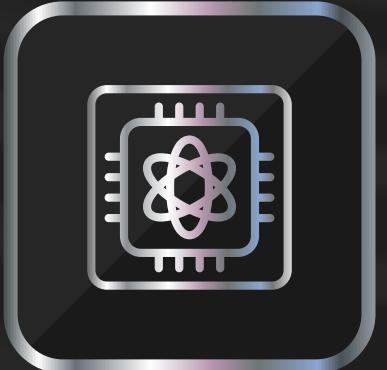


# A Community Detection-Based Parallel Algorithm for Quantum Circuit Simulation



**Presented By:**

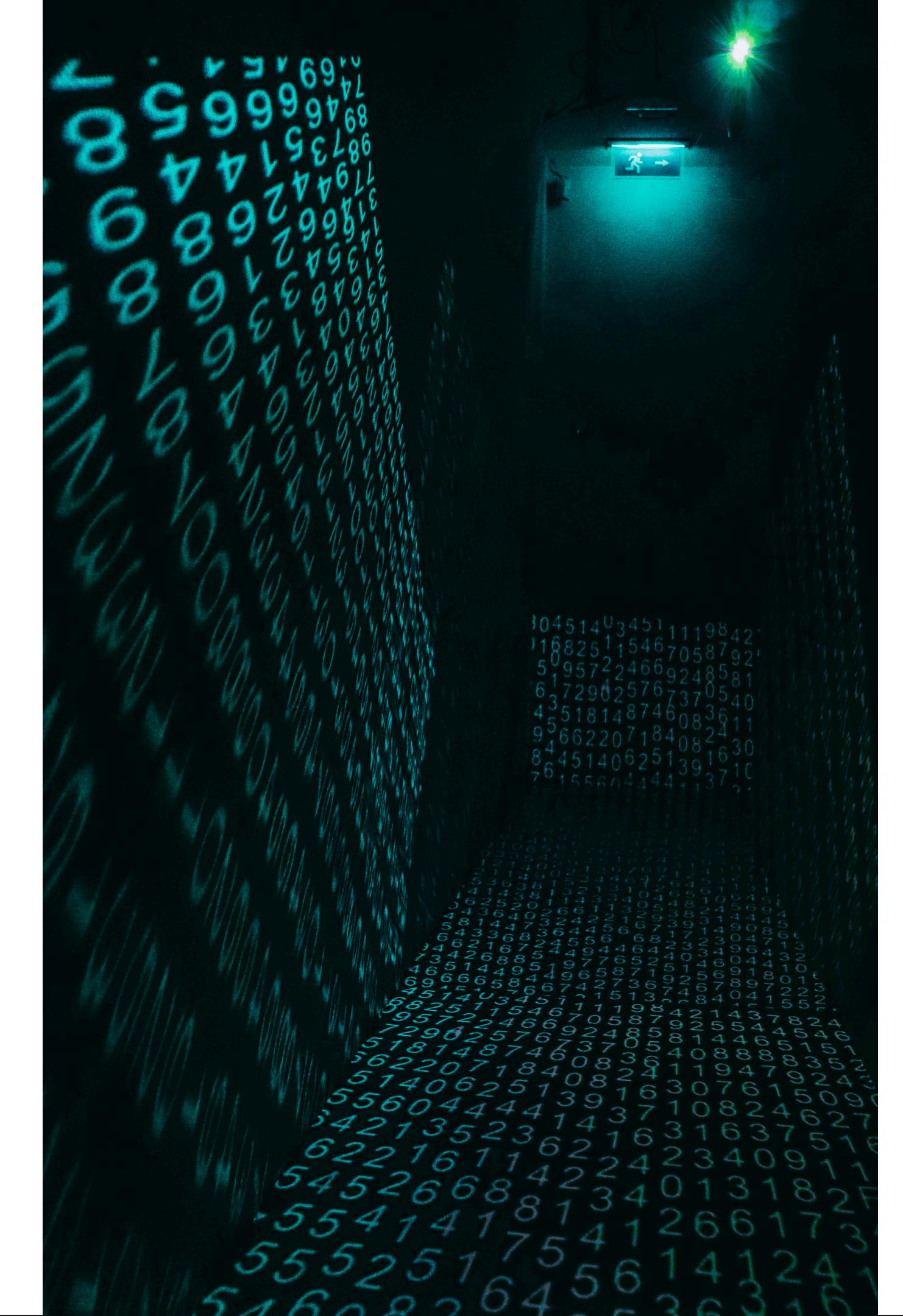
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Ahmed Ali Zaidi

