

Practical Quantum Computing

Lecture 07

Phase kickback, Toffoli, Fredkin

Week	Tuesday (3h)			Wednesday (3h)			Deadlines	
1. The Basics	<u>Introduction</u>	Gates	Circuit Identities	Qiskit	Cirq/Qualtran	Q&A		
	Programming Assignment 1: <u>The basics of a quantum circuit simulator</u>			Programming Assignment 1: The building blocks of a quantum circuit simulator				
2. Entanglement and its Applications	Teleportation	Superdense Coding	Quantum Key Distribution	Qualtran/Assignment2	Terminology of Projects	Q&A		
	Programming Assignment 2: The basics of a quantum circuit optimizer			Programming Assignment 2: The building blocks of a quantum circuit optimizer				
3. Computing	Phase Kickback and Toffoli	Distinguishing quantum states and The First Algorithms	Grover's Algorithm	Invited TBA	PennyLane	Q&A		11 May 2024
4. Advanced Topics*	Arithmetic Circuits*	Fault-Tolerance*	QML*	Invited TBA	Crumble	Q&A	18 May 2024	

* not evaluated

Learning goals - 07 Superposition and Phase Kickback (Computing)

1. What you have learned by now
 - a. Quantum circuits: mathematics, diagrams and circuit identities
 - b. Entanglement: teleportation, superdense coding, more powerful correlations and winning games by using entanglement
 - c. Quantum Key Distribution Networks

2. Quantum Parallelism and State Superposition

- a. What it is, and how to built it with single qubit (Hadamard) gates
- b. The phase: encoding information into state superpositions

3. Phase Kickback

- a. What it is and how it works
- b. How to use it for signaling properties of Boolean functions
- c. Deriving the phase kickback using circuit identities

4. Phase Polynomials for *complicated* quantum gates

- a. Construction of phase polynomials
- b. Deriving a quantum circuit from a phase polynomial
- c. The Toffoli gate and its phase polynomial

- Deadline for programming Assignment 1
- 11 May 2024

Quantum Parallelism

$$|x\rangle \xrightarrow{H} \frac{1}{\sqrt{2}}(|0\rangle + (-1)^x|1\rangle)$$

Quantum parallelism

- classical algorithm that computes some function $f:\{0,1\}^n \rightarrow \{0,1\}^m$
- build a quantum circuit U
 - consisting only of Toffoli gates
 - maps $|z\rangle|0\rangle \rightarrow |z\rangle|f(z)\rangle$ for every $z \in \{0,1\}^n$

$$U \left(\frac{1}{\sqrt{2^n}} \sum_{z \in \{0,1\}^n} |z\rangle|0\rangle \right) = \frac{1}{\sqrt{2^n}} \sum_{z \in \{0,1\}^n} |z\rangle|f(z)\rangle.$$

- applied U just once, and the final superposition contains $f(z)$ for all 2^n input values z !
- *not very useful and does not give more than classical randomization*
 - observing the final superposition will give just one uniformly random $|z\rangle|f(z)\rangle$
 - all other information will be lost

<https://quantumcomputing.stackexchange.com/questions/16897/do-global-phases-matter-when-a-gate-is-converted-into-a-controlled-gate>

Phase Kickback

Phase Kickback

Solution: Store the output of the function in the phase of the qubit

$$|x\rangle \text{ --- } \boxed{H} \text{ --- } \frac{1}{\sqrt{2}}(|0\rangle + (-1)^x|1\rangle)$$

$$|x\rangle \otimes \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle) \rightarrow |x\rangle \otimes \frac{1}{\sqrt{2}}(|f(x)\rangle - |\bar{f}(x)\rangle)$$

$$f(x) = 0 \quad |x\rangle \otimes \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

$$f(x) = 1 \quad -|x\rangle \otimes \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

$$|x\rangle \otimes \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle) \rightarrow (-1)^{f(x)}|x\rangle \otimes \frac{1}{\sqrt{2}}(|0\rangle - |1\rangle)$$

