



Fast Pattern Matching in Quantum Circuits

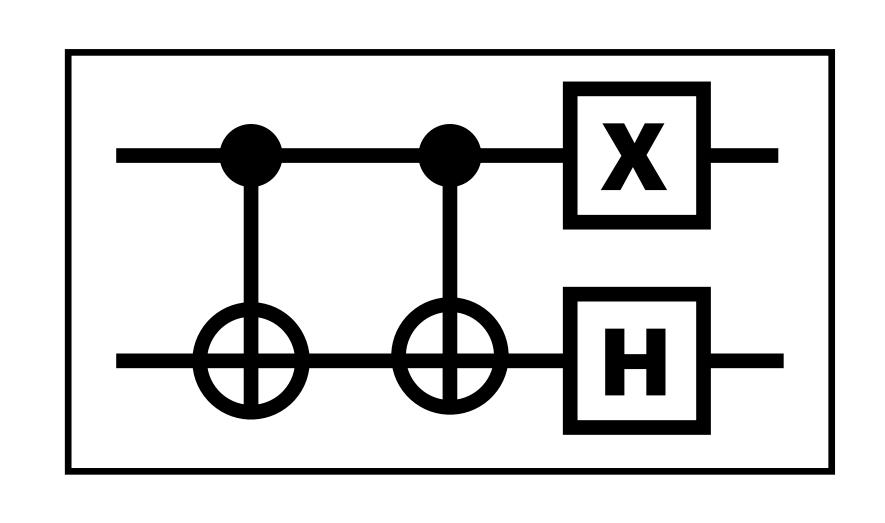
Luca Mondada & Pablo Andres-Martinez

IWQC 2023, Paris France, 21st July 2023

<u>arXiv:2302.06717</u> [quant-ph]

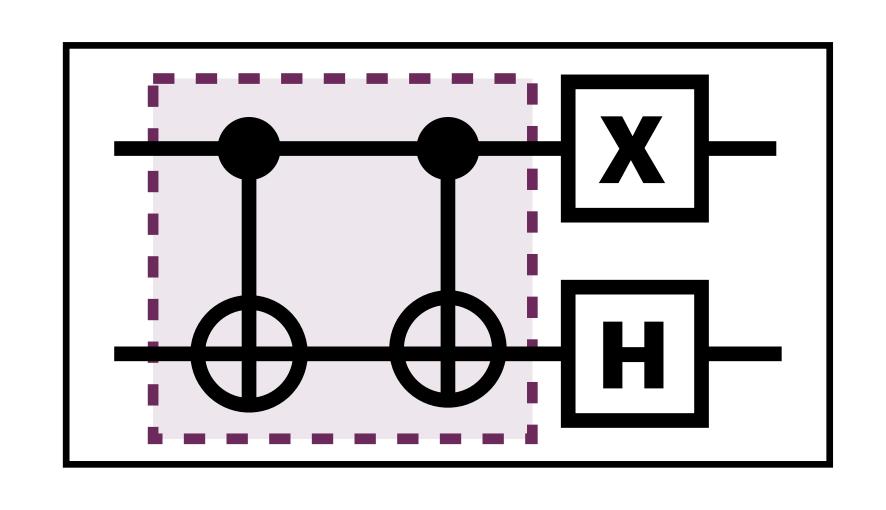
Quantum Circuit optimisation ... is about to get a lot harder

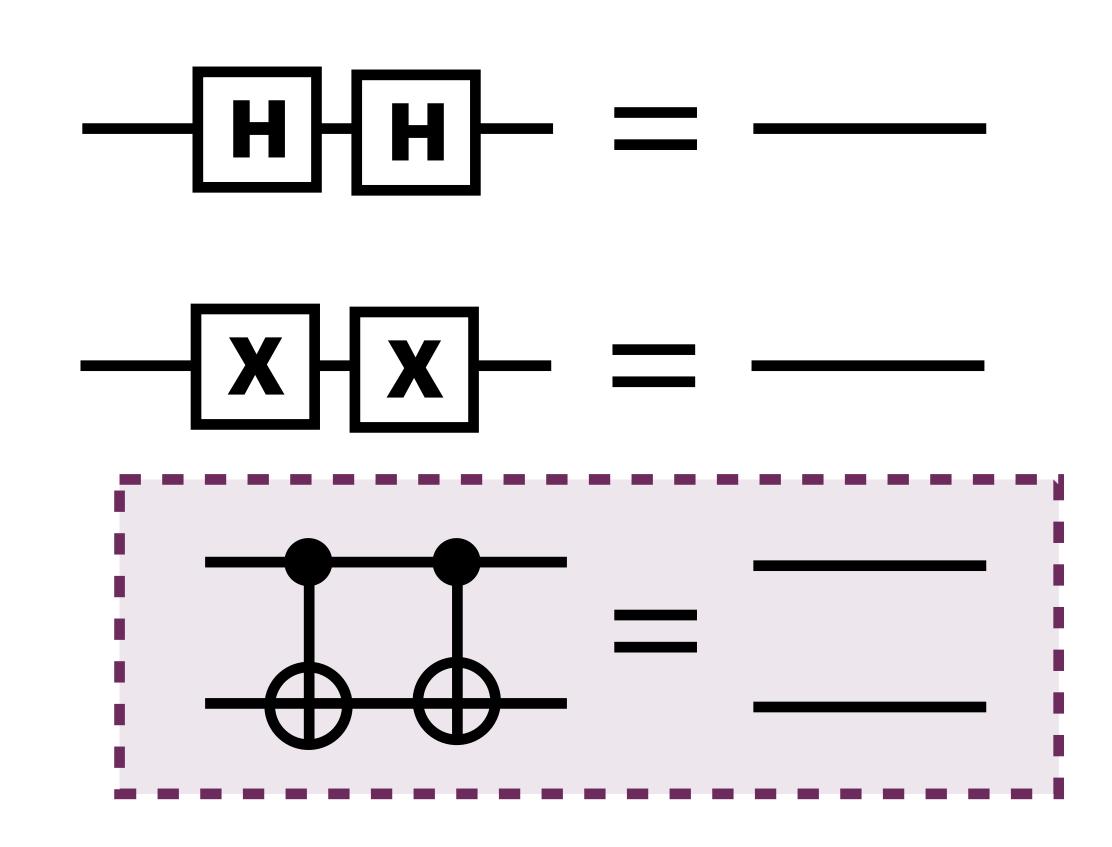
- 1. Larger circuits
- 2. Hybrid classical-quantum computations
- 3. Every bit of optimisation will matter

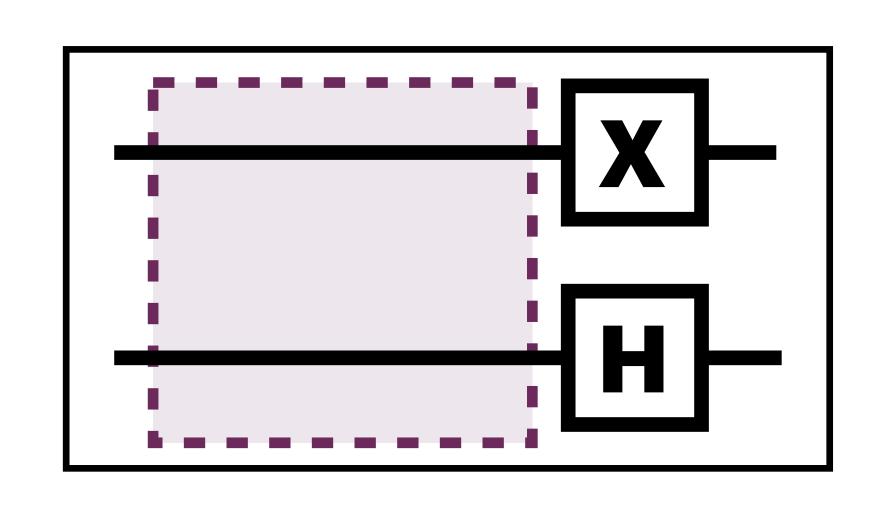


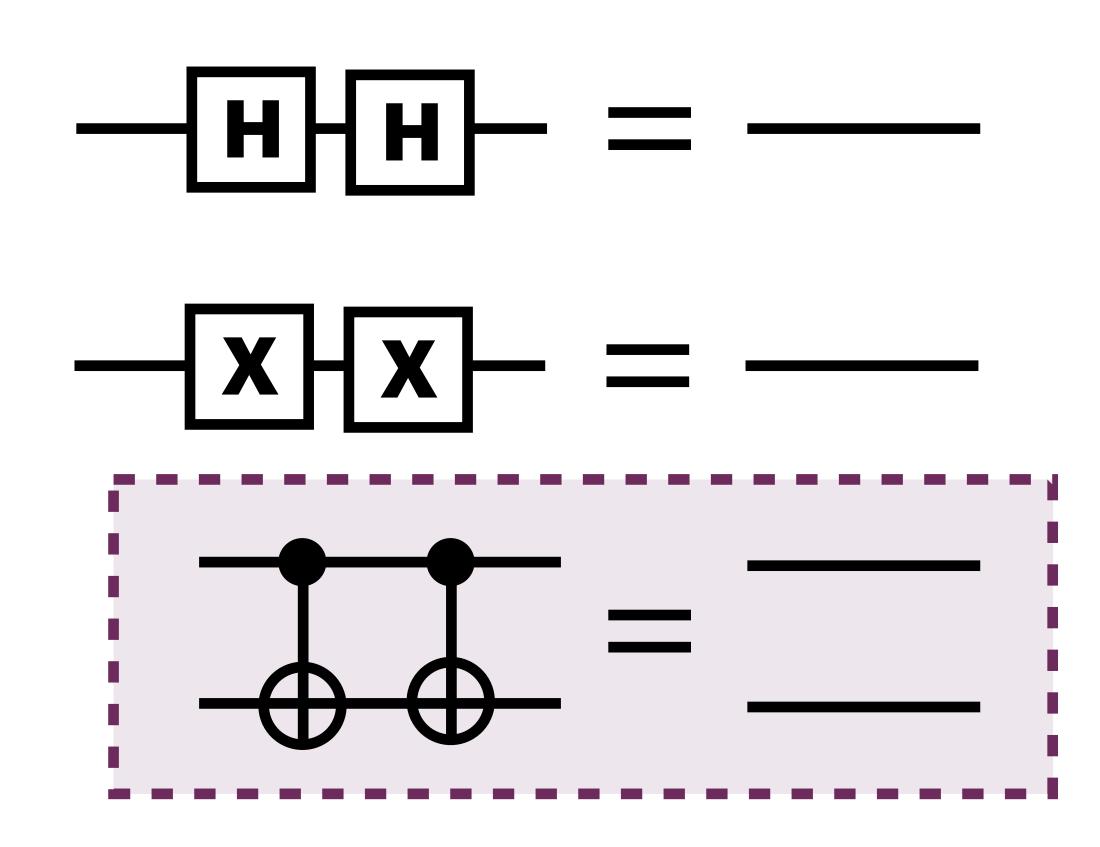
$$-\mathbf{H}\cdot\mathbf{H} = --$$

$$-\mathbf{X}\cdot\mathbf{X} = --$$





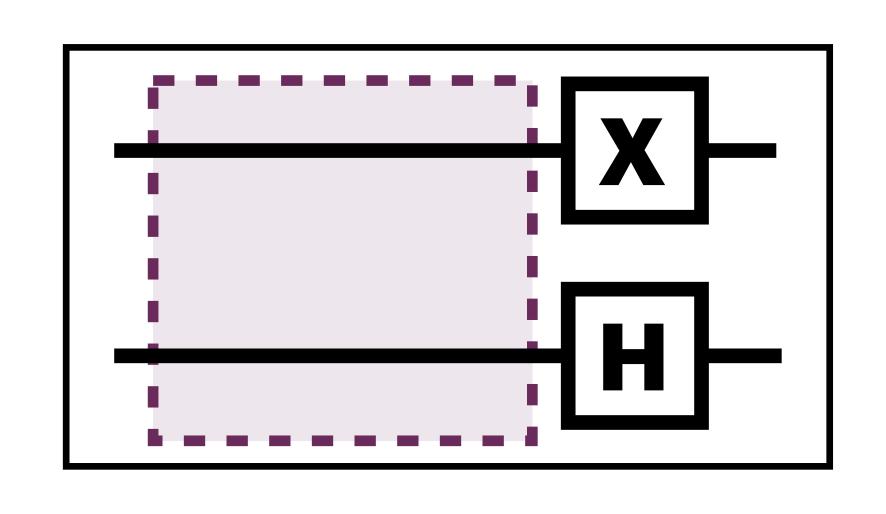


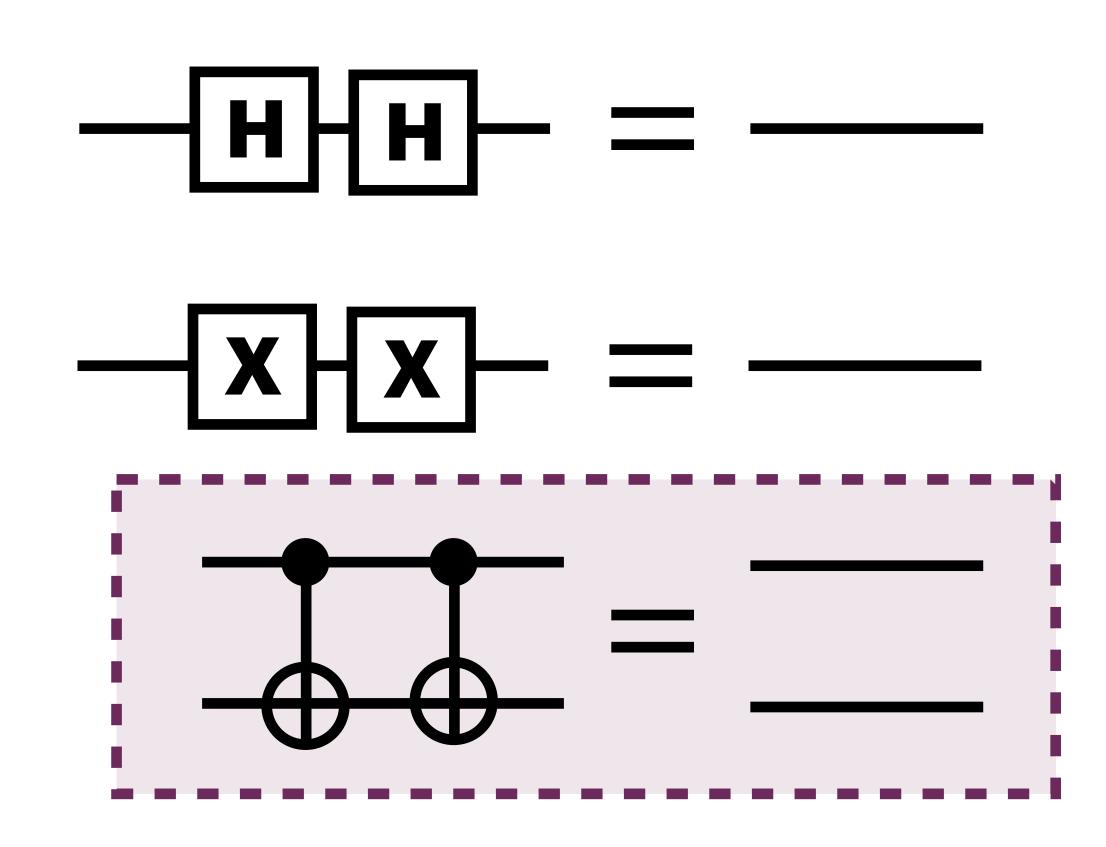


- 1. Generate rewrite rules (offline)
- 2. Find patterns in input
 3. Rewrite & optimise

