

# *Quantum Computing Architectures*

1:00-2:00 Fred Chong (UCD) - Intro, quantum algorithms, and error correction

2:00-2:30 Break and discussion

2:30-3:30 Ike Chuang (MIT) - Device technology and implementation issues

3:30-4:00 Break and official refreshments

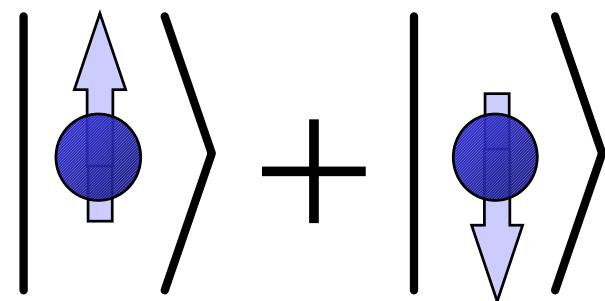
4:00-5:00 Mark Oskin (UW) - Quantum architectures

5:00- Discussion

- Plenty of time for questions and discussion
- All materials available at:

<http://www.cs.washington.edu/homes/oskin/quantum-tutorial>

# *Quantum Computing for Architects*



Fred Chong  
University of California at Davis

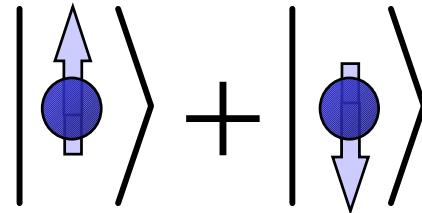
# *Science Fiction?*

- 5 and 7-bit machines have been built  
[Vandersypen01, Laflamme99]
- 100-bit machines are planned
- Better technologies are coming  
[Kane98, Vrijen99, Nakamura99, Mooij99]
- Why architectural study?
  - perspective to guide device development

# *Outline*

- Quantum bits and operations
- Algorithms
  - Quantum search
  - Factorization
- Error correction
- Teleportation

# *Quantum Bits (qubit)*



- 1 qubit probabilistically represents 2 states

$$|a\rangle = C_0|0\rangle + C_1|1\rangle$$

- Every additional qubit doubles # states

$$\begin{aligned} |ab\rangle = C_{00}|00\rangle + C_{01}|01\rangle + \\ C_{10}|10\rangle + C_{11}|11\rangle \end{aligned}$$

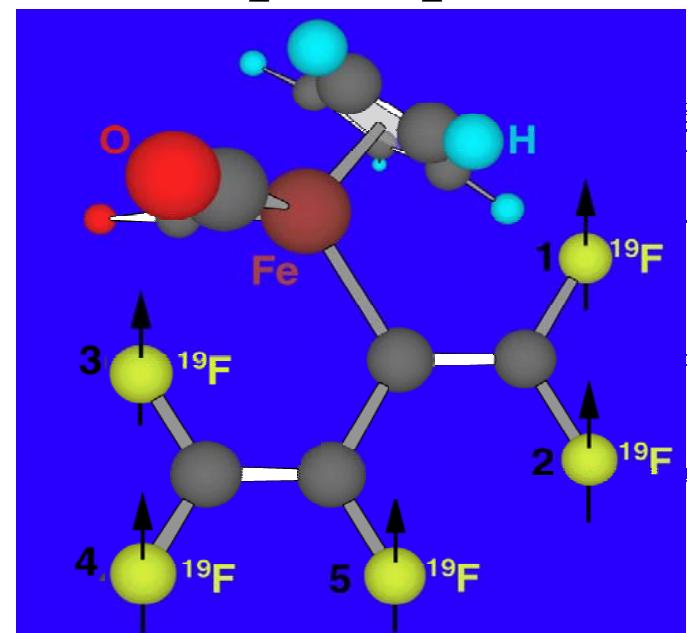
- *Quantum parallelism* on an exponential number of states
- But measurement collapses qubits to single classical values

# *7 qubit Quantum Computer*

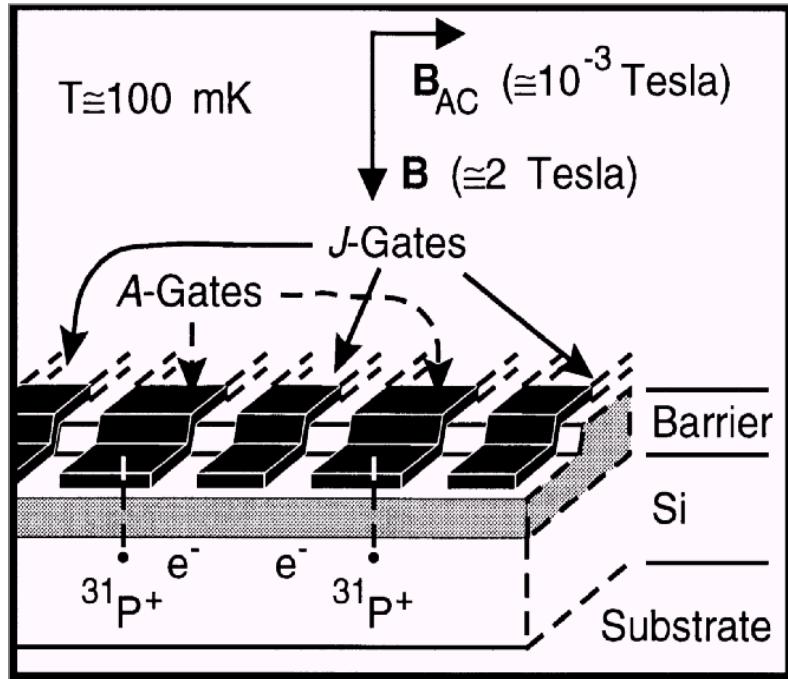
( Vandersypen, Steffen, Breyta, Yannoni, Sherwood, and Chuang, 2001 )

- Bulk spin NMR: nuclear spin qubits
- Decoherence in 1 sec; operations at 1 KHz
- Failure probability =  $10^{-3}$  per operation
- Potentially 100 sec @ 10 KHz =  $10^{-6}$  per op

• **pentafluorobutadienyl  
cyclopentadienyldicarbonyliron  
complex**



# *Silicon Technology*



( Kane, Nature 393, p133, 1998 )

# *Quantum Operations*

- Manipulate probability amplitudes
- Must conserve energy
- Must be reversible

# *Bit Flip*

X Gate  
Bit-flip, Not

$$\begin{array}{c} \boxed{X} \\ \equiv \end{array} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \beta |0\rangle + \alpha |1\rangle$$

- Flips probabilities for  $|0\rangle$  and  $|1\rangle$
- Conservation of energy

$$\sum_i C_i^2 = \alpha^2 + \beta^2 = 1$$

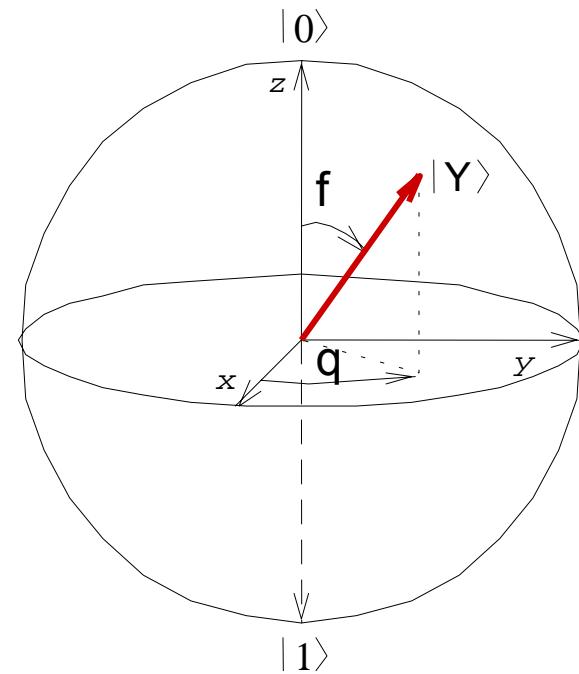
- Reversibility  $\Rightarrow$  unitary matrix

$$(X^*)^T X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} = I$$

(\* means complex conjugate)

