

Quantum Circuits are Just a Phase

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Overview

- Quantum circuit model of quantum computation
- A quantum “if let”.
- The quantum phase language.

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- A quantum “if let”.
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```
if let  $|1\rangle = a$  {  
    if let  $|-\rangle = b$  {  
         $\text{Ph}(\pi)$   
    }  
}
```

Qubits and Unitaries

Classical Bits

$\{\text{false}, \text{true}\}$

false

true

N/A

Quantum Qubits

unit vectors in \mathbb{C}^2

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$|1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$|+\rangle = \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)$$

Qubits and Unitaries

Classical Bits	Quantum Qubits
$\{\text{false}, \text{true}\}$	unit vectors in \mathbb{C}^2
false	$ 0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$
true	$ 1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$
N/A	$ +\rangle = \frac{1}{\sqrt{2}}(0\rangle + 1\rangle)$

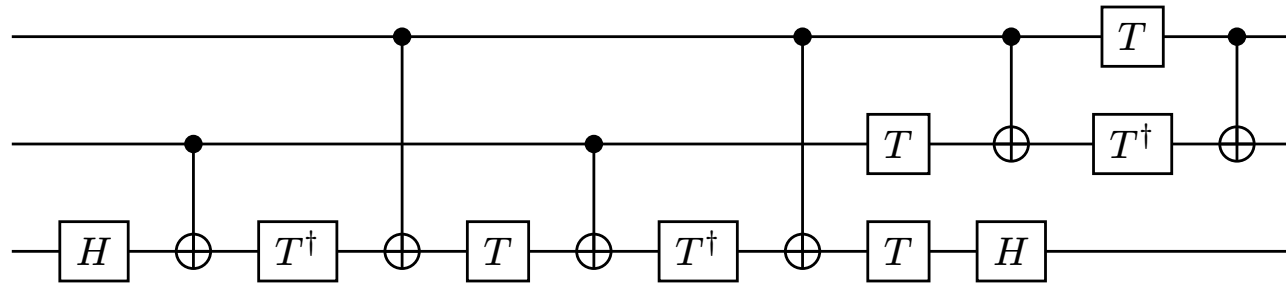
(Measurement-free) quantum computations correspond to *unitary maps*.

$$U \text{ is unitary} \Leftrightarrow UU^\dagger = U^\dagger U = I$$

What programming constructions can we use for unitary maps?

Quantum circuits

Quantum computations are often graphically represented as circuits.



- Wires represent qubits
- Each symbol is a primitive *gate*
- Gates are composed in sequence and parallel

Quantum gates

Each gate is a “black boxed” unitary.

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} \quad H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

$$Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \quad S = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \quad T = \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{4}} \end{pmatrix}$$

$$CX = \begin{array}{c} \bullet \\ | \\ \oplus \end{array} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Quantum gates

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$$\begin{aligned}
 X &= \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} & Y &= \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix} & H &= \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \\
 Z &= \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} & S &= \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} & T &= \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{4}} \end{pmatrix}
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$$\text{CX} = \begin{array}{c} \bullet \\ | \\ \oplus \end{array} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Claim: Quantum gates sit at an awkward level of abstraction

Just a phase

Perhaps the simplest unitary map takes the following form:

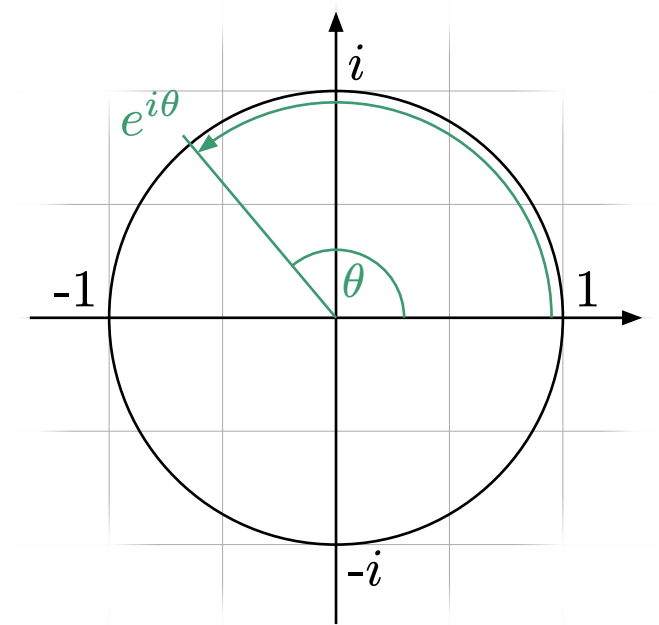
$$v \mapsto e^{i\theta} v$$

We call such a map a *phase* and represent it by the term:

$$\text{Ph}(\theta)$$

Our language consists of just:

- this phase operator
- a quantum pattern matching construction



Pattern matching for unitary maps.

Maps from classical data can be specified by pattern matching:

```
match x {  
  false => { /* Do something */ }  
  true  => { /* Do something else */ }  
}
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}
```

Linear maps only need to be specified on a basis.

