

Simulation Based on Michel Fodje's epr-simple simulation translated from Python to Mathematica by John Reed 13 Nov 2013 and Quaternions Modified by Fred Diether for Completely Local-Realistic Sep 2021 Some parts by Bill Nelson. Includes Joy's S^3 Quaternion Model.

Load Quaternion Package, Set Run Time Parameters, Initialize Arrays and Tables

```
In[106]:= << Quaternions`
 $\beta_0$  = Quaternion[1, 0, 0, 0];
 $\beta_1$  = Quaternion[0, 1, 0, 0];
 $\beta_2$  = Quaternion[0, 0, 1, 0];
 $\beta_3$  = Quaternion[0, 0, 0, 1];
Qcoordinates = { $\beta_1$ ,  $\beta_2$ ,  $\beta_3$ };
m = 2000000;
trialDeg = 721;
ss2 = ConstantArray[0, m];
Ls1 = ConstantArray[0, m];
Ls2 = ConstantArray[0, m];
 $\lambda_1$  = ConstantArray[0, m];
hA = ConstantArray[0, m];
hB = ConstantArray[0, m];
outAa = Table[{0, 0, 0, 0}, m];
outBb = Table[{0, 0, 0, 0}, m];
outA12 = Table[{0, 0, 0, 0}, m];
outA22 = Table[{0, 0, 0, 0}, m];
outB12 = Table[{0, 0, 0, 0}, m];
outB22 = Table[{0, 0, 0, 0}, m];
a1 = ConstantArray[0, m];
b1 = ConstantArray[0, m];
A = ConstantArray[0, m];
B = ConstantArray[0, m];
nPP = ConstantArray[0, trialDeg];
nNN = ConstantArray[0, trialDeg];
nPN = ConstantArray[0, trialDeg];
nNP = ConstantArray[0, trialDeg];
nAP = ConstantArray[0, trialDeg];
nBP = ConstantArray[0, trialDeg];
nAN = ConstantArray[0, trialDeg];
nBN = ConstantArray[0, trialDeg];
 $\phi = 3$ ;  $\beta = 0.25$ ;  $\xi = -15$ ; (*Adjustable parameters for fine tuning*)
```

Generating Particle Data with Three Independent Do-Loops

```

In[139]:= Do[s = RandomPoint[Sphere[]]; (*Singlet 3D vector angle*) (*Hidden Variable*)
  θ1 = ToSphericalCoordinates[s][[3]] * 180 / π;
  ss2[[i]] = θ1;
  λ1[[i]] = β (Cos[ $\frac{\theta_1}{\phi}$ ] ^ 2); (*Hidden variable mechanism*)
  Ls1[[i]] = s.Qcoordinates; (*Quaternion particle for the A side*)
  Ls2[[i]] = -s.Qcoordinates, {i, m}]
(*Quaternion particle for the B side*) (*Conservation of angular momentum*)

In[140]:= Do[a = RandomInteger[{-179, 180}]; (*Detector 2D vector angle 1 degree increments*)
  aa = N[Flatten[{FromPolarCoordinates[{1, a * π / 180}], 0}]];
  Da = aa.Qcoordinates; (*Convert to quaternion coordinates*)
  qa = Da ** Ls1[[i]];
  If[Abs[Re[qa]] > λ1[[i]], Aa = Sign[Re[qa]], Aa = Sign[Sin[(a - ss2[[i]] + ξ) Degree]]];
  Aθ = Sign[Sin[(a - ss2[[i]] + ξ) Degree]];
  outAa[[i]] = {a, Aa, i, Aθ};
  If[Abs[Re[qa]] > λ1[[i]], outA12[[i]] = outAa[[i]], outA22[[i]] = outAa[[i]], {i, m}]
outA2 = DeleteCases[outA22, {0, 0, 0, 0}];
outA3 = outAa;
Do[A2tn = outA2[[i]][[3]]; (*Trial numbers from outA2*)
  hA[[A2tn]] = 1, {i, Length[outA2]}]

In[144]:= Do[b = RandomInteger[{-179, 180}]; (*Detector 2D vector angle 1 degree increments*)
  bb = N[Flatten[{FromPolarCoordinates[{1, b * π / 180}], 0}]];
  Db = bb.Qcoordinates; (*Convert to quaternion coordinates*)
  qb = Ls2[[i]] ** Db;
  If[Abs[Re[qb]] > λ1[[i]], Bb = Sign[Re[qb]], Bb = -Sign[Sin[(b - ss2[[i]] + ξ) Degree]]];
  Bθ = -Sign[Sin[(b - ss2[[i]] + ξ) Degree]];
  outBb[[i]] = {b, Bb, i, Bθ};
  If[Abs[Re[qb]] > λ1[[i]], outB12[[i]] = outBb[[i]], outB22[[i]] = outBb[[i]], {i, m}]
outB2 = DeleteCases[outB22, {0, 0, 0, 0}];
outB3 = outBb;
Do[B2tn = outB2[[i]][[3]]; (*Trial numbers from outB2*)
  hB[[B2tn]] = 1, {i, Length[outB2]}]

```

Spinorial Sign Changes in A and B

For the spinorial sign changes we will need eq. (12).

$$\mathbf{q}(\eta_{sn} + \delta \pi, \mathbf{r}) = (-1)^\delta \mathbf{q}(\eta_{sn}, \mathbf{r}) \text{ for } \delta = 0, 1, 2, 3, \dots$$

```

In[148]:= ssca = ConstantArray[0, m];
sscb = ConstantArray[0, m];
Do[If[hB[[i]] == 1 && outAa[[i]][2] ≠ outAa[[i]][4], outA3[[i]][2] = outAa[[i]][2] * -1], {i, m}]
(*Spinorial sign change*)
Do[If[hB[[i]] == 1 && outAa[[i]][2] ≠ outAa[[i]][4], ssca[[i]] = 1, ssca[[i]] = 0], {i, m}]
A = outA3[All, 2];
a1 = outA3[All, 1];
Do[If[hA[[i]] == 1 && outBb[[i]][2] ≠ outBb[[i]][4], outB3[[i]][2] = outBb[[i]][2] * -1], {i, m}]
(*Spinorial sign change*)
Do[If[hA[[i]] == 1 && outBb[[i]][2] ≠ outBb[[i]][4], sscb[[i]] = 1, sscb[[i]] = 0], {i, m}]
B = outB3[All, 2];
b1 = outB3[All, 1];
N[Total[ssca] / m] * 100
N[Total[sscb] / m] * 100

```

Out[158]= 3.51585

Out[159]= 3.5064

Statistical Analysis of the Particle Data Received from Alice and Bob

```

In[160]:= theta = ConstantArray[0, m];
Do[θ = a1[[i]] - b1[[i]] + 361; (*All angles are shifted by 361 degrees since θ is an index*)
theta[[i]] = θ;
aliceD = A[[i]]; bobD = B[[i]];
If[aliceD == 1, nAP[θ] ++];
If[bobD == 1, nBP[θ] ++];
If[aliceD == -1, nAN[θ] ++];
If[bobD == -1, nBN[θ] ++];
If[aliceD == 1 && bobD == 1, nPP[θ] ++];
If[aliceD == 1 && bobD == -1, nPN[θ] ++];
If[aliceD == -1 && bobD == 1, nNP[θ] ++];
If[aliceD == -1 && bobD == -1, nNN[θ] ++], {i, m}]

```

Calculating Mean Values of AB

```

In[162]:= mean = ConstantArray[0, trialDeg];
sum1 = ConstantArray[0, trialDeg];
sum2 = ConstantArray[0, trialDeg];
Do[sum1[[i]] = (nPP[[i]] + nNN[[i]] - nPN[[i]] - nNP[[i]]);
sum2[[i]] = nPP[[i]] + nPN[[i]] + nNP[[i]] + nNN[[i]] + 0.0000001;
mean[[i]] = sum1[[i]] / sum2[[i]], {i, trialDeg}]

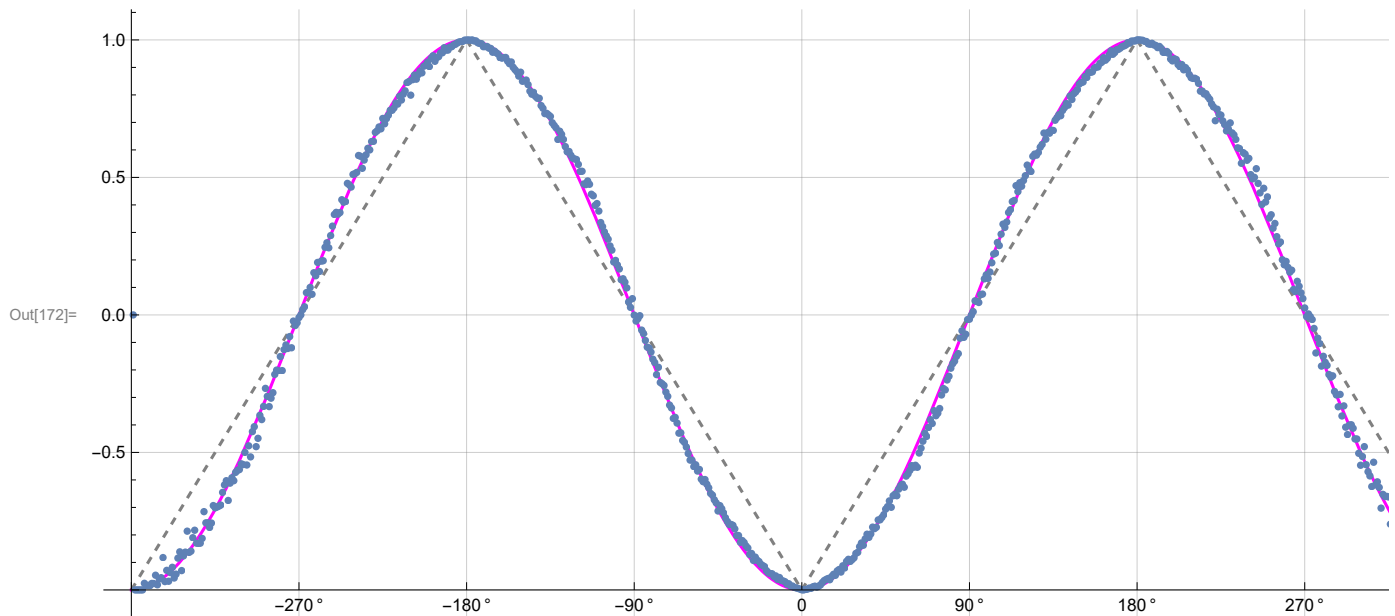
```

Plotting the Results Comparing Mean Values with -Cosine Curve

```

In[166]:= simulation = ListPlot[mean, PlotMarkers → {Automatic, Tiny}];
negcos = Plot[-Cos[x Degree], {x, 0, 720}, PlotStyle → {Magenta},
  AspectRatio → 7 / 16, Ticks → {{0, -360 °}, {90, -270 °}, {180, -180 °}, {270, -90 °},
  {360, 0 °}, {450, 90 °}, {540, 180 °}, {630, 270 °}, {720, 360 °}}, Automatic,
  GridLines → Automatic, AxesOrigin → {0, -1.0}];
p1 = Plot[-1 + 2 x Degree / π, {x, 0, 180}, PlotStyle → {Gray, Dashed}];
p2 = Plot[3 - 2 x Degree / π, {x, 180, 360}, PlotStyle → {Gray, Dashed}];
p3 = Plot[-5 + 2 x Degree / π, {x, 360, 540}, PlotStyle → {Gray, Dashed}];
p4 = Plot[7 - 2 x Degree / π, {x, 540, 720}, PlotStyle → {Gray, Dashed}];
Show[negcos, p1, p2, p3, p4, simulation]

```



Computing Averages

```

In[173]:= AveA = N[Sum[A[[i]], {i, m}] / m];
AveB = N[Sum[B[[i]], {i, m}] / m];
Print["AveA = ", AveA]
Print["AveB = ", AveB]
PAP = N[Sum[nAP[[i]], {i, trialDeg}]];
PBP = N[Sum[nBP[[i]], {i, trialDeg}]];
PAN = N[Sum[nAN[[i]], {i, trialDeg}]];
PBN = N[Sum[nBN[[i]], {i, trialDeg}]];
PA1 = PAP / (PAP + PAN);
PB1 = PBP / (PBP + PBN);
Print["P(A+) = ", PA1]
Print["P(B+) = ", PB1]
totAB = Total[nPP + nNN + nPN + nNP];
Print["Total Events Detected = ", totAB]
PP = N[Sum[nPP[[i]], {i, trialDeg}] / totAB]
NN = N[Sum[nNN[[i]], {i, trialDeg}] / totAB]
PN = N[Sum[nPN[[i]], {i, trialDeg}] / totAB]
NP = N[Sum[nNP[[i]], {i, trialDeg}] / totAB]
Total[PP + NN + PN + NP]
CHSH = Abs[N[mean[[315]]] - N[mean[[225]]] + N[mean[[405]]] + N[mean[[45]]]];
Print["Approx. CHSH = ", CHSH]

```

```

AveA = -0.00088
AveB = -0.000753
P (A+) = 0.49956
P (B+) = 0.499624
Total Events Detected = 2 000 000

```

```
Out[187]= 0.249676
```

```
Out[188]= 0.250492
```

```
Out[189]= 0.249885
```

```
Out[190]= 0.249948
```

```
Out[191]= 1.
```

```
Approx. CHSH = 2.84234
```

Deviation from negative cosine curve

```

In[211]:= dev1 = ConstantArray[2, 720];
dev2 = ConstantArray[2, 720];
dev3 = ConstantArray[2, 720];
Do[dev1 = mean[[i]; dev2[[i]] = {dev1, i}, {i, 720}]
devang = dev2[[All, 2]] - 361;
Do[dev3[[i]] = mean[[i]] + Cos[devang[[i]] Degree], {i, 720}]
ListPlot[N[dev3], PlotMarkers -> {Automatic, Tiny}, Joined -> True,
  AspectRatio -> 8 / 16, Ticks -> {{0, -360 °}, {90, -270 °}, {180, -180 °}, {270, -90 °},
    {360, 0 °}, {450, 90 °}, {540, 180 °}, {630, 270 °}, {720, 360 °}}, Automatic],
  GridLines -> Automatic, AxesOrigin -> {0, -0.1}]

```



```

In[201]:= Mean[N[dev3]]
Mean[N[Abs[dev3]]]

```

```
Out[201]= 0.00292671
```

```
Out[202]= 0.0189798
```