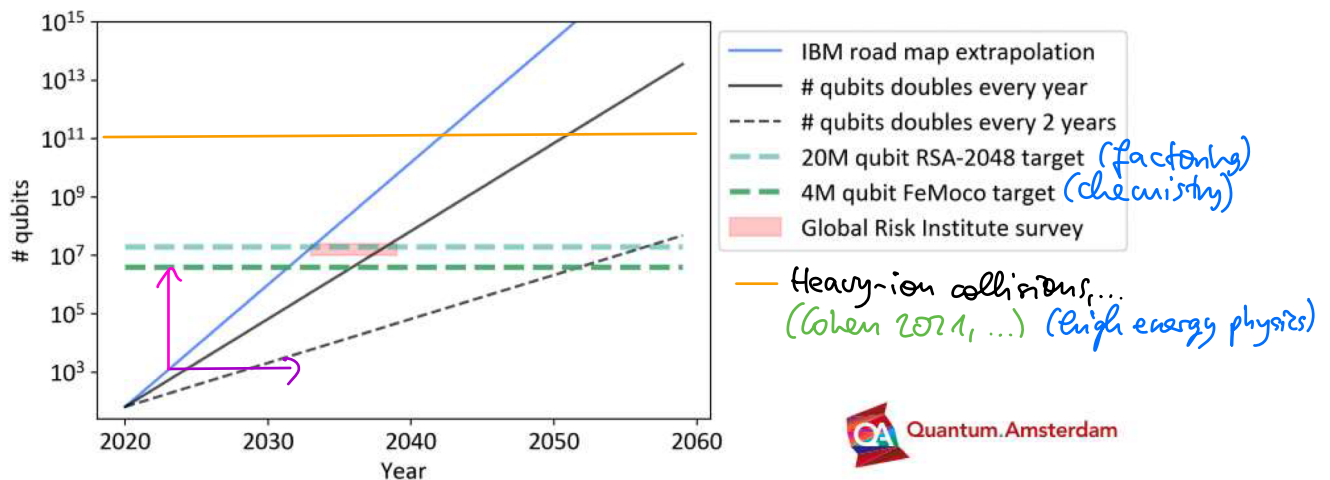


# Quantum Computing (QC)

## 1 Introduction

### 1.1 Past, present, future of QC

- 1980-82: Concept of QC (Benioff, Feynman, Manin,...)
- 1985-93: First quantum algorithms (Deutsch,...) (see Thu.)
- 1994: Quantum algorithm for factoring (Shor)
- ⋮
- 2019-...: "Quantum supremacy" (Arute et al., Zhong et al,...)
  - ⇒ exponential speedup of artificial computations, e.g.  
quantum: 200s vs. classical: 10,000 y (Arute et al.)
  - ⇒ partially refuted: "closing the quantum supremacy gap",  
classical: 2.5d (2019) → 304s (2021) (Yong et al.)
- State-of-the-art: **Noisy Intermediate-Scale Quantum** era
- Rough sketch of the future:



- biggest challenge: quantum error correction (QEC) (see Thu.)
  - ⇒ need  $\underline{O(10^3-10^4)}$  qubits to encode one QEEd qubit
  - ⇒ still many years away from useful QC applications

## 1.2 Basics of QC

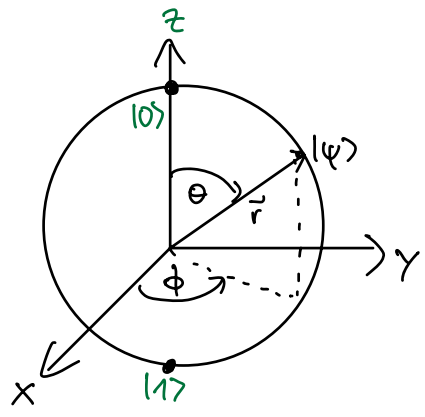
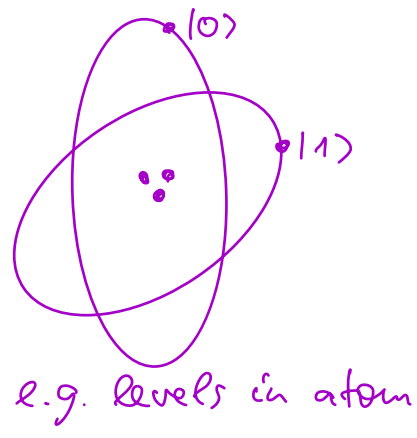
### 1.2.1 Qubits

