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► **To cite this version:**

Siyuan Niu, Adrien Suau, Gabriel Staffelbach, Aida Todri-Sanial. A Hardware-aware Heuristic for the Qubit Mapping Problem in the NISQ Era. YQIS 2021 - 6th International Conference for Young Quantum Information Scientists, Apr 2021, Online, United States. lirmm-03197069

**HAL Id: lirmm-03197069**

**<https://hal-lirmm.ccsd.cnrs.fr/lirmm-03197069v1>**

Submitted on 13 Apr 2021

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# A Hardware-aware Heuristic for the Qubit Mapping Problem in the NISQ Era

Siyuan Niu<sup>1</sup>, Adrien Suau<sup>1,2</sup>, Gabriel Staffelbach<sup>2</sup>, and Aida Todri-Sania<sup>1</sup>

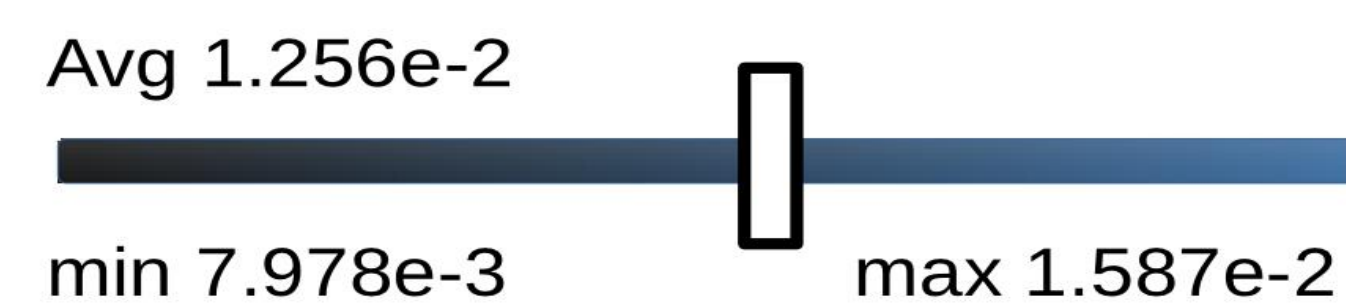
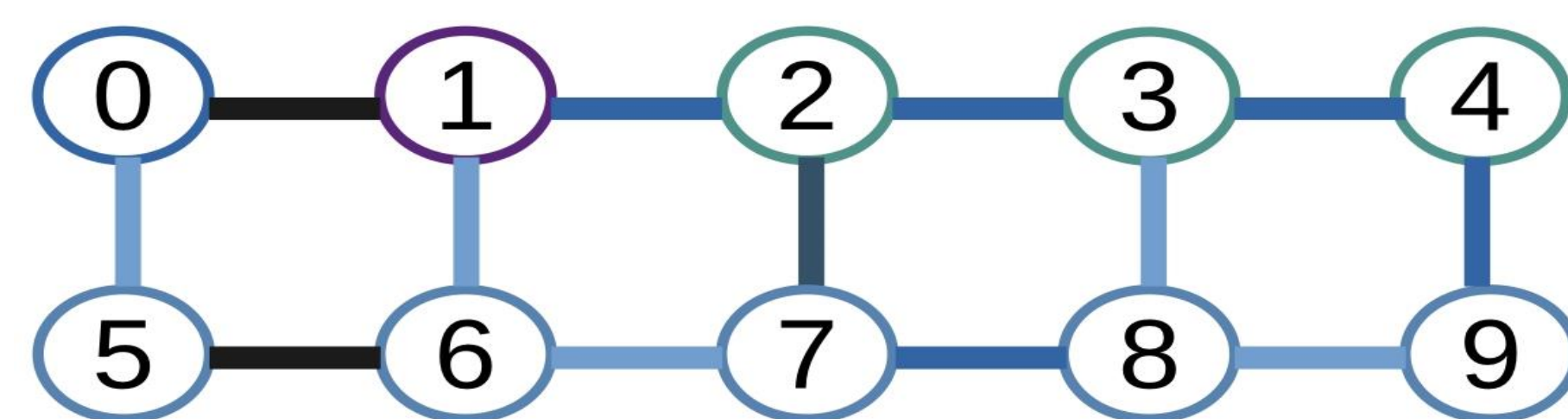
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## Introduction



- NISQ devices.
- Connectivity constraint: Nearest-neighbor connections.
- Different physical qubits: various calibration data.
- Qubit mapping problem: Adapting a quantum program to given hardware connectivity.

