



# Quantum circuit distribution over heterogeneous, modular architectures

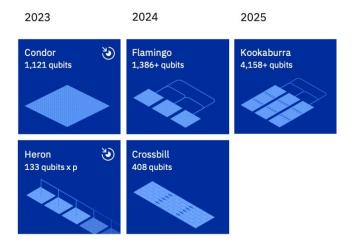
Pablo Andres-Martinez, Tim Forrer, Daniel Mills, Jun-Yi Wu, Luciana Henaut, Kentaro Yamamoto, Mio Murao, Ross Duncan

#### Roadmap to modular architectures

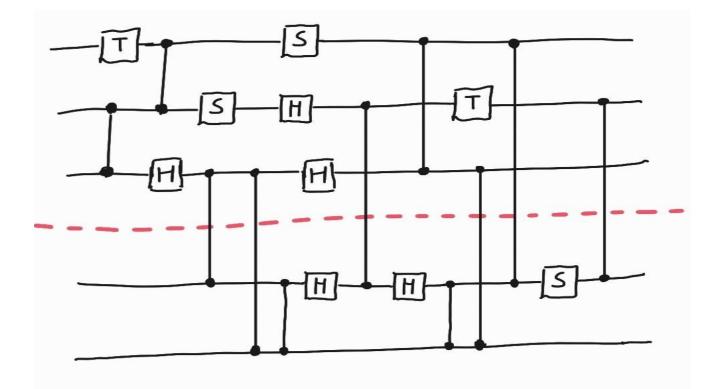


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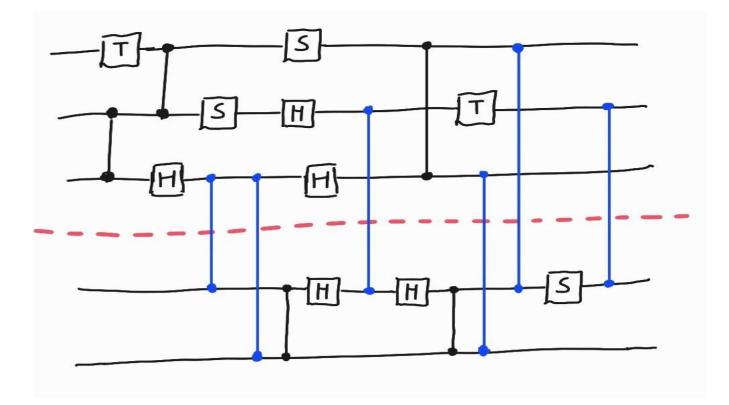




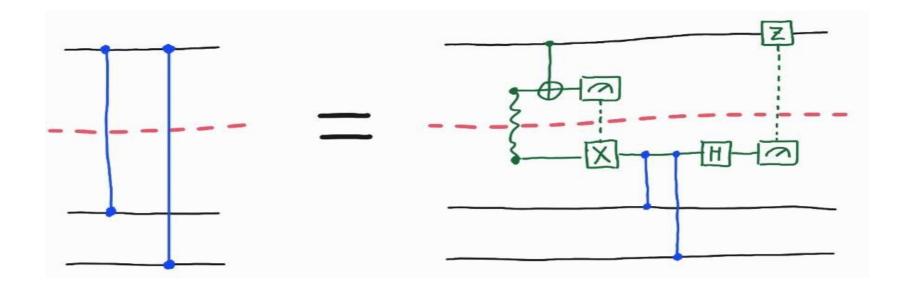
#### What is the problem?



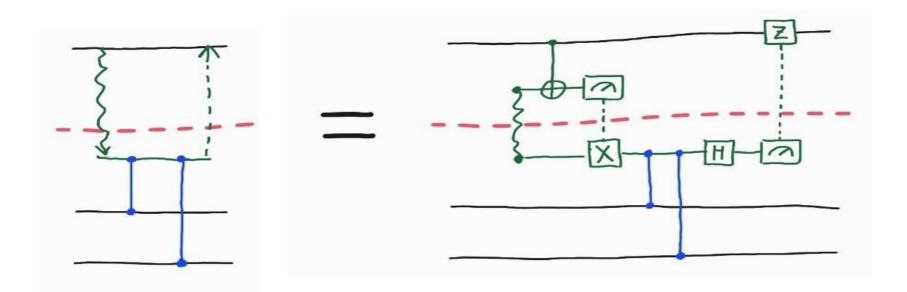
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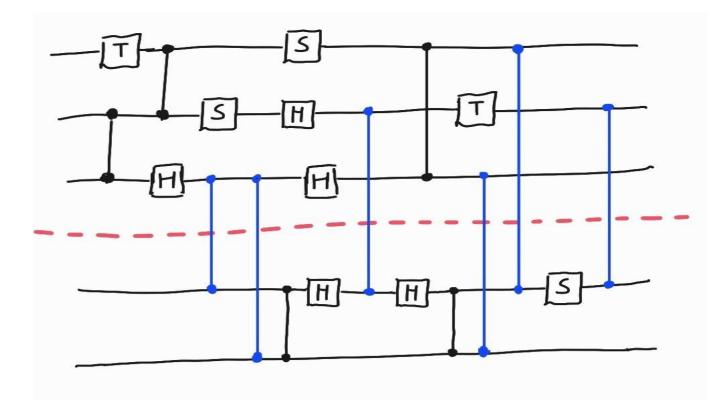
#### Our bread and butter



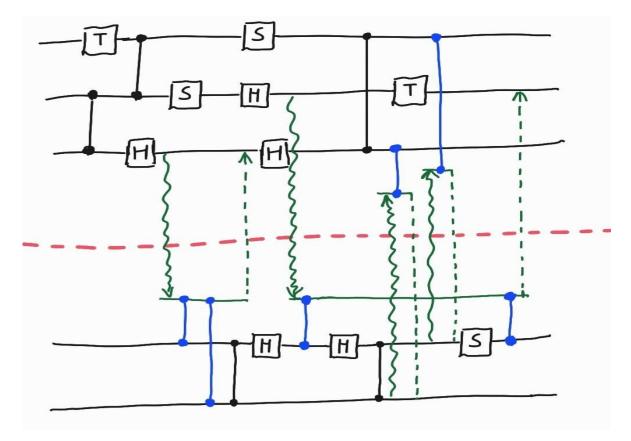
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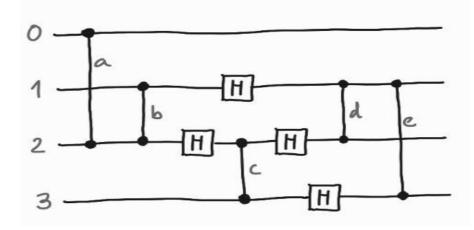
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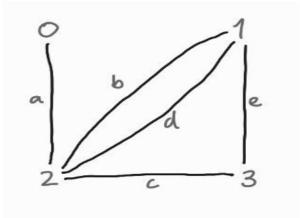


## **Qubit allocation**

## Graph partitioning

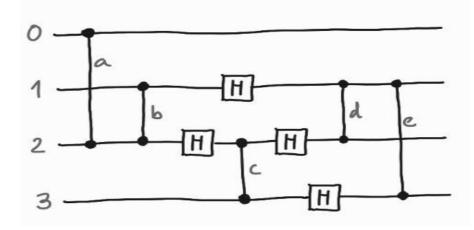
➤ Naively, graph partitioning:

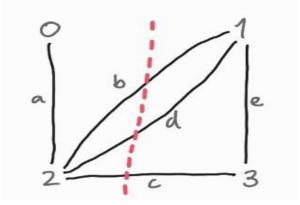




## Graph partitioning

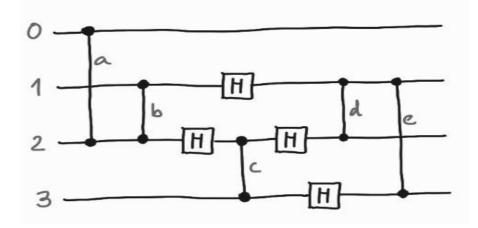
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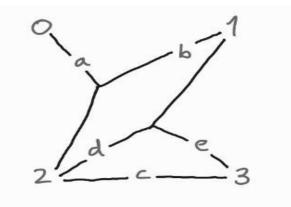




## Hypergraph partitioning

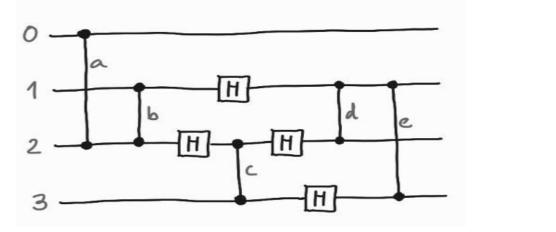
➤ But more accurate if we use hypergraphs (arxiv.org/abs/1811.10972):

