



Department of Computer Sciences

UNIVERSITY OF WISCONSIN-MADISON

Celebrating 60 Years

Compiling Quantum Circuits

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ASPLOS 2025 Tutorial

Outline

Part I: Quantum Computing Fundamentals

- A. Qubits, gates, and circuits
- B. Quantum algorithms
- C. Quantum Hardware & Error-correction

Part II: Quantum-Circuit Optimization

- A. Rewrite rules
- B. Circuit resynthesis
- C. Scheduling

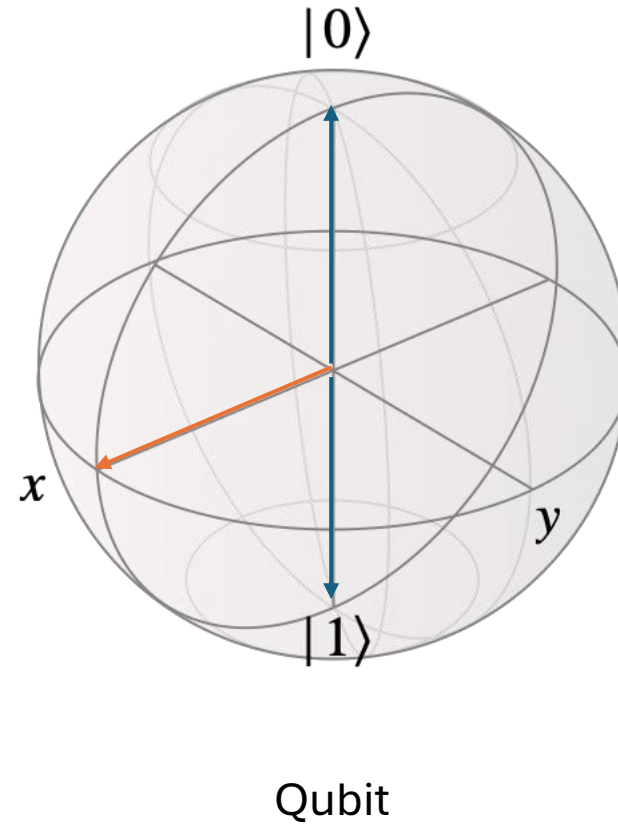
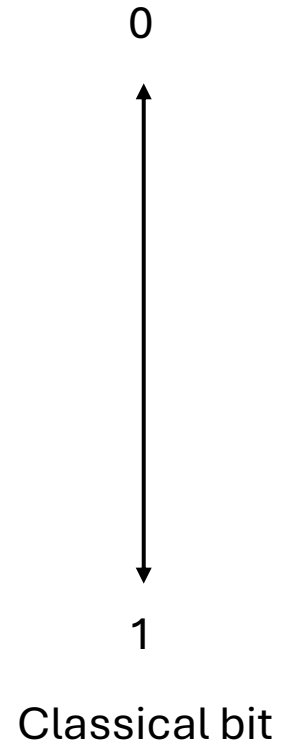
Part III: Qubit Mapping and Routing

