Quantum Error Correction

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Table of Contents

- 1 Introduction and Review of Quantum Error Correction
- 2 The 3-Qubit Codes
- The Shor Code
- The 7-Qubit Code

Introduction

"To be an Error and to be Cast out is part of God's Design."

William Blake

- Noise as a longstanding problem in information processing systems
 - e.g., classical computers, modems, CD players, etc.
 - Noise is still a problem in quantum information
- Key idea: to protect a message against noise, encode the message by adding redundant information; even if some information is corrupted, redundancy allows us to decode and recover the original message

Project Framework

- Goals:
 - to implement various quantum error-correcting codes
 - we chose the 3-qubit, 9-qubit, 7-qubit codes
 - to analyze and compare their performances
 - when are they effective?
 - when should we use error-correcting codes?
- Tools:
 - Python's Qiskit package
 - IBM's quantum machines

3-Qubit Codes: A Review

Classical Inspiration

• Encoding by repetition codes:

$$0
ightarrow 000$$
 $1
ightarrow 111$.

• Decoding by majority voting:

Ex.:
$$001 \rightarrow 0$$
.

• Analysis: Let p be the probability that a bit is flipped. This method fails when 2 or more bits are flipped, which occurs with probability $3p^2(1-p)+p^3$, so the probability of error is $p_e=3p^2-2p^3$. Then this method is preferred when $p_e< p$, or p<1/2.

3-Qubit Codes: A Review

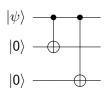
The Quantum Version: 3-Qubit Bit Flip Code

- The goal is to correct bit flip errors.
- Encoding:

$$|0\rangle \rightarrow |0_L\rangle \equiv |000\rangle$$

 $|1\rangle \rightarrow |1_L\rangle \equiv |111\rangle$.

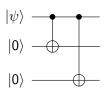
• Encoding circuit for 3-qubit bit flip code:



3-Qubit Codes: A Review

The Quantum Version: 3-Qubit Bit Flip Code

- Error Detection (or *syndrome diagnosis*):
 - we would like to determine which, if any, of the qubits have been corrupted
 - we will need 2 ancillary qubits:
- Encoding circuit for 3-qubit bit flip code:



The Shor Code

7-Qubit Code