

# Quantum Error Correction

P. Shor 1995  
Steane 1996

We will encode  $|\psi\rangle = a|0\rangle + b|1\rangle \in \mathbb{C}^2$  into a state in  $\mathbb{C}^2 \otimes \mathbb{C}^2 \otimes \mathbb{C}^2$

$$|\bar{\psi}\rangle = a|10\rangle \otimes |10\rangle \otimes |10\rangle + b|11\rangle \otimes |11\rangle \otimes |11\rangle \\ \equiv a|1000\rangle + b|1111\rangle$$

*triplating components,  
not cloning*

NOT  $(a|0\rangle + b|1\rangle) \otimes (a|0\rangle + b|1\rangle) \otimes (a|0\rangle + b|1\rangle)$

Focus on correcting a one bit flip error which takes  $|0\rangle \rightarrow |1\rangle$  or  $|1\rangle \rightarrow |0\rangle$  in one of the  $\mathbb{C}^2$  components

## 2 step process

- ① Detect a possible error through measurement that does not change  $|\bar{\psi}\rangle$
- ② From the data of this measurement we will correct error

suppose bit flip error in 2<sup>nd</sup> qubit

$$|\bar{\psi}\rangle \rightarrow |\psi_E\rangle = a|010\rangle + b|101\rangle$$

Let's measure first qubit

$$P = |1\rangle\langle 1| \otimes \mathbb{1}_2 \otimes \mathbb{1}_3$$

*projection operator*      *identity*      *identity*

$$\langle \psi_E | P | \psi_E \rangle = \langle \psi_E | (|1\rangle\langle 1|) \otimes \mathbb{1}_2 \otimes \mathbb{1}_3 | \psi_E \rangle = |b|^2$$

after measurement, state is now in  $b|101\rangle \neq |\bar{\psi}\rangle$

define 4 Projection operators

$$P_0 = |000\rangle\langle 000| + |111\rangle\langle 111|$$

$$P_1 = |100\rangle\langle 100| + |011\rangle\langle 011|$$

$$P_2 = |010\rangle\langle 010| + |101\rangle\langle 101|$$

$$P_3 = |001\rangle\langle 001| + |110\rangle\langle 110|$$

can check

$$P_i^2 = P_i \quad \& \quad [P_i, P_j] = 0$$

$$|\psi\rangle = |\bar{\psi}\rangle \quad |\psi_E\rangle = a|100\rangle + b|011\rangle$$

	No error	1 <sup>st</sup> Qubit	2 <sup>nd</sup> Qubit	3 <sup>rd</sup> Qubit
$P_0$	1	0	0	0
$P_1$	0	1	0	0
$P_2$	0	0	1	0
$P_3$	0	0	0	1

$|\bar{\psi}\rangle$  &  $|\psi_E\rangle$  for a 1 qubit error are eigenstates of  $P_0, P_1, P_2, P_3$

if there is a bit flip in  $i$ th qubit apply

$\sigma_x$  in  $i$ th place

$$X_i: \quad X_2 = \mathbb{1} \otimes \sigma_x \otimes \mathbb{1}$$

if  $|\psi_E\rangle = a|010\rangle + b|101\rangle$  (2<sup>nd</sup> qubit flip)

$$X_2 |\psi_E\rangle = (\mathbb{1} \otimes \sigma_x \otimes \mathbb{1}) |\psi_E\rangle = |\bar{\psi}\rangle$$

What happens w/ 2 qubits?

$$|\bar{\psi}\rangle = a|00\rangle + b|11\rangle$$

$$P_0 = |00\rangle\langle 00| + |11\rangle\langle 11|$$

$$P_1 = |10\rangle\langle 10| + |01\rangle\langle 01|$$

Suppose we have  $|\psi_{E,1}\rangle = a|10\rangle + b|01\rangle$  &  $|\psi_{E,2}\rangle = a|01\rangle + b|10\rangle$

$$P_0 |\psi_{E,1}\rangle = 0 = P_0 |\psi_{E,2}\rangle$$

$$P_1 |\psi_{E,1}\rangle = |\psi_{E,1}\rangle$$

$$P_1 |\psi_{E,2}\rangle = |\psi_{E,2}\rangle$$

$$1 + i\theta X_2 - \frac{\theta^2}{2} X_2^2 + \dots$$

✓

$$\Sigma_z^2 = (1 \otimes \sigma_x \otimes 1)^2 = 1$$

What about continuous bit flip errors

$$|\psi_E\rangle = e^{i\theta \Sigma_z} |\psi\rangle$$

$$e^{i\theta \Sigma_z} |\psi\rangle$$

$$= (\cos\theta \mathbb{1} + i\sin\theta \Sigma_z) |\psi\rangle$$

$$= \cos\theta |\psi\rangle + i\sin\theta (a|1010\rangle + b|1011\rangle)$$

$$\langle \psi_E | P_1 | \psi_E \rangle = \langle \psi_E | P_3 | \psi_E \rangle = 0$$

$$\langle \psi_E | P_0 | \psi_E \rangle = \cos^2\theta (|a|^2 + |b|^2) = \cos^2\theta$$

$$\langle \psi_E | P_2 | \psi_E \rangle = \sin^2\theta (|a|^2 + |b|^2) = \sin^2\theta$$