

Homework Corrections: Problem Set 2

• Problem 2: $S = \langle ZZI, IZZ \rangle$

(e) $B = \{U_1 = ZYX, U_2 = YZI\}$

TODAY: Toric Codes

* 9-qubit quantum code

$|0_L\rangle = \frac{1}{\sqrt{8}} (|000\rangle + |111\rangle)^{\otimes 3}$

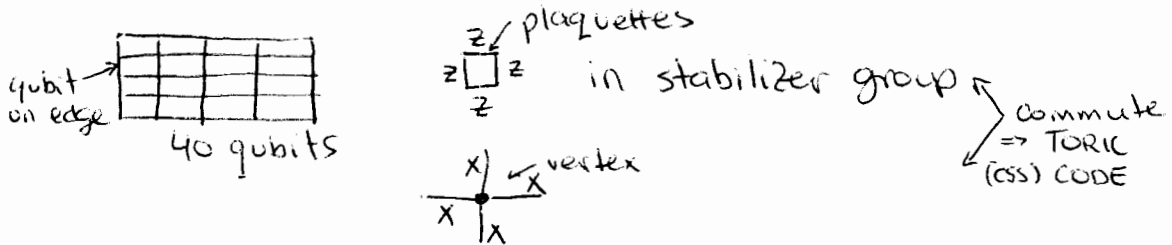
$|1_L\rangle = \frac{1}{\sqrt{8}} (|000\rangle - |111\rangle)^{\otimes 3}$

Suppose error $Z^{(1)}$ then state is $\frac{1}{\sqrt{8}} (|000\rangle - |111\rangle)(|000\rangle + |111\rangle)^{\otimes 2}$
 $Z^{(2)}$ then state is " "

\Rightarrow this code is degenerate

* Toric Code: special kind of CSS code

Consider grid with qubits on each edge



What is dimension? 16 group generators (constraints) for plaquettes
 $\Rightarrow 16 + 24 = 40$

24 group generators for vertices

\Rightarrow This code encodes 0-dim subspace.

• Toric code = identify the boundaries like a torus.

There are now 15 Z-constraints and 15 X-constraints and 32 edges \Rightarrow encode 2 qubits

• What Pauli products commute with $\begin{matrix} x & | & x & x \\ & \cdot & & \\ x & | & x & \end{matrix}$ and $\begin{matrix} z \\ z \\ z \\ z \end{matrix}$ and are not generated by these?

Put Z's on edges so commute with $\begin{matrix} & & & \\ & & & \\ & & & \\ & & & \end{matrix}$ \forall vertices

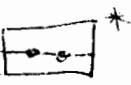


Euler's theorem \Rightarrow can look at simple cycles of Z 's.

For example:



is this generated by $Z \square Z$? yes.

yes, because we can decompose the simple cycle into squares. However, this is not the case for cycles across the torus.

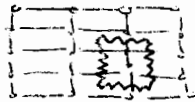
For example: * or * ($\square \times \square = \square$) and  can be decomposed in terms of *.

Logical Cubit operations

$$\begin{matrix} \square \\ \square \end{matrix} | \psi_1, \psi_2 \rangle_L = | \psi_1 \rangle Z_L | \psi_2 \rangle$$

$$\begin{matrix} \square \\ \square \end{matrix} = Z_L^{(1)}$$

How do we represent X operations?



The following operators commutes with X 's:

$$\begin{matrix} \square \\ \square \end{matrix} X_L^{(2)} \quad \text{and} \quad \begin{matrix} \square \\ \square \end{matrix} X_L^{(1)}$$


* TORIC CODE

$2k^2$ qubits

Smallest distance k encodes two qubits

\Rightarrow this is a $[[2k^2, 2, k]]$ quantum code.

How do we correct errors?

Measure the Z errors:  points do not satisfy $\frac{x_i x_j}{x_j x_i}$

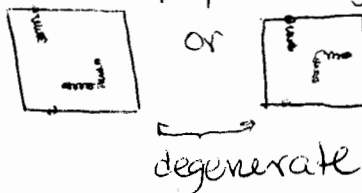
we want to make the points satisfy \rightarrow .

Consider $\frac{x_i x_j}{x_j x_i} | \psi \rangle = - | \psi \rangle$

then multiply with Z on one of four edges:

$$\frac{x_i x_j}{x_j x_i} \begin{matrix} \square \\ \square \end{matrix} | \psi \rangle = - \begin{matrix} \square \\ \square \end{matrix} \frac{x_i x_j}{x_j x_i} | \psi \rangle = \begin{matrix} \square \\ \square \end{matrix} | \psi \rangle$$

Smallest correction is set of paths joining all X error vertices:




• Hamiltonian

$$\text{Energy} = \sum_v \frac{1}{2} (1 - X_{v\uparrow} X_{v\downarrow} X_{v\rightarrow} X_{v\leftarrow}) + \sum_{\square} \frac{1}{2} (1 - Z_{\text{top}} Z_{\text{bot}} Z_{\text{left}} Z_{\text{right}})$$

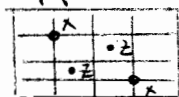
Energy gives the number of violated constraints:

Lowest Energy 0 = codeword

Second Energy 2: because violations must be even.

 quasi-particles with energy 1.

Suppose we had: what happens when:



(move X particle around Z)

First consider the sequence of operations



That is, $X_i \dots X_{v_i} X_{v_j} \dots Z_i \dots Z_{v_i} Z_{v_j} \dots X_{v_i} X_{v_j} \dots Z_{v_i} Z_{v_j} | \psi \rangle$

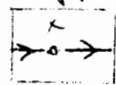
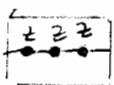
v_i, v_j intersect $1 \dots k$ on exactly one spot

$$\Rightarrow X_s Z_s X_s Z_s | \psi \rangle = - | \psi \rangle$$

This is equivalent to the X particle moving around Z particle. Then $| \psi \rangle \rightarrow - | \psi \rangle$

People call X and Z magnetic and electric charges or anyons

• what would happen if we moved X around a torus
This would apply a logical $\sigma_z^{(i)}$ to encoded state.

Because  is equivalent to 

* Quantum Codes on Qutrits
 $\{|0\rangle, |1\rangle, |2\rangle\}$

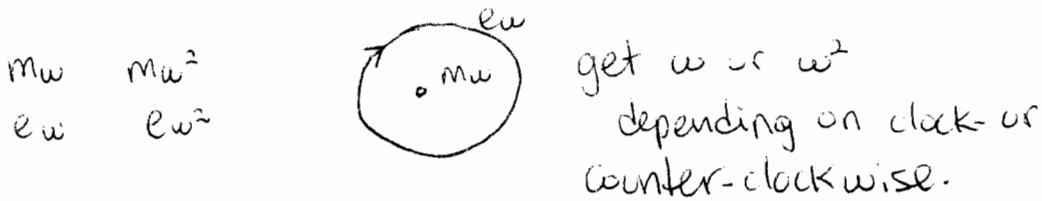
What are analogs of X, Y, Z ?

$$T = \begin{pmatrix} 1 & 1 \\ 1 & 1 \end{pmatrix} \quad R = \begin{pmatrix} 1 & \omega^2 \\ \omega^2 & 1 \end{pmatrix} \quad \omega = -1/2 + \sqrt{3}/2i = e^{i\pi/3}$$

$$RT = \begin{pmatrix} \omega & \omega^2 \\ \omega^2 & \omega \end{pmatrix} = \omega TR$$

- Qutrit codes: Instead of X, Y, Z . find tensor products of $R^a T^b$ which all commute.
 Find quantum subspace so $g_i |4\rangle = |4\rangle \forall i$
- What are the generators for a toric code?

$$R_i R_j^2 T_i T_j = T_i T_j R_i R_j^2 \omega^3 \Rightarrow \text{commute}$$




Anyons because you can get any phase.
 These are Abelian anyons.

Non-abelian anyons are created from non-abelian groups. In this case, \odot applies a unitary operation to the encoded subspace (instead of only a phase for abelian anyons).

For sufficiently complicated non-abelian anyons give universal quantum computation.

• what are the elementary operations that anyons can create out of vacuum?

(1)  particle/antiparticle creation

(2) move around each other (braiding)

(3) fuse two anyons

See what type of particle you get

These operations maybe together with classically controlled operations give universal quantum computation.

Additionally, ~~the~~ anyons ~~are~~ are naturally fault-tolerant if you keep anyons far apart.