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Eigenvalues, Eigenvectors, Measurement

Assume the function f is $U=X/Y/Z$

$$\begin{array}{l} X : |0\rangle + |1\rangle \\ Y : |0\rangle + i|1\rangle \\ Z : |0\rangle \end{array} \quad \begin{array}{l} -X : |0\rangle - |1\rangle \\ -Y : |0\rangle - i|1\rangle \\ -Z : |1\rangle \end{array}$$

Useful also for (some) circuit simulations

Qiskit qubit order: first qubit is on the right and having CNOT for C-X

$$\begin{aligned} \text{CNOT}|-\mathbf{0}\rangle &= |-\rangle \otimes |0\rangle \\ &= |-\mathbf{0}\rangle \end{aligned}$$

$$\begin{aligned} \text{CNOT}|-\mathbf{1}\rangle &= X|-\rangle \otimes |1\rangle \\ &= -|-\rangle \otimes |1\rangle \\ &= -|-\mathbf{1}\rangle \end{aligned}$$

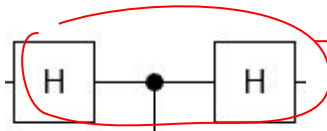
$$\begin{aligned} \text{CNOT}|-\mathbf{+}\rangle &= \frac{1}{\sqrt{2}} (\text{CNOT}|-\mathbf{0}\rangle + \text{CNOT}|-\mathbf{1}\rangle) \\ &= \frac{1}{\sqrt{2}} (|-\mathbf{0}\rangle + X|-\mathbf{1}\rangle) \\ &= \frac{1}{\sqrt{2}} (|-\mathbf{0}\rangle - |-\mathbf{1}\rangle) \\ &= |-\mathbf{+}\rangle \end{aligned}$$

the phase from input $|-\rangle$ is kicked back to output

Eigenvalues, Eigenvectors, Measurement

$$\begin{array}{ll}
 X : |0\rangle + |1\rangle & -X : |0\rangle - |1\rangle \\
 Y : |0\rangle + i|1\rangle & -Y : |0\rangle - i|1\rangle \\
 Z : |0\rangle & -Z : |1\rangle
 \end{array}$$

Useful also for (some) circuit simulations

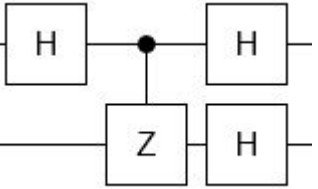


Qiskit qubit order

$$\begin{aligned}
 \text{CNOT}|-0\rangle &= |-\rangle \otimes |0\rangle \\
 &= | -0 \rangle
 \end{aligned}$$

$$\begin{aligned}
 \text{CNOT}|-1\rangle &= X|-\rangle \otimes |1\rangle \\
 &= -|-\rangle \otimes |1\rangle \\
 &= -|-1\rangle
 \end{aligned}$$

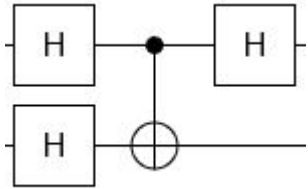
$$\begin{aligned}
 \text{CNOT}|-+\rangle &= \frac{1}{\sqrt{2}}(\text{CNOT}|-0\rangle + \text{CNOT}|-1\rangle) \\
 &= \frac{1}{\sqrt{2}}(|-0\rangle + X|-1\rangle) \\
 &= \frac{1}{\sqrt{2}}(|-0\rangle - |-1\rangle)
 \end{aligned}$$



Eigenvalues, Eigenvectors, Measurement

$$\begin{array}{ll}
 X : |0\rangle + |1\rangle & -X : |0\rangle - |1\rangle \\
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Useful also for (some) circuit simulations

