

# Qwerty: A Basis-Oriented Quantum Programming Language

QCE '25

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Two leaps:

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① Problem  $\rightarrow$  Algorithm

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② Algorithm  $\rightarrow$  Implementation

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Quantum programming languages

Example operation:

$$|+\rangle|+\rangle|+\rangle|+\rangle \mapsto -|+\rangle|+\rangle|+\rangle|+\rangle$$

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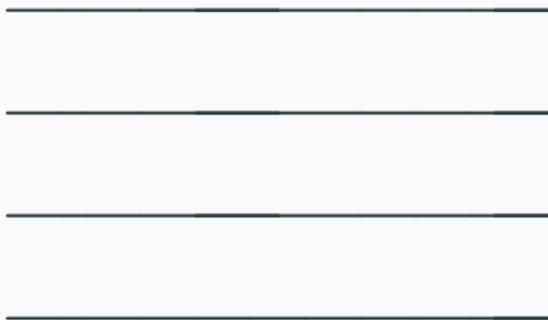
How does this look in most quantum programming languages?

Step 1: Do the math

$$U = - |++++\rangle\langle++++| + (I^{\otimes 4} - |++++\rangle\langle++++|)$$

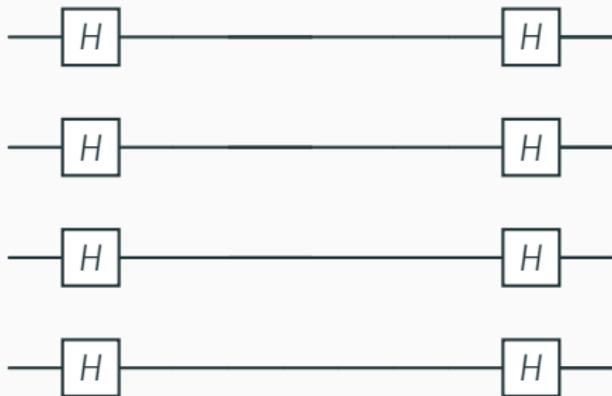
## Step 2: Design a circuit

$$U = -|++++\rangle\langle++++| + (I^{\otimes 4} - |++++\rangle\langle++++|)$$



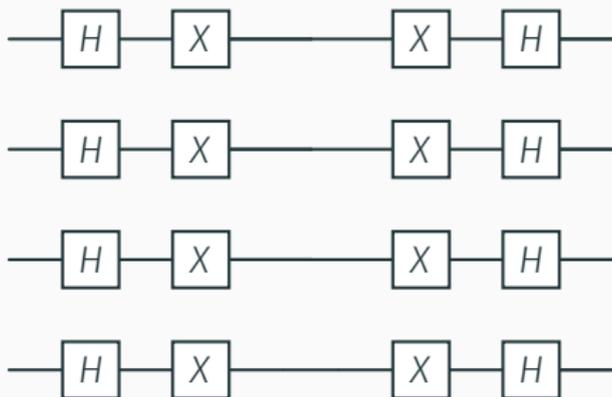
## Step 2: Design a circuit

$$U = H^{\otimes 4}(-|0000\rangle\langle 0000| + (I^{\otimes 4} - |0000\rangle\langle 0000|))H^{\otimes 4}$$



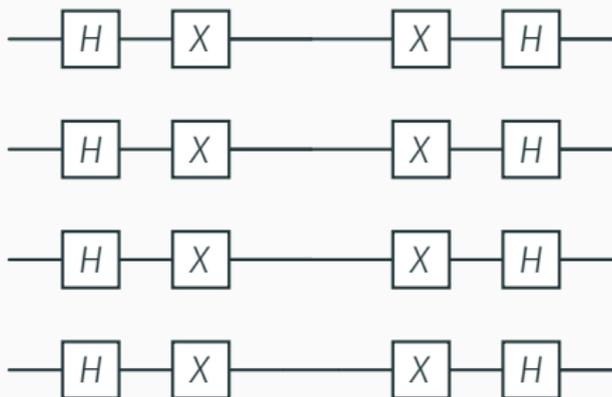
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$$U = H^{\otimes 4} X^{\otimes 4} (-|1111\rangle\langle 1111| + (I^{\otimes 4} - |1111\rangle\langle 1111|)) X^{\otimes 4} H^{\otimes 4}$$



