

Causality in Pure Quantum Computation with Quantum Control



↑ slides
& paper

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Quantum Control

Quantum *if* statement

qif **x** **then** **M** **else** **N**

where **x** : **qubit**

Quantum Control

Previous talk:

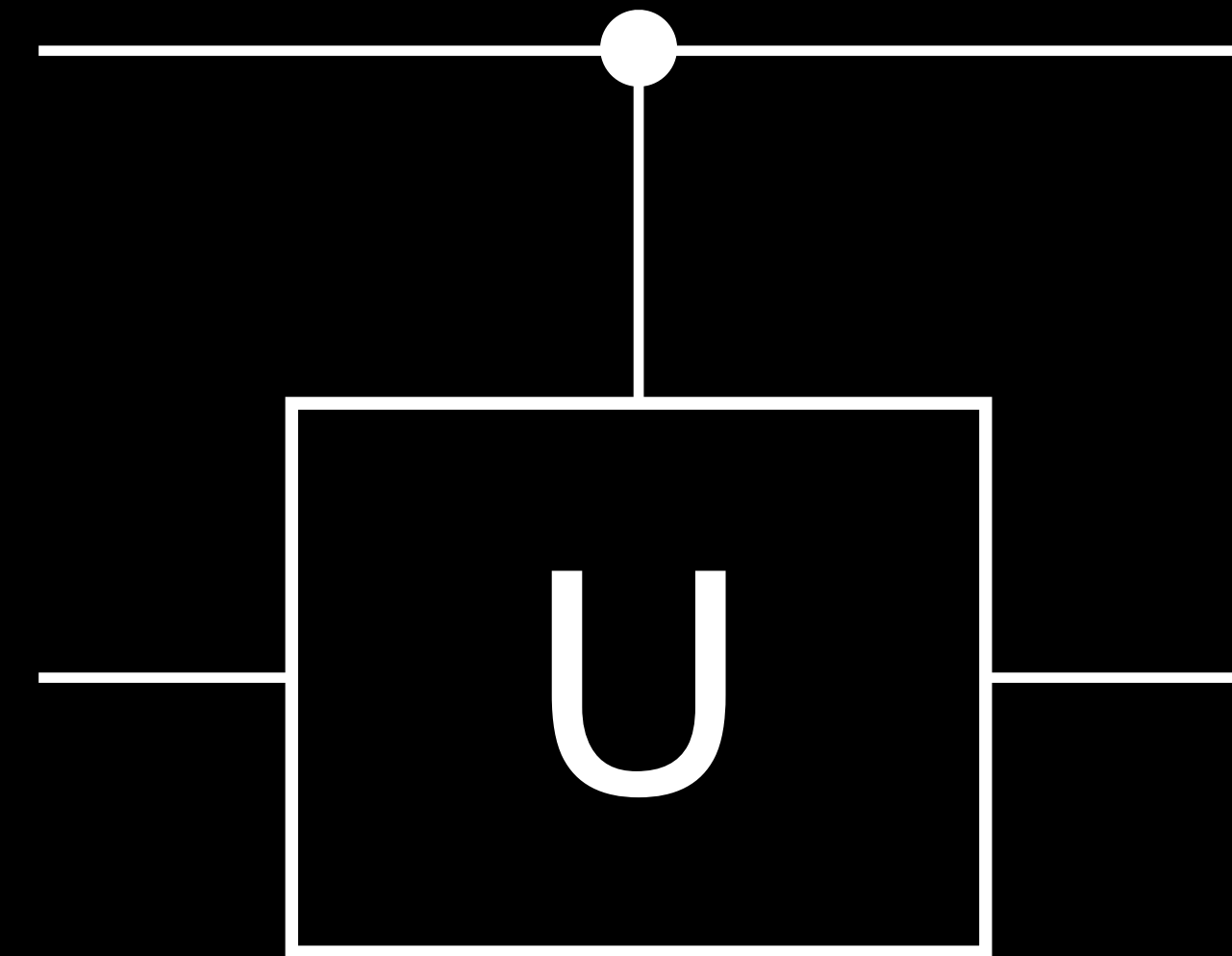
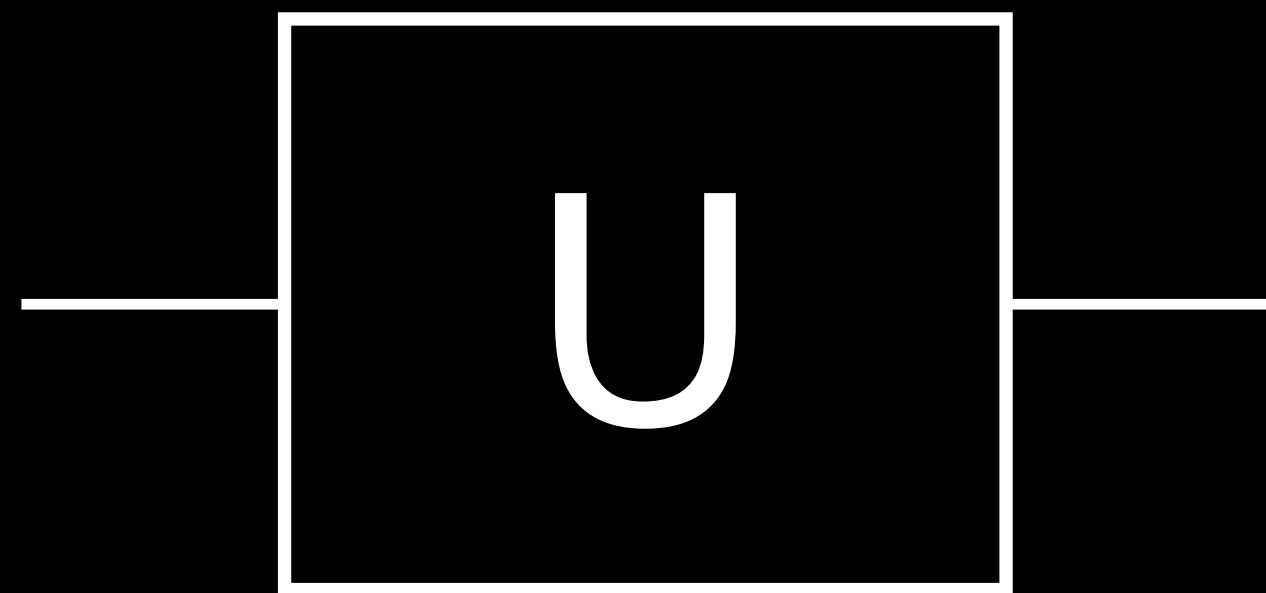
*“**Quantum Control** and General Recursion
beyond the Unitary Case”*

Next talk:

*“One rig to **control** them all”*

Quantum Control

on Quantum Circuits

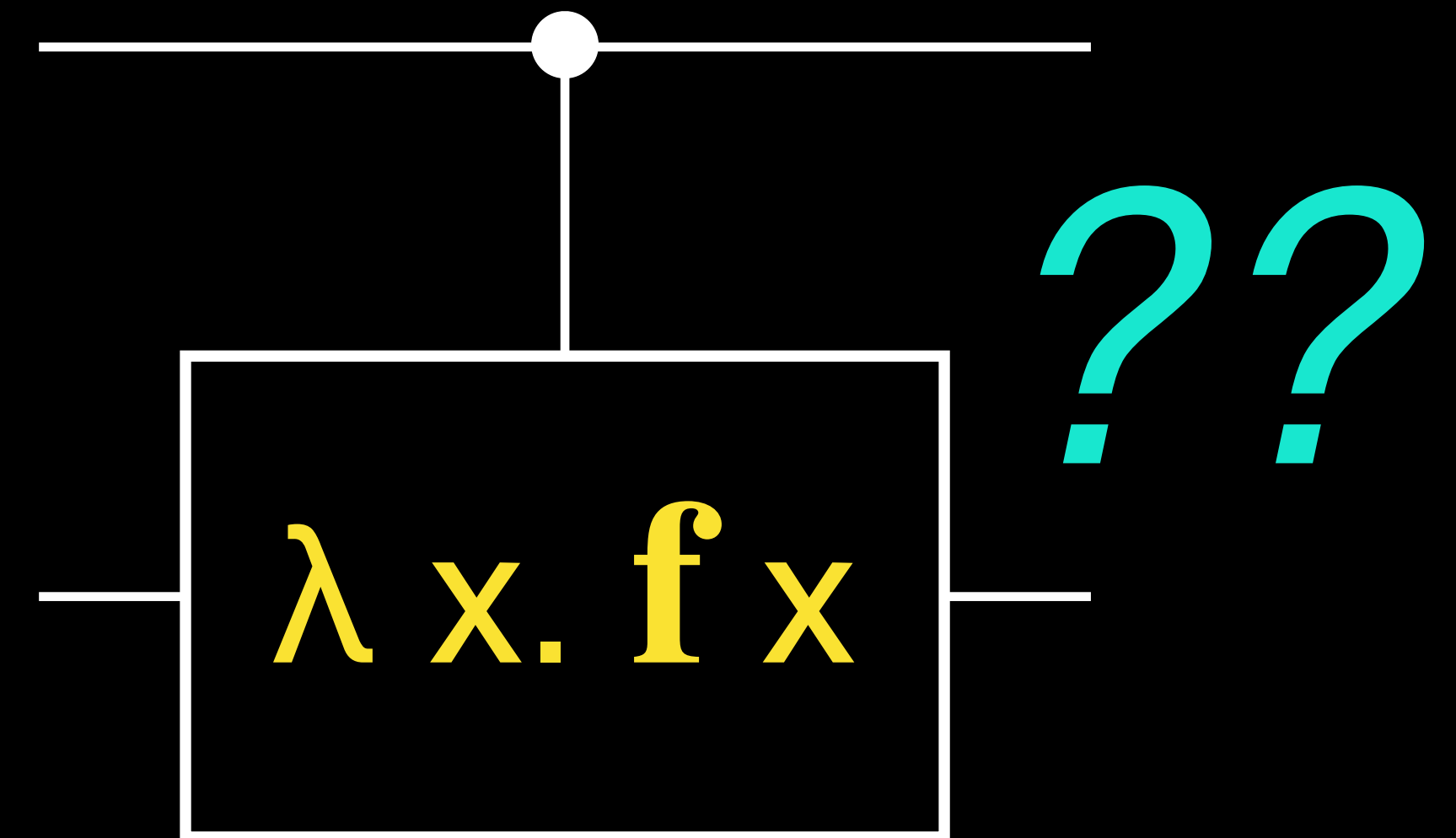


This paper:

Quantum Control

on Quantum **Programs**

$\lambda x. f x$



Quick Overview

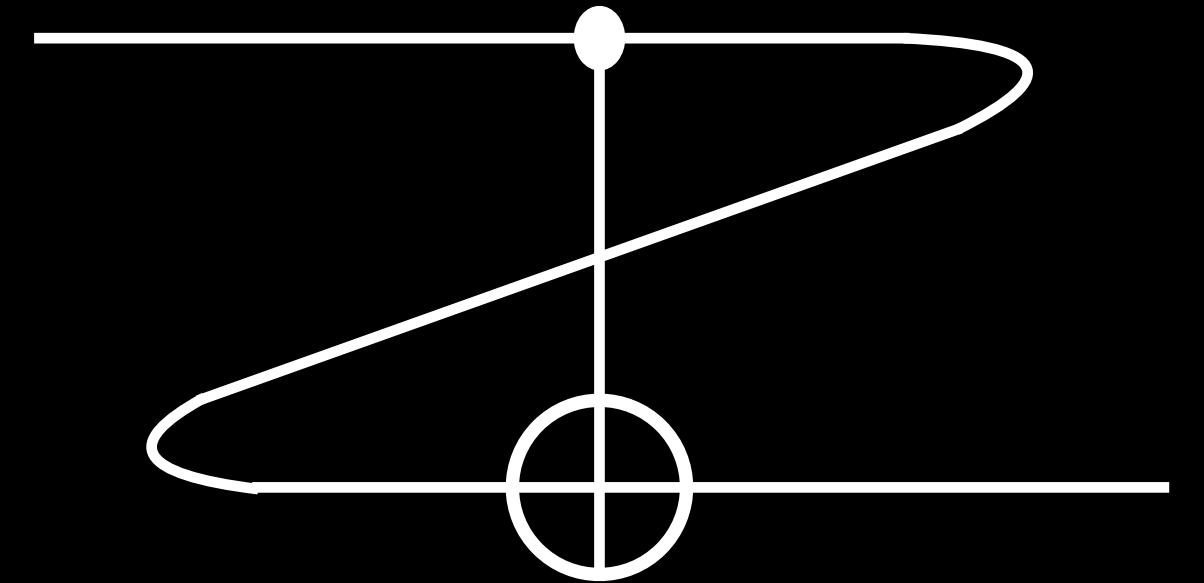
Identify the **Causality Problem**

⇒ Naive type system allows problematic programs

Solution:

New type system that respects causal relations

Categorical semantics justifies it



type $A \triangleright B$
“A after B”

category ***CausHilb***

The Causality Problem

Naïve Language: Quantum Lambda + “qif”

Quantum lambda calculus

(= Linear lambda + constants
 U : unitary
 $|0\rangle$: qubit init)

+ quantum conditional

qif **M** then **N** else **L**

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$

$$\vdash () : \text{unit}$$

Naïve Language: Quantum Lambda + “qif”

Types:

$$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$$

Terms:

$$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$$
$$\Gamma \vdash M : A$$
$$\Gamma' \vdash N : B$$

$$\Gamma, \Gamma' \vdash (M, N) : A \otimes B$$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$

$$\frac{\Gamma, x : A \vdash M : B}{\Gamma \vdash \lambda x. M : A \multimap B}$$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$
 $\mid |0\rangle \mid U$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$
 $\mid \mid 0 \rangle \mid U$

$\vdash \mid 0 \rangle : \text{qbit}$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$
 $\mid |0\rangle \mid U$

$U : \text{unitary}$

$\vdash U : \text{qbit}^{\otimes n} \multimap \text{qbit}^{\otimes n}$

Naïve Language: Quantum Lambda + “qif”

Types:

$A ::= \text{unit} \mid \text{qbit} \mid A \otimes B \mid A \multimap B$

Terms:

$M ::= () \mid (M, N) \mid \lambda x. M \mid \dots$

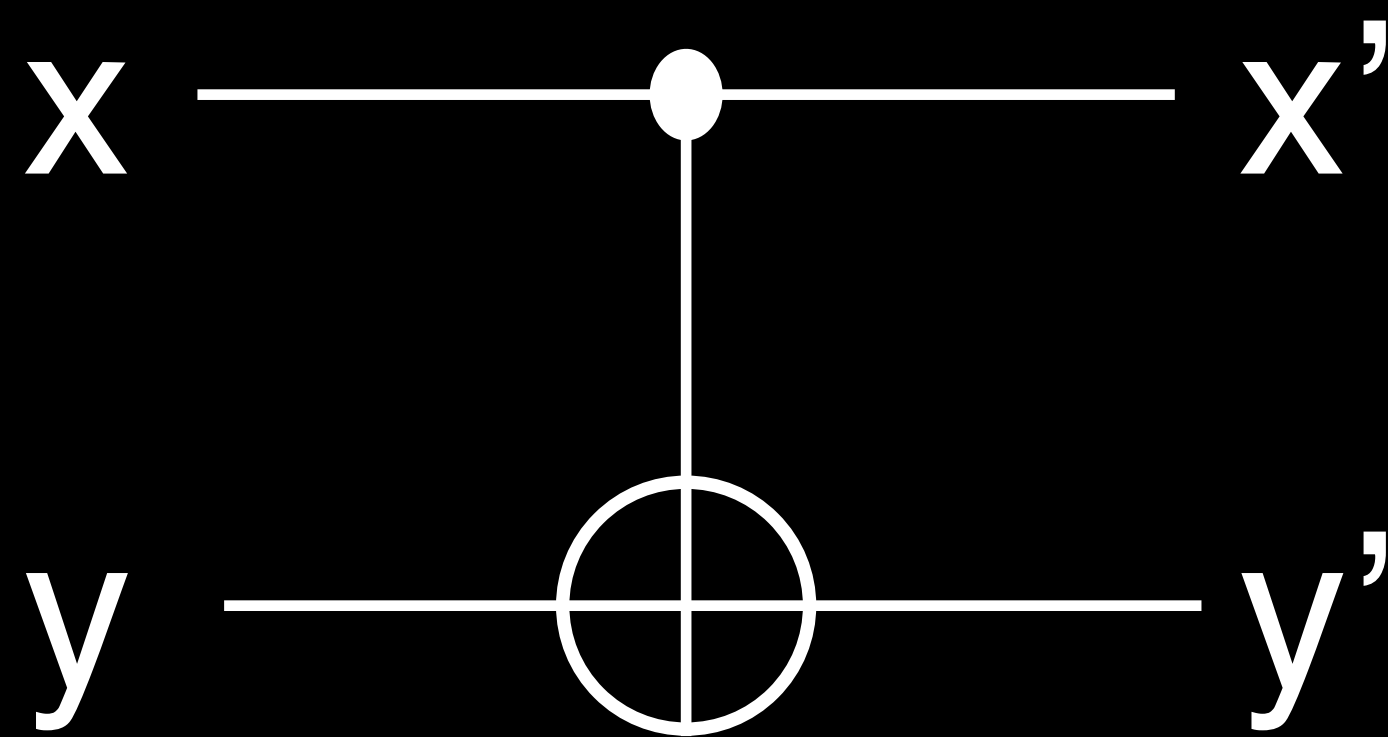
$\mid |0\rangle \mid U \mid \text{qif } M \text{ then } N \text{ else } L$

$\Gamma \vdash M : \text{qbit} \quad \Gamma' \vdash N : A \quad \Gamma' \vdash L : A$

$\Gamma, \Gamma' \vdash \text{qif } M \text{ then } N \text{ else } L : \text{qbit} \otimes A$

