

# QGEN: An Improved Approach to VLSI Placement Optimization

Team: Q Generation (Q 世代)


Team member:

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# Outline

- Introduction of VLSI placement
  - Existing Issues and Challenges
  - Method design
  - Workflow
  - Results
  - Applications
  - Conclusion
- 

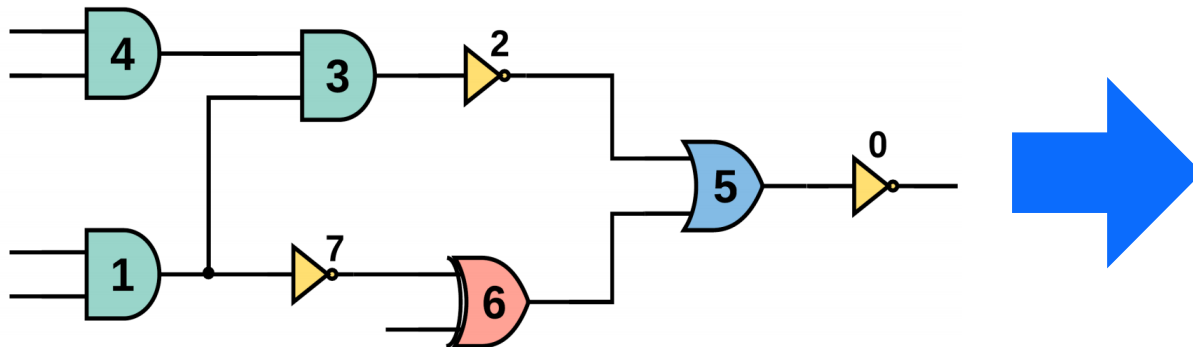
# Outline

















































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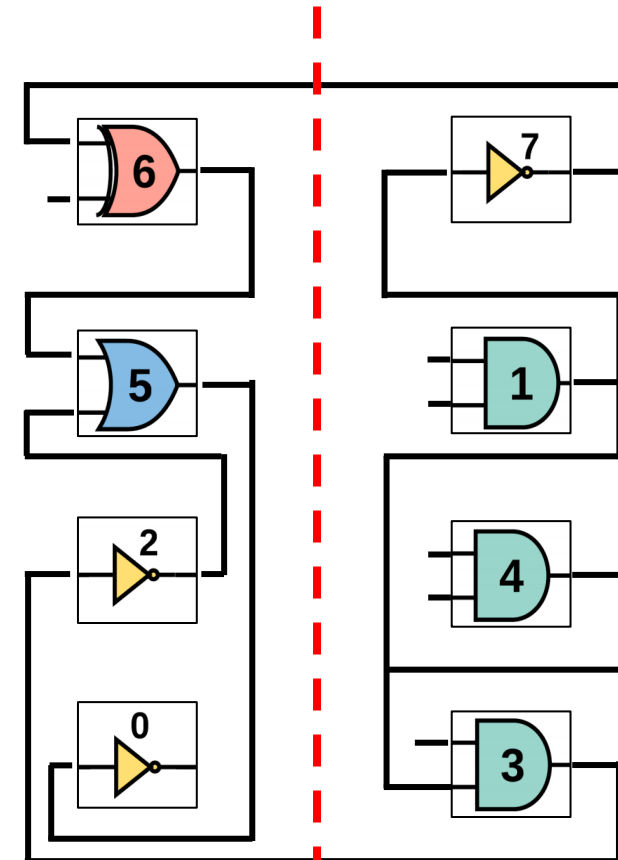
# VLSI (Very Large-Scale Integration) placement

# Commonly encountered problem in Electronic Design Automation (EDA)



Create an integrated circuit using      
              to  
connect and              
                 

## Evaluation by Cut



# Outline

- Introduction of VLSI placement

- |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
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- Method design

