

# BASICS OF QUANTUM COMPUTING

Computer: start with BITS in some state

e.g. 10110010111001

apply an ALGORITHM via basic GATES

e.g.

AND gate:  $| \overline{D} - | \overline{o} \overline{D} - o | \overline{D} - o | \overline{o} \overline{D} - o$

read result from final state of bits

Quantum computer: use QUBITS:

Basis states  $|\uparrow\downarrow\downarrow\uparrow\downarrow\dots\uparrow\downarrow\rangle$  like ordinary bits.

BUT general state is a quantum superposition:

$$\sum \psi_{s_1\dots s_n} |s_1 s_2 \dots s_n\rangle \quad 2^n \text{ coefficients}$$

classical computer: each extra bit: one more bit of information

quantum computer: each extra bit: doubles amount of information

Quantum gates: unitary transforms on a few qubits

## SINGLE QUBIT GATES:

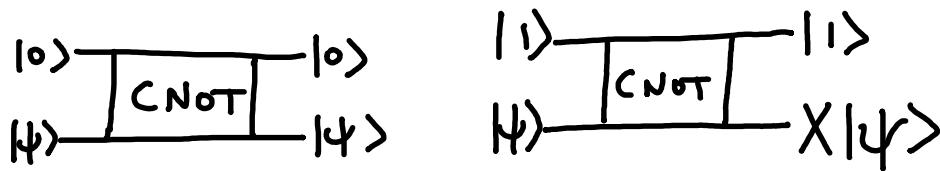
e.g.  $|\uparrow\rangle \xrightarrow{\boxed{X}} |\downarrow\rangle$

$|\downarrow\rangle \xrightarrow{\boxed{X}} |\uparrow\rangle \quad \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

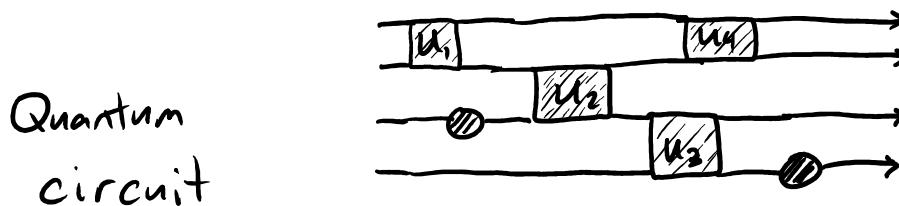
Hadamard:

$$|\uparrow\rangle \xrightarrow{\text{shaded circle}} \frac{1}{\sqrt{2}} (|\uparrow\rangle + |\downarrow\rangle) \quad |\downarrow\rangle \xrightarrow{\text{shaded circle}} \frac{1}{\sqrt{2}} (|\uparrow\rangle - |\downarrow\rangle) \quad \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

2 qubit gate:  e.g. CNOT = "controlled NOT"



\* Any multi-qubit gate can be built from CNOT + single qubit gates



Quantum computation: prepare initial state  
apply unitary gates (quantum circuit)

Make a measurement (perhaps repeated)

(e.g. 1st qubit up  $\Rightarrow$  YES to some yes/no question)  
down  $\Rightarrow$  NO

Quantum computers believed to be better than classical computers for e.g. factoring large numbers  
certain search algorithms  
simulating quantum systems.

\* Hard to put into practice. Currently  $\sim 50$  qubits but with errors \*

Example of how quantum computers are powerful:

Let  $\vec{f}(\vec{n})$  be a function from  $n$ -digit binary numbers to  $N$ -digit binary numbers. Suppose we build a quantum computer that "computes" this via:

$$\begin{array}{ccc} \text{INPUT} & |\vec{n}\rangle & \text{OUTPUT} \\ & \downarrow & \\ & |\vec{n}\rangle & |\vec{f}(\vec{n})\rangle \end{array}$$

$|\vec{10110\dots01}\rangle \rightarrow |\vec{11110\dots101}\rangle$

If  $|\vec{n}\rangle |\vec{0}\rangle \rightarrow |\vec{n}\rangle |\vec{f}(\vec{n})\rangle$  then:

$$\frac{1}{\sqrt{2^N}} \sum_{\vec{n}} |\vec{n}\rangle |\vec{0}\rangle \rightarrow \frac{1}{\sqrt{2^N}} \sum_{\vec{n}} |\vec{n}\rangle |\vec{f}(\vec{n})\rangle$$

↑  
Putting in this input state gives an output  
that knows about all  $2^N$  values of the function.

Can't extract all this info, but can use this to do  
v.-complicated calculations.

