

Principles of Reversible Computation

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joint work with

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Computation is Physical

- **Computation is a physical process.**
 - paper and pencil
 - electronic device
 - biological system (such as the brain)
- **Any computation is subject to physical laws.**
 - Physical laws govern all information processing, *no matter* how it is accomplished.
- **Every logical state of a computing device must correspond to a physical state.**

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Thermodynamical Minimum for Irreversible Computation

He then computed the thermodynamical minimum of energy per elementary act of information from the formula $kT \log_2 N$ ergs, where k is Boltzmann's constant (1.4×10^{-16} ergs per degree), T is the temperature in absolute units, and N is the number of alternatives. For a binary act $N = 2$, and taking the temperature to be about 300 degrees absolute, he obtained 3×10^{-14} ergs for the thermodynamical minimum.

von Neumann 1949
in: Burks 1966, p.66

(1 erg = 10^{-7} joule)

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Information Loss has a Physical Cost

- **Physical states cannot be destroyed**, so any bits that are **discarded logically turn into entropy**.
 - Consequence of basic thermodynamics
 - This irreversibility directly contributes to power consumption and therefore power consumption.
- **Our best models of computation are irreversible.**
 - Carries over to actual implementations in computers.
- **Good news: Computation can be organized reversibly.**
 - Information destruction is *not* intrinsic to the concept of a computation process.

10^{-21} joules per
erased bit at room
temperature

Mismatch

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Reversible Computation (RC)

- Study of computing models deterministic in both the forward & backward directions.
- Adopts a physical principle of reality into a computing model without information loss.
- Sometimes RC a necessity, but also interesting in its own right – regardless of its physical motivation.

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Reversible Languages

Languages:

- Logic languages
- Mainstream
- Reversible languages

fwd →	bwd ←
N	N
D	N
D	D

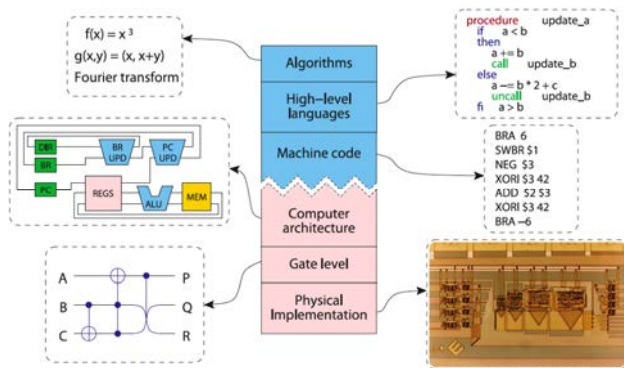
Prolog, ...
C, ...
Janus, ...

State transitions:

- N ... non-deterministic
- D ... deterministic



Reversible Computing Systems

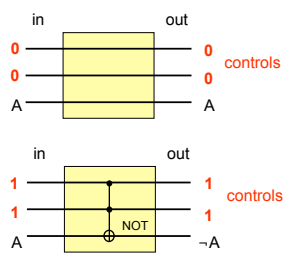


Reversible Logic Gates

Two essential properties:

1. The number of input lines is equal to the number of output lines (written $n \times n$).
2. Its Boolean function $B^n \rightarrow B^n$ is bijective.

Toffoli Gate [Toffoli '80]



input			output		
C_1	C_2	A	C_1	C_2	P
0	0	0	0	0	0
0	0	1	0	0	1
0	1	0	0	1	0
0	1	1	0	1	1
1	0	0	1	0	0
1	0	1	1	0	1
1	1	0	1	1	1
1	1	1	1	1	0

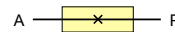
Controlled-Controlled Not gate

Universal: any rev. logic can be built by Toffoli gates

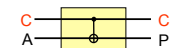
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A Set of Reversible Logic Gates

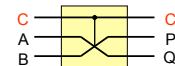
1. Not gate



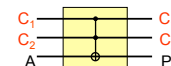
2. Feynman gate



3. Fredkin gate



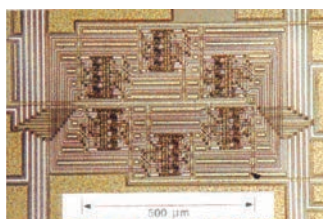
4. Toffoli gate



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Realization of Reversible 4-Bit Adder

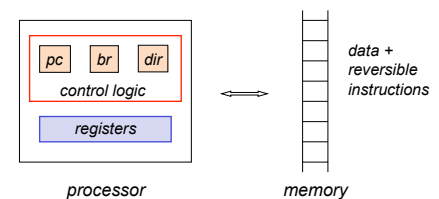
The circuit has *no power supply* and *no ground busbar*. All energy provided to output pins comes from input pins. Reversible gates used: Fredkin, Feynman, Toffoli.



Dual-line pass-transistor logic [DeVos et al.]

