

Picturing Quantum Processes

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PICTURING QUANTUM PROCESSES

A First Course in Quantum Theory and
Diagrammatic Reasoning

BOB COECKE AND ALEKS KISSINGER



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Chapter 1: Introduction

Under normal conditions the research scientist is not an innovator but a solver of puzzles, and the puzzles upon which he concentrates are just those which he believes can be both stated and solved within the existing scientific tradition.

— Thomas Kuhn, *The Essential Tension*, 1977.

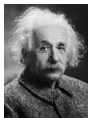
Quantum theory: The standard line

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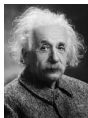


Kissinger & Coecke

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- True, it has some 'bugs' from the p.o.v. of classical physics:
 - irreducible non-determinism
 - non-locality
 - incompatible observations
 - ...

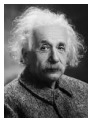
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- True, it has some 'bugs' from the p.o.v. of classical physics:
 - irreducible non-determinism
 - non-locality
 - incompatible observations
 - ...
- A century of effort went to answering:
Why is quantum theory so weird, and can we fix its bugs?

¹e.g.



This produced (basically) two answers

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Make even weirder ontology

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(e.g. Bohmian mechanics, many worlds, ...)

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'Shut up and calculate!'



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Make even weirder ontology

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(Mermin, describing the Copenhagen interpretation)

Another, more interesting question

- In the 1980s, a handful of people started to think like software engineers, and ask:

*What if the **bugs** in quantum theory are actually **features**?*

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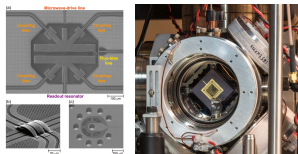
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- Enter:



quantum teleportation,
communication, cryptography

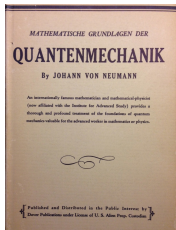


quantum computation

From QT to teleportation

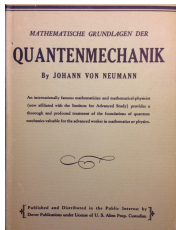
From QT to teleportation

1932 - quantum theory

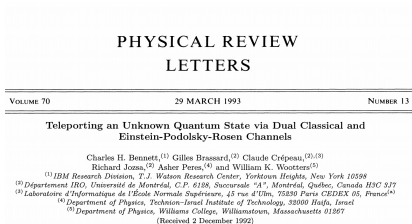


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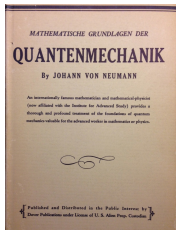


1992 - quantum teleportation

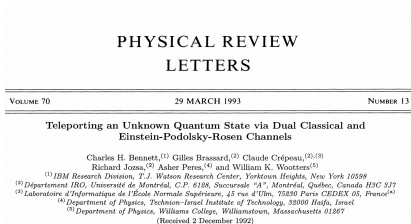


From QT to teleportation

1932 - quantum theory



1992 - quantum teleportation



We'll see that teleportation is **miraculous**...but it's also **totally obvious**.

From QT to teleportation

Q: Why did it take so long?

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A: It took 60 years to ask the right question.

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Q2: Why is this so hard?

From QT to teleportation

Q: Why did it take so long?

A: It took 60 years to ask the right question.

Q2: Why is this so hard?

A2: QT needs a better language.

Low-level vs. high-level languages

Low-level vs. high-level languages

```
.LCO:
.string "QUANTUM!"
.text
.globl main
.type main, @function
main:
.LFB0:
.cfi_startproc
pushq %rbp
.cfi_def_cfa_offset 16
.cfi_offset 6, -16
movq %rsp, %rbp
.cfi_def_cfa_register 6
subq $16, %rsp
movl $0, -4(%rbp)
jmp .L2
.L3:
movl $.LCO, %edi
movl $0, %eax
call printf
addl $1, -4(%rbp)
.L2:
cmpl $4, -4(%rbp)
jle .L3
leave
.cfi_def_cfa 7, 8
ret
.cfi_endproc
```

vs.

```
5.times do
  print "QUANTUM!"
end
```


Low-level vs. high-level languages

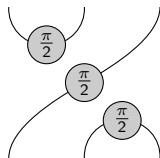
Low-level vs. high-level languages

$$\frac{1}{4} \begin{pmatrix} -1+i & 1+i & 1+i & -1+i & 1+i & 1-i & 1-i & 1+i \\ 1+i & 1-i & 1-i & 1+i & -1+i & 1+i & 1+i & -1+i \\ 1+i & 1-i & 1-i & 1+i & 1-i & -1-i & -1-i & 1-i \\ 1-i & -1-i & -1-i & 1-i & 1+i & 1-i & 1-i & 1+i \\ 1+i & 1-i & 1-i & 1+i & 1-i & -1-i & -1-i & 1-i \\ 1-i & -1-i & -1-i & 1-i & 1+i & 1-i & 1-i & 1+i \\ -1+i & 1+i & 1+i & -1+i & 1+i & 1-i & 1-i & 1+i \\ 1+i & 1-i & 1-i & 1+i & -1+i & 1+i & 1+i & -1+i \end{pmatrix}$$

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vs.



Quantum picturalism

Definition

Quantum picturalism refers to the use of diagrams to represent, reason about, and capture essential features and logic of interacting quantum processes.



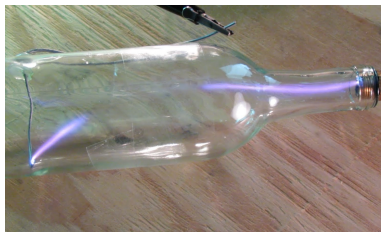
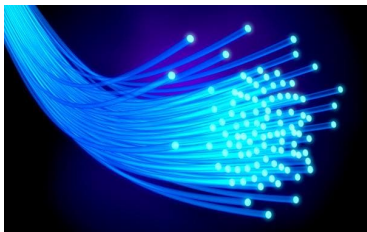
Quantum theory: a warmup

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- Typical quantum systems are photons, electrons, etc.

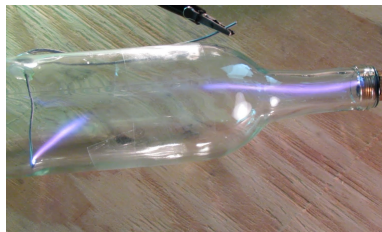
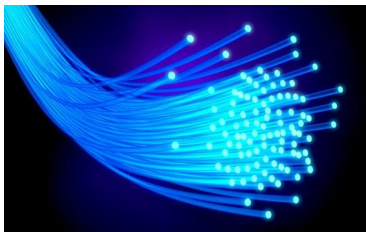
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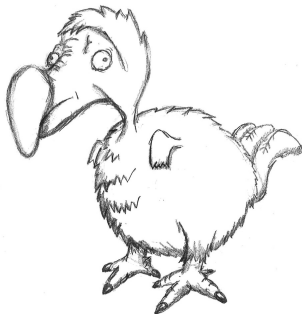
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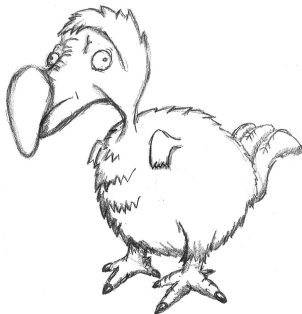


- You won't need any physics background for this course, so let's focus on an 'alternative' quantum system

This is Dave.

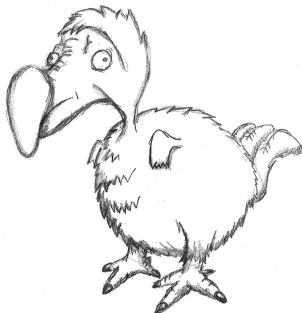


This is Dave.



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Bits vs. qubits

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- Bits:
 1. admit two states, 0 and 1
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 3. can be read freely
- Qubits:
 1. admit an *entire sphere* of states
 2. can *only be subjected to rotations* of the sphere
 3. can only be accessed by special processes called *quantum measurements*







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The rules:

1. we are only allowed to ask whether an animal lives at a specific location on Earth or its antipodal location,
2. all animals can talk, and will always answer 'correctly', and
3. predatory animals will refrain from eating the questioner.







Process theories

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- systems undergo processes (e.g. rotations and measurements)
- if we wrap up all the processes which 'fit together' in a theory of physics/logic/computation/etc., we get a **process theory**
- The plan for this week:

Build the theory of **quantum processes** from scratch,
and understand its behaviour using **diagrams**.