

# Quantum Computing: Human Interactions at Every Layer



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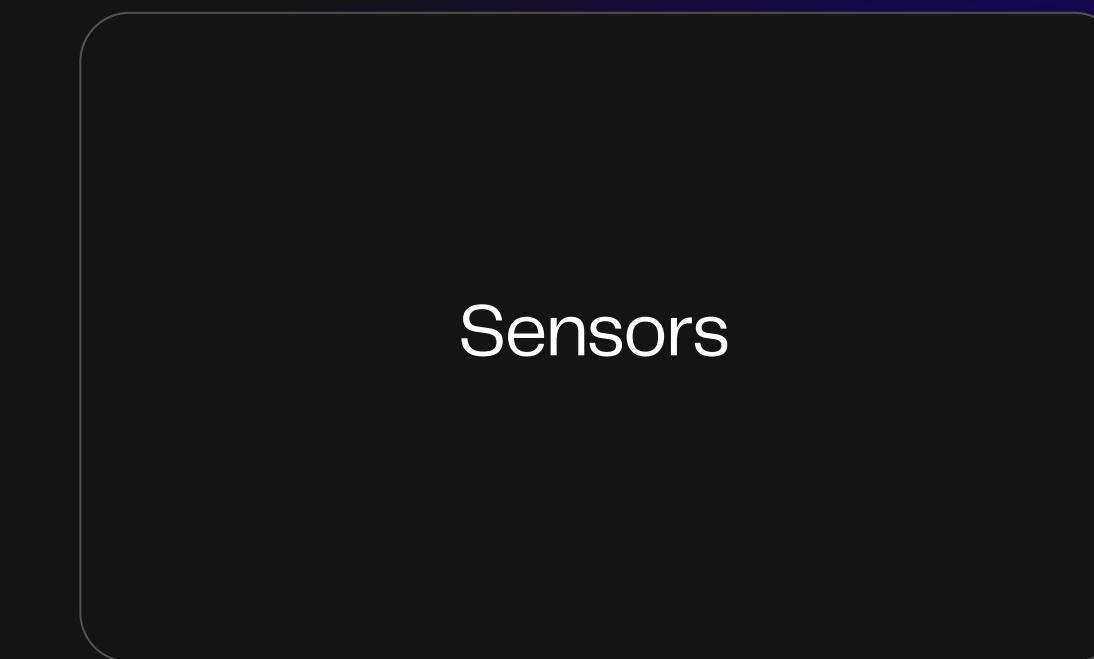
5th of December  
2025

# Our groups

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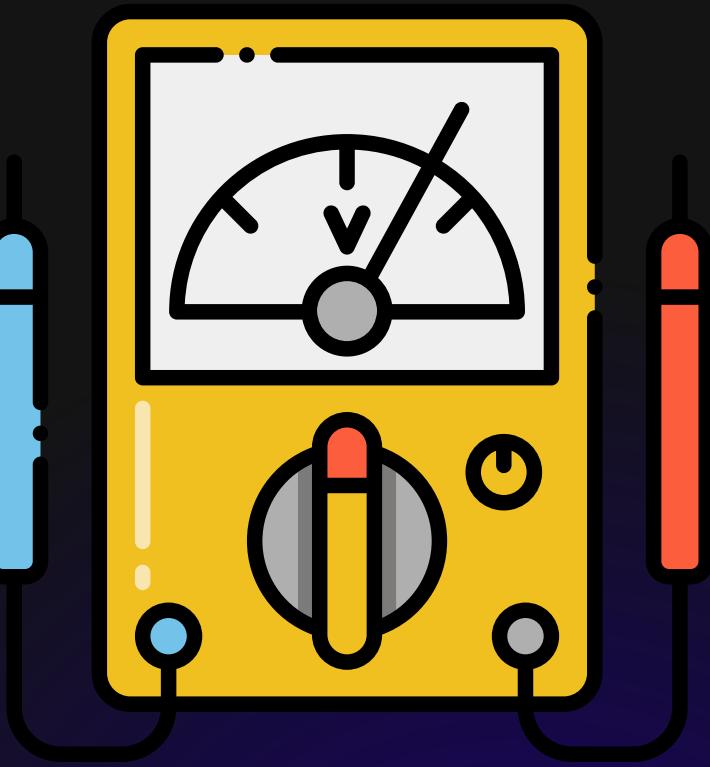
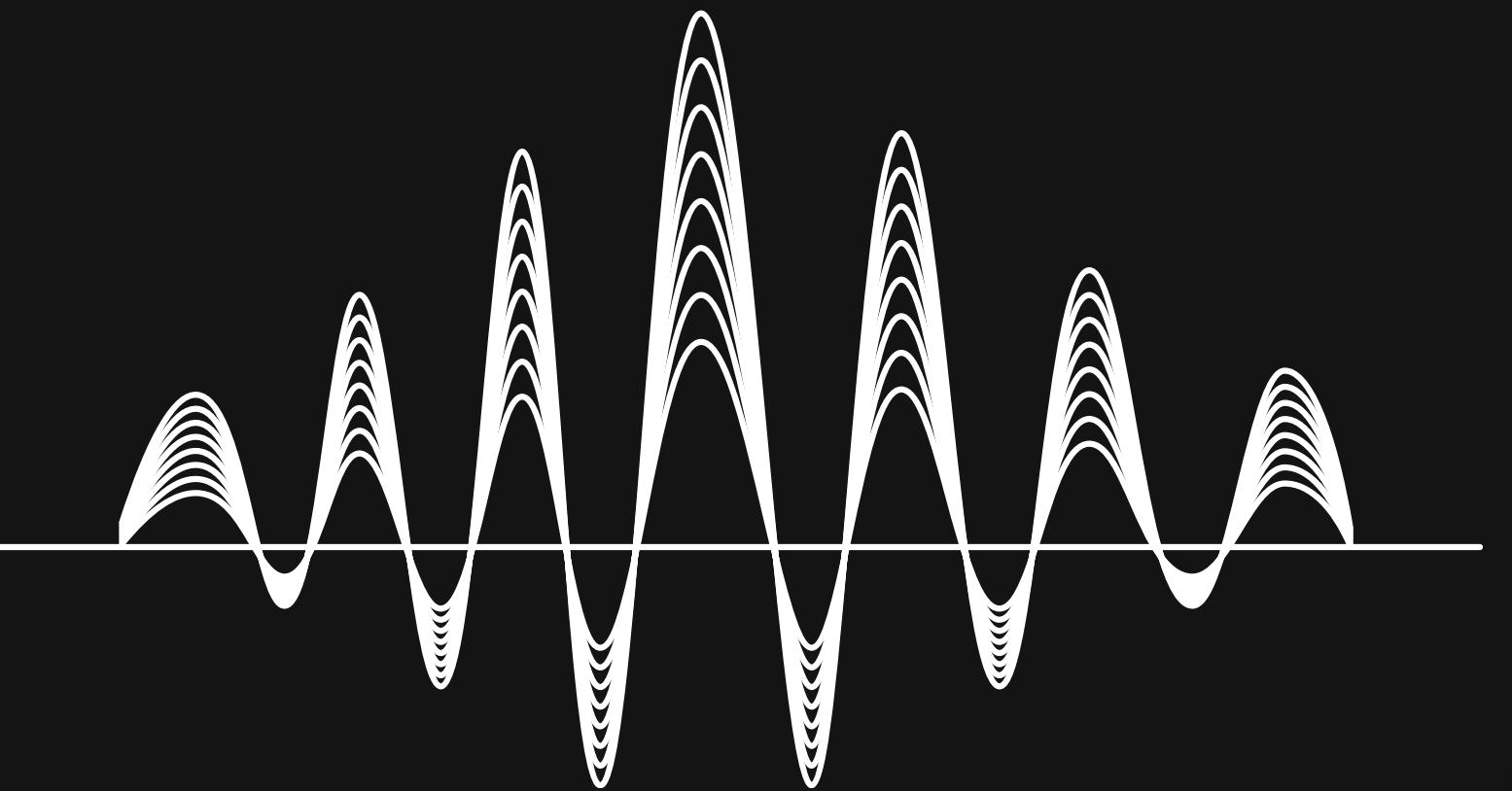
(HCI)  
Human Computer  
Interaction



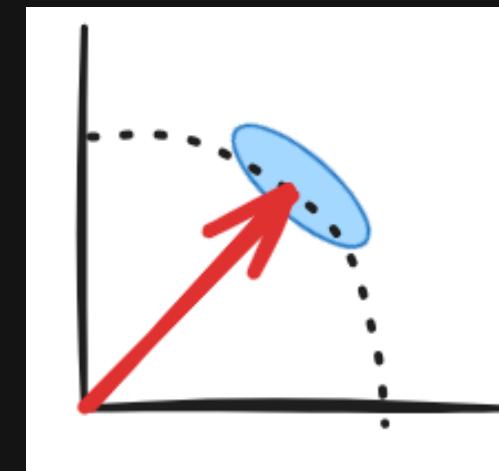
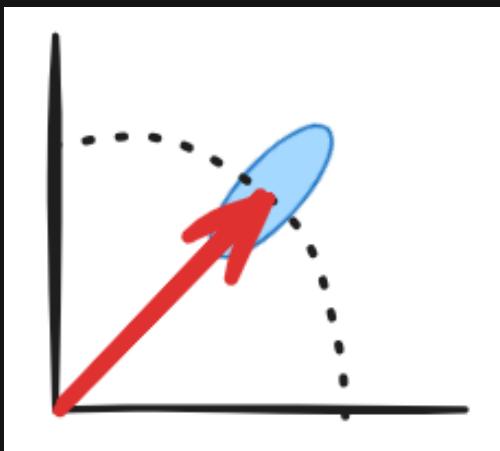
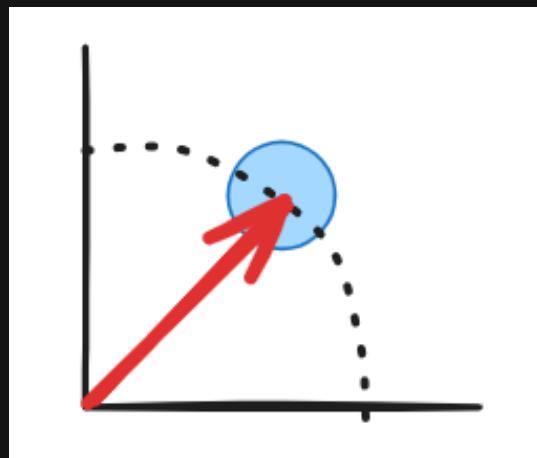
Sensors



