



# A practical introduction to ZX-calculus

Group: Quantum and Linear Optical Computation (INL)

PhD Project: Optimizing models of hybrid quantum/classical

computation

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Supervisor: Professor Ernesto Galvão

Co-supervisor: Professor João Lopes dos Santos

### Outline

1. Working with ZX-calculus and ZX-diagrams

2. Application in circuit compilation

3. Application in classical simulation

# https://zxcalculus.com/publications.html

B. Coecke and R. Duncan, A graphical calculus for quantum observables (2007) Preprint: <a href="http://www.cs.ox.ac.uk/people/bob.coecke/GreenRed.pdf">http://www.cs.ox.ac.uk/people/bob.coecke/GreenRed.pdf</a>

J. van de Wetering, ZX-calculus for the working quantum computer scientist (2020). arXiv:2012.13966.

## What is ZX-calculus?

A <u>diagrammatic language</u> for reasoning about quantum computations

# What is a ZX-diagram?

# A graphical depiction of a linear map between qubits

# Elements of ZX-diagrams

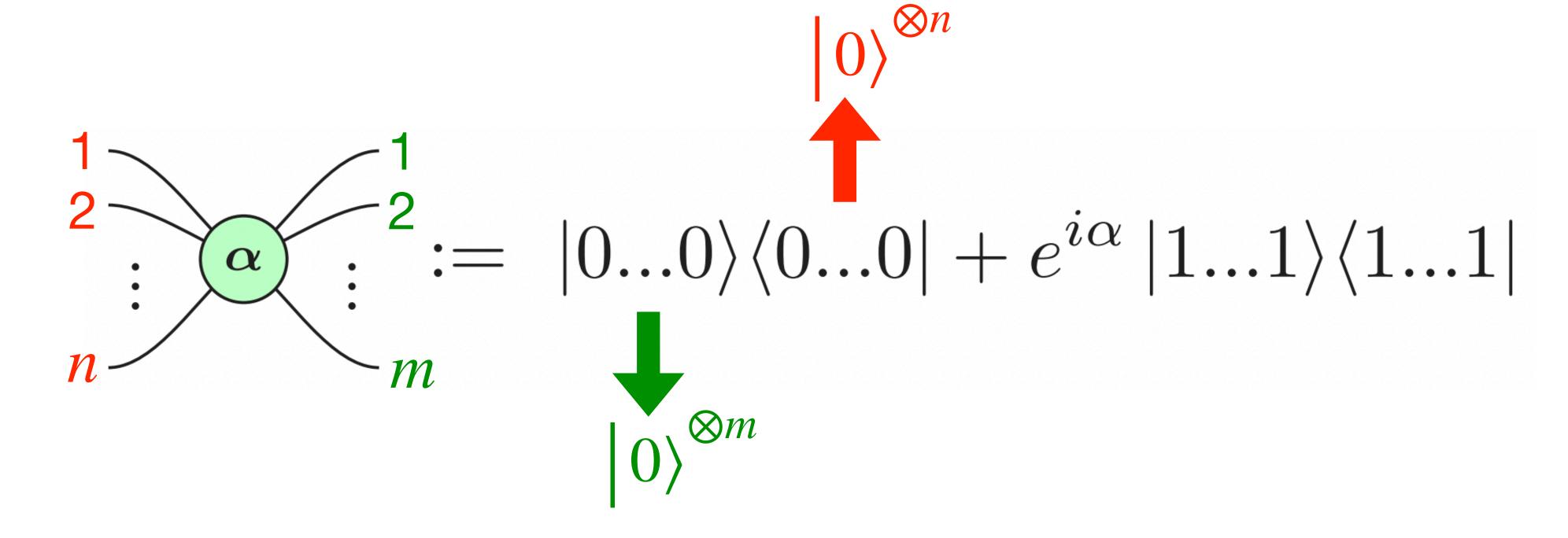
### Wires

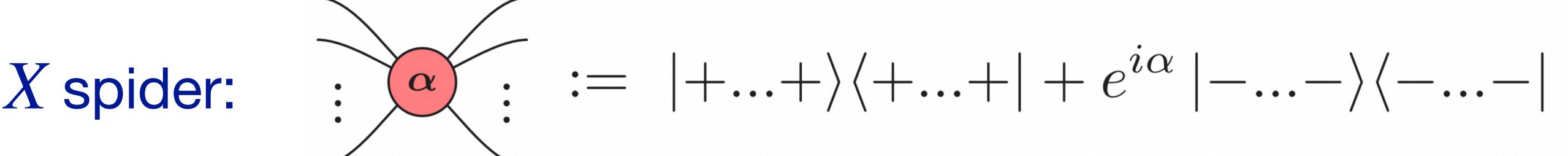
- Wires entering from the left
  - → inputs
- Wires exiting tho the right
  - → outputs

## Spiders

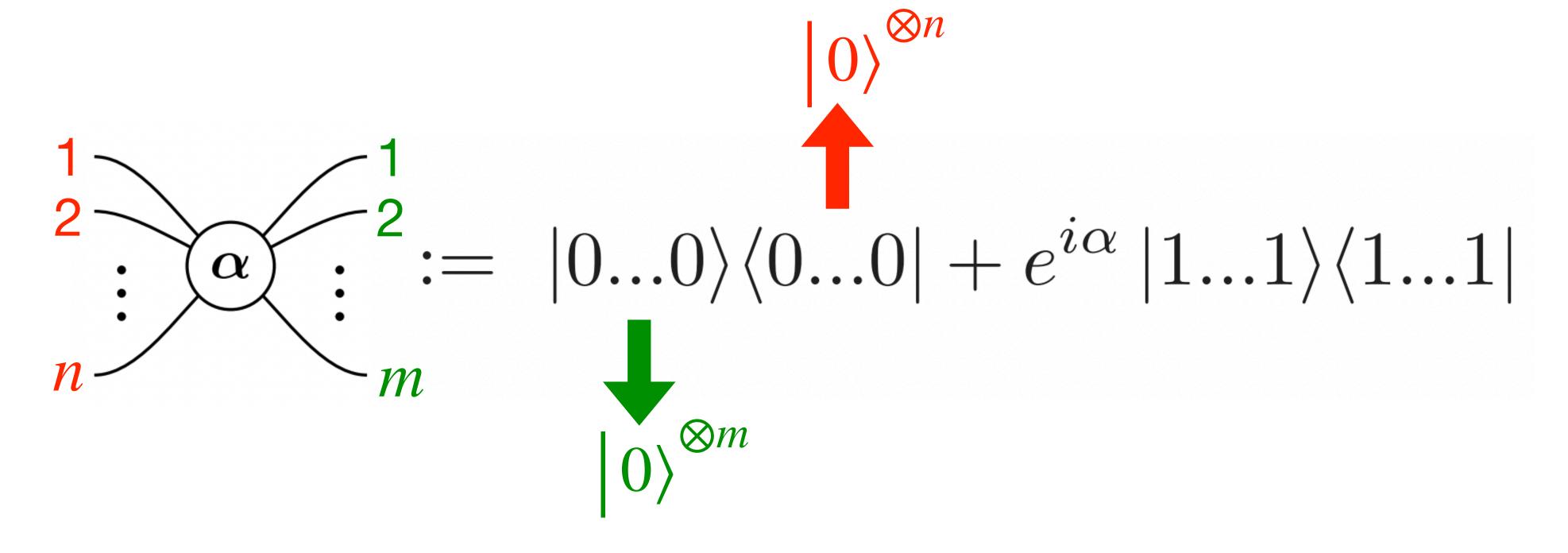
Linear operations (maps)
 with any number of input
 and output wires

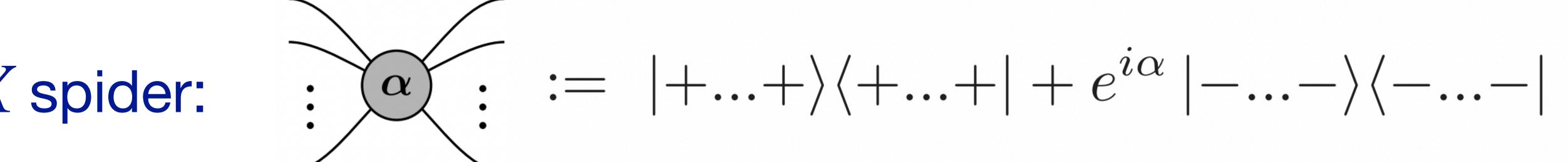












$$0 - = |0\rangle + |1\rangle = \sqrt{2}|+\rangle$$

$$-- = |+\rangle + |-\rangle = \sqrt{2}|0\rangle$$

$$-\alpha - |0\rangle\langle 0| + e^{i\alpha}|1\rangle\langle 1| = Z_{\alpha}$$

$$=$$
  $Z$ 

$$-\alpha - |+\rangle\langle +| + e^{i\alpha}|-\rangle\langle -| = X_{\alpha}$$

$$\pi$$
 =  $X$ 

$$-H - e^{-i\frac{\pi}{4}} - \frac{\pi}{2} + \frac{\pi}{2} - =: - CNOT = \sqrt{2}$$

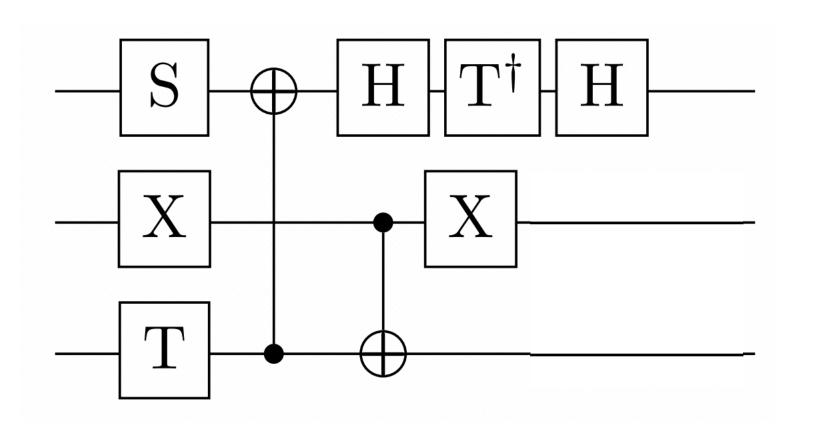
Hadamard edge:

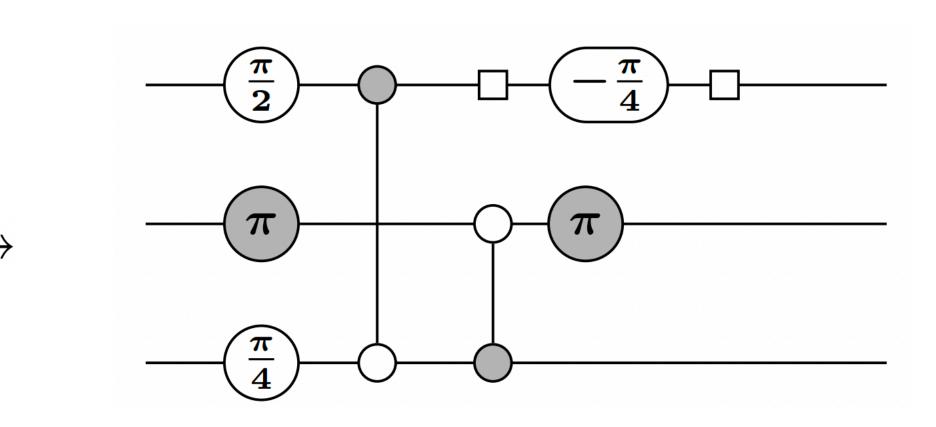


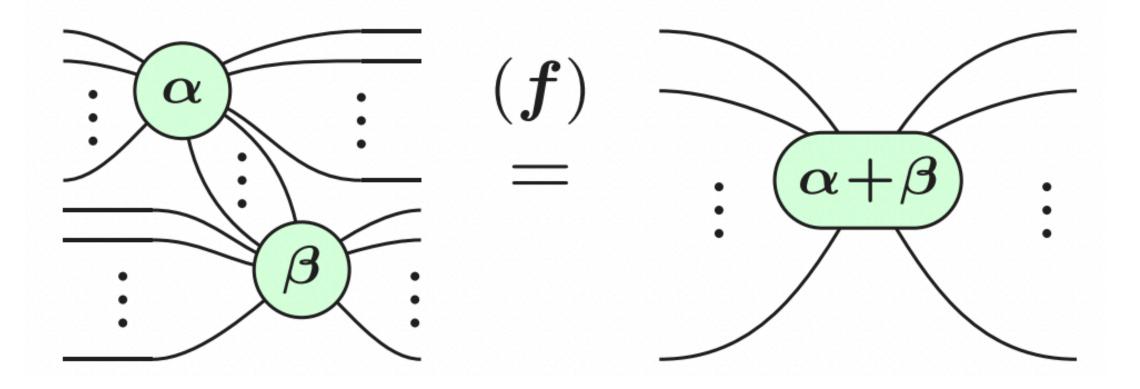
exercise 1:

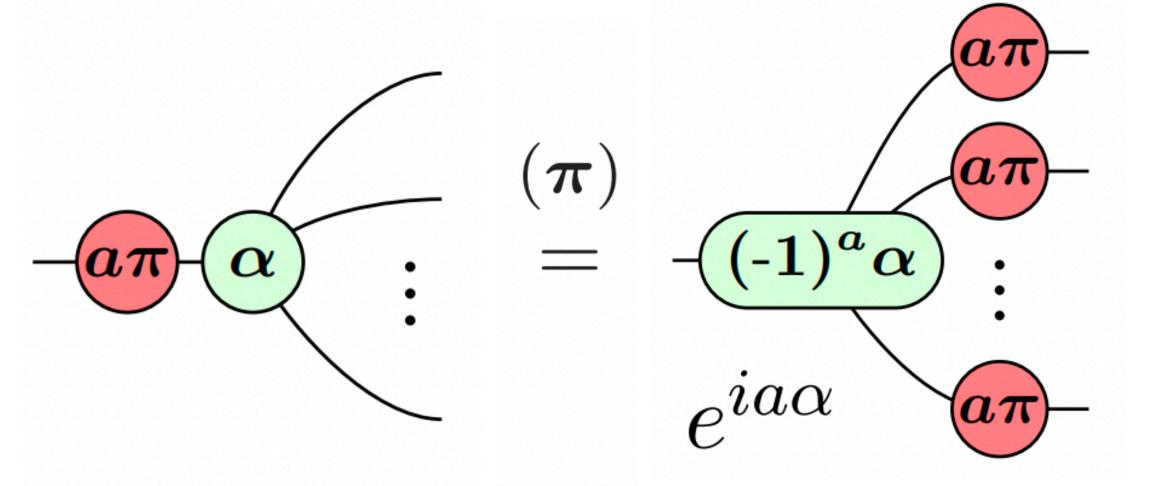


exercise 2:

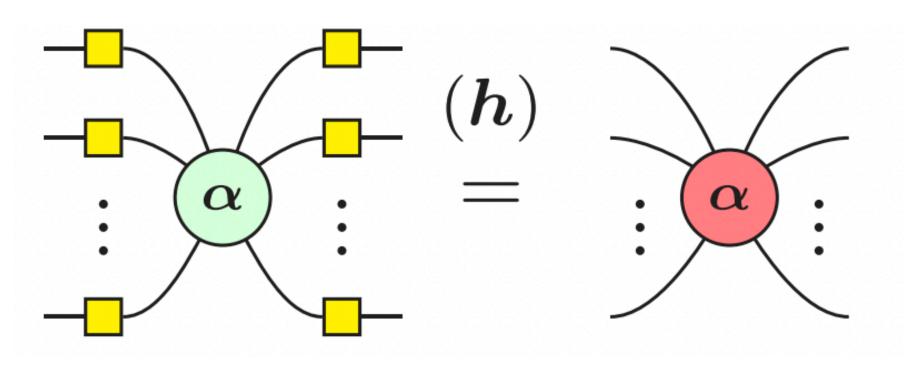


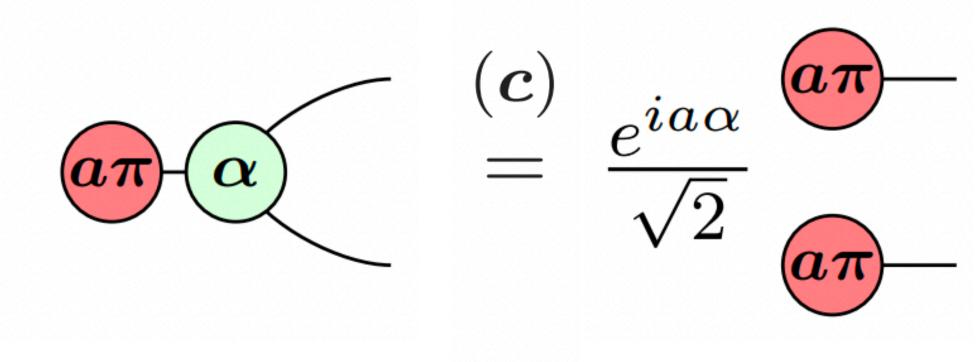


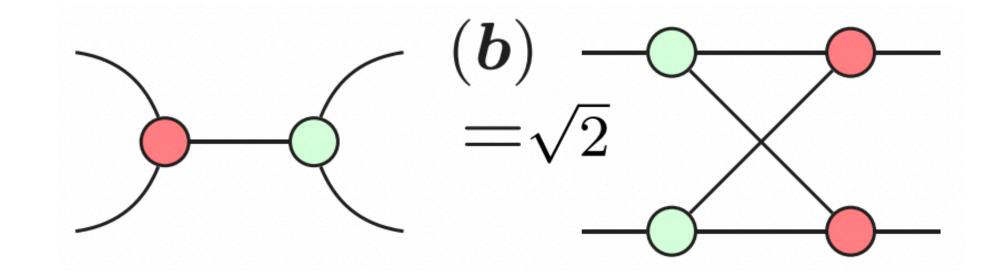


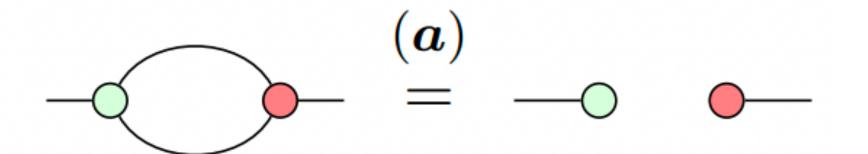


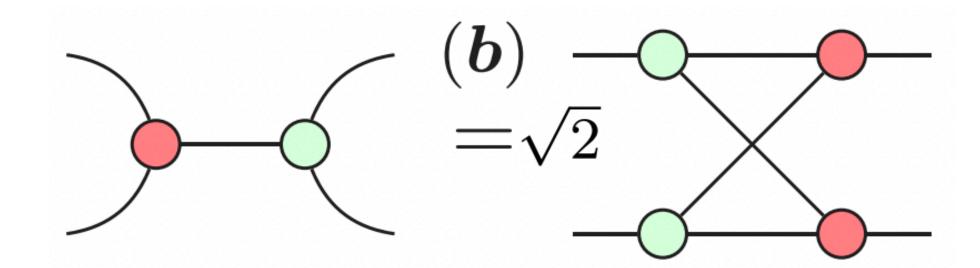
$$(i1)$$
  $(i2)$   $=$   $=$   $=$ 

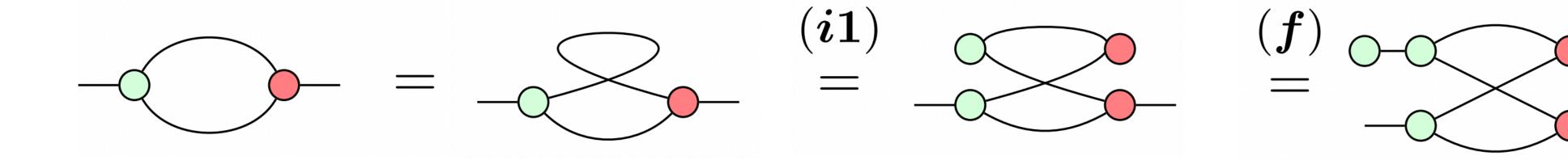












$$\stackrel{(b)}{=} \stackrel{(c)}{\longrightarrow} = \stackrel{(c)}{\longrightarrow} = \stackrel{(c)}{\longrightarrow}$$

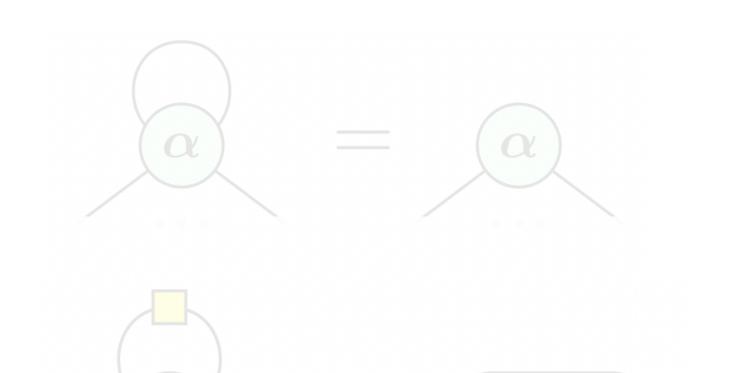
Definition: A ZX-diagram is graph-like when:

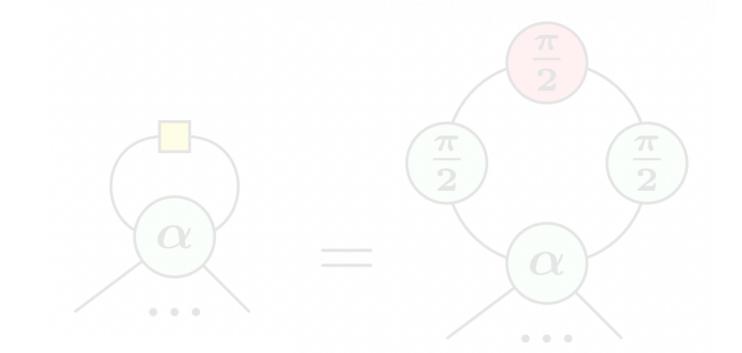
1. All spiders are Z-spiders;

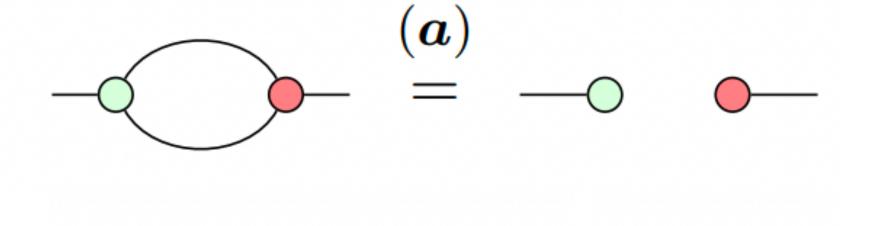
2. Z-spiders are only connected through Hadamard edges;

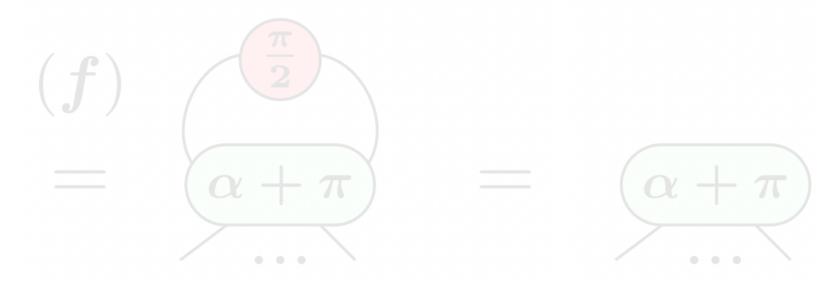
3. There are no parallel Hadamard edges or self-loops;

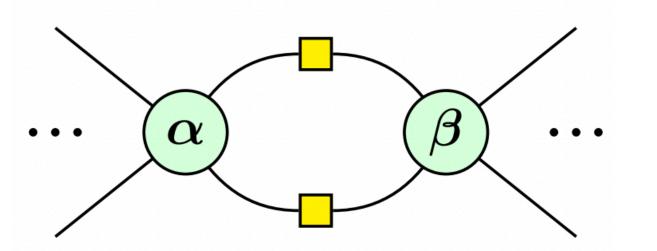
4. Every input or output is connected to a Z-spider and every Z-spider is connected to at most one input or output.

