



Webinar: What is Quantum Computing?

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Trainee, Science Support



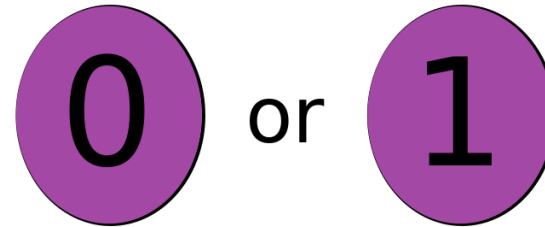
Going quantum

- Ordinary computing:
 - Realized as logical operations on strings of bits (0's and 1's)
 - Bits are represented as a low (0) or high (1) current value of a transistor

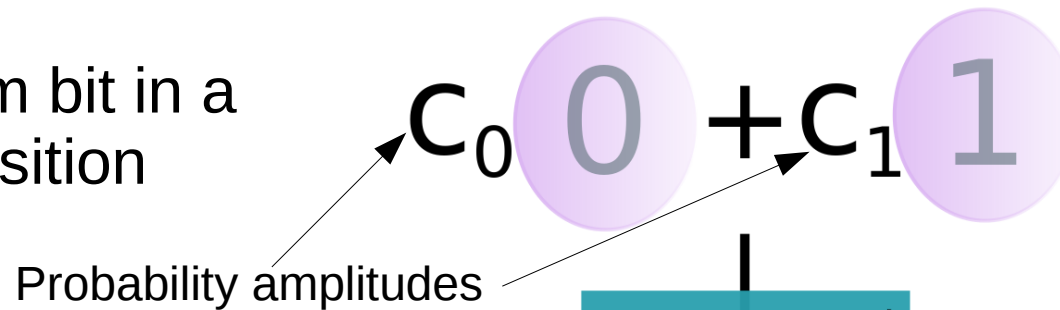
- Quantum computing:
 - Bits are mapped to a quantum system with two possible values e.g. electron on ground (0) or excited state (1)
 - Classical logic is replaced by the rules of quantum mechanics

From bits to qubits

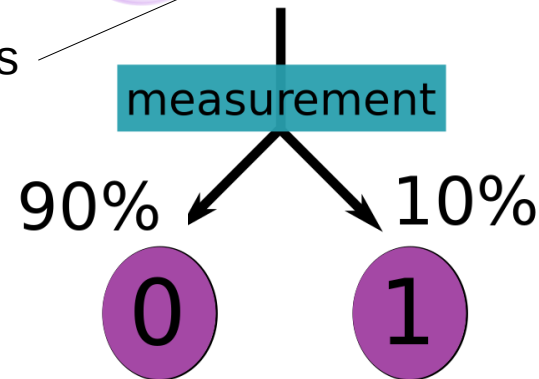
- Classical bit



- Quantum bit in a superposition



- Reading the qubit forces it to take definite value



Quantum gains

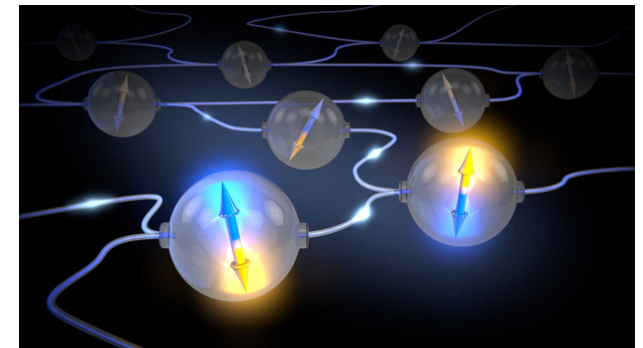
- Storing information in qubits yields three new resources that can be harnessed in computing
 - Superposition → yields parallelism
 - Interference → amplifies chance of correct output by allowing manipulation of probabilities
 - Entanglement → enables efficient control of multiple qubits



