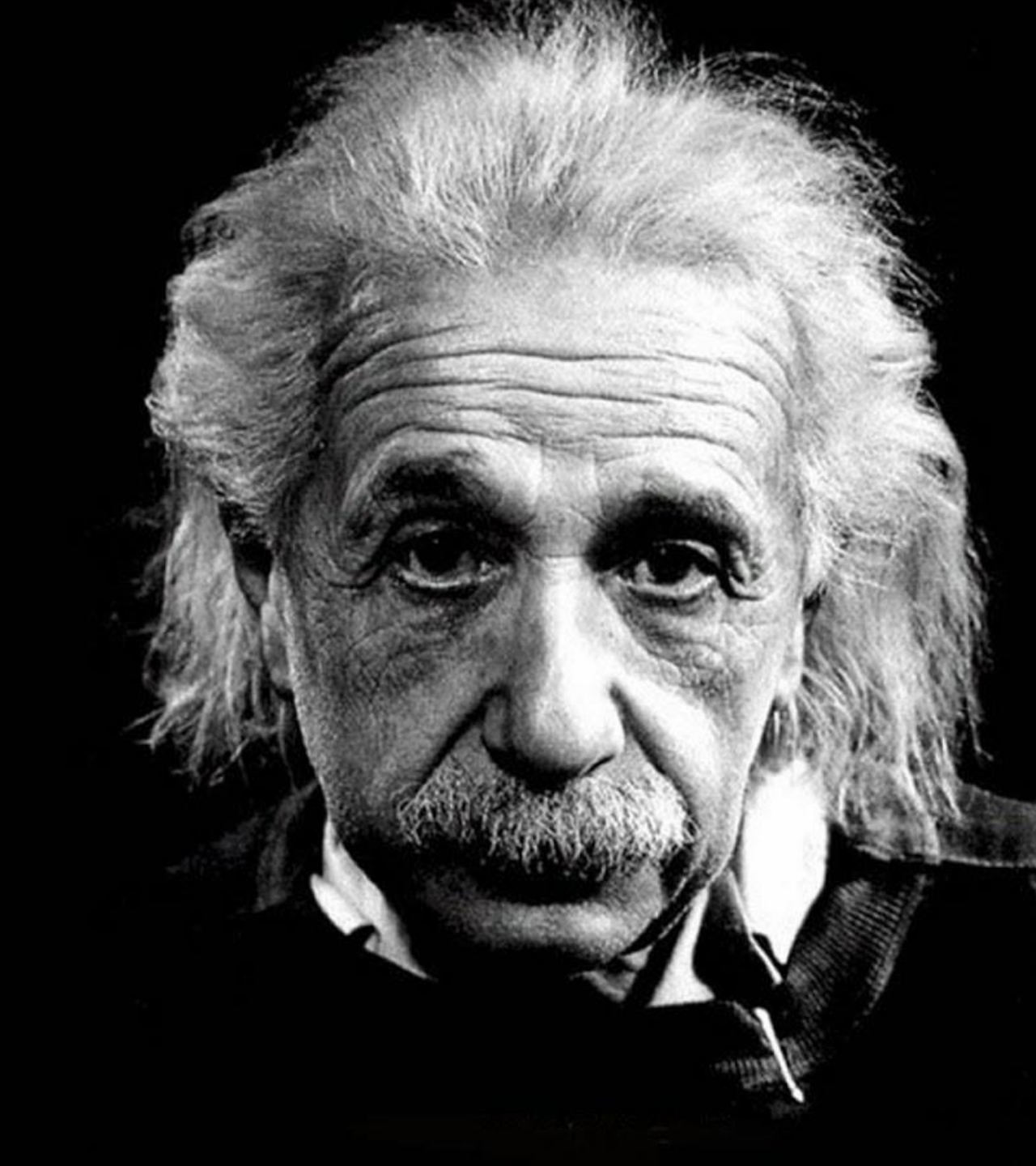


# Our World Today

## Artificial Intelligence, Distributed Ledger Technologies and Quantum Computing

Ratko Mutavdzic  
CEE PS Cloud Director  
Microsoft Corporation



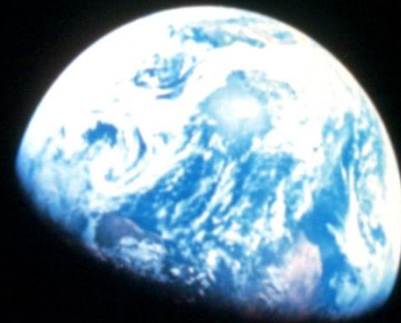
Solving the problems  
we haven't see yet.

„If I had an hour to solve a problem  
I'd spend 55 minutes thinking about  
the problem and 5 minutes thinking  
about solutions.”

- Albert Einstein



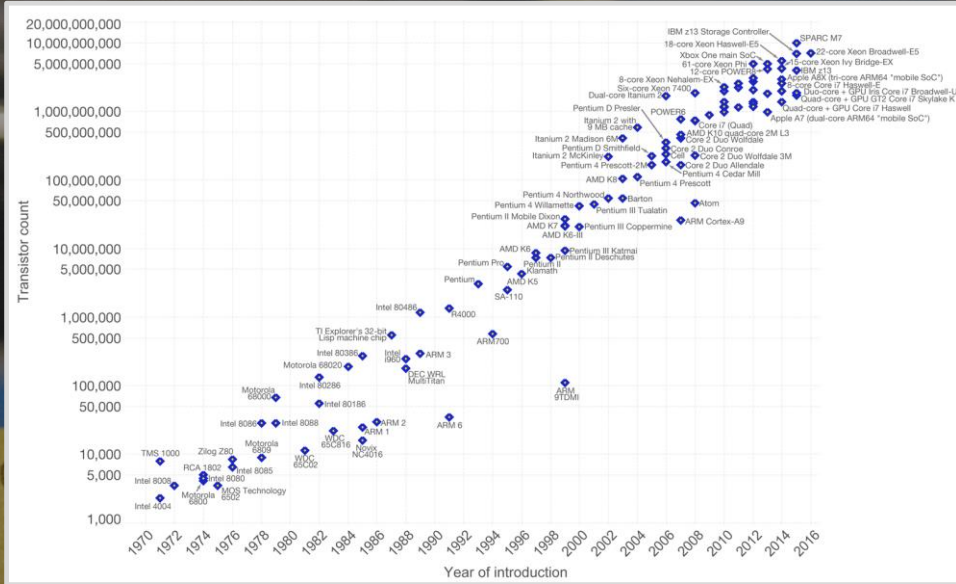
# Problem 1: Limits of Humankind



How can we augment human capacity to do "more" in this new era of computing?

As thinking machines, human beings do have some limitations.

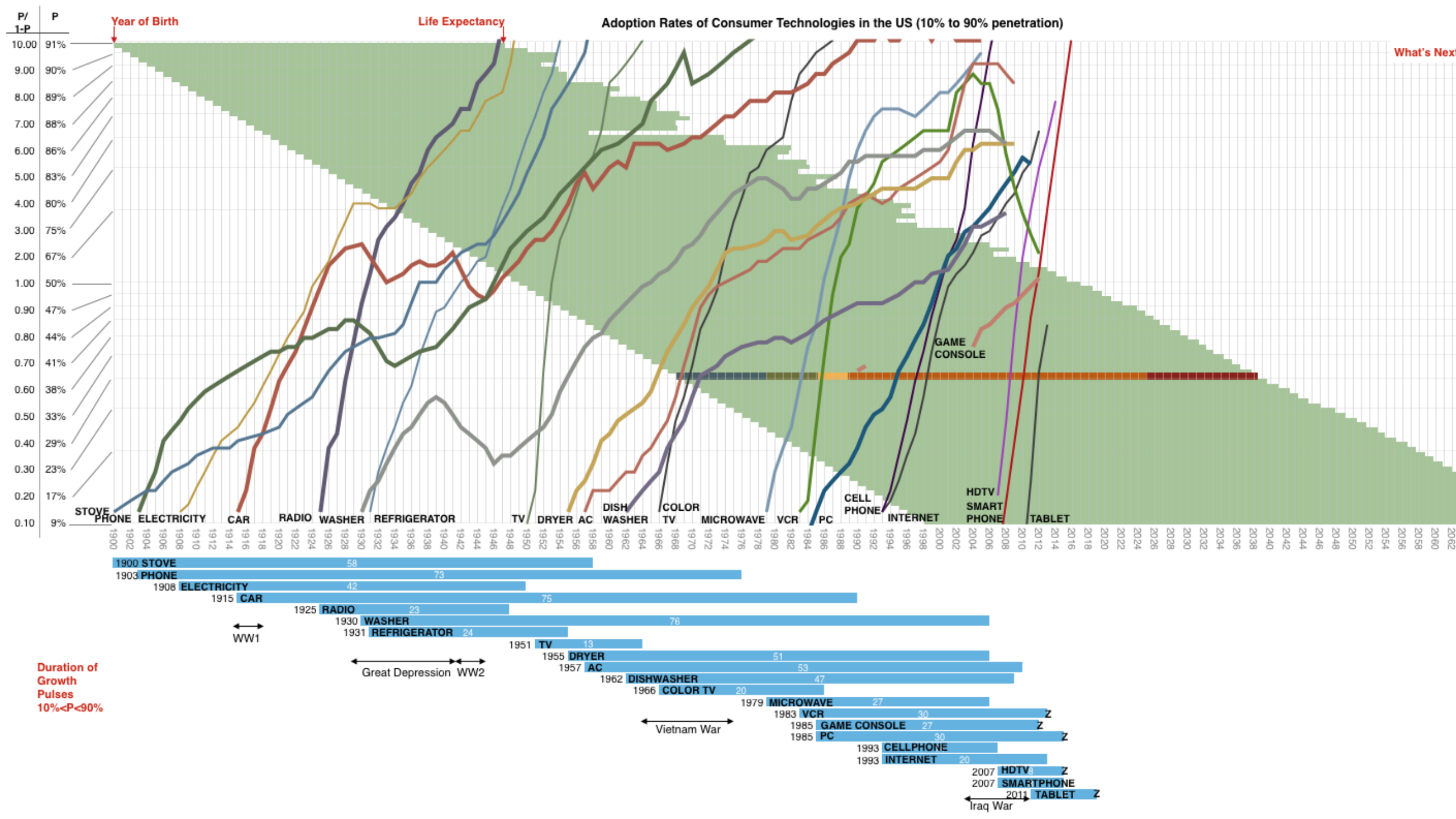
## A black and white portrait of a middle-aged man with short, dark hair, wearing thick-rimmed glasses and a dark suit with a white shirt and tie. He is looking slightly to the right of the camera with a serious expression. The background is a soft, out-of-focus grey.



- „the observation that the number of transistors on integrated circuits doubles approximately every two years“
- the law was described as early as **1965** by the Intel co-founder Gordon E. Moore after whom it is name: "There is no reason to believe it will not remain nearly constant for at least 10 years".
- He was not only right about the next ten years but astonishingly the regularity he found is true for more than half a century now.

- „the observation that the number of transistors on integrated circuits doubles approximately every two years”
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# Why Now?



## Big Data

We are generating data in exa, soo to generate zettabytes

Computing in Cloud  
cloud computing democratized  
massive scale computing

Powerful Algorithms  
algorithms that utilizing infinite  
compute power



# The AI transformation



## Digital Agents

Transform your engagement with customers and employees



## Intelligent Apps

Leverage AI to create the future business applications



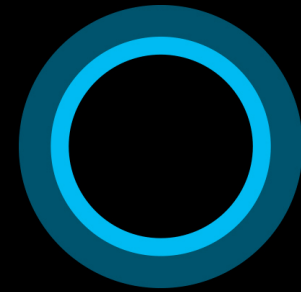
## Business Processes

Transform critical business processes with AI

# Current State of A.I.



Artificial General  
Intelligence



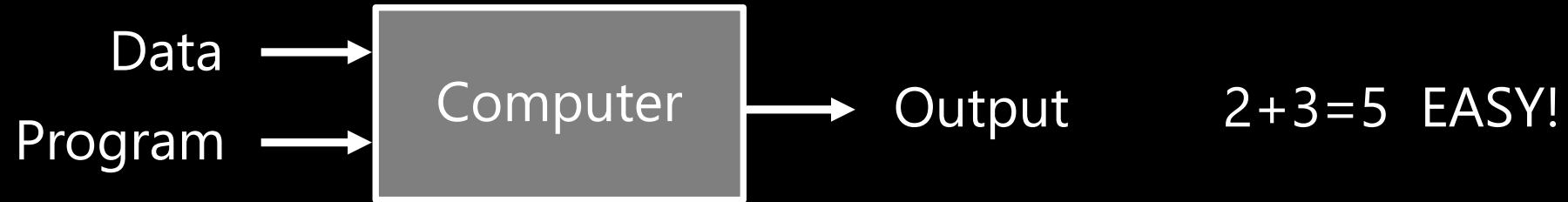
Hi, I'm Cortana.