# Sensors classical and quantum



# Visualizing sensors



## Heisenberg Uncertainty Principle

Quantum visualizations and sensors

# HCI – Human Computer Interaction

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

## The Evolution of UX Design

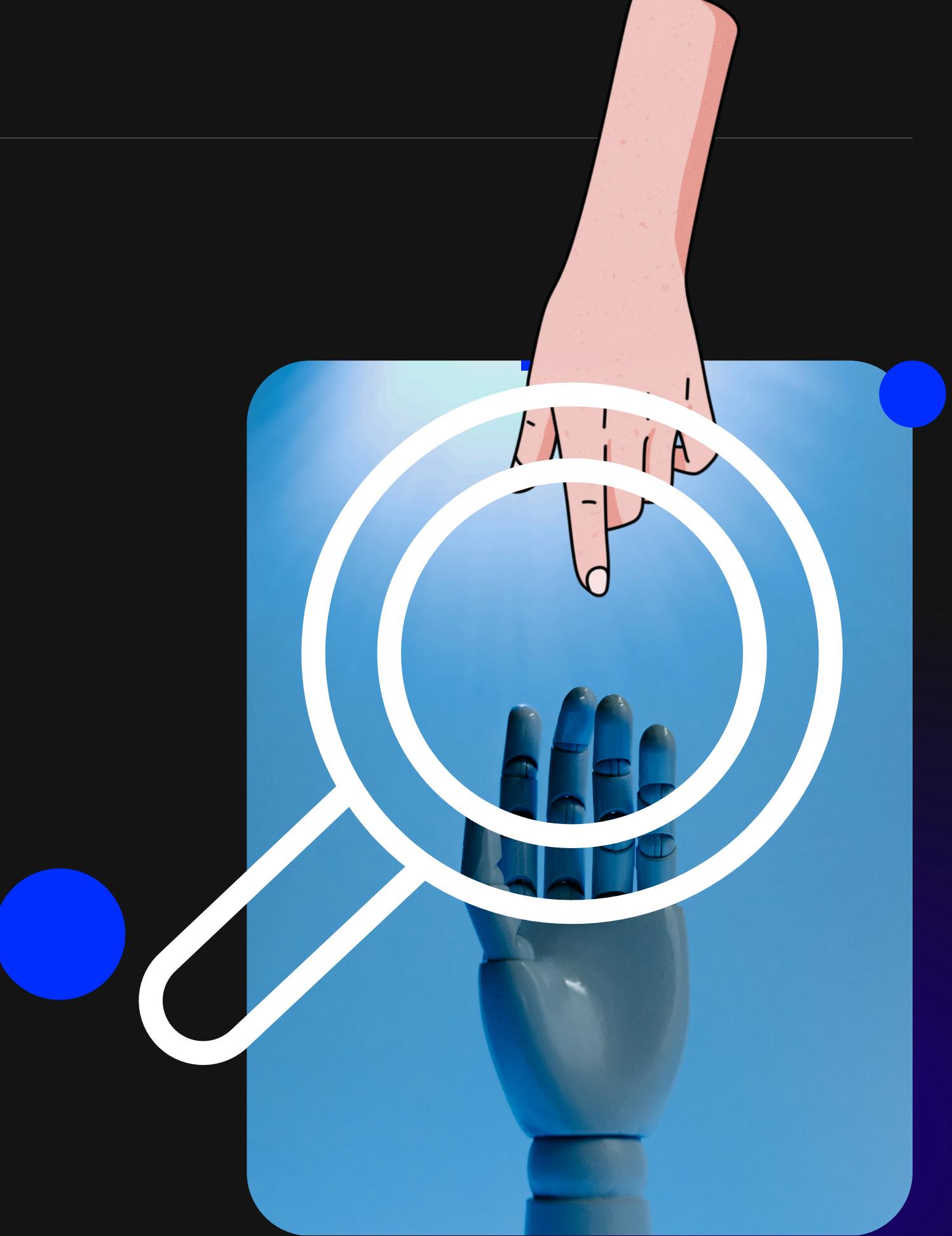


HCI

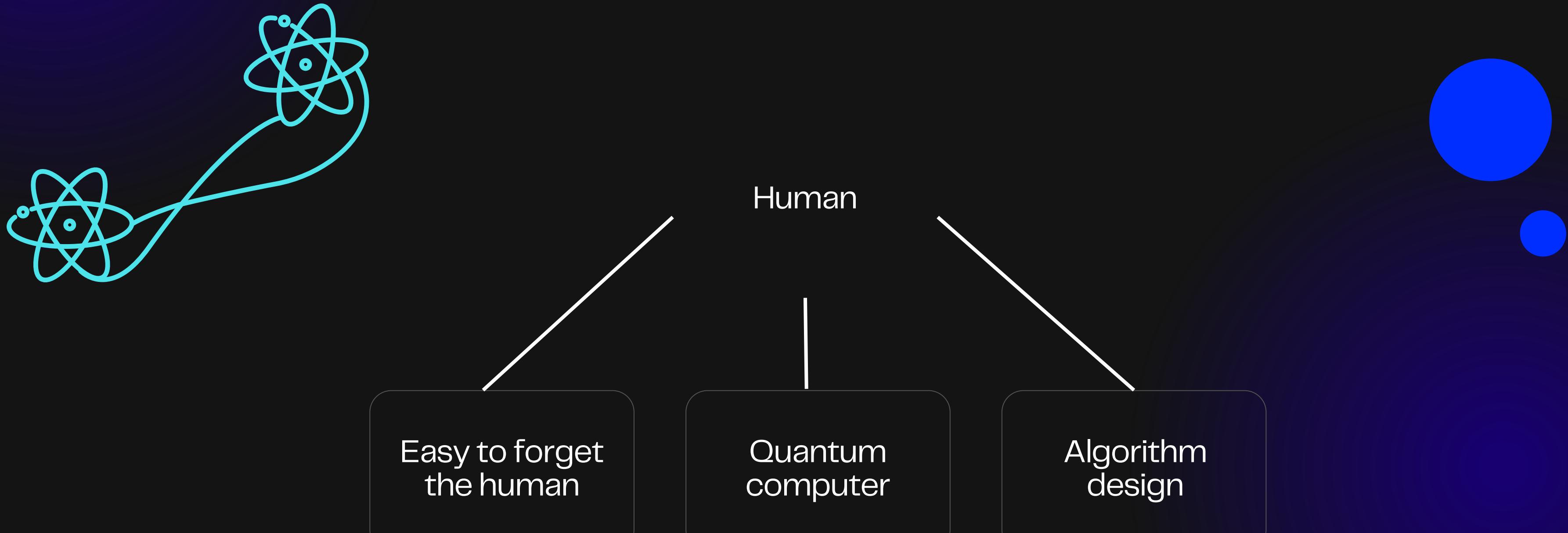
UX Design

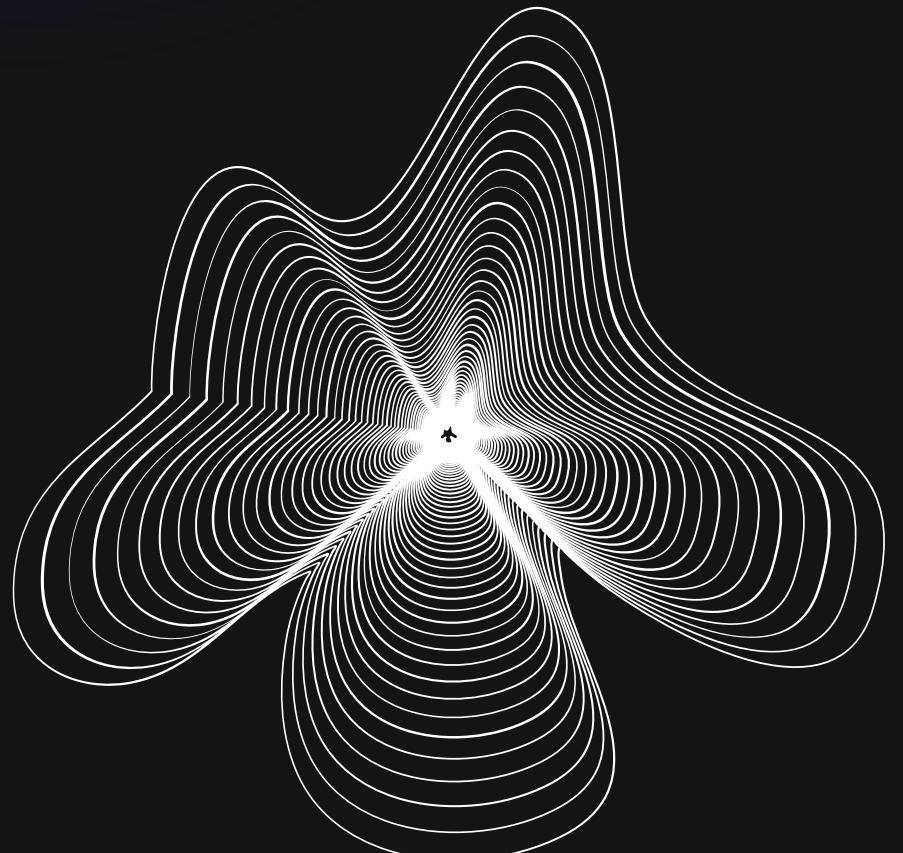
# How does Quantum Computing look through an HCI lens?

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

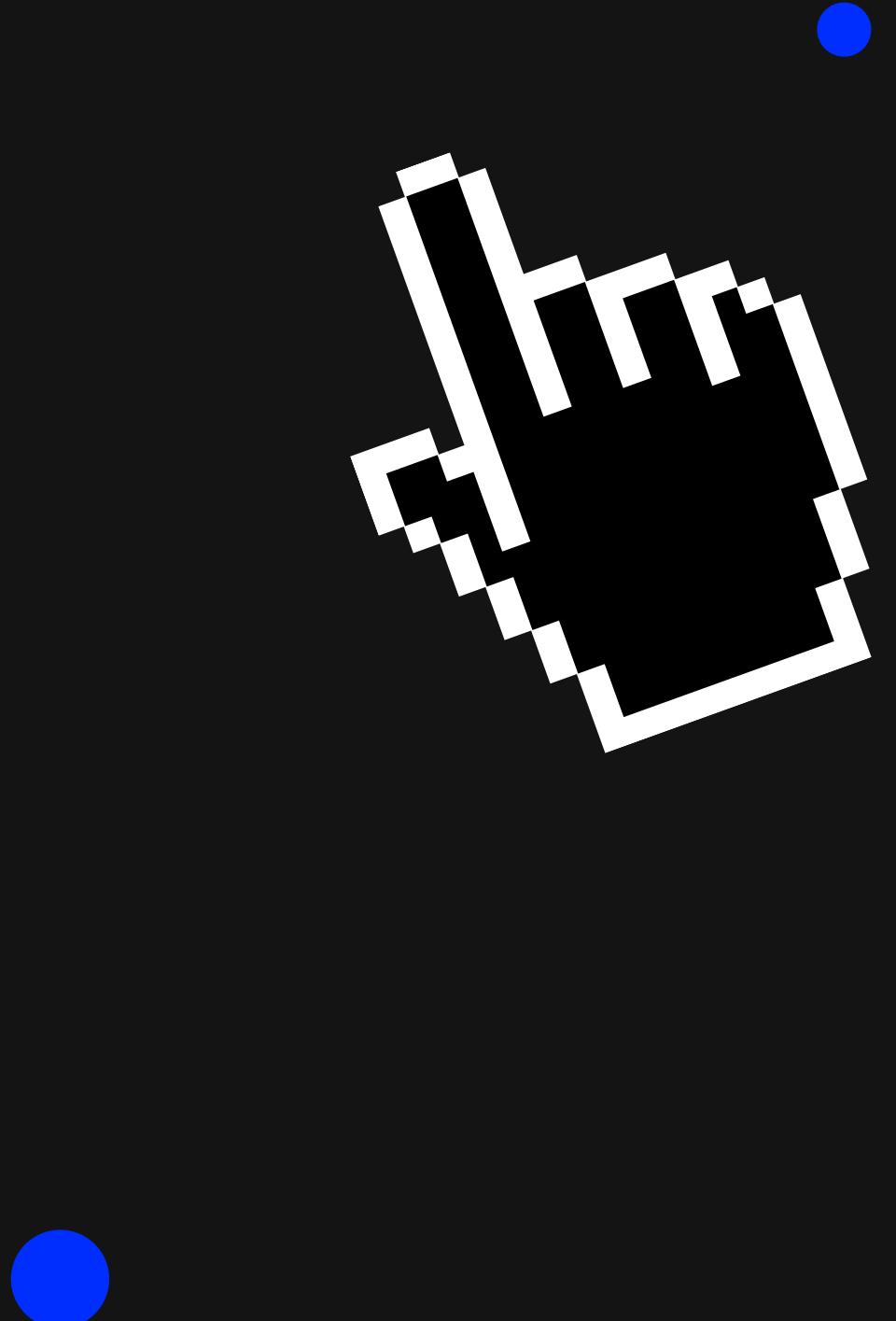
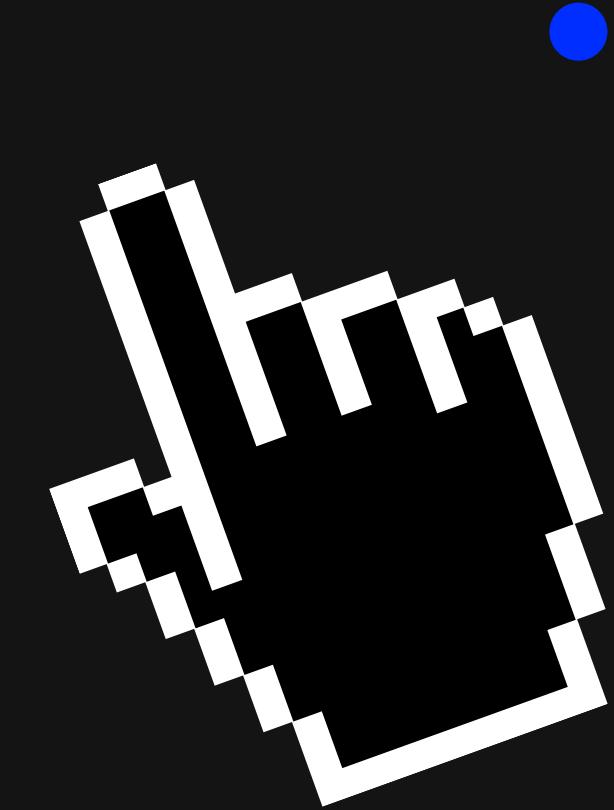