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Solution: L-independent online runtime

Pattern matching complexity for strings VS circuits VS graphs

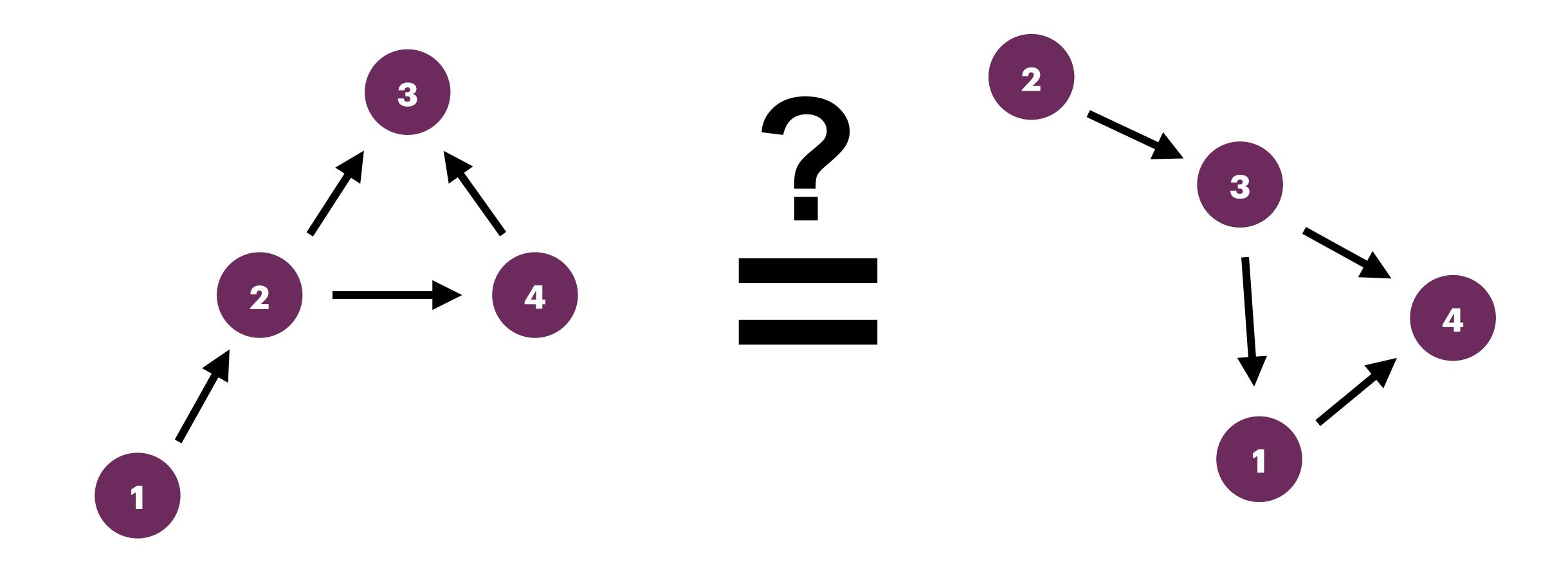
WIP	EASY			HARD
	strings		circuits	graphs
1 PATTERN	O(n)	[KMP]	O(n·m)	\mathcal{NP} -complete
L PATTERNS precomputation:	O(n) O(Lm)	[AC]	$\frac{O(n \cdot 2^q \cdot w)}{O(Lm + w^q)}$	$O(n^2)$ [MB] $O(L3^m)$
this work				

n: size of input m: size of patterns w: number of gates on one qubit in patterns

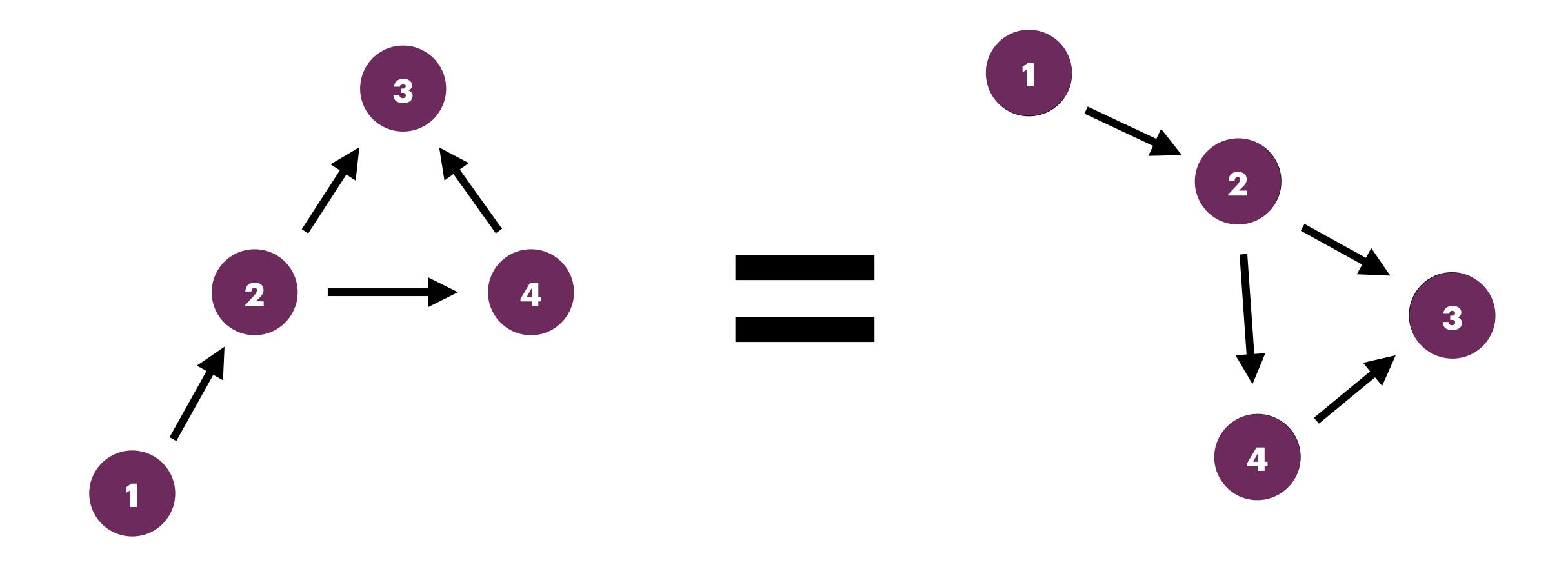
L: number of patterns for circuits: $m = w \cdot q$

