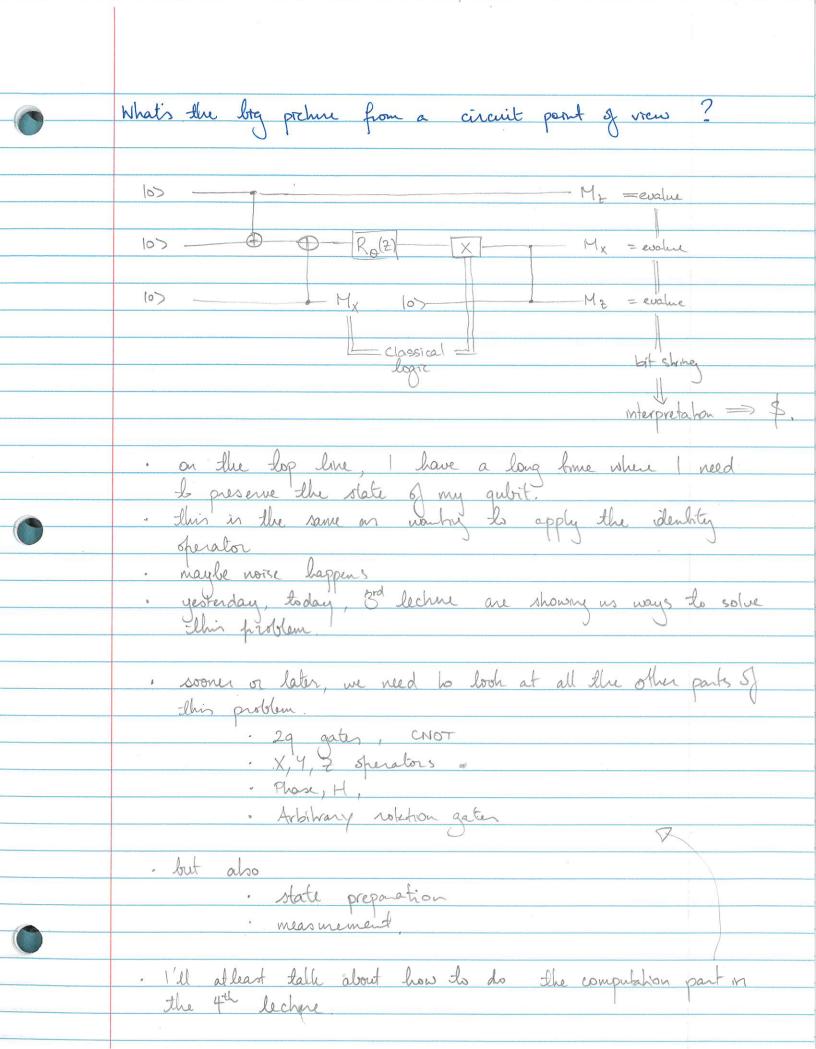
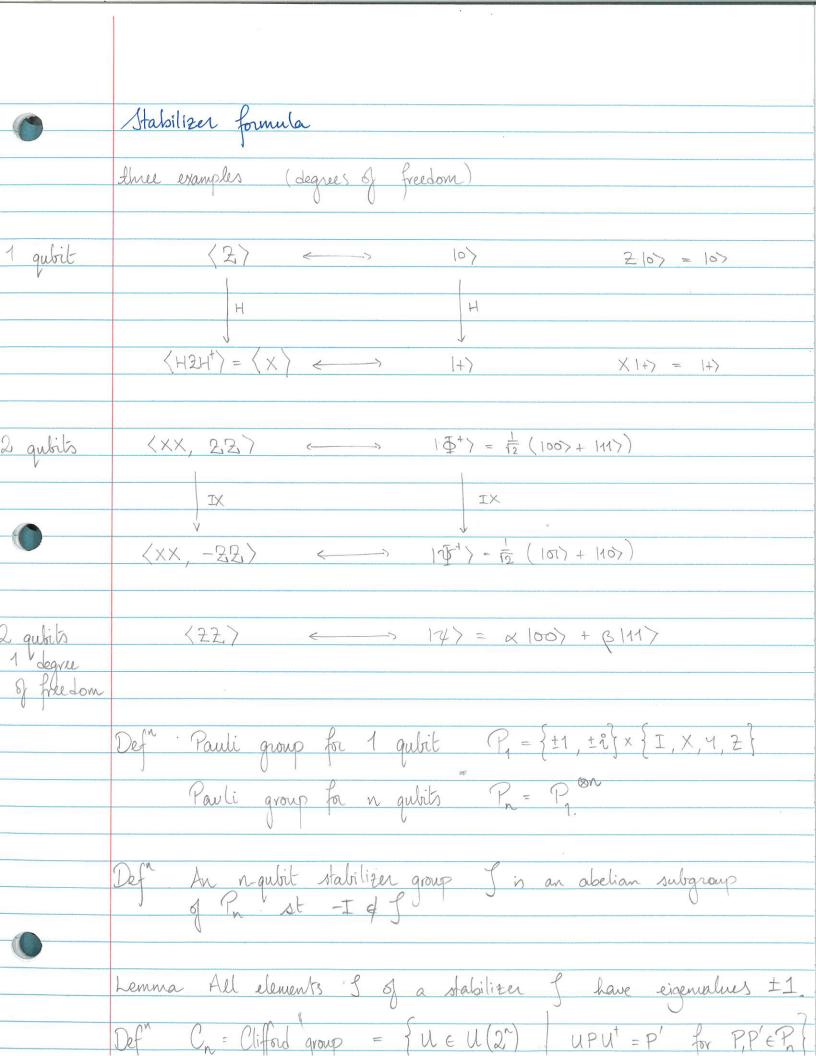
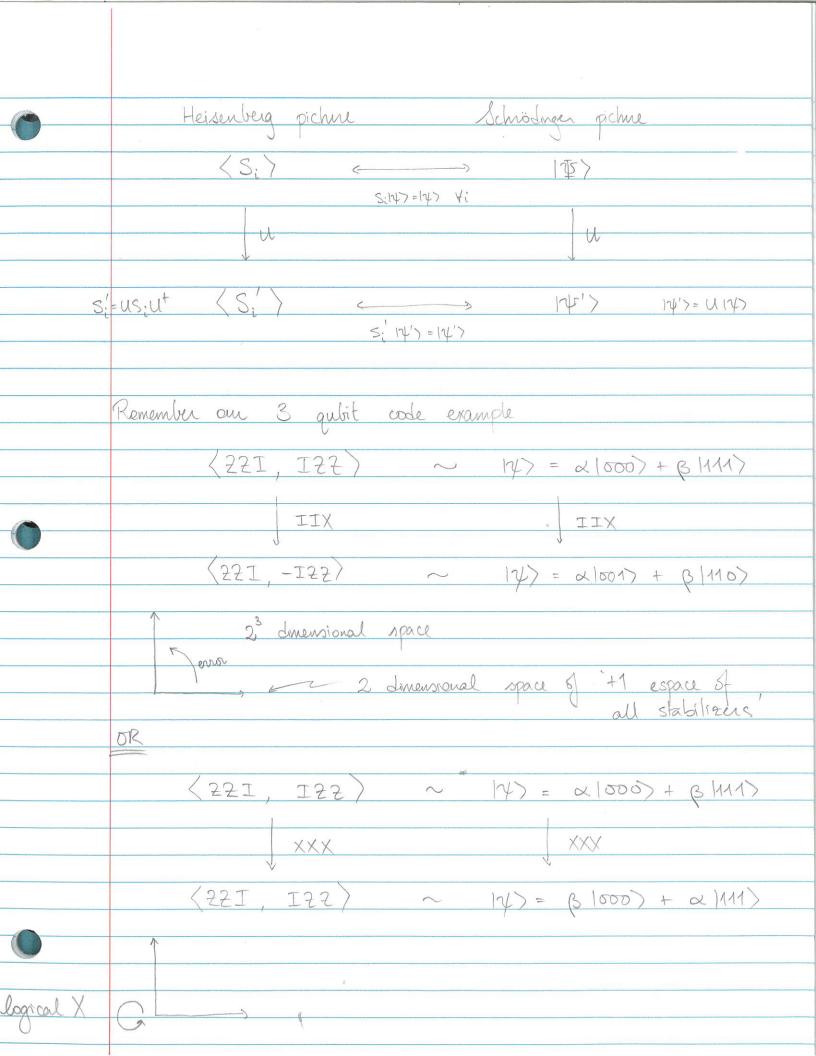
O	Lechne 2. A non-trivial error correcting code.
	key points from last lecture:
	· 3 qubit code protecting against bit flip error
	· used two ancillar which measured 2,2, & 2,2, evalues
	· acceptable "code space" 17/2 = × 1000> + B/M1> was in +1 eigenspaces 8) all "Stabilizers" < b be defined.
	· (if 2,3, or 3,2, measured -1 eigenvalue then we lad a good guen for what went on)
	(we saw how to non-destructively measure eigenvalues)
	· (continuous erriors were discretised)
	goal for loday,
	see this problem in a more mathematical framework "stabilizer formalism"
	· give a viu example [[7,1,3]] CSS code,
	- will see Iwo examples of "logical gates" - will get a first smell of "transversality"
	· a consequence of this abstraction will be (for this lecture only) a loss of "geometry" or relation to the physical layout of qubits

Commentary from lecture 1 TT. 14> example of A = "2.7", allowed me to measure "parity" between qubits i, i, i H in "not" the same as measuring in 2 bosis qubits j, j. Min in called "funly phase hichback" ... apparently. Here is the pickne I have in my head: orthog decomp Az C2 = C8: orthog decomp Az -1 espace of A1 INTERSECTION OF 4 ESPACES = CODE SPACE:







A proper enor correcting code. We could book at a 5 qubit code with 4 stabilizer generators S, XZZXI S, IXZZX S, XIXZZ Sy ZXIXZ which you can check would correct single X,2 errors.

eg. if X error occurred on 3'd gubit,

then measuring S, S, would give -1 evaluer And there are also logical operators $X_1 = XXXXX$ $Z_1 = 22222$ But the following 7 qubit code is may snazzien · CSS = only X's or only Z's occur on stabilizers
· Also corrects single qubit pauli emors
· Logical X, Z (auxs, au Zs) But also: · logical H (H&7) - preserves stabilizers
- transforms X, Z, appropriate \$ · logical phase S ((25)87 E. logical CNOT