

Jessica Rosenberg, PhD Nancy Holincheck, PhD Weiwen Jiang, PhD



2:00 – 2:15	Welcome and introductions
2:15 – 2:30	Quantum Questions
2:30 – 3:15	Introduction to Quantum
3:15 – 3:30	Break
3:30 – 4:00	Path from classical computing to quantum computing
4:00 – 4:45	Industry panel
4:45 – 5:00	Wrap up

Introductions

In pairs (with someone you don't know) introduce yourself to one another.

You will have ~5 minutes to learn about one another and then you will introduce your partner to the group.

Questions to consider discussing (come up with your own as well):

- Name, degree program
- Why are you here?
- What is your favorite hobby or sport?
- If you could work anywhere in the world, where would it be?
- What is the most recent song you listened to or movie/show you watched?

Quantum Questions

In your group, come up with 10-12 questions about quantum and quantum careers you hope to learn more about:

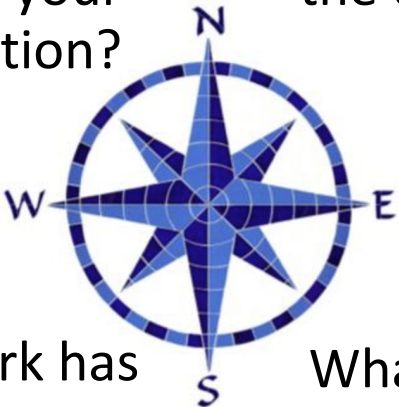
- *Why...?*
- *What if...?*
- *What is the purpose of...?*
- *How would it be different if...?*
- *Suppose that...?*
- *What if we knew...?*
- *What would change if...?*

Compass Points

In your group identify one question to dig into further. Use the prompts below to explore your question. Capture your response on the poster paper provided.

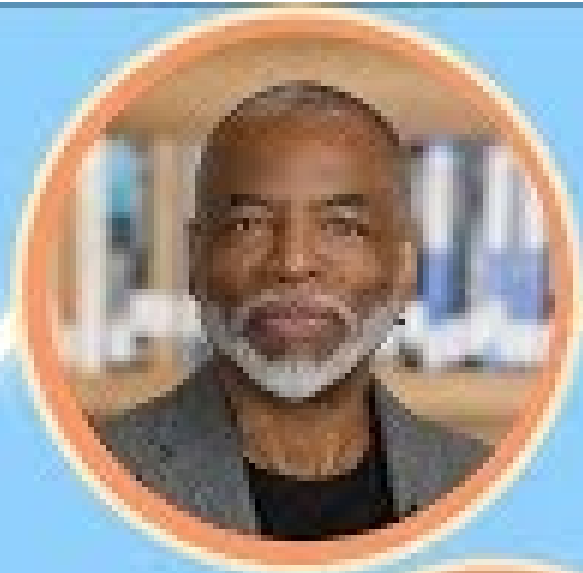
What else do you **N**eed to know or find out to explore your quantum question?

What do you find **E**xciting about the quantum question?



What **W**ork has been done by researchers or industry to explore this question?

What **S**teps can you take to explore this question further?



Classical Mechanics

What is the object's position?

What is the velocity?

What forces are acting on it?

What will happen next?



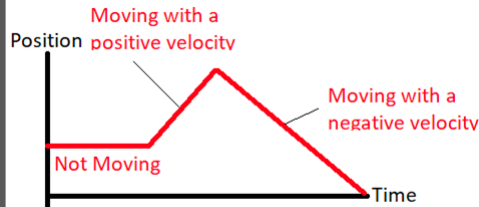
Kinematics - Formulas

$$v_f = v_0 + at$$

$$v_f^2 = v_0^2 + 2ad$$

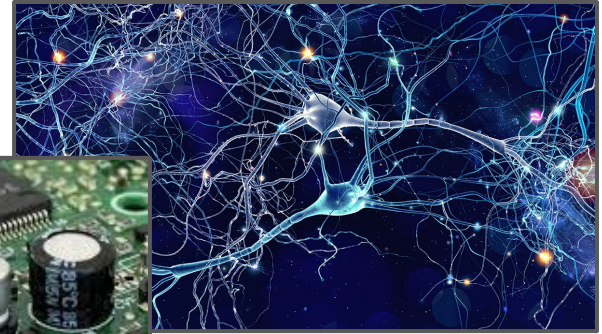
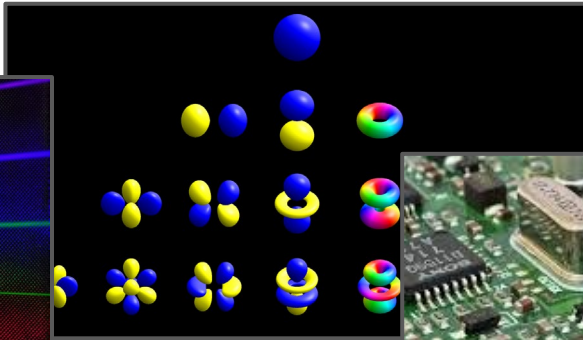
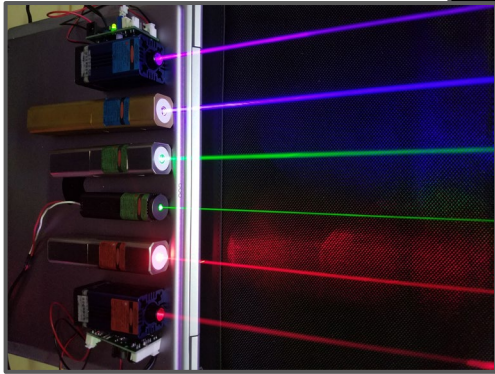
$$a = \frac{v_f - v_0}{t}$$

$$v = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t}$$



Quantum Mechanics

Instead of describing the state of a system with definite values of position, velocity, etc., we describe it with **probabilities**, and we can predict how these probabilities change over time.



At larger scales, the results are the same as classical mechanics, but at smaller scales we need quantum mechanics.

Classical Physics

Classical physics explains most physical behaviors in our everyday life

Deterministic: Position, velocity, and momentum can be *precisely predicted* using equations of motion

Measurement: Tells you the “state” of an object (that it was already in).
Measurement doesn’t change anything

