

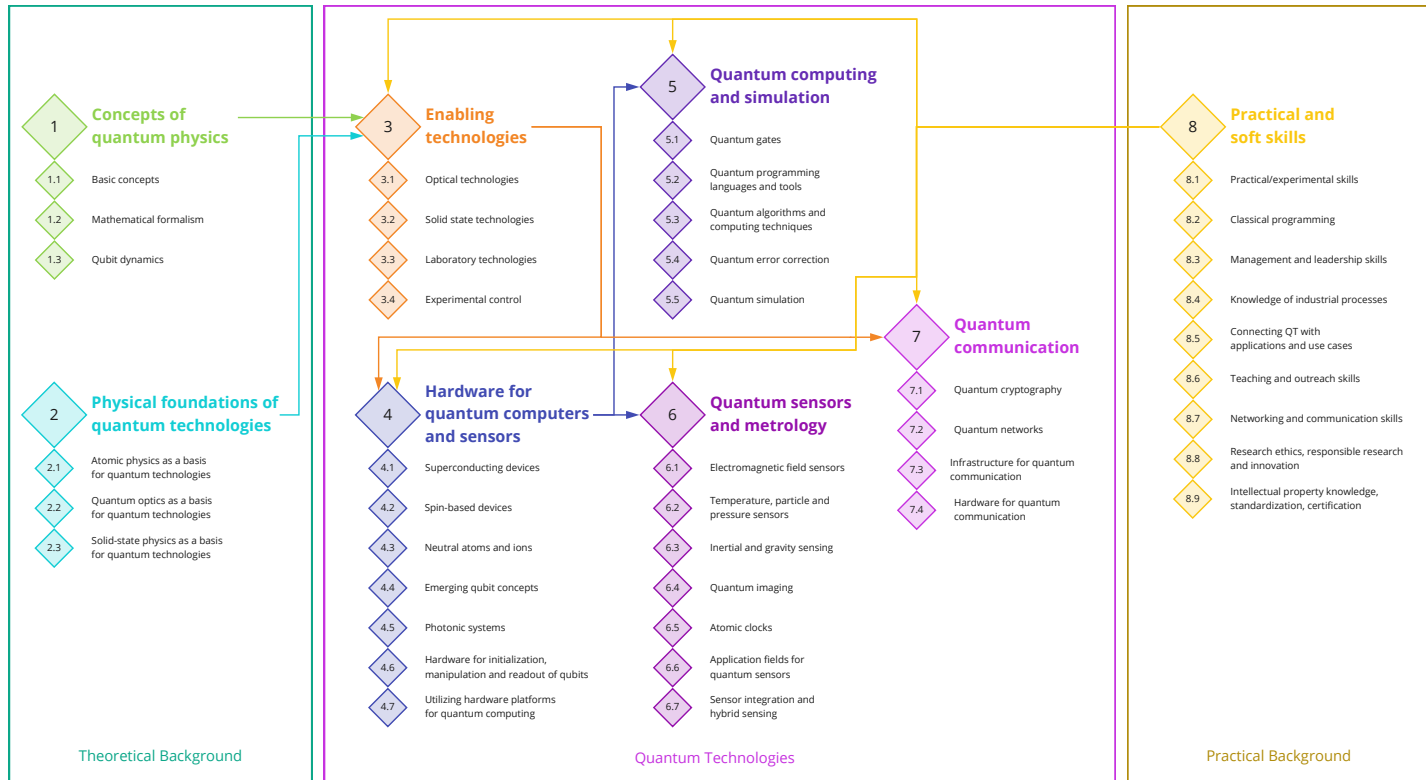
Competence Framework for Quantum Technologies

Version 1.0 (May 2021)

compiled by Franziska Greinert and Rainer Müller
 QTEdu: Coordination and support action for Quantum Technology
 Education of the European Quantum Technology Flagship



Overview and General Structure



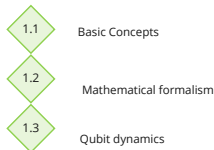
How to use the competence framework

The European Competence Framework for Quantum Technologies aims to map the **landscape of possible competences and skills in Quantum Technologies**. It has been compiled by the QTedu CSA in order to facilitate the planning and design of education and training projects in Quantum Technologies.

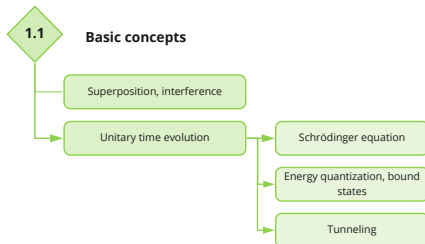
The competence framework consists of seven main fields. They outline the broad structure of Quantum Technologies:



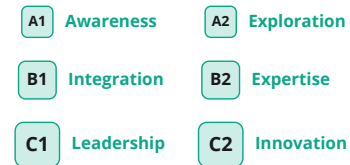
Each of these main fields has several subfields, e.g.



