

A Q A D O C

Parallelisation : 3 mindsets and 3 use cases

2/10/2024



Planning

- The three mindsets of parallelisation
- Our first questions and ideas



02/20/2024



Three Mindset of Parallelisation

- There's three ways to think of parallelization
 - 1. Take a circuit and cut it
 - 2. Parallelize the very primitives
 - 3. Take a use case and think it in a parrallel way

Date





Mindset#1

Cutting the circuits



Compilation

Code

Algorithm

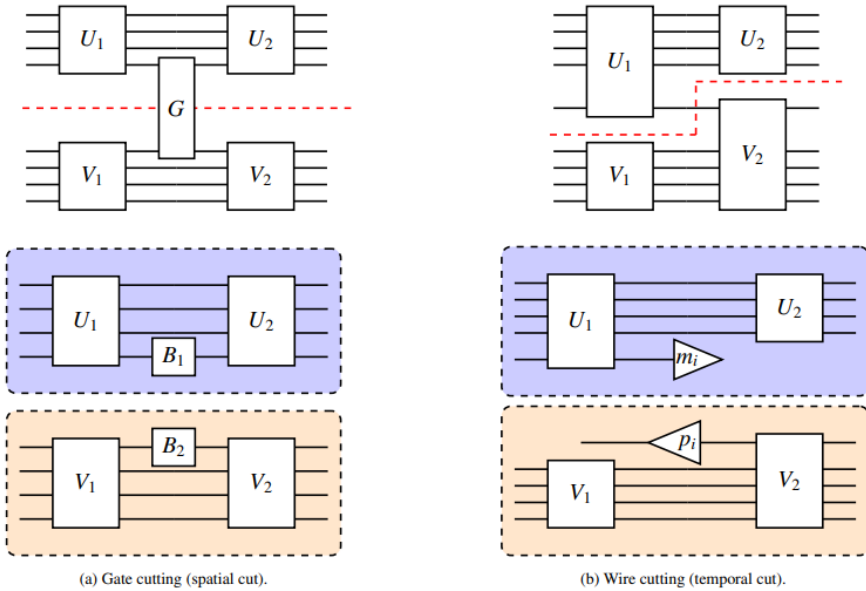


Figure 10: Two schemes for cutting a quantum circuit: gate-cutting (or spatial cut) [223] and wire-cutting (or temporal cut) [224]. Both can be shown to be equivalent [225].

Mindset #1

Take a circuit and cut it

Credits : Review of Distributed Quantum Computing. From single QPU to High Performance Quantum Computing (2024)

Compilation

Code

Algorithm



Circuit Knitting

- Depends on the capacity of the hardware
- Mid Circuit measurement, teleportation changes the way it works

→ This is a compilation issue which relies on combinatorial optimization and proper to each hardware

Mindset #1 Circuit Knitting

A compilation topic





Mindset#2

Parallelizing the primitives



Compilation

Code

Algorithm



Some very basic operations can be parallelized e.g. addition

In the classical world, all the linear algebra stuff is parallelized.

The end user just have to use the proper libraries

This may be considered as a compilation topic

Mindset #2

Parallelize the very primitives



Compilation

Code

Algorithm



Quantum algorithms are represented by a couple of algorithms that may be considered as higher order primitives :

- Phase Estimation
- QFT
- Variational Algorithms
- Quantum Walks?

This becomes a between code and compilation topic

Mindset #2

Parallelize the very primitives



Compilation

Code

Algorithm



Mindset #2

- Consider $Ax = B$

In the classical paradigm this has been parallelized and optimized for some matrices (Toeplitz, sparse, ...)

Question : Do we have to find out matrices adapted to the Quantum parallelization ?

If so this becomes an algorithm topic

Parallelize the very primitives





Mindset#3

Parallelize the algorithms



Compilation

Code

Algorithm



Most of the benefits we had with HPC was obtained thanks to parallelization.

