

Reversibility &

Computing

Quantum

Computing

& Reversibility

Mandate

“Why do all these Quantum Computing guys use reversible logic?”

Material

- Logical reversibility of computation

Bennett '73

- Elementary gates for quantum computation

Berenco et al '95

- [...] quantum computation using teleportation

Gottesman, Chuang '99

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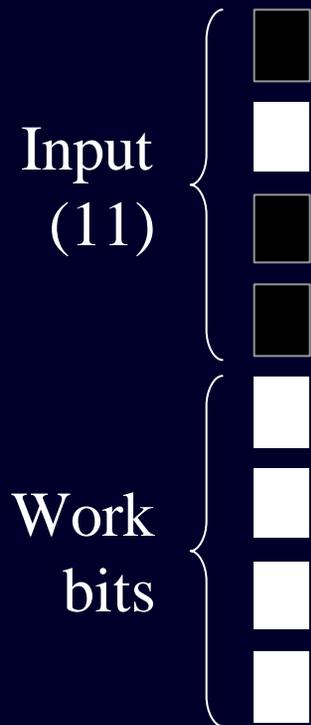
- Gates can be thermodynamically irreversible
- [...] quantum computation using teleportation

Gottesman, Chuang '99

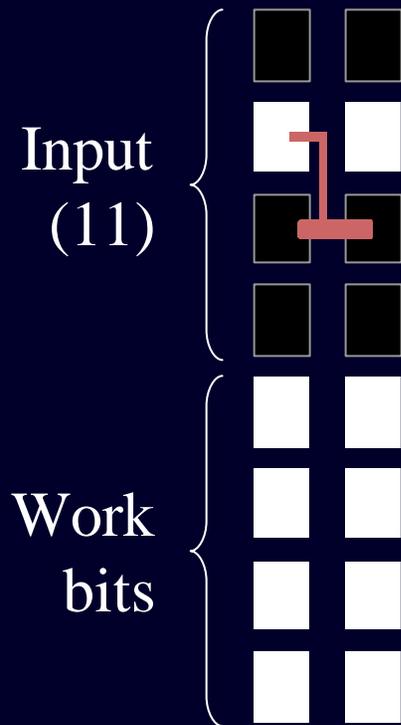
Heat Generation in Computing

- Landauer's Principle
 - Want to erase a random bit? It will cost you
 - Storing unwanted bits just delays the inevitable
- Bennett's Loophole
 - Computed bits are not random
 - Can uncompute them if we're careful