q: number of qubits in patterns

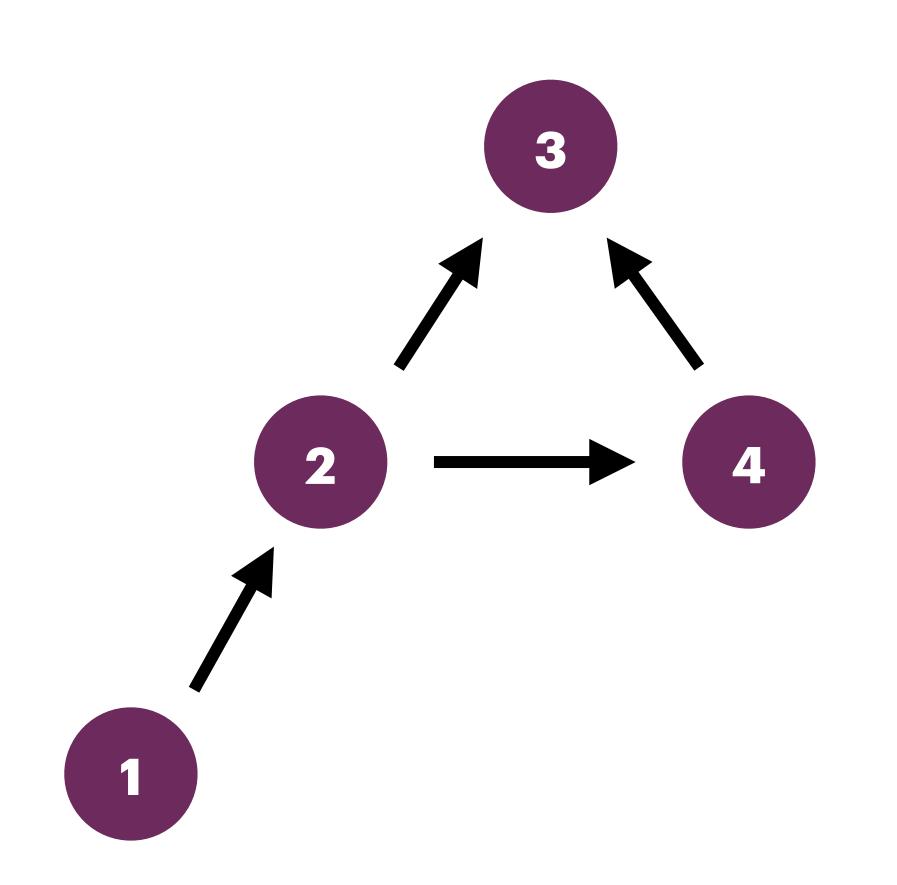
It's all about the vertex labelling

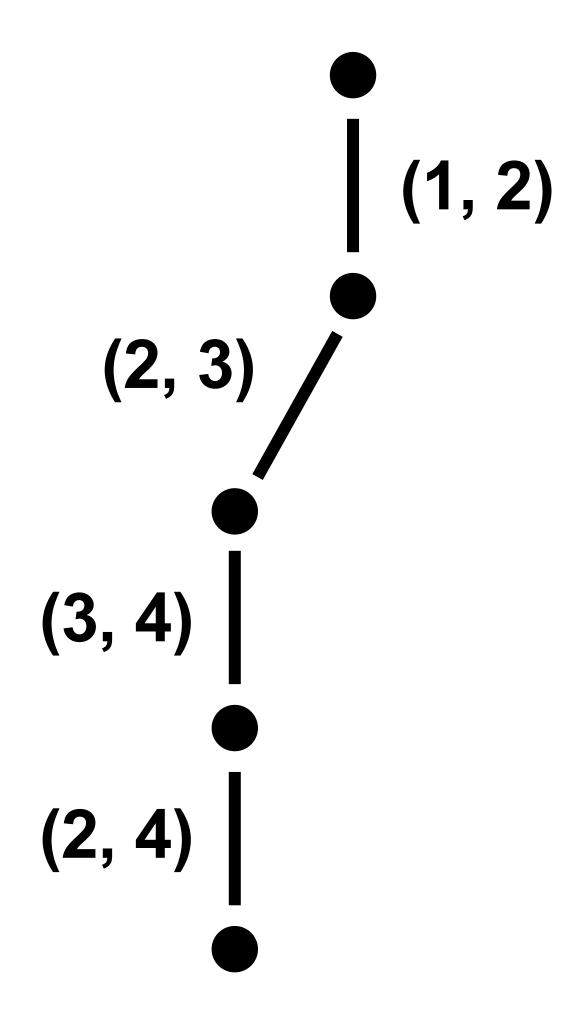


It's all about the vertex labelling

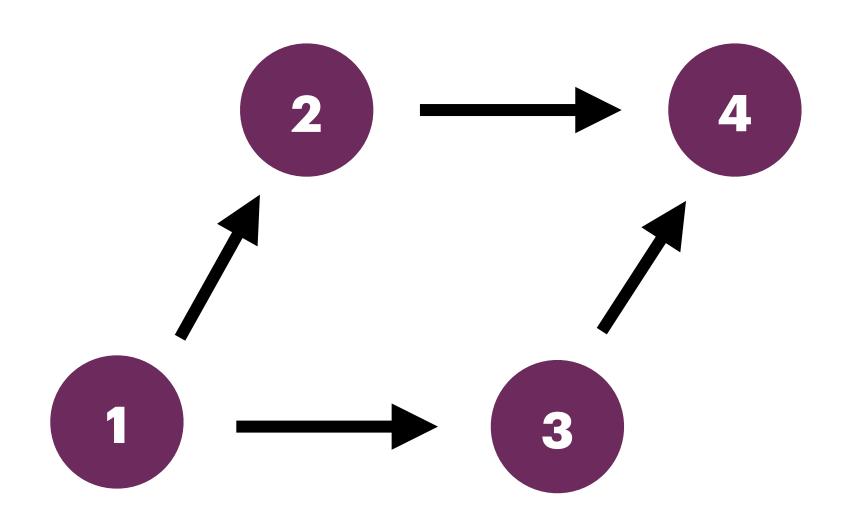


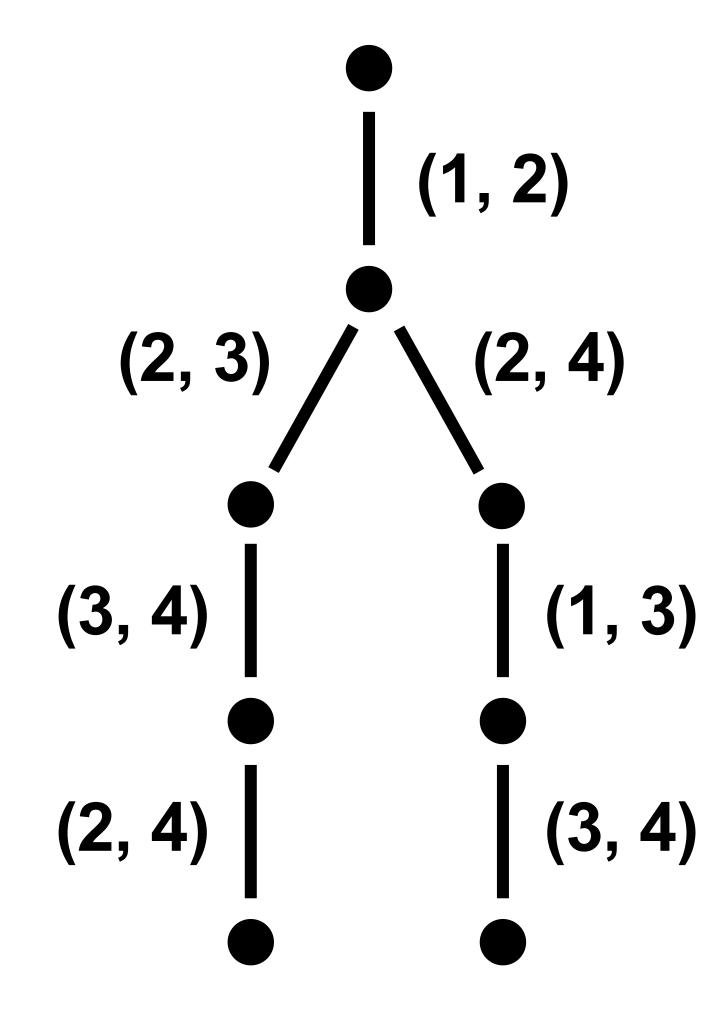
Then edge-by-edge equality

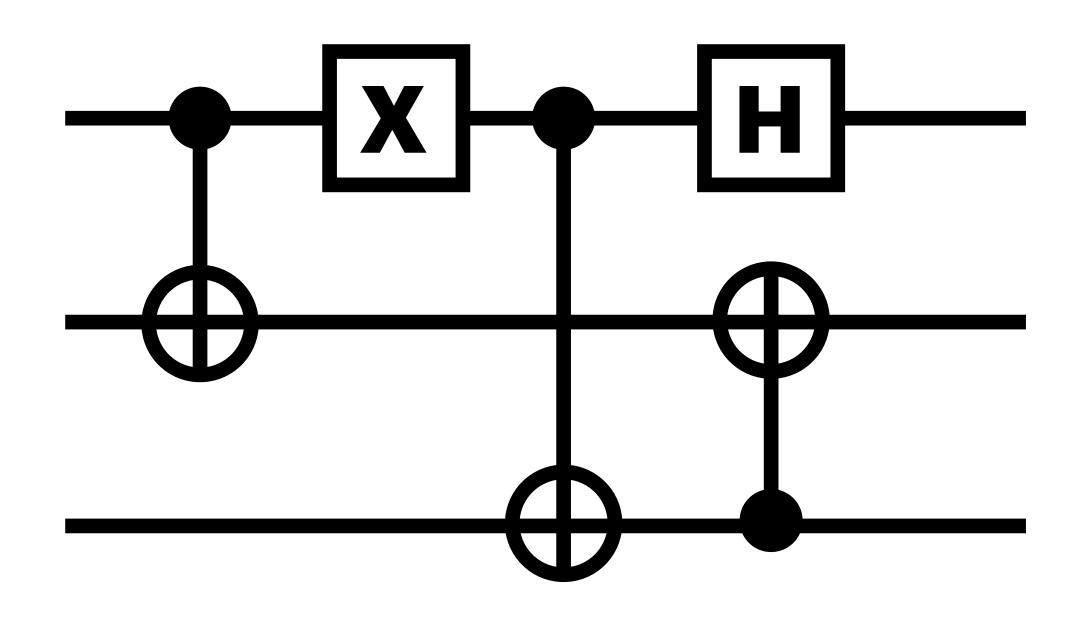




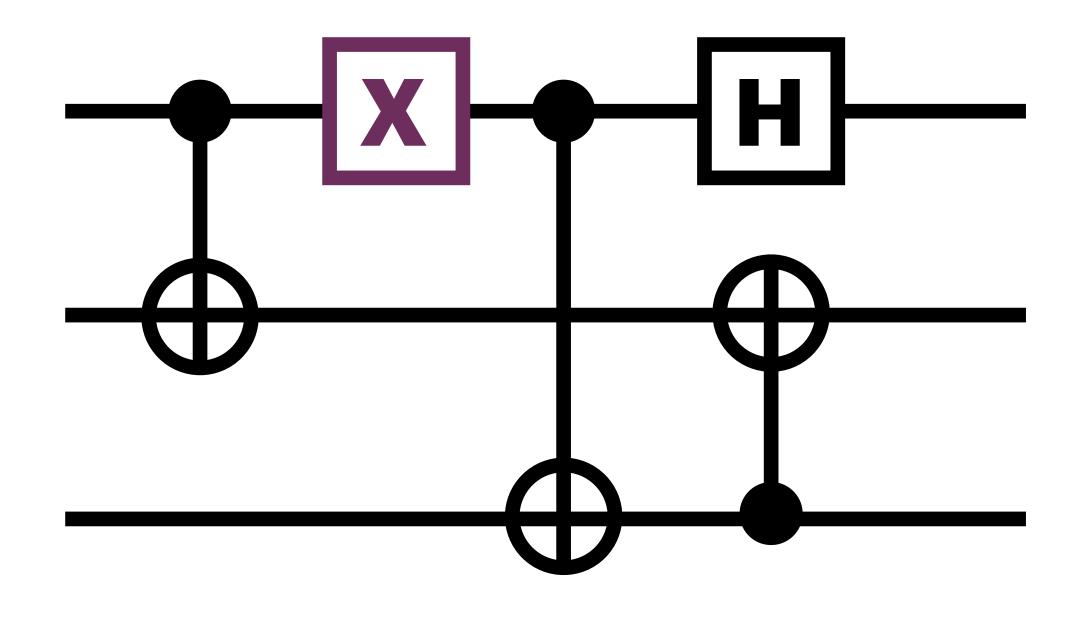
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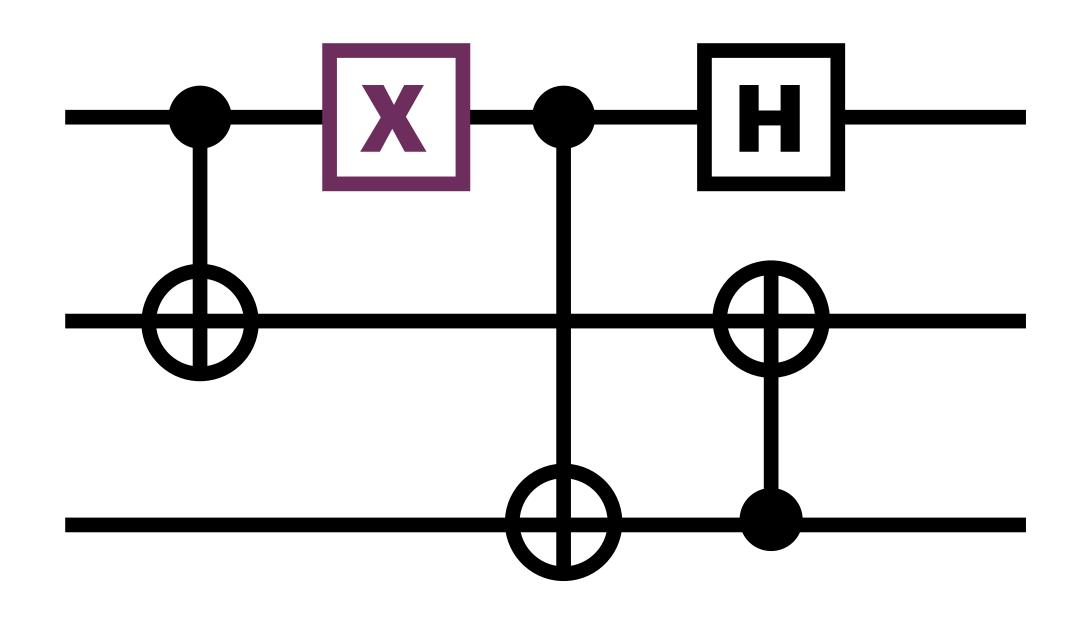




- 1. Fix root gate
- 2. Queue of unvisited qubits

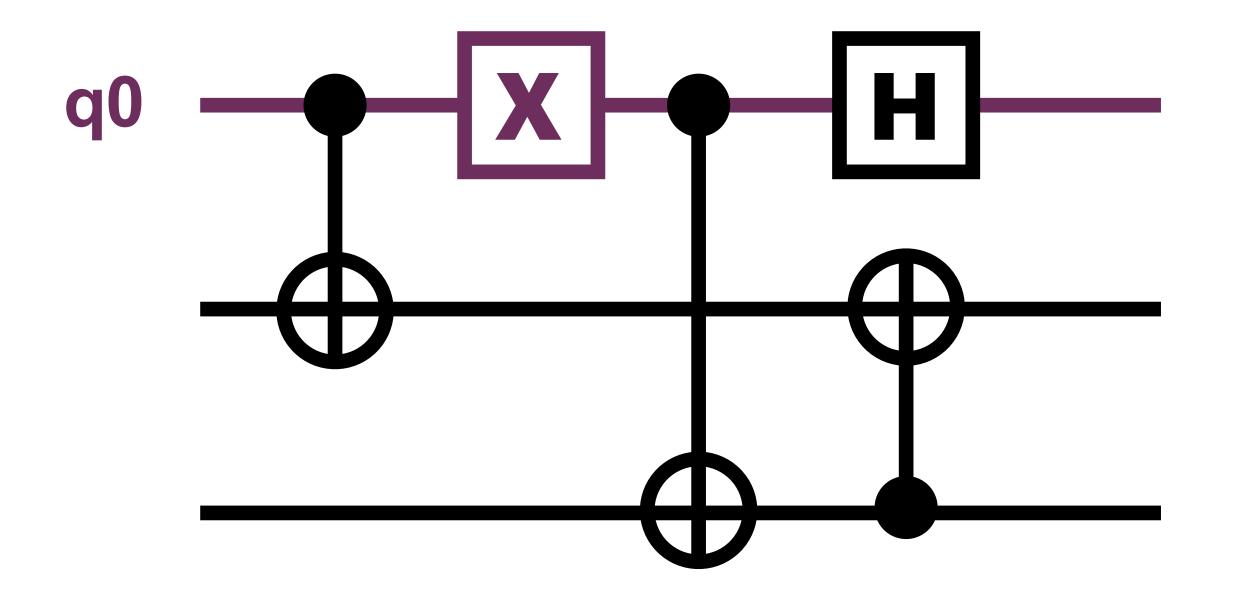


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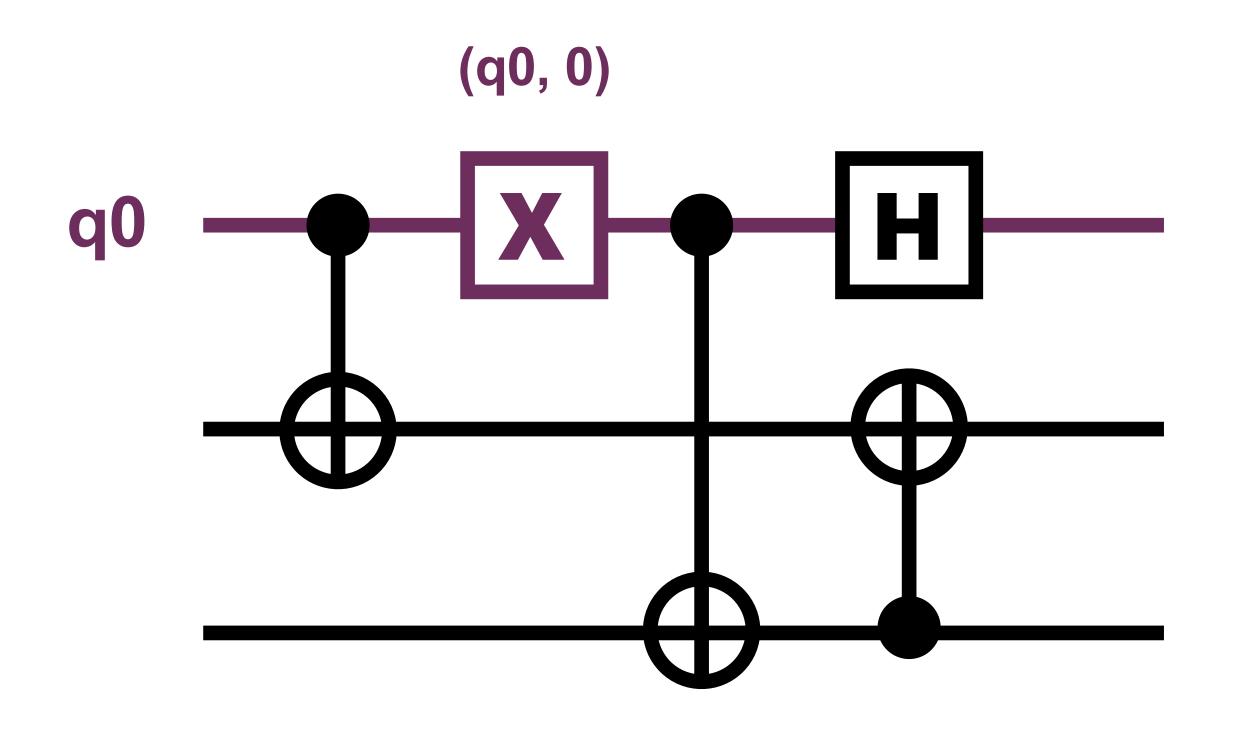


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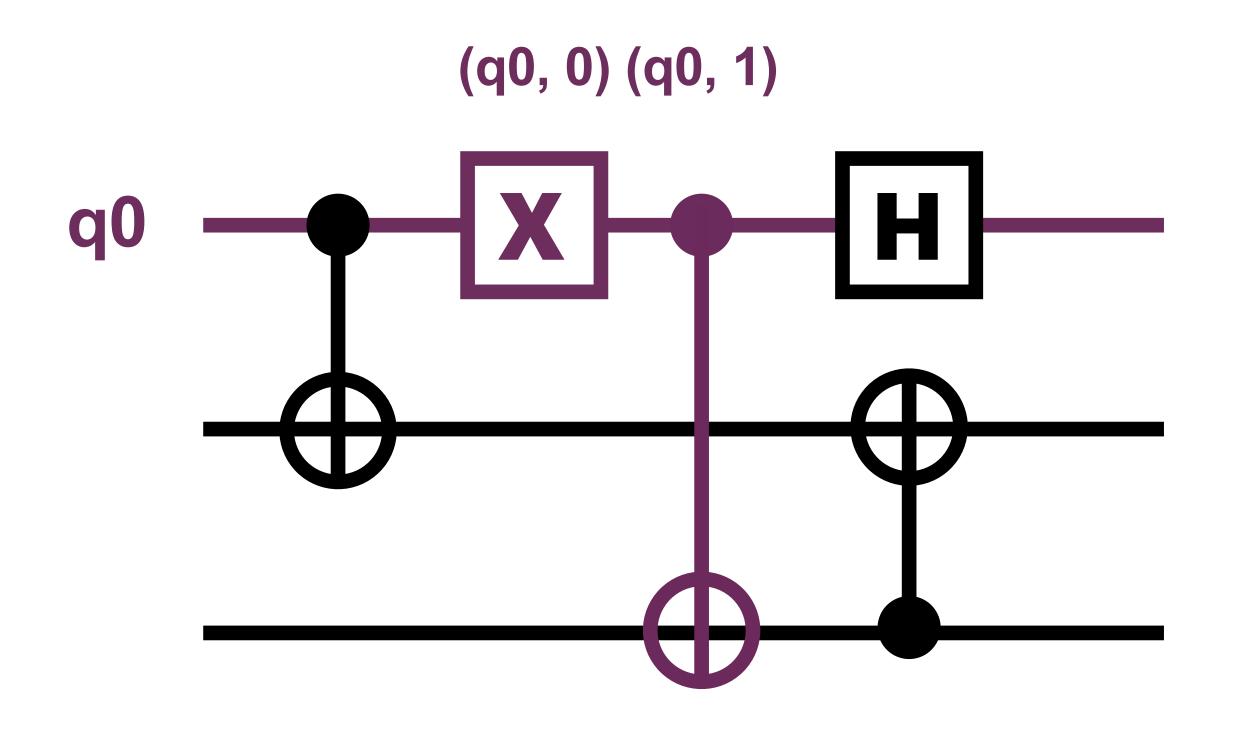
[q0]



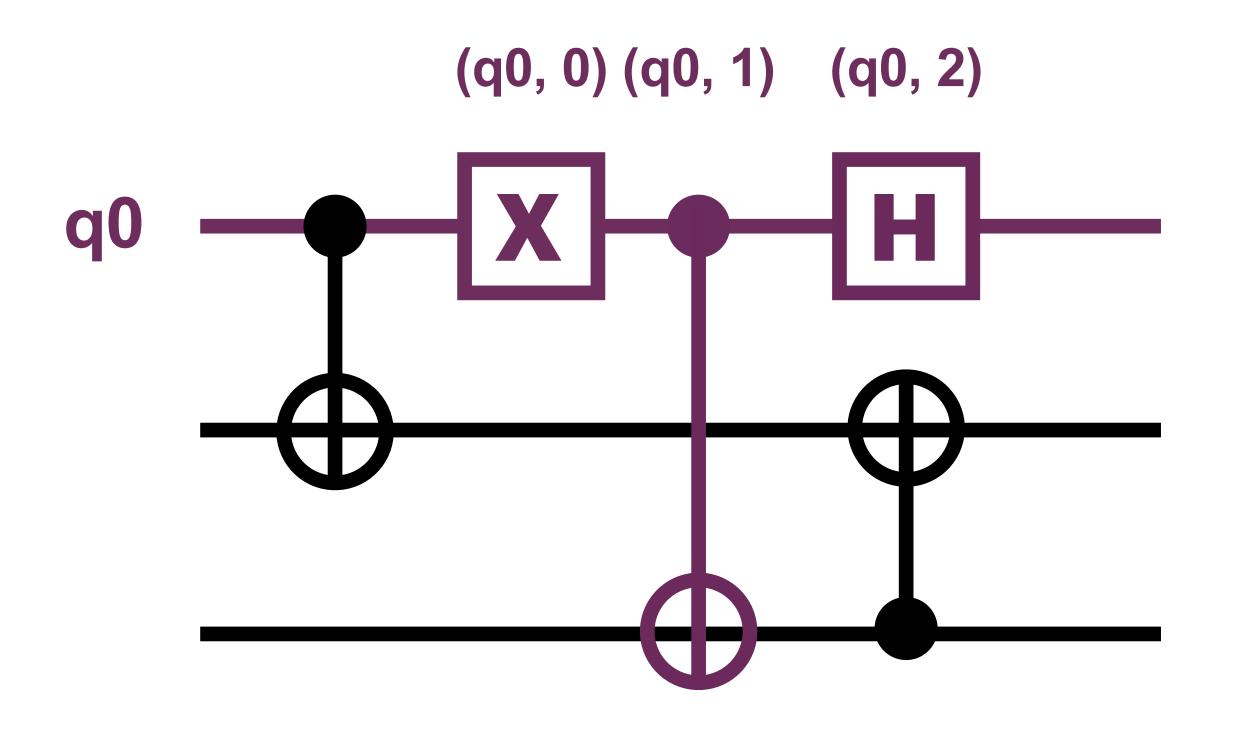
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- 2. Queue of unvisited qubits[q0]
- 3. Traverse every qubit



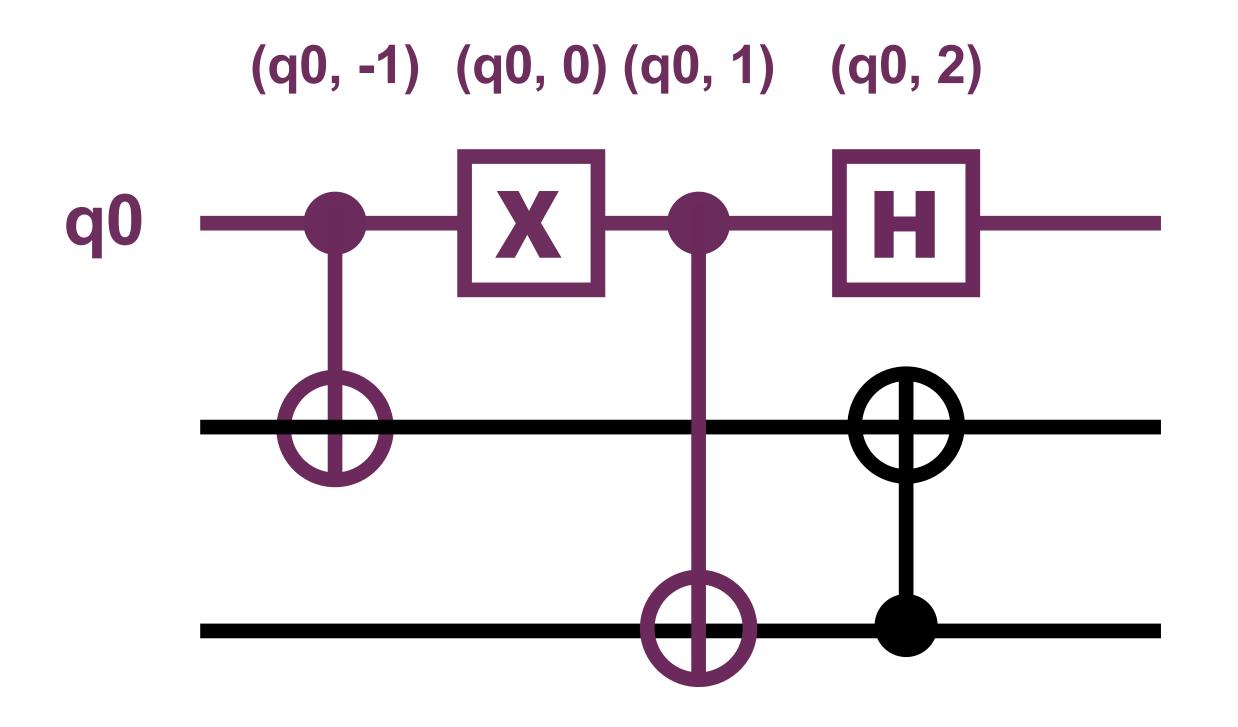
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- 1. Fix root gate
- 2. Queue of unvisitedqubits[q0, q1]
- 3. Traverse every qubit

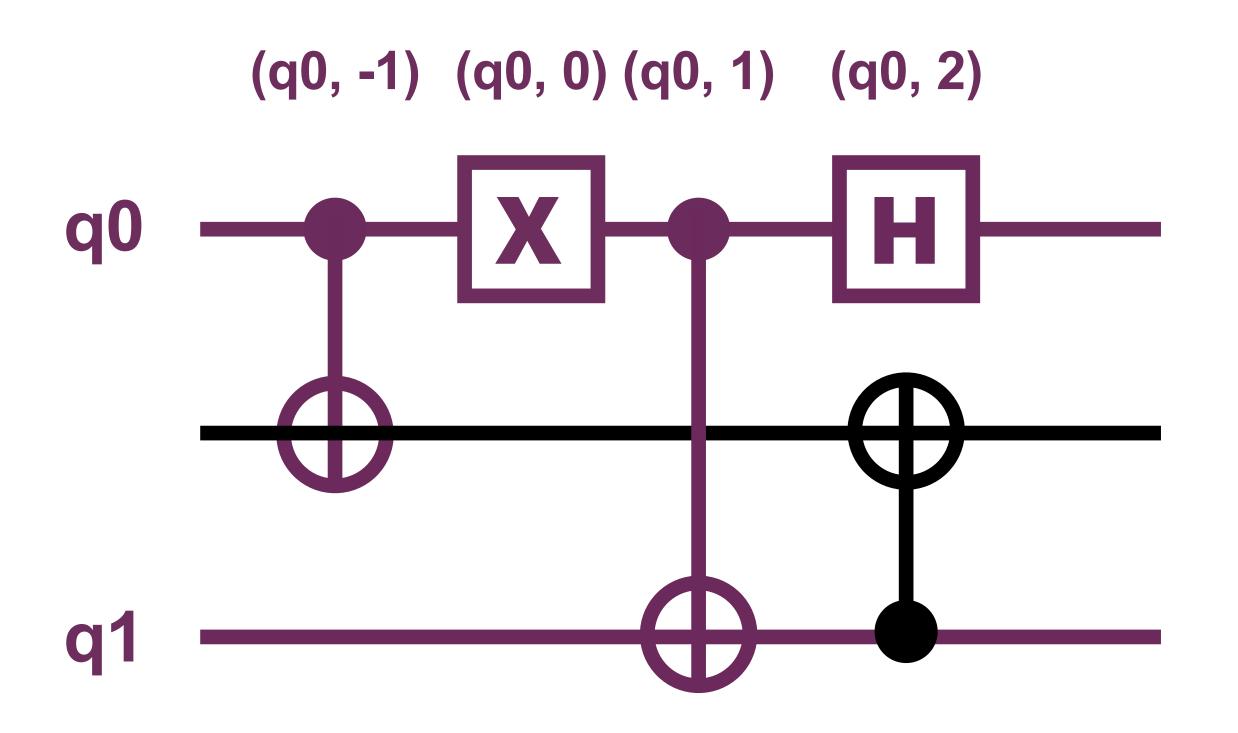


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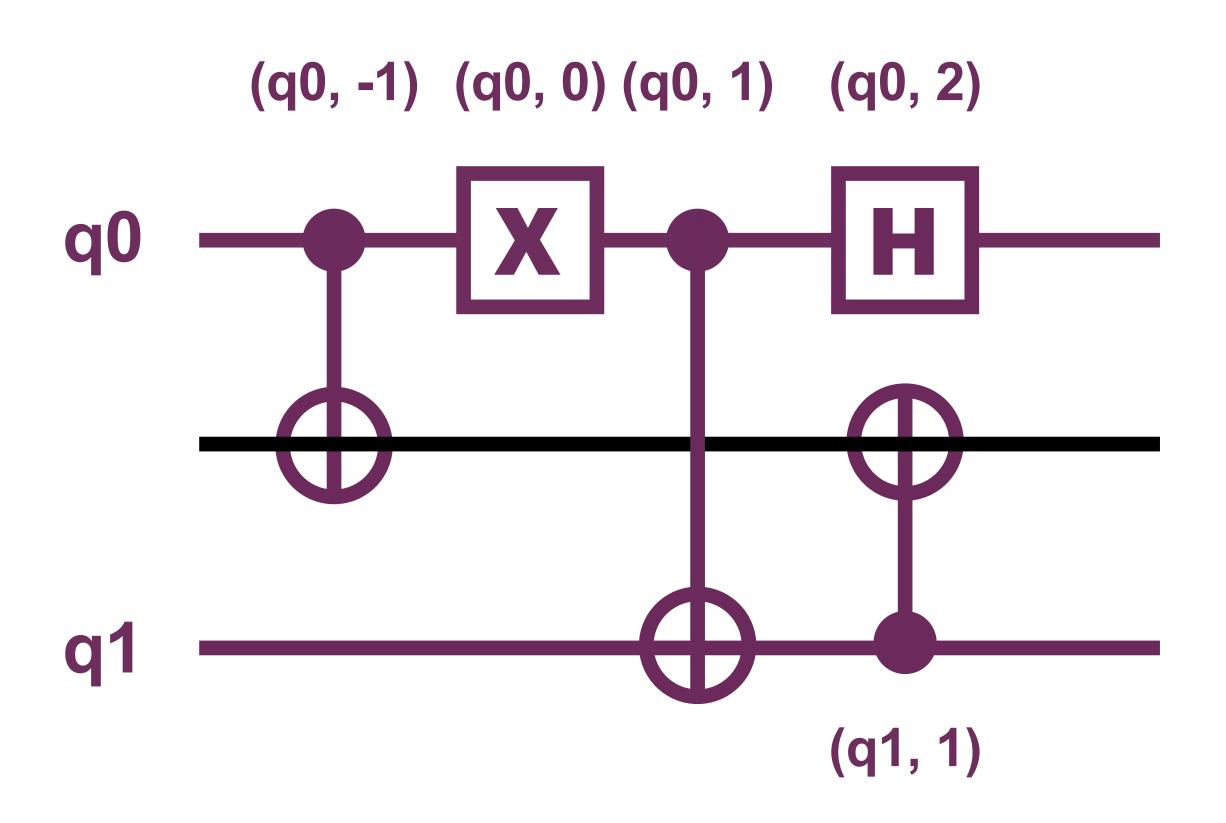


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 [q0, q1, q2]
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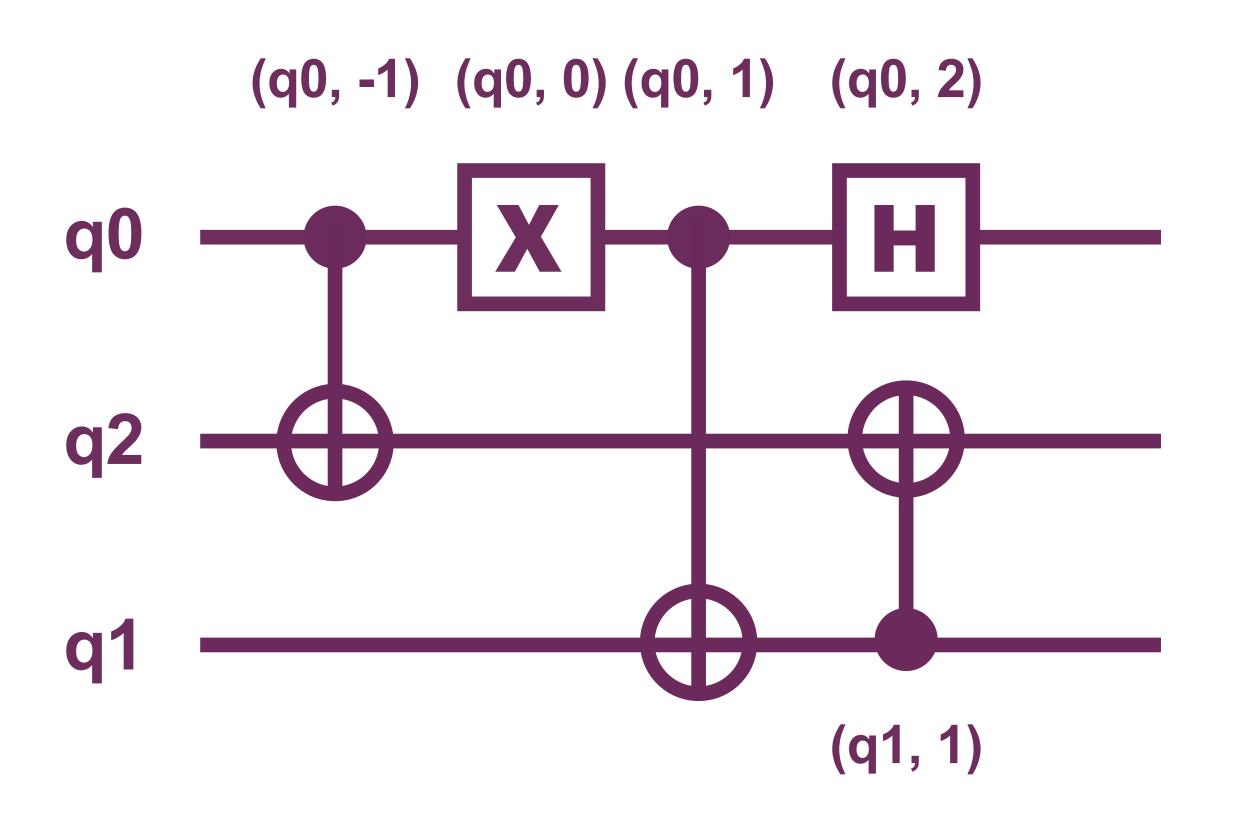


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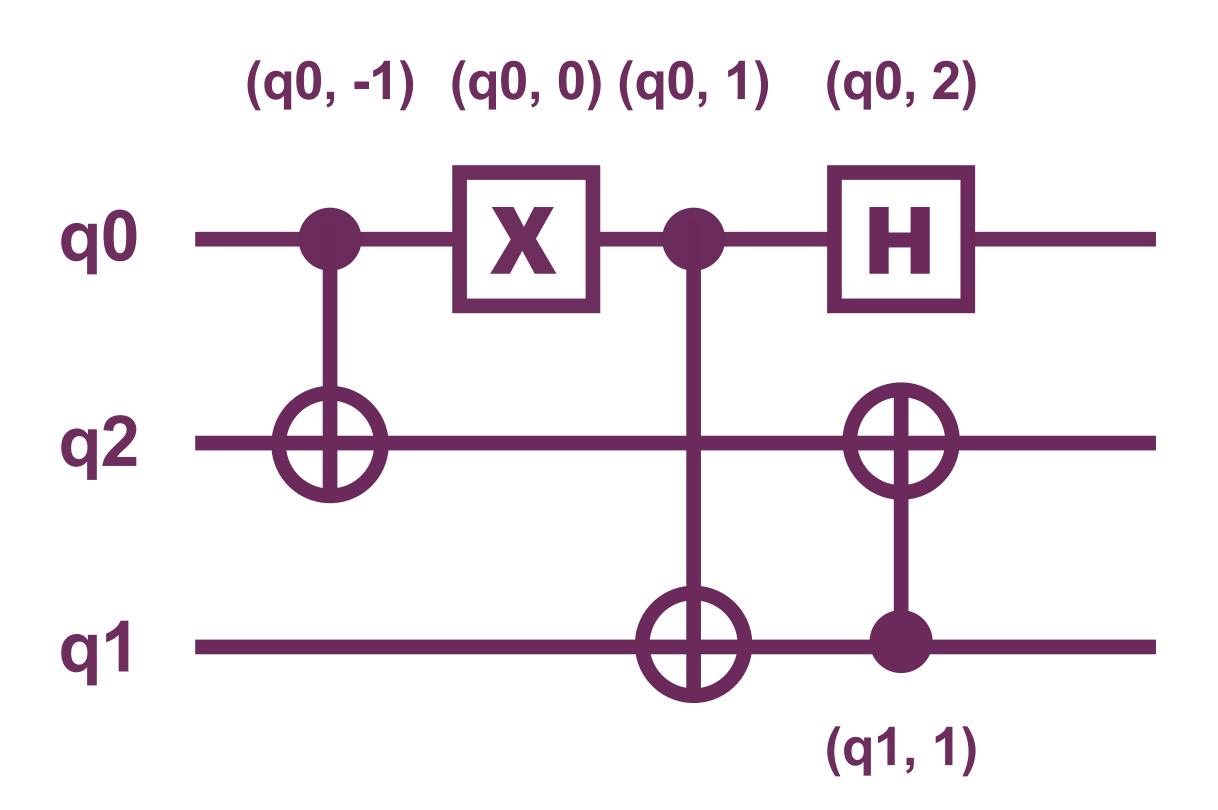


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[q0, q1, q2]

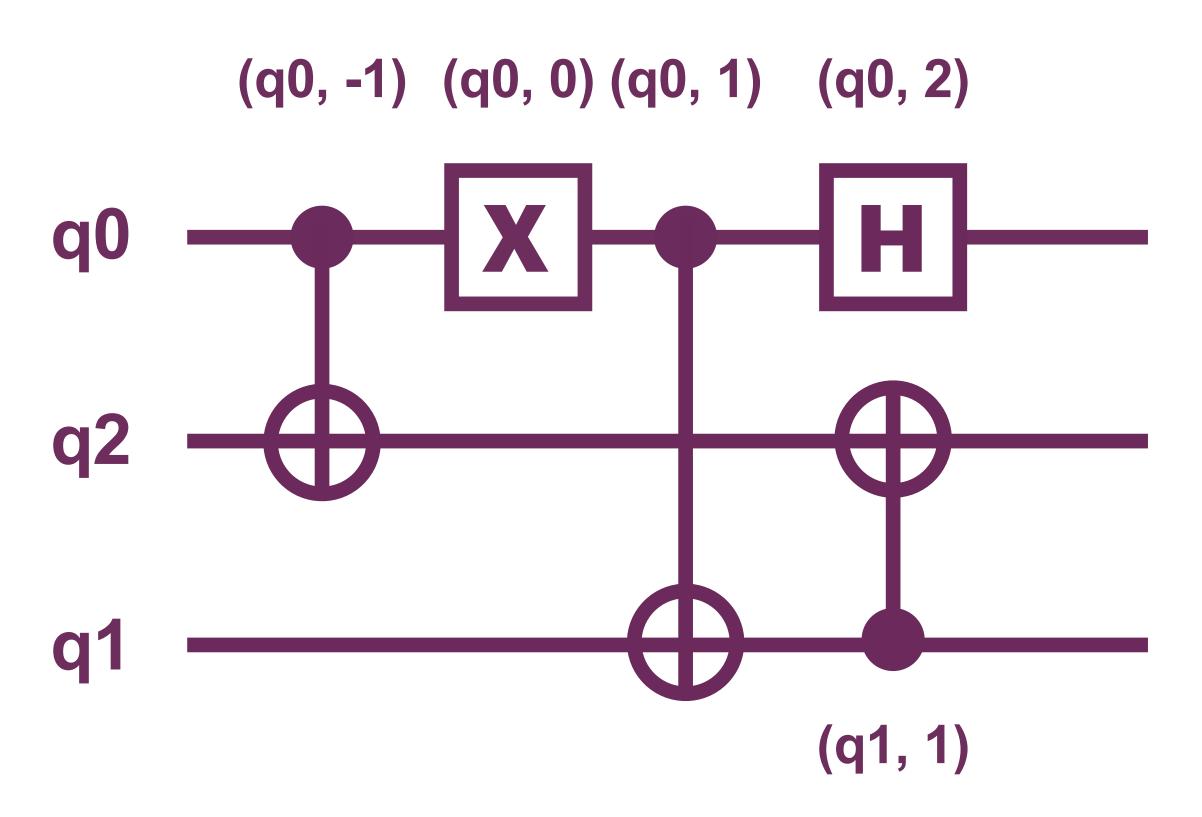


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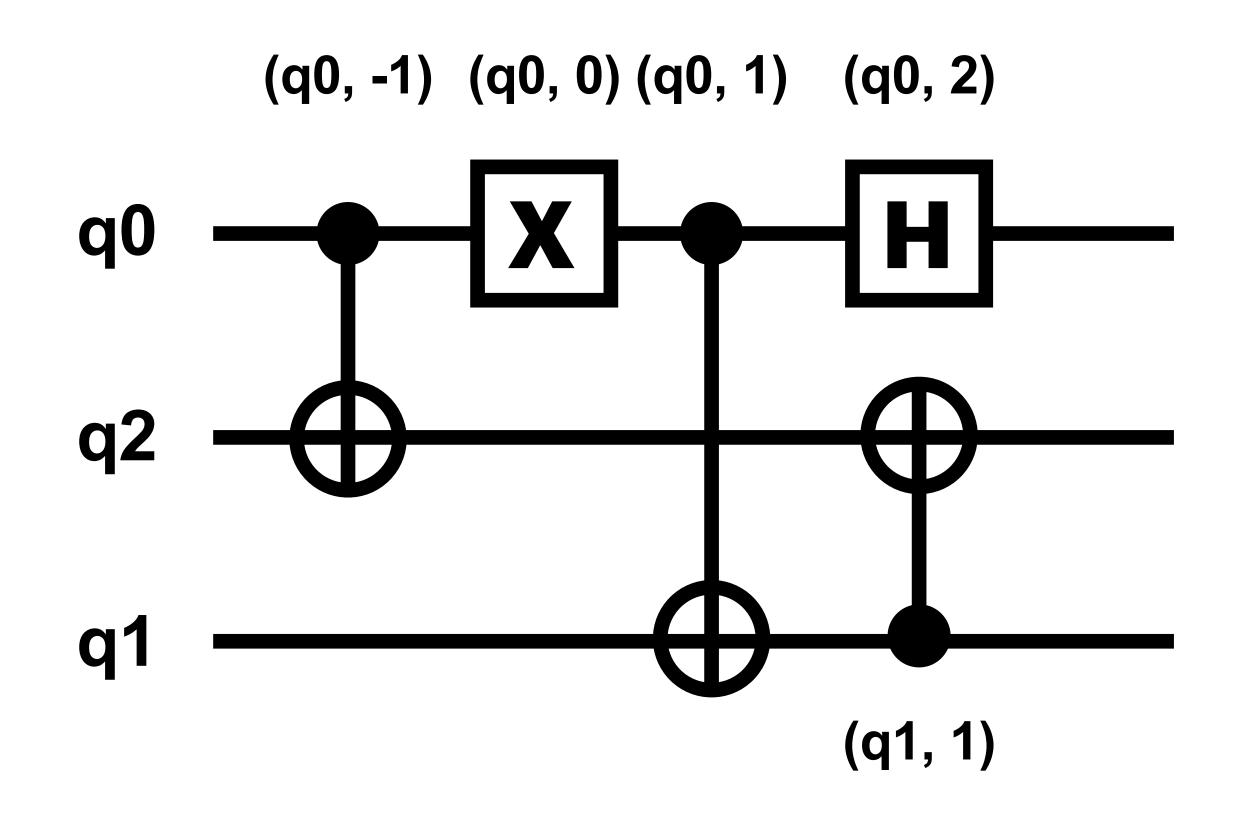
For fixed root, labelling is unique

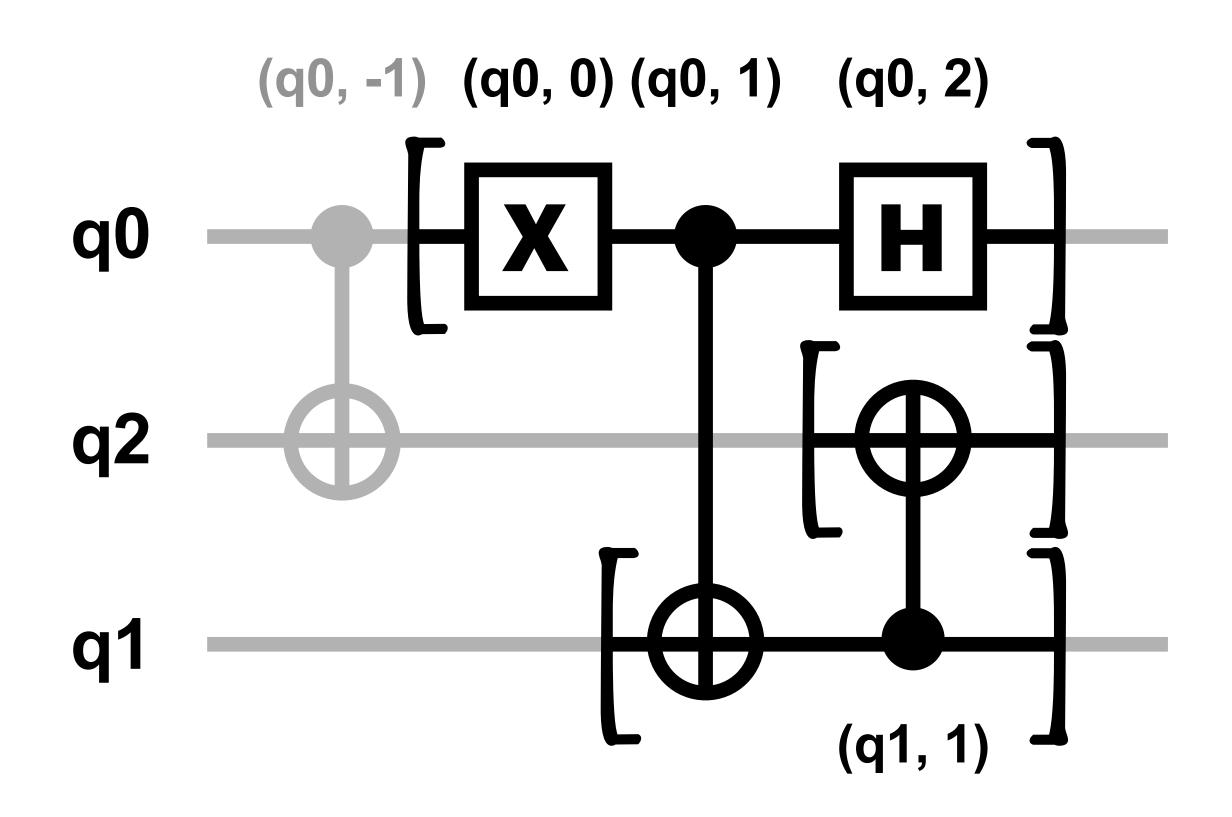
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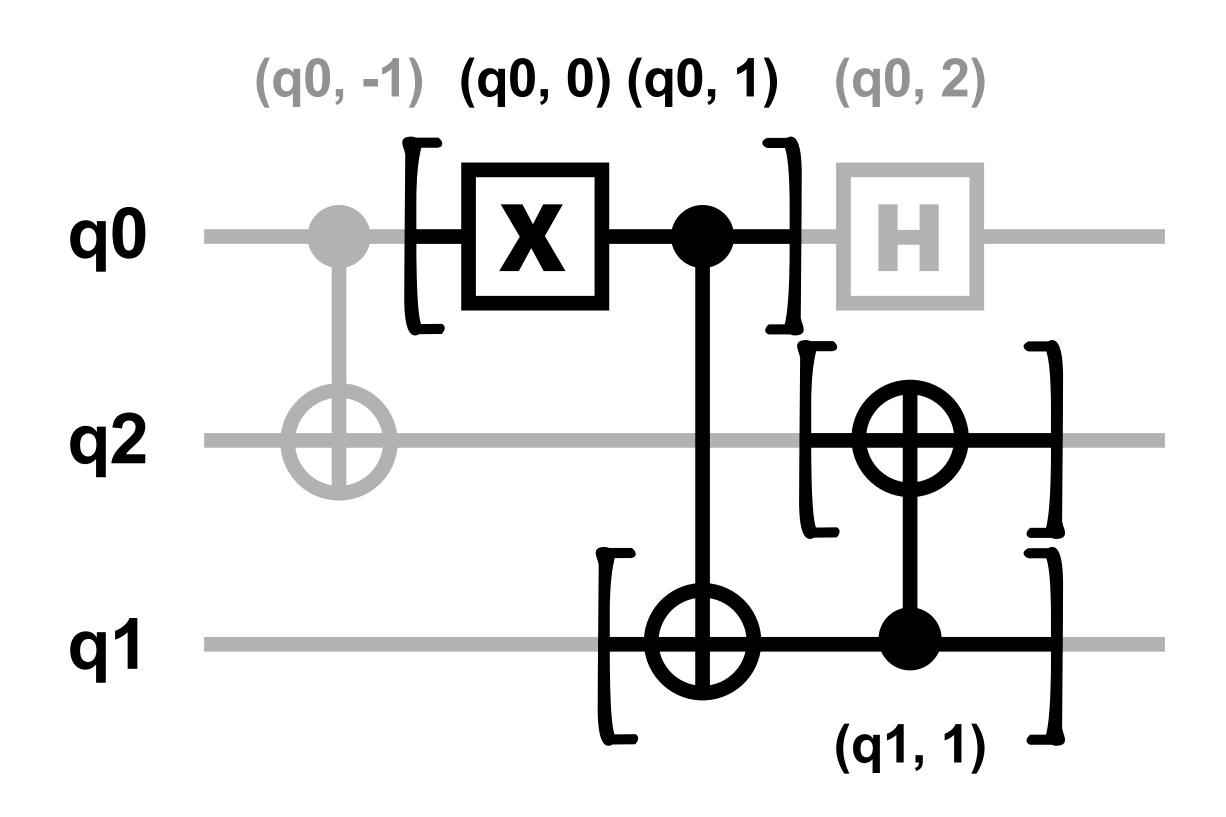


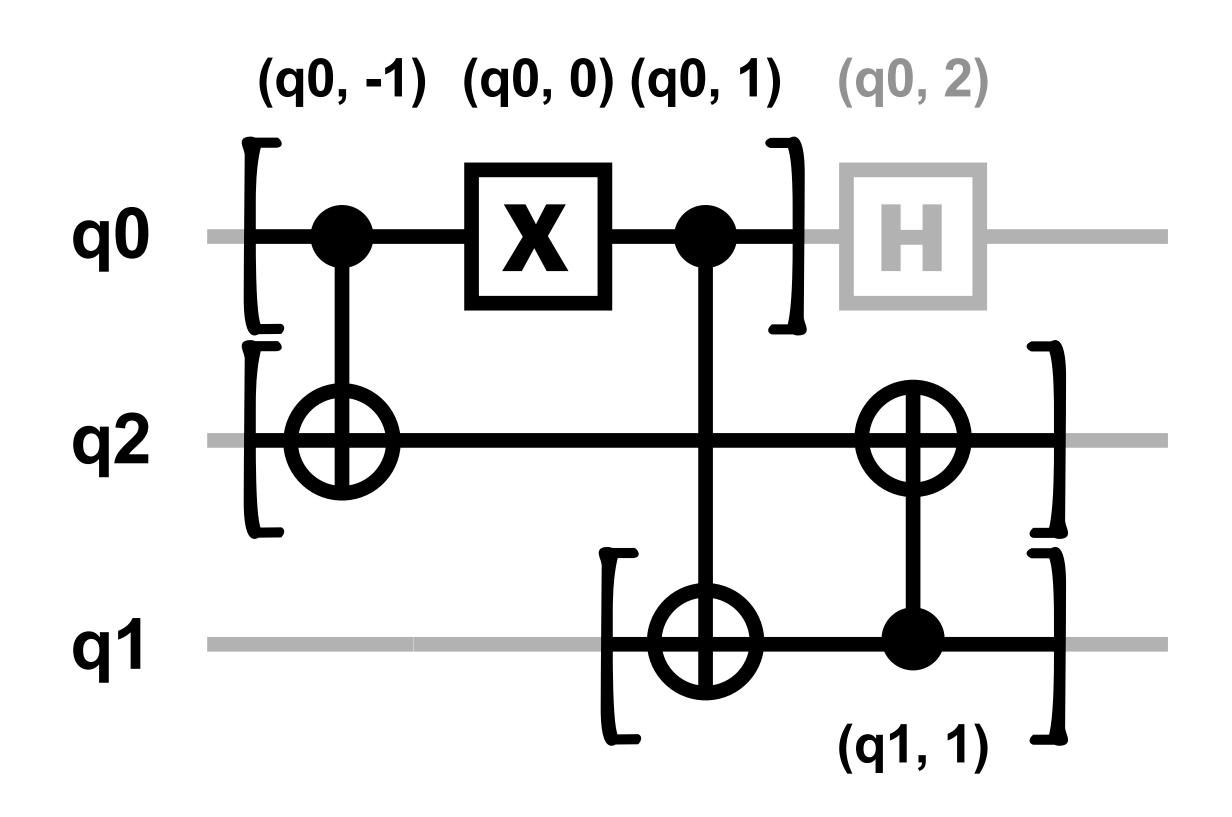
- For fixed root, labelling is unique
- n labelling in total

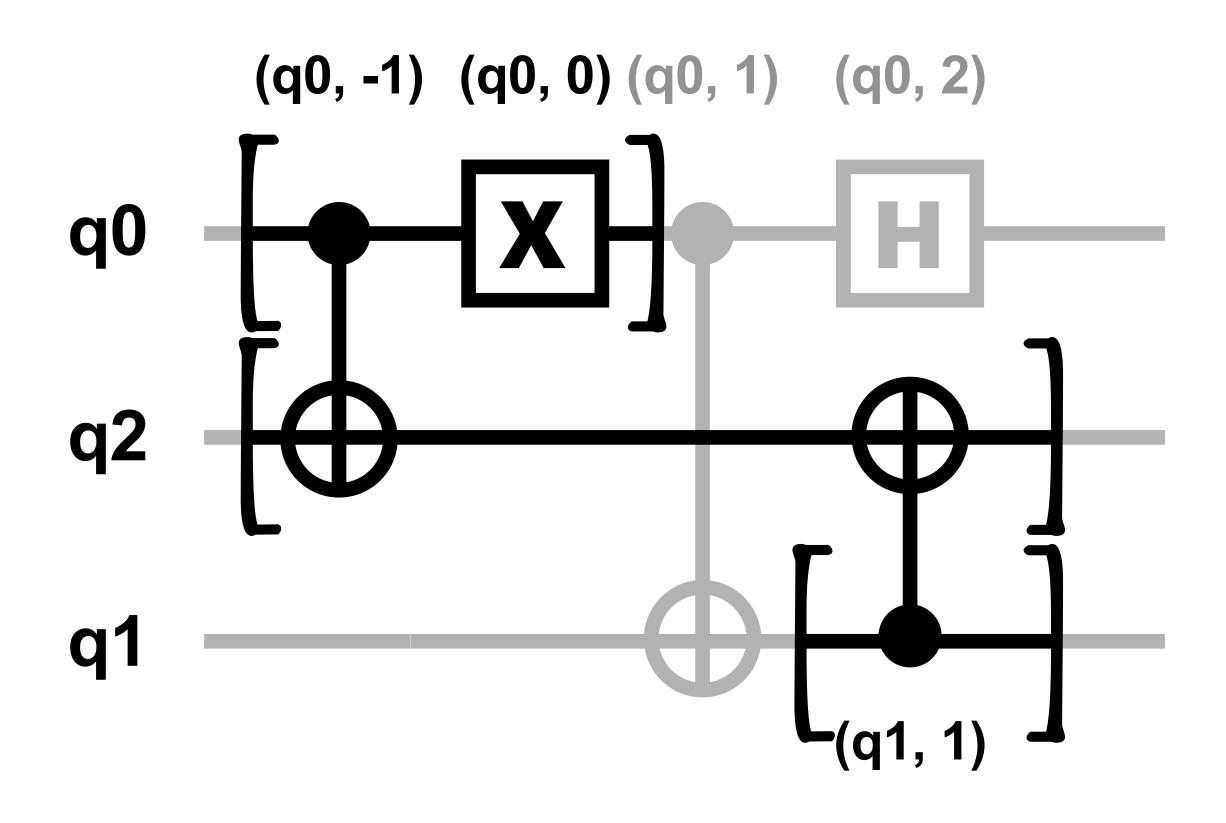
- 1. Fix root gate
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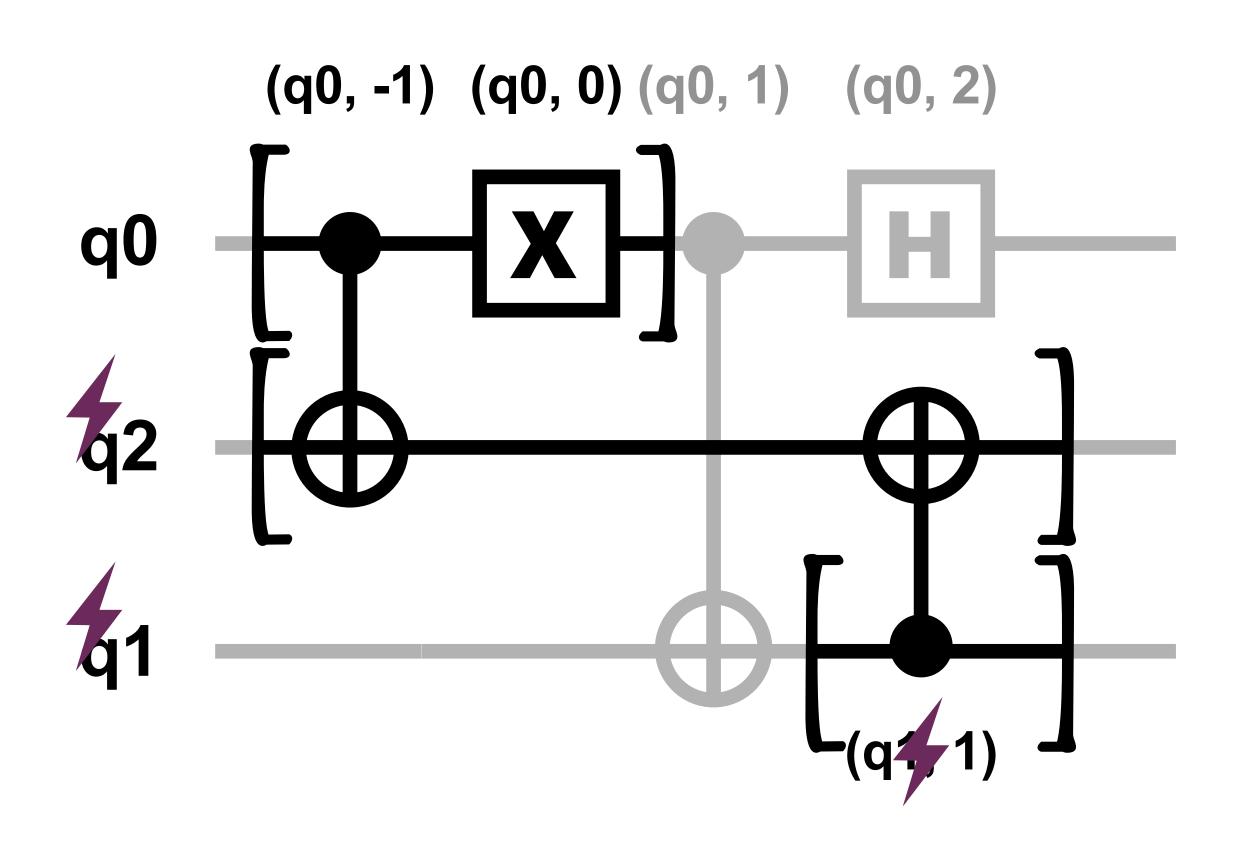