Quantum Physics

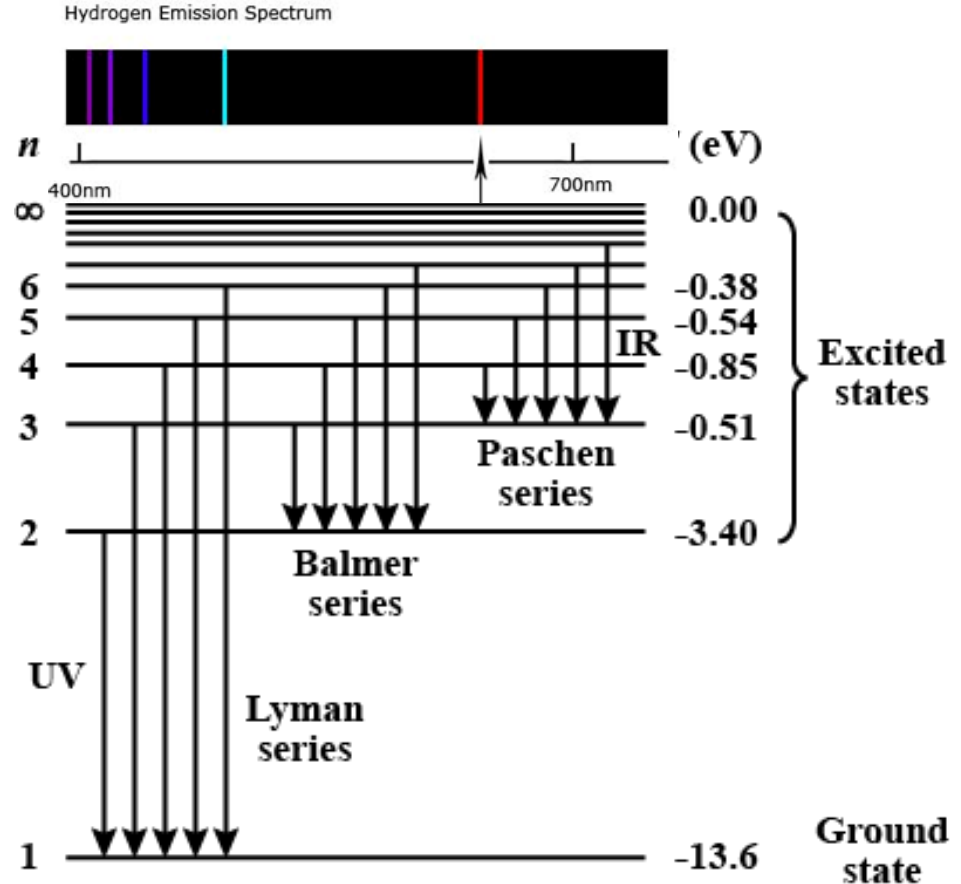
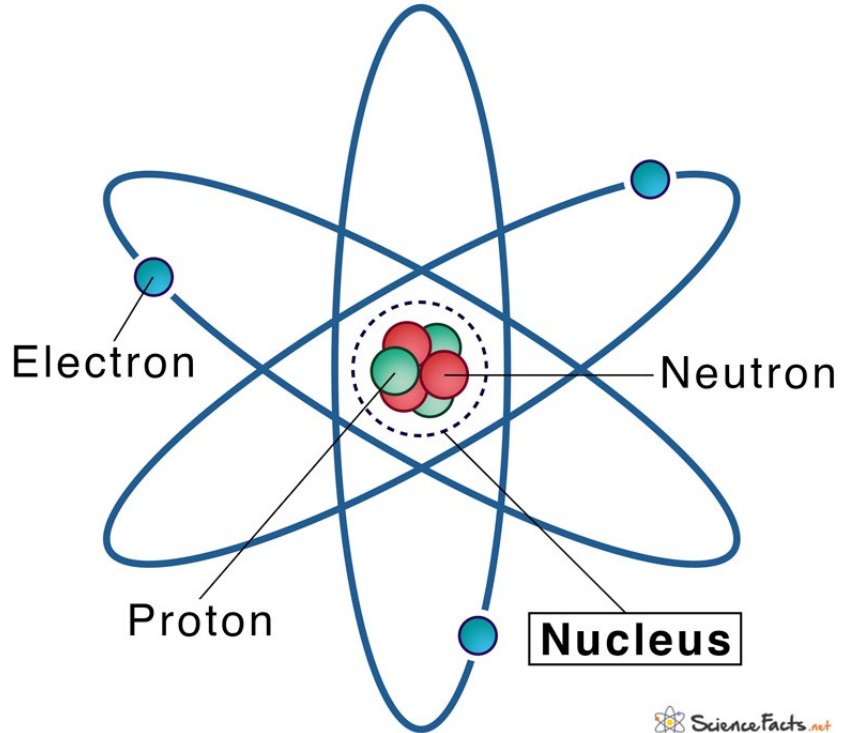
Quantum physics explains behaviors at the sub-atomic level

Probabilistic: Precise values for position, velocity, & momentum of an object *cannot* be predicted. They are described by *probabilities*

Measurement: In quantum, taking a measurement determines the value – thereby changing the “state” of the object.

