

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

# The HHL Algorithm

## for Solving System of Linear Equations

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**October 2024**

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مرکز تحقیقات  
فناوری‌های  
کوانتومی ایران



# Objectives of the Lecture

- ✓ Why quantum computing is necessary?
- ✓ What is the HHL algorithm?
- ✓ Simulation of quantum algorithms.

# Why quantum computing is necessary?

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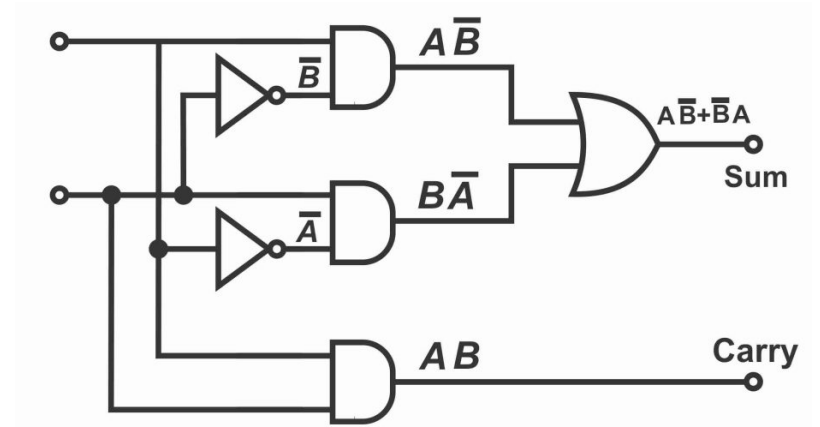
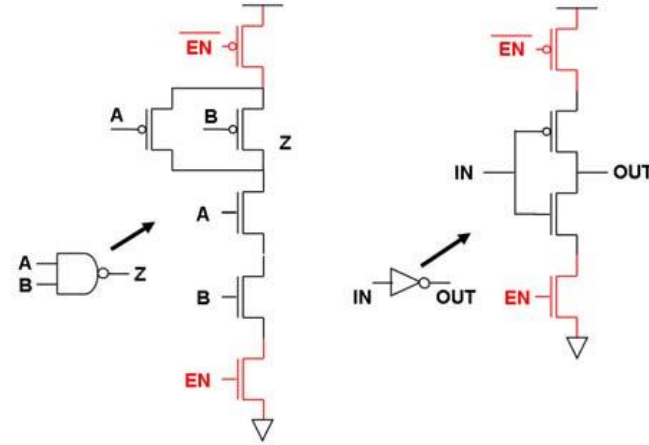
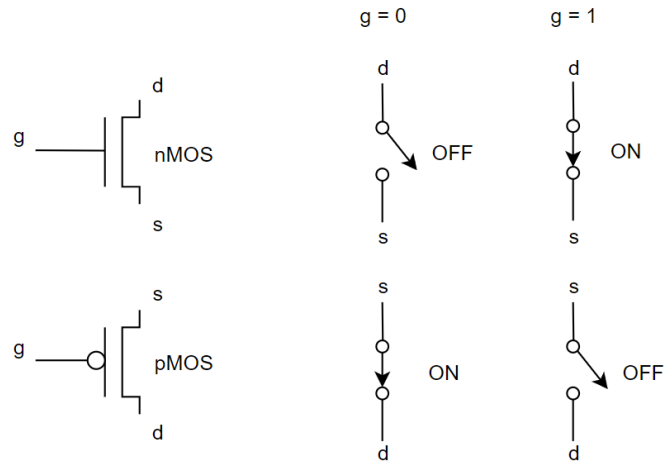


PROJECTS

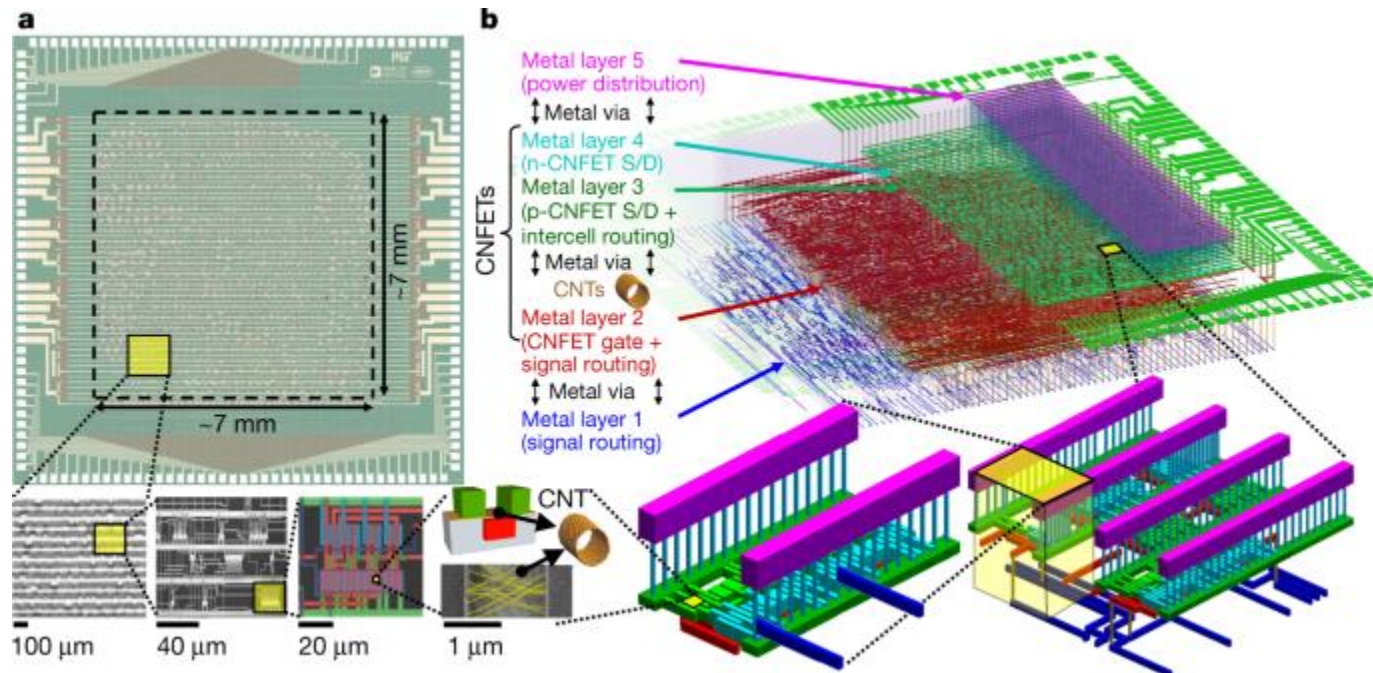
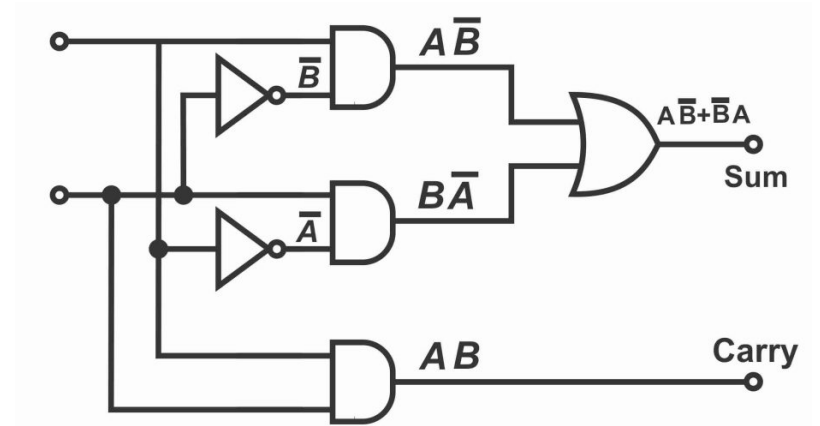
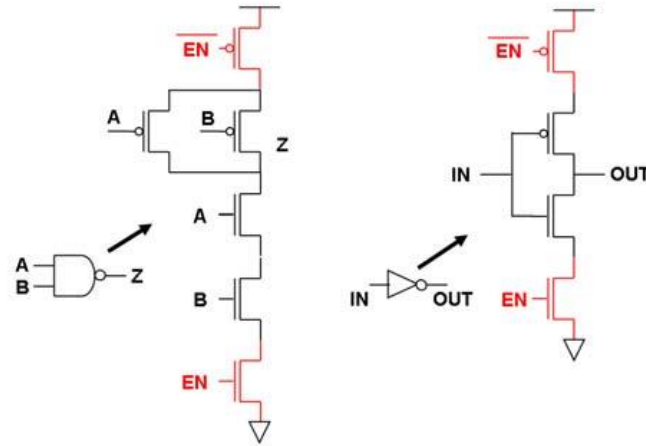
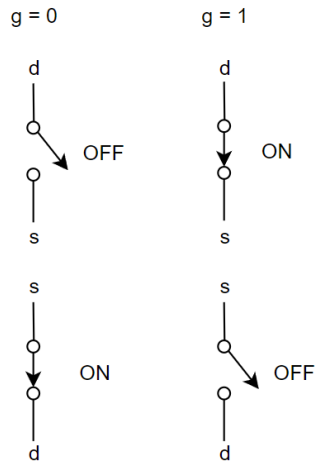
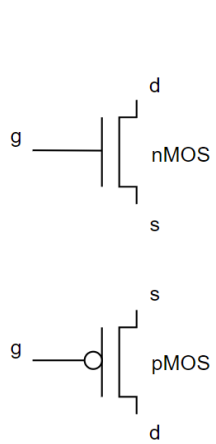
MOONSHOT  
PROJECTS

MOONSHOT  
PROJECTS  
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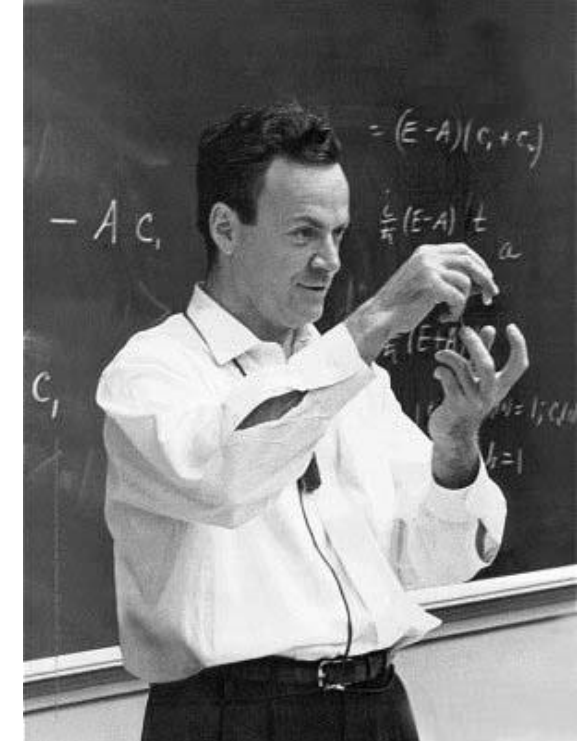
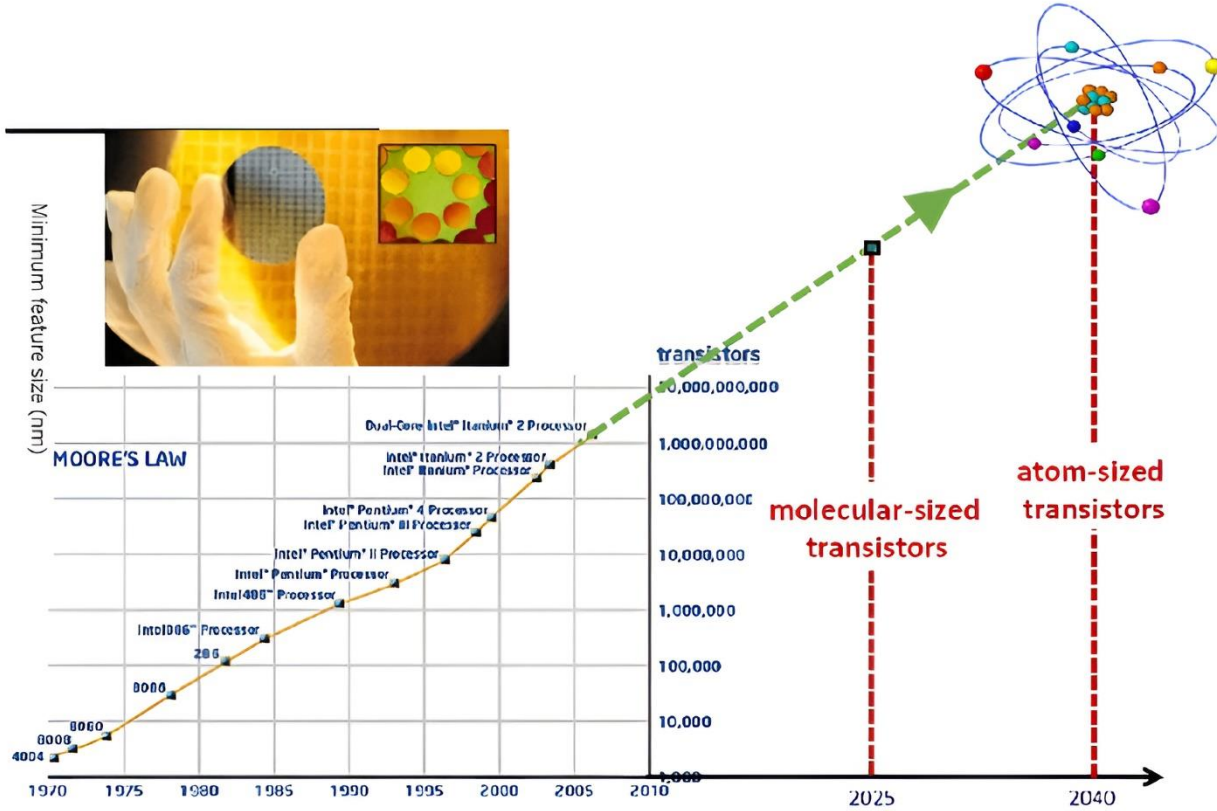
# The Need for Quantum Computation



# The Need for Quantum Computation

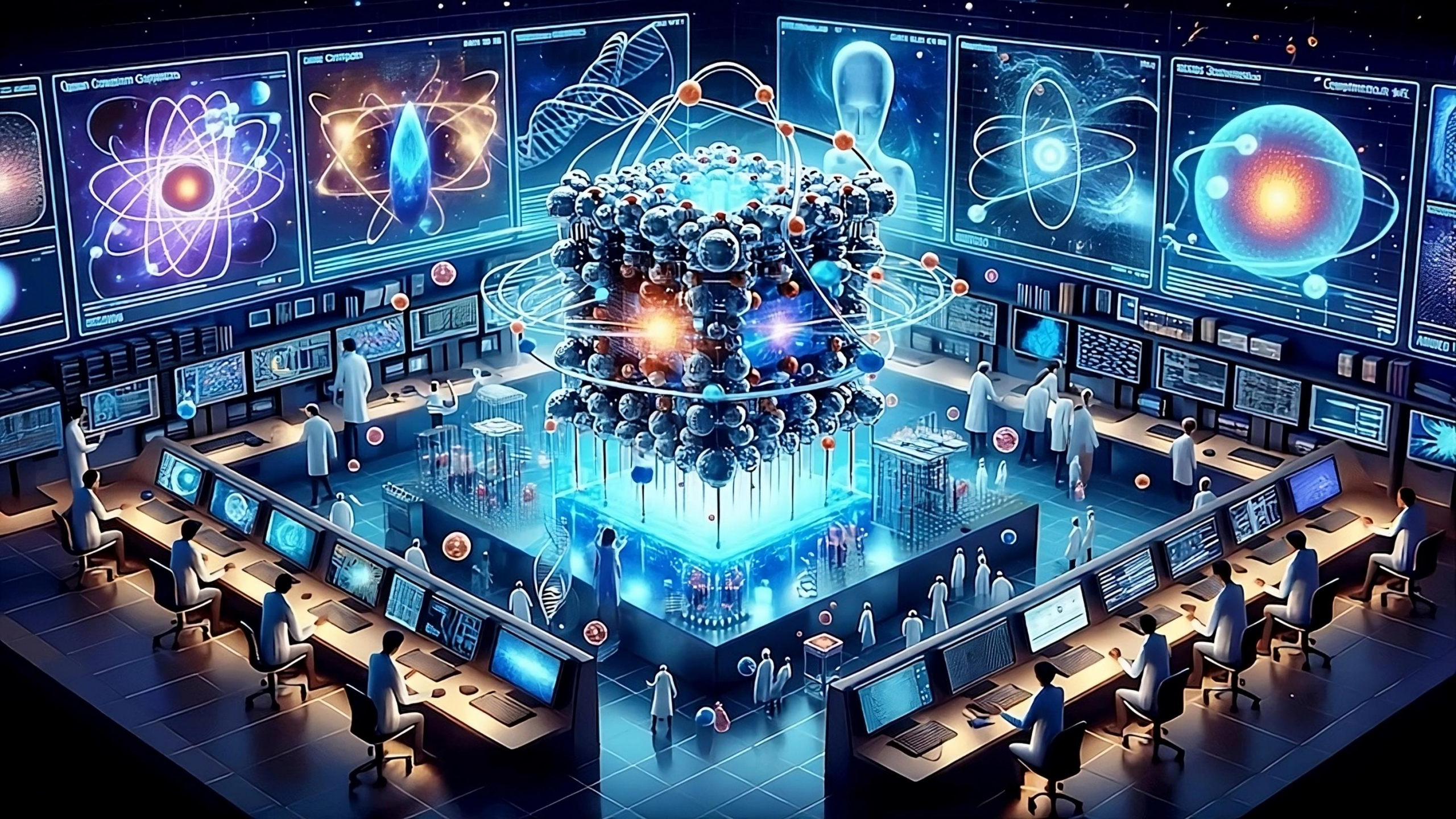


# The Need for Quantum Computation



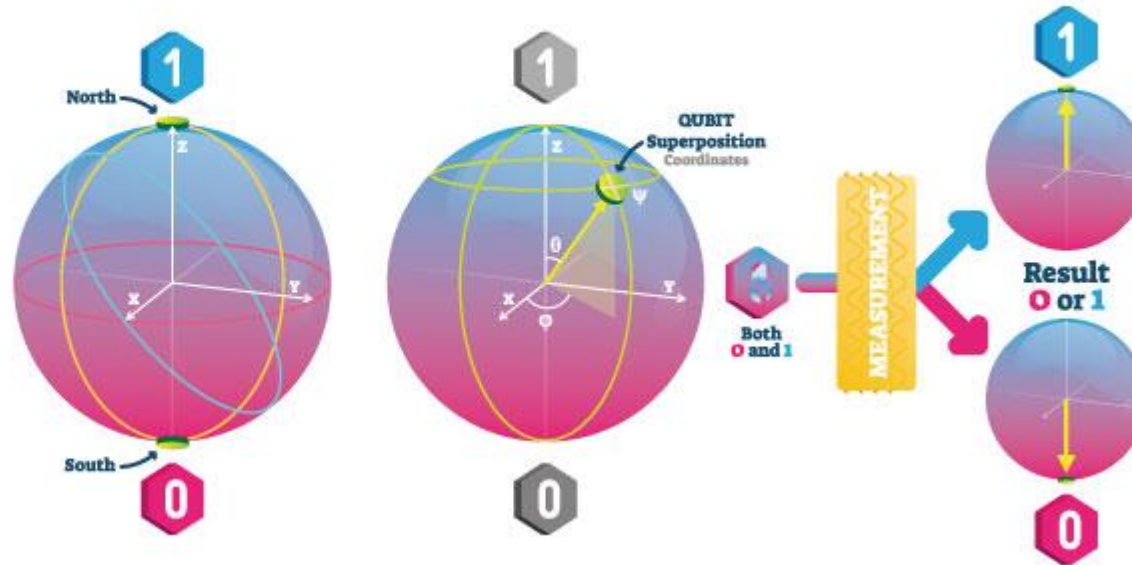
- 1981: **Richard Feynman** proposed the idea of creating machines based on the laws of quantum mechanics instead of the laws of classical physics.





# Key Concepts in Quantum Computing

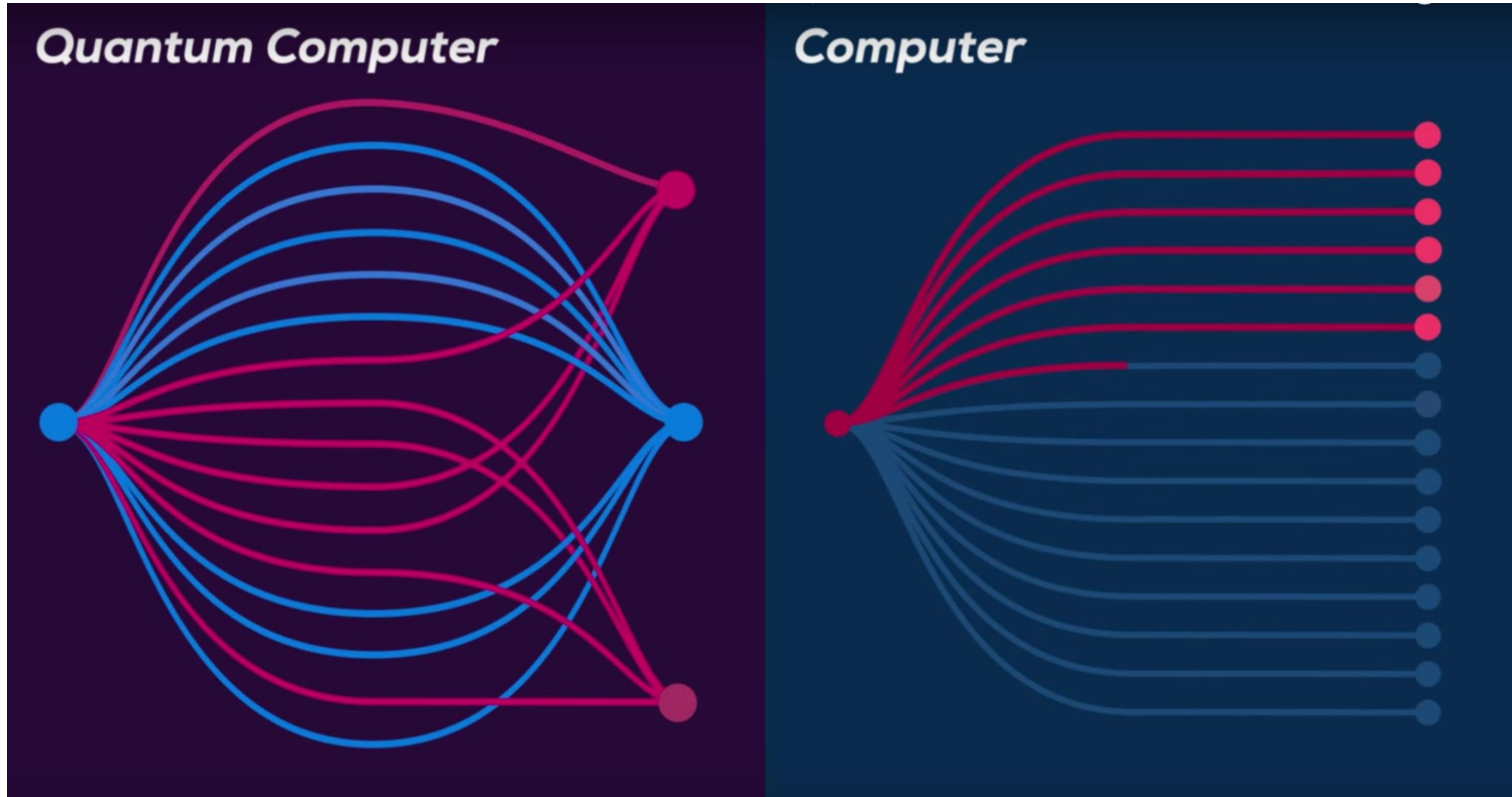
## Qubit Superposition



$$|\psi\rangle = \alpha_1|0\rangle + \alpha_2|1\rangle$$

Where  $\alpha_1$  and  $\alpha_2$  are complex numbers and  $|\alpha_1|^2 + |\alpha_2|^2 = 1$

# Key Concepts in Quantum Computing

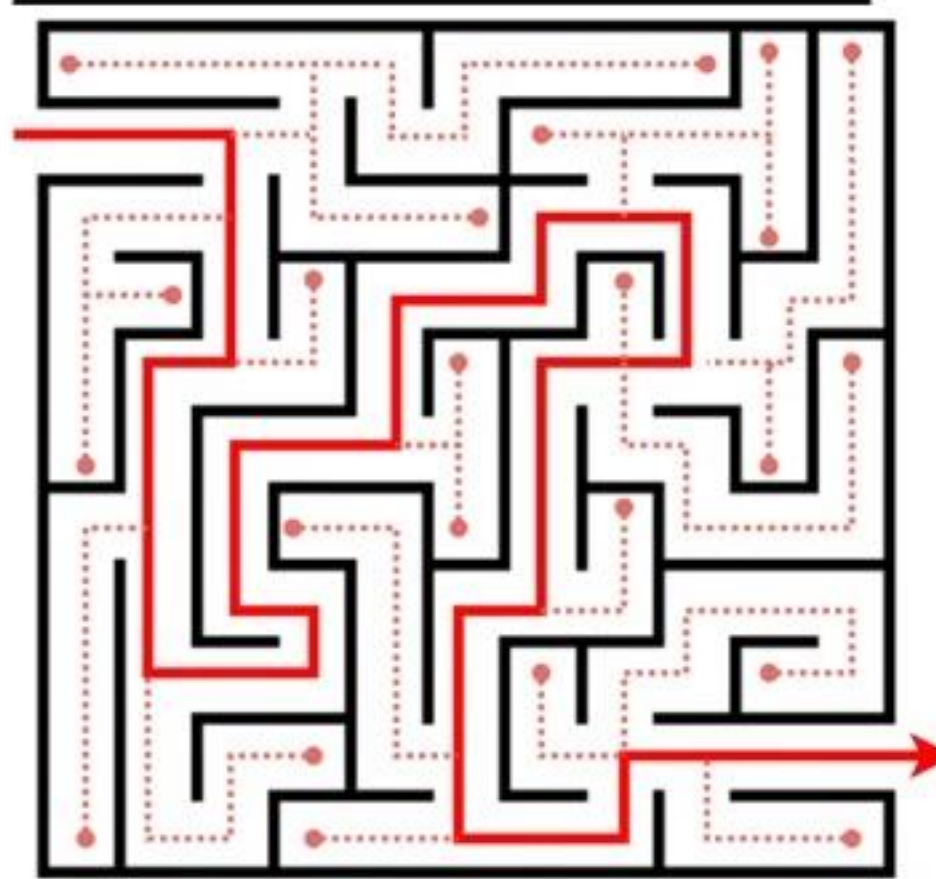
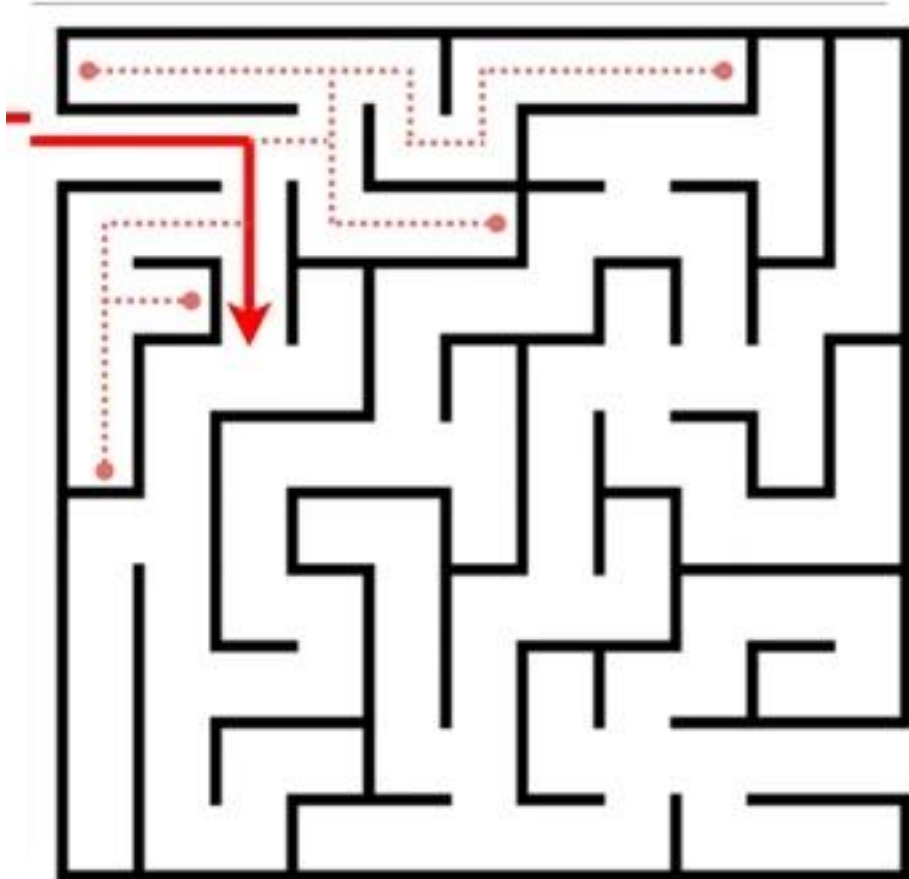