- A. QMR for near-term devices
- B. QMR for fault-tolerant devices

Part IV: A tour of wisq

Quantum Computing Fundamentals

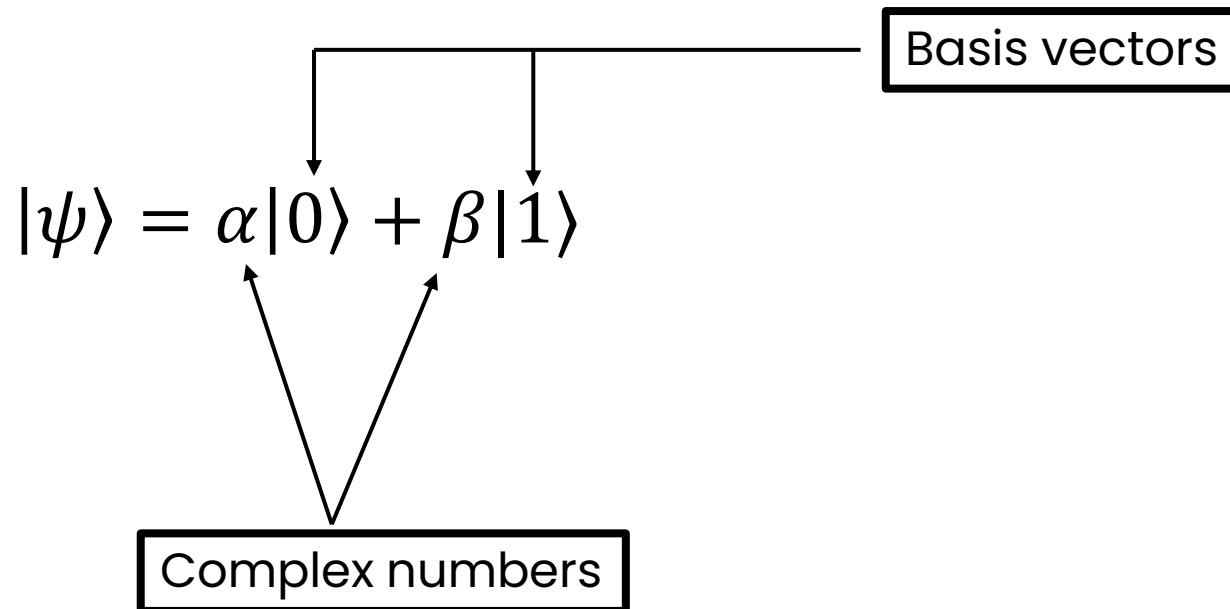
Bits and qubits



Qubit states

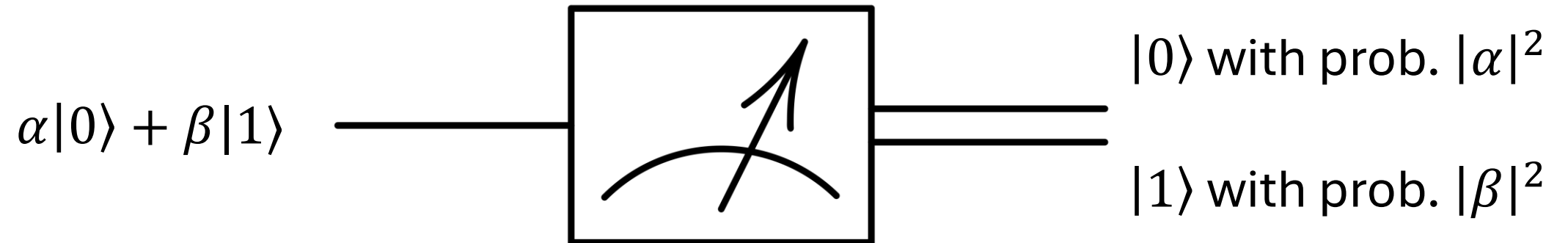
Position on the surface of a sphere is a 2D vector

We write these vectors like this:



Measurement

Quantum mechanics forbids direct access to α and β



Implication: $|\alpha|^2 + |\beta|^2 = 1$

The X gate

Gates transform the state of a qubit

Classical NOT: $0 \rightarrow 1, 1 \rightarrow 0$

Quantum NOT: $\alpha|0\rangle + \beta|1\rangle \rightarrow \beta|0\rangle + \alpha|1\rangle$

In other words,

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$X \begin{bmatrix} \alpha \\ \beta \end{bmatrix} = \begin{bmatrix} \beta \\ \alpha \end{bmatrix}$$

The Hadamard gate

Produces equal *superposition* of states

$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

$$H|0\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)$$

$$H|1\rangle = \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle)$$

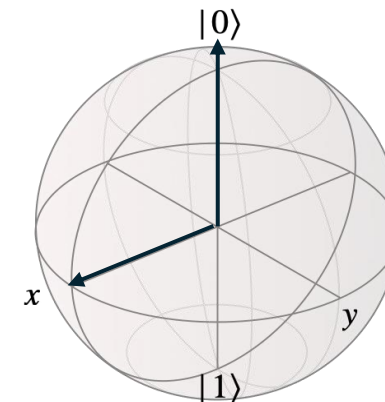
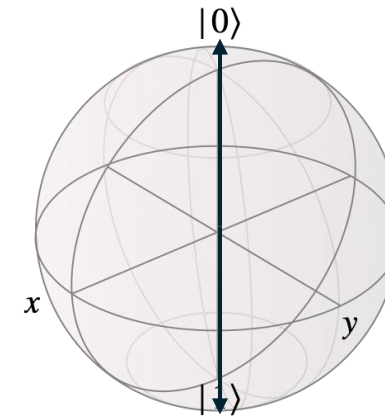
Single qubit gates

