

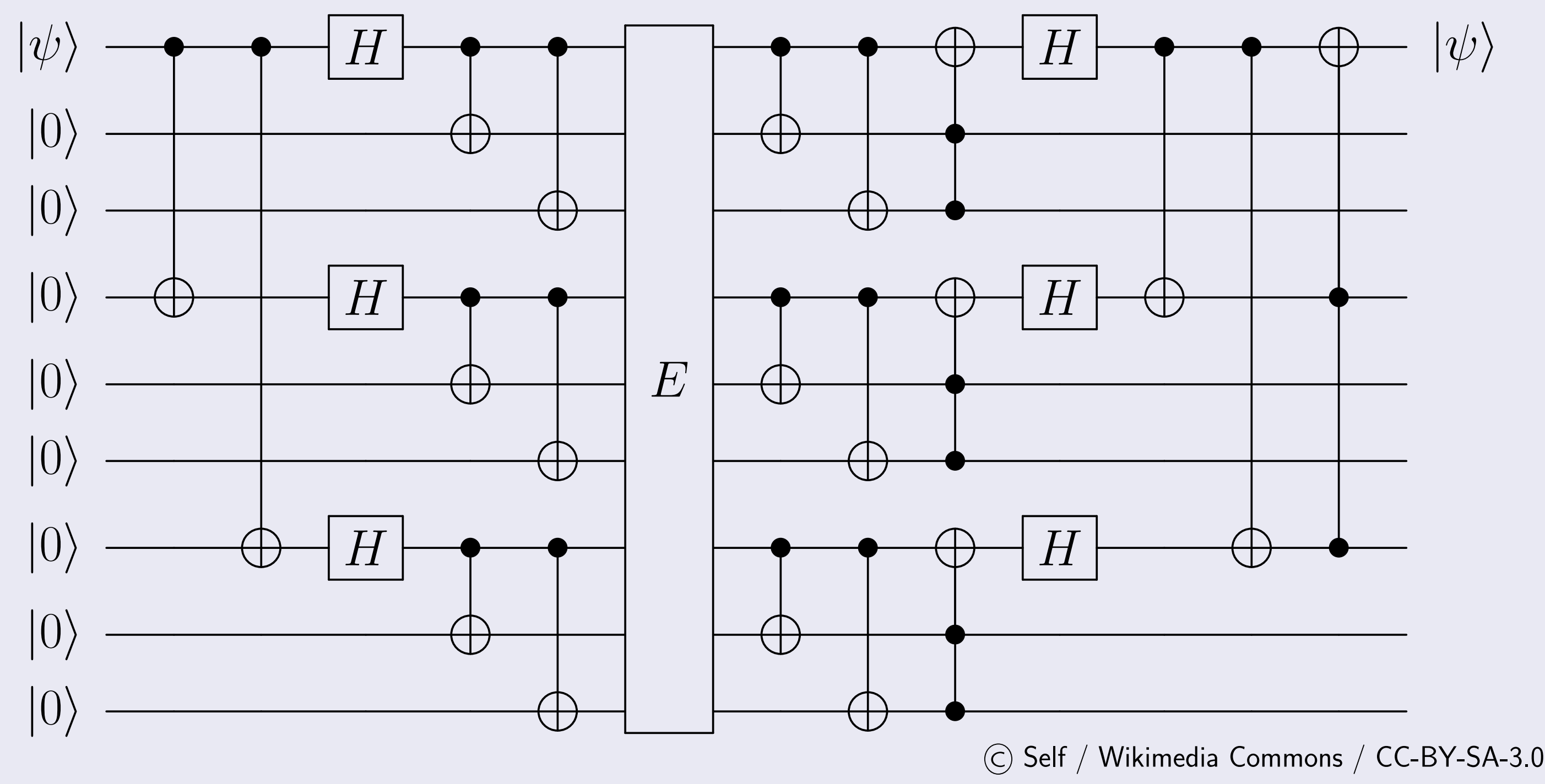
# Formalizing quantum circuits with MathComp/Ssreflect

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## Motivation

We want to formalize quantum circuits

Shor's 9-qubit code (correcting both flips)



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## Basic differences: bits and qubits

Classical	Quantum
bit $\in \{0, 1\}$	qubit $\in \mathbb{C}^2$
functions in <b>Set</b>	unitary transformations in <b>FdHilb</b>
direct product: $\text{Set}(X \times Y, Z) \cong \text{Set}(X, Z^Y)$	tensor product $\text{FdHilb}(X \otimes Y, Z) \cong \text{FdHilb}(X, Z^Y)$