# Key Concepts in Quantum Computing

Classical computer

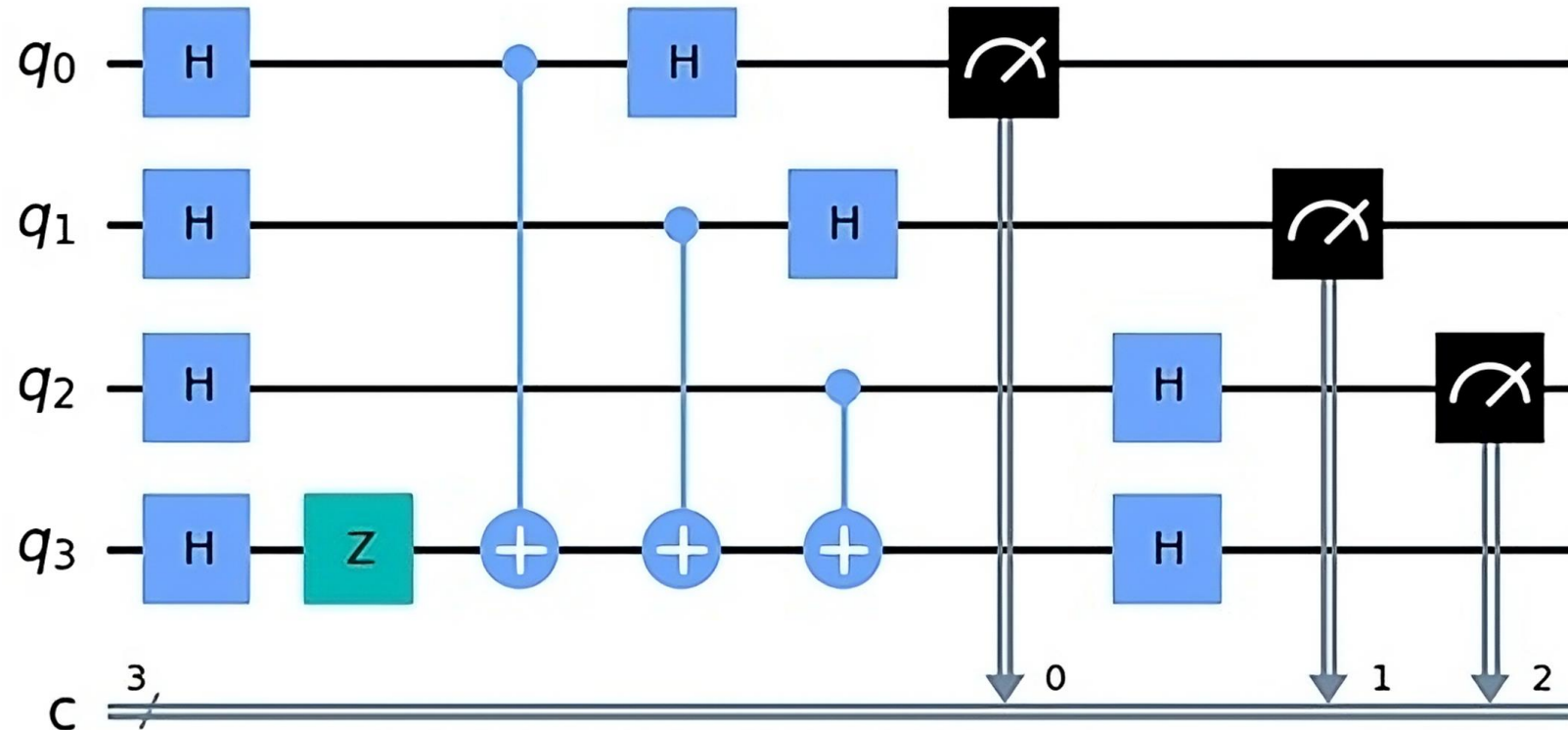
VS

Quantum Computer



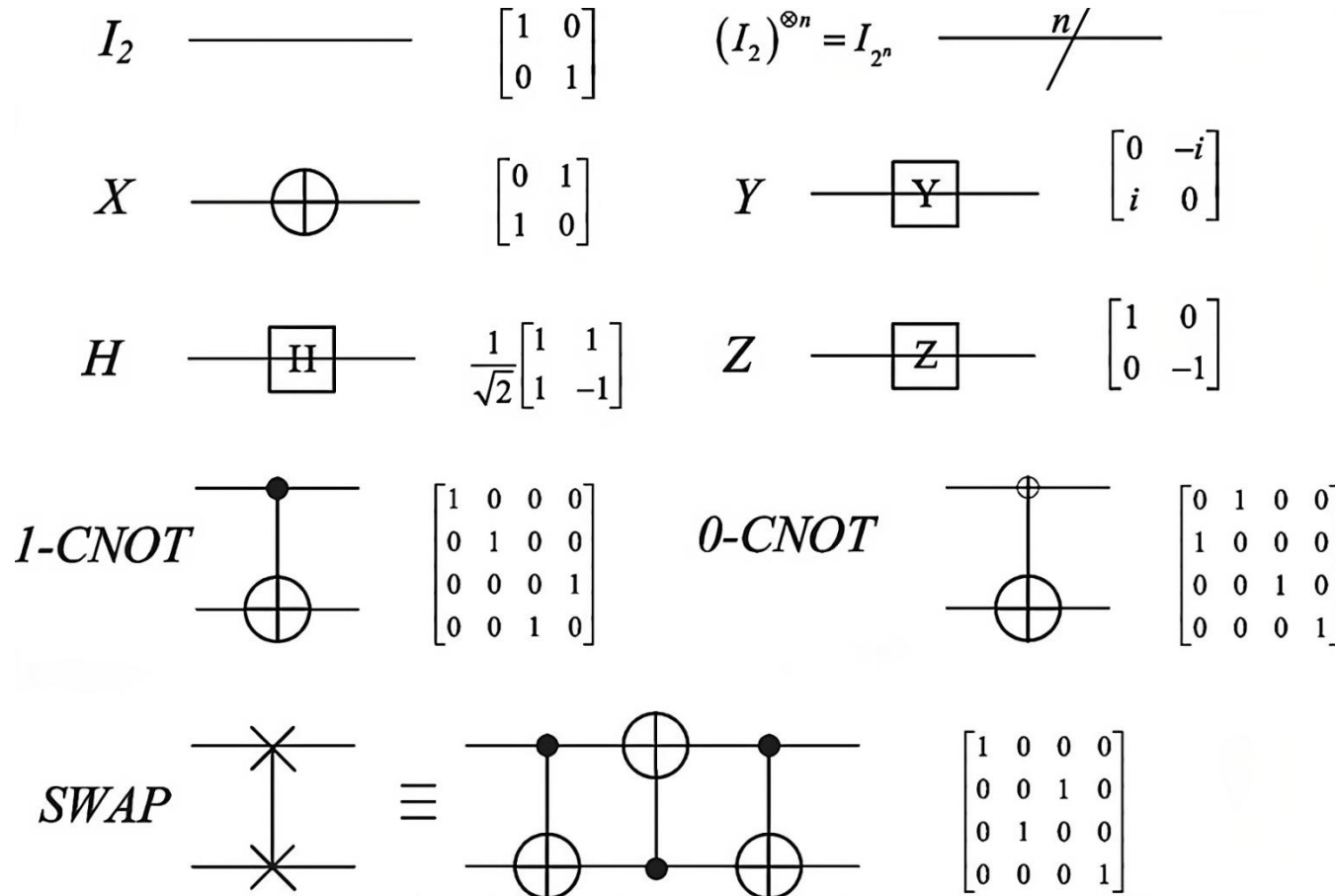
# Quantum circuits and Quantum Algorithm

- In the *quantum circuit* model, the wires represent qubits and the gates represent both unitary operations and measurements.



# Quantum circuits and Quantum Algorithm

- In the *quantum circuit* model, the wires represent qubits and the gates represent both unitary operations and measurements.

