

Graph Rewriting Language as a Platform for Quantum Diagrammatic Calculi

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Overview

Overview

Graph Rewriting

✓ **Powerful formalism for representing & transforming structured data.**

- Applied in various domains:
chemistry, math, **quantum physics**, etc.



ZX-calculus¹

- **Diagrammatic** and **rule-based** framework for **quantum circuits**.
- **Specialized graphical tools** for optimization and proof assistance.
- ★ **Designing & verifying rewriting strategies is challenging.**

+

LMNtal²

- **Concrete declarative language** for hierarchical graph rewriting.
- ✓ **State space exploration** tool
- ✓ **Model checking** tool
- ✓ **Quantifiers** for expressive pattern matching (**QLMNtal**)

¹ Kazunori Ueda. "LMNtal as a hierarchical logic programming language". In: *Theoretical Computer Science* 410:46 (2009)

² Bob Coecke et al. *Picturing Quantum Processes: A First Course in Quantum Theory and Diagrammatic Reasoning*. 2017

Research Question and Contributions

(RQ) How can we bridge declarative programming and quantum computing?

Challenges in the ZX-calculus

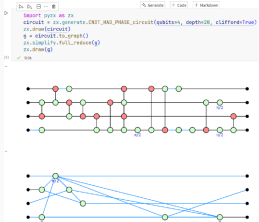
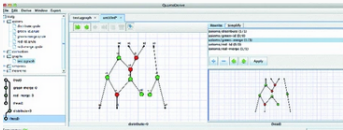
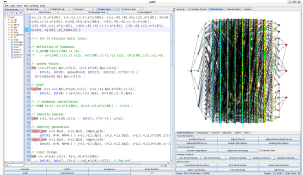
1. **Systematic exploration** of optimization strategies
2. **Analyzing properties** of strategies (confluence, termination, etc.)
3. **Gap** between **diagrammatic rules** and **implementations**

... for which QLMNtal provides a language and a complementary platform

- **Each graphical ZX-rule can be directly encoded as a single QLMNtal rule.**
- New strategies can be **modeled and verified in our platform** to confirm their effectiveness, and **then can be implemented in existing tools.**

Existing tools vs. LMNtal

- Major **optimization/verification** tools for ZX-calculus & our **LMNtal ecosystem**:

	PyZX ³	Quantomatic ⁴	LMNtal / QLMNtal
Goal	Optimization	Verification	General graph rewriting
Approach	automatic simplification via built-in heuristics	step-by-step proofs via user-defined rules	non-deterministic execution of user-defined rulesets
Syntax	graphical	graphical	textual (PL-standard)
UI			

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Aleks Kissinger et al. “PyZX: Large Scale Automated Diagrammatic Reasoning”. In: *16th International Conference on Quantum Physics and Logic (QPL 2019)*. Vol. 318. EPTCS. 2020

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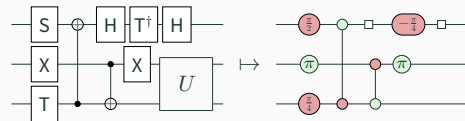
Aleks Kissinger et al. “Quantomatic: A Proof Assistant for Diagrammatic Reasoning”. In: *Automated Deduction - CADE-25*. Vol. 9195. LNCS. 2015

ZX-calculus, a graphical formalism for quantum circuits

From Quantum Circuits to ZX-calculus

- Operations on quantum circuits are complex due to diverse gates and fixed wiring ...
→ **ZX-calculus**⁵ born from **String Diagrams**⁶

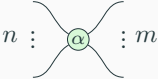
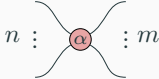

- ▶ All kinds of circuits can be represented by **only two types of nodes & wires!**
- ▶ Can be bent and stretched freely.
- ▶ Only a small number of universal rewrite rules are needed.



- While **String Diagrams** are more oriented to **category theory**, **ZX-calculus** has more flexibility and **affinity with graph rewriting**

ZX-diagrams

- ZX-diagrams consist of Z- and X-spiders connected by wires.
 - ▶ $n, m \in \mathbb{N}$
 - ▶ $\alpha \in \mathbb{R}$: phase

Z-spider	X-spider	Hadamard gate
		

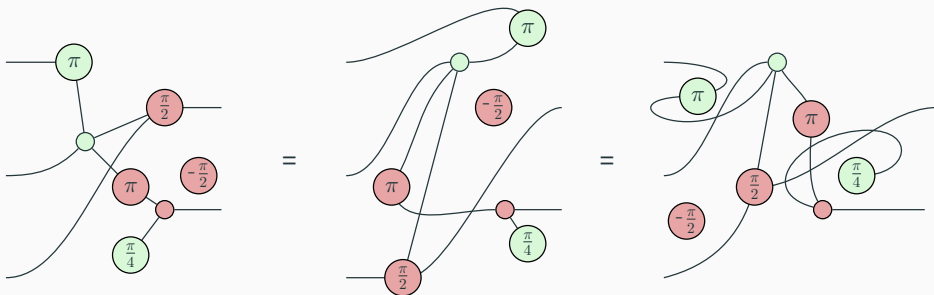
Equivalence of ZX-diagrams

- “Only connectivity matters”

