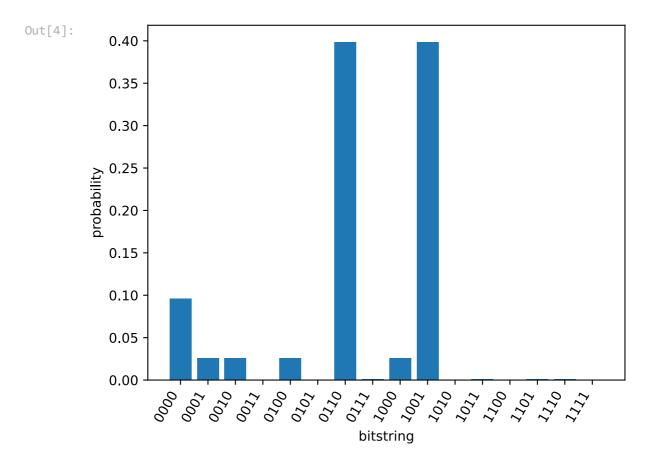
```
In [1]: # Instaling library
          using Bloqade
In [2]: # Global variables
          C6 = 2*\pi*862690;
          dimension = 2; # 4 atoms at total
          r = 5; # distance between 2 neighbors
          epsilon = 1.5;
          Rb = r + epsilon; \# Rydberg blockade distance
          \Omega = C6/(Rb)^6; # Rabi frequency
          t = 3; # simulation time
          # Creating the atoms geometry
          atoms = generate_sites(SquareLattice(), dimension, dimension; scale = r)
Out[2]:
                    0.0µm 5.0µm
In [3]: # Declaring the hamiltonian
          hamiltonian = rydberg\_h(atoms; \Omega = \Omega)
Out[3]: \sum rac{2\pi \cdot 0.863 	imes 10^{6.0}}{\left|x_i - x_i
ight|^6} n_i n_j + 1 \cdot 2\pi \cdot 5.72 \cdot \sum \sigma_i^x
```

```
In [3]: # Declaring the hamiltonian hamiltonian = rydberg_h(atoms; \Omega = \Omega)

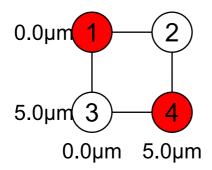
Out[3]: \sum \frac{2\pi \cdot 0.863 \times 10^{6.0}}{|x_i - x_j|^6} n_i n_j + 1 \cdot 2\pi \cdot 5.72 \cdot \sum \sigma_i^x

In [4]: # Initial zero vector reg = zero_state(dimension^2); # Solving Schrodinger's equation prob = SchrodingerProblem(reg, t , hamiltonian) emulate!(prob) # Finding the most probable reponse best_bit_strings = most_probable(prob.reg, 1) # Histogram bitstring_hist(prob.reg; nlargest = 20)
```



```
In [5]: # System final configuration
Bloqade.plot(atoms, blockade_radius = r + epsilon; colors = [iszero(b) ? "white" :
```

Out[5]:

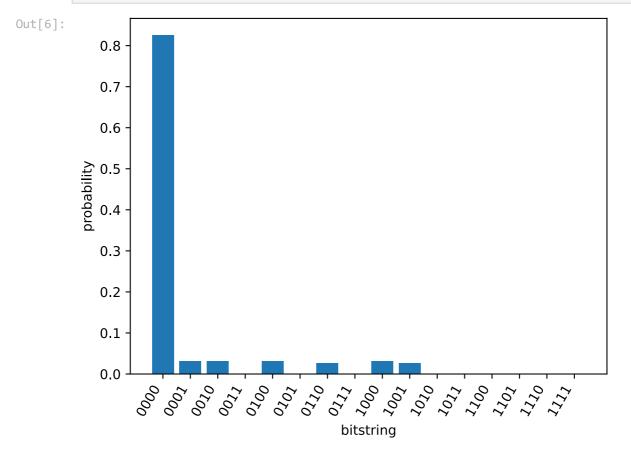


```
In [6]: # Now we are going to increase the rydberg blockage distance. Note that the diagonal # has a value of sqrt(50) = 7.07 # Let's make the rydberg blockage radius bigger than that epsilon = 3; Rb = r + epsilon; # Rydberg blockade distance -- r + epsilon = 5 + 3 = 8 > 7.07 \Omega = C6/(Rb)^6; # Rabi frequency # Declaring the hamiltonian hamiltonian = rydberg_h(atoms; \Omega = \Omega); # Initial zero vector reg = zero_state(dimension^2); # Solving Schrodinger's equation
```

```
prob = SchrodingerProblem(reg, t , hamiltonian)
emulate!(prob)

# Finding the most probable response
best_bit_strings = most_probable(prob.reg, 1)

# Histogram
bitstring_hist(prob.reg; nlargest = 20)
```





Out[7]:

