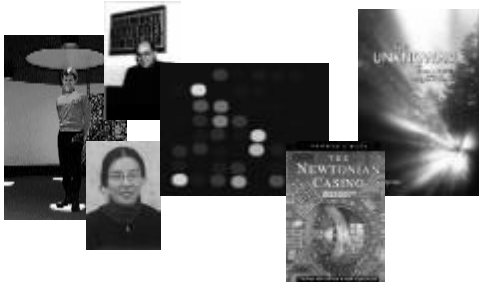
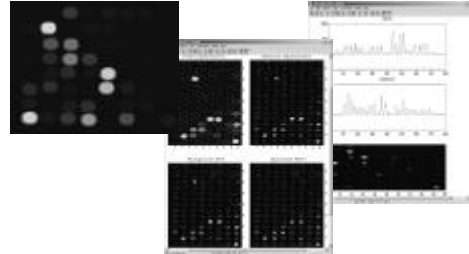


"Year 2020" - Topics in Information Theory for Further Studies



Comprestimation



Comprestimation

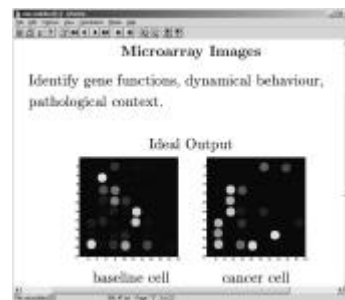
- lossy compression of "non-natural" images (regular lossy compression uses MSE)
- compression of images so that the statistical inferences on the compressed images remain valid
- E.g. compression of microarray images

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Microarray images



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Comprestimation cont.



- also known as "Multi-terminal data compression"
- T. Han & S. Amari; R. Jörnsten & B. Yu;



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Algorithmic Information Theory



Algorithmic Information Theory

- ...as used by Chaitin for "meta-mathematics"
- incompleteness theorems
 - ✓ Gödel (logic)
 - ✓ Turing (algorithm)
 - ✓ The Halting Probability Omega (information, randomness)

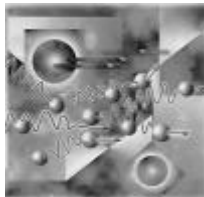
<http://www.umcs.maine.edu/~chaitin/>

Physics, information and games

The image shows a screenshot of a website titled 'ROULETTE PHYSICS' with a 'WANTED OVERRESPONDED' notice. To the right is the cover of the book 'THE NEWTONIAN CASINO' by Peter Dinklage. Below the book cover is the logo for 'PREDICTION COMPANY'.

2020: Quantum Odyssey

"On Quantum Computing and information transmission"



Motivation

- Computers as physical systems
- Technological issues
 - ✓ miniaturization and speedup - Moore's law
 - ✓ need for energy efficiency

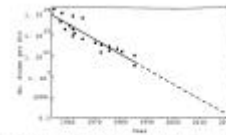
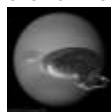


Fig. 1.1 The number of atoms needed to represent one bit of information as a function of calendar year, on the vertical axis is on a logarithmic scale, the straight line fit suggests the trend is exponential. Extrapolation of the trend suggests that the atom-organized level is reached in around the year 2020. Adapted from Feynman.

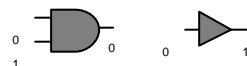
Why would we bother?

- Cryptography: QC can break RSA codes
- Communication of messages that betray the presence of eavesdropping
- Teleportation: moving qubits around without having them ever being transmitted over an insecure channel