As long as the connectivity is preserved,

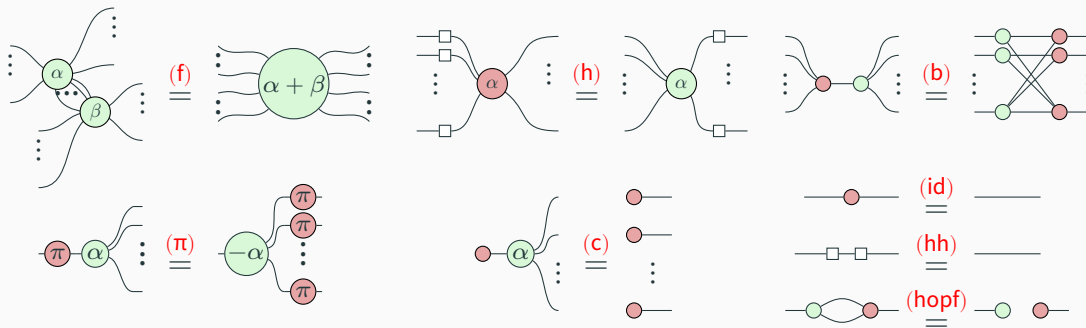
★ diagrams are equivalent under deformation, and

★ diagrams don't care about input/output order.



Rewrite Rules in ZX-calculus

- Rewrite rules preserve the equivalence of ZX-diagrams.
- Also, rules enjoy **color symmetry**: can swap Z- (green) and X- (red) spiders



!-boxes (bang-boxes)

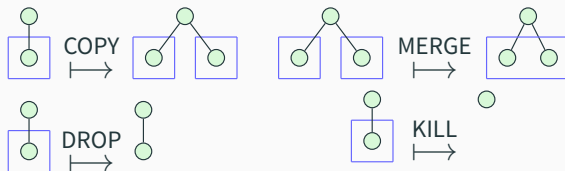
- In ZX-calculus, “...” means “any number”.

► Informal and can be ambiguous. see (b) (bialgebra rule):

► We can use **!-boxes**⁷ instead!

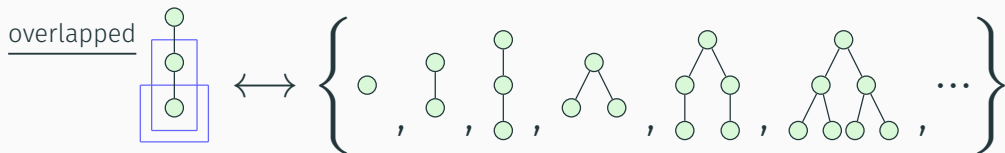


- Subgraphs surrounded by a !-box can be **instantiated** any number of times.
- Four instantiation operations: **COPY**, **KILL**, **DROP**, and **MERGE**.



Overlapped !-boxes

- !-boxes can be **overlapped**.



Rules written with !-boxes

- !-graphs (graphs with !-boxes) can be placed on both sides to represent rewrite rules.

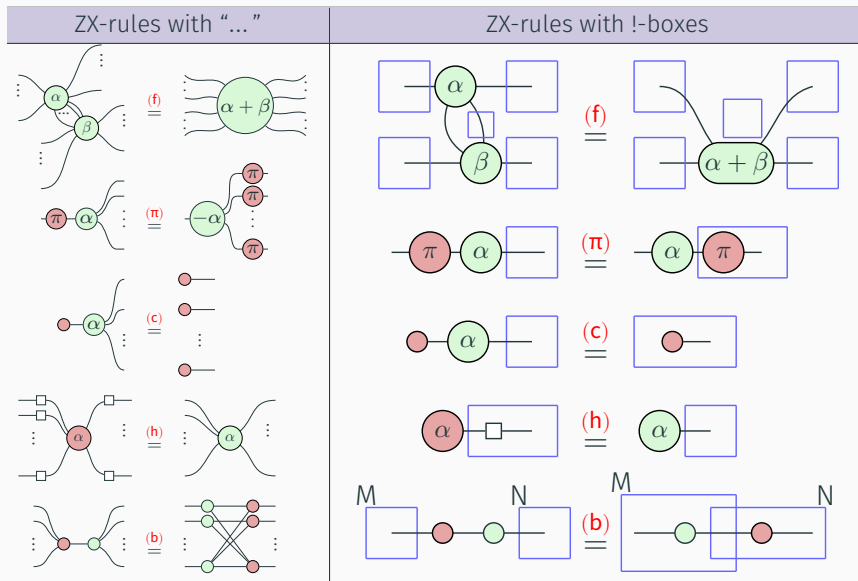
$$\text{red node} - \text{green node } \alpha - \boxed{} \stackrel{(c)}{=} \boxed{\text{red node} - } \leftrightarrow \left\{ \text{red node} - \text{green node } \alpha = \boxed{}, \text{red node} - \text{green node } \alpha = \text{red node}, \text{red node} - \text{green node } \alpha = \begin{array}{c} \text{red node} \\ \text{red node} \end{array}, \dots \right\}$$