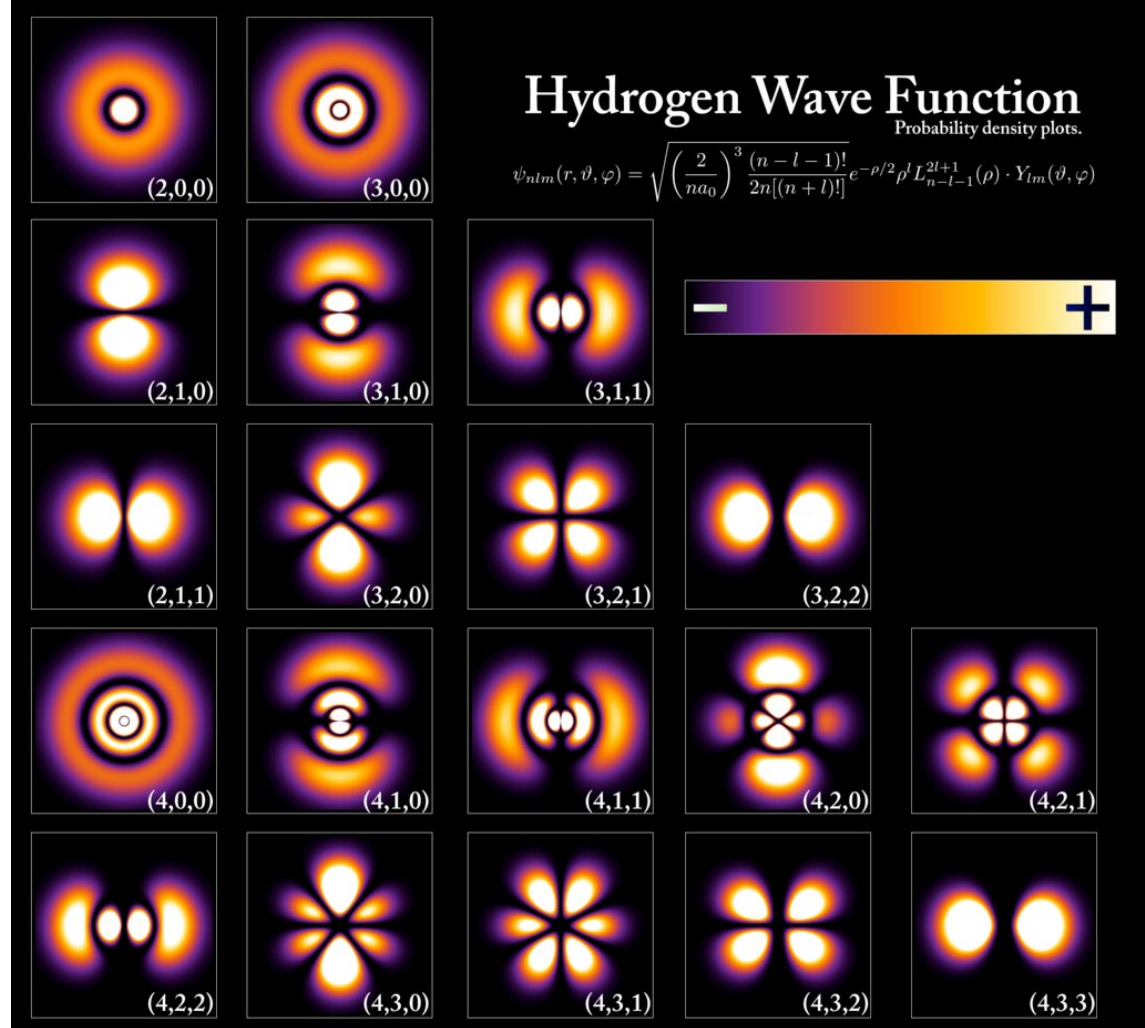
Atoms and Energy Levels

Atomic Nucleus



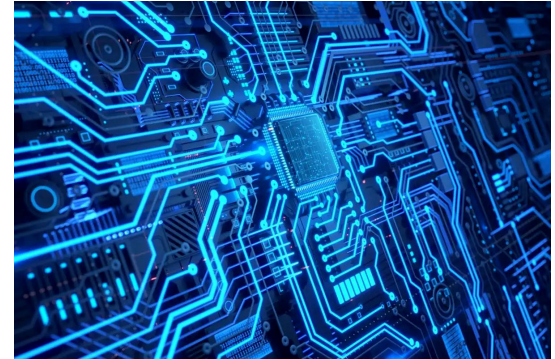
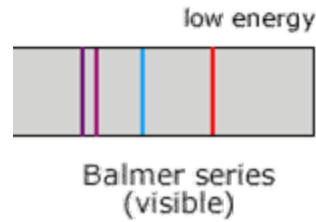
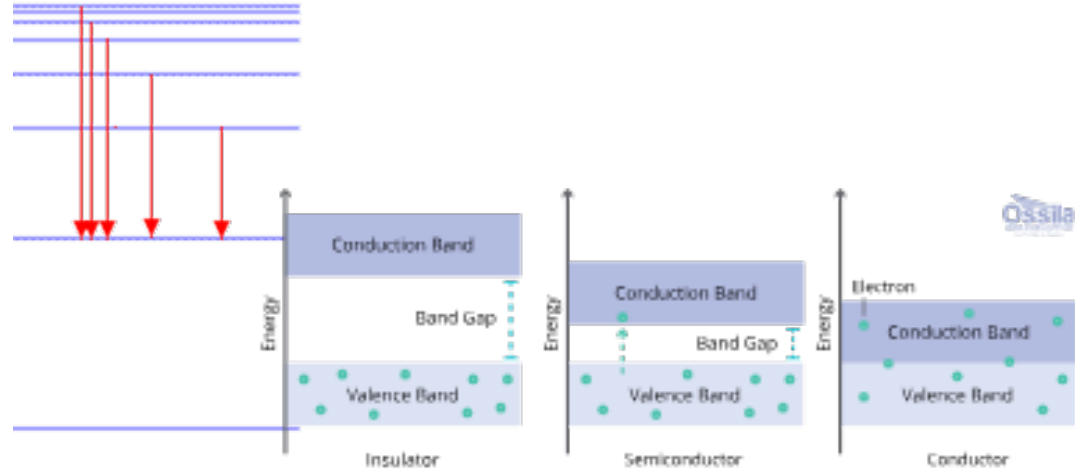
Quantum States

- A mathematical representation of a physical system, such as an atom
- Quantum states are properties of the system



Probability densities for the electron of a hydrogen atom in different quantum states.

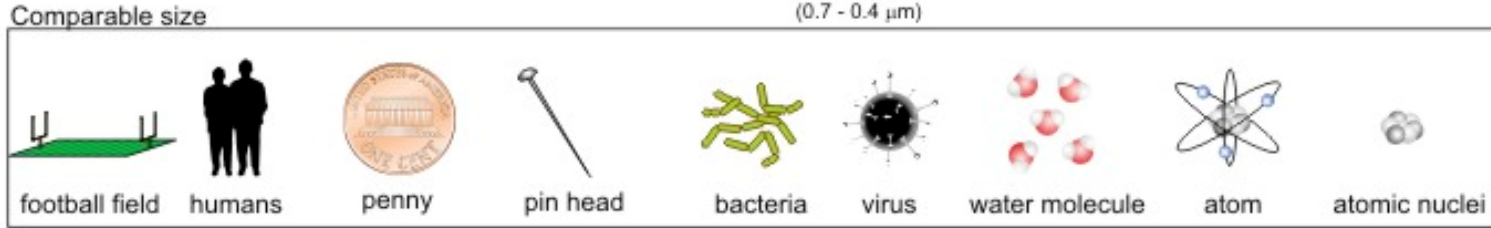
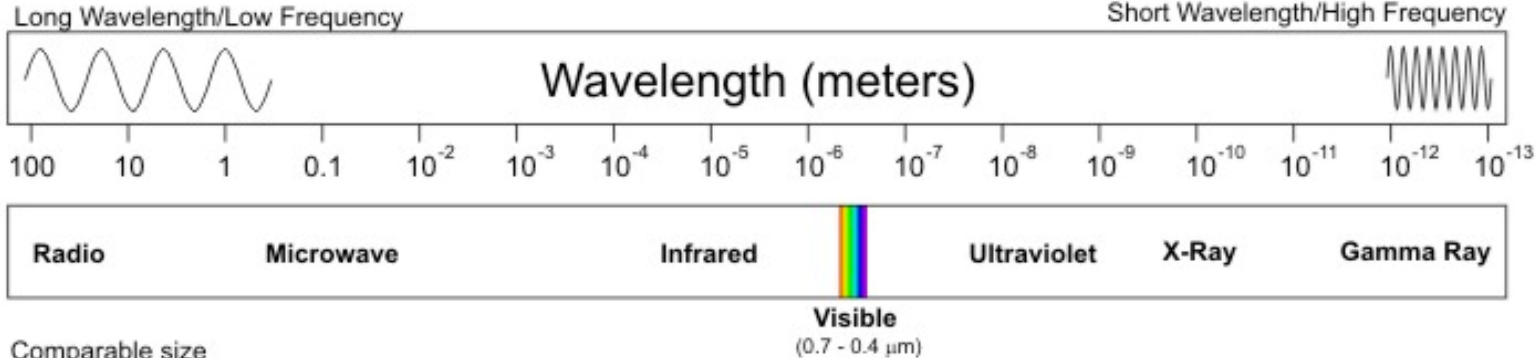
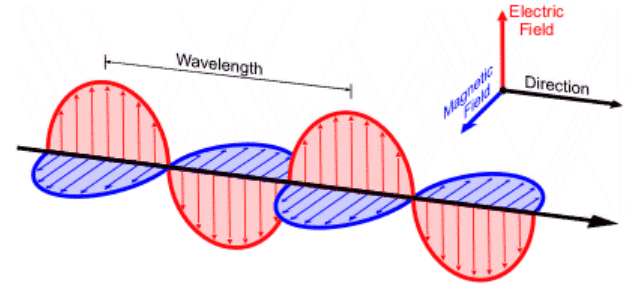
1st Quantum Revolution



What is Light?

Light is wave combination of electric and magnetic fields

Wavelength is key property of light



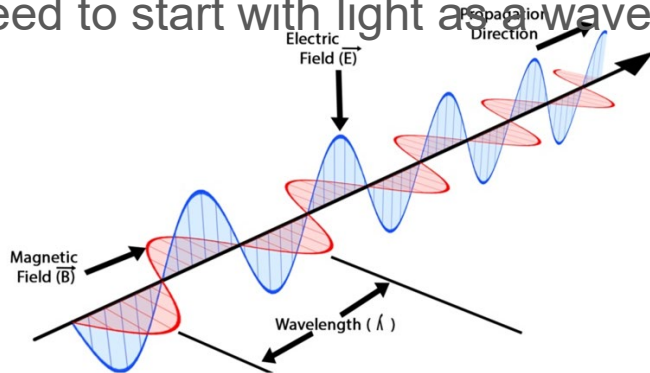
Is there a tangible example of Quantum?