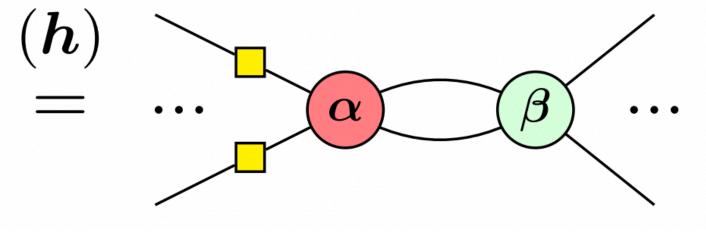


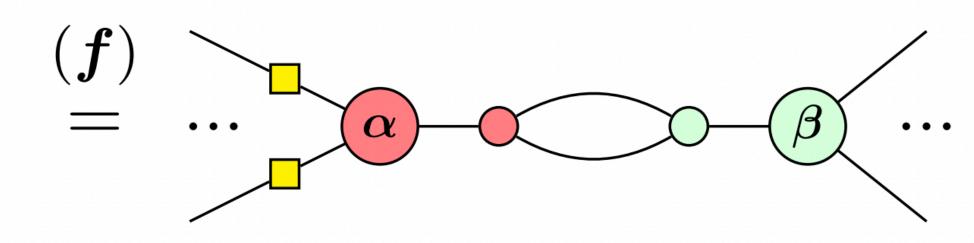


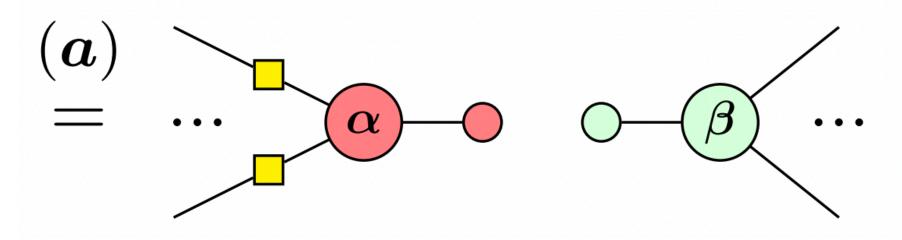


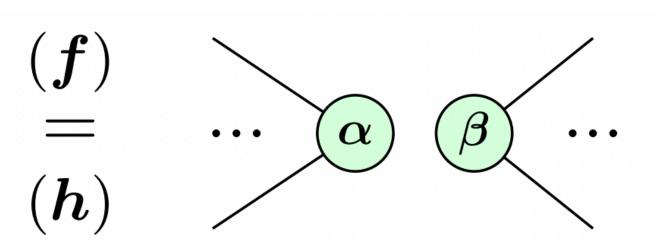


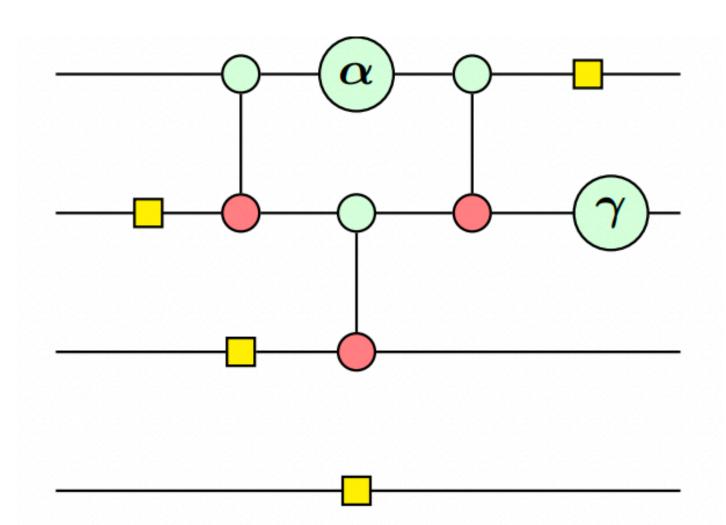


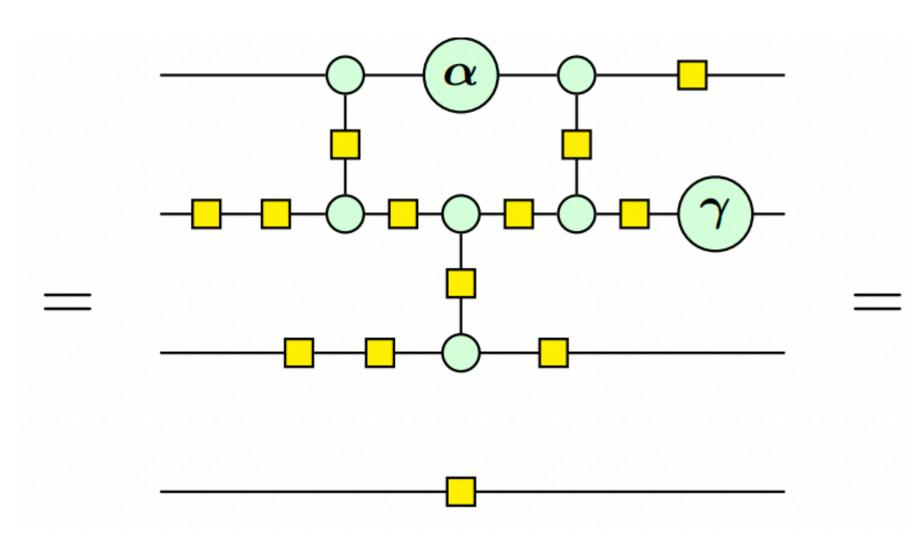


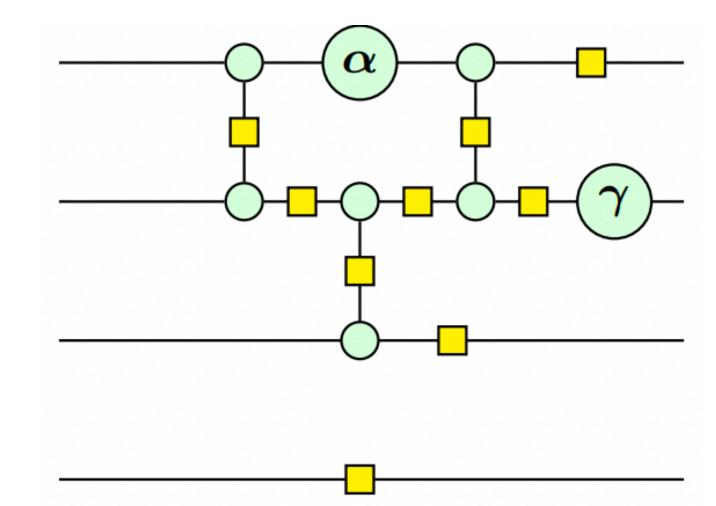


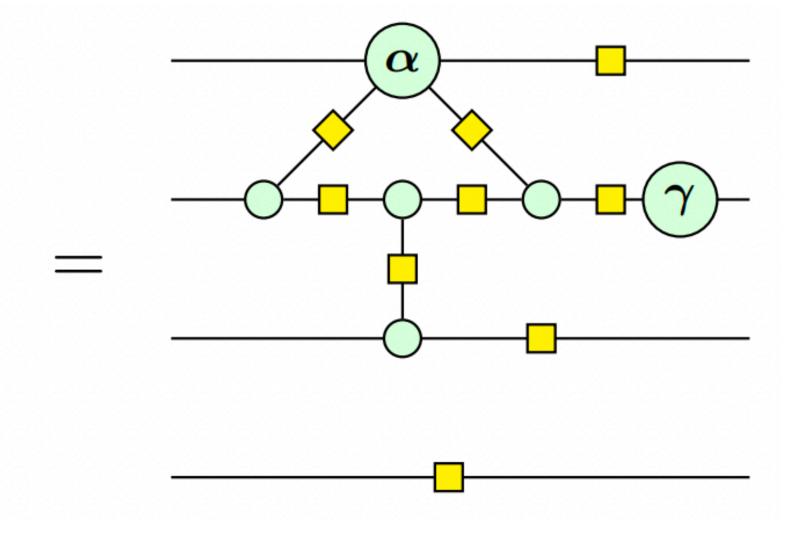


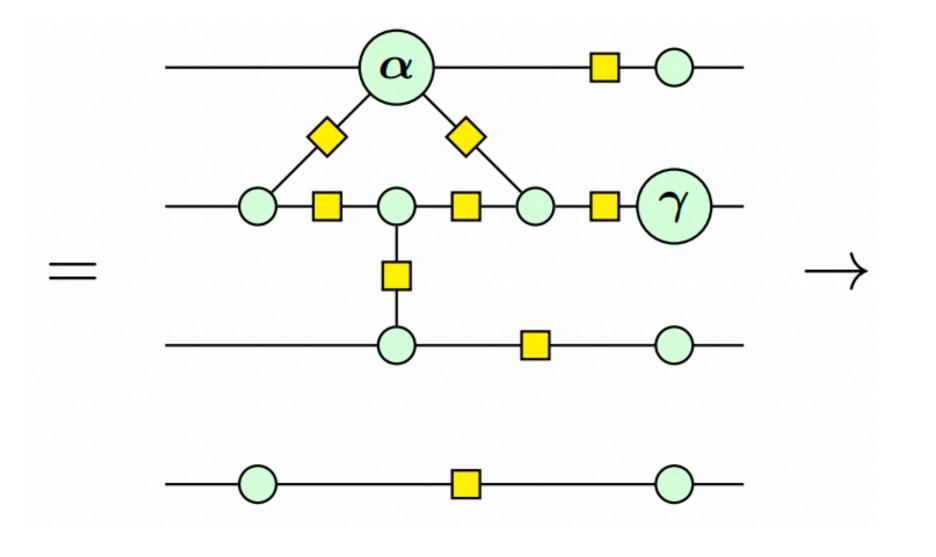


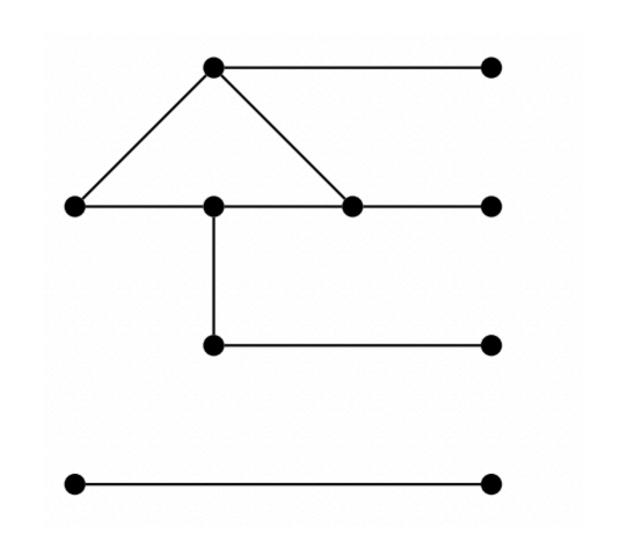








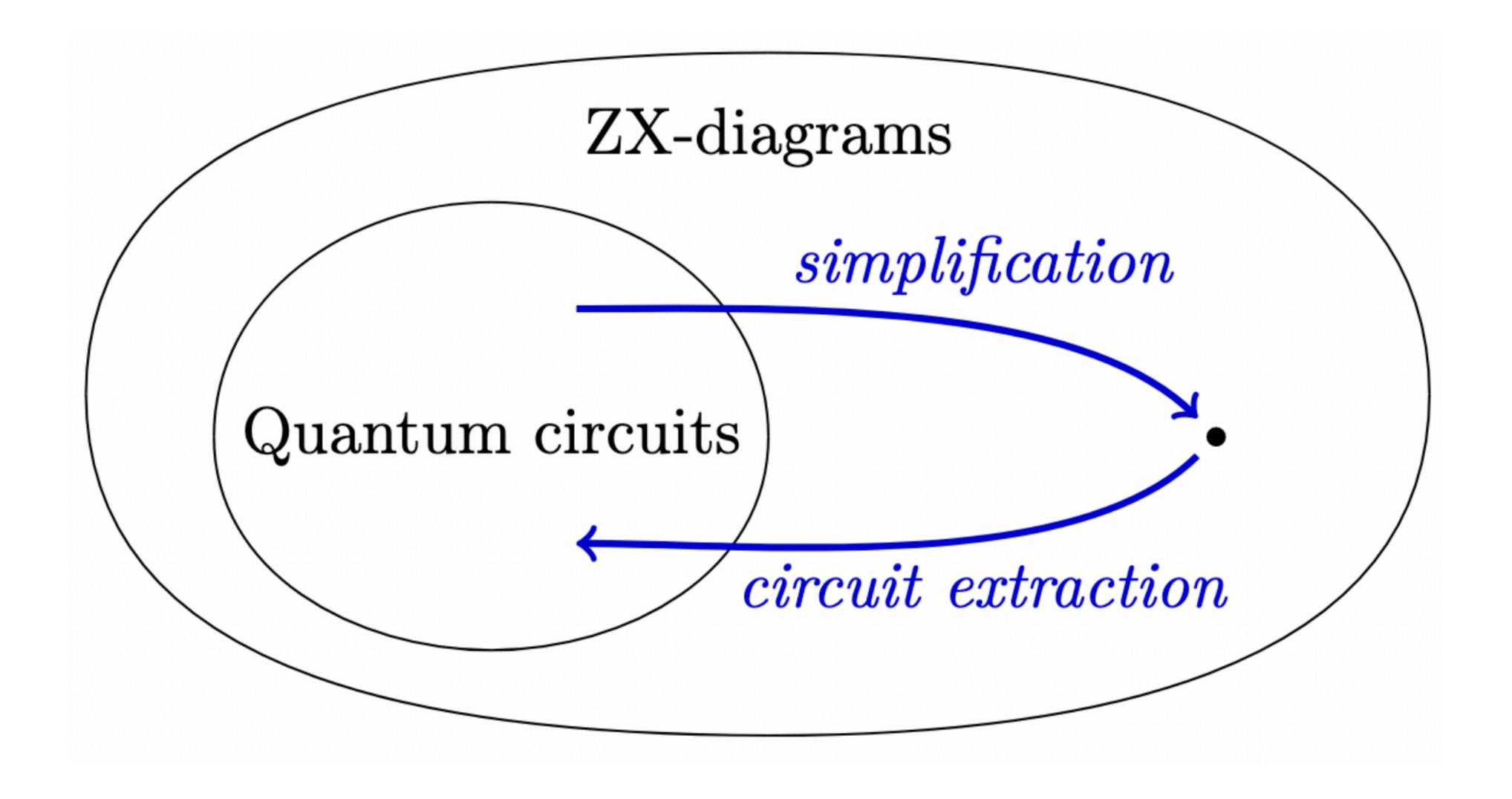


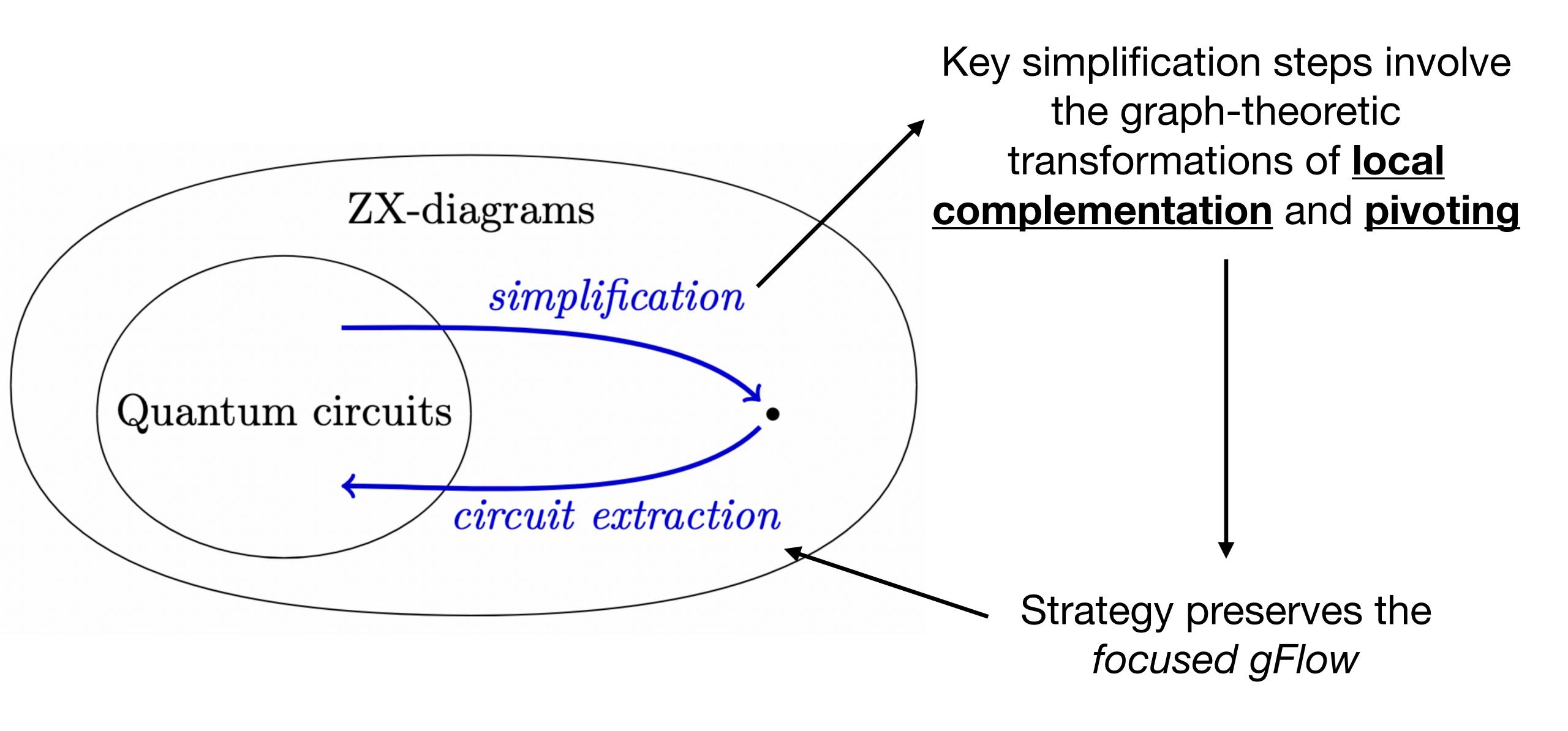


# https://zxcalculus.com/publications.html

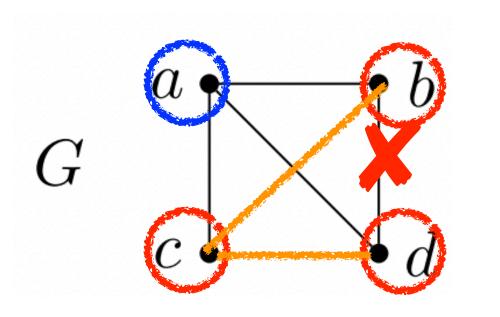
R. Duncan, A. Kissinger, S. Pedrix, and J. van de Wetering, Graph-theoretic simplification of quantum circuits with the ZX calculus, Quantum 4, 279 (2020).

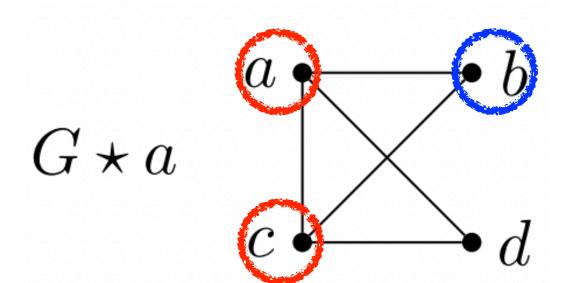
A. Kissinger and J. van de Wetering. Reducing the number of non-Clifford gates in quantum circuits. Physical Review A, **102**, 022406 (2020).





Local complementation:

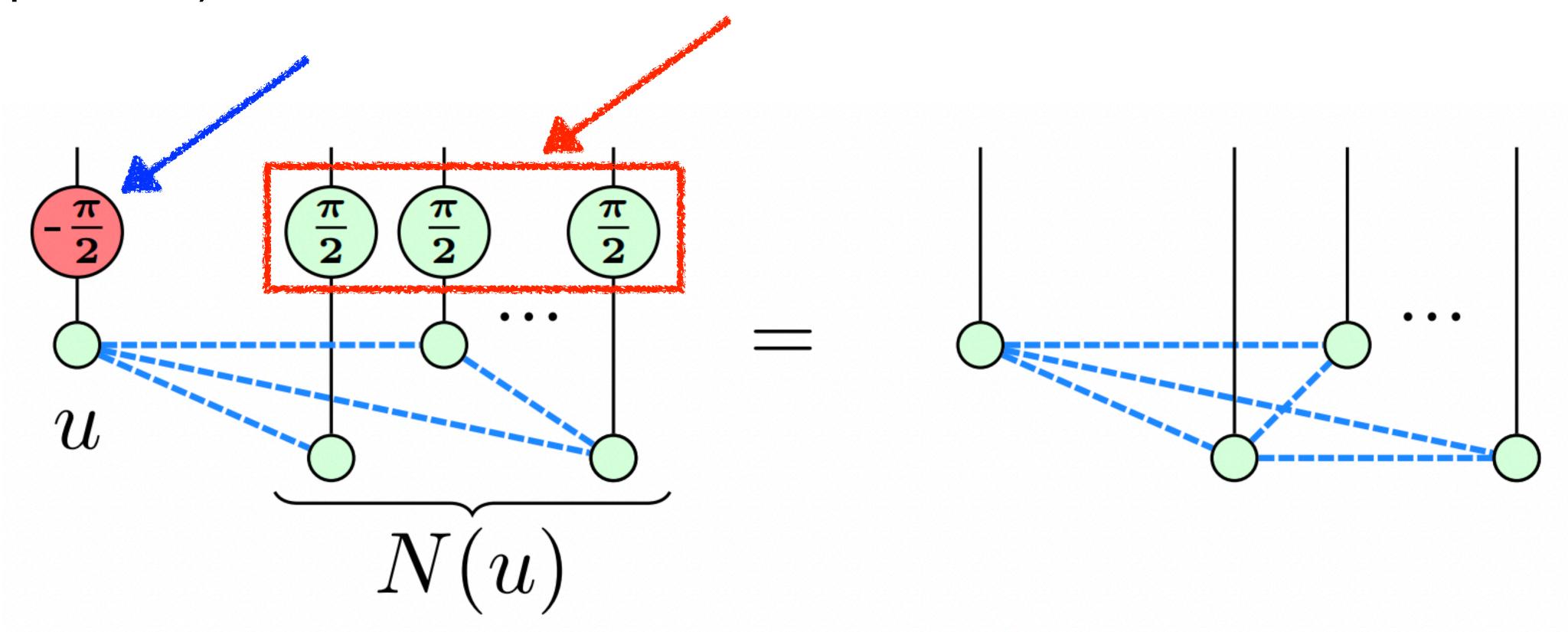




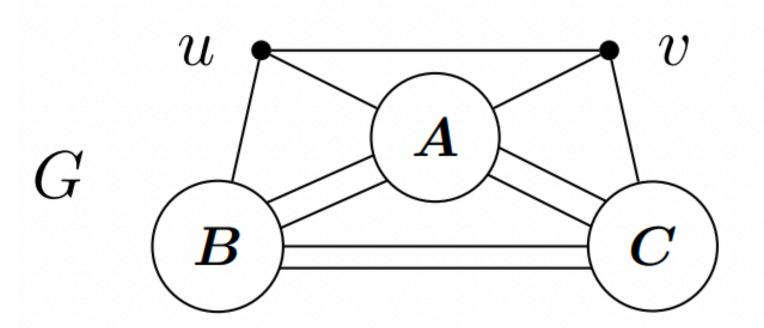
$$(G \star a) \star b$$

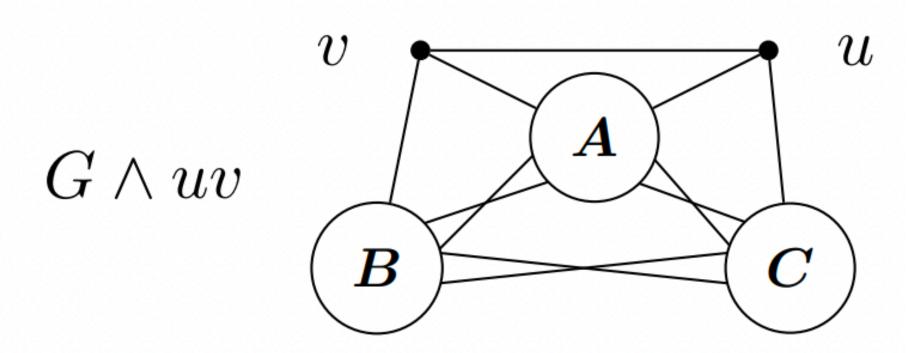
$$c \qquad b$$

In the special case where the ZX-diagram is graph-like (i.e., represents a graph-state)...

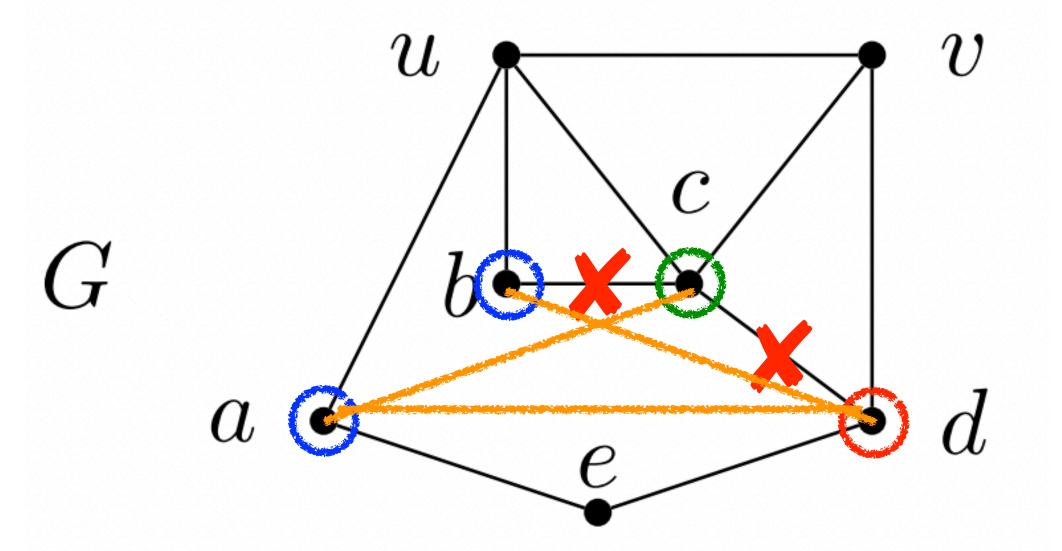


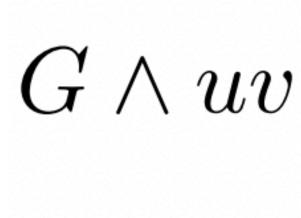
Pivoting:

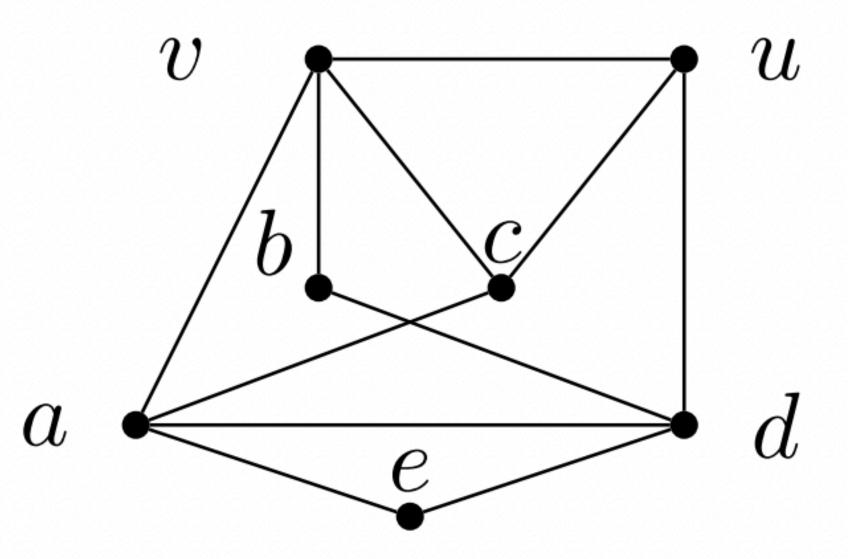




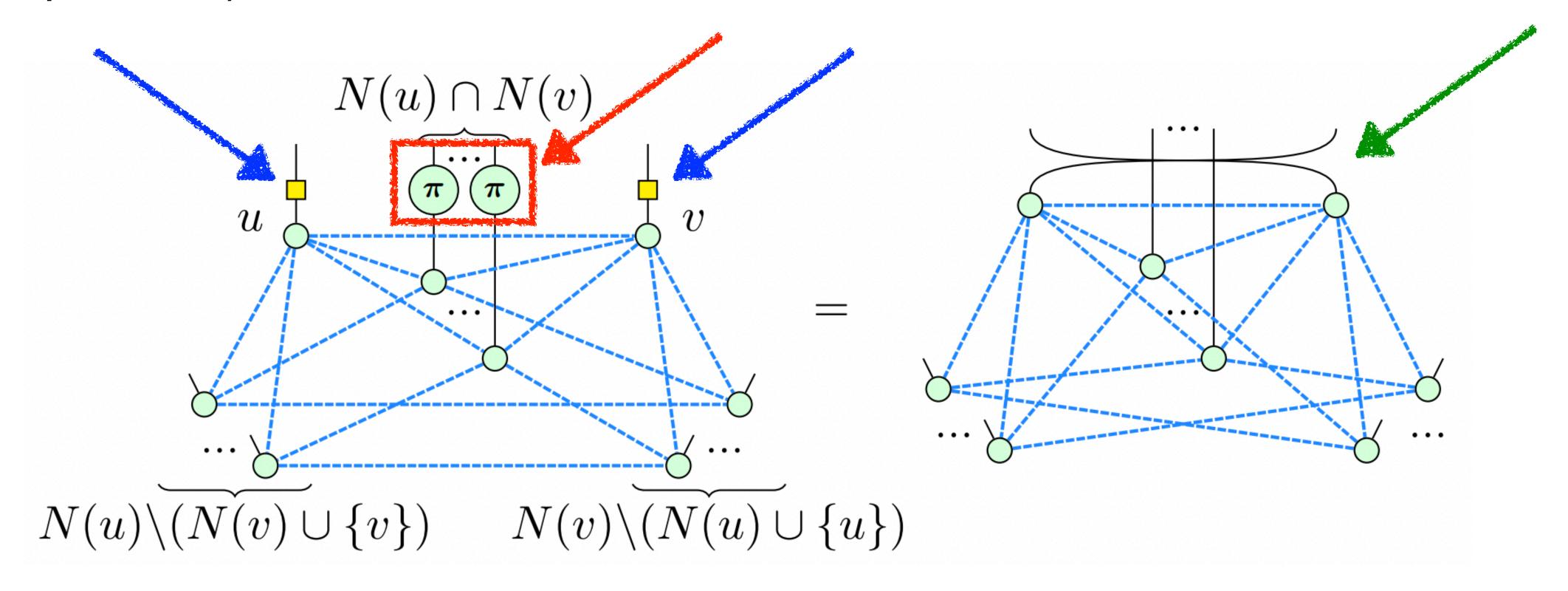
#### example:

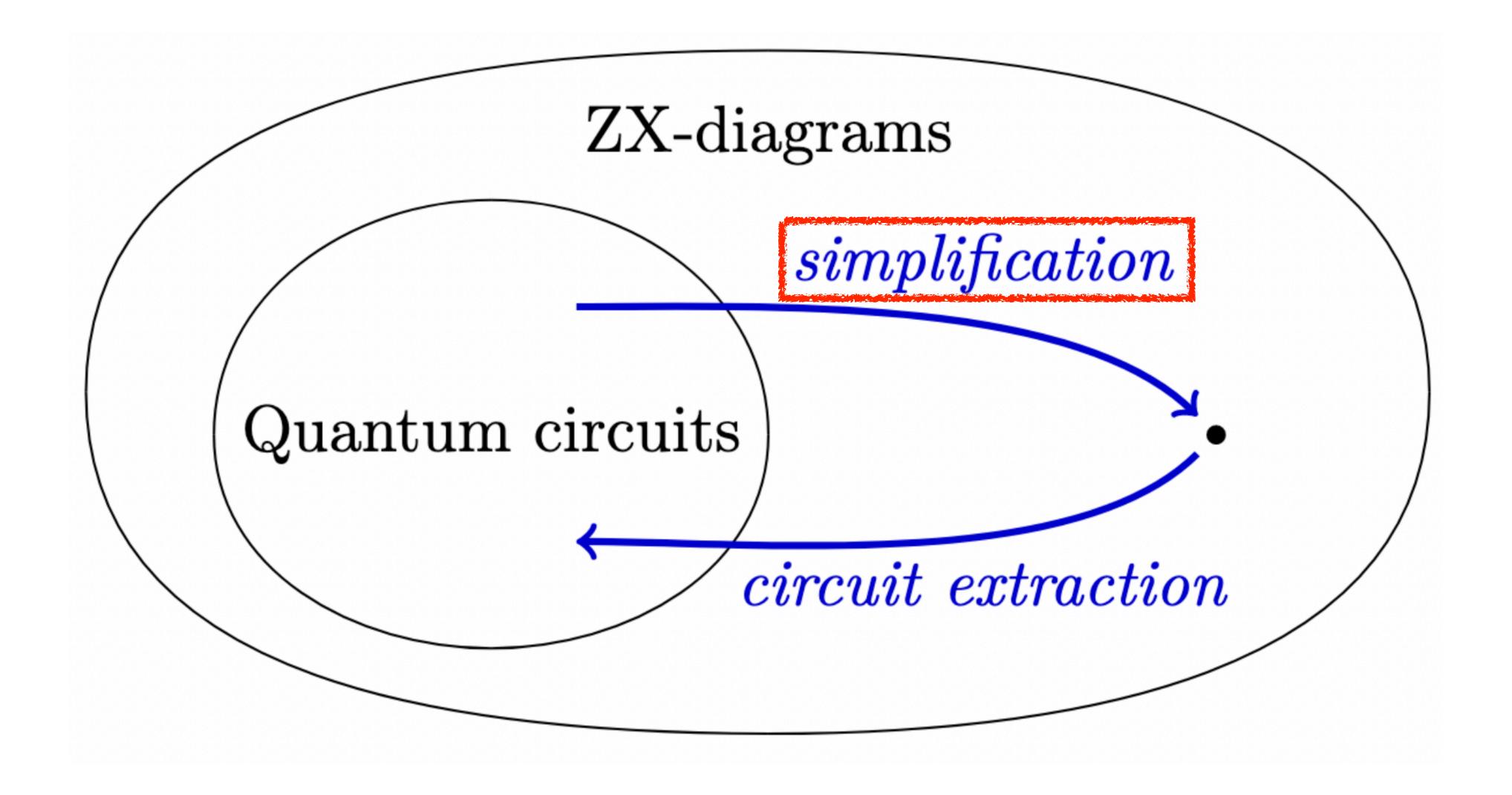






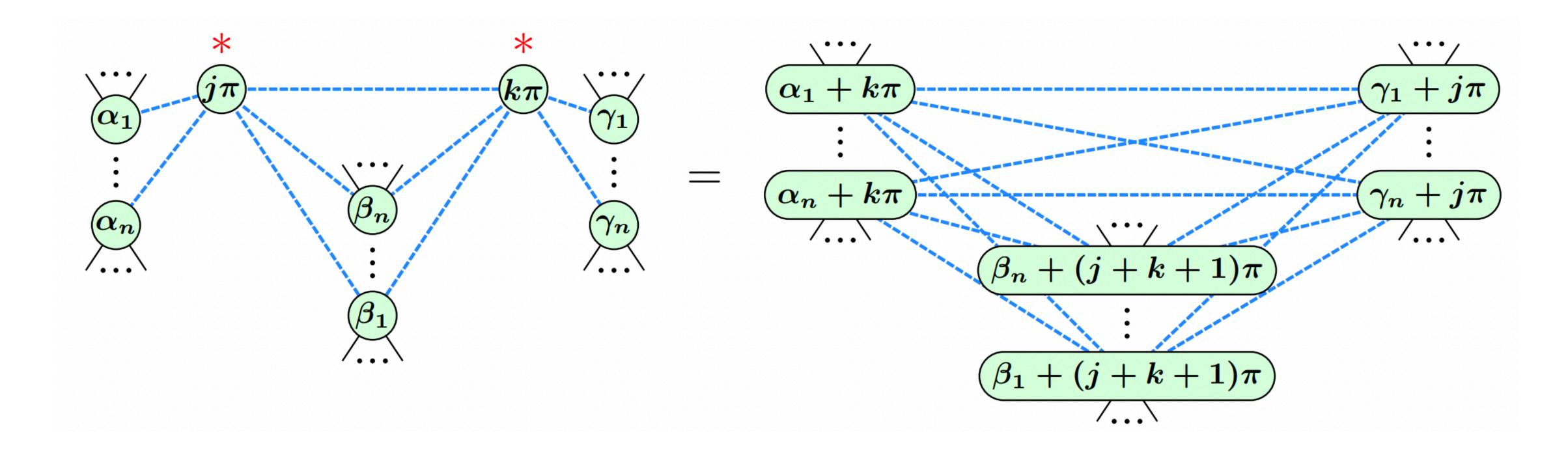
In the special case where the ZX-diagram is graph-like (i.e., represents a graph-state)...





#### Procedure is able to eliminate:

- 1. all interior proper Clifford spiders;
- 2. and all Pauli spiders adjacent either to a boundary spider or any interior Pauli spider.

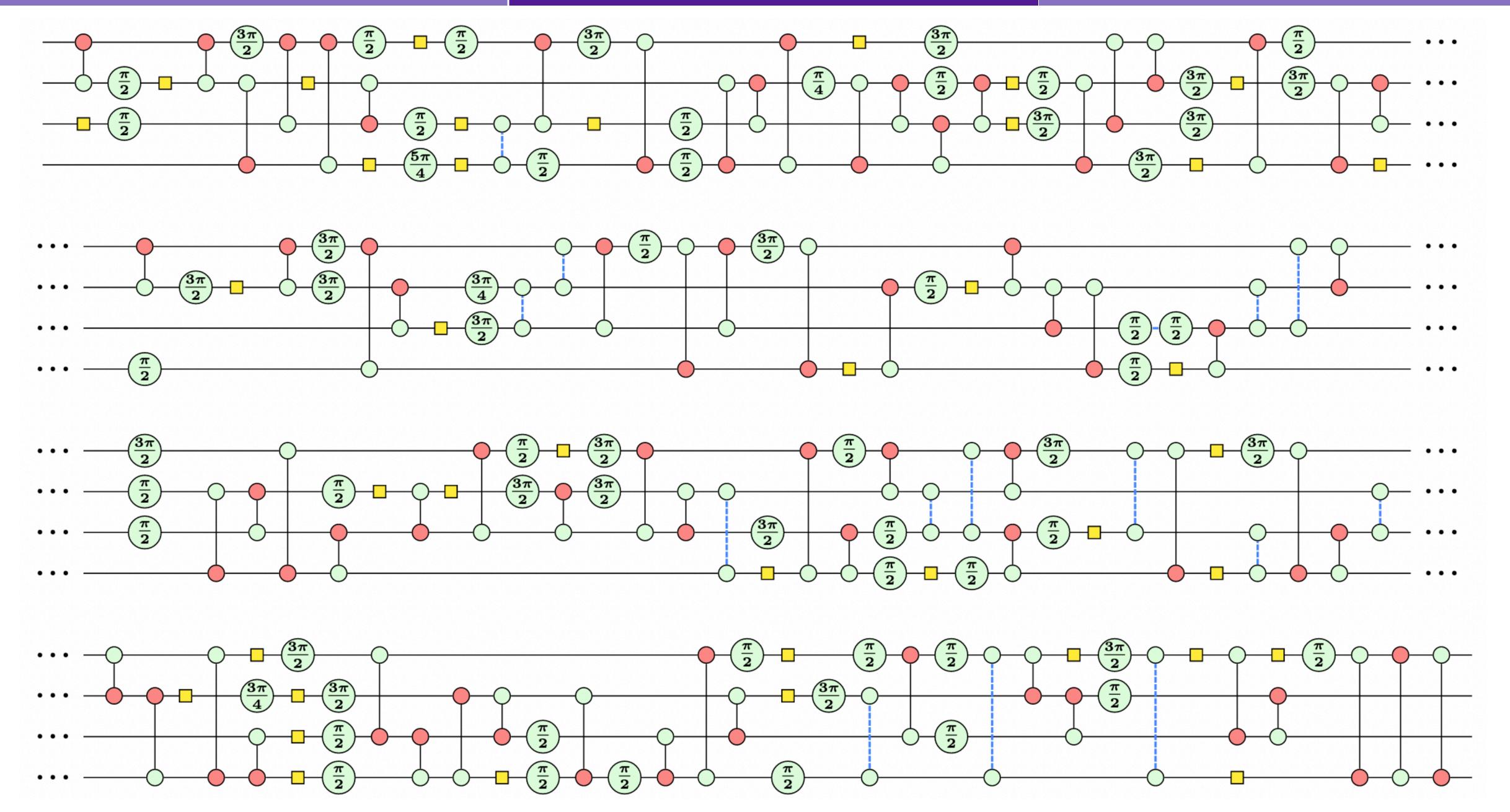


**Theorem 5.4.** There exists a terminating procedure which turns any graph-like ZX-diagram D into a graph-like ZX-diagram D' (up to single-qubit unitaries on inputs/outputs) which does not contain

- 1. interior proper Clifford spiders,
- 2. adjacent pairs of interior Pauli spiders,
- 3. and interior Pauli spiders adjacent to a boundary spider.

In particular, if D only contains Clifford spiders, then D' contains no interior spiders.

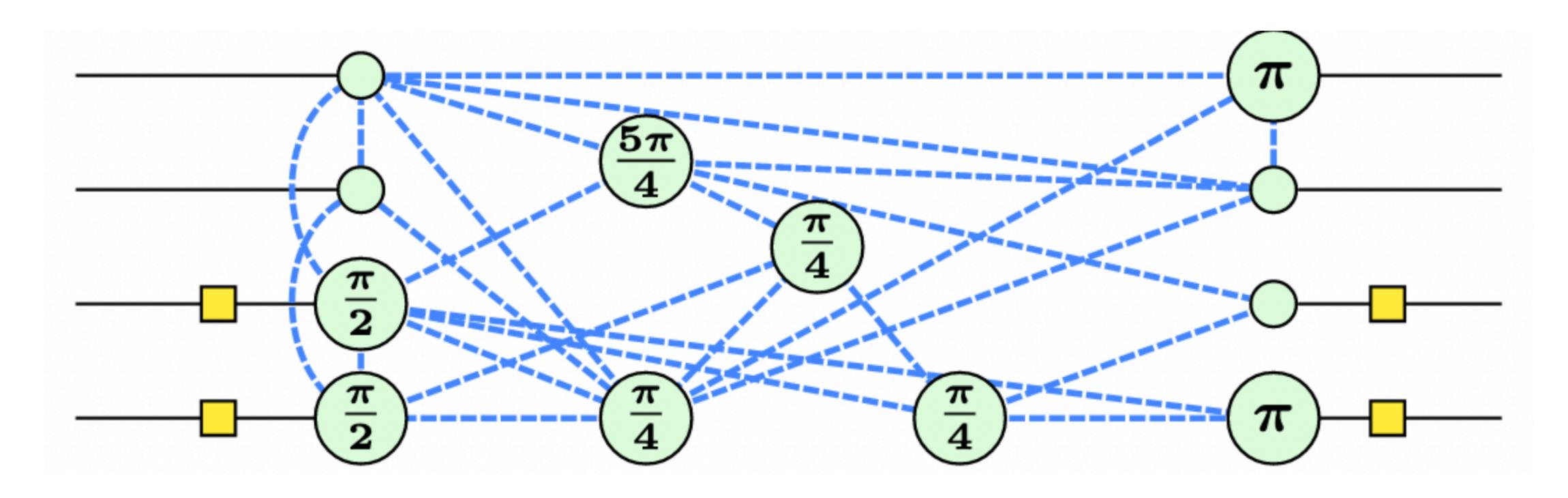
This procedure is very effective, especially for circuits with few non-Clifford gates.

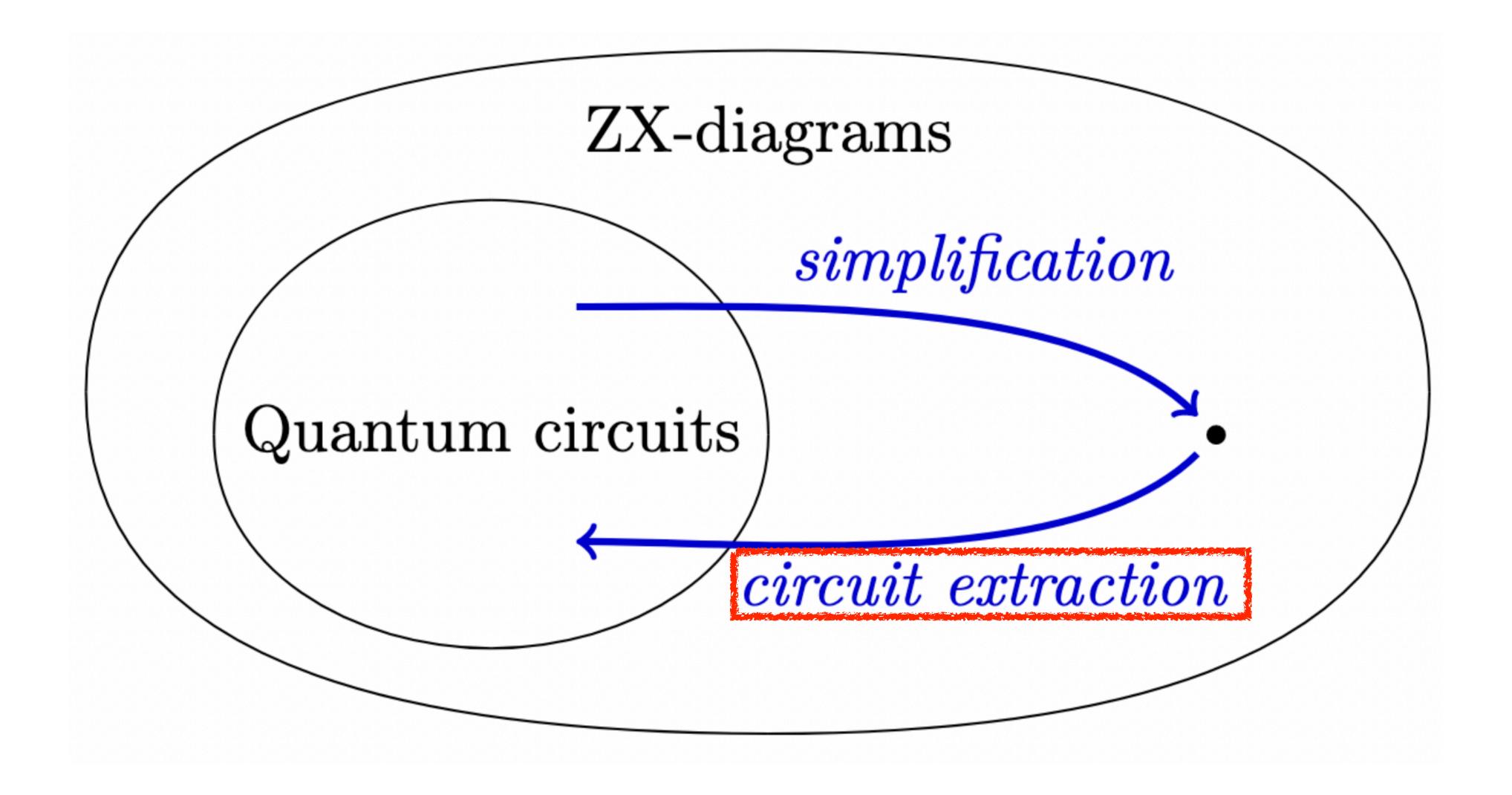


#### Original circuit has:

- 4 qubits;
- 195 Clifford spiders;
- 4 non-Clifford spiders.

Worst case complexity:  $O(n^3)$ 

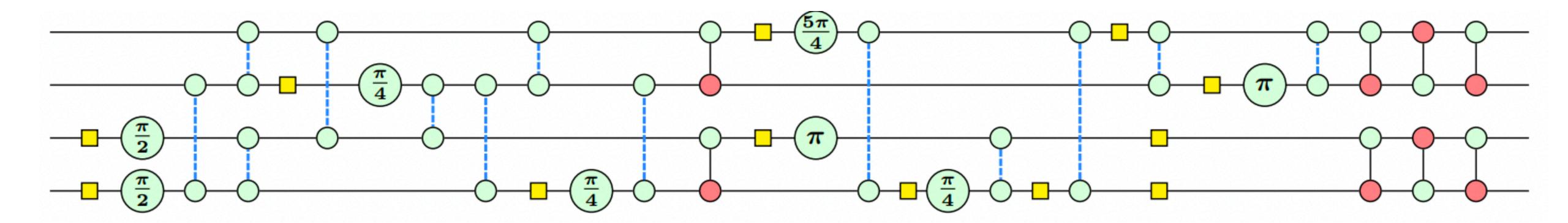




**Theorem 4.5.** Let (G, I, O) be an open graph that admits a focused gFlow, then (G', I, O) also admits a gFlow in the following two cases:

- 1. for  $u \notin I \cup O$ , setting  $G' := (G \star u) \setminus \{u\}$
- 2. for adjacent  $u, v \notin I \cup O$ , setting  $G' := (G \land uv) \setminus \{u, v\}$

where  $G \setminus W$  is the graph obtained by deleting the vertices in W and any incident edges.



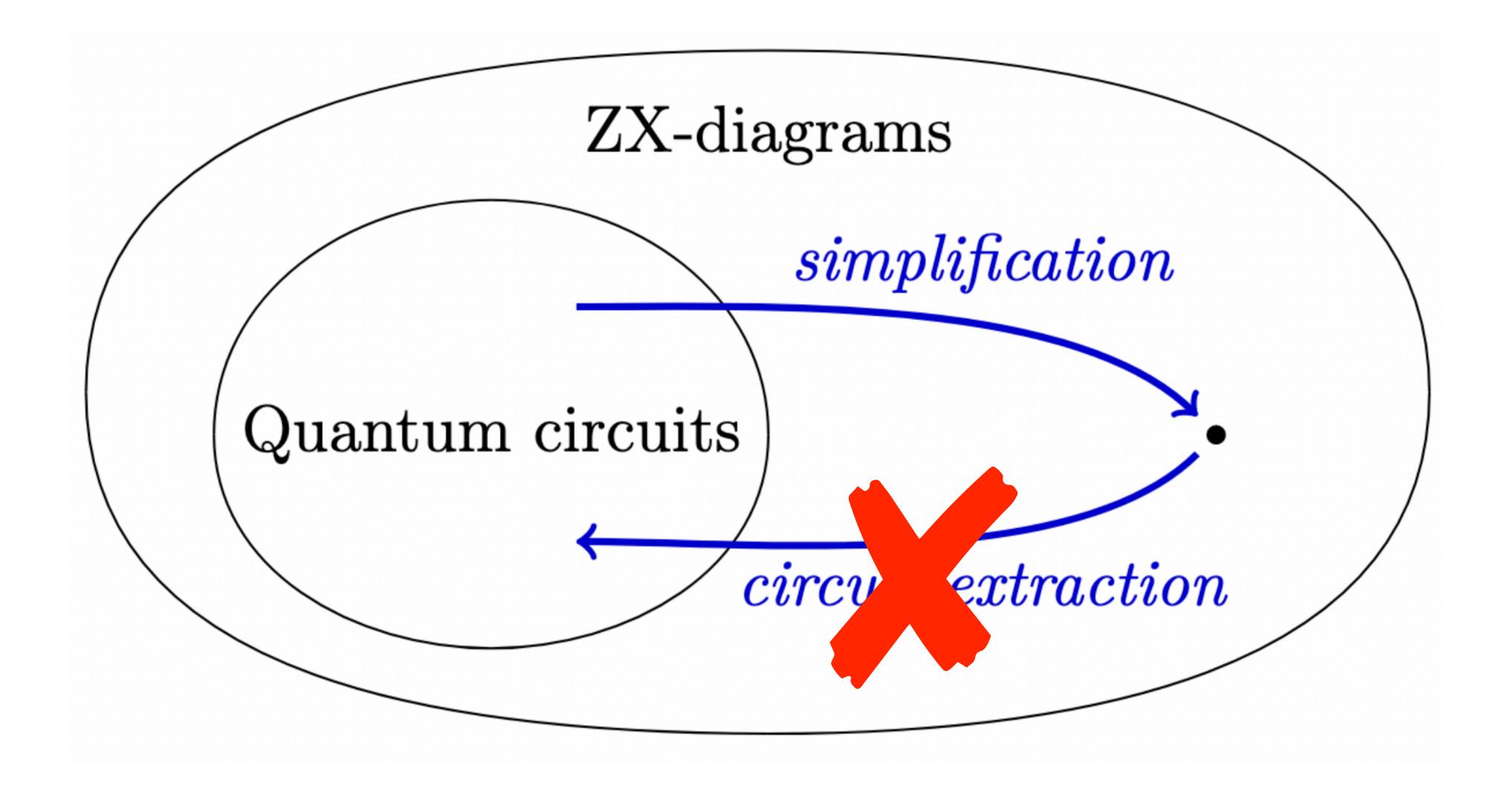
#### Summary:

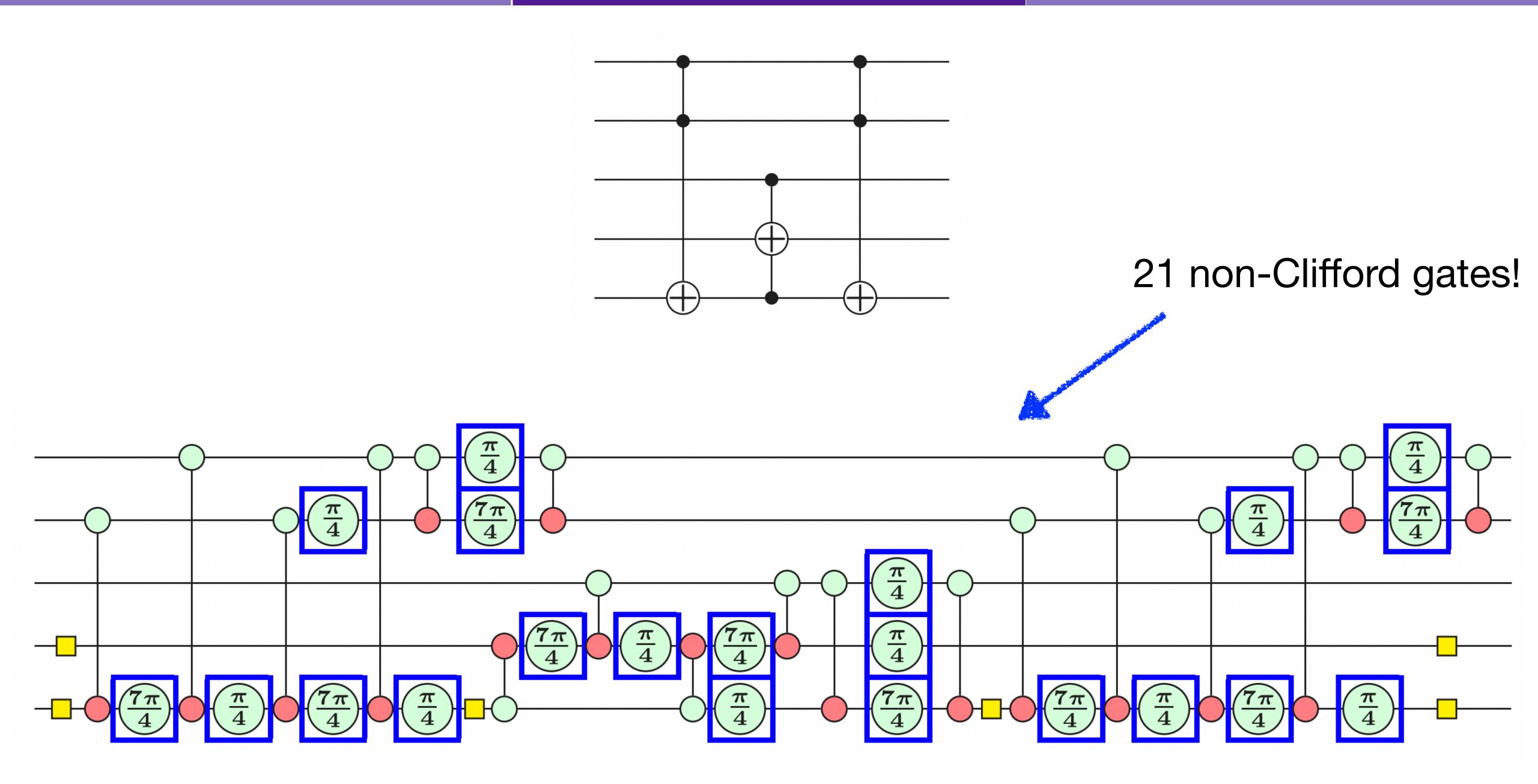
- 1. Original circuit with 195 gates;
- 2. Intermediate ZX-diagram with 12 spiders;
- 3. Final circuit with 41 gates.

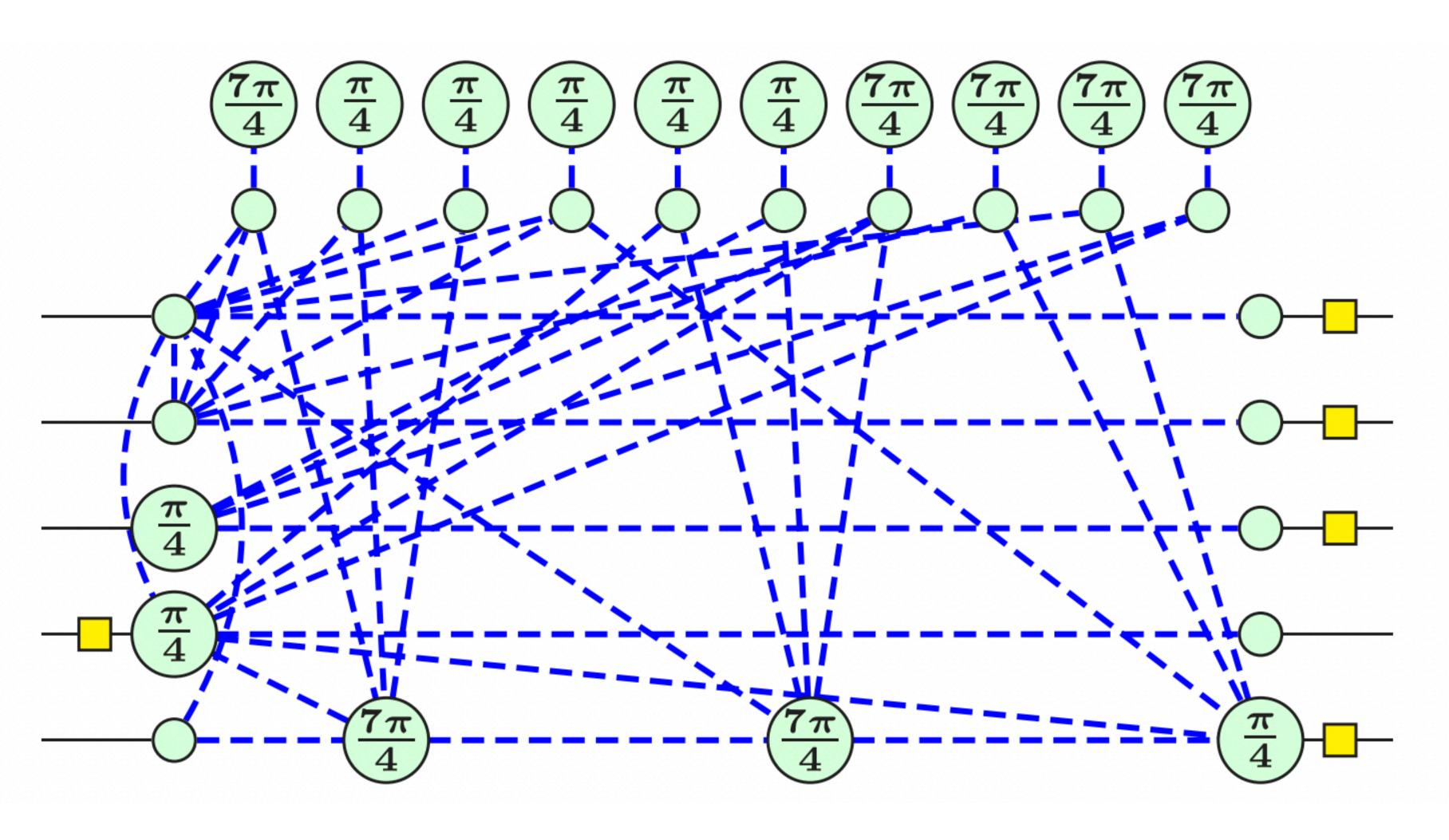
# https://zxcalculus.com/publications.html

R. Duncan, A. Kissinger, S. Pedrix, and J. van de Wetering, Graph-theoretic simplification of quantum circuits with the ZX calculus, Quantum 4, 279 (2020).

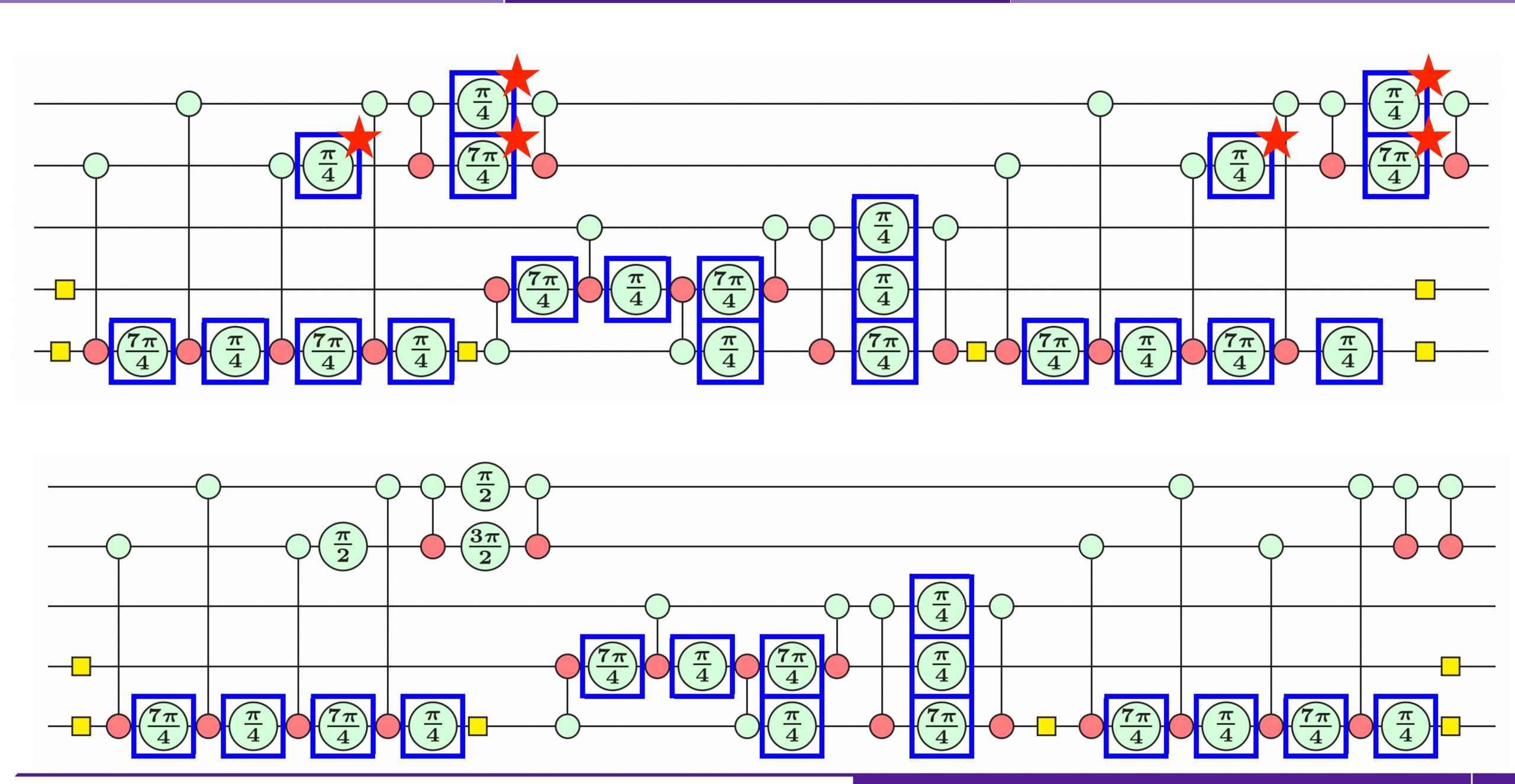
A. Kissinger and J. van de Wetering. Reducing the number of non-Clifford gates in quantum circuits. Physical Review A, **102**, 022406 (2020).







15 non-Clifford spiders!

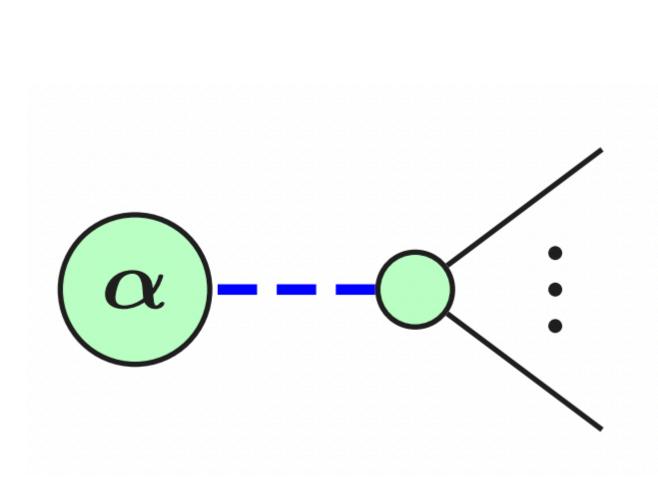


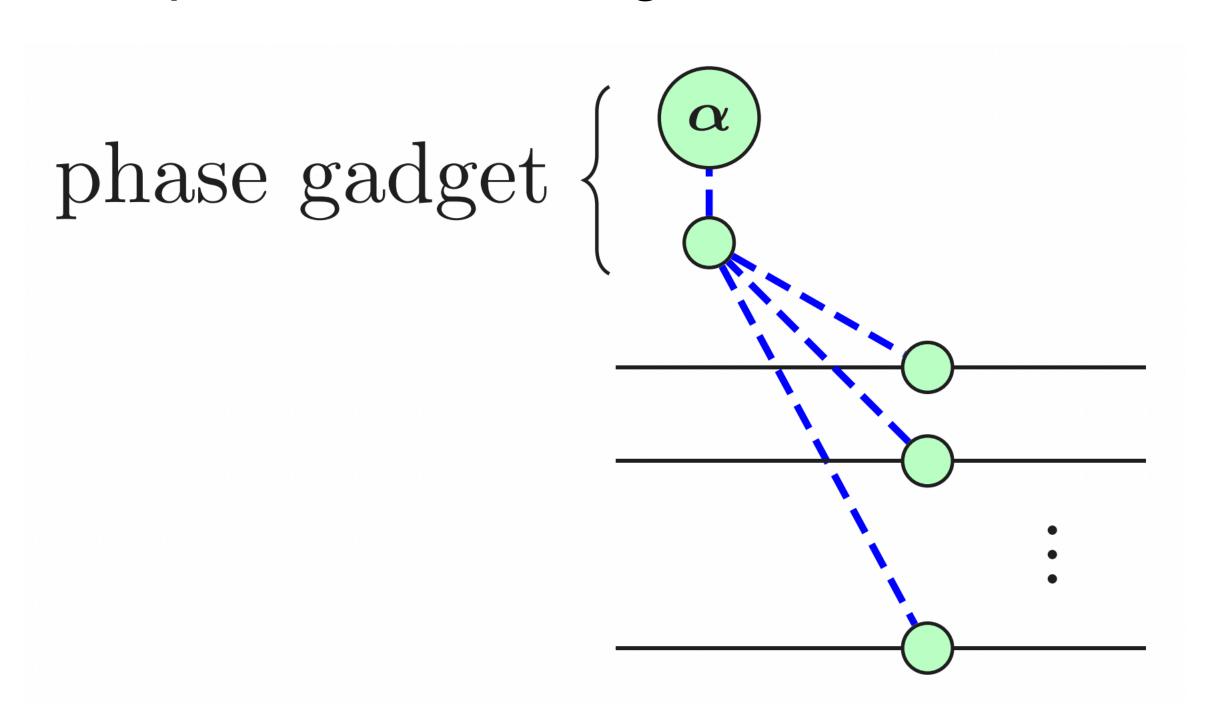
"(...) rather than re-extracting a circuit from a ZX-diagram, we use the diagram as a tool for discovering phases that can be shifted around nonlocally without changing the computed unitary. We call this technique phase teleportation."

"A pleasant property of phase teleportation, as opposed to the simplify-and-extract method, is that it leaves the structure of the quantum circuit completely intact, only changing the parameters."

## Phase gadgets

"A phase gadget is simply an arity-1 spider with angle  $\alpha$ , connected via a Hadamard edge to a spider with no angle."





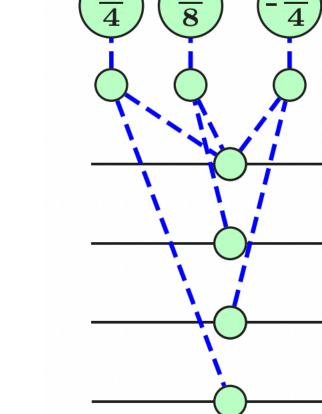
### Curiosity!

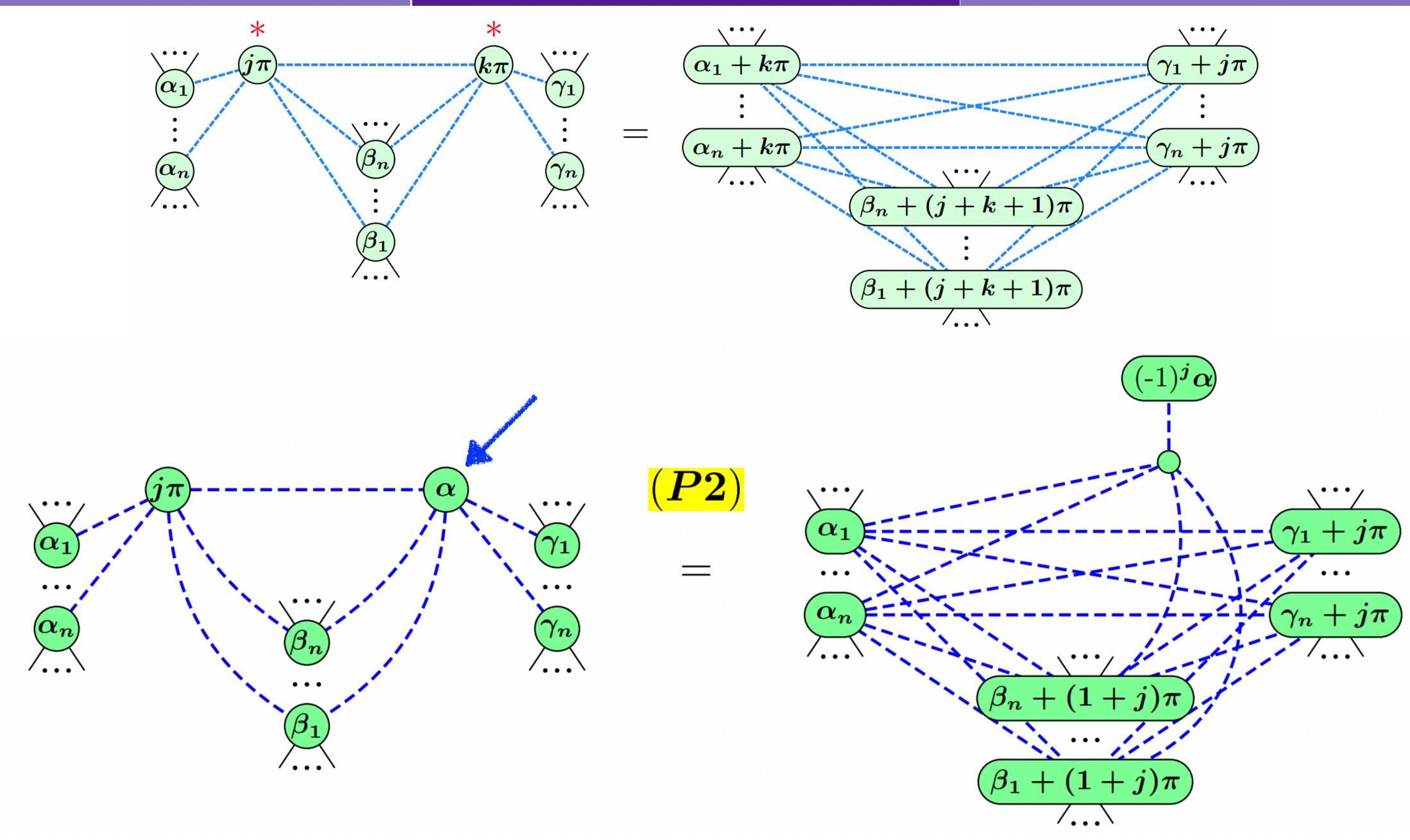
This corresponds to the following unitary:

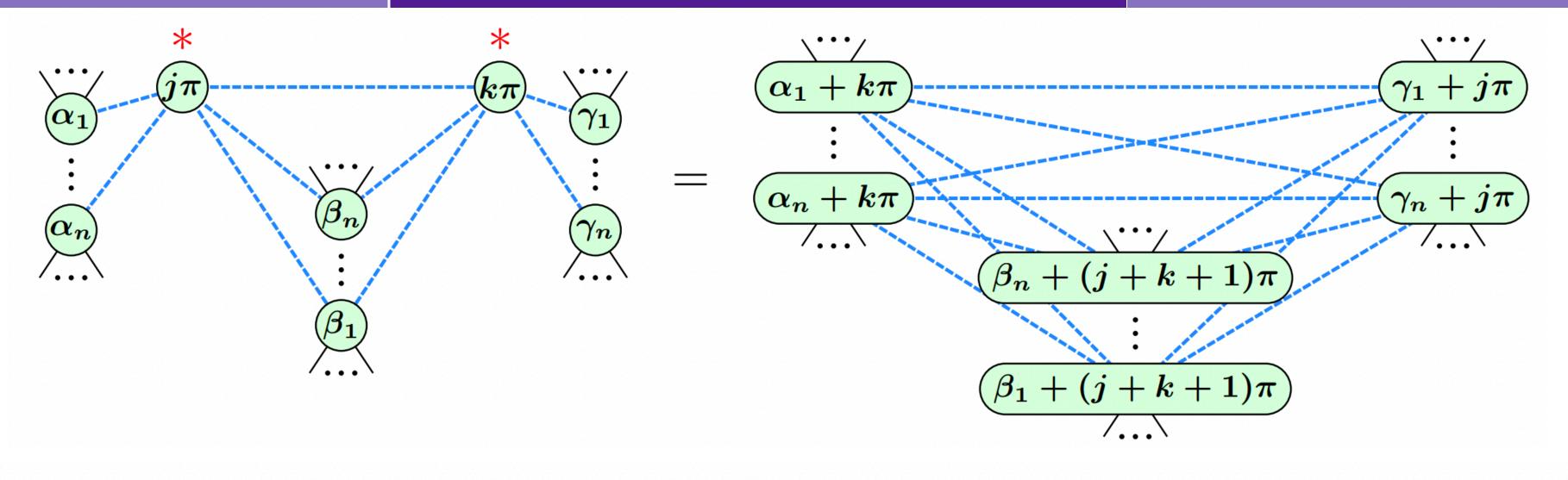
$$U: |x_1, x_2, \dots, x_n\rangle \rightarrow e^{i\alpha(x_1 \oplus x_2 \oplus \dots \oplus x_n)} |x_1, x_2, \dots, x_n\rangle$$

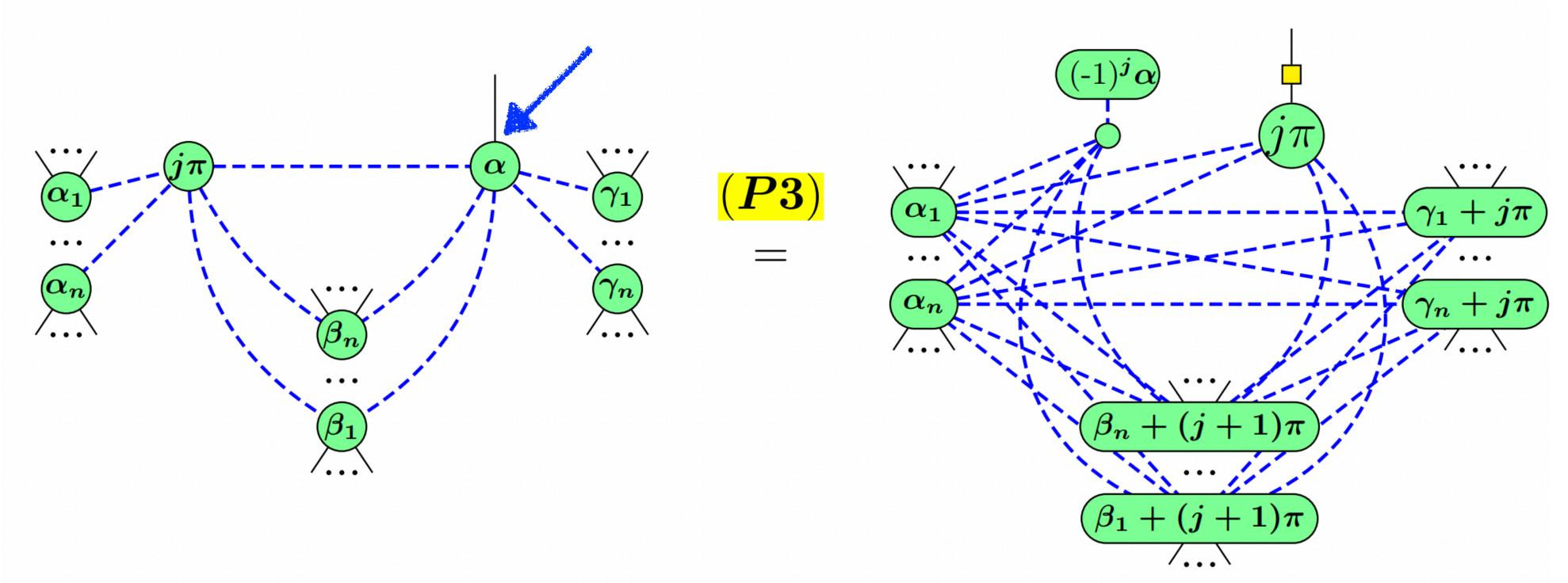
$$U: |x_1, x_2, x_3, x_4\rangle \rightarrow e^{if(x_1, x_2, x_3, x_4)} |x_1, x_2, x_3, x_4\rangle$$

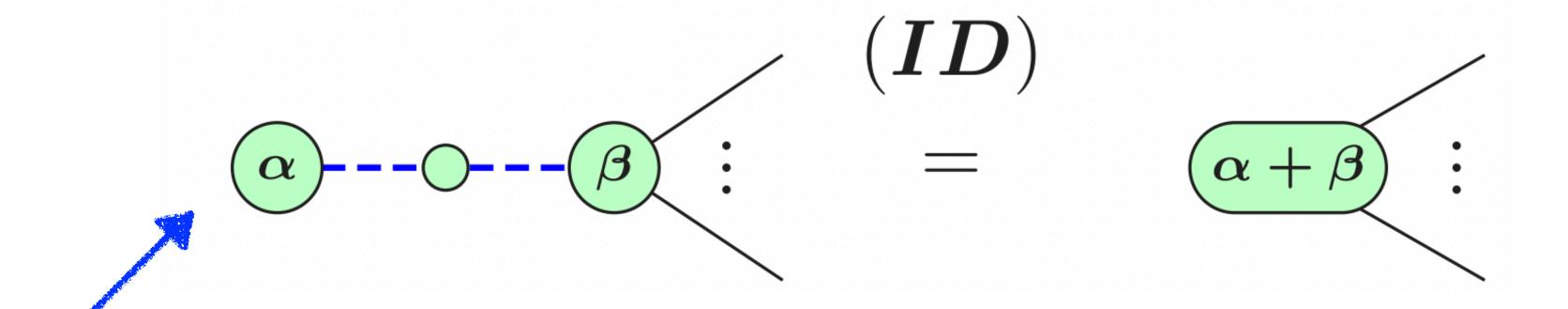
$$f(x_1, x_2, x_3, x_4) =$$





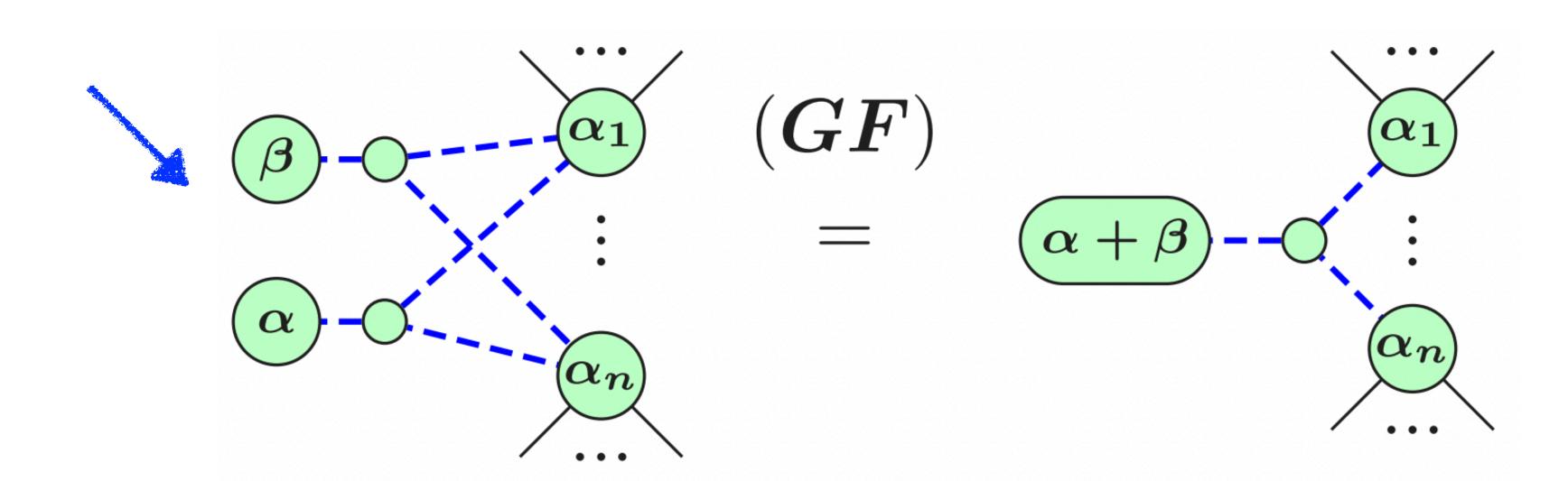






### How to reduce the number of

non-Clifford spiders



### Simplification algorithm:

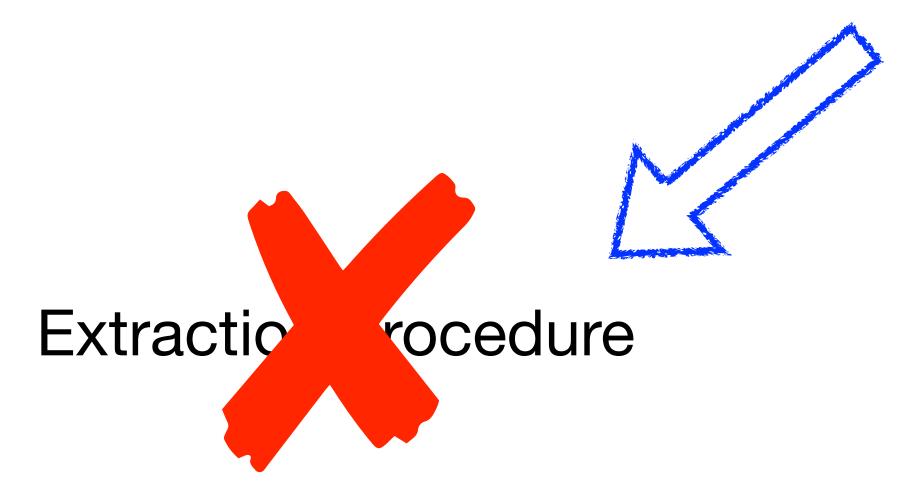
1. Apply (LC) until all interior proper Clifford vertices are removed;

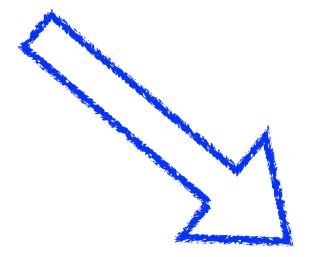
2. Apply (P1), (P2), and (P3) until all interior Pauli vertices are removed or transformed into phase gadgets;

3. Remove all Clifford phase gadgets using (LC) and (P1).

4. Apply (ID) and (GF) wherever possible. If any matches were found, go back to step 1, otherwise we are done.

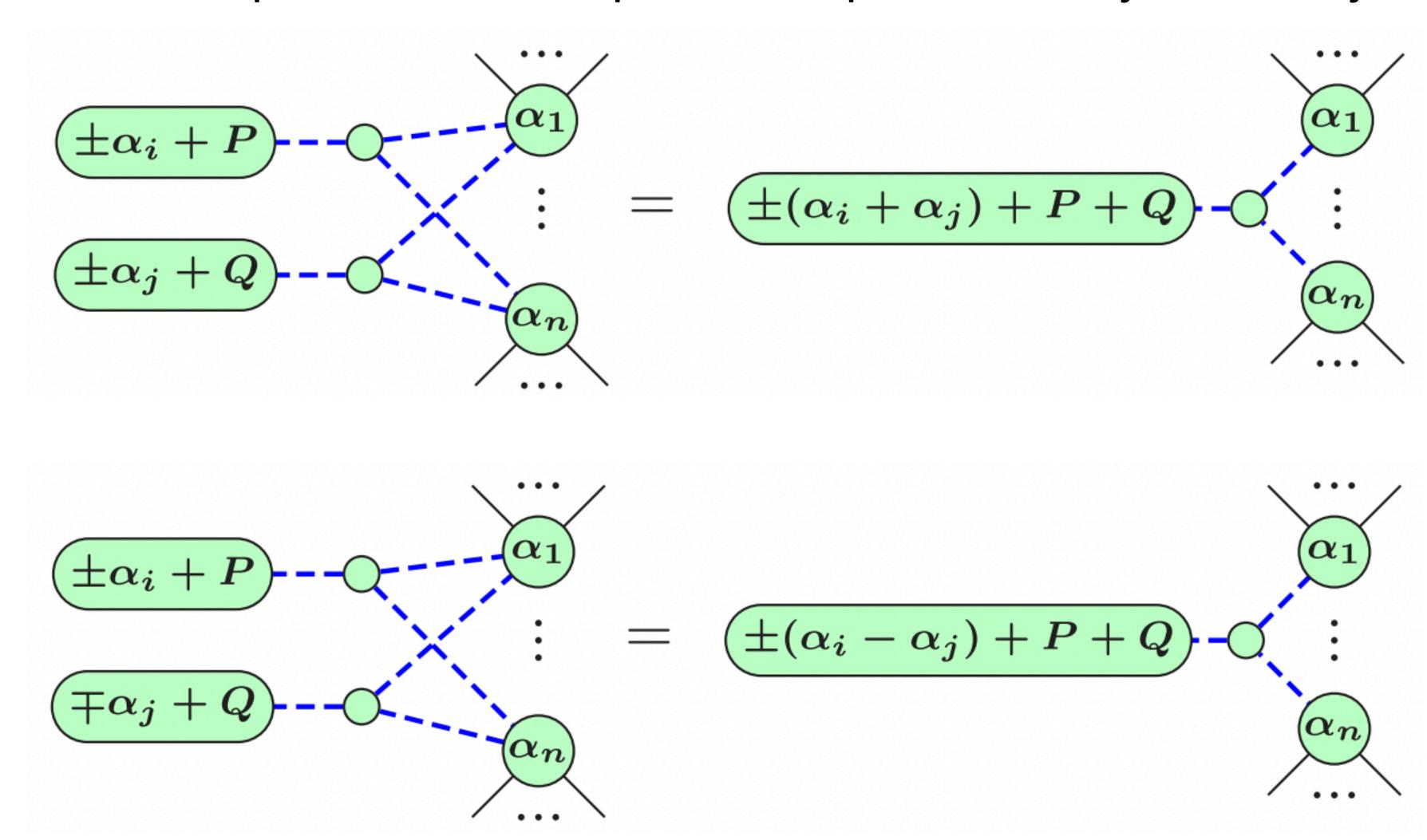
This procedure yields a ZX-digram that does not look like a circuit!





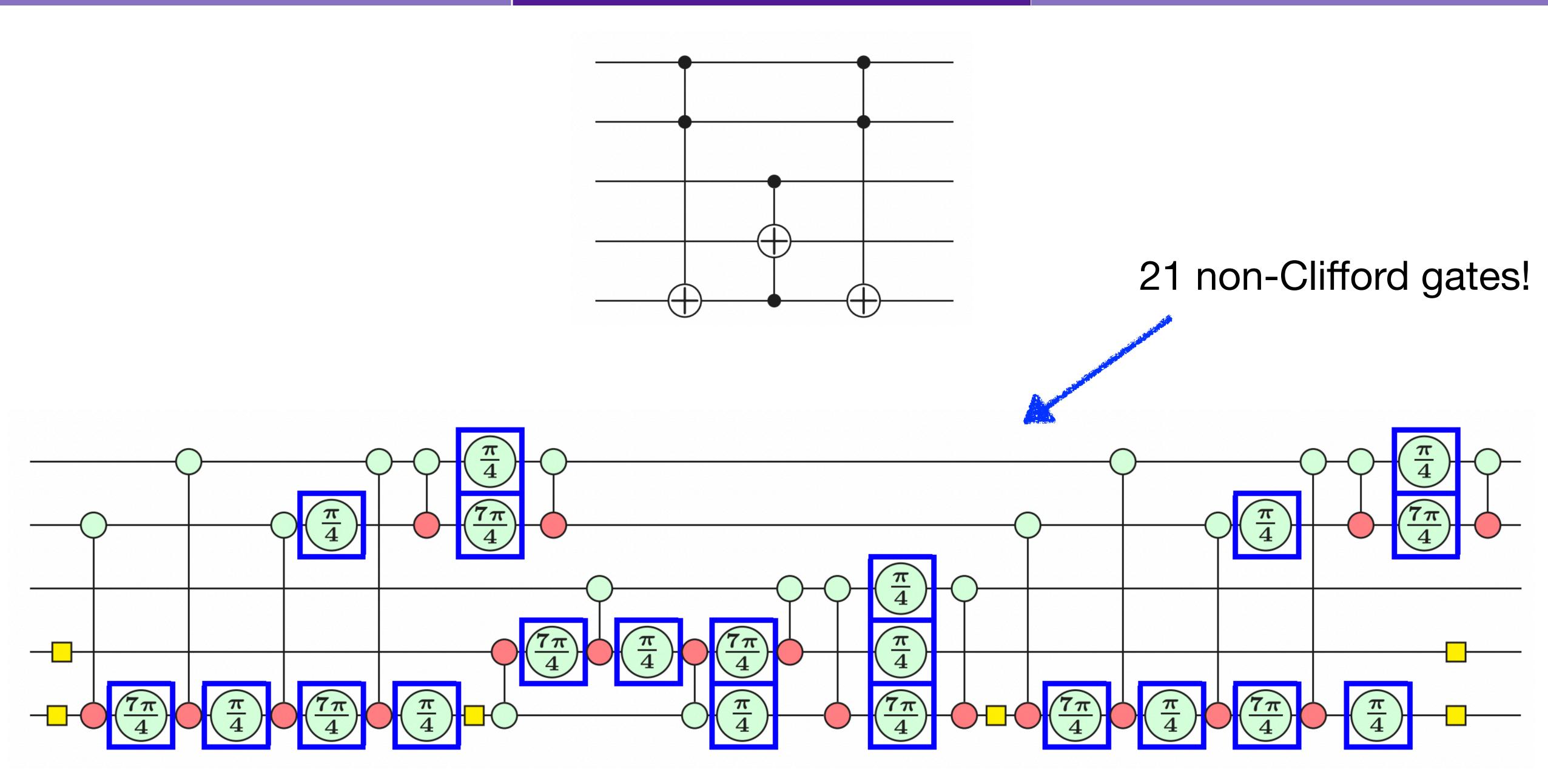
Phase teleportation

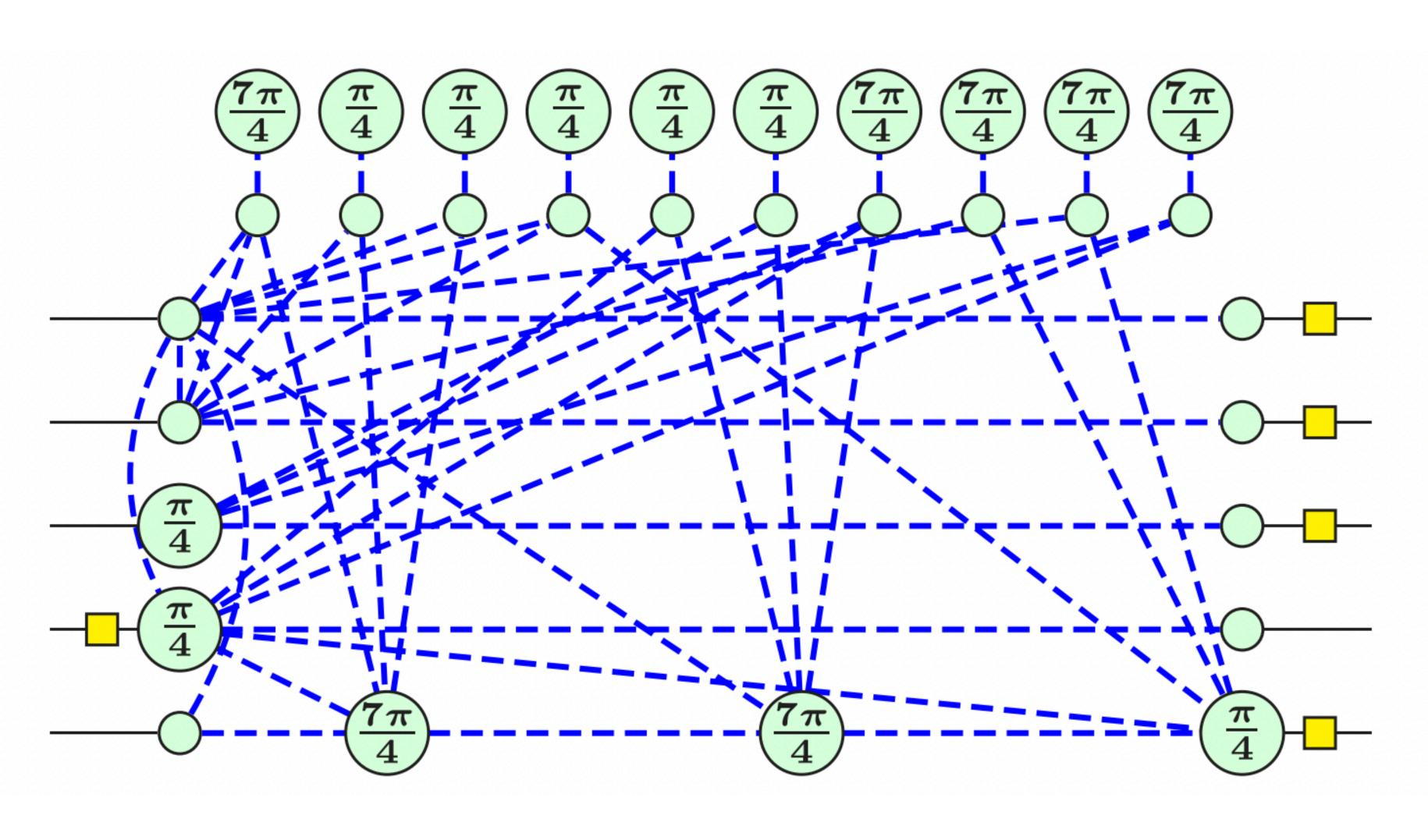
We can perform the simplification procedure symbolically.



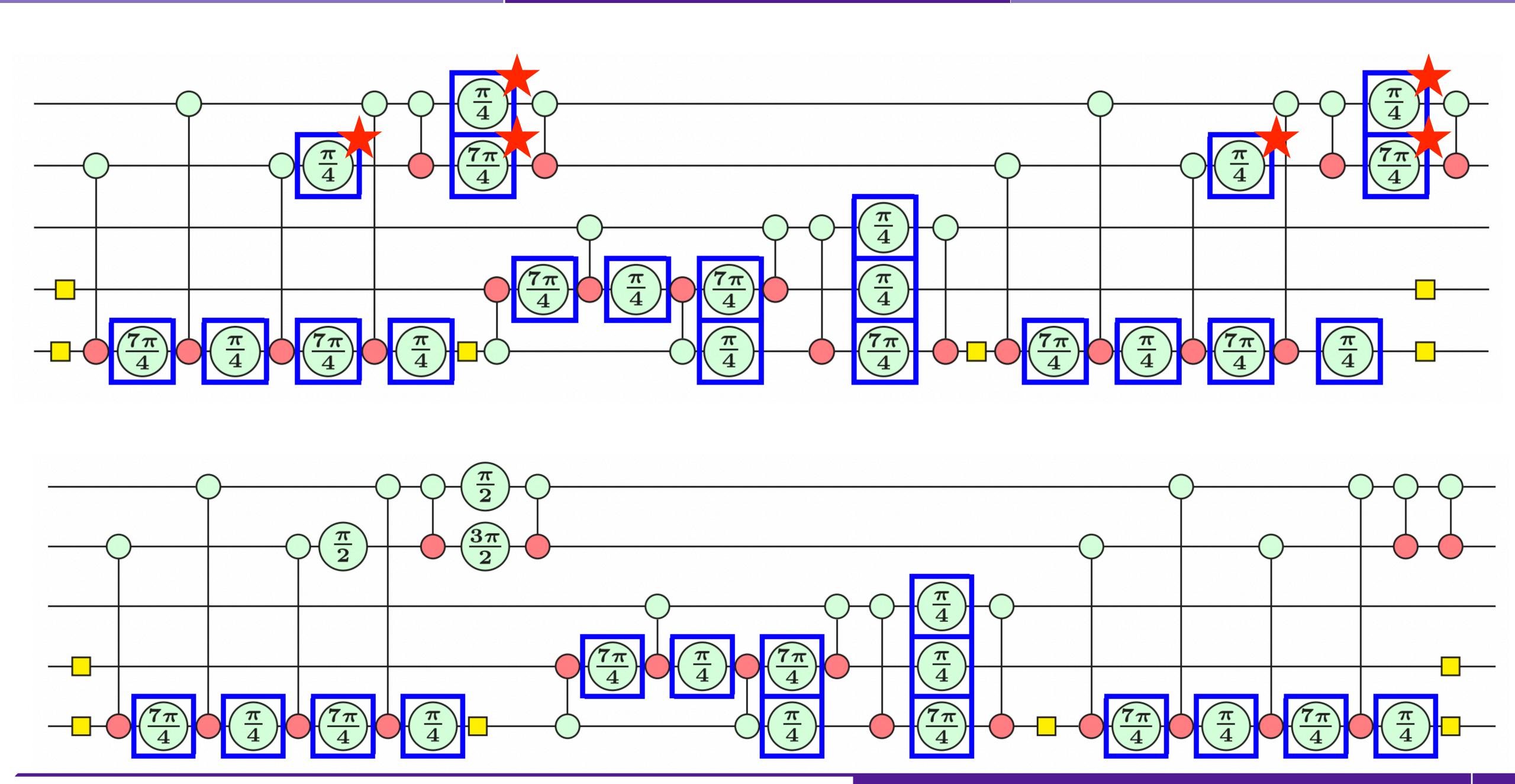
Phase teleportation algorithm: starting with the quantum circuit do the following:

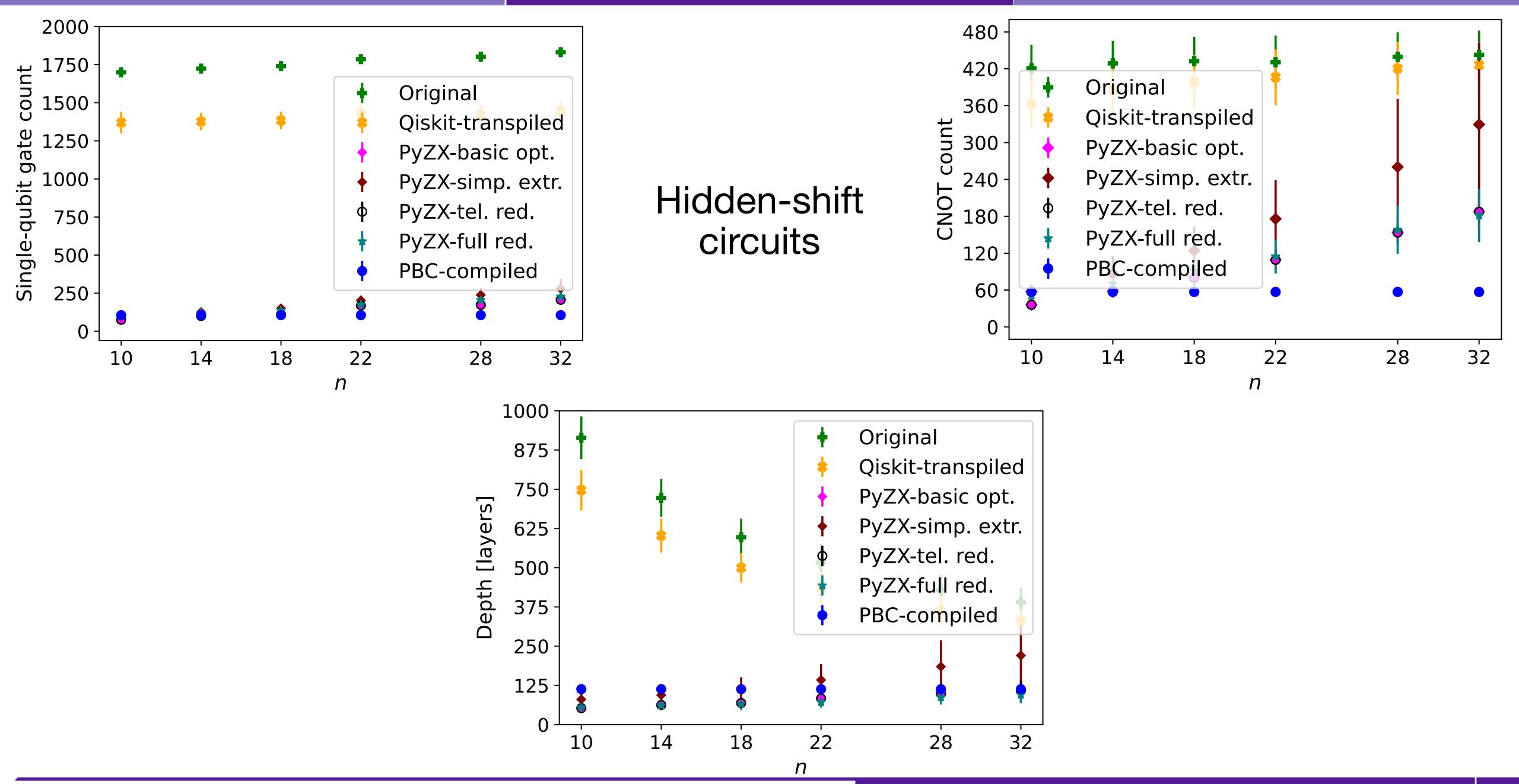
- 1. Choose unique variables  $\alpha_1, \alpha_2, \ldots, \alpha_n$  for each non-Clifford phase and store the pair  $(C, \tau)$ , where C is the parametrized circuit and  $\tau: \{1, \ldots, n\} \to \mathbb{R}$  assigns each variable to its phase;
- 2. Interpret C as a ZX-diagram and run the simplification algorithm while doing the following:
  - Whenever (ID) or (GF) are applied to a pair of vertices or phase gadgets containing variables  $\alpha_i$  and  $\alpha_j$ , update  $\tau$  by replacing  $\alpha_i := \alpha_i \pm \alpha_j$  and  $\alpha_j := 0$ ;
- 3. When ZX-simplify finishes, the pair  $(C, \tau)$  describes an equivalent circuit.

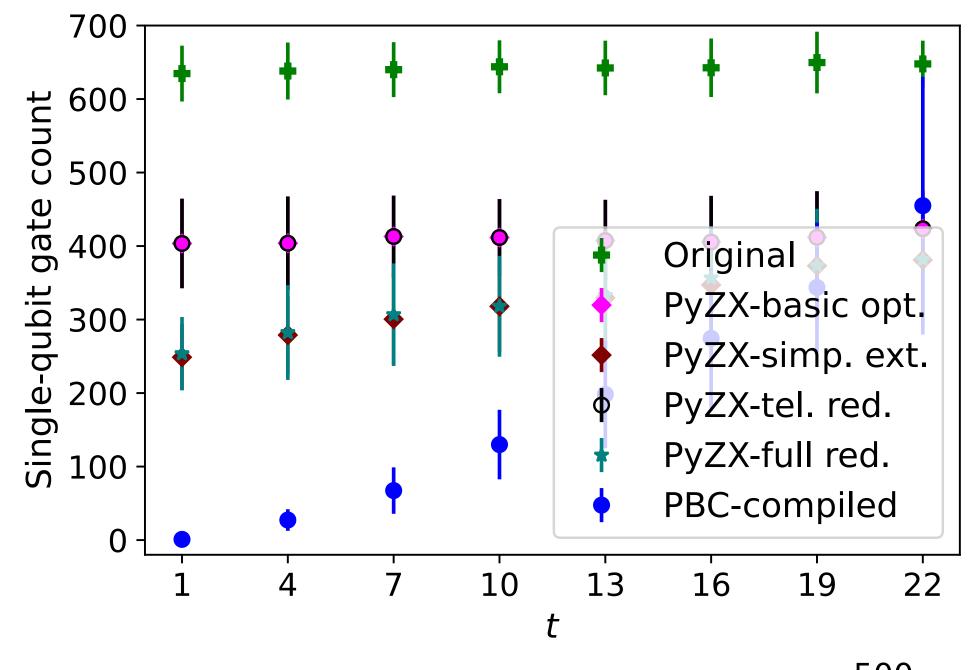




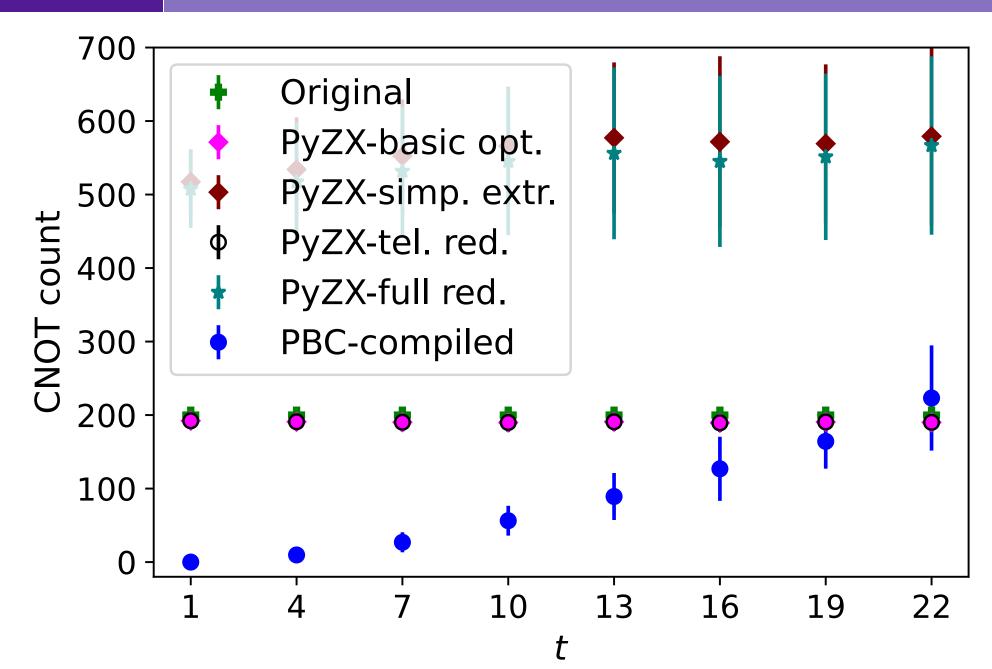
15 non-Clifford spiders!

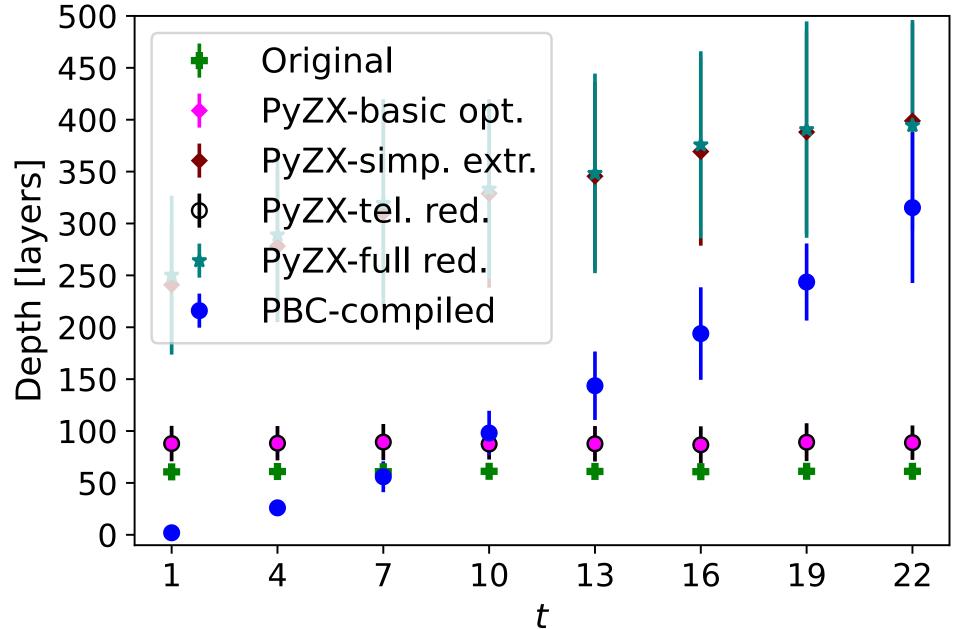






Random quantum circuits



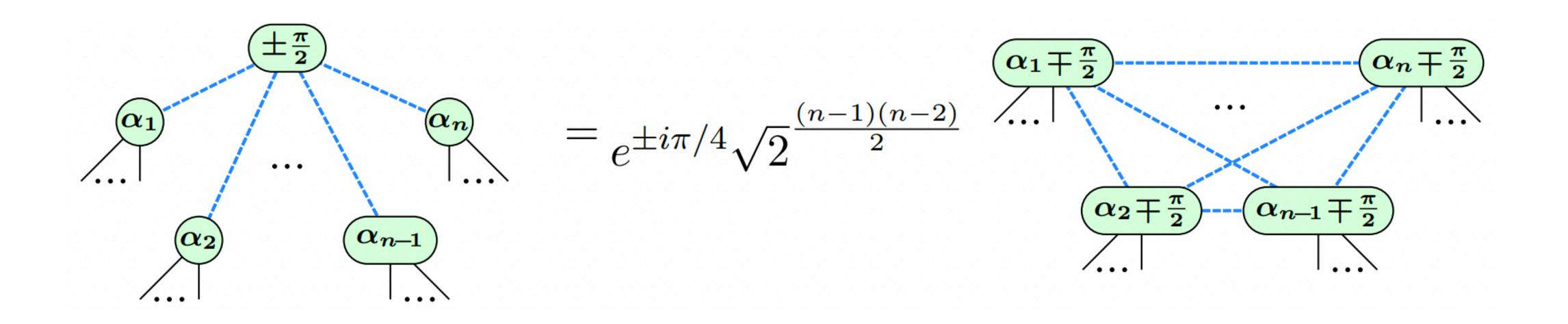


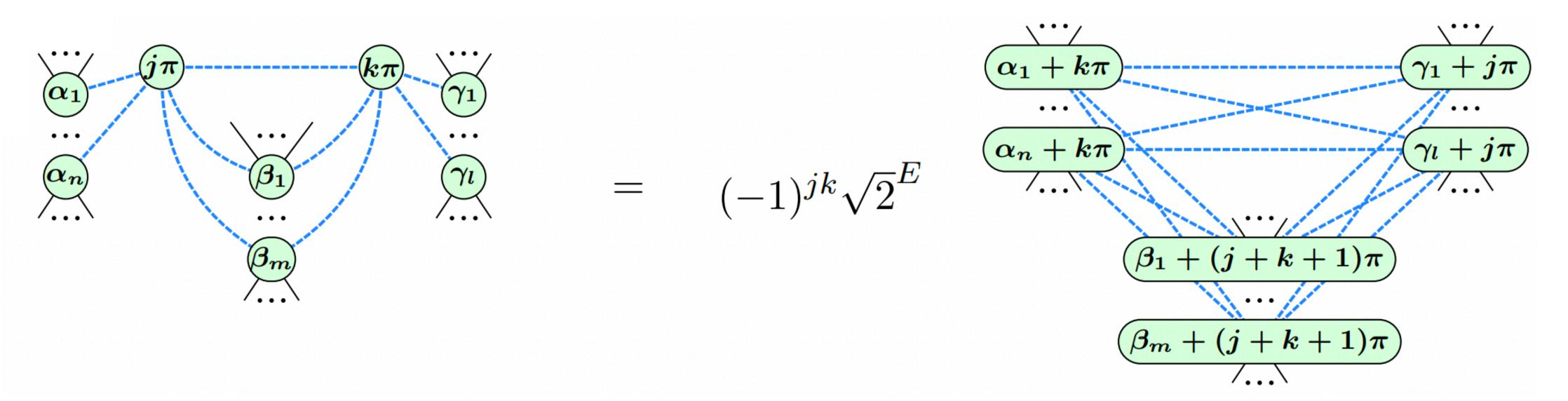
Application in classical simulation

## https://zxcalculus.com/publications.html

A. Kissinger and J. van de Wetering. Simulating quantum circuits with ZX-calculus reduced stabiliser decompositions (2021). arXiv:2109.01076.

A. Kissinger, J. van de Wetering, and R. Vilmart. Classical simulation of quantum circuits with partial and graphical stabiliser decompositions (2022). arXiv:2109.01076.

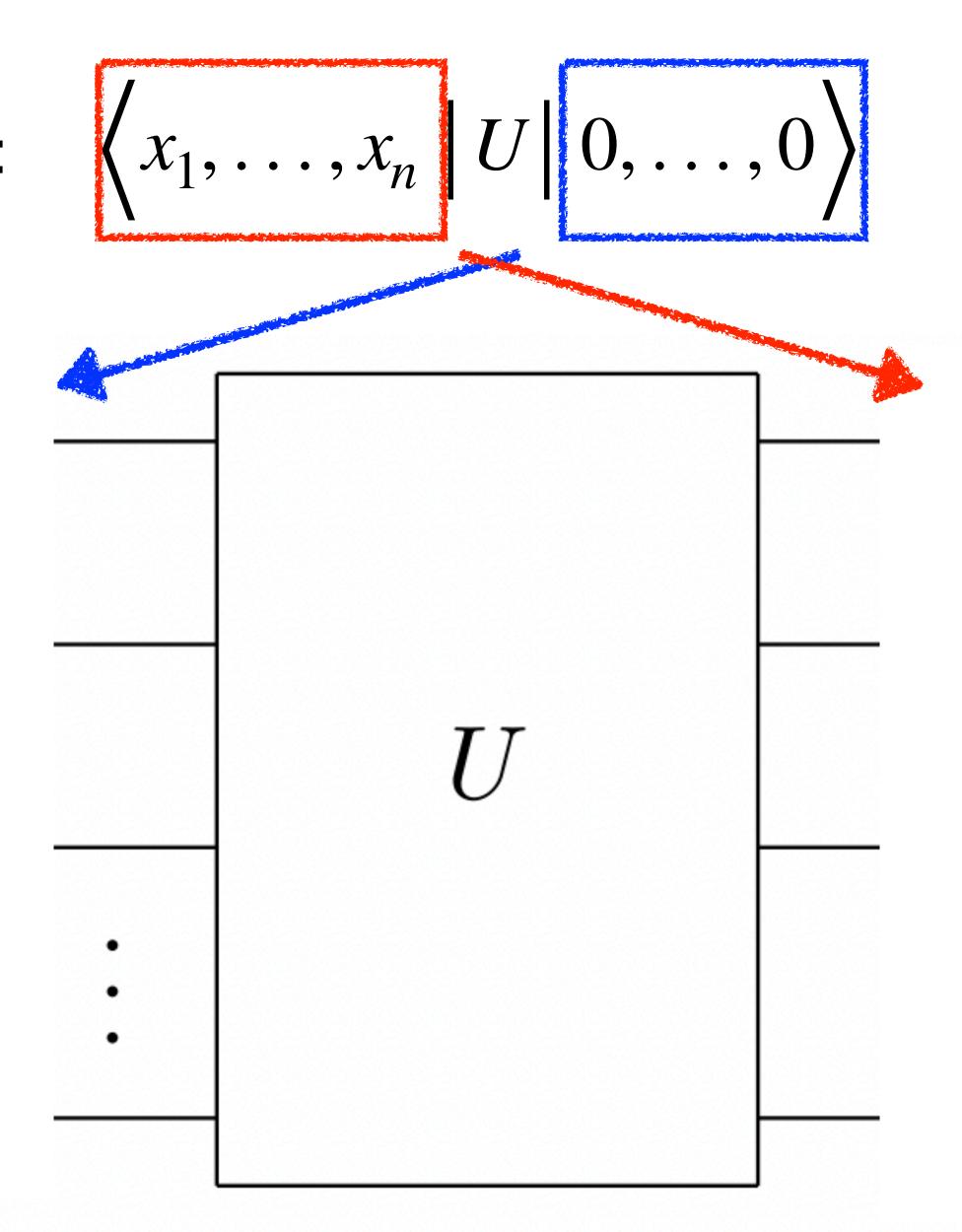


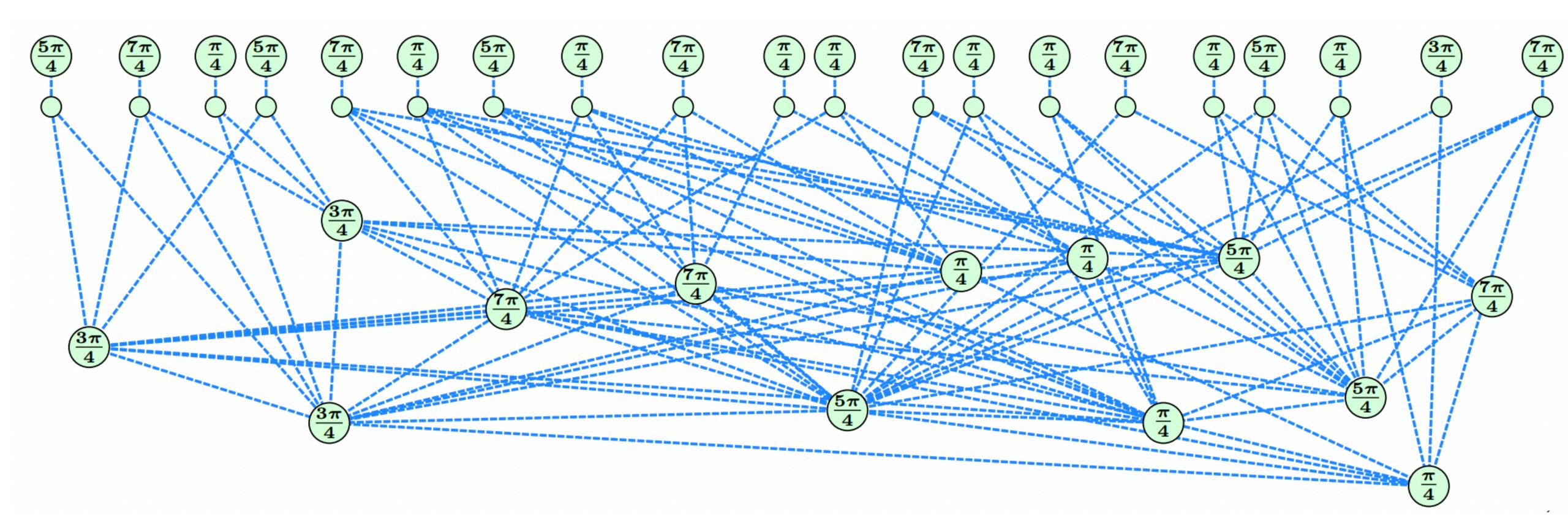


$$E = (n-1)m + (l-1)m + (n-1)(l-1)$$

Calculating an amplitude:

Working with ZX-calculus



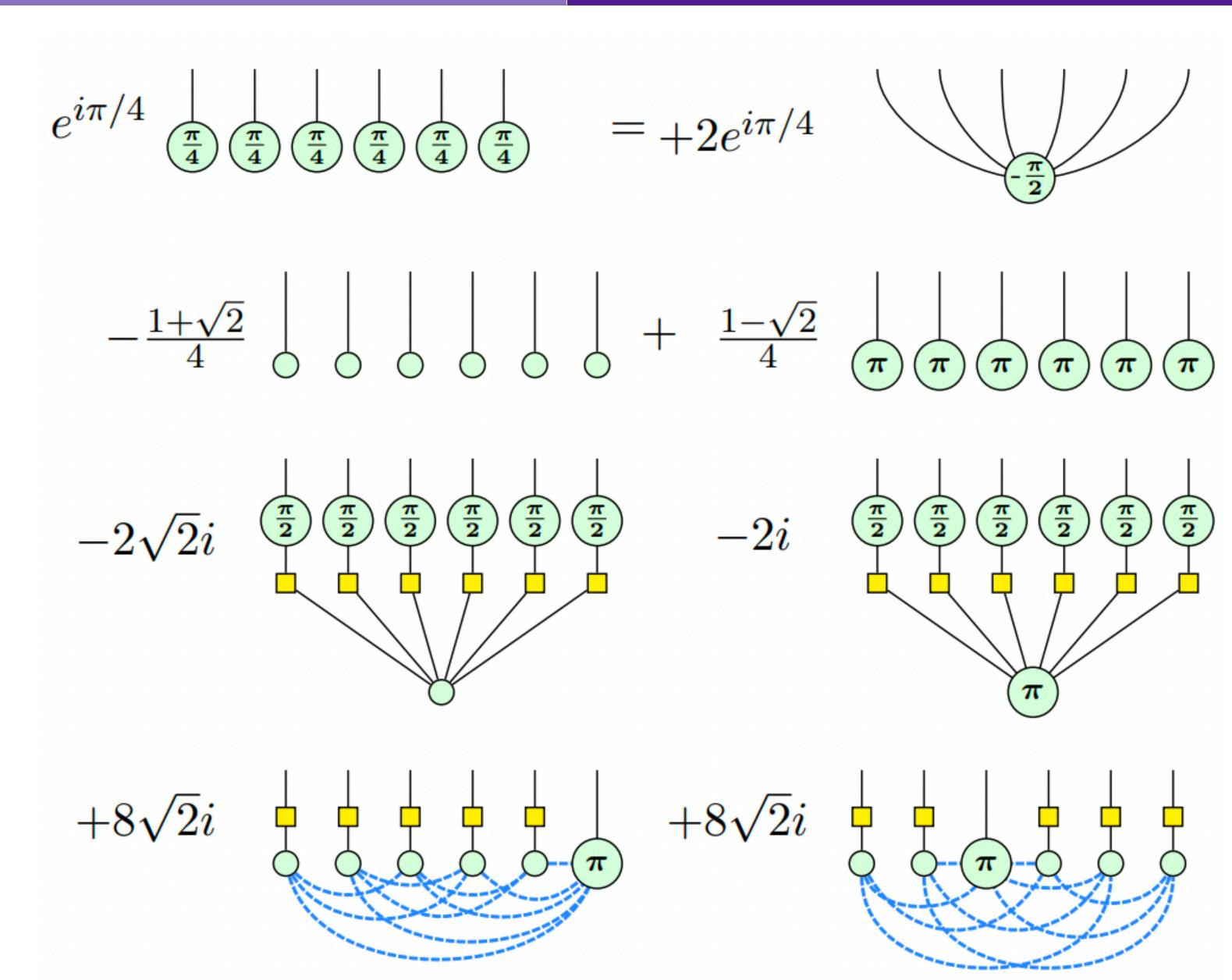


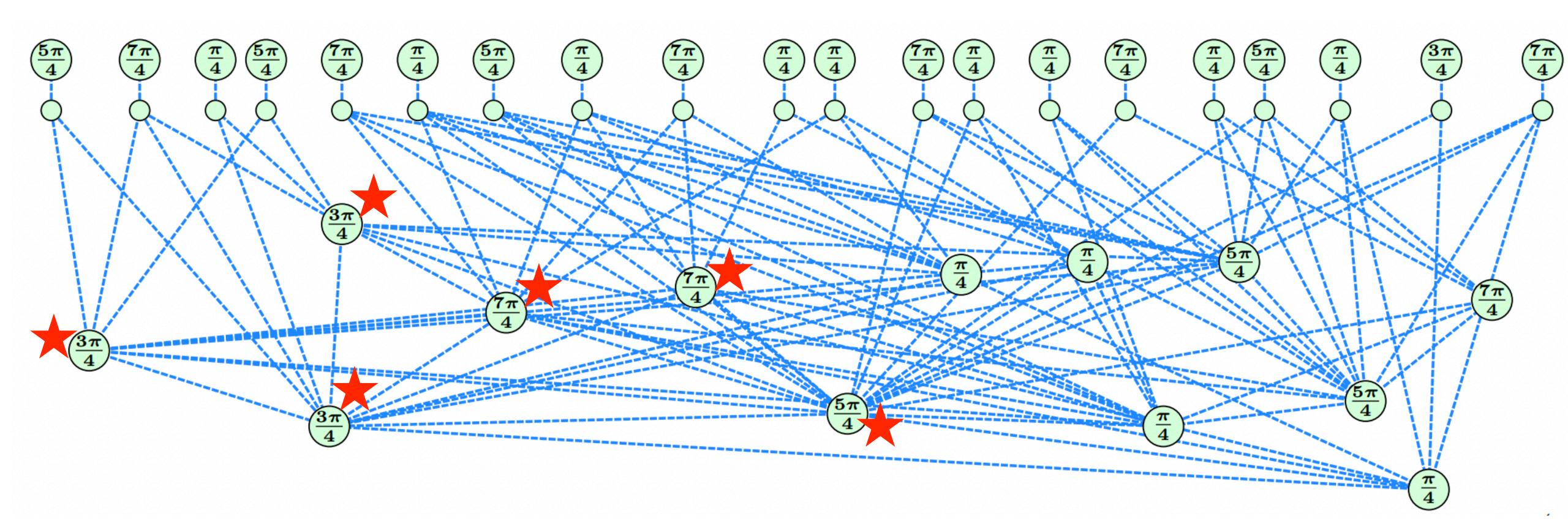
Then, "the step where the magic happens":

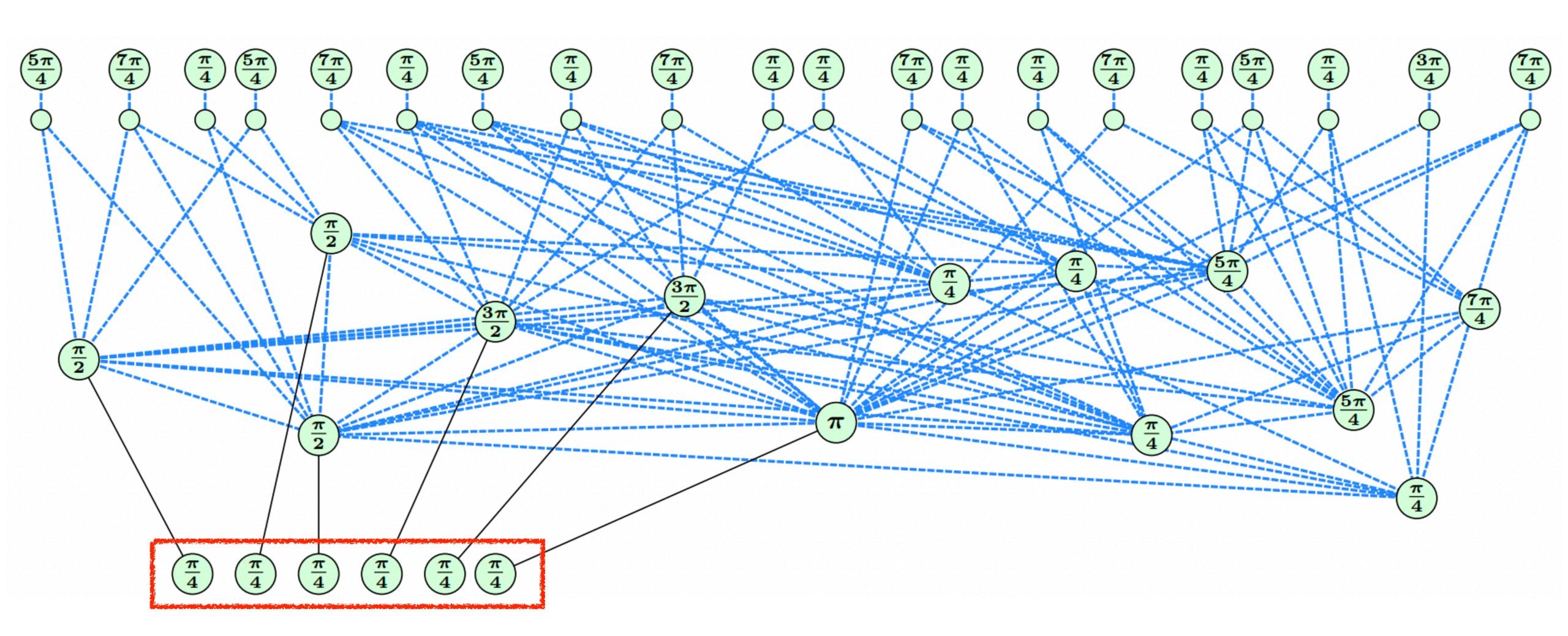
Decomposition of  $|A\rangle^{\otimes 6}$  into 7 stabilizer terms.

Total number of terms is  $2^{\alpha t}$ , with  $\alpha = \log_2(p)/r$ .

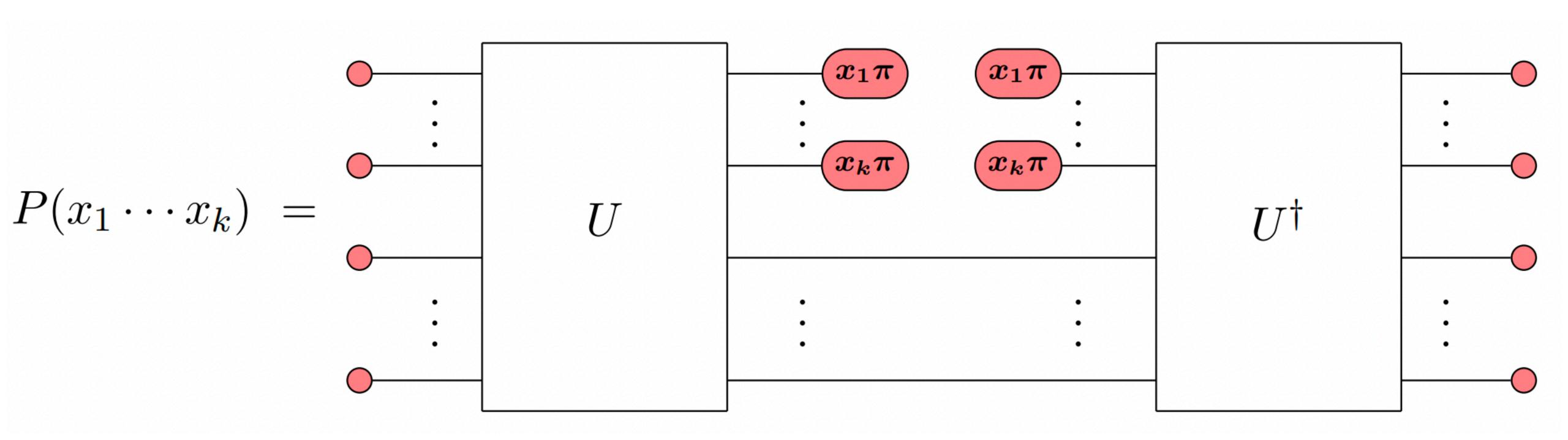
In this case:  $\alpha = \log_2(7)/6 \approx 0.468$ 







Calculating a marginal probability:  $P(x_1, ..., x_k) = ?$ 



# https://zxcalculus.com/publications.html

A. Kissinger and J. van de Wetering. Simulating quantum circuits with ZX-calculus reduced stabiliser decompositions (2021). arXiv:2109.01076.

A. Kissinger, J. van de Wetering, and R. Vilmart. Classical simulation of quantum circuits with partial and graphical stabiliser decompositions (2022). arXiv:2109.01076.

### Cat states:

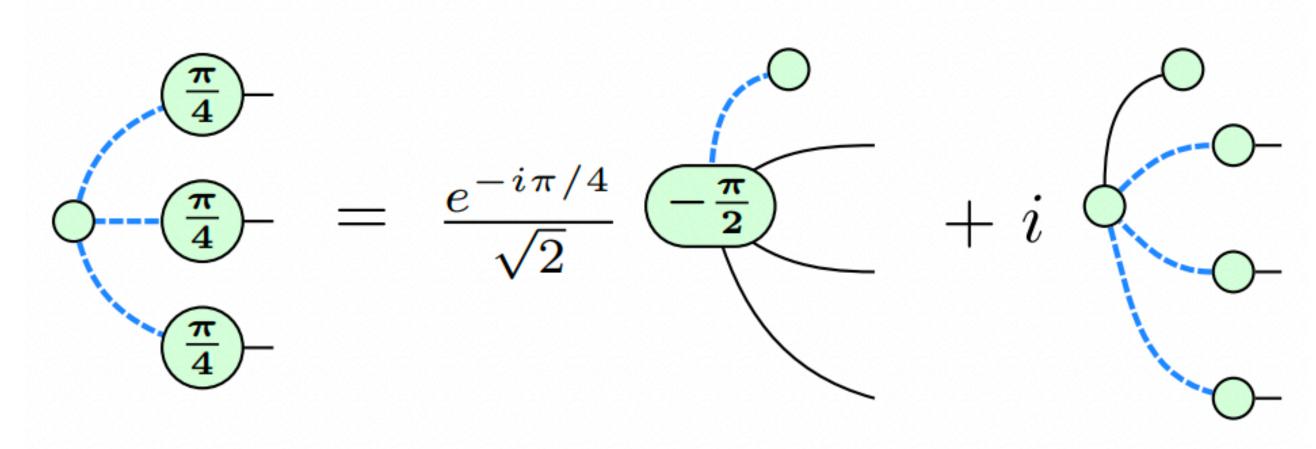
$$\left|\operatorname{cat}_{n}\right\rangle = \frac{1}{\sqrt{2}} \left(I^{\otimes n} + Z^{\otimes n}\right) \left|A\right\rangle^{\otimes n}$$

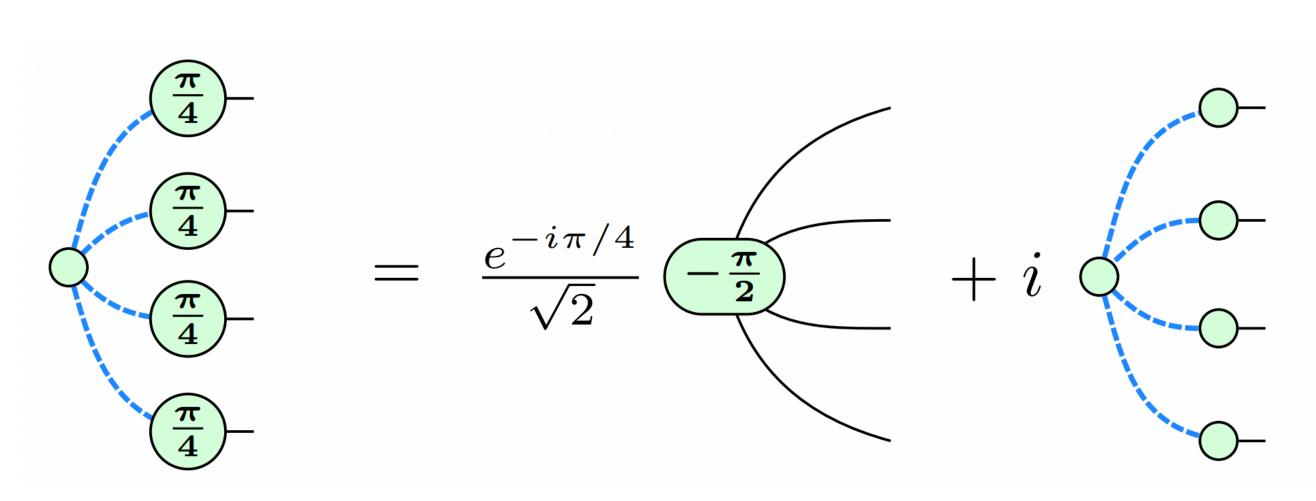
$$|\operatorname{cat}_n\rangle = \frac{1}{\sqrt{2}} \sqrt{\frac{\pi}{4}} - \frac{\pi}{4}$$

$$\vdots$$

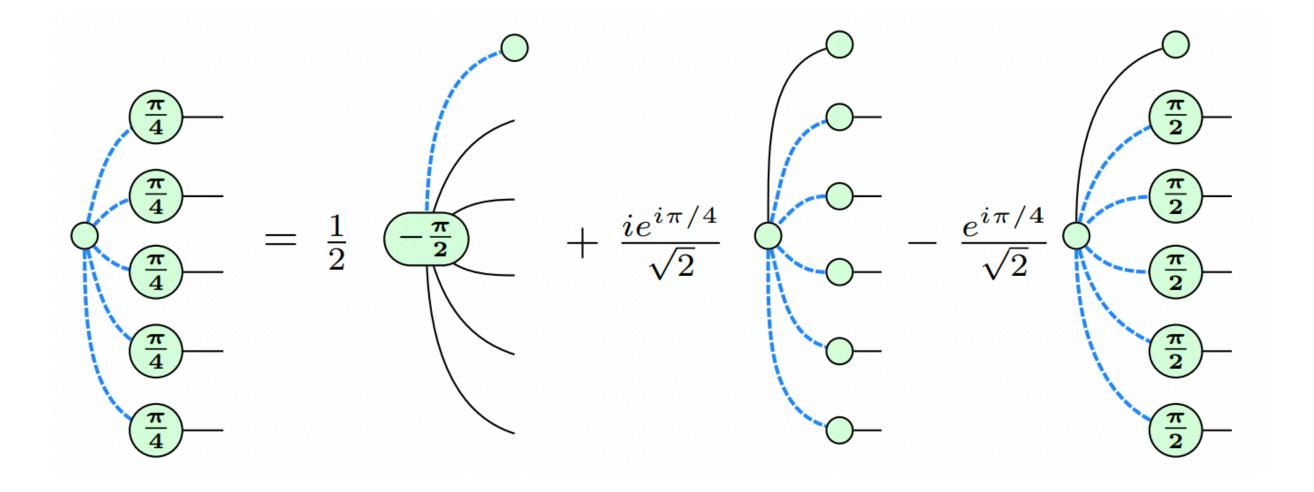
n	$\chi( \operatorname{cat}_n\rangle)$	$\alpha$
3	2	0.333
4	2	0.25
5	3	0.317
6	3	0.264

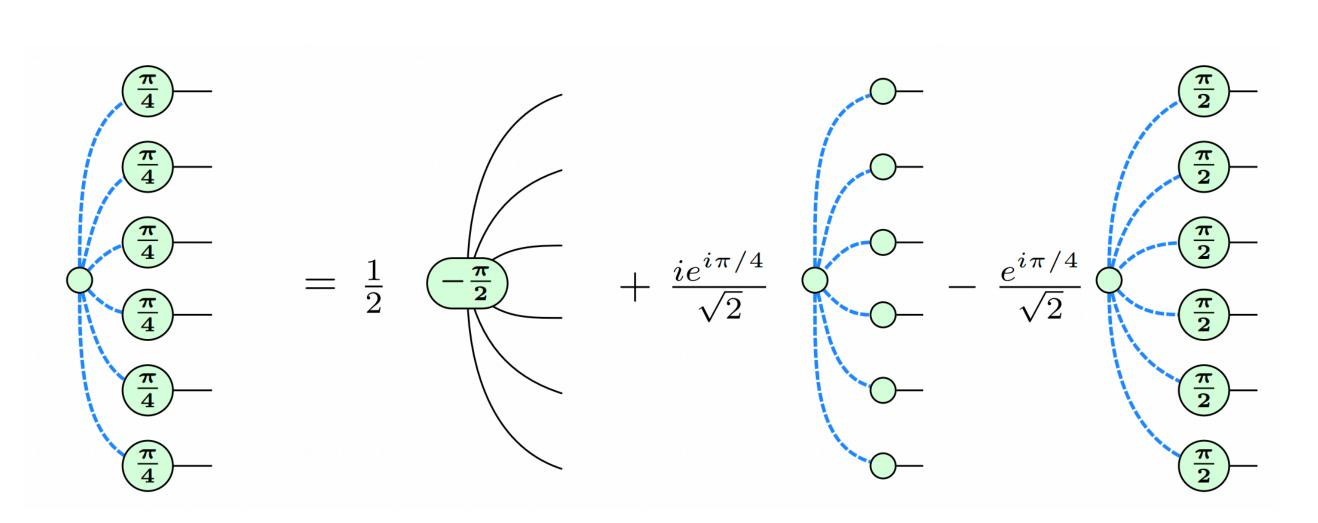
$\boldsymbol{n}$	$\chi( \operatorname{cat}_n\rangle)$	$\alpha$
3	2	0.333
4	2	0.25
5	3	0.317
6	3	0.264



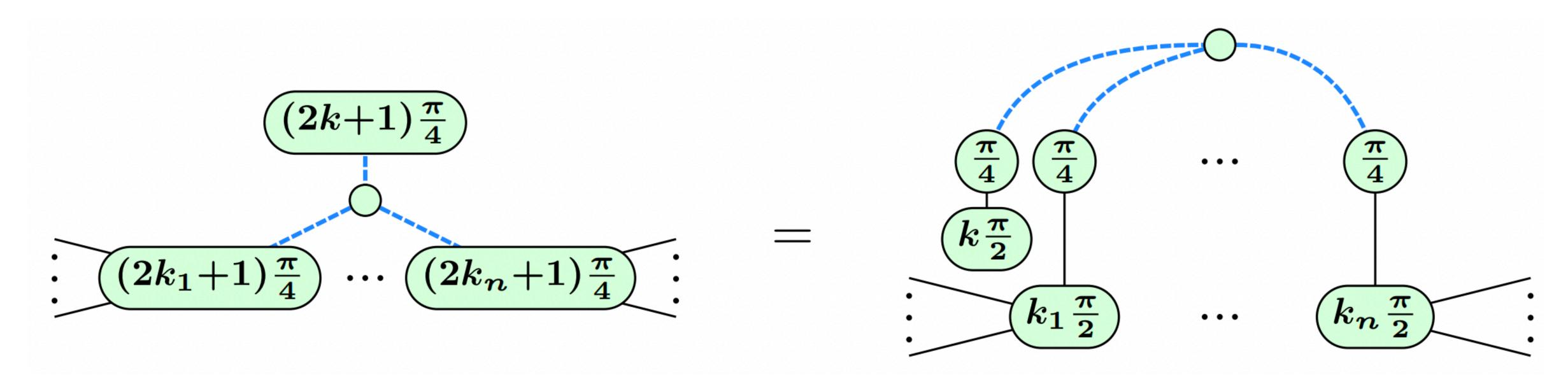


n	$\chi( \operatorname{cat}_n\rangle)$	$\alpha$
3	2	0.333
4	2	0.25
5	3	0.317
6	3	0.264

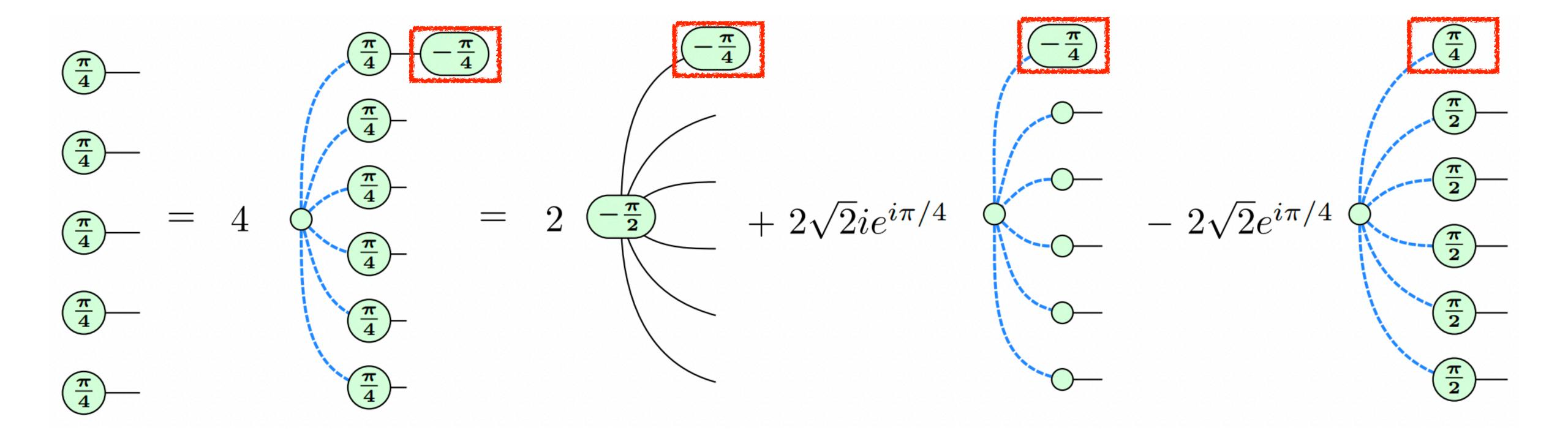




If we can identify these states in the ZX-diagrams, we can use these lower-rank decompositions...



An n-legged phase gadget corresponds to a  $|\operatorname{cat}_{n+1}\rangle$  state!



Essentially a 4-to-3 strategy  $\Rightarrow \alpha \approx 0.396!$ 

So, the procedure searches the ZX-diagram according to the following order of importance:

- 1. a Clifford spider with 4 neighbours ( $\alpha = 0.25$ ),
- **2.** a Clifford spider with 6 neighbours ( $\alpha \approx 0.264$ ),
- 3. a Clifford spider with 5 neighbours ( $\alpha \approx 0.317$ ),
- **4.** a Clifford spider with 3 neighbours ( $\alpha = 1/3 \approx 0.333$ ),
- **5.** any 5 T-spiders ( $\alpha \approx 0.396$ ).

Thank you for your attention!