Pegasus: The second connectivity graph for large-scale quantum annealling hardware

Nike Dattani*
Harvard-Smithsonian Center for Astrophysics

Szilard Szalay†
Wigner Research Centre for Physics

Nicholas Chancellor‡
Durham University

Pegasus is a graph which offers substantially increased connectivity between the qubits of quantum annealing hardware compared to the graph Chimera. It is the first fundamental change in the connectivity graph of quantum annealers built by D-Wave since Chimera was introduced in 2009 and then used in 2011 for D-Wave's first commercial quantum annealer. In this article we describe an algorithm which defines the connectivity of Pegasus and we provide what we believe to be the best way to graphically visualize Pegasus in 2D and 3D in order to see which qubits couple to each other. As Supplemental Material, we provide open source codes for generating Pegasus graphs.

The 128 qubits of the first commercial quantum annealer (D-Wave One, released in 2011) were connected by a graph called Chimera [1], which is rather easy to describe: A 2D array of $K_{4,4}$ graphs, with one partition of each $K_{4,4}$ being connected to the same corresponding partition on the $K_{4,4}$ cell above it, and the other partition being connected to the same corresponding partition on the $K_{4,4}$ to the right of it (see Figure 1). The degree of the graph is six, since each qubit couples to four qubits within its $K_{4,4}$ unit cell, and to one qubit in a $K_{4,4}$ above it and one qubit in a $K_{4,4}$ to the right of it. All commercial quantum annealers built to date follow this graph connectivity, with just larger and larger numbers of $K_{4,4}$ unit cells (See Table 1).

Table I: Chimera graphs in all commercial quantum annealers to date.

	Array of $K_{4,4}$ unit cells	Total # of qubits
D-Wave One	4×4	128
D-Wave Two	8×8	512
D-Wave 2X	12×12	1152
D-Wave 2000Q	16×16	2048

In 2018, D-Wave announced the construction of a (not yet commercial) quantum annealer with a greater connectivity than Chimera offers, and a publicly available program (NetworkX) which allows users to generate Pegasus graphs of arbitrary size. However, no explicit description of the graph connectivity in Pegasus has been published yet, so we have had to apply the process of reverse engineering to determine it, and the following section describes the algorithm we have come up with for generating Pegasus. Our algorithm only generates edges in the inside of Pegasus, and not at the boundary, where the definition will have to be a bit different.

* n.dattani@cfa.harvard.edu
† szalay.szilard@wigner.mta.hu
‡ nicholas.chancellor@durham.ac.uk

I. ALGORITHM FOR GENERATING PEGASUS

A. The vertices (qubits)

Start with Z layers of Chimera graphs, each being an $X \times Y$ array of $K_{4,4}$ unit cells (therefore we have an $X \times Y \times Z$ array of $K_{4,4}$ unit cells). The indices (x, y, z) will be used to describe the location of each unit cell along the indices corresponding to the dimension picked from (X, Y, Z). The values of X and Y are somewhat flexible, but $Z = 3$ in Pegasus. Each $K_{4,4}$ cell has two partitions, labeled $i \in \{0, 1\}$, so that there are 4 qubits (vertices) for every (x, y, z, i). We will arbitrarily label these 4 qubits using two more labels: $(j, k) \in \{0, 1\}^2$. Therefore every qubit is associated with 6 indices: (x, y, z, i, j, k), with their ranges and descriptions given in Table II. In all of our figures, x will increase to the right, y will increase upwards, and z will increase in the up-and-to-the-right direction; then $i = 0$ will represent the left partition in the classic $K_{4,4}$ depiction, or the horizontal partition in the diamond-shaped depiction, while $i = 1$ will represent the right partition in the classic and vertical partition in the diamond.

Figure 1: The Chimera graph, with open edges to show that the pattern repeats.