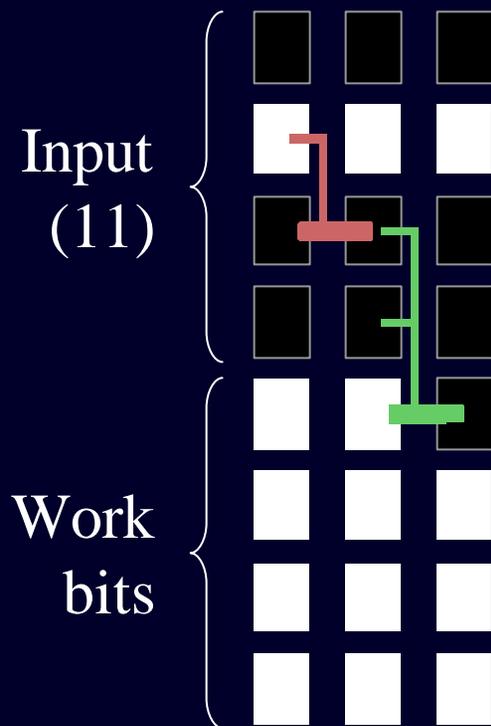
Example



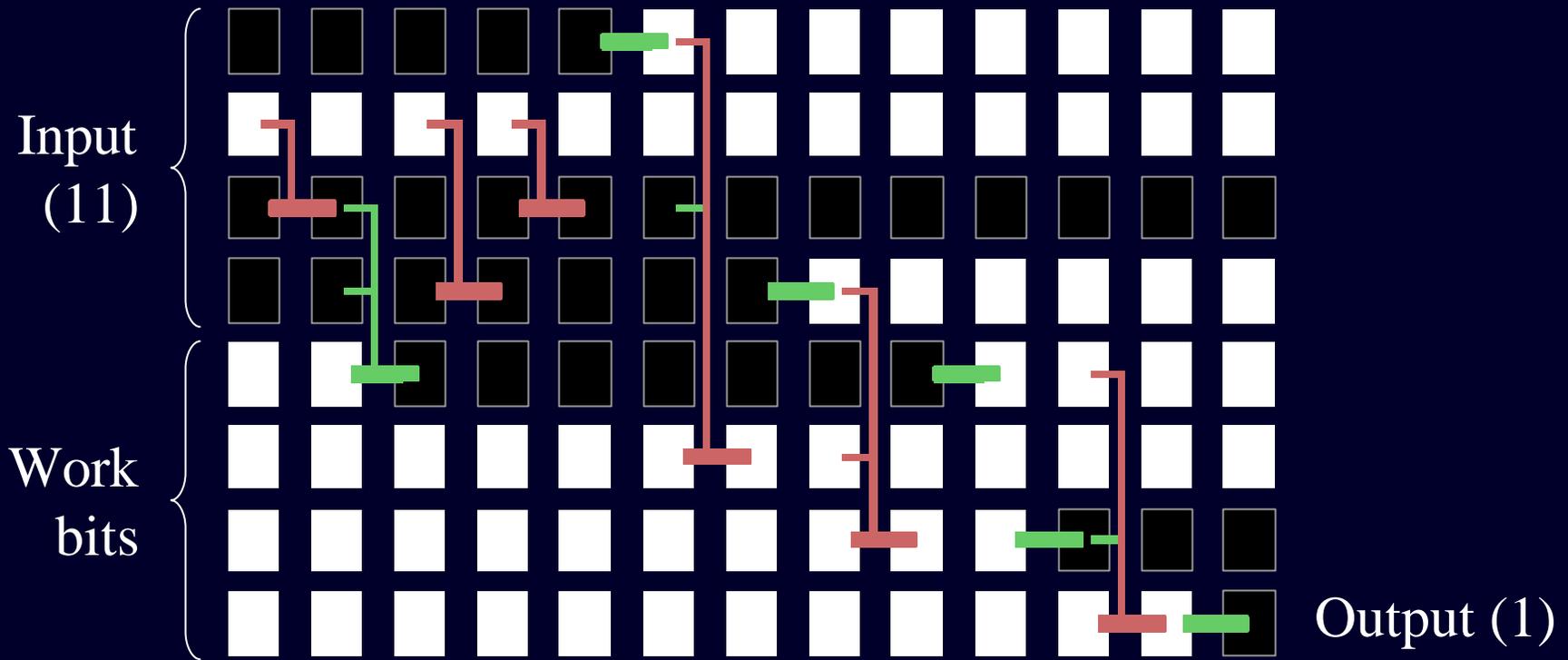
Example



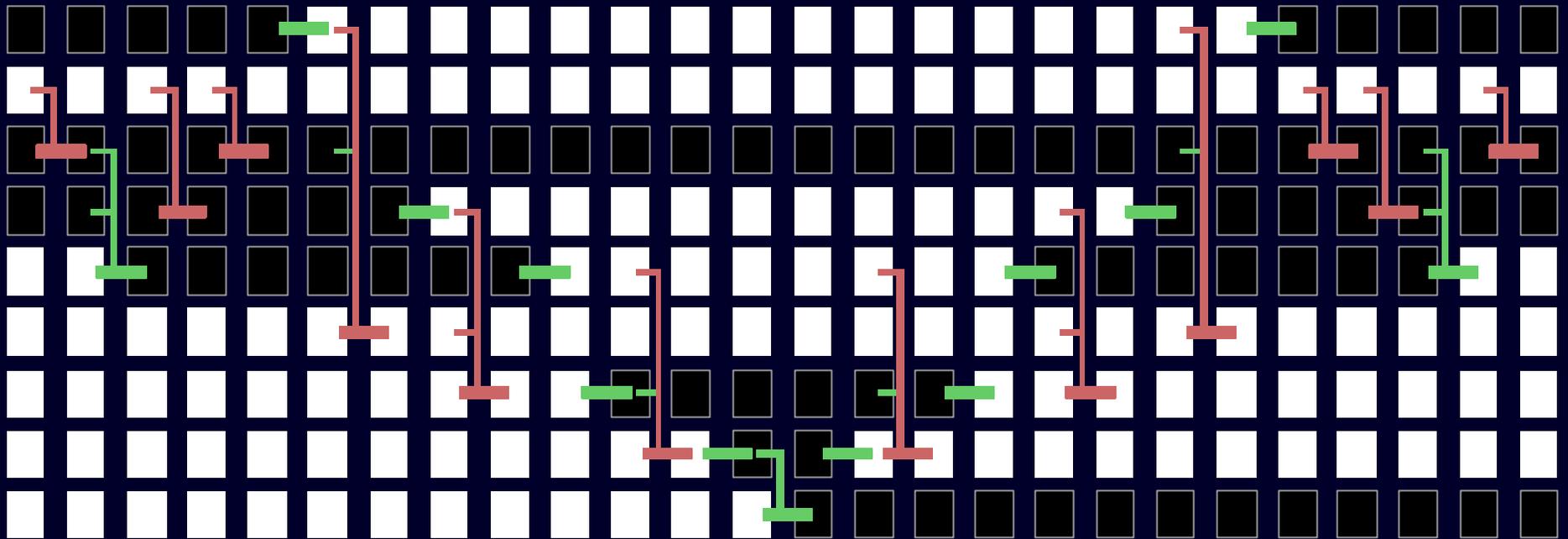
Example



Example



Example



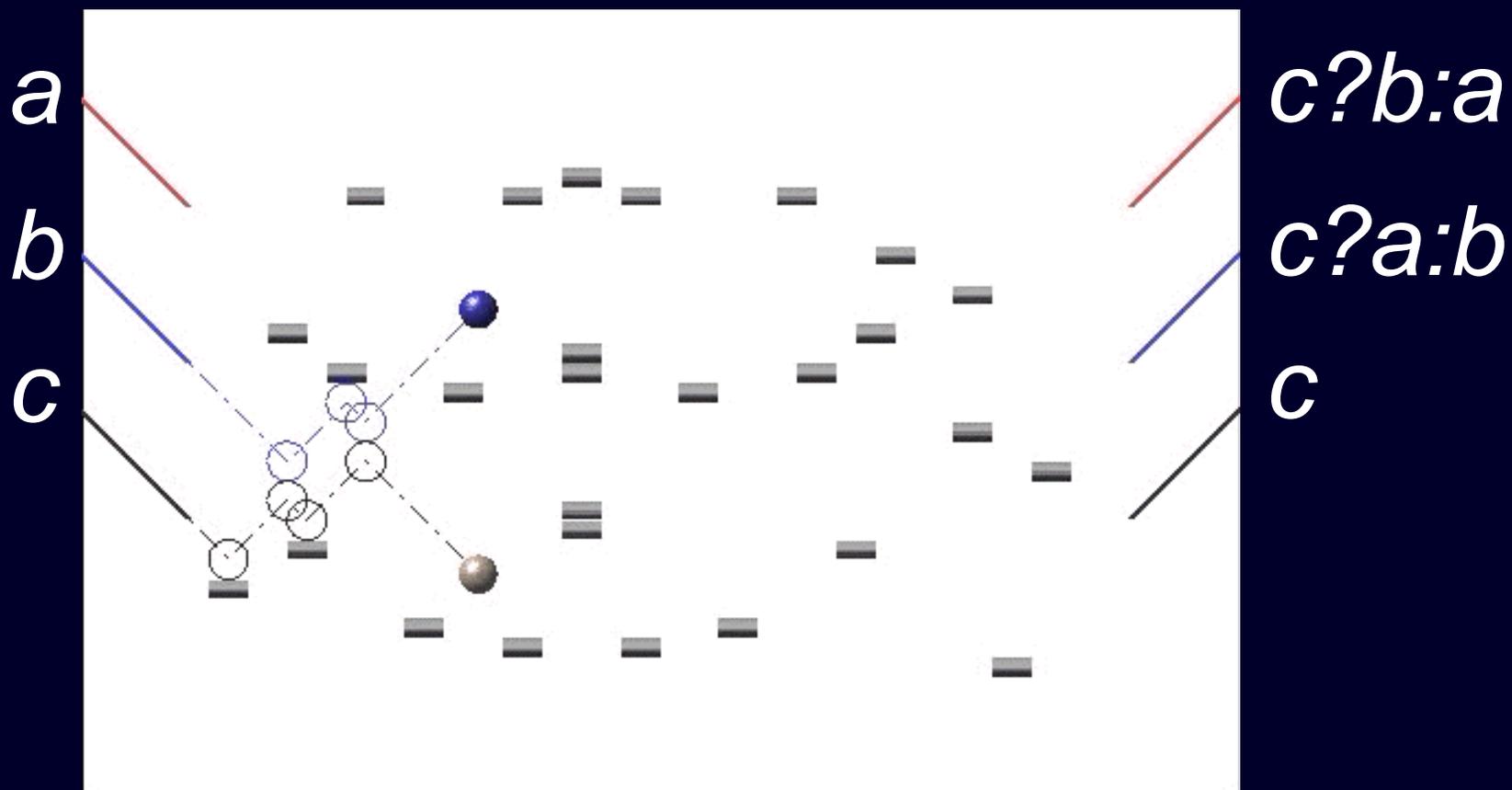
Compute

Copy Result

Uncompute



Thermodynamic Reversibility



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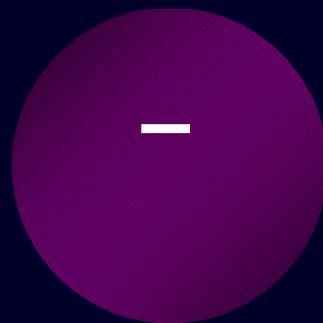
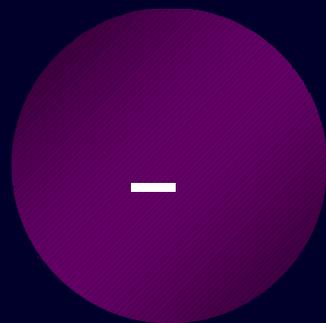
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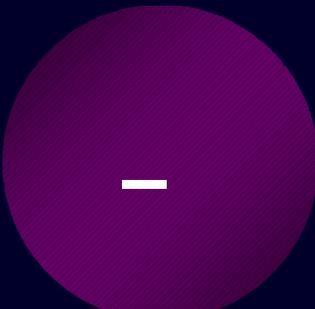
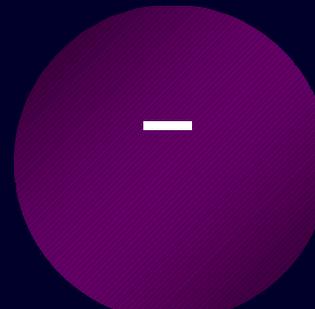
Quantum State



