A person in silhouette is running on a beach at sunset. The person is in the foreground, leaning forward with their right leg extended back. The background shows the ocean with gentle waves and a sky with a gradient of orange, red, and blue. The overall mood is dynamic and contemplative.

*“As far as the laws of mathematics refer to reality, they are not certain; and as far as they are certain, they do not refer to reality.”*

*– Albert Einstein*

**Module II: Computations in the Physical World, Lecture II.b**

**Chi-Ning Chou @ 2022 January Mini-Course “What is Computation? From Turing Machines to Black Holes and Neurons”**



# Two Extremes: Quantum and Gravitational Theories

## Module II: Computations in the Physical World

*"As far as the laws of mathematics refer to reality, they are not certain;  
and as far as they are certain, they do not refer to reality."*

*– Albert Einstein*

# Last Lecture

- Newton's laws
- Classical mechanics and computation
- Statistical mechanics and computation

- Quantum mechanics
- Quantum computing
- A glimpse on gravitational theory
- Computational views of black holes

## This Lecture

# The Two Extremes

A faint, light gray background illustration of an atom with a central nucleus and several elliptical orbits.

**Quantum  
Theory**

A faint, light gray background illustration of a celestial system with a central body and three smaller bodies in elliptical orbits, indicated by dashed lines.

**Gravitational  
Theory**

Two thick black arrows originate from the bottom of the 'Quantum Theory' and 'Gravitational Theory' text blocks and point towards the 'Computation' text block.

**Computation**

# Quantum Mechanics

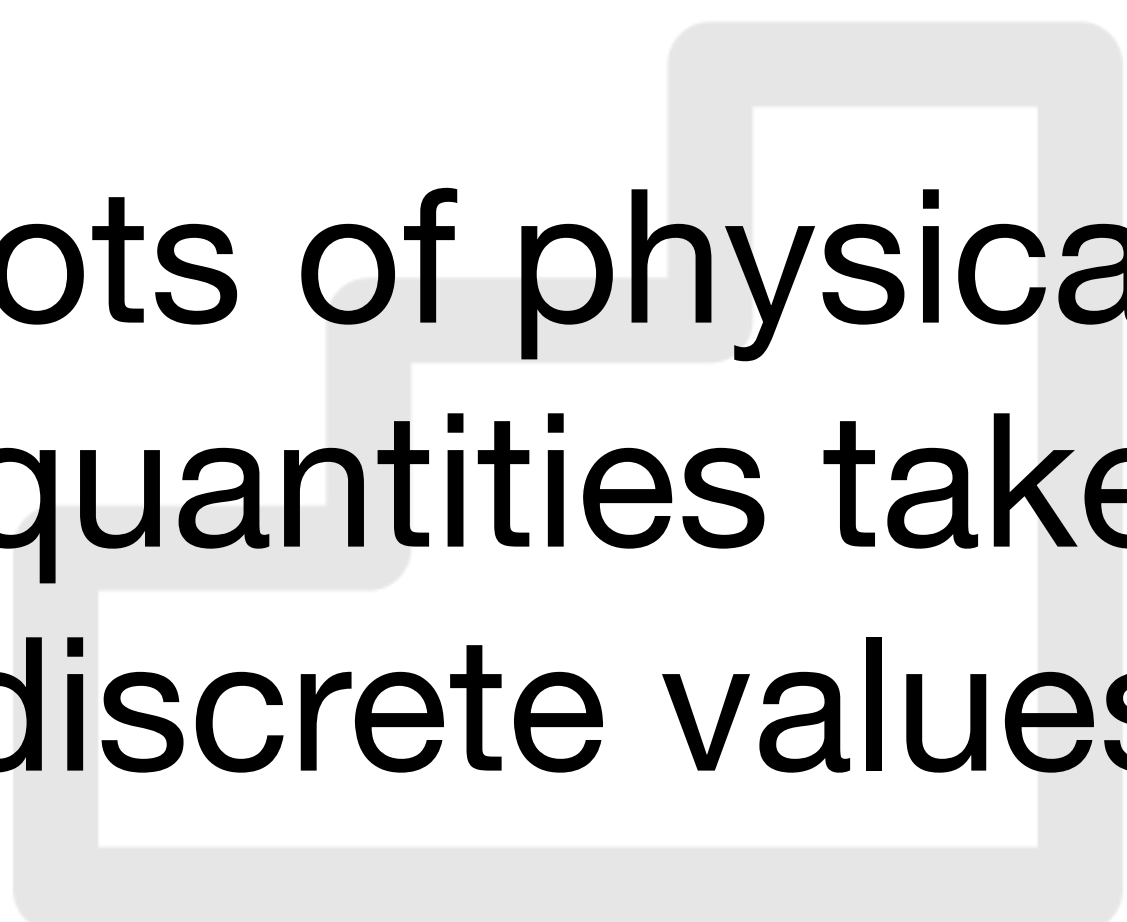
*“Nobody understands quantum mechanics.”*

*– Richard Feynman*

# Why Quantum?

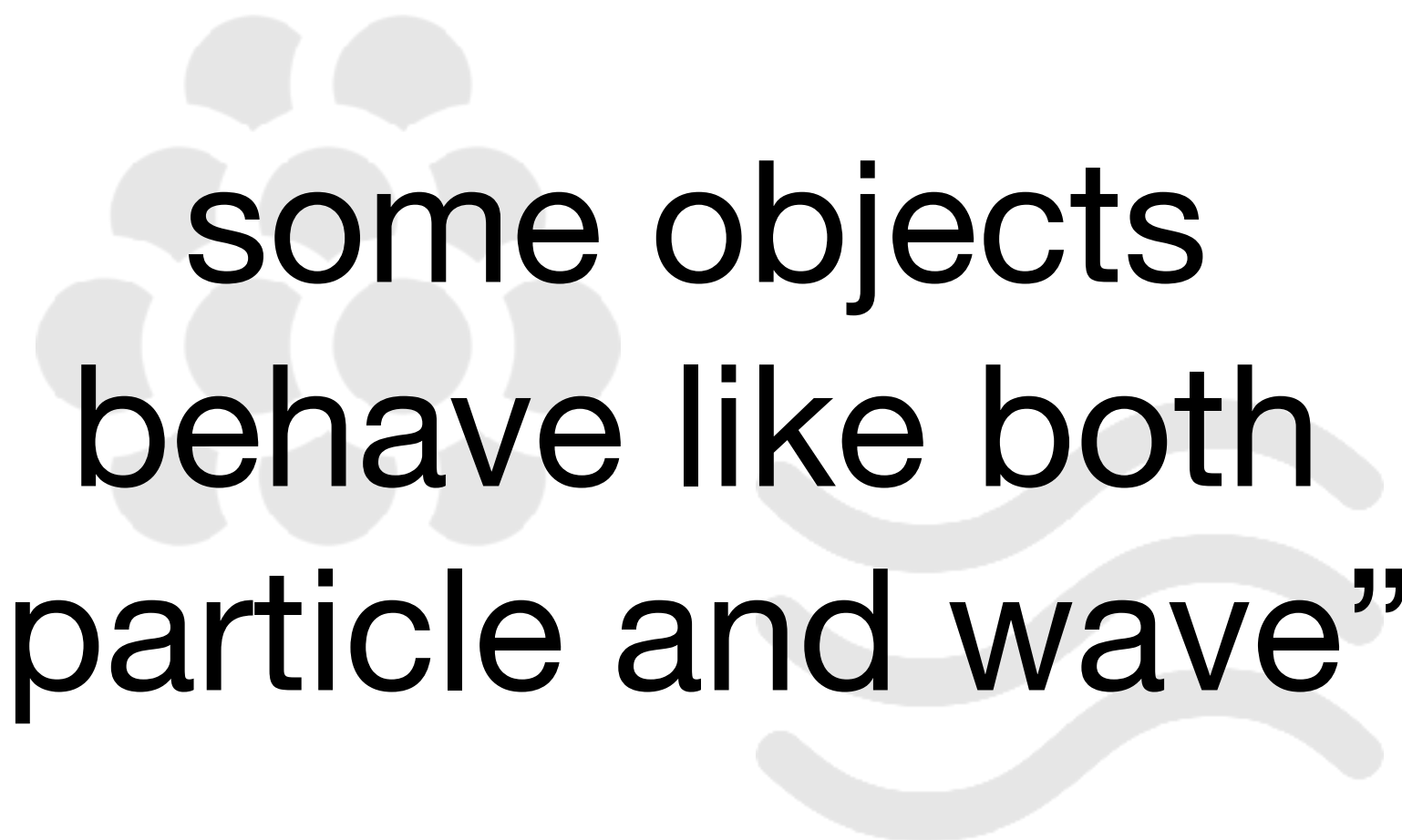
*Phenomena that cannot be explained by classical mechanics*

In classical mechanics, the world is “continuous”, but in real world...



lots of physical  
quantities take  
“discrete values”

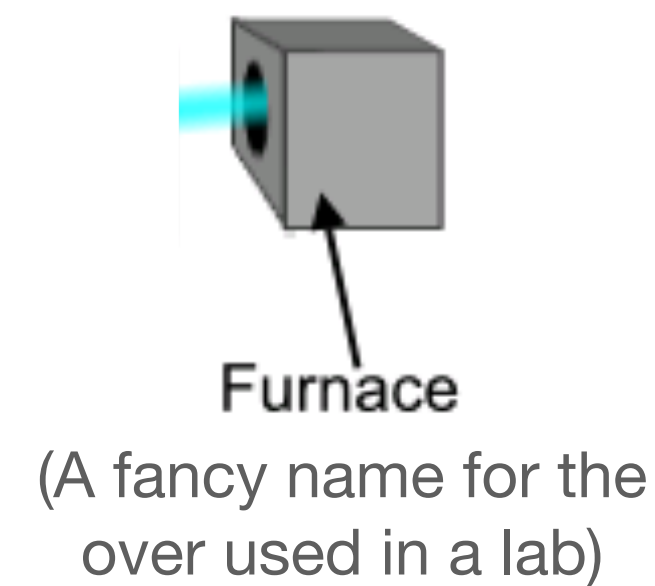
and



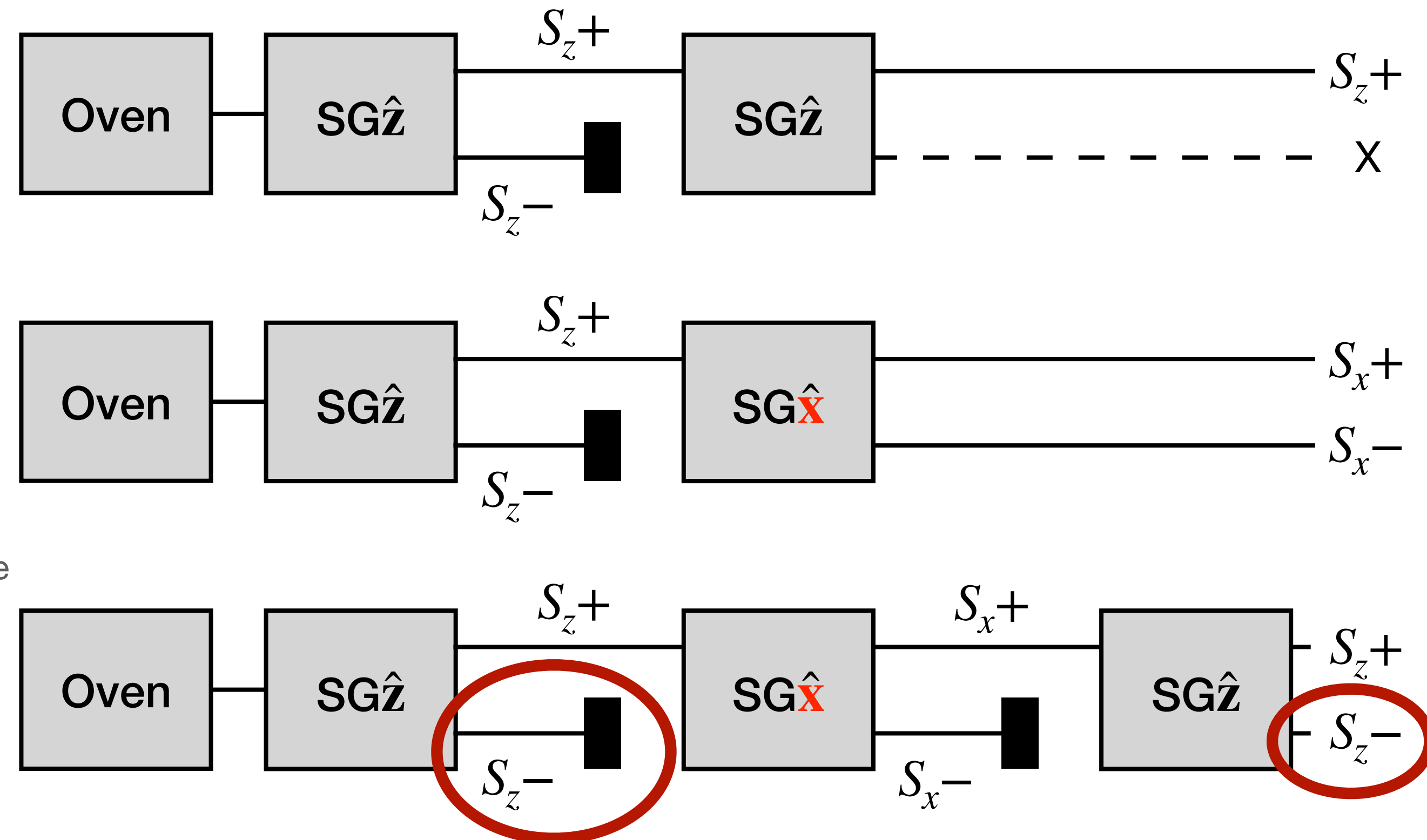
some objects  
behave like both  
“particle and wave”!

Quantum physics aims explain the classically unexplainable observations!