- (b)-rule with !-boxes:

$$\begin{array}{c} \vdots \\ \text{red node} - \text{green node} \\ \vdots \end{array} \stackrel{(b)}{=} \begin{array}{c} \text{green node} - \text{red node} \\ \text{green node} - \text{red node} \\ \text{green node} - \text{red node} \\ \vdots \end{array}$$

$$\boxed{M} - \text{red node} - \text{green node} - \boxed{N} \stackrel{(b)}{=} \boxed{M} - \text{green node} - \text{red node} - \boxed{N} \leftrightarrow \left\{ \text{red node} - \text{green node} = \boxed{}, \text{red node} - \text{green node} = \text{green node}, \dots, \begin{array}{c} \text{red node} - \text{green node} \\ \text{red node} - \text{green node} \end{array} = \begin{array}{c} \text{green node} - \text{red node} \\ \text{green node} - \text{red node} \\ \text{green node} - \text{red node} \\ \vdots \end{array}, \dots \right\}$$

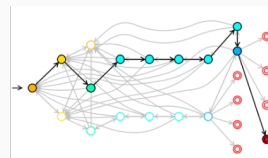
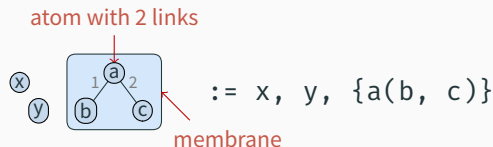
Representing ZX-rules with !-boxes



LMNtal and QLMNtal

LMNtal <https://bit.ly/lmnal-portal>

- **LMNtal**: a hierarchical graph rewriting language born from **concurrent constraint programming** + **Constraint Handling Rules (CHR)**⁸.
 - graph node = **atom** = formula
 - graph edge = **link** = logical variable
 - hierarchy = **membrane** = context
- Toolkit provides various features including **visualizer, state space explorer, model checker**.
- **QLMNtal**⁹ extends LMNtal with **quantifiers: cardinality, negation, and universal**.



State Space visualized by
LMNtal StateViewer (state space explorer)

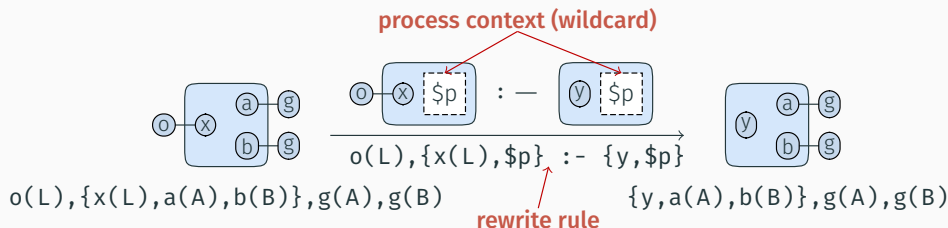
⁸ Thom Früwirth. “Theory and practice of Constraint Handling Rules”. In: *J. Logic Programming* 37:1 (1998)

⁹ Haruto Mishina et al. “Introducing Quantification into a Hierarchical Graph Rewriting Language”. In: *34th International Symposium on Logic-Based Program Synthesis and Transformation (LOPSTR 2024)*. Vol. 14919. LNCS. Extended version available at <https://arxiv.org/abs/2411.14802>. 2024

Syntax of LMNtal

Process $P ::= \mathbf{0} \mid p(X_1, \dots, X_n) \mid P, P \mid m\{P\} \mid T :- T$

Process template $T ::= \mathbf{0} \mid p(X_1, \dots, X_n) \mid T, T \mid m\{T\} \mid T :- T \mid \p



- LMNtal graphs are **port graphs**: $a(X, Y) \neq a(Y, X)$.
- Rules are applied **repeatedly** and **non-deterministically**.
- Membranes can contain other membranes.

