

QLang

The Qubit Language

Team

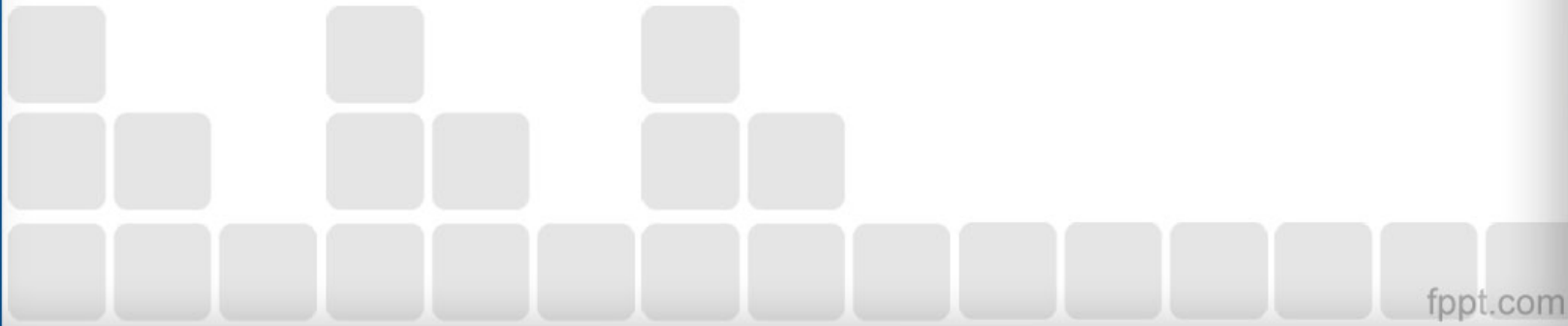
Christopher Campbell (System Architect)

Sankalpa Khadka (Language Guru)

Winnie Narang (Verification and Validation)

Jonathan Wong (Manager)

Clément Canonne (LaTeX)



Introduction

Quantum Computing

- Computing using principle of Quantum Mechanics.
- Simple analogies with Classical Computing.
 - Bits – 101 -> Qubits (vectors) - $|101\rangle$
 - Gates – AND, OR, etc. -> Unitary Matrices – H , X, Y, Z

$$X|0\rangle = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} = |1\rangle$$

$$X|1\rangle = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} = |0\rangle$$

Motivations

Design language to perform quantum computation and simulate quantum algorithm through

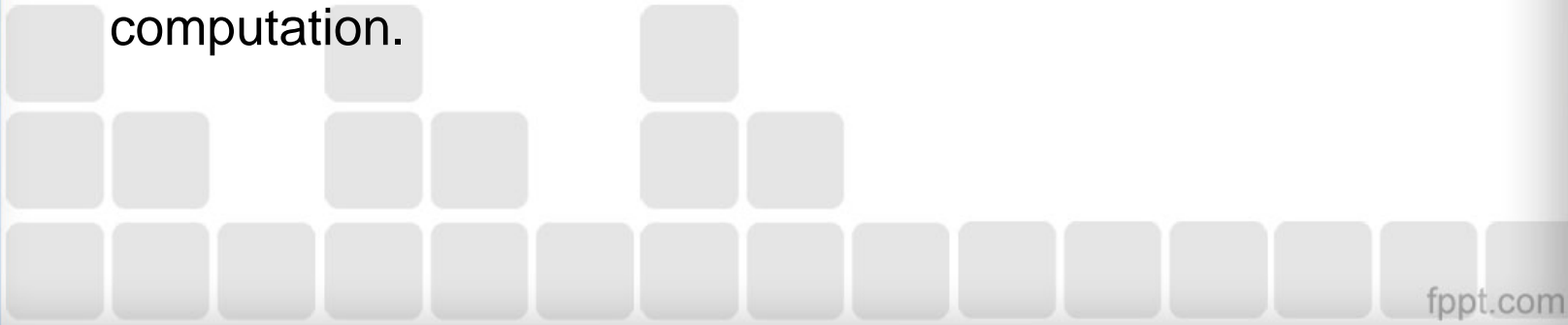
- Simple and intuitive syntax
- Leverage well-known and elegant Dirac notation for qubit representation.

$\langle 01101 |$ (bra) or $|1010\rangle$ (ket)

- Significantly reduces the complexity of dealing with matrices and their associated operation such as tensor product.

