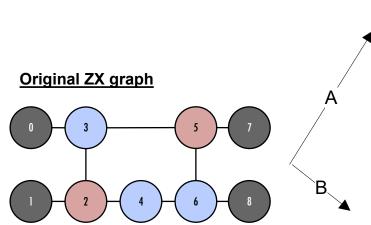
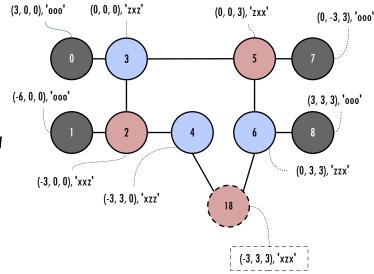
Manual validation summary – CNOTS

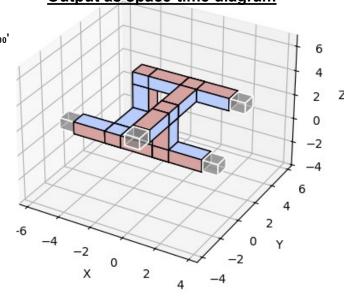
This document shows outputs by the algorithm for the declared input ZX graph. The sample of outcomes is illustrative, not comprehensive. Since the algorithm uses random choices at different stages, the range of possible outcomes is, while finite, potentially larger than shown here.



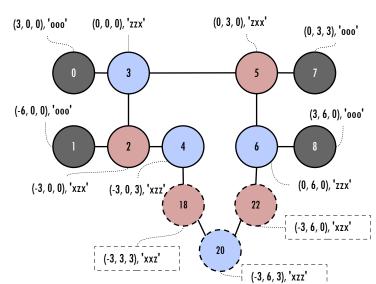
Output in ZX format



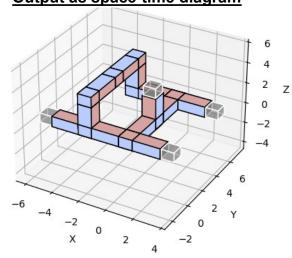
Output as space-time diagram



Output in ZX format



Output as space-time diagram







Simple edge

Hadamard edge



Nodes in original ZX-graph



Additional nodes needed to clear 3D paths

Manual validation summary – CNOTS

This document shows outputs by the algorithm for the declared input ZX graph. The sample of outcomes is illustrative, not comprehensive. Since the algorithm uses random choices at different stages, the range of possible outcomes is, while finite, potentially larger than **Output in ZX format** Output as space-time diagram shown here. (-3, -3, 0), 'xzx' (0, -3, 0), 'zzx' (-6, -3, 0), '000' (3, -3, 0), '000' 3 (0, 0, 6), 'xxz' -2 (3, 0, 6), 'zxz' -6 _{-4 -2} **Original ZX graph** 0 2 (0, 3, 0), '000' (-3, -3, 6), 'xzz' (-3, -3, 3), 'xzz' (-3, 0, 6), 'xxz'

(0, 0, 3), 'zxz'

(3, 0, 3), 'zxz'

(6, 0, 3), '000'

(0, 0, 0), 'zxx'