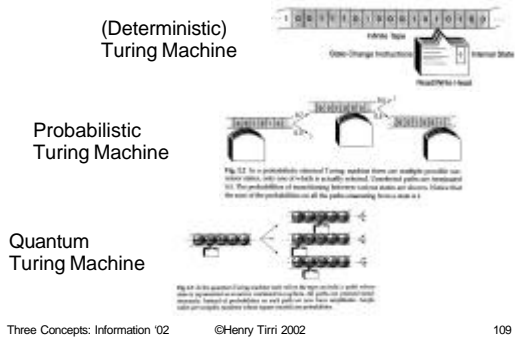
Central concepts

- Superposition: a "blend" of 0 and 1 simultaneously, i.e., quantum parallel mode
- Reversible computing: logical irreversibility implies thermodynamic irreversibility (i.e., heat dissipation)



Charles Bennett

The Capabilities of Computers



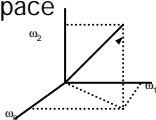
Proving vs. providing proof

- QTM can simulate a TM - QTM universal
- TM provides a proof as the sequence of steps performed
- QTM can provide an answer without a proof trace (worse: if you try to "peek" QTM that would disrupt the proof!)



Bits and Qubits

- Each bit is represented by the state of a simple 2-state quantum system e.g., spin state)
- We need finite dimensional Hilbert space



"Complex linear vector space"

Bra-ket

- For a simple two-state system you can write the state as a "ket (vector)"

$$|y\rangle = w_0|y_0\rangle + w_1|y_1\rangle \equiv \begin{pmatrix} w_0 \\ w_1 \end{pmatrix}$$

- Probability interpretation

$$P(\text{system in state } |y_i\rangle) = \frac{|w_i|^2}{\sum_{i=0}^{n-1} |w_i|^2}$$



Unitary operators

- 2-state system has 2 eigenstates called $|\psi_0\rangle$ and $|\psi_1\rangle$ (basis)

$$|0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, |1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$|y\rangle = w_0 \begin{pmatrix} 1 \\ 0 \end{pmatrix} + w_1 \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} w_0 \\ w_1 \end{pmatrix}$$



Unitary operators continued

- To change the quantum world one needs an operator, e.g. NOT

$$\text{NOT}|0\rangle = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \end{pmatrix} = |1\rangle, \quad \text{NOT is reversible!}$$

$$\text{NOT}|1\rangle = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = |0\rangle$$

- One can also have non-classical gates such as $\sqrt{\text{NOT}}$

Universality



- In classical computation AND and NOT are enough to build any circuit
- In quantum computing it is enough to use a 2-qubit gate (Barenco et al)

$$\hat{A}(f, \mathbf{a}, \mathbf{q}) = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & e^{i\mathbf{a}} \cos(\mathbf{q}) & -ie^{i(\mathbf{a}-\mathbf{q})} \sin(\mathbf{q}) \\ 0 & 0 & -ie^{i(\mathbf{a}+\mathbf{q})} \sin(\mathbf{q}) & e^{i\mathbf{a}} \cos(\mathbf{q}) \end{pmatrix}$$

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Fundamentals



- One can have quantum interference whenever there is more than one way of obtaining a particular result
- measuring a quantum system:
 - ✓ if the system is in eigenstate the outcome is one of the eigenvalues
 - ✓ if the system is in superposition state the result is given by

$$P(\text{system in state } |y_i\rangle) = \frac{|w_i|^2}{\sum_{i=0}^{n-1} |w_i|^2}$$

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"A good quantum calculation"

- Create a superposition of register elements
- Calculate in "one shot" all function values $F(j)$
- Do something clever with all the $F(j)$ values

(Use **interference** to increase the amplitudes and thus probabilities of the solution states)



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Quantum entanglement (EPR)

- If two systems (particles) are "Quantum correlated" one talks about entanglement
- For entangled particles their joint state is not factorizable as the direct product of two simpler states
- Produced by conservation of some attribute

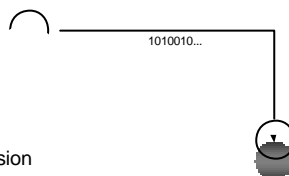


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Teleportation



- dissociation
- information transmission
- reconstitution

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Well, at least a qubit ...



Fig. 9.5 Schematic view of quantum teleportation using EPR.

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