$|0\rangle @ |1\rangle$

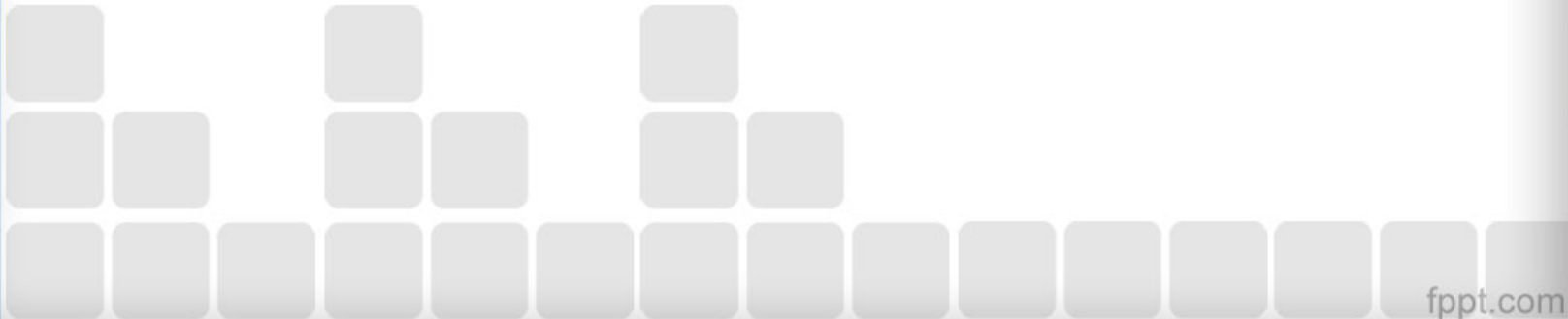
- Provide comprehensive set of operators for quantum computation.



Result: QLang

```
def apply(mat x) : mat result {  
  mat y;  
  y = |0>;  
  result = y*x;  
}
```

```
def compute() : mat final_result{  
  mat x;  
  x = [(1,1)(1,-1)];  
  final_result = apply(x);  
}
```



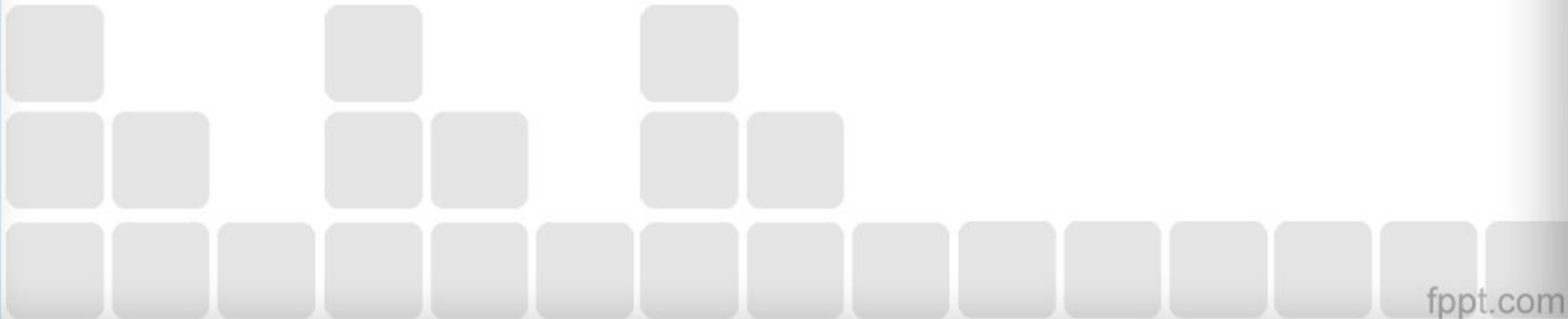
Brief Tutorial

Types

- int (integers): 17, 0, -3489
- float (floating point): 24.2, -3., 17.006
- comp (complex): C(7.4 + 8.1I)
- mat (matrix): [(1,2,3)(4,5,6)] (gates) , |1101> (qubits)

Operators (All arithmetic operations + Matrix Operations)

- multiplication , $H * X$, $H * |001\rangle$, $\langle 010| * |010\rangle$
- Tensor Product, $H @ X$, $|001\rangle @ |10\rangle$
- norm, norm(|010>)
- transpose, trans(H)
- adjoint, adj(Z)
- conjugate, conj(C(4.+5.7I))



