



# FAULT-TOLERANT SIMULATION OF LATTICE GAUGE THEORIES WITH GAUGE COVARIANT CODES

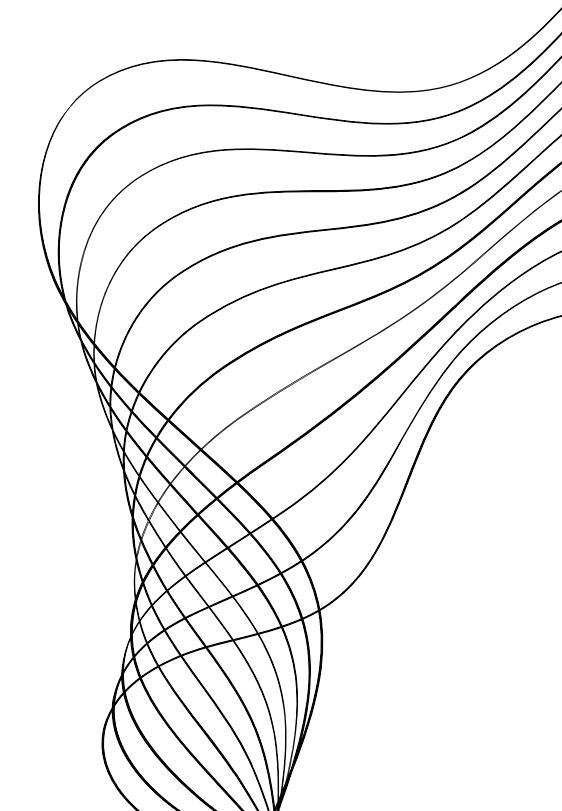
LUCA SPAGNOLI



UNIVERSITY OF TRENTO



TIFPA



# GOALS AND OBJECTIVES

## Quantum error correction

Quantum computers can undergo errors.

We can define symmetries and conserved quantities.

If something is violated, we know an error occurred.



arXiv:2405.19293

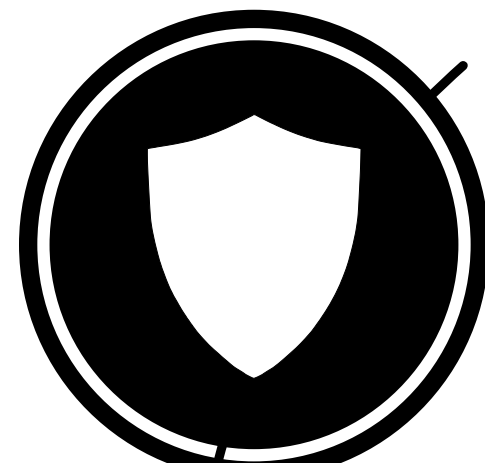
# GOALS AND OBJECTIVES

## Quantum error correction

Quantum computers can undergo errors.

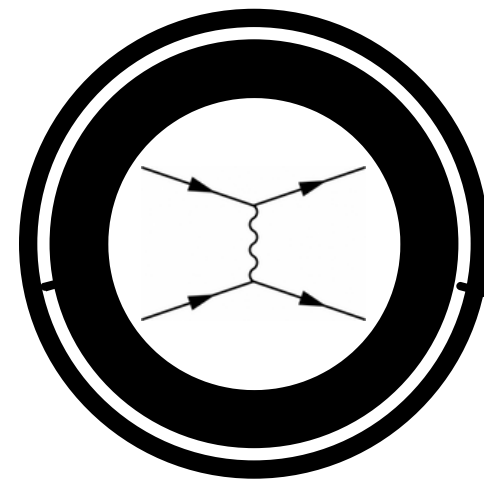
We can define symmetries and conserved quantities.

If something is violated, we know an error occurred.



## Gauge Theories

Gauge Theories are physical theories with a gauge symmetry, which is a local symmetry.



arXiv:2405.19293

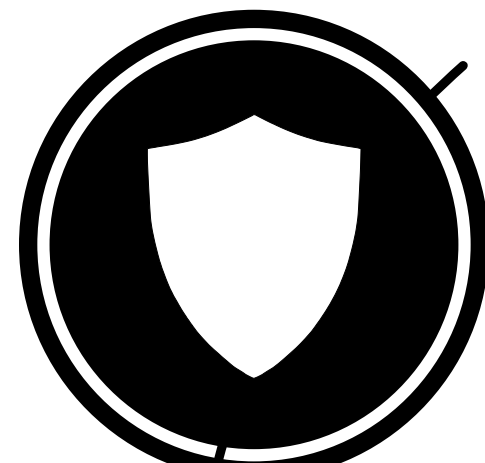
# GOALS AND OBJECTIVES

## Quantum error correction

Quantum computers can undergo errors.

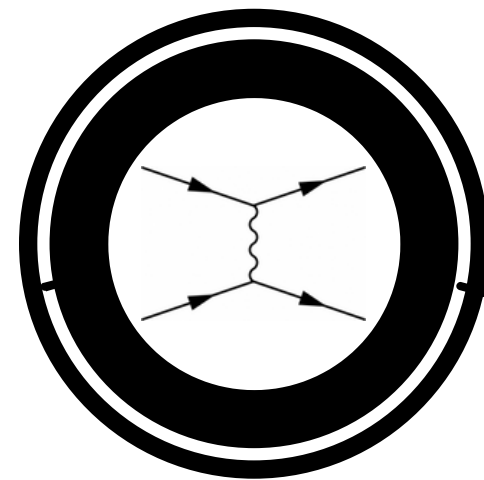
We can define symmetries and conserved quantities.

If something is violated, we know an error occurred.



## Gauge Theories

Gauge Theories are physical theories with a gauge symmetry, which is a local symmetry.



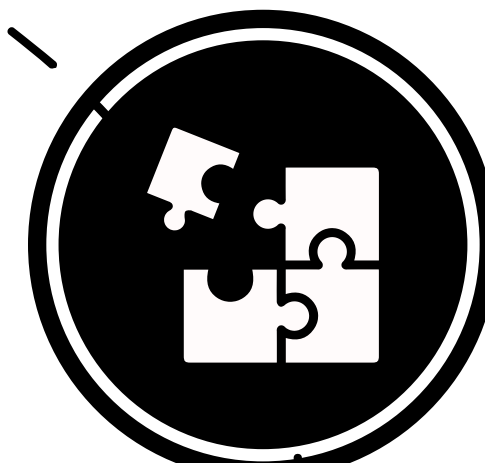
arXiv:2405.19293

## Linking two fields

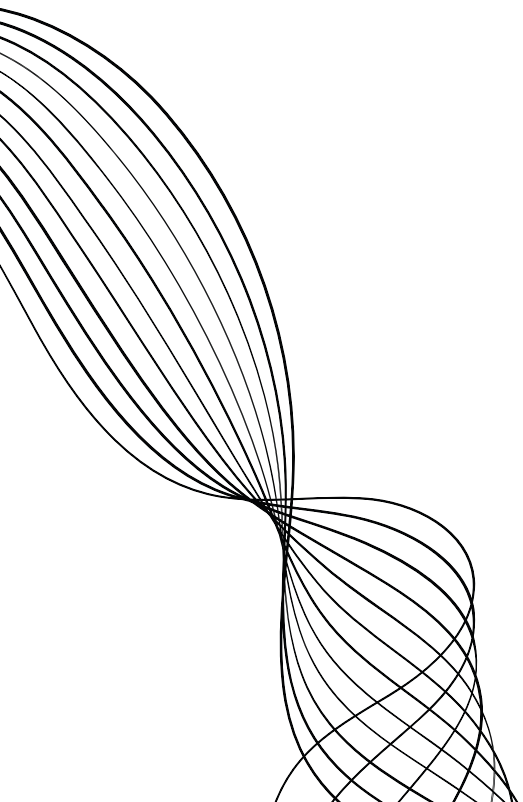
We can use the Gauge symmetry as a symmetry to do error correction.

If it is violated, an error occurred.

QUESTIONS: what type and how many errors can we correct with the gauge symmetry?



# QUANTUM ERROR CORRECTION



# QUANTUM ERROR CORRECTION

Classical computes:

bit: 0,1

Possible errors:

bit-flip:  $0 \rightarrow 1$   
 $1 \rightarrow 0$

We can correct errors  
adding redundancy:

$0_L = 000$

$010 \rightarrow 000$

# QUANTUM ERROR CORRECTION

Classical computes:

bit: 0, 1

Possible errors:

bit-flip:  $0 \rightarrow 1$   
 $1 \rightarrow 0$

We can correct errors  
adding redundancy:

$0_L = 000$   
 $010 \rightarrow 000$

Quantum computes:

qbit:  $|\psi\rangle = a|0\rangle + b|1\rangle$

Possible errors:

bit-flip:  $|0\rangle \rightarrow |1\rangle$   
 $|1\rangle \rightarrow |0\rangle$

phase-flip:  $|0\rangle \rightarrow |0\rangle$   
 $|1\rangle \rightarrow -|1\rangle$

# QUANTUM ERROR CORRECTION

Classical computes:

bit: 0, 1

Possible errors:

bit-flip:  $0 \rightarrow 1$   
 $1 \rightarrow 0$

We can correct errors  
adding redundancy:

$0_L = 000$   
 $010 \rightarrow 000$

Quantum computes:

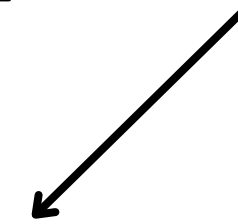
qbit:  $|\psi\rangle = a|0\rangle + b|1\rangle$

Possible errors:

bit-flip:  $|0\rangle \rightarrow |1\rangle$   
 $|1\rangle \rightarrow |0\rangle$

phase-flip:  $|0\rangle \rightarrow |0\rangle$   
 $|1\rangle \rightarrow -|1\rangle$

$|0\rangle_{LL} \rightarrow |0_L 0_L 0_L\rangle$



$|0\rangle_L \rightarrow |+++ \rangle$

We cannot measure  
the state to know if  
an error happened



# EXAMPLE: BIT-FLIP

Which operators are we allowed to measure without making the wavefunction collapse?

# EXAMPLE: BIT-FLIP

Which operators are we allowed to measure without making the wavefunction collapse?

Remember:

$$Z|0\rangle = |0\rangle$$

$$Z|1\rangle = -|1\rangle$$

We can measure the parity between 2 qubits:

$$ZZ|00\rangle = |00\rangle$$

$$ZZ|01\rangle = -|01\rangle$$

$$ZZ|10\rangle = -|10\rangle$$

$$ZZ|11\rangle = |11\rangle$$

Without destroying superpositions:

$$ZZ(|00\rangle + |11\rangle) = (|00\rangle + |11\rangle)$$

$$ZZ(|01\rangle + |10\rangle) = -(|01\rangle + |10\rangle)$$

# EXAMPLE: BIT-FLIP

Which operators are we allowed to measure without making the wavefunction collapse?

We can measure the parity between 2 qubits:

The logical states:

$$|0\rangle_L \rightarrow |000\rangle$$

$$|1\rangle_L \rightarrow |111\rangle$$

Stabilizers:

$$S_1 = Z_1 Z_2$$

$$S_2 = Z_2 Z_3$$

Remember:

$$Z|0\rangle = |0\rangle$$

$$Z|1\rangle = -|1\rangle$$

$$ZZ|00\rangle = |00\rangle$$

$$ZZ|01\rangle = -|01\rangle$$

$$ZZ|10\rangle = -|10\rangle$$

$$ZZ|11\rangle = |11\rangle$$

$S_1$	$S_2$	error
-	+	1
-	-	2
+	-	3

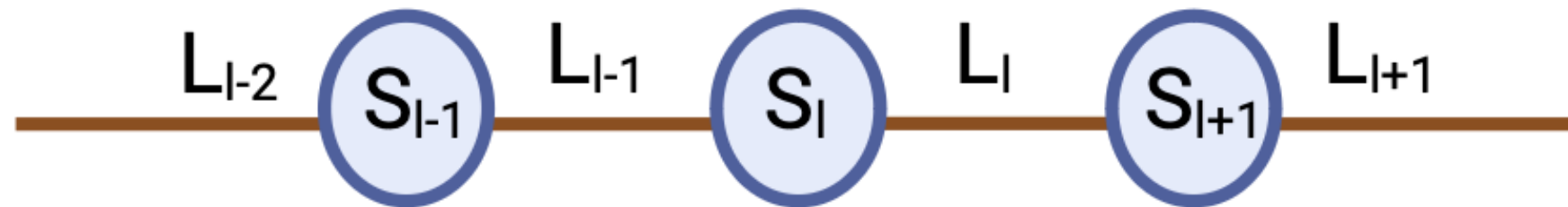
Without destroying superpositions:

$$ZZ(|00\rangle + |11\rangle) = (|00\rangle + |11\rangle)$$

$$ZZ(|01\rangle + |10\rangle) = -(|01\rangle + |10\rangle)$$

# LATTICE GAUGE THEORIES

Consider an abelian, truncated, lattice gauge theory

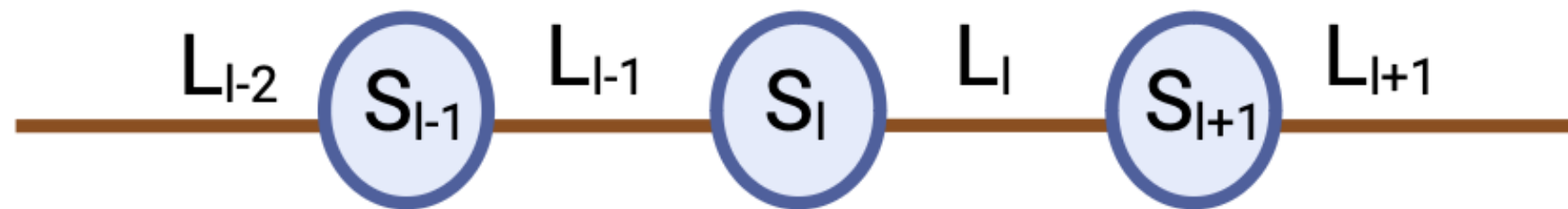


On links there is the Gauge field with 2 possible values:

zero	$ 0\rangle$
one	$ 1\rangle$

# LATTICE GAUGE THEORIES

Consider an abelian, truncated, lattice gauge theory



Assuming no particles in the system,  
the incoming and outgoing fields have  
to be the same:

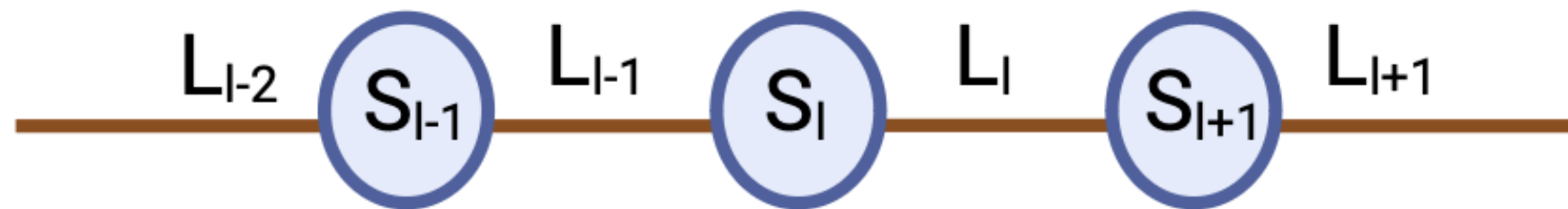
$$Z_{L_{l-1}} Z_{L_l} |\psi\rangle = |\psi\rangle$$

On links there is the Gauge  
field with 2 possible values:

zero	$ 0\rangle$
one	$ 1\rangle$

# LATTICE GAUGE THEORIES

Consider an abelian, truncated, lattice gauge theory



Assuming no particles in the system,  
the incoming and outgoing fields have  
to be the same:

$$Z_{L_{l-1}} Z_{L_l} |\psi\rangle = |\psi\rangle$$

On links there is the Gauge  
field with 2 possible values:

$$\begin{array}{ll} \text{zero} & |0\rangle \\ \text{one} & |1\rangle \end{array}$$

It is the repetition code, with a number of  
copies equal to the number of links

$$G_l = Z_{L_{l-1}} Z_{L_l}$$

So, we can correct every bit-flip error

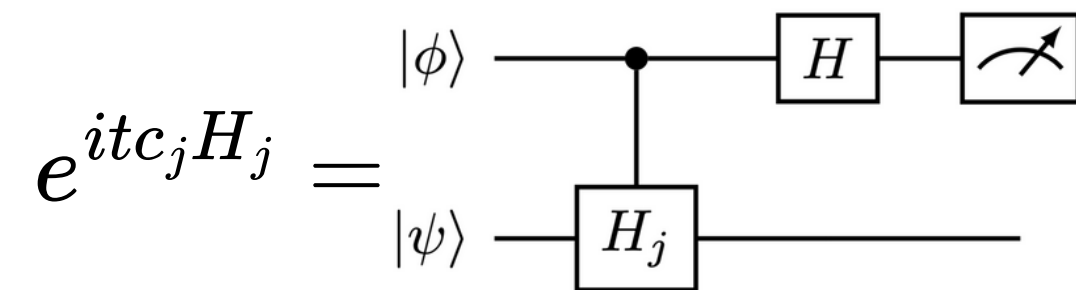
# FUTURE WORK

arXiv:2405.19293

- ✓ fermions
- ✓ more spatial dimensions
- ✓? higher bond dimension
- ? non-abelian theories

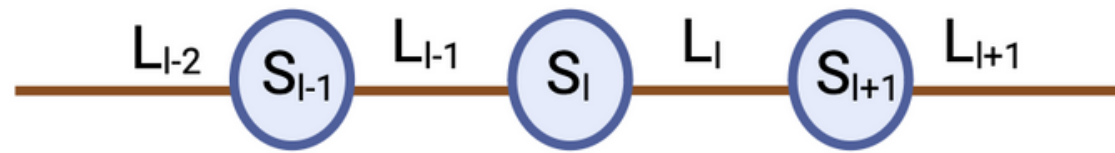
✓ Fault-tolerant  
quantum simulation  
(Trotter)

$$e^{iHt} = e^{it \sum_j c_j H_j} \approx \prod_j e^{itc_j H_j}$$



# CONCLUSIONS

arXiv:2405.19293



We want to simulate a system with a gauge symmetry

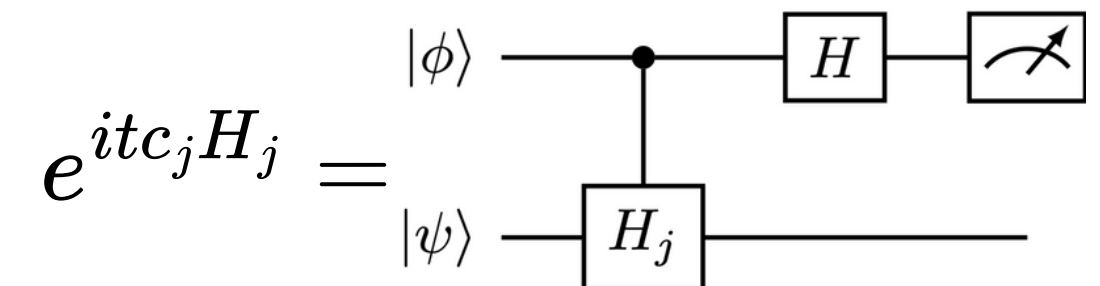
$$G_l = Z_{L_{l-1}} Z_{L_l}$$

In this way we can save memory, and easily perform quantum simulations

We can use the gauge symmetry to detect and correct every X error

- ✓ fermions
- ✓ more spatial dimensions
- ✓? higher bond dimension
- ? non-abelian theories

$$e^{iHt} = e^{it \sum_j c_j H_j} \approx \prod_j e^{itc_j H_j}$$

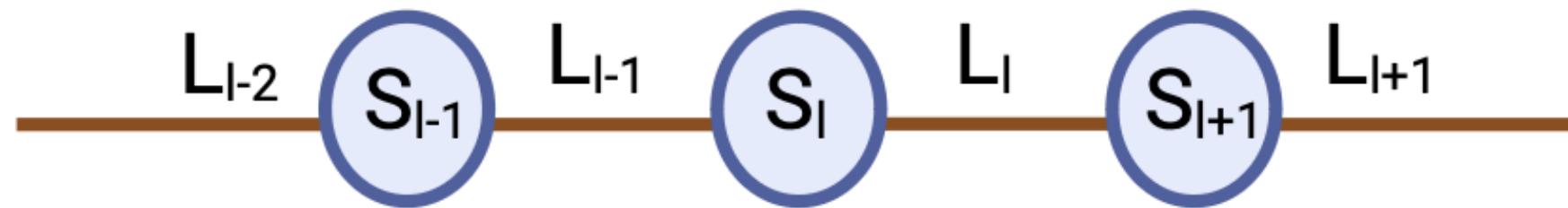






**THANK YOU**

# FERMIONS



If the site is empty:

$$Z_{S_l} |\psi\rangle = |\psi\rangle$$

Incoming and outgoing fields  
have to be the same:

$$Z_{L_{l-1}} Z_{L_l} |\psi\rangle = |\psi\rangle$$

If the site is full:

$$Z_{S_l} |\psi\rangle = -|\psi\rangle$$

Incoming and outgoing fields  
have to be different:

$$Z_{L_{l-1}} Z_{L_l} |\psi\rangle = -|\psi\rangle$$

Sites can be:

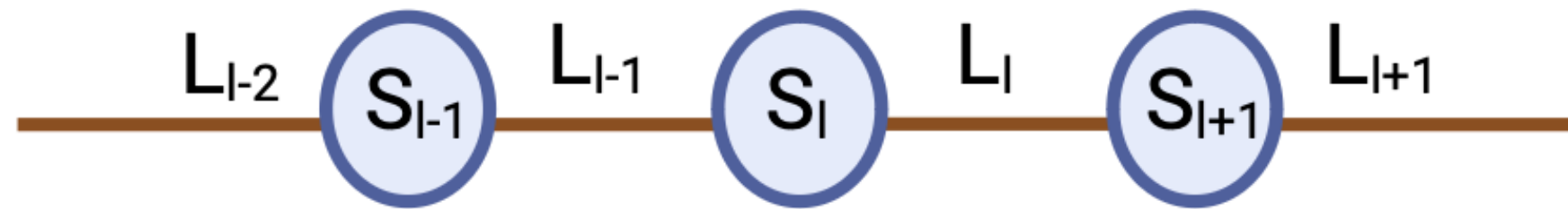
empty	$ 0\rangle$
full	$ 1\rangle$

On links there is the Gauge  
field with 2 possible values:

zero	$ 0\rangle$
one	$ 1\rangle$

$$G_l = Z_{L_{l-1}} Z_{S_l} Z_{L_l}$$

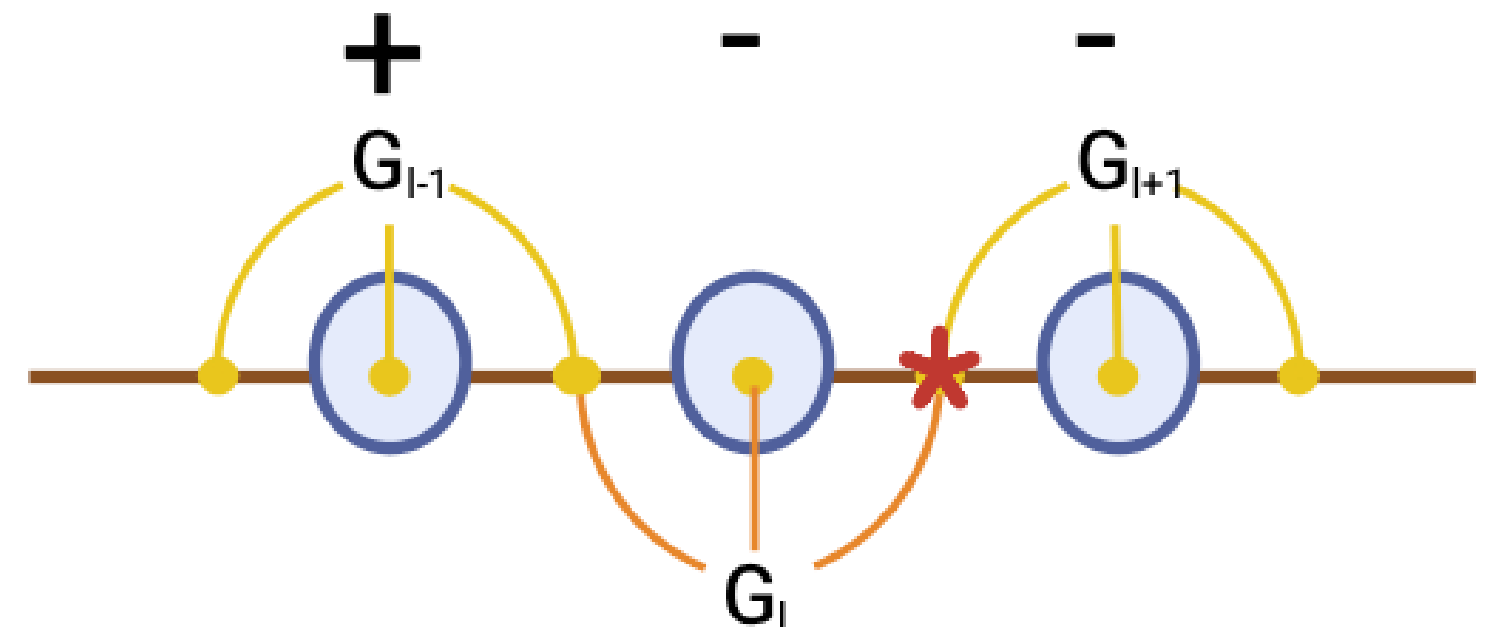
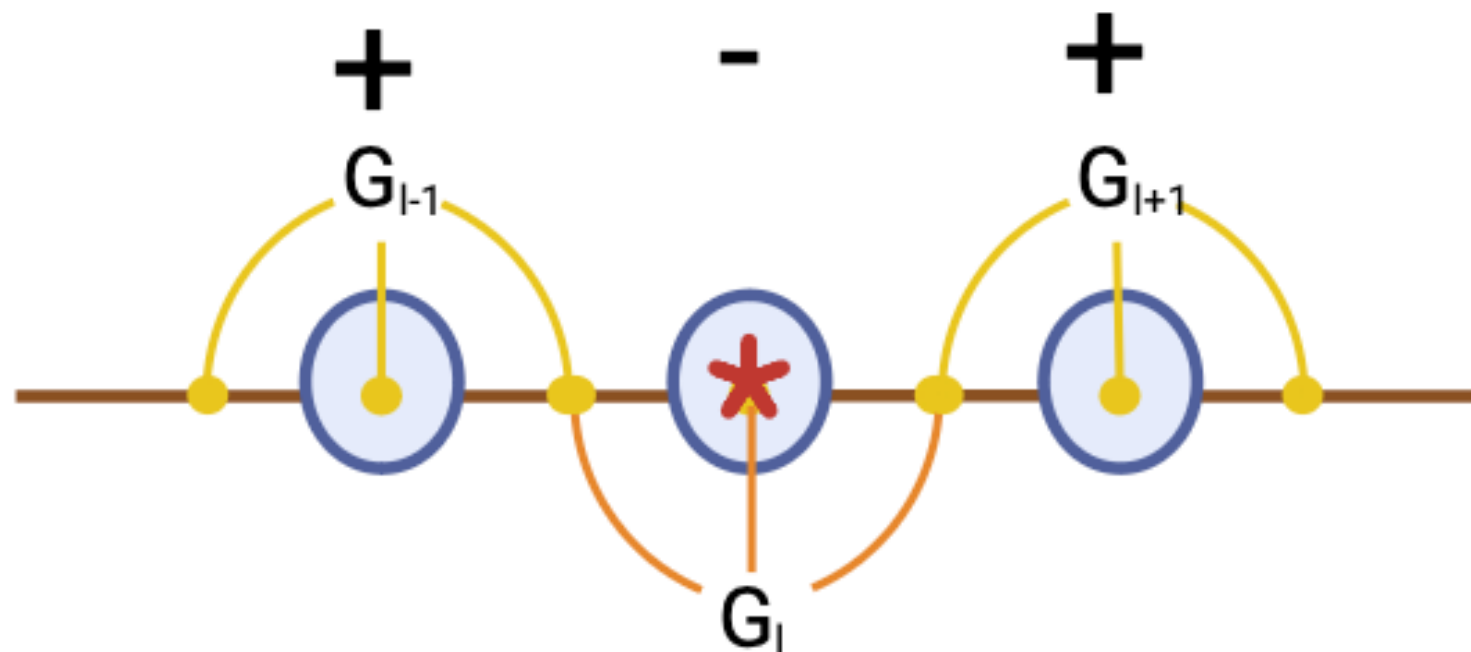
# MEASUREMENT AND CORRECTION



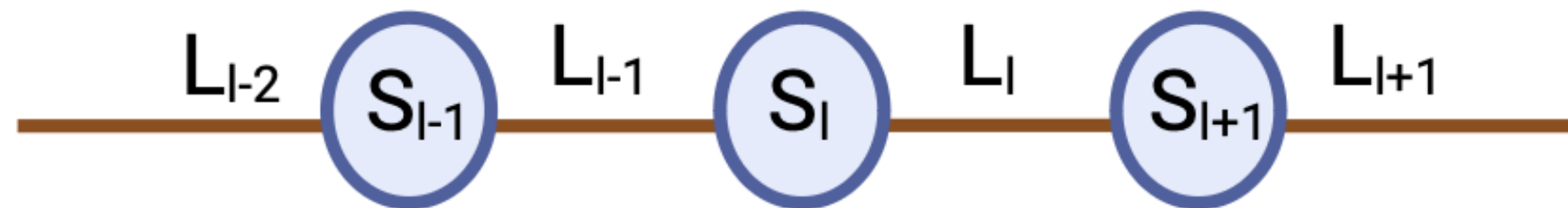
$$G_l = Z_{L_{l-1}} Z_{S_l} Z_{L_l}$$

$$G_l |\psi\rangle = |\psi\rangle$$

$$G_l (X_{S_l} |\psi\rangle) = -X_{S_l} G_l |\psi\rangle = -X_{S_l} |\psi\rangle$$



# MEASUREMENT AND CORRECTION



$$G_l = Z_{L_{l-1}} Z_{S_l} Z_{L_l}$$

$$G_l |\psi\rangle = |\psi\rangle$$

$G_{l-1}$	$G_l$	$G_{l+1}$	error location
+	+	+	none
-	-	+	$L_{l-1}$
+	-	+	$S_l$
+	-	-	$L_l$

We can correct every X error in the system, but we cannot detect Z errors

To correct Z errors we can use more layers of redundancy

# TIME EVOLUTION

The hamiltonian, can be written as

$$H = \sum_j c_j H_j$$

The time evolution operator we want to apply is

$$e^{iHt} = e^{it \sum_j c_j H_j}$$

To simplify the implementation, we can break up the operator, approximating it:

$$e^{it \sum_j c_j H_j} \approx \prod_j e^{it c_j H_j}$$

This is the first-order Trotter formula, and the error is:

$$\left\| e^{itH} - \prod_j e^{it c_j H_j} \right\| \leq t^2 \sum_j \left\| \sum_k [H_j, H_k] \right\|$$

So we need a way to implement the single exponentials

But we can apply easily on the system only the logical operations

They correspond to Pauli matrices on the logical qubits

# TIME EVOLUTION

How do we implement

$$e^{itc_j H_j}$$

Assuming the Hamiltonian is  
a sum of Pauli matrices:

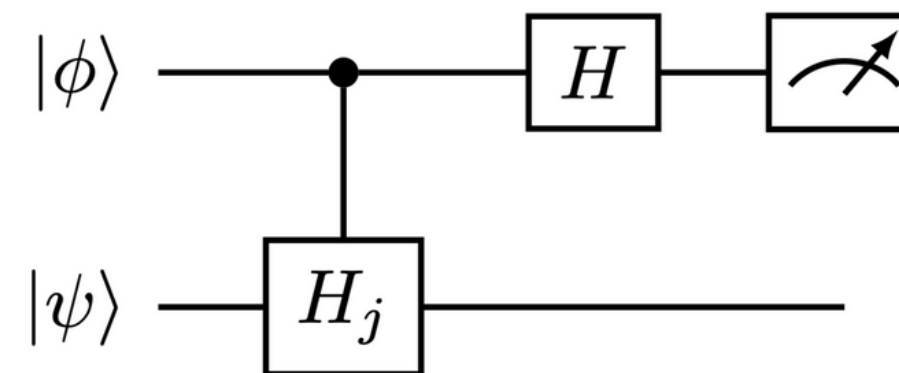
$$e^{itc_j H_j} = \cos(tc_j) + i \sin(tc_j) H_j$$

In this way we move the problem of  
applying the exponential, to the problem  
of preparing an ancilla qubit state

To do this, let us assume to have an ancilla  
qubit on which we can do arbitrary rotations,  
prepared in the following state:

$$|\phi\rangle = \cos(tc_j)|0\rangle + i \sin(tc_j)|1\rangle$$

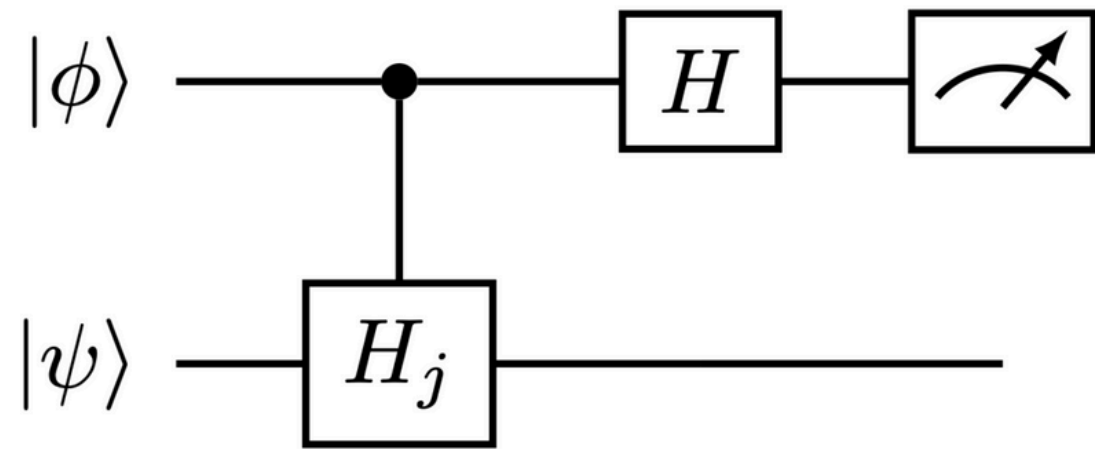
Then, the following circuit applies the right  
exponential:





# IMPLEMENTATION OF TROTTER

Why the following circuit implements the right exponential?



$$|\phi\rangle = \cos(tc_j)|0\rangle + i \sin(tc_j)|1\rangle$$

$$|\phi\rangle|\psi\rangle = \cos(tc_j)|0\rangle|\psi\rangle + i \sin(tc_j)|1\rangle|\psi\rangle$$

$$CH_j \rightarrow \cos(tc_j)|0\rangle|\psi\rangle + i \sin(tc_j)|1\rangle H_j|\psi\rangle$$

$$\begin{aligned} H &\rightarrow \cos(tc_j) \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)|\psi\rangle + i \sin(tc_j) \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle) H_j|\psi\rangle \\ &= \frac{1}{\sqrt{2}} (\cos(tc_j) + i \sin(tc_j) H_j) |0\rangle|\psi\rangle + \frac{1}{\sqrt{2}} (\cos(tc_j) - i \sin(tc_j) H_j) |1\rangle|\psi\rangle \\ &= \frac{1}{\sqrt{2}} |0\rangle e^{itc_j H_j} |\psi\rangle + \frac{1}{\sqrt{2}} |1\rangle e^{-itc_j H_j} |\psi\rangle \end{aligned}$$

The circuit applies with probability 1/2 the right exponential, with probability 1/2 its hermitian conjugate

We can apply always the right exponential with a cycle of oblivious amplitude amplification

# HAMILTONIAN

The starting Hamiltonian:

$$H = m \sum_l (-1)^l \psi_l^\dagger \psi_l + \epsilon \sum_l (\psi_l^\dagger Q_l \psi_{l+1} + \psi_{l+1}^\dagger Q_l^\dagger \psi_l) + 2\lambda_E \sum_l P_l$$

In terms of Pauli matrices:

$$H = \frac{m}{2} \sum_l (-1)^l (1 - (-1)^l Z_{S_l}) + \frac{\epsilon}{2} \sum_l (1 + Z_{S_l} Z_{S_{l+1}}) X_{S_l} X_{L_l} X_{S_{l+1}} + 2\lambda_E \sum_l Z_{L_l}$$

In terms of logical operations:

$$H = \frac{m}{2} \sum_l (-1)^l (1 - \bar{Z}_{l-1} \bar{Z}_l) + \frac{\epsilon}{2} \sum_l (1 - \bar{Z}_{l-1} \bar{Z}_{l+1}) \bar{X}_l + 2\lambda_E \sum_l \bar{Z}_l$$

Fermionic operators  $\psi = \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix} = \frac{1}{2}(1 + Z)X$

$$Q = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix} = X$$

Field operators

$$P = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} = Z$$

Logical operations:

$$\bar{Z}_l = Z_{L_l}$$

$$\bar{X}_l = X_{S_l} X_{L_l} X_{S_{l+1}}$$

$$\bar{X}|0\rangle_L = |1\rangle_L$$

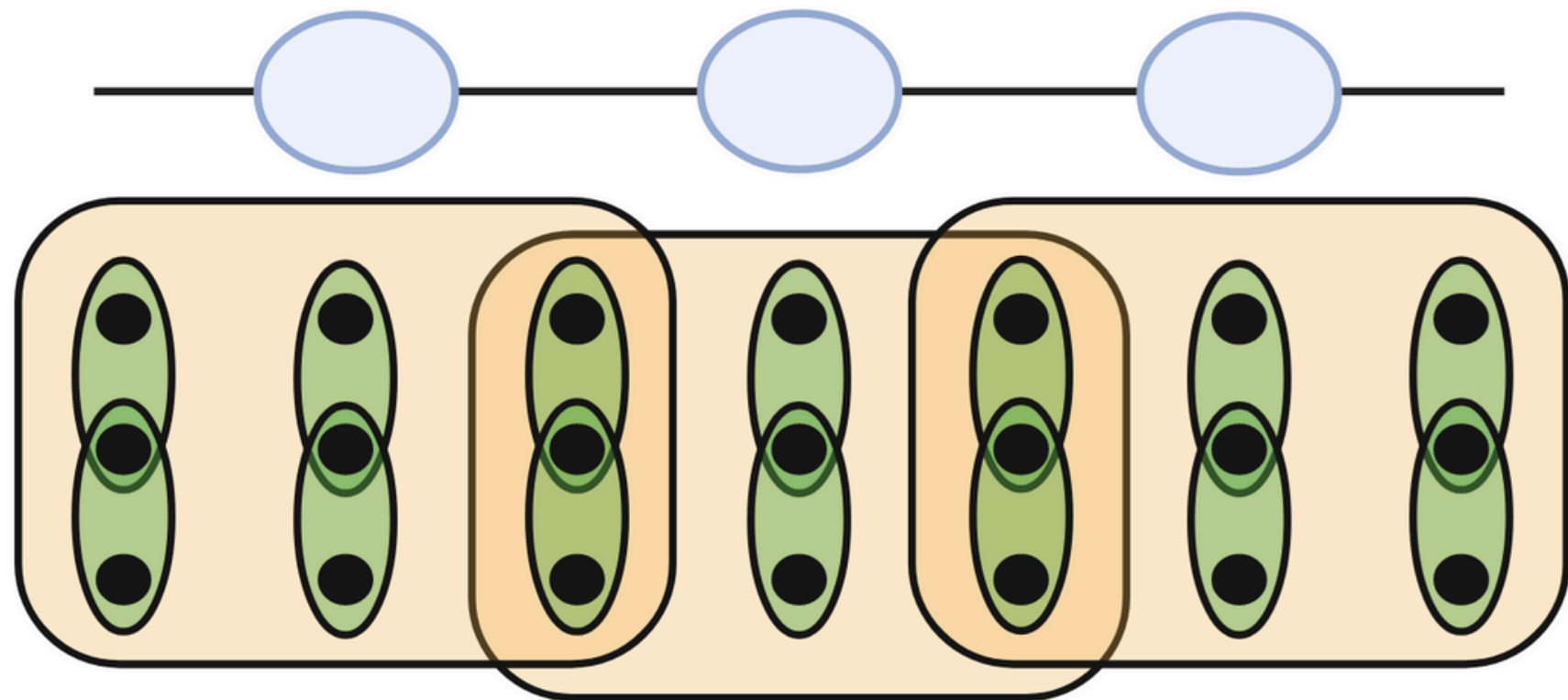
$$\bar{X}|1\rangle_L = |0\rangle_L$$

$$\bar{Z}|0\rangle_L = |0\rangle_L$$

$$\bar{Z}|1\rangle_L = -|1\rangle_L$$



# FULL ENCODING



3 qubits per site  
3 qubits per link

codewords

$$|0\rangle_L \rightarrow |+++ \rangle$$

$$|1\rangle_L \rightarrow |-- - \rangle$$

stabilizers

$$S_1 = X_1 X_2$$

$$S_2 = X_2 X_3$$

$$|+\rangle = \frac{1}{\sqrt{2}} (|0\rangle + |1\rangle)$$

$$|-\rangle = \frac{1}{\sqrt{2}} (|0\rangle - |1\rangle)$$

$$X|+\rangle = |+\rangle$$

$$X|-\rangle = -|-\rangle$$

# STABILIZER CODES

Let "P" be the n-qubits Pauli group

Define "S" the stabilizer group as an abelian subgroup of P

A codword is a state such that, for every element of S

$$S_i |x\rangle = |x\rangle$$

The element of S are traceless, with eigenvalues +1 or -1

By adding an element to S, we half the Hilbert space of codewords

If we start with n physical qubits we define n-k stabiliser operators

we will have a number of codewords equal to

$$2^n / 2^{n-k} = 2^k$$

So we will have k logical qubits

Logical operators are elements of P that commute with S

They are  $2^k$  operators. Every operator commute with all other operators but one that has to anti commute