

# Quantum Computing: Human Interactions at Every Layer



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2025

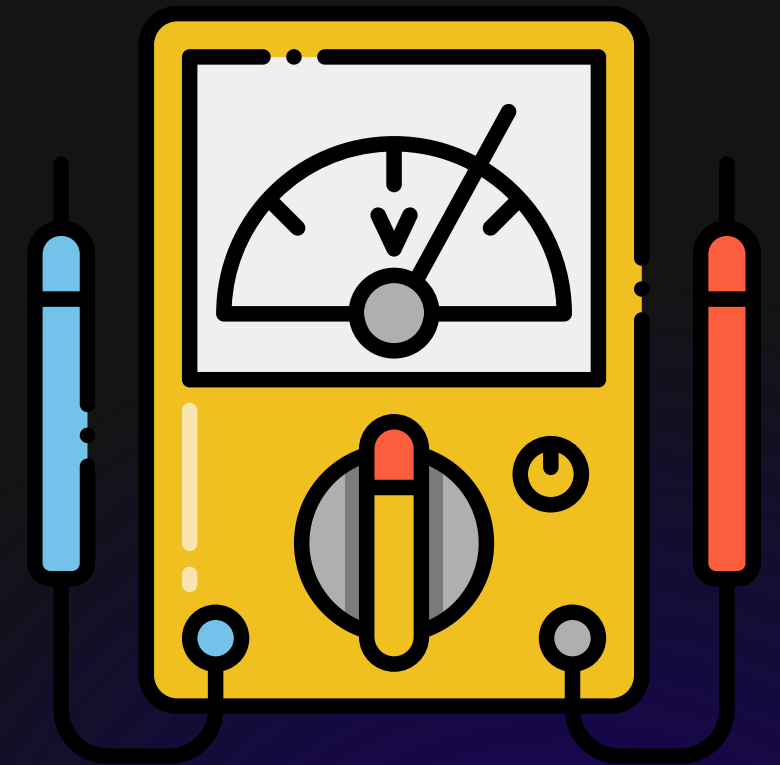
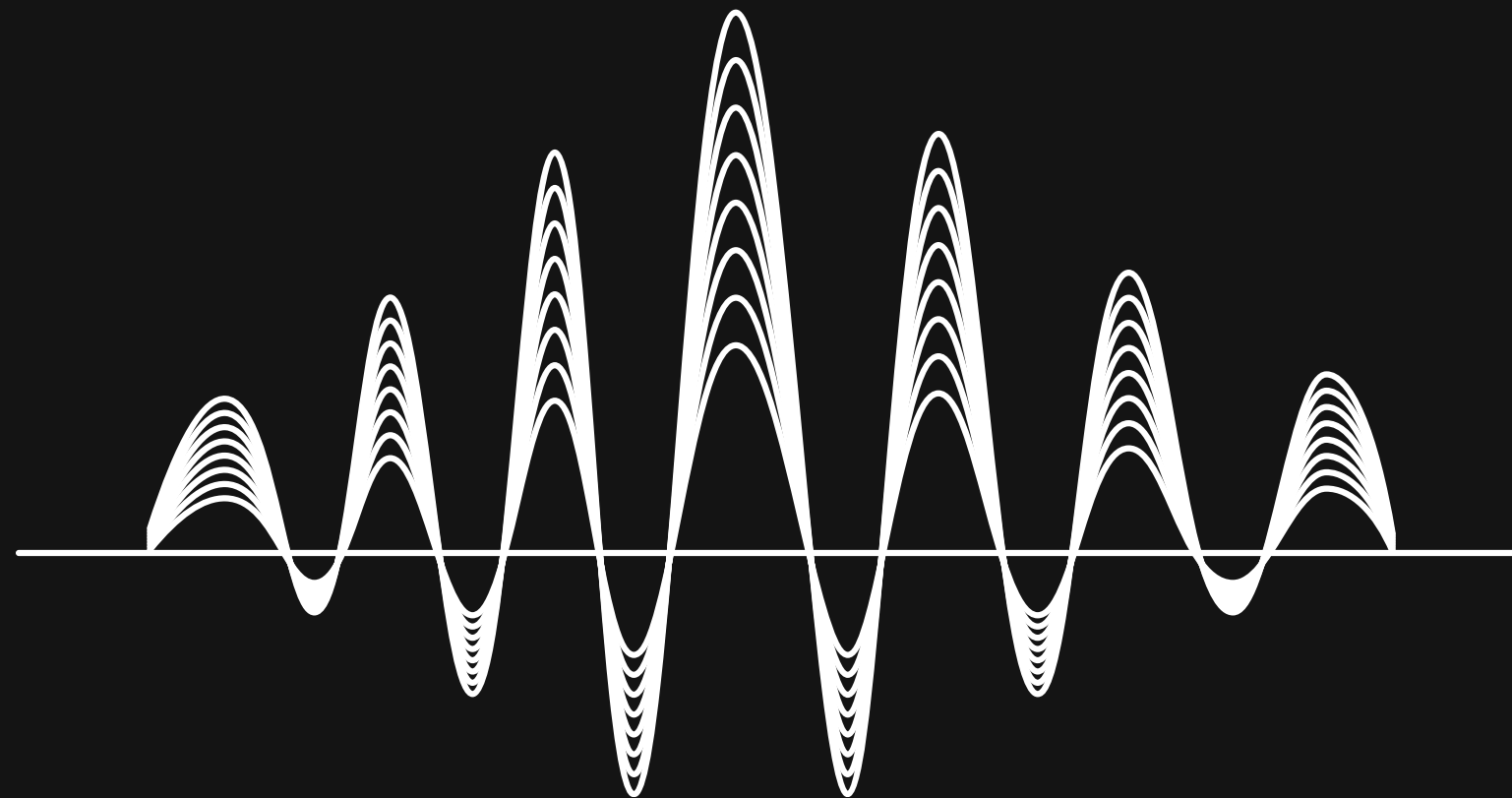
# Our groups



(HCI)  
Human Computer  
Interaction

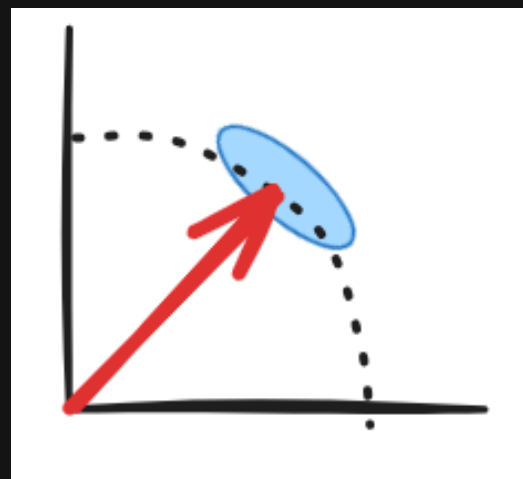
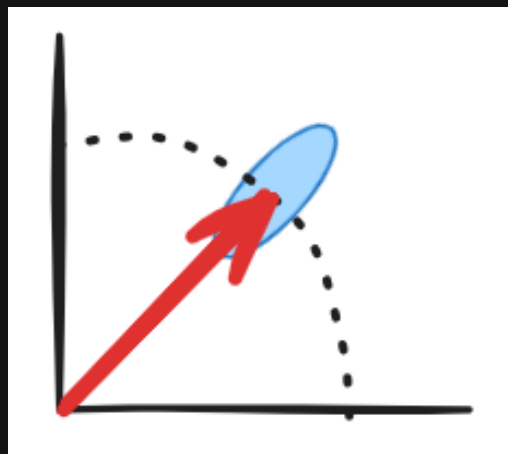
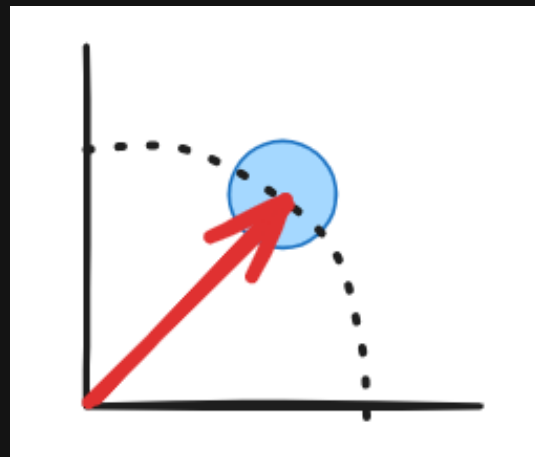
Sensors

# Sensors classical and quantum





# Visualizing sensors



## Heisenberg Uncertainty Principle

Quantum visualizations and sensors



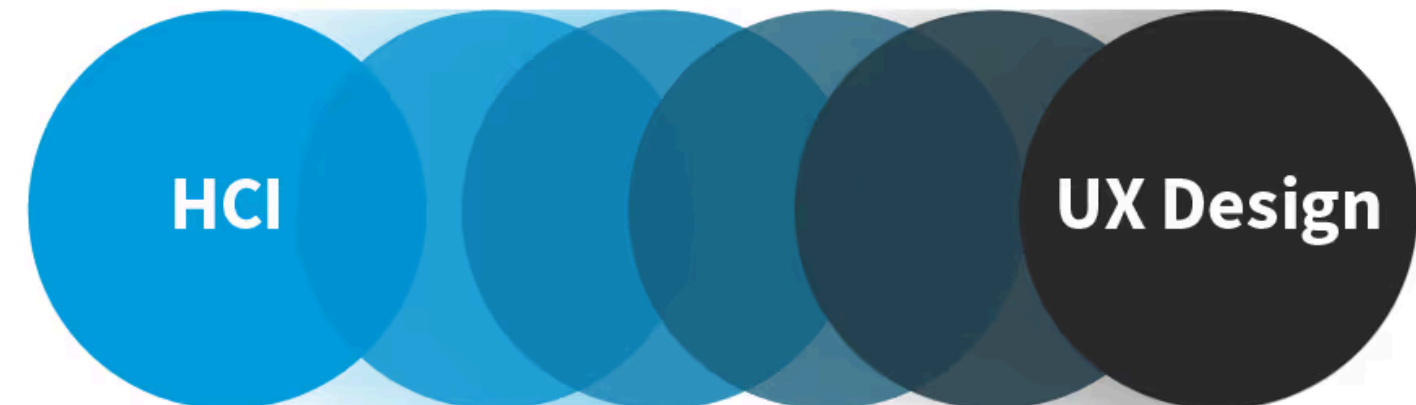


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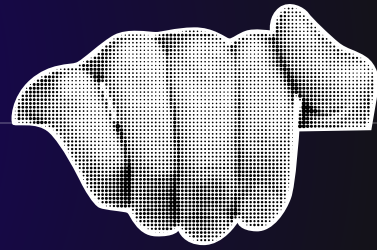
# HCI – Human Computer Interaction

