

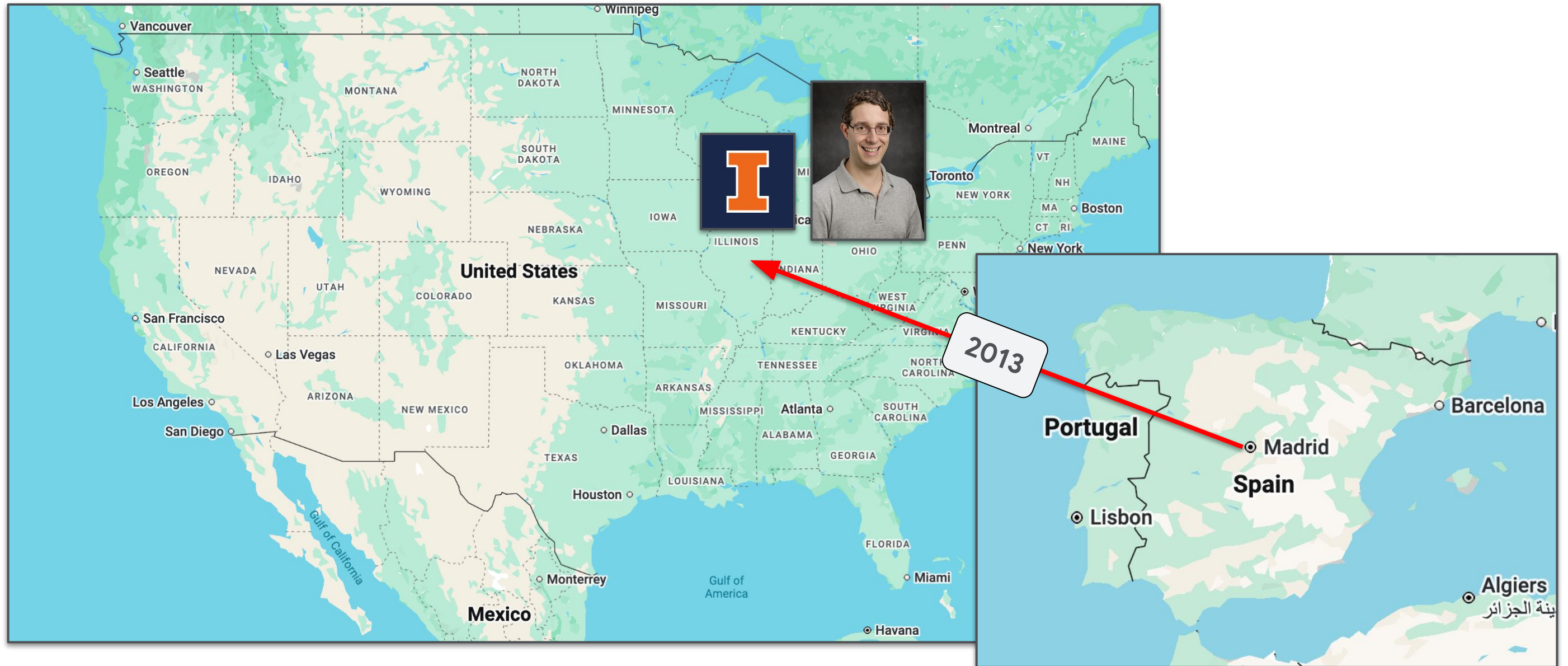
# Quantum computing in industry as a student and as a full-time researcher

**Benjamin Villalonga**

**Career seminar at UIUC Physics Department  
2025-09-11**

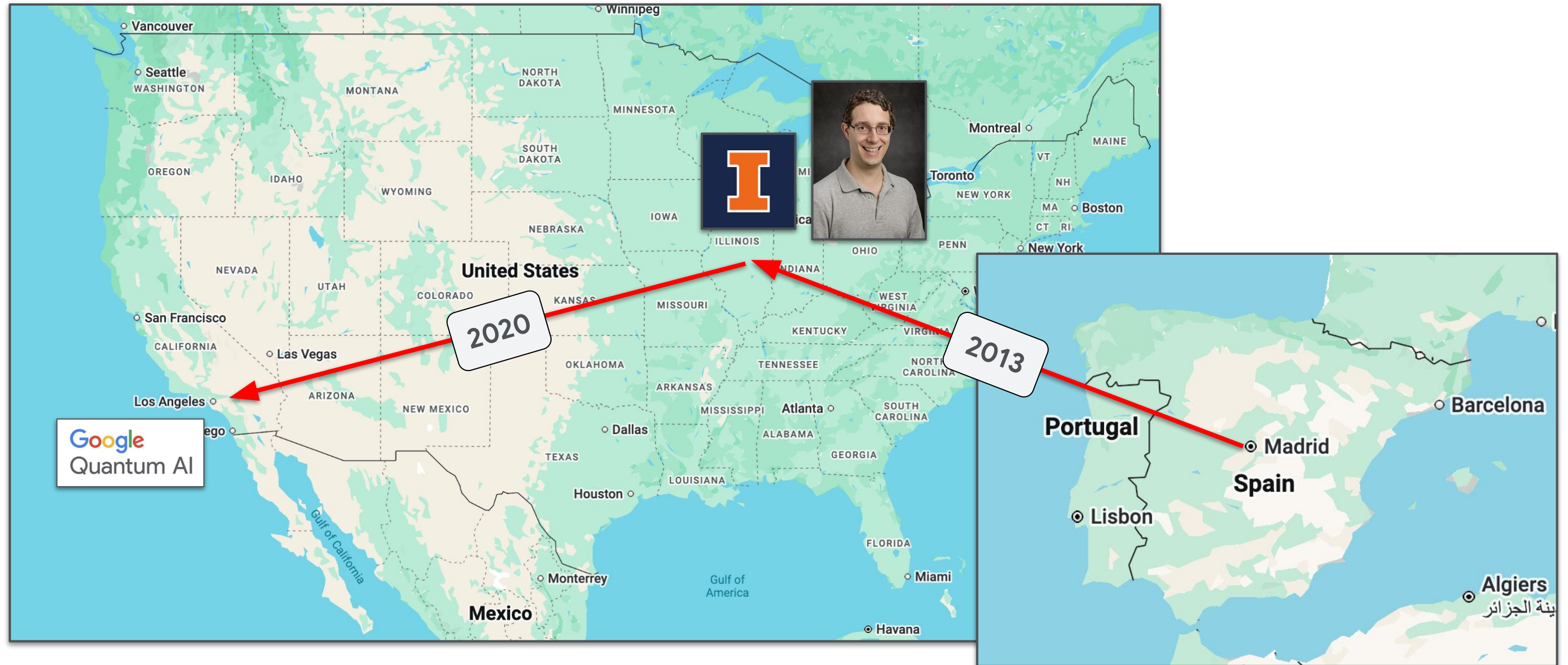
# My path

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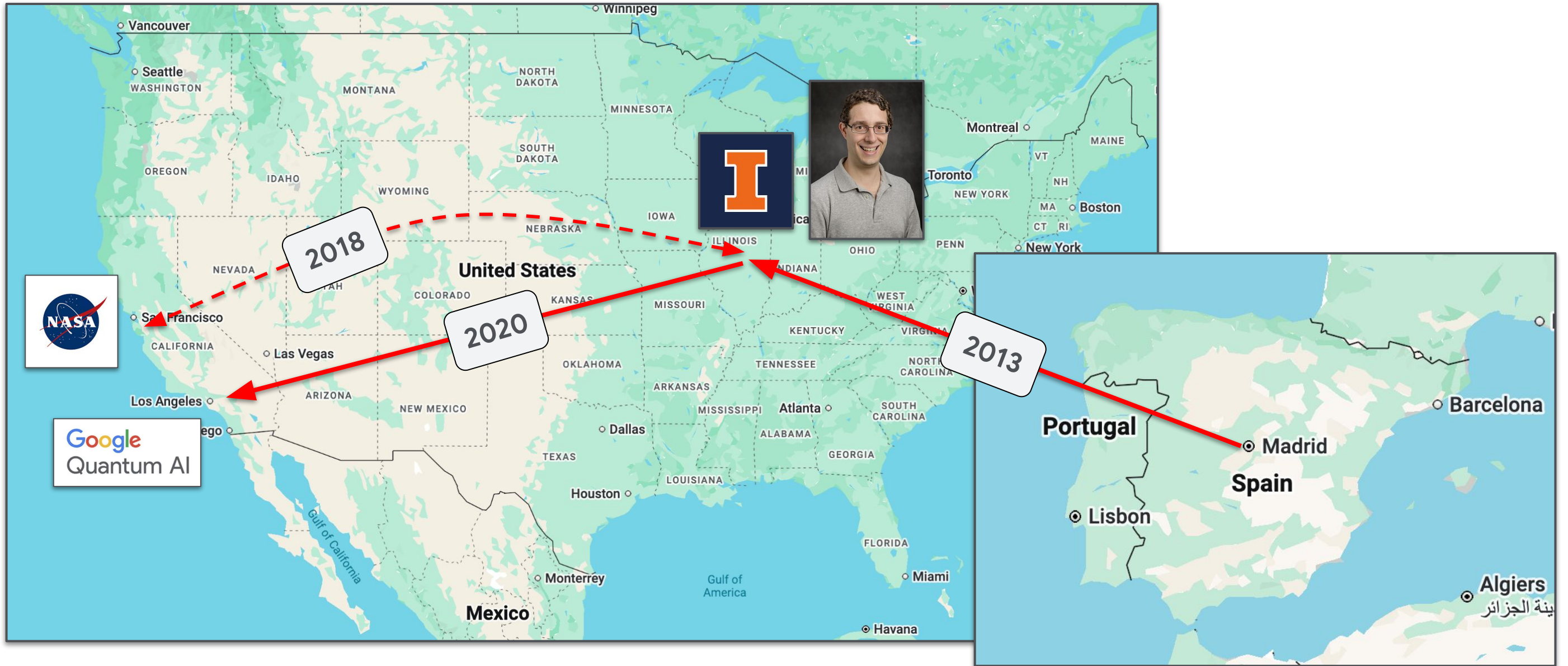


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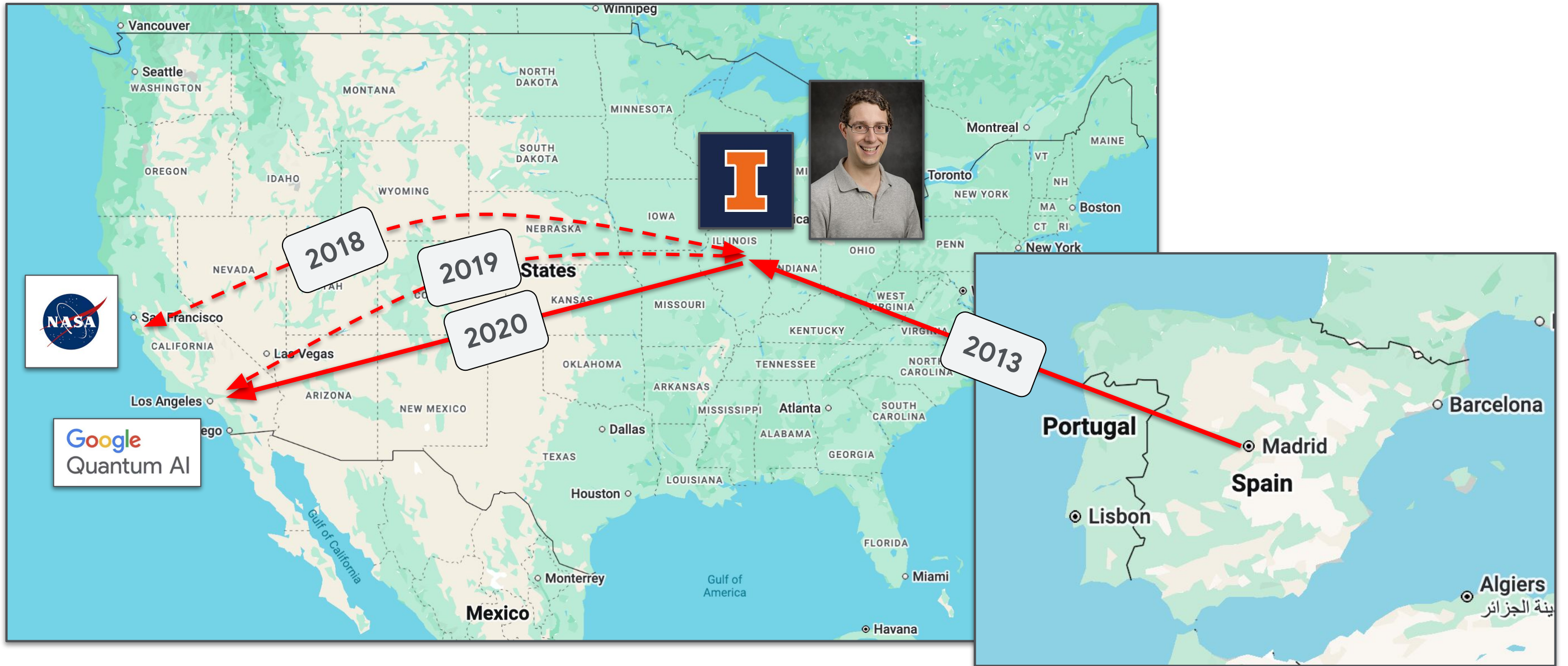


# My path





# My path



# PhD student

Grad school



Bryan



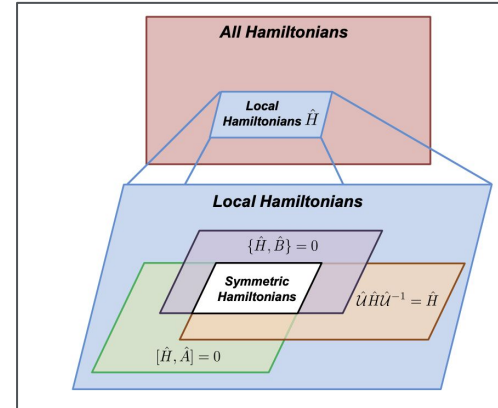
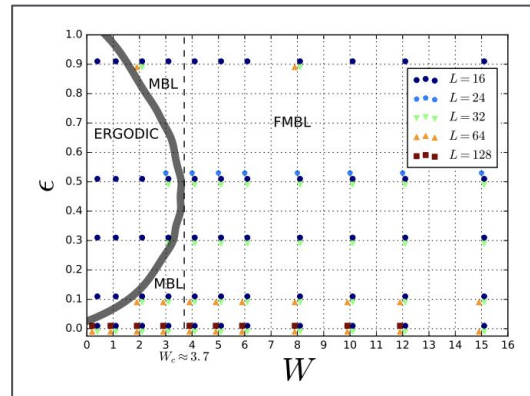
# PhD student

