# ZW calculi: Diagrammatic languages for quantum computing

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### LICS 2018

*Two complete axiomatisations of pure-state qubit quantum computing*, with K. F. Ng and Q. Wang

#### FSCD 2018

A diagrammatic axiomatisation of fermionic quantum circuits, with G. de Felice and K. F. Ng

- Equational axiomatisations of the theory of *extensional* equality of certain quantum circuits
- Which also provide, *topologically*, information on the correlations between different parts of a circuit

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- Which also provide, *topologically*, information on the correlations between different parts of a circuit

The interface between these two aspects is given by monoidal categories presented by string diagrams

 $\label{eq:presentation} Presentation of an \mbox{ algebraic theory: finitary operations } + identities (with all variables universally quantified)$ 

#### Example: theory of abelian groups

Binary multiplication m(-, -), unary inverse i(-), nullary unit u

m(m(x, y), z) = m(x, m(y, z)), m(x, u) = x = m(u, x),

$$m(x, i(x)) = u = m(i(x), x),$$
  $m(x, y) = m(y, x)$ 

Lawvere '63: the same information presents particular *categories* with finite products

Example: Lawvere theory of abelian groups

Generating morphisms  $m: a \times a \rightarrow a, i: a \rightarrow a, u: 1 \rightarrow a$ 

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### Example: Lawvere theory of abelian groups

Generating morphisms  $m : a \times a \rightarrow a$ ,  $i : a \rightarrow a$ ,  $u : 1 \rightarrow a$ + structural morphisms  $s : a \times a \rightarrow a \times a$ ,  $c : a \rightarrow a \times a$ ,  $d : a \rightarrow 1$ 

 $(m \times \mathrm{id}_a); m = (\mathrm{id}_a \times m); m, \qquad (\mathrm{id}_a \times u); m = \mathrm{id}_a = (u \times \mathrm{id}_a); m$ 

 $c; (\mathrm{id}_a \times i); m = d; u = c; (i \times \mathrm{id}_a); m, \qquad m = s; m$ 

Lawvere '63: the same information presents particular *categories* with finite products

#### Example: Lawvere theory of abelian groups

Generating morphisms  $m : a \times a \rightarrow a$ ,  $i : a \rightarrow a$ ,  $u : 1 \rightarrow a$ + structural morphisms  $s : a \times a \rightarrow a \times a$ ,  $c : a \rightarrow a \times a$ ,  $d : a \rightarrow 1$ 

 $(m \times \mathrm{id}_a)$ ;  $m = (\mathrm{id}_a \times m)$ ; m,  $(\mathrm{id}_a \times u)$ ;  $m = \mathrm{id}_a = (u \times \mathrm{id}_a)$ ; m

 $c; (\mathrm{id}_a \times i); m = d; u = c; (i \times \mathrm{id}_a); m, \qquad m = s; m$ 

plus whatever is needed to make  $\times$  a categorical product...

Why treat the "structural" morphisms differently?

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#### Example: PRO of commutative Hopf algebras

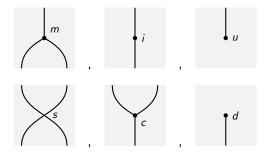
Generating morphisms  $m : a \otimes a \rightarrow a$ ,  $i : a \rightarrow a$ ,  $u : 1 \rightarrow a$ ,  $s : a \otimes a \rightarrow a \otimes a$ ,  $c : a \rightarrow a \otimes a$ ,  $d : a \rightarrow 1$ 

 $(m \otimes \mathrm{id}_a); m = (\mathrm{id}_a \otimes m); m, \qquad (\mathrm{id}_a \otimes u); m = \mathrm{id}_a = (u \otimes \mathrm{id}_a); m$  $c = c; s \qquad c; (\mathrm{id}_a \otimes i); m = d; u = c; (i \otimes \mathrm{id}_a); m, \qquad m = s; m$ 

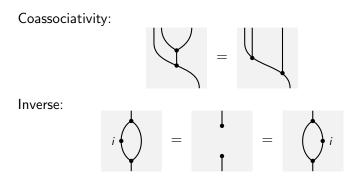
 $c; (m \otimes \mathrm{id}_a) = c; (\mathrm{id}_a \otimes c), \qquad c; (\mathrm{id}_a \otimes d) = \mathrm{id}_a = c; (d \otimes \mathrm{id}_a)$ 

plus other equations ensuring s behaves like a swap, m and c interact as expected, etc

#### Formally, Joyal-Street '91 (informally, way before?)



# From algebraic theories to PROs to string diagrams



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At the other end of the spectrum w.r.t. "cartesian"...



satisfying

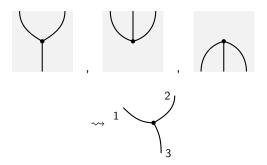


#### With self-duality, we can turn inputs into outputs



If permuting the inputs and outputs of a generator, the result *only depends on the arity* of the resulting diagram, then we can effectively treat the diagram as an undirected graph

### Self-dual objects and "undirectedness"



Theory can be studied with methods of graph rewriting

Single system: two-dimensional Hilbert space (with a fixed "computational" basis  $|0\rangle$ ,  $|1\rangle$ ) Composite system: tensor product of Hilbert spaces

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The only physical processes are isometries!

However restricting to isometries may not give the best portrayal of what's "logically" happening, so we consider **all linear maps** 

The monoidal category Qubit

Morphisms  $n \to m$  are linear maps  $(\mathbb{C}^2)^{\otimes n} \to (\mathbb{C}^2)^{\otimes m}$ 

- 2004 Abramsky, Coecke categorical quantum mechanics
- 2008 Coecke, Duncan first "ZX calculus" axioms

ZX calculus: two colours of vertices, axioms symmetric in the two; decomposition of CNOT gate

2014 Backens — complete axioms for stabiliser fragment

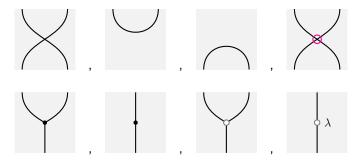
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ZX calculus: two colours of vertices, axioms symmetric in the two; decomposition of CNOT gate

2014 Backens — complete axioms for stabiliser fragment
Meanwhile:

 2010 Coecke, Kissinger — propose an alternative presentation, with two colours related to "inequivalent" (in a specific, operational sense) three-qubit states

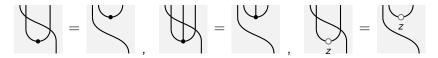
### The qubit ZW calculus is a presentation of Qubit with generators



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## Qubit ZW calculus

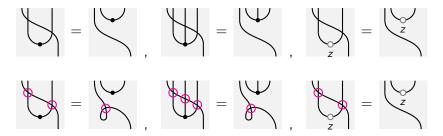
### The two "swaps":



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## Qubit ZW calculus

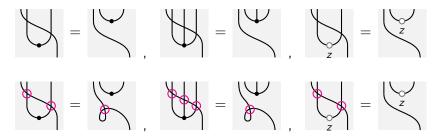
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# Qubit ZW calculus

### The two "swaps":



The black vertices:

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## From qubit to fermionic ZW

#### Unlike the ZX calculus,

somewhat disconnected from "typical" qubit gates;

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no symmetry between basis states...

#### However,

## From qubit to fermionic ZW

### Unlike the ZX calculus,

- somewhat disconnected from "typical" qubit gates;
- no symmetry between basis states...

#### However,

We can interpret  $|0\rangle$  and  $|1\rangle$  as the *empty* and *occupied* states of a different physical system: a **local fermionic mode**, on which the Bravyi-Kitaev model of *fermionic quantum computation* is based Allowed operations are the ones that

- preserve the parity (number of particles mod 2), or
- introduce any number of particles into the system

#### The monoidal category LFM

Morphisms  $n \to m$  are purely **even** or purely **odd** linear maps  $(\mathbb{C}^2)^{\otimes n} \to (\mathbb{C}^2)^{\otimes m}$ 

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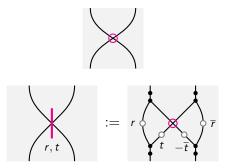
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 $\begin{array}{l} \mbox{Example: } |0\rangle \mapsto |1\rangle \mbox{, or } |0\rangle \mapsto |00\rangle + |11\rangle \mbox{ is allowed; } \\ |0\rangle \mapsto |0\rangle + |1\rangle \mbox{ is not.} \end{array}$ 

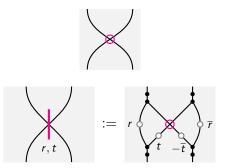
All generators of qubit ZW calculus except the ternary white vertex

"Natural" fermionic gates in the calculus:



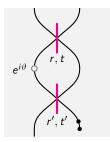
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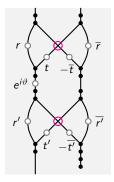


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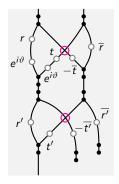
Also suggests generalisations to higher-dimensional systems



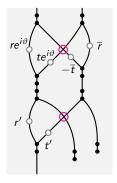
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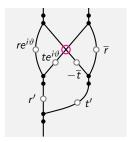
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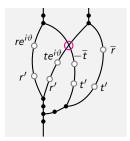
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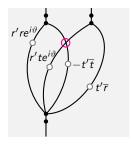
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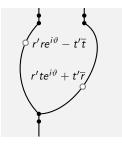
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The fermionic model is "resource sensitive": there is no map duplicating particles.

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However, it soundly embeds into the qubit model; to cover all qubit maps, it suffices to add a single generator, which can be interpreted as "copying particles"  $(|1\rangle \mapsto |11\rangle)$ 

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However, it soundly embeds into the qubit model; to cover all qubit maps, it suffices to add a single generator, which can be interpreted as "copying particles"  $(|1\rangle \mapsto |11\rangle)$ 

fermionic : qubit  $\sim$  linear : intuitionistic?