Final Assignment

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1. Entanglement swapping

- See the code
- b. We can see that the final state is like the Initial state. So the Alice and Bob qubits Entanglement is verified. We can conclude that the Entanglement swapping is verified.
- C. We can analyze that when we add depolarizing noise, the final state can swap.

```
Code
                                           Theoretical State
  1 sim_ciruit()
Initial state Alice:
[[1.+0.j]
[0.+0.j]]
Initial state Bob:
[[1.+0.j]
                                                       From
[0.+0.j]]
                                                       100>
Final state Alice:
[[ 0.
          +0.00000000e+00j]
[-0.70710678+1.73191211e-16j]
                                                         TO
[ 0.70710678-1.73191211e-16j]
           +0.00000000e+00j]]
                                              1/2 (|01> + |10>)
Final state Bob:
           +0.00000000e+00j]
[[ 0.
[-0.70710678+1.73191211e-16j]
[ 0.70710678-1.73191211e-16j]
           +0.00000000e+00j]]
```

Code		Theoretical State
Initial state Alice: [[1.+0.j] [0.+0.j]] Initial state Bob: [[1.+0.j] [0.+0.j]] Final state Alice: [[0. +0.000000000e+00j] [-0.70710678+1.73191211e-16j] [0. +0.00000000e+00j]] Final state Bob: [[0. +0.00000000e+00j]] Final state Bob: [[0. +0.00000000e+00j]] [-0.70710678+1.73191211e-16j] [0. +0.000000000e+00j] [-0.70710678+1.73191211e-16j] [0.70710678-1.73191211e-16j] [0. +0.000000000e+00j]]	Initial state Alice: [[1.+0.j] [0.+0.j]] Initial state Bob: [[1.+0.j] [0.+0.j]] Final state Alice: [[0.0000000000+00+0.j] [-1.73191211e-16-0.70710678j] [0.000000000e+00+0.j] Final state Bob: [[0.00000000e+00+0.j]] Final state Bob: [[0.00000000e+00+0.j]] [-1.73191211e-16-0.70710678j] [-1.73191211e-16-0.70710678j] [-1.73191211e-16-0.70710678j] [0.000000000e+00+0.j]]	1/sqrt(2)*(00> + 11>) TO 1/sqrt(2)*(01> + 10>)

2. GHZ state distribution

- a. See the code
- b. Same. Here is the result of the initial and final state. We can see that the final state is matching with a GHZ state for 3 qubits:

```
Code
                                                                 Theoretical State
   1 sim ciruit GHZ()
 ✓ 0.0s
Initial state Charlie: [[1.+0.j]
[0.+0.j]]
Final state Charlie: [[0.70710678+0.j]
                                                             |GHZ
angle = rac{1}{\sqrt{2}}(|000
angle + |111
angle)\,.
 [0.
            +0.j]
 [0.
            +0.j]
 [0.
            +0.jl
 [0.
            +0.j]
            +0.j]
 [0.
 [0.
            +0.j]
 [0.70710678+0.j]]
```

c. When we add noise, the final state changes from (1/sqrt(2)) (|000> + |111>) to (1/sqrt(2)) (|010> + |101>).

```
-----PROBA 0.3-----
Initial state Charlie: [[1.+0.j]
[0.+0.j]]
Final state Charlie: [[0.70710678+0.j]
[0.
           +0.j]
[0.
           +0.j]
[0.
           +0.j]
[0.
           +0.j]
[0.
           +0.j]
[0.
           +0.j]
 [0.70710678+0.j]]
```

```
Initial state Charlie: [[0.+0.j]
[0.+1.j]]
Final state Charlie: [[0.+0.j]
[0.+0.j]
[0.+0.70710678j]
[0.+0.j]
[0.+0.j]
[0.+0.j]
[0.+0.j]
[0.+0.j]
[0.+0.70710678j]
```

d. Below there is our simulation for N = 10

```
peekC: [None, None, None, None, None, None, None, None, None, Qubit('QS#28-10')]
peekN0: [Qubit('QS#28-0'), None, None, None, None, None, None, None, None, None]
peekN1: [Qubit('QS#28-1'), None, None, None, None, None, None, None, None, None, None
peekN2: [Qubit('QS#28-2'), None, None, None, None, None, None, None, None, None, None]
peekN3: [Qubit('QS#28-3'), None, None, None, None, None, None, None, None, None]
peekN4: [Qubit('QS#28-4'), None, None, None, None, None, None, None, None, None]
peekN5: [Qubit('QS#28-5'), None, None, None, None, None, None, None, None, None]
peekN6: [Qubit('QS#28-6'), None, None, None, None, None, None, None, None, None, None
peekN7: [Qubit('QS#28-7'), None, None,
peekN8: [Qubit('QS#28-8'), None, None,
peekN9: [Qubit('QS#28-9'), None, Non
Final state Charlie: [[0.70710678+0.j]
                                    +0.j]
   [0.
                                    +0.jl
   ...
   [0.
                                    +0.j]
   [0.
                                    +0.j]
   [0.70710678+0.j]]
```

We can see that it is very powerful because there is an entanglement swapping with larger star networks.

3. Conclusion

Entanglement swapping is a fascinating quantum phenomenon that allows the establishment of entanglement between two particles that have never interacted directly. This process is crucial for quantum communication networks, particularly for extending the range of quantum key distribution (QKD) systems. By entangling particles across distant nodes, entanglement swapping paves the way for the realization of quantum repeaters and long-distance quantum networks.