Introducing Quantifiers¹⁰

Process	$P ::= \mathbf{0} \mid p(X_1, \dots, X_n) \mid P, P \mid m\{P\} \mid T :- T$
Process template	$T ::= \mathbf{0} \mid p(X_1, \dots, X_n) \mid \textcolor{red}{QT} \mid T, T \mid m\{T\} \mid T :- T \mid \p
Quantifier	$Q ::= l\langle z, z \rangle \mid l\langle^{\wedge}\rangle$

- $\textcolor{red}{QT}$: Newly introduced **quantified process template**
- Q : **Quantifier**. Can represent either **cardinality** $(l\langle z, z \rangle)$ or **negation** $(l\langle^{\wedge}\rangle)$.
- **label** l is an identifier for the quantifier.

¹⁰ Haruto Mishina et al. “Introducing Quantification into a Hierarchical Graph Rewriting Language”. In: 34th International Symposium on Logic-Based Program Synthesis and Transformation (LOPSTR 2024). Vol. 14919. LNCS. Extended version available at <https://arxiv.org/abs/2411.14802>. 2024

Universal Quantifier in QLMNtal

- **Universal quantifier** $l\langle*\rangle = \text{cardinality quantifier} + \text{negation quantifier}$.
 - $l\langle 0, \infty \rangle T$: There are **arbitrarily many** instances of pattern T
 - $l\langle \wedge \rangle T'$: **No instance** of pattern T' (a variant of T)
 - and they are **associated** by label l .

$$l\langle*\rangle T := l\langle 0, \infty \rangle T, l\langle \wedge \rangle T'$$

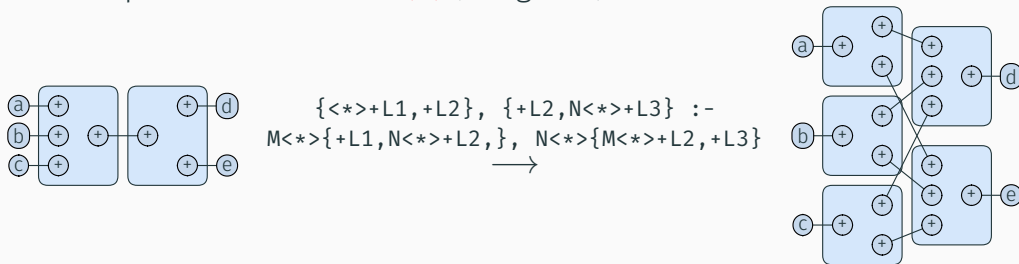
- Negation quantifier ensures that all instances of T is matched by the cardinality quantifier.

Universal Quantifiers in QLMNtal

- Matching **all** a's with 2 links



- An example motivated from **(b)** (bialgebra) rule

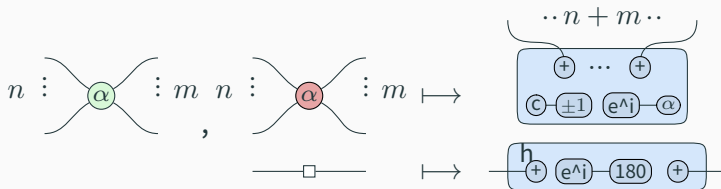


- Quantifiers with the same label** are **associated** with each other.
- Quantifiers can be **nested**.

Encoding ZX-calculus in LMNtal

ZX-diagram in LMNtal

- **“Only connectivity matters”** corresponds nicely to **LMNtal graphs**

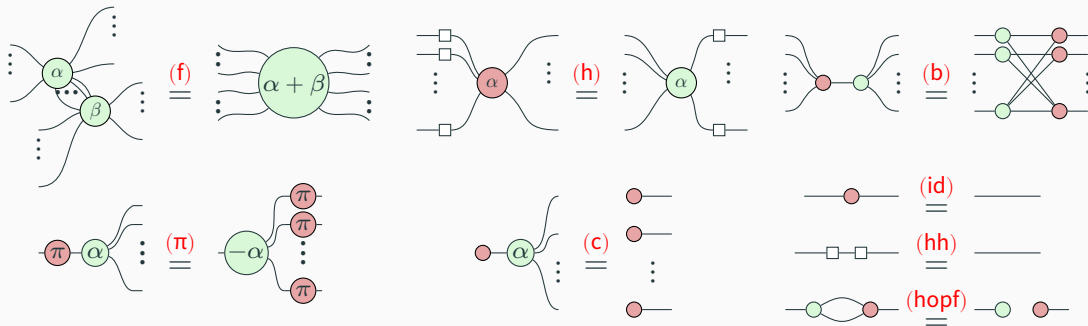


- **Can treat Z- and X-spiders uniformly:** $\{e^i(\alpha), c(\text{color}), \$ports\}$
- α (phase) is represented in degrees
- Have abbreviation for Hadamard gates: $h\{e^i(180), \$ports\}$
- ▶ that can be easily extended to ZH-calculus¹¹

