

# Quantum Software

**Aleks Kissinger, Stefano Gogioso**



*Oxford, Hillary Term 2023*

# Quantum software

1.  $\coloneqq$  the code the runs on a quantum computer

*factoring*



*search*



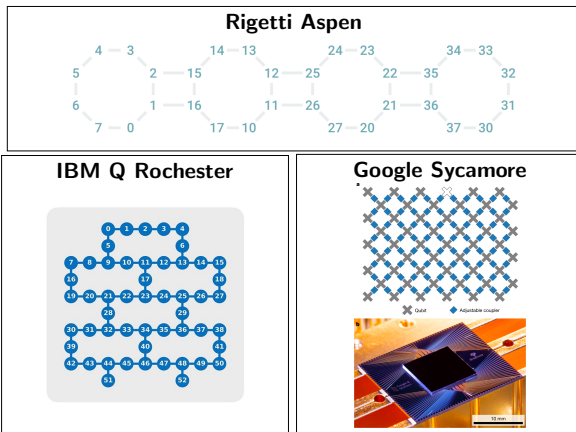
*physical simulation  
optimisation problems  
linear systems & codes  
network flows  
natural language processing*

...

2.  $\coloneqq$  the code that makes that code (better)

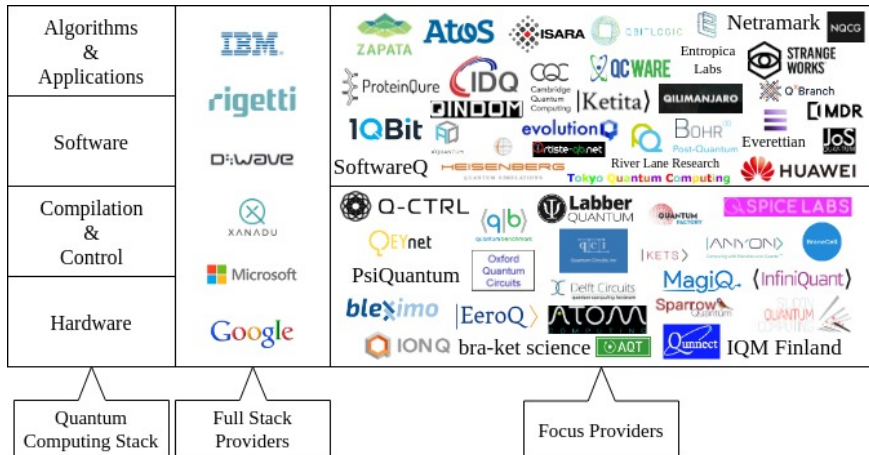
- **compilers**
- **optimisation**
- **verification**

# Problem: no quantum computers



(+ Oxford, Vienna, Delft, Sussex, Maryland...)

# Problem: no quantum computers



<sup>1</sup> <https://quantumcomputingreport.com/review-of-the-cirq-quantum-software-framework>

## Problem: limited quantum computers

NISQ := “noisy intermediate-scale quantum”

NISQ devices have:

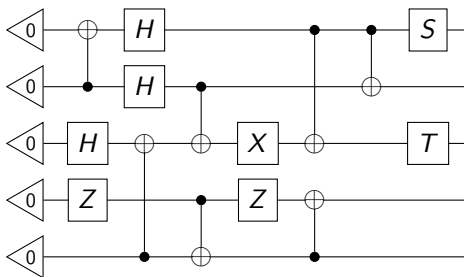
- short coherence times
- low numbers of qubits
- noisy operations
- limited connectivity
- ...

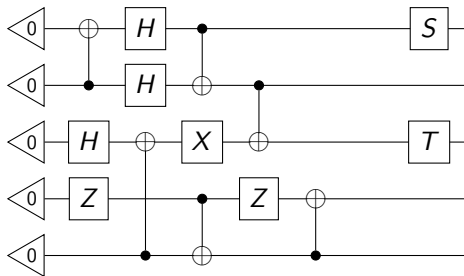
⇒ **small** advances in software give **big** gains on NISQ hardware!

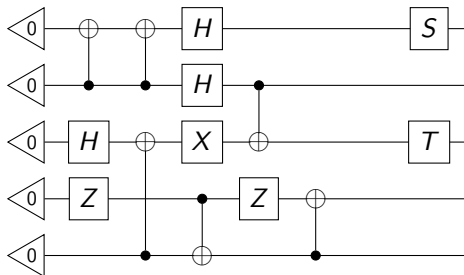
# Quantum circuits

- $\text{:=}$  the ‘assembly language’ of quantum computation, e.g.

