

A Short Summary

and a lot of questions...so far

Single Qubit Operations

$$p : \mathbb{Q} \rightarrow \mathbb{Q}$$

- Pauli gates X, Y, Z + Hadamard gate H
- usually represented as unitary matrix
- rotating π degree anti-clockwise along one certain axis
- reversible

Single Qubit Operations

$$p : \mathbb{Q} \rightarrow \mathbb{Q}$$

Example : Hadamard gate

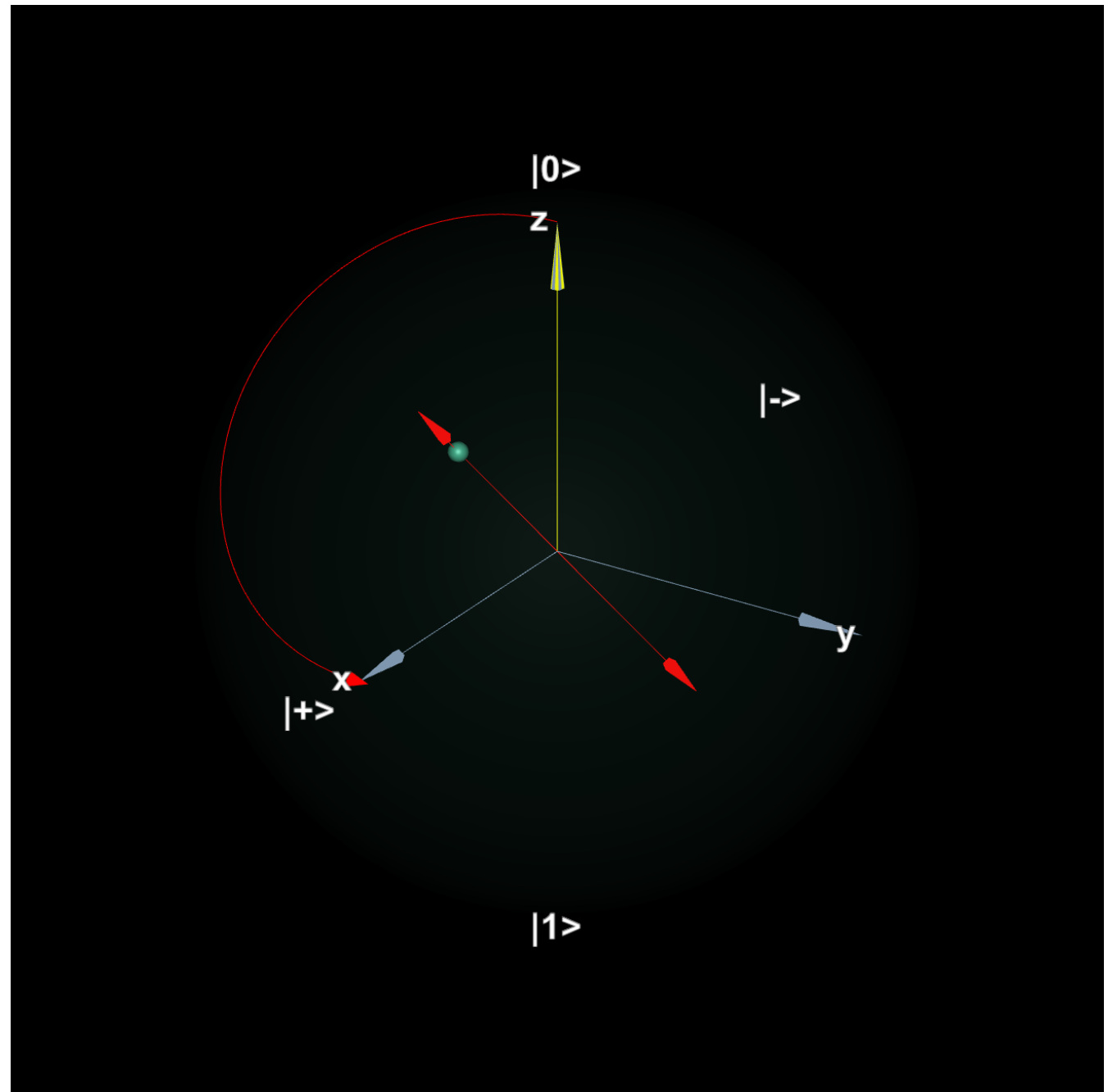
It's "total effect" is - for every pure state ("point" on the surface), it rotates π degree around the **red axis** in this diagram.

