

get ready to learn the ZX-calculus

Lia Yeh

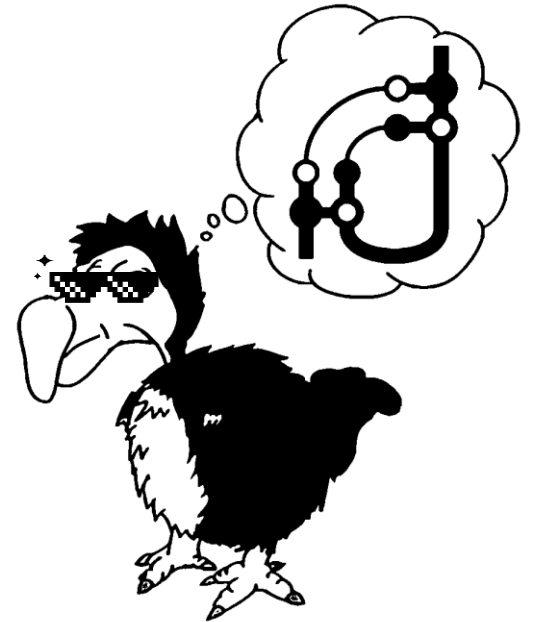
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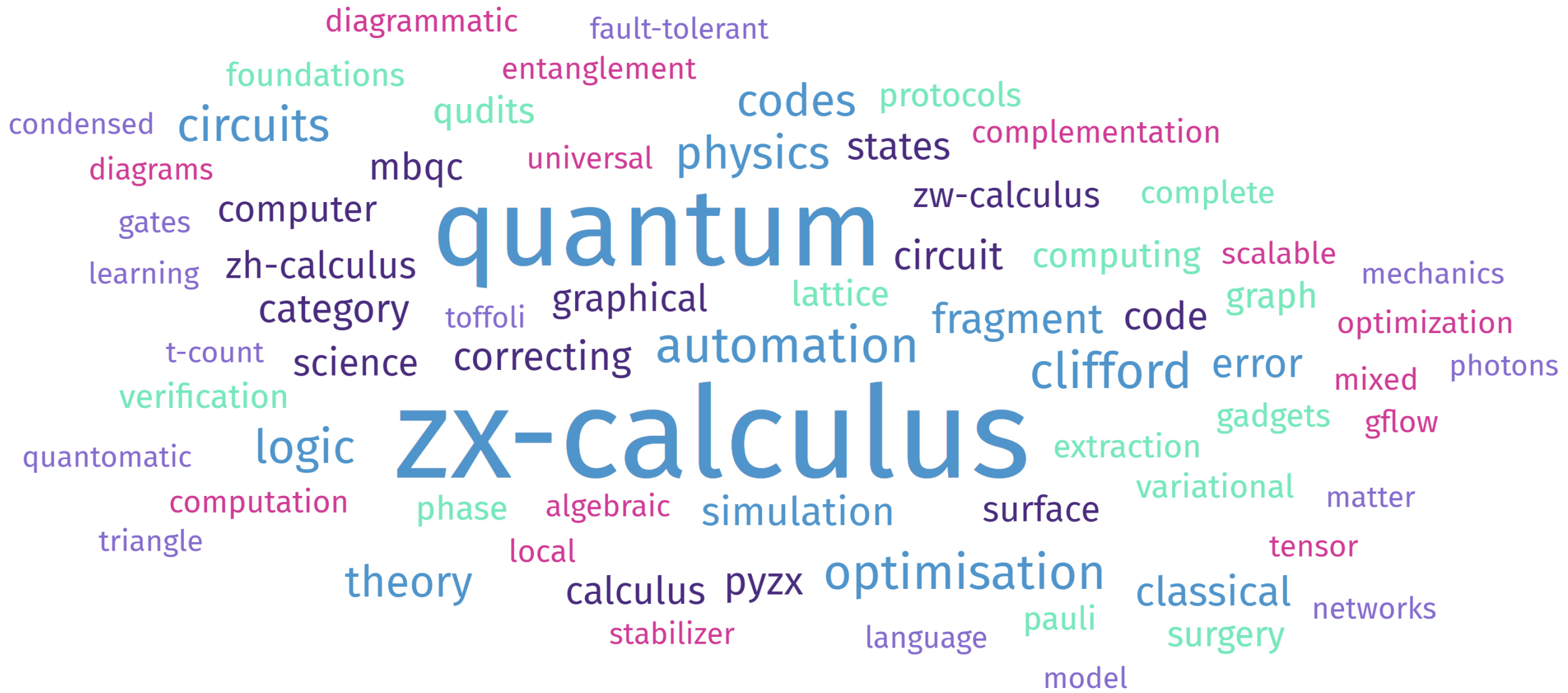
August 15, 2026

Quantum Physics and Logic Conference



Overview

- Part 1 of the tutorial covered:
 - Process theories and ZX-calculus
 - Circuit Optimization and Classical Simulation
 - Measurement-based quantum computation
- Part 2 will cover:
 - Quantum Error Correction
 - Higher dimensional variants of ZX calculus



Word cloud of top 70 words from zxcalculus.com/publications

ZX-calculus research areas

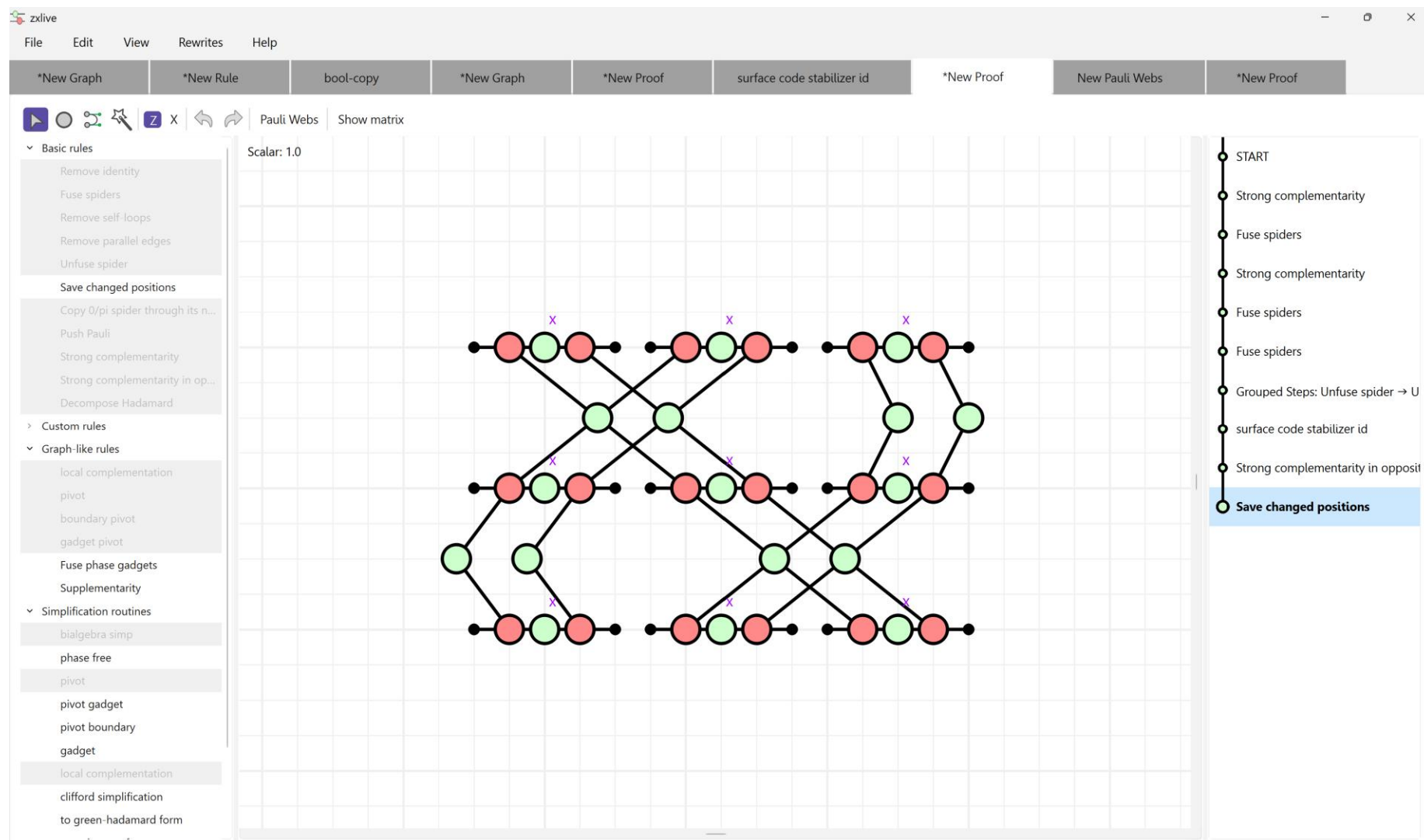
and examples at Quantum Physics and Logic Conference 2026

Quantum software

Ex. PyZX, QuiZX, ZXLive

ZXLive Tutorial *Mon 17:30-18:30*

Boldizsár Poór and Razin Shaikh



Classical simulation

- *Mon 16:15-16:40 Parallel C* [Efficient classical simulation of low-rank-width quantum circuits using ZX-calculus](#) Fedor Kuyanov, Aleks Kissinger
- *Mon 16:40-17:05 Parallel C* [Simulating magic state cultivation with few Clifford terms](#) Kwok Ho Wan, Zhenghao Zhong, Ainhua Zaporain

Measurement-based quantum computing and flow

- *Wed 9:30-10:15 Plenary* [Completeness for flow-preserving rewrite rules / Generating one-way computations with flow: flow-preserving rewriting that ignores the interpretation](#) Miriam Backens, Simon Perdrix / Miriam Backens
- *Wed 14:55-15:20 Parallel B* [Working with measurement-based computations on qudits](#) Piotr Mitosek, Miriam Backens
- *Wed 15:20-15:45 Parallel B* [ZX-flow: a flexible criterion for deterministic computation with ZX-diagrams](#) Aleks Kissinger, John van de Wetering

Algebraic geometry

- *Mon 11:55-12:20 Plenary* [Graphical algebraic geometry: from ideals and varieties to qudit ZH completeness](#) Dichuan Gao, Razin A. Shaikh, Aleks Kissinger
- *Fri 14:30-14:55 Parallel A* [Meromorphic quantum computing](#) Simon Burton, Hussain Anwar

Quantum error correction

- *Tue 15:20-15:45 Parallel A* [The delayed stabiliser ZX-calculus](#) Cole Comfort, Giovanni de Felice
- *Wed 16:40-17:05 Parallel B* [A three-way normal form for stabiliser codes across ZX diagrams, circuits, and tableaux](#) Lia Yeh, Jiaxin Huang, Aleks Kissinger, Sarah Meng Li, John van de Wetering
- *Fri 14:30-14:55 Parallel A* [Meromorphic quantum computing](#) Simon Burton, Hussain Anwar
- *Fri 14:55-15:20 Parallel A* [Transversal AND in quantum codes](#) Christine Li, Lia Yeh

Fault-tolerance

- *Tue 9:30-10:15 Plenary* [Completeness for fault equivalence of Clifford ZX diagrams / Fault tolerance by construction](#) Maximilian Rüsçh, Aleks Kissinger, Benjamin Rodatz / Benjamin Rodatz, Boldizsár Poór, Aleks Kissinger
- *Tue 14:30-14:55 Parallel A* [SpiderCat: optimal fault-tolerant cat state preparation](#) Andrey Boris Khesin, Sarah Meng Li, Boldizsár Poór, Benjamin Rodatz, John van de Wetering, Richie Yeung

Quantum computing for fermions

- *Wed 16:15-16:40 Parallel B* Haytham McDowall-Rose, Razin A. Shaikh, Lia Yeh
[From fermions to qubits: a ZX-calculus perspective](#)
- *Poster* **ZW-calculus** in q-arithmetic Renaud Vilmart, Vincent Nguyen

Condensed matter physics, quantum machine learning, and more

- *Wed 10:15-11:00 Plenary* [Beyond Penrose tensor diagrams with the ZX calculus: applications to quantum computing, quantum machine learning, condensed matter physics, and quantum gravity](#) Quanlong Wang, Richard D. P. East, Razin A. Shaikh, Lia Yeh, Boldizsár Poór, Bob Coecke

Overview

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 - Circuit Optimization and Classical Simulation
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 - Higher dimensional variants of ZX calculus

Process theories

(symmetric monoidal categories)

A diagram is made of **boxes** and **wires**.

Every **wire** has a type.

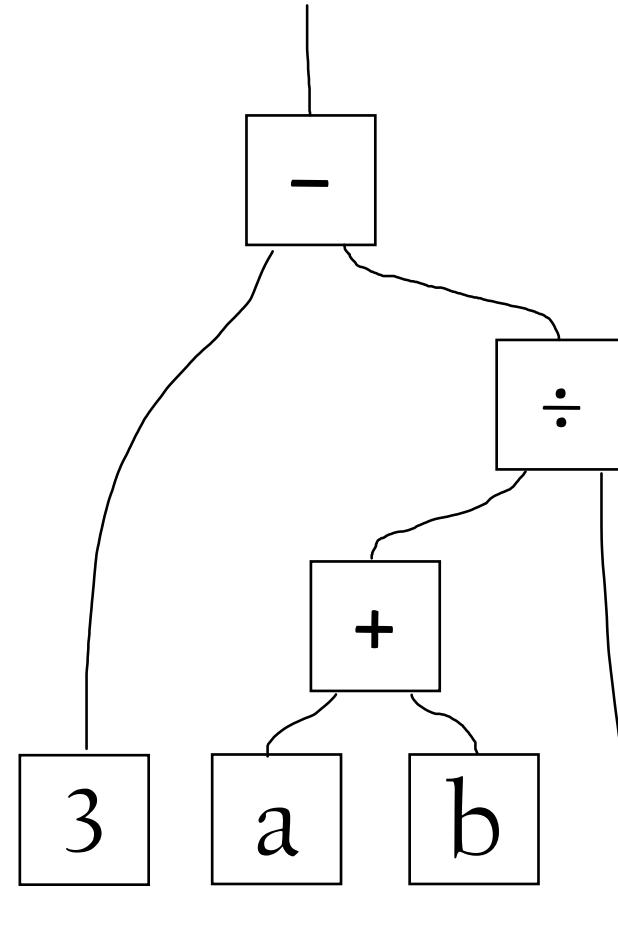
Boxes take zero or more wires as input,
and output zero or more wires.