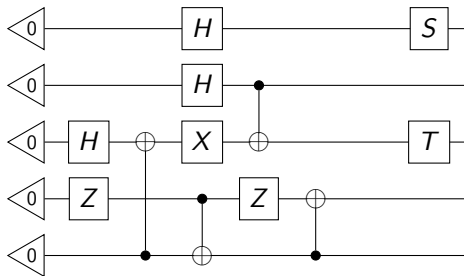
```
INIT 5  
CNOT 1 0  
H 2  
Z 3  
H 0  
H 1  
CNOT 4 2  
...
```

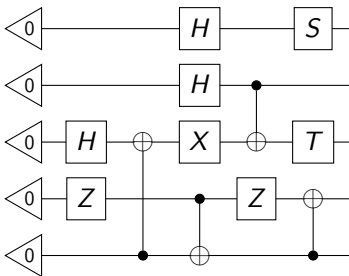


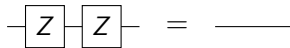
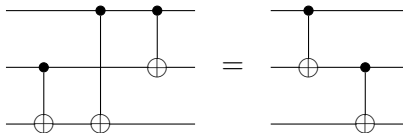
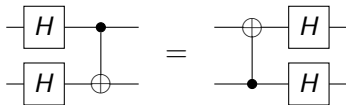
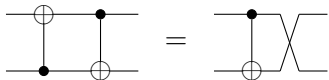




