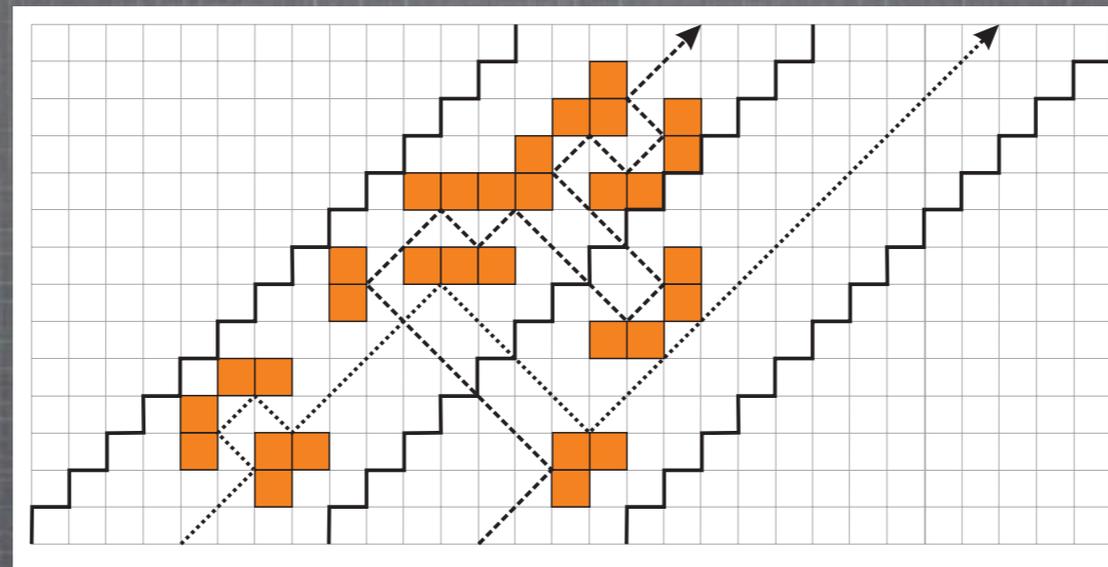


A Simple n-Dimensional Intrinsically Universal Quantum Cellular Automata

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Cellular Automata

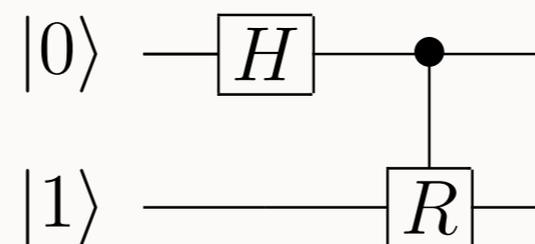
- A cellular automata is an array of identical cells
- Each takes one of a finite set of states
- Evolves by iteration of a global evolution function
- Defined over a local neighbourhood of cells, shift invariant
- Applied synchronously across grid

Quantum Computing

- Quantum bits:

$$|\varphi\rangle = \alpha|0\rangle + \beta|1\rangle, \quad |\alpha|^2 + |\beta|^2 = 1, \quad \alpha, \beta \in \mathbb{C}$$

- Universal quantum circuits:



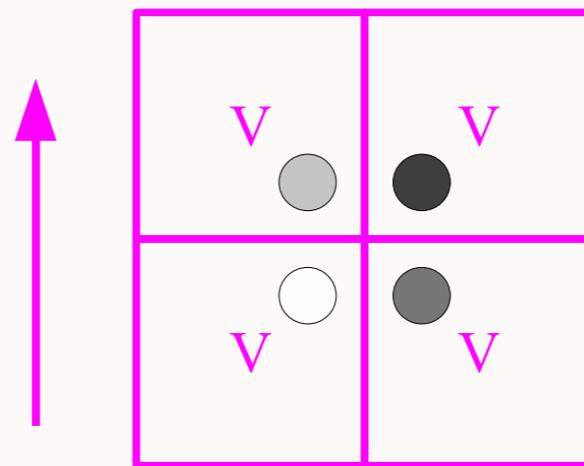
- *Hadamard, Rotation, Controlled-Rotation*

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \quad H^2 = \left(\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \right)^2 = \frac{1}{2} \begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix} = I$$

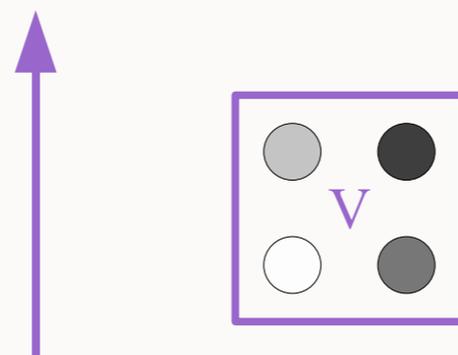
Introduction

- A simple Partitioned Quantum Cellular Automata
- Simulates any other *PQCA* in a topology preserving manner
- Able to simulate multiple iterations.
- Intrinsically universal
- Construction presented in 2D

