

Programming models for hybrid HPC-QPU applications: the deeper issues

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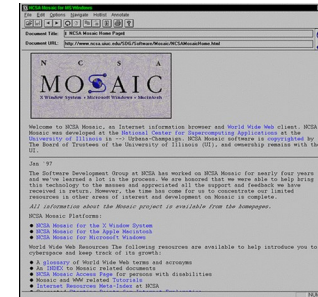


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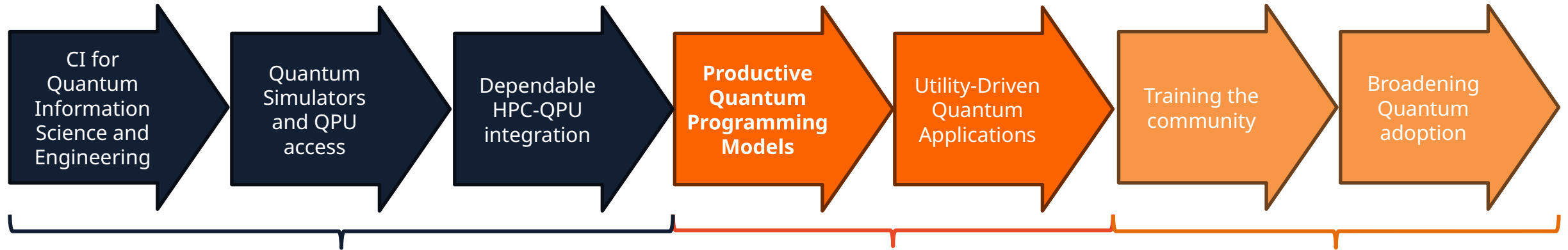
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National Center for Supercomputing Applications

Mission: Bring people, computing and data together to benefit society



NCSA's mission in quantum computing

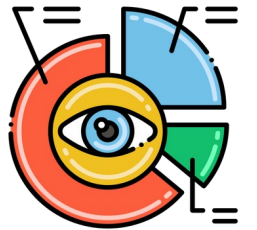
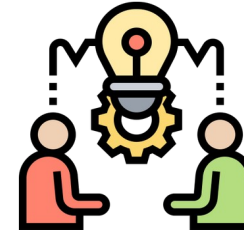
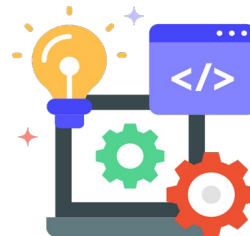
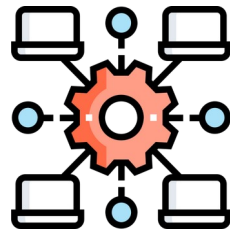
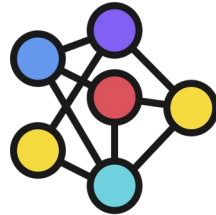


**Simulation, networking
and cyberinfrastructure**

**Scientific software
development and
research consulting**

**Training and advanced
visualization**

**Expertise
Areas**



Icons created by Freepik - Flaticon

Kernels/Libs

QML

Q-UI/UX

Applications

Quantum High Level Languages

Quantum Instruction Set Architectures

Quantum Micro/Nano programming

Quantum Circuit Execution

Quantum Circuit
Compilation

Quantum Error
Correction

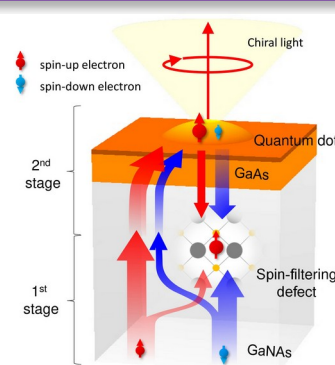
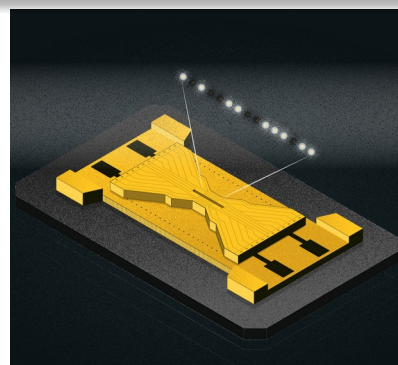
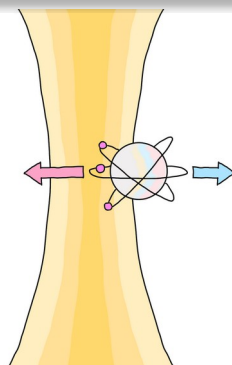
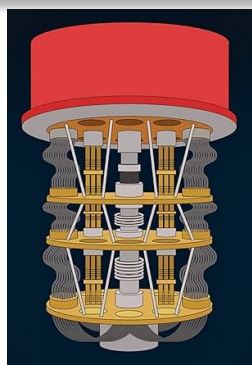
Quantum Pulse-Level Programming

Quantum
Abstract
Machines

Distributed
Classical-
Quantum
Computing

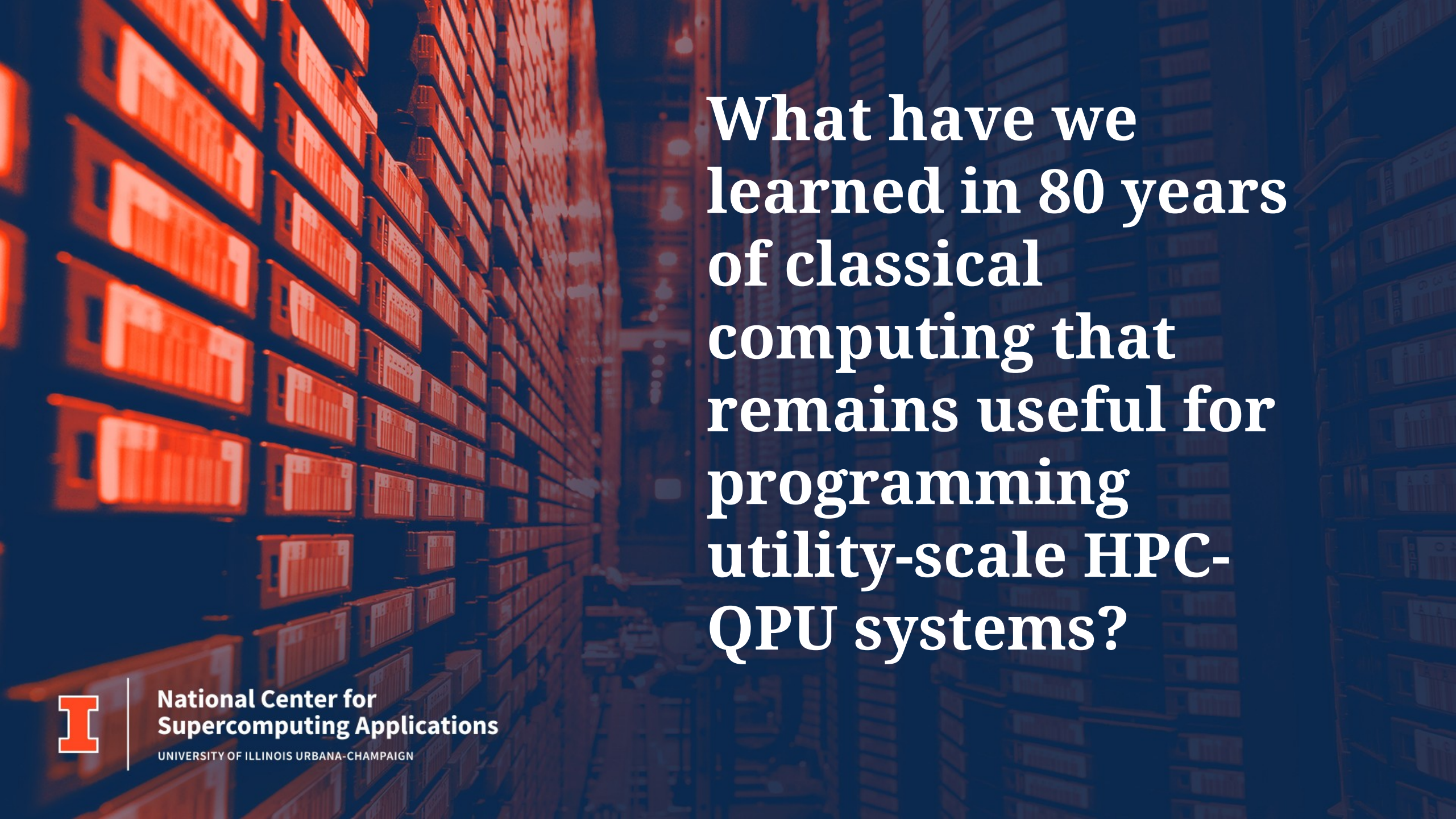
HPC-QPU
integration

Quantum
Networks



HQAN





What have we
learned in 80 years
of classical
computing that
remains useful for
programming
utility-scale HPC-
QPU systems?

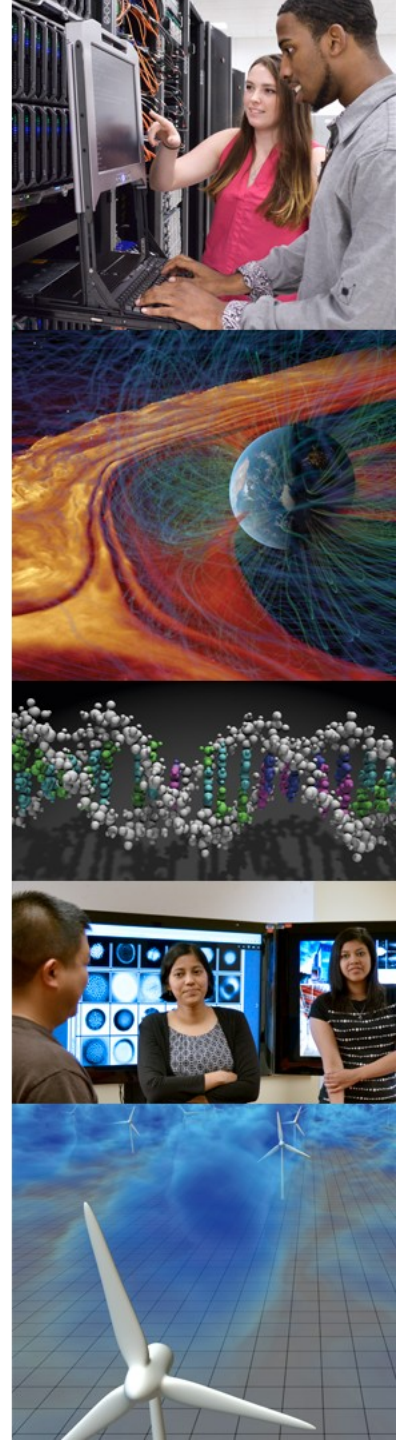


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Food for thought: why do build these systems and how should we help people program them?

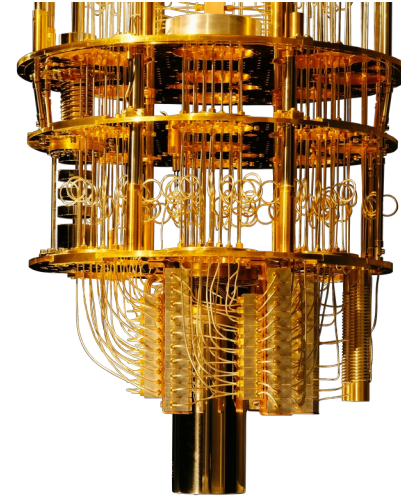
- Marvin Minsky (1967): *“programming is a good medium for expressing poorly understood and sloppily formulated ideas”*
- Alan J. Perlis, Foreword to SICP (1985): *“a programmer should acquire good algorithms and idioms.”*
- Harold Abelson, SICP (1985): *“Programs must be written for people to read, and only incidentally for machines to execute.”*



Most pivotal advances come from abstract understanding of resources



Space, Time



Space, Time
Superposition, Entanglement, Interference

The theory of quantum computation and quantum computational complexity need to become substantially more streamlined to address upcoming needs beyond 10^4 logical qubits. Much harder, urgent, underfunded and unattended problem.



Lesson 1: good *abstract* machines solve 80% of the algorithm development problem

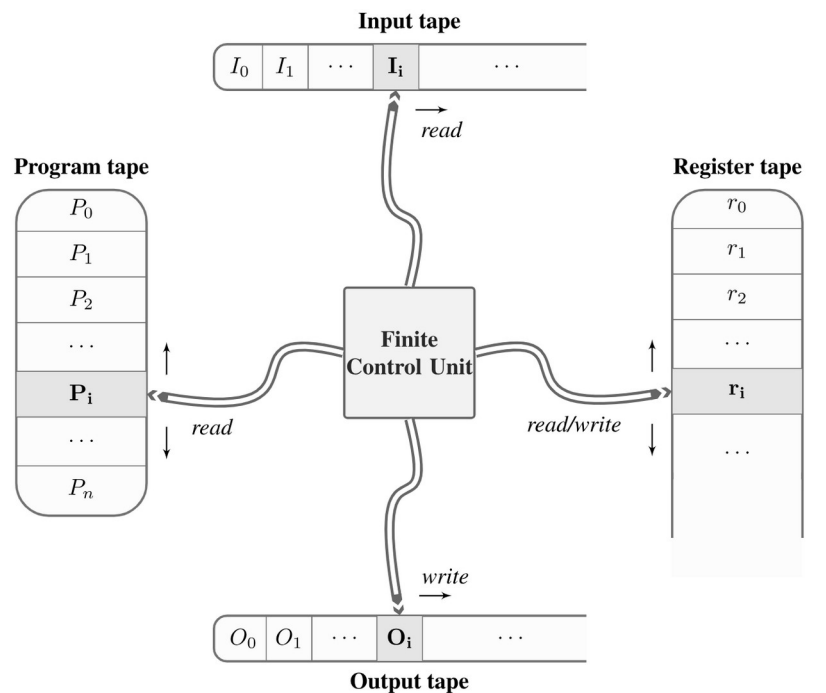


Table 2. SGRAM Machine Quantum Instruction Set	
Instruction	Effect
AQBIT	$qst \leftarrow qst + 1$ $pc \leftarrow pc + 1$
CNOT tar cont inv	$QR[tar] \leftarrow tar \times cnot(cont, inv, \dots)$ $pc \leftarrow pc + 1$
GATE tar a b c d	$QR[tar] \leftarrow tar \times gate(a, b, c, d)$ $pc \leftarrow pc + 1$
HDMD tar	$QR[tar] \leftarrow tar \times gate(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, -\frac{1}{\sqrt{2}})$ $pc \leftarrow pc + 1$
MSRE tar	$DS[st] \leftarrow measure(tar)$ $st \leftarrow st + 1$ $pc \leftarrow pc + 1$
PHASE tar	$QR[tar] \leftarrow tar \times gate(1, 0, 0, i)$ $pc \leftarrow pc + 1$
PI tar	$QR[tar] \leftarrow tar \times gate(1, 0, 0, e^{i\pi/4})$ $pc \leftarrow pc + 1$

Random Abstract Machines

Good abstract machines have instructions referring to functions and high-level objects. QRAM/QRASP are hardware simulators. Núñez-Corrales, S., 2023. *arXiv:2307.08422*.



But: none of the existing quantum abstract machines are adequate!

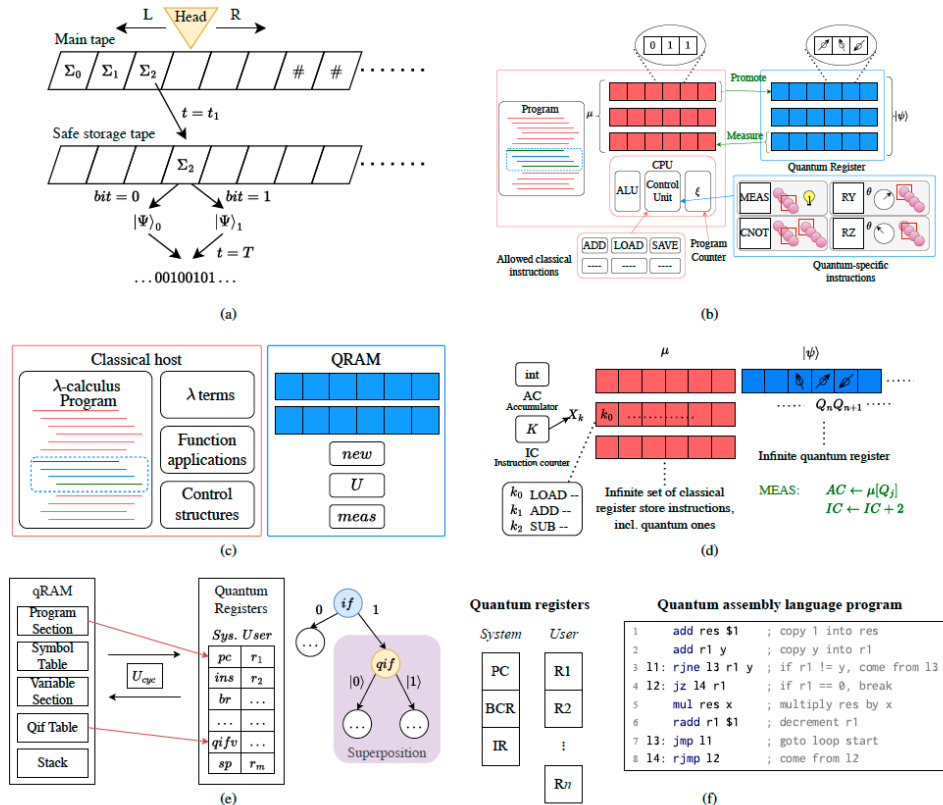


Fig. 1. Graphical representations of: (a) the Quantum Turing Machine [15], (b) the Quantum Random Access Machine [16], [17], (c) the Quantum Lambda Calculus Machine [18], (d) the Quantum Random Access Stored Program Machine [19], (e) the Quantum Register Machine [20], and (f) the Quantum Control Machine (with the code example taken verbatim from the QCM paper) [21]

TABLE I
ANALYSIS OF PREVAILING QUANTUM ABSTRACT MACHINES

Criterion	Description	QTM [19]	QRAM [19]	QRASP [19]	QRM [20]	QCM [21]	QLC [37]
1	Turing-complete & universal	✓	✓	✓	✓	✓	✓
2	Finite symbolic state				✓	✓	
3	Symbolic denotational semantics						
4	Representation-independent data types						
5	Stable instruction set architecture						
6	Verifiable formal content	✓	✓	✓	✓	✓	✓
7	Classical-quantum regularity	✓			✓†	✓†	
8	Compact instruction representation		✓	✓	✓	✓	✓
9	Degeneracy of implementation	✓	✓	✓	✓	✓	✓
10	Predictable procedural composability		✓	✓	✓	✓	
11	Intrinsic ensemble semantics	✓	✓	✓	✓	✓	
12	Resource-constructible functions	✓	✓	✓	✓	✓	✓
13	Standard instruction cycle		✓	✓	✓	✓	
14	Classical control flow			✓	✓	✓	✓
15	Quantum/hybrid control flow				✓	✓	
Total		6✓	8✓	9✓	11✓	11✓	6✓

† partial satisfaction due to explicit mention of unitary gates

Núñez-Corrales, S., Di Matteo, O., Dumbell, J., Edwards, M., Giusto, E., Pakin, S., Stirbu, V., Stęchły, M. (2025, submitted). Productive Quantum Programming Needs Better Abstract Machines. *2025 IEEE International Conference on Quantum Computing and Engineering (QCE)*. IEEE/arXiv (submitted).

