Journal Club

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- 2 A bit of groups
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1 No-teleportation Theorem

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- 2 No-cloning Theorem

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- 3 No-deleting Theorem

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A positive note !

The Gottesman-Knill Theorem : ' ... can ...'

$\begin{array}{l} A \ bit \ of \ groups \\ {\sf Pauli} \ {\sf Matrices} \rightarrow {\sf Pauli} \ {\sf Group} \end{array}$

The Pauli Matrices :

$$\sigma_{X} = X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \ \sigma_{Y} = Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \ \sigma_{Z} = Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

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The Pauli Group

$$\mathcal{P}_n = \{\pm 1, \pm i\} \times \{X^{a_1}Z^{b_1} \otimes ... \otimes X^{a_n}Z^{b_n}\}$$



The normalizer of the Pauli Group

$$\mathcal{C}_n = \{ \ \boldsymbol{c} \in \mathcal{U}(\boldsymbol{2}^n) \mid \boldsymbol{c}\mathcal{P}_n \boldsymbol{c}^\dagger = \mathcal{P}_n \}$$

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This group can be generated by:

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}, \ C = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix}, \ P = \sqrt{Z} = \begin{pmatrix} 1 & 0 \\ 0 & e^{\frac{i\pi}{2}} \end{pmatrix}$$

What does a Clifford map a Pauli to ?

$$HZ \longleftrightarrow XH$$

$$PX \longleftrightarrow YP$$

$$PZ \longleftrightarrow ZP$$

$$C(X_1 \otimes \mathbb{1}_2) \to (X_1 \otimes X_2)C$$

$$C(\mathbb{1}_1 \otimes X_2) \to (\mathbb{1}_1 \otimes X_2)C$$

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$$S_{\ket{\psi}} = \{ s \in \mathcal{P}_n \mid s \ket{\psi} = + \ket{\psi} \}$$



$$S_{|\psi\rangle} = \{ s \in \mathcal{P}_n \mid s \mid \psi \rangle = + \mid \psi \rangle \}$$

$$V_{\mathcal{S}} = \{ |\psi\rangle \in \mathbb{C}^{2n} | \forall s \in S, s |\psi\rangle = |\psi\rangle \}$$

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Conservation of the stabilizer group

$$oldsymbol{c} \ket{\psi} = oldsymbol{c} \,oldsymbol{s} \ket{\psi} = oldsymbol{c} \,oldsymbol{s} \,oldsymbol{c} \ket{\psi} = oldsymbol{(c \ s \ c^{\dagger})} oldsymbol{c} \ket{\psi}$$

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$$\left|\psi'
ight
angle=\mathbf{s}'\left|\psi'
ight
angle$$

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$$\ket{\psi'} = \mathbf{s'} \ket{\psi'}$$

Simply :

$$s
ightarrow c \; s \; c^{\dagger} \ s_1 \; s_2
ightarrow c \; (s_1 \; s_2) \; c^{\dagger} = c \; s_1 \; c^{\dagger} \; c \; s_2 \; c^{\dagger} = (c \; s_1 \; c^{\dagger} \;) (c \; s_2 \; c^{\dagger})$$

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A bit of groups Generating a group

Generating basis of a group

If $G = \text{Span} \{ K \}$ is a finite group over V, $|K| \leq \log_2(|G|)$

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Stabilized subspace

Theorem : If the stabilizer group *S* has *s* independent and commuting generators in $\mathcal{P}_n \setminus \{-(\mathbb{1}^{\otimes n})\}$, the stabilized subspace V_S has size $|V_S| = 2^{n-s}$

The Gottesman-Knill Theorem Reminders

Storage

From the way we wrote the Pauli group $\mathcal{P}_n = \{\pm 1\} \times \{X^{a_1}Z^{b_1} \otimes ... \otimes X^{a_n}Z^{b_n}\}$, storing a Pauli string is 2n + 1 bits of informations.

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Operations

Updating S at every step is O(n) operations.

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Measurements

Doing a measurement is $O(n^3)$

The Gottesman-Knill Theorem

G.-K. Theorem

A unitary evolution including only:

- Initialization in the measurement basis (O(1))
- Operations in the Clifford group* (O(n))
- Measurement of Pauli operators (O (n³))

can be simulated efficiently (ie. in polynomial time) on a classical computer.

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What for ?

Quantum teleportation, GHZ experiment, superdense coding, QEC protocols, ...

The Gottesman-Knill Theorem Why is measurements $O(n^3)$?

When measuring a quantity $q \in \mathcal{P}_n$, we get a result ± 1 and thus $\pm q$ becomes a stabilizer.

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2 cases :

• q commutes with S.

Find the decomposition of q in the basis of stabilizers (matrix inversion) to find deterministically the value of the measurement.

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q commutes with S.

Find the decomposition of q in the basis of stabilizers (matrix inversion) to find deterministically the value of the measurement.

• q anti-commutes with at least one element in S. Choose an anti-commuting stabilizer s_1 , multiply all the others by s_1 and replace s_1 with q. Flip a coin to get the measurement.

Price to pay

 $s\left(2n+1
ight)
ightarrow2s\left(2n+1
ight)$ bits, $O\left(n^{3}
ight)
ightarrow O\left(n^{2}
ight)$ complexity

How?

Add s "destabilizers", generating the entire \mathcal{P}_n such that :

$$\begin{bmatrix} D_i, D_j \end{bmatrix} = \mathbf{0}, \forall i, j$$
$$\{ S_i, D_i \} = \mathbf{0} \forall i$$
$$\begin{bmatrix} D_i, S_j \end{bmatrix} = \mathbf{0}, \forall i \neq j$$

Quick example

See the board

Quick example

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Use of D_i

We have to solve $\sum_{s} c_h S_h = \pm Z_a$. However:

$$c_i \equiv \sum_s c_h (D_i \square S_h) \equiv D_i \square Z_a \pmod{2}$$

CHP simulation Perfomance run by S. Aaronson, 256 MB ram, Pentium III 650MHz











A stronger formalism

Graph states : https://arxiv.org/abs/quant-ph/0504117

Small non-Clifford noise

Exponentially bad but manageable in a small amount.

D. Gottesman's Thesis : https://arxiv.org/abs/quant-ph/9705052
D. Gottesman's paper on the potency of Clifford simulation : https://arxiv.org/abs/quant-ph/9807006
D. Gottesman's and S. Aaronson's paper : https://arxiv.org/abs/quant-ph/0406196
S. Aaronson's website : https://www.scottaaronson.com/chp/
Introductory lecture notes on stabilizer formalism and clifford simulation : https://quantum.phys.cmu.edu/groupth/talk30Jan2009.pdf
stim, a Pyhton fast stabilizer circuit simulator : https://github.com/quantumlib/Stim

Quantum Error Correction Sonnet, Daniel Gottesman

We cannot clone, perforce; instead, we split Coherence to protect it from that wrong That would destroy our valued quantum bit And make our computation take too long. Correct a flip and phase - that will suffice. If in our code another error's bred. We simply measure it, then God plays dice, Collapsing it to X or Y or Zed. We start with noisy seven, nine, or five And end with perfect one. To better spot Those flaws we must avoid, we first must strive To find which ones commute and which do not. With group and eigenstate, we've learned to fix Your quantum errors with our quantum tricks.