

# NO-CLONING THEOREM



## HOW DO YOU GET SOMETHING FROM ONE PLACE TO ANOTHER?

You move it, of course!

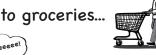


# WE MOVE THINGS ALL THE TIME!



From books...

...to groceries...



...to people!

# WE ALSO MOVE INFORMATION!







Talking!

Texting!

Sending

#### COMPUTERS ALSO DO THIS!

(That's how they calculate things!)

"You have 99 unread messages."



"5 + 7 = 12"

The nearest ice cream shop is 1 mile away."

#### QUANTUM COMPUTERS DO, TOO!

They just store information in a bit of a weird way.



### QUANTUM COMPUTERS STORE INFORMATION IN QUBITS

The information stored in a qubit at any moment is called its "state."

Other things have states, too:



A TV has two basic states: "on" and "off"!

Your emotions are a kind of state for how you're feeling: Happy, Sad, Angry, etc.





Qubits can be in one of the basic states of "0" or "1" or something much more complex!

# HOW CAN WE SEND STATES ? IN QUANTUM COMPUTING?

Say Alice wants to send Bob a qubit in the n state.





Alice could ship her qubit to Bob, but complex qubit states are VERY FRAGILE!

Light, heat, and vibration can change a qubit's state unintentionally - this is called "decoherence."

Imagine walking to a friend's house with an ice cream cream cone on a hot

summer

YIKES!!

**DECOHERENCE CAUSES INFORMATION TO BE LOST!** 





Alice should look for a safer way to send her message!



Could Alice just send a COPY of her gubit?

# THE NO-CLONING RULE

We copy & send information all the time in real life...



The No Cloning Rule: I'm just one A qubit's state cannot be of a kind! copied to another qubit without changing the original.

So how can Alice send her qubit to Bob? See the Quantum Teleportation zine to find out!

# FIND MORE QUANTUM COMPUTING ZINES HERE:

https://www.epiqc.cs.uchicago.edu/resources/

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