¹ Miriam Backens et al. “ZH: A Complete Graphical Calculus for Quantum Computations Involving Classical Non-linearity”. In: *15th International Conference on Quantum Physics and Logic (QPL 2018)*. Vol. 287. EPTCS, 2019
 Kayo Tei et al. *Graph Rewriting Language as a Platform for Quantum Diagrammatic Calculi*. 2025

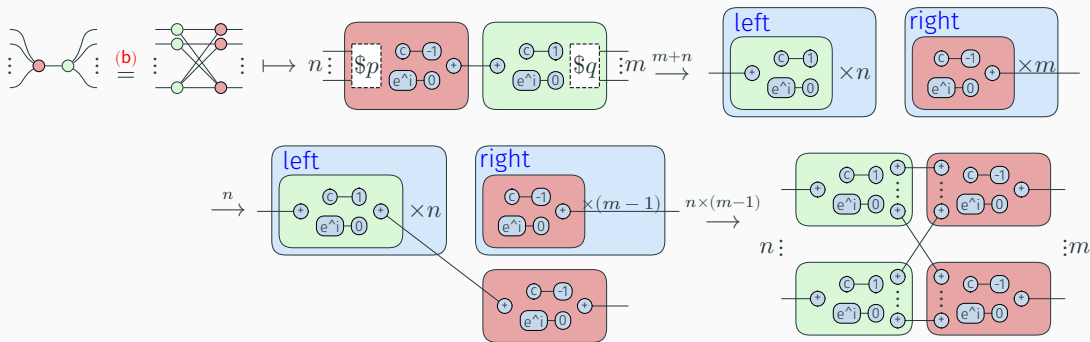
ZX-rules in LMNtal

- Some of the rules ((f), (id), (hh), (hopf)) below) can be written in a single LMNtal rule
- Others need multiple LMNtal rules to handle the “...”



Implementation of the (b) rule in plain LMNtal

- The (b) (bialgebra) rule can be represented in plain LMNtal but involves multiple rewriting steps
- and only for left-to-right rewriting



Using QLMNtal for ZX-rules

- Using QLMNtal's universal quantifiers, **all ZX-rules can be represented straightforwardly**
- Furthermore, the reverse direction is achieved **just by swapping head and body!** (with a bit of care for guard conditions)

Bidirectional (b) (bialgebra) rule in QLMNtal

Left-to-right:

$$\{M<*>+L1,+L2,e^{i(\theta)},c(1)\}, \{+L2,N<*>+L3,e^{i(\theta)},c(-1)\}$$

$$:- M<*>\{+L1,N<*>+L2,e^{i(\theta)},c(-1)\}, N<*>\{M<*>+L2,+L3,e^{i(\theta)},c(1)\}.$$

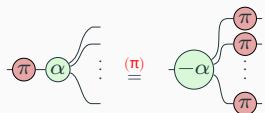
Right-to-left:

$$M<*>\{+L1,N<*>+L2,e^{i(\theta)},c(-1)\}, N<*>\{M<*>+L2,+L3,e^{i(\theta)},c(1)\}$$

$$:- \{M<*>+L1,+L2,e^{i(\theta)},c(1)\}, \{+L2,N<*>+L3,e^{i(\theta)},c(-1)\}.$$

ZX-rules in QLMNtal

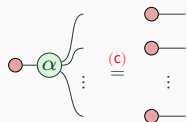
- Other ZX-rules with the “...” can also be written concisely



$$\text{(}\pi\text{)} \quad \{+L1, +L2, e^{i(180)}, c(C1)\}, \{+L2, <*>+L3, e^{i(A)}, c(C2)\}$$

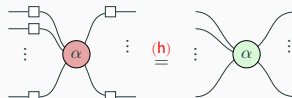
$$\text{:- int(A), AA=-A, int(C1), int(C2), C1*C2=-1 |}$$

$$\{+L1, <*>+L2, e^{i(AA)}, c(C2)\}, <*>\{+L2, +L3, e^{i(180)}, c(C1)\}$$




$$\text{(c)} \quad \{+L1, e^{i(0)}, c(C1)\}, \{+L1, <*>+L2, e^{i(A)}, c(C2)\}$$

$$\text{:- int(A), int(C1), int(C2), C1*C2=-1 | <*>\{+L2, e^{i(0)}, c(C1)\}}$$



$$\text{(h)} \quad \{<*>+L1, e^{i(A)}, c(C)\}, <*>h\{+L1, +L2, e^{i(180)}\}$$

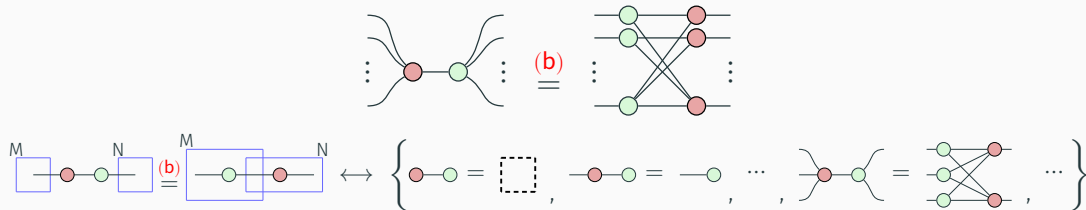
$$\text{:- int(A), int(C), CC=-C | \{<*>+L2, e^{i(A)}, c(CC)\}}$$