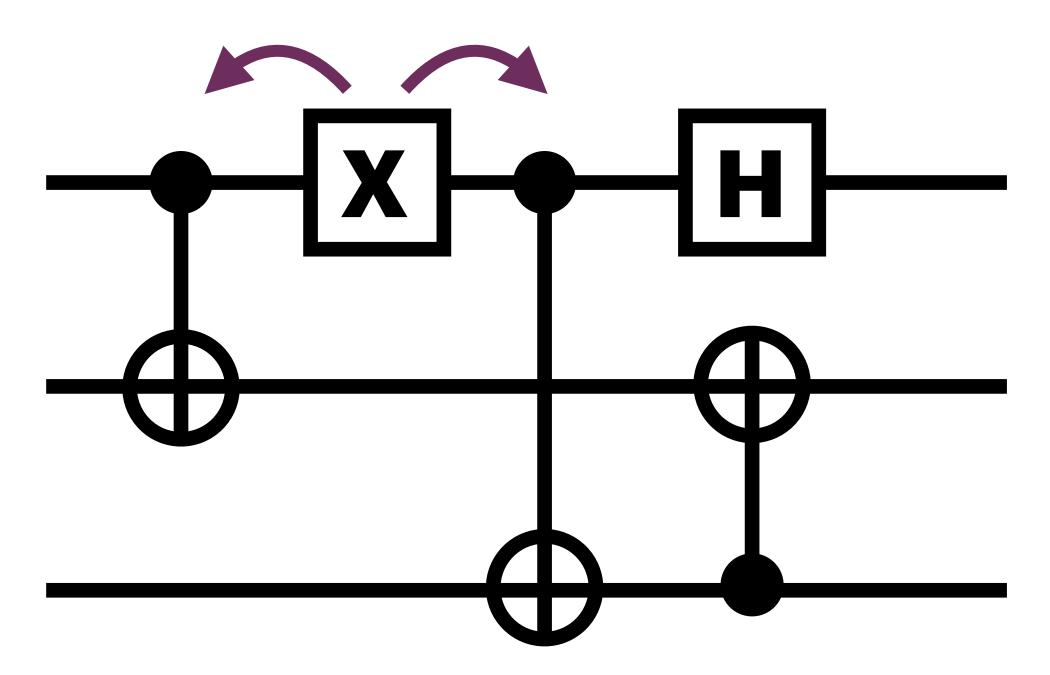




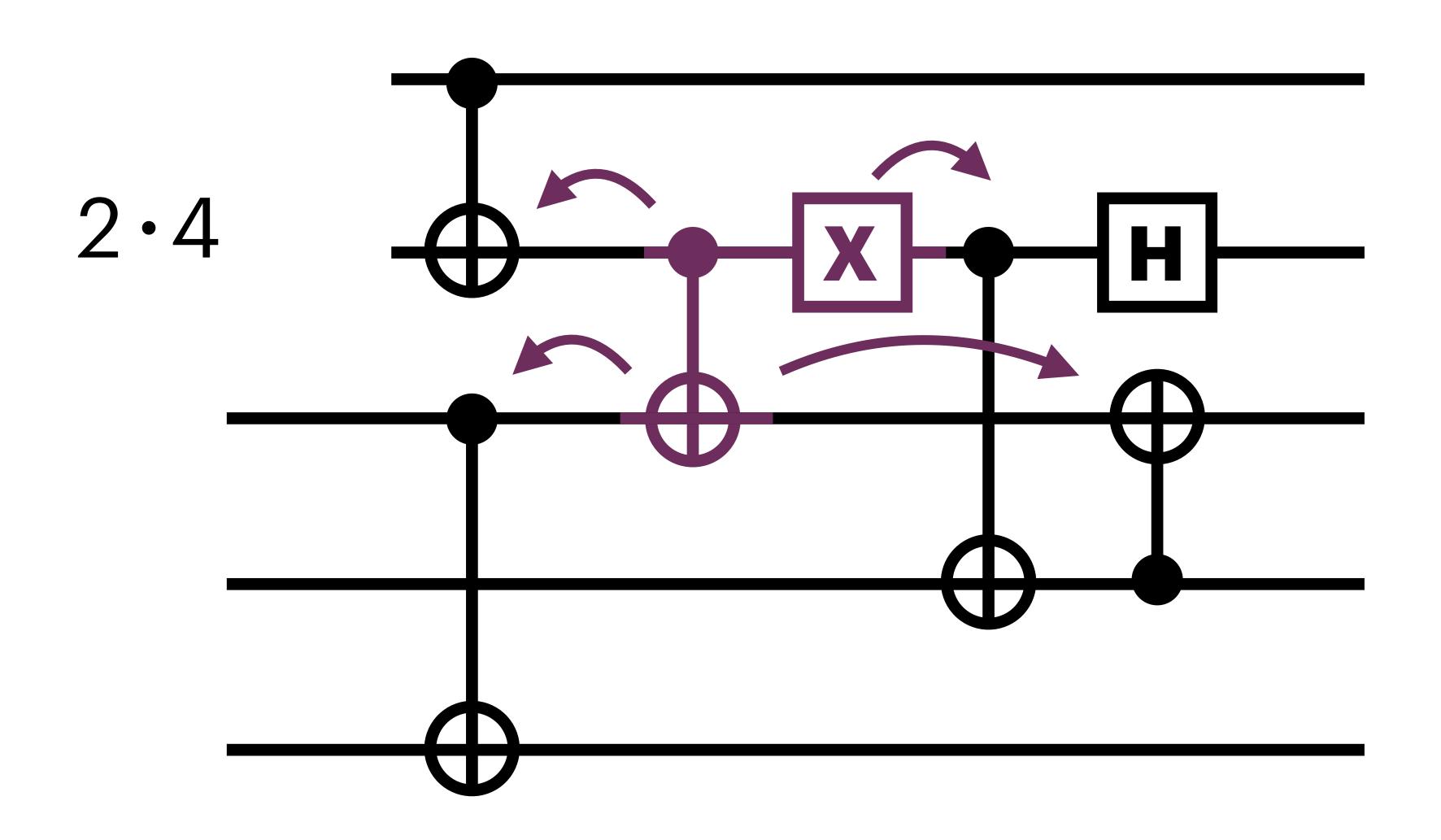


We can enumerate them!

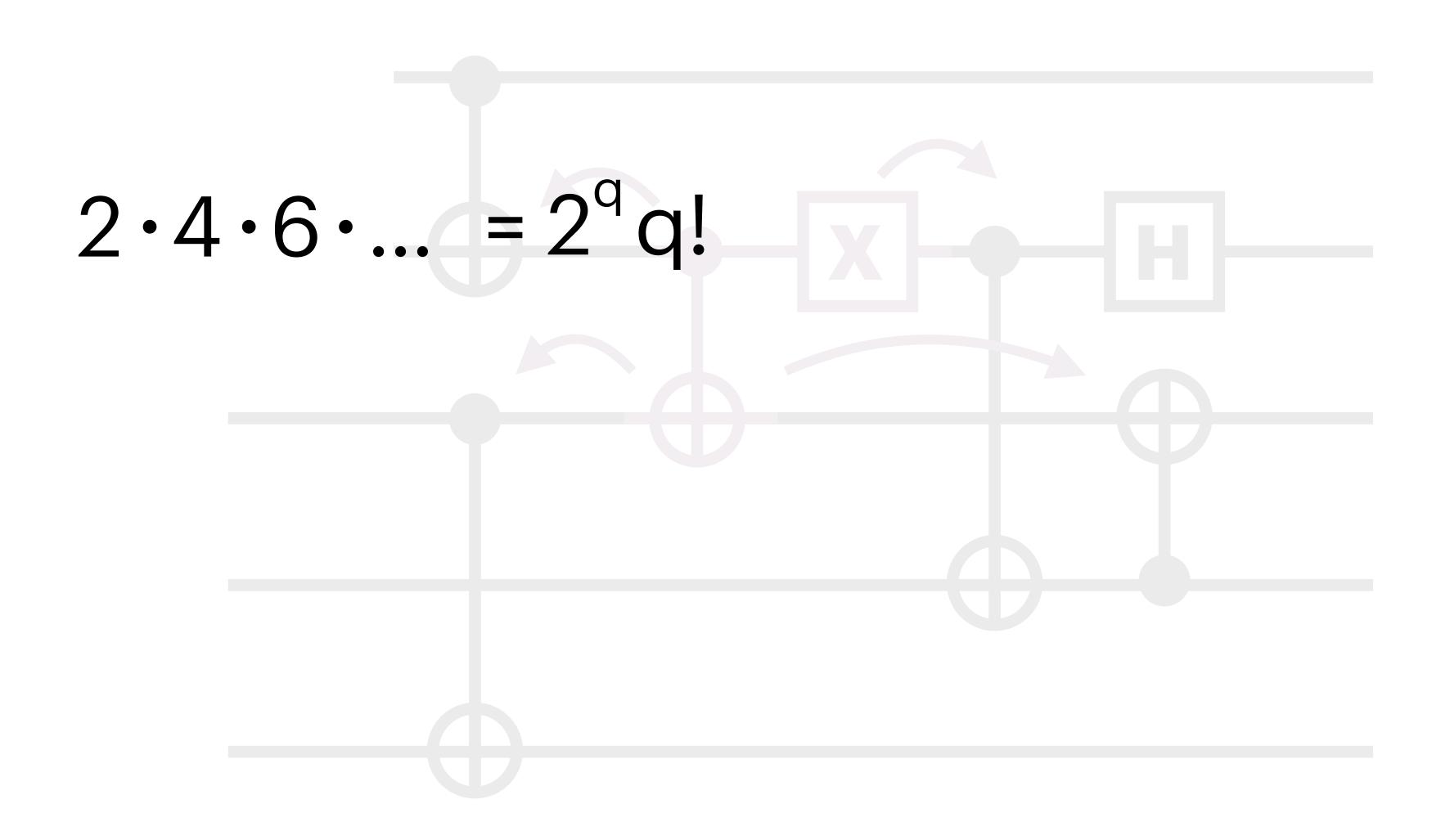




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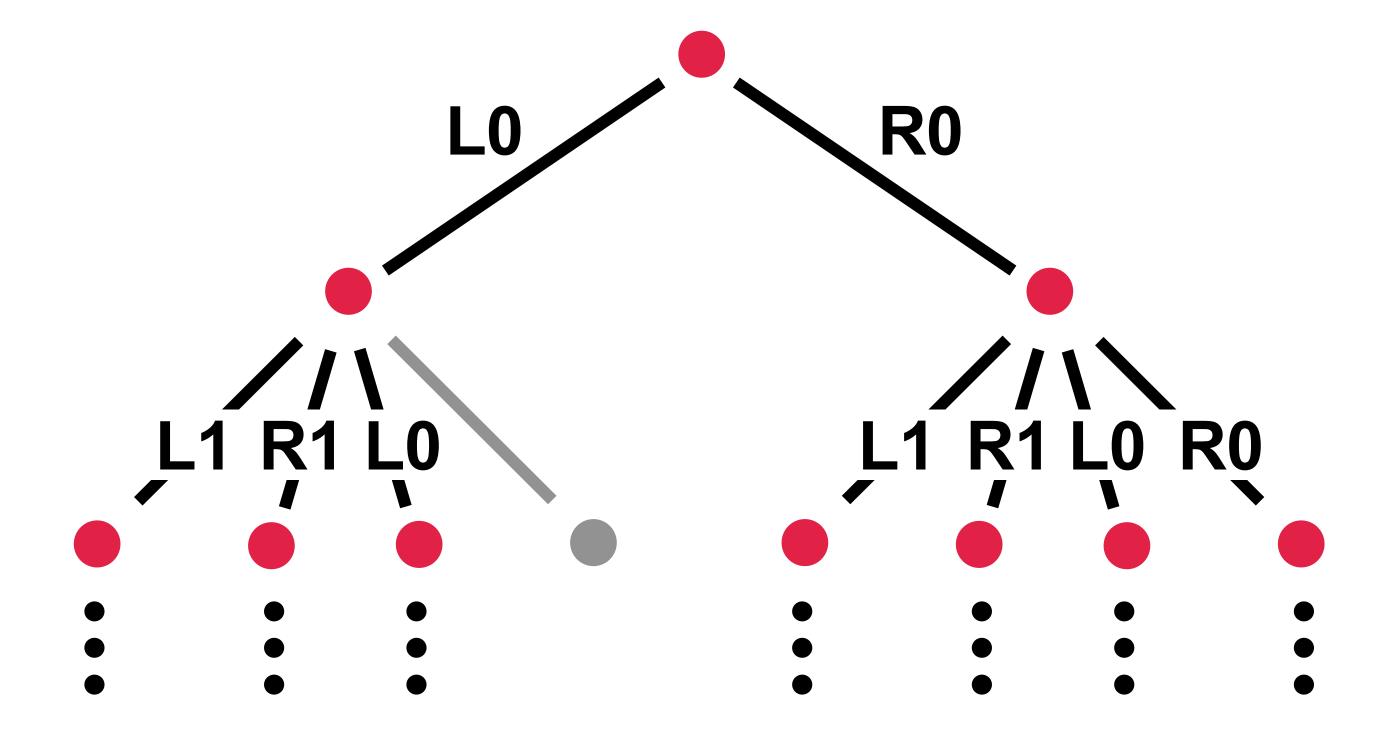


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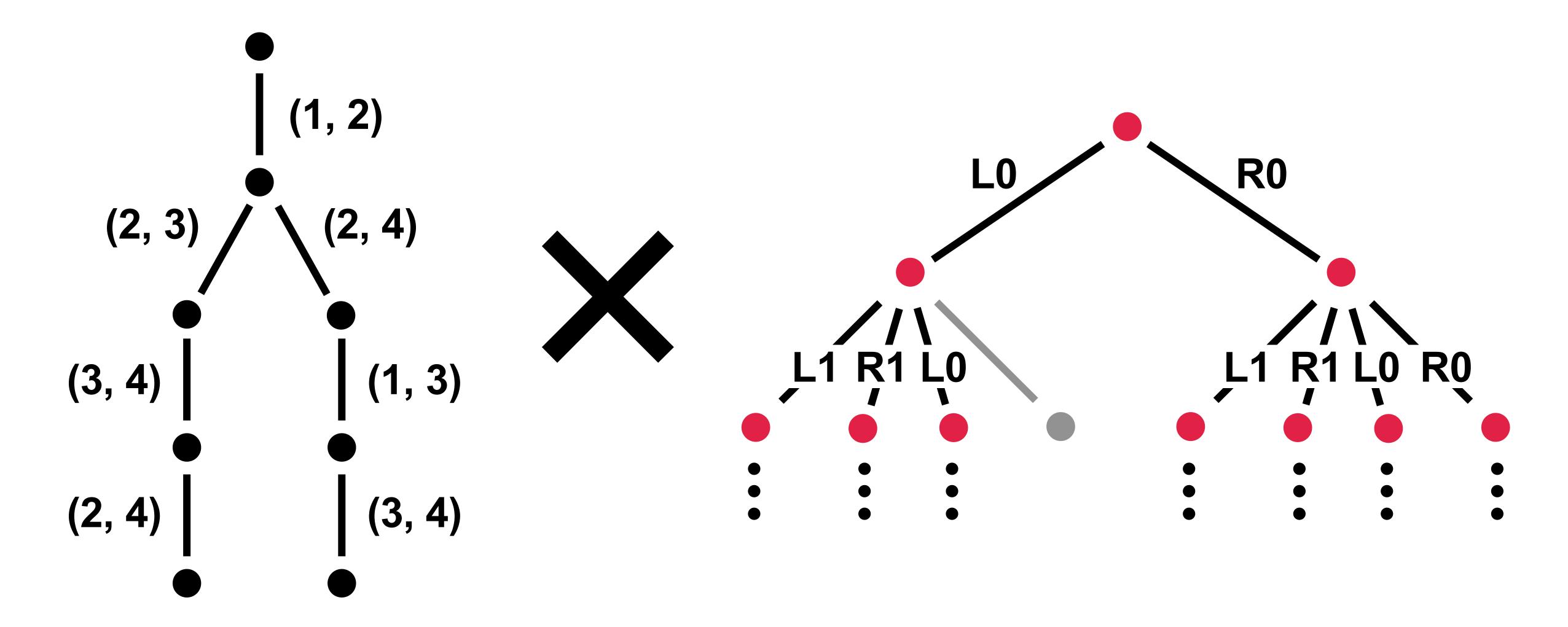


We can enumerate them in a tree!

