

IBM Quantum Computer, IBM Research

# Special Guest Lecture Part 2: Quantum computing

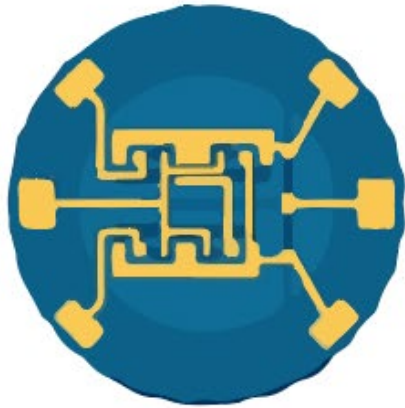
Dr. James Hong



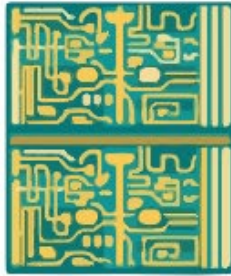
# Overview

- Moore's Law
- Basics of computing
- Quantum computing 101
- An example of quantum computing vs. classical computing

# Technology reaching its limits



1960s



1970s



1980s



Now

Transistors are  
approaching size  
of 1 atom



# Moore's Law

## Moore's Law: The number of transistors on microchips doubles every two years

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important for other aspects of technological progress in computing – such as processing speed or the price of computers.

