

Classical and Quantum Information:

Exploring the abstract limits of Computation and Cognition

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⇒ WHAT IS INFORMATION?

⇒ WHAT DOES INFORMATION LOOK LIKE?

⇒ WHAT CAN YOU DO WITH INFORMATION?

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IN A DYNAMIC WORLD,

_____ acting on _____

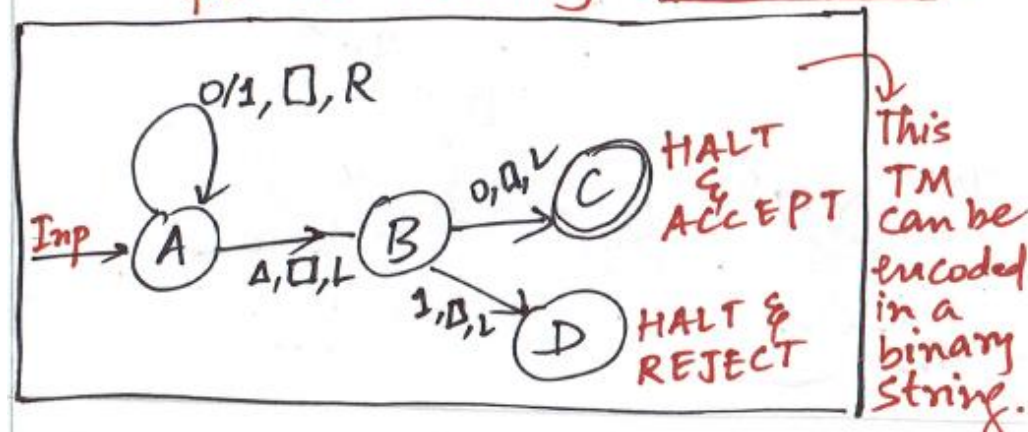
So far, we have:

? acting on Information
↳ in general
'A DEVICE!'

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EXAMPLE OF 'A DEVICE'

Turing machine that checks for a binary Even Num.



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Now,

'A DEVICE' acting on INFORMATION

↓ Becomes

INFORMATION acting on INFORMATION

↳ All we seem to have in our dynamic World!

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① WHAT MAKES INFORMATION INTERESTING ?

⇒ In the Physical World:
"Unpredictability"

⇒ In the Abstract World:
"Complexity"

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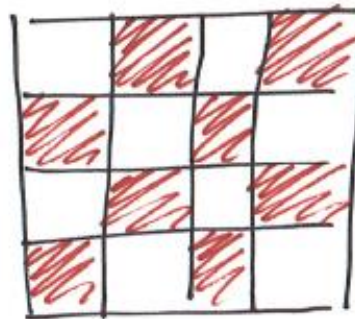
WHAT IS

COMPLEXITY ?

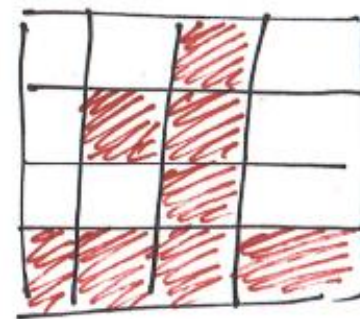
01010101 v/s 01100110
(A) (B)

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WHICH ONE IS MORE COMPLEX ?



(A)



(B)

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WHICH IS MORE COMPLEX ?

Addition v/s Multiplication

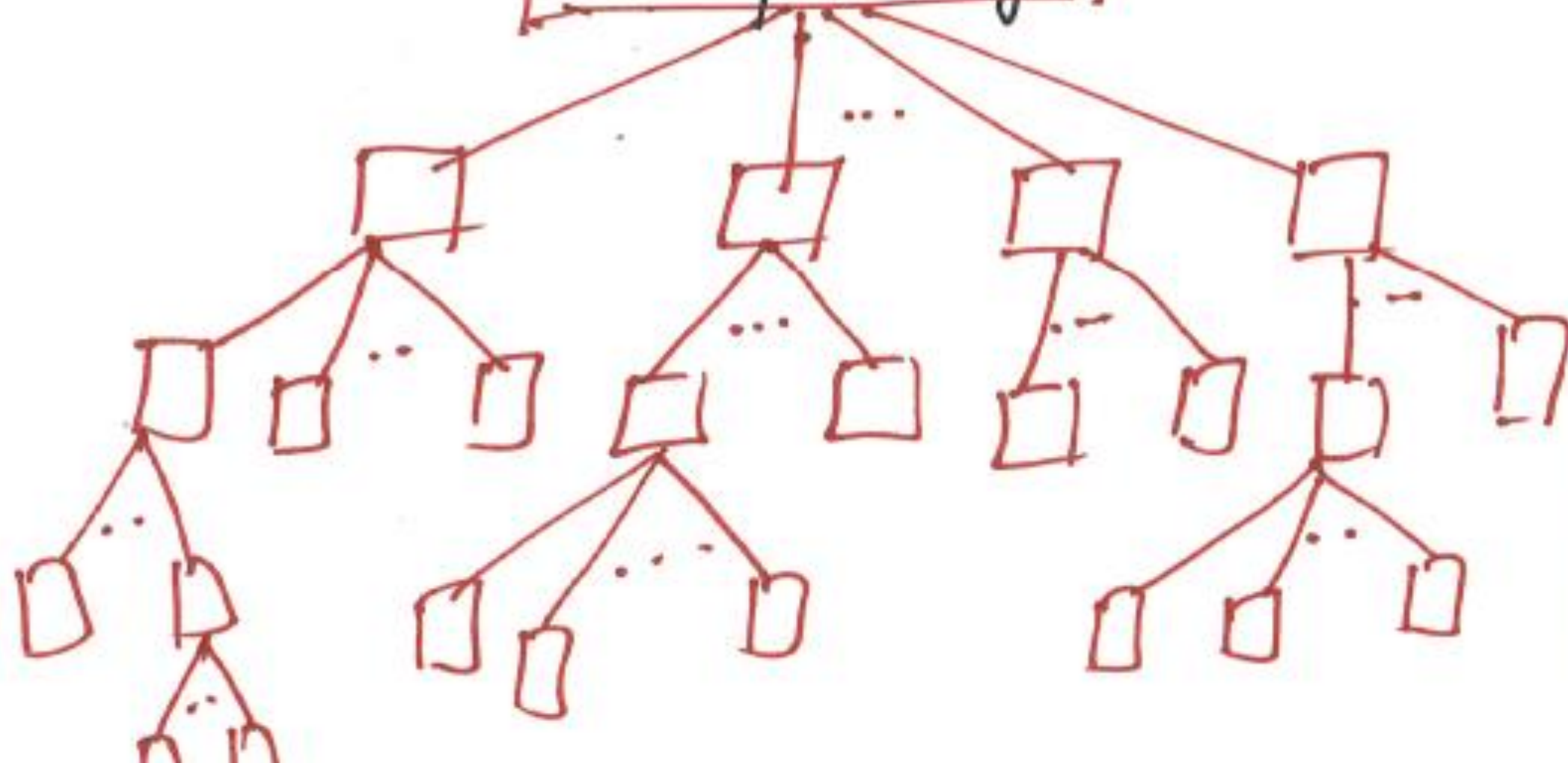
Is-A-Factor(x) v/s Is-A-Prime(x)

Determinant(A) v/s Inverse(A)

< But, why ?? >

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Complexity



Part I: Classical Information

WHAT IS THE STRENGTH OF TURING MACHINES?

Can compute any Recursive
function
i.e.

Can decide any Recursive
Language

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Computational Power of RNNs.

