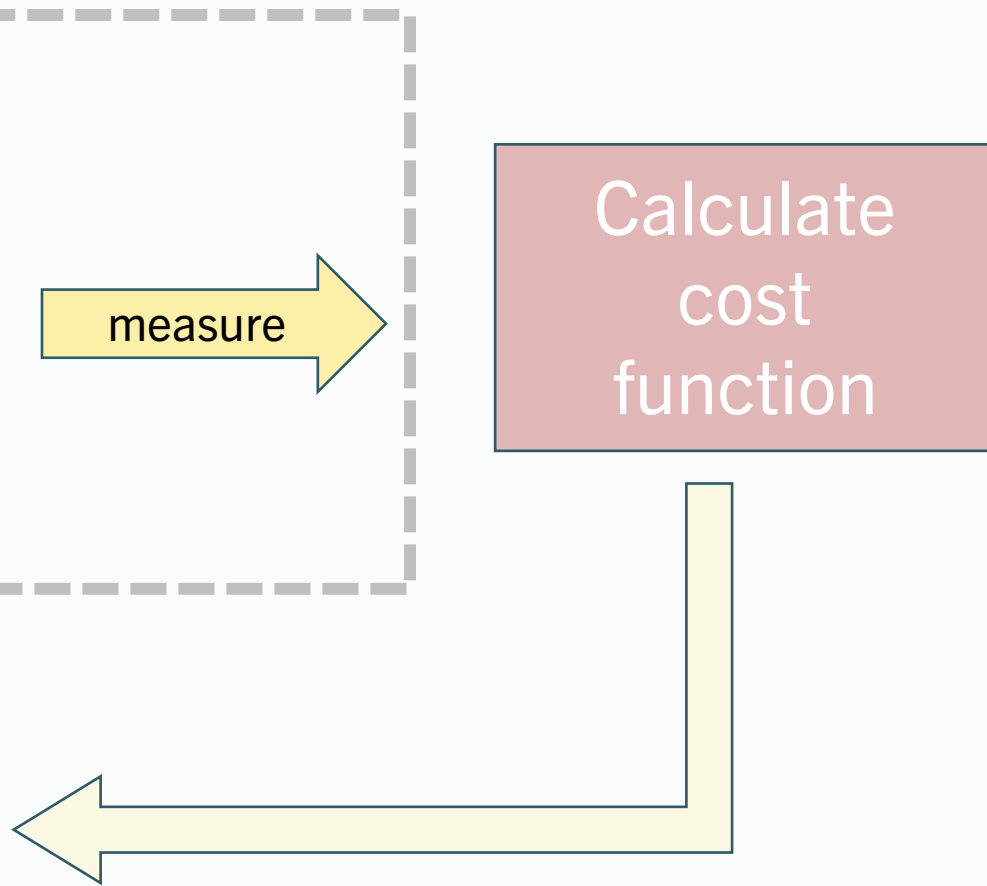
Variational Algorithm

Measurements

- Lots of measurements to extract / estimate statistics of quantum state
- Could be different kinds of measurements
- Related to the cost function, based on the problem to be solved

Optimizer

θ



Variational Algorithm

Quantum

$|0\rangle \rightarrow$

Cost Function

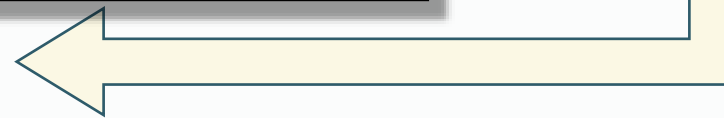
- Translates (measured) state into numerical value related to problem being solved
- Value to be minimized (or maximized)