Brief Tutorial

Control-Flow/Loops

- **If-else**

```
if (norm(A) eq 1){ output = 5; }
```

- **While loop**

```
while (i < 5){ print(i); i= i+1;}
```

- **For Loop**

```
for (i from 0 to 10 by 2){ print(i); }
```



Brief Tutorial

Built-In Variables and Functions

Variables


- **H** – Hadamard gate
- **X** – Pauli X
- **Y** – Pauli Y
- **IDT** – Identity Matrix (2x2)
- **e, pi** – the numbers e and pi



Functions

- **print(val)** – prints val (takes any type)
- **printq(qubit)** – prints a matrix in Dirac notation if possible
- **rows(matrix)** – returns number of rows in a matrix
- **cols(matrix)** – returns number of columns in a matrix
- **elem(matrix, row, col)** – returns the element given by [row,col]

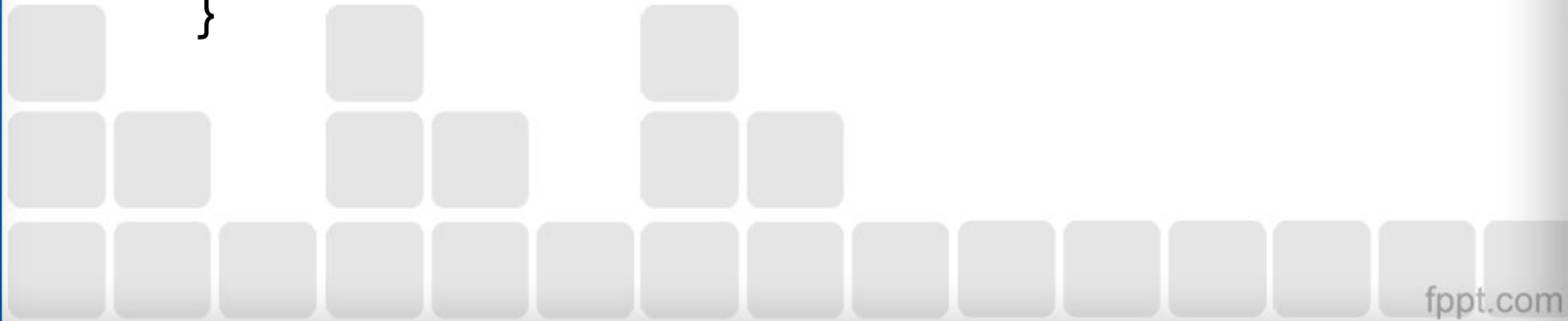
Brief Tutorial

Function name parameter Return type Return variable

```
def apply(mat x) : mat result {  
    mat y;  Function name  
    y = |0>;  
    result = y*x;  
}
```