$|0\rangle$ goes to $|+\rangle$

$|+\rangle$ goes to $|0\rangle$

$|1\rangle$ goes to $|-\rangle$

$|-\rangle$ goes to $|1\rangle$



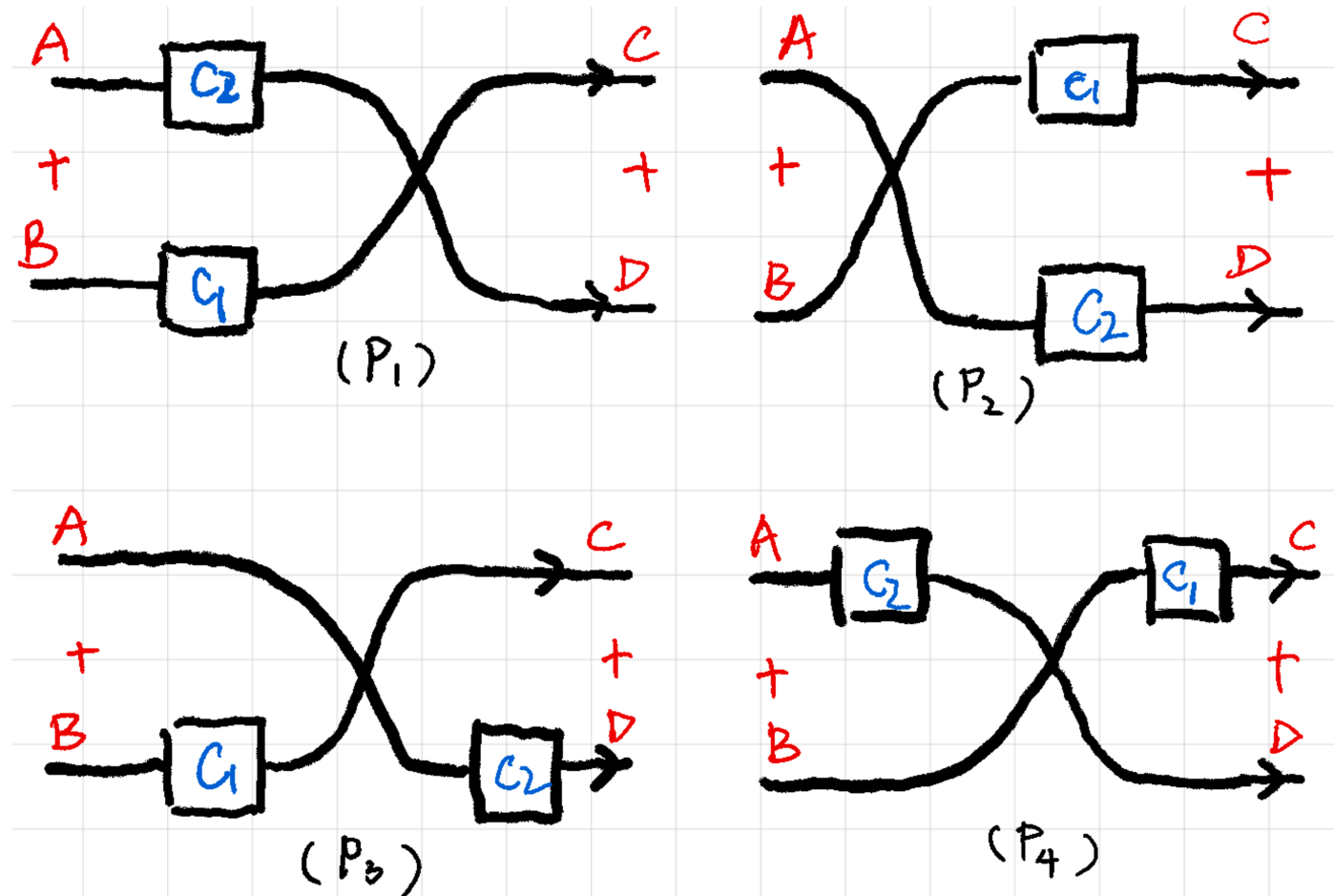
Sequential Composition

$$_ \circ _ : (p : A \rightarrow B) \rightarrow (q : B \rightarrow C) \rightarrow (A \rightarrow C)$$

- $I \circ I \sim I$
- $X \circ I \sim X$
- $I \circ X \sim X$
- $X \circ X \sim I$
- $H \circ H \sim I$
- $f \circ (g \circ h) \sim (f \circ g) \circ h$
- ...

Homotopic Operations

$p \sim q$



```

p1 p2 p3 p4 : (A + B) → (C + D)
p1 = (c2 ⊗ c1) ∘ swap+
p2 = swap+ ∘ (c1 ⊗ c2)
p3 = (id ⊗ c1) ∘ swap+ ∘ (id ⊗ c2)
p4 = (c2 ⊗ id) ∘ swap+ ∘ (c1 ⊗ id)
    
```

2-Level Combinators

p \Leftrightarrow **q**

```
data _ $\Leftrightarrow$ _ : {A B :  $\Pi_2$ } (p q : A  $\Leftrightarrow$  B)  $\rightarrow$  Type where
```

```
`id2 : {A B :  $\Pi_2$ } {c : A  $\Leftrightarrow$  B}  $\rightarrow$  c  $\Leftrightarrow$  c
```

```
!2_ : {A B :  $\Pi_2$ } {p q : A  $\Leftrightarrow$  B}  $\rightarrow$  (p  $\Leftrightarrow$  q)  $\rightarrow$  (q  $\Leftrightarrow$  p)
```

```
_ $\odot_2$ _ : {A B :  $\Pi_2$ } {p q r : A  $\Leftrightarrow$  B}  $\rightarrow$  (p  $\Leftrightarrow$  q)  $\rightarrow$  (q  $\Leftrightarrow$  r)  $\rightarrow$  (p  $\Leftrightarrow$  r)
```

```
!id1 : {A :  $\Pi_2$ }  $\rightarrow$  !1 `id1{A}  $\Leftrightarrow$  `id1{A}
```

```
!not : !1 `not  $\Leftrightarrow$  `not
```

```
idl $\odot$ l : {A B :  $\Pi_2$ } {c : A  $\Leftrightarrow$  B}  $\rightarrow$  (`id1  $\odot$  c)  $\Leftrightarrow$  c
```

```
idr $\odot$ l : {A B :  $\Pi_2$ } {c : A  $\Leftrightarrow$  B}  $\rightarrow$  (c  $\odot$  `id1)  $\Leftrightarrow$  c
```

```
assoc $\odot$ l : {A B C D :  $\Pi_2$ } {p : A  $\Leftrightarrow$  B} {q : B  $\Leftrightarrow$  C} {r : C  $\Leftrightarrow$  D}  
 $\rightarrow$  (p  $\odot$  q)  $\odot$  r  $\Leftrightarrow$  p  $\odot$  (q  $\odot$  r)
```

```
assoc $\odot$ r : {A B C D :  $\Pi_2$ } {p : A  $\Leftrightarrow$  B} {q : B  $\Leftrightarrow$  C} {r : C  $\Leftrightarrow$  D}  
 $\rightarrow$  p  $\odot$  (q  $\odot$  r)  $\Leftrightarrow$  (p  $\odot$  q)  $\odot$  r
```

Back to Hadamard...

$H \sim ?$

Example : Hadamard gate

It's “total effect” is - for every pure state (“point” on the surface), it rotates π degree around ...

What does this suspicious “total effect” mean???

What kind of operations are “homotopic to” Hadamard?

A “representative” of a bunch of equivalent operations?

If we have (one of) Hadamard and CNOT...

Square Roots Introduction

sqrt : $(p : \mathbb{Q} \rightarrow \mathbb{Q}) \rightarrow (\mathbb{Q} \rightarrow \mathbb{Q})$

data $_ \leftrightarrow _$: $(A\ B : \Pi_2) \rightarrow \text{Type}$ **where**

sqrt : $\{A : \Pi_2\} \rightarrow (c : A \leftrightarrow A) \rightarrow (A \leftrightarrow A)$

data $_ \leftrightarrow _$: $\{A\ B : \Pi_2\} (p\ q : A \leftrightarrow B) \rightarrow \text{Type}$ **where**

sqd : $\{A : \Pi_2\} \{c : A \leftrightarrow A\} \rightarrow \text{sqrt } c \odot \text{sqrt } c \leftrightarrow c$

sqf : $\{A : \Pi_2\} \{c : A \leftrightarrow A\} \rightarrow \text{sqrt } (c \odot c) \leftrightarrow \text{sqrt } c \odot \text{sqrt } c$

sqi : $\{A : \Pi_2\} \{p\ q : A \leftrightarrow A\} \rightarrow (p \leftrightarrow q) \rightarrow \text{sqrt } p \leftrightarrow \text{sqrt } q$

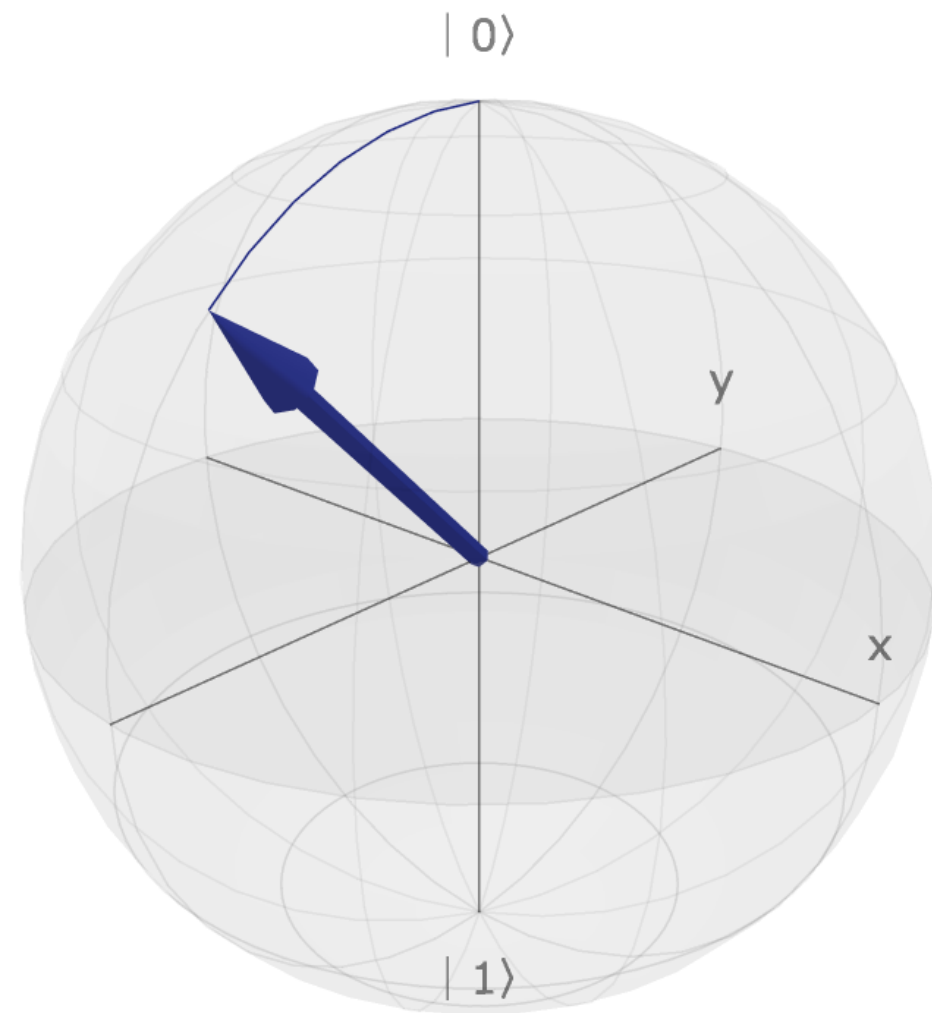
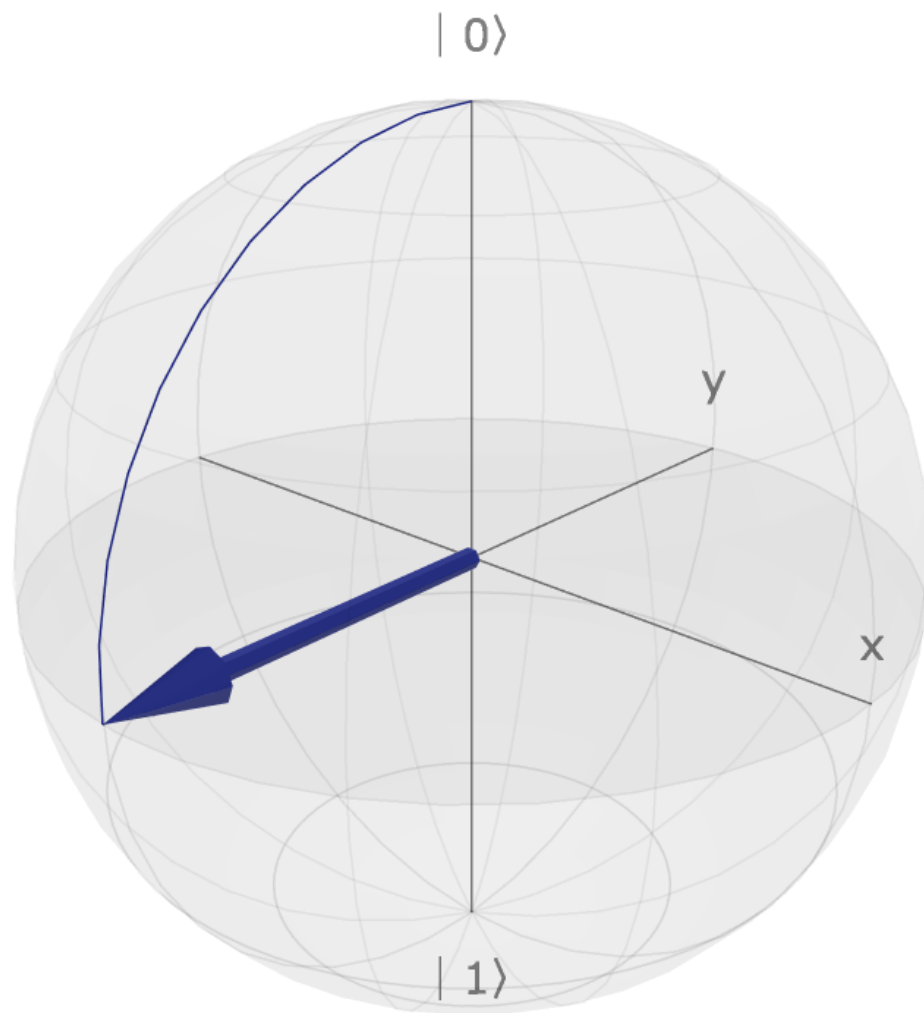
sqc : $\{A : \Pi_2\} \{c : A \leftrightarrow A\} \rightarrow \text{sqrt } c \odot c \leftrightarrow c \odot \text{sqrt } c$ -- derivable from assoc and sqd

sq! : $\{A : \Pi_2\} \{c : A \leftrightarrow A\} \rightarrow \text{sqrt } (!_1\ c) \leftrightarrow !_1\ (\text{sqrt } c)$

Square Roots Introduction

$$\text{sqrt} : (p : \mathbb{Q} \rightarrow \mathbb{Q}) \rightarrow (\mathbb{Q} \rightarrow \mathbb{Q})$$

