## Fast Pattern Matching in Quantum Circuits

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## Quantum Circuit compilation pipeline


$\rightarrow \mathrm{T} \mid \overline{\mathrm{E}} \mathrm{T} \rightarrow$


IBM Q
QUANTINUUM

## Quantum Circuit optimisation ...is about to get a lot harder

1. Ever larger circuits
2. Ever larger instruction set
3. Every bit of optimisation will matter

## a.k.a Quantum Circuit optimisation the easy way


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$-\sqrt{x-x}-=$


## a.k.a Quantum Circuit optimisation the easy way



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## a.k.a Quantum Circuit optimisation the easy way



## Digression <br> String pattern matching

## Tries: storing string patterns



## Tries: storing string patterns



## Tries: storing string patterns



## Tries are finite state machines


input:TRIVIAL

## Tries are finite state machines


input: TRIVIAL

## Tries are finite state machines


input: TRIVIAL

## Tries are finite state machines


input: TRIVIAL

## Tries are deterministic finite state machines


input: TRIVIAL

## Tries also work for circuits!



## Tries also work for circuits!



## Tries also work for circuits!



## Tries also work for (port)graphs!



## Tries also work for (port)graphs!

- No total ordering of the nodes
- No qubits
- No fixed node degrees


## Graph Tries are finite state machines



## Graph Tries are non-deterministic FSM



## Bound the number of non-deterministic states!

Thm. If every pattern circuit has at most $Q$ qubits, then any path from root to leaf in the graph trie will have at most $Q$ nondeterministic states.

- Bound independent of input circuit size
- Graph trie depth bound by $Q \cdot d$


## All code available at

 github.com/lmondada/portmatchingMany Patterns Matching: Comparison


Please reach out!
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