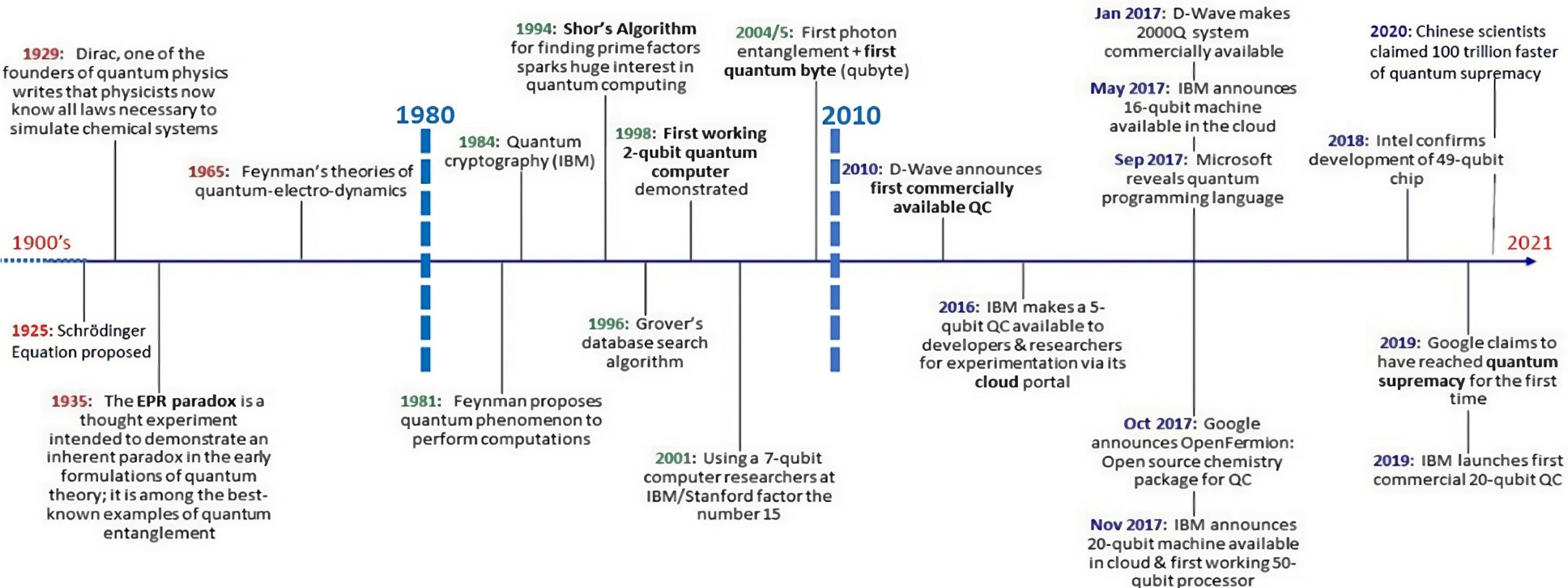


# Quantum physics timeline

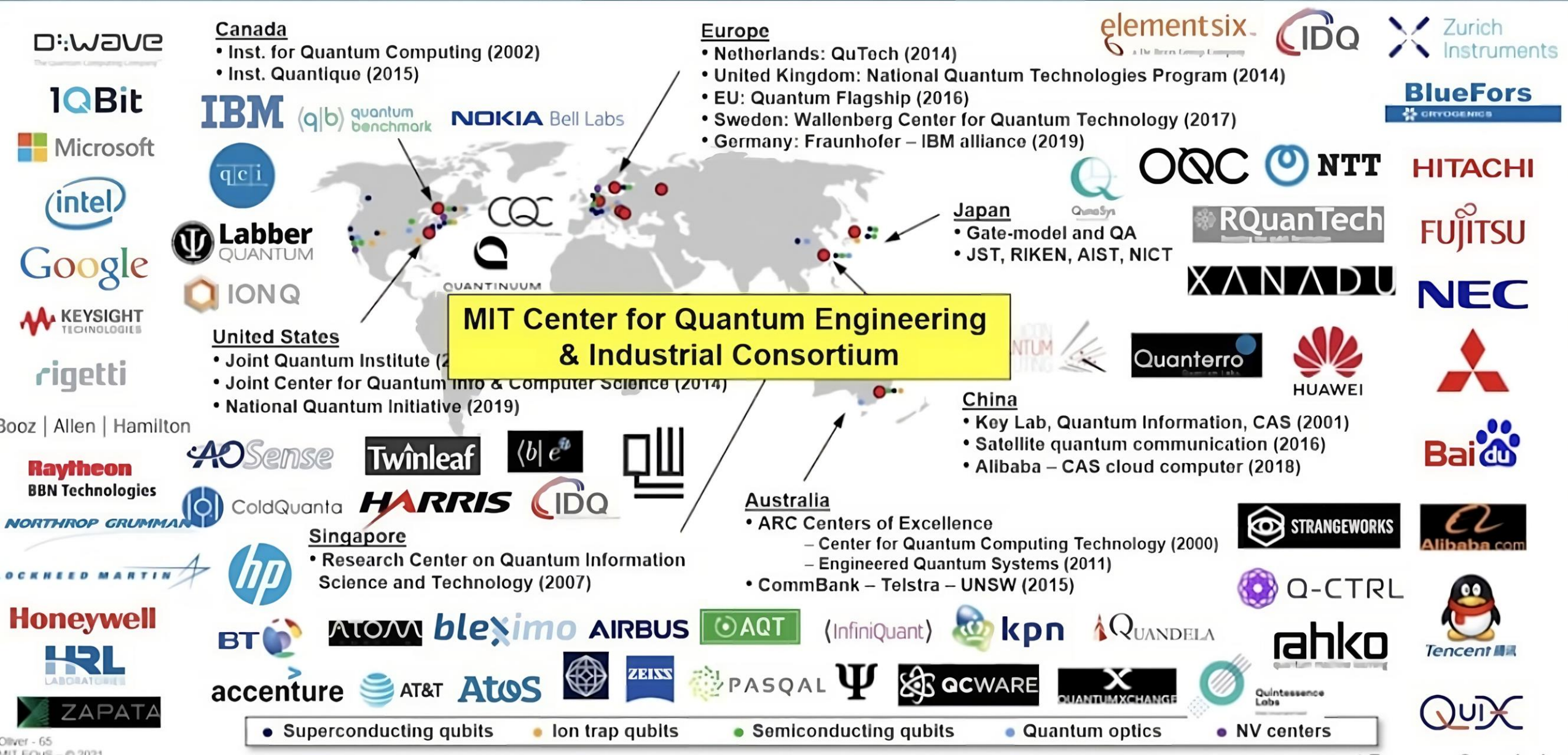
## The Foundations

## From Theory to Practice

## Commercialization & Application



# Which companies





# What does a quantum computer look like?



Chinese 76-qubit photon-based quantum computer



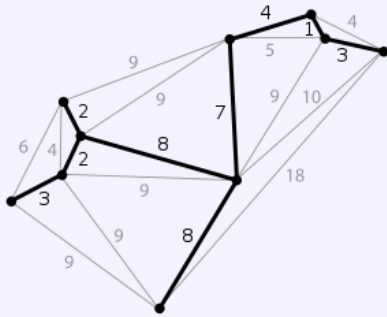
IonQ, ion-trap-based 32-qubit quantum computer



IBM 53-qubit superconductor-based quantum computer

The classification of different types of problems and their applications.

### Type of problem



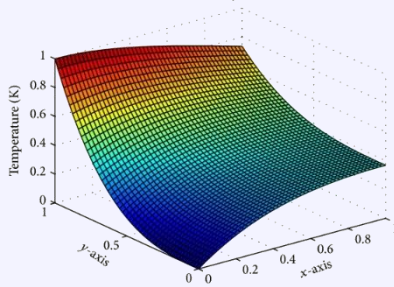
Combinatorial optimization

Useful for  
Minimizing or maximizing an objective function, such as finding the most efficient allocation of resources or the shortest distance between a set of points (e.g., the Traveling Salesman Problem).

### Industrial applications

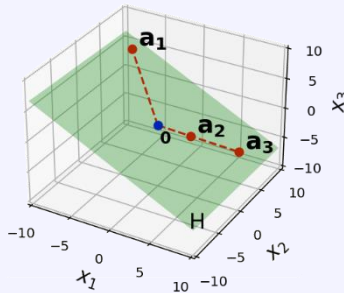
- Network optimization
- Supply chain optimization
- Portfolio optimization
  
- Computational fluid dynamics simulation
- Molecular simulation for the discovery of specialized materials and drugs.
  
- Risk management in finance
- DNA sequence classification
- Marketing
  
- Codebreaking and cryptanalysis (e.g., for government agencies).

PDE1 analytical solution



Differential equation

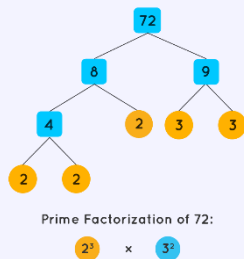
Useful for  
Modeling the behavior of complex systems involving fundamental physical laws (e.g., Navier-Stokes equations for fluid dynamics and chemistry).



Linear algebra

Useful for  
Machine learning techniques such as clustering, pattern matching, and principal component analysis, as well as support vector machines, which have widespread applications in industry.

Prime Factorization of 72



Factoring

Useful for  
Cryptography and computer security, where today's most common protocols (such as RSA) rely on the feasibility (for classical computers) of factoring the product of two large prime numbers.

# The impact of quantum computing on various industrial problems

Leading use cases of quantum computing being explored by industry.

The added value generated by quantum computing is estimated to be \$700 billion.



## Automotive

- Traffic flow management
- Automotive design optimization
- Crash simulation
- Battery manufacturing
- Industrial efficiency
- Supply chain optimization

**\$80 billion.**

- Potential Benefits**
- Efficient automotive production and sales
  - Designing better materials
  - Entering new markets



## Aerospace

- Air traffic control
- Aircraft design optimization
- Fleet, crew, and fuel optimization
- Cargo loading optimization
- Supply chain optimization

...

- Efficient aircraft and satellite manufacturing



## Chemical Materials

- Chemical reaction modeling and optimization
- Battery manufacturing
- Molecular simulation and discovery

**\$300 billion.**

- Entering new markets through new materials
- Producing efficient products



## Financial Services

- Risk management
- Dynamic portfolio management
- Derivatives pricing
- Detection of financial data manipulation

**\$120 billion.**

- Better understanding of risk exposure
- Improved portfolio returns
- Lower fraud risk



## Biological Sciences

- Biological target identification
- Evidence synthesis for identification and optimization
- Drug interaction detection
- Disease diagnosis
- Clinical trial optimization

**\$200 billion.**

- Faster drug production
- Efficient drug development
- Higher return on investment
- Entering new markets

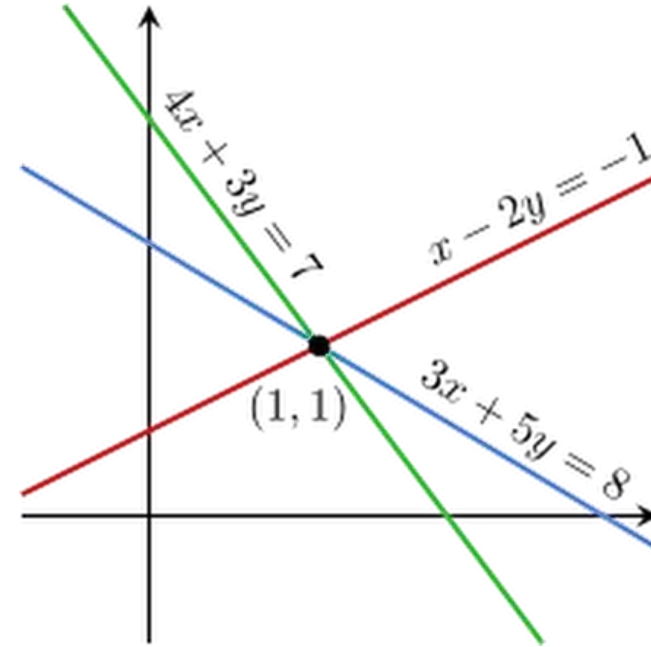
# What is the HHL algorithm?

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# Applications of System of Linear Equations

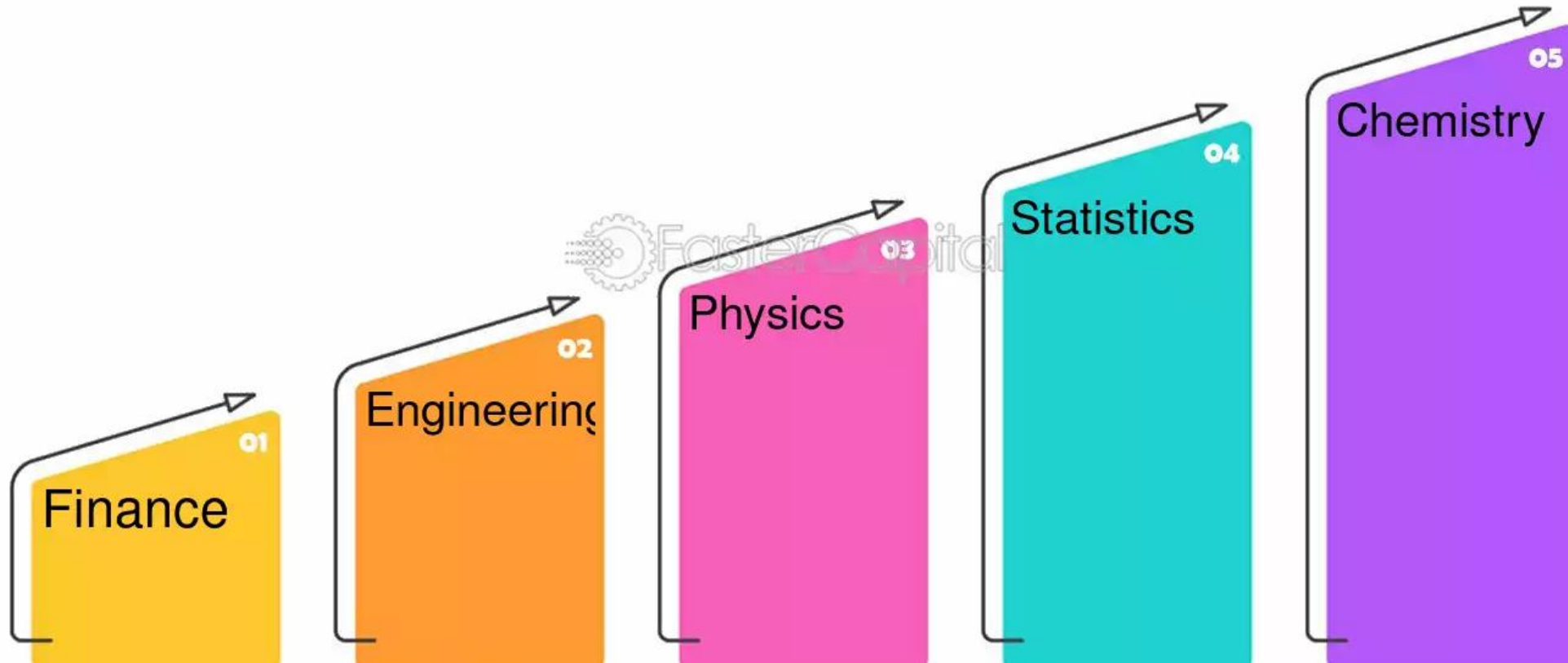
$$\begin{cases} 4x + 3y = 7 \\ x - 2y = -1 \\ 3x + 5y = 8 \end{cases}$$