## Problem

- Each gate (= unitary transformation) is fairly simple:

$$\begin{array}{c} \bullet \\ | \\ \oplus \\ | \end{array} = \text{CNOT} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

- but when put in a circuit, it becomes a monster:

$$\begin{bmatrix} x & y \\ z & w \end{bmatrix} \otimes \begin{bmatrix} a & b \\ c & d \end{bmatrix} = \begin{bmatrix} xa & xb & ya & yb \\ xc & xd & yc & yd \\ za & zb & wa & wb \\ zc & zd & wc & wd \end{bmatrix}$$

## CNOT in 3-qubit circuits : $8 \times 8$ matrices

$$\begin{array}{c} \bullet \\ | \\ \oplus \\ | \end{array} = \text{CNOT} \otimes I_2 = \begin{bmatrix} I_2 & 0 & 0 & 0 \\ 0 & I_2 & 0 & 0 \\ 0 & 0 & 0 & I_2 \\ 0 & 0 & I_2 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{array}{c} \bullet \\ | \\ \oplus \\ | \end{array} = I_2 \otimes \text{CNOT} = \begin{bmatrix} \text{CNOT} & 0 \\ 0 & \text{CNOT} \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Our first example (Shor's code) becomes a  $512 \times 512$  matrix!

The code is available at: <https://github.com/t6s/qecc/>

## Lens

Tensor power

- Tensor power  $V^{\otimes n}$   
= iterated tensor product  $V \otimes \dots \otimes V$
- If  $V = K^m$ ,  $V^{\otimes n} \cong \text{Set}(m^n, K)$

Array of qubits

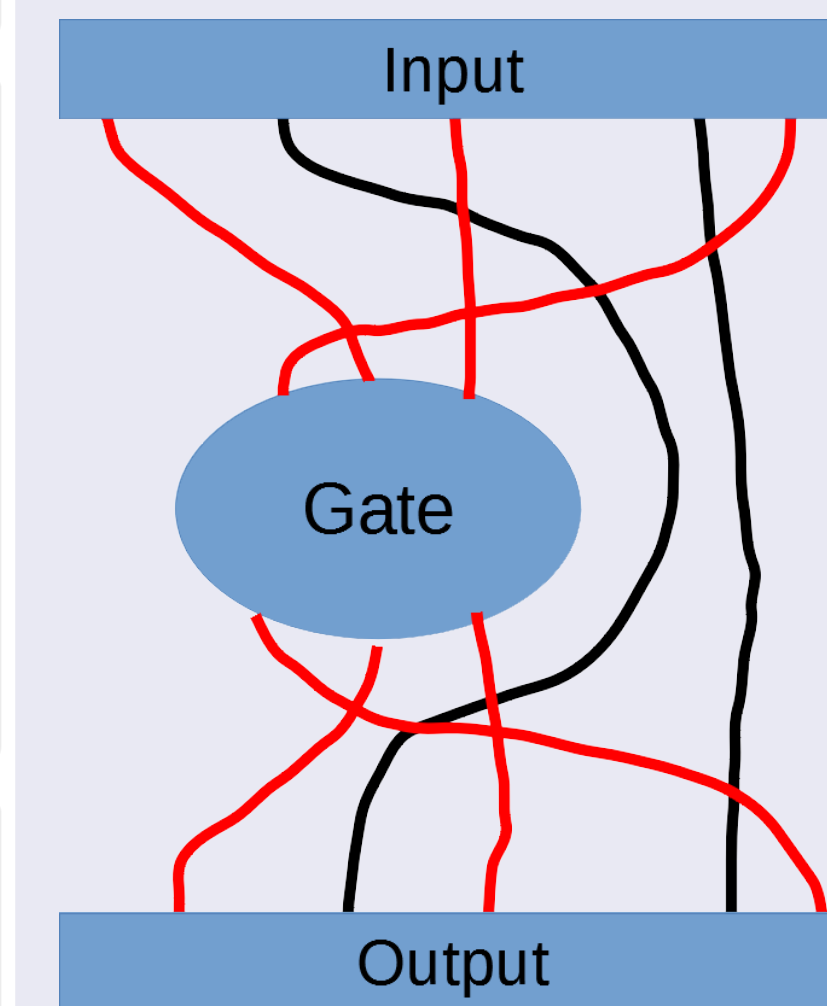
- Qubit  $\in \mathbb{C}^2$
- Array of qubits  $\in (\mathbb{C}^2)^{\otimes n}$

Operator

Operators on qubits must be

- linear: addition and scalar action must be preserved
- unitary: norm must be preserved

## Lens, curry-uncurry, focus



- Lens = injection between finite ordinals, indicating the choice of wires (red wires in the picture)
- Curry / Uncurry = currying along a given lens which quotients away the unused (black) wires
- Focusing = composing curry, gate and uncurry to build the diagram

lens

$$\text{lens } n \ m = (\{1, \dots, m\} \rightarrow \{1, \dots, n\})$$

curry and uncurry

For  $T$  a vector space and  $\ell : \text{lens } n \ m$ ,

$$(T^2)^{\otimes n} \cong T^{2^n} \xrightarrow{\text{curry}_\ell} (T^{2^{n-m}})^{2^m} \cong ((T^{2^{n-m}})^2)^{\otimes m}$$

$$(T^{2^n} = \text{Set}(2^n, T) \cong \text{Set}(2^m, \text{Set}(2^{n-m}, T)))$$

$$\text{uncurry}_\ell = \text{curry}_\ell^{-1}$$

focus

And for  $G$  unitary,

$$\text{focus}_\ell G = \text{uncurry}_\ell \circ G \circ \text{curry}_\ell$$

## Polymorphic operator

For  $\text{focus}$  to typecheck, the unitary operator  $G$  must actually be polymorphic:

$$G : \forall T : \text{vector sp.}, (T^2)^{\otimes n} \xrightarrow{\text{unitary}} (T^2)^{\otimes n}$$

$$\text{focus}_\ell G = \lambda T. (\text{uncurry}_\ell \circ G_{T^{2^{n-m}}} \circ \text{curry}_\ell)$$

Examples:

$$\begin{array}{c} \bullet \\ | \\ \oplus \\ | \end{array} = \text{focus}_{\{1 \rightarrow 1, 2 \rightarrow 3\}_3} \text{CNOT}$$

$$\boxed{G} = \text{focus}_{\{1 \rightarrow 1, 2 \rightarrow 2\}_3} (\text{focus}_{\{1 \rightarrow 1\}_2} G)$$

## Parametricity and naturality

Polymorphism is not enough

$$\text{focus}_\ell G = \text{uncurry}_\ell \circ (G_{T^{2^{n-m}}}) \circ \text{curry}_\ell$$

- We know from the type that  $G$  is polymorphically linear / unitary
- But they could be unitary / linear **differently** for each  $T$
- I.e., the **matrix** representing the linearity **might differ between different  $T$ s**
- And **focus** **does** change  $T$

## Parametricity

We want  $G$  to be represented by a single matrix:

$$\exists M : \text{matrix}, \forall T : \text{vector sp.}, \forall v : (T^2)^{\otimes n}, G_T(v) = Mv.$$

## Naturality

We can rephrase this parametricity without the existential reference to a matrix, i.e., naturality:

$$\begin{array}{ccccc} T & & T^{\otimes I^k} & \xrightarrow{f_T} & T^{\otimes I^k} \\ \downarrow \forall \varphi & & \downarrow \varphi^{\otimes I^k} & & \downarrow \varphi^{\otimes I^k} \\ T' & & T'^{\otimes I^k} & \xrightarrow{f_{T'}} & T'^{\otimes I^k} \end{array}$$

## Applications

### Shor's code

Definition bit\_flip\_enc : endo 3 :=

tsapp [lens 0; 2] cnot \v tsapp [lens 0; 1] cnot.

Definition bit\_flip\_dec : endo 3 :=

tsapp [lens 1; 2; 0] toffoli \v bit\_flip\_enc.

Definition sign\_flip\_dec := bit\_flip\_dec \v hadamard3.

Definition sign\_flip\_enc := hadamard3 \v bit\_flip\_enc.

Definition shor\_enc : endo 9 :=

focus [lens 0; 1; 2] bit\_flip\_enc \v

focus [lens 3; 4; 5] bit\_flip\_enc \v

focus [lens 6; 7; 8] bit\_flip\_enc \v

focus [lens 0; 3; 6] sign\_flip\_enc.

Definition shor\_dec : endo 9 :=

focus [lens 0; 3; 6] sign\_flip\_dec \v

focus [lens 0; 1; 2] bit\_flip\_dec \v

focus [lens 3; 4; 5] bit\_flip\_dec \v

focus [lens 6; 7; 8] bit\_flip\_dec.

Definition shor\_code (chan : endo 9) :=

shor\_dec \v chan \v shor\_enc.

## Proofs of properties

- If  $G$  is unitary, so is  $\text{focus}_\ell G$ .
- For  $\ell : \text{lens } n \ m$  and  $\ell' : \text{lens } m \ p$ ,  $\text{focus}_{\ell \circ \ell'} = \text{focus}_\ell \circ \text{focus}_{\ell'}$
- $\boxed{G} = \boxed{G}$
- $\boxed{G'} = \boxed{G'}$
- and many more!