

Quantum computation

Introduction

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Quantum Information & Communication

Outline

1 Classical computation

- Algorithms and circuits
- Reversible computation

2 Quantum computation

- Quantum circuits
- Universal quantum gates
- Quantum algorithms and complexity

Outline

1 Classical computation

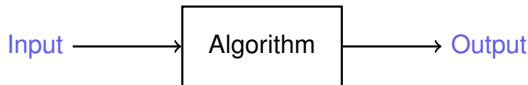
- Algorithms and circuits
- Reversible computation

2 Quantum computation

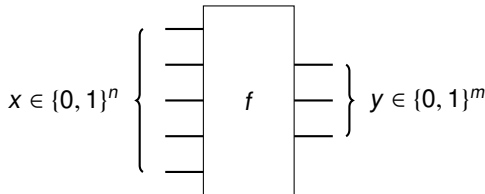
- Quantum circuits
- Universal quantum gates
- Quantum algorithms and complexity

What is an algorithm?

- A computational procedure that
 - given as **input** a value or a set of values
 - produces as **output** a value or a set of values



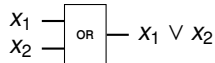
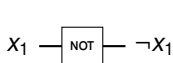
- Wlog: inputs and outputs may be expressed as **bit strings**
 - ▶ Input: $x = x_0x_1 \dots x_{n-1} \in \{0, 1\}^n$
 - ▶ Output: $y = y_0y_1, \dots y_{m-1} \in \{0, 1\}^m$
- An algorithm computes a function
 - ▶ $f : \{0, 1\}^n \rightarrow \{0, 1\}^m : x \mapsto y = f(x)$



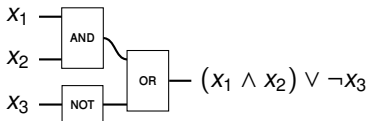
Circuit model

- Building blocks: **logical gates**

- Examples: NOT, AND, OR



- Circuit**



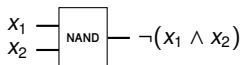
Universal set of gates

- A **universal set of gates** can simulate any logical gate (hence any function)

- ▶ Example 1: NOT, AND, OR, **FANOUT** and **SWAP**

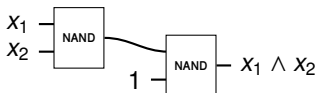


- ▶ Example 2: **NAND**, **FANOUT** and **SWAP**



- **Ancilla**: extra bit with a fixed value

- ▶ Example: Simulate an AND gate from two NAND gates



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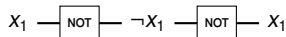
2 Quantum computation

- Quantum circuits
- Universal quantum gates
- Quantum algorithms and complexity

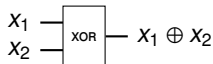
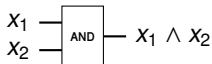
Reversibility of logical gates

Observation

- Some logical gates are reversible
 - Example: NOT



- Many others are not
 - Examples: AND, XOR



- Irreversible gates erase some information

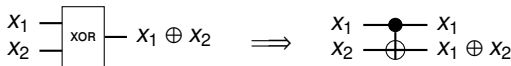
Landauer's principle

[Lan61]

When a computer erases a single bit of information, the amount of energy dissipated into the environment is at least $k_B T \ln 2$.

How to make a computation reversible?

- For each gate: additional output bit(s) holding erased information
 - Example: XOR gate \implies Controlled-NOT gate (C-NOT)

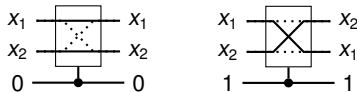


Universal set of gates

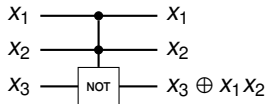
- Universal (set of) gate(s) for reversible computation

[FT82]

- ▶ Example 1: Fredkin gate (Controlled-SWAP)



- ▶ Example 2: Toffoli gate (“Controlled-Controlled-NOT”)



- Can simulate NOT, AND, OR, SWAP and FANOUT (with help of ancillas)
 - ▶ and therefore any circuit

1 Classical computation

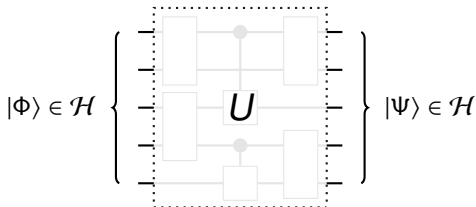
- Algorithms and circuits
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2 Quantum computation

- Quantum circuits
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Quantum circuits

- A quantum circuit transforms a quantum state $|\Phi\rangle \in \mathcal{H}$ into $|\Psi\rangle = U|\Phi\rangle \in \mathcal{H}$
 - where U is a unitary operation

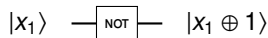


- Each wire carries a qubit
 - ▶ n qubits $\implies \dim \mathcal{H} = 2^n$
- What elementary gates to implement any unitary U over \mathcal{H} ?

Quantum gates

- Quantum evolution is reversible

- ▶ Number of qubits is preserved
- ▶ Reversible classical gates have quantum analogues
- ▶ Example 1: NOT gate: $U_{\text{NOT}} : \mathcal{H}_2 \rightarrow \mathcal{H}_2 : |x_1\rangle \mapsto |x_1 \oplus 1\rangle$



- ▶ Example 2: c-NOT gate: $U_{\text{c-NOT}} : \mathcal{H}_2 \otimes \mathcal{H}_2 \rightarrow \mathcal{H}_2 \otimes \mathcal{H}_2 : |x_1\rangle \otimes |x_2\rangle \mapsto |x_1\rangle \otimes |x_1 \oplus x_2\rangle$



- This is not enough: quantum evolution is unitary

- ▶ For n qubits, a quantum circuit implements a unitary $U \in U(2^n)$ (unitary group)
- ▶ Note: global phases being irrelevant, we can restrict to $SU(2^n)$

Question

Can we implement all operations in $SU(2^n)$ from a finite set of elementary gates?

$U(1)$: global phase

- Suppose we want to implement all operations in $U(1) \simeq \{e^{i\phi} : \phi \in [0, 2\pi)\}$
 - Global phases
- From a single element $e^{i\phi_0}$

$$|\Psi\rangle \longrightarrow \boxed{\phi_0} \longrightarrow e^{i\phi_0}|\Psi\rangle$$

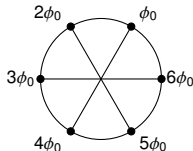
- The only option is to repeat the gate

$$|\Psi\rangle \longrightarrow \underbrace{\boxed{\phi_0} \longrightarrow \boxed{\phi_0} \longrightarrow \dots \longrightarrow \boxed{\phi_0}}_{k \text{ times}} \longrightarrow e^{ik\phi_0}|\Psi\rangle$$

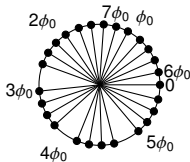
- Therefore, we can implement the set of phases $\{e^{ik\phi_0} : k \in \mathbb{N}\}$
 - How does this compare with all possible phases $\{e^{i\phi} : \phi \in [0, 2\pi)\}$?

$U(1)$: global phase

- Case 1: $\frac{\phi_0}{2\pi} \in \mathbb{Q}$
 - Example: $\phi_0 = \pi/3$



- Case 2: $\frac{\phi_0}{2\pi} \in \mathbb{R} \setminus \mathbb{Q}$



- Any phase $\phi \in [0, 2\pi)$ can be approximated within arbitrary precision
- The same idea will be used to approximate any operator in $U(2^n)$

$SU(2)$: one-qubit gates

- A one-qubit gate $U \in SU(2)$ can be written

- ▶ in the computational basis

$$U: \mathcal{H}_2 \rightarrow \mathcal{H}_2: \begin{cases} |0\rangle & \mapsto u_{00}|0\rangle + u_{10}|1\rangle \\ |1\rangle & \mapsto u_{01}|0\rangle + u_{11}|1\rangle \end{cases} \quad \text{or} \quad U = \begin{pmatrix} u_{00} & u_{01} \\ u_{10} & u_{11} \end{pmatrix}$$

- ▶ where unitarity imposes $U^\dagger U = I \Leftrightarrow \sum_k u_{kl}^* u_{km} = \delta_{lm}$

- Some special gates

- ▶ NOT-gate U_{NOT} , Hadamard gate H and phase gate U_ϕ

$$U_{\text{NOT}} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \quad U_\phi = \begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix}$$

- Each one-qubit gate can be represented (up to a global phase) as

$$R_{\hat{n}}(\theta) = e^{-i\frac{\theta}{2}\hat{n}\cdot\hat{\sigma}} = \cos\frac{\theta}{2} I + \sin\frac{\theta}{2} (n_x X + n_y Y + n_z Z)$$

- ▶ for some angle θ and some unit vector $\hat{n} = (n_x, n_y, n_z)$
- ▶ where $\hat{\sigma} = (X, Y, Z)$ are the Pauli matrices

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \quad Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

A quantum FANOUT gate?

- In classical circuits, SWAP and FANOUT gates are usually assumed to be available



- In quantum circuits, no problem for SWAP (unitary operation)
- However, a quantum FANOUT should act as



- For computational basis states ($|\psi\rangle = |0\rangle$ or $|1\rangle$), we have

$$|0\rangle \otimes |0\rangle \xrightarrow{U_{FO}} |0\rangle \otimes |0\rangle \qquad |1\rangle \otimes |0\rangle \xrightarrow{U_{FO}} |1\rangle \otimes |1\rangle$$

- Therefore, we have by linearity for superpositions $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$

$$\begin{aligned} (\alpha|0\rangle + \beta|1\rangle) \otimes |0\rangle &= \alpha|0\rangle \otimes |0\rangle + \beta|1\rangle \otimes |0\rangle \xrightarrow{U_{FO}} \alpha|0\rangle \otimes |0\rangle + \beta|1\rangle \otimes |1\rangle \\ &\neq (\alpha|0\rangle + \beta|1\rangle) \otimes (\alpha|0\rangle + \beta|1\rangle) \end{aligned}$$

- No quantum FANOUT (cf. no-cloning theorem)

1 Classical computation

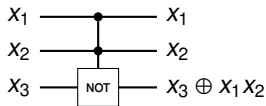
- Algorithms and circuits
- Reversible computation

2 Quantum computation

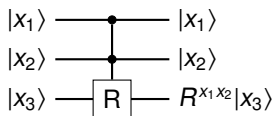
- Quantum circuits
- **Universal quantum gates**
- Quantum algorithms and complexity

A universal quantum gate

- Recall: The Toffoli gate is universal for reversible classical computation



- We define the Deutsch gate as



- where $R = -iR_x(\theta) = -ie^{-i\frac{\theta}{2}X}$, for $\theta \in \mathbb{R} \setminus \mathbb{Q}$

Theorem

[Deu89]

The Deutsch gate is universal for quantum computation

Proof of universality (sketch)

- Since $R = -iR_x(\theta) = -ie^{-i\frac{\theta}{2}X}$, we have $R^4 = R_x(4\theta) = e^{-2i\theta X}$
 - Powers of R can approximate any operator generated by X
 - in particular, we can approximate X itself, which is the NOT-gate
- Since powers of R can approximate NOT
 - Powers of c-c- R (Deutsch) can approximate c-c-NOT (Toffoli)
 - Therefore, the Deutsch gate is (at least) universal for reversible computation
 - In particular, we can swap any two computational basis states
- By combining X operations, and swaps of computational basis states
 - we can also generate Y and Z operations
- By combining X , Y , Z operations, and swaps of computational basis states
 - We can generate all of $SU(2^n)$

A universal 2-qubit quantum gate

Note

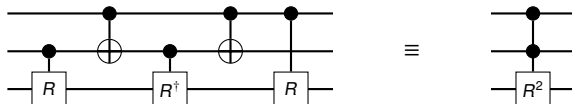
- The Toffoli gate (3-bit gate) is universal for reversible computation
- There is no universal 2-bit gate for reversible computation

Theorem

The controlled- R gate is universal for quantum computation

Proof

- Powers of $c\text{-}R$ can approximate $c\text{-NOT}$ (cf. above) and $c\text{-}R^\dagger$
- $c\text{-}R$, $c\text{-}R^\dagger$ and $c\text{-NOT}$ can simulate $c\text{-}c\text{-}R^2$



- $c\text{-}c\text{-}R^2$ is a Deutsch gate, and therefore universal

More universal 2-qubit quantum gates

Theorem

[DBE95, Llo95]

Any *generic* 2-qubit quantum gate is universal for quantum computation

Notes

- *Generic* essentially means that all the involved phases are irrational
- Excellent news for implementations
 - ▶ Any generic interaction between two qubits is sufficient for universal quantum computation

1 Classical computation

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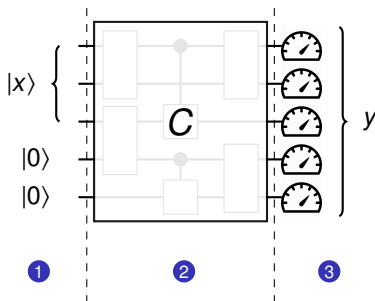
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Quantum algorithm

Quantum algorithm

- 1 Preparation of an n -qubit computational basis state
- 2 Quantum circuit C made of gates from a universal set
- 3 Measurement in the computational basis



Generality of this definition

- Preparation of another state?
 - Include the preparation of the state in the circuit
- Measurement in another basis?
 - Include the change of basis in the circuit
- POVM instead of projective measurement?
 - Can be simulated by a projective measurement using ancillas
- Intermediate measurements in the circuit?
 - All measurements can be postponed to the end
 - Requires ancilla if subsequent gates dependent on measurement outcome

Classical complexity

Notion of complexity and efficient algorithm

- **Complexity of an algorithm:** (Asymptotic behavior of the) number of elementary gates in the circuit
- **Efficient algorithm:** Algorithm with a complexity that grows at most polynomially in n (input size).

Basic classical complexity classes

- **P** (Polynomial): Problems accepting an efficient (deterministic) algorithm
- **BPP** (Bounded-error Probabilistic Polynomial) : Problems that can be solved with probability at least $2/3$ by an efficient probabilistic algorithm.
- **$PSPACE$** (Polynomial Space): Problems that can be solved by an algorithm using at most a polynomial amount of space (i.e., memory).

$$P \subseteq BPP \subseteq PSPACE$$

Definition:

- **BQP** (Bounded-error Quantum Polynomial) : Problems that can be solved with probability at least $2/3$ by an efficient **quantum** algorithm.

Note

- This definition does **not** depend on the choice of universal set of gates
 - ▶ Any universal set of gates can approximate another set of gates
 - ▶ Controlling errors only incurs a polynomial overhead

How powerful is quantum computation?

Theorem

$$P \subseteq BPP \subseteq BQP \subseteq PSPACE$$

Proof (sketch)

- $P \subseteq BQP$
 - Classical circuits can be made reversible
 - Reversible circuits are special cases of quantum circuits
- $BPP \subseteq BQP$
 - Quantum circuits can generate random bits
 - Measurement of $\frac{1}{\sqrt{2}}[|0\rangle + |1\rangle]$ in the computational basis
- $BQP \subseteq PSPACE$
 - Quantum circuits can be simulated by classical circuits with polynomial space (but possibly exponential time)

How powerful is quantum computation?

Theorem

$$P \subseteq BPP \subseteq BQP \subseteq PSPACE$$

Proof (sketch)

• $BQP \subseteq PSPACE$

- ▶ Quantum circuits can be simulated by classical circuits with polynomial space (but possibly exponential time)
- ▶ Let $U = U_t U_{t-1} \cdots U_2 U_1$ be the unitary realized by the quantum circuit
- ▶ The probability to measure outcome y if the input of the circuit was $|x\rangle$ is

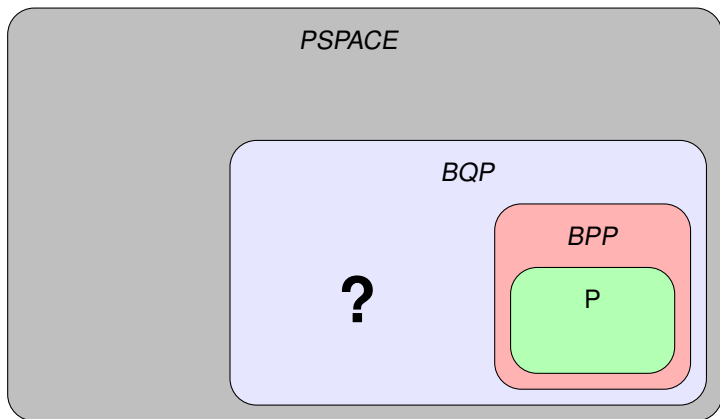
$$p_y = |\langle y|U|x\rangle|^2$$

- ▶ The amplitude can be expanded as (cf. path integral)

$$\langle y|U|x\rangle = \sum_{x^{(1)}, \dots, x^{(t-1)}} \langle y|U_t|x^{(t-1)}\rangle \langle x^{(t-1)}|U_{t-1}|x^{(t-2)}\rangle \cdots \langle x^{(2)}|U_2|x^{(1)}\rangle \langle x^{(1)}|U_1|x\rangle$$

- ▶ U_i 's are 2-qubit gates so each factor can be computed in constant time
- ▶ There are $2^{n(t-1)}$ terms, but each term can be computed in polynomial time

Classical and quantum complexity classes



Motivation for quantum computation

- Problems efficiently solvable by quantum computers, but not by classical computers
 - Would imply $BQP \neq BPP$
 - Statement still unknown: it is even unknown if $PSPACE \neq P$

Quantum speed-ups

Evidence of the power of quantum computation

- Non-exponential speed-ups
 - Example: Grover's algorithm for unstructured search (quadratic speed-up) [Gro96]
- Relativized exponential speed-ups (in the presence of some oracle O , see later)
 - $BQP^O \neq BPP^O$
 - Example: Simon's algorithm for period finding [Sim94]
- Exponential speed-up over the best *known* classical algorithm
 - Example: Shor's algorithm for factoring (problem in BQP , not known if in BPP) [Sho94]

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