

Simulation of Gisin & Gisin Model by John Reed (2014)

Modified by Fred Diether, Jan. 2022.

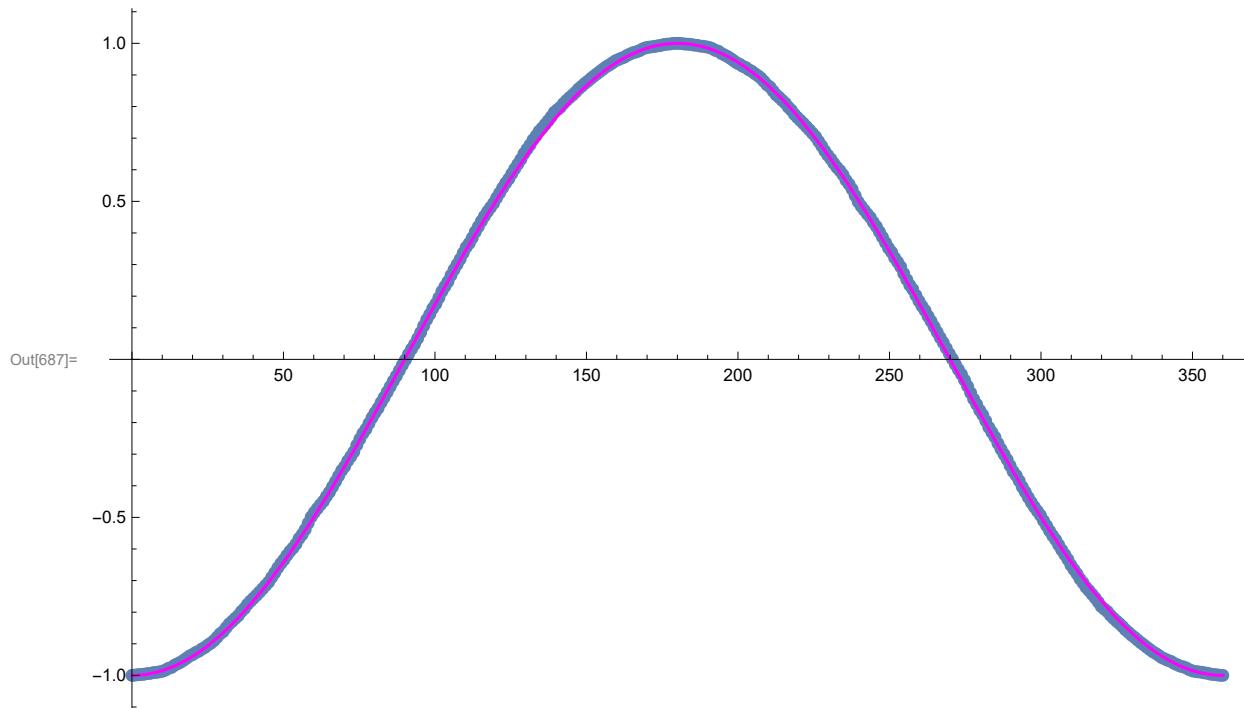
```
In[666]:= (* simulation of Gisin & Gisin model *)
(* build λ, the hidden variable *)
m = 10000;
z = RandomReal[{-1, 1}, m];
t = RandomReal[2 π, m];
r = Sqrt[1 - z^2];
x = r Cos[t];
y = r Sin[t];
λ = {x, y, z};
noise = RandomReal[{0, 1}, m];

In[674]:= Δangle = 1;
nAngle = 360 / Δangle;
(*angles=Table[angle[j]=π/180 Δangle (j-1),{j,1,nAngle}];*)
angles = Table[angle[j] = π / 180 Δangle (j), {j, 1, nAngle}];
correlationArray = ConstantArray[0, nAngle];
nHits = ConstantArray[0, nAngle];
AB = ConstantArray[0, m];
β = 1 * 2 π / 360;
b = {Cos[β], Sin[β], 0};
B = Sign[b.λ];

In[683]:= Do[  (* Do loop i over each angle in nAngle *)
  α = angles[[i]] + π / 180;
  a = {Cos[α], Sin[α], 0};
  A1 = a.λ;
  A = Sign[a.λ];
  (* Do loop j over samples *)
  jCorr = 0;
  jHits = 0;

  If[Abs[A1[[j]]] > noise[[j]], { (*If true, this is a good hit *)
    jHits += 1;
    jCorr += A[[j]] * B[[j]]];
  AB[[j]] = jCorr;
  nHits[[i]] += jHits;
  correlationArray[[i]] += -jCorr, {i, nAngle}, {j, m}]
normCorr = correlationArray / nHits // N;
```

```
In[685]:= data = ListPlot[normCorr, PlotMarkers -> {Automatic, Small}, DataRange -> {0, 360}];  
negcosine = Plot[-Cos[w * Degree], {w, 0, 360}, PlotStyle -> {Magenta}];  
Show[{data, negcosine}]
```



```
In[688]:= Length[AB]
```

```
Out[688]= 10000
```

```
In[689]:= Total[AB]
```

```
Out[689]= 5039
```

In[690]:= **A****B**

Out[690]=

```
{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, -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, 1, -1, -1, ... 9868 ... ,
-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, -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, 1, -1, 1, 1, -1, 1}
```

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Out[691]=

```
{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, 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, -1, -1, ... 9868 ... ,
-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, 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, 1, 1, -1, 1, 1, -1, 1}
```

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