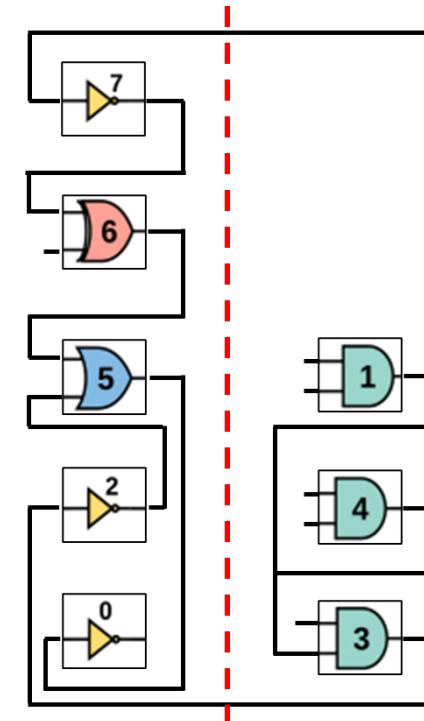
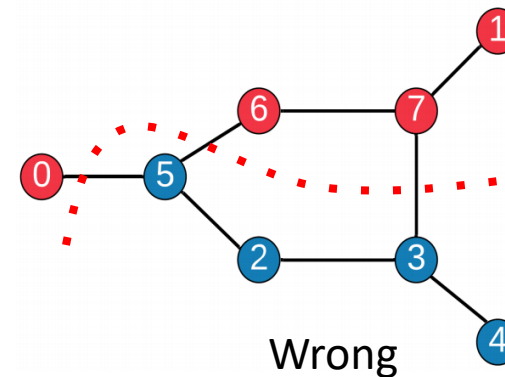
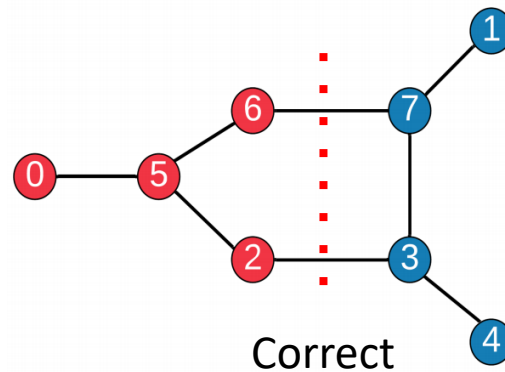
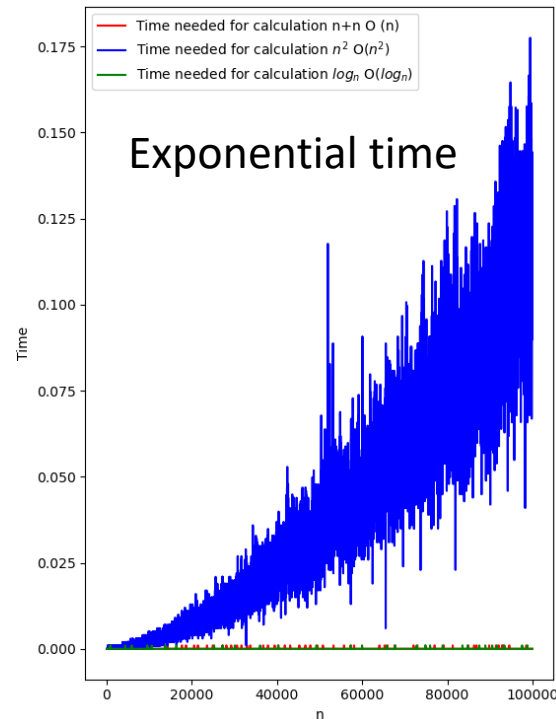
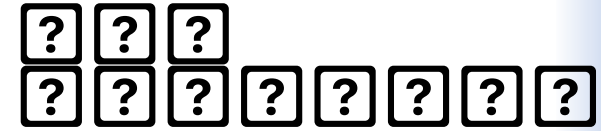
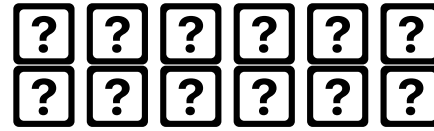
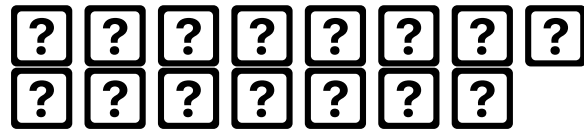
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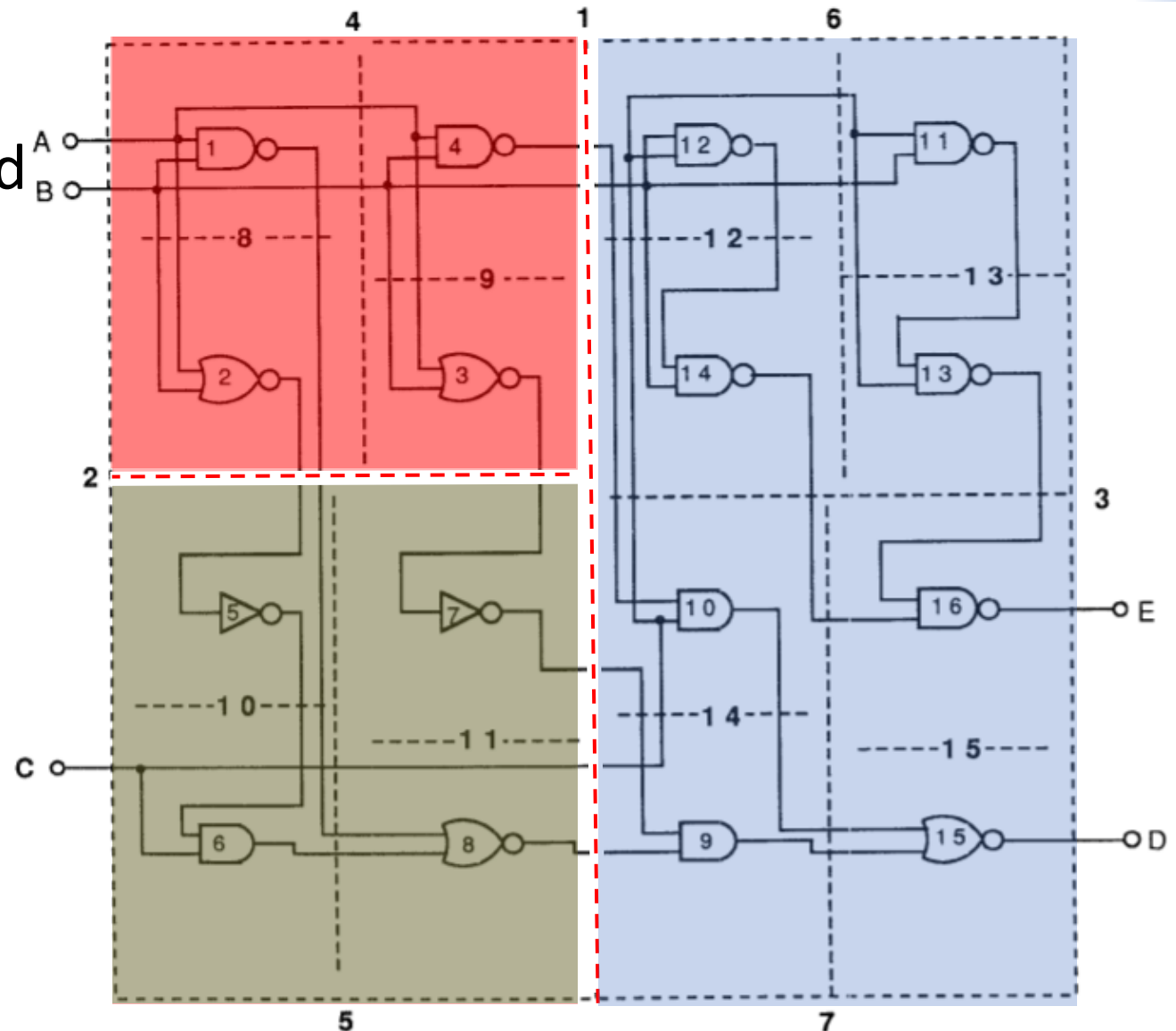
- Conclusion

# Existing Issues and Challenges



# Balanced Min-Cut is a good strategy

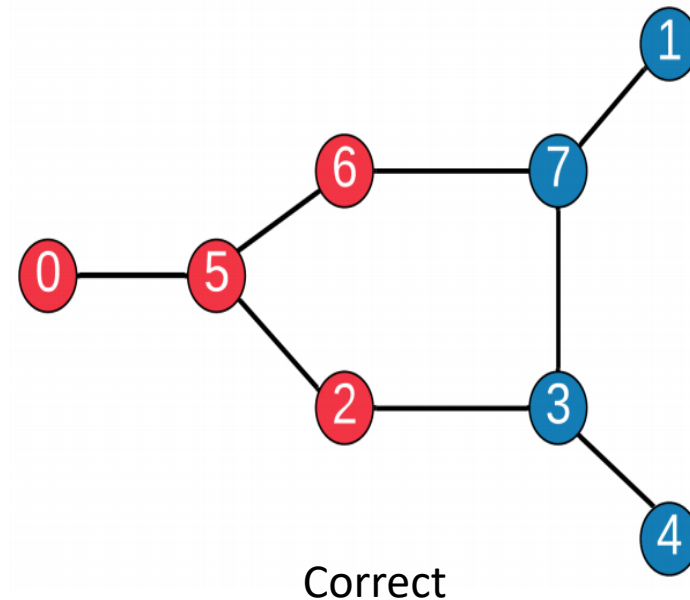
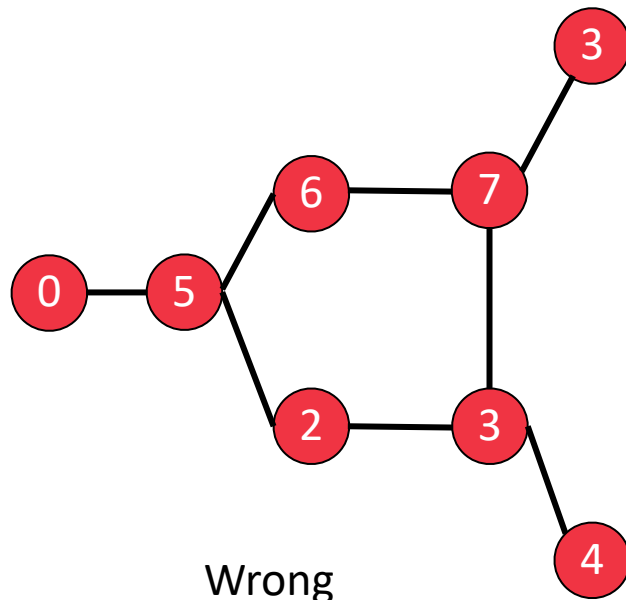
- Faster
- Can be implemented on NISQ device
- Scalability  
(Divide and conquer)



# No cuts commonly occurred in state-of-the-art<sup>1</sup>

- A Hamiltonian defined on Qiskit platform<sup>2</sup> for Balanced Min-Cut.

Stuck in local minima --> **No cuts**



1. Turteltaub, Isaac, et al. "Application of Quantum Machine Learning to VLSI Placement.", doi:10.1145/3380446.3430644.
2. Qiskit. Quantum algorithms & applications in python, May 2020



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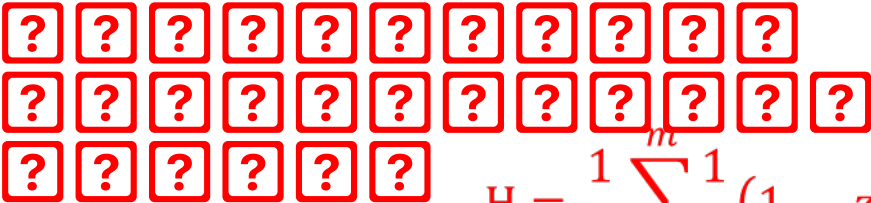
# Method design

An Improved Min-Cut Algorithm by “Q generation”

$$H = H_A + H_B$$

- Original hamiltonian

$$H = \sum_{\langle ij \rangle} \frac{1}{2} (1 - z_i z_j) + \sum_i (z_i)^2$$


-  
$$H = \frac{1}{m} \sum_{i,j} \frac{1}{2} (1 - z_i z_j) + \left( \sum_{i=0}^{n-1} z_i \right)^2 \frac{a}{n^2}$$

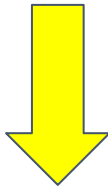
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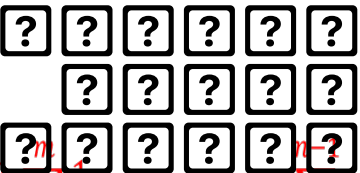
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# Workflow

1. Define the problem as a hamiltonian (Ising model)

$$H = \sum_{\langle ij \rangle} \frac{1}{2} (1 - z_i z_j) + \sum_i (z_i)^2$$




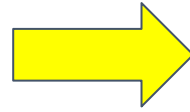
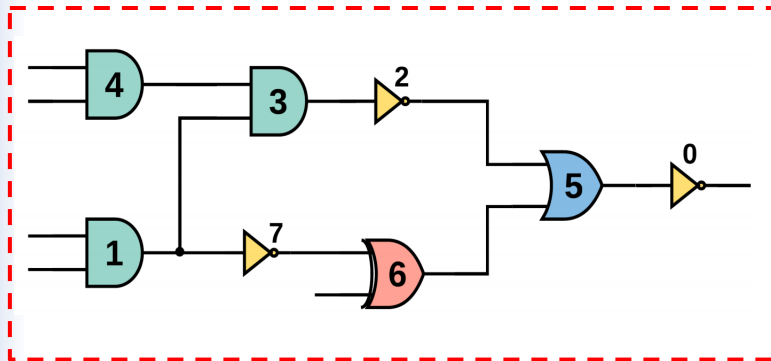
$$H = \frac{1}{m} \sum_{i,j} \frac{1}{2} (1 - z_i z_j) + \left( \sum_{i=0}^n z_i \right)^2 \frac{a}{n^2}$$


```
def normalized_h(adj_mtx, ratio):
    qubit_num = len(adj_mtx)
    iden = I
    for i in range(1, qubit_num):
        iden = iden^I
    op = iden - iden
    first_term = iden - iden
    m = 0
    # for zizj term
    second_term = iden - iden
    for i in range(qubit_num):
        for j in range(qubit_num):
            if i > j:
                # 2Zizj
                temp = np.ones(qubit_num)*I
                temp[i] = Z
                temp[j] = Z
                op_0 = temp[0]
                for k in range(1, qubit_num):
                    op_0 = op_0^temp[k]
                # print(op_0)
                second_term = second_term + 2*op_0
                # 0.5*I - 0.5*Zizj
                if adj_mtx[i][j] == 1:
                    first_term = first_term + 0.5*iden - 0.5 * op_0
                    m += 1
    weighted_h = op + first_term/m + ratio/(qubit_num**2)*(second_term + qubit_num * iden)
    return weighted_h
```

# Workflow

## 2.Transform the function into quadratic programming

8 qubits



```
adj_mtx = [[0, 0, 0, 0, 0, 1, 0, 0],  
           , [0, 0, 0, 0, 0, 0, 0, 1],  
           , [0, 0, 0, 1, 0, 1, 0, 0],  
           , [0, 0, 1, 0, 1, 0, 0, 1],  
           , [0, 0, 0, 1, 0, 0, 0, 0],  
           , [1, 0, 1, 0, 0, 0, 1, 0],  
           , [0, 0, 0, 0, 0, 1, 0, 1],  
           , [0, 1, 0, 1, 0, 0, 1, 0]]
```

```
op_w= normalized_h(adj_mtx,1)  
qp_w = QuadraticProgram()  
qp_w.from_ising(op_w)
```



# Workflow

## 3a. Classical method: NumPy Eigensolver

```
exact = MinimumEigenOptimizer(NumPyMinimumEigensolver())  
result = exact.solve(qp)  
print(result.prettyprint())
```

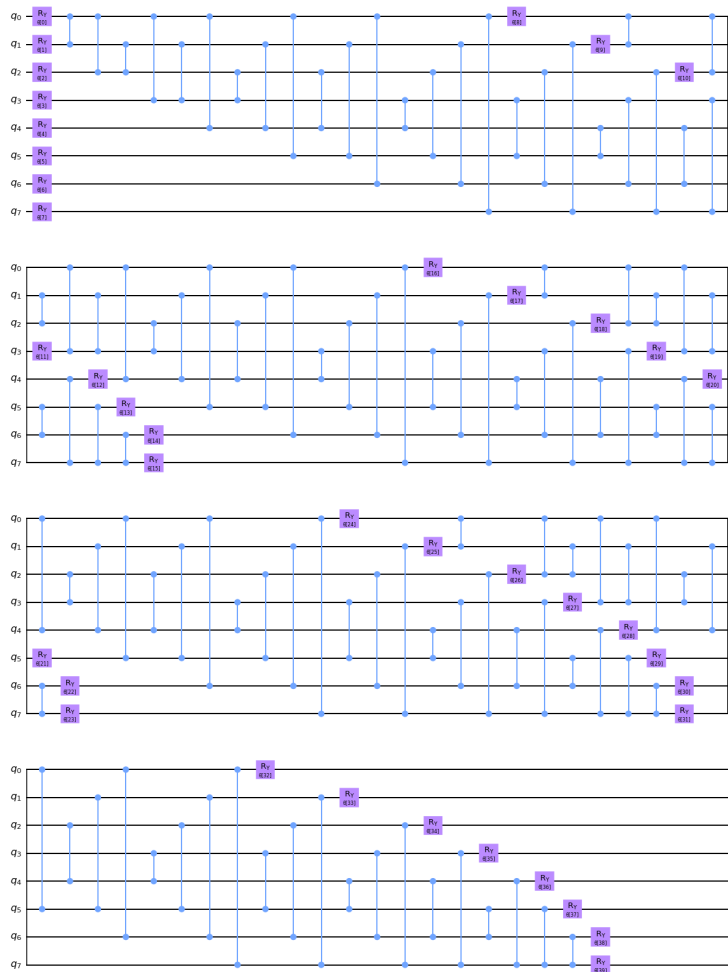
3b. Using

to find the solution :

- VQE(Variational Quantum Eigensolver)
- QAOA(Quantum Approximate Optimization Algorithm)
- GAS(Grover Adaptive Search)

# Workflow

## 4a.VQE & QAOA (ansatz:TwoLocoal)



Change the 'reps' layers (1~10)

Change optimizer (SLSQP 、 COBYLA)

### VQE

```
optimizer = SLSQP(maxiter=1000)
algorithm_globals.random_seed = 1234
seed = 132
num = 8
backend = Aer.get_backend('statevector_simulator')

ry = TwoLocal(num, 'ry', 'cz', reps=5, entanglement='full')
quantum_instance = QuantumInstance(backend=backend, seed_simulator=seed, seed_transpiler=seed)
vqe = VQE(ry, optimizer=optimizer, quantum_instance=quantum_instance)

vqe_meo = MinimumEigenOptimizer(vqe)

result = vqe_meo.solve(qp)

print(result.samples)
```

### QAOA

```
adj_mtx = [[0, 0, 0, 0, 0, 0, 1, 0, 0], [0, 0, 0, 0, 0, 0, 0, 0, 1], [0, 0, 0, 1, 0, 1, 0, 0], [0, 0, 1, 0, 1, 0, 0, 1], ...]
```

輸出已擱置 ...

```
optimizer = SLSQP(maxiter=1000)
algorithm_globals.random_seed = 1234
backend = Aer.get_backend('statevector_simulator')

quantum_instance = QuantumInstance(backend=backend, seed_simulator=seed, seed_transpiler=seed)
qaoa = QAOA(optimizer=optimizer, reps=3, quantum_instance=quantum_instance)
meo = MinimumEigenOptimizer(qaoa)

qaoa_meo = MinimumEigenOptimizer(qaoa) #please do not change this code

result = qaoa_meo.solve(qp)

print(result.samples) #please do not change this code
```

# Workflow

#### 4b.GAS: Change iteration (1~8)

# GROVER

```

iter_arr = np.linspace(1,8,8)
ratio_arr = np.linspace(0.2,2,5)

for ratio_idx in range(len(ratio_arr)):
    for iter_idx in range(len(iter_arr)):

        ratio = ratio_arr[ratio_idx]
        iter_num = iter_arr[iter_idx]
        op_w = normalized_h(adj_mtx,ratio)
        qp = QuadraticProgram()
        qp.from_ising(op_w)

        grover_optimizer = GroverOptimizer(8, num_iterations=iter_num, quantum_instance=backend)
        results = grover_optimizer.solve(qp)
        print(results.prettyprint())

prob = {}
fval = {}

```

```
for i in range(len(result.samples)):
    tmp = ""
    count = 0
    for num in range(8):
        tmp += str(int(result.samples[i].x[num]))
        count += int(result.samples[i].x[num])

    prob[tmp] = result.samples[i].probability
    fval[tmp] = result.samples[i].fval
```

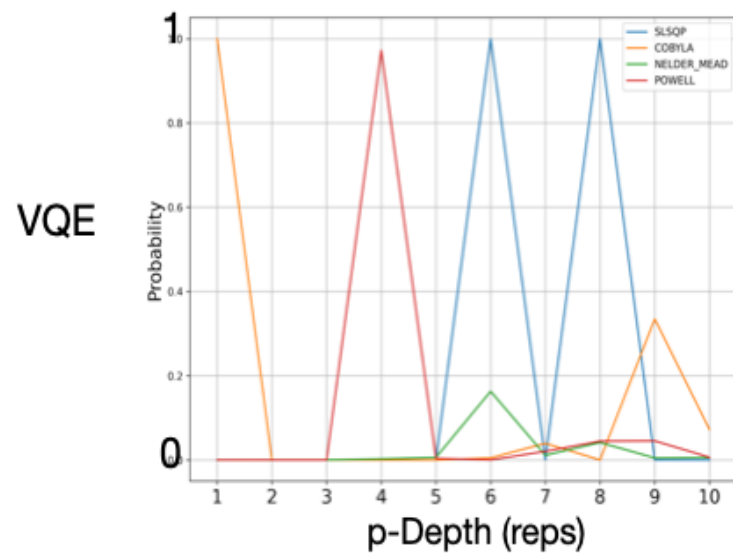
5. Compare the result with  $\frac{1}{n} \sum_{i=1}^n x_i$  and  $\frac{1}{n} \sum_{i=1}^n y_i$  (with ratio  $a$ )

# Outline

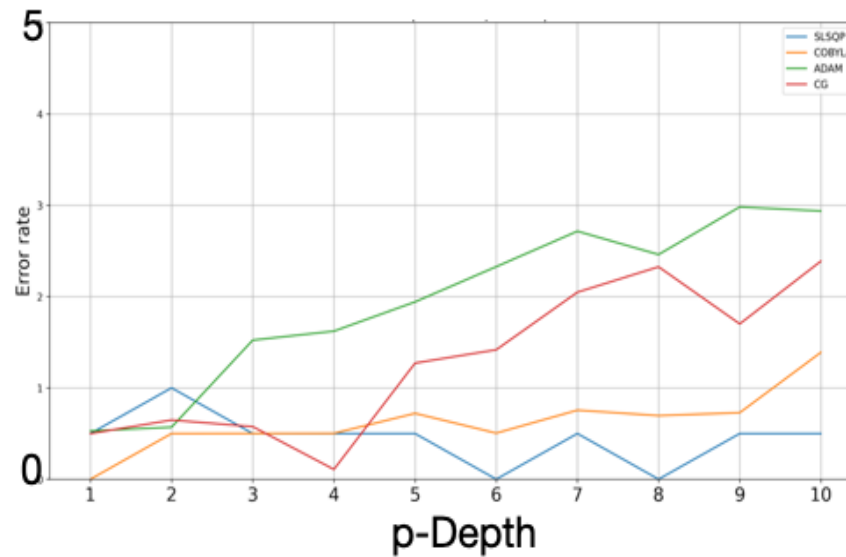
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# Results—Unnormalized Hamiltonian

