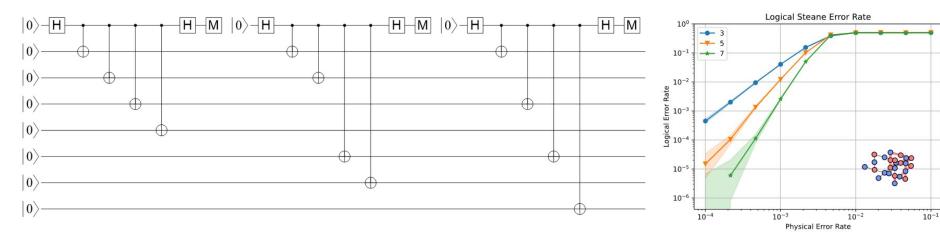
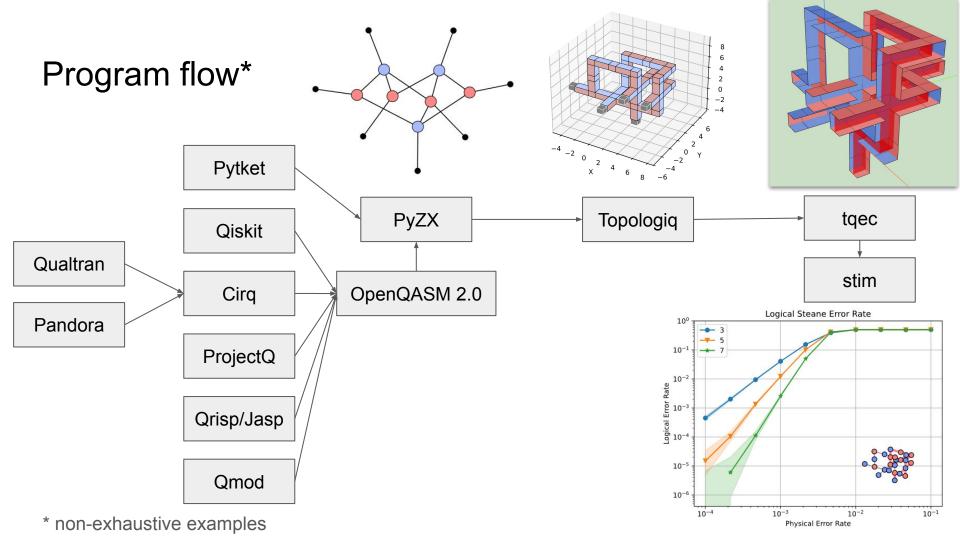
# tqec: optimizing and simulating lattice surgery

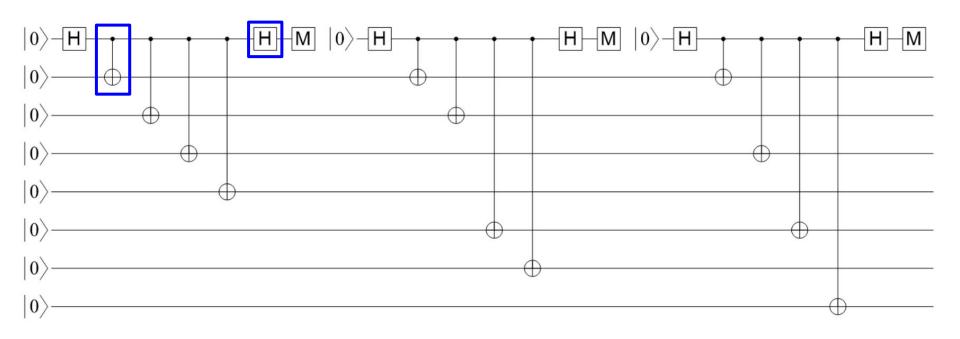
https://groups.google.com/g/tqec-design-automation

Adrien Suau, Yiming Zhang, Purva Thakre, Sam Burdick, Yilun Zhao, Ricky Young, Arabella Schelpe, Ángela Elisa Álvarez, Victory Omole, Gian Giacomo Guerreschi, Kabir Dubey, Jose A Bolanos, Tianyi Hao, Reinhard Stahn, Jerome Lenssen, Moritz Schmidt, Mohammed Imaduddin, Brendan Reid, Milo Moses, Sean Collins, Mark Agib, Kwok Ho Wan, Austin Fowler





## Let's work through an example step by step



This circuit prepares a 7 qubit Steane code, but all that really matters is that it's made of gates that we can realize in toge.

Focus initially on CNOT and Hadamard.

## Gates as maps of matrices

CNOT gates copy X on control, and Z on target to both outputs.

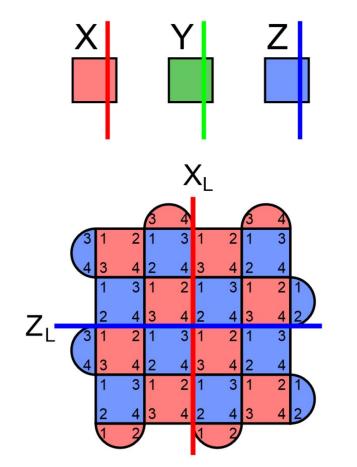
Hadamard converts X into Z and vice versa.

$$-X - H - \equiv -H - Z -$$

$$-Z - H - \equiv -H - X -$$

Any process that maps logical operators as shown also implements that gate.

#### RGB = XYZ mnemonic

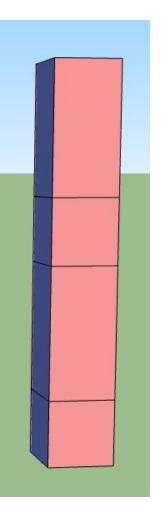


0 rounds

d rounds

0 rounds

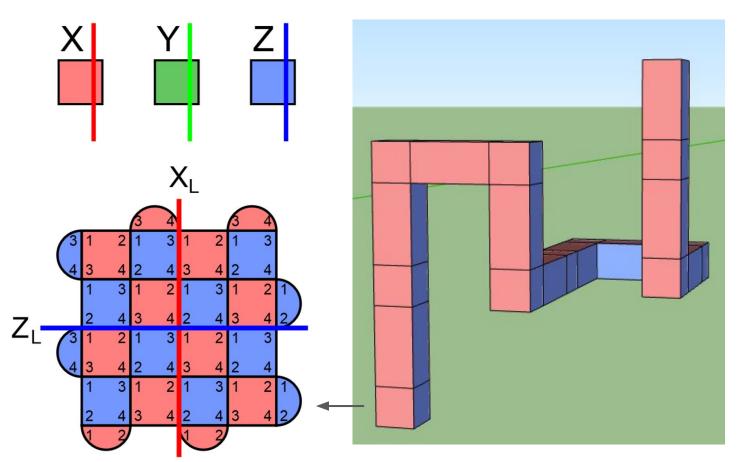
d rounds



Logical operators stick to walls of the same color.

This is 2d rounds of memory.

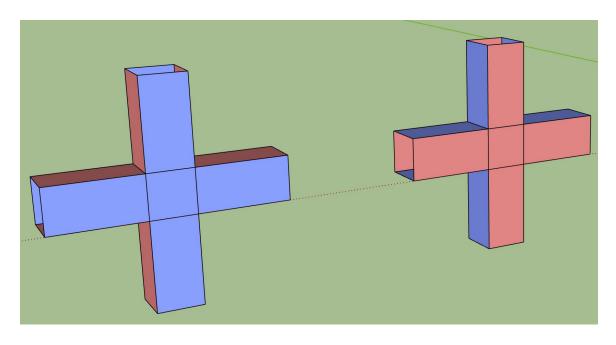
#### RGB = XYZ mnemonic



This is also just memory

Slices of the structure tell you what the computer should be doing at every instant of time

#### What about junctions?

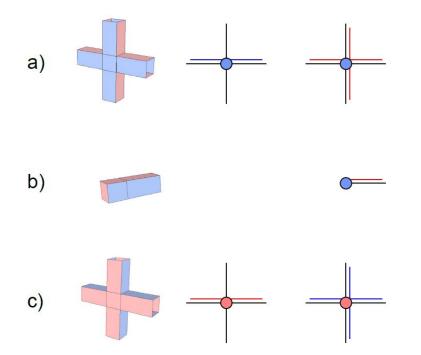


Logical operators with opposite color to the node must propagate to all edges, same color logical operators must touch an even number of edges.

