

Squantikz squimports

Saverio Monaco

December 11, 2025

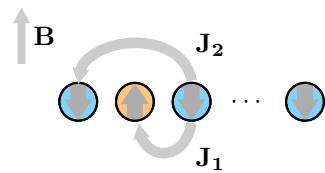
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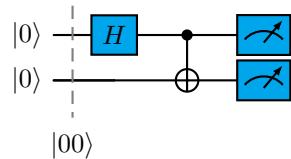
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1 Commands

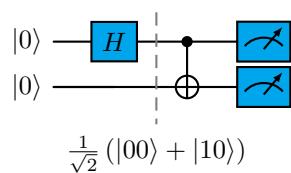
annni



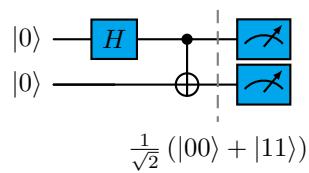
bellcircuit1



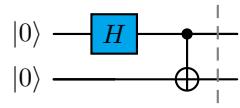
bellcircuit2



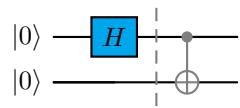
bellcircuit3



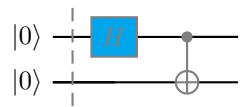
bellcircuitpp1



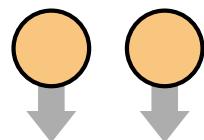
bellcircuitpp2



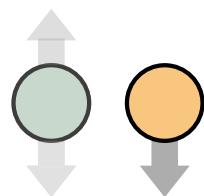
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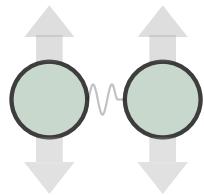
bellspins1



