

QUANTUM INFORMATION EFFECTS

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THE COST OF COMPUTATION

Time and space.

Usually not considered: *information cost*.

INFORMATION COST

$inc :: \text{int32} \rightarrow \text{int32}$

$inc\ n = n + 1$

$reset :: \text{int32} \rightarrow \text{int32}$

$reset\ n = 0$

What is the information cost of inc and $reset$?

- Applying inc is free (input always recoverable from output).
- Applying $reset$ costs 32 bits of information (input *never* recoverable from output).

But we can't see this in the type signatures.

CLASSICAL INFORMATION EFFECTS

Idea (James & Sabry, POPL '12):

Classical computation = Classical *reversible* computation + information effects.

erase :: $b \rightsquigarrow 1$

create :: $1 \rightsquigarrow b$

Is there an analogous result for the quantum case?

QUANTUM MIXED STATES AND MEASUREMENT

Classical states: $(\begin{smallmatrix} 1 & 0 \\ 0 & 0 \end{smallmatrix}), (\begin{smallmatrix} 0 & 0 \\ 0 & 1 \end{smallmatrix})$

Probabilistic mix: e.g., $\left(\begin{smallmatrix} \frac{1}{4} & 0 \\ 0 & \frac{3}{4} \end{smallmatrix}\right), \left(\begin{smallmatrix} \frac{1}{2} & 0 \\ 0 & \frac{1}{2} \end{smallmatrix}\right)$.

Superposed quantum states: e.g., $\left(\begin{smallmatrix} \frac{1}{4} & \frac{3}{8} \\ \frac{3}{8} & \frac{3}{4} \end{smallmatrix}\right), \left(\begin{smallmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{smallmatrix}\right)$.

Measurement:

- Wave function collapse?
- The *observer effect*: $(\begin{smallmatrix} a & b \\ c & d \end{smallmatrix}) \mapsto (\begin{smallmatrix} a & 0 \\ 0 & d \end{smallmatrix})$

QUANTUM INFORMATION COST

not :: qubit → qubit

$$\text{not } q = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} q \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$

measure :: qubit → qubit

$$\text{measure } \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{pmatrix} a & 0 \\ 0 & d \end{pmatrix}$$

What is the information cost of *not* and *measure*?

- Applying *not* is free.
- Applying *measure* costs 1 qubit of quantum information.

The observer effect destroys quantum information!

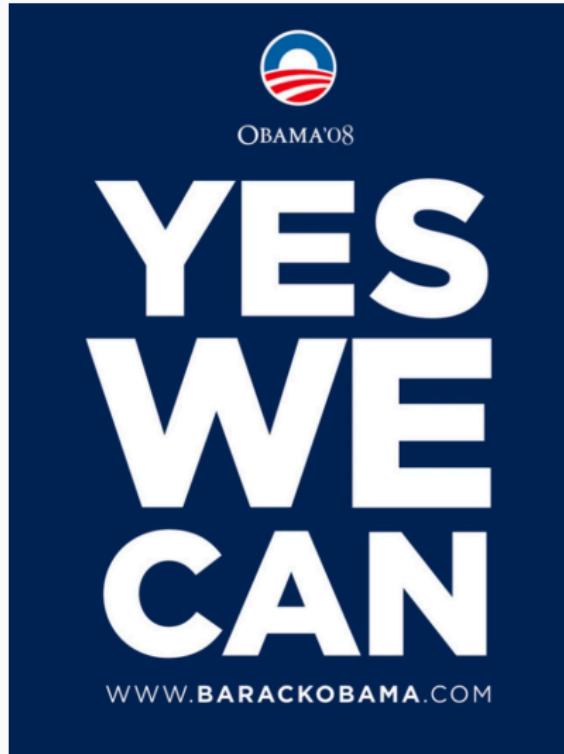
QUANTUM INFORMATION EFFECTS

James & Sabry, POPL '12: Classical computation is reversible computation with information allocation and erasure.

Can we make sense of *quantum measurement* and *the observer effect* by similar means?

- Is the observer effect a computational effect?
- Are pure states computationally pure?