blue node

red node

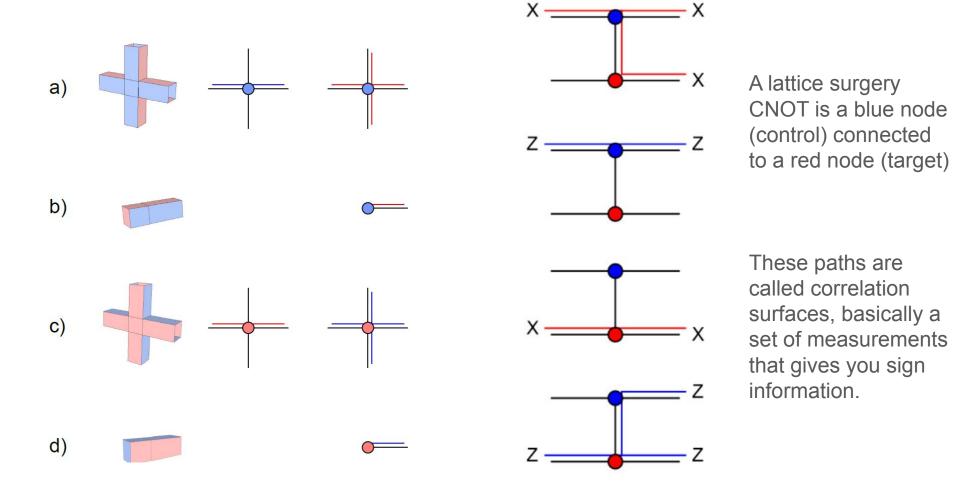
#### Let's formalize these rules



Logical operators with opposite color to the node must propagate to all edges, same color logical operators must touch an even number of edges.

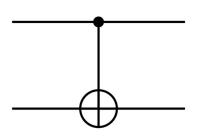
d) Prep |0> or Z basis measurement

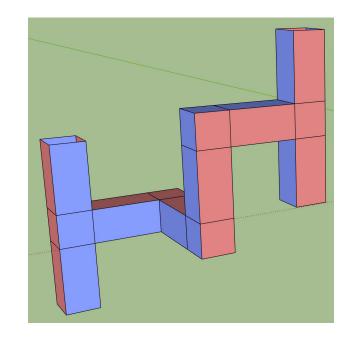
#### Let's use these rules



#### **CNOT**

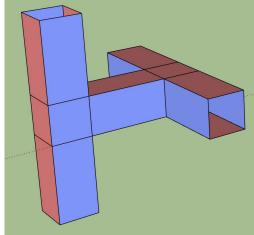
Control = blue node Target = red node





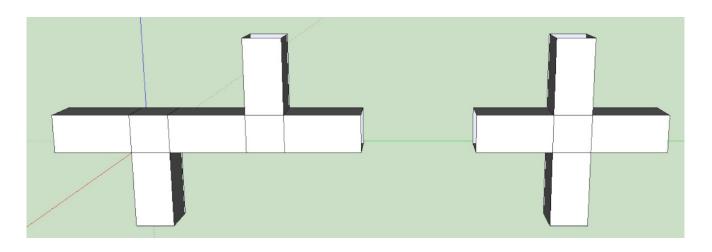
This is CNOT

This is also CNOT

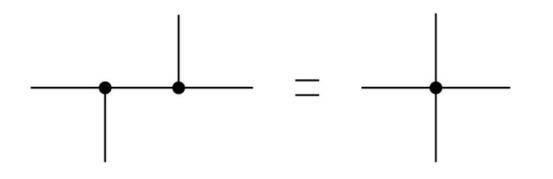


Provided you get the nodes right, the rest is arbitrary noodles

#### Fun with structures

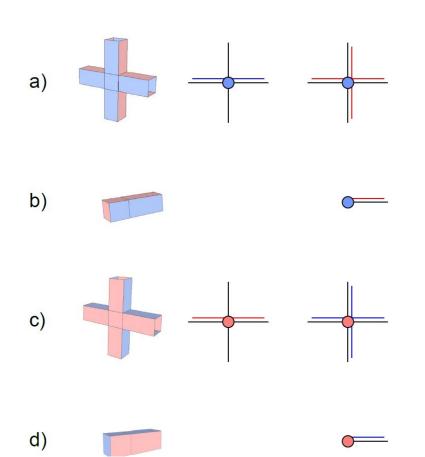


Nodes of the same color connected by an edge can be merged/unmerged.