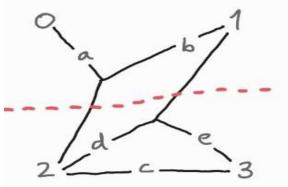




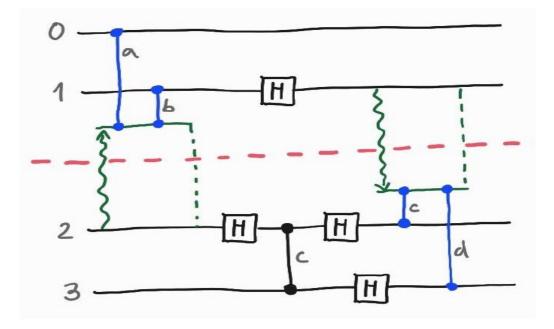
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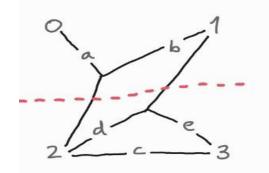
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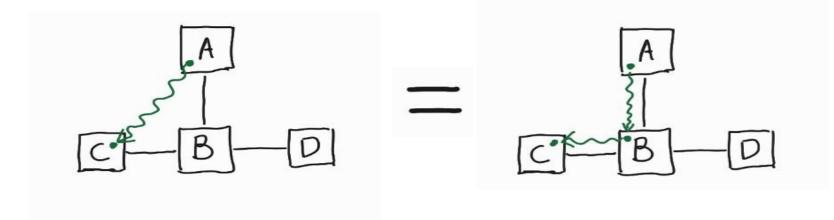
## Hypergraph partitioning





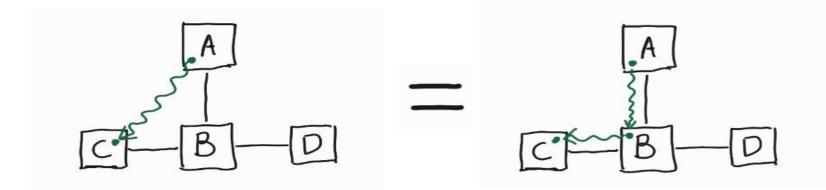
#### **Restricted connectivity**

**New challenge**: restricted connectivity between tiles.



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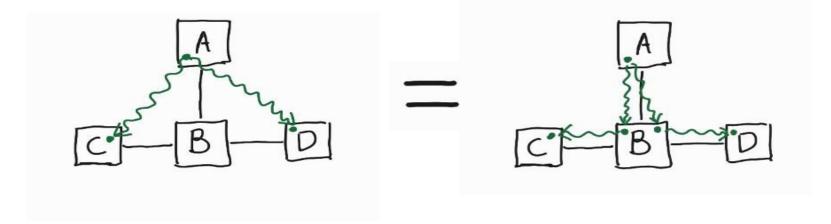
The **cost function** is no longer #cuts. We must consider **distance**.

• Use greedy methods to **refine** the partitioner's solution [1].

[1] H. Meyerhenke, P. Sanders, C. Schulz. Partitioning Complex Networks via Size-constrained Clustering (2014)

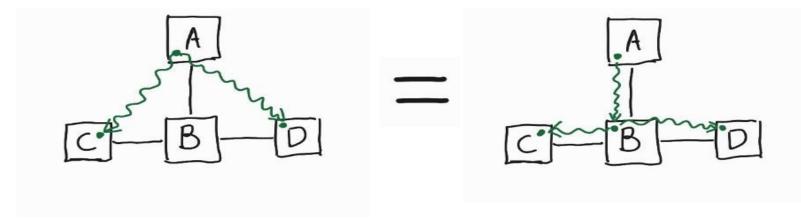
#### **Restricted connectivity – Steiner trees**

> New challenge: restricted connectivity between tiles.



#### **Restricted connectivity – Steiner trees**

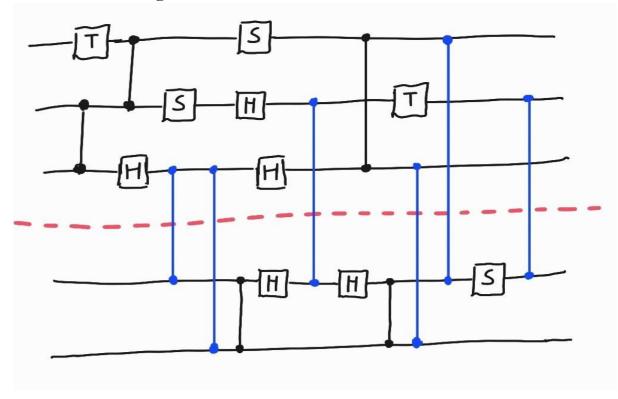
> New challenge: restricted connectivity between tiles.



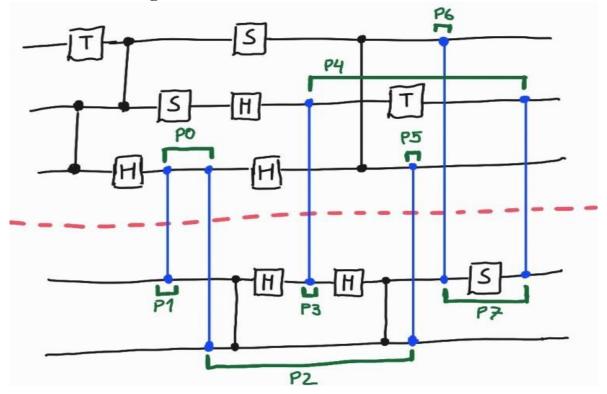
- ➤ Cost is reduced further if we use Steiner trees.
  - These are found per cut hyperedge and used to compute its cost.

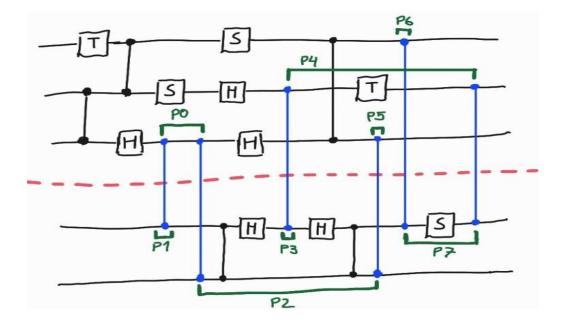
#### Non-local gate implementation

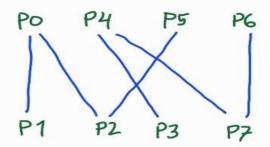
 $\succ$  Qubit allocation is given.

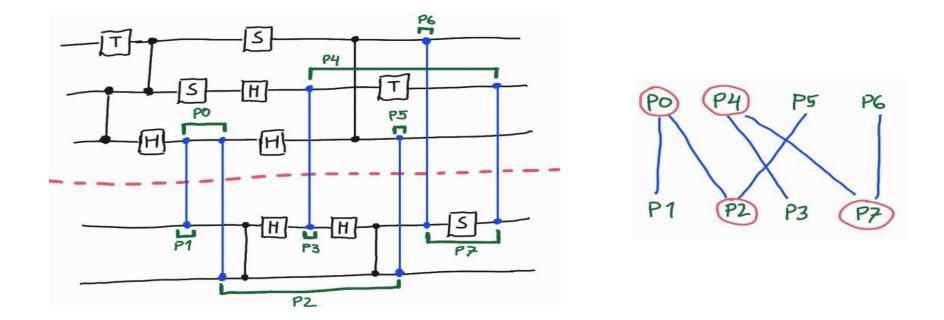


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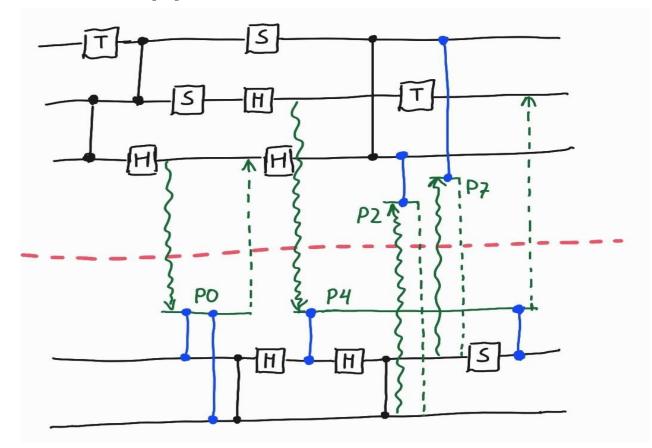