Grad school

Many-body localization and other **computational condensed matter** problems



Bryan



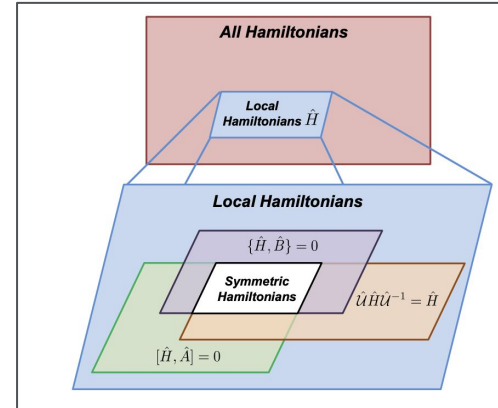
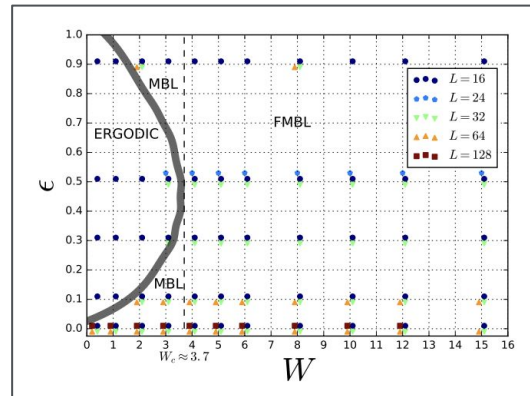
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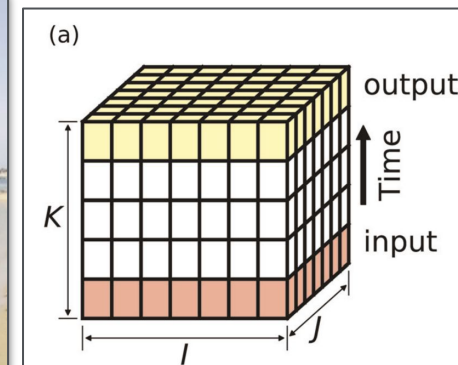
Many-body localization and other **computational condensed matter** problems



Bryan



Salvatore



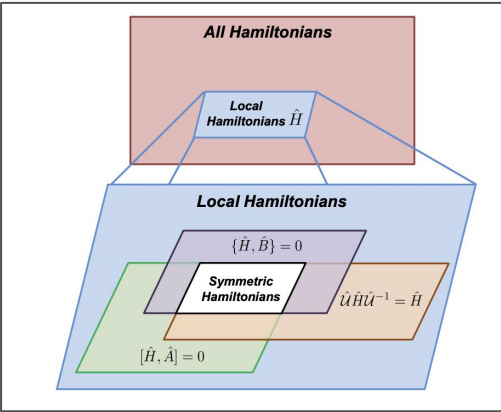
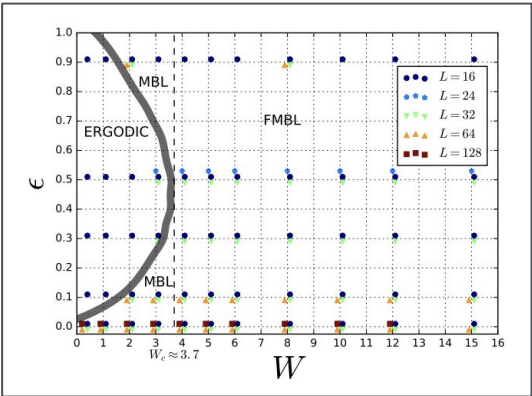
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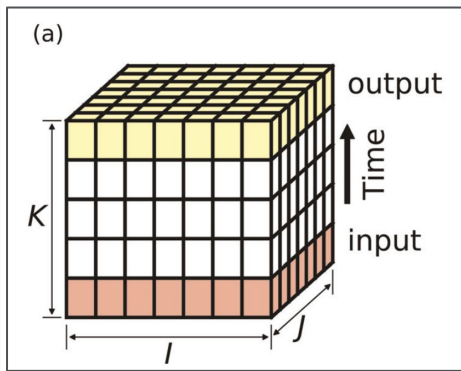
Many-body localization and other **computational condensed matter** problems



Bryan



Salvatore



Sergio

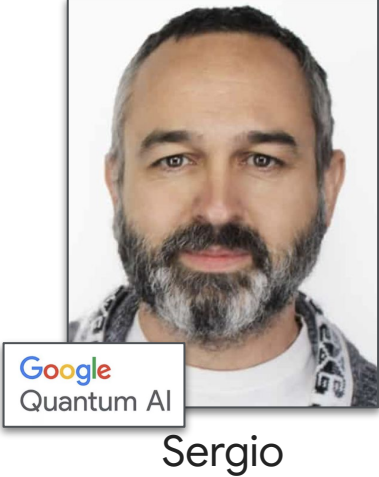
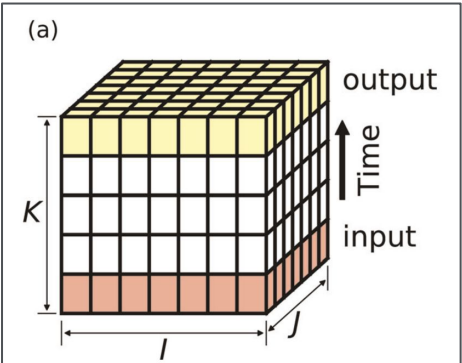
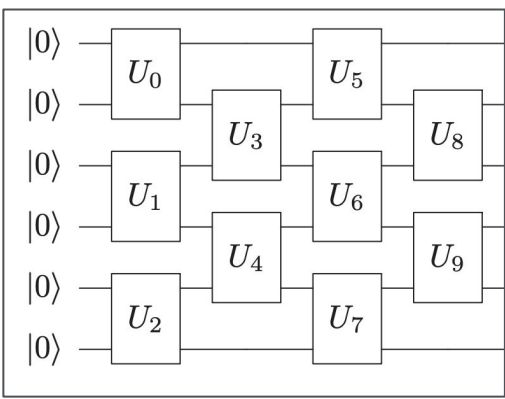
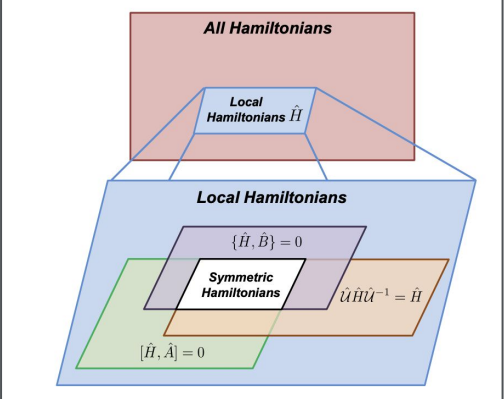
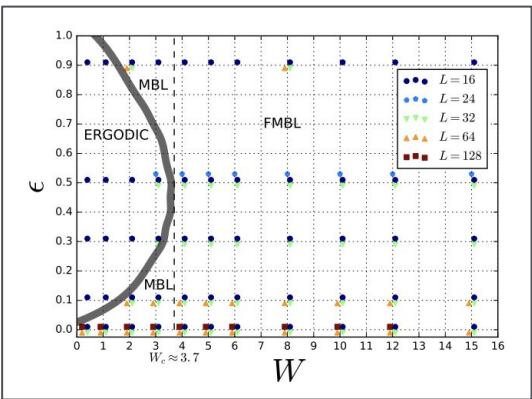




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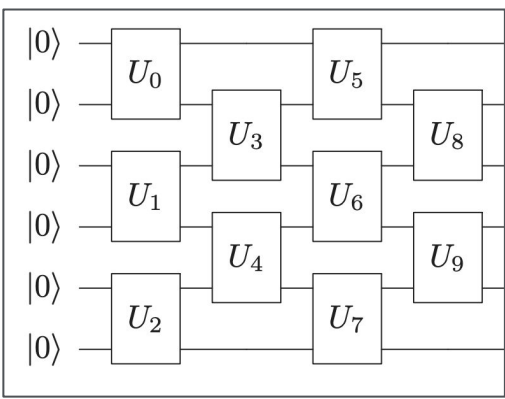
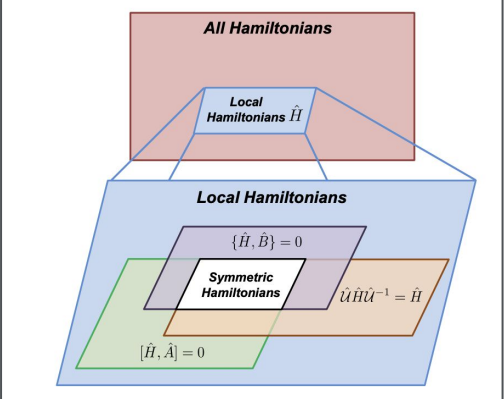
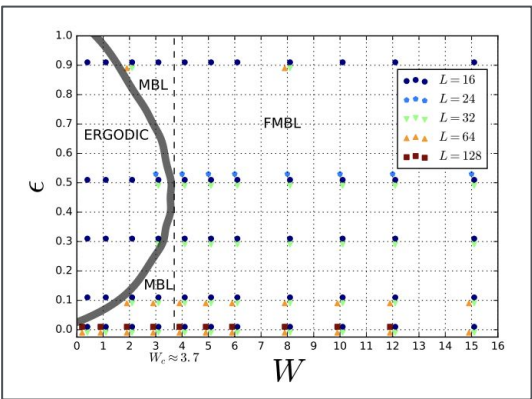
Many-body localization and other **computational condensed matter problems** + **quantum information / quantum computing**



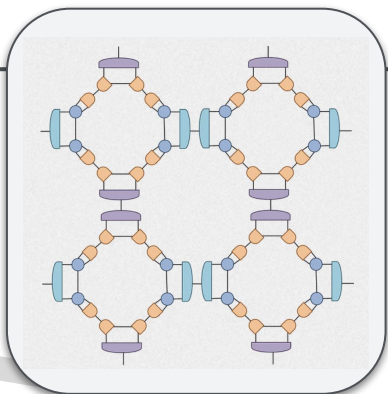
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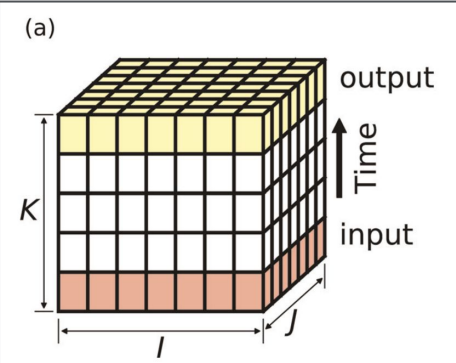
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Creativity  
(Gemini)



Tensor networks  
(tensors.net)



# Full time researcher

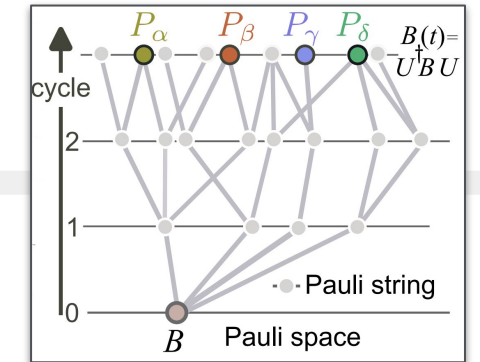
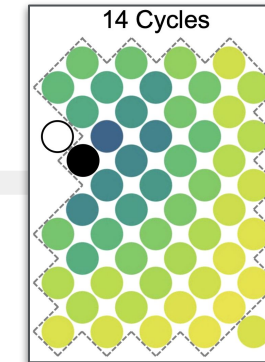
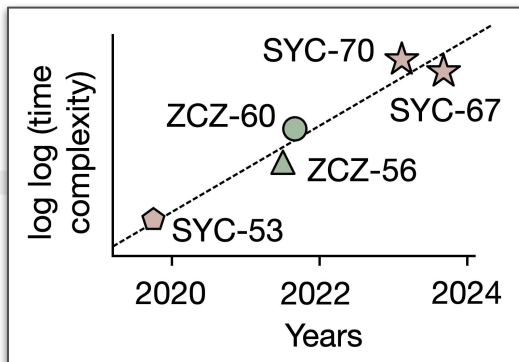
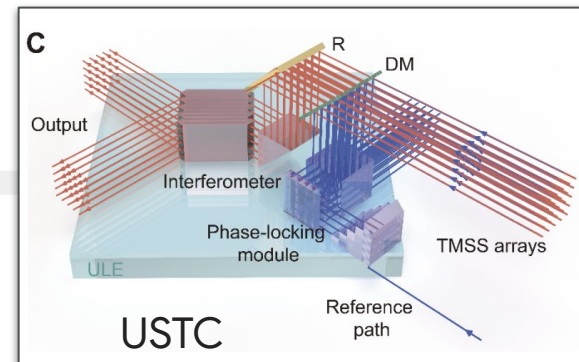
**Google Quantum AI**



