





# Eternity II Puzzle by Beginners



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## Eternity II







#### Eternity II





- Edge-matching puzzle
  - 256 pieces(16 by 16 grid)
- Designed to be difficult to solve by brute-force computer search
- → Let's solve this with quantum computers!





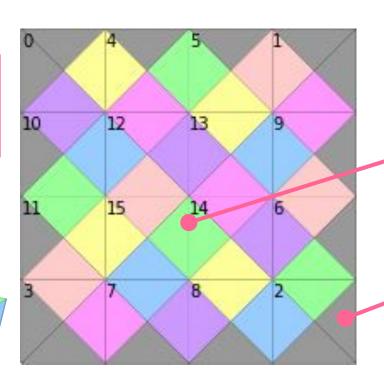


#### **Problem Settings**



Each piece is unique

Pieces can be used in 4 orientations



#### Rules

Adjacent edges must match

Gray = edge

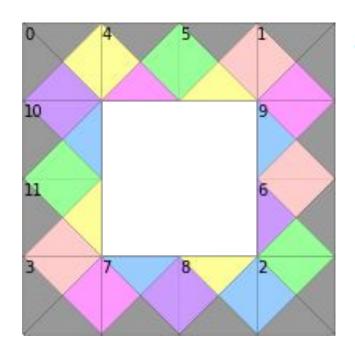






#### **Our Approach**





- Start from edge
  - → Proceed to inside repeatedly

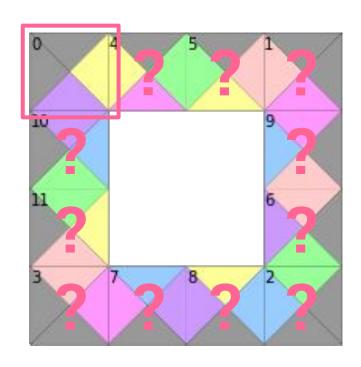






#### **Our Approach**





- Start from edge
  - → Proceed to inside repeatedly
- Fix one corner
- Enumerate all possibilities for other positions
- Filter the possibilities by requirements
- Find a correct combination

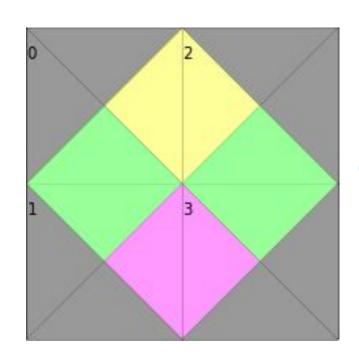






#### **Implementation - Simplified Case**





Find an answer for 2 by 2 grid

(Original: 16 by 16 grid)

Expected output

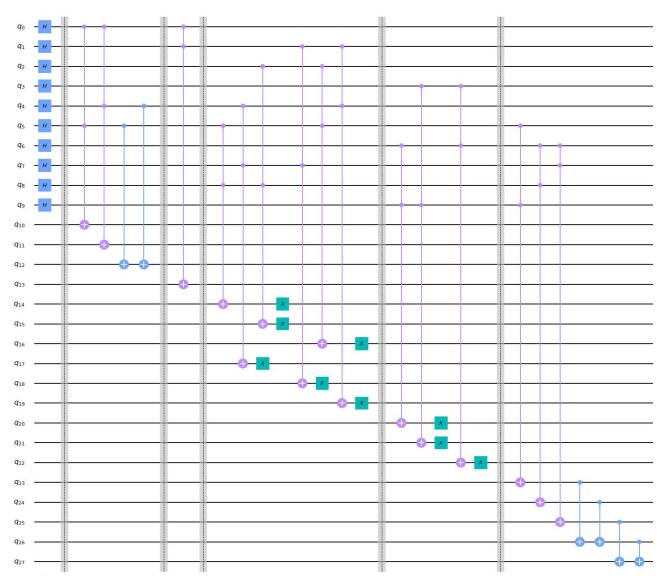






#### Implementation - Quantum Circuit





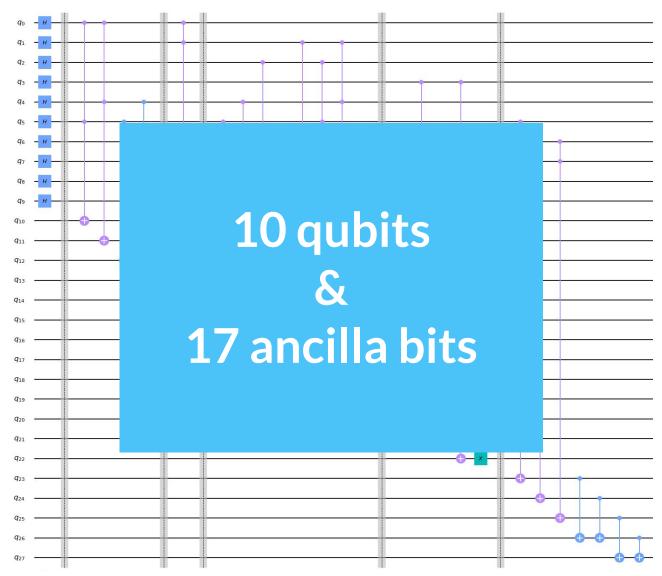






#### Implementation - Quantum Circuit





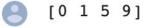


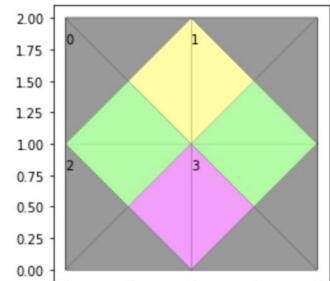




#### **Experimentation Result**







1.0

0.5

0.0

We got a correct answer



https://github.com/kumagaimasahito/Eternity/blob/master/eternity\_group2.ipynb

2.0

1.5



#### **Future Works**



- Decrease the number of ancilla bits in our quantum circuit
- Try other experimentations on bigger puzzles
- Implement Grover algorithm for finding Directed Hamiltonian Cycle

Special thanks: Ken Wei (IBM), Asa Eagle!

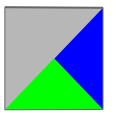


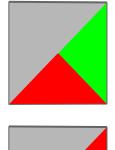














Blue: Red: Green:



(1	3
3	1
2	3
3	2











