

# Transpilation

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**IQM Winter Quantum School – Day 3, part 1**

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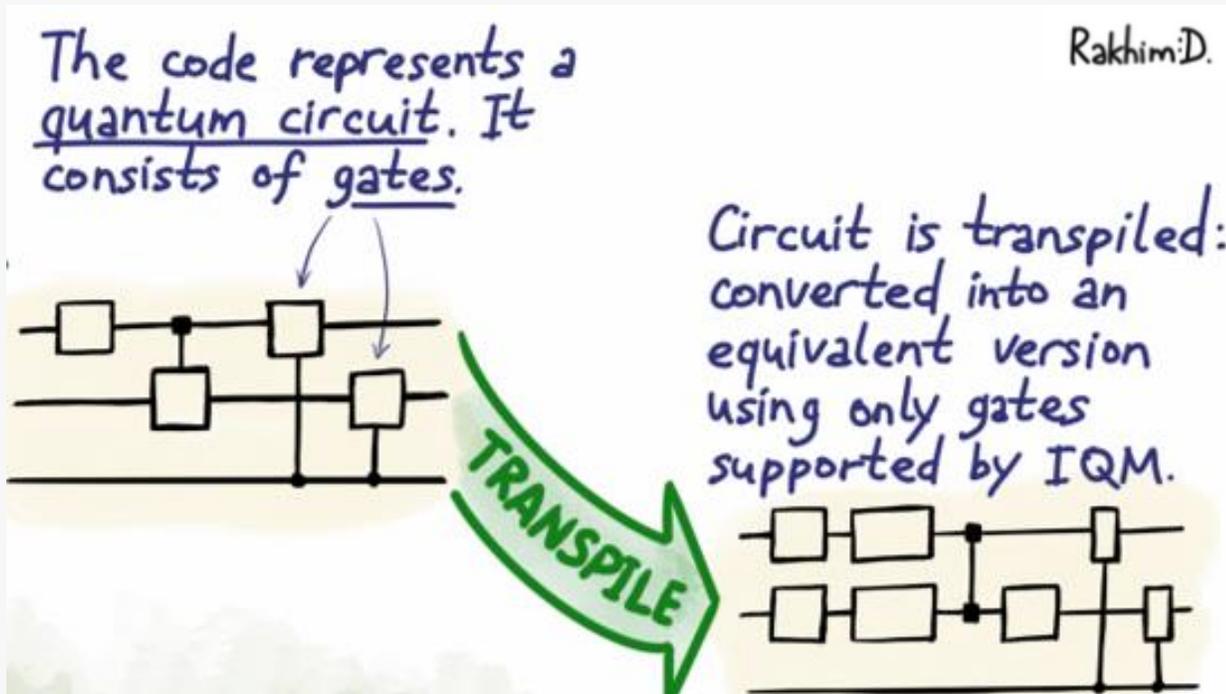
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**What happens on  
a real quantum  
computer?**

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# Transpilation



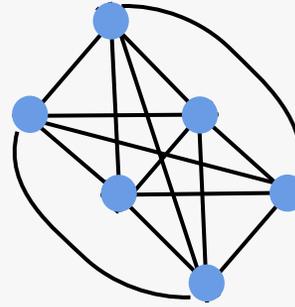
**Transpiling** describes the process of converting a quantum circuit into an equivalent quantum circuit that is compatible with a specific quantum hardware's constraints and gate set.

# Circuit routing

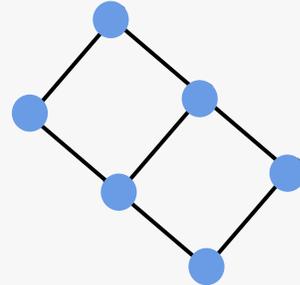
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# Routing (= solving QPU connectivity constraints)

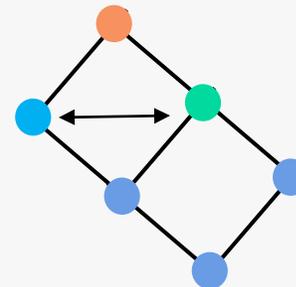
- Quantum algorithms assume arbitrary, even all-to-all connectivity
- Connectivities of QPU's are usually limited to nearest neighbor graphs
- Solution: dynamically remap **logical qubits** ("qubit 1" in the program") to the graph of **physical qubits** ("qubit 1" on the physical hardware) with SWAP gates



Algorithm's connectivity



QPU's connectivity



Dynamical remapping

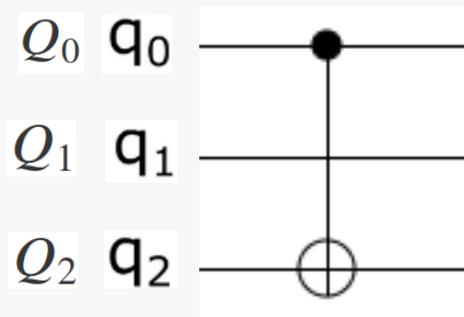
# Routing example

Consider the following connectivity:

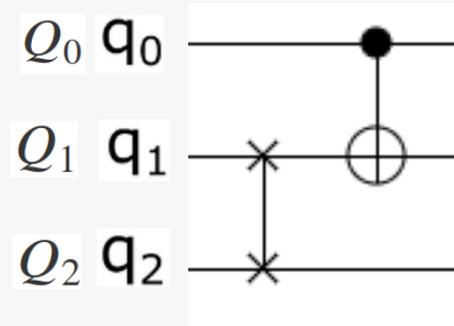


$$\text{SWAP} = \begin{array}{c} \text{---} \times \text{---} \\ | \\ \text{---} \times \text{---} \end{array} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

SWAP gate swaps the states of two qubits

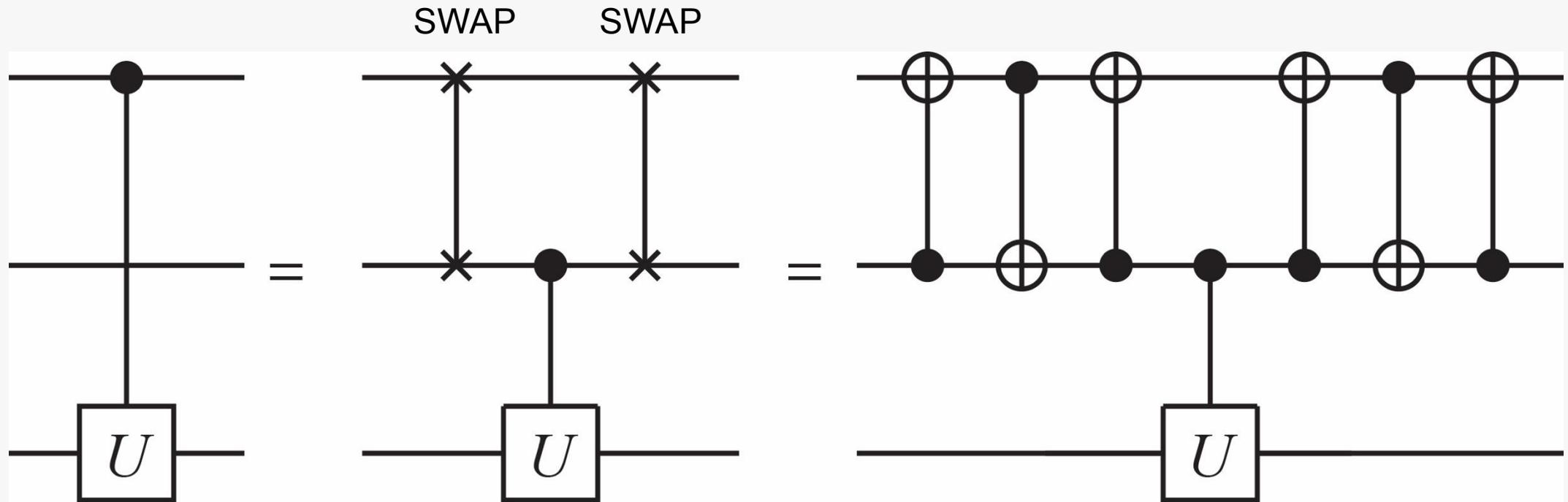


Routing incompatible operation



Routing compatible operation

# SWAP is expensive!



# Gate decomposition

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# — Implementing gates on a QPU

- We need to be able to implement *any* unitary operation on our quantum computer. But not all operations are simple on all hardware.
- The set of simple gates used on a *specific* quantum device is called the **native** gate set of the device.
  - All operations must be rewritten as a sequence of native gates.