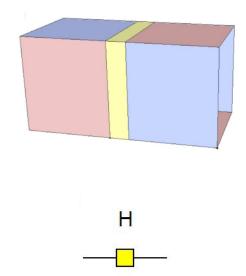


This is called the "spider rule"

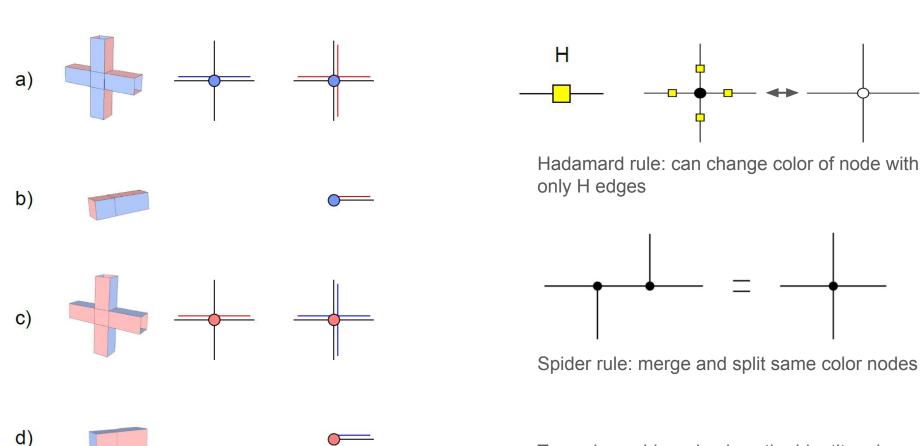
#### One more logical gate



Logical operators that pass through a layer of Hadamard gates are interchanged X↔Z.

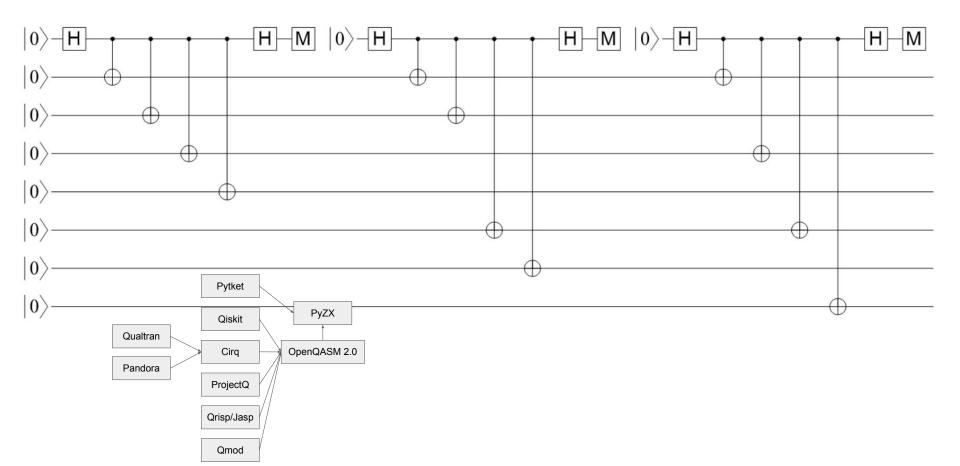


#### All the structures and rules we need...

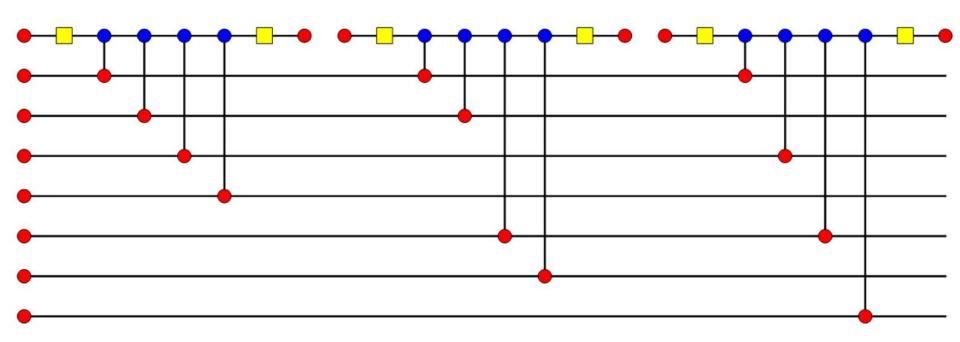


Two edge spider rule gives the identity rule.

