

Introduction to Quantum Computing



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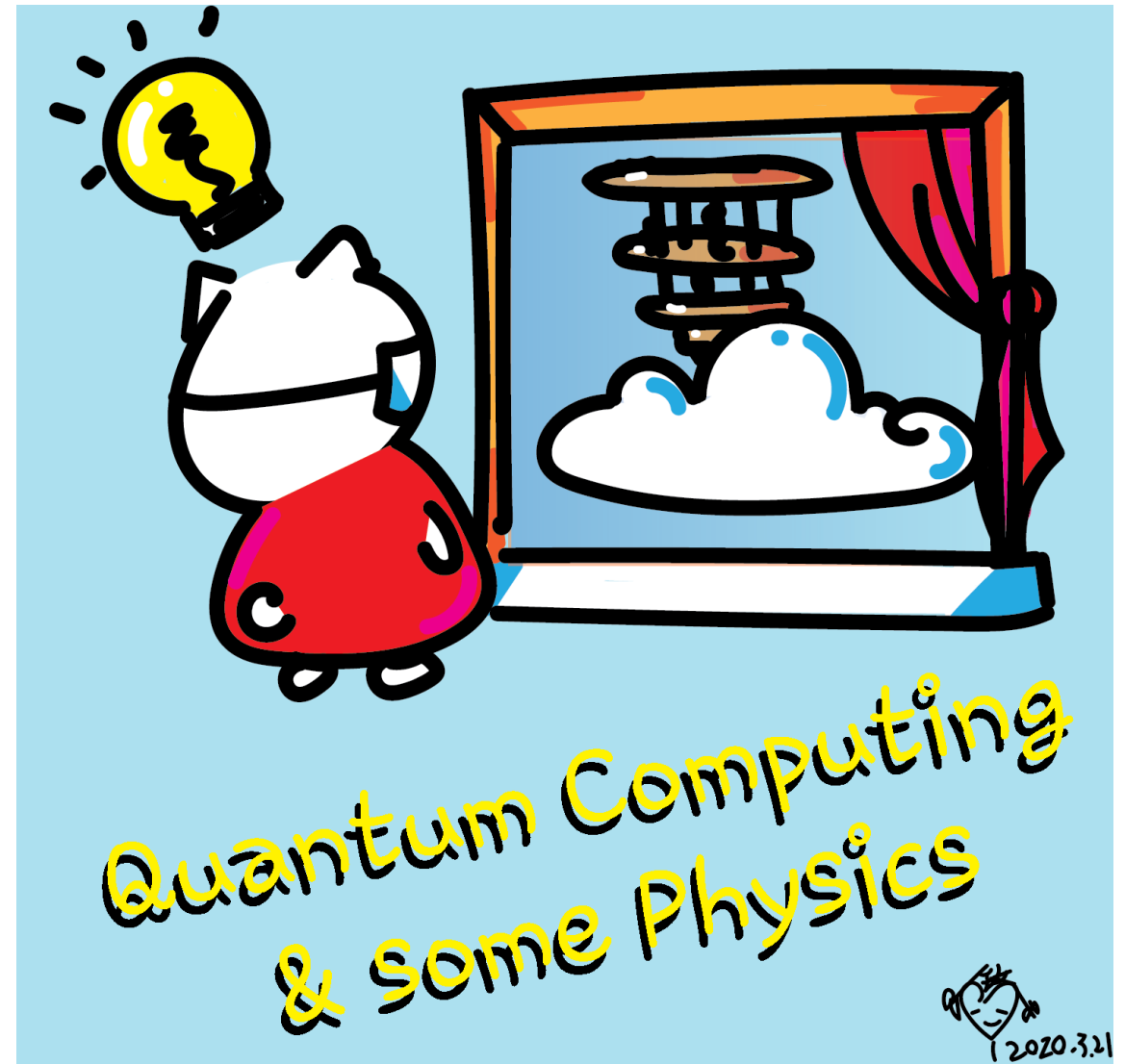
July 19, 2020

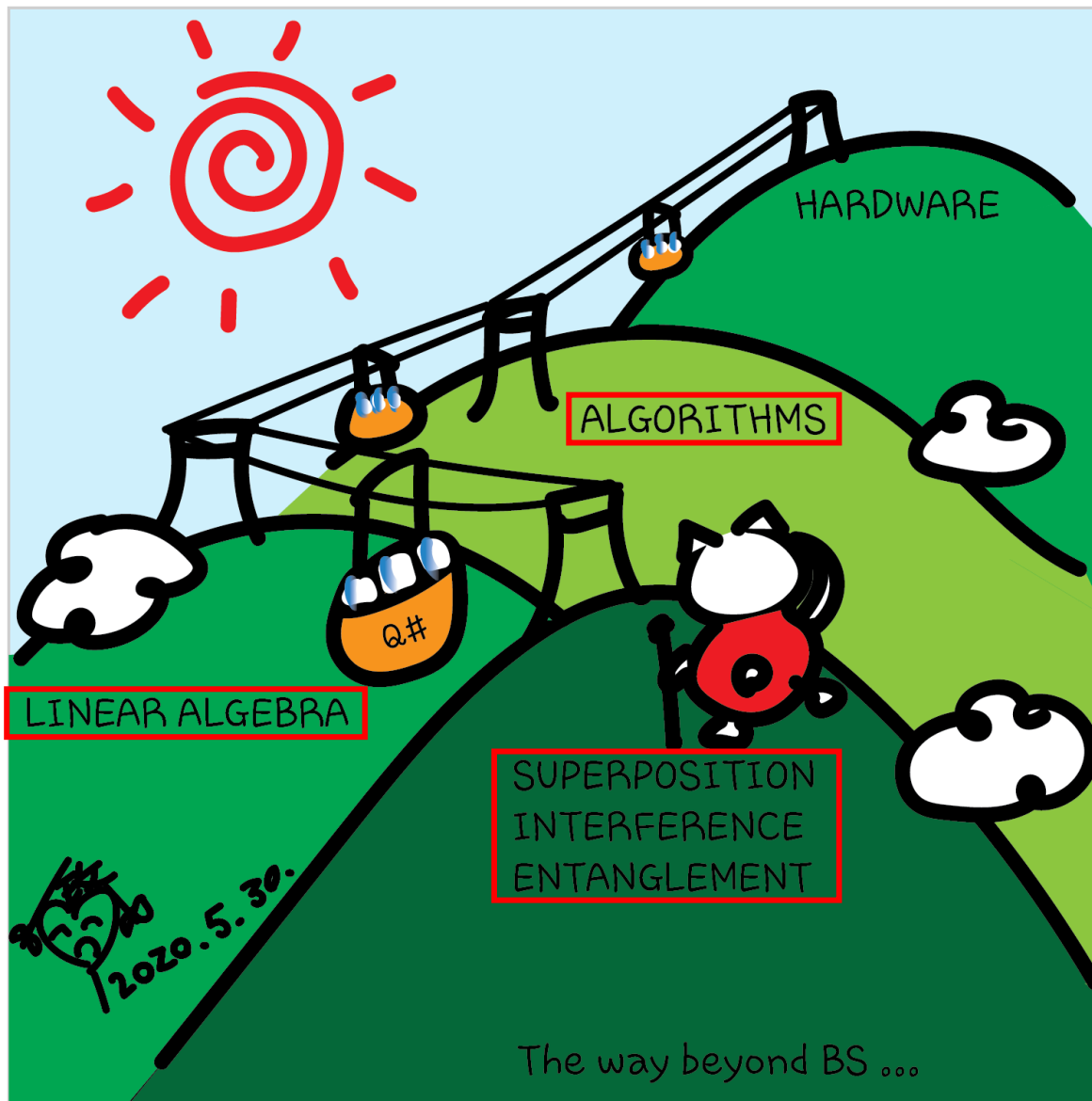
Hackaday, session 15

Other communities, session 7

Class structure

- [Comics on Hackaday – Introduction to Quantum Computing](#) every Sun
- 30 mins – 1 hour every Sun, one concept (theory, hardware, programming), Q&A
- Contribute to Q# documentation
<http://docs.microsoft.com/quantum>
- Coding through Quantum Katas
<https://github.com/Microsoft/QuantumKatas/>
- Discuss in Hackaday project comments throughout the week
- Take notes





