MA Z X SYMBOL

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MaZX`

ZXForm

NEW IN 13.2

ZXForm [*qc*]

converts quantum circuit *qc* to a ZXObject .

Details and Options

- ZXForm only supports gates acting on up to two qubits.

Examples (4)

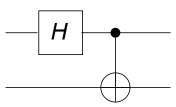
In[1]:=
```
Needs["MaZX`"]
```

Basic Examples (1)

Consider the entangler quantum circuit as an example.

In[101]:=
```
Let[Qubit, S]
qc = QuantumCircuit[S[1, 6], CNOT[S[1], S[2]]]
```

Out[102]=



Note that its matrix representation looks like this.

In[103]:=
```
mat = Matrix[qc];
mat // MatrixForm
```

Out[104]//MatrixForm=

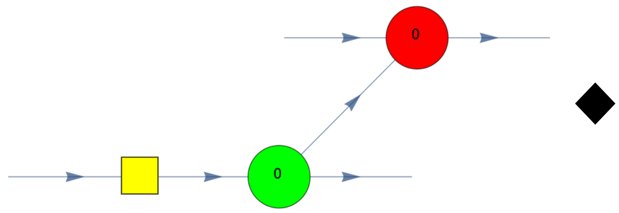
$$\begin{pmatrix} \frac{1}{\sqrt{2}} & 0 & \frac{1}{\sqrt{2}} & 0 \\ 0 & \frac{1}{\sqrt{2}} & 0 & \frac{1}{\sqrt{2}} \\ 0 & \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} & 0 \end{pmatrix}$$

Convert the quantum circuit to the corresponding ZXObject.

In[105]:=

```
obj = ZXForm[qc]
```

Out[105]=



Check the corresponding matrix.

In[106]:=

```
new = Matrix[obj];
new // MatrixForm
```

Out[107]//MatrixForm=

$$\begin{pmatrix} \frac{1}{\sqrt{2}} & 0 & \frac{1}{\sqrt{2}} & 0 \\ 0 & \frac{1}{\sqrt{2}} & 0 & \frac{1}{\sqrt{2}} \\ 0 & \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & 0 & -\frac{1}{\sqrt{2}} & 0 \end{pmatrix}$$

In[108]:=

```
mat - new // MatrixForm
```

Out[108]//MatrixForm=

$$\begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

Scope (2)

Controlled-NOT (CNOT) gate (1)

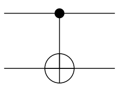
In[109]:=

```
Let[Qubit, S]
```

In[110]:=

```
qc = QuantumCircuit[CNOT[S[1], S[2]]]
mat = Matrix[qc];
mat // MatrixForm
```

Out[110]=



Out[112]//MatrixForm=

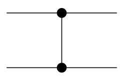
$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

In[113]:=
```
obj = ZXForm[qc];
new = Matrix[obj];
new // MatrixForm
```
Out[115]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Controlled-Z (CZ) gate (1)

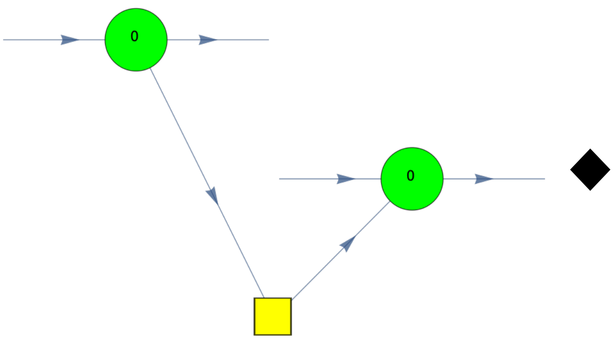
In[116]:=
```
Let[Qubit, S]
```
In[117]:=
```
qc = QuantumCircuit[CZ[S[1], S[2]]]
mat = Matrix[qc];
mat // MatrixForm
```
Out[117]=



Out[119]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix}$$

In[120]:=
```
obj = ZXForm[qc]
new = Matrix[obj];
new // MatrixForm
```
Out[120]=



Out[122]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & -1 \end{pmatrix}$$

Properties & Relations (1)

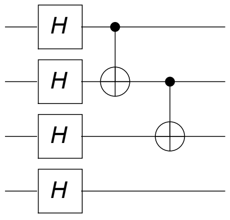
Here is a quantum circuit.

In[123]:=
```
Let[Qubit, S]
```

In[124]:=

```
qc = QuantumCircuit[
  S[{1, 2, 3, 4}, 6],
  CNOT[S[1], S[2]],
  CNOT[S[2], S[3]]
 ]
```

Out[124]=



Calculating the matrix representation of such a quantum circuit is routine.

In[125]:=

```
EchoTiming[mat = Matrix[qc];]
```

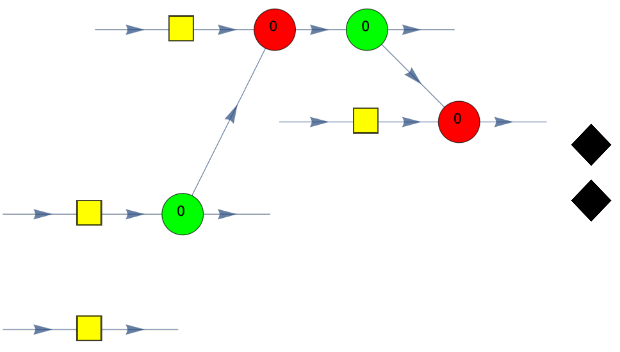
0.009344

Convert it into a ZX diagram.

In[135]:=

```
obj = ZXForm[qc]
```

Out[135]=



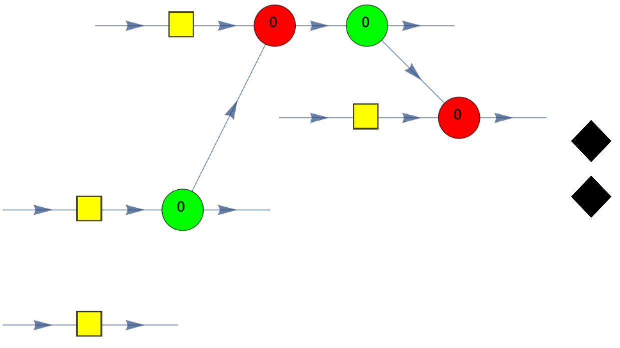
In[141]:=

```
<< MaZX`
```

In[142]:=

```
ZXStandardForm[obj]
```

Out[142]=



Calculate the matrix representation from the ZX diagram above. This is faster than the matrix calculation based on the quantum circuit model.

In[127]:=

```
EchoTiming[new = Matrix[obj];]
```

⌚ 0.008592

In[128]:=

```
new // MatrixForm
```

Out[128]//MatrixForm=

$$\begin{pmatrix}
\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} \\
\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4} & -\frac{1}{4} & \frac{1}{4}
\end{pmatrix}$$

In[129]:=

```
mat - new // MatrixForm
```

Out[129]//MatrixForm=

$$\begin{pmatrix}
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\
0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0
\end{pmatrix}$$

In[130]:=

```
EchoTiming[old = Matrix@ExpressionFor[obj];]
```

Out[130]=

```
$Aborted
```

See Also

ZXObject ▪ ZXDiagram ▪ QuantumCircuit

Tech Notes

- Quantum Computation: Overview
- Quantum Information Systems with Q3
- Q3: Quick Start

Related Guides

- MaZX
- Q3
- Quantum Information Systems

Related Links

- M. Nielsen and I. L. Chuang (2022) , Quantum Computation and Quantum Information (Cambridge University Press, 2011).
- Mahn–Soo Choi (2022) , A Quantum Computation Workbook (Springer, 2022).