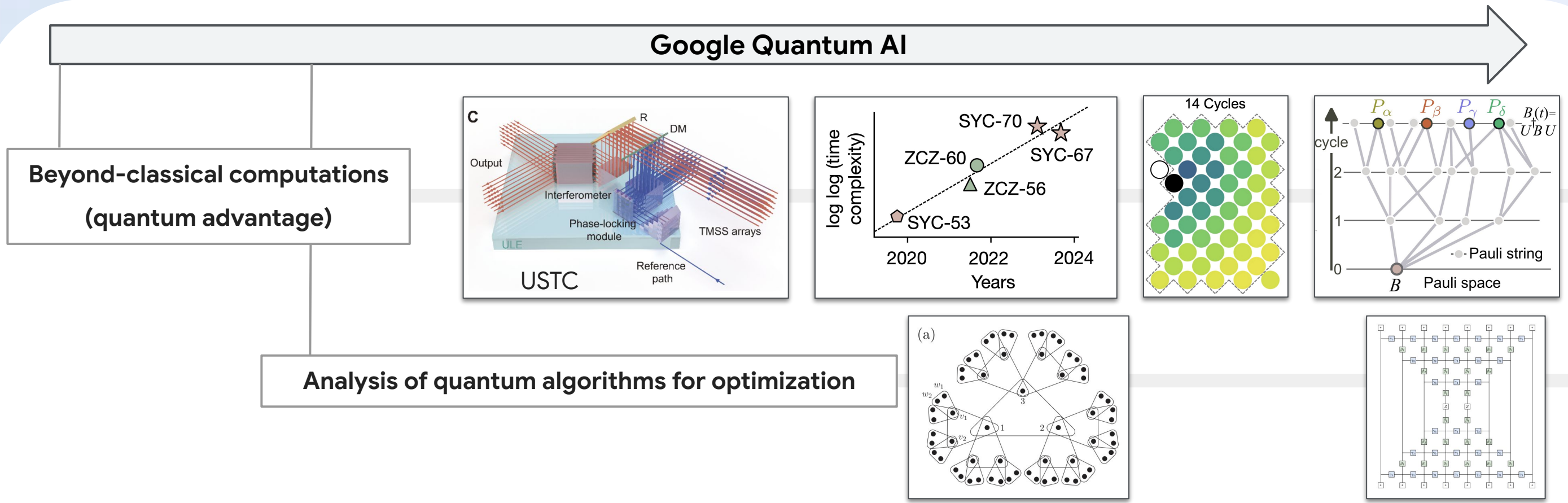
# Full time researcher

## Google Quantum AI

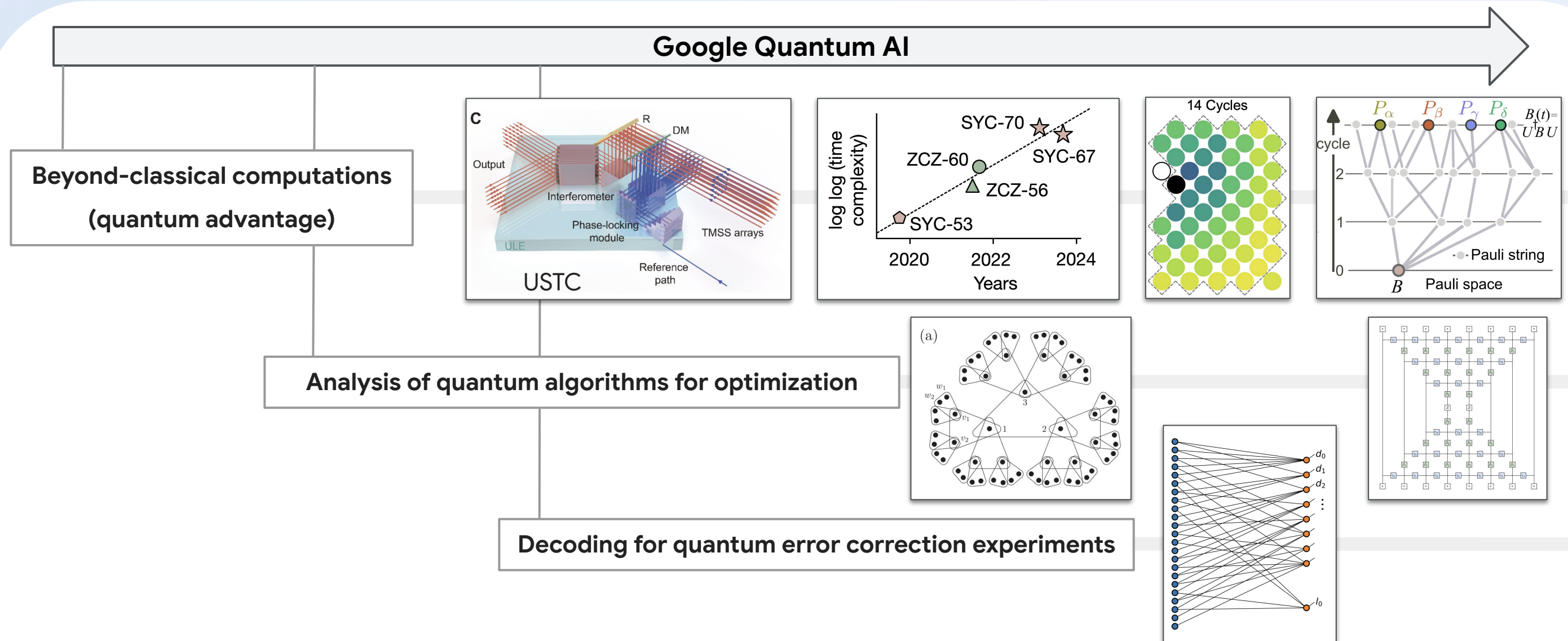
**Beyond-classical computations  
(quantum advantage)**



# Full time researcher

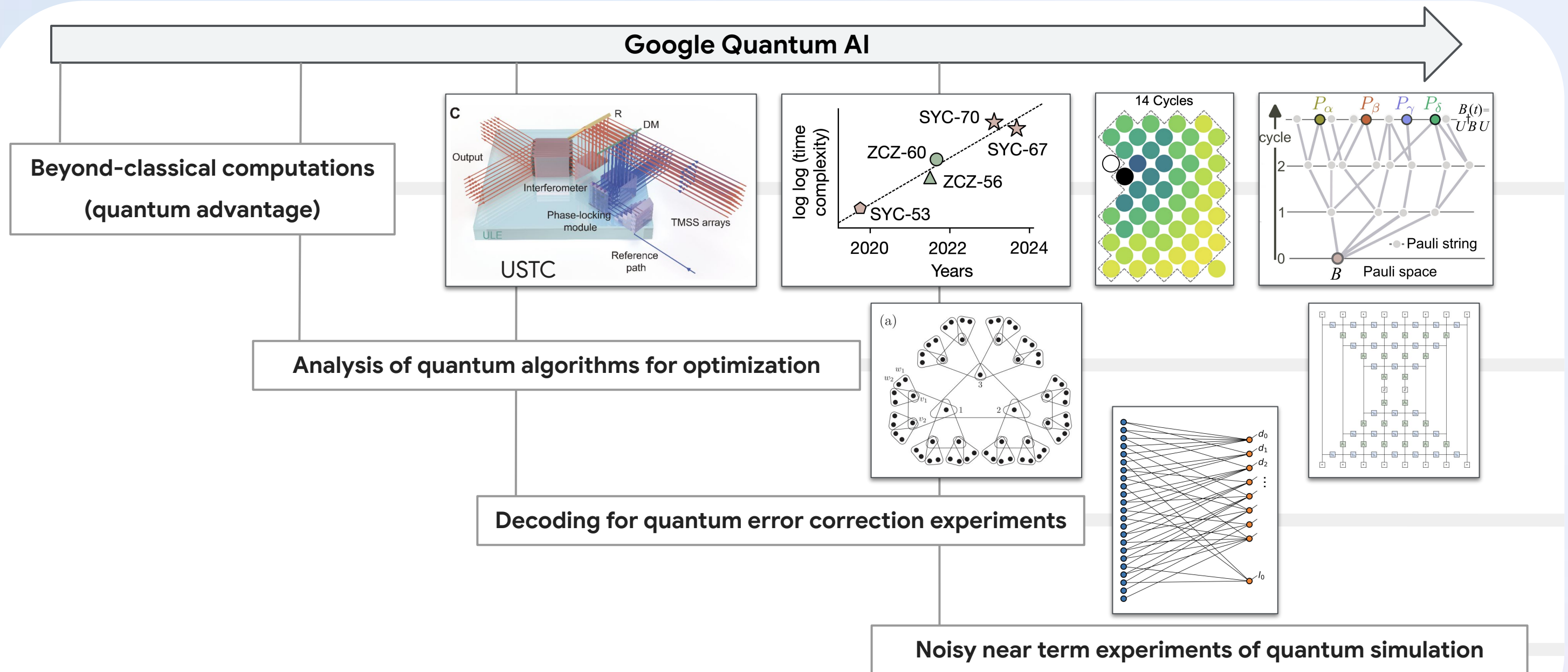


# Full time researcher

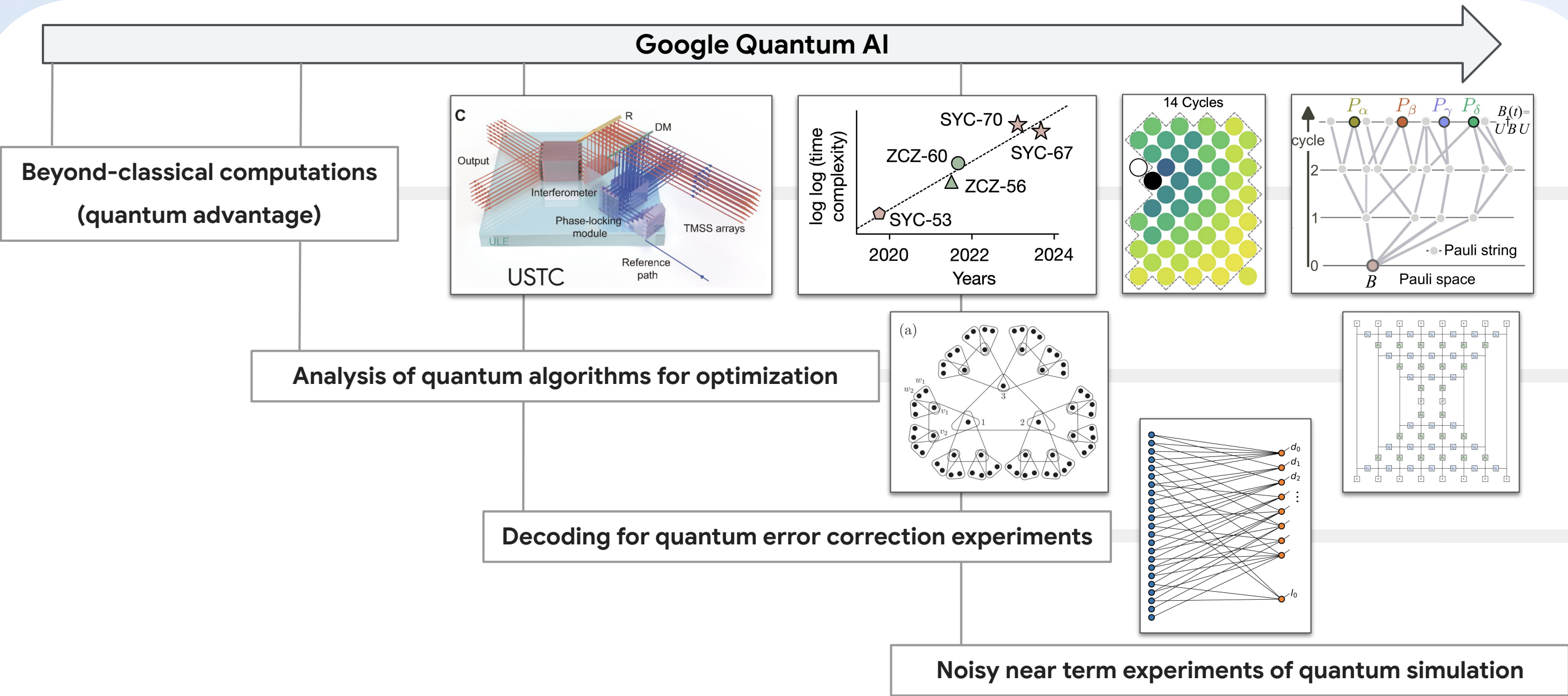




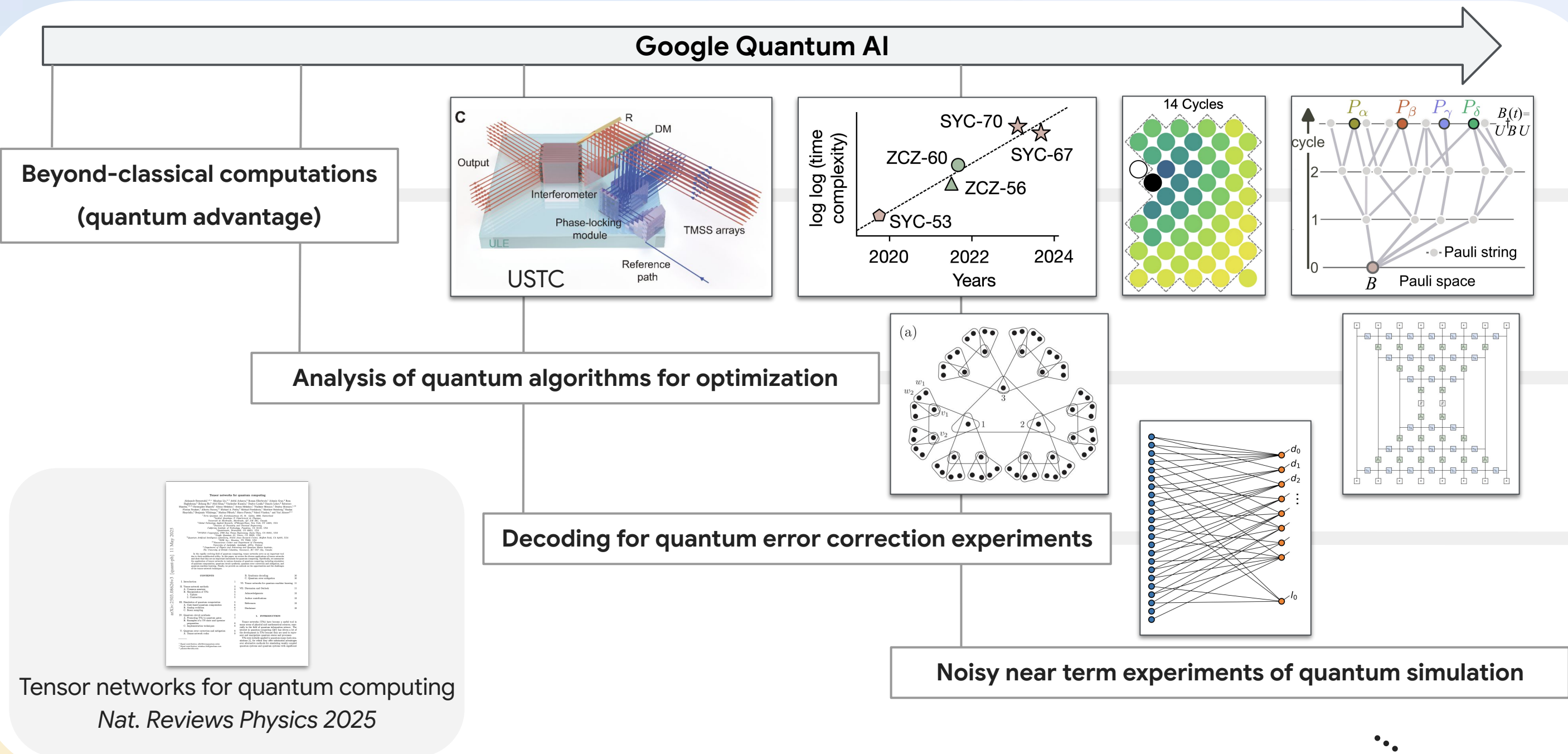
# Full time researcher



# Full time researcher



# Full time researcher





# Lessons (that I constantly forget)

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- **Collaborating is key**
  - You learn, network, get unstuck, don't reinvent the wheel, work on relevant problems, ...
  - With very few examples, good collaborative researchers are much more prolific
  - *Sharing* rather than *jumping on* opportunity to collaborate
  - At the personal level, usually generous researchers get further, both technically and career-wise

# Quantum computing and (some of) our work



Our mission is to build  
quantum computing for otherwise  
unsolvable problems

Google Quantum AI

# A new computational model

# A new computational model

Classical physics  $\leftrightarrow$  classical computers

<i>state</i>	00110
<i>operation (not)</i>	↓
<i>state</i>	10110
<i>operation (cnot)</i>	↓
<i>state</i>	00111
<i>operation (...)</i>	↓
	...
	<b>bits</b>

Microchips, abacus, person+pencil (textbook calculations), ...



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**bits**

Microchips, abacus, person+pencil (textbook calculations), ...

Quantum physics  $\leftrightarrow$  quantum computers

$0.01 00000\rangle - 0.03 00001\rangle - 0.07 00010\rangle + \dots$
↓
$0.04 00000\rangle + 0.12 00001\rangle + 0.02 00010\rangle + \dots$
↓
$0.20 00000\rangle + 0.00 00001\rangle - 0.16 00010\rangle + \dots$
↓
...

**qubits**

Superconducting qubits, trapped ions, photons, neutral atoms, ...

# A new computational model

Classical physics  $\leftrightarrow$  classical computers

state	00110
operation (not)	↓
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state	00111
operation (...)	↓
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**bits**

Microchips, abacus, person+pencil (textbook calculations), ...

Quantum physics  $\leftrightarrow$  quantum computers

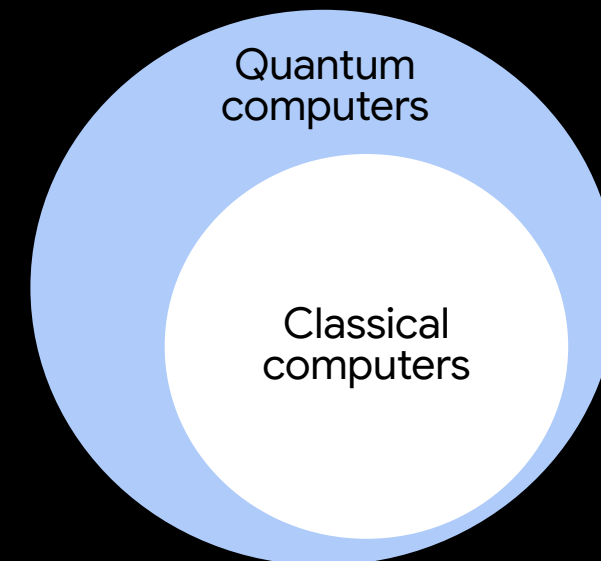
$0.01 00000\rangle - 0.03 00001\rangle - 0.07 00010\rangle + \dots$
↓
$0.04 00000\rangle + 0.12 00001\rangle + 0.02 00010\rangle + \dots$
↓
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↓
...

**qubits**

Superconducting qubits, trapped ions, photons, neutral atoms, ...

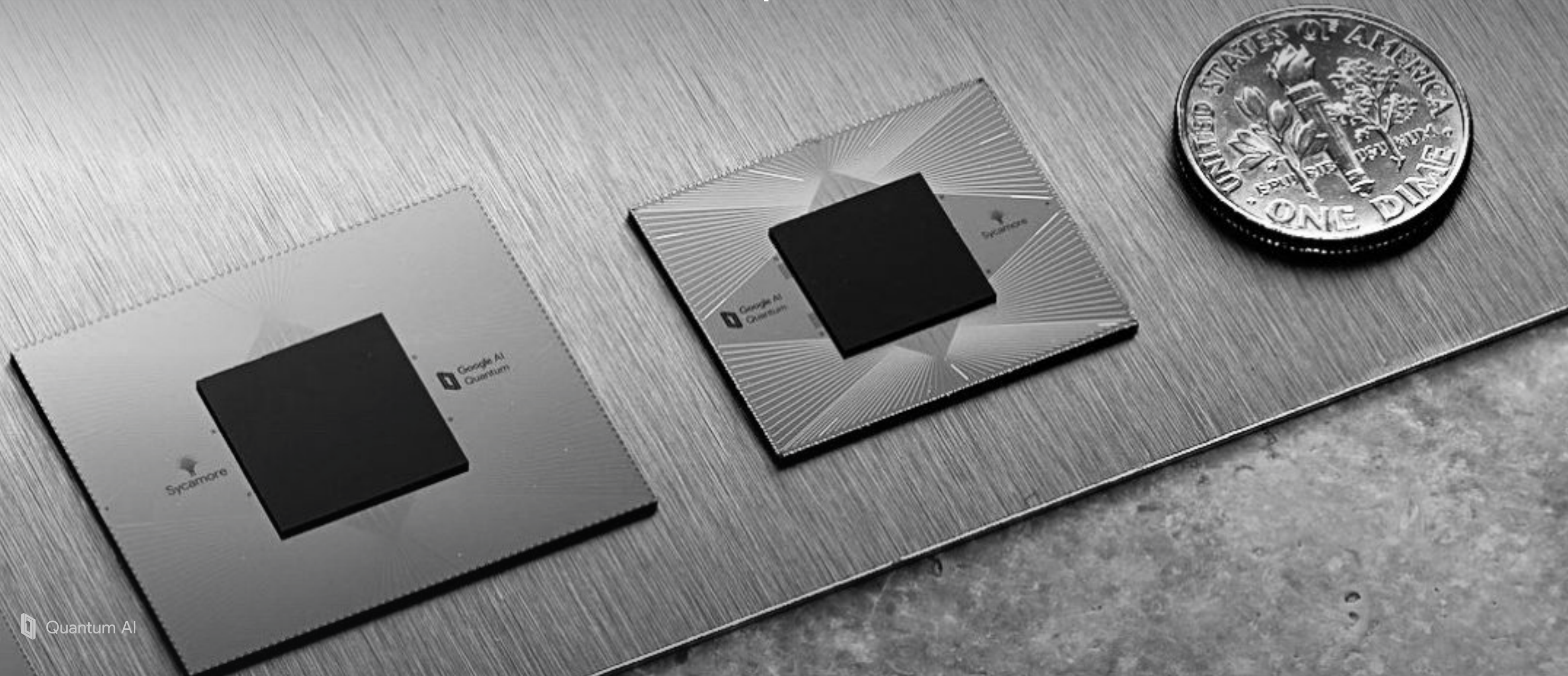
## A computational model *beyond Turing machines*

with application in chemistry, materials science, cryptography, optimization, machine learning, ...





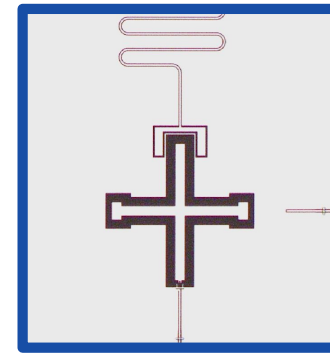
Superconducting qubits are printed on a 2D substrate  
and cooled down to close to near absolute  
zero temperature



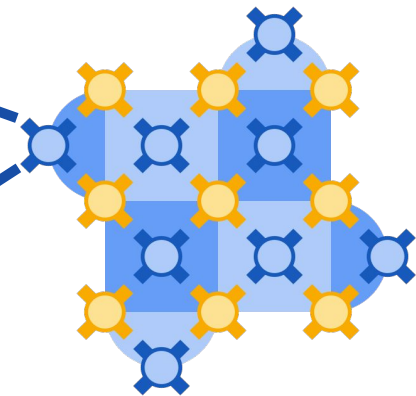


# Quantum error correction

Physical qubit

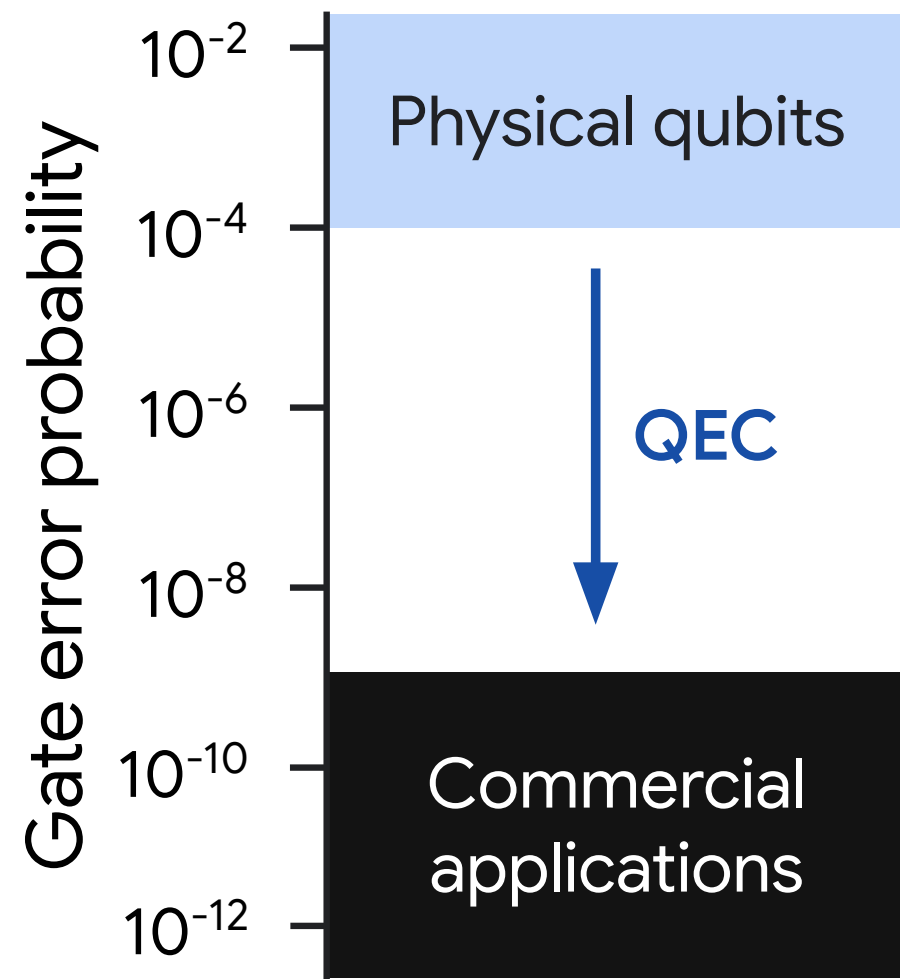


Logical qubit

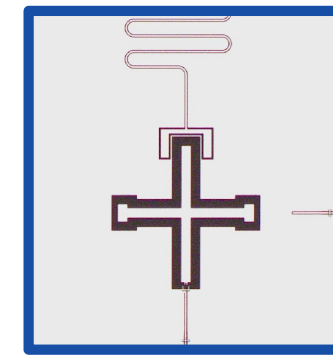




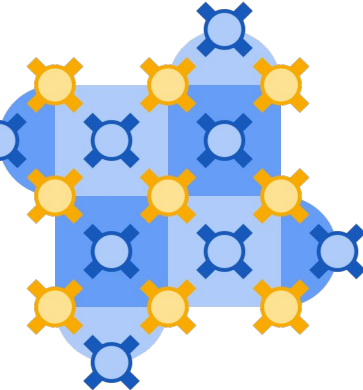
# Quantum error correction



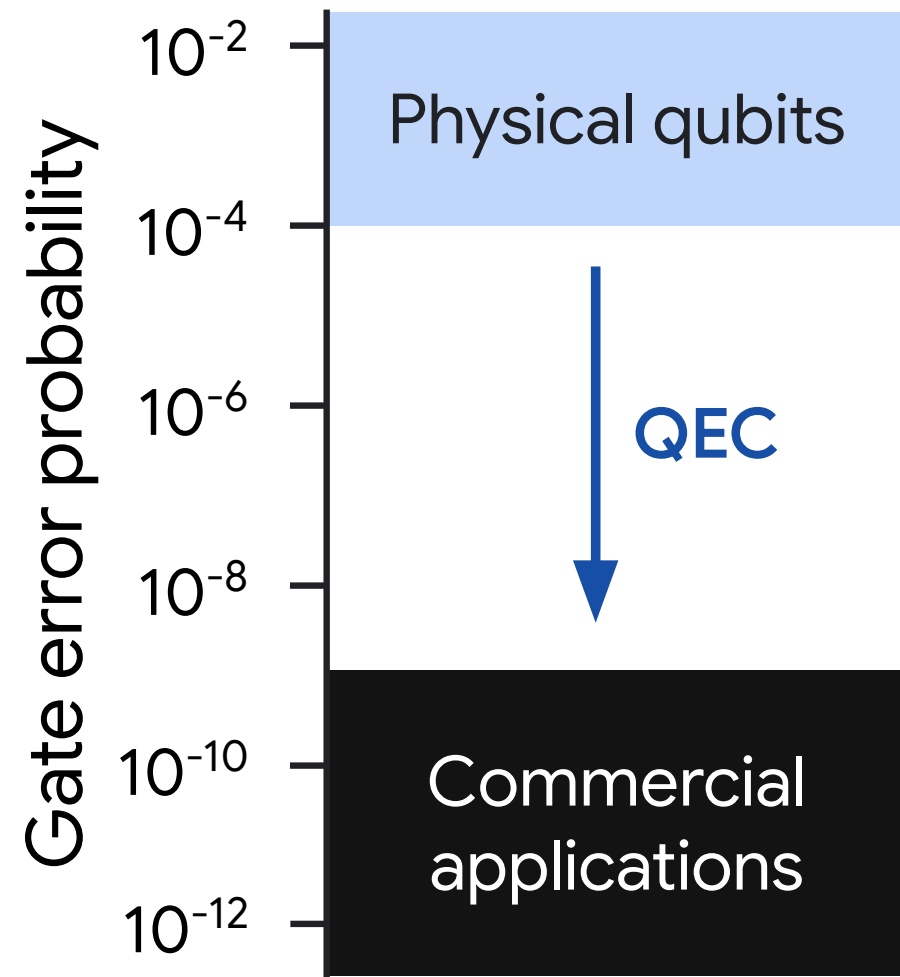
Physical qubit



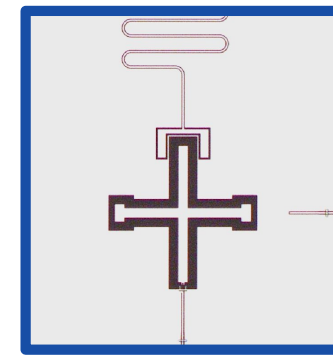
Logical qubit



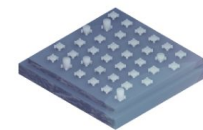
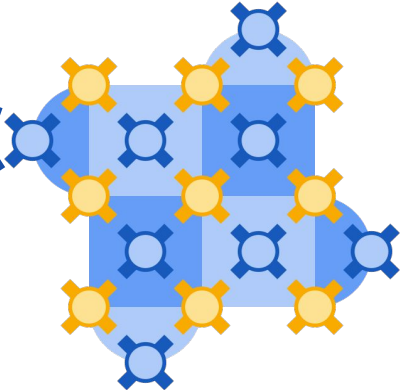
# Quantum error correction



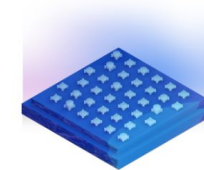
Physical qubit



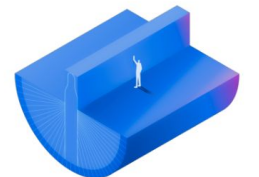
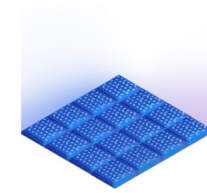
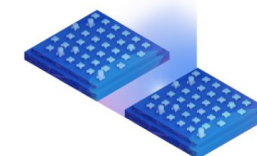
Logical qubit



2023



2025+



# Quantum error correction - progress

Nature, 2023

Article

**Suppressing quantum errors by scaling a surface code logical qubit**

<https://doi.org/10.1038/s41586-022-05434-1>

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Accepted: 10 October 2022

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Open access

Check for updates

Google Quantum AI\*

Practical quantum computing will require error rates well below those achievable with physical qubits. Quantum error correction<sup>1</sup> offers a path to algorithmically relevant error rates by encoding logical qubits within many physical qubits, for which increasing the number of physical qubits enhances protection against physical errors. However, introducing more qubits also increases the number of error sources, so the density of errors must be sufficiently low for logical performance to improve with increasing code size. Here we report the measurement of logical qubit performance scaling across several code sizes, and demonstrate that our system of superconducting qubits has sufficient performance to overcome the additional errors from increasing qubit number. We find that our distance-5 surface code logical qubit modestly outperforms an ensemble of distance-3 logical qubits on average, in terms of both logical error probability over 25 cycles and logical error per cycle ( $2.914 \pm 0.016\%$  compared to  $3.028 \pm 0.033\%$ ). To investigate damaging, low-probability error sources, we run a distance-25 repetition code and observe a  $1.7 \times 10^{-4}$  logical error per cycle floor set by a single high-energy event ( $1.6 \times 10^{-4}$  excluding this event). We accurately model our experiment, extracting error budgets that highlight the biggest challenges for future systems. These results mark an experimental demonstration in which quantum error correction begins to improve performance with increasing qubit number, illuminating the path to reaching the logical error rates required for computation.

**Surface codes with superconducting qubits**

Surface codes<sup>1–3</sup> are a family of quantum error-correcting codes that encode a logical qubit into the joint entangled state of a  $d \times d$  square of physical qubits, referred to as data qubits. The logical qubit states are defined by a pair of anti-commuting logical observables  $X$  and  $Z$ . For the example shown in Fig. 1a,  $Z$  observable is encoded in the joint  $Z$ -basis parity of a line of qubits that traverses the lattice from top to bottom, and likewise an  $X$  observable is encoded in the joint  $X$ -basis parity traversing left to right. This non-local encoding of information protects the logical qubit from local physical errors, provided we can detect and correct them.

To detect errors, we periodically measure  $X$  and  $Z$  parities of adjacent clusters of data qubits with the aid of  $d-1$  measure qubits interspersed throughout the lattice. As shown in Fig. 1b, each measure qubit interacts with its neighbouring data qubits to map the joint data qubit parity onto the measure qubit state, which is then measured. Each parity measurement, or stabilizer, commutes with the logical observables of the encoded qubit as well as every other stabilizer. Consequently, we can detect errors when parity measurements change unexpectedly, without disturbing the logical qubit state.

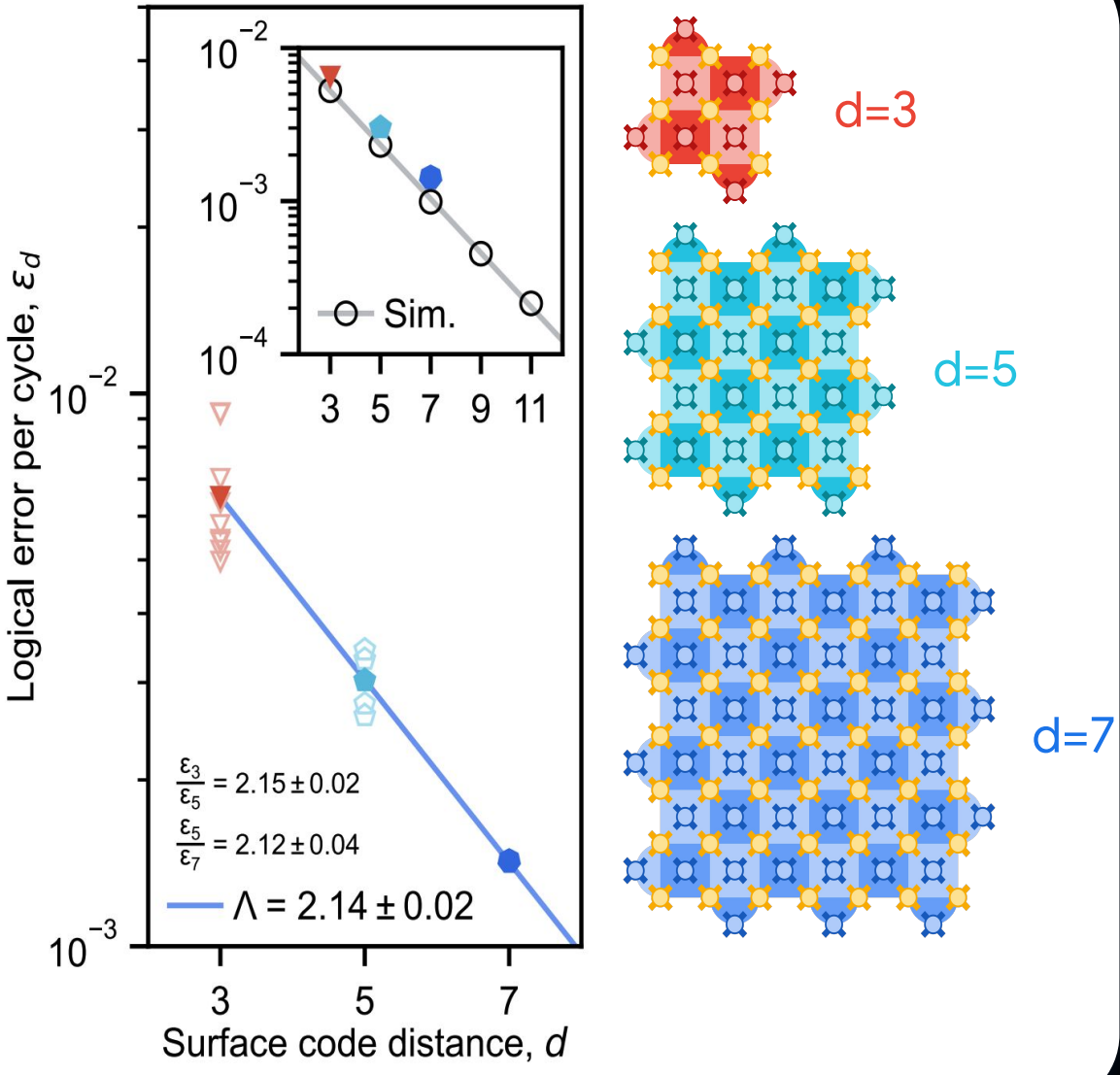
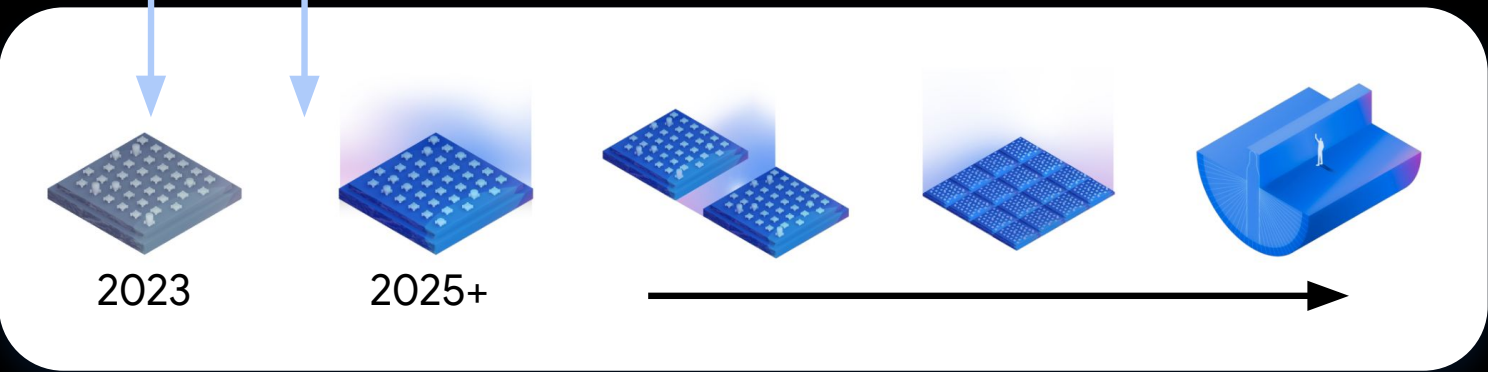
A decoder uses the history of stabilizer measurement outcomes to infer likely configurations of physical errors on the device. We can then

\*A list of authors and their affiliations appears at the end of the paper.

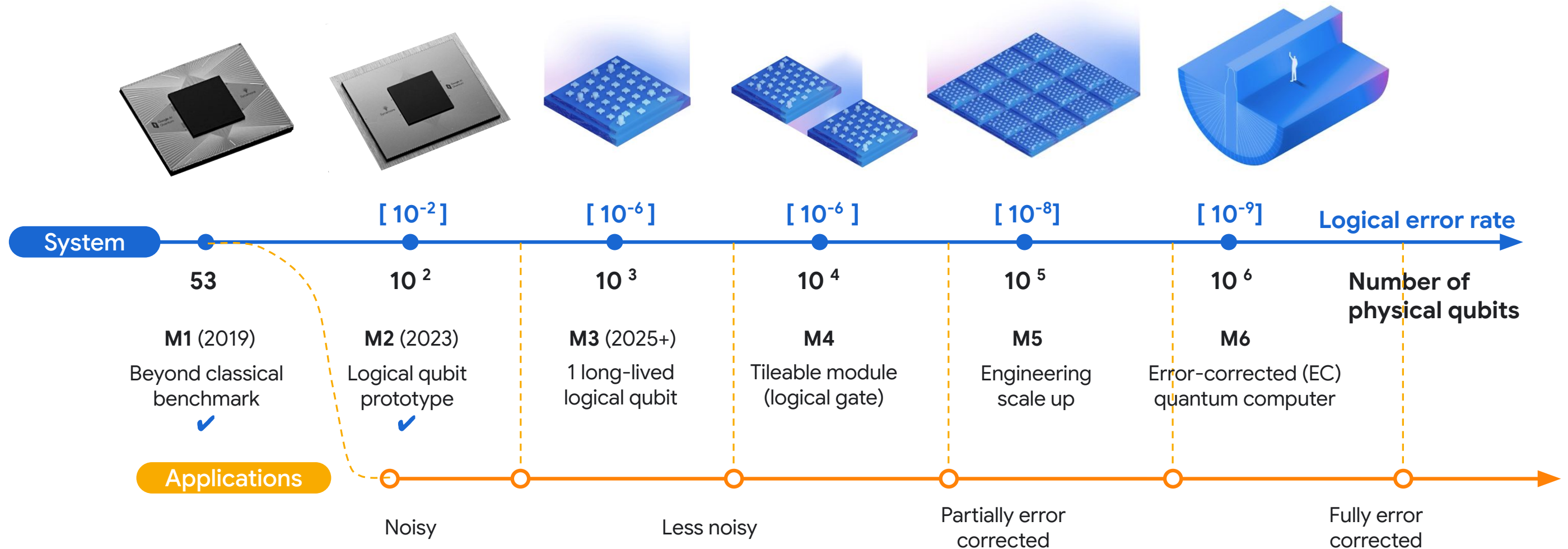
676 | Nature | Vol 614 | 23 February 2023

- Logical qubit better than any physical qubit
- 10x reduction compared to 2023

2024



# Long term roadmap & near term machines



Can we show *beyond-classical* capabilities before we have a full-scale, error-corrected quantum computer?



# Random circuit sampling

# Nature, 2019

## Article

## Quantum supremacy using a programmable superconducting processor

<https://doi.org/10.1038/s41586-019-1666-5>

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Frank Arute<sup>1</sup>, Kunal Arya<sup>1</sup>, Ryan Babbush<sup>1</sup>, Dave Bacon<sup>1</sup>, Joseph C. Bardin<sup>1,2</sup>, Rami Barends<sup>1</sup>, Rupak Biswas<sup>1</sup>, Sergio Boixo<sup>1</sup>, Fernando G. S. L. Brandao<sup>1</sup>, David A. Buell<sup>1</sup>, Brian Burkett<sup>1</sup>, Yu Chen<sup>1</sup>, Zijun Chen<sup>1</sup>, Ben Chiaro<sup>1</sup>, Roberto Collins<sup>1</sup>, William Courtney<sup>1</sup>, Andrew Dunsworth<sup>1</sup>, Edward Farhi<sup>1</sup>, Brooks Foxen<sup>1,2</sup>, Austin Fowler<sup>1</sup>, Craig Gidney<sup>1</sup>, Marissa Gustafson<sup>1</sup>, Rob Graff<sup>1</sup>, Keith Guerin<sup>1</sup>, Steve Habegger<sup>1</sup>, Matthew P. Harrigan<sup>1</sup>, Michael J. Hartmann<sup>1,2</sup>, Alan Ho<sup>1</sup>, Markus Hoffmann<sup>1</sup>, Trent Huang<sup>1</sup>, Travis S. Humble<sup>1</sup>, Sergei Y. Isakov<sup>1</sup>, Evgen Jeffrey<sup>1</sup>, Zhang Jigao<sup>1</sup>, Dvir Kfir<sup>1</sup>, Kostyantyn Kechedzhi<sup>1</sup>, Julian Kelly<sup>1</sup>, Paul V. Klimov<sup>1</sup>, Sergey Knysch<sup>1</sup>, Alexander Korotkov<sup>1,2</sup>, Fedor Kostritsa<sup>1</sup>, David Landau<sup>1</sup>, Mike Lindmark<sup>1</sup>, Erik Lucero<sup>1</sup>, Dmitry Lyakh<sup>1</sup>, Salvatore Mandrà<sup>3,10</sup>, Jarrod R. McClean<sup>1</sup>, Matthew McEwen<sup>1</sup>, Anthony Megrant<sup>1</sup>, Xiao Mi<sup>1</sup>, Kristel Michielssen<sup>1,2</sup>, Masoud Mohseni<sup>1</sup>, Josh Mutus<sup>1</sup>, Ezer Naaman<sup>1</sup>, Matthew Newstead<sup>1</sup>, Charles Niel<sup>1</sup>, Murphy Yuezhen Niu<sup>1</sup>, Eric Ostby<sup>1</sup>, Andre Petukhov<sup>1</sup>, John C. Platt<sup>1</sup>, Kevin Quintana<sup>1</sup>, Eleanor G. Riedel<sup>1</sup>, Pedram Roushan<sup>1</sup>, Nicholas C. Rubin<sup>1</sup>, Daniel Sank<sup>1</sup>, Kevin J. Satzinger<sup>1</sup>, Vadim Smelyanskiy<sup>1</sup>, Kevin J. Sung<sup>1,2</sup>, Matthew D. Trevithick<sup>1</sup>, Amit Vainsencher<sup>1</sup>, Benjamin Villalonga<sup>1,2,4</sup>, Theodore White<sup>1</sup>, Z. Jamie Yao<sup>1</sup>, Ping Yeh<sup>1</sup>, Adam Zalcman<sup>1</sup>, Hartmut Nienke<sup>1</sup> & John M. Martinis<sup>1,5a</sup>

The promise of quantum computers is that certain computational tasks might be executed exponentially faster on a quantum processor than on a classical processor<sup>1</sup>. A fundamental challenge is to build a high-fidelity processor capable of running quantum algorithms in an exponentially large computational space. Here we report the use of a processor with programmable superconducting qubits<sup>2–7</sup> to create quantum states on 53 qubits, corresponding to a computational state-space of dimension  $2^{53}$  (about  $10^{16}$ ). Measurements from repeated experiments sample the resulting probability distribution, which we verify using classical simulations. Our Sycamore processor takes about 200 seconds to sample one instance of a quantum circuit a million times—our benchmarks currently indicate that the equivalent task for a state-of-the-art classical supercomputer would take approximately 10,000 years. This dramatic increase in speed compared to all known classical algorithms is an experimental realization of quantum supremacy<sup>8–14</sup> for this specific computational task, heralding a much-anticipated computing paradigm.

In the early 1980s, Richard Feynman proposed that a quantum computer would be an effective tool with which to solve problems in physics and chemistry, given that it is exponentially costly to simulate large quantum systems with classical computers.<sup>14</sup> Realizing Feynman's vision poses substantial experimental and theoretical challenges. First, can a quantum system be engineered to perform a computation in a large enough computational (Hilbert) space and with a low enough error rate to provide a quantum speedup? Second, can we formulate a problem that is hard for a classical computer but easy for a quantum computer? By computing such a benchmark task on our superconducting qubit processor, we tackle both questions. Our experiment achieves quantum supremacy, a milestone on the path to full-scale quantum computing.<sup>14</sup>

In reaching this milestone, we show that quantum speedup is achievable in a real-world system and is not precluded by any hidden physical laws. Quantum supremacy also heralds the era of noisy intermediate-scale quantum (NISQ) technologies<sup>2</sup>. The benchmark task we demonstrate has an immediate application in generating certifiable random numbers (S. Aaronson, manuscript in preparation); other initial uses for this new computational capability may include optimization<sup>3,17</sup>, machine learning<sup>18–21</sup>, materials science and chemistry<sup>22–24</sup>. However, realizing the full promise of quantum computing (using Shor's algorithm for factoring, for example) still requires technical leaps to engineer fault-tolerant logical qubits<sup>25–29</sup>.

To achieve quantum supremacy, we made a number of technical advances which also pave the way towards error correction. We

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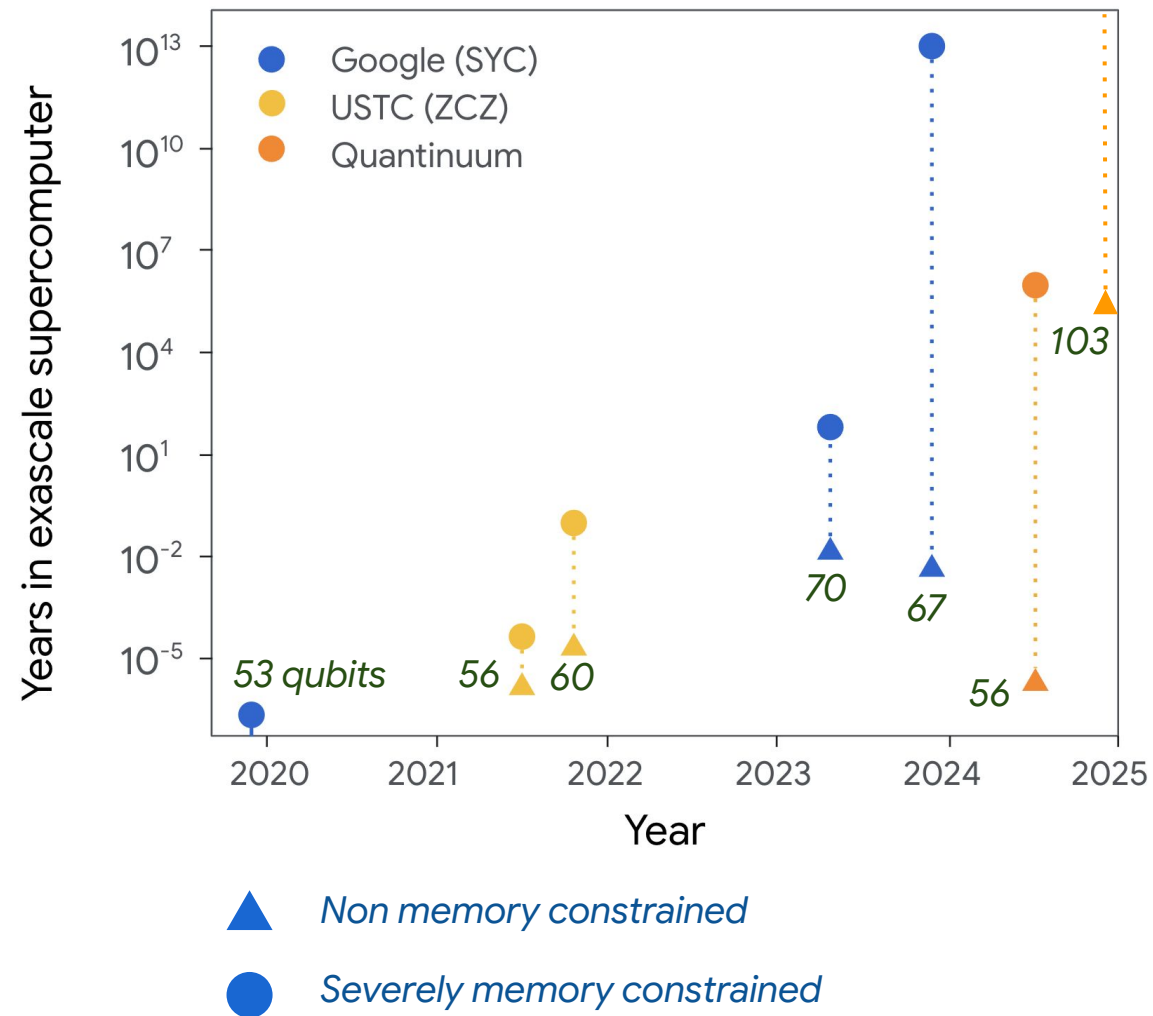
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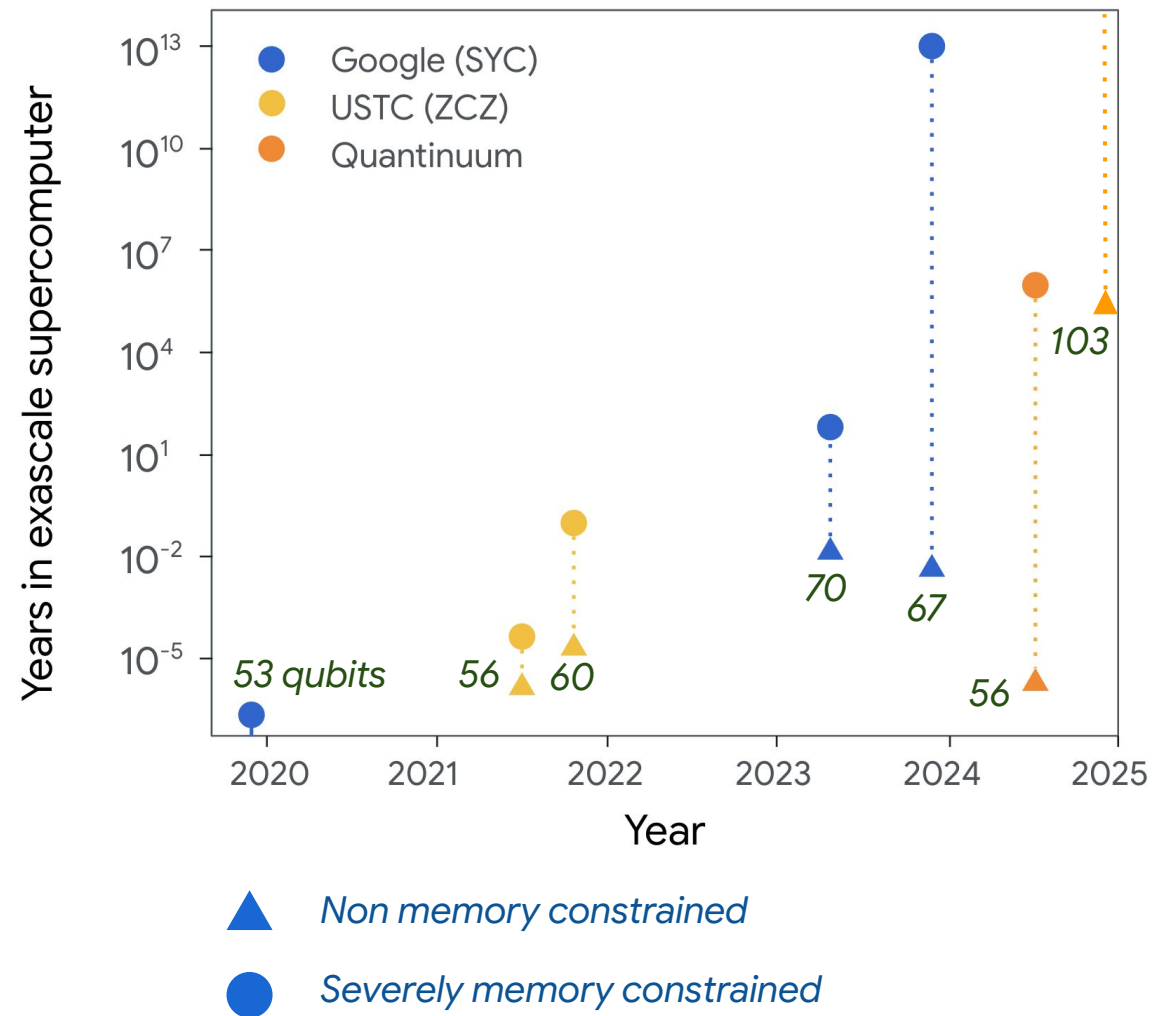
past few years<sup>42–50</sup>. We expect that lower simulation costs than reported here will eventually be achieved, but we also expect that they will be consistently outpaced by hardware improvements on larger quantum processors.

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# Random circuit sampling - progress



# Random circuit sampling - progress



Reduction in *component error rates*



Access to larger computational volumes  
(number of qubits, computational depth)

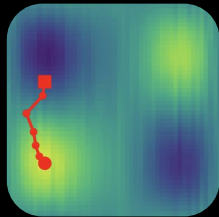


*Vastly more complex computations*



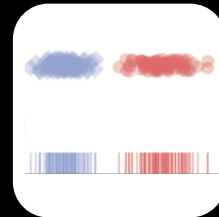
Can we show *beyond-classical*  
capabilities *with application* before we  
have a full-scale, error-corrected  
quantum computer?

# Extensive work towards application



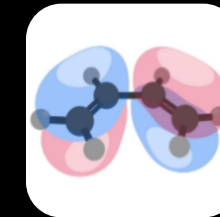
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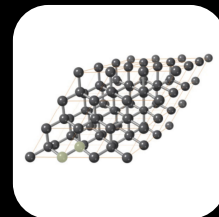
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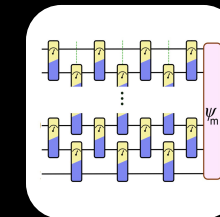
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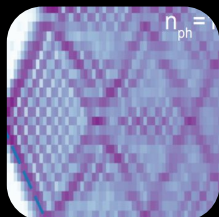
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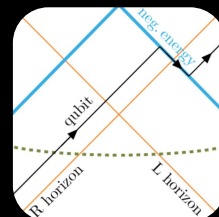
Measurement-induced entanglement and teleportation on a noisy quantum processor

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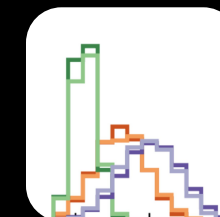
Formation of robust bound states of interacting microwave photons

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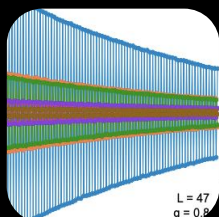
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Dynamics of magnetization at infinite temperature in a Heisenberg spin chain

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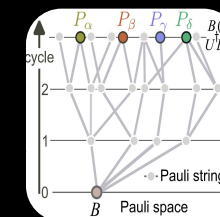
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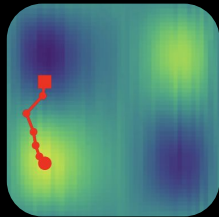
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Constructive interference at the edge of quantum ergodic dynamics

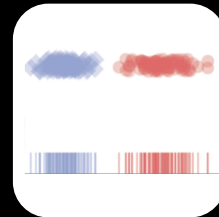
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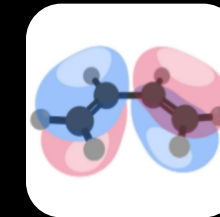
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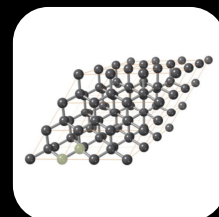
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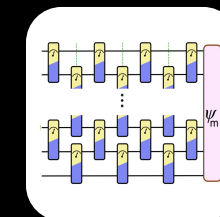
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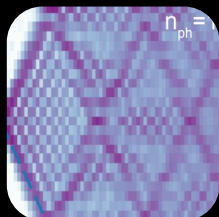
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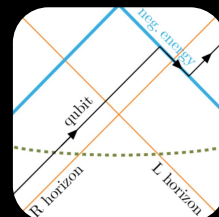
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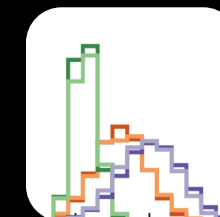
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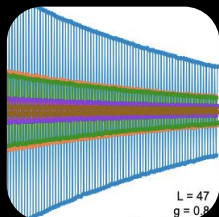
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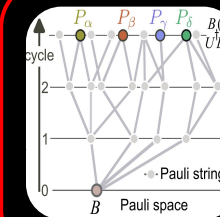
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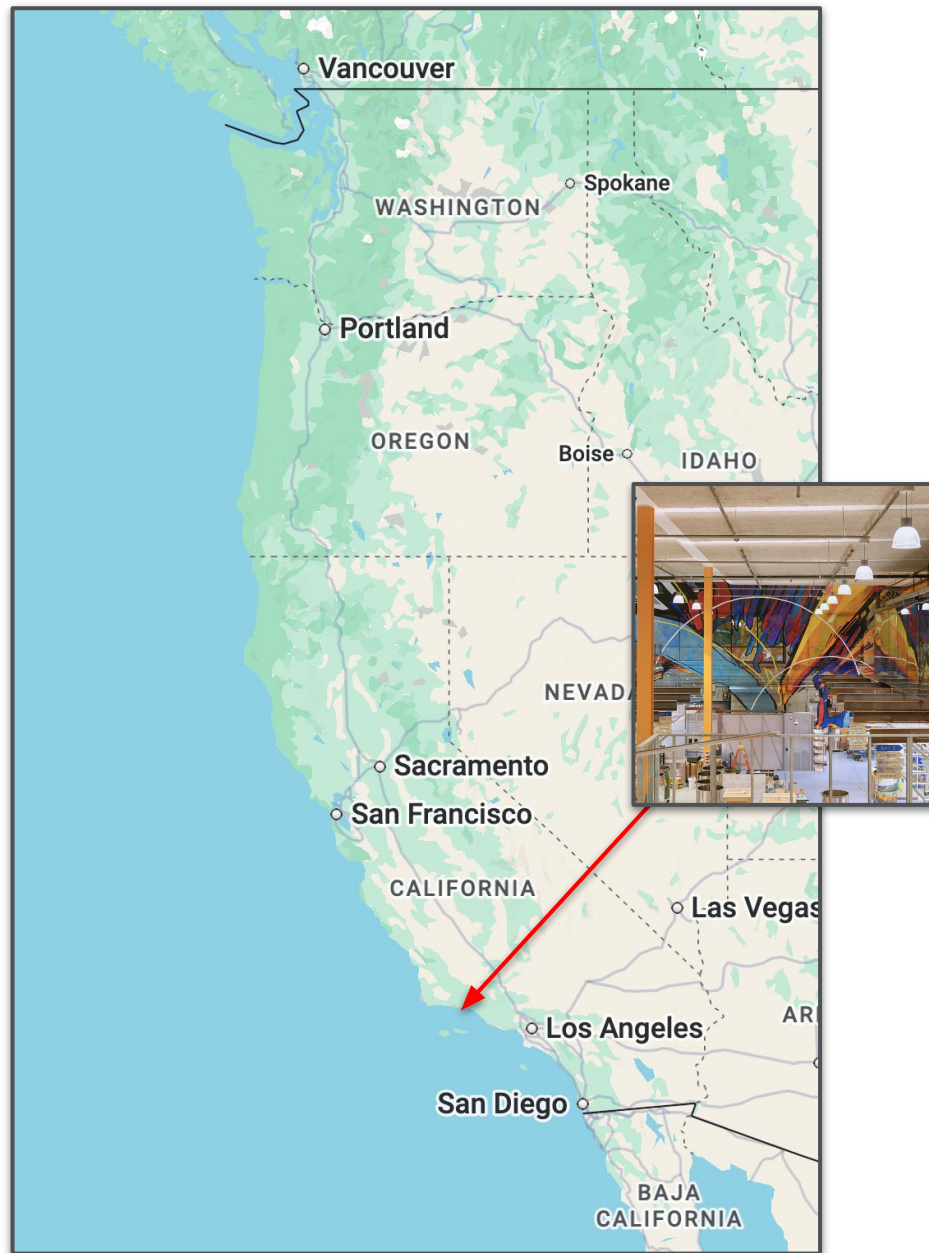
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Incremental progress towards *beyond-classical application*

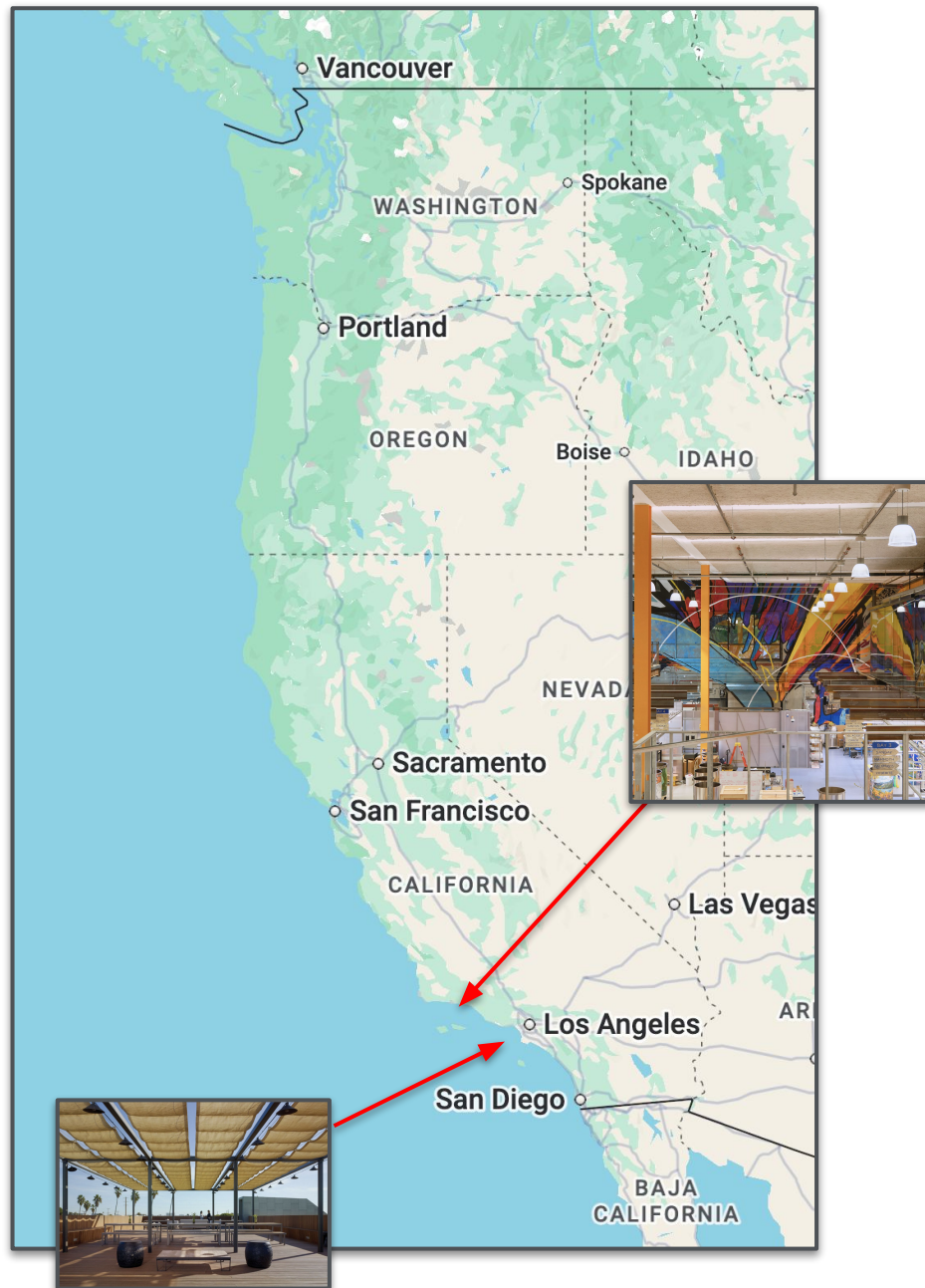
# The team

# Where is the team?

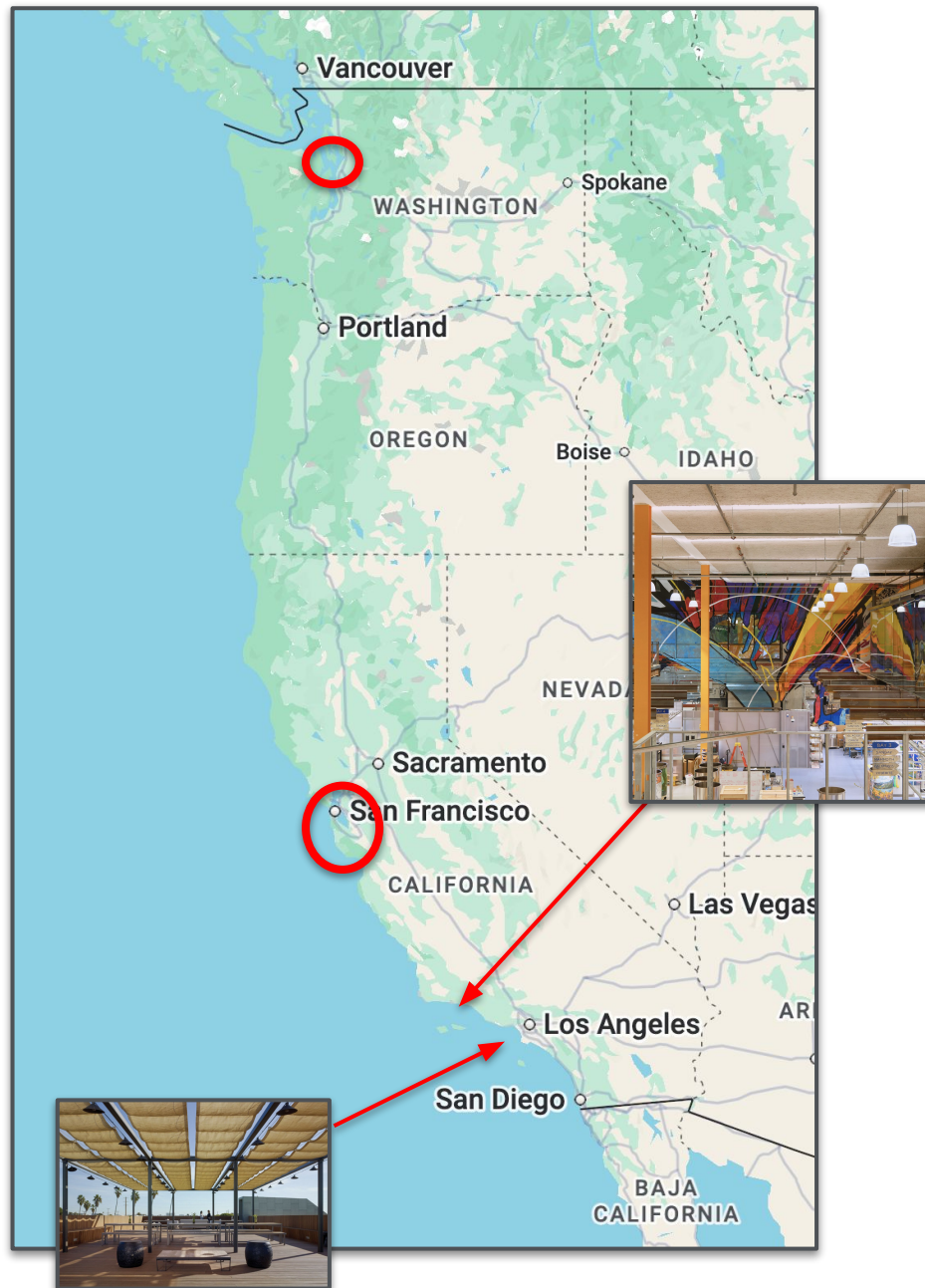




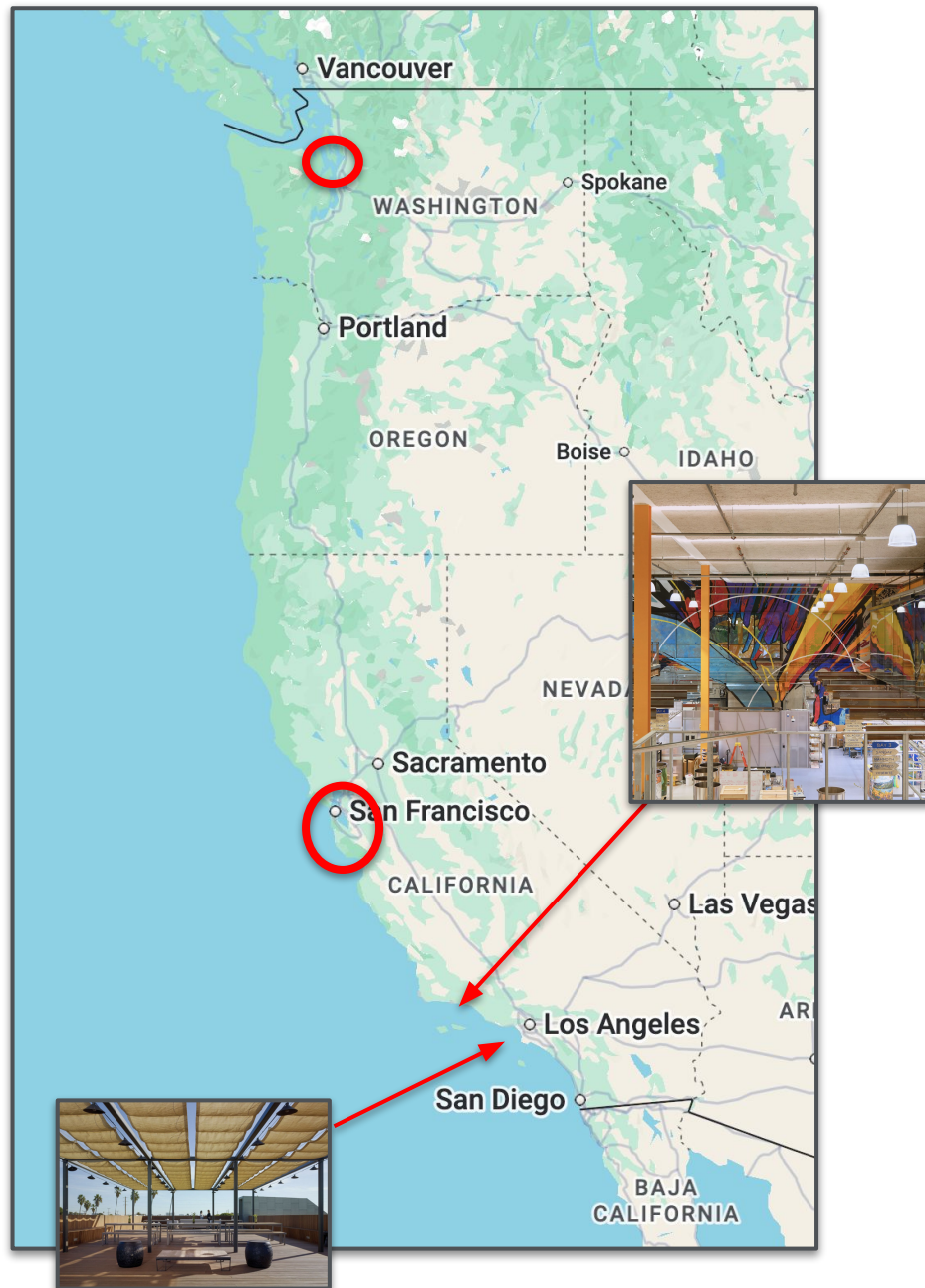
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# Where is the team?



- **Santa Barbara**  
All experimentalists, a lot of theorists/numerics, some software engineers, and other roles.
- **Venice, Los Angeles**  
Theory/numerics, software engineers, and other roles.
- **Bay area (San Francisco and Mountain View)**  
Theory/numerics, software engineers, and other roles.
- **Seattle**  
Mostly software engineers.
- **Other locations**  
A very small number of people work from other locations.

# Roles / Backgrounds (non-exhaustive list): research & non-research

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## Technical roles

- Fabrication
- Characterization (device and noise modelling) and calibration
- Electronics
- Cryogenics
- Fault-tolerant quantum algorithms
- Near-term quantum applications / quantum simulation
- Computational methods and simulation
- Quantum error correction
- Open source packages (cirq, qualtran, ...)
- Real time decoding (heavily optimized code and hardware)
- Quantum computer software infrastructure
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## Backgrounds

- Experimental condensed matter physics / material science
- Theoretical and computational condensed matter / chemistry
- Quantum optics
- Mathematics
- Statistical mechanics
- Theoretical computer science (complexity theory)
- Software engineering
- Finance (high-frequency trading)
- Aerospace
- Semiconductor industry
- Machine learning / AI
- ...

# Opportunities for students

# Student opportunities

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- **Student researcher program:**
  - Flexible appointment: full time/part time and short term/long term
  - Research interviews assessing candidate's research experience, domain knowledge, and problem-solving and communication skills

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Getting started in the field, providing a minor improvement for someone's result, doing an internship at a different place, fixing a bug on an open source project, ...

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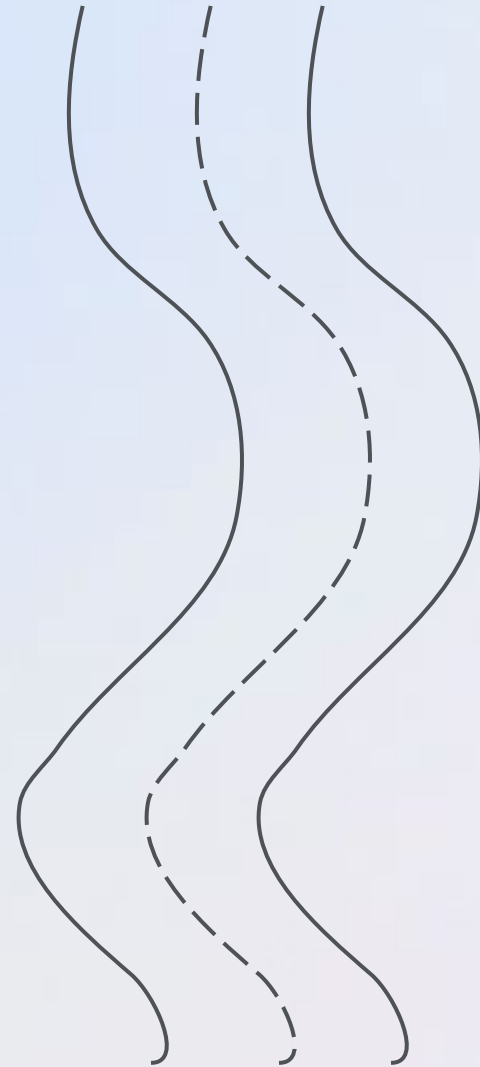
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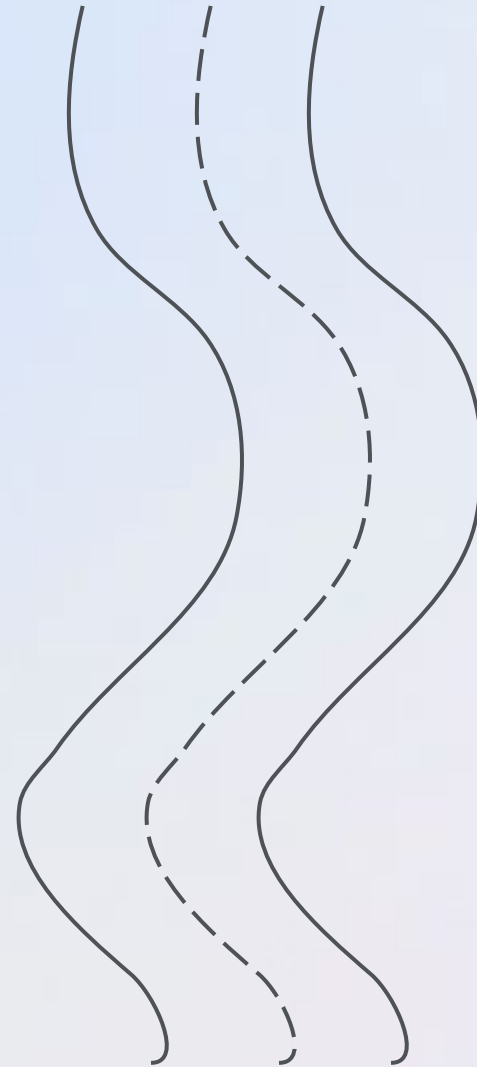
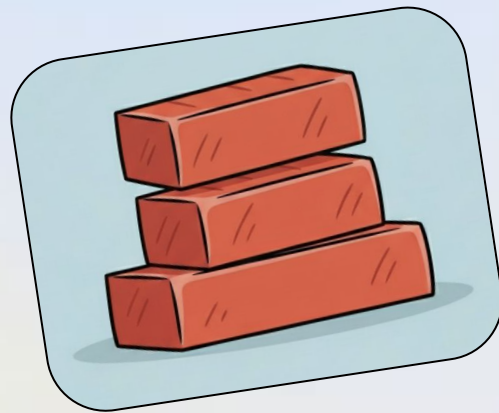
Quantum computing is walking a thin line. It's an exciting time!





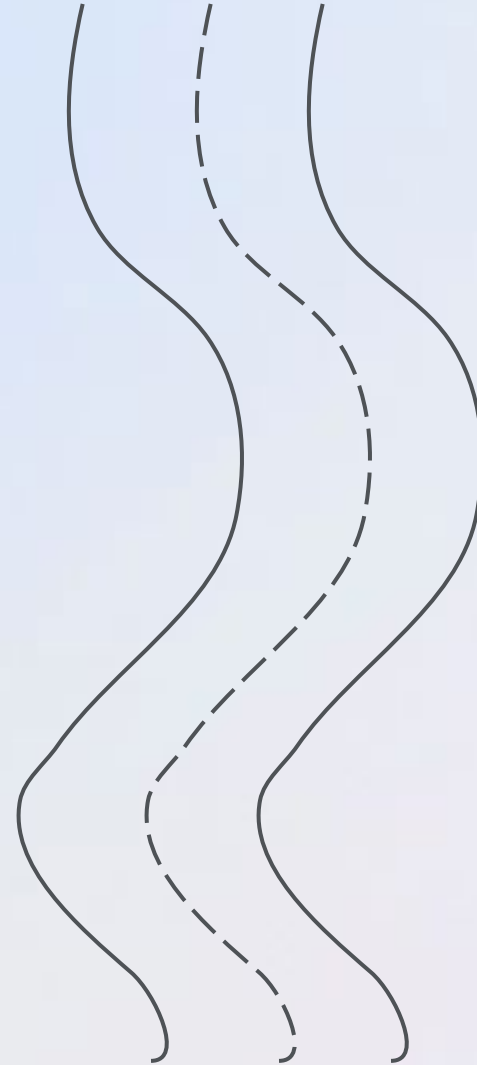
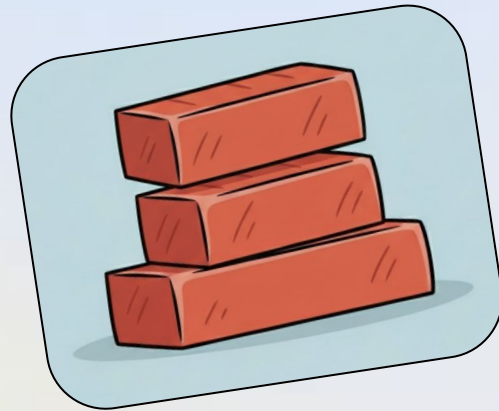
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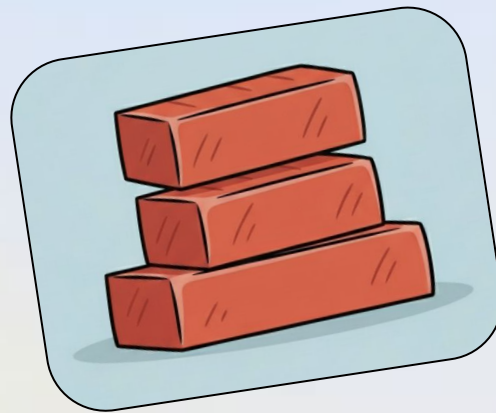


⚠ Too wild:  
no progress

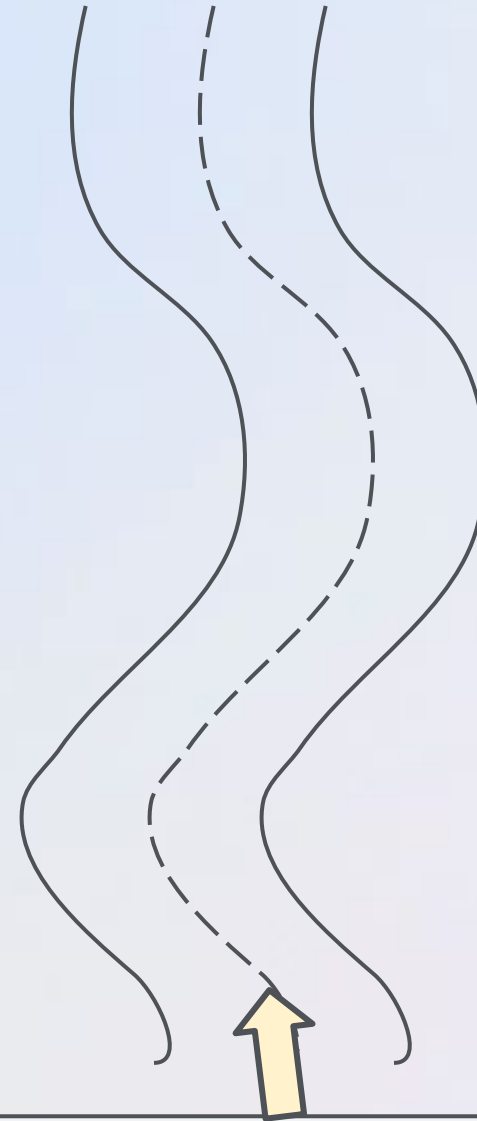


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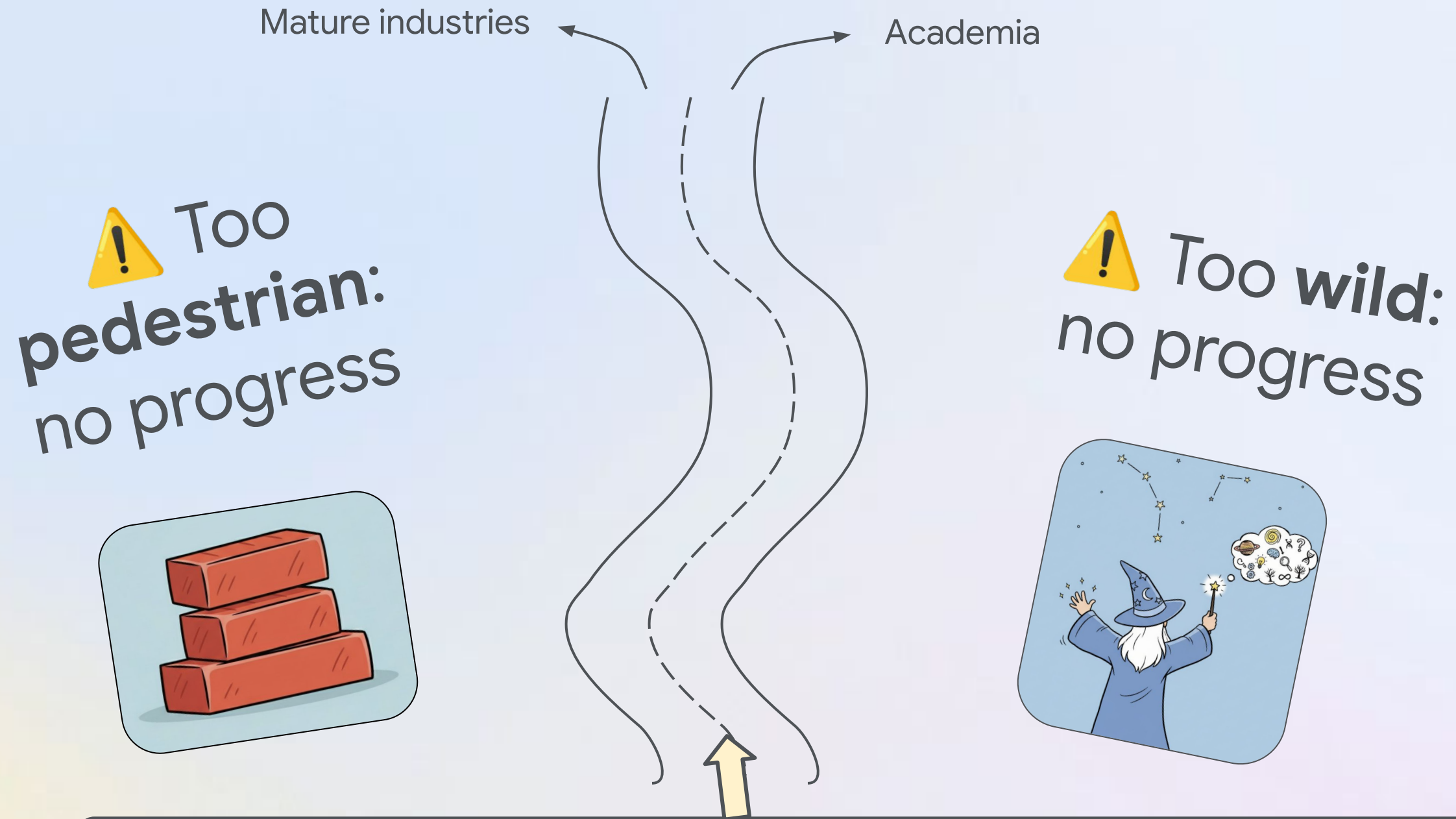


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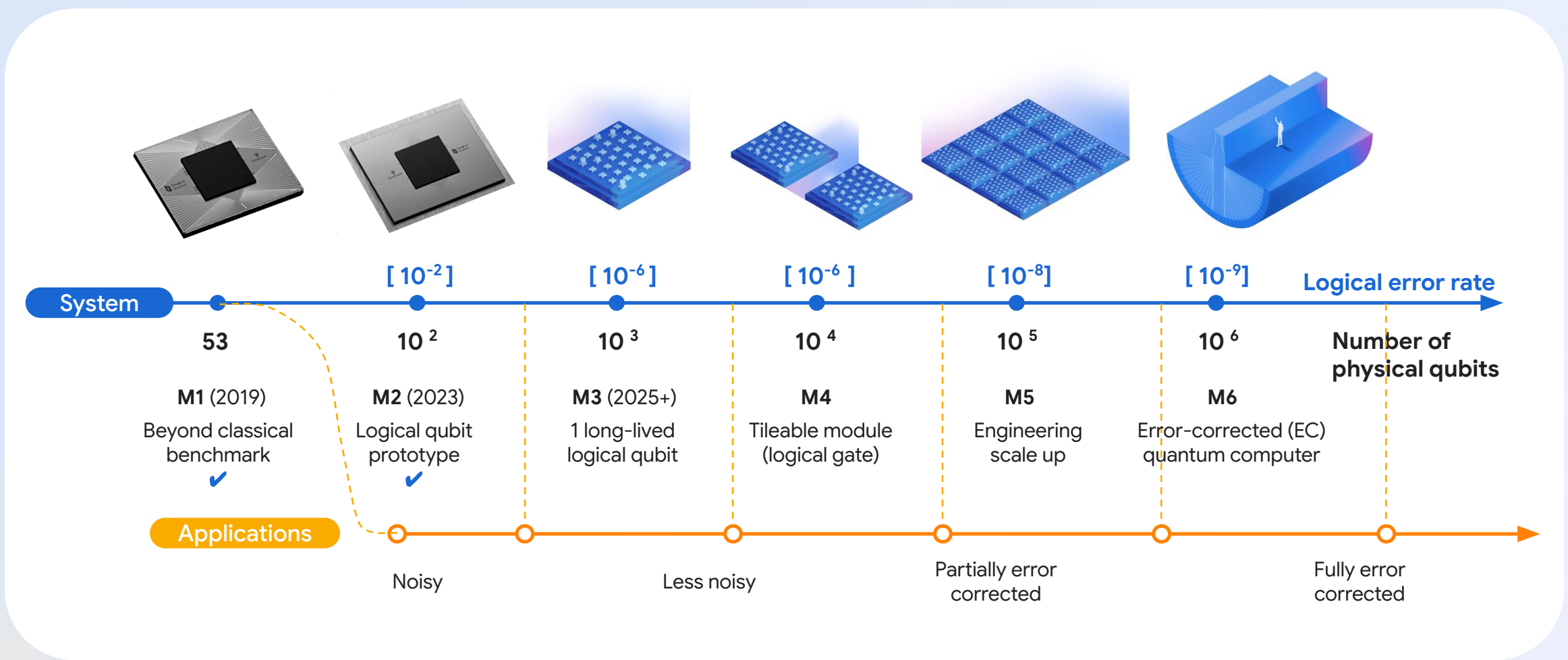
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Management, compromises, vision, resources, expertise, practicality, personal motivation, team motivation, deadlines, competition, applications, talent, expertise, incentives, business/market ...

# Our roadmap will need more talented people



Benjamin Villalonga (bcorrea@google.com)

[google.careers.com](https://google.careers.com)