LINEAR ALGEBRA

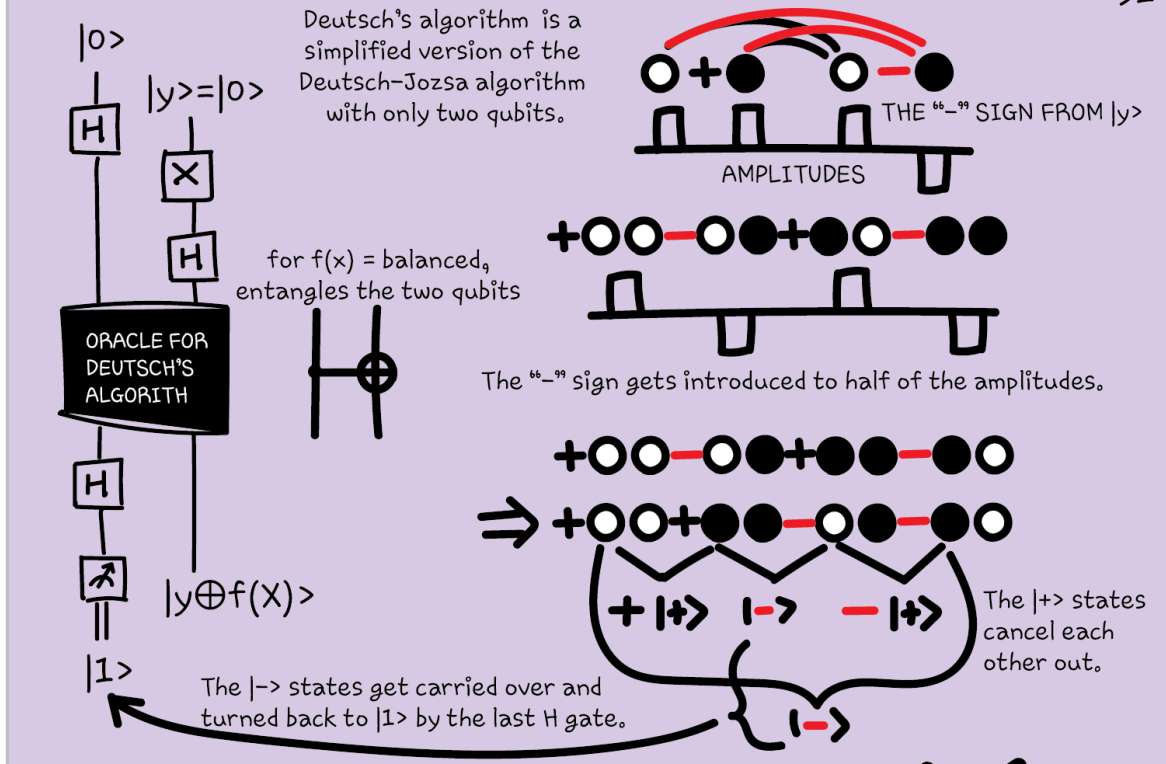
ALGORITHMS

HARDWARE

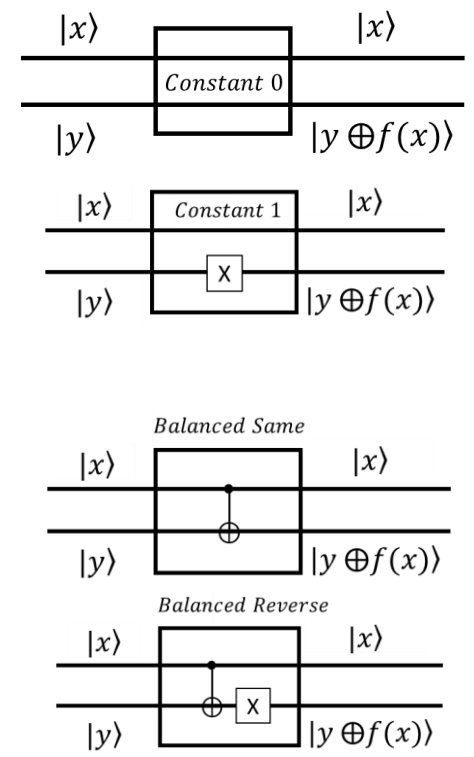
SUPERPOSITION
INTERFERENCE
ENTANGLEMENT

2020.5.30.

The way beyond BS ...



Now that we've seen how negative amplitudes can be used to destructively interfere, we can also use negative amplitudes to enhance signals we wish to find - next up - Grover's algorithm.

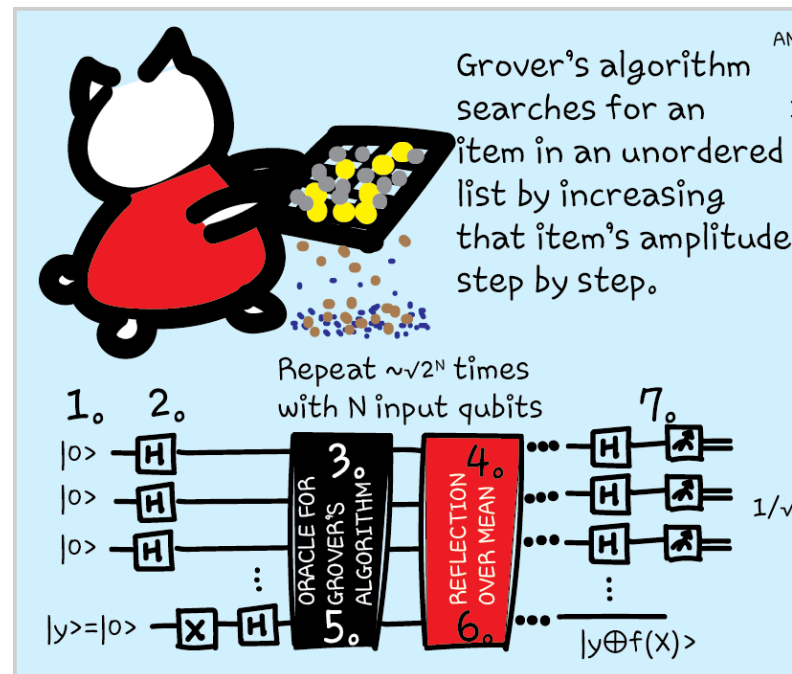


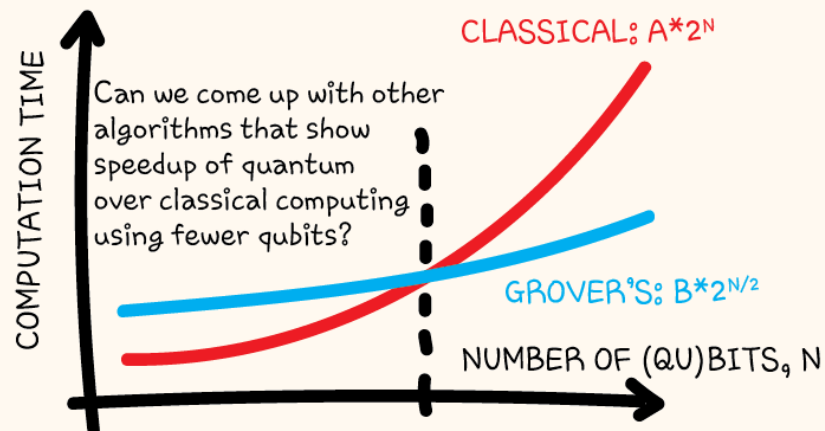
Grover's algorithm (May 17 Session 8)

https://en.wikipedia.org/wiki/Grover%27s_algorithm



Lov Kumar Grover (* 1960 in Merath, India) is an Indian-American computer scientist





FASTEST SUPERCOMPUTER

Grover's algorithm provides a speedup over classical algorithms for searching for an item in an unordered list (after a certain number of qubits are reached). A and B are factors that don't depend on N . (They describe how long it takes for the computers to complete the task for a fixed N).

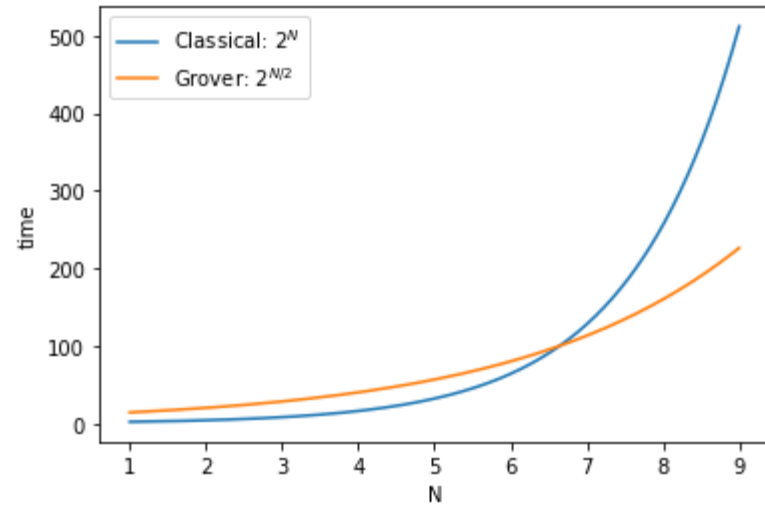
The reflection over the $|000\dots 0\rangle$ state surrounded by H gates is the reflection over mean.

```
[ ] import matplotlib.pyplot as plt
import numpy as np
```

```
[ ] x = np.linspace(1, 9, 1000)
y = 2**x
z = 10 * np.sqrt(2**x)
```

```
[ ] plt.plot(x, y, label=r'Classical:  $2^N$ ')
plt.plot(x, z, label=r'Grover:  $2^{N/2}$ ')
plt.legend()
plt.xlabel('N')
plt.ylabel('time')
```

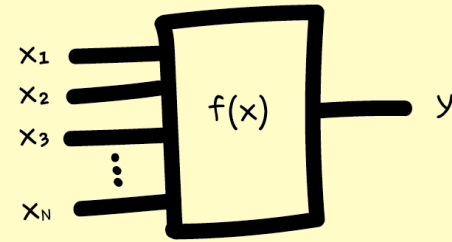
☞ Text(0, 0.5, 'time')



(May 10 Session 7)



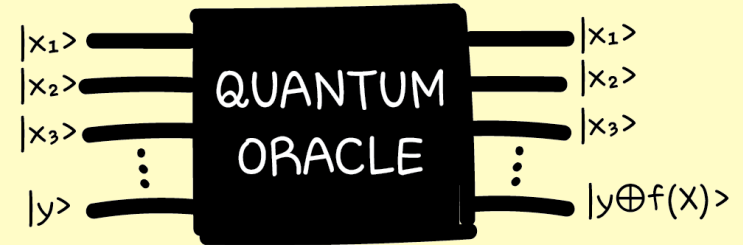
x	$y = f(x)$
000	0
001	0
010	0
011	0
100	0
101	0
110	1
111	0



A classical algorithm takes inputs and produces an output. This algorithm is a function, $f(x)$.

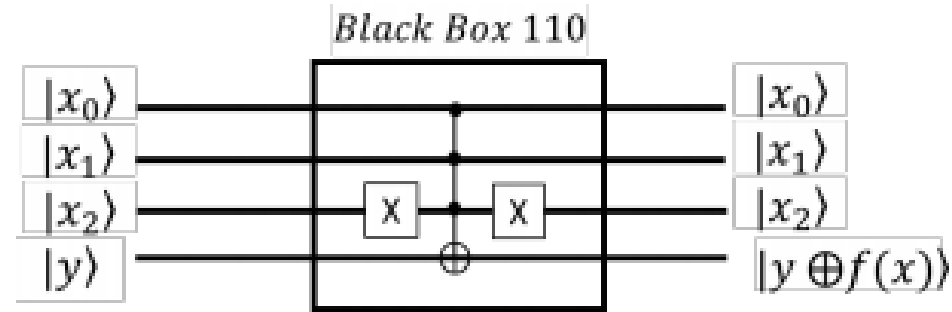
(This construction is not possible for a quantum algorithm, as $f(x)$ can not guarantee to be a reversible.)

In many quantum algorithms, we put both the inputs and the output through a black box - a quantum oracle. The classical function $f(x)$ is used to construct the black box.

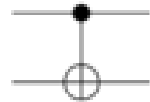


Your life shall be BALANCED.

x	$y = f(x)$
000	0
001	0
010	0
011	0
100	0
101	0
110	1
111	0

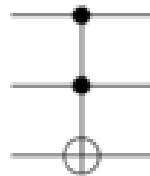


**Controlled Not
(CNOT, CX)**



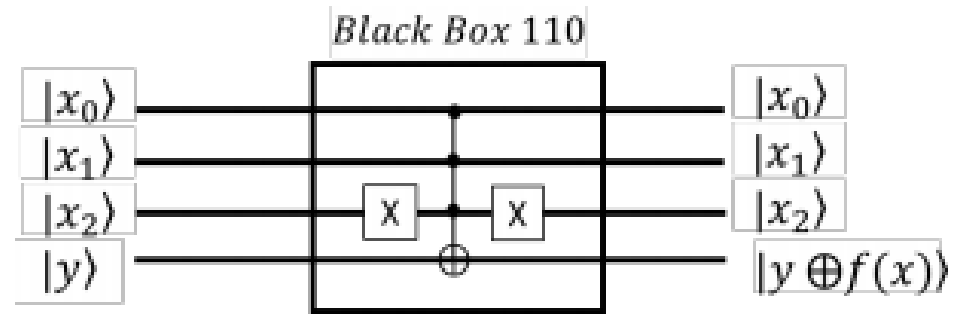
$$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

**Toffoli
(CCNOT,
CCX, TOFF)**

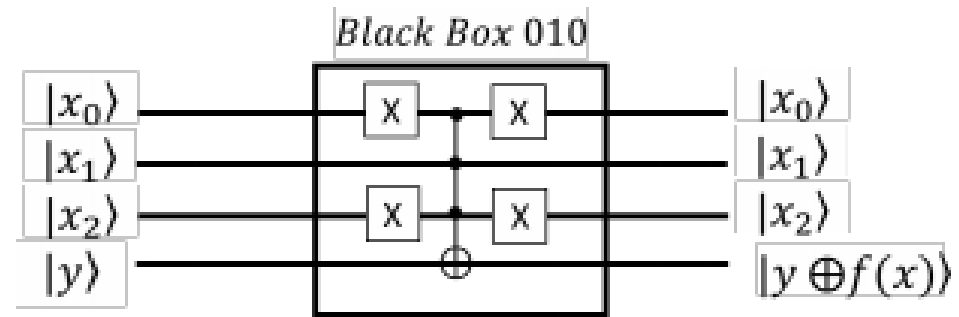


$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

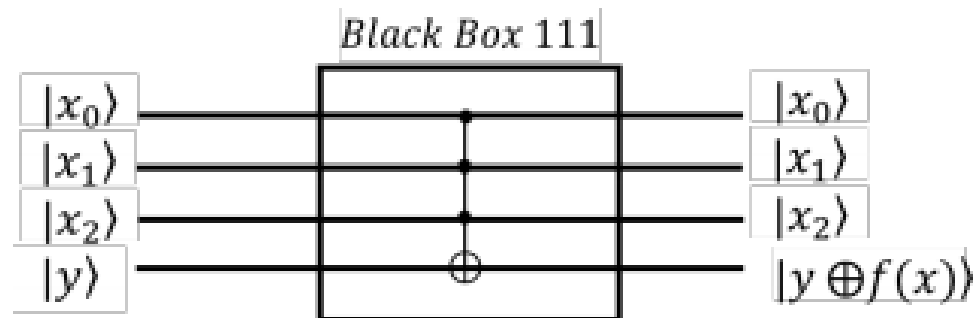
x	$y = f(x)$
000	0
001	0
010	0
011	0
100	0
101	0
110	1
111	0