(a) Tilted classic

(b) Diamond

(c) Upper triangle

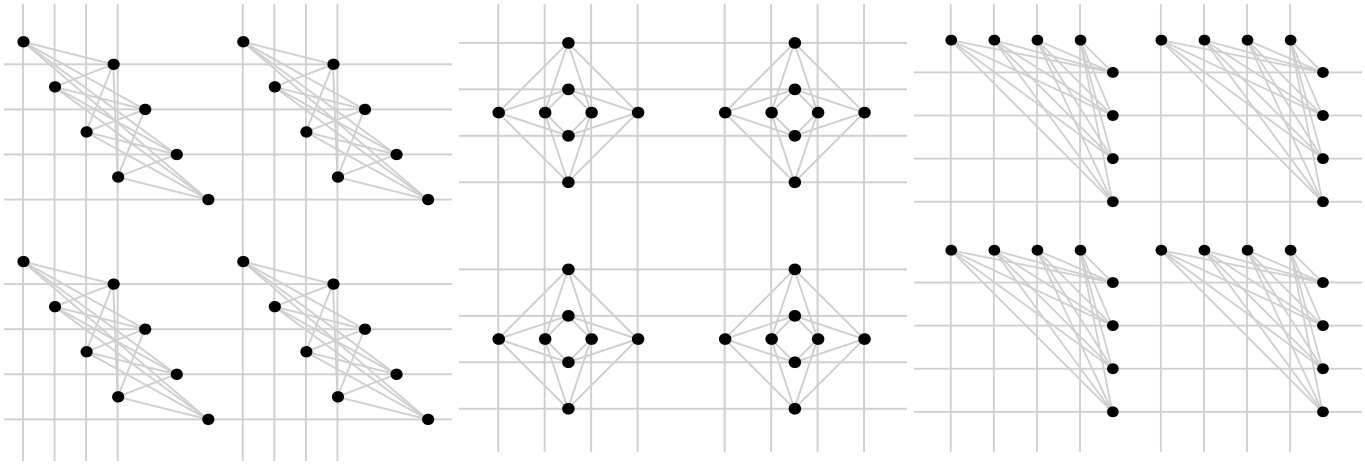
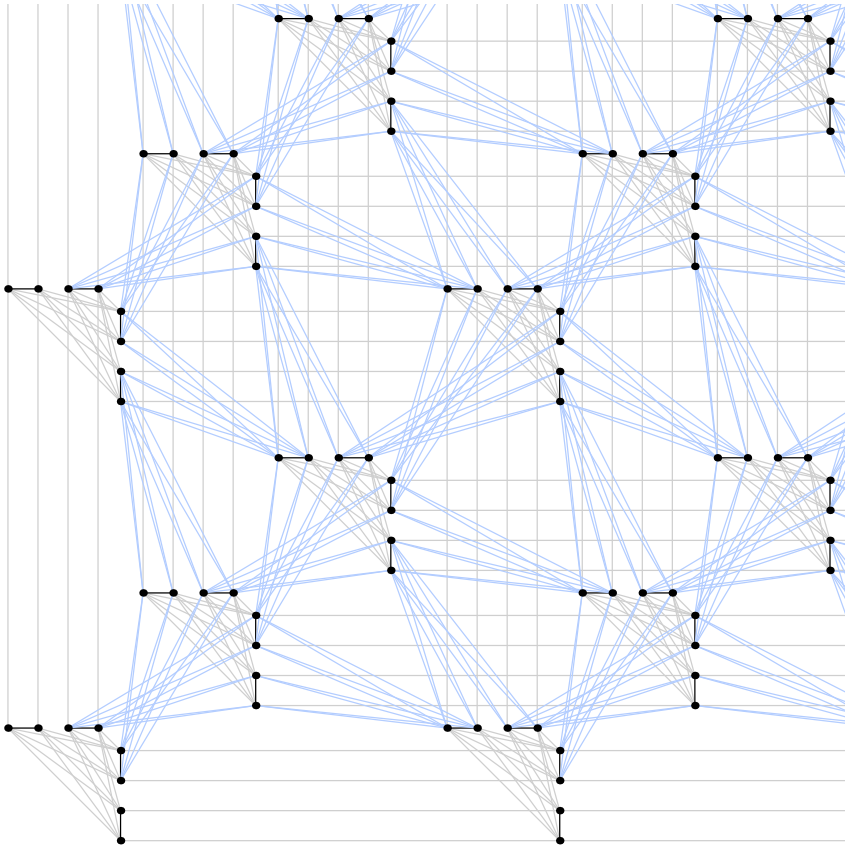
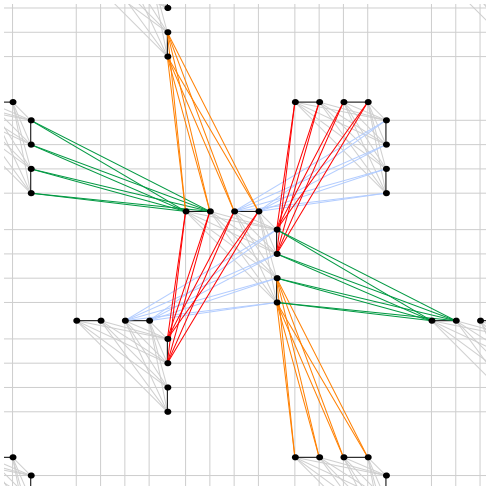


Figure 2: The Pegasus graph

(a) Connections of a generic unit cell of the Pegasus graph. (grey: Chimera graph (1), (2), (3); black: (4); blue: (7); red: (8); green: (9); orange: (10). Edges start/end on the fixed (i, j, k) unit cell.)



