

Quantum Computation and Communication

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- OED

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I think I can safely say that nobody understands quantum mechanics

- Richard Feynman, in The Character of Physical Law (1965)

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- ▶ Under the Copenhagen Interpretation, quantum mechanics allows us to compute the probability of obtaining a given result from a given measurement
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- ▶ We cannot say for certain which of these states the system is in, until we measure it
- ▶ These properties yield some interesting possibilities for computation and communication

Some conventions:

- ▶ $|a\rangle$ - Quantum state a
- ▶ $\langle a| = (|a\rangle)^*$ - Complex conjugate of state a
- ▶ $|\psi\rangle = \alpha |a\rangle + \beta |b\rangle + \gamma |c\rangle$

State ψ , which can be measured to be a with probability $|\alpha|^2$,
 b with probability $|\beta|^2$ or c with probability $|\gamma|^2$

Once measured, we get $|\psi\rangle = |a\rangle$ **or** $|\psi\rangle = |b\rangle$ **or** $|\psi\rangle = |c\rangle$

- ▶ $\langle a | \psi \rangle$ - The probability of measuring ψ to be in state a
 $\langle a | a \rangle = 1$, $\langle b | a \rangle = 0$, $\langle a | \psi \rangle = |\alpha|^2$
- ▶ $|a\rangle |b\rangle = |ab\rangle$

I intend to avoid getting too mathematical, but using this notation is much more convenient than lengthy descriptions.

For the computational side of things, we need a couple more definitions:

- ▶ $|0\rangle$ - Can be represented as a vector $\begin{pmatrix} 1 \\ 0 \end{pmatrix}$
- ▶ $|1\rangle$ - Can be represented as $\begin{pmatrix} 0 \\ 1 \end{pmatrix}$
- ▶ $|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$ unless otherwise stated
Can be represented as $\begin{pmatrix} \alpha \\ \beta \end{pmatrix}$

$|\psi\rangle$ is a qubit, or quantum bit.

In order to maintain a valid quantum state, we have to impose $|\alpha|^2 + |\beta|^2 = 1$.

This ensures that the maths works out correctly and provides us with sensible probabilities

(This applies to quantum mechanics generally, not just quantum computing)

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- ▶ We can work on multiple values at once by abusing the superposition
- ▶ Qubits also have phase information associated with them

Quantum Circuits

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- ▶ A property called “Universality” states that any complex gate can be approximated using a small number of simple, single qubit gates and controlled NOT (CNOT) gates
- ▶ A CNOT gate has 2 inputs - *data* and *control*
- ▶ If the *control* qubit is $|1\rangle$ then the output is NOT *data*

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 - ▶ Reasonably simple to read results
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There are a few methods that have been tested:

- ▶ Trapped ions
 - ▶ Hard to prepare
 - ▶ Tricky to interact multiple qubits
 - ▶ Reasonably simple to read results
- ▶ Nuclear Magnetic Resonance
 - ▶ Very low signal to noise ratio
 - ▶ Very difficult to prepare an initial state
 - ▶ Easier for qubits to interact (compared to ion traps)
 - ▶ Has been used to factorise numbers

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 - ▶ Easy to encode and prepare states (polarisation)
 - ▶ Most single qubit gates created from phase shifters and beam splitters
 - ▶ CNOT gates are created using Kerr materials
 - ▶ The downside is that these materials have only a weak effect or are very absorbant
- ▶ Quantum Dots
- ▶ Diamonds

Fast searches

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- ▶ Take an unsorted database of N items $\{|x\rangle\}$
- ▶ Each entry consists of multiple qubits - e.g $|00110101010010\rangle$
- ▶ The entry contains multiple fields, we're looking for a match in one of those fields - e.g $|0011xxxxxxxx\rangle$

- ▶ Start with a state is a superposition of the whole database:

$$|s\rangle = \frac{1}{\sqrt{N}} \sum_{i=0}^N |x_i\rangle$$

- ▶ Check if it matches what we're searching for - the gate for this returns -1 if the entry matches, and 1 otherwise
 $O = 1 - 2|\omega\rangle\langle\omega|$
- ▶ Apply a quantum gate $U = 2|s\rangle\langle s| - 1$
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- ▶ $UO|s\rangle = (2|s\rangle\langle s| - 1)(1 - 2|\omega\rangle\langle\omega|)|s\rangle$

- ▶ $UO|s\rangle = (2|s\rangle\langle s|s\rangle + 2|\omega\rangle\langle\omega|s\rangle - |s\rangle - 4|s\rangle\langle s|\omega\rangle\langle\omega|s\rangle)$

- ▶ $UO|s\rangle = \frac{2}{\sqrt{N}}|\omega\rangle + \left(1 - \frac{4}{N}\right)|s\rangle$

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- ▶ \sqrt{N} iterations gives us the best chance of measuring the right result
- ▶ But as we can easily check for the right result, we can run the search again in the rare case that we get the wrong result
- ▶ The probability of measuring the wrong answer decreases as the size of the database increases

So we now have an $O(\sqrt{N})$ algorithm for an unsorted database

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 - ▶ Brute force - encrypt every possible message using the public key until you find a match
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- ▶ Factorising large numbers takes classical computers a long time!

Shor's Algorithm

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- ▶ $f(x) = a^x \pmod N$
- ▶ $a < N$ and $\gcd(a, N) = 1$
- ▶ Use a quantum Fourier Transform to find the period r of f
- ▶ The two prime factors of N are then given by $\gcd(a^{r/2} \pm 1, N)$
- ▶ This runs in $O((\log N)^3)$, rather than the exponential time required classically

Any questions?

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