Naïve type for qif

 $\Gamma \vdash M : \text{qbit}$ $\Gamma' \vdash N : A$ $\Gamma' \vdash L : A$

 $\Gamma, \Gamma' \vdash \text{qif } M \text{ then } N \text{ else } L : \text{qbit} \otimes A$ 

let $(x', y') : \text{qbit} \otimes \text{qbit} =$
qif x then **NOT**(y) else y

Problematic Program

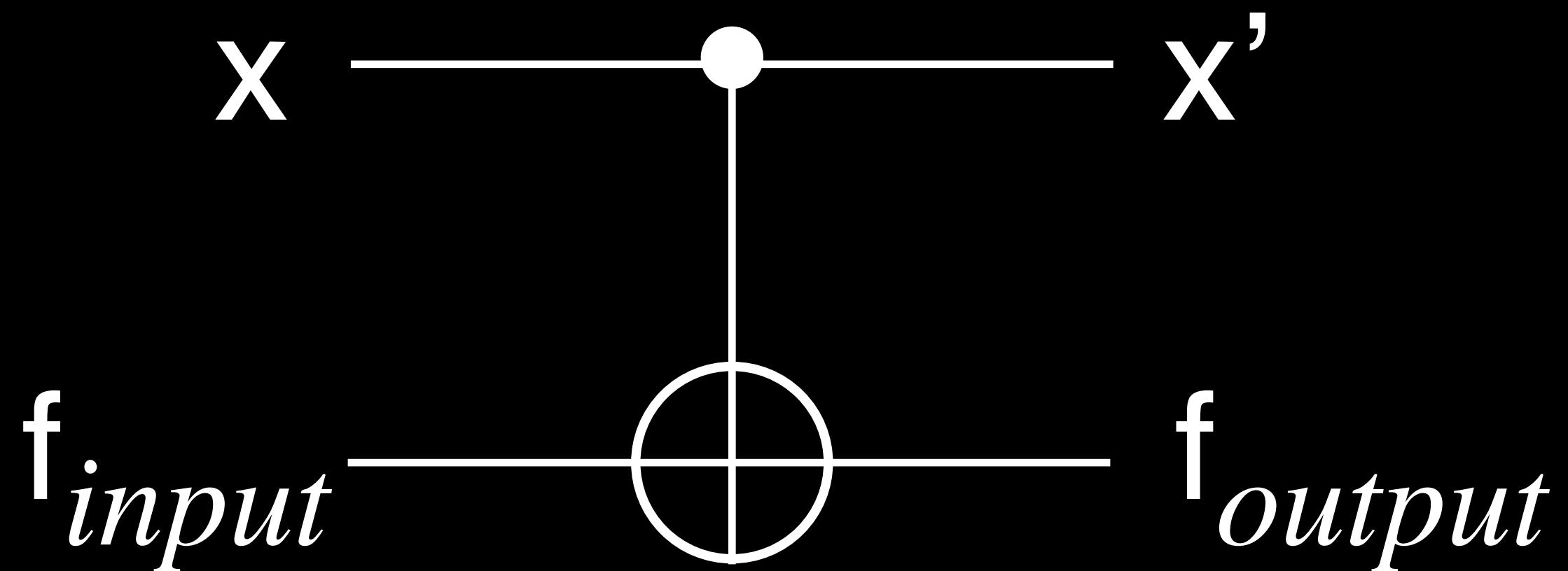
$$\vdash \text{NOT} : \text{qbit} \multimap \text{qbit} \qquad \vdash \lambda y. y : \text{qbit} \multimap \text{qbit}$$

$$x : \text{qbit} \vdash \text{qif } x \text{ then } \text{NOT} \text{ else } \lambda y. y \\ : \text{qbit} \otimes (\text{qbit} \multimap \text{qbit})$$

$$x : \text{qbit} \vdash \text{let } (x', f) = \\ \text{qif } x \text{ then } \text{NOT} \text{ else } \lambda y. y \\ \text{in } f x' : \text{qbit} \\ \quad \quad \quad (f : \text{qbit} \multimap \text{qbit} \quad x' : \text{qbit})$$

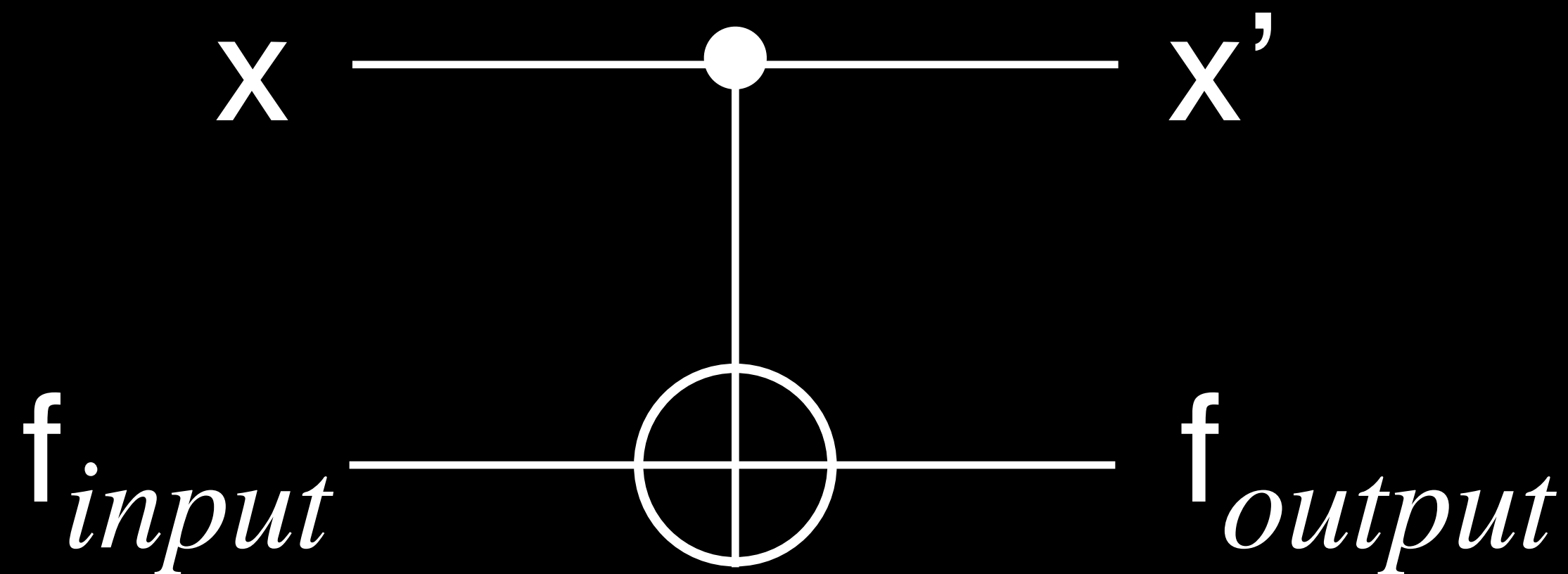
Problematic Program

let (x' , f) = qif x then **NOT** else $\lambda y. y$



Problematic Program

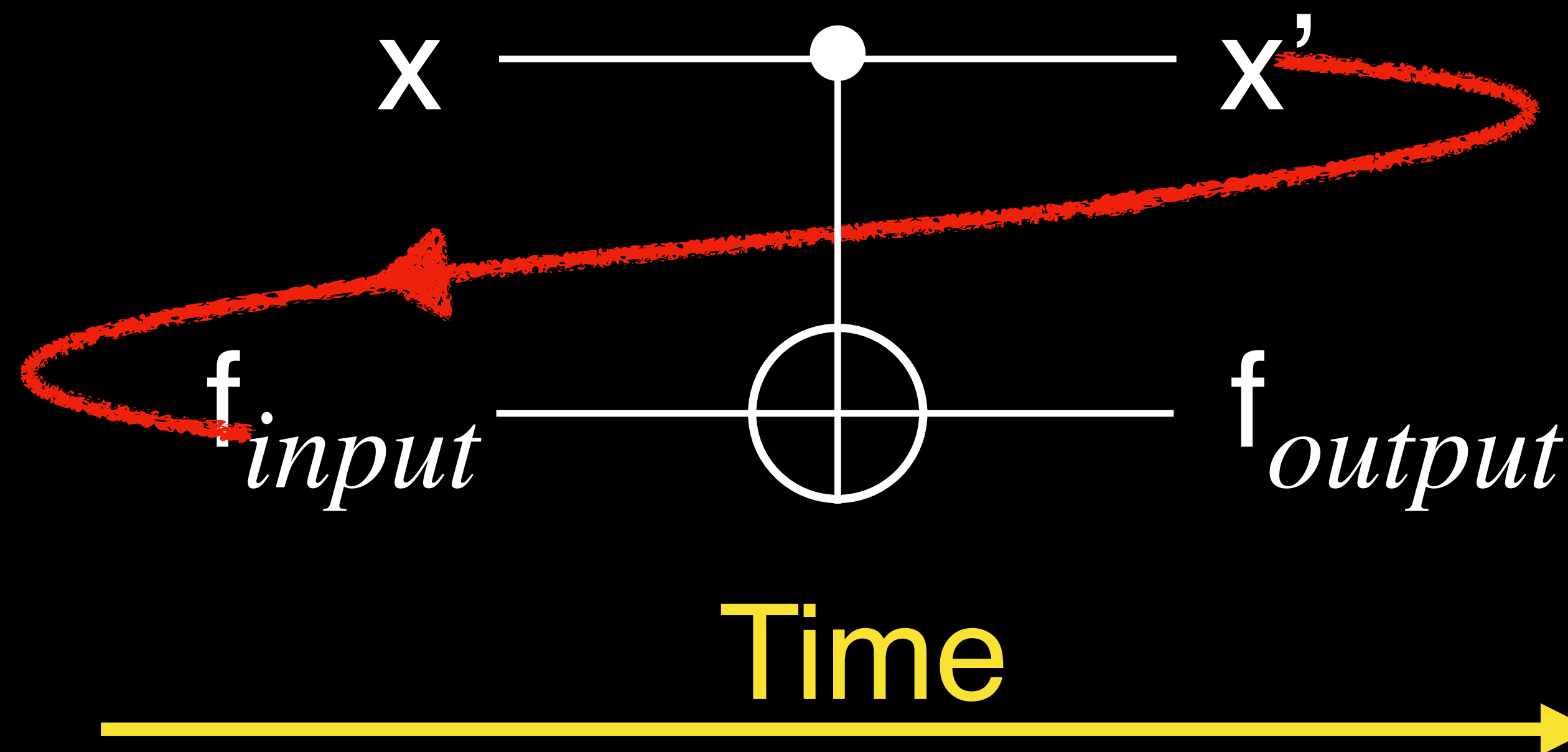
let (x' , f) = qif x then **NOT** else $\lambda y. y$
in $f\ x'$: qbit