Calculate
cost
function

*Classical
Optimizer*

Adjust parameters

θ



Variational Algorithm

Quantum

$|0\rangle \rightarrow$

Create state
 $|\psi(\theta)\rangle$

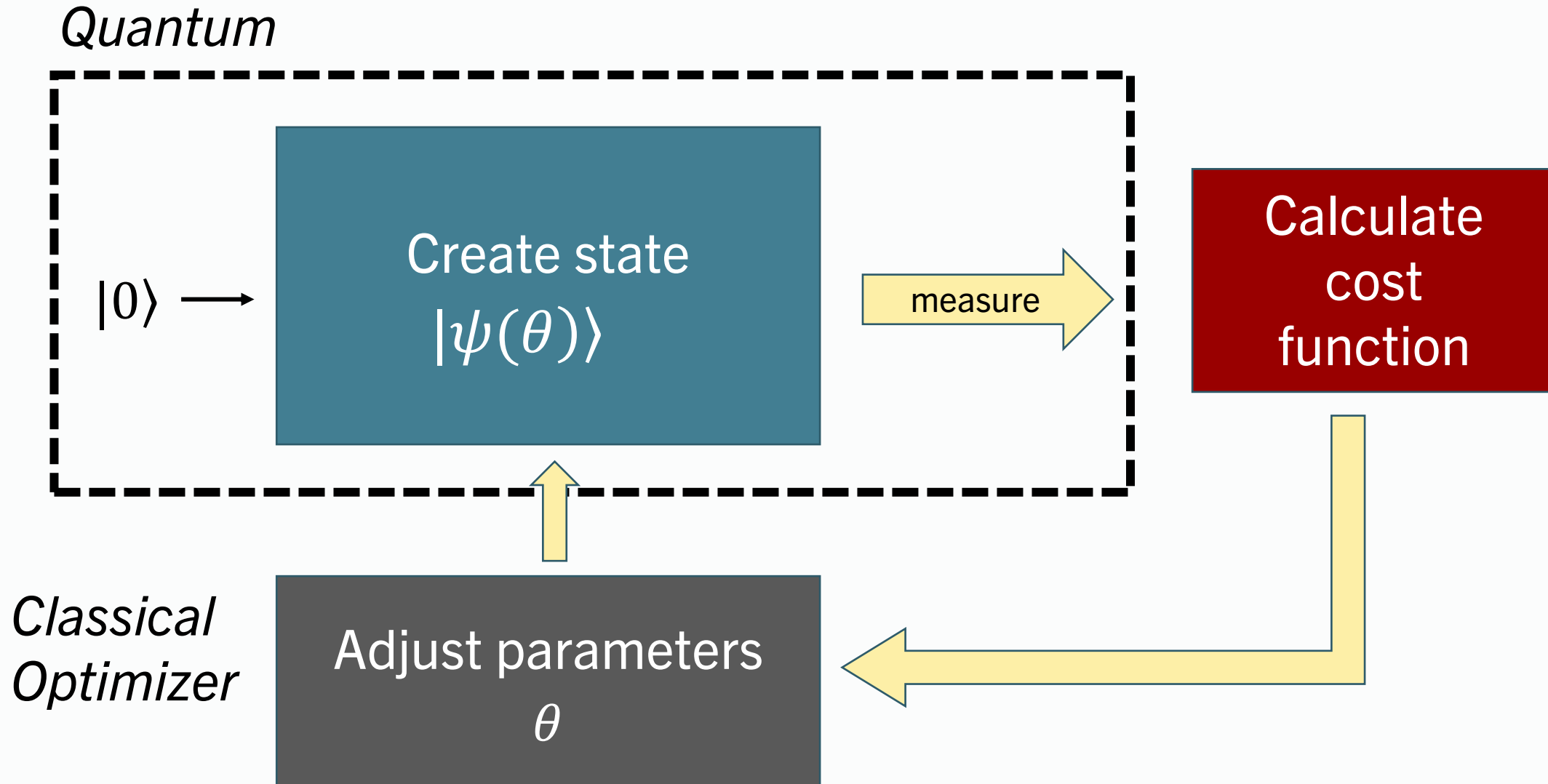
*Classical
Optimizer*

Adjust parameters
 θ

Optimizer

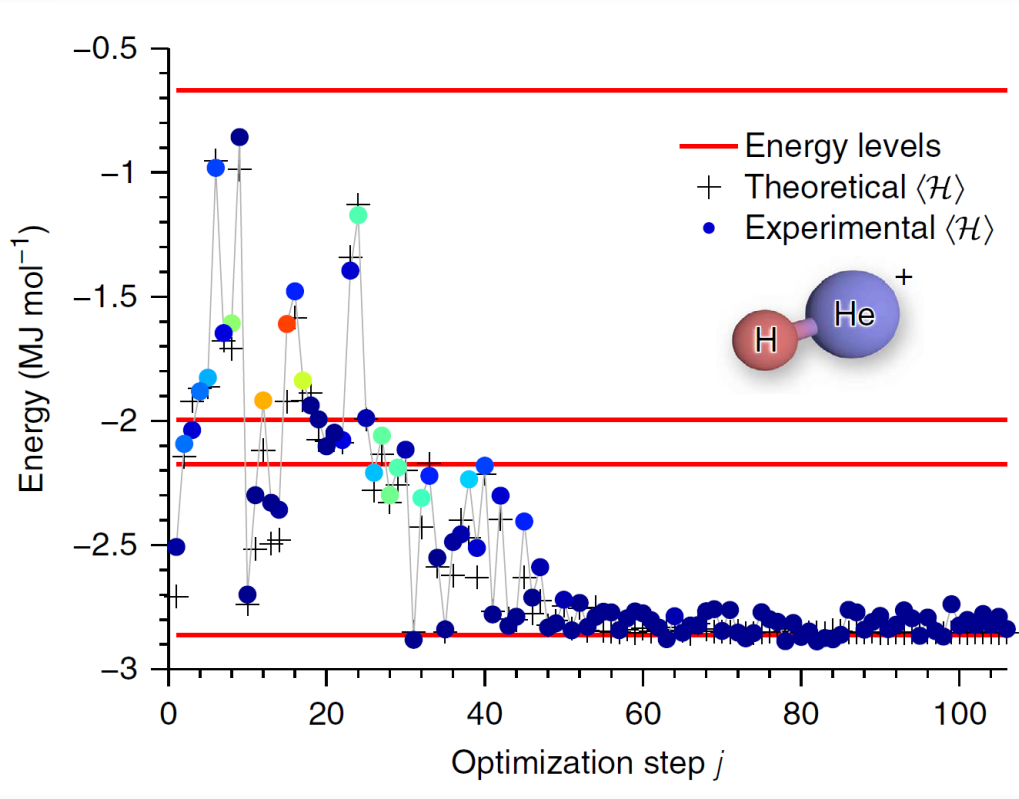
- Adjust parameters to minimize cost function
- Lots of options:
Gradient descent, COBYLA, SQSLP, SPSA, CMA-ES, hyperparameters, ...
- Influenced by our understanding of cost function properties

Variational Algorithm



VQE: Variational Quantum Eigensolver

2014



Goal: Find ground state (lowest) energy level of a particular molecule.

Energy described by Hamiltonian \mathcal{H} .

Ground state is eigenstate of \mathcal{H} with the lowest eigenvalue.

Use PQC to create state that minimizes expectation $\langle \mathcal{H} \rangle$.

Eigenstates, Eigenvalues

For matrix A , state $|\psi\rangle$ is an **eigenstate** if:

$$A|\psi\rangle = \lambda|\psi\rangle$$

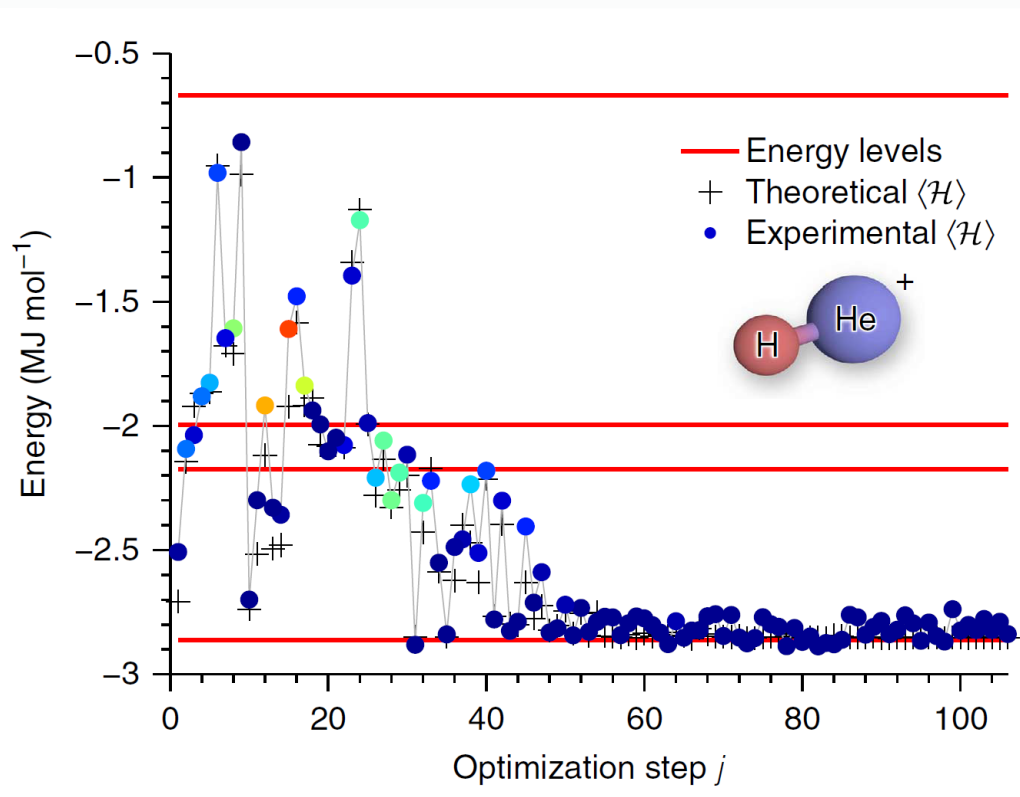
↑
*scalar, known as the **eigenvalue** of $|\psi\rangle$*

Energy level is a (real) eigenvalue of Hamiltonian \mathcal{H} , and the ground state has the lowest energy level.

$$\mathcal{H}|e_0\rangle = E_0|e_0\rangle$$

Measurement and Eigenvalues

For any observable (measurable) quantity, there is an associated Hermitian matrix, and the result of any measurement is an eigenvalue of that matrix.