# Example: the Stern-Gerlach Experiment

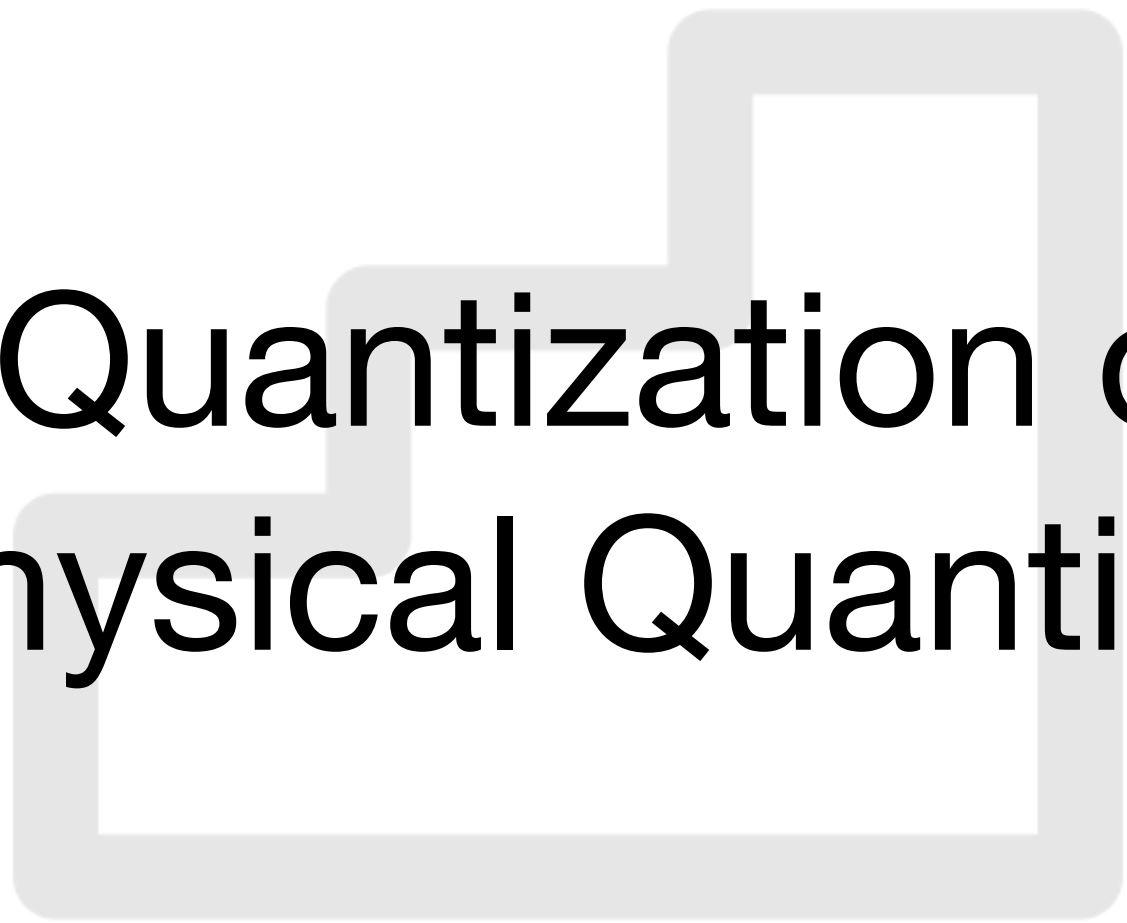


**Quantization of angular momentum**

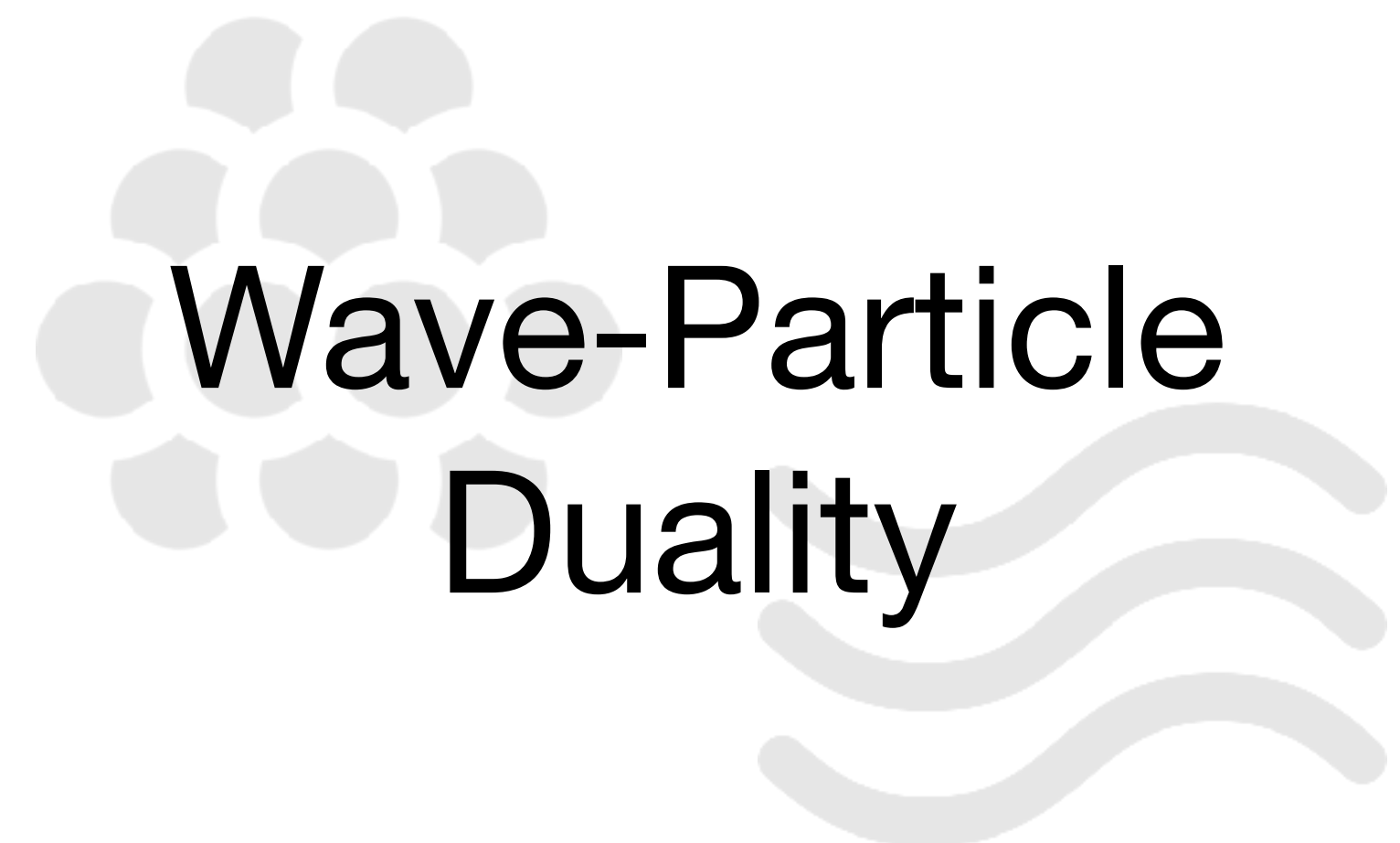


**Wave-particle duality of silver atoms**

# Quantum Mechanics is a Theory for Explaining these Phenomena

A light gray icon of a staircase with three steps, positioned behind the text.

Quantization of  
Physical Quantities

A light gray icon representing wave-particle duality, featuring a cluster of dots on the left and wavy lines on the right, positioned behind the text.

Wave-Particle  
Duality



# Postulates of Quantum Mechanics

*From phase space to Hilbert space*

**Q:** How to model the quantization/discreteness?

**A:** Use the “**coordinate**” of a mathematical space!

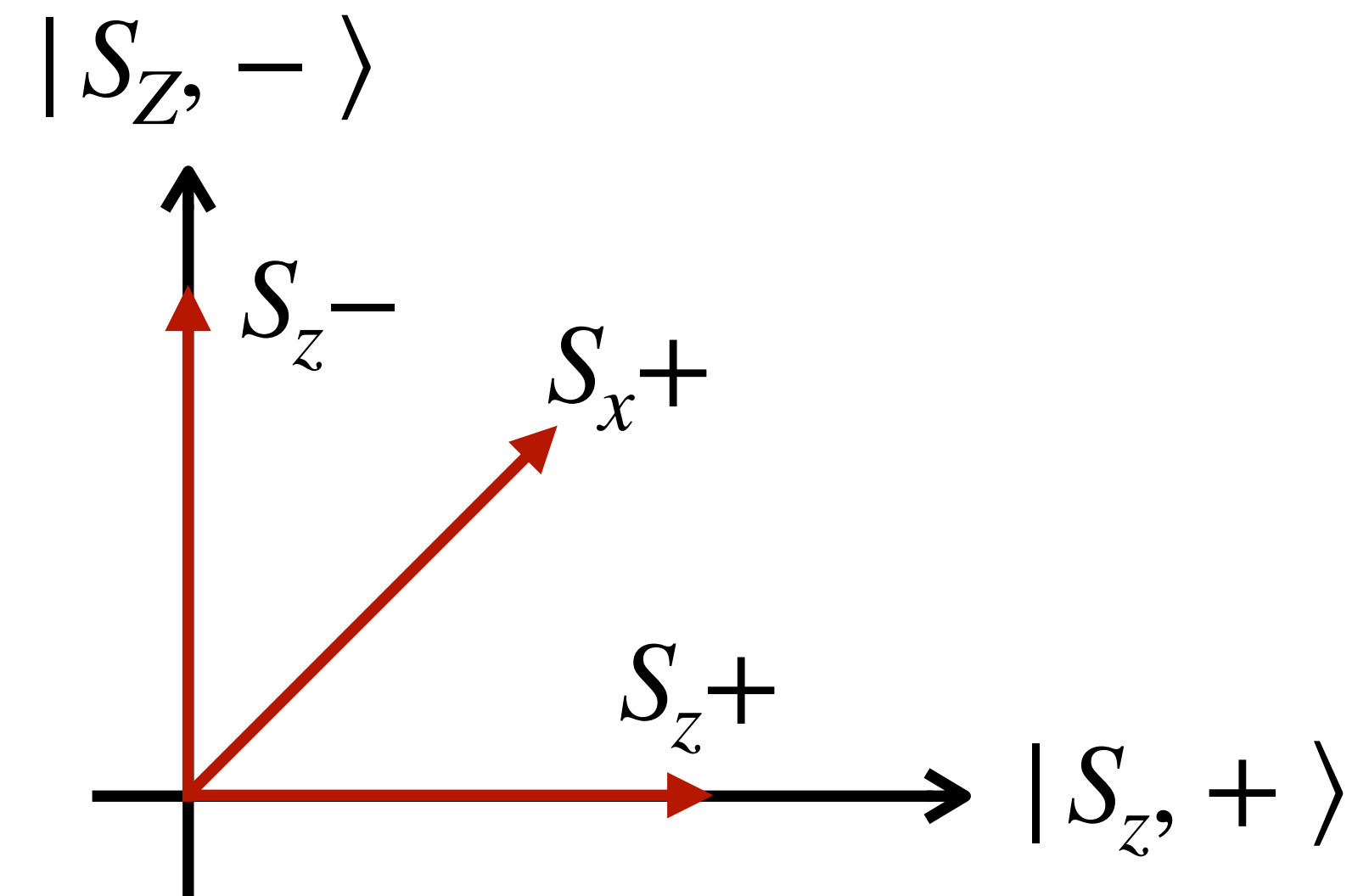
*Example:* Use the first two dimension of the space to indicate  $S_z+$  and  $S_z-$ .

**Q:** How to model the wave-particle duality?

**A:** Use the periodic structure of “**complex numbers**”!

*Example:* Denote  $S_x+$  as  $\frac{1}{\sqrt{2}} |S_z, + \rangle + \frac{1}{\sqrt{2}} |S_z, - \rangle$  and

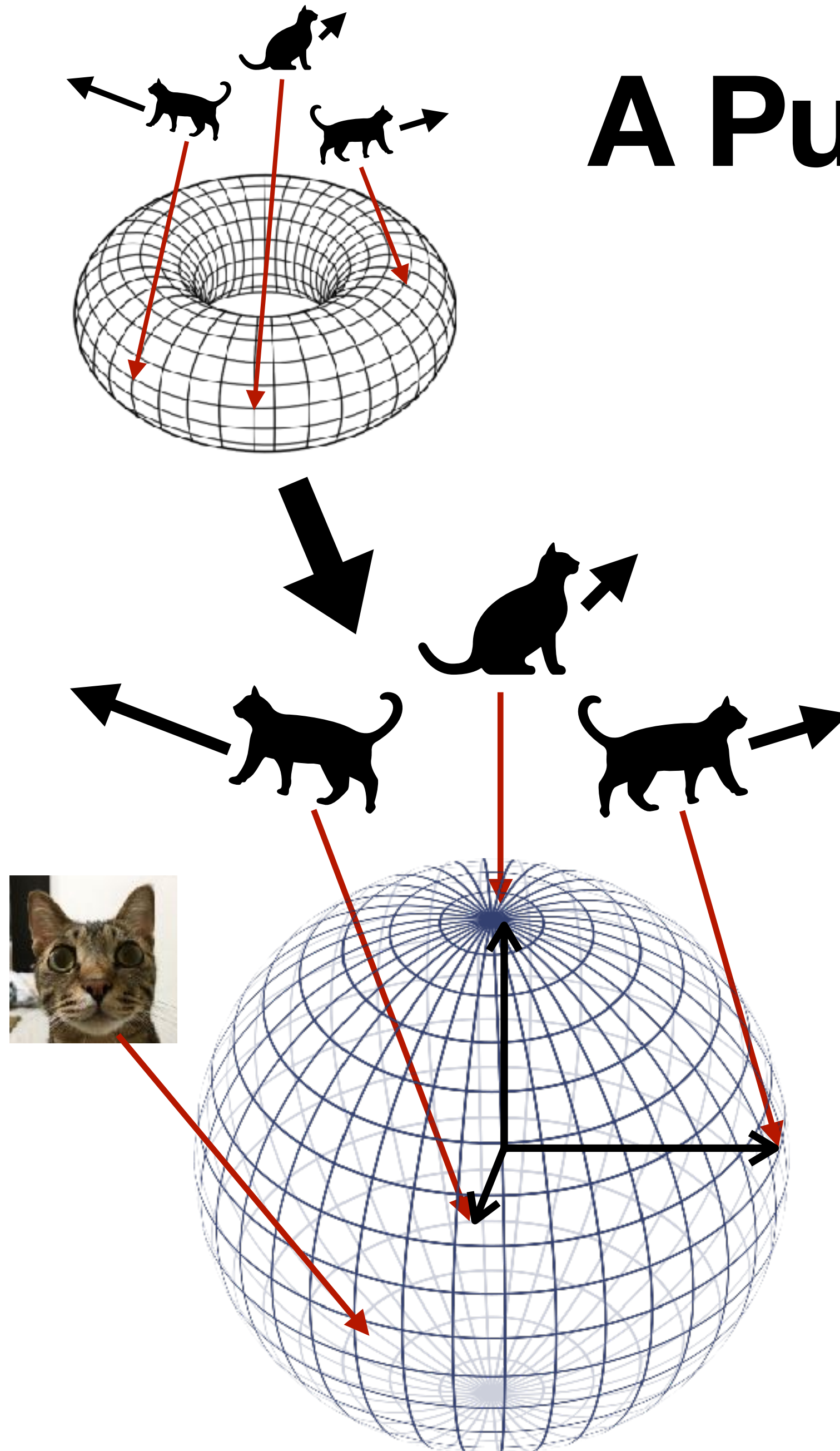
denote  $S_y+$  as  $\frac{1}{\sqrt{2}} |S_z, + \rangle + \frac{i}{\sqrt{2}} |S_z, - \rangle$ .