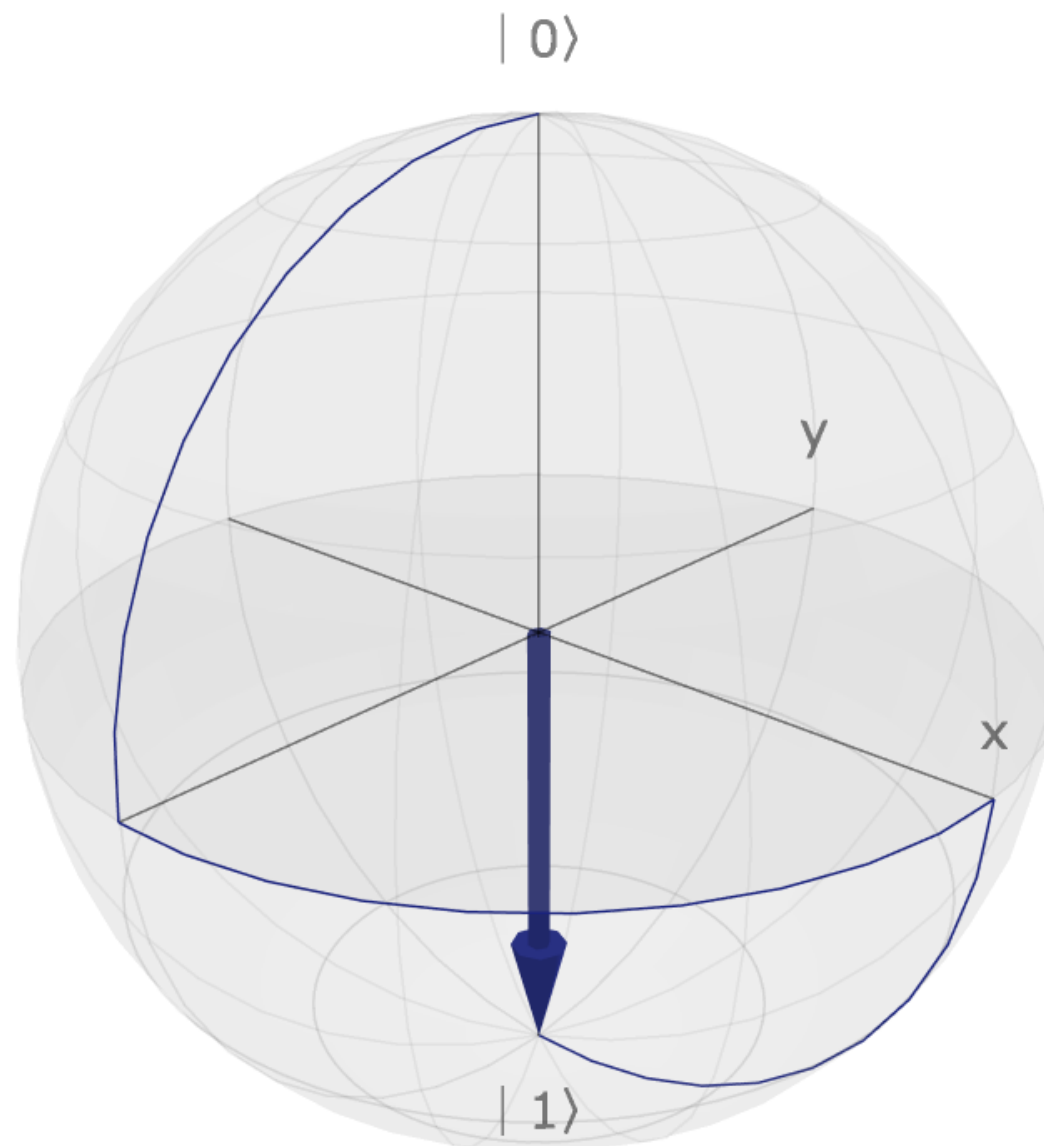
Example : $\text{sqrt}(X)$, $\text{sqrt}(\text{sqrt}(X))$



Square Roots Introduction

sqrt : $(p : \mathbb{Q} \rightarrow \mathbb{Q}) \rightarrow (\mathbb{Q} \rightarrow \mathbb{Q})$

Example : $\text{sqrt}(X) \circ S \circ \text{sqrt}(Y)$



Back to Hadamard...Again!