# Overview

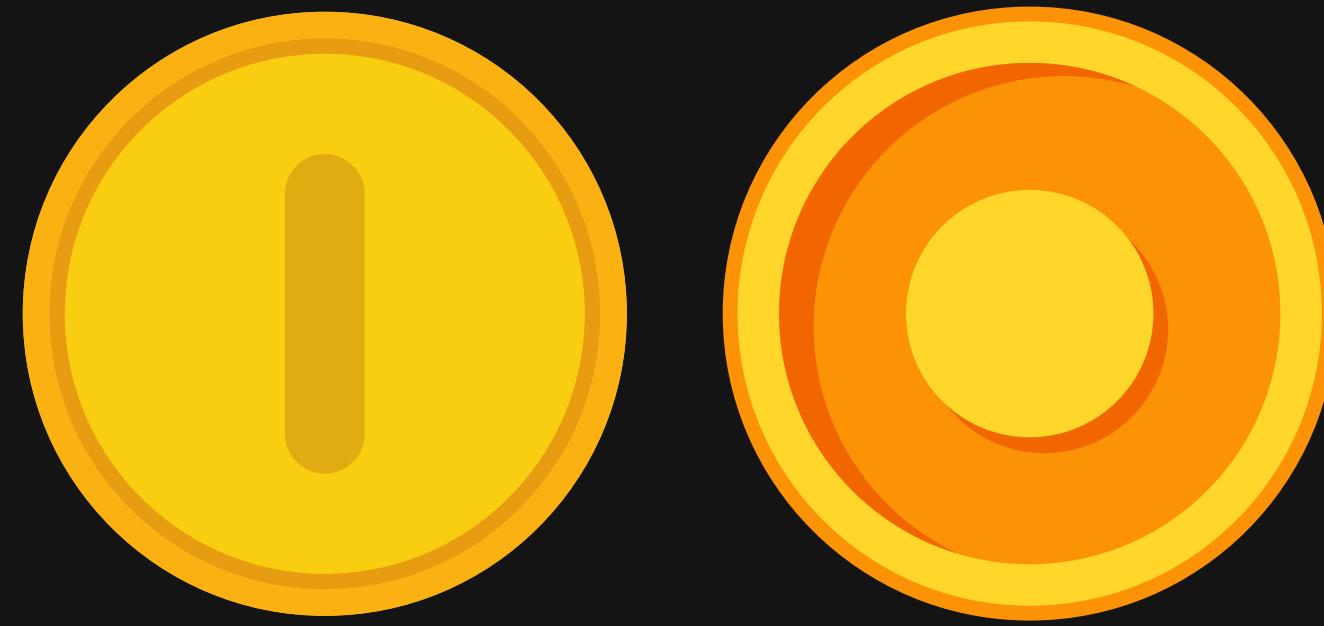




Quantum Computing  
vs  
Classical computing



# What is a bit



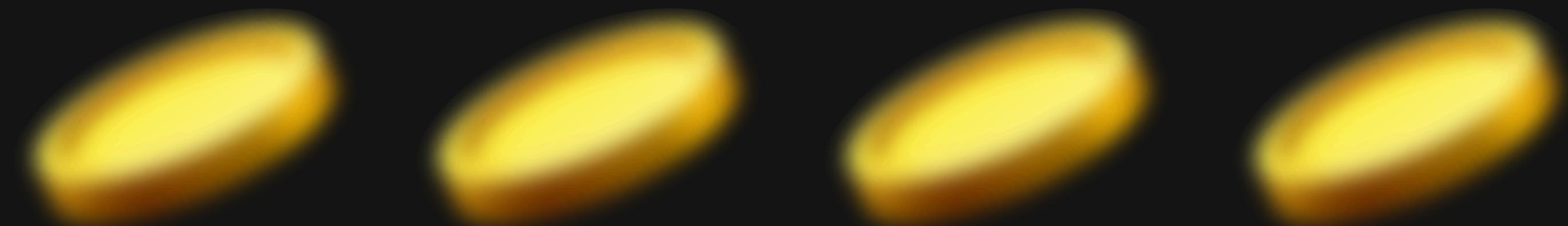
# What is an algorithm



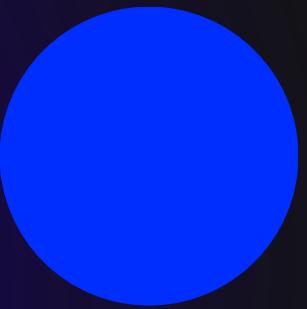
# What is a Qbit



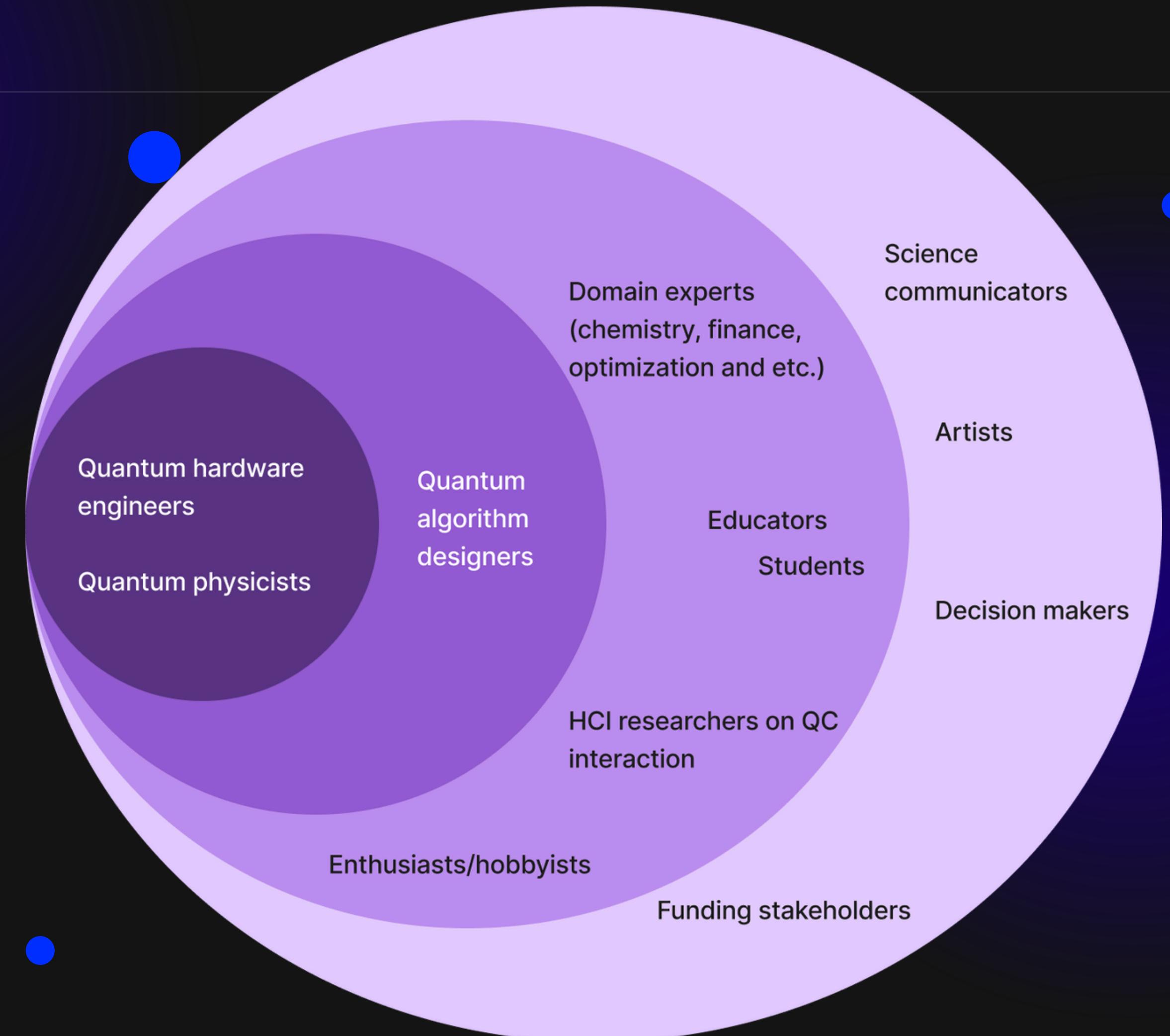
# What is a Qbit



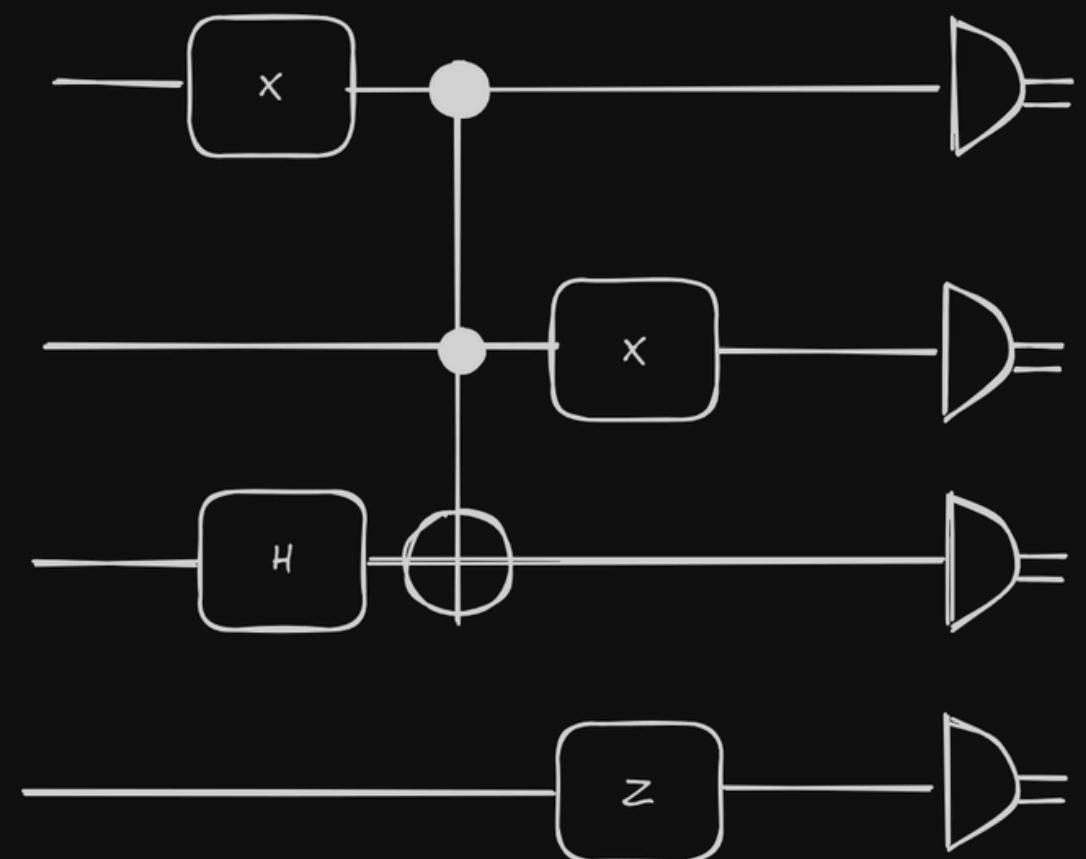
# Easy to forget the human



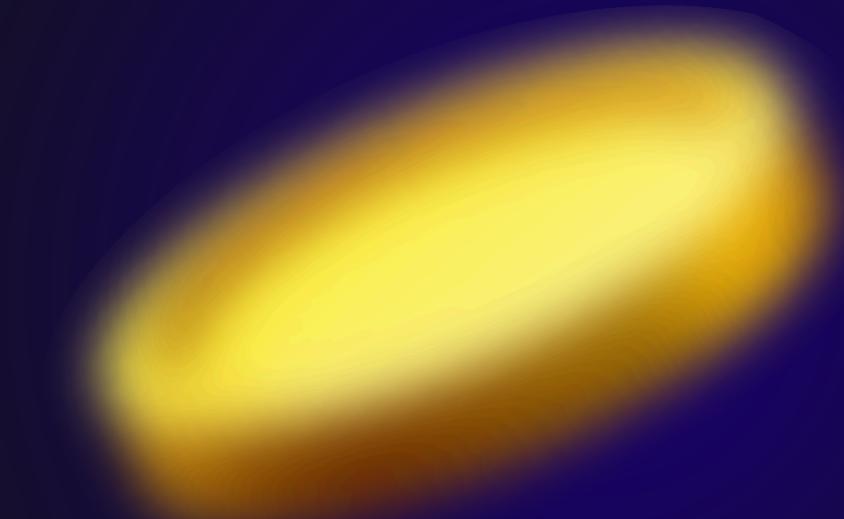
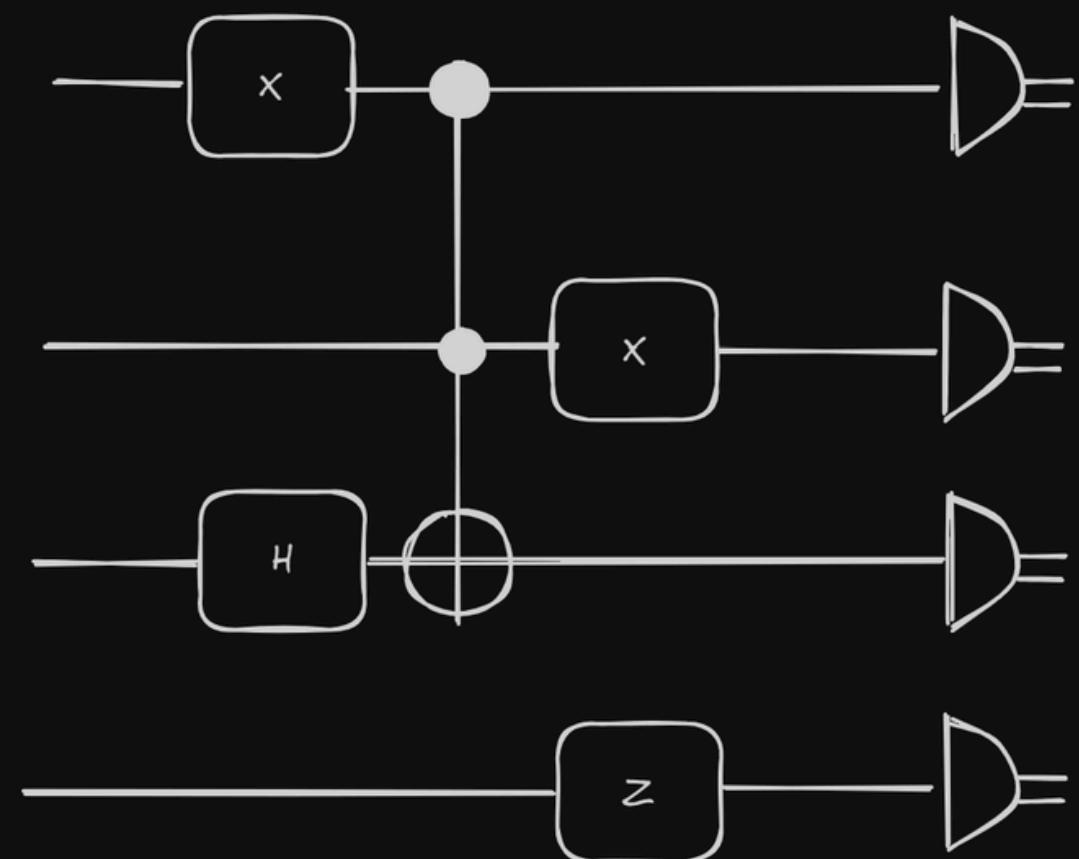
# Who?



# Why?



# Why?

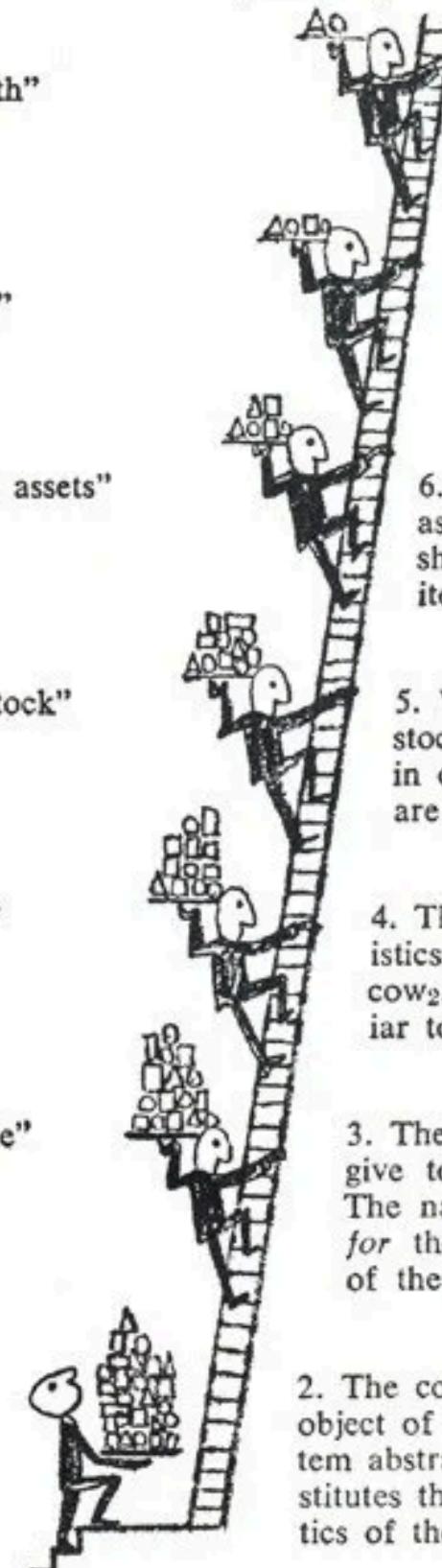


# Ladder of Abstraction

- Introduced by American linguist SI Hayakawa in 1939