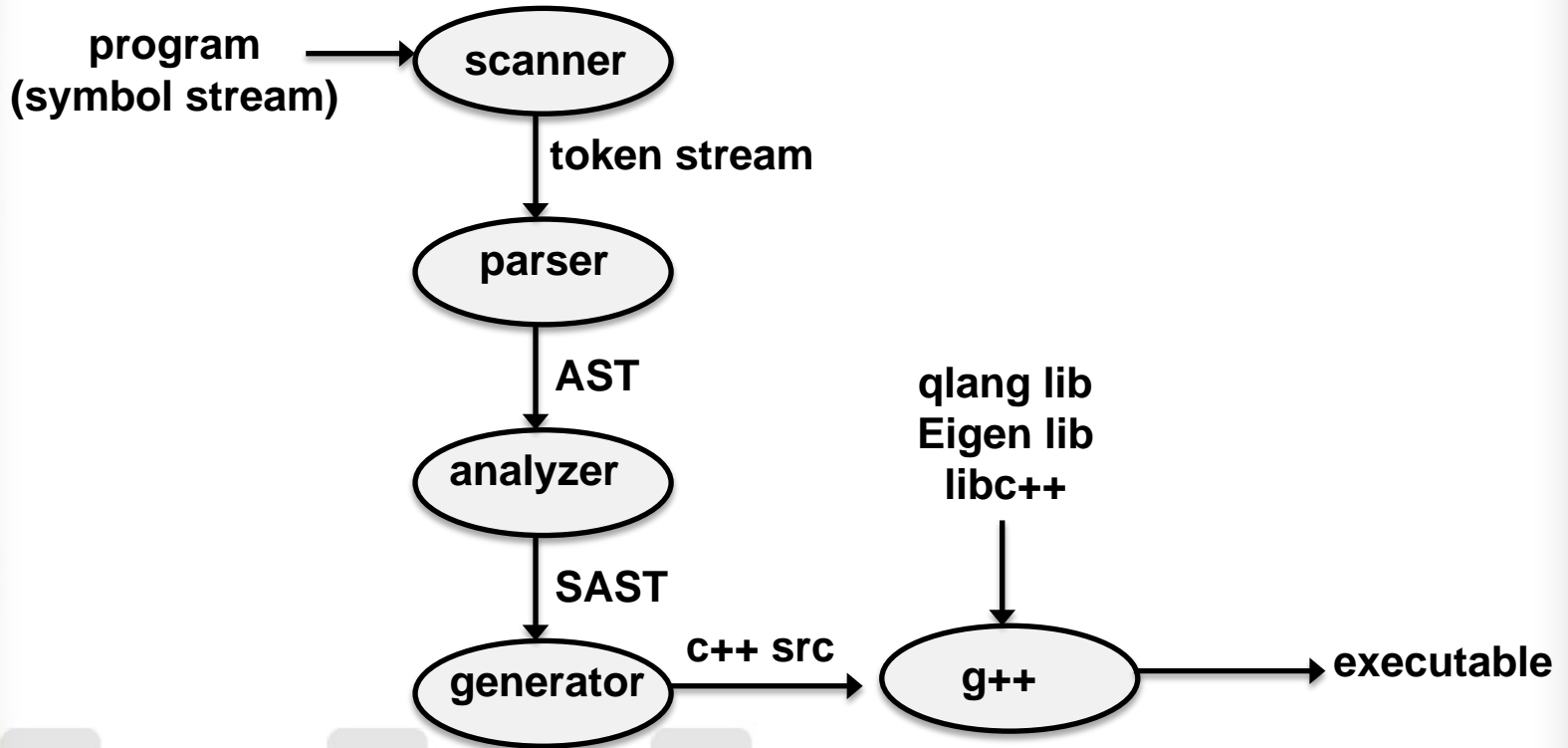
 Main Execution function  Output variable which prints

```
def compute() : mat final_result {  
    mat x;  
    x = [(1,1)(1,-1)];  
    final_result = apply(x);  
}
```



