

Quantum Error Correction

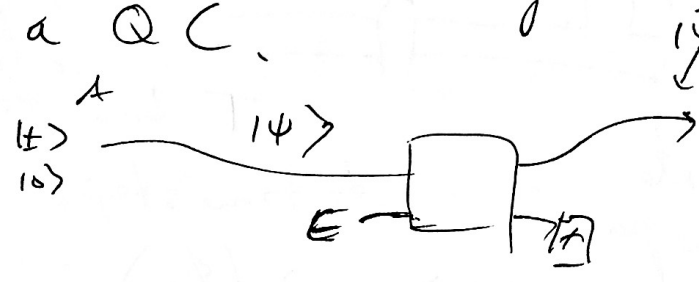
HW 2 weeks

Why?

quantum states are delicate

Any ~~delicate~~ interaction of with ψ 's environment will change the state of a Q.C.

Recall



small interaction, small change.

2 level system in lab.
 $\begin{matrix} + & |1\rangle \\ 0 & |0\rangle \end{matrix}$

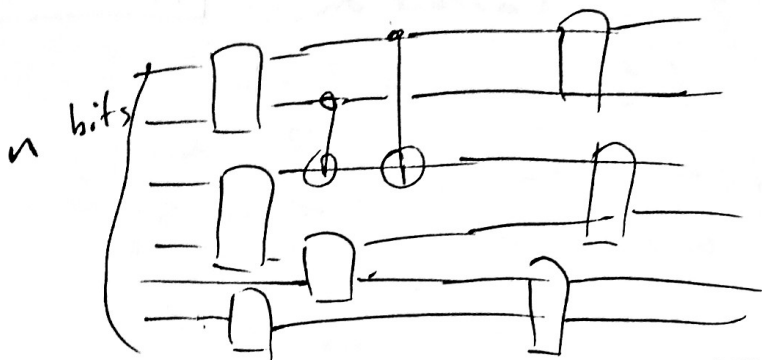
interact, with uncontrolled, dots, changes the state.

Also: gates are imperfect.

CNOTs ~ ~~99.9%~~ < 99% SC
 ~ 99.99% ions.

contrast: $\sim 10^{-15}$ for classical computers.
 99.9%: not good enough 10^{-15} is. why?
 how good is good enough.

DISCUSS: (pause to discuss.
 answer: you should get the right answer to computer.)



initial state
 separate into time steps: $-T$ ~~time steps~~ gates!

ideal: $|\phi_0\rangle \xrightarrow{U_1} |\phi_1\rangle \xrightarrow{U_2} |\phi_2\rangle \dots \xrightarrow{U_T} |\phi_T\rangle$

real: $|\tilde{\phi}_0\rangle \xrightarrow{\tilde{U}_1} |\tilde{\phi}_1\rangle \xrightarrow{\tilde{U}_2} |\tilde{\phi}_2\rangle \dots \xrightarrow{\tilde{U}_T} |\tilde{\phi}_T\rangle$

good enough if $|\phi_T\rangle \approx |\tilde{\phi}_T\rangle$

3

let ideal: $|\phi_t\rangle = U_t |\phi_{t-1}\rangle$ $1-\epsilon$ amplitude

"error rate", but... do \tilde{U}_t instead ϵ amplitude

$$\tilde{U}_t |\phi_{t-1}\rangle = |\phi_t\rangle + |\epsilon_t\rangle$$

$$|\tilde{\phi}_1\rangle = |\phi_1\rangle + |\epsilon_1\rangle$$

$$|\tilde{\phi}_2\rangle = \tilde{U}_2(|\tilde{\phi}_1\rangle) = \tilde{U}_2(|\phi_1\rangle + |\epsilon_1\rangle) = |\phi_2\rangle + |\epsilon_2\rangle + \tilde{U}_2|\epsilon_1\rangle$$

$$\Rightarrow |\tilde{\phi}_T\rangle = |\phi_T\rangle + |\epsilon_T\rangle + \tilde{U}_T|\epsilon_{T-1}\rangle + \tilde{U}_T\tilde{U}_{T-1}|\epsilon_{T-2}\rangle + \dots + \tilde{U}_T\tilde{U}_{T-1}\dots\tilde{U}_2|\epsilon_1\rangle$$

Triangle inequality:

$$\begin{aligned} \|\tilde{|\psi_T\rangle} - |\psi_T\rangle\| &\leq \| |\psi_T\rangle\| + \| |\psi_{T-1}\rangle\| \\ &\quad + \dots + \| |\psi_1\rangle\| \\ &\leq T\epsilon \end{aligned}$$

okay as long as $T\epsilon \ll 1$.