Our World  
in Data

### Transistor count

50,000,000,000

10,000,000,000

5,000,000,000

1,000,000,000

500,000,000

100,000,000

50,000,000

10,000,000

5,000,000

1,000,000

500,000

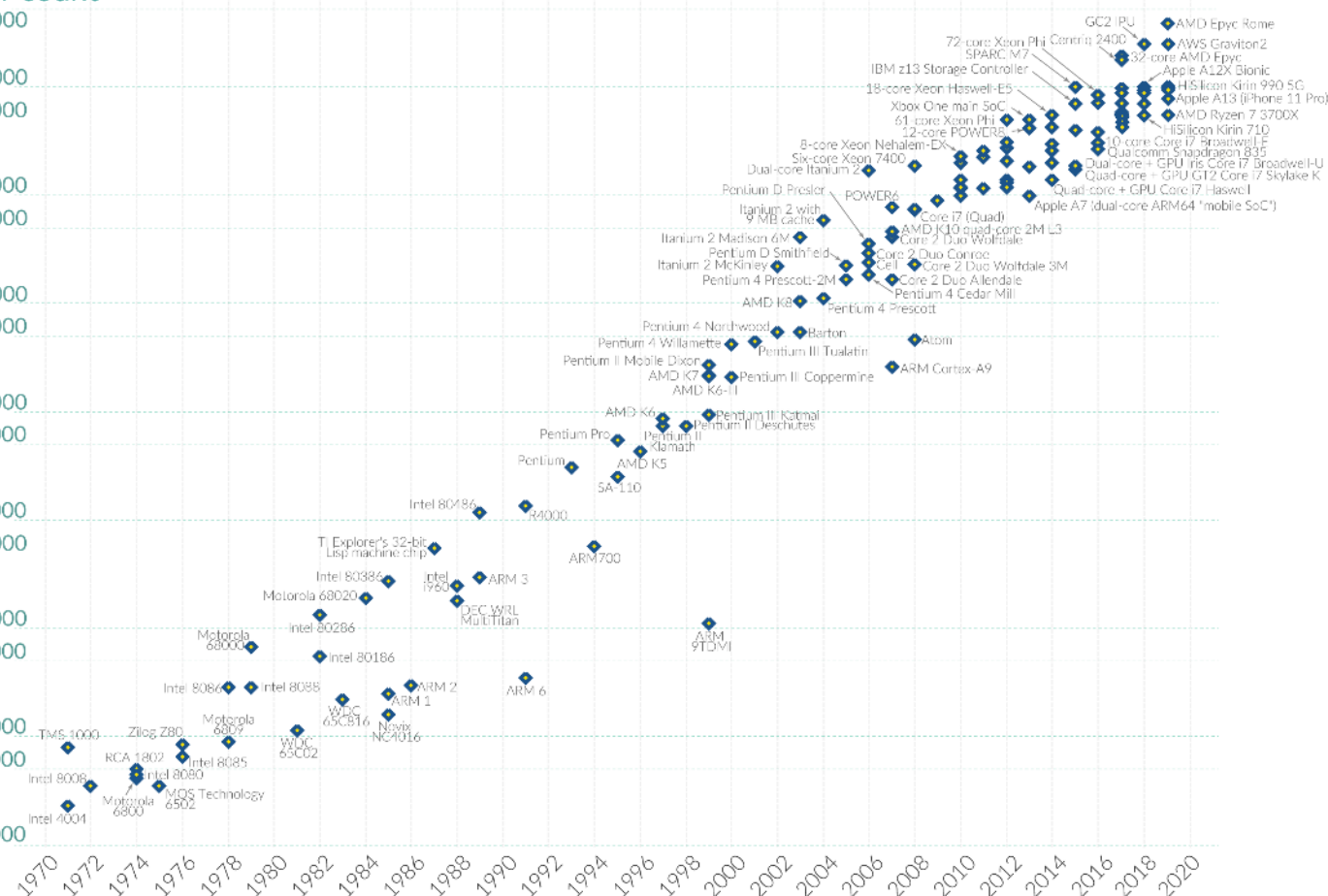
100,000

50,000

10,000

5,000

1,000



Data source: Wikipedia ([wikipedia.org/wiki/Transistor\\_count](https://wikipedia.org/wiki/Transistor_count))

OurWorldinData.org – Research and data to make progress against the world's largest problems.

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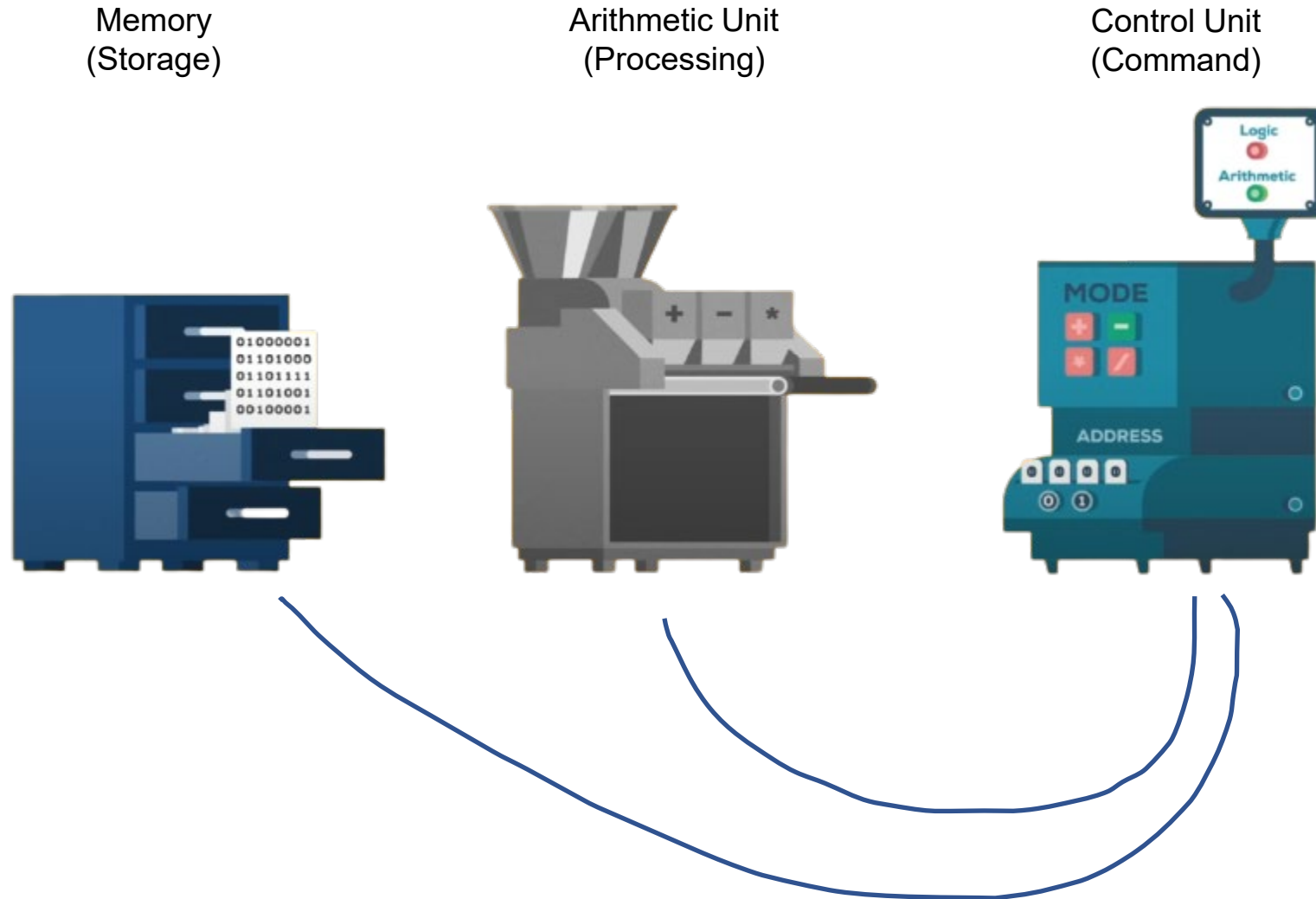