Example: Arithmetic

Wires: numbers

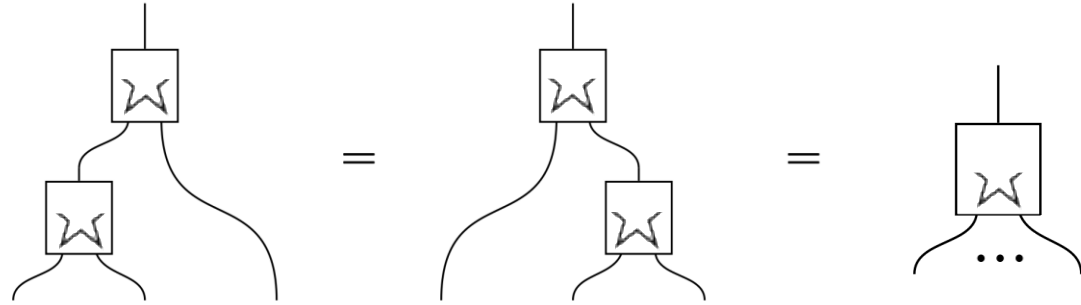
Boxes: binary operations

$$y = 3 - ((a + b) \div x)$$

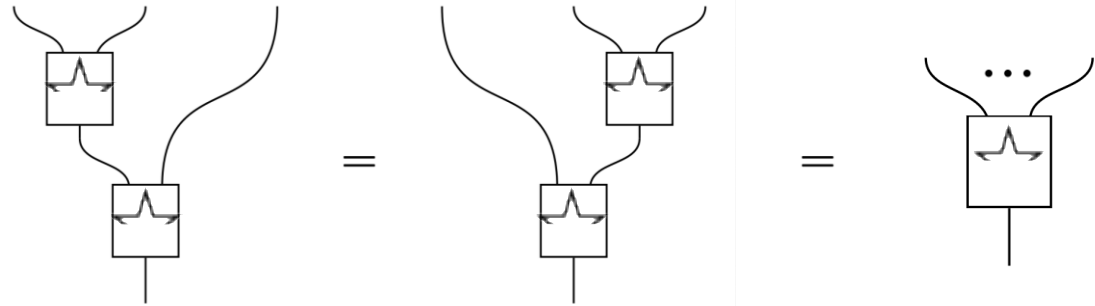


Process theories

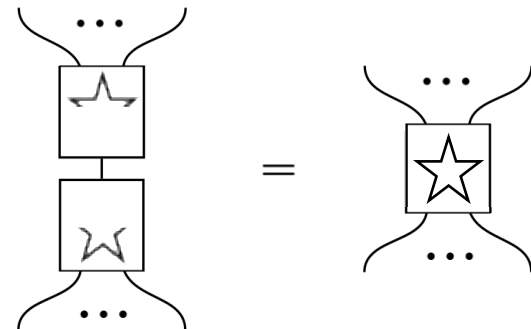
If a box is associative,



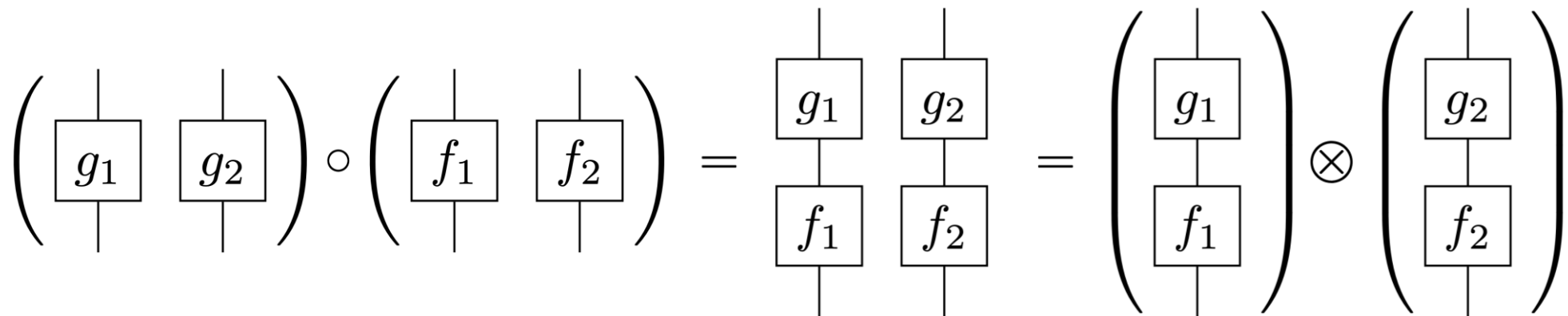
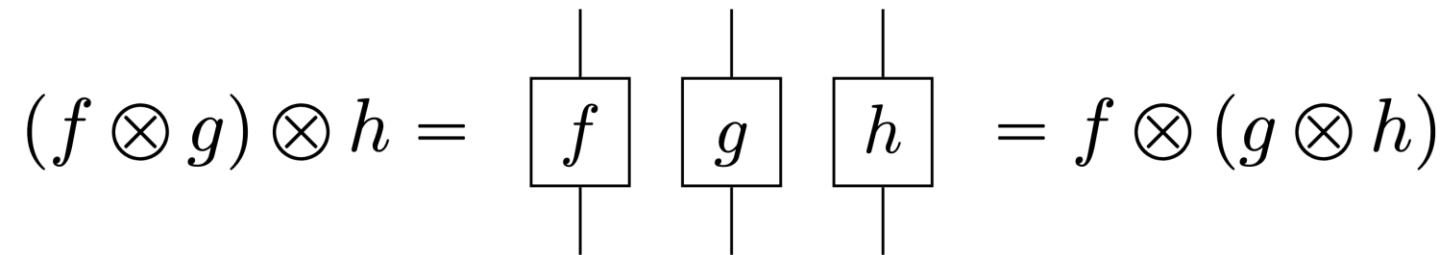
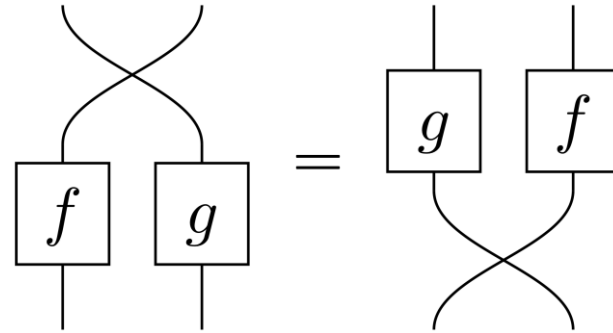
If it is coassociative,



If it is both, then:



Processes in parallel and in sequence

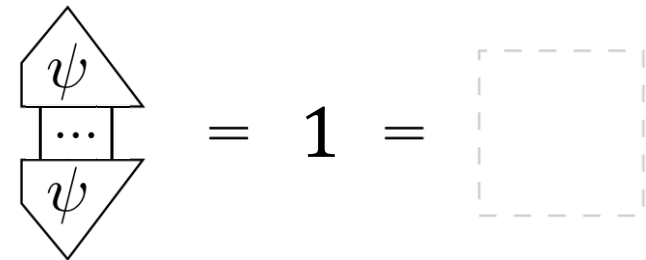


Quantum processes

Wires: quantum information
Boxes: linear maps

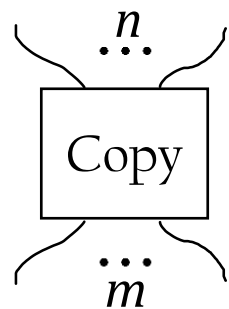


For all normalized states:

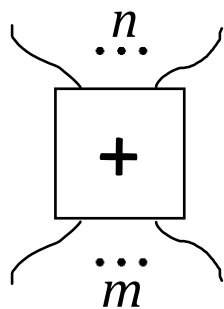


On $|0\rangle$ and $|1\rangle$:

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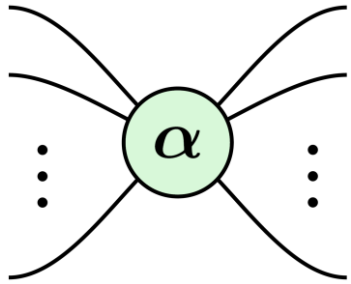


This is Addition

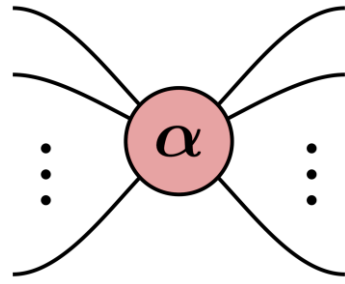


2007: Creation of the ZX-calculus

This is Z



This is X



$$\left[\begin{array}{c} m \\ \vdots \\ \text{Z}(\alpha) \\ \vdots \\ n \end{array} \right] = |0\rangle^{\otimes n} \langle 0|^{\otimes m} + e^{i\alpha} |1\rangle^{\otimes n} \langle 1|^{\otimes m}$$

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

A diagram in the ZX calculus
is an undirected graph
where each vertex is Z or X.

The ZX calculus, on one qubit

Basis states

$$|0\rangle\text{---} \rightsquigarrow \text{red circle}$$

$$|1\rangle\text{---} \rightsquigarrow \text{red circle with } \pi$$

$$|+\rangle\text{---} \rightsquigarrow \text{green circle}$$

$$|-\rangle\text{---} \rightsquigarrow \text{green circle with } \pi$$

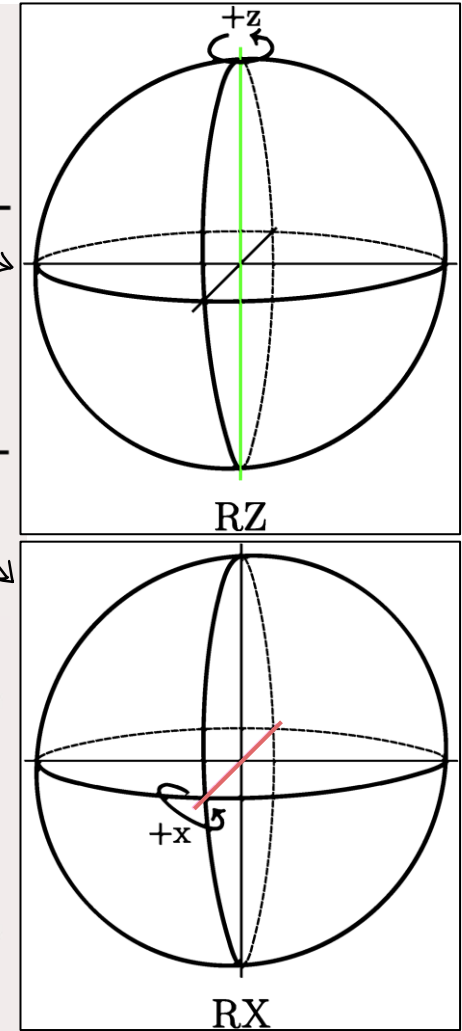
Phase gates

$$|0\rangle\langle 0| + e^{i\alpha} |1\rangle\langle 1| \rightsquigarrow \text{green circle with } \alpha$$

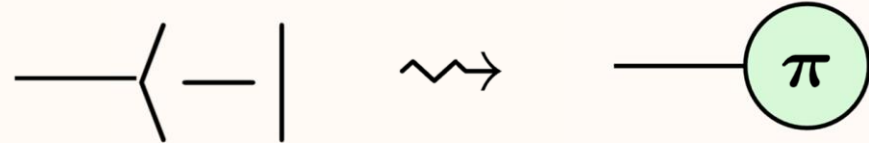
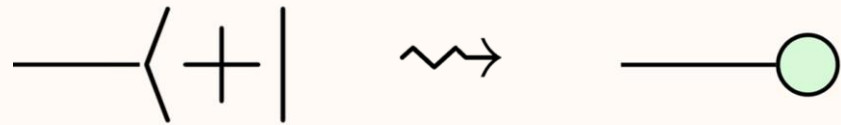
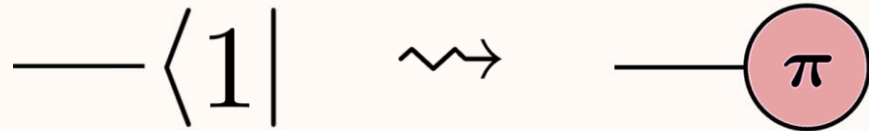
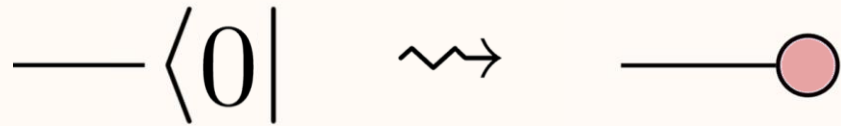
$$|+\rangle\langle +| + e^{i\alpha} |-\rangle\langle -| \rightsquigarrow \text{red circle with } \alpha$$

$$\text{red circle} \xrightarrow{\text{fuse}} \text{red circle with } \pi \xleftarrow{\text{X gate}} \text{red circle} = \text{red circle with } \pi$$

$$\text{green circle} \xrightarrow{\text{fuse}} \text{green circle with } \pi \xleftarrow{\text{Z gate}} \text{green circle} = \text{green circle with } \pi$$