Two Distinguishable States

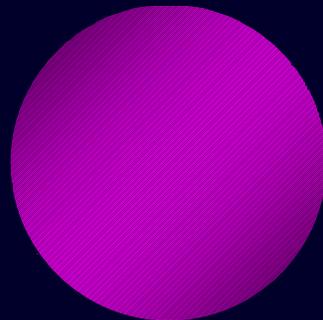
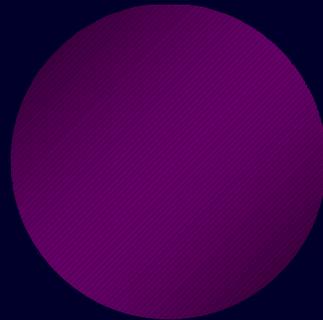


Continuous State Space

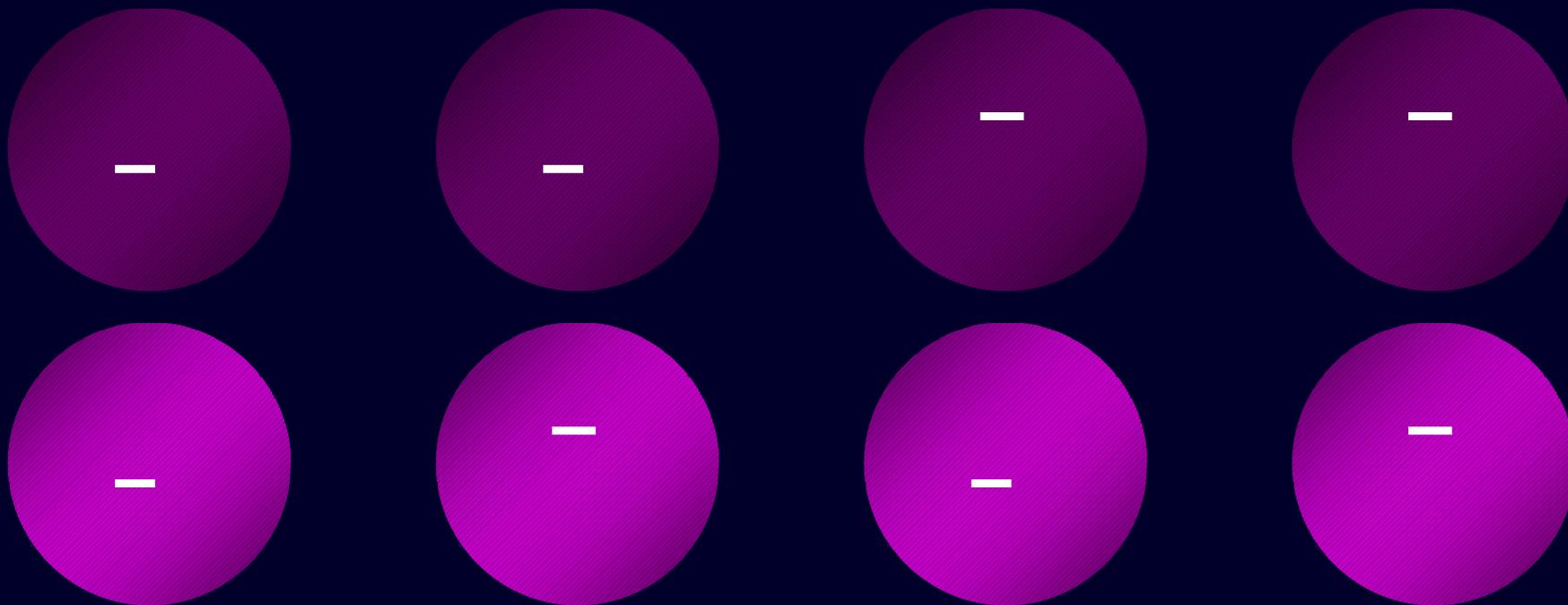
a  $+$ b 

$$|a|^2 + |b|^2 = 1 \quad a, b \in \mathbb{C}$$

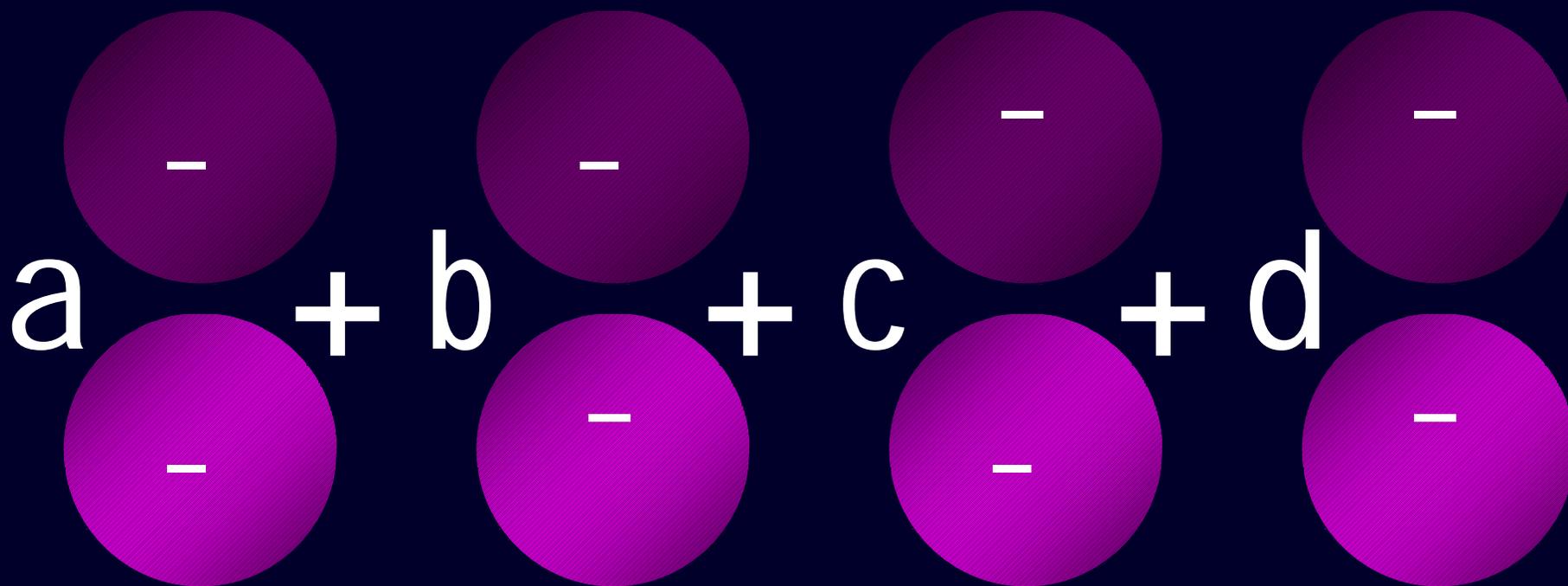
Two Spin- $\frac{1}{2}$ Particles



Four Distinguishable States



Continuous State Space



$$|a|^2 + |b|^2 + |c|^2 + |d|^2 = 1 \quad a, b, c, d \in \mathbb{C}$$

Continuous State Space

$$a|00\rangle + b|01\rangle + c|10\rangle + d|11\rangle$$

$$|a|^2 + |b|^2 + |c|^2 + |d|^2 = 1 \quad a, b, c, d \in \mathbb{C}$$

Continuous State Space

$$|\psi\rangle = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix}$$

$$|a|^2 + |b|^2 + |c|^2 + |d|^2 = 1 \quad a, b, c, d \in \mathbb{C}$$

State Evolution

$$i\hbar \frac{d|\psi\rangle}{dt} = H|\psi\rangle \quad (\text{Continuous form})$$

$$|\psi'\rangle = U|\psi\rangle \quad (\text{Discrete form})$$

- H is Hermitian, U is Unitary
- Linear, deterministic, reversible

Measurement

$$|\psi'_m\rangle = \frac{1}{\sqrt{p(m)}} M_m |\psi\rangle$$

$$p(m) = \langle \psi | M_m^\dagger M_m | \psi \rangle$$

- Outcome m occurs with probability $p(m)$
- Operators M_m non-unitary
- Probabilistic, irreversible