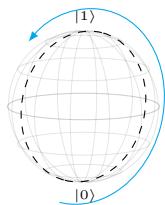
bellspins2



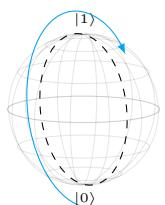
bellspins3



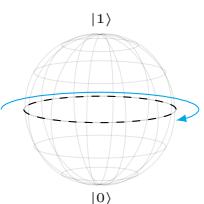
blochRX



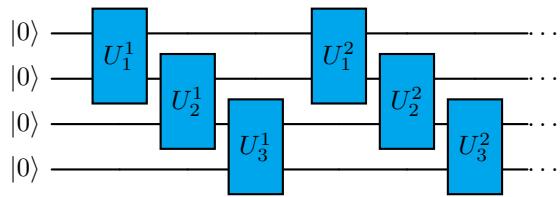
blochRY



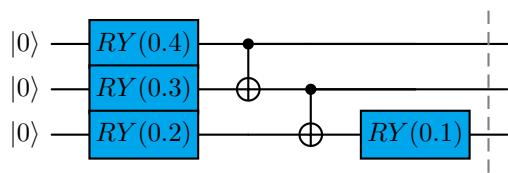
blochRZ



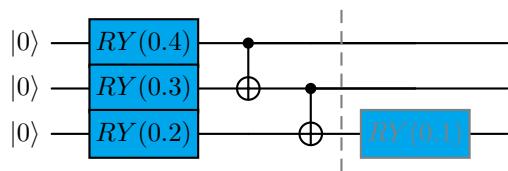
brick4



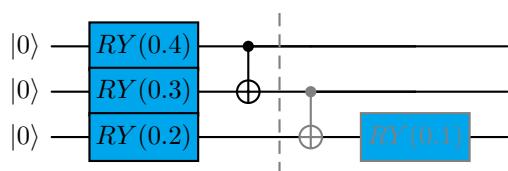
brickwallpp1



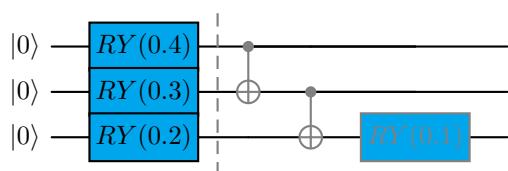
brickwallpp2



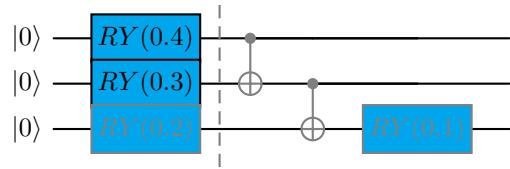
brickwallpp3



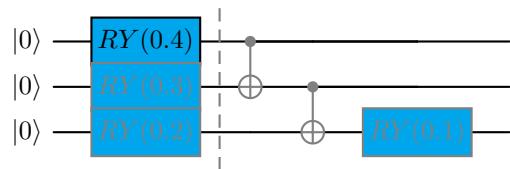
brickwallpp4



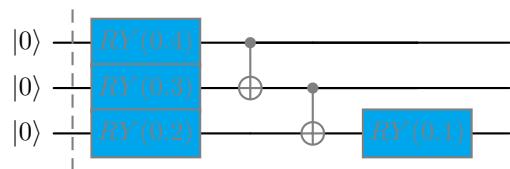
brickwallpp5