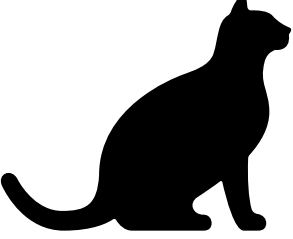
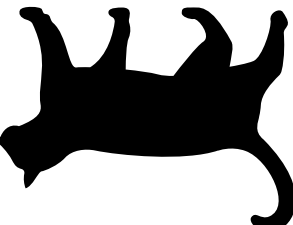
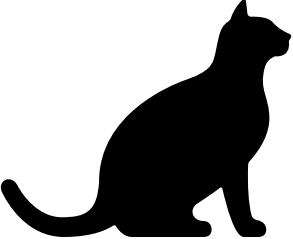
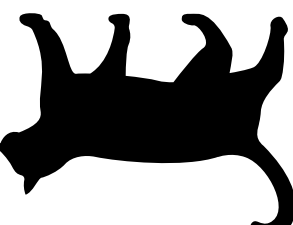


## Hilbert Space

Complex vector space with an inner product structure.

# A Pure Mathematical World



Physics	Math	Intuition	Example
A physical measurement	An orthogonal basis	Each “dimension” encodes one possible result	The posture of a cat
(Pure) State	A point on the sphere	A point on the surface of a (high-dimensional) ball	 or 
Evolution of a state	A unitary transformation	A rotation of the ball	 → 

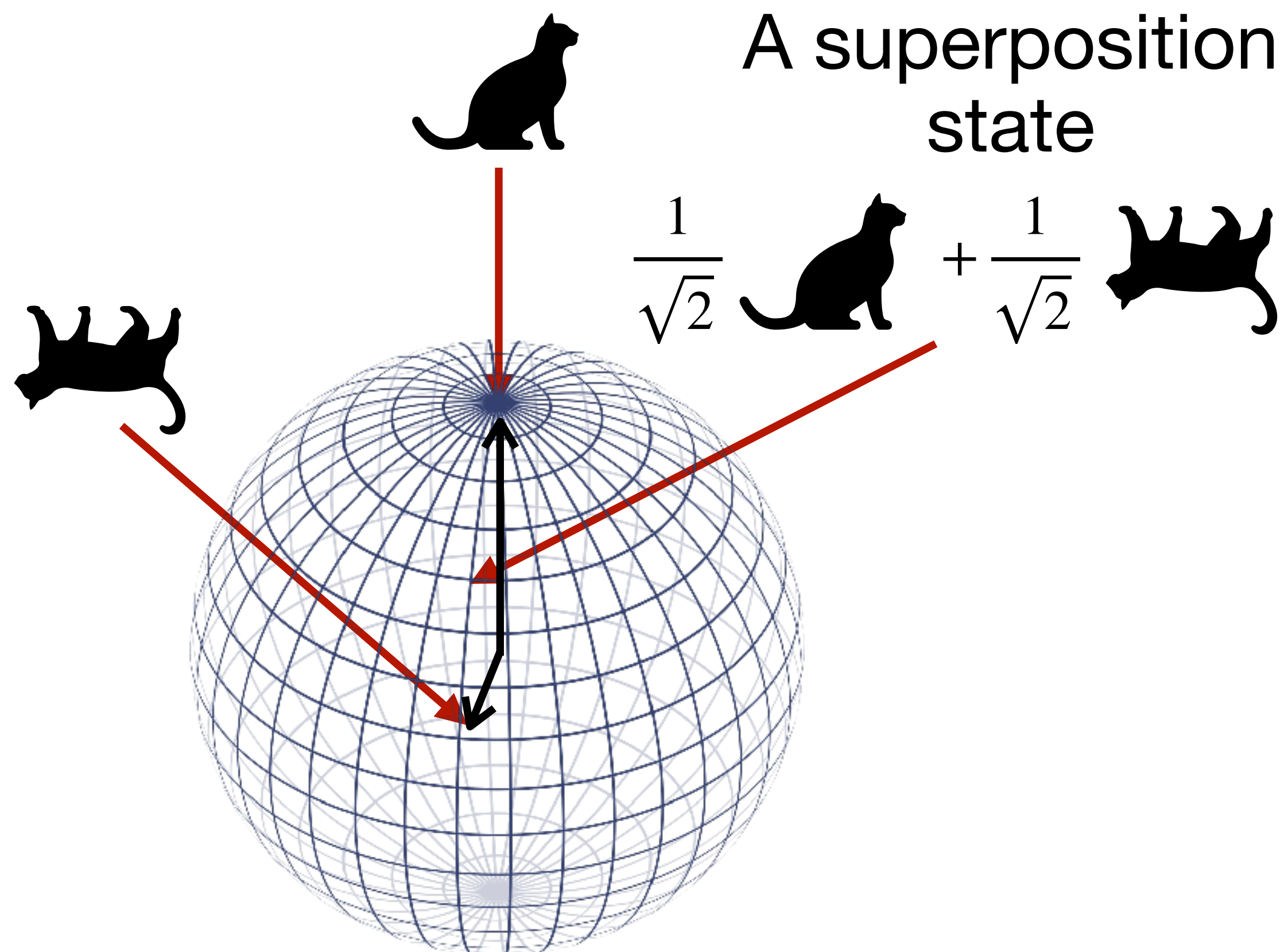
**Q: What if a state is not a “basis vector”?**

← Basis vector

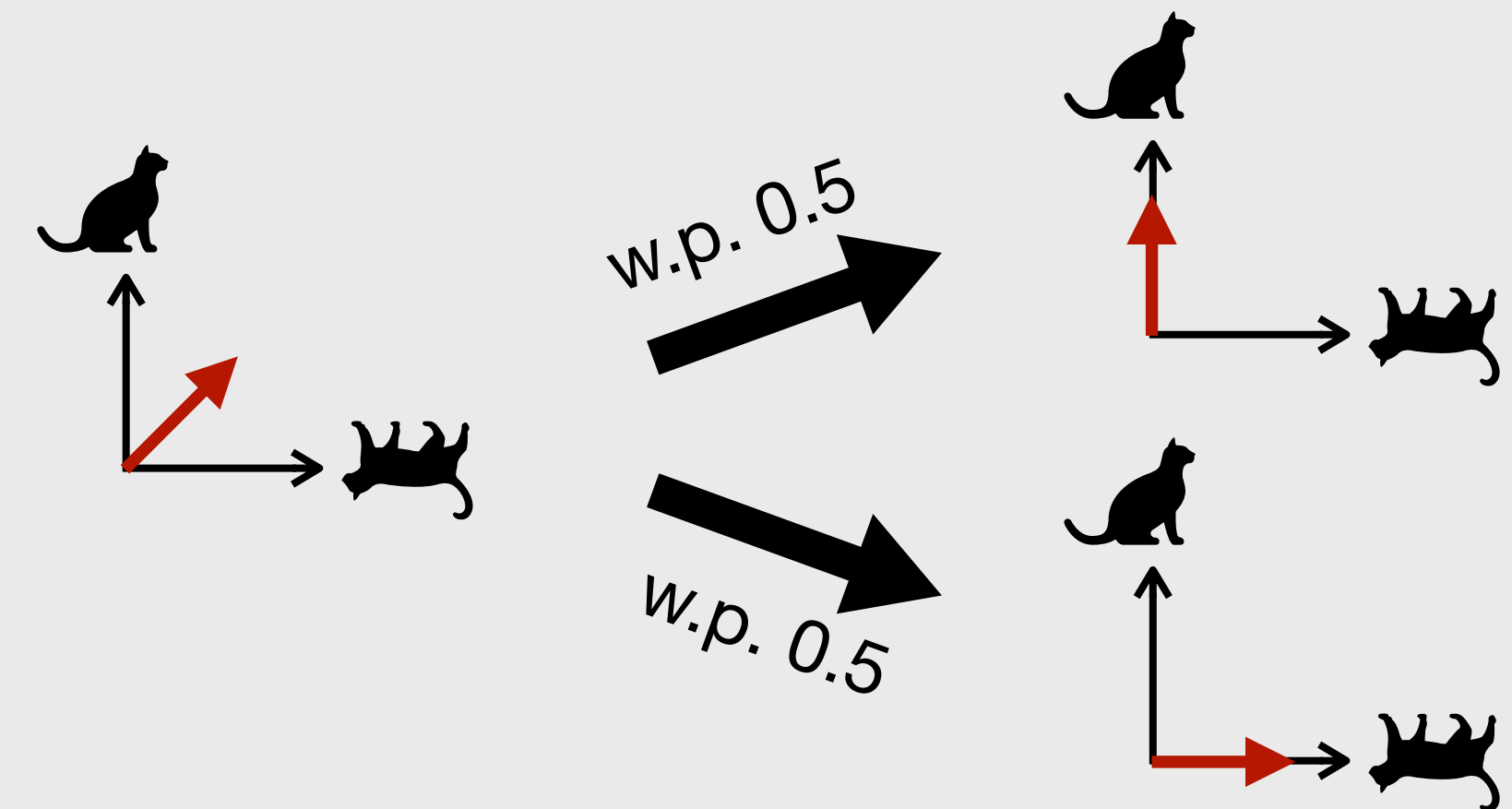


# Quantum Superposition

*An analogy of “waves” from classical physics*



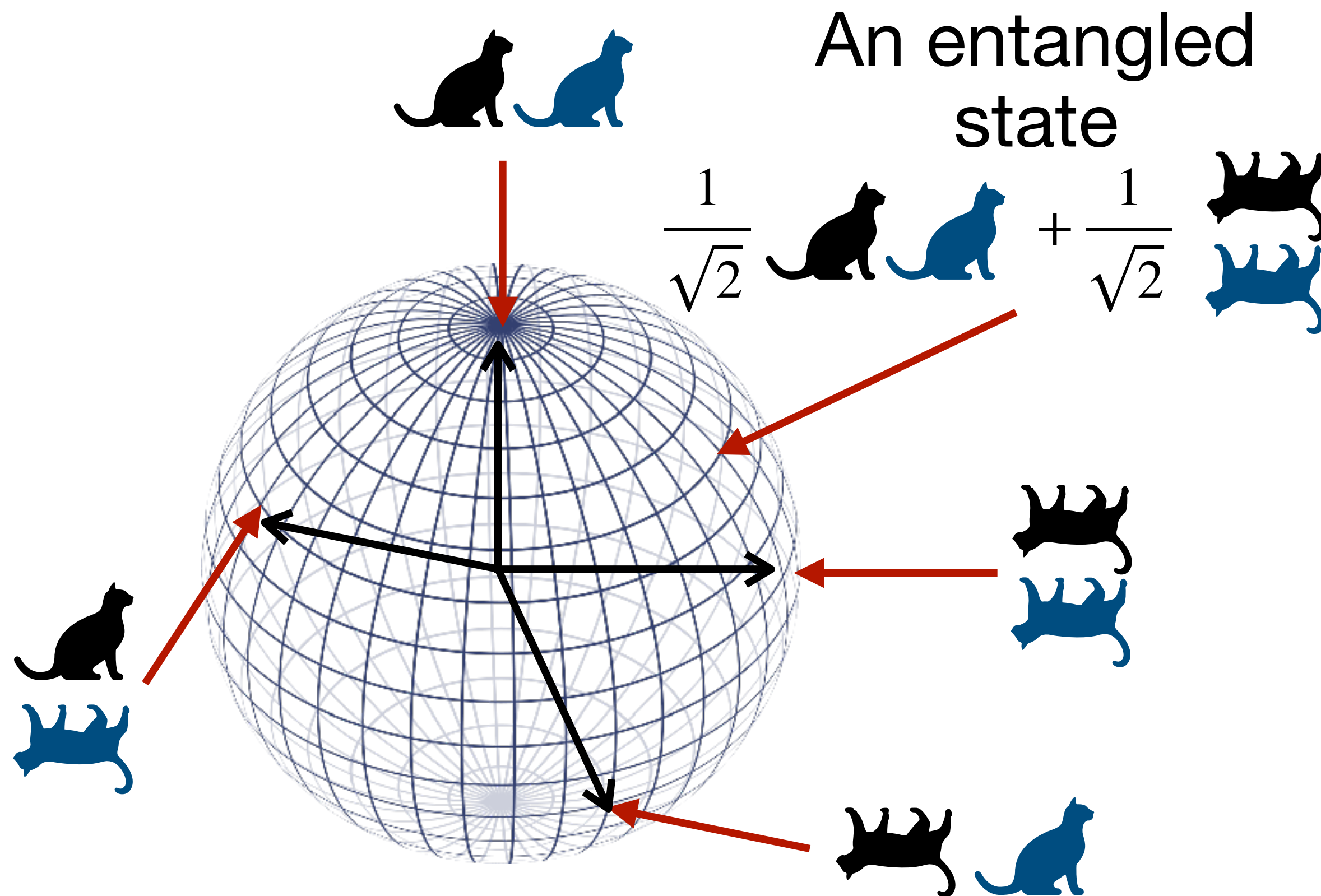
## Measuring a superposition state



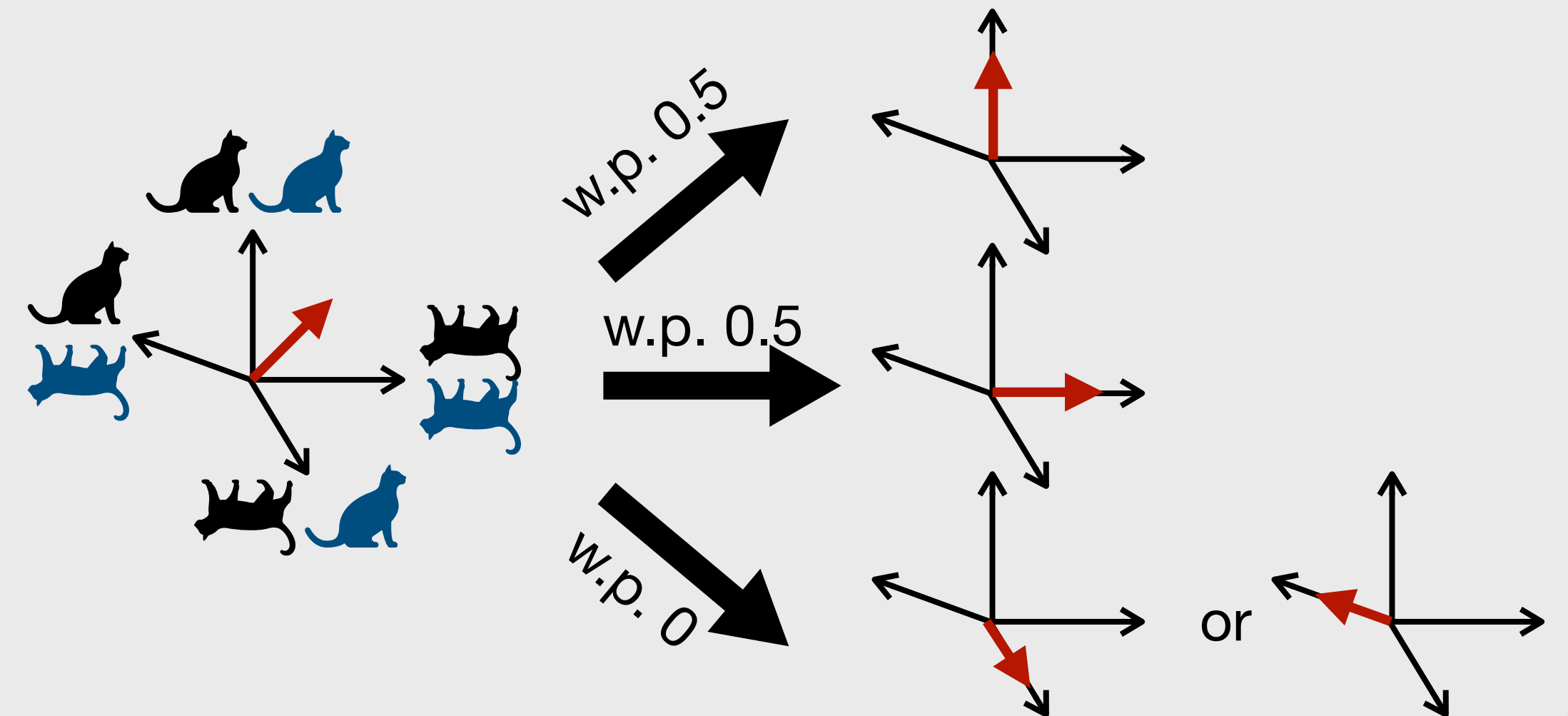
Superposition is **NOT**  
classical probability!!

# Quantum Entanglement

*A special way of “correlation” in quantum physics*



## Measuring an entangled state



Entanglement is **NOT** classical correlation!!



# Example: The Quantum Bomb Tester

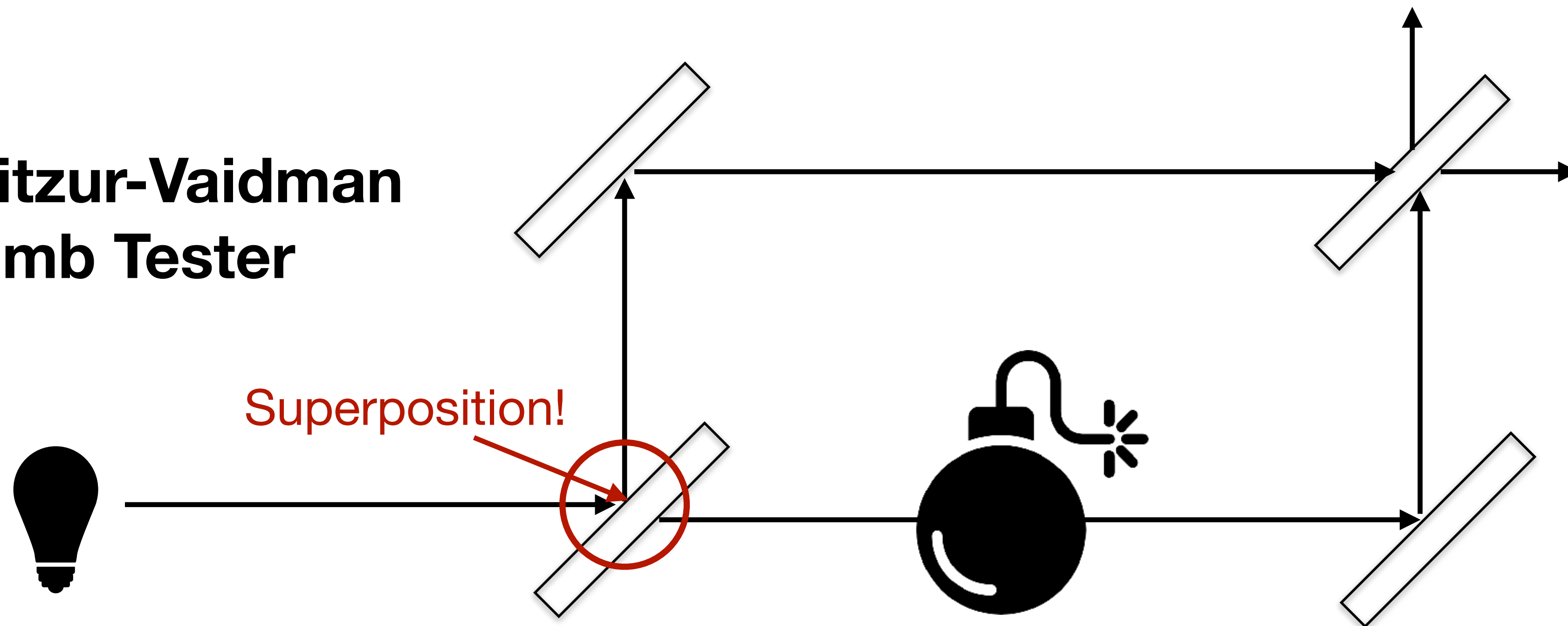


Q: How to determine if a bomb is live or dud?

Q: Can you come up with an *interaction-free* tester?

This is possible using quantum superposition!

## The Elitzur-Vaidman Bomb Tester

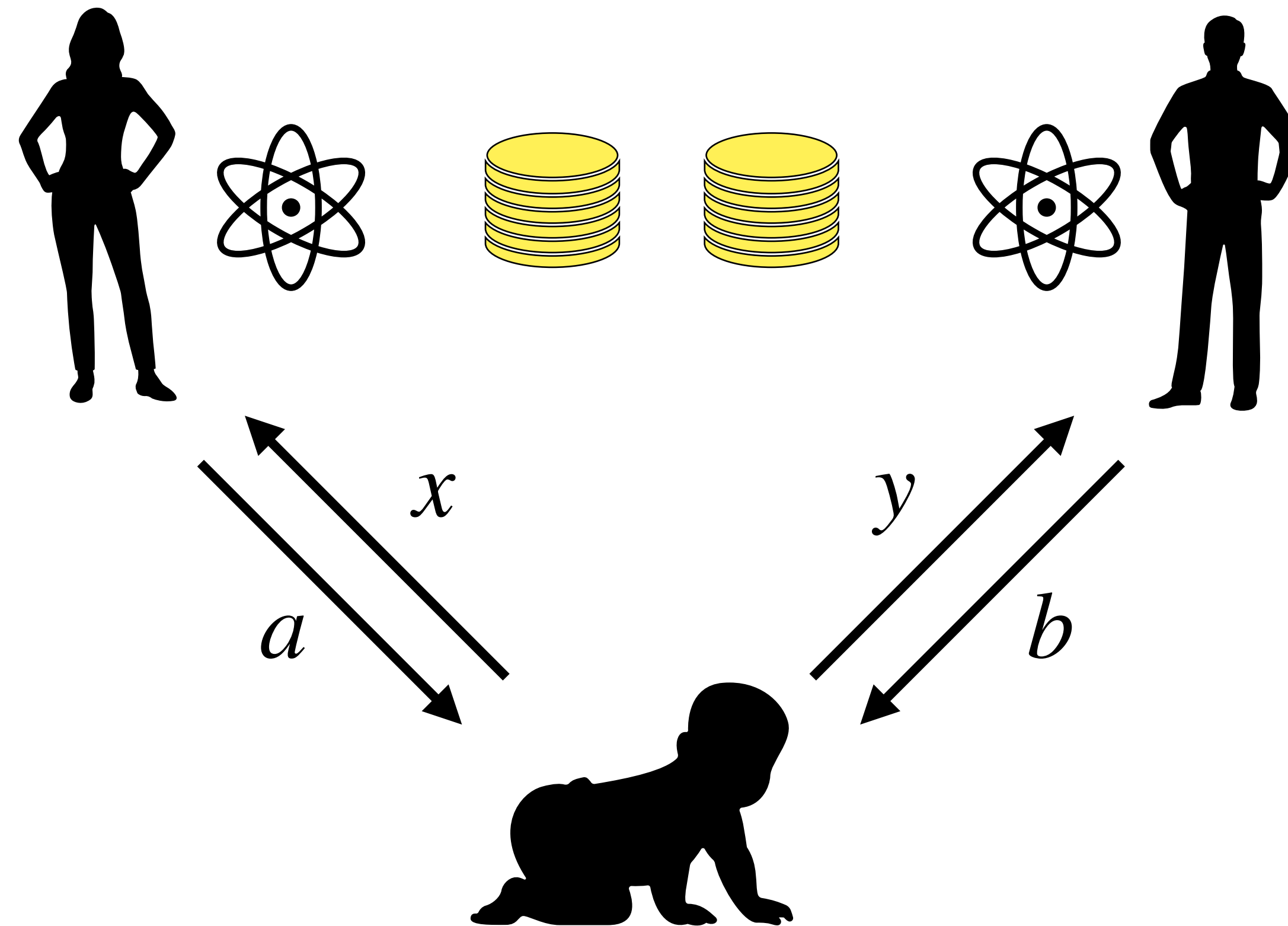


\* See [here](#) for an animation to play around with!

# Example: CHSH Game

$x$	$y$	$x \wedge y$
0	0	0
0	1	0
1	0	0
1	1	1

$a$	$b$	$a \oplus b$
0	0	0
0	1	1
1	0	1
1	1	0



- (1) Flip two random coins  $x$  and  $y$
- (2) Receive  $a$  and  $b$
- (3) Check if  $x \wedge y = a \oplus b$

## Classical correlation

Winning probability  
 $\leq 75\%$

## Quantum correlation

Winning probability  
 $\approx 85\%$



Xun Gao

(Jan. 13 11am-12pm ET)