Deriving Measurement



“Like a snake
trying to
swallow itself
by the tail”

“It can be done up to a point... But it becomes embarrassing to the spectators even before it becomes uncomfortable for the snake”

– *Bell*

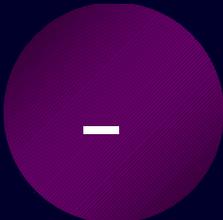
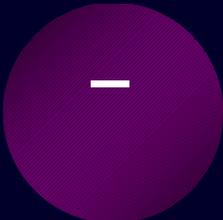
A Simple Measurement

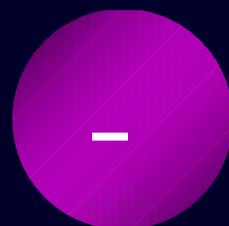
$$a \text{ } \ominus \text{ } + \text{ } b \text{ } \ominus$$

Outcome \ominus with probability $|a|^2$

Outcome \ominus with probability $|b|^2$

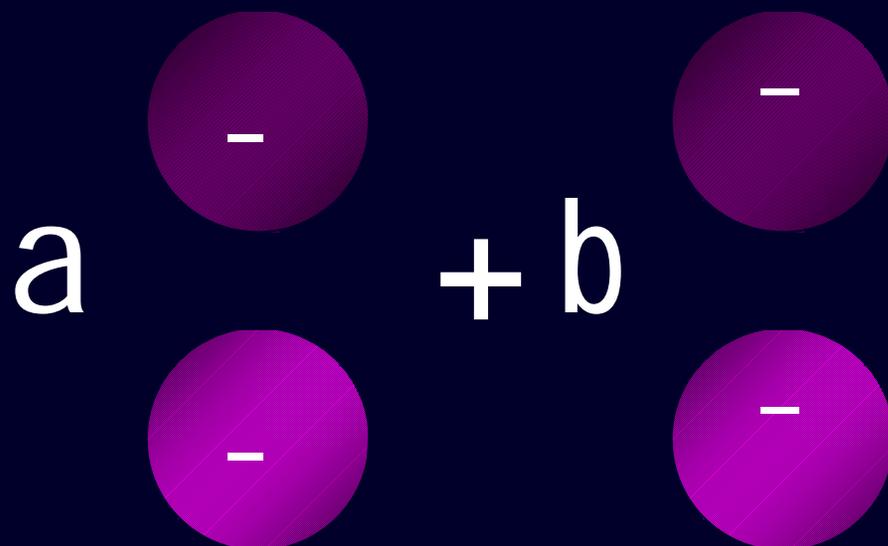
A Simulated Measurement

a  + b 



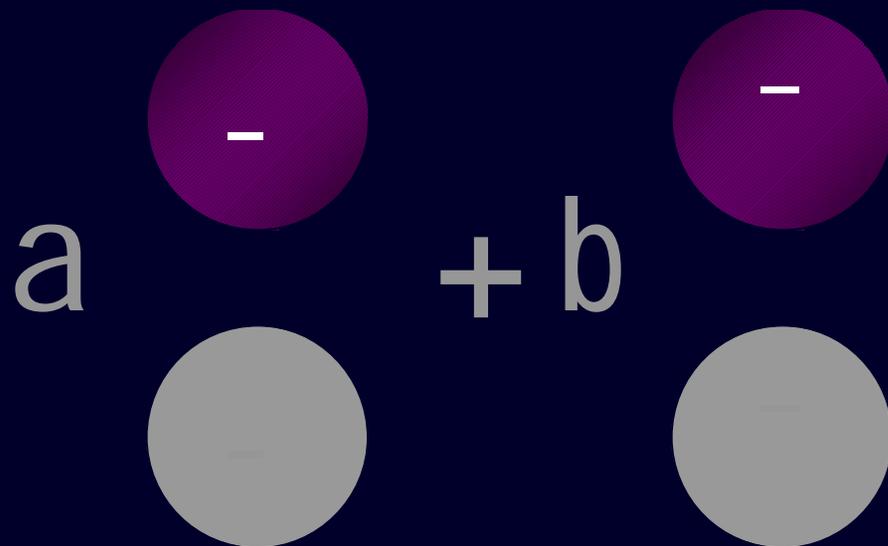
$$(a|0\rangle + b|1\rangle) \otimes |0\rangle$$

A Simulated Measurement



$$a|00\rangle + b|11\rangle$$

A Simulated Measurement



A Simulated Measurement

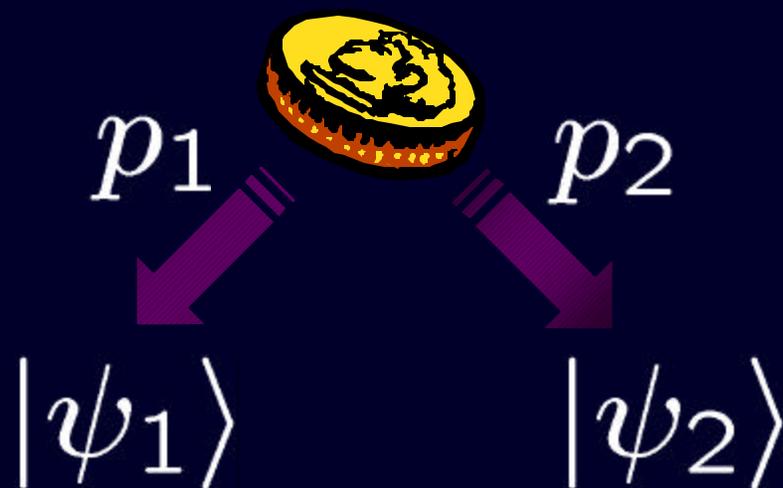


Terms remain orthogonal –
evolve independently, no interference

Density Operator Representation

$$\rho = |\psi\rangle\langle\psi| = \begin{pmatrix} a \\ b \\ c \\ d \end{pmatrix} \begin{pmatrix} a^* & b^* & c^* & d^* \end{pmatrix}$$

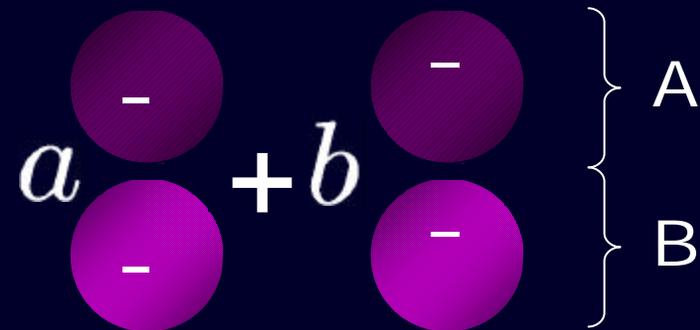
Mixed States



$$\rho = p_1 |\psi_1\rangle \langle \psi_1| + p_2 |\psi_2\rangle \langle \psi_2|$$

Partial Trace

$$\text{tr}_B(|a_0\rangle\langle a_1| \otimes |b_0\rangle\langle b_1|) = |a_0\rangle\langle a_1| \text{tr}(|b_0\rangle\langle b_1|)$$



$$|\psi\rangle = a|00\rangle + b|11\rangle$$

$$\begin{aligned}\rho_A &= \text{tr}_B(|\psi\rangle\langle\psi|) \\ &= |a|^2 |0\rangle\langle 0| + |b|^2 |1\rangle\langle 1|\end{aligned}$$

Discarding a Qubit

$$|\psi\rangle = \sum_{x \in \{0,1\}^m} a(x) |x\rangle |g(x)\rangle$$

$$\rho_{\text{reduced}} = \frac{1}{2} |\psi_{\text{good}}\rangle \langle \psi_{\text{good}}| + \frac{1}{2} |\psi_{\text{bad}}\rangle \langle \psi_{\text{bad}}|$$

$$|\psi_{\text{good}}\rangle = \sum_x a(x) |x\rangle$$

$$|\psi_{\text{bad}}\rangle = \sum_x (-1)^{g(x)} a(x) |x\rangle$$

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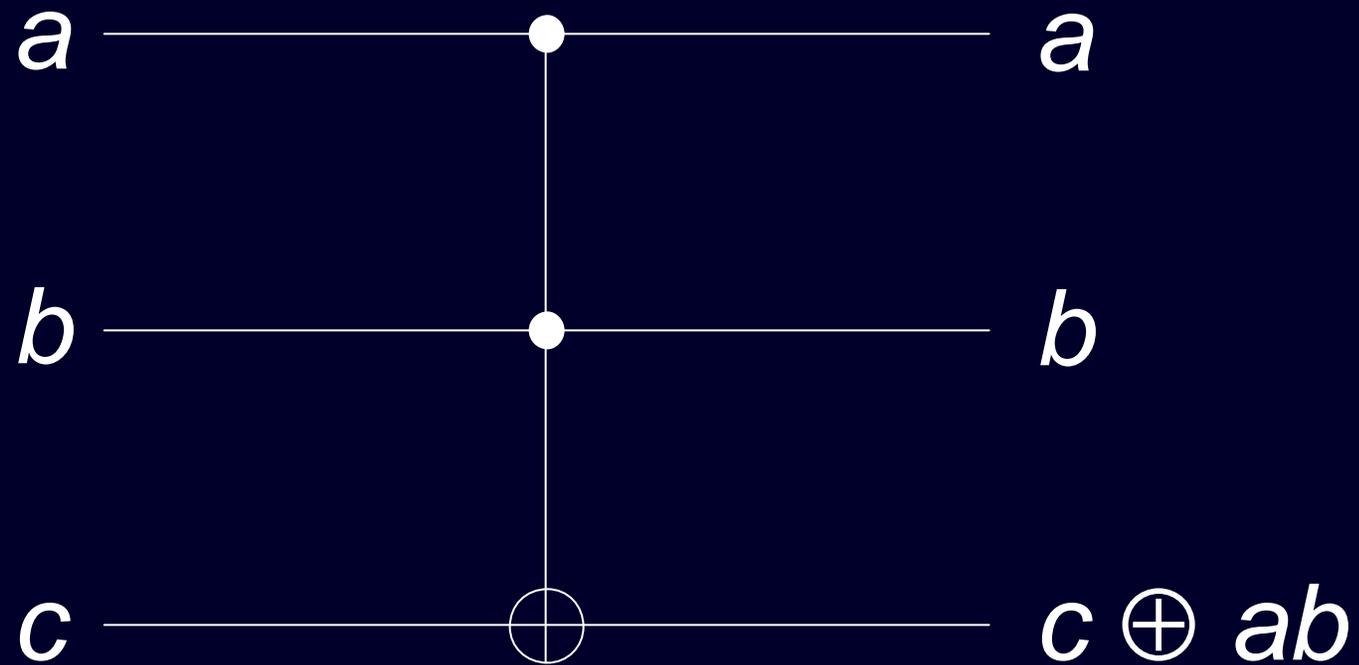
Berenco et al '95

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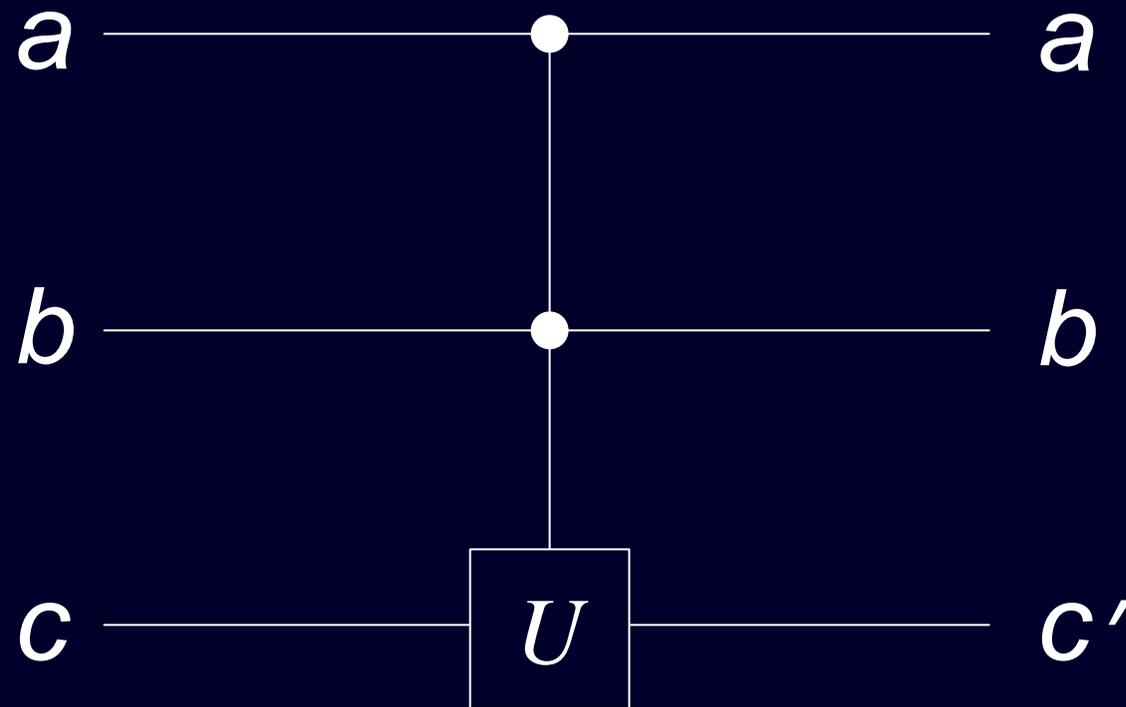
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Toffoli Gate

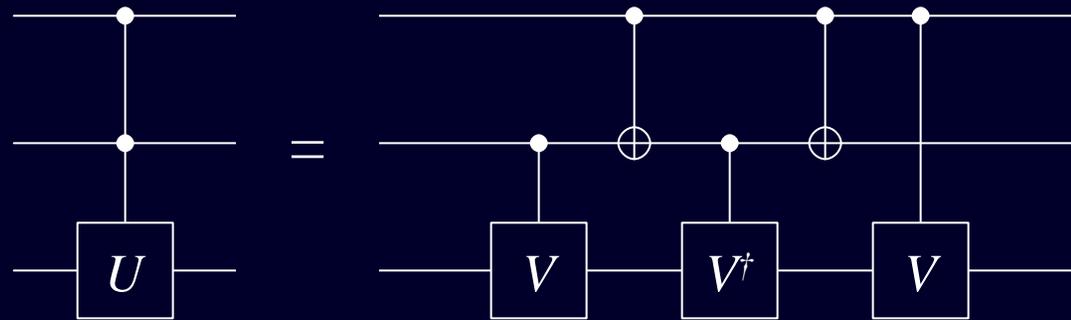


Deutsch's Controlled-U Gate



$$U = X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \text{ for Toffoli gate}$$