- Classical computer: bit takes values 0 or 1
- Quantum computer: qubit is 2-dim. quantum state:
  - ⇒  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$  ⇒ superposition
  - ⇒ basis states:  $|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$ ,  $|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$  ⇒ "computational basis" = "z basis"
  - ⇒ coefficients:  $\alpha, \beta \in \mathbb{C}$ ,  $|\alpha|^2 + |\beta|^2 = 1$
  - ⇒ infinitely many possible states

- Bloch sphere representation:

$$\Rightarrow |\psi\rangle = \cos\left(\frac{\theta}{2}\right)|0\rangle + e^{i\phi}\sin\left(\frac{\theta}{2}\right)|1\rangle$$

$$\Rightarrow \text{Bloch vector: } \vec{r} = \begin{pmatrix} \sin\theta \cos\phi \\ \sin\theta \sin\phi \\ \cos\theta \end{pmatrix}$$



## 1.2.2 Quantum gates

- Classical gates: e.g. NOT

$$\begin{array}{l} 0 \xrightarrow{\text{NOT}} 1 \\ 1 \xrightarrow{\text{NOT}} 0 \end{array}$$

- Quantum gates: represented by unitary matrices

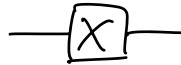



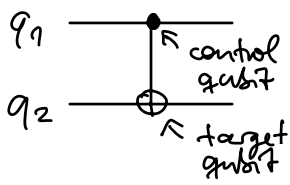
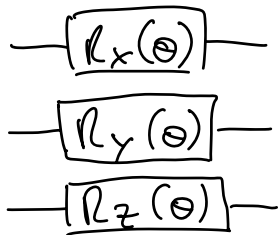
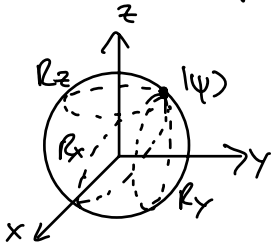
$$\Rightarrow \text{e.g. } |\psi\rangle = \alpha|0\rangle + \beta|1\rangle \xrightarrow{\text{NOT}} |\psi'\rangle = \alpha|1\rangle + \beta|0\rangle$$

- Matrix representation: e.g. NOT  $\equiv \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = X$  (Pauli  $\sigma_x$ )

$$\Rightarrow |\psi\rangle \xrightarrow{\text{NOT}} |\psi'\rangle = X|\psi\rangle = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \begin{pmatrix} \beta \\ \alpha \end{pmatrix}$$

$$\Rightarrow \text{unitary: } X^\dagger X = X X = 1$$

- Common gates:

Name	Circuit rep.	Matrix rep.	Acting on qubit
X		$\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$	$ 0\rangle \rightarrow  1\rangle,  1\rangle \rightarrow  0\rangle$
Y		$\begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}$	$ 0\rangle \rightarrow -i 1\rangle,  1\rangle \rightarrow i 0\rangle$
Z		$\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$	$ 0\rangle \rightarrow  0\rangle,  1\rangle \rightarrow - 1\rangle$
Hadamard $\Rightarrow$ superposition		$\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$	$ 0\rangle \rightarrow \frac{1}{\sqrt{2}}( 0\rangle +  1\rangle)$ $ 1\rangle \rightarrow \frac{1}{\sqrt{2}}( 0\rangle -  1\rangle)$
CNOT $\Rightarrow$ entanglement		$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$ $X$	$ 00\rangle \rightarrow  00\rangle$ $ 01\rangle \rightarrow  01\rangle$ $ 10\rangle \rightarrow  11\rangle$ $ 11\rangle \rightarrow  10\rangle$ $\uparrow$ changes iff control is in state $ 1\rangle$ unchanged = "control" = "target"
$R_x(\theta)$ $R_y(\theta)$ $R_z(\theta)$		$\exp(-i \frac{\theta}{2} X)$ $\exp(-i \frac{\theta}{2} Y)$ $\exp(-i \frac{\theta}{2} Z)$	

⇒ rotation | | |

⇒ crucial for physics & chemistry applications (see Fri.)