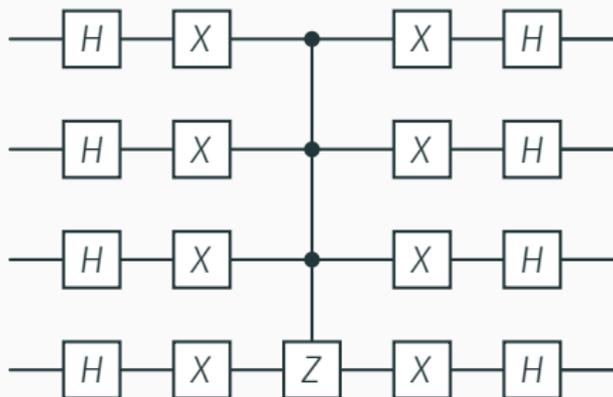
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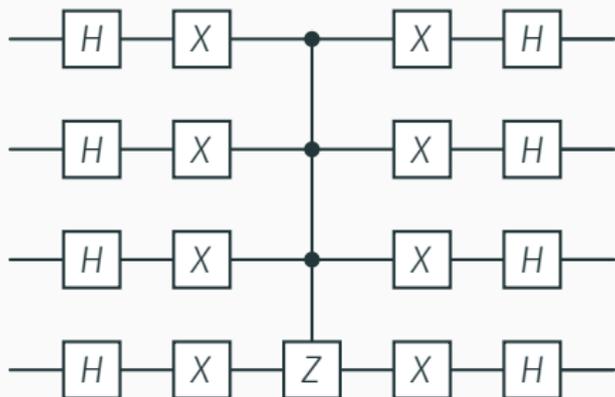
## Step 2: Design a circuit

$$U = H^{\otimes 4} X^{\otimes 4} (CCCZ) X^{\otimes 4} H^{\otimes 4}$$



## Step 2: Design a circuit

$$U = -|++++\rangle\langle++++| + (I^{\otimes 4} - |++++\rangle\langle++++|) \quad \checkmark$$



## Step 3: Write synthesis code

QCL (2000)

```
1 operator diffuse(qureg q) {  
2   H(q);  
3   Not(q);  
4   CPhase(pi,q);  
5   !Not(q);  
6   !H(q);  
7 }
```

## Step 3: Write synthesis code

### QCL (2000)

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7 }
```

### Q# (2025)

```
1 operation Diffuse(q : Qubit[])  
2     : Unit {  
3   for qi in q {  
4     H(qi);  
5     X(qi);  
6   }  
7   Controlled Z(Most(q),  
8               Tail(q));  
9   for qi in q {  
10    X(qi);  
11    H(qi);  
12  }  
13 }
```

## Step 3: Write synthesis code

### QCL (2000)

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```

### Q# (2025)

```
1 operation Diffuse(q : Qubit[])
2     : Unit {
3     within {
4         for qi in q {
5             H(qi);
6             X(qi);
7         }
8     } apply {
9         Controlled Z(Most(q),
10                    Tail(q));
11     }
12 }
```

## Step 3: Write synthesis code

### QCL (2000)

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1 operator diffuse(qreg q) {
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### Q# (2025)

```
1 operation Diffuse(q : Qubit[])
2   : Unit {
3   within {
4     ApplyToEachA(H, q);
5     ApplyToEachA(X, q);
6   } apply {
7     Controlled Z(Most(q),
8                 Tail(q));
9   }
10 }
```

## Step 3: Write synthesis code

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```

Most Quantum PLs today require circuit synthesis expertise

Goal:

$$|+\rangle|+\rangle|+\rangle|+\rangle \mapsto -|+\rangle|+\rangle|+\rangle|+\rangle$$

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$$|+\rangle|+\rangle|+\rangle|+\rangle \mapsto -|+\rangle|+\rangle|+\rangle|+\rangle$$

Qwerty syntax:

' p p p p ' >> - ' p p p p '

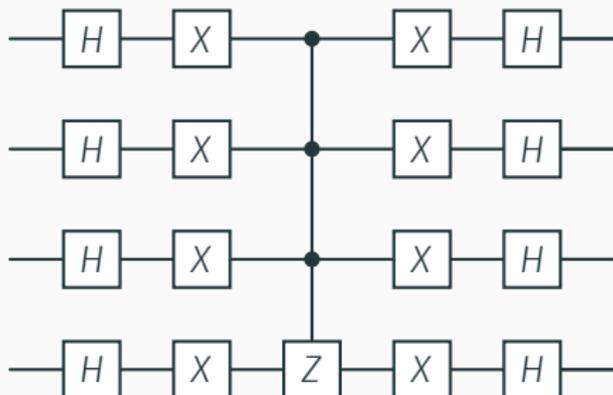
Goal:

$$|+\rangle|+\rangle|+\rangle|+\rangle \mapsto -|+\rangle|+\rangle|+\rangle|+\rangle$$

Qwerty syntax:

'pppp' >> -'pppp'

Circuit synthesized by ASDf:



# Our Contributions

1. Qwerty programs expressed with **basis translations** and **qubit literals**
2. Programmers can **interpret** the behavior of Qwerty programs **without circuit synthesis experience**
3. Qwerty integrates with a popular classical PL (**Python**)

# Hello World in Qwerty

```
1 from qwerty import *
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18 print(grover())
```

# Hello World in Qwerty

```
1 from qwerty import *
2
3 @classical
4 def oracle(x: bit[4]) -> bit:
5     return x[0] & ~x[1] & x[2] & ~x[3]
6
7
8
9
10
11
12
13
14
15
16
17
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# Hello World in Qwerty

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5     return x[0] & ~x[1] & x[2] & ~x[3]
6
7 @qpu
8 def grover_iter(q):
9     return q | oracle.sign | 'pppp' >> -'pppp'
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11
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7 @qpu
8 def grover_iter(q):
9     return q | oracle.sign | 'pppp' >> -'pppp'
10
11 @qpu
12 def grover():
13     return ('pppp' | grover_iter
14            | grover_iter
15            | grover_iter
16            | measure**4)
17
18 print(grover())
```

# Qubit Initialization

---

- Standard basis: '0' and '1'

## Qubit Literals: String Analogy

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- In typical classical PLs,  
"yee" + "haw" == "yeehaw"

## Qubit Literals: String Analogy

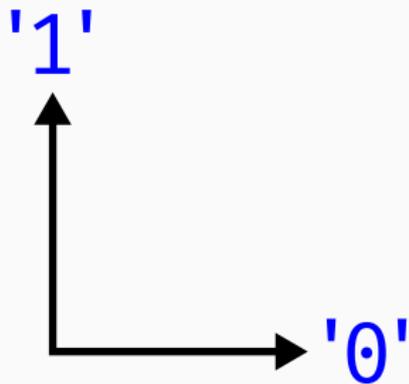
- Standard basis: '0' and '1'
- In typical classical PLs,  
"yee" + "haw" == "yeehaw"
- In Qwerty,  
'0' \* '1' == '01'

- Phase  $e^{i\pi/4} |1\rangle$  represented as *tilt*: '1' @ 45
- Syntax evokes '1' ↻45

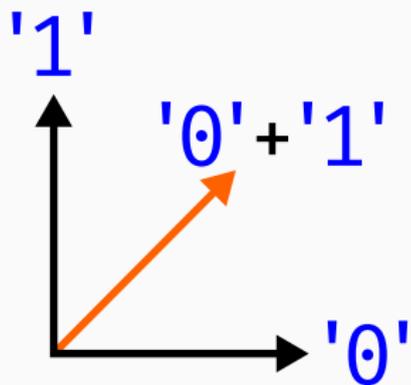
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- Syntax evokes '1' ↻45
- Fun to draw as 
- - '1' is syntactic sugar for '1'@180

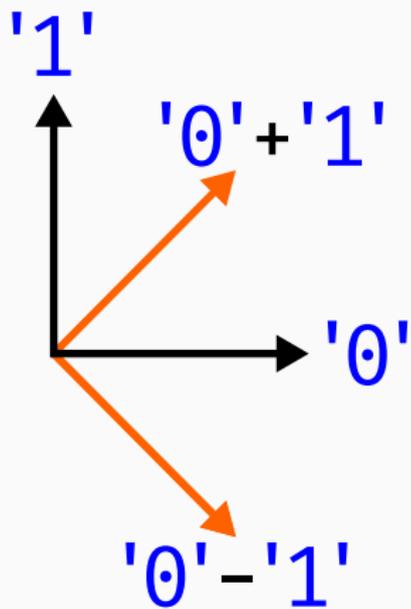
## Qubit Literals: Superposition



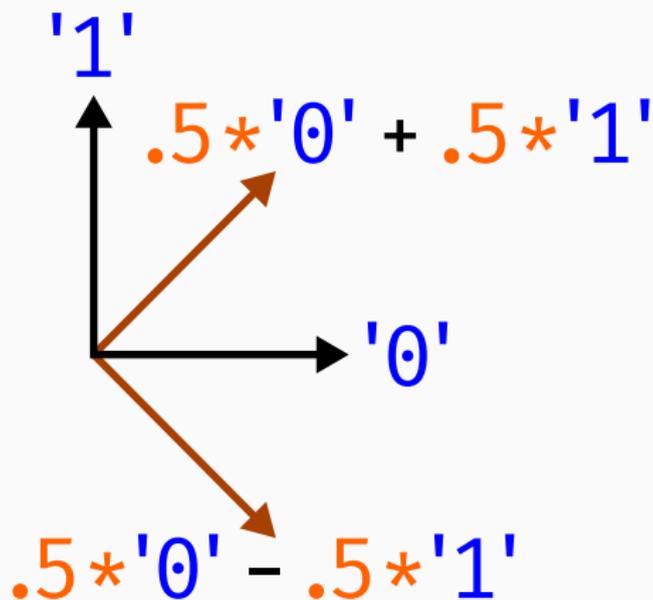
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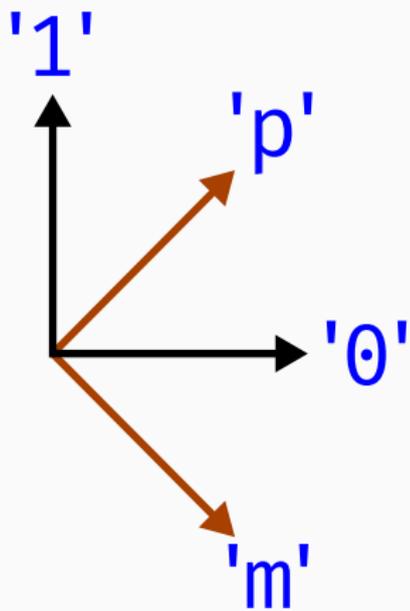
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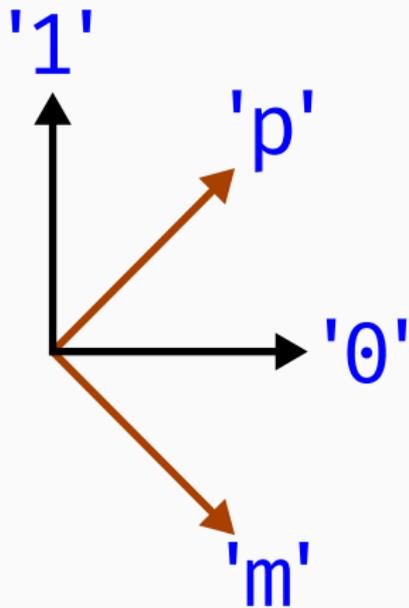
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# Qubit Literals: Superposition



Why **p** and **m** instead of **+** and **-**?

Because this looks confusing: **'+' '+-' '-'**

# State Evolution

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`{ '0', '1' } >> { 'm', 'p' }`

{ '0', '1' } >> { 'm', 'p' }



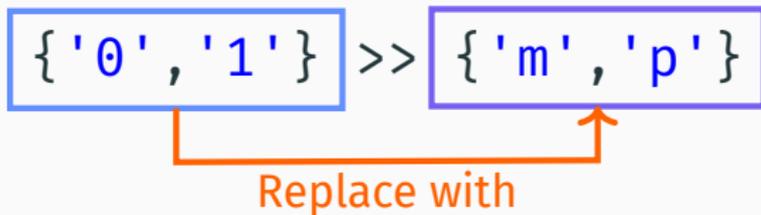
Replace with

# Basis Translations

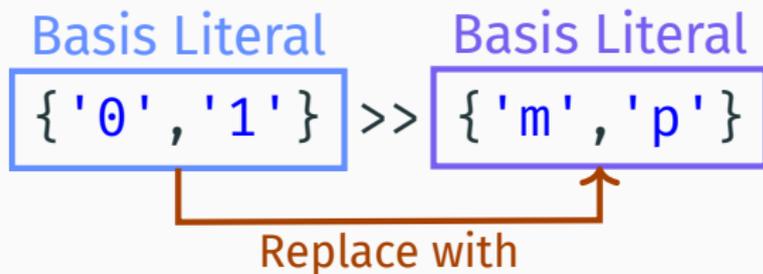


`{'0', '1'}` >> `{'m', 'p'}`

# Basis Translations



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- Ordered list of basis vectors
- Example: { '00', '01', '10', '11' } is two-qubit standard basis

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- Or { '0', '1' } \*\* 2

# Basis Literals

- Ordered list of basis vectors
- Example:  $\{ '00', '01', '10', '11' \}$  is two-qubit standard basis
- Could also write  $\{ '0', '1' \} * \{ '0', '1' \}$
- Or  $\{ '0', '1' \} ** 2$
- Must be an orthonormal basis
  - Example:  $\{ '00', '10', -'10' \}$  is invalid

Any  $b_{\text{in}} \gg b_{\text{out}}$  requires  $\text{span}(b_{\text{in}}) = \text{span}(b_{\text{out}})$ .

## Basis Translation Type Checking

Any  $b_{in} \gg b_{out}$  requires  $\text{span}(b_{in}) = \text{span}(b_{out})$ .

✓  $\{'0', '1'\} \gg \{'0', '1'\} @ 90$

# Basis Translation Type Checking

Any  $b_{in} \gg b_{out}$  requires  $\text{span}(b_{in}) = \text{span}(b_{out})$ .

✓  $\{'0', '1'\} \gg \{'0', '1'\} @ 90$

✗  $\{'0'\} \gg \{'1'\}$

- **b.measure** measures in the basis **b**
- Measure in standard basis: `{'0', '1'}.measure`

- **b.measure** measures in the basis **b**
- Measure in standard basis: **{ '0', '1' }.measure**
- Measure in Bell basis:  
**{ '00' + '11',  
 '00' - '11',  
 '10' + '01',  
 '01' - '10' }.measure**

## Superdense Coding in Qwerty

```
1 message = bit[2](0b10)
2
3 @qpu
4 def superdense():
5     bit0, bit1 = message
6     alice, bob = '00' + '11'
7
8     sent_to_bob = (alice | ({'0', '1'} >> {'1', '0'}
9         if bit0 else id)
10        | ({'1'} >> {'-1'}
11        if bit1 else id))
12
13    recovered_message = (sent_to_bob * bob
14        | {'00'+ '11', '00'- '11',
15        '10'+ '01', '01'- '10'})
16        .measure)
17    return recovered_message
```

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1 message = bit[2](0b10)
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3 @qpu
4 def superdense():
5     bit0, bit1 = message
6     alice, bob = '00' + '11' Entangled pair
7
8     sent_to_bob = (alice | ({'0', '1'} >> {'1', '0'}
9         if bit0 else id)
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15                             '10'+ '01', '01' - '10'}
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# Metaprogramming

---

- Tedious:

```
{'0', '1'}.measure
```

```
* {'0', '1'}.measure
```

```
* {'0', '1'}.measure
```

- Tedious:

```
{'0', '1'}.measure
```

```
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```

```
* {'0', '1'}.measure
```

- What about `{'0', '1'}.measure**3`?

- Tedious:

```
{'0', '1'}.measure
```

```
* {'0', '1'}.measure
```

```
* {'0', '1'}.measure
```

- What about `{'0', '1'}.measure**3`?
- Or `std.measure**3`?

- Tedious:

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* {'0', '1'}.measure
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```
* {'0', '1'}.measure
```

- What about `{'0', '1'}.measure**3`?
- Or `std.measure**3`?
- Or even `measure**3`?

- Tedious:

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{'0', '1'}.measure
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```
* {'0', '1'}.measure
```

```
* {'0', '1'}.measure
```

- What about `{'0', '1'}.measure**3`?
- Or `std.measure**3`?
- Or even `measure**3`?
- *metaQwerty* expands to Qwerty

```
'0'.sym = __SYM_STD0__()  
'1'.sym = __SYM_STD1__()
```

'0'.sym = \_\_SYM\_STD0\_\_()

'1'.sym = \_\_SYM\_STD1\_\_()

'p'.sym = '0' + '1'

'm'.sym = '0' + '1'@180

```
'0'.sym = __SYM_STD0__()  
'1'.sym = __SYM_STD1__()  
'p'.sym = '0' + '1'  
'i'.sym = '0' + '1'@90  
'm'.sym = '0' + '1'@180  
'j'.sym = '0' + '1'@270
```

```
std = {'0', '1'}  
pm  = {'p', 'm'}  
ij  = {'i', 'j'}  
bell = {'00'+ '11',  
        '00' - '11',  
        '10'+ '01',  
        '01' - '10'}
```

```
std = {'0', '1'}  
pm = {'p', 'm'}  
ij = {'i', 'j'}  
bell = {'00'+ '11',  
        '00' - '11',  
        '10'+ '01',  
        '01' - '10'}  
  
fourier[1] = pm  
fourier[N] = fourier[N-1] // std.revolve
```

```
id = {'0', '1'} >> {'0', '1'}  
flip = {'0', '1'} >> {'1', '0'}  
measure = std.measure
```

## metaQwerty Example: N-Qubit Grover's

```
1 def grover2(oracle, num_iter):
2     @qpu[[N]]
3     def grover_iter(q):
4         return (q | oracle.sign
5                 | 'p'**N >> -'p'**N)
6
7     @qpu[[N]]
8     def kernel():
9         return ('p'**N
10                | (grover_iter
11                   for i in range(num_iter))
12                | measure**N)
13
14     return kernel()
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## metaQwerty Example: N-Qubit Grover's

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1 def grover2(oracle, num_iter):
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# Predication

---

Flip right qubit if left is '1':

```
flip if '1_' else id
```

## Predication Example

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```

Basis pattern

## Predication Example

Flip right qubit if left is '1':

flip if **'1\_'** else id  
Basis pattern

Performs:

'00'  $\mapsto$  '00'

'01'  $\mapsto$  '01'

'**1**0'  $\mapsto$  '**1**1'

'**1**1'  $\mapsto$  '**1**0'

## Another Predication Example

```
pm >> std if {'p_p', 'm_m'} else id
```

Performs:

'**p**p**p**'  $\mapsto$  '**p**0**p**'

'**p**m**p**'  $\mapsto$  '**p**1**p**'

'mpp'  $\mapsto$  'mpp'

'mmp'  $\mapsto$  'mmp'

'ppm'  $\mapsto$  'ppm'

'pmm'  $\mapsto$  'pmm'

'**m**p**m**'  $\mapsto$  '**m**0**m**'

'**m**m**m**'  $\mapsto$  '**m**1**m**'

## Full Example: Bernstein–Vazirani

---

## Bernstein-Vazirani Algorithm

**Input:** Black box for  $f(x) = \underbrace{x_1 s_1}_{\text{AND}} \oplus \underbrace{x_2 s_2}_{\text{XOR}} \oplus \dots \oplus x_n s_n$

**Output:** Secret bitstring  $s$  used to build oracle

# Bernstein-Vazirani

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**Output:** Secret bitstring  $s$  used to build oracle

- Any classical algorithm needs to run the black box  $n$  times:

$$s_1 = f(1000 \cdots 00)$$

$$s_2 = f(0100 \cdots 00)$$

$$\vdots$$

$$s_n = f(0000 \cdots 01)$$

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$$\vdots$$

$$s_n = f(0000 \cdots 01)$$

- Quantum algorithm only needs 1 query!

## Bernstein–Vazirani in Qwerty