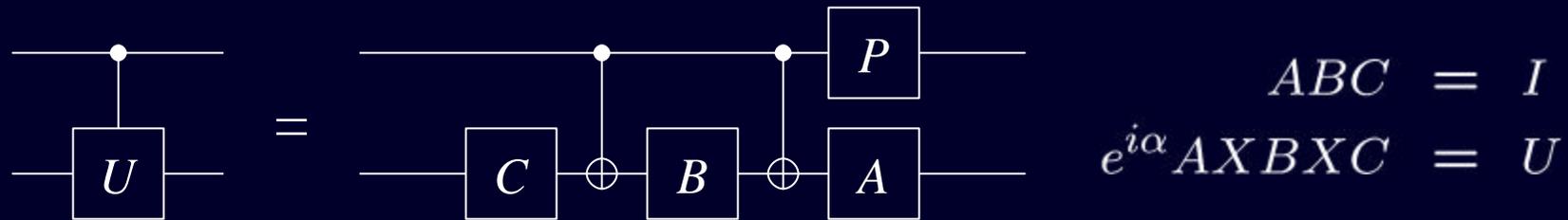
Equivalent Gate Array



$$V^2 = U$$

$$V = \frac{(1 - i)(I + iX)}{2} \quad \text{for Toffoli gate}$$

Equivalent Gate Array



$$U = e^{i\alpha} \begin{pmatrix} e^{-i\beta/2} & 0 \\ 0 & e^{i\beta/2} \end{pmatrix} \begin{pmatrix} \cos \frac{\gamma}{2} & -\sin \frac{\gamma}{2} \\ \sin \frac{\gamma}{2} & \cos \frac{\gamma}{2} \end{pmatrix} \begin{pmatrix} e^{-i\delta/2} & 0 \\ 0 & e^{i\delta/2} \end{pmatrix}$$

$$A = \begin{pmatrix} e^{-i\beta/2} & 0 \\ 0 & e^{i\beta/2} \end{pmatrix} \begin{pmatrix} \cos \frac{\gamma}{4} & -\sin \frac{\gamma}{4} \\ \sin \frac{\gamma}{4} & \cos \frac{\gamma}{4} \end{pmatrix} \quad B = \begin{pmatrix} \cos \frac{\gamma}{4} & \sin \frac{\gamma}{4} \\ -\sin \frac{\gamma}{4} & \cos \frac{\gamma}{4} \end{pmatrix} \begin{pmatrix} e^{i\frac{\beta+\delta}{4}} & 0 \\ 0 & e^{-i\frac{\beta+\delta}{4}} \end{pmatrix}$$

$$C = \begin{pmatrix} e^{i\frac{\beta-\delta}{4}} & 0 \\ 0 & e^{-i\frac{\beta-\delta}{4}} \end{pmatrix} \quad P = \begin{pmatrix} 1 & 0 \\ 0 & e^{-i\alpha} \end{pmatrix}$$

Almost Any Gate is Universal

$$U = e^{-iHt}$$

$$e^{i(A+B)\Delta t} = e^{iA\Delta t/2} e^{iB\Delta t} e^{iA\Delta t/2} + O(\Delta t^3)$$

$$e^{(A+B)\Delta t} = e^{A\Delta t} e^{B\Delta t} e^{-\frac{1}{2}[A,B]\Delta t^2} + O(\Delta t^3)$$

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Protecting against a Bit-Flip (X)

$$|0\rangle \longmapsto |000\rangle$$

$$|1\rangle \longmapsto |111\rangle$$

$$|001\rangle \quad |001\rangle \quad |001\rangle \quad |001\rangle \quad |000\rangle$$

$$|110\rangle \quad |110\rangle \quad |110\rangle \quad |110\rangle \quad |111\rangle$$

Input

Even

Odd

Odd

Output

Syndrome \rightarrow third qubit flipped
(reveals nothing about state)

Protecting against a Phase-Flip (Z)

Phase flip (Z) $\left\{ \begin{array}{l} |0\rangle \xrightarrow{Z} |0\rangle \\ |1\rangle \xrightarrow{Z} -|1\rangle \end{array} \right. \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$

$$|0\rangle \mapsto \frac{1}{2\sqrt{2}} (|0\rangle + |1\rangle) (|0\rangle + |1\rangle) (|0\rangle + |1\rangle)$$

$$|1\rangle \mapsto \frac{1}{2\sqrt{2}} (|0\rangle - |1\rangle) (|0\rangle - |1\rangle) (|0\rangle - |1\rangle)$$

General Errors

- Pauli matrices form basis for 1-qubit operators:

$$I = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$Y = \begin{bmatrix} 0 & -i \\ i & 0 \end{bmatrix} \quad Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}$$

- I is identity, X is bit-flip, Z is phase-flip
- Y is bit-flip and phase-flip combined ($Y = iXZ$)

9-Qubit Shor Code

$$|0\rangle \mapsto \frac{1}{2\sqrt{2}}(|000\rangle + |111\rangle)(|000\rangle + |111\rangle)(|000\rangle + |111\rangle)$$

$$|1\rangle \mapsto \frac{1}{2\sqrt{2}}(|000\rangle - |111\rangle)(|000\rangle - |111\rangle)(|000\rangle - |111\rangle)$$

- Protects against all one-qubit errors
- Error measurements must be erased
- Implies heat generation

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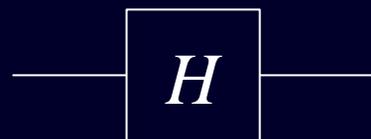
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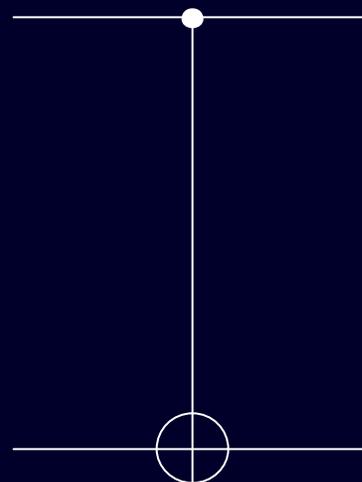
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Fault Tolerant Gates