Implementation

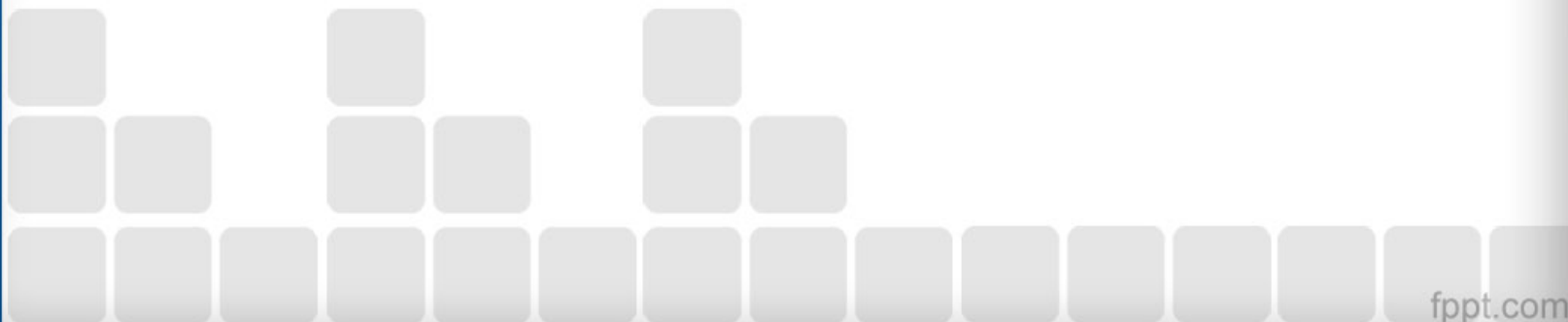
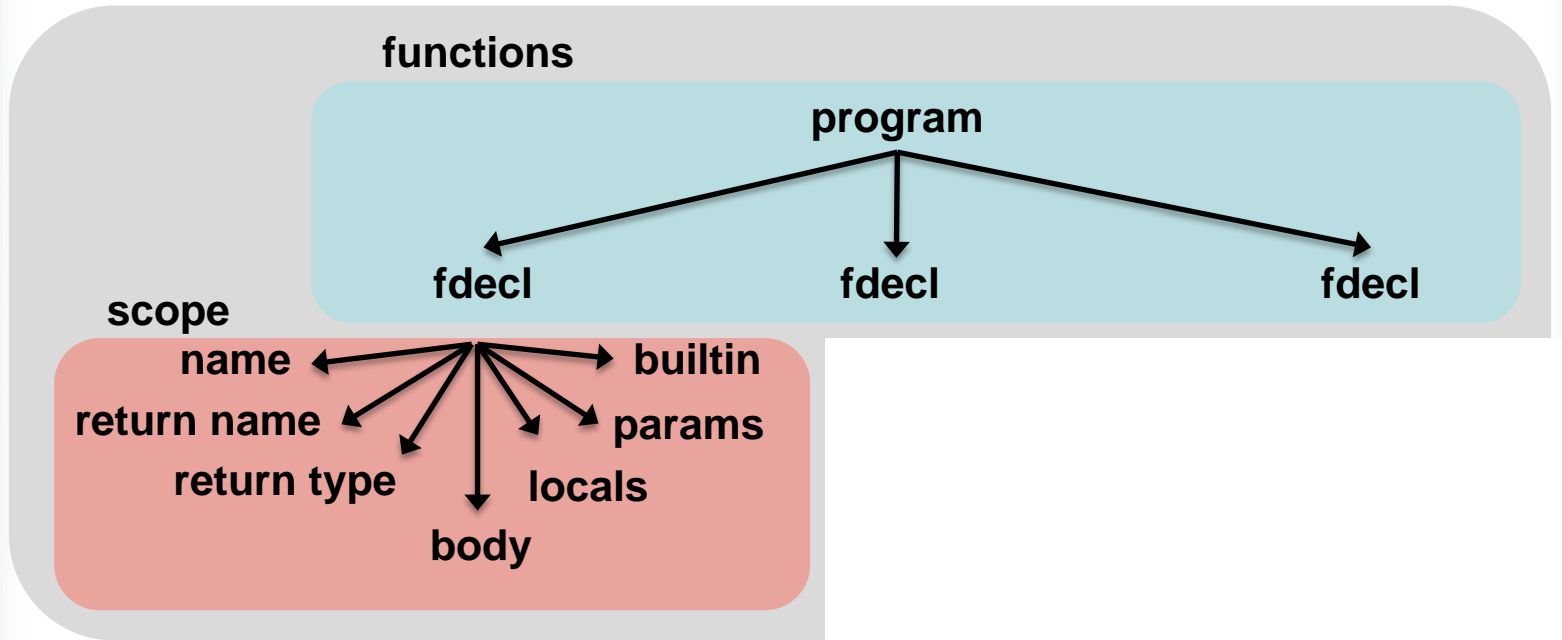
Design



Implementation

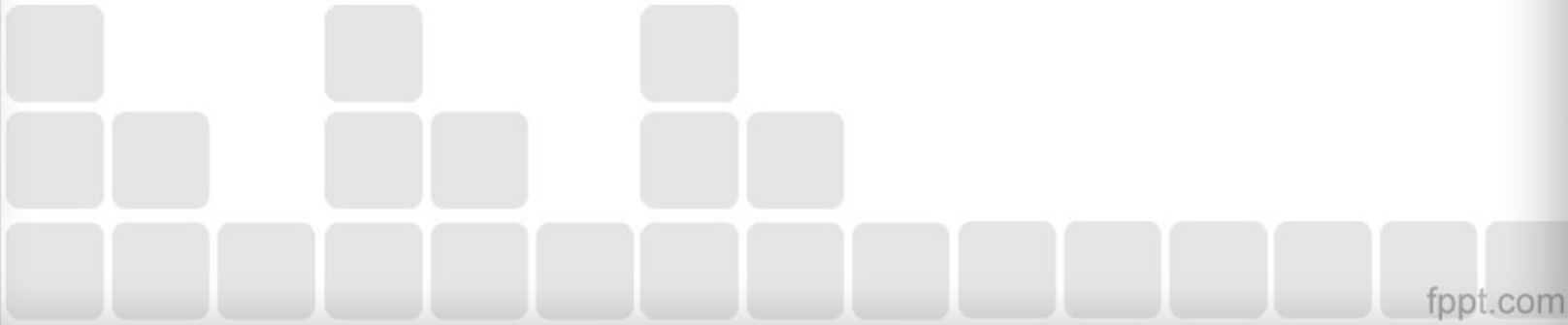
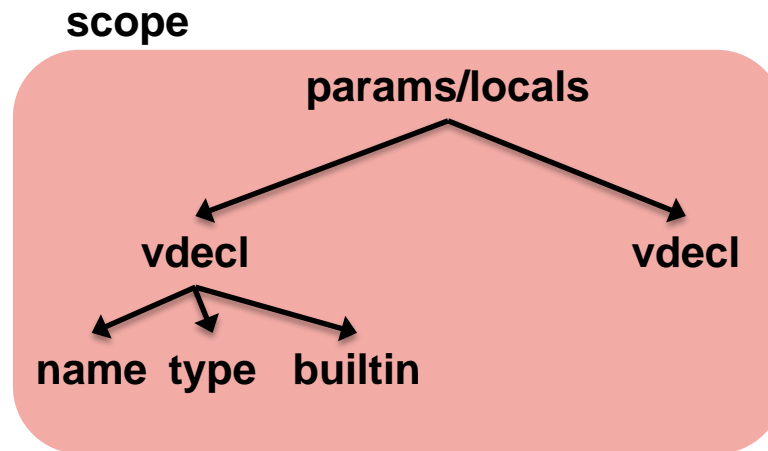
Structure

Environment



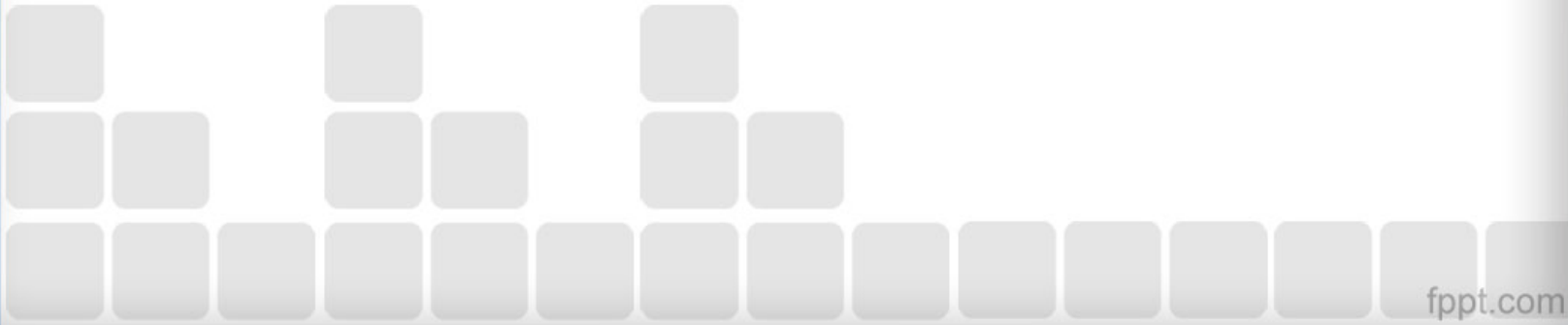
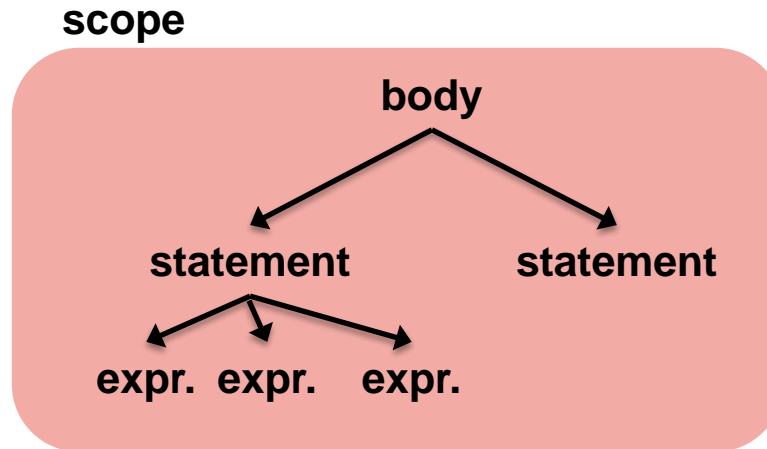
Implementation

Structure



Implementation

Structure



Implementation

Details

function name **formal params** **return type** **return name**

```
def x2(int a) : comp result {  
    result = a * 2;  
}
```

← **automatically returned**

```
def compute() : comp final_result {  
    int a;  
    a = 3;  
    final_result = x2(a);  
}
```

← **automatically printed**

```
#include <iostream>  
#include <complex>  
#include <cmath>  
#include <Eigen/Dense>  
#include <qlang>  
using namespace Eigen;  
using namespace std;
```

```
MatrixXcf test_add (MatrixXcf x )  
{  
    MatrixXcf y;  
    MatrixXcf result;  
  
    y = genQubit("01",1);  
    result = x + y;  
    return result;  
}
```

```
int main ()  
{  
    MatrixXcf x;  
    MatrixXcf final_result;  
    x = genQubit("10",1);  
    final_result = test_add(x);  
    std::cout << final_result << endl;  
    return 0;  
}
```

Implementation

Analyzer Exceptions

```
let binop_error t = match t with
| Ast.Add -> raise (Except("Invalid use of binop: 'expr + expr'"))
| Ast.Sub -> raise (Except("Invalid use of binop: 'expr - expr'"))
| Ast.Mult -> raise (Except("Invalid use of binop: 'expr * expr'"))
| Ast.Div -> raise (Except("Invalid use of binop: 'expr / expr'"))
| Ast.Mod -> raise (Except("Invalid use of binop: 'expr % expr'"))
| Ast.Expn -> raise (Except("Invalid use of binop: 'expr ^ expr'"))
| Ast.Or -> raise (Except("Invalid use of binop: 'expr or expr'"))
| Ast.And -> raise (Except("Invalid use of binop: 'expr and expr'"))
| Ast.Xor -> raise (Except("Invalid use of binop: 'expr xor expr'"))
| Ast.Tens -> raise (Except("Invalid use of binop: 'expr @ expr'"))
| Ast.Eq -> raise (Except("Invalid use of binop: 'expr eq expr'"))
| Ast.Neq -> raise (Except("Invalid use of binop: 'expr neq expr'"))
| Ast.Lt -> raise (Except("Invalid use of binop: 'expr lt expr'"))
| Ast.Gt -> raise (Except("Invalid use of binop: 'expr gt expr'"))
| Ast.Leq -> raise (Except("Invalid use of binop: 'expr leq expr'"))
| Ast.Geq -> raise (Except("Invalid use of binop: 'expr geq expr'"))
```

Testing and Verification

- **Semantic testing**
 - Check for incorrect syntax or logical errors.
- **Code generation testing**
 - For syntactically correct code, generate equivalent C++ code.
- **Test phases**
 - Unit testing
 - Integration testing
 - System testing

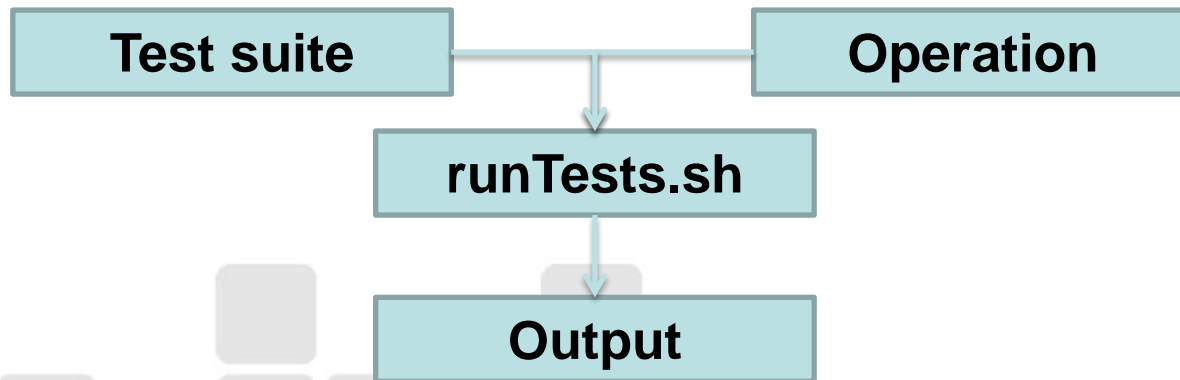
Testing and Verification

Test Suites

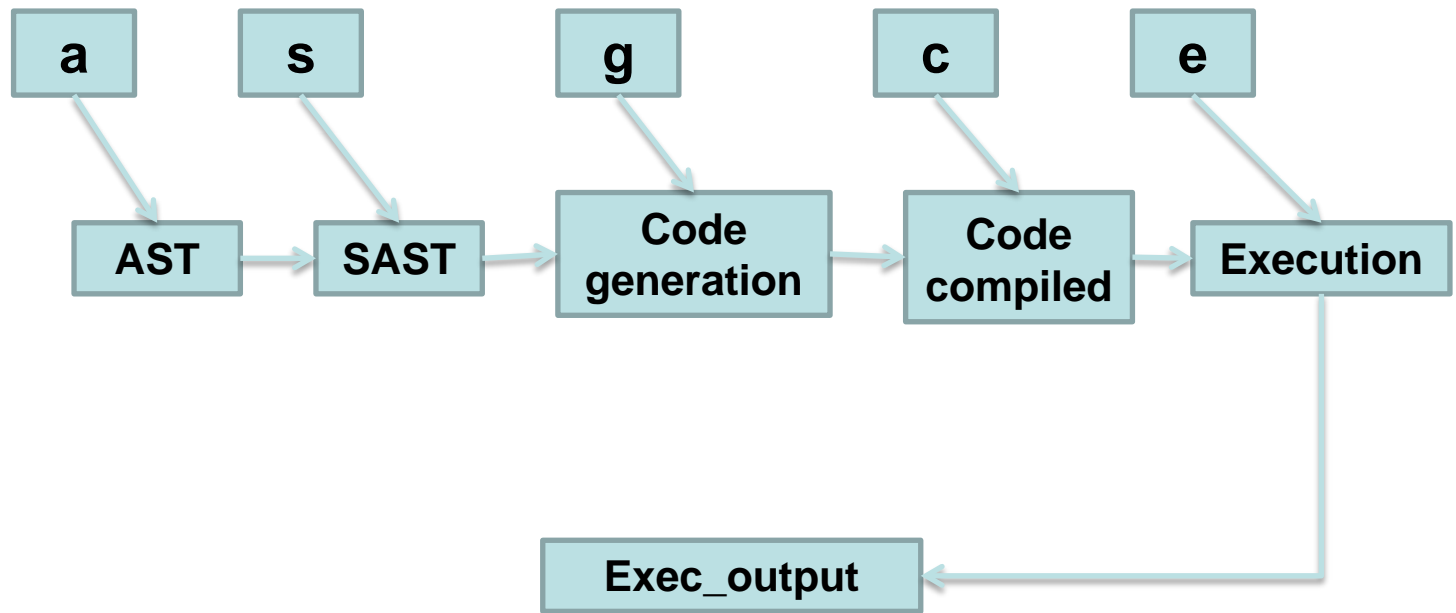
- SemanticSuccess
- SemanticFailures

Automation

- One universal script to do it all

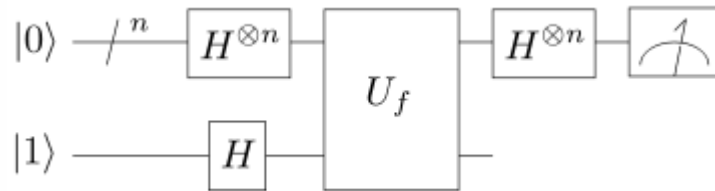


Testing and Verification Workflow



Demo

Deutsch Algorithm



10.1.3 Problem 3

Consider the circuit and show the probabilities of outcome 0 where $|\Psi_{in}\rangle = |1\rangle$

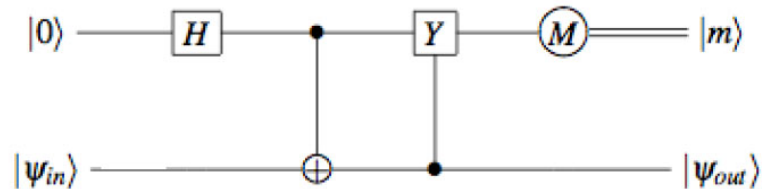


Figure 2: Quantum Circuit