

PHYC90045 Introduction to Quantum Computing

Week 8

Lecture 15
Simple classical error correction codes, Quantum error correction codes, stabilizer formalism, 5-qubit code, 7-qubit Steane code

Lecture 16
The more advanced quantum error correction codes, Fault Tolerance, QEC threshold, surface code.

Lab 8
Quantum error correction

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Fault Tolerance and Topological Error Correction

Physics 90045
Lecture 16

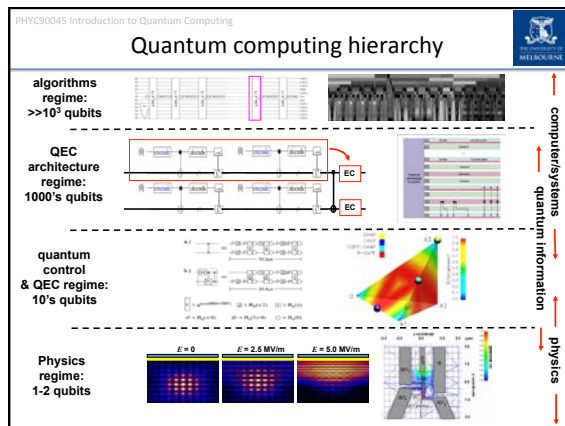
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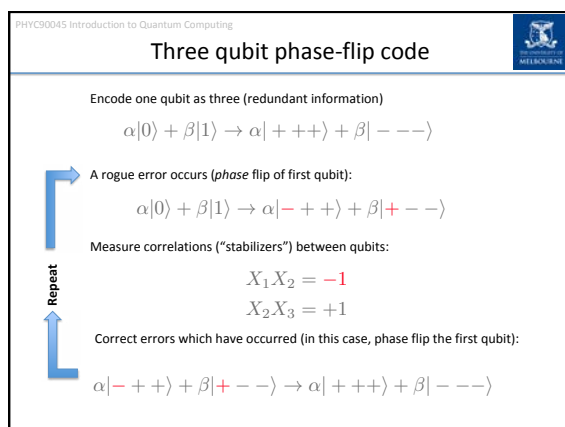
Overveiw

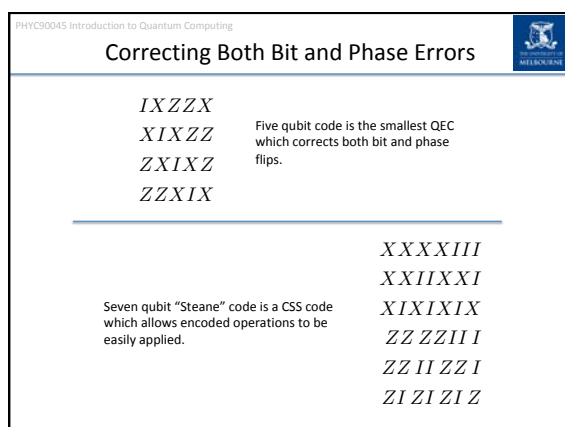
This lecture we will introduce more advanced error correction for quantum computers:

- Review some of the concepts from last lecture
- Fault Tolerance
- Concatenating quantum error correction codes
- The “threshold”
- Topological quantum error correction: The surface code

Reiffel, Chapter 11
Kaye, Chapter 10
Nielsen and Chuang, Chapter 10







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Logical Gates

Transversal gates:

Hadamard on a single logical qubit

This gate can be operated while leaving the logical qubit encoded, protected by the QEC code.

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Logical CNOT

Encoded Qubit 1

Encoded Qubit 2

Can also implement CZ, Swap transversally

Danger! CNOTs can propagate errors. We need to make sure this happens in a controlled way.

