

Squantikz squimports

Saverio Monaco

September 24, 2025

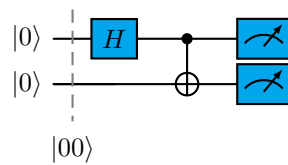
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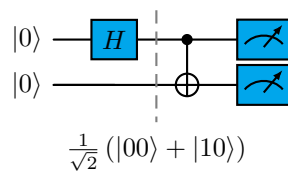
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1 Commands

bellcircuit1

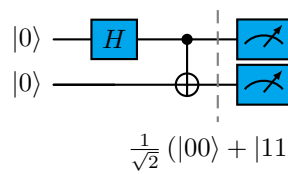


bellcircuit2



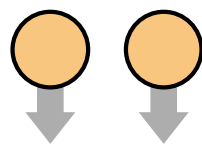
$$\frac{1}{\sqrt{2}} (|00\rangle + |10\rangle)$$

bellcircuit3

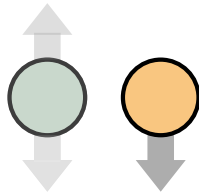


$$\frac{1}{\sqrt{2}} (|00\rangle + |11\rangle)$$

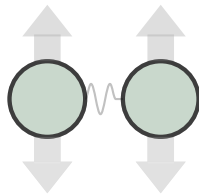
bellspins1



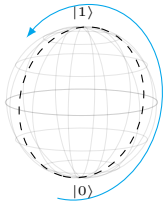
bellspins2



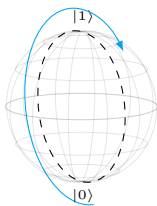
bellspins3



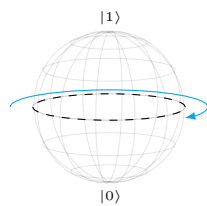
blochRX



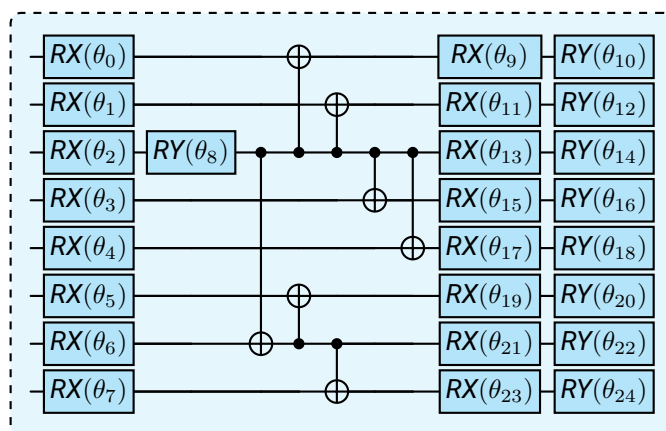
blochRY



blochRZ



clic8



gateCNOT

$$\begin{array}{c} \bullet \\ | \\ \oplus \end{array} \equiv \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}$$

gateH

$$\boxed{H} \equiv \frac{1}{\sqrt{2}} \begin{pmatrix} +1 & -1 \\ -1 & +1 \end{pmatrix}$$

gateRX

$$\boxed{RX(\theta)} \equiv \begin{pmatrix} \cos(\frac{\theta}{2}) & -i \sin(\frac{\theta}{2}) \\ -i \sin(\frac{\theta}{2}) & \cos(\frac{\theta}{2}) \end{pmatrix}$$

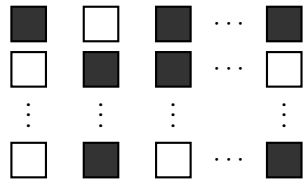
gateRY

$$\boxed{RY(\theta)} \equiv \begin{pmatrix} +\cos(\frac{\theta}{2}) & -\sin(\frac{\theta}{2}) \\ -\sin(\frac{\theta}{2}) & +\cos(\frac{\theta}{2}) \end{pmatrix}$$

gateRz

$$\boxed{RZ(\theta)} \equiv \begin{pmatrix} e^{-i\theta/2} & 0 \\ 0 & e^{+i\theta/2} \end{pmatrix}$$

meas



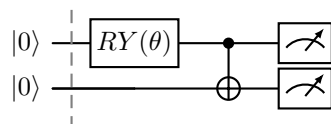
measbin

$$\begin{pmatrix} 0 & 1 & 0 & \cdots & 0 \\ 1 & 0 & 0 & \cdots & 1 \\ \vdots & \vdots & \vdots & & \vdots \\ 1 & 0 & 1 & \cdots & 0 \end{pmatrix}$$

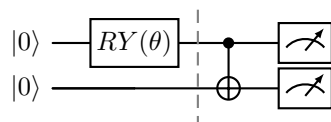
measbinalt

$$\begin{pmatrix} 1 & 1 & 1 & \cdots & 0 \\ 1 & 1 & 0 & \cdots & 1 \\ \vdots & \vdots & \vdots & & \vdots \\ 0 & 0 & 1 & \cdots & 1 \end{pmatrix}$$

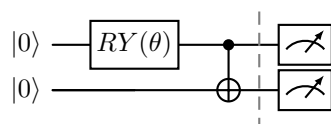
pbellcircuit1



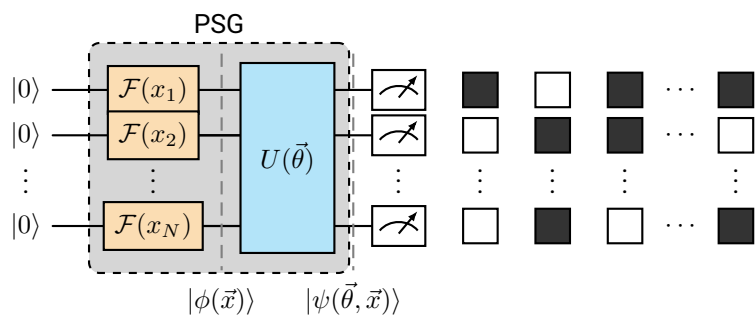
pbellcircuit2



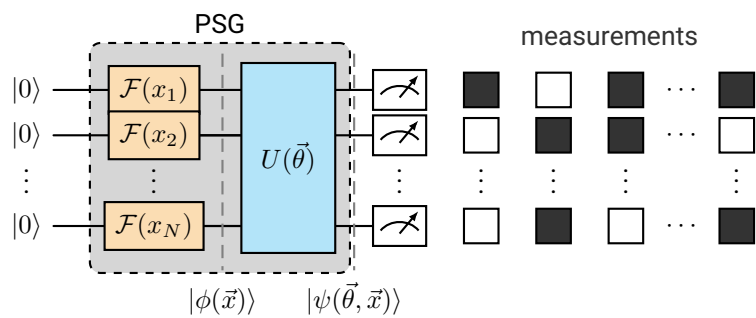
pbellcircuit3



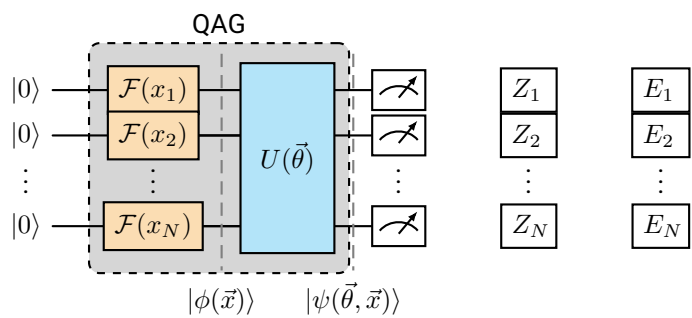
psg



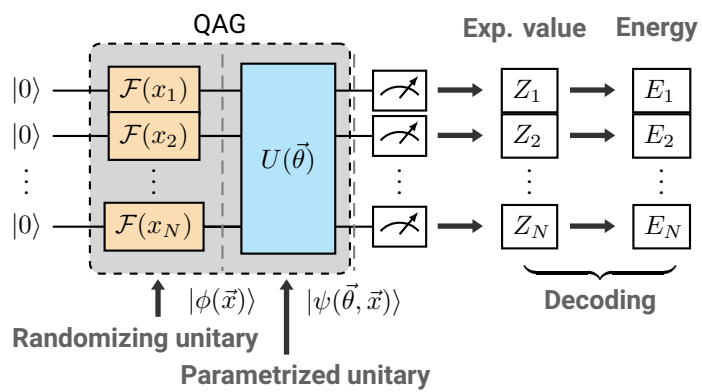
psg_model



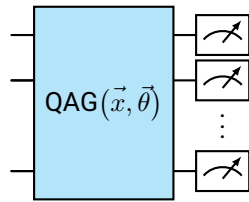
qag



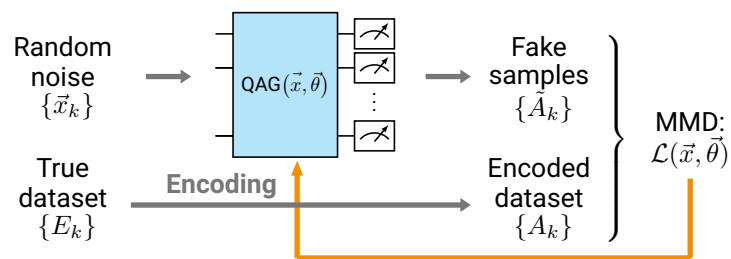
qag_model



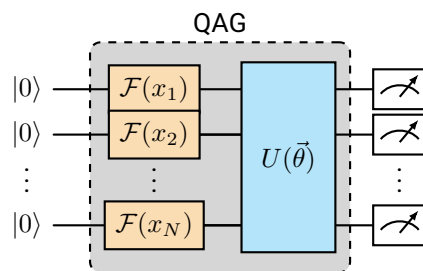
qag_small



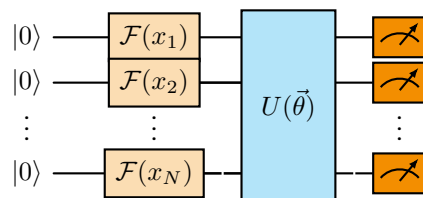
qag_train



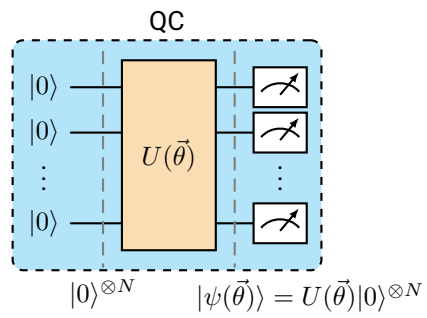
qagalt