You may have heard that Light is Polarized

You might have polarized sunglasses.

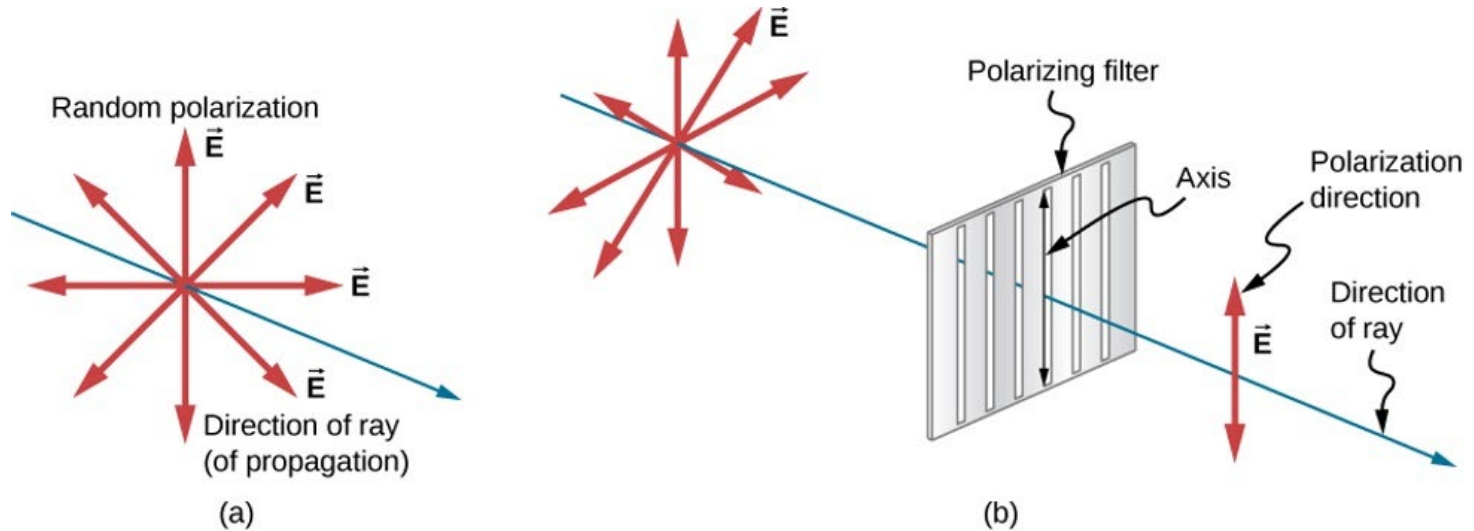
What is polarized light?

Need to start with light as a wave



Polarized Light

- Sunlight is UNpolarized light
- The waves that compose the light are all jumbled and vibrate in all directions.
- A polarizer filters out all the light except the light that is vibrating in the orientation of the polarizer



Let's take a look at what happens with polarizers: A fun (quantum) experiment with polarizers

What do you predict will happen when you look through one of the polarizers?

Take one polarizer and look through it - what do you notice?

Let's take a look at what happens with polarizers: A fun (quantum) experiment with polarizers

What do you think will happen when you look through 2 polarizers?

Now look through two polarizers

- What do you notice?
- What happens as you rotate the polarizers with respect to one another

Let's take a look at what happens with polarizers: A fun (quantum) experiment with polarizers

What do you expect to happen if you add a polarizer between the first two?

When two polarizers are oriented to block the light, insert a third polarizer between them - what do you notice?

A fun (quantum) experiment with Polarizers

Polarizers perform *quantum measurements*

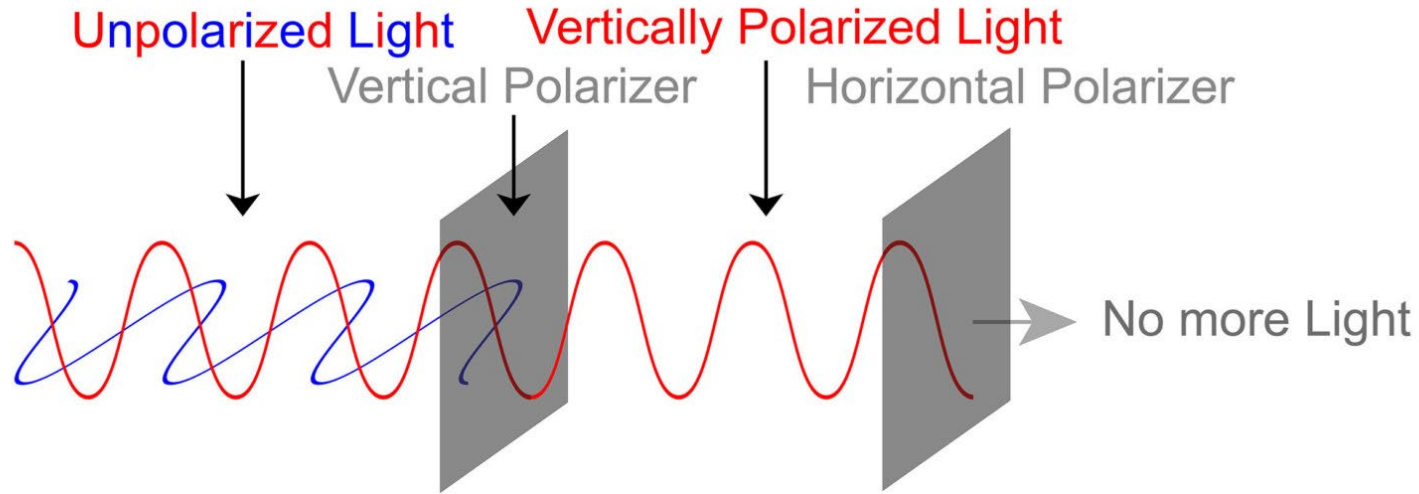
We can think of measurement as asking a question

How much of the incoming light is polarized in the same direction as the polarizer?

Using the concept of ***measurement***, can you explain why the two polarizers in the video blocked ALL the light when the first one was vertical and the second was horizontal?

A fun (quantum) experiment with Polarizers

Using the concept of measurement, can you explain why the two polarizers in the video blocked ALL of the light when the first one was vertical and the second was horizontal?

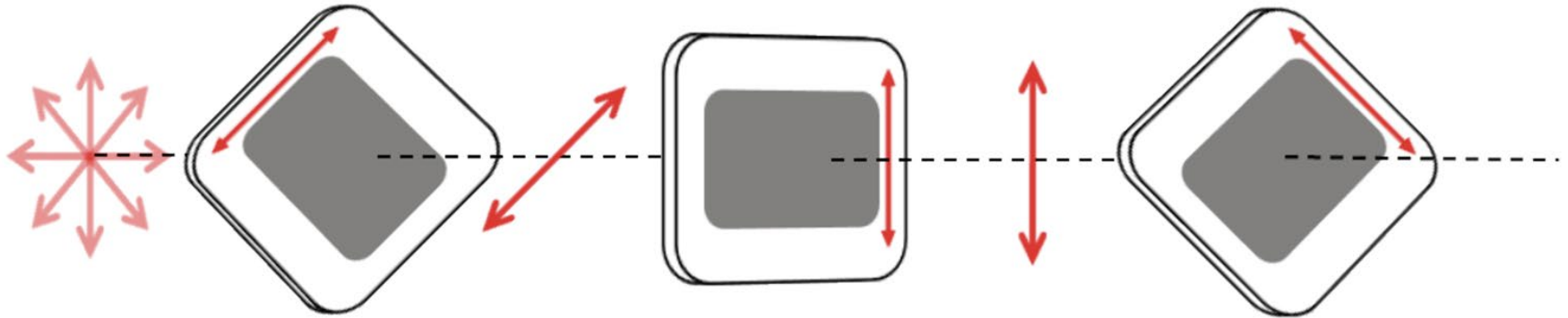


Also note that measurements can't be reversed!!!

