

# Quantum Error Correction – an Introduction

Sara Franco

Feb 2025

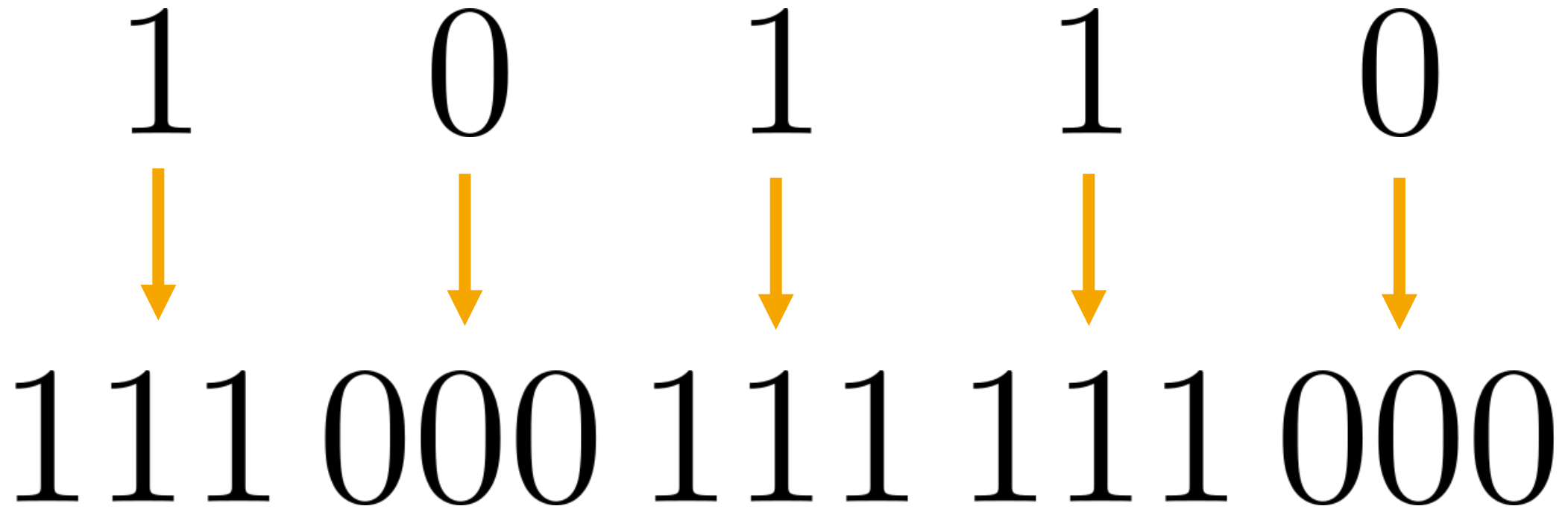


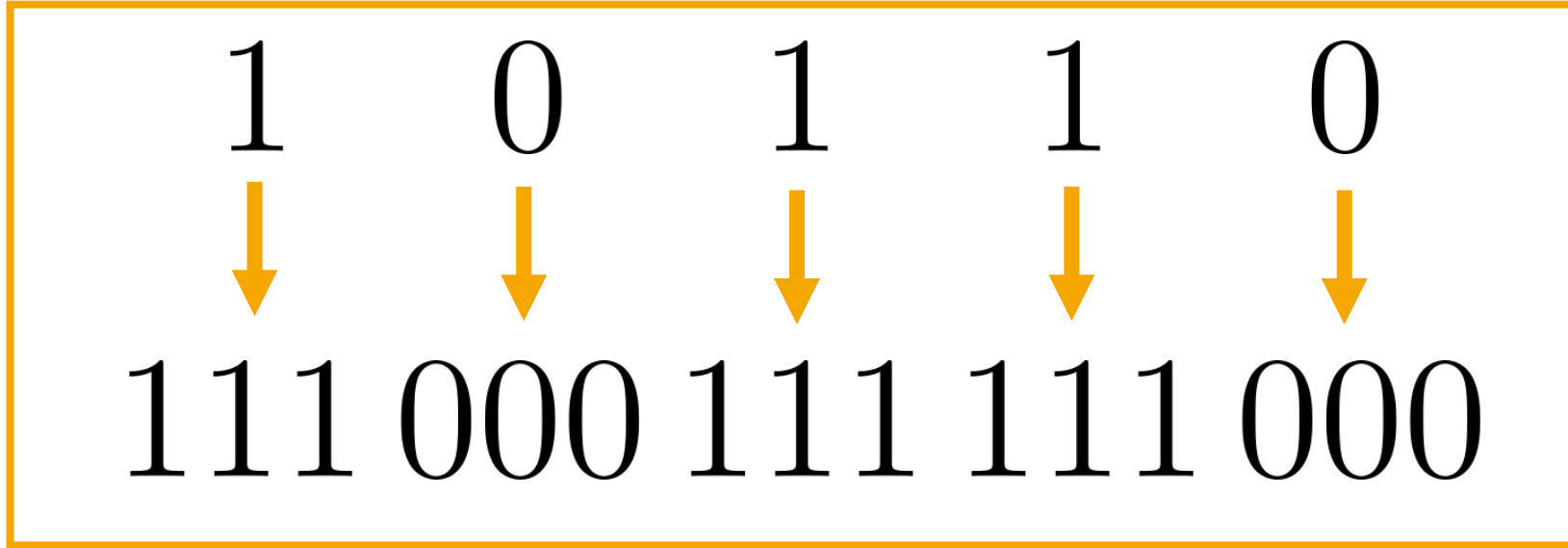
# Contents

1. The classical repetition code
2. The three-qubit repetition code
3. Stabilizer formalism in quantum error correction
4. Surface code



# The classical repetition code





$0 \rightarrow 000$

Logical 0

$1 \rightarrow 111$

Logical 1

111 000 101 111 000



“Majority Voting” Decoding



111 000 111 111 000

111 000 00 1 111 000



"Majority Voting" Decoding



111 000 000 111 000



1 0 0 1 0

$p$

Bit flip probability

Logical error  
probability

$$p_e = 3p^2(1 - p) + p^3$$

Error  
threshold

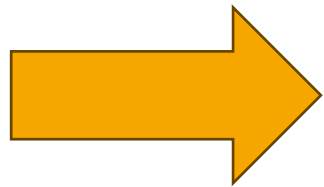
$$p_e < p \text{ if } p < 1/2$$



0  $\rightarrow$  00000

1  $\rightarrow$  11111

Distance  
 $d = 5$   
code



Lower logical error probability  
(but same error threshold)

