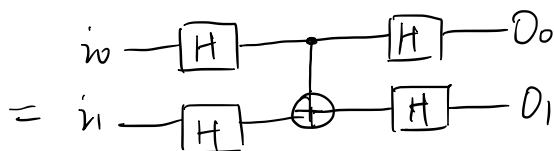
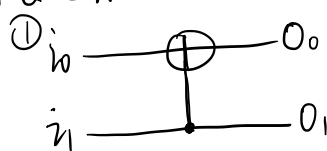


Optimization of Circuits for IBM's five qubit Quantum Computer

A. QX2 Architecture



left side:

$$O_0 = \begin{cases} i_0 & \text{if } i_1=|0\rangle \\ \bar{i}_0 & \text{if } i_1=|1\rangle \end{cases}$$

$$O_1 = i_1$$

right side: (4 cases. ①~④)

① if $i_0=i_1=|0\rangle$; $O_0=O_1=0$

$$\begin{aligned} i_0 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \\ i_1 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{aligned} \Bigg\} \rightarrow \text{CNOT} \rightarrow \begin{cases} \frac{|0\rangle+|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |0\rangle \\ \frac{|0\rangle+|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |0\rangle \end{cases}$$

$$\begin{aligned} & \text{CNOT} \left(\frac{|0\rangle+|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle+|1\rangle}{\sqrt{2}} \right) \\ &= \text{CNOT} \left(\frac{1}{2} (|00\rangle + |01\rangle + |10\rangle + |11\rangle) \right) \\ &= \frac{1}{2} (|00\rangle + |01\rangle + |11\rangle + |10\rangle) \\ &= \frac{|0\rangle+|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{aligned}$$

② if $i_0=0, i_1=1$; $O_0=1, O_1=1$

$$\begin{aligned} i_0 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \\ i_1 \rightarrow H \rightarrow \frac{|0\rangle-|1\rangle}{\sqrt{2}} \end{aligned} \Bigg\} \rightarrow \text{CNOT} \rightarrow \begin{cases} \frac{|0\rangle-|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |1\rangle \\ \frac{|0\rangle-|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |1\rangle \end{cases}$$

$$\begin{aligned} & \text{CNOT} \left(\frac{|0\rangle+|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle-|1\rangle}{\sqrt{2}} \right) \\ &= \text{CNOT} \left(\frac{1}{2} (|00\rangle - |01\rangle + |10\rangle - |11\rangle) \right) \\ &= \text{CNOT} \left(\frac{1}{2} (|00\rangle - |01\rangle + |11\rangle - |10\rangle) \right) \\ &= \frac{|0\rangle-|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle-|1\rangle}{\sqrt{2}} \end{aligned}$$

③ if $i_0=1, i_1=0$; $O_0=1, O_1=0$

$$\begin{aligned} i_0 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \\ i_1 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{aligned} \Bigg\} \rightarrow \text{CNOT} \rightarrow \begin{cases} \frac{|0\rangle-|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |1\rangle \\ \frac{|0\rangle+|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |0\rangle \end{cases}$$

$$\begin{aligned} & \text{CNOT} \left(\frac{|00\rangle - |10\rangle + |01\rangle - |11\rangle}{2} \right) \\ &= \frac{|00\rangle - |11\rangle + |01\rangle - |10\rangle}{2} = \frac{|0\rangle-|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle+|1\rangle}{\sqrt{2}} \end{aligned}$$

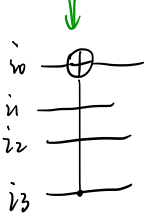
④ if $i_0=1, i_1=1$; $O_0=0, O_1=1$

$$\begin{aligned} i_0 \rightarrow H \rightarrow \frac{|0\rangle+|1\rangle}{\sqrt{2}} \\ i_1 \rightarrow H \rightarrow \frac{|0\rangle-|1\rangle}{\sqrt{2}} \end{aligned} \Bigg\} \rightarrow \text{CNOT} \rightarrow \begin{cases} \frac{|0\rangle+|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |0\rangle \\ \frac{|0\rangle-|1\rangle}{\sqrt{2}} \rightarrow H \rightarrow |1\rangle \end{cases}$$

$$\begin{aligned} & \text{CNOT} \left(\frac{1}{2} (|00\rangle - |01\rangle - |10\rangle + |11\rangle) \right) = \frac{1}{2} (|00\rangle - |01\rangle - |10\rangle + |11\rangle) \\ &= \frac{|0\rangle+|1\rangle}{\sqrt{2}} \otimes \frac{|0\rangle-|1\rangle}{\sqrt{2}} \end{aligned}$$