A fun (quantum) experiment with Polarizers

A bit harder question...

Using the concept of measurement, can you explain why some light makes it all the way through if you use THREE polarizers like in the video?



A fun (quantum) experiment with Polarizers

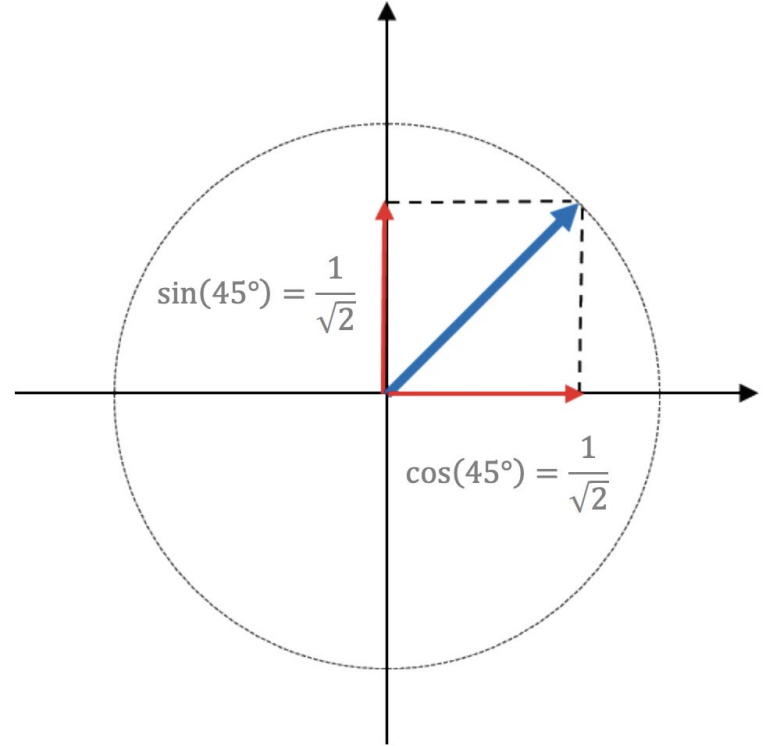
Some new vocabulary...

A horizontal polarizer and vertical polarizer form a **measurement basis**.

Horizontal and Vertical are **mutually exclusive**

We can use Horizontal and Vertical States to build **superposition states**.

How much of the (diagonal) blue line is in the Vertical or Horizontal direction?

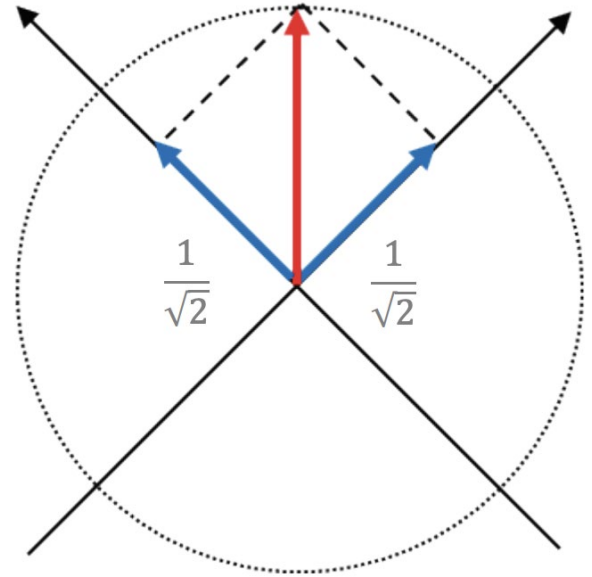


A fun (quantum) experiment with Polarizers

Diagonal polarizers also form
a measurement basis.

We can consider vertically polarized
light to be a superposition of
Diagonal and **Anti-Diagonal** Polarization

How much of the (vertical) red line is in the
diagonal or anti-diagonal state?

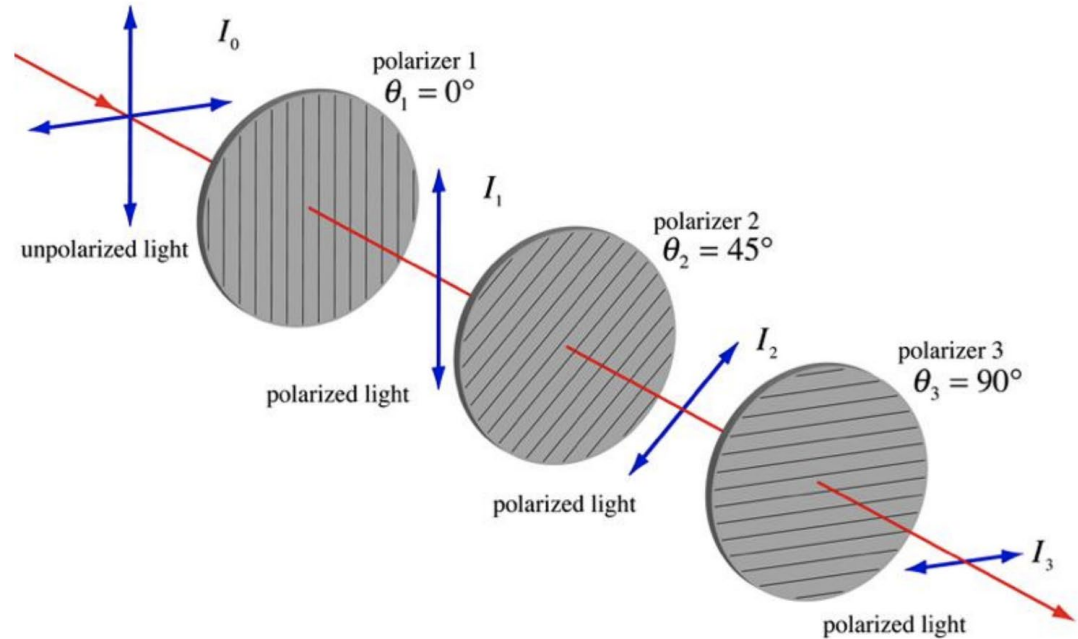


A fun (quantum) experiment with Polarizers

First vertical polarizer sets state by measuring in the H/V basis

Second diagonal polarizer sets state by measuring in the D/A basis

Final polarizer sets state by again measuring in the H/V basis



What would happen if you switched the order of the 2nd and 3rd Polarizer?

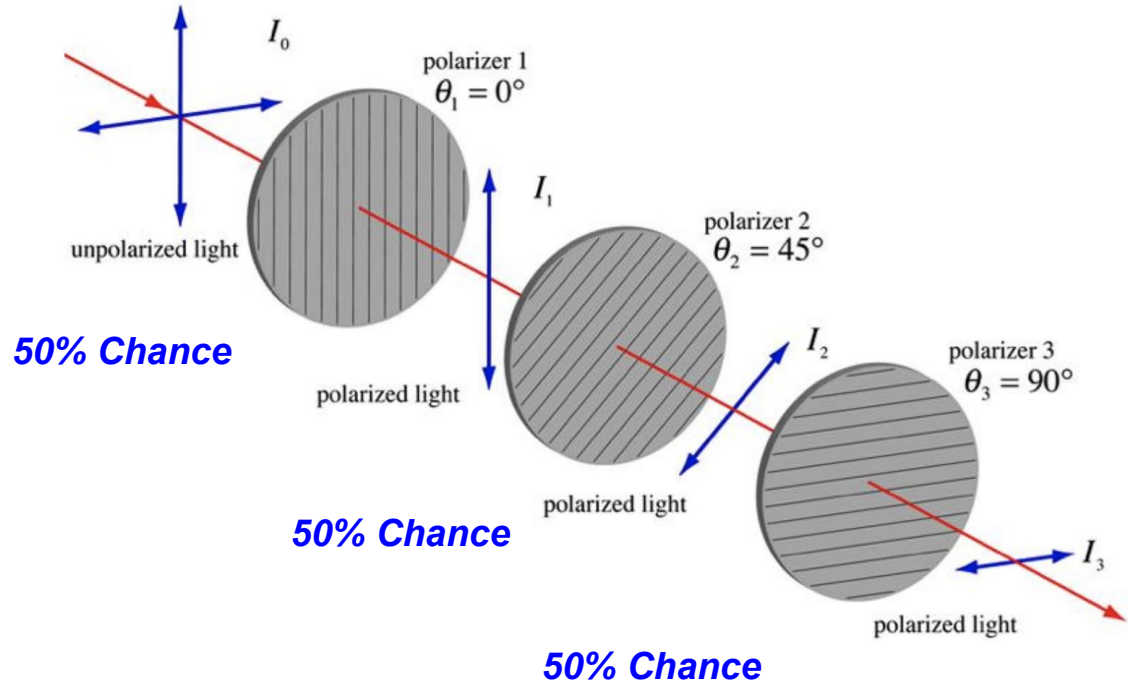
A fun (quantum) experiment with Polarizers

But wait...

Light is also a particle!

(wave-particle duality)

When a photon passes through a polarizer it has a probability of passing through that is proportional to the angle between polarizers



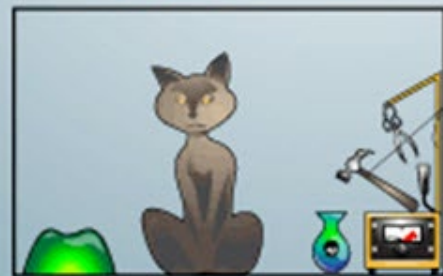
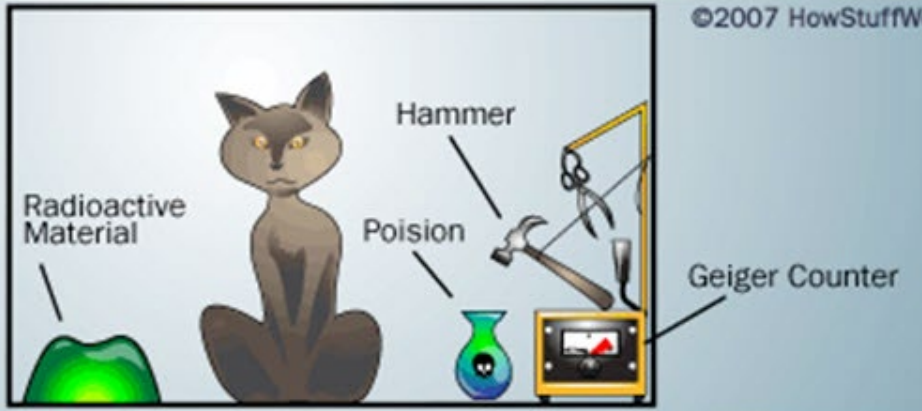
Schrödinger's Cat

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Superposition

Quantum systems can exist in more than one quantum state at the same time.

For Schrodinger's cat, the cat is both alive and dead until you "look" or **measure** its state



The material does not decay; the cat lives.



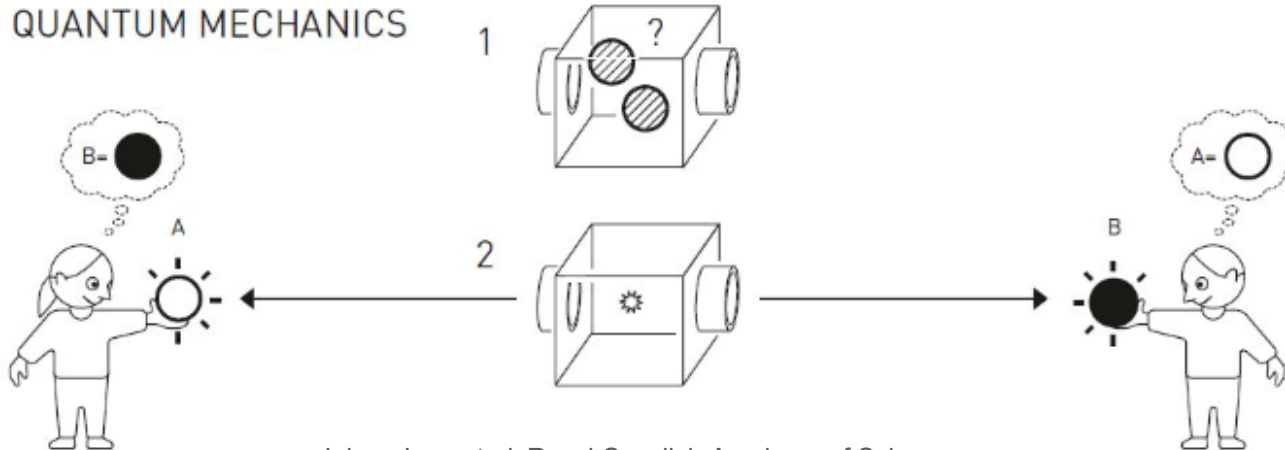
The material has decayed; the cat has been killed by the poison.



According to the Copenhagen interpretation, the cat is both alive and dead. It exists in a state of "superposition."

Superposition, Entanglement, and Measurement

- Two balls start in a **state** that is a **superposition** of black and white
- In the cartoon version, the balls are sent to the two people
- When one **measures** the state of their ball to find out the color, they know the color of the other ball no matter where it is in the universe
- The ball is not black or white until it is measured



Key Concepts To Take Away

Superposition

A quantum object can be in a superposition of multiple states at once or in a pure state of a measurement basis.

Measurement

The act of measuring the superposition will collapse it and change the state. The outcome of the measurement is probabilistic and depends on the measurement basis that is being used.

