

MQT QMAP: Efficient Quantum Circuit Mapping

Robert Wille & Lukas Burgholzer

Technical University of Munich

Software Competence Center Hagenberg GmbH

Johannes Kepler University Linz

robert.wille@tum.de

<https://www.cda.cit.tum.de/research/quantum/>

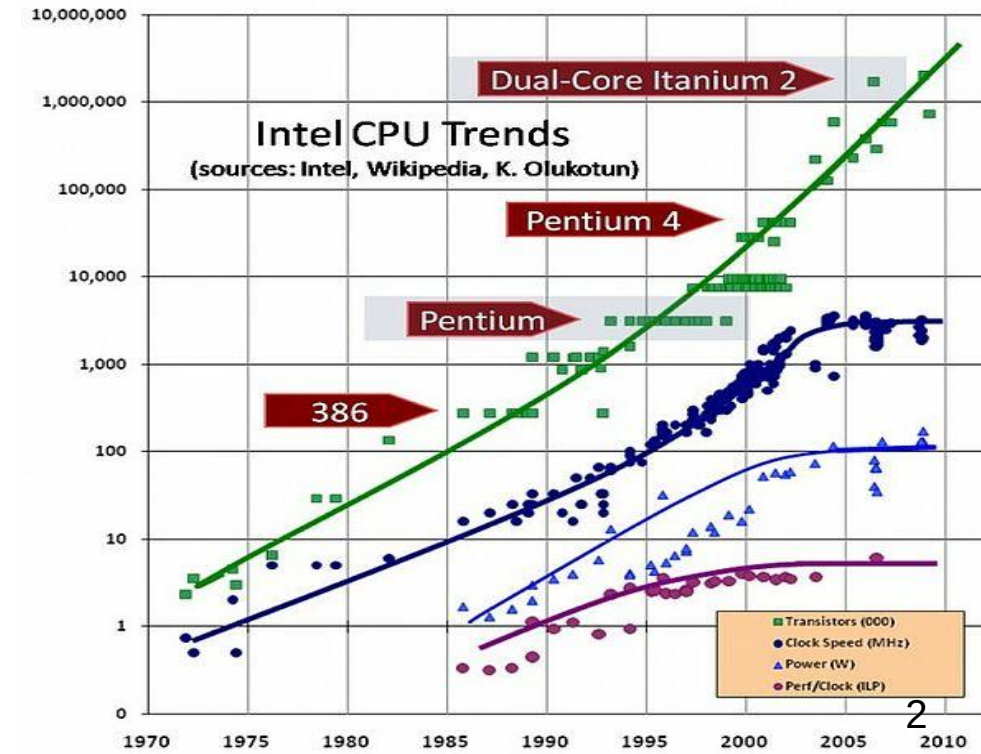
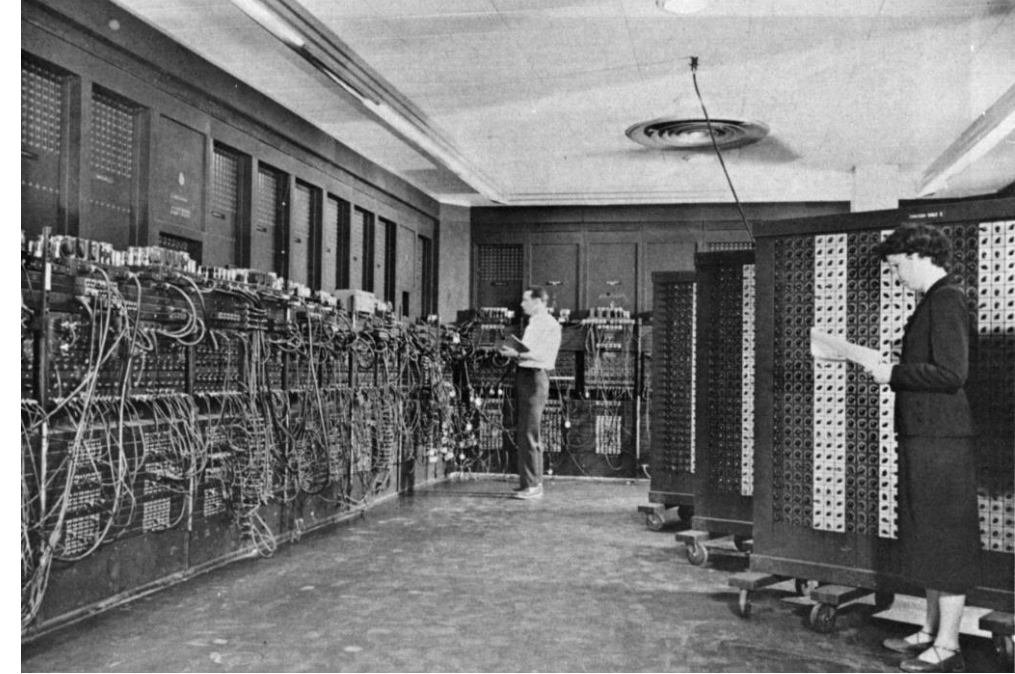
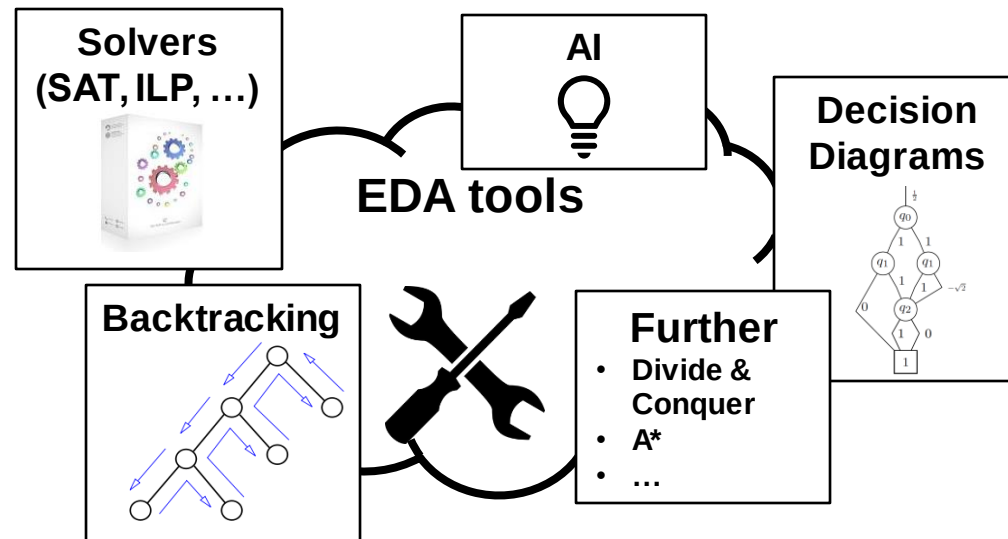
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Design for Conventional Computing

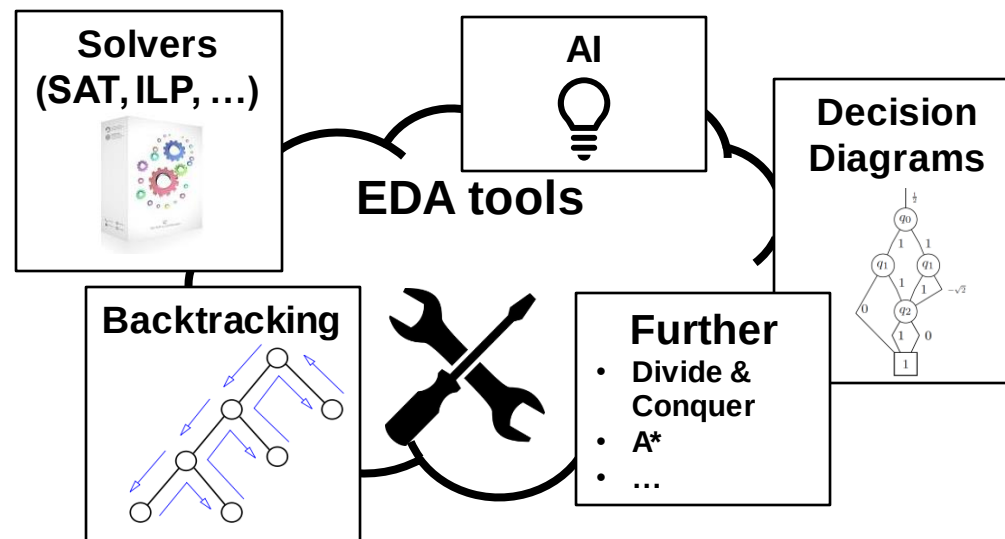
- First, bulky computers
 - Moores law
 - Digital revolution
-
- **Design Automation** tools enabled their success
 - **Handle** problems with **enormous complexity**