On the first page of this document, the main fields and subfields are shown in a graphical scheme. For each subfield there is an extra page with more details:



Depending on the target audience, each educational offer will address different level of depth and difficulty. To reflect this, there is an additional dimension to the competence framework that is not shown in the graphics. For each entry, a **proficiency level** can be specified: from A1 (Awareness) to C2 (Innovation). This scheme was developed for the European Language Reference Framework; it is also used, for example, in the European DigCompEdu framework for digital skills. The use of proficiency levels makes it easier to tailor education and training offers to the needs of the target groups.



The competence framework has been compiled by the QTedu team in a bottom-up approach. Between summer 2020 and spring 2021 we conducted a three-round Delphi study with many participants from the QT community. The results were refined by conducting expert interviews for each subfield.

Quantum Technologies are rapidly evolving. New technologies will be developed, others will become less important. The Competence Framework will have to be adapted accordingly. Thus, the Competence Framework is a living document which will be updated in regular intervals. Suggestions for additions and corrections are welcome at any time. Please contact:

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QTedu - Coordination and Support Action for Quantum Technology Education

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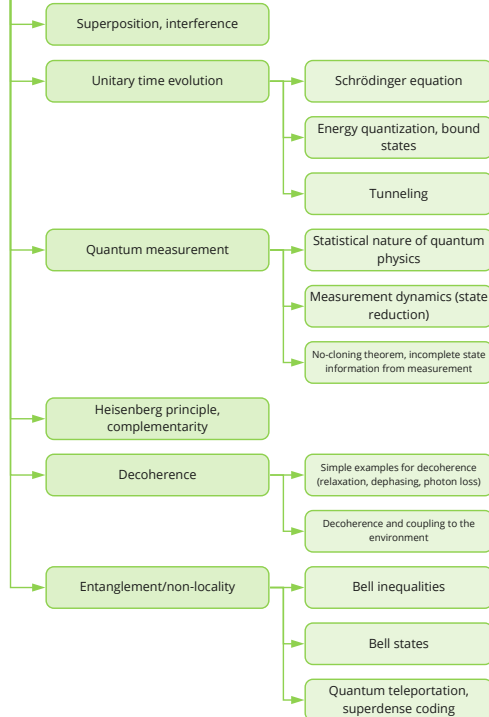


1

Concepts of quantum physics

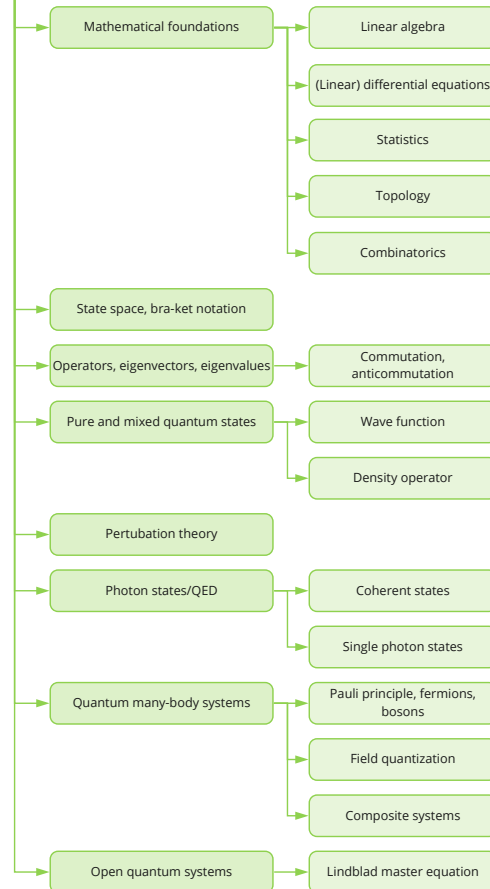
1.1

Basic concepts



1.2

Mathematical formalism



1

Concepts of quantum physics (continued)

1.3

Qubit dynamics

Dynamics of two-level systems

Bloch equation

Larmor precession

Rabi oscillations

Dephasing, relaxation

Higher-level systems (qudits)

Qubit manipulation

Bloch sphere

Manipulating qubits with pulses

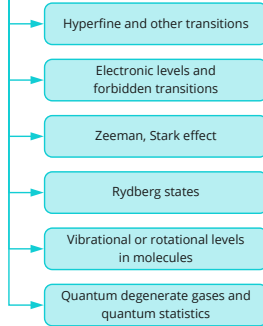
Mathematical description of qubit rotations