$$\text{(b)} \quad \{M<*>+L1, +L2, e^{i(0)}, c(1)\}, \{+L2, N<*>+L3, e^{i(0)}, c(-1)\}$$

$$\text{:- M<*>\{+L1, N<*>+L2, e^{i(0)}, c(-1)\}, N<*>\{M<*>+L2, +L3, e^{i(0)}, c(1)\}}$$

Expressive power of QLMNtal vs. !-boxes



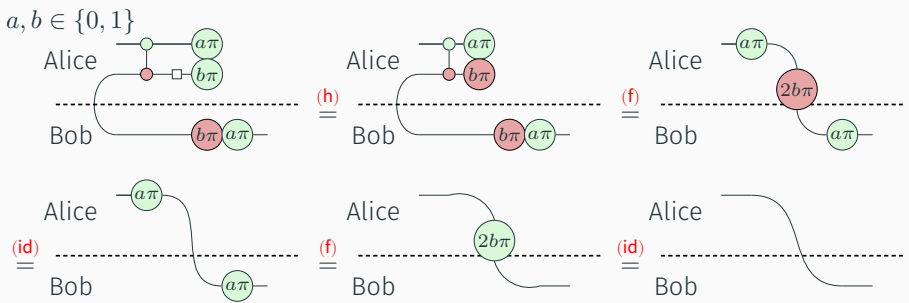
$\{M<*>+L1,+L2,e^i(\theta),c(1)\}, \{+L2,N<*>+L3,e^i(\theta),c(-1)\}$
 $:- M<*>\{+L1,N<*>+L2,e^i(\theta),c(-1)\}, N<*>\{M<*>+L2,+L3,e^i(\theta),c(1)\}$

- **!-graphs with overlapping \square 's can be encoded into nested $<*>$'s of QLMNtal!**

Examples

Example 1: Simplification of quantum teleportation circuit ¹²(1/2)

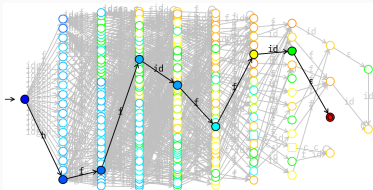
- When devising a circuit simplification method,
we can verify the procedure using **StateViewer** and **LTL model checker**.
- An example simplification of the quantum teleportation circuit:



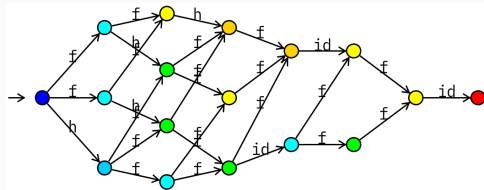
- What if we know nothing but the final state?
- We can still find out the path!**

¹² John van de Wetering. "ZX-calculus for the working quantum computer scientist". In: (2020)

Example 1: Simplification of quantum teleportation circuit (2/2)



State space with extra rules

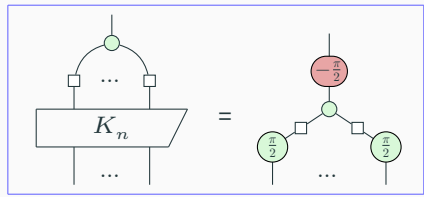
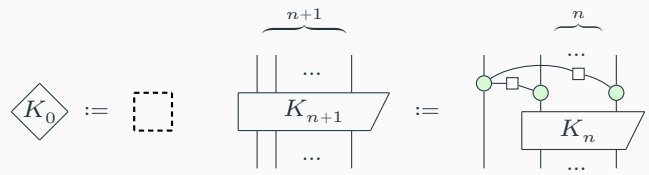


State space without extra rules

- We may trigger more rules than we need ...
 - which happens when we don't have enough knowledge of the steps.
- ★ We can easily find out the **shortest path** using **model checker**.
- ★ We can easily analyze **which rules are unneeded**.

