```
%quantum logic gates
I = [1 \ 0; \ 0 \ 1]; \ X = [0 \ 1; \ 1 \ 0]; \ Y = [0 \ 1j; \ -1j \ 0]; \ Z = [1 \ 0; \ 0 \ -1];
H = [1 \ 1; \ 1 \ -1]; \ Cx = [1 \ 0 \ 0 \ 0; \ 0 \ 1 \ 0 \ 0; \ 0 \ 0 \ 1; \ 0 \ 0 \ 1 \ 0];
II = kron(I,I);XX = kron(X,X);YY = kron(Y,Y);ZZ = kron(Z,Z);
%will need 2 qubits for the 4x4 matrix
GivenMatrix = [1 \ 0 \ 0 \ 0; \ 0 \ 0 \ -1 \ 0; \ 0 \ -1 \ 0 \ 0; \ 0 \ 0 \ 1];
%easy to see here given matrix expressed in basis{II,XX,YY,ZZ}
hamiltonian = 1/2*(II - XX - YY + ZZ)
hamiltonian = 4 \times 4
    1 0 0
                    0
    0
        0 -1 0
    0
       -1 0 0
      0 0
                    1
%looking at lowest eigenvalue and corresponding eigenvector
[eigvec, eigval] = eig(hamiltonian)
eigvec = 4 \times 4
                   1.0000
                                  0
  -0.7071 -0.7071
                                  0
                        0
  -0.7071
          0.7071
                                  0
              0
                        0 1.0000
     0
eigval = 4 \times 4
   -1
       0
              0
                    0
        1
             0
    0
                    0
        0
             1
    0
                    0
    0
        0
              0
                    1
%need to make [0 1 1 0] i.e. ( ket{01} + ket{10} ) / sqrt(2)
%this is a bell state, maximally entangled
% https://en.wikipedia.org/wiki/Bell state#Creating Bell states
Rx = Q(x) (\cos(x/2)*I - 1j*\sin(x/2)*X);
IRx = kron(I,Rx(pi))
IRx = 4 \times 4 \text{ complex}
  0.0000 + 0.0000i 0.0000 - 1.0000i
                                    0.0000 + 0.0000i 0.0000 + 0.0000i
  0.0000 - 1.0000i
                   0.0000 + 0.0000i
                                    0.0000 + 0.0000i 0.0000 + 0.0000i
                   0.0000 + 0.0000i
  0.0000 + 0.0000i
HI = kron(H,I);
Cx = [1 \ 0 \ 0 \ 0; \ 0 \ 1 \ 0 \ 0; \ 0 \ 0 \ 0 \ 1; \ 0 \ 0 \ 1 \ 0];
requiredEigenvector = real(Cx*HI*IRx*[1;0;0;0] *1j) %upto an overall phase
requiredEigenvector = 4 \times 1
    0
    1
    1
% a "bell state maker" will work as ansatz. Yay.
```