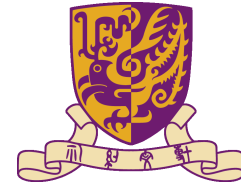




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# Quantum Error-Correcting Codes — An Overview

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# Overview

- A brief introduction to quantum information & computation
- Basic principles of quantum codes
- Stabilizer quantum codes
- Transformation of stabilizers
- Standard form & encoders
- Graphical representation
- Quantum convolutional codes

# Quantum Information

## Quantum-bit (qubit)

basis states:

$$\text{“0”} \hat{=} |0\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \in \mathbb{C}^2, \quad \text{“1”} \hat{=} |1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \in \mathbb{C}^2$$

general state:

$$|q\rangle = \alpha|0\rangle + \beta|1\rangle \quad \text{where } \alpha, \beta \in \mathbb{C}, |\alpha|^2 + |\beta|^2 = 1$$

measurement (read-out):

result “0” with probability  $|\alpha|^2$

result “1” with probability  $|\beta|^2$

# Quantum Information

## Quantum register

basis states:

$$|b_1\rangle \otimes \dots \otimes |b_n\rangle =: |b_1 \dots b_n\rangle = |\mathbf{b}\rangle \quad \text{where } b_i \in \{0, 1\}$$

general state:

$$|\psi\rangle = \sum_{\mathbf{x} \in \{0,1\}^n} c_{\mathbf{x}} |\mathbf{x}\rangle \quad \text{where } \sum_{\mathbf{x} \in \{0,1\}^n} |c_{\mathbf{x}}|^2 = 1$$

→ normalized vector in  $(\mathbb{C}^2)^{\otimes n} \cong \mathbb{C}^{2^n}$

# Quantum Information

**Quantum register: generalization to higher dimensional systems**

basis states:

$$|b_1\rangle \otimes \dots \otimes |b_n\rangle =: |b_1 \dots b_n\rangle = |\mathbf{b}\rangle \quad \text{where } b_i \in \mathbb{F}_q$$

general state:

$$|\psi\rangle = \sum_{\mathbf{x} \in \mathbb{F}_q^n} c_{\mathbf{x}} |\mathbf{x}\rangle \quad \text{where } \sum_{\mathbf{x} \in \mathbb{F}_q^n} |c_{\mathbf{x}}|^2 = 1$$

→ normalized vector in  $(\mathbb{C}^q)^{\otimes n} \cong \mathbb{C}^{q^n} \cong \mathbb{C}[\mathbb{F}_q^n]$

# Repetition Code

## classical:

sender: repeats the information,

e. g.  $0 \mapsto 000, 1 \mapsto 111$

receiver: compares received bits and makes majority decision

## quantum mechanical “solution”:

sender: copies the information,

e. g.  $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle \mapsto |\psi\rangle|\psi\rangle|\psi\rangle$

receiver: compares and makes majority decision

**but:** **unknown** quantum states can neither be **copied**  
nor can they be **disturbance-free compared**

# The No-Cloning Theorem

**Theorem:** *Unknown* quantum states cannot be copied.

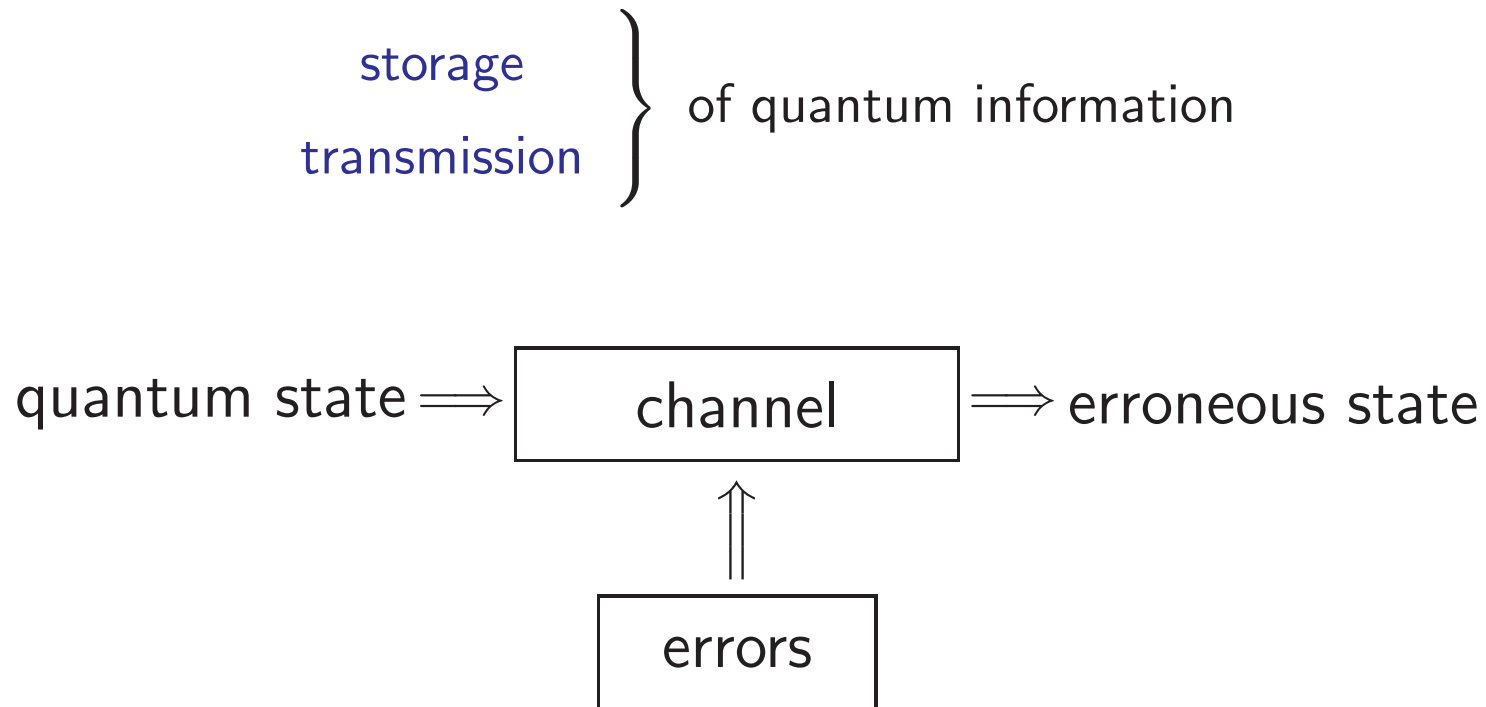
**Proof:** The copier would map  $|0\rangle|\psi_{\text{in}}\rangle \mapsto |0\rangle|0\rangle$ ,  $|1\rangle|\psi_{\text{in}}\rangle \mapsto |1\rangle|1\rangle$ , and hence

$$\begin{aligned} (\alpha|0\rangle + \beta|1\rangle)|\psi_{\text{in}}\rangle &\mapsto \alpha|0\rangle|0\rangle + \beta|1\rangle|1\rangle \\ &\neq (\alpha|0\rangle + \beta|1\rangle) \otimes (\alpha|0\rangle + \beta|1\rangle) \\ &= \alpha^2|0\rangle|0\rangle + \beta^2|1\rangle|1\rangle + \alpha\beta(|0\rangle|1\rangle + |1\rangle|0\rangle) \end{aligned}$$



Contradiction to the linearity of quantum mechanics!

# QECCs: The Basic Problem

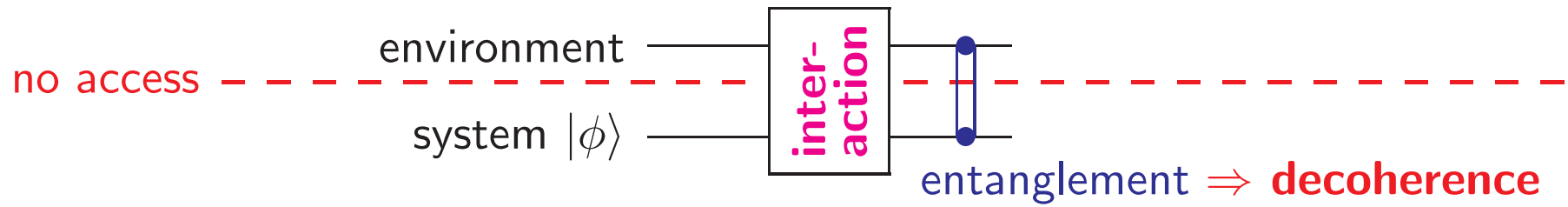


Errors are induced by, e. g., interaction with an environment, coupling to a bath, or also by imperfect operations.



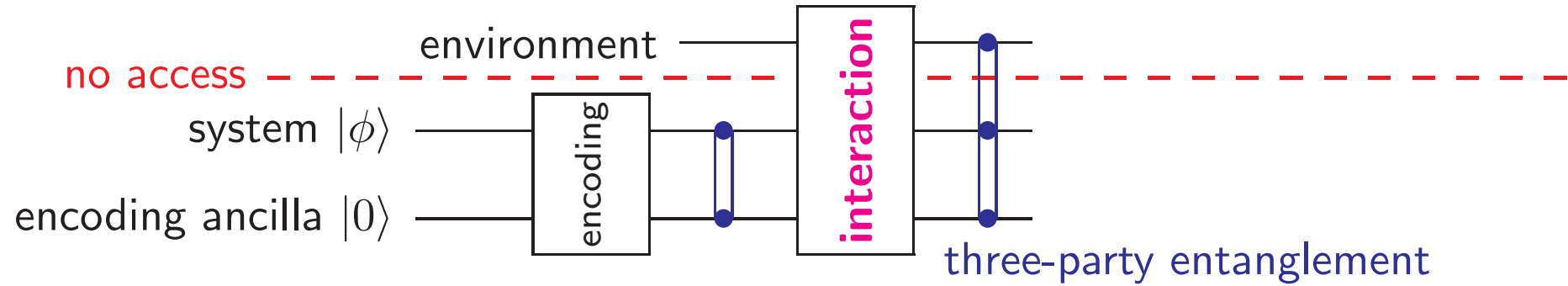
# Quantum Error Correction

## General scheme



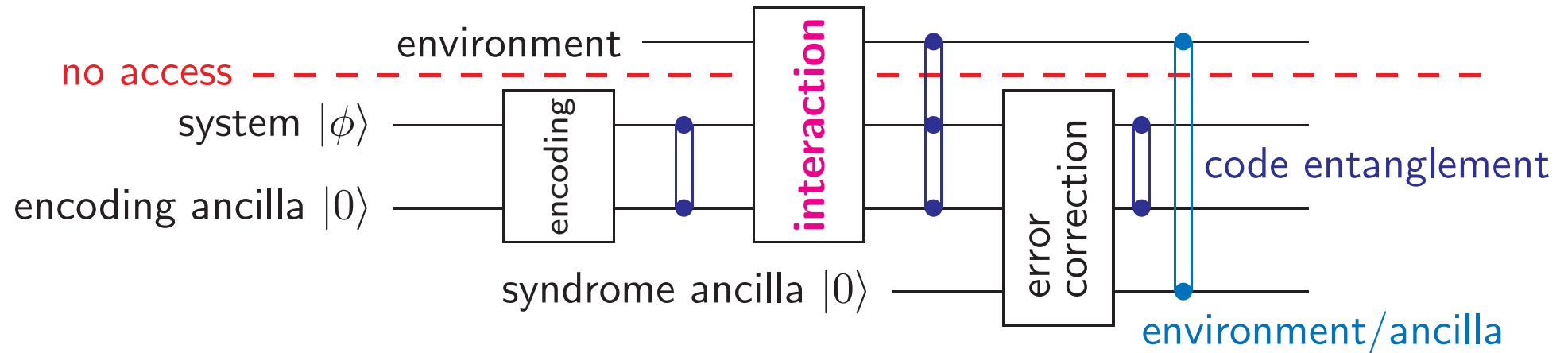
# Quantum Error Correction

## General scheme



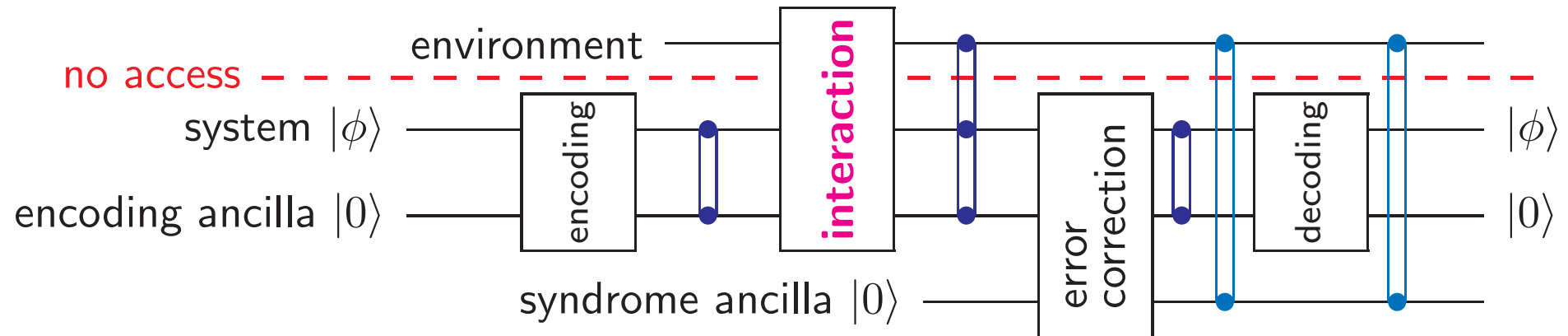
# Quantum Error Correction

## General scheme



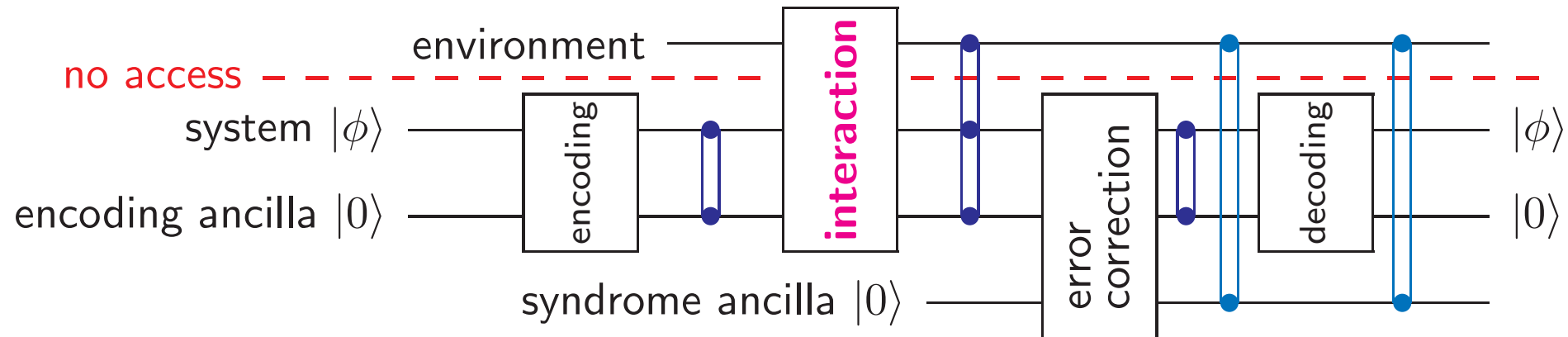
# Quantum Error Correction

## General scheme



# Quantum Error Correction

## General scheme



## Basic requirement

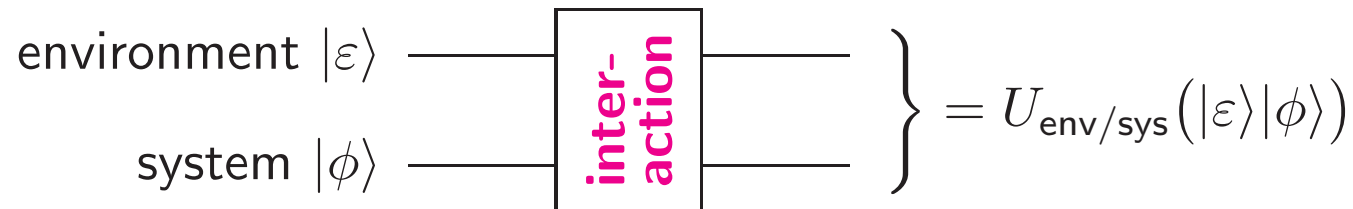
some knowledge about the **interaction** between system and environment

## Common assumptions

- no initial entanglement between system and environment
- local or uncorrelated errors, i. e., only a few qubits are disturbed  
 $\implies$  CSS codes, stabilizer codes
- interaction with symmetry  $\implies$  decoherence free subspaces

# Interaction System/Environment

## “Closed” System



## “Channel”

$$Q: \rho_{\text{in}} := |\phi\rangle\langle\phi| \mapsto \rho_{\text{out}} := Q(|\phi\rangle\langle\phi|) := \sum_i E_i \rho_{\text{in}} E_i^\dagger$$

with Kraus operators (error operators)  $E_i$

## Local/low correlated errors

- product channel  $Q^{\otimes n}$  where  $Q$  is “close” to identity
- $Q$  can be expressed (approximated) with error operators  $\tilde{E}_i$  such that each  $E_i$  acts on few subsystems, e. g. quantum gates

# Computer Science Approach: Discretize

## QECC Characterization

[E. Knill & R. Laflamme, PRA **55**, 900–911 (1997)]

A subspace  $\mathcal{C}$  of  $\mathcal{H}$  with orthonormal basis  $\{|c_1\rangle, \dots, |c_K\rangle\}$  is an error-correcting code for the error operators  $\mathcal{E} = \{E_1, E_2, \dots\}$ , if there exists constants  $\alpha_{k,l} \in \mathbb{C}$  such that for all  $|c_i\rangle, |c_j\rangle$  and for all  $E_k, E_l \in \mathcal{E}$ :

$$\langle c_i | E_k^\dagger E_l | c_j \rangle = \delta_{i,j} \alpha_{k,l}. \quad (1)$$

It is sufficient that (1) holds for a vector space basis of  $\mathcal{E}$ .