Probability of Finding Right Answer



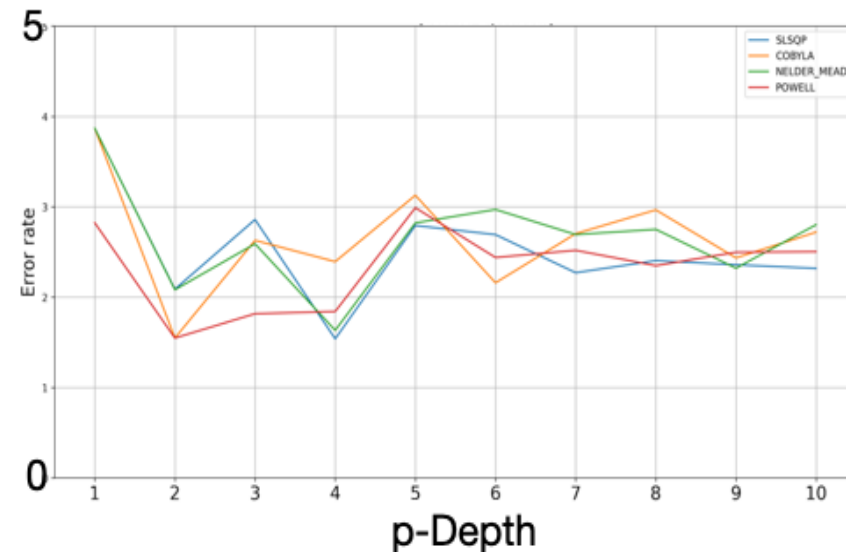
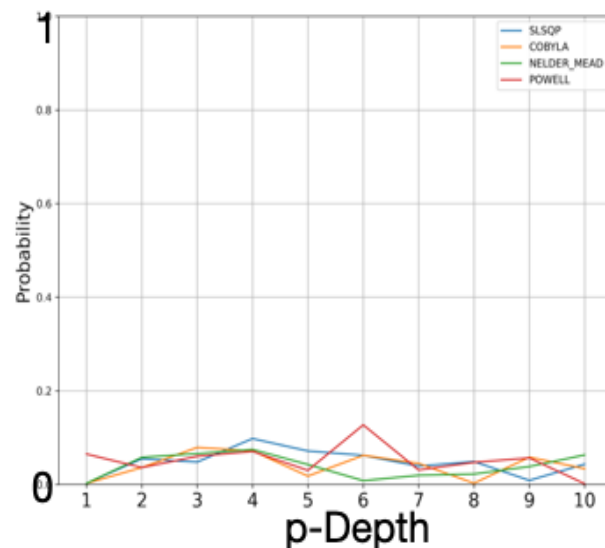
$$\text{Error rate} = \frac{\text{expectation} - \text{classical expectation}}{|\text{classical expectation}|}$$



- Due to the number of parameter, VQE is better than QAOA

- The closer to 0 the error rate is, the better

QAOA



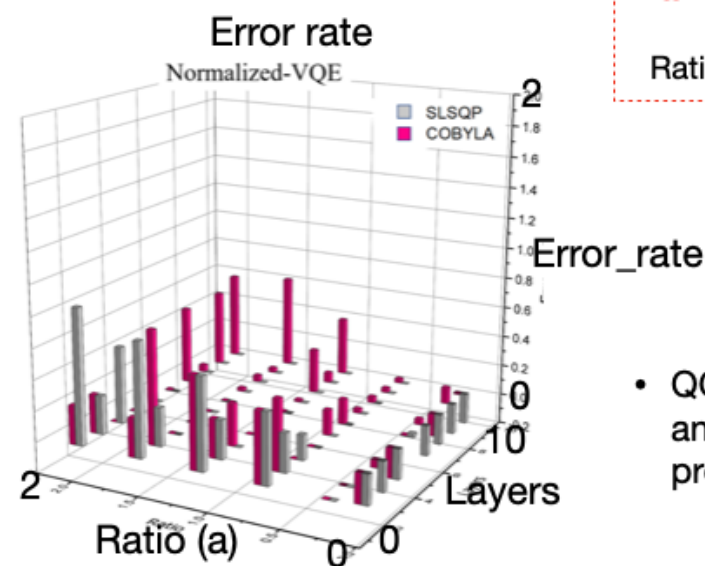
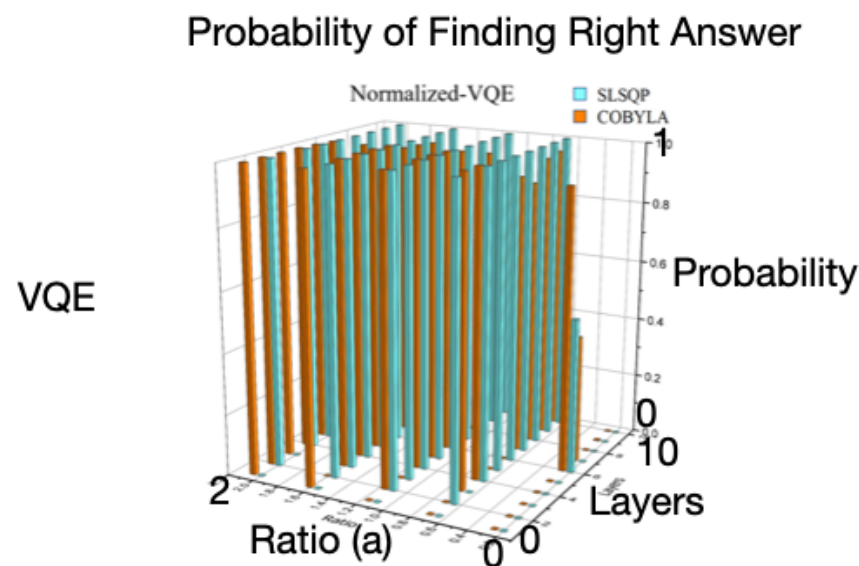
- SLSQP and COBYLA out-perform the others, so we choose it to compare with normalized Hamiltonian (QGEN)



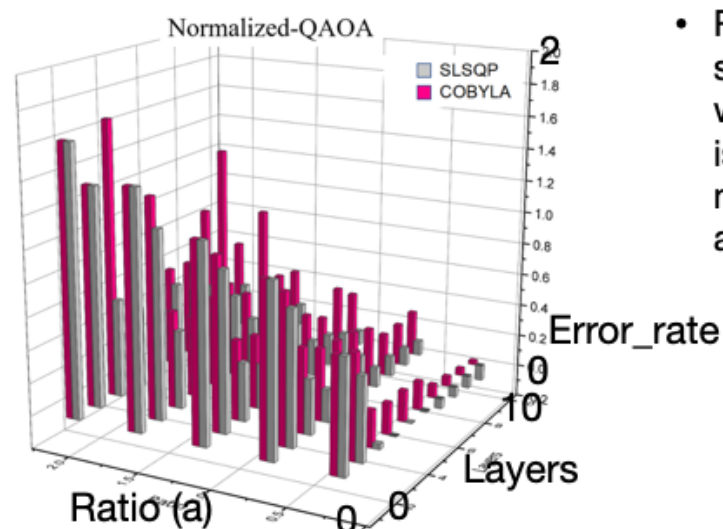
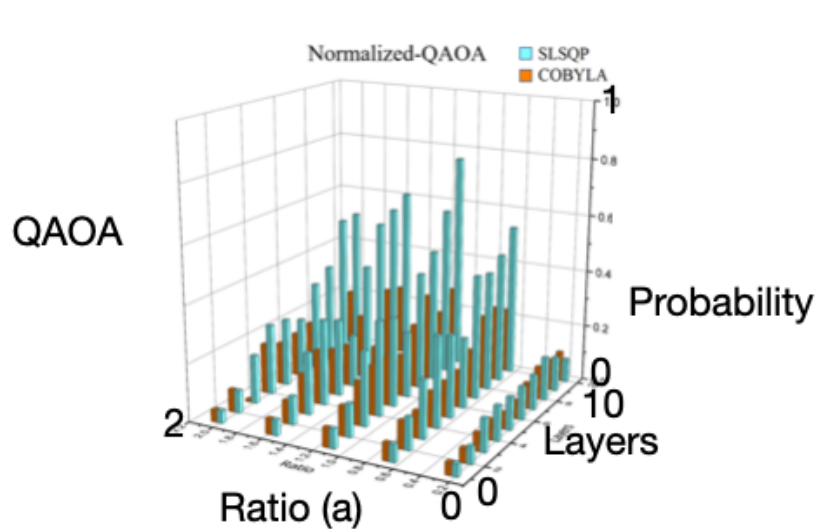
# Results—Normalized Hamiltonian

$$H = \frac{1}{m} \sum_{i,j} \frac{1}{2} (1 - z_i z_j) + \left( \sum_{i=0}^{n-1} z_i \right)^2 \frac{a}{n^2}$$

Ratio = a = [0.2, 0.65, 1.1, 1.55, 2]

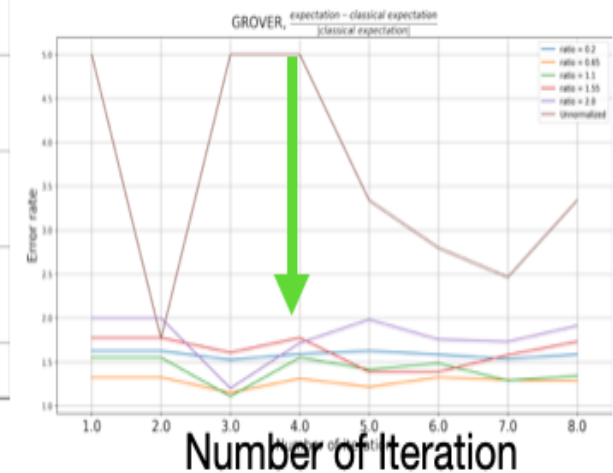
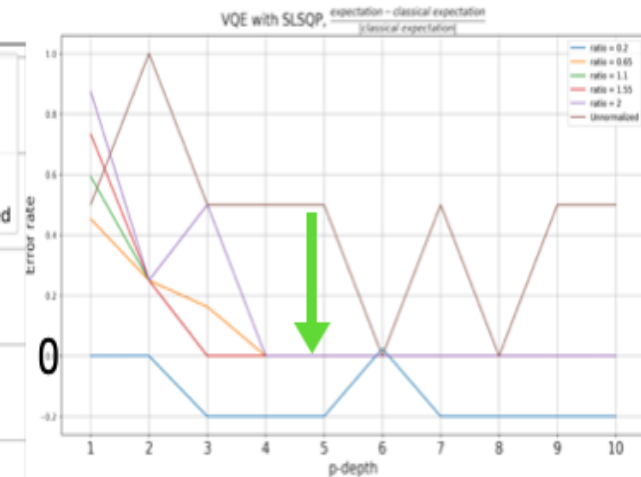
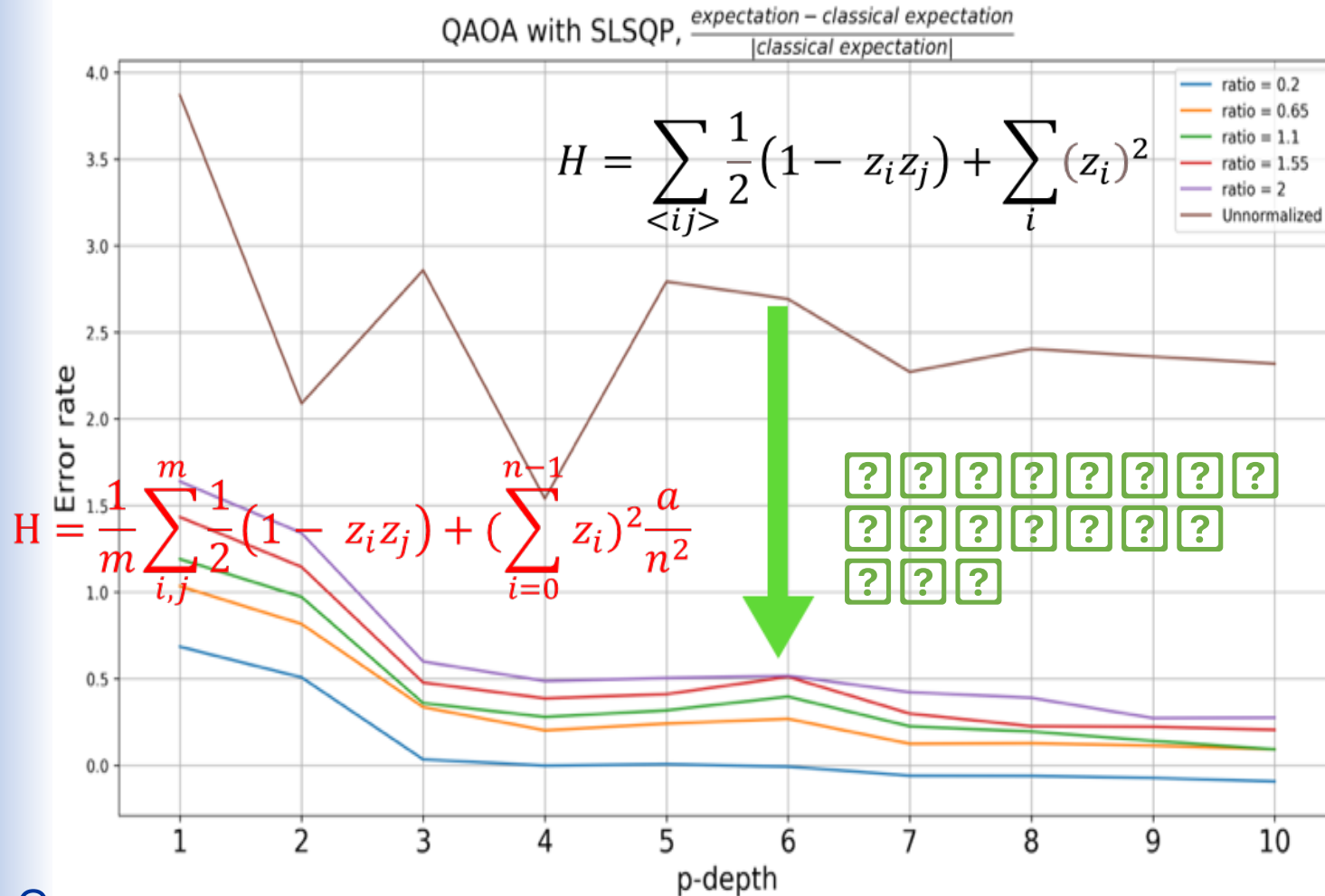


- QGEN can find the correct answer with high probability usually by VQE




- Ratio = 1.1 will be the best solution to the problem which means normalization is effective which means minimum cut and balanced are both important

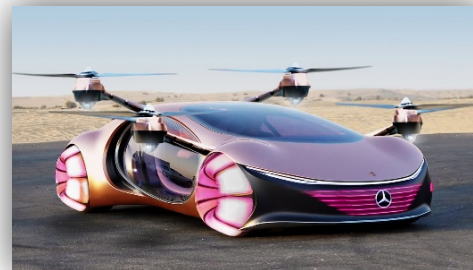
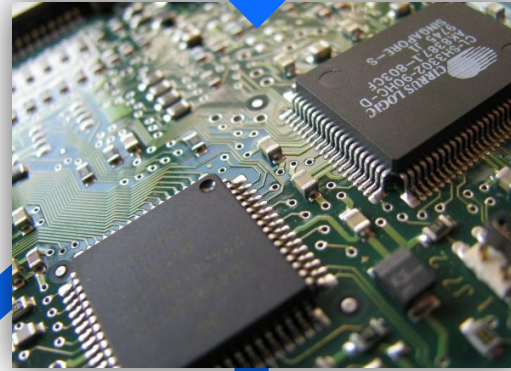
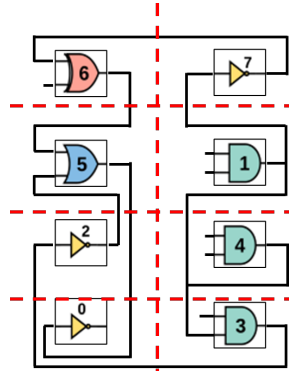
# Results Comparison—QAOA/VQE/GROVER



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# Conclusion

- Breakthrough
  - Lower error rates
  - Alternative solutions
  - More balance
  - Robustness/stability
- Easy to use
  - Publicly Available code on GitHub
  - Visualizing results
  - Readable code and well-documented

# Reference

- Qiskit. Quantum algorithms & applications in python, May 2020. <https://github.com/Qiskit/qiskit-aqua> Accessed 8-8-18.
- Barahona, Francisco, et al. "An Application of Combinatorial Optimization to Statistical Physics and Circuit Layout Design." *Operations Research*, vol. 36, no. 3, 1988, pp. 493–513., doi:10.1287/opre.36.3.493.
- Turtletaub, Isaac, et al. "Application of Quantum Machine Learning to VLSI Placement." *Proceedings of the 2020 ACM/IEEE Workshop on Machine Learning for CAD*, 2020, doi:10.1145/3380446.3430644.
- Author Cadence PCB Solutions, et al. "VLSI Technology: Its History and Uses in Modern Technology." *VLSI Technology: Its History and Uses in Modern Technology*, 17 Mar. 2022, [resources.pcb.cadence.com/blog/2020-vlsi-technology-its-history-and-uses-in-modern-technology#:~:text=VLSI%20refers%20to%20an%20integrated,gates%20or%20transistors%20per%20IC](https://resources.pcb.cadence.com/blog/2020-vlsi-technology-its-history-and-uses-in-modern-technology#:~:text=VLSI%20refers%20to%20an%20integrated,gates%20or%20transistors%20per%20IC).