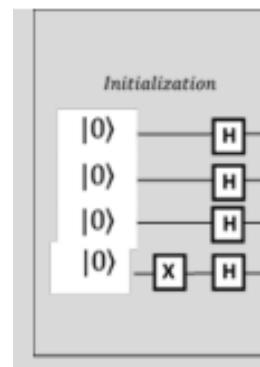
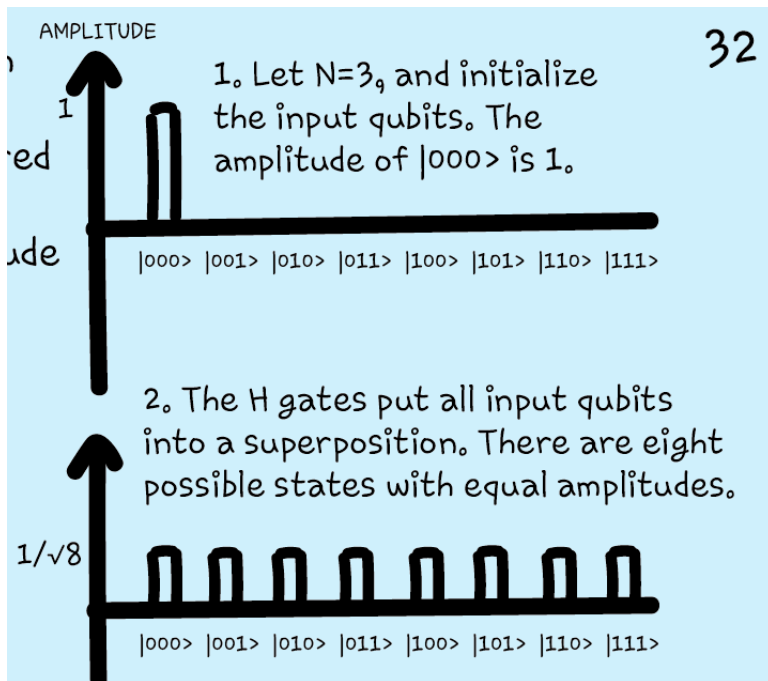
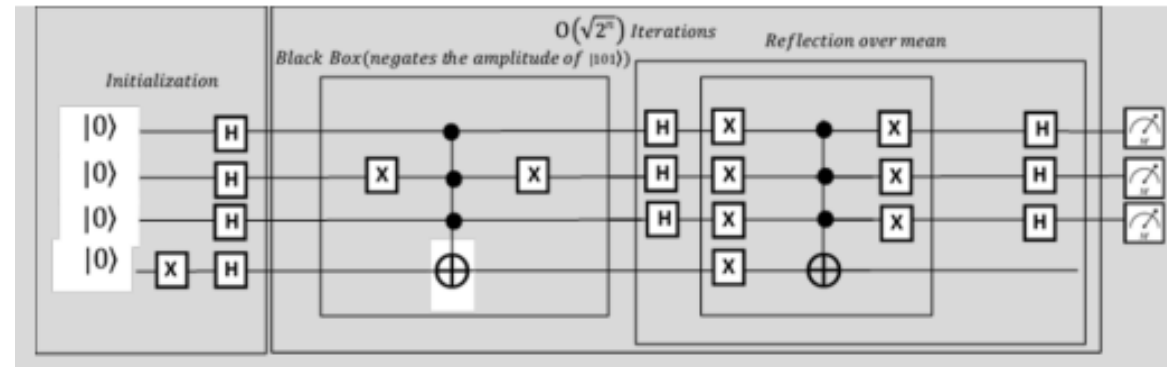
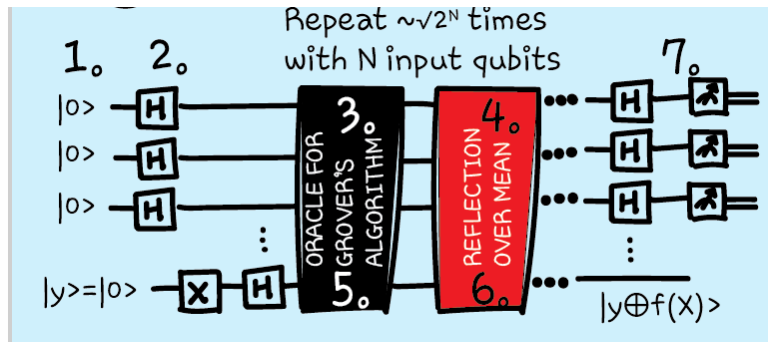


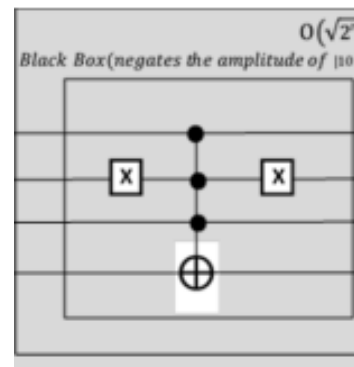
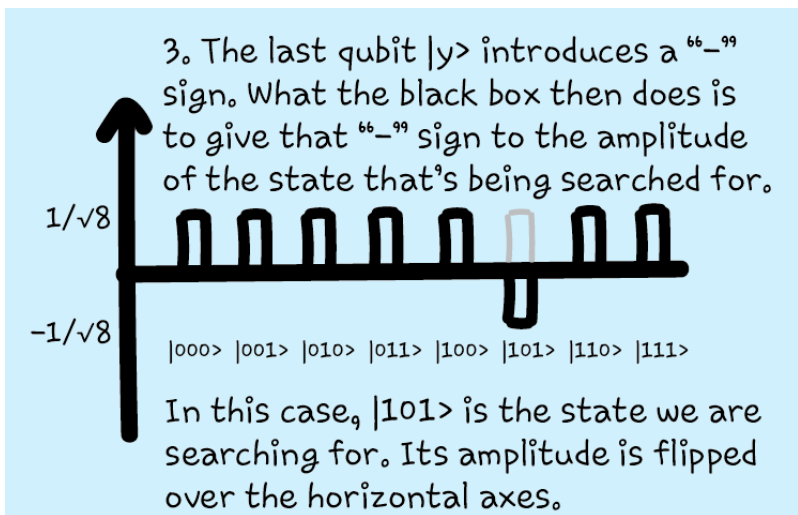
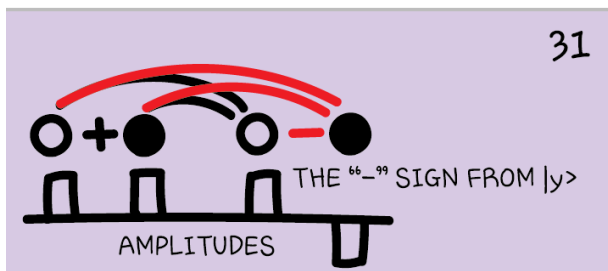
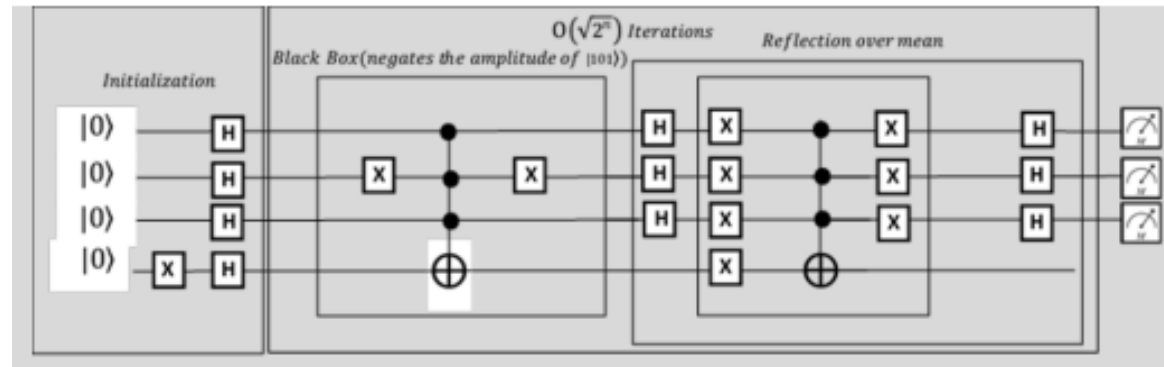
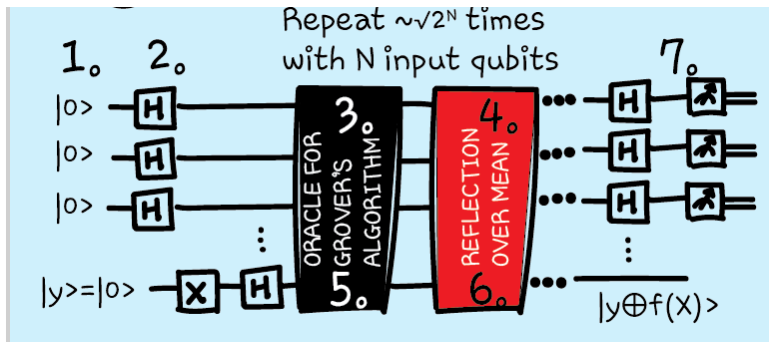
x	$y = f(x)$
000	0
001	0
010	1
011	0
100	0
101	0
110	0
111	0



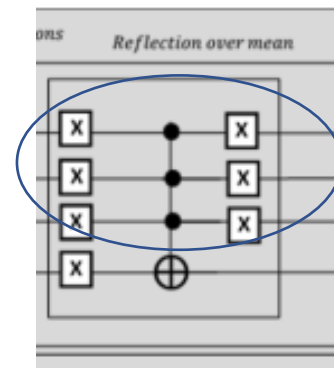
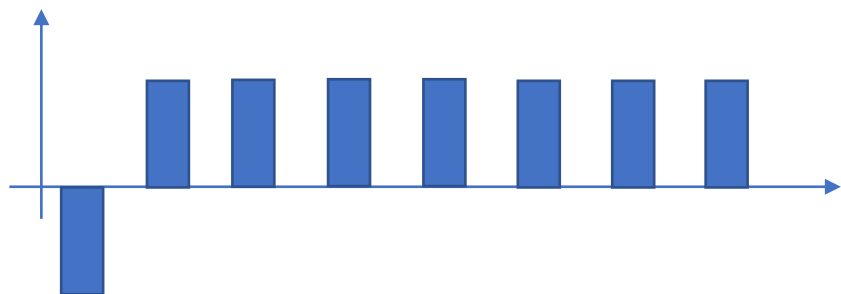
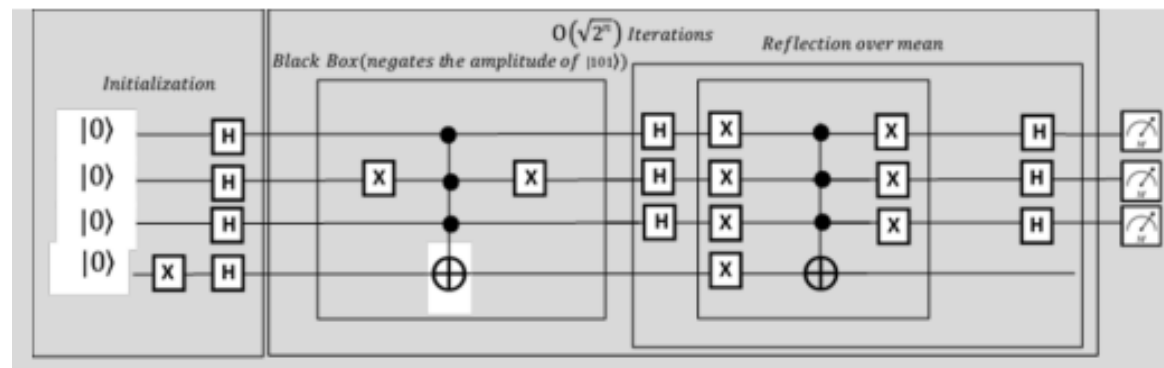
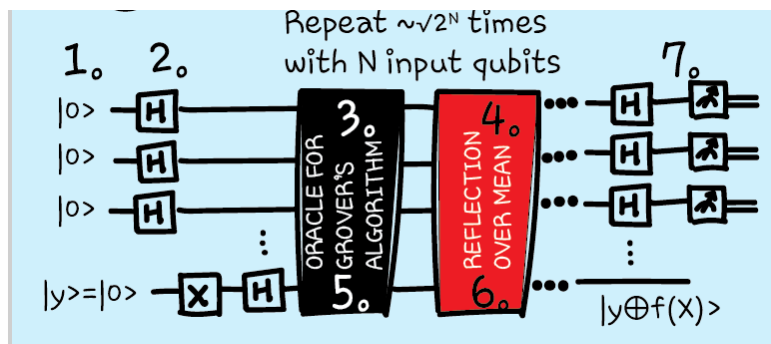
x	$y = f(x)$
000	0
001	0
010	0
011	0
100	0
101	0
110	0
111	1



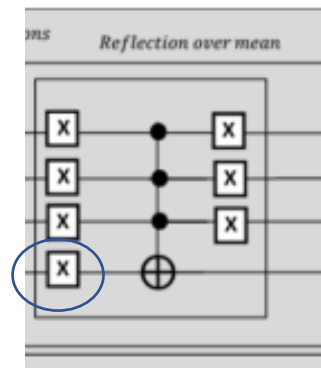
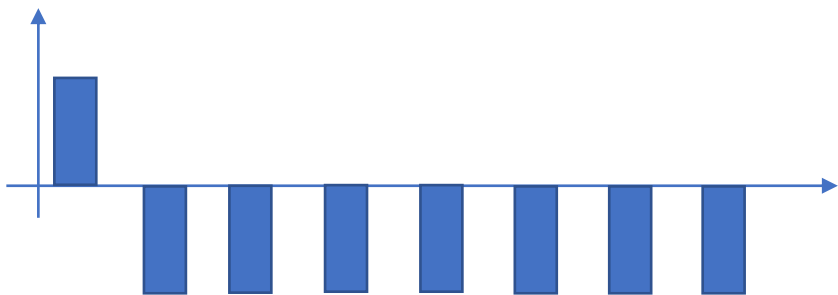
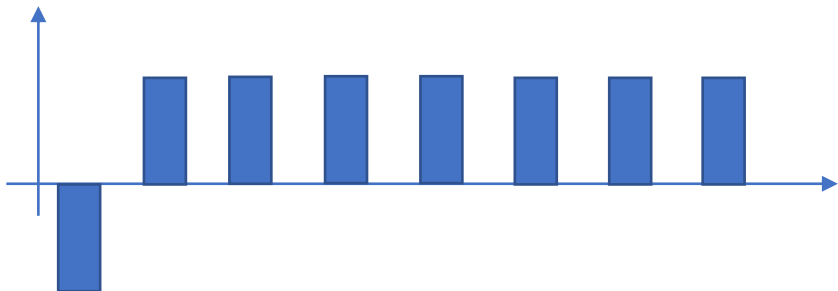
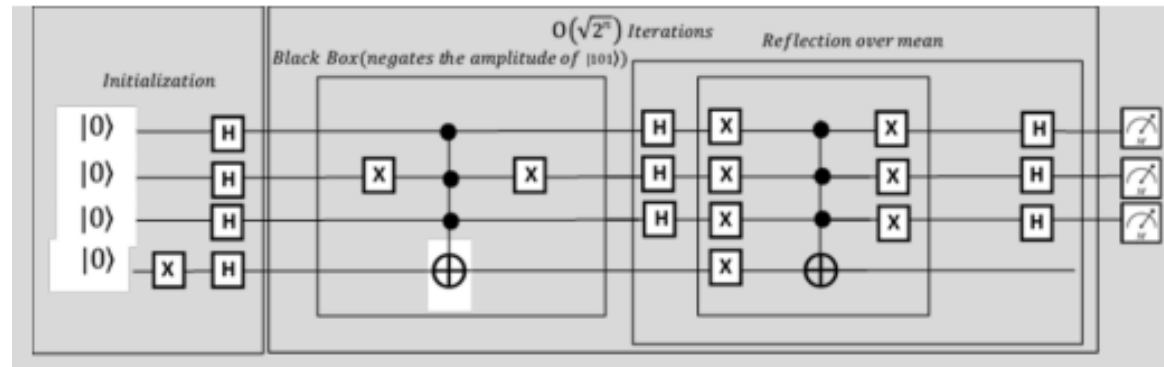
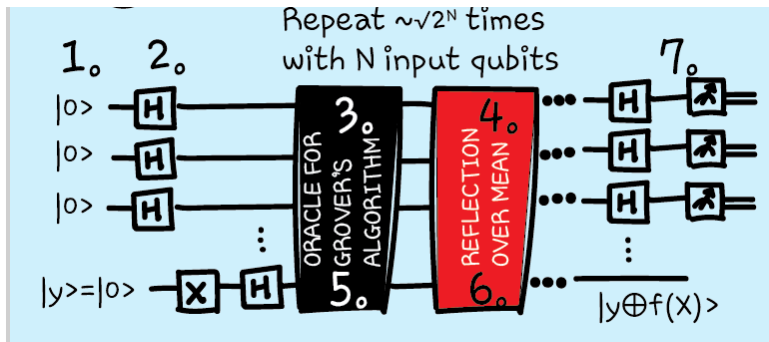