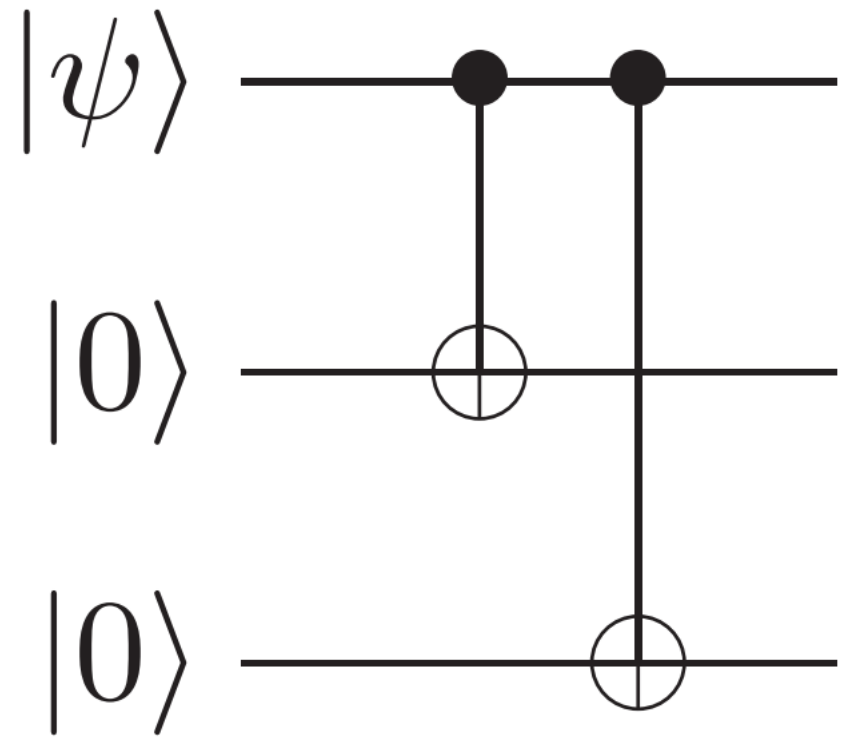
# The three-qubit repetition code

$$|\psi\rangle = a |0\rangle + b |1\rangle$$

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

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

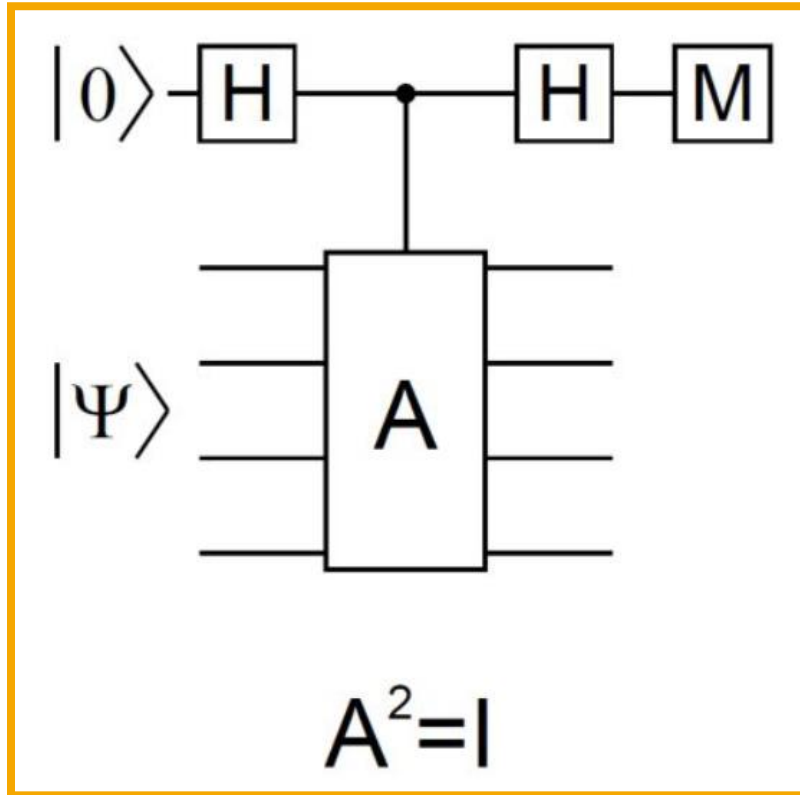
$$|\psi\rangle \rightarrow a|000\rangle + b|111\rangle$$



$$a |100\rangle + b |011\rangle$$

$$Z_1 Z_2 = (|00\rangle\langle 00| + |11\rangle\langle 11|) \otimes I - (|01\rangle\langle 01| + |10\rangle\langle 10|) \otimes I$$

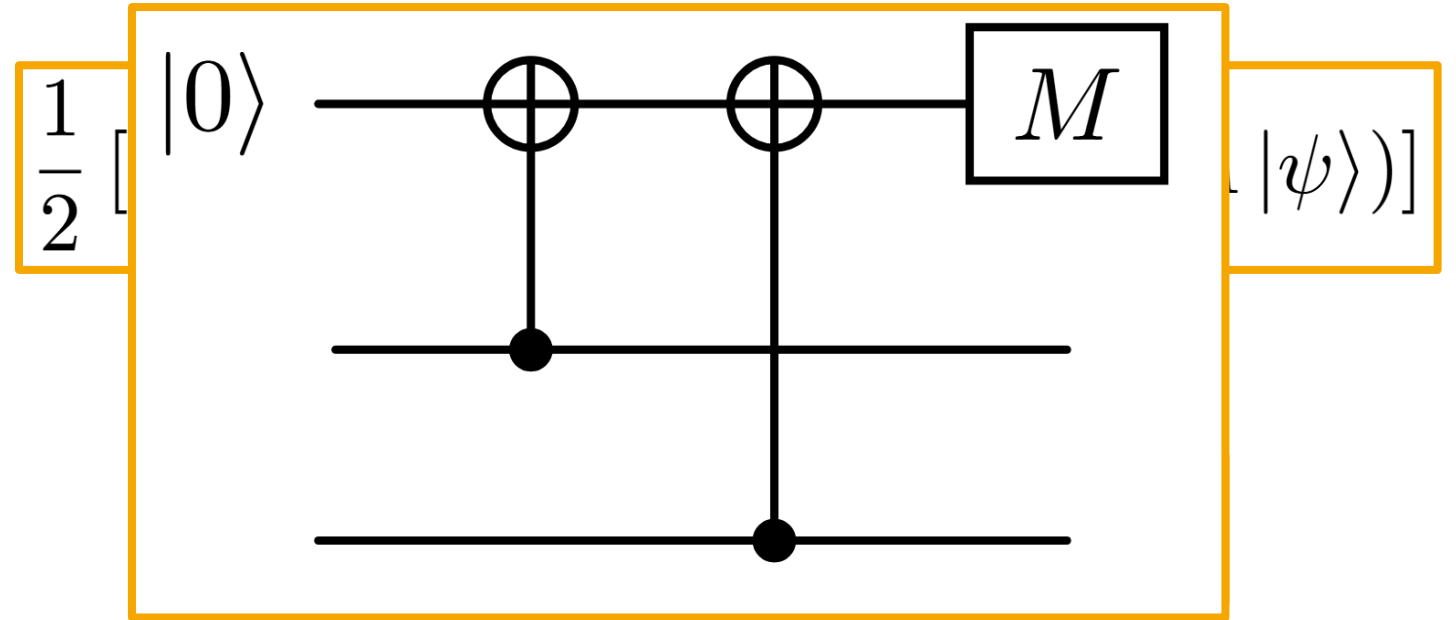
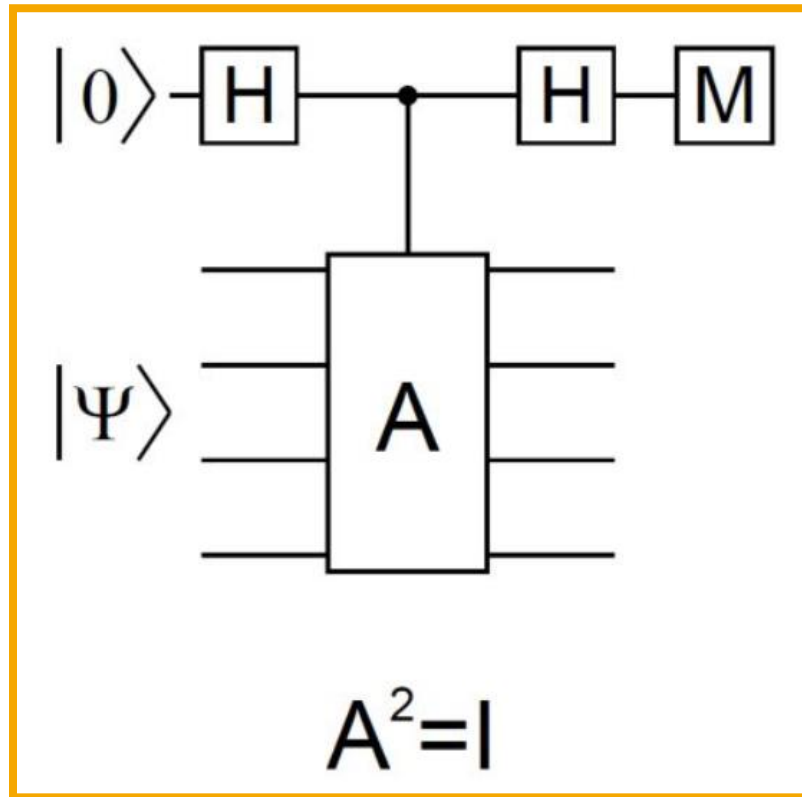
Error	$Z \otimes Z \otimes I$	$Z \otimes I \otimes Z$	$I \otimes Z \otimes Z$
$X \otimes I \otimes I$	-1	-1	+1
$I \otimes X \otimes I$	-1	+1	-1
$I \otimes I \otimes X$	+1	-1	-1