2x2 (unitary)
matrices

$$X = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$H = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

Rotations on the Bloch Sphere



Multi-qubit systems

Two qubit state:

$$\alpha_1|00\rangle + \alpha_2|01\rangle + \alpha_3|10\rangle + \alpha_4|11\rangle$$

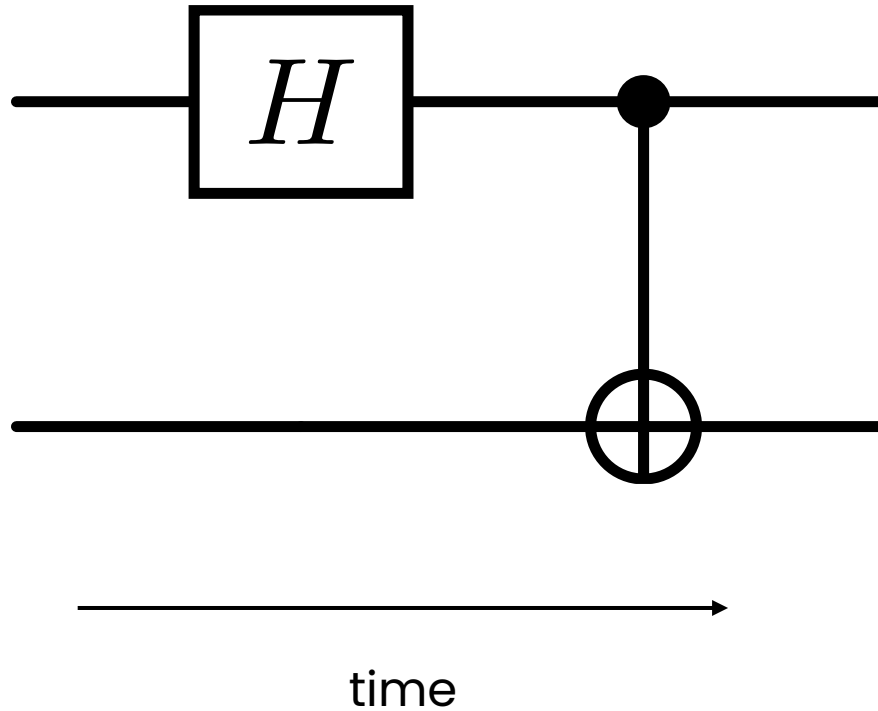
Controlled-NOT (CNOT gate):

“Quantum XOR”

$$|xy\rangle \mapsto |x(x \oplus y)\rangle$$

Quantum circuits

H q_0 ;
CNOT q_0, q_1 ;



Quantum Algorithms

Next: two examples of computing with quantum circuits

- Deutsch-Jozsa (first exponential speedup found)
- Grover's search algorithm

Just for motivation: algorithmic details aren't crucial

Won't get cover other important applications

- Shor's Algorithm
- Hamiltonian Simulation

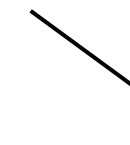
Deutsch-Jozsa Problem

Given oracle access to a function $f : \{0,1\}^n \rightarrow \{0,1\}$

Promised that f is either *constant* or *balanced*



e.g. $f(x_1 \dots x_n) = 1$



e.g. $f(x_1 \dots x_n) = x_1$

How many queries do we need to figure out which?

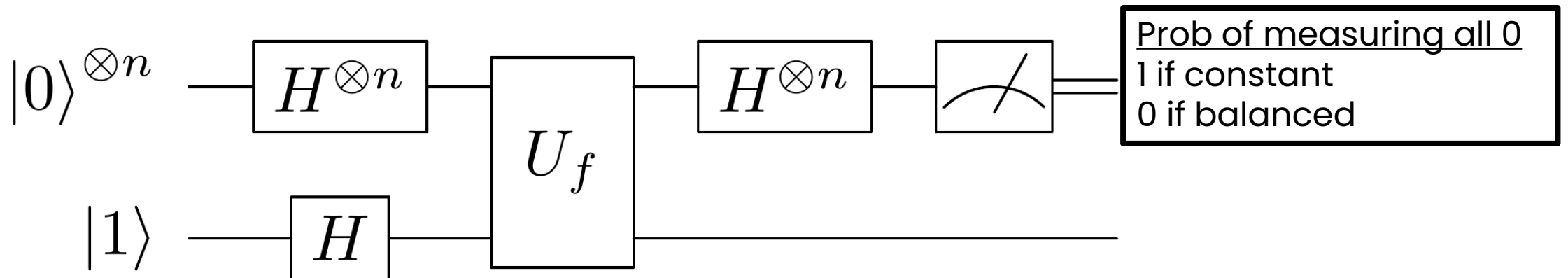
Classically: $2^{n-1} + 1$

Quantum: 1

Deutsch-Jozsa Circuit

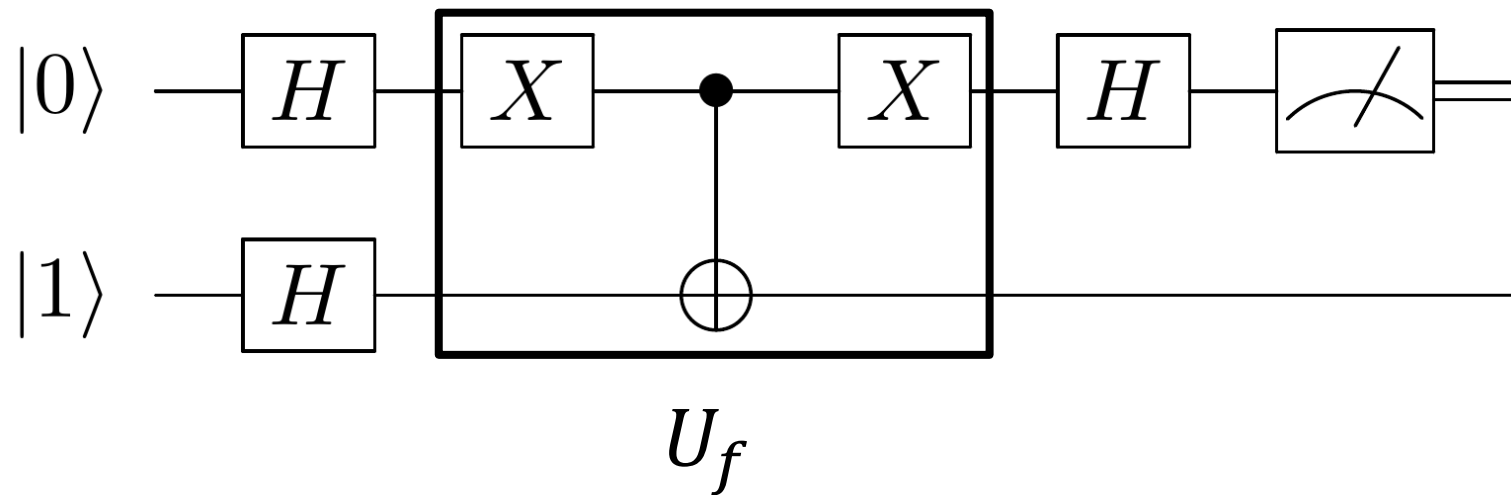
Quantum operations must be unitary, so we use a reversible oracle

$$U_f(|xy\rangle) = |x(y \oplus f(x))\rangle$$



Deutsch-Jozsa w/ Concrete Oracle

Here's the circuit where f is the "NOT" function



Grover's Problem

$O(\sqrt{N})$ Quantum speedup for unstructured search

Again, have oracle access to a function $f : \{0,1\}^n \rightarrow \{0,1\}$

Looking for the element(s) x out of $N = 2^n$ choices such that $f(x) = 1$.

How many queries do we need?