- In context
- Interdisciplinary
- Solves problems related to human use of computing

## The Evolution of UX Design

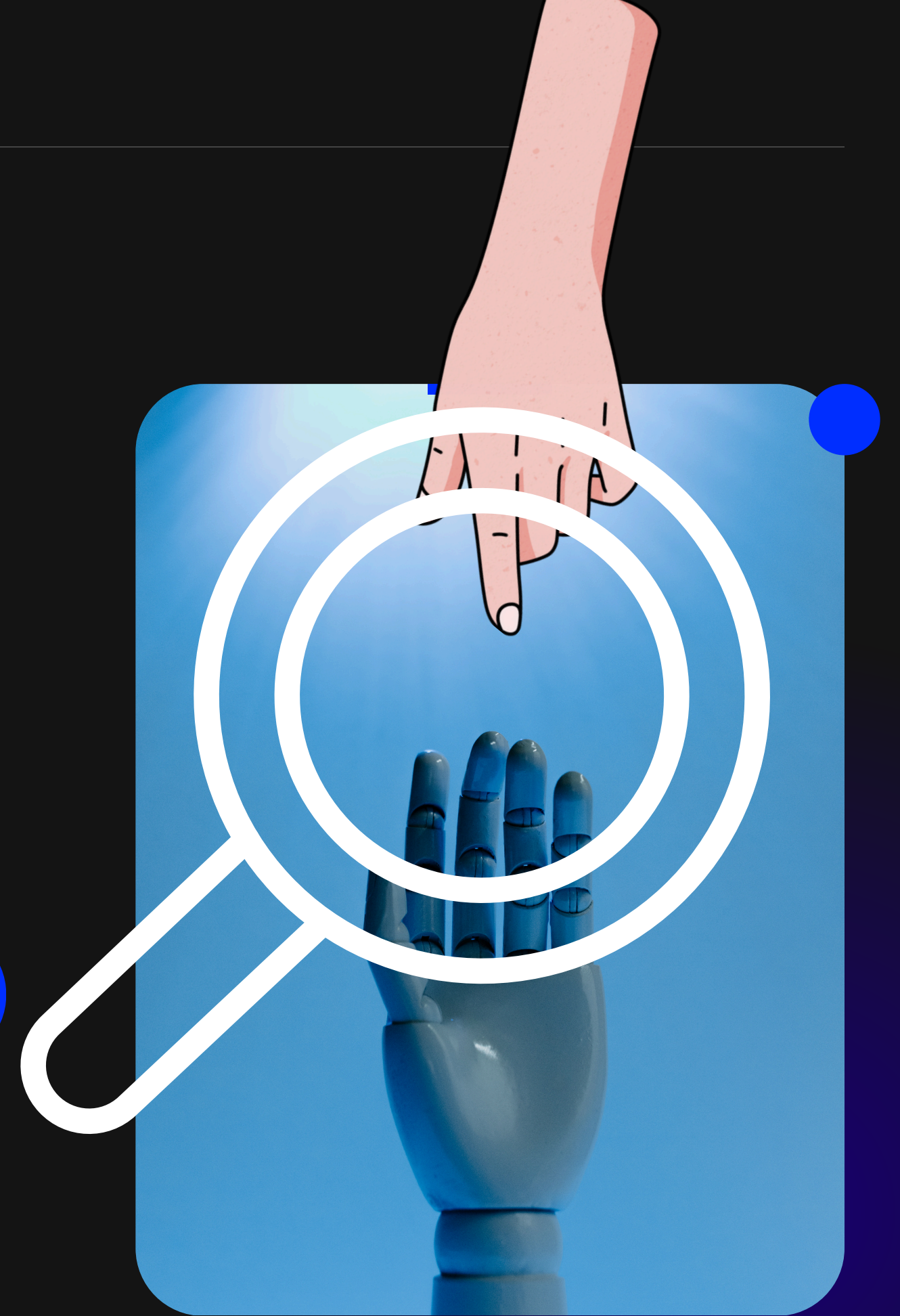


Interaction Design Foundation  
[interaction-design.org](http://interaction-design.org)

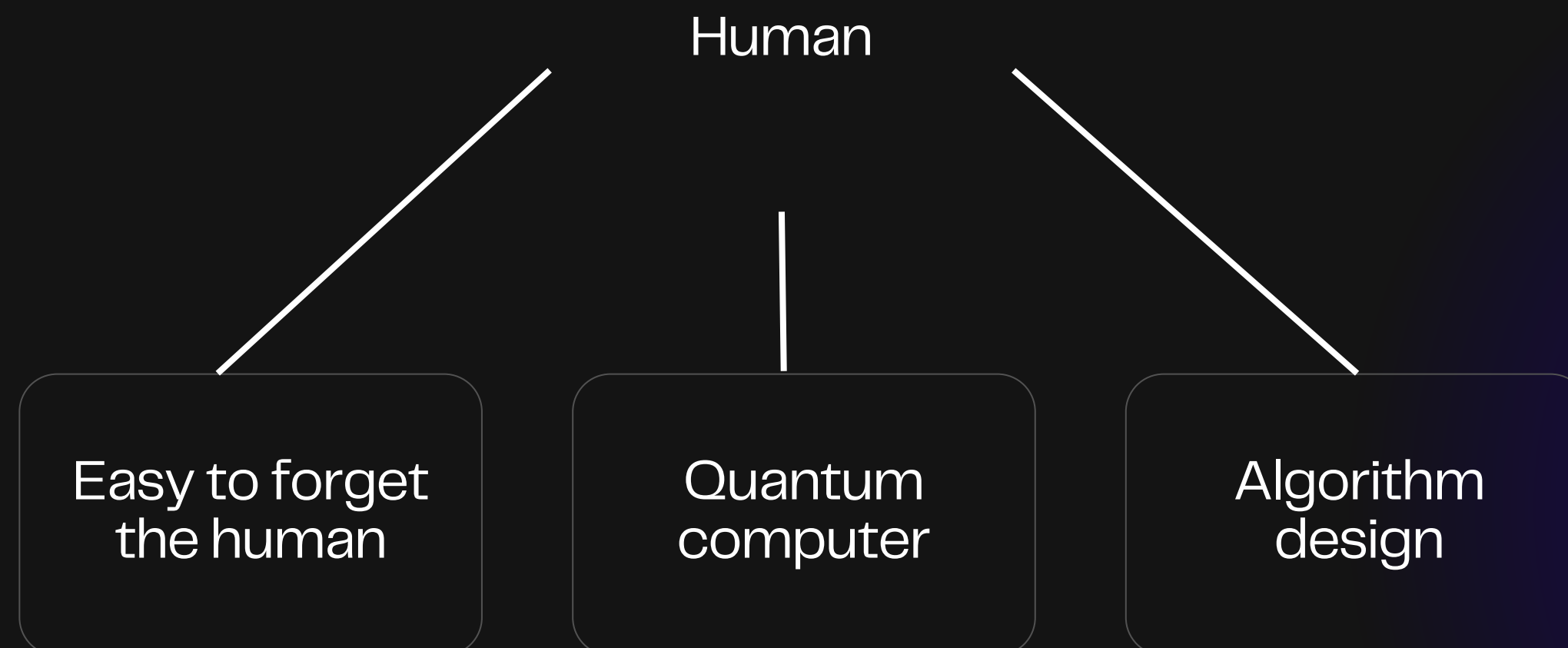
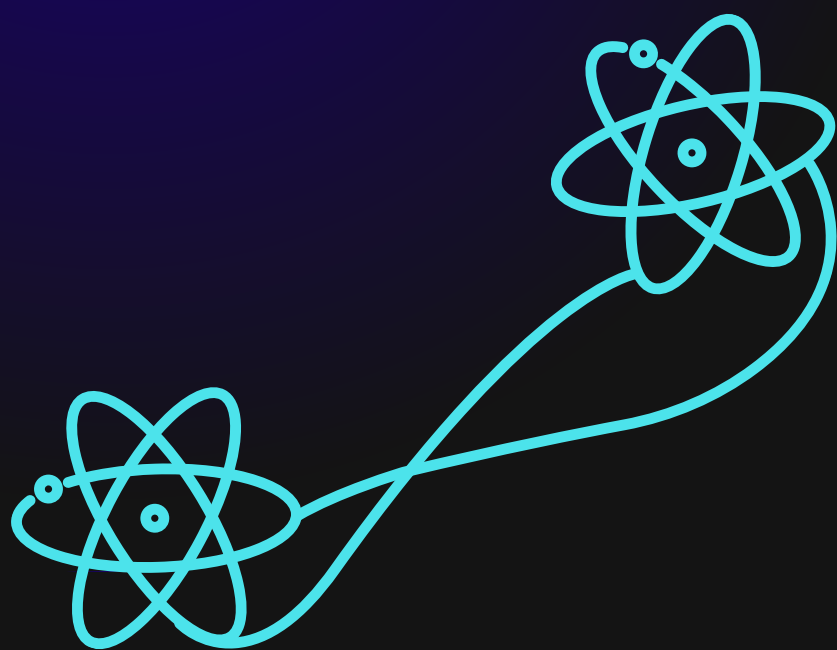


