# **Short Course in Quantum Information**



Prof. Ivan H. Deutsch

Dept. of Physics and Astronomy

Center for Advanced Studies

University of New Mexico



Information Physics Group: <a href="http://info.phys.unm.edu">http://info.phys.unm.edu</a>

### Course Info

All materials downloadable @ website
 <a href="http://info.phys.unm.edu/~deutschgroup/DeutschClasses.html">http://info.phys.unm.edu/~deutschgroup/DeutschClasses.html</a>

### Syllabus

Lecture 1: Intro

Lecture 2: Formal Structure of Quantum Mechanics

Lecture 3: Qubits

Lecture 4: Entanglement

Lecture 5: Algorithms

Lecture 6: Error Correction

Lecture 7: Physical Implementations

Lecture 8: Quantum Cryptography



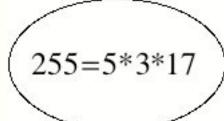


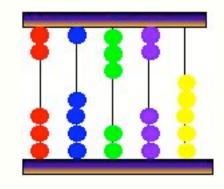
# Why is a Physicist Talking About Information?

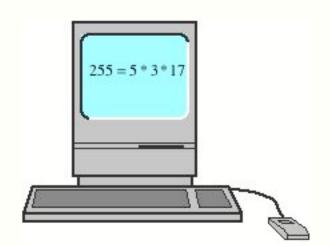




# **Information is Physical**







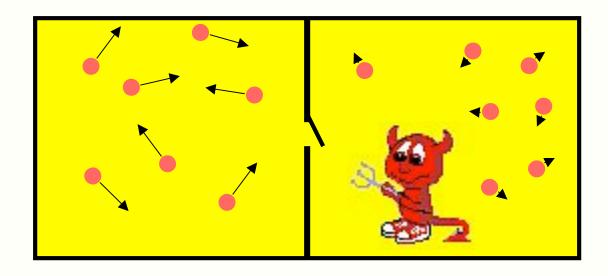


Any computation is constrained by the physical laws governing the "machine" that carries out the operations.





# **Entropy and Information**

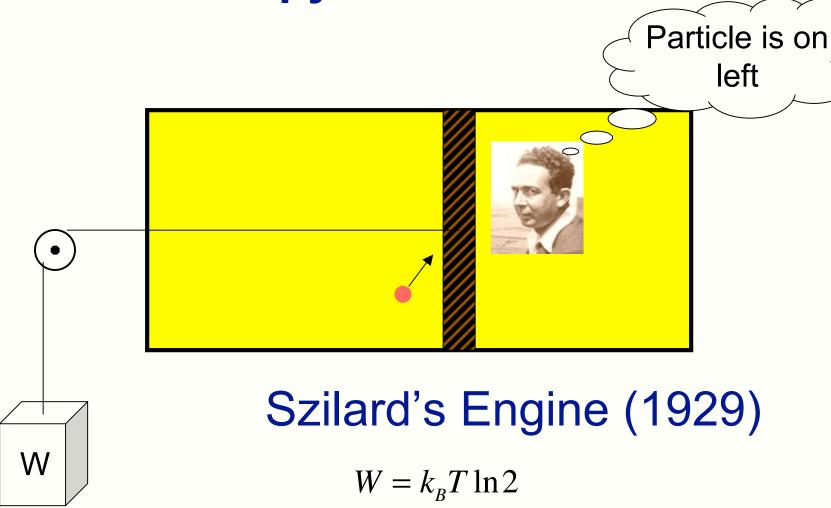


Maxwell's Demon (1867)





**Entropy and Information** 









Bennett (1982)



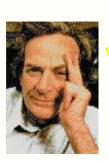
Landauer (1961)



Benioff (1985)

#### Thermodynamics/reversible computing

**Quantum Simulations** 



Feyman (1982)



Universal quantum circuit model

Deutsch (1985)

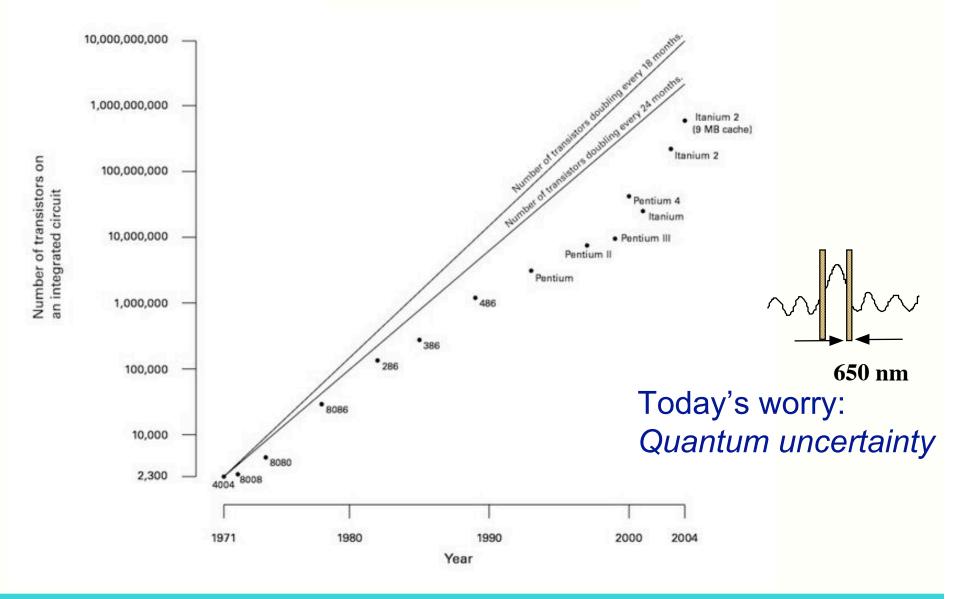








### **Moore's Law**







### What is Information?









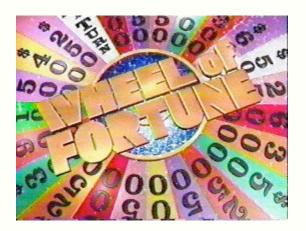












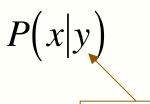






### Information = What we know.

Bayesian view of probabilities:



**Prior information** 

Logic and probability of alternatives:

$$P(x) = P(x|y_1)P(y_1) + P(x|y_2)P(y_2)$$

Bayes Rule - Updating probabilities given new information:

$$P(x|y_1, y_2) = NP(x|y_1)P(y_2|x, y_1)$$
prior likelihood



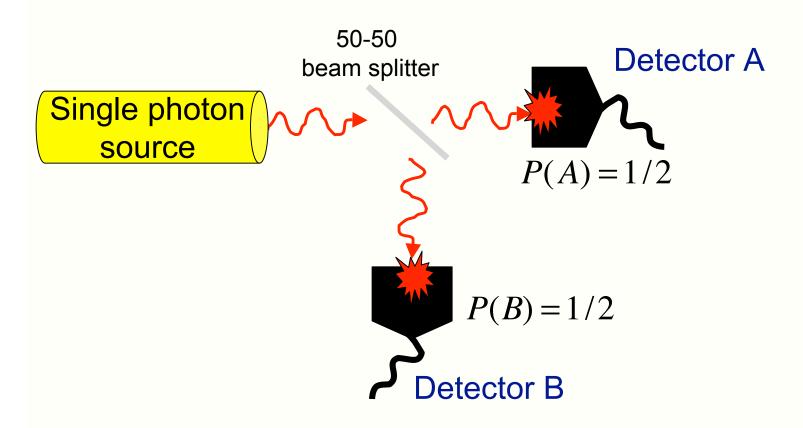


### **How Does the Quantum World Differ?**



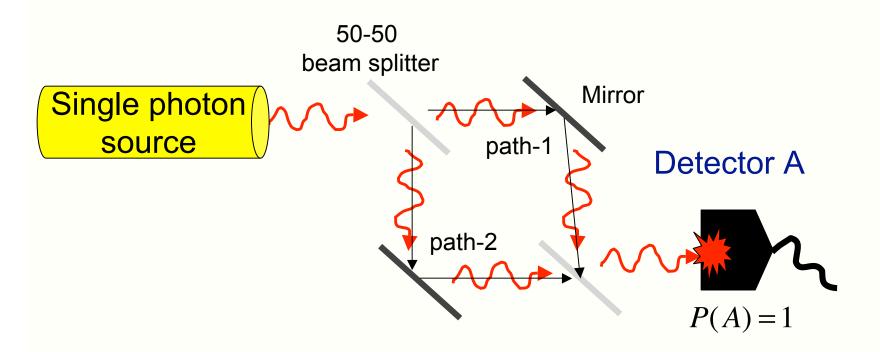


### **Probabilties of events Quantum World**





### **Probabilties of events Quantum World**

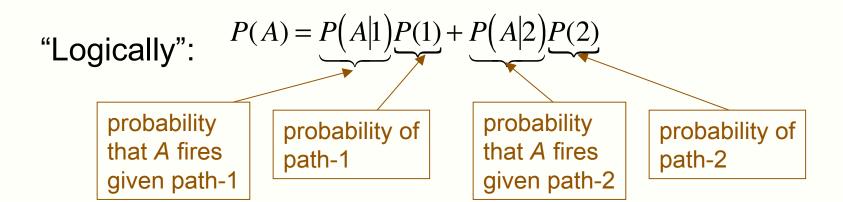








## **Quantum Events Can Define Logic**



$$P(A) = \underbrace{P(A|1)}_{1/2} \underbrace{P(1)}_{1/2} + \underbrace{P(A|2)}_{1/2} \underbrace{P(2)}_{1/2} = 1/2$$





### The Quantum World Has Its Own Logic

Probability vs. Probability Amplitude

To quantum "processes" are associated complex amplitudes,  $\psi_i$ 

The probability of an even is the square modulus,  $P_i = |\psi_i|^2 = \psi_i^* \psi_i$ 

Feynman's Rule: Add amplitudes for indistinguishable processes

$$\psi(A) = \psi(A | 1)\psi(1) + \psi(A | 2)\psi(2)$$

$$P(A) = |\psi(A)|^2 = \psi^*(A)\psi(A)$$

$$= (\psi(A | 1)\psi(1) + \psi(A | 2)\psi(2))^* (\psi(A | 1)\psi(1) + \psi(A | 2)\psi(2))$$

$$= |\psi(A|1)|^2 |\psi(1)|^2 + |\psi(A|2)|^2 |\psi(2)|^2$$

$$+\psi(A|1)\psi(1)\psi^{*}(A|2)\psi^{*}(2)+\psi(A|2)\psi(2)\psi^{*}(A|1)\psi^{*}(1)$$





## The Quantum World Has Its Own Logic

Probability vs. Probability Amplitude

To quantum "processes" are associated complex amplitudes,  $\psi_i$ 

The probability of an even is the square modulus,  $P_i = |\psi_i|^2 = \psi_i^* \psi_i$ 

Feynman's Rule: Add amplitudes for indistinguishable processes

$$\psi(A) = \psi(A|1)\psi(1) + \psi(A|2)\psi(2)$$

$$P(A) = |\psi(A)|^2 = \psi^*(A)\psi(A)$$

$$= (\psi(A | 1)\psi(1) + \psi(A | 2)\psi(2))^* (\psi(A | 1)\psi(1) + \psi(A | 2)\psi(2))$$

$$= P(A|1)P(1) + P(A|2)P(2)$$
 classical logic

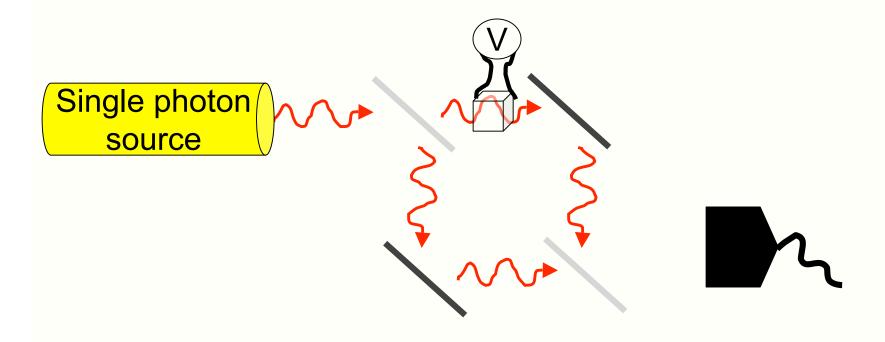
quantum interference

 $+\psi(A|1)\psi(1)\psi^{*}(A|2)\psi^{*}(2)+\psi(A|2)\psi(2)\psi^{*}(A|1)\psi^{*}(1)$ 





### **Measurement / Irreducible Disturbance**

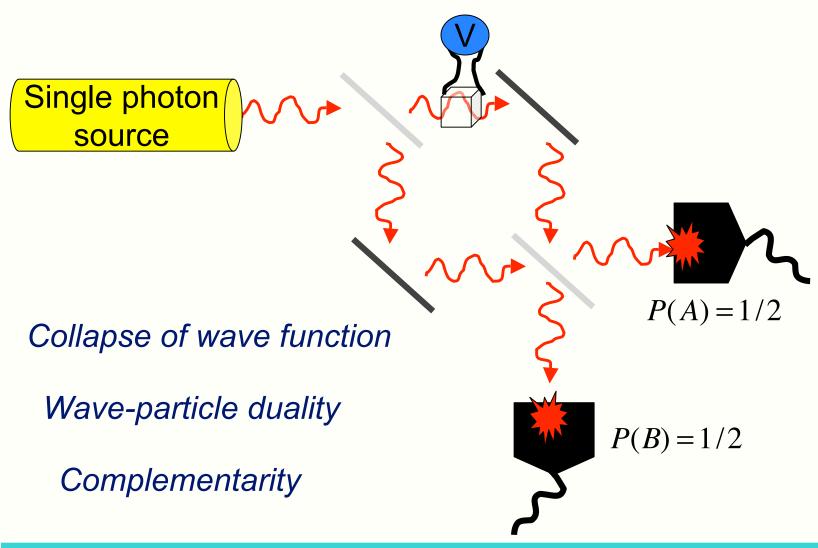








### **Measurement / Irreducible Disturbance**







# What Is Collapsing?



What is the probability the coin is heads up?

P=1/2





# What Is Collapsing?







# What Is Collapsing? State of knowledge



What is the probability the coin is heads up?

P=1





### **Hidden Variables?**

<u>Classical probability:</u> Incomplete knowledge of state, but can be "completed" by discovering the "hidden information" of an objective, "realistic" property.

Einstein: Quantum mechanics is "incomplete". "Hidden variables" make results appear random.

John Bell: There is no *local* hidden variable (objective value) that can account for correlations in quantum measurements.

#### **Entangled States**





### The Weird Quantum World

- Interference between indistinguishable processes.
- Heisenberg uncertainty (incompatible observables).
- Information-gain / measurement-disturbance.
- Entanglement: No local realism.

Quantum Information: Putting weirdness to work!





# What is Quantum Information Good For?





# Quantum Computation:

- Universal Machine (Shor's algorithm)
- Quantum Simulation

# Quantum Cryptography:

- Key Distribution (QKD)
  - Secret sharing

# Quantum Communication:

- Channel capacity
- Distributed computation

Quantum Metrology

Precision sensors





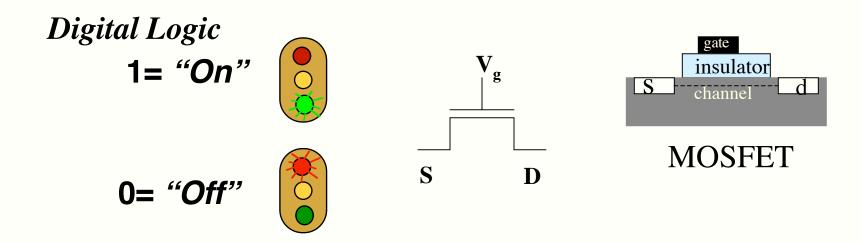
# Hardware and Software of Quantum Information





### **Fundamental Unit of Quantum Information**

**Classical Bit:** Two-states which are clear distinguished







### **Fundamental Unit of Quantum Information**

**Quantum bit (qubit):** Two-states which are "orthogonal" and can exist in superposition.

- Photon paths or polarizations in an interferometer.
- Energy levels of an atom.
- "Spin" directions of an electron.
- Charge states in a quantum dot.
- Mesoscopic currents in a superconductor.

Logical "basis" states:

|0 Port-A of interferometer

|1| Port-B of interferometer

**General superposition:** 

$$|\psi\rangle = c_0|0\rangle + c_1|1\rangle$$

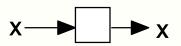




# **Transformation on qubits: Logic Gates**

**Bit** 

Identity



NOT

#### **Qubit**

**NOT** 

$$|0\rangle \rightarrow |1\rangle$$

$$|1\rangle \rightarrow |0\rangle$$

√NOT

$$|0\rangle \to (|0\rangle - i|1\rangle) / \sqrt{2}$$
$$|1\rangle \to (|1\rangle - i|0\rangle) / \sqrt{2}$$

$$|1\rangle \rightarrow (|1\rangle - i|0\rangle) / \sqrt{2}$$

$$|0\rangle \rightarrow (|0\rangle + |1\rangle) / \sqrt{2}$$

$$|1\rangle \rightarrow (|1\rangle - |0\rangle) / \sqrt{2}$$





### Multiple Qubits: The Space Grows Exponentially

#### E.g. 3-qubits, dim=8

$$|0\rangle = |0\rangle|0\rangle|0\rangle |1\rangle = |0\rangle|0\rangle|1\rangle |2\rangle = |0\rangle|1\rangle|0\rangle |3\rangle = |0\rangle|1\rangle|1\rangle |4\rangle = |1\rangle|0\rangle|0\rangle |5\rangle = |1\rangle|0\rangle|1\rangle |6\rangle = |1\rangle|1\rangle|0\rangle |7\rangle = |1\rangle|1\rangle|1\rangle \text{General state: } |\psi\rangle = \sum_{i=1}^{2^{n}-1} c_{x}|x\rangle$$

n-qubits: 2<sup>n</sup> alternatives



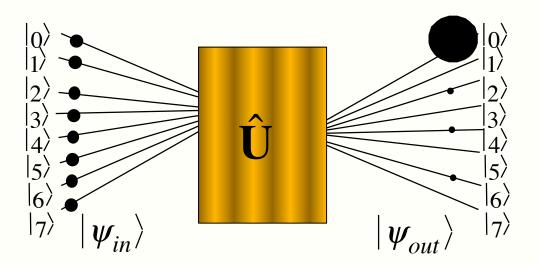


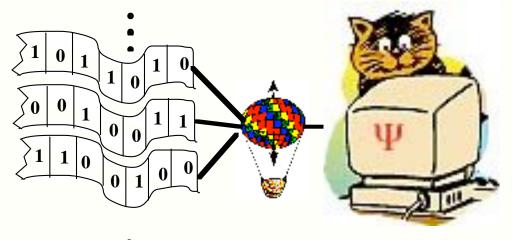


# **Quantum Algorithm**

#### •Map input-output

$$|\psi_{\scriptscriptstyle out}
angle = \hat{U}|\psi_{\scriptscriptstyle in}
angle$$





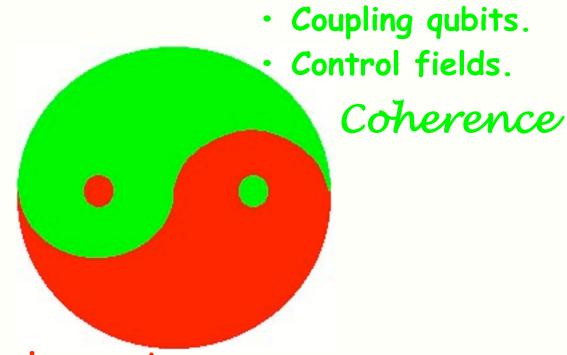
Quantum Parallelism







## The Tao of Quantum Computing



- · Coupling to environment.
- · Coupling to neglected degrees of freedom.

Decoherence