- Remark:  $N$ -qubit gates act on  $N$  qubits

⇒  $N$  qubits can be in superposition of  $2^N$  basis states

⇒ QC efficiently encodes exponentially large Hilbert space

### 1.2.3 Quantum circuits

- Three stages of gate-based quantum computations:

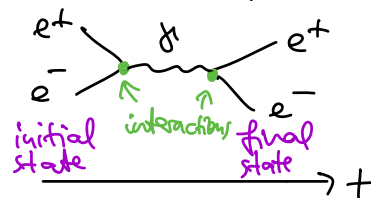
(i) Initialization of all  $N$  qubits in  $|0\rangle$  state

(ii) Unitary transformations = quantum gates

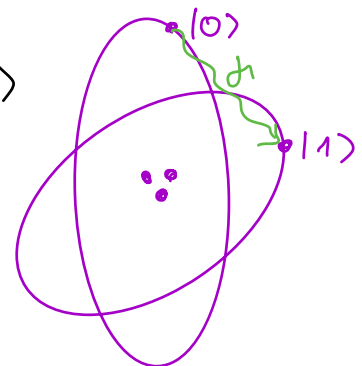
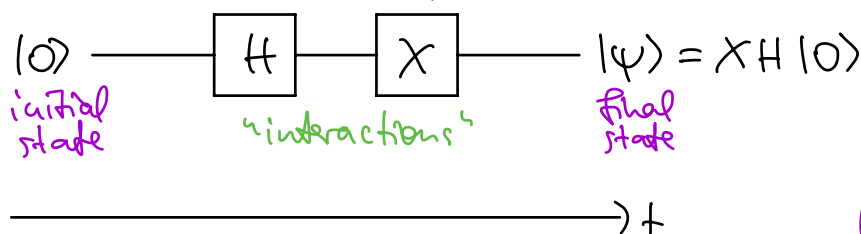
(iii) Measurement of all or some qubits

- Quantum circuit diagram:

⇒ useful tool to visualize quantum computations, like Feynman diagrams:

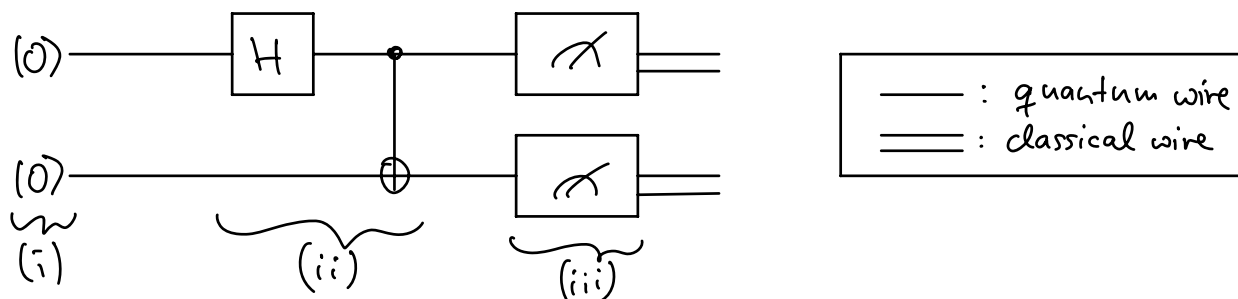


⇒ one-qubit example:



e.g. levels in atom  
manipulate them by  
e.g. laser light

- Two-qubit example with measurement:



(i) tensor product:  $|0\rangle \otimes |0\rangle \equiv |00\rangle$

(ii) matrix product:  $|00\rangle \xrightarrow{H} \frac{1}{\sqrt{2}} (|00\rangle + |10\rangle)$

$\xrightarrow{\text{CNOT}} \frac{1}{\sqrt{2}} (|00\rangle + |11\rangle) \equiv |\psi\rangle$

(iii)  $\square$  : projective measurement in computational basis

$\Rightarrow$  probability  $p_{0,1}$  of measuring  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$  in

state  $|0\rangle, |1\rangle$ :  $p_0 \equiv \langle \psi | M_0 | \psi \rangle = \langle \psi | 0 \rangle \langle 0 | \psi \rangle = |\alpha|^2$

$p_1 \equiv \langle \psi | M_1 | \psi \rangle = \langle \psi | 1 \rangle \langle 1 | \psi \rangle = |\beta|^2$

$\Rightarrow M_{0,1}$  : measurement operators = orthogonal projectors

$\Rightarrow$  Example:  $p_{00} \equiv p(|00\rangle) = \frac{1}{2}$ ,  $p_{11} \equiv p(|11\rangle) = \frac{1}{2}$

