

# Cellular-automaton decoders for topological quantum memories

arXiv:1406.2338

Michael Herold<sup>1</sup>   Earl T. Campbell<sup>1,2</sup>   Jens Eisert<sup>1</sup>  
Michael J. Kastoryano<sup>1,3</sup>

<sup>1</sup>Freie Universität Berlin

<sup>2</sup>University of Sheffield

<sup>3</sup>University of Copenhagen

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## Outline

- ▶  $\phi$ -Automaton Decoders
  - 2D\*-decoder
  - 3D-decoder
- ▶ Dynamic Setting
- ▶ Outlook & Conclusion

## New decoders for the 2D toric code?

- ▶ Sophisticated decoders exist
  - Realspace RG Decoder  $O(\log L)$  <sup>1</sup>
  - MWPM  $O(L^2)$  <sup>2</sup>
- ▶ Parallelization does not imply locality
  - Hidden communication costs
  - Not necessarily suited for embedded hardware
- ▶ Question we address
  - Natural parallelization without hidden costs
  - Connecting decoding with physical systems

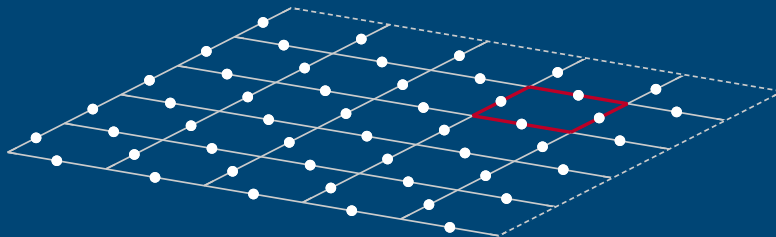
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<sup>1</sup>G. Duclos-Cianci and D. Poulin, Phys. Rev. Lett. **104**, 050504 (2010)

<sup>2</sup>A. G. Fowler, A. C. Whiteside, and L. C. L. Hollenberg, Phys. Rev. Lett. **108**, 180501 (2012)

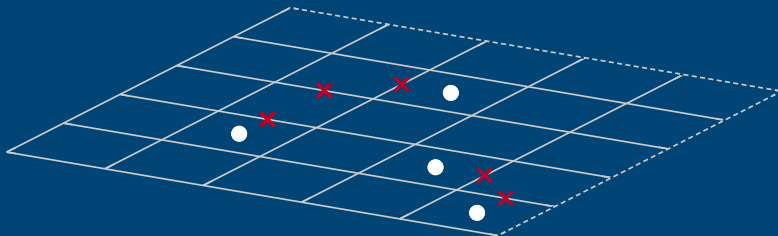
# $\phi$ -Automaton Decoders

## 2D toric code

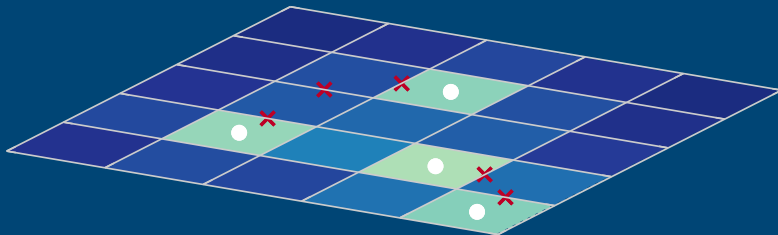


- ▶ Consider  $X$ -errors with probability  $p$
- ▶ Consider plaquette operators ( $Z^{\square}$ )

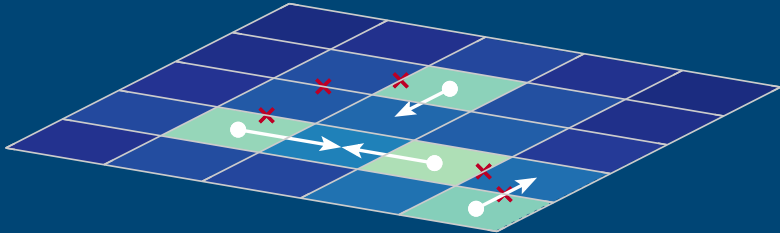
## Setting: fields for the anyons



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- Implementation as classical cellular automaton?



## Local field generation

Differential equation

$$\nabla^2 \Phi(\mathbf{r}) = q(\mathbf{r})$$

discretization  
↓

Set of linear equations

$$\mathbf{r} \in \mathbb{R}^D \rightsquigarrow \mathbf{x} \in \mathbb{Z}^D$$

$$-2D\phi(\mathbf{x}) + \sum_{\langle \mathbf{y}, \mathbf{x} \rangle} \phi(\mathbf{y}) = q(\mathbf{x})$$

Jacobi method  
↓

Iteration

$$\phi(\mathbf{x}) \rightsquigarrow \phi_{t+1}(\mathbf{x})$$

$$\phi(\mathbf{y}) \rightsquigarrow \phi_t(\mathbf{y})$$

$$\phi_{t+1}(\mathbf{x}) = \text{avg}_{\langle \mathbf{y}, \mathbf{x} \rangle} \phi_t(\mathbf{y}) + q(\mathbf{x})$$

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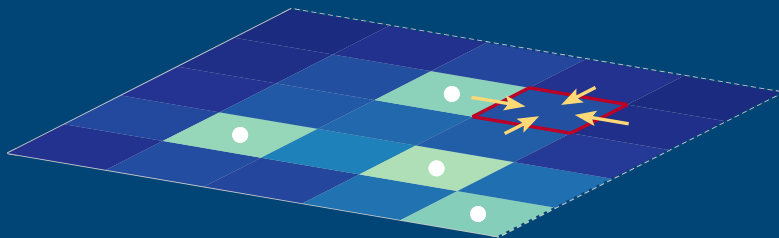
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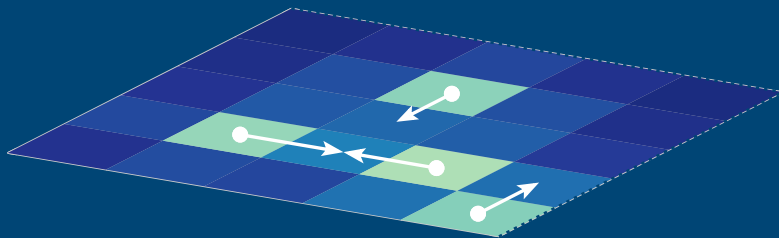
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## 1. Field-updates ( $\phi$ -automaton)



- ▶ Every cell stores a field value  $\phi(\mathbf{x})$
- ▶ Update rule: Average of neighboring fields + charge

## 2. Anyon-updates



- ▶ Anyons *move* via  $X$ -flips on crossed edges
- ▶ Update rule: Move to the neighbor cell with maximal  $\phi$ -value

## The decoding algorithm

### Sequence

- ▶  $c \times$  field-update
- ▶  $1 \times$  anyon-update
- ▶ Algorithm: Repeat *sequence* until all anyons are fused

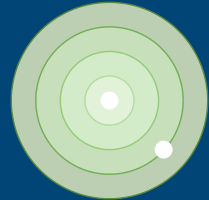
Field velocity  $c$  Parameter for the ‘speed of field propagation’

## The 2D\*-decoder

### Sequence\*

- ▶  $c \times$  field-update
- ▶  $1 \times$  anyon-update
- ▶  $c \rightarrow c + 0.2$

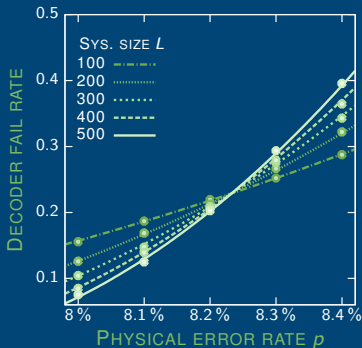
- ▶ Algorithm: Repeat *sequence\** until all anyons are fused



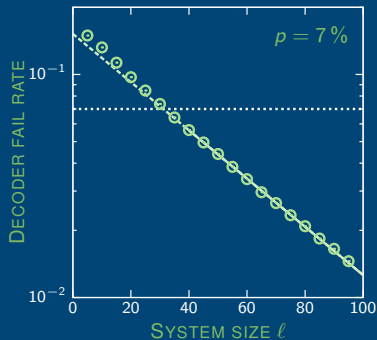
Field velocity  $c$  Parameter for the ‘speed of field propagation’

