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
- 4 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

Classical Inspiration

Encoding by repetition codes:

$$0 \rightarrow 000$$

 $1 \rightarrow 111$.

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.

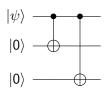
The Quantum Version: 3-Qubit Bit Flip Code

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

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

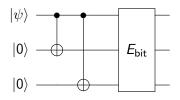
 $|1\rangle \rightarrow |1_L\rangle \equiv |111\rangle$.

• Encoding circuit for 3-qubit bit flip code:



The Quantum Version: 3-Qubit Bit Flip Code

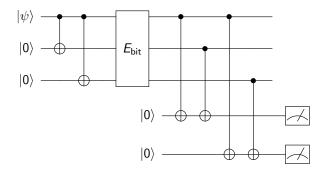
Suppose there is a bit flip error after encoding:



- Error Detection (or syndrome diagnosis):
 - we would like to determine which, if any, of the qubits have been corrupted
 - four error syndromes: no error, bit flip on qubit one, bit flip on qubit two, bit flip on qubit three

The Quantum Version: 3-Qubit Bit Flip Code

- Error Detection (or *syndrome diagnosis*):
 - we can diagnose the syndrome using two ancillary qubits:

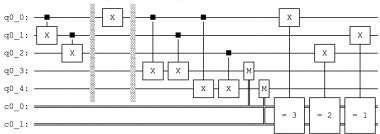


Based on measurement results, we know where the error occured.

8/13

The Quantum Version: 3-Qubit Bit Flip Code

• Error Correction (or *recovery*):



The Shor Code

7-Qubit Code

Encodes 1 logical qubit using 7 physical qubits:

$$\begin{split} |\overline{0}\rangle &= \frac{|0000000\rangle + |1010101\rangle + |0110011\rangle + |1100110\rangle + |0001111\rangle + |1011010\rangle + |0111100\rangle + |1101001\rangle}{\sqrt{8}} \\ |\overline{1}\rangle &= \frac{|1111111\rangle + |0101010\rangle + |1001100\rangle + |0011001\rangle + |1110000\rangle + |0100101\rangle + |1000011\rangle + |0010110\rangle}{\sqrt{8}} \end{split}$$

$$H^{\otimes 7} |\overline{0}\rangle = \frac{|\overline{0}\rangle + |\overline{1}\rangle}{\sqrt{2}}$$

$$H^{\otimes 7} |\overline{1}\rangle = \frac{|\overline{0}\rangle - |\overline{1}\rangle}{\sqrt{2}}$$

7-Qubit Code

$$\begin{split} |\overline{0}\rangle &= \frac{|0000000\rangle + |1010101\rangle + |0110011\rangle + |1100110\rangle + |0001111\rangle + |1011010\rangle + |0111100\rangle + |1101001\rangle}{\sqrt{8}} \\ |\overline{1}\rangle &= \frac{|1111111\rangle + |0101010\rangle + |1001100\rangle + |0011001\rangle + |1110000\rangle + |0100101\rangle + |1000011\rangle + |0010110\rangle}{\sqrt{8}} \end{split}$$

$$H^{\otimes 7} |\overline{0}\rangle = \frac{|\overline{0}\rangle + |\overline{1}\rangle}{\sqrt{2}}$$
$$H^{\otimes 7} |\overline{1}\rangle = \frac{|\overline{0}\rangle - |\overline{1}\rangle}{\sqrt{2}}$$

- Of the 16 bit strings above, any two differ by \geq 3 bits
- Intuition: therefore a single bit flip can be recovered
 - X error flips bit in $|\overline{0}\rangle, |\overline{1}\rangle$
 - ullet Z error flips bit in $H^{\otimes 7}\left|\overline{0}\right>, H^{\otimes 7}\left|\overline{1}\right>$

Example recovery for X error in qubit 3

TODO