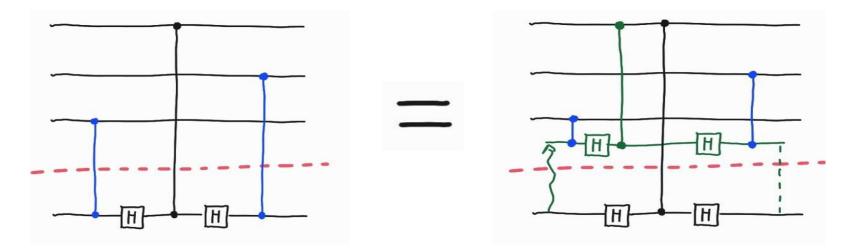




[2] R. G. Sundaram, H. Gupta, C. R. Ramakrishnan. Efficient Distribution of Quantum Circuits (2021)

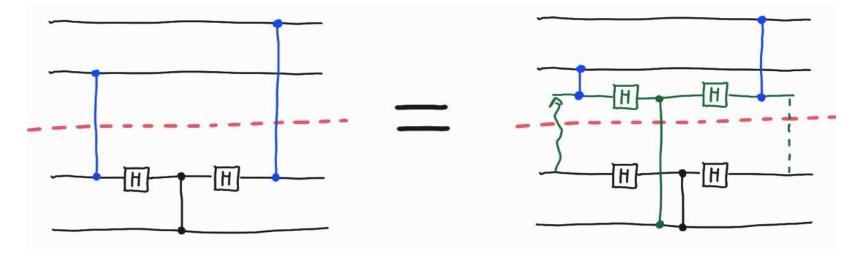


➤ We can do better if we are willing to add more local gates.

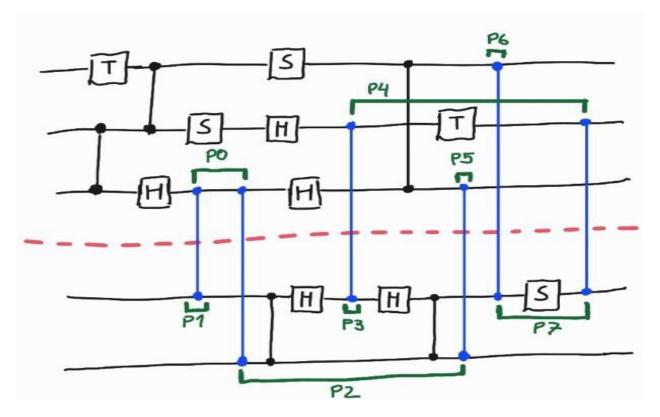


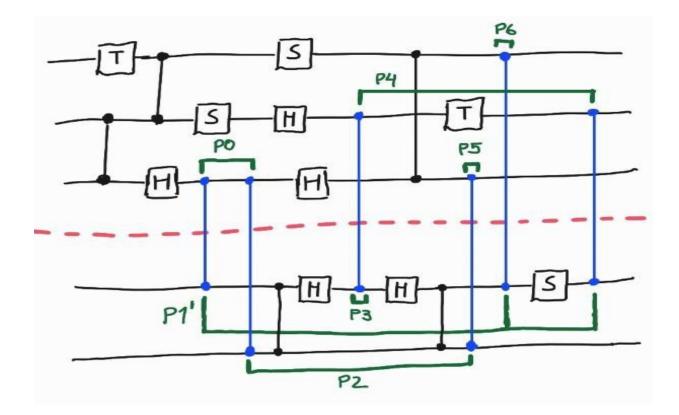
arxiv.org/abs/2212.12688

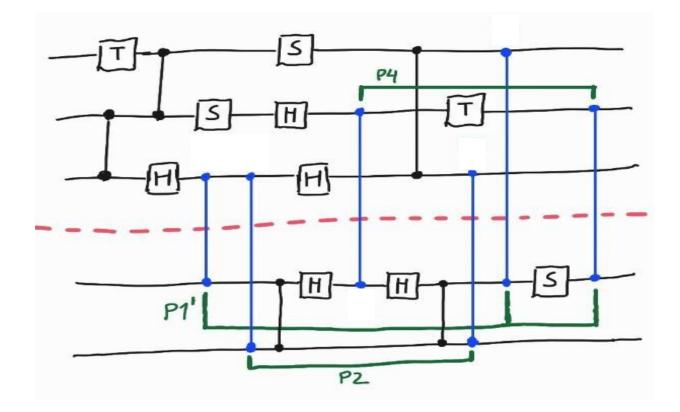
- ➤ We can do better if we are willing to add more local gates.
  - We must be careful not to create additional non-local gates.