Partitioned QCA

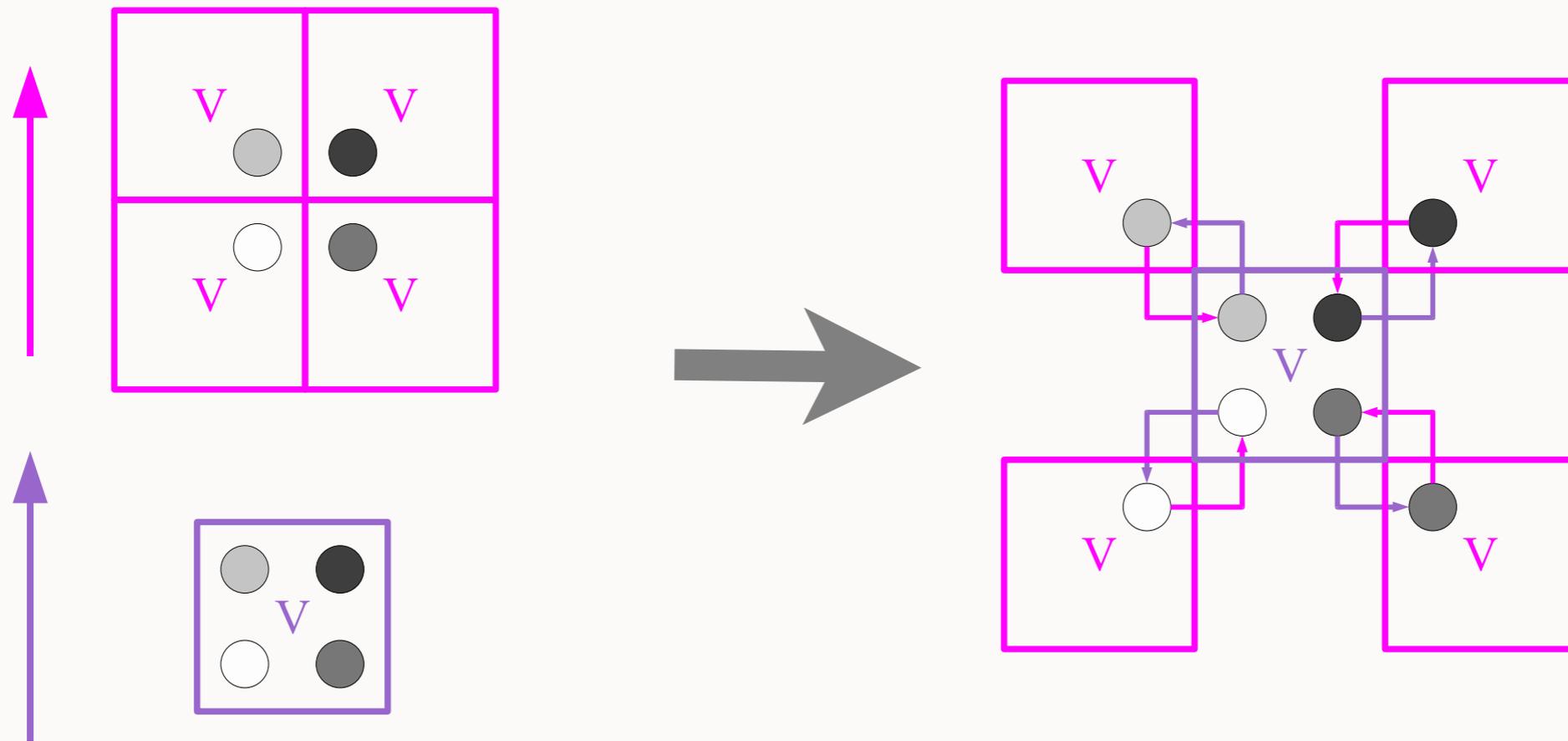


Second application

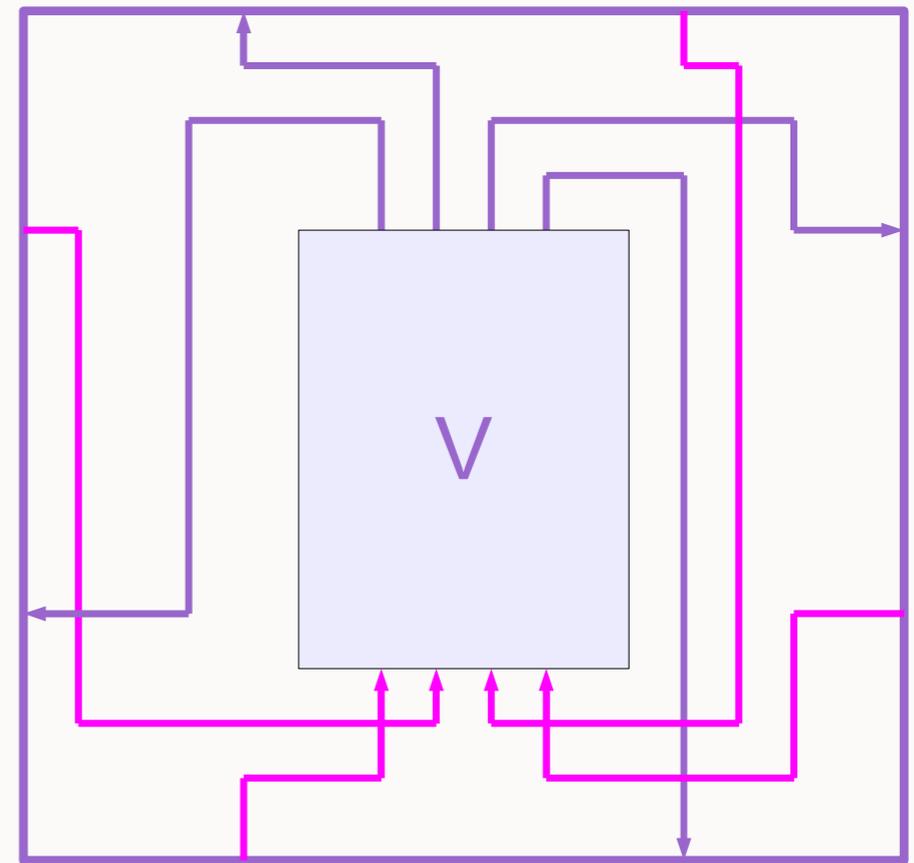
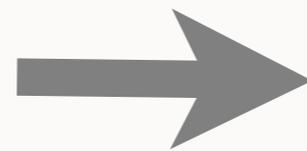
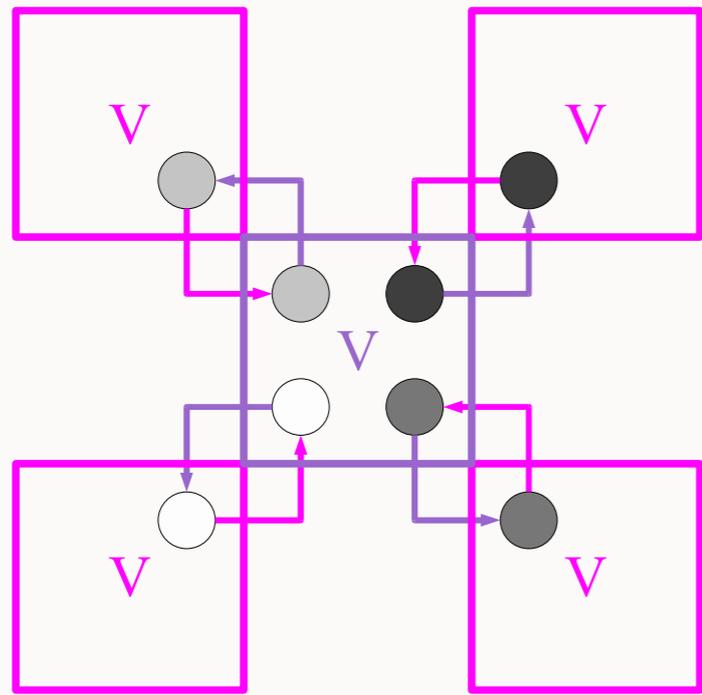


First application

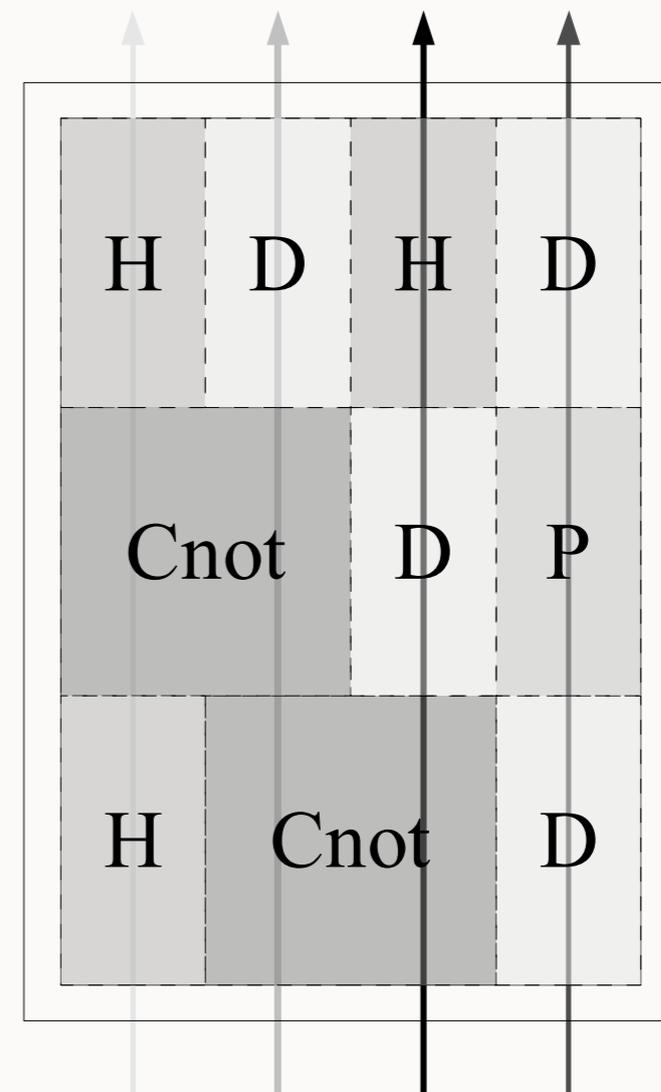
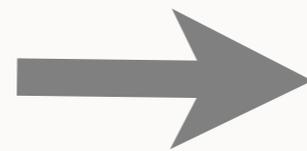
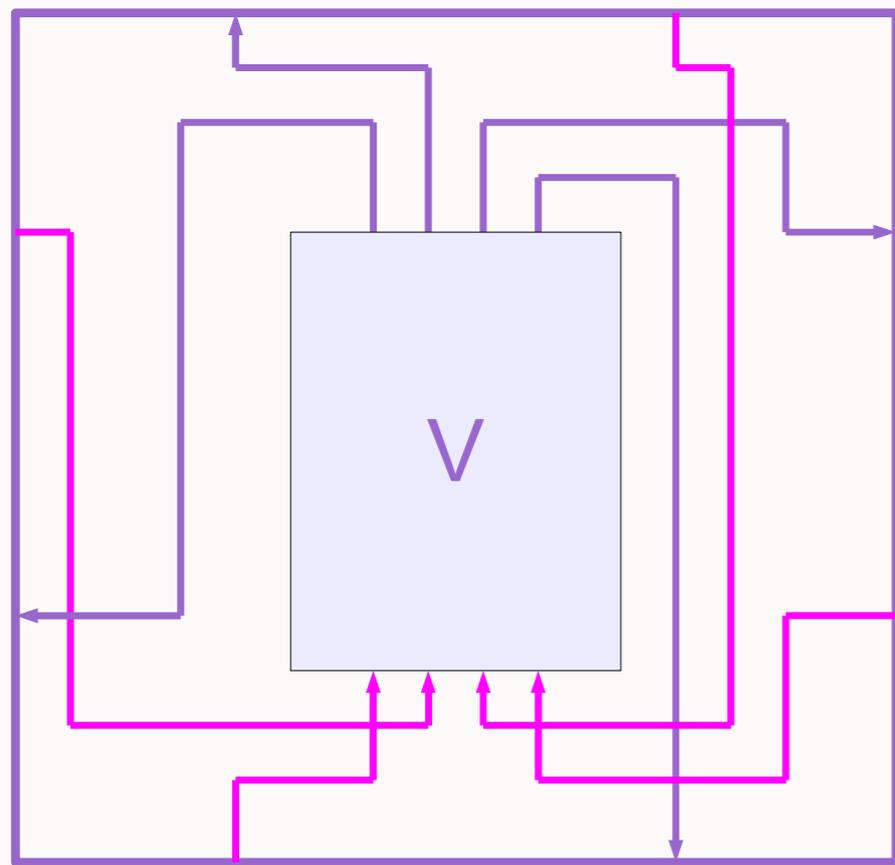
Flattening a PQCA



Flattening a PQCA

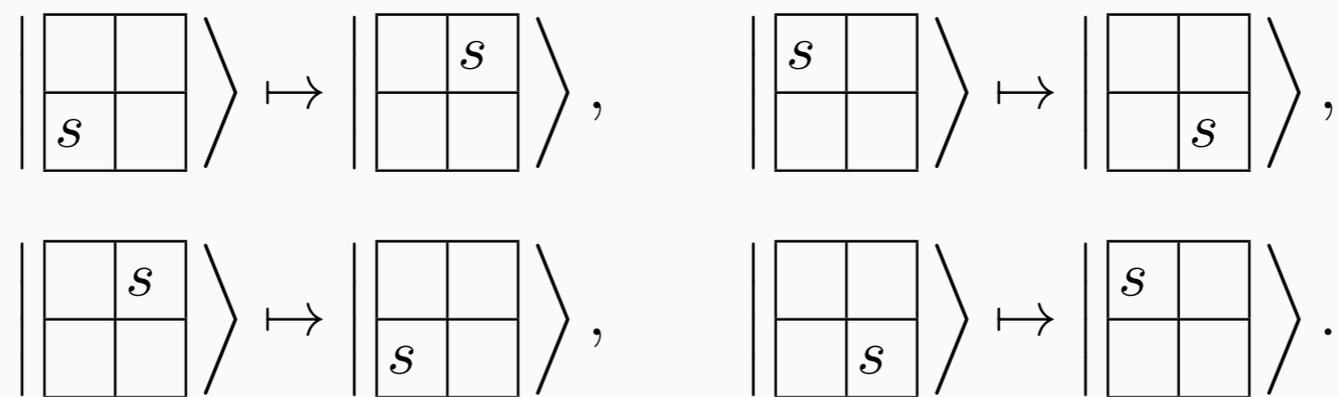


Flattening a PQCA



Signals

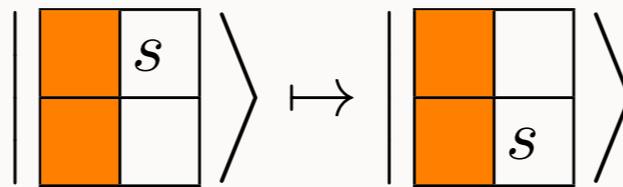
- Cells: *Blank, Qubit (0 or 1) or a Barrier*
- Signals carry qubits
- Diagonal propagation



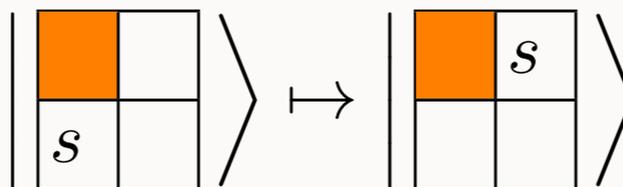
$$U \begin{array}{|c|c|} \hline & \\ \hline s & \\ \hline \end{array} \rangle = \begin{array}{|c|c|} \hline & s \\ \hline & \\ \hline \end{array} \rangle \quad s \in \{0, 1\}$$

Barriers

- Two barriers: Signal redirection

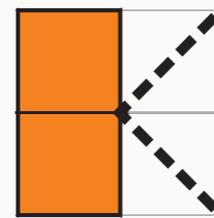
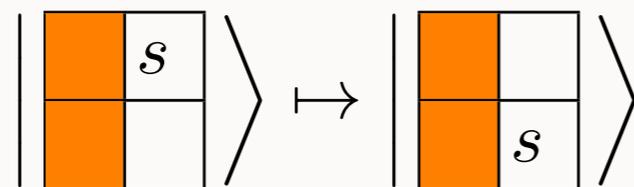


- One barrier: No effect

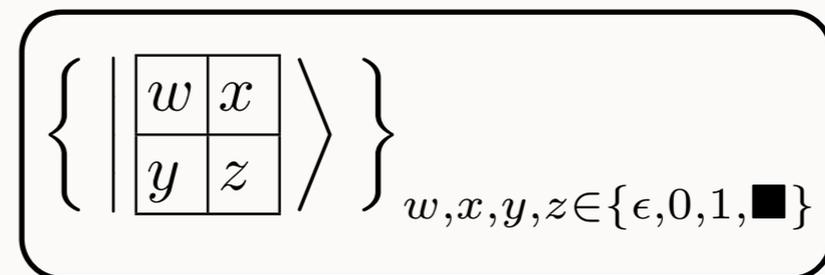
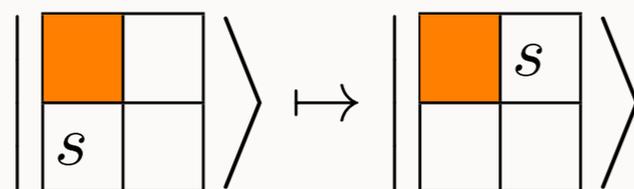


Barriers

- Two barriers: Signal redirection



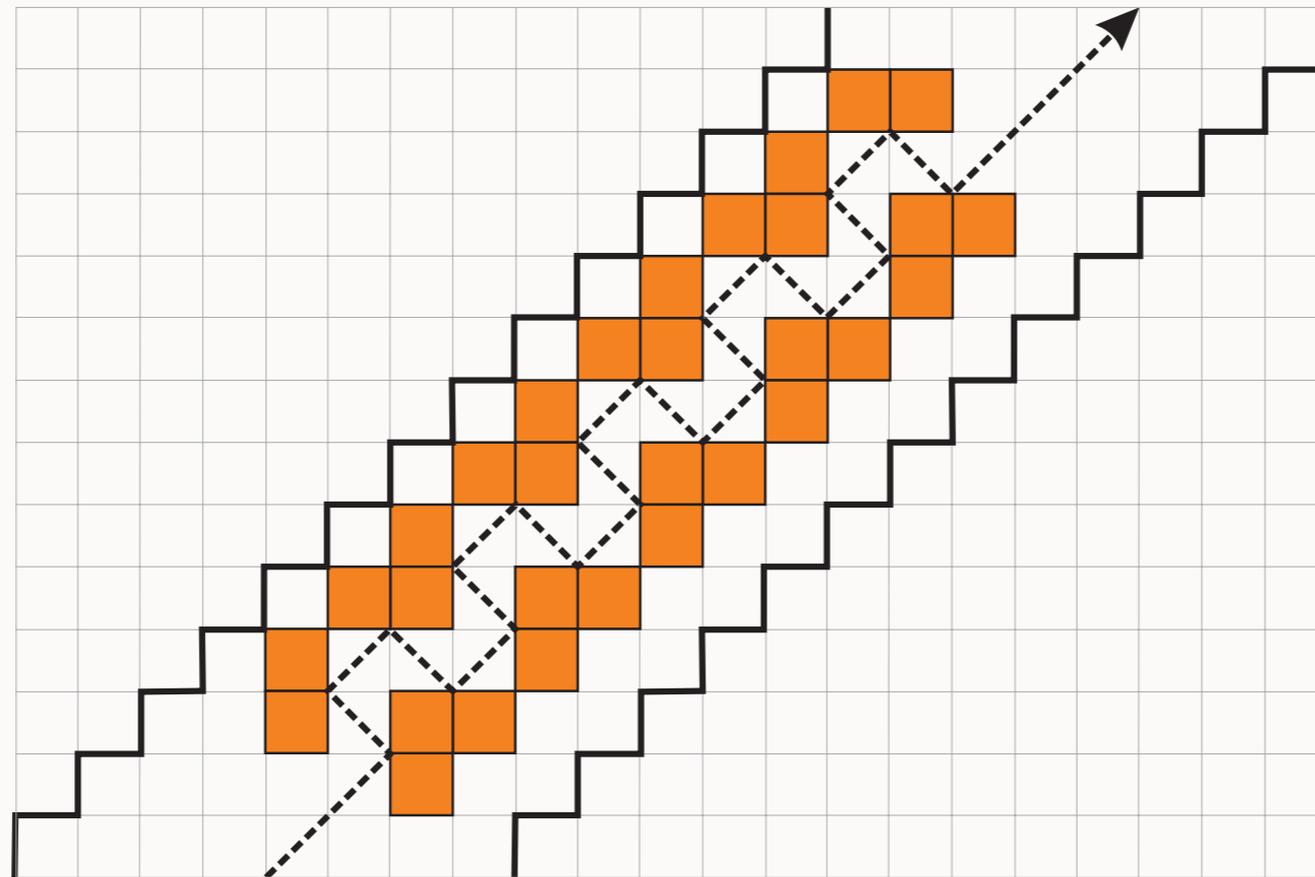
- One barrier: No effect



$$\left\{ \begin{array}{|c|c|} \hline w & x \\ \hline y & z \\ \hline \end{array} \right\} \quad w, x, y, z \in \{\epsilon, 0, 1, \blacksquare\}$$

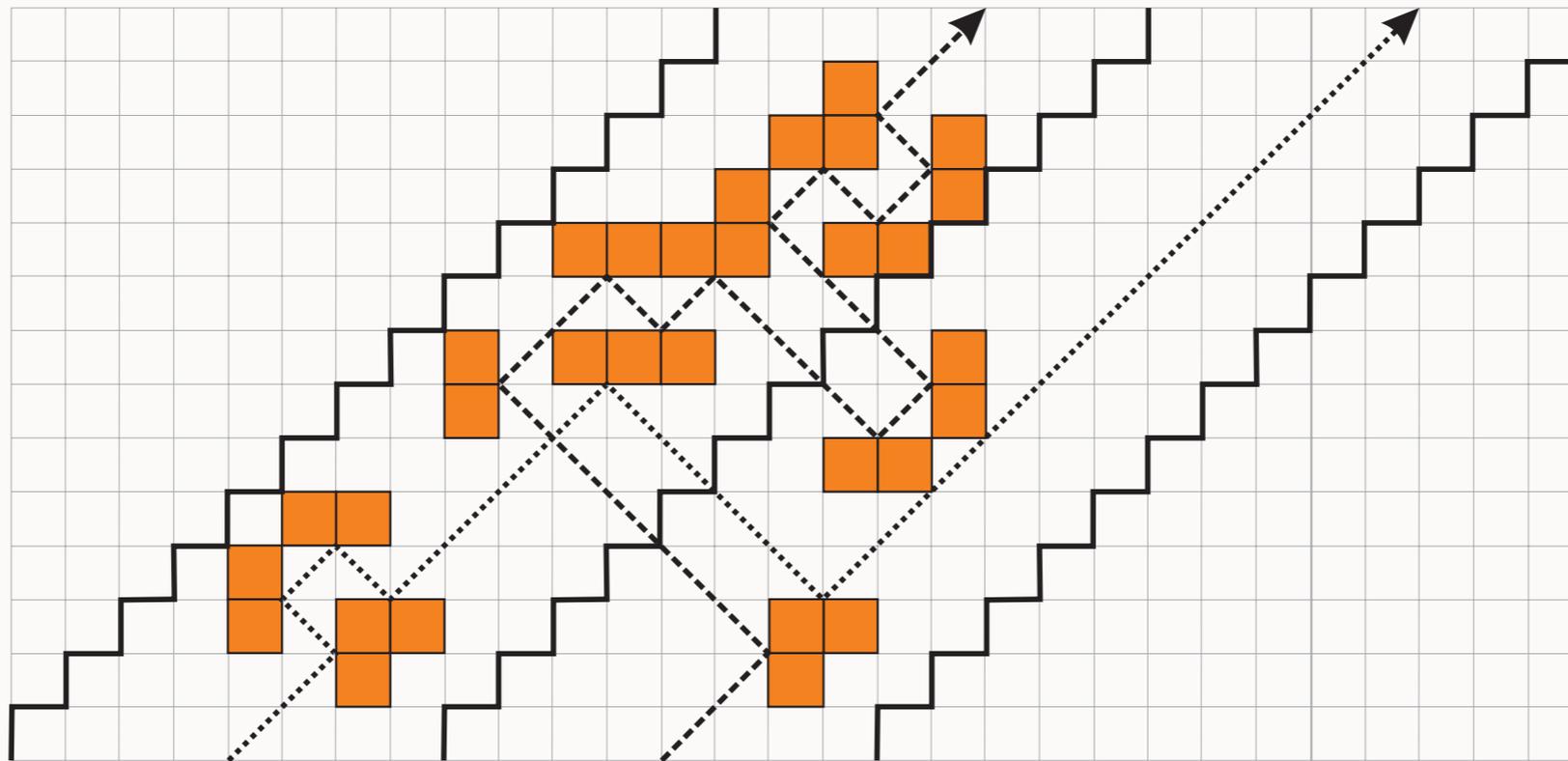
Identity (Delay) Circuit

- 8 x 14 tile
- 24 time steps



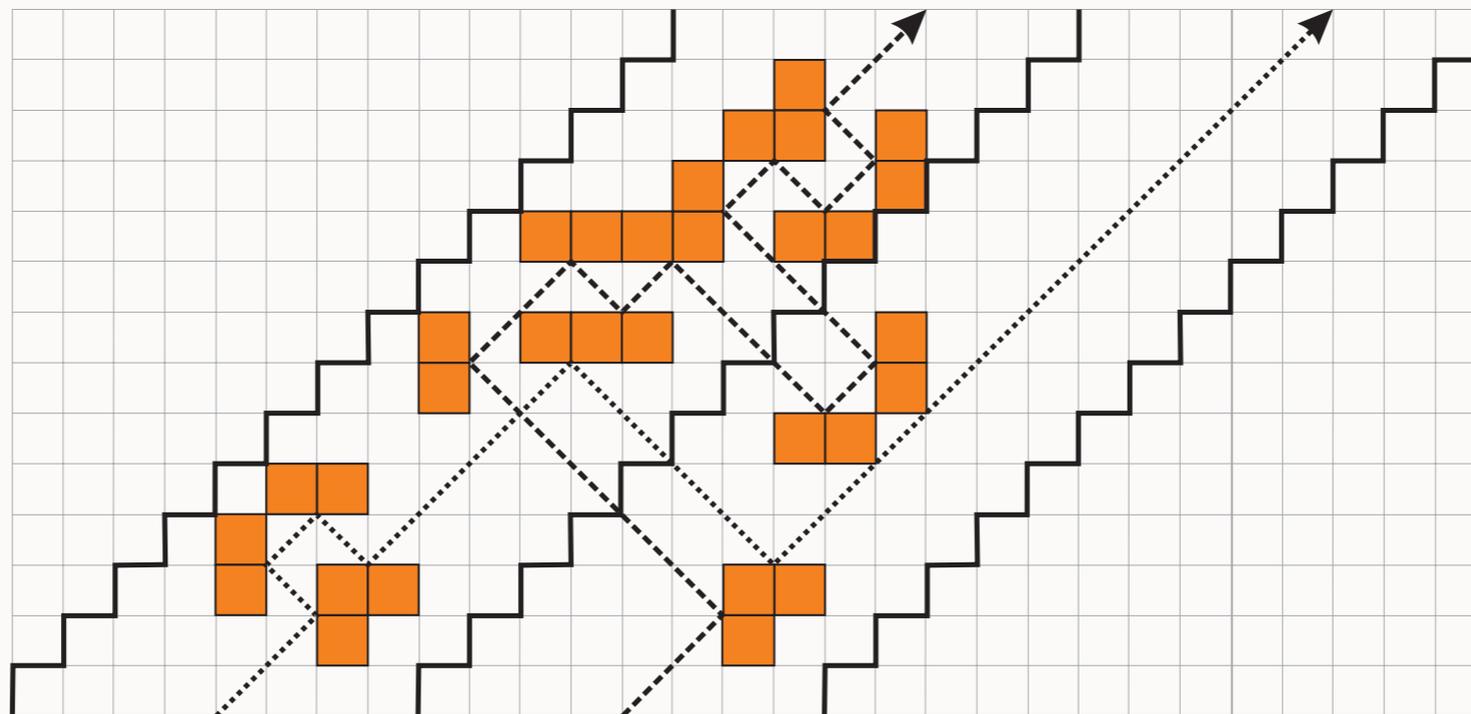
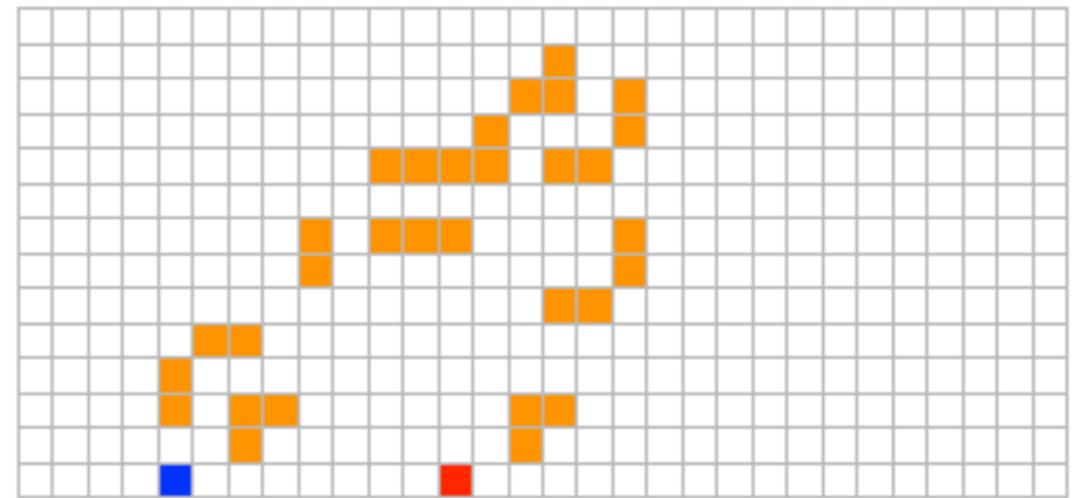
Swap Circuit

- 16 x 14 tile
- 24 time steps



Swap Circuit

- 16 x 14 tile
- 24 time steps



Quantum Gates

- Hadamard operation

$$\begin{array}{|c|c|} \hline \blacksquare & \square \\ \hline 0 & \blacksquare \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \blacksquare & 0 \\ \hline \square & \blacksquare \\ \hline \end{array} \rangle + \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \blacksquare & 1 \\ \hline \square & \blacksquare \\ \hline \end{array} \rangle$$

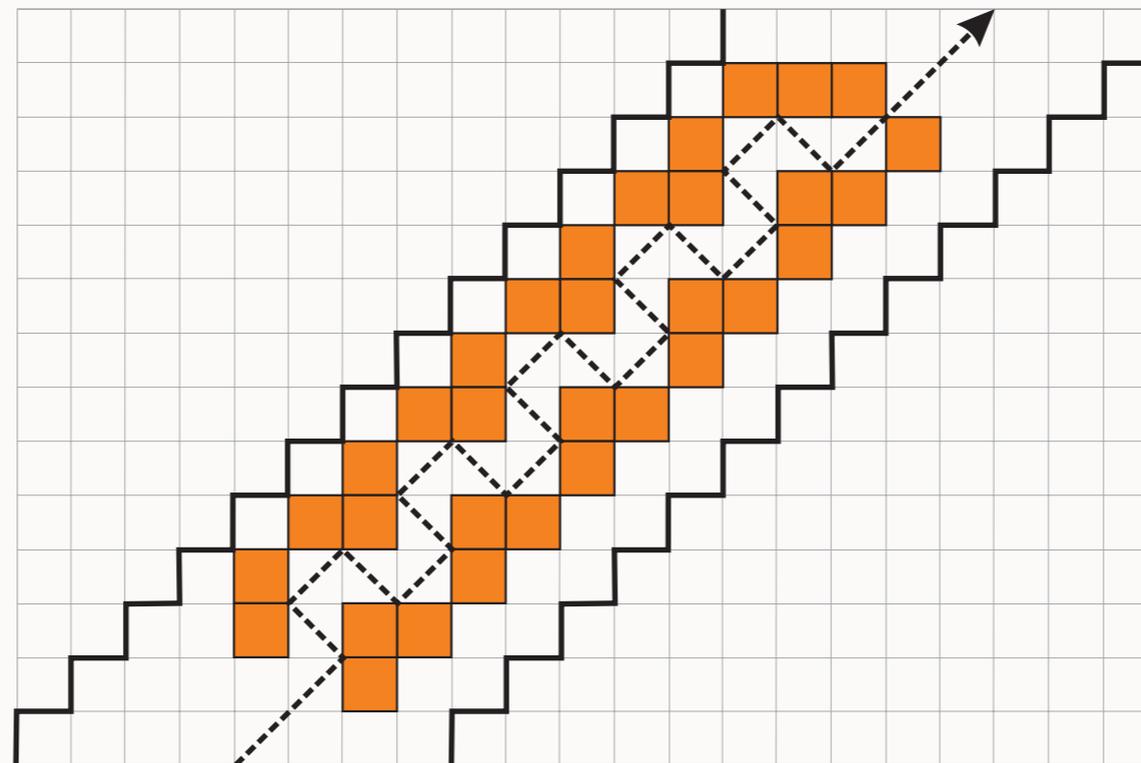
$$\begin{array}{|c|c|} \hline \blacksquare & \square \\ \hline 1 & \blacksquare \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \blacksquare & 0 \\ \hline \square & \blacksquare \\ \hline \end{array} \rangle - \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \blacksquare & 1 \\ \hline \square & \blacksquare \\ \hline \end{array} \rangle$$

Quantum Gates

- Hadamard operation

$$\begin{array}{|c|c|} \hline \color{orange} & \color{white} \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 0 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle + \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 1 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle$$

$$\begin{array}{|c|c|} \hline \color{orange} & \color{white} \\ \hline 1 & \color{orange} \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 0 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle - \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 1 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle$$

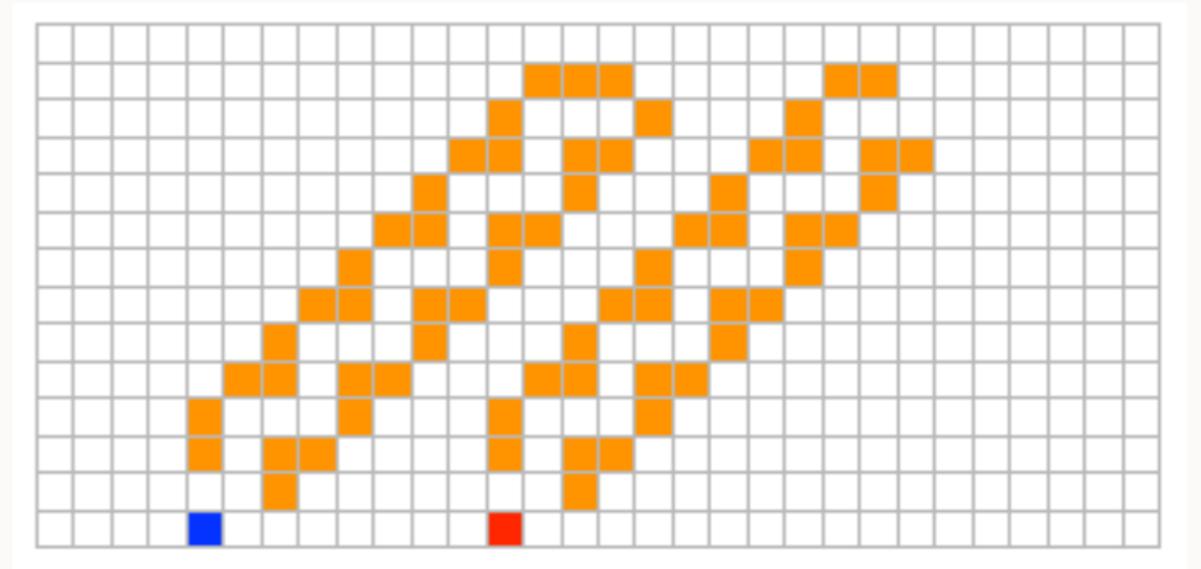
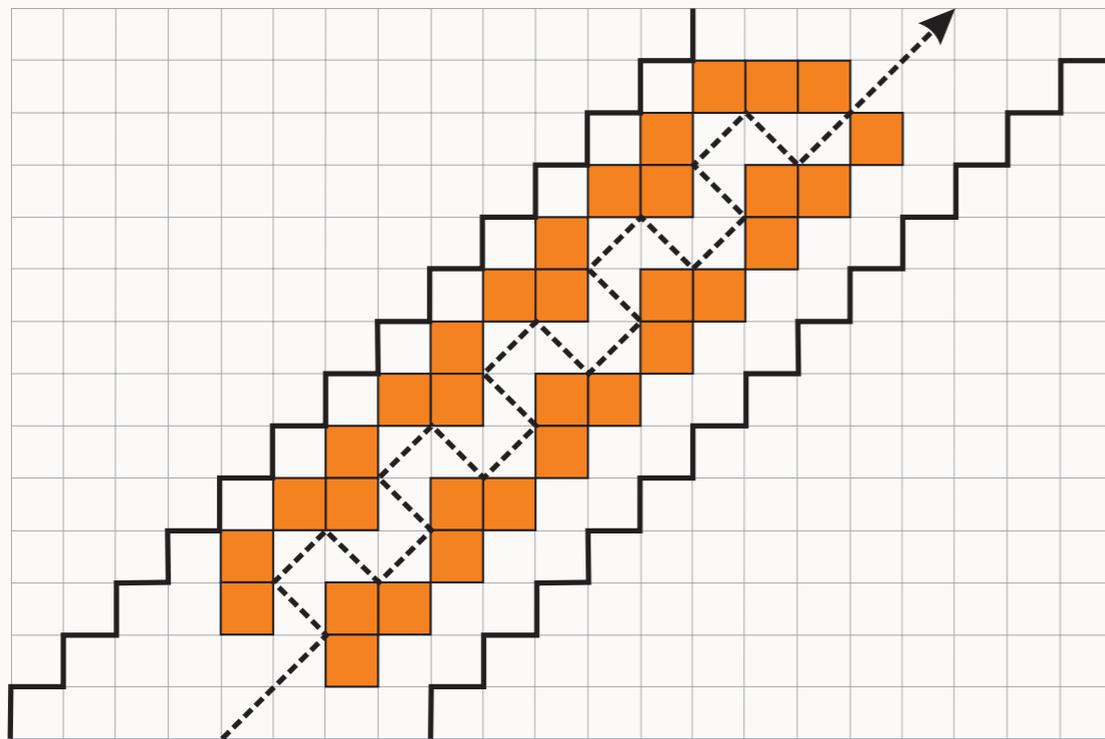


Quantum Gates

- Hadamard operation

$$\begin{array}{|c|c|} \hline \color{orange} & \color{white} \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 0 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle + \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 1 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle$$

$$\begin{array}{|c|c|} \hline \color{orange} & \color{white} \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle \mapsto \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 0 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle - \frac{1}{\sqrt{2}} \begin{array}{|c|c|} \hline \color{orange} & 1 \\ \hline \color{white} & \color{orange} \\ \hline \end{array} \rangle$$



Quantum Gates II

- Signal collisions: Controlled-R($\pi/4$)

$$\left| \begin{array}{|c|c|} \hline 1 & \\ \hline 1 & \\ \hline \end{array} \right\rangle \mapsto e^{\frac{i\pi}{4}} \left| \begin{array}{|c|c|} \hline & 1 \\ \hline & 1 \\ \hline \end{array} \right\rangle, \quad \left| \begin{array}{|c|c|} \hline x & \\ \hline y & \\ \hline \end{array} \right\rangle \mapsto \left| \begin{array}{|c|c|} \hline & y \\ \hline & x \\ \hline \end{array} \right\rangle \textit{ otherwise}$$

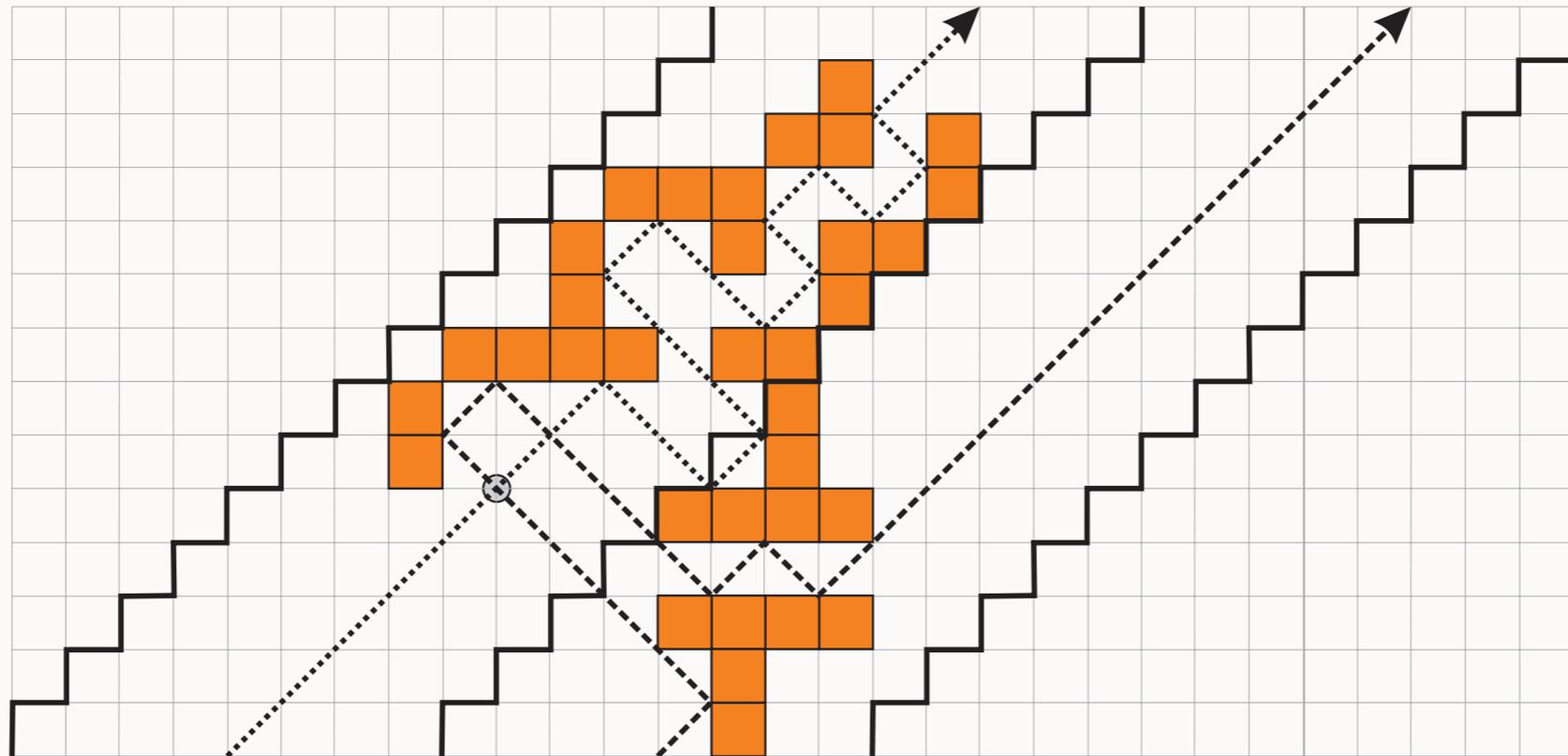
- Used to create two circuits:

- Controlled-R($\pi/4$)
- R($\pi/4$)

$$\left\{ \left| \begin{array}{|c|c|} \hline x & \\ \hline y & \\ \hline \end{array} \right\rangle \right\}_{x,y \in \{0,1\}}$$

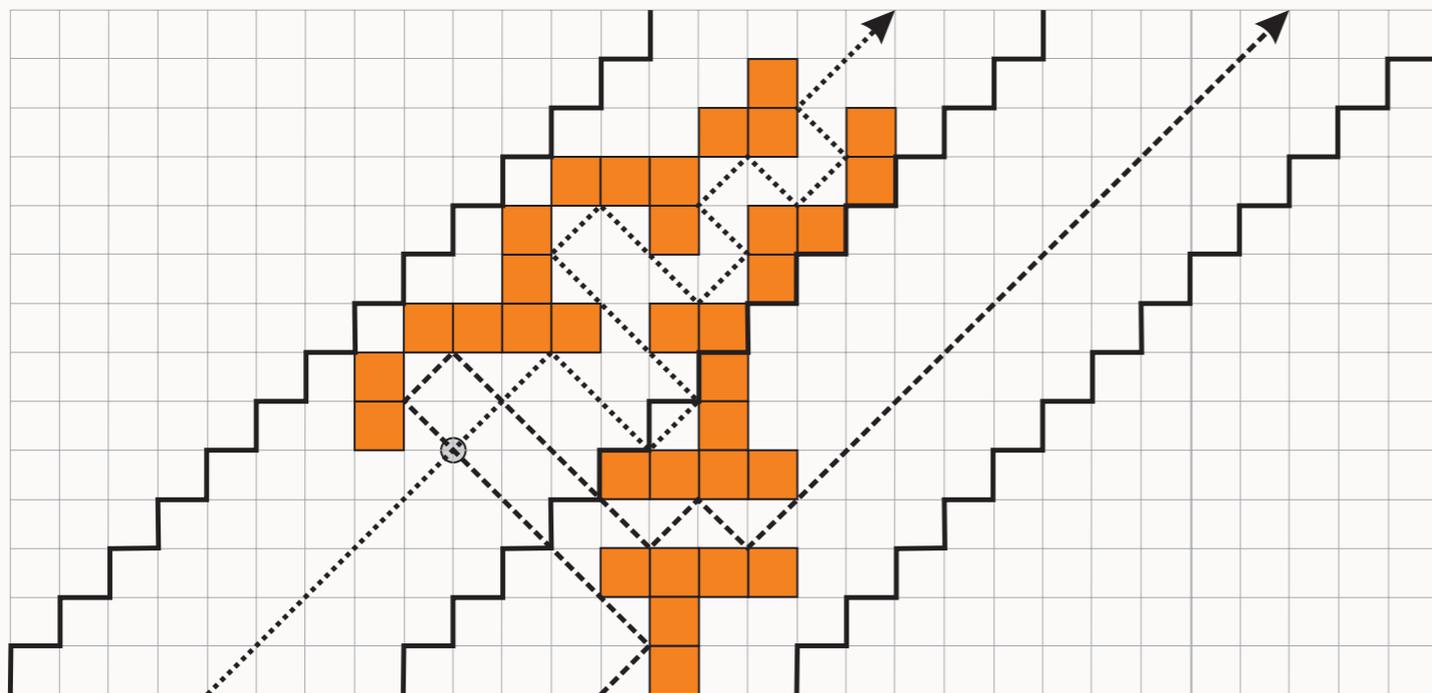
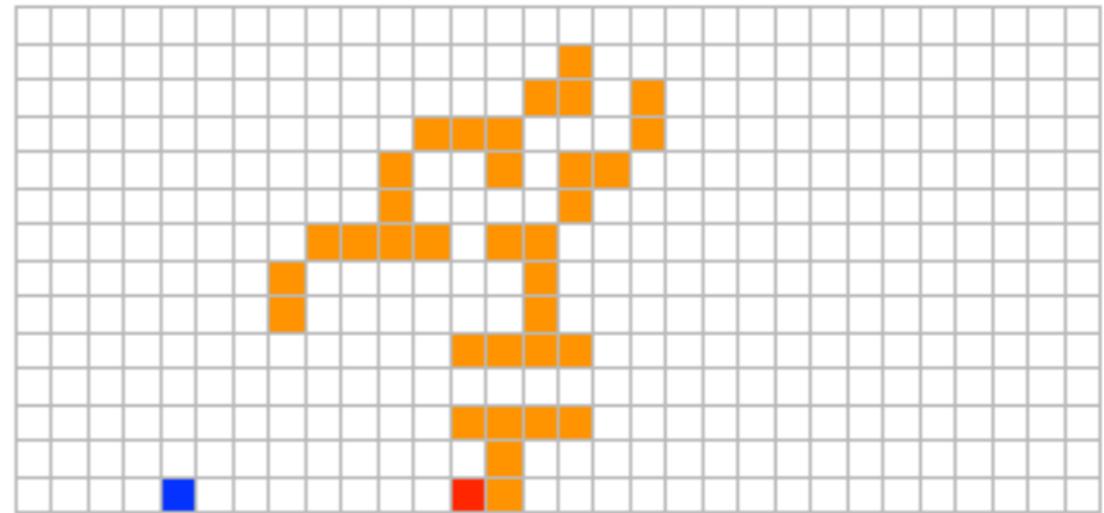
Controlled-R($\pi/4$)

$$\left| \begin{array}{|c|c|} \hline 1 & \\ \hline 1 & \\ \hline \end{array} \right\rangle \mapsto e^{\frac{i\pi}{4}} \left| \begin{array}{|c|c|} \hline & 1 \\ \hline & 1 \\ \hline \end{array} \right\rangle, \quad \left| \begin{array}{|c|c|} \hline x & \\ \hline y & \\ \hline \end{array} \right\rangle \mapsto \left| \begin{array}{|c|c|} \hline & y \\ \hline & x \\ \hline \end{array} \right\rangle \textit{ otherwise}$$



Controlled-R($\pi/4$)

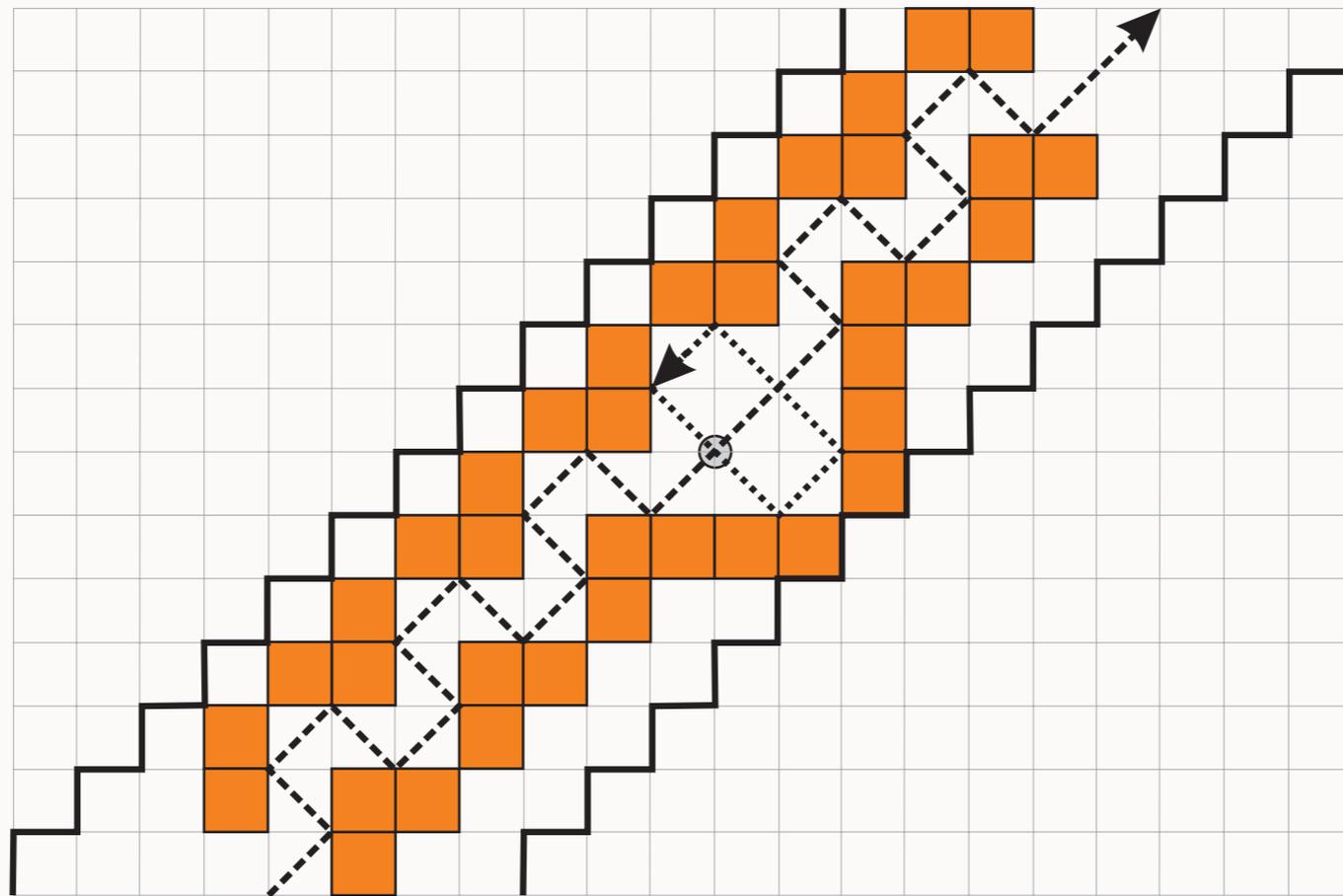
$$\begin{bmatrix} 1 & \\ 1 & \end{bmatrix} \rangle \mapsto e^{\frac{i\pi}{4}} \begin{bmatrix} & 1 \\ & 1 \end{bmatrix} \rangle, \quad \begin{bmatrix} x & \\ y & \end{bmatrix} \rangle \mapsto \begin{bmatrix} & y \\ & x \end{bmatrix} \rangle \textit{ otherwise}$$



$R(\pi/4)$ gate

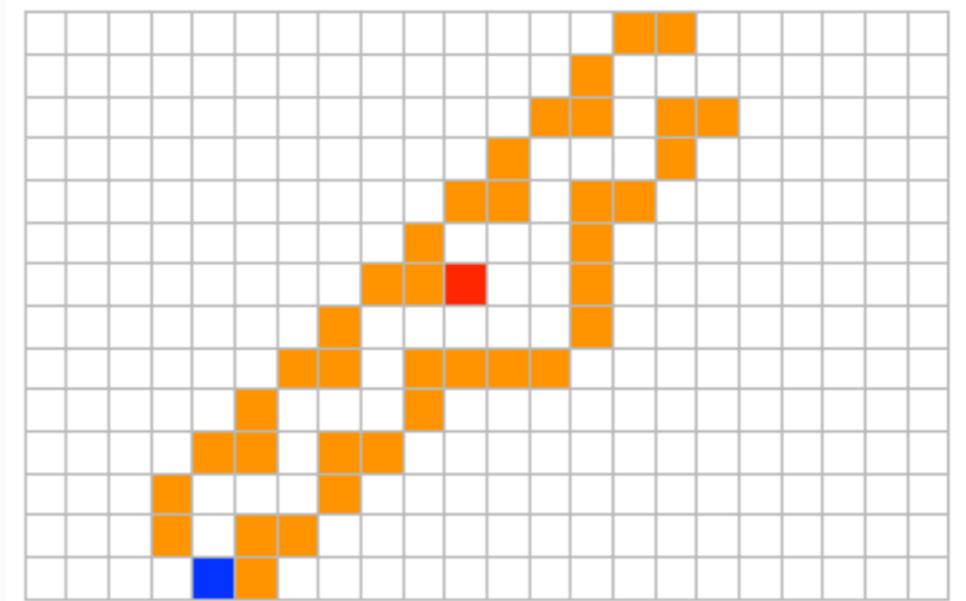
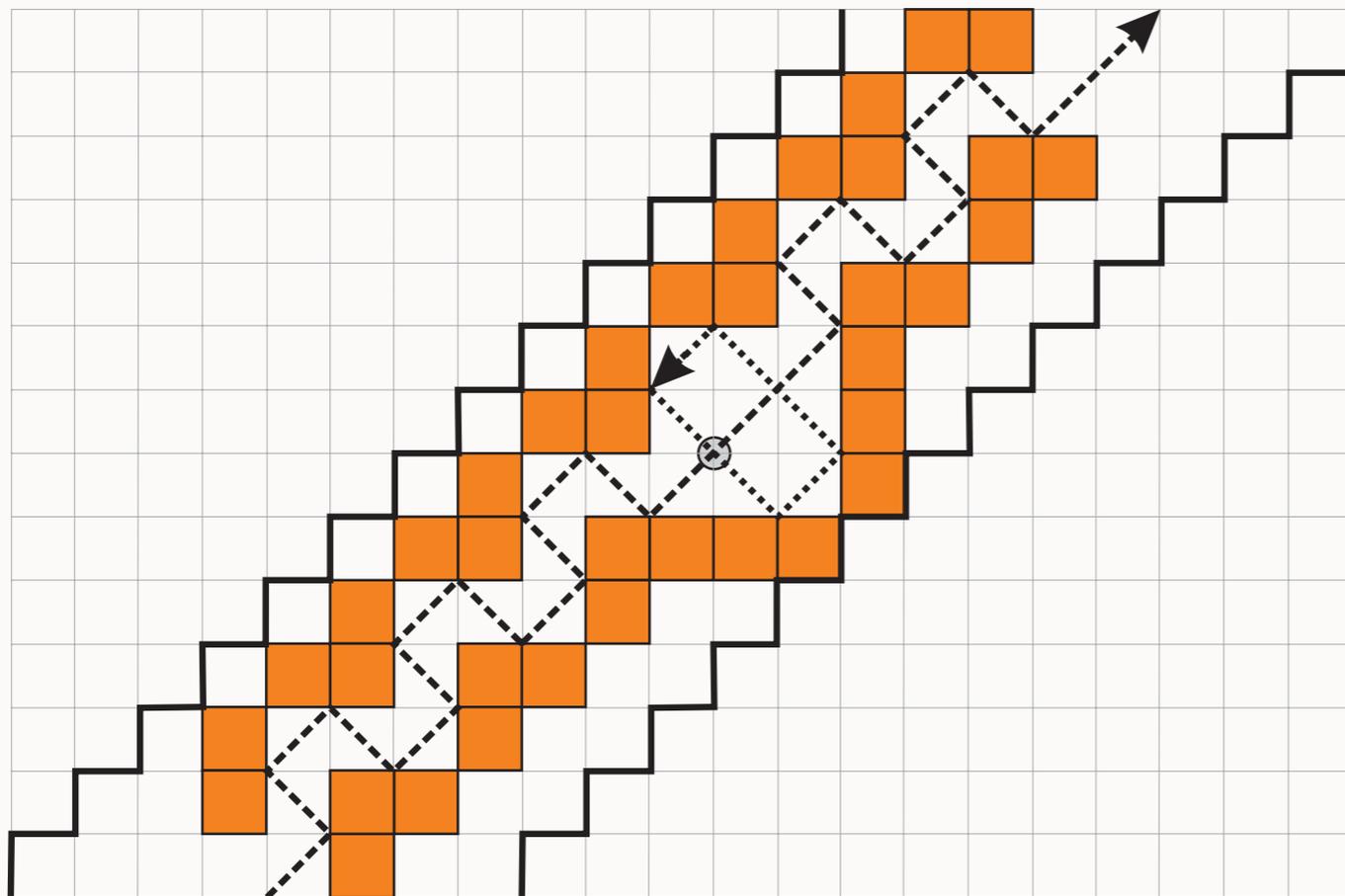
- Auxiliary signal, set to 1
- Loops every 6 time-steps

$$\begin{aligned} |0\rangle &\rightarrow |0\rangle \\ |1\rangle &\rightarrow e^{\frac{i\pi}{4}} |1\rangle \end{aligned}$$



$R(\pi/4)$ gate

- Auxiliary signal, set to 1
- Loops every 6 time-steps



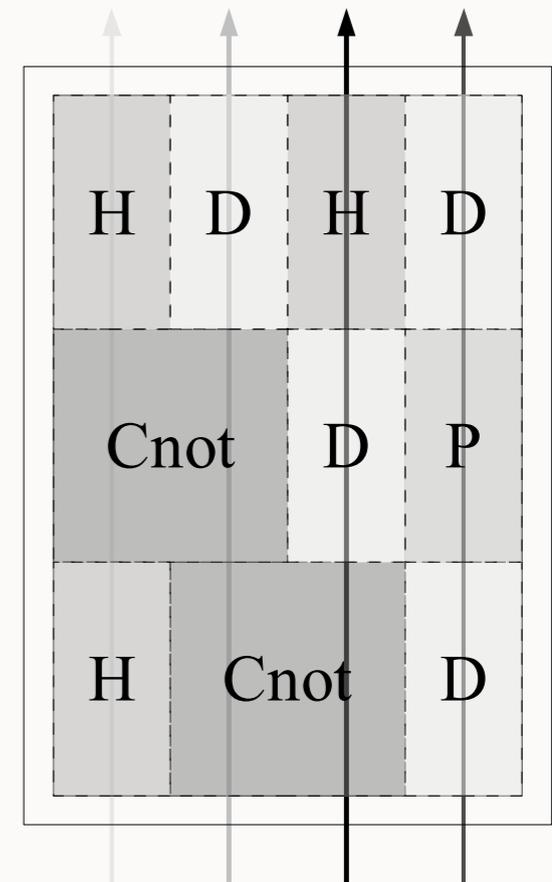
$$\begin{aligned} |0\rangle &\rightarrow |0\rangle \\ |1\rangle &\rightarrow e^{\frac{i\pi}{4}} |1\rangle \end{aligned}$$

Circuits and wires

- Gates are modular, so can be combined.
- Each *qubit* occupies an 8x14 (diagonal) tile.
- Hadamard, $R(\pi/4)$, delay are primitive.
- Controlled-Not from Controlled- $R(\pi/4)$:

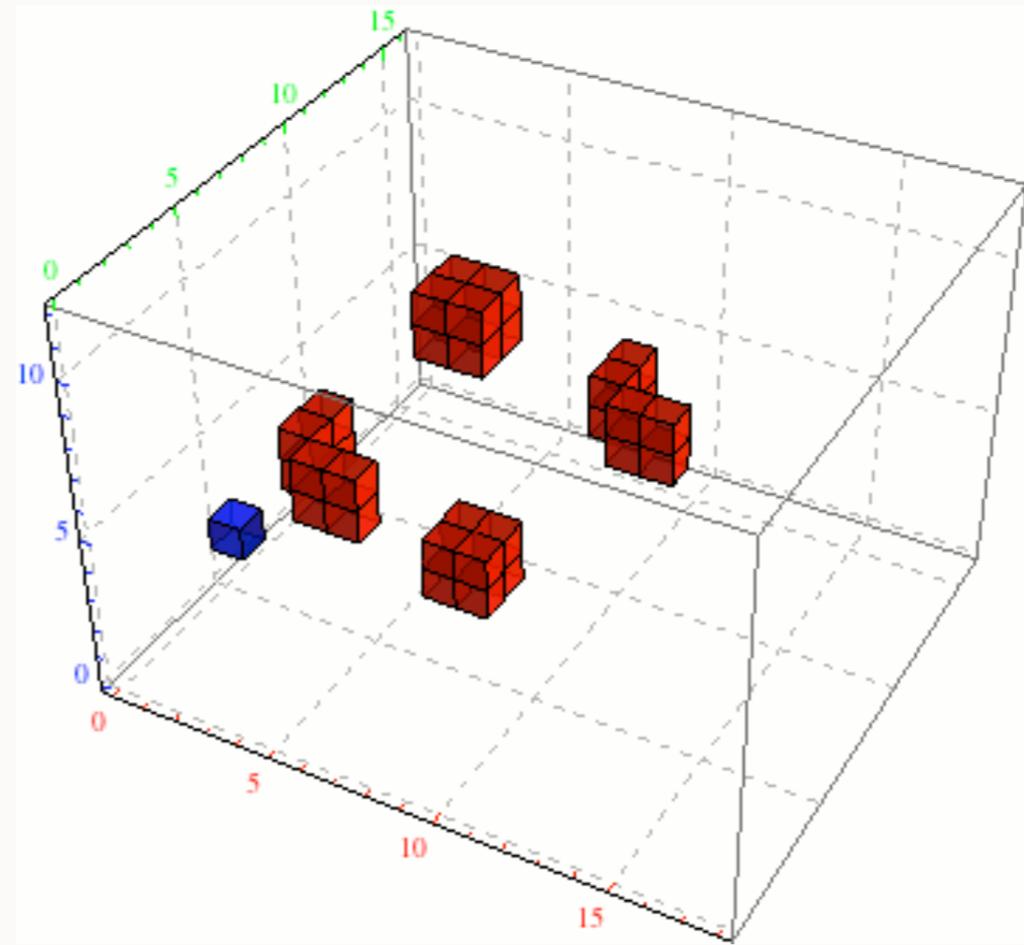
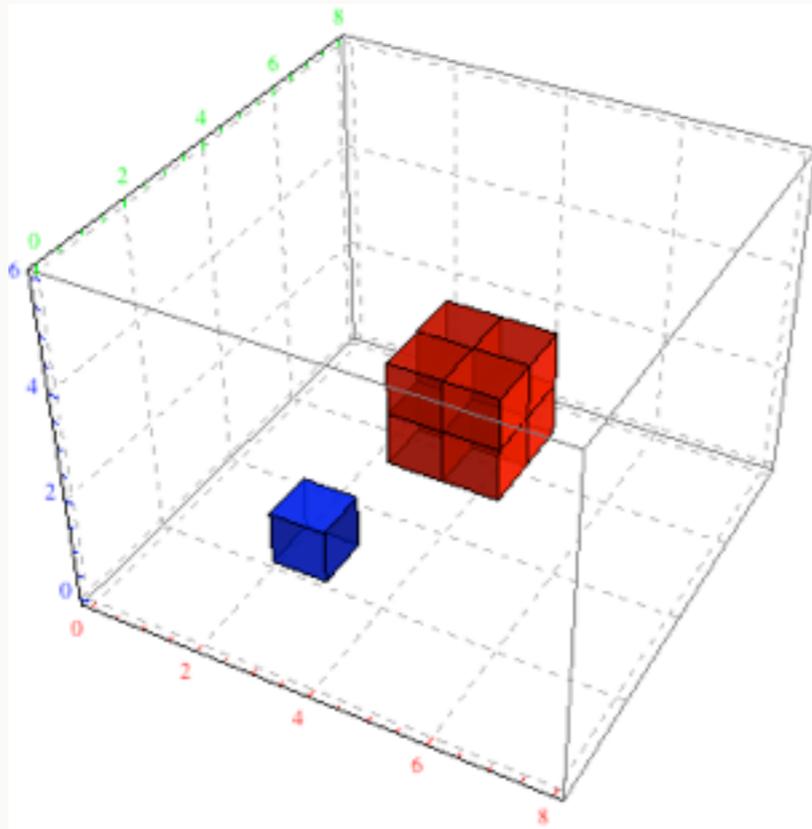
$$\text{cNOT} |\psi\rangle = (\mathbb{I} \otimes H)(\text{cR}(\pi/4))^4(\mathbb{I} \otimes H) |\psi\rangle$$

- Barriers and delays complete wiring.



Minimal 3D PQCA

- *Binary* 3D PQCA
- More complicated, but seems interesting



Conclusion

- A simple PQCA capable of simulating all other *QCA* in a topology preserving manner.
- Simple, but not minimal.
- Step towards a *universal physical phenomenon?*
- www.grattage.co.uk/jon