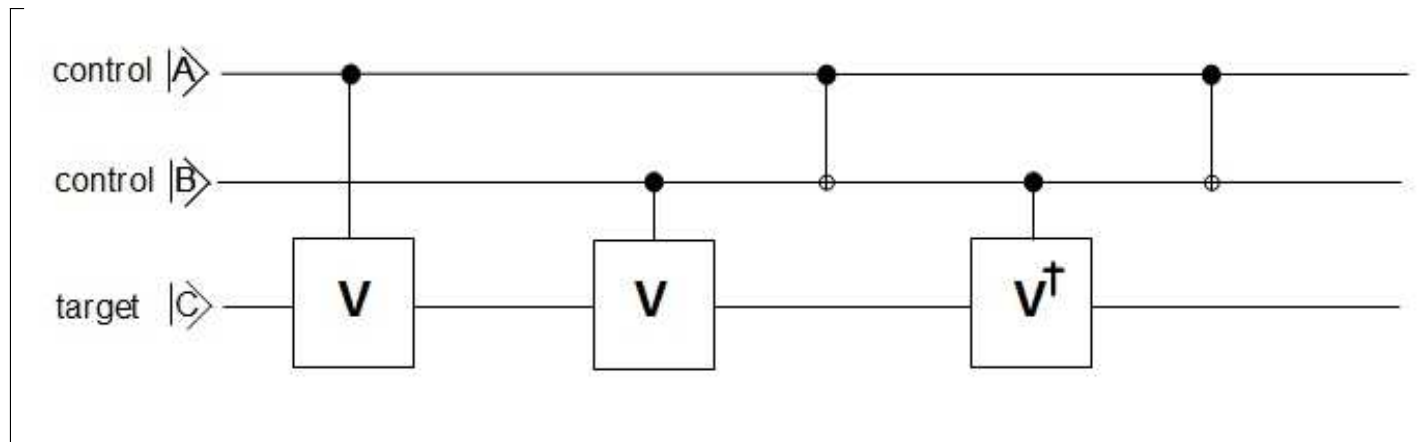


```

> restart;
> interface(warnlevel=0) :      # Maple 12\`
> with(LinearAlgebra) :
> with(Bits) :

```



```

> TP := proc(M1, M2) return KroneckerProduct(M1, M2) end proc:
> VSte := proc(n)
    # Generates a list of computational states for n qubits
    local i, L;
    # e.g. n= 2 ⇒ [ |00> |01> |10> |11> ]
    L := Matrix(1, 2^n);
    Settings(defaultbits = n);
    for i from 1 to 2^n do
        L[1, i] := cat(`\`, String(i - 1, msbfirst), "");
    end do;
    # print(L);
    return L;      # returns Matrix L
end proc:

> Ceff := proc(n)
    local i, L;
    # Generates a list of computational state coefficients for n qubits
    L := Matrix(1, 2^n);
    # e.g. n= 2 ⇒ [c0 c1 c2 c3]
    for i from 1 to 2^n do
        L[1, i] := c[i - 1];
        # c[i-1] represents the coefficient c_i
    end do;
    # print(L);
    return L;      # returns Matrix L
end proc:

```

Defining single-qubit and two-qubit matrices and operators

```
> I2 := Matrix([ [1, 0], [0, 1]]);
V := Matrix([ [x, y], [z, w]]);
G := Matrix([ [1, 0, 0, 0], [0, 1, 0, 0], [0, 0, x, y], [0, 0, z, w]]);
G23 := Matrix([ [1, 0, 0, 0], [0, 0, 1, 0], [0, 1, 0, 0], [0, 0, 0, 1]]);
CNOT := Matrix([ [1, 0, 0, 0], [0, 1, 0, 0], [0, 0, 0, 1], [0, 0, 1, 0]]);
```

$$I_2 := \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$V := \begin{bmatrix} x & y \\ z & w \end{bmatrix}$$

$$G := \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & x & y \\ 0 & 0 & z & w \end{bmatrix}$$

$$G_{23} := \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$CNOT := \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{bmatrix}$$

(1)

Defining the SWAP operator/ Matrix

```
> SWAP := TP(G23, I2);
```

$$SWAP := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

(2)

The Identity, SWAP and \mathbb{G} matrices

> $TP(\mathbb{I}_2, \mathbb{G})$;
 Multiply($TP(\mathbb{I}_2, \mathbb{G}), SWAP$);
 Multiply($SWAP, \%$);

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & x & y & 0 & 0 & 0 & 0 \\ 0 & 0 & z & w & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x & y \\ 0 & 0 & 0 & 0 & 0 & 0 & z & w \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & x & y & 0 & 0 \\ 0 & 0 & 0 & 0 & z & w & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x & y \\ 0 & 0 & 0 & 0 & 0 & 0 & z & w \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & x & y & 0 & 0 \\ 0 & 0 & 0 & 0 & z & w & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x & y \\ 0 & 0 & 0 & 0 & 0 & 0 & z & w \end{bmatrix}$$

(3)

The first stage

> $U1 := \text{Multiply}(\text{SWAP}, \text{Multiply}(\text{TP}(\mathbb{I}2, \mathbb{G}), \text{SWAP}));$

$$U1 := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & x & y & 0 & 0 \\ 0 & 0 & 0 & 0 & z & w & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x & y \\ 0 & 0 & 0 & 0 & 0 & 0 & z & w \end{bmatrix} \quad (4)$$

The second stage

> $U2 := \text{TP}(\mathbb{I}2, \mathbb{G});$

$$U2 := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & x & y & 0 & 0 & 0 & 0 \\ 0 & 0 & z & w & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x & y \\ 0 & 0 & 0 & 0 & 0 & 0 & z & w \end{bmatrix} \quad (5)$$

At the end of the second state; the U_2U_1 composition

> $\text{Multiply}(U2, U1), 'V = \mathbb{V}, 'V^2 = \mathbb{V}^2;$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & x & y & 0 & 0 & 0 & 0 \\ 0 & 0 & z & w & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & x & y & 0 & 0 \\ 0 & 0 & 0 & 0 & z & w & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x^2 + yz & xy + yw \\ 0 & 0 & 0 & 0 & 0 & 0 & zx + wz & yz + w^2 \end{bmatrix}, V = \begin{bmatrix} x & y \\ z & w \end{bmatrix}, V^2 = \begin{bmatrix} x^2 + yz & xy + yw \\ zx + wz & yz + w^2 \end{bmatrix} \quad (6)$$

The third stage

> $U3 := TP(CNOT, I_2);$

$$U3 := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

(7)

At the end of the third stage; the $U_3U_2U_1$ composition

> $Multiply(U3, Multiply(U2, U1));$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & x & y & 0 & 0 & 0 & 0 \\ 0 & 0 & z & w & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x^2 + yz & xy + yw \\ 0 & 0 & 0 & 0 & 0 & 0 & zx + wz & yz + w^2 \\ 0 & 0 & 0 & 0 & x & y & 0 & 0 \\ 0 & 0 & 0 & 0 & z & w & 0 & 0 \end{bmatrix}$$

(8)

The conjugate transpose

> $\mathcal{G} := HermitianTranspose(\mathcal{G});$

$$\mathcal{G} := \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & \overline{x} & \overline{z} \\ 0 & 0 & \overline{y} & \overline{w} \end{bmatrix}$$

(9)

The fourth stage

> $U4 := \text{TP}(\mathbb{I}_2, \mathcal{Q});$

$$U4 := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{x} & \bar{z} & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{y} & \bar{w} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & \bar{x} & \bar{z} \\ 0 & 0 & 0 & 0 & 0 & 0 & \bar{y} & \bar{w} \end{bmatrix}$$

