## **Demonstration**

A concise demonstration of the ultimate calculation performed in tutorial.nb

Get the QuESTlink Mathematica package

Import["https://qtechtheory.org/questlink.m"]

Download and connect to a local QuEST runtime environment

env = CreateDownloadedQuESTEnv[];

Allocate a 9 qubit state vector and density matrix

```
numQb = 9;

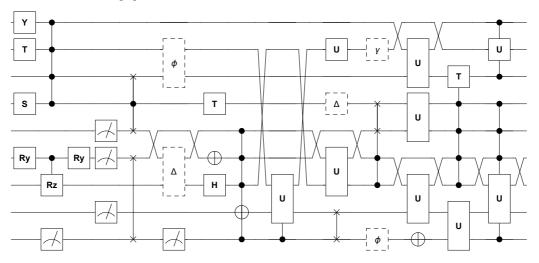
ψ = CreateQureg[numQb];

ρ = CreateDensityQureg[numQb];
```

Specify a 9 qubit circuit, which includes decoherence of strength parameterized by  $\theta$ 

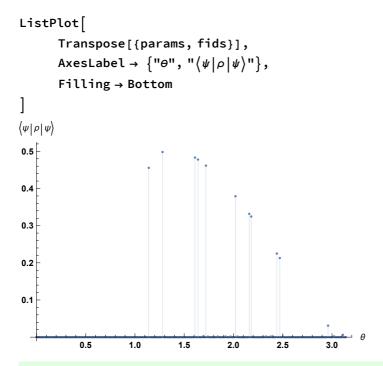
$$\begin{split} &\text{m1} = \begin{pmatrix} 0 & \text{ii} \\ \text{Exp}[.3\,\text{ii}] & \text{0} \end{pmatrix}; \\ &\text{m2} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}; \\ &\text{u}[\theta_{-}] := \text{Circuit}[ \\ &\text{S}_{5} \, \text{T}_{7} \, \text{Y}_{8} \, \text{Ry}_{3}[\theta] \, \text{C}_{3}[\text{Rz}_{2}[\theta]] \, \text{C}_{8,7,6}[\text{Z}_{5}] \, \text{M}_{0} \, \text{Ry}_{3}[\theta] \, \text{M}_{1,3,4} \, \text{SWAP}_{0,3} \, \text{C}_{5}[\text{SWAP}_{4,6}] \\ &\text{Depol}_{2,4}[\theta/100] \, \text{Deph}_{7,6}[\theta/400] \, \text{M}_{0} \, \text{H}_{2} \, \text{X}_{3} \, \text{T}_{5} \, \text{C}_{0,2,3,4}[\text{X}_{1}] \, \text{C}_{0}[\text{U}_{1,7}[\text{m2}]] \, \text{U}_{2,4}[\text{m2}] \\ &\text{U}_{7}[\text{m1}] \, \, \text{SWAP}_{0,1} \, \text{Depol}_{5}[\theta/300] \, \text{Deph}_{0}[\theta/200] \, \, \text{Damp}_{7}[\theta/500] \, \text{C}_{2,3}[\text{SWAP}_{4,5}] \\ &\text{U}_{3,1}[\text{m2}] \, \text{U}_{4,5}[\text{m2}] \, \text{U}_{6,8}[\text{m2}] \, \text{X}_{0} \, \, \text{U}_{0,1}[\text{m2}] \, \text{C}_{2,3,4,5}[\text{T}_{6}] \, \text{C}_{0,2,4,5}[\text{U}_{1,3}[\text{m2}]] \, \text{C}_{6,8}[\text{U}_{7}[\text{m1}]] \\ &\text{]}; \end{split}$$

## DrawCircuit @ u[θ]



Compute how smoothly varying  $\theta$  affects the fidelity against the noise-free state.

Note the results here are *random* since our circuit contains projective measurement gates.



Free QuEST memory and disconnect from QUEST environment

DestroyAllQuregs[]; DestroyQuESTEnv[env];