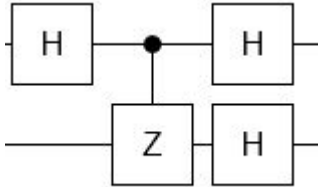


Qiskit qubit order

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 &= \frac{1}{\sqrt{2}}(|-0\rangle - |-1\rangle)
 \end{aligned}$$

$$\begin{aligned}
 \text{CNOT}|-1\rangle &= X|-\rangle \otimes |1\rangle \\
 &= -|-\rangle \otimes |1\rangle \\
 &= -|-1\rangle
 \end{aligned}$$



n=1
m=1
alpha=pi/4
T gate

More types of phases
(not only +1)

Z spider		$n \rightarrow m$	$ 0\rangle^{\otimes m} \langle 0 ^{\otimes n} + e^{i\alpha} 1\rangle^{\otimes m} \langle 1 ^{\otimes n}$
X spider		$n \rightarrow m$	$ +\rangle^{\otimes m} \langle + ^{\otimes n} + e^{i\alpha} -\rangle^{\otimes m} \langle - ^{\otimes n}$

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Classical computations, More phases and Toffoli gates

Toffoli Gate

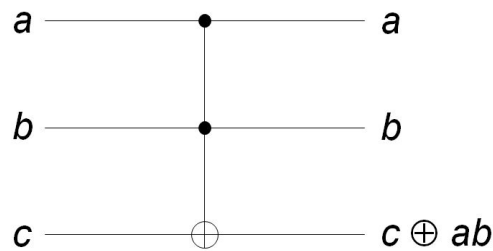
The NAND gate is universal for classical circuits.



$$Q = A \text{ NAND } B$$

We can perform the same operation

using a Toffoli gate.



$c=1 \rightarrow \text{NAND}$

Truth Table

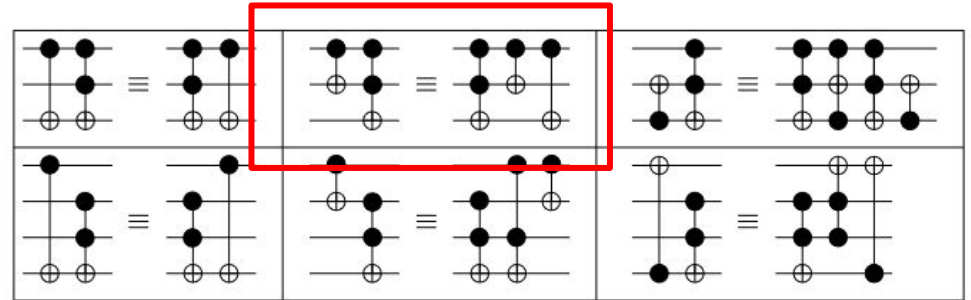
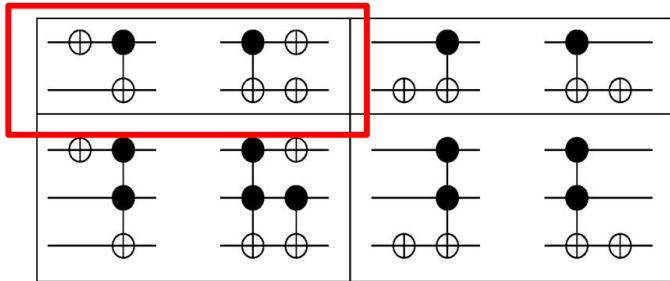
Input A	Input B	Output Q
0	0	1
0	1	1
1	0	1
1	1	0

Convert any classical algorithm into a quantum algorithm, replacing the NAND gates with Toffolis, and keeping the extra qubits.

Reversible Computation and Circuits

A gate is **reversible** if the (Boolean) function it computes is **bijective**.

A k -CNOT is a $(k+1) \times (k+1)$ gate. It leaves the first k inputs unchanged, and inverts the last iff all others are 1. The unchanged lines are referred to as control lines.