## ...to convert this in your favorite tool...

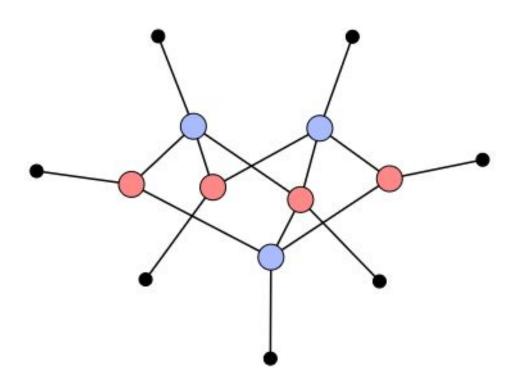


## ...into this in PyZX

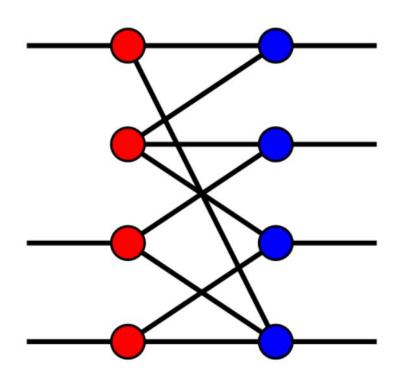


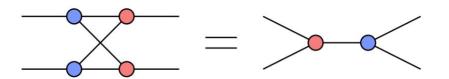
This is the canonical ZX graph version of the quantum circuit that prepares a 7 qubit Steane code.

# Which PyZX can simplify to just this...



## Which is equivalent\* to this...

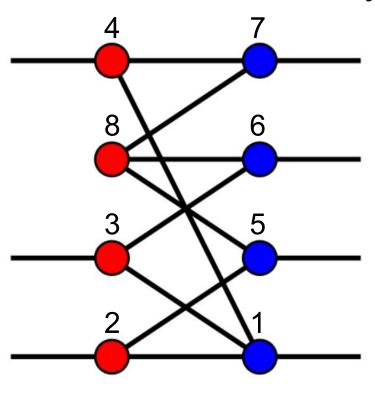


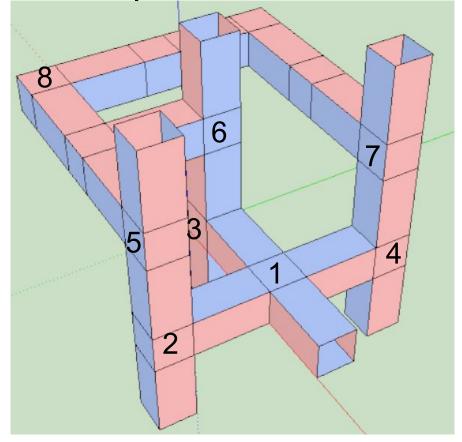


\* Used the above, which is true because both structures support one red left + two reds right, and two blues left + one blue right. This is the "bialgebra-rule".

Q: How can we turn this into lattice surgery?

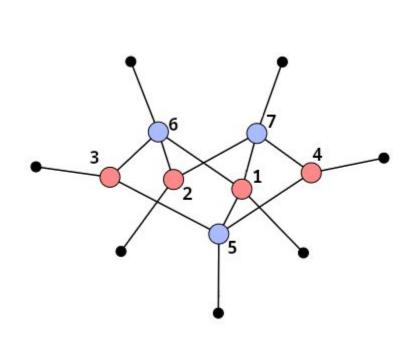
You can do it manually in SketchUp...