2

Physical foundations of quantum technologies

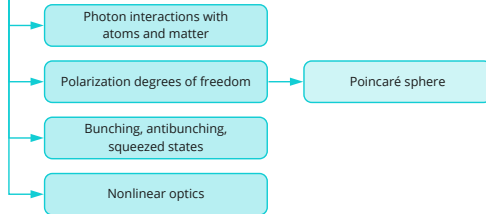
2.1

Atomic physics as a basis for quantum technologies



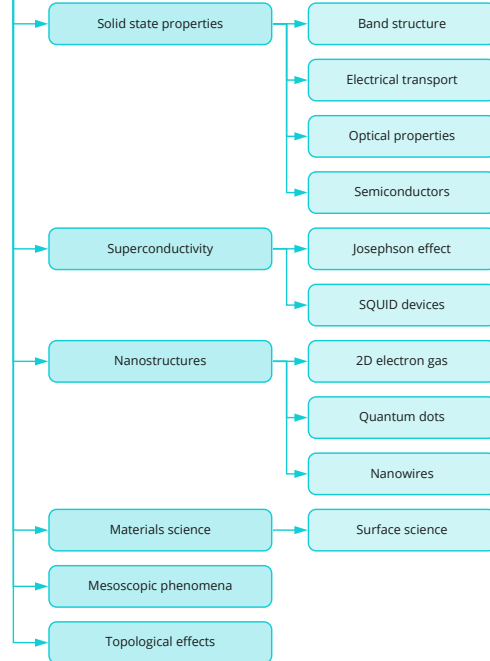
2.2

Quantum optics as a basis for quantum technologies



2.3

Solid-state physics as a basis for quantum technologies



3

Enabling technologies

3.1 Optical technologies

- Classical optics
- Lasers
- Single photon sources
- Entangled photon sources
- Opto-electronical and opto-mechanical systems
- Single photon detectors
- Photonics, fibres

3.2 Solid state technologies

- Micro- and nanoelectronics
- SQUIDs

3.3 Laboratory technologies

- Vacuum technology
- Cryogenics
- Electronics
- Microwave, RF technology
- Laser cooling
- Laser stabilization
- Noise analysis
- Shielding techniques
- Cleanroom technology
- Micro- and nanostructuring

3.4 Experimental control

- Software
- Hardware
- Quantum control algorithms

4

Hardware for quantum computers and sensors

4.1 Superconducting devices

- Superconducting qubit types: charge, flux, transmon, fluxonium
- Josephson junctions for metrology

4.2 Spin-based devices

- NV centers
- Semiconductor quantum dots

4.3 Neutral atoms and ions

- Ion traps
- Rydberg atoms
- Cold quantum gases
- Optical lattices

4.4 Emerging qubit concepts

- Topological qubits
- Molecular-spin qubits

4.5 Photonic systems

- Linear optical networks
- Photonic integrated circuits
- Boson sampling techniques

4.6 Hardware for initialization, manipulation and readout of qubits

- Microwaves
- Lasers
- Resonators (e.g. readout and gates of superconducting qubits)
- Switches, phase shifters, delays

4.7 Utilizing hardware platforms for quantum computing

- DIVincenzo criteria
- NISQ limitations
- Platform-specific limitations
- Integration, packaging, scaling
- Benchmarking
- Middleware
- Integration with classical hardware

5

Quantum computing and simulation

5.1

Quantum gates

Single qubit gates

Two and more qubit gates

5.2

Quantum programming languages, tools and platforms

Graphical platforms

Software development kits

Programming languages

5.3

Quantum algorithms and computing techniques

Shor algorithm, hidden subgroup finding

Grover algorithm, amplitude amplification

Quantum optimization algorithms

Quantum machine learning

Tools

Quantum Fourier Transform

Quantum phase estimation

Quantum linear algebra algorithms

Quantum walks

Other algorithms: Overview of the Quantum Algorithm Zoo

5.4

Quantum error correction

Physical decoherence mechanisms (dynamical decoupling)

Error mitigation

Quantum error correction code

5.5

Quantum simulation

Digital quantum simulators

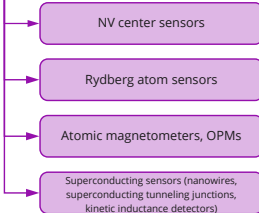
Analog quantum simulators and quantum annealers

