



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk menggubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Barde, N., Thakur, D., Bardapurkar, P., dan Dalvi, S. (2011). Consequences and Limitations of Conventional Computers and their Solutions through Quantum Computers. *Leonardo Electronic Journal of Practices and Technologies*, hh. 161-171.
- Black, D. C., Donovan, J., Bunton, B., dan Keist, A. (2009). A Notion of Time. *SystemC: From the Ground Up*, hh. 59-64.
- Boyer, M., Brassard, G., Høyer, P., dan Tapp, Alain. (1996). Tight bounds on quantum searching.
- Greene, T. (2018). *Google Reclaims Quantum Computer Crown with 72 qubit processor*. [online]. Tersedia di: <https://thenextweb.com/artificial-intelligence/2018/03/06/google-reclaims-quantum-computer-crown-with-72-qubit-processor/> [Diakses 10 Februari 2019].
- Grover, L. K. (1996). A fast quantum mechanical algorithm for database search.
- Herman, E., Raffin, B., Faure, F. Multi-GPU and Multi-CPU Parallelization for Interactive Physics Simulations. *Euro-Par 2010*, hh. 235-246.
- Hui, J. (2018). *QC-Grover's Algorithm*. [online]. Tersedia di: https://medium.com/@jonathan_hui/qc-grovers-algorithm-cd81e61cf248 [Diakses 1 Maret 2019].
- IBM Research and The IBM QX team. (2017). *Frequently Asked Question*. [online]. Tersedia di: https://quantumexperience.ng.bluemix.net/qx/tutorial?sectionId=full-user-guide&page=000-FAQ~2F000-Frequently_Asked_Questions [Diakses 14 Februari 2019].
- IBM Research and The IBM QX team. (2017). *Grover's Algorithm*. [online]. Tersedia di: https://quantumexperience.ng.bluemix.net/proxy/tutorial/full-user-guide/004-Quantum_Algorithms/070-Grover's_Algorithm.html [Diakses 28 Januari 2019].
- Kanamori, Y., Yoo, S.-M., Pan, W., dan Sheldon, F. (2006). A Short Survey on Quantum Computers. *International Journal of Computers and Applications*, 28(3).
- Kinnunen, M. A. (2015). Examining the limits of Moore's Law: Possible influence of technological convergence on redefining the curriculum in ICT institutions.

- Moller, M., dan Vuik, C. (2017). On the impact of quantum computing technology on future developments in high-performance scientific computing. *Ethics Inf Technol.*
- Mutiara, A. B., dan Refianti, R. (2010). Simulation of Grover's Algorithm Quantum Search in a Classical Computer. *International Journal of Computer Science and Information Security.*
- Nielsen, M. A., dan Chuang, I. L. (2010). *Quantum Computation and Quantum Information 10th Anniversary Edition.* Cambridge: University Press.
- Quantum Computation Playground. (2014). *Help.* [online]. Tersedia di: <http://www.quantumplayground.net/#/about> [Diakses 14 Februari 2019].
- Rigetti Computing. (2019). *About.* [online] Tersedia di: <https://www.rigetti.com/about> [Diakses 14 Februari 2019].
- Rigetti Computing. (2019). *Installation and Getting Started.* [online]. Tersedia di: <http://docs.rigetti.com/en/stable/start.html> [Diakses 14 Februari 2019].
- Shor, P. W. (1994). *Algorithms for quantum computation: discrete logarithms and factoring.* New Mexico, Amerika Serikat.
- Smith, R. S., Curtis, M. J., dan Zeng, W. J. (2017). A Practical Quantum Instruction Set Architecture.
- Wicaksana, A., dan Tang, C. M. (2017). Virtual Prototyping Platform for Multiprocessor System-on-Chip Hardware/Software Co-design and Co-verification. *International Conference on Computer and Information Science 2017*, hh. 93-108.
- Ying, M. (2010). Quantum computation, quantum theory and AI. *Artificial Intelligence 174*, hh. 162-176.