⇒ only a finite set of errors

# Error Basis

## Pauli Matrices

$$\sigma_x := \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \quad \sigma_y := \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \quad \sigma_z := \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}, \quad I := \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

- vector space basis of all  $2 \times 2$  matrices
- unitary matrices which generate a *finite* group

## Error Basis for many Qubits/Qudits

$\mathcal{E}$  error basis for subsystem of dimension  $d$  with  $I \in \mathcal{E}$

$\implies \mathcal{E}^{\otimes n}$  error basis with elements

$$E := E_1 \otimes \dots \otimes E_n, \quad E_i \in \mathcal{E}$$

weight of  $E$ : number of factors  $E_i \neq I$



# Quantum Errors

## Bit-flip error:

- Interchanges  $|0\rangle$  and  $|1\rangle$ . Corresponds to “classical” bit error.

- Given by NOT gate  $X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$

## Phase-flip error:

- Inverts the **relative** phase of  $|0\rangle$  and  $|1\rangle$ . Has no classical analogue!

- Given by the matrix  $Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$

## Combination:

- Combining bit-flip and phase-flip gives  $Y = \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} = XZ$ .

# Quantum Error-Correcting Codes

- **subspace**  $\mathcal{C}$  of a complex vector space  $\mathcal{H} \cong \mathbb{C}^N$   
usually:  $\mathcal{H} \cong \mathbb{C}^m \otimes \mathbb{C}^m \otimes \dots \otimes \mathbb{C}^m =: (\mathbb{C}^m)^{\otimes n}$  “ $n$  qudits”
- **errors:** described by linear transformations acting on
  - some of the subsystems (local errors)
  - many subsystems in the same way (correlated errors)
- **notation:**  $\mathcal{C} = \llbracket n, k, d \rrbracket_q$   
 $q^k$ -dimensional subspace  $\mathcal{C}$  of  $(\mathbb{C}^q)^{\otimes n}$
- **minimum distance**  $d$ :
  - detection of errors acting *nontrivially* on  $d - 1$  subsystems
  - correction of errors acting on  $\lfloor (d - 1)/2 \rfloor$  subsystems
  - correction of erasures acting on  $d - 1$  known subsystems

# Simple Quantum Error-Correcting Code

**Repetition code:**  $|0\rangle \mapsto |000\rangle, |1\rangle \mapsto |111\rangle$

Encoding of one qubit:

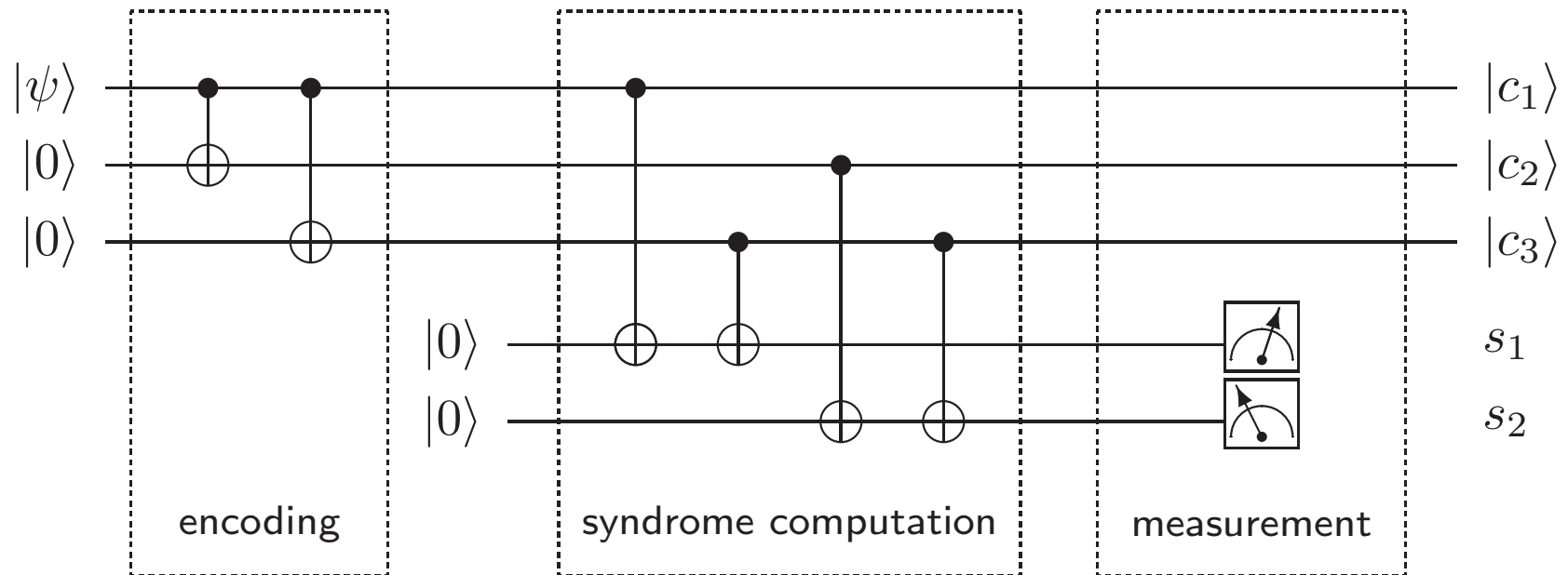
$$\alpha|0\rangle + \beta|1\rangle \mapsto \alpha|000\rangle + \beta|111\rangle.$$

This defines a two-dimensional subspace  $\mathcal{H}_C \leq \mathcal{H}_2 \otimes \mathcal{H}_2 \otimes \mathcal{H}_2$

bit-flip	quantum state	subspace
no error	$\alpha 000\rangle + \beta 111\rangle$	$(\mathbb{1} \otimes \mathbb{1} \otimes \mathbb{1})\mathcal{H}_C$
1 <sup>st</sup> position	$\alpha 100\rangle + \beta 011\rangle$	$(X \otimes \mathbb{1} \otimes \mathbb{1})\mathcal{H}_C$
2 <sup>nd</sup> position	$\alpha 010\rangle + \beta 101\rangle$	$(\mathbb{1} \otimes X \otimes \mathbb{1})\mathcal{H}_C$
3 <sup>rd</sup> position	$\alpha 001\rangle + \beta 110\rangle$	$(\mathbb{1} \otimes \mathbb{1} \otimes X)\mathcal{H}_C$

Hence we have an orthogonal decomposition of  $\mathcal{H}_2 \otimes \mathcal{H}_2 \otimes \mathcal{H}_2$

