

Methods for Processing Quantum Circuits

from the context of the IBM Q Hub

Dr. Wolfgang Alexander Gehrke

Universität der Bundeswehr München
Research Institute CODE

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Some Background

- ingredients for quantum computing

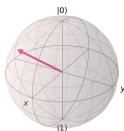
complex numbers $|\psi\rangle = \begin{pmatrix} \alpha \\ \beta \end{pmatrix} = \alpha \begin{pmatrix} 1 \\ 0 \end{pmatrix} + \beta \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \alpha |0\rangle + \beta |1\rangle$

probability theory $P(M(|\psi\rangle)) = \begin{cases} 0 = |\alpha|^2 \\ 1 = |\beta|^2 \end{cases} \quad |\alpha|^2 + |\beta|^2 = 1$

linear algebra $|\psi\rangle \in \mathbb{C}^2, \otimes : \mathbb{H}_m \times \mathbb{H}_n \rightarrow \mathbb{H}_{mn}, \langle Uv | Uw \rangle = \langle v | w \rangle$

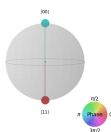
- visualizations $|\psi\rangle = e^{-i\phi/2} \sin \frac{\theta}{2} |0\rangle + e^{i\phi/2} \cos \frac{\theta}{2} |1\rangle$

Bloch sphere



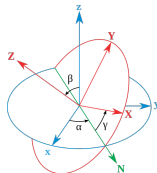
superposition

Qsphere



entanglement

1Qubit-operations

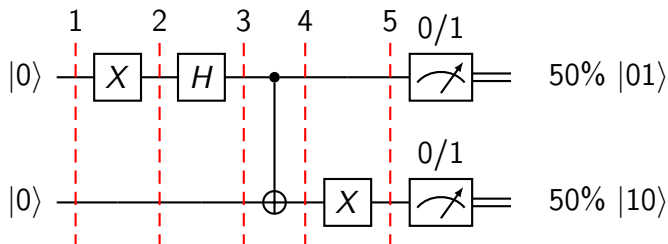


rotation

n Qubits

require \mathbb{C}^{2^n}

The Circuit Model



1	2	3	4	5
$\begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \\ 1 \\ 0 \end{pmatrix}$	$\begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ -\frac{1}{\sqrt{2}} \\ 0 \end{pmatrix}$	$\begin{pmatrix} \frac{1}{\sqrt{2}} \\ 0 \\ 0 \\ -\frac{1}{\sqrt{2}} \end{pmatrix}$	$\begin{pmatrix} 0 \\ \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \\ 0 \end{pmatrix}$
$ 00\rangle$	$ 10\rangle$	$\frac{1}{\sqrt{2}}(00\rangle - 10\rangle)$	$\frac{1}{\sqrt{2}}(00\rangle - 11\rangle)$	$\frac{1}{\sqrt{2}}(01\rangle - 10\rangle)$

The Theory

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \quad S = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \quad T = \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{4}} \end{pmatrix} \sim \begin{pmatrix} e^{\frac{-i\pi}{8}} & 0 \\ 0 & \frac{i\pi}{8} \end{pmatrix}$$

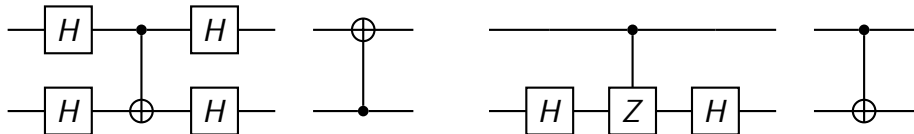
$$CX = |00\rangle\langle 00| + |01\rangle\langle 01| + |11\rangle\langle 10| + |10\rangle\langle 11| : |xy\rangle \rightarrow |x(x \oplus_2 y)\rangle$$

universal quantum gate set $\{CX, U\}$ i.e. CNOT with all 1Qubit-ops

Gottesman-Knill theorem $\{CX, H, S\}$ can be *effectively* simulated

Solovay-Kitaev theorem $\{CX, H, T\}$ can *efficiently* approximate

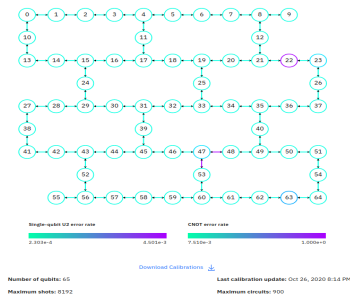
$$U(\theta, \phi, \lambda) = R_z(\phi)R_y(\theta)R_z(\lambda) = \begin{pmatrix} e^{-i(\phi+\lambda)/2} \cos \frac{\theta}{2} & -e^{-i(\phi-\lambda)/2} \sin \frac{\theta}{2} \\ e^{i(\phi-\lambda)/2} \sin \frac{\theta}{2} & e^{i(\phi+\lambda)/2} \cos \frac{\theta}{2} \end{pmatrix}$$



$$SWAP = CX_{\downarrow} \circ CX_{\uparrow} \circ CX_{\downarrow} = CX_{\uparrow} \circ CX_{\downarrow} \circ CX_{\uparrow}$$

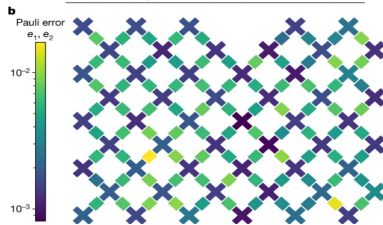
Real Devices

IBM 2020



Google 2019

	Average error	Isolated	Simultaneous
Single-qubit (e_1)	0.15%		0.16%
Two-qubit (e_2)	0.36%		0.62%
Two-qubit, cycle (e_{2c})	0.65%		0.93%
Readout (e_r)	3.1%		3.8%



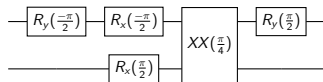
AQT (ion-trap ca. 50 Qubits):

2Q Ops Ising- $XX(\frac{\pi}{2n})$ gate

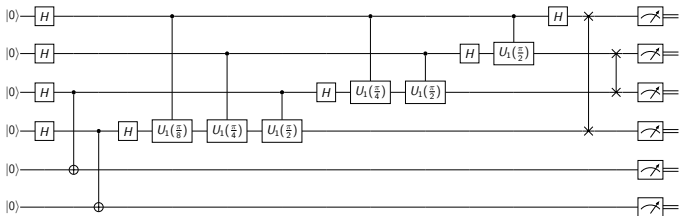
connectivity all-to-all

fidelity \sim 1Q:99.7% 2Q:99.5%

CNOT \downarrow equivalent:



A Language for Circuits



```

OPENQASM 2.0;
include "qelib1.inc";
qreg qx[4];
qreg qy[2];
creg mx[4];
creg my[2];
gate mod4 a,b,c,d,e,f { cx c,e; cx d,f; }
gate qft4 q0,q1,q2,q3 {
  h q3; cu1(pi/8) q0,q3; cu1(pi/4) q1,q3; cu1(pi/2) q2,q3;
  h q2; cu1(pi/4) q0,q2; cu1(pi/2) q1,q2;
  h q1; cu1(pi/2) q0,q1; h q0; swap q0,q3; swap q1,q2; }
h qx;
mod4 qx[0],qx[1],qx[2],qx[3],qy[0],qy[1];
qft4 qx[0],qx[1],qx[2],qx[3];
measure qx -> mx;
measure qy -> my;

```

```

// file: qelib1.inc
gate u3(theta,phi,lambda) q
  { U(theta,phi,lambda) q; }
gate u2(phi,lambda) q { U(pi/2,phi,lambda) q; }
gate u1(lambda) q { U(0,0,lambda) q; }
gate cx c,t { CX c,t; }
gate id a { U(0,0,0) a; }
gate x a { u3(pi,0,pi) a; }
gate y a { u3(pi,pi/2,pi/2) a; }
gate z a { u1(pi) a; }gate h a { u2(0,pi) a; }
gate s a {u1(pi/2) a;}gate sdg a {u1(-pi/2) a;}
gate t a {u1(pi/4) a;}gate tdg a {u1(-pi/4) a;}
gate ccx a,b,c {h c; cx b,c; tdg c; cx a,c;
  t c; cx b,c; tdg c; cx a,c;
  t b; t c; h c; cx a,b; t a;
  tdg b; cx a,b; }