# Why Simulate Quantum Circuits Classically ?

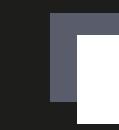
In the current era of quantum computing (NISQ), devices are noisy and have limited qubit counts.

Classical simulators validate quantum algorithms and testing circuit behavior.

However, simulation becomes exponentially more difficult as the number of qubits increases.



# Motivation



Quantum computing is making an impact in optimization, drug discovery, and cryptography.



Because quantum hardware is not yet scalable, we rely on simulations to explore quantum solutions. (e.g., 50 qubits  $\approx$  9 PB)



Analysis  
High computational cost of tensor network contraction.

# Tensor Networks Overview

Tensor networks efficiently represent quantum circuits where tensors are nodes and qubit interactions are edges.

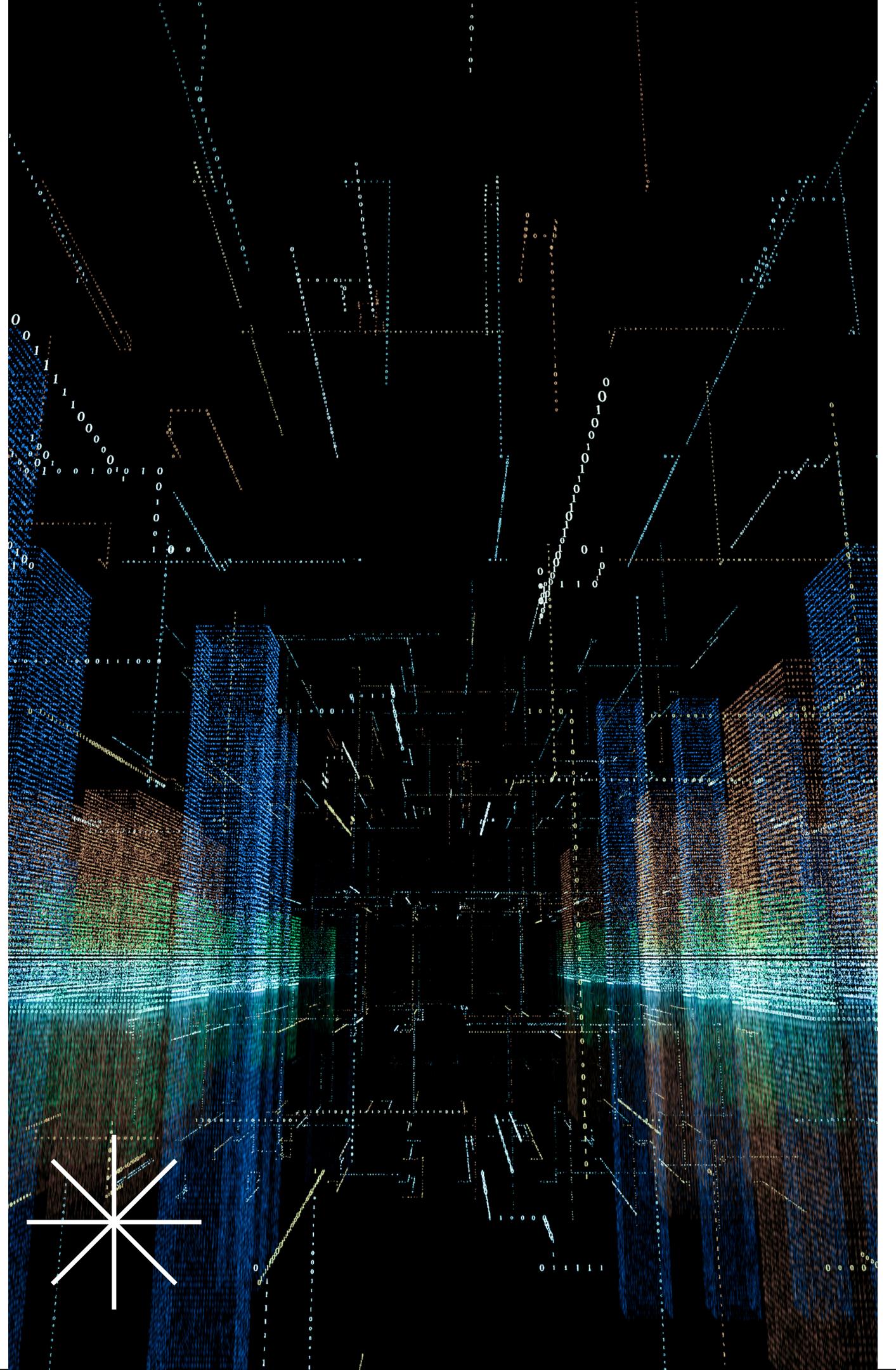
- Nodes = quantum gates (tensors)
- Edges = qubits (indices)

**Simulation involves contracting these tensors, similar to multiplying matrices**

**Merge tensors pairwise to compute amplitudes**

**Choosing the right contraction order can drastically reduce cost but finding it is NP-hard.**

# Existing Parallelization Strategies



## **MPI with Slicing:**

- Slice indices to split the network → Contract sub-networks in parallel.
- High communication overhead.

## **GPU-Based Contraction :**

- Parallelize tensor-pair contractions on GPU (e.g., cuTENSOR)
- Limited by GPU memory and tensor ranks.

## **Limitation :**

- Spatial cost dominates for large circuits

# Proposed Algorithm

Balances spatial and temporal costs via community-level parallelism.

## Stage 1: **Community Detection**

Use the Girvan–Newman (GN) algorithm to detect weakly-connected communities.

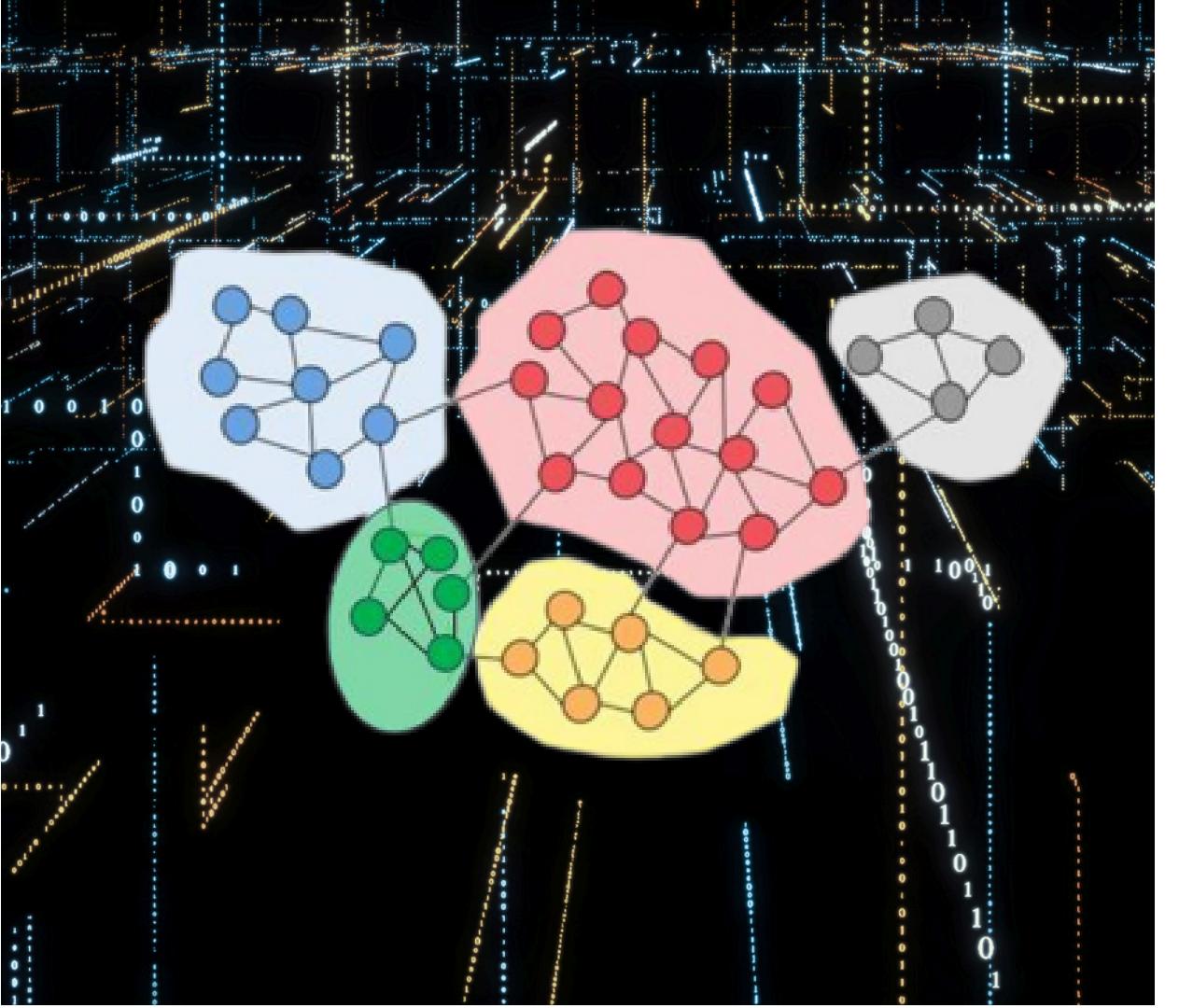
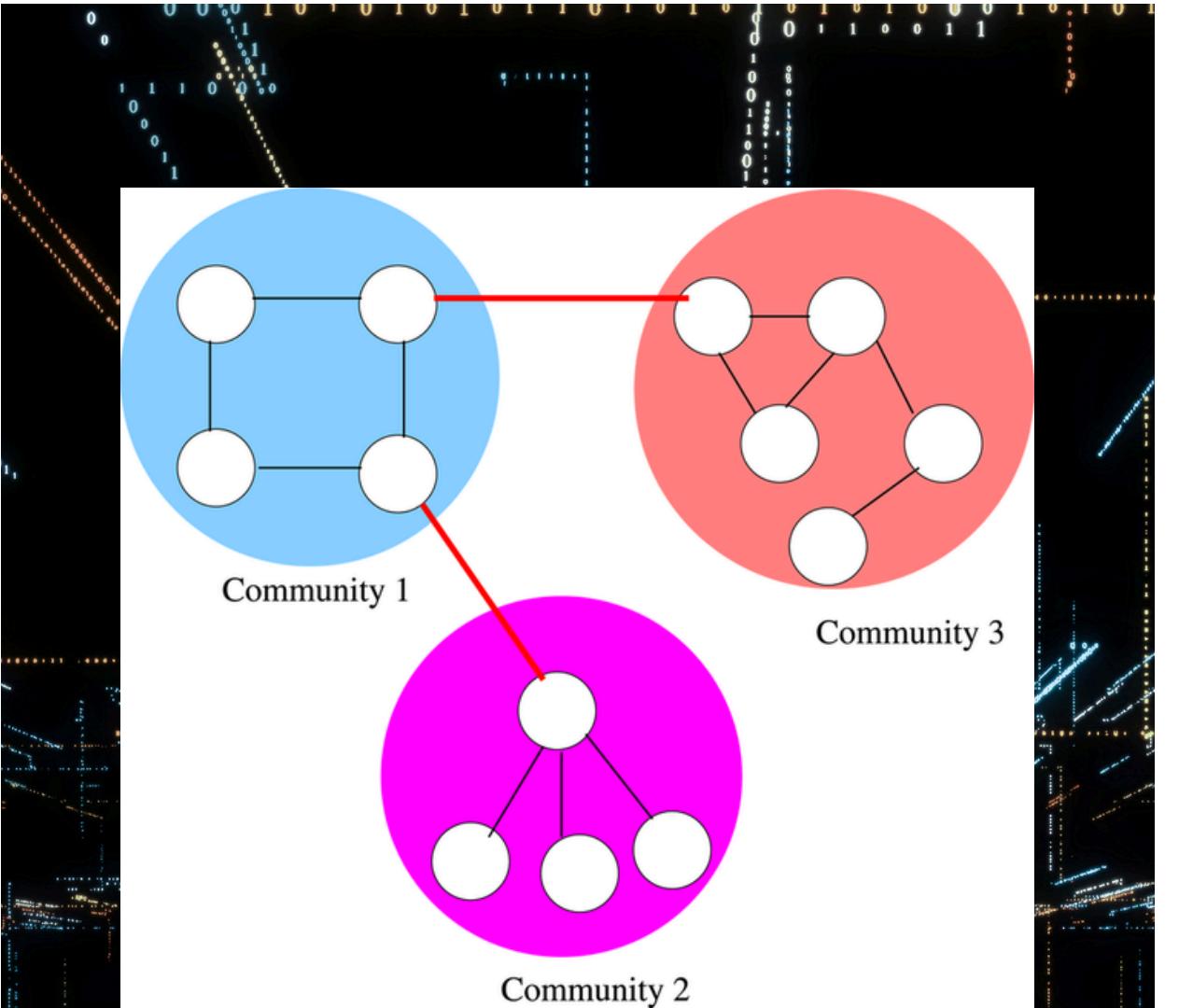
## Stage 2 : **Parallel Community Contraction**