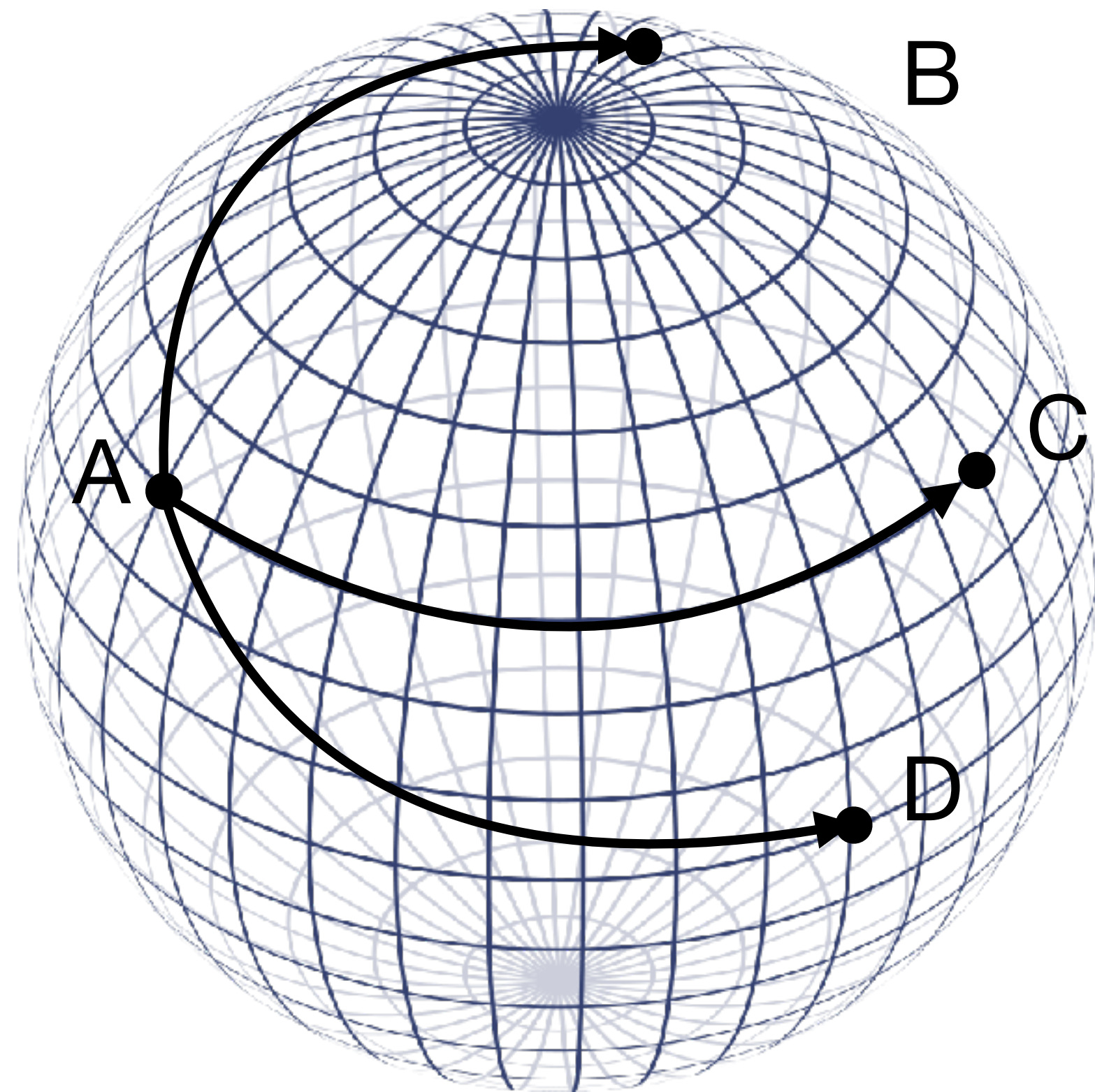
# Evolution of a Quantum State

In convention, people use the bra-ket notation, e.g.,  $|\text{cat}\rangle$ , to denote a “quantum state”.

Similar to classical mechanics, we care about the time evolution of  $|\text{cat}\rangle$ .

Classical Mechanics	Quantum Mechanics
Principle of stationary action	Quantum variational principle
Lagrangian/Hamiltonian	Quantum Hamiltonian
Euler-Lagrange equation $\frac{\partial L}{\partial \mathbf{q}} = \frac{d}{dt} \frac{\partial L}{\partial \dot{\mathbf{q}}}$	Schrödinger equation $i\hbar \frac{d}{dt}  \text{cat}\rangle = H  \text{cat}\rangle$

# Path Integral View of Quantum Evolution



**Q:** Which path to take?

**A:** All of them!! Each path has a *different weight* (determined by the Hamiltonian) and the final state is a superposition of the weighted sum of them.

**Q:** So what?

**A1:** Unlike in the classical world, a state in the quantum world can evolve “in parallel”!

**A2:** “Interference” can take place.



# Quantum Computing

*“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*

# Feynman's Vision on Quantum Computing

*“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.”*

**Q:** Using quantum mechanics to build a fundamentally new type of computing machine for simulating quantum systems?

**Q:** Challenge the extended Church-Turing Thesis?

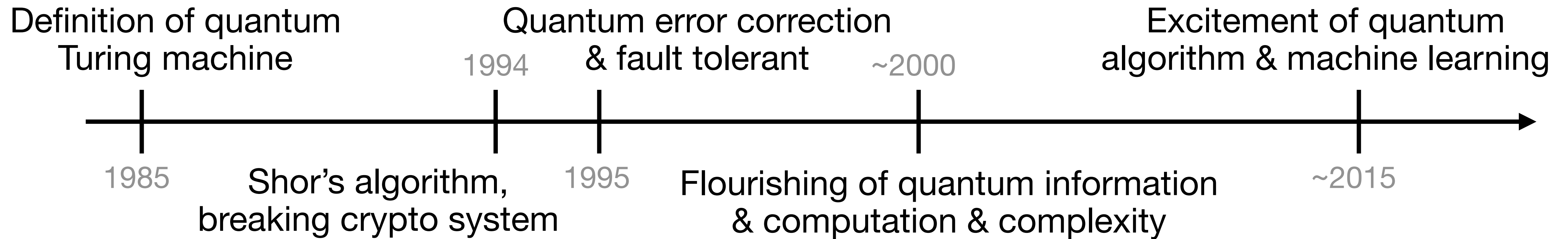


Richard Feynman 1918-1988



# Beyond Simulating Quantum Systems

*Quantumness as a computational resource!*



**Q:** What type of tasks can quantumness be useful (theoretically)?

**Q:** In what regime can (fault tolerant) quantum computer be implemented?

**Q:** What's the computational mechanism and how it differs from classical?



*“Quantum Correlation:  
the Resource to Make  
Quantum Machine  
More Powerful”*

Xun Gao

(Jan. 13 11am-12pm ET)

*“Quantum Machine  
Learning from  
Algorithms to Reality”*



Khadijeh Sona Najafi

(Jan. 14 11am-12pm ET)

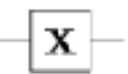

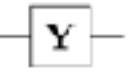
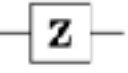
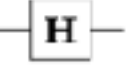
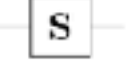
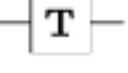
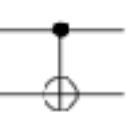


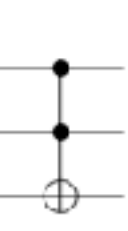
# It will be a semester-long course to cover all these example....

Instead, here I decided to focus on introducing the two main  
“paradigms” people are using in quantum computing!



# Example 1: Quantum Circuits

*A “quantumization” of boolean circuits*

Operator	Gate(s)	Matrix
Pauli-X (X)	 	$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
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)		$\begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$
$\pi/8$ (T)		$\begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$
Controlled Not (CNOT, CX)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$
Controlled Z (CZ)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}$
SWAP		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
Toffoli (CCNOT, CCX, TOFF)		$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

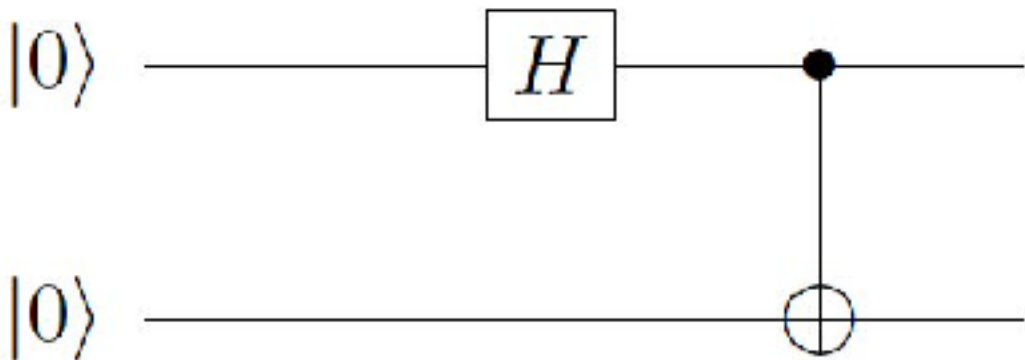
**Qubits:** "quantum bits".

- A state of  $n$  qubits has dimension  $2^n$  (each  $n$ -bit string uses one degree of freedom).

**Quantum gates:** beyond Boolean operations!

- Create superpositions and entanglements.

**Quantum circuits:** sequentially applying quantum gates on qubits.



The output of a quantum circuit is a quantum state instead of 0/1!

# Example 2: Adiabatic Quantum Computation

*Configure a computation into a quantum system!*

Instead of applying quantum gates, use the time evolution on state  $|\Psi(t)\rangle$ .

**Hamiltonian:** Specify the “evolution” of a quantum state.

$$i\hbar \frac{d}{dt} |\Psi(t)\rangle = H |\Psi(t)\rangle \quad (\text{Schrödinger equation})$$

↖ Hamiltonian

**Local Hamiltonian:** Specify the “evolution” of a subset of qubits.

## Adiabatic Theorem

If the evolution is slow enough, then  $|\Psi(t)\rangle$  goes to a lowest energy state.

$$H = \sum_{i=1}^m H_i$$

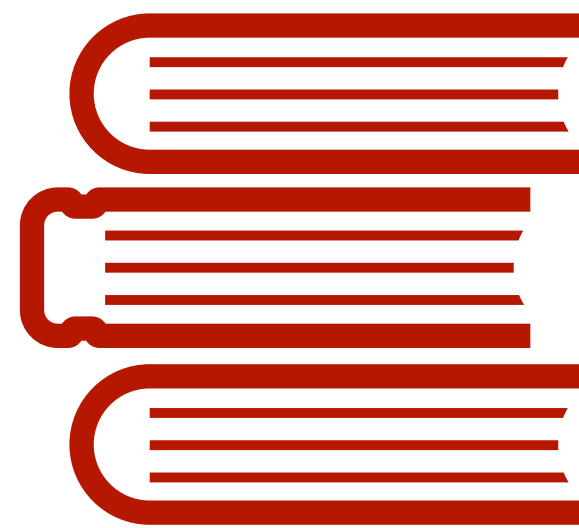
↖ Local Hamiltonian

Pick the local Hamiltonians properly, so that the lowest energy state is the output you want!



# Quantum Computational Advantage?

*A challenge to the extended Church-Turing Thesis*



## Extended Church-Turing Thesis

All **feasible** computation in the physical world can be done by a Turing machine **efficiently**.

2017 IBM **50** qubits

2018 Intel **49** qubits

2019 IBM **53** qubits

2019 Google **53** qubits

2020 IBM **65** qubits

2020 USTC **60** qubits

2021 USTC **66** qubits

2021 IBM **127** qubits

2021 Rydberg **256** qubits

2022 ???

More on recent exciting developments in Guest Talk II.a and II.b!

# Excitement in Quantum Computing!

*Be careful with the information, and make your own judgement!*



*“Quantum Correlation:  
the Resource to Make  
Quantum Machine  
More Powerful”*

Xun Gao

(Jan. 13 11am-12pm ET)

*“Quantum Machine  
Learning from  
Algorithms to Reality”*



Khadijeh Sona Najafi

(Jan. 14 11am-12pm ET)



Sowmya

(Jan. 18  
10am-11am ET)

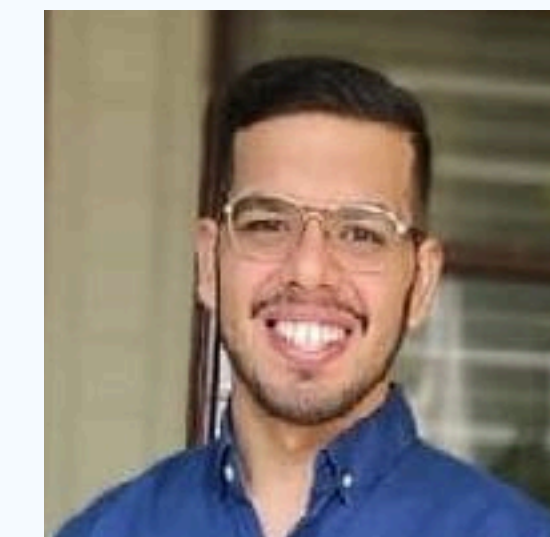
*“Basic of Quantum Computing  
and Future Direction”*



Avantika

(Jan. 18  
11am-12pm ET)

*“Quantum  
Complexity Theory”*



Kartikeya

(Jan. 20  
9am-10am ET)

*“Quantum Computing  
from a Condensed  
Matter Perspective”*



# Black Holes and Computation

*“Black holes are where God divided by zero.”*

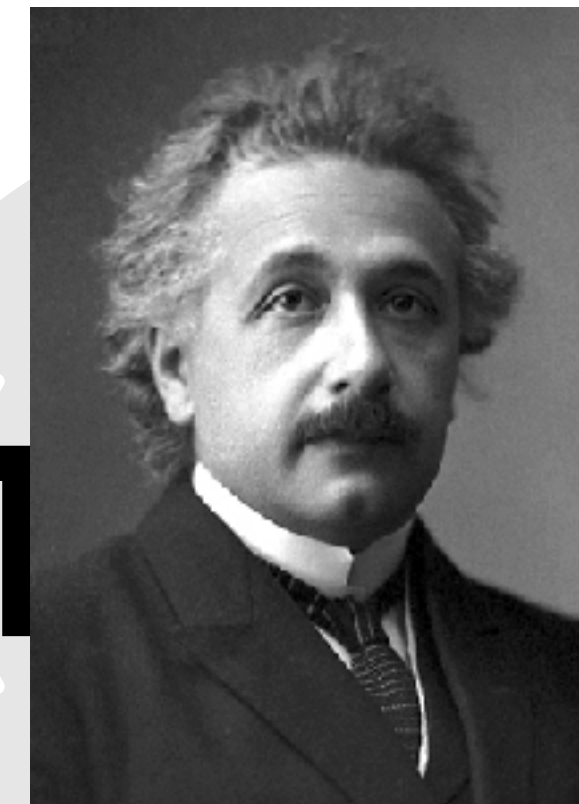
*– Albert Einstein*

# Theories for Space and Time



Hermann Minkowski  
1864-1909

Space **Spacetime**



Albert Einstein  
1879-1955

Curvature of the  
spacetime

=

Flux of energy &  
momentum

*"Space-time tells matter how to move; matter tells space-time how to curve."*  
– John Wheeler

# Black Holes

$$R_{\mu\nu} - \frac{1}{2}g_{\mu\nu}R = \frac{8\pi G}{c^4}T_{\mu\nu}$$

*“Black holes are where  
God divided by zero.”*

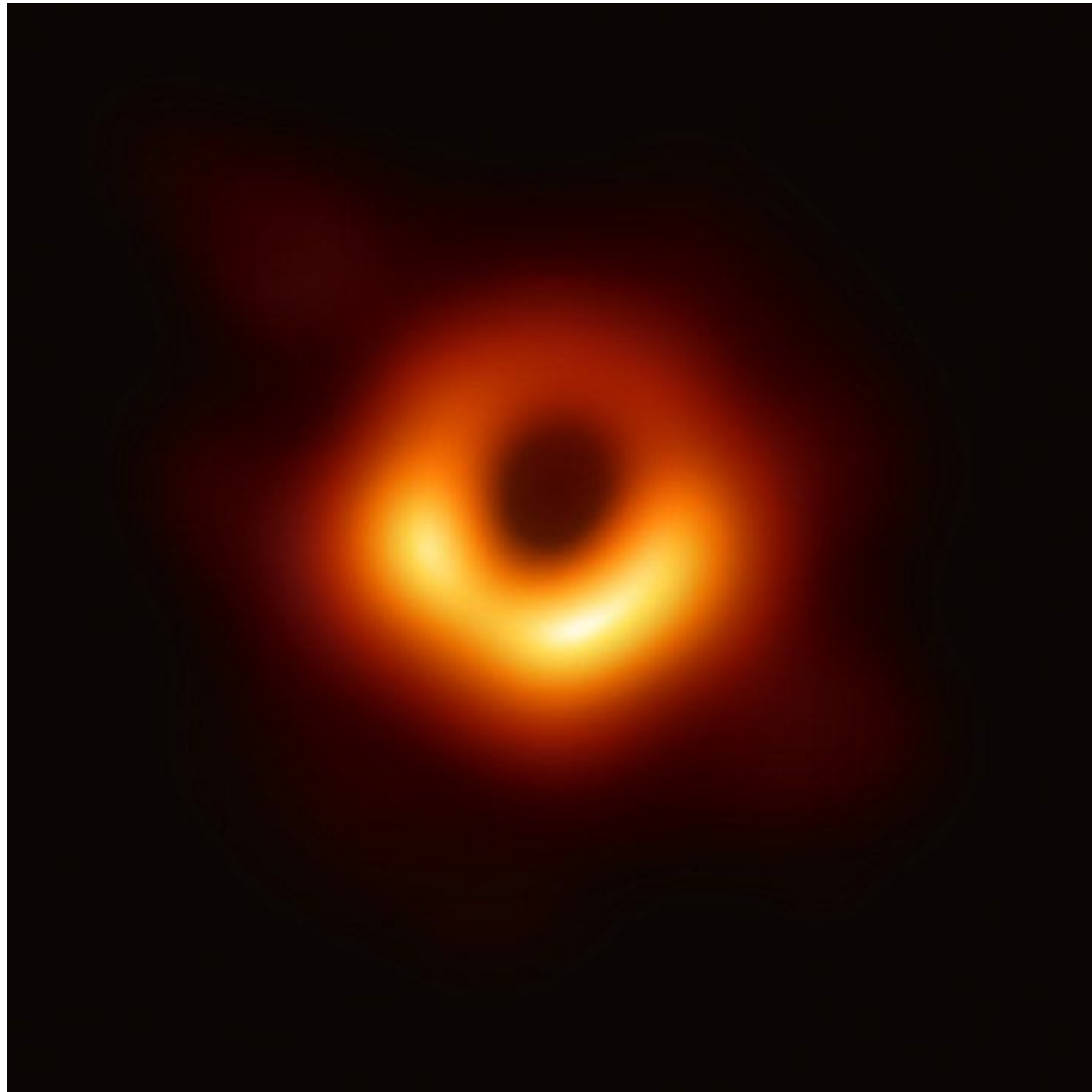
*– Albert Einstein*



Black Holes are simply  
“special solutions” (a.k.a.  
singularities) to Einstein  
field equations!



# Why Black Holes are Black?



Because gravity becomes too large so that even light cannot escape from a black hole!

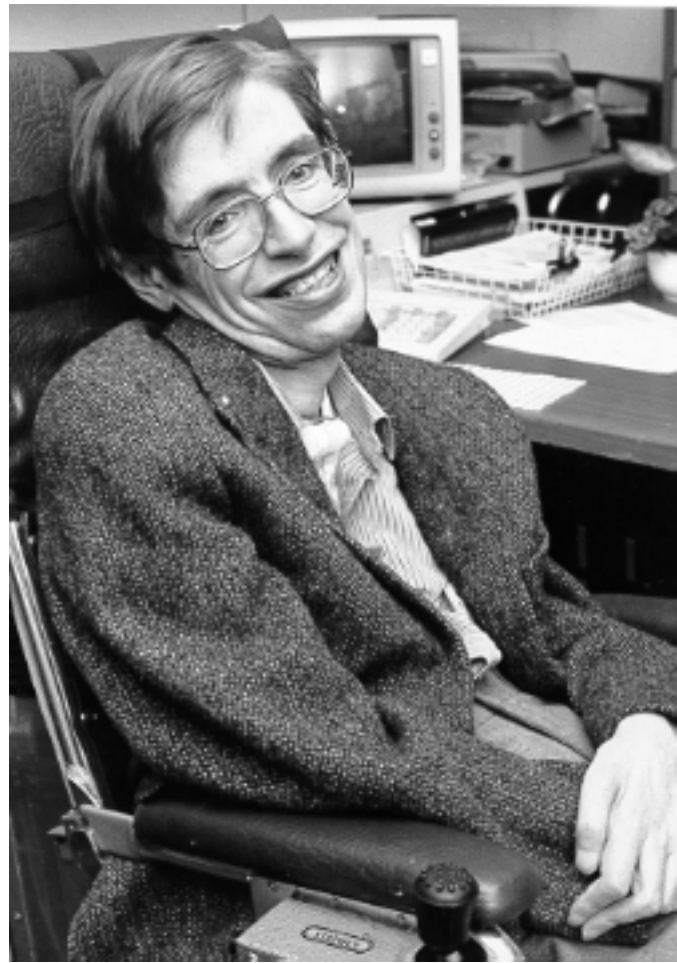
**Q:** Why we should care about black holes?

**A:** They are “predicted” by Einstein’s relativity theory. So their existence related to the validity of Einstein’s theory.

**Q:** Now that scientists captured a black hole, what’s next?

**A:** Unification with quantum and lots of “paradoxes” and “puzzles” to be solved...

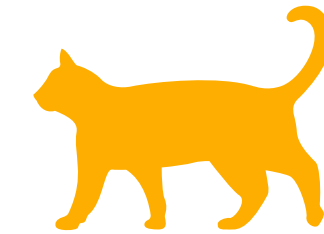
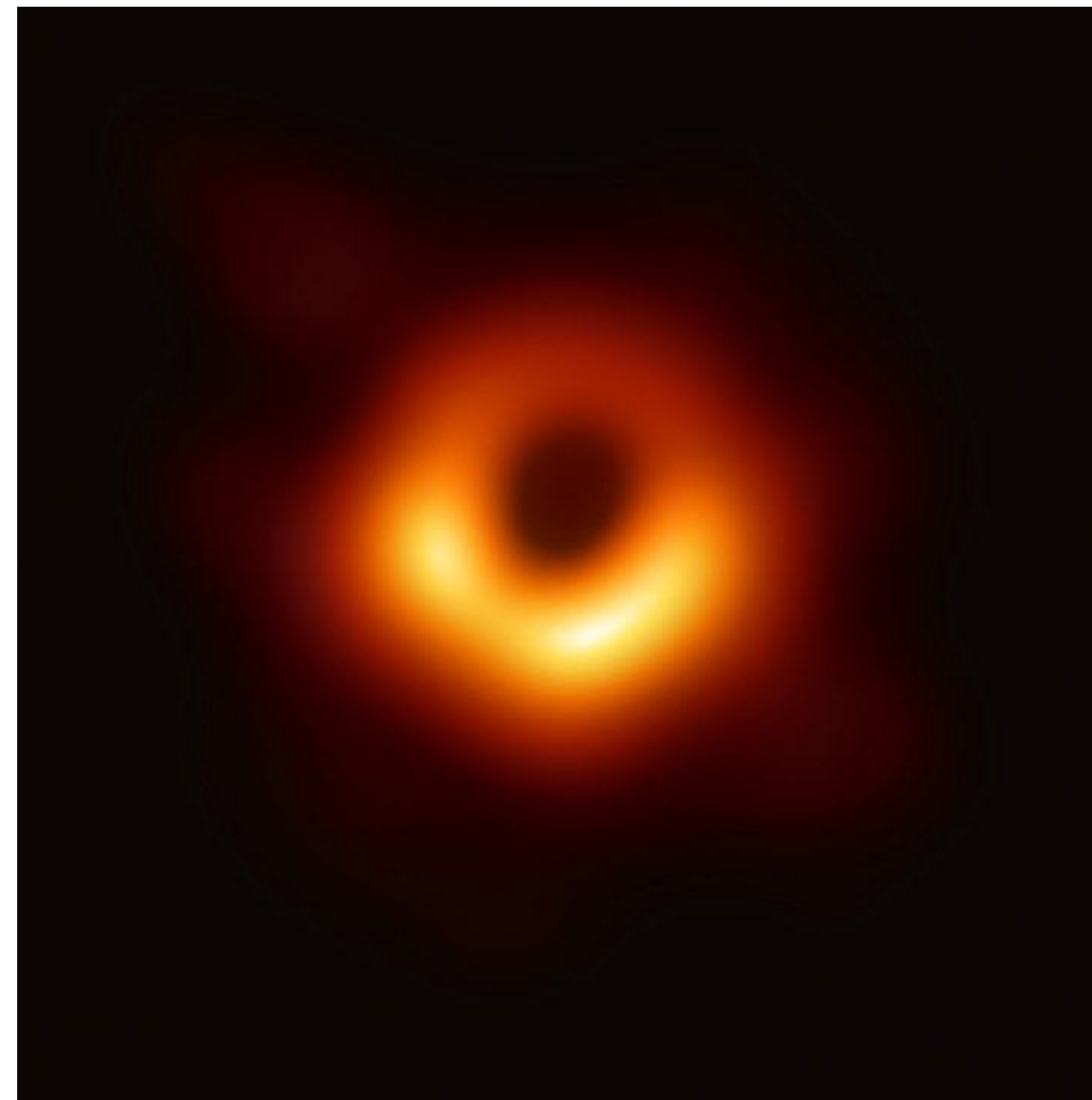
# Example: Information Paradox



Stephen Hawking  
1942-2018

Black holes  
will evaporate!

Wait, information  
will also lost!?



Only depends on  
macroscopic parameters  
according to the no-hair  
theorem!

## No-Hair Theorem

A black hole can be completely characterized by its mass, electrical charge, and angular momentum.

In quantum theory, information won't be lost! But no-hair theorem + Hawking radiation suggest so...

**Q:** Does information really get lost?

**Q:** How to unify quantum and gravity?



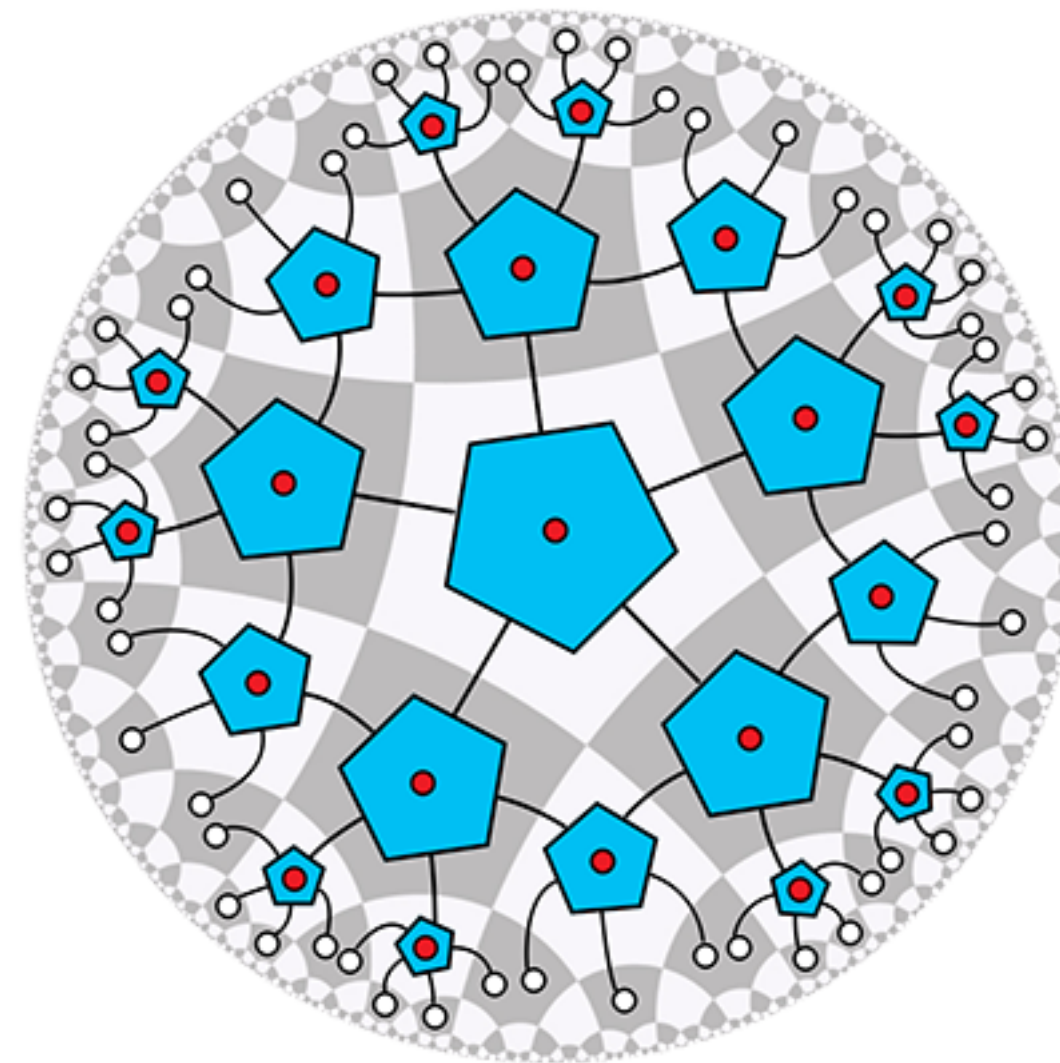
# Computation as a New Angle for Gravity?