$$\Rightarrow \epsilon \ll \frac{1}{T}$$

For QC,

$$\epsilon \approx 10^{-15}$$

$$\Rightarrow T \ll 100$$

For classical

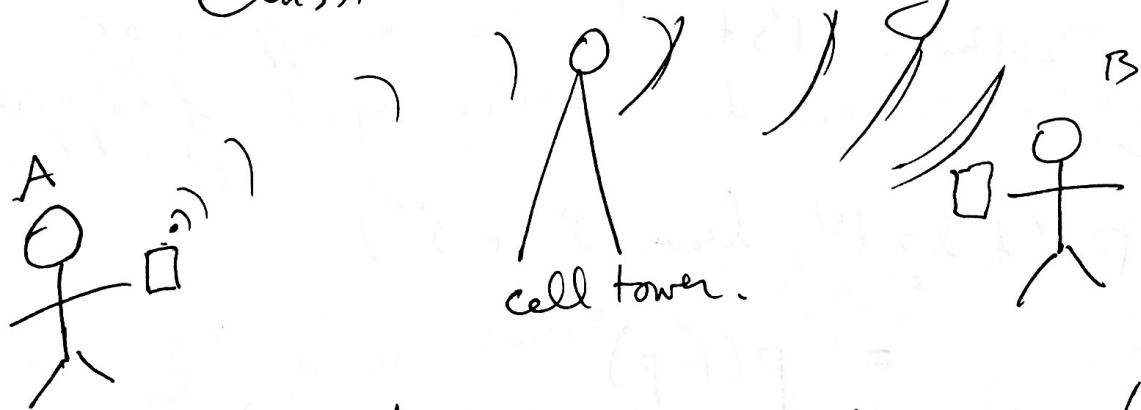
$$\epsilon \approx 10^{-15}$$

$$\text{need } T \ll 10^{15}$$

5 GHz = 5×10^9 gates per second,

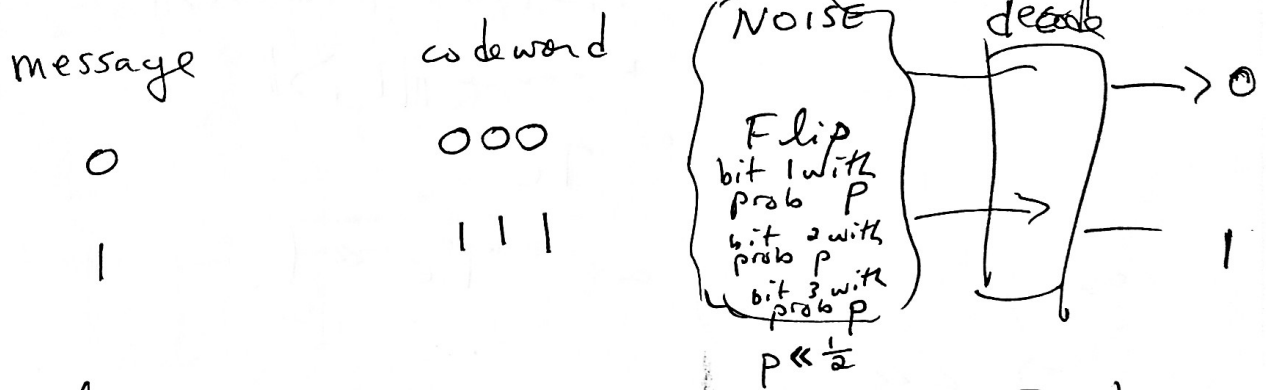
$\Rightarrow 10^6$ seconds till an error (if you're not!) 5

Classical Error correcting Codes.



in communication scenarios, error correction is critical.

Simplest classical error correcting code: repetition.



Alice

Bob

How does this help?

Question:

you're Bob. You get message

011 what do you decide to?
or 1? | 7

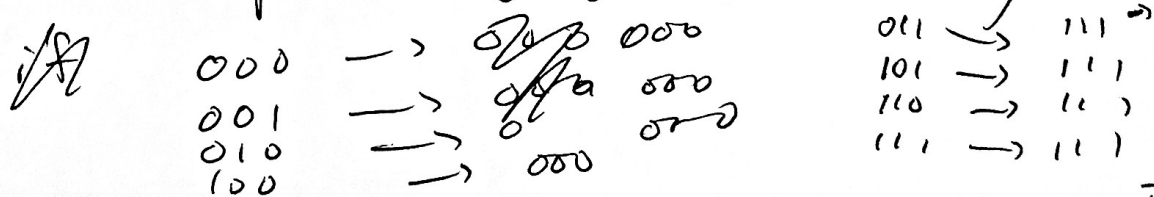
011: could be either from 000 or 111.

2 ~~states~~ ^{you're} ^{explaining} either 1'st bit got flipped, or second 2 bits got flipped.

more likely \rightarrow $\Pr(\text{Flip 1st, leave 2nd + 3rd}) = p(1-p)^2$

less likely \rightarrow $\Pr(\text{Flip leave 1st, flip next 2}) = (1-p)p^2$.

So, a dept majority vote decoding:



Does it help.

1 bit :

error with prob p .

3 bit rep code :

~~error~~ error ^{in message} if 2 or more bits are flipped.

message
error
prob

$Pr(2 \text{ or more bits flipped})$

$$= \left. \begin{array}{l} Pr(1+2 \text{ flipped, 3 not}) \\ + Pr(1+3 \text{ flipped, 2 not}) \\ + Pr(2+3 \text{ flipped, 1 not}) \\ + Pr(123 \text{ flipped}) \end{array} \right\}$$

$$= \begin{array}{l} p^2(1-p) \\ + p^2(1-p) \\ + p^2(1-p) \\ + p^3 \end{array}$$

$$= 3p^2(1-p) + p^3 \\ = 3p^2 - 2p^3 < 3p^2$$

"Logical" error rate $< 3p^2$.

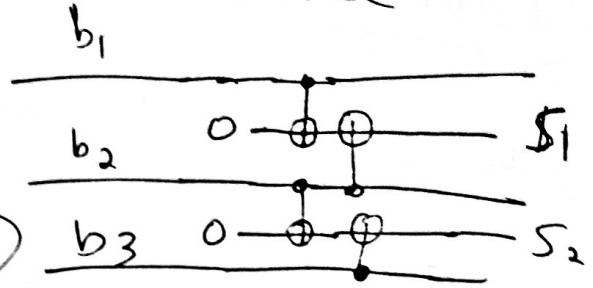
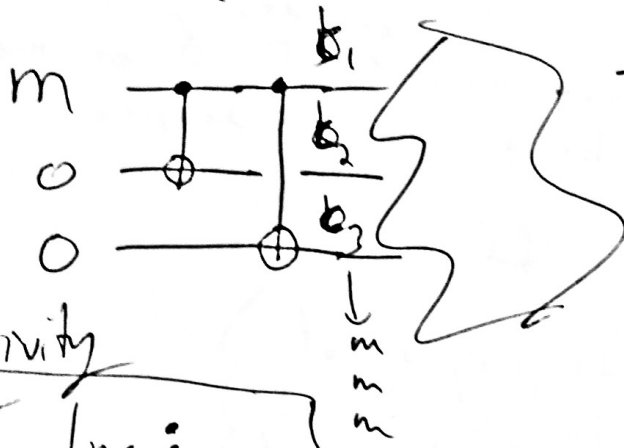
if p small enough, $3p^2 \ll p$.

~~3 bit code~~
"block length 3, 1 logical bit"

~~How to an~~
Encoding + decoding circuits.

Encode

Decode



~~Activity~~
Activity

Decoding:

rule
Discuss: How to get back to what is it in terms of $S_1 + S_2$?
How to get back to what is it in terms of $S_1 + S_2$?
is 1st bit right?

$$S_1 = 0 \text{ if } b_1 = b_2$$

$$1 \text{ if } b_1 \neq b_2$$

$$S_2 = 0 \text{ if } b_2 = b_3$$

$$1 \text{ if } b_2 \neq b_3$$

answer

$$S_1 = 0 \Rightarrow \text{leave it}$$

$$S_2 = 0$$

$$S_1 = 1 \Rightarrow \text{flip 1}$$

$$S_2 = 0$$

$$S_1 = 1 \Rightarrow \text{flip 2}$$

$$S_2 = 1$$

$$S_1 = 0 \Rightarrow \text{flip 3}$$

$$S_2 = 1$$

alternative description of repetition code.

Parity Check Matrix:

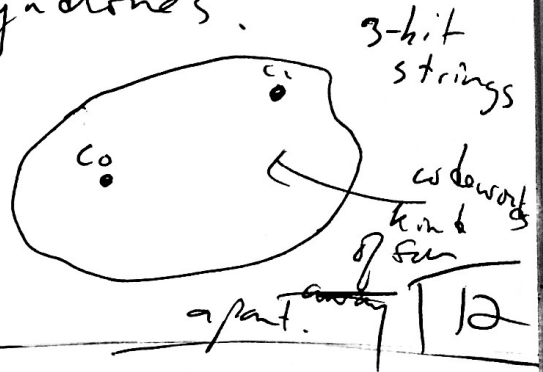
~~$C \in \{0,1\}^3$~~
 ~~$C \in \{0,1\}^3$~~

$$M = \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{bmatrix}$$

$C \in \{0,1\}^3$ is in R_3 iff.

$$MC = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

"syndromes."



Next Time:

- can we do this for Q codes?
 seems hard, since $|4\rangle \rightarrow |4\rangle|4\rangle|4\rangle$
 no cloning precludes repetition
- how do we avoid collapsing. logical qubit?
- HW due in 2 weeks