Qubit Measurement Outcomes



Qubit Measurements

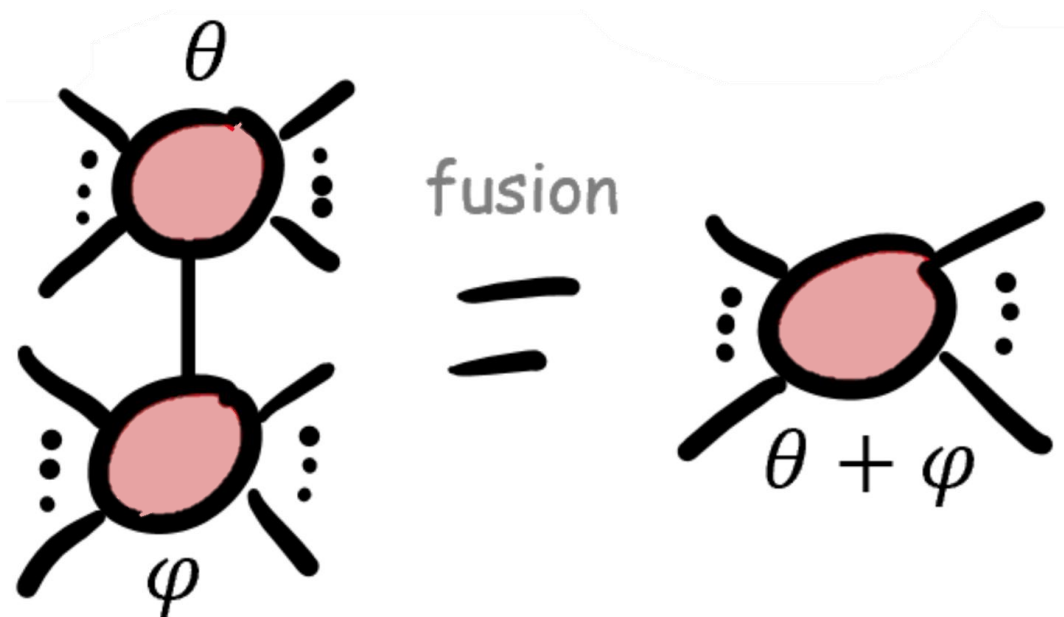
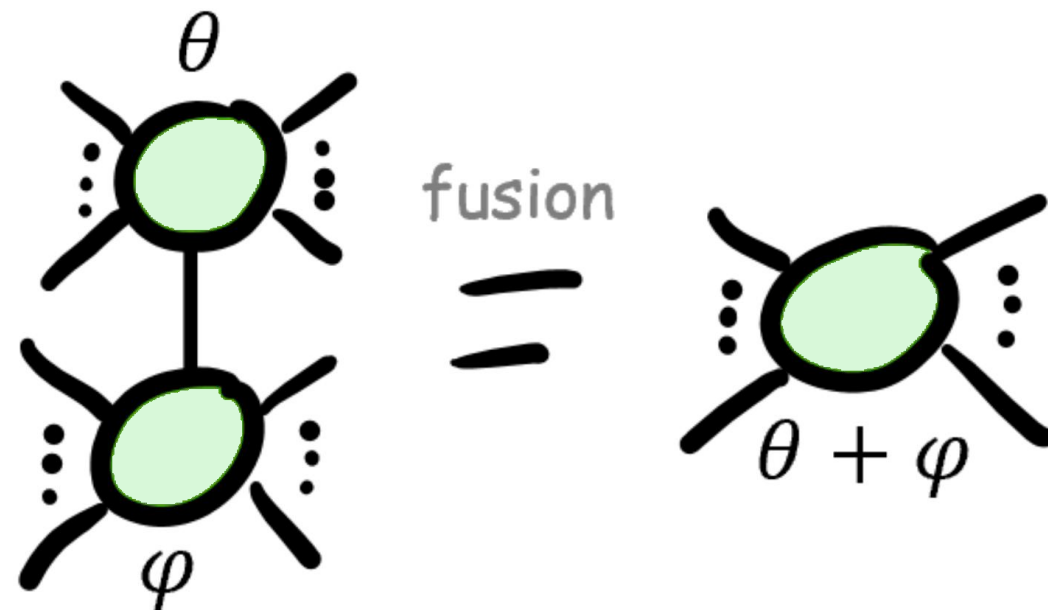
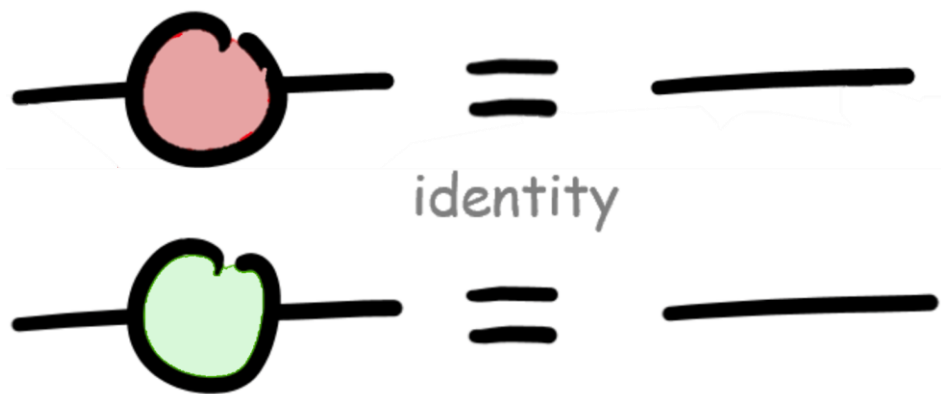


Z basis measurement
with outcome bit $b_1 \in \{0,1\}$



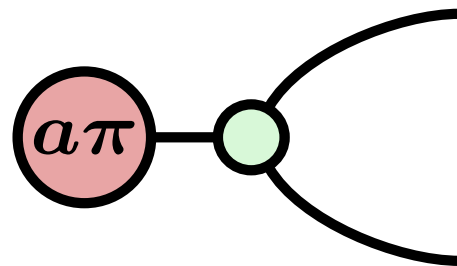
X basis measurement
with outcome bit $b_0 \in \{0,1\}$

Two ZX calculus rules

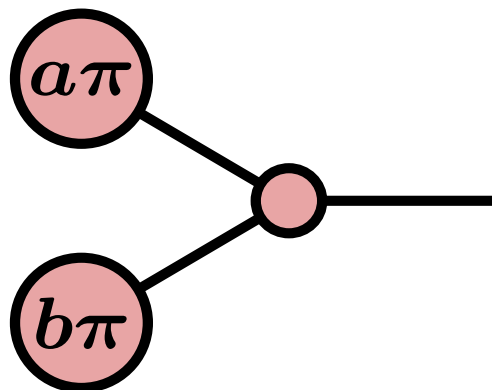
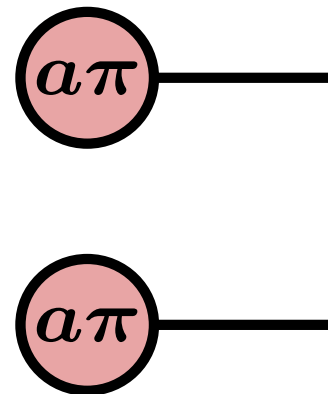


Copy & addition

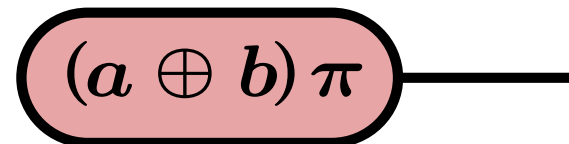
$a, b \in \{0,1\}$



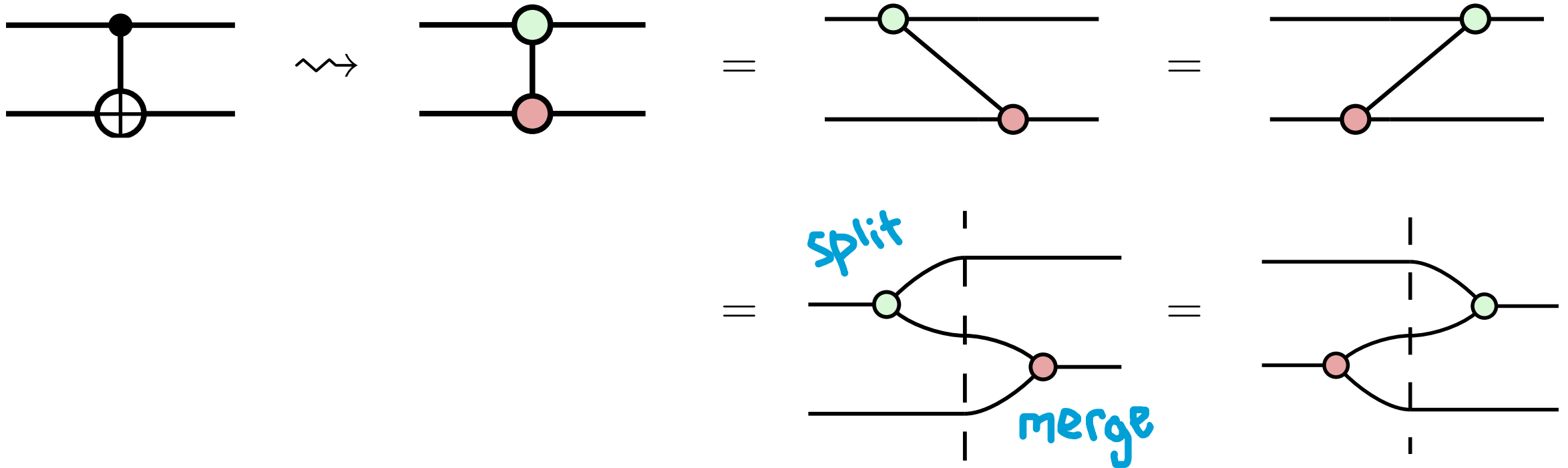
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$=$

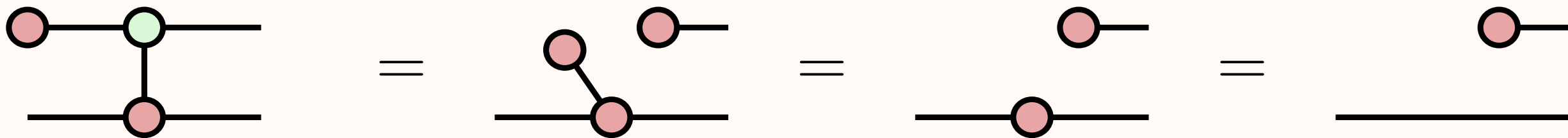


CX gate

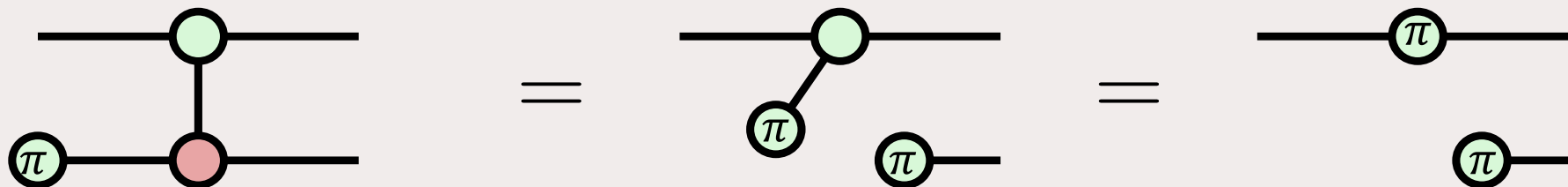


This is how CX is logically implemented in the surface code.

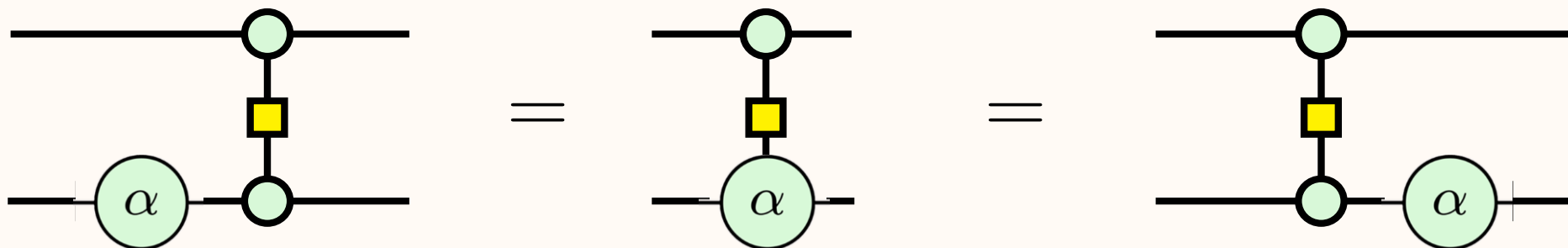
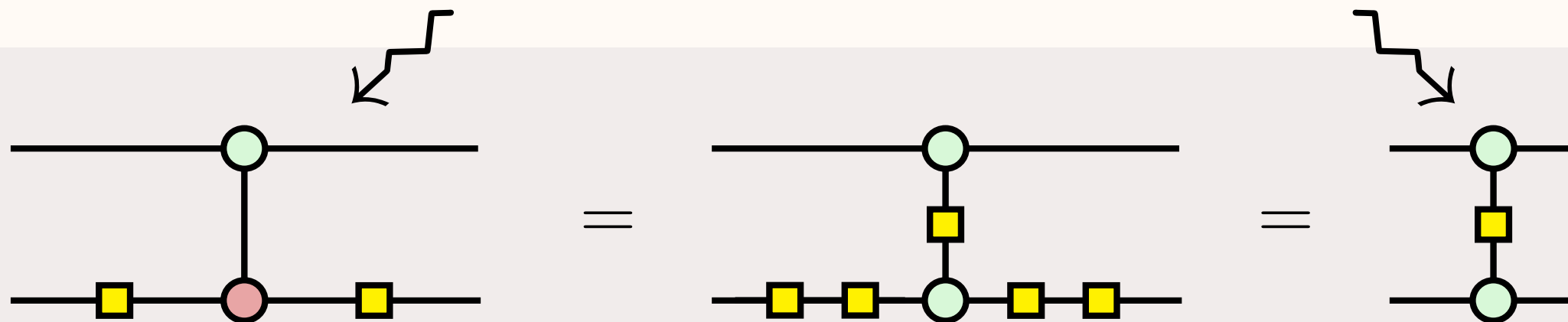
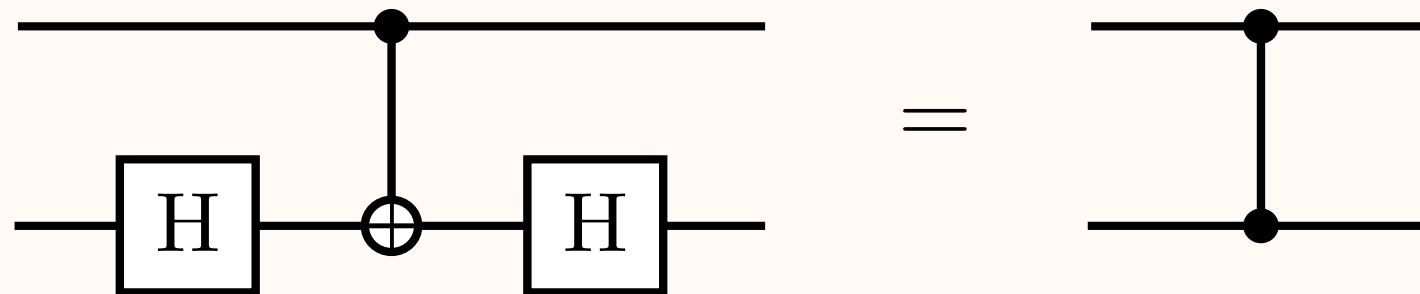
CX with control $|0\rangle$



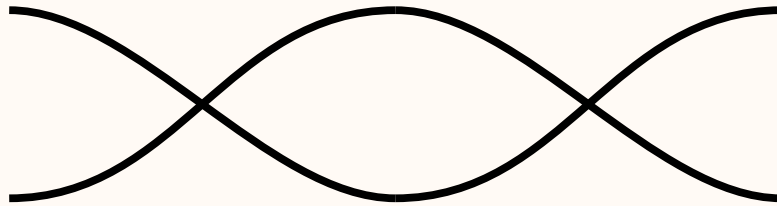
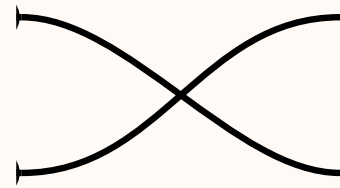
CX with target $|-\rangle$



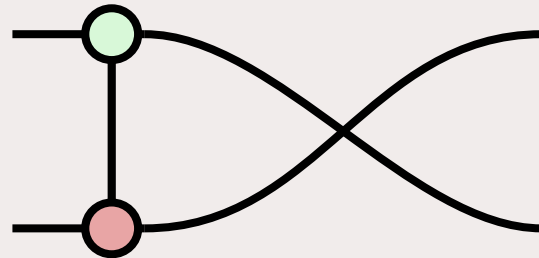
CZ gate



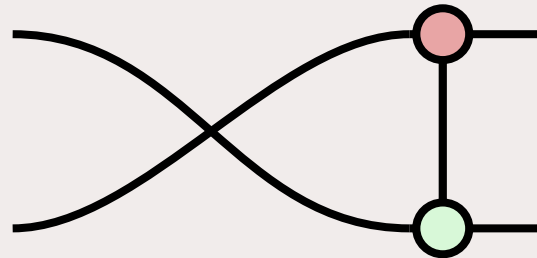
SWAP gate



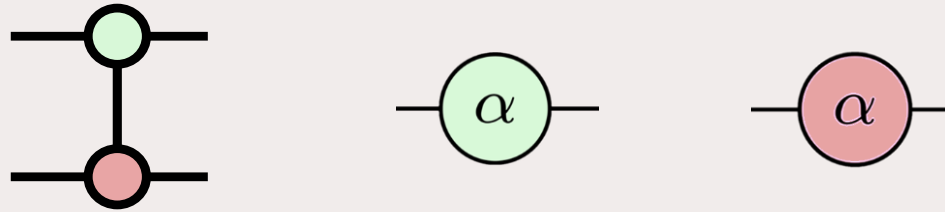
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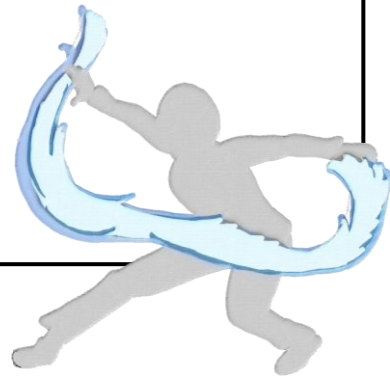
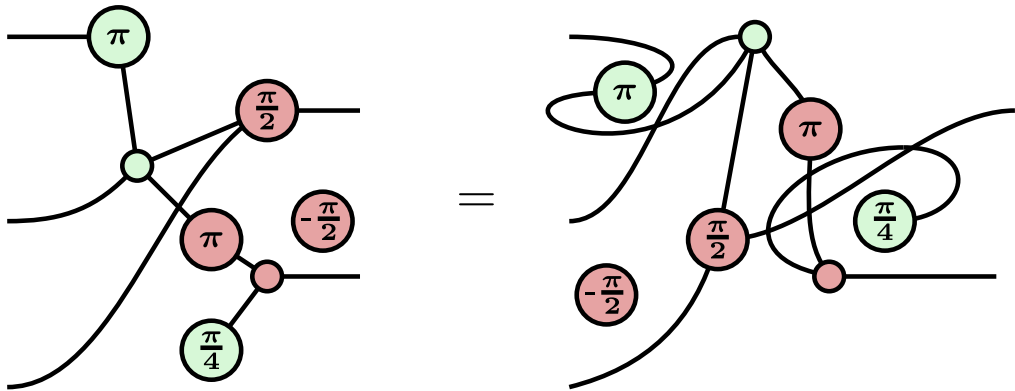


The Clifford+Phases Universal Gate Set



Any circuits made of one-qubit Z basis states, these gates, and one-qubit measurements and post-selections is universal for qubit computation.

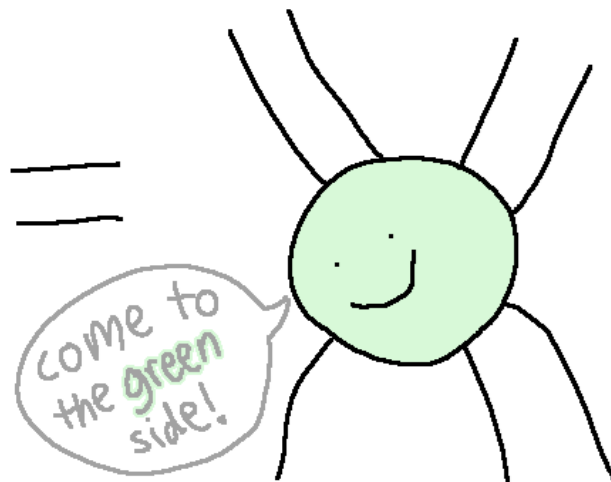
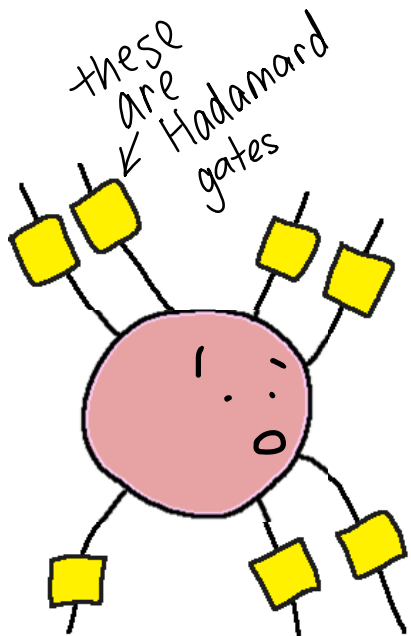
Only Connectivity Matters



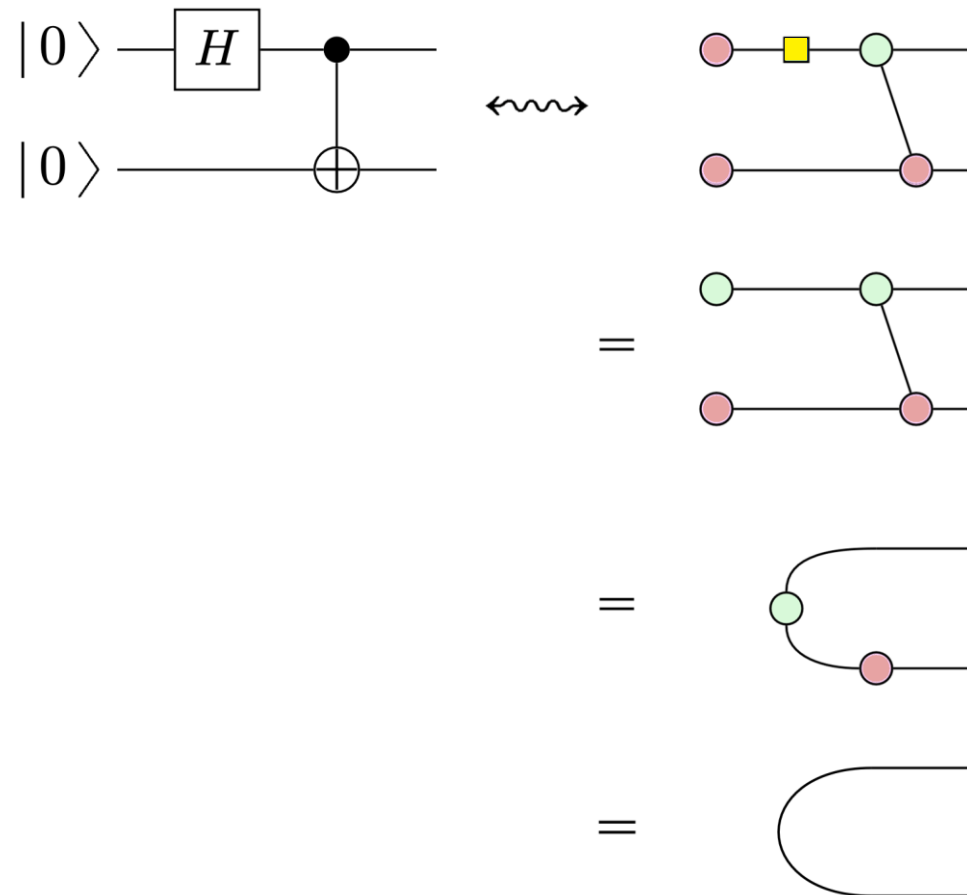
Universality:

These diagrams suffice to represent any linear map on any number of qubits.

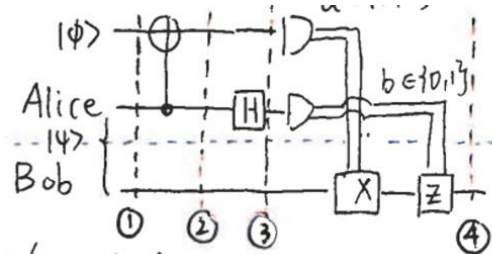
Color Change



Bell State



Quantum teleportation in bra-ket notation



$$|\psi\rangle = \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

$$|\phi\rangle = \alpha|0\rangle + \beta|1\rangle, \alpha, \beta \in \mathbb{C}$$

$$\text{Time slice ① } |\phi\rangle|\psi\rangle = (\alpha|0\rangle + \beta|1\rangle) \otimes \frac{1}{\sqrt{2}}(|00\rangle + |11\rangle) = \frac{\alpha}{\sqrt{2}}|000\rangle + \frac{\alpha}{\sqrt{2}}|011\rangle + \frac{\beta}{\sqrt{2}}|100\rangle + \frac{\beta}{\sqrt{2}}|111\rangle \quad (1)$$

$$\begin{aligned} \text{Time slice ② } (CNOT_2 \otimes I)|\phi\rangle|\psi\rangle &= \frac{1}{\sqrt{2}}(|00\rangle + |01\rangle)(\alpha|0\rangle + \beta|1\rangle) + \frac{1}{\sqrt{2}}(|00\rangle - |01\rangle)(\alpha|0\rangle - \beta|1\rangle) + \\ &\quad \frac{1}{\sqrt{2}}(|11\rangle + |10\rangle)(\alpha|1\rangle + \beta|0\rangle) + \frac{1}{\sqrt{2}}(|11\rangle - |10\rangle)(\alpha|1\rangle - \beta|0\rangle) \\ &= \frac{1}{2}|0\rangle|+\rangle(\alpha|0\rangle + \beta|1\rangle) + \frac{1}{2}|0\rangle|-\rangle(\alpha|0\rangle - \beta|1\rangle) + \frac{1}{2}|1\rangle|+\rangle(\alpha|1\rangle + \beta|0\rangle) \\ &\quad - \frac{1}{2}|1\rangle|-\rangle(\alpha|1\rangle - \beta|0\rangle) = |S\rangle \end{aligned}$$

$$\text{Time slice ③ } (I \otimes H \otimes I)|S\rangle = \frac{1}{2}|0\rangle|0\rangle(\alpha|0\rangle + \beta|1\rangle) + \frac{1}{2}|0\rangle|1\rangle(\alpha|0\rangle - \beta|1\rangle) + \frac{1}{2}|1\rangle|0\rangle(\alpha|1\rangle + \beta|0\rangle) + \frac{1}{2}|1\rangle|1\rangle(\alpha|1\rangle - \beta|0\rangle)$$

$$\text{Time slice ④: Case 1: } \langle 00| \text{ Outcome } \begin{cases} a=0 \\ b=0 \end{cases} Z^0 X^0 (\alpha|0\rangle + \beta|1\rangle) = |\phi\rangle$$

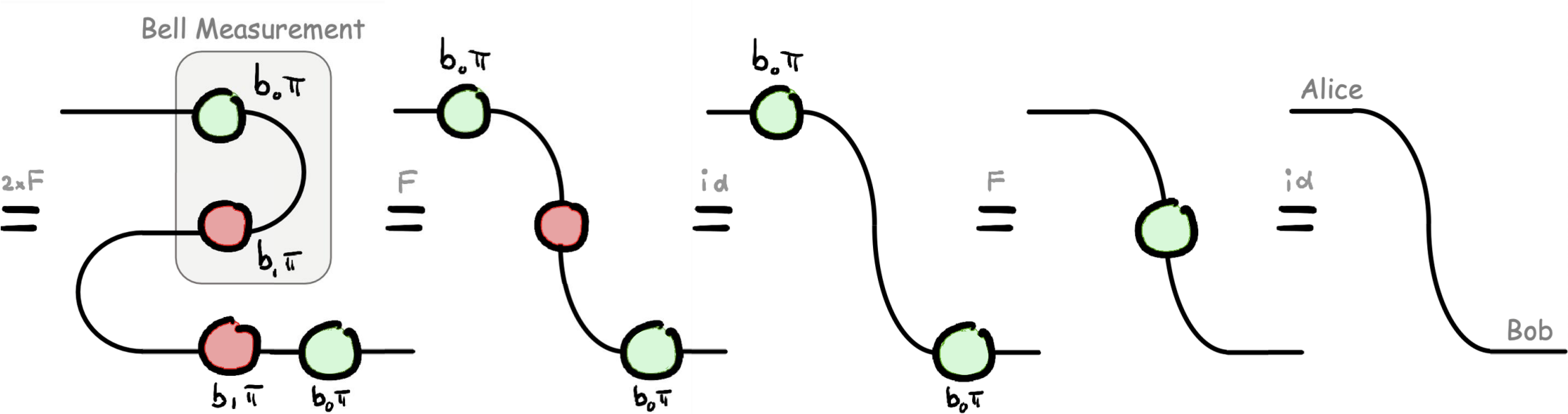
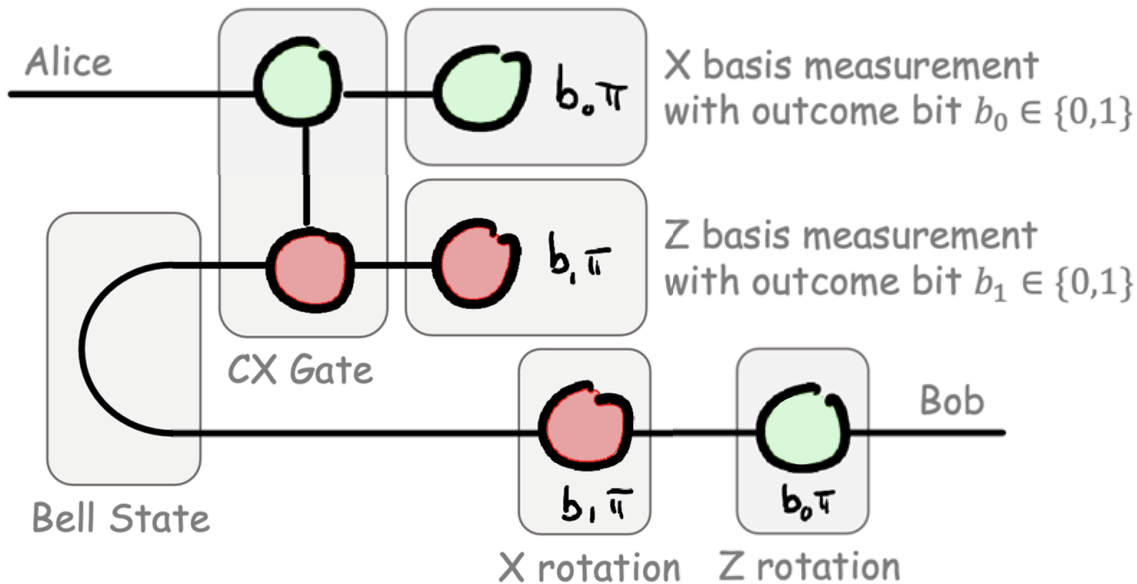
$$\text{Case 2: } \langle 01| \text{ Outcome } \begin{cases} a=0 \\ b=1 \end{cases} Z^1 X^0 (\alpha|0\rangle - \beta|1\rangle) = \alpha|0\rangle + \beta|1\rangle = |\phi\rangle$$

$$\text{Case 3: } \langle 10| \text{ Outcome } \begin{cases} a=1 \\ b=0 \end{cases} Z^0 X^1 (\alpha|1\rangle + \beta|0\rangle) = \alpha|0\rangle + \beta|1\rangle = |\phi\rangle$$

$$\text{Case 4: } \langle 11| \text{ Outcome } \begin{cases} a=1 \\ b=1 \end{cases} Z^1 X^1 (\alpha|1\rangle - \beta|0\rangle) = \alpha|0\rangle + \beta|1\rangle = |\phi\rangle$$

Student's notes of University of Waterloo's graduate course, courtesy of Sarah Meng Li

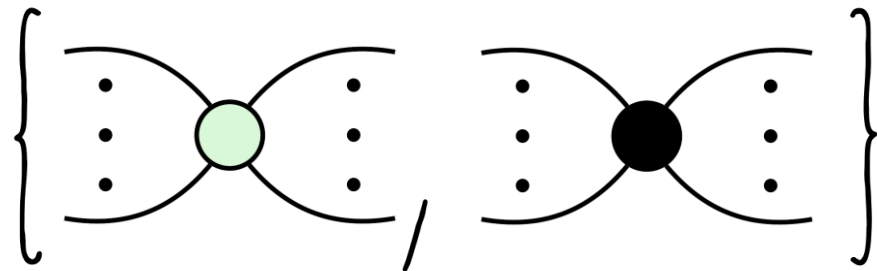
Quantum teleportation in ZX calculus



The Completeness Question

Does proving any equalities
of qubit linear maps
require infinitely many rules?

ZW Calculus



$$\text{Y-junction with black dot} = |1\rangle \langle 11| + |0\rangle \langle 01| + |0\rangle \langle 10|$$

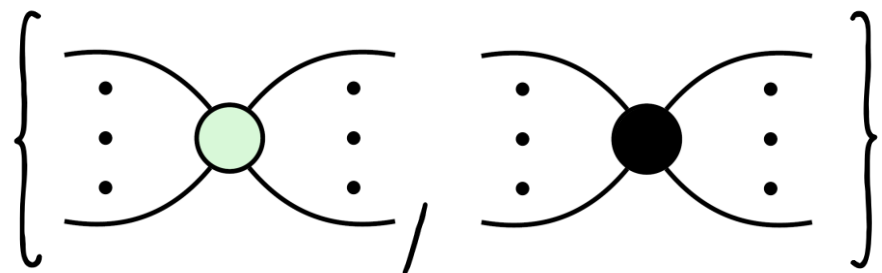
$$\text{X-junction with black dot} = |00\rangle \langle 0| + |01\rangle \langle 1| + |10\rangle \langle 1|$$

$$\text{Crossing} = |00 \times 00| + |01 \times 10| + |10 \times 01| - |11 \times 11|$$

$$\begin{aligned} \text{Green circle with three dots} &= |GHZ_N\rangle \\ &= |00 \dots 0\rangle + |11 \dots 1\rangle \end{aligned}$$

$$\begin{aligned} \text{Black circle with three dots} &= |W_N\rangle \\ &= |10 \dots 0\rangle + |01 \dots 0\rangle \\ &\quad + \dots + |0 \dots 01\rangle \end{aligned}$$

ZW Calculus



$$\text{Y-junction with black dot} = |1\rangle \langle 11| + |0\rangle \langle 01| + |0\rangle \langle 10|$$

$$\text{X-junction with black dot} = |00\rangle \langle 0| + |01\rangle \langle 1| + |10\rangle \langle 1|$$

$$\text{Crossing with dot} = |00 \times 00| + |01 \times 10| + |10 \times 01| - |11 \times 11|$$

In 2017, using ZW-calculus:

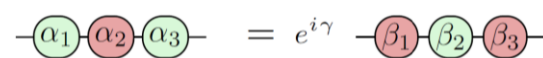
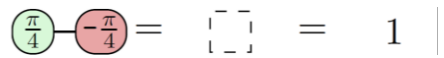
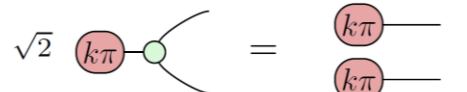
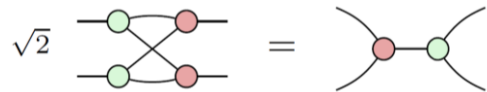
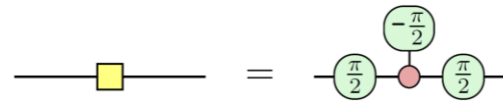
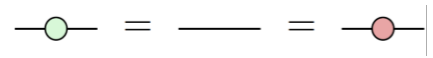
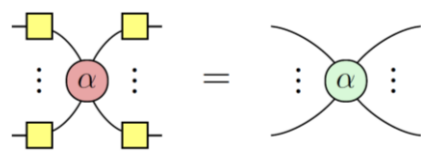
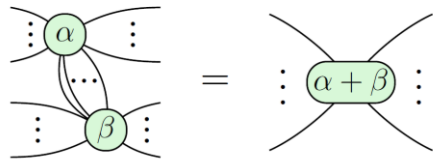
Completeness:

You can prove any equalities of qubit linear maps using just finitely many rules.

In 2018, lifted to ZX-calculus:

Completeness:

You can prove any equalities
of qubit linear maps using
just finitely many rules.

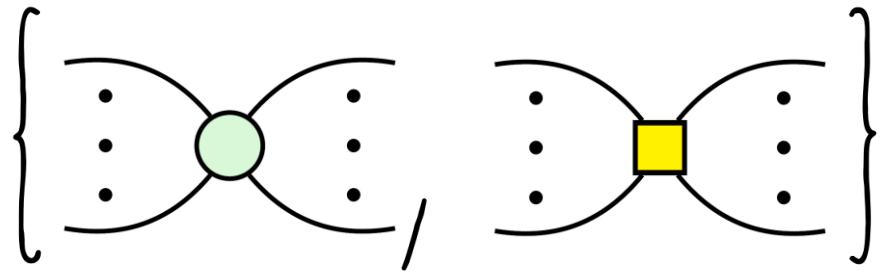


In 2018:

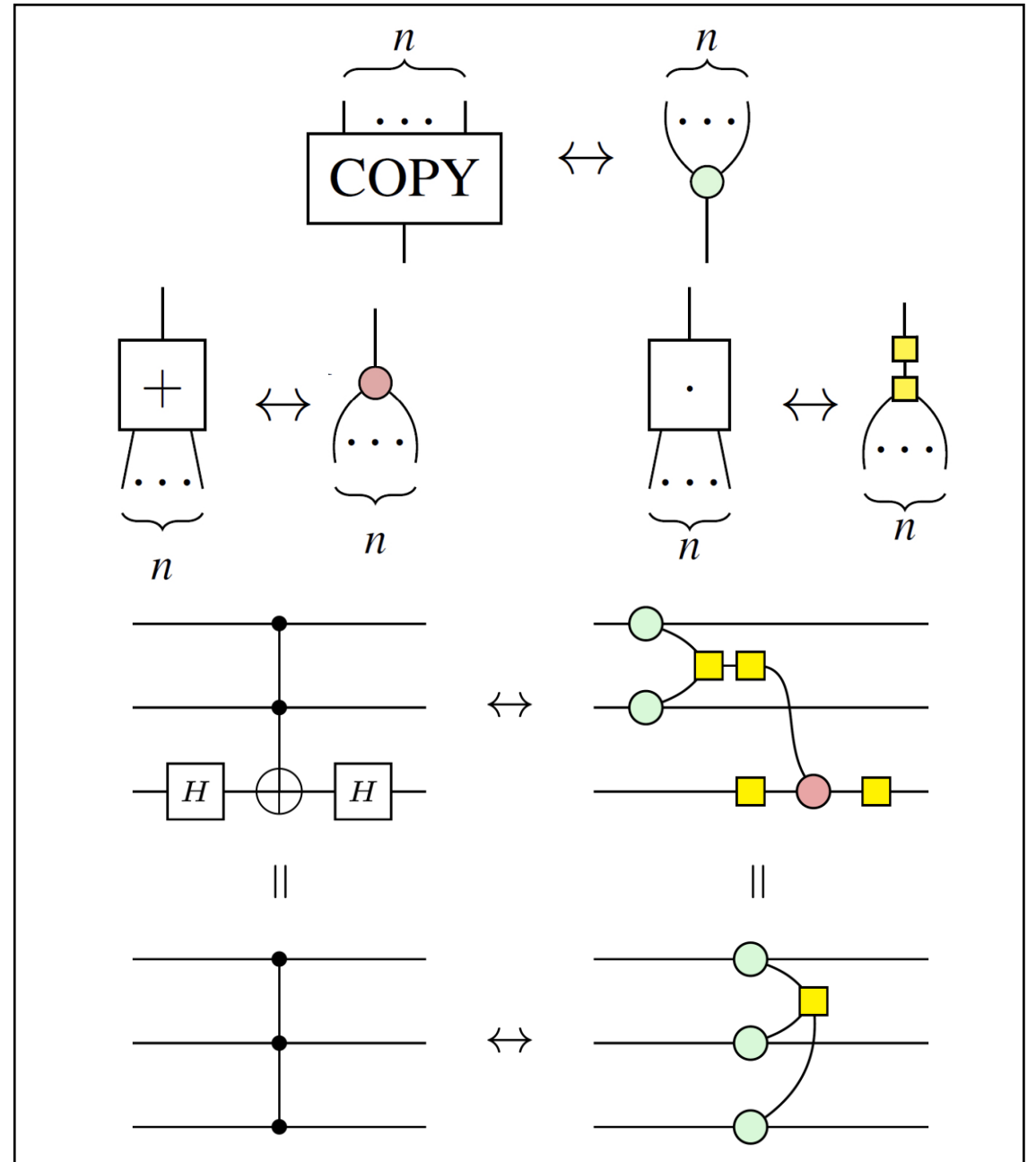
Completeness:

You can prove any equalities of qubit linear maps using just these 8 rules.

ZH Calculus



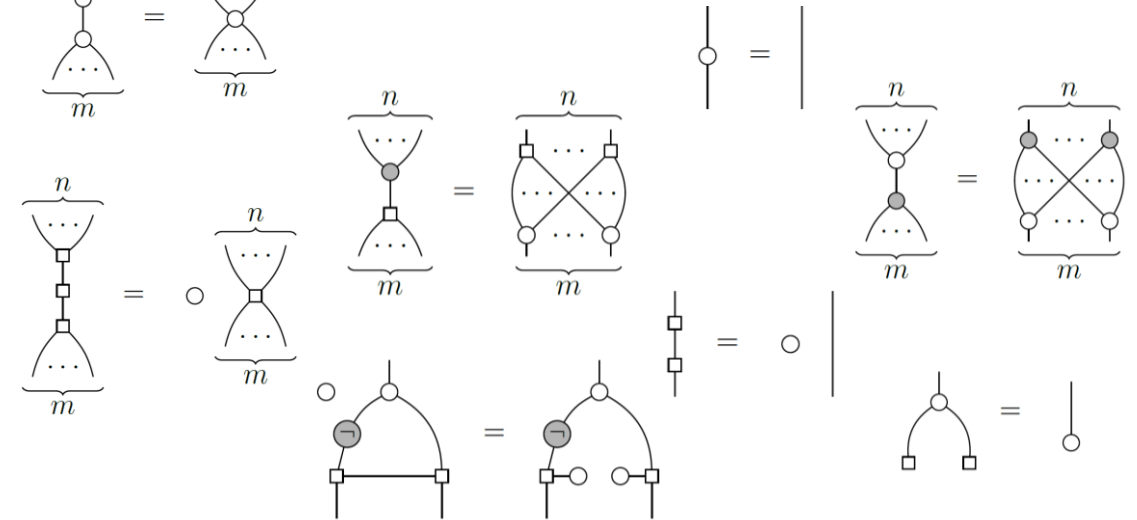
You can draw any ^{Toffoli + Hadamard} quantum circuit using just these two types of spiders.



Universality:

These suffice to represent
Toffoli + Hadamard
any $\wedge$ linear map
on any number of qubits.

Completeness



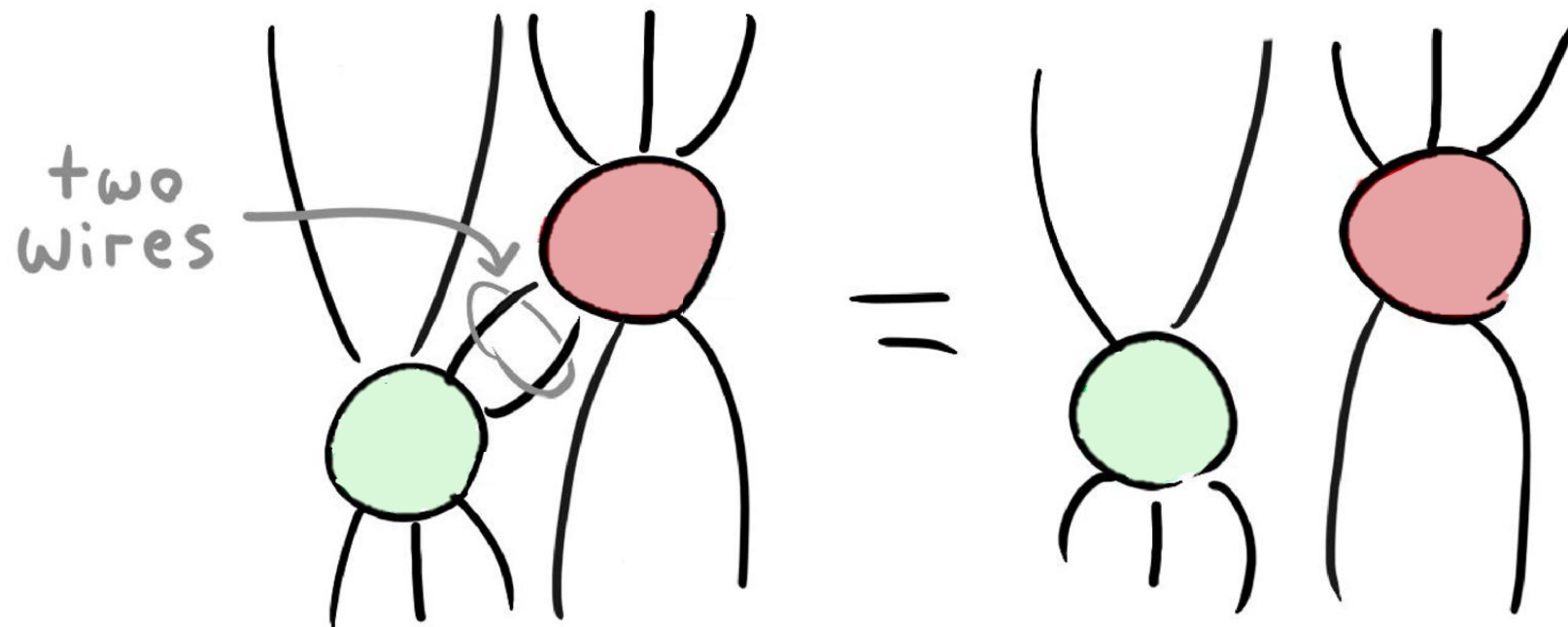
You can prove any equalities of qubit
Toffoli + Hadamard
 $\wedge$ linear maps using just these 8 rules.

	Qubit Completeness Results
Stabilizer aka Clifford	
Approx. Universal aka Clifford + T	
Universal	▪ Ng, Wang & Hadzihasanovic, 2018 ▪ Jeandel, Perdrix & Vilmart, 2018

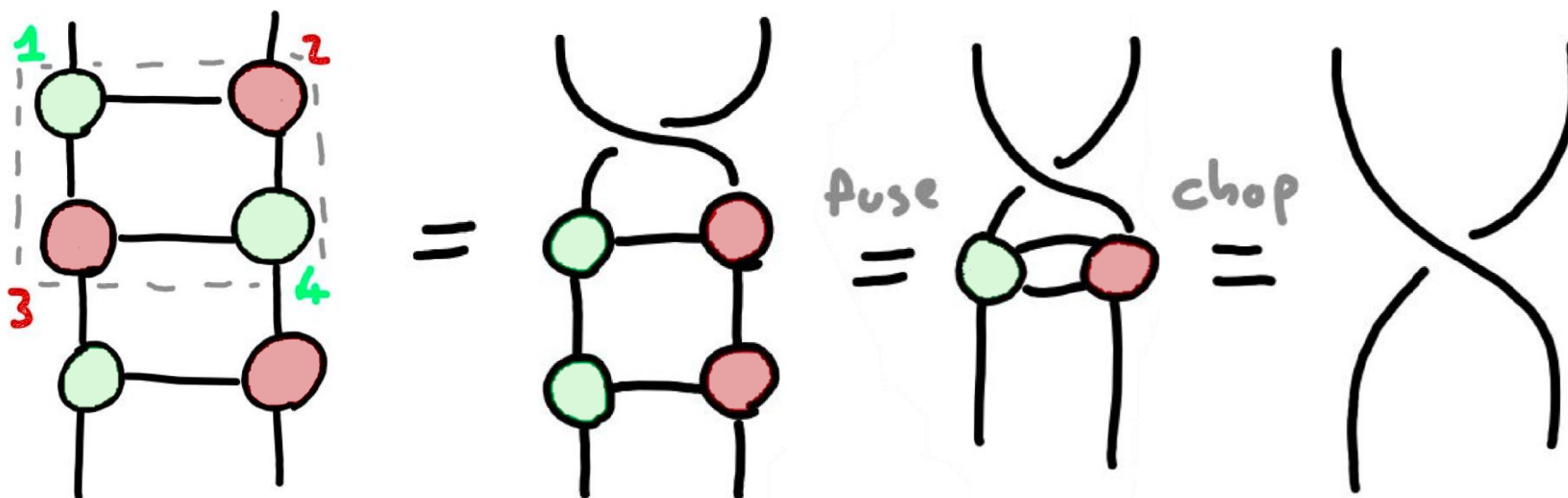
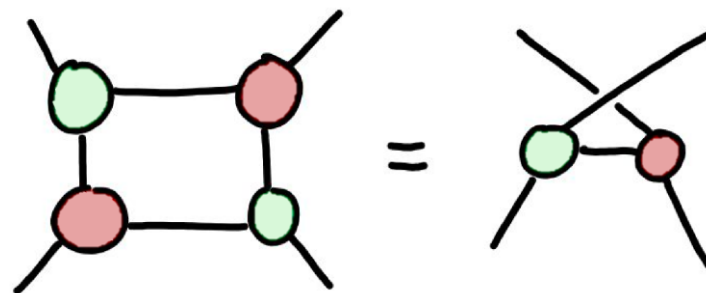
Overview

- Part 1 of the tutorial covered:
 - Process theories and ZX-calculus
 - **Circuit Optimization and Classical Simulation**
 - Measurement-based quantum computation
- Part 2 will cover:
 - Quantum Error Correction
 - Higher dimensional variants of ZX calculus

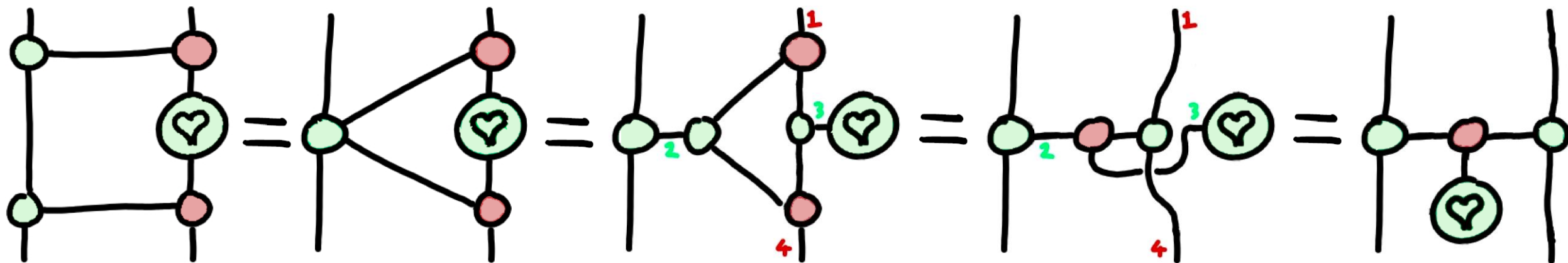
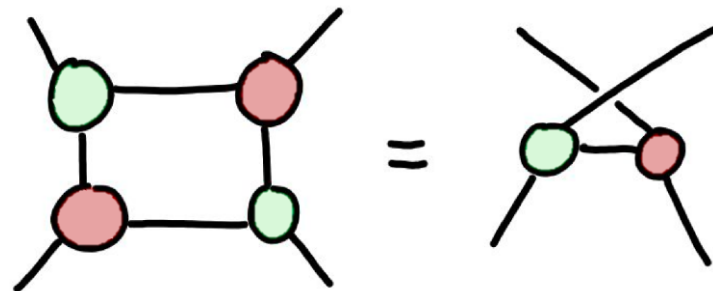
Hopf rule

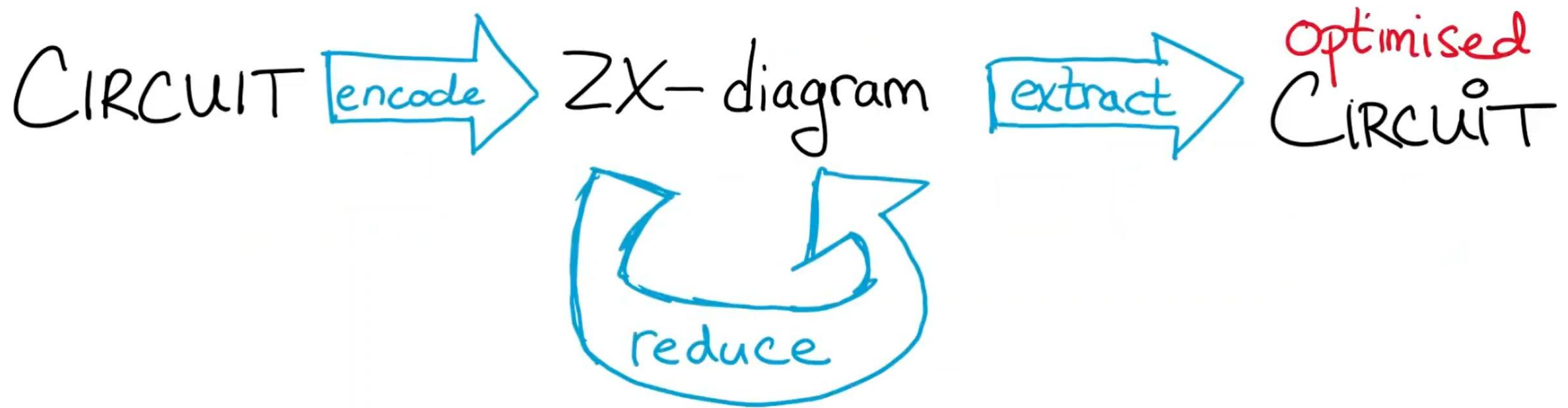


Bialgebra rule

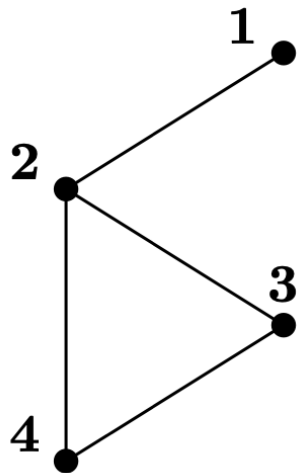


Bialgebra rule

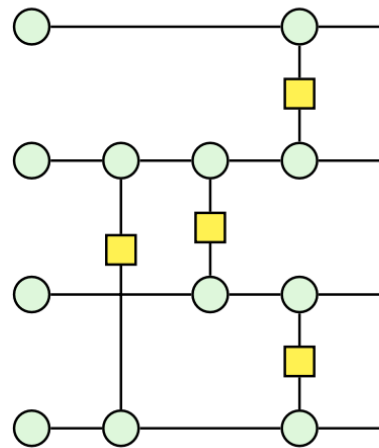




Graph states i.e. $\prod CZ |+\rangle^{\otimes}$

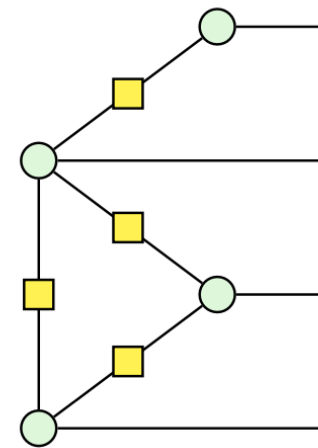


$\rightsquigarrow$

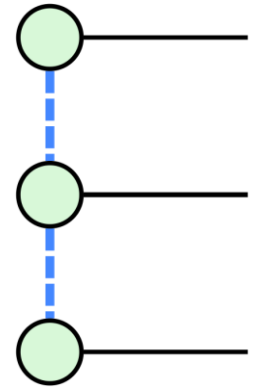
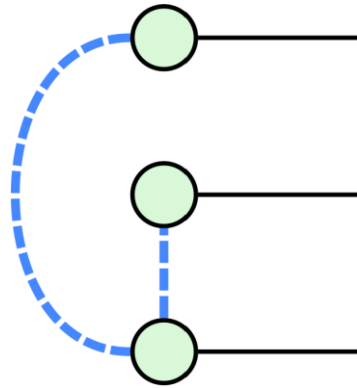
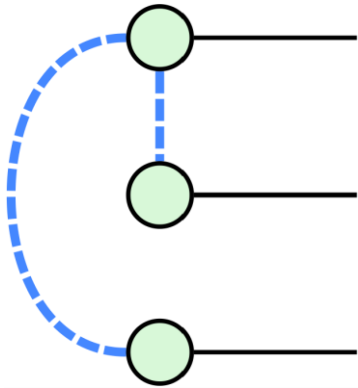


(SPIDER)

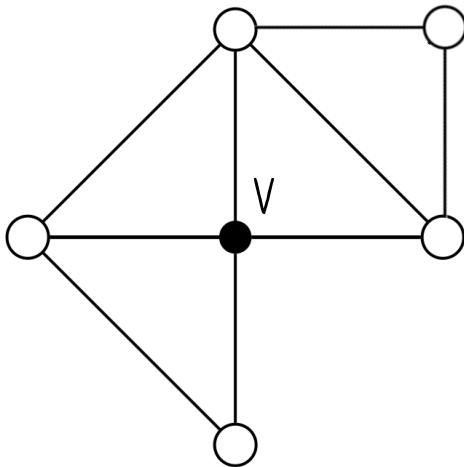
=



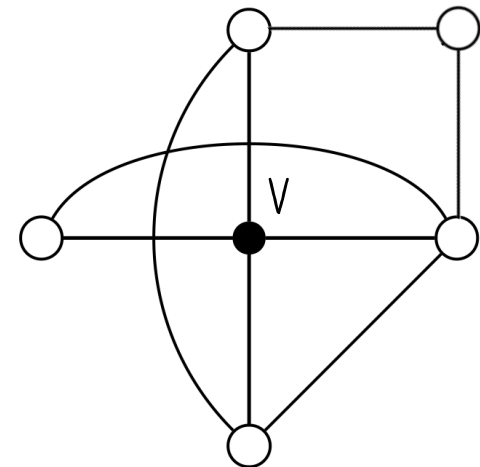
These graph states are equivalent up to local (one-qubit) Cliffords:



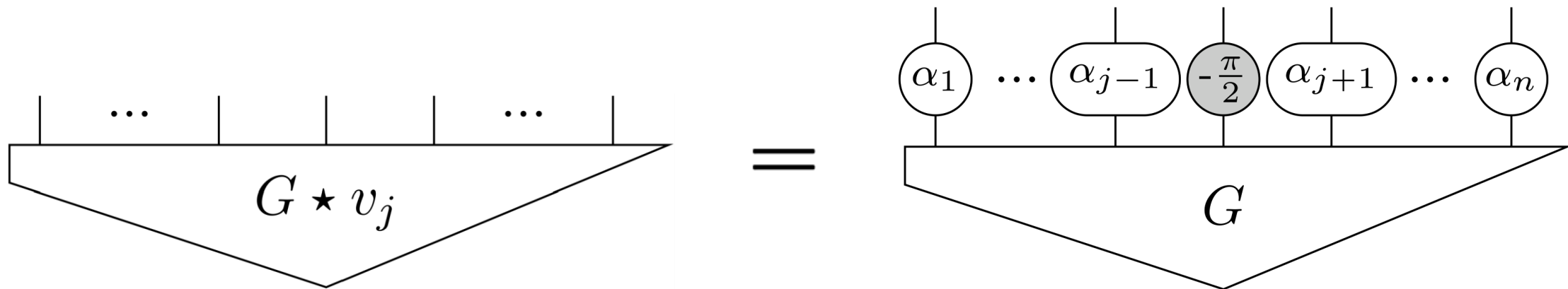
The reason is local complementation $G \star v$:



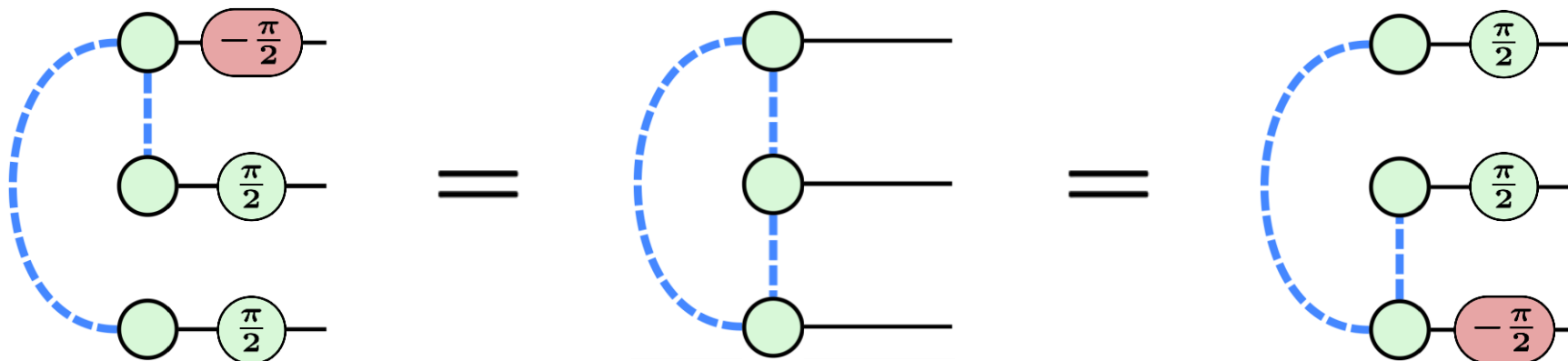
Flip connectivity between
all neighbors of v



In general, where $\alpha_i = \begin{cases} \frac{\pi}{2} & \text{if } v_i \text{ is adjacent to } v_j \\ 0 & \text{otherwise} \end{cases}$:



Example:



For all Clifford ZX diagrams, meaning all phases are 0 , π , or $\pm \frac{\pi}{2}$:

- You can always obtain normal form, polytime in diagram size

Graph-theoretic Simplification of Quantum Circuits with the ZX-calculus. Quantum (2020). Duncan, Kissinger, Perdrix, and van de Wetering.

- Moreover, admits a unique normal form

Complete Flow-Preserving Rewrite Rules for MBQC Patterns with Pauli Measurements. QPL 2022. McElvanney and Backens.
Picturing Quantum Software (textbook preprint). Kissinger and van de Wetering.

- Thus, for any Clifford ZX diagrams, you can always efficiently check if same linear map, by checking if unique normal forms are same

General strategy for any ZX diagram:

Unfuse all non-Clifford phases,

then optimize the Clifford subdiagram

	Qubit Completeness Results
Stabilizer aka Clifford	▪ Backens, 2014
Approx. Universal aka Clifford + T	▪ Jeandel, Perdrix & Vilmart, 2018
Universal	▪ Ng, Wang & Hadzihasanovic, 2018 ▪ Jeandel, Perdrix & Vilmart, 2018

Stabilizer Decompositions

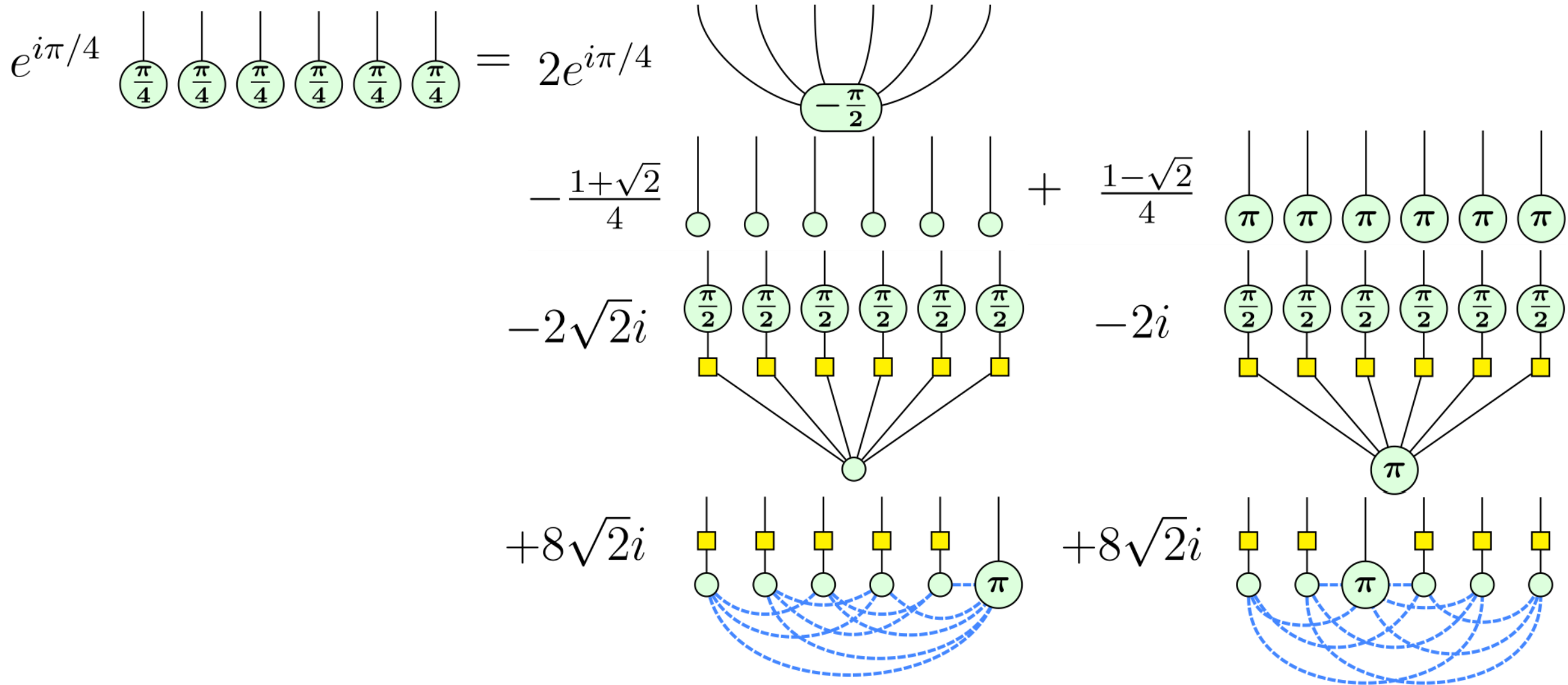
$$\begin{aligned}
 \text{---} \bigcirc \alpha \text{---} &= \text{---} \bigcirc \text{---} \bigcirc \alpha \text{---} = \frac{1}{\sqrt{2}} \left(\text{---} \bigcirc \text{---} \bigcirc \alpha \text{---} + \text{---} \bigcirc \pi \text{---} \bigcirc \alpha \text{---} \right) \\
 &= \frac{1}{\sqrt{2}} \left(\text{---} \bigcirc \text{---} + e^{i\alpha} \text{---} \bigcirc \pi \text{---} \right)
 \end{aligned}$$

Classically simulate Clifford+T ZX diagrams as a sum of 2^t Clifford terms

$$\left((2n+1) \frac{\pi}{4} \right) \vdots = \left(\frac{\pi}{4} \right) \text{---} \left(n \frac{\pi}{2} \right) \vdots$$

More efficient: 6 Ts to 7 Cliffords, i.e. $7^{t/6} \approx 2^{0.47t}$ Clifford terms

Trading Classical and Quantum Computational Resources. PRX Quantum (2016). Bravyi, Smith, Smolin.