```
match x {  
  |0> => { /* Do something */ }  
  |1> => { /* Do something else */ }  
}
```

Z gate

We can already define the Z gate. Recall:

$$Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \quad Z|0\rangle = |0\rangle \quad Z|1\rangle = -|1\rangle$$

Z gate

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match q {  
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```
match q {  
  |0> => { }  
  |1> => { Ph( $\pi$ ) }  
}
```

“if let” construction

To simplify the syntax, we borrow Rust’s “if let” expression.

```
match q {  
  |0> => { }  
  |1> => { /* Do something */ }  
}  
  
~~~~~  
  
if let |1> = q {  
  /* Do something */  
}
```


“if let” construction

To simplify the syntax, we borrow Rust’s “if let” expression.

```
match q {
  |0> => { }
  |1> => { /* Do something */ }
}
~>
if let |1> = q {
  /* Do something */
}
```

```
Z(q) = if let |1> = q { Ph( $\pi$ ) }
S(q) = if let |1> = q { Ph(0.5 $\pi$ ) }
T(q) = if let |1> = q { Ph(0.25 $\pi$ ) }
```

X as an “if let”

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad X|0\rangle = |1\rangle \quad X|1\rangle = |0\rangle$$

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$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad X|0\rangle = |1\rangle \quad X|1\rangle = |0\rangle$$

$$X|+\rangle = X\left(\frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)\right) = \frac{1}{\sqrt{2}}(X|0\rangle + X|1\rangle) = \frac{1}{\sqrt{2}}(|1\rangle + |0\rangle) = |+\rangle$$

$$X|-\rangle = X\left(\frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)\right) = \frac{1}{\sqrt{2}}(X|0\rangle - X|1\rangle) = \frac{1}{\sqrt{2}}(|1\rangle - |0\rangle) = -|-\rangle$$

X as an “if let”

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad X|0\rangle = |1\rangle \quad X|1\rangle = |0\rangle$$

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$$X(q) = \text{if let } |-\rangle = q \{ \text{Ph}(\pi) \}$$

Quantum phase language

These two constructions form our universal quantum phase language.

Terms represent unitary maps:

$$s, t ::= \text{Ph}(\theta) \mid s ; t \mid s \otimes t \mid \text{if let } P = q \{ s \}$$

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Patterns represent isometries, allowing subspace selection:

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Patterns represent isometries, allowing subspace selection:

$P, Q ::= |0\rangle \mid |1\rangle \mid |+\rangle \mid |-\rangle \mid s . P \mid P \otimes Q$

From just these we can derive a universal gate set.

```
if let  $|1\rangle = a$  {  
  if let  $|-\rangle = b$  {  
    Ph( $\pi$ )  
  }  
}
```



```

if let  $|1\rangle = a$  {
  if let  $|-\rangle = b$  {
     $\text{Ph}(\pi)$ 
  }
}

```

$$CX = \begin{array}{c} \text{---} \bullet \text{---} \\ | \\ \text{---} \oplus \text{---} \end{array} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Metaoperations

Our language admits two interesting metaoperations:

Inverses

Can be defined inductively:

- $(s ; t)^\dagger = t^\dagger ; s^\dagger$
- $(s \otimes t)^\dagger = s^\dagger \otimes t^\dagger$
- $\text{Ph}(\theta)^\dagger = \text{Ph}(-\theta)$
- $(\text{if let } P = q \{ e \})^\dagger = \text{if let } P = q \{ e^\dagger \}$

Exponentiation

“Composition-free” terms can be exponentiated:

- $(s \otimes t)^x = s^x \otimes t^x$
- $\text{Ph}(\theta)^x = \text{Ph}(x * \theta)$
- $(\text{if let } P = q \{ e \})^x = \text{if let } P = q \{ e^x \}$

Summary

In the paper

- Defined a type system.
- Gave a categorical semantics.
- Defined an evaluation to circuits.
- Proved semantic equalities on terms.
- Defined well-known algorithms.

In the future

- Measurement.
- Equational theory.
- Operational semantics.
- Optimisations.

Implementation (<https://github.com/alexarice/phase-rs>)

- Parsing
- Compiling to circuits
- Typechecking
- Evaluating to unitary matrix

