

Syllabus

1. Data about the program of study

1.1 Institution	Technical University of Cluj-Napoca
1.2 Faculty	Automation and Computer Science
1.3 Departament	Computer Science
1.4 Field of study	Computer Science and Information Technology
1.5 Cycle of study	Bachelor of Science
1.6 Program of study / Qualification	Computer science / Engineer
1.7 Form of education	Full time
1.8 Subject code	103.00

2. Data about the subject

2.1 Subject name	Basics of Quantum Information				
2.2 Course responsible / lecturer	CS1 dr. Zârbo Liviu - liviu.zarbo@itim-cj.ro				
2.3 Teachers in charge of applications	CS Mathe Levente - levente.mathe@itim-cj.ro AC Pioras-Timbolmaş Larisa - larisa.timbolmas@itim-cj.ro				
2.4 Year of study	II	2.5 Semester	1	2.6 Assessment (E/C/V)	E
2.7 Type of subject	DF – fundamental, DD – in the field, DS – specialty, DC – complementary				DC
	DI – compulsory, DO – elective, Dfac – optional				DFac

3. Estimated total time

3.1 Number of hours per week	3	of which:	Course	2	Seminar	-	Laboratory	1	Project	-
3.2 Number of hours per semester	42	of which:	course	28	Seminar	-	Laboratory	14	Project	-
3.3 Individual study										
(a) Manual, lecture material and notes, bibliography										10
(b) Supplementary study in the library, online and in the field										10
(c) Preparation for seminars/laboratory works, homework, reports, portfolios, essays										10
(d) Tutoring										0
(e) Exams and tests										3
(f) Other activities:										0
3.4 Total hours of individual study (sum of (3.3(a))...3.3(f))					33					
3.5 Total hours per semester (3.2+3.4)					75					
3.6 Number of credit points					3					

4. Pre-requisites (where appropriate)

4.1 Curriculum	Linear Algebra Mathematical Analysis Physics Programming
4.2 Competence	

5. Requirements (where appropriate)

5.1. For the course	
5.2. For the applications	

6. Specific competences

6.1 Professional competences	Basic high-school level or first year undergraduate physics: mechanics, electricity and magnetism, optics Basic knowledge of linear algebra and calculus, first year undergraduate student level Basic programming knowledge, first year undergraduate student level
6.2 Cross competences	

7. Course objectives

7.1 General objective	Developing general knowledge relevant to applications in the field of quantum computation and quantum communications
7.2 Specific objectives	1. Assimilating the basics of quantum computation: qubits, quantum gates, quantum circuits, quantum algorithms 2. Developing the basic skills for developing quantum algorithms 3. Understanding the basics of quantum communications protocols.

8. Contents

8.1 Curs	Nr.ore	Teaching methods	Notes
1. Introductory notions. <ul style="list-style-type: none">From classical to quantum computingThe dual behavior of the quantum objectsTunnelingDouble slit experiment	2	Blackboard, video-lectures, discussions of examples, problem solving	
2. Quantum states <ul style="list-style-type: none">NotationsProbabilitiesMatrix and vector representation of quantum statesQubitsPure states and mixed states	2		
3. Observables and quantum measurement 1 <ul style="list-style-type: none">Observables and operatorsThe Heisenberg principleProjective measurementsThe Stern-Gerlach experiment	2		
4. Observables and quantum measurement 2 <ul style="list-style-type: none">Quantum state vectors.Observables and operators, the density matrix.Probabilities and expectation values.Partial measurements	2		
5. Qubits <ul style="list-style-type: none">The two-level system and real life examplesQuantum gatesSuperpositions and entanglement of qubitsThe Bloch sphere.	2		
6. Qubit control <ul style="list-style-type: none">Larmor precession.Rabi oscillationsFunctioning of quantum gates.	2		
7. Quantum measurement and applications 1. <ul style="list-style-type: none">The no-cloning theoremQuantum teleportationQuantum sensingQuantum tomography	2		

8. Quantum measurement and applications 2. <ul style="list-style-type: none">Quantum random number generationQuantum communication protocols (BB84).	2		
9. Quantum Communication <ul style="list-style-type: none">Quantum cryptography notionsQuantum communication networks.	2		
10. Quantum computation and simulations <ul style="list-style-type: none">digital and analog quantum computers.Quantum simulations – concepts/applications.	2		
11. Quantum circuits and algorithms <ul style="list-style-type: none">The Uranium platform	2		
<ul style="list-style-type: none">Using online quantum computing resources (e.g. IBMQ)			
12. Quantum algorithms 1. <ul style="list-style-type: none">Deutsch-Josza algorithm.Grover algorithm	2		
13. Quantum algorithms 2. <ul style="list-style-type: none">Quantum Fourier transformRSA and Shor’s algorithm	2		
14. Physical platforms for quantum computing <ul style="list-style-type: none">Superconducting qubitsCold atomsIon traps	2		
Bibliography: <ul style="list-style-type: none">Nielsen and Chuang, Quantum Computation and Quantum Information, Cambridge University Press (2010).Ioan Burda, Introduction to Quantum Computation, Universal Publishers (2005).David McIntyre, Quantum Mechanics: A Paradigms Approach, Pearson Addison-Wesley (2012).Cohen-Tannoudji, Quantum Mechanics, Wiley-VCH; 2nd edition (2019).			
8.2 Applications - seminar / laboratory / project	Hours	Teaching methods	Notes
1. Visualising qubit operations: Bloch sphere, single qubit gates, destructive and constructive interference (Quantum Odyssey)	2	Lab work in INCDTIM Quantum Software lab, using tools such as Uranium, Quantum Odyssey, Google Colab.	
2. Quantum circuits in Q. Odyssey: vectors, eigenvalues, basis change	2		
3. Generating entanglement in quantum circuits (quantum gates: CNOT, SWAP, Toffoli). Visualisation in Q. Odyssey, circuits on the Uranium platform.	2		
4. Time evolution of qubits and their observables: visualization in Python	2		
5. Uranium platform: multiqubit quantum circuits and quantum measurements; Deutsch algorithm	2		
6. Quantum oracles, Grover’s algorithm (Uranium, Q. Odyssey)	2		
7. The Quantum Fourier Transform	2		
Bibliography: <ul style="list-style-type: none">Nielsen and Chuang, Quantum Computation and Quantum Information, Cambridge University Press (2010).Ioan Burda, Introduction to Quantum Computation, Universal Publishers (2005).David McIntyre, Quantum Mechanics: A Paradigms Approach, Pearson Addison-Wesley (2012).Cohen-Tannoudji, Quantum Mechanics, Wiley-VCH; 2nd edition (2019).			

9. Bridging course contents with the expectations of the representatives of the community, professional associations and employers in the field

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10. Evaluation

Activity type	Assessment criteria	Assessment methods	Weight in the final grade
Course	Solving 2 problems + 1 theory set of questions	Written exam	60%
Seminar	-	-	-
Laboratory	-	Periodic lab quizzes	40%
Project	-	-	-
Minimum standard of performance:			

Date of filling in:	Responsible	Title, First name Last name	Signature
15.02.2025	Course	Dr. Liviu ZÂRBO	
	Aplications	CS Levente MATHE	
		AC Larisa PIORAS-TIMBOLMAŞ	

Date of approval in the department	Head of Departament, Prof. dr. eng. Honoriu Valean
Date of approval in the Faculty Council	Dean, Prof. dr. eng. Vlad Mureşan