Lab 3

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1 Introduction to Quantum Information and Quantum ML

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```
[46]: import math
from numpy import pi
from qiskit import *
from qiskit.tools.jupyter import *
from qiskit.visualization import *
import pandas as pd
```

Creating quantum, classical registers and a quantum circuit

```
[47]: n0 = 4  # Number of qubits and bits
q0 = QuantumRegister(n0)  # Quantum register
c0 = ClassicalRegister(n0)  # Classical register
circuit0 = QuantumCircuit(q0, c0)  # Quantum algorithm - quantum circuit
display(circuit0.draw(output="mpl"))  # Sketch of a quantum circuit
```

$$q33788_0$$
 — $q33788_1$ — $q33788_2$ — $q33788_3$ — $c2 \stackrel{4}{=}$

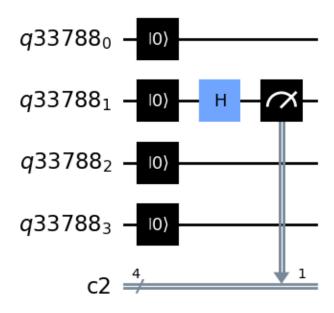
Initializing the initial states of individual quantum registers

$$q33788_0 - |0\rangle q33788_1 - |0\rangle q33788_2 - |0\rangle q33788_3 - |0\rangle c2 \stackrel{4}{=}$$

Generation of random number x_A

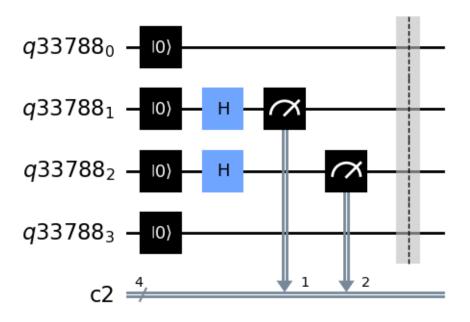
```
[49]: circuit0.h(q0[1])
  circuit0.measure(q0[1], c0[1])
  circuit0.draw(output="mpl") # Sketch of a quantum circuit
```

[49]:



Generation of random number y_A

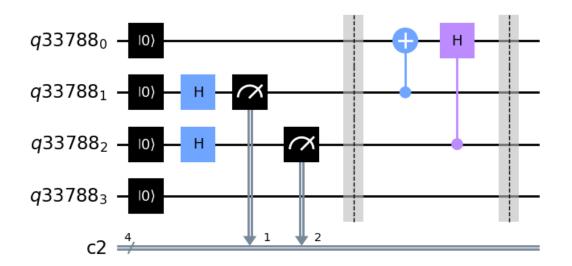
```
[50]: circuit0.h(q0[2])
    circuit0.measure(q0[2], c0[2])
    circuit0.barrier(q0[0], q0[1], q0[2], q0[3])
    circuit0.draw(output="mpl") # Sketch of a quantum circuit
[50]:
```



Information coding by Alice

```
[51]: circuit0.cx(q0[1], q0[0])
    circuit0.ch(q0[2], q0[0])
    circuit0.barrier(q0[0], q0[1], q0[2], q0[3])
    circuit0.draw(output="mpl") # Sketch of a quantum circuit
```

[51]:



Generation of random number y_R

Bob decoding information

Selecting a simulator and test run

c2 ≠

q33788₃ -

```
[54]: # Selecting a quantum simulator
      backend = BasicAer.get_backend("qasm_simulator")
      # Performing quantum calculations
      job_sim0 = execute(circuit0, backend, shots=1)
      sim_result0 = job_sim0.result()
      wynik = sim_result0.get_counts(circuit0)
      # Numerical presentation of measurement results
      print(wynik)
     {'1011': 1}
     Generation of a sequence of numbers x_B (including the remaining numbers)
[55]: sample = 10
      bit = []
      for kk in range(sample):
          job_sim0 = execute(circuit0, backend, shots=1)
          sim_result0 = job_sim0.result()
          wynik = sim_result0.get_counts(circuit0)
          xA = int(list(wynik.keys())[0][2])
          yA = int(list(wynik.keys())[0][1])
          yB = int(list(wynik.keys())[0][0])
          xB = int(list(wynik.keys())[0][3])
          print(wynik, "->", [xA, yA, yB, xB])
          bit.append([xA, yA, yB, xB])
      print(bit)
     {'0011': 1} -> [1, 0, 0, 1]
     {'1000': 1} -> [0, 0, 1, 0]
     {'0110': 1} -> [1, 1, 0, 0]
     {'0011': 1} -> [1, 0, 0, 1]
     \{'0000': 1\} \rightarrow [0, 0, 0, 0]
     {'0011': 1} -> [1, 0, 0, 1]
     {'1100': 1} -> [0, 1, 1, 0]
     {'0100': 1} -> [0, 1, 0, 0]
     {'0100': 1} -> [0, 1, 0, 0]
     {'0111': 1} -> [1, 1, 0, 1]
     [[1, 0, 0, 1], [0, 0, 1, 0], [1, 1, 0, 0], [1, 0, 0, 1], [0, 0, 0, 0], [1, 0, 0, 0]
     1], [0, 1, 1, 0], [0, 1, 0, 0], [0, 1, 0, 0], [1, 1, 0, 1]]
     Key sifting
[56]: kluczA = []
      kluczB = []
      for bb in bit:
          if bb[1] == bb[2]:
              kluczA.append(bb[0])
              kluczB.append(bb[3])
              print("yA=", bb[1], "yB=", bb[2], "->", "xA=", bb[0], ",xB=", bb[3])
```

```
print("kluczA=", kluczA)
print("kluczB=", kluczB)
yA = 0 yB = 0 -> xA = 1 ,xB = 1
yA = 0 yB = 0 -> xA = 1 ,xB = 1
yA= 0 yB= 0 \rightarrow xA= 0, xB= 0
yA = 0 yB = 0 -> xA = 1 ,xB = 1
yA = 1 yB = 1 -> xA = 0 ,xB = 0
kluczA= [1, 1, 0, 1, 0]
kluczB= [1, 1, 0, 1, 0]
```

Let's write the code for key sifting as functions

```
[57]: def generate_bit_sequence(sample_size: int) -> list:
          bit = []
          for kk in range(sample_size):
              job_sim0 = execute(circuit0, backend, shots=1)
              sim_result0 = job_sim0.result()
              wynik = sim_result0.get_counts(circuit0)
              xA = int(list(wynik.keys())[0][2])
              yA = int(list(wynik.keys())[0][1])
              yB = int(list(wynik.keys())[0][0])
              xB = int(list(wynik.keys())[0][3])
              bit.append([xA, yA, yB, xB])
          return bit
```

```
[58]: def calculate_n_agreements(bit: list) -> int:
          n_agreements = 0
          kluczA = []
          kluczB = []
          for bb in bit:
              if bb[1] == bb[2]:
                  if bb[0] == bb[3]:
                      n_agreements += 1
          return n_agreements
```

Run the experiment over 3 repetitions and for various sample sizes

```
[59]: n_{repetitions} = 3
      sample_sizes = [16, 32, 64, 128, 256]
      results = [[ss] for ss in sample_sizes]
      for _ in range(n_repetitions):
          for idx, sample_size in enumerate(sample_sizes):
              bit = generate_bit_sequence(sample_size)
              n_agreements = calculate_n_agreements(bit)
              results[idx].append(n_agreements)
```

```
results_df = pd.DataFrame(
    results, columns=["Sample Size", "Test 1", "Test 2", "Test 3"]
)
results_df.set_index("Sample Size", inplace=True)
```

Key sifting results over 3 repetitions

[60]: display(results_df)

	Test 1	Test 2	Test 3
Sample Size			
16	6	7	7
32	16	13	12
64	28	36	31
128	67	66	61
256	138	130	146