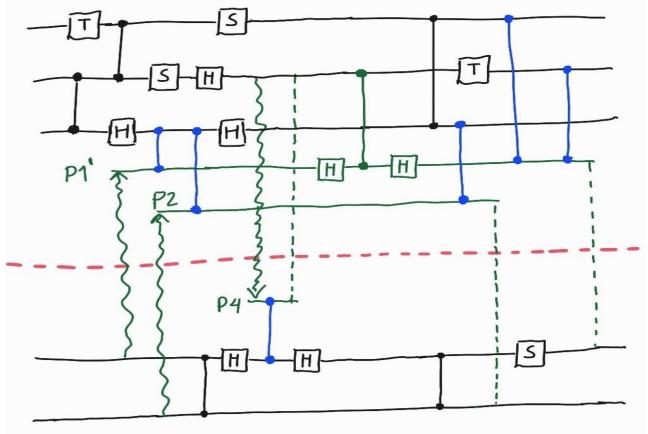


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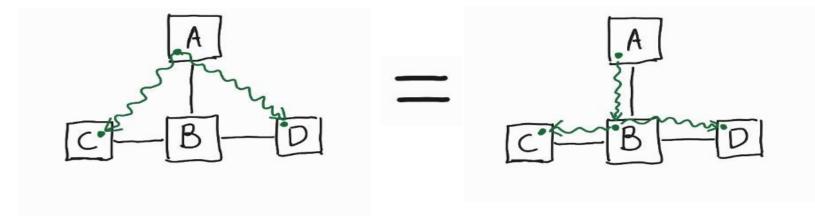






## Embedding vs. Steiner trees

➤ Unfortunately, this method is not compatible with **Steiner trees**.



- ➤ When embedding, only **one entangled copy** of a qubit can exist at a time,
  - otherwise, extra non-local gates are created.

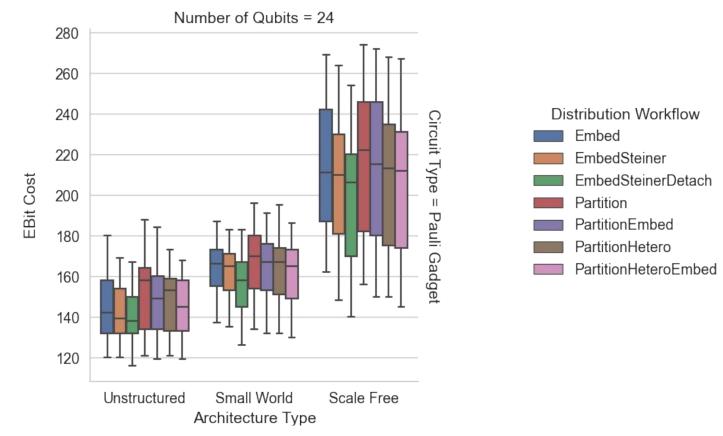
#### Combining both approaches

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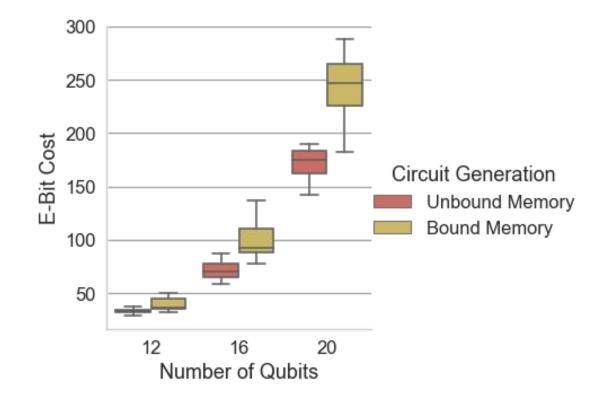
➤ Strategy 1:

- initial solution maximising use of embedding,
- then, find where simultaneous copies are valid and
- use Steiner trees if advantageous.
- ➤ Strategy 2:
  - initial solution maximising use of Steiner trees,
  - then, find candidates of embedding and
  - embed if advantageous (possibly breaking Steiner trees).

#### Results



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## Final thoughts

- ➢ Open sourced implementation at github.com/CQCL/pytket-dqc.
- > Our paper is available at arxiv.org/abs/2305.14148.

#### > Improvements:

- bound memory used for Bell pairs during optimisation,
- dynamic qubit allocation,
- extend gateset: CCZ, phase gadgets...
- > Open problem: **global** optimiser, rather than **sequential refinements**.