

Lecture 19

Calderbank-Shor-Steane codes

(commonly known as CSS codes)

Classical linear codes

Definition: a code is *linear* if the set of codewords is a linear subspace of $\{0,1\}^m$
(with respect to mod 2 arithmetic)

Examples

data	codeword
0	000
1	111

data	codeword
000	0000000
001	1010101
010	0110011
011	1100110
100	0001111
101	1011010
110	0111100
111	1101001

$\xrightarrow{\text{① } \oplus}$ closed under
 $\xrightarrow{\text{② } \otimes}$ basis for the space

$\xrightarrow{\text{③ } \oplus}$ closure under
 $\xrightarrow{\text{④ } \otimes}$ closure under

Minimum distance of a code

The Hamming distance between $a, b \in \{0,1\}^m$ is the number of bit positions where they differ (denoted $\Delta(a, b)$)

Distance of a code

$$d = \min_{\substack{a, b \in C \\ a \neq b}} \Delta(a, b) = \min_{\substack{a \in C \\ a \neq 0^m}} \Delta(a, 0^m)$$

for linear codes

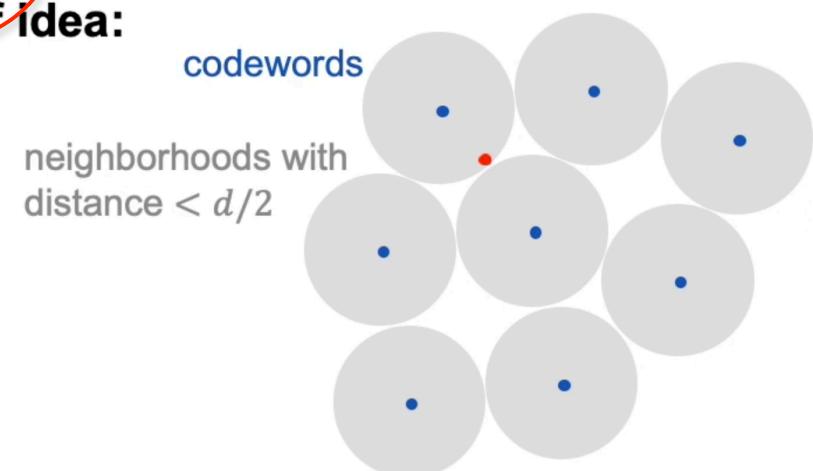
What's the minimum distance of this code?

data	codeword
000	0000000
001	1010101
010	0110011
011	1100110
100	0001111
101	1011010
110	0111100
111	1101001

Answer: $d = 4$

Theorem: if a code has distance d then up to $\left\lfloor \frac{d-1}{2} \right\rfloor$ errors can be corrected

Proof idea:



If $< d/2$ bits of a codeword are flipped then there's a unique codeword with distance $< d/2$

Example

1001010

Dual code

Recall the **dot product** of two m -bit strings is $a \cdot b = a_1b_1 \oplus a_2b_2 \oplus \dots \oplus a_m b_m$

$$= a_1b_1 + a_2b_2 + \dots + a_m b_m \bmod 2$$

Definition: for any linear code $C \subseteq \{0,1\}^m$, define its **dual code**

to be $C^\perp = \{ b \in \{0,1\}^m \mid \text{such that } b \cdot c = 0 \text{ for all } c \in C \}$

Example $C = \{0000000, 1010101, 0110011, 1100110,$
 $0001111, 1011010, 0111100, 1101001\}$

Code words

dual code

$$C^\perp = \{0000000, 1010101, 0110011, 1100110,$$

 $0001111, 1011010, 0111100, 1101001,$
 $1111111, 0101010, 1001100, 0011001,$
 $1110000, 0100101, 1000011, 0010110\}$

Generator and parity-check matrices

Generator matrix

An $n \times m$ matrix G such that, for all $a \in \{0,1\}^n$, $E(a) = aG$

Example $[a_0 \ a_1 \ a_2] \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} = [b_0 \ b_1 \ b_2 \ b_3 \ b_4 \ b_5 \ b_6]$

rows are a basis for C

Parity-check matrix

An $m \times (m - n)$ matrix H such that, for all $b \in \{0,1\}^n$, $b \in C$, if and only if $bH = 0$

Example $H = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix}$ columns are a basis for C^\perp

Fact: $GH = 0$

Error-correcting via parity-check matrix

Codeword $b = aG$

Codeword with error applied

$$b' = b + e \pmod{2}$$

Error vector

$e \in \{0,1\}^m$ with Hamming weight $< d/2$

Error syndrome

$$b'H = (b + e)H$$

$$= bH + eH$$

$$= eH$$

← error syndrome

Example:

e	eH
0000000	0000
1000000	1001
0100000	1010
0010000	1011
0001000	1100
0000100	1101
0000010	1110
0000001	1111

errors with weight $< d/2$
have unique syndromes

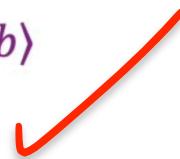
← syndrome

correcting $1001010 \rightarrow 1011010$

$$\begin{bmatrix} 1 & 0 & 0 & 1 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 1 \\ 1 & 0 & 1 & 0 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \end{bmatrix} = [1 \ 0 \ 1 \ 1]$$

$H \otimes H \otimes \cdots \otimes H = H^{\otimes m}$ revisited

Recall $H^{\otimes m}|0^m\rangle = \sum_{b \in \{0,1\}^m} |b\rangle$ and, for all $w \in \{0,1\}^m$, $H^{\otimes m}|w\rangle = \sum_{b \in \{0,1\}^m} (-1)^{b \cdot w} |b\rangle$



Interesting generalization of these:

For any linear $C \subseteq \{0,1\}^m$, $H^{\otimes m} \left(\sum_{a \in C} |a\rangle \right) = \sum_{b \in C^\perp} |b\rangle$

and, for all $w \in \{0,1\}^m$, $H^{\otimes m} \left(\sum_{a \in C} |a + w\rangle \right) = \sum_{b \in C^\perp} (-1)^{b \cdot w} |b\rangle$

Exercise: prove these

Hint: $\sum_{a \in C} |a\rangle = \sum_{v \in \{0,1\}^n} |vG\rangle$

CSS codes: classical ingredients

Start with two nested classical linear codes $C_0 \subset C_1 \subseteq \{0,1\}^m$ such that $C_0^\perp \subseteq C_1$

Let d be the minimum distance of C_1

Example $C_0 = \{\underline{0000000}, \underline{1010101}, \underline{0110011}, \underline{1100110}, \underline{0001111}, \underline{1011010}, \underline{0111100}, \underline{1101001}\}$ $C_1 = \{\underline{0000000}, \underline{1010101}, \underline{0110011}, \underline{1100110}, \underline{0001111}, \underline{1011010}, \underline{0111100}, \underline{1101001}, \underline{1111111}, \underline{0101010}, \underline{1001100}, \underline{0011001}, \underline{1110000}, \underline{0100101}, \underline{1000011}, \underline{0010110}\}$

Generator matrices: $G_0 \in \{0,1\}^{n \times m}$ and $G_1 \in \{0,1\}^{(n+k) \times m}$

We can express $G_1 = \begin{bmatrix} G_0 \\ W \end{bmatrix}$ ← $W \in \{0,1\}^{k \times m}$ the additional rows to extend the span from C_0 to C_1

Example

$$G_0 = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} \quad G_1 = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \\ \hline 1 & 1 & 1 & 1 & 1 & 1 & 1 \end{bmatrix} \quad W = [1 \ 1 \ 1 \ 1 \ 1 \ 1]$$

CSS codes: encoding

Start with classical linear codes with generators $G_0 \in \{0,1\}^{n \times m}$, $G_1 \in \{0,1\}^{(n+k) \times m}$, and $W \in \{0,1\}^{k \times m}$

For all $v \in \{0,1\}^k$, define the **logical** $|v\rangle$ as $|v\rangle_L = \sum_{a \in C_0} |a + vW\rangle$

So the state $\sum_{v \in \{0,1\}^k} \alpha_v |v\rangle$ gets mapped to $\sum_{v \in \{0,1\}^k} \alpha_v |v\rangle_L = \sum_{v \in \{0,1\}^k} \alpha_v \left(\sum_{a \in C_0} |a + vW\rangle \right)$

Example (Steane code)

$$|0\rangle_L = |0000000\rangle + |1010101\rangle + |0110011\rangle + |1100110\rangle + |0001111\rangle + |1011010\rangle + |0111100\rangle + |1101001\rangle \quad \} \text{superposition of all elements of } C_0$$

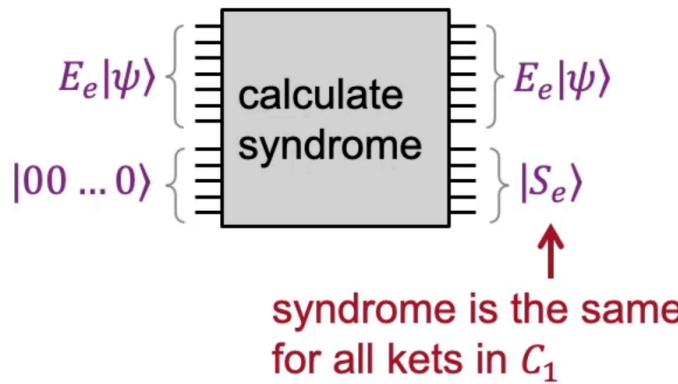
$$|1\rangle_L = |1111111\rangle + |0101010\rangle + |1001100\rangle + |0011001\rangle + |0001111\rangle + |1011010\rangle + |0111100\rangle + |1101001\rangle \quad \} \text{superposition of all elements of } C_0 + 1111111$$

The state $|\psi\rangle = \alpha_0 |0\rangle + \alpha_1 |1\rangle$ is encoded as $\alpha_0 |0\rangle_L + \alpha_1 |1\rangle_L$

CSS codes: X -error correction

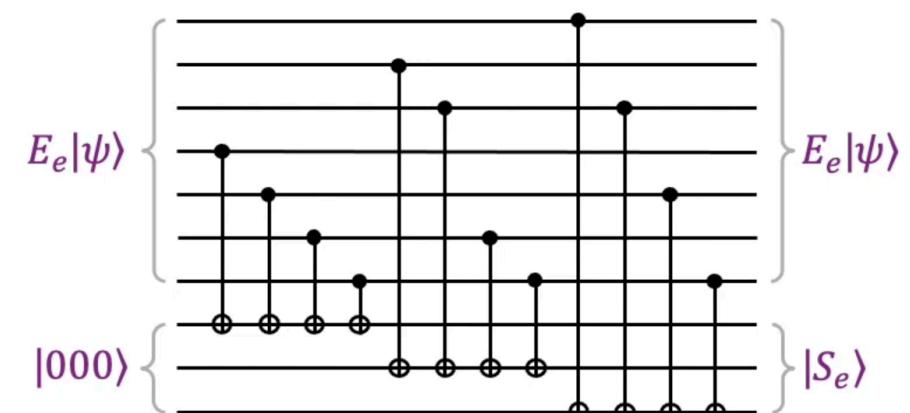
The encoding is $|\psi\rangle = \sum_{v \in \{0,1\}^k} \alpha_v \left(\sum_{a \in C_0} |a + vW\rangle \right)$ ← elements of C_1 (whose minimum distance is d)

Assume an error of the form $E_e = X^{e_0} \otimes X^{e_1} \otimes \dots \otimes X^{e_{m-1}}$ is applied where the Hamming weight of $e = e_0 e_1 \dots e_{m-1}$ is less than $d/2$ (this is less than $d/2$ bit flips)



Example

$$H_1 = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 0 & 0 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$



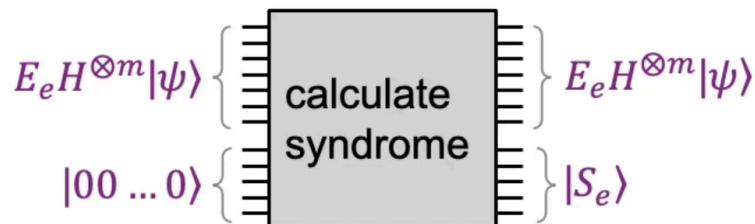
Once the syndrome has been computed, $e = e_0 e_1 \dots e_{m-1}$ can be determined and E_e can be undone to restore $|\psi\rangle$

CSS codes: Z-error correction

Switch to the Hadamard basis, where Z-errors become X-errors

$$\begin{aligned} H^{\otimes m}|\psi\rangle &= \sum_{v \in \{0,1\}^k} \alpha_v H^{\otimes m} \left(\sum_{a \in C_0} |a + vW\rangle \right) \\ &= \sum_{v \in \{0,1\}^k} \alpha_v \left(\sum_{b \in C_0^\perp} (-1)^{b \cdot (vW)} |b\rangle \right) \quad \leftarrow \text{elements of } C_0^\perp \subseteq C_1 \text{ (whose minimum distance is } d\text{)} \end{aligned}$$

Since $C_0^\perp \subseteq C_1$, the Z-errors can be corrected the same way as X-errors

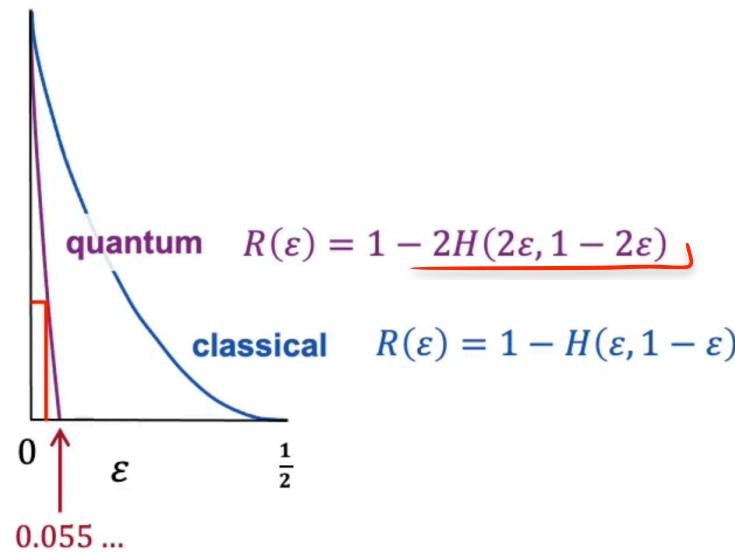


After correcting the Z-errors, apply $H^{\otimes m}$ again to switch back to the computational basis

Note that the two procedures combined also correct Y-errors because $Y = iXZ$

CSS codes: summary

CSS codes based on known classical linear codes can attain these rates as a function of ε



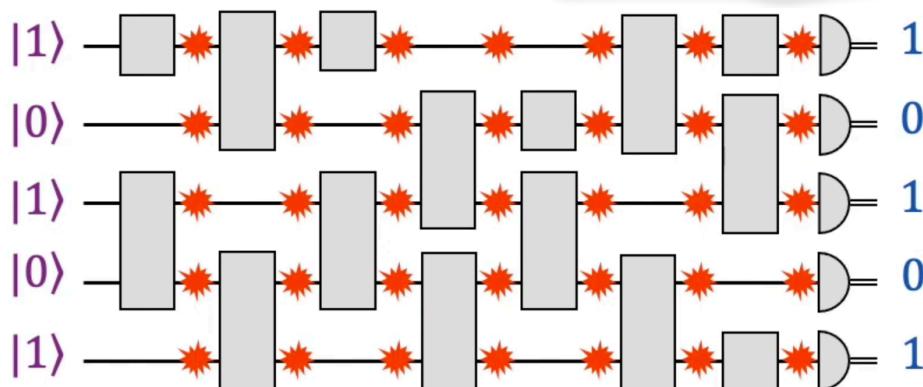
As long as $\varepsilon < 0.055 \dots$ there exist good quantum error-correcting codes

There are other ways of constructing quantum error-correcting codes (and other noise models)

Fault-tolerance

Quantum error-correcting codes assume errors only occur during transmission

What if there are errors **during a computation?**



each \star is depolarizing channel with parameter ε

If ε is very small, this is okay—a computation of size less than $1/10\varepsilon$ succeeds most of the time

But, what if ε is constant and we want to perform arbitrarily large computations?

Threshold theorem:

There's a fixed constant $\varepsilon_0 > 0$ such that any circuit can be translated into a slightly larger** fault-tolerant circuit, that's robust against the error model with parameter $\varepsilon \leq \varepsilon_0$

** e.g., size n increases to size $O(n \log n)$