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- (g) Fault-tolerant pi/8 gate, 1-bit teleportation
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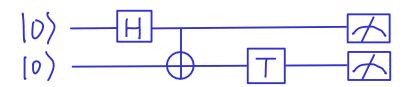
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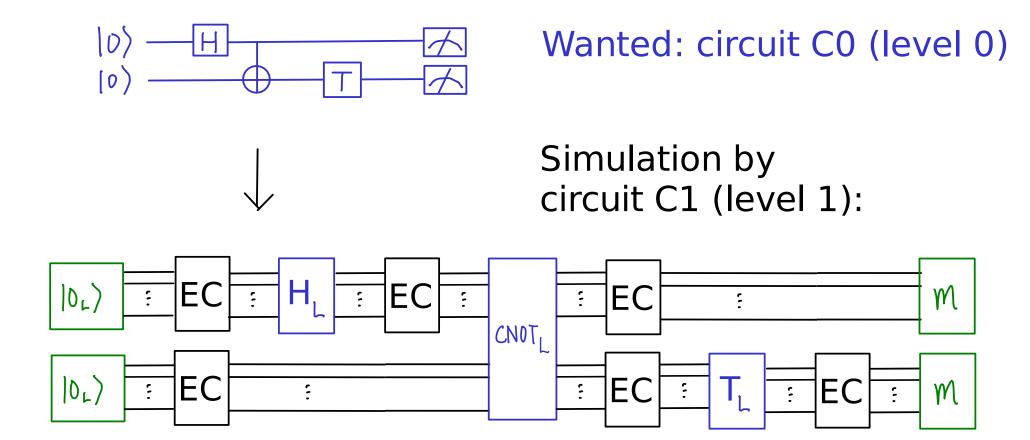
#### **Goal of FTQC:**

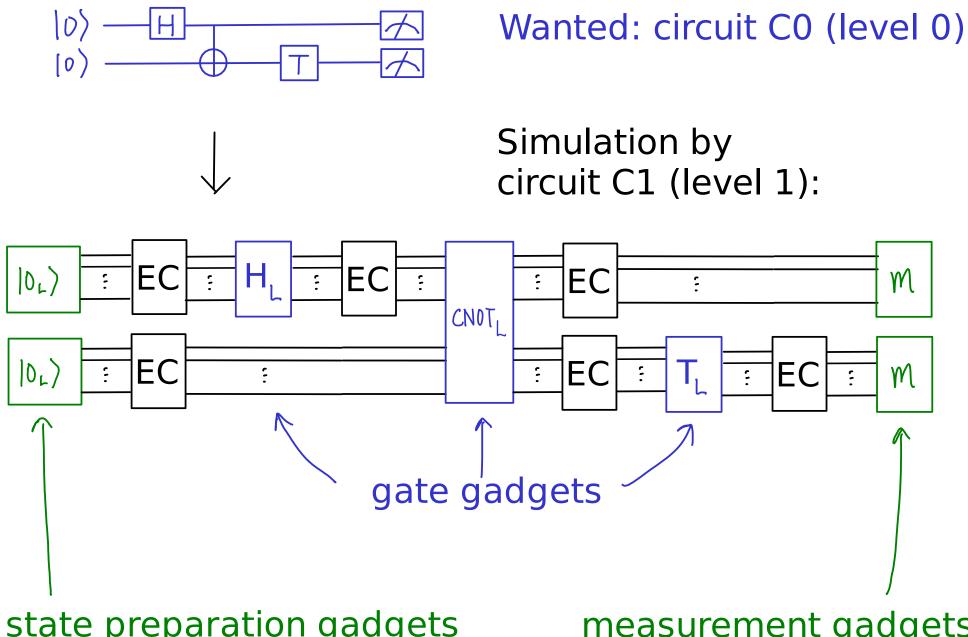
Given a perfect circuit of the above form, design a new circuit using noisy initial states, gates, & measurement that gives similar final measurement outcomes.

Our approach: concatenation of QECC



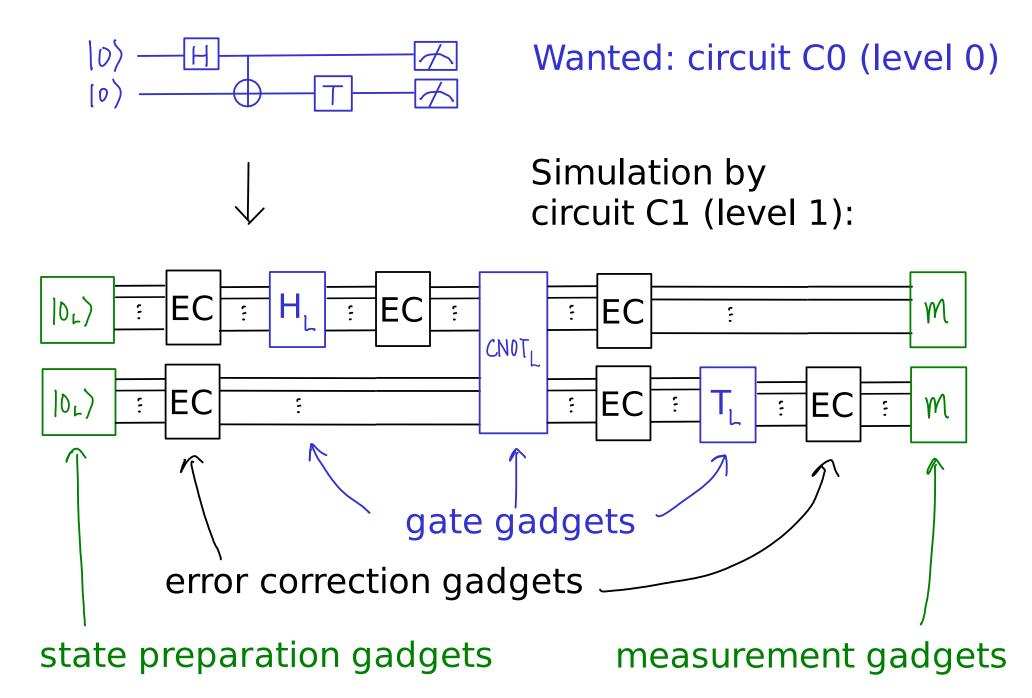
Wanted: circuit C0 (level 0)





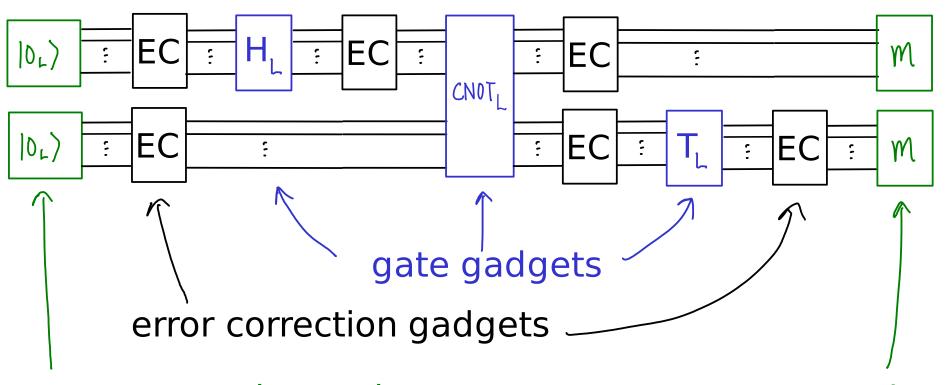
state preparation gadgets

measurement gadgets



Idea: for very low noise, QECC is still useful ...

Gadget: circuit of noisy components (state prep, gates, storage, measurements); each fails with some prob.



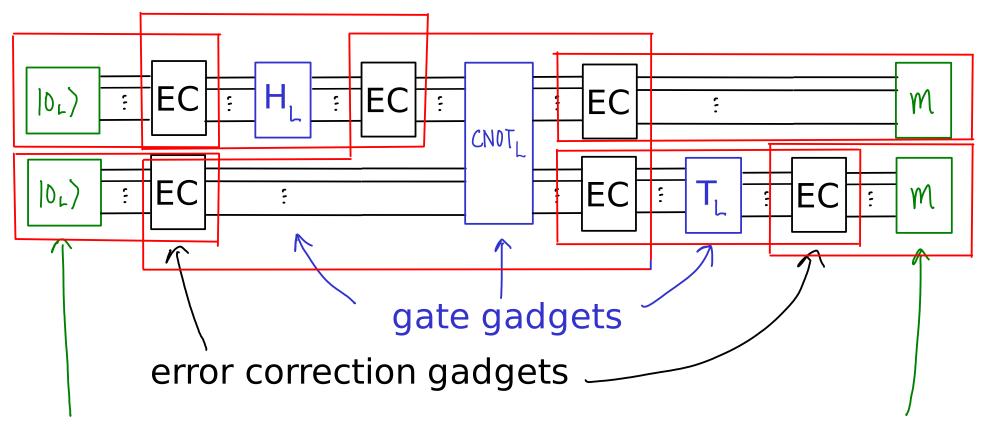
state preparation gadgets

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Simulation by circuit C1 (level 1)

Gadget: circuit of noisy components (state prep, gates, storage, measurements); each fails with some prob.

Goal: each region (rectangle) in C1 simulates a circuit component (state prep, ..., meas) in C0 (level 0) "correctly", unless there are at least 2 faults.



state preparation gadgets

measurement gadgets

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The simulated C1 in turns simulates C0 (level-0); each C0 component now fails with prob  $O((p^2)^2)$ .

Concatenation: encode data by QECC, take each register in the QECC and encode again by QECC. (cf 9-bit code)

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The recursive circuit simulation with property 2 above is called a "fault-tolerant" simulation of a circuit.

- 1. How does the error change with # levels?
- 2. How does the circuit size change with # levels?
- 3. How to achieve arbitrarily accurate simulation without arbitrarily accurate physical components?

With 1 level, error rate for simulating C0 components

$$P_1 \le \binom{s}{2} P_0^2$$
 where  $s = \text{size of the largest region}$   
#ways to have 2 faults

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Define 
$$r_0 = \frac{p_0}{p^*}$$
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Note: 
$$\Gamma_1 = \frac{p_1}{p^*} \leq \frac{\binom{s}{2}p_0^2}{p^*} = \left(\frac{p_0}{p^*}\right)^2 = \Gamma_0^2$$
.

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Those C1 components in turns simulate C0 components with error rate

$$P_2 \leq \begin{pmatrix} 5 \\ 2 \end{pmatrix} P_1^2$$

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With k levels: error rate is 
$$p_{K}$$
,  $\gamma_{K} = \frac{p_{K}}{p^{*}} \leq \gamma_{K}^{2}$ 

Solving the recursion for the ratios:

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The error decreases doubly exponentially with k!

$$P_K = \Gamma_K P^* \leq \Gamma_0^2 P^* = \left(\frac{P}{P^*}\right)^{2^K} P^*.$$

# 2. How big is a level-k circuit?

For an original circuit C0 of size N (width \* depth, roughly # components), an overall error of simulating C0 to be  $\leq 2$ , set component-wise error rate < 2/N.

How many levels are needed?

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Suffices for: 
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or:  $\Gamma_{o^{2}}^{\kappa} \approx \Sigma_{N}$ 

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$$\Gamma_{\kappa} \rho^{*} \leq \Gamma_{o}^{2^{\kappa}} \rho^{*} \leq \Sigma_{N}$$

or:  $\Gamma_{o}^{2^{\kappa}} \approx \Sigma_{N}$ 
 $2^{\kappa} \log \Gamma_{o} \approx \log \Sigma_{N}$ 
 $2^{\kappa} \approx \frac{\log N_{\varepsilon}}{\log N_{c}}$ 
 $k \approx \log \left(\frac{\log N_{\varepsilon}}{\log N_{c}}\right)$ 

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=  $\text{polylog}\left(N, \frac{1}{2}, \frac{1}{2}, \frac{1}{2}\right)$ . (deg =  $\log S$ )

Good news (complexity): polynomial speed up by QC (such as Grover's algorithm) is roughly preserved.

For example: encoding 1 qubit in 7,

N = 10000 (small circuit)

e = 1% (reasonable accuracy)

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 actually larger  $P^* \approx {\binom{5}{2}}^{-1} \approx (93096)^{-1} \approx 10^{-5}$ .

Overhead: 
$$\left(\frac{\log N_{\mathcal{E}}}{\log V_{r_0}}\right)^{\log S} \approx \left(\frac{20}{\log V_{r_0}}\right)^{8.8} \approx \begin{cases} 3 \times 10^{11} & \text{if } c_0 = \frac{1}{2} \\ 7 \times 10^6 & \text{if } c_0 = \frac{1}{2} \end{cases}$$

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Meanwhile, a not so gentle reminder: Present expts: 20-160 qubits, error: 0.1-5% (These numbers did not even exist around year 2000, when the threshold result was proved, progress!!)

We should be optimistic, but only very cautiously.

2019 writting
Use other screenshots for this part of the discussion.
The qubit count and error have not changed too much!

where S = size of largest gadget,  $r0 = p/p^*$ ,  $p^* = {\binom{S}{2}}^{-1}$ .

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# **Assumptions:**

- each component err independently (relaxed by Aliferis, Gottesman, Preskill, Bombin etc)
- p does not change with system size
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Goal: design these gadgets, with S as small as possible.

W25: start topic 10 here ... return to first half of this set of slides later.

## Fault-tolerant quantum computation

QECC: assume ancilla preparation, encoding, syndrome measurement, and decoding are perfect

Can QECC still work if these operations are imperfect?

To quantum-compute more & more reliably, do we need higher & higher precision in our elementary operations?

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Intuition: if noise is low enough, QECC "kind of work" so, we take additional care to not spread errors ...

10. Accurate computation out of noisy components (NC 10.5-10.6)

Holy grail:

(c) The threshold theorem (good enough implies arbitrarily good)

Elaborating what is good enough:

(b) Principles of fault-tolerant quantum computaton (don't make a mess)

How to achieve (b)?

- (d)-(f) Fault-tolerant logical Pauli & Clifford gates
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(1) Use a discrete universal set of gates at each level

A slight deviation from an intended gate should lead to an illegitimate gate if we were to detect the deviation. e.g., if the smallest angle of rotation is pi/8, a rotation of pi/8 + pi/200 is "erroneous".

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We use the universal set of gates {H,T,CNOT}.

We add  $R = T^2$  to the set for reasons that'll be clear later.

(2) Never leave quantum data unprotected.

Cannot correct error on unencoded quantum data. Also, an error during encoding of an unknown quantum state into a QECC can introduce a logical error that can never be caught.

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Solution: known!!

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NB: threshold theorem only considers circuits with no unknown quantum input / output. The simulation takes the description of a quantum circuit CO, and outputs measurement outcomes. Size of CO is arbitrary, but it has to be known before the simulation.)

- (3) Encoded operations should not spread errors.
- (4) EC between gadgets for state preparation and and encoded operation.
- (5) Syndrome measurements themselves should not spread errors.

We will elaborate on (3)-(5) the rest of this segment of the course.

## **Encoded operations for stabilizer codes:**

Recall that a logical operation of a stabilizer code is a unitary U that permutes the stabilizer group elements by conjugaton.

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How do we find logical H or CNOT?

Note that the logical X, Z should be chosen so that the logical H and CNOT are easy to implement.

Before discussing encoded operations, we first see characterizations of H and CNOT (unencoded).

$$X = {}^{\dagger} N \leq N$$
,  $M \geq M^{\dagger} = X$ 

then, U = H (the Hadamard gate).

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If a unitary U on 4-dim satisfies the conditions

$$U \times I \cup V^{\dagger} = X \times X$$
,  $U \ge I \cup U^{\dagger} = \ge I$  (fill in omitted product signs)

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The converse holds, that H and CNOT conjugate the Pauli matrices as described above. (Proof: A2 / Ex)

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These identities also states how H and CNOT propagate Pauli errors (more later).

Suppose  $U \times U^{\dagger} = \geq , U \neq U^{\dagger} = \chi.$ 

We can find บเจ้า, บเว้ up to an overall phase each:

Suppose UXUt = > , UZUt = X.

We can find นเจ้า, นเว้ up to an overall phase each:

$$I = \begin{bmatrix} 0 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 0$$

Similarly,  $|+\rangle\langle+|=\frac{1}{2}(I+\chi), |-\rangle\langle-|=\frac{1}{2}(I-\chi).$ 

Suppose UXUt = > , UZUt = X.

We can find นเจ้า, นเว้ up to an overall phase each:

$$\mathcal{Z} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 0 & \langle 0 | - | 1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 & \langle 1 | \rangle \\ 0 & | -1 &$$

Similarly,  $|+\rangle\langle+|=\frac{1}{2}(I+\chi), |-\rangle\langle-|=\frac{1}{2}(I-\chi).$ 

$$(M \mid o) \langle o \mid U^{\dagger} = U \neq (I+2) U^{\dagger}$$
  
=  $\frac{1}{2} (I+U+2) = \frac{1}{2} (I+X) = I+><+1,$ 

where hypothesis is used

Suppose UXUt = > , UZUt = X.

We can find บเจ้า, บเว้ up to an overall phase each:

Similarly,  $|+\rangle\langle+|=\frac{1}{2}(I+\chi), |-\rangle\langle-|=\frac{1}{2}(I-\chi).$ 

$$\begin{aligned}
& (10) \langle 0| U^{\dagger} = U \leq (I+2) U^{\dagger} \\
& = \leq (I+U+2) = \leq (I+X) = I+ \rangle \langle +1, \\
& (I) \langle 1| U^{\dagger} = U \leq (I-2) U^{\dagger} \\
& = \leq (I-U+2) = \leq (I-X) = I- \rangle \langle -1.
\end{aligned}$$

Suppose UXUt = > , UZUt = X.

We can find นเจ้า, นเว้ up to an overall phase each:

$$Z = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \end{bmatrix}$$

Similarly,  $|+\rangle\langle+|=\frac{1}{2}(I+\chi), |-\rangle\langle-|=\frac{1}{2}(I-\chi).$ 

$$U \mapsto (+) U^{\dagger} = U \neq (I + X) U^{\dagger} = \frac{1}{2} (I + Z) = 10) < 01$$

$$U \mapsto (-1) = ($$

$$\begin{array}{l} (1+)(+)(+)(-1)(-1) \\ (1+)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1) \\ (1+)(-1)(-1)(-1) \\ (1+)(-$$

$$M \mapsto \langle + | \mathcal{U}^{\dagger} = \mathcal{U}_{\frac{1}{2}}(I+X) \mathcal{U}^{\dagger} = \frac{1}{2}(I+2) = 10 \rangle \langle 0 |$$

$$\therefore M \mapsto \mathcal{U}_{\frac{1}{2}}(I0) + (I1)$$

$$\therefore M \mapsto \frac{1}{12}(I0) + (I1)$$

$$= \frac{1}{12}(A \mapsto b \mapsto b) \text{ from earlier}$$

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$$= \frac{1}{12}(A \mapsto b \mapsto b) + \frac{1}{12}(A \mapsto b \mapsto b)$$

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$$= \frac{$$

The proof is similar for U = CNOT, left as exercise with answer below.

Given: 
$$(1 \times 1) = 1 \times 1$$
,  $(1 \times 1) = 2 \times 1$   
 $(1 \times 1) = 1 \times 1$ ,  $(1 \times 1) = 2 \times 2$   
So  $(1 \times 1) = 1 \times 1$ ,  $(1 \times 1) = 2 \times 2$   
 $(1 \times 1) = 1 \times 1$   
 $($ 

$$|V| = \frac{1}{4} |V| |V| + \frac{1}{4} |V| + \frac{1}$$

We now show that a,b,c,d are equal. Of many correct methods, an easy way connects 2 variable for each constraint. e.g.,

### From the commutation relations on ZI, IZ:

#### Meanwhile:

$$| (11) + (10) | (11) + (100) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11) + (101) | (11$$

So, a = c.

$$U(0)/1 = (a(00) + b(01))/12$$

#### Meanwhile:

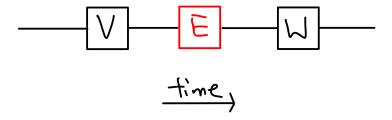
$$| (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + (10)| + ($$

# With a=b=c, superpose all computational basis input:

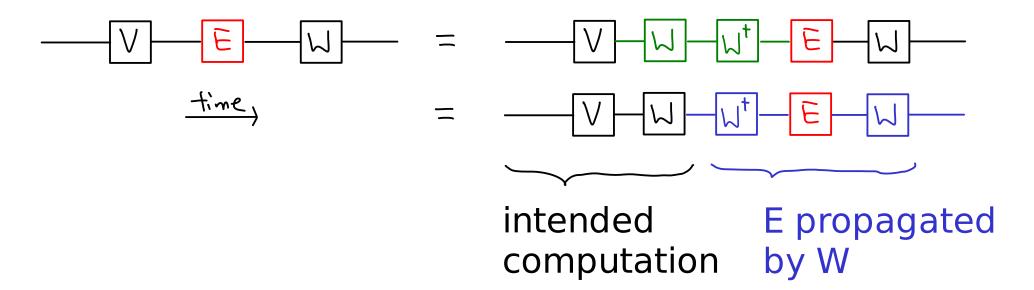
$$\begin{aligned} \mathsf{M}(t)(t) &= \mathsf{M} \frac{1}{2} (|00\rangle + |01\rangle + |10\rangle + |10\rangle \\ &= \frac{1}{2} (|00\rangle + |01\rangle + |01\rangle + |01\rangle \\ &= \frac{1}{2} (|00\rangle + |01\rangle + |01\rangle + |01\rangle \end{aligned}$$

So, a = d. So, U = a \* CNOT.

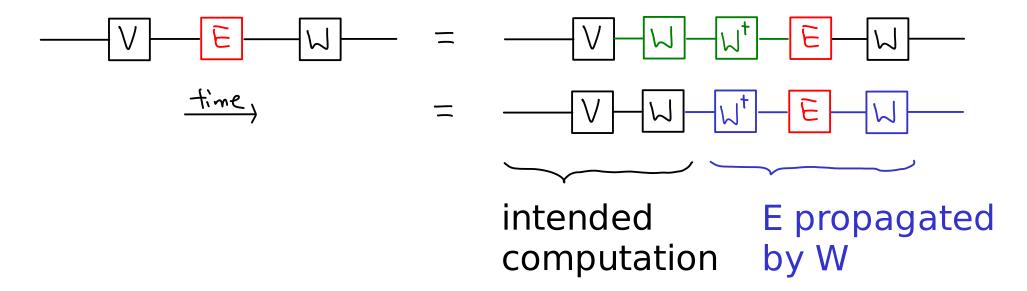
Suppose a Pauli error E occurs right before a singlequbit gate W:



Suppose a Pauli error E occurs right before a singlequbit gate W:

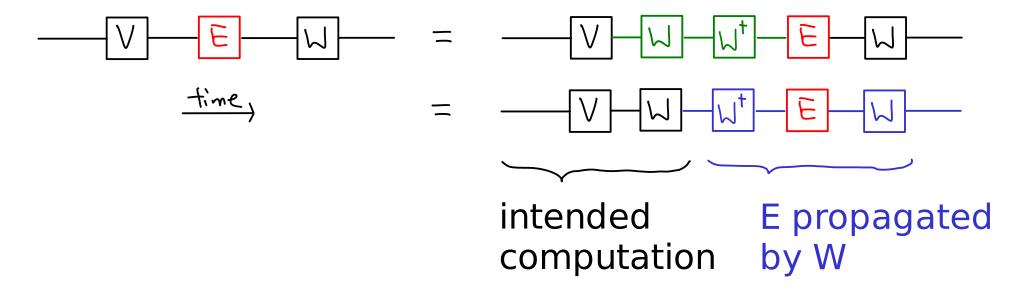


Suppose a Pauli error E occurs right before a singlequbit gate W:



So, we can "propagate" the error to the right (later in time), E becomes  $\omega \in \mathcal{U}^{\dagger}$ .

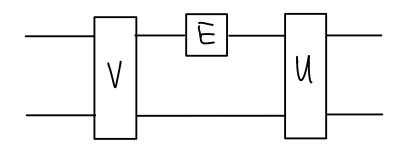
Suppose a Pauli error E occurs right before a singlequbit gate W:



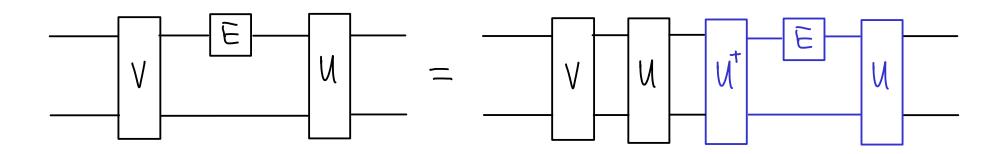
So, we can "propagate" the error to the right (later in time), E becomes  $\omega \in \mathcal{U}^{\dagger}$ .

Note a single qubit gate propagates a Pauli error (E) to another single-qubit error (WEW $^{\dagger}$ ) on the same qubit.

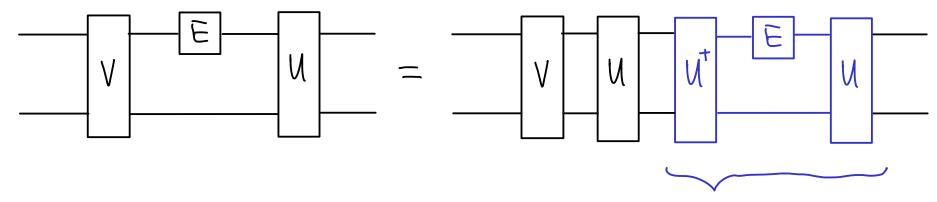
$$U \times I U^{\dagger} = XX$$
,  $U I \times U^{\dagger} = IX$ ,  $U \in U^{\dagger} = \mathcal{E}I$ ,  $U \mid \mathcal{E}U^{\dagger} = \mathcal{E}\mathcal{E}$ 



 $U \times I U^{\dagger} = XX$ ,  $U I \times U^{\dagger} = IX$ ,  $U \in IU^{\dagger} = \mathcal{E}I$ ,  $U \mid \mathcal{E}U^{\dagger} = \mathcal{E}\mathcal{E}$ 



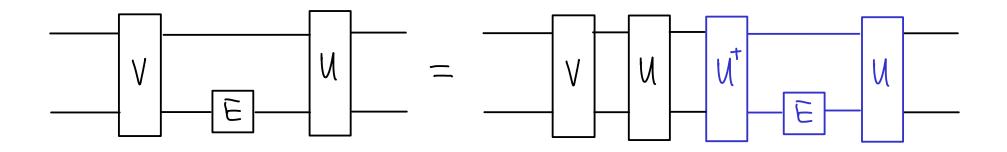
$$U \times I \cup U^{\dagger} = XX , U | \times \cup U^{\dagger} = IX , U \geq I \cup U^{\dagger} = \geq I , U | \geq \cup U^{\dagger} = \geq \geq$$



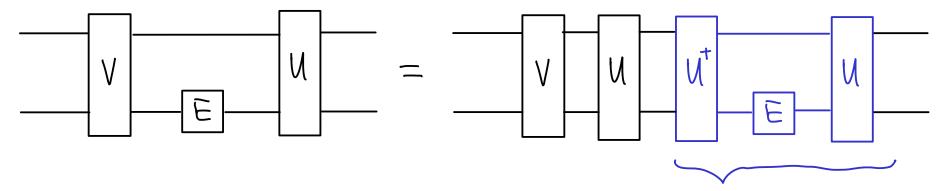
If E = X:

XI is propagated to XX, 1 error is turned into 2. We call this "forward" propagation (along the direction of the CNOT). This happens classically too.

$$U \times I U^{\dagger} = XX$$
,  $U I \times U^{\dagger} = IX$ ,  $U \in U^{\dagger} = \mathcal{E}I$ ,  $U \mid \mathcal{E}U^{\dagger} = \mathcal{E}\mathcal{E}$ 



$$U \times I \cup U^{\dagger} = XX , U | \times \cup U^{\dagger} = IX , U \in I \cup U^{\dagger} = \mathcal{E}I , U | \mathcal{E} \cup U^{\dagger} = \mathcal{E}E$$



If E = Z:

IZ is propagated to ZZ

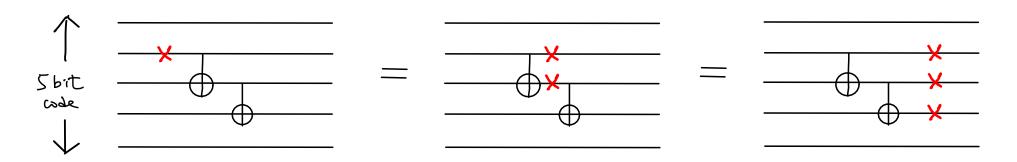
1 error turned into 2.

