Chapter 3 Quantum Geometric Transformations

ABSTRACT

Geometric transformations are basic operations in image processing. This chapter describes geometric transformations of images and videos. These geometric transformations include two-point swapping, symmetric flip, local flip, orthogonal rotation, and translation.

INTRODUCTION

Many applications in both 2D and 3D biomedical imaging require efficient techniques for geometric transformations of images (Arce-Santana & Alba, 2009; Dooley, Stewart, Durrani, Setarehdan, & Soraghan, 2004). Quantum geometric transformations provides a feasible method to implement efficient geometric transformation. Geometric transformations, such as two-point swapping, flip, orthogonal rotation, and restricted geometric transformation, are applied to images based on FRQI (Iliyasu, Le, Dong, & Hirota, 2012; Le, Iliyasu, Dong, & Hirota, 2010, 2011). Next, quantum geometric transformations of images and videos based on NASS were proposed (Fan, Zhou, Jing, & Li, 2016). This chapter introduces quantum geometric transformations of images and videos based on NASS, which include two-point swapping, symmetric flip, local flip, orthogonal rotation, and translation.

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TWO-POINT SWAPPING

Definition 4.1. A two-point swapping operator G_s^t for images and videos is defined as

$$G_{s}^{t} = \left|s\right\rangle \langle t \left|+\right|t\right\rangle \langle s \left|+\sum_{i=0, i \neq s, t}^{2^{n}-1}\right|i\right\rangle \langle i \left|,$$

$$(4.1)$$

where $|s\rangle$ and $|t\rangle$ encode the coordinates of the two swapped pixels. The binary expansions of the integers *s*, *t*, and *i* are $s=s_1,...,s_n$, $t=t_1,...,t_n$, and $i=i_1,...,i_n$, respectively.

The NASS state $|\psi\rangle$ represents a multi-dimensional image (i.e., a 2D image or a 3D video) with 2^n pixels,

$$\left|\psi\right\rangle = \sum_{j=0}^{2^{n}-1} \theta_{j}\left|j\right\rangle.$$
(4.2)

Applying G_s^t on the NASS state $|\psi\rangle$ implements the two-point swapping of a multi-dimensional image,

$$G_{s}^{t}\left|\psi\right\rangle = \sum_{i=0}^{2^{n}-1} \theta_{i} G_{s}^{t}\left|i\right\rangle = \theta_{s}\left|t\right\rangle + \theta_{t}\left|s\right\rangle + \sum_{i=0, i \neq s, t}^{2^{n}-1} \theta_{i}\left|i\right\rangle.$$

$$(4.3)$$

To design the quantum circuit of the two-point swapping operator G_s^t , we first introduce Gray code (Nielsen & Chuang, 2000). Suppose that *s* and *t* are two distinct binary numbers, then a Gray code that connects *s* and *t* is a sequence of binary numbers, which starts with *s* and ends with *t*, where adjacent members in the list differ by exactly one bit. For example, when *n* bit binary numbers *s*=0...0...0 and *t*=1...1...1 are the binary expansions of the integers 0 and $2^n - 1$, respectively, the Gray code is as follows,

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