Artificial Narrow  
Intelligence

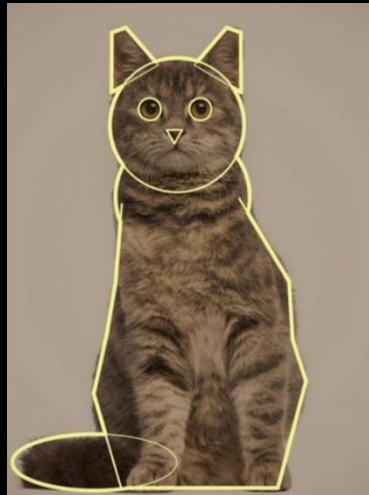


# How computers learn?

## Traditional Programming



NOT EASY!



VERY DIFFICULT!

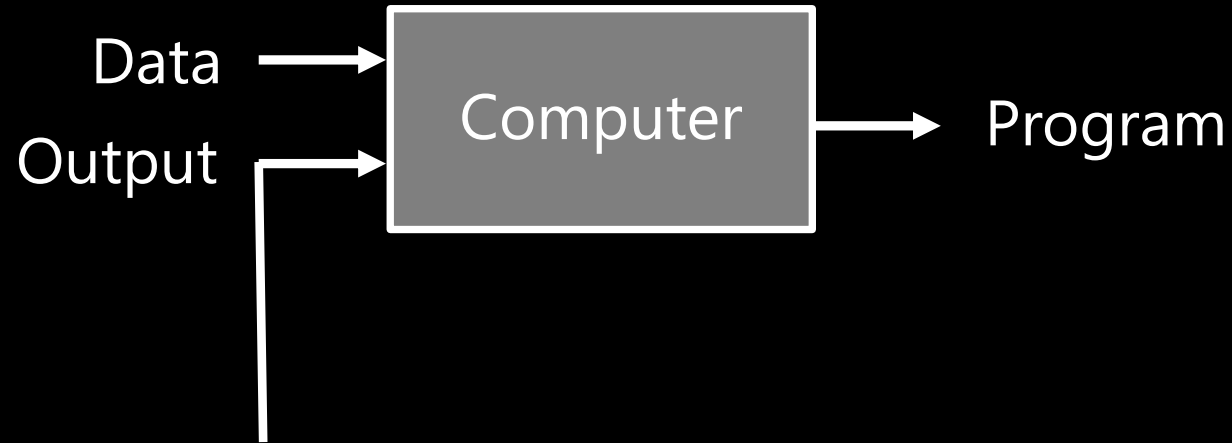






# How computers learn?

## Machine Learning



For Each Photo... Hotdog? Yes/No



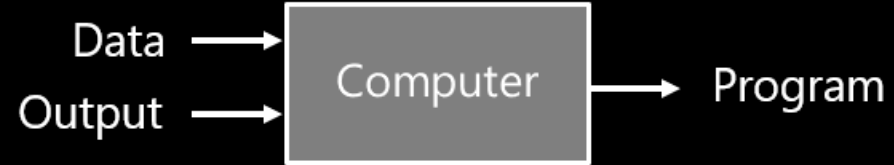
# How computers learn?

## Traditional Programming



- Program written by humans
- Specific to defined task
- Algorithm is "fixed"
- Algorithm "easy" to describe

## Machine Learning



- Program written by software
- Goal: ability to generalize
- Algorithm depends on training data
- Algorithm can "morph" over time



# Cognitive Services

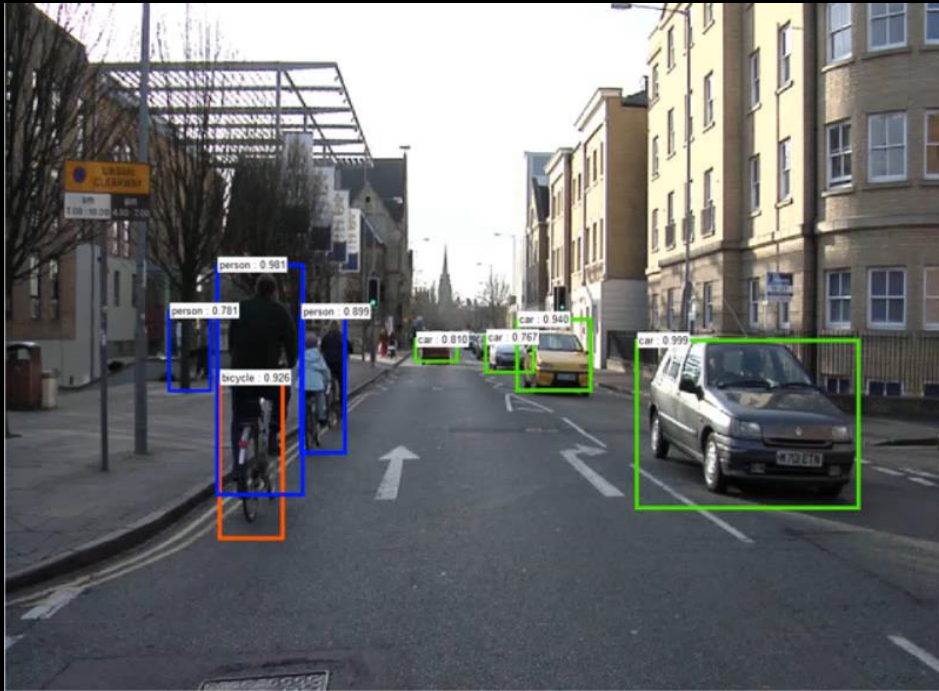
## Adding „Smart“ to your Apps: Face Detection

- Image Stabilization, Image Analysis
- Real Time Object Recognition
- Language Understanding
- Text Recognition, Face Recognition

```
"faceRectangle": {"width": 193,  
  "height": 193,  
  "left": 326,  
  "top": 204} ...
```

## Emotion Scores

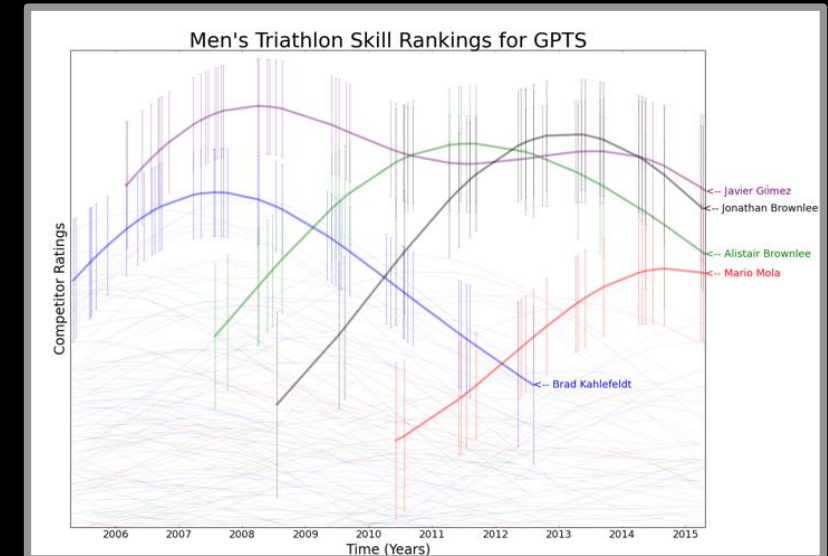
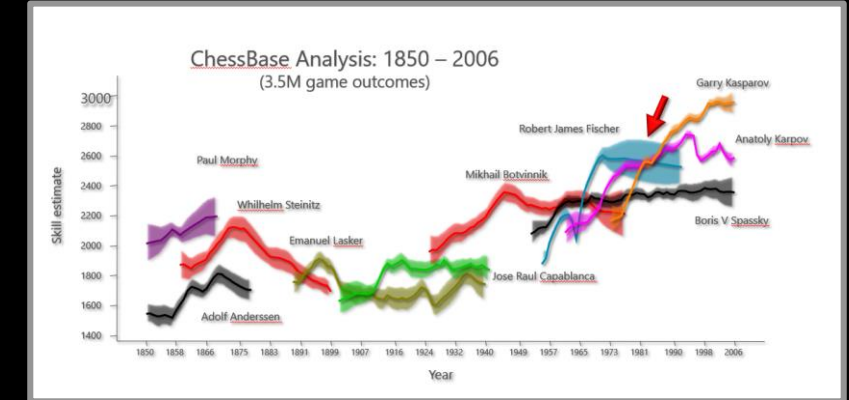
```
"scores": { "anger": 5.182241e-8,  
  "contempt": 0.0000242813,  
  "disgust": 5.621025e-7,  
  "fear": 0.00115027453,  
  "happiness": 1.06114619e-8,  
  "neutral": 0.003540177,  
  "sadness": 9.30888746e-7,  
  "surprise": 0.9952837}
```



# Machine Learning

## Learning how to play: TrueSkill

- System for estimating „**Player Skills**”: Knowing the players' skills allows for scheduling an interesting balanced game
- Skill correlations
  - Leverage skill from one game/mode/platform to correlate skill in another
- Player performance characteristics
  - Kills, deaths, revives, headshots, etc.
- Beginner players
  - Skill dynamics while the player is learning fast
- Partial play
  - Players who quit or drop
- Does this work in a REAL LIFE?





# Augmenting Reality

## Example of „de-augmentation“

- Our writing abilities can be de-augmented as in „Augumenting Human Intellect: A Conceptual Framework“, 1962, [link](#), by Doug Engelbart
- Doug's message: a tool doesn't "just" make something easier — it allows for new, previously-impossible ways of thinking, of living, of being.

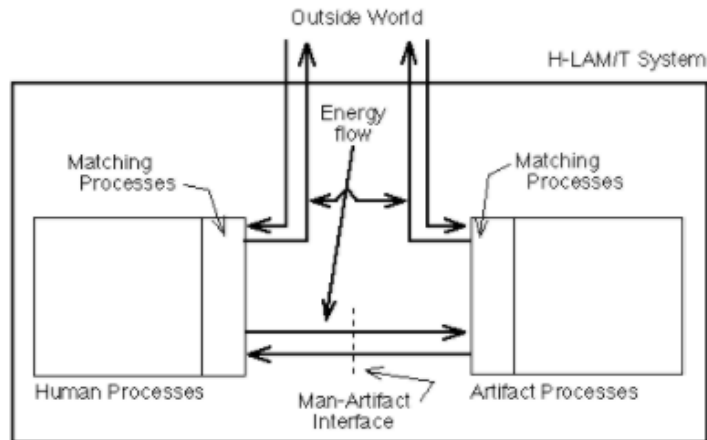


Figure-1. The Two Sides of the H-LAM/T System



Augmentation is fundamentally a matter of organization.  
(typewriter, 7 seconds)

*Augmentation is fundamentally a matter of organization.* (cursive script, 20 seconds).

*Augmentation is fundamentally a matter of organization.* ("de-augmented" cursive script, 65 seconds).

*Augmentation*  
*Fundamentally*  
*matter of*

ve script, large size--42 seconds to complete whole (on separate sheet)].

Fig. 2

results of Tying a Brick to a Pencil  
"de-Augment" the Individual

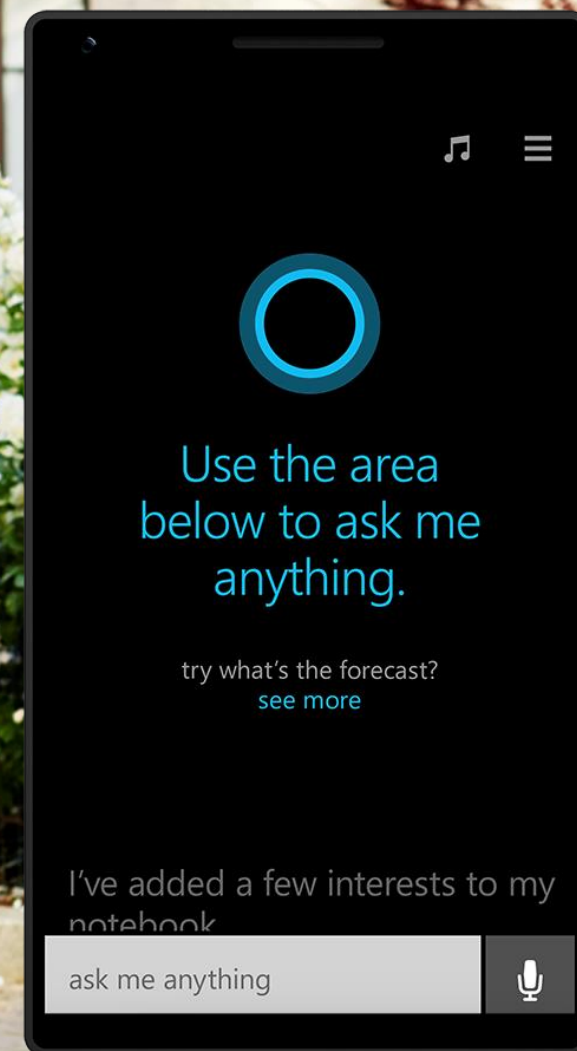




# Meet Cortana. Your dedicated personal assistant.

Did you know?

Researchers interviewed six real celebrity personal assistants to help identify the most essential traits for Cortana.





# Invest in the long-term: Microsoft Translator







# Supercomputers in our hands.

The Apollo 11 computers, that led us to the Moon, had less processing power that a smartphone in your hands.

# Microsoft AI Portfolio

People



## Agent

Cortana



## Applications

Office 365

Dynamics 365

SwiftKey

Pix

Customer Service  
and Support



## Services

Bot Framework

Cognitive Services

Cortana Intelligence

Cognitive Toolkit



## Infrastructure

Azure Machine  
Learning

Azure N Series

FPGA

# Cognitive Services



Vision



Language



Speech



Search



Knowledge

Computer vision

Face

Emotion

Content Moderator

Video

**NEW**

**Video Indexer**

**NEW**

**Cognitive Services Labs**

Text analytics

Spell check

Web language model

Linguistic analysis

Translator

Speaker recognition

Speech

Web search

Image search

Video search

News search

Autosuggest

Academic knowledge

Entity linking service

Knowledge exploration

Recommendations

QnA maker

**NEW**

**Custom**

Vision Service

**Custom**

Language  
Understanding

**Custom**

Speech Service

**NEW**

**Custom**

Search

**NEW**

**Custom**

Decision Service



# General Artificial Intelligence

The AI/GI Engine is a “general AI brain” that can optimize any system

- **Near-Term Goals**
  - The AI/GI Engine can represent knowledge, including commonsense knowledge
  - The AI/GI Engine can converse in natural language
  - The AI/GI Engine can learn on its own
- **Longer-Term Goals**
  - The AI/GI Engine can create and infer new knowledge through reasoning
  - The AI/GI Engine can generalize to new tasks through transfer learning
  - The AI/GI Engine can create a plan to achieve a goal

# Should we trust Artificial Intelligence?



## What will be AI capable of?

„A quantum computer is a machine that performs calculations based on the laws of quantum mechanics, which is the behavior of particles at the sub-atomic level.“

## Should we challenge what we have?

We are at the moment in time when we feel that we are ready for significant questions:

- Should we invent a better ourselves?
- Do we **trust** society models as we know them?
- Should we try to change our future?

**Stephen William Hawking** CH CBE FRS FRSA was an English theoretical physicist, cosmologist, author, and director of research at the Centre for Theoretical Cosmology at the University of Cambridge.

# Problem 2: Limits of Trust

Sparked by work we began over a decade ago, today the fruits of our long-term investments in new technologies and platforms are manifesting drive a whole new kind of productivity.

But there is a question of trust.





# Internet of Value: Distributed Ledgers Artificial Intelligence, Distributed Ledger Technologies and Quantum Computing

Ratko Mutavdzic  
CEE PS Cloud Director  
Microsoft Corporation

# Limitation of trust in the system

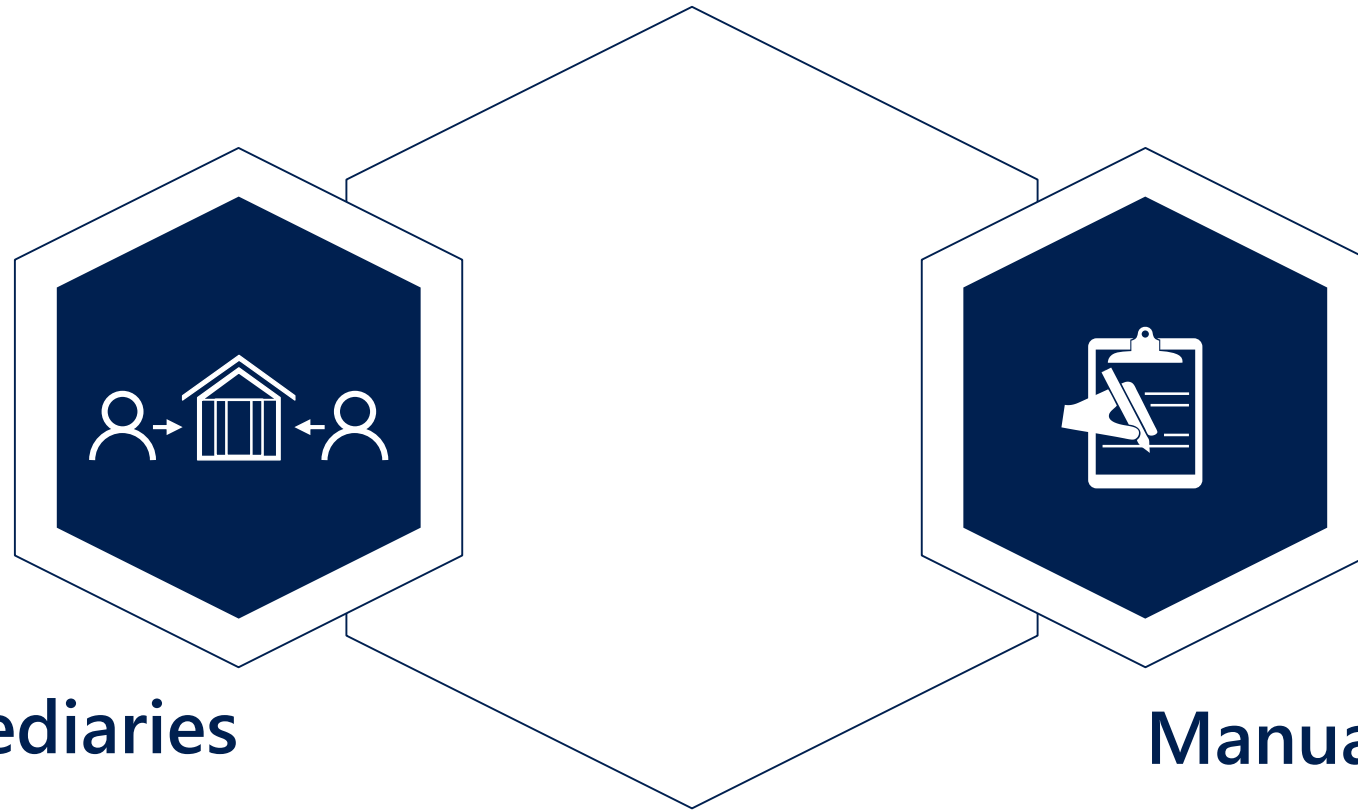


## Distributed Ledger: mechanism for trust?

„A viable alternative to the current procedural, organizational, and technological infrastructure required to create institutionalized trust.“

- “Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System | Oct 31, 2008.
- **Satoshi Nakamoto** is the name used by the unknown person or people who designed bitcoin and created its original reference implementation. As part of the implementation, they also devised the first blockchain database.

# Traditional methods of trust are failing



## Intermediaries

increase cost and reduce  
direct contact with consumers

## Manual verification

is time-consuming and  
error-prone



# Blockchain is a secure, shared, distributed ledger

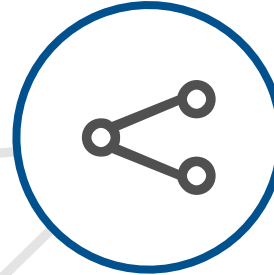
## Secure

Uses cryptography to create transactions that are impervious to fraud and establishes a shared truth.



## Shared

Blockchain's value is directly linked to the number of organizations or companies that participate in them.



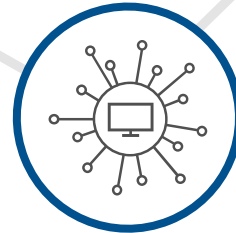
## Ledger

The database is append only so it is an immutable record of every transaction that occurs.



## Distributed

There are many replicas of the blockchain database. In fact, the more replicas there are the more authentic it becomes.



## Byzantine General Problem

What is needed is an electronic system based on **cryptographic proof instead of trust**, allowing any two willing parties to transact directly with each other without the need for a trusted third party.

- Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System | Oct 31, 2008

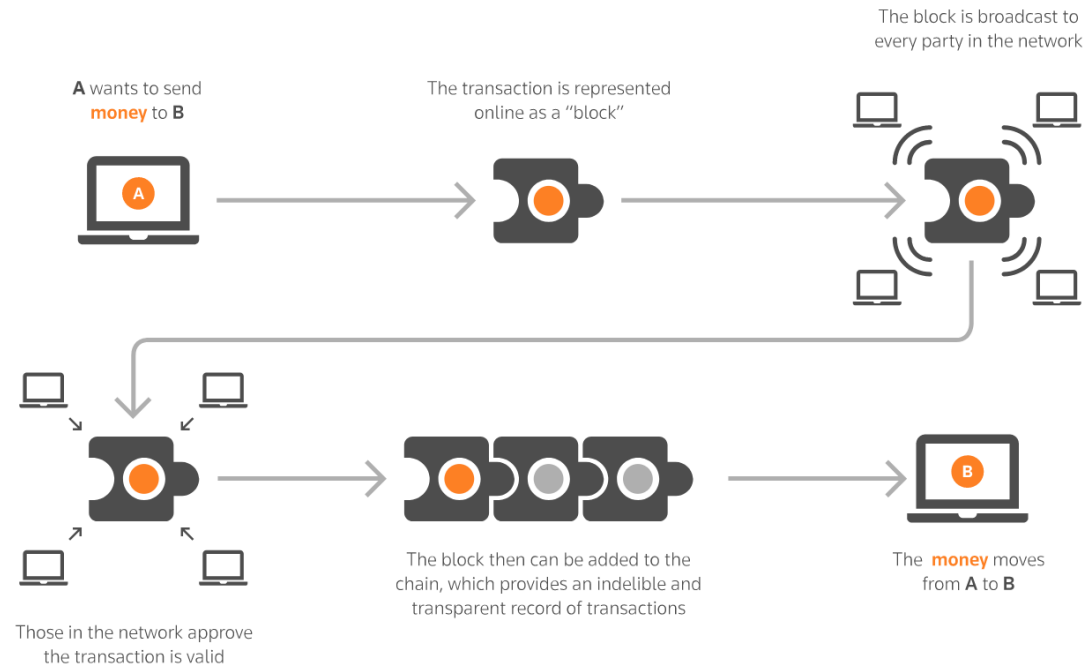
## Blockchain replaces AUTHORITY with CRYPTOGRAPHY

What is needed is an electronic system based on **cryptographic proof instead of trust**, allowing any two willing parties to transact directly with each other without the need for a trusted third party.

- Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System | Oct 31, 2008



# Blockchain Technology



1. New transactions are **broadcast** to the bitcoin network (all nodes).
2. Each participant **collects new transactions into a block** and time stamps them (aka 'hash').
3. Each node works on finding a **difficult proof-of-work for** its block, called **mining**.
4. When a participant finds a proof-of-work, it **broadcasts** the block to all nodes.
5. The individual nodes accept the block only if all transactions in it **are valid and not already spent**.
6. Nodes express their acceptance of the block by working on **creating the next block** in the chain.

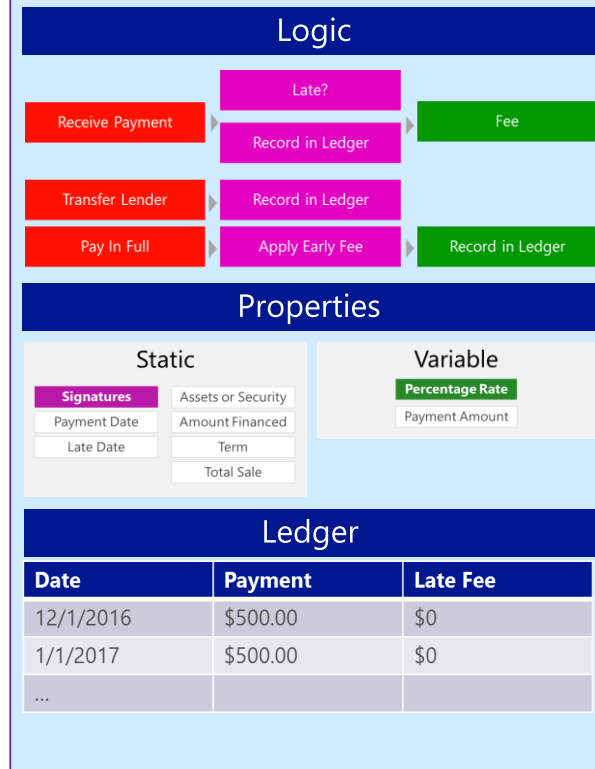
Reference: Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System | Oct 31, 2008

# Blockchain 2.0 Smart Contracts

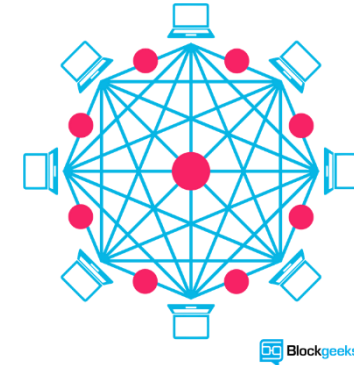
# Traditional Contract

[illegible]

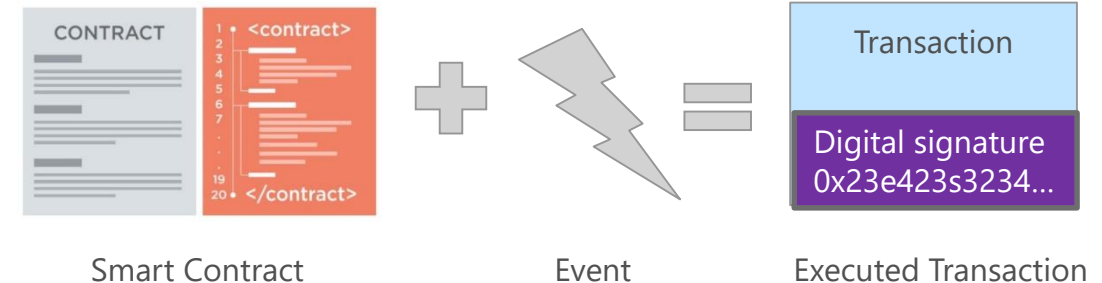
## Smart Contract Package



## Deployed to Nodes



## Smart Contract Logic

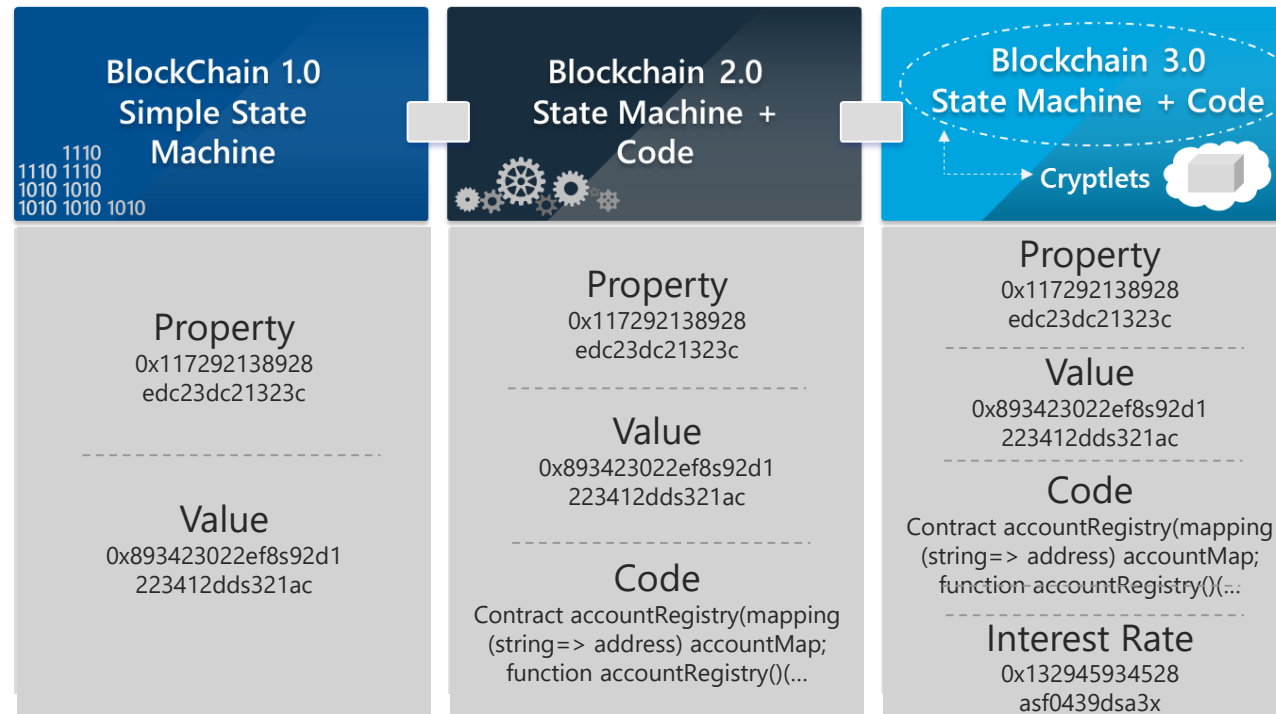


- Blockchain 2.0 expands the power of the ledger to include additional logic (code) through Smart Contracts
  - Smart Contracts contain code and execute various terms written in that contract
  - Like normal contracts, these Smart Contracts are based on reaching agreed-upon conditions
  - Smart Contracts are now stored on and exist within Blockchain 2.0's distributed ledger
  - Think of Smart Contracts as the computer code representation of a legal contract

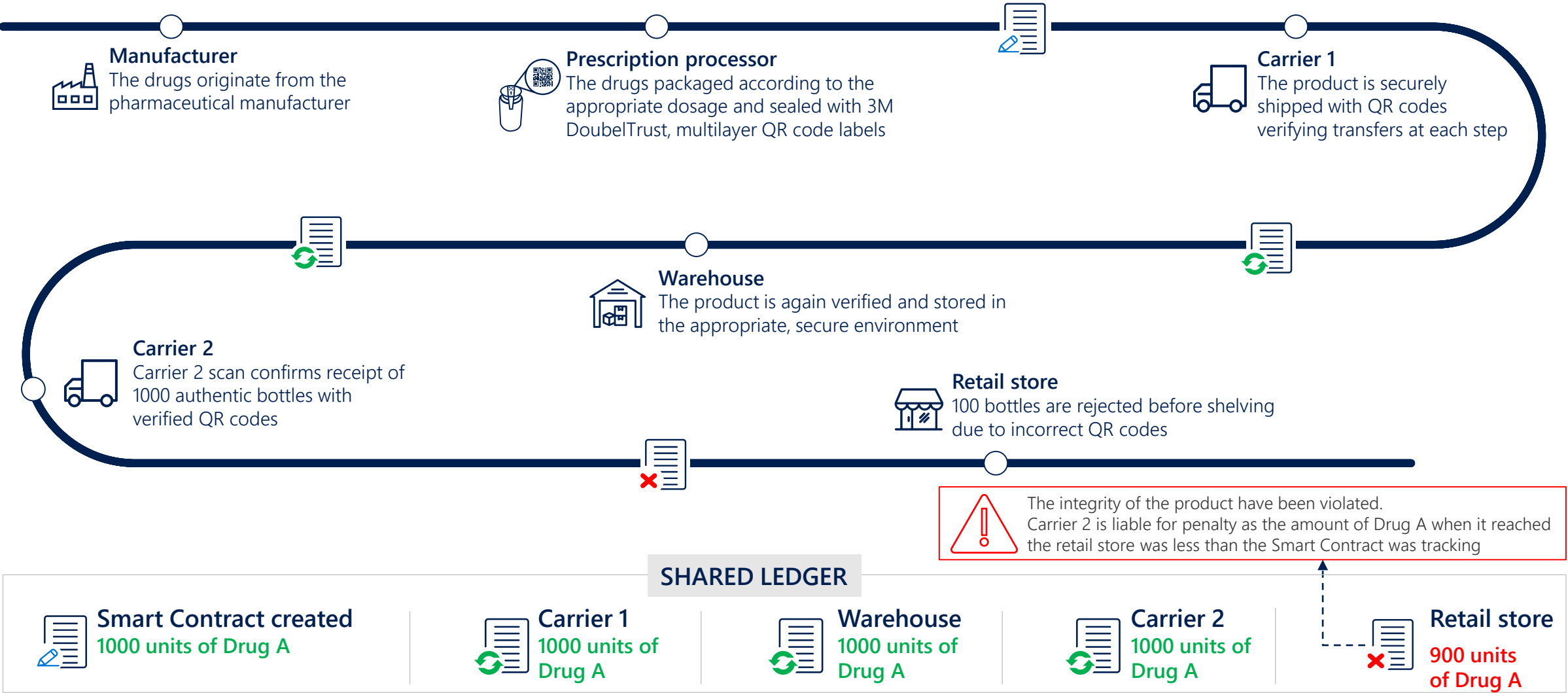


# Blockchain 3.0 | State-of-the-art **cryptlets** innovation

- Blockchain 2.0 introduced the power of Smart Contracts...
- ...but Smart Contracts are unable to access external data or events based on time or market conditions
  - Calling code or data outside of a Smart Contract or blockchain breaks the general trust barrier and authenticity of transactions
- Cryptlets will **allow the blockchain to access external data securely, while maintaining the integrity of the blockchain**
- Cryptlets are a Microsoft innovation and solve a significant hurdle to enterprise blockchain adoption

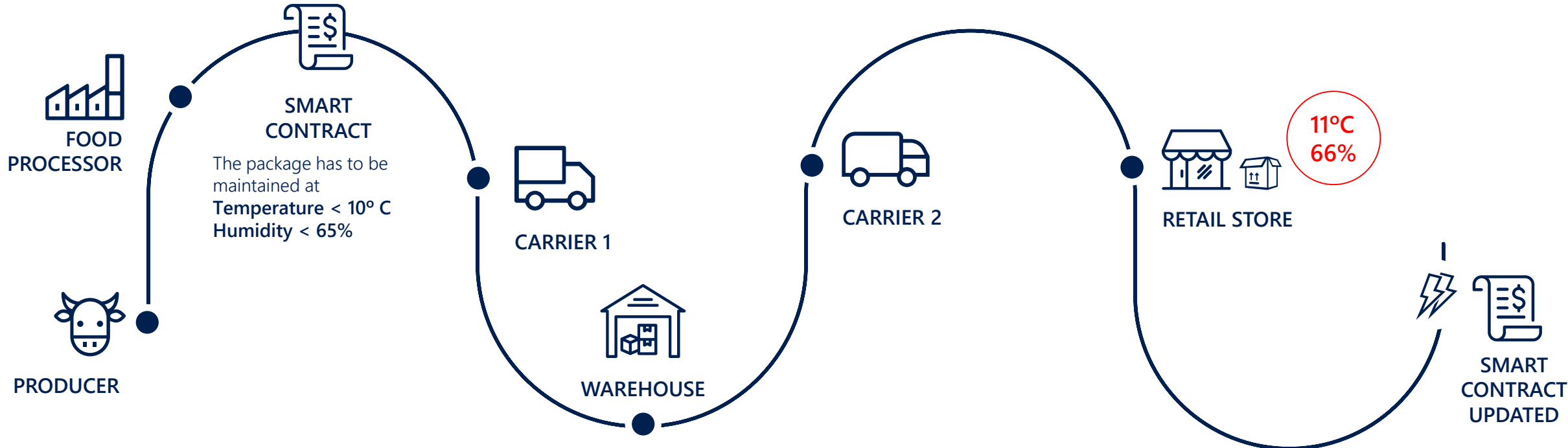


# Blockchain in Action | Pharmaceutical Authenticity



At various points in the journey, the IoT device scans the QR codes and records the unique serial numbers which are updated on the blockchain

# Shared Data Pocesses: Supply Chain Management



## SHARED LEDGER

<p> <b>Origin</b> 8°C 60%</p> <p> Milk producer supplies Milk to Food Processing Company</p> <p> The milk product is sealed in an IoT enabled package for shipping</p> <p> The terms of shipping are registered using a <b>smart contract</b> on the Blockchain</p>	<p> <b>Warehouse</b> 9°C 64%</p> <p>Carrier 1 delivers milk to Warehouse 1. The temperature of the package is within prescribed limits on arrival.</p>	<p> <b>Carrier 2</b> 9°C 64%</p> <p>The package is still within prescribed temperature limits when Carrier 2 arrives to retrieve it for delivery to Retail Store.</p>	<p> <b>Store</b> <b>11°C</b> <b>66%</b></p> <p><b>The conditions of the contract have been violated.</b> Carrier 2 is liable for penalty as the temperature of the package when it reached the retail store was above the prescribed limit</p>
---	--	---	--





# Microsoft Enterprise Blockchain Stack

# Azure Blockchain

## Application Builder

authentication, roles, UI, workflow, analytics and reporting

## Standard Messaging Interface

improving blockchain performance, privacy and governance

## Enterprise Smart Contracts

multi-party shared environment with identity, key management and external integration. Cross blockchain transactions, enterprise programming languages

Identity, Key Management, Data Services

## Confidential Consortium Platform

improving blockchain performance, privacy and governance

Open Cloud:  
All Major Platforms  
Available in  
the Marketplace



Ledger and Topology Choice



Identity and Key Management



Secure Off-Chain Storage and Analytics



Monitoring and Security



Workflow Design and Orchestration



Enterprise Integration



Partner-Enabled Solutions



Trade Finance



Asset Registry



Supply Chain Provenance

# Limitation of compute based trust ...



How far can we go with this technology approach?

- For example, all blockchain consensus protocols (eg. Bitcoin, Ethereum, Ripple) have a challenging limitation: every fully participating node in the network must process every transaction..



# Problem 3: Limits of Computation

We're ramping up to create the highest performance and most secure infrastructure in the industry, so we and our customers can stay one step ahead of Moore's law.

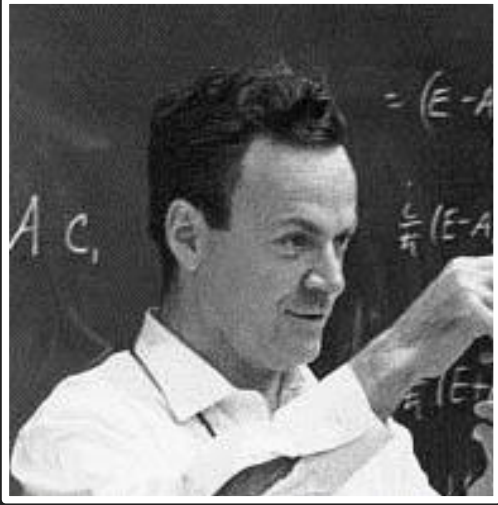




# State of Quantum Artificial Intelligence, Distributed Ledger Technologies and Quantum Computing

Ratko Mutavdzic  
CEE PS Cloud Director  
Microsoft Corporation

# History of Quantum Computing

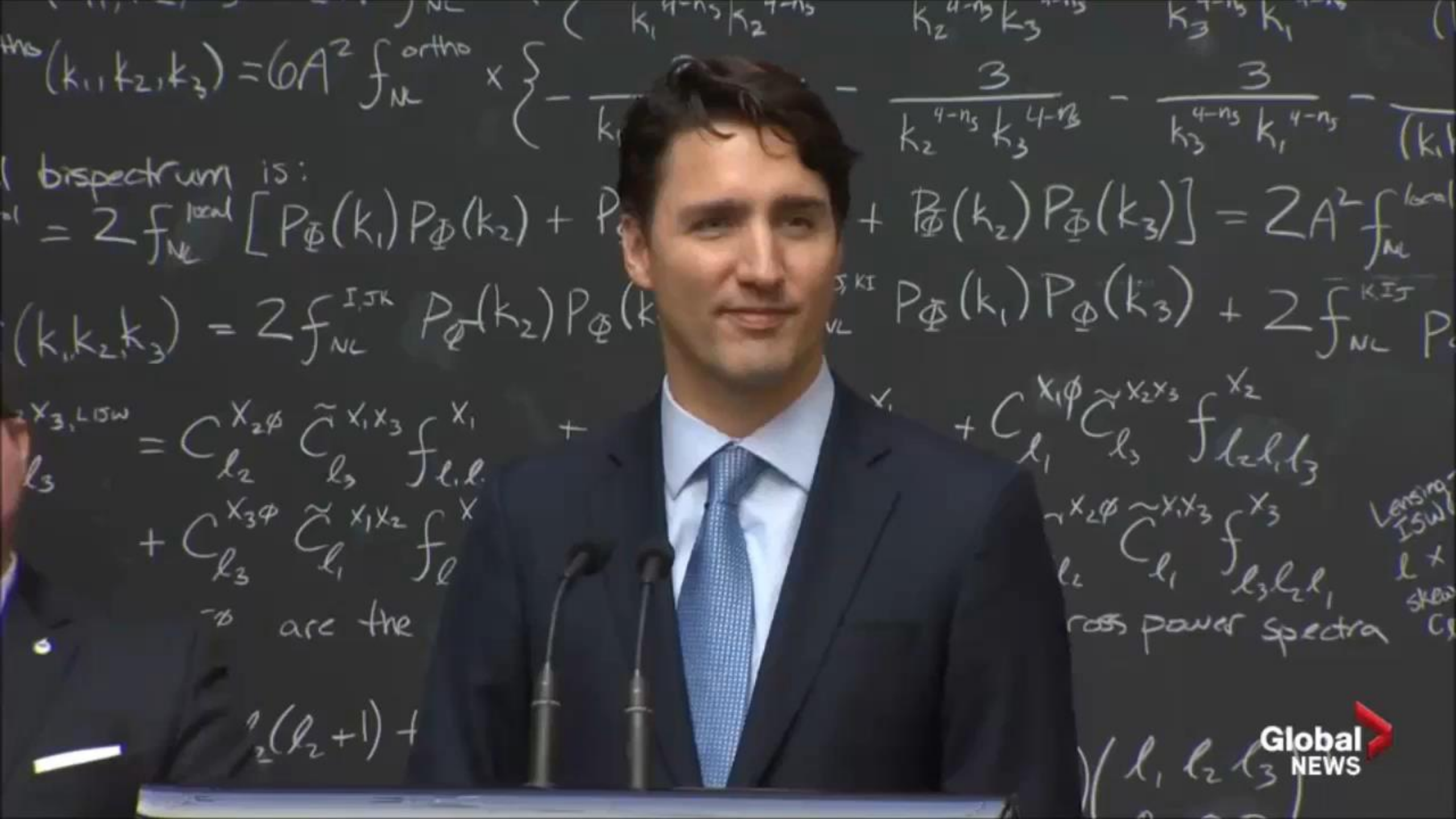


## What is a quantum computer?

„A quantum computer is a machine that performs calculations based on the laws of quantum mechanics, which is the behavior of particles at the sub-atomic level.“

- “I think I can safely say that nobody understands quantum mechanics”, Richard Feynman
- 1982 – Richard Feynman proposed the idea of creating machines based on the laws of quantum mechanics instead of the laws of classical physics.





$(k_1, k_2, k_3) = 6A^2 f_{NL}^{ortho} \times \left\{ -\frac{3}{k_1^{4-n_s} k_2^{4-n_s}} - \frac{3}{k_2^{4-n_s} k_3^{4-n_s}} - \frac{3}{k_3^{4-n_s} k_1^{4-n_s}} - \frac{3}{(k_1 k_2 k_3)^{4-n_s}} \right\}$

bispectrum is:

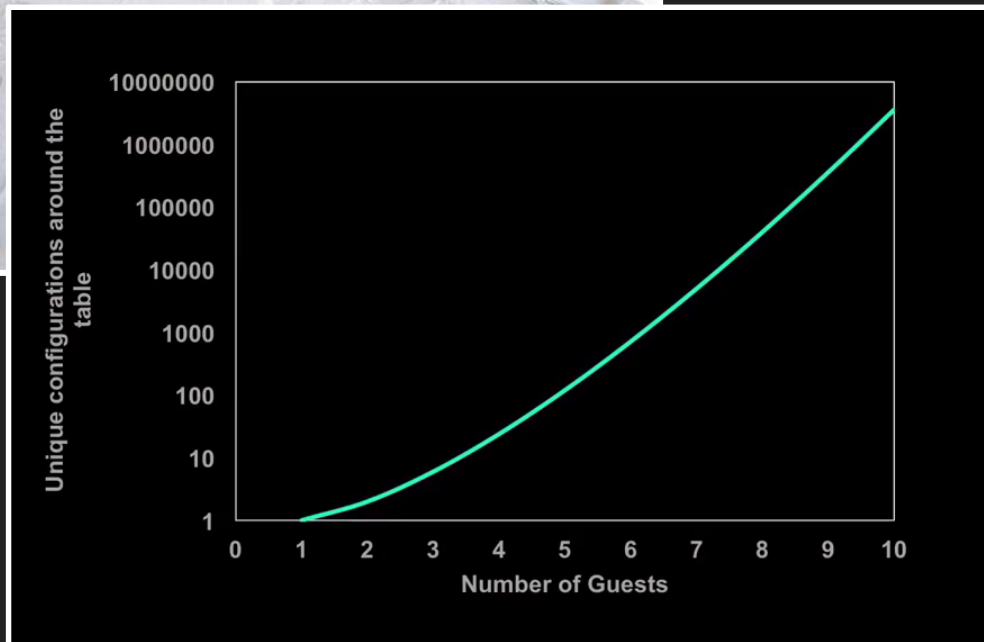
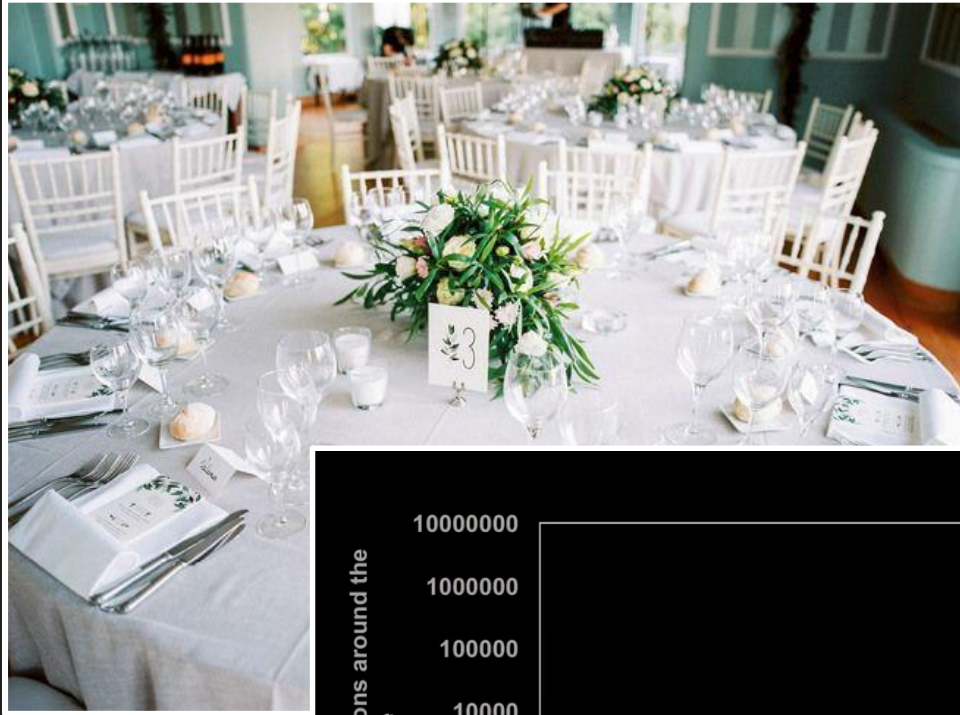
$$= 2 f_{NL}^{local} [P_\Phi(k_1) P_\Phi(k_2) + P_\Phi(k_1) P_\Phi(k_3) + P_\Phi(k_2) P_\Phi(k_3)] = 2A^2 f_{NL}^{local}$$
$$(k_1, k_2, k_3) = 2 f_{NL}^{IJK} P_\Phi(k_1) P_\Phi(k_2) P_\Phi(k_3) + 2 f_{NL}^{KIJ} P_\Phi(k_1) P_\Phi(k_2) P_\Phi(k_3)$$
$$C_{l_1 l_2 l_3}^{X_1 \phi \sim X_2 X_3} = C_{l_2 l_3}^{X_2 \phi} \tilde{C}_{l_1}^{X_1 X_3} f_{l_1 l_2 l_3}^{X_1} + C_{l_1 l_3}^{X_1 \phi} \tilde{C}_{l_2}^{X_2 X_3} f_{l_1 l_2 l_3}^{X_2} + C_{l_1 l_2}^{X_2 \phi} \tilde{C}_{l_3}^{X_3 X_1} f_{l_1 l_2 l_3}^{X_3}$$