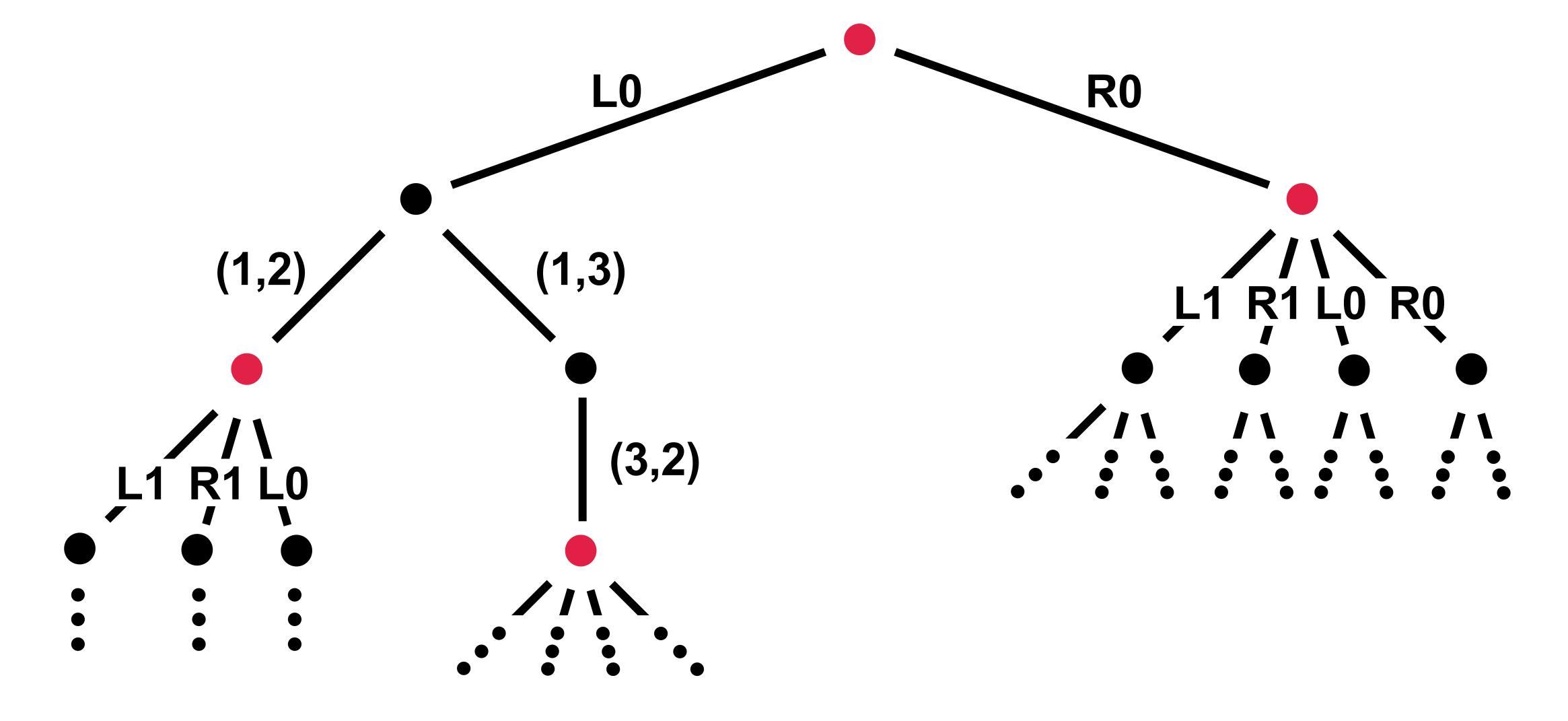
$$2 \cdot 4 \cdot 6 \cdot ... = 2^{q} q!$$



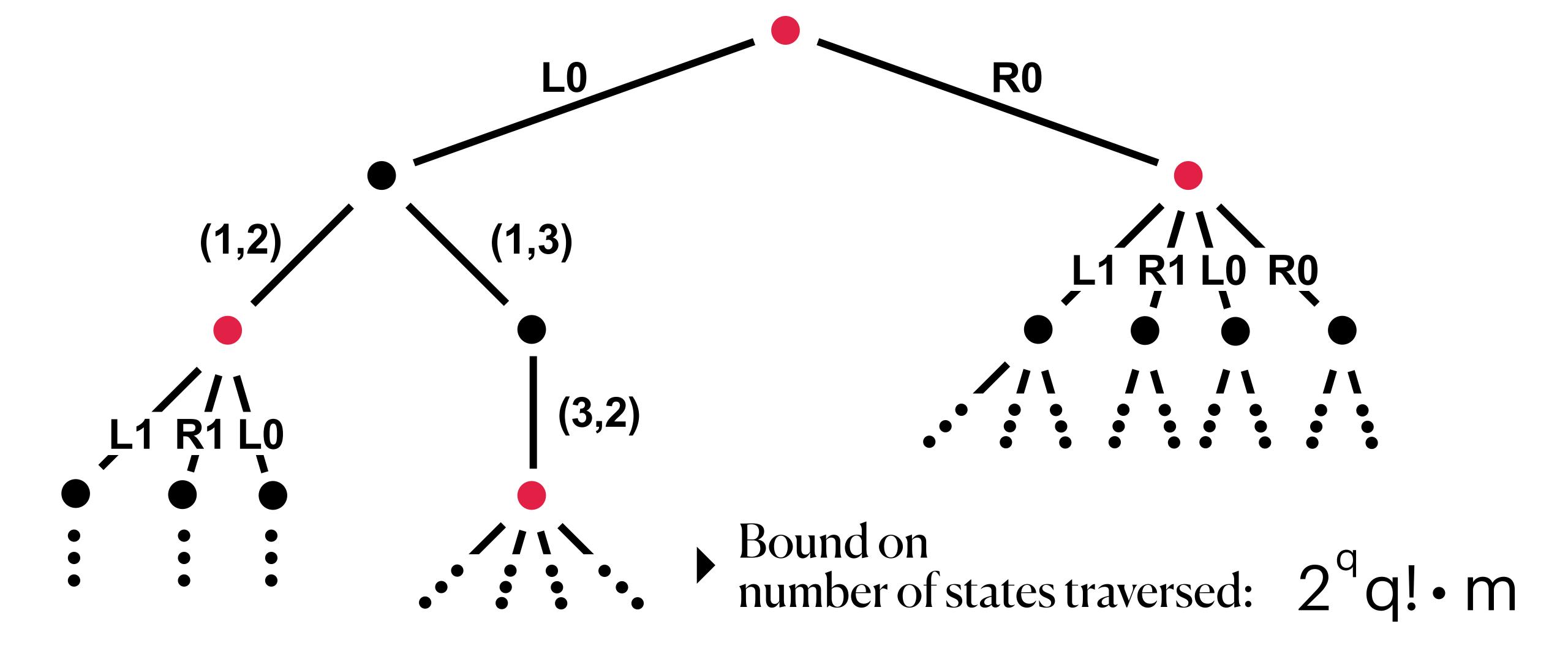
Decision tree × Labellings



Putting it together

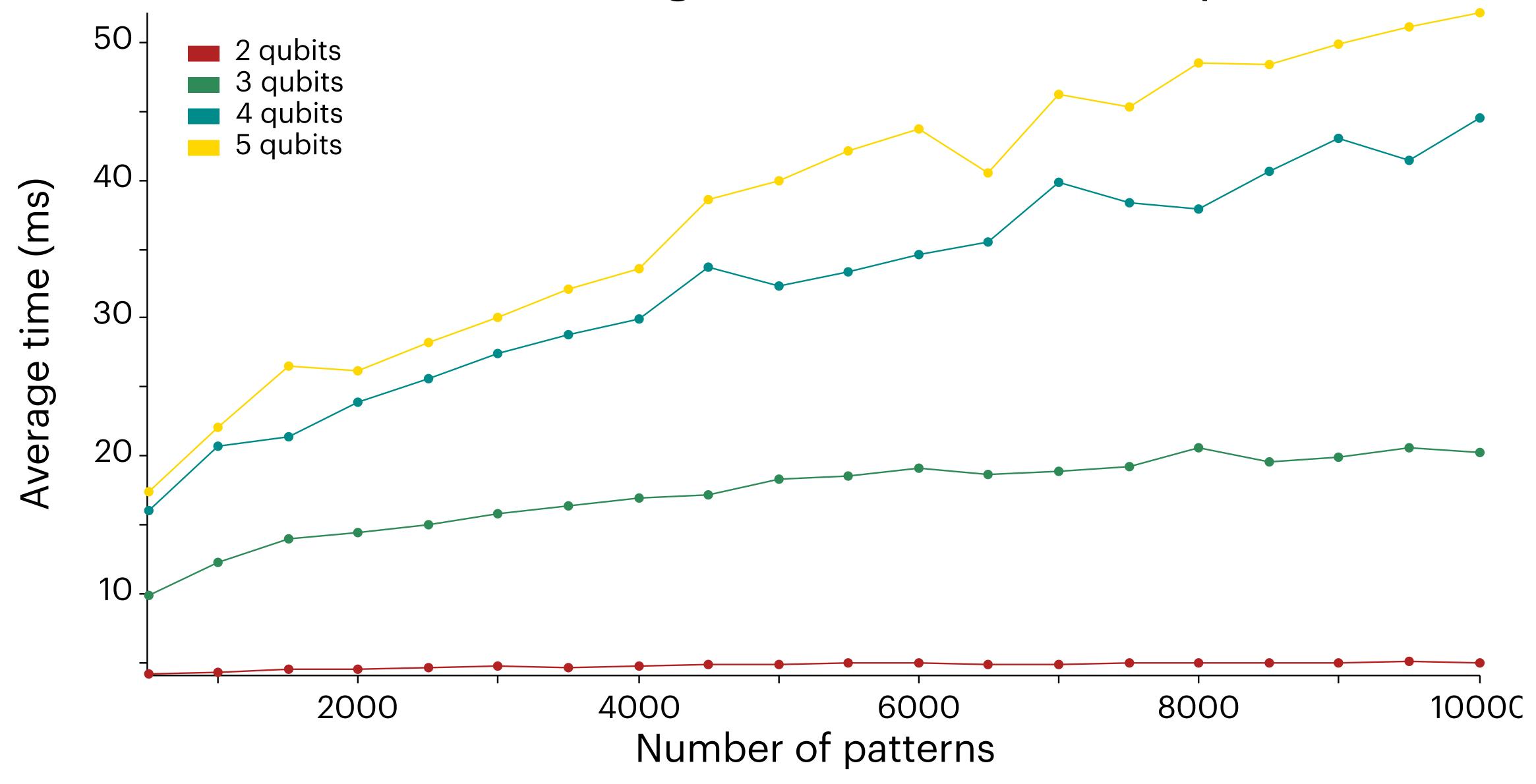


Putting it together

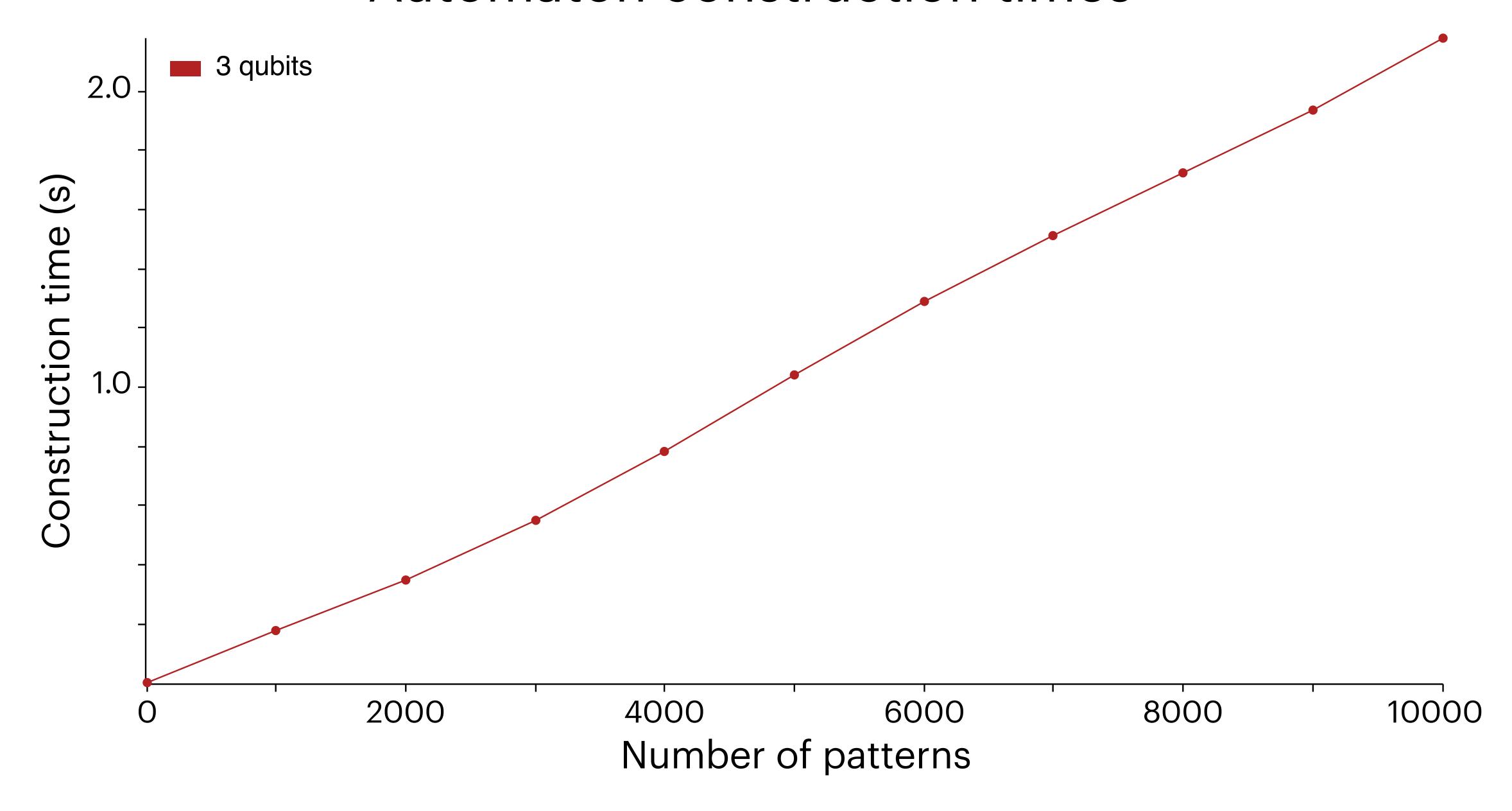


Benchmarks!

Pattern matching times for n=2000 input



Automaton construction times



All code available at

github.com/lmondada/portmatching