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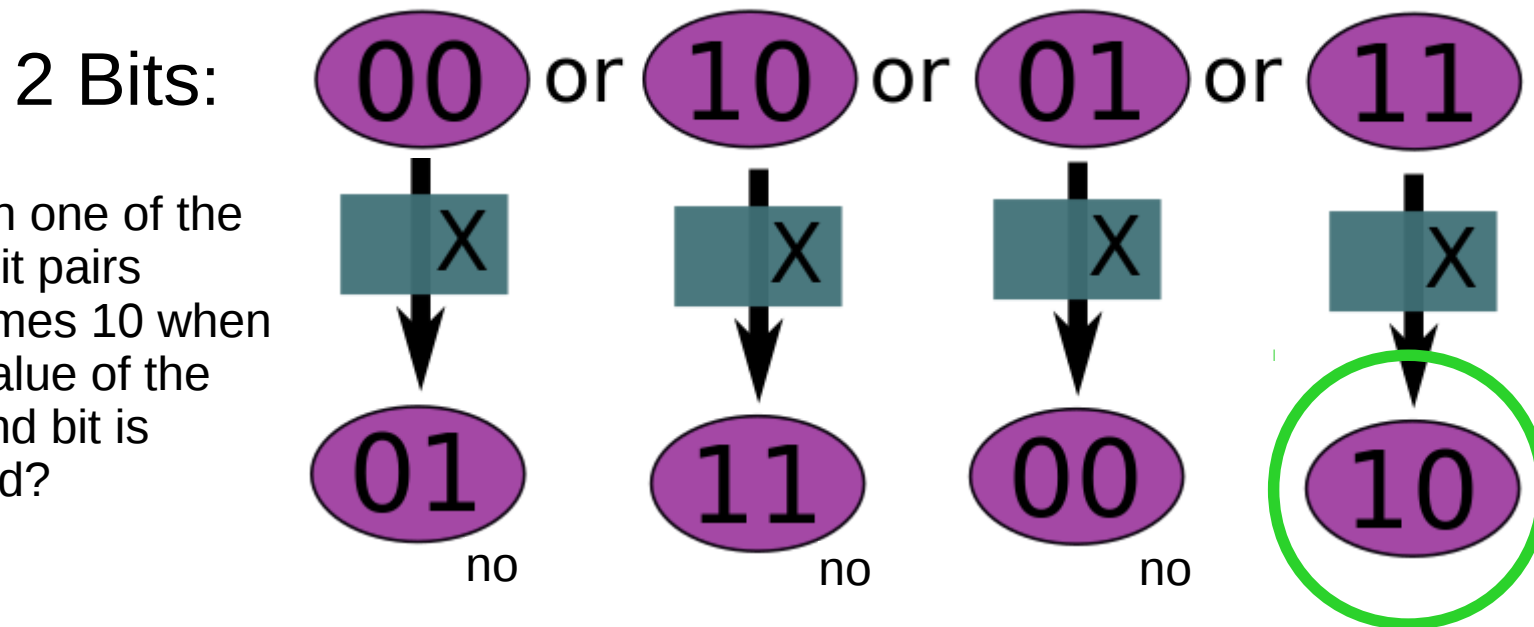
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Credit: Delft University of Technology

Quantum parallelism

- Consider first a pair of ordinary bits



Quantum parallelism

- Consider then a pair of qubits in a superposition state

2 Qubits: c_1 **00** + c_2 **10** + c_3 **01** + c_4 **11**

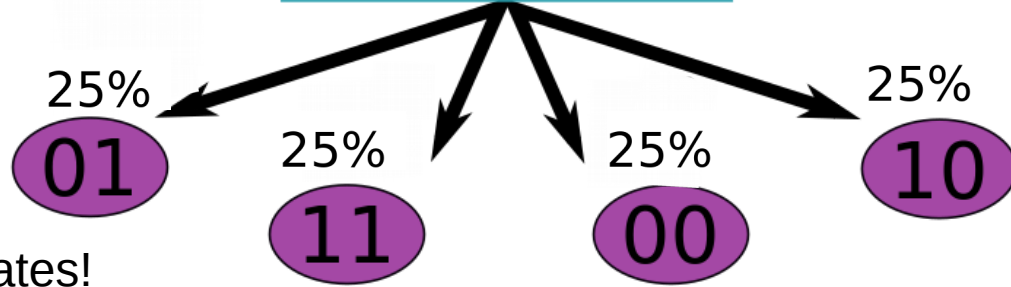
Which one of the two-bit pairs becomes 10 when the second bit is flipped?



Single operation acts on all bit-pairs at once!

c_1 **01** + c_2 **11** + c_3 **00** + c_4 **10**

measurement



- 2 qubits: 4 simultaneous states
- 3 qubits: 8 simultaneous states
- 4 qubits: 16 simultaneous states
- ⋮
- ⋮
- ⋮
- 300 qubits: 10^{90} simultaneous states!

