

The *non*-logic of  
quantum computation

***OR:***

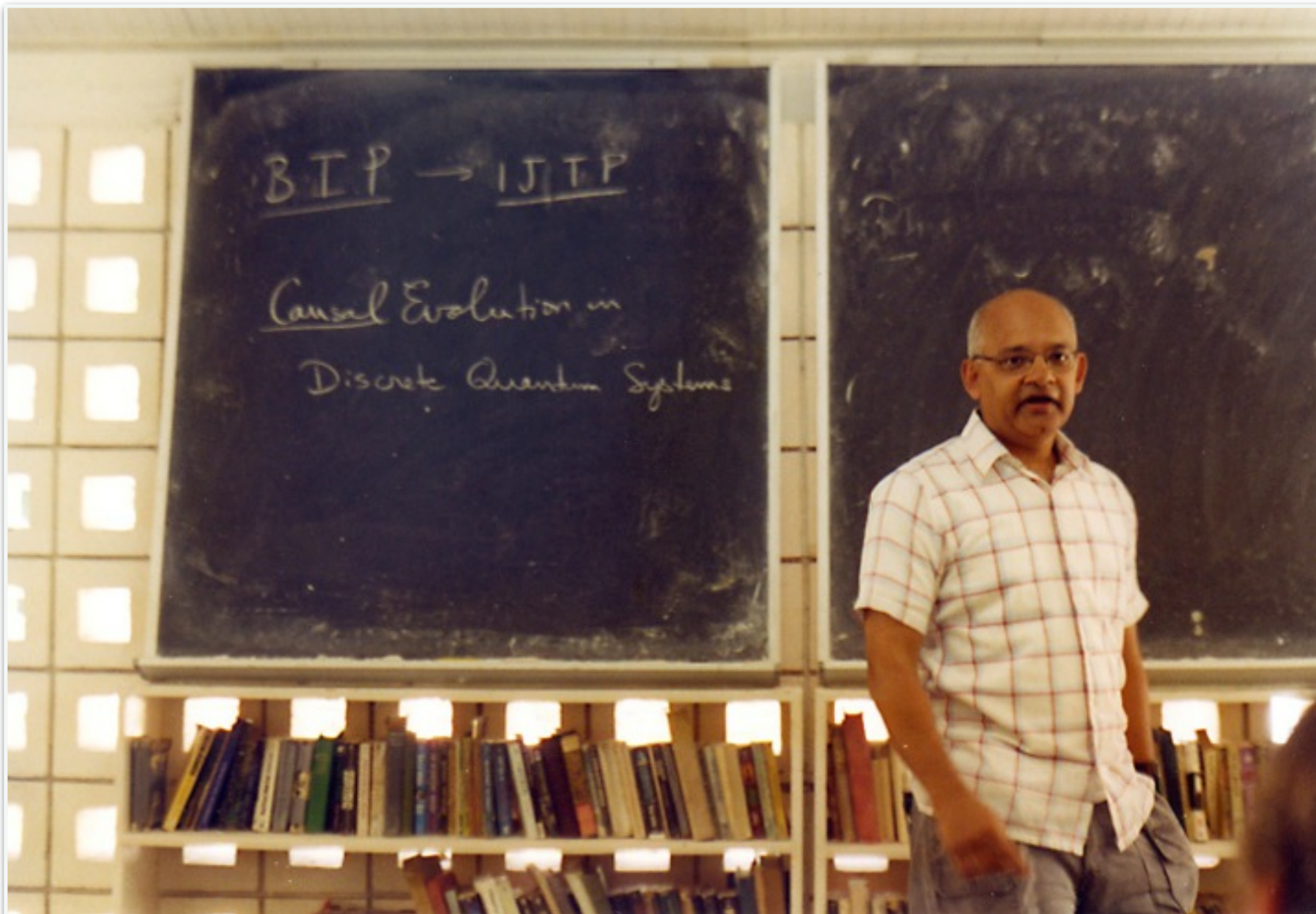
How I learned to live without  
propositions-as-types

Ross Duncan

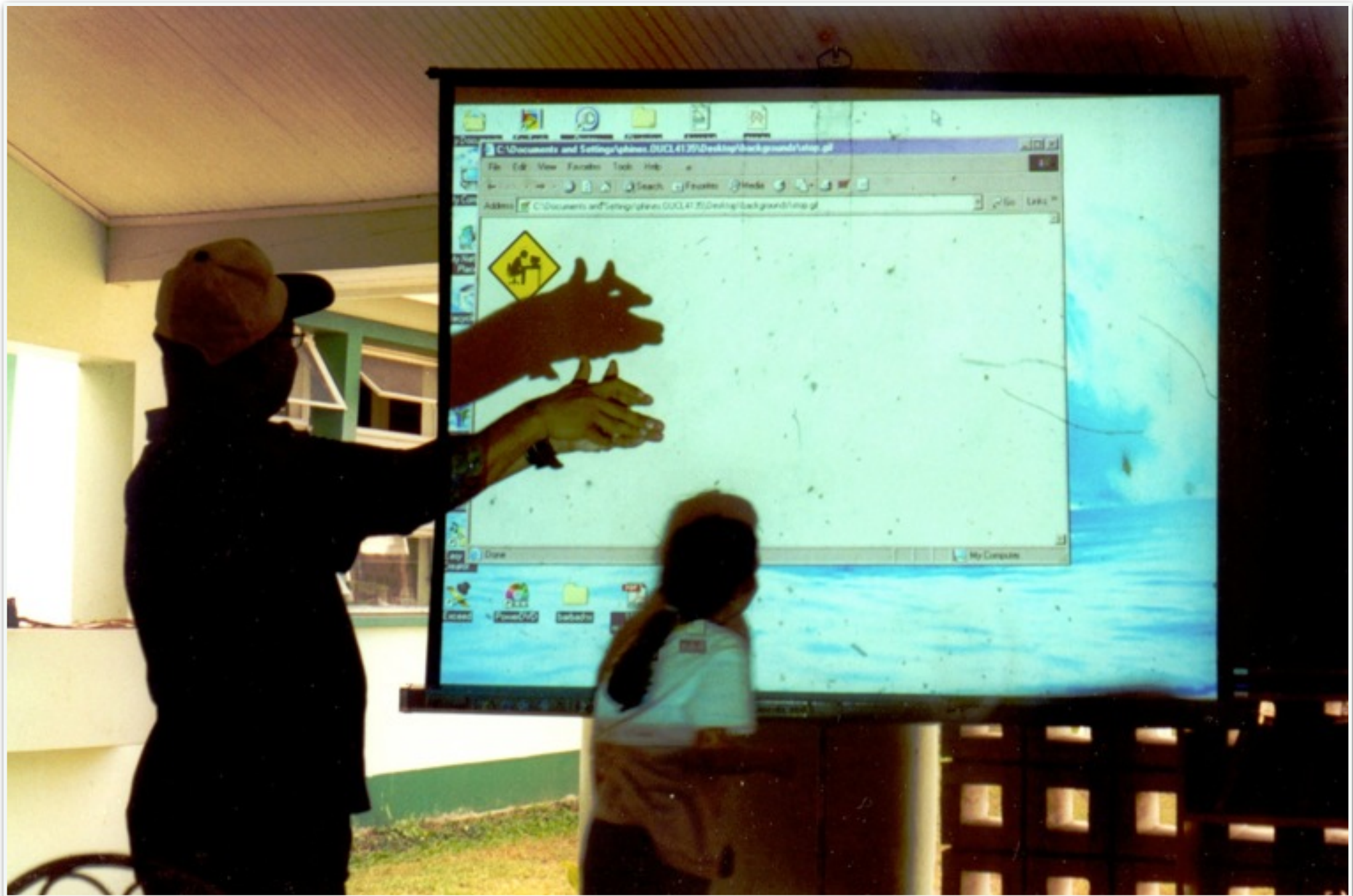
Mathematically Structured Programming Group  
University of Strathclyde

2004

“The 1st occasional Bellairs  
workshop on semantic  
techniques in quantum  
computing”

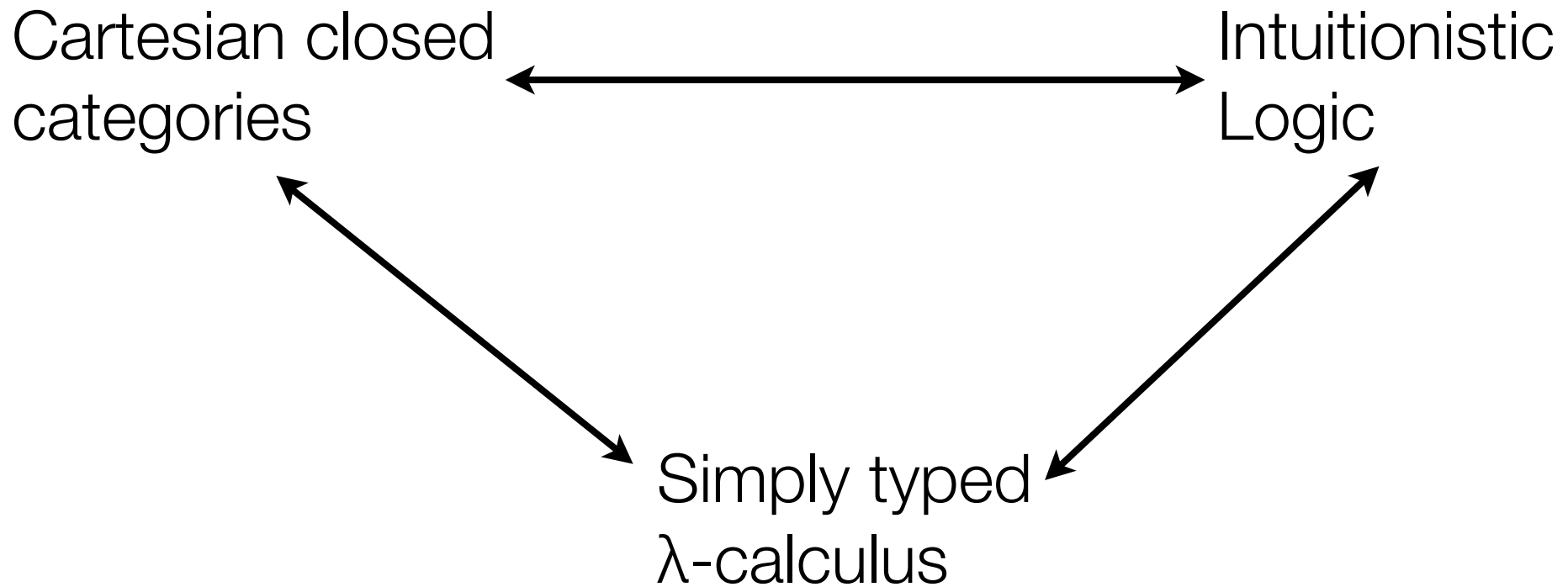




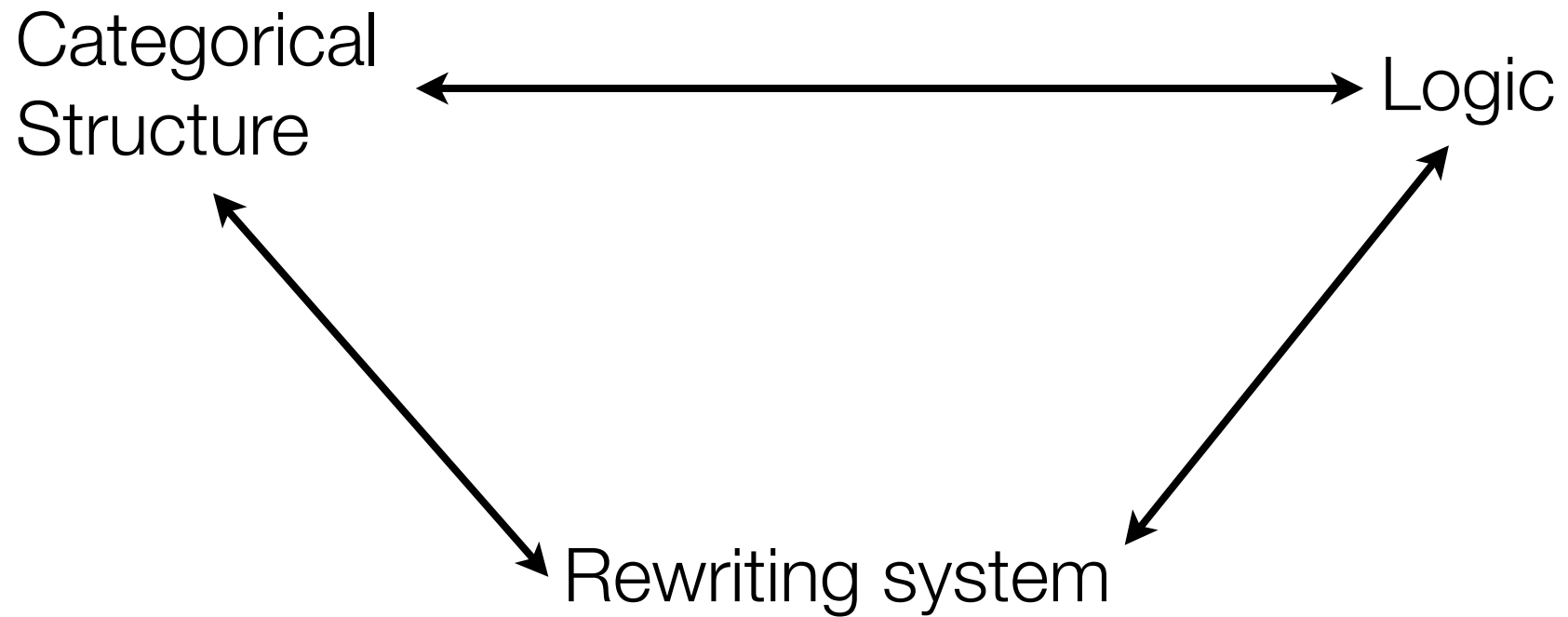


What is the  
**logic**  
of quantum  
computation?

# The Curry-Howard-Lambek correspondence



# General Scheme



# Proofs and types

*Proofs and programs are the same thing.*

- Propositions are *types*.
- Many different proofs of the same theorem: *processes* producing output of that *type*.
- Less interested in the validity of propositions than the relationship between proofs

# Proofs and types

Pragmatics:

- The type of a program should provide some useful information about that program.
- The type system should exclude (certain) programming errors.

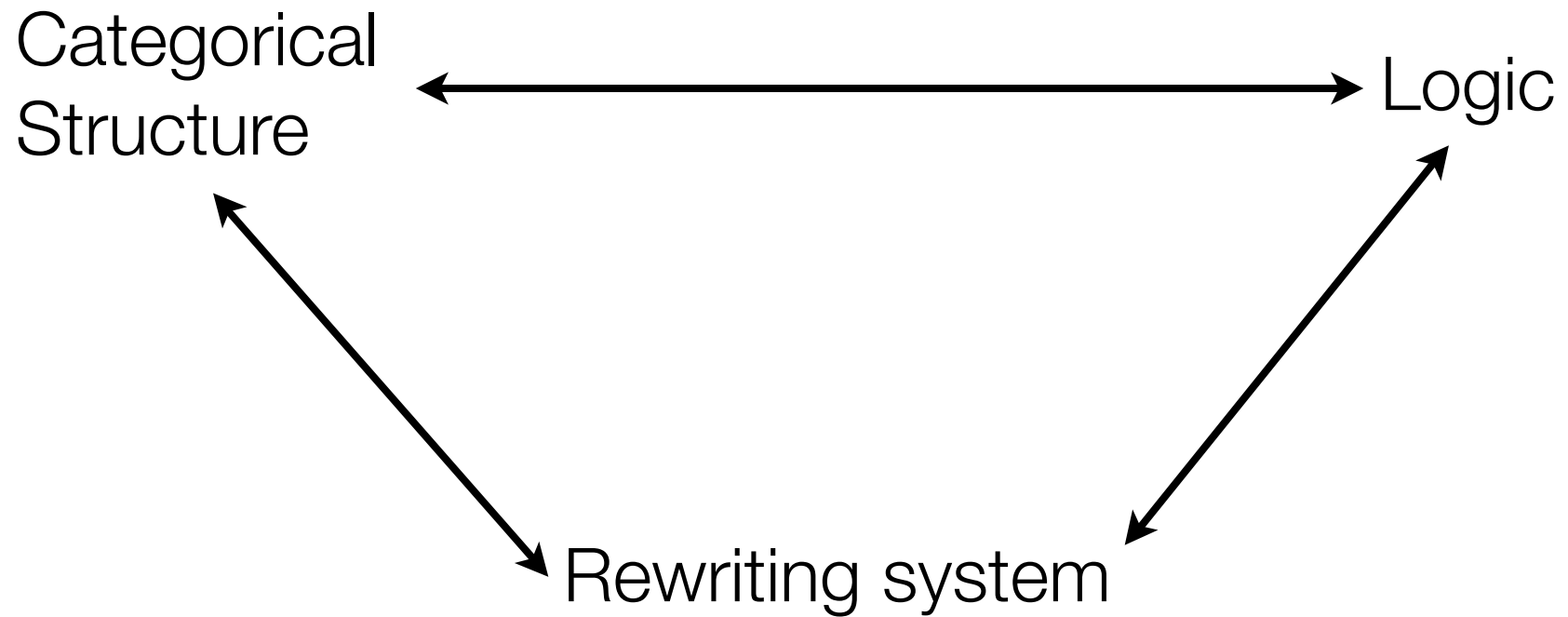
# Proofs and types

Pragmatics:

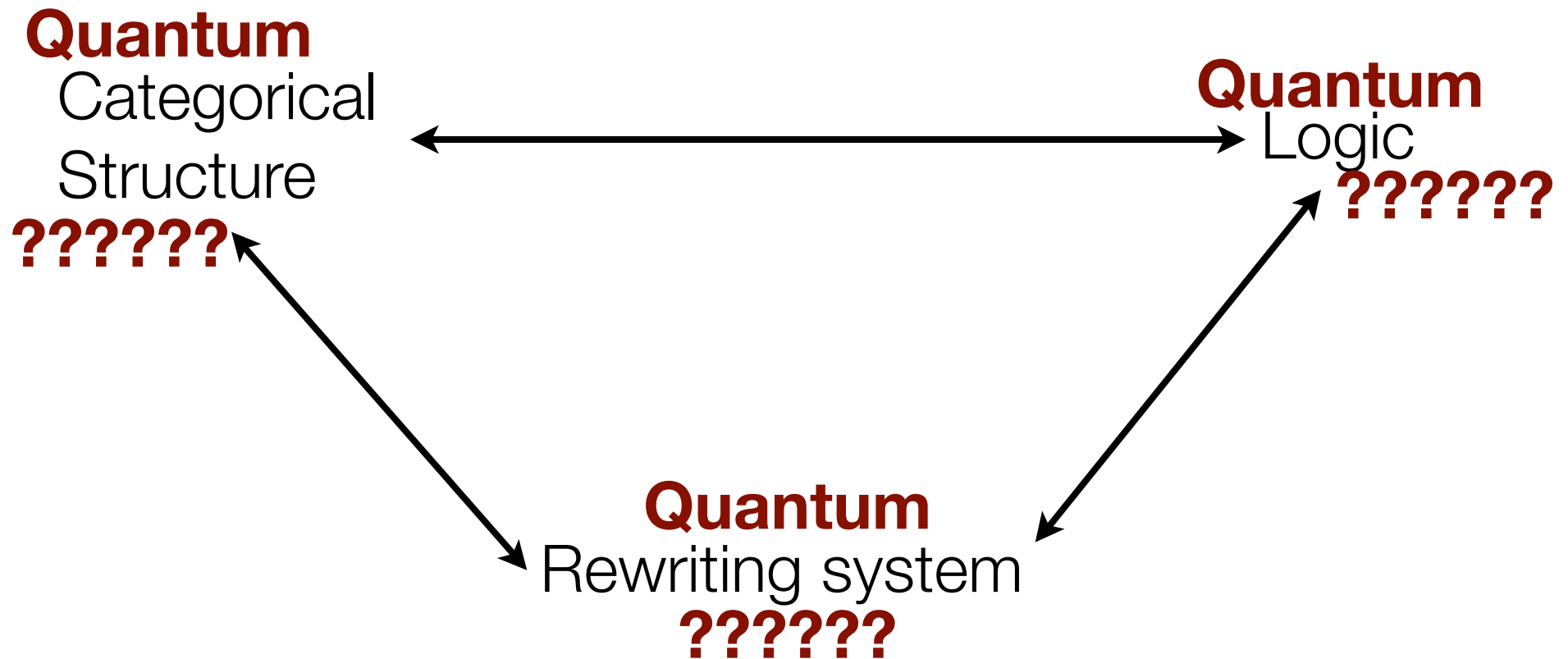
- The type of a program should provide some useful information about that program.
- The type system should exclude (certain) programming errors.

**“It type checks — it must be right”**

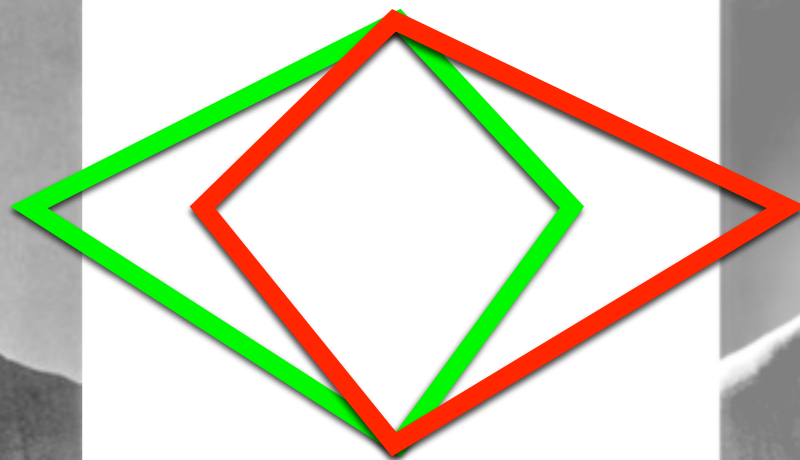
# The objective:



# The objective:



# Quantum Logic



The Birkhoff-von Neumann approach and its problems

# Propositions and projectors

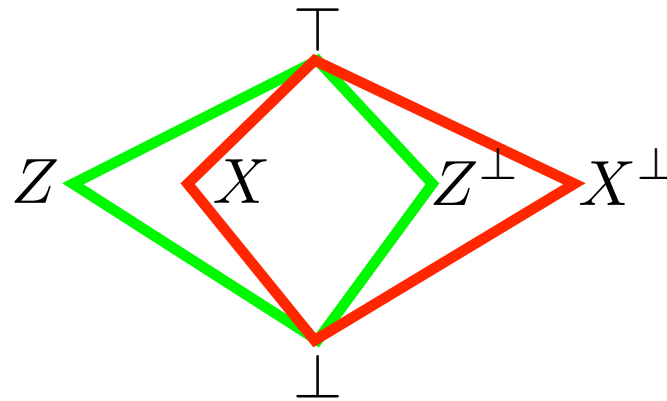
A proposition is a question with a yes/no answer:

$A = \text{“Is the spin up?”}$

but the answer will be given by a quantum measurement:

$$\psi \models A \iff p_A |\psi\rangle = |\psi\rangle$$

hence each proposition corresponds to a pair of orthogonal subspaces.

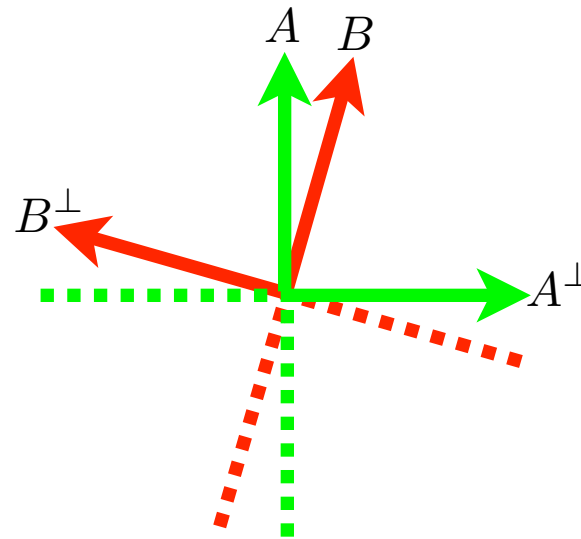


The “lattice of propositions” is simply the collection of closed subspaces ordered under inclusion.

# Distributivity Fails

In general we have  $p_A p_B \neq p_B p_A$  which implies the failure of distributivity.

Consider:



we have

$$\perp = (A \wedge B) \vee (A^\perp \wedge B) \neq (A \vee A^\perp) \wedge B = B$$

hence such a lattice is not distributive.

(It does satisfy a weaker law called *orthomodularity* which I won't discuss.)

# No deduction theorem

**Theorem:** Suppose we can define a connective  $\rightarrow$  such that

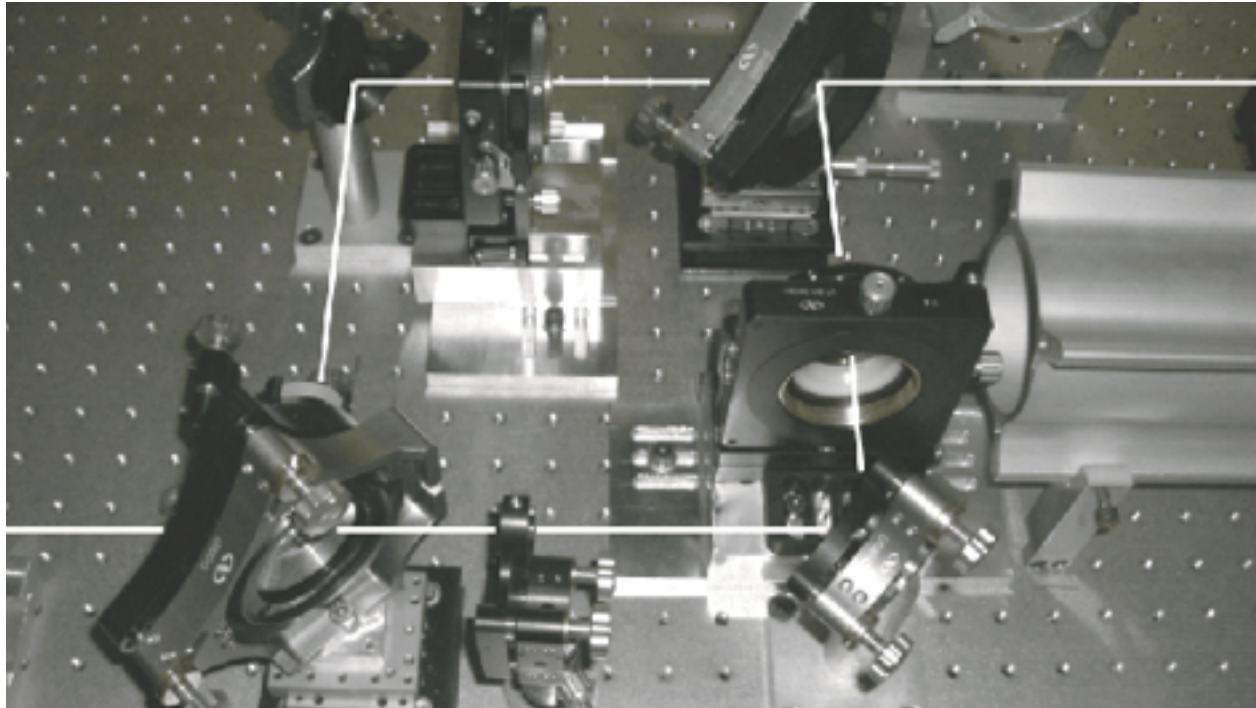
$$A \wedge X \leq B \quad \Leftrightarrow \quad X \leq A \rightarrow B$$

then the lattice is distributive.

**Corollary:** Quantum logic does not admit modus ponens.

Note that the sub-lattice defined by any set of commuting projectors is just a boolean lattice.

# Quantum Mechanics



Overview of the physical theory

# No-Cloning and No-Deleting

**Theorem:** There are no quantum operations  $D$  such that

$$D : |\psi\rangle \mapsto |\psi\rangle \otimes |\psi\rangle$$

$$D : |\phi\rangle \mapsto |\phi\rangle \otimes |\phi\rangle$$

unless  $|\psi\rangle$  and  $|\phi\rangle$  are orthogonal [Wootters & Zurek 1982]

**Theorem:** There are no quantum operations  $E$  such that

$$E : |\psi\rangle \mapsto |0\rangle$$

$$E : |\phi\rangle \mapsto |0\rangle$$

unless  $|\psi\rangle$  and  $|\phi\rangle$  are orthogonal [Pati & Braunstein 2000]

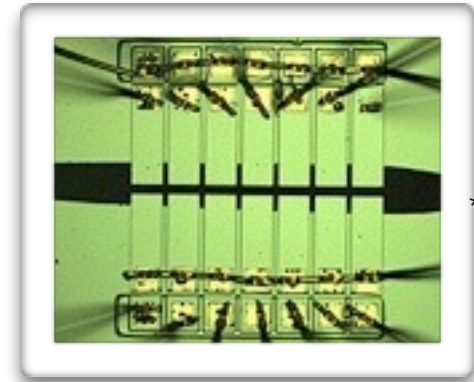
# No-Cloning and No-Deleting

Linear types have been proposed\* to capture this:

$!A$

$A \otimes B$

Separate classical and quantum data in a hybrid machine



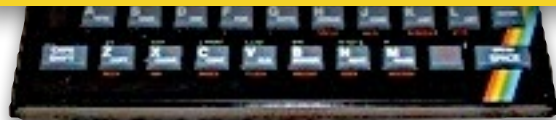
\*\* Hensinger et al  
*Nature* 2005

\*vanTonder 2003, Selinger and Valiron 2005, Arrighi and Dowek 2003, Altenkirch & Grattage 2005

# No-Cloning and No-Deleting

Linear types have been proposed\* to capture this:

**Not good enough!**



\* Hensinger et al  
*Nature* 2005

\*vanTonder 2003, Selinger and Valiron 2005, Arrighi and Dowek 2003, Altenkirch & Grattage 2005

# Map-State Duality

Recall that there is an isomorphism :

$$A \multimap B \cong A \otimes B$$

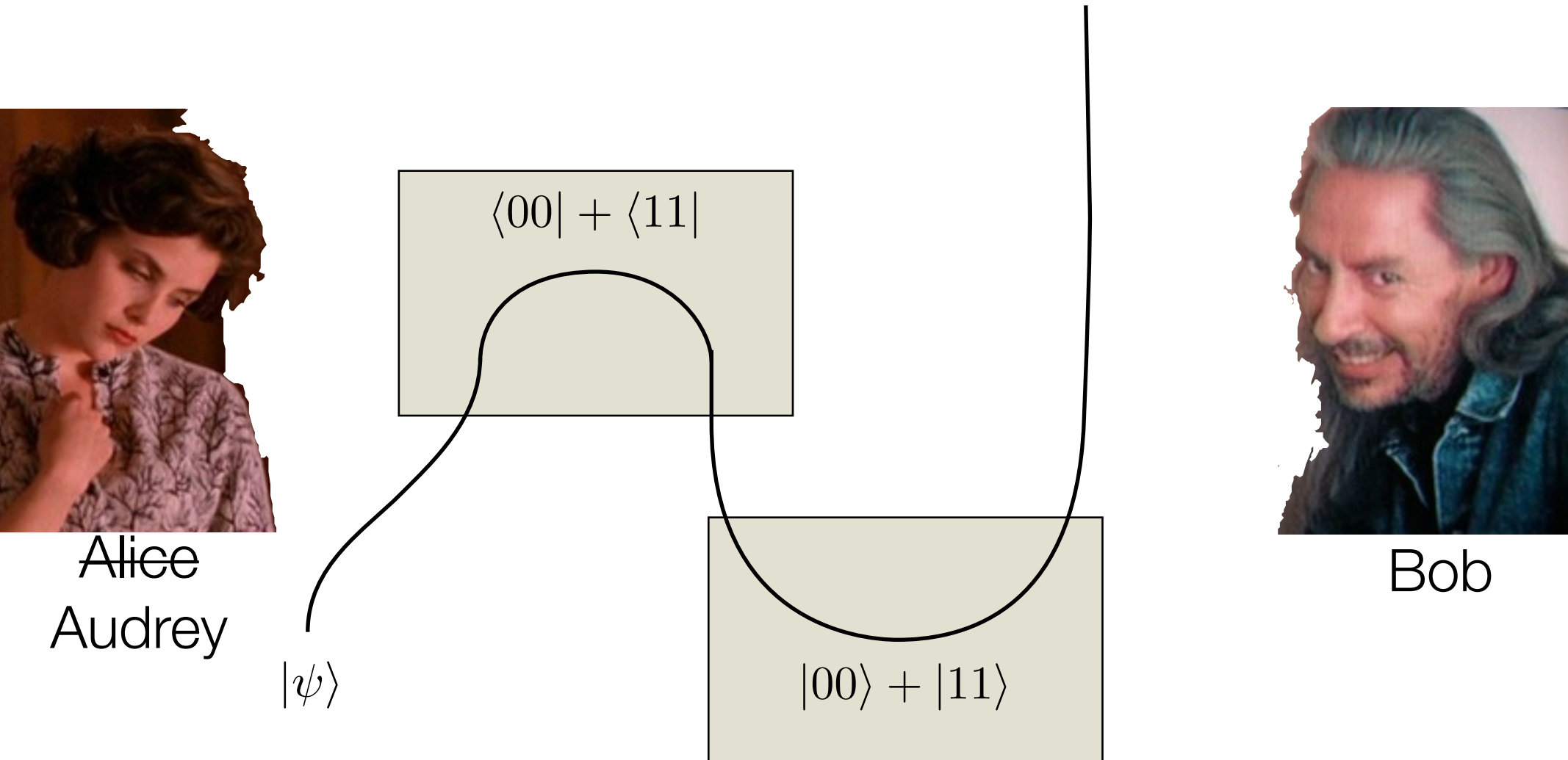
$$I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} \longleftrightarrow |00\rangle + |11\rangle =: |\text{Bell}_1\rangle$$

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \longleftrightarrow |01\rangle + |10\rangle =: |\text{Bell}_2\rangle$$

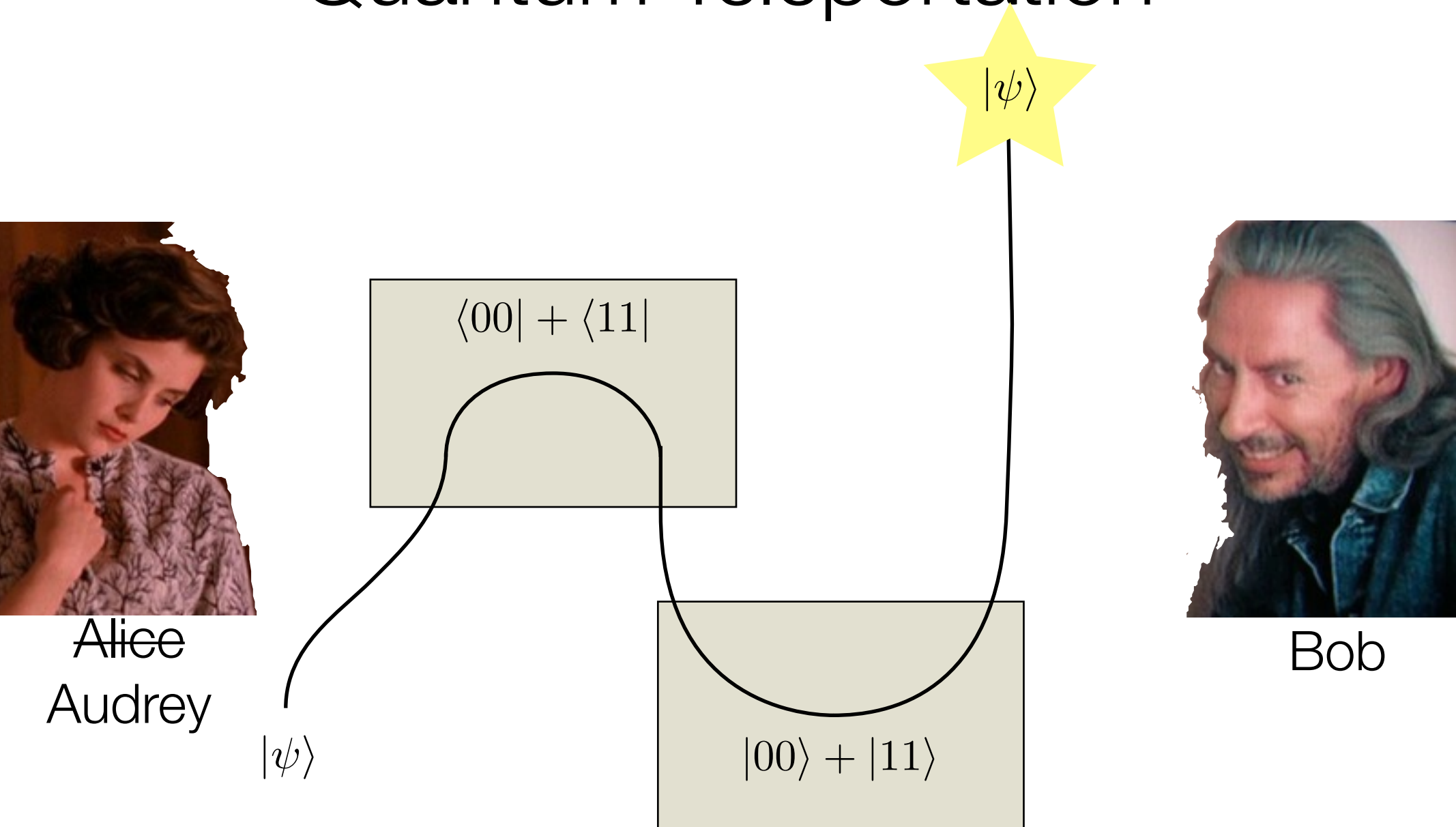
$$Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \longleftrightarrow |00\rangle - |11\rangle =: |\text{Bell}_3\rangle$$

$$XZ = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} \longleftrightarrow |01\rangle - |10\rangle =: |\text{Bell}_4\rangle$$

# Quantum Teleportation



# Quantum Teleportation



# Channels via entanglement

Bennett et al:

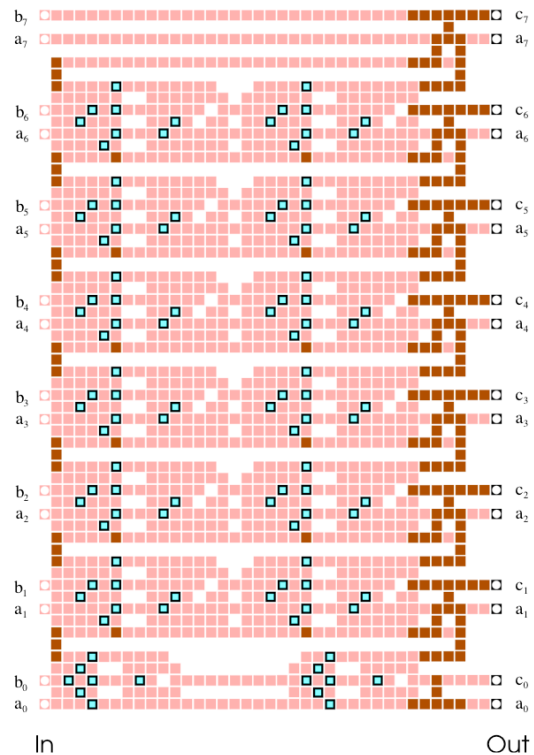
*“Note that qubits are a directed channel resource, sent in a particular direction from the sender to the receiver; by contrast [entangled pairs] are an undirected resource shared between the sender and receiver.”*

*Teleporting an unknown quantum state via dual classical and EPR channels, PRL, 1993*

This suggests that the type of an entangled pair should be the *linear* type  $Q \wp Q$  rather than the usual  $Q \rightarrow Q$ .

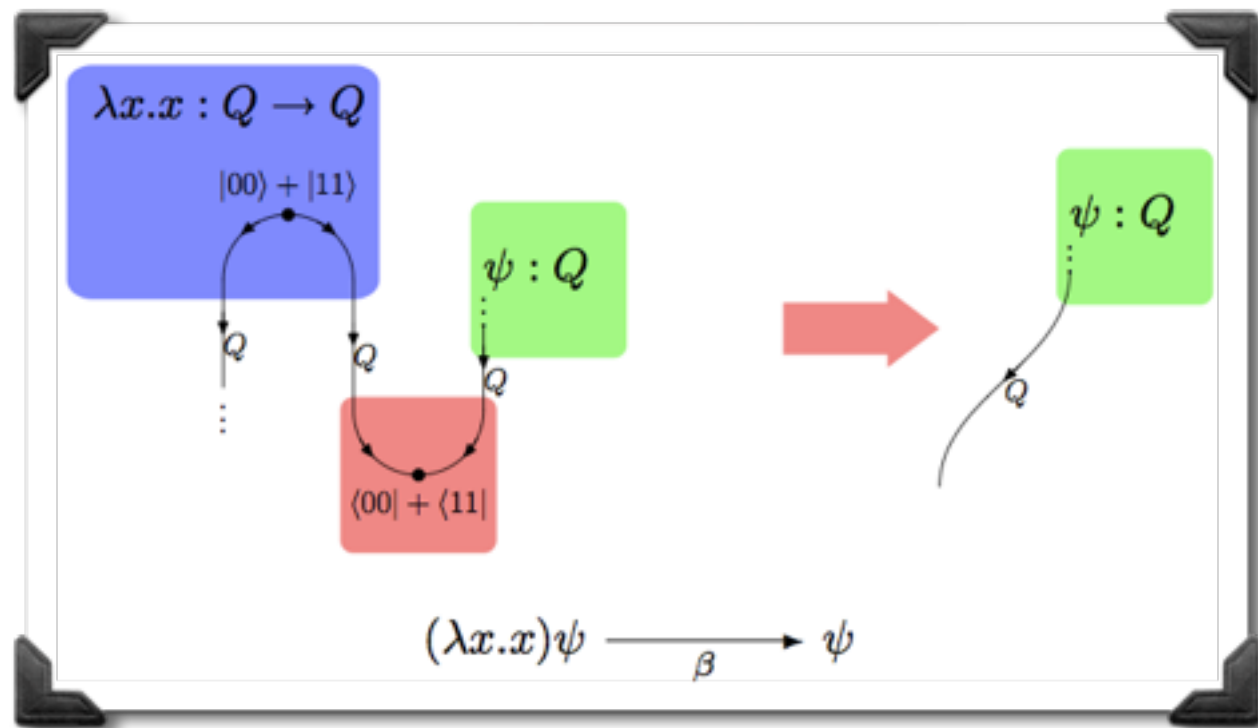
# More Entanglement

Entanglement can be used for a lot more than just transmitting information:



MBQC is a universal model of computation which is based on the flow of information through large entangled states.

# Propositions as types for QM



A logic based on processes not properties

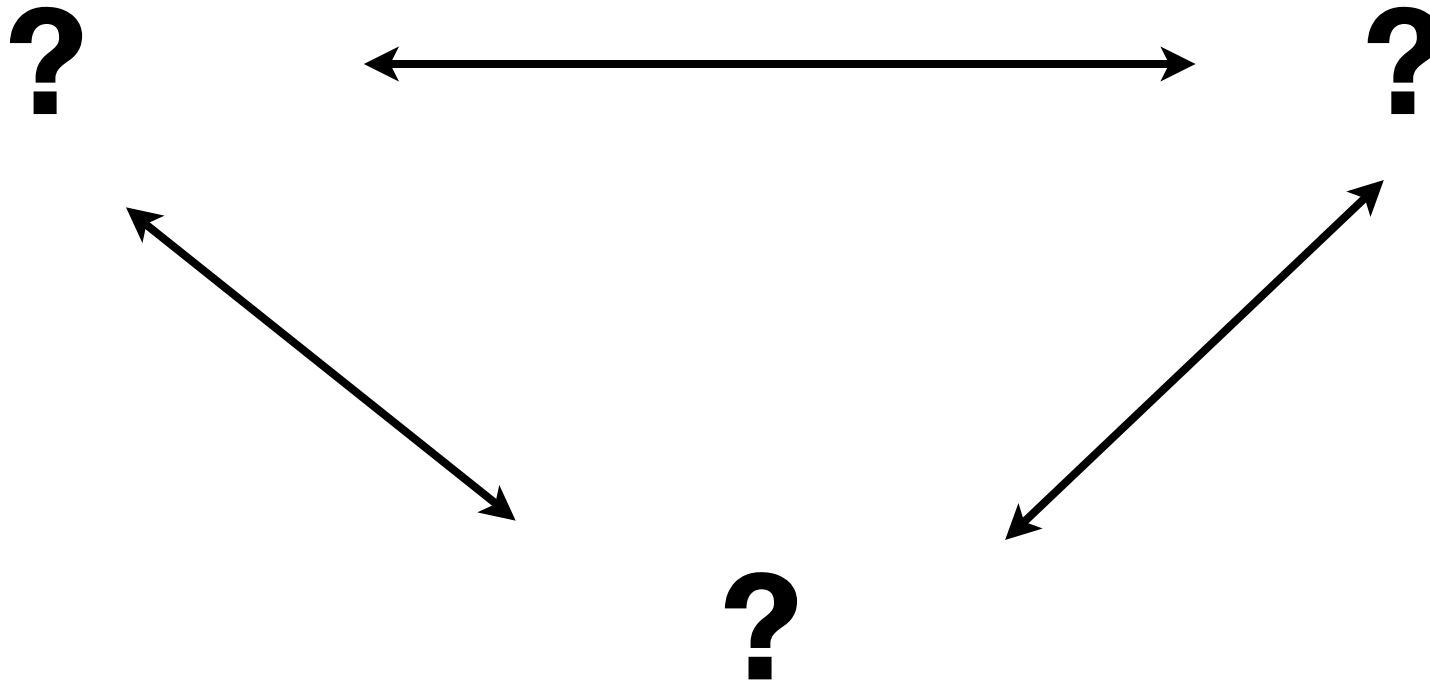
# What is the quantum version?

- **We want a logic of “quantum processes”**

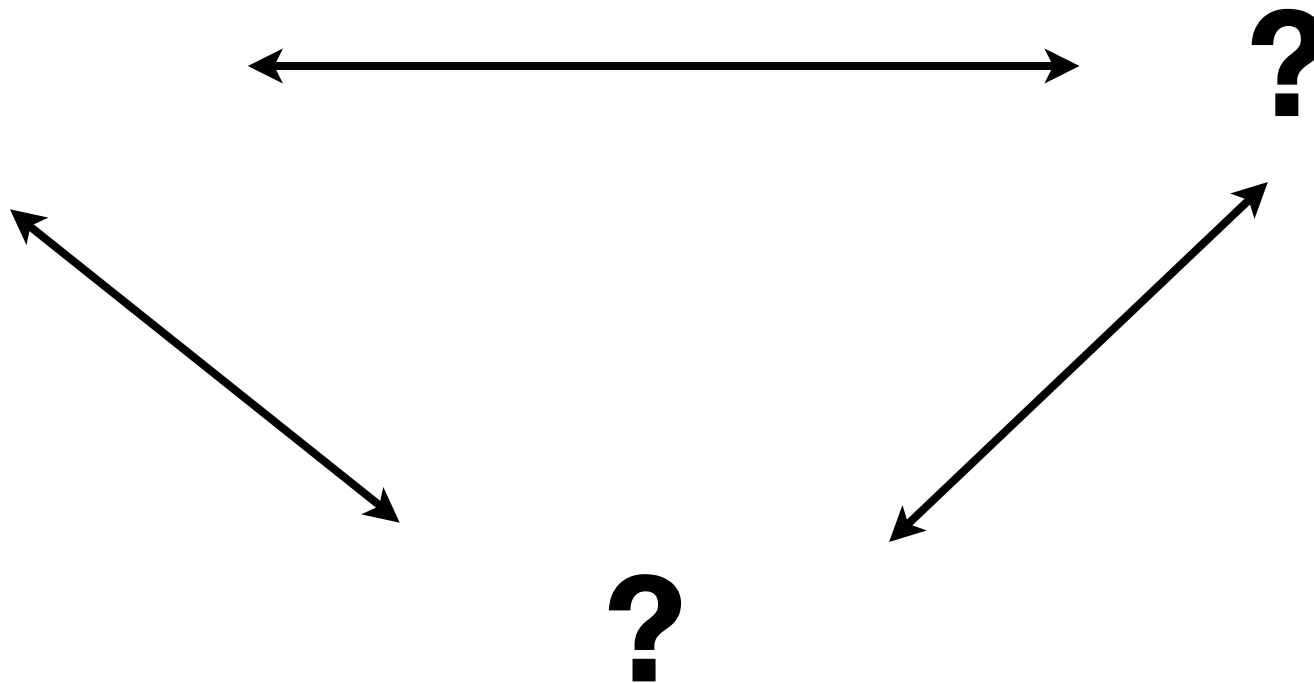
Some hints as to what this should be:

- entangled systems can't be described by a Cartesian product
- map-state duality suggests we should have a “function-type”
- no-cloning and no-deleting imply that the underlying setting should be *linear*
- ....however we still need some way to represent non-determinism

# The quantum version:



# The quantum version:



# The quantum version:



## **A categorical semantics of quantum protocols**

Samson Abramsky and Bob Coecke

Oxford University Computing Laboratory,  
Wolfson Building, Parks Road, Oxford OX1 3QD, UK.  
samson.abramsky · bob.coecke@comlab.ox.ac.uk