Problematic Program

let (x' , f) = qif x then **NOT** else $\lambda y. y$
in f x' : qbit

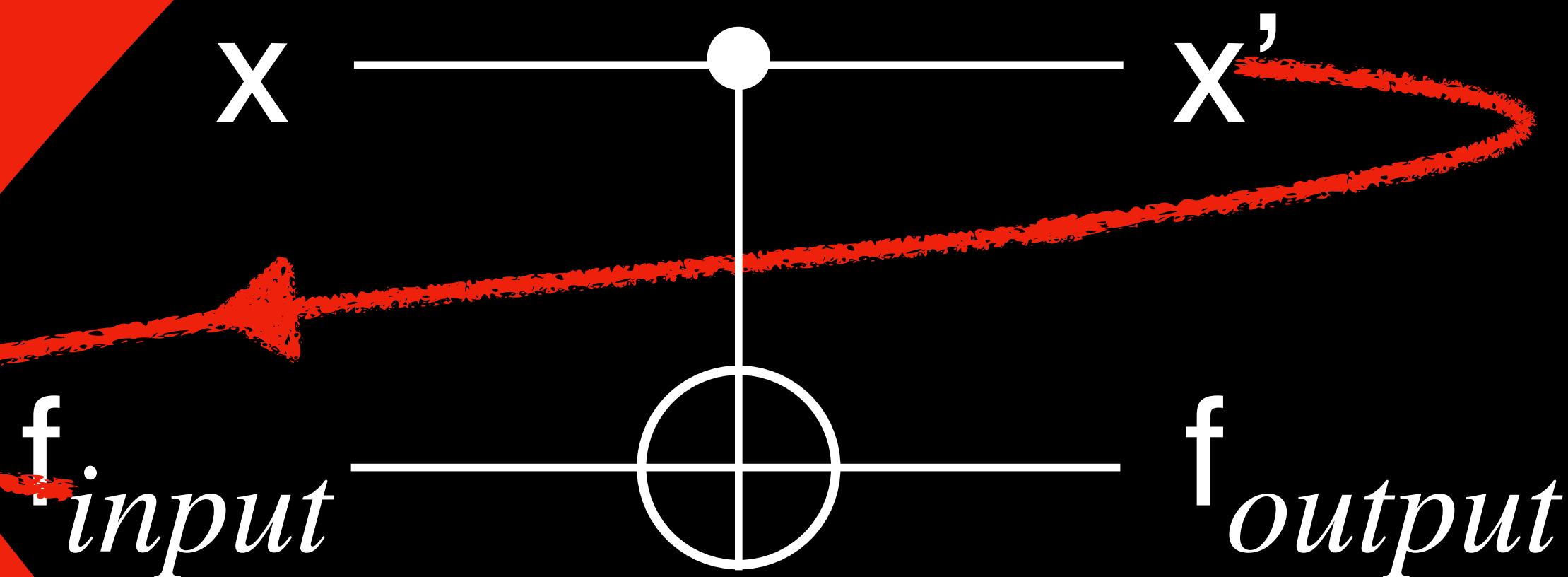
Closed timelike curve



Problematic Program

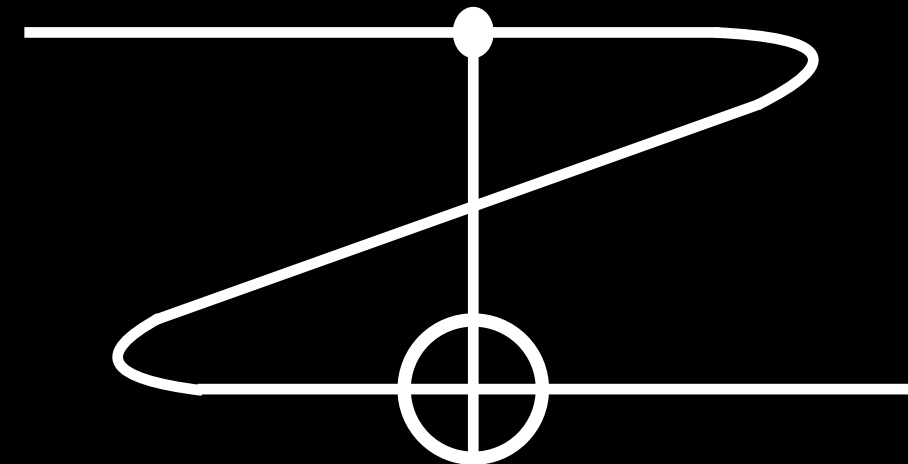
let (x' , f) = qif x then **NOT** else $\lambda y. y$
in f x' : qbit

Closed timelike curve

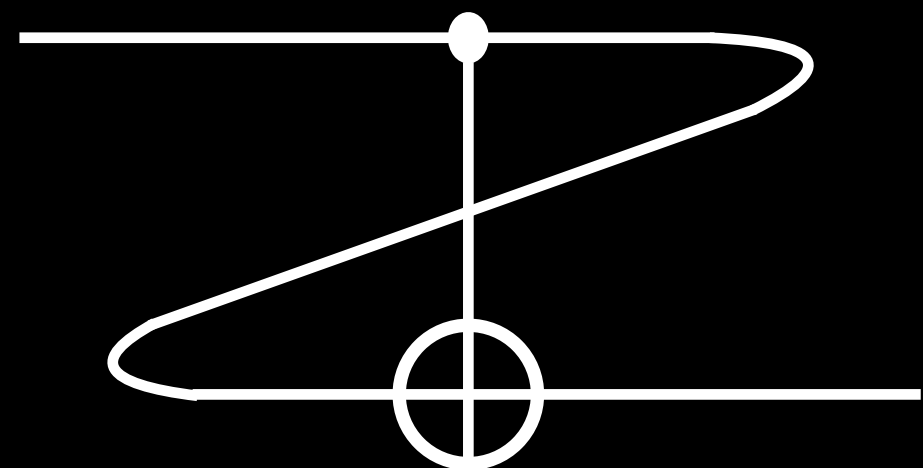


Causality Problem

X Operationally wrong



Denotationally?
(category FHilb)

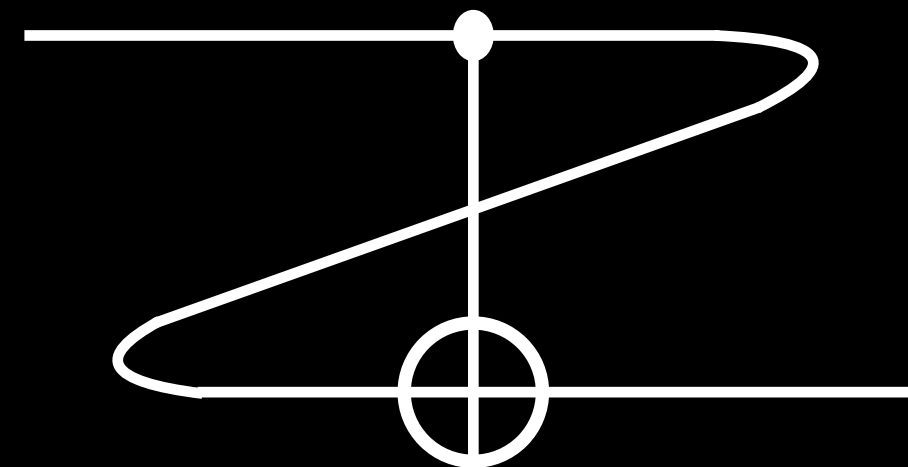


= **[[the problematic program]]**

as string diagram

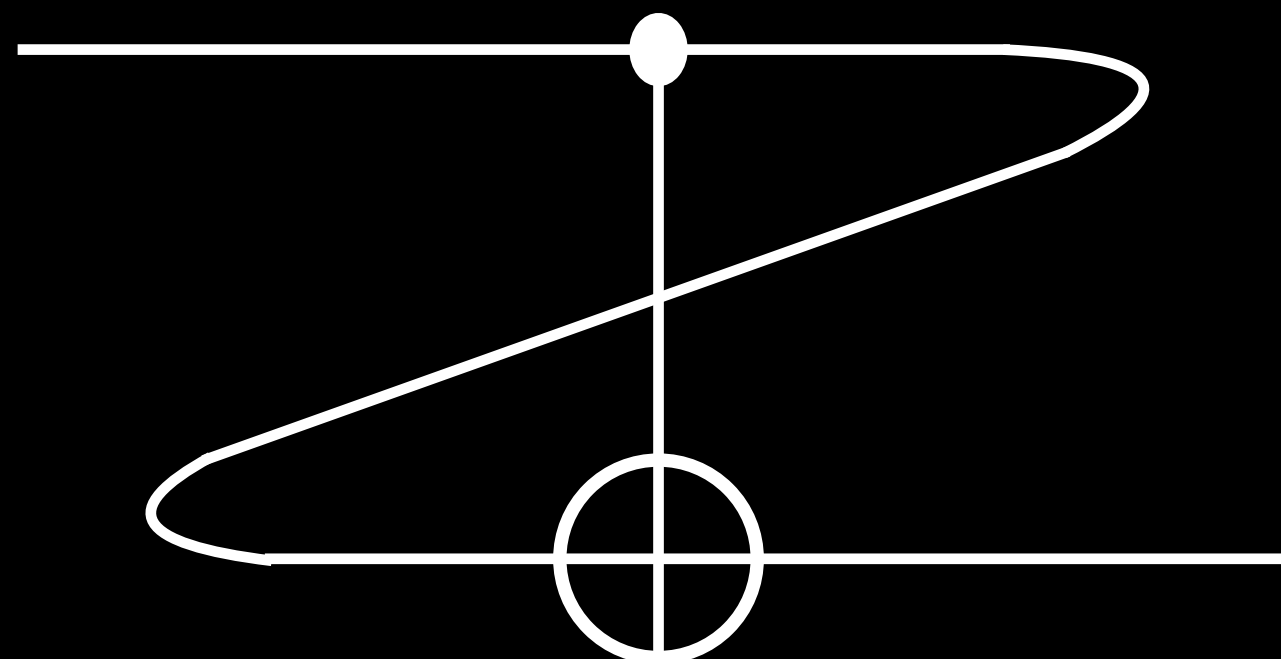
Causality Problem

X Operationally wrong



Denotationally:

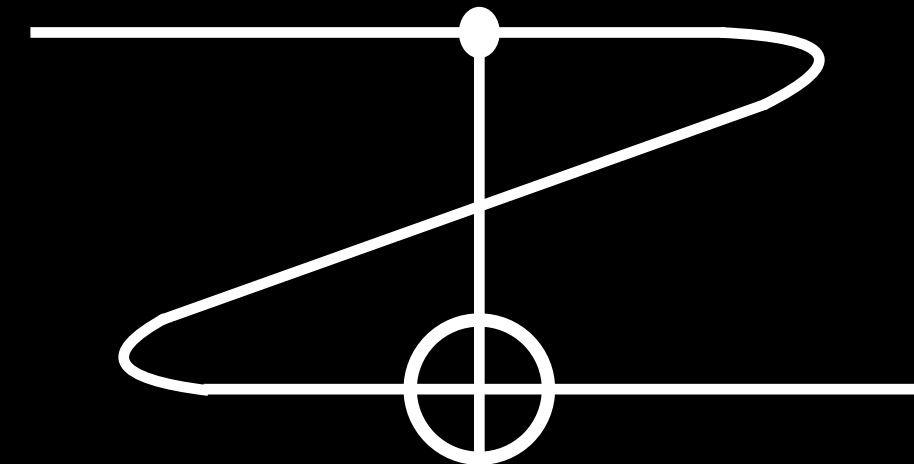
Input: $|0\rangle$



Output: $|0\rangle$

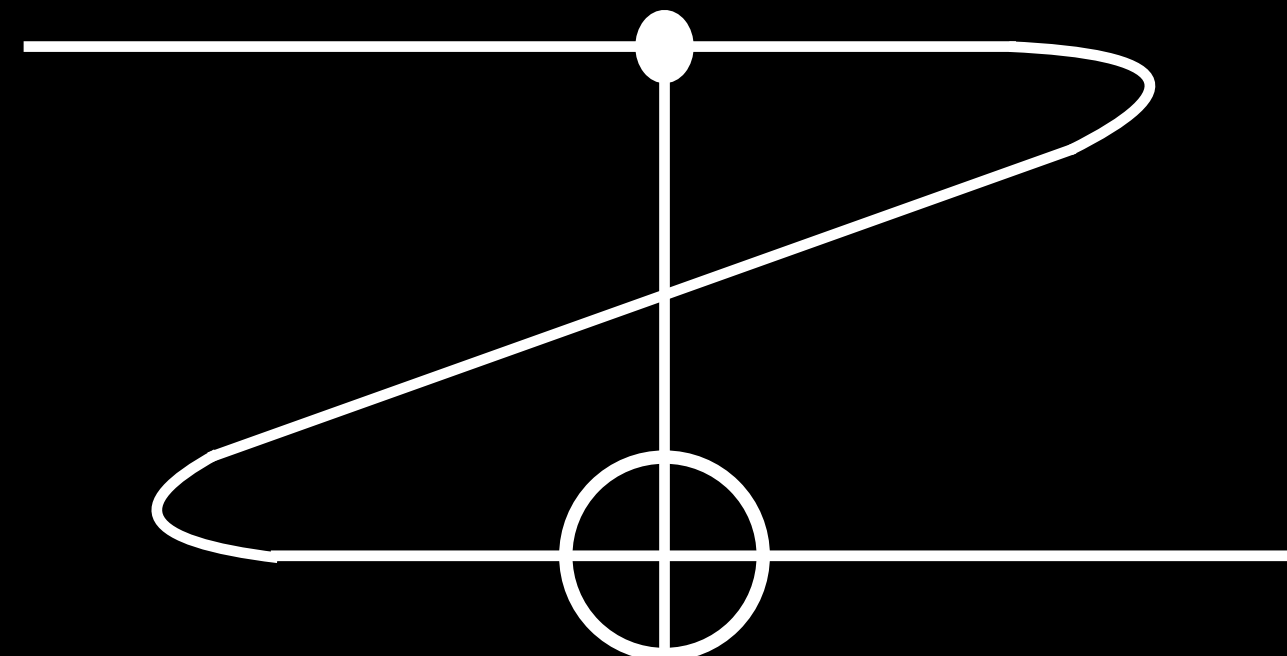
Causality Problem

X Operationally wrong



Denotationally:

Input: $|1\rangle$

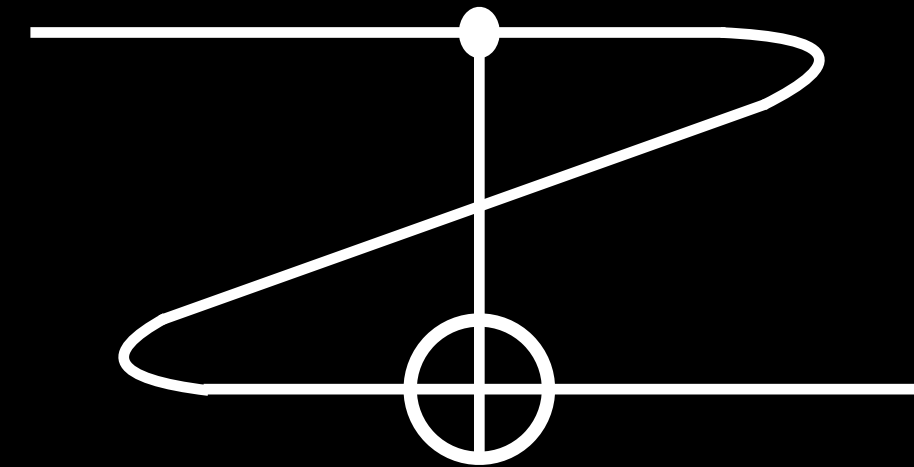


Output: $|0\rangle$

Causality Problem

✗ Operationally wrong

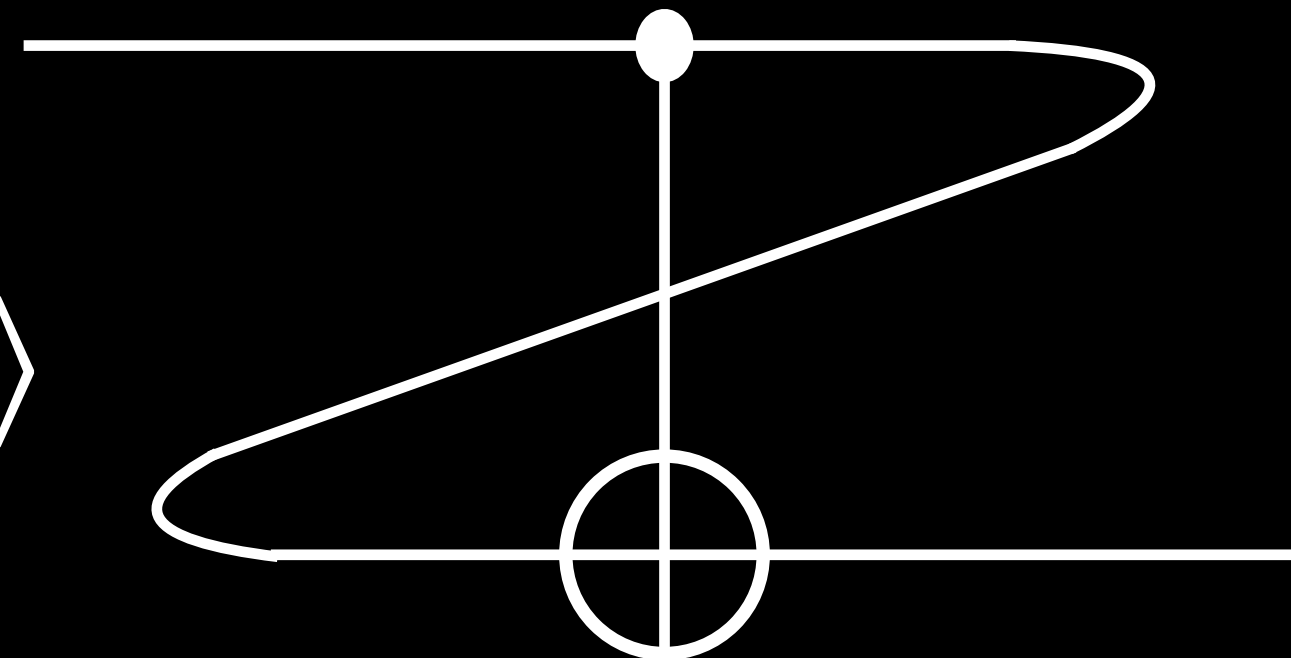
✗ Denotationally **wrong**



Input:

$$|+\rangle$$

$$= \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle$$



Output:

$$\frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |0\rangle$$
$$= \sqrt{2} |0\rangle$$

NOT isometry

Probability 2

Causality Problem

Naïve type system for qif allows
a program with a causal loop

$\Leftrightarrow$ non-isometry

$\Leftrightarrow$ probability > 1

Let's fix the type system!!

