

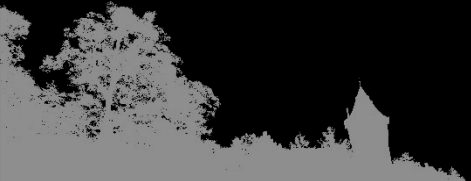


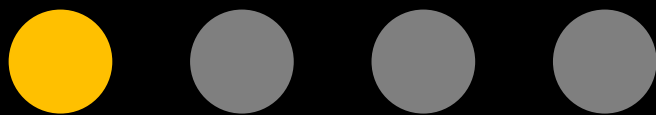
kvantové počítanie

čo počítače budúcnosti (ne)dokážu

daniel nagaj
fyzikálny ústav SAV

Quantum Rendezvous
Smolenice, 6/2022

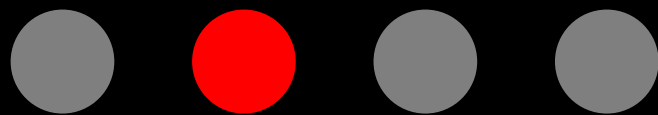




hlavolamy

zložitosť

počítače sú veľmi užitočné
nie všetky úlohy sú si rovné



kva**nt**ová hra

nové nápady

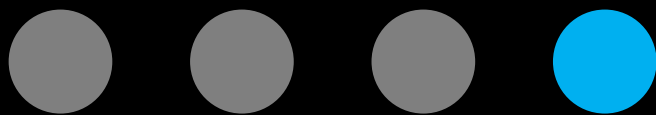
mnoho ciest naraz (superpozícia)
šikovne prepojených (interferencia)



kam ideme

aplikácie QC

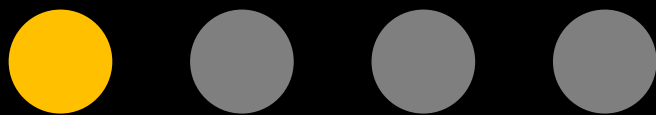
načo to je vlastne dobré
a kde sa nám „darí“



obmedzenia a limity QC

škálovanie a oprava chýb
nie je to všeliek





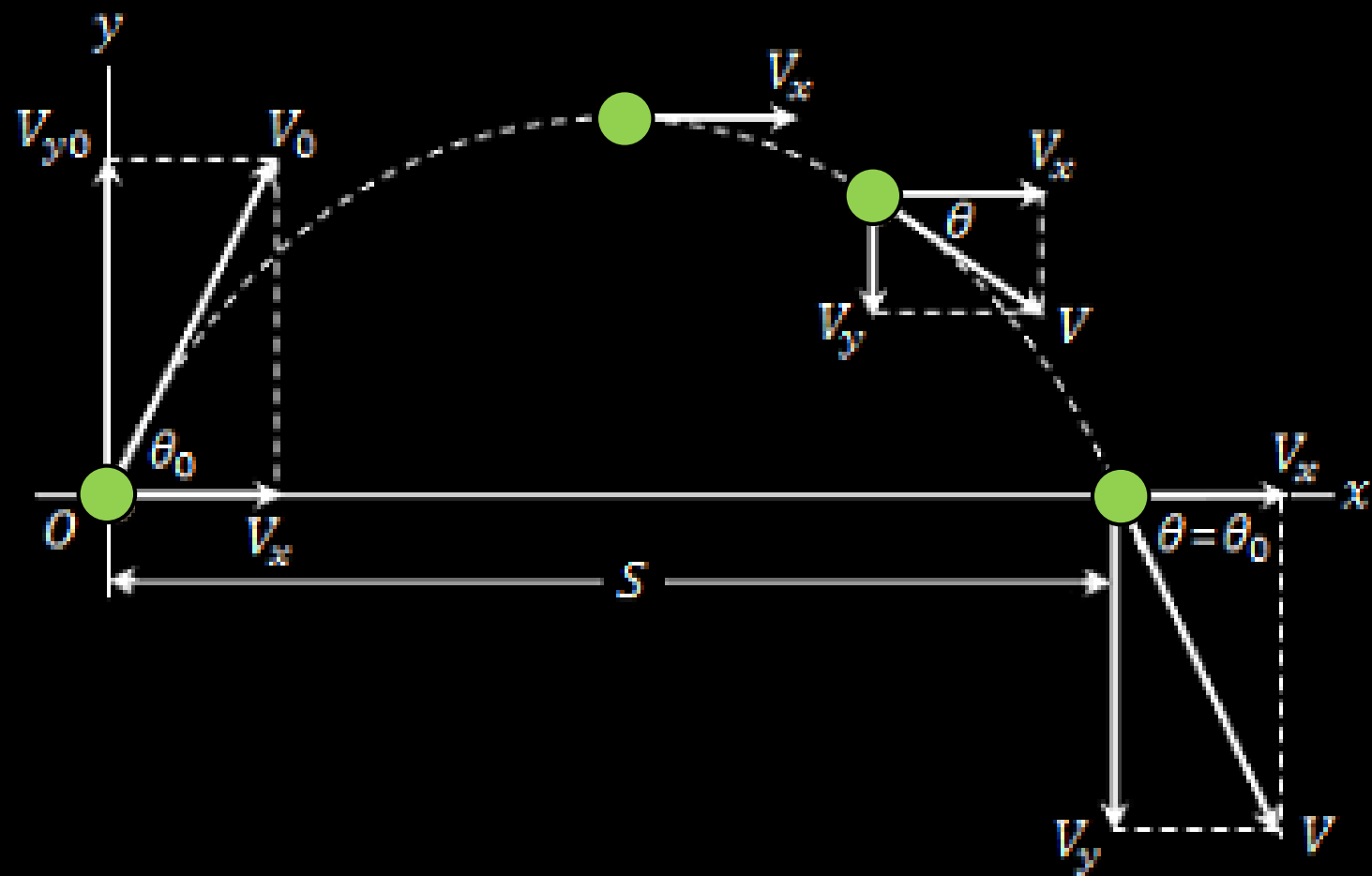
hlavolamy

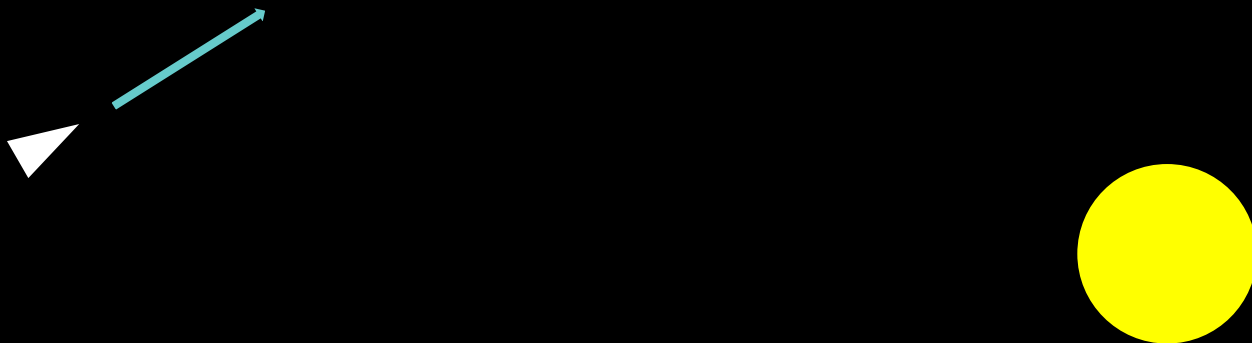
zložitosť

počítače sú veľmi užitočné
nie všetky úlohy sú si rovné

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

VDV (veda o dosadzovaní do vzorca)





Opustí táto raketa
slnečnú sústavu?



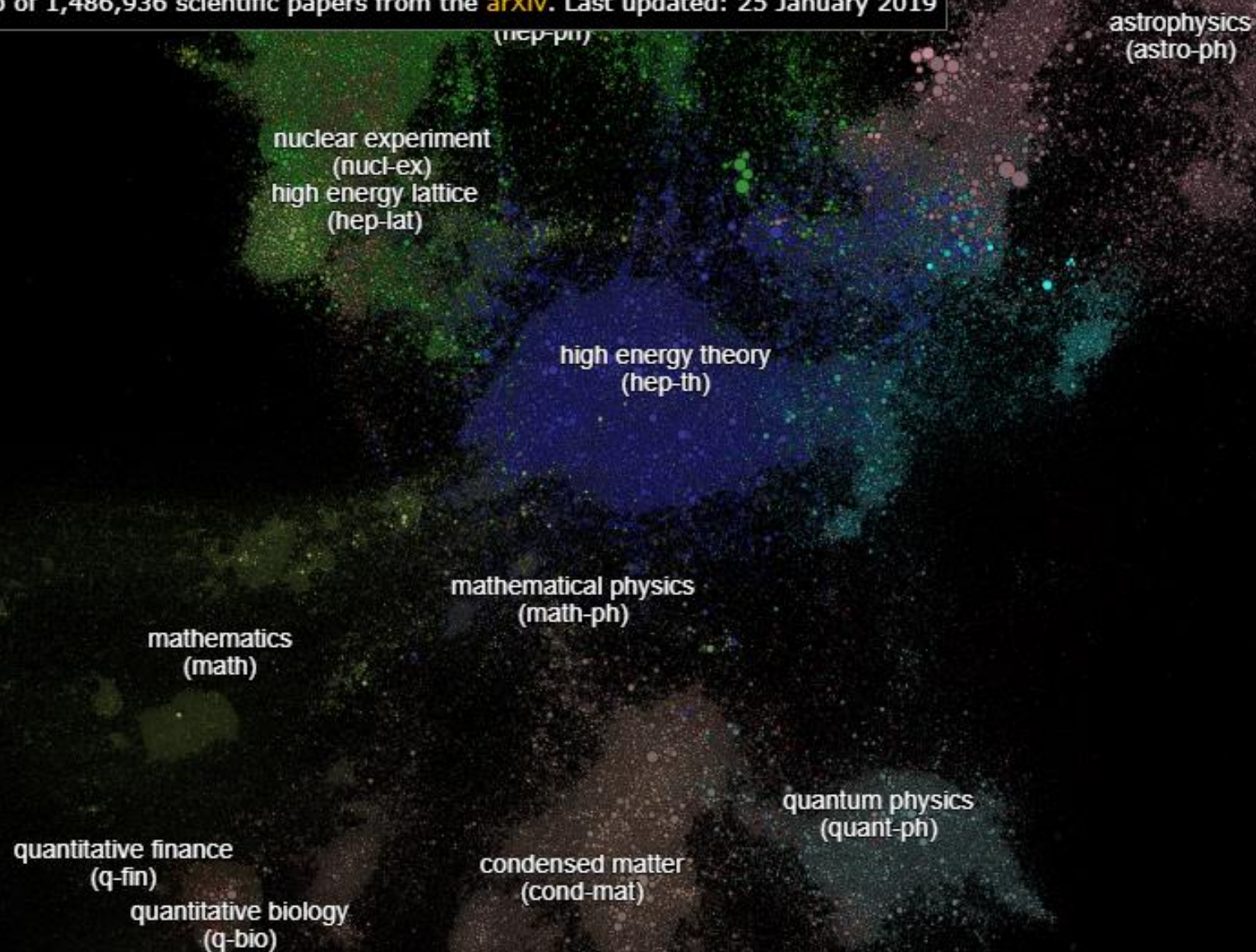
ESA/Rosetta/NAVCAM (2014)

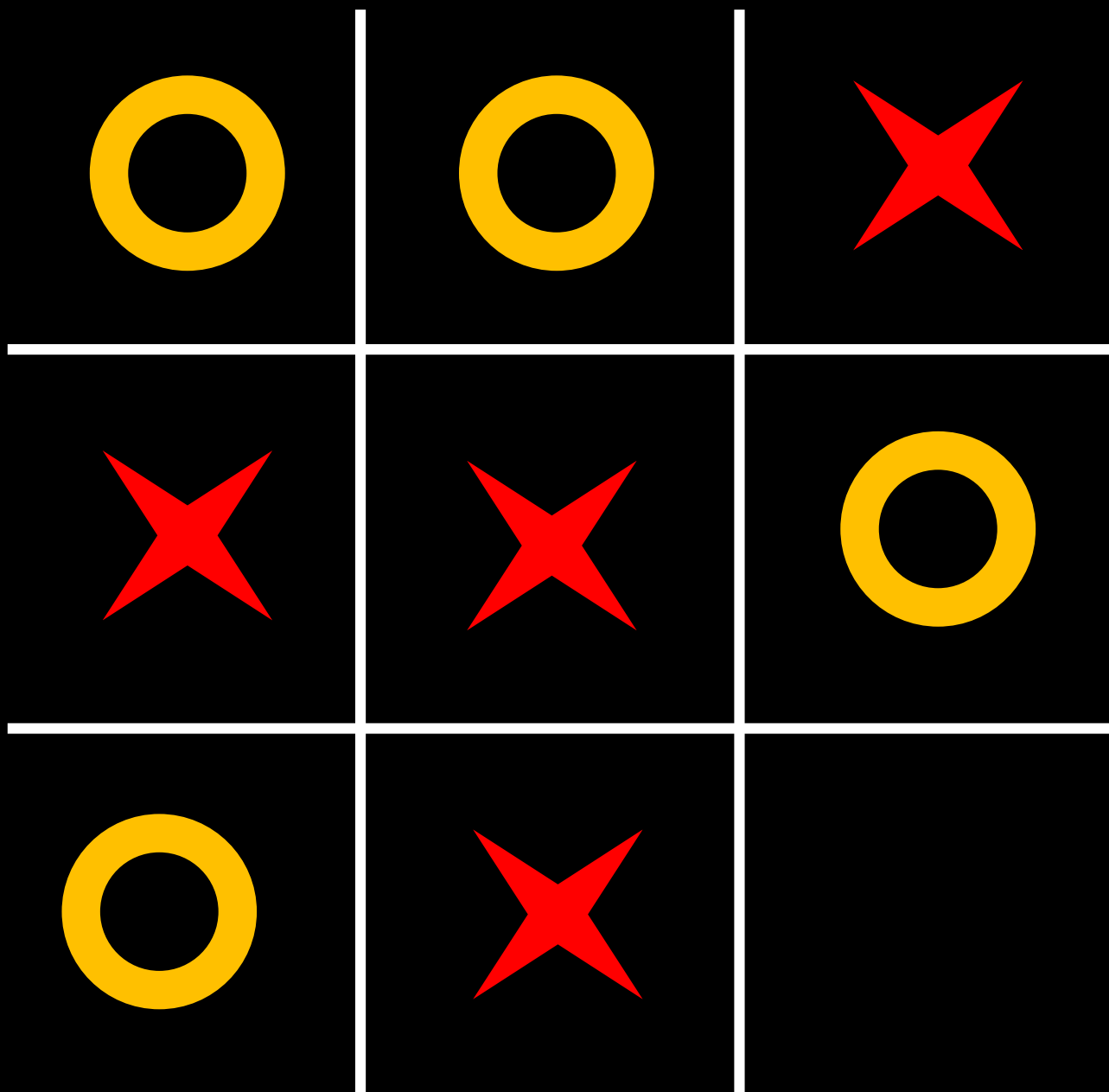
1	7	3	9	4	6
2	8	4	0	5	7
3	9	5	1	6	8



Kryptos statue
CIA headquarters
Carol M. Higsmith

A map of 1,486,936 scientific papers from the [arXiv](https://arxiv.org/). Last updated: 25 January 2019

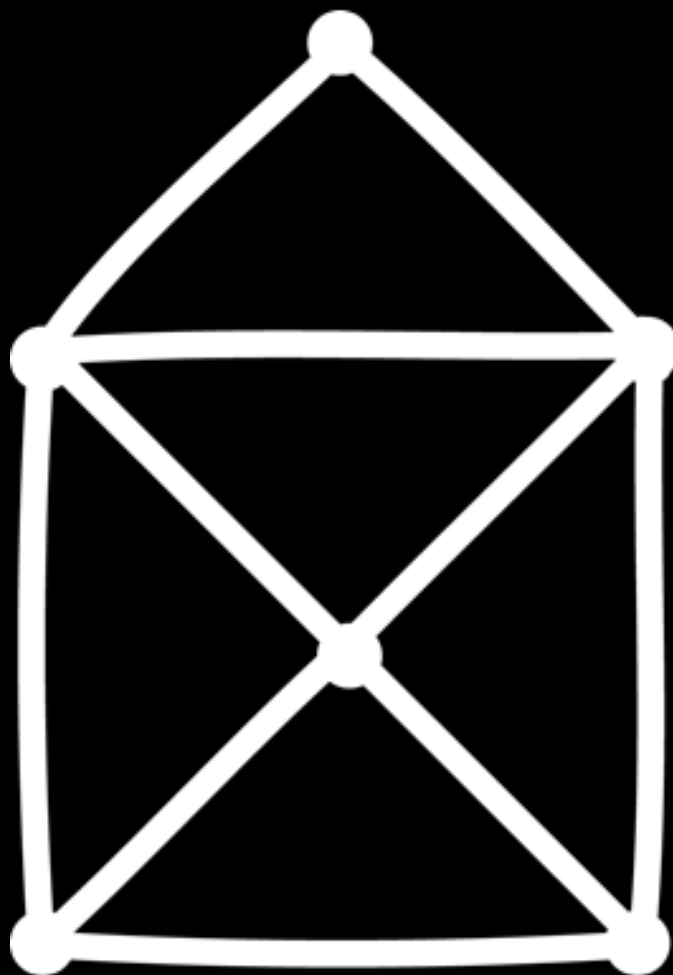




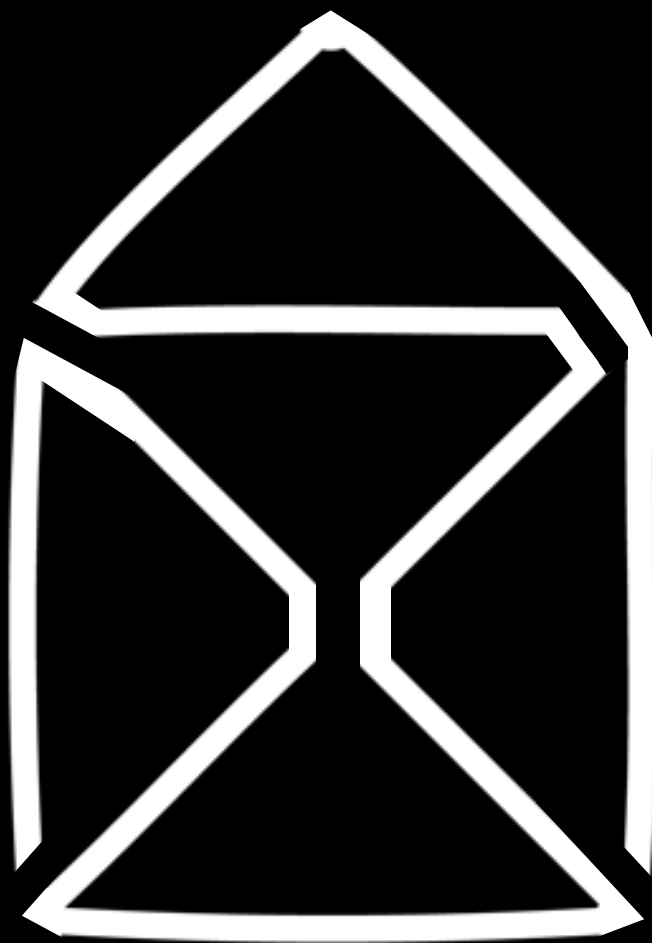


www.alphagomovie.com, Lee Sedol vs. AlphaGo 1:4 (2016)

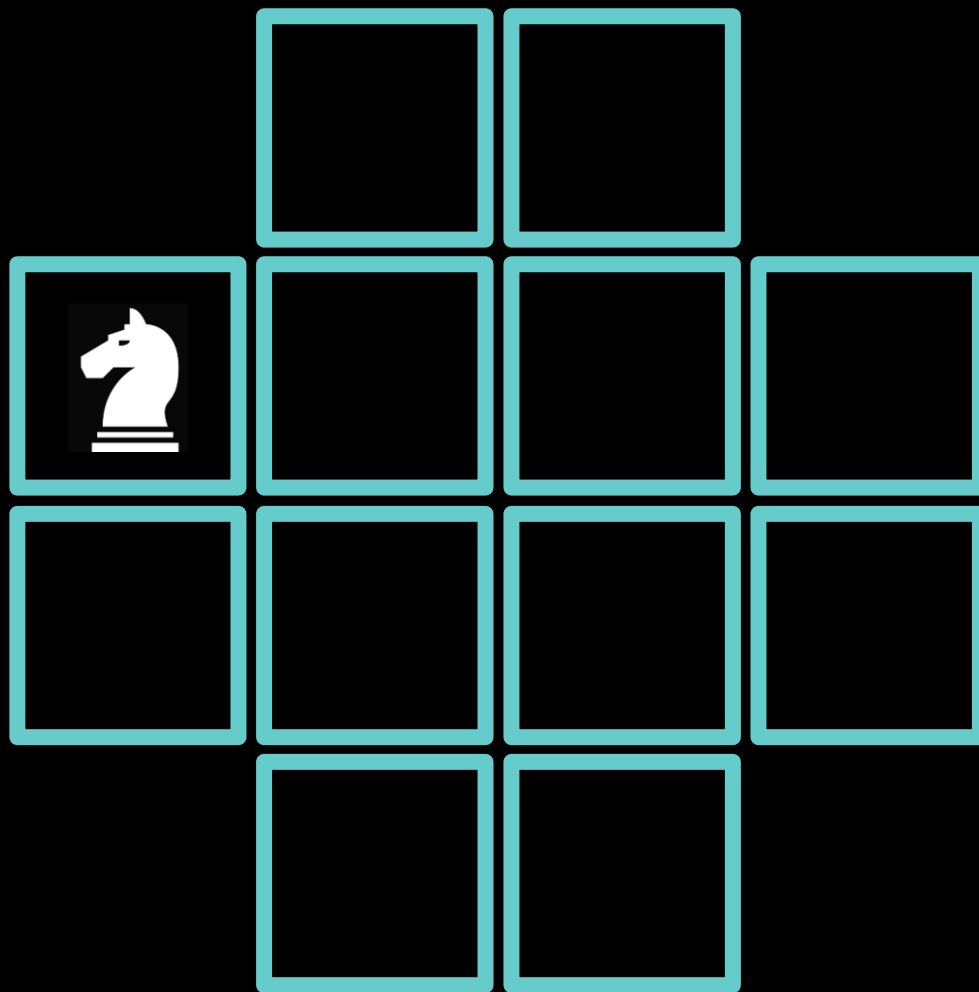
two-minute papers
with dr. Károlyi Zsolnai-Fehér



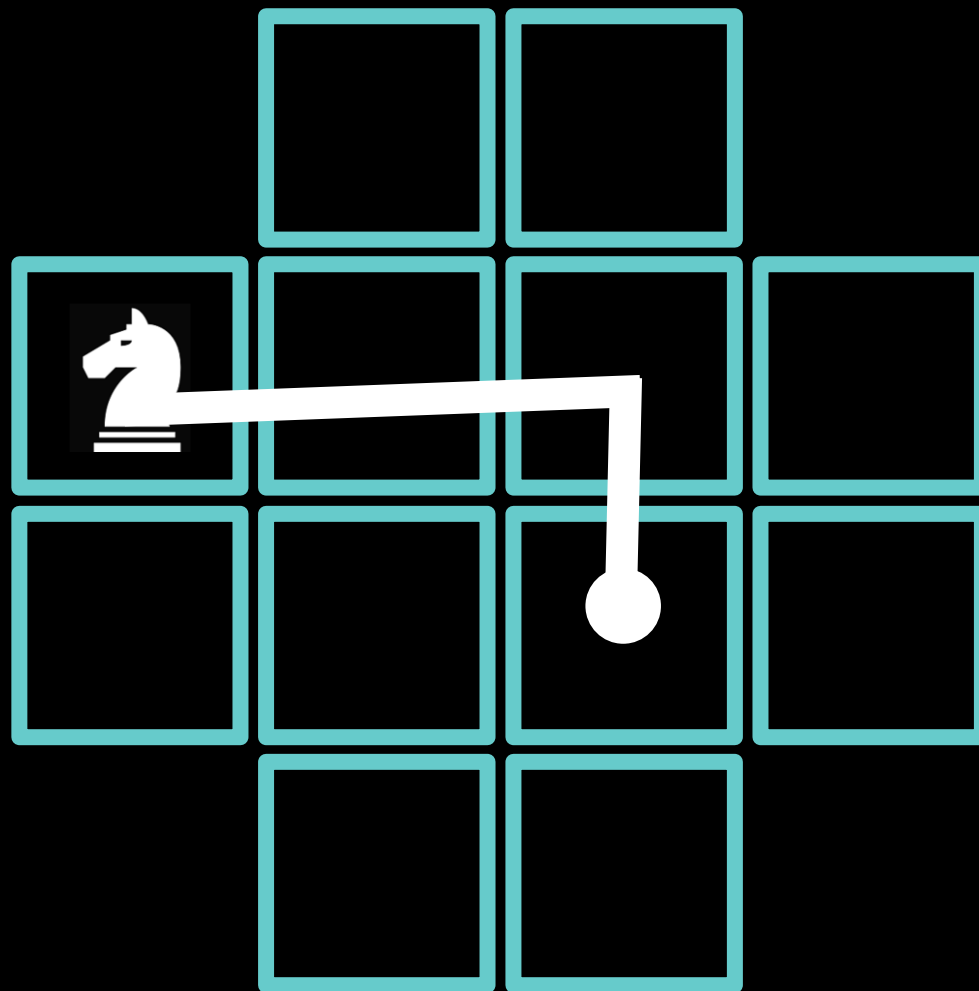
Nakresli jedným ťahom.



