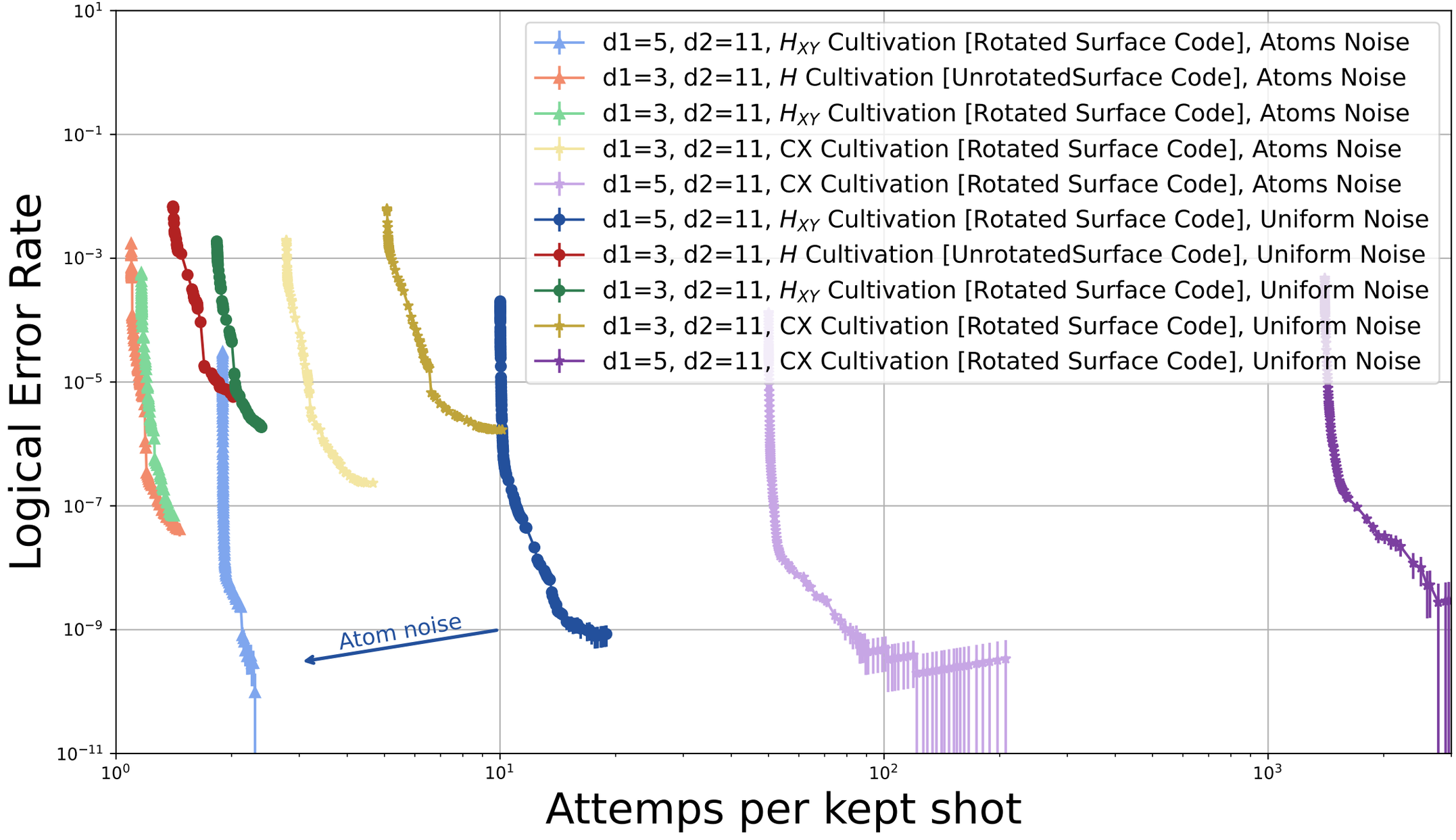
d1=5, d2=11, H_{XY} Cultivation [Rotated Surface Code], Atoms Noise
d1=3, d2=11, H Cultivation [UnrotatedSurface Code], Atoms Noise
d1=3, d2=11, H_{XY} Cultivation [Rotated Surface Code], Atoms Noise
d1=3, d2=11, CX Cultivation [Rotated Surface Code], Atoms Noise
d1=5, d2=11, CX Cultivation [Rotated Surface Code], Atoms Noise
d1=5, d2=11, H_{XY} Cultivation [Rotated Surface Code], Uniform Noise
d1=3, d2=11, H Cultivation [UnrotatedSurface Code], Uniform Noise
d1=3, d2=11, H_{XY} Cultivation [Rotated Surface Code], Uniform Noise
d1=3, d2=11, CX Cultivation [Rotated Surface Code], Uniform Noise
d1=5, d2=11, CX Cultivation [Rotated Surface Code], Uniform Noise
Atom noise
Logical Error Rate
Attemps per kept shot
10^{1}
10^{-1}
10^{-3}
10^{-5}
10^{-7}
10^{-9}
10^{-11}
10^{0}
10^{1}
10^{2}
10^{3}