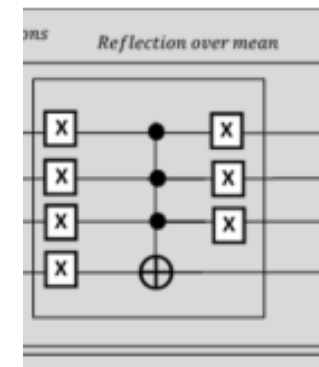
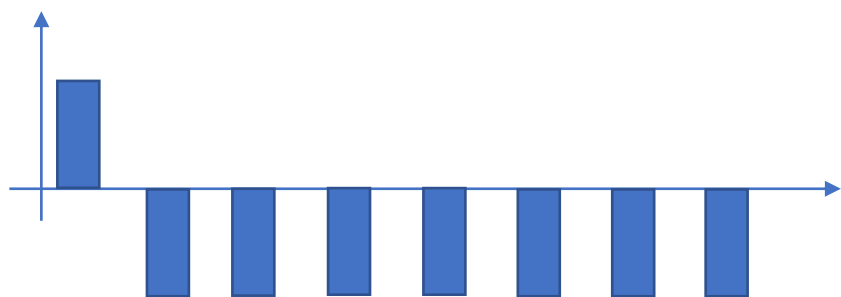
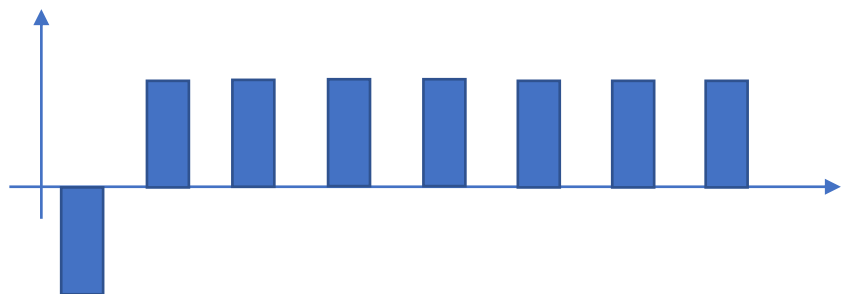
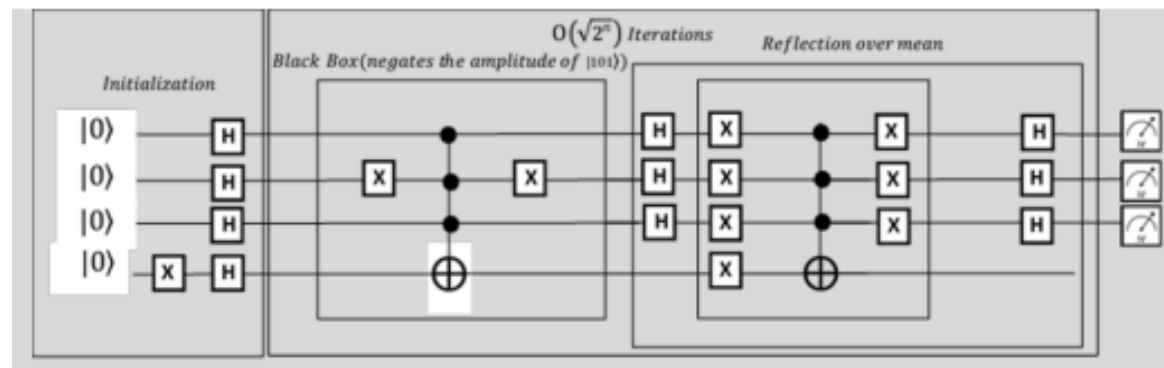
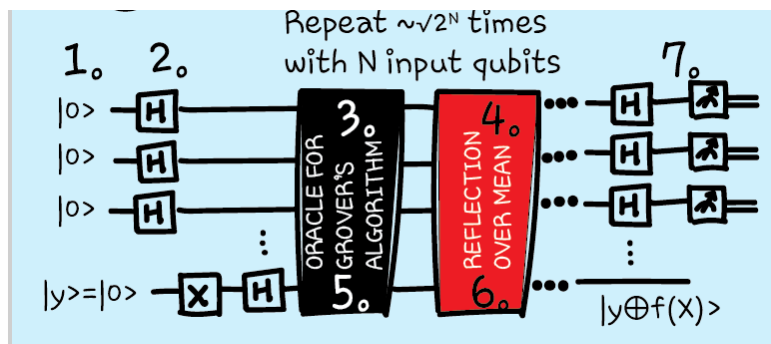
x	$y = f(x)$
000	0
001	0
010	0
011	0
100	0
101	1
110	0
111	0



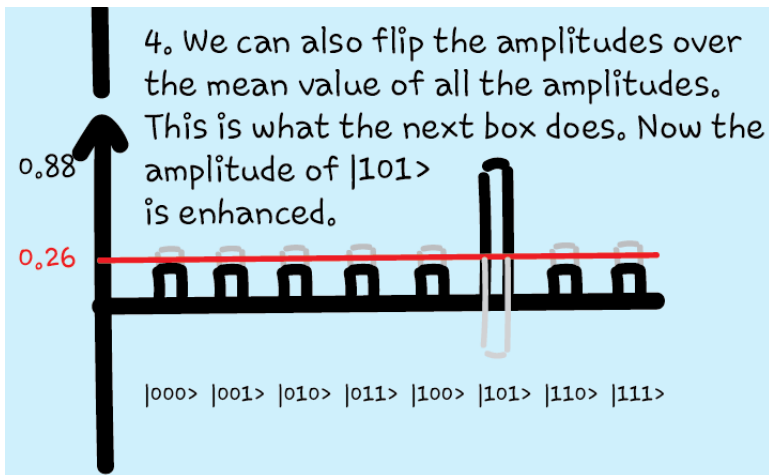
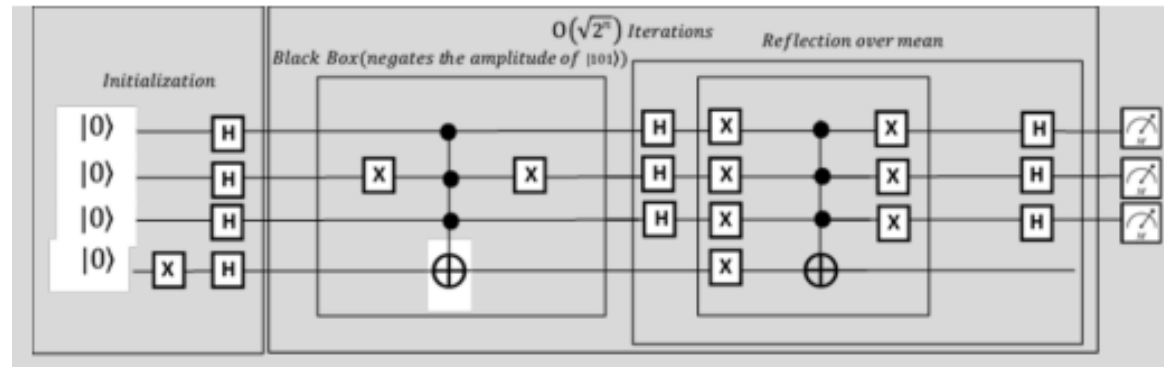
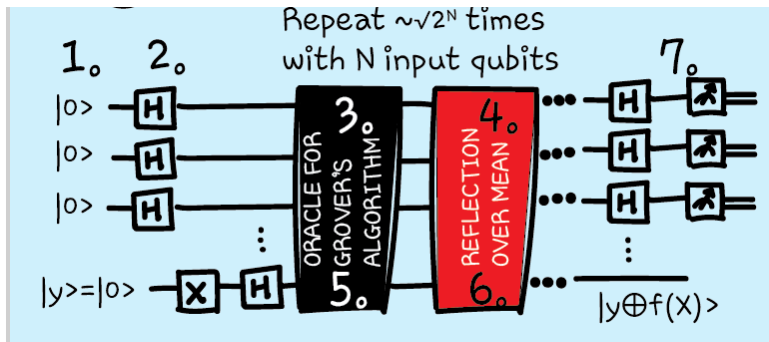
$$\begin{aligned}
 & -a_0 |000\rangle \otimes \left(-\frac{|0\rangle}{\sqrt{2}} + \frac{|1\rangle}{\sqrt{2}}\right) - a_1 |001\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_2 |010\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_3 |011\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_4 |100\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_5 |101\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_6 |110\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_7 |111\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) \\
 & = (a_0 |000\rangle - a_1 |001\rangle - a_2 |010\rangle - a_3 |011\rangle - a_4 |100\rangle - a_5 |101\rangle - a_6 |110\rangle - a_7 |111\rangle) \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right)
 \end{aligned}$$