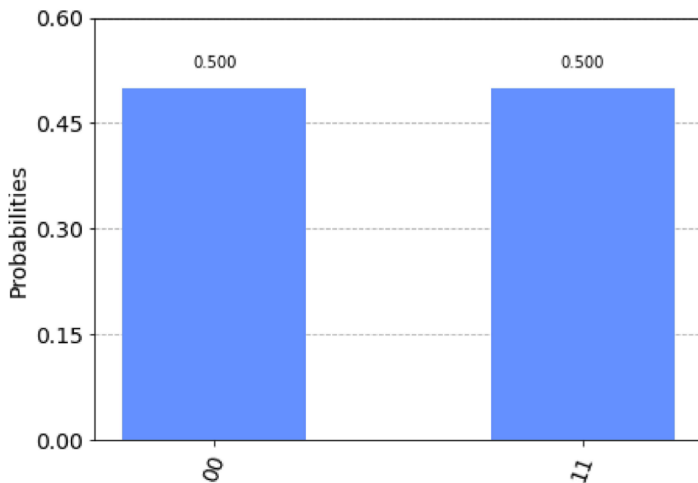
$\Rightarrow$  Bell state: if we measure one qubit, we know state of the other qubit

$\Rightarrow$  Entanglement: key ingredient of quantum parallelism (see Thu.)

## 2 Quantum errors

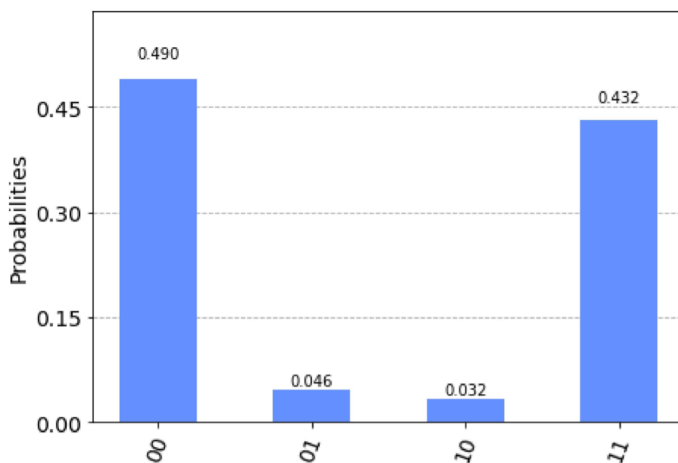
### 2.1 Example: Bell state

- Classical simulation of noise-free QC:



(see "Quantum Programming Tutorial 1: Bell State" by "Full-Stack Quantum Computation" website)

- Quantum simulation, e.g. on IBM-Q's "Melbourne" device



$\Rightarrow \Theta(10^{-2})$  errors, but old data (2020, see website above)

$\Rightarrow$  current typical error rates:  $\Theta(10^{-3})$  (Acharya et al. 2408.13687)

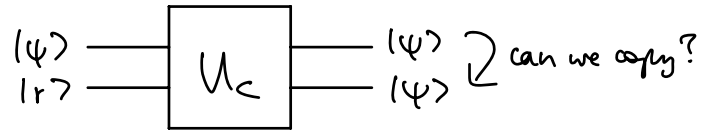
### 2.2 Quantum error correction (QEC)

- Classically: can copy arbitrary bits

⇒ simple error correction

⇒ e.g. repetition code

- Quantum version?



- Aim: find  $U_C$  to copy arbitrary state  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$

- First: copy basis states ✓

$$U_C |0\rangle \otimes |r\rangle \rightarrow |0\rangle \otimes |0\rangle \quad \xrightarrow{\text{for } |r\rangle = |0\rangle} \begin{array}{c} |0\rangle - \bullet - |0\rangle \\ |0\rangle - \oplus - |0\rangle \end{array}$$

$$U_C |1\rangle \otimes |r\rangle \rightarrow |1\rangle \otimes |1\rangle \quad \xrightarrow{\text{for } |r\rangle = |0\rangle} \begin{array}{c} |1\rangle - \bullet - |1\rangle \\ |0\rangle - \oplus - |1\rangle \end{array}$$

- Next: try to copy arbitrary state *Why?*

$$\begin{aligned} U_C (|\psi\rangle \otimes |r\rangle) &= U_C (\alpha|0\rangle + \beta|1\rangle) \otimes |r\rangle \\ &= U_C (\alpha|0\rangle \otimes |r\rangle + \beta|1\rangle \otimes |r\rangle) \\ &= \alpha|0\rangle \otimes |0\rangle + \beta|1\rangle \otimes |1\rangle \\ &\neq |\psi\rangle \otimes |\psi\rangle \end{aligned}$$

- A quantum state cannot be copied with perfect fidelity

⇒ "no-cloning theorem" (proof: Wootters, Zurek, Nature 299, 802 (1982))

⇒ no simple QEC!

- QEC requires

(i) additional qubits

(ii) noise below certain threshold

- Many QEC "codes": Shor's code, GKP code, ...

⇒ example: surface code requires

(i)  $\Theta(10^4)$  additional qubits per logical qubit

(ii) for physical error rate of  $p \leq 10^{-5}$

(see e.g. Campbell et al., 1612.07330)

- Near-future "compromise": quantum error mitigation

⇒ example: zero-noise extrapolation for Schwinger model

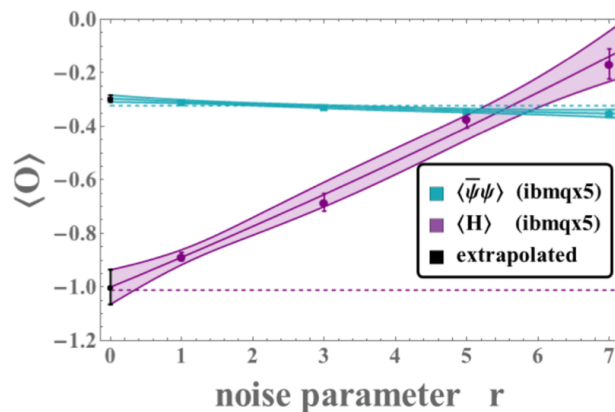


FIG. 2. The  $H_{\mathbf{k}=0,+}^{\tilde{\Lambda}=3}$  ground state energy and chiral condensate (purple, blue extrapolated to -1.000(65) and -0.296(13), respectively) expectation values as a function of  $r$ , the noise parameter.  $r - 1$  is the number of additional CNOT gates inserted at each location of a CNOT gate in the original VQE circuit. (1200 IBM allocation units and  $\sim 6.4$  QPU-s)

(Klee et al., 1803.03326) (algorithm: see Fri.)

## 3 Quantum algorithms

### 3.1 Deutsch algorithm

- Simple algorithm that demonstrates concept of quantum parallelism ⇒ inspiration for Shor's algorithm
- Goal: Given a black-box function  $f: \{0,1\} \rightarrow \{0,1\}$ , find out if  $f(0) = f(1)$  ⇒ constant  $(1 \in) \rightarrow (1 \in)$



or  $f(0) \neq f(1) \Rightarrow$  balanced  $(1 \notin) \rightarrow (\text{smiley})$

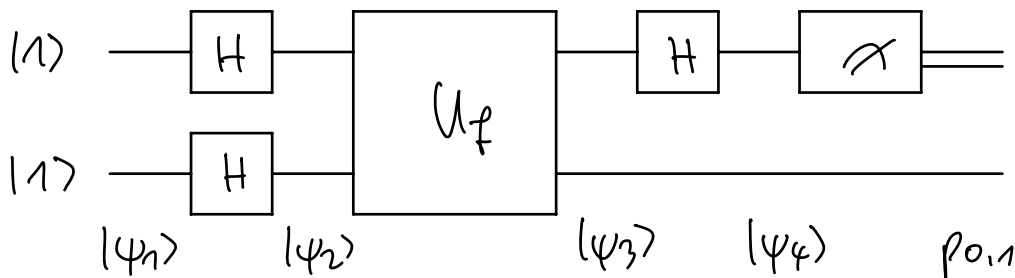
- Generalization:  $f: \{0,1\}^n \rightarrow \{0,1\} \Rightarrow$  "Deutsch-Jozsa"

### 3.1.1 Quantum circuit

- Define unitary gate:  $U_f |x, y\rangle \equiv |x, y \oplus f(x)\rangle,$

where  $|x, y\rangle \equiv |x\rangle \otimes |y\rangle \equiv |xy\rangle$  and  $1 \oplus 1 = 0$   
addition modulo 2

$\Rightarrow U_f$  is black box function called "quantum oracle"



-  $|\psi_1\rangle = |1\rangle \otimes |1\rangle$

-  $|\psi_2\rangle = (H \otimes H) |\psi_1\rangle$

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

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

$\Rightarrow$  superposition

-  $|\psi_3\rangle = U_f |\psi_2\rangle$

$= \frac{1}{2} (|0\rangle \otimes |f(0)\rangle - |1\rangle \otimes |f(1)\rangle$

$- |0\rangle \otimes |1 \oplus f(0)\rangle + |1\rangle \otimes |1 \oplus f(1)\rangle)$

- Two cases:

	$f(0) = f(1)$	$f(0) = 1 \oplus f(1) \neq f(1)$
$ \psi_3\rangle$	$\frac{1}{\sqrt{2}} ( 0\rangle -  1\rangle)$ $\otimes \frac{1}{\sqrt{2}} ( f(0)\rangle -  1 \oplus f(0)\rangle)$	$\frac{1}{\sqrt{2}} ( 0\rangle +  1\rangle)$ $\otimes \frac{1}{\sqrt{2}} ( f(0)\rangle -  1 \oplus f(0)\rangle)$
$ \psi_4\rangle \otimes$	$ 1\rangle$ $\otimes \dots$	$ 0\rangle$ $\otimes \dots$
$p_0$	0	1
$p_1$	1	0

### 3.1.2 Quantum parallelism

- with a single measurement of the first qubit in the state  $|\psi_4\rangle$ , we find out if  $(1 \oplus) \rightarrow (1 \oplus)$  or  $(1 \oplus) \rightarrow (\text{smiley})$
- 1 instead of 2 function calls, only 1 application of  $U_f$   
 $\Rightarrow$  "quantum parallelism"
- Note: quantum parallelism alone yields no advantage  
 $\Rightarrow$  interference:  $H(|0\rangle \mp |1\rangle) = \frac{1}{\sqrt{2}} [(|0\rangle + |1\rangle) \mp (|0\rangle - |1\rangle)]$
- without interference: QC can enable parallel computation but either no useful output or sequential measurement

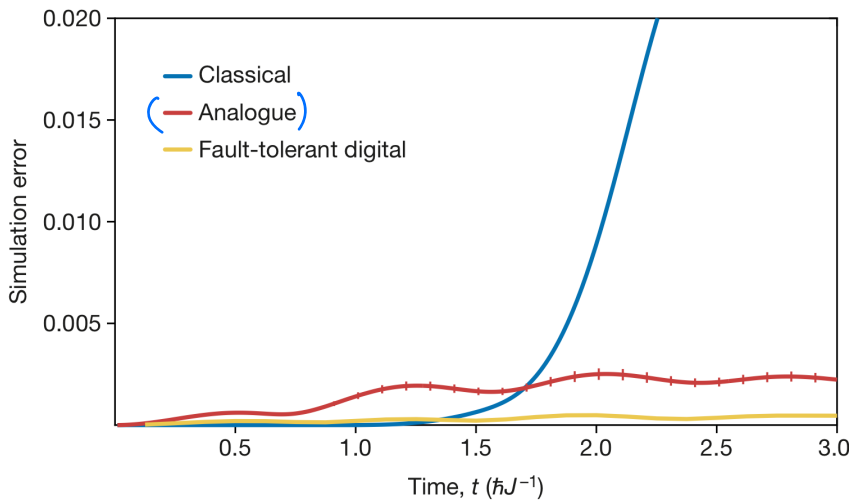
## 3.2 Quantum simulation of quantum systems

- Motivation: "curse of dimensionality" (see wed.)

⇒ state space grows exponentially with system size

### 3.2.1 Time evolution

#### Perspective



**Fig. 2 | Quantum advantage of quantum simulators over classical simulation.** A future fault-tolerant digital quantum simulation will be able to

(Daley et al., Nature 607, 667 (2022))

- Schrödinger equation:  $i\hbar \frac{d}{dt} |\psi\rangle = H|\psi\rangle$ ,  $t=1$

- Time evolution:  $|\psi(t)\rangle = e^{-iHt} |\psi(0)\rangle$

⇒ problem:  $H$  is large!

- Solution: For most quantum systems,  $H$  can be written as sum over local interactions:  $H = \sum_a H_a$

⇒ example: Ising model,  $H = -\sum_i (J_i z_i z_{i+1} + h_i X_i)$

- Trotter formula: for  $H = A + B$

$$e^{-iHt} = e^{-i(A+B)t} = \lim_{n \rightarrow \infty} \left( e^{-iA t/n} \underbrace{e^{-iB t/n}} \right)^n$$

- Discretized time evolution: approximate  $e^{-iHt}$  using  $n$  time steps  $\delta t = \frac{t}{n}$  ("Trotter steps"), exact for  $n \rightarrow \infty$

$\Rightarrow$  example:  $SU(3)$  lattice gauge theory in 1+1D:

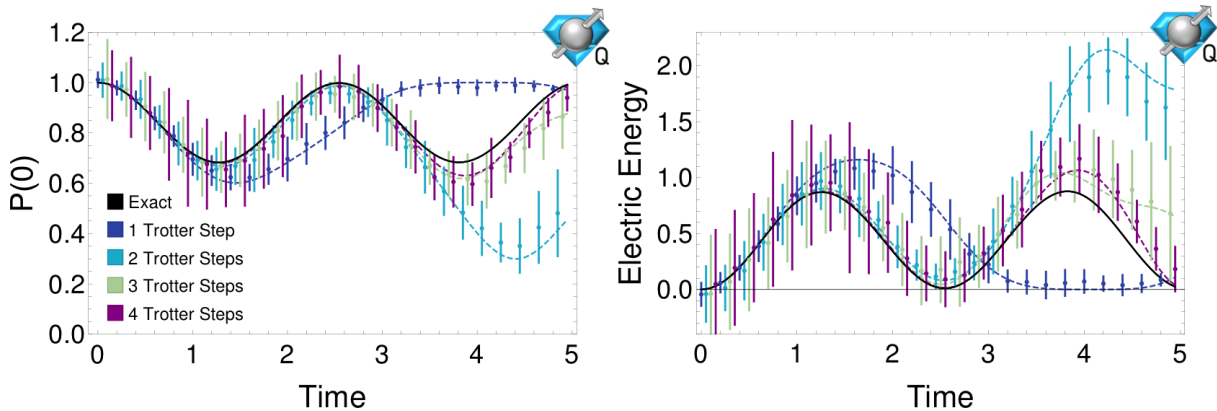


FIG. 6. The (trivial-) vacuum-to-vacuum persistence probability  $|\langle 00 | \hat{U}(t) | 00 \rangle|^2$  (left panel) and the energy in the electric field (right panel) of the one-plaquette system derived from the Hamiltonian given in Eq. (14) for color irreps  $1, \mathbf{3}, \bar{\mathbf{3}}, \mathbf{8}$ . Dashed lines correspond to the exact results for 2nd-order Trotterization given in Eq. (20) with  $\Delta t = t, t/2, t/3, t/4, 0$ . Points correspond to quadratic extrapolations of results obtained from IBM's Athens quantum processor, with systematic and statistical uncertainties combined in quadrature.

(Chiavarella et al., 2101.10227)

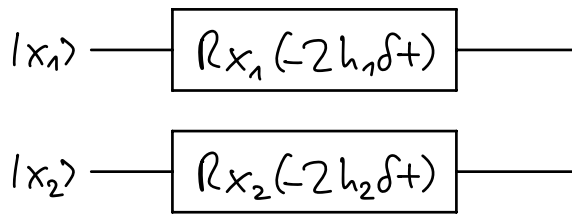
- Quantum circuit: map discrete time evolution steps to gates

$\Rightarrow$  e.g. Ising model:  $B_i = -h_i X_i \Rightarrow e^{-iB_i \delta t} = e^{+ih_i X_i \delta t}$

$\Rightarrow$  corresponds to rotation:  $R_{X_i}(\theta_i) = e^{-i\frac{\theta_i}{2} X_i}$  for  $\theta_i = -2h_i \delta t$

$\Rightarrow$  quantum circuit:

(see wed.)



$$|x_n\rangle \text{ --- } \boxed{R_x(-2h_n\delta t)} \text{ ---}$$

- Map spins to qubits: identify spin  $i$  with qubit  $i$   
 $\Rightarrow |x_i\rangle, x_i \in \{0, 1\} \Rightarrow |0\rangle \rightarrow |\downarrow\rangle, |1\rangle \rightarrow |\uparrow\rangle$

### 3.2.2 Computing ground and excited states

- So far, discussed time evolution of  $|\psi(t)\rangle = e^{-iHt} |\psi(0)\rangle$ , but not how to prepare state  $|\psi(0)\rangle$
- In many physics and chemistry applications, aim to compute and lower excited states of quantum systems
- Limitation of classical algorithms?  
 $\Rightarrow$  e.g. Lattice QCD: sign problem (no  $\theta$ -term, baryon asymm.)  
 $\Rightarrow$  e.g. tensor networks: no highly entangled states
- Quantum algorithms? One possibility: variational approach
- Variational Quantum Eigensolver (VQE): originally developed for quantum chemistry (Peruzzo et al., 1304.3061)
- Goal: minimize energy  $E$  (often called cost function  $C$ )  

$$C(\vec{\theta}_i) = E(\vec{\theta}_i) = \langle \psi(\vec{\theta}_i) | H | \psi(\vec{\theta}_i) \rangle$$
for given Hamiltonian  $H$  and set of parameters  $\vec{\theta}_i$
- Method: hybrid quantum-classical algorithm:  
(i) realize  $|\psi(\vec{\theta}_i)\rangle$  by parametric quantum circuit,

e.g.  $|\psi(\vec{\theta}_i)\rangle =$

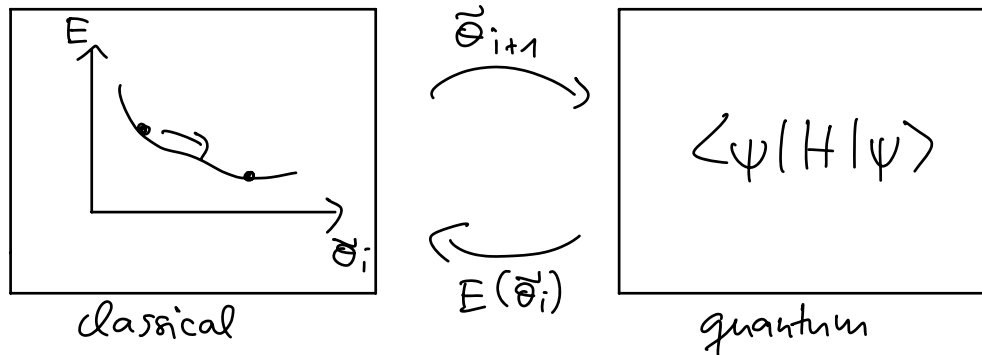
(ii) measure  $E(\vec{\theta}_i)$  on QC

(iii) use classical non-linear optimizer (e.g. Nelder-Mead) to find new parameters  $\vec{\theta}_{i+1}$  that decrease  $E$

$\Rightarrow$  or use machine learning (Kim et al., 2406.06150)

(iv) iterate until converging to ground state

$\Rightarrow$  quantum-classical feedback loop



$\Rightarrow$  "quantum coprocessor unit" (QPU)

for classically hard part of computation

- Examples: VQE for

- 1+1D Schwinger model (see Thn.)

- 1+1D  $SU(2)$  "proton" mass



- Problems of VQE:
  - local minima
  - barren plateaus
  - ...

(Anschuetz, Kiani, 2205.05786)

- Review on QC for lattice field theory
 

(Funcke et al., 2302.00467)

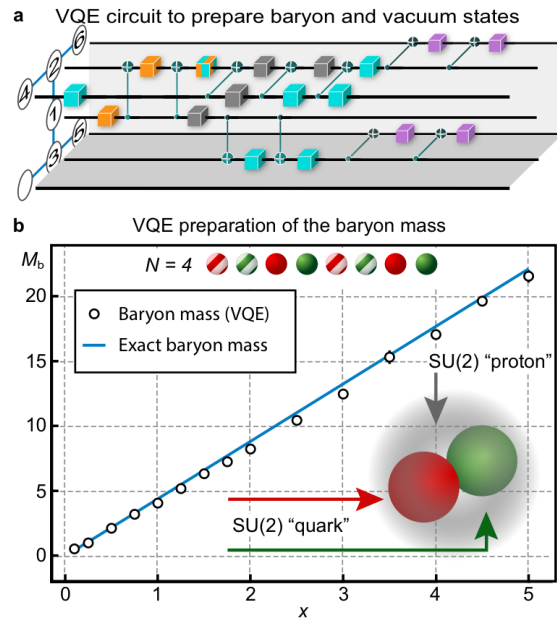


FIG. 2. VQE calculation of a baryon. We variationally...  
(Atas et al., 2102.08920)