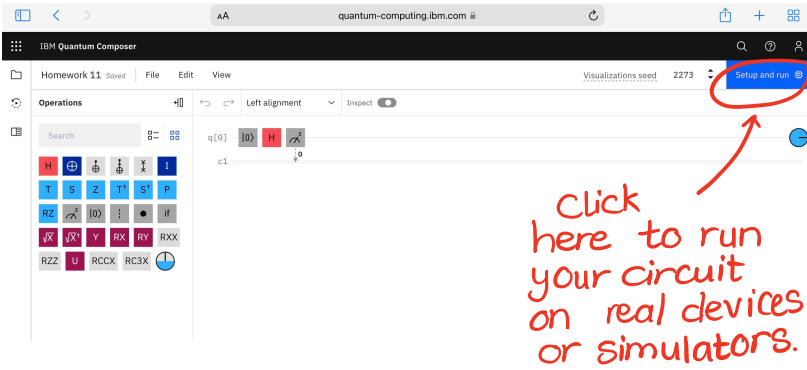


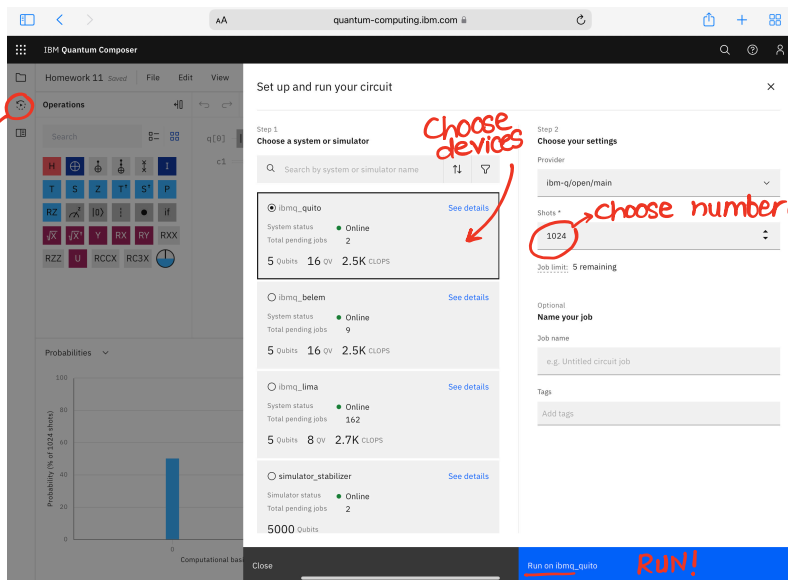
# Homework 11 (IBMQ)

(1b)

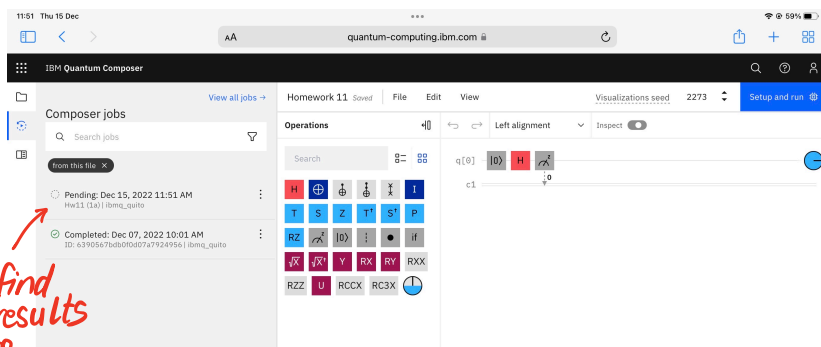
steps

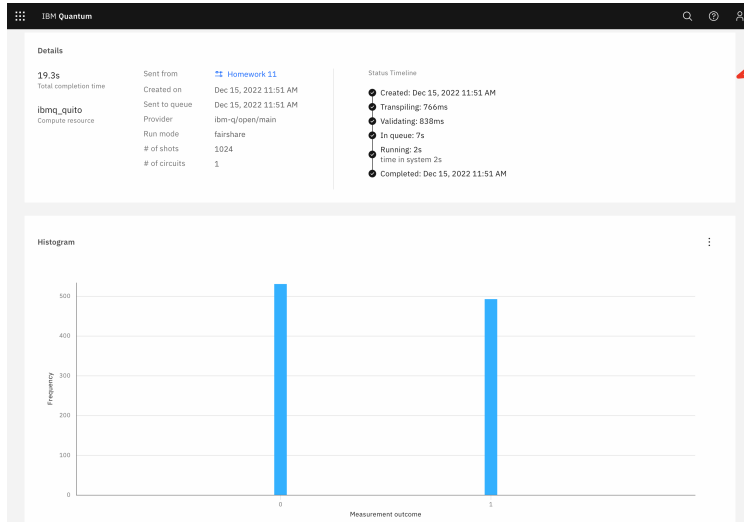


your jobs show up here



you can find your results here

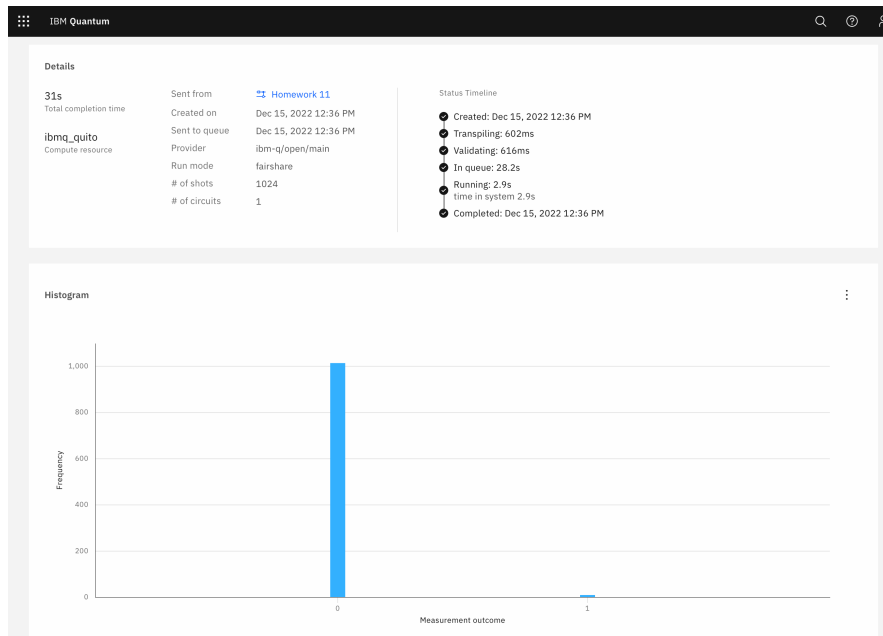




Results of running circuit (1b) on real device (ibmq\_quito)

\* the output state is  $\frac{|0\rangle + |1\rangle}{\sqrt{2}}$ , thus Getting 0 and 1 roughly an equal number of times matches our expectation.

(1c)

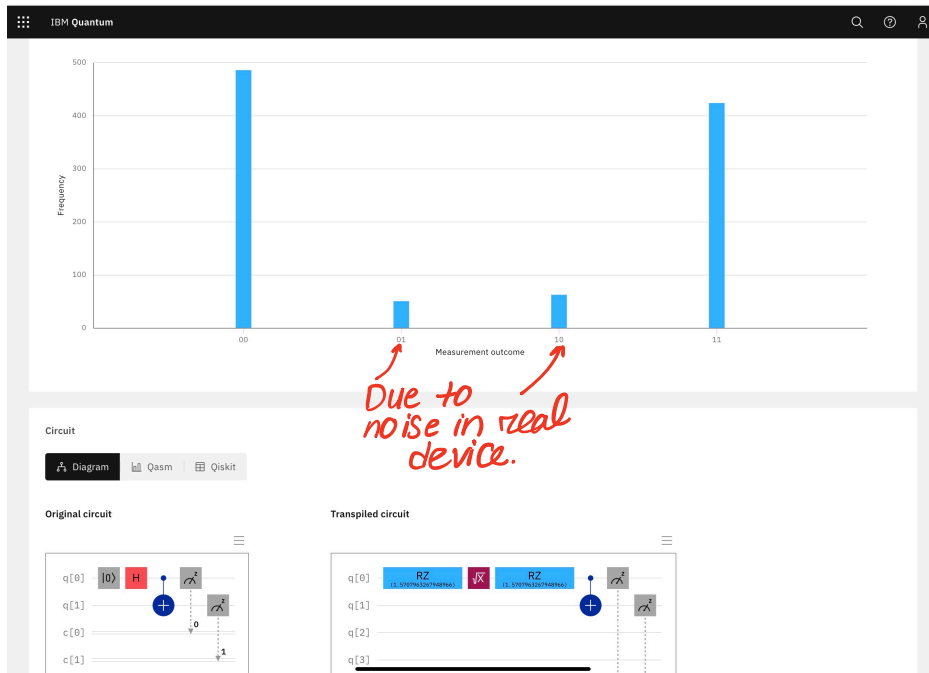


to add extra qubits, click on q[0]

(1d)

output state:  $\frac{1}{2} (|00\rangle + |10\rangle + |01\rangle - |11\rangle)$

(1e)



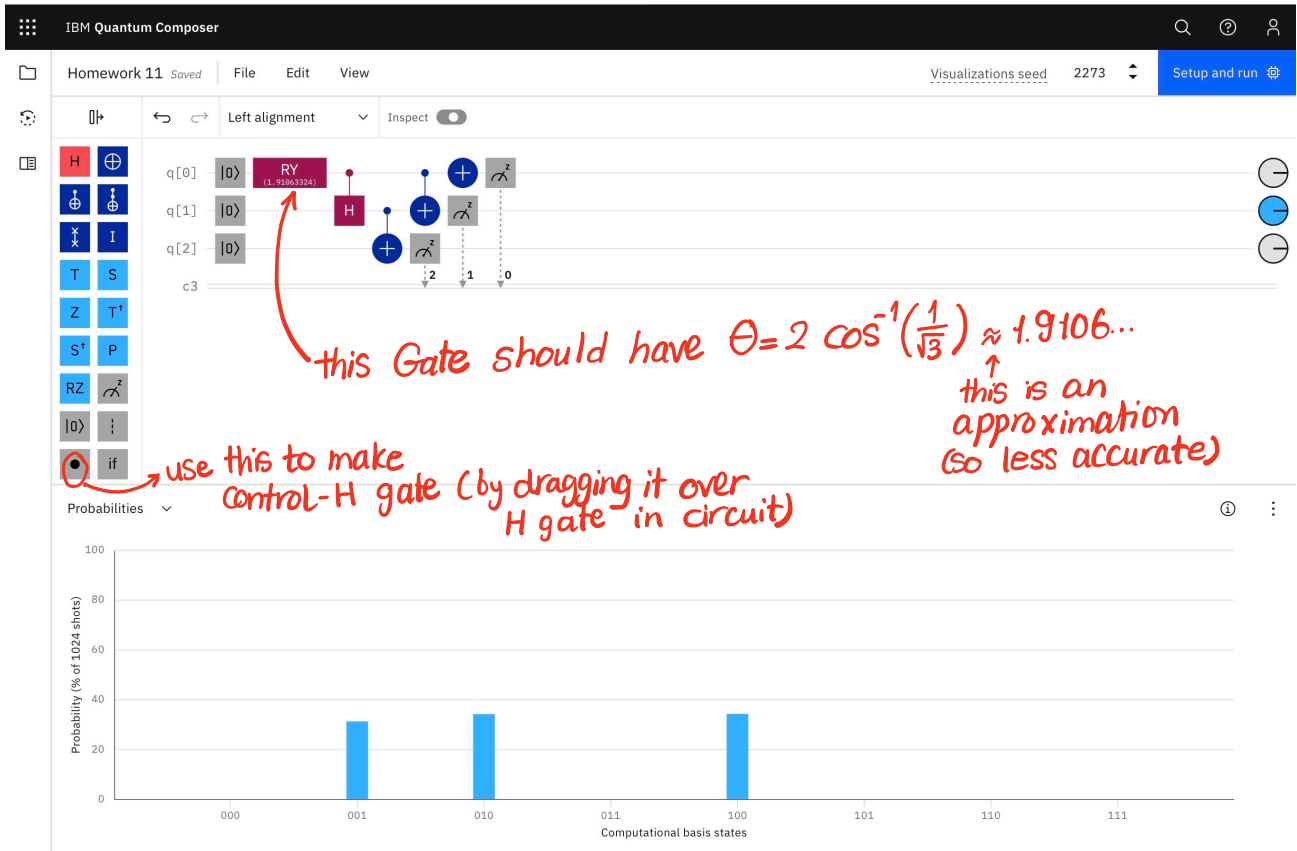
Due to noise in real device.

output state :  $\frac{|00\rangle + |11\rangle}{\sqrt{2}}$  , so we should see the outcome '00' with prob.  $\frac{1}{2}$  and " " '11' " "  $\frac{1}{2}$ .

(1f) W-state as seen in homework 8 (Exercise 4):

$$|W\rangle = \frac{1}{\sqrt{3}} (|100\rangle + |010\rangle + |001\rangle)$$

[https://en.wikipedia.org/wiki/W\\_state](https://en.wikipedia.org/wiki/W_state)



\* Analyzing the circuit, we see:

$$|000\rangle \xrightarrow{R_Y(2\cos^{-1}(\frac{1}{\sqrt{3}}))} \frac{1}{\sqrt{3}} |000\rangle + \sqrt{\frac{2}{3}} |100\rangle$$

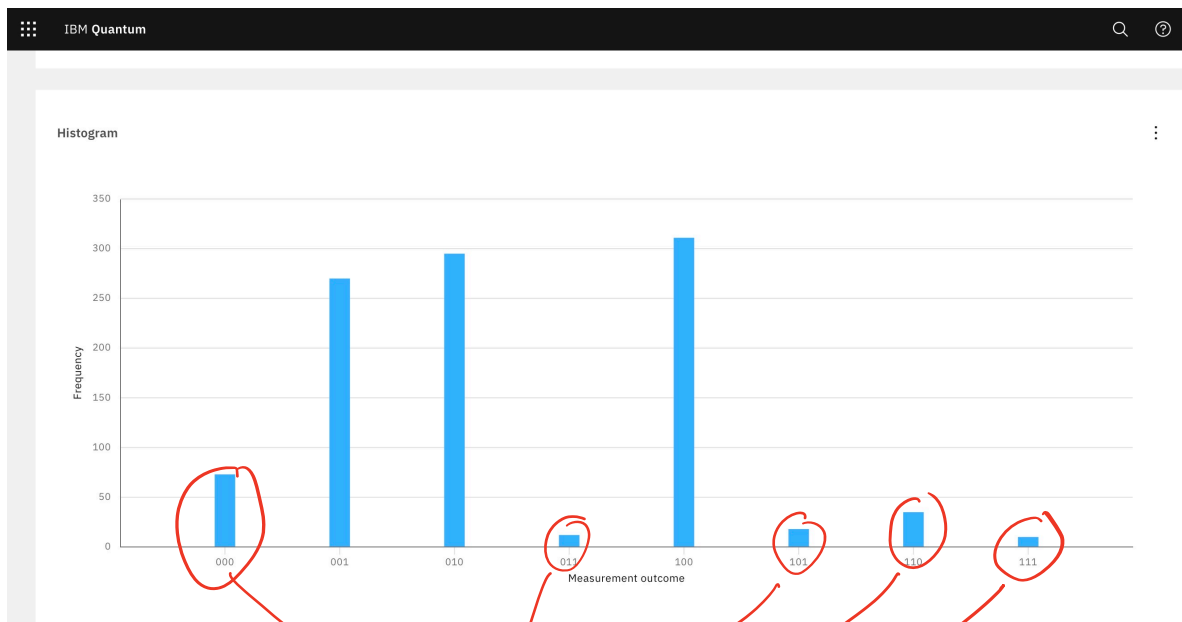
$$\xrightarrow{\text{control-H}} \frac{1}{\sqrt{3}} |000\rangle + \sqrt{\frac{2}{3}} (|1\rangle \otimes \frac{|0\rangle + |1\rangle}{\sqrt{2}} \otimes |0\rangle)$$

$$\xrightarrow{\text{CNOT}} \frac{1}{\sqrt{3}} |000\rangle + \sqrt{\frac{1}{3}} (|100\rangle + |111\rangle)$$

$$\xrightarrow{\text{CNOT}} \frac{1}{\sqrt{3}} |000\rangle + \sqrt{\frac{1}{3}} (|110\rangle + |101\rangle)$$

$$\xrightarrow{\text{NOT } \oplus} \frac{1}{\sqrt{3}} (|100\rangle + |010\rangle + |001\rangle)$$

# \* Results on Real Device:



noise effect