Probability

Quantum measurements are not deterministic, they are probabilistic. Each time a measurement is taken, the outcome is independent of all other previous measurements

Entanglement

If two quantum particles are entangled then if you measure the state of one, you know the state of the other

Break

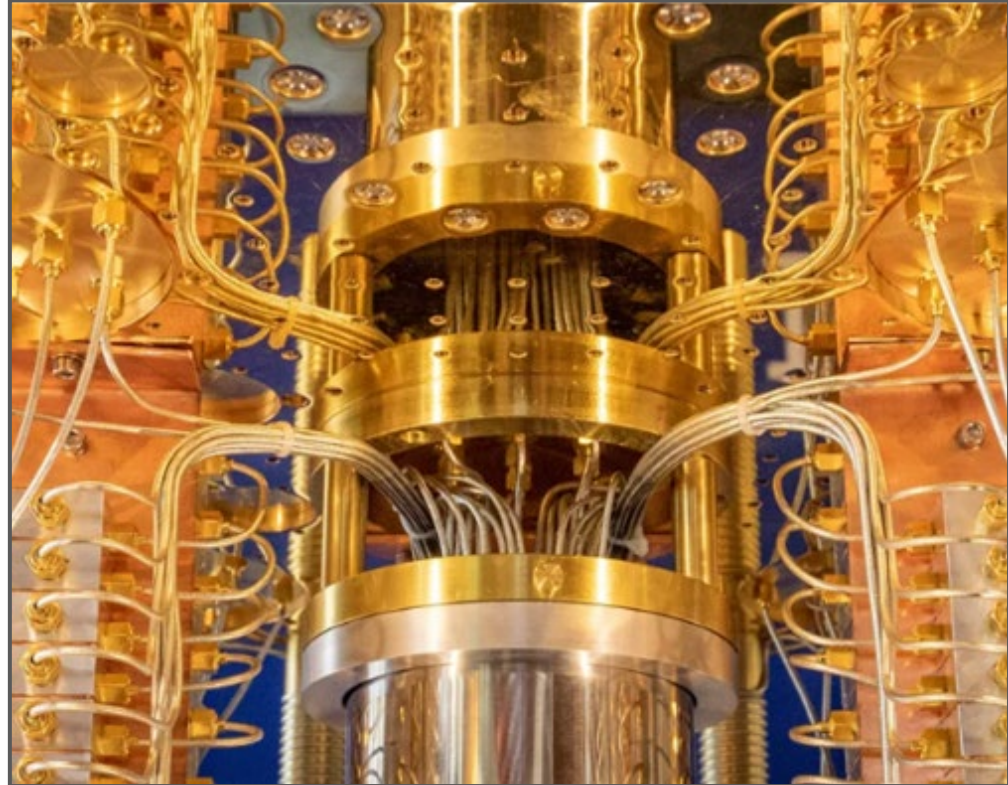
[https://jqub.ece.gmu.edu/categories/
QPaths/](https://jqub.ece.gmu.edu/categories/QPaths/)



Why is this Quantum Weirdness important?

We are starting to be able to build devices to manipulate this weirdness to our benefit:

- Quantum sensing
- Quantum communication and cryptography
- Quantum computing



Quantum Domains

**Quantum
Computing**

**Quantum
Communications
& Cryptography**

Quantum Sensing

**Quantum
Materials**

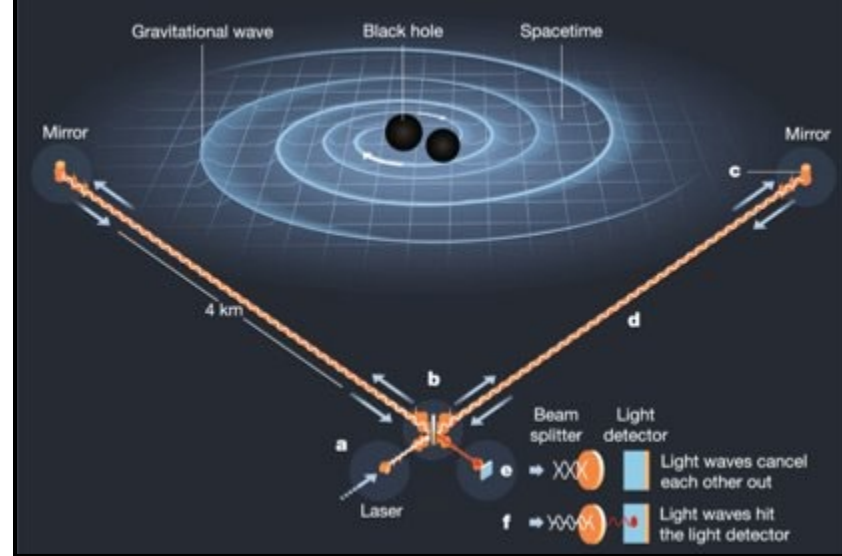
Quantum Sensing

Can be used to measure in wide variety of environments:

- Magnetic fields
- Electric fields
- Temperature

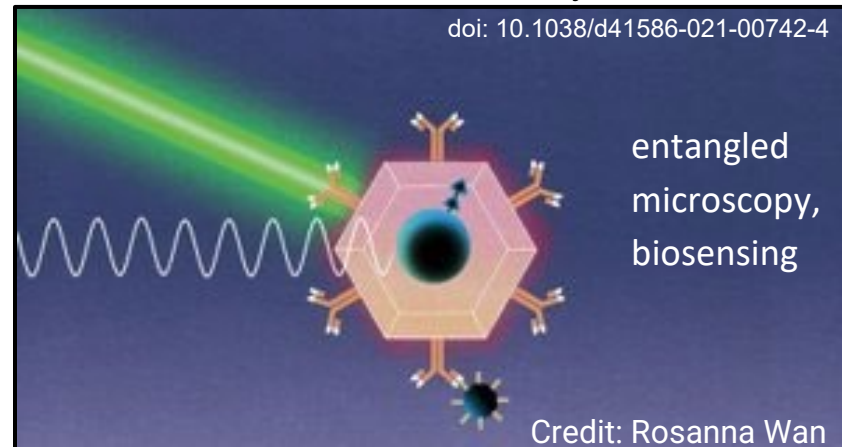
Uses (just a few examples):

- Oil prospecting
- Improve MRI resolution
- Temperature inside cells
- Detection of viruses and cancer cells in the blood
- Detection of gravity waves

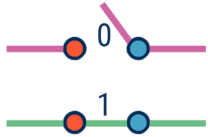


doi: 10.1038/s41586-019-1129-z

Gravitational Wave Discovery with LIGO



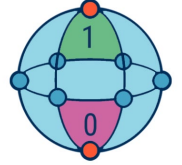
Classical Computing



Calculates with transistors,
which can represent **either**
0 or 1

Quantum Computing

Calculates with qubits, which
can represent **0 and 1 at the**
same time



Classical Bit vs. Quantum Bit

Classical Bit

- 2 basic states — **0**, **1** (OFF or ON)
- Mutually exclusive

$$X = 0 \text{ or } 1$$

● 0

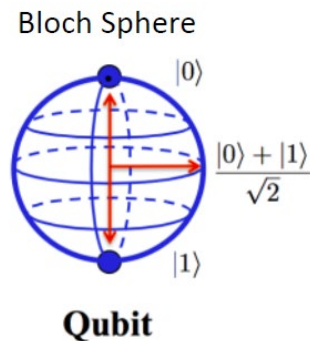
● 1

Classical Bit

Quantum Bit (Qubit)

- 2 basic states — $|0\rangle$, $|1\rangle$ (ket 0, ket 1)
- Uses **superposition** of both states with “quantum” effect store information.
- Thus, it represents both $|0\rangle$ and $|1\rangle$ at the same time.

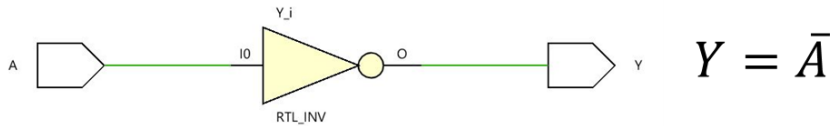
$$|\psi\rangle = |0\rangle \text{ and } |1\rangle$$



$$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle \rightarrow \begin{pmatrix} \alpha \\ \beta \end{pmatrix}$$

Computation: Logic Gates vs. Quantum Logic Gates

Logic function	American (MIL/ANSI) Symbol	British (BS3939) Symbol	Common German Symbol	International Electrotechnical Commission (IEC) Symbol
Buffer				
Inverter (NOT gate)				
2-input AND gate				



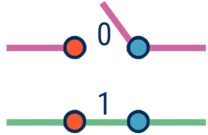
A	Y
0	1
1	0

Operator	Gate(s)	Matrix
Pauli-X (X)	\oplus	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
Pauli-Y (Y)		$\begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix}$
Pauli-Z (Z)		$\begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$
Hadamard (H)		$\frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$
Phase (S, P)		$\begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$

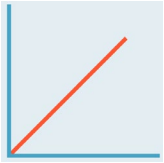


$$|Y\rangle \begin{pmatrix} y_0 \\ y_1 \end{pmatrix} = |X\rangle \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \times |A\rangle \begin{pmatrix} a_0 \\ a_1 \end{pmatrix}$$

Classical Computing



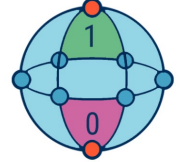
Calculates with transistors, which can represent either 0 or 1



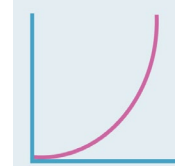
Power **increases in a 1:1 relationship** with the number of transistors

Quantum Computing

Calculates with qubits, which can represent 0 and 1 at the same time



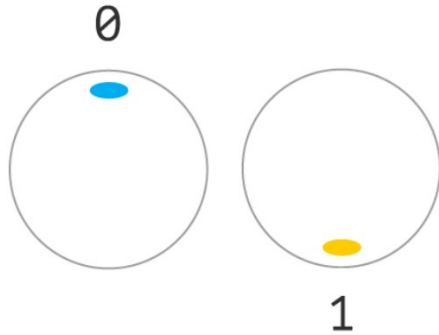
Power **increases exponentially** in proportion to the number of qubits



Multiple-Qubits

2 Classical Bits

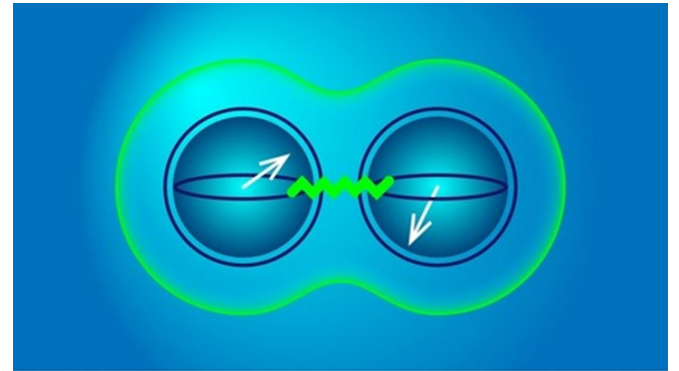
00 **or** 01 **or** 10 **or** 11



n bits for 1 value
 $x \in [0, 2^n - 1]$

2 Qubits

$c_{00}|00\rangle$ **and** $c_{01}|01\rangle$ **and**
 $c_{10}|10\rangle$ **and** $c_{11}|11\rangle$



n bits for 2^n values
 $a_0, a_1, a_2, \dots, a_n$

Operations on Multiple-Qubits (Extremely High Parallelism)

$$A_{N,N} \times B_{N,1} = \frac{1}{2} \times \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -1 & 1 & -1 \\ 1 & 1 & -1 & -1 \\ 1 & -1 & -1 & 1 \end{bmatrix} \times \begin{bmatrix} c_{00} \\ c_{01} \\ c_{10} \\ c_{11} \end{bmatrix} = \begin{bmatrix} d_{00} \\ d_{01} \\ d_{10} \\ d_{11} \end{bmatrix}$$

Matrix multiplication on classical computer using 16bit number

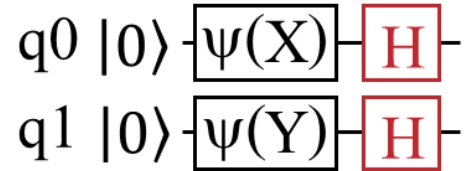
$$A_{N,N} \times B_{N,1} = C_{N,1}$$

Data: $(M \times M + 2 \times M) \times 16\text{bit}$, $M = 2^2$

Operation: Multiplication: $M \times M$

Accumulation: $M \times (M - 1)$

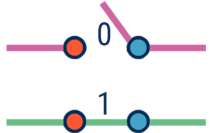
Special matrix multiplication on quantum computer



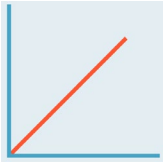
Data: K Qbits, $K = \log M = 2$

Operation: K Hadamard (H) Gates

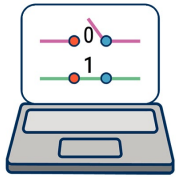
Classical Computing



Calculates with transistors, which can represent either 0 or 1



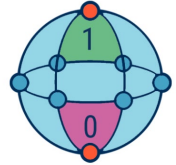
Power increases in a 1:1 relationship with the number of transistors



Classical computers have a **low rate of errors** and work well at **room temperature**

Quantum Computing

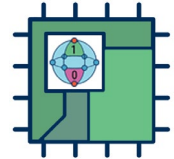
Calculates with qubits, which can represent 0 and 1 at the same time



Power increases exponentially in proportion to the number of qubits



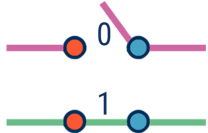
Quantum computers have **high rate of errors** and must be kept **ultracold**



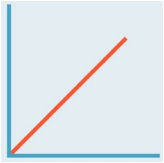
Big Refrigerator for Quantum Computer to Cool Down!



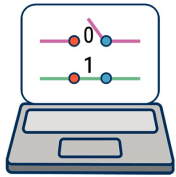
Classical Computing



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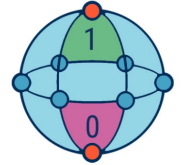
Classical computers have a low rate of errors and work well at room temperature



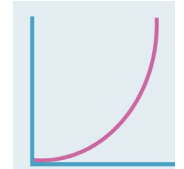
Most everyday computer work is best handled by classical computers

Quantum Computing

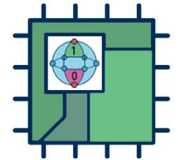
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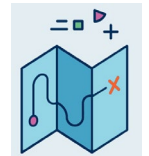
Power increases exponentially in proportion to the number of qubits



Quantum computers have high rate of errors and must be kept ultracold



Well suited for tasks like optimization problems, data analysis, & simulations





QUANTUM CRYPTOGRAPHY



What are quantum communications and cryptography?

Quantum Communications and Cryptography

We are constantly sending information from one place to another and often use some form of encryption (scrambling of the data that requires a key to unscramble) to keep it safe in transit.

Post-quantum cryptography: Algorithms developed to encode data that are thought to be secure against an attack by a quantum computer

Quantum cryptography: using the principles of quantum mechanics to send secure messages in a manner that is truly unhackable.

Thank You!

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