## ABSTRACTION LADDER

Start reading from the bottom *UP*



8. "wealth"

7. "asset"

6. "farm assets"

5. "livestock"

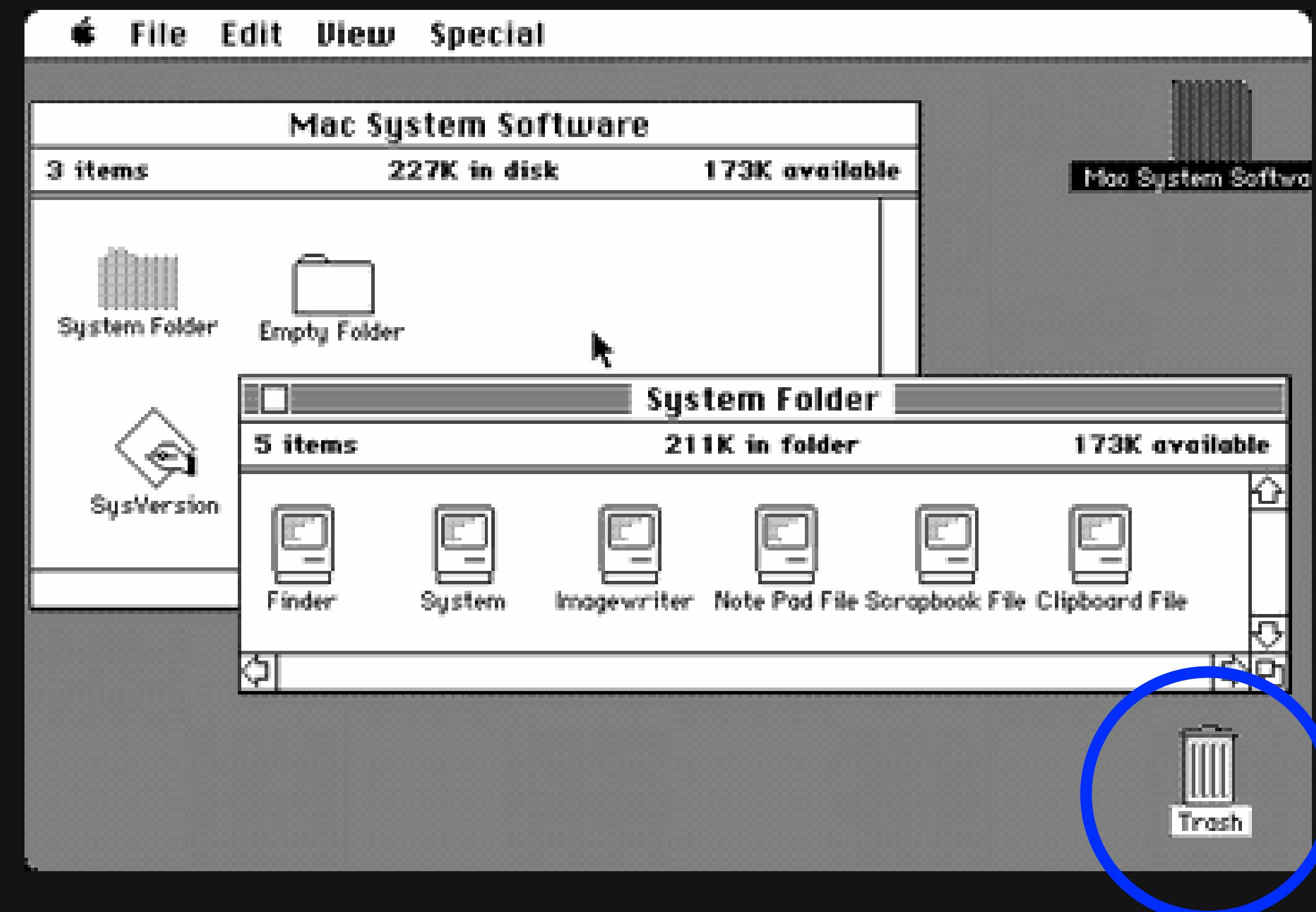
4. "cow"

3. "Bessie"

2.

1. The cow known to science ultimately consists of atoms, electrons, etc., according to present-day scientific inference. Characteristics (represented by circles) are infinite at this level and ever-changing. This is the *process level*.

# Example from 80s



# Why?

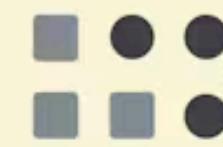
- Working memory capacity: 3-7 chunks by Cowan (2001)