# Simple Quantum Error-Correcting Code

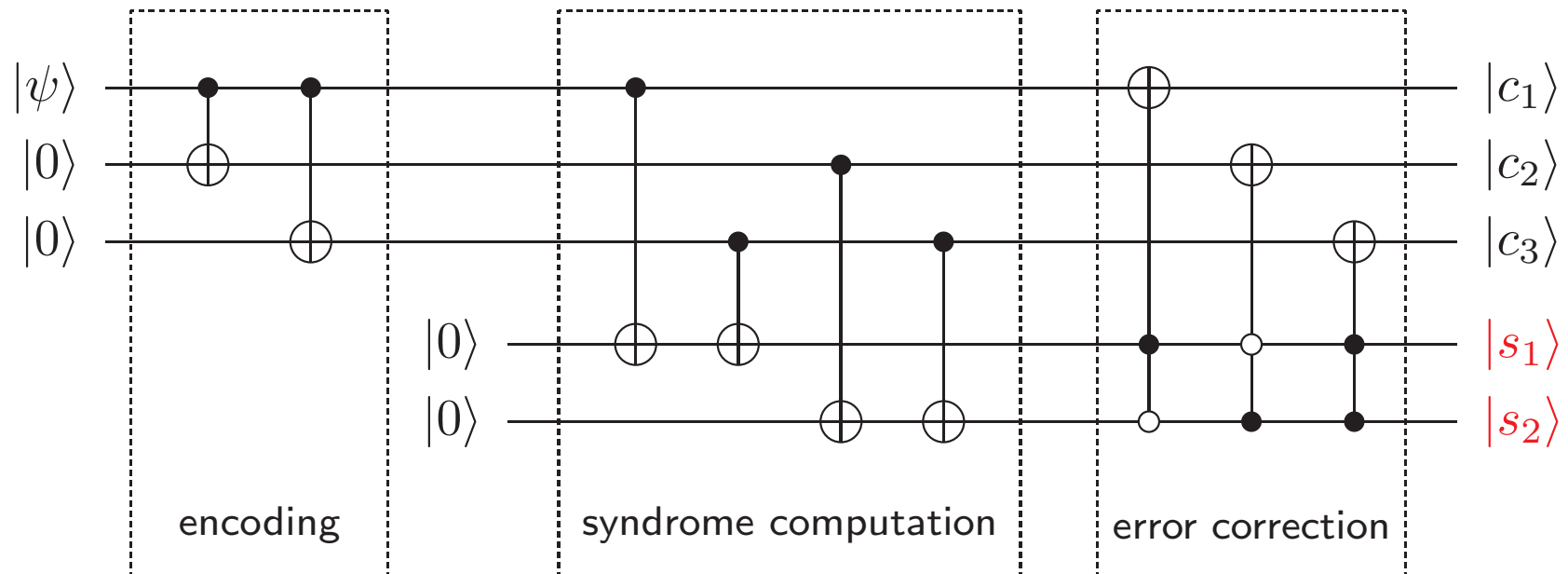


Error  $X \otimes I \otimes I$  gives syndrome  $s_1 s_2 = 10$

Error  $I \otimes X \otimes I$  gives syndrome  $s_1 s_2 = 01$

Error  $I \otimes I \otimes X$  gives syndrome  $s_1 s_2 = 11$

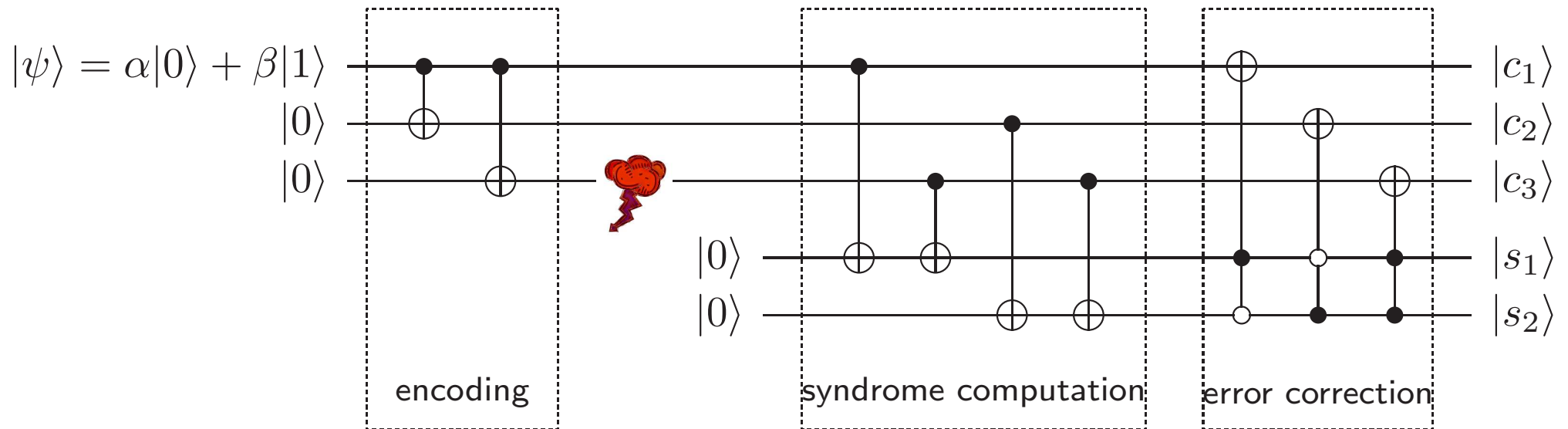
# Simple Quantum Error-Correcting Code



- Coherent error correction by **conditional** unitary transformation.
- Information about the error is contained in  $|s_1\rangle$  and  $|s_2\rangle$ .
- To do it again, we need either “**fresh**” qubits which are again in the ground state  $|0\rangle$  or need to “**cool**” syndrome qubits to  $|0\rangle$ .

# Effect of a Single Qubit Error

Suppose an error  corresponding to the bit-flip  $\begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$  happens.



Encoder maps  $|\psi\rangle$  to

$$\alpha|000\rangle + \beta|111\rangle = |\psi_{\text{enc}}\rangle$$

Error maps this to

$$\alpha|001\rangle + \beta|110\rangle$$

Syndrome computation maps this to

$$\alpha|00111\rangle + \beta|11011\rangle$$

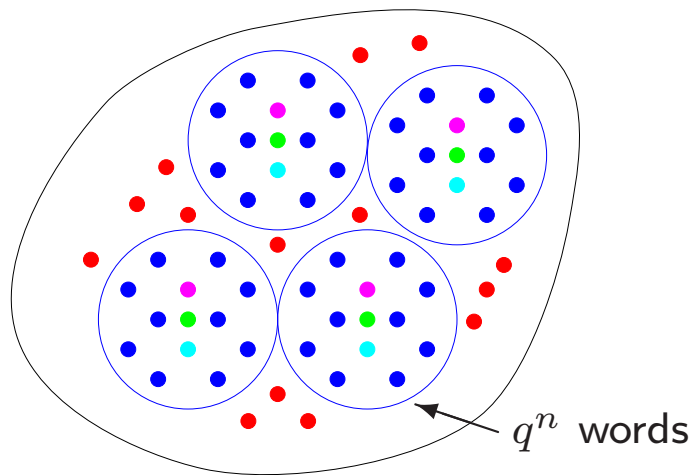
Correction maps this to

$$\alpha|00011\rangle + \beta|11111\rangle = |\psi_{\text{enc}}\rangle|11\rangle$$

# Basic Ideas

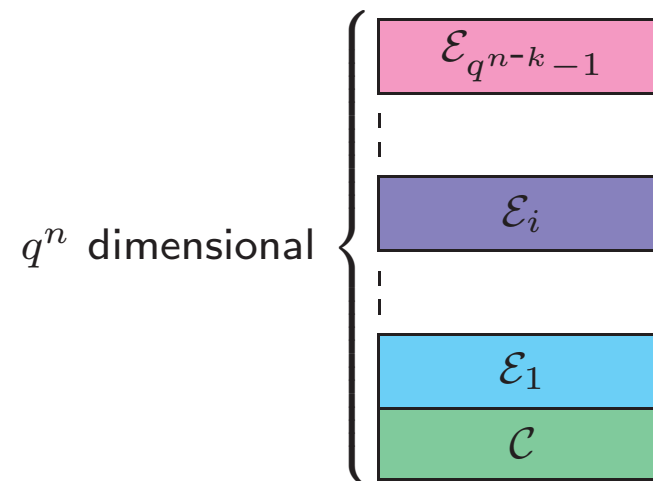
partitioning of all words

- combinatorics
- (linear) algebra



- codewords
- ● bounded weight errors
- other errors

orthogonal decomposition



$$(\mathbb{C}^q)^{\otimes n} = \mathcal{H}_C \oplus \mathcal{H}_{E_1} \oplus \dots \oplus \mathcal{H}_{E_i} \oplus \dots$$

# Stabilizer Codes

**common eigenspace** of an Abelian subgroup  $\mathcal{S}$  of the group  $\mathcal{G}_n$  with elements

$$\omega^\gamma (X^{\alpha_1} Z^{\beta_1}) \otimes (X^{\alpha_2} Z^{\beta_2}) \otimes \dots \otimes (X^{\alpha_n} Z^{\beta_n}) =: \omega^\gamma X^\alpha Z^\beta,$$

where  $\alpha, \beta \in \mathbb{F}_q^n$ ,  $\gamma \in \mathbb{F}_p$ .

**quotient group:**

$$\overline{\mathcal{G}}_n := \mathcal{G}_n / \langle \omega I \rangle \cong (\mathbb{F}_q \times \mathbb{F}_q)^n \cong \mathbb{F}_q^n \times \mathbb{F}_q^n$$

$\mathcal{S}$  Abelian subgroup

$$\iff (\alpha, \beta) \star (\alpha', \beta') = 0 \text{ for all } \omega^\gamma (X^\alpha Z^\beta), \omega^{\gamma'} (X^{\alpha'} Z^{\beta'}) \in \mathcal{S},$$

where  $\star$  is a symplectic inner product on  $\mathbb{F}_q^n \times \mathbb{F}_q^n$ .

**Stabilizer codes correspond to symplectic codes over  $\mathbb{F}_q^n \times \mathbb{F}_q^n$ .**



# Symplectic Codes

**most general:**

additive codes  $C \subset \mathbb{F}_q^n \times \mathbb{F}_q^n$  that are self-orthogonal with respect to

$$(\mathbf{v}, \mathbf{w}) \star (\mathbf{v}', \mathbf{w}') := \text{tr}(\mathbf{v} \cdot \mathbf{w}' - \mathbf{v}' \cdot \mathbf{w}) = \text{tr}\left(\sum_{i=1}^n v_i w'_i - v'_i w_i\right)$$

**special cases:**

$\mathbb{F}_q$ -linear codes  $C \subset \mathbb{F}_q^n \times \mathbb{F}_q^n$  that are self-orthogonal with respect to

$$(\mathbf{v}, \mathbf{w}) \star (\mathbf{v}', \mathbf{w}') := \mathbf{v} \cdot \mathbf{w}' - \mathbf{v}' \cdot \mathbf{w} = \sum_{i=1}^n v_i w'_i - v'_i w_i$$

$\mathbb{F}_{q^2}$ -linear Hermitian codes  $C \subset \mathbb{F}_{q^2}^n$  that are self-orthogonal with respect to

$$\mathbf{x} \star \mathbf{y} := \sum_{i=1}^n x_i^q y_i$$

# Symplectic Codes & Stabilizer Codes

**Theorem:** ([A. Ashikhmin & E. Knill, IEEE-IT **47**, pp. 3065–3072 (2001)])

Let  $C$  be a symplectic code over  $\mathbb{F}_q \times \mathbb{F}_q$  of size  $q^{n-k}$  and let  $d := \min\{\text{wgt}(\mathbf{c}) : \mathbf{c} \in C^* \setminus C\}$ .

Then there is a stabilizer code  $\mathcal{C} = \llbracket n, k, d \rrbracket_q$ .

## Special cases:

- $C = C_1^\perp \times C_2^\perp$  with linear codes  $C_1, C_2$  over  $\mathbb{F}_q$ ,  $C_2^\perp \subset C_1$   
Calderbank-Shor-Steane (CSS) codes
- $C = C_1 \times C_1$  with a weakly self-dual (Euclidean) linear code  $C_1 \subset C_1^\perp$  over  $\mathbb{F}_q$
- $C = \{(\mathbf{v}, \mathbf{w}) : \mathbf{v} + \gamma\mathbf{w} \in C_1\}$  where  $C_1$  is a Hermitian self-orthogonal linear code over  $\mathbb{F}_{q^2}$  (with some particular  $\gamma \in \mathbb{F}_{q^2} \setminus \mathbb{F}_q$ )

# Stabilizer Group & Stabilizer Matrix

**Example:**  $\mathcal{C} = \llbracket 6, 2, 3 \rrbracket_3$

**stabilizer group**

$$\mathcal{S} = \langle X \otimes I \otimes X^2 Z \otimes Z^2 \otimes Z \otimes X^2 Z, Z \otimes I \otimes X \otimes X^2 Z^2 \otimes X Z \otimes X, \\ I \otimes X \otimes Z \otimes Z^2 \otimes Z^2 \otimes Z^2, I \otimes Z \otimes X Z \otimes X^2 Z^2 \otimes X^2 Z^2 \otimes X^2 Z^2 \rangle$$

**stabilizer matrix**

$$(X|Z) = \left( \begin{array}{cccccc|cccccc} 1 & 0 & 2 & 0 & 0 & 2 & 0 & 0 & 1 & 2 & 1 & 1 \\ 0 & 0 & 1 & 2 & 1 & 1 & 1 & 0 & 0 & 2 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 2 & 2 \\ 0 & 0 & 1 & 2 & 2 & 2 & 0 & 1 & 1 & 2 & 2 & 2 \end{array} \right)$$

# Encoding Stabilizer Codes

[M. Grassl, M. Rötteler, and Th. Beth, IJFCS, 14 (2003), pp. 757–775]

## Basic idea:

Use operations of the *generalized Clifford group* to transform the stabilizer  $S$  into a trivial stabilizer  $S_0 := \langle Z^{(1)}, \dots, Z^{(n-k)} \rangle$ .

$$\implies \text{trivial code } |\underbrace{0 \dots 0}_{n-k}\rangle |\psi\rangle$$

- row/column operations on the matrix  $(X|Z)$  to obtain “normal form”  
 $(0 | I 0)$

- operations on  $(X|Z)$  correspond to

- “elementary” single-qubit gates

- CNOT-gate

- single qudit gate  $P := \begin{pmatrix} 1 & 0 \\ 0 & e^{\pi i/2} \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & i \end{pmatrix} \in \mathbb{C}^{2 \times 2}$

# Action on Pauli Matrices

Hadamard matrix $H$	$HXH = Z$	$HYH = -Y$	$HZH = X$
	$(1, 0) \mapsto (0, 1)$	$(1, 1) \mapsto (1, 1)$	$(0, 1) \mapsto (1, 0)$
exchange $X$ and $Z$			
matrix $P$	$P^\dagger X P = -Y$	$P^\dagger Y P = X$	$P^\dagger Z P = Z$
	$(1, 0) \mapsto (1, 1)$	$(1, 1) \mapsto (1, 0)$	$(0, 1) \mapsto (0, 1)$
multiply $X$ by $Z$			

in  $\mathbb{C}$   
mod 2

operation on binary row vectors:  $(a, b) \widetilde{M} = (a', b')$  (arithmetic mod 2)

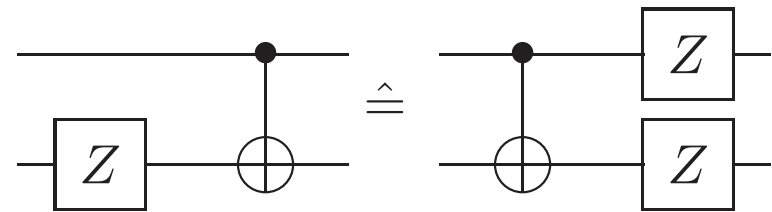
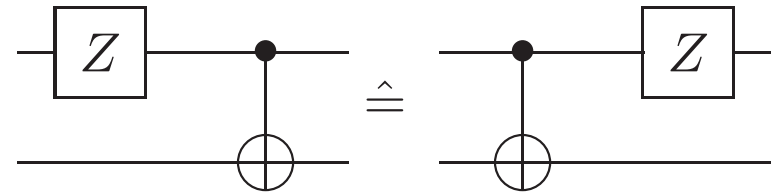
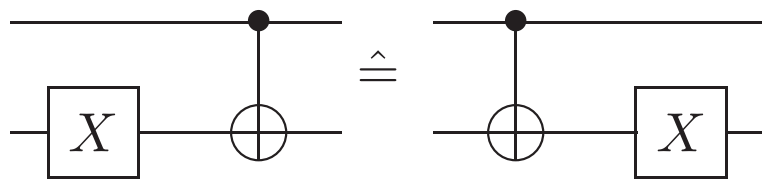
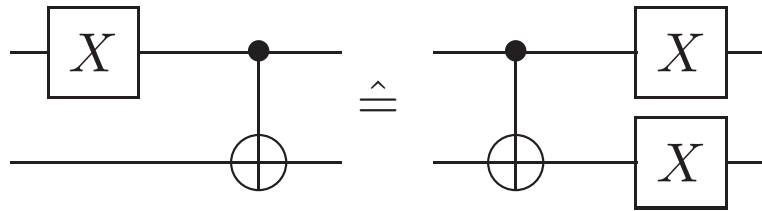
$$\widetilde{H} \hat{=} \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \quad \text{and} \quad \widetilde{P} \hat{=} \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$$

local operation on  $(X|Z)$ :

multiplying column  $i$  in submatrix  $X$  and column  $i$  in submatrix  $Z$  by  $\widetilde{M}$

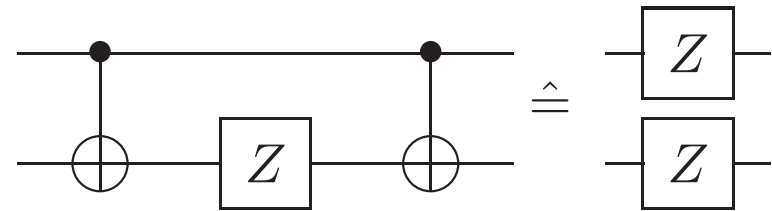
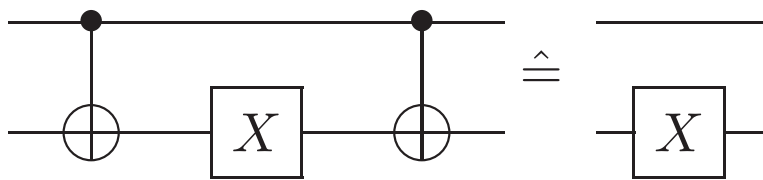
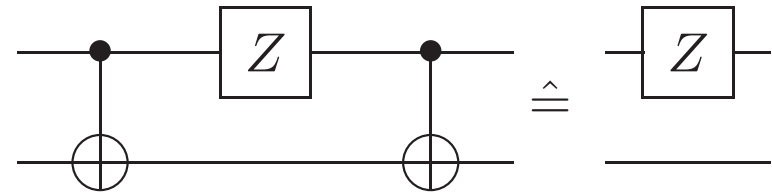
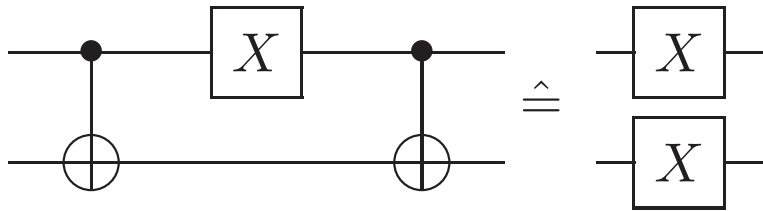
# Action of CNOT

## Error propagation



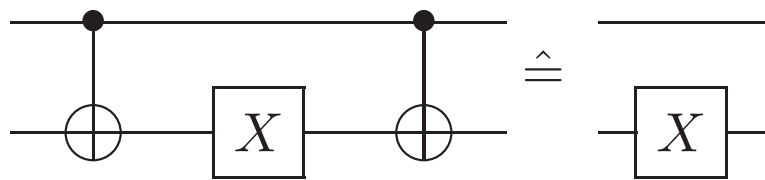
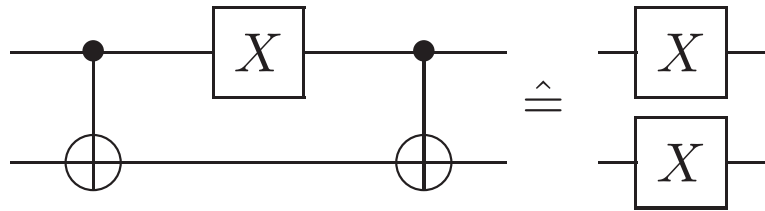
# Action of CNOT