# The quantum version:

$\dagger$ -compact closed  
categories with  
 $\dagger$ -biproducts

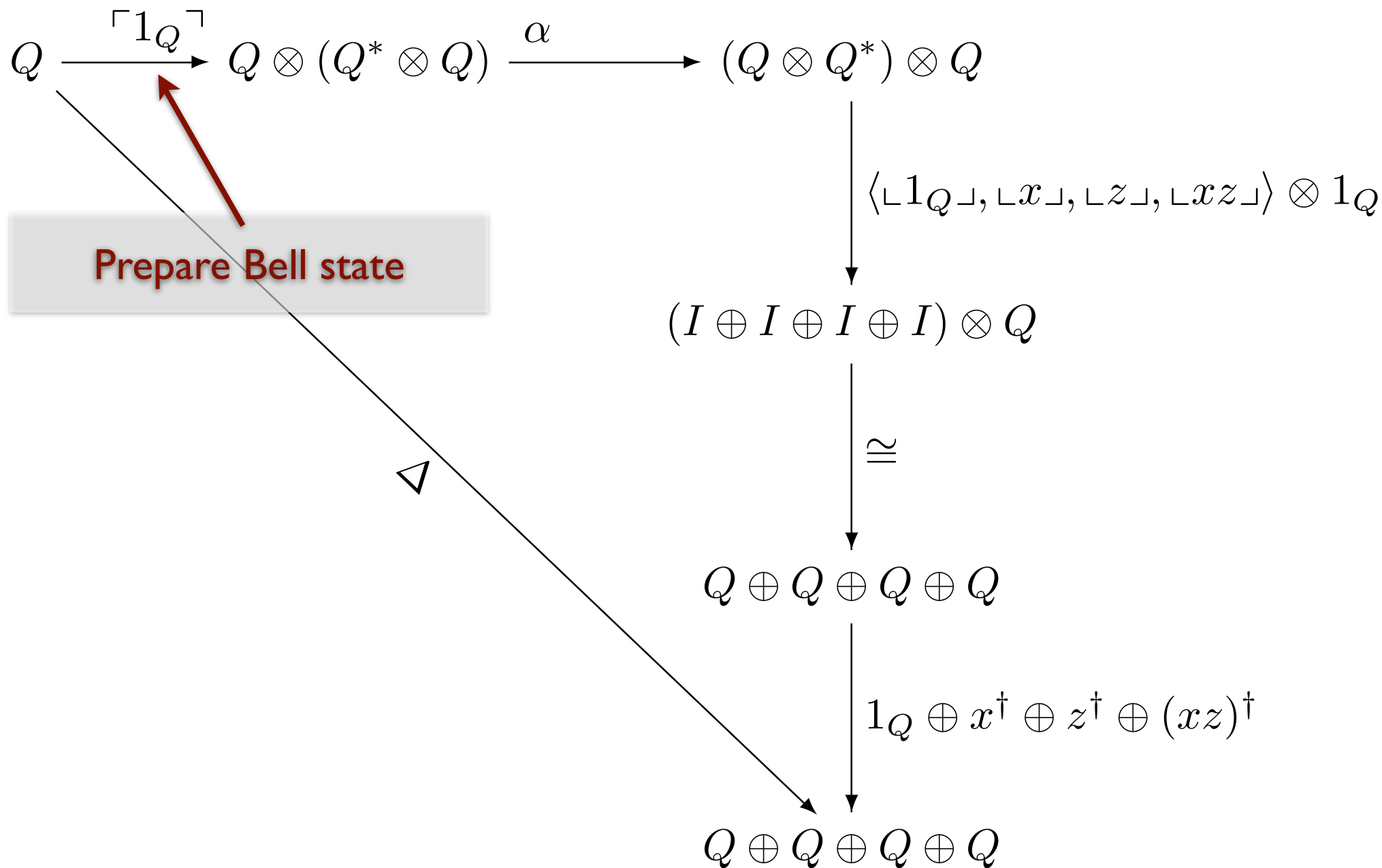


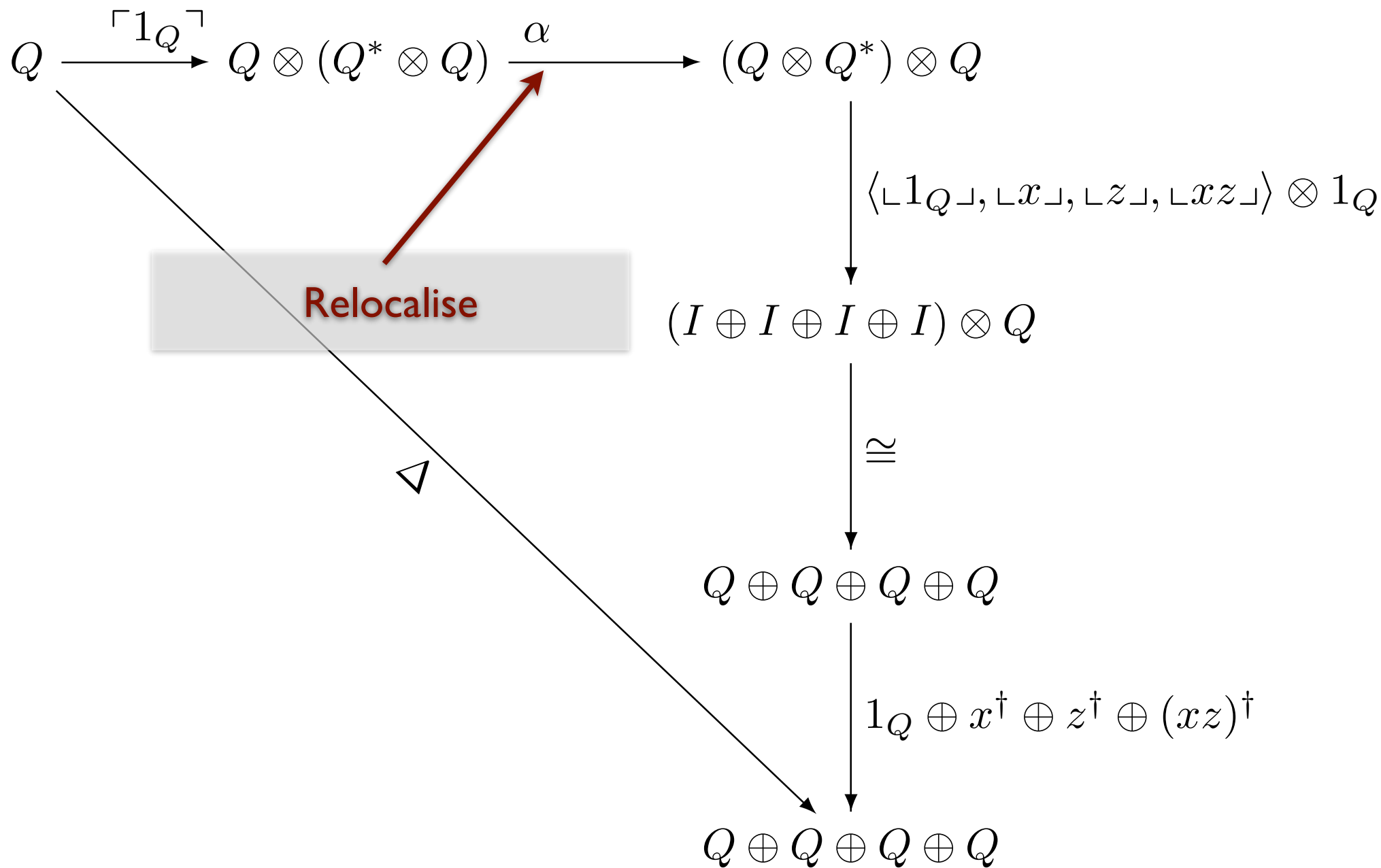
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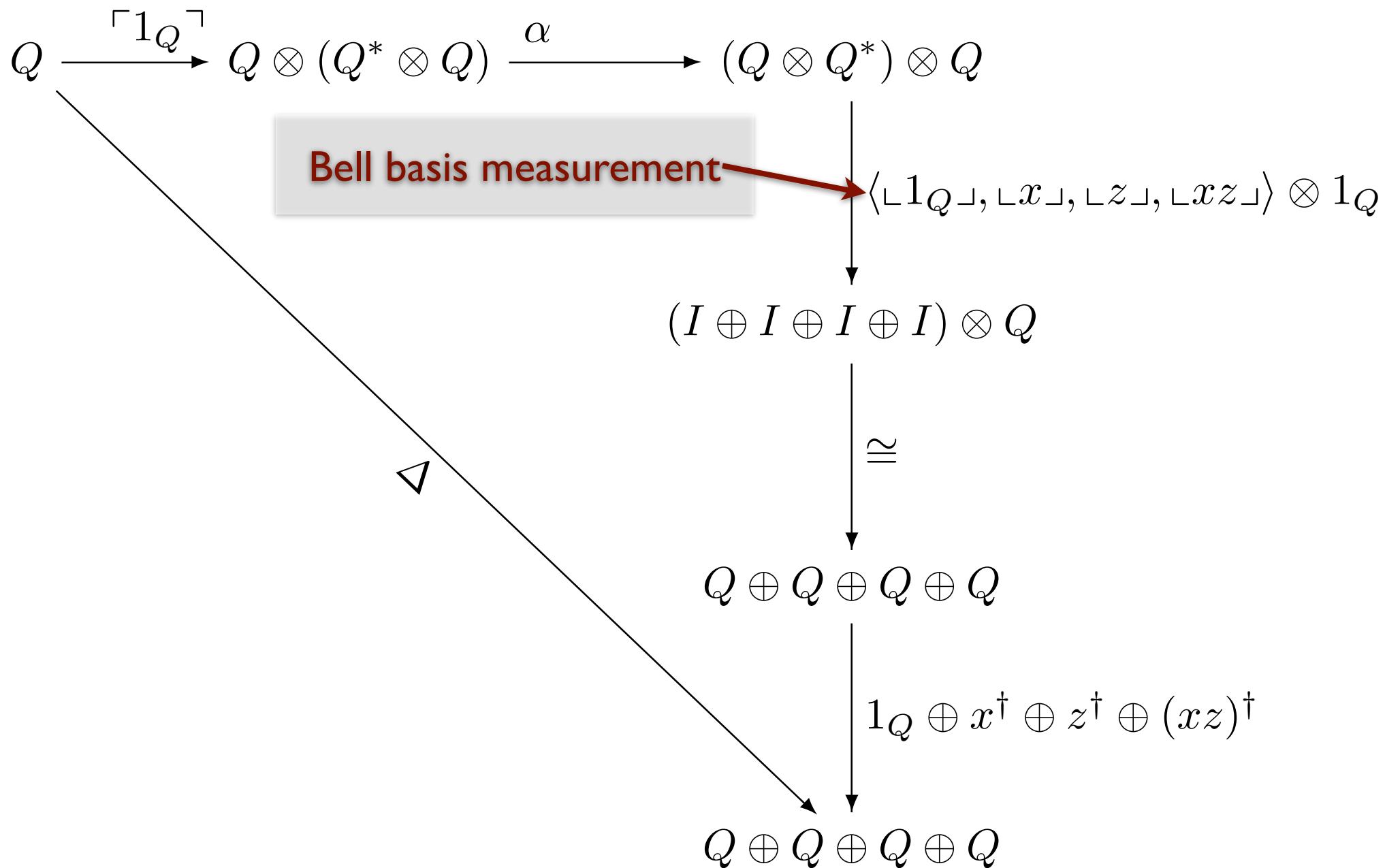
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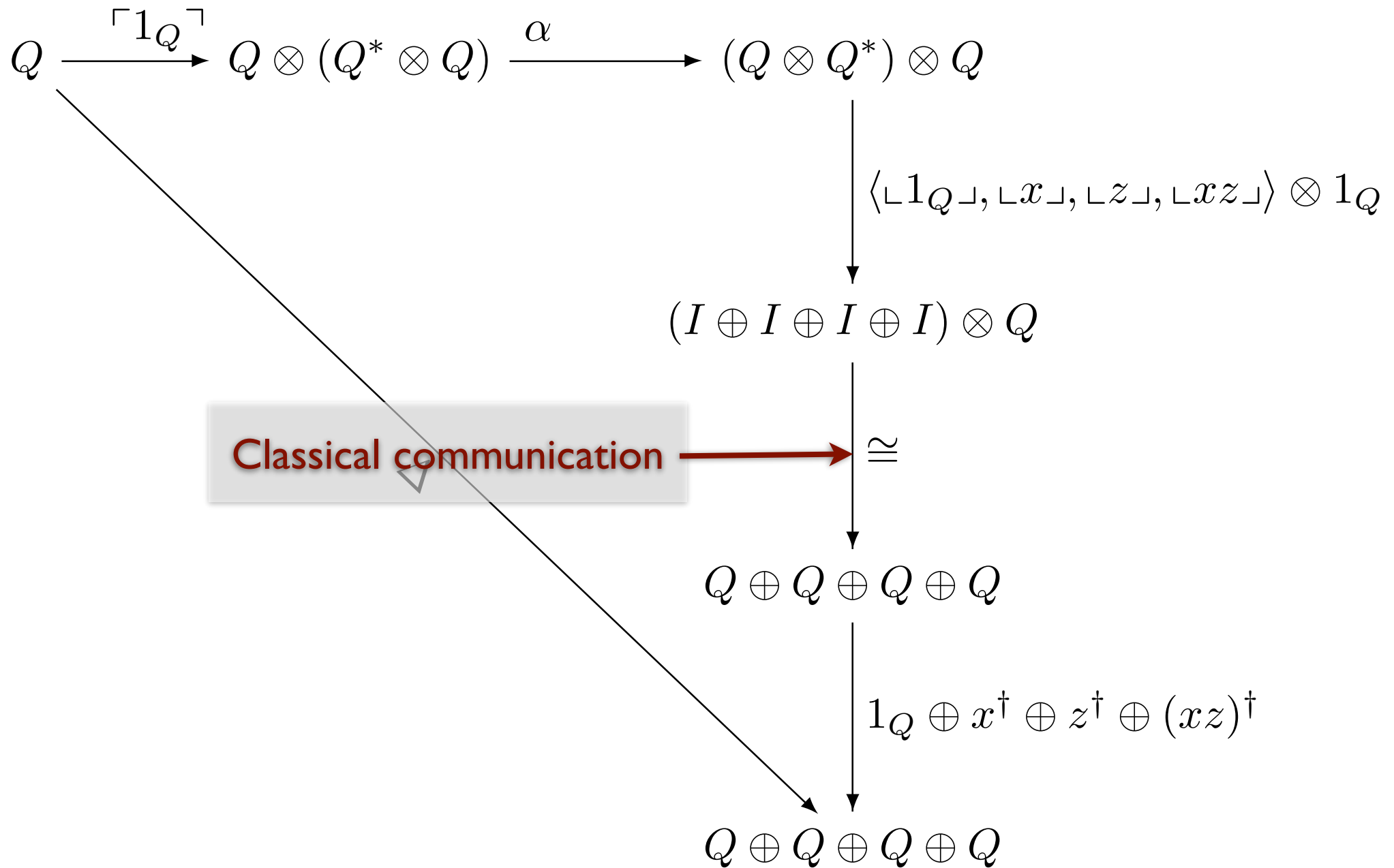
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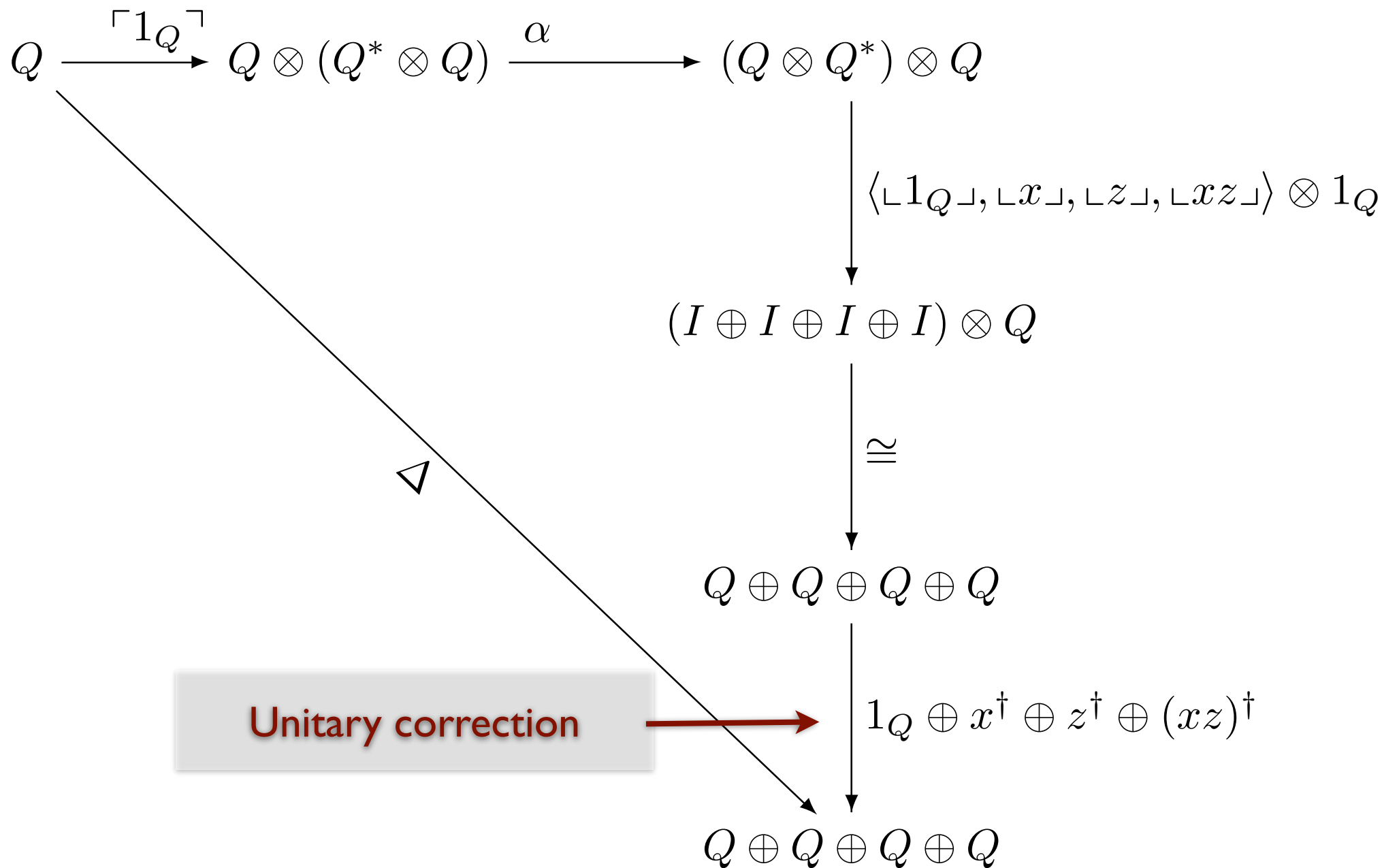
$$\begin{array}{c}
Q \xrightarrow{\lceil 1_Q \rceil} Q \otimes (Q^* \otimes Q) \xrightarrow{\alpha} (Q \otimes Q^*) \otimes Q \\
\searrow \Delta \\
\downarrow \langle \lceil 1_Q \rceil, \lceil x \rceil, \lceil z \rceil, \lceil xz \rceil \rangle \otimes 1_Q \\
(I \oplus I \oplus I \oplus I) \otimes Q \\
\downarrow \cong \\
Q \oplus Q \oplus Q \oplus Q \\
\downarrow 1_Q \oplus x^\dagger \oplus z^\dagger \oplus (xz)^\dagger \\
Q \oplus Q \oplus Q \oplus Q
\end{array}$$

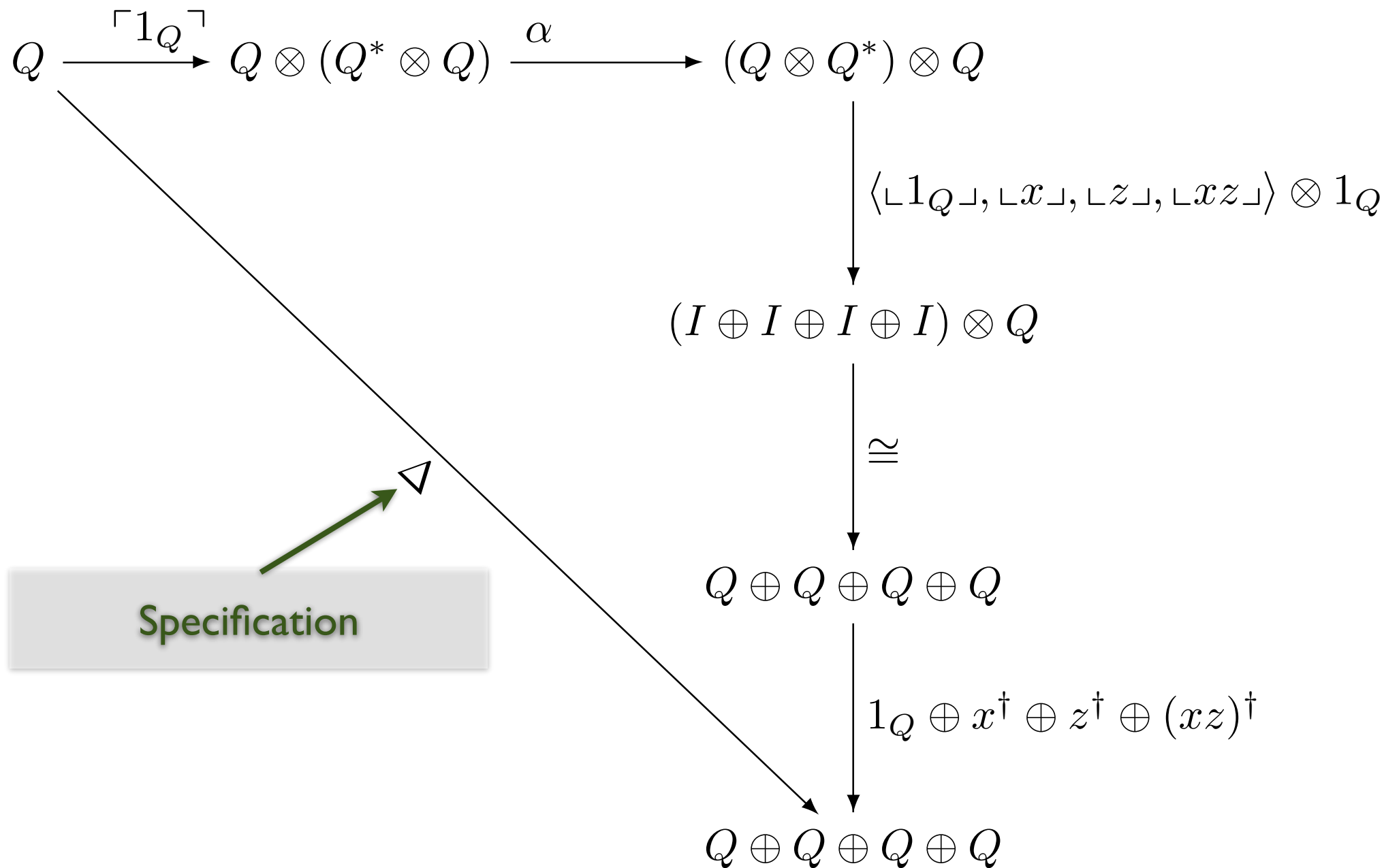












# An invitation:



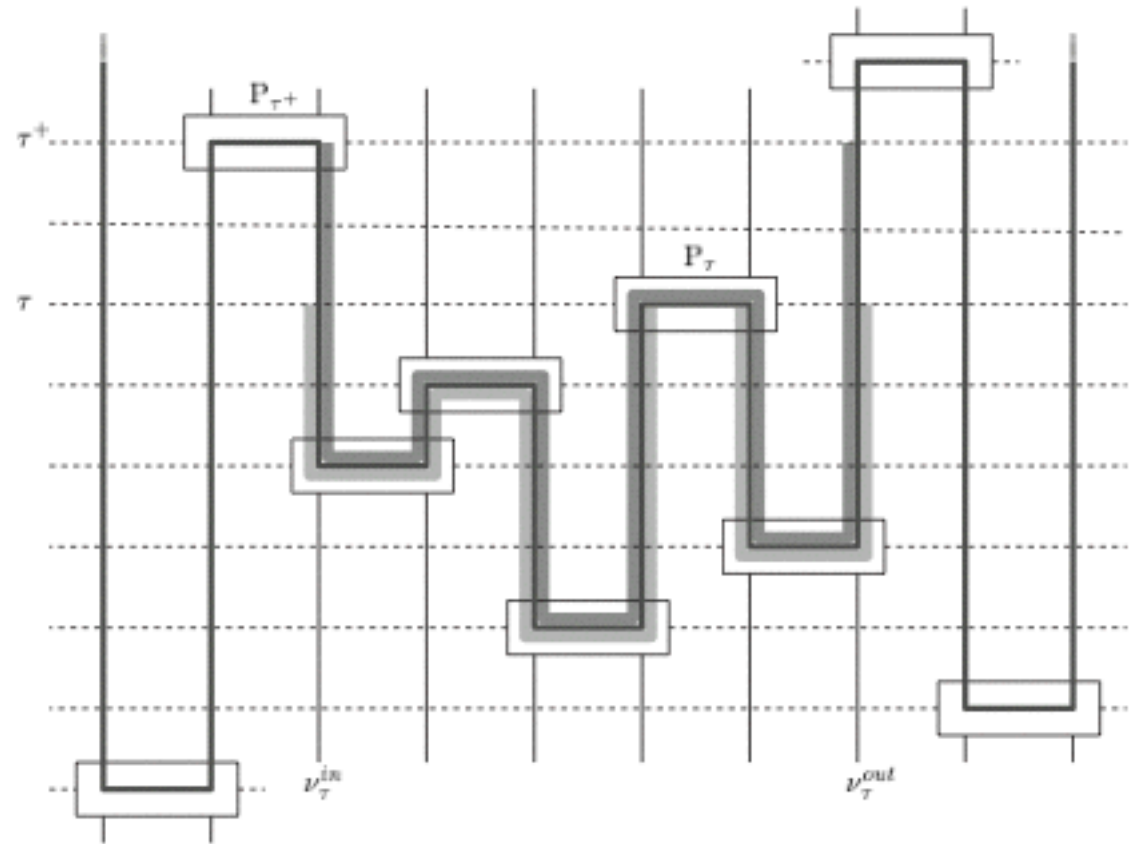
Programming Research Group

THE LOGIC OF ENTANGLEMENT.  
AN INVITATION.

(VERSION 0.9999)

Bob Coecke

PRG-RR-03-12



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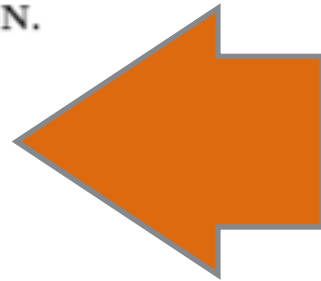
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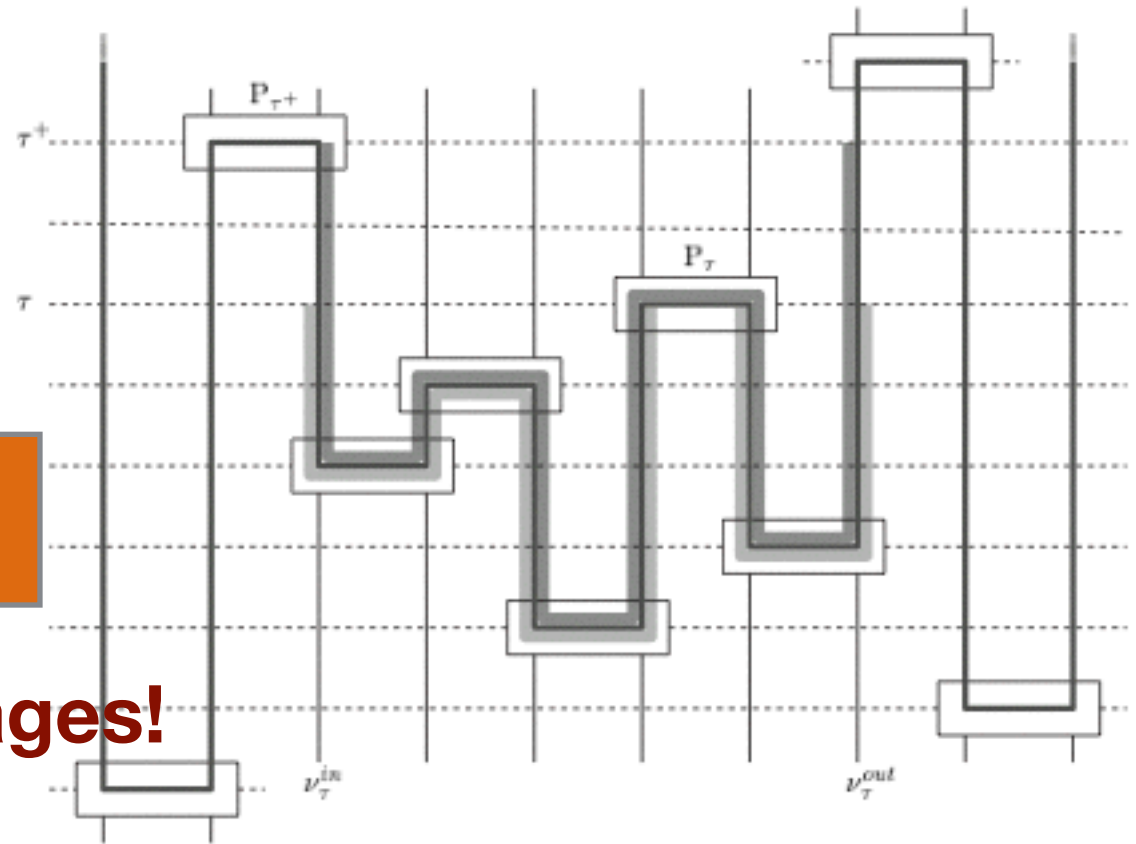
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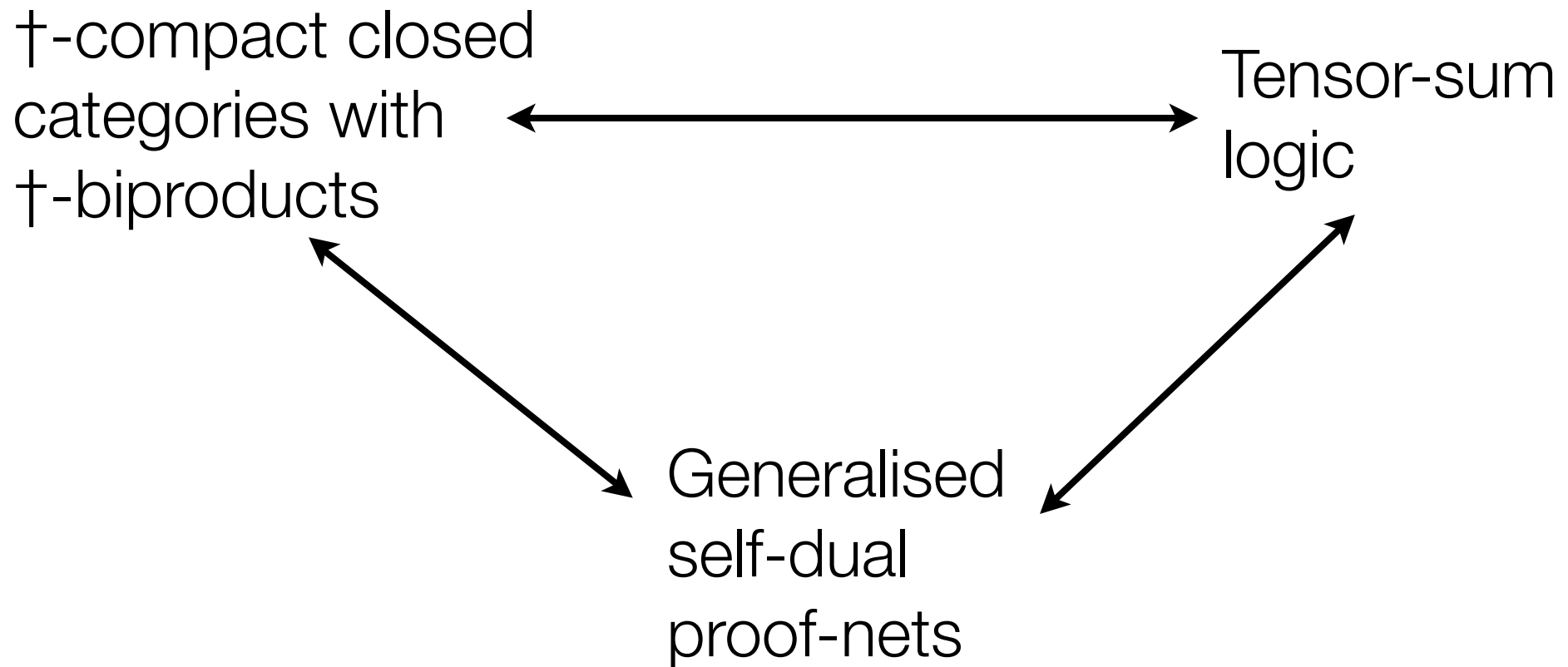
PRG-RR-03-12



**161 pages!**



# The quantum version:



# The connectives

Classical logic

$$\neg\neg A = A$$

$$\neg(A \wedge B) = \neg A \vee \neg B$$

$$\neg(A \vee B) = \neg A \wedge \neg B$$

|  | conjunction | disjunction |
|--|-------------|-------------|
|  | $\wedge$    | $\vee$      |

# The connectives

Linear logic  
(MALL)

$$A^{\perp\perp} = A$$

$$(A \otimes B)^{\perp} = A^{\perp} \wp B^{\perp}$$

$$(A \wp B)^{\perp} = A^{\perp} \otimes B^{\perp}$$

$$(A \& B)^{\perp} = A^{\perp} \oplus B^{\perp}$$

$$(A \oplus B)^{\perp} = A^{\perp} \& B^{\perp}$$

|                | conjunction | disjunction |
|----------------|-------------|-------------|
| multiplicative | $\otimes$   | $\wp$       |
| additive       | $\&$        | $\oplus$    |

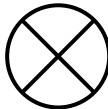
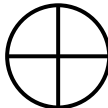
# The connectives

Tensor-sum “logic”

$$A^{**} = A$$

$$(A \otimes B)^* = A^* \otimes B^*$$

$$(A \oplus B)^* = A^* \oplus B^*$$

|                |                                                                                       |
|----------------|---------------------------------------------------------------------------------------|
|                |                                                                                       |
| multiplicative |    |
| additive       |  |

# A professional opinion:



*“One must leave it in the  
department of atrocities...”*

J.-Y. Girard, *The Blind Spot*, 2006

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*“Here one witnesses a frank divorce between the logical viewpoint and the category-theoretic viewpoint, for which  $\otimes = \wp$  is not absurd. Thus, in algebra, the tensor is often equal to the cotensor, for instance in finite dimensional vector spaces ... This remark illustrates the gap separating logic and categories, by the way quite legitimate activities, that one should not try to crush one upon another.”*

# Tensor-Sum Logic

Tensor-sum logic is a Gentzen system, designed to capture the structure of a certain free category on some generators  $\mathcal{A}$ .

- Essentially it is MALL with self-dual connectives
- Every proof has an interpretation as an arrow of  $F\mathcal{A}$
- Every arrow of  $F\mathcal{A}$  has a corresponding proof
- The system is cut-eliminating, and the cut-elimination procedure is sound wrt the interpretation.

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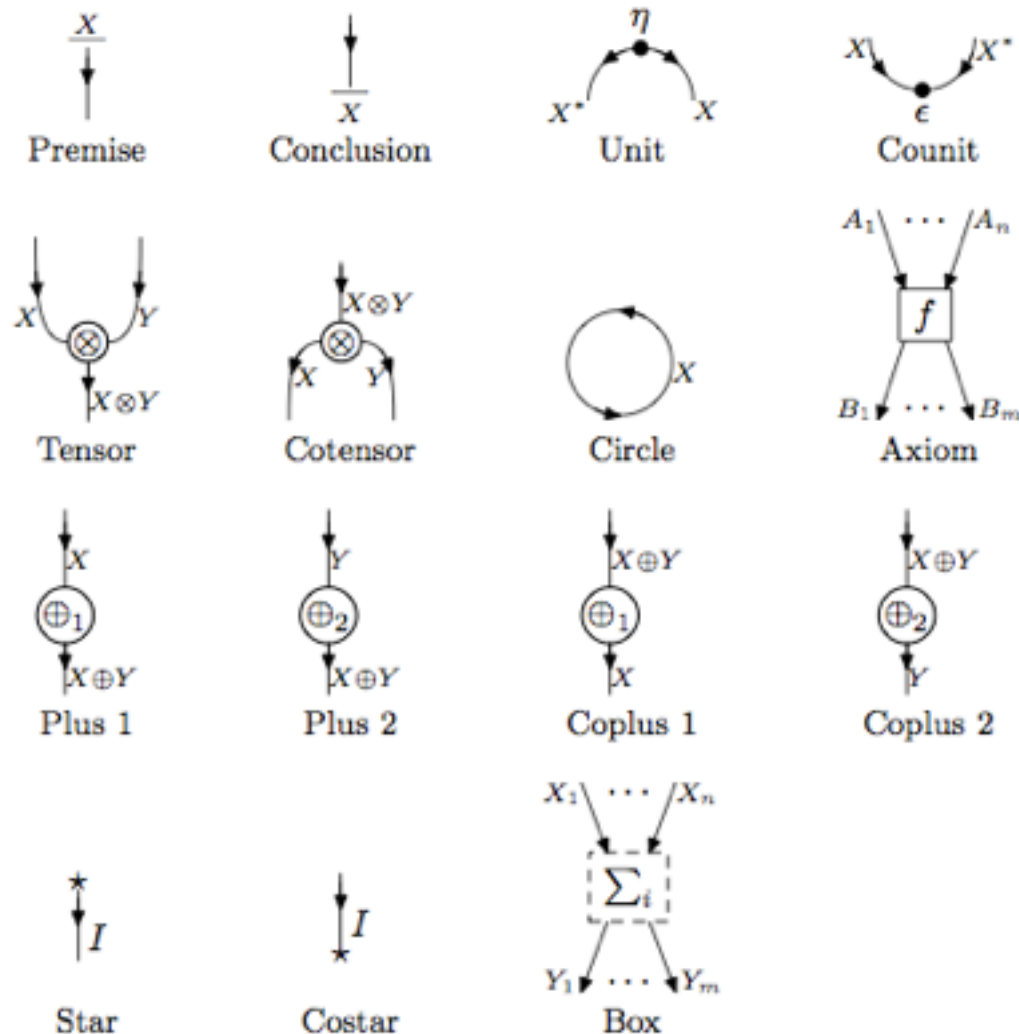
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- The system is cut-eliminating, and the cut-elimination procedure is sound wrt the interpretation.

It has some *oddities* as a logical system:

- Every entailment  $A \vdash B$  is derivable with a *zero proof*
- Self-duality allows the formation of *self-cuts*
  - the empty sequent is derivable in many *inequivalent ways*

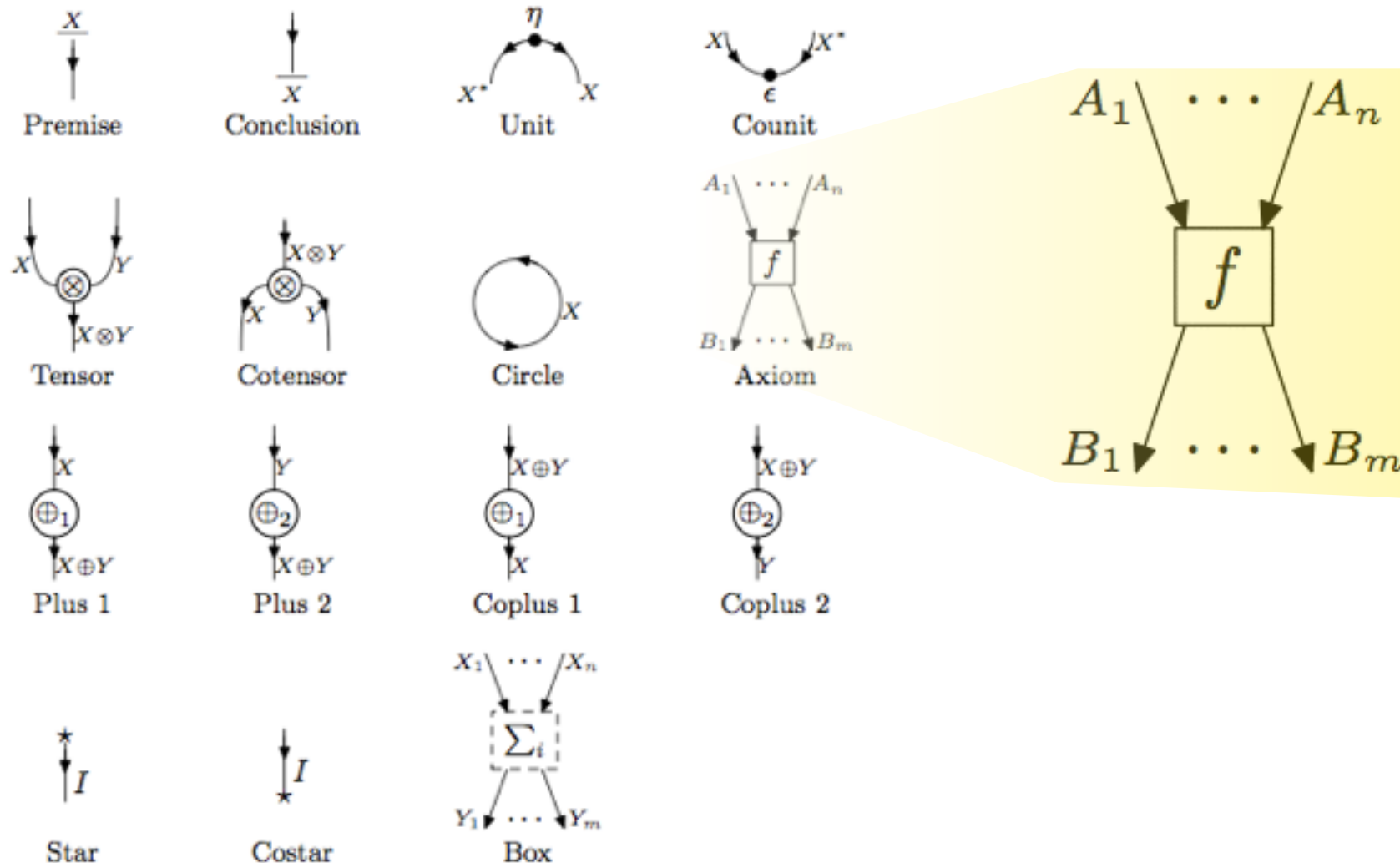
# Proof-nets for tensor and sum

Define a system of proof-nets with non-logical axioms:



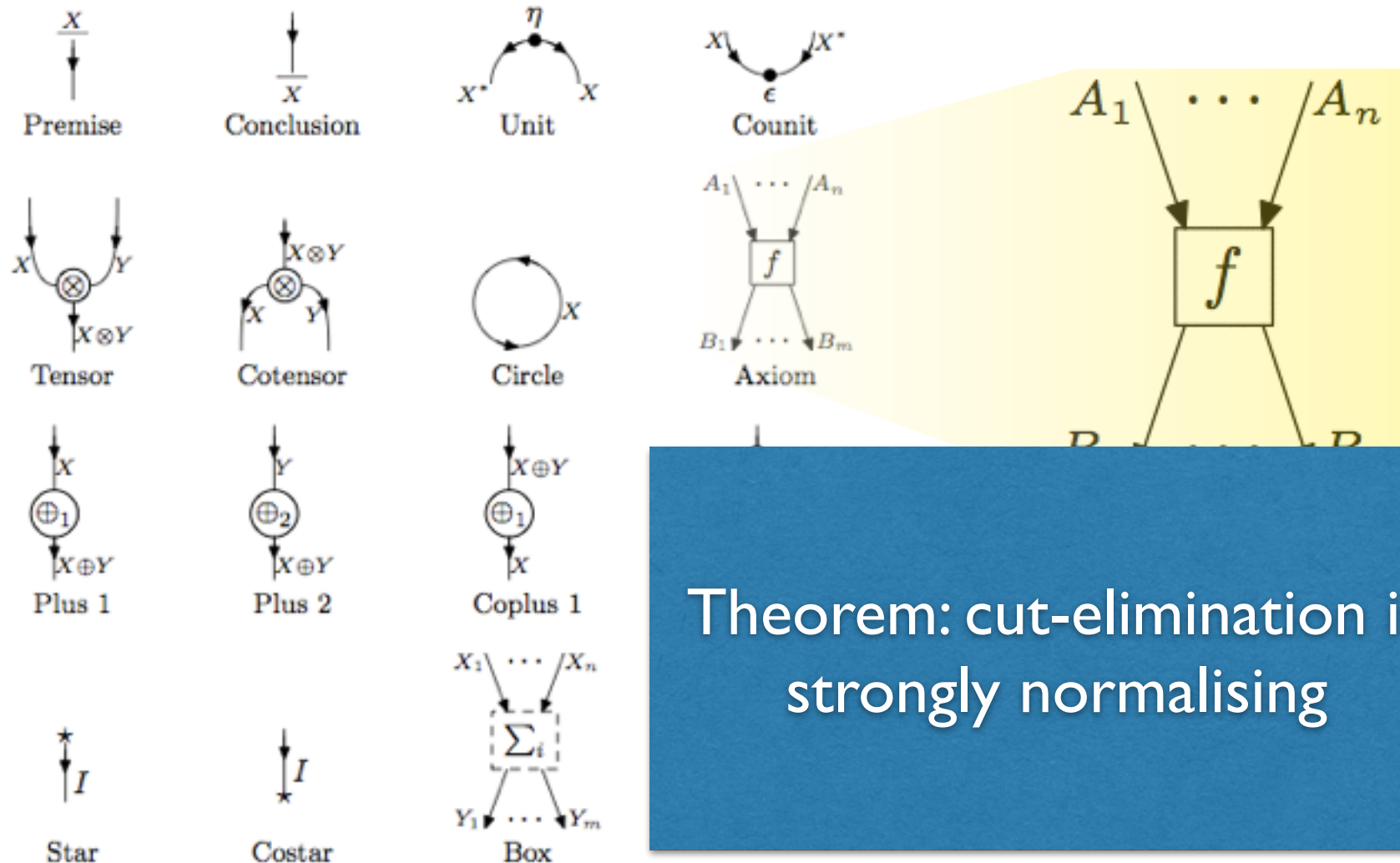
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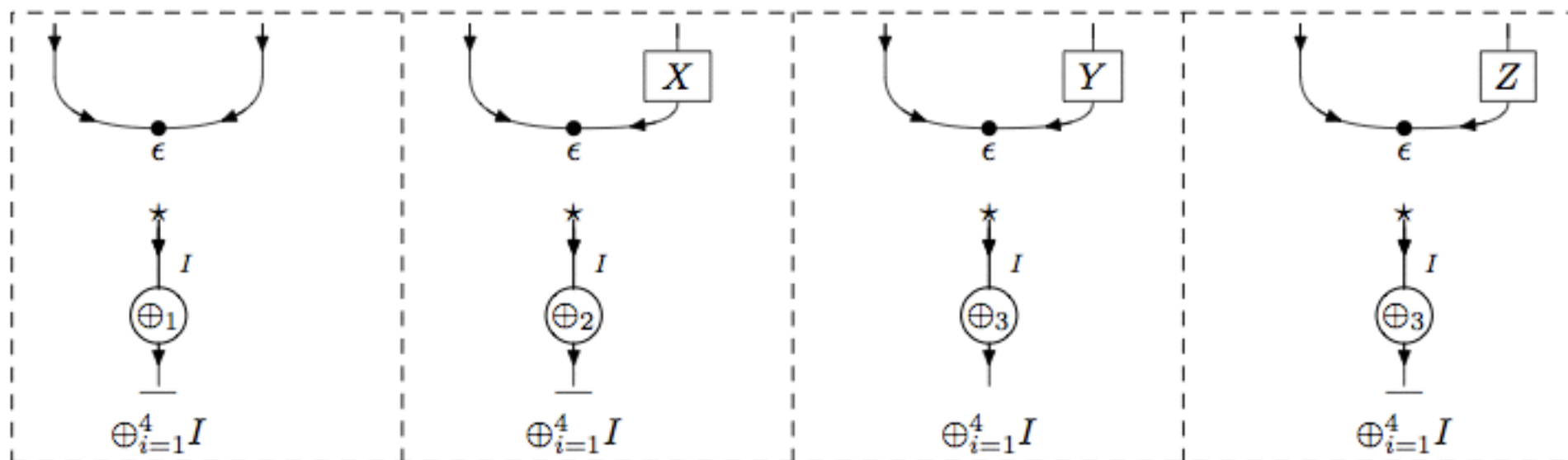
# Example: teleportation

The shared Bell state and the input qubit:



# Example: teleportation

The Bell basis measurement



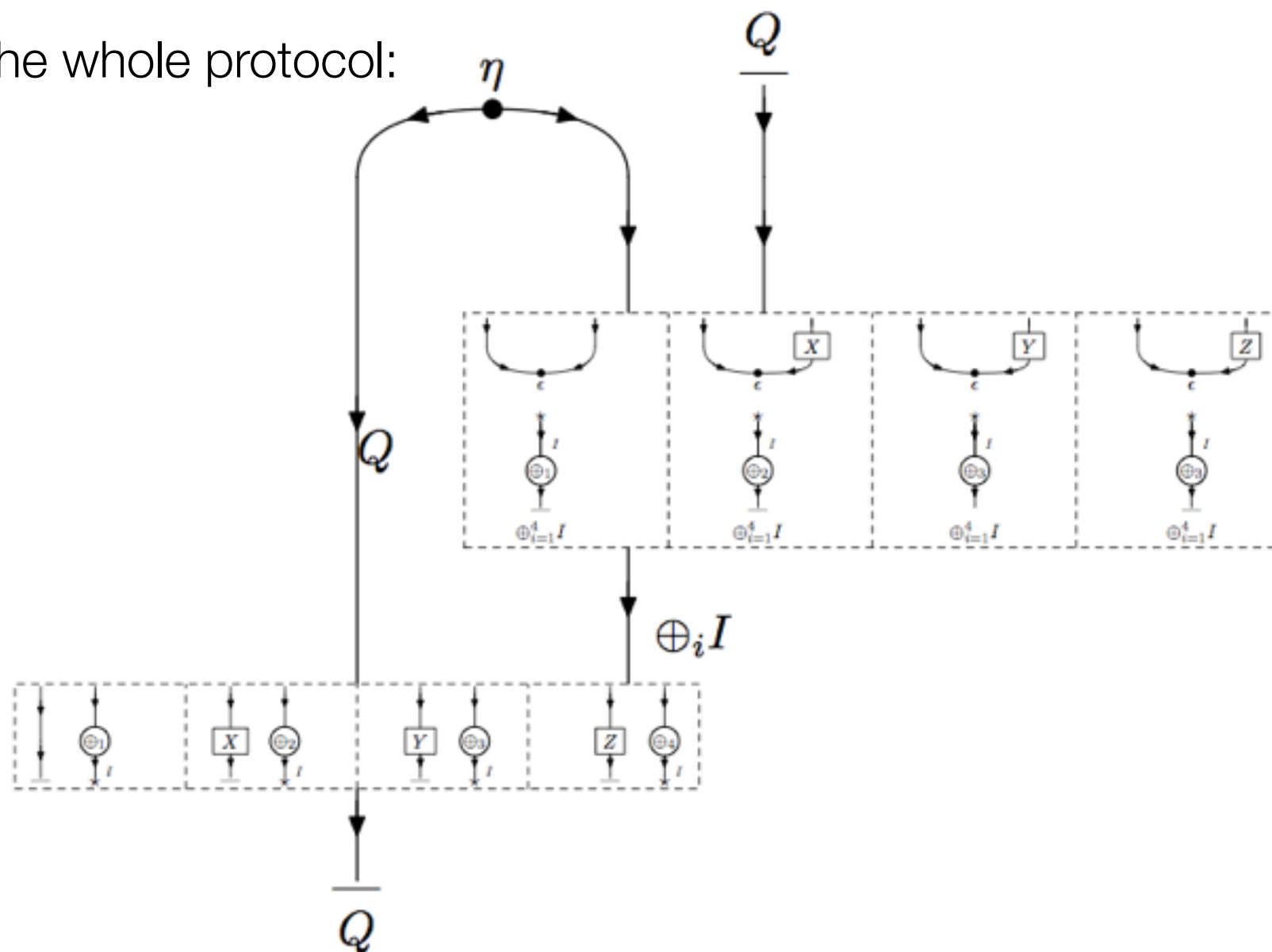
# Example: teleportation

The classically controlled corrections:



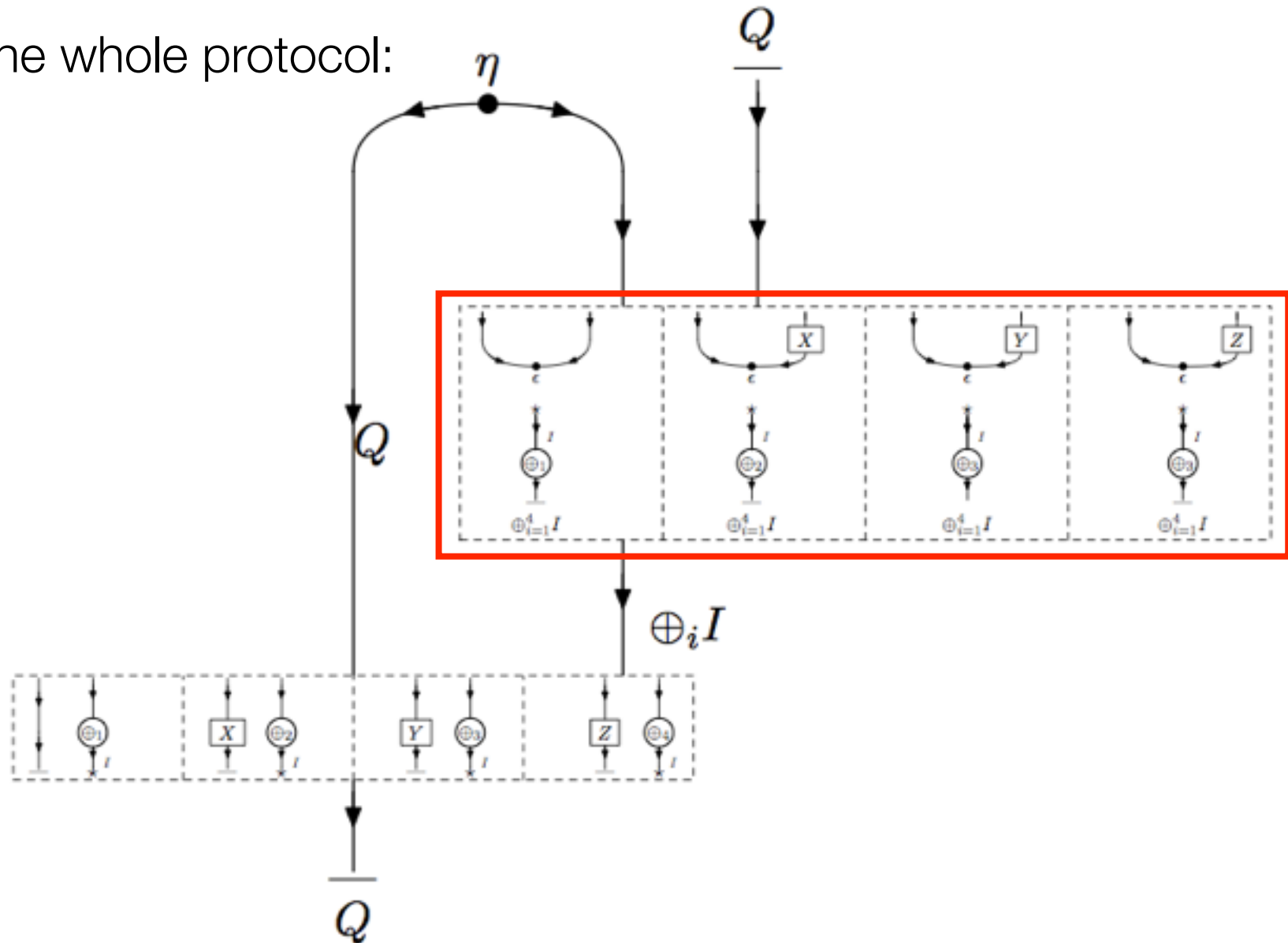
# Example: teleportation

The whole protocol:

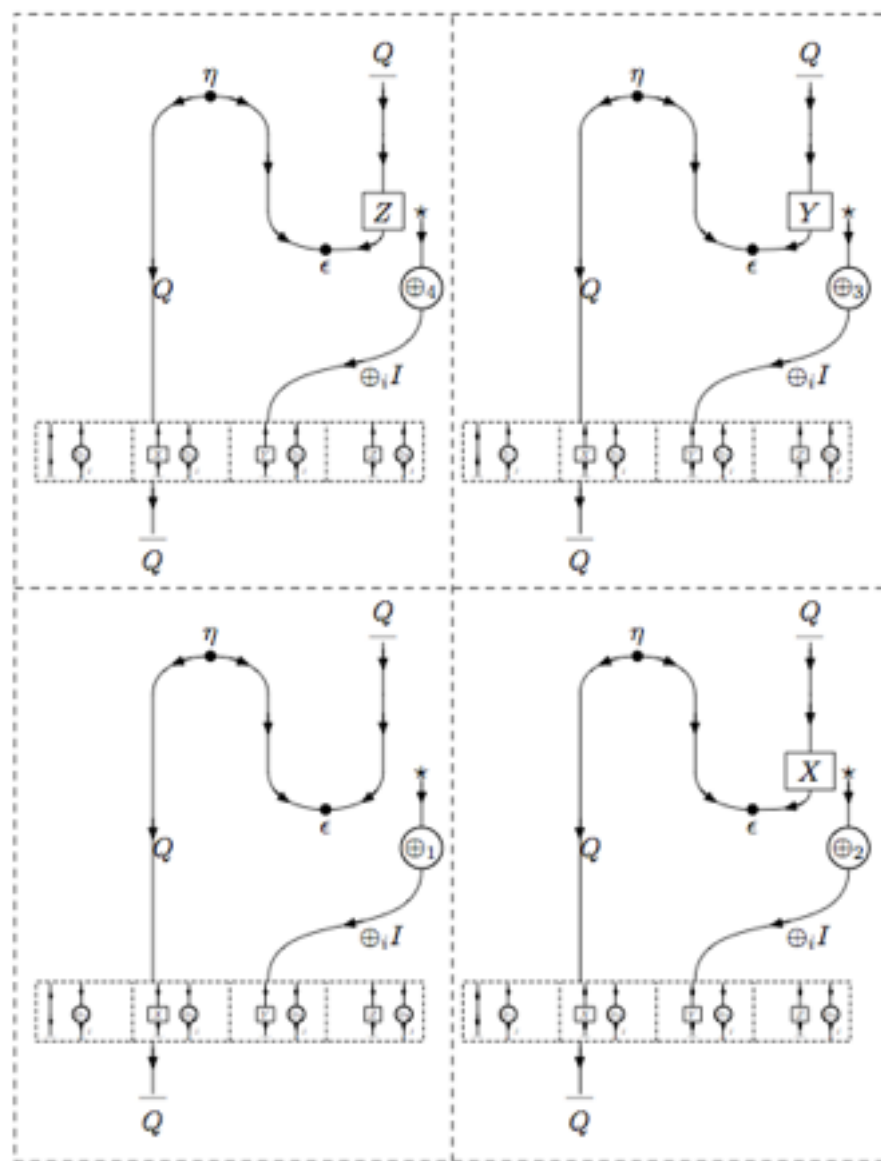


# Example: teleportation

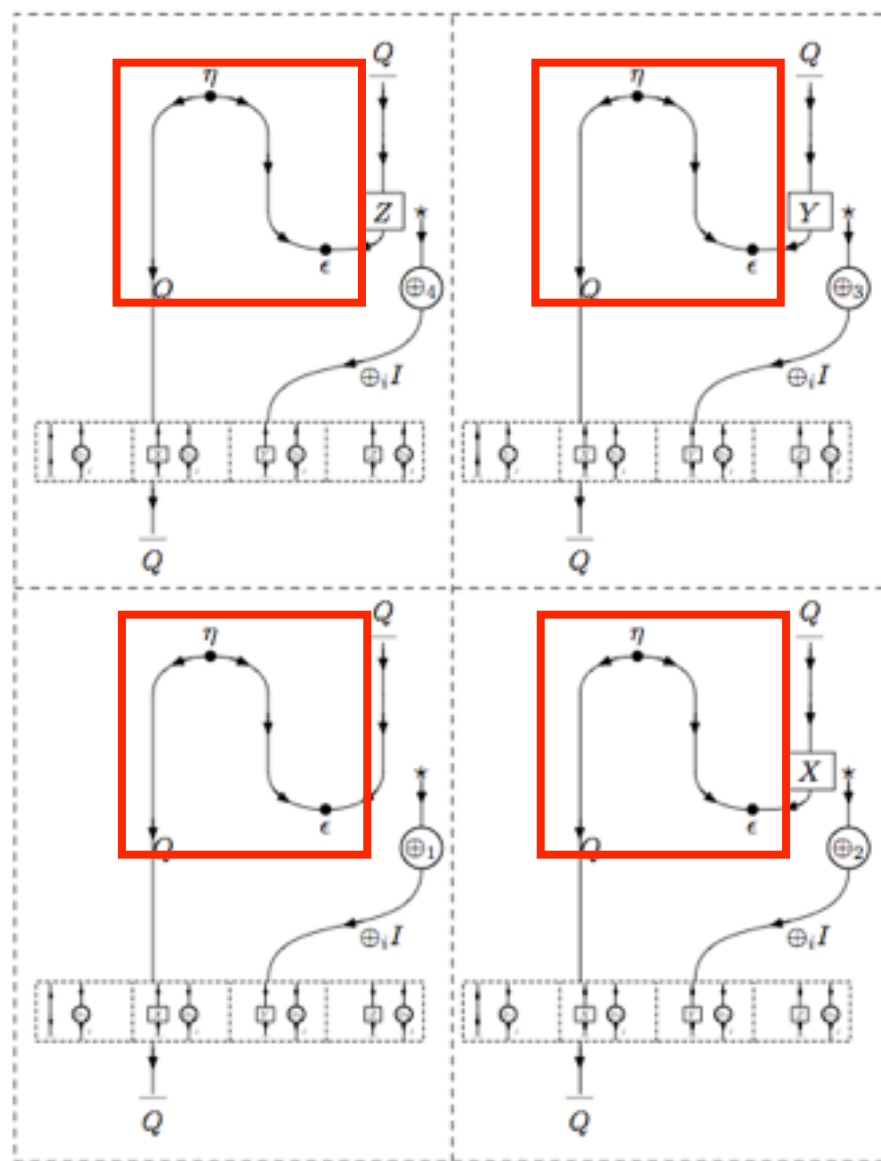
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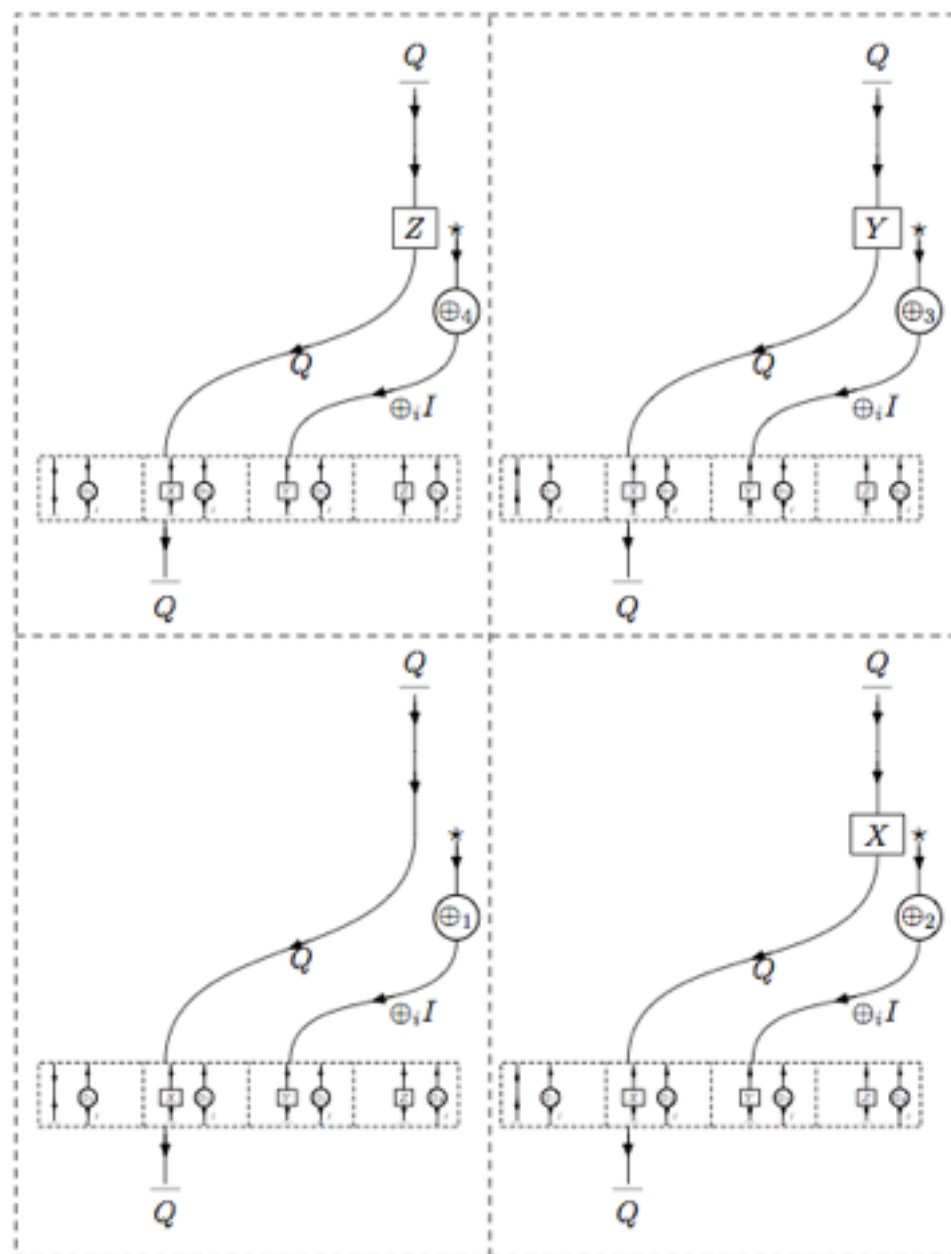
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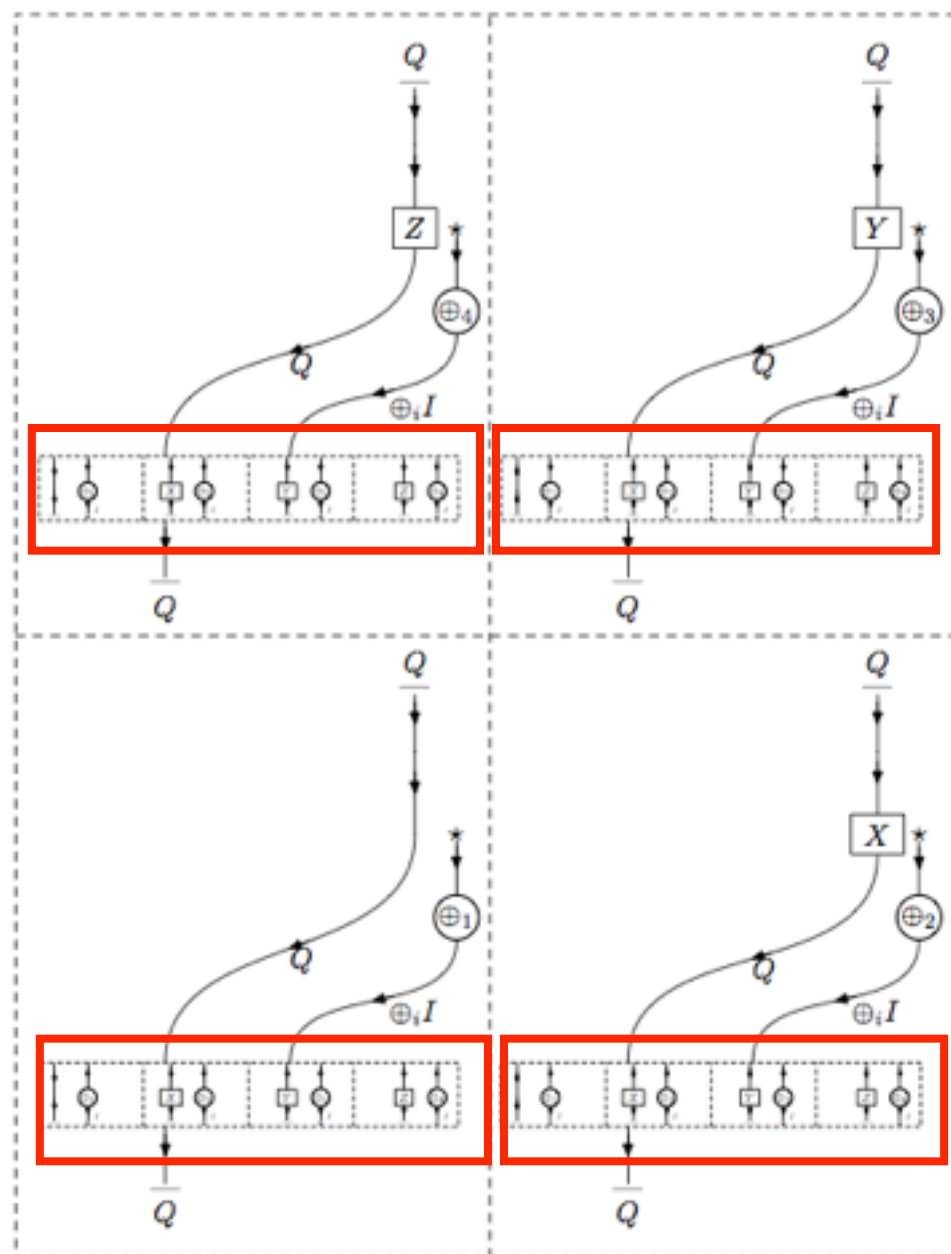
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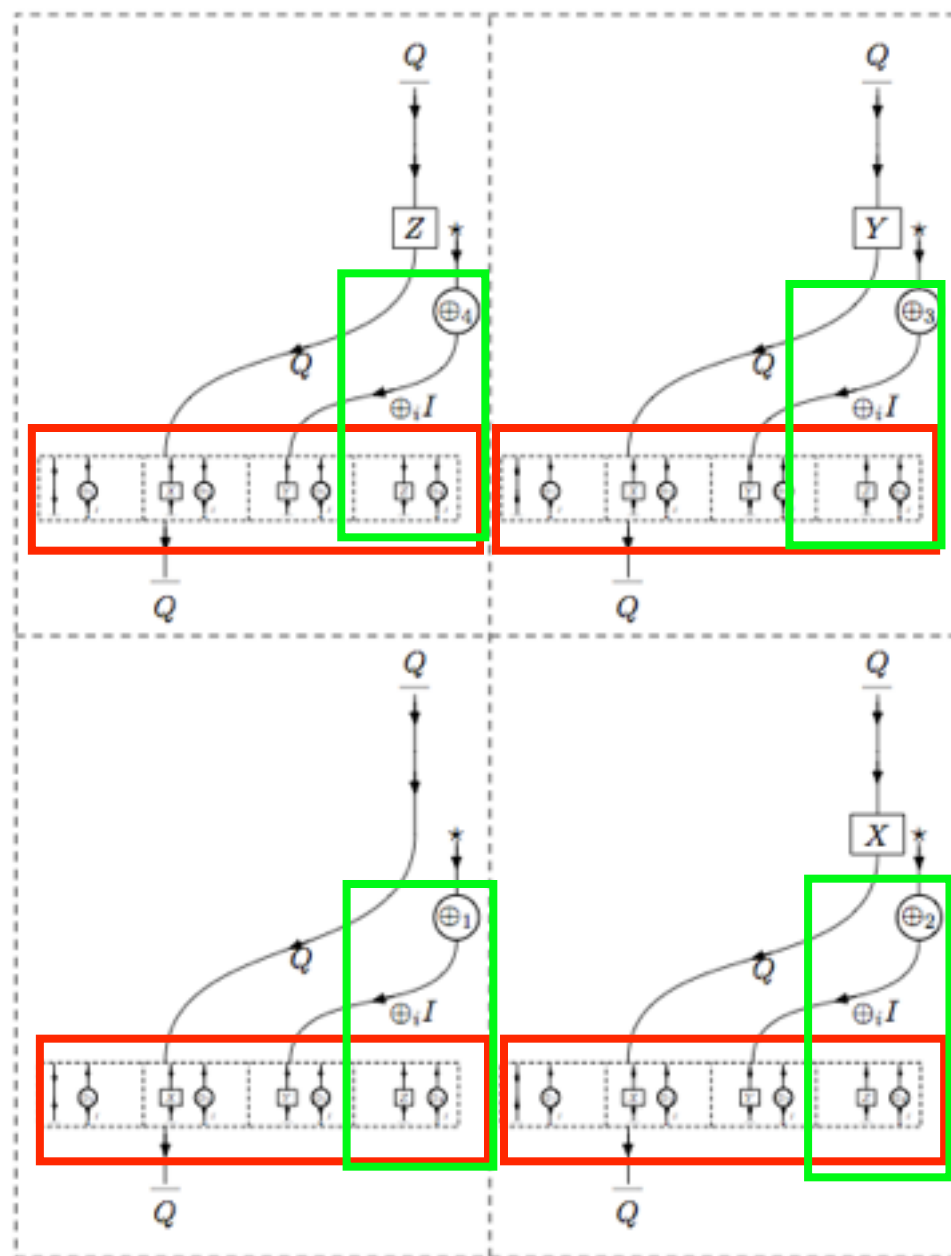
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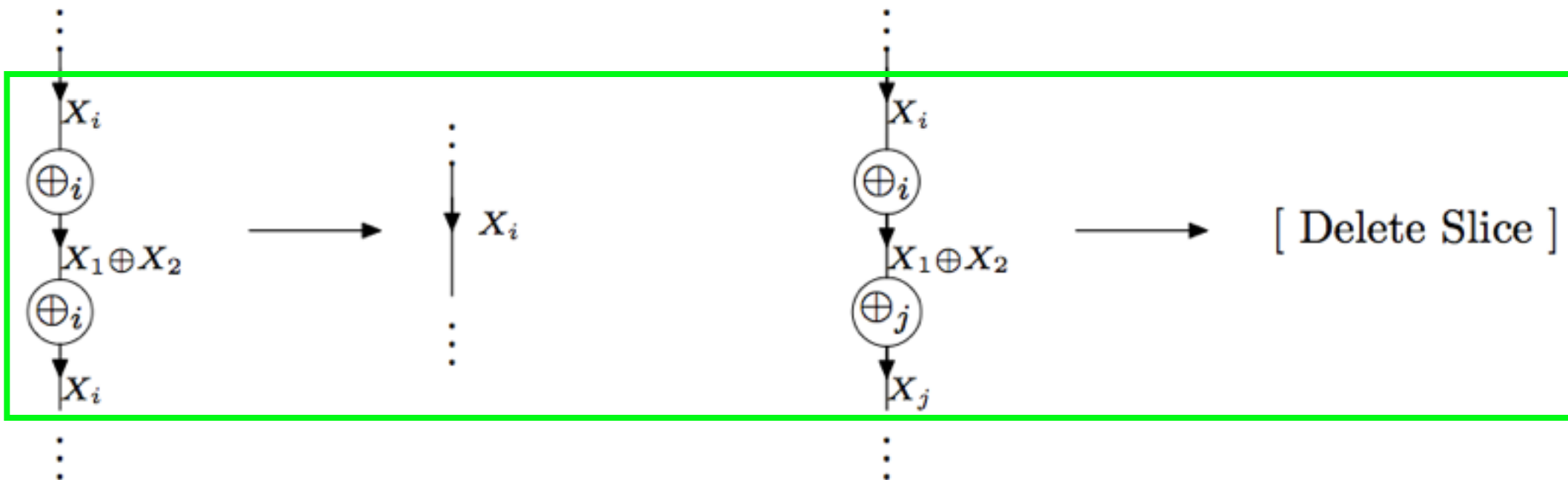
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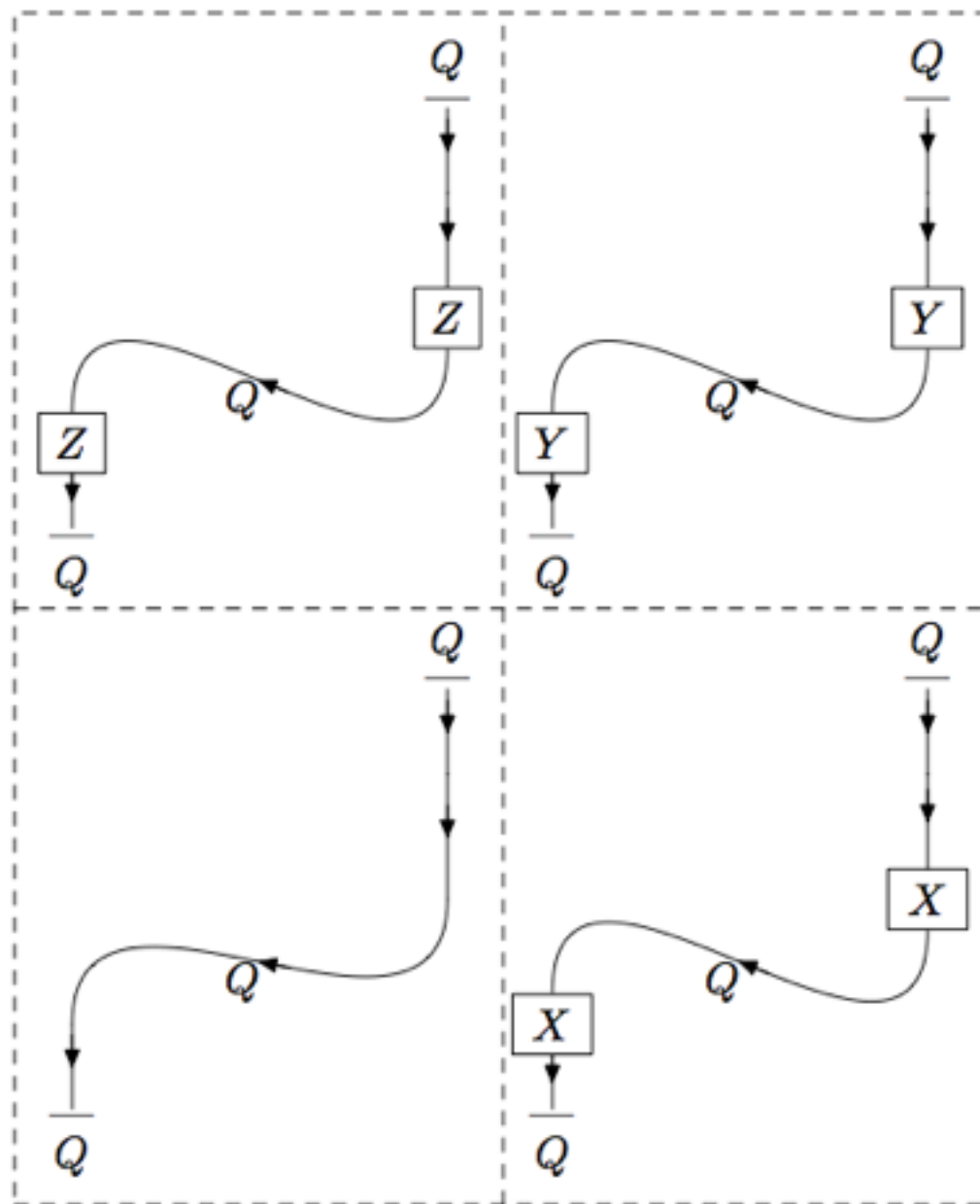
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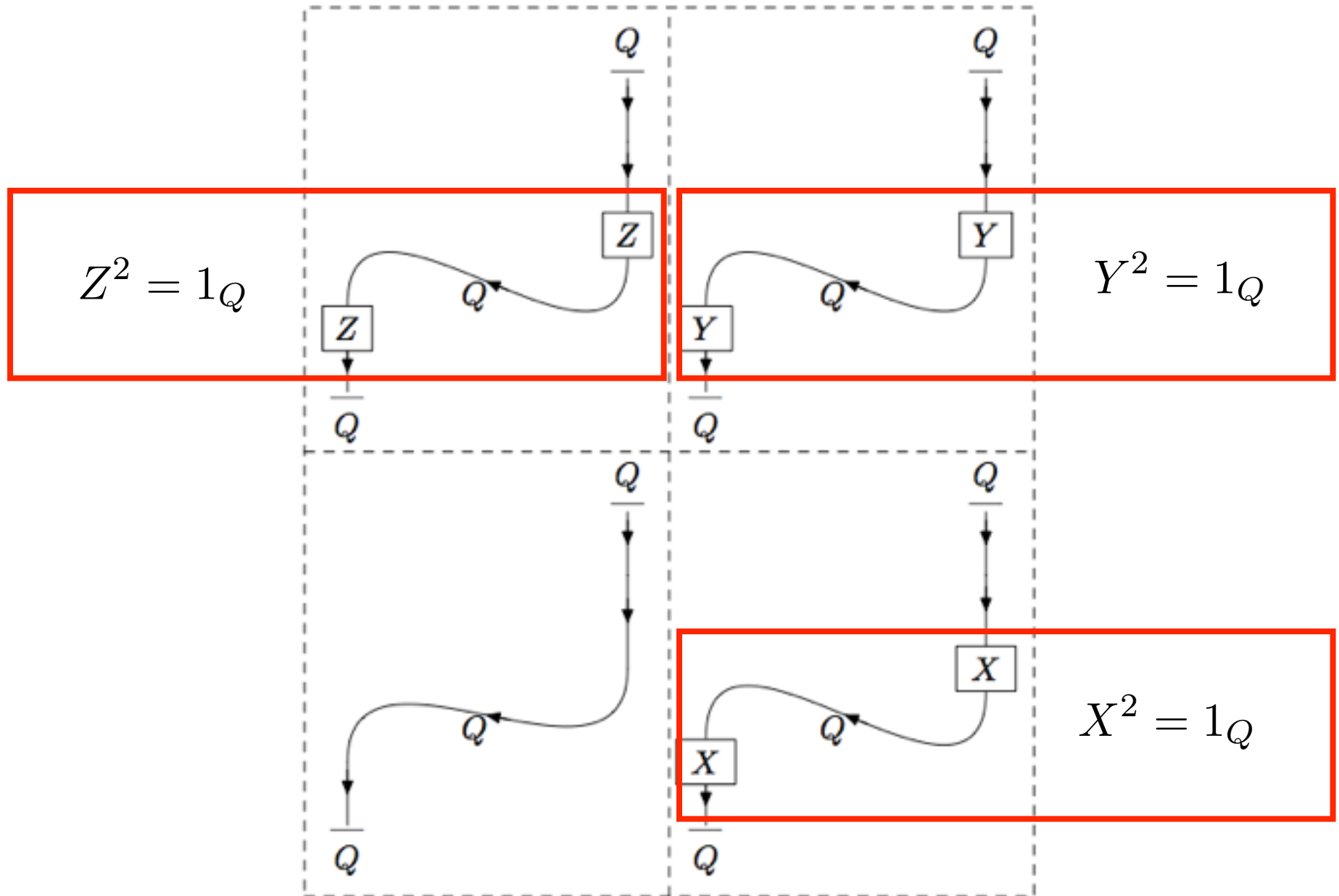
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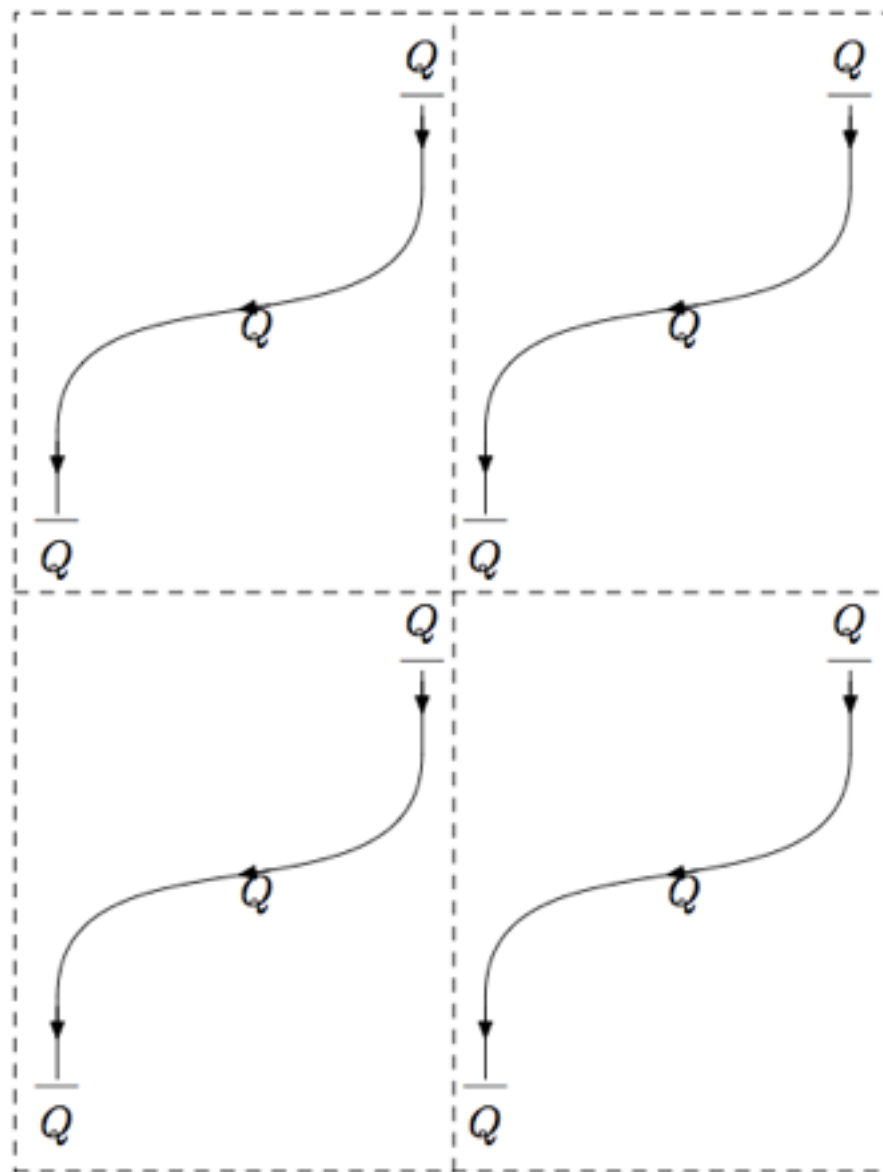
# Example: teleportation



# Example: teleportation



# Example: teleportation



# Full completeness

**Theorem:** Let  $\mathbf{P}$  be a compact symmetric polycategory. There is an equivalence of categories between  $\mathbf{Circ}(\mathbf{P})$  and  $\mathbf{PN}(\mathbf{P})$ .