are the

$$l_2(l_2+1) +$$

Lensing ISW  
 $l \times$   
skew  
cross power spectra

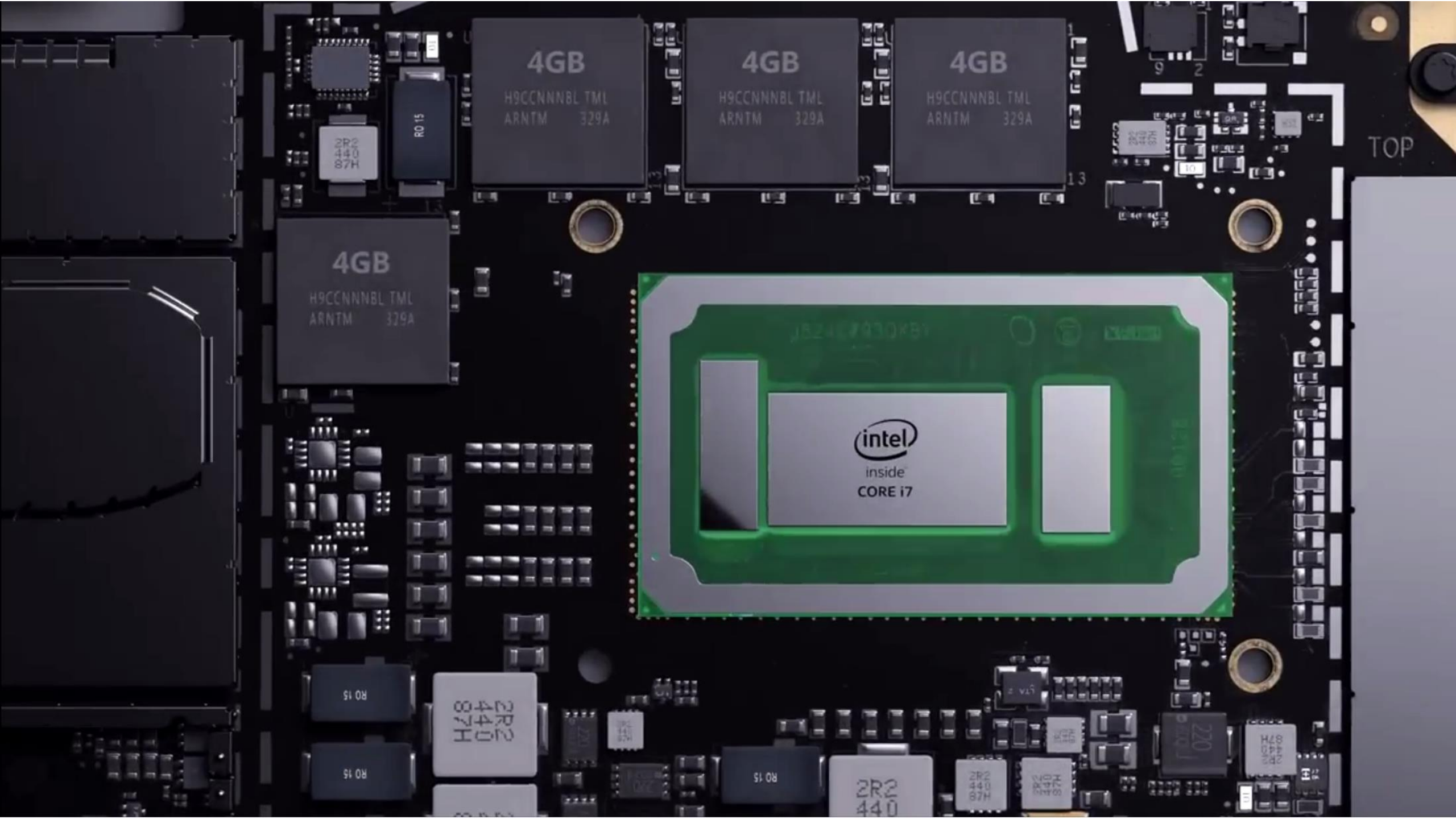
# Dinner Problem



„I want to find **the best** solution out of all of the possible!“

How many combinations for 10 people? (n-1)

- $4! = 24$  combinations
- $10! = 3.6$  million combinations
- $11! = 39.9$  milion combinations
- $12! = 479$  milion combinations



4GB

H9CCNNBL TML  
ARNTM 329A

4GB

H9CCNNBL TML  
ARNTM 329A

4GB

H9CCNNBL TML  
ARNTM 329A

4GB

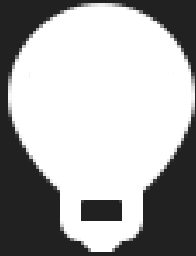
H9CCNNBL TML  
ARNTM 329A

intel  
inside  
CORE i7

TOP



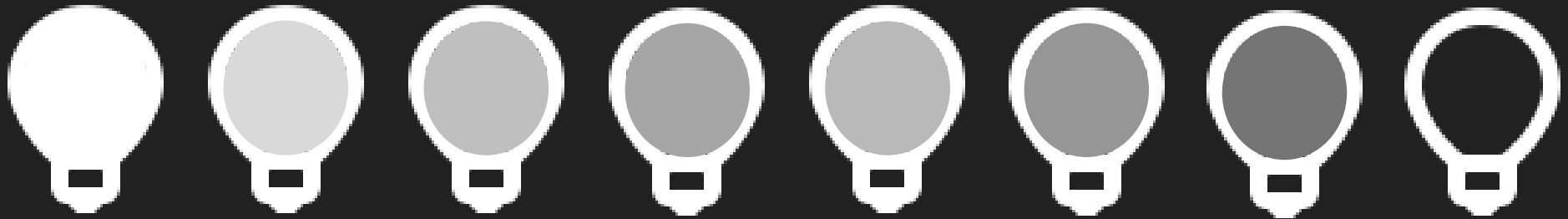
# Today Classical Computing World



1

0

# When we Think about Quantum World...



















1



0

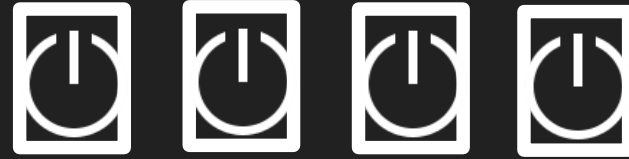
superposition

# Representing states in Classical Computing

0000	1000				
0001	1001				
0010	1010				
0011	1011	0	0	1	1
0100	1100				
0101	1101				
0110	1110				
0111	1111	1	1	1	0

# Representing states in Quantum Computing

0000	1000
0001	1001
0010	1010
0011	1011
0100	1100
0101	1101
0110	1110
0111	1111



0 0 0 0

/ / / /

1 1 1 1



# Some problems are intractable classically

RSA-2048  
Challenge  
Problem

Classical

1 billion  
years

Quantum

100 seconds



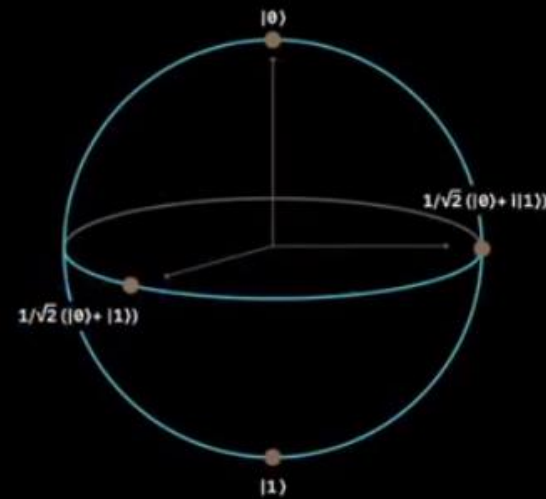


# Why is Quantum Different?

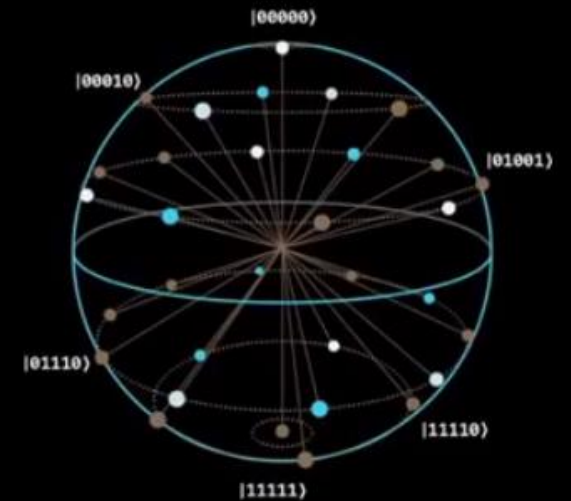
## 1. Superposition



Classical states



BLOCH SPHERE (1 QUBIT)



QSPHERE (5 QUBITS)