② SWAP Gate Approach:

of levels: 1

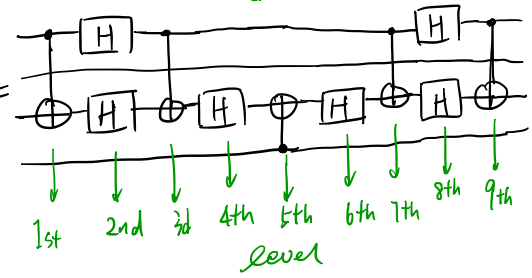
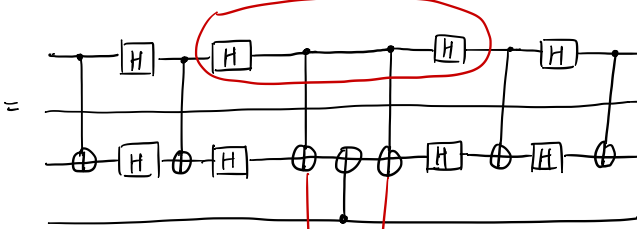
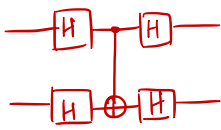
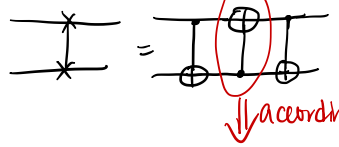


Two connected Hadamard gate can cancel each other out

↑ (Hadamard gate = inverse Hadamard gate)

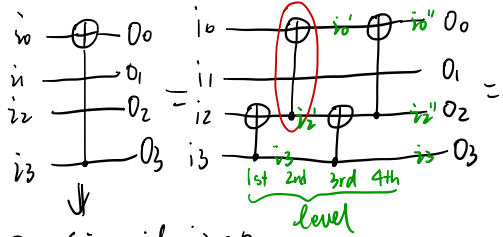
of levels: 9

SWAP
(exchange 2 qubits)



∴ the # of levels increases by at most 8.

Template Approach:



$$O_0 = \begin{cases} i_0 & \text{if } i_3 = 0 \\ \bar{i}_0 & \text{if } i_3 = 1 \end{cases}$$

$$O_3 = i_3$$

After 1st level, $i_2' = \begin{cases} i_2 & \text{if } i_3 = 0 \\ \bar{i}_2 & \text{if } i_3 = 1 \end{cases}$

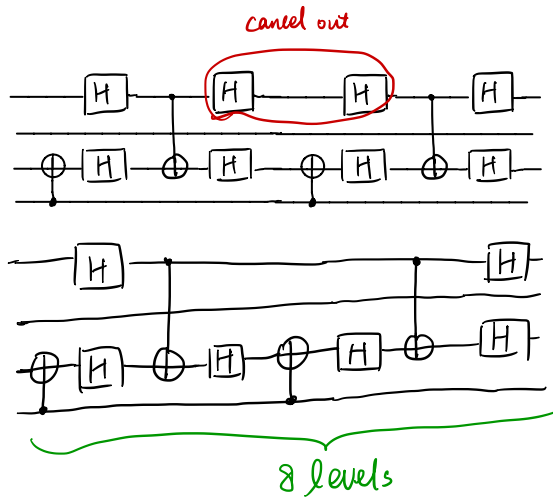
After 2nd level, $i_0' = \begin{cases} i_0 & \text{if } i_2' = 0 \\ \bar{i}_0 & \text{if } i_2' = 1 \end{cases} = \begin{cases} i_0 & \text{if } i_3 = 0, i_2 = 0, \text{ or } i_3 = 1, i_2 = 1 \\ \bar{i}_0 & \text{if } i_3 = 0, i_2 = 1, \text{ or } i_3 = 1, i_2 = 0 \end{cases}$

After 3rd level, $i_2'' = \begin{cases} i_2' & \text{if } i_3 = 0 \\ \bar{i}_2' & \text{if } i_3 = 1 \end{cases} = i_2$

After 4th level, $i_0'' = \begin{cases} i_0' & \text{if } i_2 = 0 \\ \bar{i}_0' & \text{if } i_2 = 1 \end{cases} = \begin{cases} i_0 & \text{if } i_3 = 0, i_2 = 0 \\ \bar{i}_0 & \text{if } i_3 = 1, i_2 = 1 \\ i_0 & \text{if } i_3 = 0, i_2 = 1 \\ \bar{i}_0 & \text{if } i_3 = 1, i_2 = 0 \end{cases} = \begin{cases} i_0 & \text{if } i_3 = 0 \\ \bar{i}_0 & \text{if } i_3 = 1 \end{cases}$

∴ $O_0 = i_0'' = \begin{cases} i_0 & \text{if } i_3 = 0 \\ \bar{i}_0 & \text{if } i_3 = 1 \end{cases}$

$$O_3 = i_3$$



∴ the # of levels increase by at most 7.

B. QX4 Architecture : Similar to A