

Effective qubit mapping, routing and scheduling

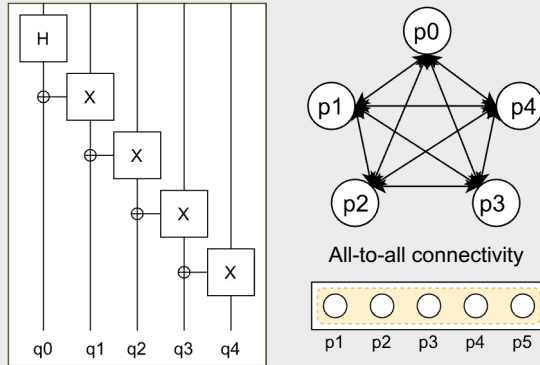
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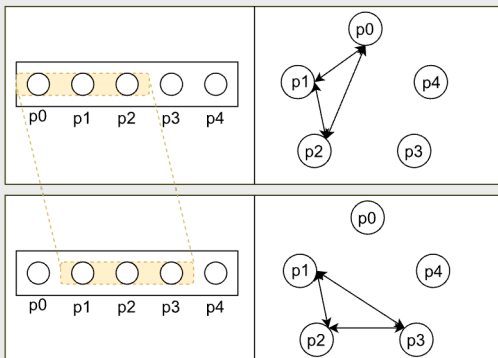
Qubit Mapping and Routing

Quantum hardware suffers from low physical connectivity between qubits, calling for optimal mapping of logical qubits to physical qubits followed by swap insertion.



Trapped-ion shuttling based architectures

- Linear tape of ions with a moveable head of lasers allows for scaling of trapped-ion architectures through shuttling[1].
- This leads to a dynamically evolving physical connectivity graph that requires scheduling the noisy tape movement.



Max-SAT based encoding for tape scheduling

- Prior work has used SAT based solvers for qubit mapping and routing on static circuits [2].
- We can extend this formulation to a dynamically evolving connectivity for shuttling architecture.

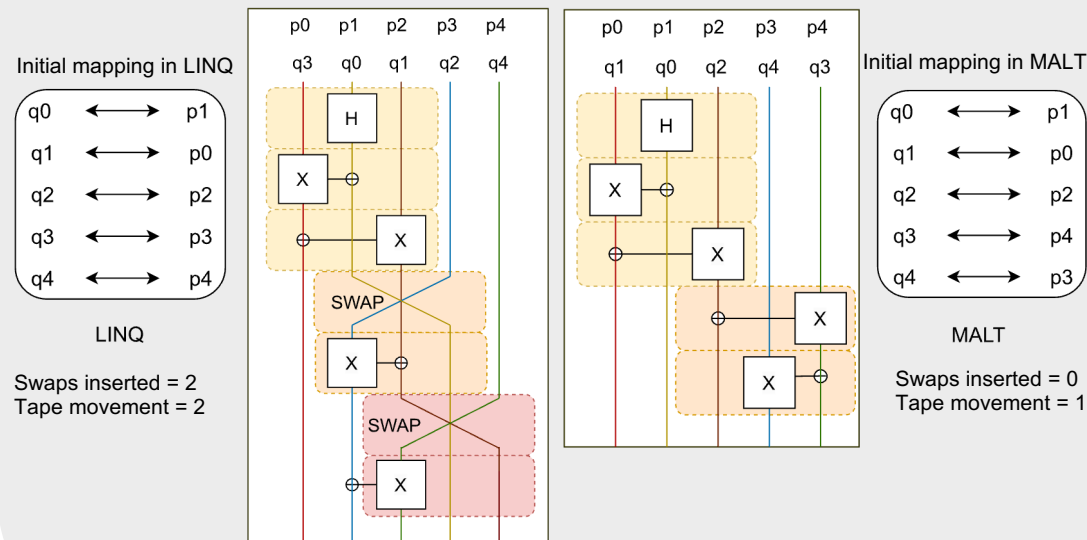
Hard constraints

$$H_i \implies \bigwedge_{i=1, j=1}^{i=L-1, j=H-1} \text{edge}(p_i, p_{i+j}) \wedge \neg \text{edge}(p_k, p_{k+l})$$
$$\bigvee_{i=1}^{L-H} (H_i \wedge (\bigwedge_{j \neq i} \neg H_j))$$

Soft constraints

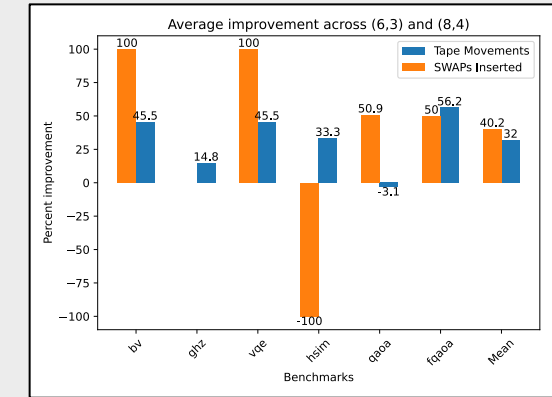
$$\bigvee_{i,k} ((H_a(i-1, k) \wedge H_a(i, k)))$$

Shuttling sequence generation between our approach and SOTA



- Insertion of a swap gate can increase circuit depth by the equivalent of three CNOTs.
- Tape movement introduces noise to the system causing degradation to the circuit fidelity
- MALT tries to find a near optimal solution and provides lower cost in terms of swaps.

Performance Analysis



Future Work

- Scalability for longer tape length.
- Noise modelling for cost of swaps and tape movement
- Experiments across algorithms and solvers