Overview

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 - Circuit Optimization and Classical Simulation
 - **Measurement-based quantum computation**
- Part 2 will cover:
 - Quantum Error Correction
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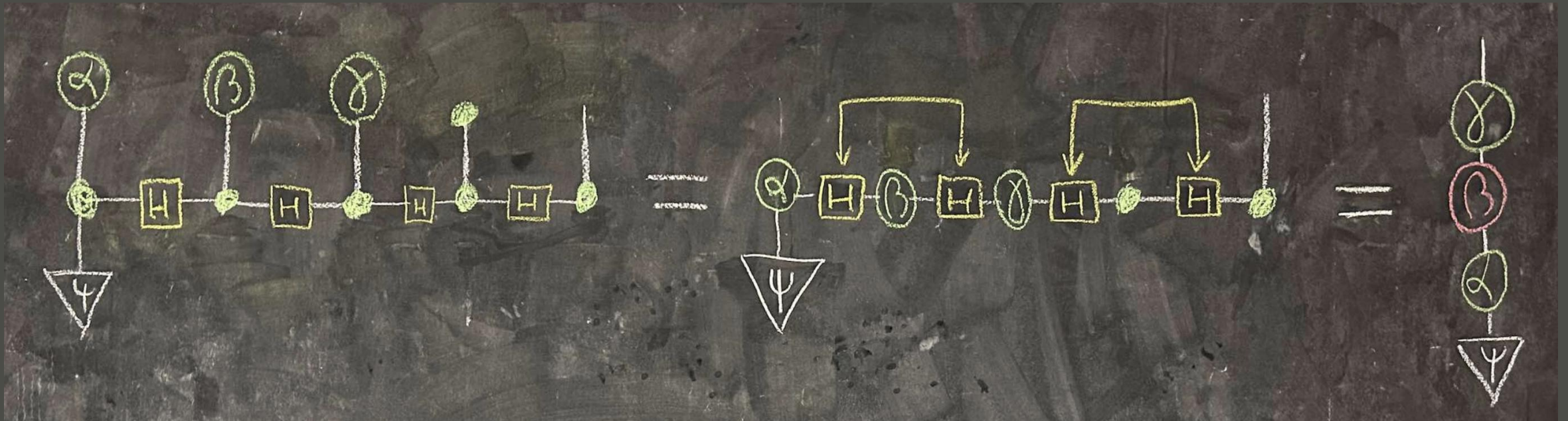
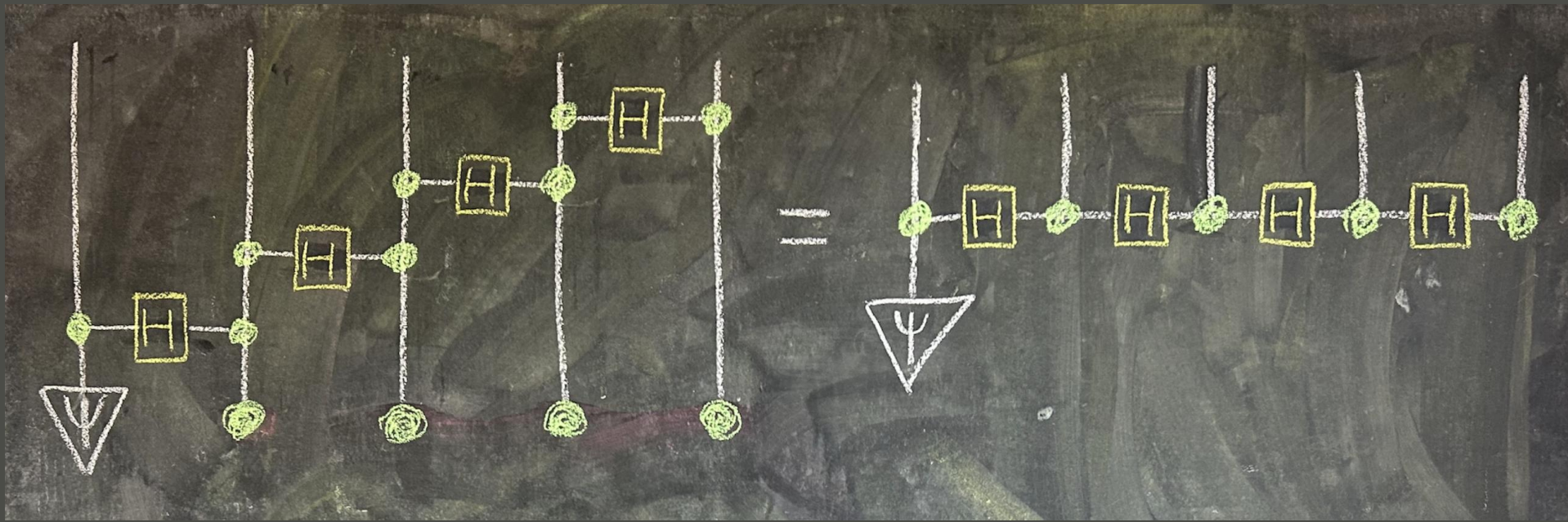
Circuit-Based Quantum Computing (CBQC)

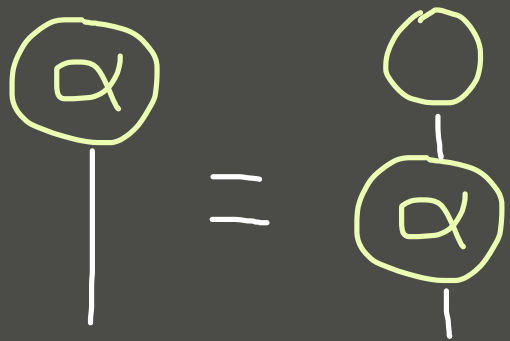
states $\rightarrow$ entangling gates $\rightarrow$ measure

Measurement-Based Quantum Computing (MBQC)

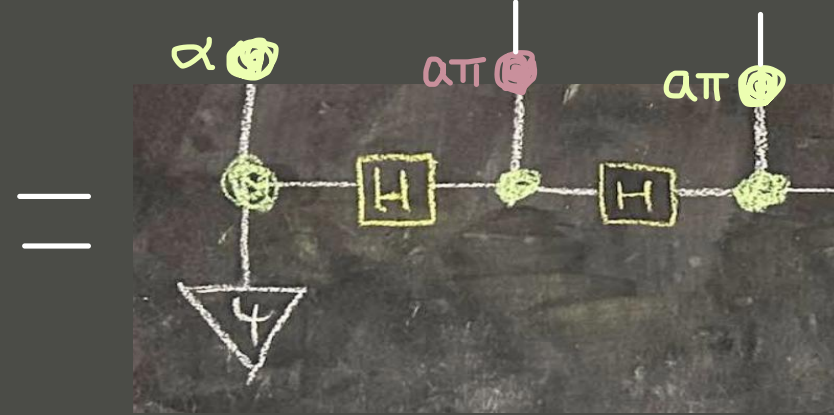
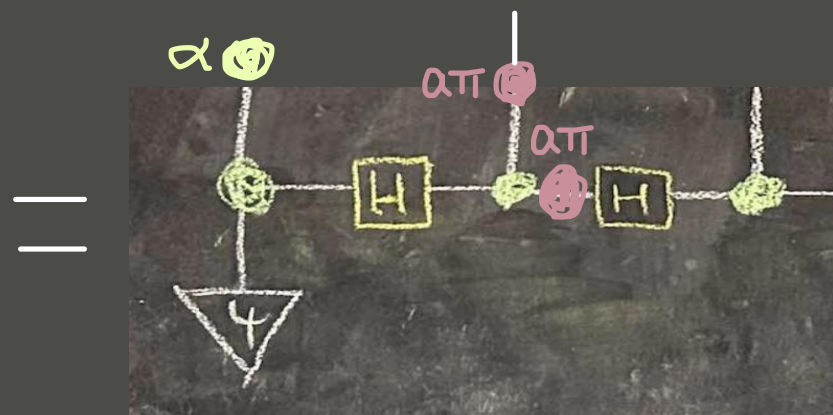
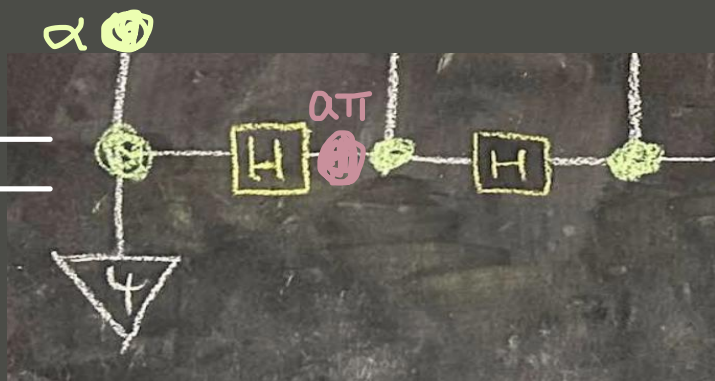
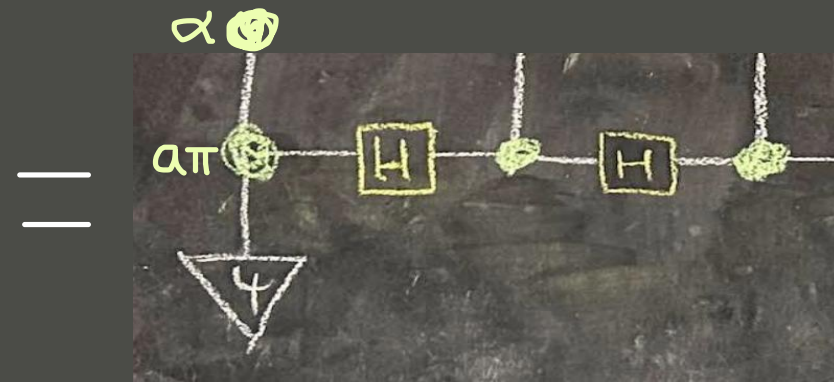
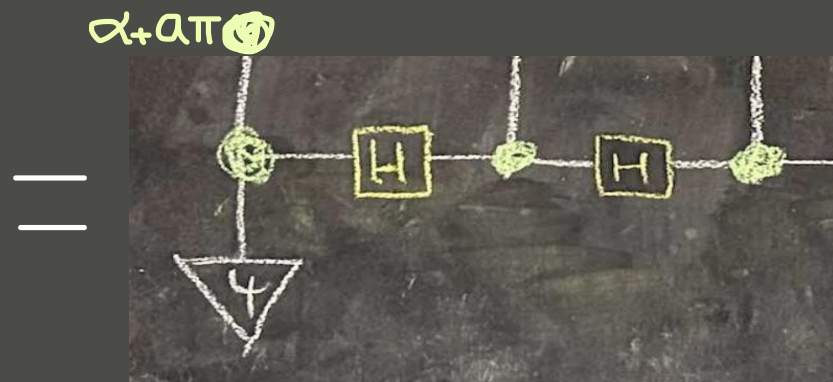
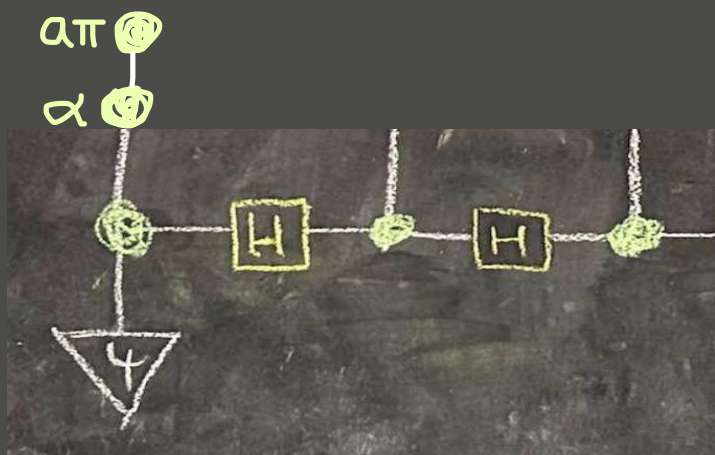
entangled resource states $\rightarrow$ measure $\rightarrow$ correct based on past measurements





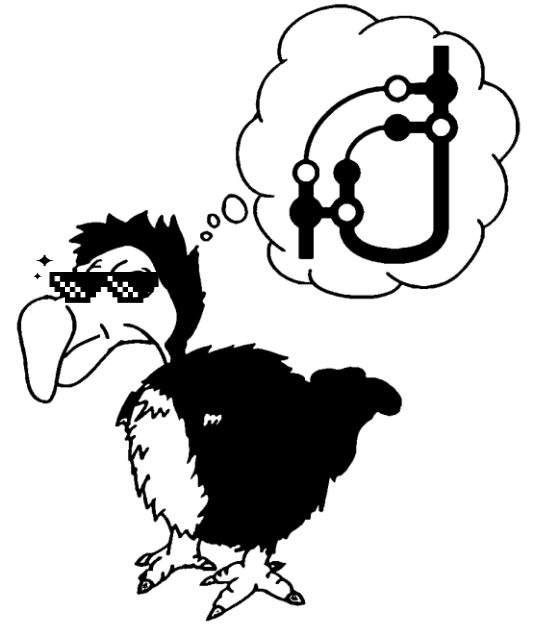


Can't be implemented deterministically. So let $\alpha \in \{0,1\}$



to be continued

part 2 coming to a screen near you next



Thank you for listening