Equivalences between reversible circuits -> Can be used for circuit optimisation

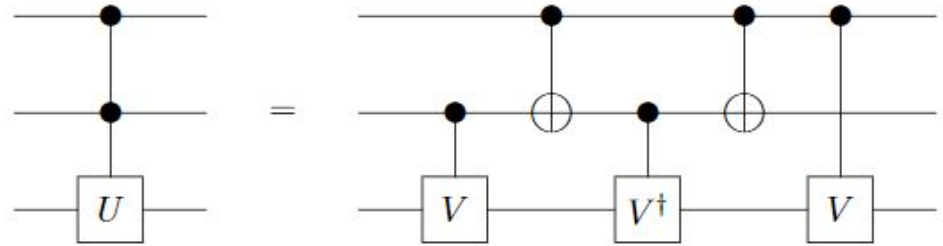
Toffoli Gate Decomposition

Some of the intuition behind the construction when the first two input bits are x_1 and x_2 , the sequence of operations performed on the third bit is:

- V iff $x_1 = 1$,
- V iff $x_2 = 1$,
- V^\dagger iff $x_1 \oplus x_2 = 1$

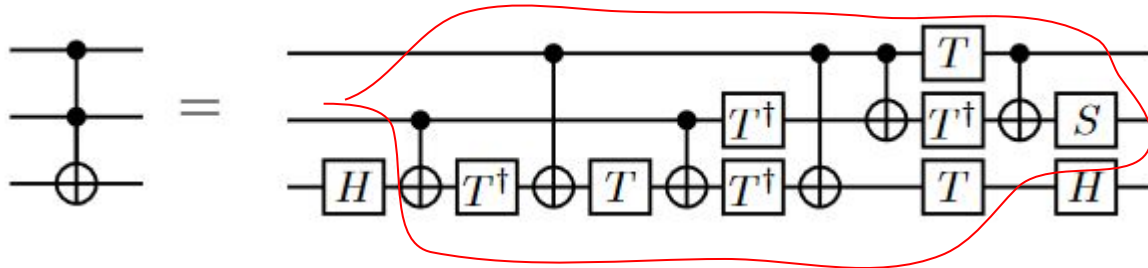
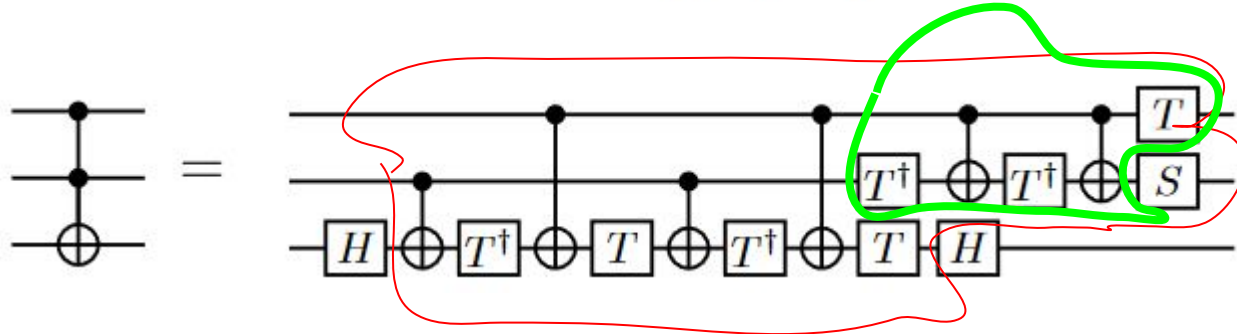
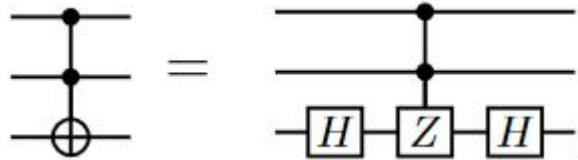
$$x_1 + x_2 - (x_1 \oplus x_2) = 2 \cdot (x_1 \wedge x_2)$$

The above sequence of operations is equivalent to performing V^2 on the third bit iff $x_1 \wedge x_2 = 1$, which is the gate.