# *Bloch Sphere*

- Visualize a qubit as a vector on a sphere
- Operations composed of a rotation primitive



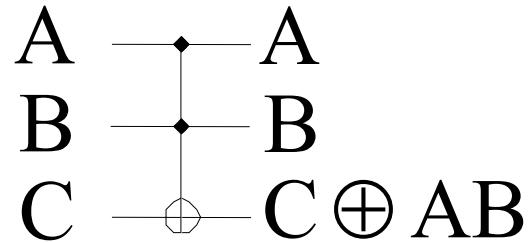
# *Controlled Not*

Controlled Not      Controlled X      CNot

$$\begin{array}{c} \text{Controlled Not} \\ \text{Controlled X} \\ \text{CNot} \end{array} \equiv \begin{array}{c} \text{---} \bullet \\ \text{---} \bullet \\ \text{X} \end{array} \equiv \left[ \begin{array}{cccc} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{array} \right] \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = \begin{array}{l} a|00\rangle + b|01\rangle + \\ d|10\rangle + c|11\rangle \end{array}$$

- Control bit determines whether X operates
- Control bit is affected by operation

# *Quantum subsumes Classical*



- Toffoli gate, or “controlled-controlled-not”
- NAND does not conserve energy
  - Number of inputs must equal number of outputs
- Toffoli gate simulates NAND
  - Inputs = a,b; c set to 1
  - Output = c

# Universal Quantum Operations

H Gate  
Hadamard

$$\begin{array}{c} \text{H} \\ \boxed{\phantom{H}} \end{array} \equiv \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \frac{(\alpha + \beta)|0\rangle + (\alpha - \beta)|1\rangle}{\sqrt{2}}$$

T Gate

$$\begin{array}{c} \text{T} \\ \boxed{\phantom{T}} \end{array} \equiv \begin{bmatrix} e^{-\frac{i\pi}{8}} & 0 \\ 0 & e^{\frac{i\pi}{8}} \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha e^{-\frac{i\pi}{8}} |0\rangle + \beta e^{\frac{i\pi}{8}} |1\rangle$$

Z Gate  
Phase flip

$$\begin{array}{c} \text{Z} \\ \boxed{\phantom{Z}} \end{array} \equiv \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \alpha |0\rangle - \beta |1\rangle$$

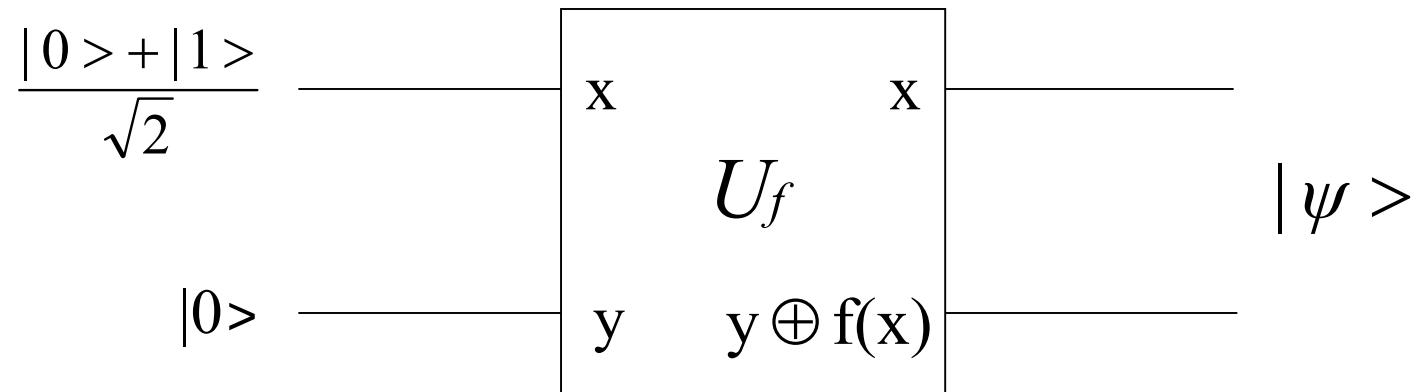
Controlled Not  
Controlled X  
CNot

$$\begin{array}{c} \text{X} \\ \boxed{\phantom{X}} \end{array} \equiv \begin{array}{c} \begin{array}{c} \bullet \\ \text{---} \\ \text{---} \end{array} & \begin{array}{c} \bullet \\ \text{---} \\ \text{---} \end{array} \\ \equiv & \equiv \end{array} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} \alpha \\ \beta \\ \gamma \\ \delta \end{bmatrix} = a|00\rangle + b|01\rangle + c|10\rangle + d|11\rangle$$

# *Quantum Algorithms*

- Search (function evaluation)
- Factorization (FFT, discrete log)
- Key distribution
- Digital signatures
- Clock synchronization

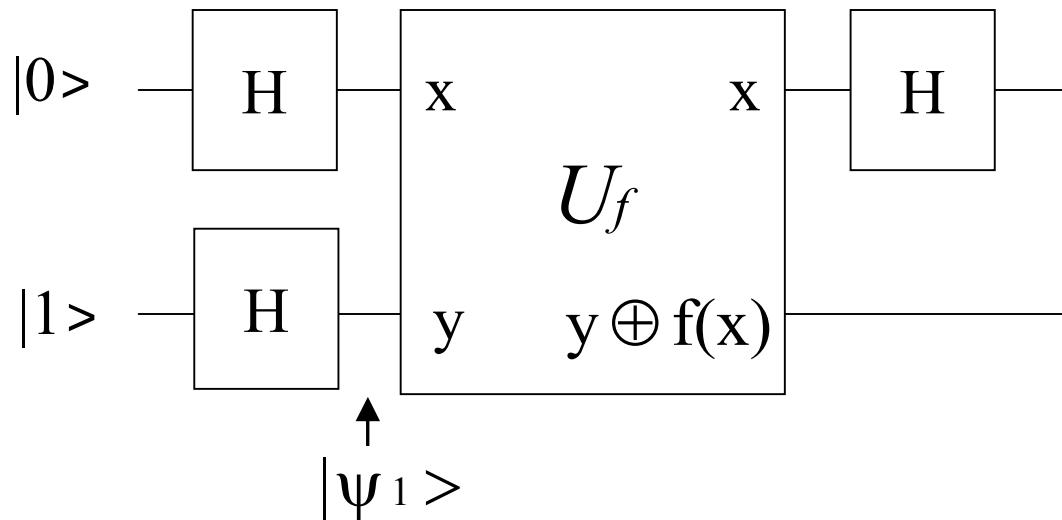
# *Quantum Parallelism*



$$f(x) : \{0,1\} \rightarrow \{0,1\}$$

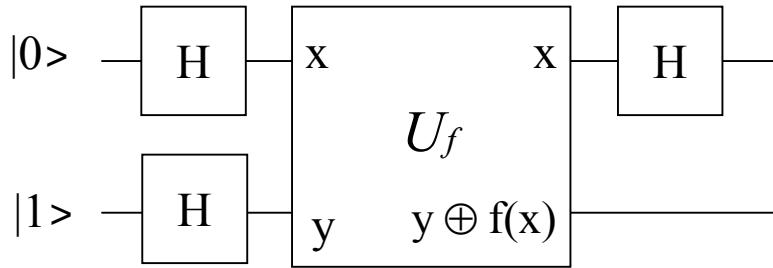
$$|\psi\rangle = \frac{|0, f(0)\rangle + |1, f(1)\rangle}{\sqrt{2}}$$

# *Deutsch's Algorithm(1)* [Deutsch 85]



$$|\psi_1\rangle = \left[ \frac{|0\rangle + |1\rangle}{\sqrt{2}} \right] \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right]$$

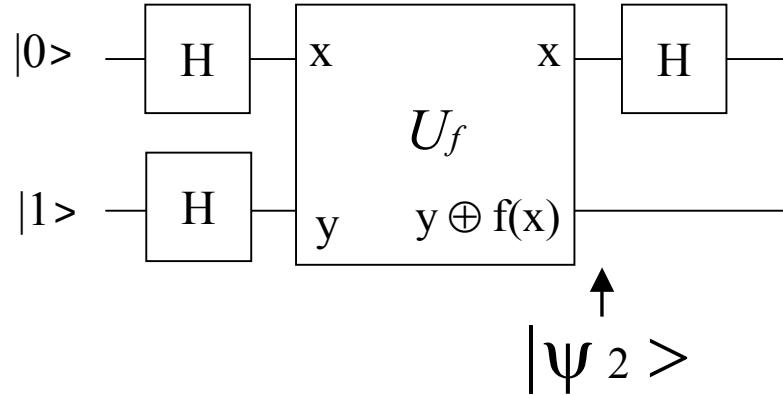
# *Deutsch's Algorithm(2)*



Note that the xor just flips the probabilities for  $|0\rangle$  and  $|1\rangle$ :

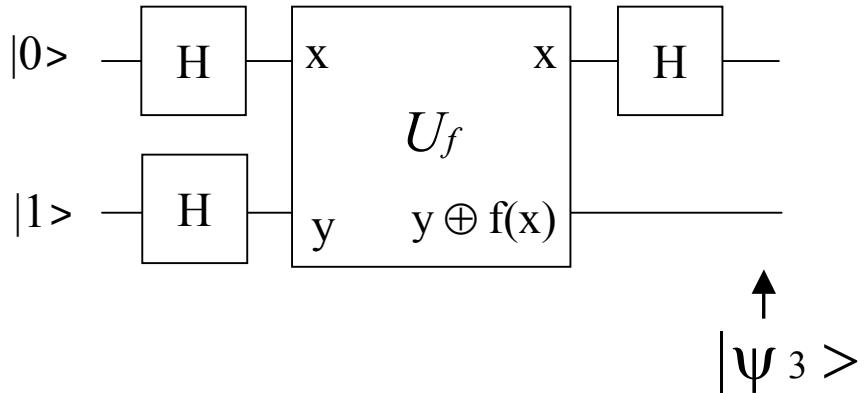
$$U_f \left( |x\rangle \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right) = (-1)^{f(x)} |x\rangle \frac{|0\rangle - |1\rangle}{\sqrt{2}}$$

# *Deutsch's Algorithm(3)*



$$|\psi_2\rangle = \begin{cases} \pm \left[ \frac{|0\rangle + |1\rangle}{\sqrt{2}} \right] \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right] & \text{if } f(0) = f(1) \\ \pm \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right] \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right] & \text{if } f(0) \neq f(1) \end{cases}$$

# *Deutsch's Algorithm(4)*

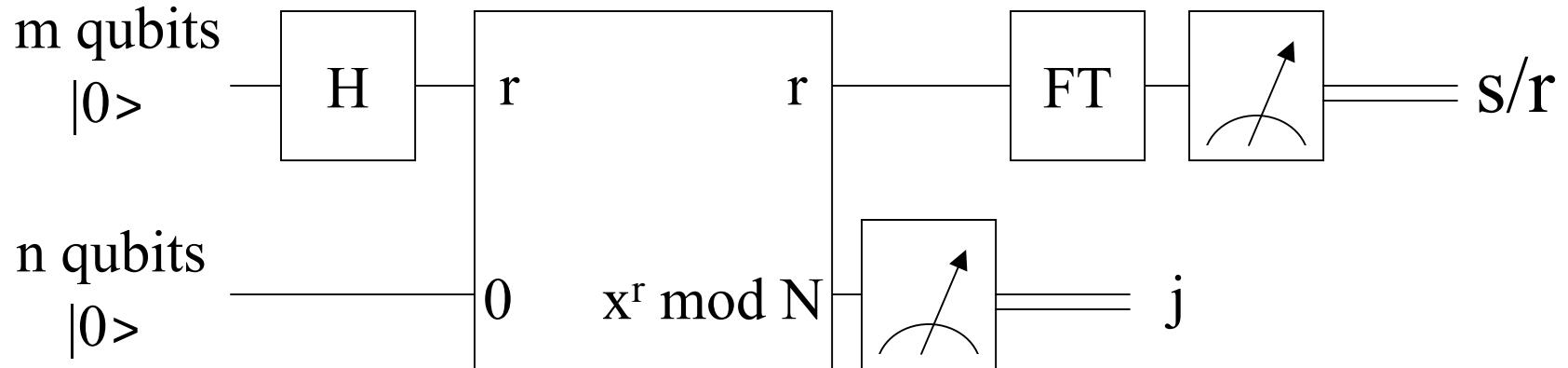


$$\begin{aligned}
 |\Psi_3\rangle &= \left\{ \begin{array}{ll} \pm|0\rangle \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right] & \text{if } f(0) = f(1) \\ \pm|1\rangle \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right] & \text{if } f(0) \neq f(1) \end{array} \right. \\
 &= \pm |f(0) \oplus f(1)\rangle \left[ \frac{|0\rangle - |1\rangle}{\sqrt{2}} \right]
 \end{aligned}$$

# *Quantum Factorization*

- For  $N = pq$ , where  $p,q$  are large primes,  
find  $p,q$  given  $N$
- Let  $r = \text{Order}(x,N)$ , which is min value  $> 0$   
such that  $x^r \bmod N = 1$ ,  $x$  coprime  $N$
- Then  $(x^{r/2} +/- 1) \bmod N = p,q$
- eg  $\text{Order}(2, 15) = 4$   
 $(x^{4/2} +/- 1) \bmod 15 = 3,5$

# *Shor's Algorithm* [Shor94]



$$j=1: |r\rangle = |0\rangle + |4\rangle + |8\rangle + |12\rangle + \dots$$

$$j=2: |r\rangle = |1\rangle + |5\rangle + |9\rangle + |13\rangle + \dots$$

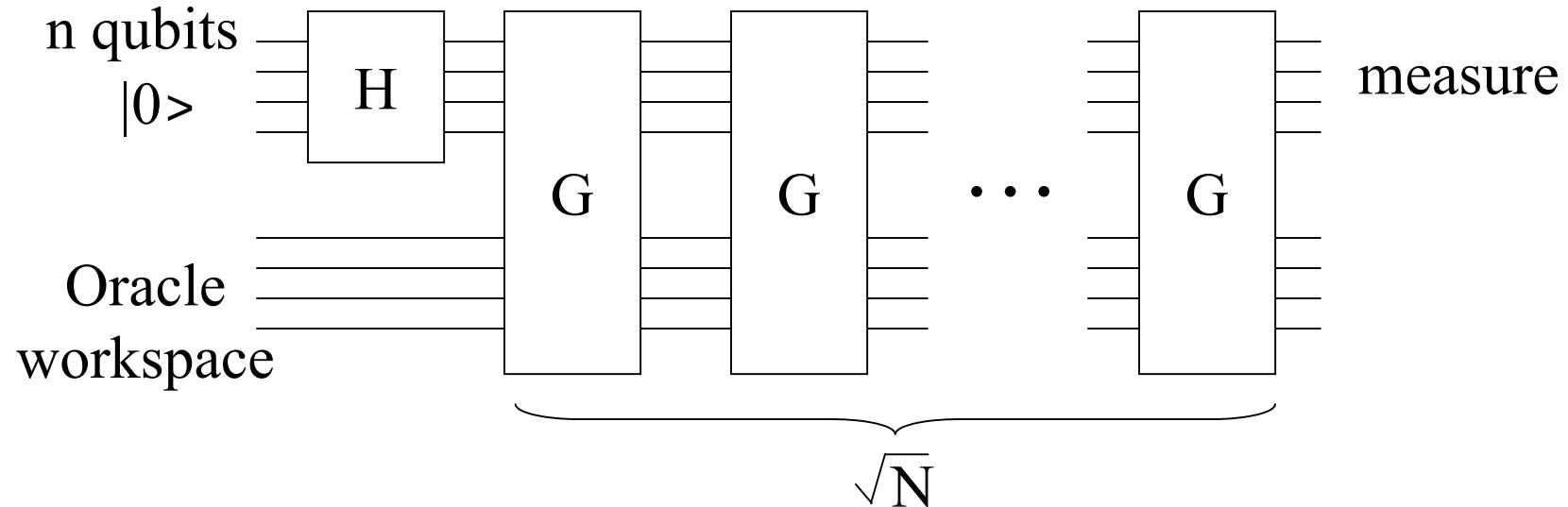
$$j=4: |r\rangle = |2\rangle + |6\rangle + |10\rangle + |14\rangle + \dots$$

$$j=8: |r\rangle = |3\rangle + |7\rangle + |11\rangle + |15\rangle + \dots$$

# *Quantum Fourier Transform*

- $r$  is in the period, but how to measure  $r$ ?
- QFT takes period  $r \Rightarrow$  period  $s/r$
- Measurement yields  $I^*s/r$  for some  $I$
- Reduce fraction  $I^*s/r \Rightarrow$   
 $r$  is the denominator with high probability!
- Repeat algorithm if  $pq$  not equal  $N$
- $O(n^3)$  instead of  $O(2^n)$  !!!

# *Quantum Search (function evaluation)*



- Iteratively concentrates probability towards desired measurement [Grover96]
- Can search  $N$  unordered items in  $\sqrt{N}$  time

# *Error Correction is Crucial*

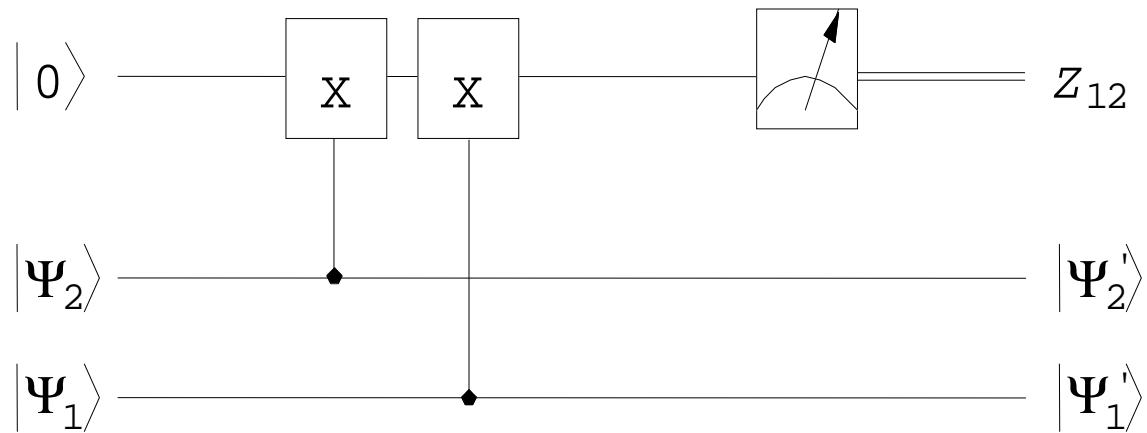
- Need continuous error correction
  - can operate on encoded data  
[Shor96, Steane96, Gottesman99]
- Threshold Theorem [Aharonov 97]
  - failure rate of  $10^{-4}$  per op can be tolerated
- Practical error rates are  $10^{-6}$  to  $10^{-9}$

# *Quantum Error Correction*

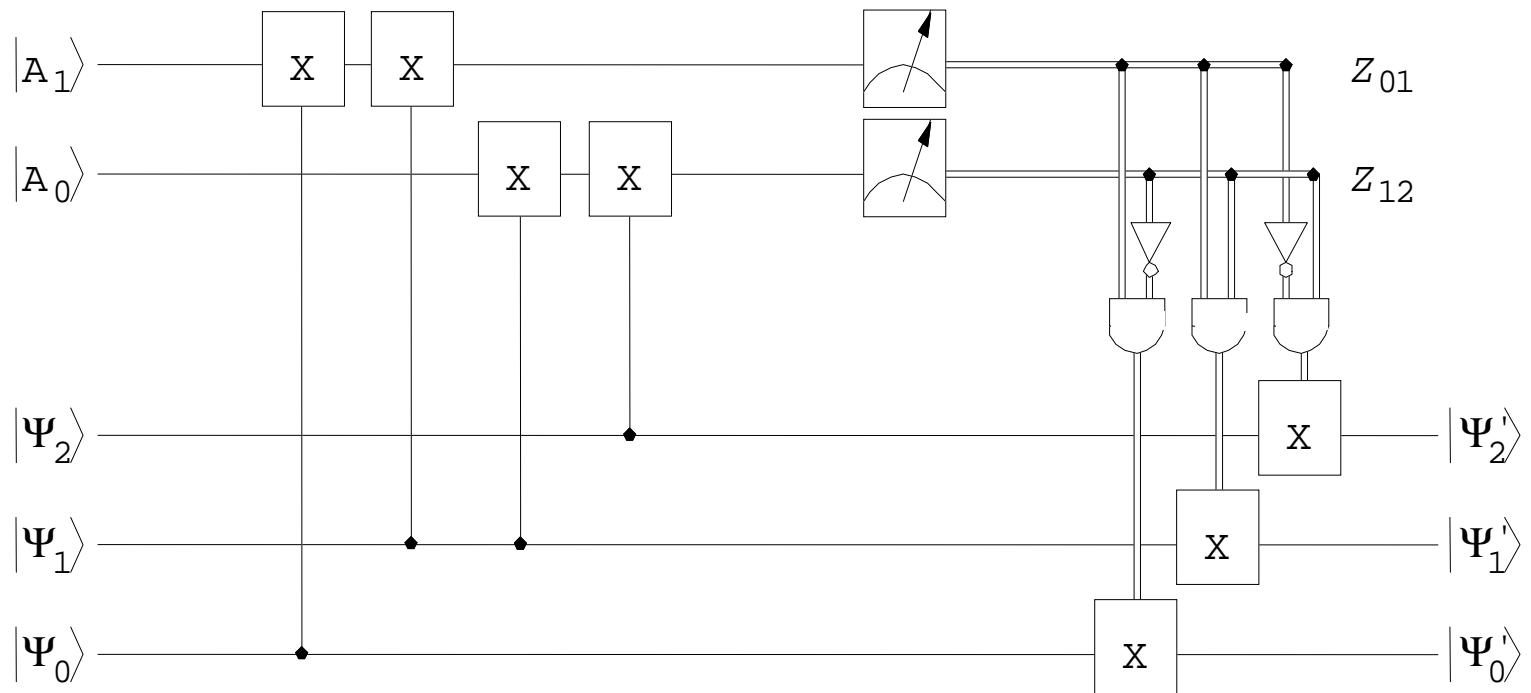
<b>Z<sub>12</sub></b>	<b>Z<sub>23</sub></b>	<b>Error Type</b>	<b>Action</b>
+1	+1	no error	no action
+1	-1	bit 3 flipped	flip bit 3
-1	+1	bit 1 flipped	flip bit 1
-1	-1	bit 2 flipped	flip bit 2

(3-qubit code)

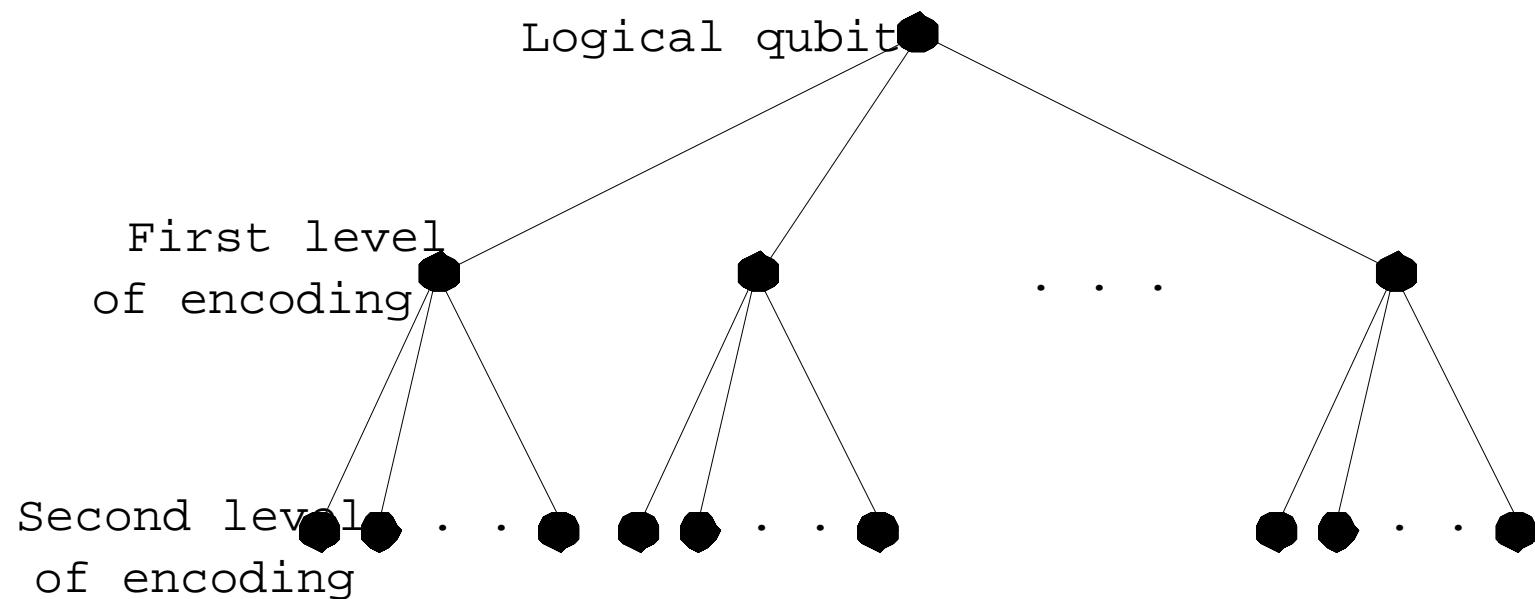
# *Syndrome Measurement*



# *3-bit Error Correction*



# *Concatenated Codes*

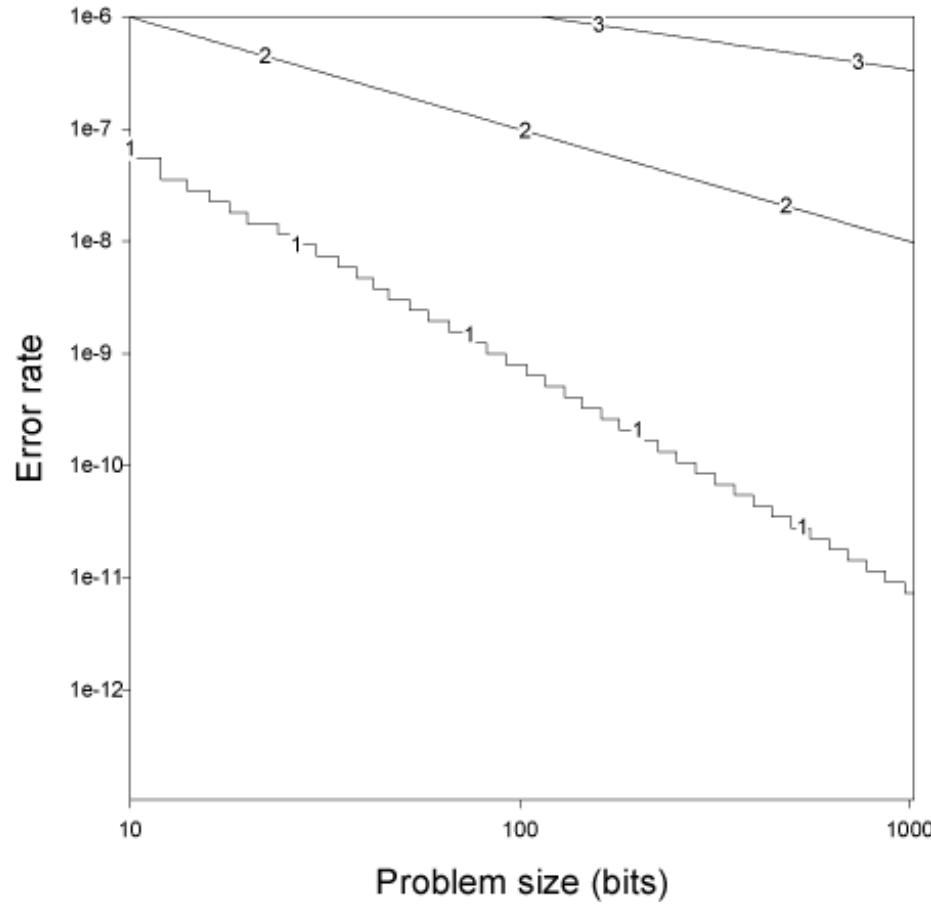


# *Error Correction Overhead*

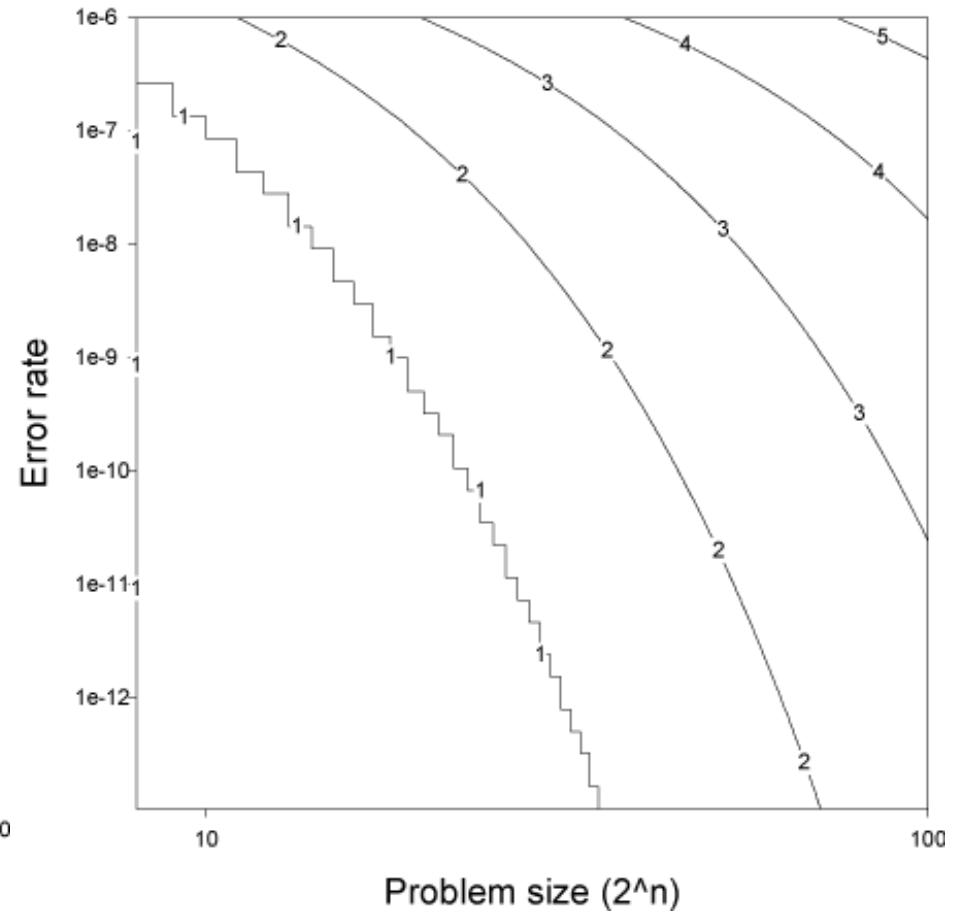
- 7-qubit code [Steane96], applied recursively

Recursion (k)	Storage ( $7^k$ )	Operations ( $153^k$ )	Min. time ( $5^k$ )
0	1	1	1
1	7	153	5
2	49	23,409	25
3	343	3,581,577	125
4	2,401	547,981,281	625
5	16,807	83,841,135,993	3125

# *Recursion Requirements*

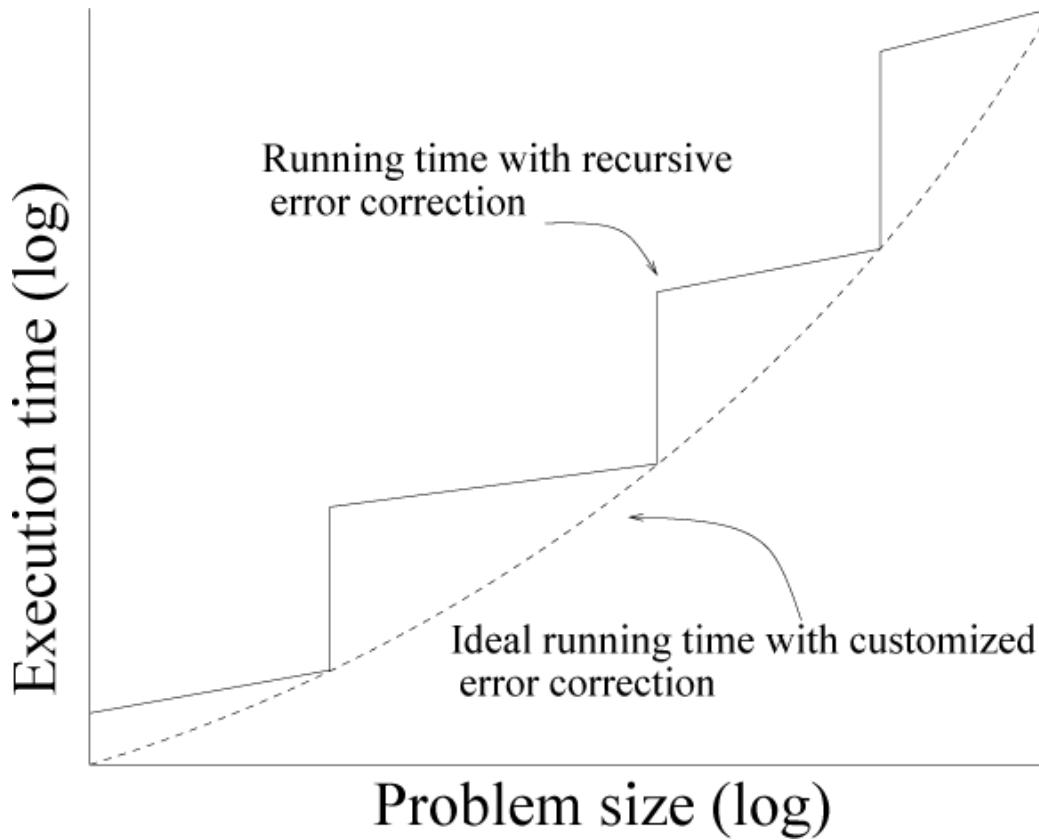


Shor's



Grover's

# *Clustering*

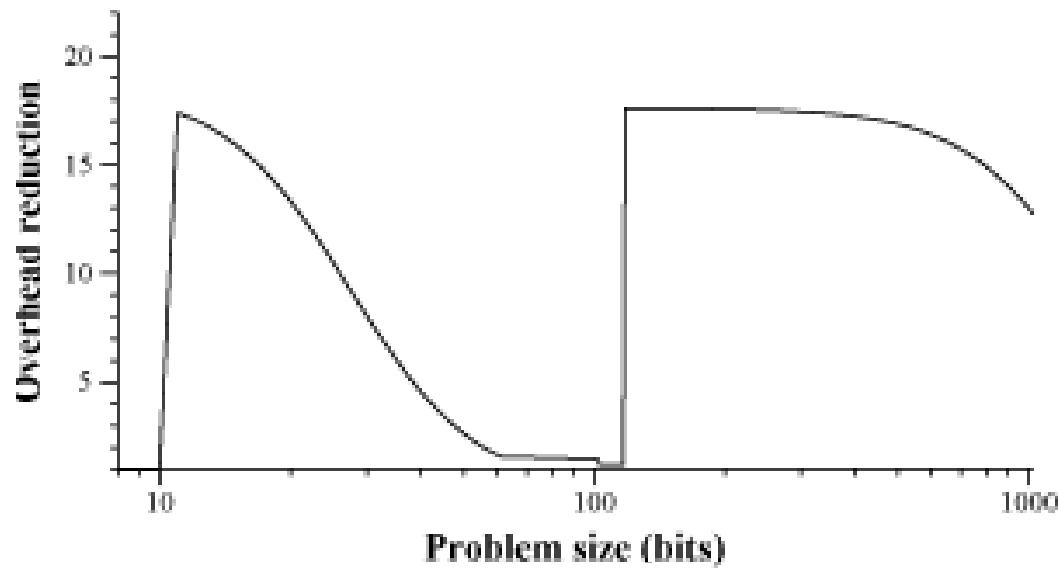


- Recursive scheme is overkill
- Don't error correct every operation

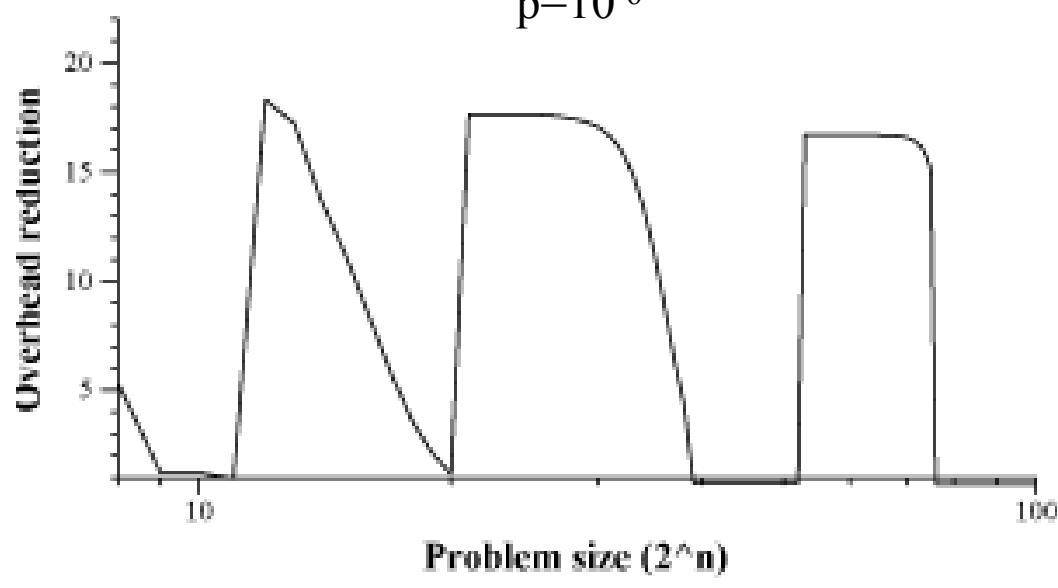
[Oskin,Chong,Chuang IEEE Computer 02]