Interference

Hadamard gate

0	\xrightarrow{H}	$\frac{1}{\sqrt{2}}$	0	$+$	$\frac{1}{\sqrt{2}}$	1
1	\xrightarrow{H}	$\frac{1}{\sqrt{2}}$	0	$-$	$\frac{1}{\sqrt{2}}$	1



$\downarrow H$, creates a superposition

$$\frac{1}{\sqrt{2}} \text{0} + \frac{1}{\sqrt{2}} \text{1}$$

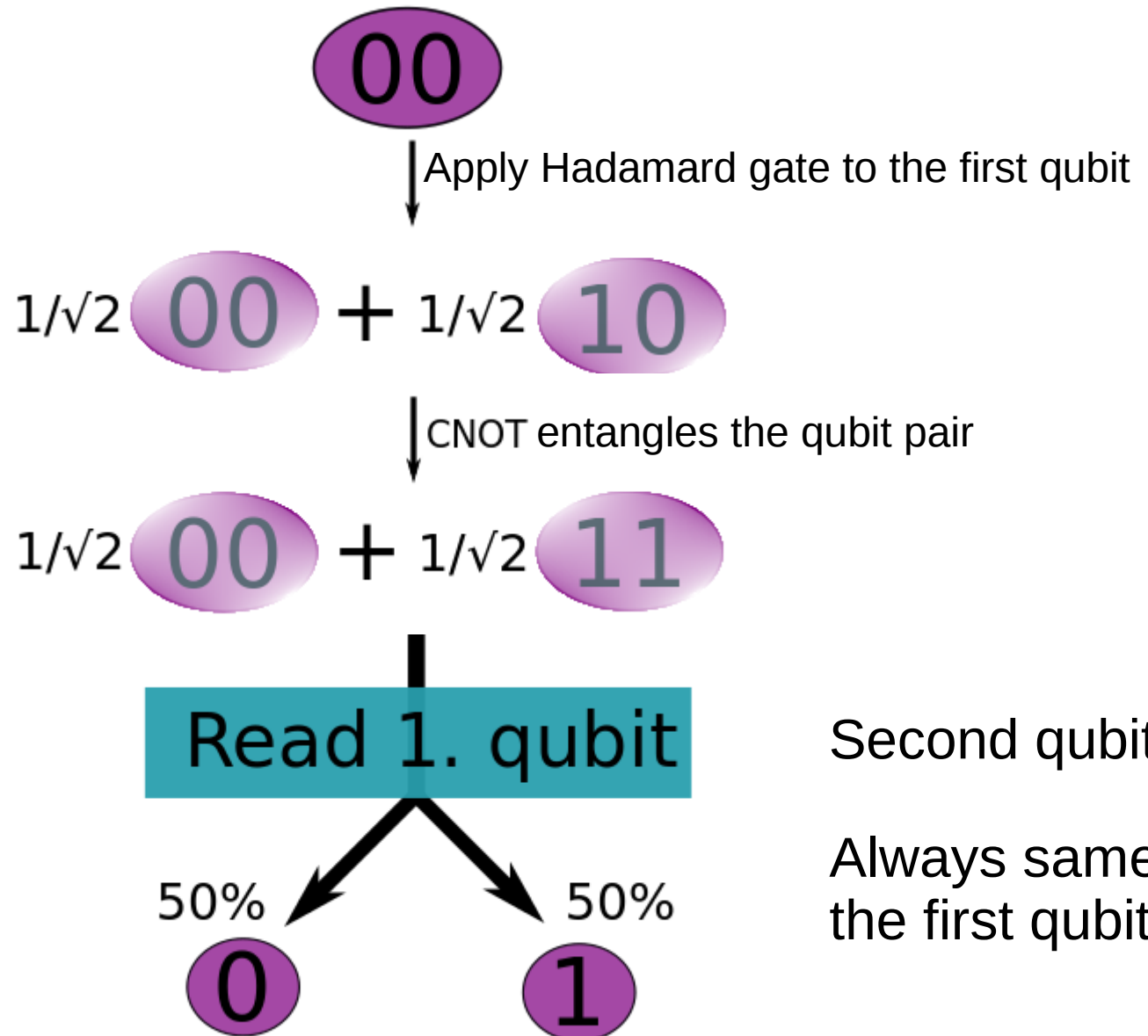
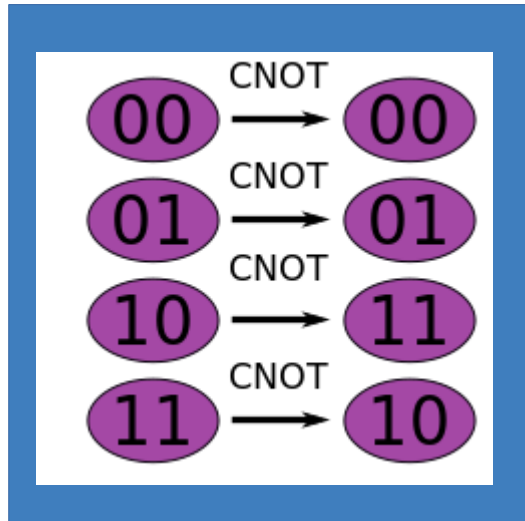
$\swarrow H$ $\searrow H$

