

# Quantum Compilers

A Taste of ZX Calculus

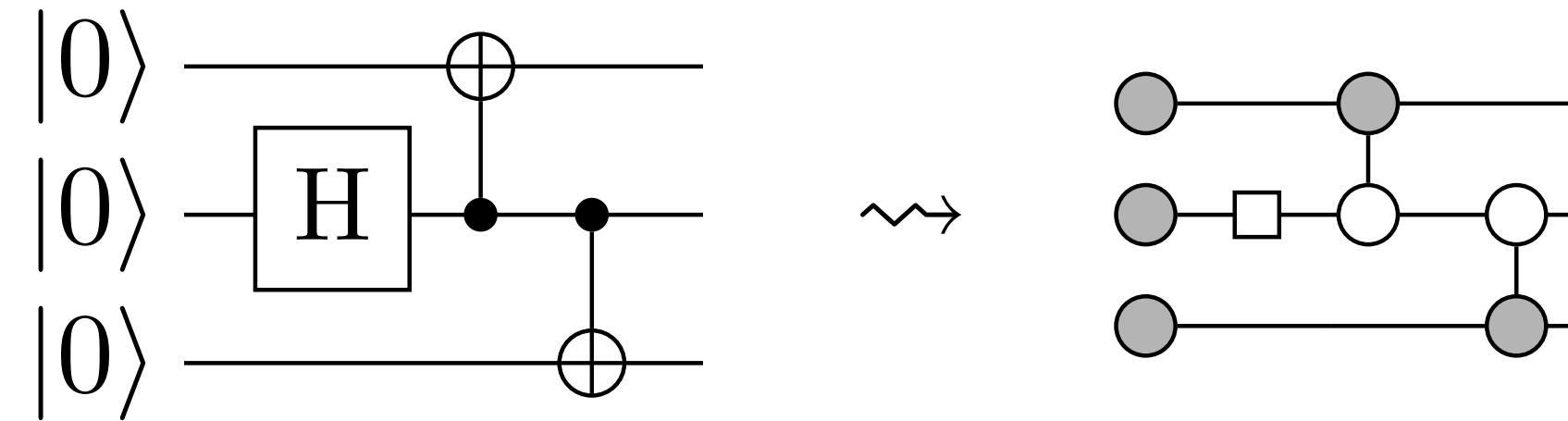
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# ZX-calculus at a glance

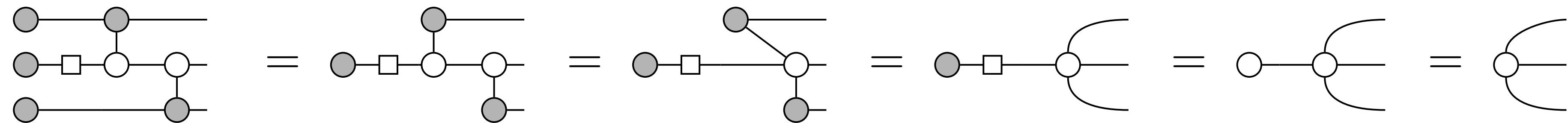
- The ZX-calculus is a formal graphical language for representing and reasoning about quantum circuits (and other linear maps).
- It allows the representation of linear maps as *ZX-diagrams*, e.g.,



- Close relations to *Penrose notation* and *tensor networks*.
- **Slogan:** “only connectivity matters”

# ZX-calculus at a glance

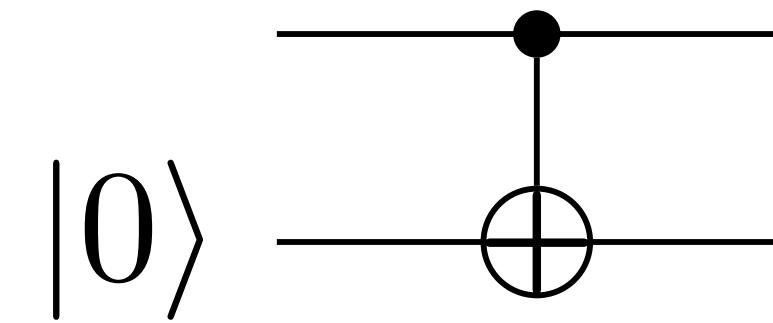
- ZX-calculus allows reasoning about the behaviour of ZX-diagrams through a set of graphical rewrite rules.
- For example, these rules can be used show that the circuit from before prepares the GHZ-state:



- Rewrite rules are topological in that they concern connectivity rather than precise form.

# ZX-calculus from the beginning

- Consider the following quantum circuit:



corresponding to the isometry with matrix (in the computational basis)

$$|00\rangle\langle 0| + |11\rangle\langle 1| = \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 1 \end{pmatrix}$$

- What happens if I plug in  $|0\rangle$  or  $|1\rangle$ ?

