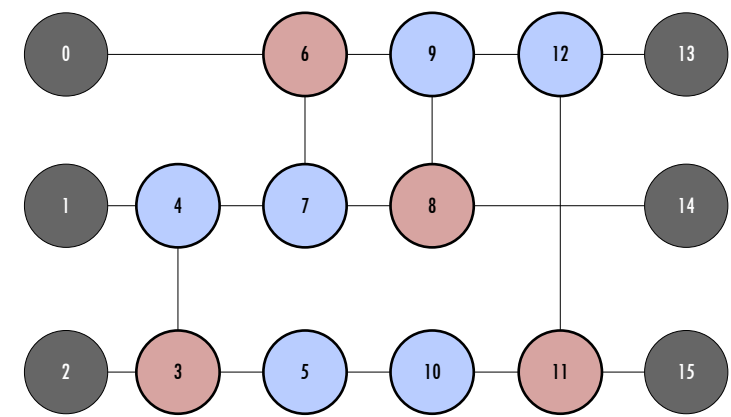# Manual validation summary – Simple mess

This document shows outputs by the algorithm for the declared input ZX graph.

The sample of outcomes is illustrative, not comprehensive. Random choices are involved. The range of possible outcomes is, while finite, potentially larger than shown here.
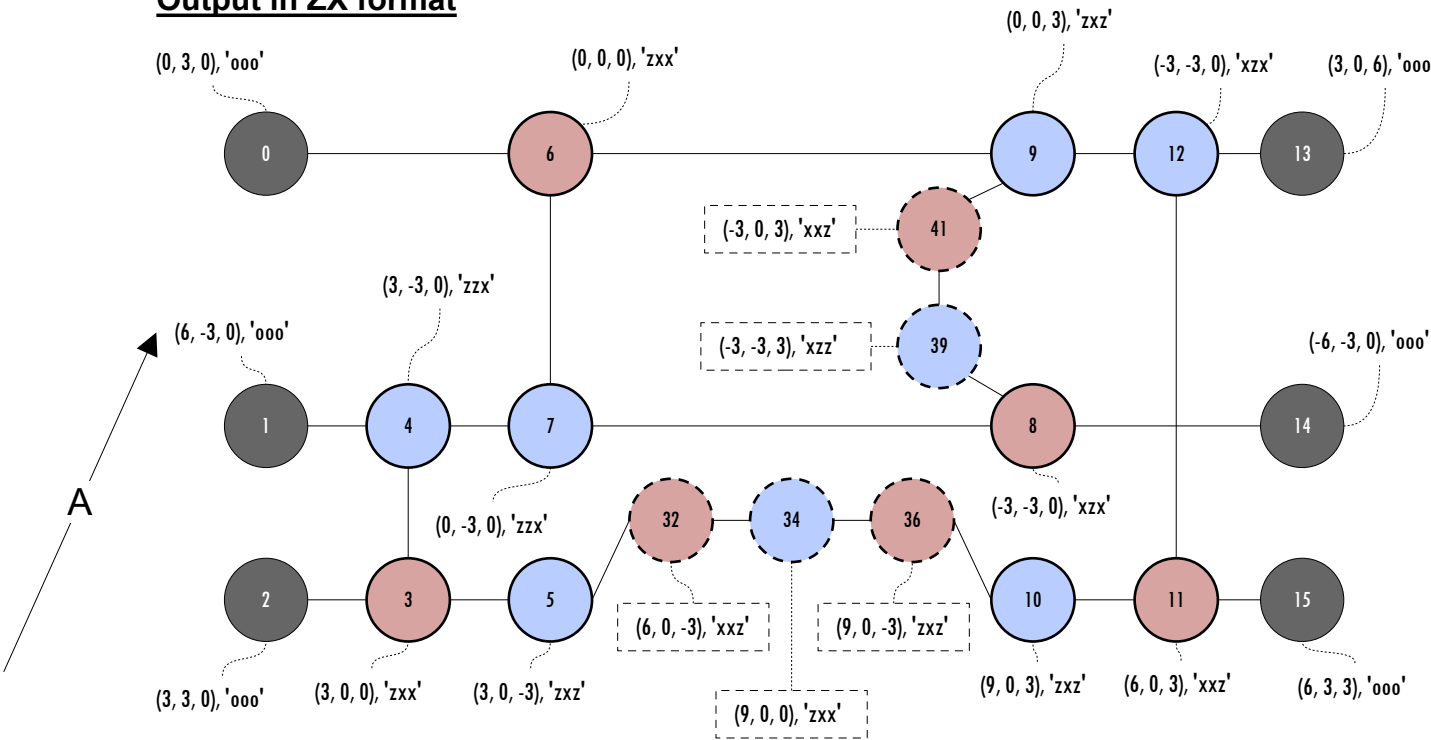
Inputs are not meant to reflect actual circuits. They are conceived to test the diversity of operations the algorithm needs to take overall.

Output in ZX format

(0, 3, 0), 'ooo'
(0, 0, 0), 'zxx'
(0, 0, 3), 'zxz'
(-3, -3, 0), 'xzx'
(3, 0, 6), 'ooo'

0 —— 6 —— 9 —— 12 —— 13

(-3, 0, 3), 'xxz' 41

(3, -3, 0), 'zzx'
(6, -3, 0), 'ooo'
(-3, -3, 3), 'xzz' 39
(-6, -3, 0), 'ooo'

A

1 —— 4 —— 7 —— 8 —— 14

(0, -3, 0), 'zzx'
(-3, -3, 0), 'xzx'

32 —— 34 —— 36

2 —— 3 —— 5 —— 10 —— 11 —— 15

(6, 0, -3), 'xxz'
(9, 0, -3), 'zxz'
(9, 0, 0), 'zxx'
(9, 0, 3), 'zxz'
(6, 0, 3), 'xxz'
(6, 3, 3), 'ooo'

(3, 3, 0), 'ooo'
(3, 0, 0), 'zxx'
(3, 0, -3), 'zxz'

Input ZX graph

0 —— 6 —— 9 —— 12 —— 13

1 —— 4 —— 7 —— 8 —— 14

2 —— 3 —— 5 —— 10 —— 11 —— 15

Output as space-time diagram

X

Y

—— Simple edge

—— Hadamard edge

Nodes in original ZX-graph

Additional nodes needed to clear 3D paths

Manual validation summary – Simple mess

This document shows outputs by the algorithm for the declared input ZX graph.

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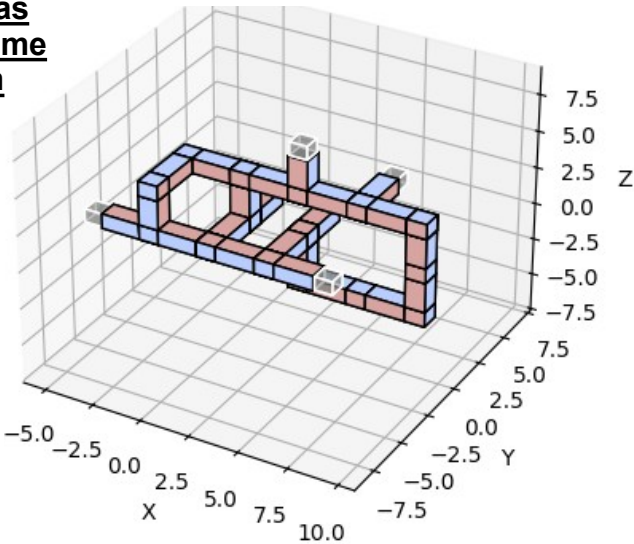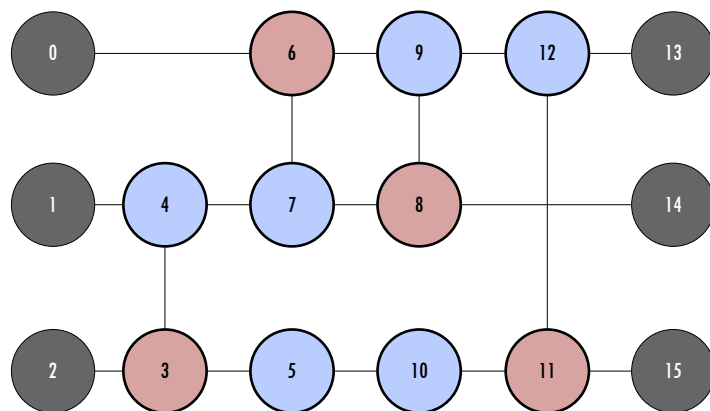
Input ZX graph

Output in ZX format

Output as space-time diagram

X

Y

—— Simple edge

—— Hadamard edge

Nodes in original ZX-graph

Additional nodes needed to clear 3D paths

Manual validation summary – Simple mess

This document shows outputs by the algorithm for the declared input ZX graph.