6

Quantum sensors and metrology

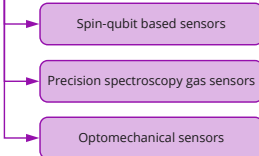
6.1

Electromagnetic field sensors



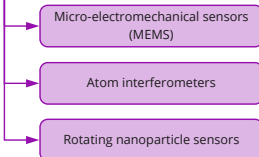
6.2

Temperature, particle and pressure sensors



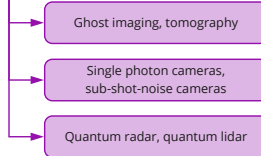
6.3

Inertial and gravity sensing



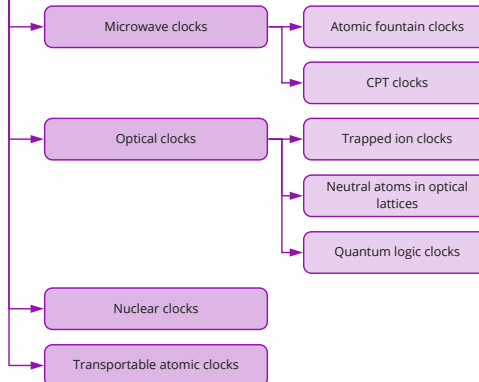
6.4

Quantum imaging



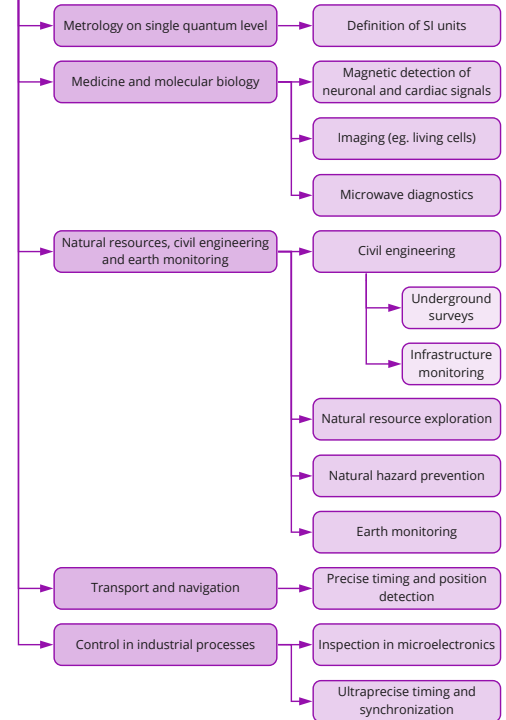
6.5

Atomic clocks



6.6

Application fields for quantum sensors



6.7

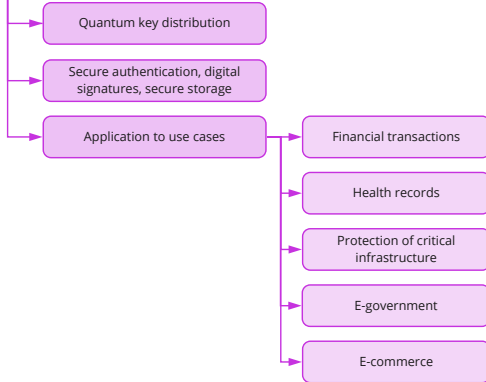
Sensor integration and hybrid sensing

7

Quantum communication

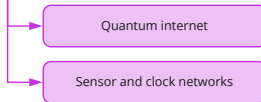
7.1

Quantum cryptography



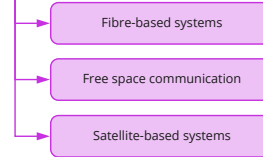
7.2

Quantum networks



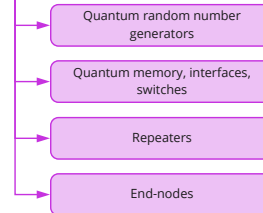
7.3

Infrastructure for quantum communication



7.4

Hardware for quantum communication



8

Practical and soft skills

8.1 Practical/experimental skills

8.2 Classical programming

- Programming languages
- Classical algorithms
- Complexity classes
- Classical cryptography
- Post-quantum cryptography

8.3 Management and leadership skills

- Overview, potential and limitations
- Economic impact of QT
- Entrepreneurship
- Project design and implementation

8.4 Knowledge of industrial processes

8.5 Connecting QT with applications and use cases

- Knowledge within the fields of use cases
- Mapping use cases to quantum algorithms
- Recognizing quantum advantage
- Applying complexity theory

8.6 Teaching and outreach skills

8.7 Networking and communication skills

- Communication with experts in the application fields
- Communication with customers

8.8 Research ethics, responsible research and innovation

8.9 Intellectual property knowledge, standardization, certification