

Part II: Picturing Even More Quantum Processes

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Spring School on Quantum Structures in Physics and CS

August 9, 2014

1. Review **quantum maps**, **quantum/classical maps**, and **spiders**


Outline

1. Review **quantum maps**, **quantum/classical maps**, and **spiders**
2. Enrich our language with **multi-coloured spiders** and **phases**


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3. Use these new language features to define **complementarity** and **strong complementarity**
4. Specialise to qubits and define the **ZX-calculus**

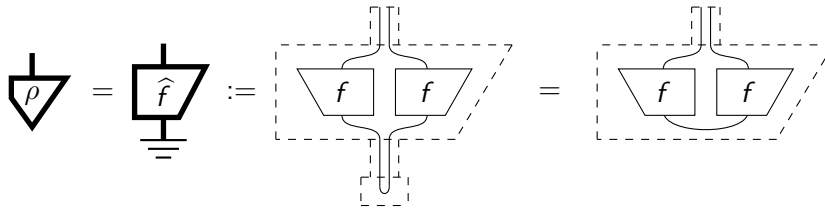
Review – Quantum states

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
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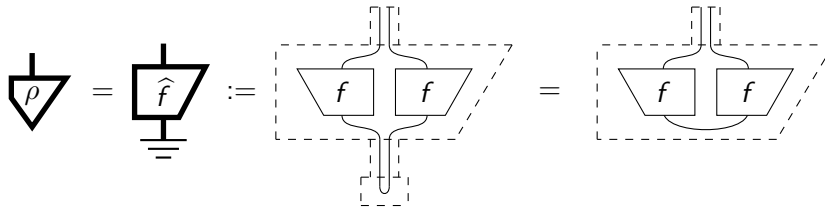
► They can always be written in terms of a **pure state** + 1:



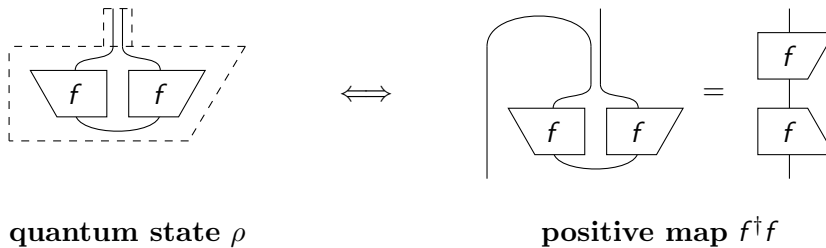
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▶ So ‘up to bending’, a.k.a. partial transpose:



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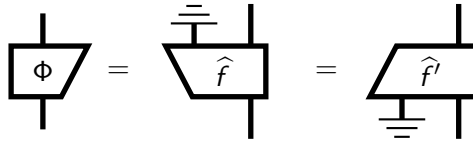


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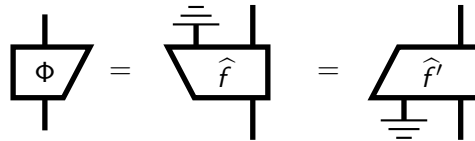
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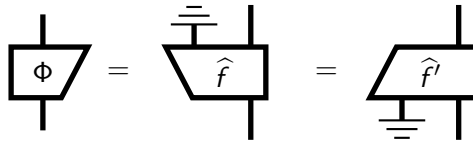
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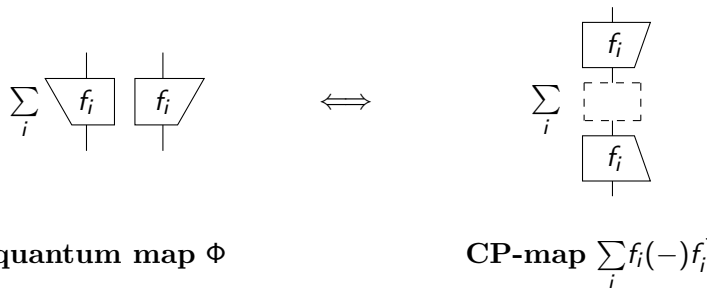
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▶ Up to bending:



Review – Discarding and causality

- **Physically realisable** quantum maps satisfy **causality**:

$$\text{Discard} \circ \Phi = \text{Discard}$$

- **Discarding** a state amounts to taking a **trace**:

$$\text{Discard}(\rho) = \text{Tr}(\rho)$$

Review – Discarding and causality

- ▶ **Physically realisable** quantum maps satisfy **causality**:

$$\text{Box } \Phi = \text{Wire}$$

- ▶ **Discarding** a state amounts to taking a **trace**:

$$\text{Wire } \rho = \text{Box } f, f = \text{Tr}(\rho)$$

- ▶ **Causal states** \leftrightarrow **positive operators with trace 1**
Causal maps \leftrightarrow **trace-preserving CP-maps (CPTPs)**

Review – Classical states

► **Classical states** look like this:

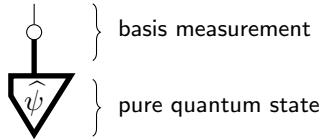


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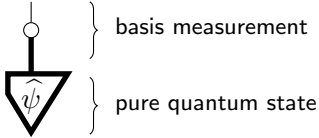


Review – Classical states

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- ▶ ...hence the notation. The dot singles out a **preferred basis**, and in that basis, a classical state is a **vector of positive numbers**:

$$\begin{array}{c} \circ \\ | \\ \triangle \psi \end{array} = \sum_i p_i \begin{array}{c} | \\ \triangle i \end{array} \leftrightarrow \begin{pmatrix} p_1 \\ p_2 \\ \dots \\ p_n \end{pmatrix}$$

Review – Classical states

- ▶ **Classical states** look like this:



- ▶ They can always be written as:
 - } basis measurement
 - } pure quantum state



- ▶ ...hence the notation. The dot singles out a **preferred basis**, and in that basis, a classical state is a **vector of positive numbers**:

$$\text{Diagram of classical state} = \sum_i p_i \text{Diagram of basis state } i \leftrightarrow \begin{pmatrix} p_1 \\ p_2 \\ \dots \\ p_n \end{pmatrix}$$

- ▶ Causality forces these numbers to sum to 1:

$$\text{Diagram of classical state} = \text{Diagram of classical state with double bar} = \text{Dashed box} \iff \sum_i p_i = 1$$

Review – Quantum/classical maps

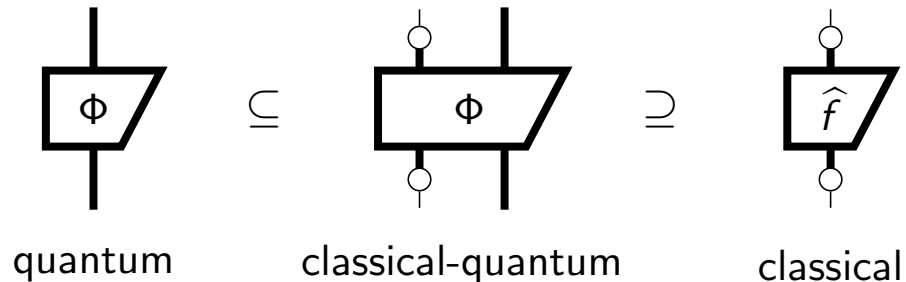
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- ▶ So, **causal classical states** are just plain old **probability distributions**.
- ▶ Similarly, **causal classical maps** are precisely the linear maps that preserve probability distributions, a.k.a. **stochastic maps**.
- ▶ **Quantum/classical maps** generalise both **CP-maps** and **stochastic maps**.



Review – Spiders

- ▶ Linear/quantum maps can be defined in terms of **basis states** (and numbers) using **sums**.

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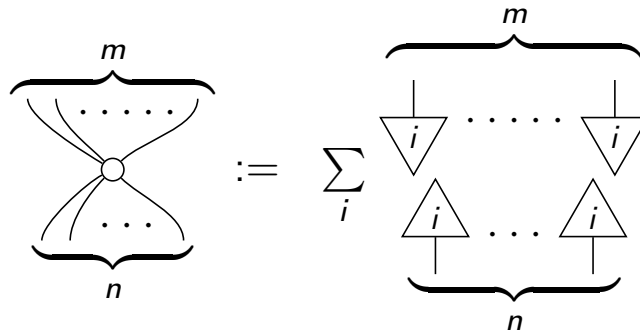
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Spiders!

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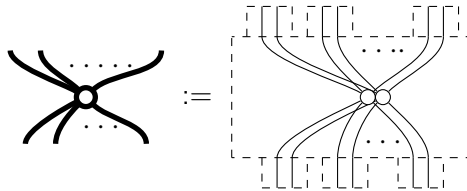


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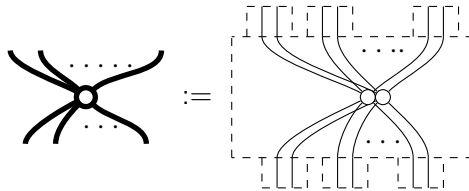


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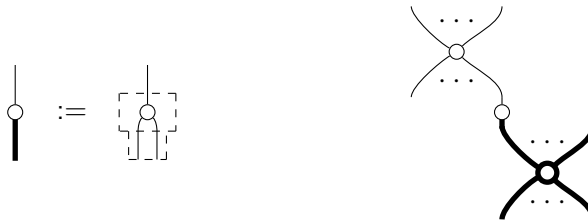
- ▶ Spiders are 'generalised correlators'. They force all 'legs' to take the same value.
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- ▶ ...and classical/quantum (a.k.a. bastard) spiders:

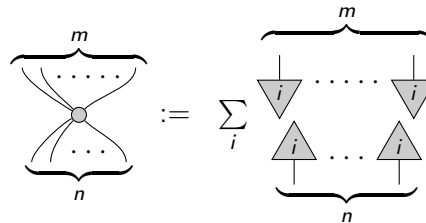
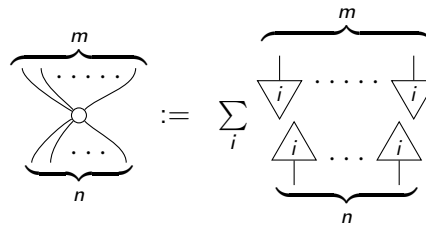


Multi-coloured spiders

- ▶ Most interesting quantum features appear only when we ditch **preferred bases** for systems and instead study **interaction of multiple bases**.

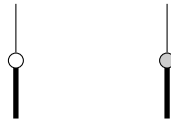
Multi-coloured spiders

- ▶ Most interesting quantum features appear only when we ditch **preferred bases** for systems and instead study **interaction of multiple bases**.
- ▶ Different bases \rightarrow different coloured spiders



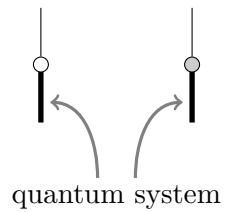
Two kinds of measurement

- ▶ Each spider induces a basis **measurement**:



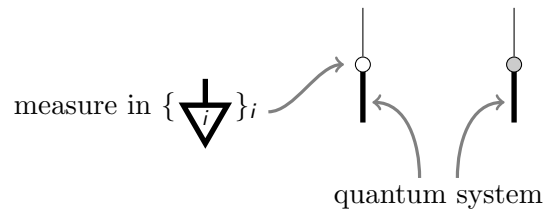
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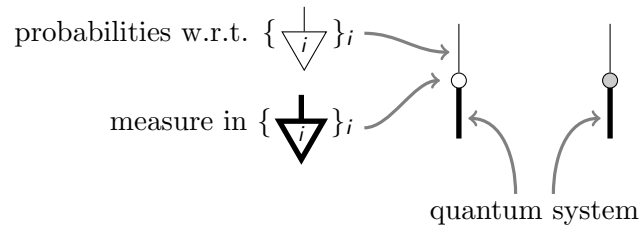
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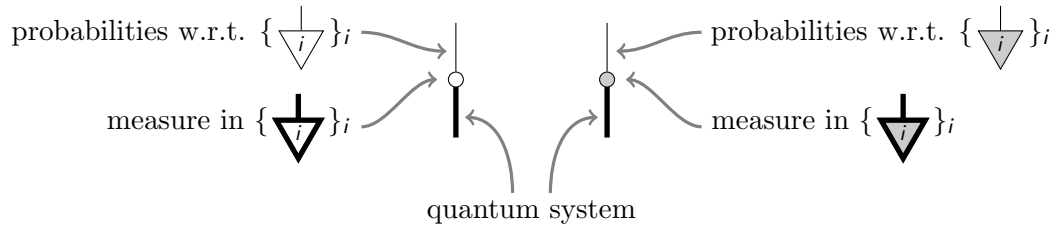
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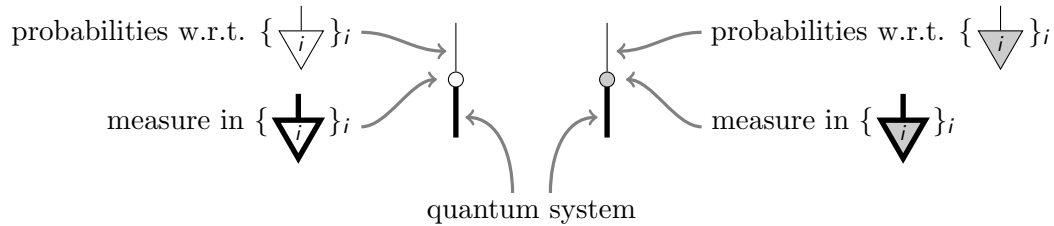
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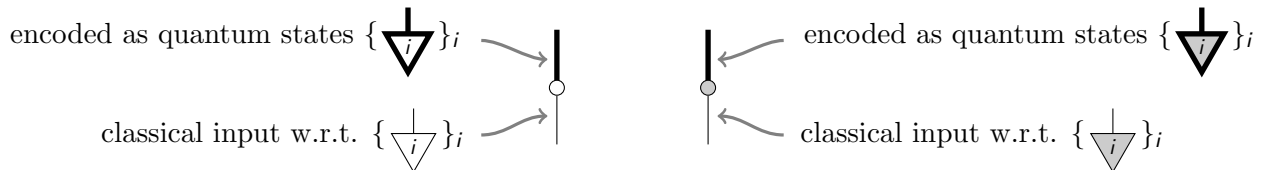


Two kinds of measurement

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- ▶ Their adjoints are **preparations**:



Measuring \Rightarrow preparing

- What happens when we **measure** then **prepare**? Decoherence.

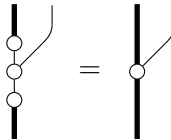
$$\left(\begin{array}{c} \downarrow \\ \rho \end{array} \right) = \sum_{ij} \rho_{ij} \begin{array}{c} \downarrow \\ i \end{array} \begin{array}{c} \downarrow \\ j \end{array} \right) \mapsto \left(\begin{array}{c} \downarrow \\ \circ \\ \circ \\ \rho \end{array} \right) = \sum_i \rho_{ii} \begin{array}{c} \downarrow \\ i \end{array} \begin{array}{c} \downarrow \\ i \end{array} \right)$$

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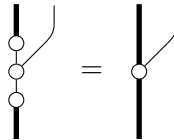


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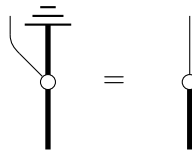
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- ▶ This lets us model **non-demolition** measurement devices. The demolition measurement can be recovered just by discarding the (quantum) output:

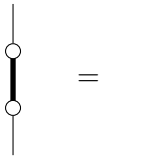


Preparing \Rightarrow measuring

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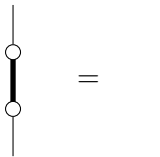
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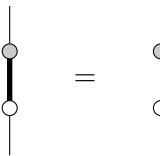


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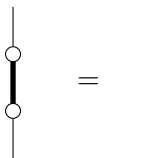


- ▶ The other extreme is:

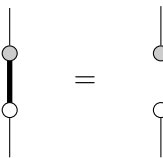


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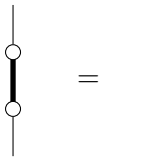
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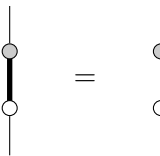
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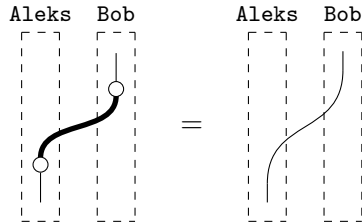
- ▶ In other words: (encode in \circ) + (measure in \bullet) = (no data transfer)
- ▶ This is precisely what it means for two bases to be **complementary**

Complementarity – QKD

- ▶ This is at the heart of quantum key distribution.

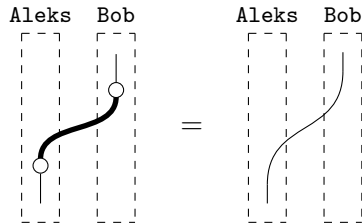
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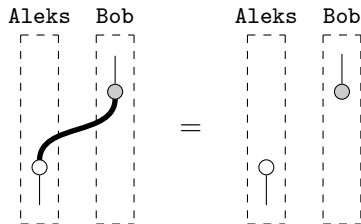


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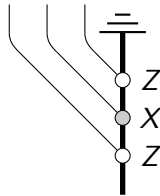


- ▶ When Bob measures in the **incorrect** basis, he gets noise:



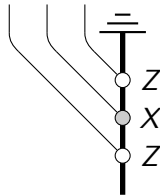
Complementarity – Stern-Gerlach

- ▶ Suppose \circ is a spin- Z measurement and \bullet is a spin- X measurement, then we could imagine a Stern-Gerlach type setup:

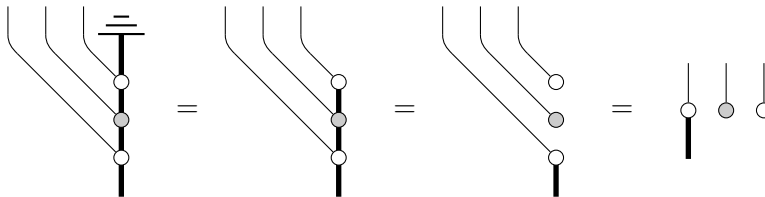


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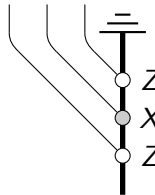


- ▶ Since Z and X are complementary, this simplifies as:

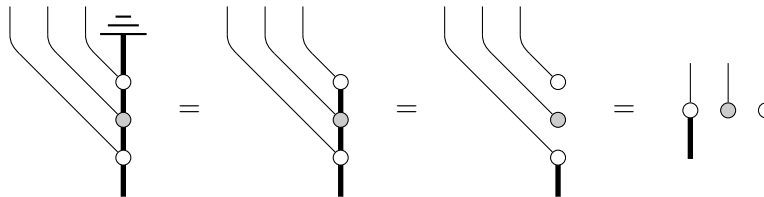


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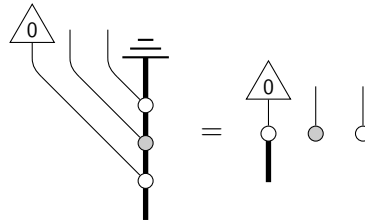
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- ▶ Thus the outcome of final measurement is **uniformly random**.
(recall \circ = flat probability distribution w.r.t. $\{\downarrow_j\}_j$).

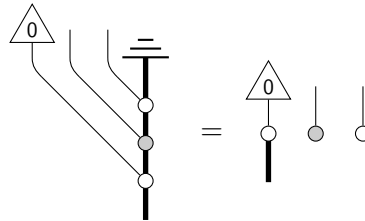
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- ▶ Since it disconnects, the output **stays random**, even when we post-select the first measurement to be spin-up (i.e. ‘block off the spin-down output’):



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- ▶ We conclude from above that the X measurement (maximally) disturbs the system, w.r.t. the final Z measurement.

Complementarity \leftrightarrow Mutually unbiased bases

Definition

Two bases $\{\downarrow_j\}_j$ and $\{\uparrow_j\}_j$ are called *mutually unbiased* if:

$$\forall i, j. \quad \frac{\uparrow_j}{\downarrow_i} = \frac{1}{D}$$

or equivalently,

$$\forall i, j. \quad \left| \frac{\uparrow_j}{\downarrow_i} \right| = \frac{1}{\sqrt{D}}$$

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Theorem

Two bases are mutually unbiased iff they satisfy the *complementarity equation*:

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Proof.

(Compl. \Rightarrow MUB)

$$\begin{array}{c} \uparrow_j \\ | \\ \downarrow_i \end{array} = \begin{array}{c} \uparrow_j \\ | \\ \bullet \\ | \\ \downarrow_i \end{array} = \frac{1}{D} \begin{array}{c} \uparrow_j \\ | \\ \bullet \\ | \\ \downarrow_i \end{array} = \frac{1}{D}$$

(MUB \Rightarrow Compl.) follows similarly by comparing matrix entries. □

General unbiased points

- ▶ Any pure state $\hat{\psi}$ is called *unbiased* w.r.t. to a basis if

$$\forall i. \left\langle \begin{array}{c} \triangle \\ i \\ \hline \hat{\psi} \\ \triangle \end{array} \right\rangle = \lambda$$

where λ doesn't depend on i (and $= \frac{1}{D}$ when $\hat{\psi}$ is normalised).

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where λ doesn't depend on i (and $= \frac{1}{D}$ when $\hat{\psi}$ is normalised).

- ▶ This is the same as saying measuring $\hat{\psi}$ gives no information:

$$\begin{array}{c} \circ \\ | \\ \nabla \\ \hat{\psi} \end{array} = \lambda \quad \begin{array}{c} | \\ \circ \end{array}$$

General unbiased points

- ▶ Any pure state $\hat{\psi}$ is called *unbiased* w.r.t. to a basis if

$$\forall i. \begin{array}{c} \triangleup i \\ | \\ \hat{\psi} \\ \triangleleft \end{array} = \lambda$$

where λ doesn't depend on i (and $= \frac{1}{D}$ when $\hat{\psi}$ is normalised).

- ▶ This is the same as saying measuring $\hat{\psi}$ gives no information:

$$\begin{array}{c} \circ \\ | \\ \hat{\psi} \\ \triangleleft \end{array} = \lambda \circ$$

- ▶ We could just as easily use this definition of unbiasedness for MUBs. Then, the complementarity equation follows just by evaluating on basis elements:

$$\begin{array}{c} \circ \\ | \\ \circ \\ | \\ \triangleleft i \end{array} = \begin{array}{c} \circ \\ | \\ \triangleleft i \end{array} = \frac{1}{D} \circ = \frac{1}{D} \begin{array}{c} \circ \\ | \\ \circ \\ | \\ \triangleleft i \end{array}$$

Phase-states

- ▶ Killing the global phase, unbiased states can be parametrised by $D - 1$ complex phase factors:

$$\textcircled{\vec{\alpha}} := \text{double} \left(\downarrow_0 + \sum_j e^{i\alpha_j} \downarrow_j \right)$$

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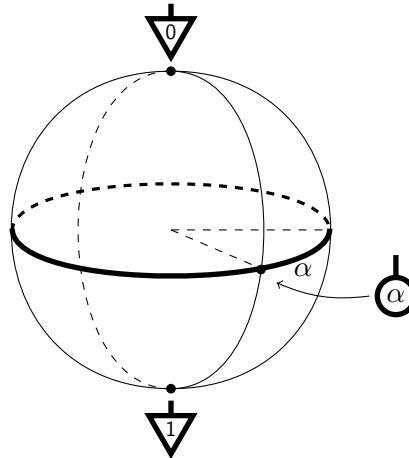
- ▶ Thus, unbiased states are also called *phase states*
- ▶ Specialising to the 2D case:

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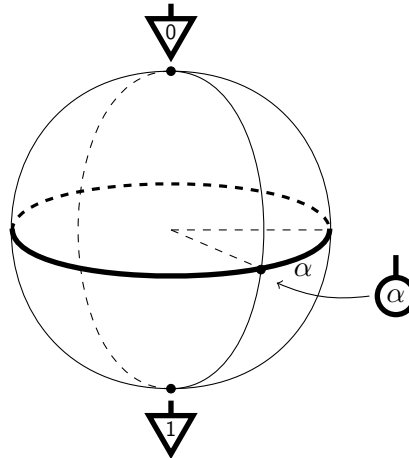
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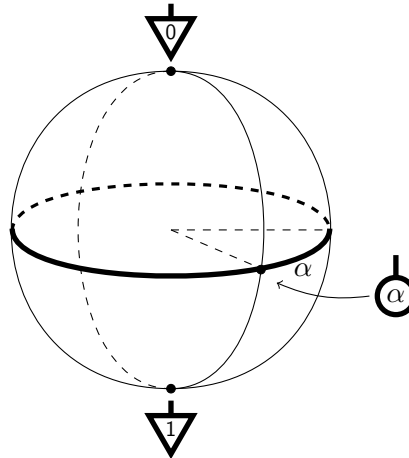


- ▶ Since decoherence projects to the axis of the Bloch ball, in particular:

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- ▶ So, phases get clobbered in the quantum/classical passage

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$$\text{circle}(\vec{\alpha} + \vec{\beta}) := \text{spider}(\vec{\alpha}, \vec{\beta})$$

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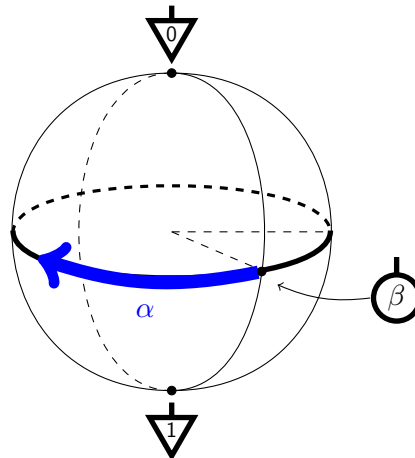
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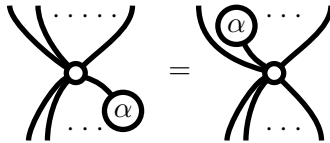
- ▶ If we multiply on the left (or the right) with a phase-state α , it performs an α rotation:

$$\text{circle}(\alpha) \text{ spider}(\alpha, \beta) = \text{spider}(\alpha, \beta) \text{ circle}(\alpha) \quad :: \quad \text{circle}(\beta) \mapsto \text{circle}(\alpha + \beta)$$



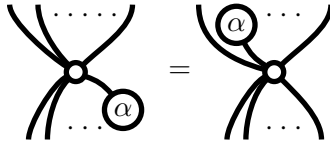
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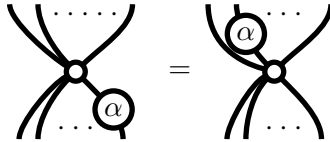


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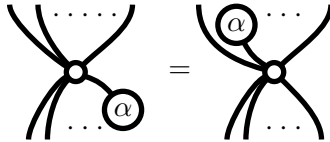


- ▶ A consequence is that **phase maps** commute through spiders:

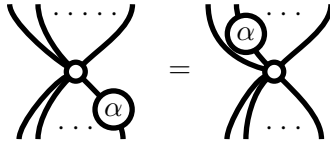


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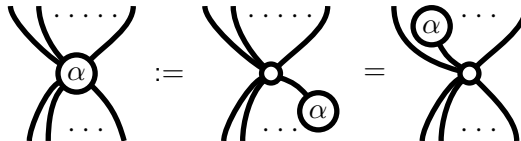
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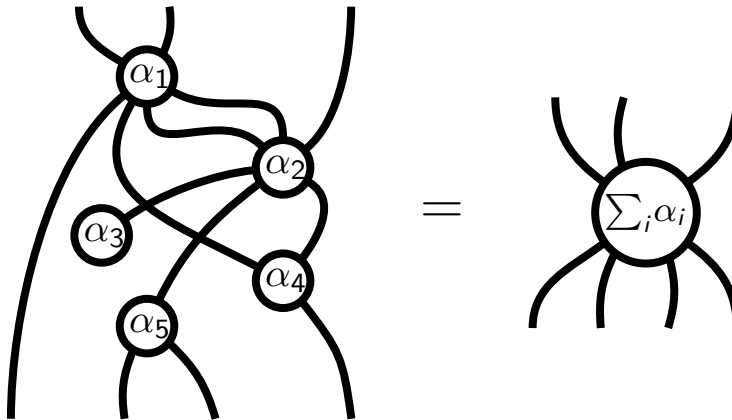


- ▶ We simplify our notation by letting spiders **eat connected phases**:



Generalised spider law

(phase group) + (spider fusion) = **(phase-spider fusion)**



Basis elements as phase states

- ▶ For a complementary pair \circ/\ominus the **basis states** of \circ are unbiased w.r.t. \ominus , so we could also write them as **phase states**. For $\circ := Z$ and $\ominus := X$,

$$\begin{array}{c} \downarrow \\ \triangle \\ 0 \end{array} = \begin{array}{c} \downarrow \\ \circ \\ 0 \end{array} \qquad \begin{array}{c} \downarrow \\ \triangle \\ 1 \end{array} = \begin{array}{c} \downarrow \\ \circ \\ \pi \end{array}$$

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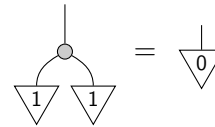
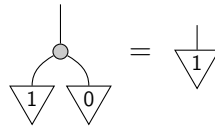
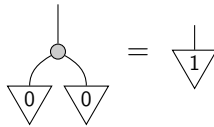
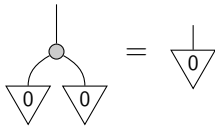
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- ▶ While in general, $\alpha_i + \alpha_j$ won't be another basis element, this *is* the case for Z/X :

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Basis elements as phase states

- So,  lives a double life. On the one hand, it's single version can be seen as an operation on classical data:



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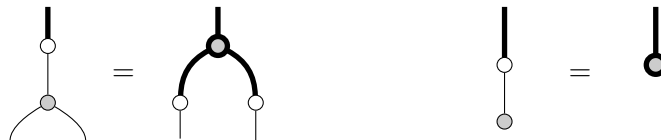


