

```
In[30]:= (* Michel Fodje's Minkwe simulation
         translated from Python to Mathematica by John Reed
         13 Nov 2013 *)
```

```
In[31]:= (* Set run time parameters, initialize arrays *)
```

```
In[32]:= spin = 1 / 2;
         phase = 2  $\pi$  spin;
         spin2 = 2 spin;
         trials = 8000;
```

```
In[36]:= aliceDeg = ConstantArray[0, trials];
         bobDeg = ConstantArray[0, trials];
         aliceDet = ConstantArray[0, trials];
         bobDet = ConstantArray[0, trials];
```

```
In[40]:= nPP = ConstantArray[0, 361];
         nNN = ConstantArray[0, 361];
         nPN = ConstantArray[0, 361];
         nNP = ConstantArray[0, 361];
         nA = ConstantArray[0, 361];
         nB = ConstantArray[0, 361];
```

```
In[46]:= (* Detector test function *)
```

```
In[47]:= test[angle_, e_,  $\lambda$ _] := Module[{c, out},
         c = -Cos[1 (angle - e)];
         If[ $\lambda$   $\geq$  Abs[c], out = 0, out = Sign[c]];
         out]
```

```
In[48]:= (* Generate particle data *)
```

```

In[49]:= Do[
  eVector = RandomReal[{0, 2  $\pi$ }] ;
   $\lambda$  = 1 / 2 Sin[RandomReal[{0,  $\pi$  / 2}]] ^ 2 ;
  eLeft = RandomReal[{0, 2  $\pi$ }] ;
  eRight = eLeft +  $\pi$  ;
  aliceAngle = RandomReal[{0, 2  $\pi$ }] ;
  aliceDeg[[i]] = aliceAngle / Degree ;
  bobAngle = RandomReal[{0, 2  $\pi$ }] ;
  bobDeg[[i]] = bobAngle / Degree ;
  aliceDet[[i]] = test[aliceAngle, eLeft,  $\lambda$ ] ;
  bobDet[[i]] = test[bobAngle, eRight,  $\lambda$ ] ,
  {i, trials}]

In[50]:= (* statistical analysis of particle data  $\theta$ =Ceiling[Abs[(aliceDeg[[i]]-bobDeg[[i]])]] ; *)

In[51]:= Do[
   $\theta$  = Ceiling[(aliceDeg[[i]] - bobDeg[[i]])] ;
  aliceD = aliceDet[[i]] ; bobD = bobDet[[i]] ;
  If[aliceD == 1, nA[[ $\theta$ ]]++] ;
  If[bobD == 1, nB[[ $\theta$ ]]++] ;
  If[aliceD == 1 && bobD == 1, nPP[[ $\theta$ ]]++] ;
  If[aliceD == 1 && bobD == -1, nPN[[ $\theta$ ]]++] ;
  If[aliceD == -1 && bobD == 1, nNP[[ $\theta$ ]]++] ;
  If[aliceD == -1 && bobD == -1, nNN[[ $\theta$ ]]++] ,
  {i, trials}]

In[52]:= (* Calculate mean values and plot *)

In[53]:= pPP = 0 ; pPN = 0 ; pNP = 0 ; pNN = 0 ;

In[54]:= mean = ConstantArray[0, 361] ;

```

```

In[55]:= Do[
  sum = nPP[[i]] + nPN[[i]] + nNP[[i]] + nNN[[i]];
  If[sum == 0, Goto[jump],
    {pPP = nPP[[i]] / sum;
     pNP = nNP[[i]] / sum;
     pPN = nPN[[i]] / sum;
     pNN = nNN[[i]] / sum;
    mean[[i]] = pPP + pNN - pPN - pNP};
  Label[jump],
  {i, 361}]

(*nPP
 nNP
 nPN
 nNN*)
aliceDet
bobDet

```

A very large output was generated. Here is a sample of it:

```

{1, 1, 0, 1, -1, 1, -1, 1, 1, -1, -1, -1, 0, -1, 1, -1, -1, 1, 1, 0, -1, 0, -1, 1, 1, 1, -1, 1, 1, -1, 1, 0, 1, -1, 1, 1,
1, 0, 1, 1, -1, 1, -1, 1, -1, -1, 1, 1, -1, -1, 0, 1, 1, -1, 1, 1, -1, -1, 1, -1, 0, 0, 0, 1, 1, 0, 0, 0, -1, -1, 1,
-1, -1, 1, 1, -1, -1, 1, -1, -1, 1, 1, 1, 1, -1, -1, -1, -1, 1, -1, 1, 1, 1, -1, 1, -1, 0, 1, -1, 1, 1, -1, 0, 0,
-1, 1, -1, 0, -1, 1, 0, 1, -1, -1, 1, 0, -1, -1, -1, -1, 1, 1, -1, 1, -1, 1, -1, 1, 1, 1, -1, -1, -1, 1, 1, 1, -1,
-1, 1, 1, -1, 0, 0, -1, 0, -1, -1, -1, 0, 0, 1, -1, 1, 1, 1, -1, 1, -1, -1, 0, -1, 0, 1, -1, -1, 0, 0, -1, -1, -1,
-1, 0, 1, -1, -1, -1, 0, -1, -1, 1, 1, -1, 1, -1, 1, -1, 1, -1, -1, 0, -1, 1, -1, 1, 1, 0, -1, 1, 1, 0, -1, 1, -1,
1, 1, 1, 1, -1, 1, 1, 1, 1, -1, 1, 1, 0, -1, 1, 0, 0, -1, 1, -1, -1, 1, -1, 0, 1, -1, 1, 0, 0, 0, -1, -1, 1, 0, -1,
-1, -1, -1, 1, 1, 0, 1, -1, 0, 1, 1, 1, 0, 1, 0, 1, <<7492>>, -1, 0, -1, 1, 1, 1, 1, 1, -1, -1, -1, 1, 1, -1, 1, 1,
1, 1, 1, 1, 1, -1, 0, 1, -1, 0, 0, 1, 1, 0, -1, -1, 1, 0, -1, 1, 1, 1, 0, 1, -1, -1, 1, 1, 1, 1, 1, 1, 1, 0, 0, -1,
-1, -1, 1, 0, 0, 1, 1, 1, 0, 1, 1, -1, -1, 1, 1, -1, 0, -1, 1, 1, 0, 1, 1, -1, -1, -1, -1, -1, -1, 1, -1, -1, 1, 1,
1, 0, 0, 1, 1, -1, 1, -1, -1, 1, -1, 1, 1, 1, 1, -1, -1, -1, 0, -1, 0, -1, 1, -1, 0, -1, 1, 1, 1, -1, 1, 1, -1, 1,
1, 1, 1, -1, -1, 1, -1, 1, -1, 0, 0, 0, 1, 1, 0, -1, -1, 1, -1, 1, -1, 0, -1, 1, -1, -1, -1, -1, 1, -1, 1, -1, -1,
1, -1, 1, -1, -1, -1, -1, 0, -1, -1, 1, 0, 1, 1, 0, 1, 1, -1, -1, 1, -1, -1, 1, -1, -1, -1, -1, -1, 1, -1, -1, 1,
1, -1, 1, 1, 0, 1, -1, 1, 1, -1, 0, 1, -1, 1, 1, 1, 1, 1, 1, -1, -1, 1, 1, 1, -1, 0, 1, 1, 1, 0, -1, 1, 0, -1, 1,
1, 0, 0, -1, 1, 1, 1, -1, 0, 1, -1, 1, -1, 0, -1, -1, -1, 1, 0, -1, -1, -1, 1, 1, -1, -1, -1, 1, 1, 0, -1, 1, -1}

```

Show Less	Show More	Show Full Output	Set Size Limit...
-----------	-----------	------------------	-------------------

A very large output was generated. Here is a sample of it:

```
{-1, -1, 0, 0, 1, 1, 1, 1, -1, -1, 0, -1, -1, -1, 1, 0, 0, 1, -1, -1, 1, 1, -1, -1, -1, 1, 1, 0, -1, -1, -1, -1, 1, -1,
1, 1, 0, 1, 1, -1, -1, 1, 1, -1, -1, 0, -1, 1, -1, 0, -1, 0, -1, 1, -1, -1, -1, -1, -1, 0, 1, -1, -1, -1, 0, -1,
-1, 0, -1, -1, -1, 1, -1, 1, 1, 1, 1, -1, -1, 1, 1, -1, 1, 1, -1, -1, -1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 1, 0, 1, 1, -1,
1, 1, -1, -1, 1, 1, 0, 1, -1, 0, 1, 1, 1, -1, -1, 1, -1, -1, -1, 0, 1, 0, -1, -1, 1, 1, -1, -1, -1, 1, -1, 1, 1, 1,
1, -1, 1, -1, -1, -1, -1, -1, 1, 0, -1, 1, -1, 0, -1, -1, 0, -1, -1, -1, 1, 1, -1, 0, 1, 1, -1, 1, -1, -1, -1, 1,
1, 1, 1, -1, 1, 0, 1, 0, -1, 1, -1, 1, 1, 0, -1, 1, -1, 1, 1, -1, -1, 0, 1, 1, 1, 1, -1, -1, 0, 1, 1, -1, -1, -1, -1,
-1, 0, 1, 0, -1, -1, -1, -1, -1, 1, 1, 1, -1, -1, 1, -1, 1, -1, 1, 1, 1, 1, 1, 0, 0, -1, 1, -1, 1, 1, 0, 1, -1, -1,
0, 1, 1, 1, 1, 0, -1, -1, 1, -1, 1, 1, 1, -1, -1, -1, 0, <<7495>>, 1, 0, 1, 1, -1, 1, -1, 1, -1, 1, 1, -1, 0, -1,
-1, -1, 1, 1, -1, -1, -1, -1, -1, 1, 1, -1, -1, 1, -1, -1, 1, 1, 0, -1, 1, 0, 0, -1, 1, -1, -1, -1, 0, -1, -1, -1,
-1, 1, 0, -1, -1, 0, 1, 1, -1, 1, 1, 1, -1, -1, 0, 1, 1, 0, 1, -1, 1, 1, -1, 0, 0, 0, 1, 1, -1, -1, -1, -1, 0, 1,
-1, 1, -1, 1, -1, -1, -1, -1, 1, -1, 0, -1, 1, -1, 1, 1, -1, -1, -1, 1, -1, 1, 1, 1, -1, 1, -1, 1, 1, 0, 1, 1, 1, 1,
-1, -1, -1, 0, -1, 1, -1, 1, 0, 1, -1, 1, -1, -1, 1, 1, -1, 0, 1, -1, -1, -1, 1, 1, 1, 0, -1, 0, -1, 1, 1, -1, 1,
1, -1, 1, -1, 1, -1, -1, -1, -1, 1, 1, 0, 1, 0, -1, 1, 1, 1, 1, 0, 1, -1, 0, -1, -1, -1, -1, 1, 0, 1, 1, 0, 1, -1,
0, 1, -1, 0, 1, 1, -1, -1, 1, 0, 1, 1, -1, 1, 1, 1, 1, 1, 0, 1, 1, -1, 1, 1, -1, 0, 1, 0, -1, 1, -1, 1, 0, 1, -1, 1,
0, -1, 1, -1, 1, 0, 1, 1, 1, 0, 1, 0, 1, 1, 1, -1, -1, -1, -1, 1, 1, -1, -1, 1, 1, 0, 0, -1, 1, 1, -1, 0, 0, 1, -1}
```

[Show Less](#)
[Show More](#)
[Show Full Output](#)
[Set Size Limit...](#)

In[58]:=