## 2D\*-decoder: numerical analysis

Recovery threshold 8.2 %



Exponential suppression



- ▶ Runtime:  $O(\log^{7.5} L)$
- ▶ Resembles Wootton's decoder <sup>3</sup>

<sup>3</sup>J. R. Wootton, *A simple decoder for topological codes*, arXiv:1310.2393



## Avoiding sequence dependence

- ▶ Finding the right field
  - $c \rightarrow \infty$  must not be a problem
  - Before: Poisson's equation in 2D
    - $-\log r$  profile
  - Idea: Try fields of the form

$$\phi(r) \sim \frac{1}{r^\alpha}$$

- ▶ Simulation with explicit fields, no cellular automaton
  - Anyons move towards max. field (as before)



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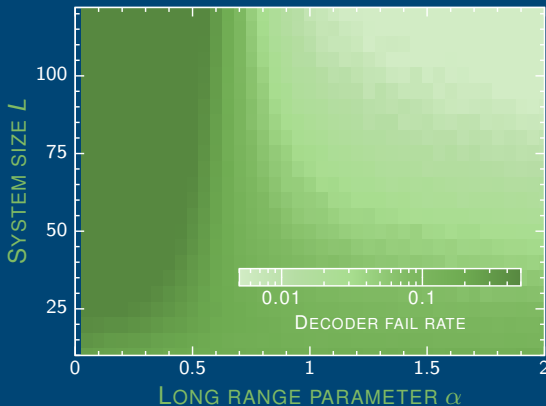
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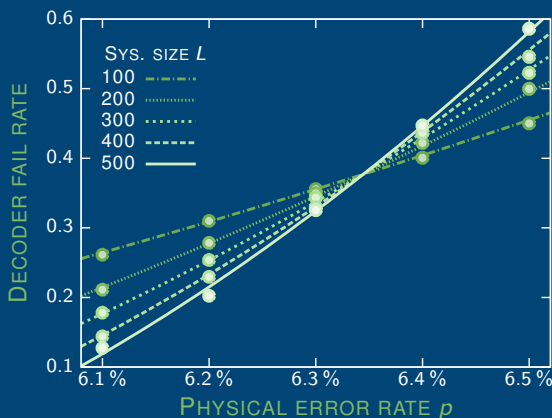
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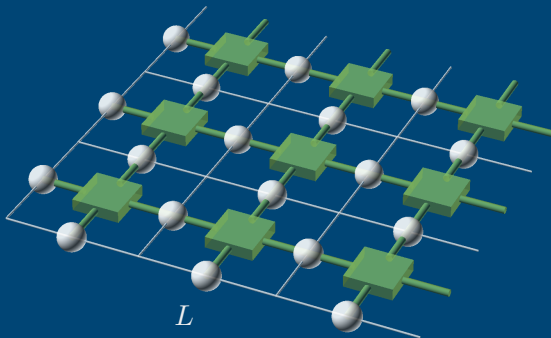
- ▶ Idea: Try fields of the form  $\phi(r) \sim 1/r^\alpha$
- ▶ Conjecture: At  $\alpha = 1$ , transition from not-decoding to decoding regime

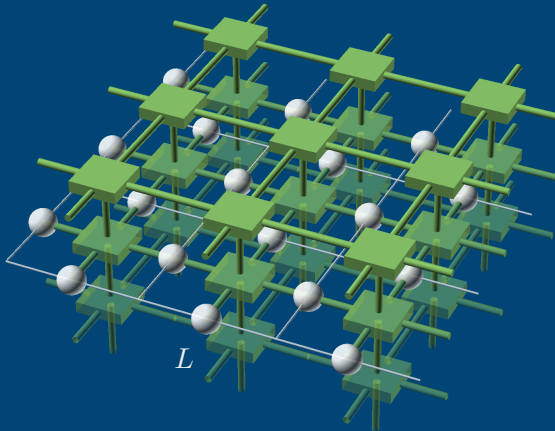


## Avoiding sequence dependence

- ▶ Conjecture: At  $\alpha = 1$ , transition from not-decoding to decoding regime
- ▶  $\Rightarrow \phi(r) \sim 1/r$  should work as decoder

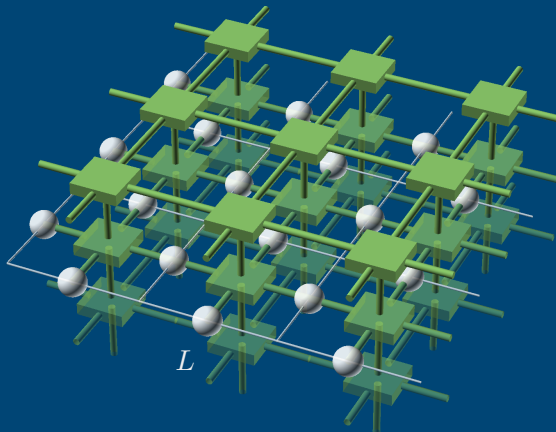


3D  $\phi$ -automaton

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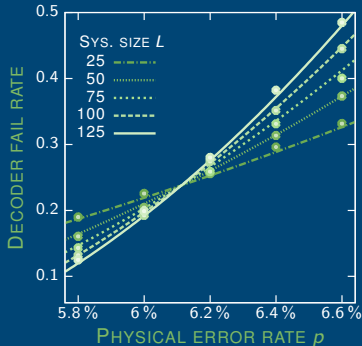
## 3D $\phi$ -automaton

- ▶ Sufficient field convergence if  $c(L) \sim \log^2 L$

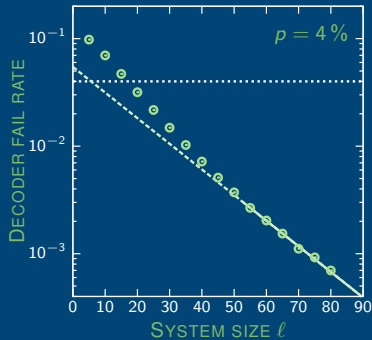


## 3D decoder: numerical analysis

Recovery threshold: 6.1 %



Exponential suppression

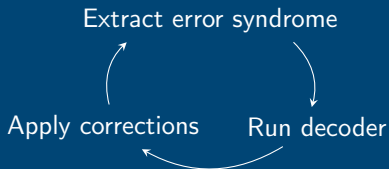


- ▶ Runtime:  $O(\log^3 L)$
- ▶ Fundamentally new working principle



# Dynamic Setting

## Static setting

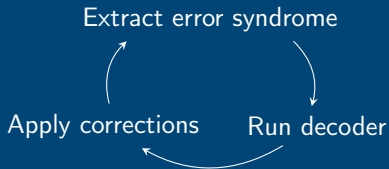


## Dynamic setting

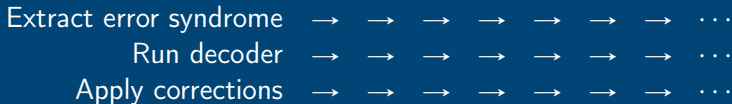


- ▶ Decoder has to take new information into account
- ▶ 3D decoder has no 'time zero'
  - Promising candidate to work in dynamic setting

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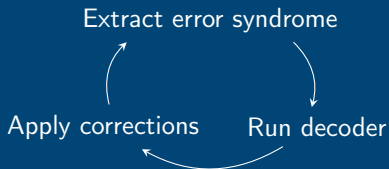


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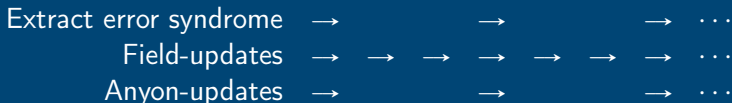


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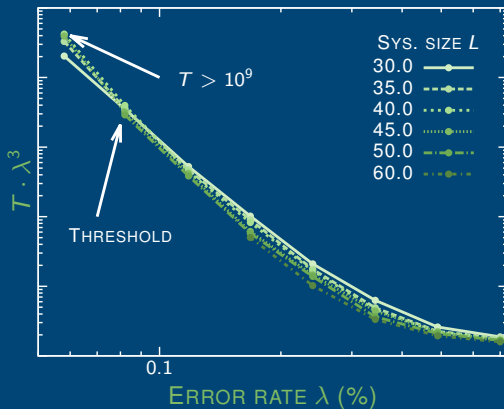


## Dynamic setting



- ▶ Decoder has to take new information into account
- ▶ 3D decoder has no 'time zero'
  - Promising candidate to work in dynamic setting

## Numerical results



## Further results

- ▶ Measurement errors only shift threshold
- ▶ Classical hardware can be imperfect
- ▶ No waiting for measurement outcomes

# Outlook & Conclusion

## Open questions

- ▶ Can the overhead  $c(L) \sim \log^2 L$  be avoided?
  - Harrington:  $\log L$  layers of hardware <sup>4</sup>
  - Gács': purely constant overhead (self-simulation and complicated update rules) <sup>5</sup>
  - Hardware complexity for constant overhead: unknown
- ▶ Other error correcting codes and error models
- ▶ Dissipative self correcting memories
- ▶ Relation to Toom's stability theorem <sup>6</sup>

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<sup>4</sup>J. W. Harrington, *Analysis of quantum error-correcting codes: symplectic lattice codes and toric codes*, PhD thesis (2004)

<sup>5</sup>P. Gács, *J. Stat. Phys.* **103**, 45 (2001)

<sup>6</sup>A. L. Toom, in *Multicomponent random systems*, Vol. 6, *Advances in probability and related topics* (1980), pp. 549–576.



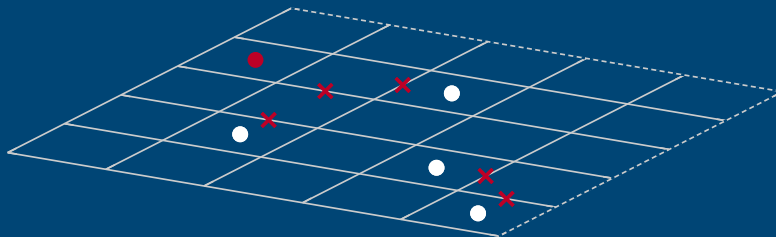
## Conclusion

- ▶ Two local  $\phi$ -automaton decoders
  - 2D\*-decoder with threshold above 8.2%
  - 3D-decoder with threshold above 6.1%
- ▶ Entirely new working principle for decoders
- ▶ No hidden communication costs
- ▶ Simple wiring and suited for hardware implementation
- ▶ 3D-decoder can operate in the dynamic setting
  - Measurement errors are corrected
  - No strict requirement of synchronization
  - Handling probabilistic stabilizer measurements

Thank you for your attention!

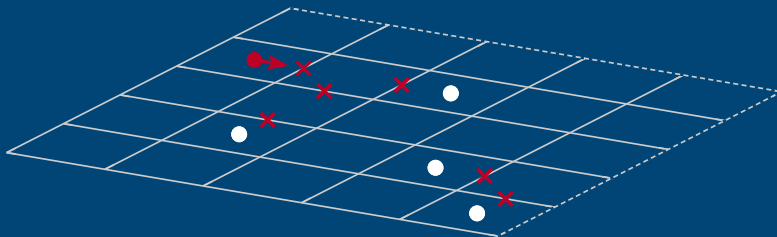
Questions?

## Measurement errors



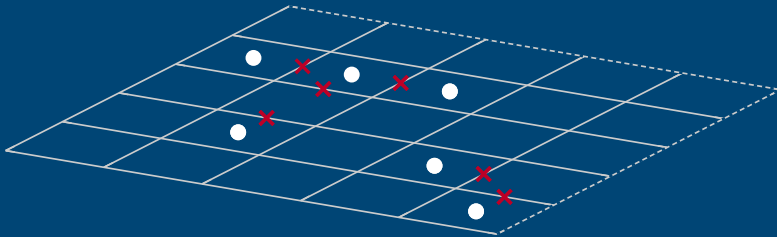
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  - No specialized algorithm required

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