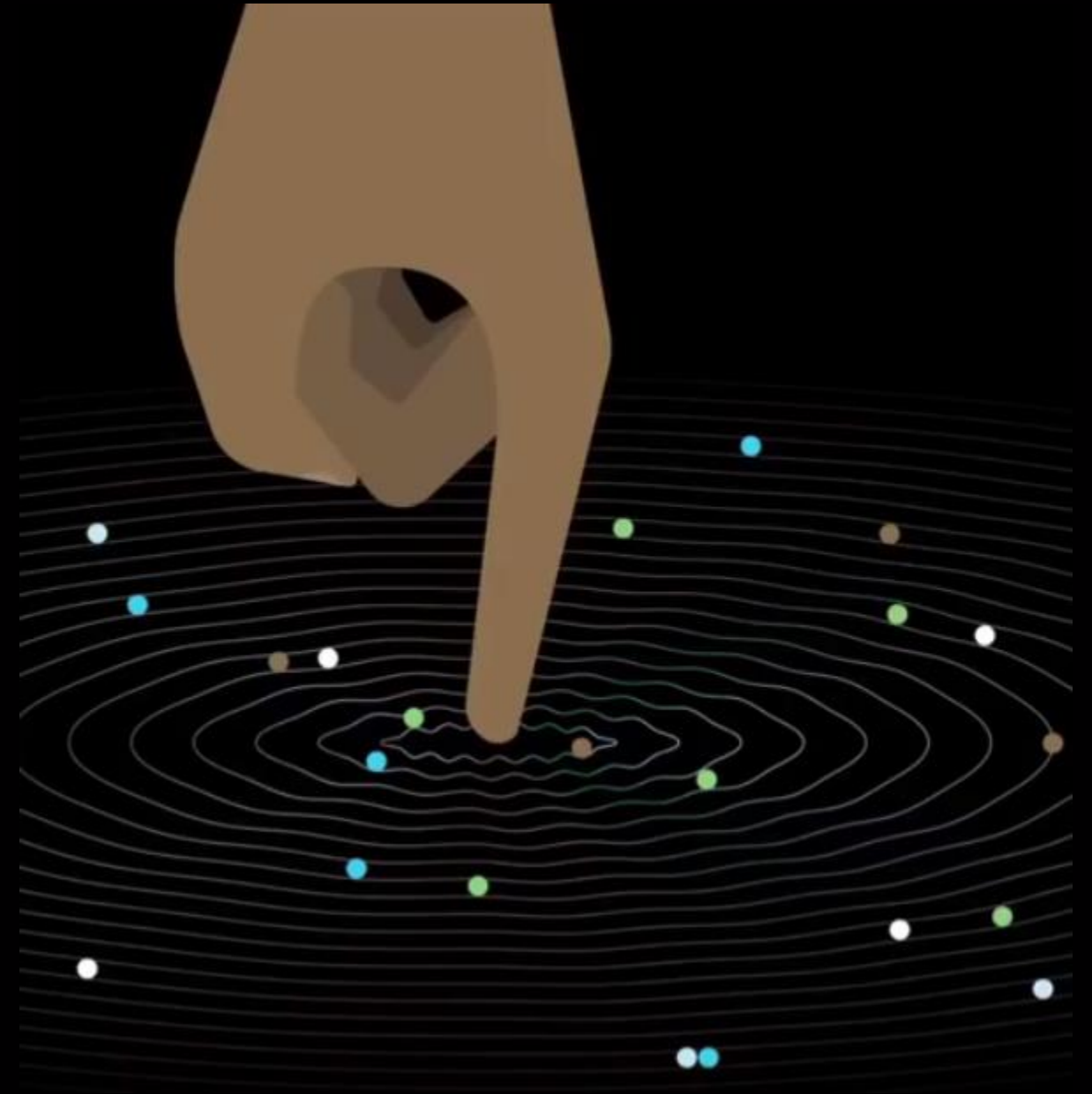
Quantum states



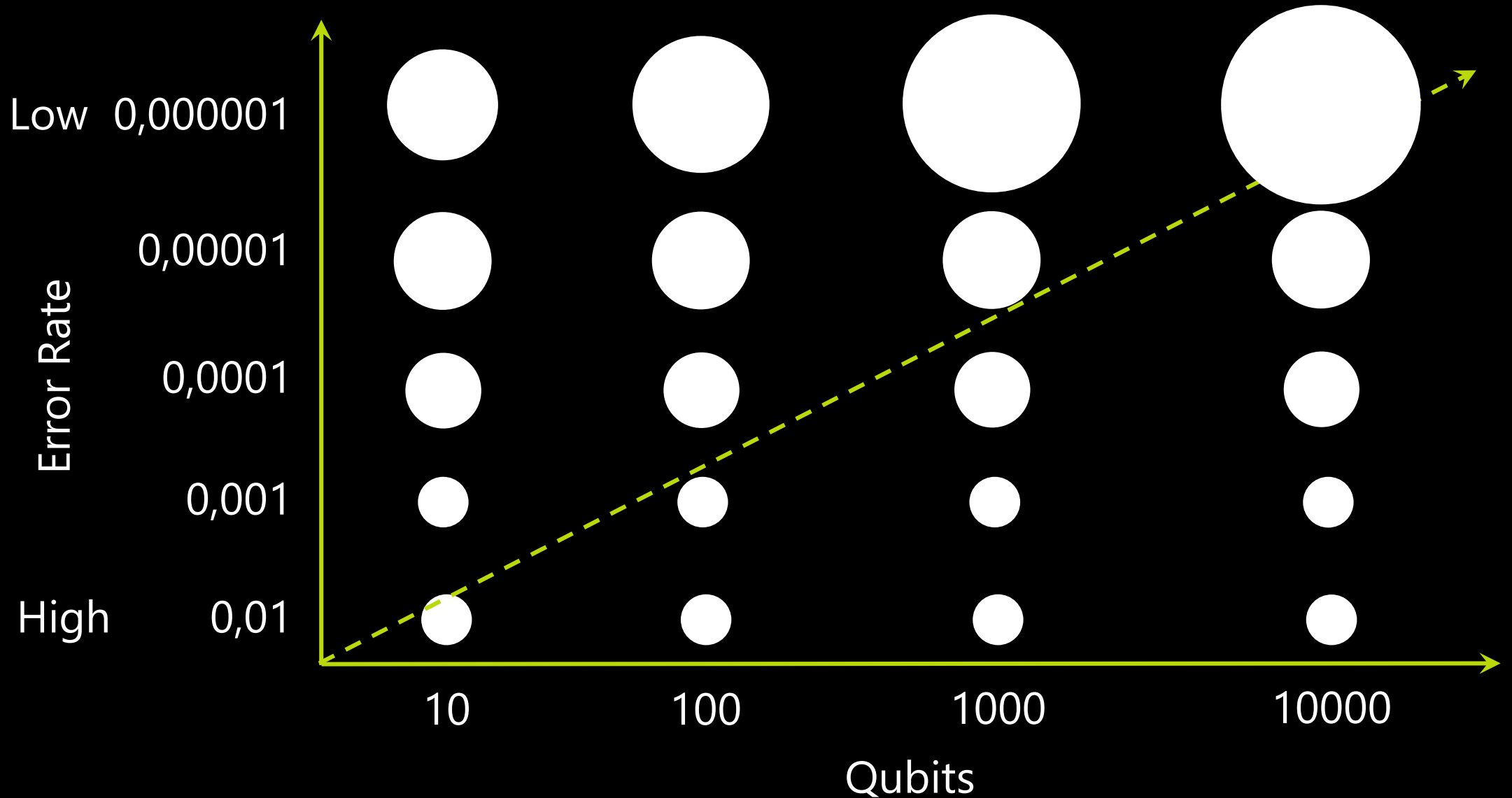
# Why is Quantum Different?

## 2. Entanglement

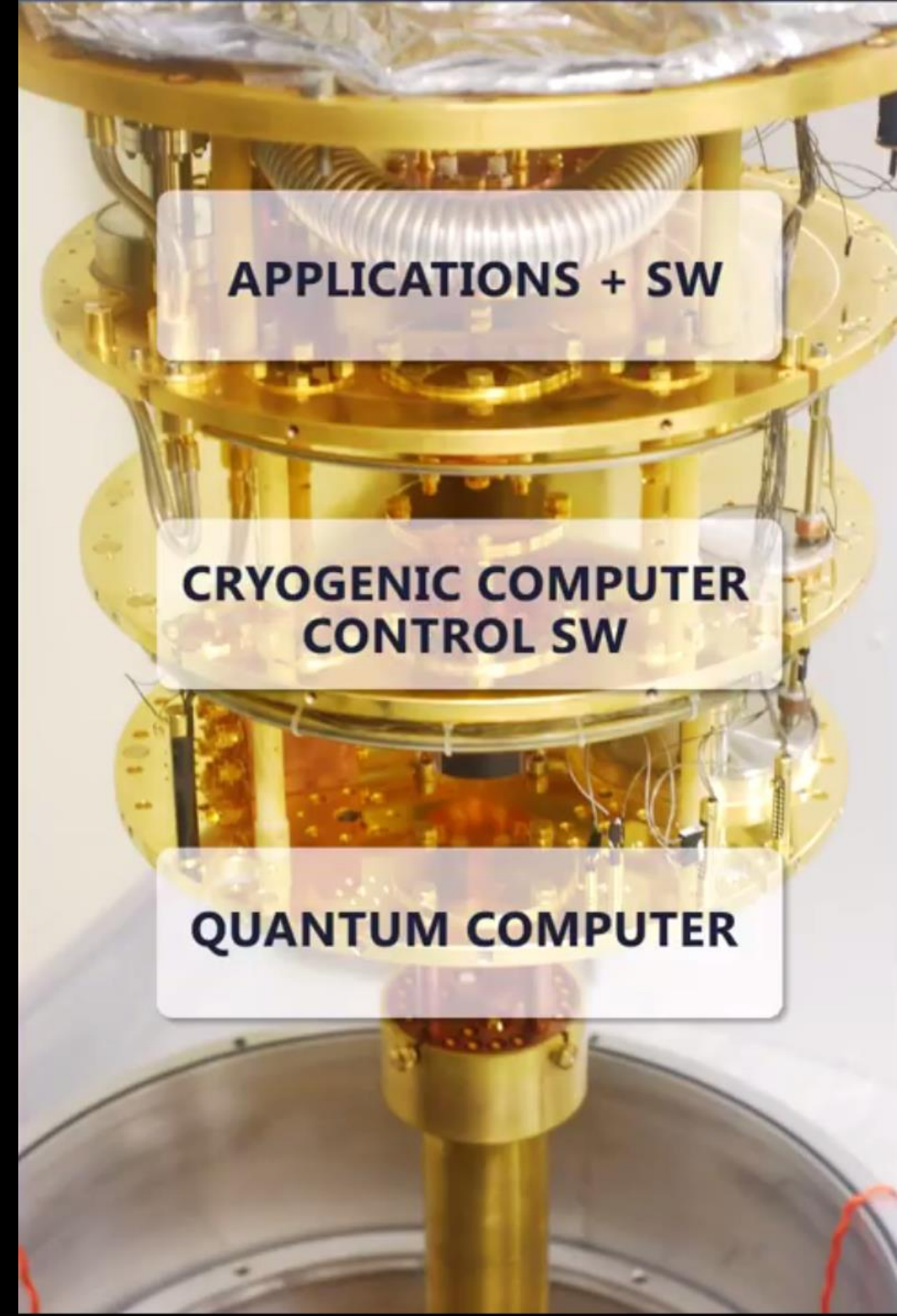
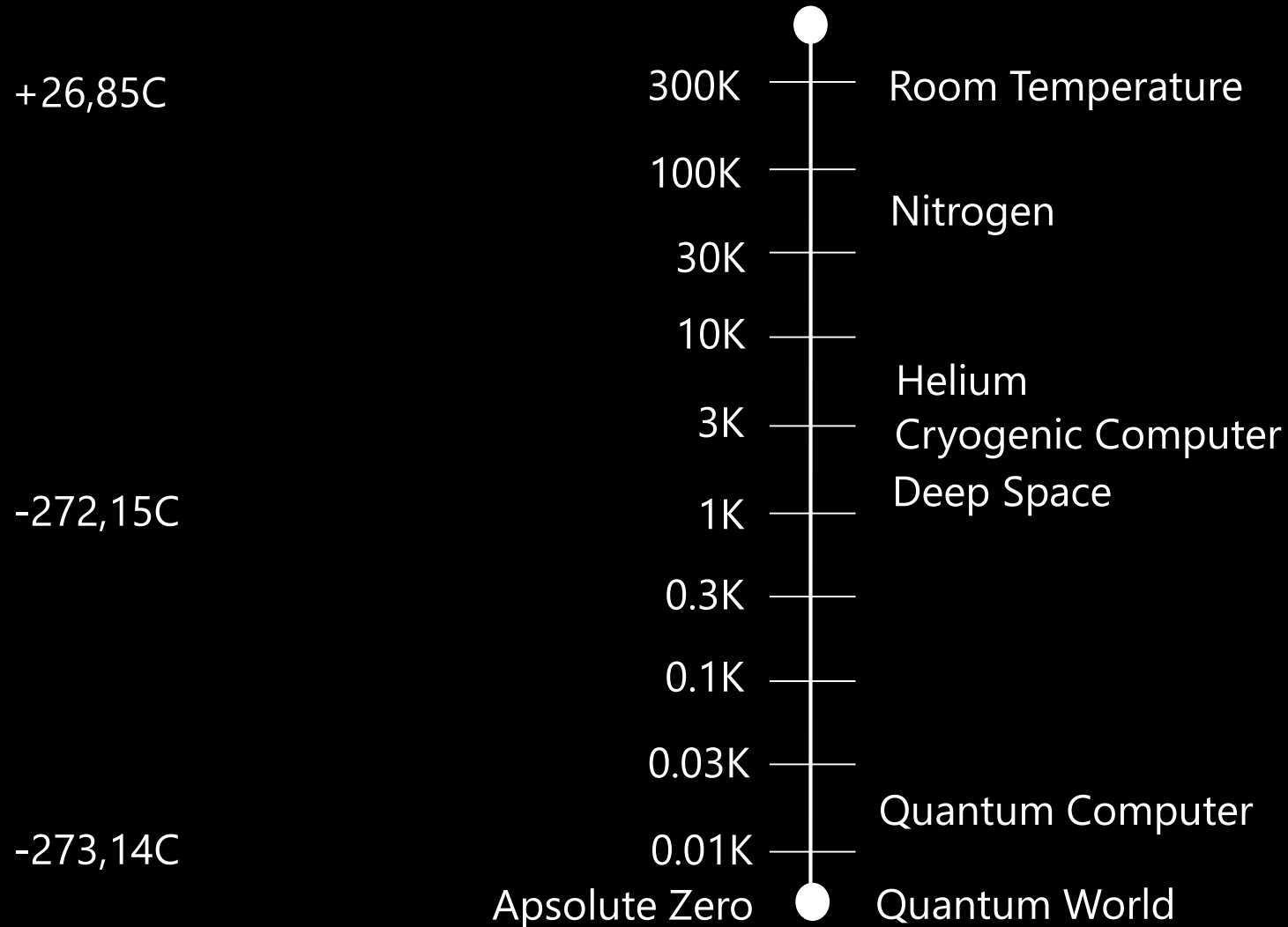
The states of entangled qubits  
cannot be described  
independently of each other