This is called "back action" or "backward" propagation of error (against the direction of CNOT). That the error can reach the controlled qubit is uniquely quantum!

Suppose we start with a QECC that corrects any 1-qubit error.

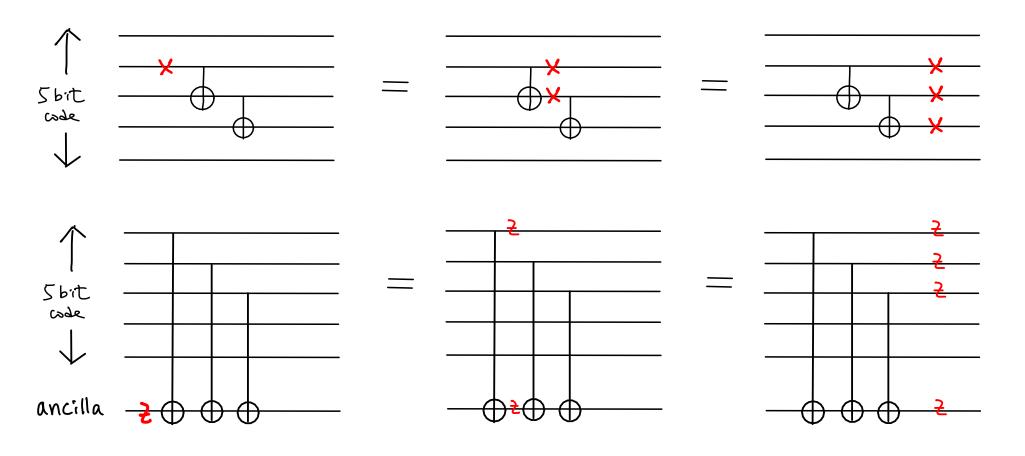
Suppose we start with a QECC that corrects any 1-qubit error.

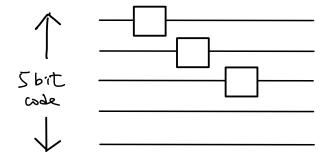
If a circuit propagate 1 error to multiple errors within the code block (before the next error correction step), the new errors may not be correctible, resulting in a logical error. e.g.,

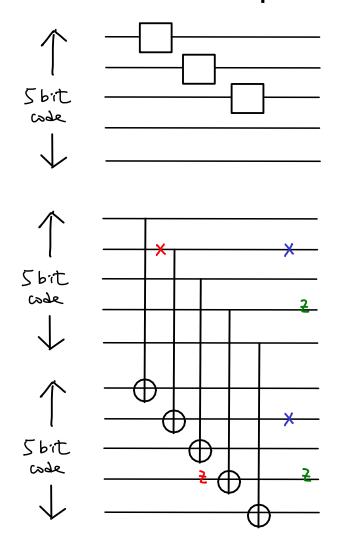


Suppose we start with a QECC that corrects any 1-qubit error.

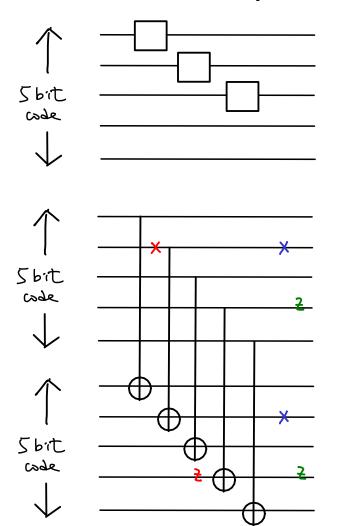
If a circuit propagate 1 error to multiple errors within the code block (before the next error correction step), the new errors may not be correctible, resulting in a logical error. e.g.,







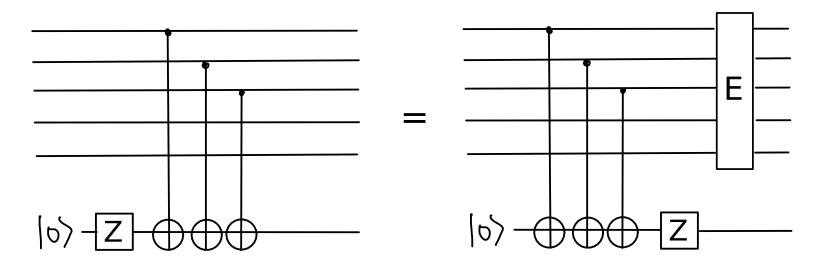
e.g., 1 red X spreads to 2 blue X's, one in each code block.



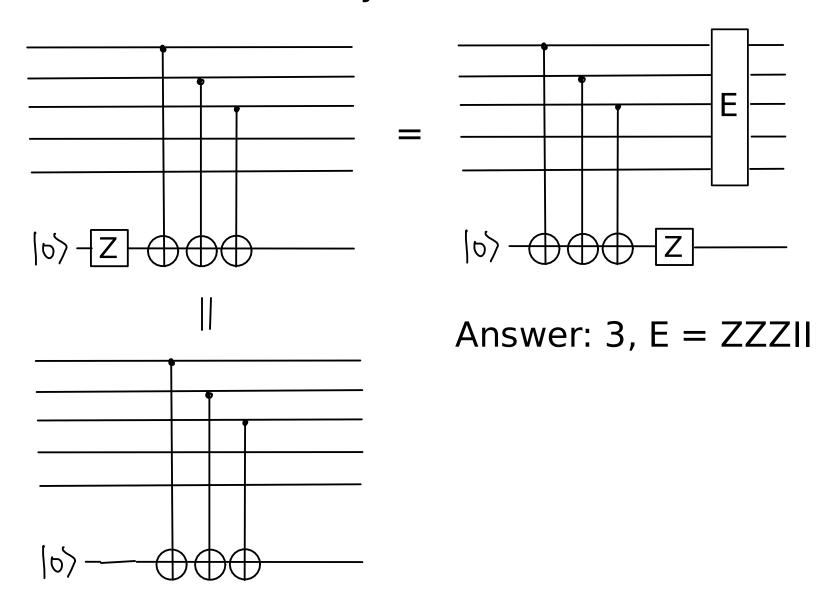
e.g., 1 red X spreads to 2 blue X's, one in each code block.

e.g., 1 red Z spreads to 2 green Z's, one in each code block.

# Question: How many Z errors are in E?

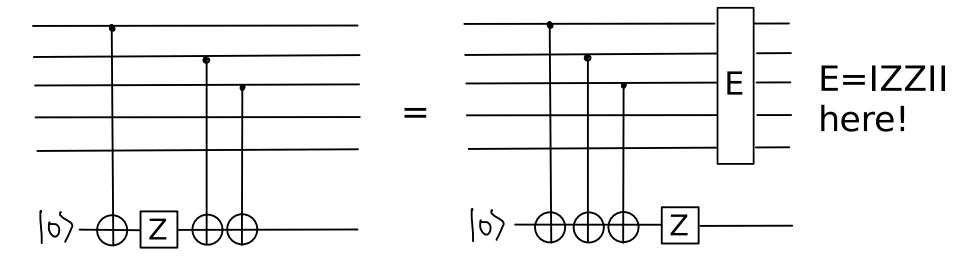


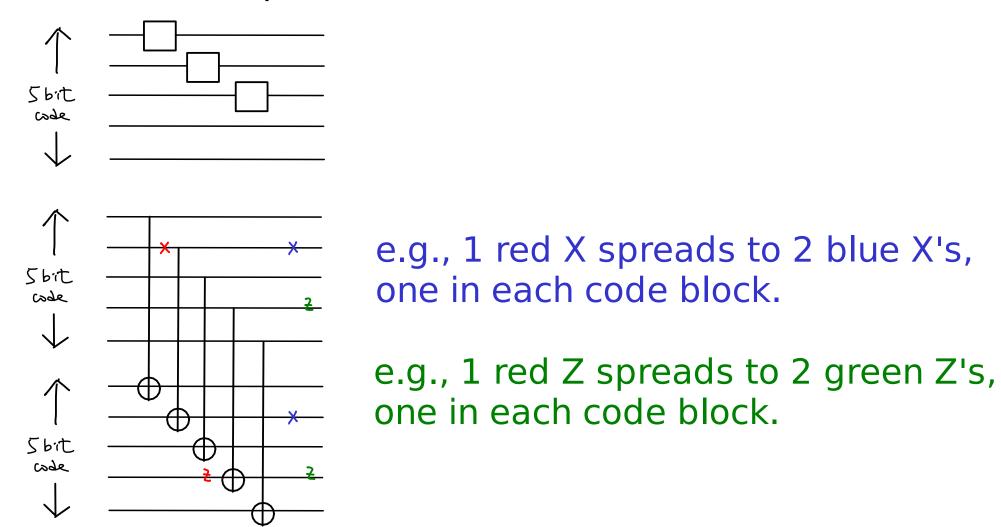
# Question: How many Z errors are in E?



But really no error ...

# A better question:





These circuits are called "transversal".

Goal: find transversal encoded operations.