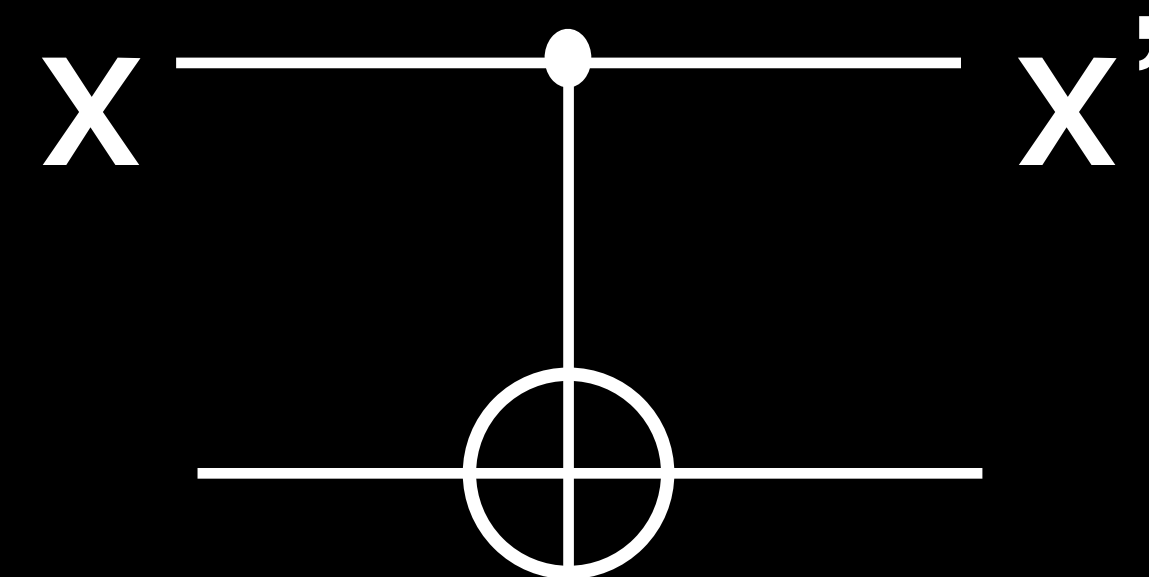
New Type System

Idea: Closure and timing

let (x' , f) = qif x then **NOT** else $\lambda y. y$



Create **function closure**
that captures x



x' can be used only **AFTER** f is resolved

Solution: Causality relations as Types

New Type

$A, B: \text{Type} \Rightarrow A \triangleright B : \text{Type}$
 $= (A \text{ after } B)$

BV-logic (extension of MLL)

Typing rule

$$\frac{\Gamma \vdash M: \text{qbit} \quad \Gamma' \vdash N: A \quad \Gamma' \vdash L: A}{\Gamma, \Gamma' \vdash \text{qif } M \text{ then } N \text{ else } L : \text{qbit} \triangleright A}$$

Solution: Causality relations as Types

Meaning of Types

$A \otimes B$: pair (no causal dependency)

$A \triangleright B$: pair (A may depend on B)

What you can do?

•  $A \otimes B \multimap A \triangleright B$  $A \triangleright B \multimap A \otimes B$

• $\text{app}: A \otimes (A \multimap B) \multimap B$ $\text{app}(x, f) = f\ x$
 $A \triangleright (A \multimap B) \multimap B$

Solution: Causality relations as Types

The problematic program

$$\begin{aligned} x : \text{qbit} \vdash \text{let } (x', f) : \text{qbit} \triangleright (\text{qbit} \multimap \text{qbit}) = \\ \text{qif } x \text{ then } \textit{NOT} \text{ else } \lambda y. y \\ \text{in } \boxed{f \ x'} : \text{qbit} \\ = \text{app}(x', f) \end{aligned}$$

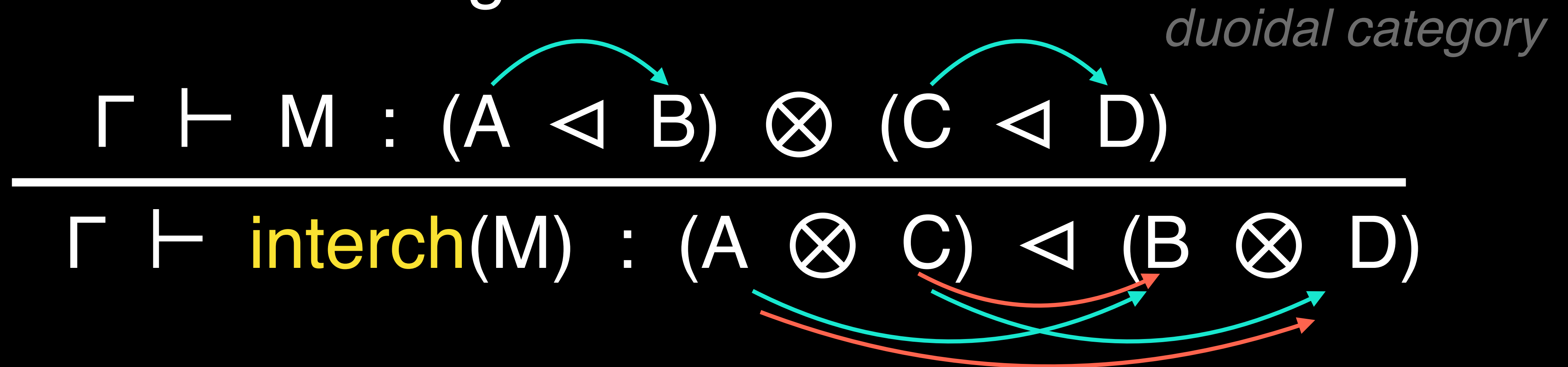
does not type check!

More structures: interchange & first order types

Structure 1. Interchange law

$$\frac{\Gamma \vdash M : (A \triangleleft B) \otimes (C \triangleleft D)}{\Gamma \vdash \text{interch}(M) : (A \otimes C) \triangleleft (B \otimes D)}$$

duoidal category

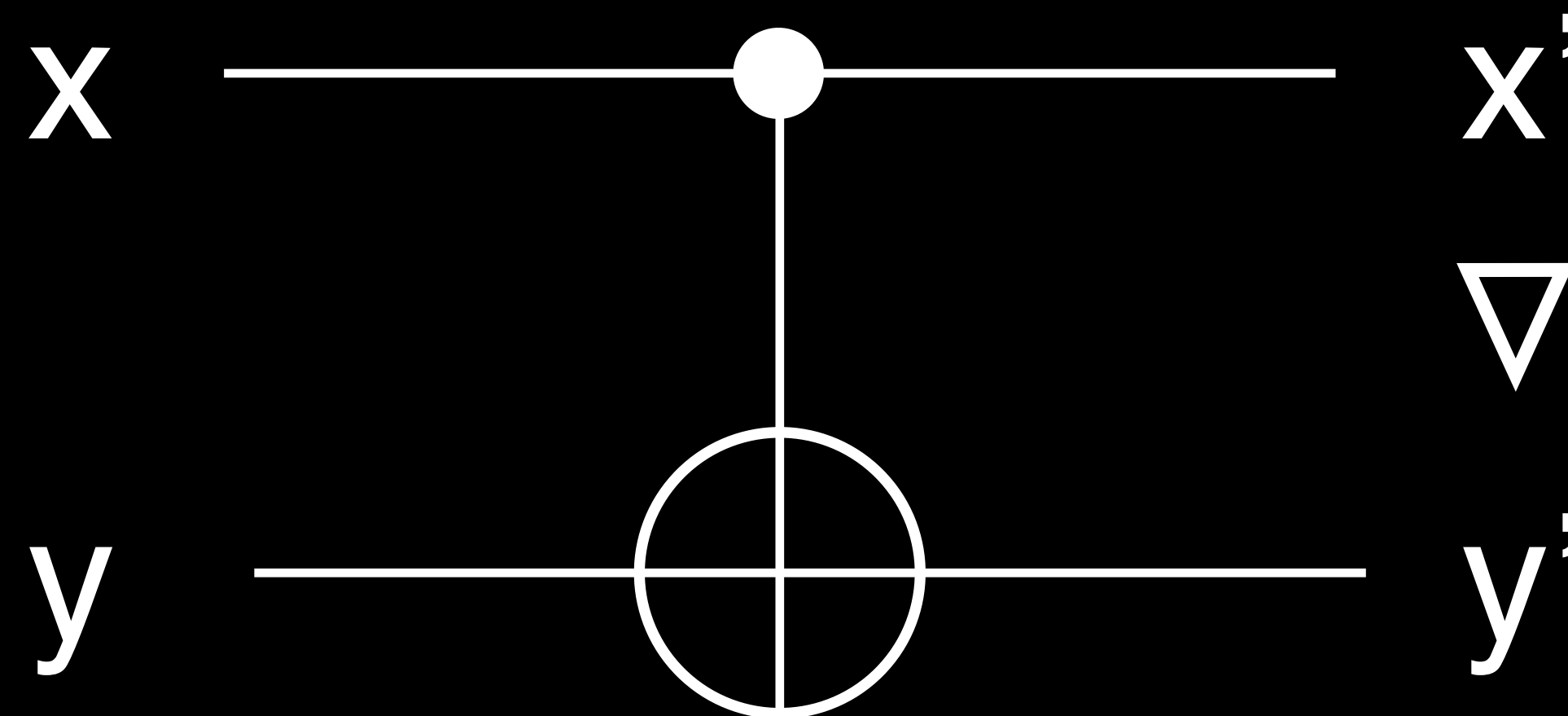


Structure 2. First order types (= w/o $\multimap$)

$$\frac{\Gamma \vdash M : A \triangleleft B \quad A: \text{FO}}{\Gamma \vdash \text{await}(M) : A \otimes B}$$

Example: **await**

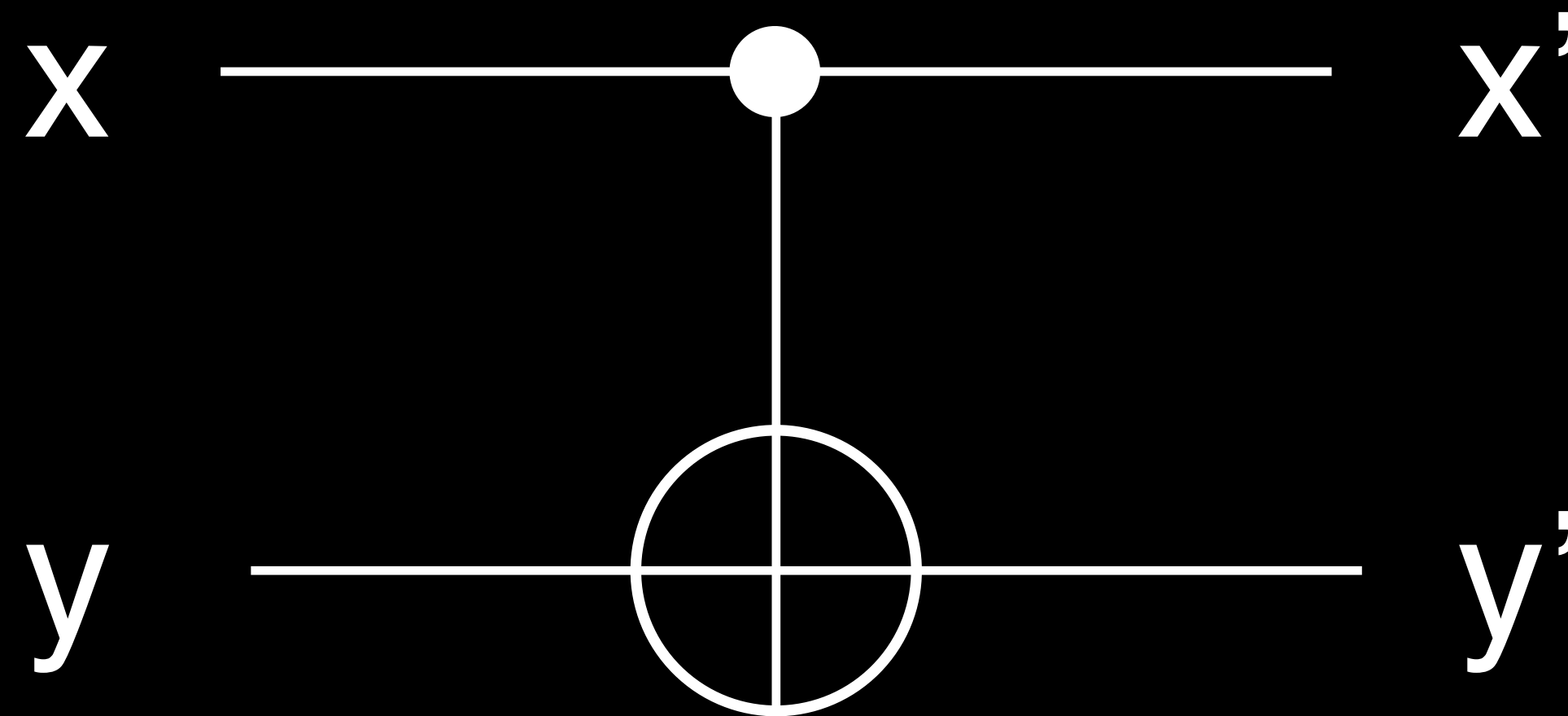
let $(x', y') : \text{qbit} \triangleright \text{qbit}$
= qif x then ***NOT*** y else y



Example: **await**

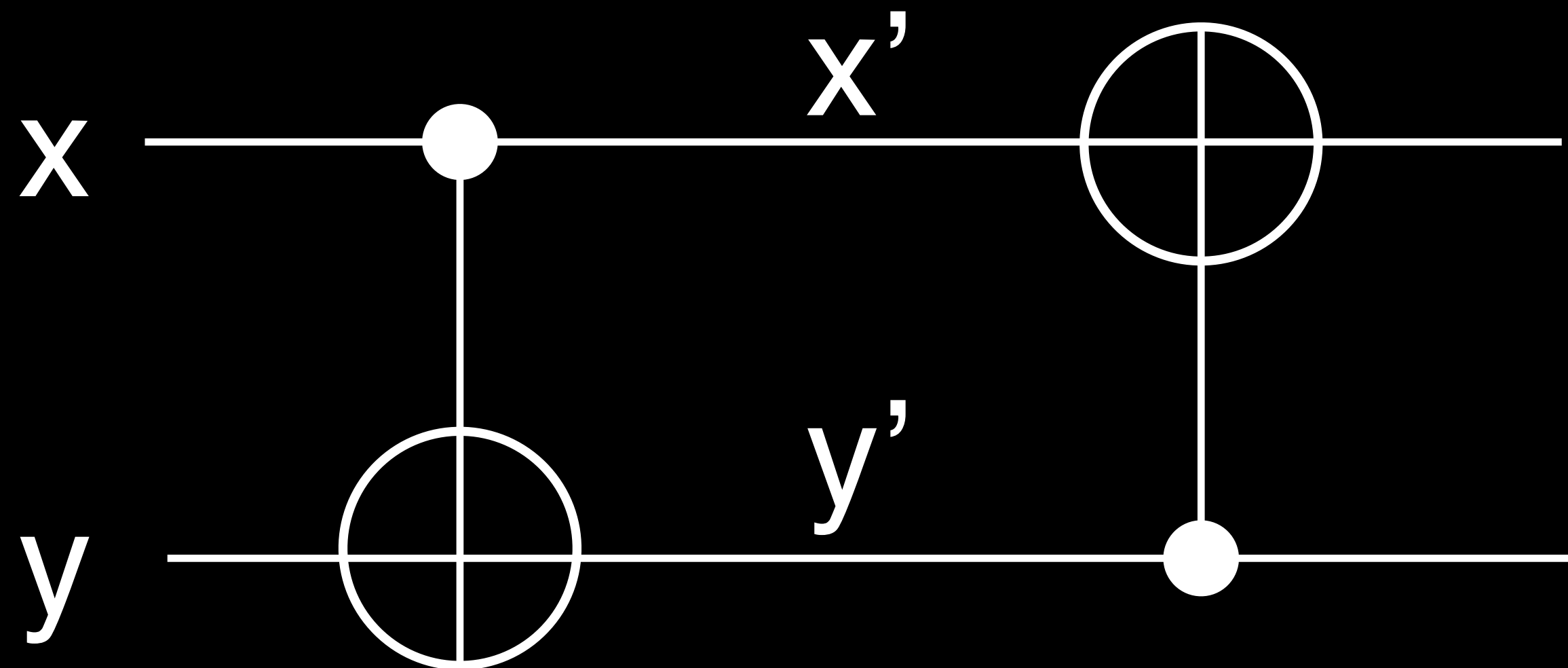
let $(x', y') : \text{qbit} \otimes \text{qbit}$

= **await**(qif x then *NOT* y else y)



Example: **await**

let $(x', y') : \text{qbit} \otimes \text{qbit}$
= **await**(qif x then **NOT** y else y)
in **await**(qif y' then **NOT** x' else x')



(If everything is first-order, we don't need $\triangleleft$)

Categorical Semantics

BV-logic and BV-categories

BV-categories interpret BV-logic

- BV-cat $\mathcal{C}$: 3 monoidal structures $\otimes, \triangleleft, \wp$
- $\ast$ -autonomous $(\otimes, \wp)$
 - duoidal $(\otimes, \triangleleft) \iff \text{interchange}$
 - duoidal $(\triangleleft, \wp)$

BV-categories: compact closed

Prop.

A **compact closed category** is a BV-category,
where $\otimes = \triangleleft = \wp$.

Example.