Medical Imaging  
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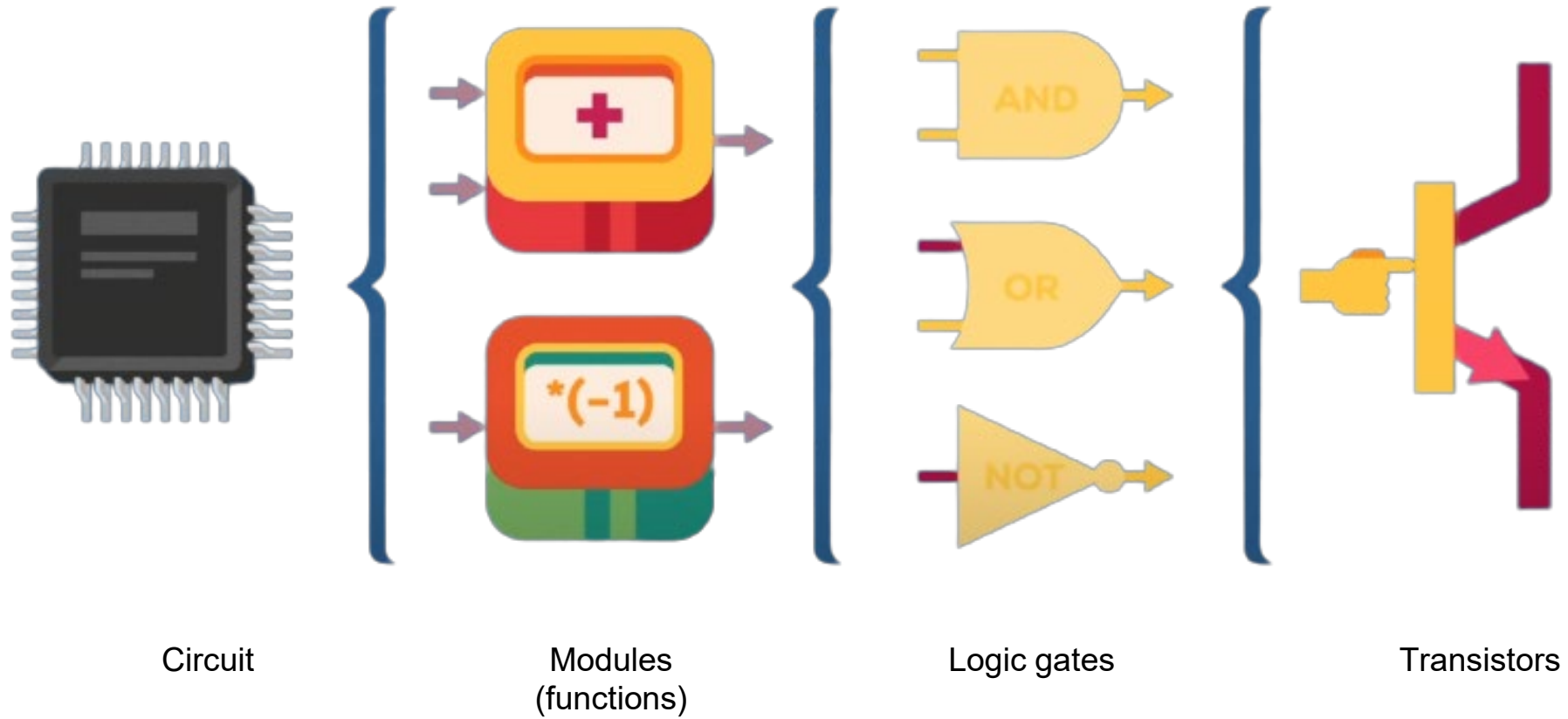