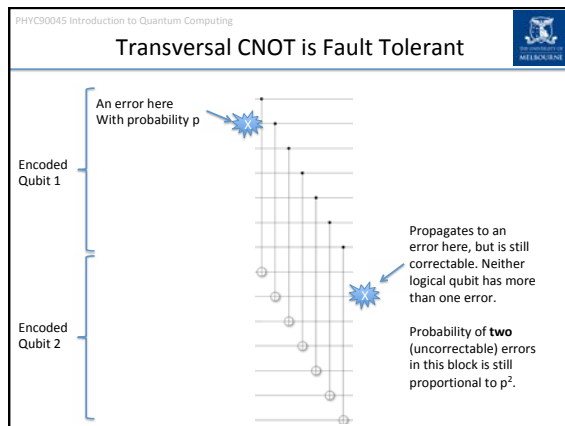
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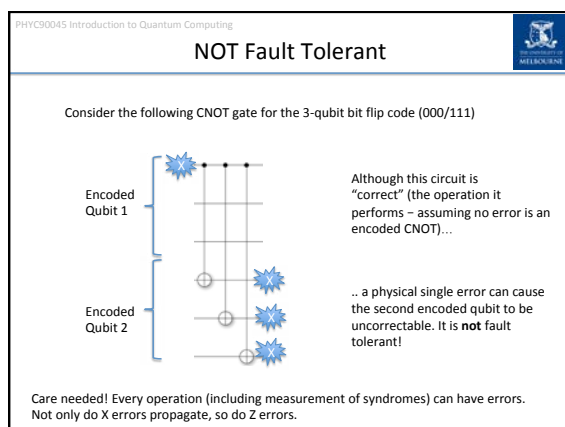
Fault Tolerance

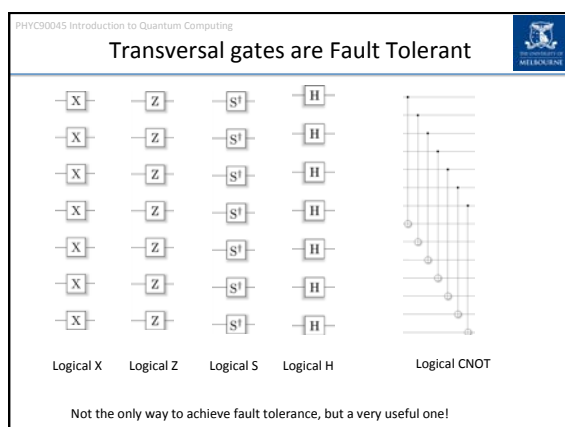
Strategy: Take the original circuit and replace it with the *logical* version. In doing so we need to control the **spread** of errors. Doing this in a way which controls the spread of errors is known as fault tolerance:

Fault tolerant: a single error in any of the QEC procedures causes at most one error in the block of encoded qubits (which can be corrected)

A single error (on a physical qubit) should not propagate to two errors on the same logical qubit, otherwise we would not be able to correct that qubit.







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Larger distance codes

We have seen some simple error correction codes which correct one error (distance 3 codes). How can we construct quantum error correction codes which correct more than one error?

$$\begin{aligned} |0_L\rangle &\rightarrow |00000\rangle \\ |1_L\rangle &\rightarrow |11111\rangle \end{aligned} \quad \text{Distance 5 bit flip code}$$

More errors needed before an uncorrectable, leading to a logical error.
More physical qubits give more locations for potential errors.

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Concatenated codes

Systematic way to increase the distance of a code. Feed the code back into itself:

$$\begin{aligned} |0_{L2}\rangle &= \frac{1}{\sqrt{8}}(|0_L 0_L 0_L 0_L 0_L 0_L\rangle + |1_L 0_L 1_L 0_L 1_L 0_L\rangle + |0_L 1_L 1_L 0_L 1_L 1_L\rangle + |1_L 1_L 0_L 0_L 1_L 0_L\rangle \\ &\quad + |0_L 0_L 1_L 1_L 1_L 1_L\rangle + |1_L 0_L 1_L 1_L 0_L 0_L\rangle + |0_L 1_L 1_L 1_L 0_L 0_L\rangle + |1_L 1_L 0_L 0_L 0_L 1_L\rangle) \\ |1_{L2}\rangle &= \frac{1}{\sqrt{8}}(|1_L 1_L 1_L 1_L 1_L 1_L\rangle + |0_L 1_L 0_L 1_L 0_L 1_L\rangle + |1_L 0_L 0_L 1_L 1_L 0_L\rangle + |0_L 0_L 1_L 0_L 0_L 1_L\rangle \\ &\quad + |1_L 1_L 1_L 0_L 0_L\rangle + |0_L 1_L 0_L 0_L 1_L 1_L\rangle + |1_L 0_L 0_L 0_L 1_L 1_L\rangle + |0_L 0_L 1_L 0_L 1_L 0_L\rangle) \end{aligned}$$

$$\begin{aligned} |0_L\rangle &= \frac{1}{\sqrt{8}}(|000000\rangle + |101010\rangle \\ &\quad + |011001\rangle + |110011\rangle \\ &\quad + |000111\rangle + |101101\rangle \\ &\quad + |011100\rangle + |110100\rangle) \end{aligned}$$

$$\begin{aligned} |1_L\rangle &= \frac{1}{\sqrt{8}}(|111111\rangle + |010101\rangle \\ &\quad + |100110\rangle + |001100\rangle \\ &\quad + |111000\rangle + |010010\rangle \\ &\quad + |100001\rangle + |001011\rangle) \end{aligned}$$

This method is known as "concatenation" of error correction codes.

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Error after different levels of encoding

$k=0$

$k=1$

$k=2$

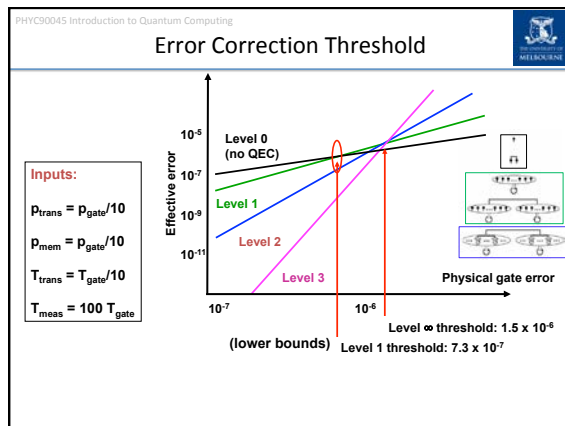
etc

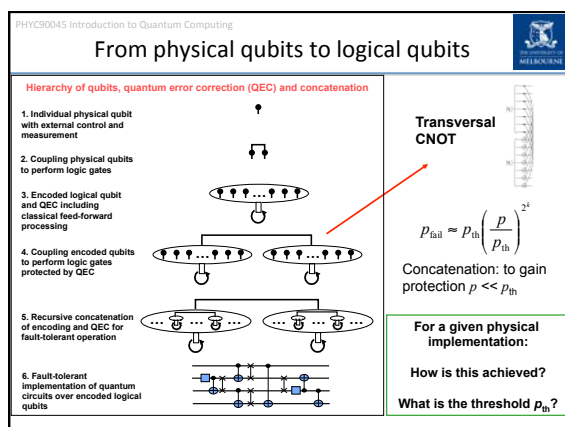
Logical error rate achieved

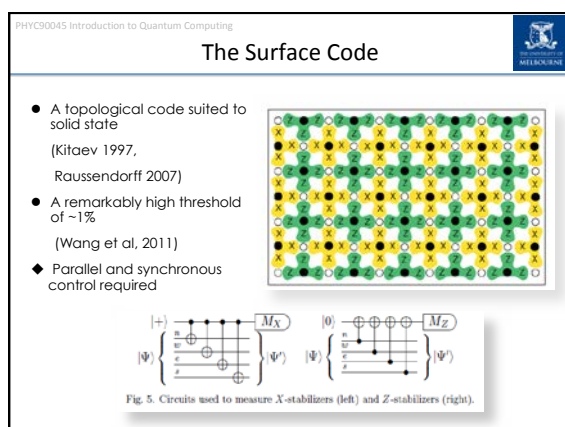
$$p_{\text{fail}} = p_{\text{ph}}(p/p_{\text{ph}})^{2^k}$$

$$p_{\text{ph}} = 10^{-5}, p = 10^{-6}$$

$k=1$	$p_{\text{fail}} = 10^{-7}$
$k=2$	$p_{\text{fail}} = 10^{-9}$
$k=3$	$p_{\text{fail}} = 10^{-13}$

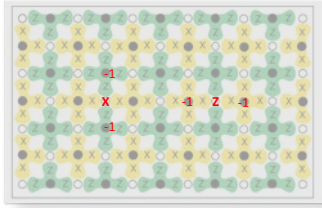






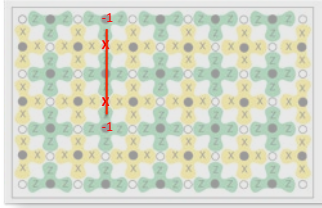
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Errors on the surface code



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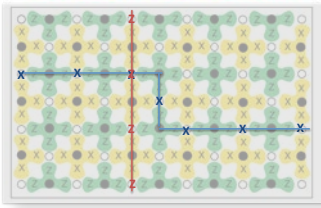
Chains of Errors



- Errors form chains, can only see syndrome changes (-1) at the ends.
- **Minimum weight matching** determines the most likely errors.
- Chains greater than half way across the surface can cause failure.

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Logical Operators on the surface code



A logical X operation is a chain of X operations, left to right
 A logical Z operation is a chain of Z operations, top to bottom

Logical operations anti-commute (as they should)

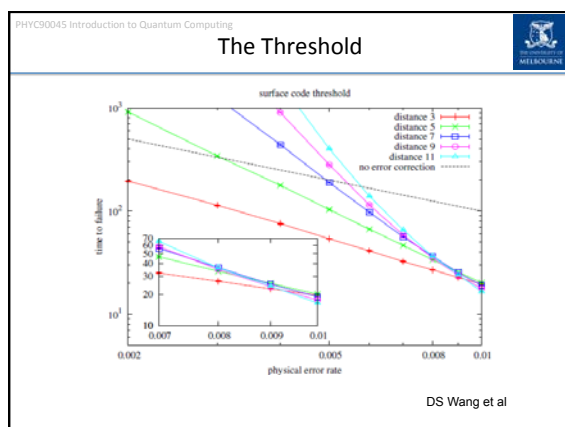
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Distance of the Surface Code

4 Z errors

6 X-errors

- Distance of the code is equal to the length of a side.
- Scale up by simply making larger patch of surface code (concatenation not required)
- Topologically defined, so easy to map onto physical architectures



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Multiple qubits

Code qubits

Logical Ops

Moving qubits

Defects are artificial boundaries

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Requirements for an Error Corrected Shor

PHYSICAL REVIEW A 86, 032324 (2012)

Surface codes: Towards practical large-scale quantum computation

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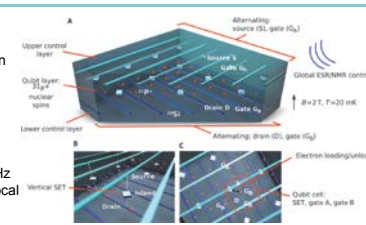
Bits in factored number	2000
Number of Logical qubits required	4000
Number of qubits in surface code	~20 million qubits
Time for one measurement	100 ns
Total time required	26 hours

Research topic: Bring these requirements down!

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Experimental proposal

High-level:
Qubit: uniform nuclear spin
Addressing: electron load (not gate defined wavefn)
Gates: electron load and global ESR/NMR control
Operation: parallel, 60 MHz loading pulses, robust to local variations



C. Hill et al. Science Advances 2015

Criss-cross gate array → parallel shared control of qubit addressing (robust)
 For N qubits, # control lines scales as \sqrt{N}
 Established ESR/NMR spin control (Morton et al Nature 2008, Pla et al Nature 2013)
 3D STM fabrication of array (McKibbin Nanotechnology 2013)
 Initial proposal: CNOT dipole coupling (slow) → developing faster gates (MHz regime)

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Lecture 16

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Lab 8

Quantum error correction