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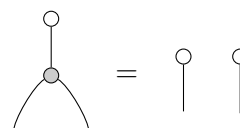
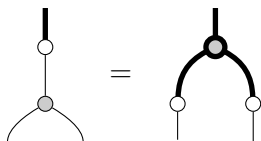
- ▶ ...and since $\{ \downarrow_j \}_j$ **encodes** the phase-states (via \circ preparation):



Strong complementarity

Definition

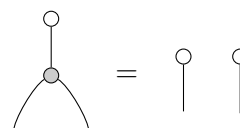
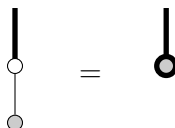
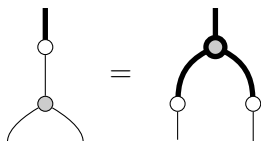
A pair of spiders is said to be *strongly complementary* if the following equations are satisfied:



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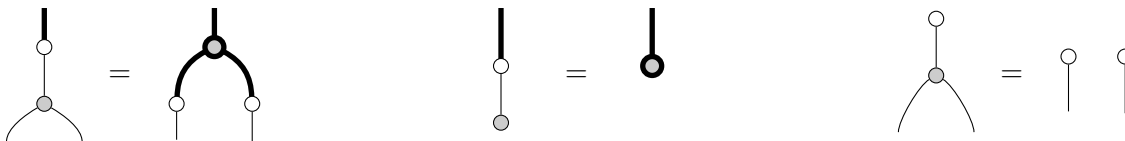
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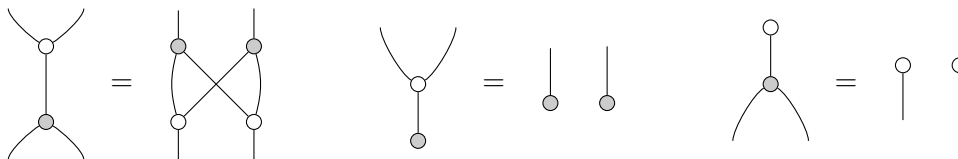
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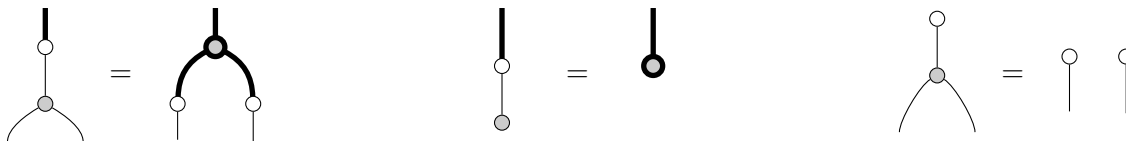
► Unfolding this doubled-stuff yields some equations that will be familiar to some:



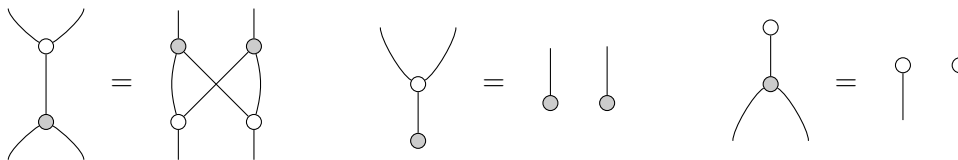
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- Strongly complementary pairs of spiders form **bi-algebras!**

Strong complementarity \Rightarrow complementarity

Theorem

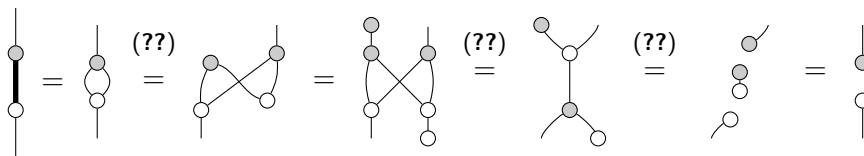
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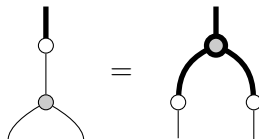
Proof.

(sketch) \mathcal{M} acts as a group operation on $\{\downarrow_j\}_j$. Fixing *which* group operation totally characterises

\mathcal{M} , and hence $\{\downarrow_j\}_j$. □

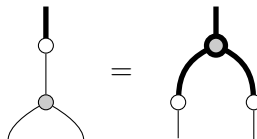
Making sense of phase-multiply


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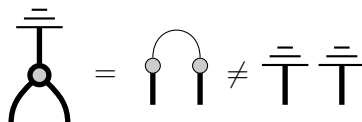


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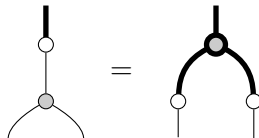
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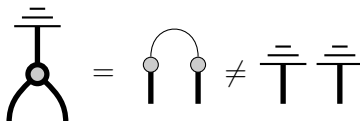
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So it isn't *physical*.


- ▶ This is because, it is both **pure**, and **it throws stuff away**. E.g. for the Z/X example before, it is \mathbb{Z}_2 -multiply, a.k.a. XOR.

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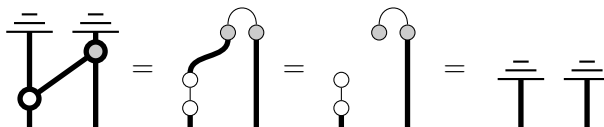


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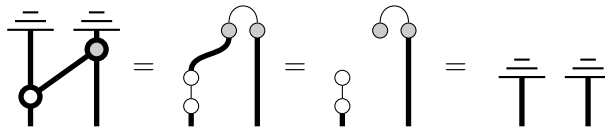


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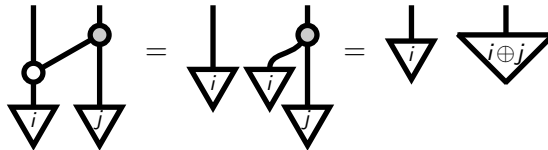
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- ▶ Returning to the Z/X example, this in fact gives us a CNOT gate:

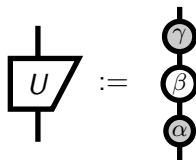


Building everything – single-qubit gates

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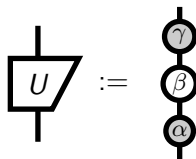
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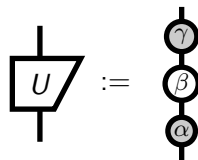
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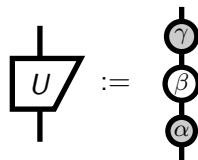
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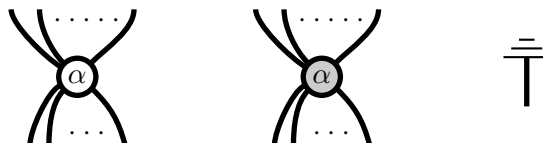
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Corollary

The following maps suffice to build any qubit **quantum map**:



Completeness?