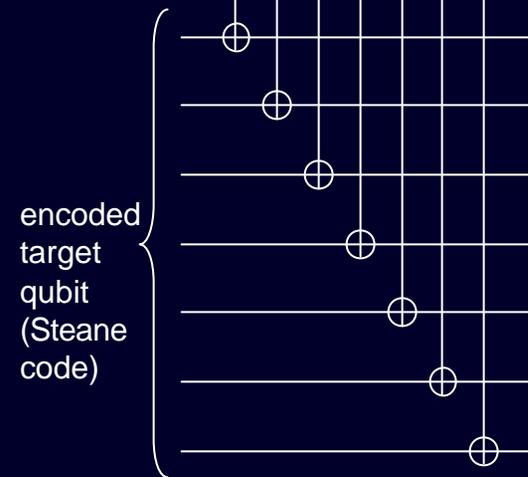
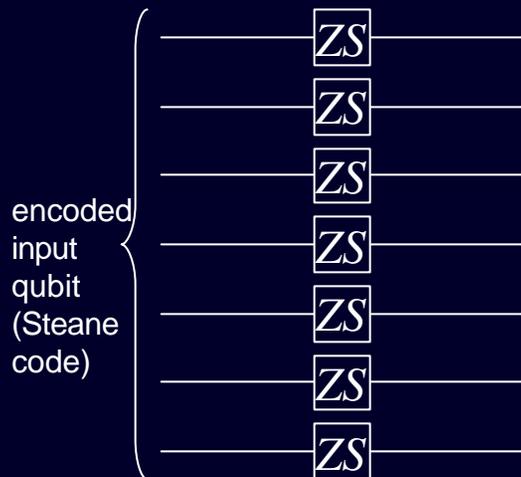
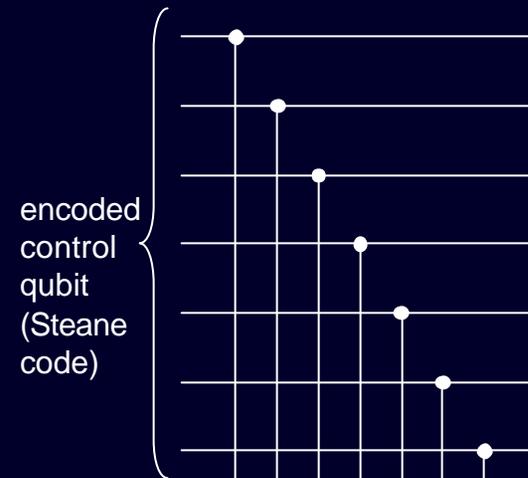
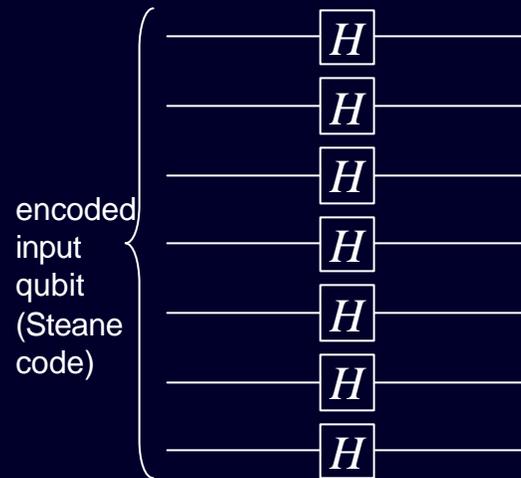
$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$



$$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix}$$

$$CNOT = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

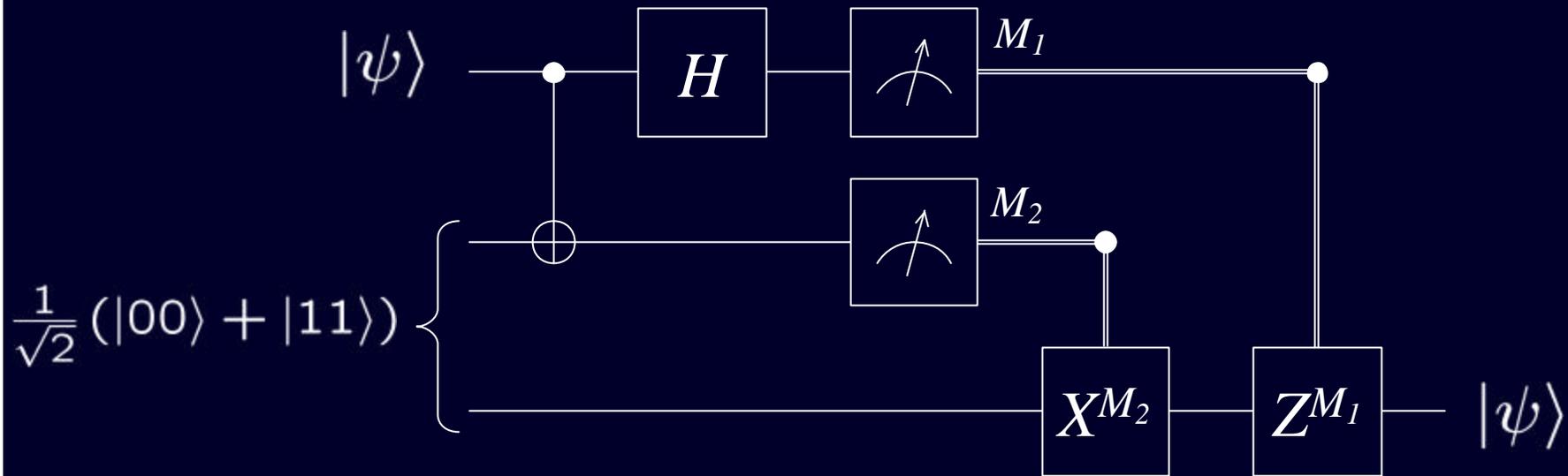
Fault Tolerant Gates



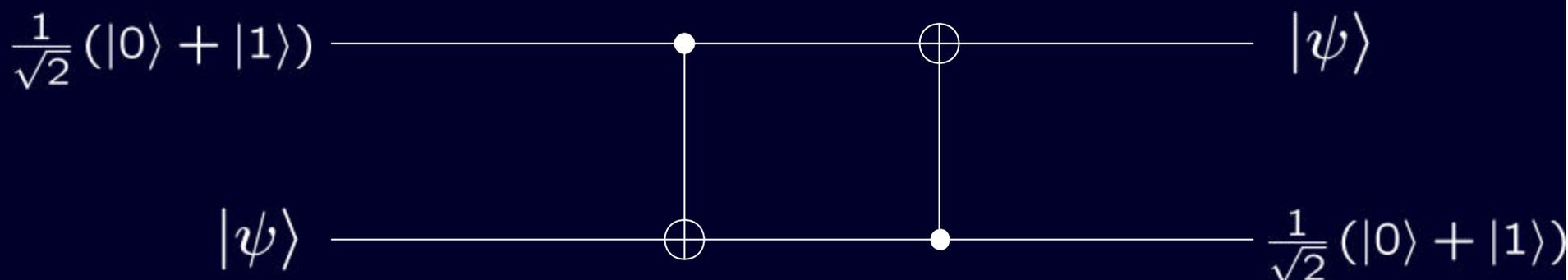
Clifford Group

- Encoded operators are tricky to design
- Manageable for operators in *Clifford group* using stabilizer codes, Heisenberg representation
- Map Pauli operators to Pauli operators
- Not universal