Proof: Let V be such that $V^2 = U$. If the first bit or the second bit are 0 then the transformation applied to the third bit is either I or $V \cdot V^\dagger = I$. If the first two bits are both 1 then the transformation applied to the third is $V \cdot V = U$. \square

Toffoli and Clifford+T

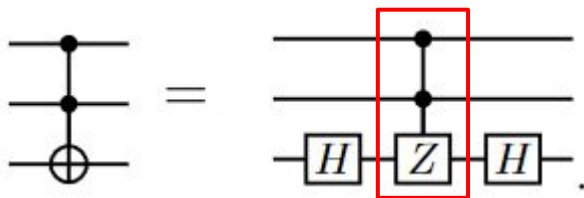


Toffoli and Clifford + T

$$4xyz = x + y + z - (x \oplus y) - (y \oplus z) - (x \oplus z) + (x \oplus y \oplus z).$$

$$x \oplus y = x + y - 2xy.$$

$$\omega = (-1)^{1/4} = e^{i\pi/4}. \quad \leftarrow \text{root of unity}$$



$$\boxed{(-1)}^{xyz} = \boxed{\omega^4}^{xyz} \quad \leftarrow \text{phase polynomial}$$

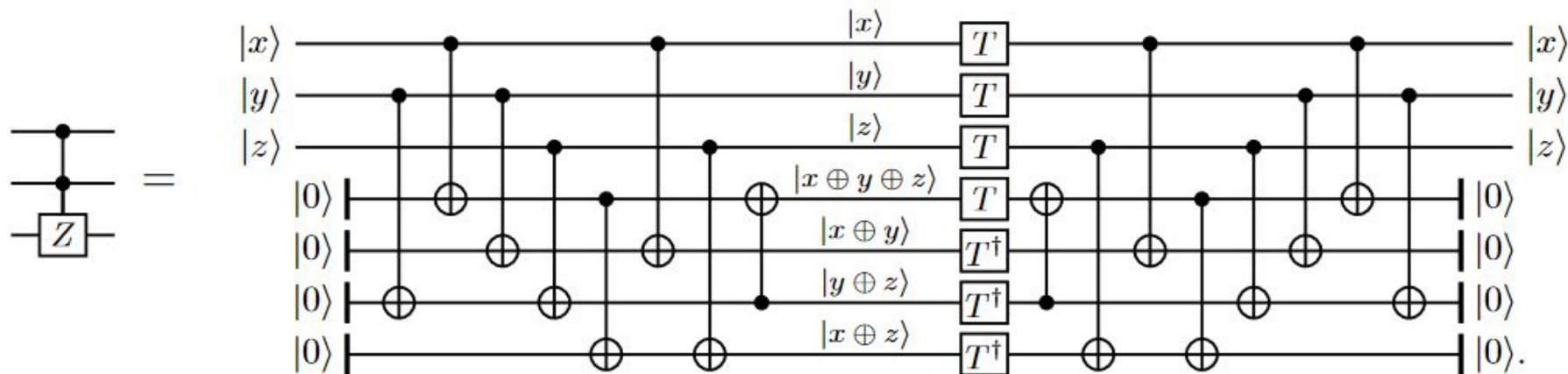
$$= \omega^x \omega^y \omega^z (\omega^\dagger)^{x \oplus y} (\omega^\dagger)^{y \oplus z} (\omega^\dagger)^{x \oplus z} \omega^{x \oplus y \oplus z}.$$