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Input ZX graph

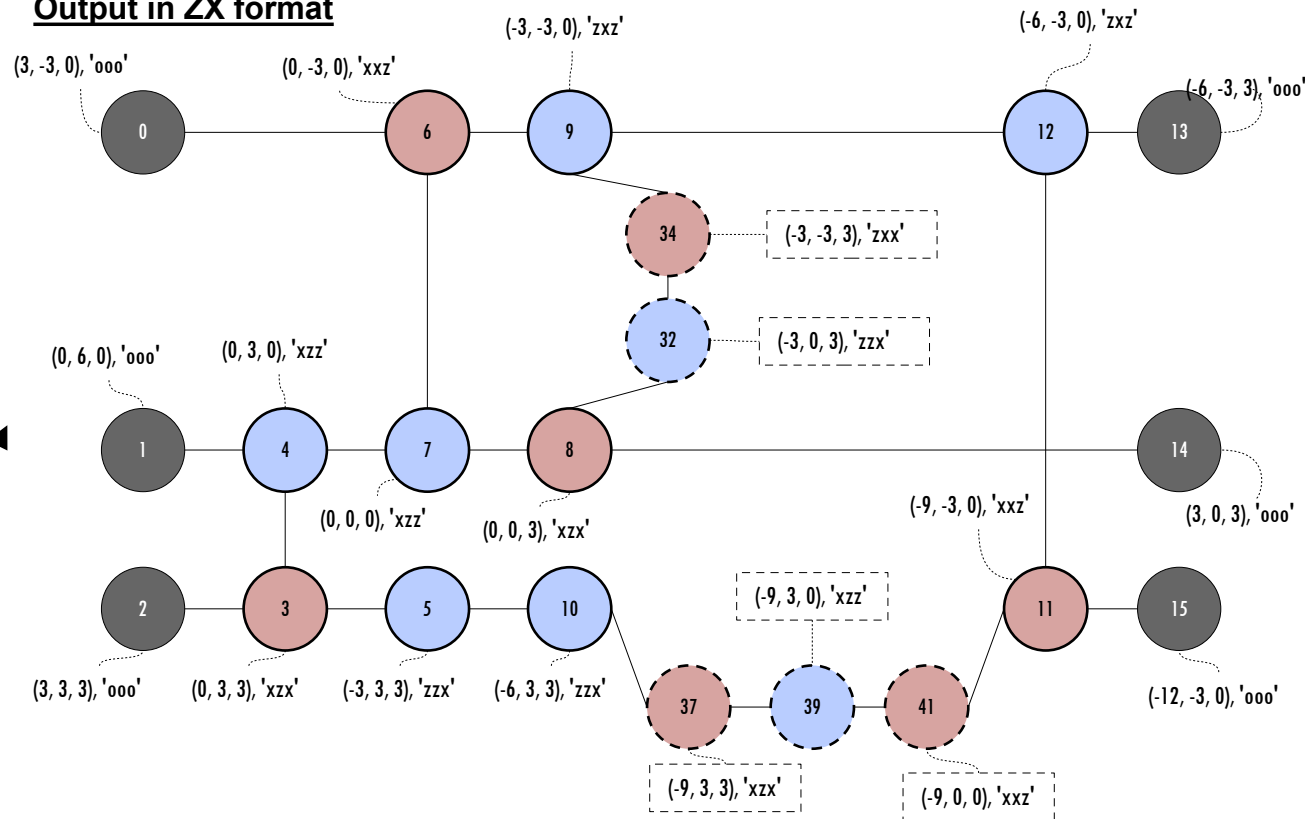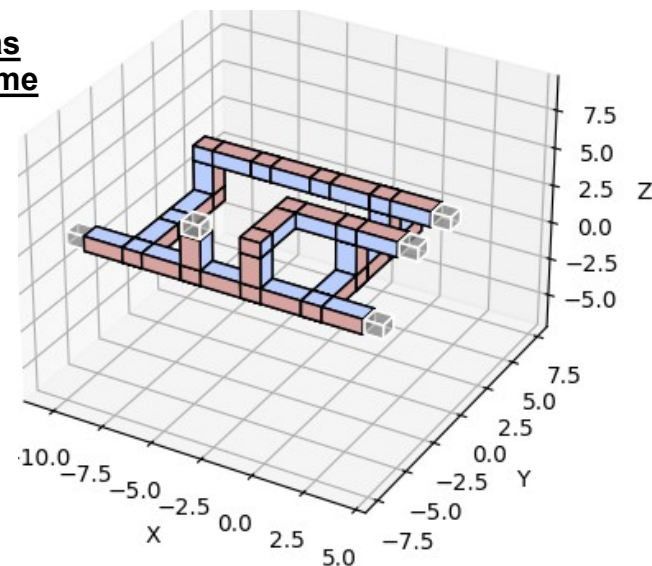**Output in ZX format**

(0, 3, -3), 'xxz'   (-3, 3, 0), 'zxx'
(3, 3, -3), 'zxz'   (-3, 3, -3), 'zxz'
(-6, 3, 0), 'ooo'

(-3, 0, 0), 'zzx'   (-6, 0, 0), 'zzx'

47   49   51   53

(3, 6, 0), 'ooo'

0   6   9   12   13

(3, 3, 0), 'zxx'

(6, 0, 0), 'zzx'   (3, 0, 0), 'zzx'
(9, 0, 0), 'ooo'

(0, 0, 0), 'xzx'   (0, 0, 3), 'ooo'

1   4   7   8   14

(6, 3, 3), 'zxz'

(-12, 0, 0), 'zzx'   (-9, 0, 0), 'xzx'

2   3   5   10   11   15

(6, 6, 0), 'ooo'

(-3, 3, 3), 'xxz'

(-9, 0, 3), 'ooo'

32   34   36   38   40   42   44

(6, 3, 0), 'zxx'

(3, 3, 3), 'xxz'   (0, 3, 3), 'xxz'   (-6, 3, 3), 'xxz'   (-9, 3, 3), 'xxz'   (-12, 3, 0), 'zxx'

(-12, 3, 3), 'zxz'

C

Output as space-time diagram

X

Y

—— Simple edge

—— Hadamard edge

Nodes in original ZX-graph

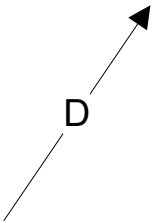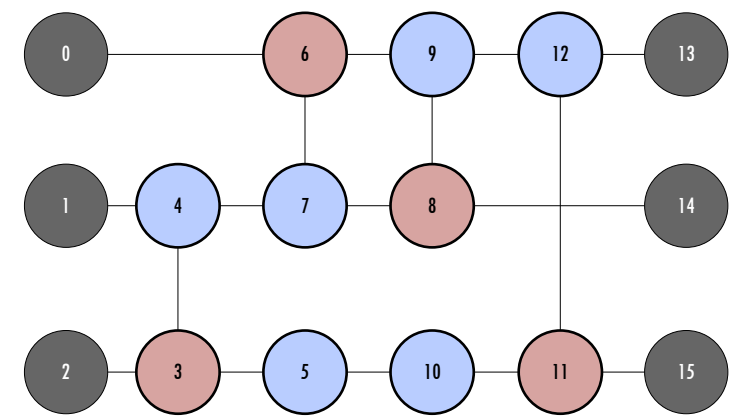Additional nodes needed to clear 3D paths

Manual validation summary – Simple mess

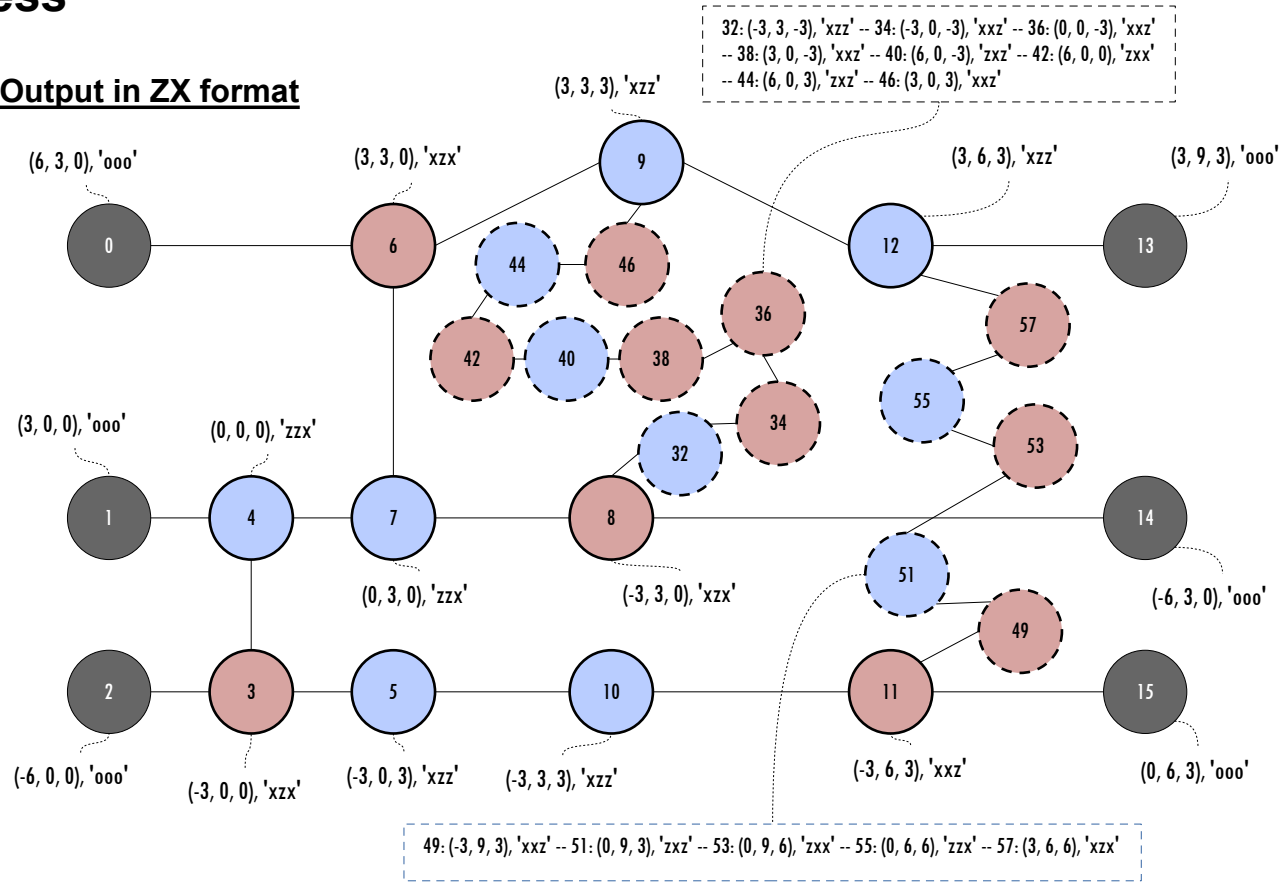This document shows outputs by the algorithm for the declared input ZX graph.

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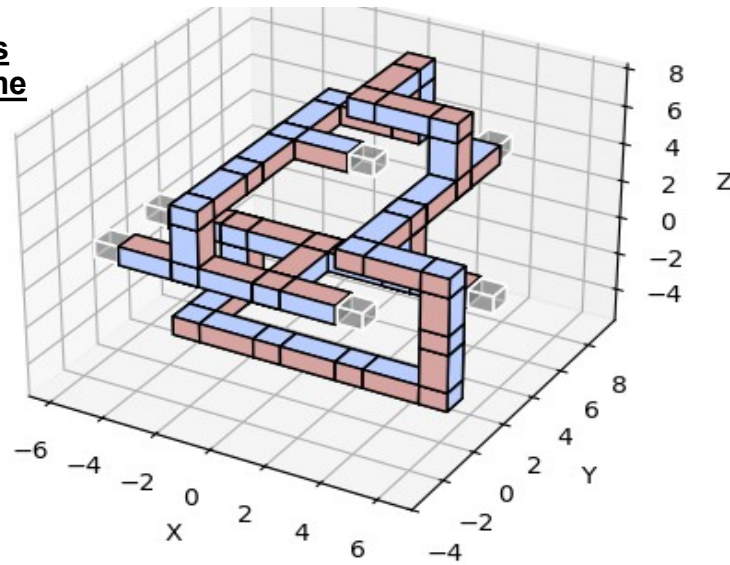
Input ZX graph

Output in ZX format

32: (-3, 3, -3), 'xzz' -- 34: (-3, 0, -3), 'xxz' -- 36: (0, 0, -3), 'xxz' -- 38: (3, 0, -3), 'xxz' -- 40: (6, 0, -3), 'zxz' -- 42: (6, 0, 0), 'zxx' -- 44: (6, 0, 3), 'zxz' -- 46: (3, 0, 3), 'xxz'

(6, 3, 0), 'ooo'
(3, 3, 0), 'xzx'
(3, 3, 3), 'xzz'
(3, 6, 3), 'xzz'
(3, 9, 3), 'ooo'

(3, 0, 0), 'ooo'
(0, 0, 0), 'zzx'
(0, 3, 0), 'zzx'
(-3, 3, 0), 'xzx'
(-6, 3, 0), 'ooo'

(-6, 0, 0), 'ooo'
(-3, 0, 0), 'xzx'
(-3, 0, 3), 'xzz'
(-3, 3, 3), 'xzz'
(-3, 6, 3), 'xxz'
(0, 6, 3), 'ooo'

49: (-3, 9, 3), 'xxz' -- 51: (0, 9, 3), 'zxz' -- 53: (0, 9, 6), 'zxx' -- 55: (0, 6, 6), 'zzx' -- 57: (3, 6, 6), 'xzx'

Output as space-time diagram

Legend

- X (red node)
- Y (blue node)
- —— Simple edge
- —— Hadamard edge
- Nodes in original ZX-graph
- Additional nodes needed to clear 3D paths