Example 2: Checking inductive proofs (1/4)

- Suppose we want to check a (manual) inductive proof we have devised.
- E.g., let's confirm that the equation below¹³ holds for $n = 4$
 - ...assuming that the cases with $n \leq 3$ have already been proved

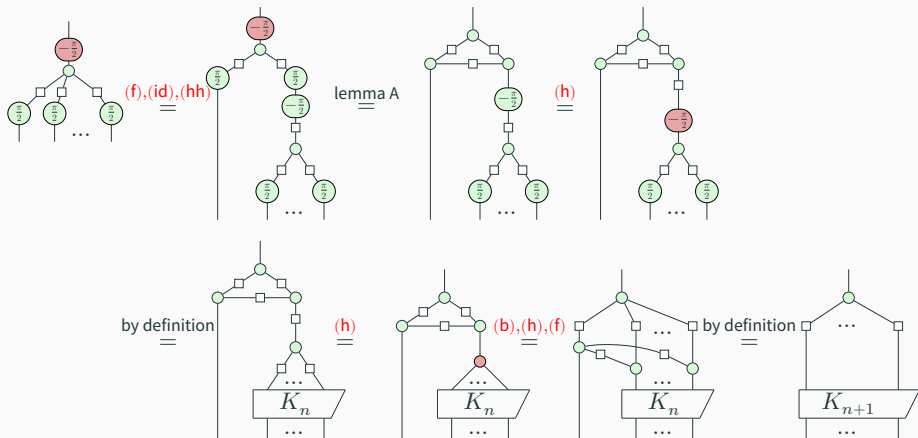


Example 2: Checking inductive proofs (2/4)

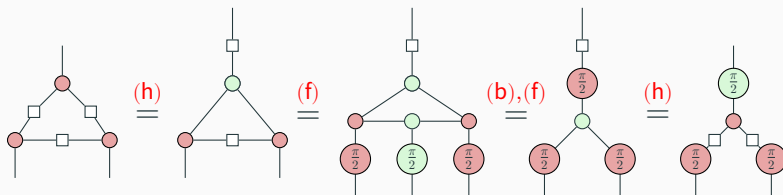
- Assign tokens to each rule and control rule application (as in the derivation below)

► `use_rules=[f,id,hh,a,h,k,h,b,h,f,kn].`

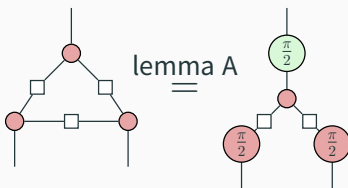
`use_rules=[f|L], head :- use_rules=L, body`



Example 2: Checking inductive proofs (3/4)

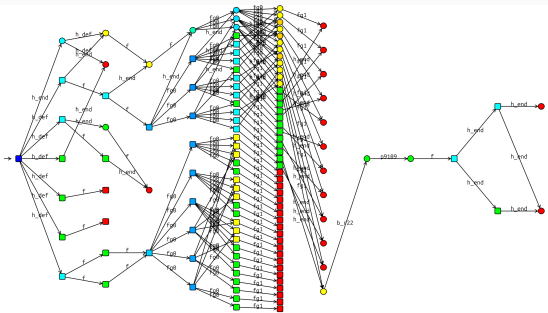


- We proved lemma A in our platform first
- ...and then introduced it as a single rule for the main proof.

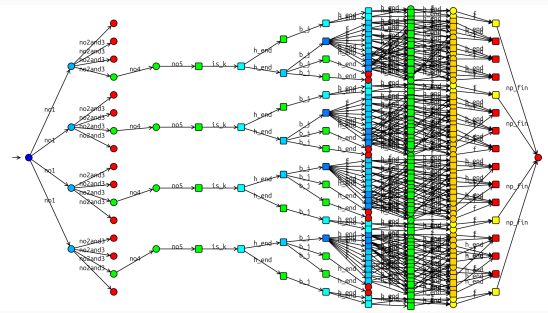


Example 2: Checking inductive proofs (4/4)

- These are the full state spaces for each proof.



state space for the lemma A proof



state space for the $n = 3 \rightarrow 4$ proof

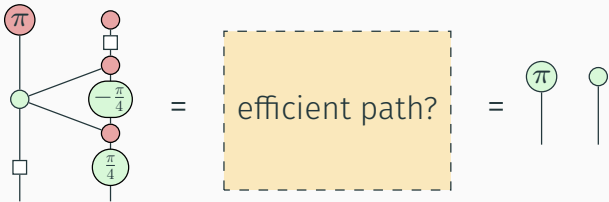
- We can manage the rule application to **get some determinism** by using tokens.
- **Proof steps** are now visually easy to understand.

Example 3: Analyzing efficient simplification strategies (1/2)

- 2-qubit QFT circuit simplification¹⁴
- $(\pi) \times 2, (f), (id), (c), (h)$ are used.
- 8 different final states
- ▶ How to reach a better one?

