



# The Quantum IO Monad

## *QIO*

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# Introduction



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- The QIO Monad, can be thought of as a register of **Qubits** that plugs into your classical computer.
- It provides a framework for constructing quantum computations...
- ... and simulates the running of these computations.



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 $return :: a \rightarrow m\ a$
- Haskell provides the **do** notation to make monadic programming easier.



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*echo = do c ← getChar*

- *putChar c*  
*echo*



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*trueBit :: QIO Bool*

*trueBit = do qb ← mkQbit True*

*x ← measQbit qb*

*return x*

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- What else can be done with these qubits?

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(The control qubit must not be effected by the unitaries)
- It is this conditional operation that can be used to entangle qubits.
- The  $U$  datatype of unitaries, also forms a **Monoid** meaning there is an append operation for combining unitaries sequentially.



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- Simulating a quantum computation returns a probability distribution of all the possible measurement outcomes.

- We would also like to be able to display the internal state of the system at any time, possibly by showing the complex amplitudes for each base state.



# Computations.

*qPlus :: QIO Qbit*

```
qPlus = do qa ← mkQbit False  
         applyU (uhad qa)  
         return qa
```

*randBit :: QIO Bool*

```
randBit = do qa ← qPlus  
           x ← measQbit qa  
           return x
```





# Computations..

```
test_bell :: QIO (Bool, Bool)
test_bell = do qb ← bell
               b ← measQ qb
               return b
```

# Teleportation.



```
alice :: Qbit → Qbit → QIO (Bool, Bool)
alice aq bsq = do applyU (cond aq
                        (λa → if a then (unot bsq)
                                     else mempty))
                  applyU (uhad aq)
                  cd ← measQ (aq, bsq)
                  return cd
```



# Teleportation..

$uZ :: Qbit \rightarrow U$

$uZ \text{ } qb = (\text{uphase } qb \text{ } 0.5)$

$\text{bobsU} :: (Bool, Bool) \rightarrow Qbit \rightarrow U$

$\text{bobsU } (False, False) \text{ } qb = \text{mempty}$

$\text{bobsU } (False, True) \text{ } qb = (\text{unot } qb)$

$\text{bobsU } (True, False) \text{ } qb = (uZ \text{ } qb)$

$\text{bobsU } (True, True) \text{ } qb = ((\text{unot } qb) \text{ 'mappend' } (uZ \text{ } qb))$

$\text{bob} :: Qbit \rightarrow (Bool, Bool) \rightarrow QIO \text{ } Qbit$

$\text{bob } bsq \text{ } cd = \mathbf{do} \text{ } \text{applyU } (\text{bobsU } \text{ } cd \text{ } bsq)$   
 $\text{return } bsq$

# Teleportation...



```
teleportation :: Qbit → QIO Qbit  
teleportation iq = do (bsq1, bsq2) ← bell  
                    cd ← alice iq bsq1  
                    tq ← bob bsq2 cd  
                    return tq
```



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- We have defined a class of quantum data types, *Qdata* For which an *mkQ* initialisation function and a *measQ* measurement function must be defined, between the quantum datatype and its classical counter-part.



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- We have defined a class of quantum data types, *Qdata* For which an *mkQ* initialisation function and a *measQ* measurement function must be defined, between the quantum datatype and its classical counter-part.

*instance Qdata Bool Qbit where*

- $mkQ = mkQbit$   
 $measQ = measQbit$

# Qdata..



```
instance (Qdata a qa, Qdata b qb)
  => Qdata (a, b) (qa, qb) where
  mkQ (a, b) = do qa ← mkQ a
                qb ← mkQ b
                return (qa, qb)
  measQ (qa, qb) = do a ← measQ qa
                      b ← measQ qb
                      return (a, b)
```



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- We are going to use the QIO Monad to start reasoning about quantum computation in general.
- We are going to model other forms of quantum computer within the QIO Monad, such as the Measurement based model of quantum computations.
- Thank you all for listening!