Why MSD?

- Quantum Computing (QC) need Quantum Error Correction (QEC) for noise robustness.
- Clifford gates are fault-tolerant in common QEC codes.
- Non-Clifford resource is necessary for quantum advantage.
- MSD is needed to prepare high-fidelity non-Clifford resource.

How to describe MSD? - Stabilizer Reduction

- Almost every MSD protocol can be described using stabilizer codes.
- **Stabilizer codes:** QEC codes described by stabilizers S_i s.t. $S_i|\psi\rangle = |\psi\rangle$ for all stabilizers and "good" states $|\psi\rangle$
- **Stabilizer Reduction**: 1. Take the input state ρ_{in} . 2. Measure all given stabilizer generators. 3. Post-select on given measurement patterns. 4. Decode the post-measurement state.
- Technically, just apply the decoder operation and measure every ancilla!

Benchmark MSD

- Target state: which state are we distilling? |T> for T gates? Or something else?
- **Distillation efficiency:** How fast can we improve the fidelity asymptotically? **Order of error suppression** and **prefactor**.
- Distillation threshold: How good the input states should be, in order for better output.

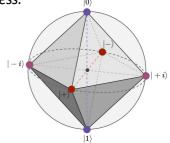
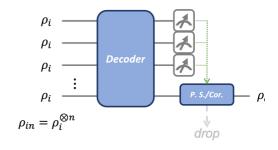
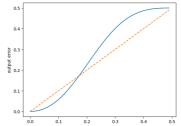


Figure from Pennylane



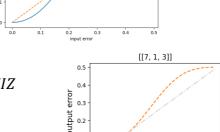
[[5, 1, 3]] protocol

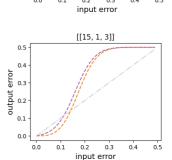
- Stabilizer generators: XZZXI, IXZZX, XIXZZ, ZXIXZ
- Logical operators: $X_L = XXXXX, Z_L = ZZZZZ$
- Target state: $|F\rangle\langle F| = (I + (X + Y + Z)/\sqrt{3})/2$



[[7, 1, 3]] protocol

- Stabilizer generators: XXXXIII, XXIIXXI, XIXIXIX, ZZZZIII, ZZIIZZI, ZIZIZIZ
- Logical operators: $X_L = XXXXXXX, Z_L = ZZZZZZZZ$
- Target state: $|T\rangle = (|0\rangle + e^{i\pi/4}|1\rangle)/\sqrt{2}$
- Linear efficiency: $\epsilon' = \frac{7}{9}\epsilon$
- Tight threshold: 14.148%





[[15, 1, 3]] protocol

- Smallest quantum Reed-Muller code; Smallest QEC codes with transversal T gate
- Cubic efficiency: $\epsilon' = 35\epsilon^3$
- Hard to simulate with matrix method, but easily simulable using dynamic systems!

Visualization with flow diagram

- Map MSD protocols to dynamic systems. See ref arxiv: 2412.04402
- Single-qubit state: $\rho_i(x, y, z) = (I + xX + yY + zZ)/2$
- Assume homogenous input state: $\rho_{in}(x, y, z) = \rho_i^n = \rho_i$