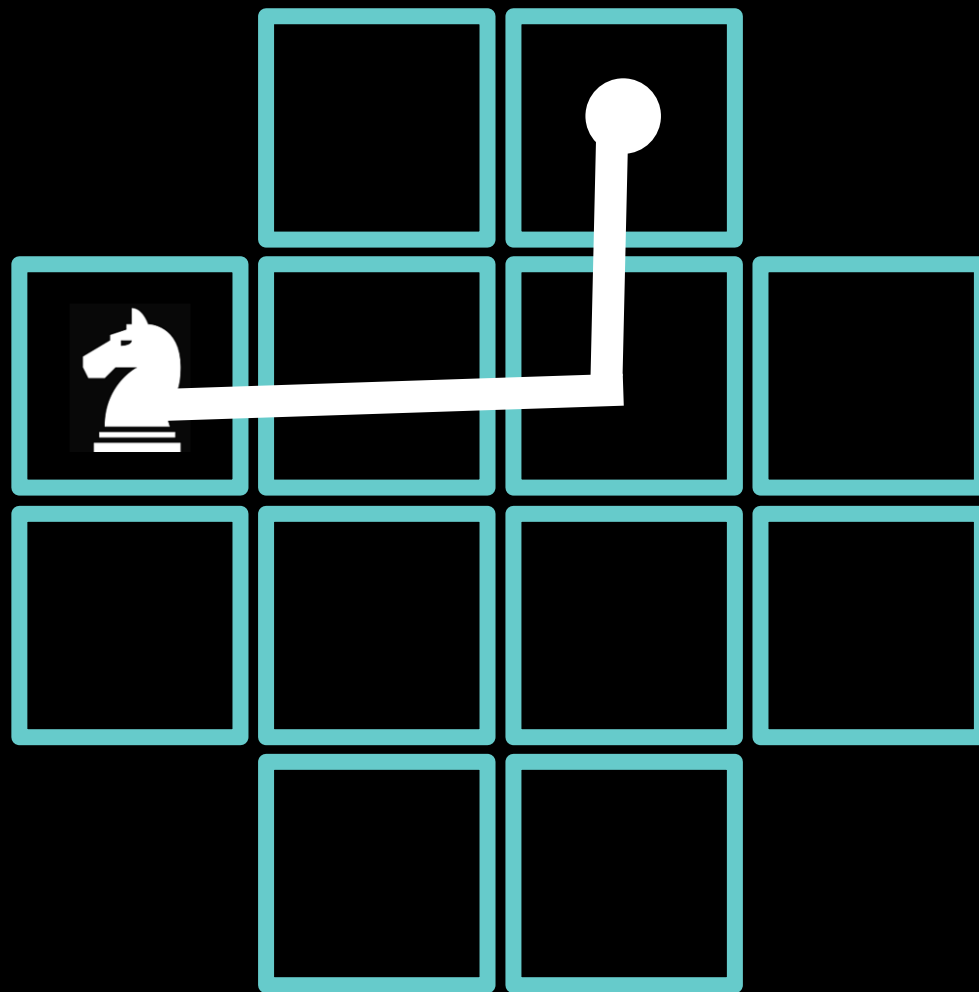
Nakresli jedným ťahom.



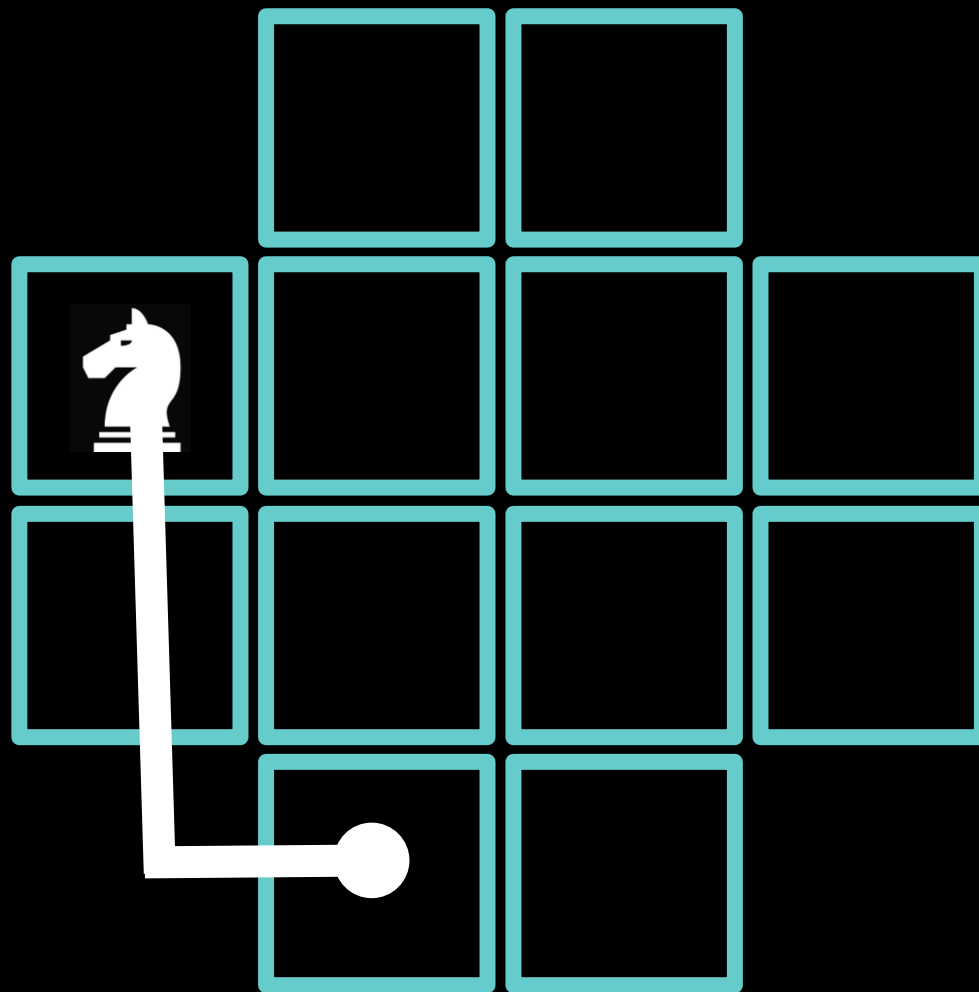
Šachový kôň: poskáč to celé a vráť sa.



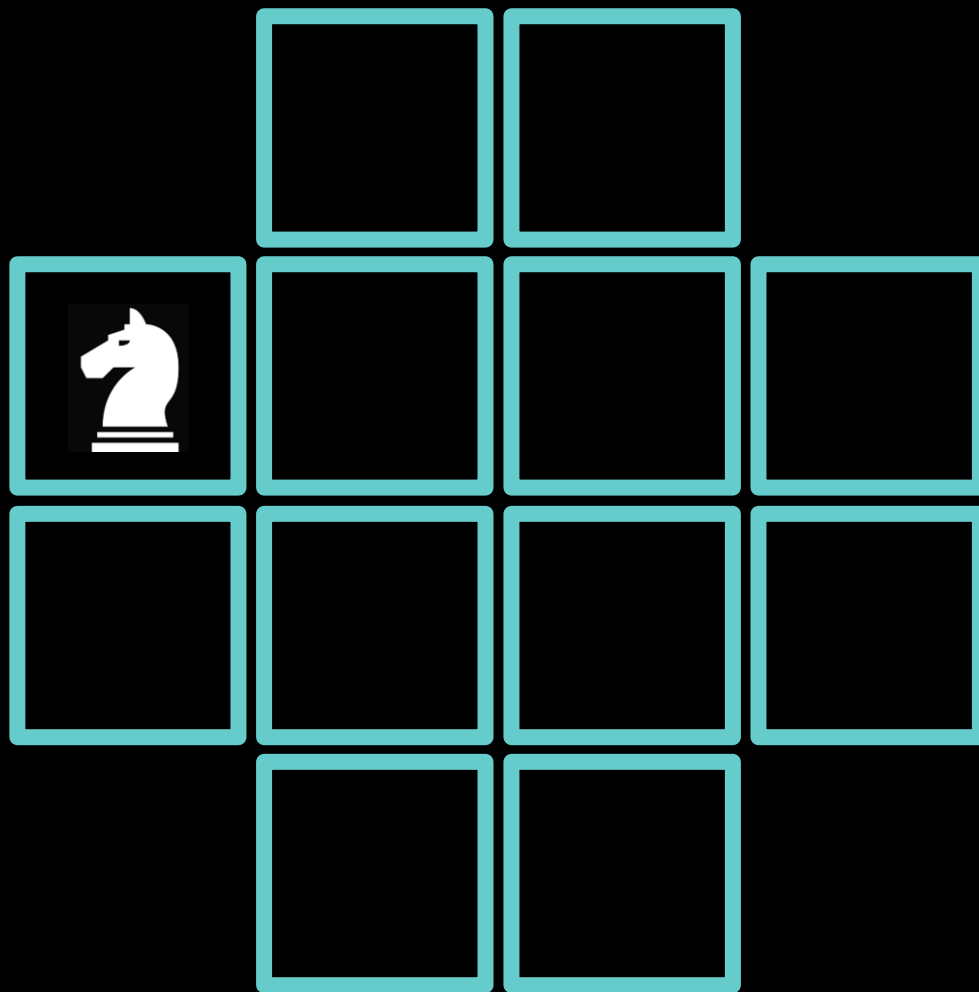
Šachový kôň: poskáč to celé a vráť sa.



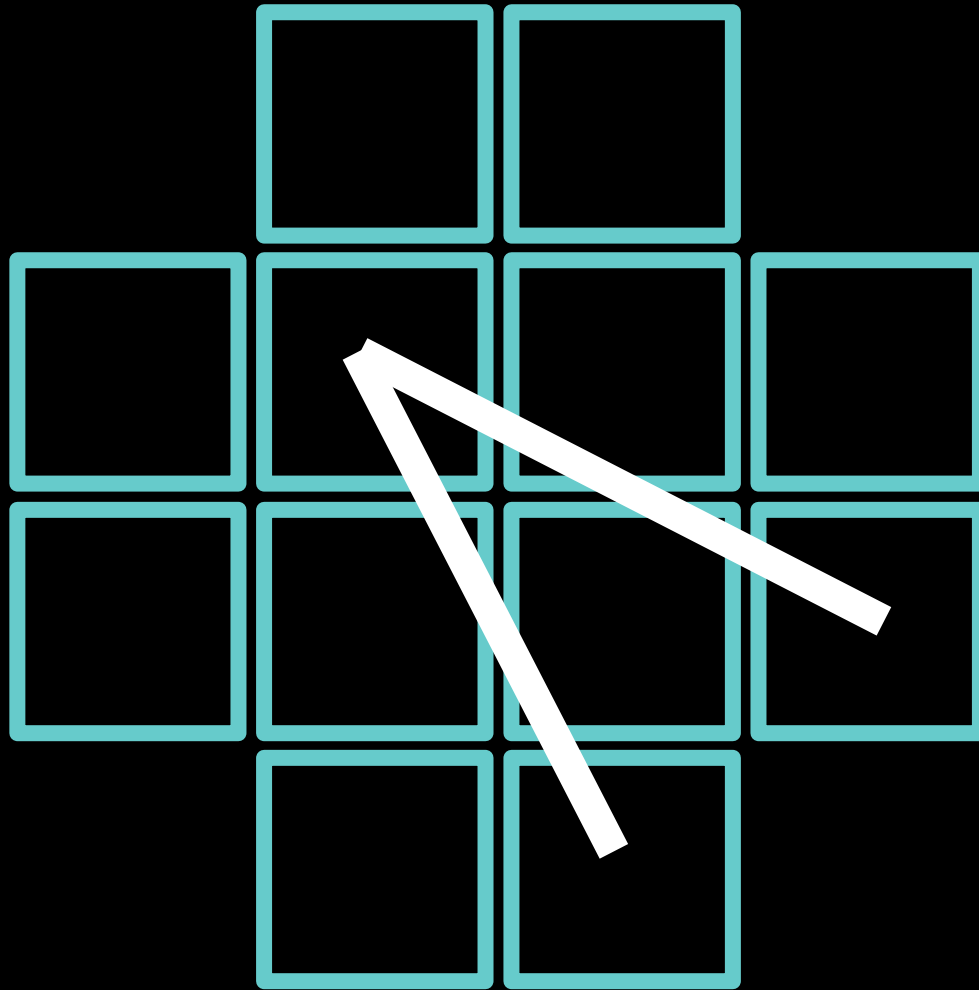
Šachový kôň: poskáč to celé a vráť sa.



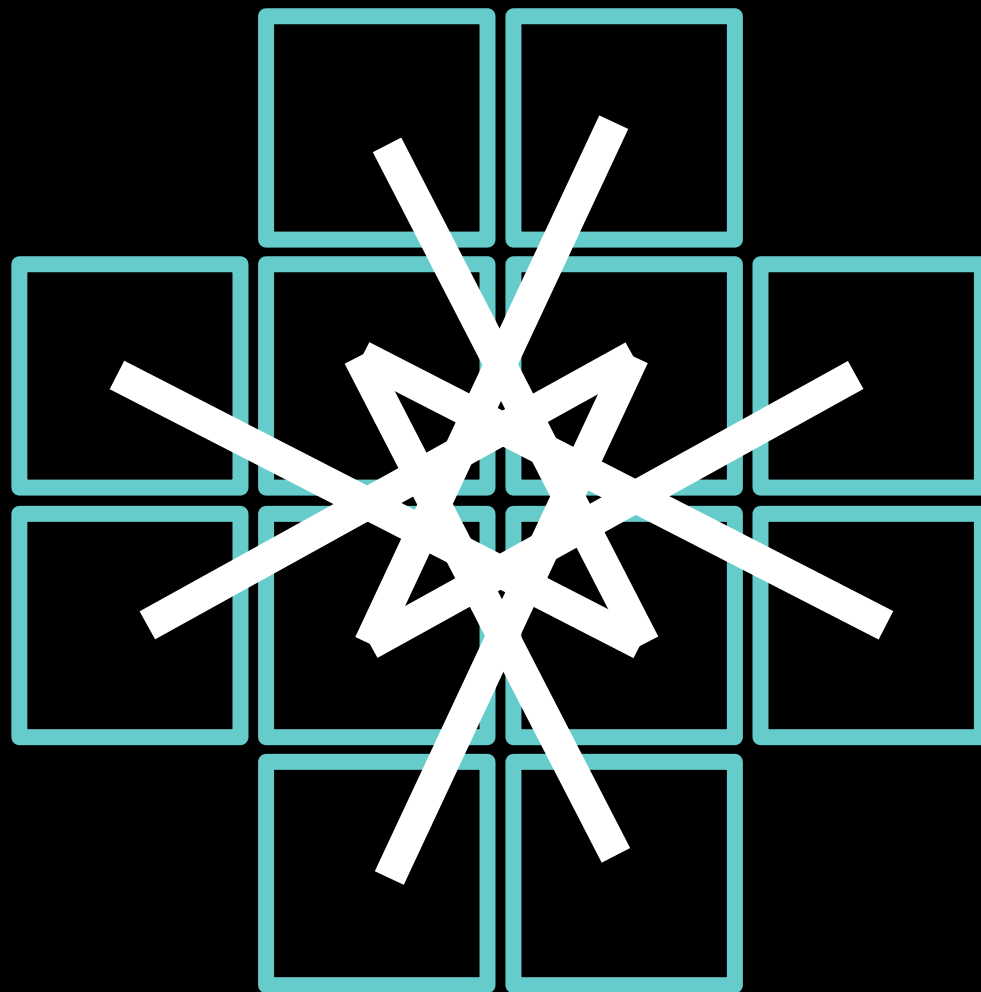
Šachový kôň: poskáč to celé a vráť sa.



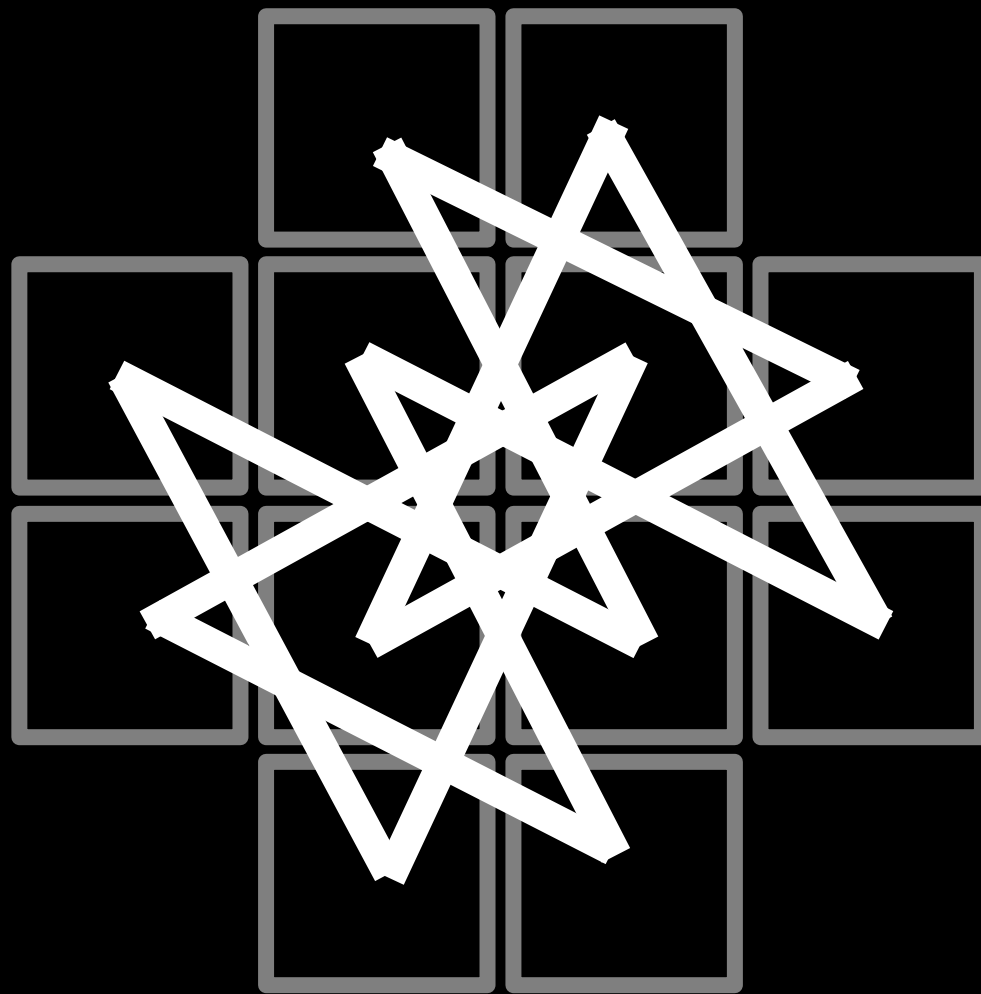
Šachový kôň: poskáč to celé a vráť sa.



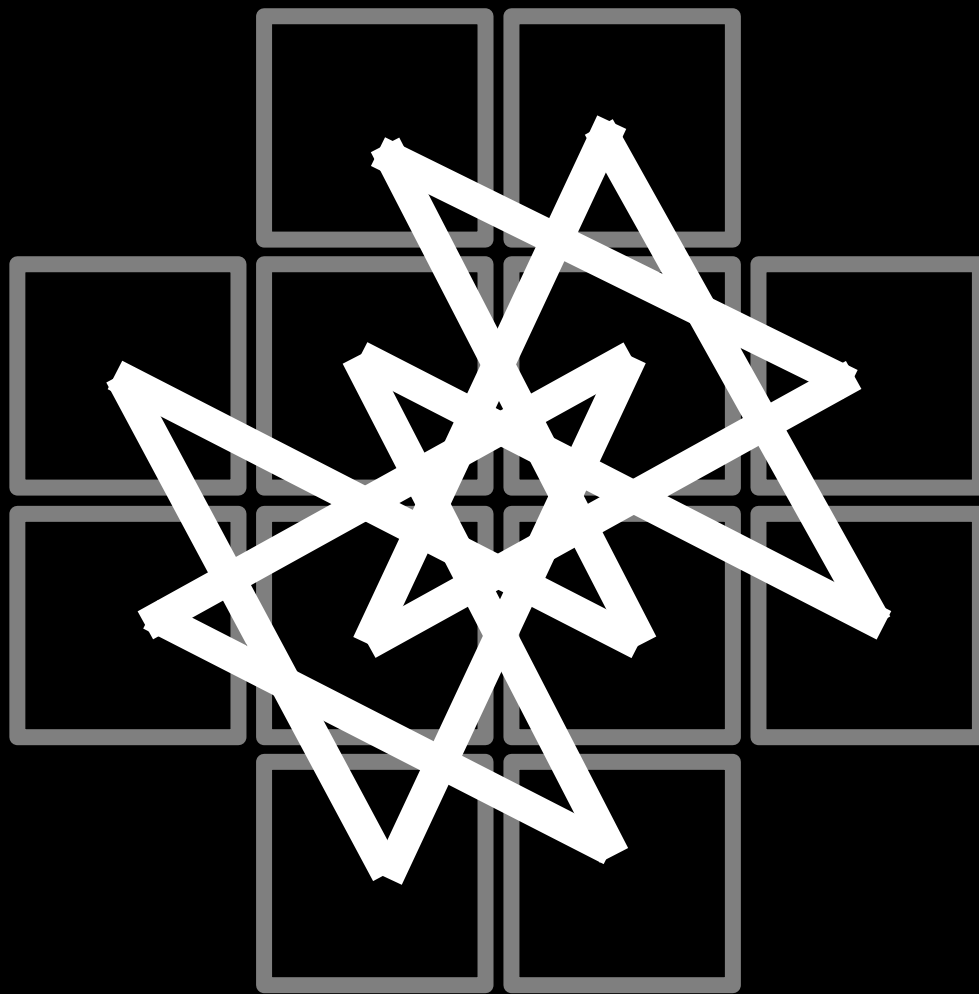
Logika.



Logika & symetria.



Logika & symetria.



Prípad ťažkej úlohy – Hamiltonian cycle.

$$673 \times 3 =$$

Menej ako 2000?

$$673 \times 3 = 2019$$

Menej ako 2000?

2021 = ... **X** ...

Je to prvočíslo?

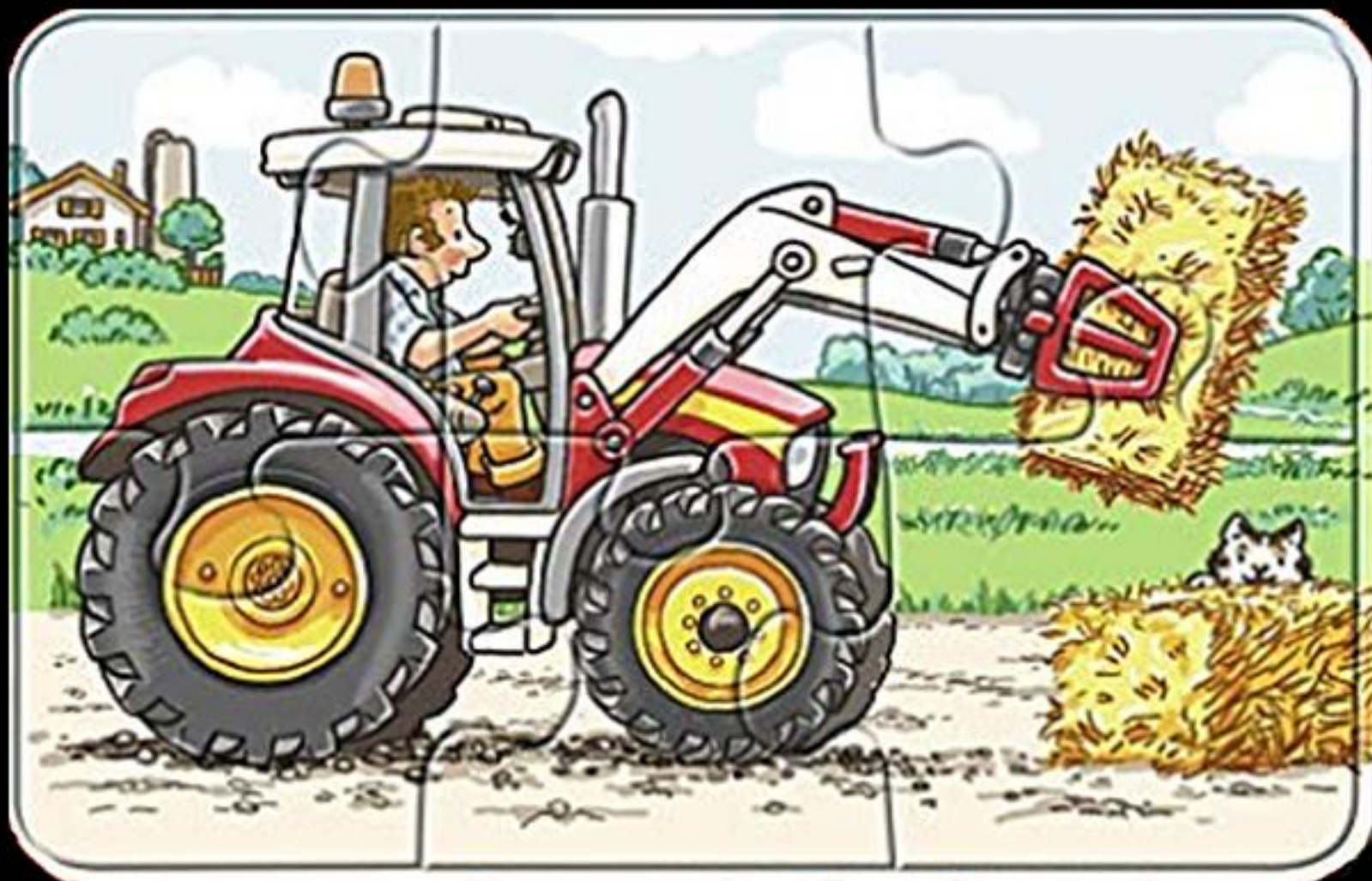
$$2021 = \dots \times \dots$$

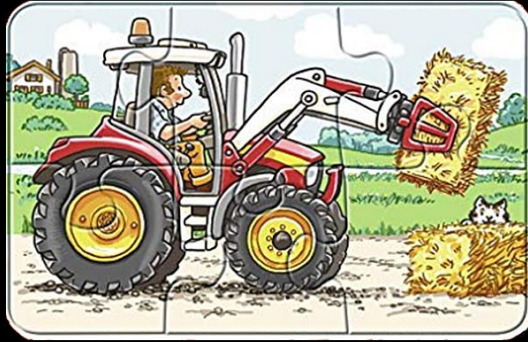
Netriviálny deliteľ < 45?