Teleportation Circuit

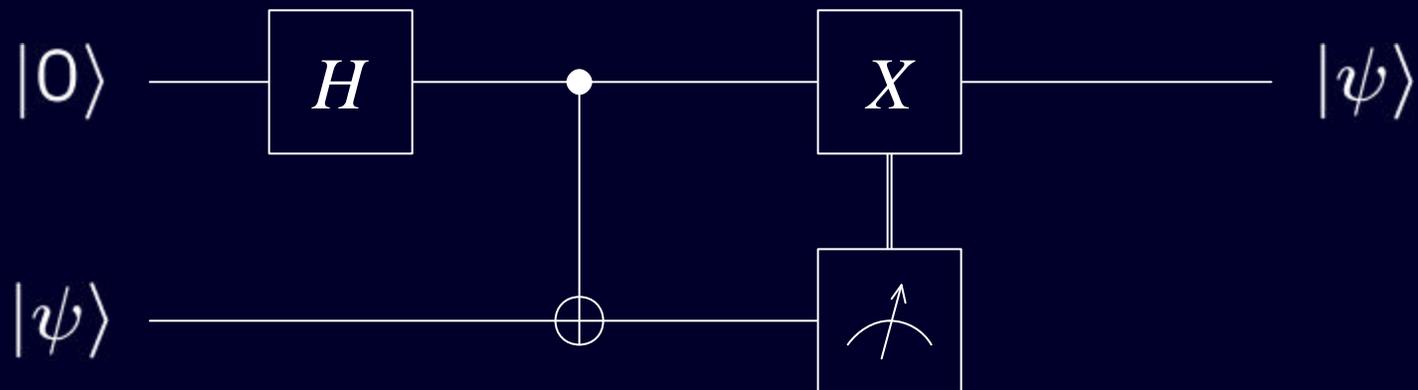


Simplified Circuit

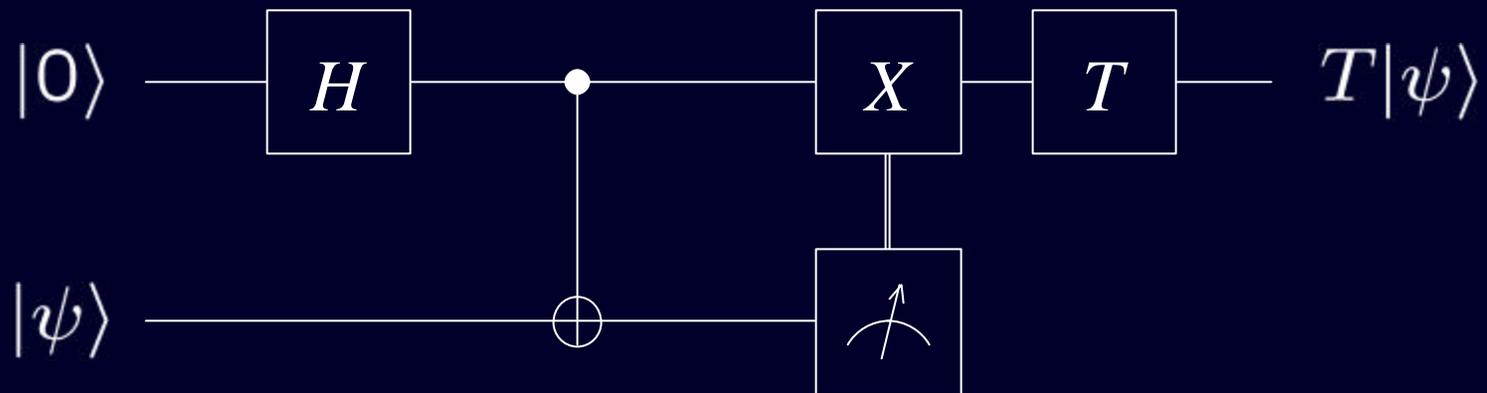


$$\begin{aligned} \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle)(a|0\rangle + b|1\rangle) &= (a|00\rangle + b|01\rangle + a|10\rangle + b|11\rangle) / \sqrt{2} \\ &\mapsto (a|00\rangle + b|01\rangle + a|11\rangle + b|10\rangle) / \sqrt{2} \\ &\mapsto (a|00\rangle + b|11\rangle + a|01\rangle + b|10\rangle) / \sqrt{2} \\ &= (a|0\rangle + b|1\rangle) \frac{1}{\sqrt{2}}(|0\rangle + |1\rangle) \end{aligned}$$

Equivalent Circuit

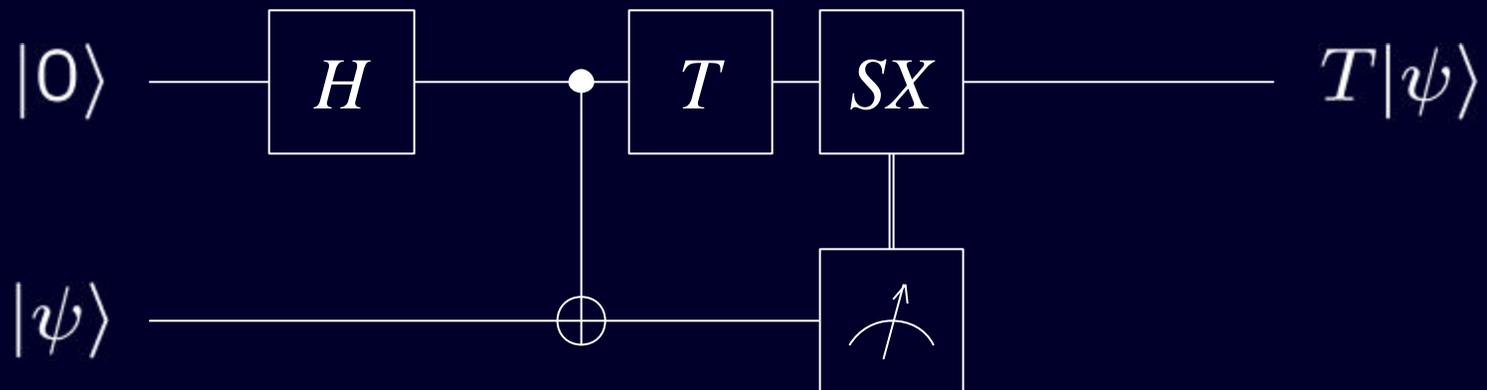


Implementing a Gate



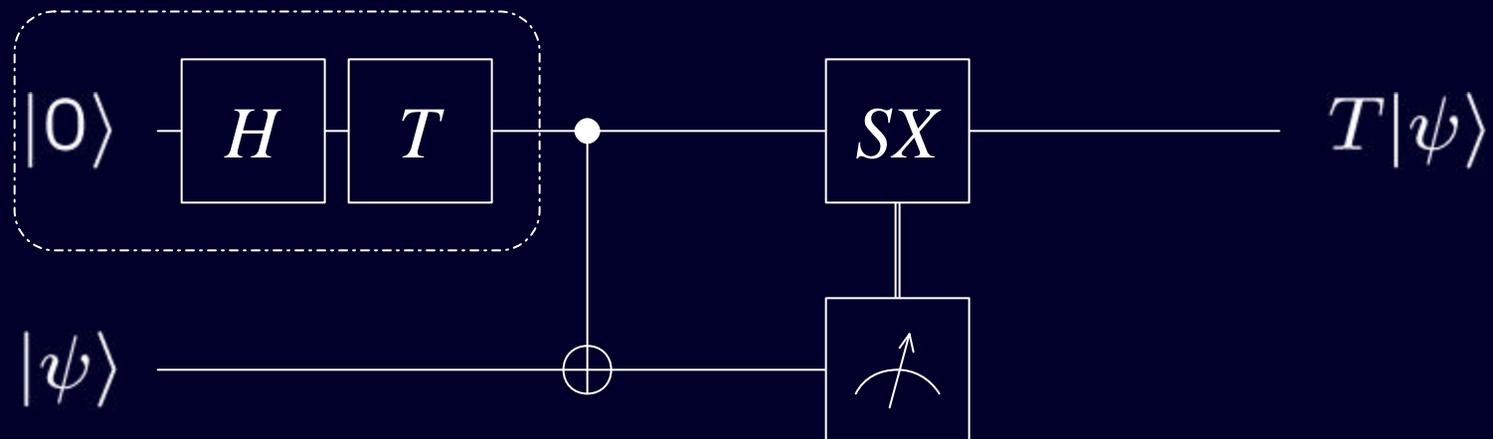
$$T = \begin{bmatrix} 1 & 0 \\ 0 & e^{i\pi/4} \end{bmatrix}$$

Implementing a Gate



$$S = \begin{bmatrix} 1 & 0 \\ 0 & i \end{bmatrix} \quad SX = TXT^\dagger$$

Implementing a Gate



Works for U if $\forall P, UPU^\dagger$ is in the Clifford group

Conclusions

- Quantum computing requires logical reversibility
 - Entangled qubits cannot be erased by dispersion
- Does not require thermodynamic reversibility
 - Ancilla preparation, error measurement = refrigerator