(10)

Stages 3 and 4; the U_4U_3 composition

> $\text{Multiply}(U4, U3);$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{x} & \bar{z} & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{y} & \bar{w} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & \bar{x} & \bar{z} & 0 & 0 \\ 0 & 0 & 0 & 0 & \bar{y} & \bar{w} & 0 & 0 \end{bmatrix}$$

(11)

At the end of the fourth stage; the $U_4U_3U_2U_1$ composition

> $\text{Multiply}(\text{Multiply}(U4, U3), \text{Multiply}(U2, U1));$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{x}x + \bar{z}z & \bar{x}y + \bar{z}w & 0 & 0 & 0 & 0 \\ 0 & 0 & \bar{y}x + \bar{w}z & \bar{y}y + \bar{w}w & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x^2 + yz & xy + yw \\ 0 & 0 & 0 & 0 & 0 & 0 & zx + wz & yz + w^2 \\ 0 & 0 & 0 & 0 & \bar{x}x + \bar{z}z & \bar{x}y + \bar{z}w & 0 & 0 \\ 0 & 0 & 0 & 0 & \bar{y}x + \bar{w}z & \bar{y}y + \bar{w}w & 0 & 0 \end{bmatrix}$$

(12)

The final stage

> $U5 := TP(CNOT, I_2);$

$$U5 := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix}$$

(13)

At the end of the fifth and final stage; the $U_5U_4U_3U_2U_1$ composition

> $U := \text{simplify}(\text{Multiply}(U5, \text{Multiply}(U4, \text{Multiply}(U3, \text{Multiply}(U2, U1)))));$

$$U := \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & |x|^2 + |z|^2 & \overline{x}y + \overline{z}w & 0 & 0 & 0 & 0 \\ 0 & 0 & \overline{y}x + \overline{w}z & |y|^2 + |w|^2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & |x|^2 + |z|^2 & \overline{x}y + \overline{z}w & 0 & 0 \\ 0 & 0 & 0 & 0 & \overline{y}x + \overline{w}z & |y|^2 + |w|^2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & x^2 + yz & xy + yw \\ 0 & 0 & 0 & 0 & 0 & 0 & zx + wz & yz + w^2 \end{bmatrix}$$

(14)

Determining the square root of U_x using the MatrixPower() function

$$V = (U_x)^{1/2}$$

```
> Ux := Matrix( [[0, 1], [1, 0]]);
V := MatrixPower(Ux, 1/2);
```

$$U_x := \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

$$V := \begin{bmatrix} \frac{1}{2} + \frac{1}{2} I & \frac{1}{2} - \frac{1}{2} I \\ \frac{1}{2} - \frac{1}{2} I & \frac{1}{2} + \frac{1}{2} I \end{bmatrix}$$

(15)

The values of x, y, z, w

```
> x := V[1, 1]: y := V[1, 2]: z := V[2, 1]: w := V[2, 2]:
'U' = U;
```

$$U = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

(16)

Defining the 3-qubit state vector $|\psi_0\rangle$ and $|\psi_1\rangle$

$$|\psi_1\rangle = U |\psi_0\rangle$$

```
> CoEff := Ceff(3):
States := VSte(3):
|psi0> := Multiply(Ceff(3), Transpose(VSte(3)))[1, 1];
States := Multiply(U, Transpose(States)):
|psi1> := Multiply(CoEff, States)[1, 1];
```

$$|\psi_0\rangle := c_0|000\rangle + c_1|001\rangle + c_2|010\rangle + c_3|011\rangle + c_4|100\rangle + c_5|101\rangle + c_6|110\rangle + c_7|111\rangle$$

$$|\psi_1\rangle := c_0|000\rangle + c_1|001\rangle + c_2|010\rangle + c_3|011\rangle + c_4|100\rangle + c_5|101\rangle + c_6|111\rangle + c_7|110\rangle$$

(17)