QUANTUM INFORMATION EFFECTS

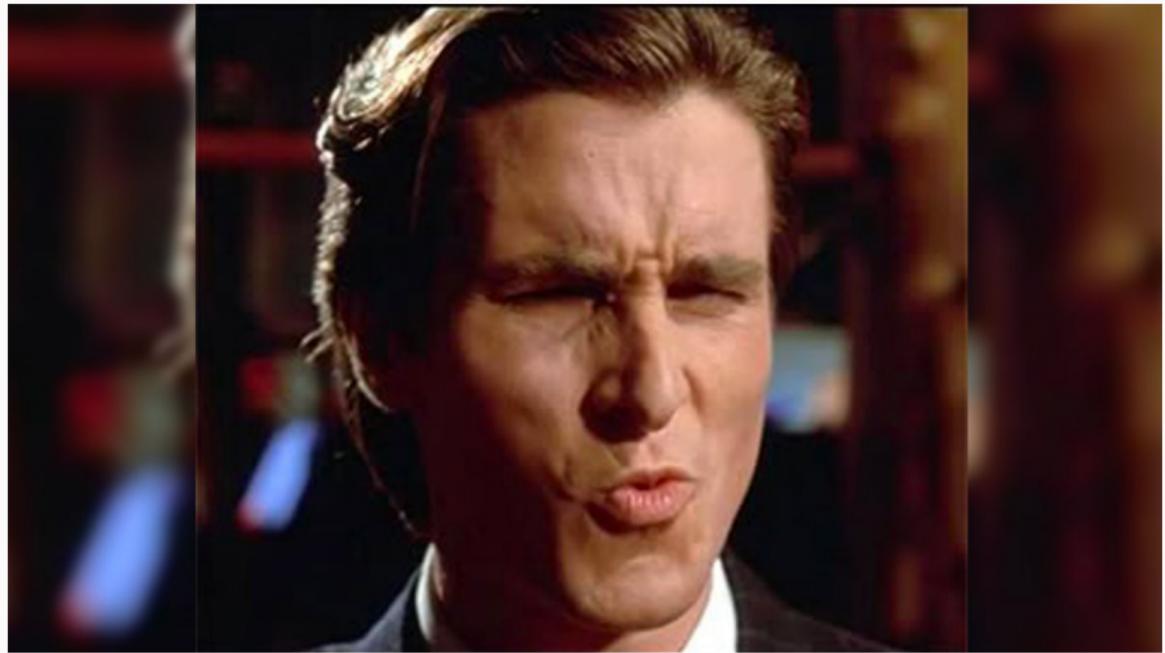


...and yes, they are!

QUANTUM INFORMATION EFFECTS

- (i) Introduce $\mathcal{U}\Pi$ (“yuppie”), a reversible quantum combinator language (based on the classical combinator language Π).
- (ii) Extend $\mathcal{U}\Pi$ with *allocation*, yielding $\mathcal{U}\Pi_a$ (“yuppie-a”).
- (iii) Extend $\mathcal{U}\Pi_a$ with a *hiding*, yielding $\mathcal{U}\Pi_a^\chi$ (“yuppie-chi-a”).
- (iv) Argue that $\mathcal{U}\Pi_a^\chi$ can account for measurement.

$\mathcal{U}\Pi$: UNITARY Π



$\mathcal{U}\Pi$: UNITARY Π

Syntax

$b ::= 0 \mid 1 \mid b + b \mid b \times b$	(base types)
$t ::= b \leftrightarrow b$	(combinator types)
$a ::= id \mid swap^+ \mid unit^+ \mid uniti^+ \mid assoc^+ \mid associ^+$	
$\mid swap^\times \mid unit^\times \mid uniti^\times \mid assoc^\times \mid associ^\times$	
$\mid distrib \mid distribi \mid distribo \mid distriboi$	(primitive combinators)
$c ::= a \mid c \circ c \mid c + c \mid c \times c$	(combinators)

Typing rules

id	:	$b \leftrightarrow b$:	id
$swap^+$:	$b_1 + b_2 \leftrightarrow b_2 + b_1$:	$swap^+$
$unit^+$:	$b + 0 \leftrightarrow b$:	$uniti^+$
$assoc^+$:	$(b_1 + b_2) + b_3 \leftrightarrow b_1 + (b_2 + b_3)$:	$associ^+$
$swap^\times$:	$b_1 \times b_2 \leftrightarrow b_2 \times b_1$:	$swap^\times$
$unit^\times$:	$b \times 1 \leftrightarrow b$:	$uniti^\times$
$assoc^\times$:	$(b_1 \times b_2) \times b_3 \leftrightarrow b_1 \times (b_2 \times b_3)$:	$associ^\times$
$distrib$:	$b_1 \times (b_2 + b_3) \leftrightarrow (b_1 \times b_2) + (b_1 \times b_3)$:	$distribi$
$distribo$:	$b \times 0 \leftrightarrow 0$:	$distriboi$
$c_1 : b_1 \leftrightarrow b_2 \quad c_2 : b_2 \leftrightarrow b_3$		$c_1 : b_1 \leftrightarrow b_3 \quad c_2 : b_2 \leftrightarrow b_4$		$c_1 : b_1 \leftrightarrow b_3 \quad c_2 : b_2 \leftrightarrow b_4$
$\frac{}{c_1 \circ c_2 : b_1 \leftrightarrow b_3}$		$\frac{}{c_1 + c_2 : b_1 + b_2 \leftrightarrow b_3 + b_4}$		$\frac{}{c_1 \times c_2 : b_1 \times b_2 \leftrightarrow b_3 \times b_4}$

$\mathcal{U}\Pi$: UNITARY Π

Syntax

$$a ::= \dots \mid phase_{\varphi} \mid hadamard \quad (\text{primitive combinators})$$

Typing rules

$$\begin{array}{llll} phase_{\varphi} & : & 1 \leftrightarrow 1 & : phase_{\bar{\varphi}} \\ hadamard & : & 1 + 1 \leftrightarrow 1 + 1 & : hadamard \end{array}$$

$\mathcal{U}\Pi$ is Π extended with two distinctly quantum combinators, $phase_{\varphi}$ and $hadamard$.

All of these are *unitaries*: reversible quantum computations.

Theorem (Expressivity): $\mathcal{U}\Pi$ is approximately universal for $2^n \times 2^n$ unitaries.

$\mathcal{U}\Pi_a$: $\mathcal{U}\Pi$ WITH ALLOCATION

Syntax

$$b ::= 0 \mid 1 \mid b + b \mid b \times b \quad (\text{base types})$$

$$t ::= b \rightarrowtail b \quad (\text{combinator types})$$

$$c ::= \text{lift } u \quad (\text{primitive combinators})$$

Typing rules

$$\frac{u : b_1 + b_3 \leftrightarrow b_2}{\text{lift } u : b_1 \rightarrowtail b_2}$$

Extends $\mathcal{U}\Pi$ with the ability to allocate from a hidden heap.

Allocation $\text{alloc} : 0 \rightarrowtail b$ implemented as lifted left unit:

$$\frac{(\text{swap}^+ ; \text{unit}^+) : 0 + b \leftrightarrow b}{\text{lift}(\text{swap}^+ ; \text{unit}^+) : 0 \rightarrowtail b}$$

Extends to an *arrow with choice* over $\mathcal{U}\Pi$, allowing definition of *arr*, \ggg , *first*, *left*, etc.

$\mathcal{U}\Pi_a$: $\mathcal{U}\Pi$ WITH ALLOCATION

Using *alloc* and the other arrow combinators, we can further define a *classical cloning* combinator $\text{clone} : b \rightarrow b \times b$.

All of these are *isometries*: (roughly) injective quantum computations.

Theorem (Expressivity): $\mathcal{U}\Pi_a$ is approximately universal for $2^n \times 2^m$ isometries.

$\mathcal{U}\Pi_a^\chi$: $\mathcal{U}\Pi$ WITH HIDING AND ALLOCATION



$\mathcal{U}\Pi_a^\chi$: $\mathcal{U}\Pi$ WITH HIDING AND ALLOCATION

Syntax

$$\begin{array}{ll} b ::= 0 \mid 1 \mid b + b \mid b \times b & \text{(base types)} \\ t ::= b \rightsquigarrow b & \text{(combinator types)} \\ c ::= \text{lift } v & \text{(primitive combinators)} \end{array}$$

Typing rules

$$\frac{v : b_1 \rightarrowtail b_2 \times b_3 \quad b_3 \text{ inhabited}}{\text{lift } v : b_1 \rightsquigarrow b_2}$$

Extends $\mathcal{U}\Pi_a$ with the ability to discard information to a hidden garbage dump.

Implements $\text{discard} : b \rightsquigarrow 1$ as inverse left unit:

$$\frac{(\text{uniti}^\times \circ \text{swap}^\times) : b \leftrightarrow 1 \times b}{\text{lift}(\text{uniti}^\times \circ \text{swap}^\times) : b \rightsquigarrow 1}$$

As with $\mathcal{U}\Pi_a$, this extends to an arrow with choice.

$\mathcal{U}\Pi_a^\chi$: $\mathcal{U}\Pi$ WITH HIDING AND ALLOCATION

Using *discard* and the other combinators, we can derive (among other things)

- projections $fst : b \times b' \rightsquigarrow b$ and $snd : b \times b' \rightsquigarrow b'$, and
- measurement $measure : b \rightsquigarrow b$.

All of these are *quantum channels*: arbitrary quantum computations on mixed states (CPTP maps).

Theorem (Expressivity): $\mathcal{U}\Pi_a^\chi$ is approximately universal for quantum channels.

MEASUREMENT AND DECOHERENCE

$$\text{measure} = \text{clone} \ggg \text{fst}$$

This aligns with the explanation of measurement offered by *decoherence*:

- *clone* prepares a new qubit, then applies (reversible) operations to perfectly entangle our qubit with the newly prepared one; then
- when *fst* is applied, we *forget* one half of the prepared system, from which point on it can be considered no different from any other part of the environment.

This is precisely a process for leaking information into the environment: no “actual” wave function collapse happens during this process, but having forgotten a part of the system, it appears so from the inside.

CONCLUDING REMARKS

- Quantum information effects give a type-level separation between quantum programs with and without quantum measurement, and gives an account of measurement through allocation and hiding.
 - Slogan: *The observer effect is a computational effect.*
 - Corollary: *Pure states are computationally pure.*
- Things I didn't mention:
 - Categorical semantics of $\mathcal{U}\Pi$, $\mathcal{U}\Pi_a$, and $\mathcal{U}\Pi_a^\chi$ based on universal constructions applied to rig-categories.
 - Purely categorical statement of Toffoli's *fundamental theorem of reversible computation*.
 - Reasoning about measurement using rig-categories instead of Hilbert spaces.
 - Interpretation of quantum gate sets as well as quantum flow charts (without iteration).
- Read the paper! (artifact also available)
- Happy to chat and answer questions, email me at robin.kaarsgaard@ed.ac.uk to book Zoom meeting.