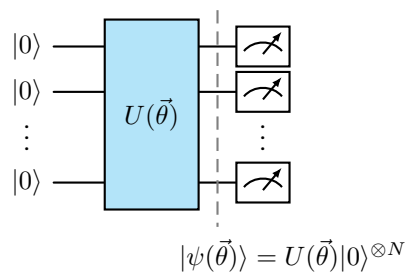
qagbp



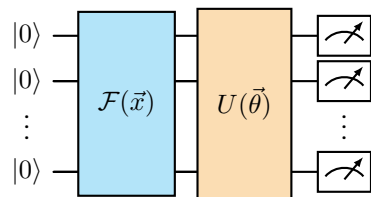
qc



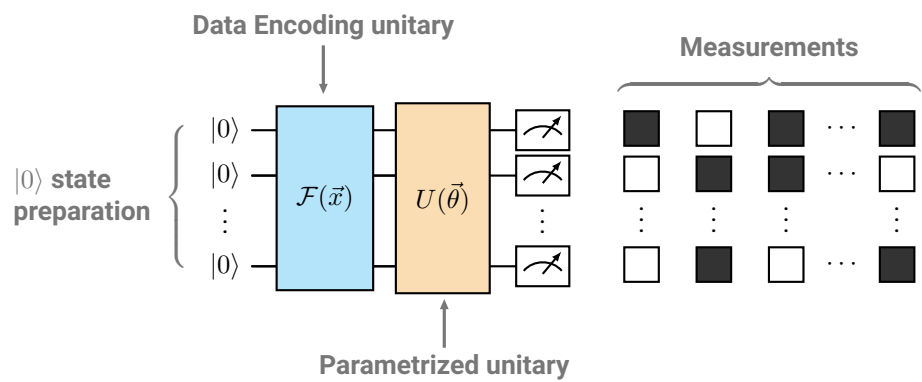
qcsimple



qml



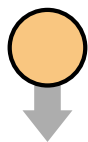
qml_model



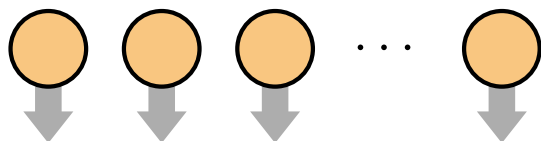
spin



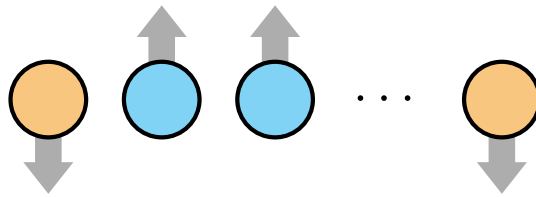
spindown



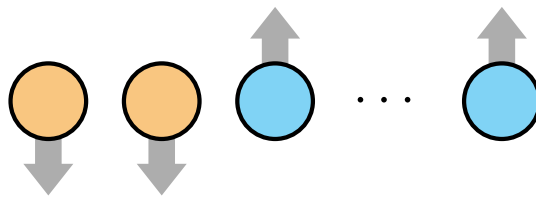
spindowns



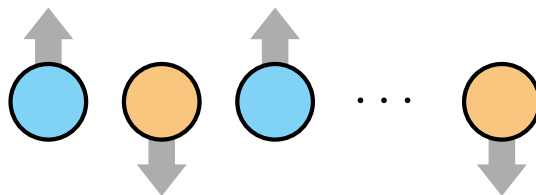
spinrand



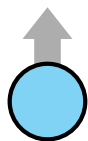
spinrandalt



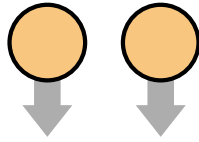
spinrandaltalt



spinup



twospinsdown



twospinsup

