

ZX-Calculus operations external to full\_reduce method:

bialg\_simp | clifford\_simp | gadget\_simp | id\_simp | lcomp\_simp | phase\_free\_simp |  
pivot\_boundary\_simp | pivot\_gadget\_simp | pivot\_simp | spider\_simp | supplementarity\_simp

Full\_reduce method (fixed order loops):

**interior\_clifford\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

**pivot\_gadget\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

while True:

**clifford\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    i = **gadget\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

**interior\_clifford\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    j = **pivot\_gadget\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    if i+j == 0:

        Break

Interior\_clifford\_simp method (fixed order loops):

**spider\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

to\_gh(g)

i = 0

while True:

    i1 = **id\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    i2 = **spider\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    i3 = **pivot\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    i4 = **lcomp\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    if i1+i2+i3+i4==0: break

    i += 1

return i

Pivot\_gadget\_simp method (manipulating graph properties):

def pivot\_gadget\_simp(g: BaseGraph[VT,ET], matchf:Optional[Callable[[ET],bool]]=None,  
quiet:bool=True, stats:Optional[Stats]=None) -> int:

    return simp(g, 'pivot\_gadget\_simp', match\_pivot\_gadget, pivot,

        auto\_simplify\_parallel\_edges=True, matchf=matchf, quiet=quiet, stats=stats)

Clifford\_simp method (fixed order loops):

i = 0

while True:

    i += **interior\_clifford\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    i2 = **pivot\_boundary\_simp**(g, matchf=matchf, quiet=quiet, stats=stats)

    if i2 == 0:

        break

return i

Gadget\_simp method (manipulating graph properties):

```
def gadget_simp(g: BaseGraph[VT,ET], matchf: Optional[Callable[[VT],bool]]=None,
quiet:bool=True, stats:Optional[Stats]=None) -> int:
    return simp(g, 'gadget_simp', match_phase_gadgets, merge_phase_gadgets,
        auto_simplify_parallel_edges=True, matchf=matchf, quiet=quiet, stats=stats)
```

Pivot\_boundary\_simp (manipulating graph properties):

```
def pivot_boundary_simp(g: BaseGraph[VT,ET], matchf:Optional[Callable[[ET],bool]]=None,
quiet:bool=True, stats:Optional[Stats]=None) -> int:
    return simp(g, 'pivot_boundary_simp', match_pivot_boundary, pivot,
        auto_simplify_parallel_edges=True, matchf=matchf, quiet=quiet, stats=stats)
```