Examples	# of states	# of final states
Pauli pushing	533	7
2-qubit QFT	1186	8
Detecting Entanglement	436,711	60

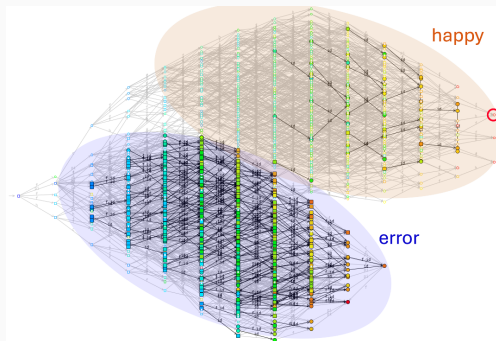
- We can analyze which rule applications lead to better results using StateViewer.
- * “Better final state” = “fewer spiders” in this case.



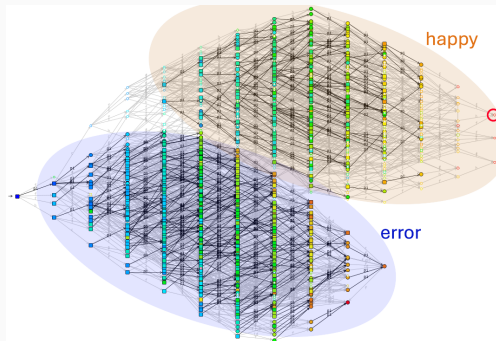
¹⁴ John van de Wetering. “ZX-calculus for the working quantum computer scientist”. In: (2020)

Example 3: Analyzing efficient simplification strategies (2/2)

- ★ Applying **(id)** early leads to **undesired final states (dead ends)** quickly.
- ★ Applying **(π)** in the middle stage tends to lead to **better results**.



search **(id)** in the state space



search **(π)** in the state space

Temporarily increasing spiders by **(π) led to more effective simplification!**

Conclusion and Future Work

Conclusion

We presented a **flexible and customizable platform** based on **LMNtal with quantifiers** to design and verify rewrite strategies in ZX-calculus, a diagrammatic framework for quantum computing.

QLMNtal Approach

- **Quantified** pattern matching handling arbitrary numbers of links.
- **Model Checking** with state-space exploration.



Benefits for ZX-calculus

- A **concise & direct** encoding of complex rules (e.g., generalized bialgebra)
- A **Laboratory** for verifying optimization strategies and heuristics

- **Bridging declarative programming and quantum computing.**

Future Work

1. **Extending the platform:**

- ▶ Extend Quantifier in QLMNtal to express nested !-boxes.
- ▶ Extend the platform to other diagrammatic calculi related to ZX-calculus, such as ZW-calculus.

2. **Deeper analysis:**

Systematically analyze existing optimization techniques using our approach to uncover new insights.

3. **Improving usability:**

Support importing/exporting from/to widely used quantum circuit formats like OpenQASM.

Thank you for listening! Questions?

Appendix

Quantum Circuit

Quantum Gates and Circuits

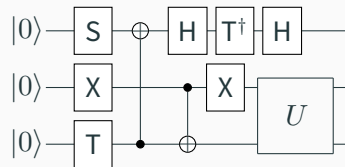
- **Quantum bits (qubits):** Unlike classical bits (0 or 1), qubits can be in **superposition**
 - ▶ State: $\alpha|0\rangle + \beta|1\rangle$ where $|\alpha|^2 + |\beta|^2 = 1$
- **Common quantum gates:**
 - ▶ **Hadamard (H):** Creates superposition
 - ▶ **Pauli gates (X, Y, Z):** Bit-flip and phase-flip
 - ▶ **Phase gates (S, T):** Apply phase rotations ($\pi/2, \pi/4$)
 - ▶ **CNOT:** Two-qubit controlled operation

! **Fixed wire topology:** Qubits cannot cross freely

! **Critical for quantum computers:** Shorter circuits \Rightarrow less decoherence & errors

! **Complex interactions:** Exponential growth of possible transformations

Example: 3-qubit circuit



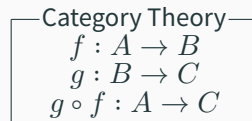
Wires represent qubits
Gates applied left-to-right

String Diagram

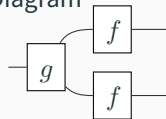
From Category Theory to Quantum Computing

- **String diagrams:** Graphical notation from category theory
 - ▶ Originated in monoidal categories
 - ▶ Objects \rightarrow wires
 - ▶ Morphisms \rightarrow nodes/boxes
- **Key properties:**
 - ▶ **Topological:** Only connectivity matters
 - ▶ **Compositional:** Diagrams compose naturally
 - ▶ **Equational reasoning:** Diagram equivalence = morphism equality
- Why String Diagrams for Quantum Computing?
 - ! **vs. Quantum Circuits:** Not fixed topology
 - ! **ZX-calculus:** Specialized string diagrams with only 2 node types + simple rules
 - ! **Enables graphical proofs:** See E.g. 1

Evolution of notation



String Diagram



ZX-Calculus



Overlapped and nested !-boxes

- !-box distinguishes between **overlapping** and **nesting**.

► **COPY** performs differently:

