Lec 13: Basics of Quantum error correction Classical code recap Quantum error correction basics Bit flip & phase flip example Shar code Thm X 2 - all errors y 7,7,2 € {0,1\" Clussical Codes 2 E E < {011} ewar set ne C code book For fixed & want to change & such that we can find a fram y for all ze E  $\Longrightarrow x_{+} \in (1 \times x_{+} \in - \phi) \quad \forall x_{+} x_{+} \in \mathcal{L} \quad x_{+} x_{+}$   $Dec: \{9,1\}^{n} \rightarrow \mathcal{L}$ When  $\mathcal{E} = \{z \mid \{z \mid \{w\}\}, \text{ min dist } \zeta \geq 2w + 1\}$ - Linear codes - Examples Quantum code 16> - (4) = U16) UE E 

all unitaries on n-qubits 14) ∈ & subspace of C2

& UEE, we want to recover 14) from U14)

187— U D 189 U C U V V U T V V U T V V U E E Orthogonal

Example 
$$X^{a} = \begin{cases} 1 & a=0 \\ X & a=1 \end{cases}$$

$$\begin{cases} X^{a_1} \otimes \cdots \otimes X^{a_n} : \{a\} \{w\} & applying at most w \\ bit flip \end{cases}$$

$$C \subseteq \{0,1\}^{n} \text{ with min clistance } 2w+1 \text{ Dec}$$

$$Z = Span |x| \quad Subspace \quad (C^2)^n$$

$$The project onto Span |n+2| \quad The Term of the t$$

C = span # In>

Shar code 1 qubit to 9 qubits

din 2 subspace of 
$$C^{29}$$

10)  $\longrightarrow \frac{1}{2\sqrt{2}} (1000) + [1111)$ 

11)  $\longrightarrow \frac{1}{2\sqrt{2}} (1000) - [1111)$ 

12) use repetition code

11)  $\longrightarrow 1-)^{@3}$ 

$$E = \{ X^{\alpha_1} \otimes --- \otimes X^{\alpha_2} \}$$
 or  $Z^{\alpha_1} \otimes --- \otimes X^{\alpha_2} \}$   $\{x^2\}$ 

Thn: Shar code can correct any unitary acting on single qubit

Step 1 & is a code 
$$E=\{U_1, --, U_k\}$$
 $U_i \not\subset U_i^{\dagger}$  are orthogonal

We can carrect  $E=\{V=\sum_i x_i U_i^{\dagger}\}$ 
Define  $\Pi_i$  proj onto  $U_i \not\subset U_i^{\dagger}$ 

Apply POVM 
$$\{\Pi_i\}_i$$

Apply  $U_i^{\dagger}$  when output of meas is i

 $(\varphi) \in \mathcal{C}$   $V = \sum_{\alpha \in U_i} U_i \longrightarrow \sum_{\alpha \in U_i \mid \varphi} \sum_{\alpha \in U_$ 

Pauli of 1 
$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$
,  $Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$ ,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$ 

$$Z = \begin{pmatrix} 1 \\ 0 & -1 \end{pmatrix}$$
,  $Y = \begin{pmatrix} 0 & -1 \\ i & 0 \end{pmatrix}$