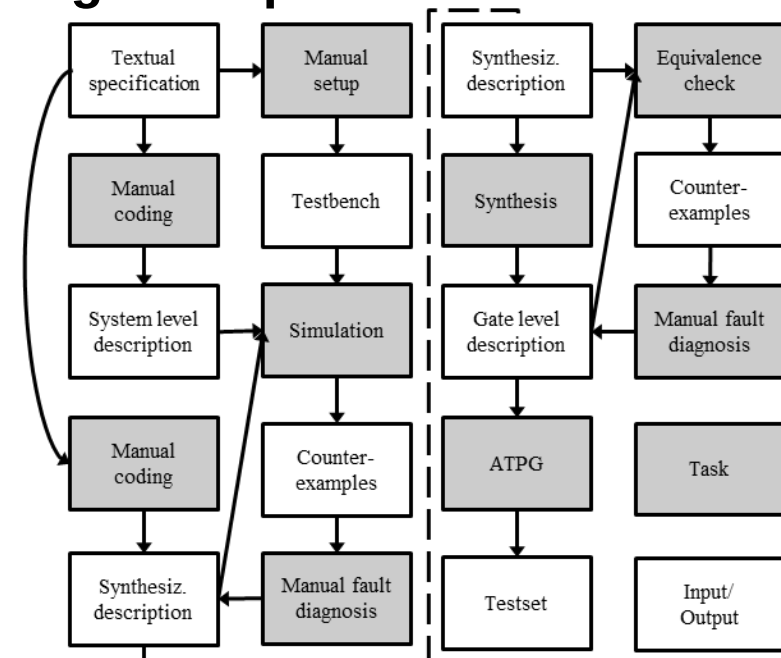
Design for Conventional Computing

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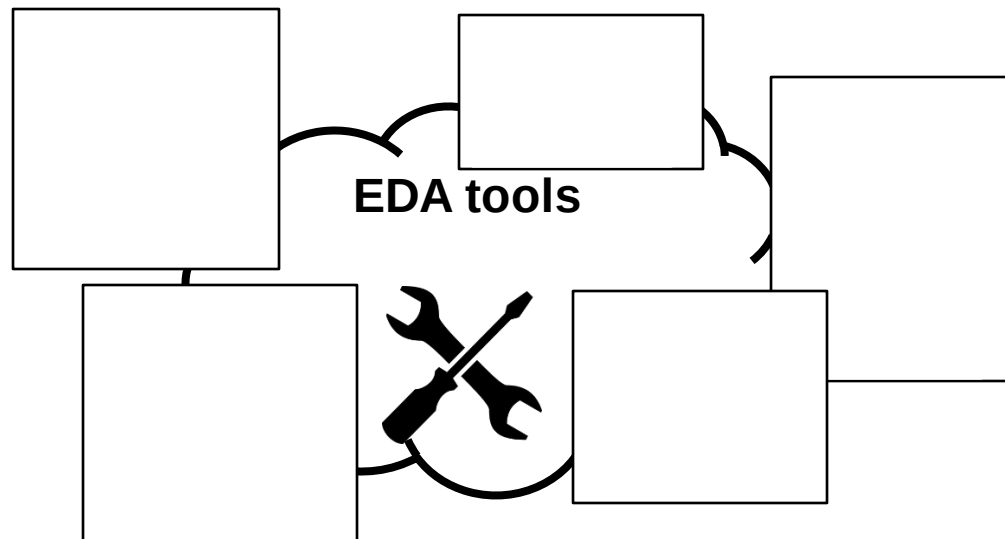


- **Emerge of powerful design/compilation flows**

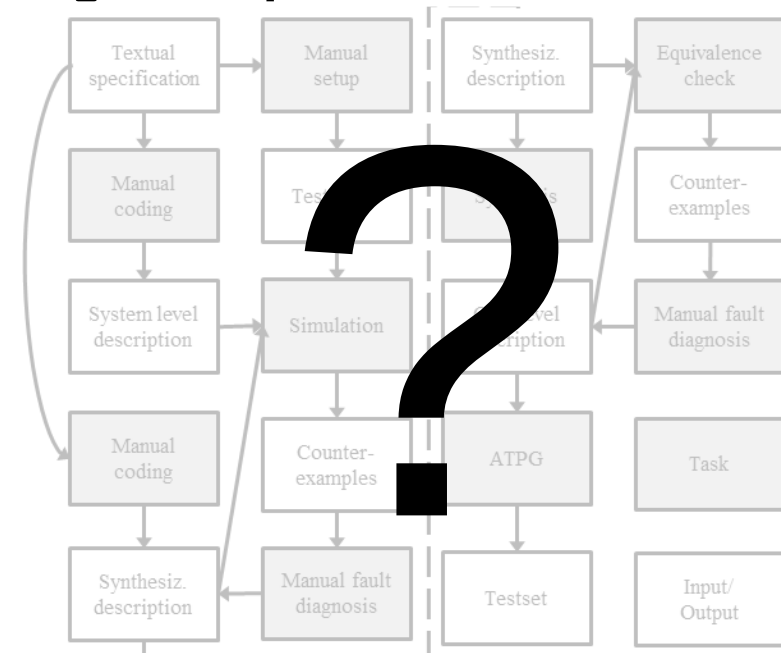


We may end up in a situation where we have quantum computers but no efficient methods to use or design them

■ Design Automation tools



■ Emerge of powerful design/compilation flows



Quantum Circuit Mapping

Conceptual algorithm

Limited Gate Set

Synthesis

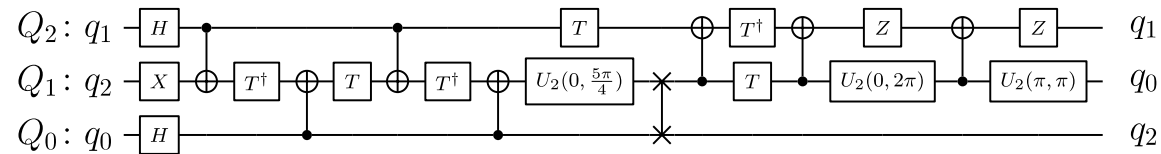
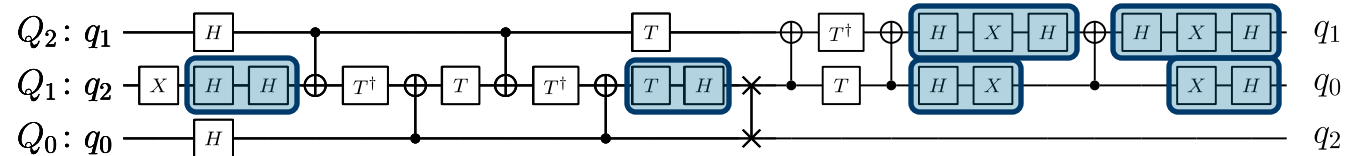
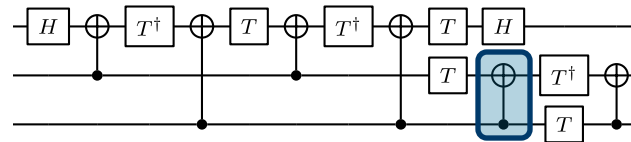
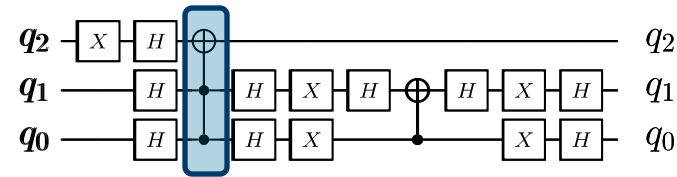
Limited Connectivity

Mapping

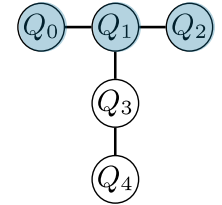
Limited Fidelity and Coherence

Optimizations

Actual Realization



Target Device



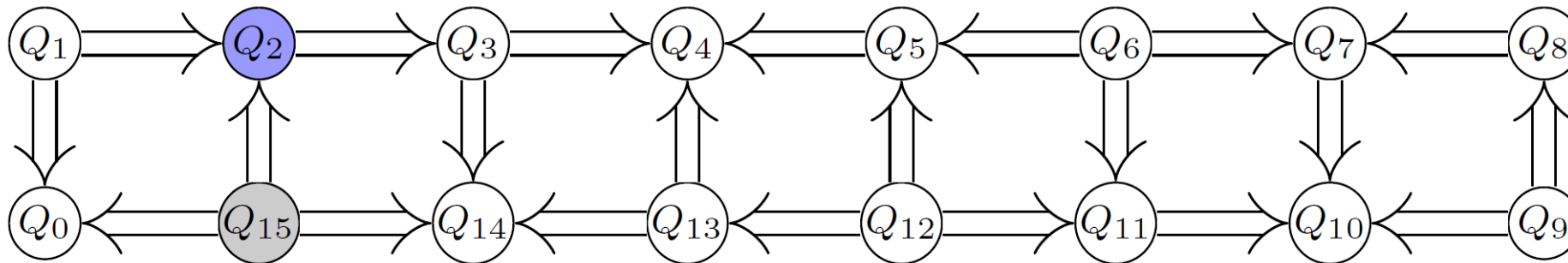
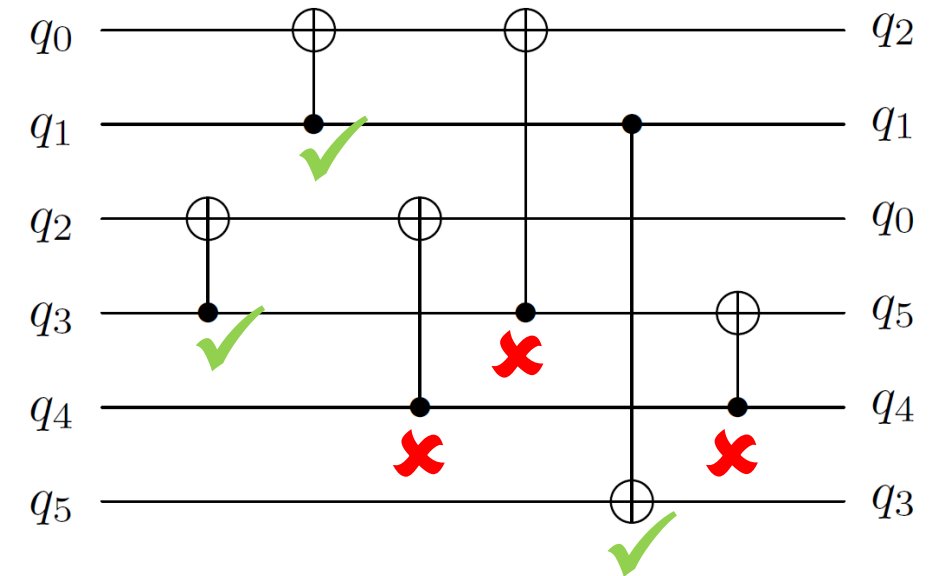
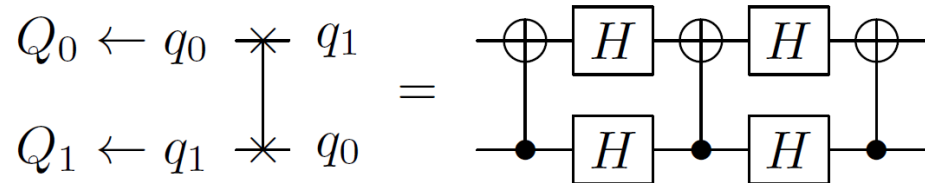
➔ Kind of “typical” EDA problems (some of them proven NP-hard)

- Single qubit gates $U(\theta, \phi, \lambda) = R_z(\phi)R_y(\theta)R_z(\lambda)$
- **Controlled Not (CNOT)**

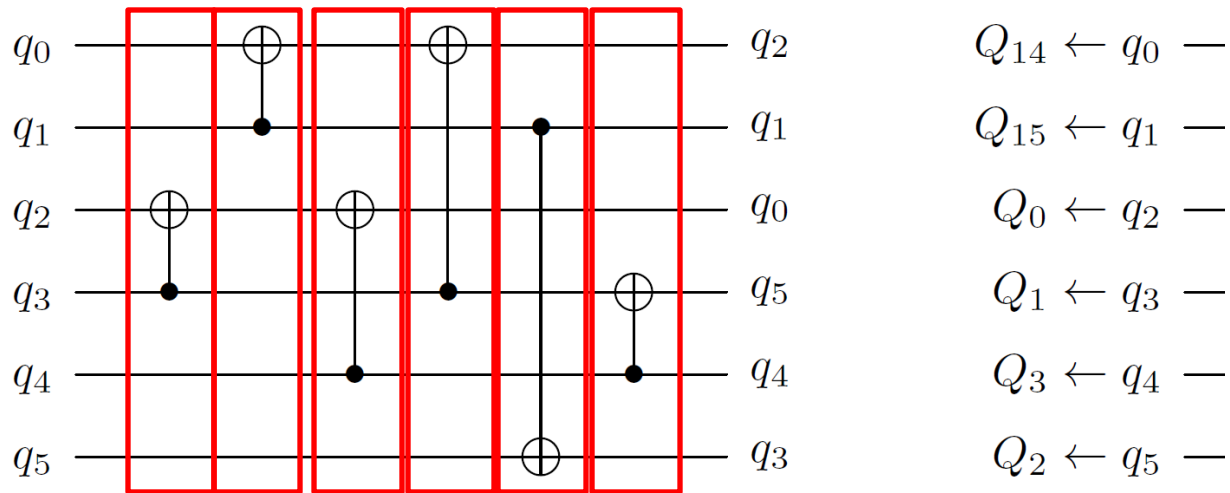
- Given by the architecture

Satisfying coupling constraints

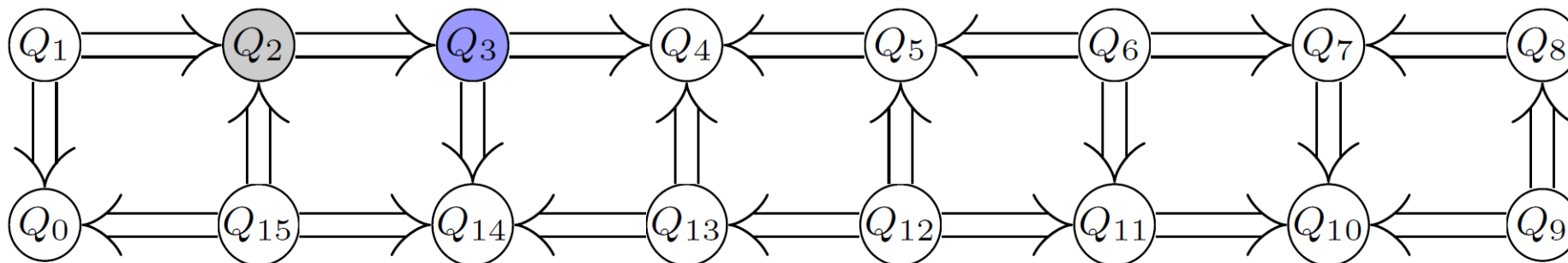
- Map logic qubits to physical qubits
- Usually not possible to find such a mapping
 - Mapping has to change dynamically
 - Insert SWAP gates



Naive Solution



Required SWAPs: 5

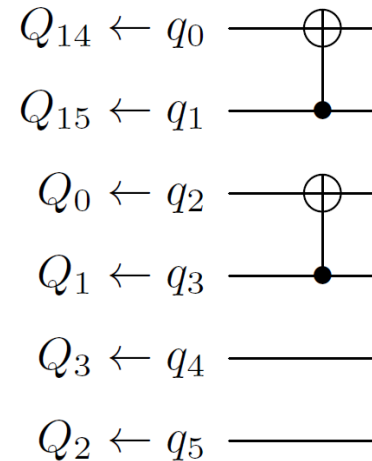
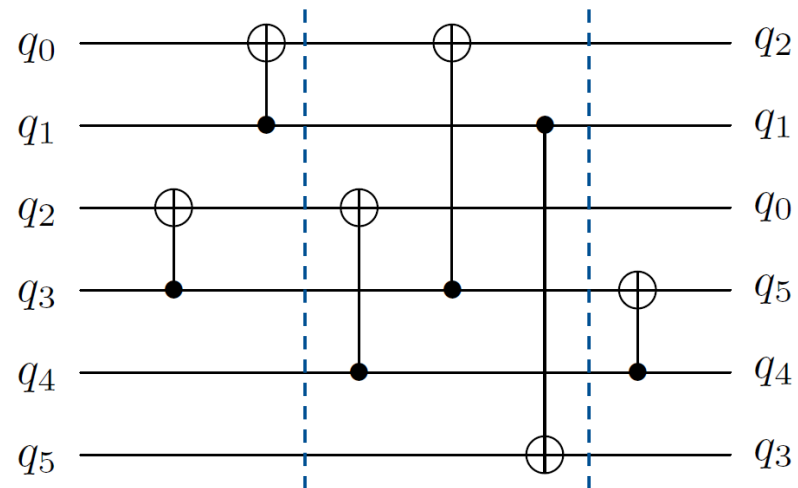


Heuristic Solution

- General idea: partition into layers
 - Map layers successively ($l_0 \pi_1 l_1 \pi_2 l_2$)
 - Fix mapping at beginning

Find locally optimal permutations π_i

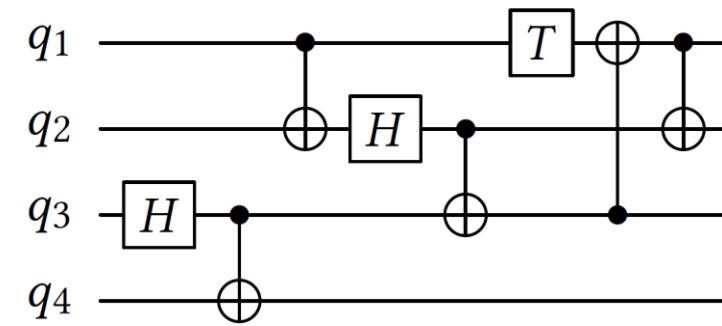
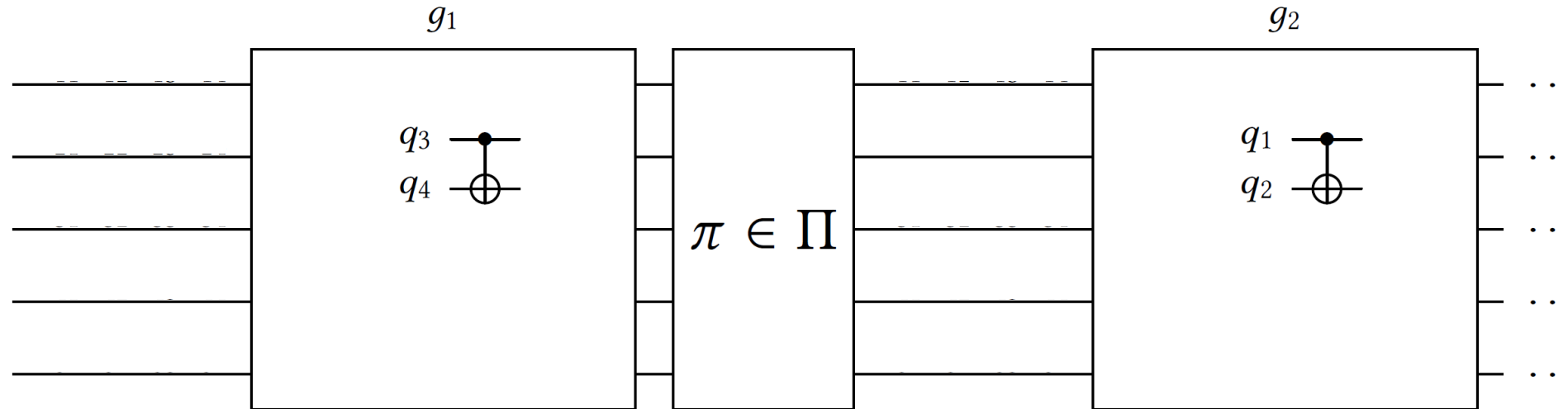
- Use A* search to cope with complexity



Required SWAPs: 4

Exact Solution

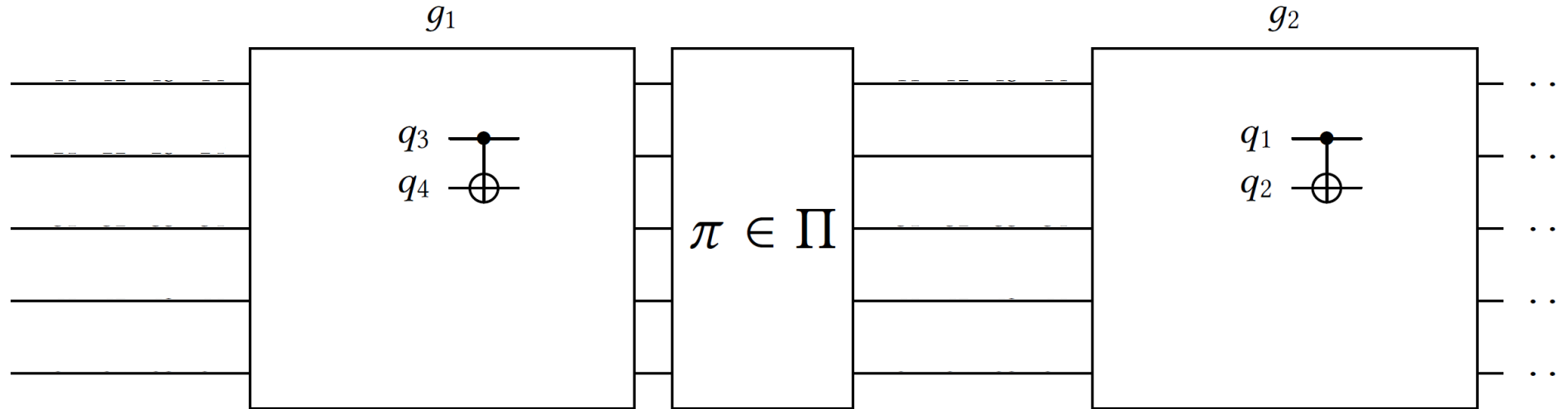
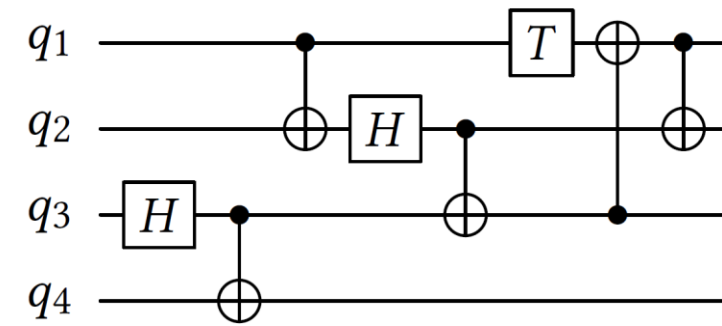
- Consideration of all possible permutations before each gate



- Naïve Approach:
 - Enumerately consider all possible permutations for all gates of the given circuit
 - For each permutation satisfying the coupling constraints, calculate the number of SWAP gates required to realize the permutation
 - Afterwards, take the one with the smallest costs
 - ➔ $n!d$ possible combinations
(n ...number of lines, d ...number of gates)

Exact Solution

- Consideration of all possible permutations before each gate



- Consistency constraints:

$$\bigwedge_{k=1}^{|G|} \left(\bigwedge_{j=1}^n \left(\sum_{i=1}^m x_{ij}^k = 1 \right) \wedge \bigwedge_{i=1}^m \left(\sum_{j=1}^n x_{ij}^k \leq 1 \right) \right)$$

- Coupling map constraints:

$$\bigwedge_{g_k = CNOT_k(q_c, q_t) \in G} \left(\bigvee_{(p_i, p_j) \in CM} (x_{ic}^k \wedge x_{jt}^k) \vee (x_{it}^k \wedge x_{jc}^k) \right)$$

- Permutation constraints:

$$\bigwedge_{k=2}^{|G|} \left(\bigwedge_{\pi \in \Pi} \left(\bigwedge_{i=1}^m \bigwedge_{j=1}^n (x_{ij}^{k-1} = x_{\pi(i)j}^k) \right) \Leftrightarrow y_{\pi}^k \right)$$

- Cost function:

$$\mathcal{F} = \sum_{k=2}^{|G|} \sum_{\pi \in \Pi} (7 \cdot \text{swaps}(\pi) y_{\pi}^k)$$

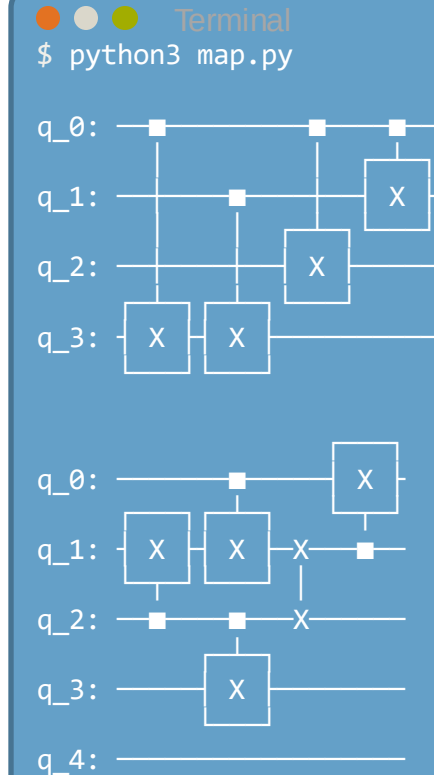
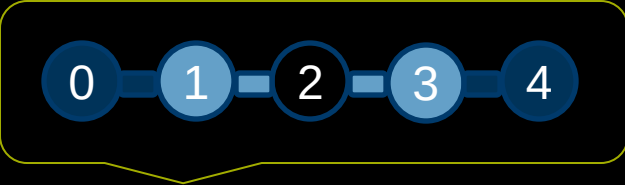
Quantum Circuit Mapping – MQT QMAP

<https://github.com/cda-tum/qmap> or simply `pip install mqt.qmap`

```
map.py
from qiskit import *
from qiskit.providers.fake_provider import FakeBogota
from mqt import qmap

q = QuantumRegister(4, 'q')
circ = QuantumCircuit(q)
circ.cx(q[0], q[3])
circ.cx(q[1], q[3])
circ.cx(q[0], q[2])
circ.cx(q[0], q[1])
print(circ.draw())

m_circ, results = qmap.compile(circ, arch=FakeBogota(), method='exact')
print(m_circ.draw())
```





Towards Applications and End Users

Prediction of “Good”
Compilation Options

Automated Framework for
Realizing Quantum Solutions

Cross-Level Benchmark Suite
MQT Bench

Datastructures

 Decision Diagrams

 Tensor Networks

 ZX-Calculus



Conceptional algorithm



Limited Gate Set



Synthesis



Limited
Connectivity



Mapping



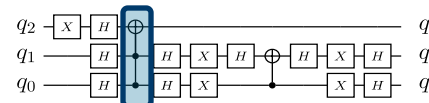
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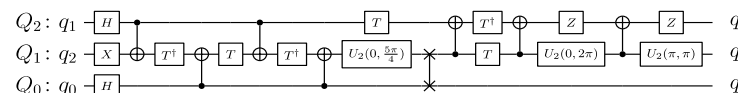
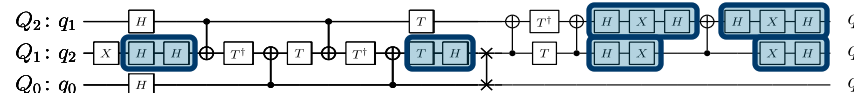
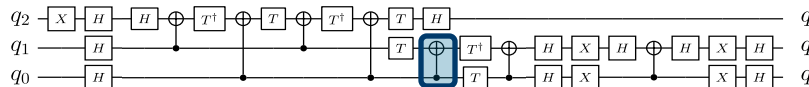
Optimizations



Actual Realization



Target Device



Design Methods

 Classical Simulation
of Quantum Circuits

 Verification of
Compilation Results

 Equivalence Checking

Towards Physical Realizations

Error Correcting Codes

Ion-Trap Compilation

Multi-Level Compilation