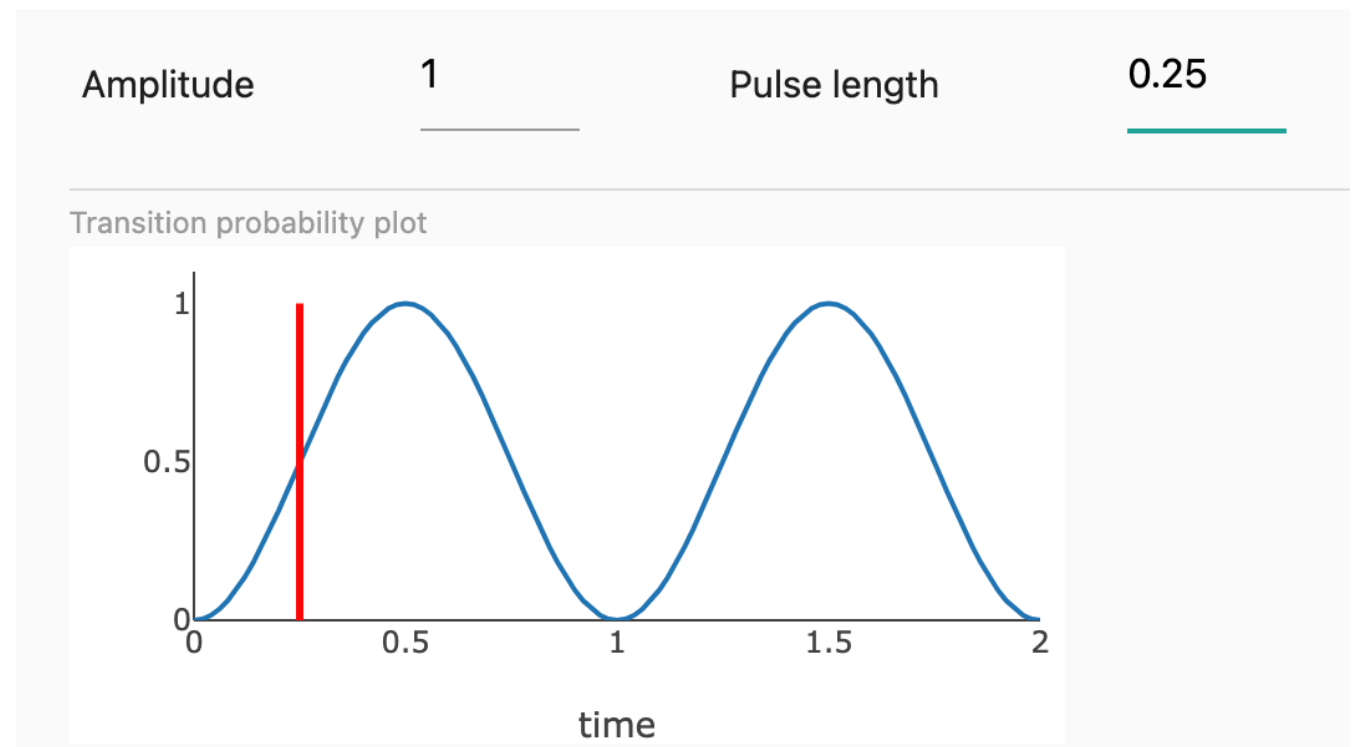
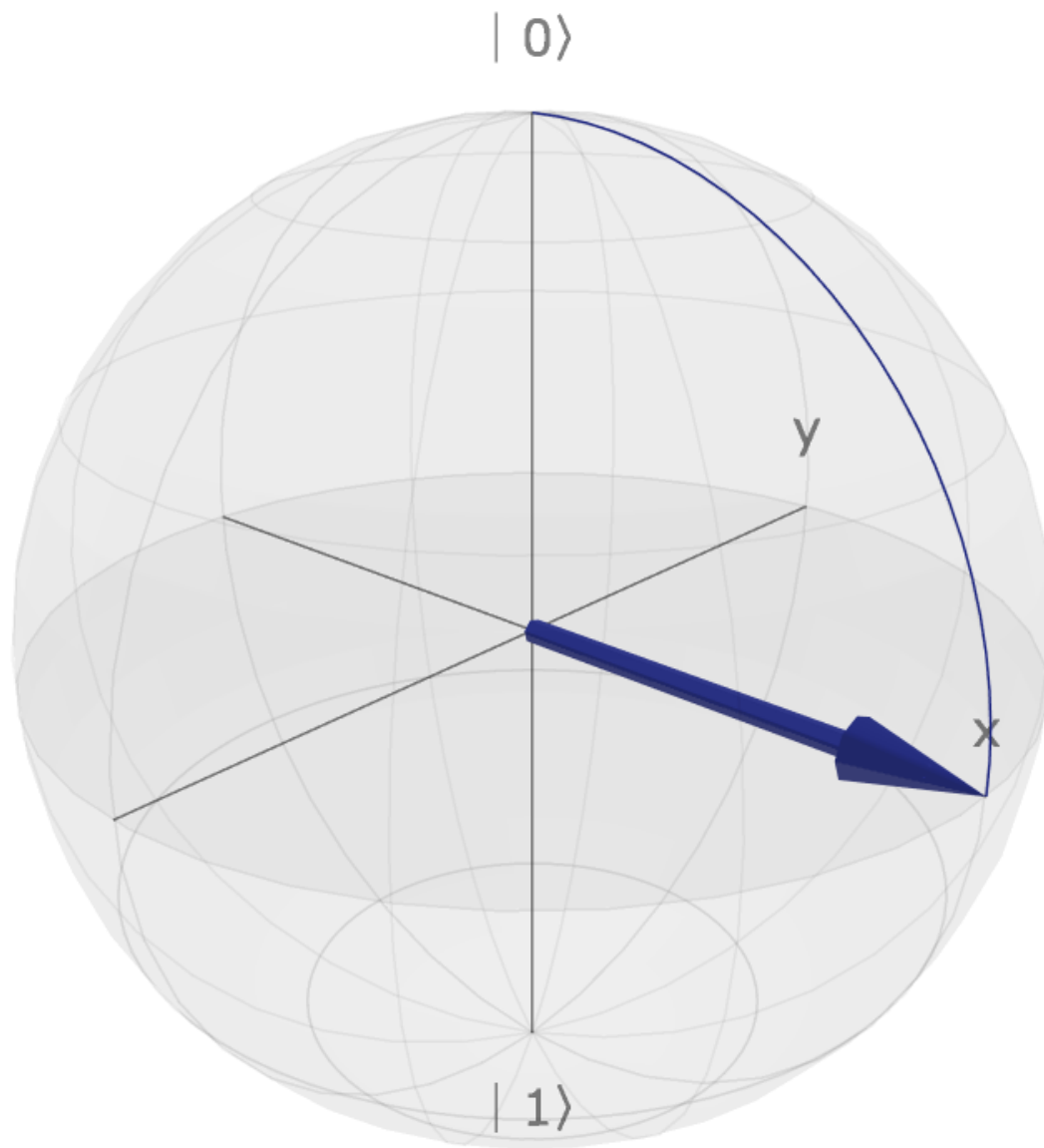
$$H \sim \omega^2 \bullet X \circ S \circ \text{sqrt}(X) \circ S \circ X$$

Completeness : In general, how few square roots (of what operations/gates?) do we need as minimum requirements to get quantum computing?

More precise approximation of quantum states/gates requires more square roots (?)