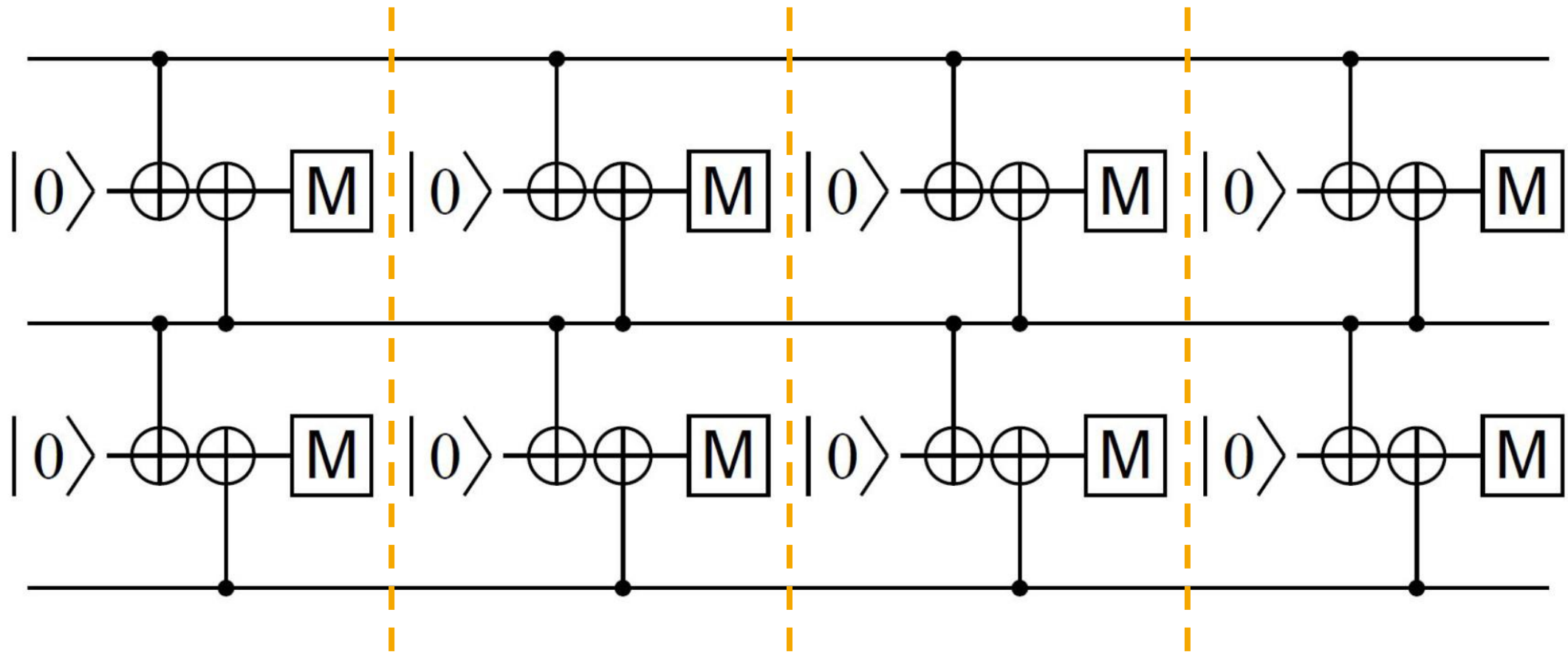
$$\frac{1}{2} [|0\rangle (|\psi\rangle + A |\psi\rangle) + |1\rangle (|\psi\rangle - A |\psi\rangle)]$$



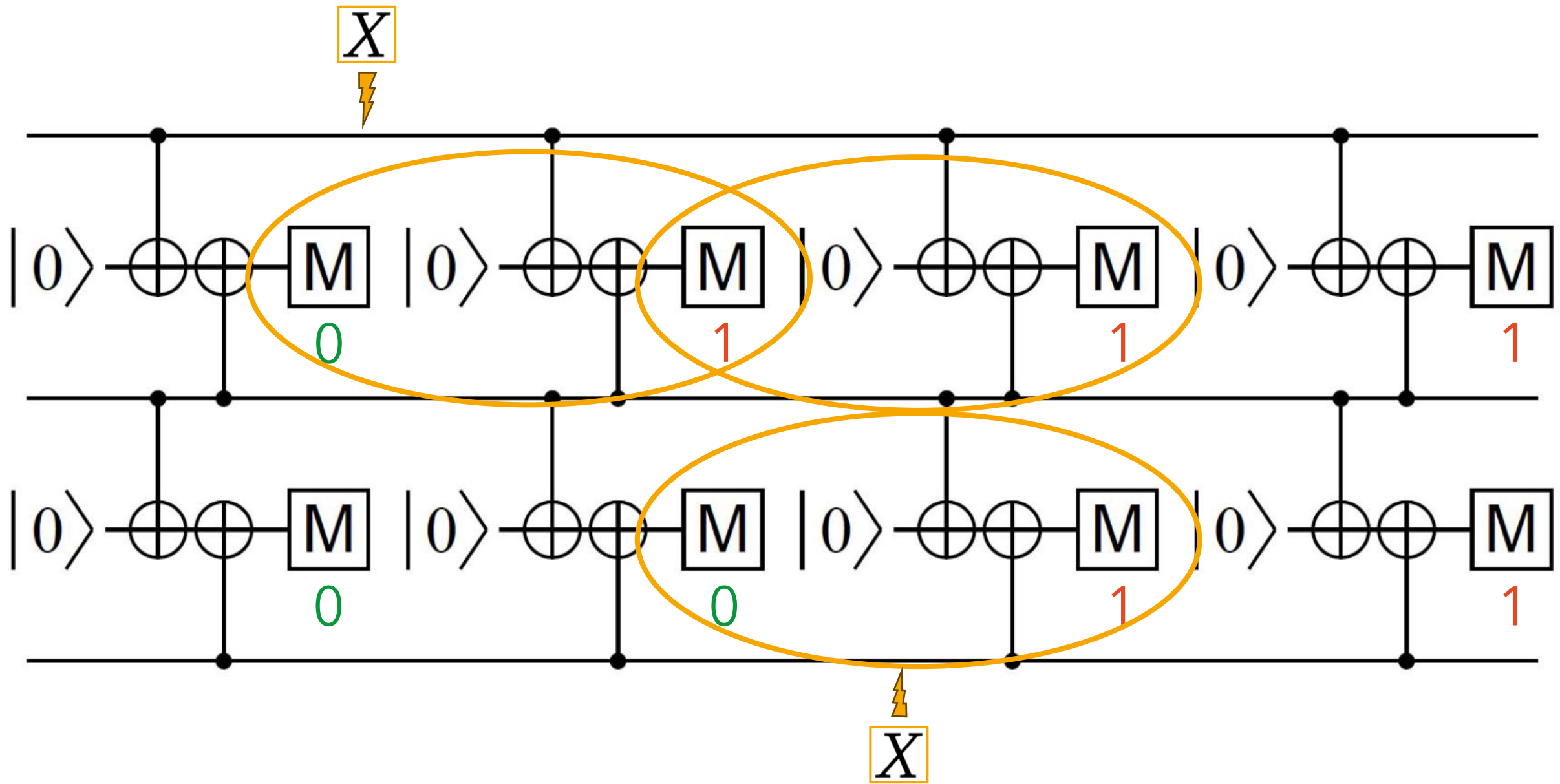
$$|0\rangle P_+ |\psi\rangle + |1\rangle P_- |\psi\rangle$$



# Three qubit memory repetition code circuit





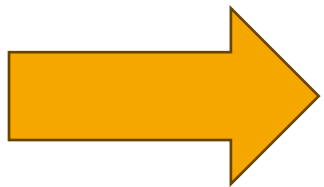


$$a |+++ \rangle + b |-- - \rangle$$

Detecting Phase flips?

$$X_1 X_2 = (|++ \rangle \langle ++| + |-- \rangle \langle --|) \otimes I - (|++ \rangle \langle --| + |-- \rangle \langle ++|) \otimes I$$

$$M = \alpha I + \beta X + \gamma Y + \delta Z$$



Any error can be decomposed into bit flips  
and phase flips



# Stabilizer formalism for Quantum Error Correction

$$S|\psi\rangle = |\psi\rangle$$

## DEFINITION OF STABILIZER

$$a|000\rangle + b|111\rangle$$

Stabilizer group:

$$\{I, Z_1 Z_2, Z_2 Z_3, Z_1 Z_3\}$$

A set of generators

Error	$Z \otimes Z \otimes I$	$Z \otimes I \otimes Z$	$I \otimes Z \otimes Z$
$X \otimes I \otimes I$	-1	-1	+1
$I \otimes X \otimes I$	-1	+1	-1
$I \otimes I \otimes X$	+1	-1	-1

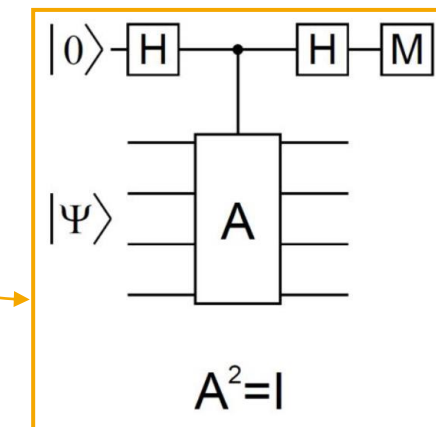
An  $n$  qubit code with  $m$  independent stabilizer generators defines a  $2^{n-m}$  dim stabilizer space, encoding  $n - m$  logical qubits.

$$a|000\rangle + b|111\rangle$$

Stabilizer group:  $\{I, Z_1Z_2, Z_2Z_3, Z_1Z_3\}$

Error	$Z \otimes Z \otimes I$	$Z \otimes I \otimes Z$	$I \otimes Z \otimes Z$
$X \otimes I \otimes I$	-1	-1	+1
$I \otimes X \otimes I$	-1	+1	-1
$I \otimes I \otimes X$	+1	-1	-1

To detect an error, it suffices to measure  $m$  independent stabilizer generators.



Given an error  $E$ , the measurement of stabilizer  $S$  returns:

- $+1$ , if  $ES = SE$
- $-1$ , if  $ES = -SE$

If  $ES = SE$ , then  
 $E|\psi\rangle = ES|\psi\rangle = SE|\psi\rangle;$

If  $ES = -SE$ , then  
 $E|\psi\rangle = ES|\psi\rangle = -SE|\psi\rangle;$

# What about the logical operators?

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

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

$$\{I, Z_1Z_2, Z_2Z_3, Z_1Z_3\}$$

$$LS_j|\psi\rangle = L|\psi\rangle$$

$$X_L = X_1X_2X_3$$

$$Z_L \equiv Z_1$$

$$I_L = \{III, ZZI, IZZ, ZIZ\}$$

$$X_L = \{XXX, -YYX, -YXY, -XYY\}$$

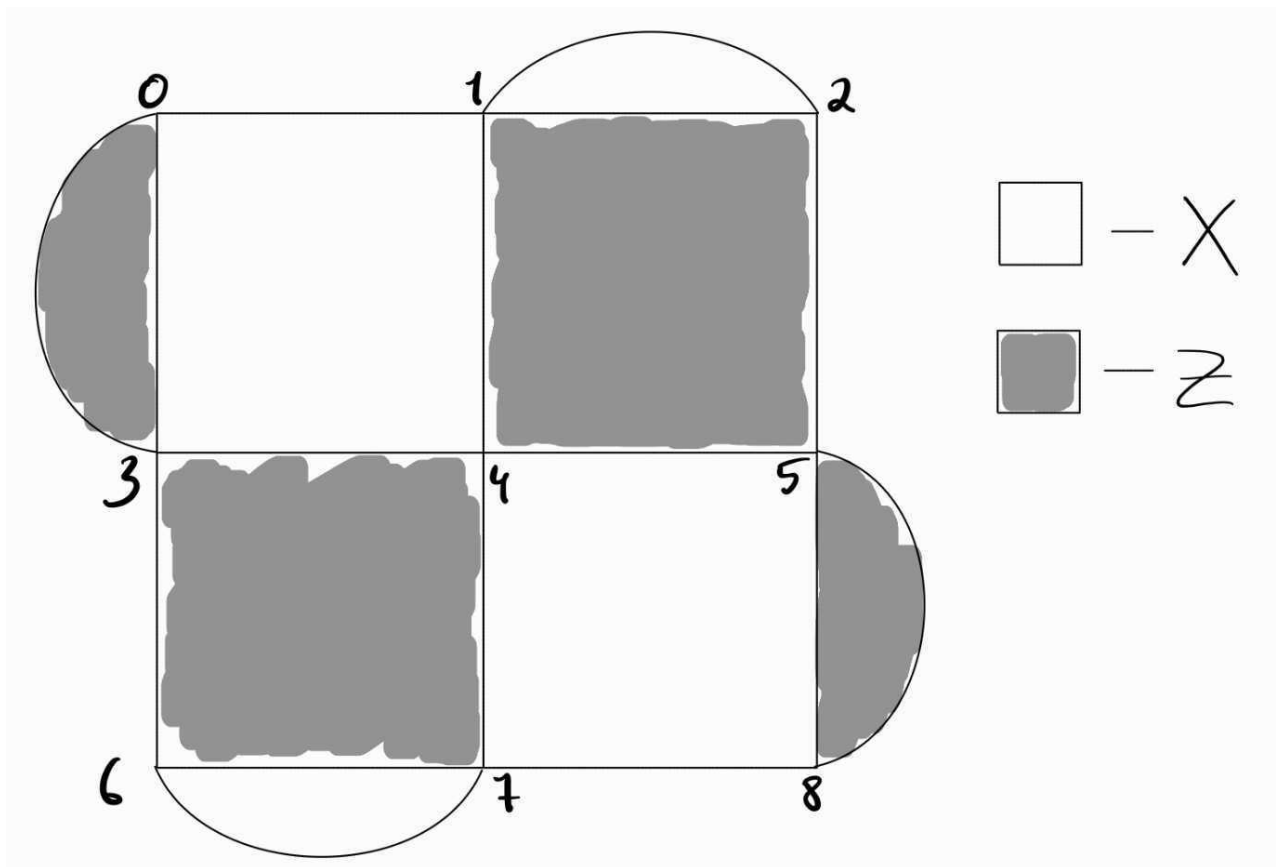
$$Z_L = \{ZII, IZI, IIZ, ZZZ\}$$

$$Y_L = \{YXX, XYX, XXY, -YYY\}$$



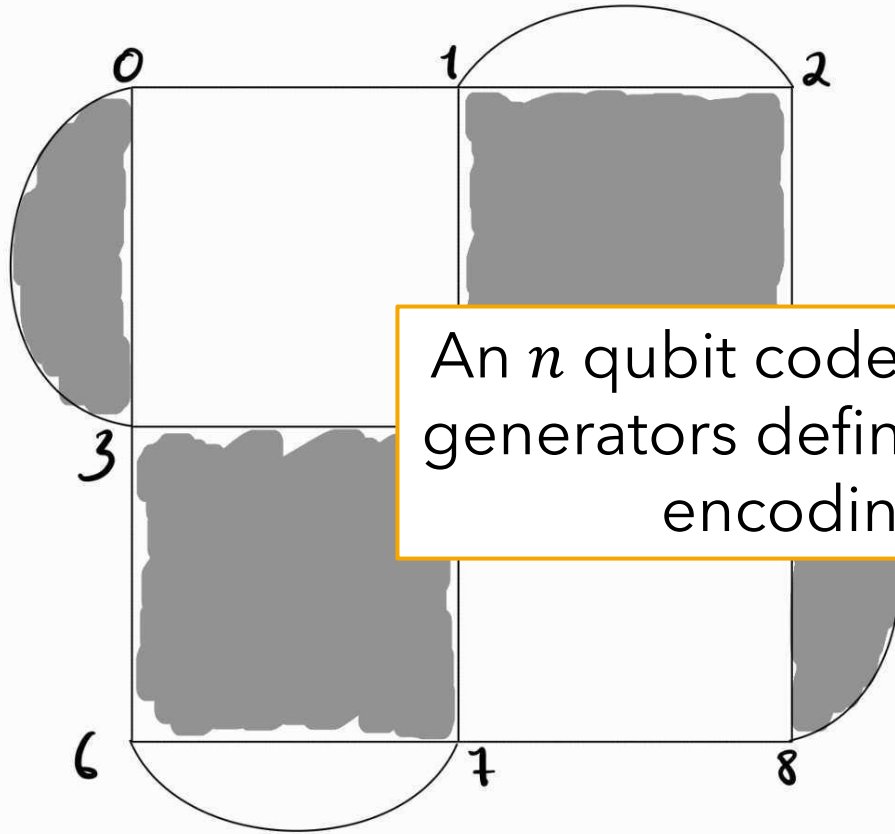
# Surface code





- Distance  $d = 3$  surface code
- $n = d^2 = 9$  data qubits in a  $d \times d$  lattice
- $n - 1$  stabilizer generators

$$\{X_1X_2, X_0X_1X_3X_4, X_4X_5X_7X_8, X_6X_7, \\ Z_0Z_3, Z_1Z_2Z_4Z_5, Z_3Z_4Z_6Z_7, Z_5Z_8\}$$



An  $n$  qubit code with  $m$  independent stabilizer generators defines a  $2^{n-m}$  dim stabilizer space, encoding  $n - m$  logical qubits.

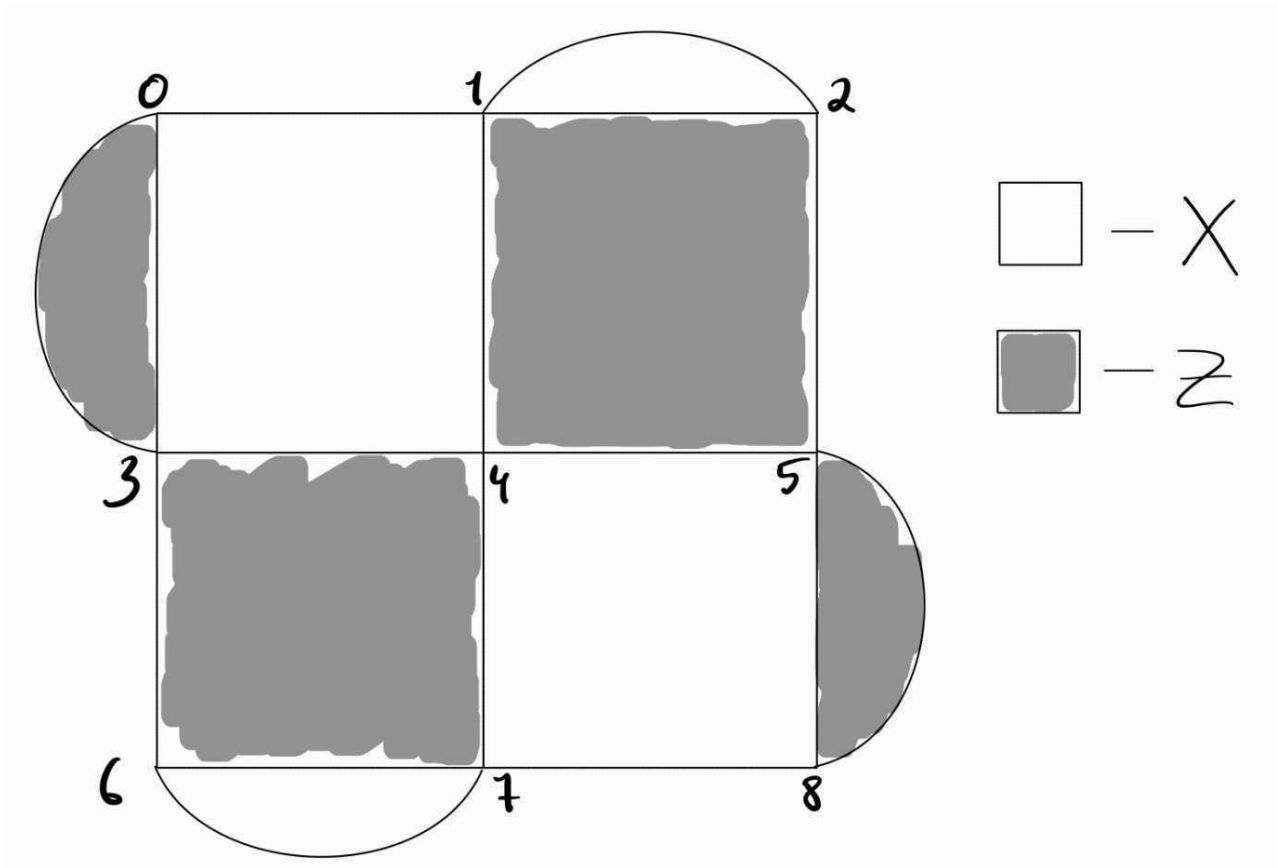
- Distance  $d = 3$  surface code
- $n = d^2 = 9$  data qubits in a  $d \times d$  lattice

generators

stabilizer space - 1

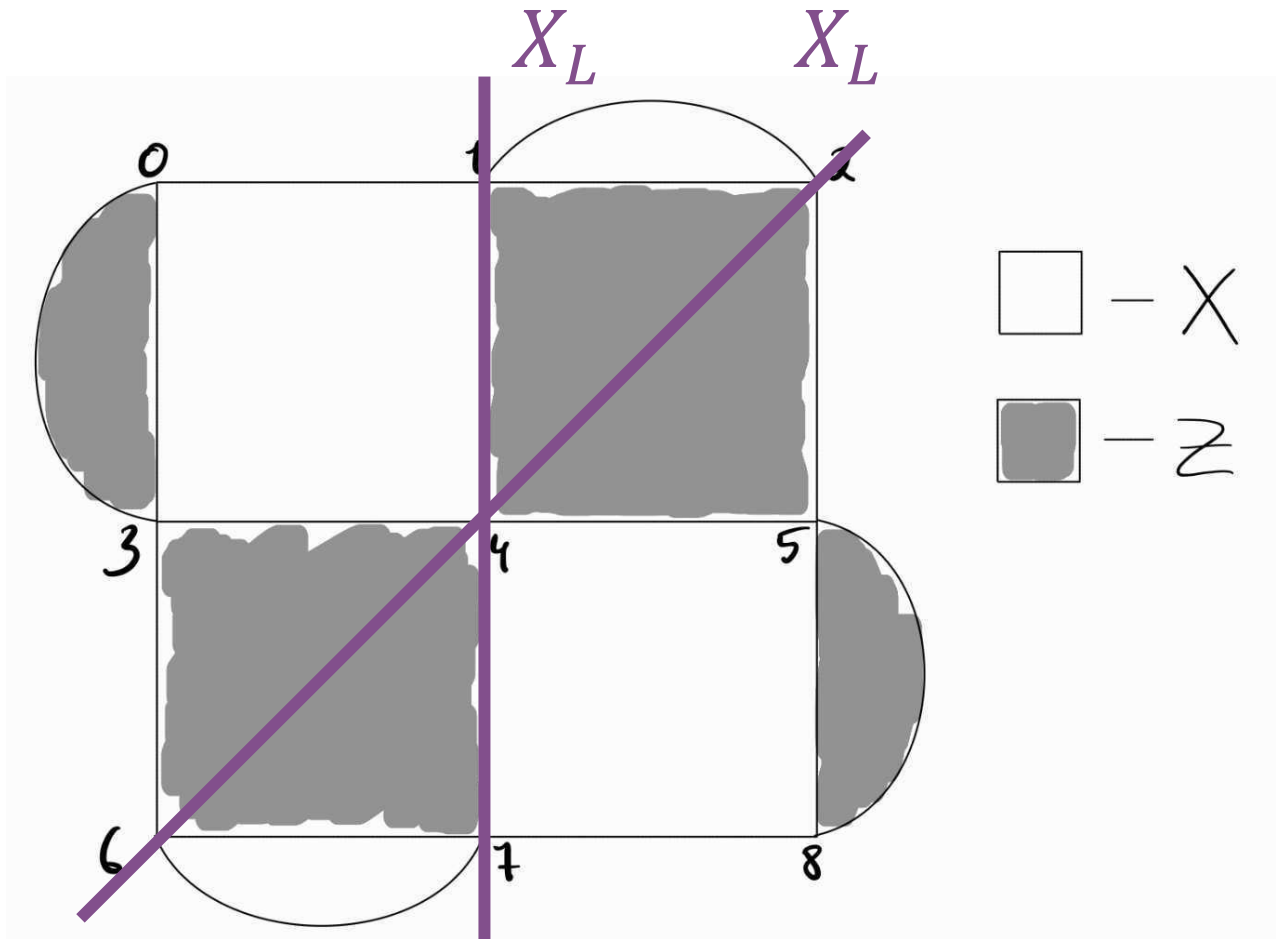
logical qubit





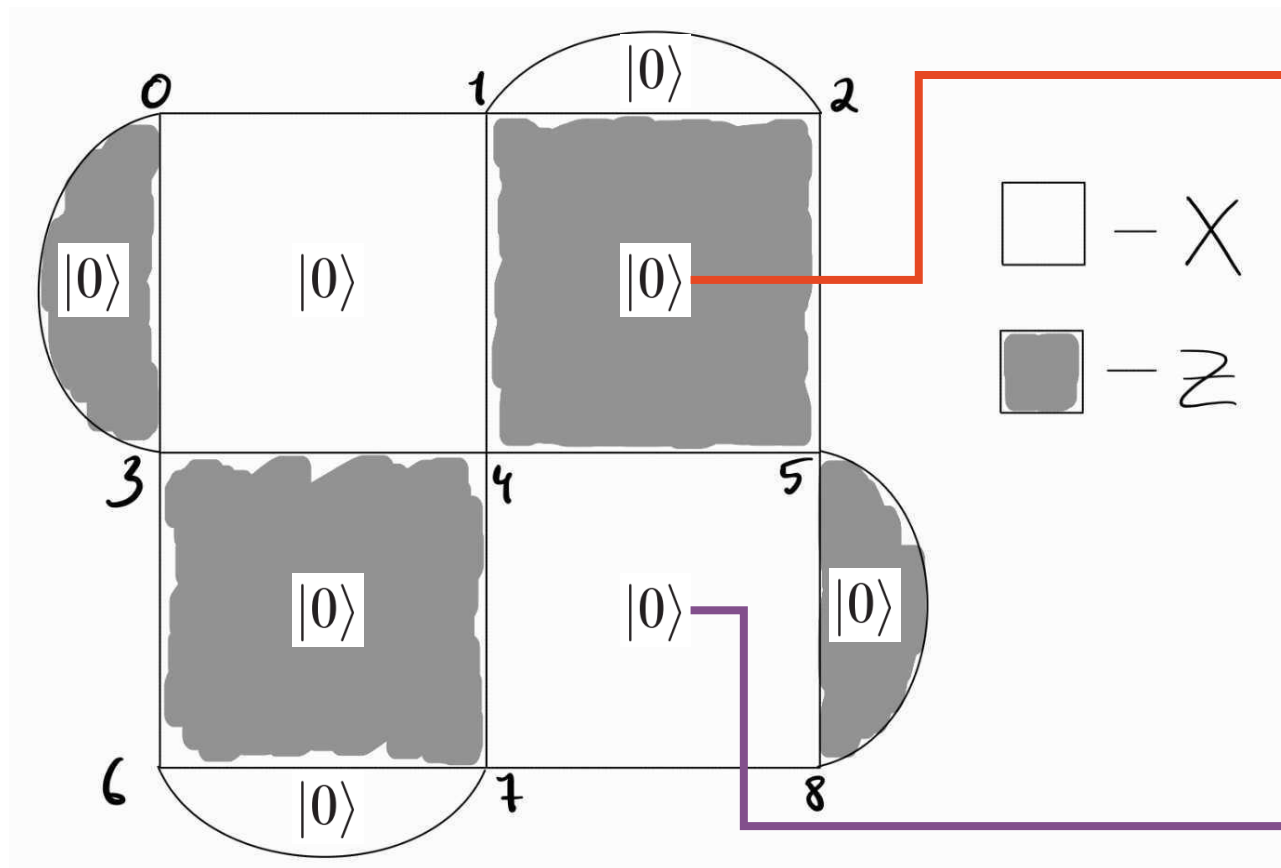
$$|0_L\rangle \equiv$$

$$\begin{aligned}
 &|000\,000\,000\rangle + |011\,000\,000\rangle + |110\,110\,000\rangle + |101\,110\,000\rangle \\
 &+ |000\,011\,011\rangle + |011\,011\,011\rangle + |110\,101\,011\rangle + |101\,101\,011\rangle \\
 &|000\,000\,110\rangle + |011\,000\,110\rangle + |110\,110\,110\rangle + |101\,110\,110\rangle \\
 &+ |000\,011\,101\rangle + |011\,011\,101\rangle + |110\,101\,101\rangle + |101\,101\,101\rangle
 \end{aligned}$$

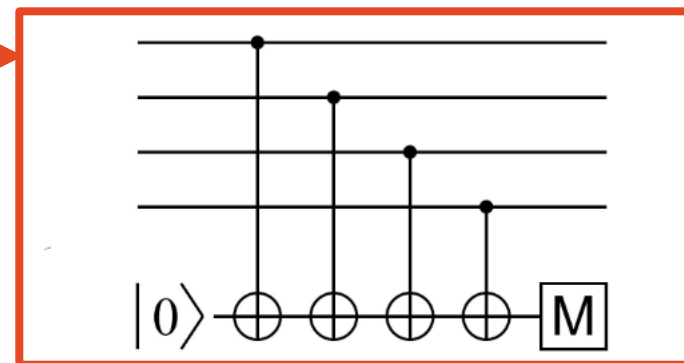


## Logical operators?

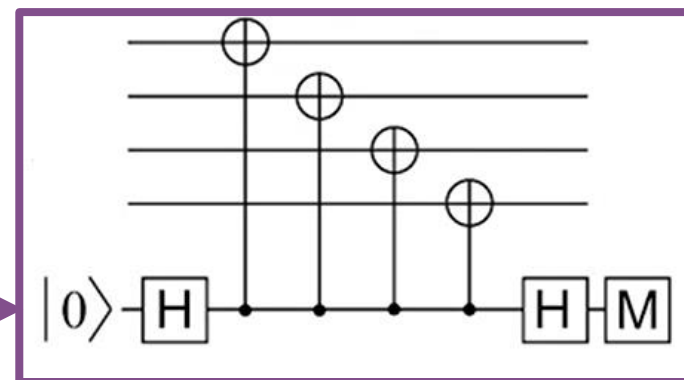
- Must commute with all stabilizers
- Must not belong to the stabilizer
- Must satisfy anti-commutation properties of  $X$  and  $Z$



Finds bit flip errors



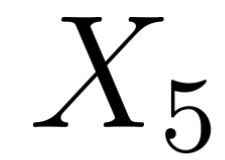
Finds phase flip errors



# Code degeneracy

**The relationship between errors and syndromes is not one-to-one:**

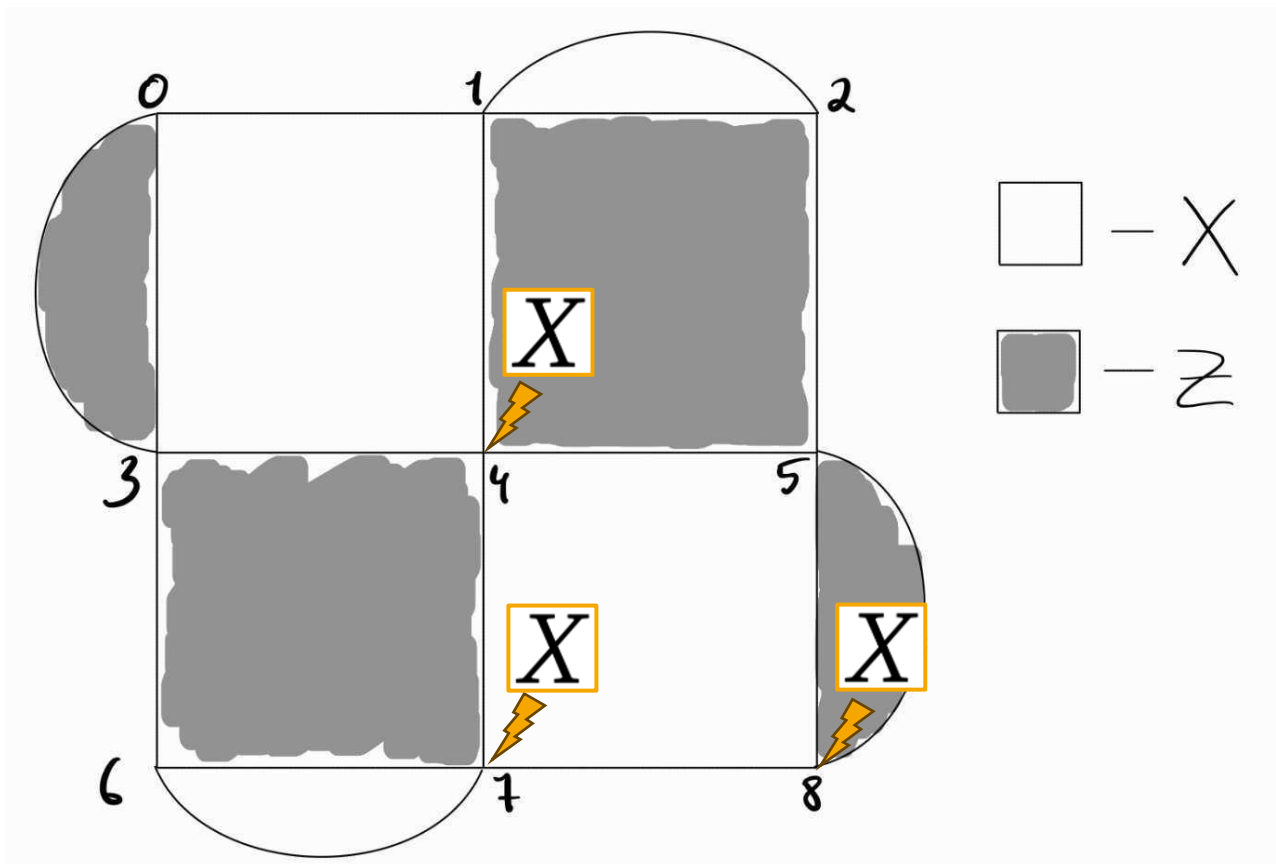
Given an error  $E$ , any error of the form  $E' = EL$ , where  $L$  commutes with the stabilizer, produces the same error syndrome.



32



Given an error  $E$ , any error of the form  $E' = EL$ , where  $L$  commutes with the stabilizer, produces the same error syndrome.



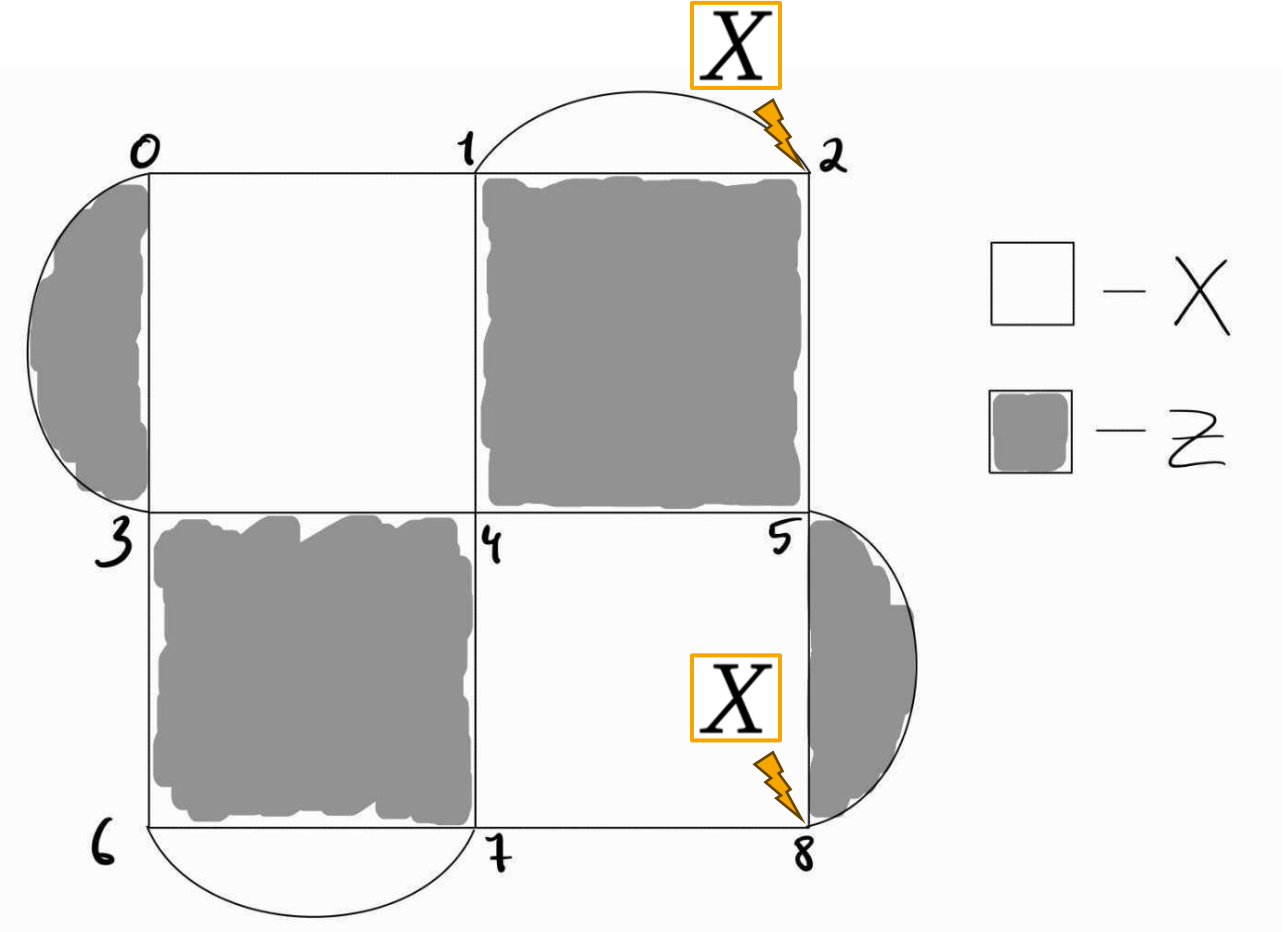
$$L = X_4 X_5 X_7 X_8$$

$$X_4 X_7 X_8$$

$$Z_1 Z_2 Z_4 Z_5$$

$Z_5 Z_8$

Given an error  $E$ , any error of the form  $E' = EL$ , where  $L$  commutes with the stabilizer, produces the same error syndrome.



$$L = X_2 X_5 X_8$$

$$X_2 X_8$$

$$Z_1 Z_2 Z_4 Z_5$$

$$Z_5 Z_8$$

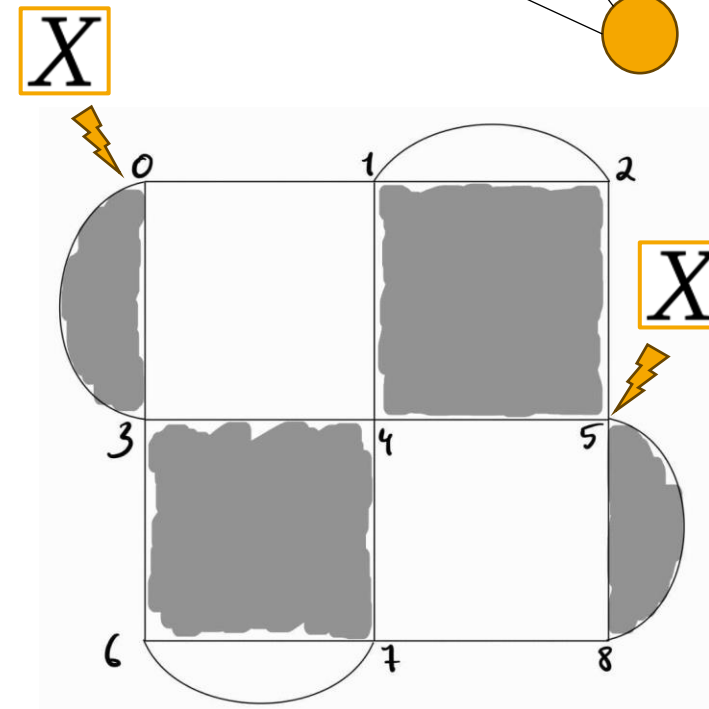
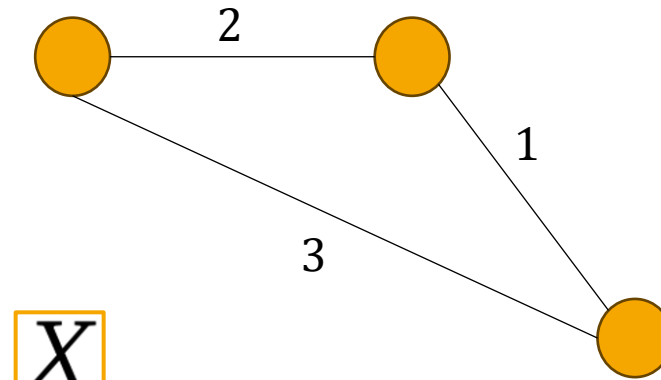
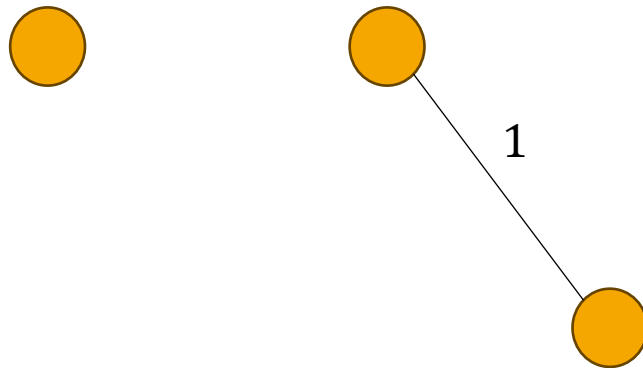
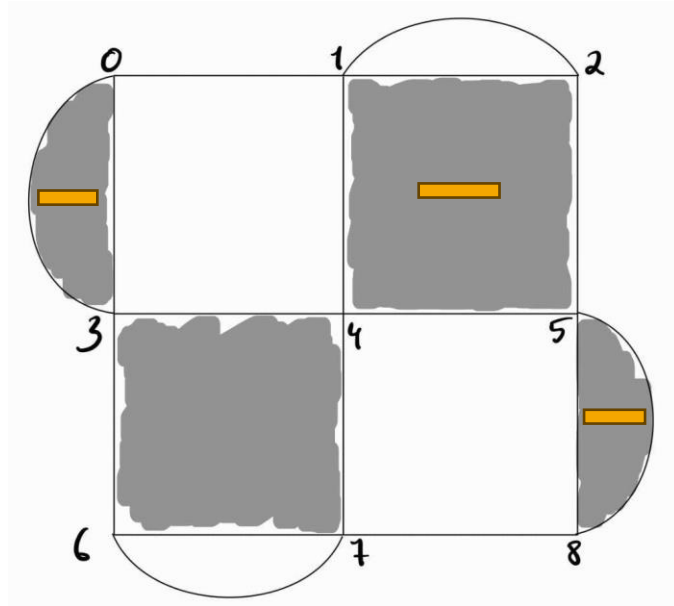
# Decoders

Algorithms that automate the choice of error correction operator given an error syndrome.

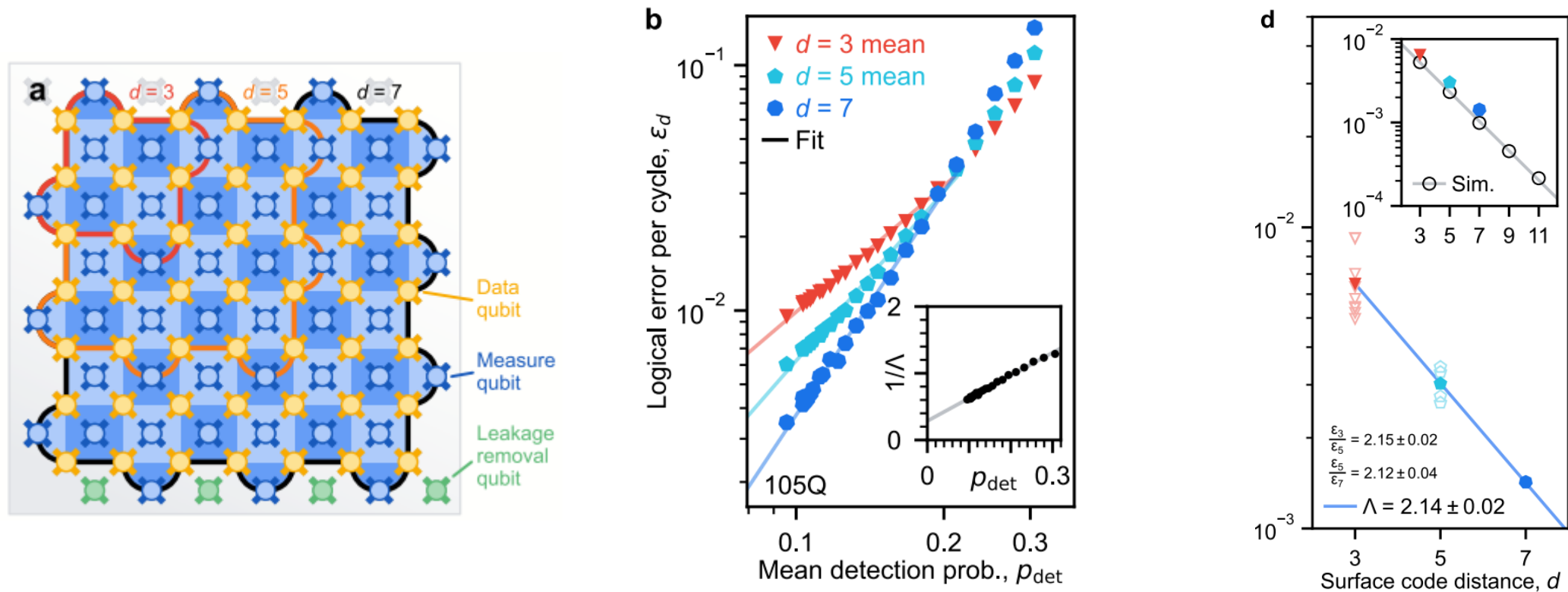
Ideally, given an error  $E$ , a decoder suggests a correction operator of the form  $C = SE$ .

The error threshold of a QEC code depends on the choice of decoder.

# Minimum Weight Perfect Matching (MWPM)



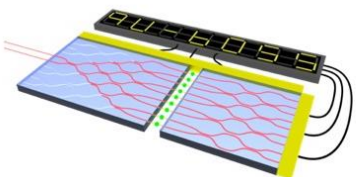
# Google Quantum AI 2024 paper



Google Quantum AI and Collaborators. Quantum error correction below the surface code threshold. *Nature* (2024). <https://doi.org/10.1038/s41586-024-08449-y>

# References

- Michael A. Nielsen and Isaac L. Chuang. Quantum Computation and Quantum Information. Cambridge University Press, 2010
- For understanding surface codes:
  - Dan Browne, [Lecture notes on Topological Codes and Quantum Computation](#)
  - Austin Fowler et.al. Surface codes: Towards practical large-scale quantum computation. [arXiv:1208.0928](#)
  - [Lecture notes of the Quantum Error Correction course by Prof. Kastoryano at University of Cologne](#)
- For a tutorial on how to simulate QEC codes with STIM: [Hands-on quantum error correction with Google Quantum AI](#), available for free on Coursera
- Description of Stim software for simulation of QEC codes: Craig Gidney. Stim: a fast stabilizer circuit simulator. [arXiv:2103.02202](#)



# Thank you!

sara.rdf7@gmail.com  
sara.franco@inl.int