$$\begin{aligned}
 & -a_0 |000\rangle \otimes \left(-\frac{|0\rangle}{\sqrt{2}} + \frac{|1\rangle}{\sqrt{2}} \right) - a_1 |001\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_2 |010\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_3 |011\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_4 |100\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_5 |101\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_6 |110\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) - a_7 |111\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right) \\
 & = (a_0 |000\rangle - a_1 |001\rangle - a_2 |010\rangle - a_3 |011\rangle - a_4 |100\rangle - a_5 |101\rangle - a_6 |110\rangle - a_7 |111\rangle) \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}} \right)
 \end{aligned}$$



$$\begin{aligned}
 & -a_0 |000\rangle \otimes \left(-\frac{|0\rangle}{\sqrt{2}} + \frac{|1\rangle}{\sqrt{2}}\right) - a_1 |001\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_2 |010\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_3 |011\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_4 |100\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_5 |101\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_6 |110\rangle \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) - a_7 |111\rangle \otimes \\
 & \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right) \\
 & = (a_0 |000\rangle - a_1 |001\rangle - a_2 |010\rangle - a_3 |011\rangle - a_4 |100\rangle - a_5 |101\rangle - a_6 |110\rangle - a_7 |111\rangle) \otimes \left(\frac{|0\rangle}{\sqrt{2}} - \frac{|1\rangle}{\sqrt{2}}\right)
 \end{aligned}$$

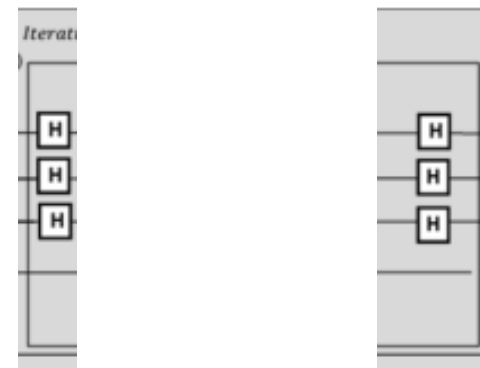


x_1 (original value)

$$\text{mean} = \frac{x_1 + x_2}{2}$$

$$\rightarrow x_2 = 2 * \text{mean} - x_1$$

x_2 (new value after reflection over mean)



Another important gate is the H (or Hadamard) gate. It changes states $|0\rangle$ and $|1\rangle$ and creates two new states in between them:

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

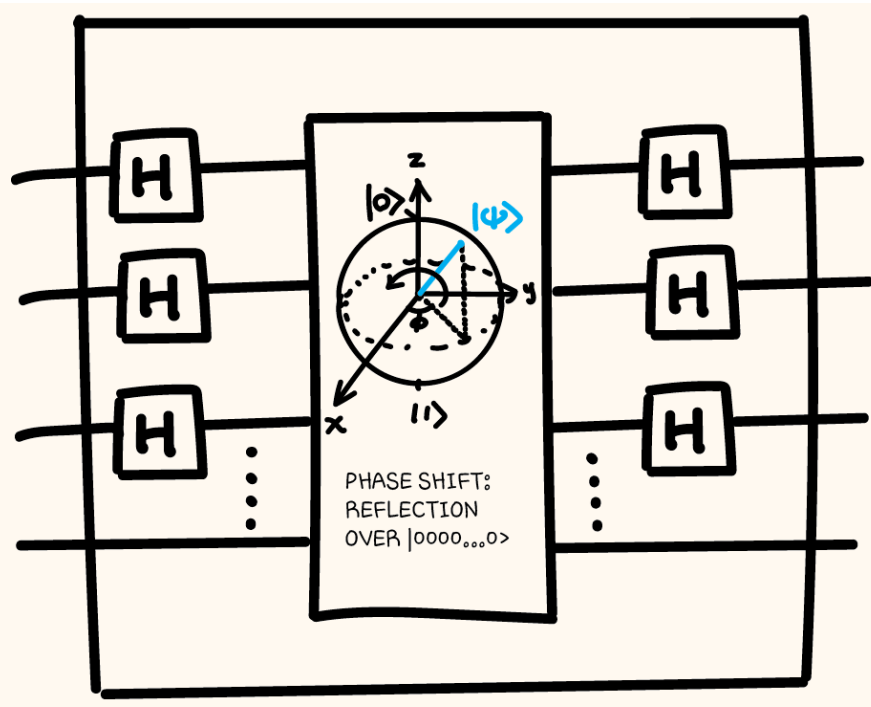
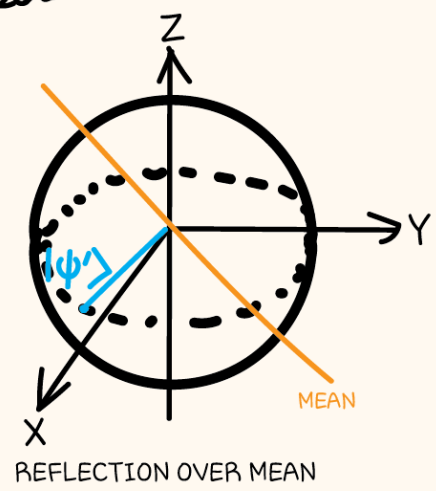
$$H|1\rangle = |-\rangle = \frac{(|0\rangle - |1\rangle)}{\sqrt{2}}$$

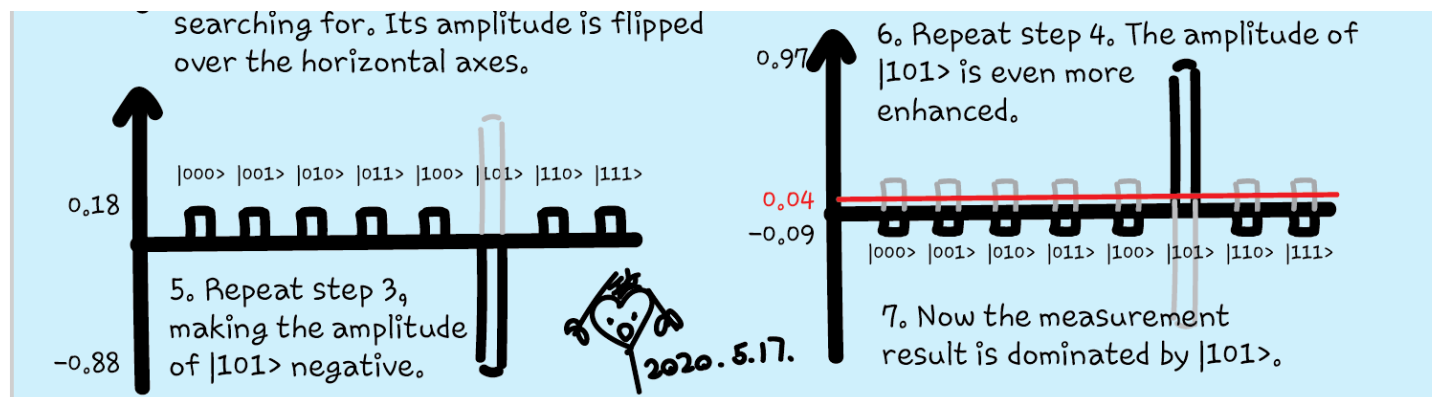
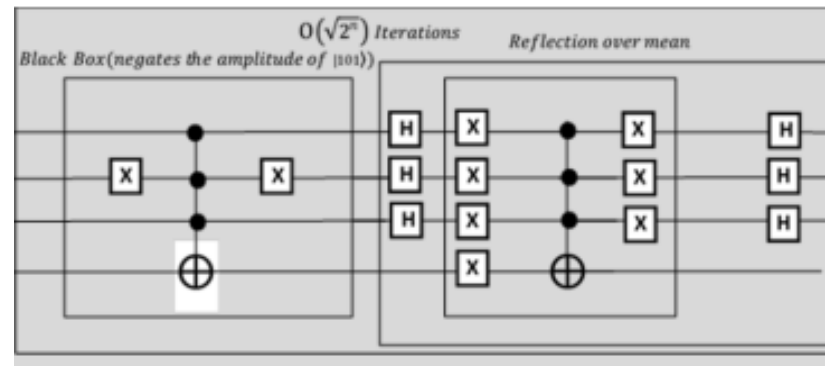
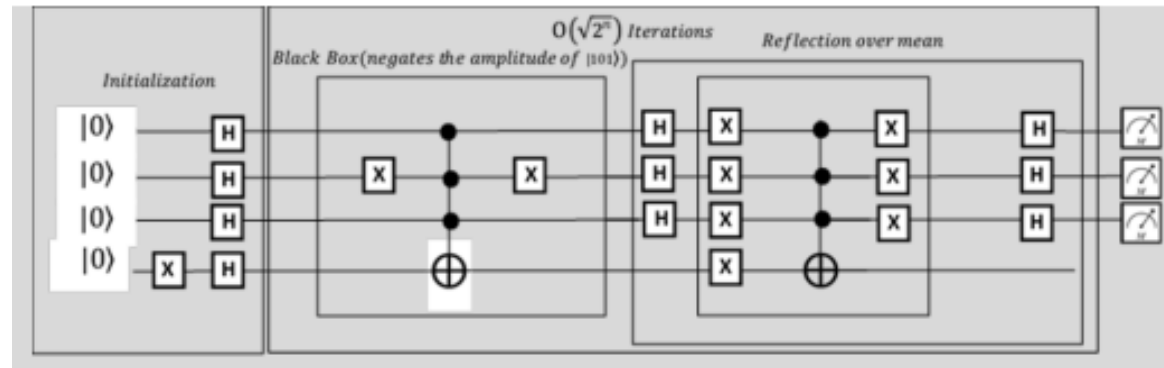
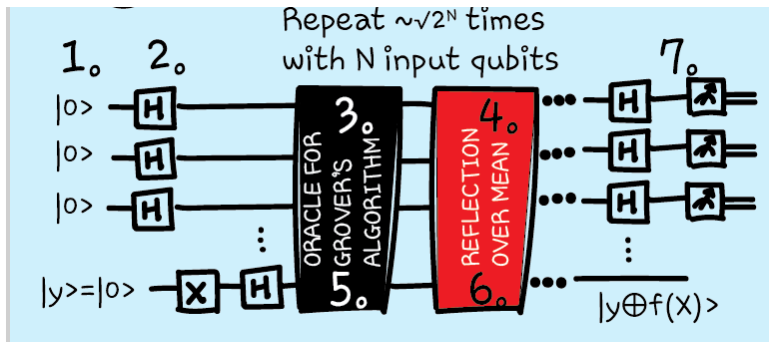
$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$

20

FAST
2020.7.19.

FASTEST QUANTUM COMPUTER





Quantum katas



Set up Grover's
algorithm from scratch

<https://github.com/microsoft/QuantumKatas/tree/master/GroversAlgorithm>



Use Grover's algorithm

<https://github.com/microsoft/QuantumKatas/tree/master/tutorials/ExploringGroversAlgorithm>



Visualize Grover's
algorithm

<https://github.com/microsoft/QuantumKatas/tree/master/GraphColoring>



Decorating the
Christmas tree using
Grover's search

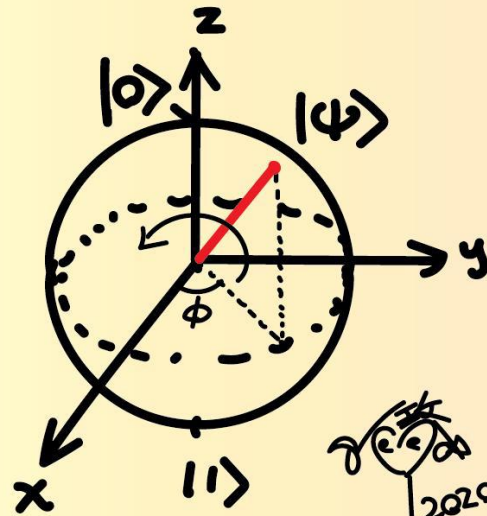
<https://github.com/tcNickolas/MiscQSharp/tree/master/DecoratingTheTree>

Q# exercise:

Quantum Katas

<https://github.com/Microsoft/QuantumKatas>

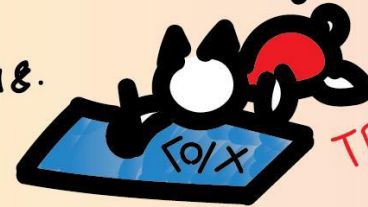
- **GroversAlgorithm**
 - Task 1.1, 2.1-2.3



To change the phase ϕ , we have a commonly used gate, Z , which rotates about the z -axis by 180° .

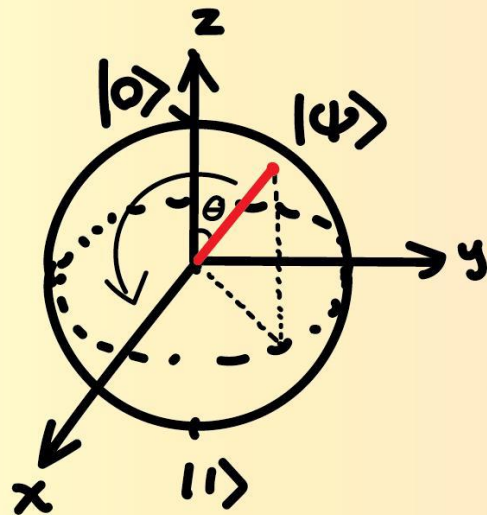
$$Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

 2020.4.18.



TRY THE MATH!

Similarly, the X gate rotates about the x -axis by 180° , rotating the angle θ e.g. $X|0\rangle = |1\rangle$, $X|1\rangle = |0\rangle$.



$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

We have seen in page 18 the two matrices for changing ϕ and θ in arbitrary amounts. They form a universal gate set - they can put a state anywhere on the Bloch Sphere. The gates Z and X are special cases of them.

Questions

- Post in chat or on Hackaday project
<https://hackaday.io/project/168554-quantum-computing-through-comics>
- FAQ: Past Recordings on Hackaday project or my YouTube <https://www.youtube.com/c/DrKittyYeung>