Quantum camputation: lecture 12 Error correcting codes (classical, first) · Circuit with AND, OR, NOT gates each canponent has probability p of failing (assume independence & p=same 4 cauponent) · first idea: X AND AND (repetitition)

(repetitition)

AND AND P = P

AND AND We want p' < p, i.e. $cp^2 < p$, i.e. $p < \frac{7}{c}$ So if it is possible to build an AND gate with P < 1/2, then it is possible to build an AND with p'<p, and to repeat this an = Threshold theorem $NB: p'' = Cp^{-2} = C(cp^{2})^{2} = \frac{1}{c}(cp)^{4}; p^{(k)} = \frac{1}{c}(cp)^{2k}$ coweat: majority gate to be built ...

Let us now think about transmission of information (instead of crown's): $x = \{0 - \}$ channel - observation $y \in \{0\}$ with P(x=y)=1-p(ocpc½ small) Repetition code (lengths): x={1 -> 111 channel observation y, 42 42 (mdependent for each bit)

Hav to retrieve x from y, y2 y3? (In general, look for the most probable & grenyyeys) Here: apply the majority rule: f_{x} : $y_{1}y_{2}y_{3} = 110$ -> certput 1 $y_{1}y_{2}y_{3} = 010$ -> output 0 What is the probability that we make a mistake? $|P(atput=1|x=0 \text{ is sent}) = p^3 + 3p^2(1-p) < p$ $= |P(atput=0|x=1 \text{ is sent})| = p^3 + 3p^2(1-p) < p$ $= |P(atput=0|x=1 \text{ is sent})| = p^3 + 3p^2(1-p) < p$ $= |P(atput=0|x=1 \text{ is sent})| = p^3 + 3p^2(1-p) < p$ $= |P(atput=0|x=1 \text{ is sent})| = p^3 + 3p^2(1-p) < p$

Here are some parameters: n = length of code words = 3 r = rate = { 3 (3 bits sent for 1 bit of information) d = distance = 3 (= # diff. bits in the codewords) We want both large r and large d lots of info/sec good error corrections

Binary codes of length n 0000 · code C = subset of F2" $|\mathcal{L}| = 2^k$ in order to transmit k information bits $(k \cdot n)$ · codewards should be separated by distance > 2pn (pn = average number of errors on one codeward) · decoding: look for nearest neighbour of the received sequence of bits

c. received se quance So e = { c, ..., c2k} d = min { distance (Ci, Gi) : Ci, Gi E } => C can correct up to Ld-1 | errors The name of the game is now to place the 2 codewords in Fz" so that the minimum distance d is the largest possible.

The 3 important parameters of the code are (n, k, d): ky tradeoff

1 d · Lots of codewords in C; we need some structure =) focus on linear codes, satisfying

 $C_{i}, C_{j} \in \mathcal{C} \Rightarrow C_{i} \oplus C_{j} \in \mathcal{C} = \text{subspace}$

Generator point of view:

$$C = \{ c \in \mathbb{F}_2^n : c = u \cdot G ; u \in \mathbb{F}_2^k \}$$
 $G = k \times n$ generator motrix

 $code \ C = raw \leq pace \ of G$
 $Ex: repetition code \ C = \{ oco, 111 \} \in linear code \}$
 $n = 3, k = 1, G = (11)$
 $(take then u = (0) \text{ or } u = (1) \in \mathbb{F}_2)$

Parity check view:

$$\mathcal{E} = \{ c \in \mathbb{F}_{2}^{n} : H \cdot c^{T} = 0 \}$$

$$\mathcal{H} = (n-k) \times n \text{ parity check matrix } (\neg e^{-s} e^{-s} k)$$

$$H = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix}$$
 indeed: $H \cdot C^{T} = 0$

for both $C = (000)$

and $C = (111)$

Hamming code:

· HCT=0 implies at least weight (c)≥1,

as H does not have a column of o's

- . But it is also the case that weight (c) > 2
 as H does not have identical columns.
- . If weight (c) = 3, then it is indeed

 Possible that $HC^{T}=0$ (take eg C=(MOOOO))

 => d=3.

Error correction with this code: (syndram decoding) Assume y is received (= c+e): 2 ever H.yT = H.(cT+eT) = H.cT + H.eT = H.eT If e=(0010000), then H.eT=(1) ->3: in this case, we know the error occurred in position 3.

Quantum error correction

Potential problems:

- (1) repetition code? (1) no cloning theorem
- (2) type of errors? continuous vector space!
- (3) measurement destroys a state, potentially! states cannot be observed (nor corrected) ???