# The biproduct

We used the biproduct to encode the branching nature of quantum processes.

- The diagonal map shows the possibility of different choices:

$$Q \xrightarrow{\Delta} Q \oplus Q$$

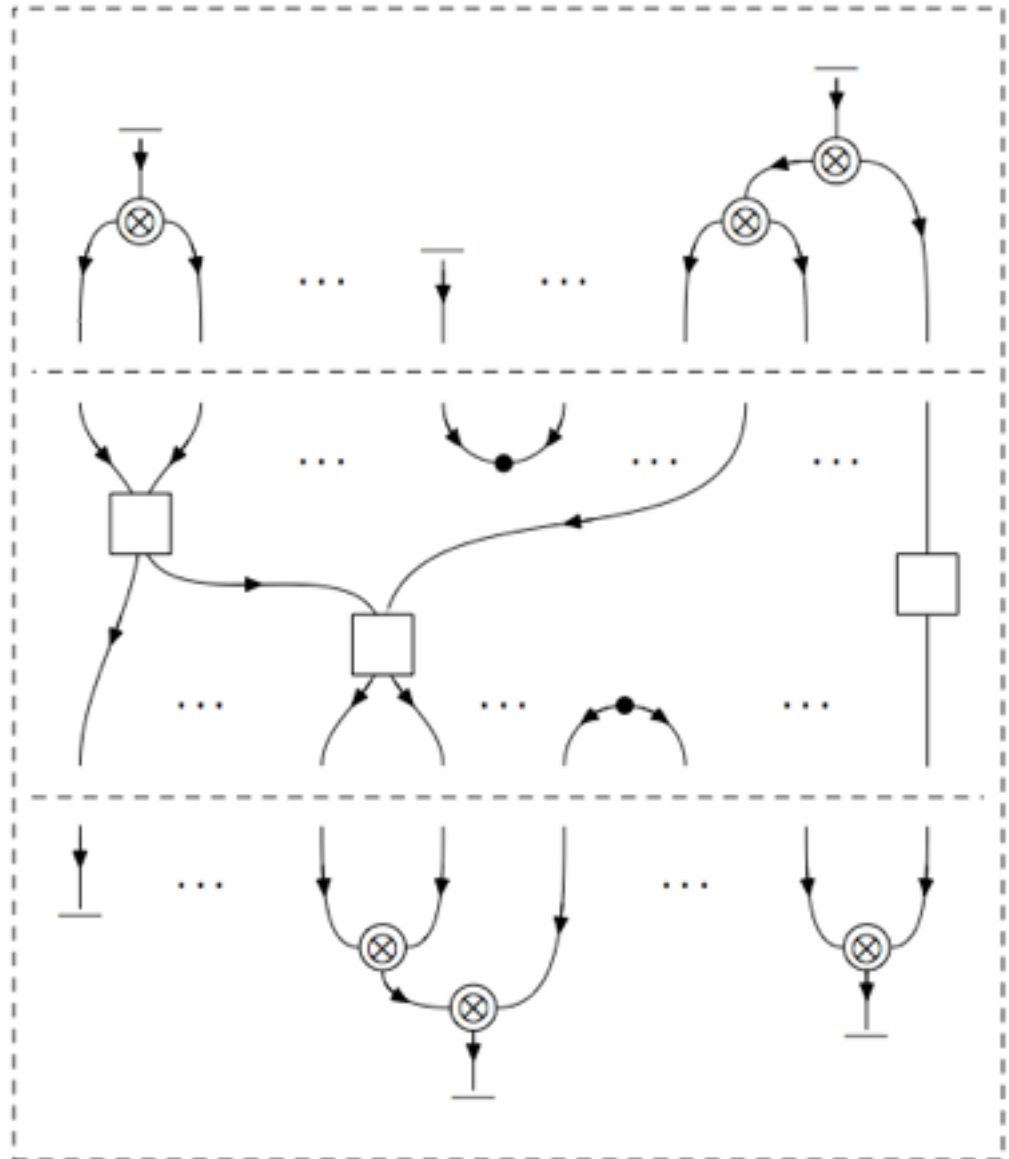
- But what about the codiagonal?

$$Q \oplus Q \xrightarrow{\nabla} Q$$

- Semantically this corresponds to superposition rather than probabilistic mixing --- the wrong interpretation
- To properly address the issue of probabilities in QM we use Selinger's CPM construction

# Normal form theorem

Pure logic, determined by  
premise



A unique A-labelled circuit

Pure logic determined by  
conclusion

# Types for entanglement?

Can we regain the the separation between  $\otimes$  and  $\mathcal{N}$  to talk about entanglement?

- Entangled states do not form a subspace
- Do double gluing on **fdHilb**
  - $\otimes$  gives product states
  - $\mathcal{N}$  gives **all** states
- Hence  $\otimes$  is a subtype of  $\mathcal{N}$

# How many types anyway?

**Defn:** A state  $S$  is said to be *SLOCC reachable* from state  $S'$  if there is a sequence of stochastic local operations and classical communications producing  $S$  from  $S'$

**Defn:** If  $S$  and  $S'$  are mutually SLOCC reachable then they are *SLOCC equivalent*.

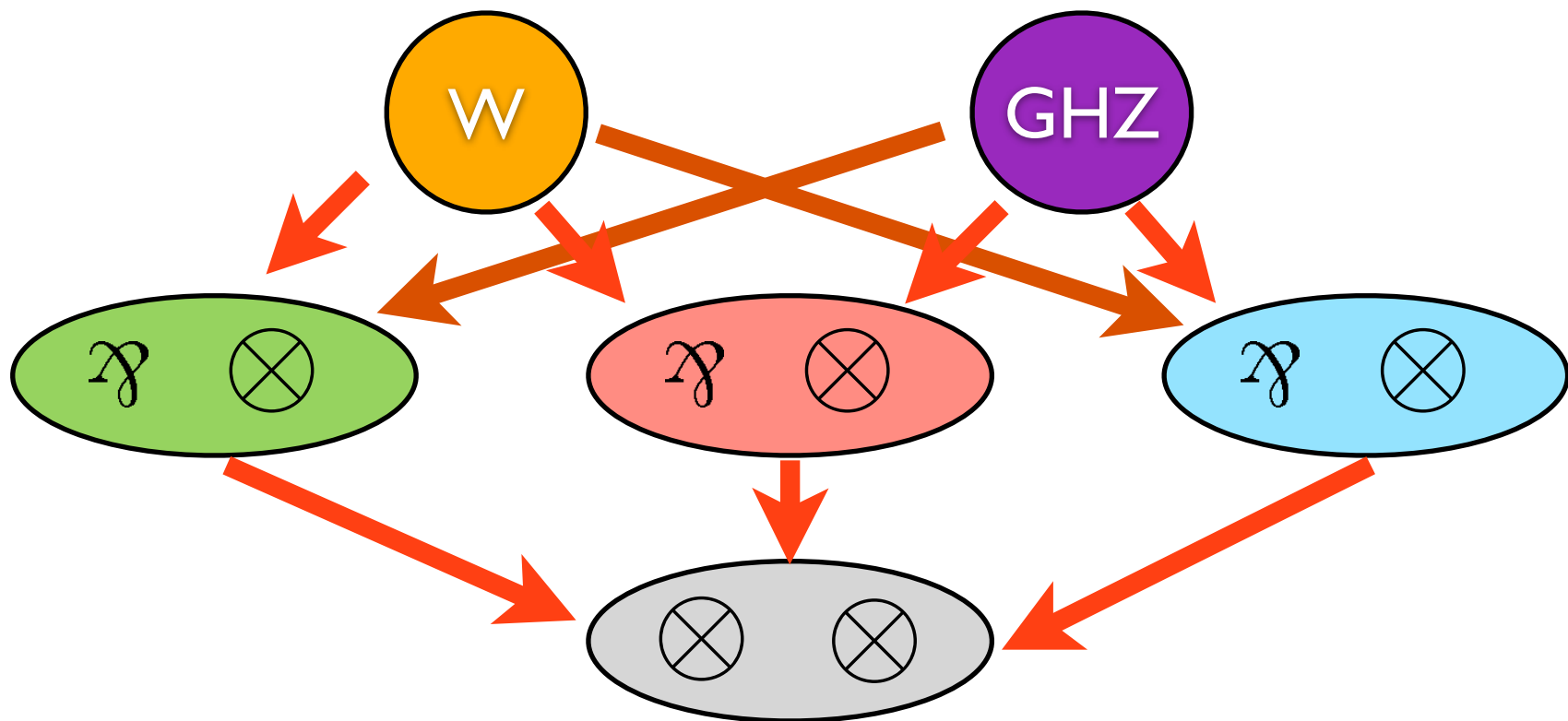
# How many types anyway?

**Prop:** For 2-qubit states there are 2 SLOCC classes:



# How many types anyway?

**Prop:** For 3-qubit states there are 6 SLOCC classes:



# How many types anyway?

**Prop:** For 4-qubit states there are **uncountably many** SLOCC classes

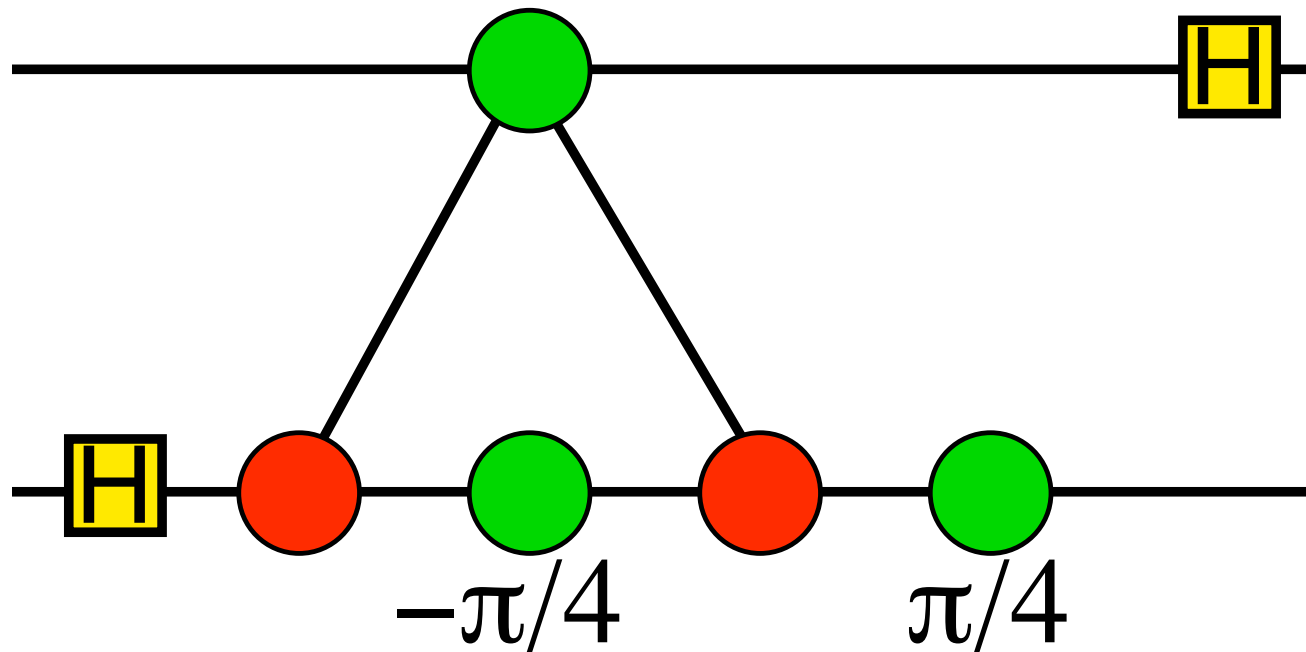
# How many types anyway?

**Prop:** For 4-qubit states there are **uncountably many** SLOCC classes

Forget about types to describe entanglement

Just look at the terms

# The ZX-calculus



Quantum processes, diagrammatically

# “Classical” Quantum States

## When can a quantum state be treated as if classical?

- no-go theorems allow copying and deleting of *orthogonal* states;

In other words:

- A quantum state may be copied and deleted if it is an eigenstate of some *known observable*.

We'll use this property to formalise *observables* in terms of *copying* and *deleting* operations.

# Classical Structures

$$\delta = \text{green circle with 3 lines (top, bottom-left, bottom-right)}$$

$$\epsilon = \text{green circle with 1 line (top)}$$

$$\delta^\dagger = \text{green circle with 3 lines (top-left, top-right, bottom)}$$

$$\epsilon^\dagger = \text{green circle with 1 line (bottom)}$$

$$\text{green circle with 3 lines (top, bottom-left, bottom-right)} = \text{green circle with 3 lines (top, bottom-left, bottom-right)}$$

$$\text{green circle with 3 lines (top, bottom-left, bottom-right)} = \text{vertical line} = \text{green circle with 3 lines (top, bottom-left, bottom-right)}$$

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$$\text{green circle with 3 lines (top, bottom-left, bottom-right)} = \text{vertical line} = \text{green circle with 3 lines (top, bottom-left, bottom-right)}$$

# Classical Structures

$$\delta = \text{green circle with one line in, two lines out}$$

$$\epsilon = \text{green circle with one line in}$$

$$\delta^\dagger = \text{green circle with two lines in, one line out}$$

$$\epsilon^\dagger = \text{green circle with one line out}$$

In other words: a classical structure is a *special commutative  $\dagger$ -Frobenius algebra*

# Classical Structures

$$\delta = \text{green circle with one input from top and two outputs to bottom-left and bottom-right}$$

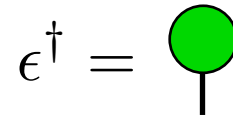
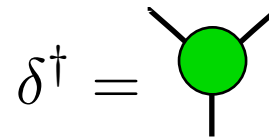
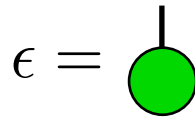
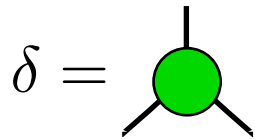
$$\epsilon = \text{green circle with one input from top}$$

$$\delta^\dagger = \text{green circle with two inputs from top-left and top-right and one output to bottom}$$

$$\epsilon^\dagger = \text{green circle with one input from bottom}$$

**Theorem:** in **FDHilb**, classical structures are in bijective correspondence to bases. [Coecke, Pavlovic, Vicary]

# Classical Structures



**Theorem:** in **FDHilb**, classical structures are in bijective correspondence to bases. [Coecke, Pavlovic, Vicary]

Each (well behaved) observable defines a basis, therefore :  
**every observable defines a classical structure!**

# Classical Structures

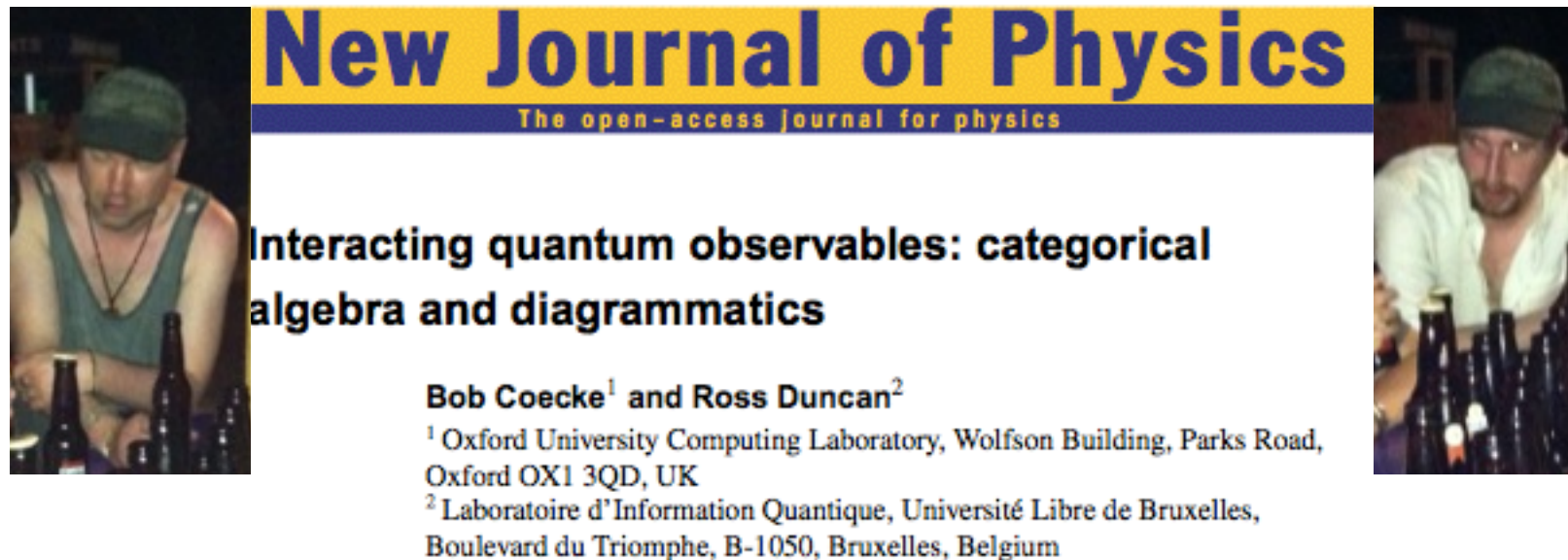


Still not enough!

**every observable defines a classical structure!**

# Enough equations (probably)

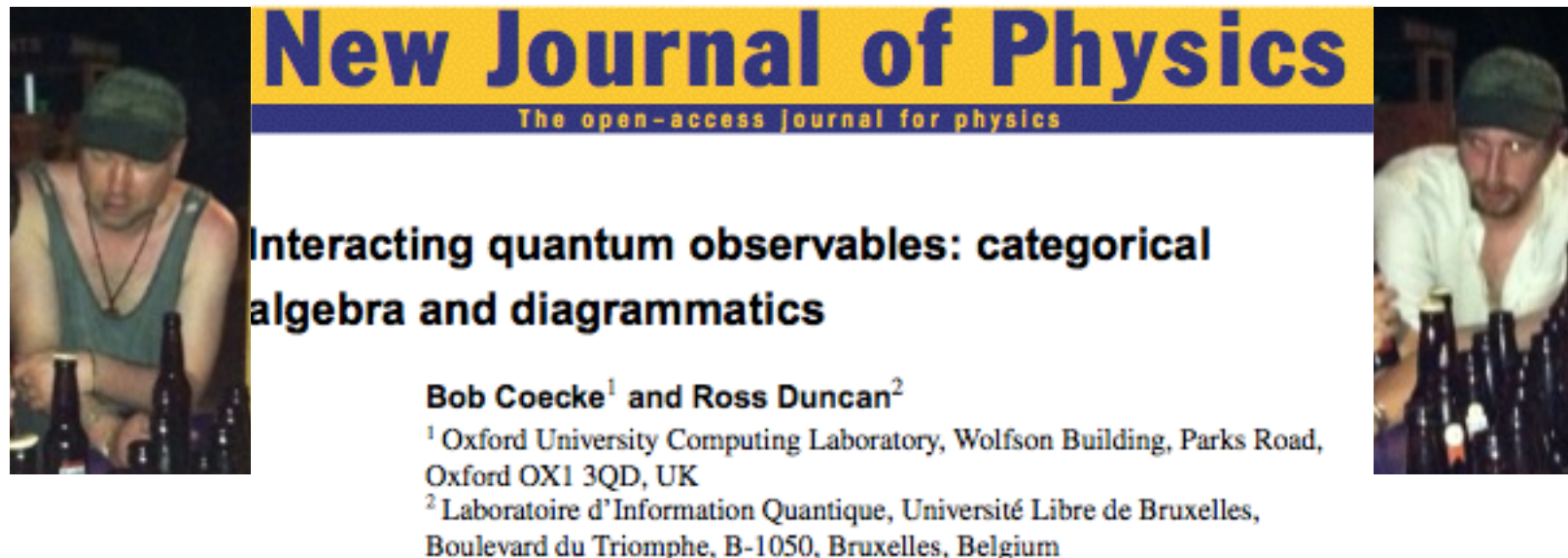
Final ingredient: complementarity



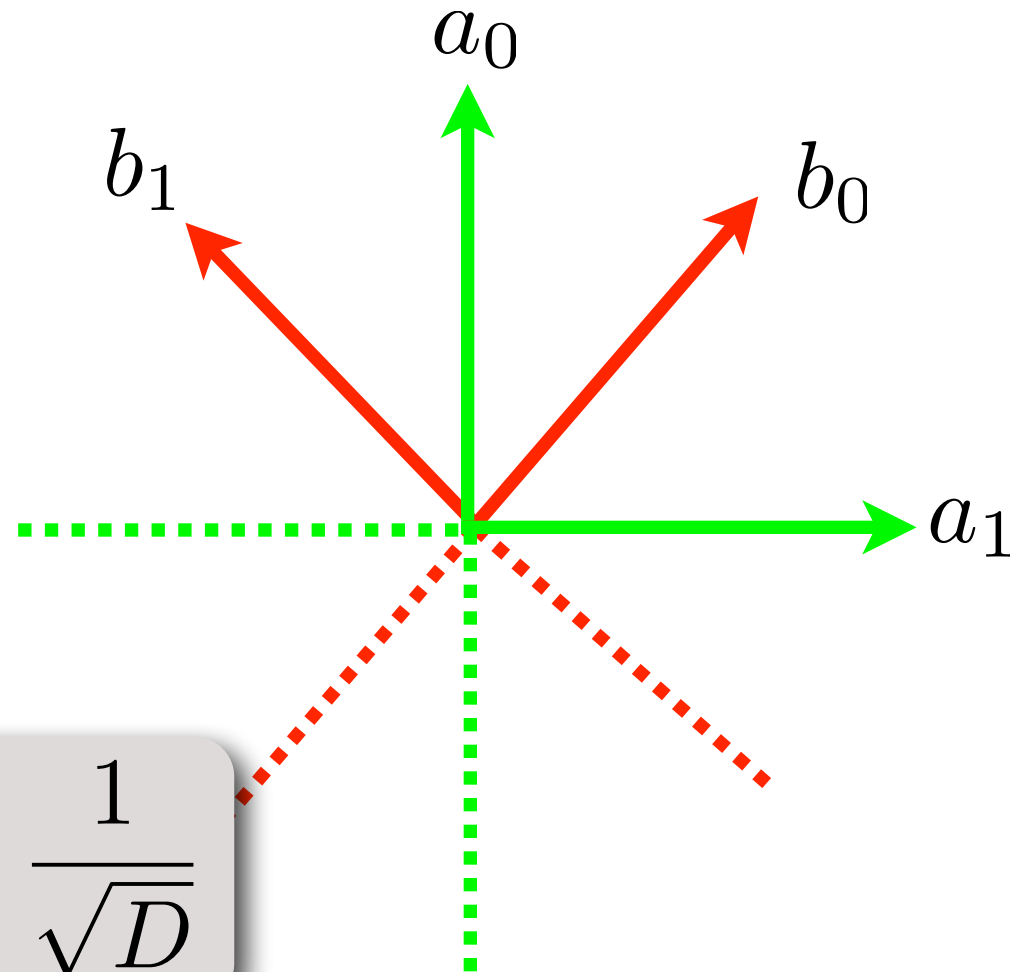
# Enough equations (probably)

Final ingredient: complementarity

Only 86 pages!



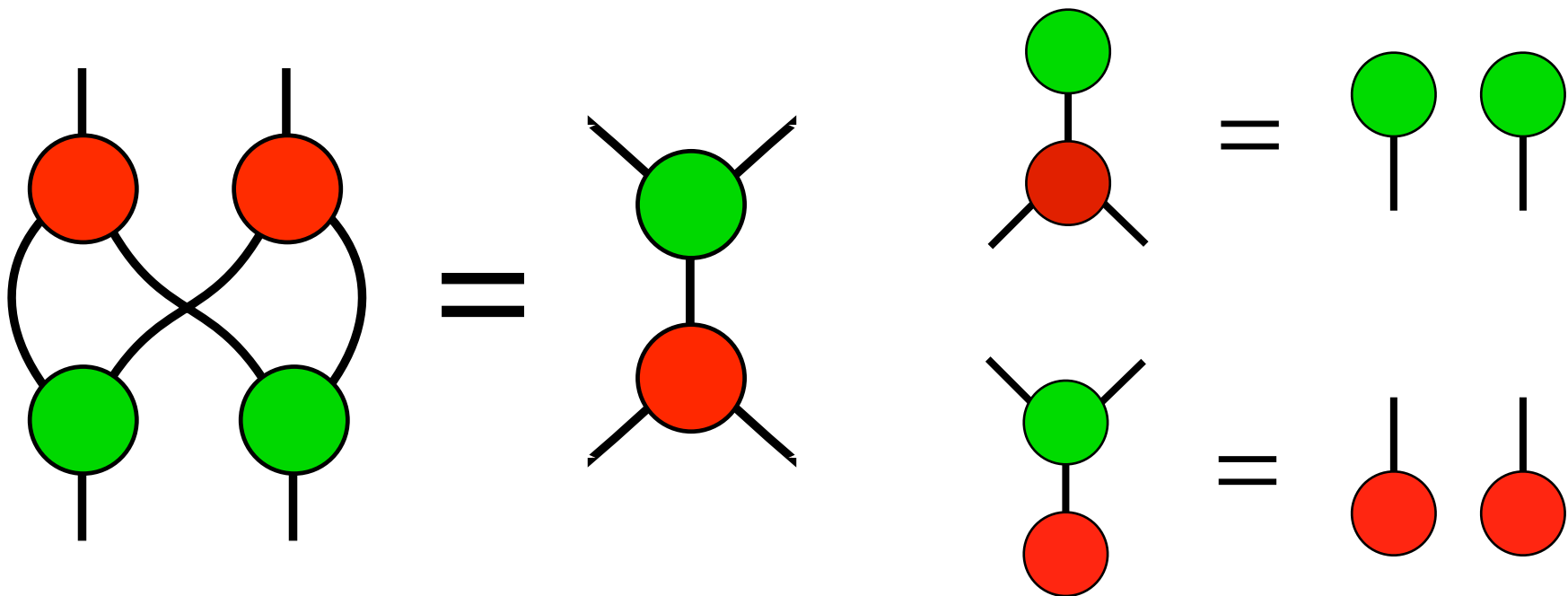
# Complementary Observables



$$|\langle a_i | b_j \rangle| = \frac{1}{\sqrt{D}}$$

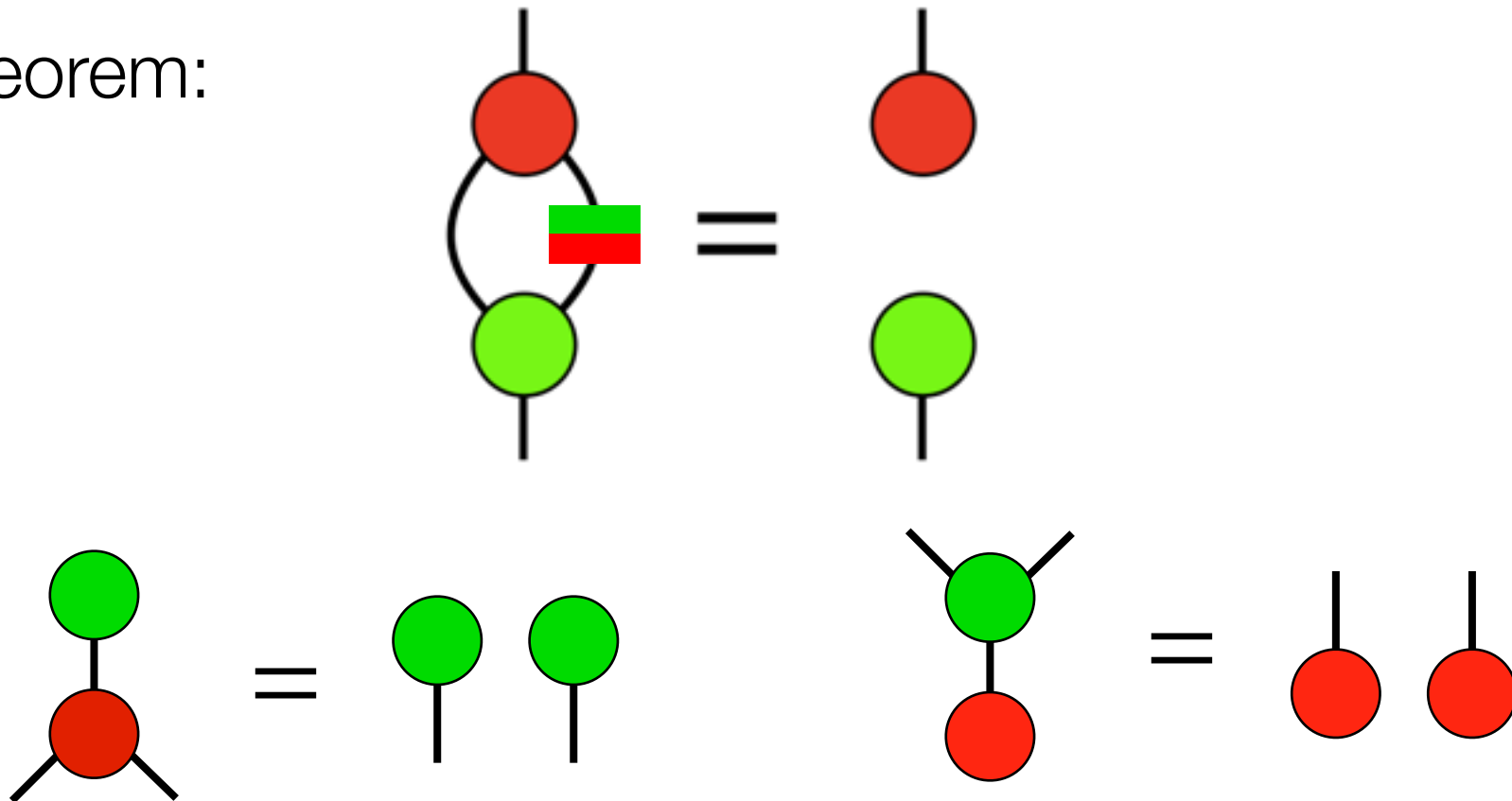
# Strong Complementarity

Strongly complementary observables form a *bialgebra*



# Strongly complementary observables form Hopf algebras

Theorem:



Remark: under the assumption of *enough classical points* the “strong” assumption is not needed; simple complementarity suffices

# Strong Complementarity

Many useful properties now follow... too many to discuss!

I claim that such interacting algebras are a **fundamental new structure** for computer science

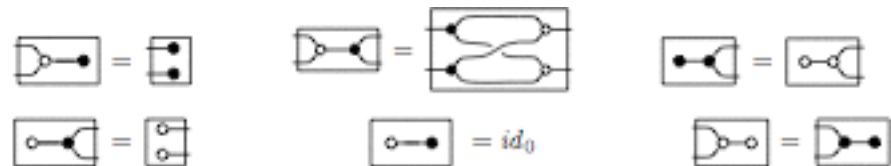
See work of Sobocinski and various coauthors

## Interacting Bialgebras are Frobenius

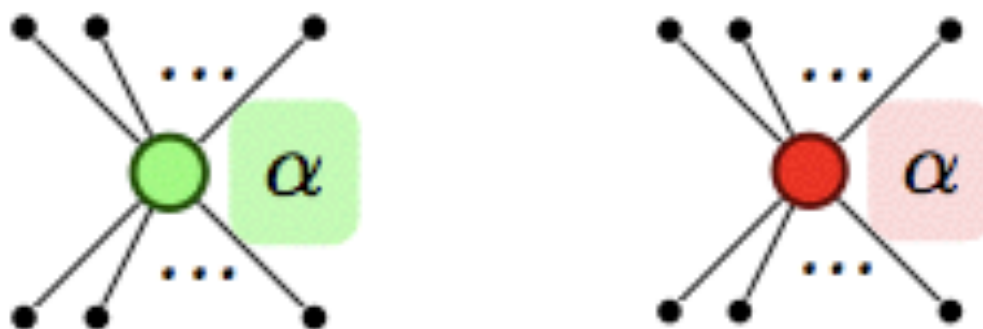
Filippo Bonchi<sup>1</sup>, Paweł Sobociński<sup>2</sup> and Fabio Zanasi<sup>1</sup>

<sup>1</sup> ENS de Lyon, Université de Lyon, CNRS, INRIA, France

<sup>2</sup> University of Southampton, UK



# ZX-calculus syntax

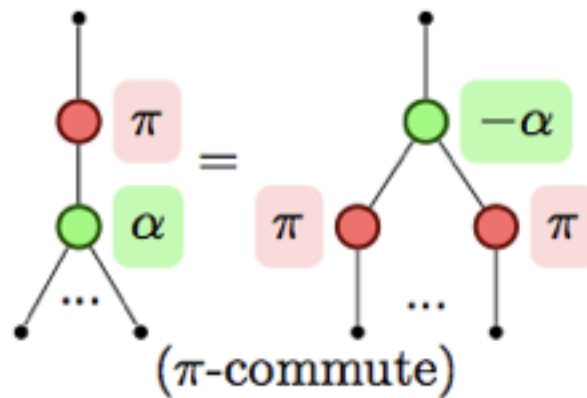
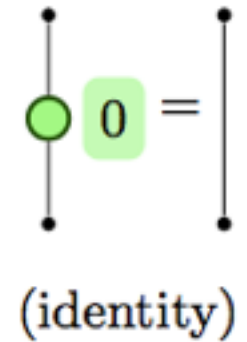
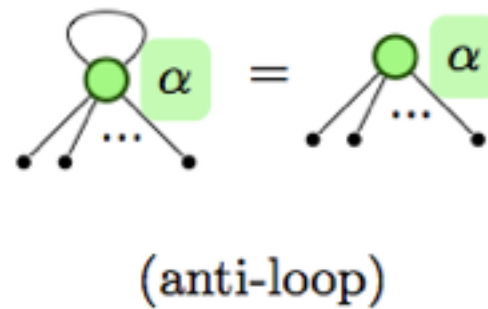
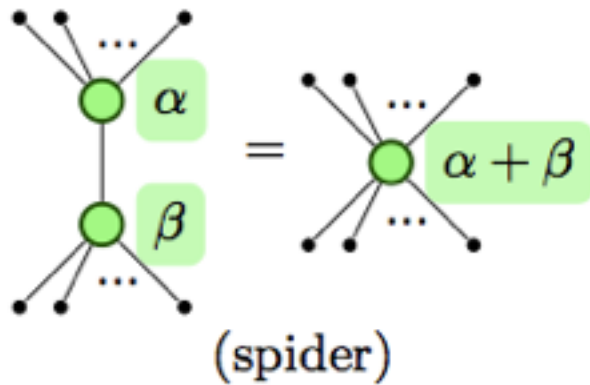


**Defn:** A *diagram* is an undirected open graph generated by the above vertices.

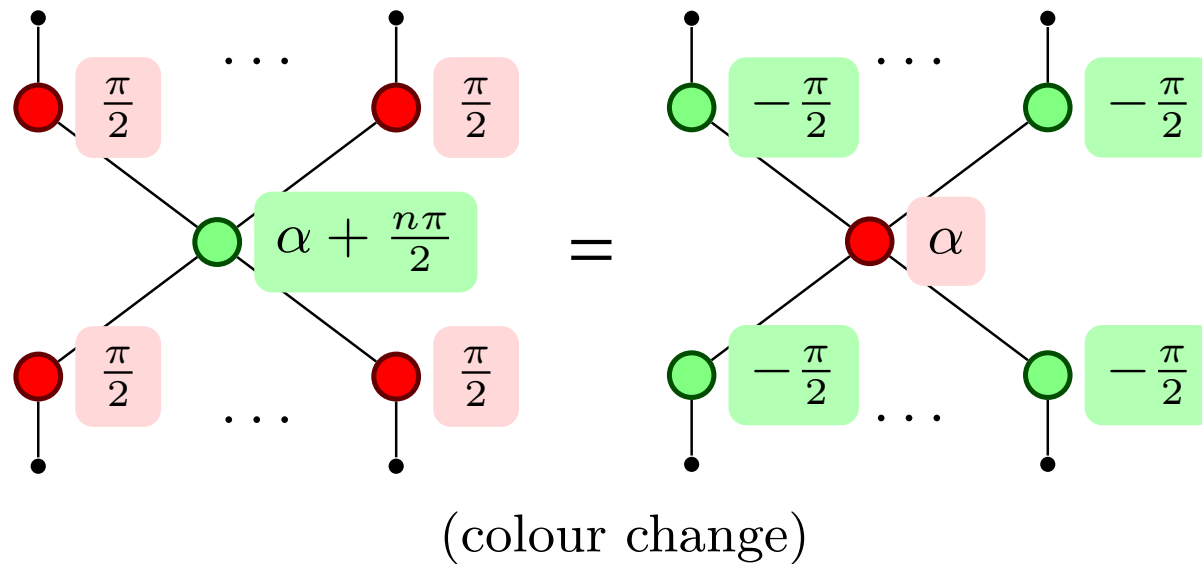
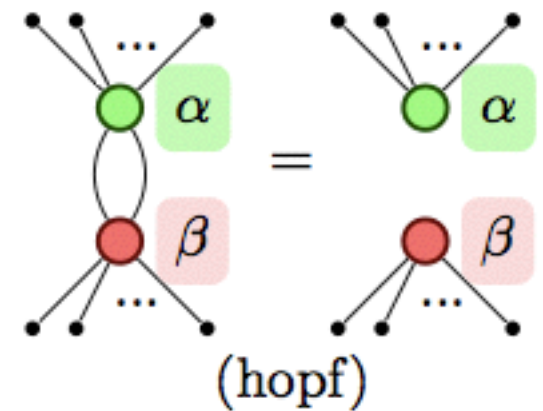
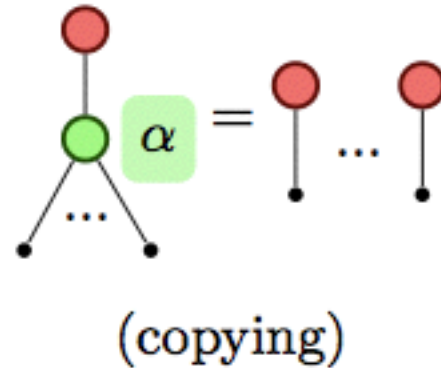
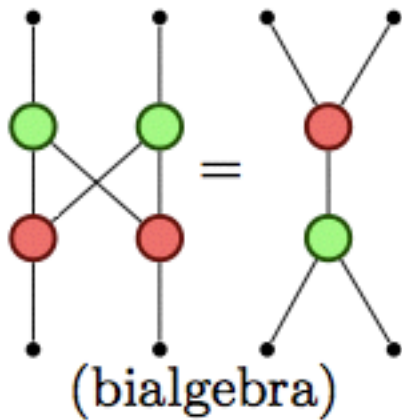
**Defn:** let  $\mathbb{D}$  be the dagger compact category of diagrams s.t.

$$(\cdot)^\dagger : \alpha \mapsto -\alpha$$

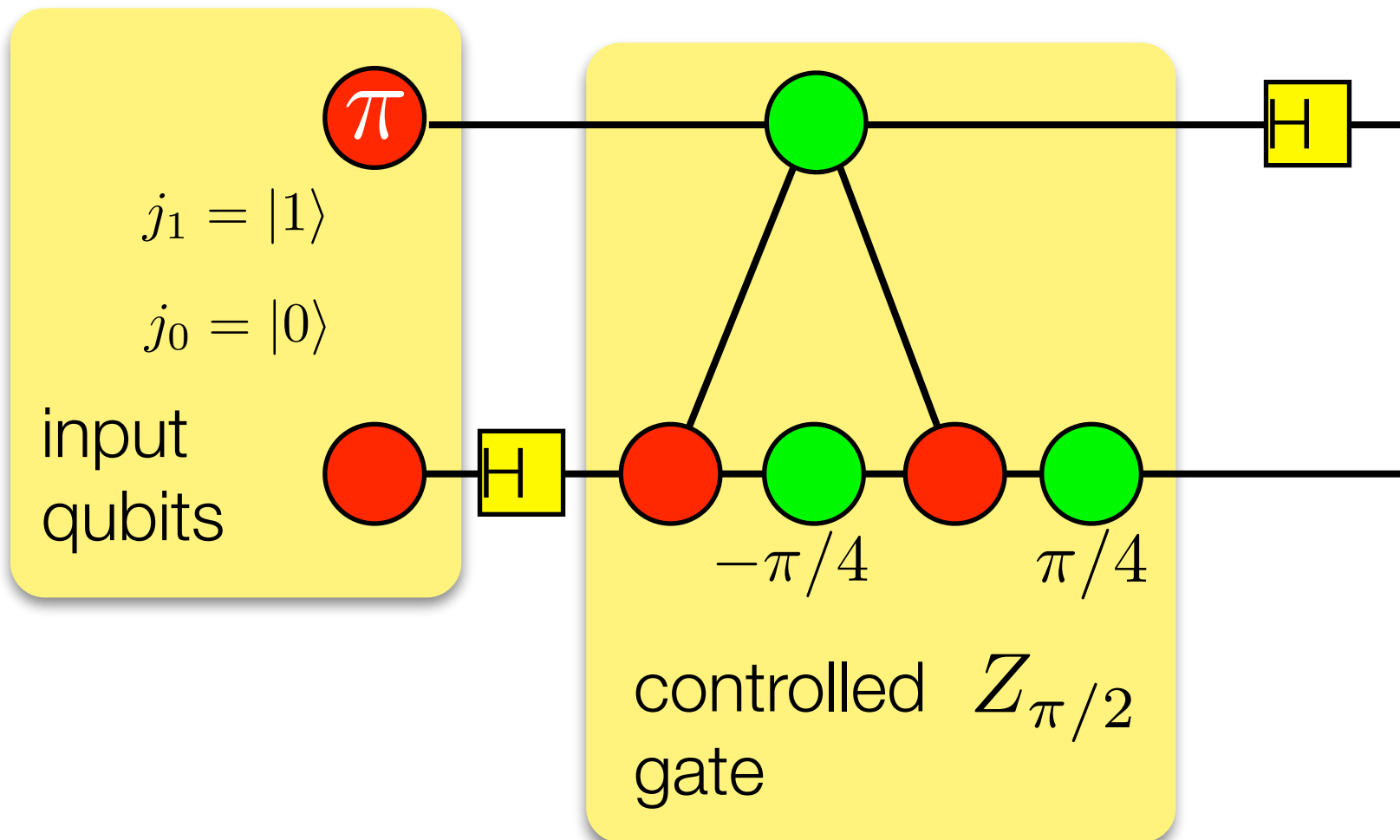
# Equations



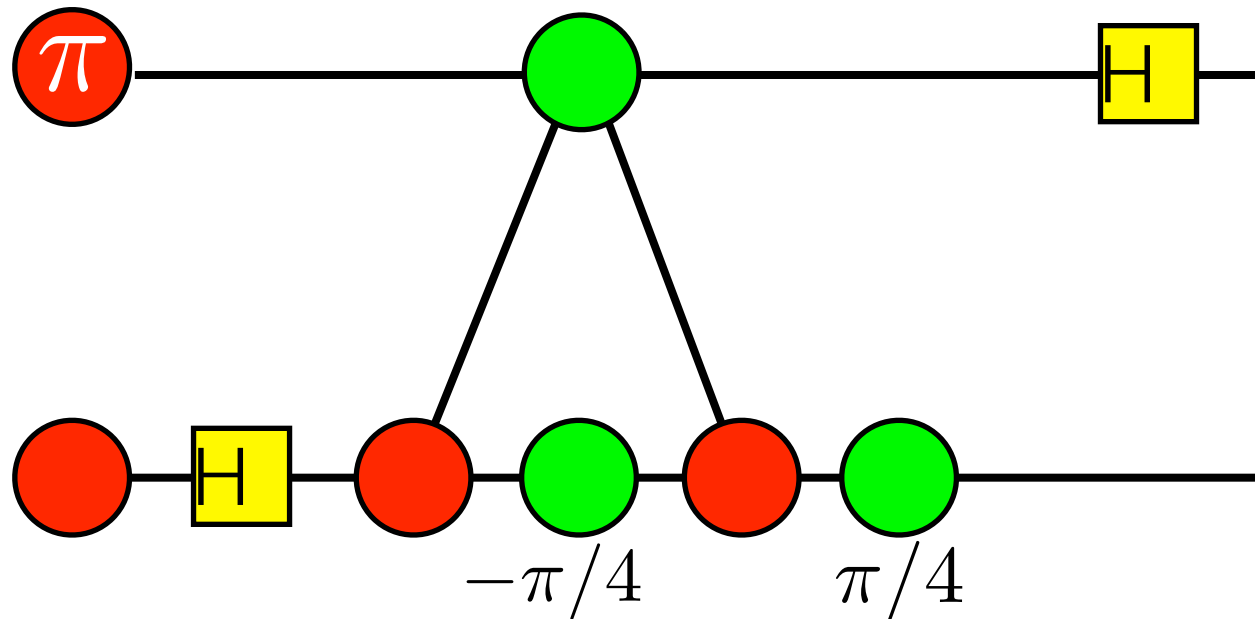
# Equations



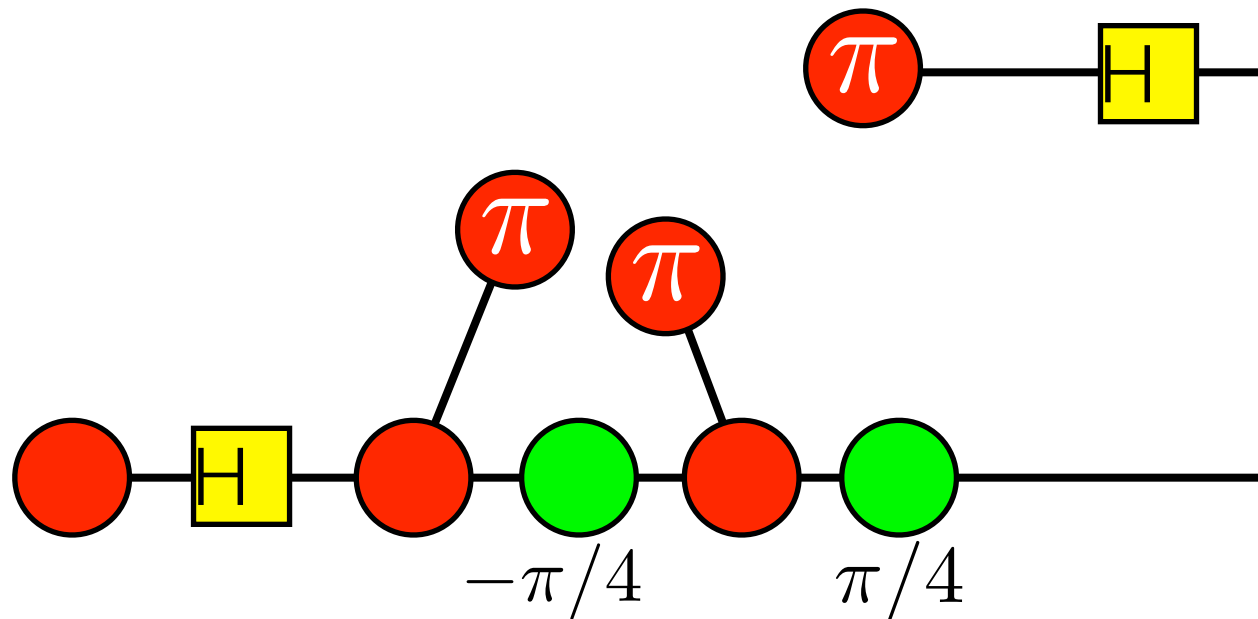
# Example: 2-Qubit Quantum Fourier Transform



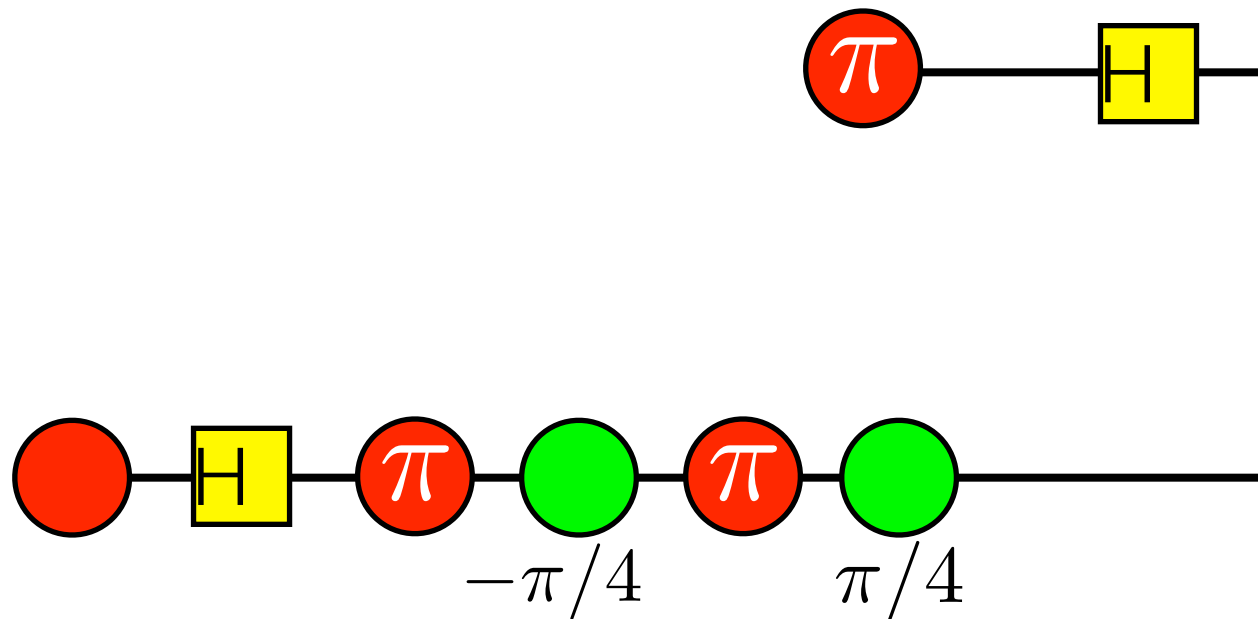
# Example: 2-Qubit Quantum Fourier Transform



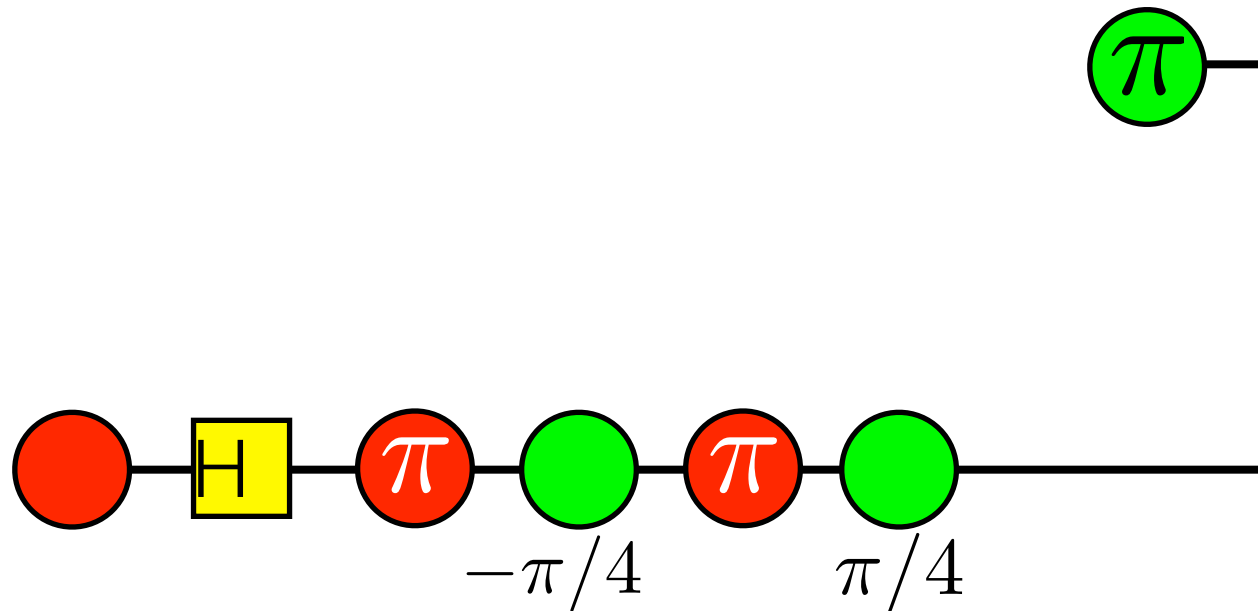
# Example: 2-Qubit Quantum Fourier Transform



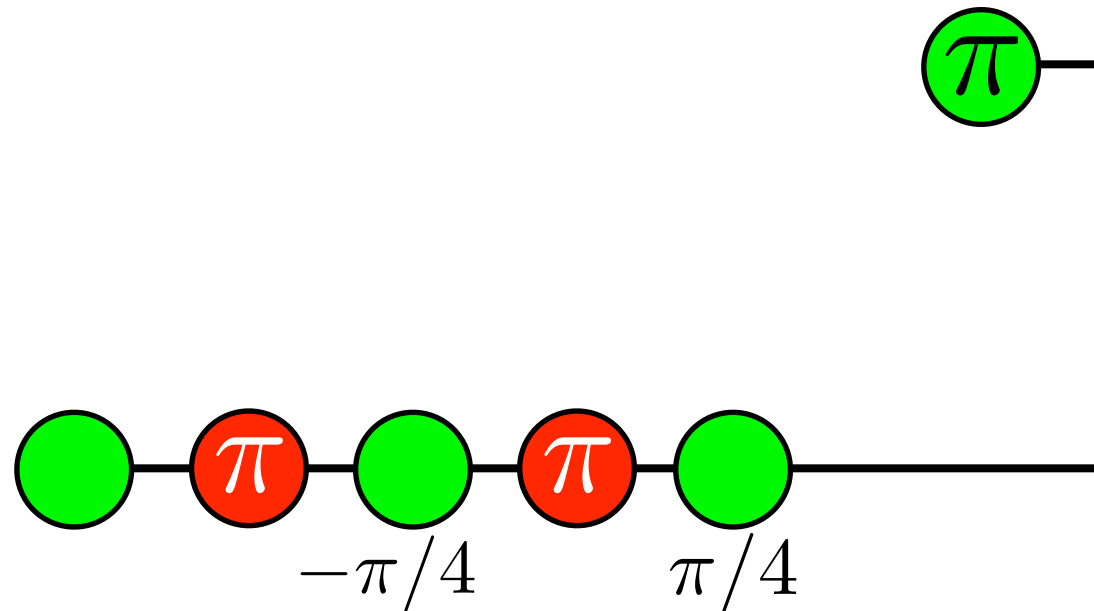
# Example: 2-Qubit Quantum Fourier Transform



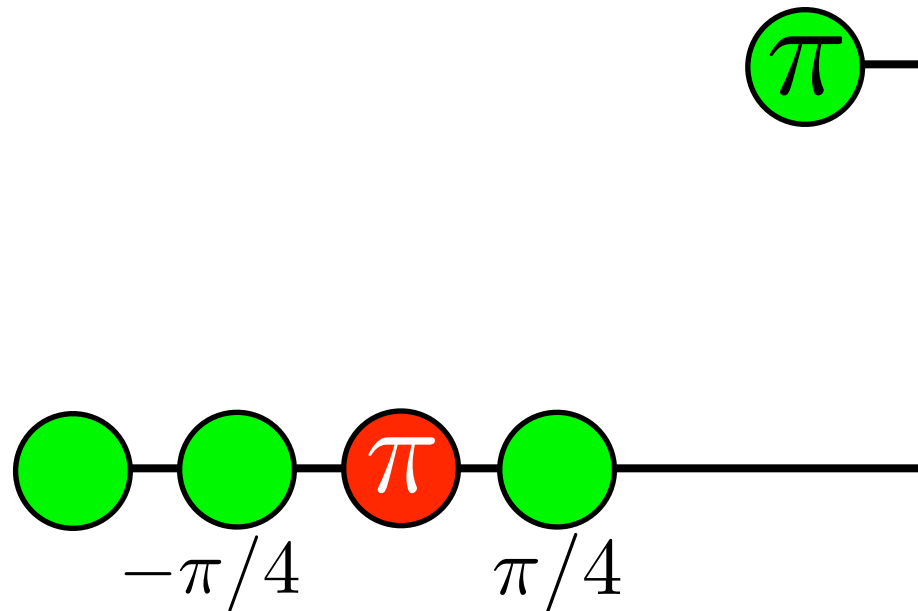
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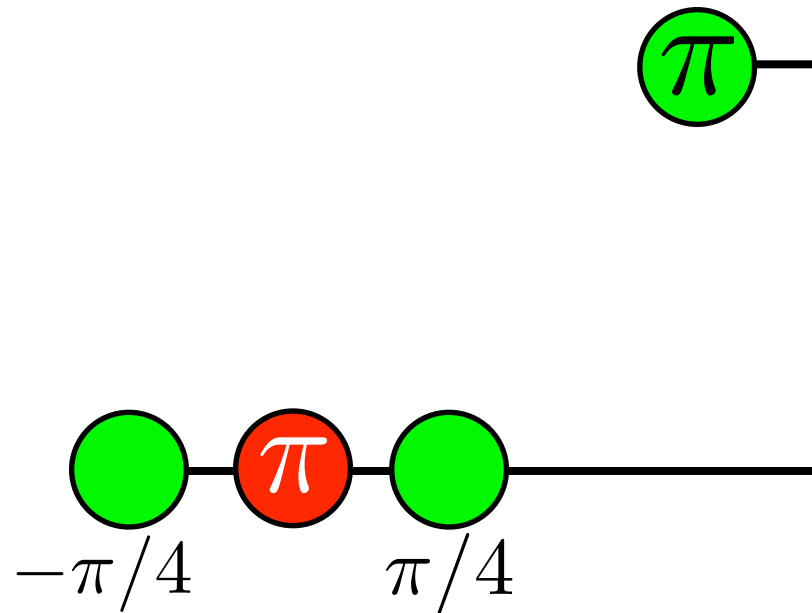
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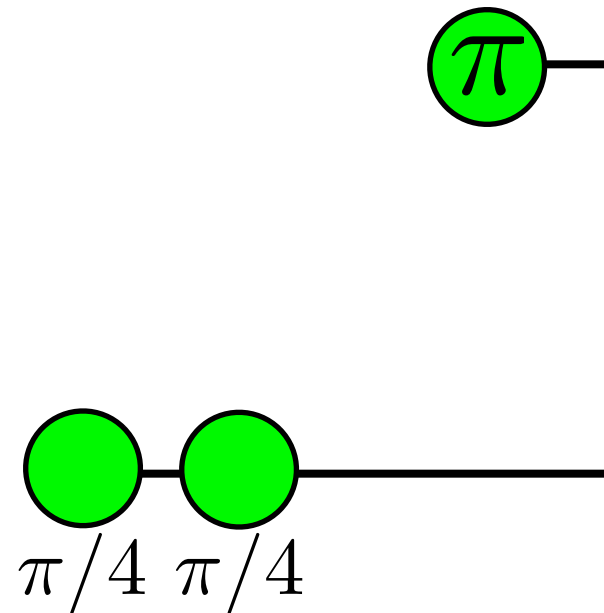
# Example: 2-Qubit Quantum Fourier Transform



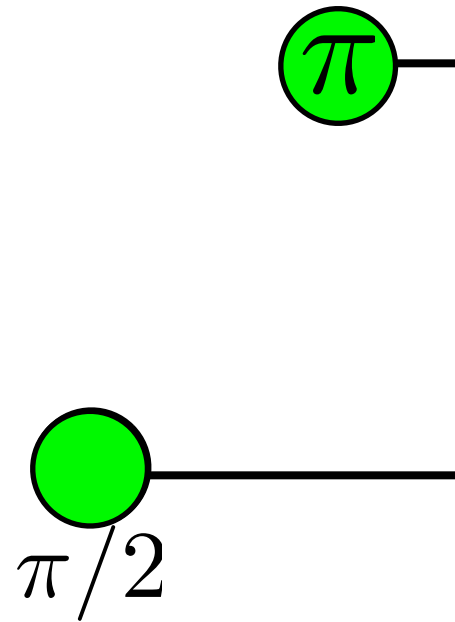
# Example: 2-Qubit Quantum Fourier Transform



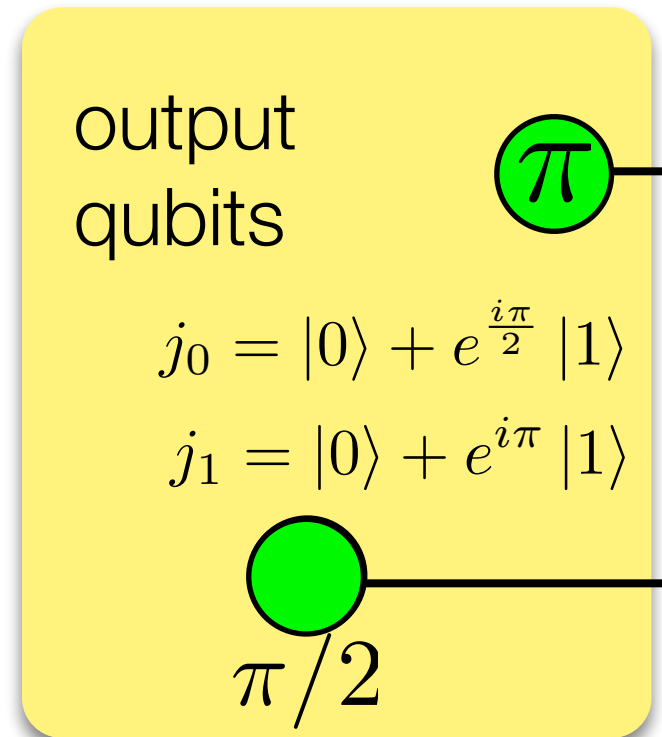
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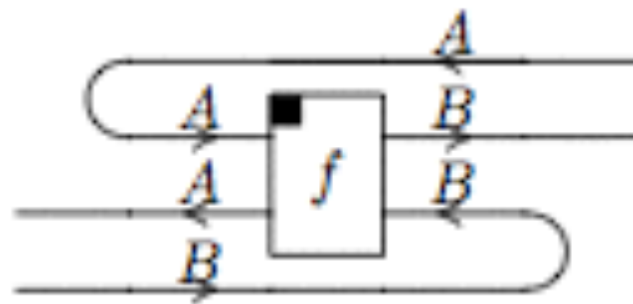
# Extensions (1)

The calculus as presented does not deal with non-determinism or probabilities. Two extensions:

- Conditional vertices:

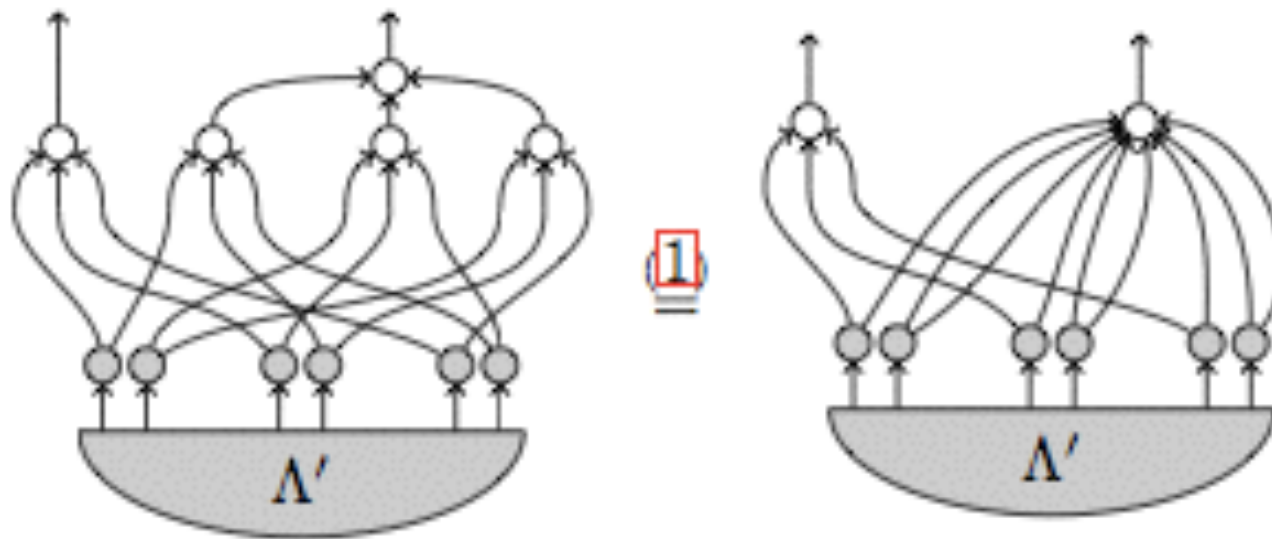


- Selinger's CPM construction:



# Extensions (2)

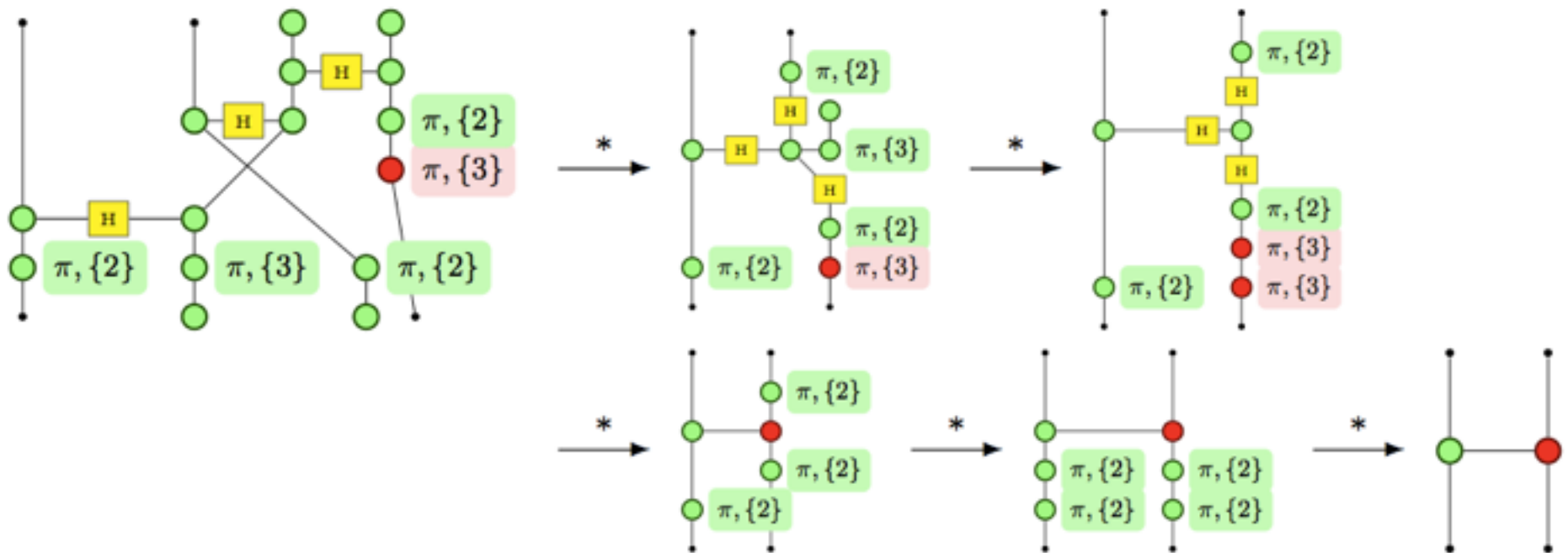
The CPM approach was used to prove that *strong complementarity* is equivalent to *non-locality*:



... justifying the claim that this is a fundamental notion for QM

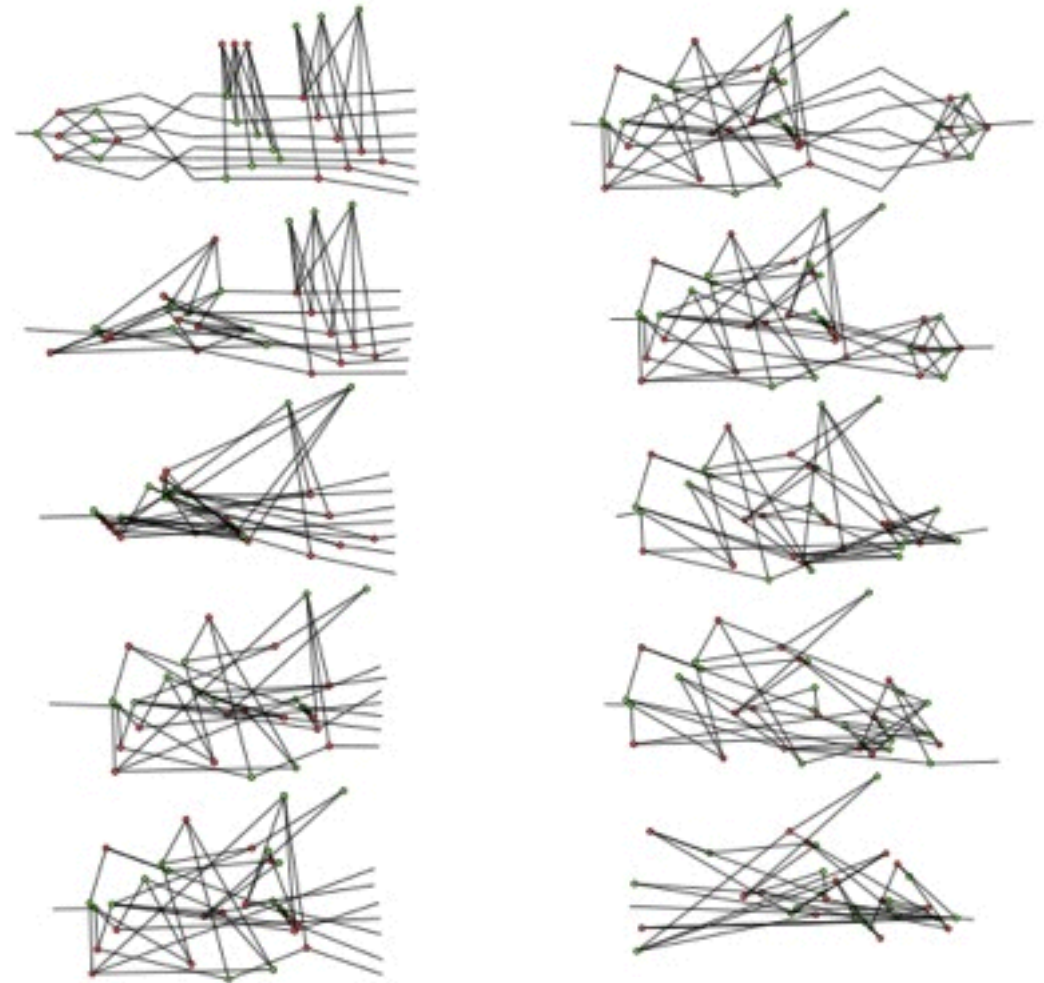
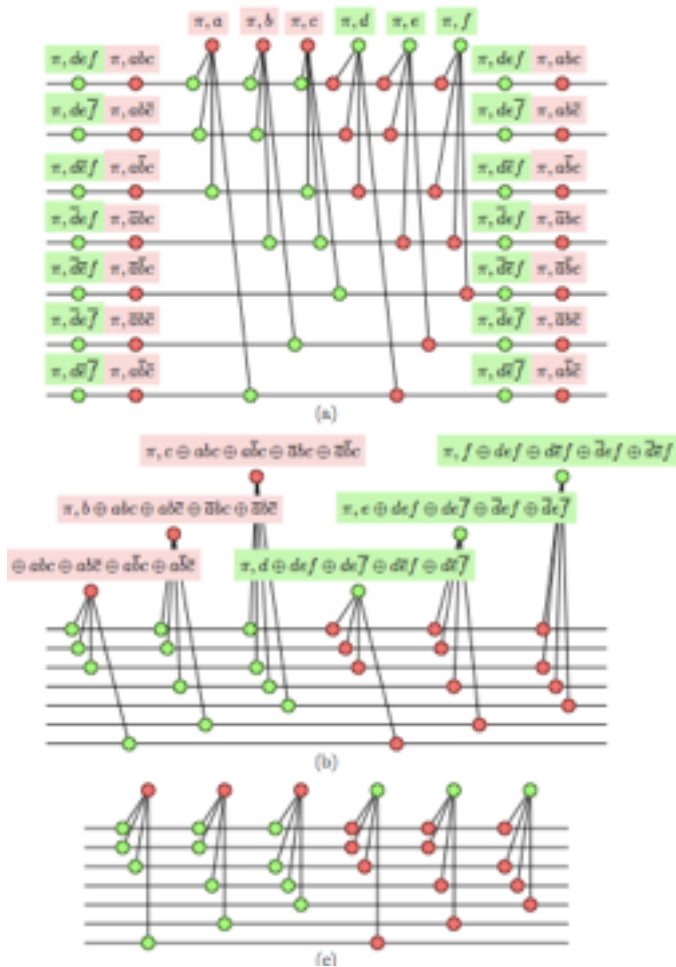
# Extensions (3)

The conditional vertices approach was used to prove the correctness of quantum programs:



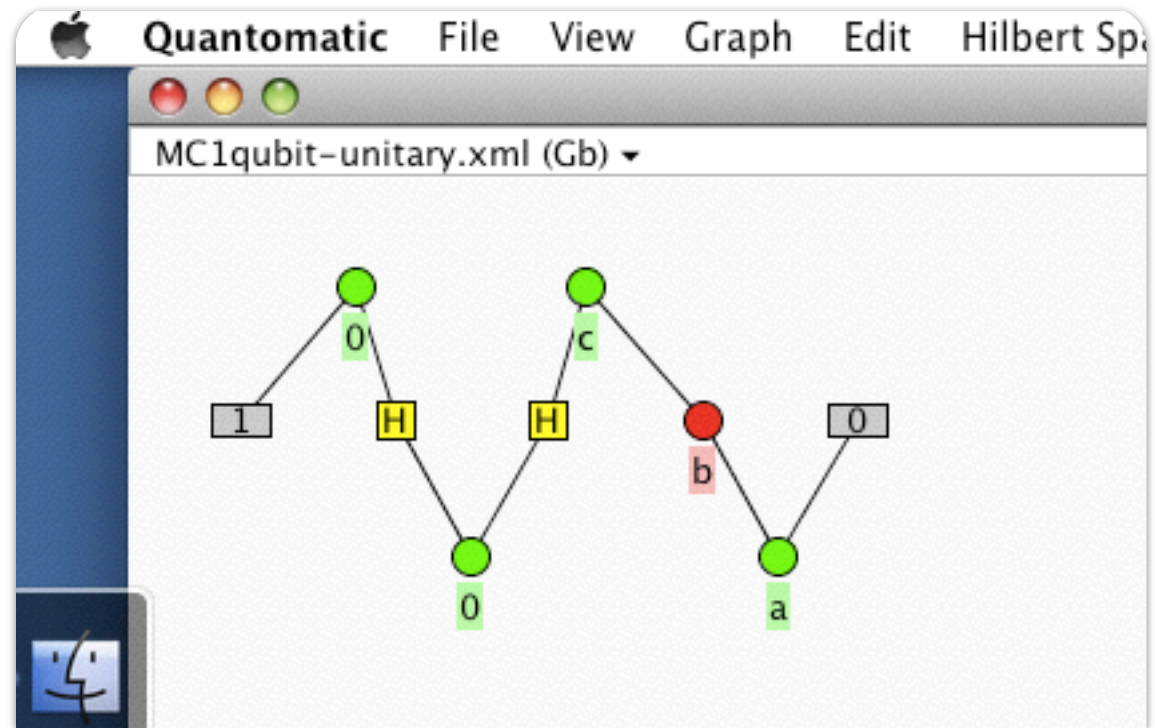
# Extensions (3)

... and error-correcting codes:



# Advertising

Graphical tool for doing graphical calculations:



<http://dream.inf.ed.ac.uk/projects/quantomatic/>

# Happy Birthday Prakash!