# How does Quantum Computing look through an HCI lens?

**What human interactions and visualisations can we find there?**



# Overview

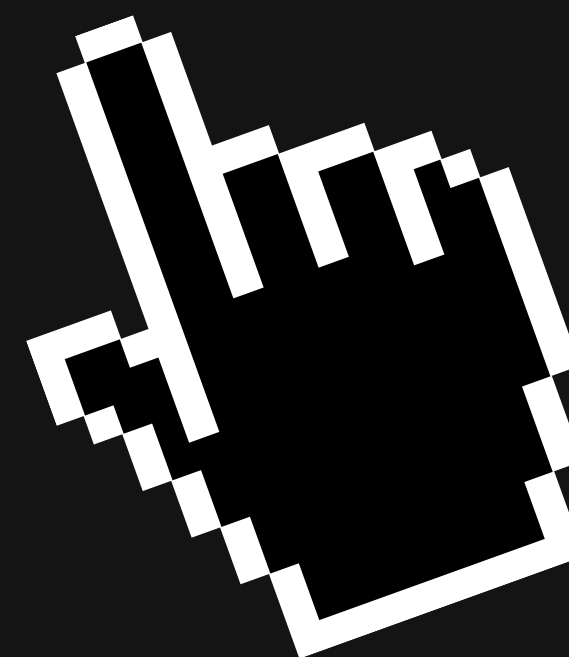
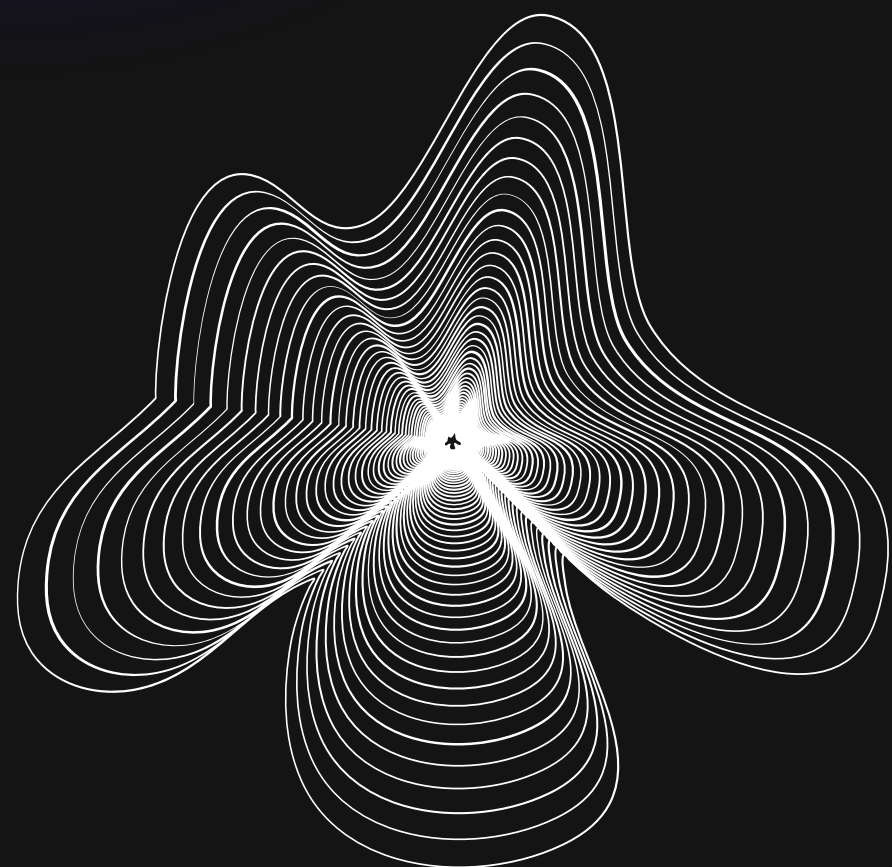