Lesson 2: the performance-expressiveness trade-off is *universal* and *unavoidable*

Expressive power:

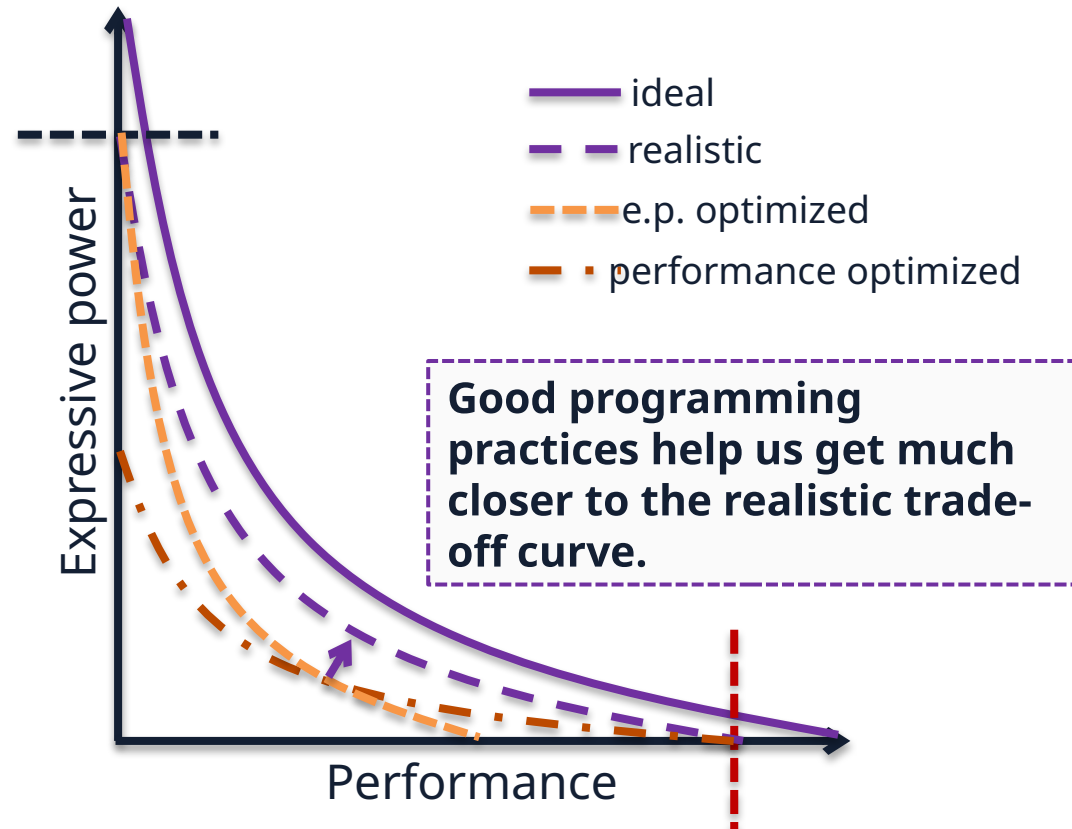
How many different problems can I describe (and solve!) with tool X?

Harder to measure:

- # of use cases
- # of instances of code reuse
- # of lines of code

Limited by:

- Theoretical bounds
- Problem features (e.g., size)
- Human needs (e.g., code maintainability and readability)



We lack programming models that induce good practices in quantum computing. Pulse-level and circuit-level programming are likely not one of them.

Performance:

How few resources can I use to solve a specific problem with tool X?

Easier to measure:

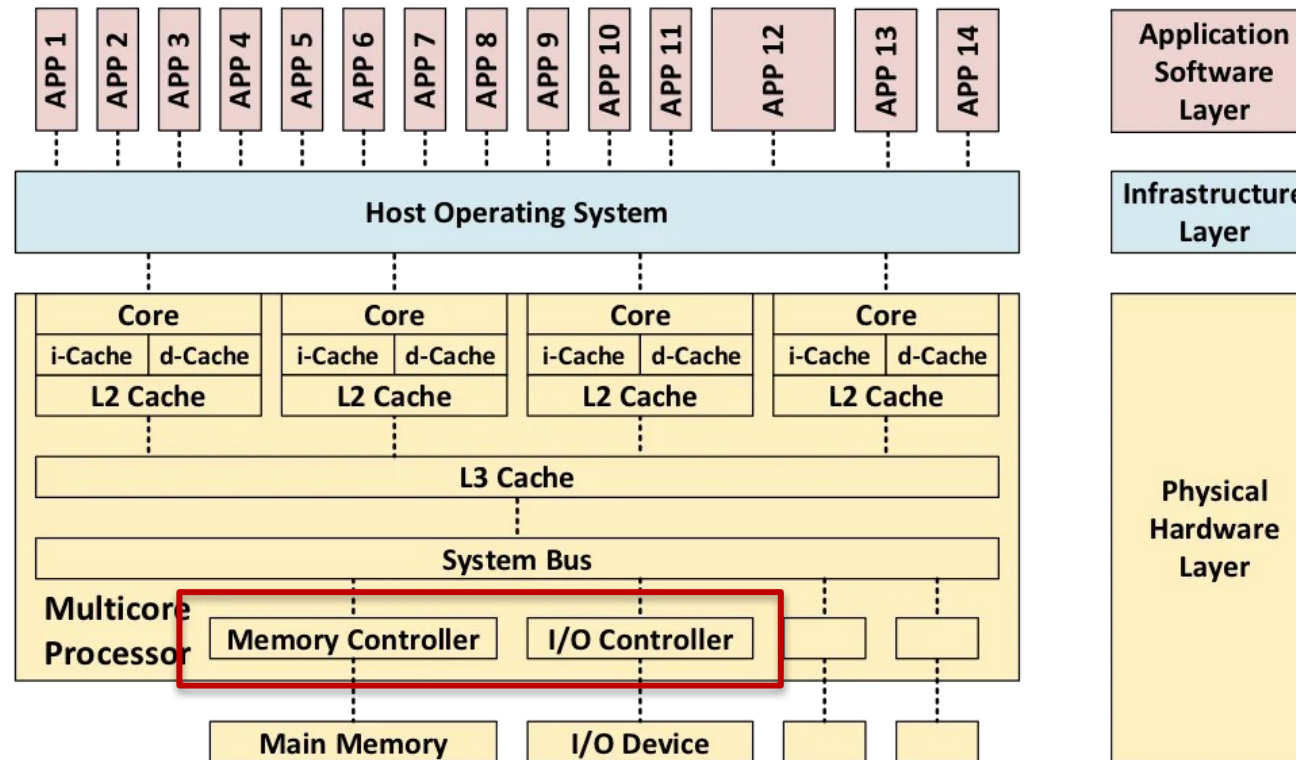
- Time
- Resource usage/pressure

Limited by

- Technology
- Available hardware resources
- Hidden costs of compilation / interpretation + OS



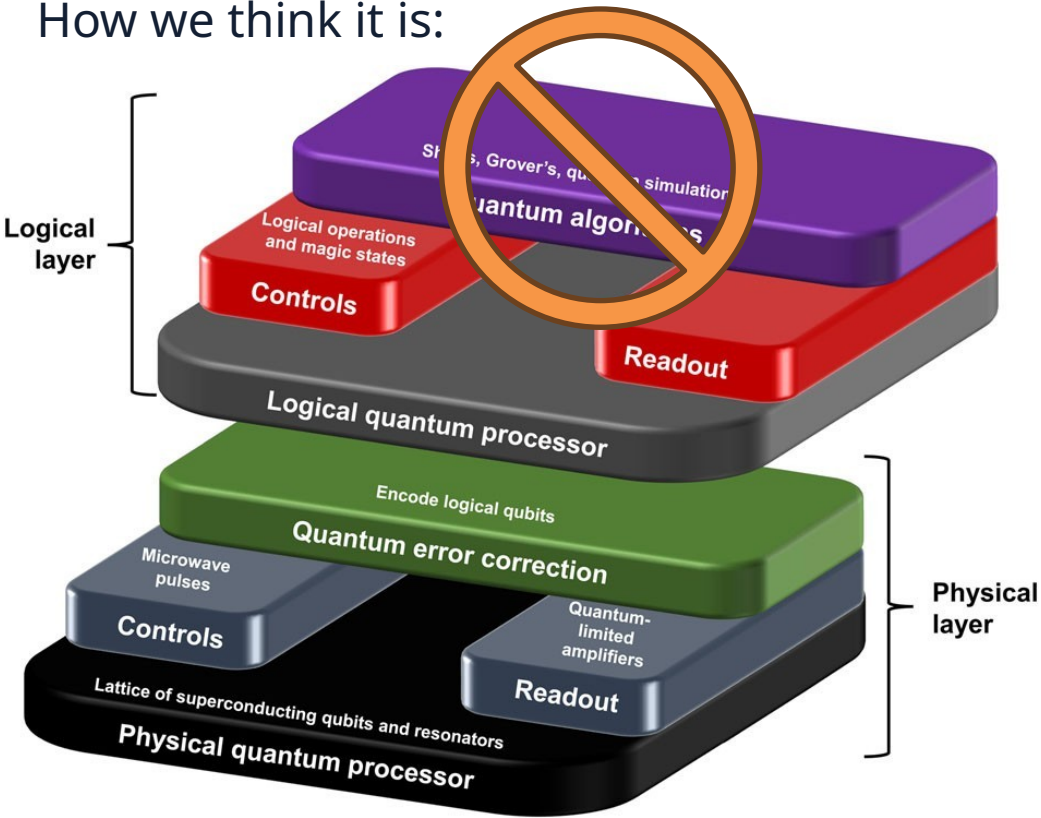
Lesson 3: control software becomes control hardware with time



Pulse-level synthesis and even higher quantum control primitives will likely become part of an SoC-like architecture.