## Modifying stabilizers

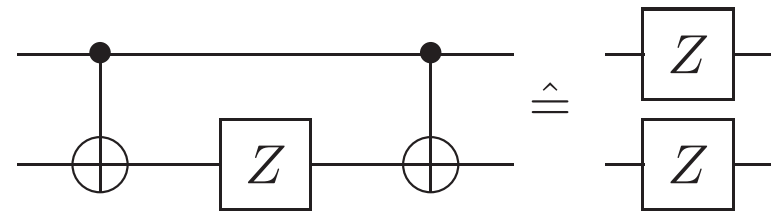
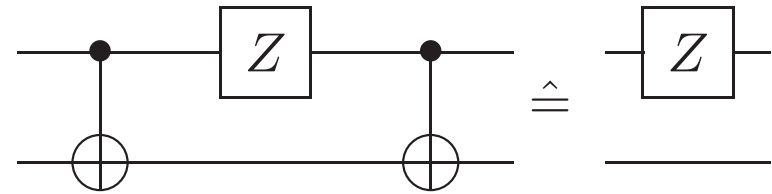


# Action of CNOT

## Modifying stabilizers



add  $X$  from source to target



add  $Z$  from target to source



# Graphical Quantum Codes

[D. Schlingemann & R. F. Werner: QECC associated with graphs, PRA **65** (2002)]

[Grassl, Klappenecker, & Rötteler: Graphs, Quadratic Forms, & Quantum Codes, ISIT 2002]

## Basic idea

- a classical symplectic self-dual code defines a single quantum state

$$\mathcal{C}_0 = \llbracket n, 0, d \rrbracket_q$$

- the standard form of the stabilizer matrix is  $(I|C)$

- the generators have exactly one tensor factor  $X$

- self-duality implies that  $C$  is symmetric

- $C$  can be considered as adjacency matrix of a graph with  $n$  vertices

- so-called *logical  $X$ -operators* give rise to more quantum states in the code

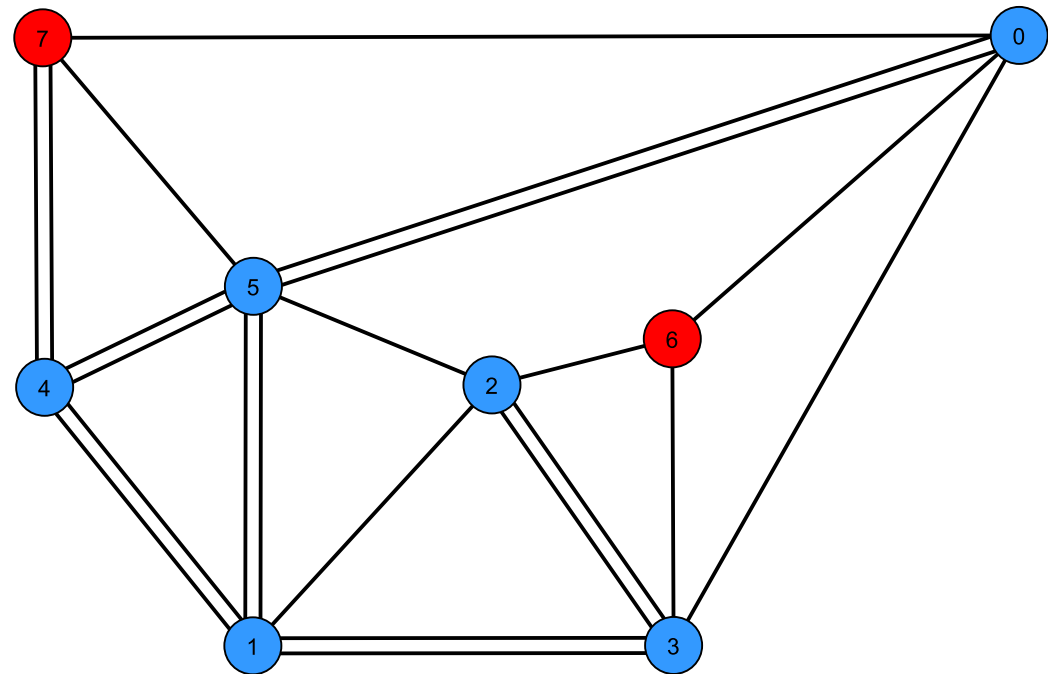
$$\mathcal{C} = \llbracket n, k, d' \rrbracket_q$$

- use additionally  $k$  *input* vectices

# Graphical Representation: $[[6, 2, 3]]_3$

$$\left( \begin{array}{cccccc|cccc} 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 2 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 2 & 2 & 2 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 2 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 & 2 & 2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 2 & 0 & 0 & 0 & 2 \\ 0 & 0 & 0 & 0 & 0 & 1 & 2 & 2 & 1 & 0 & 2 & 0 \\ \hline 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 2 & 1 \end{array} \right)$$

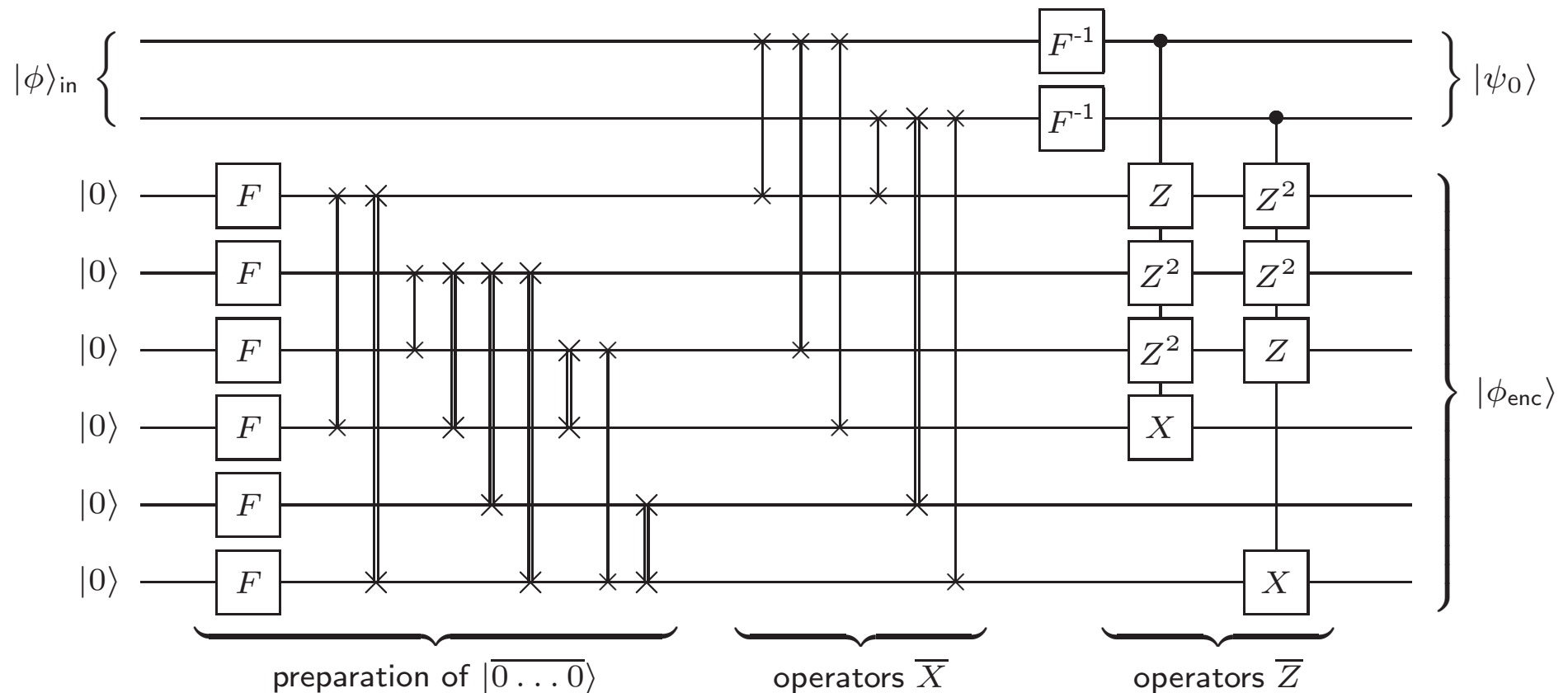
stabilizer & logical  $X$ -operators



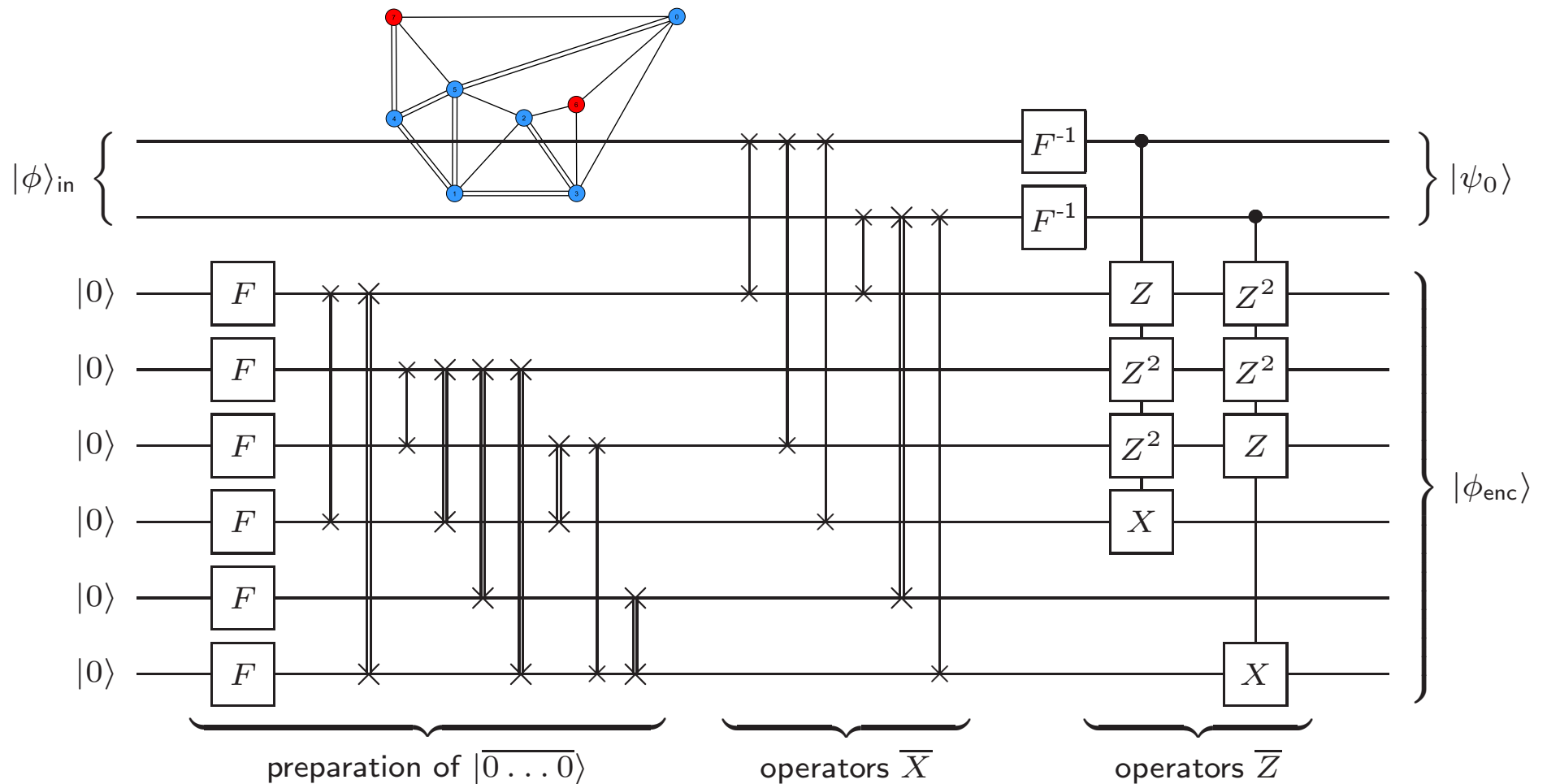
graphical representation

# Encoder based on Graphical Representation

[Grassl, LNCS 6639, pp. 142–158, Springer, 2011]



# Encoder based on Graphical Representation



# Quantum Convolutional Codes

[M. Grassl and M. Rötteler, “On encoders for quantum convolutional codes”, ITW 2010]

## Quantum Block Codes

The code is the common eigenspace of the stabilizers.

## Quantum Convolutional Codes

Idea: impose local constraints by stabilizers

Example:

$$s_1 = \dots III XXX XZY III III \dots$$

$$s_2 = \dots III ZZZ ZYX III III \dots$$

shift the stabilizers by three qubits:

$$s'_1 = \dots III III XXX XZY III \dots$$

$$s'_2 = \dots III III ZZZ ZYX III \dots$$

# Quantum Convolutional Codes (QCCs)

[H. Ollivier and J.-P. Tillich, “Quantum convolutional codes: fundamentals,” Nov. 2004, preprint quant-ph/0401134.]

quantum convolutional code with parameters  $(n, k, m)$ :

- semi-infinite stabilizer with block band structure

$$S := \left( \begin{array}{c} \overbrace{\hspace{2cm}}^n \quad \overbrace{\hspace{2cm}}^m \\ \left[ \begin{array}{ccc} \boxed{M} & & \\ & \boxed{M} & \\ & & \boxed{M} \\ & & & \ddots \end{array} \right] \end{array} \right)$$

}  $n - k$

- $S$  generates a self-orthogonal classical convolutional code
- $M$  generates a self-orthogonal classical block code



# Quantum Convolutional Codes

## Quantum Block Codes

The stabilizer  $\mathcal{S}$  corresponds to a binary code generated by the stabilizer matrix  $(\mathbf{X}|\mathbf{Z})$ .

## Quantum Convolutional Codes

The semi-infinite stabilizer corresponds to a binary convolutional code generated by the matrix  $(\mathbf{X}(D) | \mathbf{Z}(D))$  with

$$\mathbf{X}(D)\mathbf{Z}(1/D)^t - \mathbf{Z}(D)\mathbf{X}(1/D)^t = \mathbf{0}$$

Example:

$$\mathbf{S}(D) = \left( \begin{array}{ccc|ccc} 1+D & 1 & 1+D & 0 & D & D \\ 0 & D & D & 1+D & 1+D & 1 \end{array} \right)$$



# Catastrophic (Quantum) Convolutional Codes

Bad example:

$$\begin{pmatrix} Z & Z & & & \\ & Z & Z & & \\ & & Z & Z & \\ & & & & \ddots \end{pmatrix} \hat{=} (0 | 1 + D) = \mathbf{S}(D)$$

Quantum code with basis states  $|\underline{0}\rangle = |000\dots\rangle$  and  $|\underline{1}\rangle = |111\dots\rangle$ ,  
contains in particular “infinite cat state”

$\implies$  local errors spread unboundedly

$\implies$  further constraints on  $\mathbf{S}(D)$  (see [Lemma 9, ITW 2010])

# Quantum Convolutional Codes: Error Correction

## Basic Ideas:

- Every stabilizer has bounded support.
- Measure the eigenvalue of the stabilizer when all corresponding qudits have been received.  
⇒ syndrome of the corresponding classical convolutional code
- Use your favorite algorithm to decode the classical convolutional code (e. g. Viterbi algorithm).

# Operations on $S(D) = (\mathbf{X}(D)|\mathbf{Z}(D))$

$$H = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix} \in \mathbb{C}^{2 \times 2}$$

$$\overline{H} = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} \in \mathbb{F}_2^{2 \times 2}$$

$$P = \begin{pmatrix} 1 & 0 \\ 0 & \exp(i\pi/2) \end{pmatrix} \in \mathbb{C}^{2 \times 2}$$

$$\overline{P} = \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix} \in \mathbb{F}_2^{2 \times 2}$$

$$\text{CNOT}^{(i, j+\ell n)}, i \not\equiv j \pmod{n} \quad \overline{\text{CNOT}} = \left( \begin{array}{cc|cc} 1 & D^\ell & 0 & 0 \\ 0 & 1 & 0 & 0 \\ \hline 0 & 0 & 1 & 0 \\ 0 & 0 & D^{-\ell} & 1 \end{array} \right)$$

$$P_\ell := \text{CSIGN}^{(i, i+\ell n)}, \ell \neq 0$$

$$\overline{P}_\ell = \begin{pmatrix} 1 & D^{-\ell} + D^\ell \\ 0 & 1 \end{pmatrix}$$



# Quantum Circuits

## Single qubit gates

operation on stabilizer matrix in  $D$ -transform notation

$\implies$  expand to semi-infinite matrix

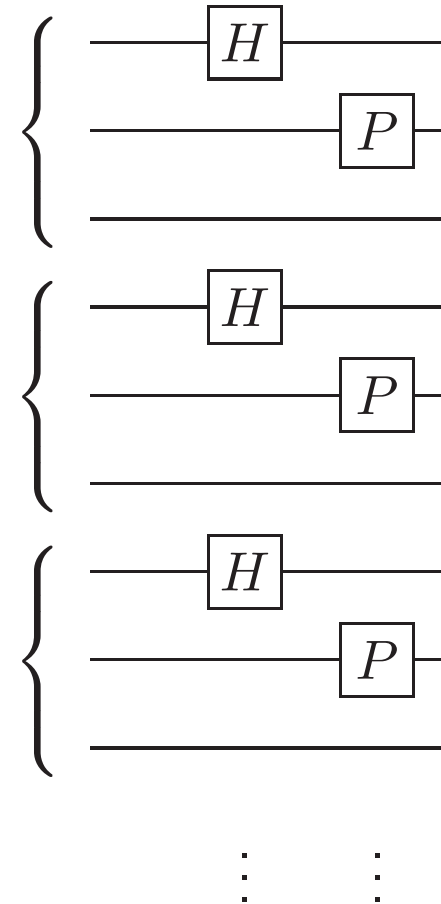
$\implies$  repeat the operations infinitely often

## Example:

blocks of three qubits each

operation  $H$  on first position

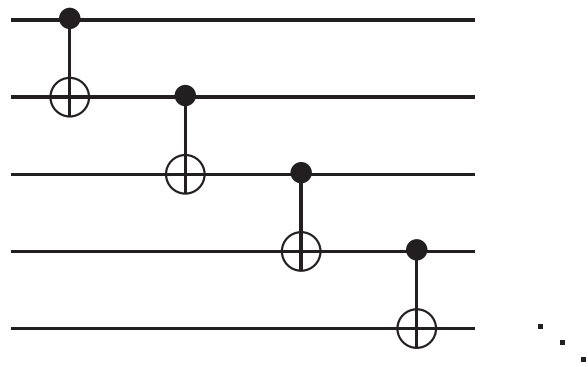
operation  $P$  on second position



# Quantum Circuits

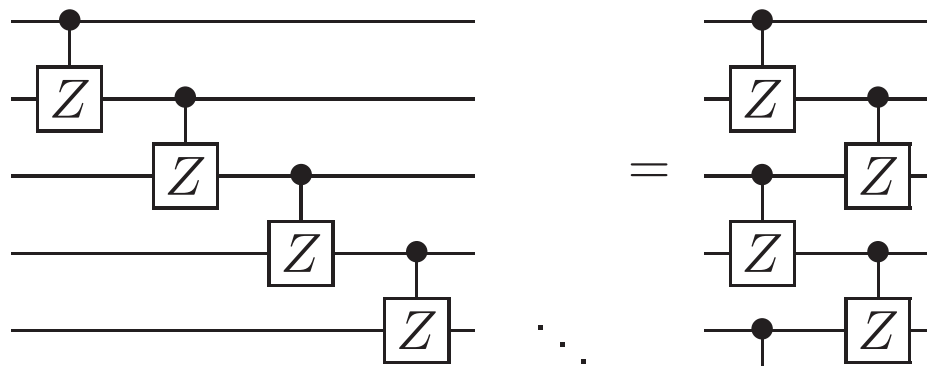
## Two-qubit gates

- CNOT on qubit  $j$  in block  $\ell$  and qubit  $j$  in block  $\ell + 1$ :



$\Rightarrow$  infinite depth

- CSIGN on qubit  $j$  in block  $\ell$  and qubit  $j$  in block:  $\ell + 1$ :



$\Rightarrow$  finite depth

# Computing an Encoder

**basic idea:**

transform the stabilizer matrix  $(X(D)|Z(D))$  into  $(0|\Delta 0)$

$$\left( \begin{array}{|c} \boxed{\phantom{X(D)}} \\ \boxed{\phantom{Z(D)}} \end{array} \right)$$

application of [Theorem 7, ITW 2010]

$$(f_1(D) f_2(D) | g_1(D) g_2(D)) \rightarrow (f'_1(D) 0 | g'_1(D) 0)$$

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$$\left( \begin{array}{c} \boxed{\phantom{X(D)}} \\ \boxed{\phantom{Z(D)}} \end{array} \middle| \begin{array}{c} \boxed{\phantom{X(D)}} \\ \boxed{\phantom{Z(D)}} \end{array} \right)$$

application of [Theorem 7, ITW 2010]

$$(f_1(D) \ f_2(D) \mid g_1(D) \ g_2(D)) \rightarrow (f'_1(D) \ 0 \mid g'_1(D) \ 0)$$

# Computing an Encoder

**basic idea:**

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$$\left( \begin{array}{c|c} \text{[Diagram of } X(D) \text{ matrix]} & \text{[Diagram of } Z(D) \text{ matrix]} \end{array} \right)$$

application of [Theorem 7, ITW 2010]

$$(f_1(D) \ f_2(D) \mid g_1(D) \ g_2(D)) \rightarrow (f'_1(D) \ 0 \mid g'_1(D) \ 0)$$



# Computing an Encoder

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$$\left( \begin{array}{c|c} \text{[Diagram 1]} & \text{[Diagram 2]} \end{array} \right)$$

The diagram shows two square matrices side-by-side, separated by a vertical line. Each matrix has a staircase-like pattern of horizontal and vertical lines, representing a polynomial matrix structure.

application of [Theorem 7, ITW 2010]

$$(f_1(D) \ f_2(D) \mid g_1(D) \ g_2(D)) \rightarrow (f'_1(D) \ 0 \mid g'_1(D) \ 0)$$





# Computing an Encoder

**basic idea:**

transform the stabilizer matrix  $(X(D)|Z(D))$  into  $(0|\Delta 0)$

$$\left( \begin{array}{cc|cc} \text{staircase} & \text{rect} & \text{staircase} & \text{rect} \end{array} \right)$$

application of [Theorem 7, ITW 2010]

$$(f_1(D) f_2(D) | g_1(D) g_2(D)) \rightarrow (f'_1(D) 0 | g'_1(D) 0)$$

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transform the stabilizer matrix  $(X(D)|Z(D))$  into  $(0|\Delta 0)$

$$\left( \begin{array}{c|c} \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} & \begin{array}{c} \square \\ \square \\ \square \\ \square \\ \square \end{array} \\ \hline \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} & \begin{array}{c} \square \\ \square \\ \square \\ \square \\ \square \end{array} \end{array} \right)$$

application of [Theorem 7, ITW 2010]

$$(f_1(D) f_2(D) | g_1(D) g_2(D)) \rightarrow (f'_1(D) 0 | g'_1(D) 0)$$

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$$\left( \begin{array}{c|c} \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} & \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} \end{array} \right)$$

application of [Theorem 4, ITW 2010]

$$(f(D) | g(D)) \rightarrow (h(D) | 0)$$

if  $(f(D) | g(D))$  commute

# Computing an Encoder

**basic idea:**

transform the stabilizer matrix  $(X(D)|Z(D))$  into  $(0|\Delta 0)$

$$\left( \begin{array}{c|c} \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} & \begin{array}{ccc} \square & & \\ \square & \square & \\ \square & \square & \square \end{array} \end{array} \right)$$

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$$\left( \begin{array}{c|c} \begin{array}{cccc} \square & & & \\ \square & \square & & \\ \square & \square & \square & \\ \square & \square & \square & \square \\ \square & \square & \square & \square \end{array} & \begin{array}{cc} & \\ \square & \\ \square & \square \end{array} \end{array} \right)$$

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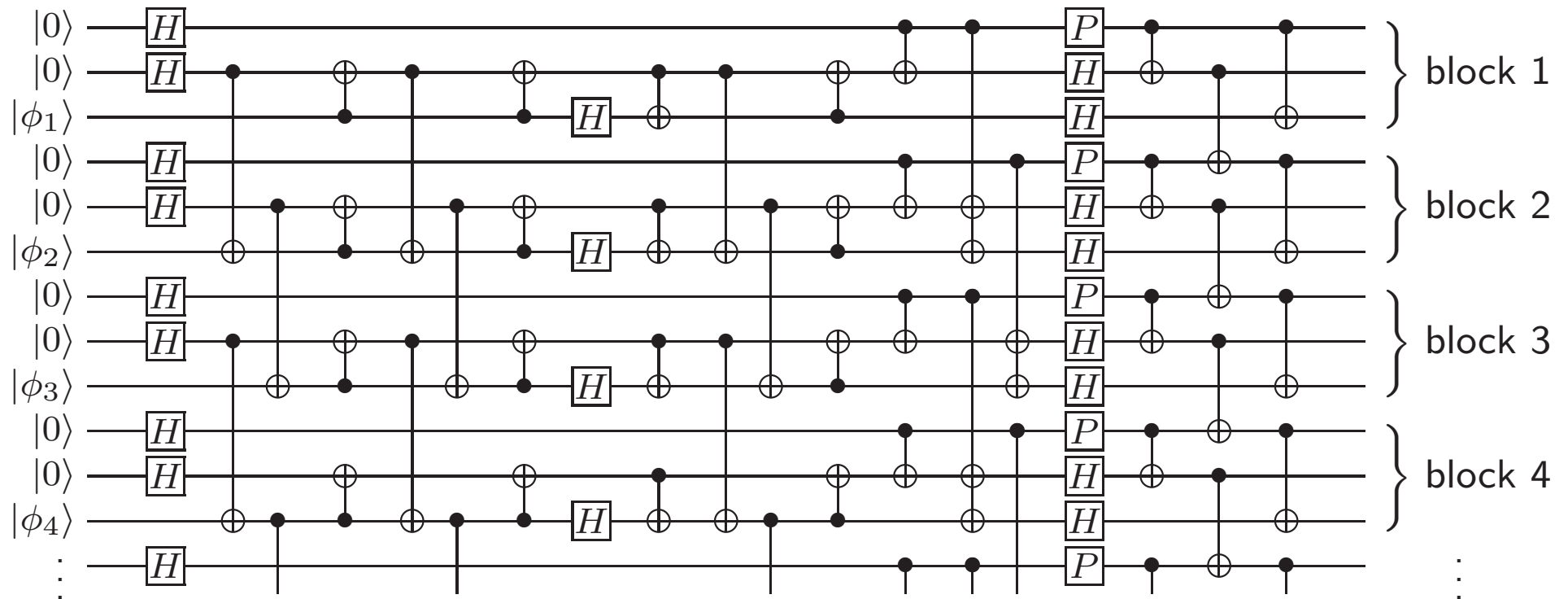
application of [Theorem 4, ITW 2010]

$$(f(D) | g(D)) \rightarrow (h(D) | 0)$$

if  $(f(D) | g(D))$  commute



# Example: Rate 1/3 Quantum Convolutional Code



Every gate has to be repeatedly applied shifted by one block.

谢谢