Classically: N

Quantum: $\approx \frac{\pi}{4} \sqrt{N}$

Geometric intuition for Grover's

Consider the plane spanned by two vectors:

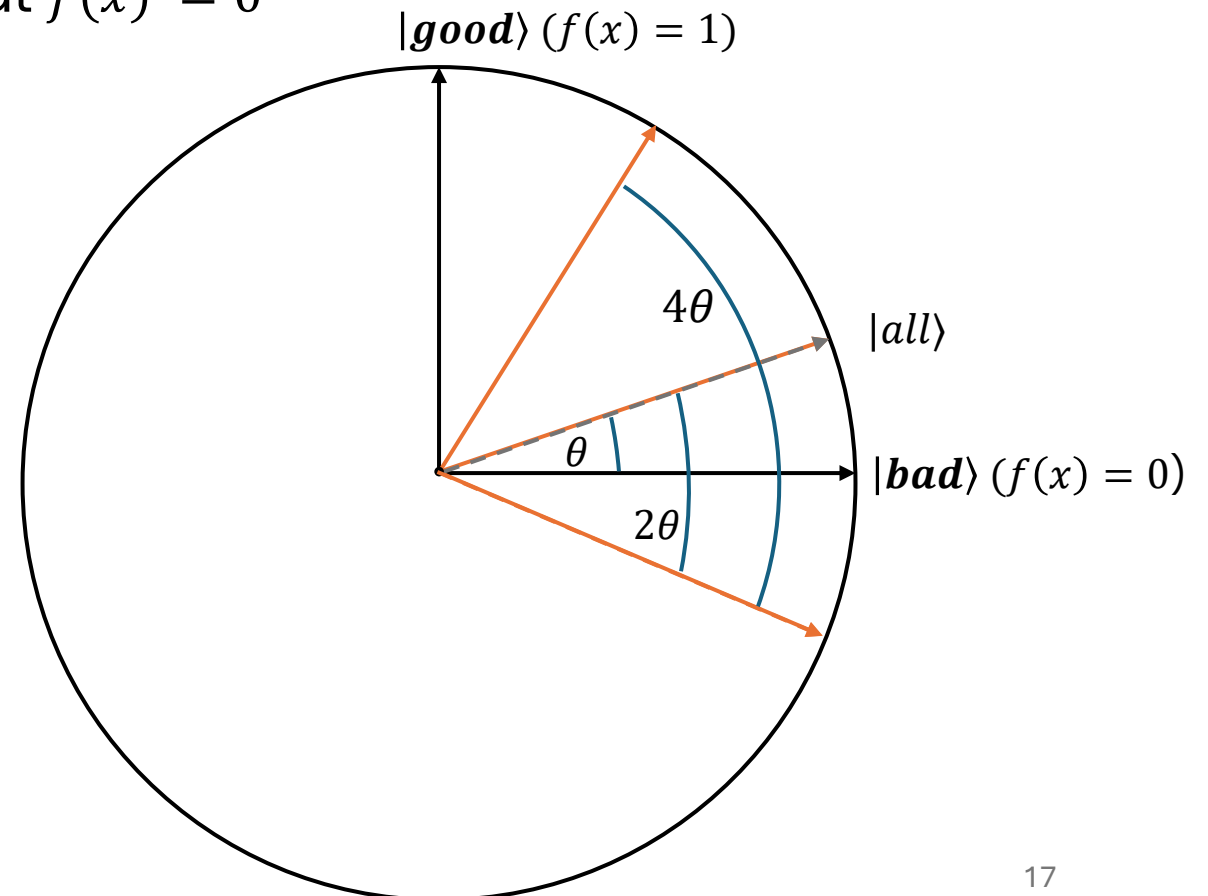
$|good\rangle$: equal superposition over x such that $f(x) = 1$

$|bad\rangle$: equal superposition over x such that $f(x) = 0$

Grover iteration

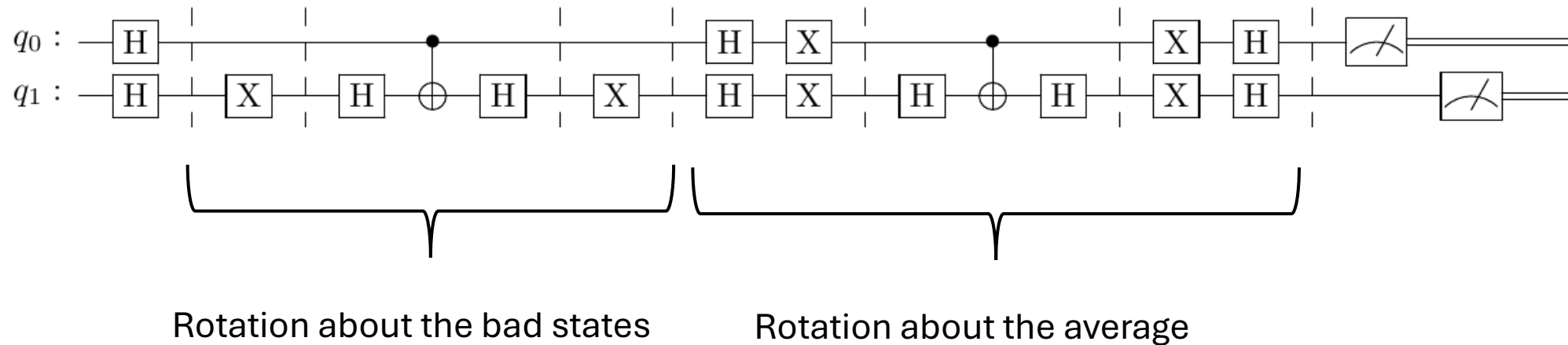
1. Rotate about bad states
2. Rotate about all states

Result: get closer to the good axis



Grover Circuit

An example single-iteration circuit where our target state is $|10\rangle$



The NISQ era

Noisy Intermediate-Scale Quantum

Lack resources for error correction (instead rely on error *mitigation*)

Sample many runs due to low probability of error-free outcome

Most promising applications find approximate solutions:

- Quantum Approximate Optimization Algorithm
- Variational Quantum Eigensolver

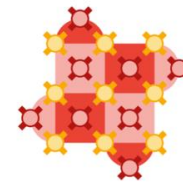
Quantum Error Correction

Encode a logical qubit into several physical qubits

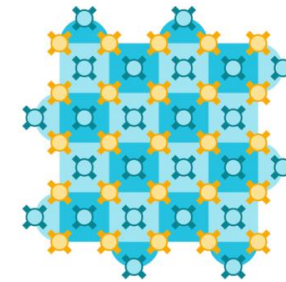
Reduce error by scaling the logical qubit

Prerequisite for exciting applications like Shor's, Quantum simulation

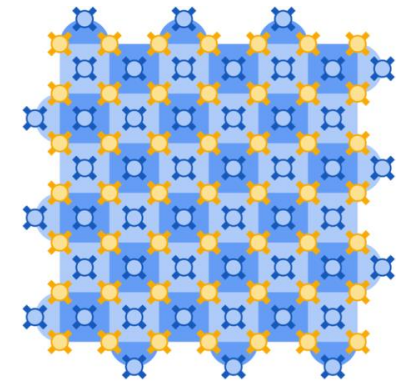
Most promising approach
Surface Codes



3x3
"1 error at a time"
17 qubits



5x5
"2 errors at a time"
49 qubits




7x7
"3 errors at a time"
97 qubits

Surface codes in hardware


Article | Published: 25 May 2022

Realizing repeated quantum error correction in a distance-three surface code

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[Youwei Zhao](#)^{1,2,3,*}, [Yangsén Ye](#)^{1,2,3,*}, [He-Liang Huang](#)^{1,2,3,*}, [Yiming Zhang](#)^{1,2,3}, [Dachao Wu](#)^{1,2,3}, [Huijie Guan](#)^{1,2,3}, [Qingling Zhu](#)^{1,2,3}, [Zuolin Wei](#)^{1,2,3}, [Tan He](#)^{1,2,3} *et al.*

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Phys. Rev. Lett. **129**, 03

DOI: <https://doi.org/10.1126/science.1257603>

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Quantum error correction below the surface code threshold

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The Quantum Software Stack