# *Space Savings*

Shor's

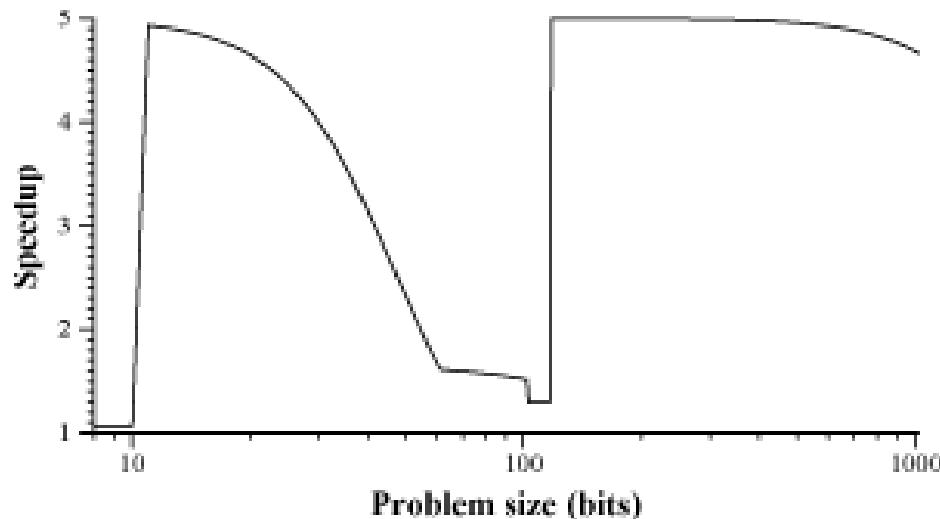


Grover's



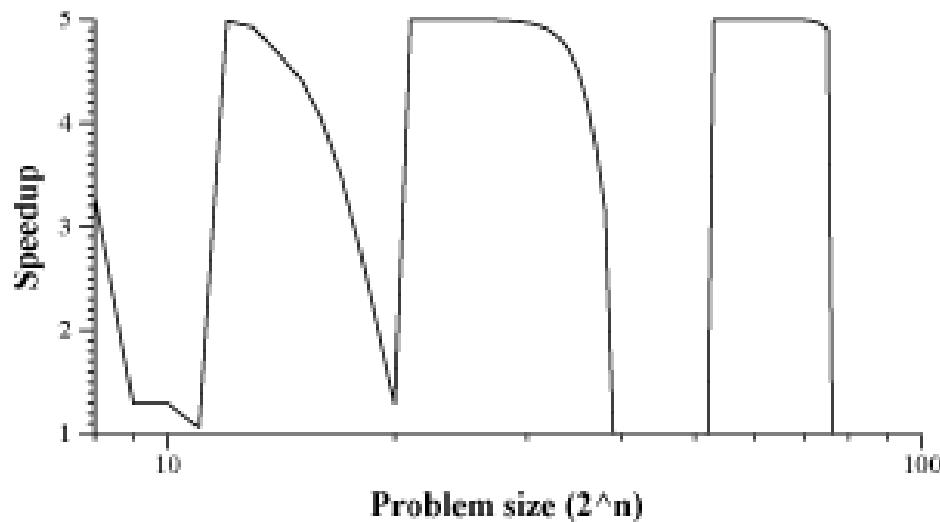
# *Time Savings*

Shor's



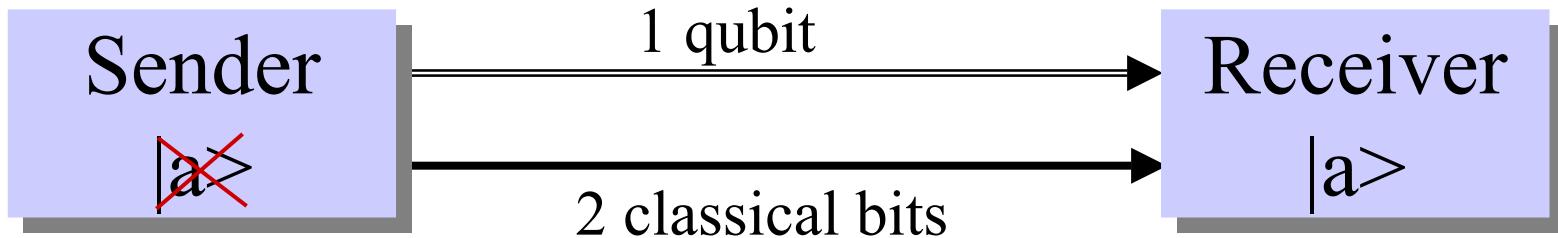
$$p=10^{-6}$$

Grover's



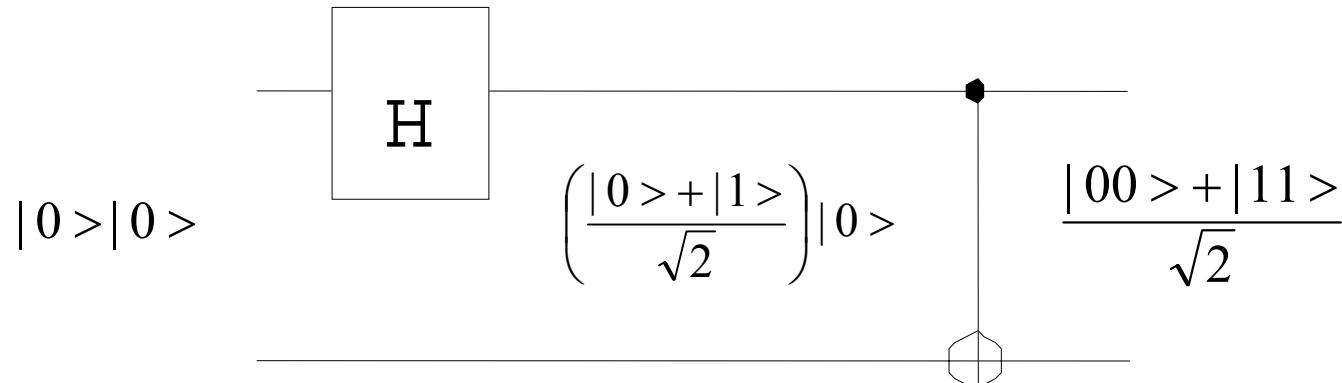
$$p=10^{-6}$$

# *Teleportation*



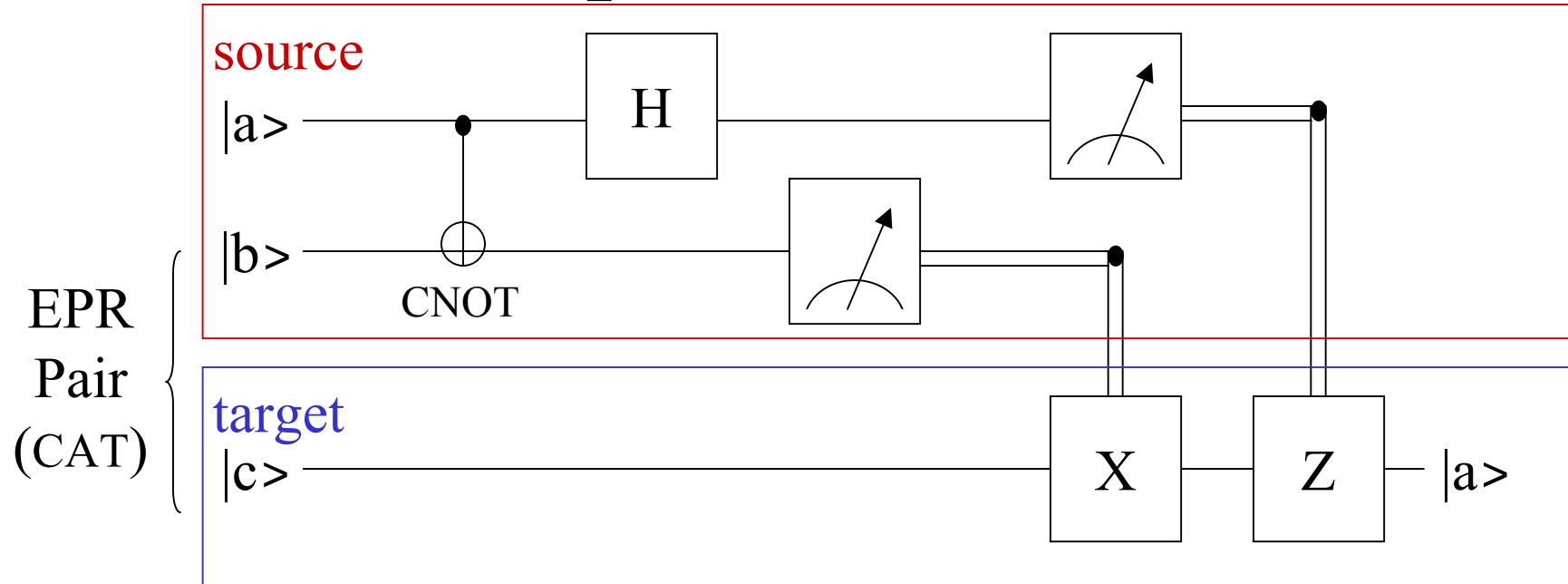
- Destroy source qubit and recreates at target
- Pre-communicate half of a CAT state

# *CAT State*



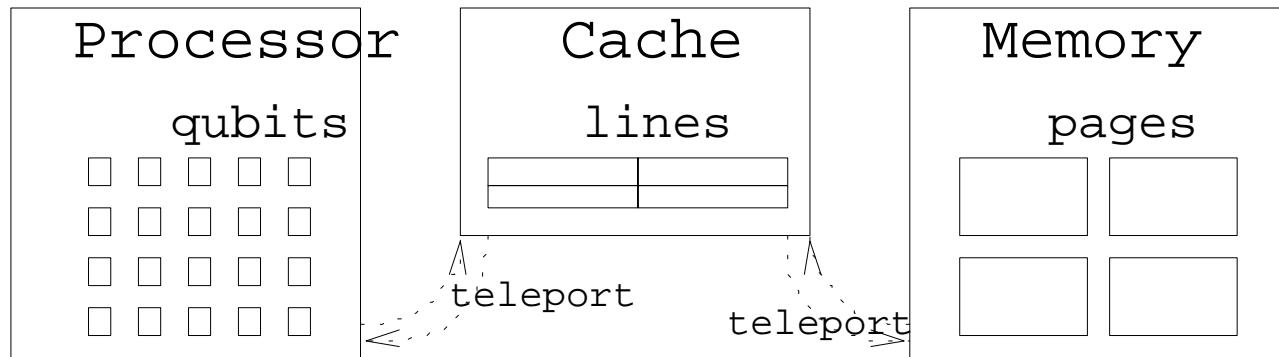
- Two bits are in “lockstep”
  - both 0 or both 1
- Named for Shrodinger’s cat
- Also “EPR pair” for Einstein, Podolsky, Rosen

# *Teleportation Circuit*



- Source generates  $|bc\rangle$  EPR pair