Lesson 4: good stacks enable opportunistic refinement for hw-sw co-design

How we think it is:



What we should aim for:

Hardware
detail free
zone

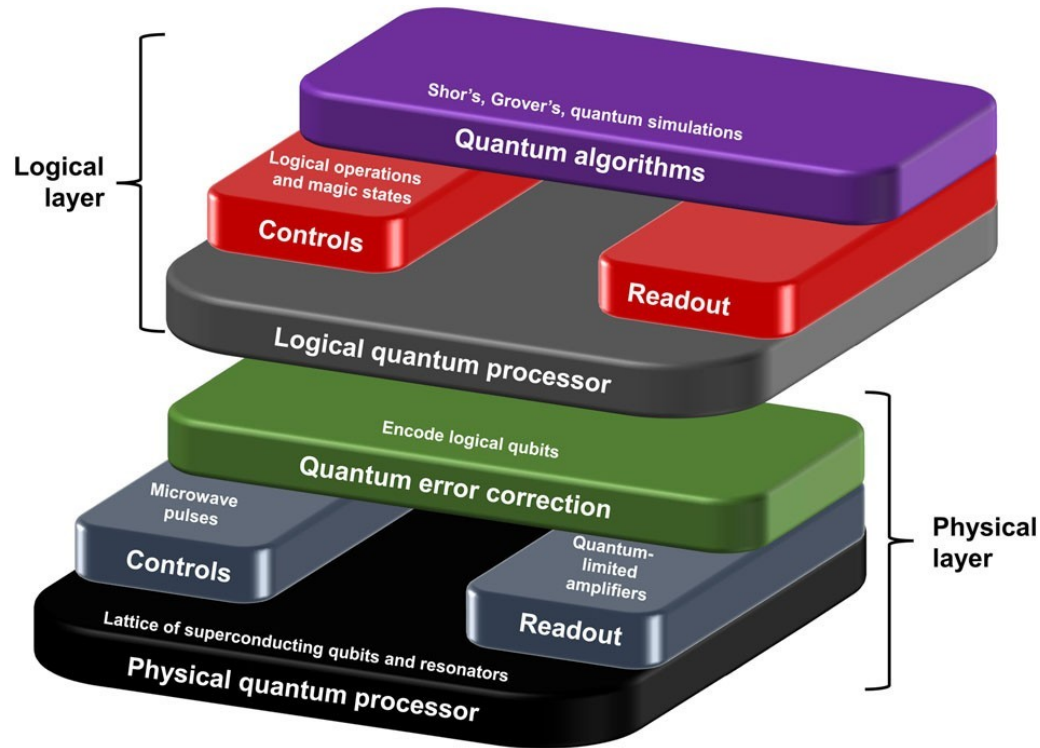
Applications
Algorithms (aka Libraries)
Languages
Orchestration (aka OS)
Classical-quantum ISA
Classical-quantum organization
Logical qubits
QECC+QEM
Pulse-level synthesis
Physical qubits

Current quantum stacks focus too much on qubit function/performance, not enough on how the interfaces across layers should communicate.



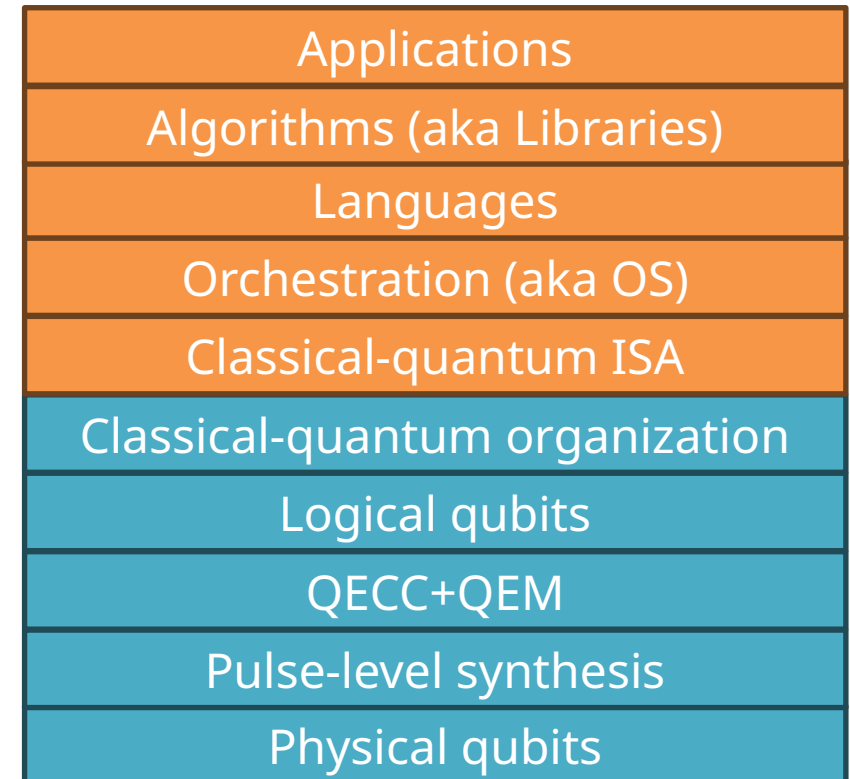
Lesson 5: good stacks separate concerns efficiently for programmers

How we think it is:



What we should aim for:

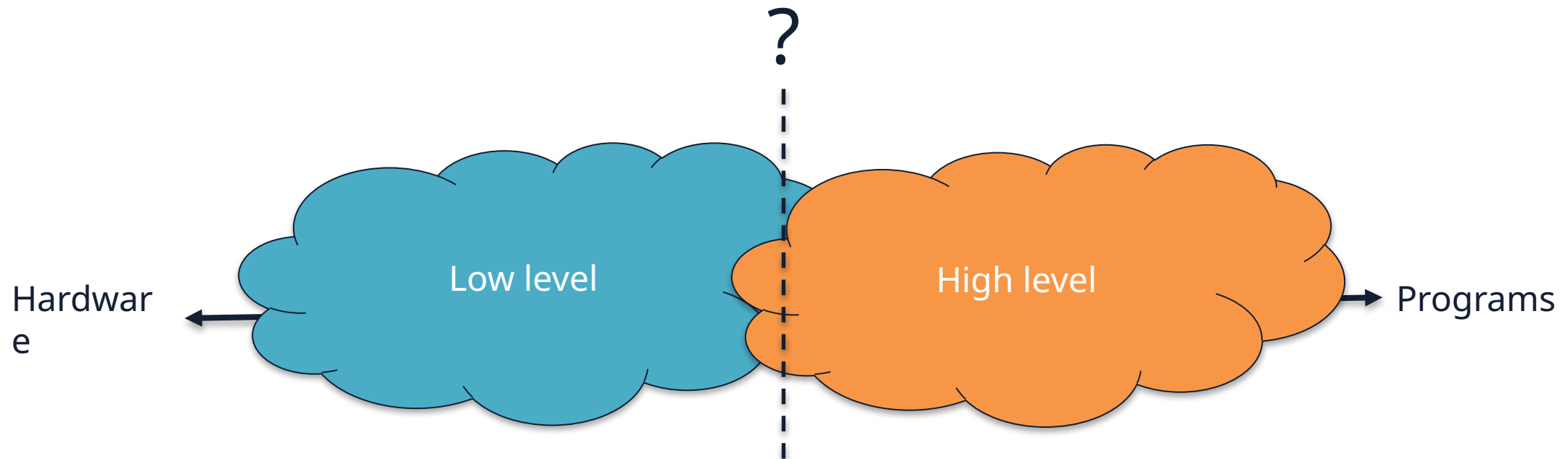
Hardware
detail free
zone



Heuristic: the difficulty of programming scales roughly proportional to the cube of the number of hardware details required to write code.



Lesson 6: circuits are not high-level constructs



A. Denotational semantics: constructs isomorphic to functions within a space of objects w/ a closed algebra

B. Representation independent: constructs should not vary if the “digital” representation changes

C. Compositionality: the effect of large constructs is understandable from composition of smaller ones without abandoning representation independence

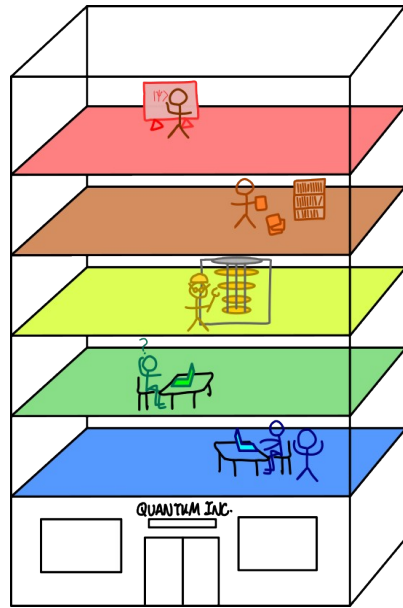
Quantum algorithms and applications will be found more quickly once we find true high-level constructs. Not there yet.

Núñez-Corrales, S., Frenkel, M. and Abreu, B., QCE 23; Di Matteo O, Núñez-Corrales S, Stęchły M, Reinhardt SP, Mattson T.

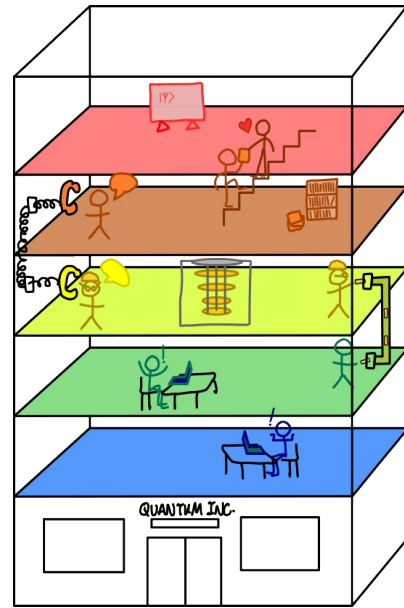
arXiv:2405.13918.



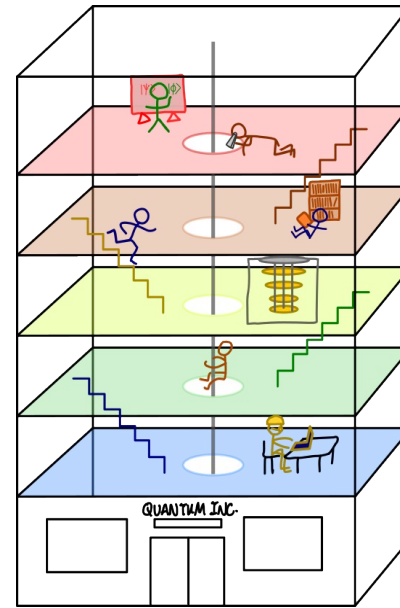
Why do we want good abstractions?



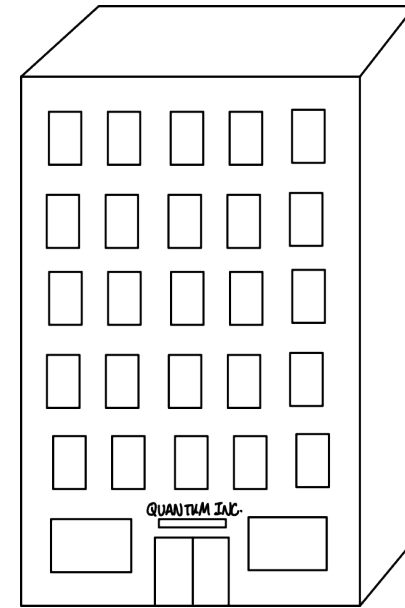
Separation of
concerns



Well-defined
interactions
between
adjacent layers



Opportunistic
refinement

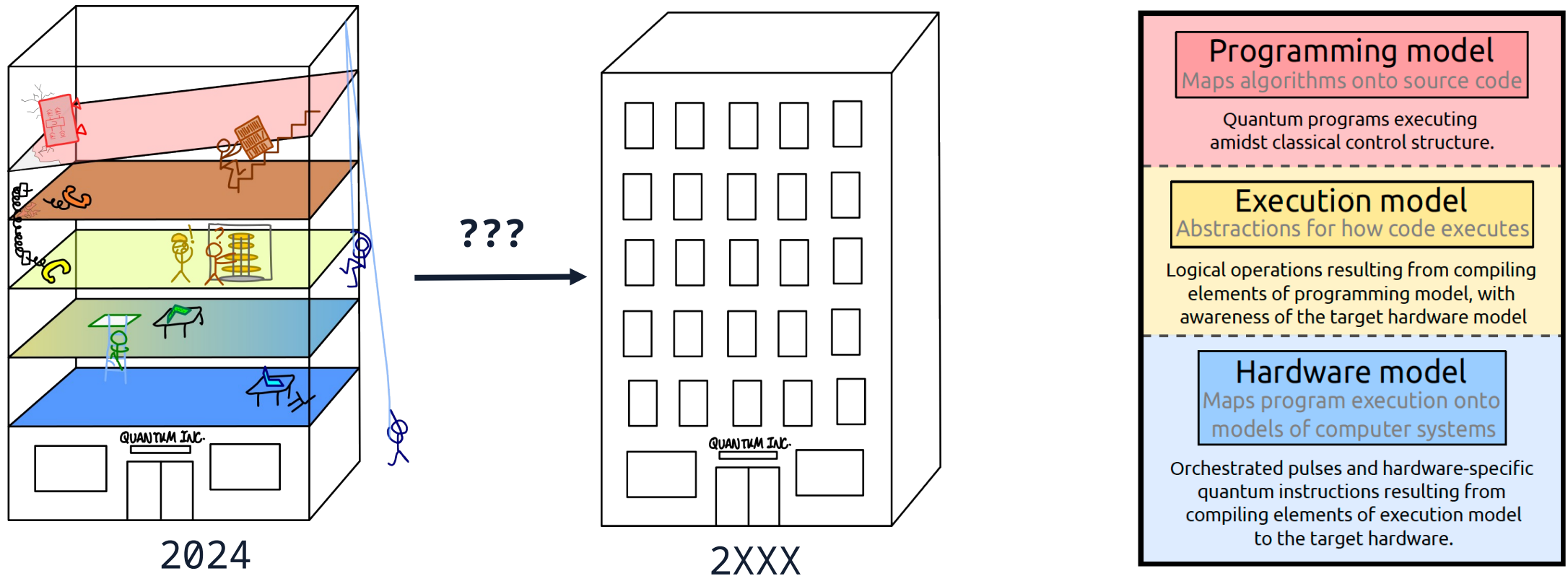


...

Di Matteo, O., Núñez-Corrales, S., Stęchły, M., Reinhardt, S.P. and Mattson, T., 2024, September. An abstraction hierarchy toward productive quantum programming. In *2024 IEEE International Conference on Quantum Computing and Engineering (QCE)* (Vol. 1, pp. 979-989). IEEE.



The state of quantum programming today

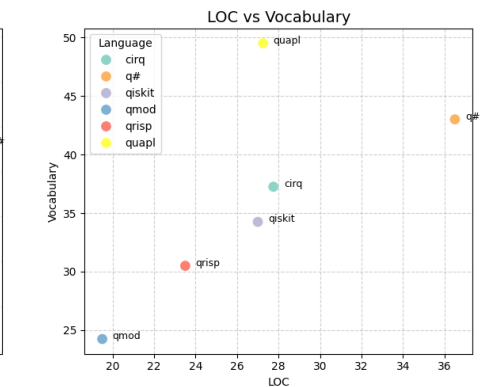
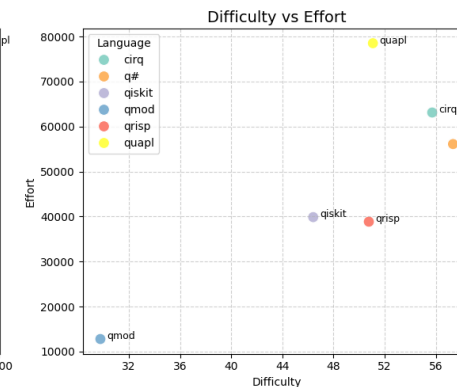
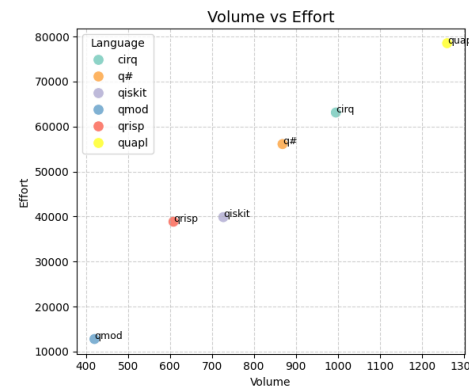
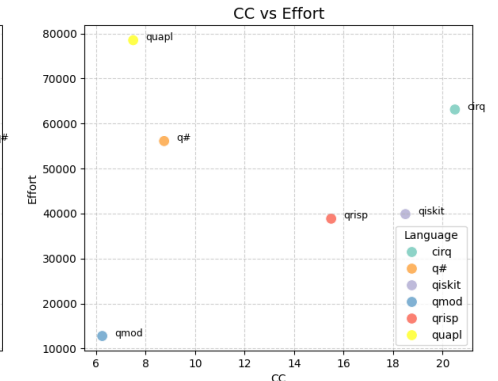
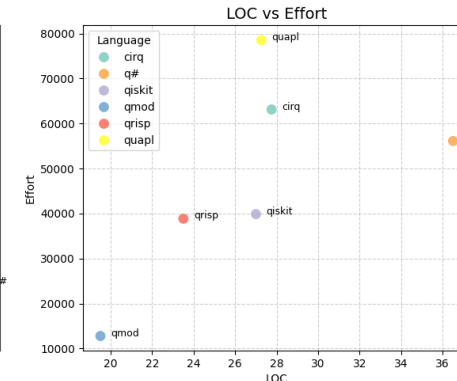
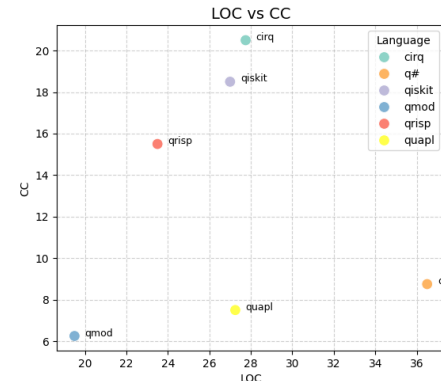
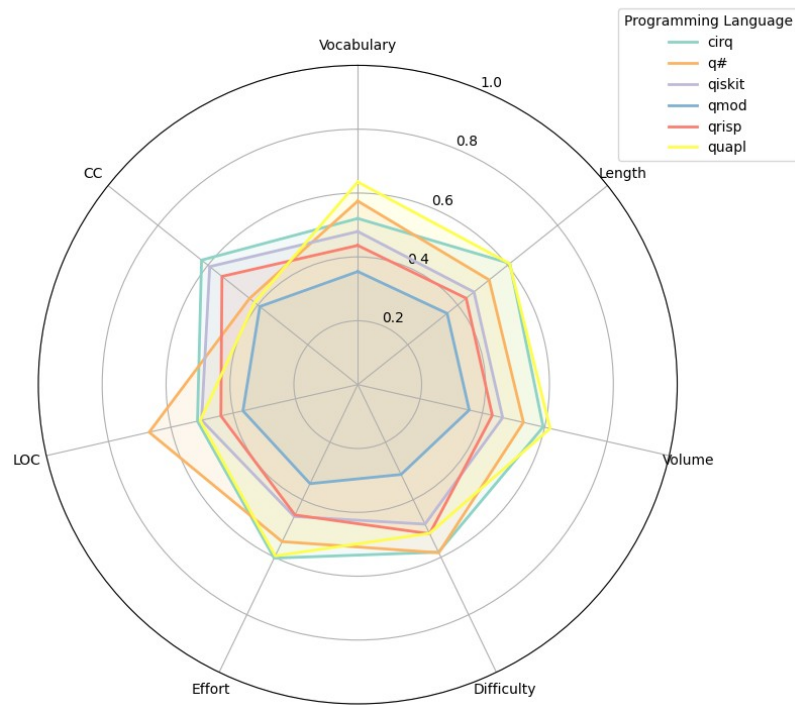


Di Matteo, O., Núñez-Corrales, S., Stęchły, M., Reinhardt, S.P. and Mattson, T., 2024, September. An abstraction hierarchy toward productive quantum programming. In *2024 IEEE International Conference on Quantum Computing and Engineering (QCE)* (Vol. 1, pp. 979-989). IEEE.



Quantum programming languages lack sufficient expressiveness and productivity

Complexity Metrics for Quantum Programming Languages

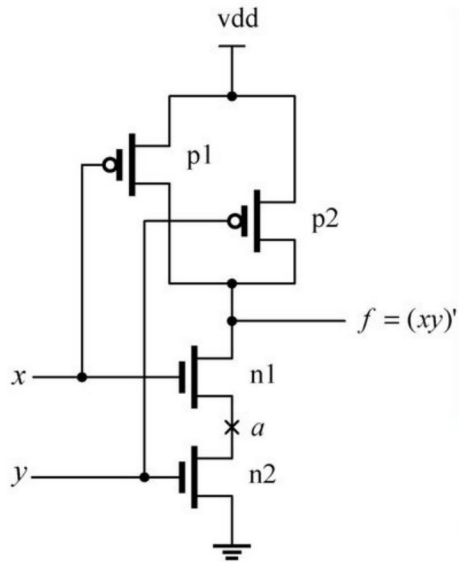


Corrales-Garro, F., Valerio-Ramírez, D., Núñez-Corrales, S. (2025) Is Productivity in Quantum Programming Equivalent to Expressiveness?
arXiv:2504.08876

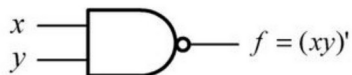


Lesson 7: generation/validation replace programming at very large hardware scales

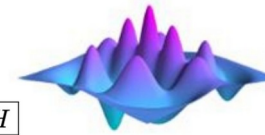
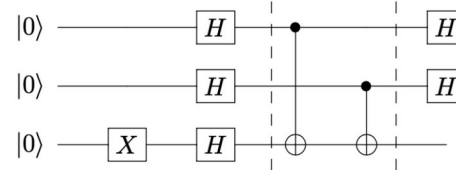
VLSI: generate and optimize -> validate



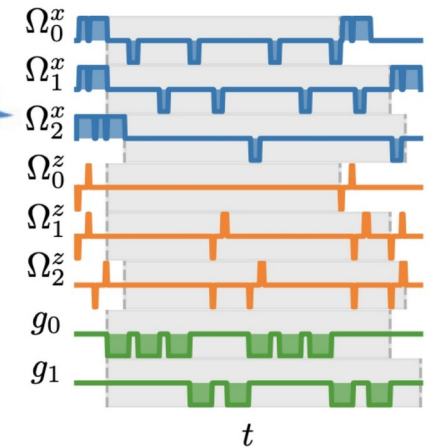
```
module my_nand (input x, y, output f);
  supply1 vdd;
  supply0 gnd;
  wire a;
  // NAND gate body
  pmos p1 (f, vdd, x);
  pmos p2 (f, vdd, y);
  nmos n1 (f, a, x);
  nmos n2 (a, gnd, y);
endmodule
```



VLQI: very large quantum integration



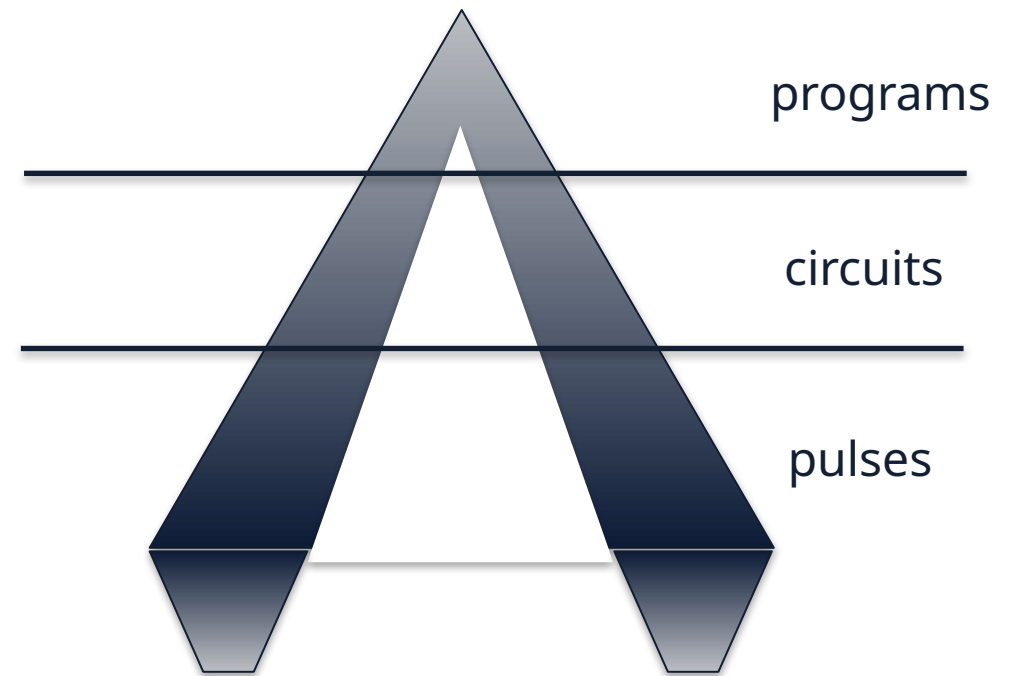
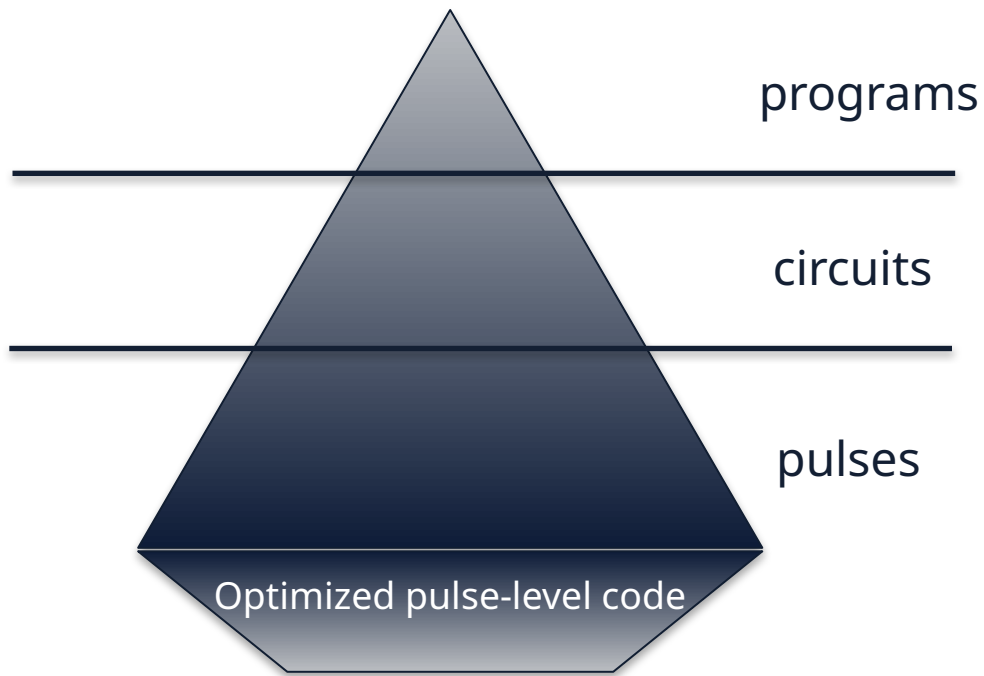
qutip-qip



Utility-scale, fault-tolerant quantum computers pose a wicked control problem for humans. Most likely, many of these are NP-HARD. VLQI will be self-bootstrapping.



Lesson 8: resist to optimize within differences that make no difference



As quantum computers become larger ($>10^4$ logical qubits), optimizations must occur as high up as possible.



Lesson 9: modularity and indirection organize complexity

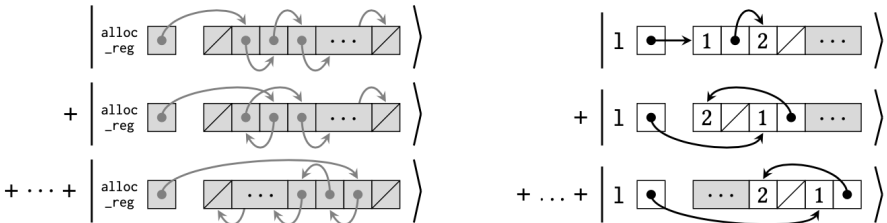
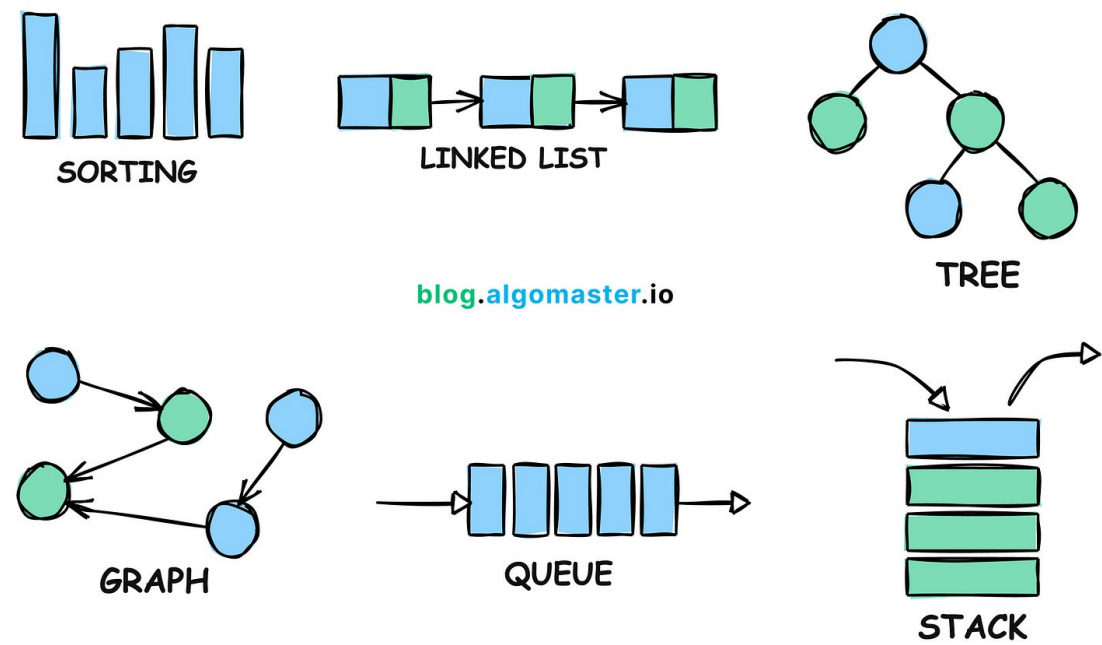


Fig. 17. Result of symmetrization on the initial program state from Figure 12 (normalizing amplitudes not shown). The symmetrized free list exists in a superposition of all possible permutations.

Fig. 18. Unique physical representation of state $1 \hookrightarrow [1, 2]$ (normalizing amplitudes not shown), which stores data in a superposition of all possible allocation sites and is history-independent.

Data Structure	Reversible	Recursion	Mutation	Complexity	LoC	Qubits	Gates
List							
– length	Yes	Yes	No	$O(n)$	20	$34n + 32$	$23n + 3$
– sum	Yes	Yes	No	$O(n)$	20	$34n + 40$	$21n + 3$
– find_pos	Yes	Yes	No	$O(n)$	20	$42n + 31$	$19n + 3$
– remove	Yes	Yes	Yes	$O(n)$	48	$26n + 56$	$42n + 3$
Stack (list)							
– push_front	Yes	No	Yes	$O(1)$	8	40	4
– pop_front	Yes	No	Yes	$O(1)$	8	48	4
Queue (list)							
– push_back	Yes	Yes	Yes	$O(n)$	21	$34n + 32$	$24n$
– pop_front	Yes	No	Yes	$O(1)$	8	48	4
String (word)							
– is_empty	Yes	No	No	$O(1)$	2	25	3
– length	Yes	No	No	$O(1)$	2	24	1
– get_prefix	Yes	No	No	$O(k)$	8	$11k$	52
– get_substring	Yes	No	No	$O(k)$	8	$12k$	54
– get	Yes	No	No	$O(k)$	7	$6k + 1$	19
– is_prefix	Yes	Yes	No	$O(\text{poly}(k))$	26	$k^2 + 11k$	$98k + 3$
– num_matching	Yes	Yes	No	$O(\text{poly}(k))$	42	$k^2 + 13k + 4$	$110k + 127$
– equal	Yes	No	No	$O(k)$	8	$6k + 3$	5
– concat	Yes	No	No	$O(k)$	9	$11k$	8
– compare	Yes	Yes	No	$O(\text{poly}(k))$	27	$5k^2 + 12k$	$108k + 3$
Set (radix tree)							
– insert	Yes	Yes	Yes	$O(\text{poly}(k))$	136	$13k^2 + 21k + 9$	$1440k^2 + 5056k$
– contains	Yes	Yes	No	$O(\text{poly}(k))$	334	$17k^2 + 18k + 2$	$784k^2 + 1612k + 1$
Set (hash table)*							
– insert	Yes	Yes	Yes	$O(n)$	63	$52n + 72$	$68n + 15$
– contains	Yes	Yes	No	$O(n)$	7	$52n + 81$	$136n + 39$

* Hash table-based sets are not history-independent.

Few quantum data structures, more needed to scale up to utility-scale systems.

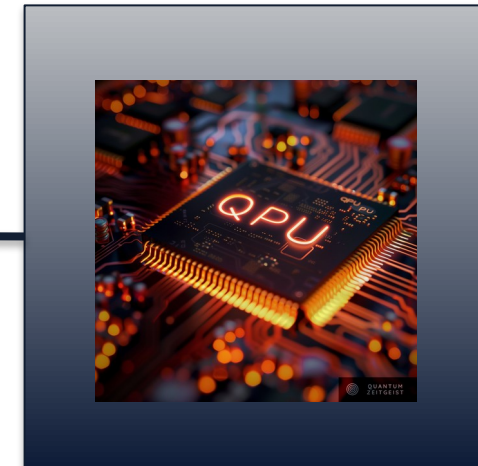
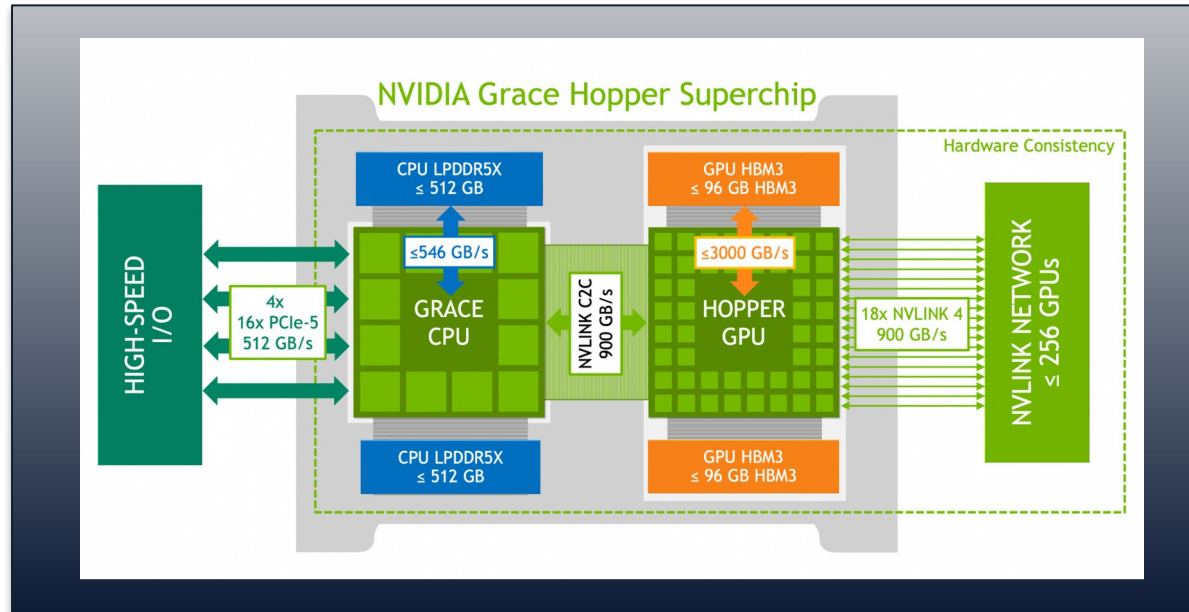
Yuan, C. and Carbin, M., 2022. *OOPSLA2*.



Leadership Class Compute Facility - LCCF (TACC+NCSA+IQUIST)

