MA Z X SYMBOL

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URL

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)

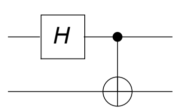
In[1]:=
```
Needs["MaZX`"]
```

Basic Examples (1)

Consider the entangler quantum circuit as an example.

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

Out[1]=



Note that its matrix representation looks like this.

In[2]:=
```
mat = Matrix[qc];
mat // MatrixForm
```

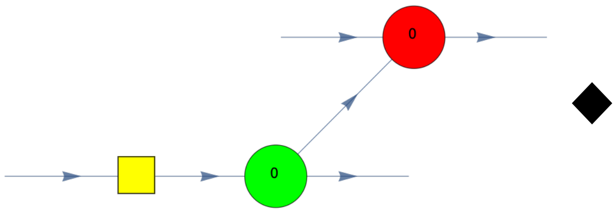
Out[2]//MatrixForm=

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

Convert the quantum circuit to the corresponding ZXObject.

In[3]:=
```
obj = ZXForm[qc]
```

Out[3]=



Check the corresponding matrix.

In[4]:=
```
new = Matrix[obj];
new // MatrixForm
```

Out[4]//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[5]:=
```
mat - new // MatrixForm
```

Out[5]//MatrixForm=

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

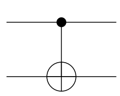
Scope (2)

Controlled-NOT (CNOT) gate (1)

In[1]:=
```
Let[Qubit, S]
```

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

Out[2]=

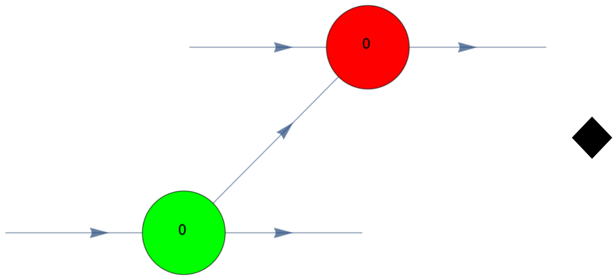


Out[2]//MatrixForm=

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

In[3]:=
```
obj = ZXForm[qc]
new = Matrix[obj];
new // MatrixForm
```

Out[3]=



Out[3]//MatrixForm=

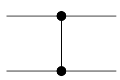
$$\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

Controlled-Z (CZ) gate (1)

In[1]:=
```
Let[Qubit, S]
```

In[2]:=
```
qc = QuantumCircuit[CZ[S[1], S[2]]]
mat = Matrix[qc];
mat // MatrixForm
```

Out[2]=

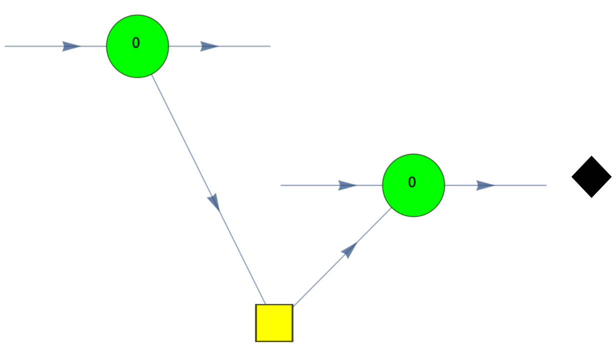


Out[2]//MatrixForm=

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

In[3]:=
```
obj = ZXForm[qc]
new = Matrix[obj];
new // MatrixForm
```

Out[3]=



Out[3]//MatrixForm=

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

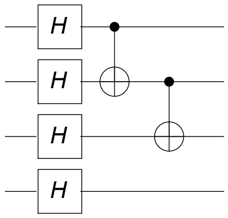
Properties & Relations (1)

Here is a quantum circuit.

In[1]:=
```
Let[Qubit, S]
```

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

Out[2]=



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

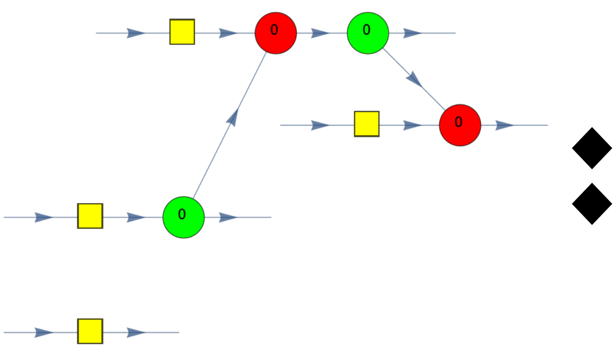
In[3]:=
```
EchoTiming[mat = Matrix[qc];]
```

0.007975

Convert it into a ZX diagram.

In[4]:=
```
obj = ZXForm[qc]
```

Out[4]=



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

In[5]:=
```
EchoTiming[new = Matrix[obj];]
```

0.013459

In[6]:=
```
new // MatrixForm
```

Out[6]//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[7]:=
```
mat - new // MatrixForm
```

Out[7]//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[8]:=
```
EchoTiming[old = Matrix@ExpressionFor[obj];]
```

163.064

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

- R. Duncan, A. Kissinger, S. Perdrix, and J. van de Wetering, Quantum 4, 279 (2020) , "Graph–theoretic Simplification of Quantum Circuits with the ZX–calculus."
- B. Coecke and R. Duncan, New Journal of Physics 13, 043016 (2011) , "Interacting quantum observables: categorical algebra and diagrammatics."
- 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).