Black holes as...

**Information Scramblers**

**Error-Correcting Codes**

Black holes “look  
very random”!?  
(pseudorandom)



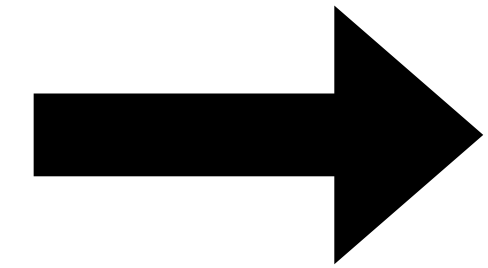
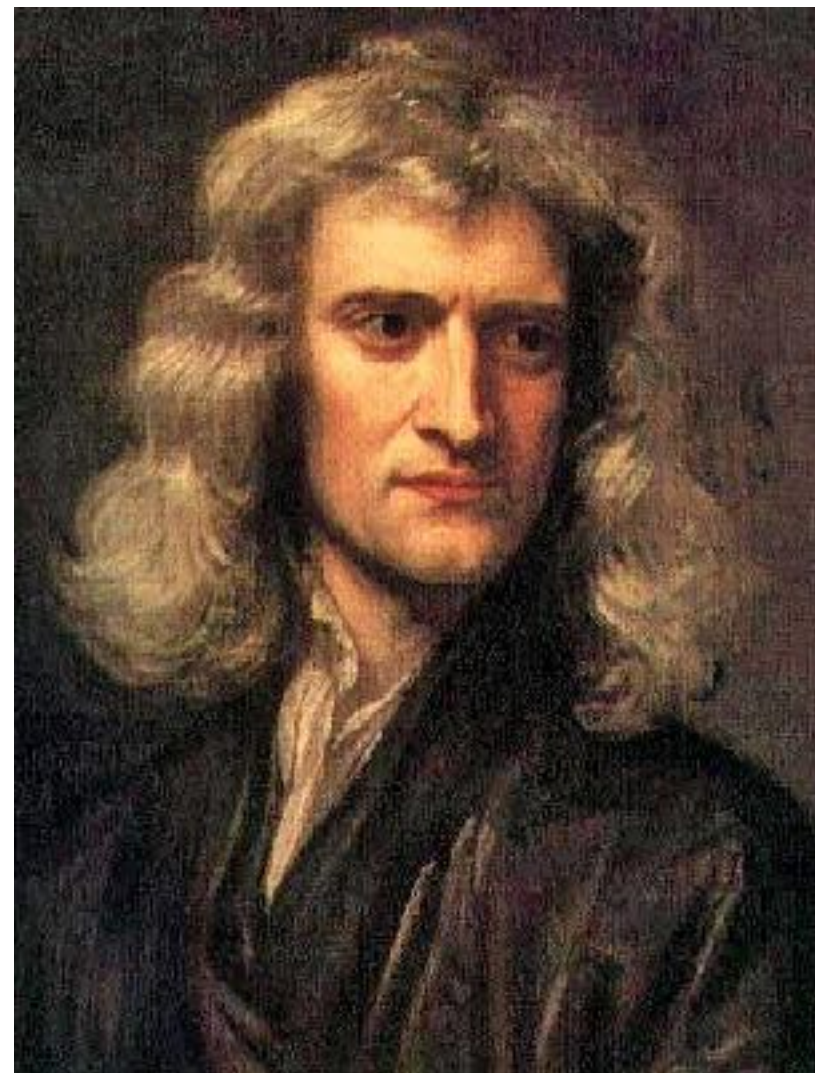
The interior of a  
black hole can be  
“locally decoded”!?

, and more...?

Properly explaining these requires some prerequisites, I might offer an advanced section on this if enough people are interested!

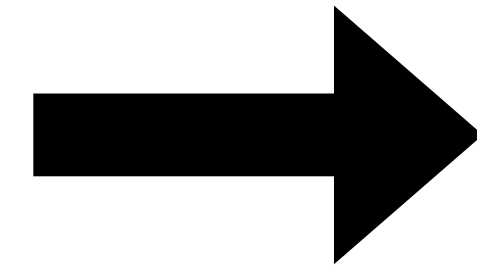


**Put the World Views Together**



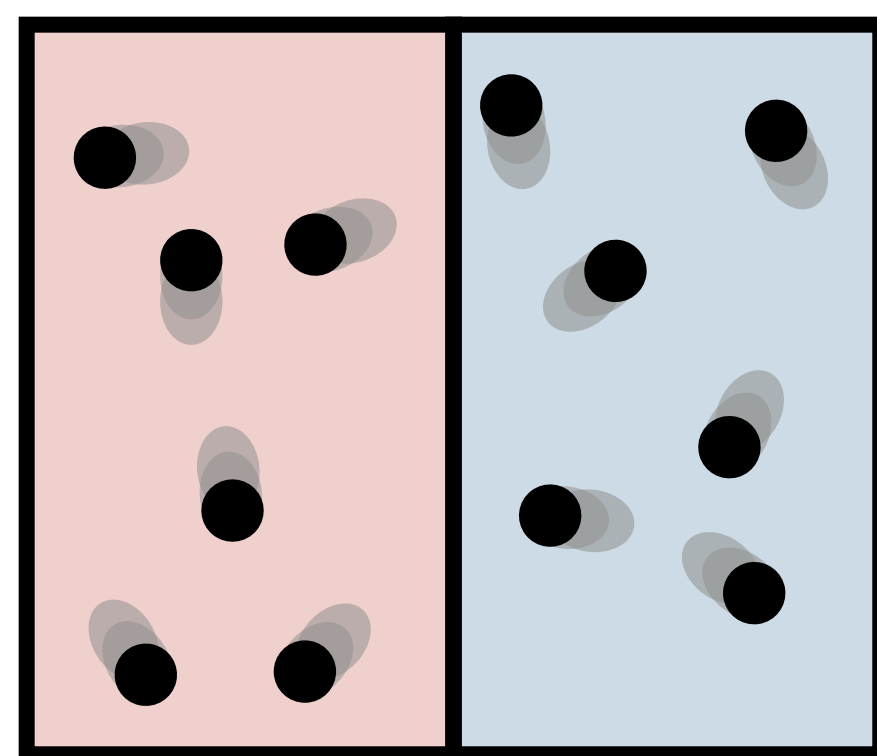
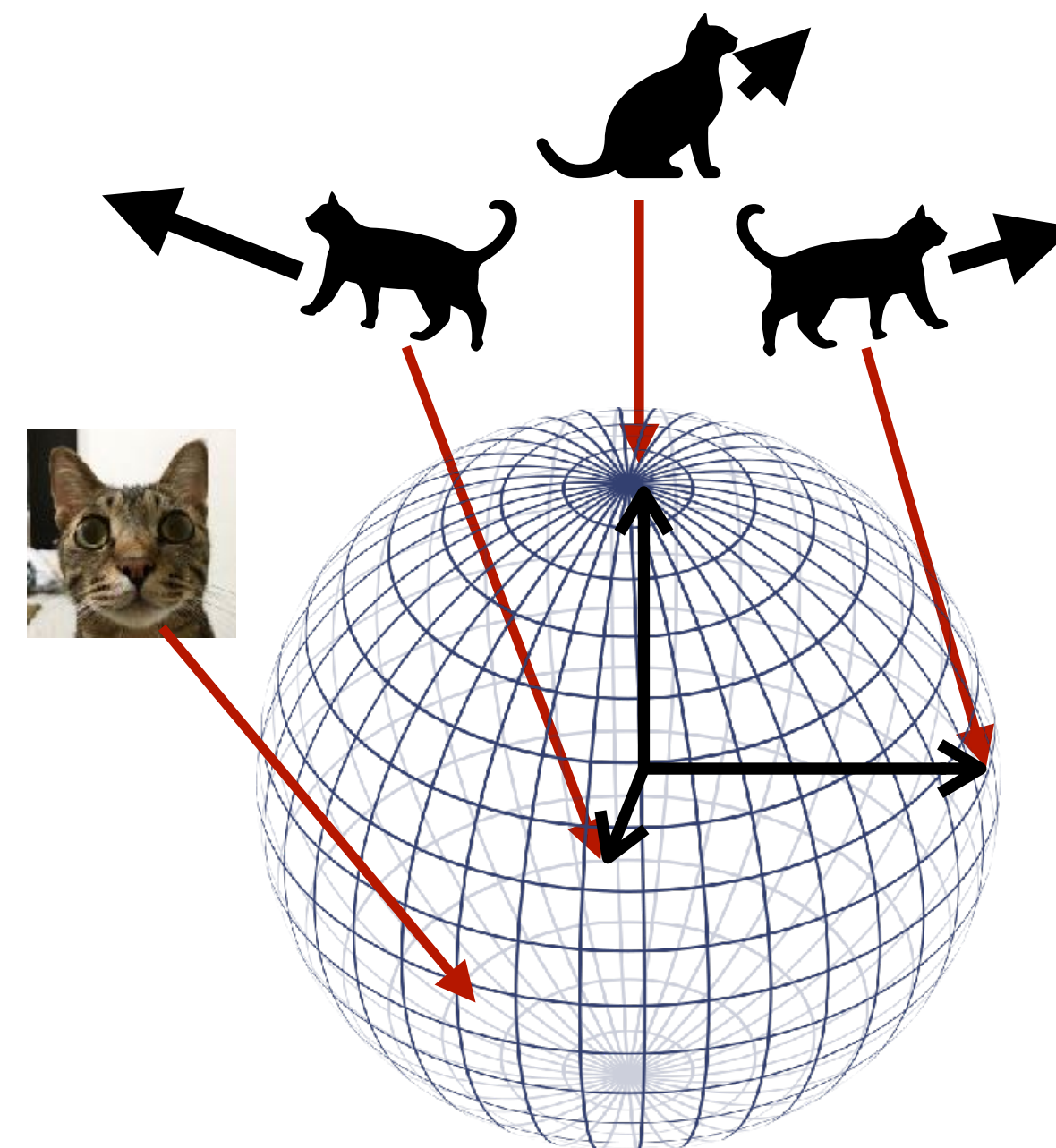
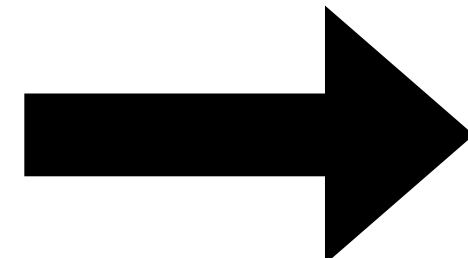
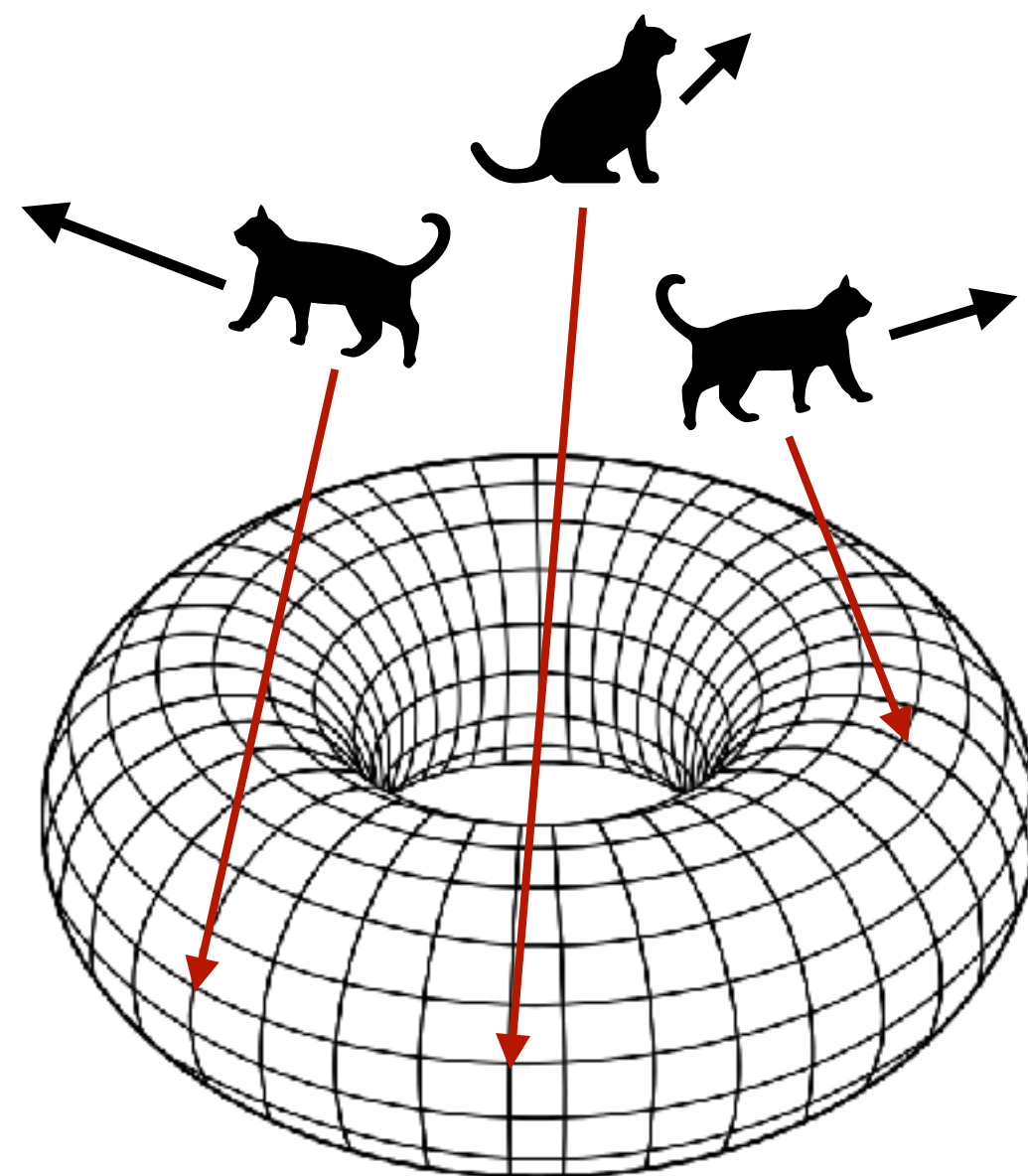
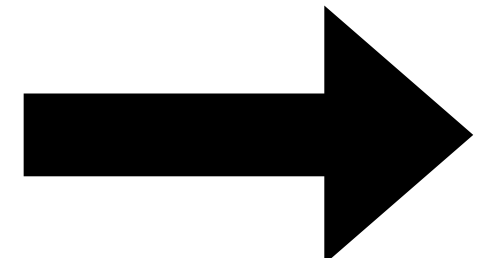
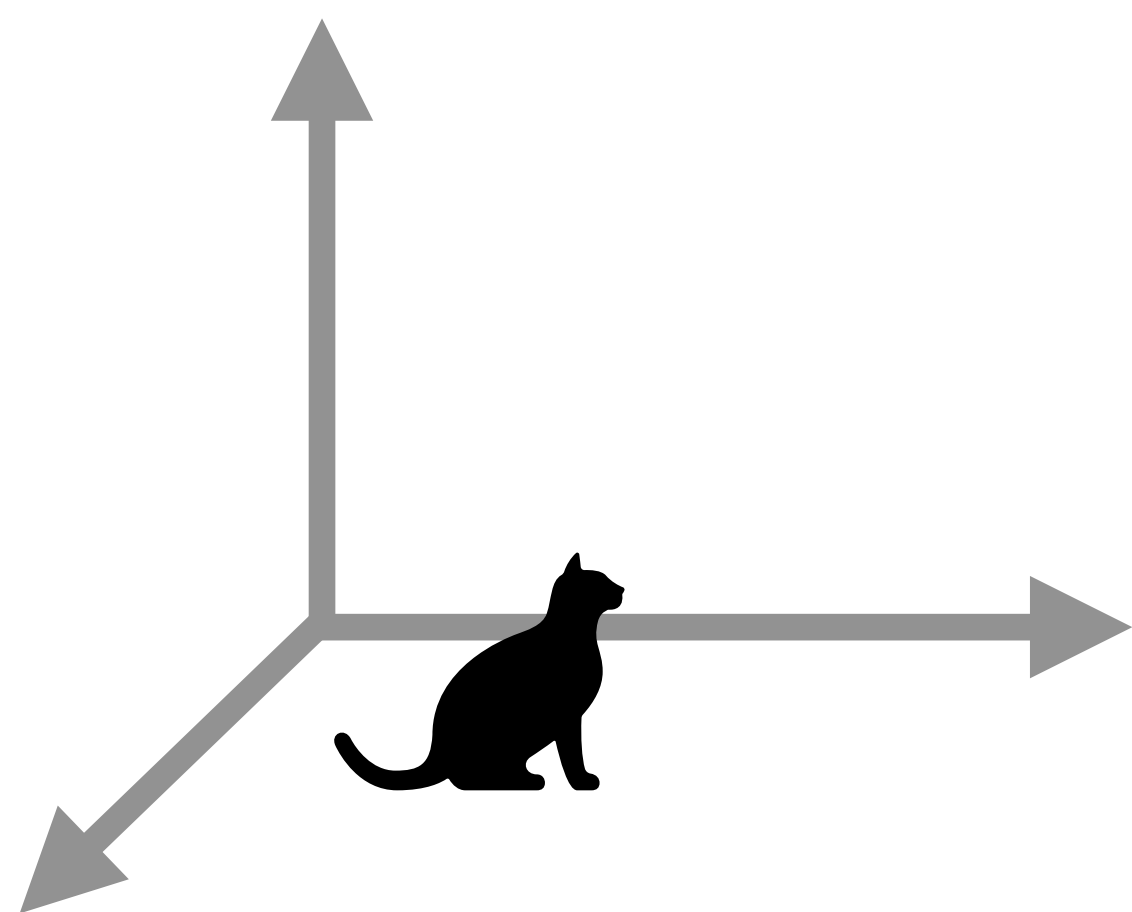
**Classical  
Mechanics**

