

Error correction schemes for fully correlated quantum channels

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for some $E_1, \dots, E_r \in M_n$ such that $E_1^\dagger E_1 + \cdots + E_r^\dagger E_r = I_n$.

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- The matrices E_1, \dots, E_r are the error operators of the channel.

Quantum error correction code

- A subspace $\mathbf{V} \subseteq \mathbb{C}^n$ is a quantum error correction code for \mathcal{E} if there is a recovery channel $\mathcal{R} : M_n \rightarrow M_n$ such that

$$\mathcal{R} \circ \mathcal{E}(\rho) = \rho \quad \text{whenever } \text{range}(\rho) \subseteq \mathbf{V}.$$

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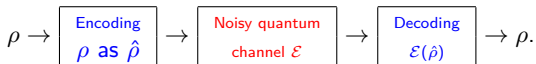
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- So, we want:



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There is an error correction code \mathbf{V} of dimension k for \mathcal{E} if and only if there is a **unitary** $U \in M_n$ such that

$$U^\dagger E_i^\dagger E_j U = \begin{bmatrix} \gamma_{ij} I_k & * \\ * & * \end{bmatrix} \quad \text{with } \gamma_{ij} \in \mathbb{C} \text{ for all } i, j \in \{1, \dots, r\},$$

and \mathbf{V} will be spanned by the first k columns of U .

Fully correlated channels

Denote the Pauli's matrices by

$$\sigma_0 = I_2, \sigma_1 = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \sigma_2 = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \sigma_3 = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}.$$

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Note that every $\rho \in D_{2^n}$ is a **linear** combination of the **product state** $\rho_1 \otimes \cdots \otimes \rho_n$ with $\rho_1, \dots, \rho_n \in D_2$, and

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Implementation

Denote by $X_n = \sigma_1^{\otimes n}$, $Y_n = \sigma_2^{\otimes n}$, $Z_n = \sigma_3^{\otimes n}$.

When n is odd, encode $\rho \in D_{2^{n-1}}$ as $\hat{\rho} = U^\dagger(\sigma \otimes \rho)U$ with $\sigma = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix}$.

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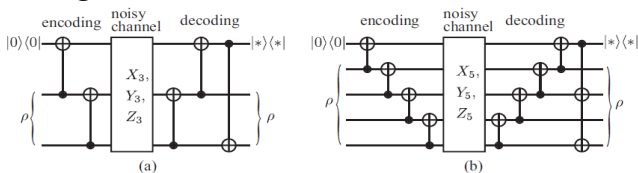
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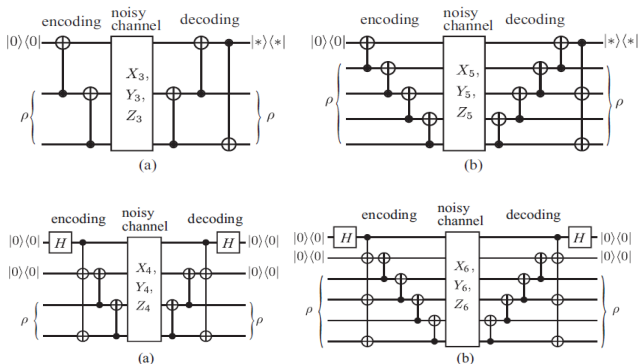
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- 2 If $n = 2k + 2$, one can use **two pure states** to transmit two classical bit of information in $\{|00\rangle, |01\rangle, |10\rangle, |11\rangle\}$ and to protect $2k$ qubits of quantum information.

Li, Lyles, Poon, Error correction schemes for fully correlated quantum channels protecting both quantum and classical information, 18 pages, Quantum Information Processing. <https://arxiv.org/pdf/1905.10228.pdf>

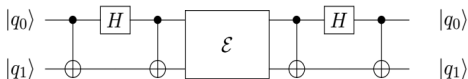
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The scheme was implemented using Matlab, Mathematica, Python, and the IBM's quantum computing framework `qiskit`.