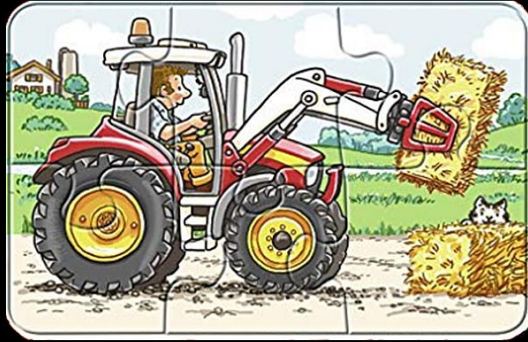
$$2021 = 43 \times 47$$

škálovanie

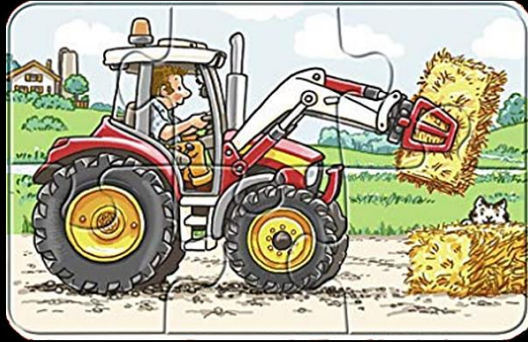




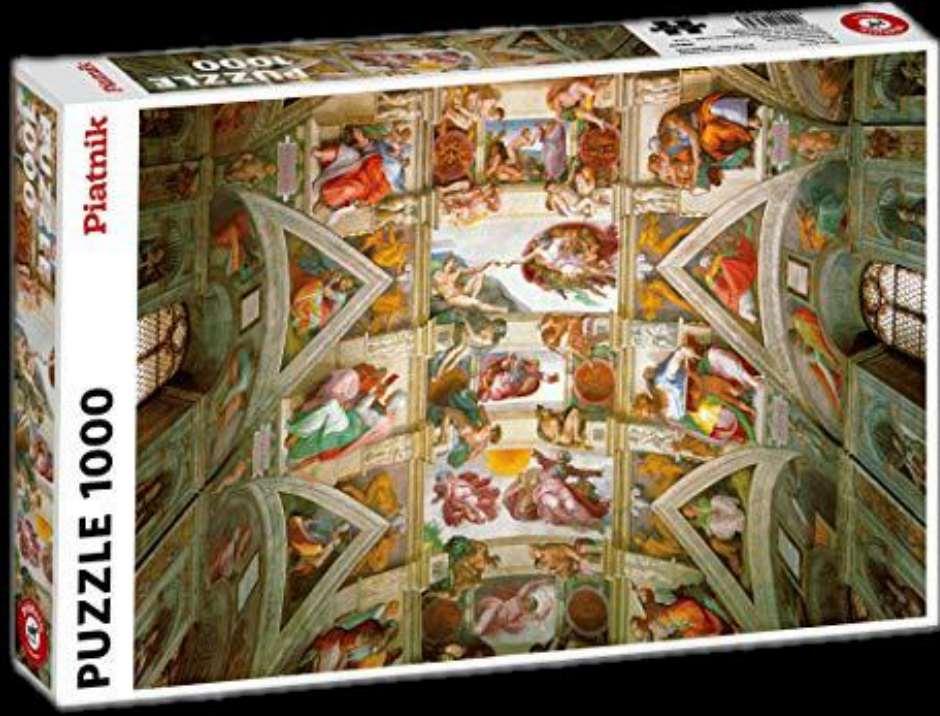
$$5 + 4 + 3 + 2 + 1$$



$$4 \times (5 + 4 + 3 + 2 + 1) =$$



$$4 \times (5 + 4 + 3 + 2 + 1) = \mathbf{60}$$





$$4 \times (999 + \dots + 1) = \dots$$

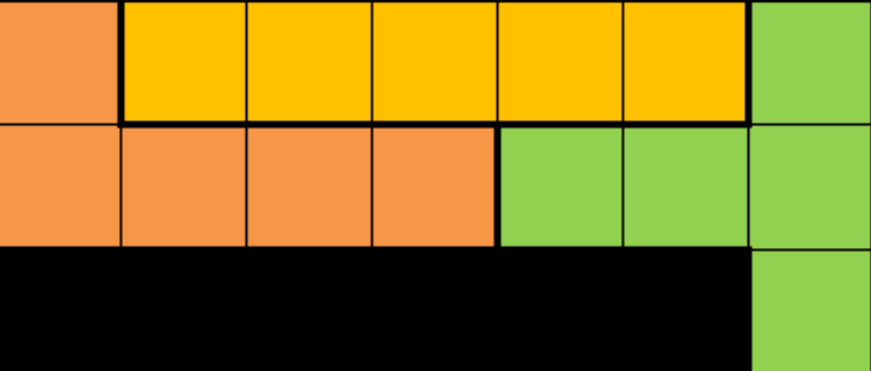


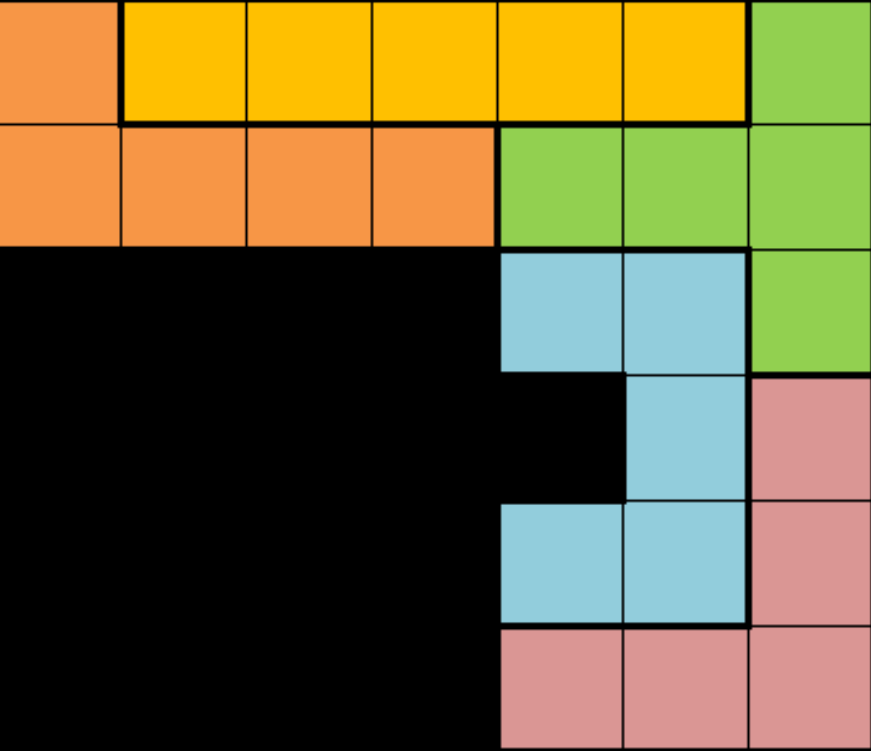
$$4 \times (999 + \dots + 1) \sim \mathbf{2\,000\,000}$$

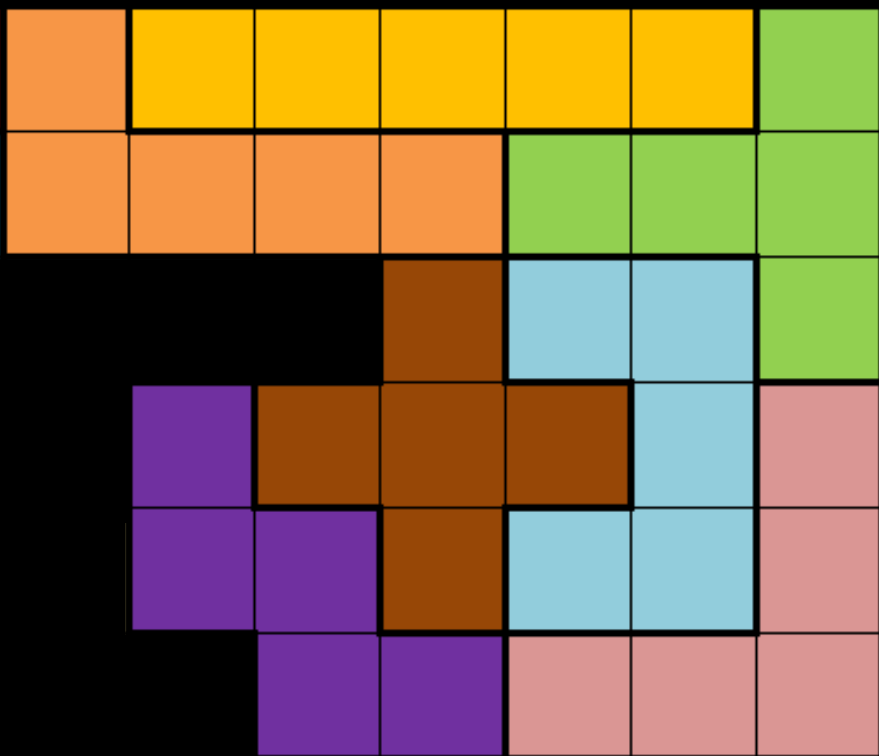


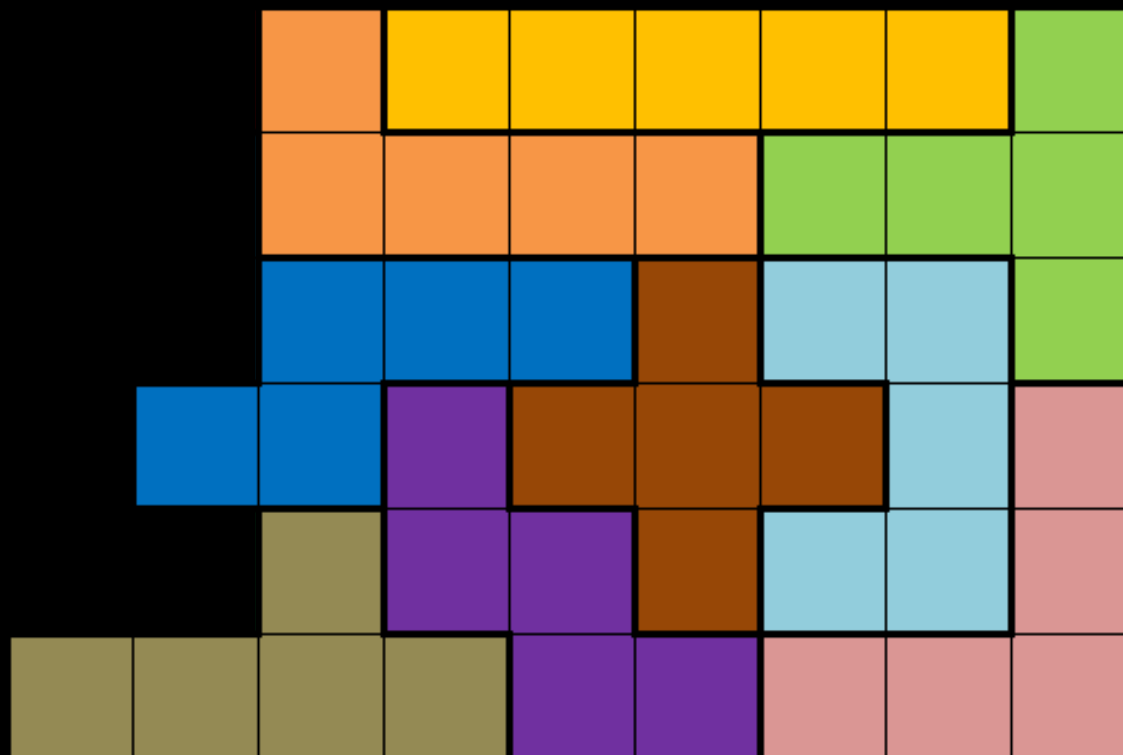
$$4 \times (999 + \dots + 1) \sim 2\,000\,000$$

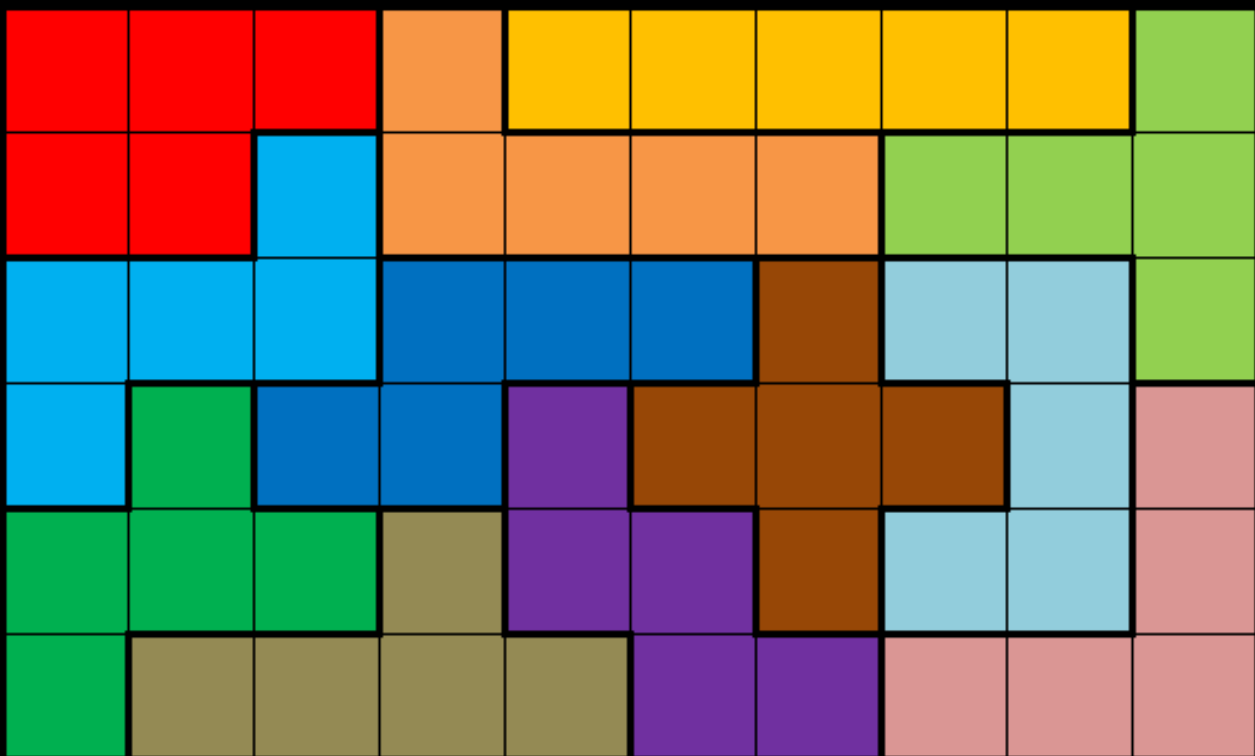
kvadratické škálovanie $O(n^2)$







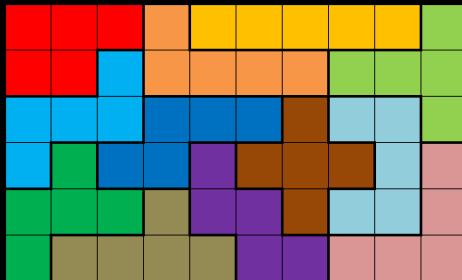






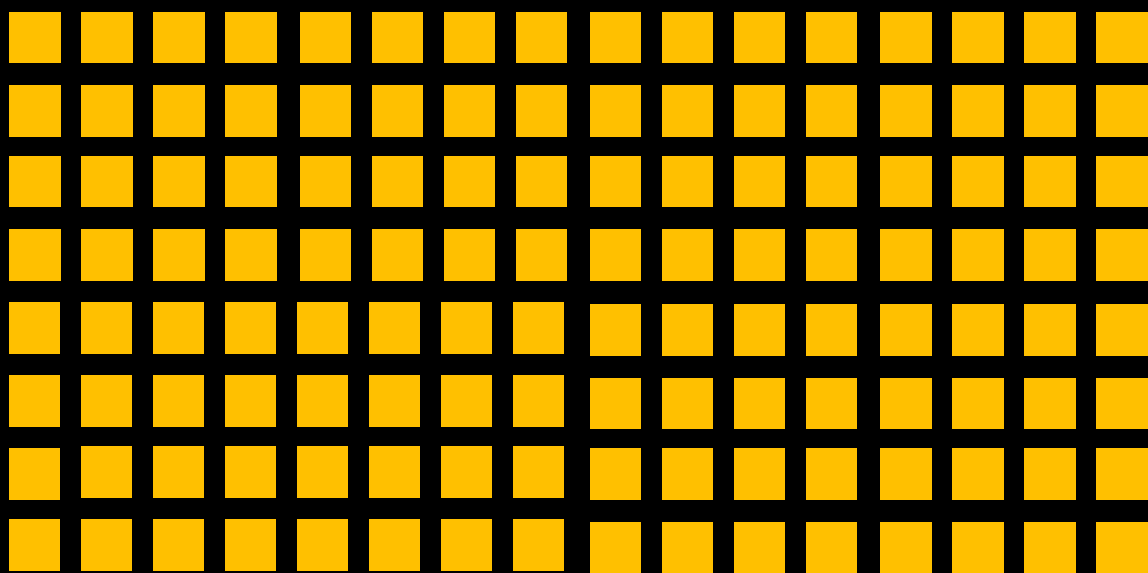
$$999 + \dots + 1$$

$\times 4$

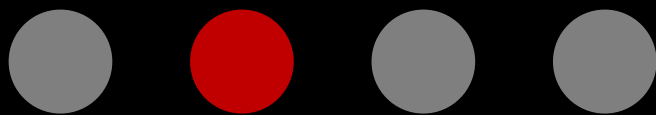


$$12 \times 11 \times 10 \times \dots$$

$\times 8 \quad \times 8 \quad \times 8$



l'ahké/**t'ažké**

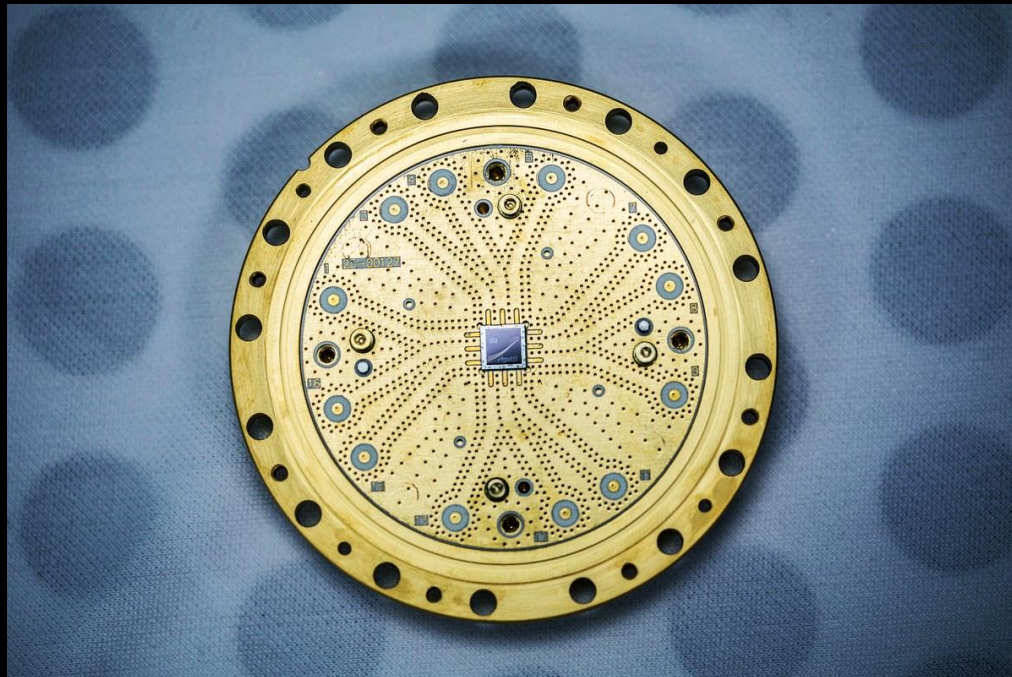


kva**nt**ová hra

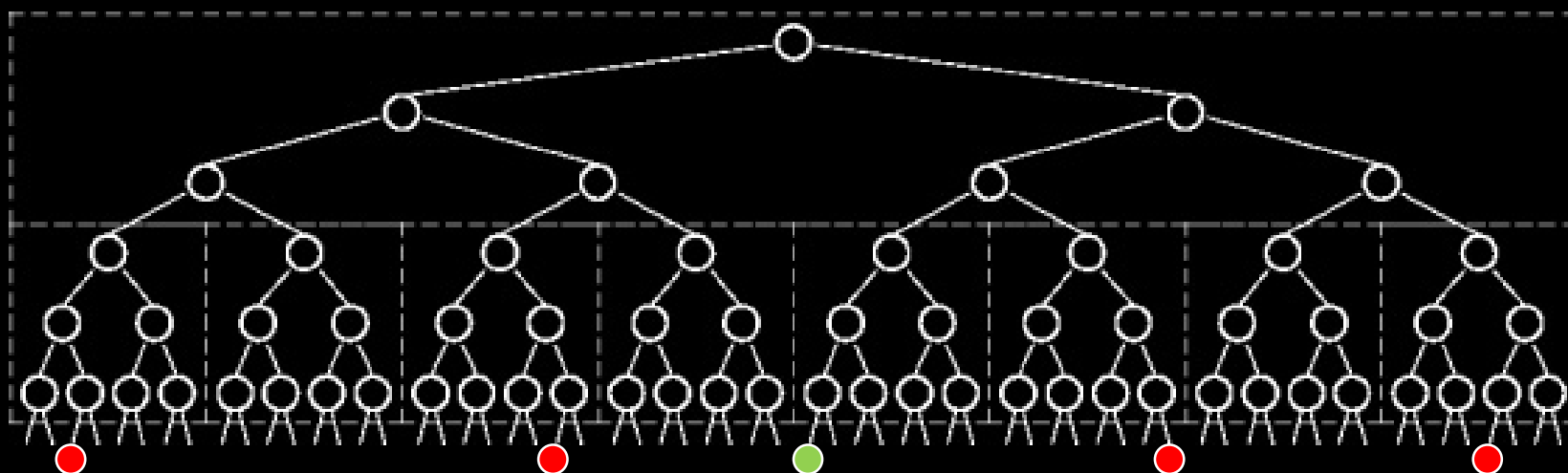
nové nápady

mnoho ciest naraz (superpozícia)
šikovne prepojených (interferencia)

superpozícia previazanie unitárne operácie

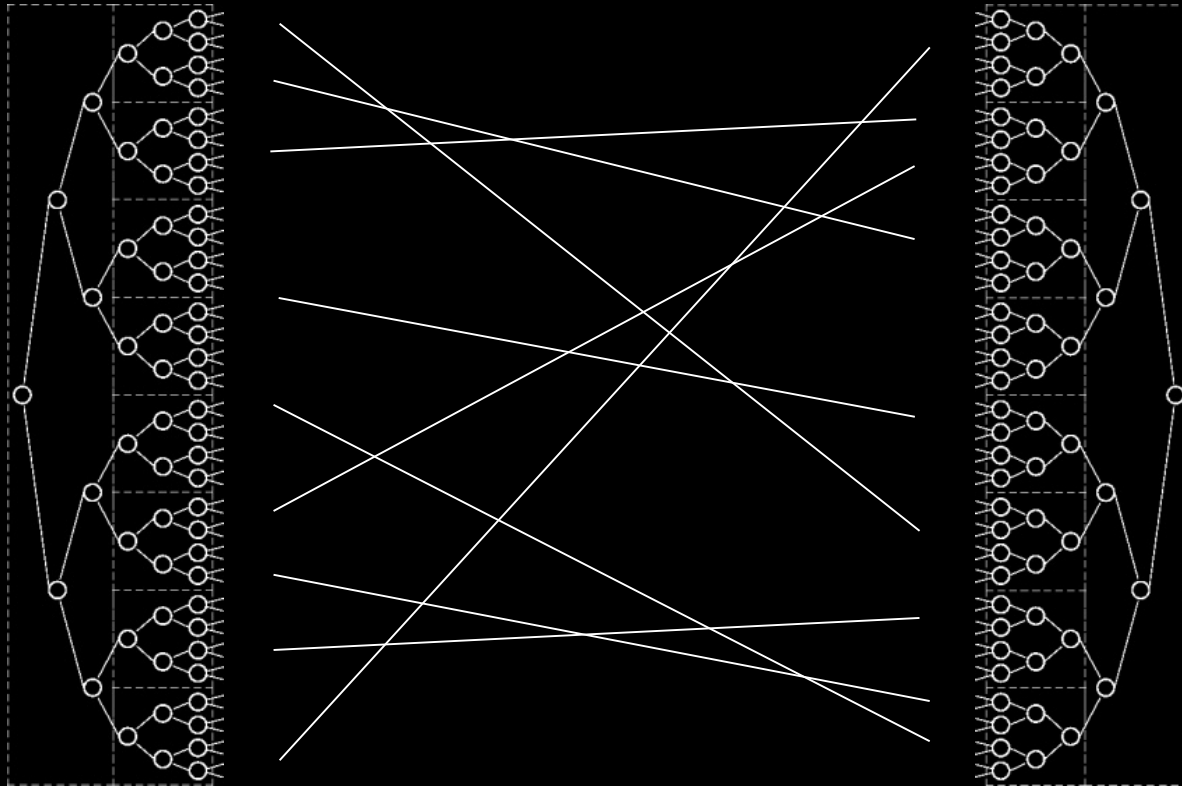


superpozícia



všetky cesty naraz... no čo z toho?

superpozícia



umne využi štruktúru

skrytá štruktúra

[illegible]

[illegible]

[illegible]

[illegible]

.....