## Methods

- Hardware-Aware (HA) mapping transition algorithm.

- Cost function

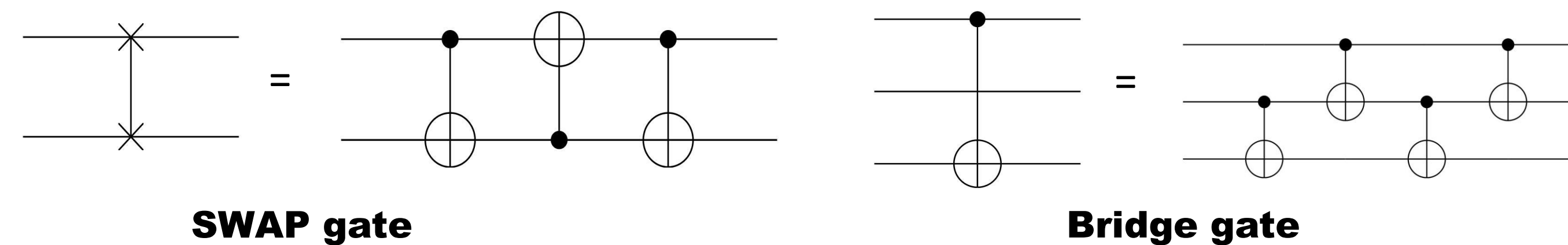
$$H = \frac{1}{|F|} \sum_{g \in F} D[\pi(g, q_1)][\pi(g, q_2)] + W \times \frac{1}{|E|} \sum_{g \in E} D[\pi(g, q_1)][\pi(g, q_2)]$$

- Distance matrix

$$D = \alpha_1 \times S + \alpha_2 \times \varepsilon + \alpha_3 \times T$$

- S: SWAP matrix,  $\varepsilon$ : SWAP error matrix, T: SWAP execution time matrix

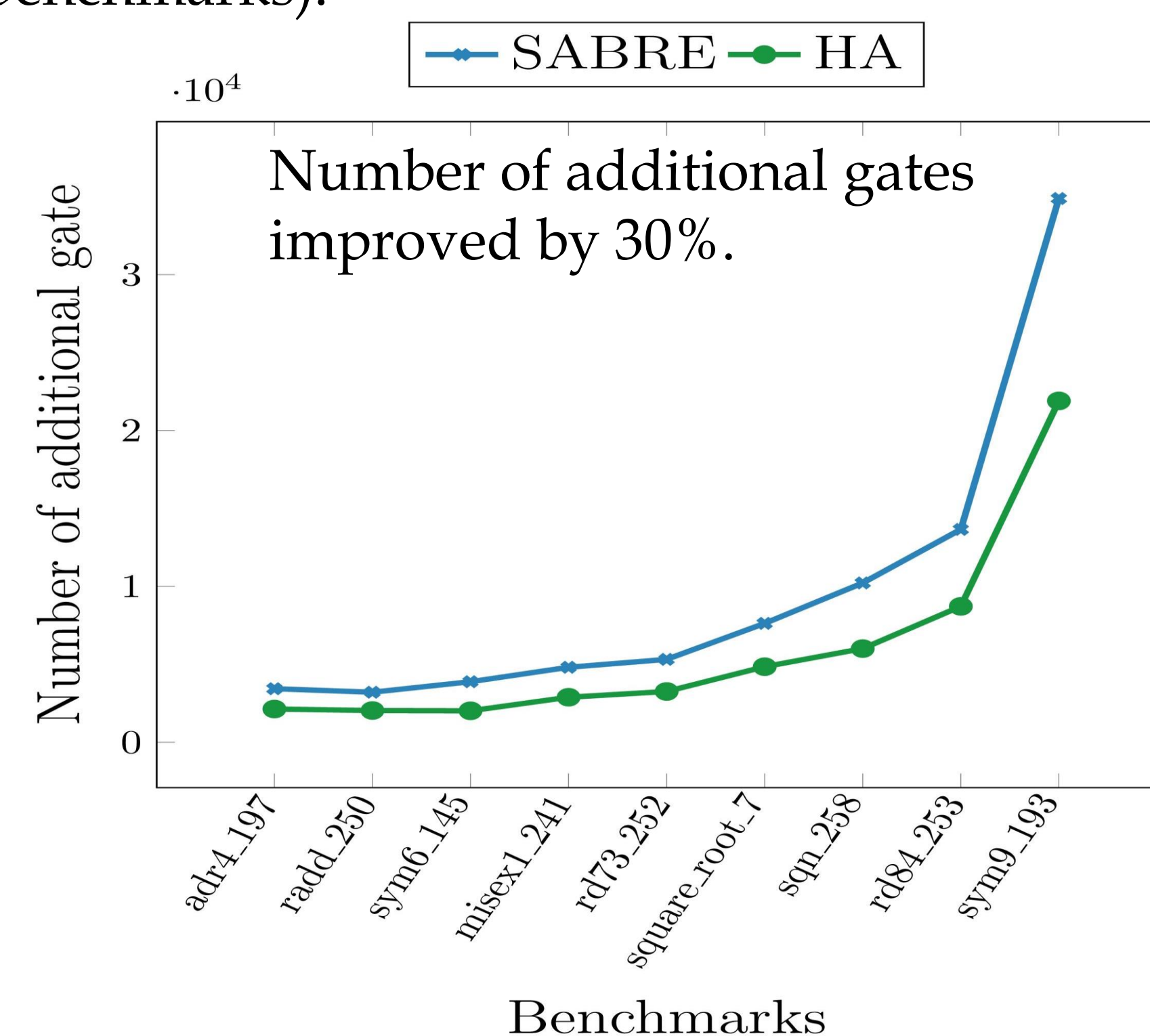
- Selection between SWAP and Bridge gate.