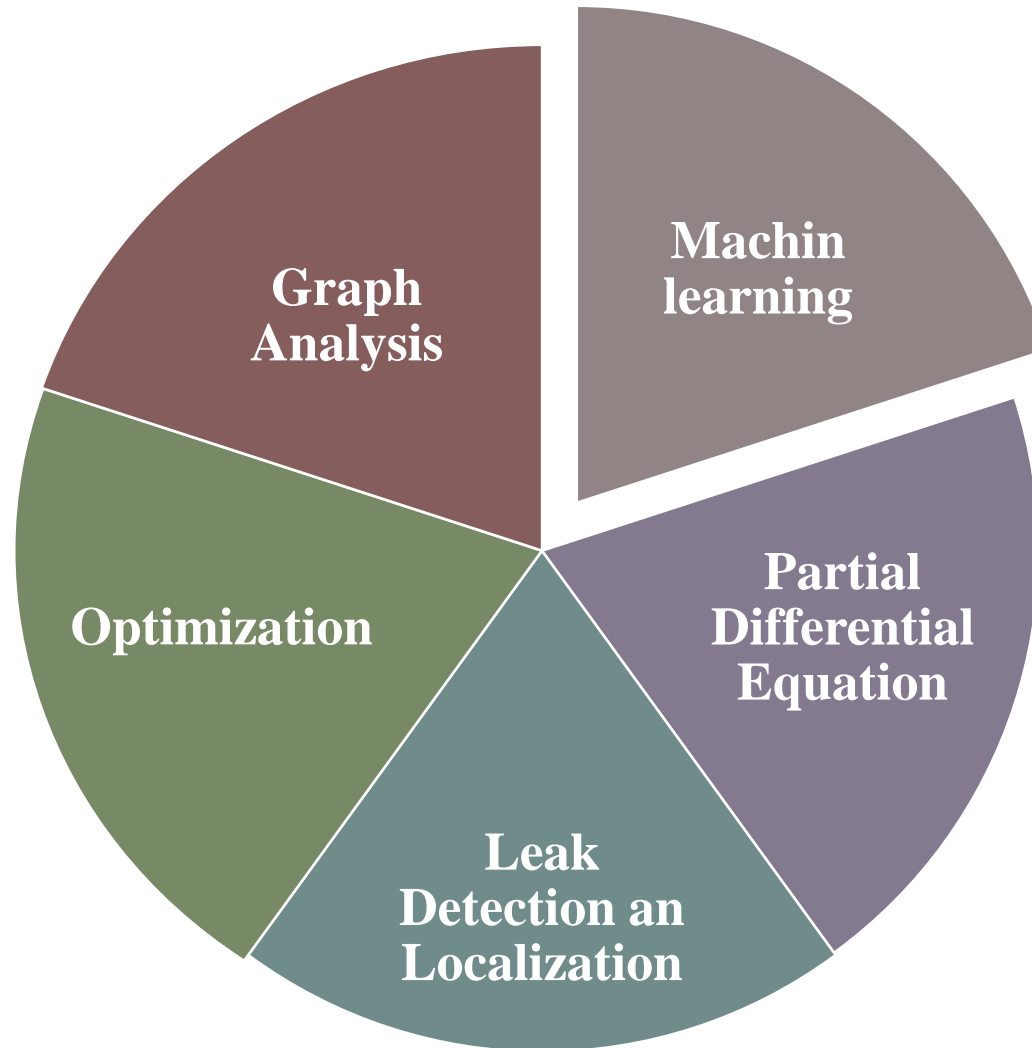
- ✓ As a result linear system problem (LSP) can be represented as the following:

$$A\vec{x} = \vec{b}$$

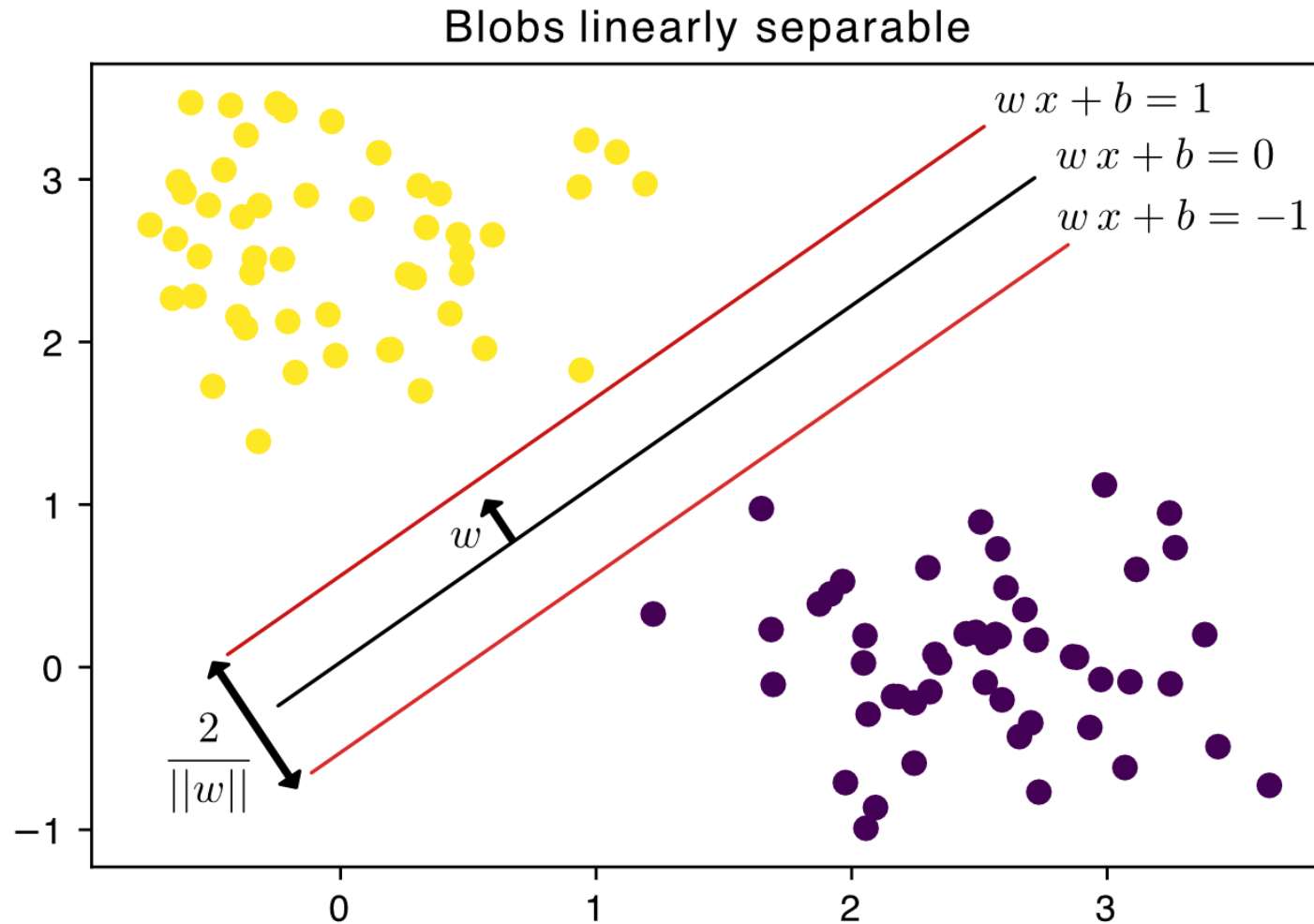
# Applications of System of Linear Equations



# Applications of System of Linear Equations



# Applications of System of Linear Equations





# System of Linear Equations

**Gaussian Elimination**

$$\begin{array}{r} x + y - z = -2 \\ 2x - y + z = 5 \\ -x + 2y + 2z = 1 \end{array} \rightarrow \left[ \begin{array}{ccc|c} 1 & 1 & -1 & -2 \\ 2 & -1 & 1 & 5 \\ -1 & 2 & 2 & 1 \end{array} \right]$$


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$$\begin{array}{r} x + y - z = 2 \\ y - z = -3 \\ z = 2 \end{array} \leftarrow \left[ \begin{array}{ccc|c} 1 & 1 & -1 & 2 \\ 0 & 1 & -1 & -3 \\ 0 & 0 & 1 & 2 \end{array} \right]$$

$$\begin{bmatrix} l_{11} & 0 & 0 \\ l_{21} & l_{22} & 0 \\ l_{31} & l_{32} & l_{33} \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{bmatrix}$$

The **LU** decomposition

Algorithms	Time complexity
Gauss-Jordan elimination	$O(n^3)$
Strassen algorithm [14]	$O(n^{2.807})$
Coppersmith-Winograd algorithm [15]	$O(n^{2.376})$
Williams algorithm [16]	$O(n^{2.373})$

# Iterative Method for Solving System of Linear Equations

$$\sum_j E_{i,j} \mathbf{x}_j^{(k+1)} = \sum_j F_{i,j} \mathbf{x}_j^{(k)} + \mathbf{b}_i.$$

Various selections of the matrices  $E$  and  $F$  lead to different iterative methods.

$$E_{i,j} = \frac{1}{\omega} D_{i,j} + L_{i,j}$$
$$F_{i,j} = \left( \frac{1}{\omega} - 1 \right) D_{i,j} - U_{i,j}$$
$$D_{i,j} = \begin{cases} A_{i,j}, & \text{if } i = j. \\ 0, & \text{otherwise.} \end{cases}$$
$$U_{i,j} = \begin{cases} A_{i,j}, & \text{if } i < j. \\ 0, & \text{otherwise.} \end{cases}$$
$$L_{i,j} = \begin{cases} A_{i,j}, & \text{if } i > j. \\ 0, & \text{otherwise.} \end{cases}$$

# The Harrow-Hassidim-Lloyd Algorithm (HHL)

## Harrow-Hassidim-Lloyd (HHL)

- This is a quantum algorithm for solving **a system of linear equations**.
- This algorithm is designed based on **quantum computer**.
- This algorithm uses the quantum **phase estimation** and **Fourier transfer**.
- This algorithm provides an **exponential speedup**.

# The HHL Algorithm

- ✓ A linear system problem (LSP) can be represented as the following:

$$A\vec{x} = \vec{b}$$

- ✓ Where  $A$  is a  $Nb * Nb$  Hermitian matrix.

$$\vec{x} = A^{-1}\vec{b}$$

$$\begin{bmatrix} \mathbf{0} & A \\ A^\dagger & \mathbf{0} \end{bmatrix}$$

- ✓ For simplicity, it is assumed  $Nb = 2^{nb}$ .

# The HHL Algorithm Main Idea

➤ Since  $A$  is a Hermitian matrix, it has a spectral decomposition as follows:

$$A = \sum_{i=0}^{2^{n_b}-1} \lambda_i |u_i\rangle\langle u_i| \quad , \lambda_i \in \mathbb{R} \quad \rightarrow \quad A^{-1} = \sum_{i=0}^{2^{n_b}-1} \lambda_i^{-1} |u_i\rangle\langle u_i|$$

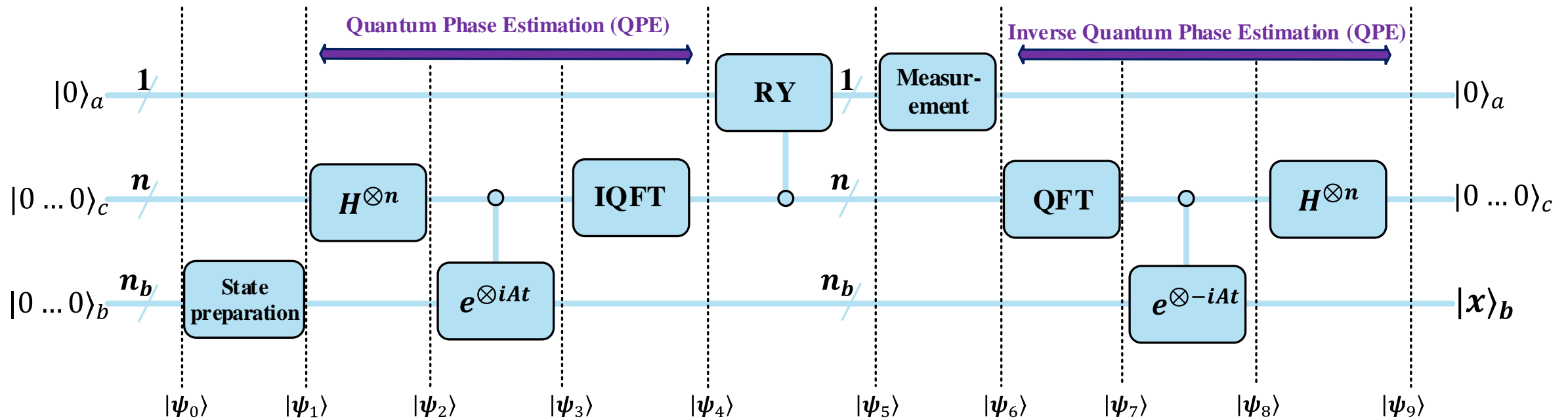
➤ Accordingly, the right side of the equation can be written as follows based on the eigenvalues:

$$|b\rangle = \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle, \quad \sum_{j=0}^{2^{n_b}-1} |b_j|^2 = 1$$

$$|x\rangle = A^{-1}|b\rangle = \sum_{i=0}^{2^{n_b}-1} \lambda_i^{-1} b_i |u_i\rangle, \quad \sum_{i=0}^{2^{n_b}-1} |\lambda_i^{-1} b_j|^2 = 1$$

# The HHL Algorithm

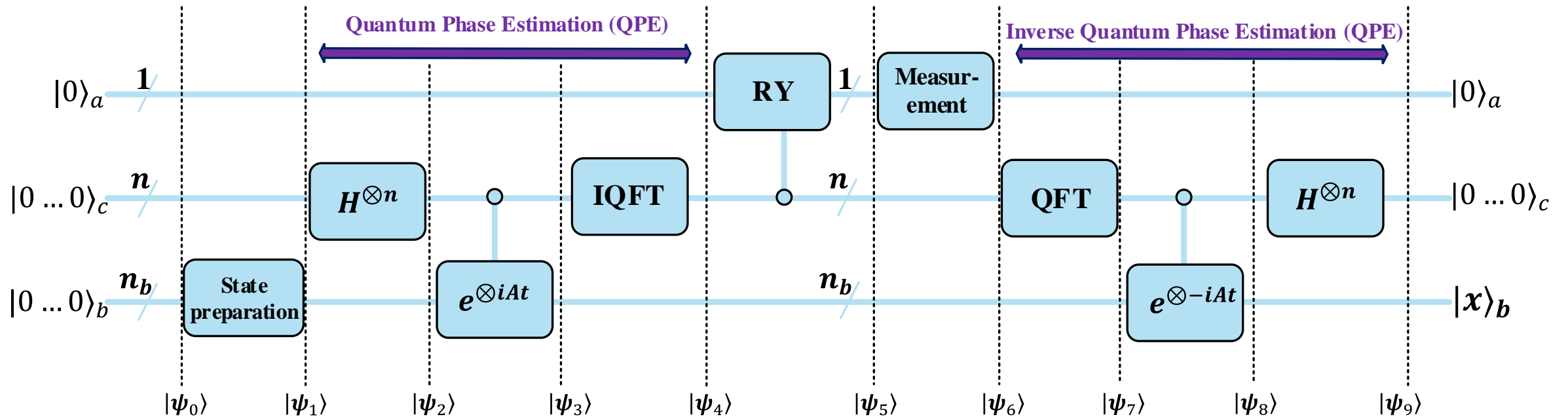
✓ The below figure shows the schematic of the HHL.



$$|\psi_0\rangle = |0 \dots 0\rangle_b |0 \dots 0\rangle_c |0\rangle_a = |0\rangle^{\otimes n_b} |0\rangle^{\otimes n_c} |0\rangle$$

# The HHL Algorithm (Loading)

$$\vec{b} = \begin{pmatrix} \beta_0 \\ \beta_1 \\ \vdots \\ \beta_{n_b-1} \end{pmatrix} \Leftrightarrow \beta_0 |0\rangle + \beta_1 |1\rangle + \dots + \beta_{n_b-1} |n_b - 1\rangle = |b\rangle$$



$$|\psi_1\rangle = |b\rangle_b |0 \dots 0\rangle_c |0\rangle_a$$

# The HHL Algorithm (Phase Estimation)

Therefore, in QPE, qubits of stability  $c$  are used to represent the phase information  $U$  and the accuracy depends on the number of qubits  $n$ .

$$U|b\rangle = e^{2\pi i\phi} |b\rangle$$

Since the relationship between  $U$  and  $A$  is  $U = e^{iAt}$ , assuming that  $|b\rangle$  is the eigenvector of  $U$ :

$$U|u_j\rangle = e^{i\lambda_j t} |u_j\rangle$$

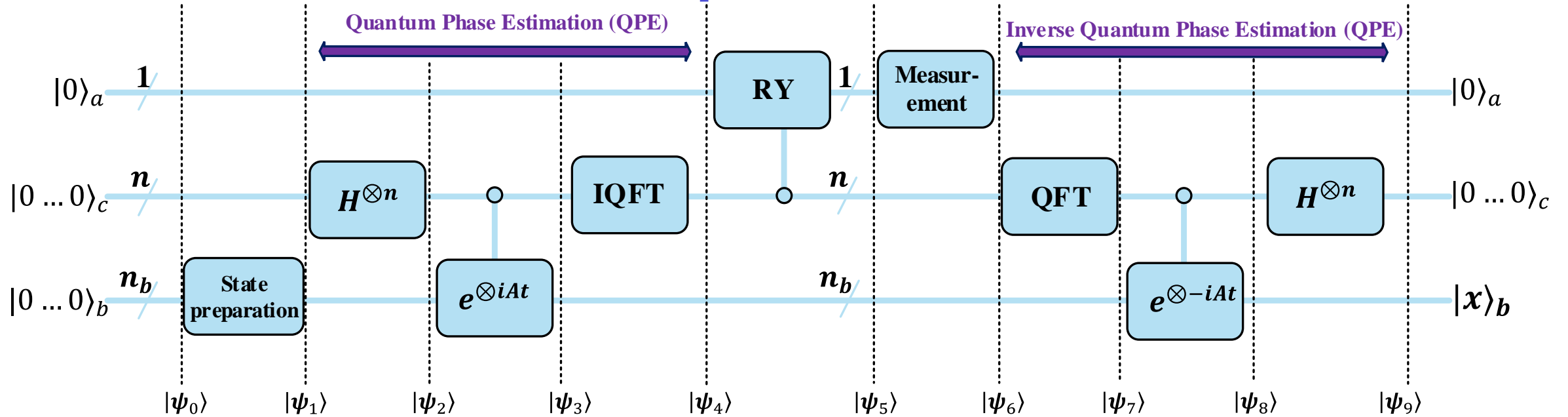
By equalizing  $2\pi i\phi$  and  $i\lambda_j t$  angle  $\phi = \lambda_j t / 2\pi$  as a result by considering  $\tilde{\lambda}_j = \lambda_j t / 2\pi$ :

$$|\psi_4\rangle = |u_j\rangle |\tilde{\lambda}_j\rangle |0\rangle_a$$



# The HHL Algorithm (Phase Estimation)

$$|\psi_4\rangle = \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle |0\rangle_a$$



$$|\psi_1\rangle = |b\rangle_b |0 \dots 0\rangle_c |0\rangle_a$$

# The HHL Algorithm (Eigen Value Inversion)

By applying the rotation gate along the y axis, we have:

$$|\psi_5\rangle = \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle \left( \sqrt{1 - \frac{C^2}{\tilde{\lambda}_j^2}} |0\rangle_a + \frac{C}{\tilde{\lambda}_j} |1\rangle_a \right)$$

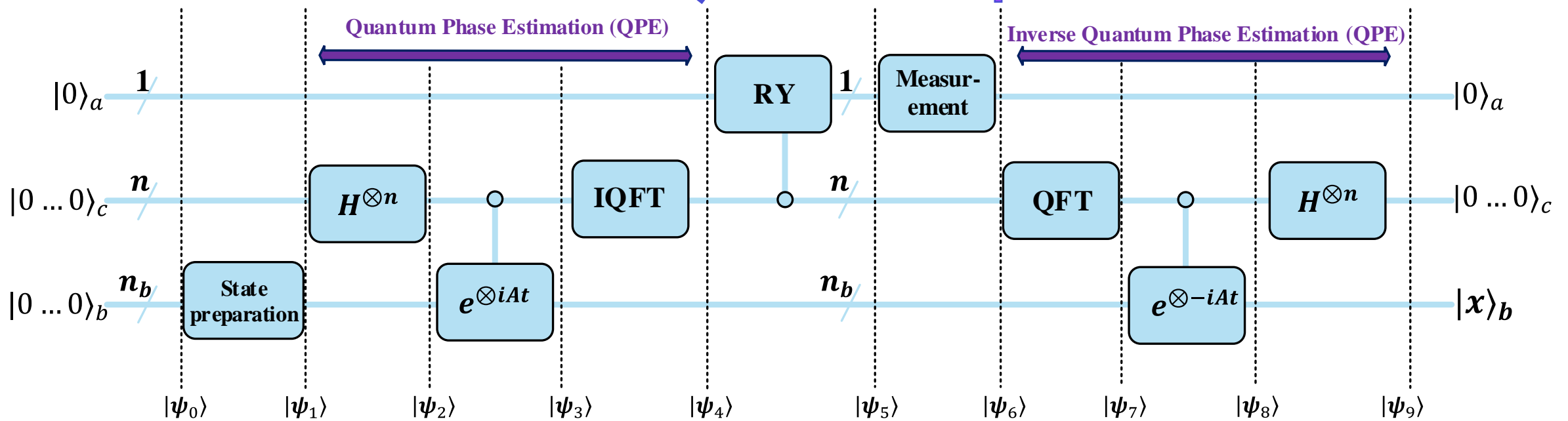
If the ancilla qubit is  $|0\rangle$ , the result is discarded and the calculation is repeated until the measurement is  $|1\rangle$ . Therefore, the desired final wave function is as follows:

$$|\psi_6\rangle = \frac{1}{\sqrt{\sum_{j=0}^{2^{n_b}-1} \left| \frac{b_j C}{\tilde{\lambda}_j} \right|^2}} \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle \frac{C}{\tilde{\lambda}_j} |1\rangle_a$$

# The HHL Algorithm (Eigen Value Inversion)

$$|\psi_4\rangle = \sum_{j=0}^{2^{n_b}-1} b_j |u_j\rangle |\tilde{\lambda}_j\rangle |0\rangle_a$$

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$$|\psi_1\rangle = |b\rangle_b |0 \dots 0\rangle_c |0\rangle_a$$

# The HHL Algorithm (Uncommuted Step)

Apply this stage according to the entanglement of the  $b$  and  $|\tilde{\lambda}_j\rangle$ :

$$|\psi_9\rangle = \frac{1}{2^{\frac{n}{2}} \sqrt{\sum_{j=0}^{2^{n_b}-1} \left| \frac{b_j}{\lambda_j} \right|^2}} |x\rangle |0\rangle_0^{\otimes n} |1\rangle_a$$

Since:

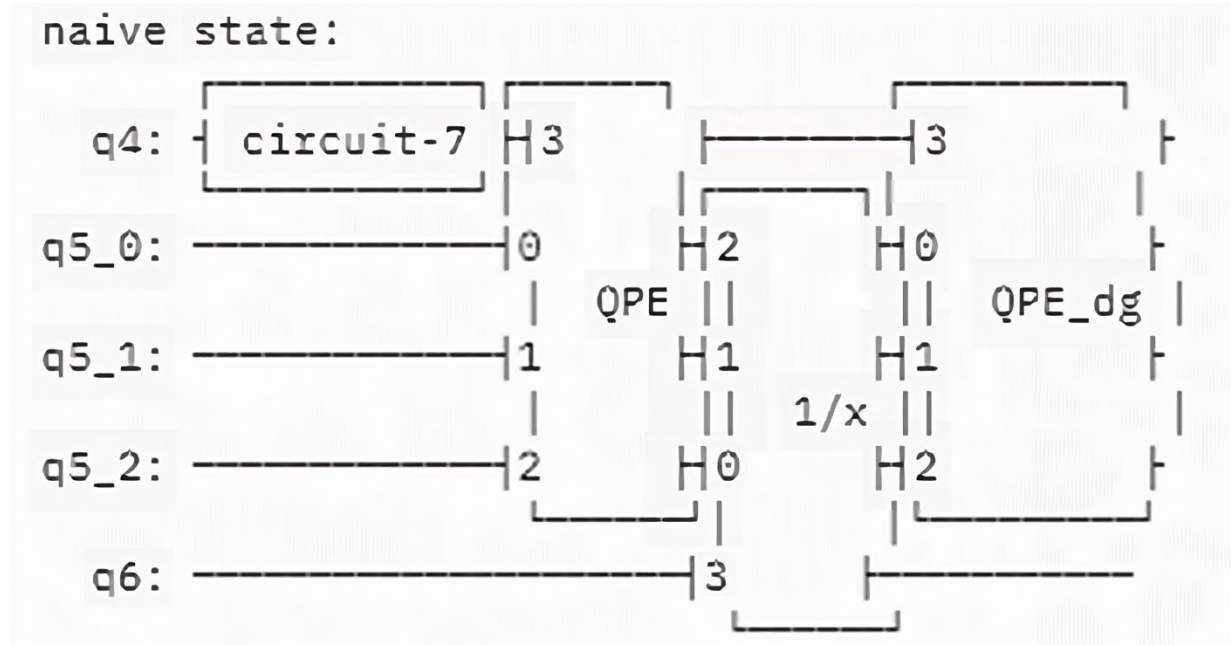
$$\sum_{i=0}^{2^{n_b}-1} |\lambda_i^{-1} b_i| = 1$$

As a result:

$$|\psi_9\rangle = |x\rangle |0\rangle_0^{\otimes n} |1\rangle_a$$

# Implementation of the HHL algorithm on Qiskit platform

```
print('naive state:')  
print(naive_hhl_solution.state)
```



```
print('classical Euclidean norm:', classical_solution.euclidean_norm)  
print('naive Euclidean norm:', naive_hhl_solution.euclidean_norm)
```

```
classical Euclidean norm: 1.1858541225631423  
naive Euclidean norm: 1.185854122563138
```

# Implementation of the HHL algorithm on Qiskit platform

The accuracy of HHL algorithm has been investigated by solving two sets of equations.

First example: Solving a 2\*2 system of equations:

```
from qiskit.algorithms.linear_solvers.numpy_linear_solver
import NumPyLinearSolver
```

```
matrix = np.array([[1, -1/3], [-1/3, 1]])
```

```
vector = np.array([1, 0])
```

```
naive_hhl_solution = MY_HHL().solve(matrix, vector)
```

```
classical_solution = NumPyLinearSolver().solve(matrix, vector / np.linalg.norm(vector))
```

```
print('classical state:', classical_solution.state)
```

# Implementation of the HHL algorithm on Qiskit platform

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Second example: The solution of a 3x3 equation device has been investigated.

```
#define matrix and vector for solve
```

```
matrix = np.array([[0.0457968, -0.0309112, 0.0122894,0], [-0.0309112, 0.0520833, -  
0.0126651,0],[0.0122894, -0.0126651, 0.457968,0],[0,0,0,1]])
```

```
vector = np.array([0.000049, 0.0019531 , 0.00049,0])
```

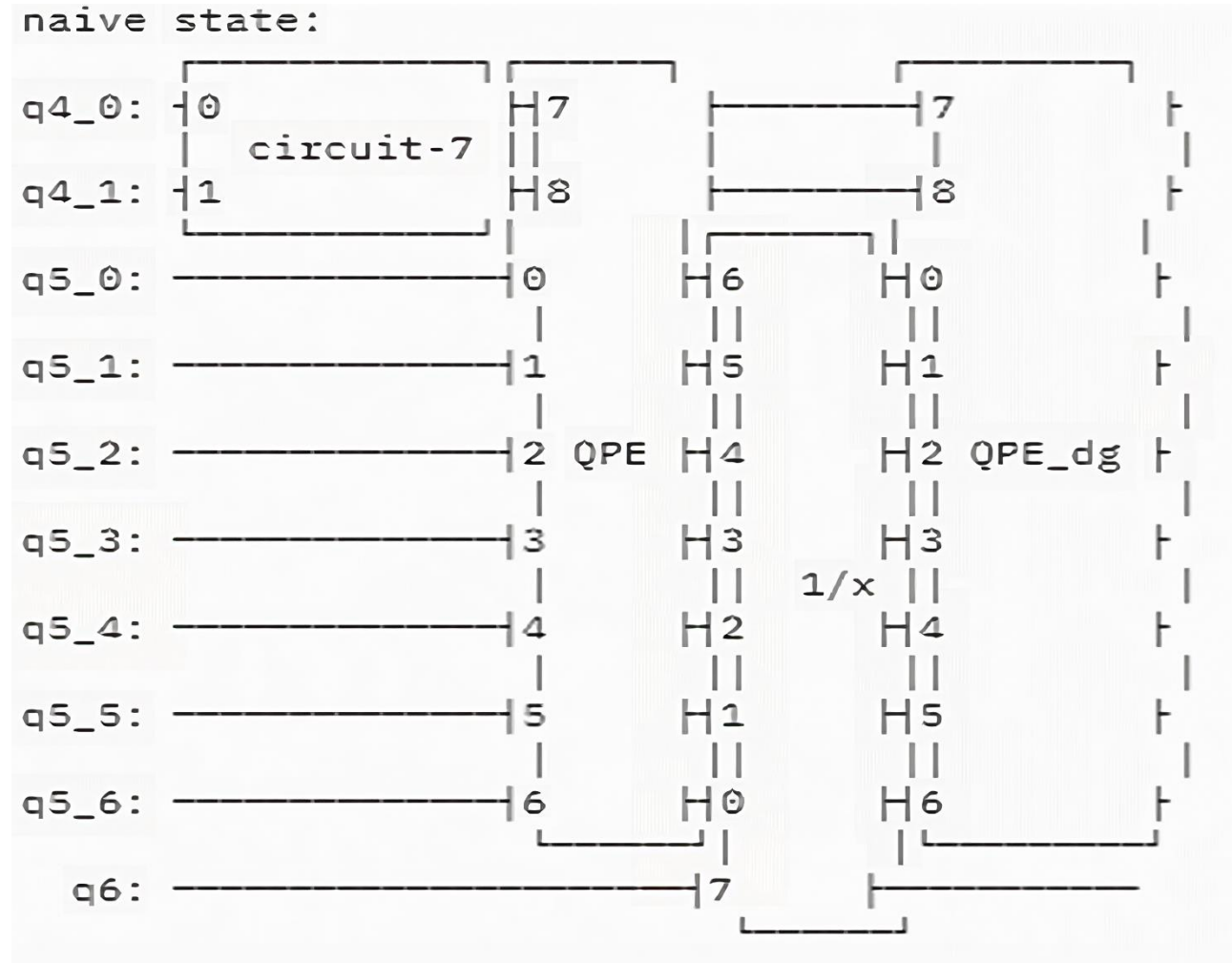
```
naive_hhl_solution = MyHHL().solve(matrix, vector)
```

```
classical_solution = NumPyLinearSolver().solve(matrix, vector / np.linalg.norm(vector))
```

```
print('classical state:', classical_solution.state)
```

# Implementation of the HHL algorithm on Qiskit platform

```
print('naive state:')  
print(naive_hhl_solution.state)
```





# Implementation of the HHL algorithm on Qiskit platform

```
print('classical Euclidean norm:', classical_solution.euclidean_norm)
print('naive Euclidean norm:', naive_hhl_solution.euclidean_norm)
```

```
classical Euclidean norm: 38.42922665790783
naive Euclidean norm: 38.43989823369082
```

```
from qiskit.quantum_info import Statevector
naive_sv = Statevector(naive_hhl_solution.state).data
naive_full_vector = np.array([naive_sv[512], naive_sv[513], naive_sv[514], naive_sv[515]])
print('naive raw solution vector:', naive_full_vector)
```

```
naive raw solution vector: [-2.73876640e-01-2.73876640e-01j -4.00967262e-01-4.00967262e-01j
                           -1.04173614e-02-1.04173614e-02j  3.60496340e-16-4.84428988e-17j  ]
```

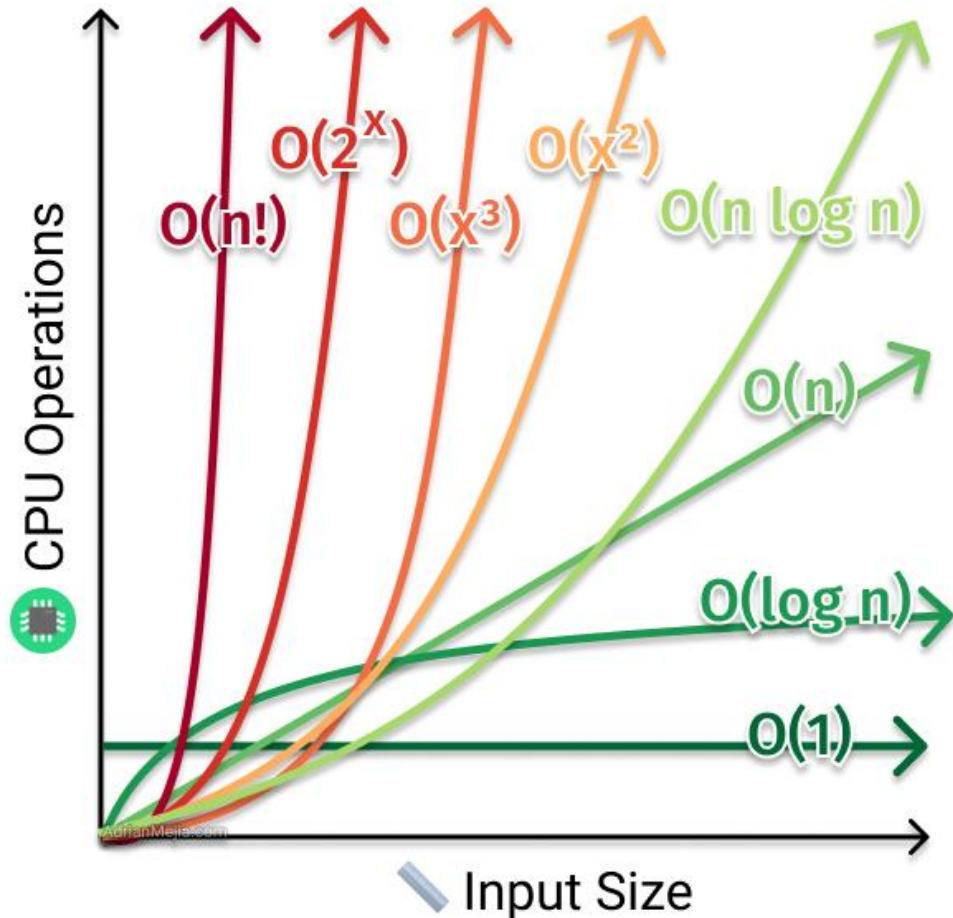
```
print('full naive solution vector:', -
naive_hhl_solution.euclidean_norm*naive_full_vector/np.linalg.norm(naive_full_vector))
print('classical state:', classical_solution.state)
```

```
full naive solution vector: [ 2.16760881e+01  3.17347318e+01  8.24486687e-01 -2.85316427e-14]
classical state: [21.70665637  31.7008716  0.82539112  0. ]
```

# Time Complexity of HHL and classical algorithm

Comparing the solving speed of HHL algorithm with increasing problem size (n)

## 🕒 Time Complexity



Matrix size	# classic operation	#Quantum operation
10*10	$10^3 = 1000$	$\log_{10} 10 = 1$
20*20	$20^3 = 8000$	$\log_{10} 20 = 1.3$
30*30	$30^3 = 1000$	$\log_{10} 30 = 1.47$
40*40	$40^3 = 1000$	$\log_{10} 40 = 1.6$
50*50	$50^3 = 1000$	$\log_{10} 50 = 1.69$
100*100	$100^3 = 1M$	$\log_{10} 100 = 2$
1000*1000	$1000^3 = 1G$	$\log_{10} 1000 = 3$

# Qiskit toolkit and quantum algorithm simulation

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# Quantum Computing Software Of 2024



## 1 Quantum Inspire

Best for diverse quantum backends compatibility

- Pricing upon request



## 2 Amazon Braket

Best for experimenting with quantum hardware

- From \$0.075/user/month (billed based on usage).



## 3 Azure Quantum

Best for cloud quantum resources on Azure

- Pricing upon request



## 4 Rigetti Computing

Best for quantum-first hybrid systems

- Pricing upon request



## 5 IBM Quantum Cloud Software

Best for open-source quantum community collaboration

- Pricing upon request



## 6 Intel Quantum Simulator

Best for high-performance quantum simulations

- Pricing upon request



## 7 D-Wave Leap

Best for annealing-based quantum computing

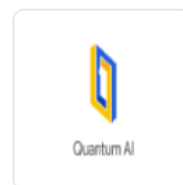
- Pricing upon request



## 8 Xanadu PennyLane

Best for quantum neural networks

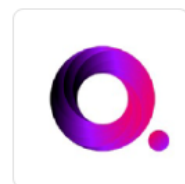
- Pricing upon request



## 9 Quantum AI

Best for Google's quantum research ecosystem

- Pricing upon request



## 10 qBraid

Best for quantum learning environments

- Pricing upon request



# Quantum Computing Software Of 2024

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- |    |   |    |   |
|----|---|----|---|
| 11 | <a href="#"><u>Strangeworks</u></a><br>Best for collaborative quantum projects          | 12 | <a href="#"><u>QuTiP</u></a><br>Best for open-source quantum dynamics           |
| 13 | <a href="#"><u>ProjectQ</u></a><br>Good for easy integration with C++                   | 14 | <a href="#"><u>QC Ware</u></a><br>Good for enterprise quantum solutions         |
| 15 | <a href="#"><u>OpenFermion</u></a><br>Good for quantum algorithms in chemistry          | 16 | <a href="#"><u>BlueQubit</u></a><br>Good for cloud-based quantum simulations    |
| 17 | <a href="#"><u>QX Simulator</u></a><br>Good for high-level quantum assembly programming | 18 | <a href="#"><u>Strawberry Fields</u></a><br>Good for photonic quantum computing |
| 19 | <a href="#"><u>Zapata Computing</u></a><br>Good for quantum-enhanced machine learning   |    |   |

# Qiskit Overview

Institution	IBM
First Release	0.1 on March 7, 2017
Open Source	Yes
License	Apache-2.0
HomePage	<a href="https://qiskit.org/">https://qiskit.org/</a>
Github	<a href="https://github.com/Qiskit">https://github.com/Qiskit</a>
Documentation	<a href="https://qiskit.org/documentation/">https://qiskit.org/documentation/</a>
OS	Mac, Windows, Linux
Language	Python
Quantum Language	<a href="#">OpenQASM</a>

## Version Information

Qiskit Software	Version
Qiskit	0.17.0
Terra	0.12.0
Aer	0.4.1
Ignis	0.2.0
Aqua	0.6.5
IBM Q Provider	0.6.0

# Installation

- Python / Anaconda (highly recommended for learning)
- `pip install qiskit`
- `pip install numpy`
- `pip install matplotlib`
- `pip install histogram`

# Qiskit Code Example

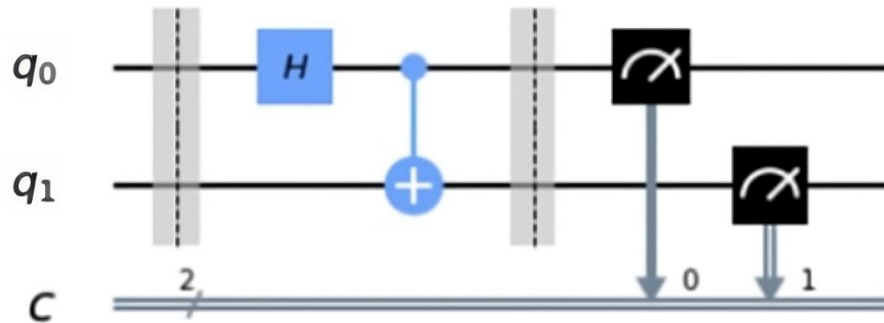
In [1]:

```
from qiskit import QuantumCircuit

q_bell = QuantumCircuit(2, 2)
q_bell.barrier()
q_bell.h(0)
q_bell.cx(0, 1)
q_bell.barrier()
q_bell.measure([0, 1], [0, 1])

q_bell.draw(output='mpl', plot_barriers=True)
```

Out[1]:



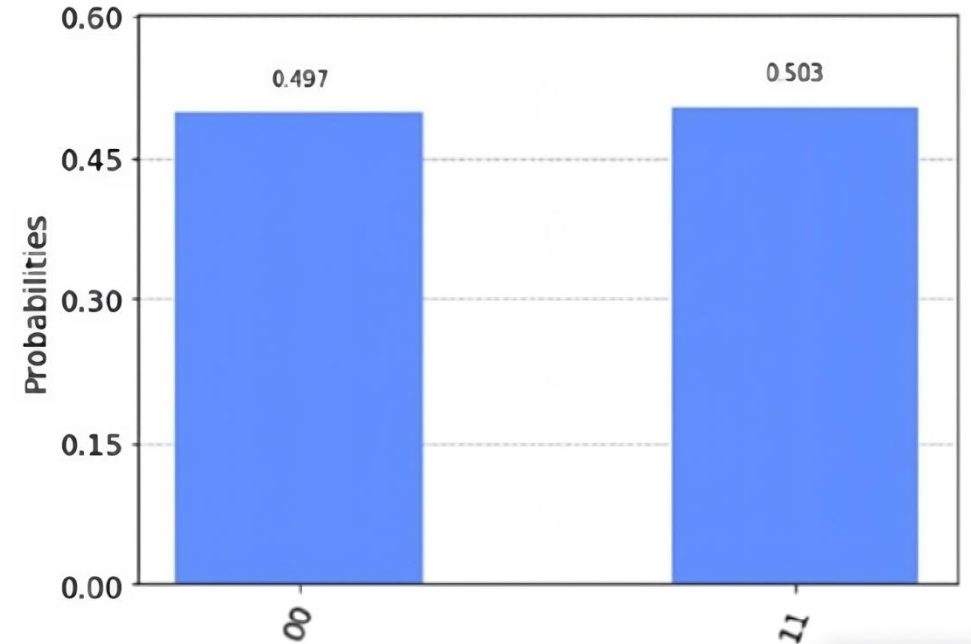
In [2]:

```
from qiskit import Aer, execute
from qiskit.visualization import plot_histogram
backend = Aer.get_backend('qasm_simulator')
job_sim = execute(q_bell, backend, shots=100000)
sim_result = job_sim.result()
```

```
print(sim_result.get_counts(q_bell))
plot_histogram(sim_result.get_counts(q_bell))
```

```
{'11': 50254, '00': 49746}
```

Out[2]:





# References

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- [1] M. A. Nielsen and I. L. Chuang, *Quantum computation and quantum information*: Cambridge university press, 2010.
- [2] Rosenblatt, F. The perceptron: A probabilistic model for information storage and organization in the brain. *Psychological Review* 65, 386 (1958).
- [3] Wittek, P. *Quantum Machine Learning: What Quantum Computing Means to Data Mining* (Academic Press, New York, NY, USA, 2014).
- [4] Bordley, R. F. 1998. Quantum Mechanical and Human Violations of Compound Probability Principles: Toward a Generalized Heisenberg Uncertainty Principle. *Operations Research* 46: 923-926.
- [5] Busemeyer, J.R., Bruza, P.D.: *Quantum Models of Cognition and Decision*. Cambridge University Press, Cambridge (2012)
- [6] H. J. Morrell Jr and H. Y. Wong, "Step-by-Step HHL Algorithm Walkthrough to Enhance the Understanding of Critical Quantum Computing Concepts," *arXiv preprint arXiv:2108.09004*, 2021.

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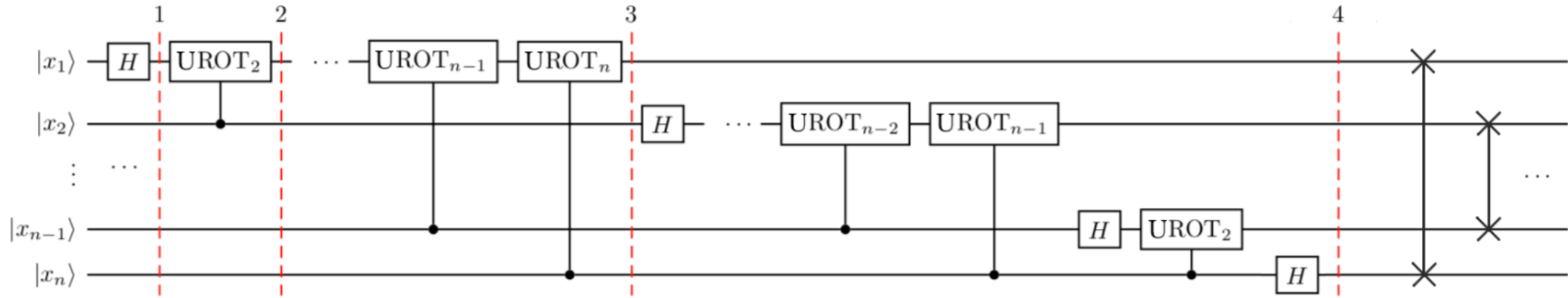


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# Quantum Fourier transform

- Given these two gates, a circuit that implements an n-qubit QFT is shown below.



- The circuit operates as follows. We start with an n-qubit input state  $|x_1 x_2 \dots x_n\rangle$ .

  - After the first Hadamard gate on qubit 1, the state is transformed from the input state to

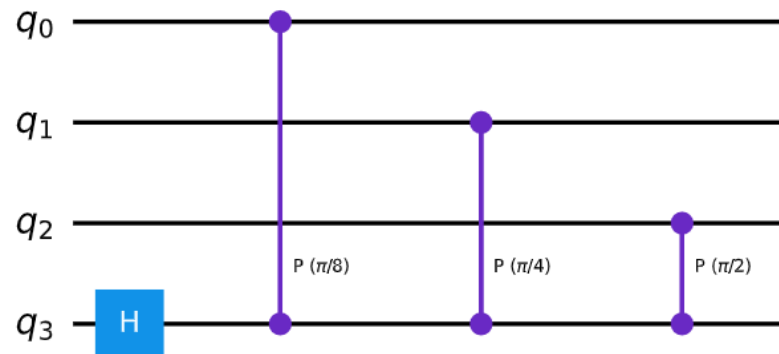
$$H_1|x_1 x_2 \dots x_n\rangle = \frac{1}{\sqrt{2}} \left[ |0\rangle + \exp\left(\frac{2\pi i}{2} x_1\right) |1\rangle \right] \otimes |x_2 x_3 \dots x_n\rangle$$

# Quantum Fourier transform

```
def qft_rotations(circuit, n):  
    if n == 0: # Exit function if circuit is empty  
        return circuit  
    n -= 1 # Indexes start from 0  
    circuit.h(n) # Apply the H-gate to the most significant qubit  
    for qubit in range(n):  
        # For each less significant qubit, we need to do a  
        # smaller-angled controlled rotation:  
        circuit.cp(pi/2**(n-qubit), qubit, n)
```

- Let's see how this looks:

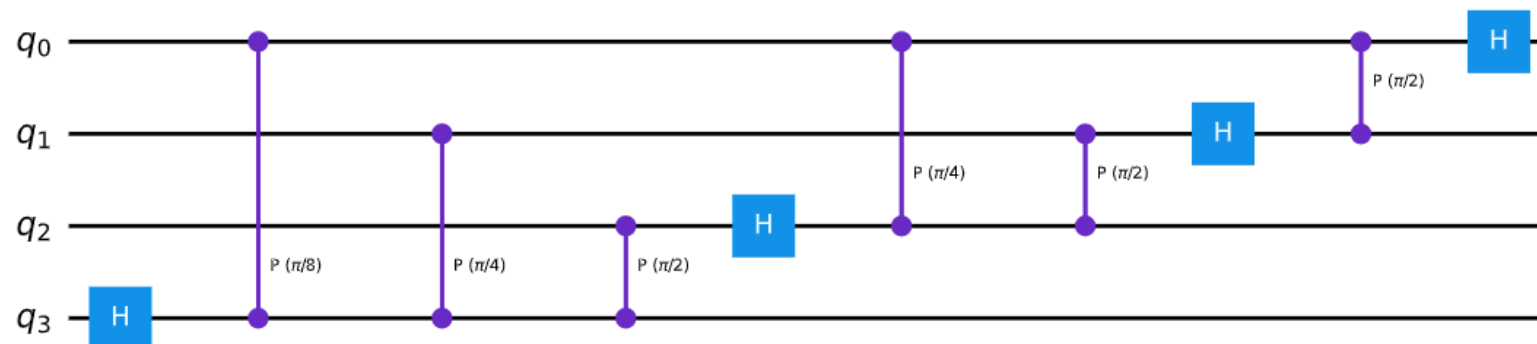
```
qc = QuantumCircuit(4)  
qft_rotations(qc,4)  
qc.draw()
```



# Quantum Fourier transform

- Great! This is the first part of our QFT. Now we have correctly rotated the most significant qubit, we need to correctly rotate the second most significant qubit.

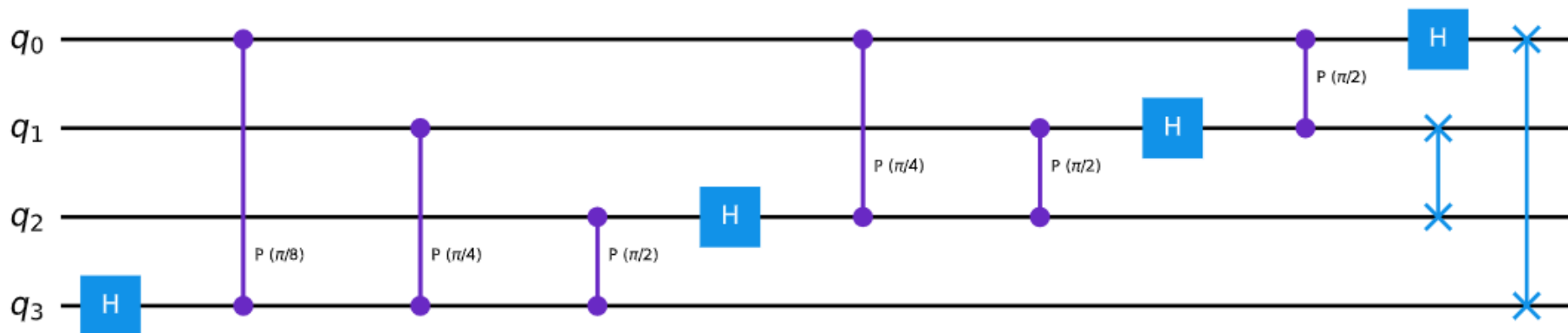
```
def qft_rotations(circuit, n):  
    """Performs qft on the first n qubits in circuit (without swaps)"""  
    if n == 0:  
        return circuit  
    n -= 1  
    circuit.h(n)  
    for qubit in range(n):  
        circuit.cp(pi/2**(n-qubit), qubit, n)  
    # At the end of our function, we call the same function again on  
    # the next qubits (we reduced n by one earlier in the function)  
    qft_rotations(circuit, n)  
  
# Let's see how it looks:  
qc = QuantumCircuit(4)  
qft_rotations(qc,4)  
qc.draw()
```



# Quantum Fourier transform

- Finally, we need to add the swaps at the end of the QFT function to match the definition of the QFT.

```
def swap_registers(circuit, n):  
    for qubit in range(n//2):  
        circuit.swap(qubit, n-qubit-1)  
    return circuit  
  
def qft(circuit, n):  
    """QFT on the first n qubits in circuit"""  
    qft_rotations(circuit, n)  
    swap_registers(circuit, n)  
    return circuit  
  
# Let's see how it looks:  
qc = QuantumCircuit(4)  
qft(qc,4)  
qc.draw()
```



# Quantum Fourier transform

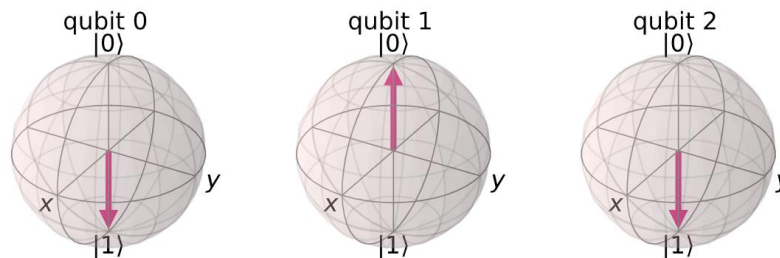
- We now want to demonstrate this circuit works correctly.
- To do this we must first encode a number in the computational basis.

```
# Create the circuit
qc = QuantumCircuit(3)

# Encode the state 5
qc.x(0)
qc.x(2)
qc.draw()
```

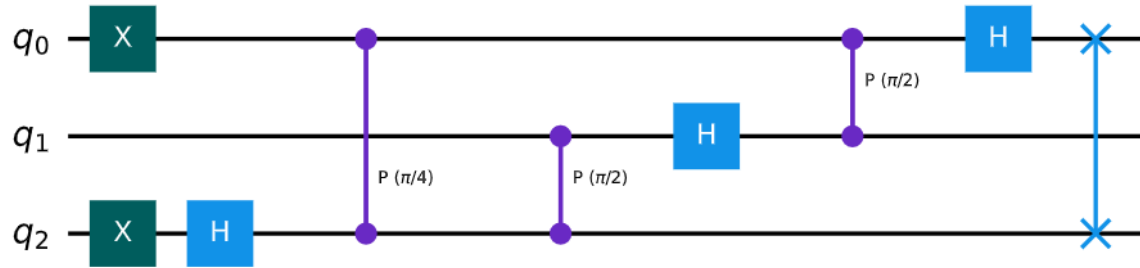


```
sim = Aer.get_backend("aer_simulator")
qc_init = qc.copy()
qc_init.save_statevector()
statevector = sim.run(qc_init).result().get_statevector()
plot_bloch_multivector(statevector)
```

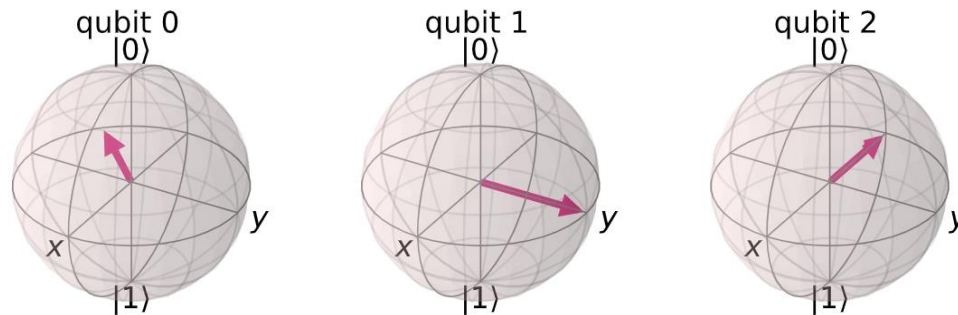


# Quantum Fourier transform

```
qft(qc,3)  
qc.draw()
```



```
qc.save_statevector()  
statevector = sim.run(qc).result().get_statevector()  
plot_bloch_multivector(statevector)
```





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