```
1 from qwerty import *
2
3 def bv(secret_string):
4
5
6
7
8
9
10
11
12
13
14     return kernel()
15
16 secret_string = bit[4](0b1101)
17 print(bv(secret_string))
```

## Bernstein–Vazirani in Qwerty

```
1 from qwerty import *
2
3 def bv(secret_string):
4     @classical
5     def f(x):
6         return (secret_string & x).xor_reduce()
7
8
9
10
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14    return kernel()
15
16 secret_string = bit[4](0b1101)
17 print(bv(secret_string))
```

## Bernstein–Vazirani in Qwerty

```
1 from qwerty import *
2
3 def bv(secret_string):
4     @classical
5     def f(x):
6         return (secret_string & x).xor_reduce()
7
8     @qpu[[N]]
9     def kernel():
10        return ('p'**N | f.sign
11                | pm**N >> std**N
12                | measure**N)
13
14    return kernel()
15
16 secret_string = bit[4](0b████)
17 print(bv(secret_string))
```

## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

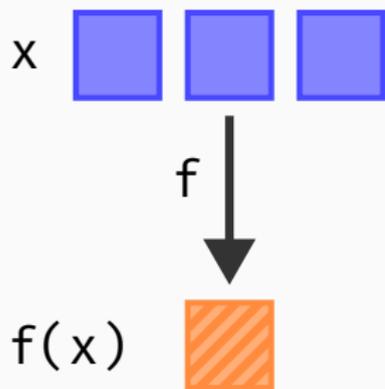
## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

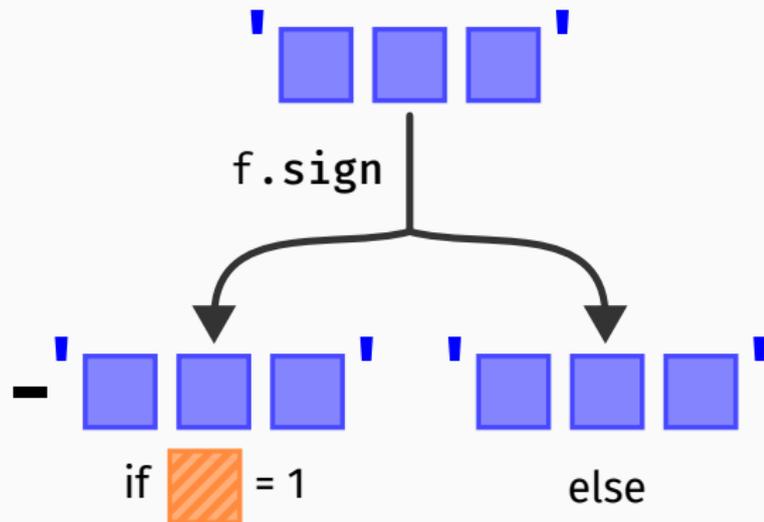
① ↓ f.sign

# Sign Embedding

Classical Function:



Sign Embedding:



```
f.sign == f_1.sign  
        * f_2.sign  
        * f_3.sign  
        * f_4.sign
```

where

$$f_i(x_i) = \underbrace{x_i s_i}_{\text{AND}}$$

## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

① ↓ f.sign

```
( '0' + -'1' ) * ( '0' + -'1' )  
* ( '0' + '1' ) * ( '0' + -'1' )
```

## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

① ↓ f.sign

```
*      'm'      *      'm'  
*      'p'      *      'm'
```

## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

① ↓ f.sign

```
* 'm' * 'm'  
* 'p' * 'm'
```

② ↓ pm\*\*4 >> std\*\*4

```
* '1' * '1'  
* '0' * '1'
```

## Tracing Bernstein–Vazirani in Qwerty

```
( '0' + '1' ) * ( '0' + '1' )  
* ( '0' + '1' ) * ( '0' + '1' )
```

① ↓ `f.sign`

```
* 'm' * 'm'  
* 'p' * 'm'
```

② ↓ `pm**4 >> std**4`

```
* '1' * '1'  
* '0' * '1'
```

③ ↓ `measure**4`

```
bit[4](0b1101)
```

- Teleportation
- Quantum phase estimation (with tracing)
- Period finding (with tracing)
- Shor's (order finding)

# Conclusion

In this talk, I presented Qwerty, a *basis-oriented* quantum programming language that allows non-experts to reason about quantum computation without knowing bra-ket notation or circuit synthesis.

# Conclusion

In this talk, I presented Qwerty, a *basis-oriented* quantum programming language that allows non-experts to reason about quantum computation without knowing bra-ket notation or circuit synthesis.

Compiler (ASDF) paper:



CGO '25

Source code (GitHub):



[github.com/gt-tinker/qwerty](https://github.com/gt-tinker/qwerty)

## Backup Slides

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## Fourier Basis Details

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## Fourier Basis: Motivation

QFT:

```
std**N >> fourier[N]
```

QFT<sup>†</sup>:

```
fourier[N] >> std**N
```

# Fourier Basis

`fourier[1]`



```
{ ('0' + '1'),  
  ('0' + '1') }
```

# Fourier Basis

fourier[1]

fourier[2]

{ ('0' + '1') \* ('0' + '1'),  
('0' + '1') \* ('0' + '1'),  
('0' + '1') \* ('0' + '1'),  
('0' + '1') \* ('0' + '1') }

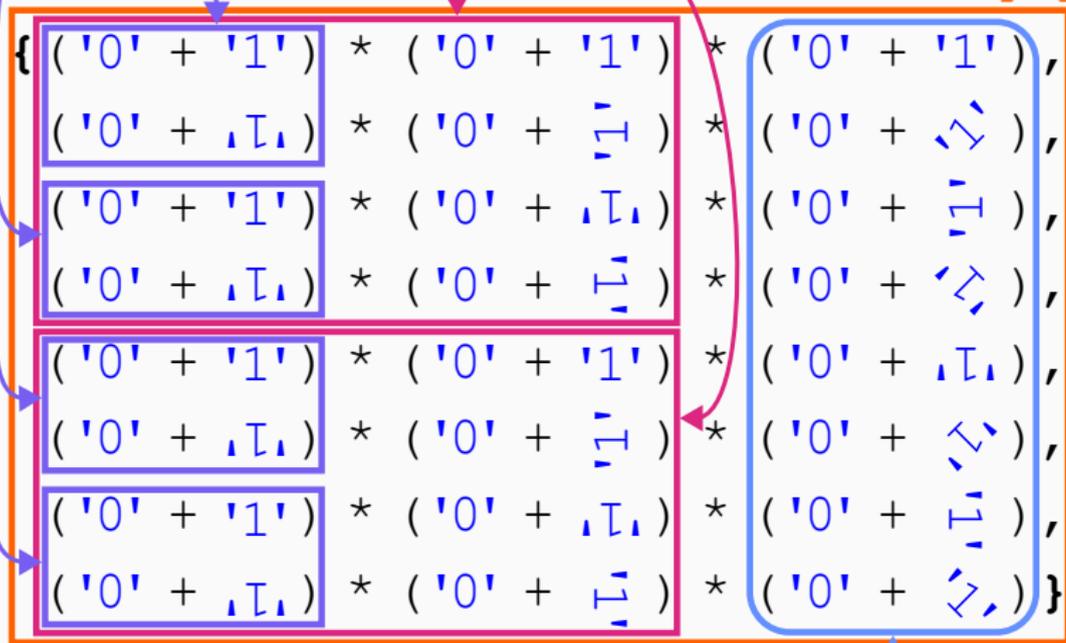


# Fourier Basis

fourier[1]

fourier[2]

fourier[3]



`{'0', '1'}.revolve`

## metaQwerty Prelude: Fourier Basis

```
fourier[1] = pm  
fourier[N] = fourier[N-1] // std.revolve
```

## metaQwerty Prelude: Fourier Basis

```
fourier[1] = pm
```

```
fourier[N] = fourier[N-1] // std.revolve
```

**Basis generator**

## metaQwerty Prelude: Fourier Basis

```
fourier[1] = pm
```

```
fourier[N] = fourier[N-1] // std.revolve
```

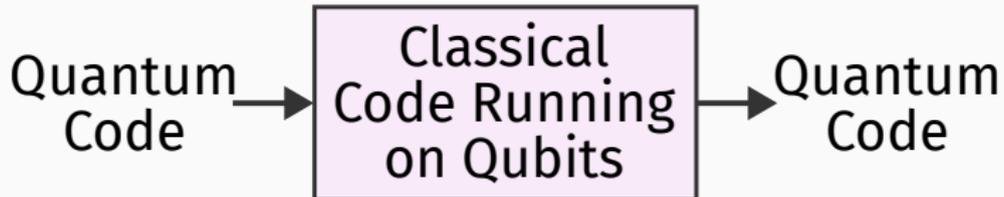
Basis generator

↑  
Apply basis generator

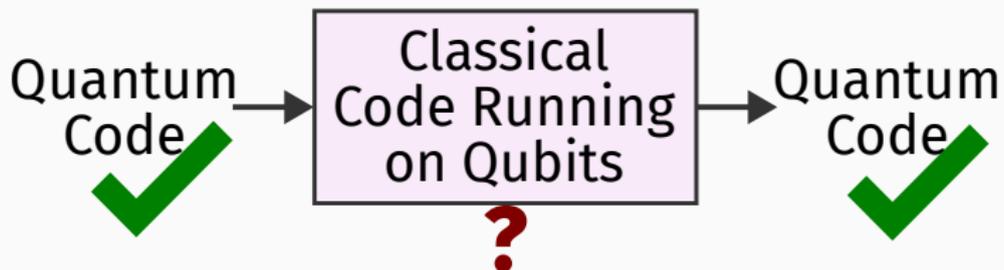
# Embedding Classical Functions

---

## Plugging the Oracle Hole



## Plugging the Oracle Hole



## Revisiting Grover's in Qwerty: Classical Embeddings