(b) The connections of the unit cells in the Pegasus graph.



(c) The connections of the unit cells in the Pegasus graph.

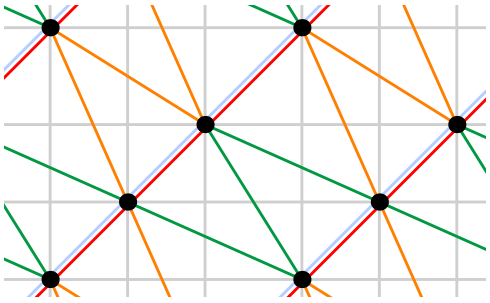


Table II: Indices used to describe each qubit (vertex) in Pegasus.

Index	Range	Description
x	0 to $X-1$	Row within a Chimera layer
y	0 to $Y-1$	Column within a Chimera layer
z	0 to 2	Chimera layer
i	$0,1$	Bi-partition within $K_{4,4}$
j	$0,1$	First index within each part of $K_{4,4}$
k	$0,1$	Second index within each part of $K_{4,4}$

B. The edges (couplings) in Chimera

The $K_{4,4}$ cells are given by:

$$(x,y,z,0,j,k) \longleftrightarrow (x,y,z,1,j',k'). \tag{1}$$

This means for each $K_{4,4}$ cell, all vertices (j,k) for partition $i=0$ are coupled to all vertices (j',k') of partition $i=1$.

The horizontal lines between $K_{4,4}$ cells in Figure 1 can be described by adding 1 to x while keeping all other variables constant and setting $i=1$:

$$(x,y,z,1,j,k) \longleftrightarrow (x+1,y,z,1,j,k), \tag{2}$$

and the vertical lines can be described by adding 1 to y while keeping all other variables constant and setting $i=0$:

$$(x,y,z,0,j,k) \longleftrightarrow (x,y+1,z,0,j,k). \tag{3}$$

For each z, Equations (1), (3) and (2) define edges connecting vertices labeled by x,y,i,j and k. This completes the definition of a Chimera graph. In all figures, these Chimera edges are grey.

C. The *new* edges (couplings) in Pegasus

1. *Edges within each $K_{4,4}$ cell:*

Pegasus first adds connections within each $K_{4,4}$ cell, given by simply coupling each vertex labeled as $k=0$ to its $k=1$ counterpart with all other variables unchanged:

$$(x,y,z,i,j,0) \longleftrightarrow (x,y,z,i,j,1). \tag{4}$$

These edges are drawn in black color in the figures.

2. *Edges connecting different $K_{4,4}$ cells:*

The rest of the new connections in Pegasus come from connecting the $K_{4,4}$ cells between different layers (different z) of Chimera graphs. The qubits of a $K_{4,4}$ cell located at coordinates (x,y,z) will be connected to 6 different $K_{4,4}$ cells on the other Chimera layers, and each pair of $K_{4,4}$ cells connected in this way will have 16 different connections in the form of 2 sets of $K_{2,4}$ graphs (each containing 8 connections). All of these connections are between vertices of one $K_{4,4}$ part i and its complementary part $\bar{i}$ in a different $K_{4,4}$ (so $i=0$ vertices are coupled to $i=1$ vertices of a $K_{4,4}$ in a different layer). In fact all connections will be of the form $(i,j,k) \leftrightarrow (\bar{i},j',k')$ where j' and k' can be any value in $\{0,1\}$. All edges can be drawn using just a one-line relation:

$$(x,y,z,i,j,k) \longleftrightarrow (x+(2\delta_{c,2}-1)j((1-\delta_{c,2})\bar{i}+\delta_{c,2}i), y+(2\delta_{c,2}-1)j((1-\delta_{c,2})i+\delta_{c,2}\bar{i}), (z+1) \mod 3, \bar{i}, j', k'). \tag{5}$$

For the $z=0,1$ layers ($\delta_{z2}=0$), we have

$$(x,y,z\in\{0,1\},i,j,k) \longleftrightarrow (x-j\bar{i}, y-ji, z+1, \bar{i}, j', k'), \tag{6}$$

all $j=0$ vertices of a $K_{4,4}$ cell are connected to all j' and k' vertices of the opposite part $\bar{i}$ in the $K_{4,4}$ cell with the same (x,y), but next layer $z+1$:

$$(x,y,z\in\{0,1\},0,0,k) \longleftrightarrow (x,y,z+1,1,j',k'), \tag{7}$$
$$(x,y,z\in\{0,1\},1,0,k) \longleftrightarrow (x,y,z+1,0,j',k'), \tag{8}$$

and all $j=1$ vertices are also connected to all j' and k' vertices in the opposite part $\bar{i}$ in a $K_{4,4}$ cell in the next layer $z+1$, but with x and y coordinates shifted by 1 in the following way:

$$(x,y,z\in\{0,1\},0,1,k) \longleftrightarrow (x-1,y,z+1,1,j',k'), \tag{9}$$
$$(x,y,z\in\{0,1\},1,1,k) \longleftrightarrow (x,y-1,z+1,0,j',k'). \tag{10}$$

For the $z=2$ layer ($\delta_{z2}=0$), we have

$$(x,y,2,i,j,k) \longleftrightarrow (x+ji, y+j\bar{i}, 0, \bar{i}, j', k'), \tag{11}$$

all $j=0$ vertices of a $K_{4,4}$ cell are connected to the $K_{4,4}$ cells in the $z=0$ layer, but with x and y coordinates *both* shifted by 1:

$$(x,y,2,0,0,k) \longleftrightarrow (x+1,y+1,0,1,j',k'), \tag{12}$$
$$(x,y,2,1,0,k) \longleftrightarrow (x+1,y+1,0,0,j',k'), \tag{13}$$

and all $j=1$ vertices are also connected

$$(x,y,2,0,1,k) \longleftrightarrow (x,y+1,0,1,j',k'), \tag{14}$$
$$(x,y,2,1,1,k) \longleftrightarrow (x+1,y,0,0,j',k'). \tag{15}$$

Equations (7)-(10) (and (12)-(15)) each describe a $K_{2,4}$ graph (8 edges in total, in different colors in Figure 2a), one connecting the $i=0$ part of a $K_{4,4}$ cell at (x,y,z) to the $i=1$ part of a $K_{4,4}$ on a different layer z and

possibly different coordiante (x', y'), and the other $K_{2,4}$ connects the $i = 1$ part to the $i = 0$ part of a $K_{4,4}$, also on a different layer z and possibly different coordinate (x', y').

A representative part of the Pegasus graph is depicted in Figure 2a.

II. GRAPHICAL REPRESENTATIONS OF PEGASUS

There are many ways that Pegasus can be drawn, so we show some of these in Figures 3 and **??**.

III. COMPARISON TO CHIMERA

A. Graph degree

As can easily be seen in Figure 2a, the vertices of a generic unit cell of Pegasus have a degree 15, which is 2.5 times larger than the maimum degree achieved in Chimera.

B. Non-planarity

We note that certain binary optimization problems forming planar graphs can be solved on a classical computer with a number of operations that scales polynomially with the number of binary variables, with the blossom algorithm [2]. Therefore it is important that the qubits of a quantum annealer are connected by a non-planar graph. The $K_{4,4}$ cells of Chimera are already sufficient to make all commercial D-Wave annealers non-planar. However, if each $K_{4,4}$ cell of a Chimera's physical qubits were to encode just one logical qubit (in for example, an extreme case of minor embedding), then Chimera would be planar. While all red, blue, and green lines added in Pegasus are of the form $K_{2,4}$, which itself is planar; these $K_{2,4}$ lines connect cells of different planes of chimeras in a non-planar way, such that even if each cell were to represent one logical qubit, *these logical qubits would still form a non-planar graph in Pegasus.* This should expand the number of binary optimization problems that can be embedded onto a D-Wave annealer, and cannot with any known algorithm be solved on a classical computer with a number of operations that scales polynomially with the number of binary variables.

C. Embedding

We have written an entire paper on the embedding of quadratization gadgets onto Chimera and Pegasus. One highlight of that work is the fact that *all* quadratization gadgets for single cubic terms which require one auxiliary qubit, can be embedded onto Pegasus with no further auxiliary qubits because Pegasus contains K_4,which means that all three logical qubits and the auxiliary qubit can be connected in any way, without any minor-embedding.

D. Application: Nike will embed two problems on Chimera and Pegasus to show reduction in # of auxiliary qubits.

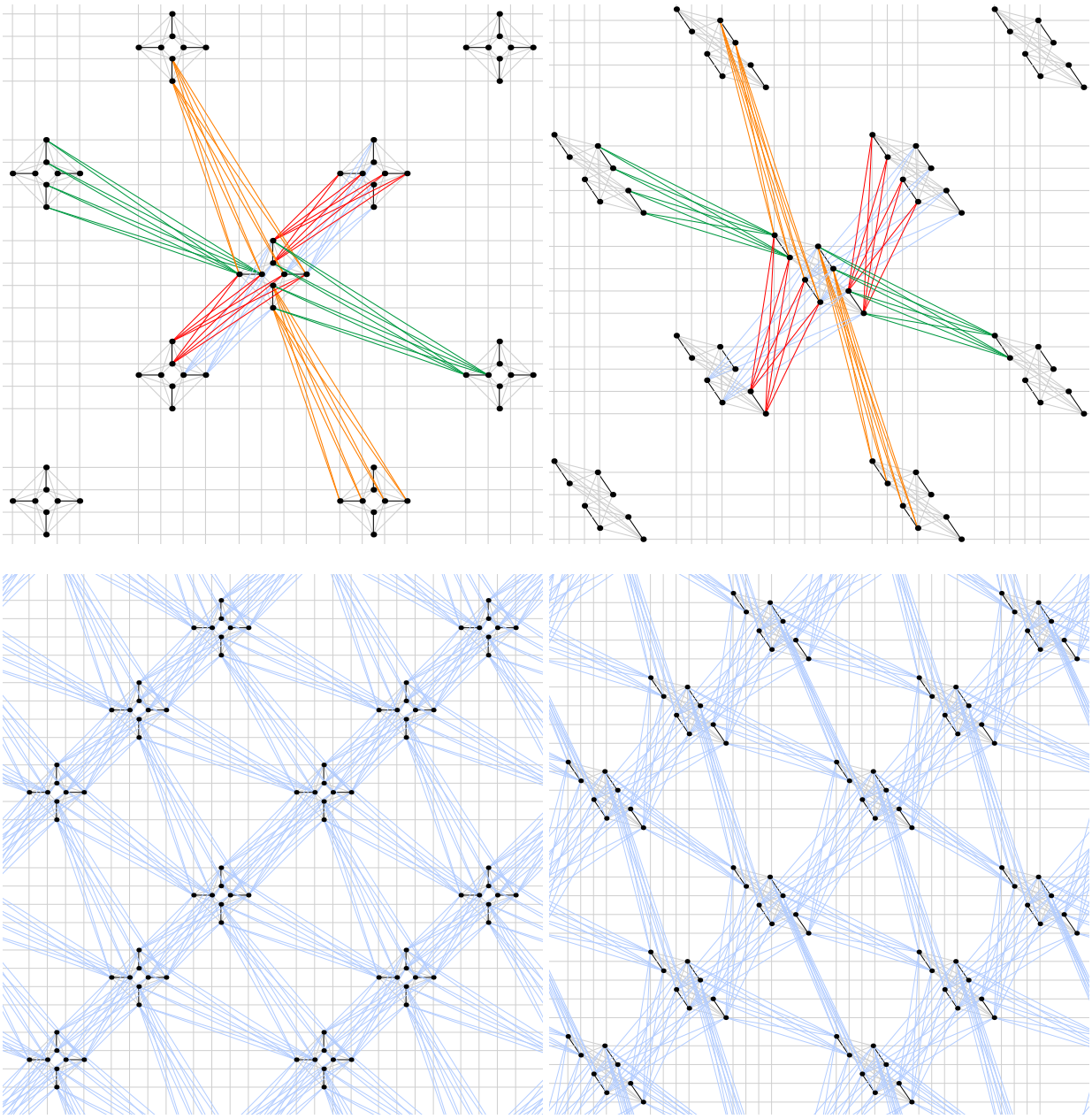
IV. OPEN SOURCE CODE FOR GENERATION OF PEGASUS FIGURES

We provide all readers with free, open-source codes to generate a variety of different graphical depications of Pegasus in MetaPost, which can easily be compiled with most LaTeX distributions and generates PDFs. Many options are available that allow users to change the default settings in order to suit their interests.

ACKNOWLEDGEMENTS

We gratefully thank Kelly Boothby of D-Wave for her time spent in verifying the correctness of our algorithm, and to Aidan Roy for introducing us to her.

Figure 3



[1] H. Neven, V. S. Denchev, M. Drew-Brook, J. Zhang, W. G. Macready, and G. Rose, *NIPS 2009 Demonstration: Binary Classification using Hardware Implementation of Quantum Annealing*, Tech. Rep. (2009).

[2] J. Edmonds, Canadian Journal of Mathematics **17**, 449 (1965); *Journal of Research of the National Bureau of Standards-B.*, Tech. Rep. 2 (1965).