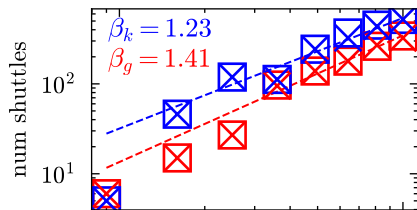
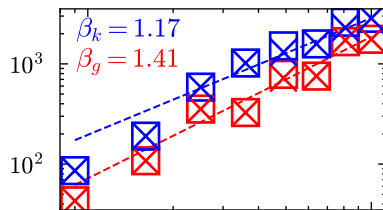


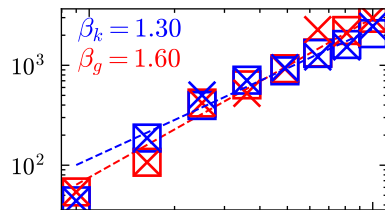
toric code



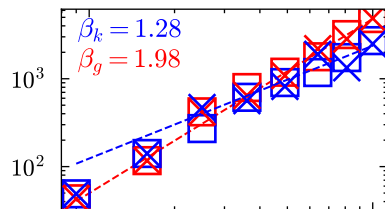
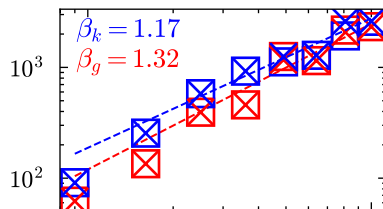
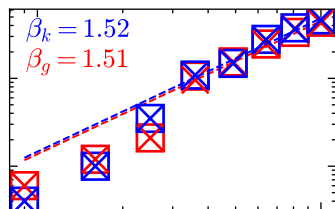
brickwork 2d



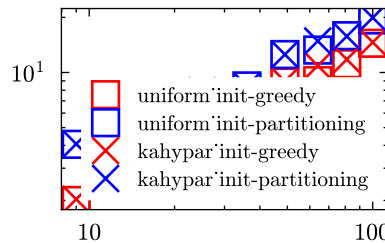
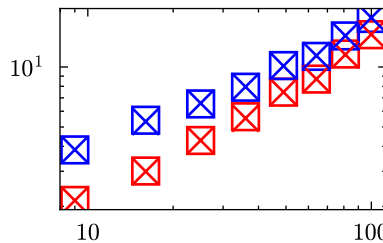
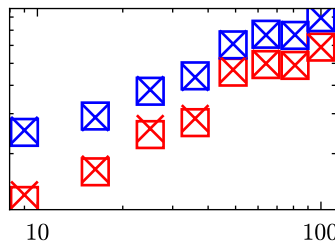
sequential 2d



num pswaps



compile time



uniform init-greedy
uniform init-partitioning
kahypar init-greedy
kahypar init-partitioning