HPC+AI @ NCSA

QPU @ IQUIST

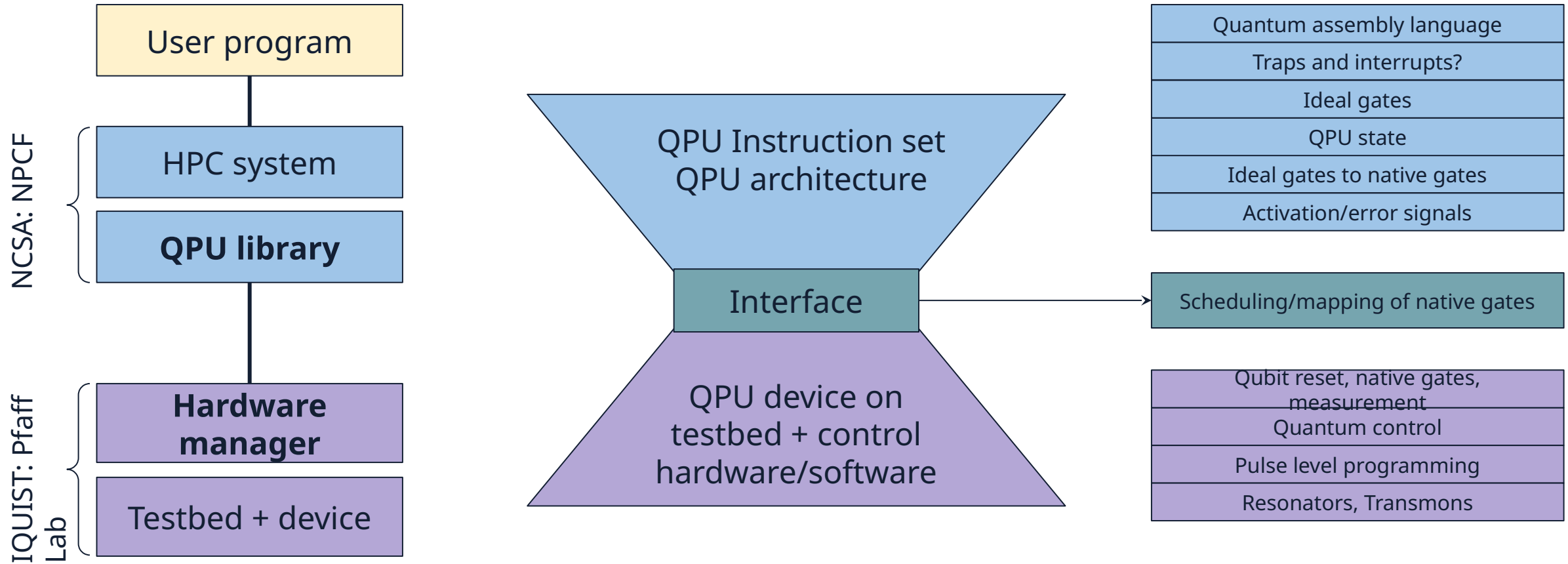


Tight HPC-AI-QPU integration

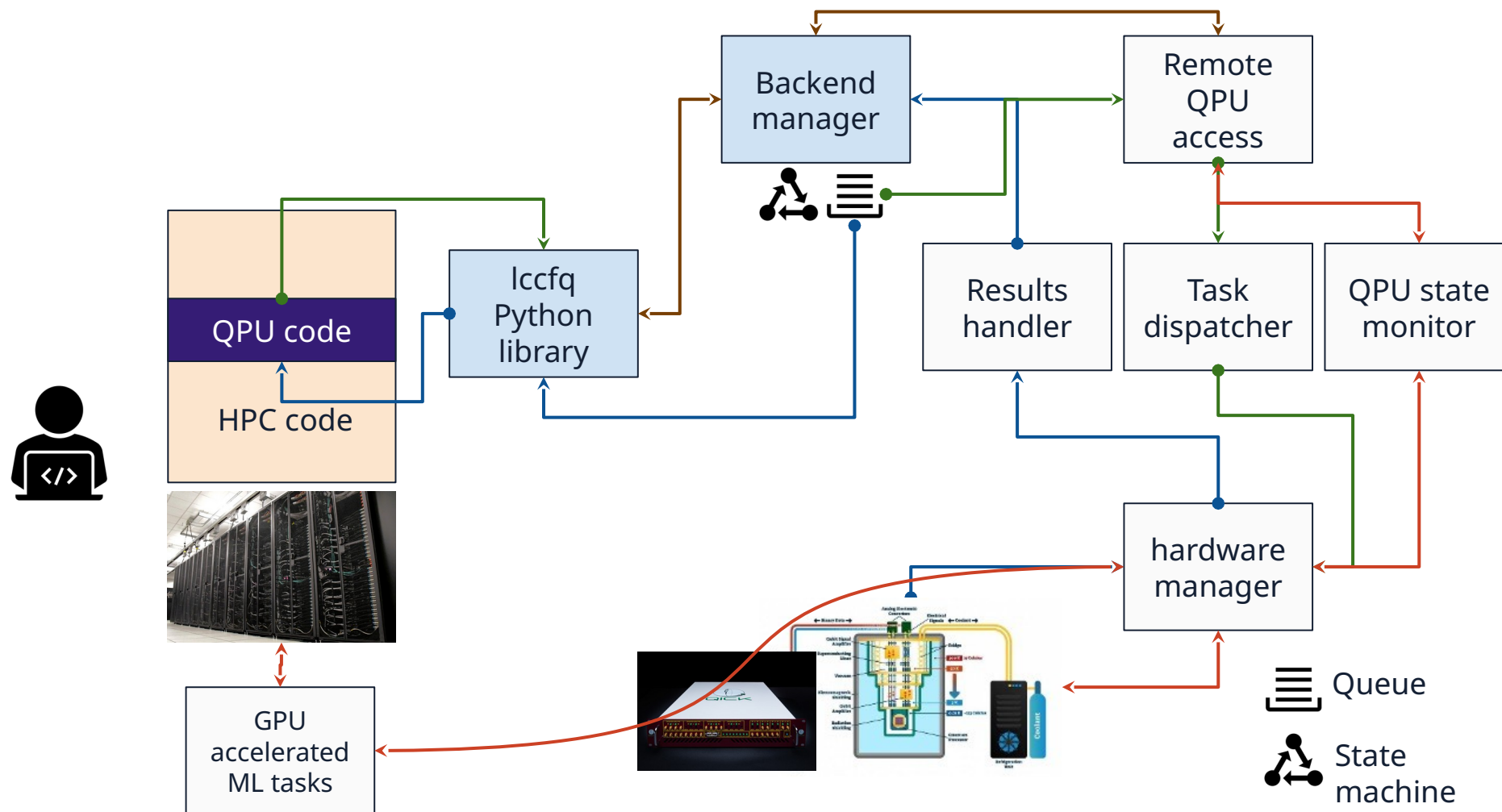
Development of quantum
cyberinfrastructure

Deploy research and user
access

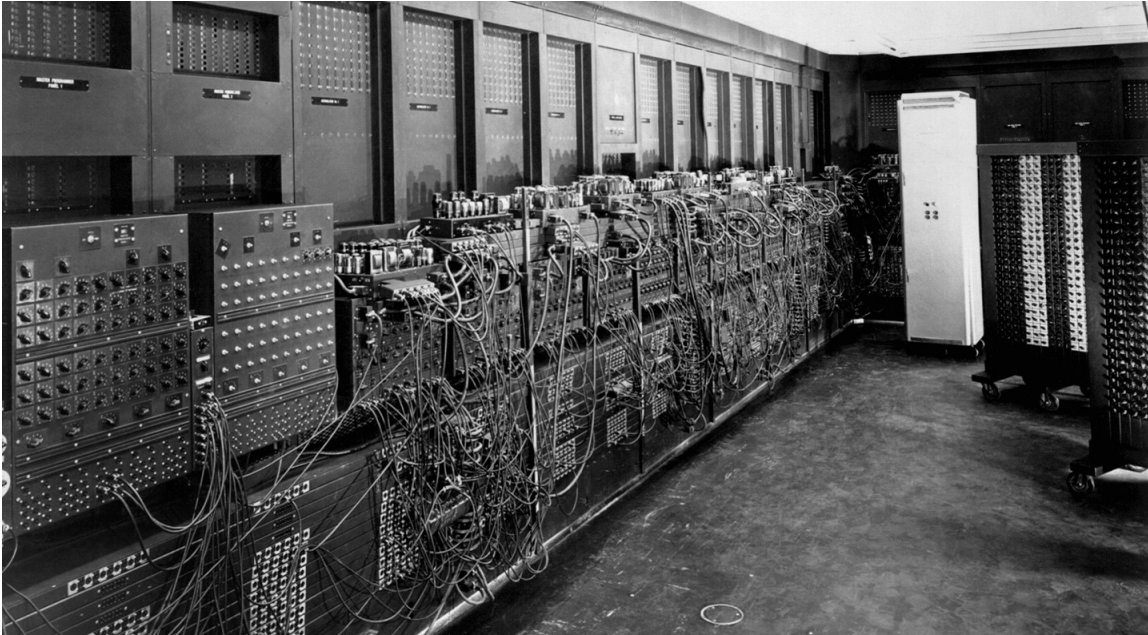
Separation of concerns to promote opportunistic refinement



... differs from how implementation looks like

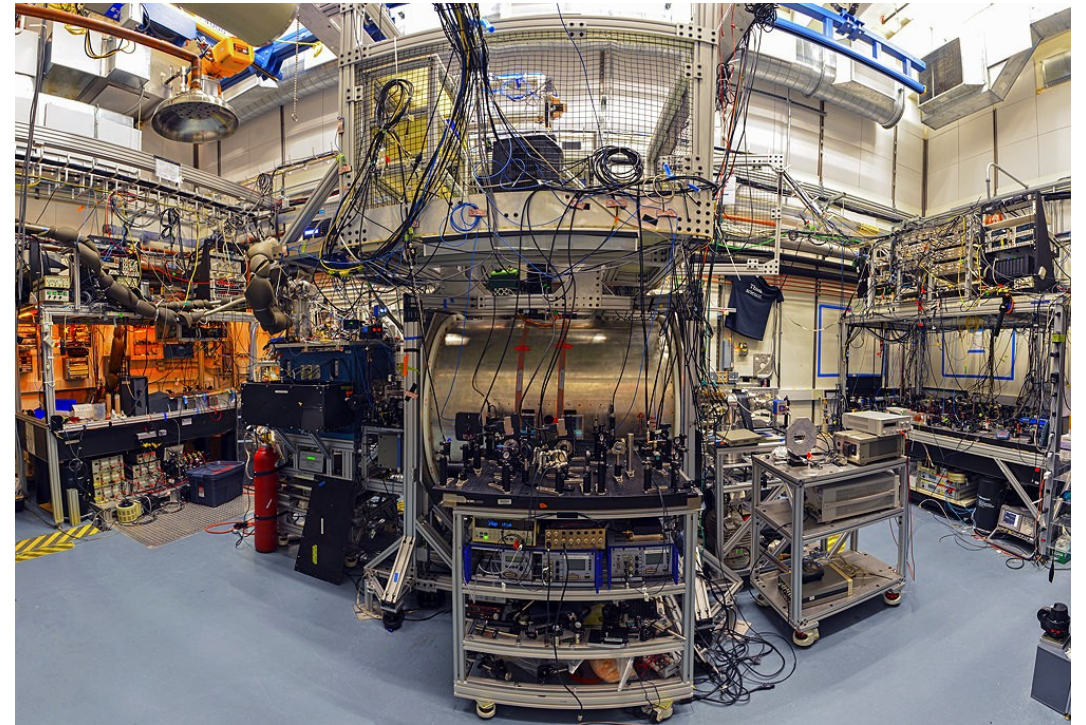


Academic hardware - Back to the 1940-1950



UPenn 1945 (ENIAC)

Staying at the forefront is messy. But: not all mess is unavoidable.



Harvard 2024 (HQI)



Vendor hardware - Back to the 1950-1960



UF Gainesville 1968 (Burroughs)



Munich Valley 2024 (IQM)

Market pressures drive innovation fast. Market pressures explain technology gaps.





Plan to throw one (implementation)
away; you will, anyhow.

— *Fred Brooks* —

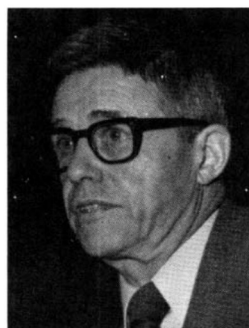
AZ QUOTES



Back to basics: seeking expressiveness

Notation as a Tool of Thought

Kenneth E. Iverson
IBM Thomas J. Watson Research Center



Key Words and Phrases: APL, mathematical notation
CR Category: 4.2

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The importance of nomenclature, notation, and language as tools of thought has long been recognized. In chemistry and in botany, for example, the establishment of systems of nomenclature by Lavoisier and Linnaeus did much to stimulate and to channel later investigation. Concerning language, George Boole in his *Laws of Thought* [1, p.24] asserted "That language is an instrument of human reason, and not merely a medium for the expression of thought, is a truth generally admitted."

Mathematical notation provides perhaps the best-known and best-developed example of language used consciously as a tool of thought. Recognition of the important role of notation in mathematics is clear from the quotations from mathematicians given in Cajori's *A History of Mathematical Notations* [2, pp.332,331]. They are well worth reading in full, but the following excerpts suggest the tone:

By relieving the brain of all unnecessary work, a good notation sets it free to concentrate on more advanced problems, and in effect increases the mental power of the race.

A.N. Whitehead

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1. Important Characteristics of Notation

In addition to the executability and universality emphasized in the introduction, a good notation should embody characteristics familiar to any user of mathematical notation:

- Ease of expressing constructs arising in problems.
- Suggestivity.
- Ability to subordinate detail.
- Economy.
- Amenability to formal proofs.

The foregoing is not intended as an exhaustive list, but will be used to shape the subsequent discussion.



Conclusion: we need prescriptive, abstraction-driven design toward HPC-QPU programmability