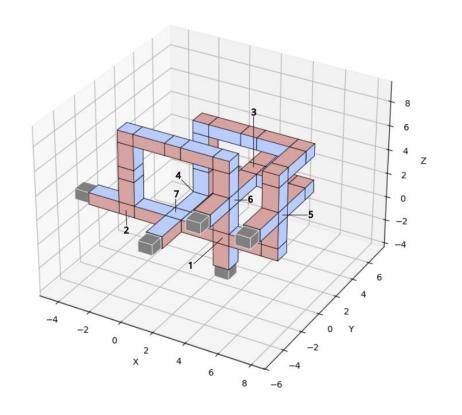




Volume = 12, best so far

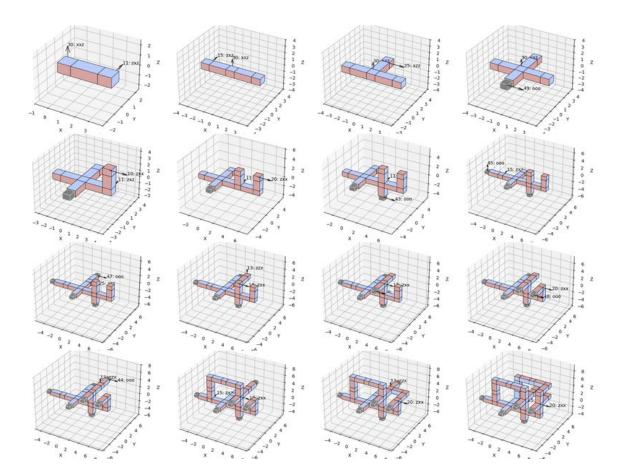
# Or automatically using topologiq (Jose A Bolanos)...





Volume = 18, best so far

# Topologiq step by step

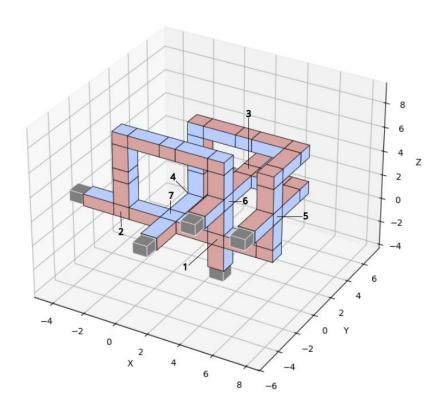


Topologiq uses an edge by edge algorithm with a randomly determined starting point.

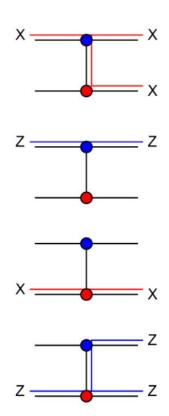
Vast scope for further research.

## Now what?

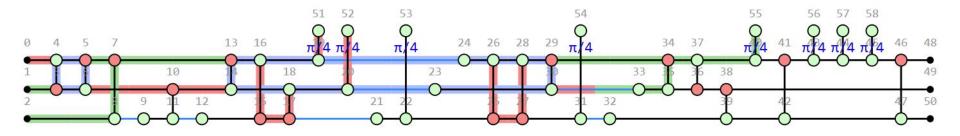
We have a structure...



But just as with CNOT we also need correlation surfaces...



# Revisiting PyZX

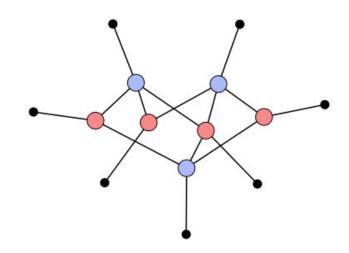


Back when our computation was in PyZX we actually had correlation surfaces, future work to use them.

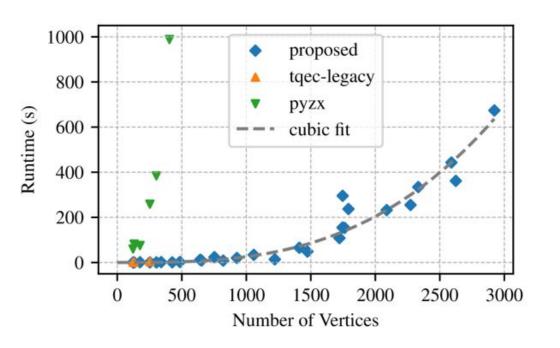
# Algorithm: Tianyi Hao

CS dept University of Wisconsin-Madison

- 1. Start from any leaf
- 2. Explore the graph node-by-node
  - 2.1. Keep a generator set of correlation surfaces for the subgraph explored
- 3. Generate valid correlation surfaces given the newly explored node
- 4. Prune redundant ones to keep the generator set minimal
- 5. Repeat from 2, overall complexity O(n<sup>4</sup>)



# Benchmarks



#### Setup

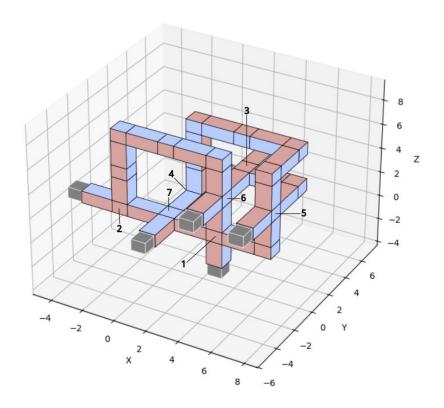
- Circuits from benchpress and Hamiltonian evolutions from hamlib, compiled to Clifford+T
- All three algorithms are written with pure Python objects, running on a single CPU

#### Caveats

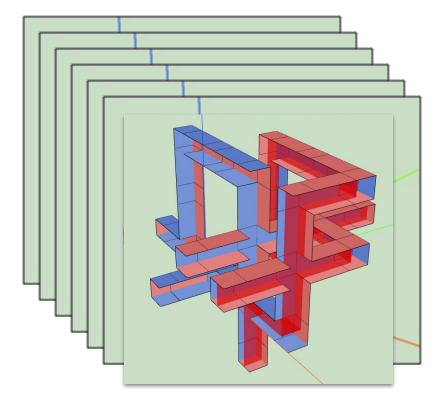
- ZX graphs are not optimized by PyZX
- Clifford proxy of non-Clifford
- T gates are not injected
- S gates are not placed at the boundary

# Finding correlation surfaces

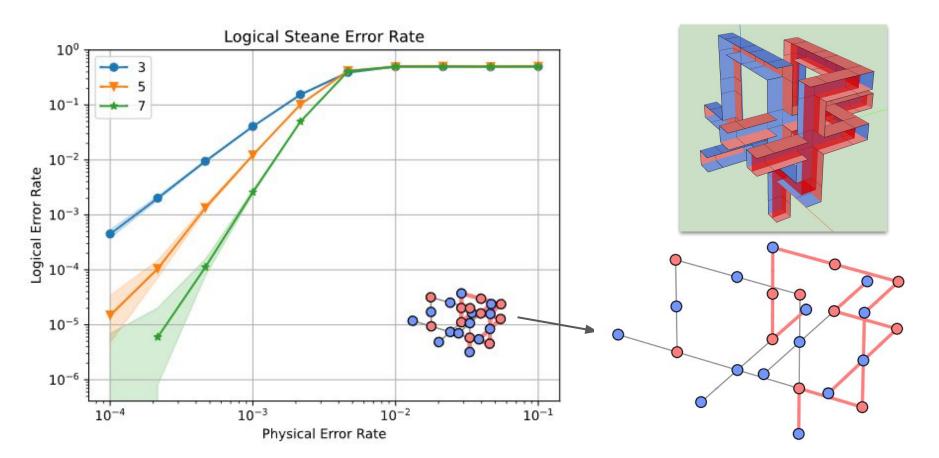
We have a structure...



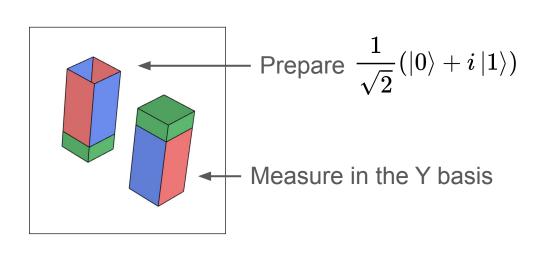
Get a set of correlation surfaces (observables in stim)

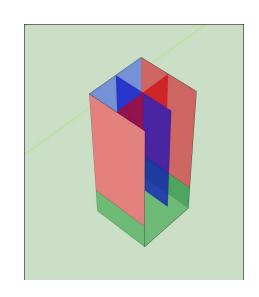


## Use stim to simulate or drive quantum computer



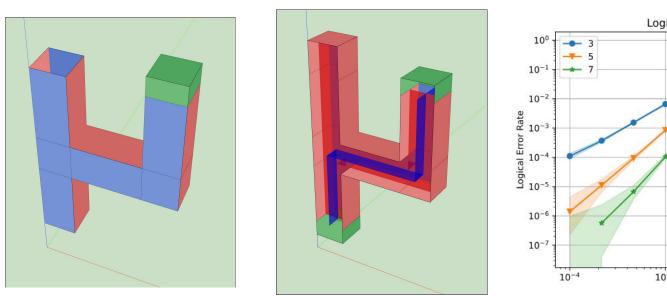
#### Oct 15: Y-basis Initialization/Measurement

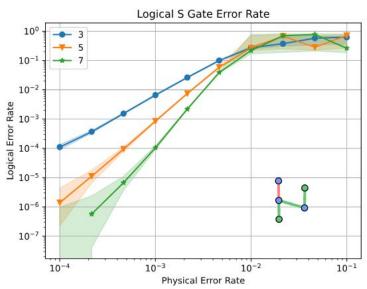




Yiming Zhang, Kabir Dubey: now have special YHalfCube that must be aligned with the temporal direction. YHalfCube supports a Y (implemented as X+Z) basis correlation surface.

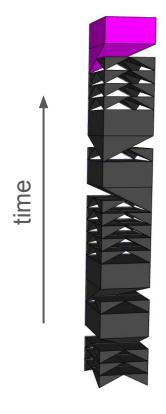
## Oct 15: simulation of logical S





YHalfCube is a carefully designed circuit, modified from Gidney's circuit to enable it to connect seamlessly with other tqec blocks.

# Future work: achieving universal quantum computation



$$|T\rangle = \frac{1}{\sqrt{2}} \left( |0\rangle + e^{i\pi/4} |1\rangle \right)$$

Magic state cultivation: growing T states as cheap as CNOT gates
Craig Gidney, Cody Jones, Noah Shutty
<a href="mailto:arXiv:2409.17595">arXiv:2409.17595</a>

Can get O(p<sup>5</sup>) suppression.

Likely good enough for practical purposes at Lambda ~10.

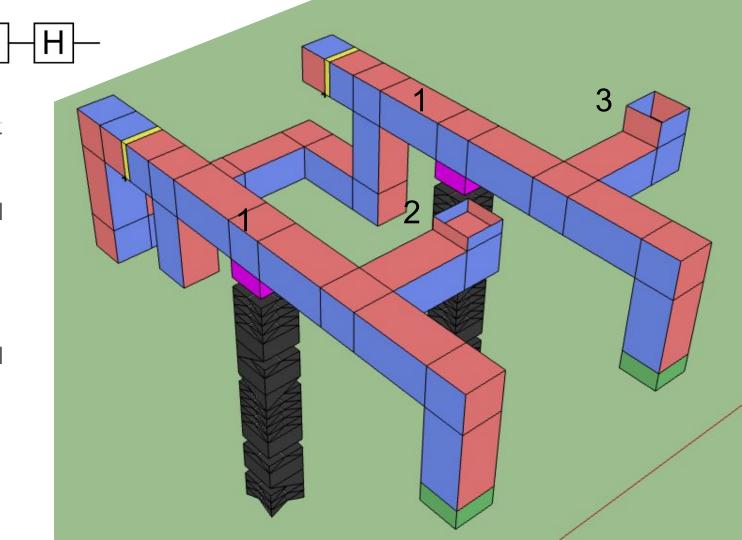
How does a T state give us a T gate?

$$T=egin{pmatrix} 1 & 0 \ 0 & e^{i\pi/4} \end{pmatrix}$$

1) Execute r solo of the structure

- 2) After classical processing determine basis and measure
- 3) After classical processing determine basis and measure

Output format?



## Summary

tqec is a group of enthusiasts working towards building an open source full stack fault-tolerant quantum compiler

There is much work to be done! Please join the community, all are welcome :-)

https://groups.google.com/g/tqec-design-automation