## 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



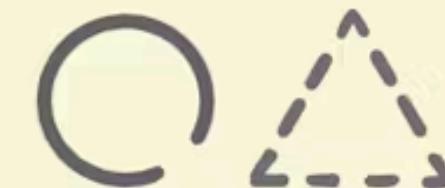
## FIGURE-GROUND

WE PERCEIVE OBJECTS IN THE FOREGROUND OR BACK



## COMMON FATE

OBJECTS MOVING TOGETHER ARE PERCEIVED AS A GROUP



## CLOSURE

WE COMPLETE MISSING PARTS

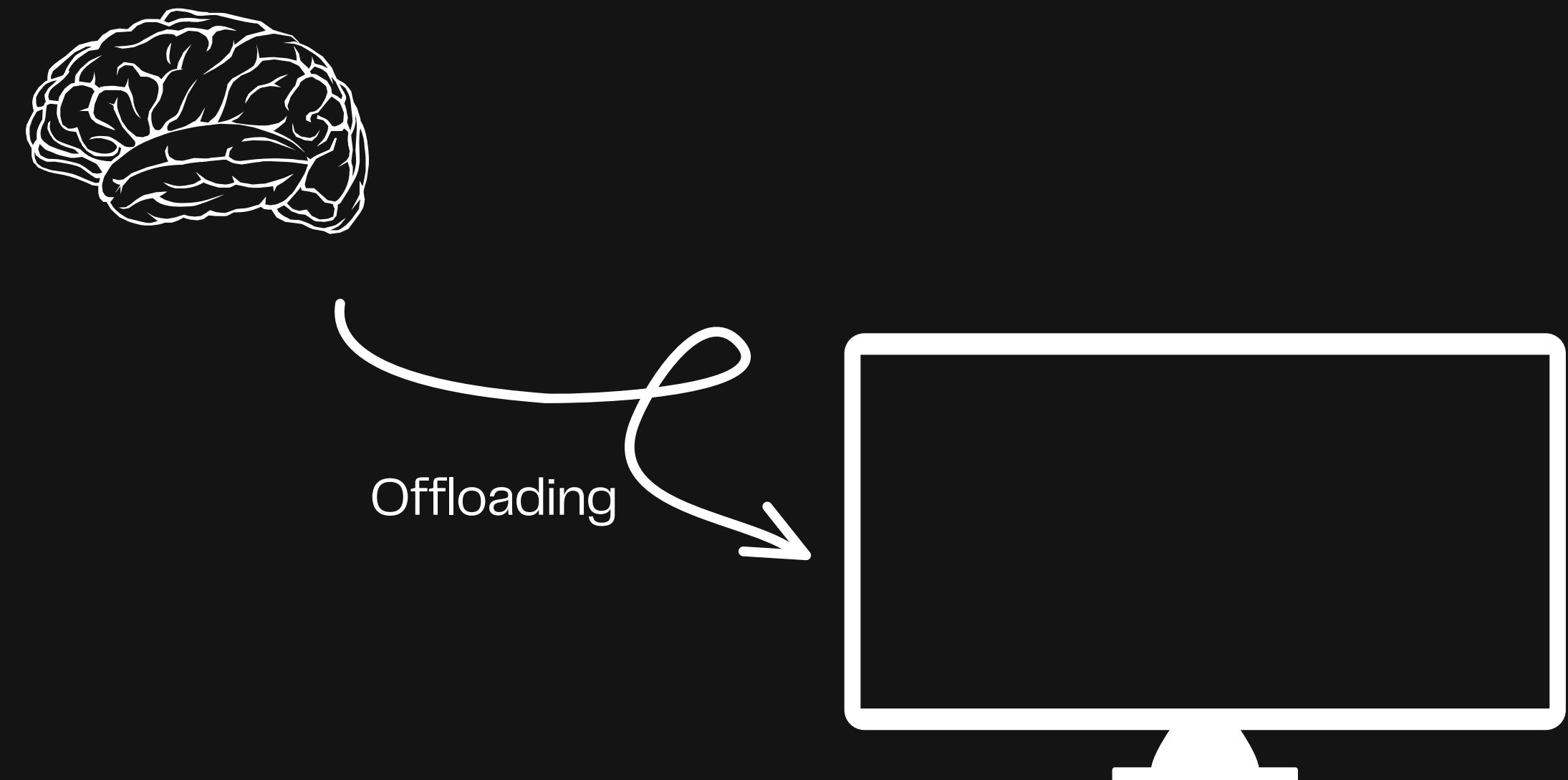


## SYMMETRY & ORDER

SYMMETRICAL AND ORDERLY ELEMENTS ARE PERCEIVED AS A GROUP

# How? → External Cognition

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



# Human+ quantum computer



Foto: IT4Innovations

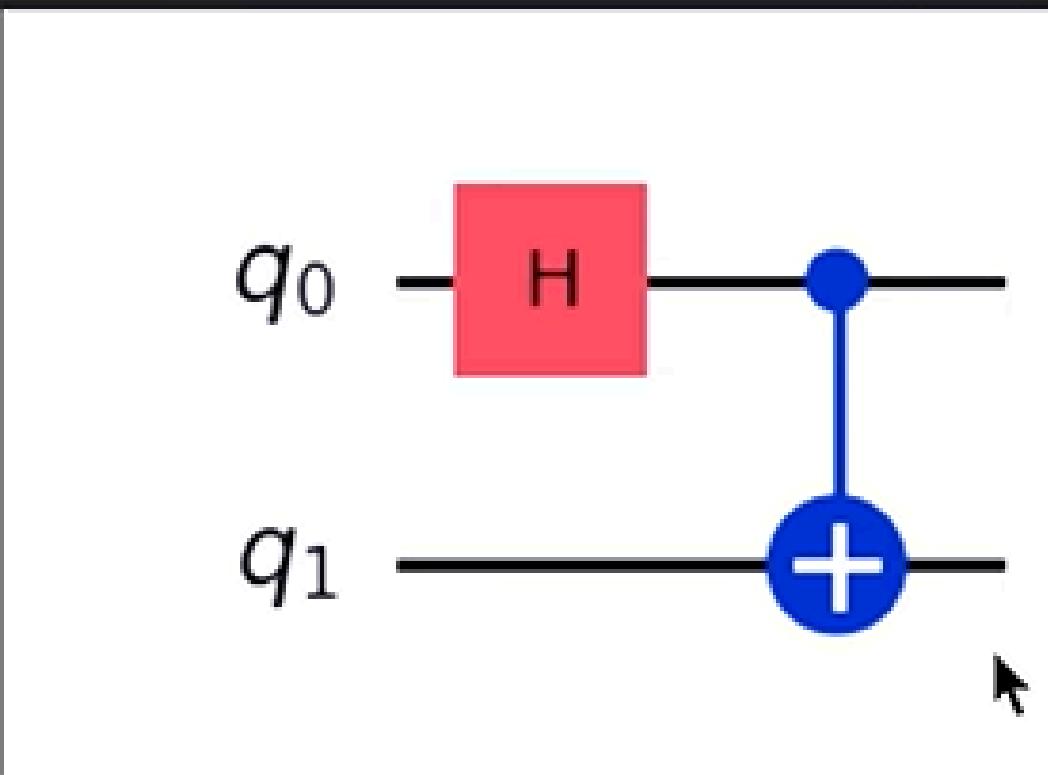
+ Code + Markdown | ▶ Run All ⚡ Restart ⚡ Clear All Outputs | ⚡ Variables ⚡ Outline ...

▶ ▾

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

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

[1]



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



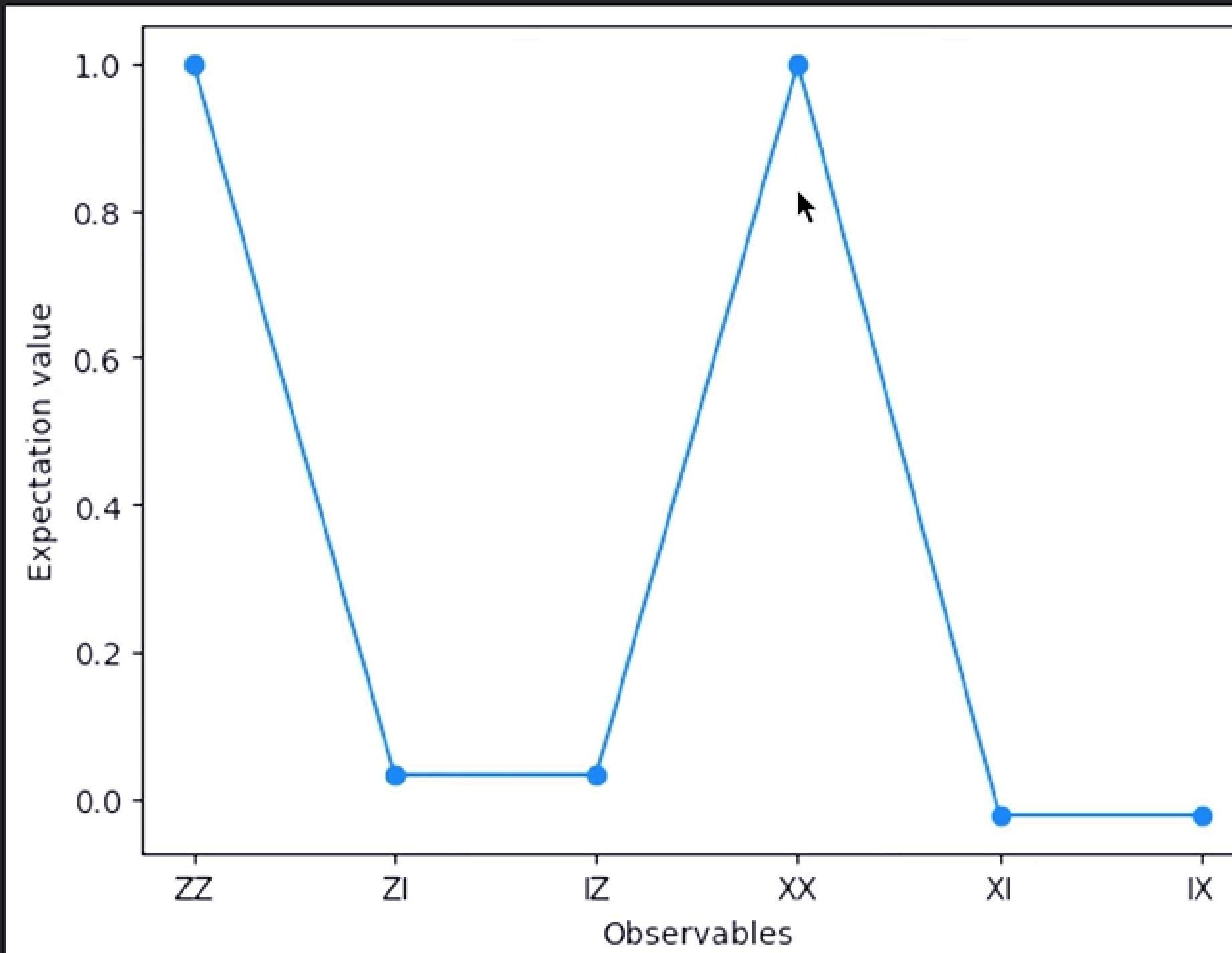
SINTEF

+ Code + Markdown | ▶ Run All ⚡ Restart ⚡ Clear All Outputs | Variables Outline ...