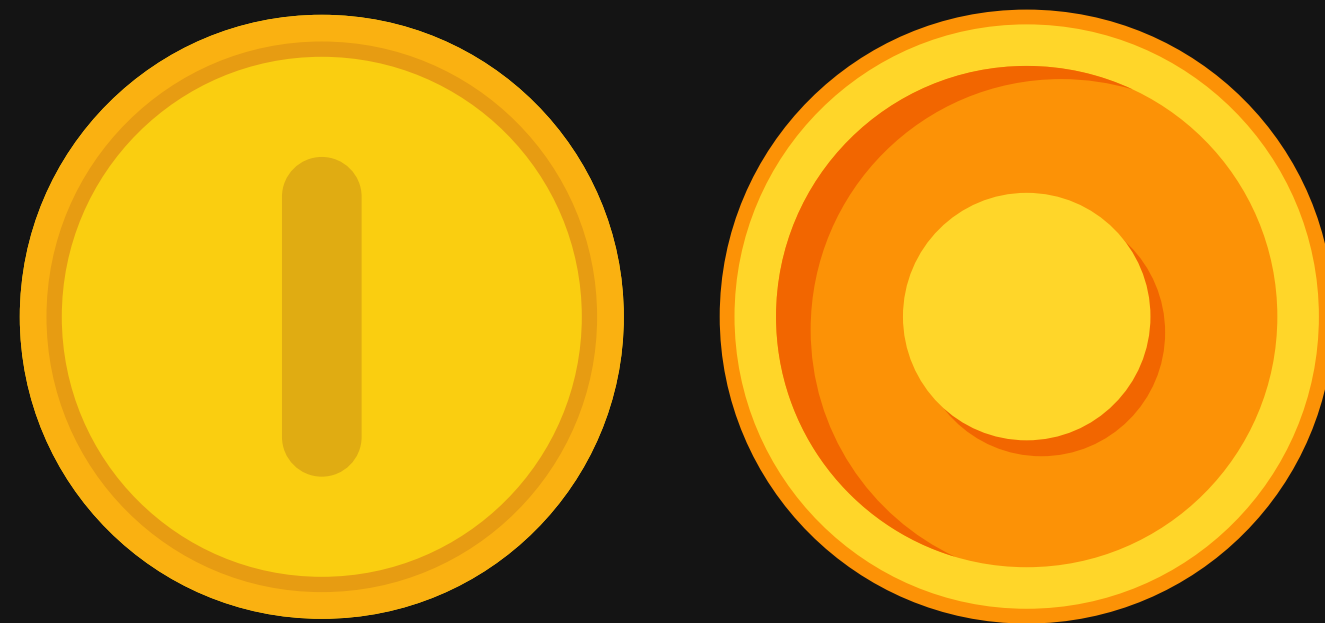


SINTEF

# Quantum Computing vs Classical computing



# What is a bit



# What is an algorithm





# What is a Qbit





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# What is a Qbit



# Easy to forget the human

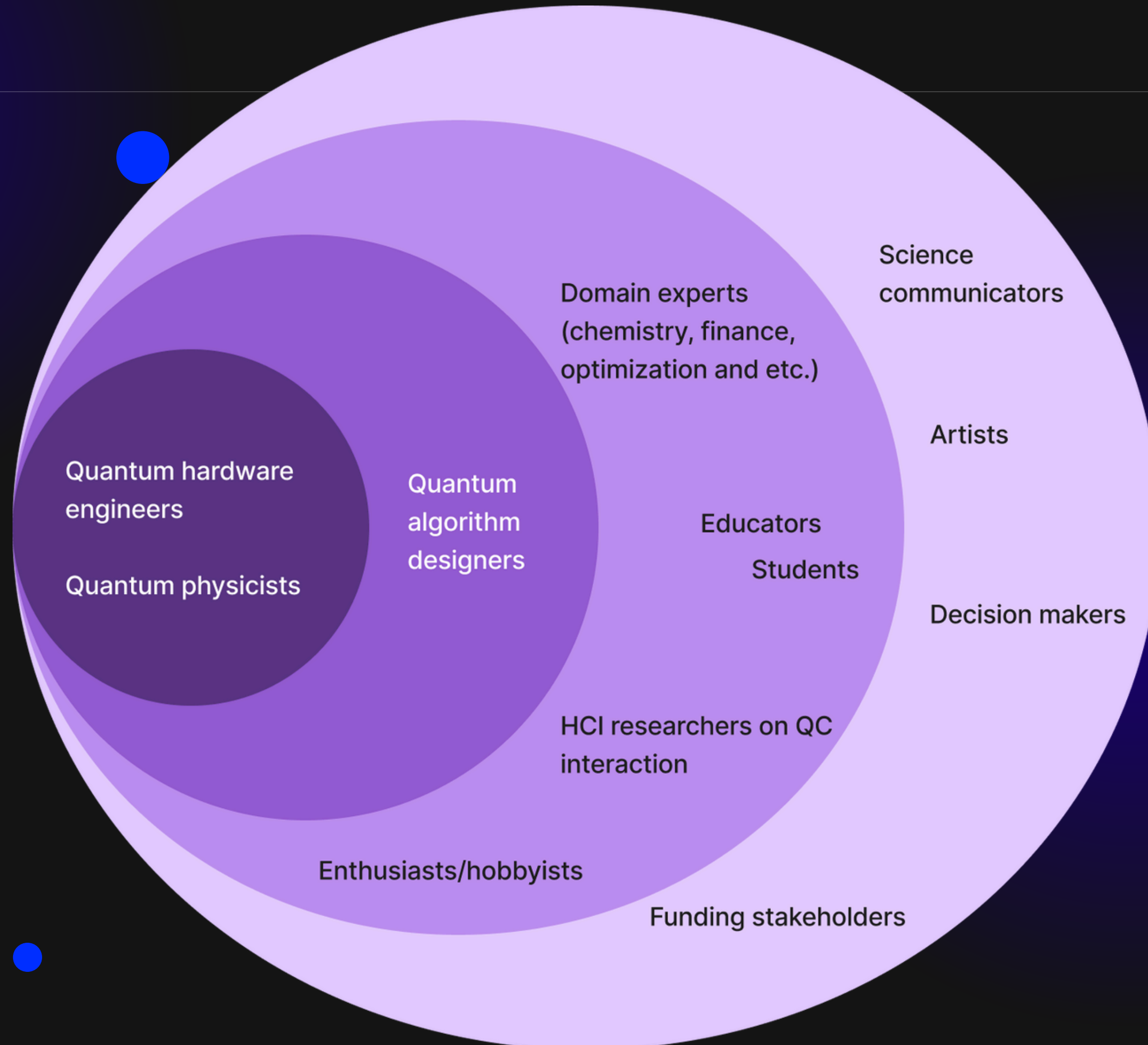




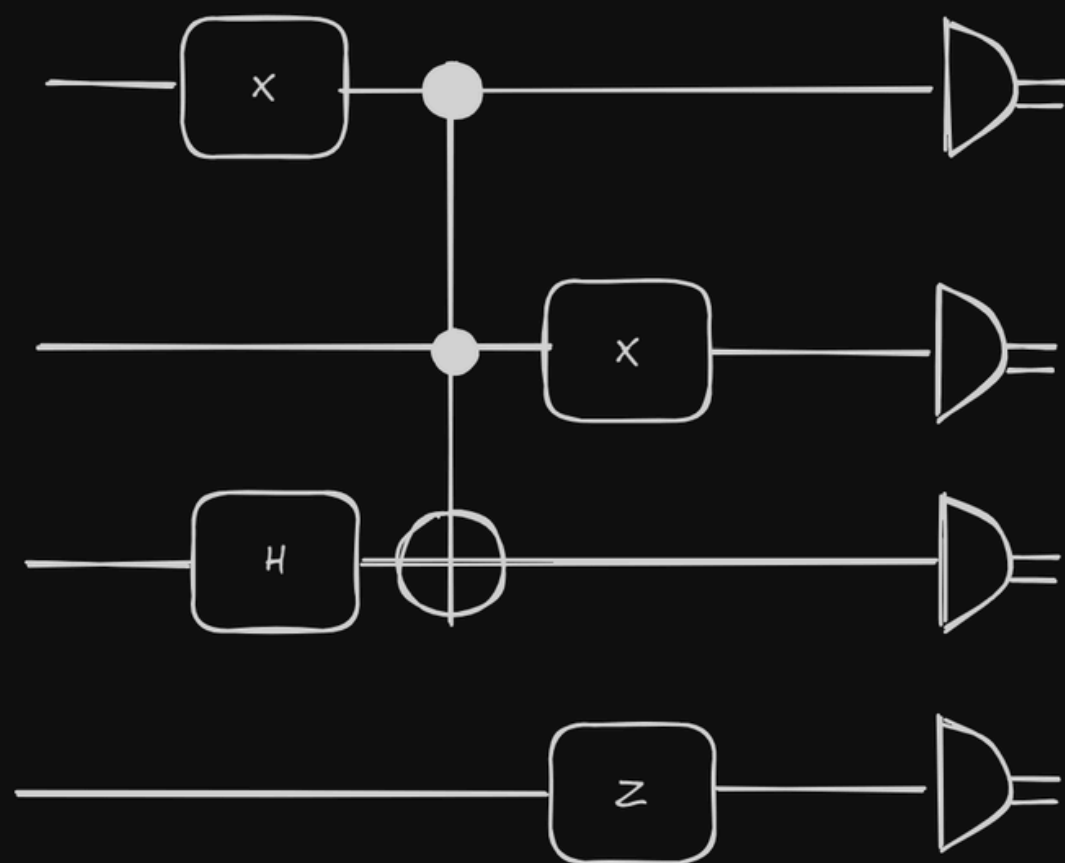


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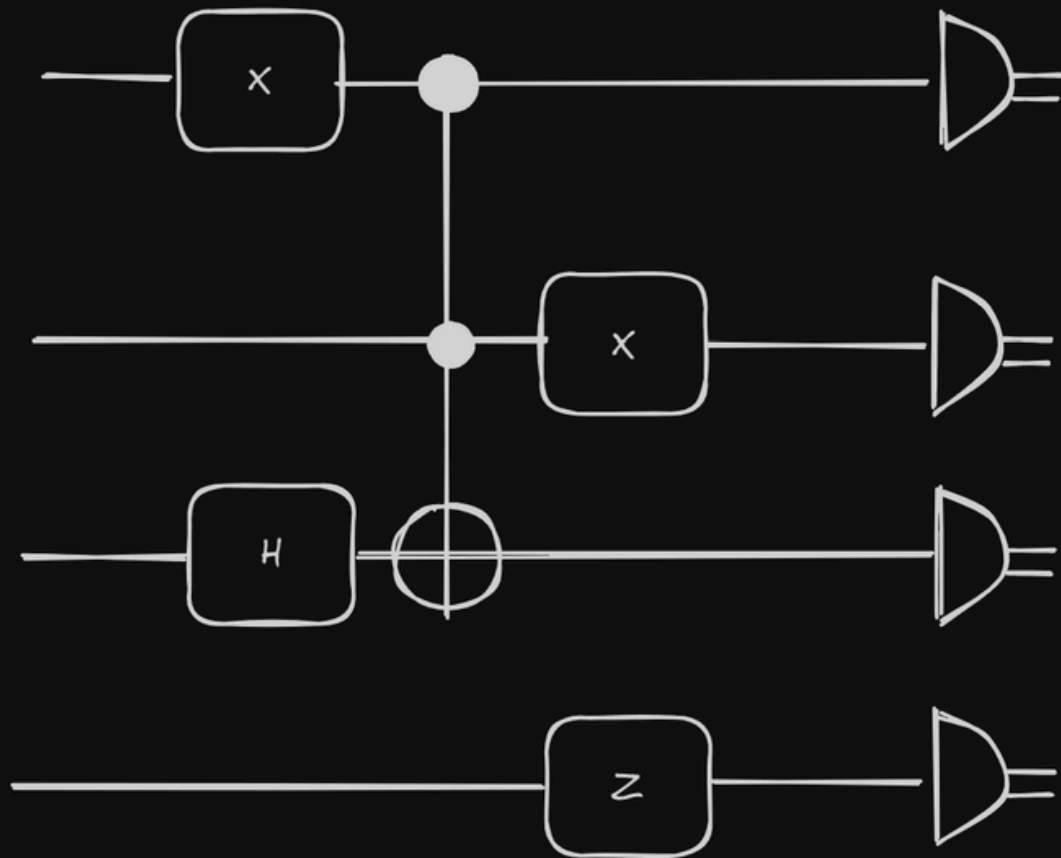
# Who?



# Why?



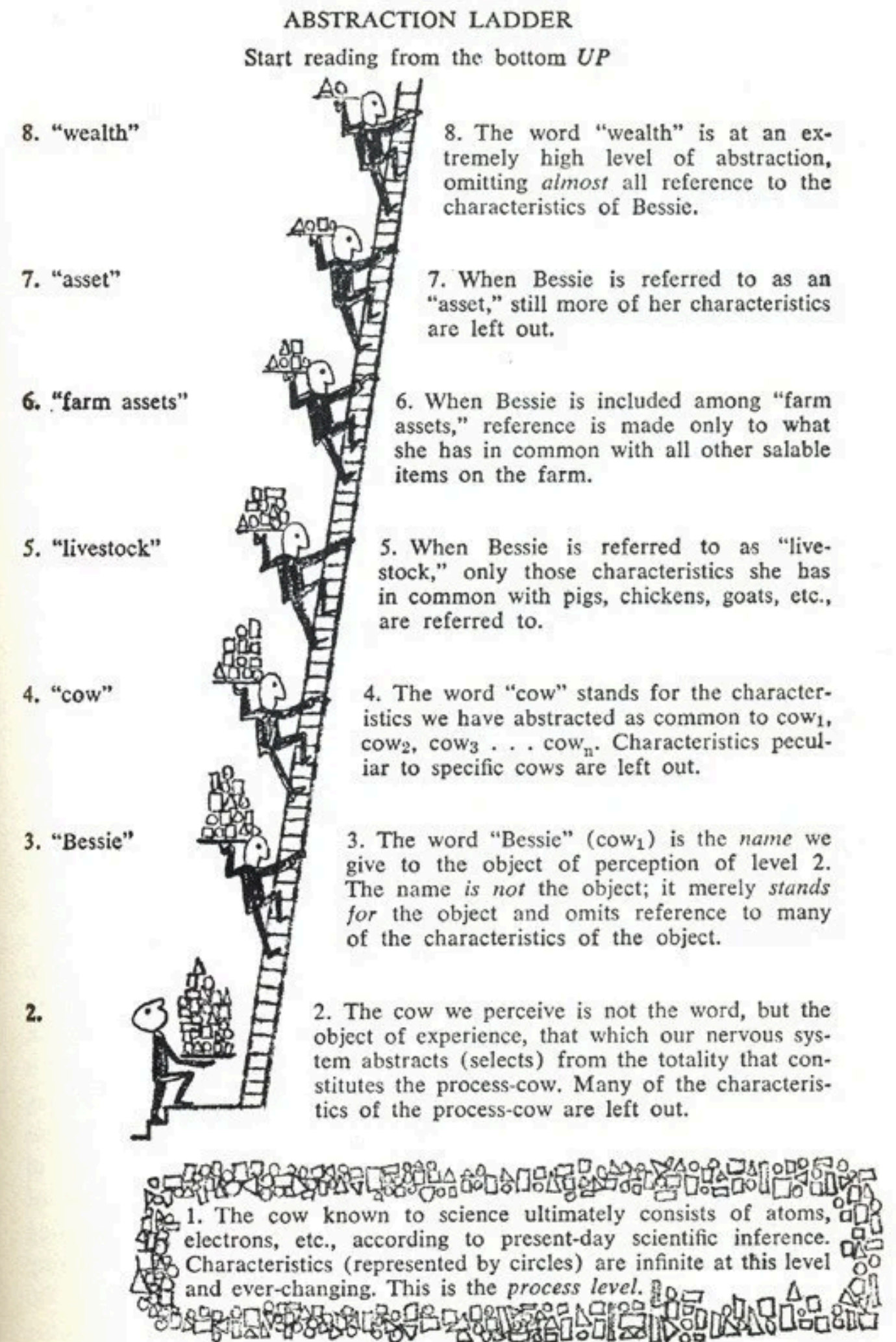
# Why?





# Ladder of Abstraction

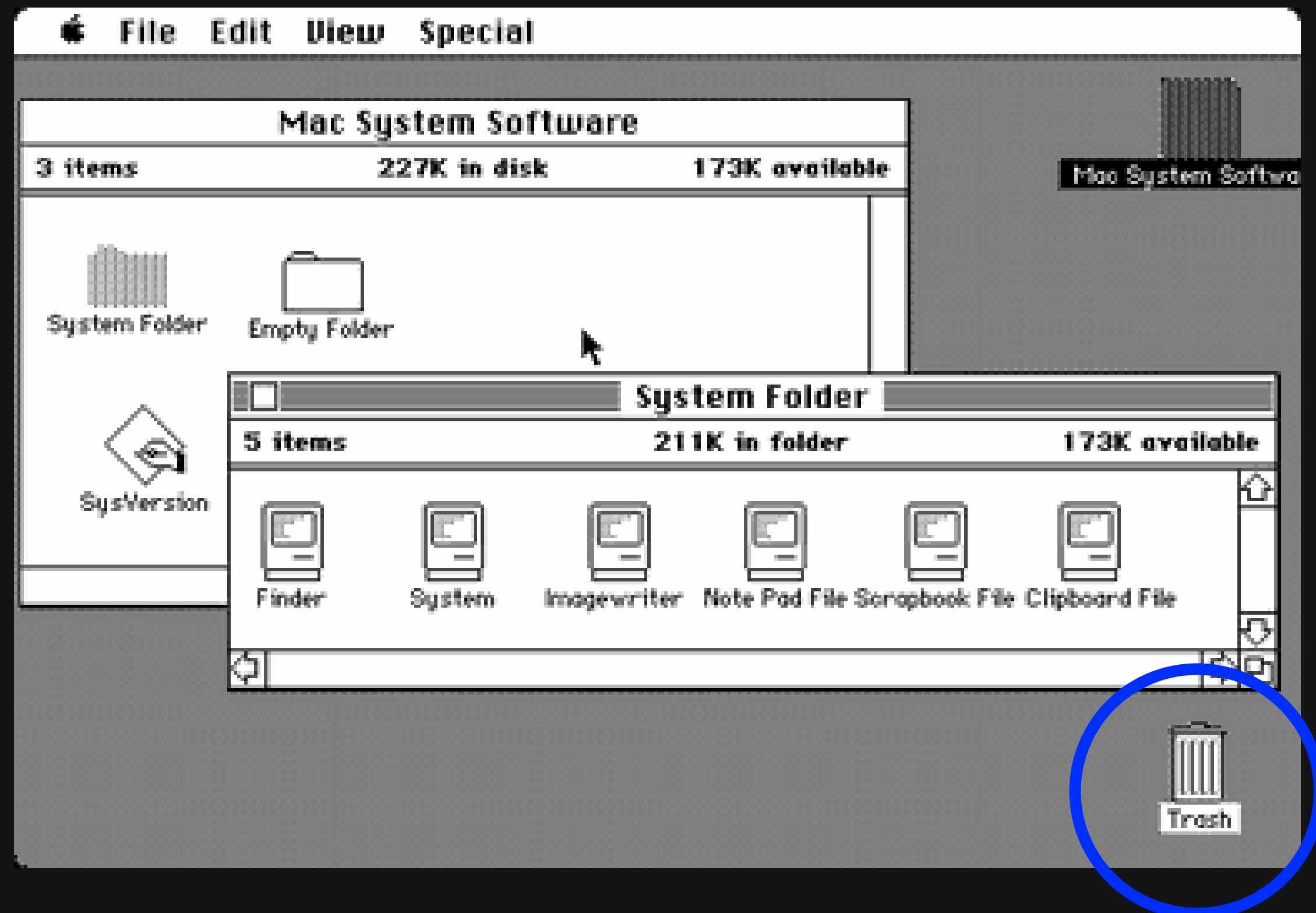
- Introduced by American linguist SI Hayakawa in 1939