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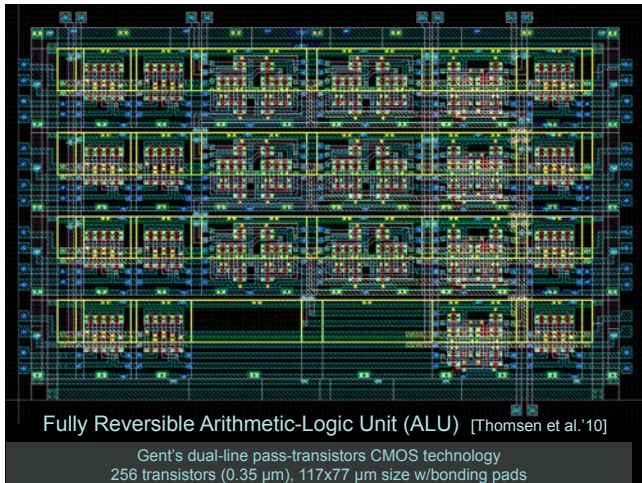
Reversible Abstract Machine



Reversible von Neumann architecture

Shown reversible [AxelsenGlückYokoyama '07]

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Computability

For all irreversible computing devices:

- Conventional (= irreversible) languages: equivalent to **Turing-machine**. [Turing 1936]

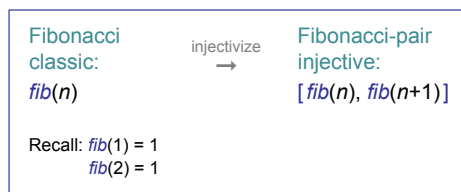
For all **reversible** computing devices:

- Reversible programming languages: equivalent to **reversible Turing-machine**. [Bennett 1974] = all computable injective functions

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Two Main Steps – Example

1. **Specification:** Injectivization of non-injective **function**.



2. **Implementation:** in a reversible programming language. Algorithm design, programming, optimization, compilation.

[GlückKawabe'03]

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Janus: a Reversible Language

- Imperative programming language
- Global store, no local store
- Scalar and array types, integer values
- Structured control-flow operators (IF, LOOP)
- Access to inverse semantics (UNCALL)
- Simple recursive procedures

[LutzDerby'82, YokoyamaGlück'07, YokoyamaAxelsenGlück'08]

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Janus Example: Fibonacci-Pairs

```

n x1 x2
global store (integer variables)
initially zero

procedure fib
  if n=0 then x1 += 1
  else n -= 1
  call fib
  x1 += x2
  x1 <=> x2
fi x1=x2
  
```

reversible procedure

swap values of x1, x2

assertion

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Forward & Backward Computation

```

procedure main_fwd
  n += 4
  call fib
  procedure forward

procedure main_bwd
  x1 += 5
  x2 += 8
  uncall fib
  procedure backward
  
```

one procedure for both directions
⇒ reuse, code sharing

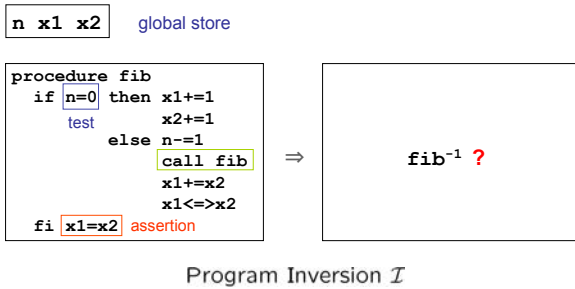
uncall: invokes inverse semantics

[ReillyFederighi65,LutzDerby82]

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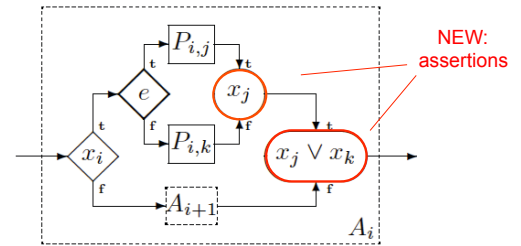


Program Inversion: Inverse Program



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A Reversible Flowchart Diagram

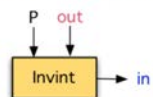


[YokoyamaAxelsenGlück'08]

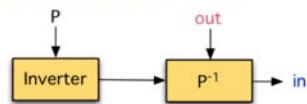
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Two Approaches to Inversion of Program $P \text{ in} \Rightarrow \text{out}$

- **Inverse interpreter** [McCarthy'56 ...]:



- **Program inverter** [Dijkstra'78, Gries'81...]:



- Related by **Futamura projections** [AbramovGlück'98]:

Applies to reversible & irreversible languages

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Janus Playground
<http://topps.diku.dk/pirc/>



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Conclusion: Reversible Computing

Embraces the Theoretical, Practical, Technical, Applied.

- Computability, complexity, automata
- Abstract machines & computing models
- Languages design & implementation
 - Compilation, optimization, analysis, type systems
 - Program inversion, specialization, composition
 - Resource management: heap, parallelism
- Algorithms design
- Technical aspects
 - e.g. computer architectures
- Applied computing
 - e.g. robotics, rollback simulation, software engineering

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... and related references therein.

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