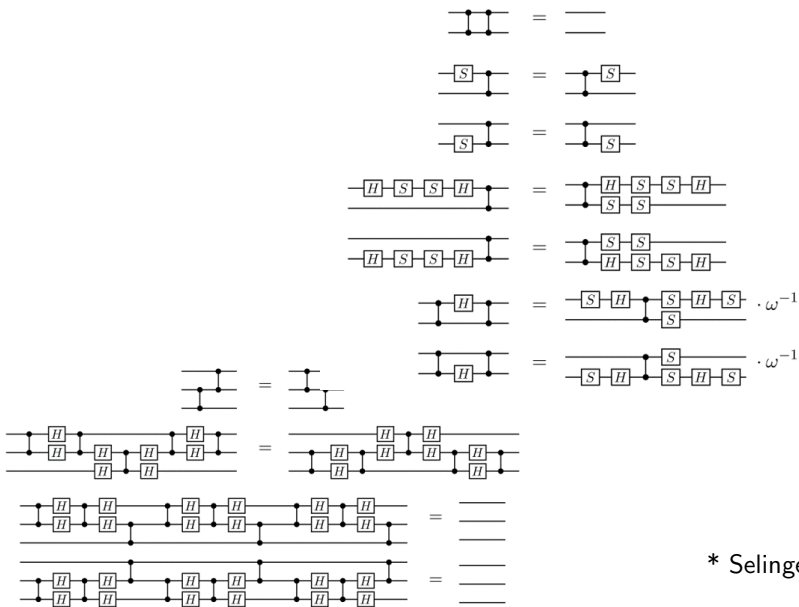




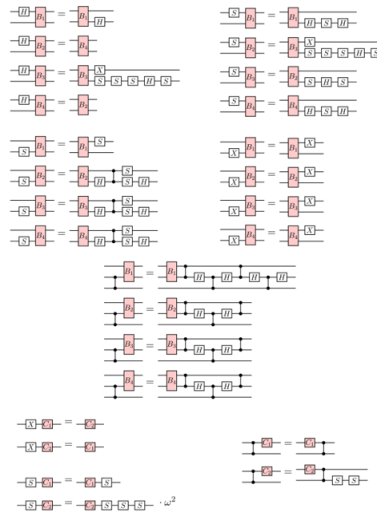




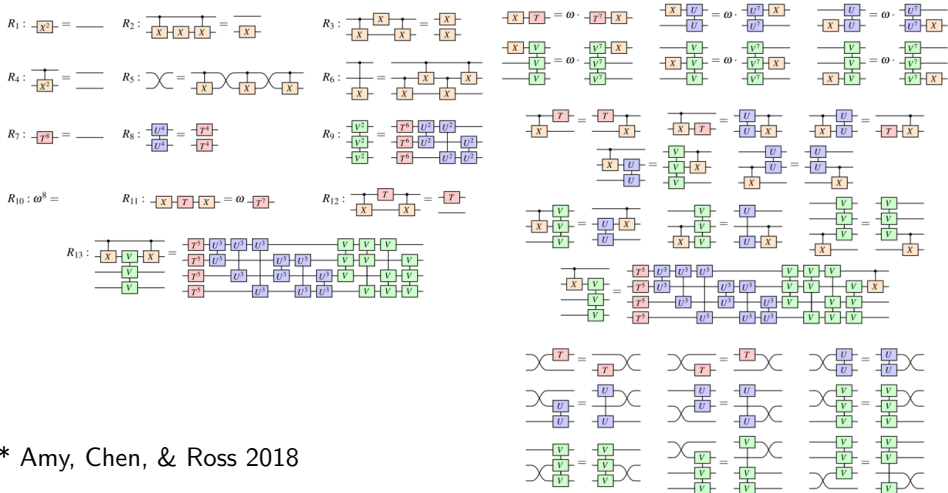
■ ■ ■



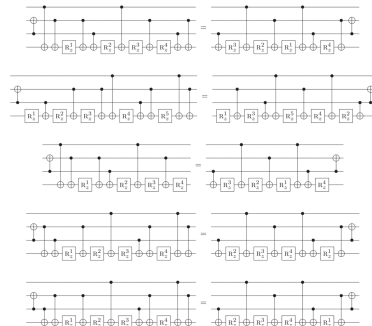
\* Selinger 2015



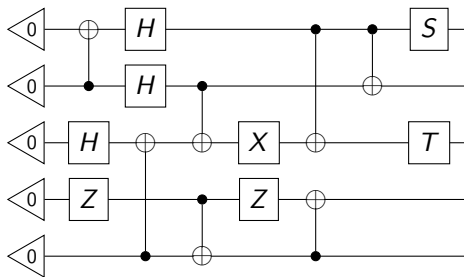
8 / 23



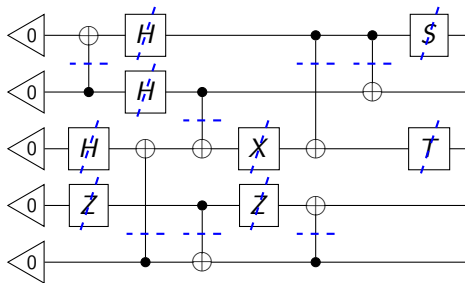
\* Amy, Chen, & Ross 2018

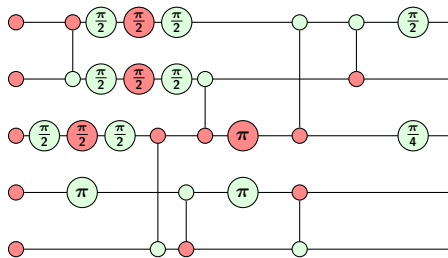


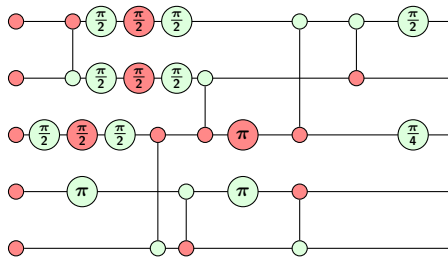
\* Nam *et al* 2018











*ZX-diagram*

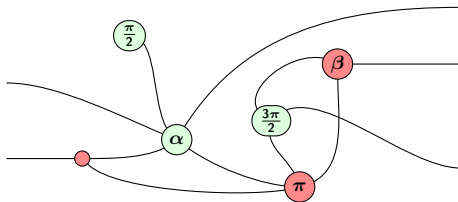
# ZX-diagrams

...are like circuits, but made from **spiders** instead of gates:

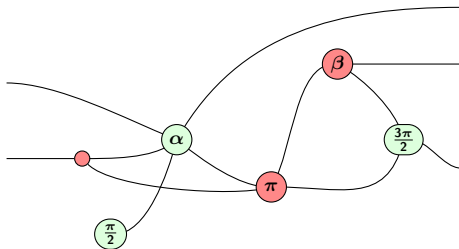
$$\mathcal{Z}_\alpha = \text{diagram of a green spider with } \alpha \text{ legs}$$
A green circular node labeled with the Greek letter alpha (α) in the center. Six lines extend from the node, three to the left and three to the right, curving outwards. On the left side, there are three vertical dots (⋮) between the middle and outer lines. On the right side, there are three vertical dots (⋮) between the middle and outer lines.

$$\mathcal{X}_\alpha = \text{diagram of a red spider with } \alpha \text{ legs}$$
A red circular node labeled with the Greek letter alpha (α) in the center. Six lines extend from the node, three to the left and three to the right, curving outwards. On the left side, there are three vertical dots (⋮) between the middle and outer lines. On the right side, there are three vertical dots (⋮) between the middle and outer lines.

