Monday, July 5, 2021 9:23 AM Introduction to quantum noise Incoherent noise & Quantum trajectories Qiskit Global Summer School on Quantum Machine Learning Zlatko K. Minev Quantum jumps: Unraveling of a quantum trajectory Model of a noisy gate with a bit-flip error G=X probability circuit instance noisy gate \tilde{G} (1-P) (0>CO) + P(0>CO) = 10>CO) (1)0,0 = 0 (1)0,0 = 0 (1)0,0 = 0 $|\Psi\rangle = \begin{pmatrix} \cos\theta/2 \\ \sin\theta/2 & e^{i\phi} \end{pmatrix}$ 0 5 0 5 T 05 \$ £ 21T $P = |\Psi\rangle\langle\Psi| = \left(\frac{\cos\theta}{\sin\theta}\right) \left(\frac{\cos\theta}{\sin\theta}\right) \left(\frac{\cos\theta}{\sin\theta}\right)$ $= \left(\left(\cos \frac{1}{2} \right)^2 \cos \frac{1}{2} \sin \frac{1}{2} \cos \frac{1}{2} \sin \frac{1}{2} \right)$ $= \left(\cos \frac{1}{2} \sin \frac{1}{2} \cos \frac{1}{2} \cos$ (LOSEIZ SIN OIZ = ISING) = \frac{1}{2}(\hat{1}+x\hat{1}+y\hat{1}+2\hat{2}) & $|\Psi_{A}\rangle = \mathcal{U}_{A}|0\rangle = |1\rangle \Rightarrow \mathcal{S}_{A} = |\Psi_{A}\rangle\langle \Psi_{A}| = \begin{pmatrix} 0 & 0 \\ 0 & 1 \end{pmatrix}$ Case Az (40) = UB (0) = (0) -> PB = 140>244 = (60) Case B: = PA UA 10>COIUT + PRUBITION 148>=0210> P = PAPA + PBPB Ensabe: = (1-p) 14A>CPAI + P14B>CPBI = (1-p) VALOXCOIUT + PUBLOXCOUBT [4x) = 2 4al = (1-P) 11>211 + P10>201 $= 1-p\begin{pmatrix} 0 & 0 \\ 0 & l \end{pmatrix} + P\begin{pmatrix} 1 & 0 \\ 0 & 0 \end{pmatrix}$ $= 1/2 \begin{pmatrix} P & 0 \\ 0 & l-P \end{pmatrix}$ $= 1/2 \begin{pmatrix} P & 0 \\ 0 & l-P \end{pmatrix}$ UAB/ = B+A+ Tr[PaPB] = SaBr2 Bloch d, B & { k, Y, Z) Sfinal = E(Pin) = & PK UK PIN UK K G {A, BS LASEA Case B Ensemble (-p)x 14A> $(x)^{2} + (4)^{2} + (2)^{2} = (2p-1)^{2}$ for our impure state $(x)^{2}+(y)^{2}+(z)^{2}=1$ PA $g_{in} + \frac{1}{G} = g_{in} + \frac{1}{E} - \frac{1}{X} = \frac{1}{2} \left(\begin{pmatrix} 1 & 0 \end{pmatrix} + \begin{pmatrix} 0 & X \end{pmatrix} + \begin{pmatrix} 0 & 1 \end{pmatrix} + \begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix} \right)$ $= \frac{1}{2} \left(\begin{pmatrix} 1 & 0 \end{pmatrix} + \begin{pmatrix} 0 & X \end{pmatrix} + \begin{pmatrix} 0 & 1 \end{pmatrix} + \begin{pmatrix} 2 & 0 \\ 0 & 2 \end{pmatrix} \right)$ $= \frac{1}{2} \left(\begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X & 1 & Y \\ X & 1 & Y & 1 & Y \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 1 & 1 & X &$ $= (|-p) \begin{pmatrix} x_{in} \\ y_{in} \\ -y_{in} \\ -z_{1n} \end{pmatrix} + p \begin{pmatrix} +x_{in} \\ -y_{in} \\ -z_{1n} \end{pmatrix} = \frac{1}{2} (\hat{x} + x \hat{x} + x \hat{x} + ---)$ Bit-flip X

OneNote

$$S_{\text{In}} = |O\rangle \angle d = \begin{pmatrix} 6 \\ 0 \\ 1 \end{pmatrix} \xrightarrow{\mathcal{C}^{d}} \begin{pmatrix} 0 \\ 0 \\ 2p-1 \end{pmatrix}^{d}$$

$$\langle \tilde{Z} \rangle = Tr(\tilde{Z}_{\text{Out}}) = Z_{\text{out}} = (2p-1)^{d} \qquad 18p=0 \implies Z_{\text{Z}} \rangle_{\text{Jeal}} (-1)^{d}$$

$$\langle \tilde{Z} \rangle = (2p-1)^{d} \simeq |1-2| \int_{\text{Renor}} \text{Linear in } p$$