.....

...000...000...000...000...000...0

...00000...000...000...000...000...000

...000.00...000...000...000...000...000

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.....

.....

0



0

1



1



0

Deutsch-Jozsa

0 →  → 0

1 →  → 1

0 →  → 1

1 →  → 0

balanced

0 →  → 0

1 →  → 0

0 →  → 1

1 →  → 1

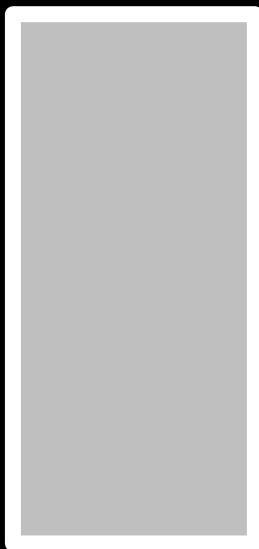
constant

x



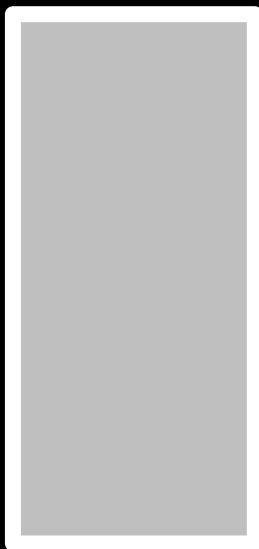
f(x)

x



x

y



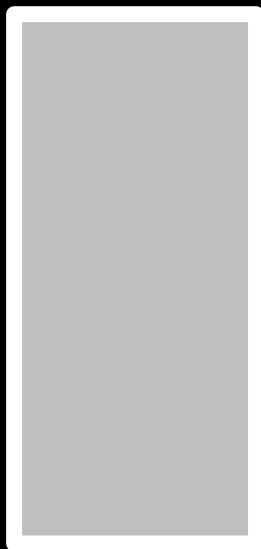
$y \oplus f(\mathbf{x})$

x



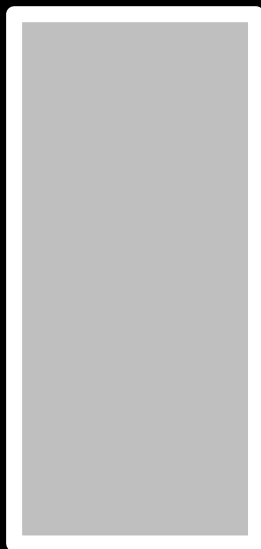
$f(\mathbf{x})$

x



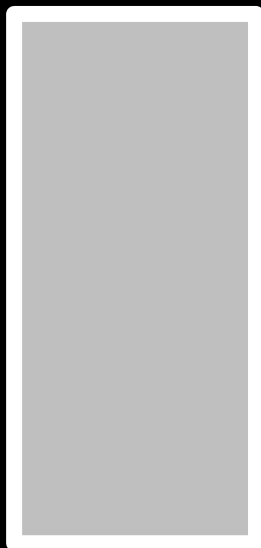
x

y



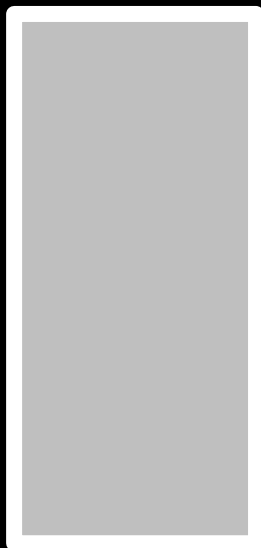
$y \oplus f(x)$

0



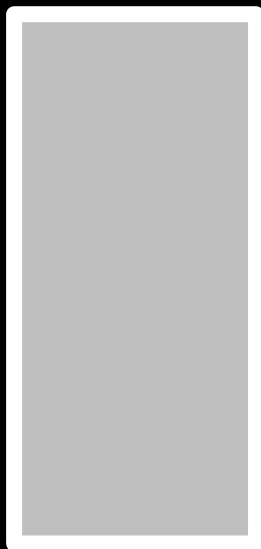
0

0



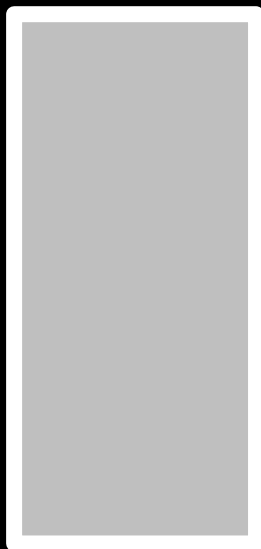
$0 \oplus f(0)$

x



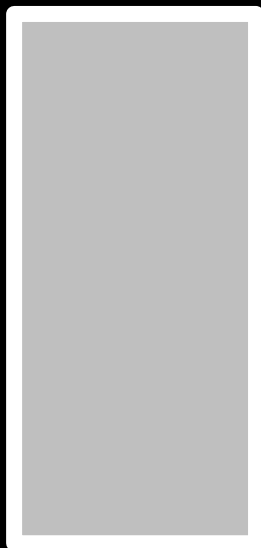
x

y



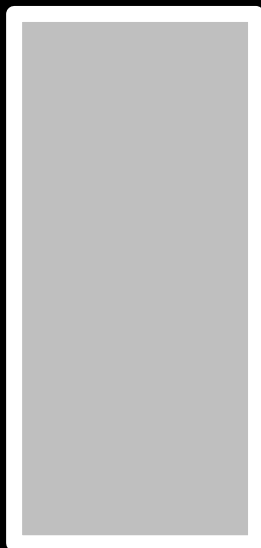
$y \oplus f(x)$

0



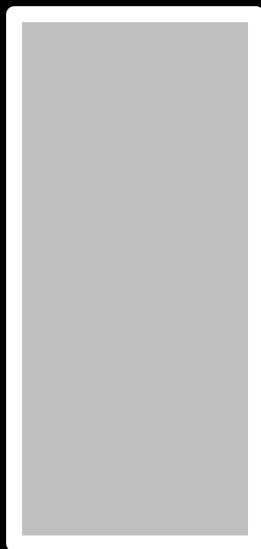
0

1



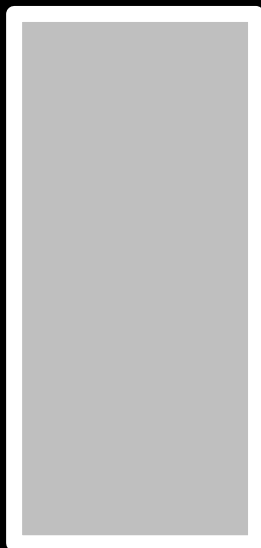
$1 \oplus f(0)$

x



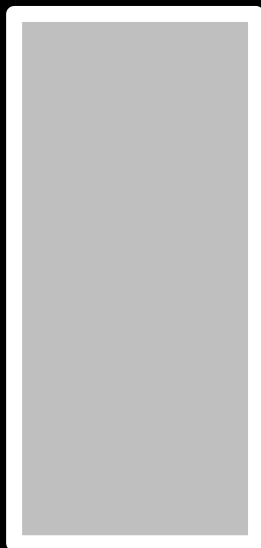
x

y



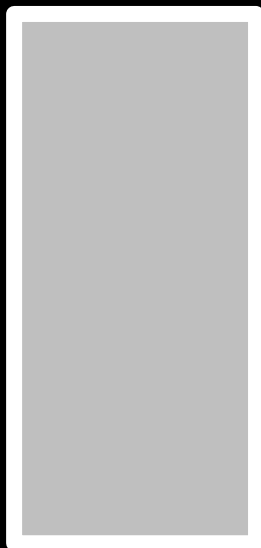
$y \oplus f(x)$

0



0

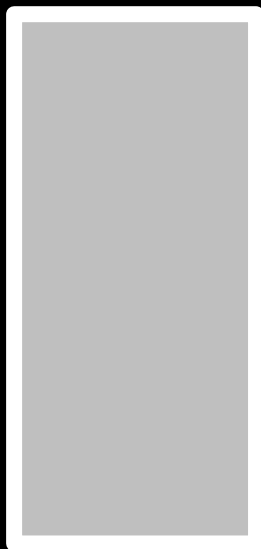
$0-1$



$0-1$

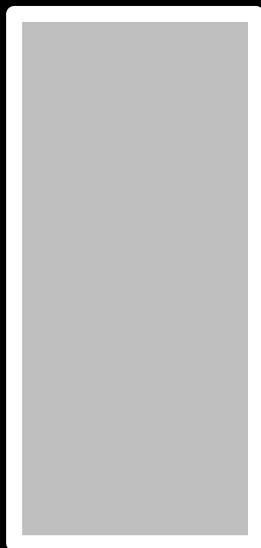
$f(0) = 0$

x



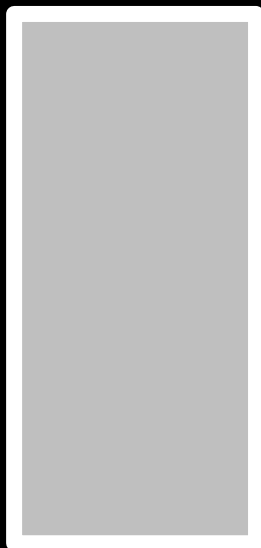
x

y



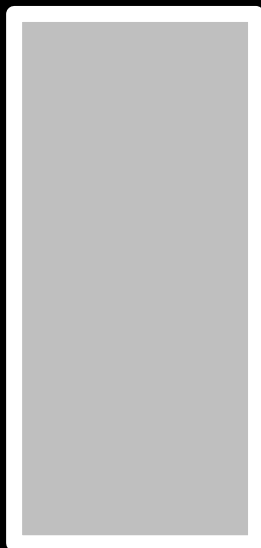
$y \oplus f(x)$

0



0

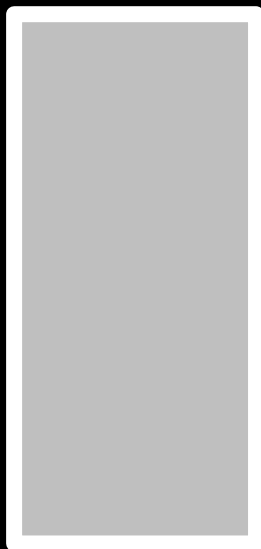
$0-1$



$1-0$

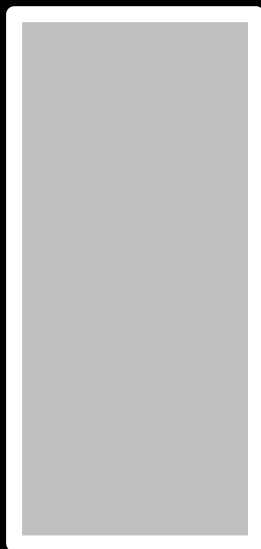
$f(0) = 1$

x



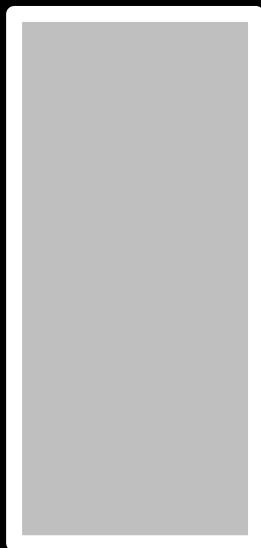
x

y



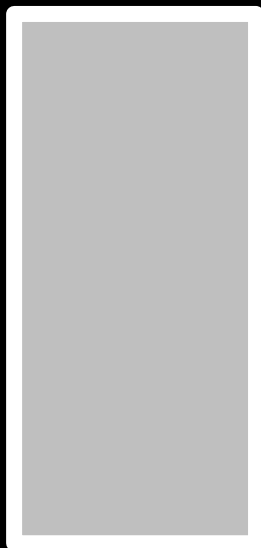
$y \oplus f(x)$

0



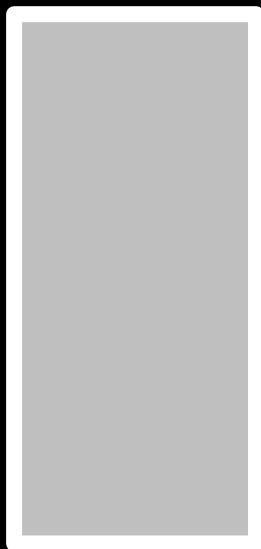
0

$0-1$



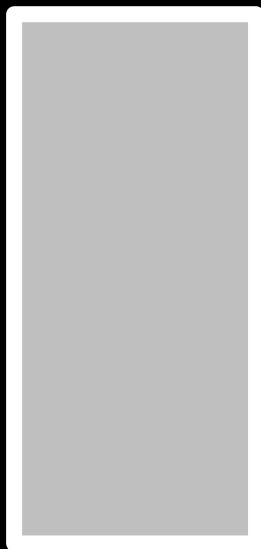
$(0-1)(-1)^{f(0)}$

x



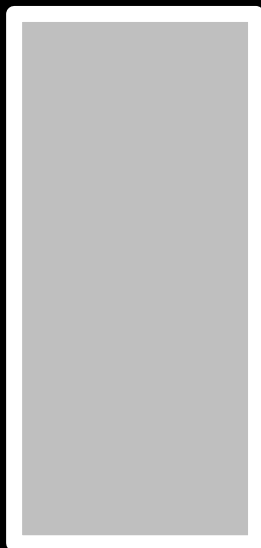
x

y



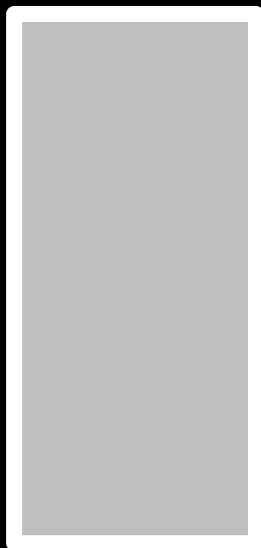
$y \oplus f(x)$

1



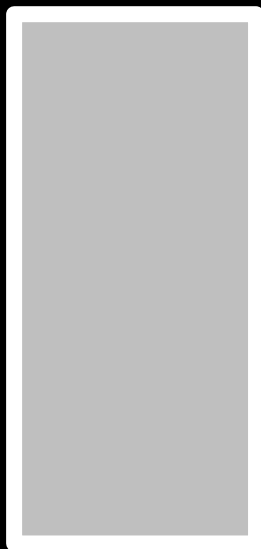
1

$0-1$



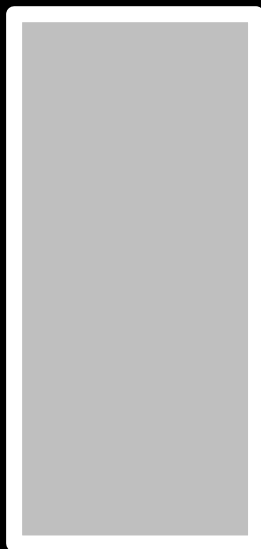
$(0-1)(-1)^{f(1)}$

x



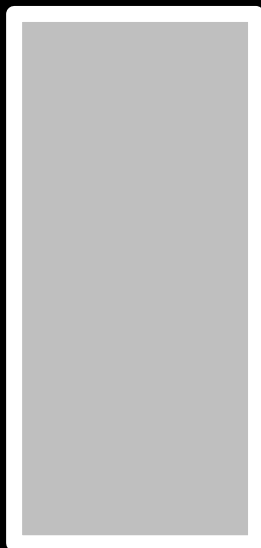
x

y



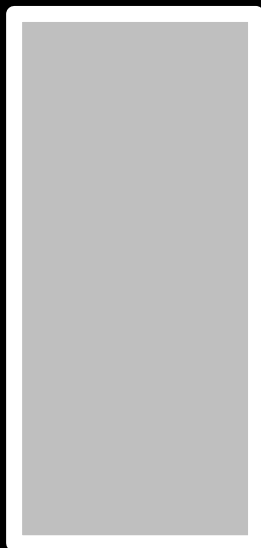
$y \oplus f(x)$

$0+1$



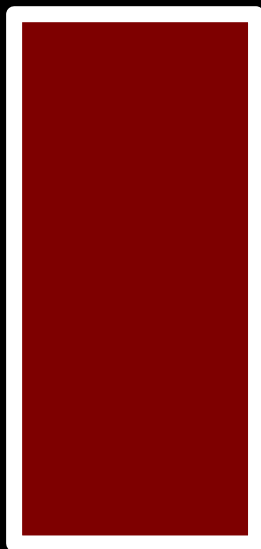
**$0(-1)^{f(0)}$
 $+1(-1)^{f(1)}$**

$0-1$



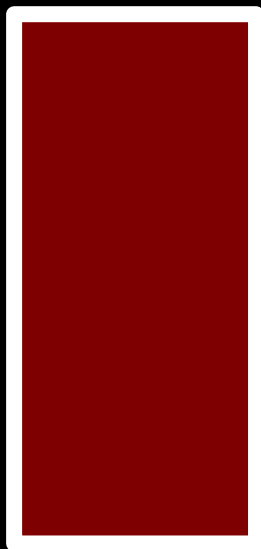
$0-1$

0+1



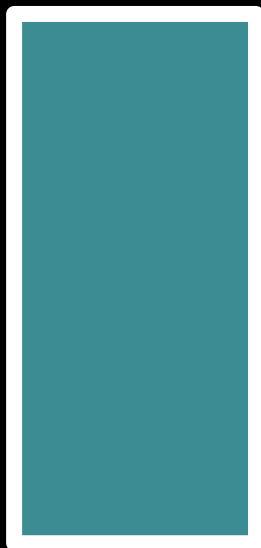
$\pm(0-1)$ balanced

0-1



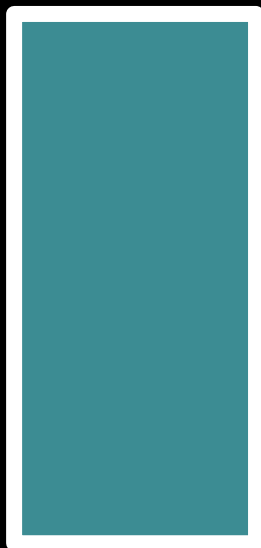
0-1

0+1



$\pm(0+1)$ constant

0-1



0-1

Deutsch-Jozsa, Simon, Shor...

0 →  → 0

1 →  → 1

0 →  → 1

1 →  → 0

balanced

0 →  → 0

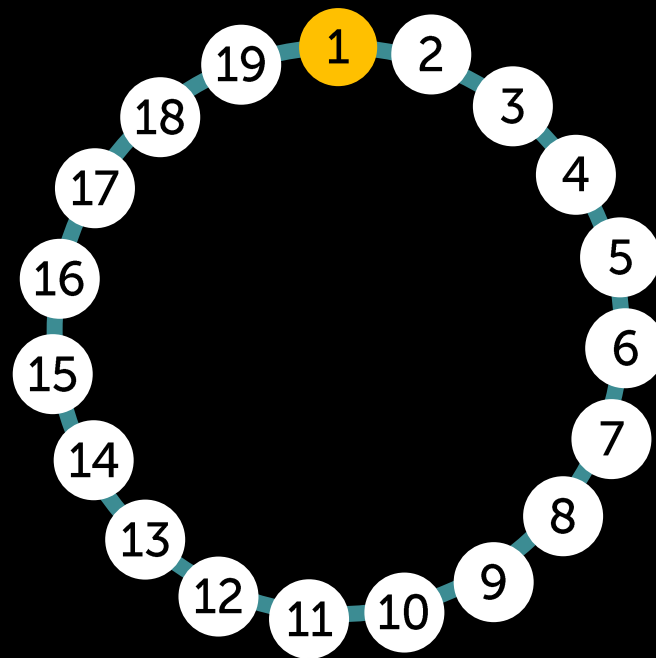
1 →  → 0

0 →  → 1

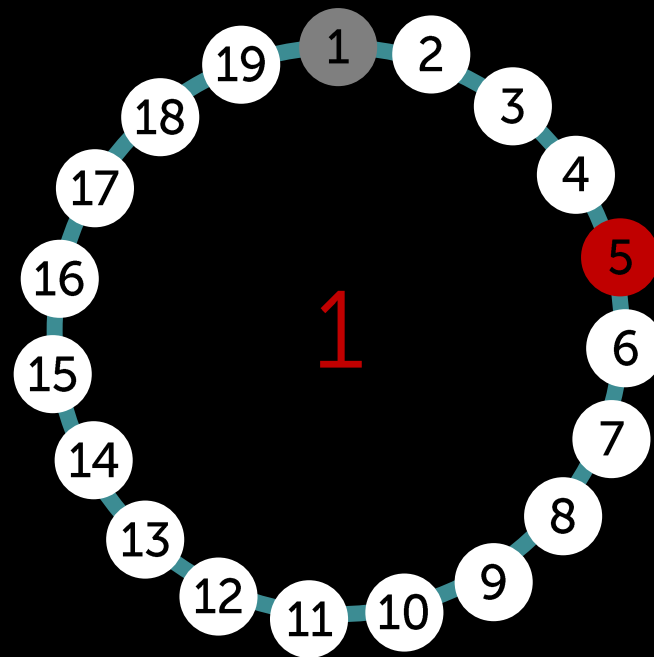
1 →  → 1

constant

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?

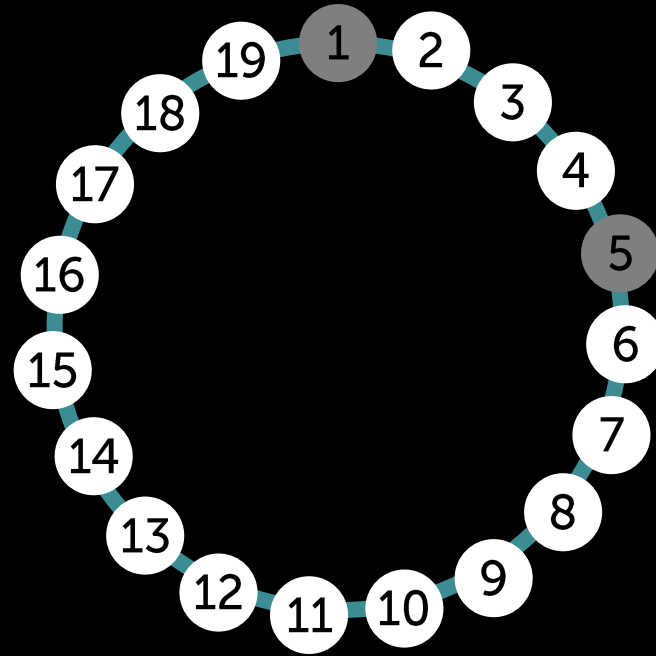


Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



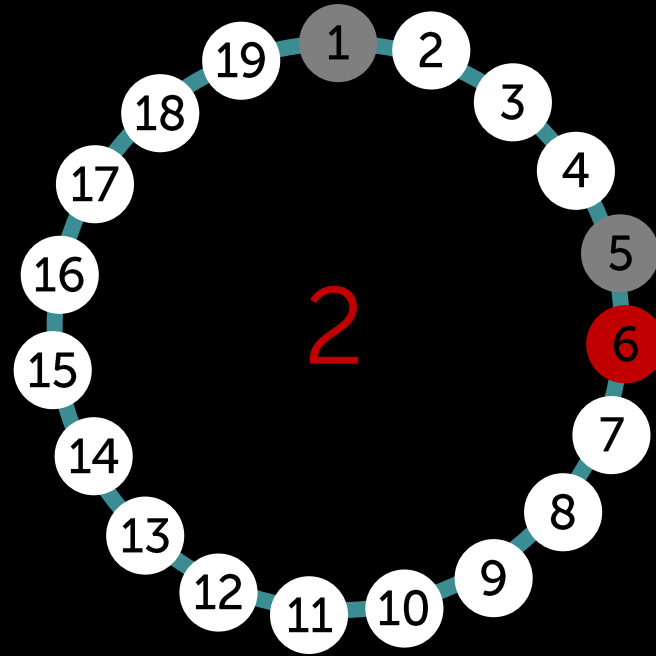
Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?

$$5 \times 5 = 25$$



Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?

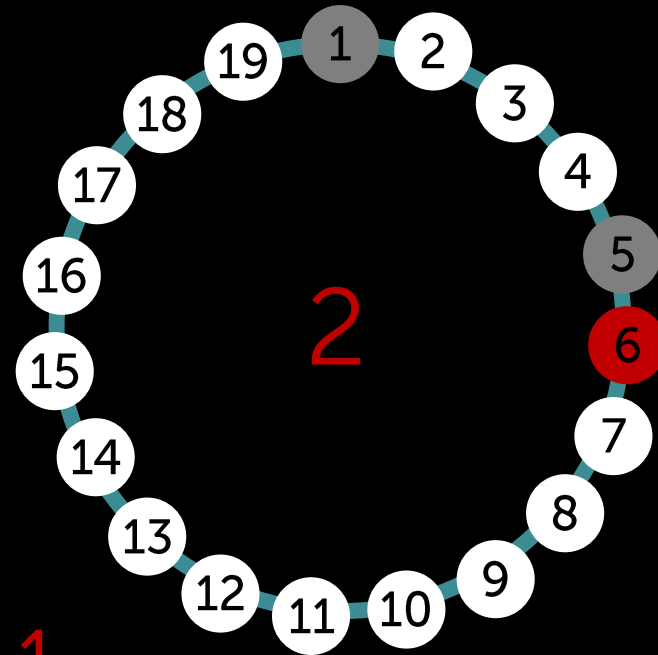
$$5 \times 5 = 19 + 6$$



Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?

$$5 \times 5 = 19 + 6$$

$$25 \times 5 = 19 \times \dots + 11$$

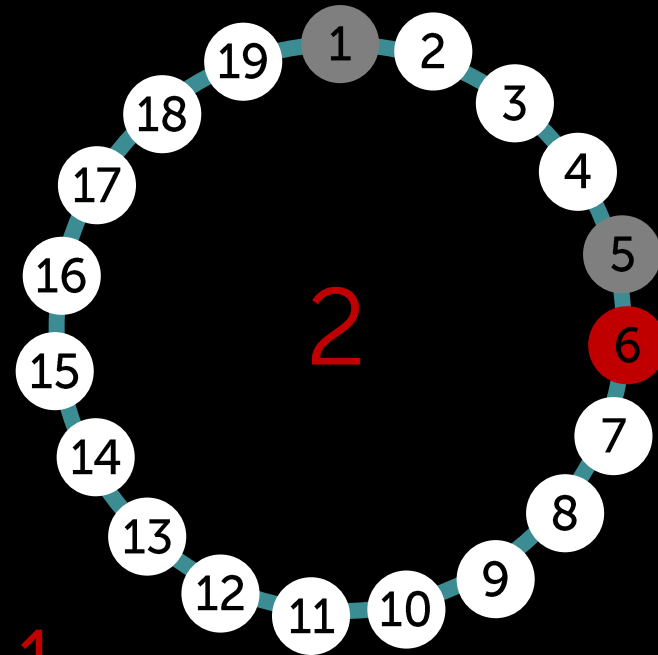


Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?