# The structure of a basic computer

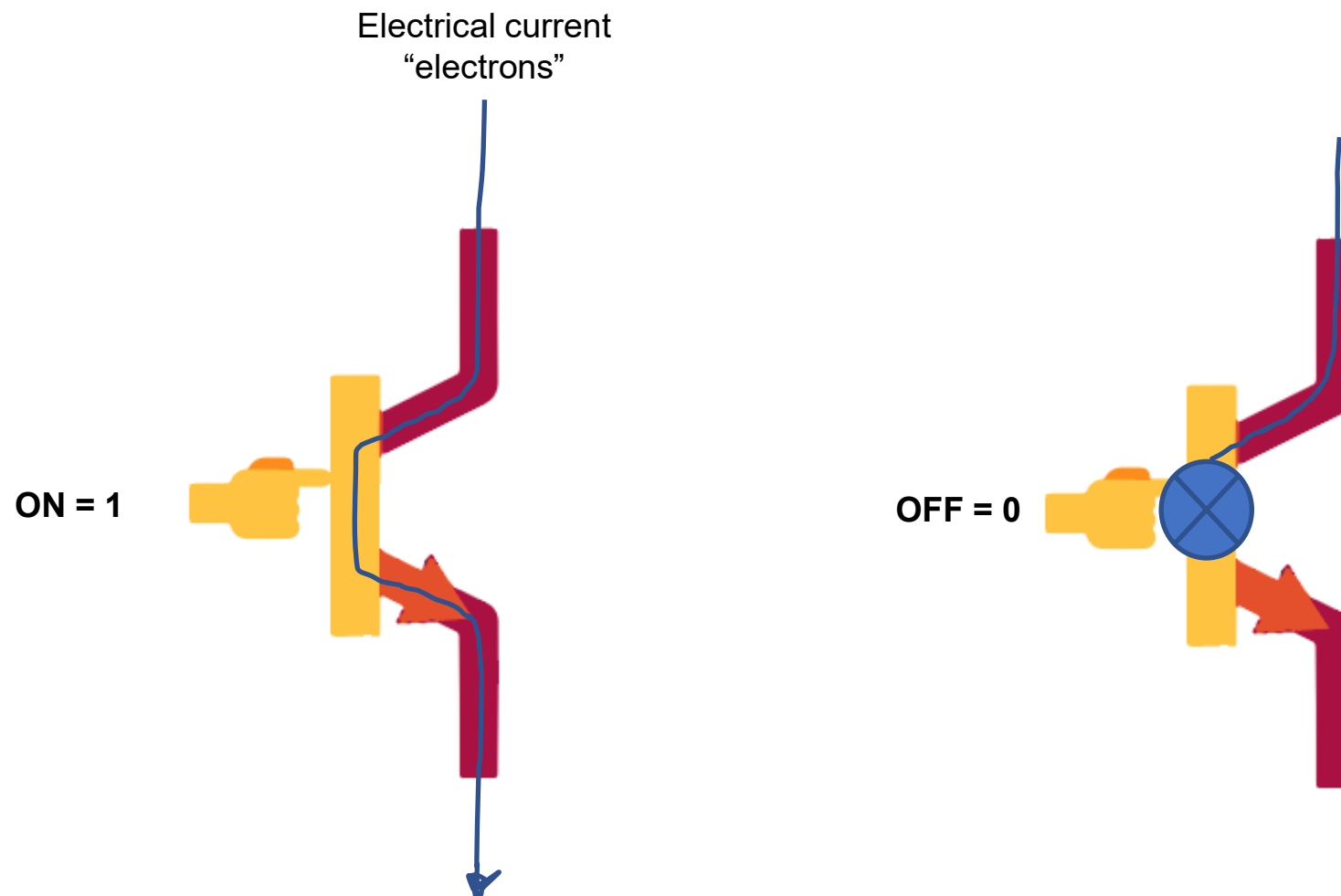


# Inside a circuit

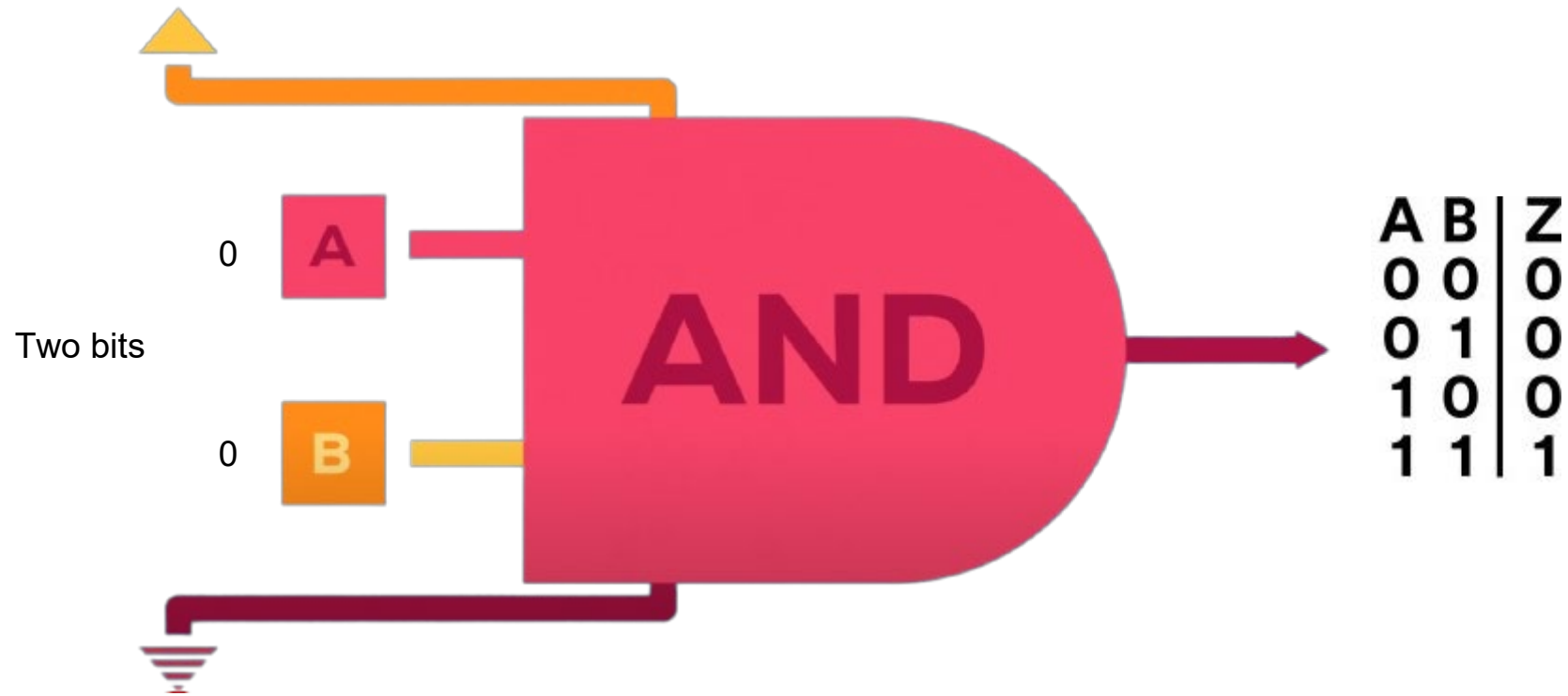


# The transistor and a bit

Binary state

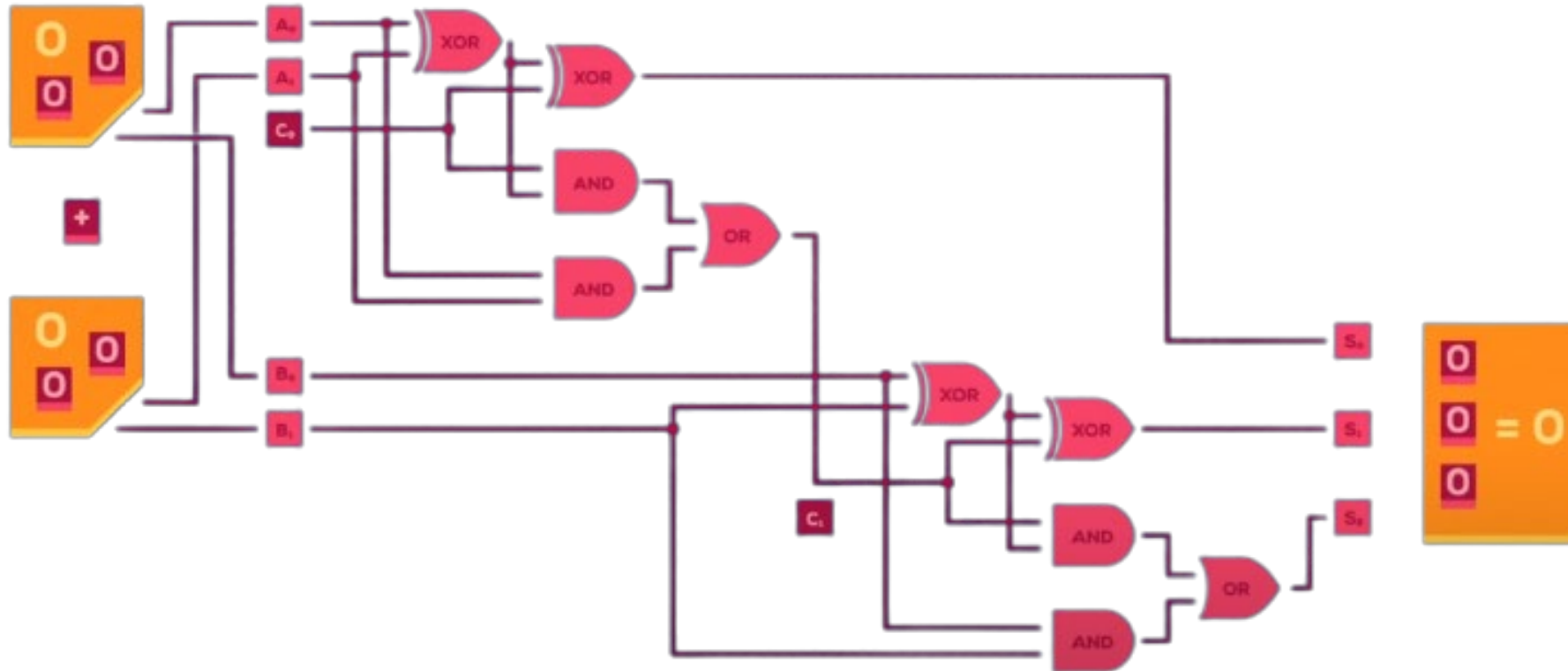


# Transistors combine to form logic gates





# Transistors + logic gates = modules



# Small objects have quantum physical behaviour



14 nm

HIV

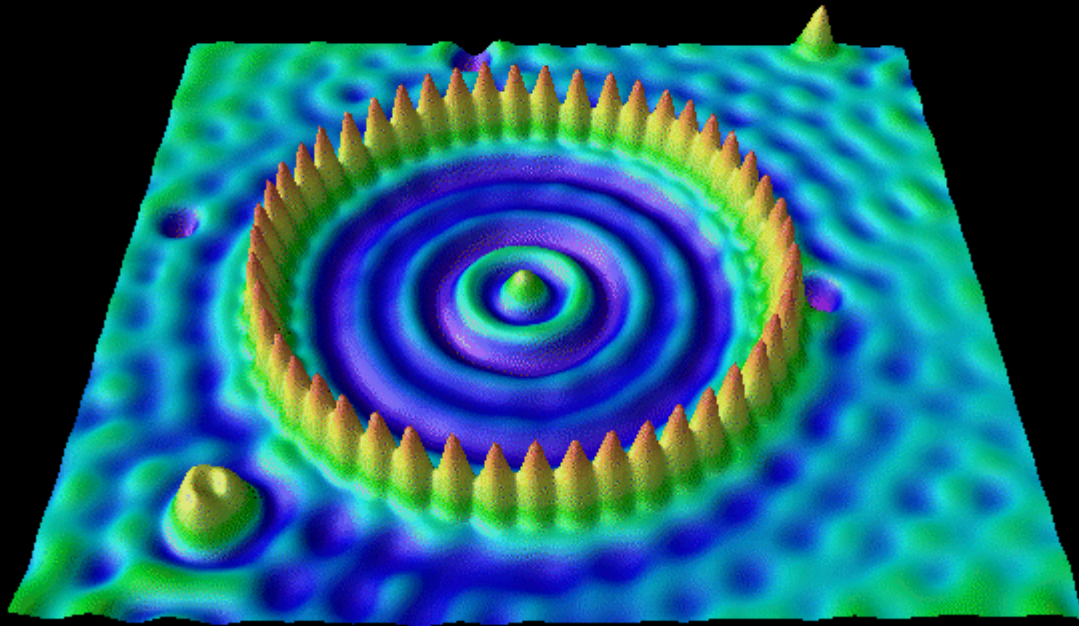


120 nm

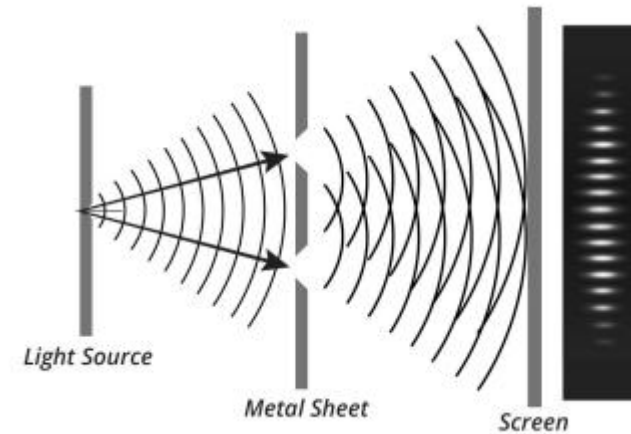


# Quantum object can have wave-like behaviour

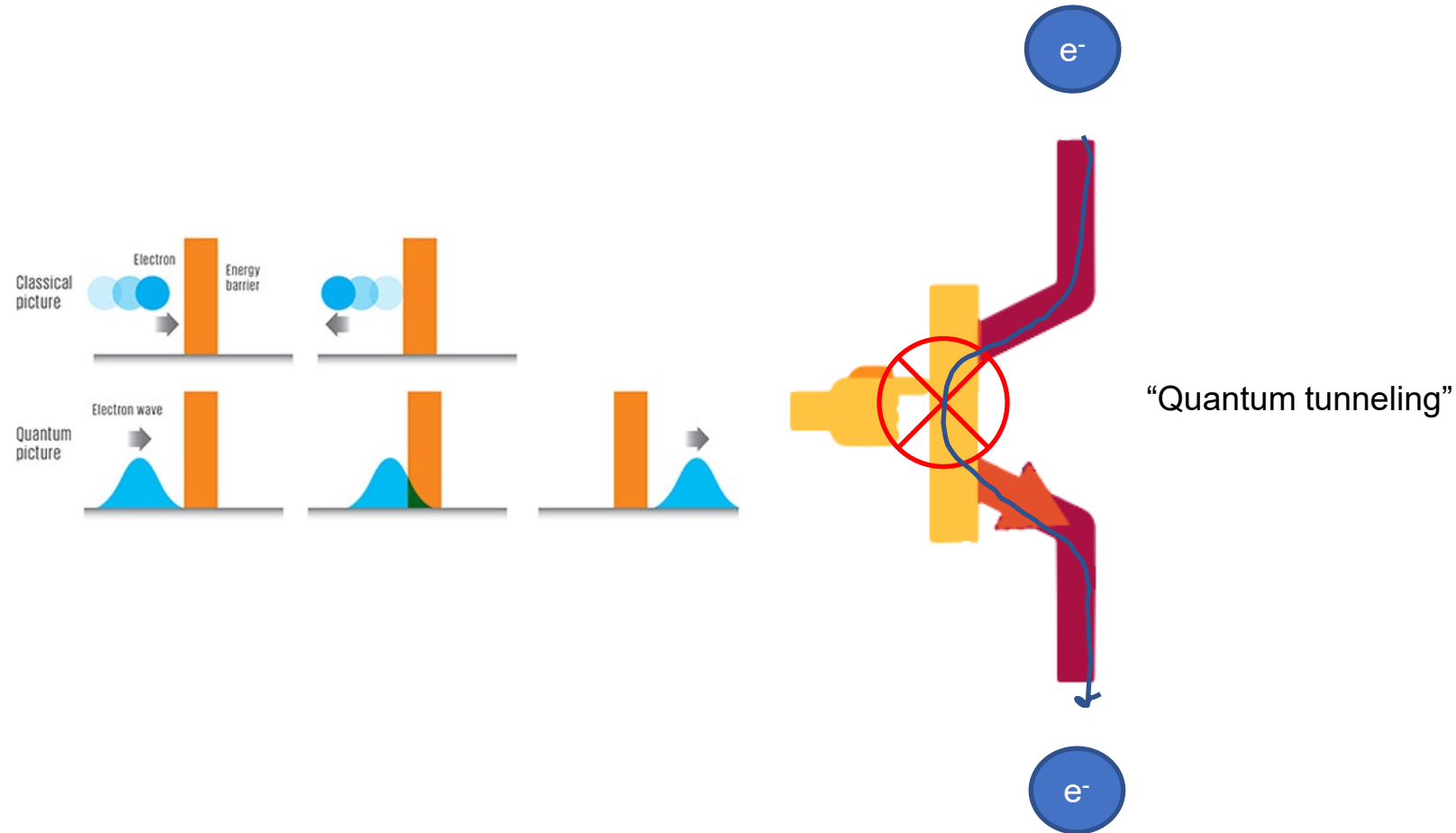
Electron fenced in by iron atoms



Photons are wave-like



# Subatomic transistors cannot regulate electrons



# Exploiting quantum weirdness, a qubit

## 1) Quantum superposition



Can be both  
0 and 1

Like a coin flip while still in the air



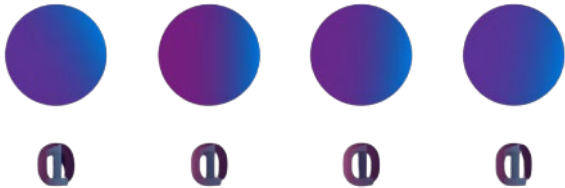
Collapses into 0 or 1 if measured



# Quantum vs classical information storage



4 bits =  $2^4$  combinations = one combination at a time



4 qubits = can be in all 16 combinations at the same time

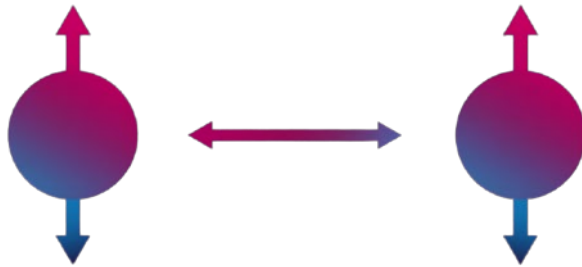
**20 qubits = 1 million values simultaneously**





# More quantum weirdness

## 2) Quantum entanglement



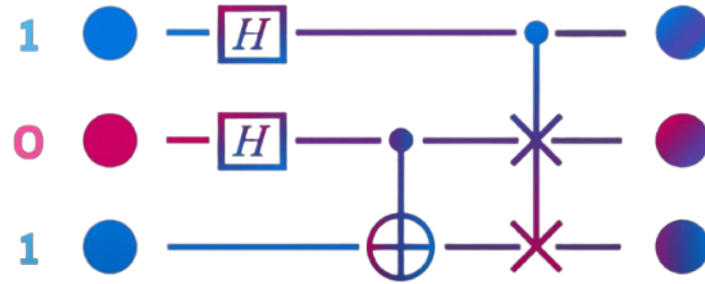
Entangled qubits



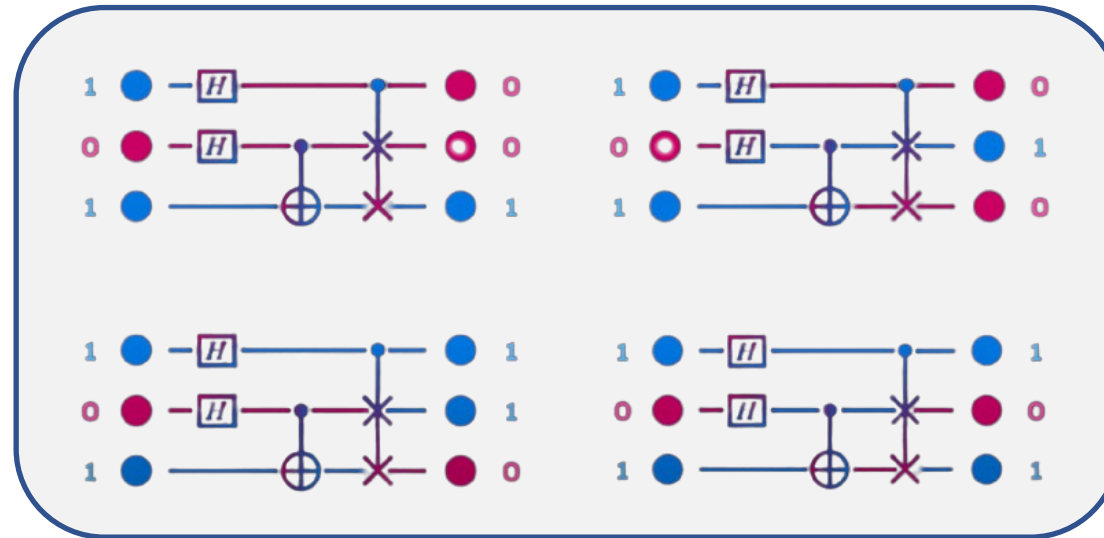
When one qubit is measured both will become 1



# Quantum circuits



Getting all the solutions at once



# An example to help

Maximize the number of **friend pairs** that share the same car  
Minimize the number of **enemy pairs** that share the same car

Toronto

Los Angeles



Becky

Alice

Chris



# Classical solution

Maximize the number of **friend pairs** that share the same car  
Minimize the number of **enemy pairs** that share the same car

Toronto

Los Angeles

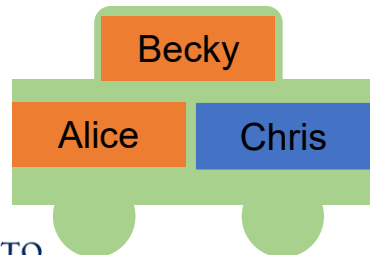


Becky

Alice

Chris

1. Store data with bits
2. Taxi #1 = 0, Taxi #2 = 1
3. Each person has only two choices so all combinations can be represented in 3 bits



A B C  
= 1 1 1

Score of this option is 1 friend pair – 2 enemy pairs = -1



# Classical solution, cont.

This problem is fairly simple. It quickly becomes too difficult to solve with a regular computer as we increase the number of people in this problem.

A	B	C	Score
0	0	0	-1
0	0	1	1
0	1	0	-1
0	1	1	-1
1	0	0	-1
1	0	1	-1
1	1	0	1
1	1	1	-1

Two solutions that have equal score



# Classical computing fails with scaling

- 3 people = 8 configurations
- 4 people = 16 configurations
- With  $N$  people,  $2^N$  configurations = classical approach
- Becomes impossible to solve with a regular computer



# Quantum solutions scale very well

- Classical = 3 bits = 1 of 8 configurations at a time
- Quantum = 3 qubits = 8 of 8 configurations at a time
- When you apply some sort of computation on these 3 qubits, you are computing **in all of those 8 configurations at the same time**
- Even with 100 people = 100 qubits, the number of operations required to solve the problem is 1



# What does the quantum computer need?

- All potential solutions represented with qubits
- A function that turns each potential solution into a score
- In this case, this is the function that counts the numbers of friend pairs and enemy pairs sharing the same car



# The reality with the quantum solution

- There are errors when running a quantum computer
- So, instead of finding the best solution, it might find the second-best solution, the third best solution, and so on
- These errors become more prominent as the problem becomes more and more complex
- So, in practice, you will probably want to run the same operation on a quantum computer dozens of times or hundreds of times. Then pick the best result out of the many results you get

# Don't fret if this is confusing