Parallel contraction of these communities on CPU cores.

## Stage 3 : **Final Network Contraction**

Sequentially contract the reduced network.

# Girvan–Newman Algorithm



## Steps :

- Calculate edge betweenness centrality
- Remove edges with highest centrality → Split into communities
- Repeat until desired partitions

## Advantages :

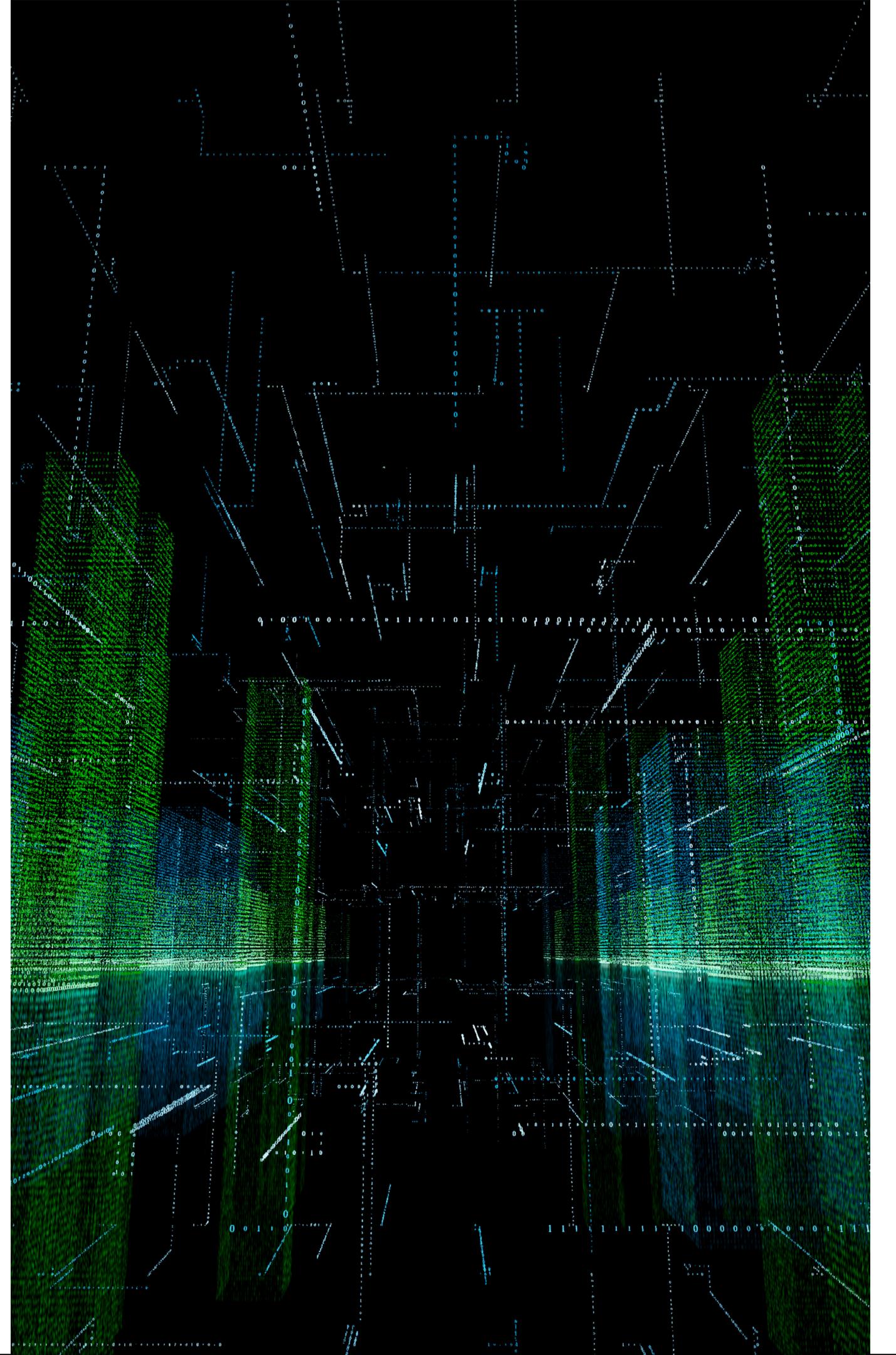
- High-quality communities for tensor networks
- Generates contraction plans automatically

# Proposed Parallelization Strategy

Partition tensor graph  
with **METIS**

Distribute communities  
with **MPI**

Contract with  
**OpenMP/OpenCL**



# Why METIS ?

Advantages Over Girvan-Newman

01

**Faster for Larger Graphs.**

02

**Scalable for Distributed Systems.**

03

**Minimizes Edge Cuts**

# Expected Results

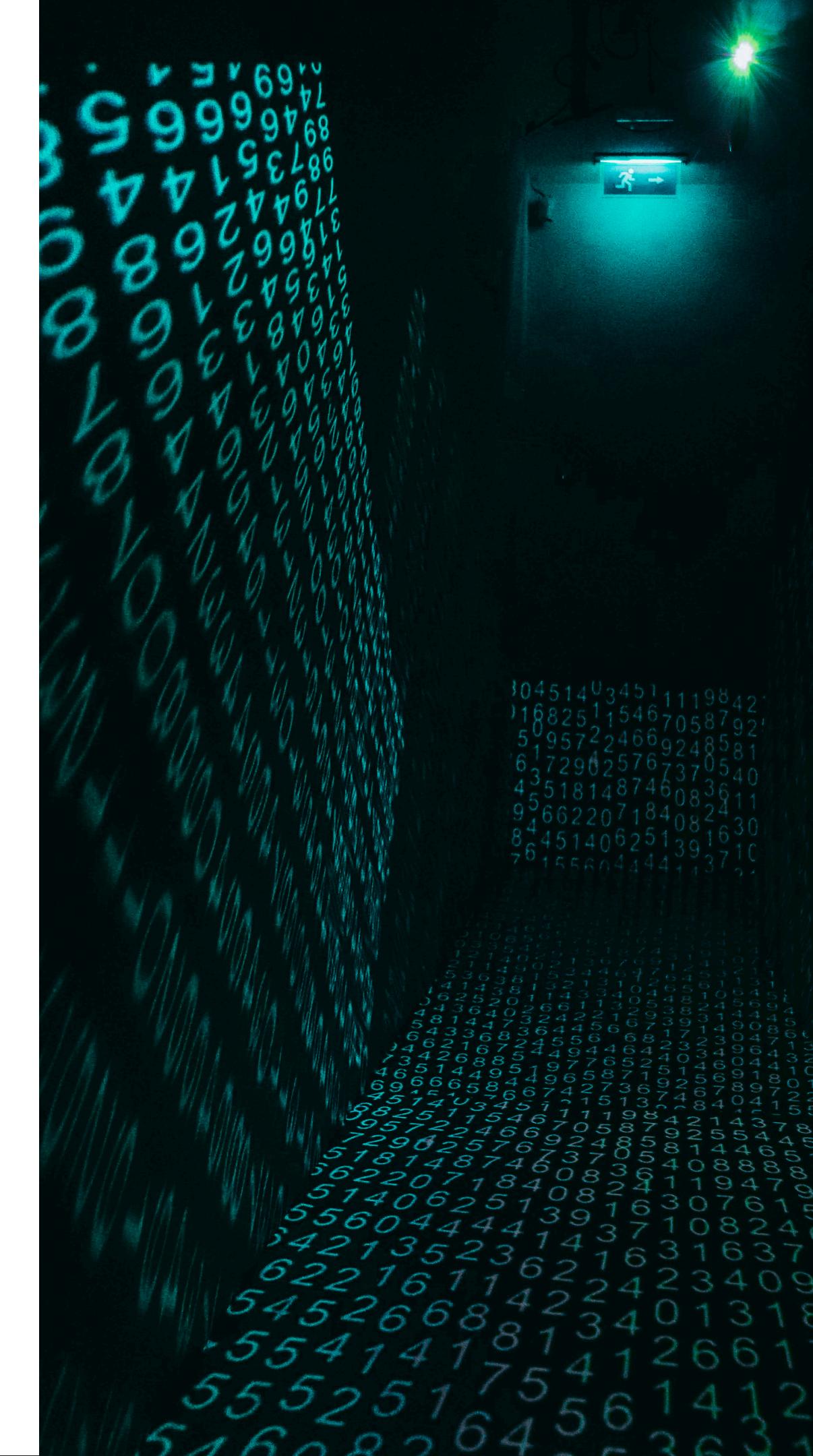
Comparison

Sequential vs. MPI +  
METIS vs. Hybrid

Speedup curves for  
QFT, ROC

## Metrics:

- Speedup:  $T_{sequential}/T_{parallel}$ .
- Scalability: Strong vs. weak scaling.
- Memory Efficiency: Reduced spatial cost.



# Challenges & Mitigation



## Challenges:

- Load imbalance
- MPI communication overhead
- GPU memory limits



## Mitigation:

- METIS balancing constraints
- Non-blocking MPI
- Optimized OpenCL kernels

# Conclusion

Hybrid parallelism + community detection reduces costs.  
METIS enables scalable partitioning.

**Any Questions?**