- Pre-communicate  $|c\rangle$  to target with retry
- Classical communication to set value
- Can be used to convert between codes!

# *Memory Hierarchy*



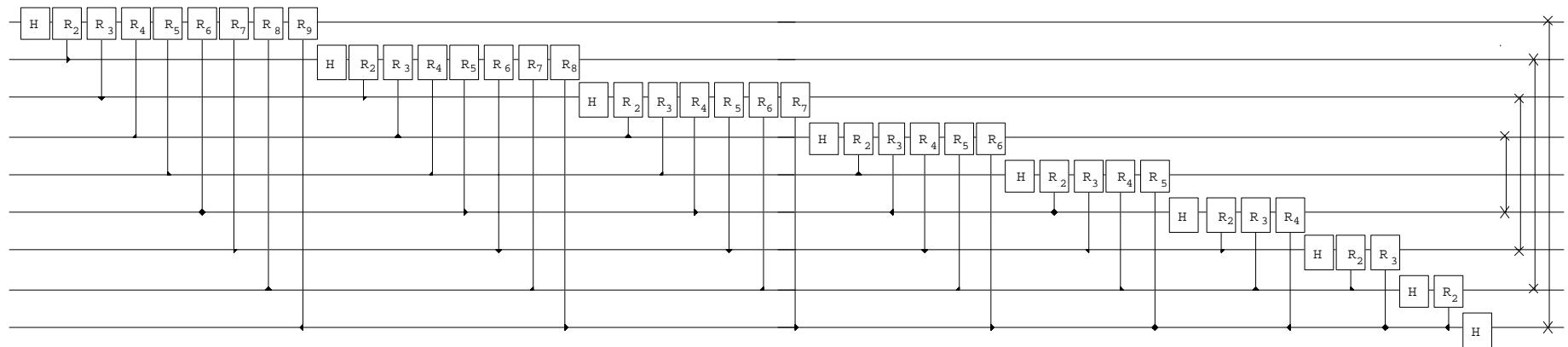
$[[343, 1, 15]] [[245, 1, 15]] [[392, 3, 15]]$

More physical qubits  
Less complex operations

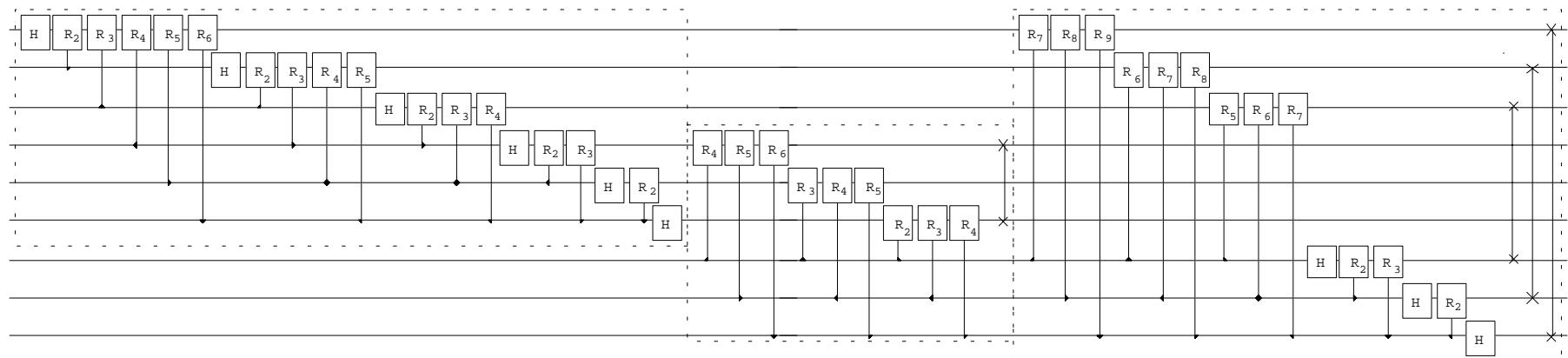
Greater de  
More compl  
code

↔

# *Quantum Fourier Transform*



# *Blocked QFT*



# *Summary*

- Quantum computers can be built
- Error correction allows scalability
- Tremendous potential for some applications

# *Rest of the afternoon*

- Isaac Chuang - Quantum devices
  - How things really work
- Mark Oskin – Quantum architectures
  - What architects can do