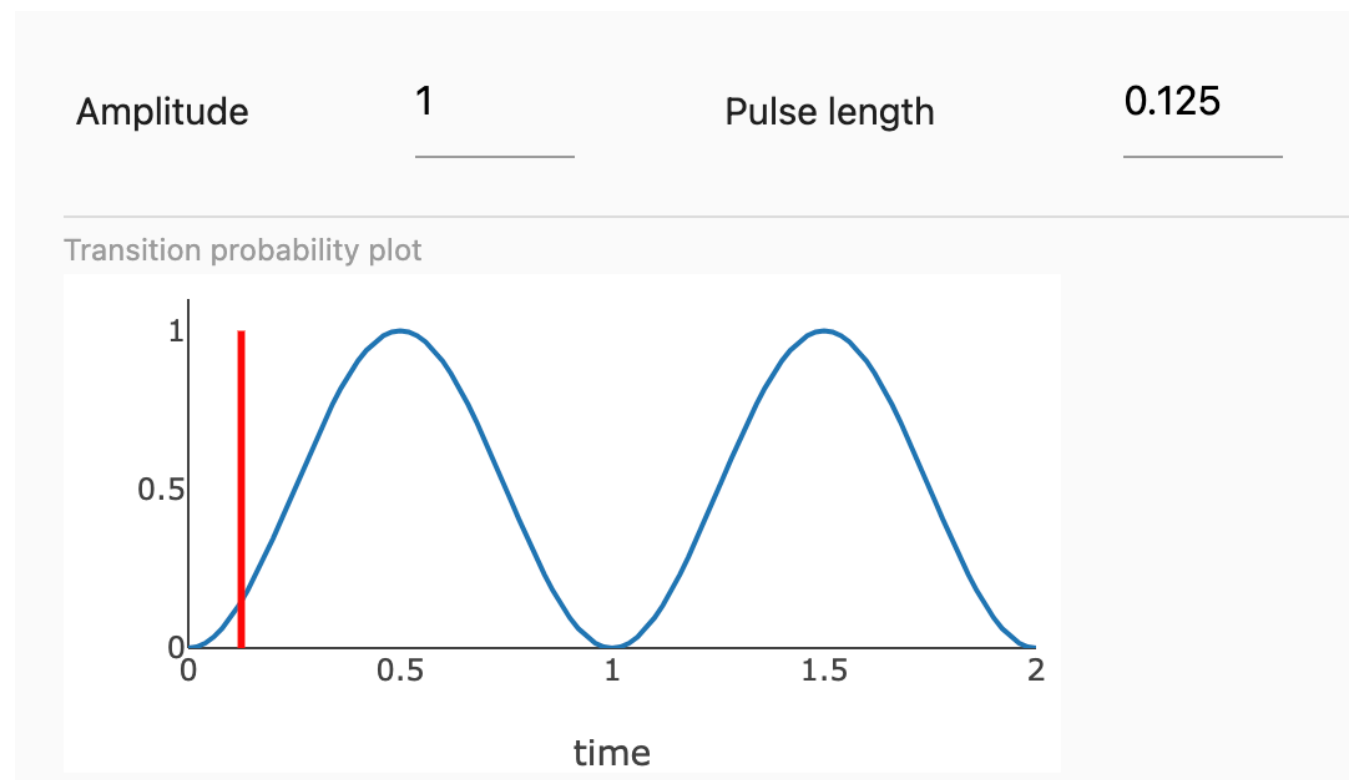
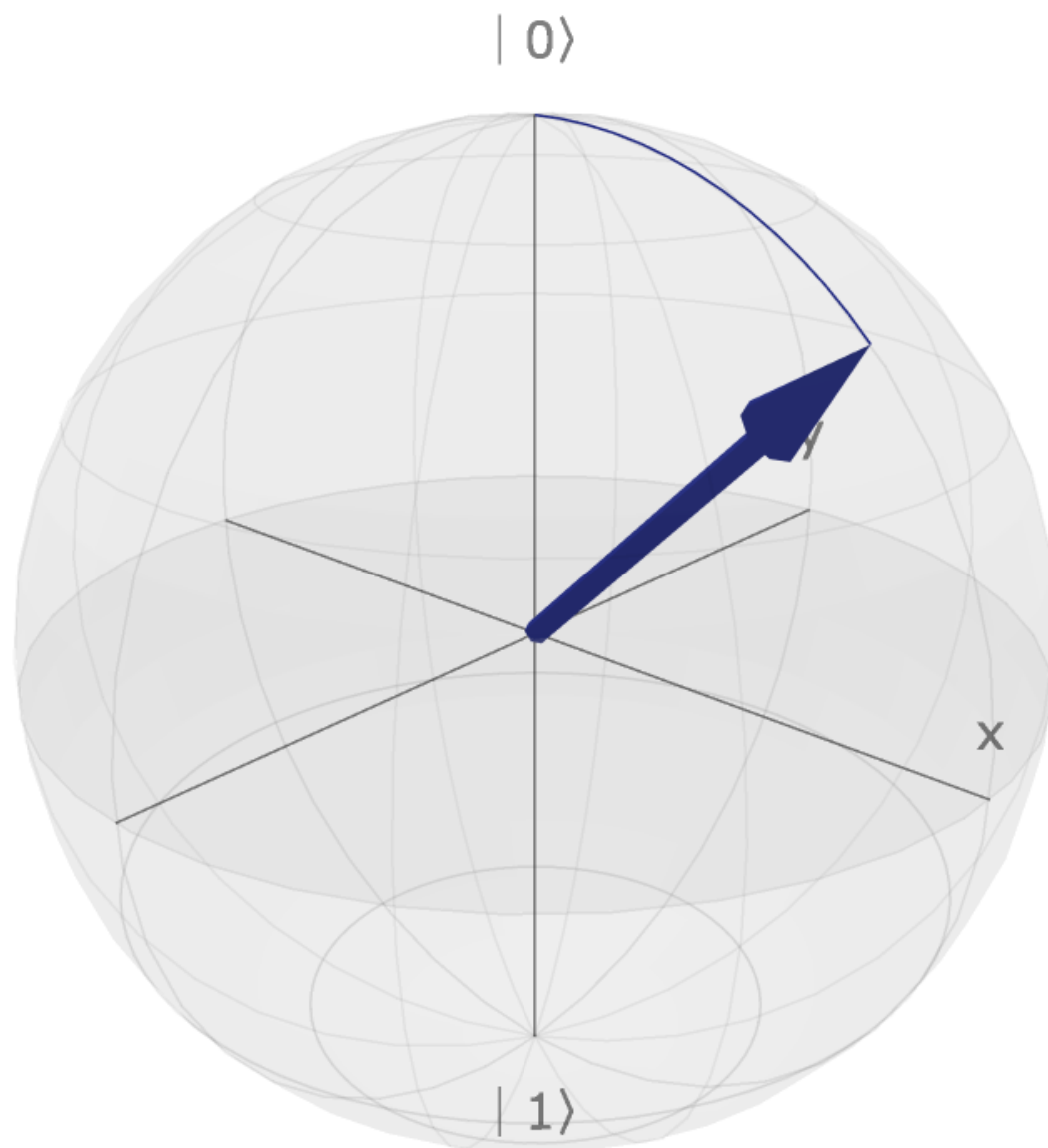
Pulses & Full-Analog Signals

timely computation



Pulses & Full-Analog Signals

timely computation



Pulses & Full-Analog Signals

static timing analysis of circuits

- Delay, rising/falling delay

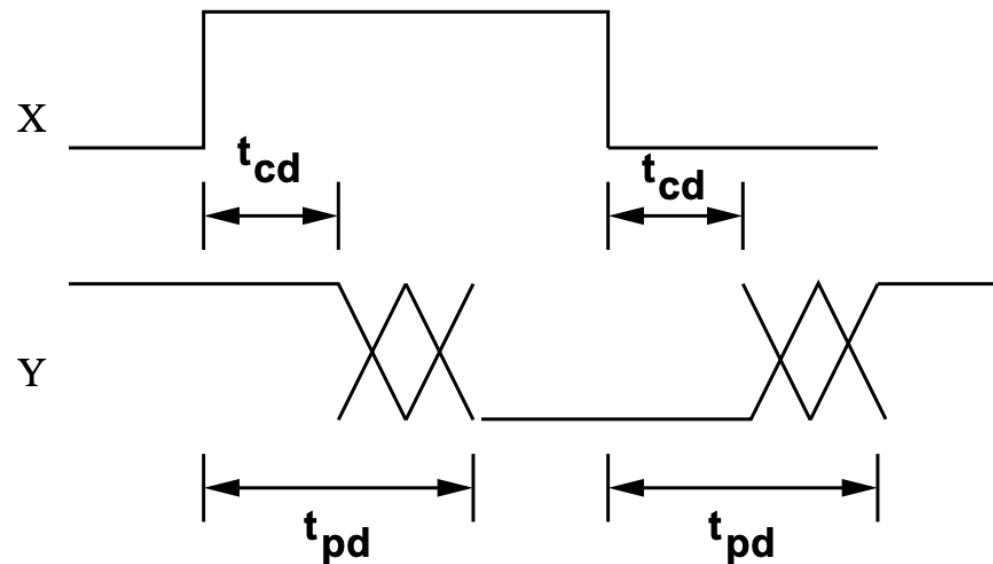
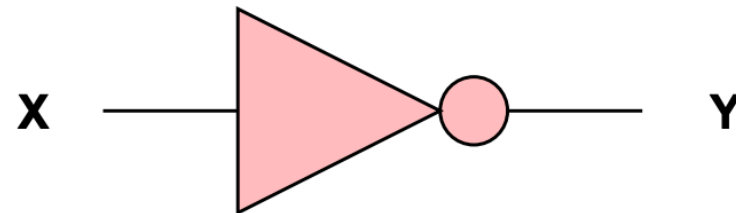


Figure 2: Combinational Propagation and Contamination Delay

Pulses & Full-Analog Signals

static timing analysis of circuits

- Functions are abstract and discrete, while circuits are concrete and continuous
- Full-analog signals/circuits have delays, rising/falling delays...
- Only stable signals/intervals are friendly for measurements
- Generally, how is the square roots idea connected to “physical reality”?

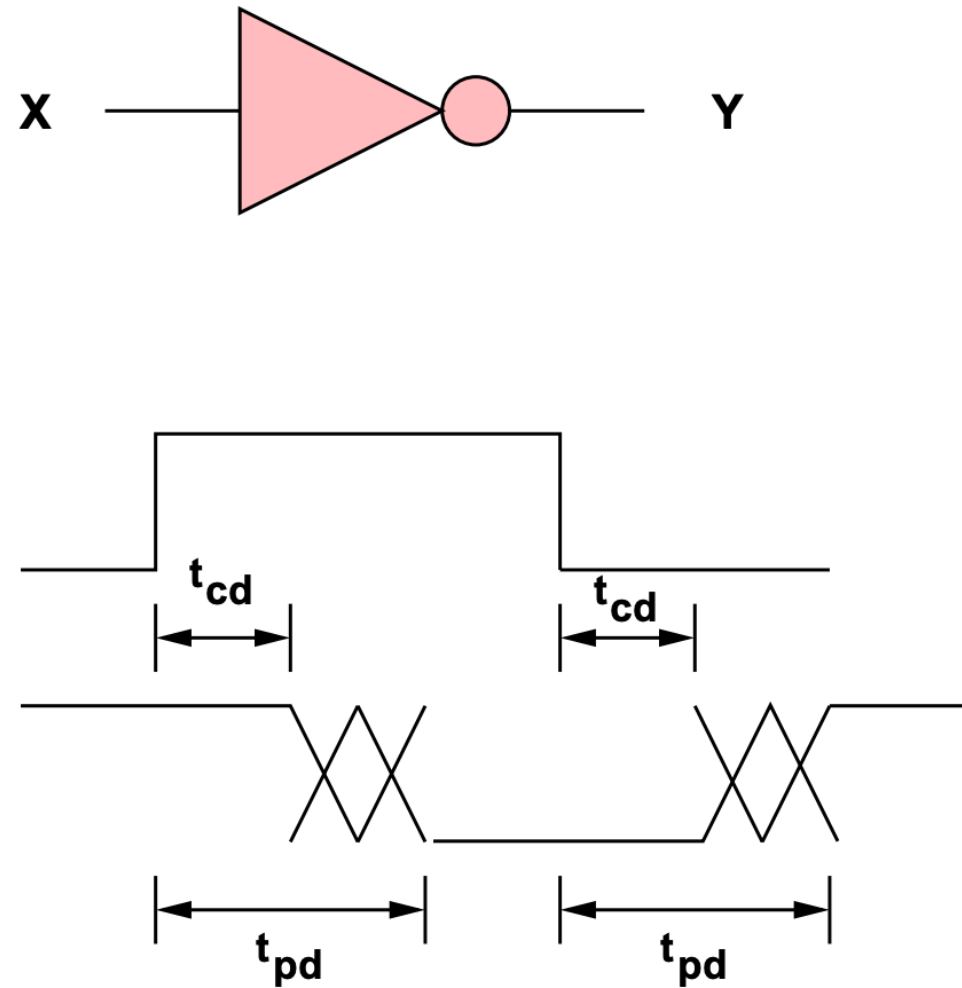


Figure 2: Combinational Propagation and Contamination Delay

Why Cubical?

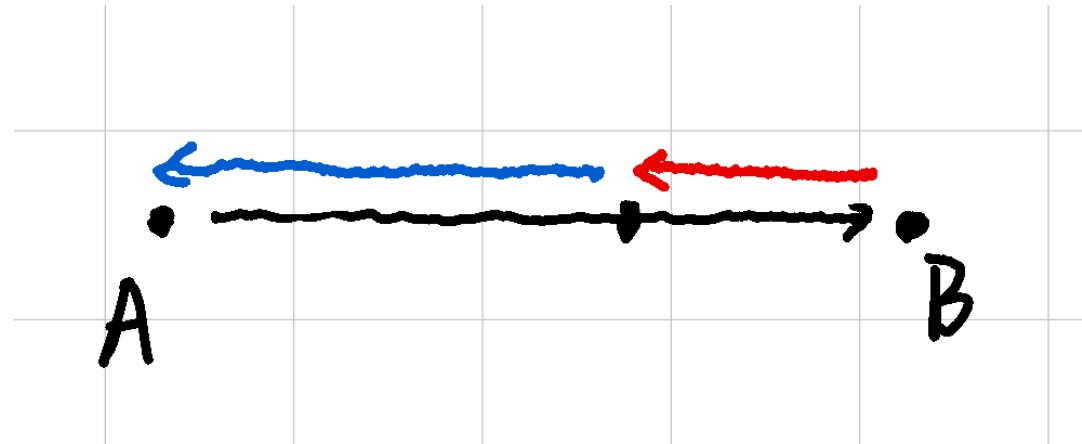
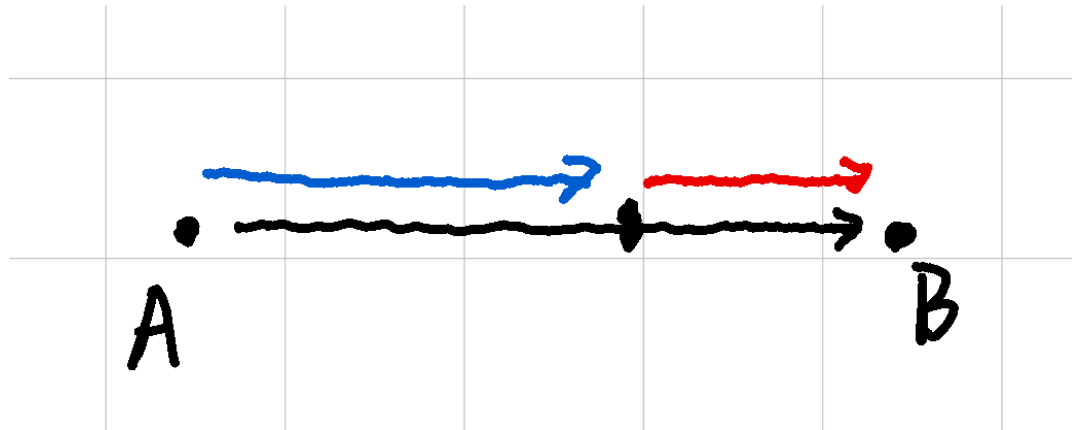
A “natural” connection...

