

# Classical Control in Quantum Programs

Towards a quantum programming language

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## Operational Semantics

### Programs may:

- Terminate or run forever
- Have classical output (even when not terminating)
- Have a post-execution state (when terminating)
- Realize any operation compatible with quantum mechanics

### Programs modelled as:

- Measurement operators
- Mixture of POVM (for non-terminating) and generalized measurement (for terminating programs)
- Classical output is measurement outcome

## Simple Control Structures

### Simple control operations:

- Measurement operator easy to define
- $P; Q$ : Sequential composition of programs
- **print**: Classical output
- **if/switch**: Case distinction (branching) based on measurement results

### Examples:

<code>print a; print b</code>	Equivalent programs outputting <code>ab</code>
<code>print ab</code>	
<code>if (M) print 1</code>	If measurement $M$ yields true, print 1
<code>switch (M as m)   print m</code>	Outputs result of measuring $M$ .
<code>print M</code> (shorthand)	

## Loops

### Loops:

- Harder to formalise
- No natural lattice structure  $\rightarrow$  Fixpoint approach fails
- No suitable topology  $\rightarrow$  Limit approach fails
- **Axiomatic approach** works: State some required properties of loops and show that these define loops uniquely

### Examples:

<code>while (M) P</code>	Run program $P$ while measurement $M$ yields true.
<code>while (M)   print N</code>	Measure $M$ . If nonzero, measure $N$ , output the outcome, and redo from start
<code>while (true)   print x</code>	Outputs infinite sequence $x^\infty$

## Reasoning

### Reasoning:

- Pre-/postconditions as sets of density operators
- Express equality of programs conditioned on initial states
- Reason about programs conditioned on some classical output

### Examples:

<code>{1} P {1}</code>	If the initial state is a random state, so is the post-execution state (e.g. $P$ is a permutation of basis states)
<code>{x in computational basis} P=noop</code>	If variable $x$ is in the computational basis, program $P$ has no effect (e.g. $P$ might be a dephasing of $x$ )
<code>{trp = 1} P  a {trp = 1/2}</code>	Program $P$ has probability $1/2$ of outputting $a$

## Example

$H$	<code>i:=0; while (i&lt;n) { H<sub>z</sub> x[i]; i:=i+1 }</code>
$U_f$	<code>y:=0; y <math>\neg</math> y <math>\oplus</math> f(x); <math>\sigma_y</math> y; y <math>\neg</math> y <math>\oplus</math> f(x)</code>
$U_0$	<code>y:=0; y <math>\neg</math> y <math>\oplus</math> OR(x); <math>\sigma_y</math> y; y <math>\neg</math> y <math>\oplus</math> OR(x)</code>
Grover	<code>i:=0; while (i&lt;n) { x[i]:=0; i:=i+1 }; H; while (not f(x)) {   while (k&lt;r(n))     U<sub>f</sub>; H; U<sub>0</sub>; H;     k := k+1   }; i:=0; while (i&lt;n) { print x[i]; i:=i+1 }</code>