```

A Grammar

<code><mainprogram></code>	<code> = OPENQASM <real> ; <program></code>	<code><qop></code>	<code> = <uop></code>
<code><program></code>	<code> = <statement></code>		<code> measure <argument> - > <argument> ;</code>
	<code> <program> <statement></code>		<code> reset <argument> ;</code>
<code><statement></code>	<code> = <decl></code>	<code><uop></code>	<code> = U (<explist>) <argument> ;</code>
	<code> <gatedecl> <goplist> }</code>		<code> CX <argument> , <argument> ;</code>
	<code> <gatedecl> }</code>		<code> <id> <anylist> ;</code>
	<code> opaque <id> <idlist> ;</code>		<code> <id> () <anylist> ;</code>
	<code> opaque <id> () <idlist> ;</code>		<code> <id> (<explist>) <anylist> ;</code>
	<code> opaque <id> (<idlist>) <idlist> ;</code>	<code><anylist></code>	<code> = <idlist> <mixedlist></code>
	<code> <qop></code>	<code><idlist></code>	<code> = <id> <idlist> , <id></code>
	<code> if (<id> == <nninteger>) <qop></code>	<code><mixedlist></code>	<code> = <id> [<nninteger>]</code>
	<code> barrier <anylist> ;</code>		<code> <mixedlist> , <id></code>
<code><decl></code>	<code> = qreg <id> [<nninteger>] ;</code>		<code> <mixedlist> , <id> [<nninteger>]</code>
	<code> creg <id> [<nninteger>] ;</code>		<code> <idlist> , <id>[<nninteger>]</code>
<code><gatedecl></code>	<code> = gate <id> <idlist> {</code>	<code><argument></code>	<code> = <id> <id> [<nninteger>]</code>
	<code> gate <id> () <idlist> {</code>	<code><explist></code>	<code> = <exp> <explist> , <exp></code>
	<code> gate <id> (<idlist>) <idlist> {</code>	<code><exp></code>	<code> = <real> <nninteger> pi <id></code>
<code><goplist></code>	<code> = <uop></code>		<code> <exp> + <exp> <exp> - <exp></code>
	<code> barrier <idlist> ;</code>		<code> <exp> * <exp> <exp> / <exp></code>
	<code> <goplist> <uop></code>		<code> - <exp> <exp> ^ <exp></code>
	<code> <goplist> barrier <idlist> ;</code>	<code><unaryop></code>	<code> (<exp>) <unaryop> (<exp>)</code>
			<code> = sin cos tan exp ln sqrt</code>
<code>id</code>	<code>:= [a-z][A-Za-z0-9_]*</code>		
<code>real</code>	<code>:= ([0-9]+\.[0-9]* [0-9]*\.[0-9]+)([eE][-+]?[0-9]+)?</code>		
<code>nninteger</code>	<code>:= [1-9]+[0-9]* 0</code>		

YACC and LEX

ocamlyacc to implement the *grammar*

ocamllex to implement regular expressions for language *tokens*

goal construct *syntax tree* for manipulation

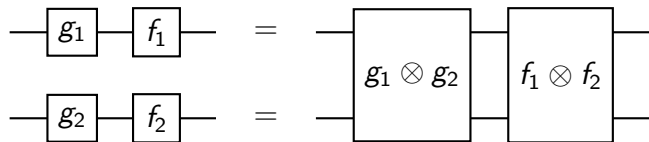
- benefits
- 1 iteration unrolling
 - 2 gate definition expansion
 - 3 determine independent qubit sets
 - 4 annotations for input/output/ancilla qubits
 - 5 assertion checking like bounds of arrays
 - 6 automatic uncomputation generation
 - 7 circuit transformations

Pictures versus Equations

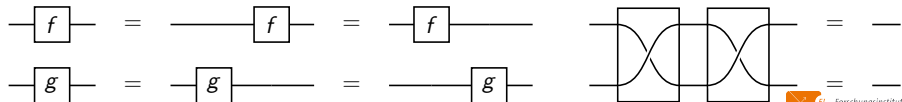
sequential composition $f \circ g$ f after g (matrix product)

parallel composition $f \otimes g$ f while g (tensor product)

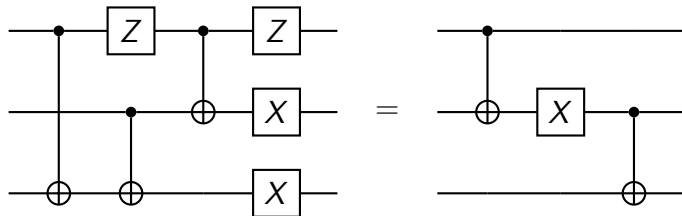
fundamental equation $(f_1 \circ g_1) \otimes (f_2 \circ g_2) = (f_1 \otimes f_2) \circ (g_1 \otimes g_2)$



$f \otimes g = (f \circ I) \otimes (I \circ g) = (I \circ f) \otimes (g \circ I)$ $SWAP \circ SWAP = I \otimes I$



A Computer Algebra System



(1) -> px, py, pz, hd, hd * hd, swaps, cnotD

```
(1)
      + +--+ +--+ +
      ||\|2  \|2 |
      |----| ----|
+0 1+ +0 - %i+ +1 0 + | 2    2 | +1 0+ |0 0 1 0| |0 1 0 0|
[|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |,|  |]
+1 0+ +%i 0 + +0 - 1+ | +--+ +--+| +0 1+ |0 1 0 0| |0 0 0 1|
      ||\|2  \|2 |
      |----| - ----|
      + 2    2 +
      +0 0 0 1+ +0 0 1 0+
```

Type: Tuple(Matrix(Expression(Complex(Integer))))

```
(2) -> ( kron(pz,kron(px,px)) * kron(cnotD,id) * kron(pz,cnotD) *
      kron(swaps,id) * kron(id,cnotD) * kron(swaps,id) =
      kron(id,cnotD) * kron(id,kron(px,id)) * kron(cnotD,id) ) :: Boolean
```

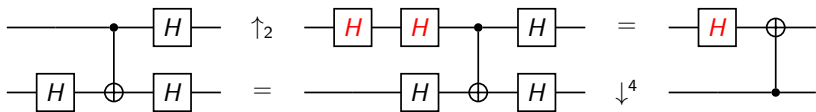
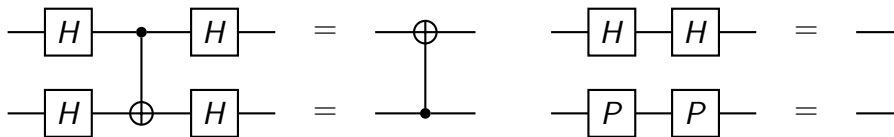
(2) true

Type: Boolean

(3) ->

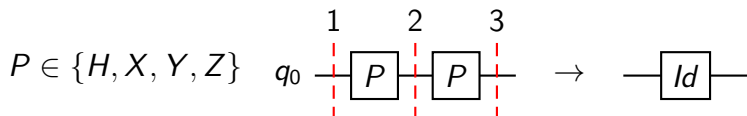
“Critical Pairs”

similarities to *term rewriting*



rules should *reduce* some measure (e.g. gate count)
hence here a new rule was found

Help from Logic Programming



```

rule1 :-
    member(P, ["h", "x", "y", "z"]),
    wire(From, gate(P, [], _), Middle),
    wire(Middle, gate(P, [], _), To),
    retract(wire(From, gate(P, [], _), Middle)),
    retract(wire(Middle, gate(P, [], _), To)),
    From = [moment(Q, _)],
    assert(wire(From, gate("Id", [], [Q]), To)),
    writeln("Rule 1 fired").
  
```

```

try      :- rule3 ; rule2 ; rule1 ; rule0.
rewrite :- try, rewrite.
rewrite.
  
```

similar idea: *graph databases*

Ingredient for Quantum Supremacy

method *state vector* simulation with **efficient representation!**

$$1\text{Q-ops } |a|^2 + |b|^2 = 1 = |c|^2 + |d|^2 : \begin{pmatrix} a & b \\ -\bar{b} & \bar{a} \end{pmatrix} \circ \begin{pmatrix} c & d \\ -\bar{d} & \bar{c} \end{pmatrix} = \\ \begin{pmatrix} ac - b\bar{d} & ad + b\bar{c} \\ -(\bar{a}\bar{d} + \bar{b}c) & \bar{a}\bar{c} - \bar{b}d \end{pmatrix} = \begin{pmatrix} ac - b\bar{d} & ad + b\bar{c} \\ -(\overline{ad + b\bar{c}}) & \overline{ac - b\bar{d}} \end{pmatrix}$$

$$2\text{Q-ops } \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \circ \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} = \begin{pmatrix} a \\ b \\ d \\ c \end{pmatrix} \quad \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix} \circ \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} = \begin{pmatrix} a \\ b \\ c \\ -d \end{pmatrix}$$

nQ-ops SWAP in context $|A\ 0\ B\ 1\ C\rangle \leftrightarrow |A\ 1\ B\ 0\ C\rangle$

Toffoli $|A\ 1\ B\ 1\ C\ 0\ D\rangle \leftrightarrow |A\ 1\ B\ 1\ C\ 1\ D\rangle$

Fredkin $|A\ 1\ B\ 0\ C\ 1\ D\rangle \leftrightarrow |A\ 1\ B\ 1\ C\ 0\ D\rangle$

High-Performant, Concurrent, Parallel, Distributed

- design for high performance, parallel/distributed computation
- efficient native code nearly as fast as C, JIT via LLVM
- coroutines lightweight "green" threading
- parallelism w/(o) MPI, OpenMP-style
 - asynchronous: tasks, channels, events
 - multi-threading: atomic operations
 - distributed computing: parallel map+loops, RemoteChannels, SharedArrays
- GPUs e.g. CUDA for Nvidia library, OpenCL
- interaction REPL, Jupyter
- distribution core language, libraries, packages

ZX-Calculus (with sound+complete rule set!)

