

# Circuit Extraction for ZX-diagrams can be #P-hard

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The result in brief

## The circuit extraction problem

**Input:** A ZX-diagram with promise it is unitary.

**Output:** Description of quantum circuit of same unitary.

### Theorem

The circuit extraction problem is **#P**-hard.

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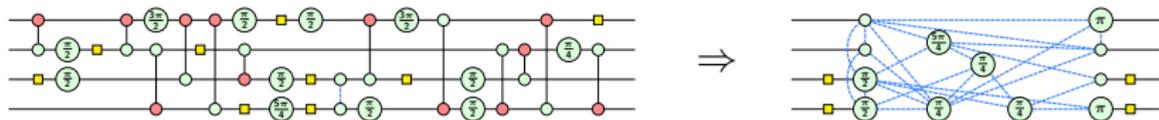
Note: Strong quantum circ simulation is **#P**-complete

→ circ extraction at least as hard as computing properties of diagrams directly.

# Why do we need circuit extraction?

Suppose we want to use ZX for circuit optimisation.

- ▶ First write circuit as ZX-diagram.
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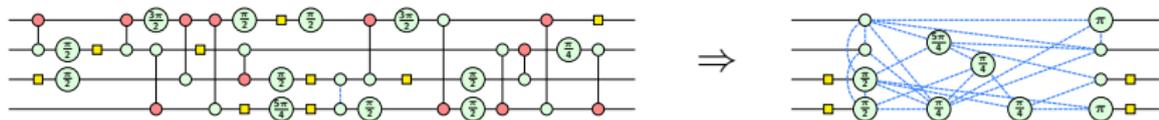


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More generally: if you want to run a ZX-diagram on a quantum computer, it needs to be a circuit.

# Known extraction techniques

- ▶ *Graph-theoretic Simplification of Quantum Circuits with the ZX-calculus*  
When diagram has *gflow*, can extract circuit.
- ▶ *There and back again: A circuit extraction tale*  
When diagram has *extended gflow*, can extract circuit.
- ▶ *Relating Measurement Patterns to Circuits via Pauli Flow*  
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They all require promise on 'local structure' of the diagram.  
This prevents the diagrams from becoming 'too wild'.

## Formal definition

### **CircuitExtraction**

**Input:** A ZX-diagram  $D$  with  $n$  inputs and outputs and at most  $k$  wires and/or spiders, and a set  $\mathcal{G}$  of unitary gates (each acting on at most  $O(1)$  qubits).

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**Output:** Either

(a) a poly( $n, k$ )-size circuit  $C$ , given as a sequence of gates from  $\mathcal{G}$  and expressing an  $n$ -qubit unitary that is proportional to  $D$ , if such a circuit exists;

or (b) a message no such circuit exists, if that is the case.

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### Toda's theorem

The polynomial hierarchy is contained in  $\mathbf{P}^{\#\mathbf{P}}$ .

# Main result

## Theorem

#SAT Cook reduces to **CircuitExtraction**:

#SAT  $\in$  FP<sup>CircuitExtraction</sup>.

## Corollary

If there is a poly-time algorithm for **CircuitExtraction**, then the entire polynomial hierarchy collapses, and in particular **P = NP**.

## Sketch of proof

- ▶ Suppose given Boolean formula  $f : \{0, 1\}^n \rightarrow \{0, 1\}$ .
- ▶ Construct ZX-diagram for linear map  $L_f$  which acts as  $L_f|\vec{x}\rangle = |f(\vec{x})\rangle$ :

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- ▶ Now note:

$$\begin{array}{c} \circ \\ \vdots \\ \circ \end{array} \left[ \begin{array}{c} L_f \end{array} \right] = \sum_x L_x |x\rangle = \sum_x |f(x)\rangle = \frac{N_0}{2^n} |0\rangle + \frac{N_1}{2^n} |1\rangle =: a_0 |0\rangle + a_1 |1\rangle$$

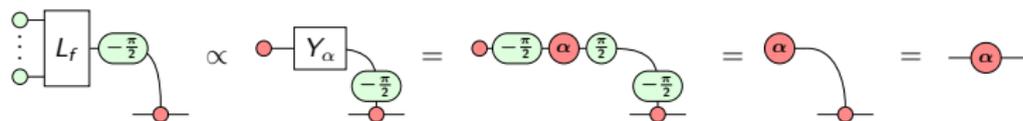
- ▶ Up to normalisation this state is  $Y_\alpha |0\rangle = \cos(\frac{\alpha}{2}) |0\rangle + \sin(\frac{\alpha}{2}) |1\rangle$  where  $\alpha$  is determined by number of solutions to  $f$ .

## Sketch of Proof, part 2

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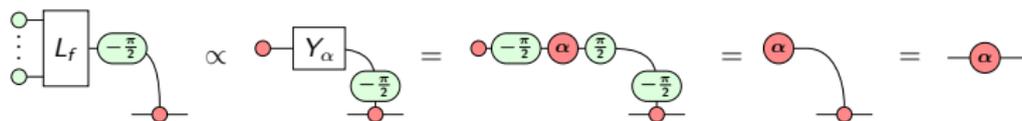


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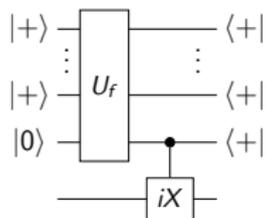
- ▶ So if we feed diagram (1) to **CircuitExtraction**, we get a 1-qubit circ equal to  $X(\alpha)$ .
- ▶ Multiply out the gates in the circ to actually calculate  $\alpha$ . QED.

## Why it works

- ▶ While the diagram contains  $\text{poly}(n)$  spiders, the circuit has exactly 1 qubit.
- ▶ Furthermore, circ only has  $\text{poly}(n)$  gates.
- ▶ So can multiply out all the gates in poly-time.
- ▶ Only need to know value of  $\alpha$  up to  $\text{poly}(n)$  bits of precision.

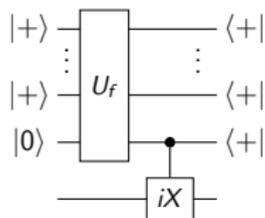
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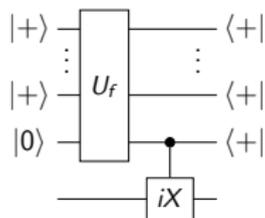
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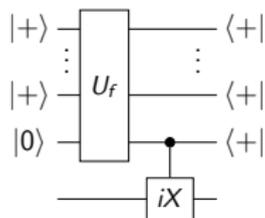
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### Corollary

Removing post-selections from post-selected circuit which is unitary, is #P-hard.

# Circuit Extraction with auxiliary qubits

## **AuxCircuitExtraction**

**Input:** Unitary ZX-diagram.

**Output:** Circuit with up to logarithmic number of ancillae, measurements and classical corrections.

## Theorem

**AuxCircuitExtraction** is #P-hard.

# Approximate Circuit Extraction

## **ApproxCircuitExtraction**

**Input:** Unitary ZX-diagram  $D$  and a precision parameter  $\varepsilon > 0$ .

**Output:** A  $\text{poly}(n, k, \log(1/\varepsilon))$ -size circuit  $C$  expressing an  $n$ -qubit unitary which is an  $\varepsilon$ -approximation to  $D$ .

## Theorem

**ApproxCircuitExtraction** is #P-hard.

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- ▶ The motivation for extracting a circuit, is to run the diagram on a quantum computer.
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### UnitaryZXSampling

**Input:** A ZX-diagram  $D$  with  $n$  inputs and outputs.

**Promise:**  $D$  is proportional to some unitary  $U$ .

**Output:** A sample  $\vec{x} \in \{0, 1\}^n$  from a probability distribution, given by (or sufficiently close to)  $|\langle \vec{x} | U | 0 \cdots 0 \rangle|^2$ .

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**NP** randomly polynomially reduces to **UnitaryZXSampling**.

That is: **NP**  $\subseteq$  **BPP**<sup>UnitaryZXSampling</sup>.

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### Corollary

If there were a procedure to run unitary ZX-diagrams on a quantum computer, then **NP**  $\subseteq$  **BQP**.

## Conclusion

- ▶ Circuit extraction is hard.
- ▶ Allowing approximate extraction or some ancillae does not make it easier.
- ▶ In fact, any way to extract samples from a unitary ZX-diagram is at least **NP**-hard.

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Future work:

- ▶ What is the exact complexity of **CircuitExtraction**? The best bound we have is **FNP<sup>NP<sup>#P</sup></sup>**.
- ▶ Is Circuit Extraction for deterministic measurement patterns also hard?

# Thank you for your attention!

*Circuit Extraction for ZX-diagrams can be #P-hard*

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