IQM systems support arbitrary  $X$  and  $Y$  rotations as the native single-qubit gates and  $CZ$  as the native two-qubit gate.

# — Exercise

- Imagine your QPU's only native gates are  $X$  gates on each qubit. Find a gate you can't implement on your QPU.
- Repeat the above if your native gate set also includes  $Y$  gates on each qubit.
- Repeat the above if your native gate set includes arbitrary rotations about the  $x$  and  $y$  axes on each qubit.

# — Universal gate set

- We need to be able to implement *any* unitary operation on our quantum computer. But we need enough native gates to do that.
- Our native gate set should be **universal**. What does that mean?

A set of gates  $S$  is said to be **universal** if **any** unitary operation can be approximated to any desired precision by composing only the gates in the set  $S$ .

# — Universal gate set

A universal set of gates for quantum computing can:

- Create superposition of states
- Create entangled states
- Contains gates with real AND complex entries
- Contains more than the “Clifford group”

Special quantum circuits which can be efficiently simulated by a classical computer. To read more: “Gottesman-Knill theorem”

# — Universal gate set

Is there only one universal set of gates? If so, we'd be forced to use hardware with a very specific set of native gates...

No, there exist different universal gate sets, such as:

$\{CNOT, H, S, T\}$

$S = \textit{phase gate}$

$T = \pi/8 \textit{ gate}$

$\{CZ, R_x(\theta), R_y(\phi)\}$

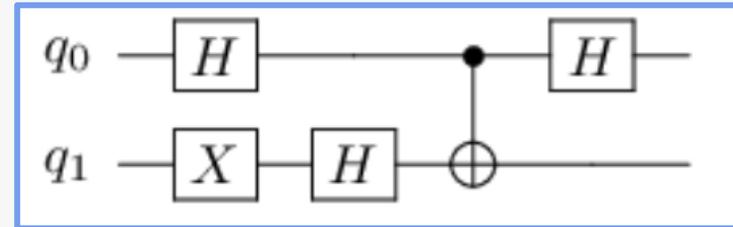
$\{H, TOFF\}$

$TOFF = \textit{“Toffoli gate”}$

# Decomposing (= writing a gate a series of native gates)

- Circuits of quantum algorithms usually use 'intuitive' gates like CNOT, X, H, P, SWAP
- Real QPU's use only few *native*, hardware friendly gates to process their qubits
- Solution: gate identities can convert the algorithm's circuit to equivalent circuit suitable for given QPU

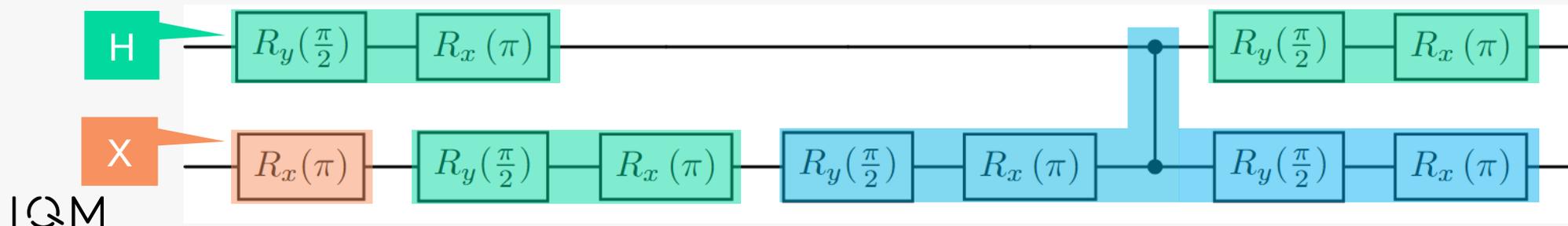
Circuit for Deutsch's algorithm with CNOT as the oracle



Example QPU native gates

$\{R_x(\theta), R_y(\phi), CZ\}$

CNOT



Redefining more precisely...

Transpiling = routing circuit to  
connectivity of a QPU and  
decomposing gates to its  
native gates

# Day 3, part 1 lab

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# — Find the Day 3, part 1 lab here



<https://tinyurl.com/iqm-transpile>

Please don't worry about debugging everything during the lab session! It will be more useful to follow along and debug later on your own.

# **Day 3, part 2 – From Abstract Code to Physical Pulses**

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