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Flashback to Prehistory of Quantum Computing

Simulating a quantum system (say the Hubbard model) on a classical computer is exponentially hard.

But if you had the physical quantum system in your lab, it could simulate itself easily.

Yuri Manin (1980)

1. What else could you do besides simulate yourself ?

2. What would errors do?

Dummy's Guide To Topological Quantum Computing

- Uses 2 Dimensional Systems which are realizations of TQFTs, i.e., have quasiparticles with NonAbelian Statistics.
- Quantum Information is encoded in nonlocal topological degrees of freedom that do not couple to *any* local quantity.
- States can be manipulated by dragging (braiding) quasiparticles around each other.
- The operations (gates) performed on the qubits depends *only* on the topology of the braids.

- 1. Is there ANY decoherence?
- 2. Why is topological so much better than nontopological q-computing?
- 3. Does it matter if you put the quasiparticles back where they started?
- 4. Can you quantum compute with the 5/2 state?
- 5. What other fractions are interesting?
- 6. How far apart should the particle be, and how fast should you move the particles around.
- 7. Can you show me a CNOT gate? how accurate is it?
- 8. How many braid operations does it take to do a useful computation
- 9. Do you really believe this?

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- Topological Protection of Memory Decoherence is suppressed EXPONENTIALLY
- · Operations are AUTOMATICALLY PRECISE (quantized)
- "Beauty is truth, truth beauty,--that is all ye know on earth, and all ye need to know." - Keats

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Introduction to Topological Quantum Computing

Thanks for Listening!