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# Example from 80s



# Why?

- Working memory capacity: 3–7 chunks by Cowan (2001)







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## PROXIMITY

CLOSE OBJECTS ARE  
PERCEIVED AS A GROUP



## SIMILARITY

SIMILAR OBJECTS ARE  
PERCEIVED AS A GROUP



## CONTINUITY

ELEMENTS ON A LINE  
OR CURVE ARE RELATED



## CLOSURE

WE COMPLETE  
MISSING PARTS

# 7 GESTALT PRINCIPLES

HOW OUR MINDS ORGANISE  
VISUAL INFORMATION



## FIGURE-GROUND

WE PERCEIVE OBJECTS IN  
THE FOREGROUND OR BACK



## SYMMETRY & ORDER

SYMMETRICAL AND  
ORDERLY ELEMENTS ARE  
PERCEIVED AS A GROUP



## COMMON FATE

OBJECTS MOVING TOGETHER  
ARE PERCEIVED AS A GROUP





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# How? → External Cognition

- Take advantage of external
- Lessen the cognitive load
- Recognition over recall



Offloading





# Human+ quantum computer



Foto: IT4Innovations

+ Code + Markdown | ▶ Run All ↺ Restart ≡ Clear All Outputs | [X] Variables ≡ Outline ...

▶ ▾

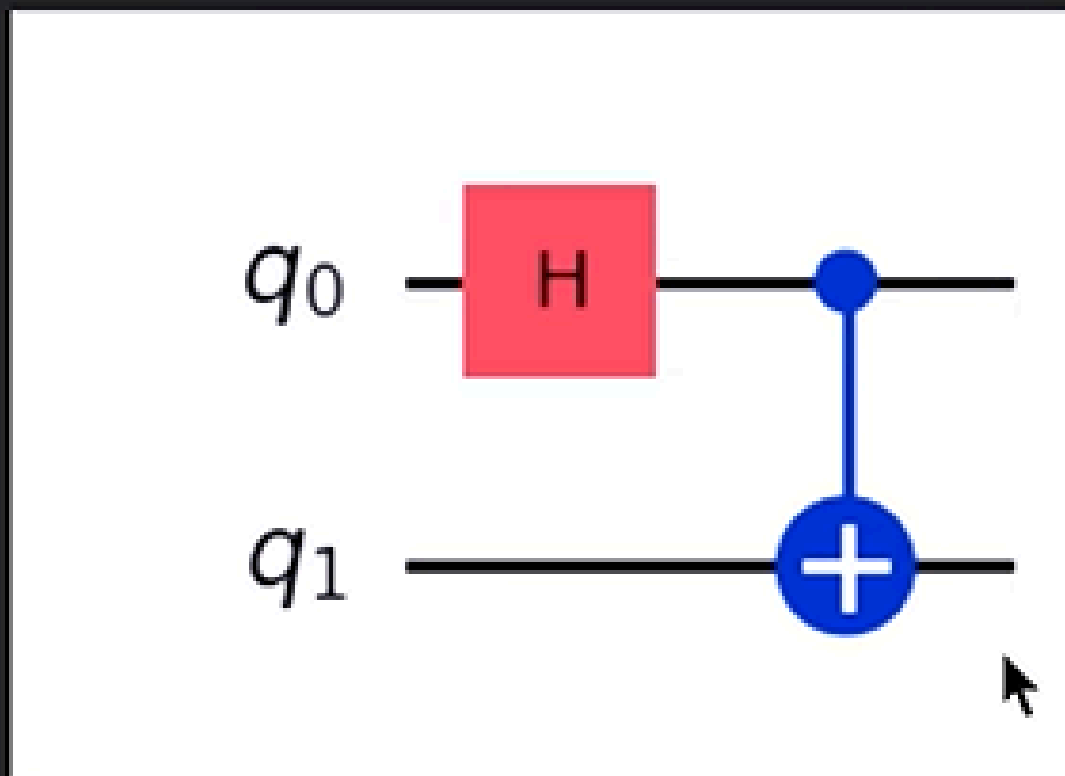
```
qc.h(0)
qc.cx(0, 1)
```

```
qc.draw(output='mpl')
```

[1]

✓ 0.8s

...



- python (notebook) in Visual Studio Code
- Qiskit library



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+ Code + Markdown | ▶ Run All ↺ Restart ≡ Clear All Outputs | 📄 Variables ≡ Outline ...

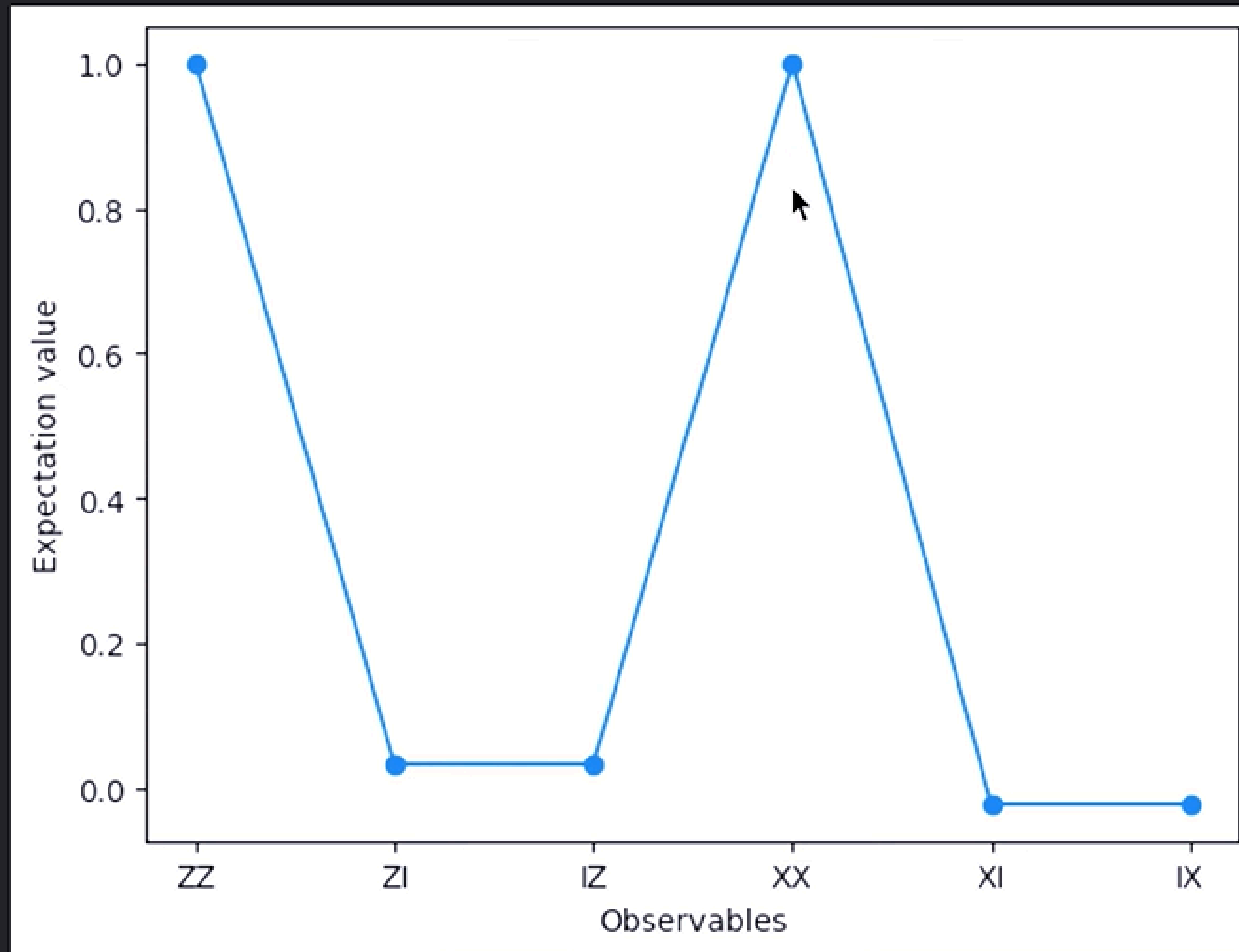


```
data = ['ZZ', 'ZI', 'IZ', 'XX', 'XI', 'IX']  
values = job.result().values
```

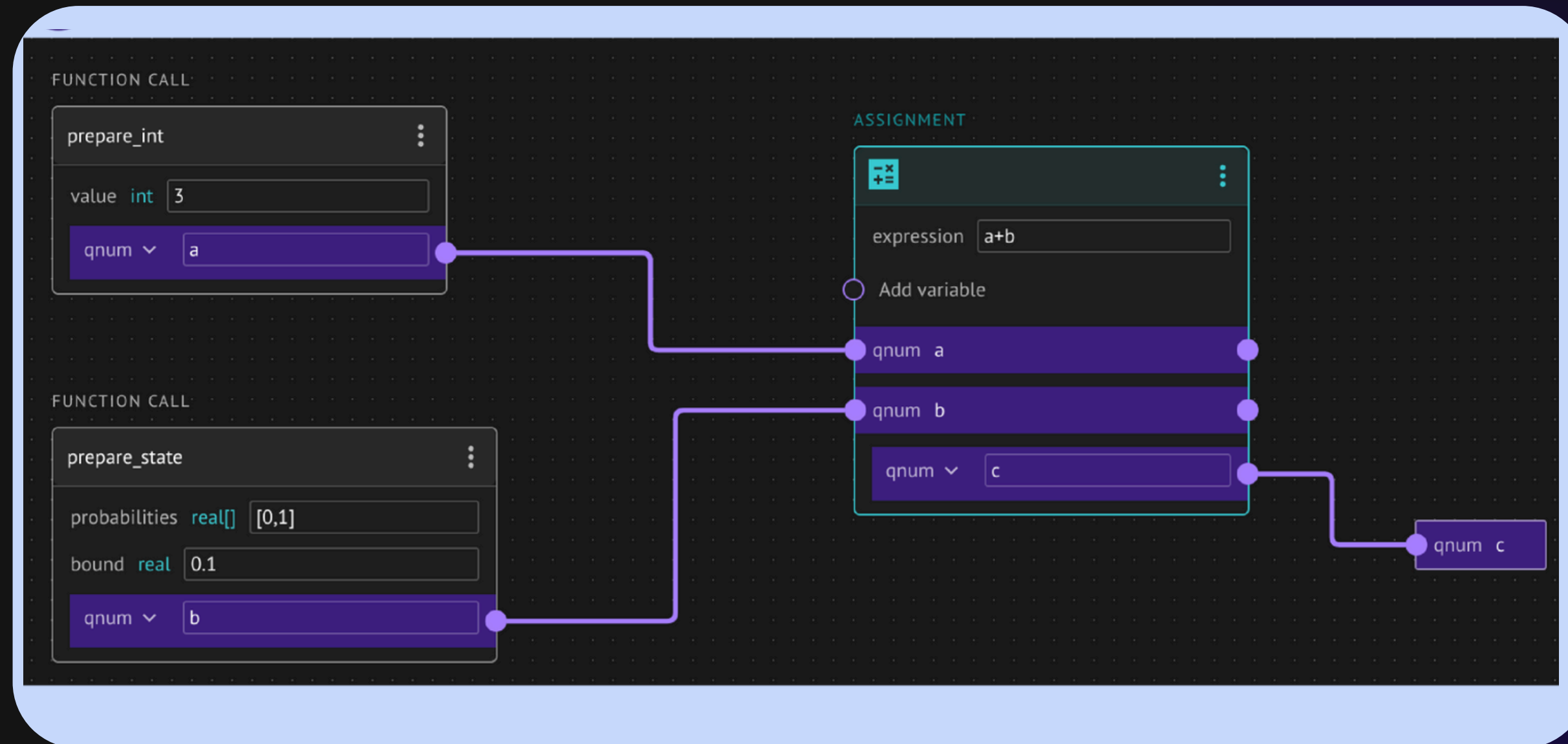
```
plt.plot(data, values, '-o')  
plt.xlabel('Observables')  
plt.ylabel('Expectation value')  
plt.show()
```

[5] ✓ 0.1s

...



# Interactive whiteboard for quantum circuits



Kim, H, Jeng, M. J, & Smith, K. N. (2025, April). Toward Human-Quantum Computer Interaction: Interface Techniques for Usable Quantum Computing. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (pp.1-18).

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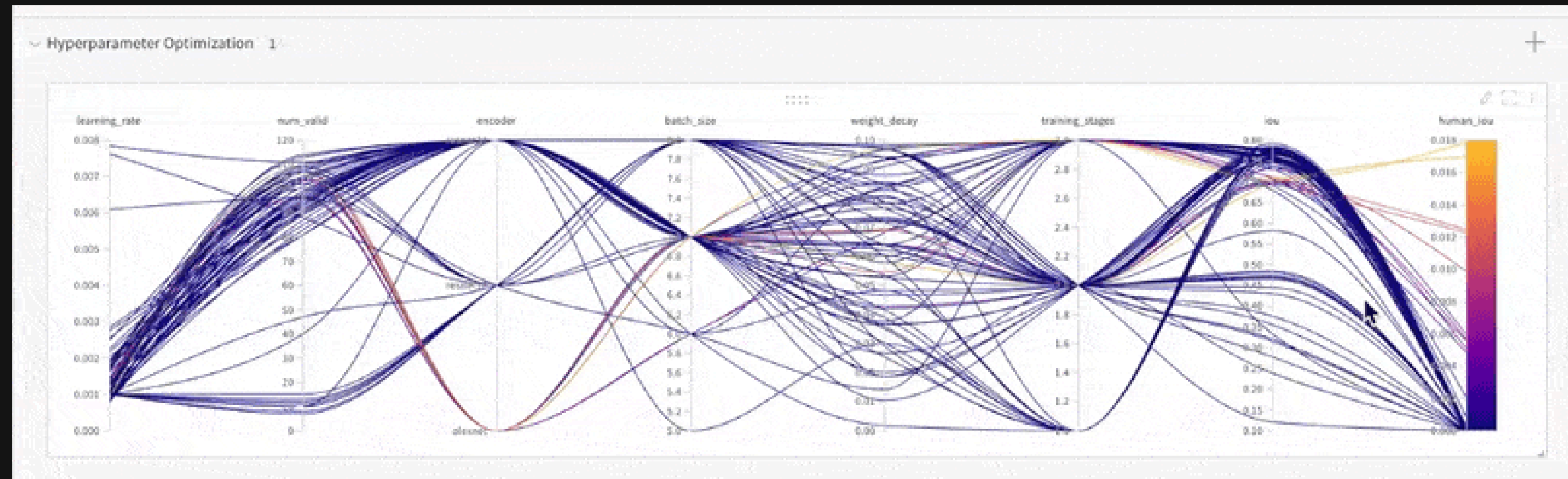




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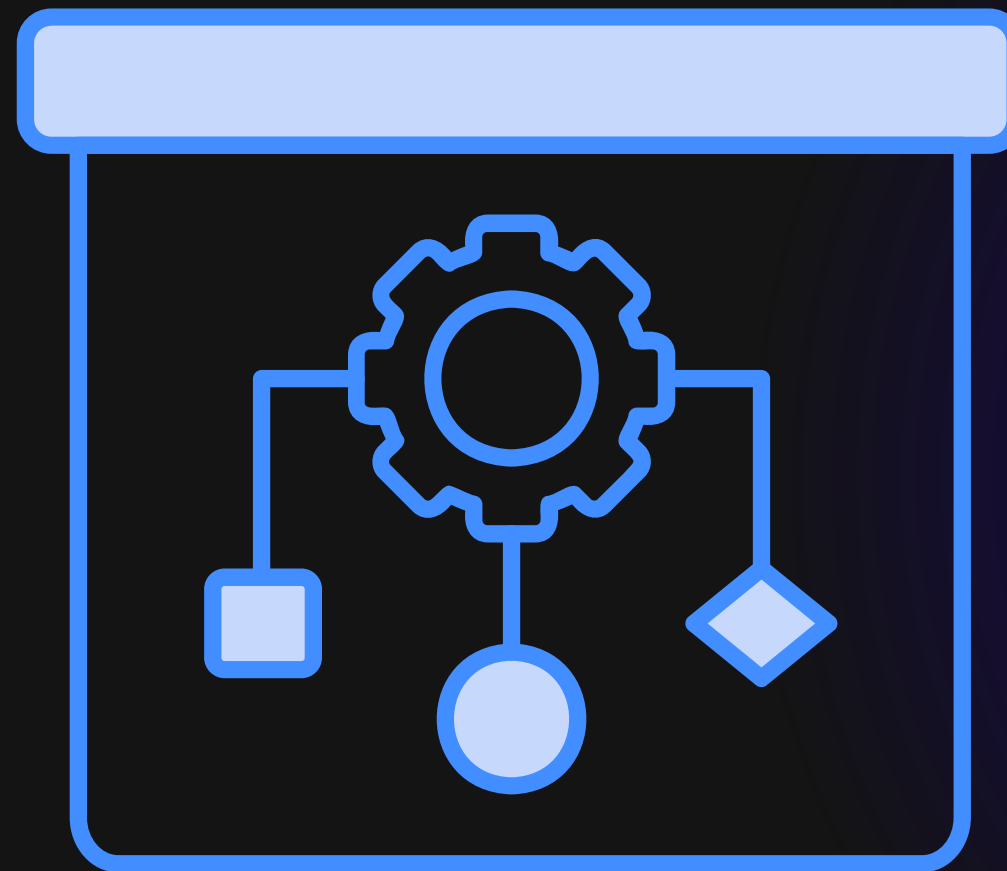
# Similar interaction challenges

- Data Scientists + Machine Learning
- Experts
- High-dimensional data
- Different platforms
- Hardware optimization
- Difficult mental models → need abstractions

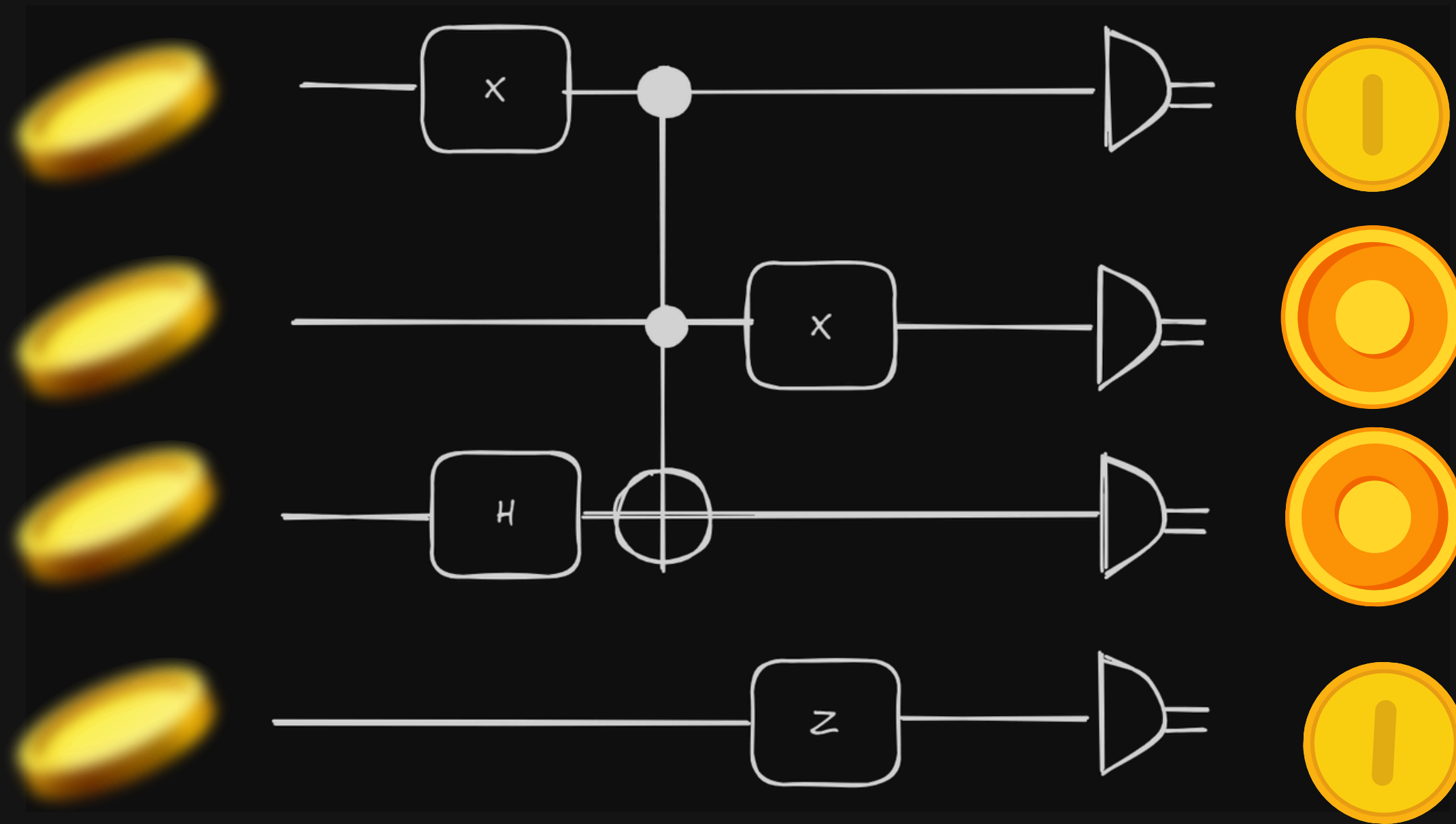


Weights & Biases [www.wandb.ai](https://www.wandb.ai)

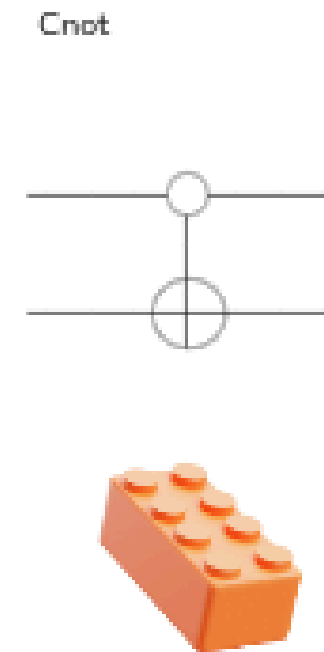
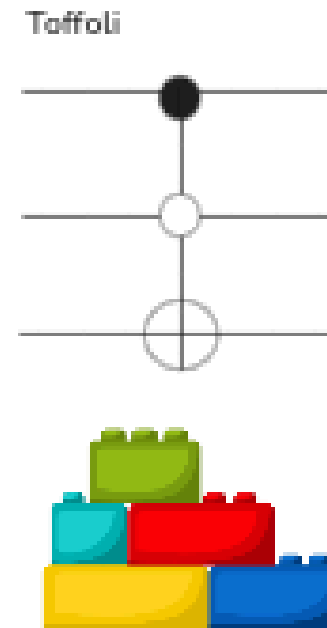
# Human + algorithm design



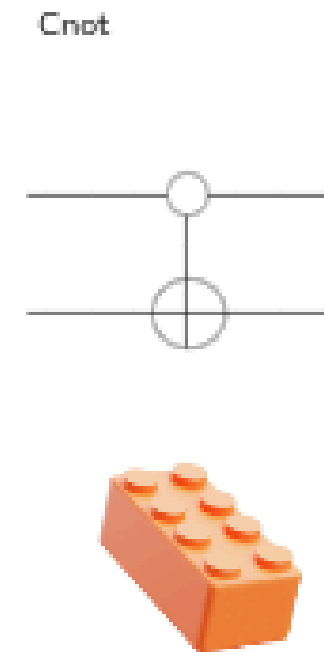
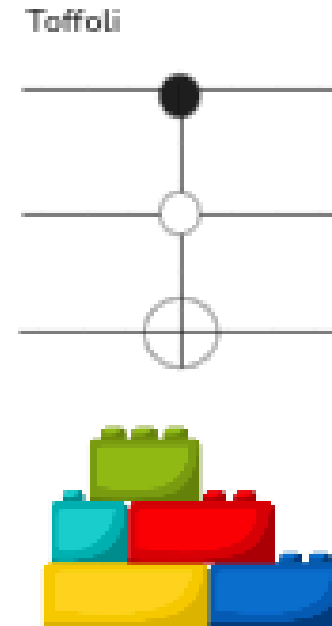
# Quantum algorithms (aka quantum circuits)



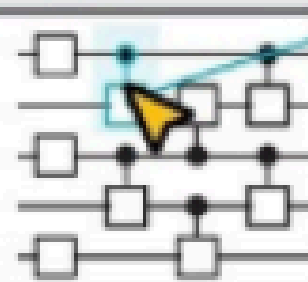
# Human + algorithm design



# Human + algorithm design



## T3e Comparing optimizations

Logical circuit	Summary		Optimization #1	Optimization #2	Details
	Result	1	2		Qubit 22, 23 Gate ECR Error 0.0002 Length 36
	#Layers	29	30		
	#Gates	76	62		
	ESP	0.986	0.922		

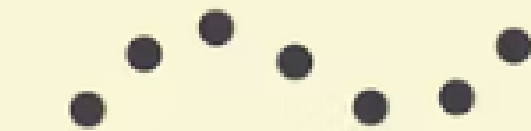
▶ Cross-highlight for different optimization outcomes

▶ Further inspection of a physical gate

Kim, H., Jeng, M. J., & Smith, K. N. (2025, April). Toward Human-Quantum Computer Interaction: Interface Techniques for Usable Quantum Computing. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (pp. 1-18).

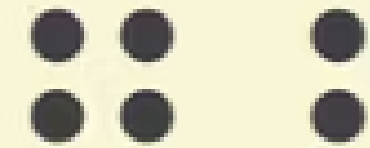


# Human + algorithm design



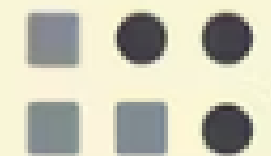
## CONTINUITY

ELEMENTS ON A LINE  
OR CURVE ARE RELATED



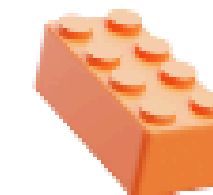
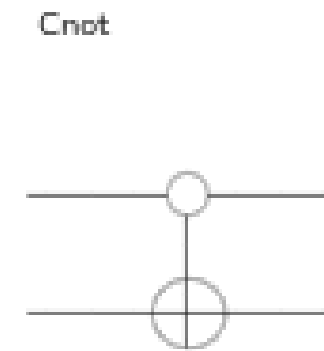
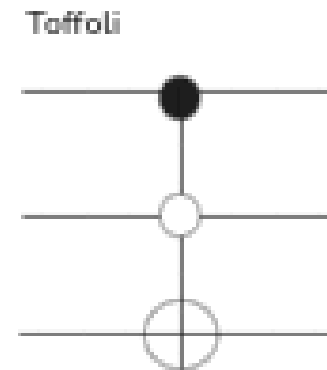
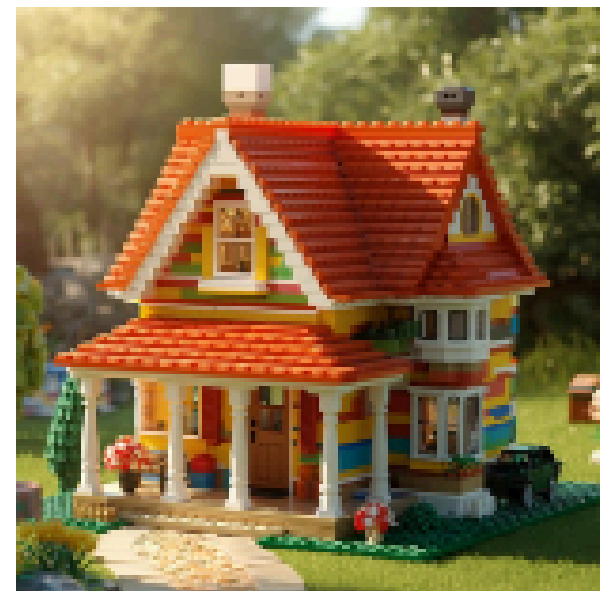
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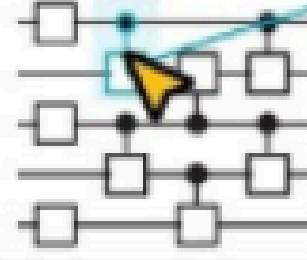
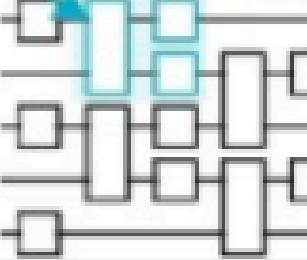
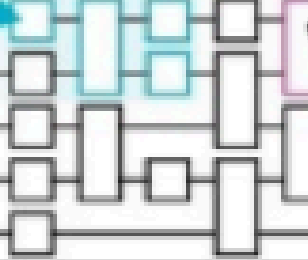
## SIMILARITY

SIMILAR OBJECTS ARE  
PERCEIVED AS A GROUP



### T3e Comparing optimizations

### T3f On-demand machine properties

Logical circuit	Summary	Optimization #1	Optimization #2	Details
	<div>Result</div> <div>#Layers</div> <div>#Gates</div> <div>ESP</div> <div>1</div> <div>29</div> <div>76</div> <div>0.986</div> <div>2</div> <div>38</div> <div>62</div> <div>0.922</div>			<div>Qubit</div> <div>Gate</div> <div>Error</div> <div>Length</div> <div>22, 23</div> <div>ECR</div> <div>0.0002</div> <div>36</div>

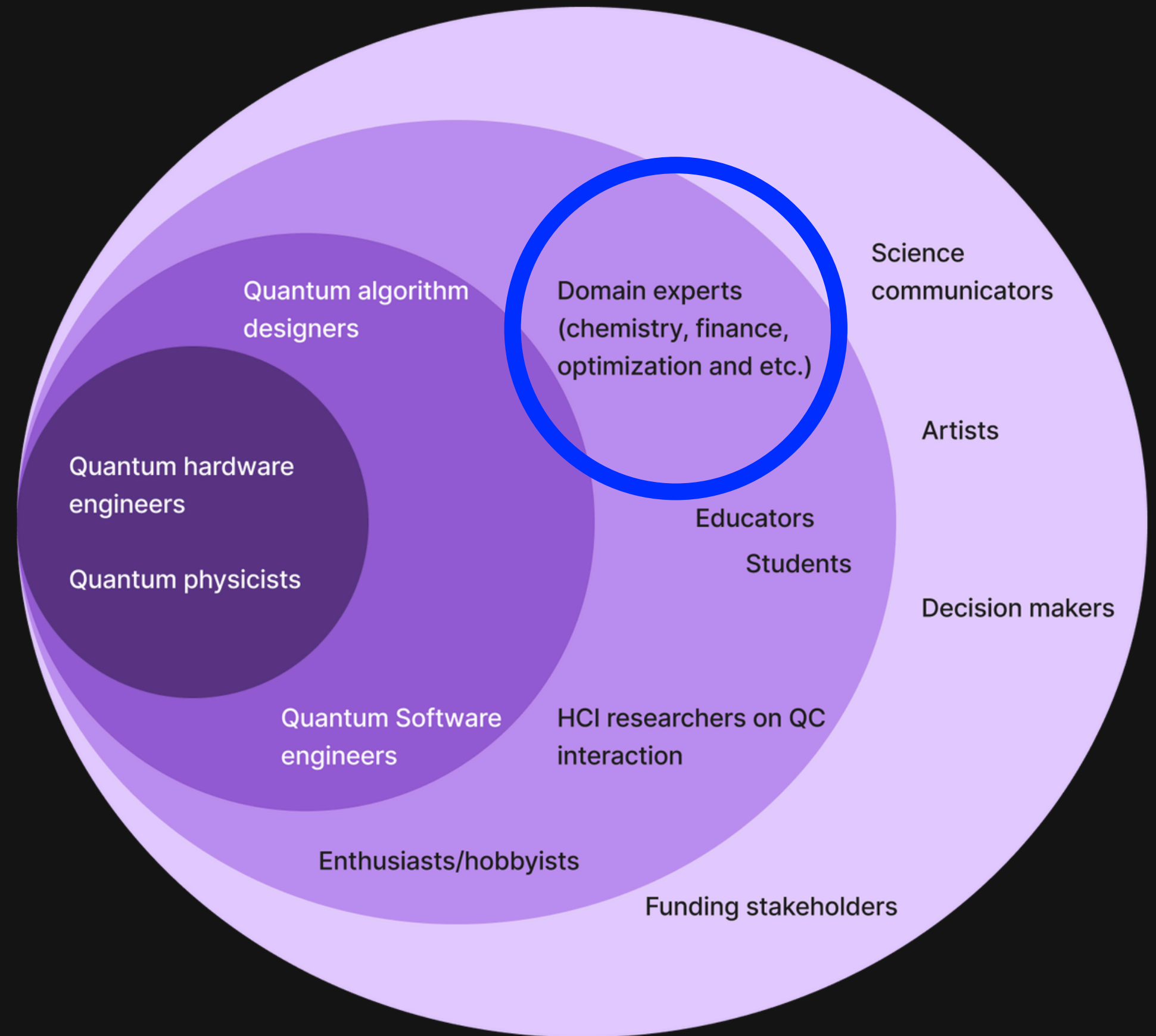
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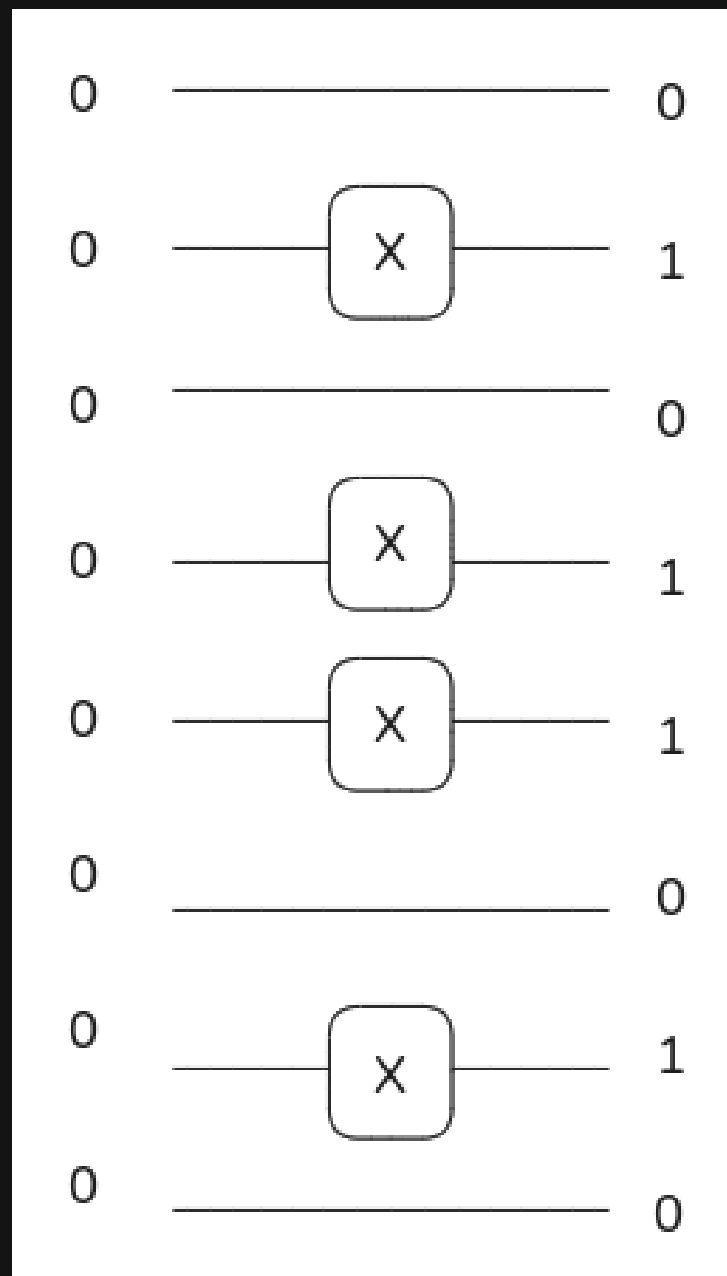
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# Domain specific interfaces

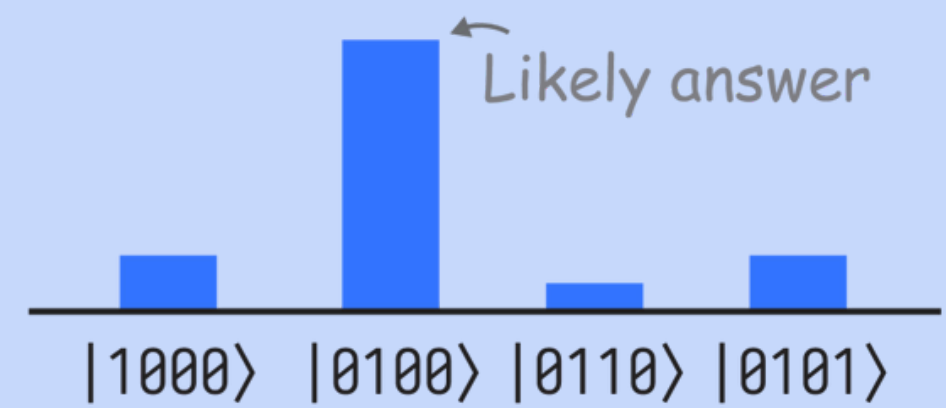


# Input



# Output

## D Measurement histogram



# Input

# Output

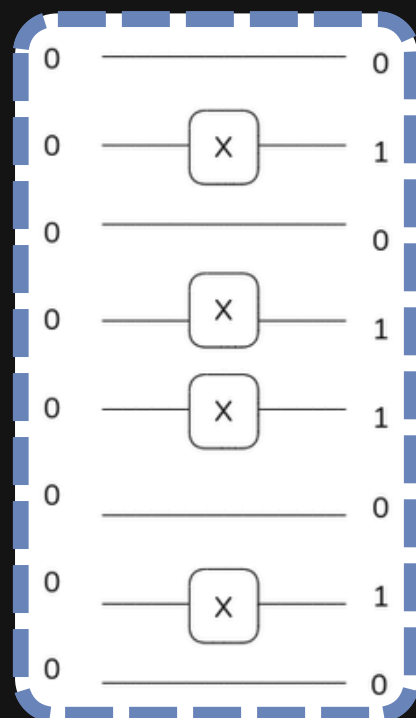
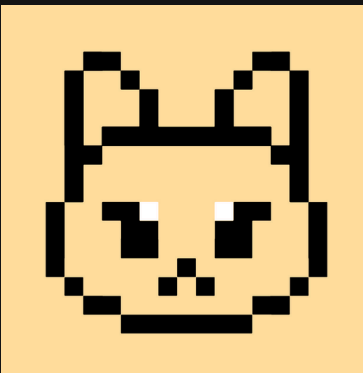
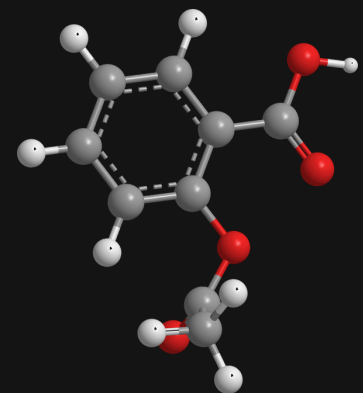
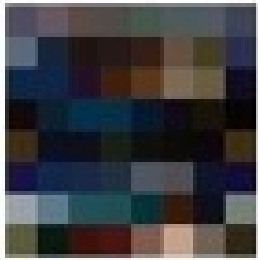


Image width (px):

Image height (px):

Direction:  Magnitude:

Zoom by:



# Take aways

Quantum sensing

Easy to forget the  
human

Externalising cognition

Ladder of abstraction

Algorithm design

Domain specific  
interfaces



# Thank You!

Questions? Feedback?

[WWW.SINTEF.NO/](http://WWW.SINTEF.NO/)

[MARIA.NYLUND@SINTEF.NO](mailto:MARIA.NYLUND@SINTEF.NO)

 [BENEDIKT.MITHASSEL@SINTEF.NO](mailto:BENEDIKT.MITHASSEL@SINTEF.NO)

**HCI + QC = True**