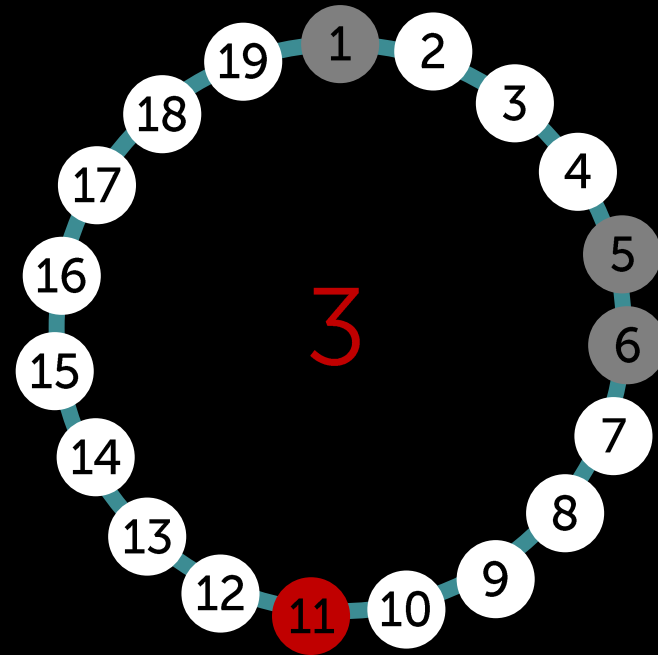
$$5 \times 5 = 19 + 6$$

$$25 \times 5 = 19 \times \dots + 11$$

$$6 \times 5 = 19 \times \dots + 11$$

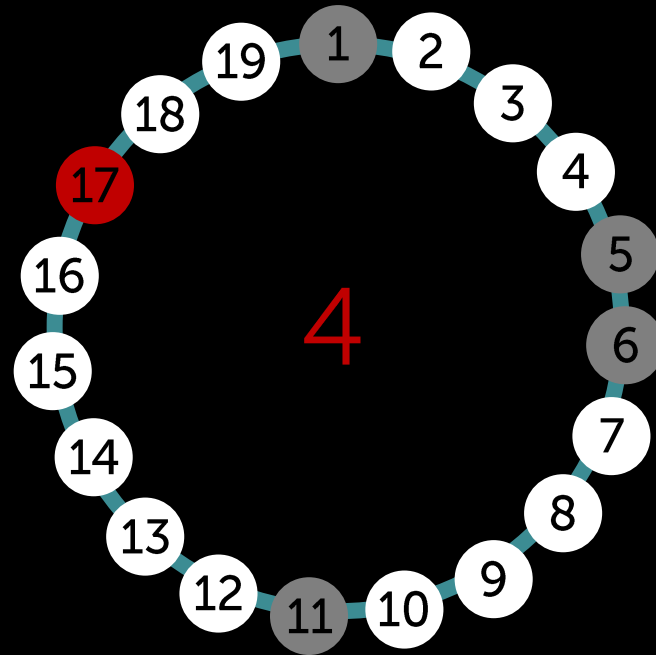


Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



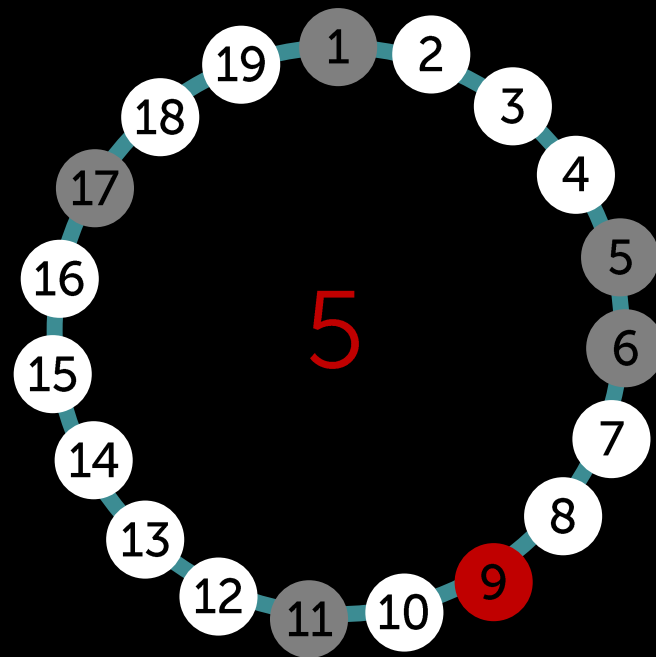
$$5^3 = 19 \times \dots + 11$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



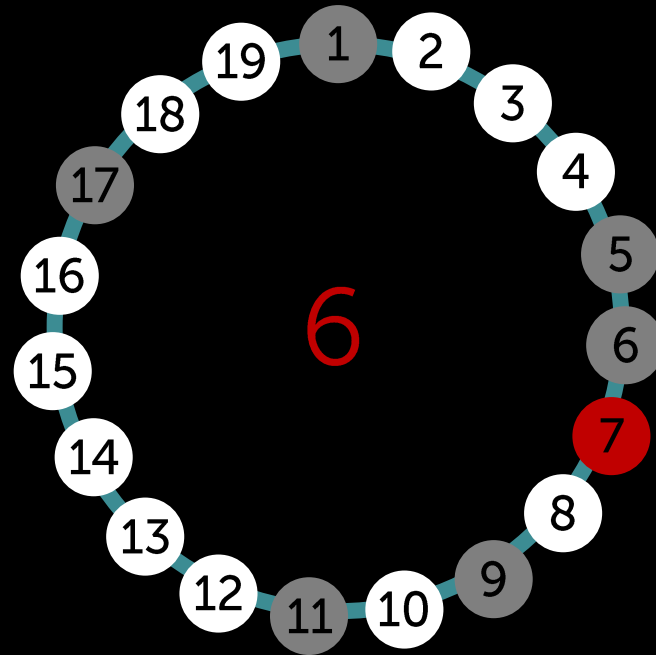
$$5^4 = 19 \times \dots + 17$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



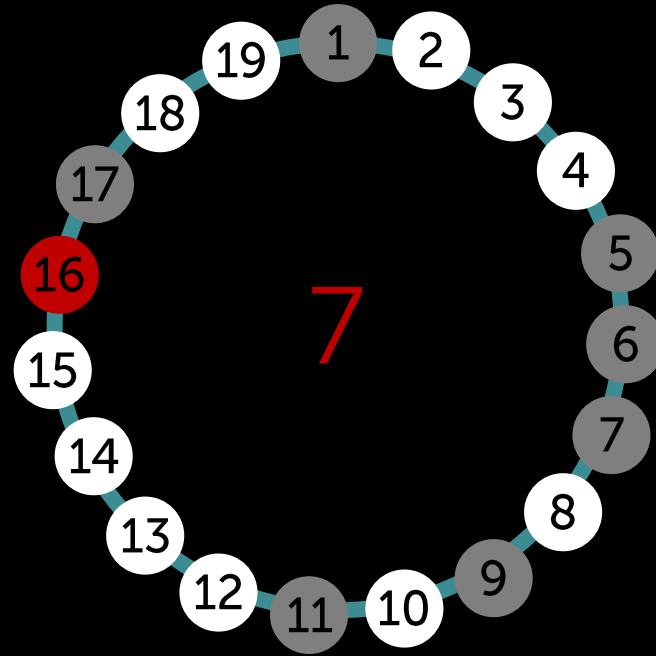
$$5^5 = 19 \times \dots + 9$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



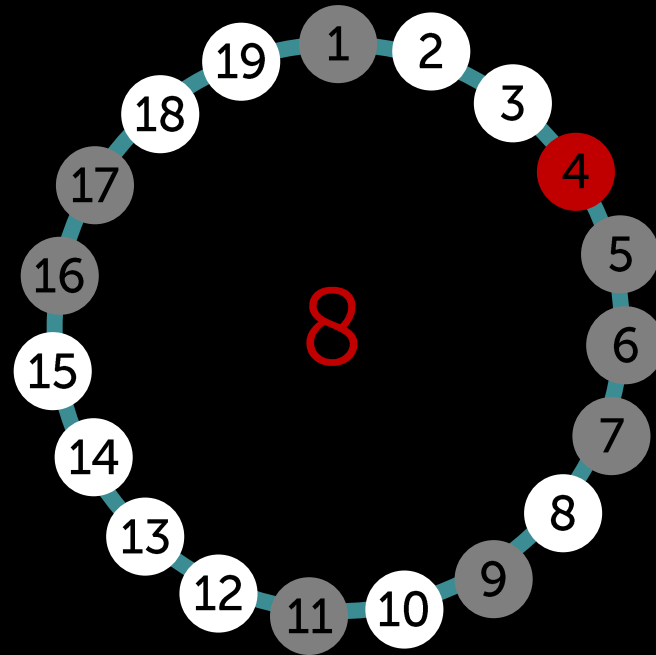
$$5^6 = 19 \times \dots + 7$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



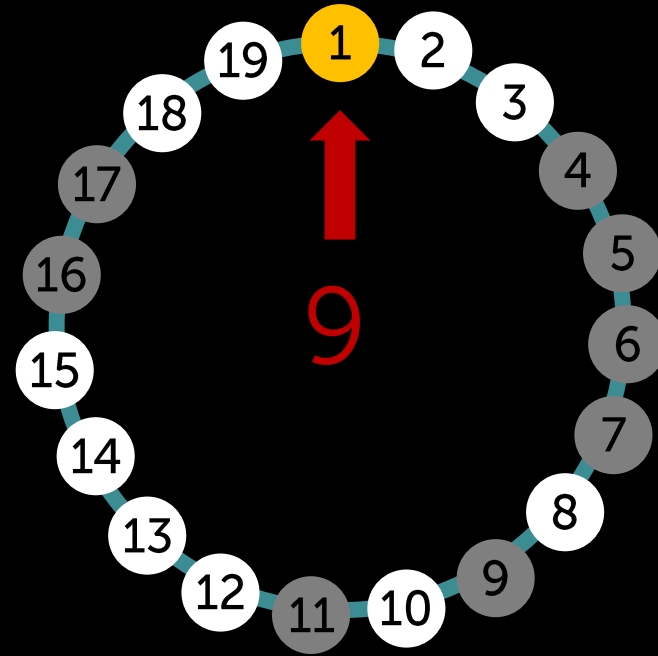
$$5^7 = 19 \times \dots + 16$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



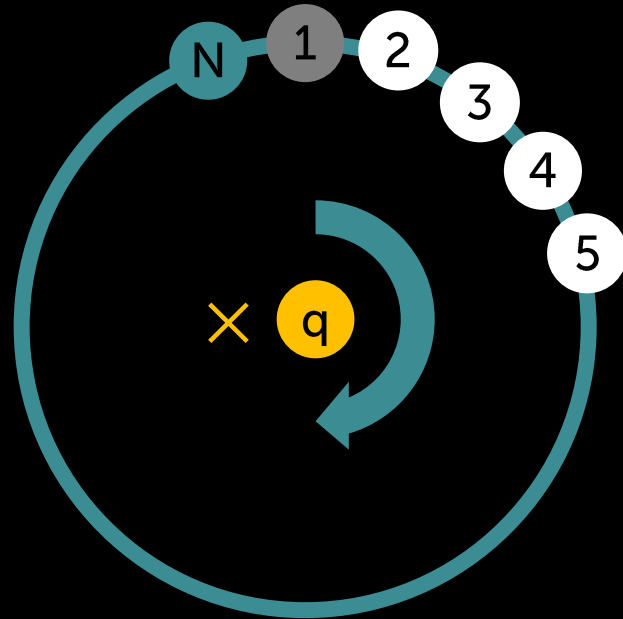
$$5^8 = 19 \times \dots + 4$$

Kruh 19 čísel,
násobím 5.
Kedy sa vrátim?



$$5^9 = 19 \times \dots + 1$$

$$q^r = 1 \bmod N$$
$$r = ?$$





faktORIZÁCIA

teória čísel

superpozície a Fourier

super kvantový algoritmus

Peter Shor

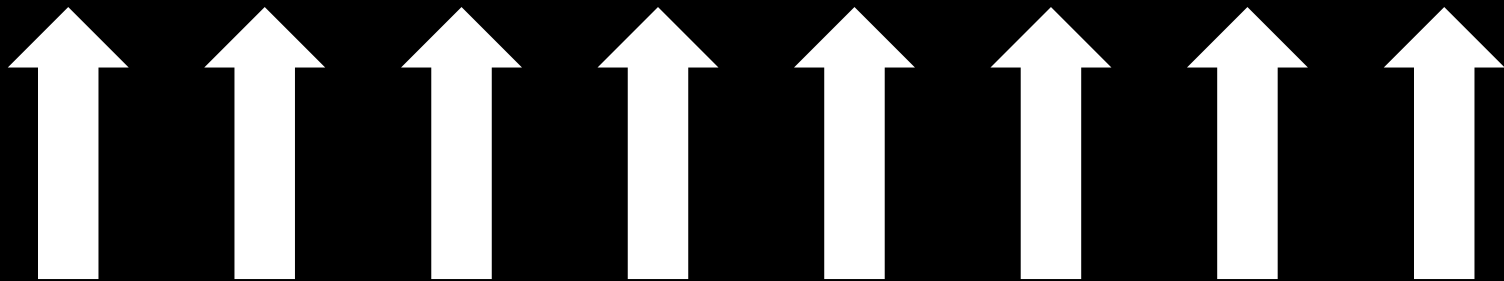
RSA 😞

$$21 = 3 \times 7$$

ihla v kope sena ihla v kope sena ihla
v kope sena ihla v kope sena ihla v ko
pe sena ihla v kope sena ihla v kope s
ena ihla v kope sena ihla v kope sena
i hla v kope sena ihla v kope sena ihla
v kope sena ihla v kope sena ihla v ko
pe sena ihla v kope sena ihla v kope s

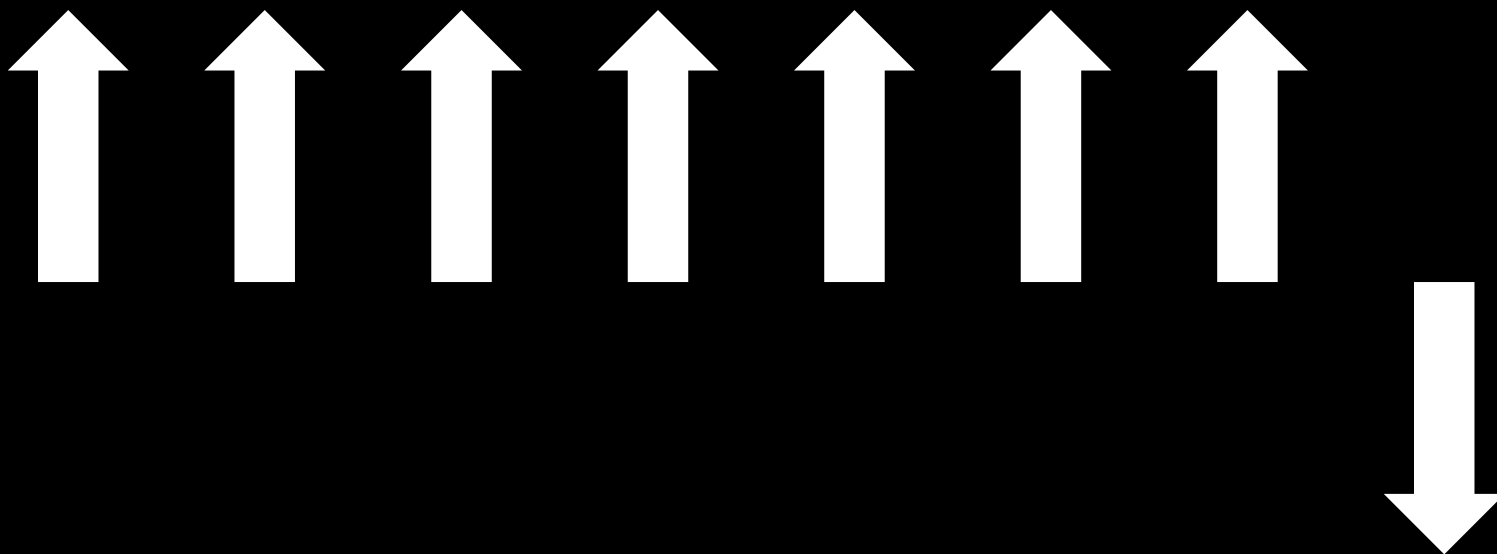
ihla v kope sena ihla v kope sena ihla
v kope sena ihla v kope sena ihla v ko
pe sena ihla v kope sena ihla v kope s
ena ihla v kope sena ihla v kope sena
i hla v kope sena ihla v kope sena ihla
v kope sena ihla v kope sena ihla v ko
pe sena ihla v kope sena ihla v kope s

neštruktúrované hľadanie

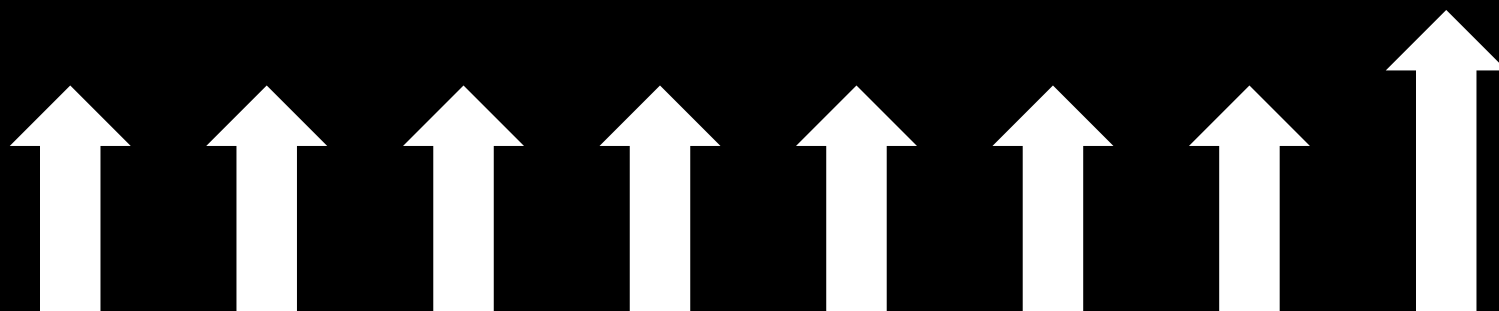


1. zmeň znamienko riešenia
2. prevráť okolo superpozície

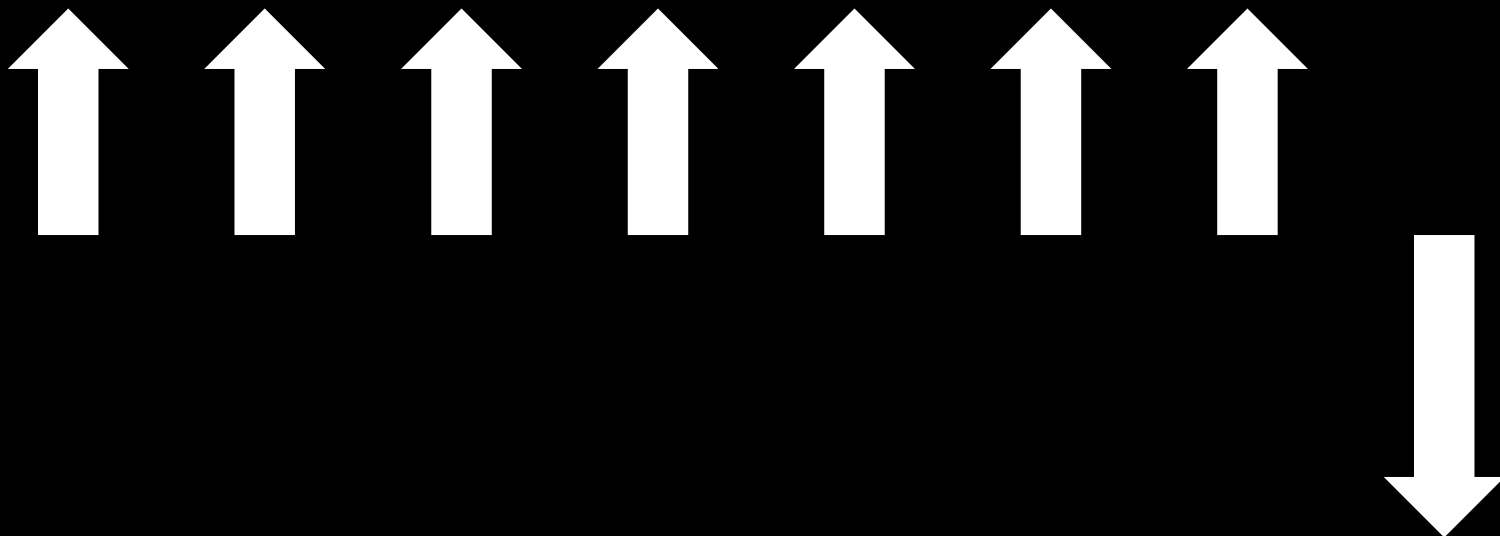
neštruktúrované hľadanie



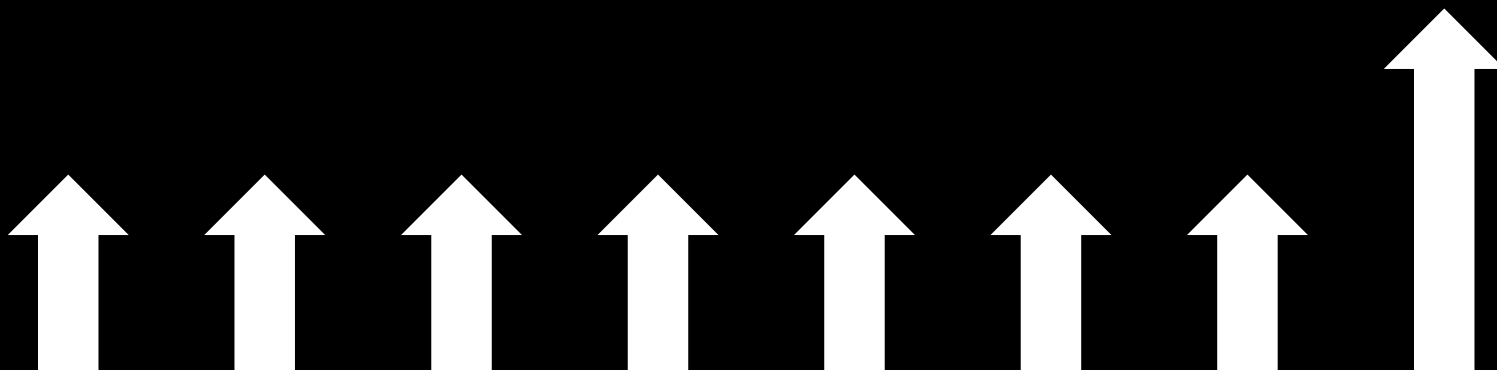
neštruktúrované hľadanie



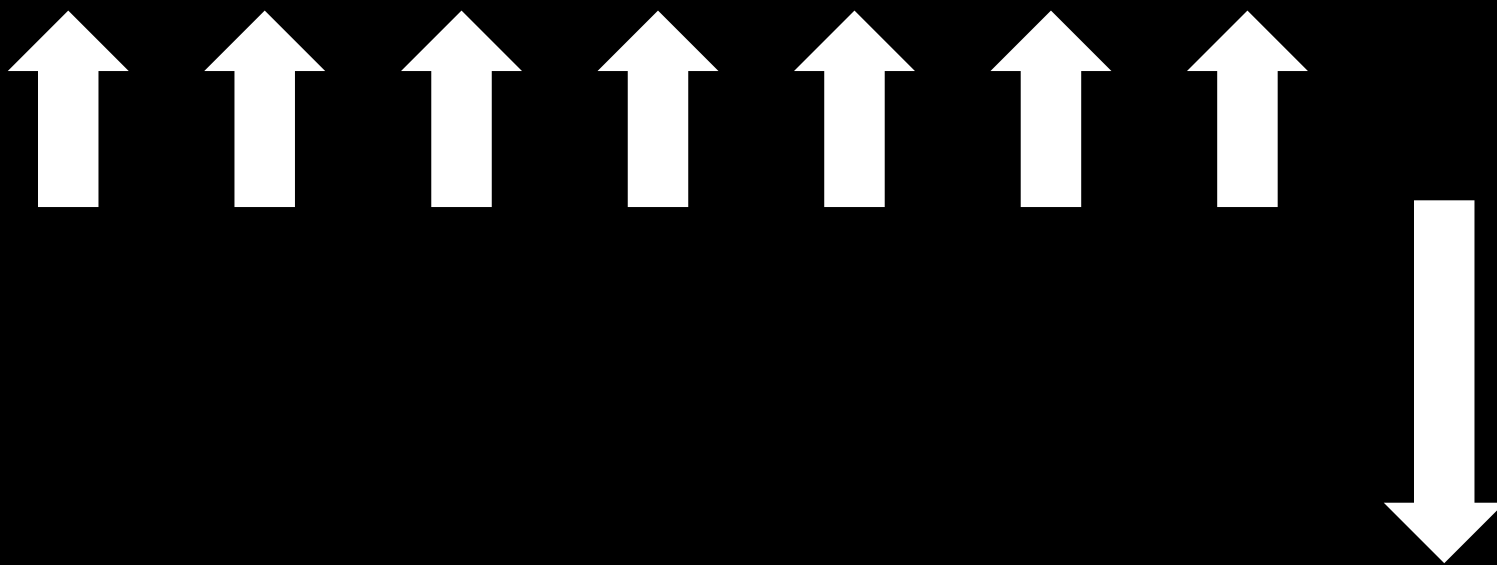
neštruktúrované hľadanie



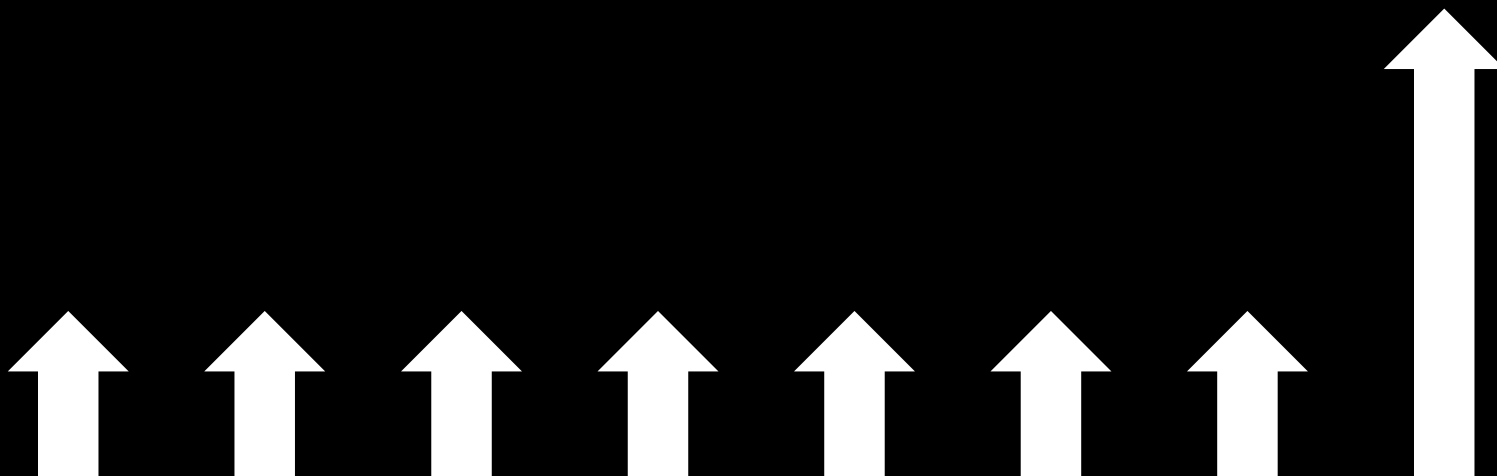
neštruktúrované hľadanie



neštruktúrované hľadanie

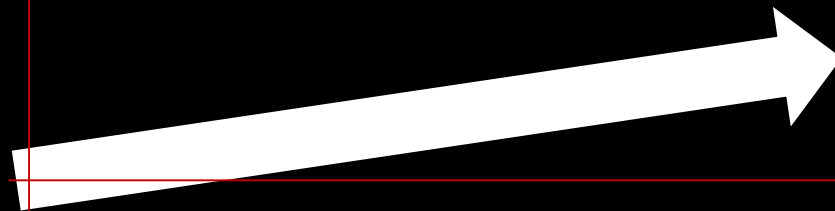


neštruktúrované hľadanie



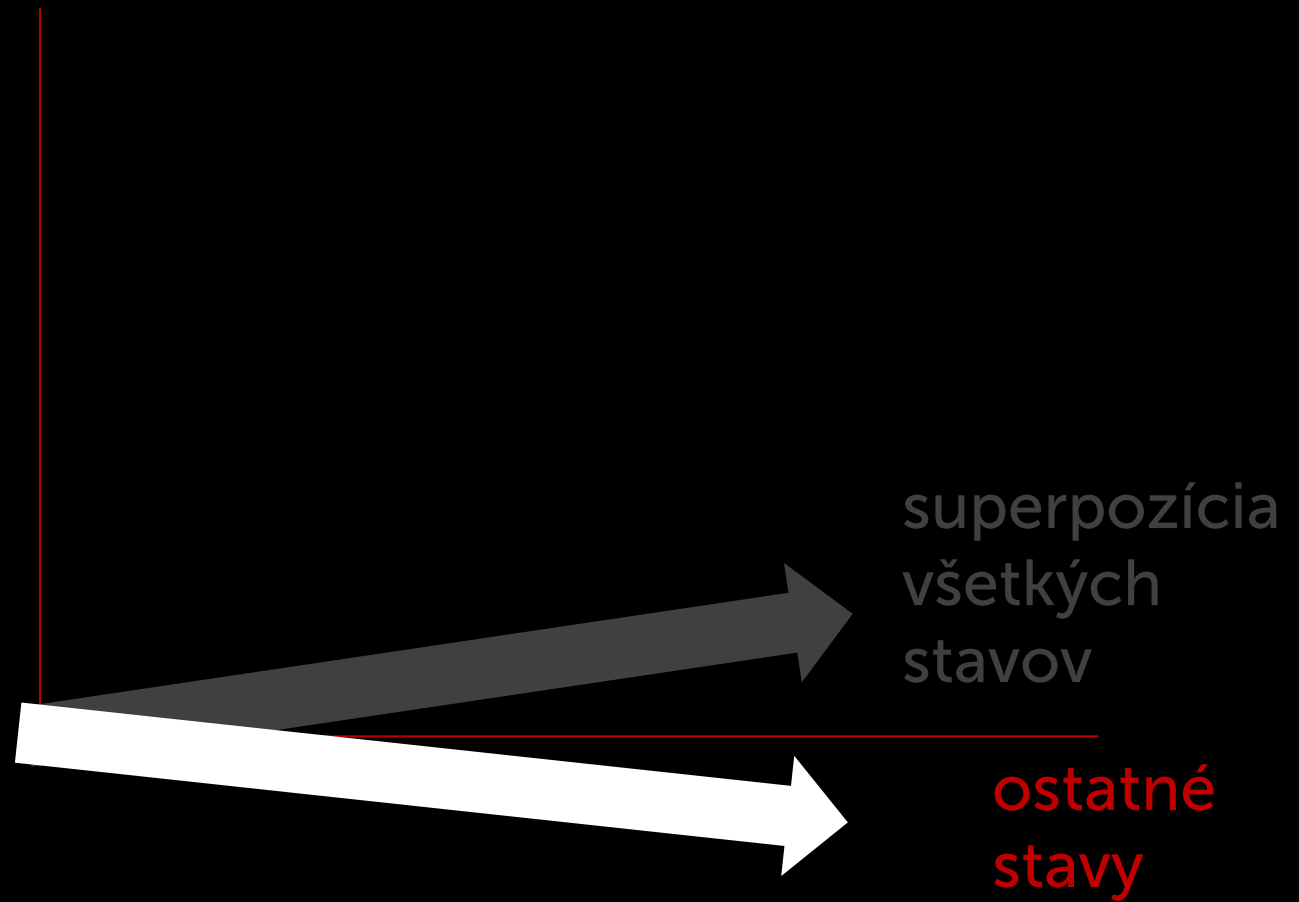
riešenie

superpozícia
všetkých
stavov

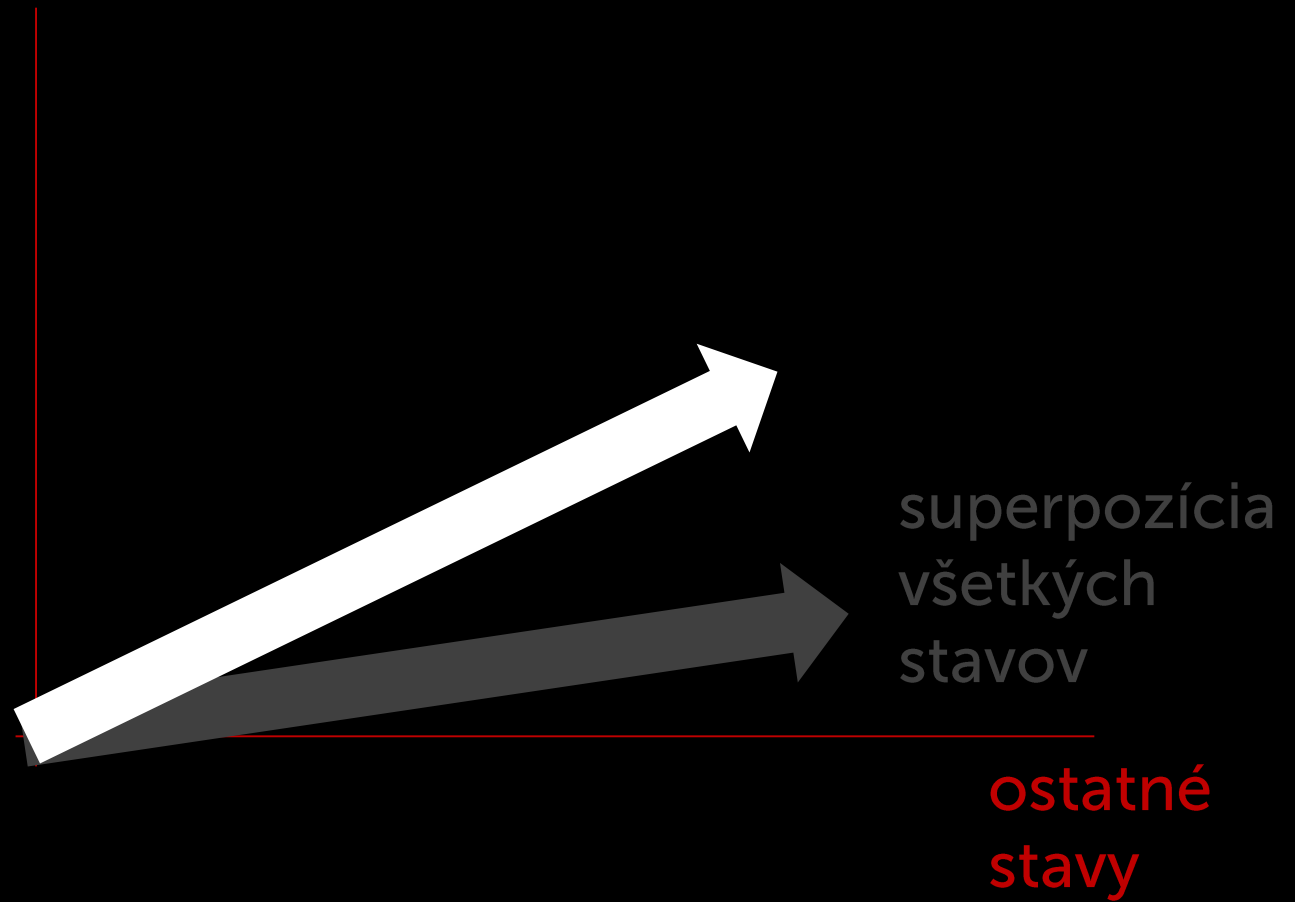


ostatné
stavy

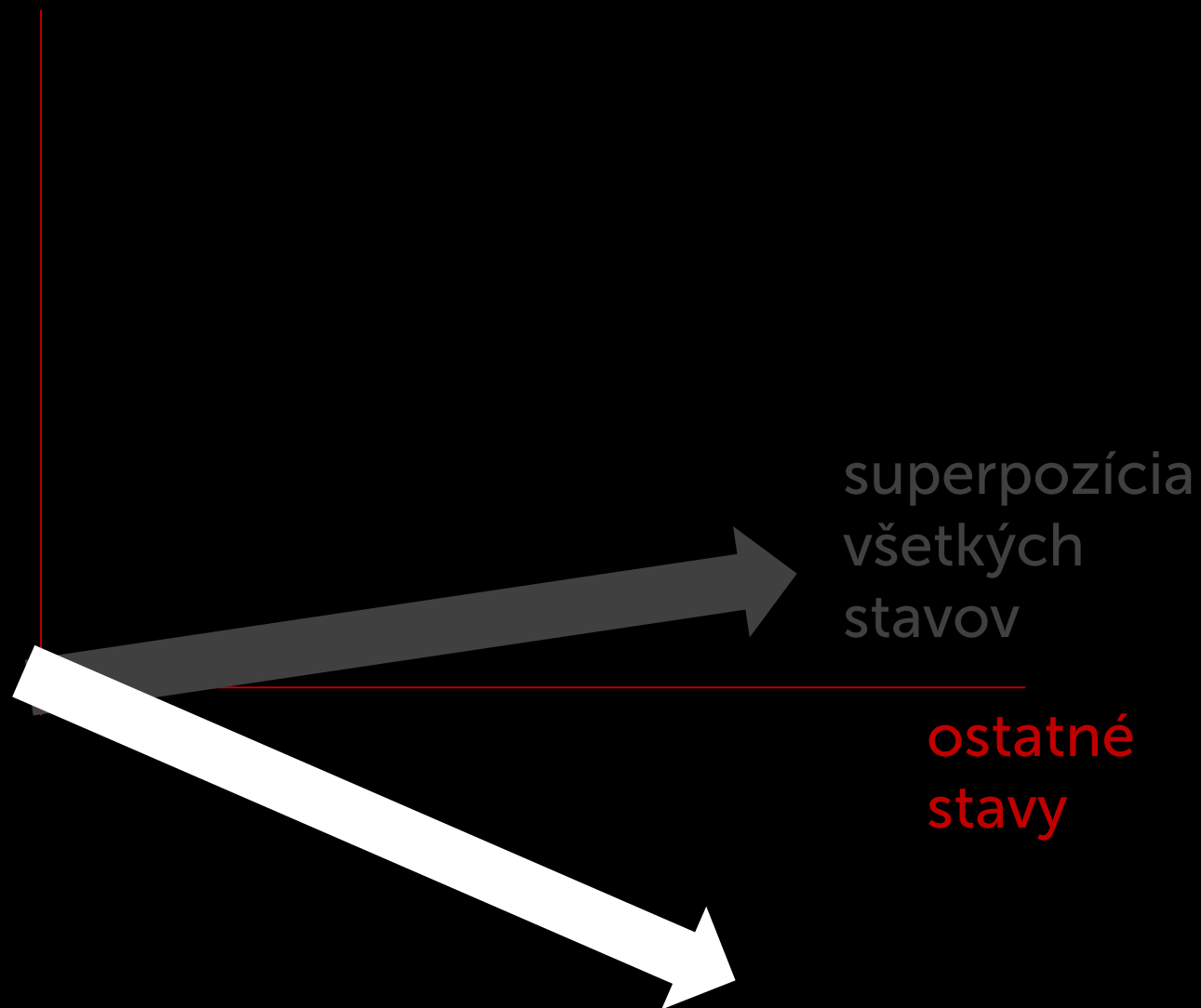
riešenie



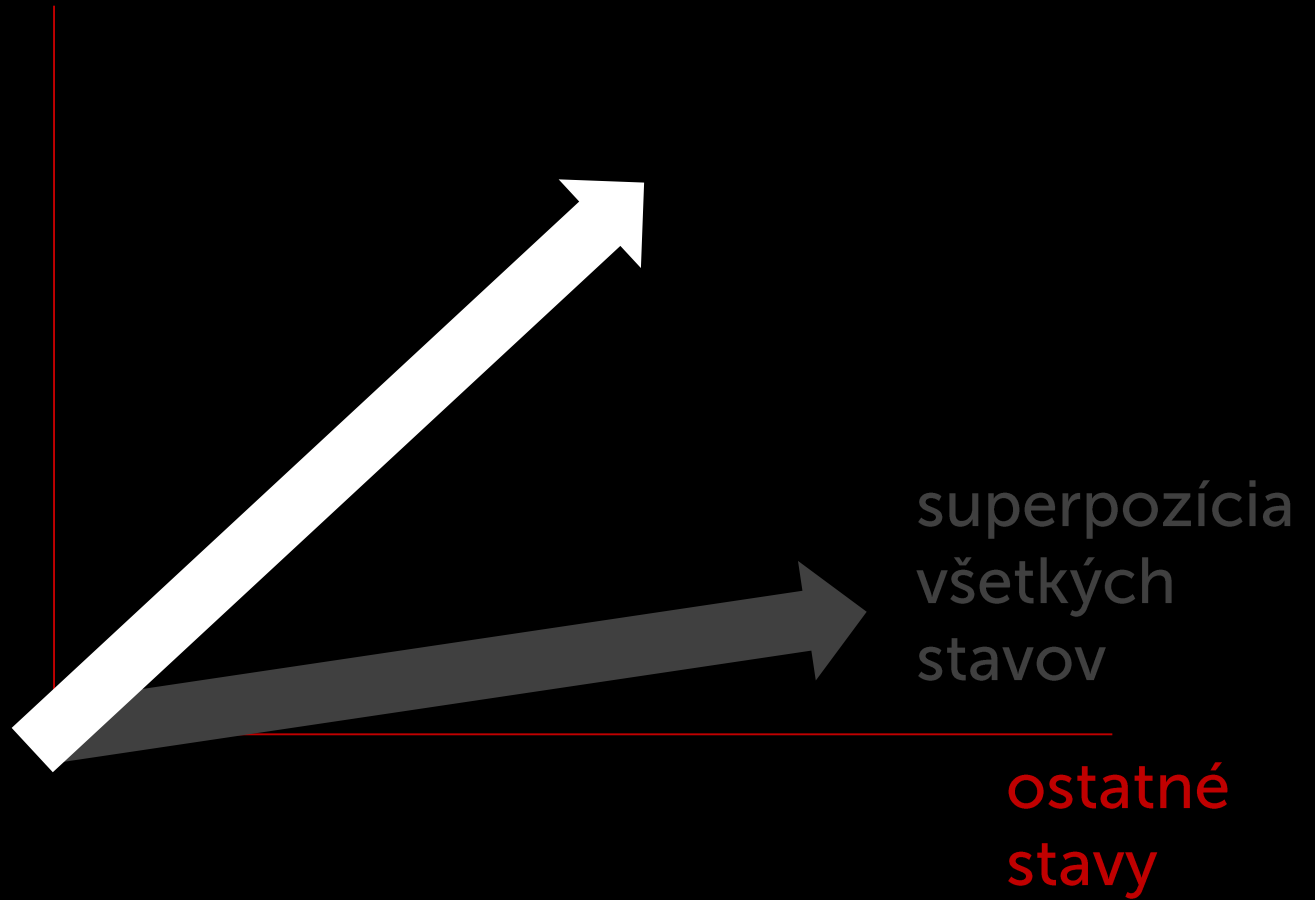
riešenie



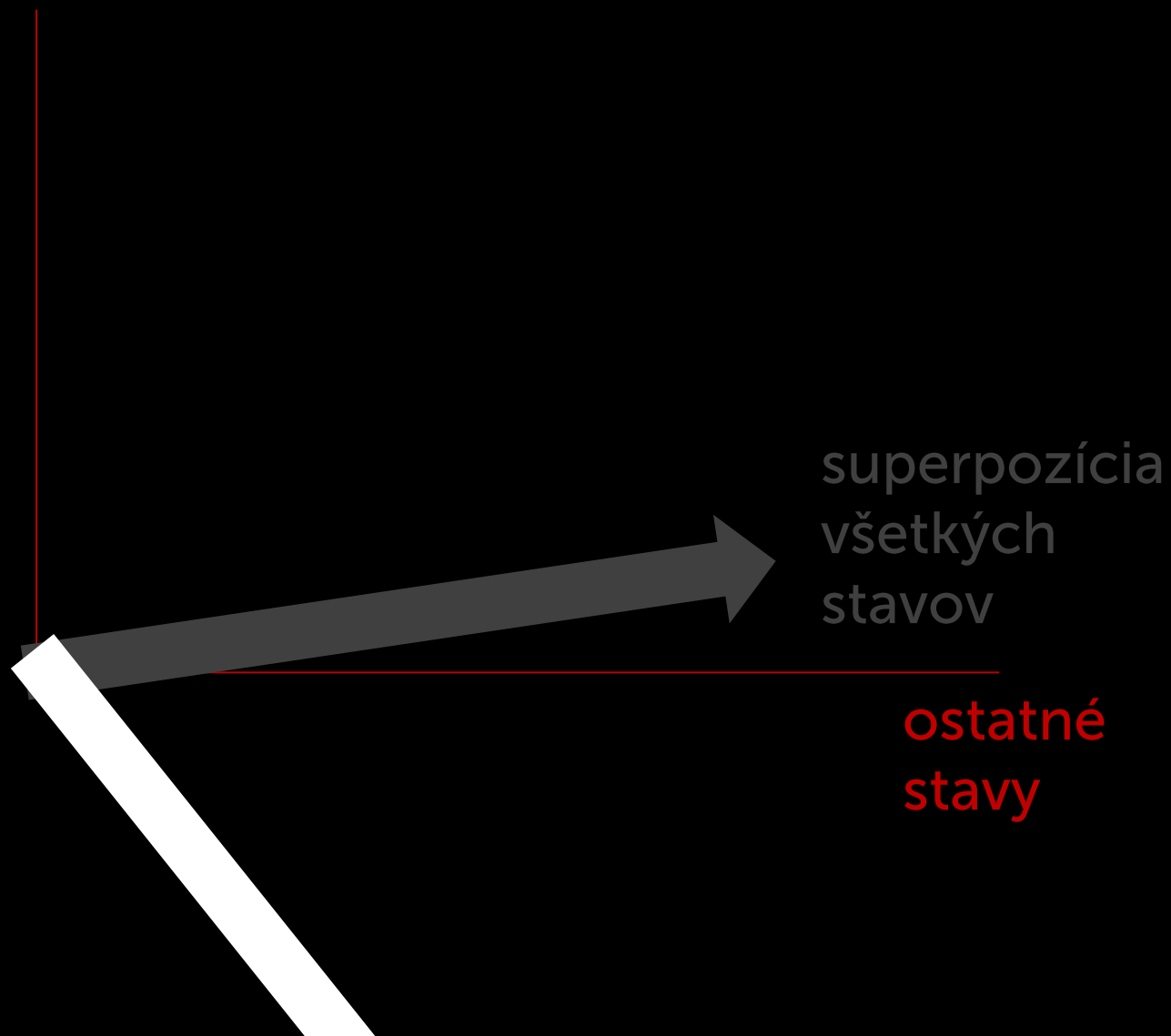
riešenie



riešenie



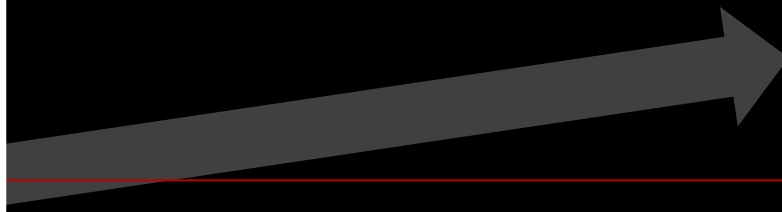
riešenie



riešenie



superpozícia
všetkých
stavov



ostatné
stavy



neštruktúrované hľadanie

využitie superpozície

2D geometria

kvadratické zrýchlenie
(optimálne)

Lov Grover



š t r u k t ú r a
superpozície



kam ideme

aplikácie QC

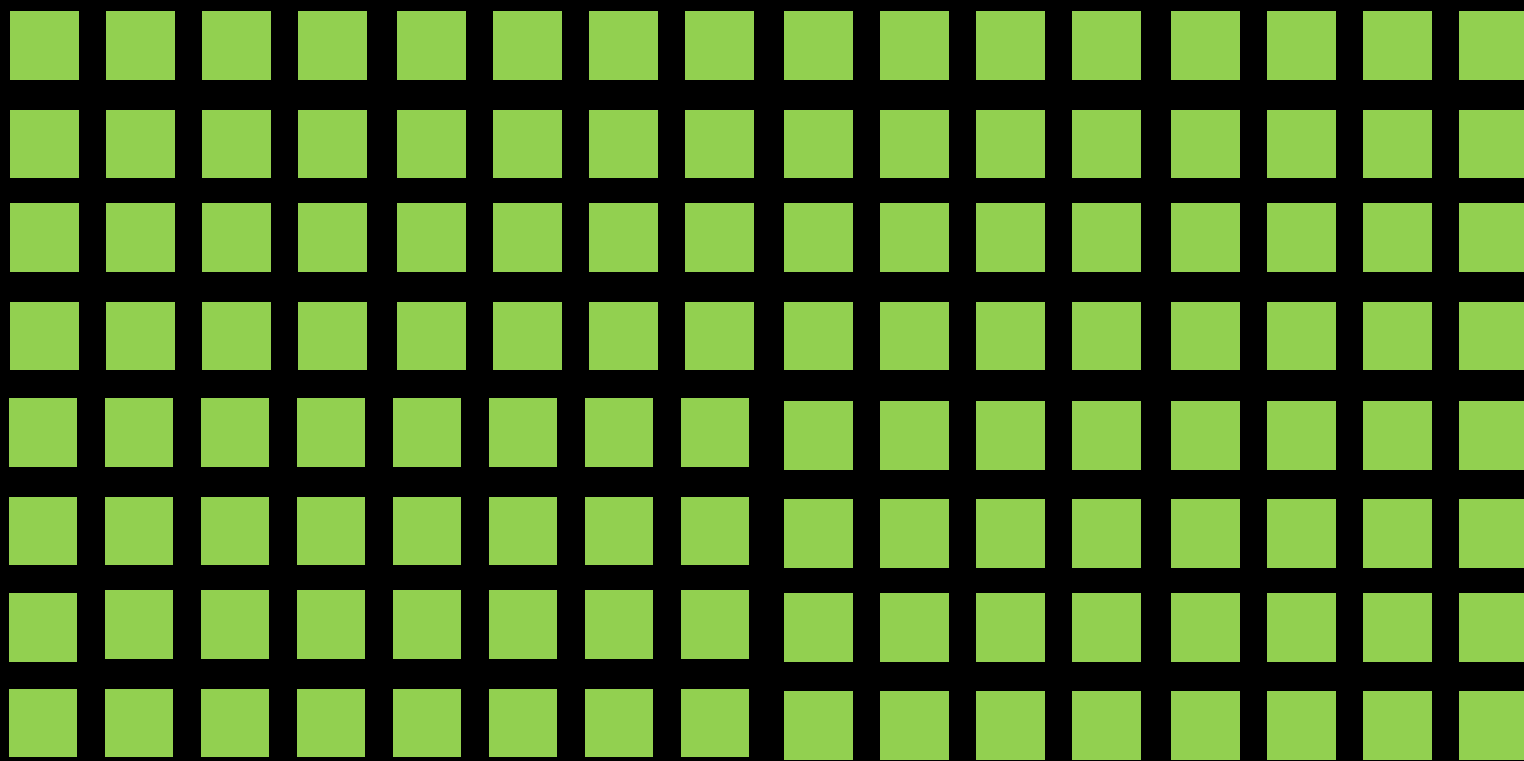
načo to je vlastne dobré
a kde sa nám „darí“

“nature isn’t classical”

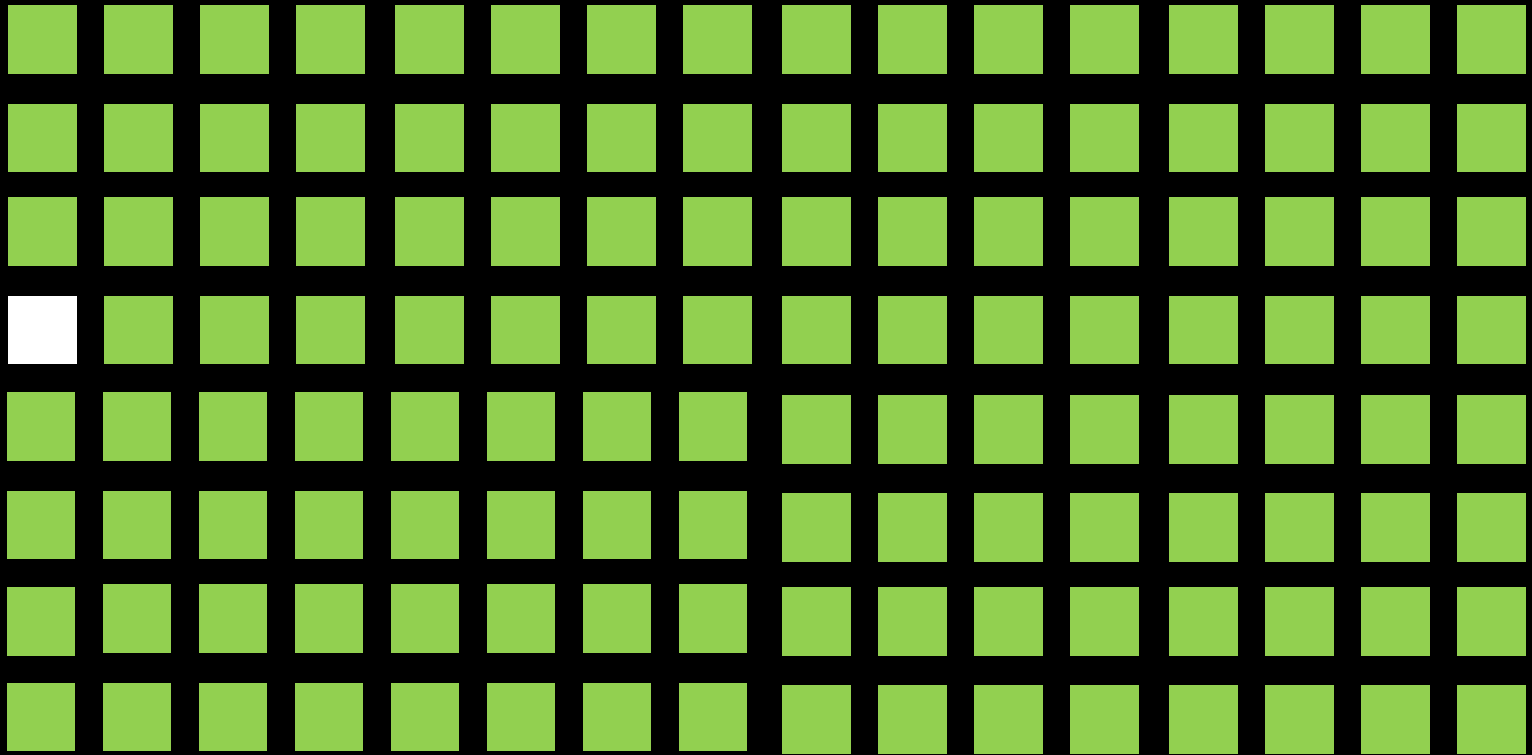
dammit, and if you want to make a simulation of nature, you’d better make it quantum mechanical, and by golly it’s a wonderful problem, because it doesn’t look so easy.

Richard Feynman

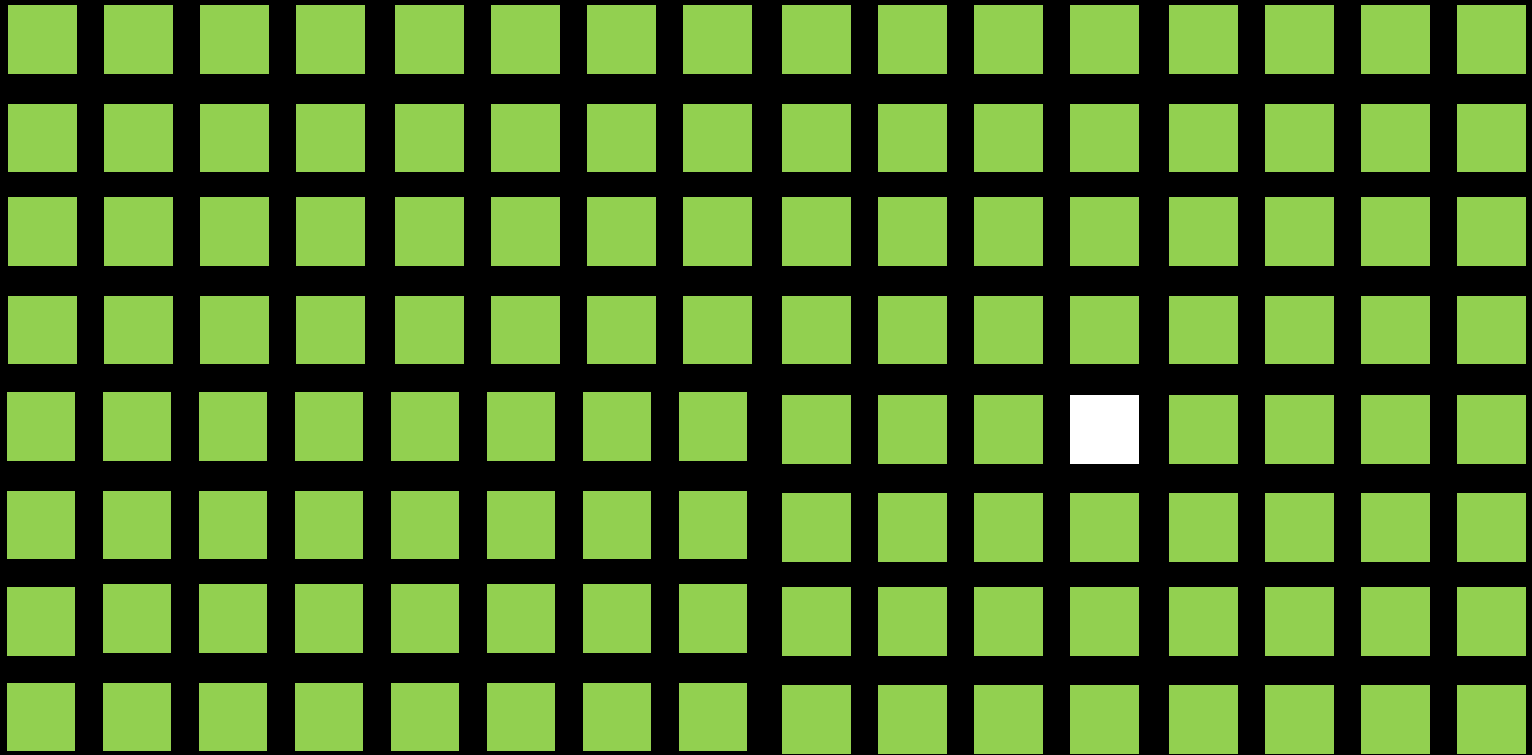




0000011



1010101



0001100

0010000

0010101

1110010

0110110

1010101

1110001

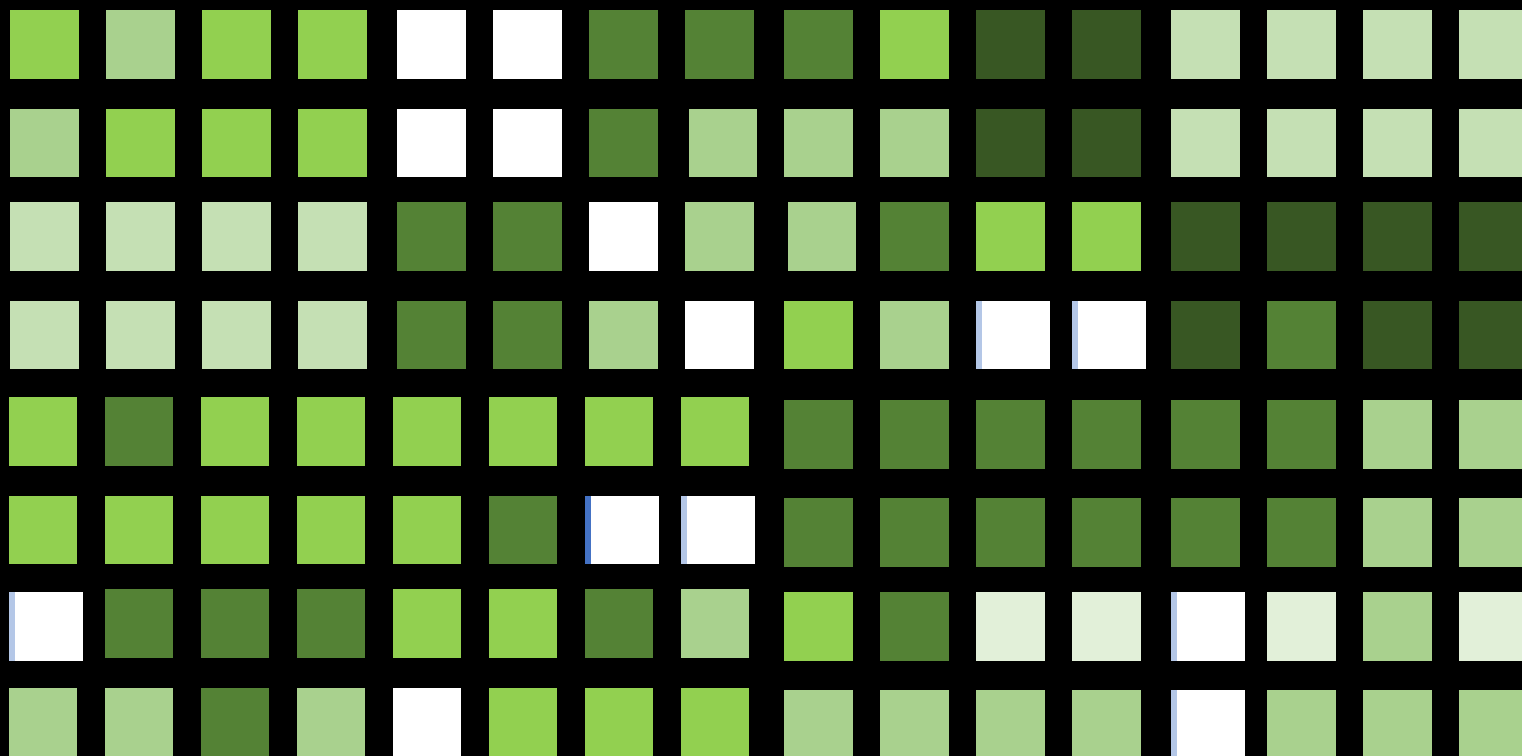
1011011

0011000

0111010

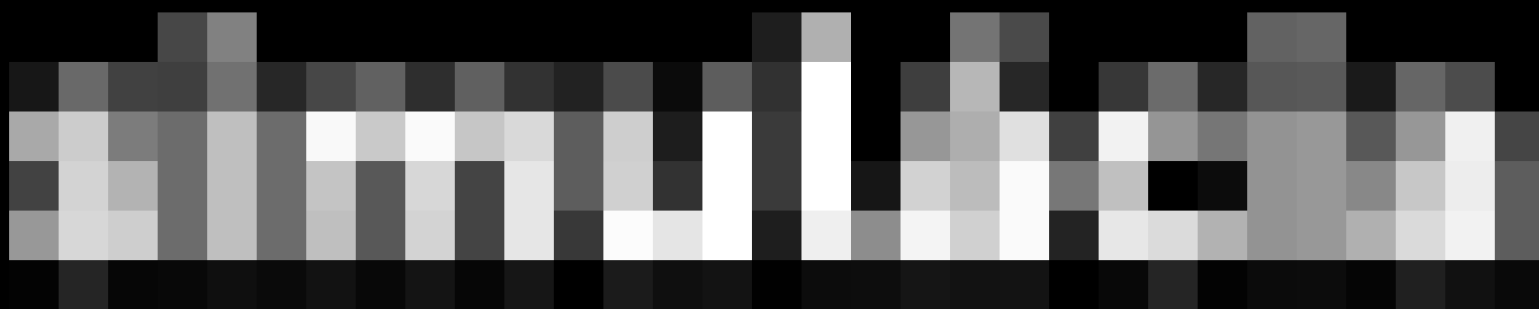
1010001

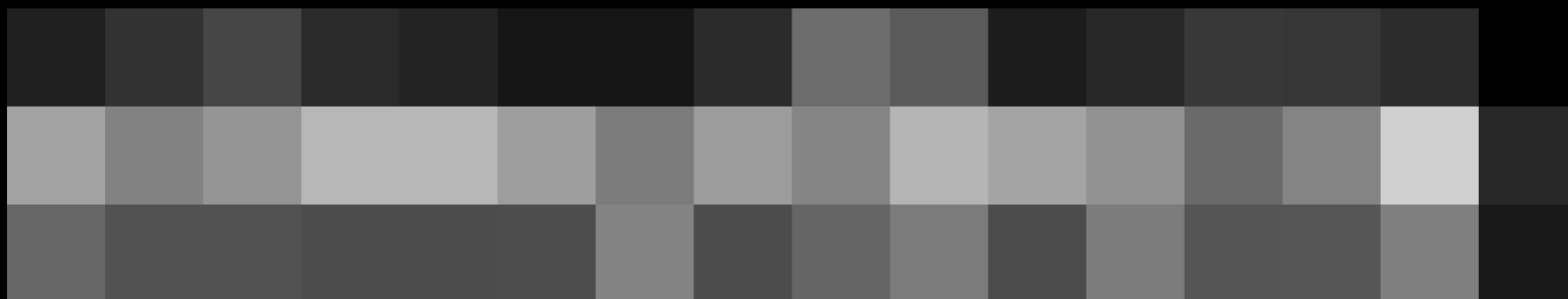
1111000



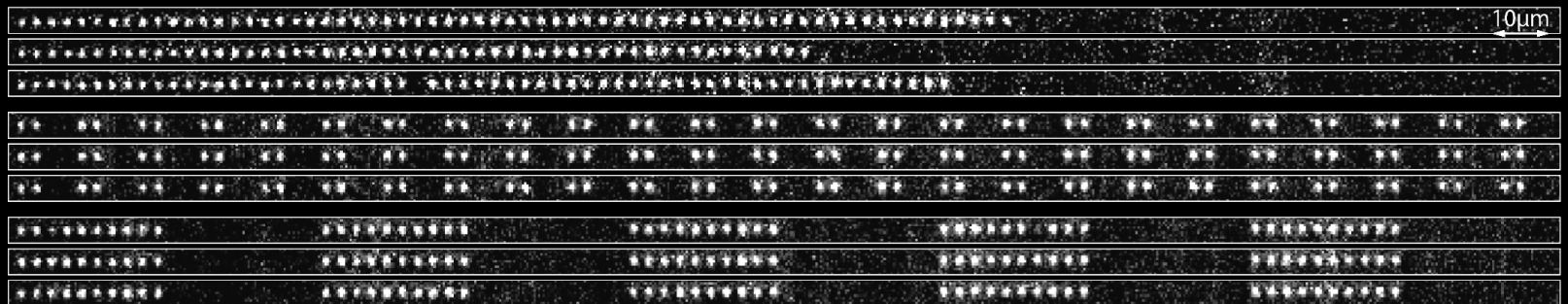
simulácia

simulácia





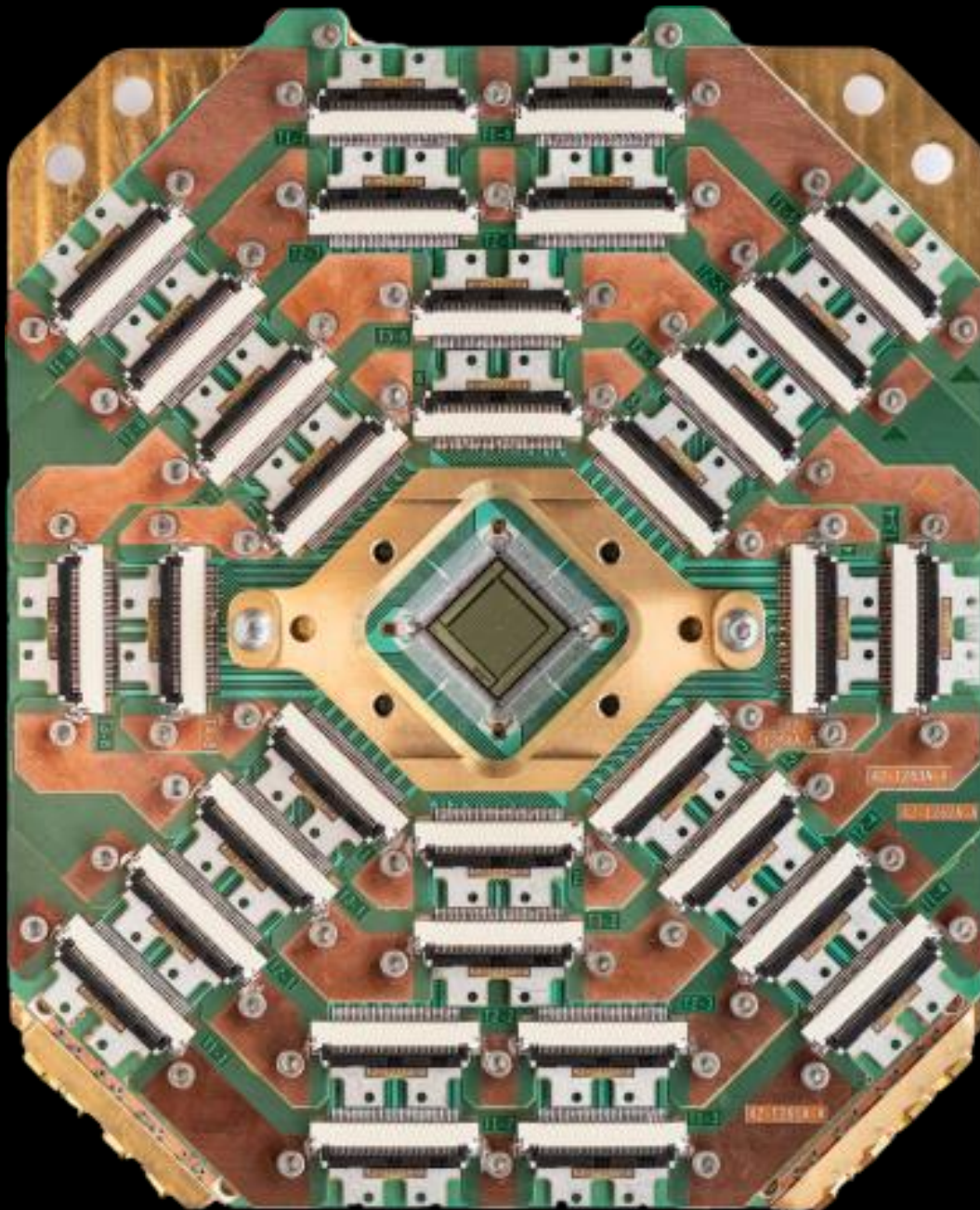
^{87}Rb



[Endres et al., Science 354, 2016]

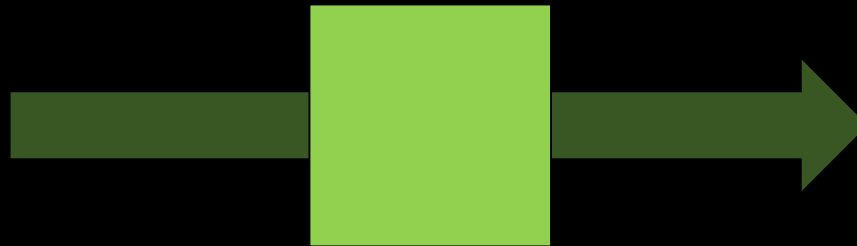
optimalizácia

optimalizácia



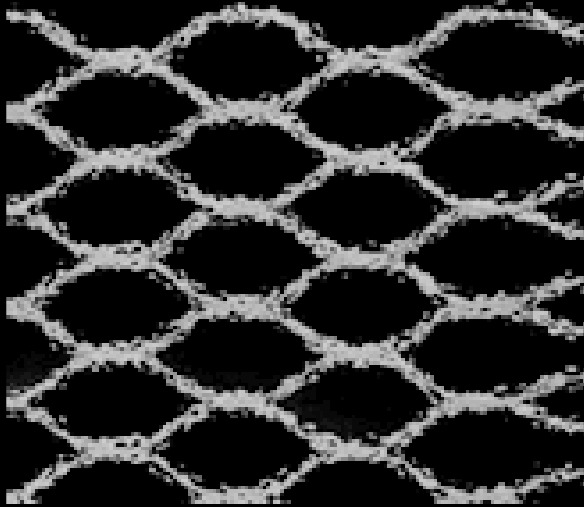
Dwave Advantage
5000 qubits
(2020)

tomografia + učenie

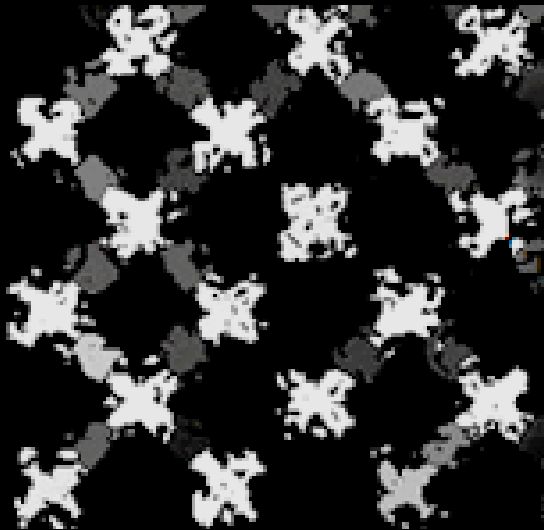


Predicting many properties of a q.system from very few measurements
Hsin-Yuan Huang et al., Nature Physics 16, 1050--1057 (2020)

Quantum advantage in learning from experiments
Hsin-Yuan Huang et al., arXiv:2112.00778



