

# Reachability Analysis for Quantum Model Checking using TDD

毕业设计开题报告

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# Background

Related work

Work plan

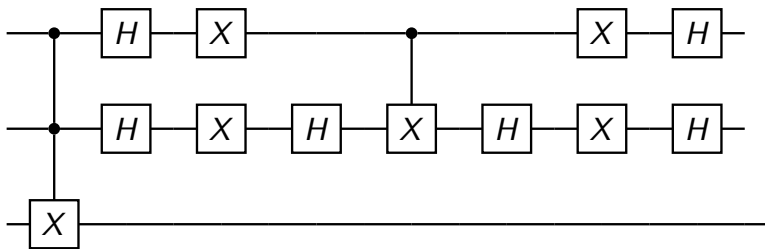


图: Quantum circuit of Grover algorithm

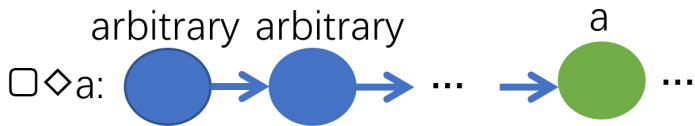
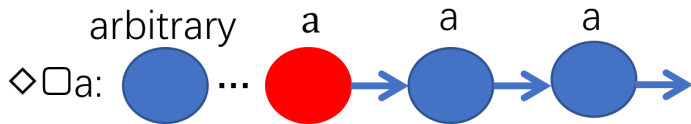
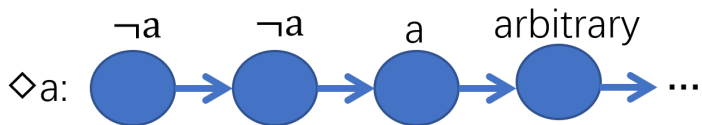
$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}, X = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \quad (1)$$

$$CX = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}, CCX = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

transition system:  $(S, I, Act, T)$

Quantum transition system:  $(\mathcal{H}, \mathcal{H}_0, Act, \{U_\alpha, \alpha \in Act\})$

Reachability problem:  $\diamond, \diamond\Box, \Box\Box$



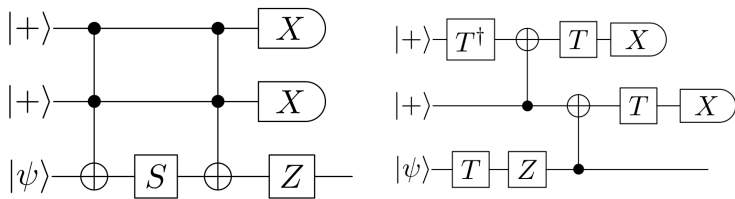


图: Circuit Equivalence Checking

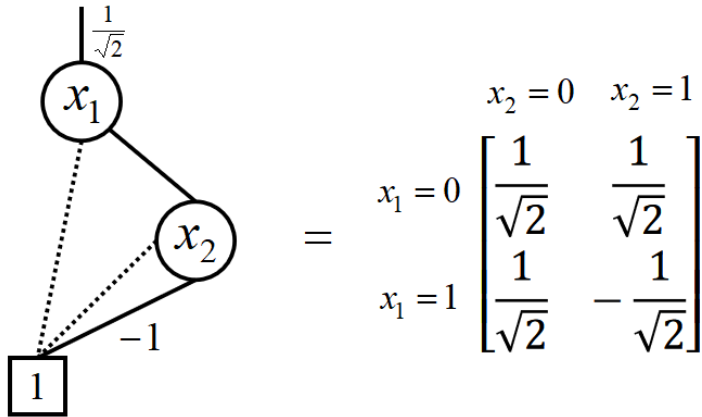
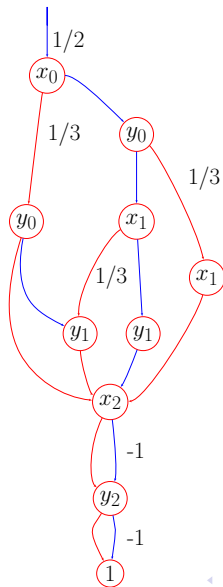


图: a TDD example



$$P = \frac{1}{6} \begin{bmatrix} 1 & -1 & 1 & -1 & 1 & -1 & 0 & 0 \\ -1 & 1 & -1 & 1 & -1 & 1 & 0 & 0 \\ 1 & -1 & 1 & -1 & 1 & -1 & 0 & 0 \\ -1 & 1 & -1 & 1 & -1 & 1 & 0 & 0 \\ 1 & -1 & 1 & -1 & 1 & -1 & 0 & 0 \\ -1 & 1 & -1 & 1 & -1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 3 & -3 \\ 0 & 0 & 0 & 0 & 0 & 0 & -3 & 3 \end{bmatrix}$$



Background

**Related work**

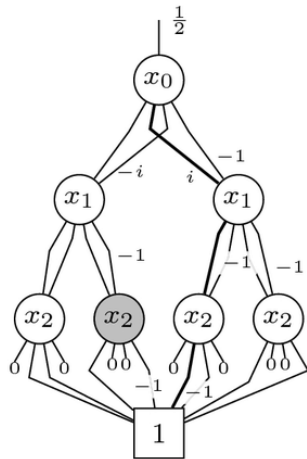
Work plan

QMC,early study on quantum model checking:

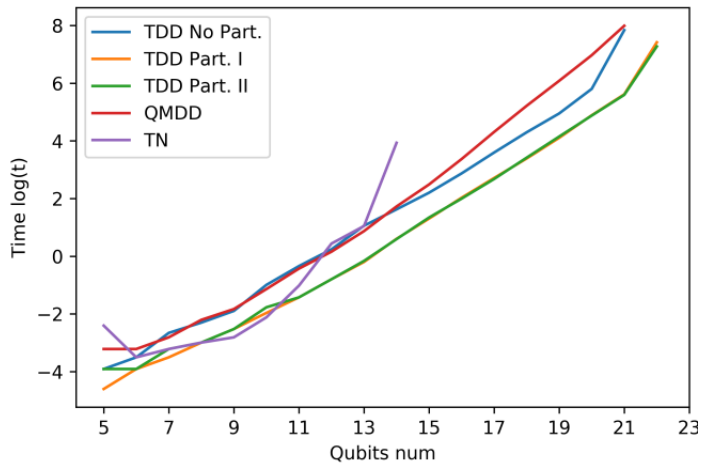
```
init 3; // Initialise 3-qubit system state
int teleportme := 0; /* 0 =  $|0\rangle$ , 1 =  $|1\rangle$ , 2 =  $|0\rangle+|1\rangle$ , 3 =  $|0\rangle-|1\rangle$  */
if ((teleportme==1) \/\ (teleportme==3)) do { X q0; };
if (teleportme>1) do { had q0; };
had q1; cnot q1 q2;
cnot q0 q1; had q0;
int a,b; a:= meas q0; b := meas q1;
if (b==1) do { X q2; }; if (a==1) do { Z q2; };
```

				Inputs				
				$x_0$	$x_1$	$x_2$		
				0	1	0		
Outputs	000	001	010	011	100	101	110	111
	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	$\frac{i}{2}$	0	$-\frac{i}{2}$
	$\frac{1}{2}$	0	$\frac{1}{2}$	0	$-\frac{i}{2}$	0	$\frac{i}{2}$	0
	$\frac{1}{2}$	0	$-\frac{1}{2}$	0	$-\frac{i}{2}$	0	$-\frac{i}{2}$	0
	0	$-\frac{1}{2}$	0	$\frac{1}{2}$	0	$-\frac{i}{2}$	0	$-\frac{i}{2}$
	0	$-\frac{i}{2}$	0	$-\frac{i}{2}$	0	$-\frac{1}{2}$	0	$\frac{1}{2}$
	$-\frac{i}{2}$	0	$-\frac{i}{2}$	0	$\frac{1}{2}$	0	$-\frac{1}{2}$	0
	$-\frac{i}{2}$	0	$\frac{i}{2}$	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0
	0	$\frac{i}{2}$	0	$-\frac{i}{2}$	0	$\frac{1}{2}$	0	$\frac{1}{2}$

(a) Matrix



(b) QMDD



Background

Related work

**Work plan**

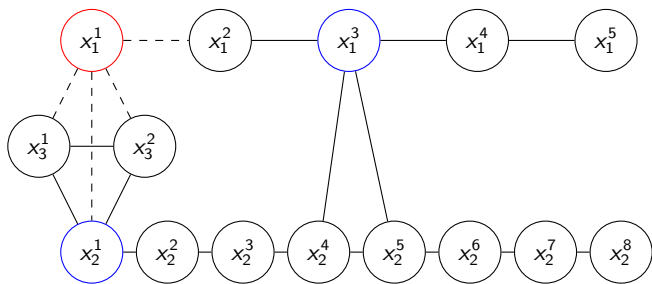


图: addition partition

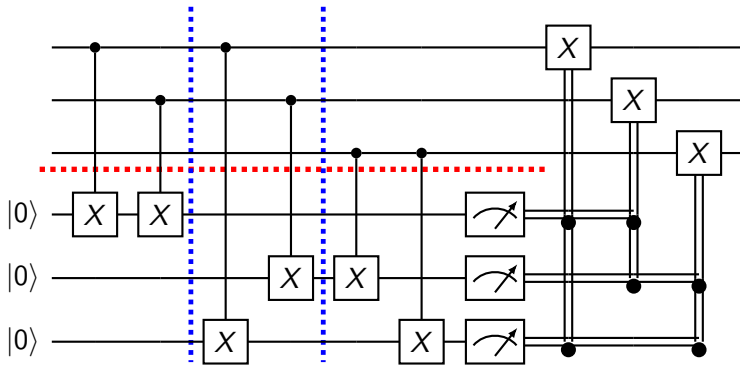


图: contraction partition



benchmark	basic	addition	contraction
Grover 20	~5min	~4min	~4sec
Quantum Fourier Transform 20	~20min	~11min	<1sec
Quantum Random walk 20	~6min	~4min	~15sec
Bernstein-Vazirani 50	~4min	~4min	~16sec
GHZ 500	~3sec	~1.5sec	~1.7sec

表: quantum image computation

Reachability space

Reachability problem

Actual problems

Hardware supports

Supports from professor Ying, Phd Hong et al.