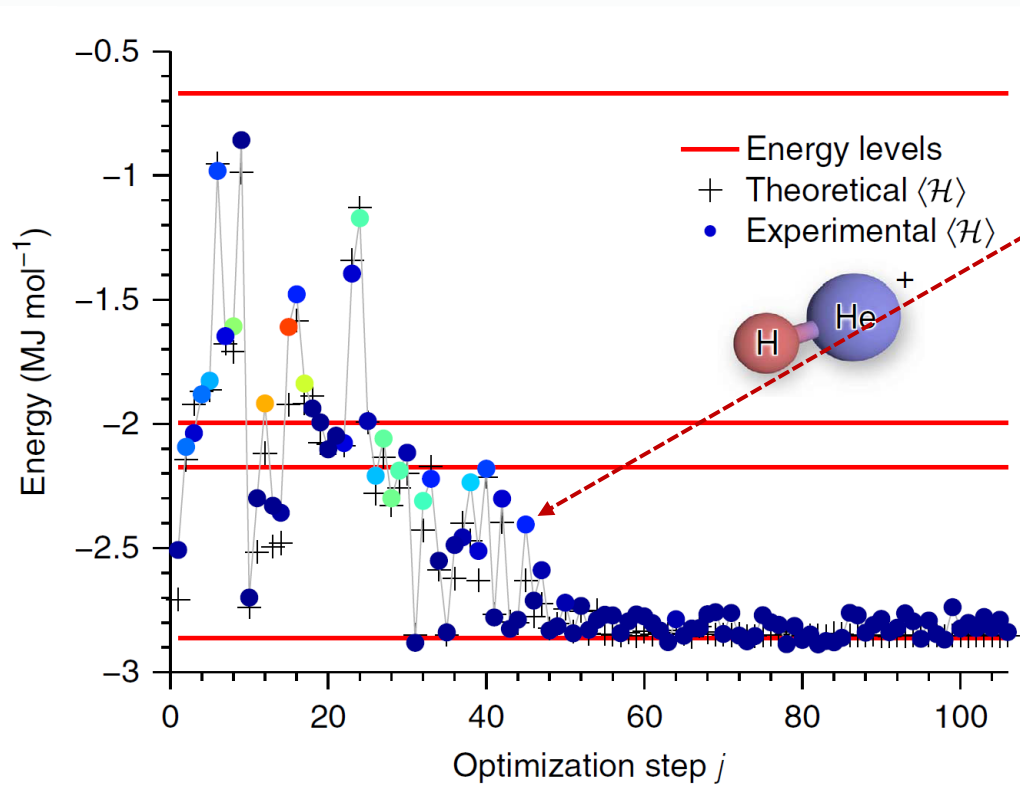


$$\mathcal{H} = \sum E_i |e_i\rangle\langle e_i|$$

Expectation of Measurement

Expectation is average of all possible measurements, weighted by their likelihood.

$$\langle \mathcal{H} \rangle_\psi = \langle \psi | \mathcal{H} | \psi \rangle$$



Since we don't know $|\psi\rangle$, make lots of measurements to estimate probability of each result.

$$E_{\text{exp}} = \sum p(E_i) \cdot E_i$$

How do we measure \mathcal{H} ?

In a quantum computer, we can generally only measure Z.
Any Hamiltonian \mathcal{H} can be written as a sum of X, Y, Z components.

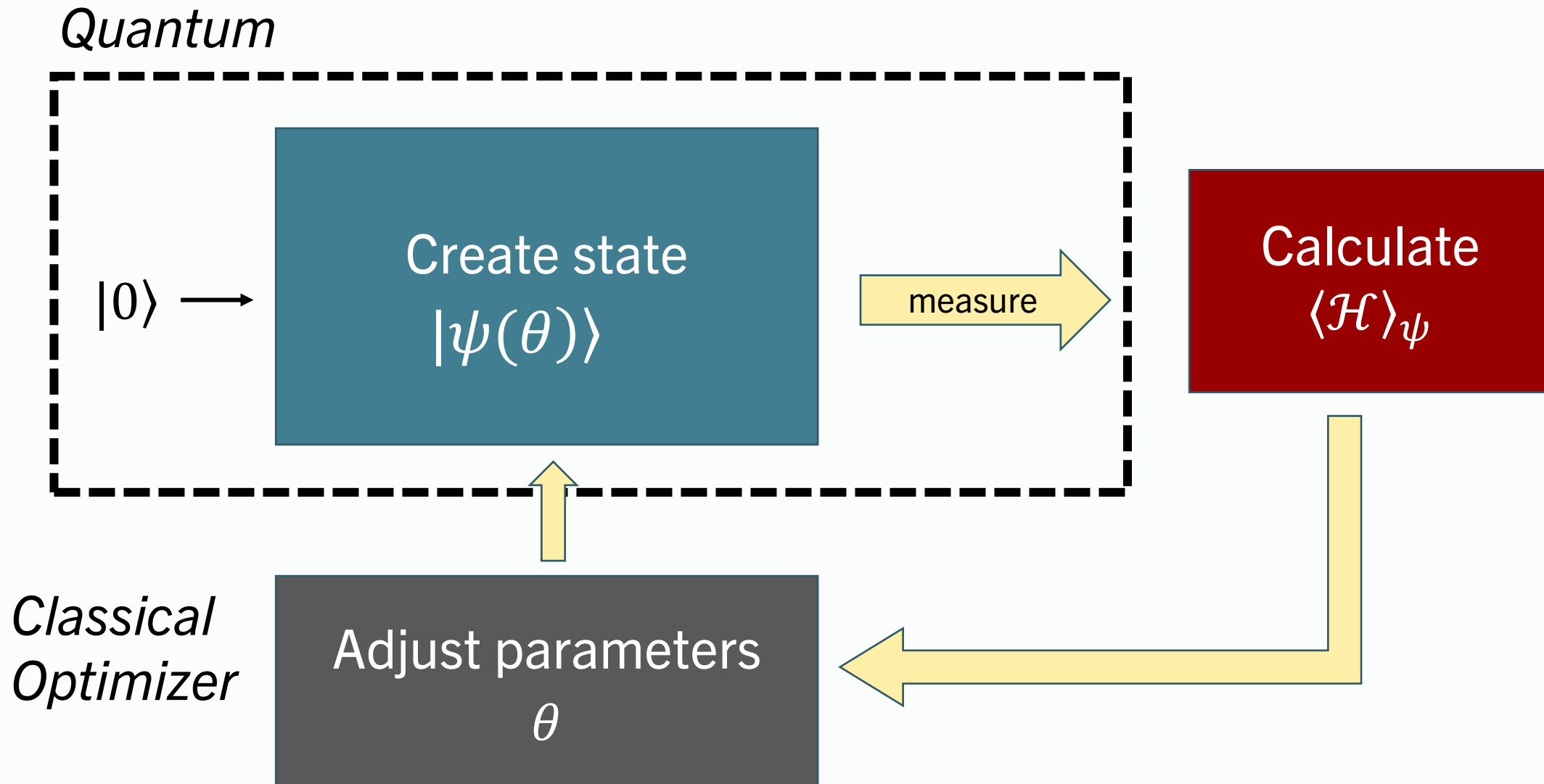
$$\mathcal{H} = g_0 I + g_1 Z_0 + g_2 Z_1 + g_3 Z_0 Z_1 + g_4 Y_0 Y_1 + g_5 X_0 X_1$$

$$\langle \mathcal{H} \rangle = g_0 + \underbrace{g_1 \langle Z_0 \rangle + g_2 \langle Z_1 \rangle}_{\text{single-qubit measurements}} + \underbrace{g_3 \langle Z_0 Z_1 \rangle + g_4 \langle Y_0 Y_1 \rangle + g_5 \langle X_0 X_1 \rangle}_{\text{two-qubit measurements}}$$

single-qubit
measurements

two-qubit
measurements

VQE



Applications of VQE

Quantum Simulation

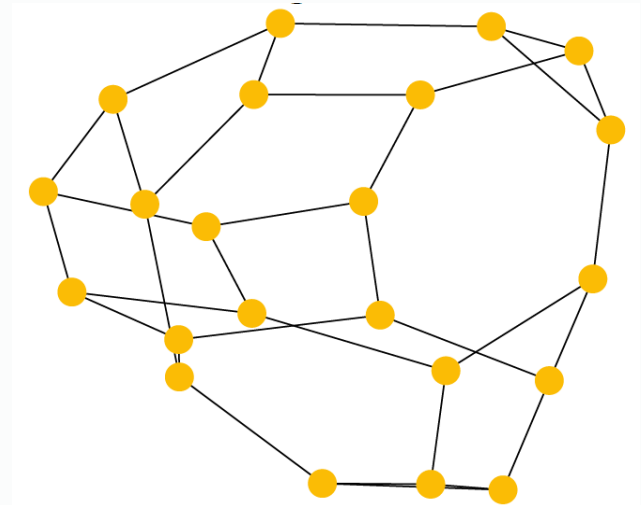
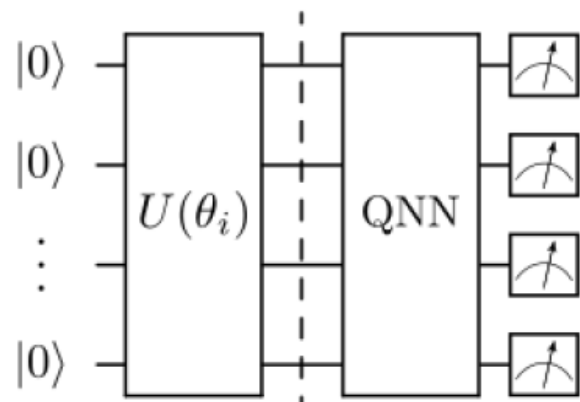
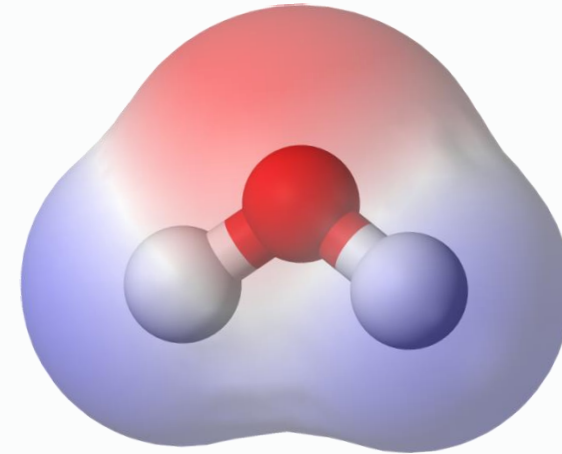
- chemistry, physics, materials, ...

Optimization

- express problem as a Hamiltonian
- MaxCut, Traveling Salesman, Min Vertex Cover...

Quantum Machine Learning

- creating quantum datasets (M. Cerezo tutorial)



Quantum Approximate Optimization Algorithm

Designed to find approximate solutions to combinatorial optimization problems.

Ansatz is based on cost function

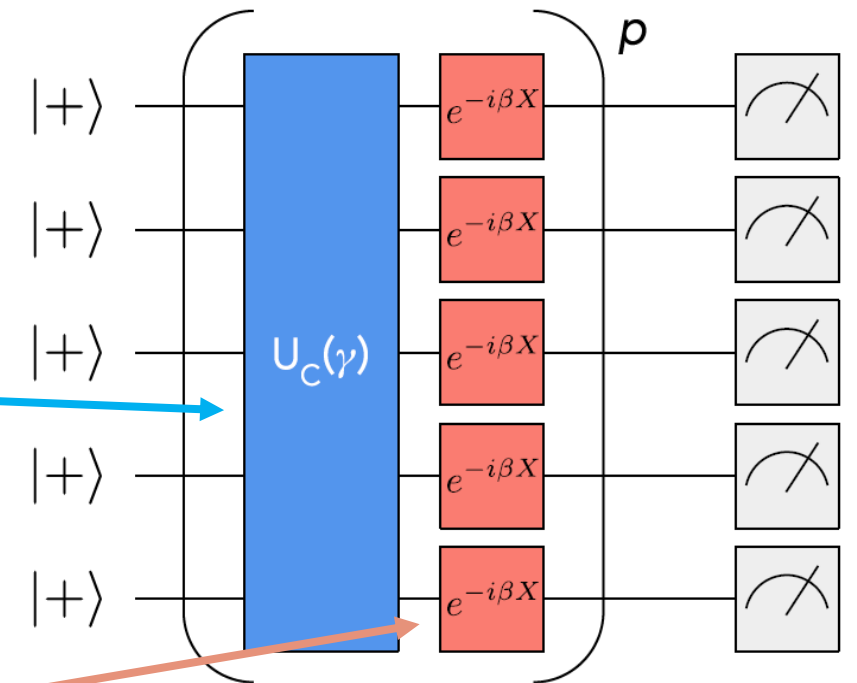
$$C = \sum_{j < k} w_{jk} Z_j Z_k$$

$$U_C(\gamma) = e^{-i\gamma C}$$

and mixer

$$B = \sum_j X_j$$

$$U_B(\beta) = e^{-i\beta B}$$



VQA Examples

VQE: Variational Quantum Eigensolver

Quantum chemistry, quantum physics, optimization

QAOA: Quantum Approximate Optimization Algorithm

Combinatorial optimization

VQF: Variational Quantum Factoring

Integer factorization

Variational Algorithms

- 1. Reasonably shallow circuits**
- 2. More noise-tolerant (perhaps)**
- 3. Broad range of applications**