**kvantová
výhoda**



random
circuit
sampling

nielen

prirodzene

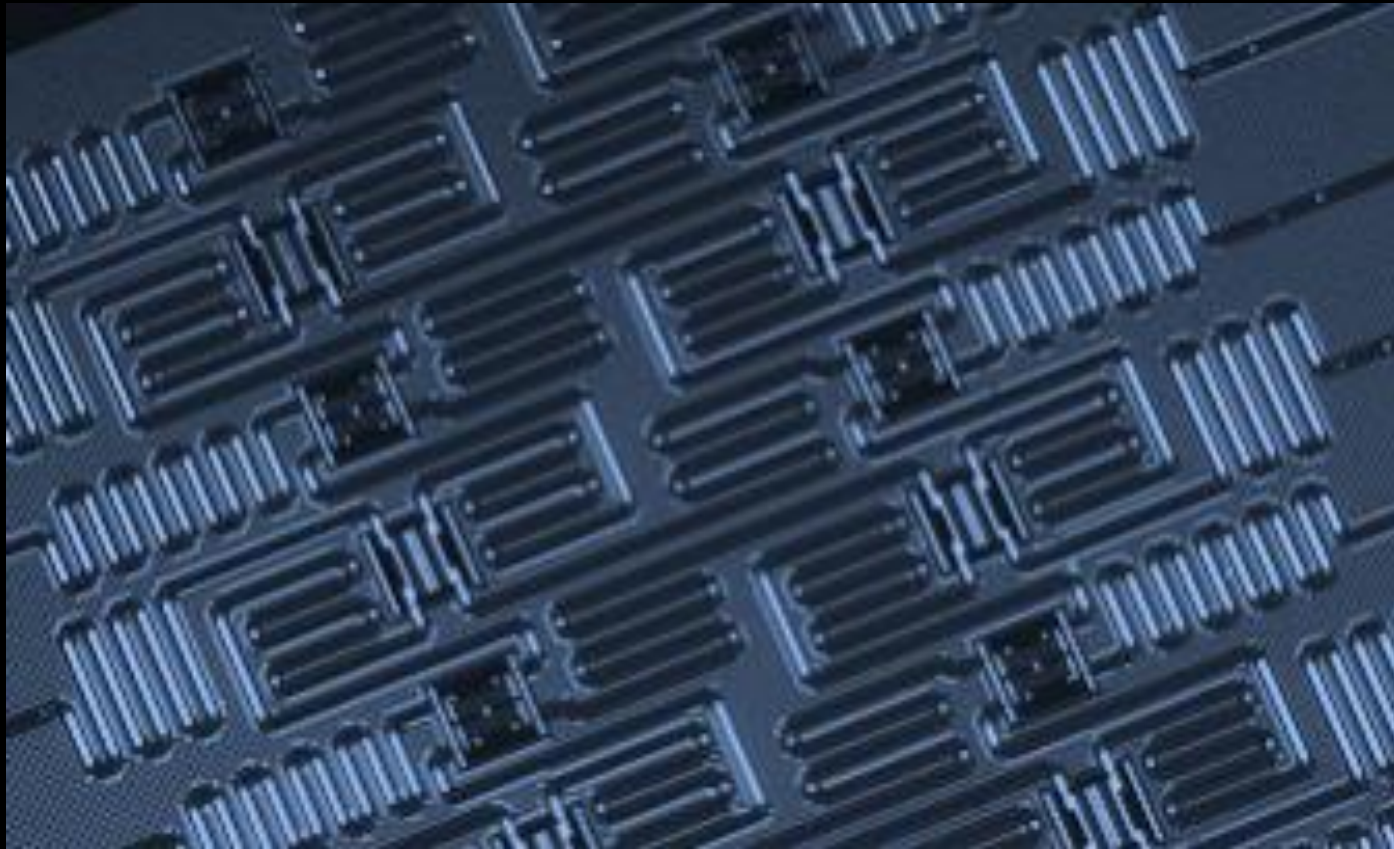
kvantové úlohy



obmedzenia a limity QC

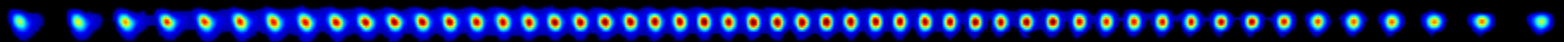
škálovanie a oprava chýb
nie je to všeliek

supravodivé obvody



IBM, 2017

lapené ióny

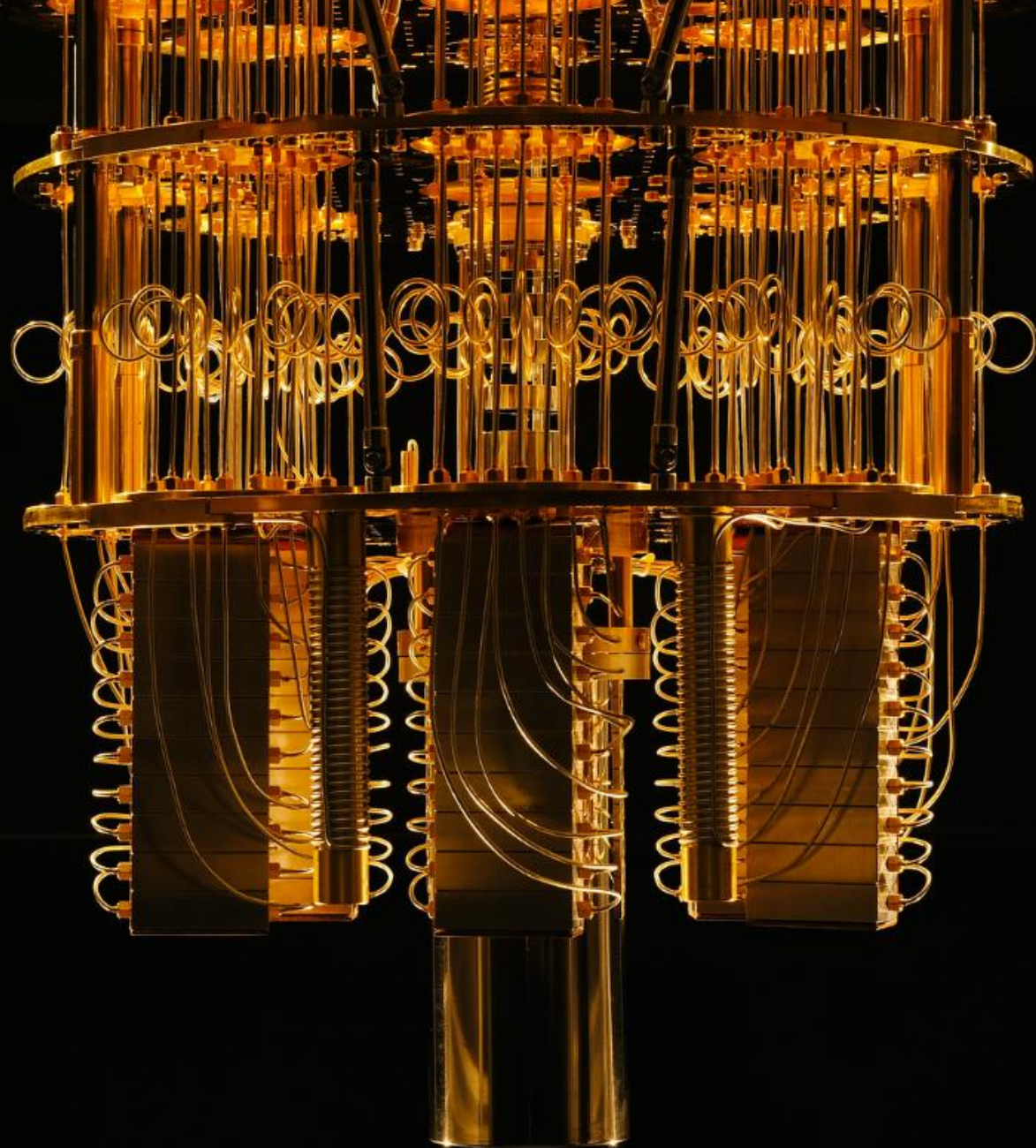


Uni Innsbruck, R. Blatt

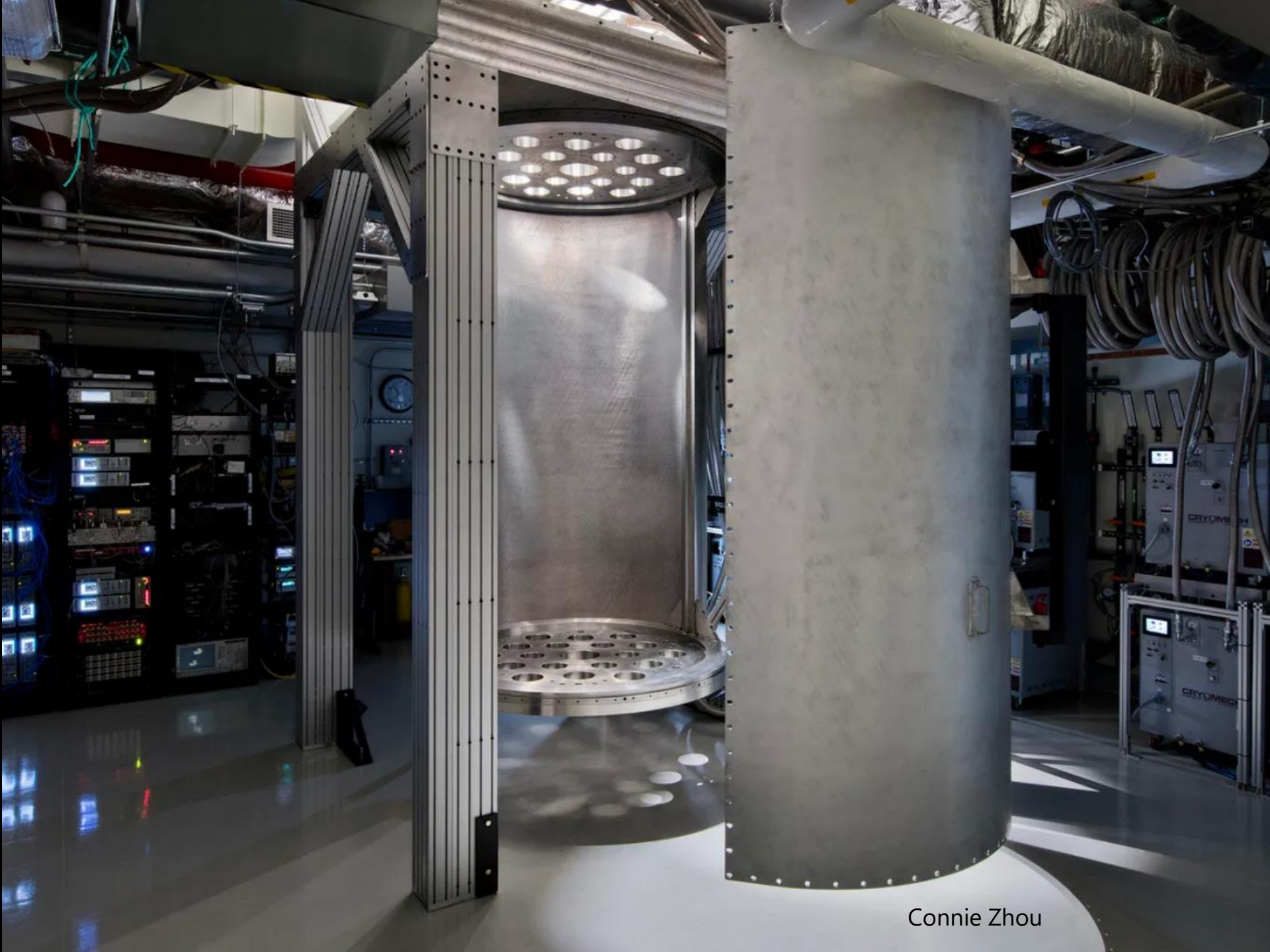
jednotlivé fotóny



Uni Wien
P. Walther

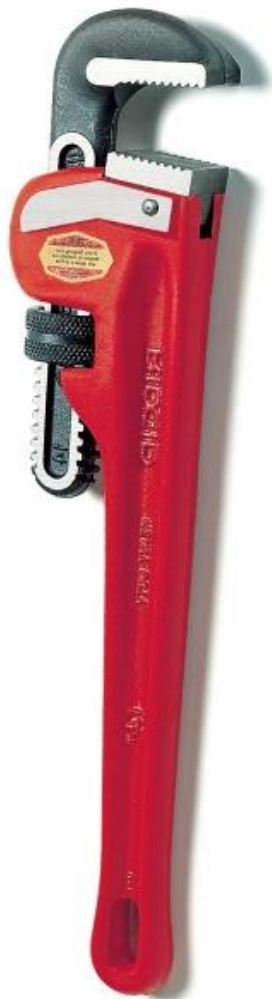


Graham Carlow for IBM



Connie Zhou

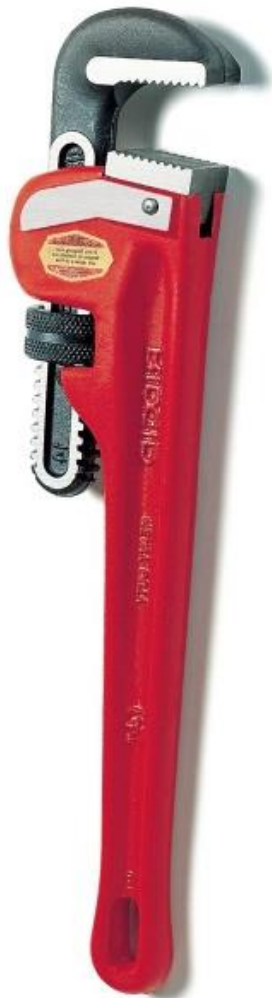
oprava chýb



bit-flip

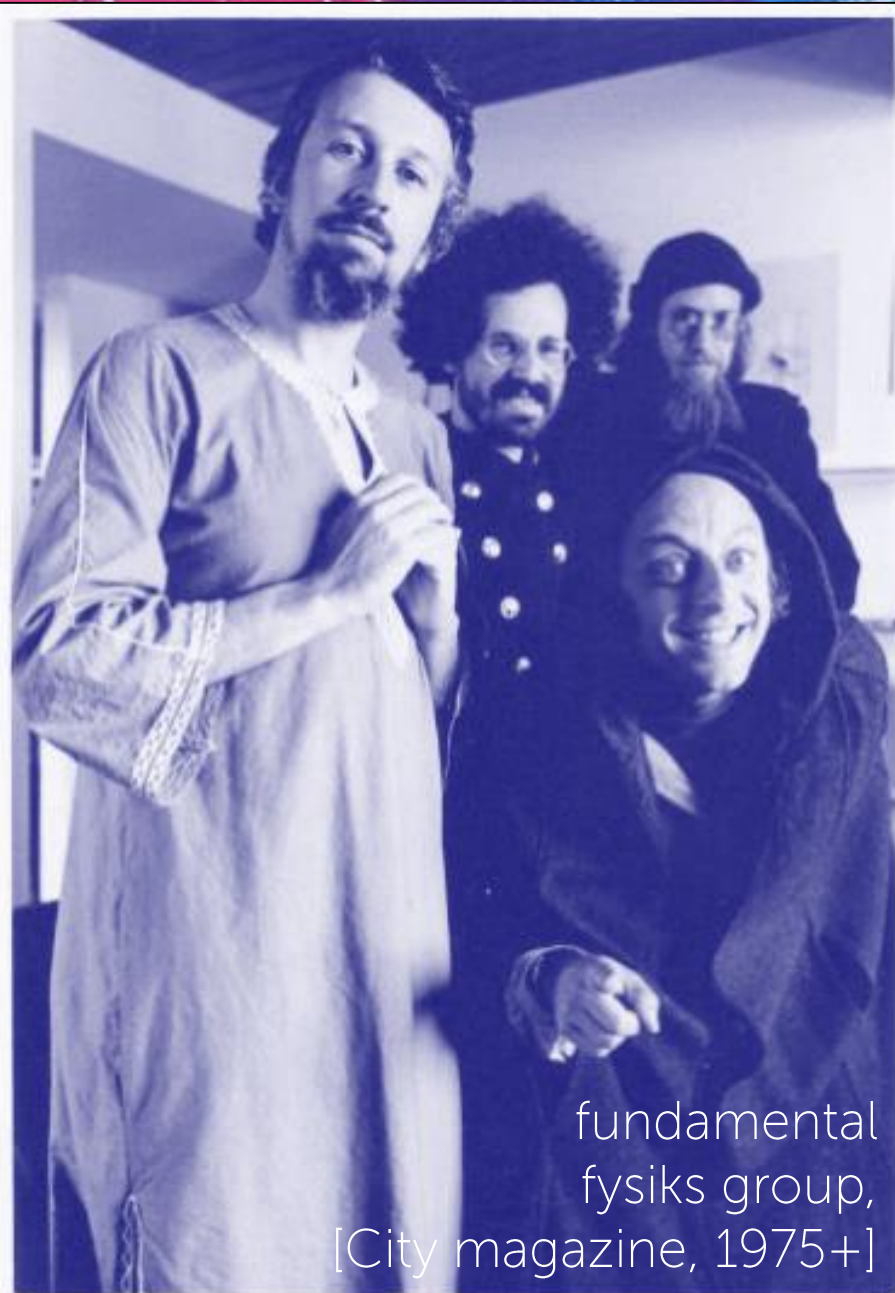


oprava chýb

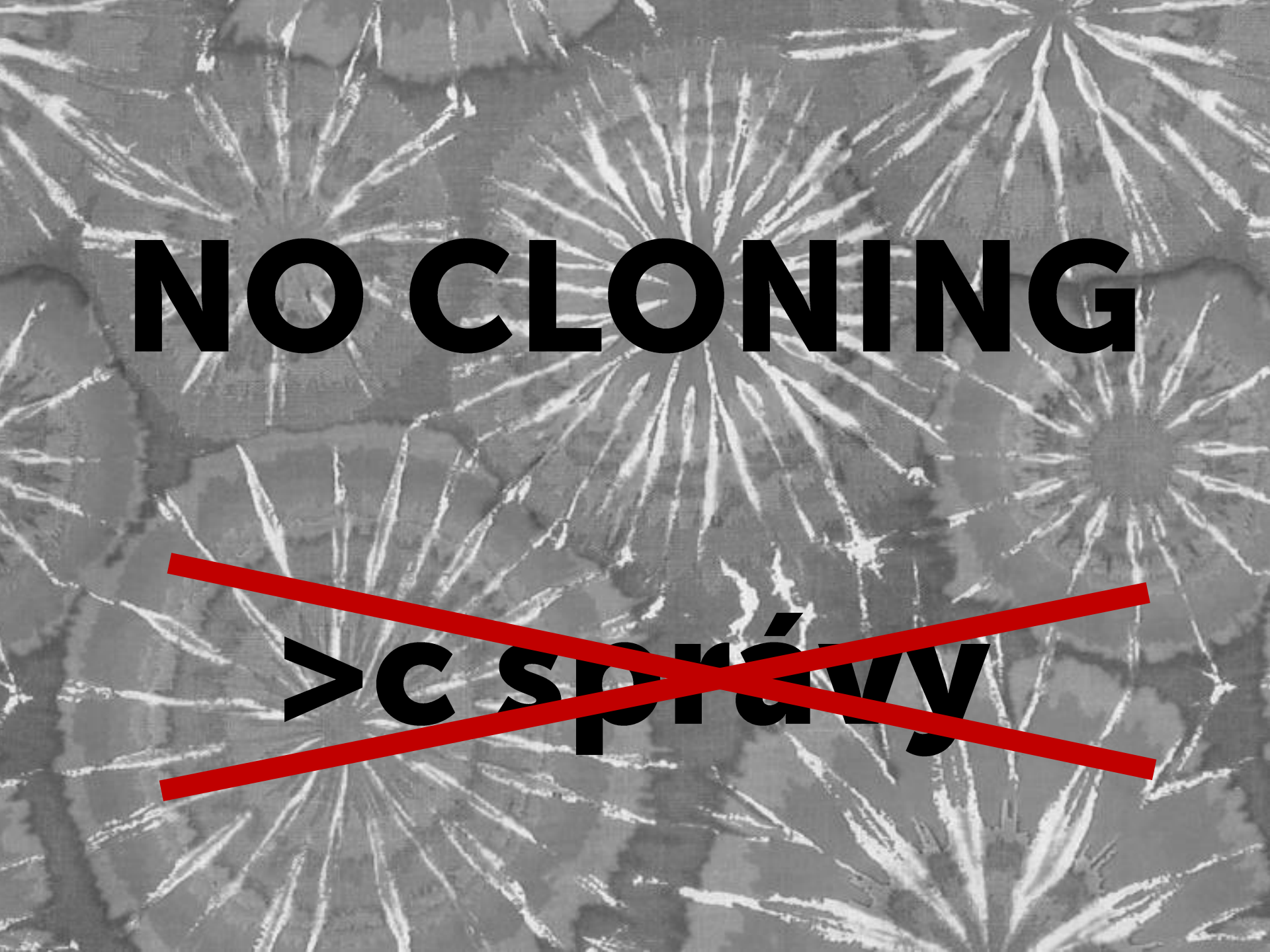


phase-flip





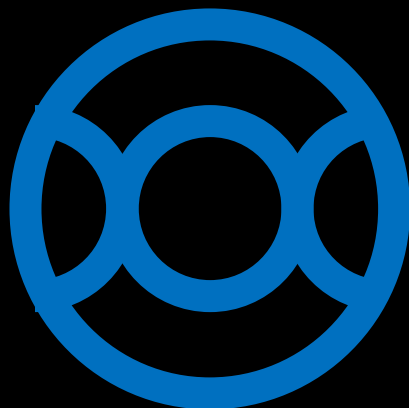
fundamental
fysiks group,
[City magazine, 1975+]

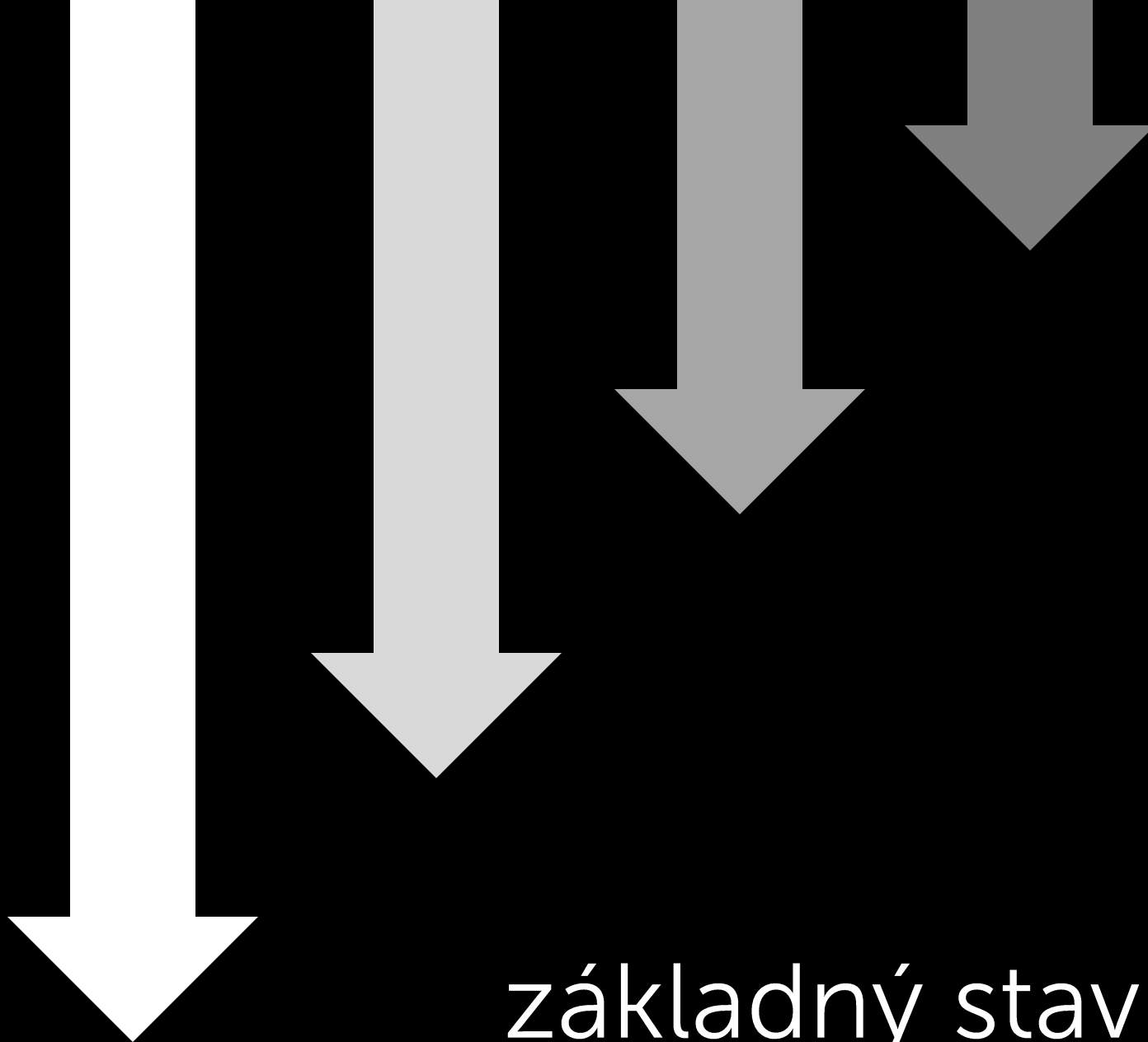


NO CLONING

~~> c správny~~

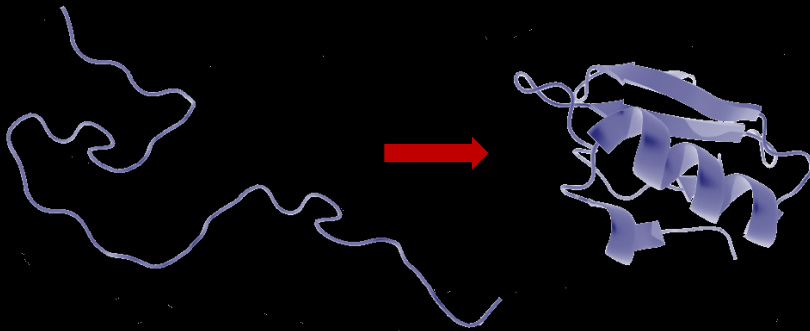
ťažko dokázať, že
niečo sa nedá





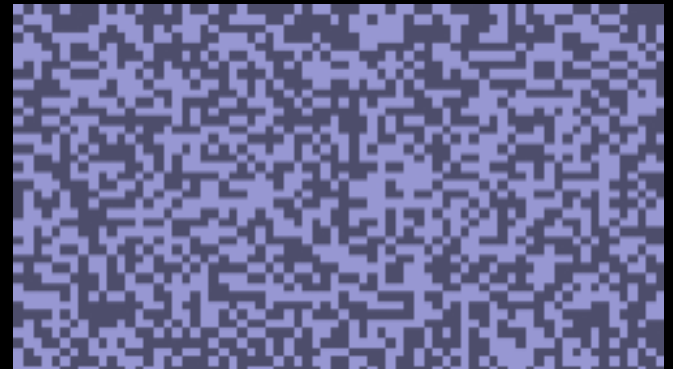
základný stav

skladanie proteínov



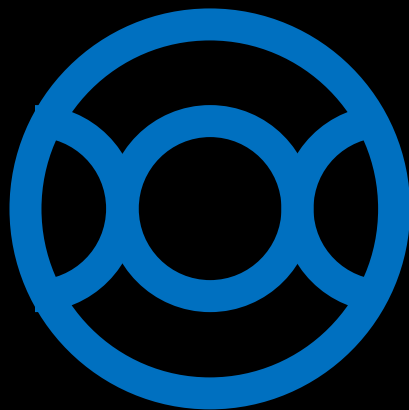
[wikipedia]

spinové sklá



[uni-koeln.de]

úlohy ťažké aj pre
kvantové počítače



ak by to šlo,
diali by sa „divné“ veci

kvantové počítanie

- pestrá zložitosť
- nové nástroje
- špecializované využitie
- mnohé obmedzenia