They were not obtained via an automatic multi processing compilation

The design of the algorithms themselves were made having parallelization in mind

Mindset #3

Parallelize the very primitives

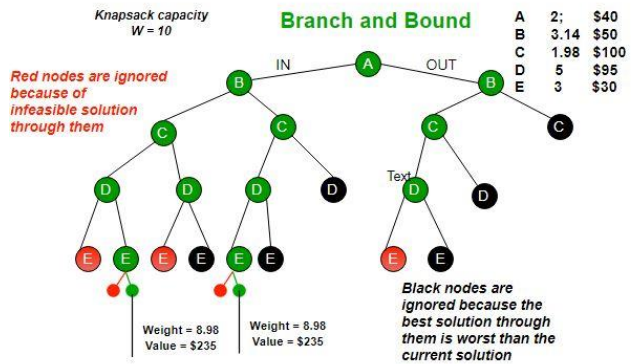


Compilation

Code

Algorithm

Mindset #3



$$M = \begin{bmatrix} & 1 & 2 & 3 & 4 & 5 \\ 1 & 1 & 2 & 3 & 4 & 5 \\ 2 & 6 & 1 & 2 & 3 & 4 \\ 3 & 7 & 6 & 1 & 2 & 3 \\ 4 & 8 & 7 & 6 & 1 & 2 \\ 5 & 9 & 8 & 7 & 6 & 1 \end{bmatrix}$$

Branch and bound optimization algorithm may be parallelized.

Another framework well suited for parallelization is column generation

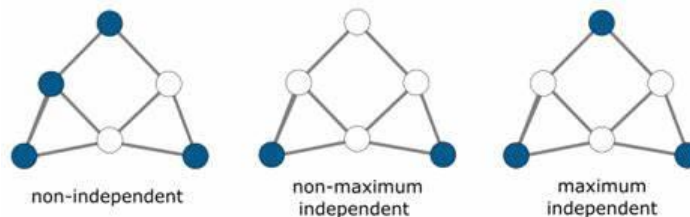
Linear Solving Problems benefits from parallelization from a special set of matrices (Toeplitz, Sparse, ...)

Parallelize the very primitives



We place ourselves in the third mindset

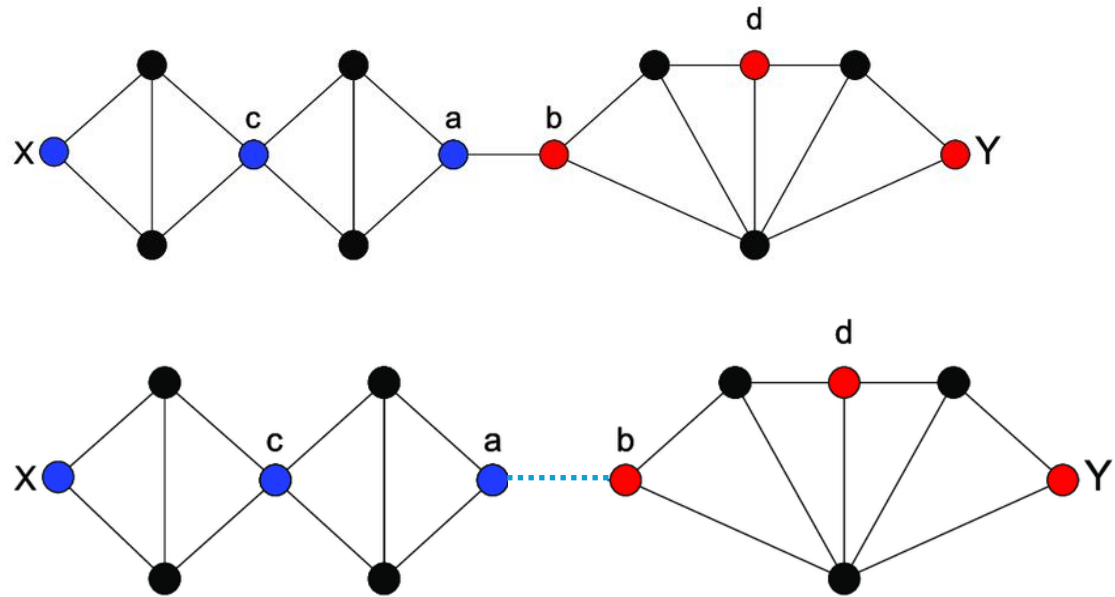
Disclaimer : The maths of it all remains to be done
What follow are questions



Compilation

Code

Algorithm



Maximum Independent Set

Parallelize the very primitives

Questions

Can we identify a nice way to cut off the graph such that it allows to avoid some column generation stuff?