**Statistical  
Mechanics**



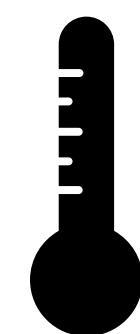
**Quantum  
Mechanics**

**Gravitational  
Theory**



A

B



= T

**Spacetime**

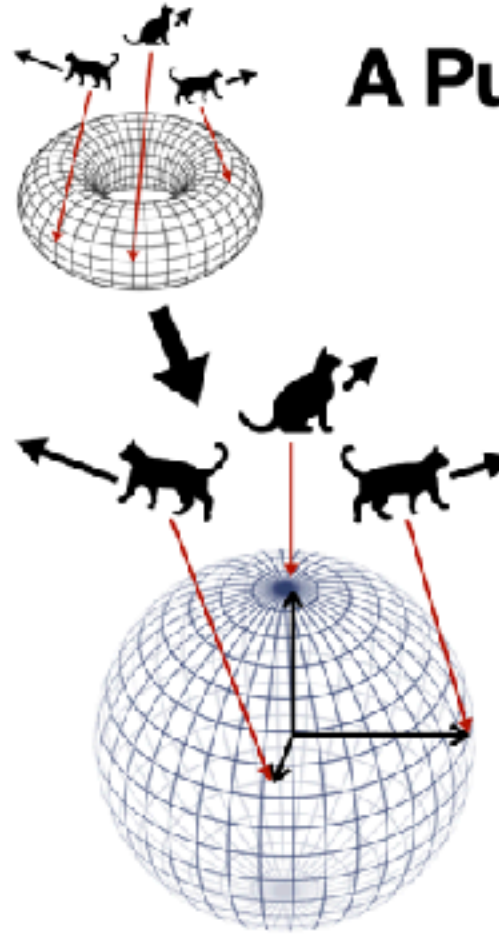
$$R_{\mu\nu} - \frac{1}{2}g_{\mu\nu}R = \frac{8\pi G}{c^4}T_{\mu\nu}$$




# Summary

# Key Concepts

## A Pure Mathematical World



Physics	Math	Intuition
A physical quantity	An orthogonal basis	Each "dimension" encodes one possible result
(Pure) State	A point on the sphere	A point on the surface of a (high-dimensional) ball
Evolution of a state	A unitary transformation	A rotation of the ball
Measuring a physical quantity	Projecting the point to an orthogonal basis	 w.p. 0.3 w.p. 0.5 w.p. 0.2

\* For those who know "Bloch sphere", the ball here is NOT a Bloch sphere, but a simplified picture for the Hilbert space.

## Example 1: Quantum Circuits

Operator	Gate(s)	Matrix
Pauli-X (X)		$\begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$
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)		$\begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$
$\pi/8$ (T)		$\begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$
Controlled Not (CNOT, CX)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$
Controlled Z (CZ)		$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & -1 \end{bmatrix}$
SWAP		$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$
Toffoli (CCNOT, CCX, Toff)		$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

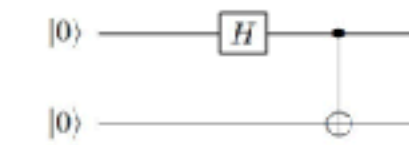
**Qubits:** "quantum bits".

- A state of  $n$  qubits has dimension  $2^n$  (each  $n$ -bit string uses one degree of freedom).

**Quantum gates:** beyond Boolean operations!

- Create superpositions and entanglements.

**Quantum circuits:** sequentially applying quantum gates on qubits.



The output of a quantum circuit is a quantum state, which defines a distribution over the set of  $n$ -bit strings!

## Example 2: Adiabatic Quantum Computation

Instead of applying quantum gates, use the time evolution on state  $|\Psi(t)\rangle$ .

**Hamiltonian:** Specify the "evolution" of a quantum state.

$$i\hbar \frac{d}{dt} |\Psi(t)\rangle = H |\Psi(t)\rangle \quad (\text{Schrödinger equation})$$

**Local Hamiltonian:** Specify the "evolution" of a subset of qubits.

$$H = \sum_{i=1}^m H_i \quad (\text{Local Hamiltonian})$$


**Adiabatic Theorem**

If the evolution is slow enough, then  $|\Psi(t)\rangle$  goes to a lowest energy state.

## Computation as a New Angle for Gravity?

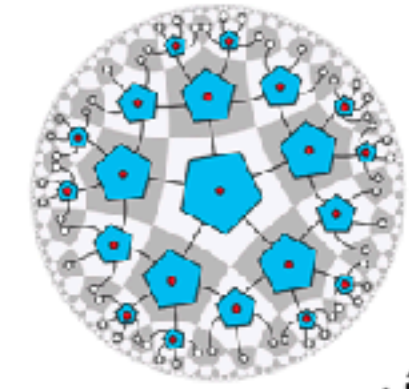
Black holes as...

**Information Scramblers**



Black holes "look very random"!?  
(pseudorandom)

**Error-Correcting Codes**



The interior of a black hole can be "locally decoded"!?

, and more...?

Properly explaining these requires some prerequisites, go to advanced sections if you are interested in learning more!

# Guest Speakers for Module II



Xun Gao  
(Jan. 13 11am-12pm ET)

*“Quantum Correlations: the Resources  
Making Quantum Machines More Powerful”*

**The recording won't be made public!**

*“Quantum Machine Learning from  
Algorithms to Reality”*



Khadijeh Sona Najafi  
(Jan. 14 11am-12pm ET)



# Next



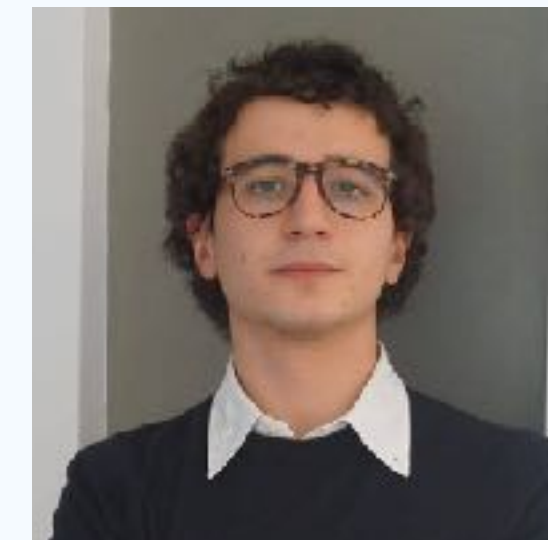
## Lecture II.c

(Jan. 19 10am-10:50am ET)



Erick  
(Jan. 13  
2pm-3pm ET)

*"Information Geometry"*



Simone  
(Jan. 14  
2pm-3pm ET)

*"Simulated Annealing"*



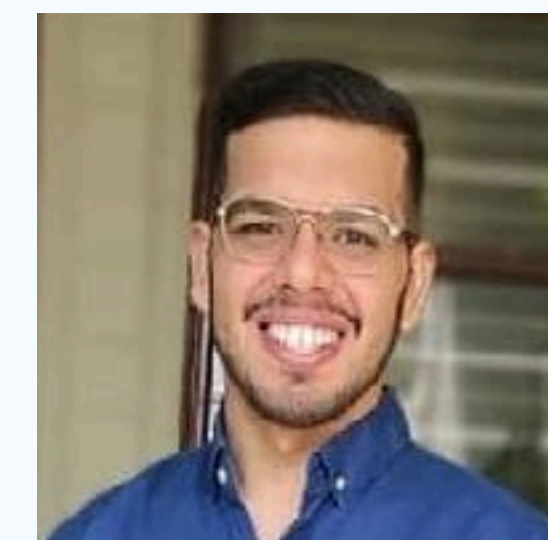
Sowmya  
(Jan. 18  
10am-11am ET)

*"Basic of Quantum Computing  
and Future Direction"*



Avantika  
(Jan. 18  
11am-12pm ET)

*"Quantum  
Complexity Theory"*



Kartikeya  
(Jan. 20  
9am-10am ET)

*"Quantum Computing  
from a Condensed  
Matter Perspective"*

# Food for Thought

**Q:** What's the most striking phenomena in the quantum world to you? (Maybe also answer this after Xun's and Sona's talk)

**Q:** In the quantum bomb tester and the CHSH game, how does quantumness play a role?

**Q:** Why no-hair theorem intuitively make sense?

## Exercise

- Work out and details of the quantum bomb tester and the CHSH game.
- Find a news about quantum computing on media and try to see if there's any misunderstanding in it! Do the same thing for black holes.
- Try to figure out why Einstein said “black holes are where god divided by zero.”

# References

## Articles:

- Preskill, John. “Quantum computing 40 years later.” arXiv preprint arXiv:2106.10522 (2021), [link](#).
- Gualtiero Piccinini and Corey Maley. “Computations in Physical Systems.” Stanford Encyclopedia of Philosophy, 2010, [link](#).

## Introductory Books:

- Feynman, Richard P., Tony Hey, and Robin W. Allen. Feynman lectures on computation. CRC Press, 2018, [link](#).
- Penrose, Roger. The road to reality: A complete guide to the laws of the universe. Random house, 2005, [link](#).
- Mezard, Marc, and Andrea Montanari. Information, physics, and computation. Oxford University Press, 2009, [link](#).

## Advanced Books:

- Mézard, Marc, Giorgio Parisi, and Miguel Angel Virasoro. Spin glass theory and beyond: An Introduction to the Replica Method and Its Applications. Vol. 9. World Scientific Publishing Company, 1987, [link](#).
- Sakurai, Jun John, and Eugene D. Commins. “Modern quantum mechanics, revised edition.” (1995): 93-95, [link](#).