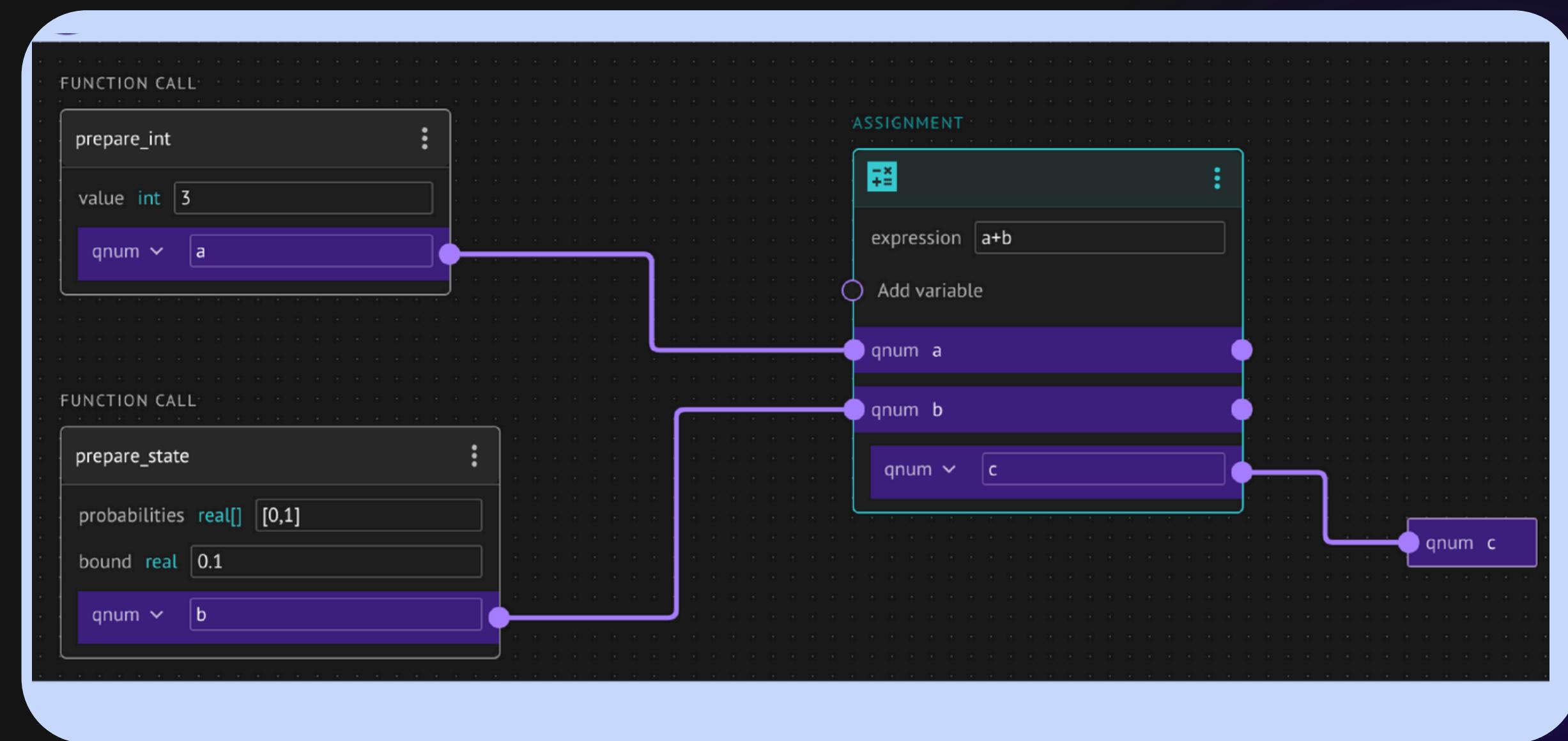
```
▶
data = ['ZZ', 'ZI', 'IZ', 'XX', 'XI', 'IX']
values = job.result().values

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

[5] ✓ 0.1s



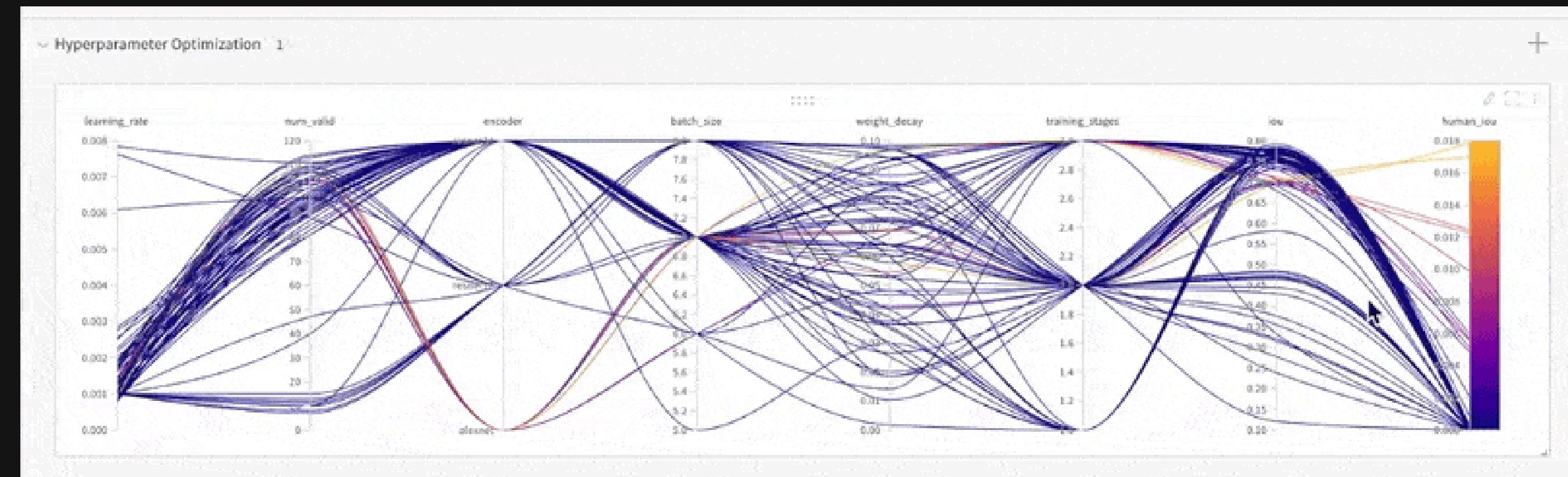
# Interactive whiteboard for quantum circuits



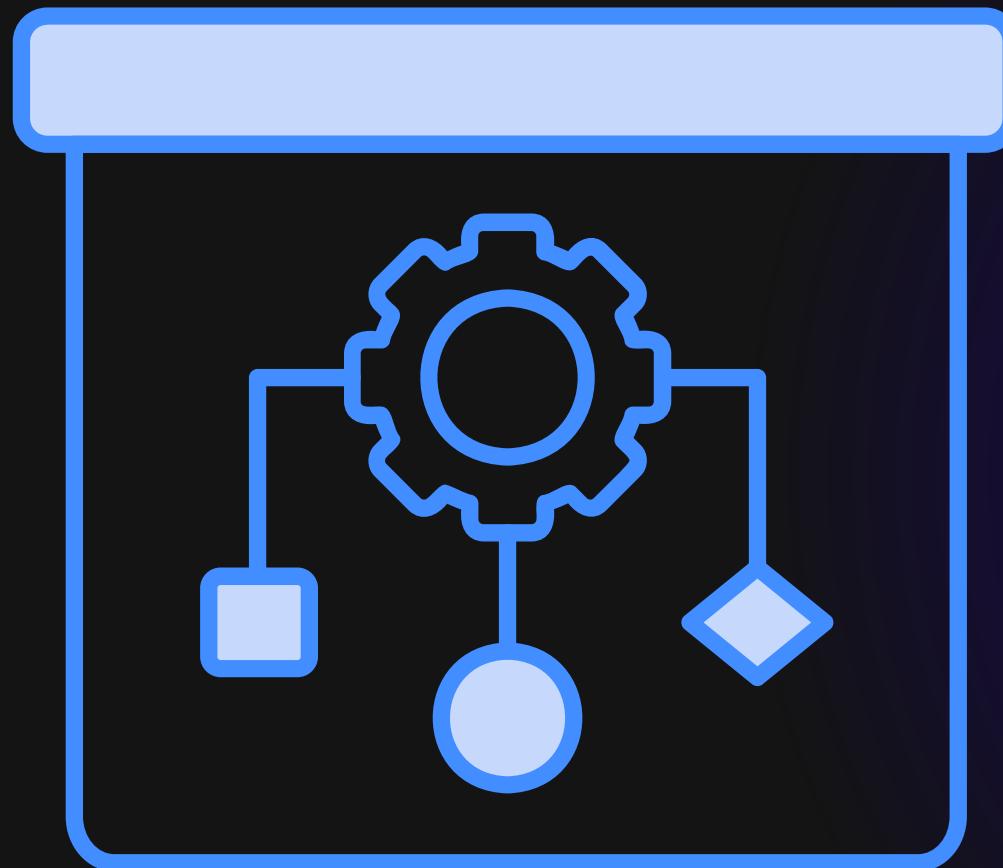
Kim, H., Jeng, M. J., & Smith, K. N. (2025, April). Toward Human–Quantum Computer Interaction: Interface Techniques for Usable Quantum Computing. In Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (pp. 1–18).

# Similar interaction challenges

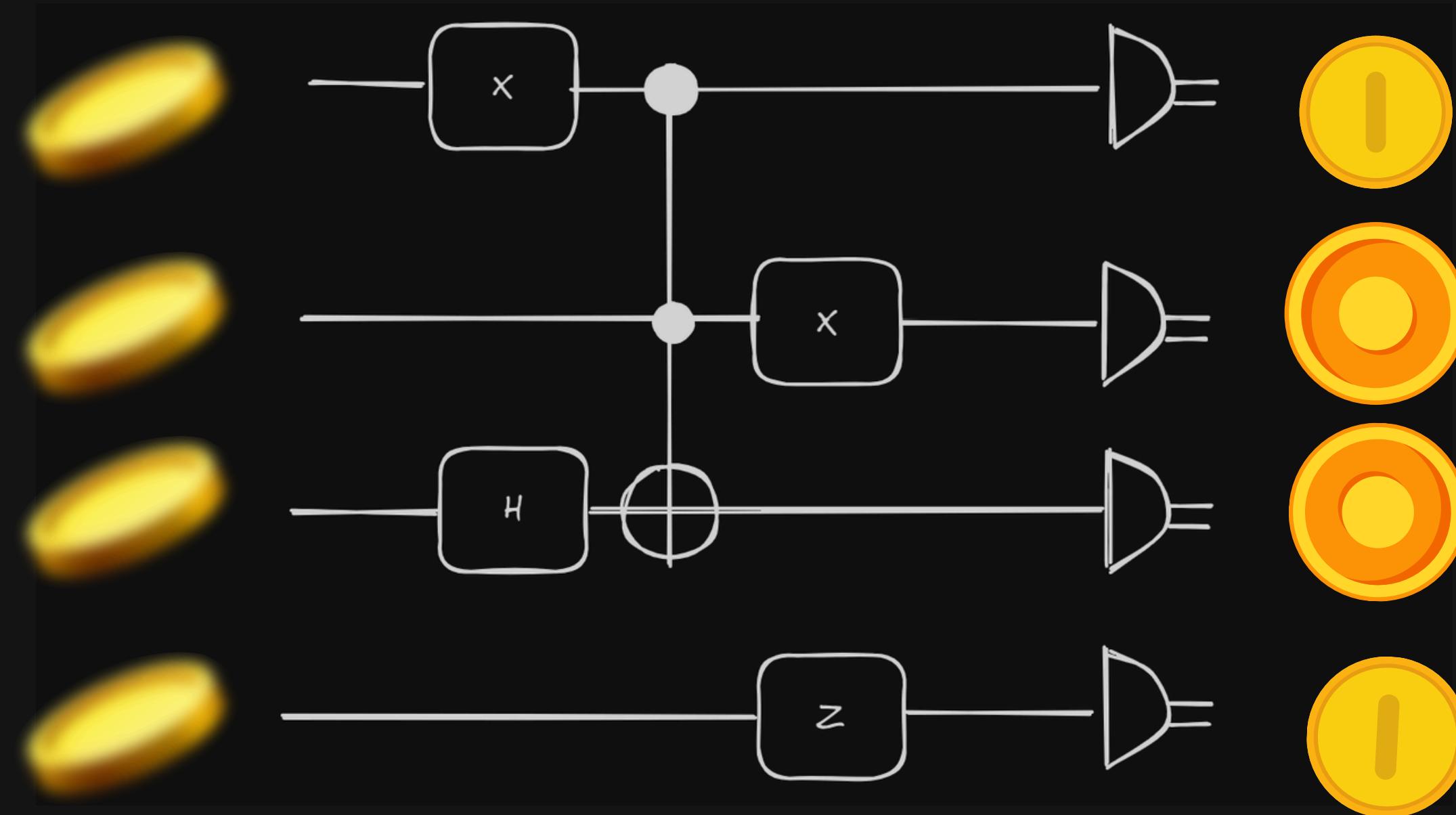
- Data Scientists + Machine Learning
- Experts
- High-dimensional data
- Different platforms
- Hardware optimization
- Difficult mental models → need abstractions



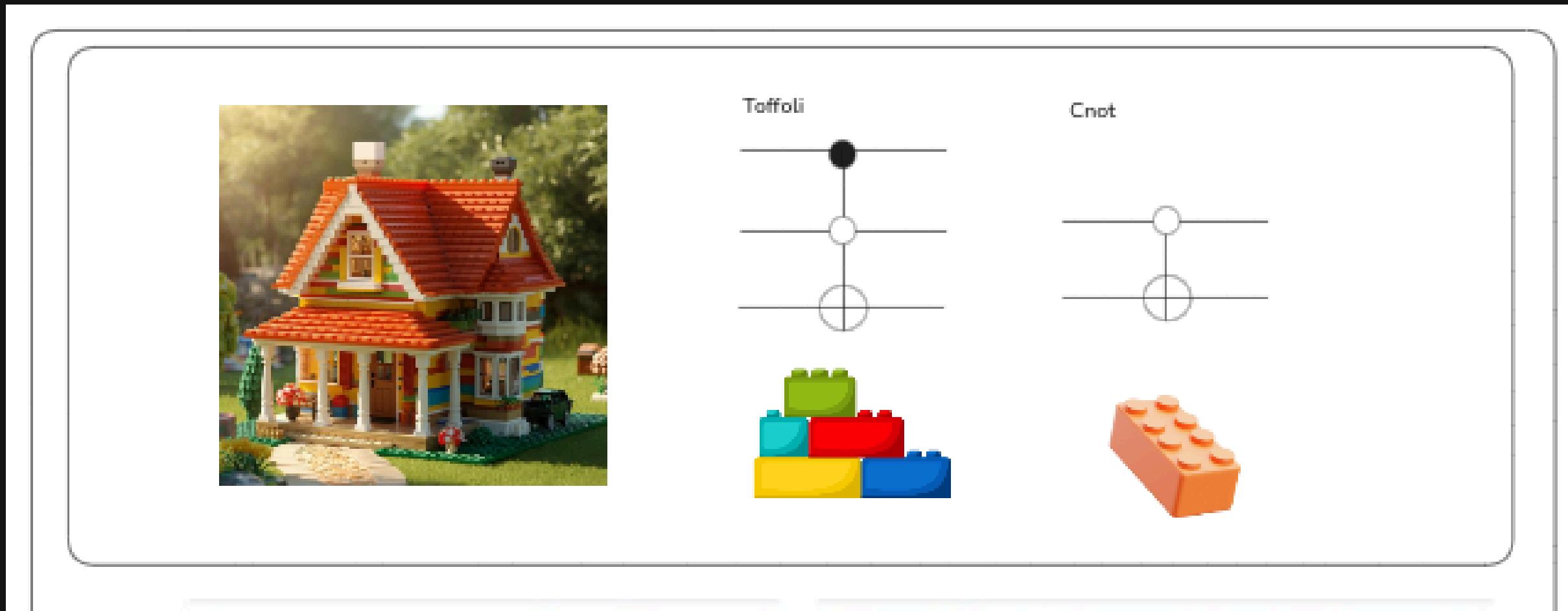
# Human + algorithm design



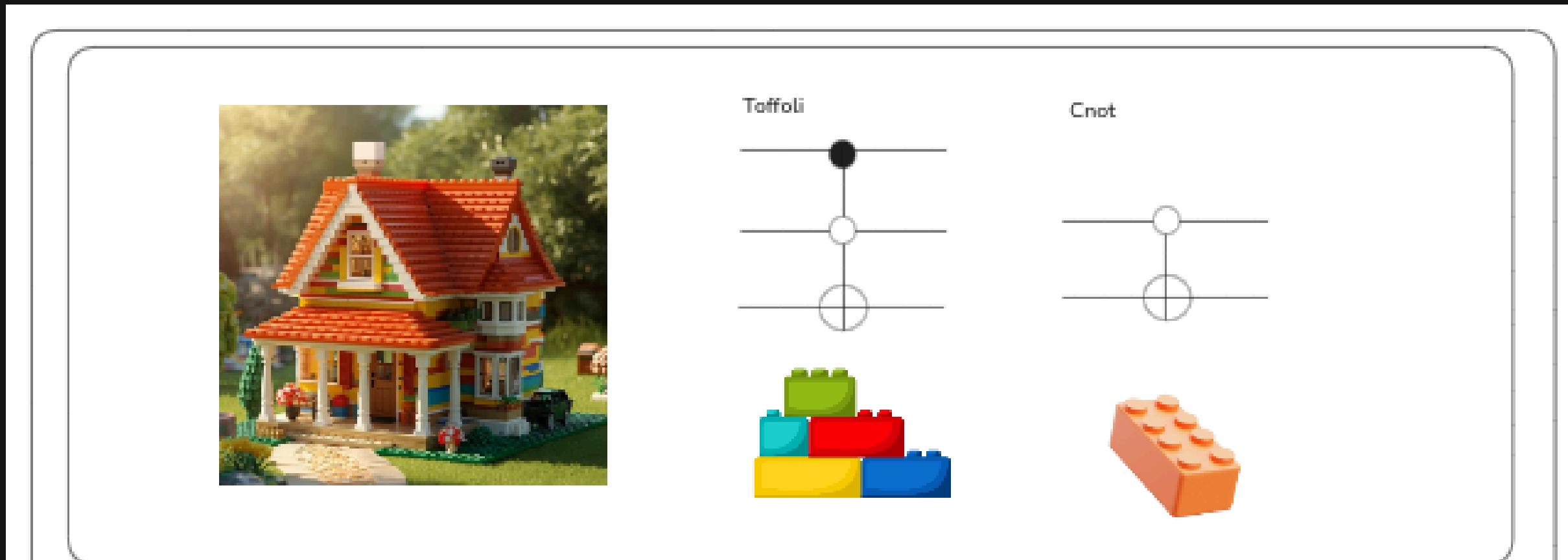
# Quantum algorithms (aka quantum circuits)



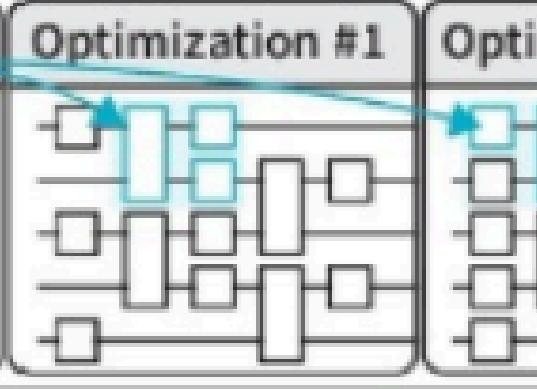