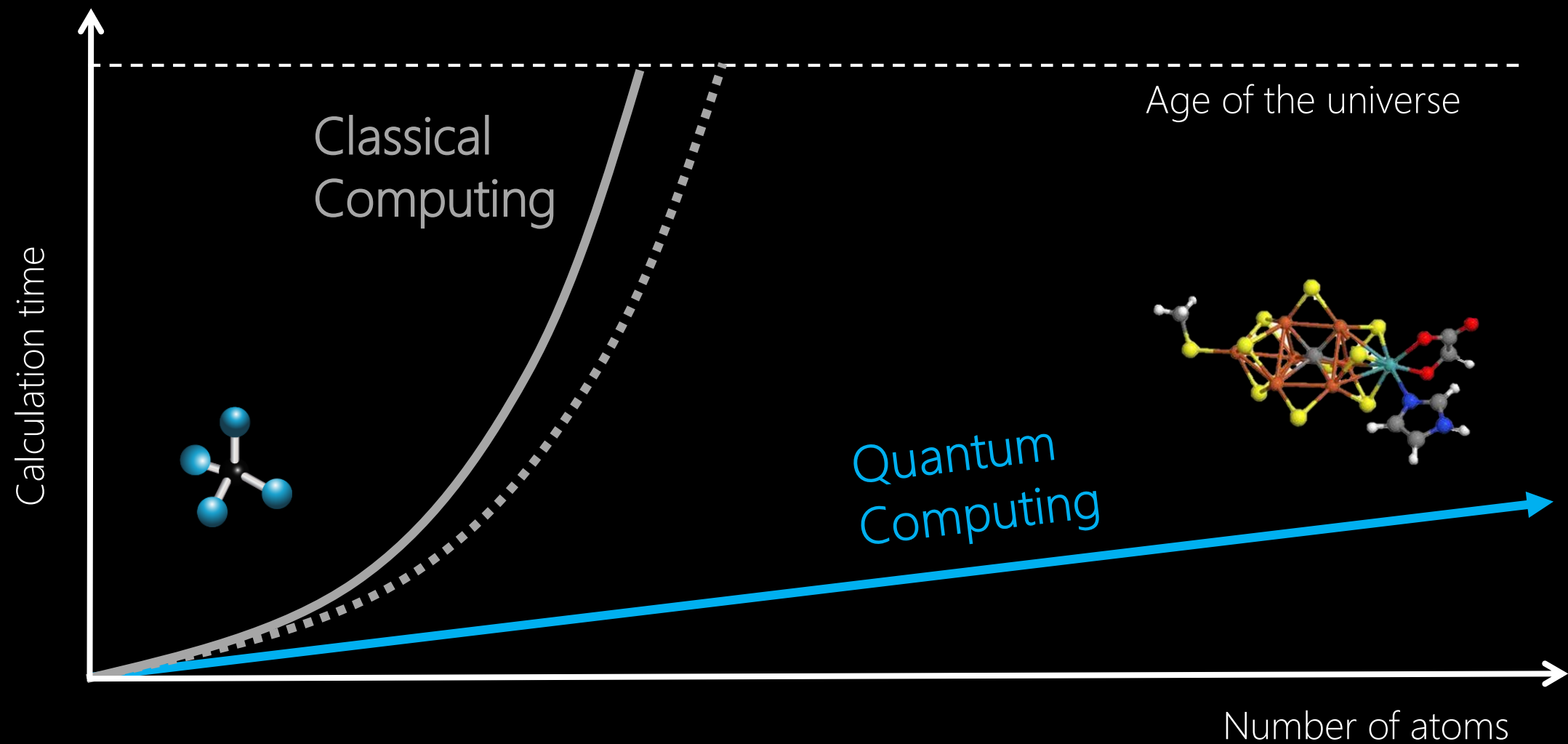


# All qubits are not created equal



# Complete scalable Quantum system





Addressing classically intractable problems



# Initial applications

Nitrogen  
Fixation



100-200  
qubits

Carbon  
Capture



100-200  
qubits

Materials  
Science

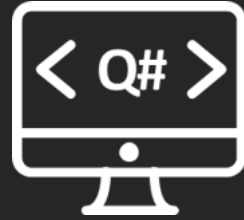


100s-1000s  
qubits

Machine  
Learning



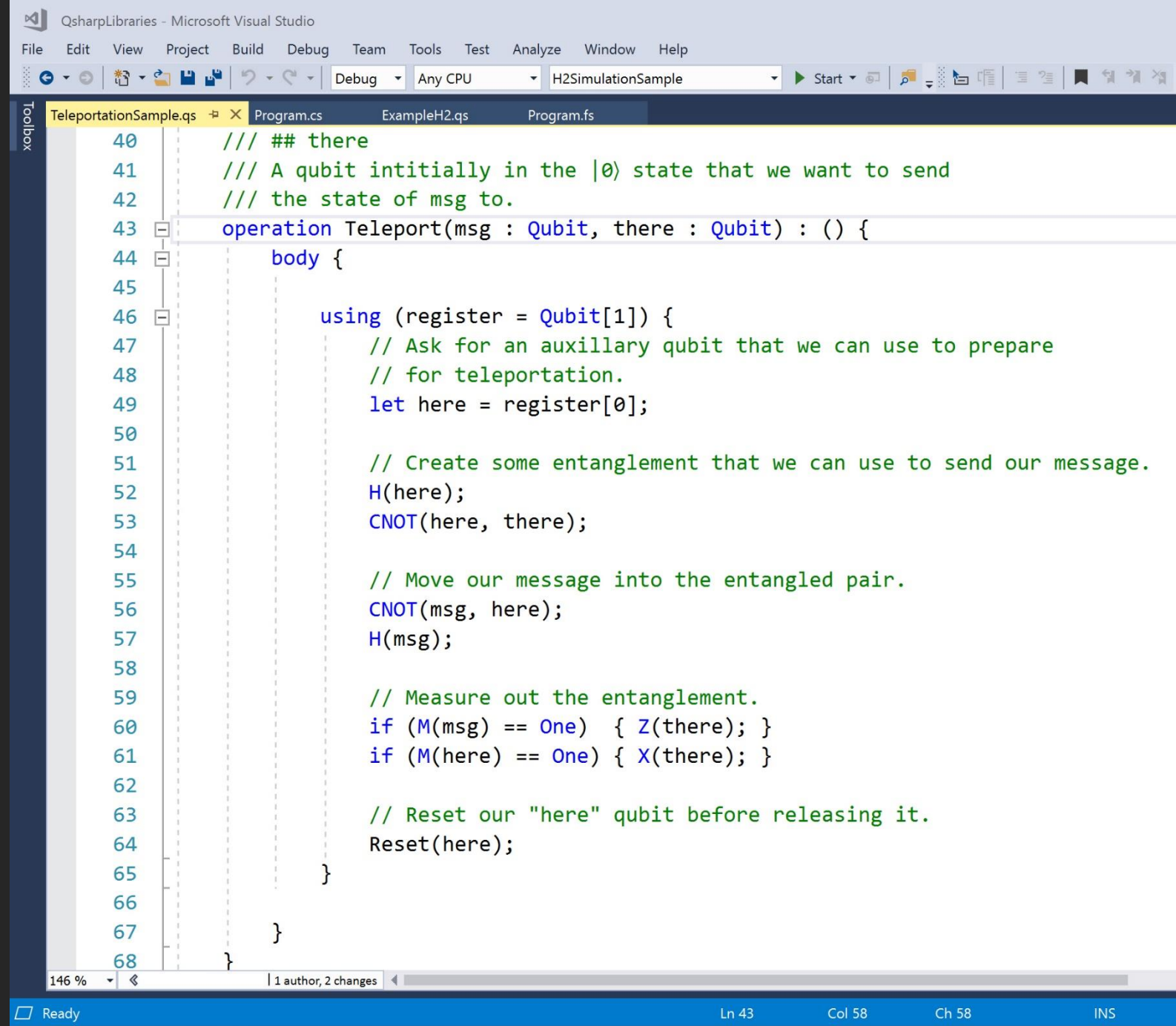
100s-1000s  
qubits



# Microsoft Quantum Development Kit

# Quantum-focused programming language (Q#)

- Built ground-up for Quantum
- Support for Windows, macOS, and Linux
- Fully integrated into Visual Studio and VS Code
- Interoperability with Python (Windows only)
- Native type system



```
40  /// ## there
41  /// A qubit initially in the  $|0\rangle$  state that we want to send
42  /// the state of msg to.
43  operation Teleport(msg : Qubit, there : Qubit) : () {
44      body {
45
46          using (register = Qubit[1]) {
47              // Ask for an auxillary qubit that we can use to prepare
48              // for teleportation.
49              let here = register[0];
50
51              // Create some entanglement that we can use to send our message.
52              H(here);
53              CNOT(here, there);
54
55              // Move our message into the entangled pair.
56              CNOT(msg, here);
57              H(msg);
58
59              // Measure out the entanglement.
60              if (M(msg) == One) { Z(there); }
61              if (M(here) == One) { X(there); }
62
63              // Reset our "here" qubit before releasing it.
64              Reset(here);
65          }
66      }
67  }
68 }
```



## Local Simulator

- Simulate a 30 qubit quantum computer
- Integrated into Visual Studio and VS Code
- Full debugging support

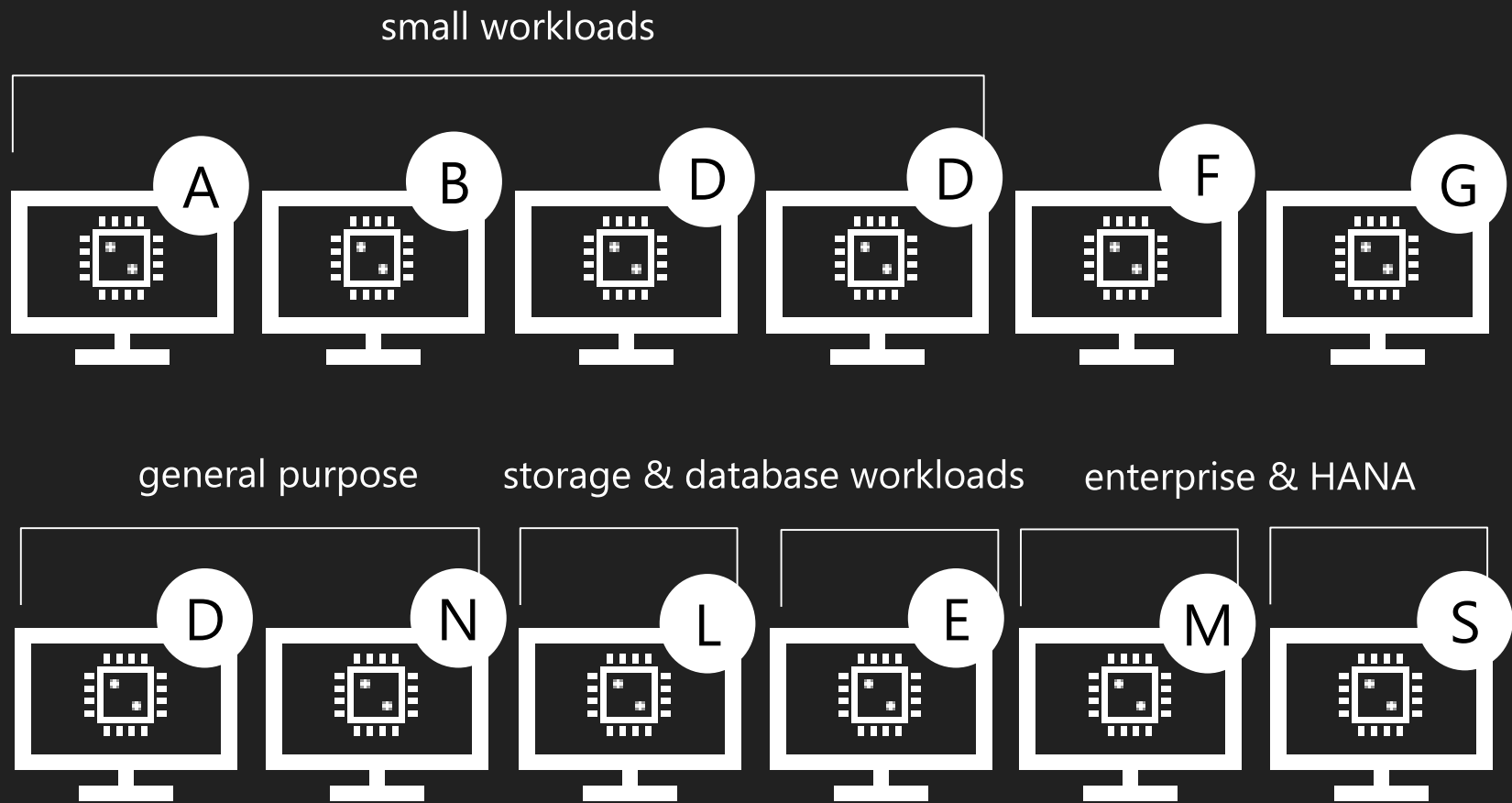


## Azure Simulator

- Available for quantum solutions needing over 40 qubit simulation



# Azure Compute



Azure Compute Options Today



Azure Quantum Compute



“

Any sufficiently advanced technology  
is indistinguishable from magic.

Arthur C. Clarke

