

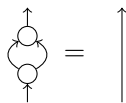
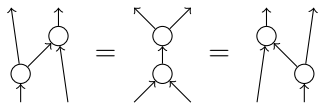
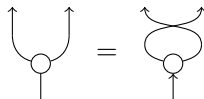
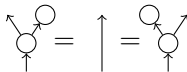
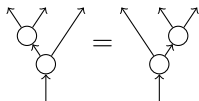
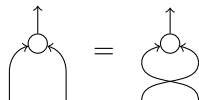
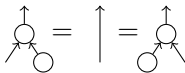
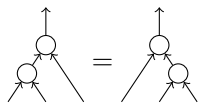
Simplification by Rotation for Frobenius/Hopf algebras

Aleks Kissinger

September 9, 2017

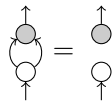
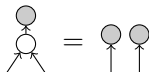
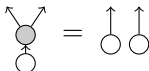
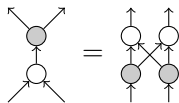
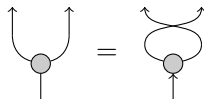
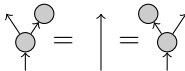
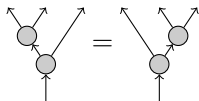
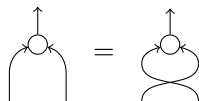
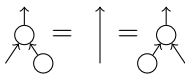
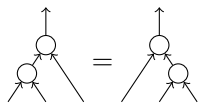
The goal

Simplification for special commutative Frobenius algebras:



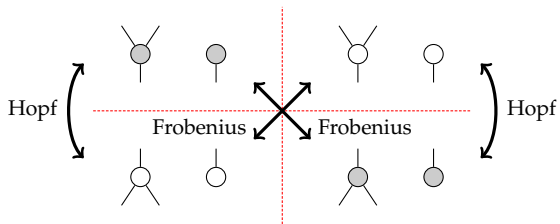
The goal

Simplification for commutative Hopf algebras:



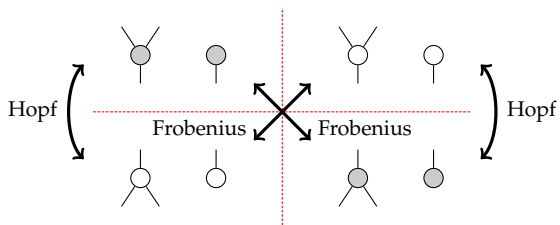
The goal

Simplification for the system $\mathbb{I}B$:



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Simplification for the system \mathbb{IB} :

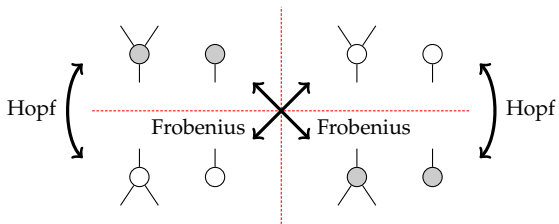


$$\text{arc} := \text{circle with top dot} = \text{circle with bottom dot}$$

$$\text{cup} := \text{cup with top dot} = \text{cup with bottom dot}$$

The goal

Simplification for the system $\mathbb{I}B$:



(a.k.a. the *phase-free fragment of the ZX-calculus*)

The (first) problem

- (Biased) AC rules are not terminating:

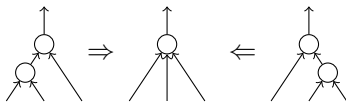


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- **Solution:** use *unbiased* simplifications:

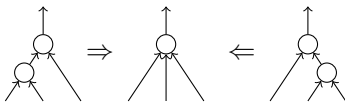


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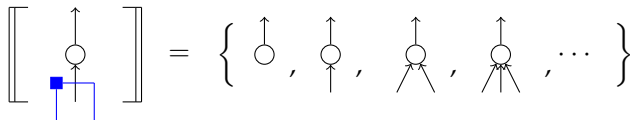
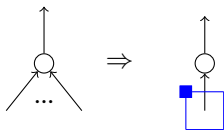


- **Solution:** use *unbiased* simplifications:

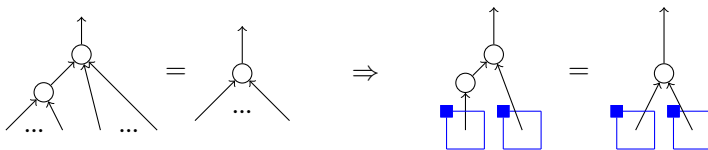


- \implies need infinitely many rules, or *rule schemas*

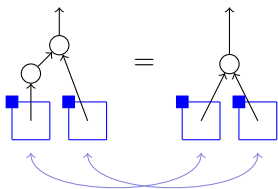
!-boxes: simple diagram schemas



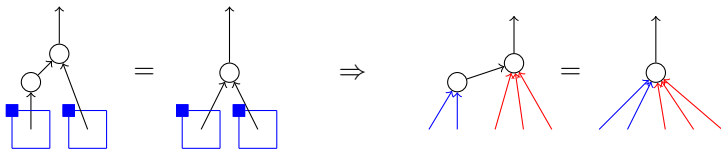
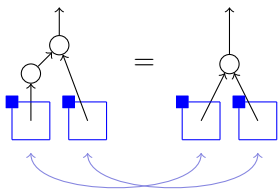
!-boxes: simple diagram rule schemas



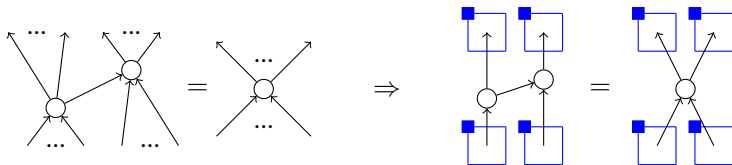
!-boxes



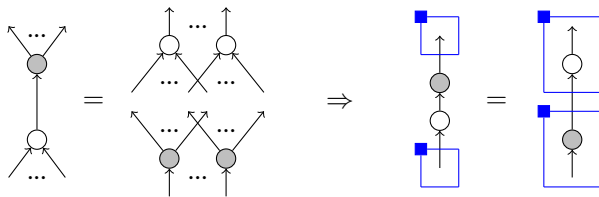
!-boxes



Unbiased Frobenius algebras



Unbiased bialgebras



To quanto!

Interacting bialgebras are linear relations

$$\mathbb{IB} \cong \text{LinRel}_{\mathbb{Z}_2}$$

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- $\text{LinRel}_{\mathbb{Z}_2}$ has:
 - **objects:** \mathbb{N}
 - **morphisms:** $R : m \rightarrow n$ is a subspace $R \subseteq \mathbb{Z}_2^m \times \mathbb{Z}_2^n$
 - **tensor** is \oplus , **composition** is relation-style

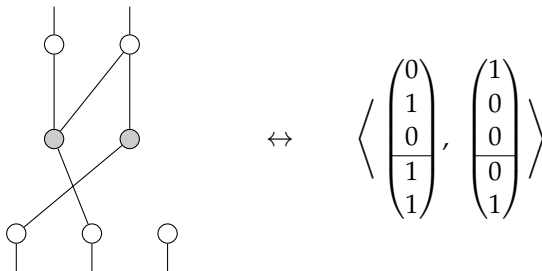
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 - **tensor** is \oplus , **composition** is relation-style
- Pseudo-normal forms can be interpreted as:
 - **white spiders** := place-holders
 - **grey spiders** := vectors spanning the subspace

Lets see how this works...

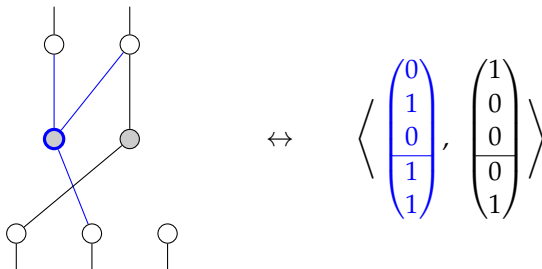
- Subspaces can be represented as:



- The 1's indicate where edges appear for each vector.

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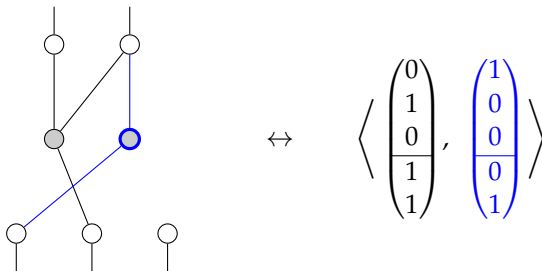
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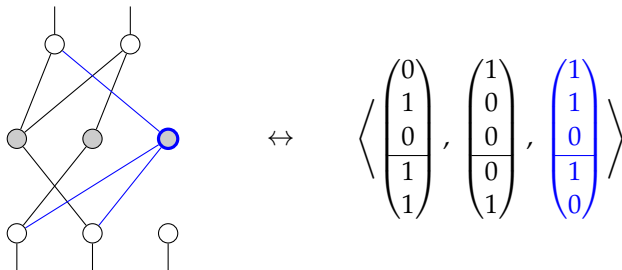
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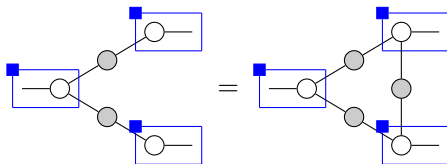
Lets see how this works...

- Not unique! We can always add or remove a vector that is the sum of two other spanning vectors and get the same space:



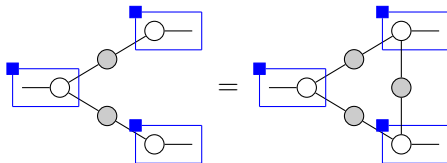
Addition is a !-box rule

- 'Addition' operation can be written as a !-box rule:

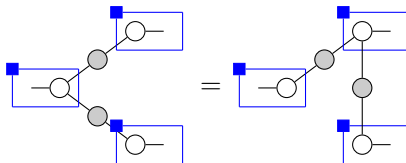


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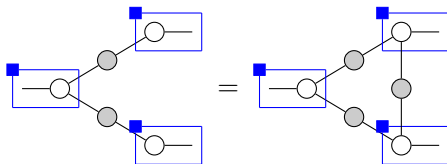


- We can also apply this forward then backward to get a 'rotation' rule:

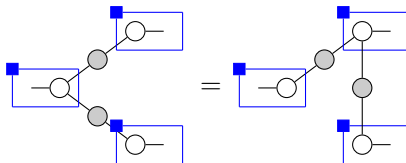


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- Note this rule decreases the arity of the white dot on the left by 1.

Thanks!

- Joint work with Lucas Dixon, Alex Merry, Ross Duncan, Vladimir Zamdzhiev, David Quick, Hector Miller-Bakewell and others
- See: `quantomatic.github.io`