

Note: On the definition of complexity classes.

$$(a) \{C_n\} \in P \Rightarrow |C_n| \leq \text{poly}(n)$$

↑

A uniform circuit family of Boolean functions.

$$(b) L \in P \Rightarrow \exists \text{ a Turing machine } M \text{ such that}$$

↑

Language

M runs for time $t_n \leq \text{poly}(n)$

† input-strings x .

* Turing Machine: An abstract idealization of a machine that runs a "program" (algorithm)

- Assumed to have a finite set of states

- starts in ' q_s '

- If computation finishes, it ends up in state ' q_h '.

- o/p is written on a "tape" (sequence of 0's or 1's)

* Church-Turing hypothesis: The class of functions computable by a Turing Machine is equivalent to the class of functions computable by an algorithm.

Reversible computing \leftrightarrow Landauer's Principle

* NOT gate: reversible logic gate

* AND, NAND etc: irreversible gates

\Downarrow

Information erasure
when the gate operates

\Downarrow

Energy dissipation

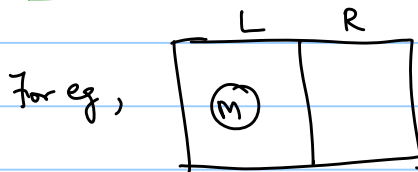
(a) Landauer's principle: If a computing device erases a single bit of information, amount of energy dissipated (to the environment)

$$\geq k_B T \ln 2 \quad (k_B = 1.38 \times 10^{-23} \text{ m}^2 \text{ kg s}^{-2} \text{ K}^{-1})$$

\downarrow
(temp of environment) Boltzmann constant

In terms of entropy: If a computing device erases a single bit of information, entropy of the environment \uparrow ases by $k_B \ln 2$.

Explanation:- Erasure \Rightarrow Shrinking of phase space



1 bit \leftrightarrow whether molecule (M) is in L or R

Erasure \Rightarrow Move (M) to R (or L) independent of where it started out.

$\Delta S_{\text{gas}} = -k_B \ln 2$
 $\Delta S_{\text{env}} = k_B \ln 2$

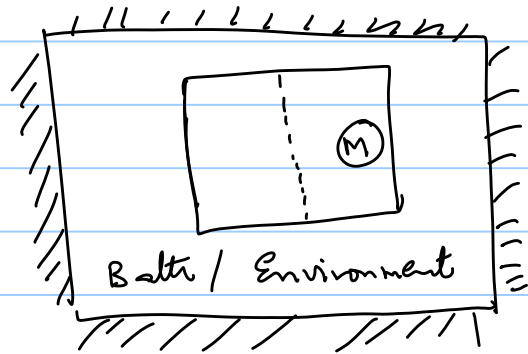
This requires "work": Remove the partition, then, compress the single-molecule "gas" with a piston until it is in R.

⌋

A heat-flow from box to environment

Assuming it's an isothermal process,

$$\text{Work done} = -k_B T \Delta S = k_B T \ln 2$$



Box is in eqm with a thermal bath at temperature T .

References:

- Rolf Landauer (1961): Irreversibility & heat generation in the computing process, IBM J Res. Dev. 5, 183 (1961)
- Charles Bennett (1982) - The thermodynamics of computation - a review Int. J. of Theor. Phys. 21, 905 (1982).
- (1987) - Demons, Engines and the second law - Sci. Am 295, 108 (1987)

(b) Reversible classical gates:-

$$f: \{0,1\}^n \rightarrow \{0,1\}^n$$

= Permutation of n -bit strings $\Rightarrow (2^n)!$ such functions

- Recall: total # of such fns = $(2^{2^n})^n = (2^n)^{2^n}$

- Stirling's approximation: $(2^n)! = \left(\frac{2^n}{e}\right)^{2^n}$
 $(1/e^{2n}) \downarrow$

- very small fraction of Boolean functions are reversible

* Universality with reversible gates?

(i) Mapping between reversible \leftrightarrow irreversible computations.

Example: Given, $f: \{0,1\}^n \rightarrow \{0,1\}$

Define, $\tilde{f}: \{0,1\}^{n+1} \rightarrow \{0,1\}^{n+1} :-$

$$\tilde{f}(x,y) = (x, y \oplus f(x))$$

\downarrow
 (flips if $f(x)=1$)

Note, \tilde{f} is invertible!

- To evaluate $f(x)$, set $y=0$ & read out the last bit of $\tilde{f}(x,y)$.

(ii) 2-bit reversible gate: Modified XOR \equiv CNOT

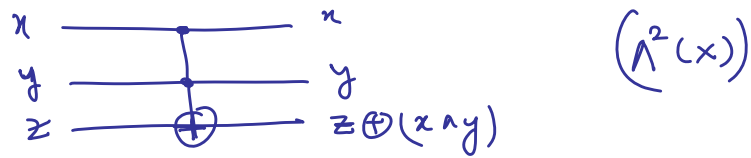
$$f(x,y) = (x, x \oplus y)$$

($\wedge(x)$: controlled-x operation) 

(iii) 3-bit reversible gate: But the example above

indicates that to implement the basic set of universal gates (2-bit gates), we need 3-bit reversible gates.

(a) Toffoli gate: $T(x,y,z) = (x, y, z \oplus x \wedge y)$



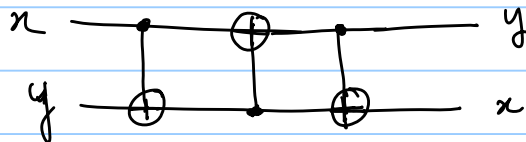
* Toffoli gate is a universal logic gate!

- implements NOT for z if $x=y=1$
- implements AND for x,y if $z=0$
- $(x \vee y = \overline{(\bar{x} \wedge \bar{y})})$

(b) Fredkin gate: SWAPS first and second bit if third bit is set to 1

x	y	z	x	y	z
0	0	0	0	0	0
0	0	1	0	0	1
0	1	0	0	1	0
0	1	1	1	0	1
1	0	0	1	0	0
1	0	1	0	1	1
1	1	0	1	1	0
1	1	1	1	1	1

* SWAP can be implemented by a series of CNOTs:-



$$(x, y) \rightarrow (x, x \oplus y) \rightarrow (y, x \oplus y) \rightarrow (y, x)$$

* Fredkin gate is also a universal logic gate.

⇒ Can implement any Boolean fn. (irreversible)
using reversible logic gates. However,

- this requires ancilla bits
- every computation gives out some "junk" bits which clog memory
- At some point, we do need to erase and hence Landauer's principle applies!
- Trade-off between "time" and "space"

* QUANTUM GATES: 