

Title: Lecture - Quantum Information, PHYS 635

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Lecture 6 - Error correction

Alice

$x \in \{0,1\}^n$

noisy
channel

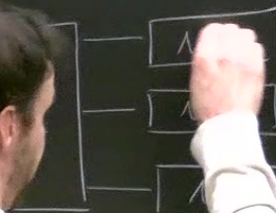
Bob

x'

$$\Pr[x' = \neg x] = p$$

$$\Pr[x' = x] = 1 - p$$

x





$$x \rightarrow xxx$$

$$0 \rightarrow 000 \xrightarrow{NC} 001 \xrightarrow{D} 0$$

$$0 \rightarrow 000 \rightarrow 011 \rightarrow 1$$

$$P_{\text{fail}} \approx 3p^2(1-p) \approx p + p^3$$

Def | A classical ECC is an encoding map

$$E: L \rightarrow P$$

Along with set of errors $\{e_i\}$ s.t.

$$\exists D, \quad D(e_i(E(x))) = x$$

L = "logical space"

P = "physical space"

$y \in \text{Im } E$, y is a "codeword"

$$L = \{0,1\}^k$$

$$P = \{0,1\}^n$$

$$L = \{0,1\}^1$$

$$P = \{0,1\}^3$$

$$e_1(xxx) = (\neg x)x(x)$$

$$e_2(\quad)$$

$$e_3(\quad)$$

$$001 \rightarrow 000$$

$$011 \rightarrow 111$$

Linear codes

L, P

$$L = \mathbb{Z}_2^k$$

$$P = \mathbb{Z}_2^n$$

$$e_i(y) = y + e_i$$

Encoding map $\rightarrow$ matrix G

$$Gx = y$$

$$x \in L \quad y \in P$$

Rep code.

what is G ?

$$e_i = ?$$

$$\begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} x \end{pmatrix} = \begin{pmatrix} x \\ x \\ x \end{pmatrix}$$

$$G = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$$e_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$$

$$e_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$e_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$H =$ "parity check matrix"

$$\text{Ker } H = \text{Im } G$$

$$\{v_1, \dots, v_e, w_{e+1}, \dots, w_n\}$$

$$H = \begin{pmatrix} w_{e+1} \\ \vdots \\ w_n \end{pmatrix}$$

$$HG = 0$$

$$y' = y + e_i$$

$$\begin{aligned} Hy' &= H(y + e_i) \\ &= He_i \end{aligned}$$

$$y' \rightarrow y' + e_i = y$$

Lemma

Linear code with parity check
 H , then $\{e_i\}$ decodable
iff He_i are all distinct.

Proof | suppose He_i are distinct

$$\underline{y' + e_i = y} \checkmark$$

suppose $He_i = He_j$ for some $i \neq j$

$$0 = H(e_i + e_j) \rightarrow e_i + e_j \in \text{Im } G$$

$$y + (e_i + e_j) = \tilde{y}$$

$$\hookrightarrow y + e_i = \tilde{y} + e_j = z \Rightarrow \text{can't decode!}$$

$$G = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$$

$$HG = 0$$

$$H = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$

$$He_1 = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$He_2 = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

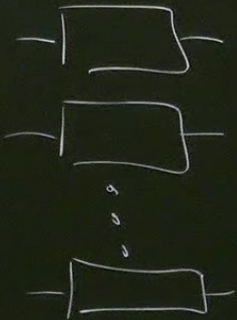
$$He_3 = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

Error suppression

$$e_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \quad \text{HG} = 0$$

Error suppression

- 1) Error set $\{e_i\}$
- 2) I.I.D. noise : for each bit, flip with prob p



$$P_w = \binom{n}{w} p^w (1-p)^{n-w}$$

Thm (Hoeffding's inequality)

- X_i independent RV, $0 \leq X_i \leq 1$

- $S_n = \sum_{i=1}^n X_i$

$$\text{Prob}[S_n - \langle S_n \rangle \geq t] \leq \exp\left(-\frac{t^2}{n}\right)$$

$$X_i = \begin{cases} 0 & \text{if } x_i \text{ is not flipped} \\ 1 & \text{if } x_i \text{ is flipped} \end{cases}$$

$$S_n = w$$

$$\langle S_n \rangle = np = \langle w \rangle$$

$$\Pr[w - np \geq w_0 - np] \leq \exp\left(-\frac{2n(\delta - p)^2}{\dots}\right)$$

$$0 \leq \delta \leq 1$$

$$w_0 = \delta n$$