Toffoli and Clifford + T

$$(-1)^{xyz} = \omega^{4xyz}$$

$$= \omega^x \omega^y \omega^z (\omega^\dagger)^{x \oplus y} (\omega^\dagger)^{y \oplus z} (\omega^\dagger)^{x \oplus z} \omega^{x \oplus y \oplus z}.$$

$$T|x\rangle = \omega^x|x\rangle$$

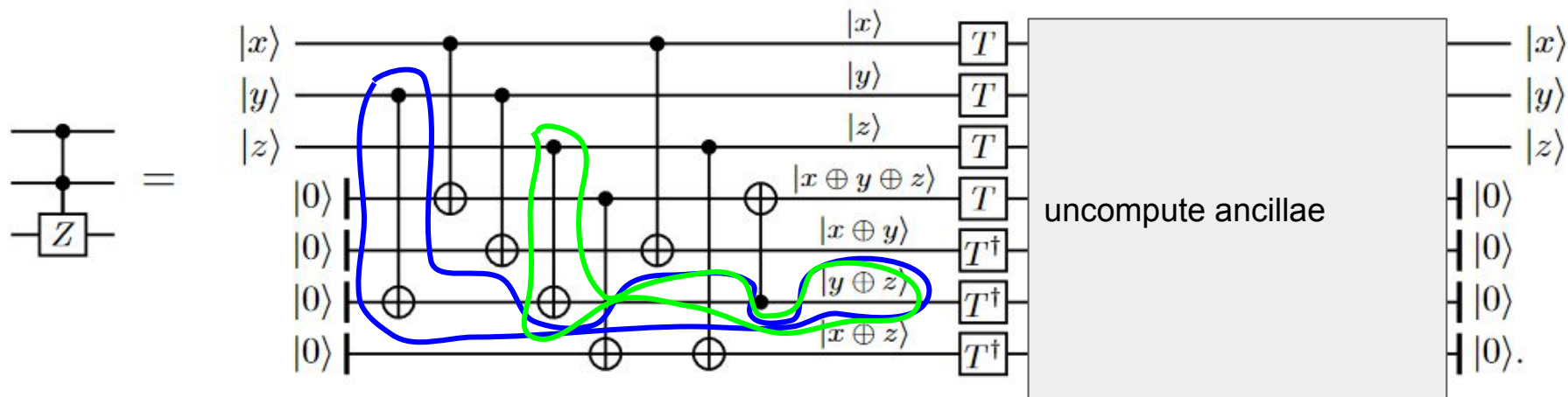


Toffoli and Clifford + T

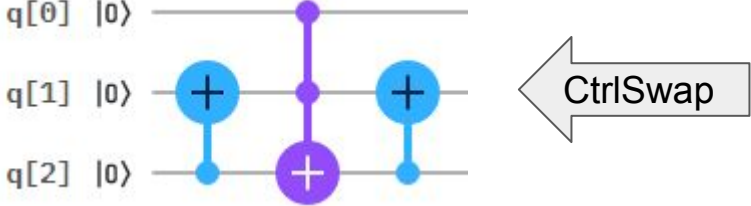
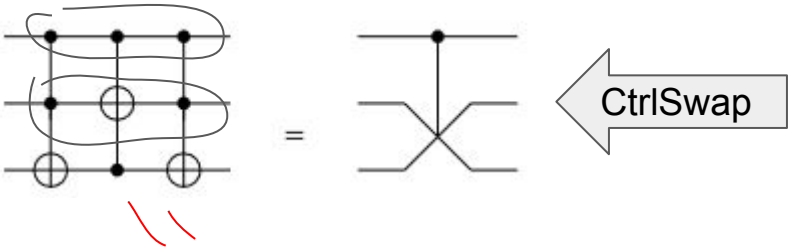
$$(-1)^{xyz} = \omega^{4xyz}$$

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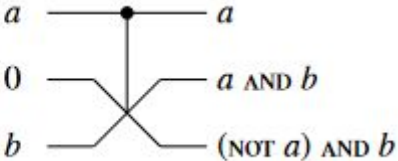
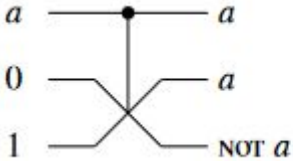
$$T|x\rangle = \omega^x|x\rangle$$



Fredkin Gate - Conservative Logic



NOT and AND gates can be built from Fredkin gates with appropriate patterns of inputs



$$F = \begin{pmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix}$$