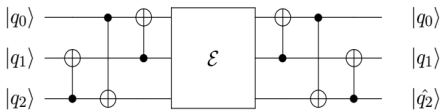
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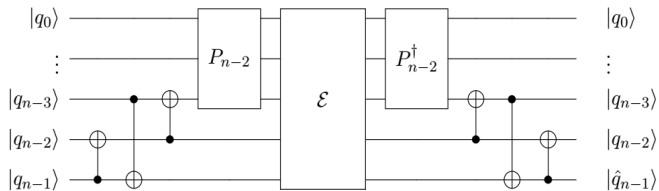
For $n = 2$, if $|q_1q_0\rangle \in \{|00\rangle, |01\rangle, |10\rangle, |11\rangle\}$, then circuit diagram will be:



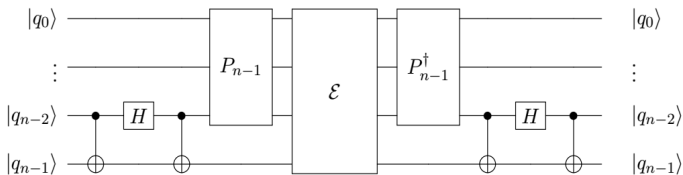
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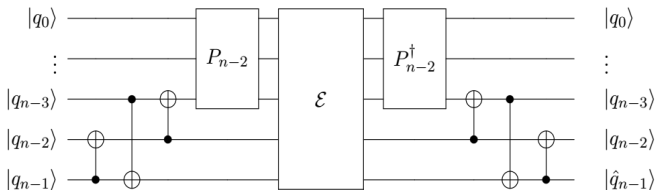
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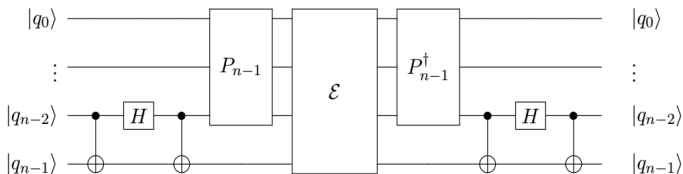
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Note that our scheme is good for multiple times of quantum error correction without syndrome measurement.

Experimental results

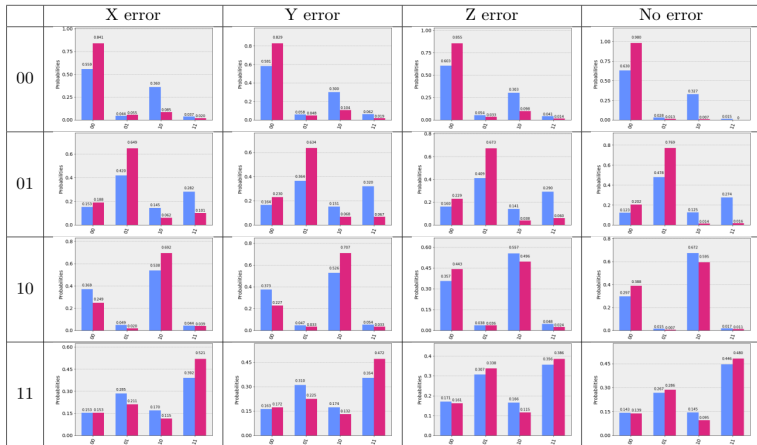


Table 1: Inputs and Errors on $\sigma = 0$, Legend: Tenerife (pink) and Yorktong (blue)

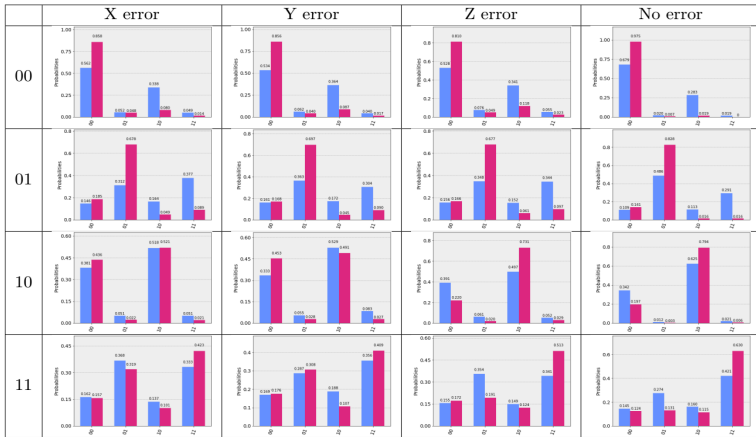


Table 2: Inputs and Errors on sigma = 1, Legend: Tenerife (pink) and Yorktown (blue)

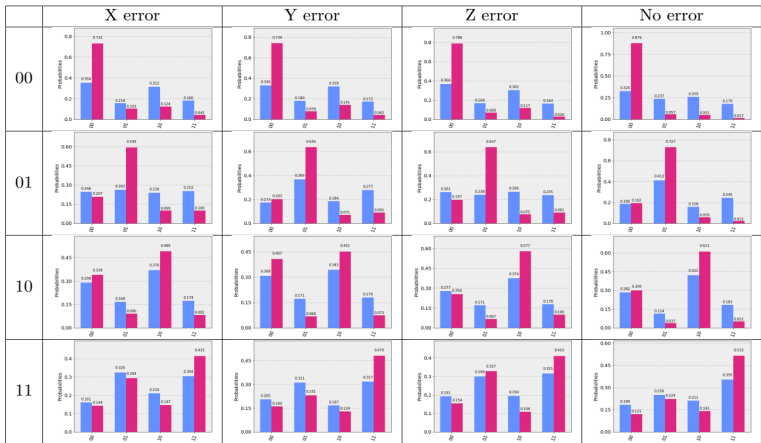


Table 3: Inputs and Errors on random sigma, Legend: Tenerife (pink) and Yorktown (blue)

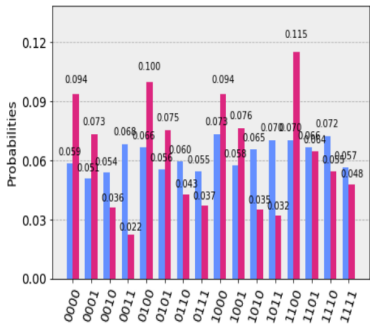
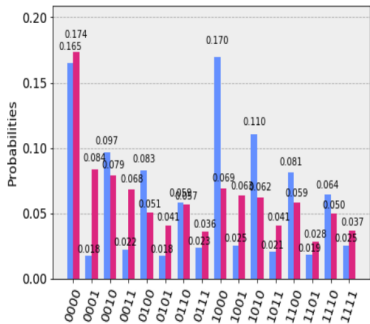


Figure 1: QECC on 4 and 5 qubits

Current and further research

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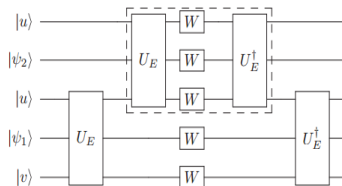
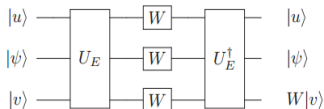
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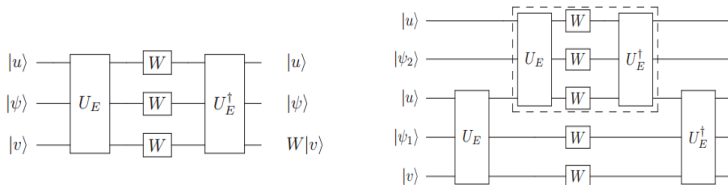
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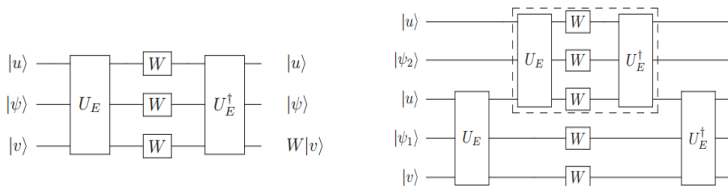
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- Note that in the above encoding, $|u\rangle = |0\rangle$ and $|v\rangle$ is arbitrary.
- The recursive scheme is useful because of its efficiency in encoding and decoding. We will study whether it can protect classical information.

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- Note that the results in [Li, Lyles and Poon, 2020] have been improved.

Hope to tell you more soon.

- Currently, we (Olivia Ding, Cordelia Li, Diane Pelejo, Sage Stanish) are working on the implementation of the scheme using the IBM quantum computers.
- We need to use 9 “basic” gates, including a Toffoli gate (CCNOT gate), to do the 3 qubit encoding, and some preliminary results were produced.
- To improve the efficiency and reduce the gate error, we try to use the basic CNOT gates and C-unitary gates (about 45 of them) to build our 3-qubit encoding and decoding operators.
- We will see whether there are significant improvement.
- Note that the results in [Li, Lyles and Poon, 2020] have been improved.

Hope to tell you more soon.

Thank you for your attention!