FHilb : Hilbert spaces + linear maps

CPM : Hilbert spaces + completely positive maps

BV-categories: Caus[-] construction

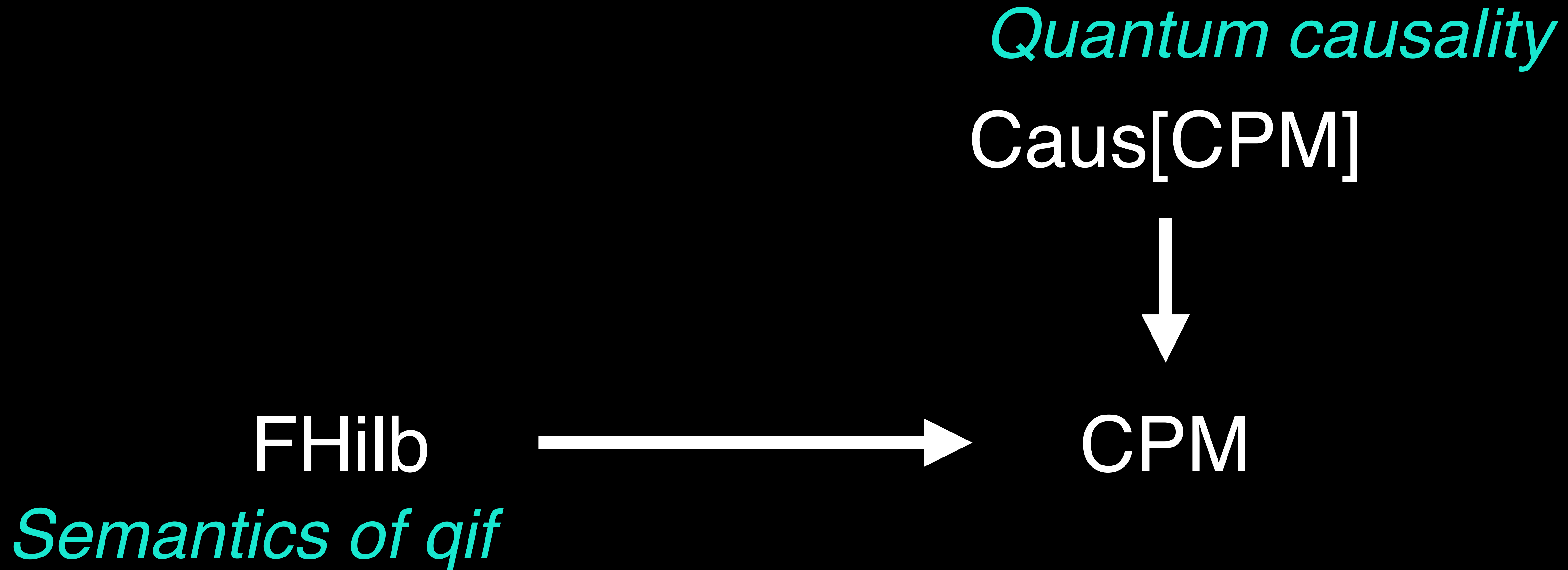
Theorem. [Simmons & Kissinger, 2022]

For each *additive precausal category* $\mathcal{C}$,
i.e., Compact closed + product
+ *discarding processes* $\overline{\overline{\tau}}_A \in \mathcal{C}(A, I)$
one can construct a BV-category **Caus** $[\mathcal{C}]$.

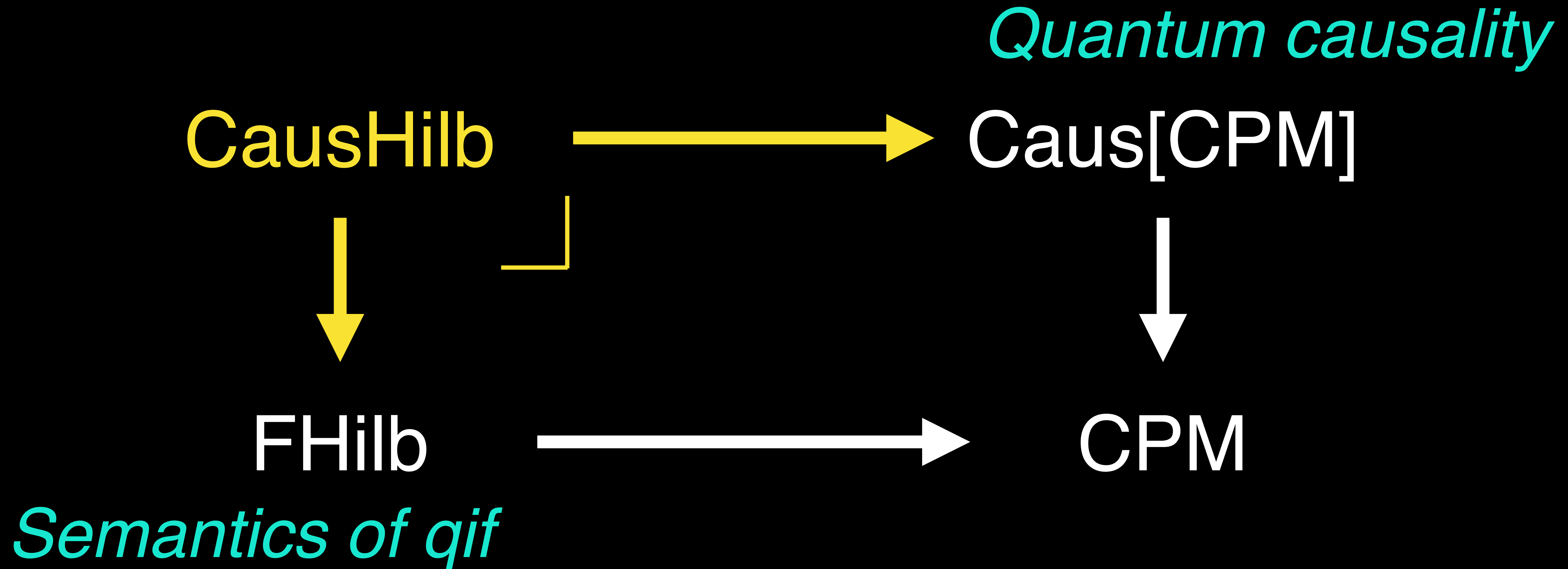
Example.

Caus[CPM]

Model of our language



Model of our language: **Pullback!!**



Main theorem

Theorem.

In our language,

$$\llbracket x : \text{qbit}^{\otimes n} \vdash M : \text{qbit}^{\otimes m} \rrbracket$$

is an **isometry**.

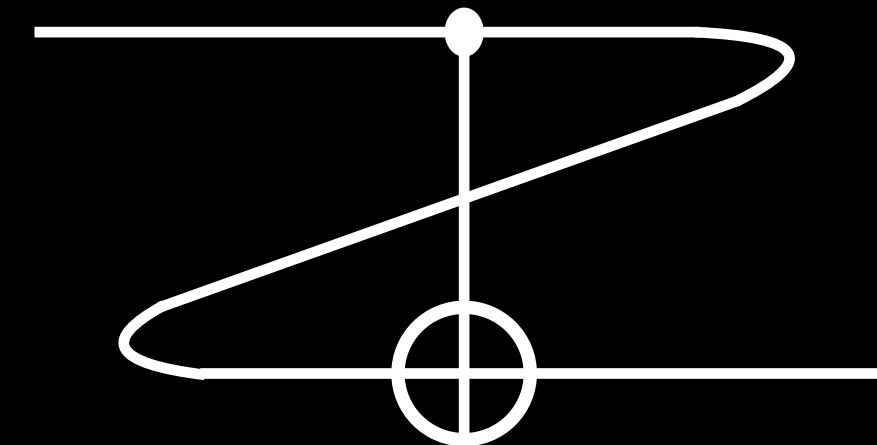
Proof.

$\text{CausHilb}(\llbracket \text{qbit}^{\otimes n} \rrbracket, \llbracket \text{qbit}^{\otimes m} \rrbracket)$ **consists only of isometries.**

Summary

We identified the **Causality Problem**

⇒ Causal loop



↑ slides
& paper

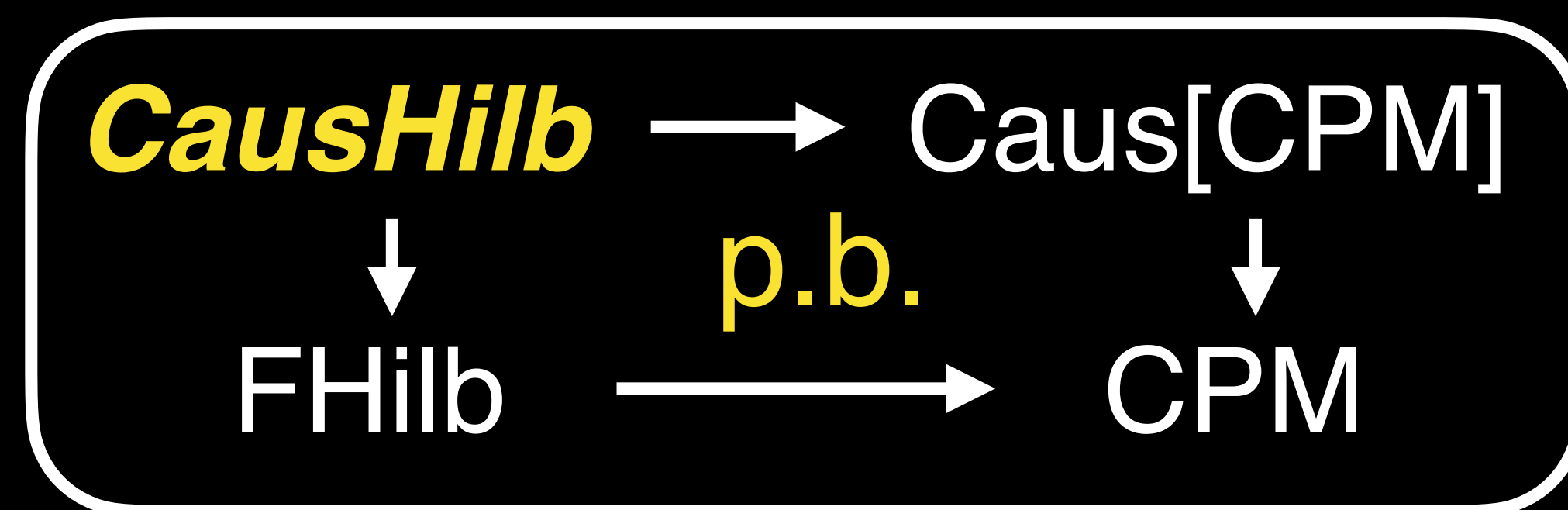
Solution:

New type system from BV-logic

$A \triangleright B$

Categorical model

Main theorem:



$\text{qbit}^{\otimes n} \multimap \text{qbit}^{\otimes m} \Rightarrow \text{isometry}$

⇒ No causal loop