# Copying

- If we feed this  $\alpha|0\rangle + \beta|1\rangle$ , we get

$$\alpha|00\rangle + \beta|11\rangle \neq (\alpha|0\rangle + \beta|1\rangle) \otimes (\alpha|0\rangle + \beta|1\rangle)$$

- **Central observation:** This circuit only successfully copies states in the computational basis. In fact, a copying gadget like this *uniquely* identifies a basis in f.d. Hilbert space.
- **Excursion:** A more physics-y way of saying “states in the computational basis on  $\mathbb{C}^2$ ” is “eigenstates for the observable  $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$ .”

# ZX-diagrams: Gadgets, composition, wiring

- Let's use the following notation for this gadget:

$$\text{Diagram} = |0\rangle \text{Diagram} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 1 \end{pmatrix}$$

- We will use an empty wire to denote the identity.
- The meaning of parallel composition (above/below) is tensor product, e.g.,

$$\text{Diagram} = \begin{pmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 1 \end{pmatrix} \otimes \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

- The meaning of sequential composition (left/right) is ordinary composition of linear maps.

# Symmetries

- We write the SWAP-gate in ZX-calculus by just swapping wires

$$\text{SWAP} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

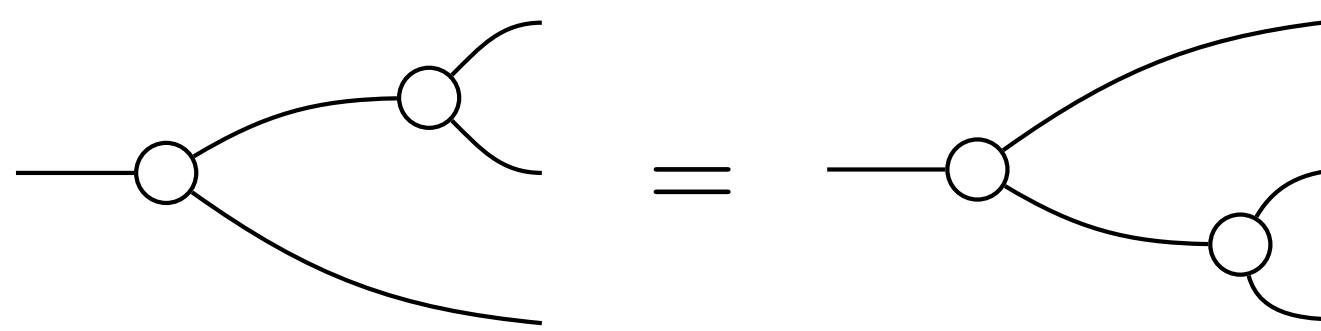
- We can also bend wires by composing with *caps* and *cups*, corresponding to the (unnormalised) Bell state and effect:

$$\text{Cup} = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 1 \end{pmatrix} \quad \text{Cup} = (1 \ 0 \ 0 \ 1)$$

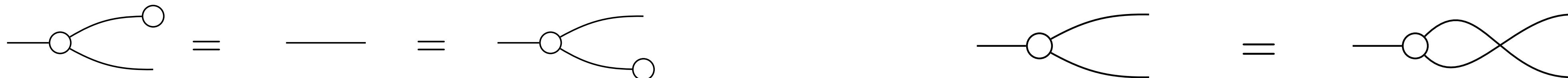
- Swapping and wire bending works very satisfingly as one would expect: You can slide gadgets along the wire of a SWAP, and turn inputs into outputs (and vice versa) using cups and caps.

# Copying in Z

- We notice that the copying gadget is *coassociative* in that

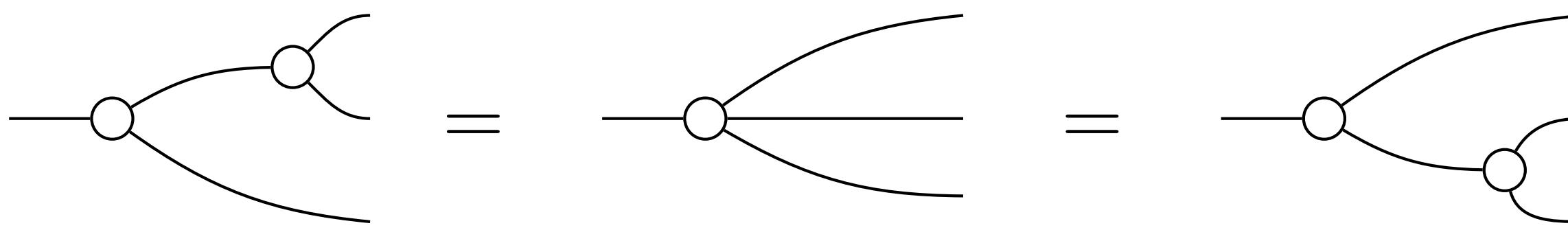
$$\text{Diagram showing coassociativity: } \text{---} \circ \text{---} = \text{---} \circ \text{---} = \text{---} \circ \text{---}$$


- Writing  $\circ$  for the (unnormalised!) effect  $\langle 0 | + \langle 1 |$ , we see that it is also *counital* and *cocommutative* in that

$$\text{Diagram showing counit and cocommutativity: } \text{---} \circ \text{---} = \text{---} = \text{---} \circ \text{---} = \text{---} \circ \text{---} = \text{---} \circ \text{---}$$


# Copying in Z

- Since it doesn't matter how we copy precisely, we might as well write copying twice as a node with one input line and three output lines, i.e.,



and so on for arbitrary Z-basis copying.

