장경배

https://youtu.be/9fpshCktcRM





Project

Dear Anubhab,

Here are few discussion basis for tomorrow. You may share these with the Korean team.

Arithmetic for Finance

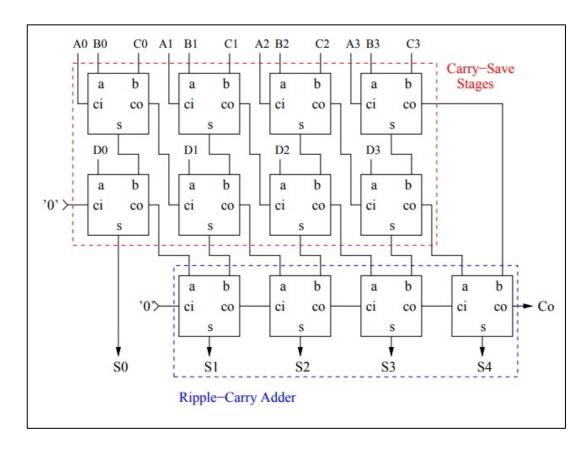
- · f_k(s) = max (s k, 0) → this is basically adder with 2's complement, and then checking the sign-bit. If negative then 0 is ans.
- g(x) = max (S 0 exp (\sigma x + c) k, 0) → this can be compared with the basic modular exponentiation circuits used for Shor's. Quite a few references are there https://arxiv.org/abs/1207.0511 , https://arxiv.org/abs/1202.6614

Carry-save Adder: Generic arithmetic

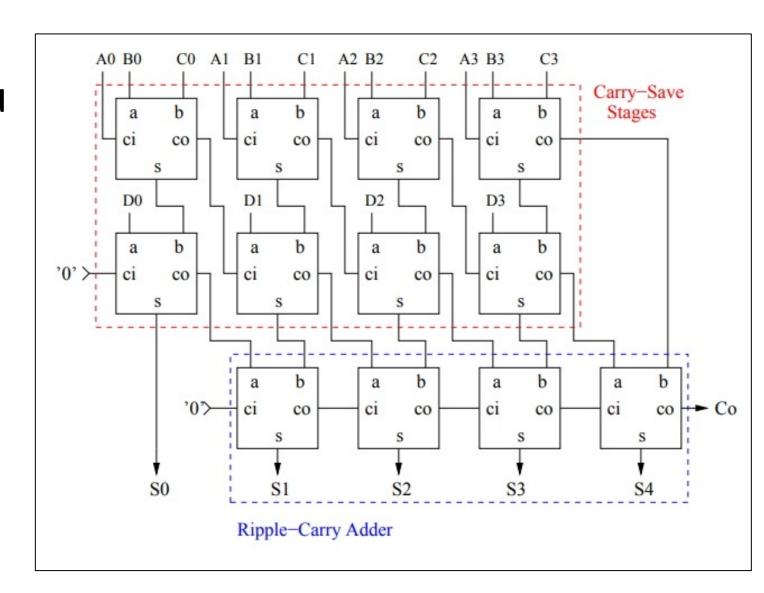
Here are a few ideas starting with Quantum carry-save adder, which can be also utilized for Quantum multiplier implementation. Carry-save adders are extension of 2-operand adders, which we typically need for multiplications.

- 1. This is a work from 1998 https://arxiv.org/abs/quant-ph/9808061 the most cited one in Quantum carry save adders. For carry save adders, majority logic can be implemented in a chained form https://ieeexplore.ieee.org/abstract/document/7909019 resulting in significant delay reduction. We can use the chained majority logic technique to reduce the overall Quantum carry-save adder delay (T-depth).
- 2. Use this improved quantum carry save adder for designing efficient quantum multiplier. We did a prior work on toom-cook multiplication (https://journals.aps.org/pra/abstract/10.1103/PhysRevA.98.012311), which includes some benchmarked results. That can be used for a basis of comparison.
- 3. Use Gidney's logical-and technique for reducing Qubit count for (1) and (2).
- 4. Use large Toffoli gates (higher radix idea from Siyi) to reduce T-depth for (1) and (2).

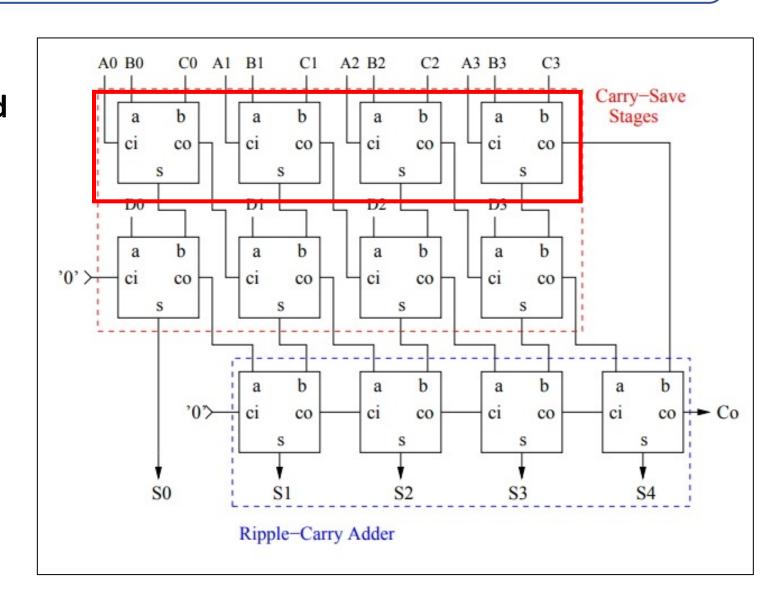
- 3개 이상의 덧셈을 효율적으로 수행하기 위한 덧셈기
 - 3 operands version: **a** + **b** + **c**
 - 4 operands version: a + b + c + d



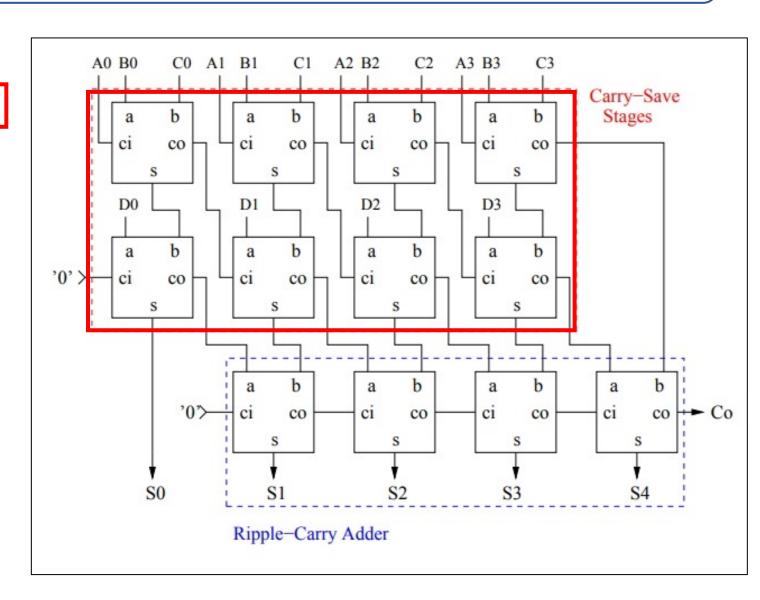
- 3 operands version: **a** + **b** + **c**
- 4 operands version: **a** + **b** + **c** + **d**



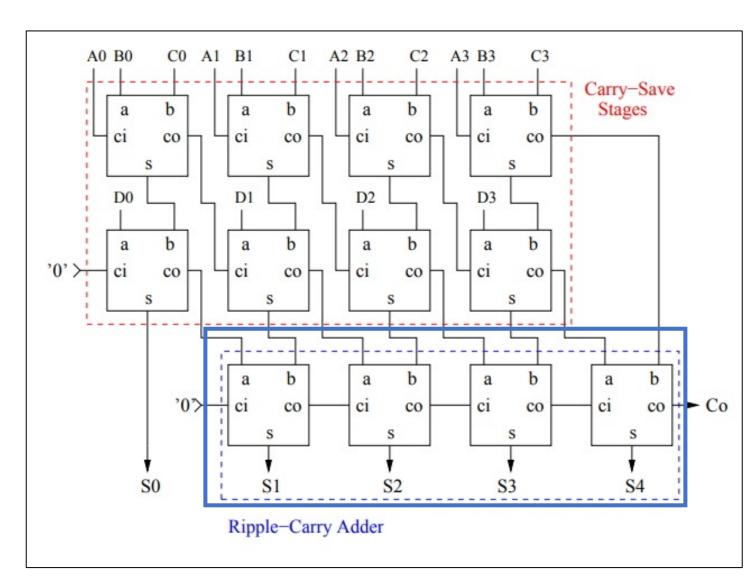
- 3 operands version: a + b + c
- 4 operands version: a + b + c + d



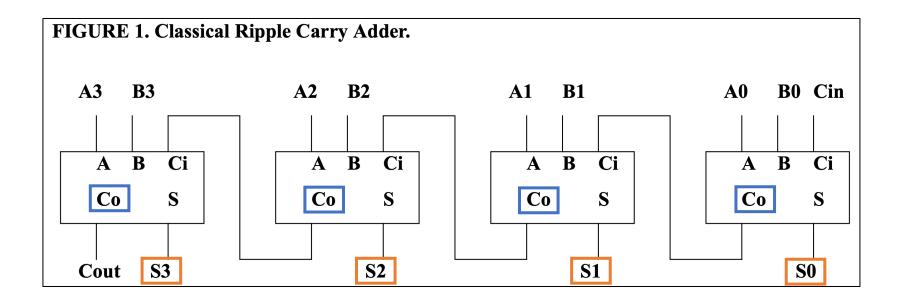
- 3 operands version: **a** + **b** + **c**
- 4 operands version: a + b + c + d



• carry-save 단계 이후, 단순 덧셈 수행

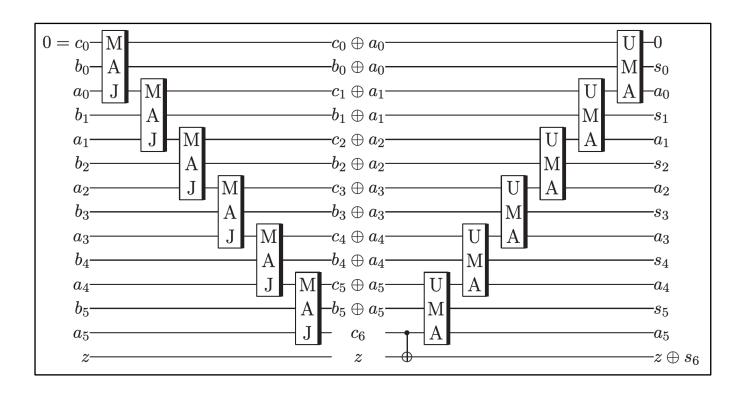


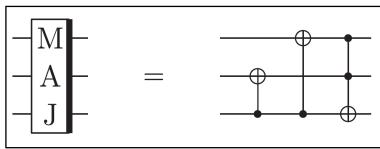
- 양자 버전의 carry-save adder는 1988년 Gosset의 논문이 유일
 - Classical carry-save adder 구조와 동일
 - Carry-save 단계에서는, S와 C 두 값을 output으로 출력
 - S는 Sum, C는 Carry 값을 저장, Ex) 1+1+1 → S = 1, C = 1

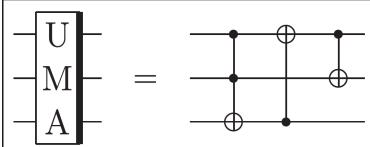


Ripple-Carry Adder

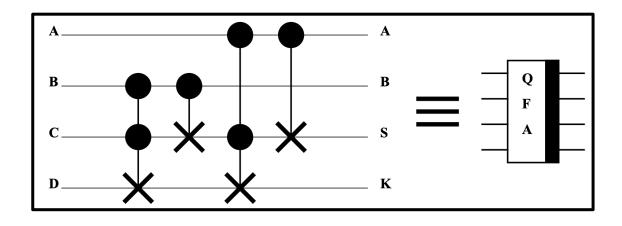
• Ripple-carry adder에서의 MAJoirty, UnMAjority 게이트







• Quantum carry save adder에서의 MAJ와 UMAJ



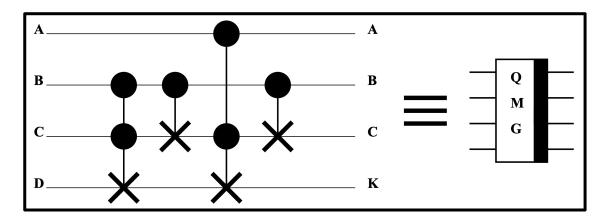
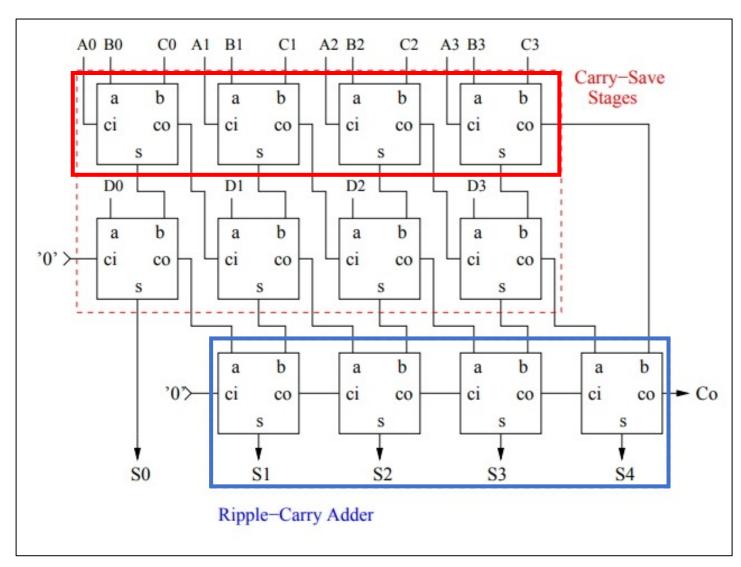


TABLE 2. Quantum Full Adder.

<u>Input</u>				<u> Οι</u>	<u>Output</u>			
<u>D</u>	<u>C</u>	<u>B</u>	<u>A</u>	<u>K</u>	<u>S</u>	<u>B</u>	<u>A</u>	
0	0	0	0	0	0	0	0	
0	0	0	1	0	1	0	1	
0	0	1	0	0	1	1	0	
0	0	1	1	1	0	1	1	
0	1	0	0	0	1	0	0	
0	1	0	1	1	0	0	1	
0	1	1	0	1	0	1	0	
0	1	1	1	1	1	1	1	
1	0	0	0	1	0	0	0	
1	0	0	1	1	1	0	1	
1	0	1	0	1	1	1	0	
1	0	1	1	0	0	1	1	
1	1	0	0	1	1	0	0	
1	1	0	1	0	0	0	1	
1	1	1	0	0	0	1	0	
1	1	1	1	0	1	1	1	

• 3 operands version: **a** + **b** + **c**



• 4 operands version: $\mathbf{a} + \mathbf{b} + \mathbf{c} + \mathbf{d}$

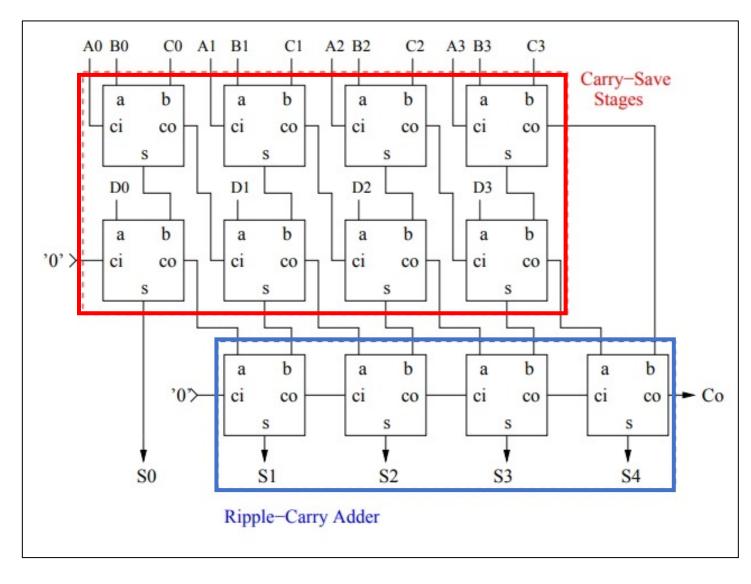
```
for i in range(n):
    CSA(eng, a[i], b[i], c[i], ancilla_0[i]) # c is sum, ancilla is carry

new_a = eng.allocate_qubit()
for i in range(n-1):
    new_a.append(ancilla_0[i]) # ancilla[n] = first highest carry

for i in range(n):
    CSA(eng, new_a[i], d[i], c[i], ancilla_1[i]) # c is sum, ancilla is carry

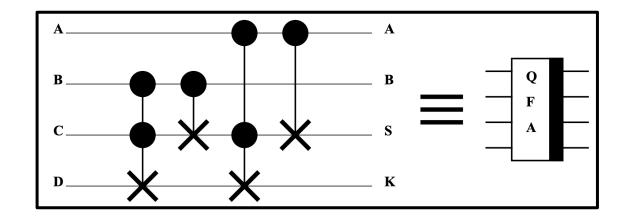
c.append(ancilla_0[n-1])

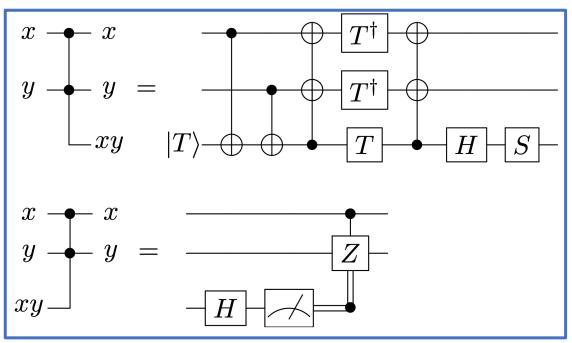
CDKM_no_modular(eng, ancilla_1, c[1:n+1], input_c, output_c, n)
c.append(output_c)
```



Demo

• Majority gate의 Toffoli gate를 logical AND gate로 교체

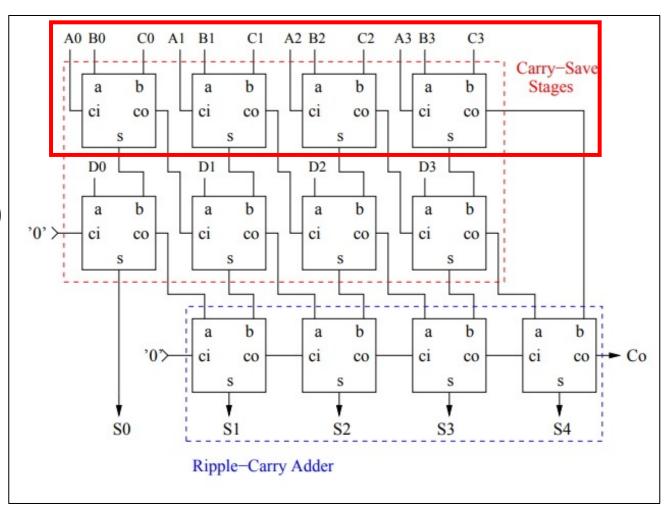




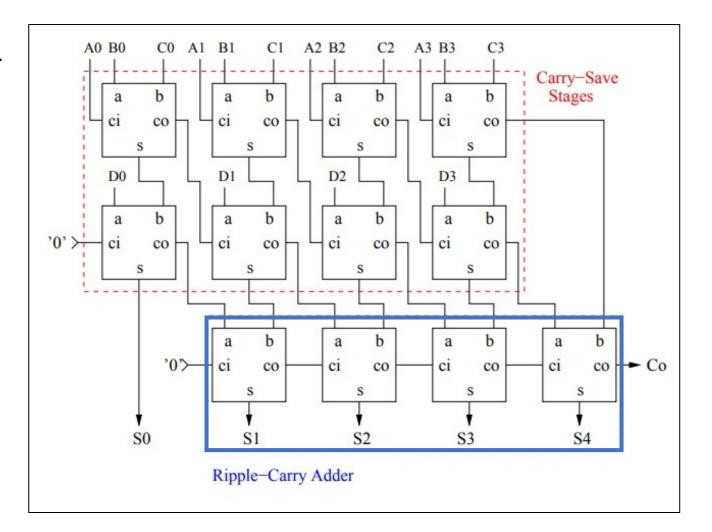
Majority Logic Formulations for Parallel Adder Designs at Reduced Delay and Circuit Complexity

Vikramkumar Pudi, K. Sridharan, Senior Member, IEEE and F. Lombardi, Fellow, IEEE

- 위 논문 (Classical) 기법을 적용 (Quantum)
 - Majority 게이트들이 체인 형식으로 구현되어 복잡도를 크게 감소시킴



- 마지막, 단일 덧셈에 대해 다양한 양자 덧셈기 적용 & 자원 비교
 - CDKM
 - Takahashi
 - Gidney
 - •



- 더 많은 operand로의 확장 (4개의 operand 단위로 구분 시키는 것 같음)
 - a + b + c + d + e + f ...
- 구현 플랫폼 Cirq (Qiskit, Q# ...)로 포팅

감사합니다