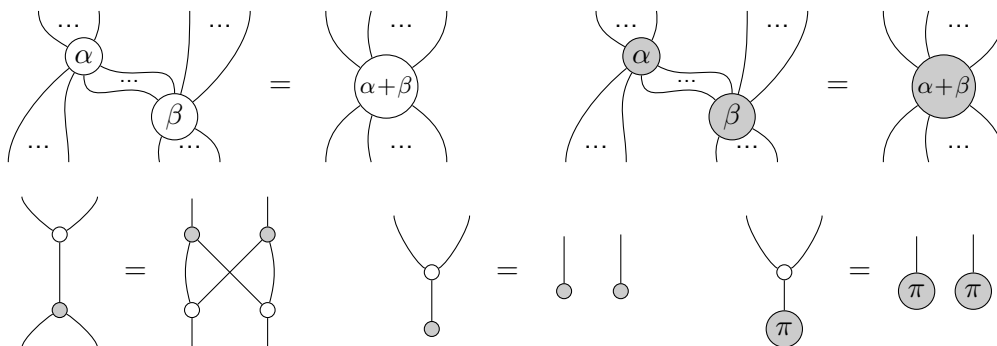
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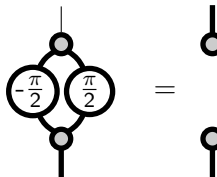
Completeness?

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- ▶ We already have a fair few:



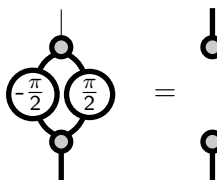
Clifford maps

- ▶ But there there are still some equations that can't be proven, e.g.



Clifford maps

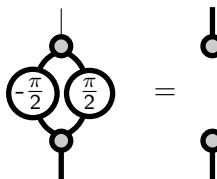
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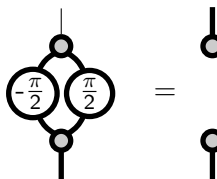
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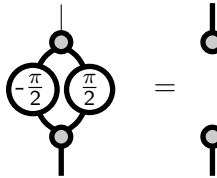
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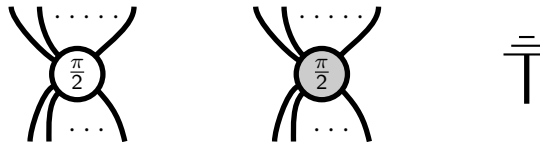
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Definition

Let the family of *Clifford maps* consist of any map generated by:



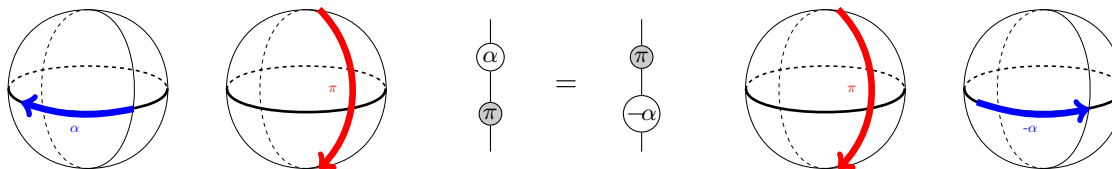
(*Clifford circuit* := unitary Clifford map)

Geometry

- ▶ We nearly have a complete set of equations for the Clifford maps, but we're missing some info about the **geometry of the Bloch sphere**

Geometry

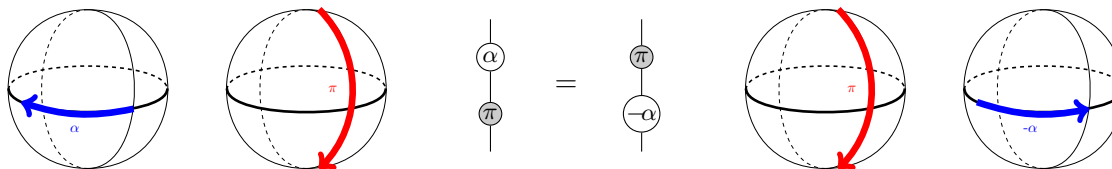
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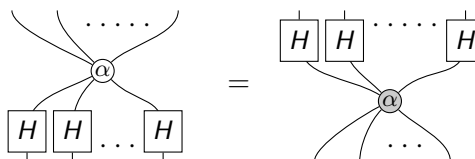
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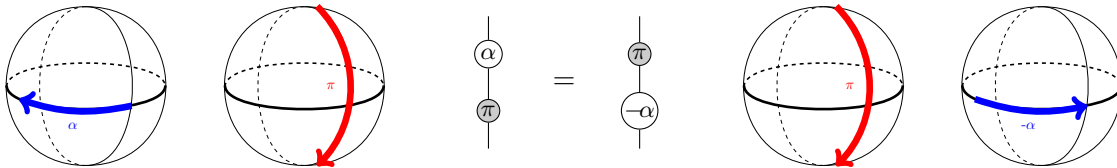


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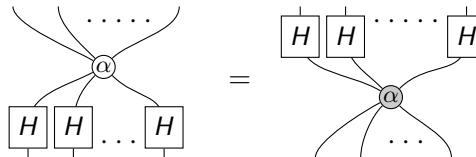