$$\frac{1}{2} \text{0} + \cancel{\frac{1}{2} \text{1}} + \frac{1}{2} \text{0} - \cancel{\frac{1}{2} \text{1}}$$

$$= \text{0}$$

Entanglement

Controlled-NOT gate



Second qubit?

Always same as the first qubit!

Quantum supremacy

- Problems that are too time consuming for classical computers can be solved by quantum algorithms
 - Search of huge databases
 - Factoring large numbers (cryptography)
 - Complicated optimization problems
 - Simulation of complicated systems

Quantum drawbacks

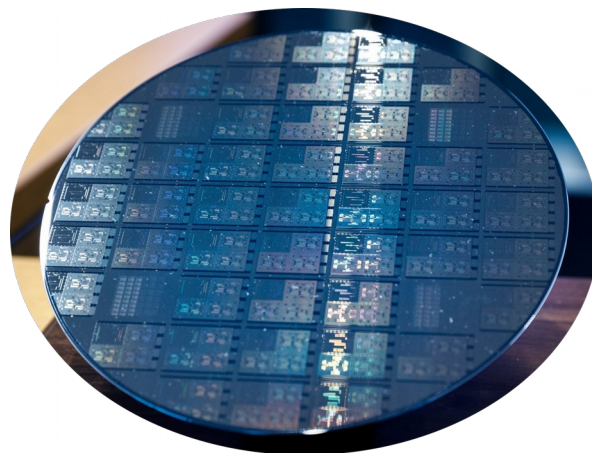
- The qubits are extremely sensitive to outside disturbances: air molecules, thermal energy, vibrations and electromagnetic fields can alter their value
 - quantum processors must be kept in a vacuum near absolute zero degrees and be protected from electromagnetic fields
- Even completely shielded qubits can suffer erroneous bit-flips due to intrinsic quantum fluctuations
- Furthermore, the outside disturbances will completely destroy the superposition within millisecond
 - any calculations have to be performed before that



Credit: Bluefors

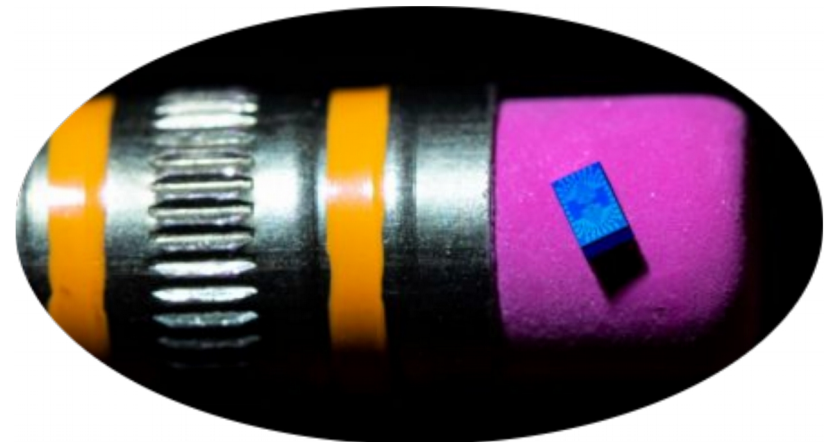
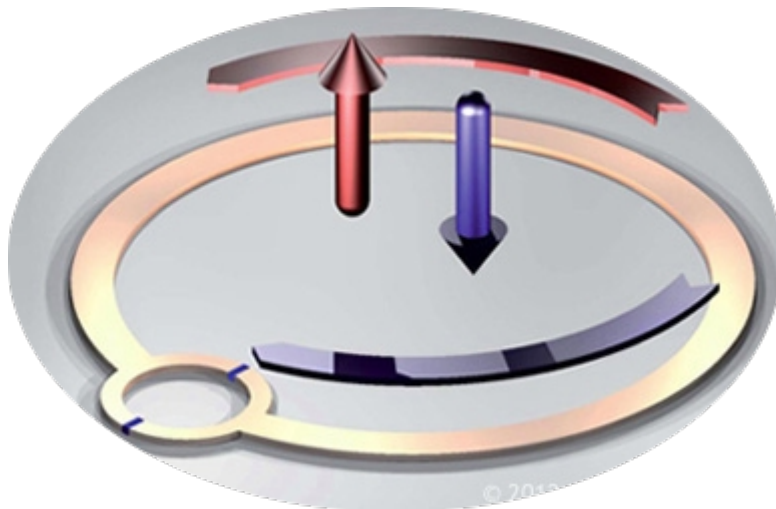
Dealing with errors