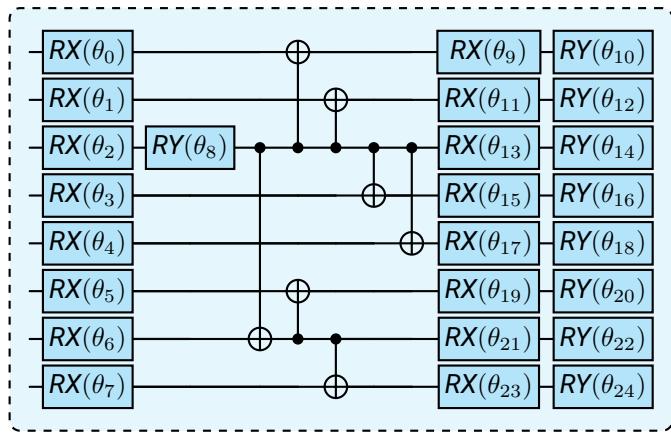
brickwallpp6



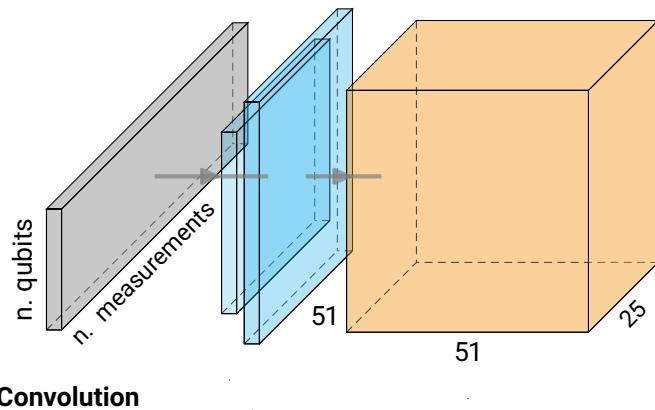
brickwallpp7



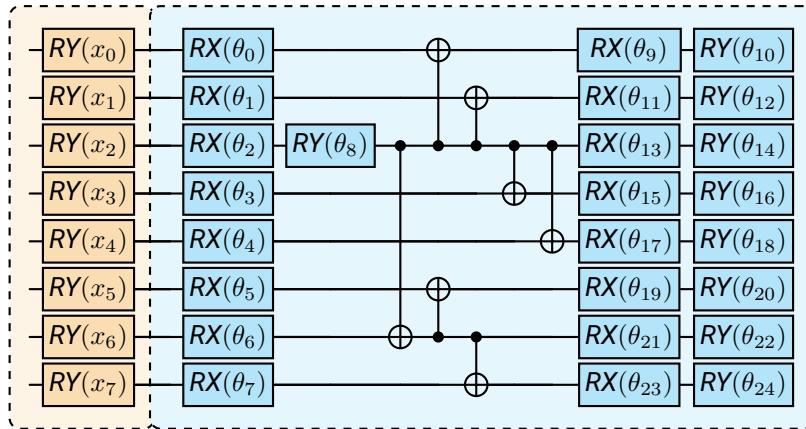
clic8



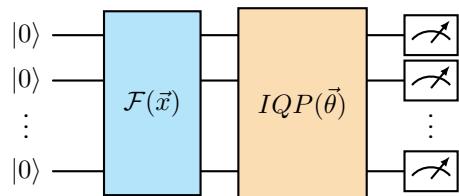
convhead



encclic8



fxiqpsimple



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

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

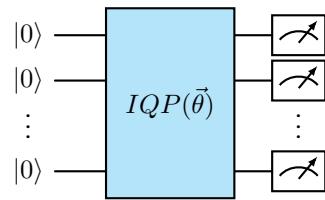
gateRY

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

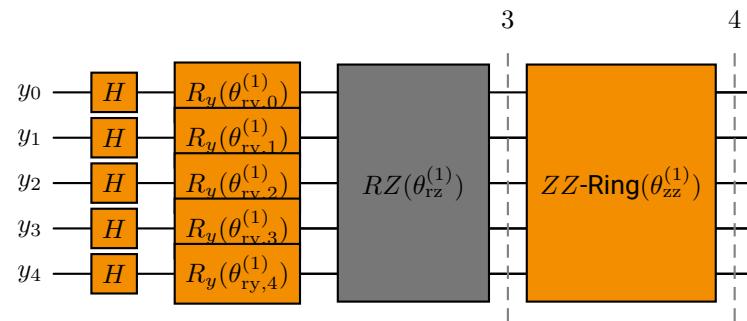
gateRZ

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

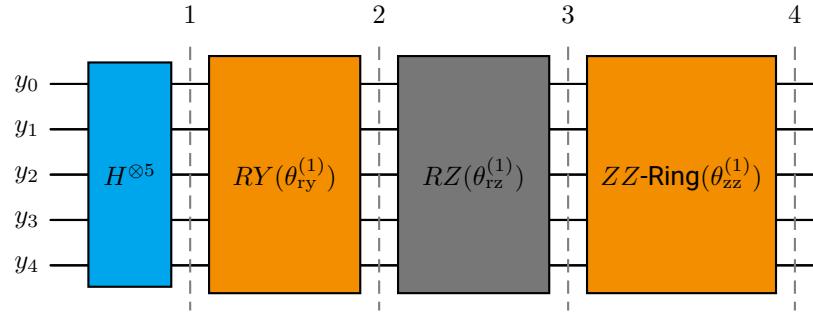
iqpsimple



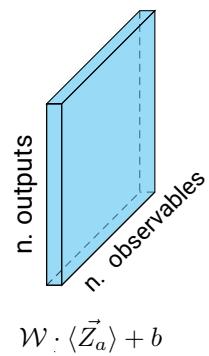
jamal_block



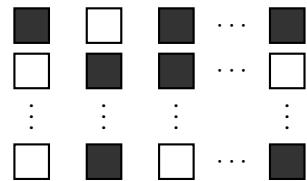
jamal_block2



linhead



meas



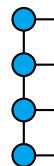
measbin

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

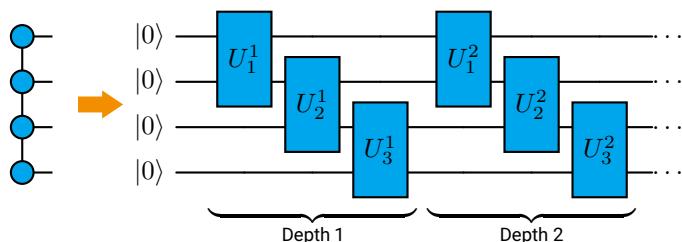
measbinalt

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

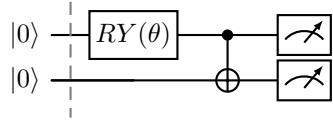
mps



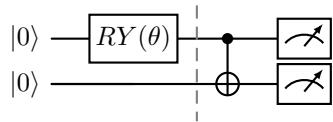
mpstobrick



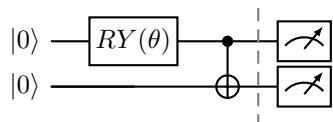
pbellcircuit1



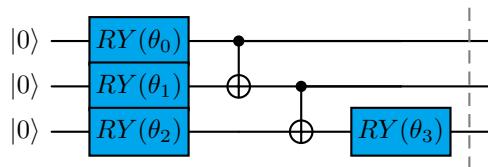
pbellcircuit2



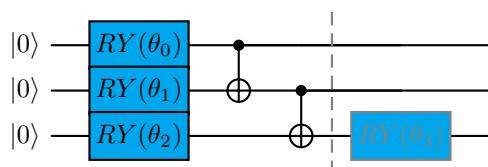
pbellcircuit3



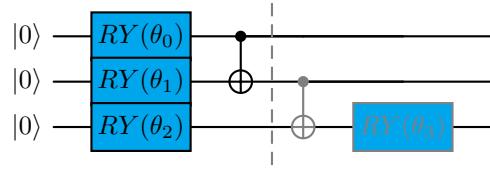
pbrickwallpp1



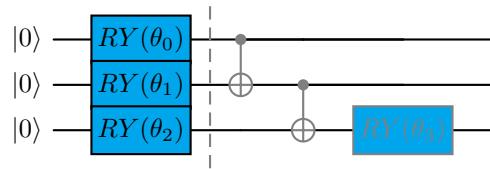
pbrickwallpp2



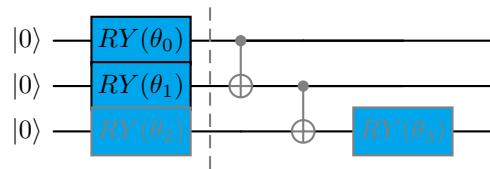
pbrickwallpp3



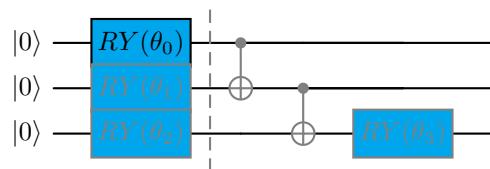
pbrickwallpp4



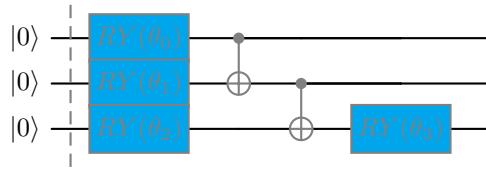
pbrickwallpp5



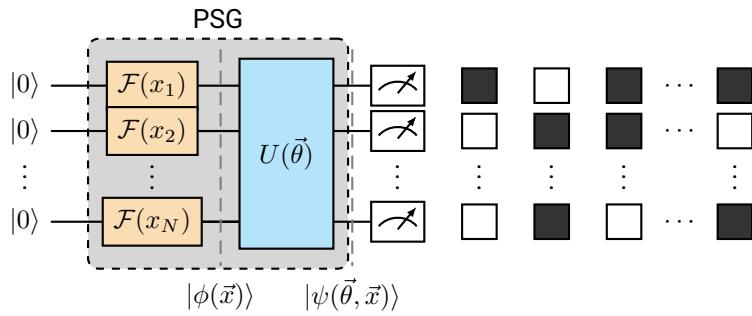
pbrickwallpp6



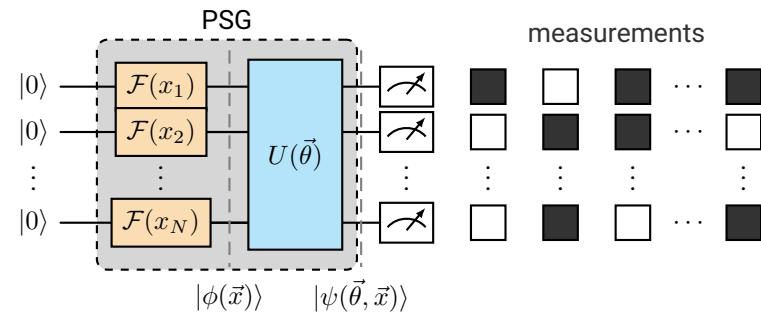
pbrickwallpp7



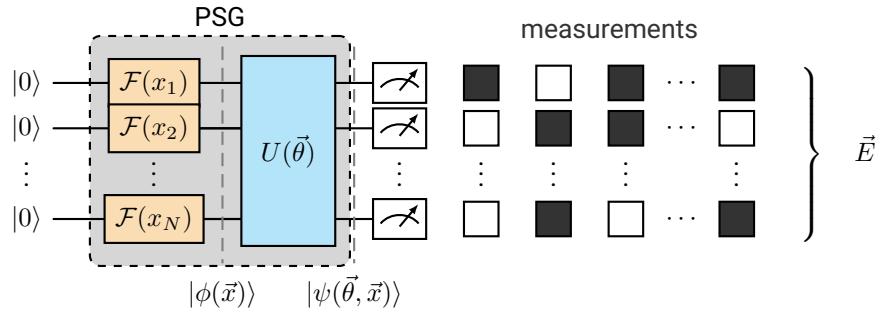
psg



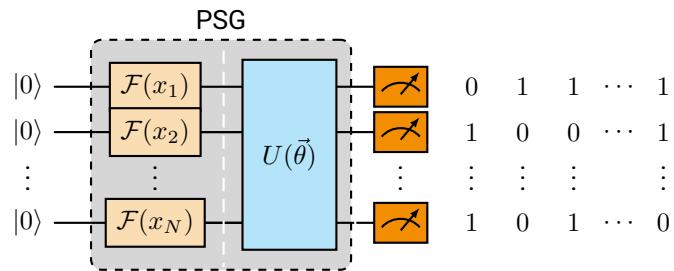
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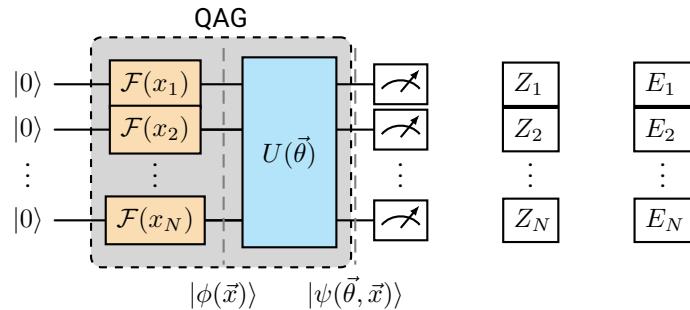
psg_modelE



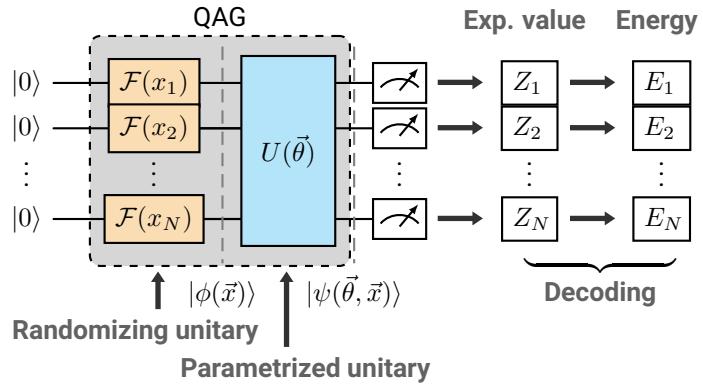
psgbp



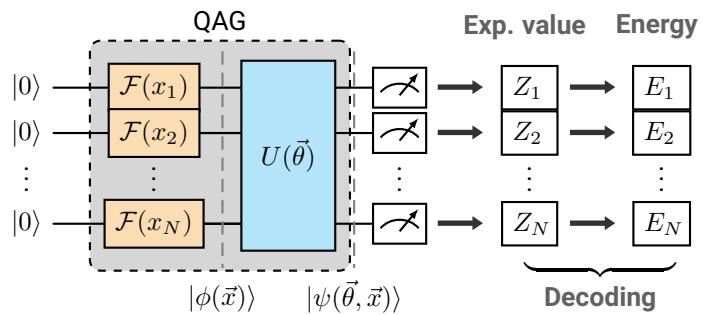
qag



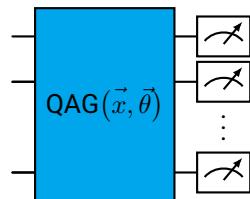
qag_model



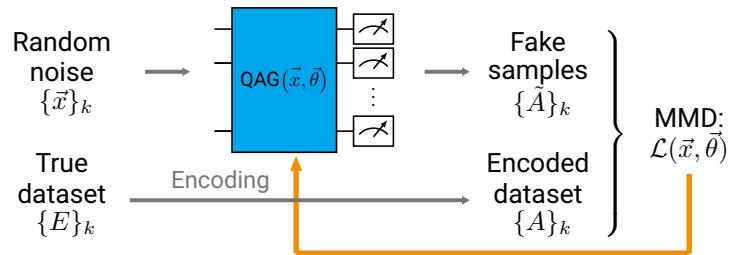
qag_model2



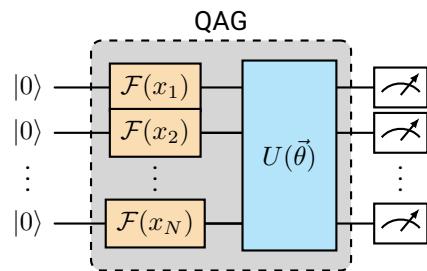
qag_small



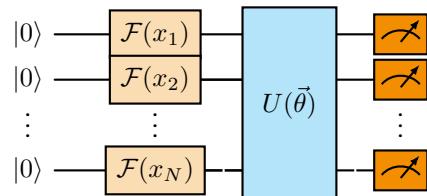
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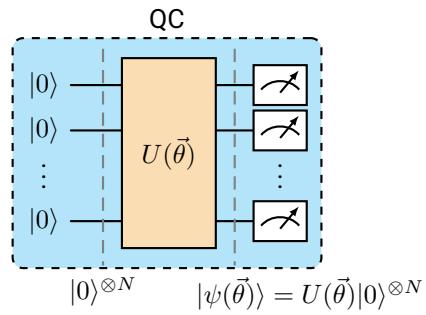
qagalt



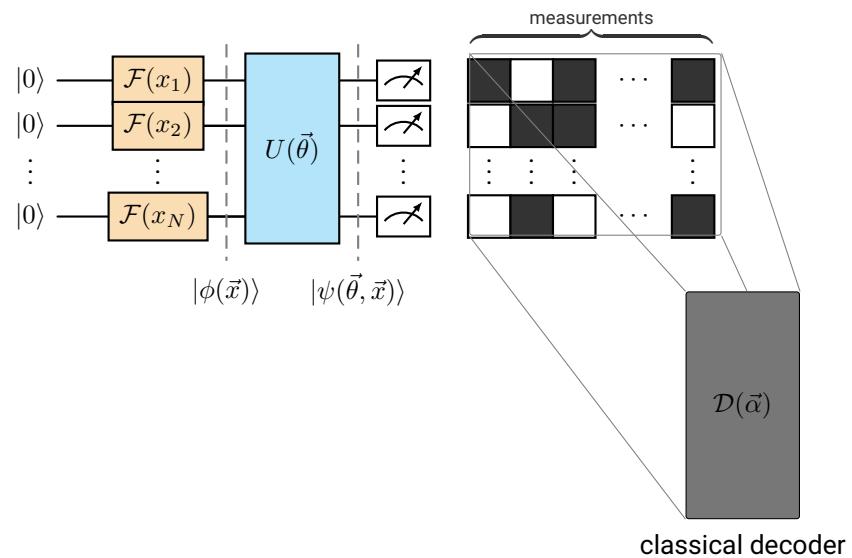
qagbp



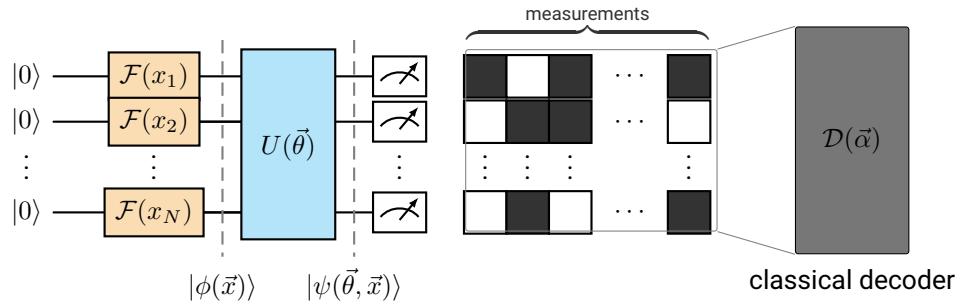
qc



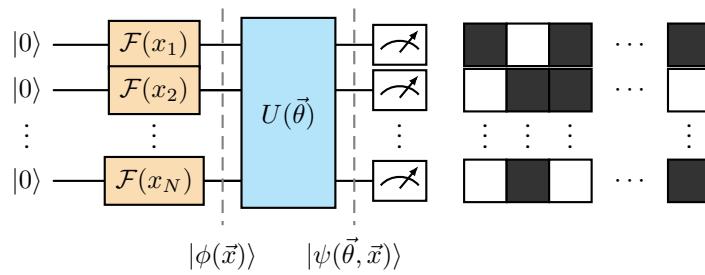
qchyb



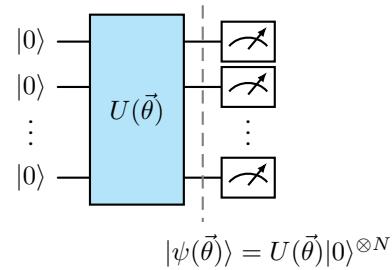
qchyb2



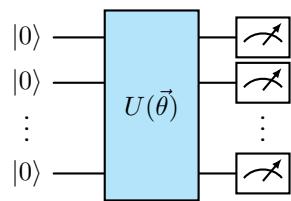
qcimng



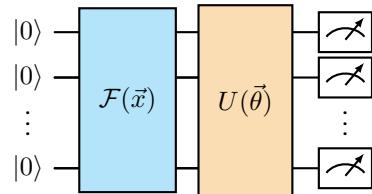
qcsimple



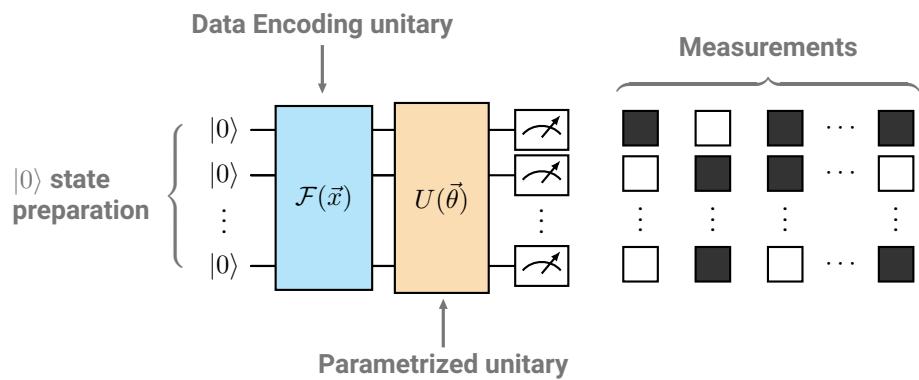
qcultrasimple



qml



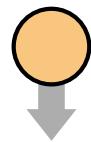
qml_model



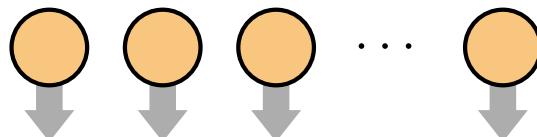
spin



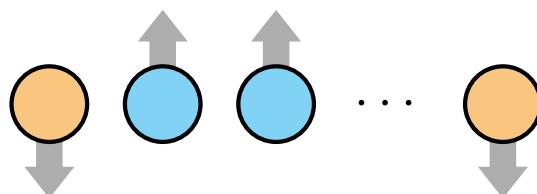
spindown



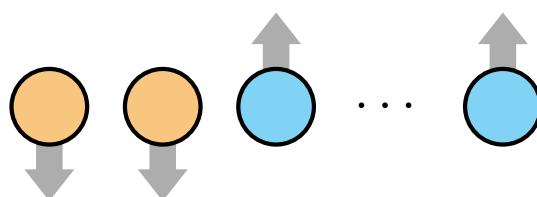
spindowns



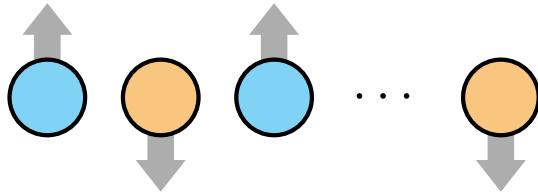
spinrand



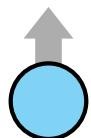
spinrandalt



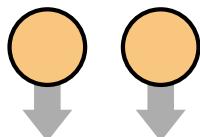
spinrandaltalt



spinup



twospinsdown



twospinsup

