Quantum codes from classical tools: A survey

Tushant Mittal

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 - "Not the worst talk I've seen"- One of them.

OUTLINE



 Overview and the classical world

2. The Quantum WorldGeneralizing to quantum

Tensor Product

2a. De

Definition and tensor product based constructions

2b. Symmetry Using symmetry to boost parameters փիփերի կեղուկիսի իկինեն երկինեն իկինելինեն երկիներ իկիներիին անվիրների

1.

Introduction

Overview Classical Construction

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Classical

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Classical









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- Good codes Infinite family $\{C_n\}$ such that $k, d = \Theta(n)$

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Goal - To build good quantum codes

ւենվվանեց վանդիկիանի մակիս մակիսնակի ու ուկիսնակիսնակի սիիանվինն ակիսն հիրնու

1a.

The Classical World

Codes from expanding graphs

• Linear Codes -

Linear Codes LDPC

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 Expansion trick - Sipser-Spielman'96 - If G is an expander, then the resulting code is good !! տակիստող վետումիստոկիս իկիստումիստումի իստովվեստումին իկիստովիստութին անվերութ

2.

The Quantum World

Linear Codes -

Linear Codes -

- Linear Codes -
- CSS Codes -

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- Linear Codes -
- CSS Codes -

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- Linear Codes -
- CSS Codes -
- Parameters -

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- Parameters *k* = dim(ker(∂₁)) dim(im(∂₂))

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 - $\circ \ d = \min(d(\mathscr{C}), d(\mathscr{C}^*))$

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Topology



Topology



• Graphs \longrightarrow 1-complex


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- Graphs \longrightarrow 1-complex
- Topological objects \longrightarrow n-complex



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Mash together existing

Key technique - Tensor product

Improvements in distance



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2a.

Tensor Product

Definition Key Lemma

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- If \mathscr{C}, \mathscr{D} are 1-complexes then $\mathscr{C} \otimes \mathscr{D}$ is a 2-complex, $\circ \ \mathscr{C} \otimes \mathscr{D} = C_1 D_1 \to C_1 D_0 \oplus C_0 D_1 \to C_0 D_0$

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• Zeng, Pryadko '19

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• Classical \otimes Classical - $(n, d) \otimes (n', d') \rightarrow (nn', d', d)$

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 - Evra, Kaufman, Zémor '20 -
 - Kaufman, Tessler '20

Improvements in distance



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2b.

Symmetry

If you can't increase d, decrease n

How can symmetry help?

- Let $\mathscr{C} = \operatorname{span} ((1,0,1,0), (0,1,0,1)) \subseteq V = \mathbb{F}_2^4$. It has relative distance 2/4 = 1/2.
- Let H = Z₂ × Z₂ and (σ₁, σ₂) ∈ H.
 H acts on V such that σ₁ permutes first two coordinates and σ₂ permutes the other two.
- Quotient is the image of the projection $\varphi : V \to V/H$ where $\varphi(a, b, c, d) = (a + b, c + d)$. • $\varphi(\mathscr{C}) = \mathscr{C}/H = \operatorname{span}((1,1))$ has relative distance 1.

Results

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Results

- Hastings, Haah, O'Donnell '20 -
- Panteleev, Kalachev '20 -
- Breuckmann, Eberhardt '20 -
- Panteleev, Kalachev '21 -

Improvements in distance



Open Problems

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