```
In [2]: import numpy as np
         import math
          # Importing standard Qiskit libraries
         from qiskit import QuantumCircuit, transpile, Aer, IBMQ, assemble
          from qiskit.tools.jupyter import *
          from qiskit.visualization import *
         from ibm quantum widgets import *
          from math import pi
          # Loading your IBM Quantum account(s)
         provider = IBMQ.load account()
         ibmqfactory.load account:WARNING:2021-07-10 11:47:42,489: Credentials
         are already in use. The existing account in the session will be repla
         ced.
In [3]: | qc = QuantumCircuit(3)
          # Apply H-gate to each qubit:
         for qubit in range(3):
              qc.h(qubit)
          # See the circuit:
         qc.draw()
Out[3]:
In [4]: | # Let's see the result
         svsim = Aer.get_backend('aer_simulator')
         qc.save statevector()
         qobj = assemble(qc)
          final state = svsim.run(qobj).result().get statevector()
          # In Jupyter Notebooks we can display this nicely using Latex.
          # If not using Jupyter Notebooks you may need to remove the
          # array to latex function and use print(final state) instead.
          from qiskit.visualization import array_to_latex
          array to latex(final state, prefix="\\text{Statevector} = ")
Out [4]: Statevector = \begin{bmatrix} \frac{1}{\sqrt{8}} & \frac{1}{\sqrt{8}} \end{bmatrix}
```

Out[5]:

$$q_1 - x -$$

In [7]: # In Jupyter Notebooks we can display this nicely using Latex.
If not using Jupyter Notebooks you may need to remove the
array_to_latex function and use print(unitary) instead.
from qiskit.visualization import array_to_latex
array_to_latex(unitary, prefix="\\text{Circuit = }\n")

Out[7]:

$$Circuit = \begin{bmatrix} 0 & 0 & \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ 0 & 0 & \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 & 0 \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} & 0 & 0 \end{bmatrix}$$

Out[8]:

 q_0 ——

q₁ – x –

```
In [9]: # Simulate the unitary
    usim = Aer.get_backend('aer_simulator')
    qc.save_unitary()
    qobj = assemble(qc)
    unitary = usim.run(qobj).result().get_unitary()
    # Display the results:
    array_to_latex(unitary, prefix="\\text{Circuit = } ")
```

Out[9]: $Circuit = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \end{bmatrix}$

Out[10]:



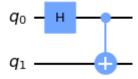
Out[11]:

 q_1 ——

```
In [12]: # Let's see the result:
    svsim = Aer.get_backend('aer_simulator')
    qc.save_statevector()
    qobj = assemble(qc)
    final_state = svsim.run(qobj).result().get_statevector()
    # Print the statevector neatly:
    array_to_latex(final_state, prefix="\\text{Statevector = }")
```

```
Out [12]: Statevector = \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} & 0 & 0 \end{bmatrix}
```

Out[13]:

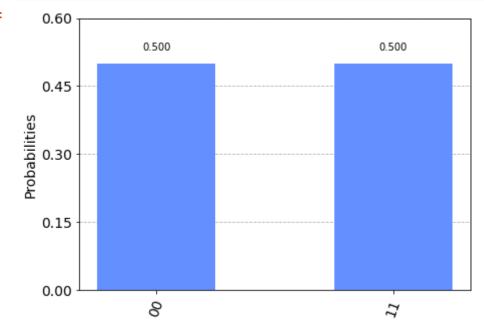


```
In [14]: # Let's get the result:
    # 2 qubits have values, 00, 01, 10, 11, these have been subjected to ab
    ove gates
    qc.save_statevector()
    qobj = assemble(qc)
    result = svsim.run(qobj).result()
    # Print the statevector neatly:
    final_state = result.get_statevector()
    array_to_latex(final_state, prefix="\\text{Statevector = }")
    #00 and 11 have only values, as see in statevector output
```

Out[14]: Statevector = $\begin{bmatrix} \frac{1}{\sqrt{2}} & 0 & 0 & \frac{1}{\sqrt{2}} \end{bmatrix}$

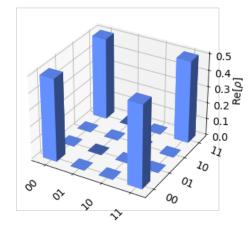
In [15]: plot_histogram(result.get_counts())

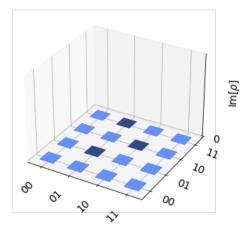
Out[15]:



In [16]: # Plot the Real and Imaginary parts of the statevector of the 2 qubits, in this case, img part is zero so no pillars in second plot from qiskit.visualization import plot_state_city plot_state_city(final_state)







In [17]: from qiskit.visualization import plot_state_qsphere
 plot_state_qsphere(final_state)

/opt/conda/lib/python3.8/site-packages/qiskit/visualization/state_visualization.py:705: MatplotlibDeprecationWarning:

The M attribute was deprecated in Matplotlib 3.4 and will be removed two minor releases later. Use self.axes.M instead.

xs, ys, _ = proj3d.proj_transform(xs3d, ys3d, zs3d, renderer.M)

Out[17]:

