

Quantum Computing

A new type of computing using principles of quantum mechanics to solve problems too complex for classical computers.

Classical



Classical computers store and process information in binary bits.



Each bit represents one unit of information.

N bits = 2^N units of information

Quantum



$$|\Psi\rangle = a|0\rangle + b|1\rangle$$

Quantum computers store data in **qubits**, which are a weighted combination of zero and one at the same time.



$$|\Psi\rangle = a|0\rangle + b|1\rangle$$

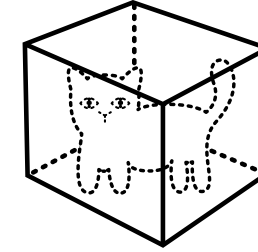


$$|\Psi\rangle = a|00\rangle + b|11\rangle + c|01\rangle + d|10\rangle$$

Entangled qubits exponentially increase the amount of information that can be stored.

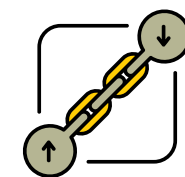
N bits = 2^N units of information

Three key principles:



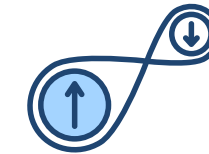
Superposition

A quantum particle or system represents a combination of multiple possibilities, fluctuating until observed. When measured, this superposition collapses into a single state.



Entanglement

Multiple quantum particles can correlate their measurement results beyond regular probability. Measurements from one qubit can inform conclusions about the others.



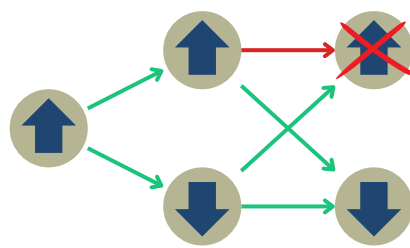
Interference

The intrinsic behaviour of a qubit to influence the probability of it collapsing one way or another.

Quantum computing approaches computing differently



Classical computing processes data **sequentially**, working through one step at a time.



Quantum computing processes data **simultaneously** - probability amplitudes overlap to provide efficient paths to a solution.

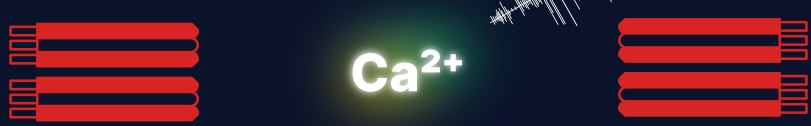
Quantum computing is less efficient for "simple" problems but better for complex problems (e.g. optimization, factorization etc.), **as it finds efficient paths to a solution while scaling qubit information density rapidly.**

What exactly is a qubit?

A qubit ("quantum bit") is not a single physical object - rather, a general term referring to a quantum system that can produce the desired characteristics.

Examples of qubits include...

Trapped ion



Electromagnetic fields are used to trap entangled ions and provide signals to change qubit states.



Neutral atoms



Arrays of neutral atoms (e.g. Rb) are entangled by exciting them to high-energy Rydberg states, being held in place and excited between energy levels using lasers.



Photons

More than one way of making a qubit.



Encode polarization states as "0" or "1"

Using two distinct paths ("modes"): arrival times dictate which path a photon took and hence qubit state

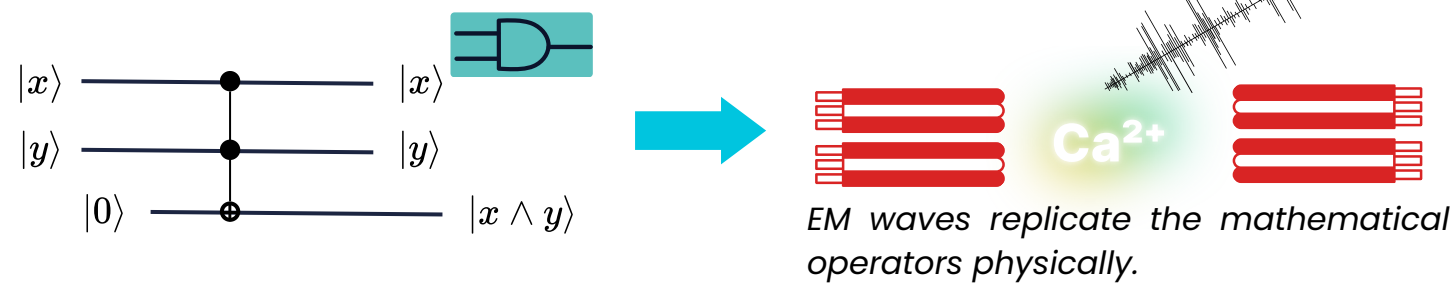


How exactly does a quantum computer work?

Just as there are many ways to make a qubit, there are multiple ways to make a quantum computer.

Circuit model

Analogous to classical computing circuits: represents a computation as a sequence of quantum gates (mathematical operations) applied to qubits. Most common model.



Quantum annealing

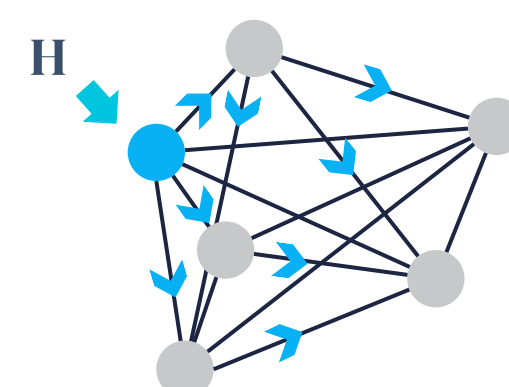
Uses specialised purpose-built hardware - excels at solving optimisation problems. Already commercially available (e.g. D-Wave)



Optimisation problem is mapped to an energy landscape and system is guided to find the lowest energy state, which represents the solution.

Measurement-based quantum computation (one-way quantum computation)

Uses a cluster state as a computational resource. to serve as a resource for computation. Instead of actively controlling qubits, get to the answer by measuring them.



Computation driven by single-qubit measurements, adapting based on prior outcomes.