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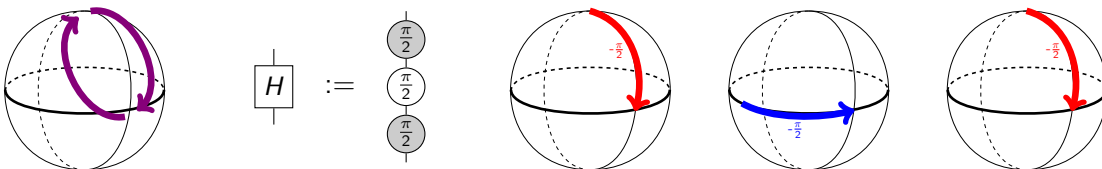
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- ▶ Since it is a unitary rotation, we can give its Euler decomposition:

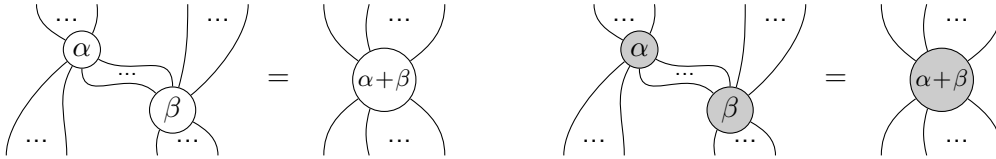


The ZX-Calculus

Definition

The *ZX-calculus* consists of:

- ▶ Two **spider-fusion** rules:

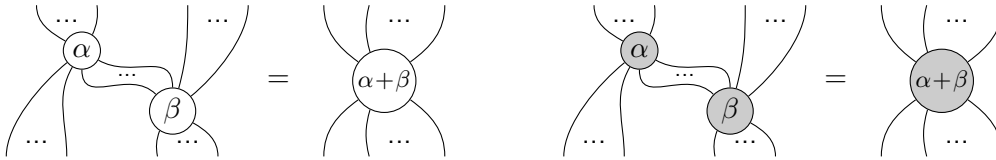


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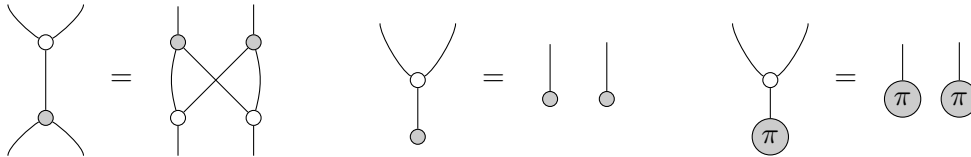
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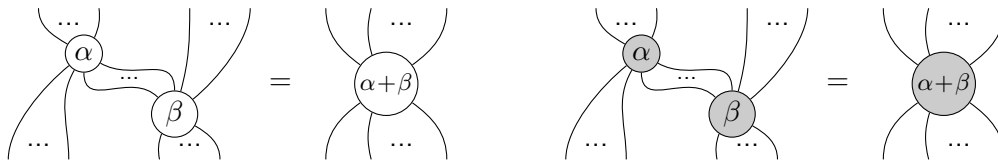


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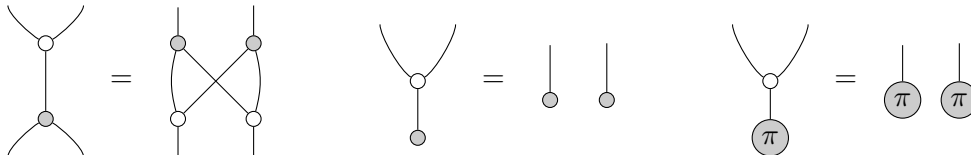
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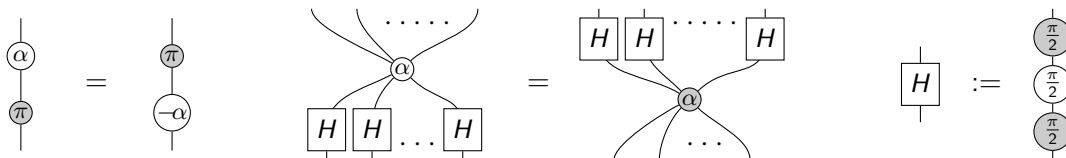
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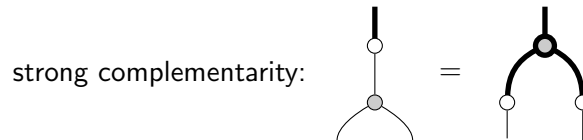
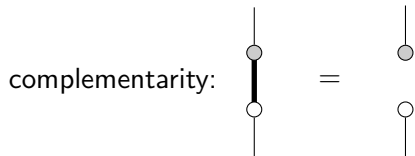
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- ▶ It is provably *incomplete* for arbitrary phases
- ▶ ...but it is complete for at least one other fragment: **single-qubit unitaries** with $\frac{\pi}{4}$ **phase maps** (a.k.a. Clifford + T).

Summary

- ▶ We built up to the ZX-calculus, which is a graphical **swiss army knife** for calculating with **qubits**.

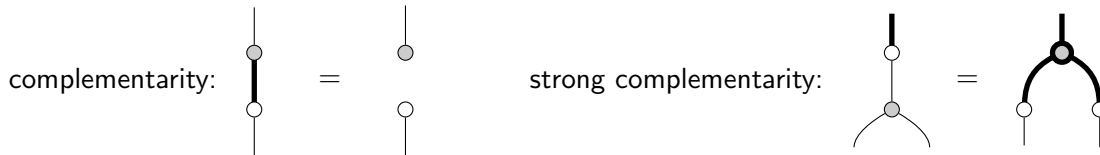
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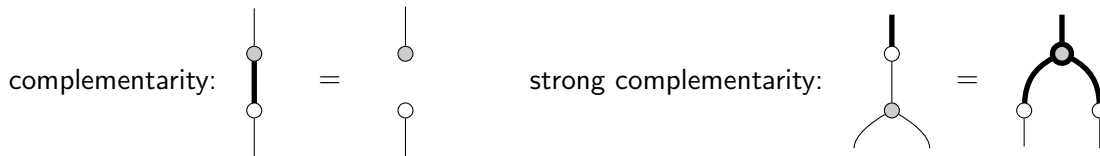
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- ▶ ...and demonstrate a tool for automating calculation in ZX: **QuantoDerive**