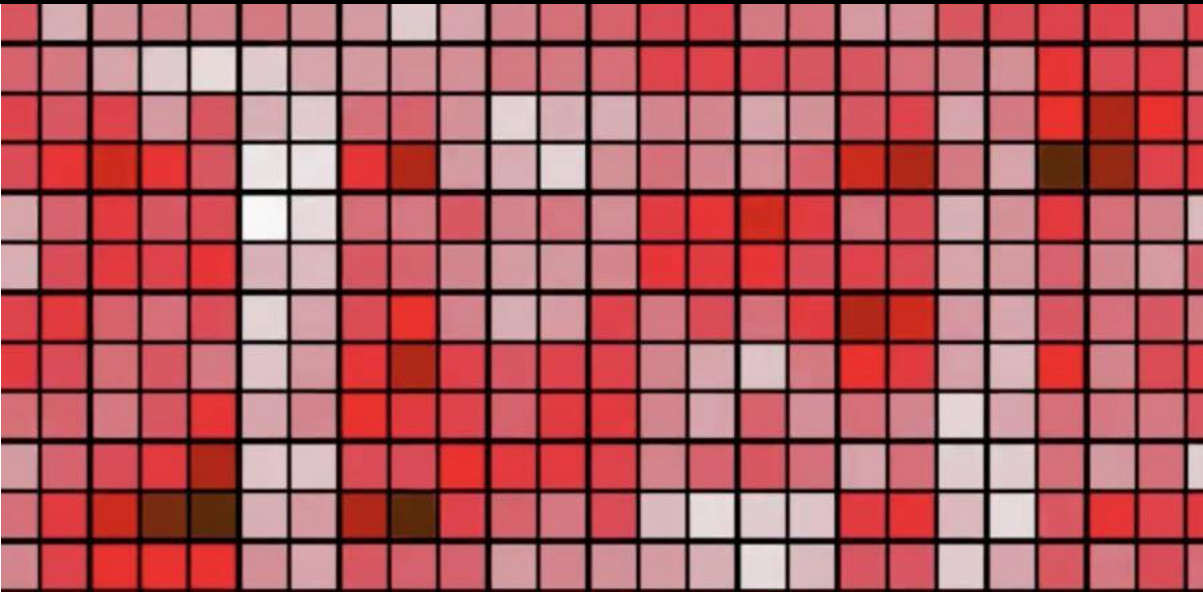


# Quantum for connectivity

Roundtable



12:00-18:00 CET | 18 October 2024 | CERN, Geneva



Universität  
Basel



Distinguishing the **False**  
from the **Reasonable**  
Promises of Quantum  
Computing.

By Pierre Fromholz

# What is quantum mechanics?

A mathematical theory based on physical principles used to successfully explain observed phenomenon

■ No religion

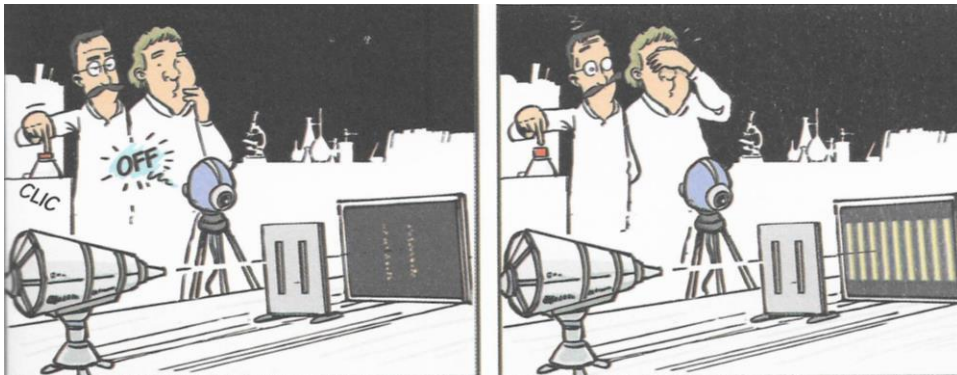
■ No philosophy

■ No ideology

■ Not perfect

## 1<sup>st</sup> Quantum Revolution

Noisy particle-wave duality



Quantix, Laurent Schafer

Technological  
advances

## 2<sup>nd</sup> Quantum Revolution

Sharp superposition and entanglement



# 1<sup>st</sup> revolution achievements



**Diodes**  
1873

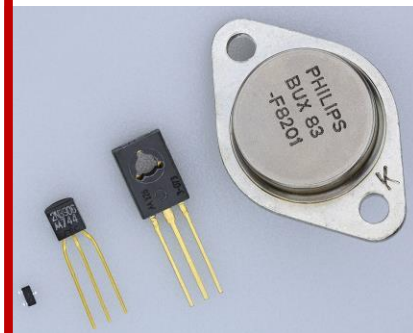
**LEDs**  
1927

**Electron microscope**  
ca. 1928



Wikipedia

**Transistors**  
1947  
*Building blocks  
of computers*



Wikipedia



Wikipedia

**Lasers**  
1960  
*Telecom, electronics  
fabrication and use*



**Magnetic resonance  
imaging (MRI)**  
1971

**Modern  
chemistry**

**More  
research**

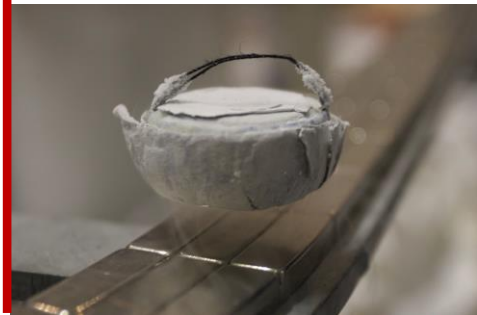
# 2<sup>nd</sup> revolution achievements



## Quantum materials

1911

Ex. *superconductors*

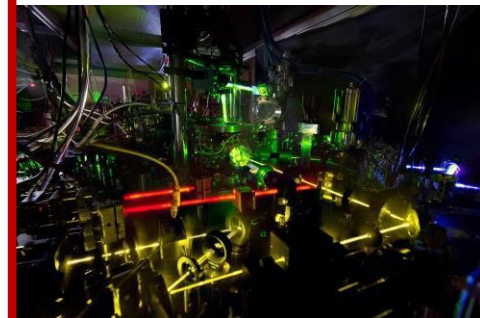


Wikipedia

## Atomic clocks

1945

In *GPS*



Wikipedia

## Flash memory

1967



Wikipedia

## Metrology

### Quantum key exchange and cryptography

1991

More  
research

Quantum  
computers? 4

# Quantum ABC: quantum state & the qubit




Coin	Heads 	Tails 
Qubit	$ 0\rangle$	$ 1\rangle$

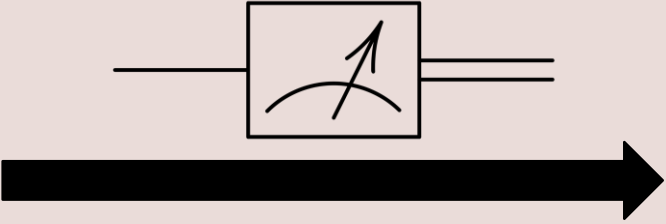
+ quantum properties

# Quantum ABC: superposition & measurements



**Superposition**  $a|0\rangle + b|1\rangle \approx$  


**Question** ~~What is the qubit state?~~ **Is the qubit state 0 or 1?**


**Measurement process**  $a|0\rangle + b|1\rangle$   **Collapse**  $|0\rangle$


**Measurement (probabilistic)**

# Quantum ABC: information

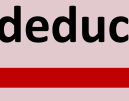


Is it 0 or 1?  1 "bit" of information = yes/no

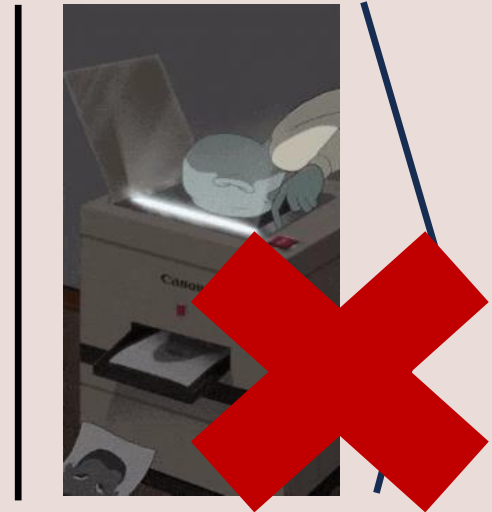
Is b positive?  yes/no

Is a > 0.3?  **destroy** yes/no

...

Infinite copies?  deduce  $a|0\rangle + b|1\rangle$

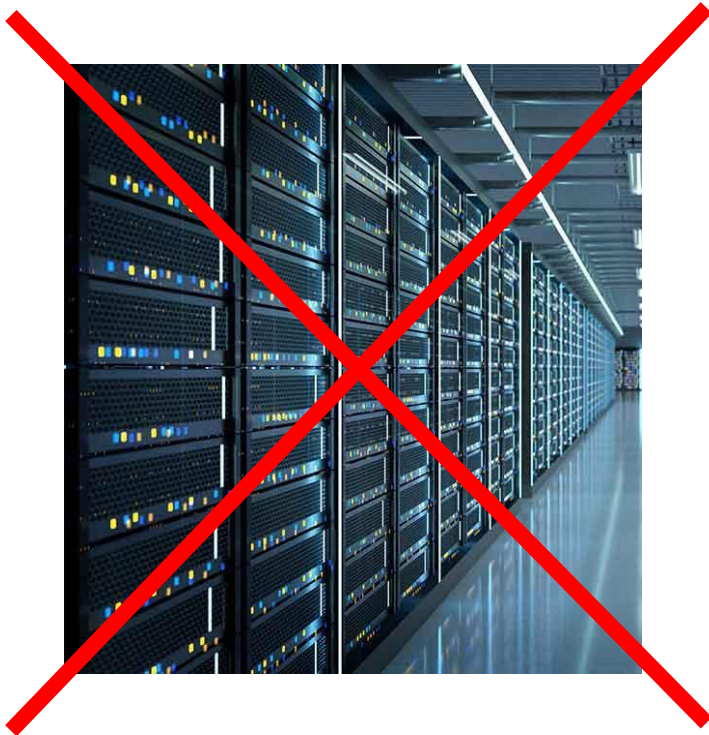
One copy?  ?



# False promises



Infinite storage



Inputting  
big data



Replace regular  
computers





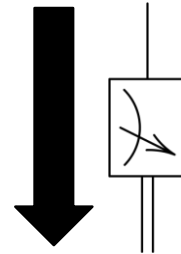
# Quantum ABC: entanglements



Superposition between **two** qubits:

$$|00\rangle + |11\rangle$$

Measurement of only **one** qubit:



Collapse of **both** qubits:

$$|00\rangle$$

# Quantum ABC: coherence and decoherence



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



No information

$$| \begin{array}{|c|c|} \hline \text{blue} & \text{red} \\ \hline \end{array} \rangle + | \begin{array}{|c|c|} \hline \text{red} & \text{blue} \\ \hline \end{array} \rangle$$



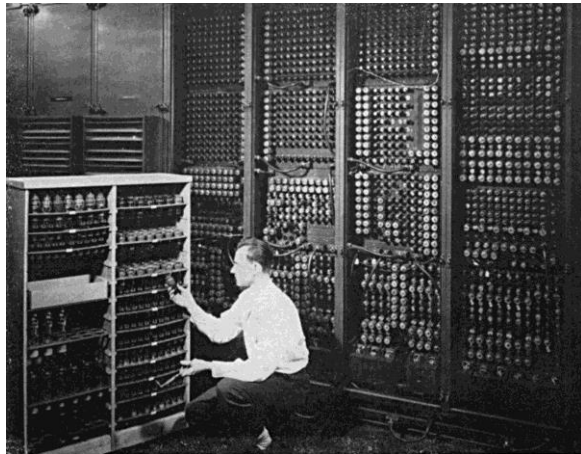
$$\begin{array}{|c|c|} \hline \text{blue} & \text{blue} \\ \hline \end{array} + \begin{array}{|c|c|} \hline \text{red} & \text{red} \\ \hline \end{array} + \begin{array}{|c|c|} \hline \text{blue} & \text{red} \\ \hline \end{array} + \begin{array}{|c|c|} \hline \text{red} & \text{blue} \\ \hline \end{array}$$

Decoherence  
= noise...

# Recipe for a quantum computer

## Standard computer

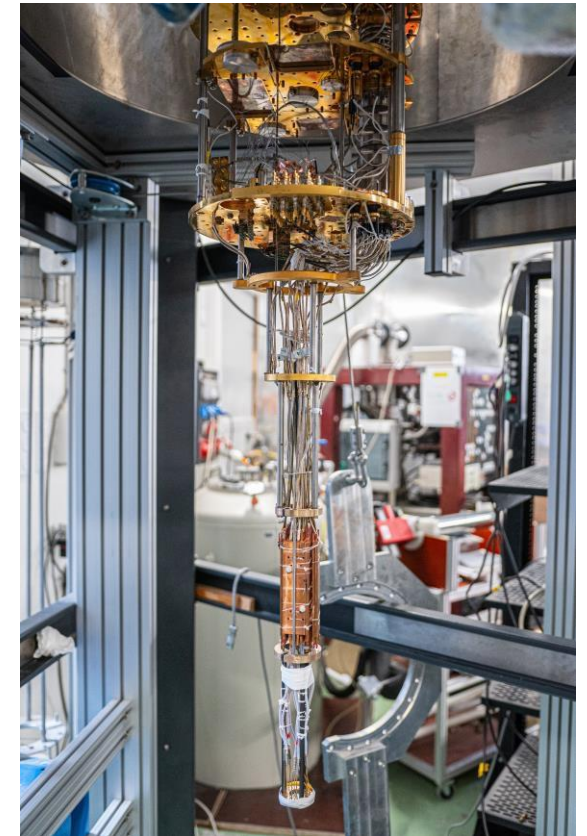
Bits  
+  
Transformations (called  
gates)  
+  
Measurement  
+  
Little noise



Replacing a bad tube meant checking among ENIAC's 19,000 possibilities.

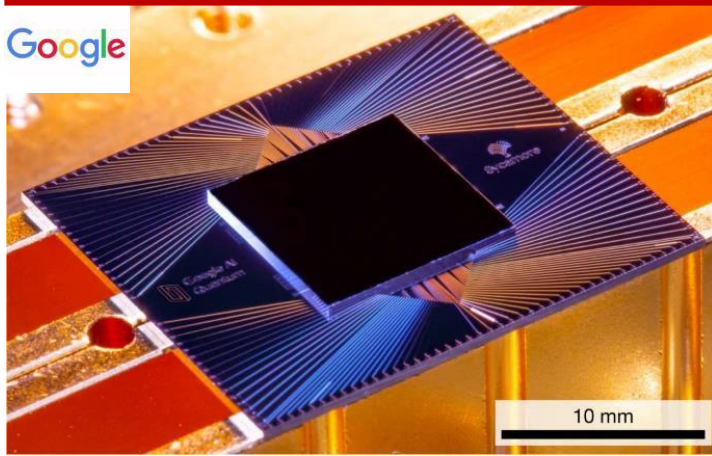
## Quantum computer

Qubits  
+  
Entanglement  
+  
More transformations  
(quantum gates)  
+  
Measurement  
+  
"No noise"



# (Controversial) examples of quantum advantage

## Generating random numbers



Arute F. et al, *Nature* **574** 505 (2019)

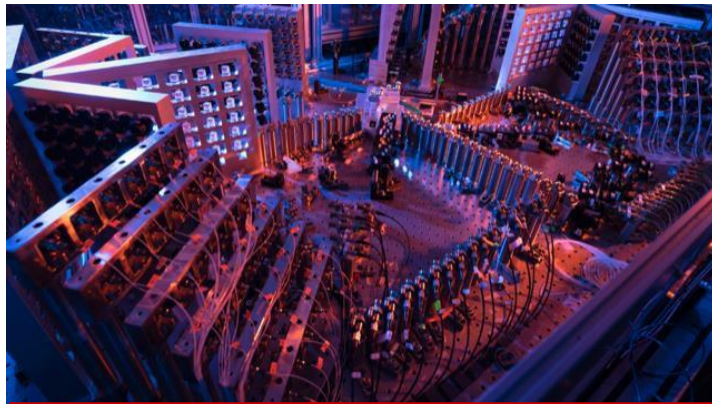
**53 qubits**

**$10^{10}$  times faster**

Han-Sen Zhong et al., *Science* **370**, 6523pp. 1460-1463 (2020)

**30 qubits**

**$10^{14}$  times faster**



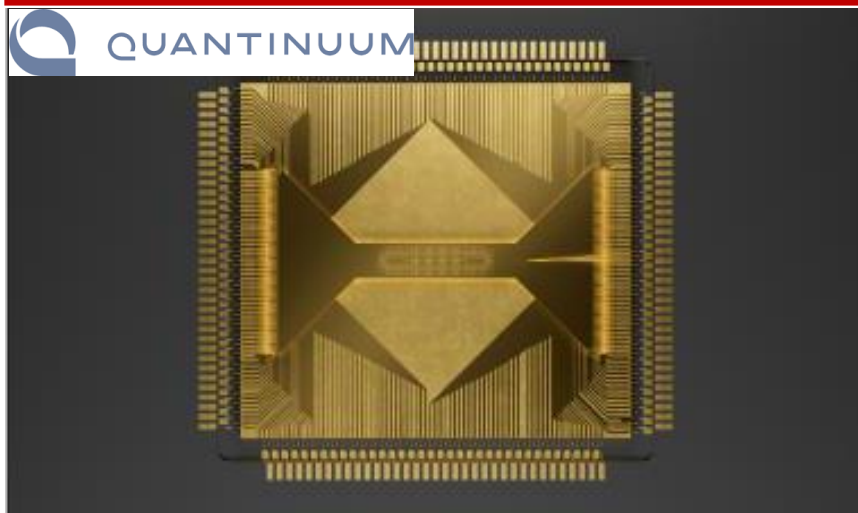
Yulin Wu et al. *Phys. Rev. Lett.* **127**, 180501 (2021)

**30 qubits**

**$10^{13}$  times faster**

# Other examples

## Simulation of small quantum systems



W.J. Huggins et al., *Nature* **603**, 416–420 (2022)

**53 qubits (google)**

?

I. Shapoval et al., *Quantum* **7**, 1138 (2023).

**~ 20 qubits**

?



Google Quantum AI *Nature* **614**, 676–681 (2023).

**72 > 49 qubits (google)**

-

# Art and multimedia?



## Quantum creativity



Libby Heaney

## Random generation and AI

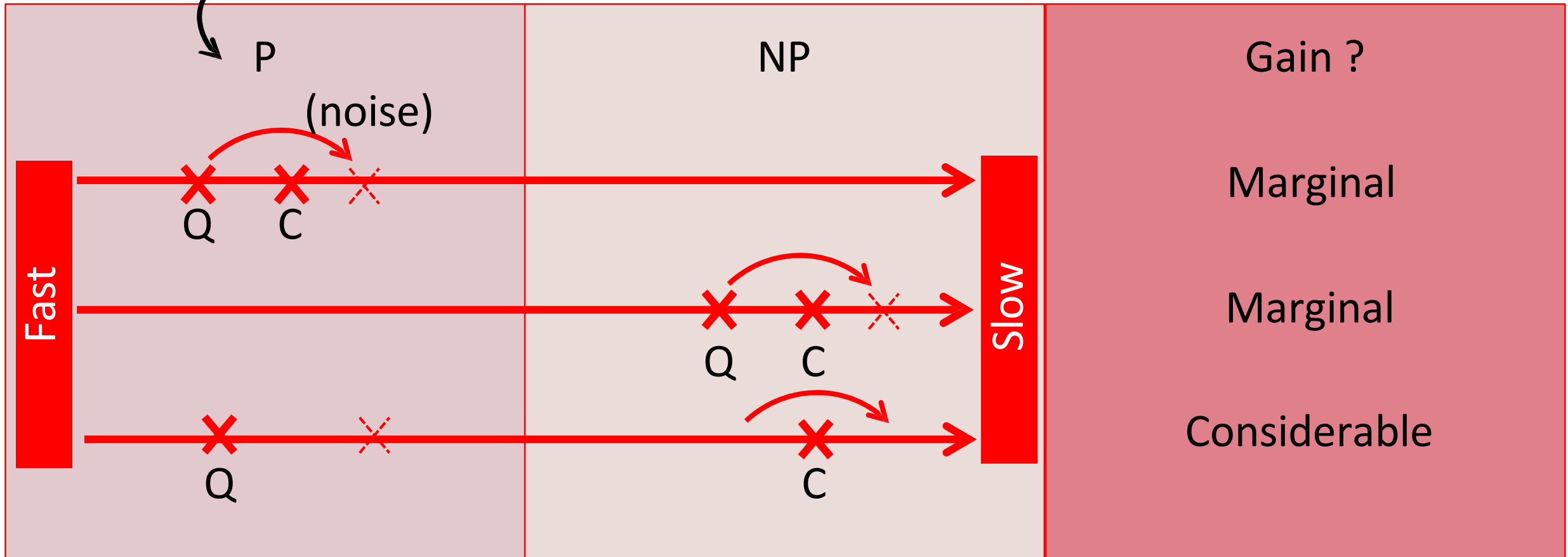


James Wootton

# Reasonable promises



A performance metric



# Important algorithms (= solution recipe)



Deutsch-Josza  
Simon (Deutsch-Josza + errors)



**Academic problems**  
**Guessing black boxes**

Shor



**Factorizes into prime numbers**  
• Cracks regular cryptography (RSA in particular)

Solution: quantum cryptography

Grover



**Find elements in a list**  
Crucial when using big data



# Important algorithms (= solution recipe)



Adiabatic



## Optimization and chemistry

- Many-body simulation
- Modeling of quantum systems

Applications: new materials, new/cheaper drugs/chemicals, high energy physics

Variational



## Finding minimum

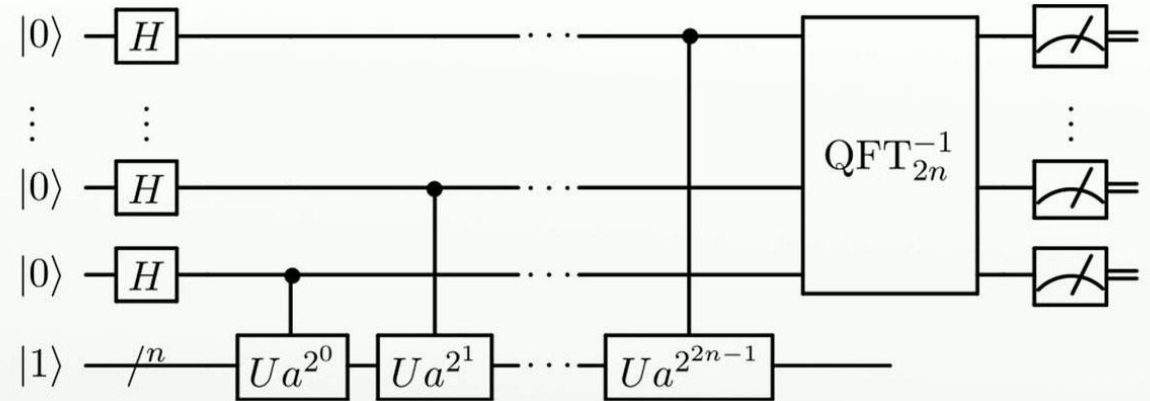
- Find the best path
- Train AI faster
- Solving equations (ex. Water/air flows)
- Inspiring classical algorithm: Netflix recommendations

# What does an algorithm look like?

## Using an SDK

```
1 from qiskit_ibm_runtime import SamplerV2 as Sampler
2
3 # If using qiskit-ibm-runtime<0.24.0, change `mode=` to `backend=`
4 sampler = Sampler(mode=backend)
5 sampler.options.default_shots = 10000
6
7 # Set simple error suppression/mitigation options
8 sampler.options.dynamical_decoupling.enable = True
9 sampler.options.dynamical_decoupling.sequence_type = "XY4"
10 sampler.options.twirling.enable_gates = True
11 sampler.options.twirling.num_randomizations = "auto"
12
13 pub= (optimized_circuit, )
14 job = sampler.run([pub], shots=int(1e4))
15 counts_int = job.result()[0].data.meas.get_int_counts()
16 counts_bin = job.result()[0].data.meas.get_counts()
17 shots = sum(counts_int.values())
18 final_distribution_int = {key: val/shots for key, val in counts_int.items()}
19 final_distribution_bin = {key: val/shots for key, val in counts_bin.items()}
20 print(final_distribution_int)
```

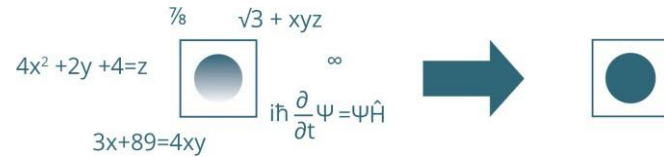
## Conceptual representation



# What makes a good qubit?



## Computational ability



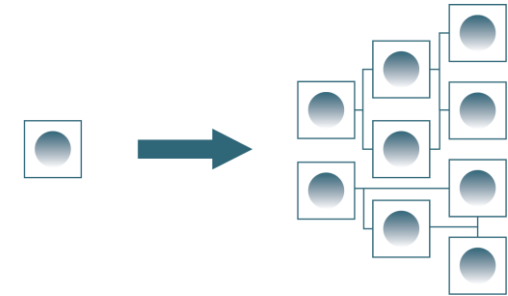
- perform as many calculations as possible on the qubits before their superposition and entanglement are lost.

## Operability



- reliable control on the preparation, manipulation, and measure of the qubit

## Scalability



- We need to interconnect thousands – probably millions – of qubits to make a useful quantum computer.

# Leading technologies



## Superconducting circuits

- Qubit: excitation of an electronic mode
- Two types: transmons & Fluxmons



## Trapped ions

- Qubit: 2 internal states of ions
- Long coherence time, high gate fidelity
- Hardly scalable



## Neutral atoms (+Rydberg)

- Qubit: excitation of the atoms



## Colour centers

- Qubit: point defect in crystal
- Very clean
- Difficult to make



## Spin qubits / quantum dots

- Qubit: up or down spin of a particle (electron or hole)
- Uses the semiconductor industry



## Photons

- Mainly used as information carrier (travel at the speed of light)
- Difficult to make gates



# Honorable mentions



## Nuclear Magnetic Resonance

- Qubit: nuclear spin
- Scales poorly

## Topological Majorana and anyons

- Qubit: braiding of anyons
- No realization...



**And more !**

## Quantum annealer

- Restricted to a certain kind of problems and algorithms

**D:WAVE**

## Measurement-based

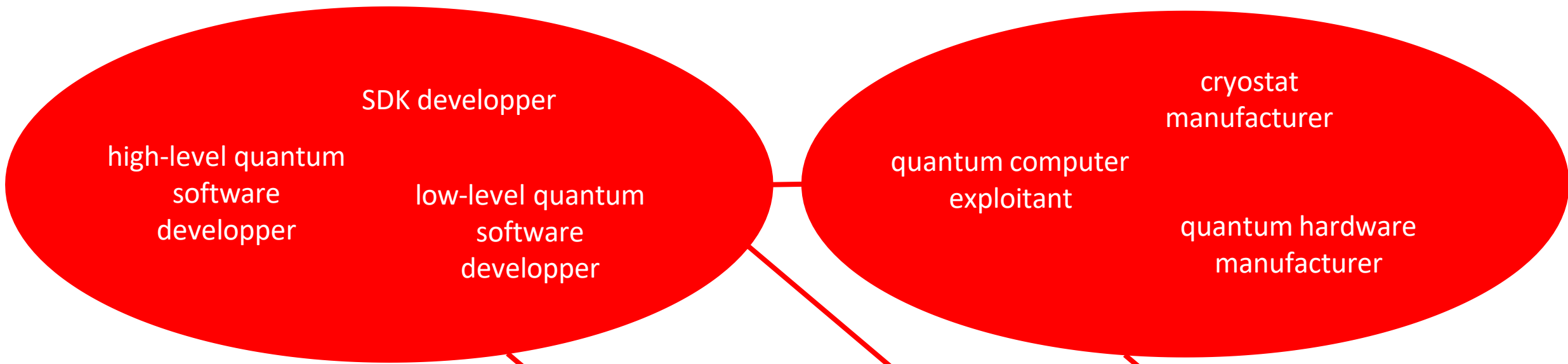
- Using measurement to do the algorithm
- Requires to start with many entangled qubits

# Quantum ecosystem



enablers

researchers



clients

quantum solution consultant

cloud service platform

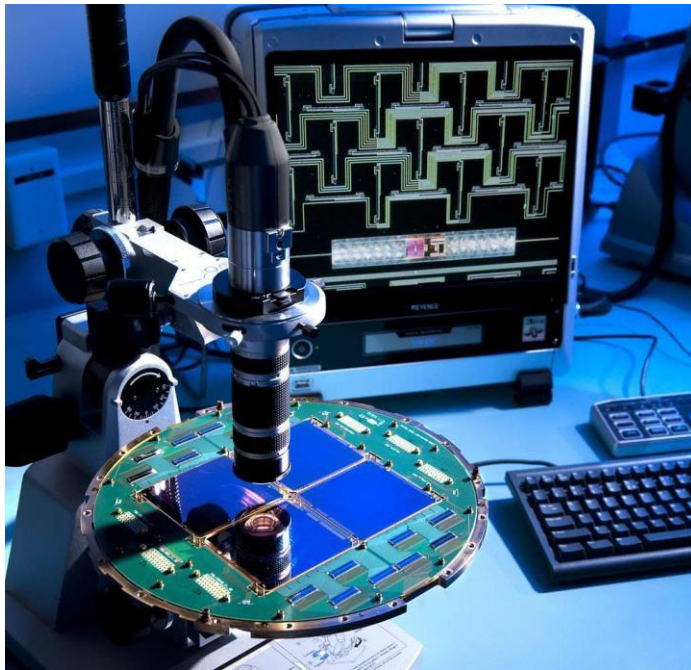


User

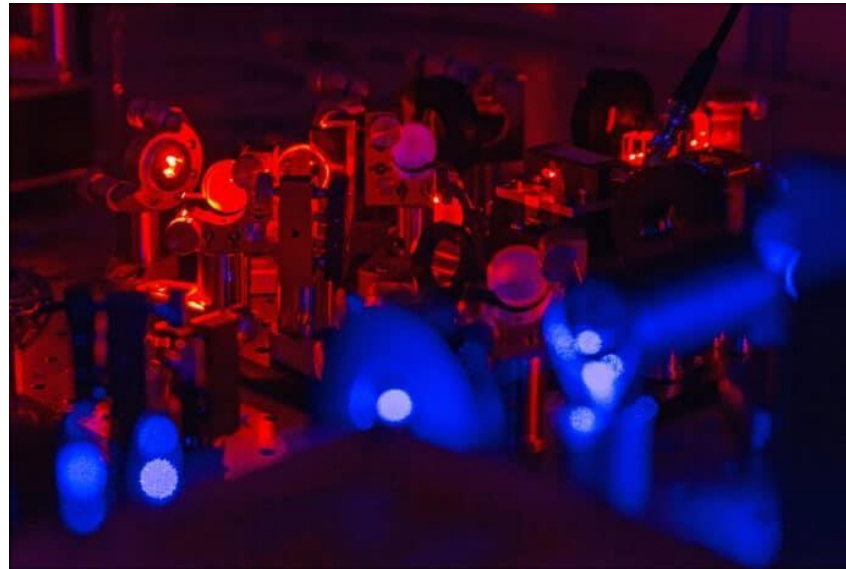
Hardware

# Other utility of quantum?

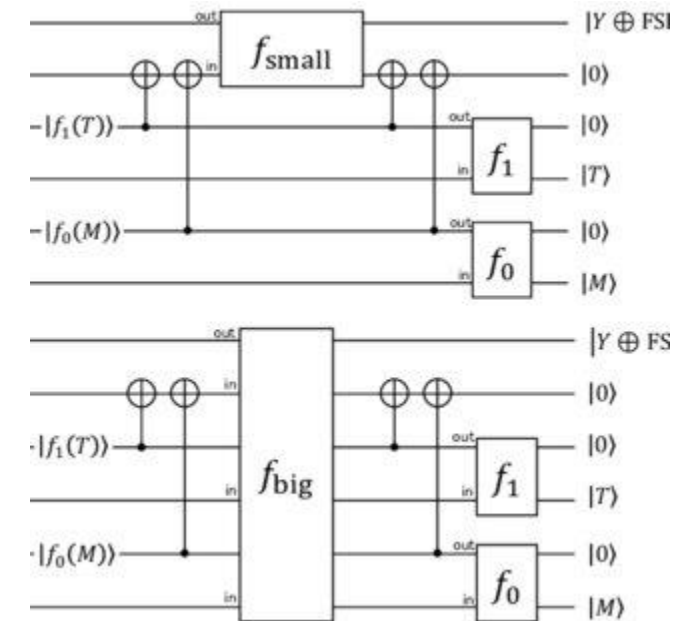
Quantum sensors



Quantum simulators



Quantum-inspired algorithms



# Where we stand



- Classical computers struggle to simulate > 30 perfect qubits... in general
- Almost all technologies have proof-of-concept on 10-100 imperfect qubits
- Too many errors everywhere to see the benefit
- Other issues:

Large circuits

Always some noise

Far advantage