# Cocopying in Z

- Since Z-copying is a linear map on a Hilbert space, it has a Hermitian adjoint given by

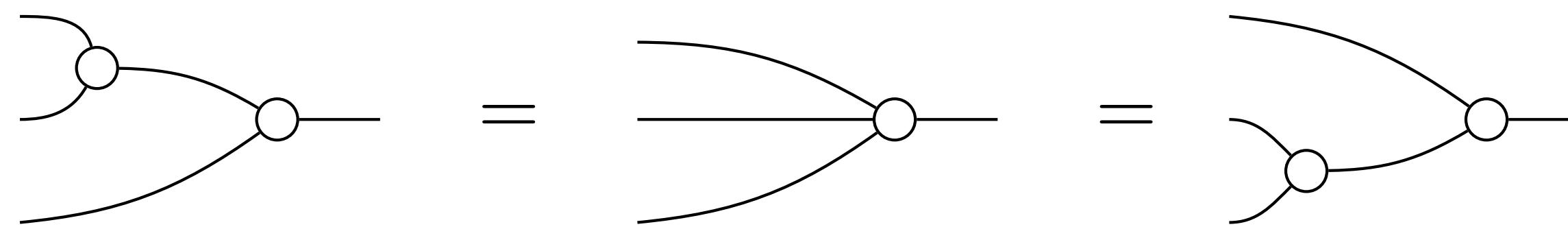
$$\text{Diagram: A vertex with two incoming lines and one outgoing line.} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

- Dually, writing  $\circ-$  for the unnormalised state  $|0\rangle + |1\rangle$ , we get that this satisfies the dual properties (associativity, unitality, commutativity)

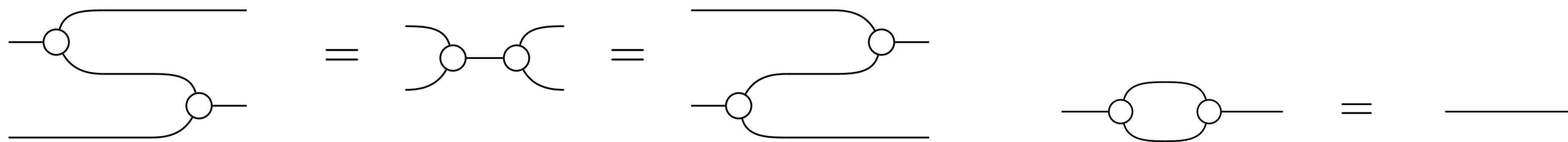
$$\begin{array}{ccc} \text{Diagram: Two vertices connected by a line, with two lines entering the left vertex and one line exiting the right vertex.} & = & \text{Diagram: Two vertices connected by a line, with one line entering the left vertex and two lines exiting the right vertex.} \\ \\ \text{Diagram: Two vertices connected by a line, forming a loop.} & = & \text{Diagram: A single horizontal line segment.} \end{array}$$

# Cocopying in Z

- Likewise, since it doesn't matter how we cocopy precisely, we might as well write cocopying twice as a node with three inputs and one output, i.e.,



and so on for arbitrary Z-basis cocopying. In fact, we have that the combination of copying and cocopying satisfies the laws



- Consequence:** It doesn't matter how we combine copiers and cocopiers, or whether we have to cross wires to do so, the only thing that matters is the number of inputs and outputs.

# Spiders

- By combining an  $n$ -way Z-cocopying gadget with an  $m$ -way Z-copying gadget, we get the fundamental building block of ZX-calculus, the (Z)-spider:

$$n \left\{ \begin{array}{c} \vdots \\ \vdots \end{array} \right\}_m = n \left\{ \begin{array}{c} \vdots \\ \vdots \end{array} \right\}_m = |0\rangle^{\otimes m} \langle 0|^{\otimes n} + |1\rangle^{\otimes m} \langle 1|^{\otimes n}$$

- It turns out to be convenient to allow a phase  $e^{i\alpha}$  to be conditionally applied, yielding the *phased (Z)-spider*

$$n \left\{ \begin{array}{c} \vdots \\ \alpha \\ \vdots \end{array} \right\}_m = |0\rangle^{\otimes m} \langle 0|^{\otimes n} + e^{i\alpha} |1\rangle^{\otimes m} \langle 1|^{\otimes n}$$

- When a phase is 0 we leave the node empty and recover ordinary spiders.
- In the special case where  $n$  and  $m$  are both 1, we recover the usual phase gates:  $|0\rangle\langle 0| + e^{i\alpha}|1\rangle\langle 1|$ .

# Other bases

- So far we have only looked at spiders in the Z-basis. To build interesting gates, we need other bases as well.
- Clearly not feasible to have all of them – we'll run out of discernible colors very quickly!
- **Hypothesis:** We can maximise expressivity if we choose an observable such that its eigenbasis is *maximally unlike* the Z-basis.
- But what does that mean?

# Complementarity

- Say that two orthonormal bases  $\{ |\alpha_i\rangle \}_{i \in I}$ ,  $\{ |\beta_i\rangle \}_{i \in I}$  on some f.d. Hilbert space  $H$  are *mutually unbiased* when

$$|\langle \alpha_i | \beta_j \rangle|^2 = \langle \alpha_i | \beta_j \rangle \langle \beta_j | \alpha_i \rangle = \frac{1}{\dim(H)}$$

for all  $i, j \in I$ .

- Say that two observables are *complementary* when their eigenbases are mutually unbiased.
- **Operationally:** When observables  $M$  and  $N$  are complementary, measuring *any*  $M$ -eigenstate  $|\alpha\rangle$  in the  $N$ -eigenbasis (or vice versa) reveals *no information* about  $|\alpha\rangle$  (cf. uncertainty)

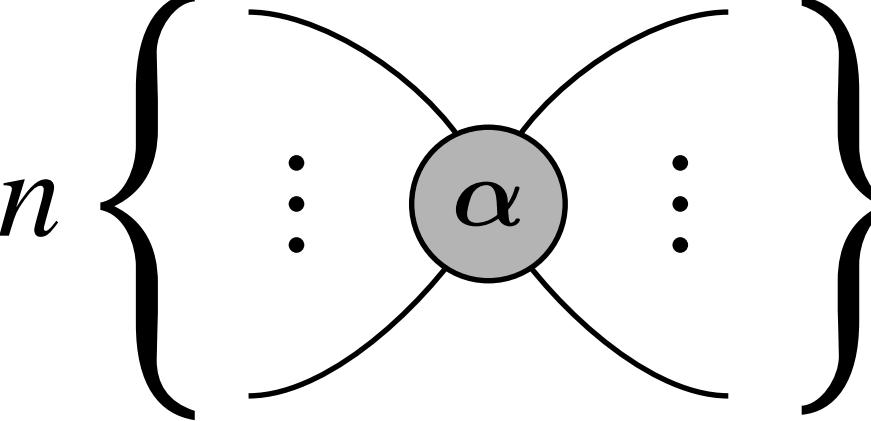
# Complementarity

- A canonical choice of observable complementary to  $Z$  is  $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$  with eigenbasis  $\{ |+\rangle, |-\rangle \}$ .
- In fact,  $X$  is the *unique* observable that is *strongly complementary* to  $Z$ , meaning that it satisfies some additional algebraic properties.
- Notice that  $HZH = X$  and  $HXH = Z$  (with  $H$  the Hadamard gate).
- In ZX-calculus, we write  $H$  as a little box:



# X-Spiders

- We define *phased X-spiders* as

$$n \left\{ \begin{array}{c} \vdots \\ \alpha \\ \vdots \end{array} \right\} m = |+\rangle^{\otimes m} \langle +|^{\otimes n} + e^{i\alpha} |-\rangle^{\otimes m} \langle -|^{\otimes n}$$


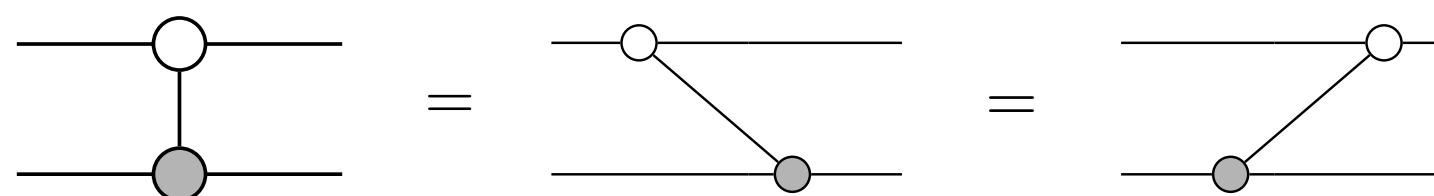
- The X-(co)copiers appear as special cases, as do phase gates conjugated by Hadamard:  $|+\rangle\langle +| + e^{i\alpha}|-\rangle\langle -|$ .
- Notice in particular that the unit is the state

$$\text{---} = H(|0\rangle + |1\rangle) = |+\rangle + |-\rangle = \sqrt{2}|0\rangle$$

- **Dubious convention:** In ZX-calculus, like in much of physics, we tend to disregard (non-zero) global scalars, and, e.g., just use  $\text{---} = |0\rangle$ . This is inaccurate, but it is safe in the sense that we can always recover non-zero global scalars again (up to global phase).

# Universality

- Phase gates are Z-rotations up to global phase, while phase gates conjugated by Hadamard are X-rotations up to global phase.
- **Euler decomposition:** Any unitary  $U$  on  $\mathbb{C}^2$  can be written as a product of Z-rotations and X-rotations,  $U = e^{i\phi}R_Z(\alpha)R_X(\beta)R_Z(\gamma)$  for some  $\alpha, \beta, \gamma, \varphi \in [0, 2\pi]$ .
- **Two-level unitaries suffice:** Any unitary on  $\mathbb{C}^{2^n}$  can be written as a network of 1-qubit unitaries and CNOTs.
- CNOT is expressible in ZX-calculus as

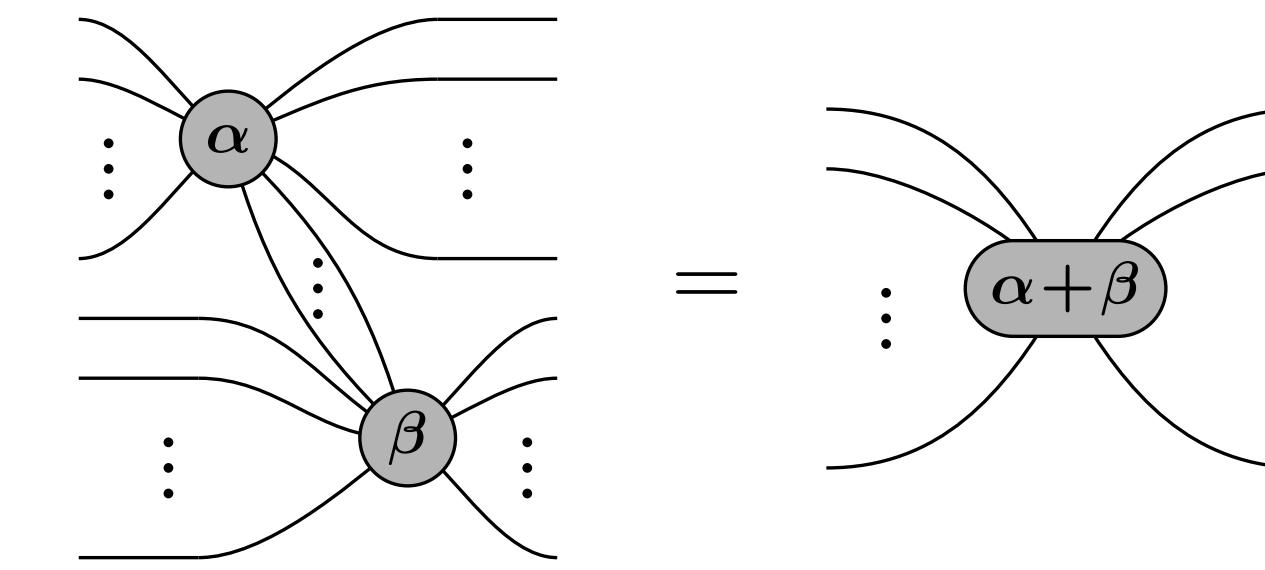
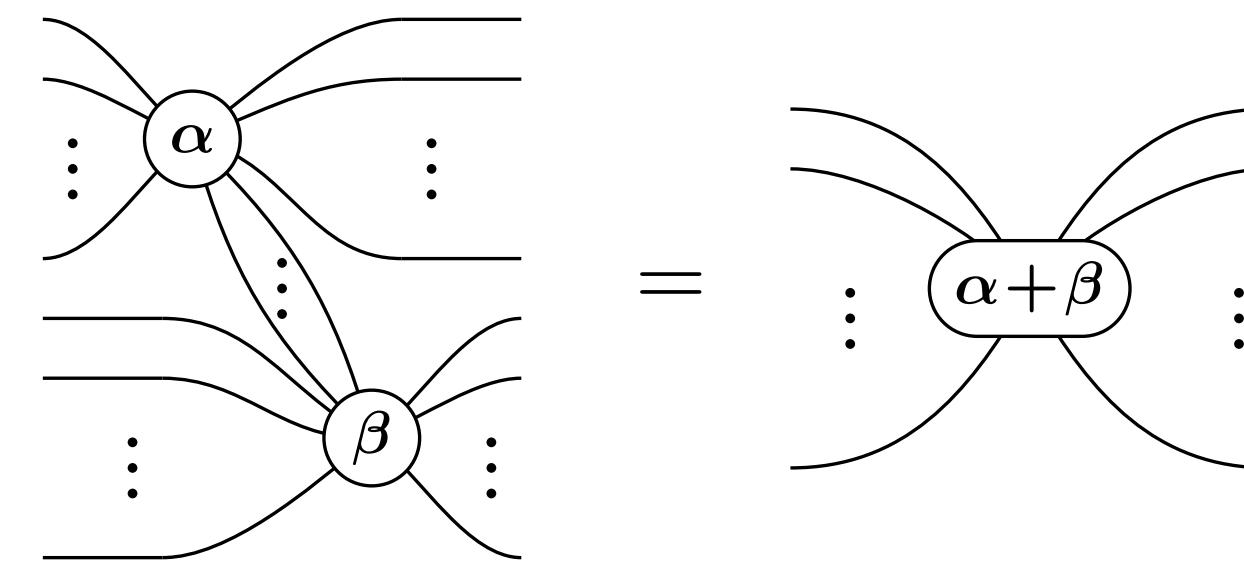


so it follows that ZX-calculus can express any unitary (it enjoys *exact universality*).

# Reasoning about ZX-diagrams

- ZX-calculus allows a number of rewrite rules to reason about linear maps.
- A prime application of ZX-calculus is to prove equalities of linear maps (such as quantum circuits) by turning them into ZX-diagrams and applying rewrite rules until one turns into the other.
  - You can also use this for directed rewriting (e.g., circuit optimisation), but some care must be exercised to ensure circuit-to-circuit translation.

# Spider fusion



- When two spiders of the same color are connected by at least one edge they can be merged into one node with their phases added together (modulo  $2\pi$ ).
- Elegantly subsumes the rules of (co)associativity and (co)unitality, as well as the interaction between copiers and cocopiers of the same color.
- Also subsumes the rule that two rotations of the Bloch sphere along the same axis can be combined into one:

$$\text{---}(\alpha)\text{---}(\beta)\text{---} = \text{---}(\alpha + \beta)\text{---}$$

# Identity removal

$$\text{---} \circ \text{---} = \text{---} = \text{---} \bullet \text{---}$$

- A phased spider with one input, one output, and a trivial phase is just the identity.
- Together with spider fusion, this says that the inverse to a rotation by  $\alpha$  is a rotation by  $-\alpha$  since

$$\text{---} (\alpha) \text{---} (-\alpha) \text{---} = \text{---} \circ \text{---} = \text{---}$$

- In combination with spider fusion it also allows us to remove self-loops:

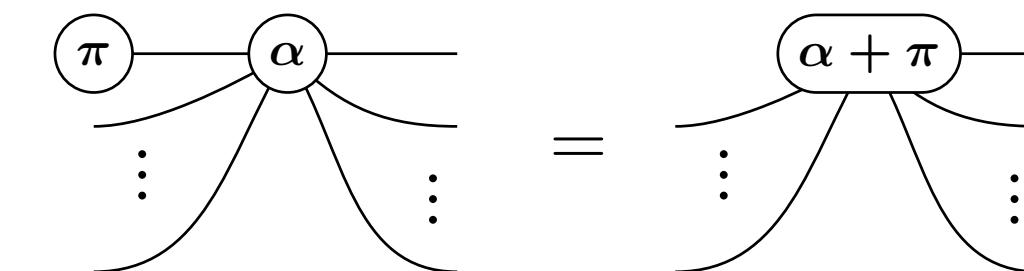
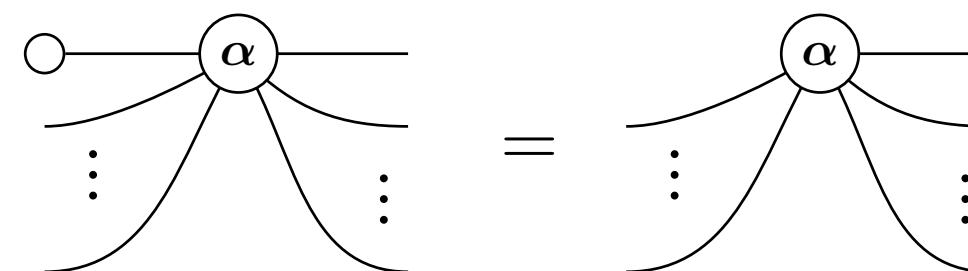
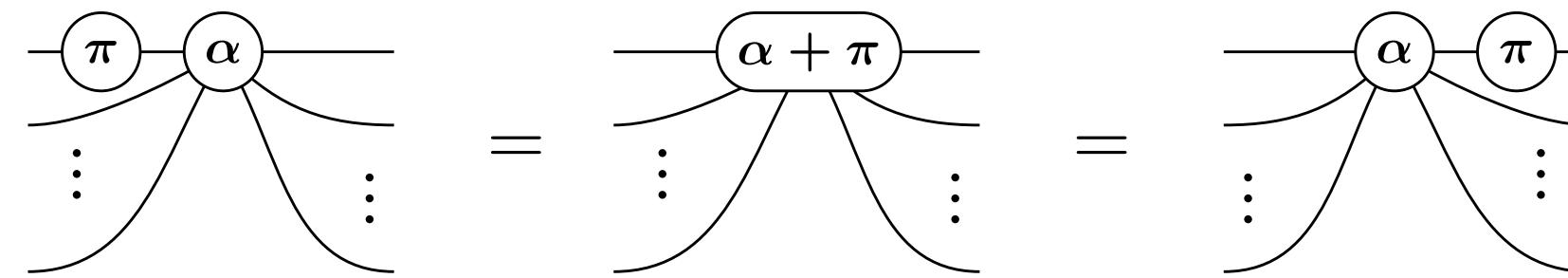
$$\begin{array}{c} \vdots \\ \text{---} \alpha \text{---} \vdots \\ \vdots \end{array} = \begin{array}{c} \vdots \\ \text{---} \alpha \text{---} \vdots \\ \vdots \end{array} = \begin{array}{c} \vdots \\ \text{---} \alpha \text{---} \vdots \\ \vdots \end{array}$$

# Copy and $\pi$ -commutation

- We have that Pauli operations and their eigenstates are given by

	=	$ 0\rangle$		=	$ +\rangle$
	=	$ 1\rangle$		=	$ -\rangle$
	=	$X$		=	$Z$

- Same-color interactions are already covered by spider fusion:



# Copy and $\pi$ -commutation

- For interaction with different color spiders, we need the copy and  $\pi$ -commutation rules (for Boolean variable  $a \in \{0,1\}$ ):

$$\begin{array}{ccc} \text{Diagram: } & = & \text{Diagram: } \\ \text{A gray circle labeled } \pi \text{ is connected to a white circle labeled } \alpha \text{ which has two outgoing lines.} & & \text{A white circle labeled } \pi \text{ is connected to a gray circle labeled } -\alpha \text{ which is connected to two gray circles labeled } \pi. \end{array}$$

$$\begin{array}{ccc} \text{Diagram: } & = & \text{Diagram: } \\ \text{A gray circle labeled } a\pi \text{ is connected to a white circle labeled } \alpha \text{ which has two outgoing lines.} & & \text{A white circle labeled } a\pi \text{ is connected to two gray lines.} \end{array}$$

- Notice the important special case

$$\begin{array}{ccc} \text{Diagram: } & = & \text{Diagram: } \\ \text{A white circle labeled } \alpha \text{ is connected to a gray circle labeled } \pi \text{ which is connected to a gray line.} & & \text{A gray oval labeled } -\alpha \text{ is connected to a gray line.} \end{array}$$

# Color changing

- We remarked earlier that  $HZH = X$  and  $HXH = Z$ . We also have  $HH = I$ .
  - This becomes the rules

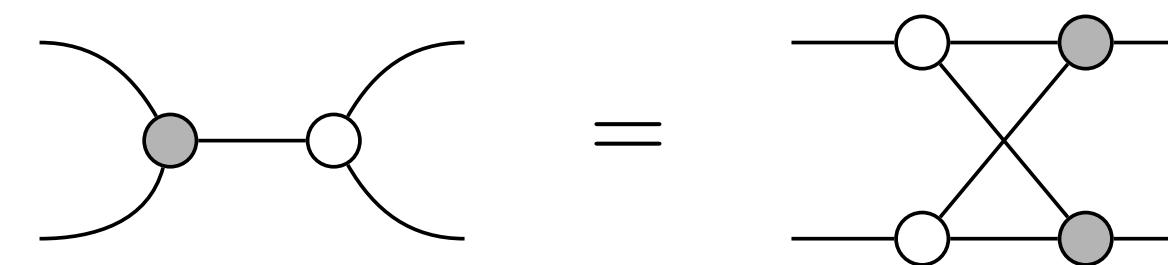
$$\begin{array}{c} \text{Diagram 1: } \\ \text{A central node labeled } \alpha \text{ with four outgoing edges. The top-left edge connects to a square terminal. The top-right edge connects to another square terminal. The bottom-left edge connects to a square terminal. The bottom-right edge connects to another square terminal. Vertical ellipses on either side of the central node indicate multiple inputs or outputs.} \end{array}
 = 
 \begin{array}{c} \text{Diagram 2: } \\ \text{A central node labeled } \alpha \text{ with four outgoing edges. The top-left edge connects to a square terminal. The top-right edge connects to another square terminal. The bottom-left edge connects to a square terminal. The bottom-right edge connects to another square terminal. The central node is shaded gray. Vertical ellipses on either side of the central node indicate multiple inputs or outputs.} \end{array}$$

- Notice that the spider color changing rule also applies when the number of inputs or outputs is zero, e.g.,

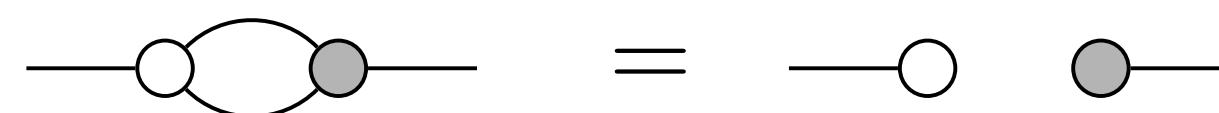
$$\text{---} \square = \text{---}$$

# Bialgebra and Hopf rule

- So far, we have said that the white and gray spiders corresponded to (eigenbases of) complementary observables, but we haven't used this.
- This important relationship is formalised by the *bialgebra rule*:

$$\text{Diagram: } \text{A gray spider} \otimes \text{A white spider} = \text{A white spider} \otimes \text{A gray spider}$$


- In fact, the X and Z observables satisfy an additional rule that makes them *strongly complementary*, namely the *Hopf rule*:

$$\text{Diagram: } \text{A white spider} \otimes \text{A gray spider} = \text{A white spider} + \text{A gray spider}$$


# Meta rules

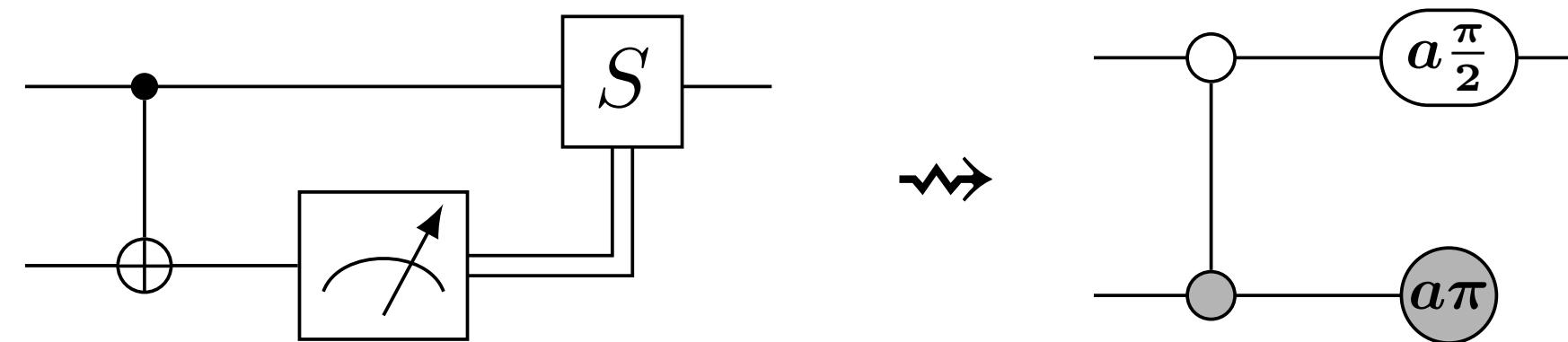
- Hadamard is defined to be any one of the following six diagrams:

$$\begin{array}{ccccccc} \text{---} \square \text{---} & = & e^{-i\frac{\pi}{4}} \text{---} \overset{\pi/2}{\circlearrowleft} \text{---} \overset{\pi/2}{\circlearrowright} \text{---} \overset{\pi/2}{\circlearrowright} \text{---} & = & e^{i\frac{\pi}{4}} \text{---} \overset{-\pi/2}{\circlearrowleft} \text{---} \overset{-\pi/2}{\circlearrowleft} \text{---} \overset{-\pi/2}{\circlearrowleft} \text{---} & = & \overset{\pi/2}{\circlearrowleft} \text{---} \overset{\pi/2}{\circlearrowright} \text{---} \overset{-\pi/2}{\circlearrowright} \\ & = & e^{-i\frac{\pi}{4}} \text{---} \overset{\pi/2}{\circlearrowleft} \text{---} \overset{\pi/2}{\circlearrowleft} \text{---} \overset{\pi/2}{\circlearrowright} \text{---} & = & e^{i\frac{\pi}{4}} \text{---} \overset{-\pi/2}{\circlearrowleft} \text{---} \overset{-\pi/2}{\circlearrowleft} \text{---} \overset{-\pi/2}{\circlearrowright} \text{---} & = & \overset{\pi/2}{\circlearrowleft} \text{---} \overset{\pi/2}{\circlearrowright} \text{---} \overset{-\pi/2}{\circlearrowleft} \end{array}$$

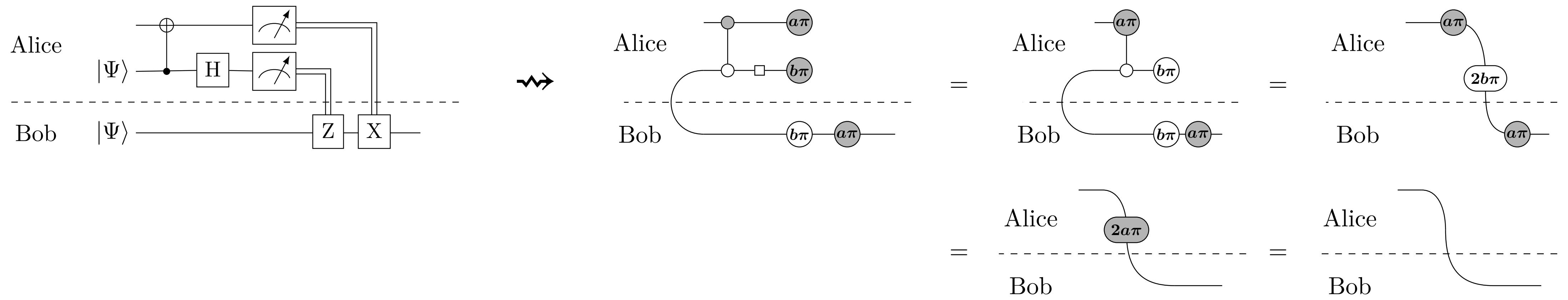
- Only connectivity matters: you can deform diagrams any way you'd like, so long as inputs and outputs are preserved.
- All rules hold with inputs and outputs exchanged.
- All rules hold with colors exchanged.
- All rules hold with phases negated.

# Measurement

- Programs and protocols relying on measurements are represented in ZX-calculus by introducing a Boolean variable.
- For example,



# Teleportation example



# Online examples

- GHZ circuit.
- SWAP circuit.