- In Cubical, only endpoints are “tangible” (i.e. only i_0 and i_1 are instances of the Interval type), but we can parameterize over the Interval and...
- In Quantum Computing, single measurement will either produce 0 or 1, but there are superpositions of states “in-between” and...

Sounds similar but has a “tangible” gap “in-between”

Why Cubical?

What I tried with Cubical Agda...

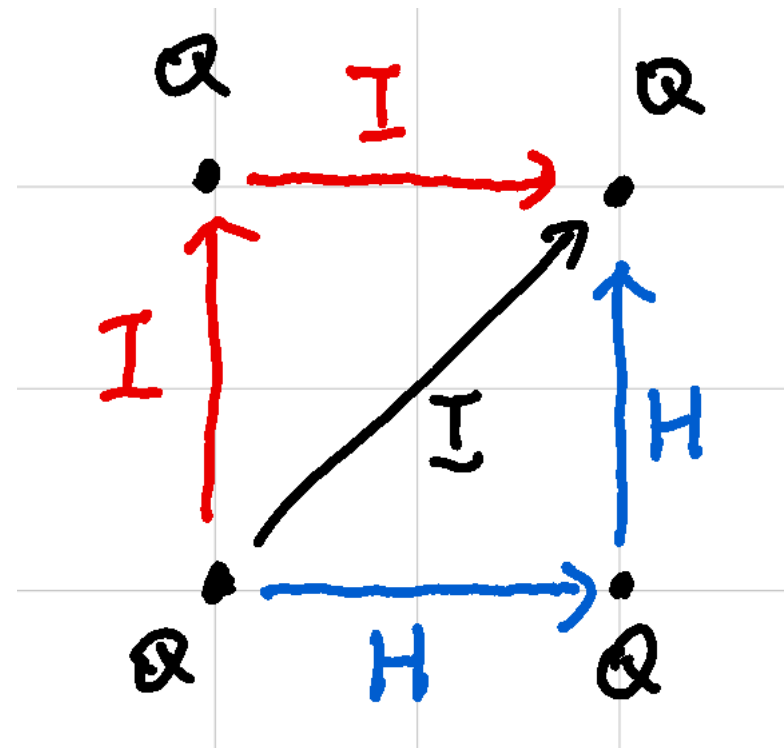
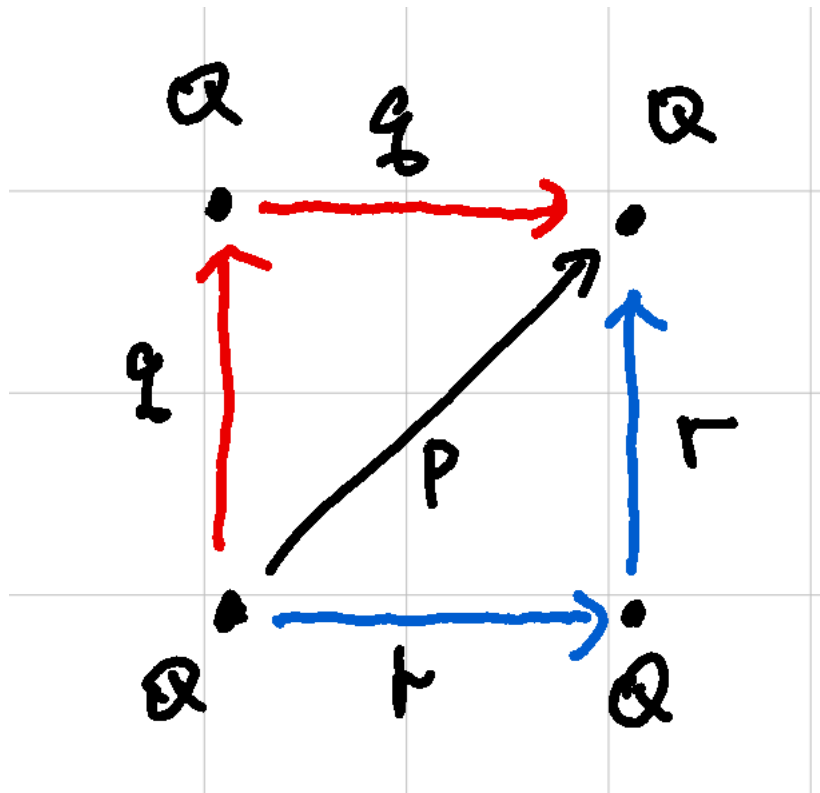


```
sqrt← : ∀ {ℓ} {A B : Type ℓ} (p : A ≡ B) (i : I)
        → (p i1 → p i) × (p i → p i0)
sqrt← p i = (λ b → transp (λ j → p (i v ~ j)) i0 b)
            , (λ b → transp (λ j → p (i ∧ ~ j)) i0 b)
```

```
sqrt← : ∀ {ℓ} {A B : Type ℓ} (p : A ≡ B) (i : I)
        → (p i1 → p i) × (p i → p i0)
sqrt← p i = (λ b → transp (λ j → p (i v ~ j)) i0 b)
            , (λ b → transp (λ j → p (i ∧ ~ j)) i0 b)
```

Why Cubical?

don't know how to construct from diagnals...



No need for full-fledged “Qubit” type :

one of the aims is to get rid of matrices and complex numbers, and obtain a nice programming language model with combinators