- The real manufactured qubits are far from the ideal reliable logical qubit
- Error-correction can be done by spreading the information of a single logical qubit to multiple entangled physical qubits
- With the current error rates, hundreds or thousands of physical qubits are needed to represent one fault-tolerant logical qubit



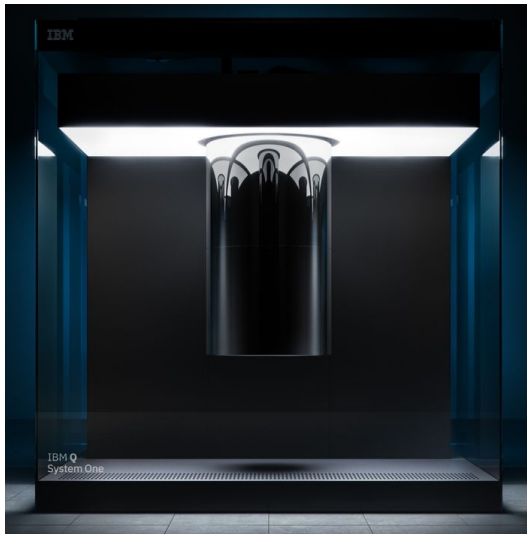
The physical qubit

- In principle any two-level quantum system can be a qubit
- Good qubit should be scalable, have a good inter-qubit connectivity, respond to manipulation, resistant to disturbances and capable of maintaining a superposition state long enough
- Most promising candidates seem to be superconducting loops and quantum dots



Current situation

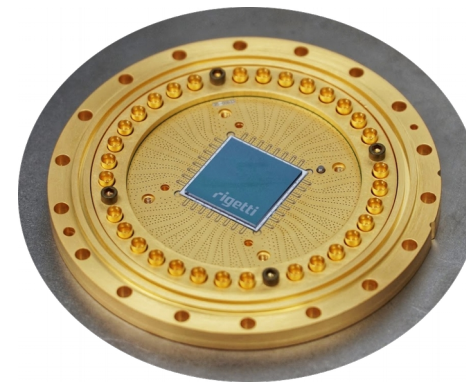
- Noisy Intermediate Scale Quantum (NISQ) Era
 - All current machines are at a proof-of-concept level, no real advantage over classical supercomputers yet
- Companies are giving access to their quantum system to benefit from crowdsourcing and to offer practice in quantum programming



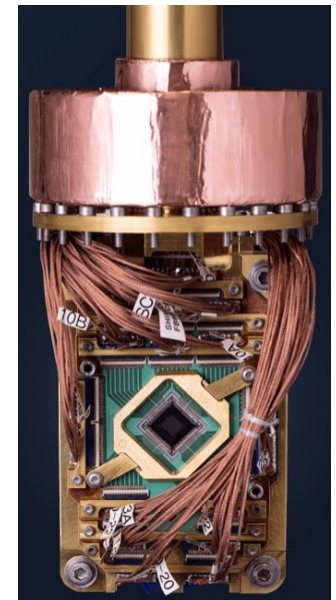
IBM: 50 qubits



Google: 72 qubits



Rigetti Computing: 128 qubits



D-Wave Systems: 2048* qubits

Quantum advantage

- Quantum advantage i.e. speed gain over classical computers is to be expected soon in specific problems
 - Simulation of particles and molecules → drug development, material science
 - Optimization problems → traffic, finances, robotics
 - Improving machine learning → less data needed to reach same confidence levels
- Most effective initial applications probably hybrids of classical and quantum computing

Main points

- The power of quantum computing comes from three quantum mechanical phenomena: **superposition**, **interference** and **entanglement**, that can be utilized in computing by using a two-level quantum system to encode the binary information
- Fabricating a reliable qubit is really hard because of how sensitive they are to outside influences. Many extra qubits are needed to the required error correction
- Currently quantum computers are at a proof-of-concept level, where the qubits are too few and too error-prone to outperform classical supercomputers
- Quantum advantage could be reached in few years and quantum supremacy in few decades(?)



Thank you!

Second webinar on quantum computing in
24.5.2019. Topic:
Quantum computing by a Quantum Annealer



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