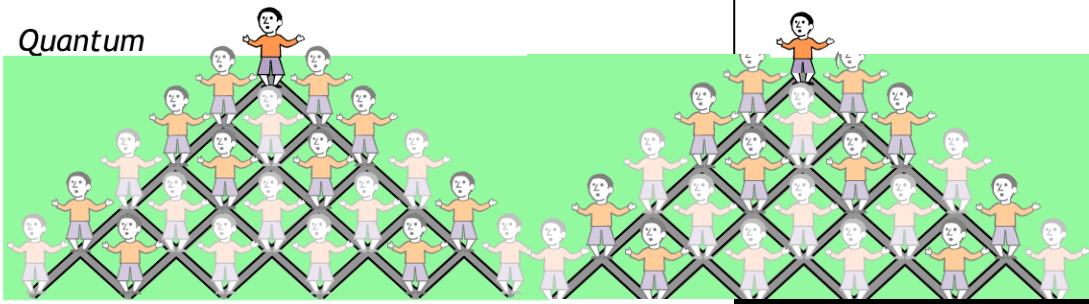
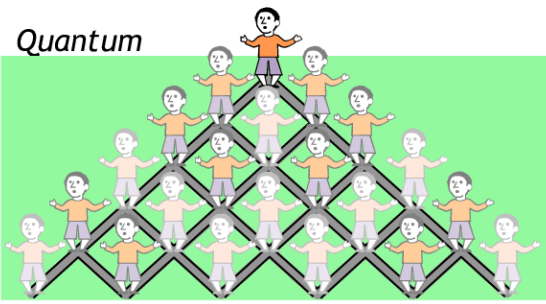
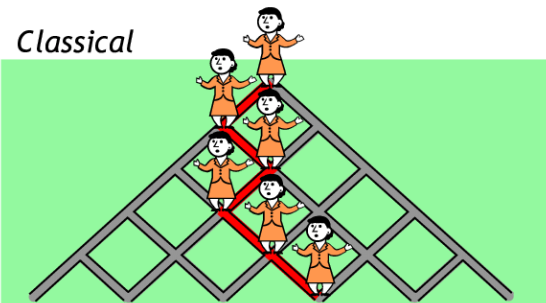
Can we quantify the benefit of it?

Can it alleviate the UD constraint? At least locally?

Compilation

Code

Algorithm



Quantum Walks

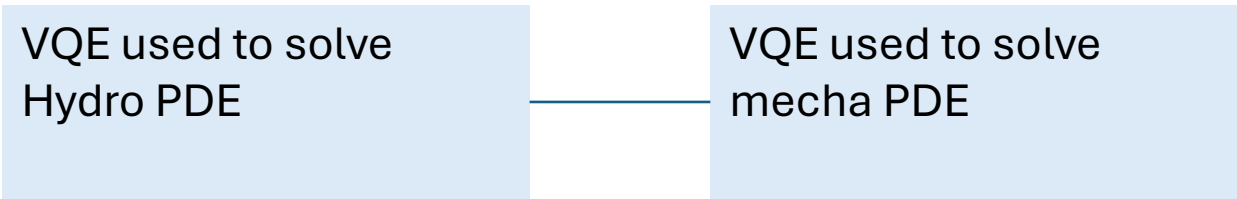
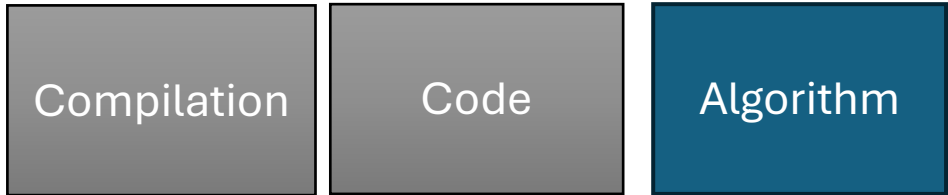
Parallelize the very primitives

Questions

How to cut off the tree of interest and which links has to be considered?

What kind of walks can be cutted efficiently.

Are they close to our use cases?



Coupled PDEs

Questions

Is parallelization of any interest on coupled PDE?

AQADOC

Thanks

NOM