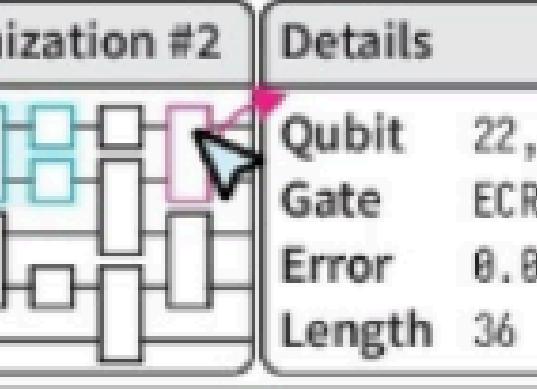
# Human + algorithm design



# Human + algorithm design



**T3e Comparing optimizations** 

Logical circuit	Summary	Optimization #1	Optimization #2	Details
	<b>Result</b> 1 2 <b>#Layers</b> 29 38 <b>#Gates</b> 76 62 <b>ESP</b> 0.906 0.922			<b>Qubit</b> 22, 23 <b>Gate</b> ECR <b>Error</b> 0.0002 <b>Length</b> 36

 **Cross-highlight for different optimization outcomes**

 **Further inspection of a physical gate**

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# Human + algorithm design

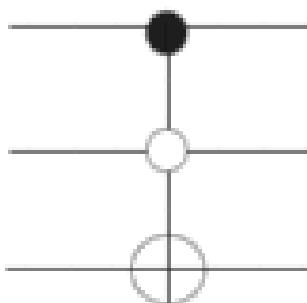


## CONTINUITY

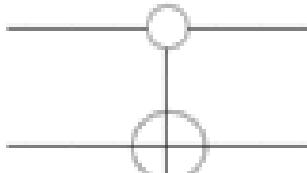
ELEMENTS ON A LINE  
OR CURVE ARE RELATED



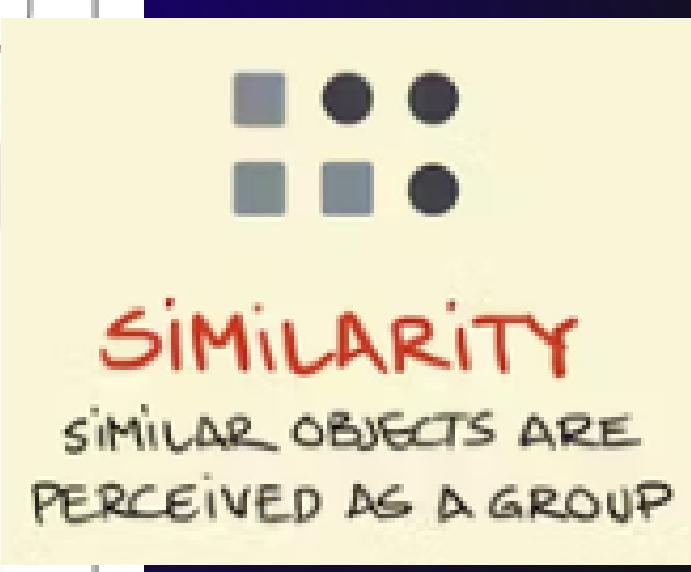
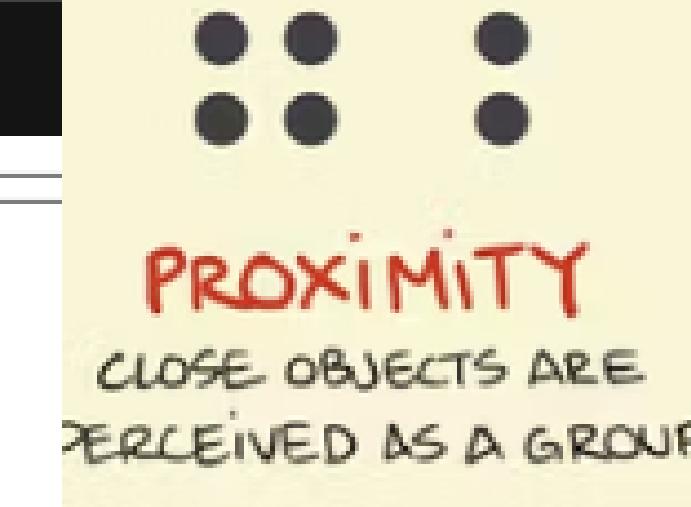
Toffoli



Cnot





**T3e Comparing optimizations**

Logical circuit	Summary	Optimization #1	Optimization #2	Details
	Result: 1 2 #Layers: 29 38 #Gates: 76 62 ESP: 0.906 0.922			Qubit: 22, 23 Gate: ECR Error: 0.0002 Length: 36

**T3f On-demand machine properties**

Logical circuit	Summary	Optimization #1	Optimization #2	Details
	Result: 1 2 #Layers: 29 38 #Gates: 76 62 ESP: 0.906 0.922			Qubit: 22, 23 Gate: ECR Error: 0.0002 Length: 36

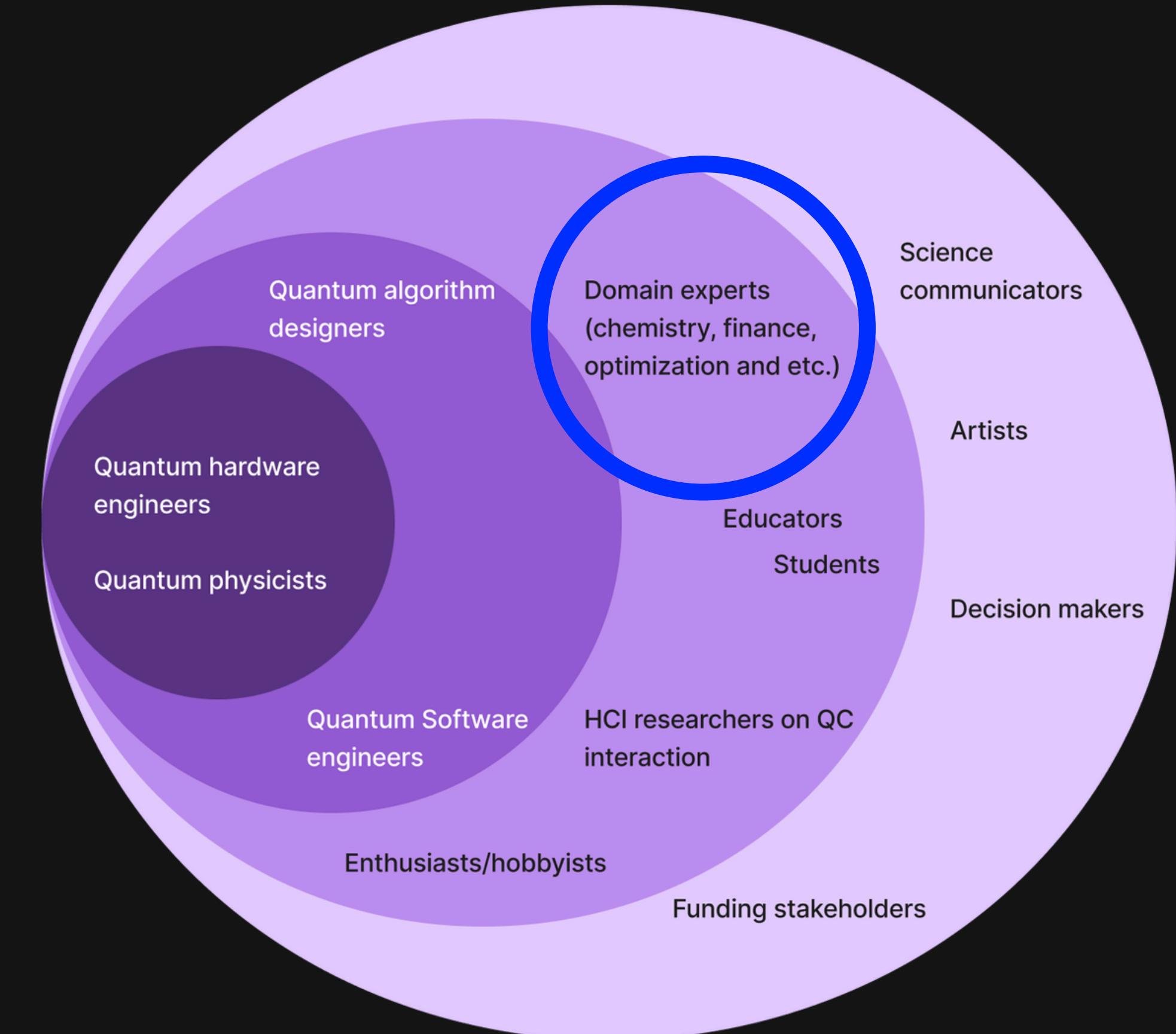
► Cross-highlight for different optimization outcomes

► Further inspection of a physical gate

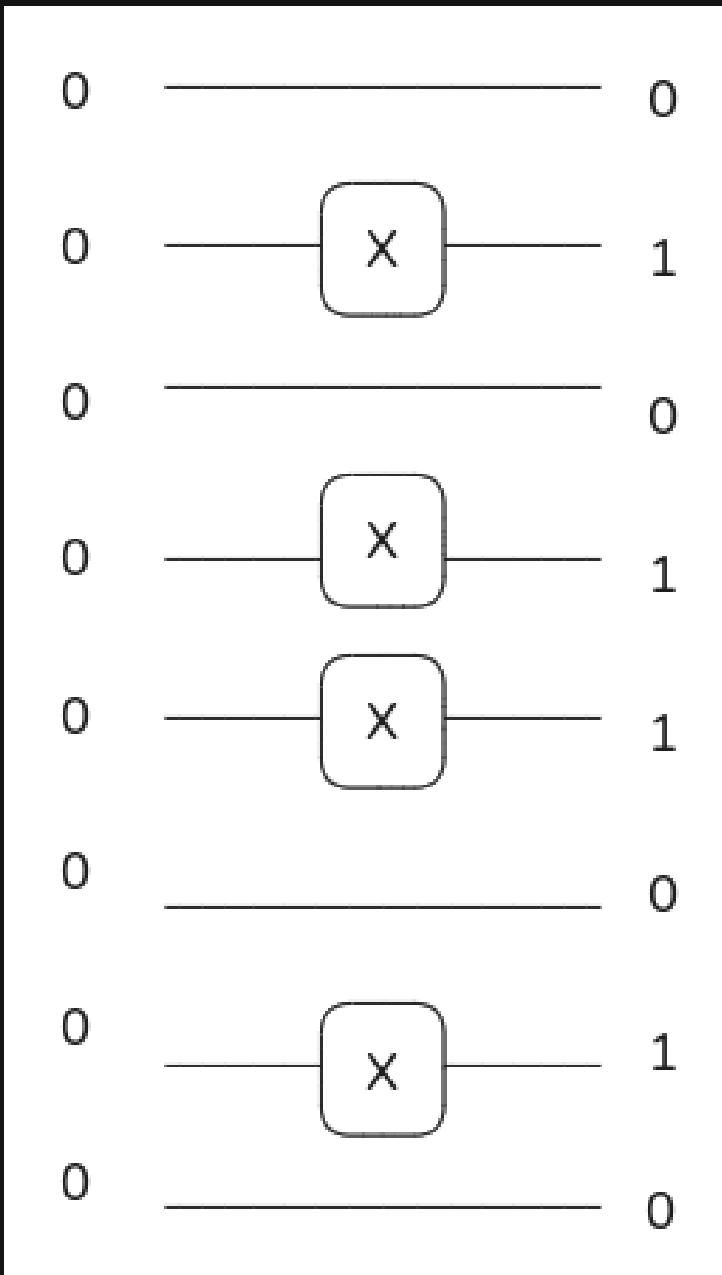
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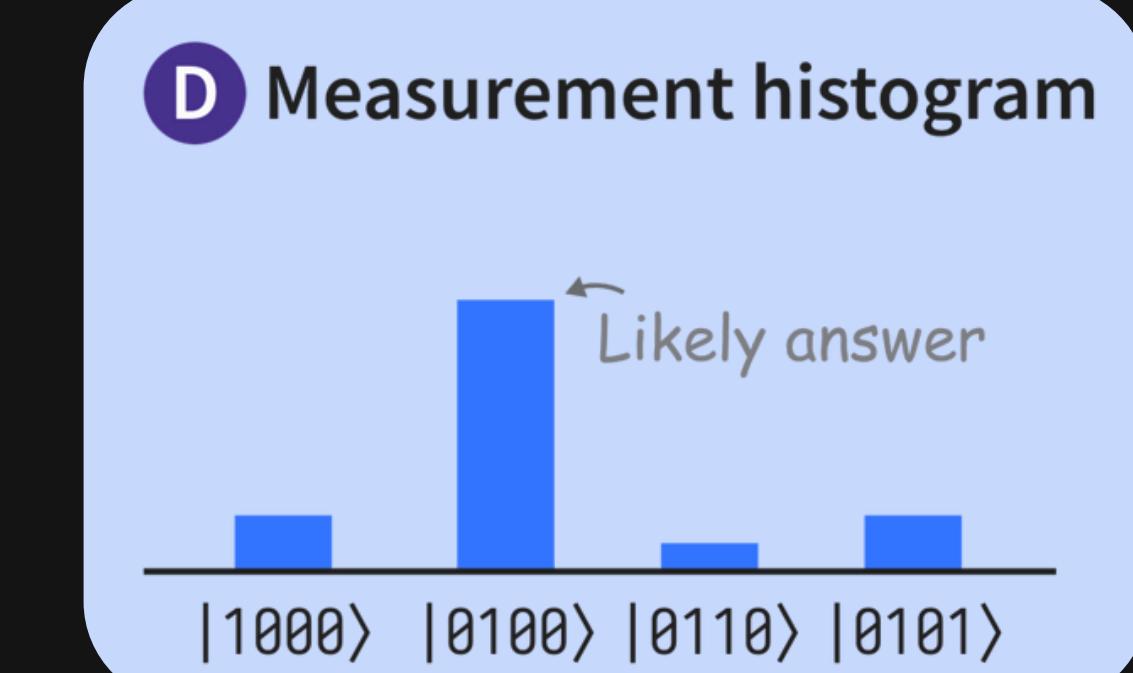
# Domain specific interfaces



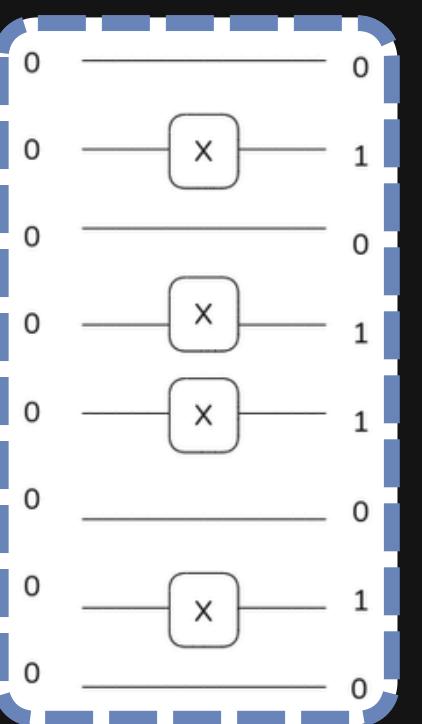
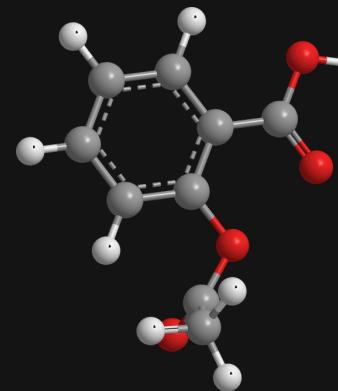
# Input



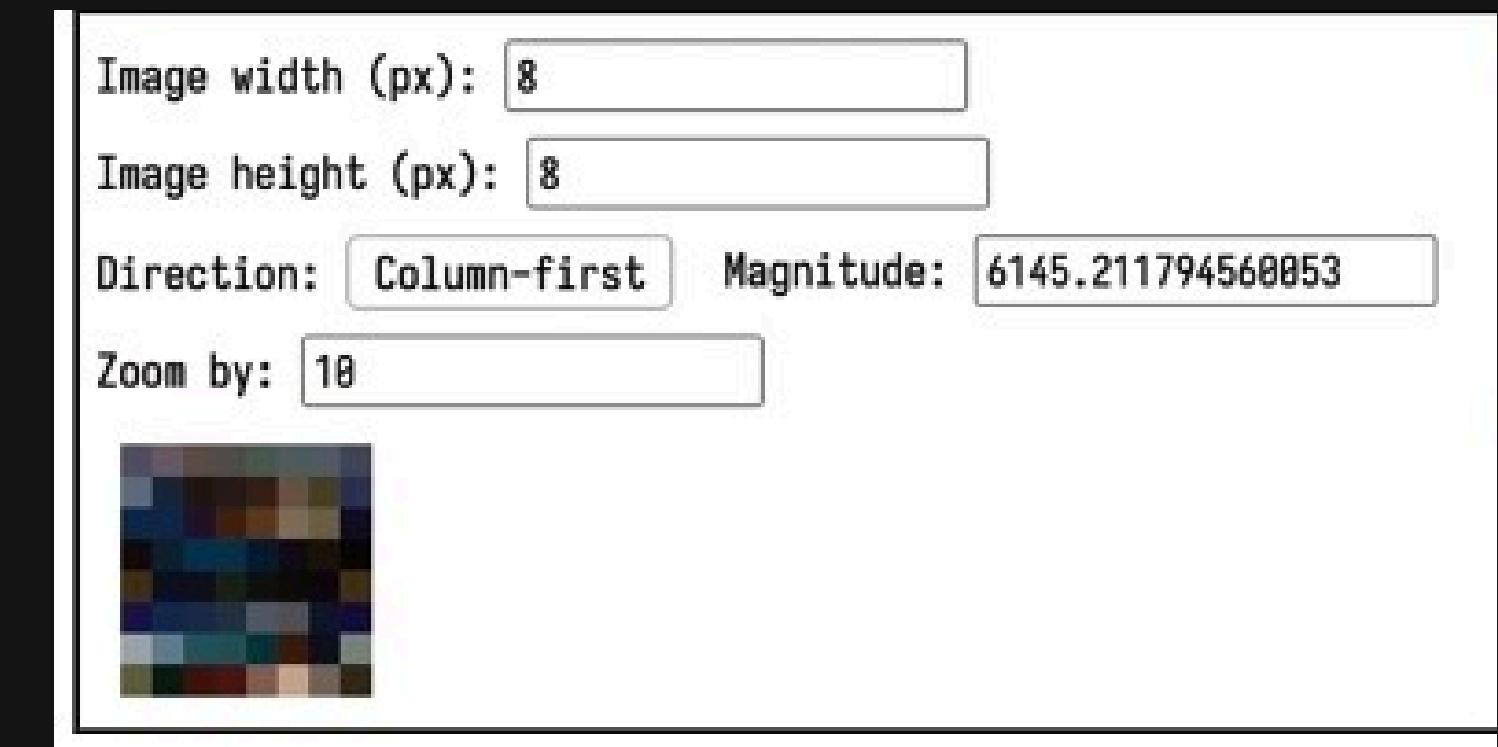
# Output



# Input



# Output



# Take aways

Quantum sensing

Easy to forget the  
human

Externalising cognition

Ladder of abstraction

Algorithm design

Domain specific  
interfaces

# Thank You!

Questions? Feedback?

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**HCI + QC = True**