$RNN[\mathbb{Q}]$: Can decide all Turing
decidable Languages

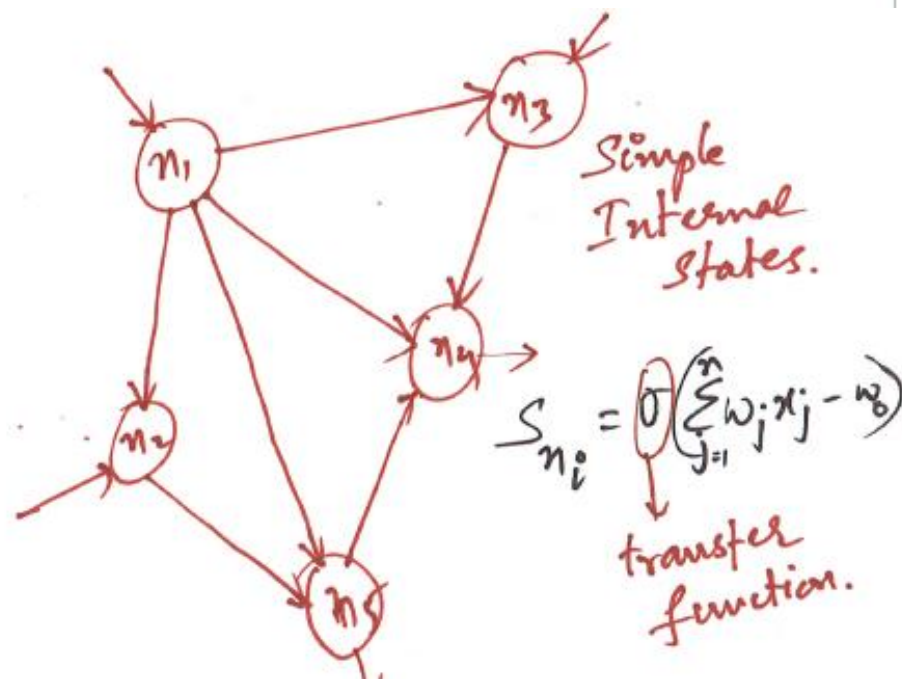
$RNN[\mathbb{R}]$: Can decide any
Language, but in
exponential time.

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But RNNs are just one
of Many Many
Neural Architectures!!

From Computational Capabilities
POV, the number of fundam-
entally different models is
very few!

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WHAT DECIDES THE COMPLEXITY?

- How states of neurons are computed?
- Cyclic / Acyclic Networks
- Symmetric / Asymmetric Connections
- Continuous / Discrete Update Methods
- So on ...

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LOADING PROBLEM

GIVEN:

1) Input

$\{(x_1, b_1), \dots, (x_m, b_m)\}$

$x_i \in \{0, 1\}^n, b_i \in \{0, 1\}$

2) Directed Acyclic Graph

TO COMPUTE:

Assignment of weights, such that,

$f(x_i) = b_i$
 $\forall i = 1 \dots m$

NP-COMplete!

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NEURAL CIRCUIT MINIMISATION

Is there a circuit with at most K neurons, such that f computed by it has $f(x_i) = b_i, \forall i = 1 \dots m$.

NP-Complete!

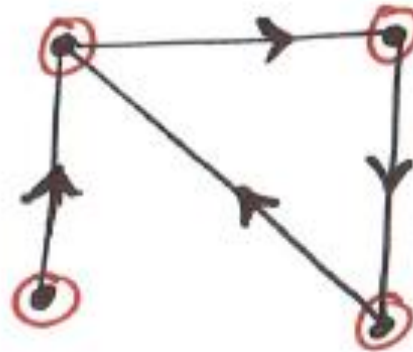
→ A slightly relaxed version?
⇒ with bounded poly. depth?

Still Intractable!

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Part I: Quantum Information

WHAT IS SPECIAL ABOUT
THIS GRAPH?



(Never happens in Nature)

Fundamental Law of Physics :-

Unique Future & Unique Past

BUT WHAT ABOUT QUANTUM
PHYSICS?

A QUBIT.

$$|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$$

Complex amplitudes
such that:
 $|\alpha|^2 + |\beta|^2 = 1.$

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CLASSICAL COMPUTATION:

⇒ Set Theory - dealing with
mainly Sets & Subsets.

QUANTUM COMPUTATION:

⇒ Spaces & Projections -
dealing with Subspaces,
eigen sub-spaces, etc.

→ MATRICES ⇒ LINEAR ALGEBRA!!

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Evolution Of a Quantum System

S_0 → start state - Superposition
of pure states
 M → Matrix with system evolution rules
↓ Unitary

$$S_1 = MS_0$$

$$S_t = MS_{t-1} = M^t S_0.$$

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OBSERVABLES & HERMITIAN MATRIX. OPERATOR

A → observable. (position / momentum / spin)

$|a\rangle$ → Hermitian Operator.
eigenket / eigen Vector.

$|a\rangle$ → eigen value
 $A|a\rangle = a|a\rangle$
 $AB \neq BA.$
state of Q. system

→ Measurements are Non-commutative. 21

MOST POPULAR QUANTUM ALGORITHMS

1. SHOR'S ALGORITHM
(TO FACTOR NUMBERS)
→ $\text{poly}(\log(N))$ → where 'N' is input no.
2. GROVER'S ALGORITHM
(SEARCHING UNSTRUCTURED
DATABASES)

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QUANTUM FAULT TOLERANCE.

A quantum computer with noise
can accurately simulate
an ideal quantum computer,
(provided noise is below a threshold).

In practise, errors can be
controlled as number of qubits
scales up.

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ADIABATIC OPTIMIZATION FOR NP-HARD PROBLEMS

⇒ Gradually changing conditions
allow system to adapt its configuration
⇒ To solve for optimisation problems.

(closely related to Quantum
Annealing)

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QUANTUM FOURIER TRANSFORM

→ Linear Transformation on
'Qubits'.

→ Quantum Analogue of
DFT.

→ Used Extensively; SHOR'S Algo, etc.

Input: 'n'-bits:

C. DFT → $O(n \cdot 2^n)$ gates; QFT → $O(n^2)$ gates.

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QUANTUM ALGORITHMS FOR MACHINE LEARNING.

Quantum PCA.

Quantum K-neighbours (nearest)

Quantum RL.

Quantum Netflix Recommendation¹
-dation

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ADIABATIC ALGORITHM.

↳ QUANTUM ANALOGUE
OF SIMULATED
ANNEALING.

(For global minima of
a discrete search space).

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QUANTUM SAMPLING

Important for probabilistic
Learning, Deep Learning, etc.

To find optimal control
parameters that best represent
the empirical distribution
of a given data-set.

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QUANTUM TUNNELING. & ML.

"from dual
nature of
particles".



↳ None of the
possibilities have
zero probability!

OPTIMISATION ⇒ FINDING
GLOBAL OPTIMA!

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WHERE IN NATURE?

- PHOTOSYNTHESIS.
- OLFACTION.
- NAVIGATION IN EUROPEAN ROBINS.
- BACTERIA — Q. RANDOM WALK
- SO... ON....

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OTHER THAN LEARNING ALGORITHMS.

- PRIVACY in Database Query, Search engines.
- Quantum Finance — to replace computational Finance for faster Analytic solvers.
- Piracy → of Software, etc.

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QUANTUM IS
MYSTERIOUS....

MIND IS
MYSTERIOUS....

THEREFORE, THEY
MUST BE RELATED
SOMEHOW ???



:P

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WHAT IF? (o_o)

- Free-will discussions!
- Thousands of Brain Scans!

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THIS WAS

QUANTAMIZED
CLASSICAL COMPUTATION...
& CLASSICAL AI.....

WHAT ABOUT THE ACTUAL
QUANTUM COMPUTATION
& QUANTUM AI ??...

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PATTERN RECOGNITION

classical Info. & classical computers	classical Info. & Quantum Computers
Quantum Info. & classical computers	Quantum Info. & Quantum Computers

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QUANTUM LOGIC
GATES.

SQUARE ROOT OF 'NOT'
GATE.

$$\sqrt{\text{NOT}} = \frac{1}{2} \begin{bmatrix} 1+i & 1-i \\ 1-i & 1+i \end{bmatrix}$$

$$\sqrt{\text{NOT}} \sqrt{\text{NOT}} = \text{NOT} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

MORE LOGIC ~ MORE VARIETY OF EXP. 36

Remembering Stephen Hawking....

Crazy possibility of Ultra-Computation with Black
holes 😊

BLACK HOLE INFORMATION PARADOX.

Hawking
Radiation



\equiv black body radiation
near event horizon
due to Quantum Effects.

$$R = \frac{2MG}{c^2}$$

BLACK HOLES & COMPUTATION.

Connecting limits of Geometry
Of Space-Time to
Computational Capacity..

$$t \propto \frac{1}{E}$$

NEED FOR QUANTUM GRAVITY...

Questions?

Apologies for the terrible handwriting in the slides! 😊

Contact: gm.sushravya@gmail.com

I thoroughly enjoyed answering fantastic questions from my brilliant audience..
Thank you! I hope you found some interesting ideas to play around with 😊..
Feel free to contact for any doubts or further readings!

Best,
Shravya