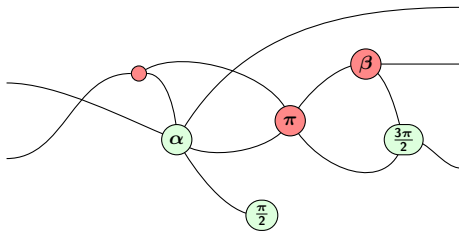
## ZX-diagrams are bendy



## ZX-diagrams are bendy



## ZX-diagrams are bendy



# Why spiders?

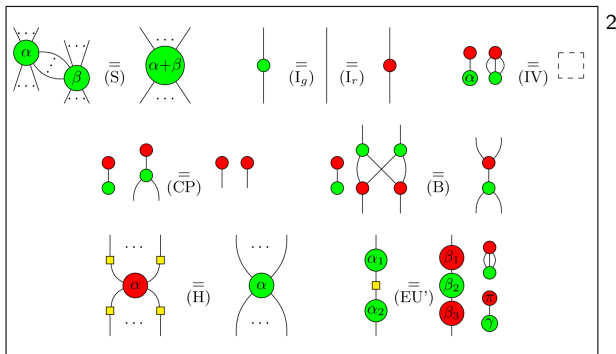
- They generate **all** linear maps  $\mathbb{C}^{2^m} \rightarrow \mathbb{C}^{2^n}$ .
- Handy for building most common gates, e.g.

$$\begin{aligned}
 \boxed{S} &= \text{green circle with } \frac{\pi}{2} & \boxed{T} &= \text{green circle with } \frac{\pi}{4} \\
 \boxed{H} &= \text{yellow square} & &= \text{green circle with } \frac{\pi}{2} \text{ (left)} \text{ red circle with } \frac{\pi}{2} \text{ (middle)} \text{ green circle with } \frac{\pi}{2} \text{ (right)}
 \end{aligned}$$

$$\begin{aligned}
 \text{CNOT (black dot on top, white circle on bottom)} &= \text{CNOT (green circle on top, red circle on bottom)} \\
 \text{CNOT (black dot on bottom, black dot on top)} &= \text{CNOT (green circle on top, green circle on bottom with yellow square in between)}
 \end{aligned}$$

- ....and....

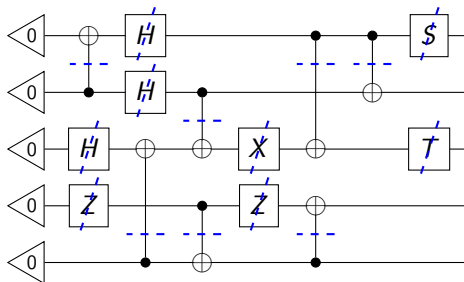


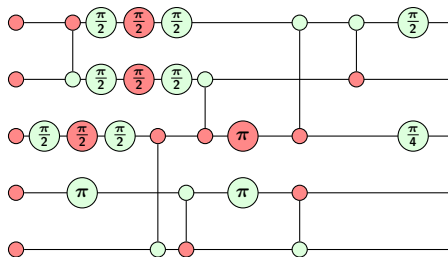


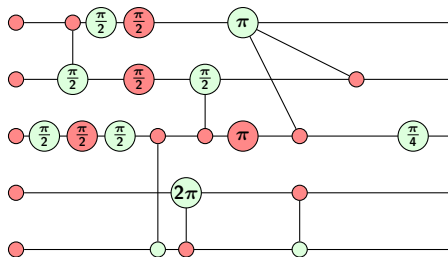
# *ZX calculus*

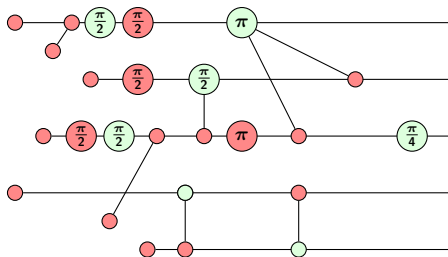
these 8 rules  $\implies$  everything before

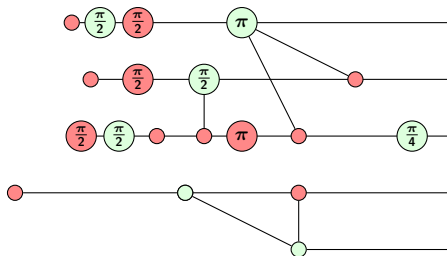
<sup>2</sup>Vilmart 2018. arXiv:1812.09114

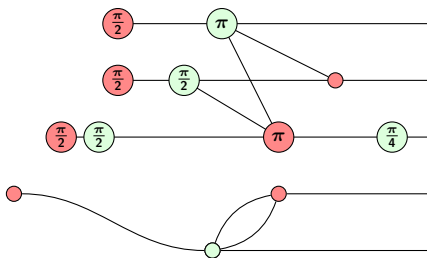


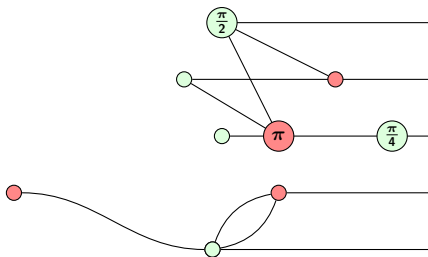




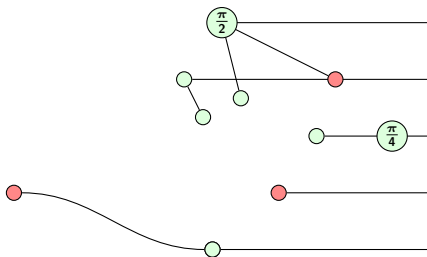


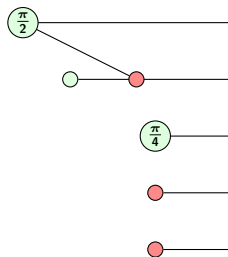




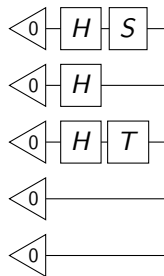




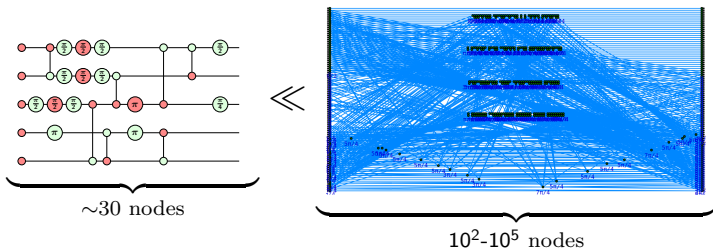






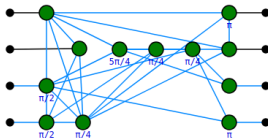


**Q:** How do we scale up?



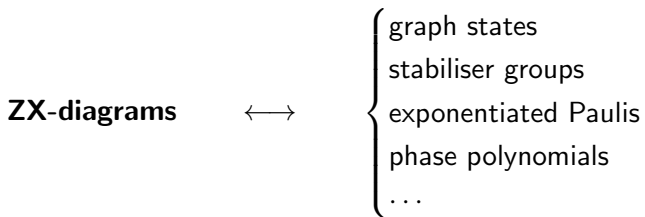
**A:** Automation.

```
In [11]: zx.simplify.clifford_simp(g)
          g.normalise()
          zx.d3.draw(g)
```



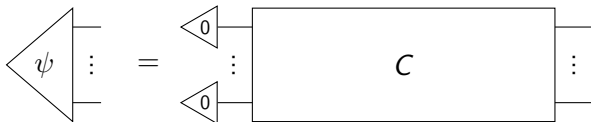
## In this course...

- We'll look at **fundamental structures** underlying quantum computations:



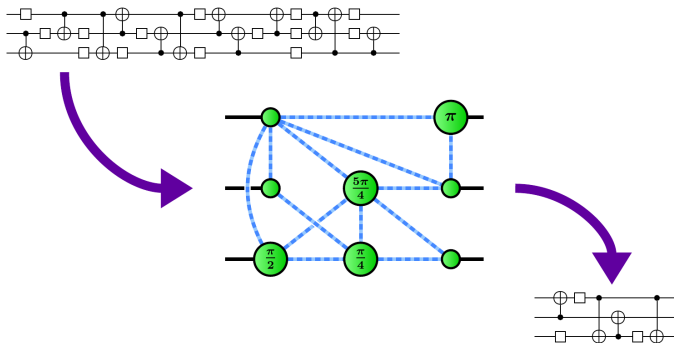
- And apply them to...

## Classical simulation



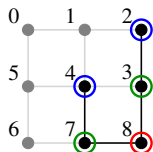
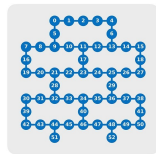
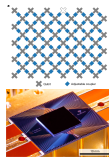
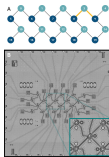
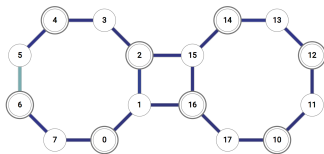
$$\text{Prob}(i \mid |\psi\rangle) = ???$$

# Circuit optimisation

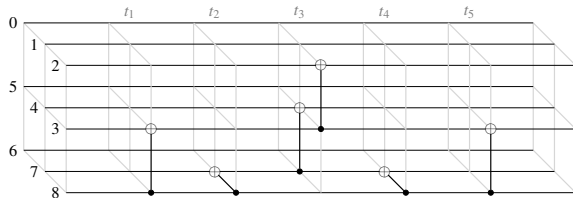




# Circuit routing

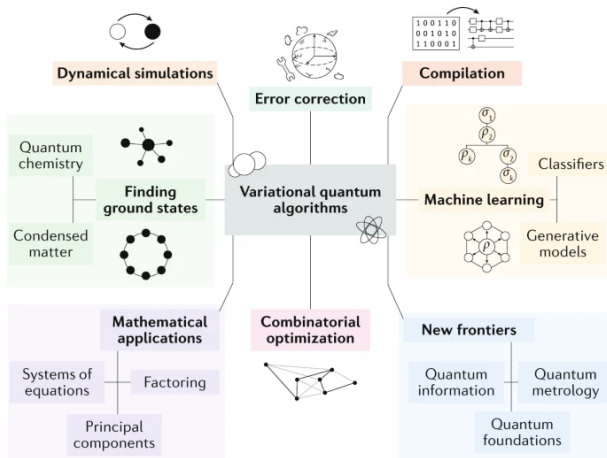


$\Rightarrow$



# (NISQ) quantum algorithms

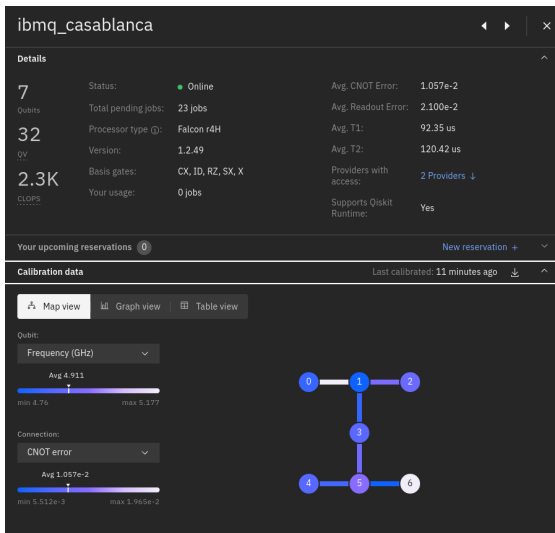
3



<sup>3</sup><https://www.nature.com/articles/s42254-021-00348-9>

# Implementation

4



<sup>4</sup> IBMQ calibration data. <https://quantum-computing.ibm.com>

# Format of the course

- 8 weeks, 24 lectures, 5 problem sheets + classes (week 2, 4, 6, 7, 8)
- 5 weeks theory (Aleks)
  - *basics, ZX, classical simulation, quantum compilation*
- 3 weeks live coding (Stefano)
  - *algorithms, implementation on IBMQ*
- Materials:
  - *lecture notes, updated weekly*
  - *Jupyter notebooks from live coding*
  - *Picturing Quantum Processes*. Coecke & Kissinger. CUP (optional)
  - *Quantum Computation and Quantum Information*. Nielsen & Chuang. CUP (optional)
- Exam is by take-home miniproject
  - *expect a theory and a (Python) coding components*

## (Space) Oddities



- Combined class given by me to both groups week 4 (6-10 Feb)
  - Details TBC
- No in-person lectures week 5 (13-17 Feb)
  - Look for videos on Panopto

Check the website:

<https://www.cs.ox.ac.uk/teaching/courses/2022-2023/qsoft>

...and your Oxford email often for announcements.