

# 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”.
- The quantum phase language.

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

# Qubits and Unitaries

## Classical Bits

{false, true}

false

true

N/A

## Quantum Qubits

unit vectors in  $\mathbb{C}^2$

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

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

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

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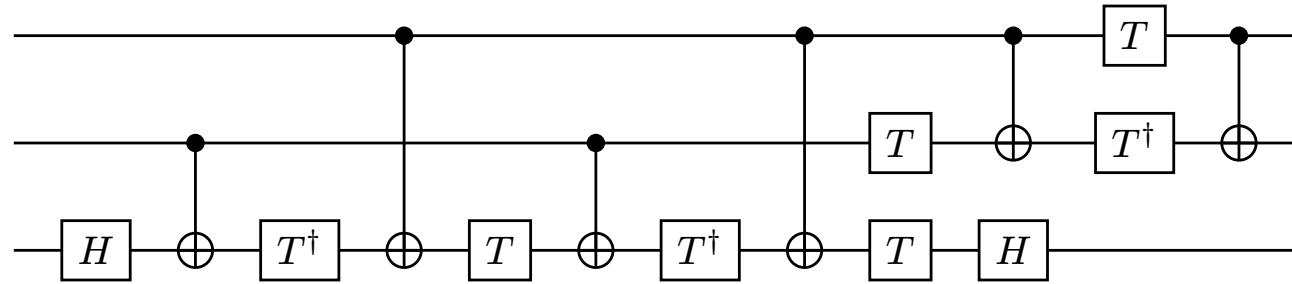
(Measurement-free) quantum computations correspond to *unitary maps*.

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

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.

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

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

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

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**Claim:** Quantum gates sit at an awkward level of abstraction

# Just a phase

Perhaps the simplest unitary map takes the following form:

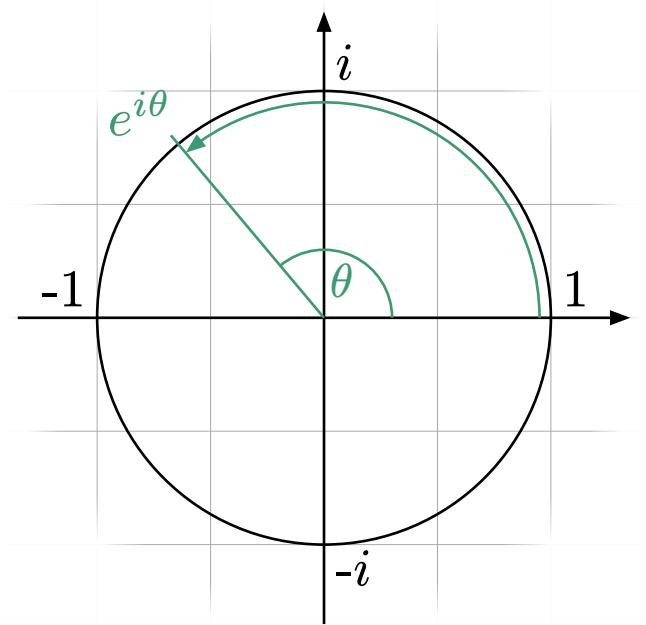
$$v \mapsto e^{i\theta} v$$

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:

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

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```
match q {  
    |0⟩ => {}  
    |1⟩ => { Ph(π) }  
}
```

# “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 */  
}
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if let |1⟩ = q {  
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}
```

```
Z(q) = if let |1⟩ = q { Ph(π) }  
S(q) = if let |1⟩ = q { Ph(0.5π) }  
T(q) = if let |1⟩ = q { Ph(0.25π) }
```

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

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

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`X(q) = if let |−⟩ = q { Ph(π) }`

# Quantum phase language

These two constructions form our universal quantum phase language.

**Terms** represent unitary maps:

```
s, t ::= Ph(θ) | s ; t | s ⊗ t | if let P = q { s }
```

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

**Patterns** represent isometries, allowing subspace selection:

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

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

From just these we can derive a universal gate set.

```
if let |1> = a {  
    if let |-> = b {  
        Ph(π)  
    }  
}
```

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# 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