```
1 from qwerty import *
2
3 @classical
4 def oracle(x: bit[4]) -> bit:
5     return x[0] & ~x[1] & x[2] & ~x[3]
6
7 @qpu
8 def grover_iter(q):
9     return q | oracle.sign | 'pppp' >> -'pppp'
10
11 @qpu
12 def grover():
13     return ('pppp' | grover_iter
14            | grover_iter
15            | grover_iter
16            | measure**4)
17
18 print(grover())
```

## Revisiting Grover's in Qwerty: Classical Embeddings

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Classical func. def.

## Revisiting Grover's in Qwerty: Classical Embeddings

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```

Classical func. def.

Embedding

## Revisiting Grover's in Qwerty: Classical Embeddings

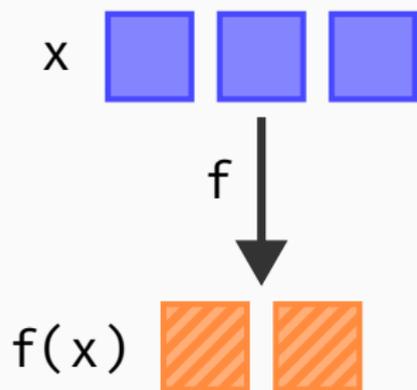
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Classical func. def.

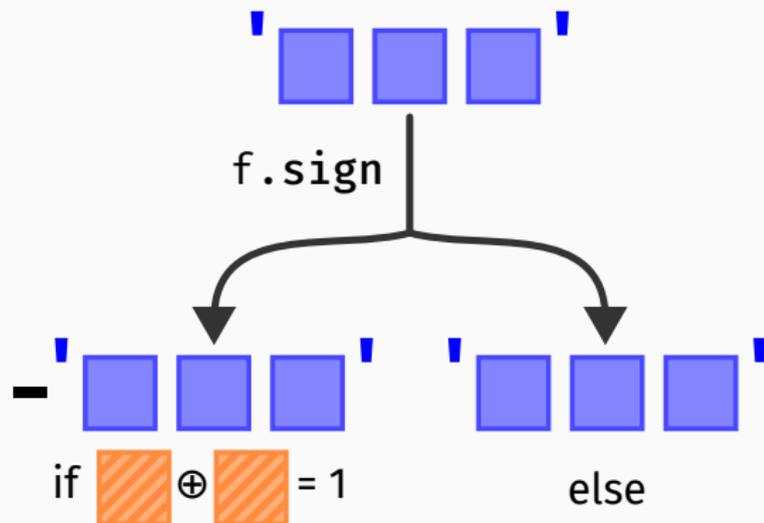
Embedding → 3 kinds

# Sign Embedding

Classical Function:

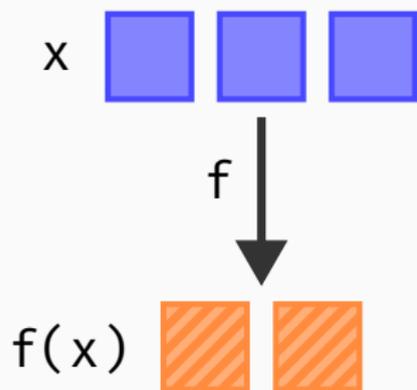


Sign Embedding:

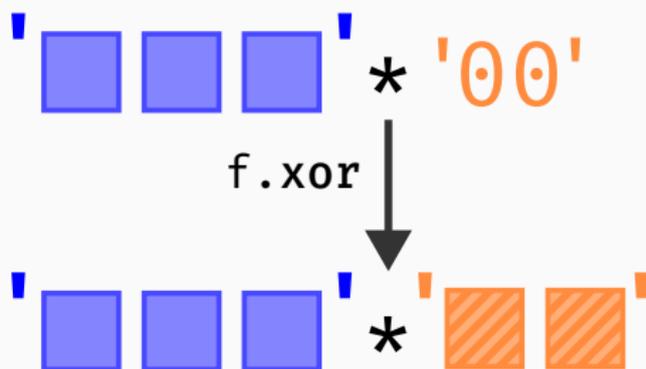


# XOR Embedding

Classical Function:

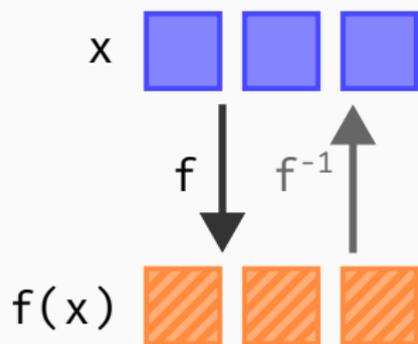


XOR Embedding:



# In-Place Embedding

Classical Function:



In-Place Embedding:

