## $\mathbf{QNC}_1 \subset \mathbf{noisy}\mathbf{-BQP}$

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#### 1 Notations.

We denote by  $C_g$  the good qLDPC code [Din+22] [PK21] [LZ22b], and by  $C_{ft}$  the concatenation code presented at [AB99] (ft stands for fault tolerance). For a code  $C_y$ , we use  $\Phi_y$ ,  $E_y$ ,  $D_y$  to denote the channel maps circuits into the circuits computed in the code space, the encoder, and the decoder, respectively. We use  $\Phi_U$  to denote the 'Bell'-state storing the gate U. We say that a state  $|\psi\rangle$  is at a distance d from a quantum code C if there exists an operator U that sends  $|\psi\rangle$  into C such that U is spanned on Paulis with a degree of at most d. Sometimes, when the code being used is clear from the context, we will say that a block B of qubits has absorbed at most d noise if the state encoded on B is at a distance of at most d from that code.

#### 2 The Noise Model

### 3 Fault Tolerance (With Resets gates) at Linear Depth.

**Claim 3.1.** There exists a value  $p_{th} \in (0,1)$  such that if  $p < p_{th}$ , then any quantum circuit C with a depth of D and a width of W can be computed by a p-noisy circuit C', which allows for resets. The depth of C' is at most  $\max \{O(D), O(\log(WD))\}$ .

#### 3.1 Initializing Magic for Teleportation gates and encodes ancillaries.

The Protocol:

- 1. Initialization of zeros: The qubits are divided into blocks of size |B|. Each block is encoded in  $C_g$  using  $D_{ft}\Phi_{ft}[E_g]|0^{|B|}\rangle$ .
- 2. Initialization of Magic for Teleportation gates: The gates in the original circuit are encoded in  $C_g$  using  $D_{ft}\Phi_{ft}[E_g]|\Phi_U\rangle$ .
- 3. Gate teleportation: Each gate in the original circuit is replaced by a gate teleportation.
- 4. Error reduction: After the initialization step, at each time tick, each block runs a single round of error reduction.

**Claim 3.2** (From [LZ22a]). Assuming that an error  $|e| = \gamma n$ , i.e e is supported on less than  $\gamma n$  bits, then a single correction round reduce e to an error e' such that  $|e'| < \nu |e|$ .

**Claim 3.3.** The gate  $D_{ft}\Phi_{ft}[E_q]$  initializes states encoded in  $C_q$  subject to a 3p-noise channel.

*Proof.* Clearly, with high probability,  $\Phi_{ft}[E_g]$  successfully encodes into  $C_{ft} \circ C_g$ , let's say with probability  $1 - \frac{1}{poly(n)}$ . Denote by  $E_i$  and  $D_i$  the encoder and decoder at the ith level of the concatenation construction. Consider the decoder under  $\mathcal{N}$  action:  $P_2D_1P_2D_2,...,P_{i-1}D_iP_i$ , by the fault-tolerance construction, a logical error at the ith stage occurs with probability  $p^{2^i}$ . Therefore, by the union bound, the probability

that in one of the steps the circuit absorbs an error that is not corrected is less than  $p + p^2 + p^4 + .. < 2p$ . Hence, any decoded qubit absorbs noise with probability less than 2p.

Thus, overall, we can bound the probability of a single qubit being faulty by:

$$\begin{split} \mathbf{Pr}\left[\text{fault}\right] &= \mathbf{Pr}\left[\text{fault}|\Phi_{ft}[E_g]\right] \cdot \mathbf{Pr}\left[\Phi_{ft}[E_g]\right] + \mathbf{Pr}\left[\text{fault}|\overline{\Phi_{ft}[E_g]}\right] \cdot \mathbf{Pr}\left[\overline{\Phi_{ft}[E_g]}\right] \\ &\leq \mathbf{Pr}\left[\text{fault}|\Phi_{ft}[E_g]\right] + \mathbf{Pr}\left[\overline{\Phi_{ft}[E_g]}\right] \leq 2p + \frac{1}{poly(n)} \leq 3p \end{split}$$

**Remark 3.1.** In our construction, we use the concatenation code to encode blocks of length  $\log(n)$ . Therefore, any poly(n) in the above should be replaced by  $\log(n)$ . However, this does not affect anything since the inequality does not depend on n.

**Claim 3.4.** With a probability  $1 - \frac{WD}{|B|} \cdot D2e^{-2|B|(\beta-p)}$ , the total amount of noise absorbed in a block at any given time t, is less than  $\gamma n$ .

*Proof.* Consider the ith block, denoted by  $B_i$ . By applying Hoeffding's inequality, we have that the probability that more than  $\beta|B|$  qubits are flipped at time t is less than  $2e^{-2|B|(\beta-p)}$ . By using the union bound over all blocks at all time locations, we can conclude that with probability  $1-\frac{WD}{|B|}\cdot D2e^{-2|B|(\beta-p)}$ , the noise absorbed in a block is less than  $|\beta|B$  for the entire computation.

Let  $X_t$  denote the support size of the error over  $B_i$  at time t. Using Claim 3.2, we can bound the total amount of error absorbed by a block until time t as follows:

$$X_t \le \nu \cdot (X_{t-1} + \beta |B|) \le \nu(\gamma + \beta)|B| \le \gamma |B|$$

**Claim 3.5.** The total depth of the circuit is  $O(D) + O(\log^c |B|)$ .

*Proof.* The gate for encoding |B|-length blocks in  $C_g$  is a Clifford gate and can therefore be computed in  $O(\log |B|)$  depth. The encoding of the magic/bell states is done by first computing them in the logical space (un-encoded qubits) and then encode them using the encoder. Hence, the fault-tolerant version of both initializing ancillaries and magic states/bell states costs  $O((\log |B|) \cdot \log^c(|B| \log |B|))^1$  depth [AB99]. Backing into  $C_g$  from  $C_{ft}$  by decoding the concatenation code takes exactly as long as the encoding, namely  $O((\log |B|) \cdot \log^c(|B| \log |B|))$ .

Then, using the bell measurements, any of the logical gates takes O(1) depth. Since we only perform a single round of error correction, the remaining computation until the last decoding stage takes at most constant time of the original depth. Finally, we pay  $O(\log |B|)$  for complete decoding. Summing all, we get:

$$O(\log |B| \cdot \log^c(|B| \log |B|)) + O(D) + O(\log |B|)$$
  
= $O(D) + O(\log^c |B|)$ 

Taking the block length to be  $|B|=\log((W\cdot D)^c)$  gives, by Claim 3.4, a linear fault tolerance construction that success with probability  $1-\frac{1}{\log^{c_2}(W\cdot D)}$ . Particularly, the fault tolerance version of circuits in QNC has logarithmic depth. Then using the construction in [Aha+96] yields a polynomial fault tolerance circuit, in the only reversible gates setting.

 $<sup>^1 \</sup>text{The}$  width of the original circuit is  $|B|^2$  so the number of locations is  $|B|^2 \cdot \log |B|$ 

<sup>&</sup>lt;sup>2</sup>Assuming W is polynomial in D

#### References

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