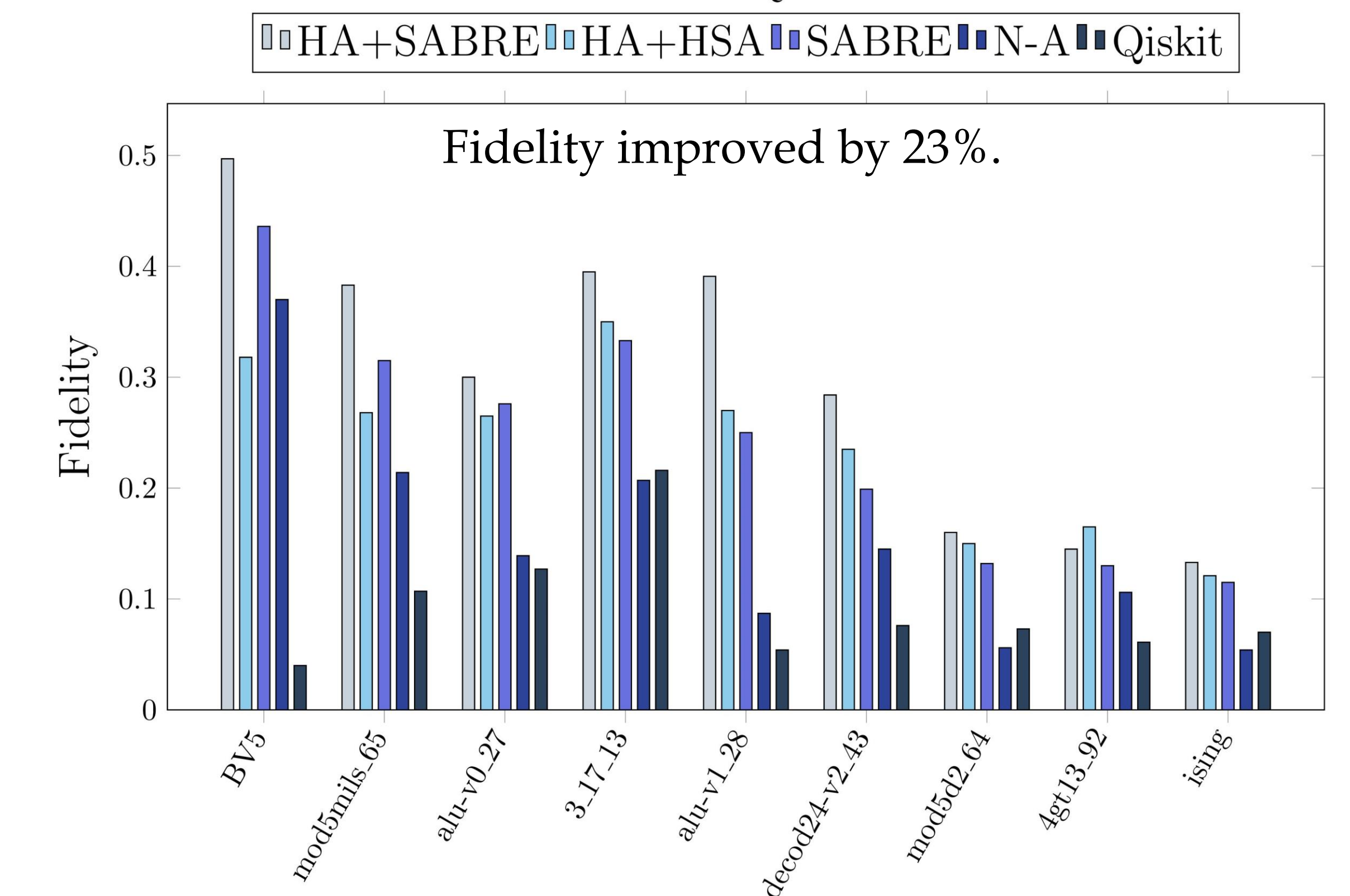
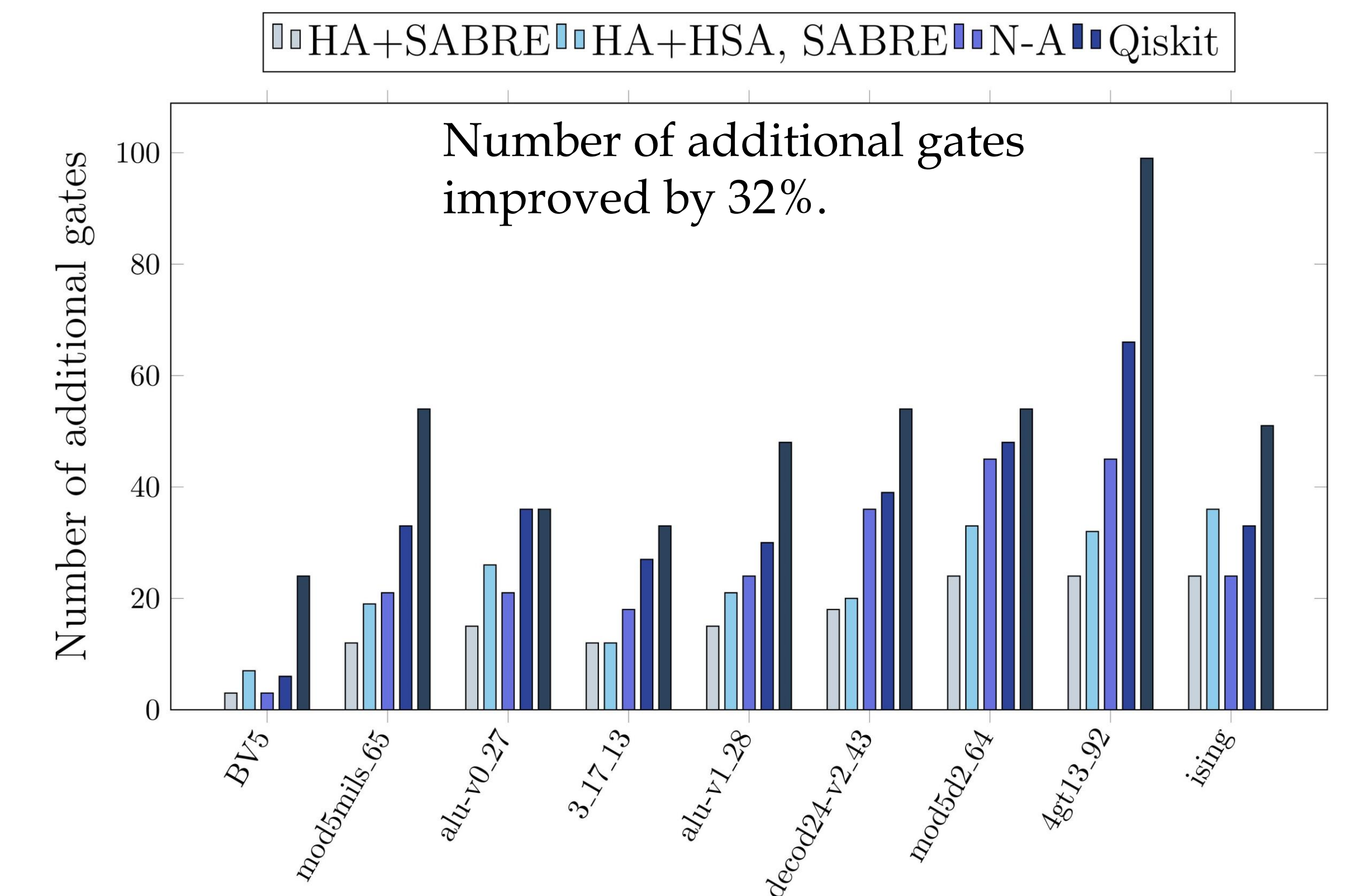
- Hardware-aware Simulated Annealing (HSA) initial mapping.
- Hardware-aware `get_neighbor` method.

## Results

- Comparison of number of additional gates on IBM Q 20 Almaden (large benchmarks).



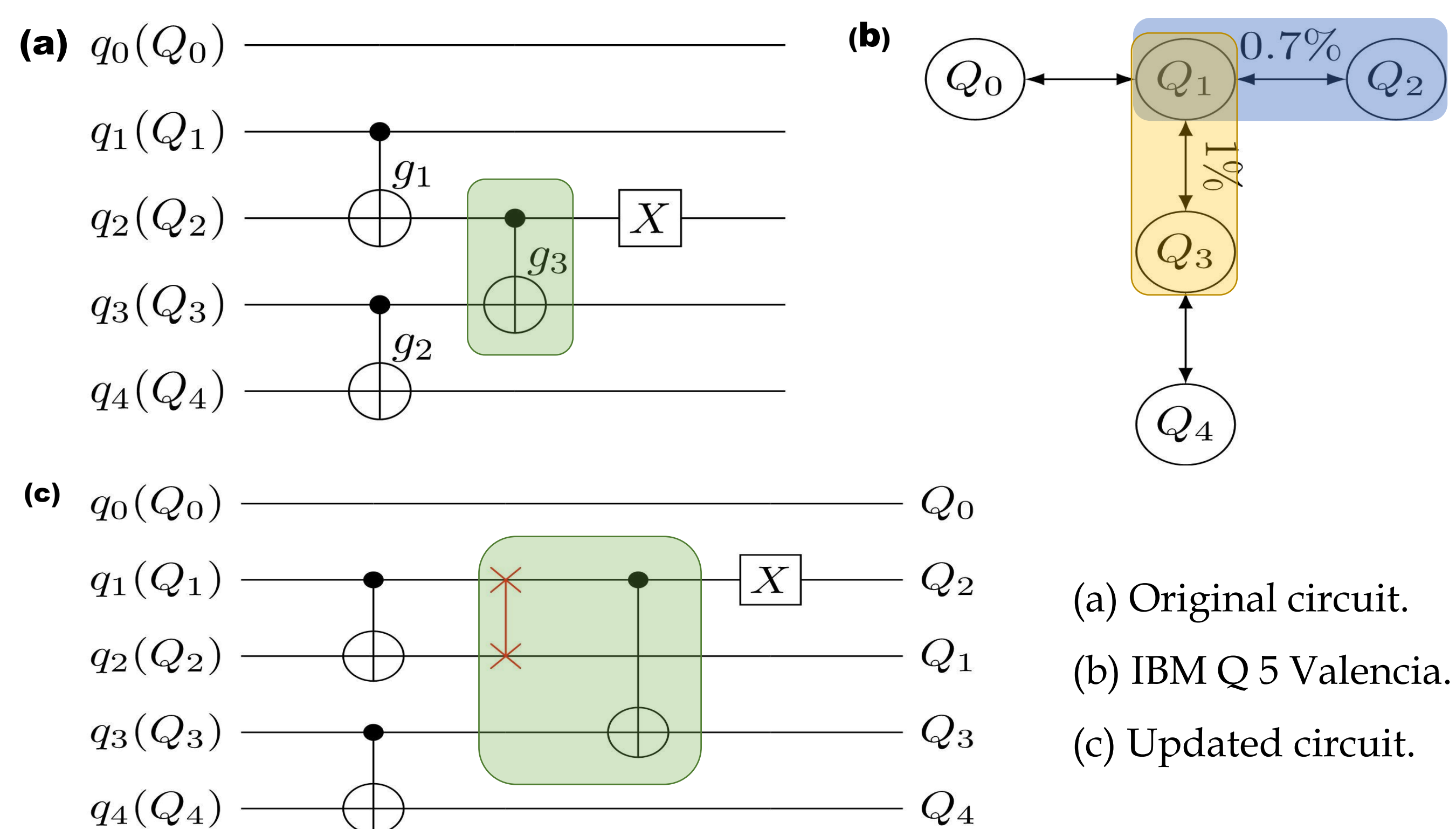
- Comparison of number of additional gates and fidelity on IBM Q 20 Almaden (small benchmarks).



## Conclusion

- Map the most used qubit of the mapped circuit to the most connected physical qubit.
- Apply CNOT gates on qubits that are directly connected and with reliable interconnects.
- If a CNOT cannot be applied on two neighbor qubits, apply on two qubits whose distance is two.

## Motivation



- Initial mapping

•  $\{q_0 \rightarrow Q_0, q_1 \rightarrow Q_1, q_2 \rightarrow Q_2, q_3 \rightarrow Q_3, q_4 \rightarrow Q_4\}$

- SWAP candidates:

•  $\{q_1, q_2\}$  and  $\{q_1, q_3\}$

- Choose  $\{q_1, q_2\}$  because of the lower error rate.

- Final mapping

•  $\{q_0 \rightarrow Q_0, q_1 \rightarrow Q_2, q_2 \rightarrow Q_1, q_3 \rightarrow Q_3, q_4 \rightarrow Q_4\}$

## Acknowledgement

This work was supported in part by the Region of Occitanie, Direction de la Recherche, du Transfert Technologique et de l'Enseignement Supérieur, France, under the Grant "Quantum CAD", in part by a Research Collaboration Grant between TOTAL, LIRMM, and CERFACS, and in part by the Quantum Initiative of the Region Occitanie, University of Montpellier, and IBM Montpellier.

