

Quantum Error Correction Codes-From Qubit to Qudit

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Outline

- Introduction to quantum error correction codes (QECC)
- Qudits and Qudit Gates
- Generalizing QECC to Qudit computing

Need for QEC in Quantum Computation

- Sources of Error
 - Environment noise
 - Cannot have complete isolation from environment
→ entanglement with environment → random changes in environment cause undesirable changes in quantum system
 - Control Error
 - e.g. timing error for X gate in spin resonance
- Cannot have reliable quantum computer without QEC

Error Models

- Bit flip $|0\rangle \rightarrow |1\rangle, |1\rangle \rightarrow |0\rangle$ Pauli X
- Phase flip $|0\rangle \rightarrow |0\rangle, |1\rangle \rightarrow -|1\rangle$ Pauli Z
- Bit and phase flip $Y = iXZ$
- General unitary error operator
I, X, Y, Z form a basis for single qubit unitary operator. Correctable if I, X, Y, Z are.

QECC

- Achieved by adding redundancy.
 - Transmit or store n qubits for every k qubits.
- 3 qubit bit flip code
 - Simple repetition code $|0\rangle \rightarrow |000\rangle$, $|1\rangle \rightarrow |111\rangle$ that can correct up to 1 bit flip error.
- Phase flip code
 - Phase flip in $|0\rangle$, $|1\rangle$ basis is bit flip in $|+\rangle$, $|-\rangle$ basis.
 $a|0\rangle + b|1\rangle \rightarrow a|0\rangle - b|1\rangle \leftrightarrow (a+b)|+\rangle + (a-b)|-\rangle$
 $(a-b)|+\rangle + (a+b)|-\rangle$
 - 3 qubit bit flip code can be used to correct 1 phase flip error after changing basis by H gate.

QECC

- Shor code: combine bit flip and phase flip codes to correct arbitrary error on a single qubit

$$|0\rangle \rightarrow (|000\rangle + |111\rangle) (|000\rangle + |111\rangle) (|000\rangle + |111\rangle) / 2\sqrt{2}$$

$$|1\rangle \rightarrow (|000\rangle - |111\rangle) (|000\rangle - |111\rangle) (|000\rangle - |111\rangle) / 2\sqrt{2}$$

Stabilizer Codes

- Group theoretical framework for QEC analysis
- Pauli Group
 - I, X, Y, Z form a basis for operator on single qubit
 - $G_1 = \{aE \mid a \text{ is } 1, -1, i, -i \text{ and } E \text{ is } I, X, Y, Z\}$ is a group
 - G_n is n-fold tensor of G_1
- S: an Abelian (commutative) subgroup of Pauli Group G_n
- Stabilized: $g|\varphi\rangle = |\varphi\rangle$ (i.e. eigenvalue = 1)
- Codespace: stabilized by S
 - $g|\varphi\rangle = |\varphi\rangle$ for all g in S.
 - Decode by measuring generators of S.
 - Correct errors in G_n that anti-commute with at least one g in S.

Stabilizer Codes – Examples

- The 3 qubit bit flip code: $S = \{Z_1Z_2, Z_2Z_3\}$
 $|000\rangle$ and $|111\rangle$ stabilized by S .
- The 5 qubit code $[5, 1, 3]$
 - S : $XZZXI, IXZZX, XIXZZ, ZXIXZ$

Qudits

- A qudit is a generalization of the qubit to a d -dimensional Hilbert space.
- The qutrit is a three-state quantum system.
 - The computation basis is then a set of three (orthogonal) kets
 $\{|0\rangle, |1\rangle, |2\rangle\}$
 - An arbitrary qutrit is a linear combination of these three states
 $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle + \gamma|2\rangle$
 - Examples: Three energy levels of a particular atom. A spin-1 massive boson.

- To represent an integer k in a qutrit system, one writes k as a sum of powers of 3:

$$k = \sum_j p_j 3^j$$

- The trinary representation is then $p_n p_{n-1} \dots p_1 p_0$
- So, for example, the number 65 can be written

$$65 = 2 \cdot 3^3 + 1 \cdot 3^2 + 0 \cdot 3^1 + 2 \cdot 3^0$$

so the trinary representation is 2102. This will be encoded into a register of qutrits.

- This can be easily generalized to a Hilbert space of dimension d .

Why Qudits?

- Classically, a d-nary system allows for more efficient way to store data.
- For example, the number 157 only requires three digits but requires eight bits (10011101).
- In quantum computing, the increase is even more dramatic.
- Unfortunately, it is clearly much more difficult to construct a computer that uses qudits rather than qubits.

Qudit Gates

- The Pauli operators for a d -dimensional Hilbert space are defined by their action on the computational basis:
 - $X: |j\rangle \rightarrow |j+1 \pmod{d}\rangle$
 - $Z: |j\rangle \rightarrow \omega^j |j\rangle$ where $\omega = \exp(2\pi i/d)$

- The elements of the Pauli group, P , are given by

$$E_{r,s} = X^r Z^s$$

where $r,s = 0,1,\dots,d-1$ (note that there are d^2 of these).

- As is the case for $d=2$, these operators form a basis for $U(d)$.
- The matrix representations of X and Z for the qutrit are:

$$X = \begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \quad Z = \begin{pmatrix} 1 & 0 & 0 \\ 0 & e^{2\pi i/3} & 0 \\ 0 & 0 & e^{4\pi i/3} \end{pmatrix}$$

Qudit Stabilizers

- As with $d=2$, the stabilizer S of a code is an Abelian subgroup of P .
- If d is prime, constructing codes is a straightforward generalize from qubits.
- The 3 qudit bit flip code:

$$S = \{Z_1(Z_2)^{-1}, Z_2(Z_3)^{-1}\}$$

$|000\rangle, |111\rangle, \dots |d-1, d-1, d-1\rangle$ stabilized by S .

- The 5 qudit code $[[5, 1, 3]]$
 - S : XZZXI, IXZZX, XIXZZ, ZXIXZ, same as qubit.
- If the stabilizer on n qudits has $n - k$ generators, then S will have d^{n-k} elements and the coding space has k qudits. This is not true for composite d .

Summary

- Abelian subgroups of the Pauli group can be used to correct errors arising on quantum computing.
- Qudits are the higher-dimensional analogue of qubits.
- The generalization of stabilizer groups to qudits from qubits is easy when d is prime.

References

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- Preskill: Lecture Notes Chapter 7
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