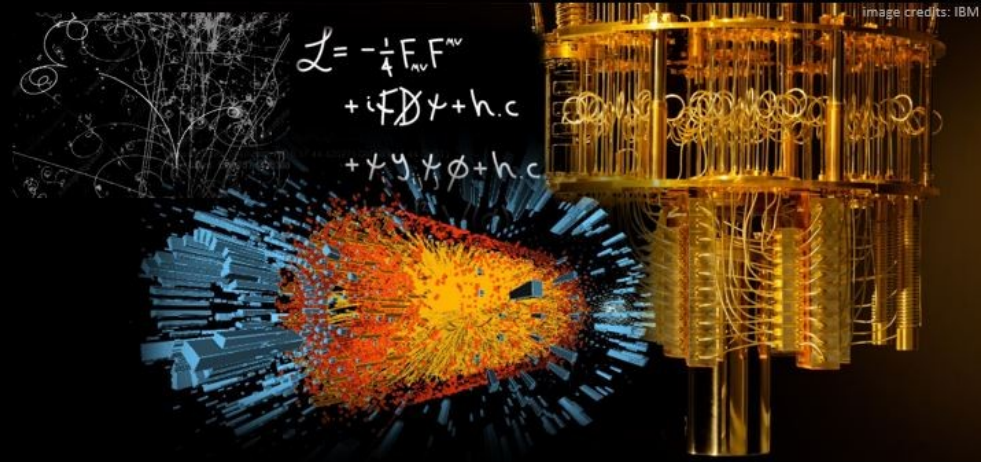


QC2I: *Quantum Computing for the two Infinities*



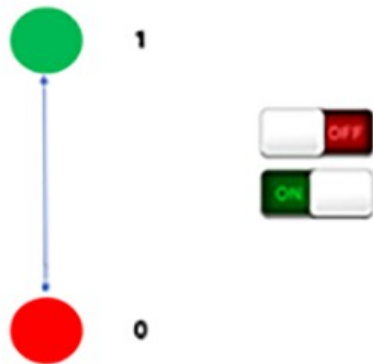
Error correction in mono-qubit quantum computers

Frédéric Magniette, Bogdan Vulpescu,
Yann Beaujeault-Taudière

Qubits

BITS

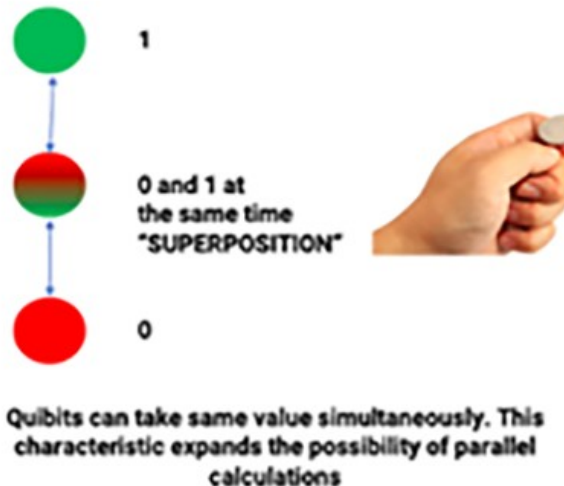
Classical Computer – Operations on BITS



vs

QBITS

Quantum Computer – Operations on Quantum BITS



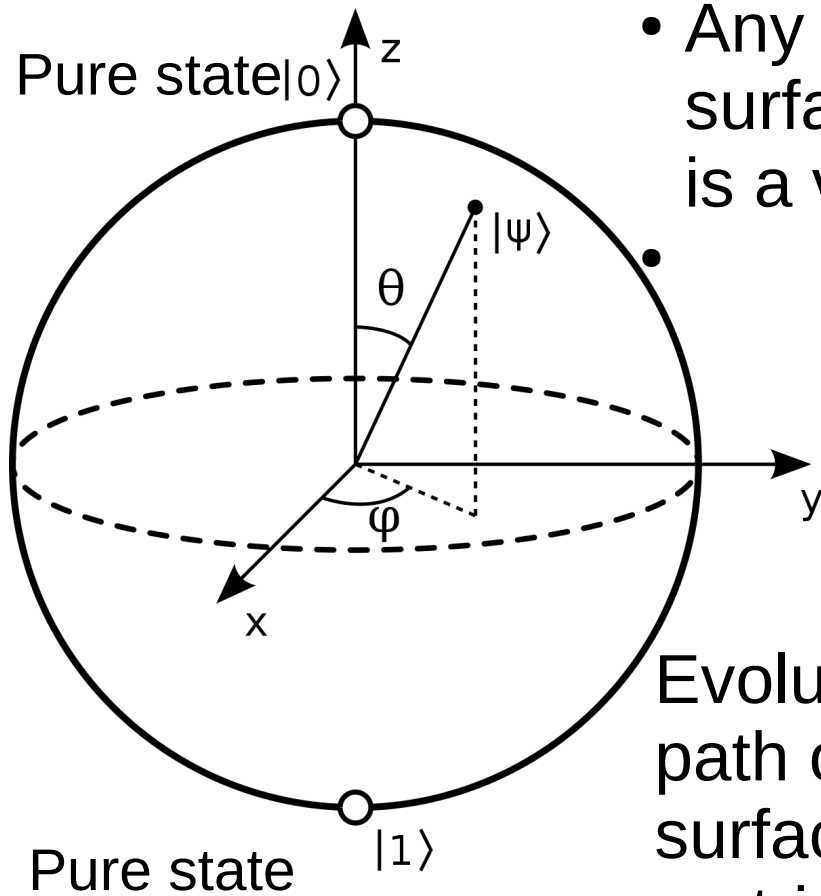
$q = a|0\rangle + b|1\rangle$
with a and b
complex

Normalization
 $|a|^2 + |b|^2 = 1$

A quantum computer is a collection of qubits that

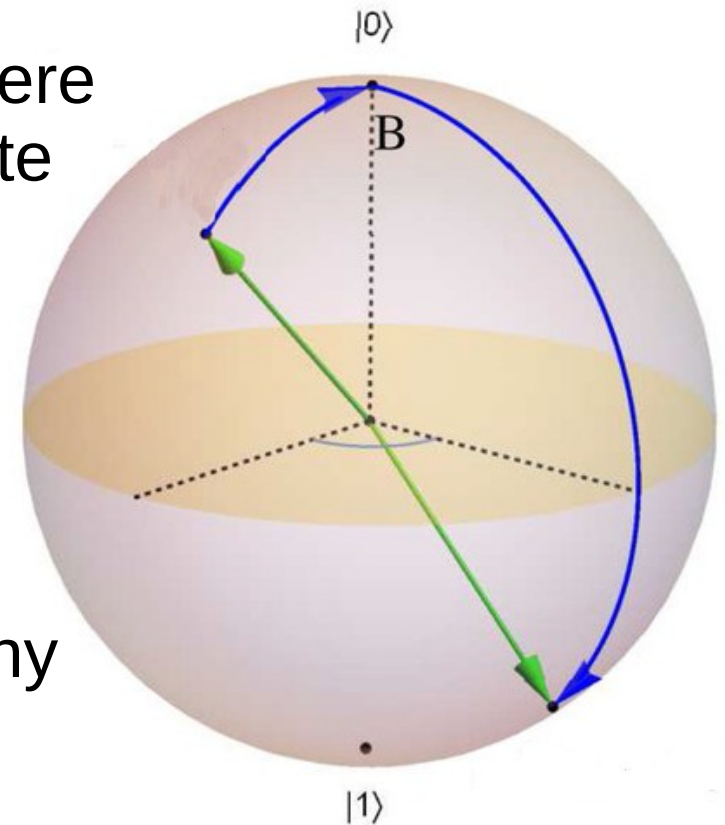
- can be measured
- can evolve with dedicated operators

Bloch Sphere representation



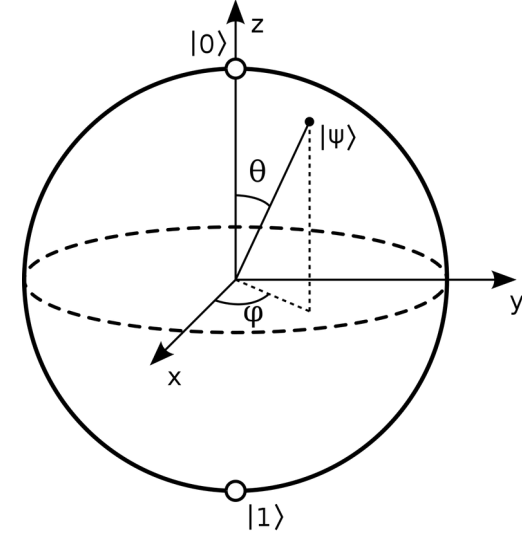
- Any point at the surface of the sphere is a valid qubit state

Evolution can be any path on the sphere surface (unitary matrix)
Combination of axis rotations



Qubit Measurement

- The internal state cannot be measured directly → obtain only random pure states
- Born rule: 0 with $|a|^2$ probability
1 with $|b|^2$ probability
- Projection on any axis (usually Z)
- Destructive operation: the qubit value is fixed to the measured value (wave function collapse)
- Quantum computation has to be repeated

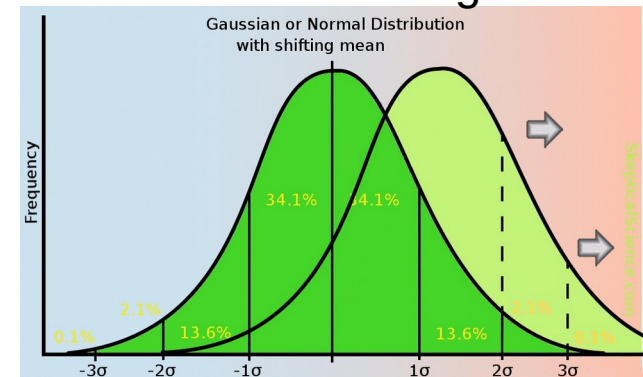
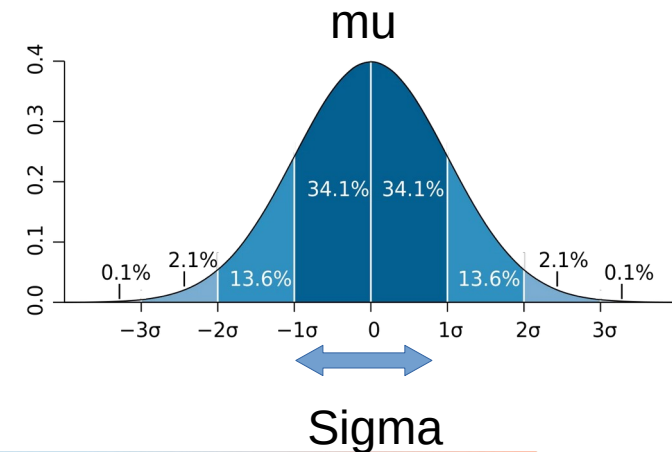


Interest for HEP

- « Nature is quantum! So if we want to simulate it, we need a quantum computer »
R. Feynman 1981
- Allow to simulate any quantum phenomenon with linear computational complexity
- Evolution of the quantum computer mimics the target system evolution (Hilbert space)
- Problem : Noise reduces drastically the performance of the simulations

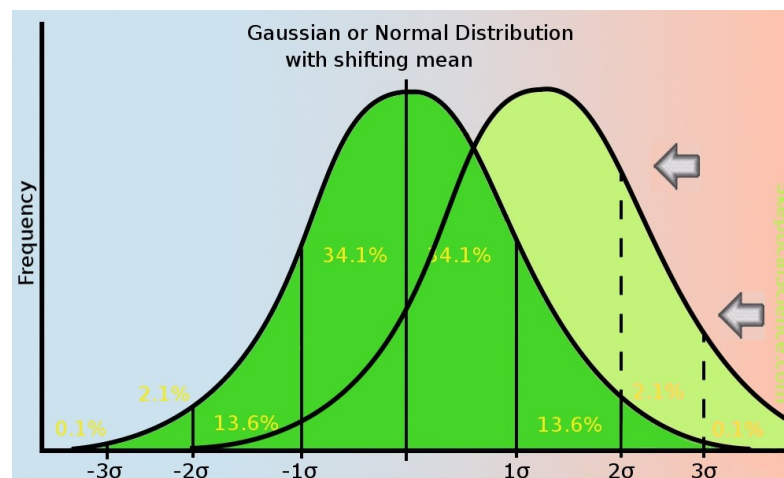
Noise in a mono-qubit

- NISQ era (Noisy Intermediate Scale Quantum)
- Two kind of errors
 - Statistical error : variability of measurement (sigma), includes measurement and decoherence
 - Systematic error : difference on the distribution (mu and sigma)



Our work

- Considering the QC as a black-box
- Only mono-qubit (to get a start)
- Characterization of the stat. noise → precise evaluation of the measurement needs
- Correction of the systematic errors to improve quality of computations

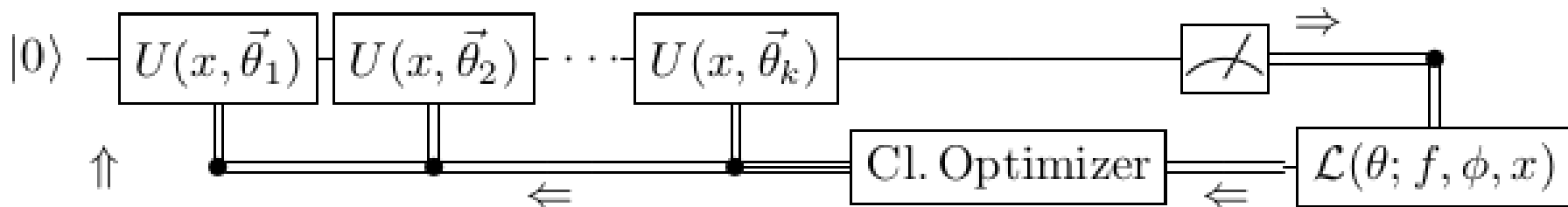
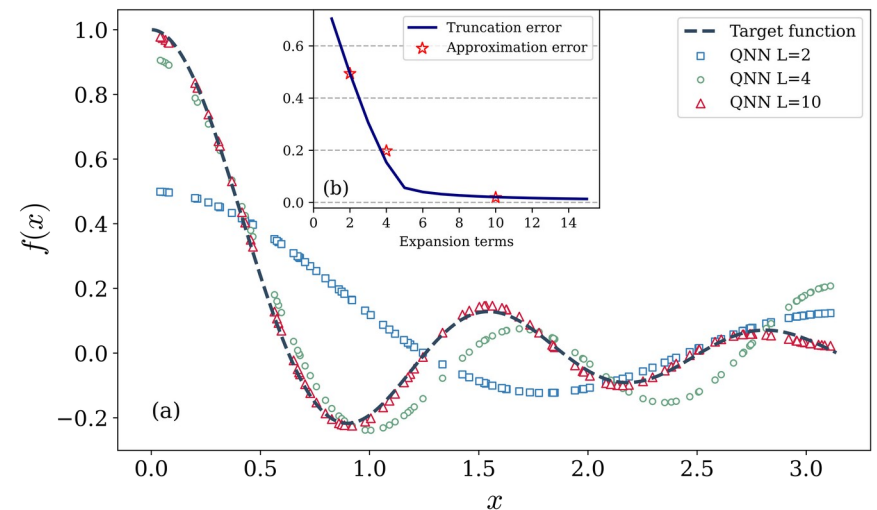


Quantum Machine learning approach

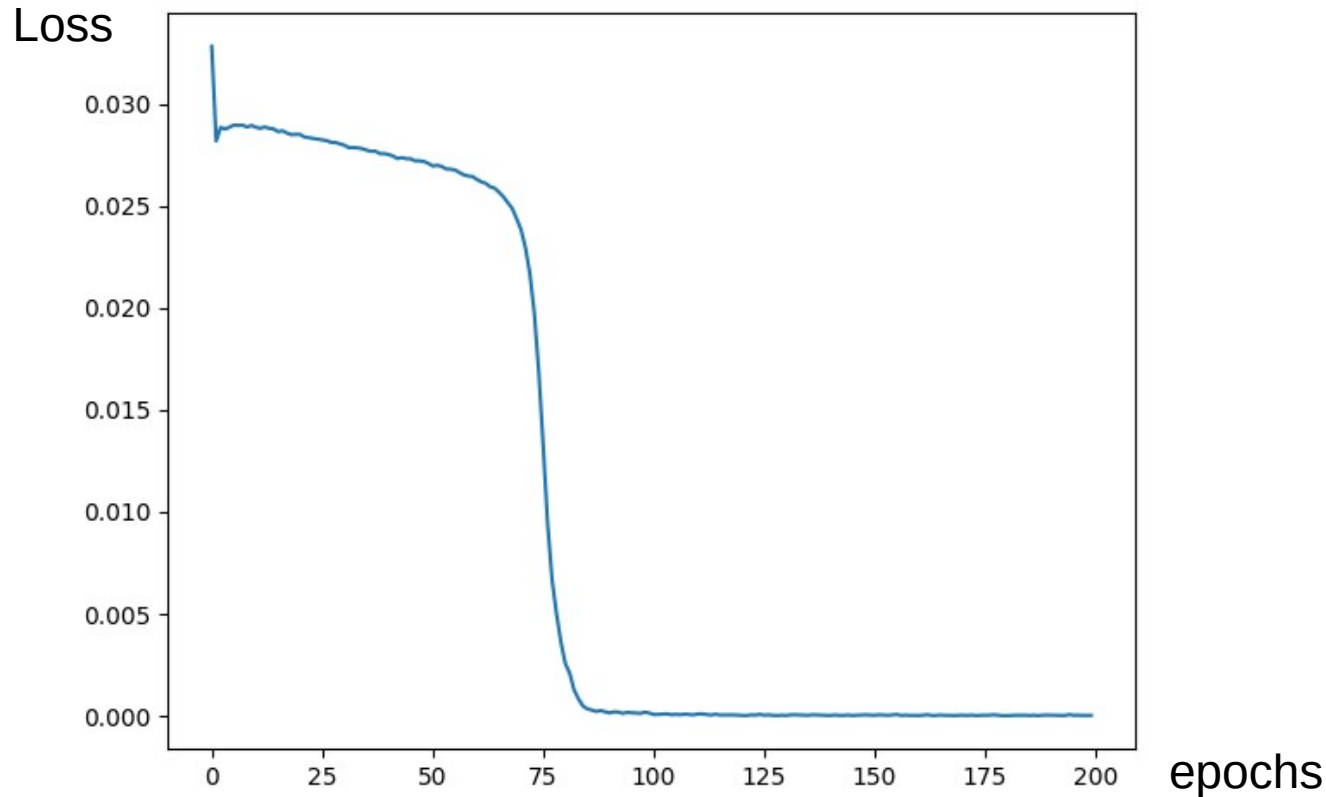
- ML circuit learns the target circuit but also corrects the systematic noise
- Let Γ be a mono-qubit re-uploading circuit
- T is the target circuit
- Train Γ on the result of T on a noisy QC
- Result
 - Correcting operator (Γ)
 - Stat. error distribution from Γ sampling

Re-uploading circuit

- Mono-qubit re-uploading circuit (Yu & al 2022)
- Re-upload the data multiple times \rightarrow non linearity
- Universal approximator
- Fits well in practice
- Quality depends on the circuit depth



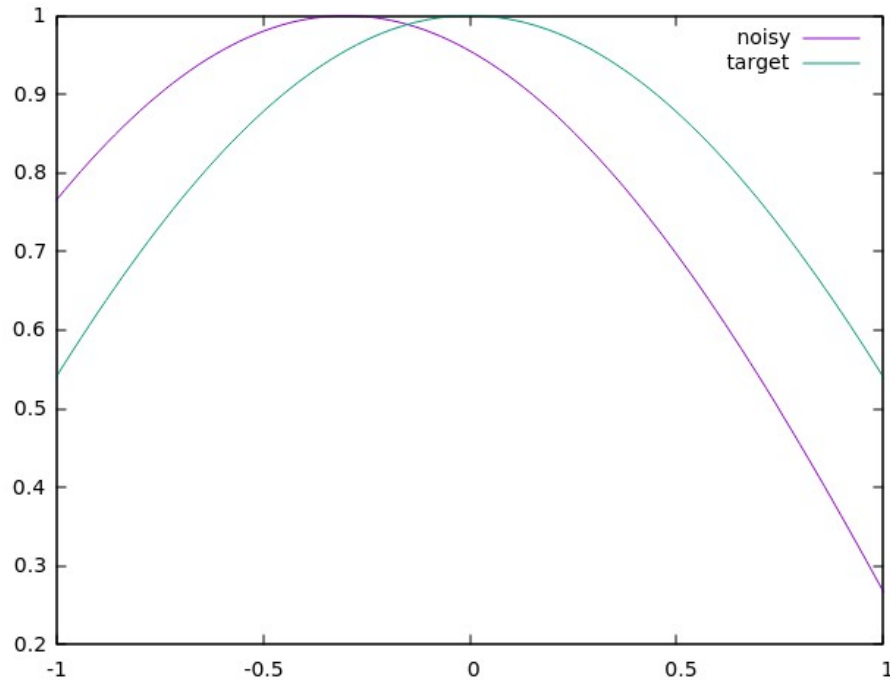
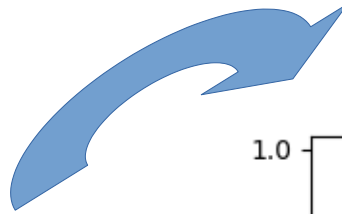
Γ circuit training



- Noise model : angle shift + Gaussian noise
- ML circuit : re-uploader of depth 2
- Target circuit : $R_x(t)$

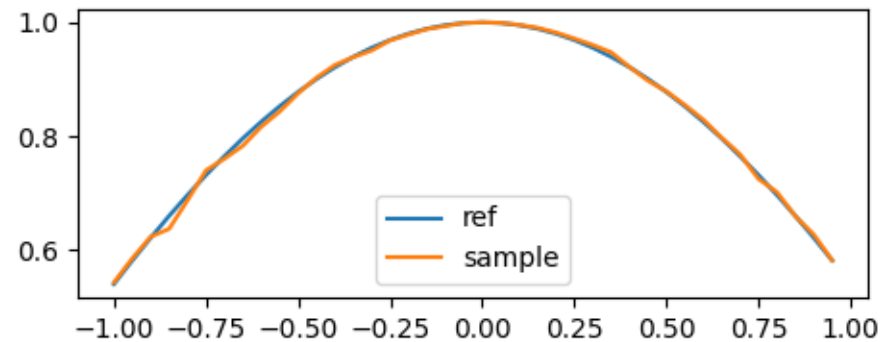
Γ performance

Correction

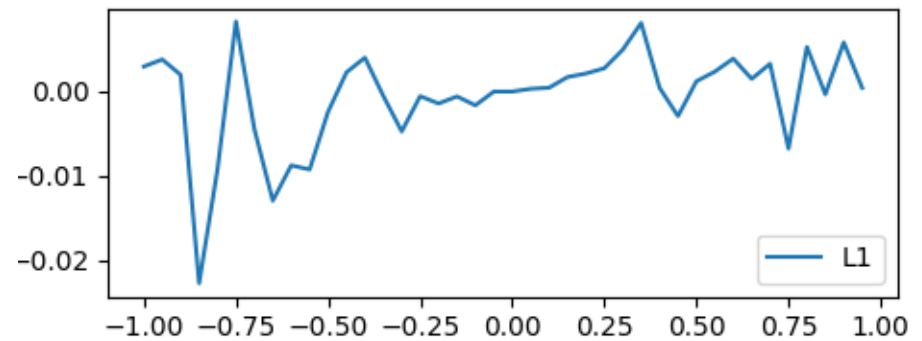


Observed systematic error

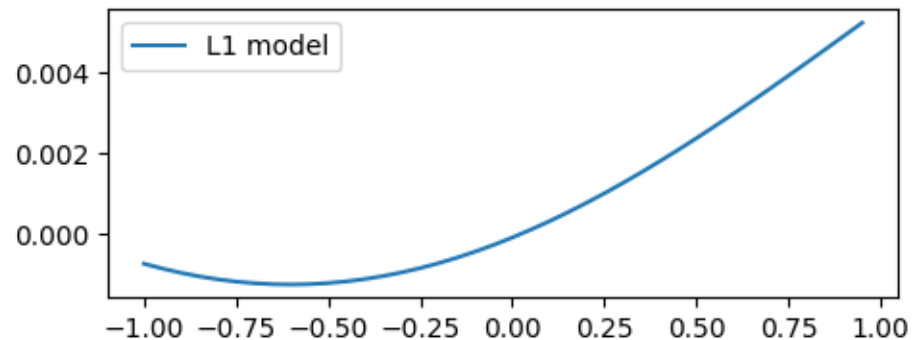
Model error for depth 2 innoise model



L1 error (mean value -0.000605)

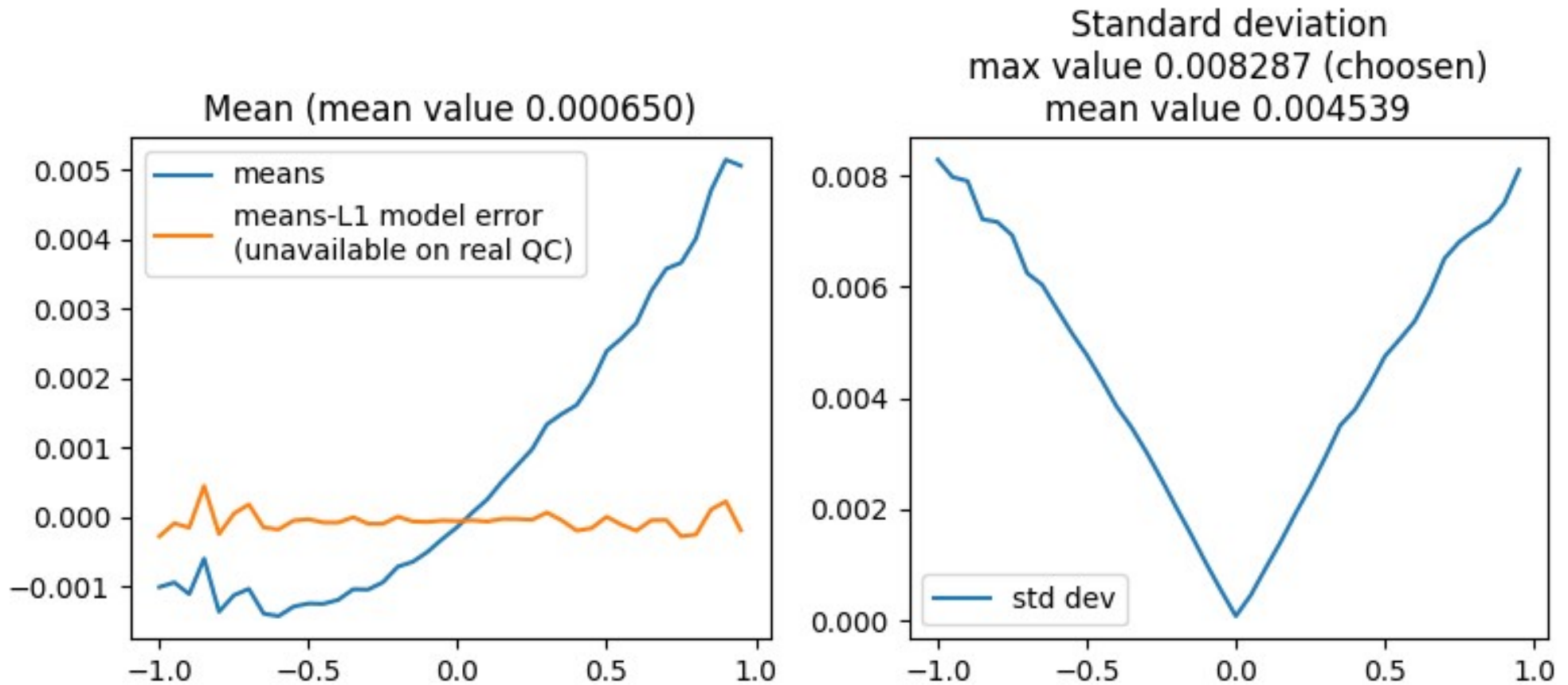


L1 model error (mean value 0.000704)
(unavailable on real QC)



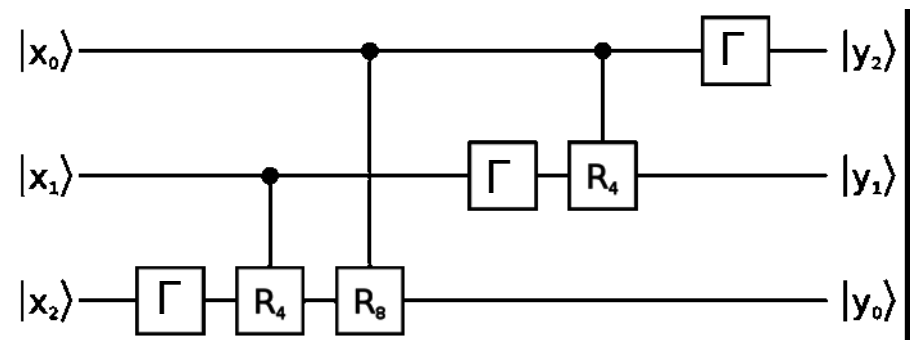
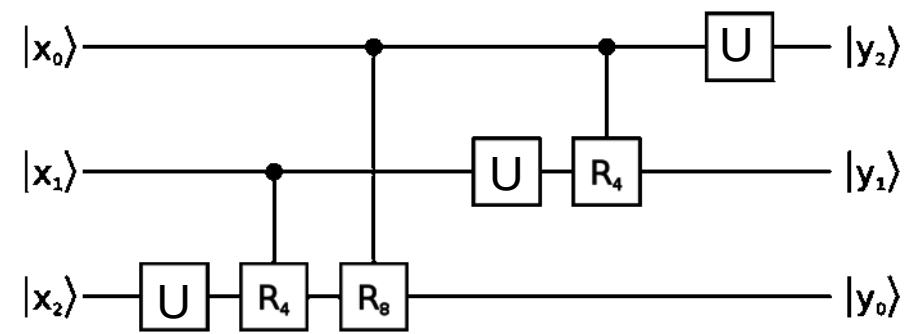
Stat Error Measurement

Stat error function for depth 2 innoise model



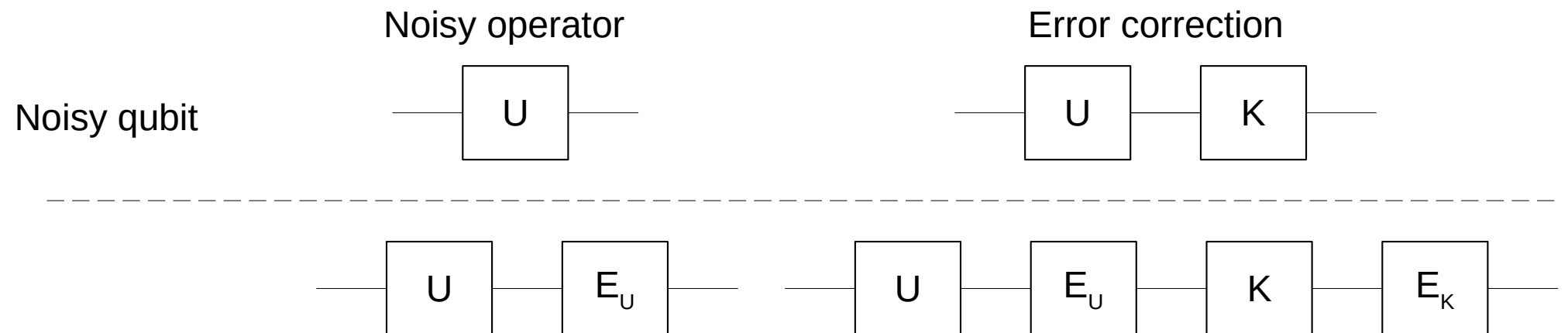
Γ is a corrected operator

- Γ can be used instead of the initial target circuit
- But long circuit especially for complicated functions
 - increase the stat. error (decoherence)
 - try to find a compact correction operator



Mono-operator approach

- Characterize numerically the systematic noise
 - Evaluating error of a target circuit U
 - Calculating K_U , the correction operator for U



Characterize the syst. error

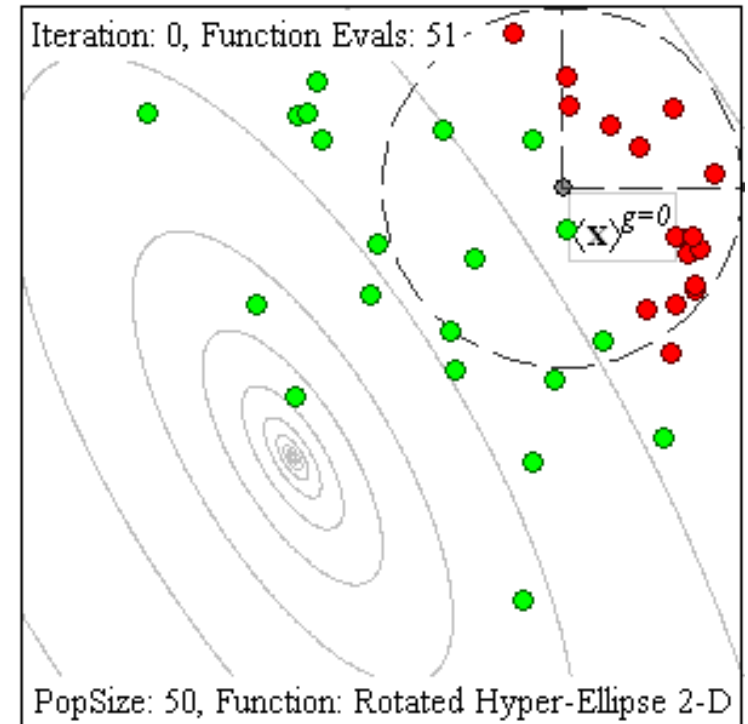
- E generic operator equivalent to
-Rz(Φ)-Ry(θ)-Rz(λ)- circuit

$$E = \begin{bmatrix} e^{-i\frac{\phi+\lambda}{2}} \cos(\frac{\theta}{2}) & -e^{-i\frac{\phi-\lambda}{2}} \sin(\frac{\theta}{2}) \\ e^{i\frac{\phi-\lambda}{2}} \sin(\frac{\theta}{2}) & e^{i\frac{\phi+\lambda}{2}} \cos(\frac{\theta}{2}) \end{bmatrix}$$

- System of equations to solve
- $\langle 0|U+E+AEU|0\rangle = \langle 0|U+AU|0\rangle$ (A=X,Y,Z axis)
equations measures on noisy qubit
- Problem : this system is really not smooth →
need powerfull numerical technique

CMA-ES

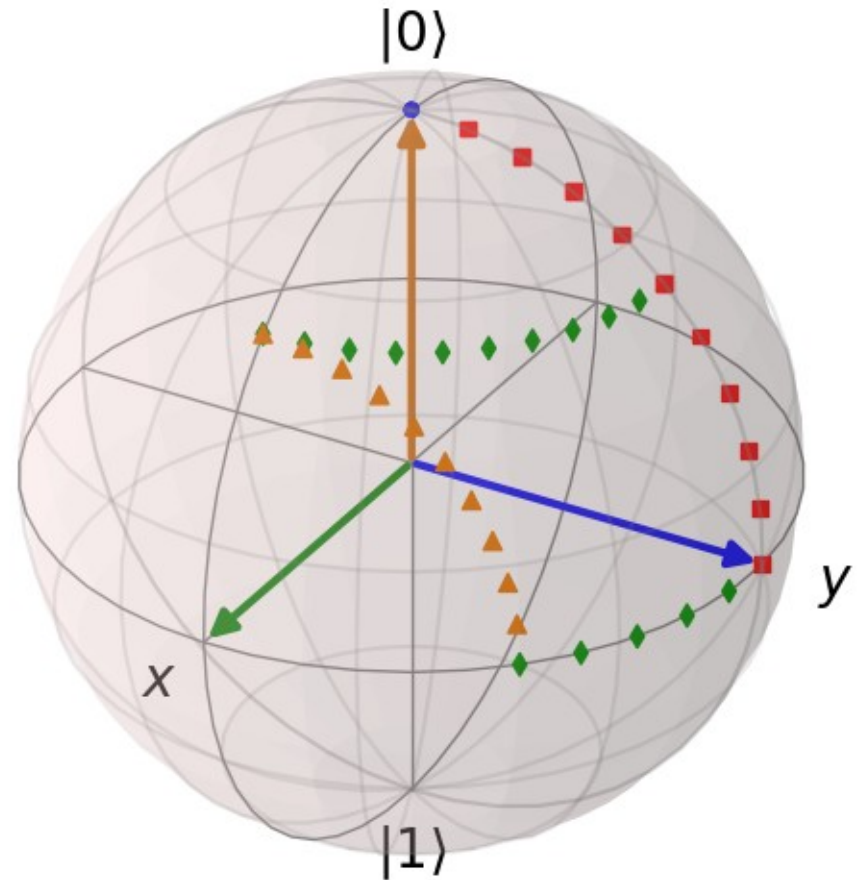
- Covariance Matrix Adaptation Evolution Strategy
- Stochastic, derivative-free
- Generational adaptation of a population of points
- Elimination of worst point → covariance matrix estimation
- Very efficient if function is cheap to compute $O(\text{dim}^2)$



Hansen & Ostermeier,
Completely Derandomized
Self-Adaptation in Evolutionary
Strategies, 2001

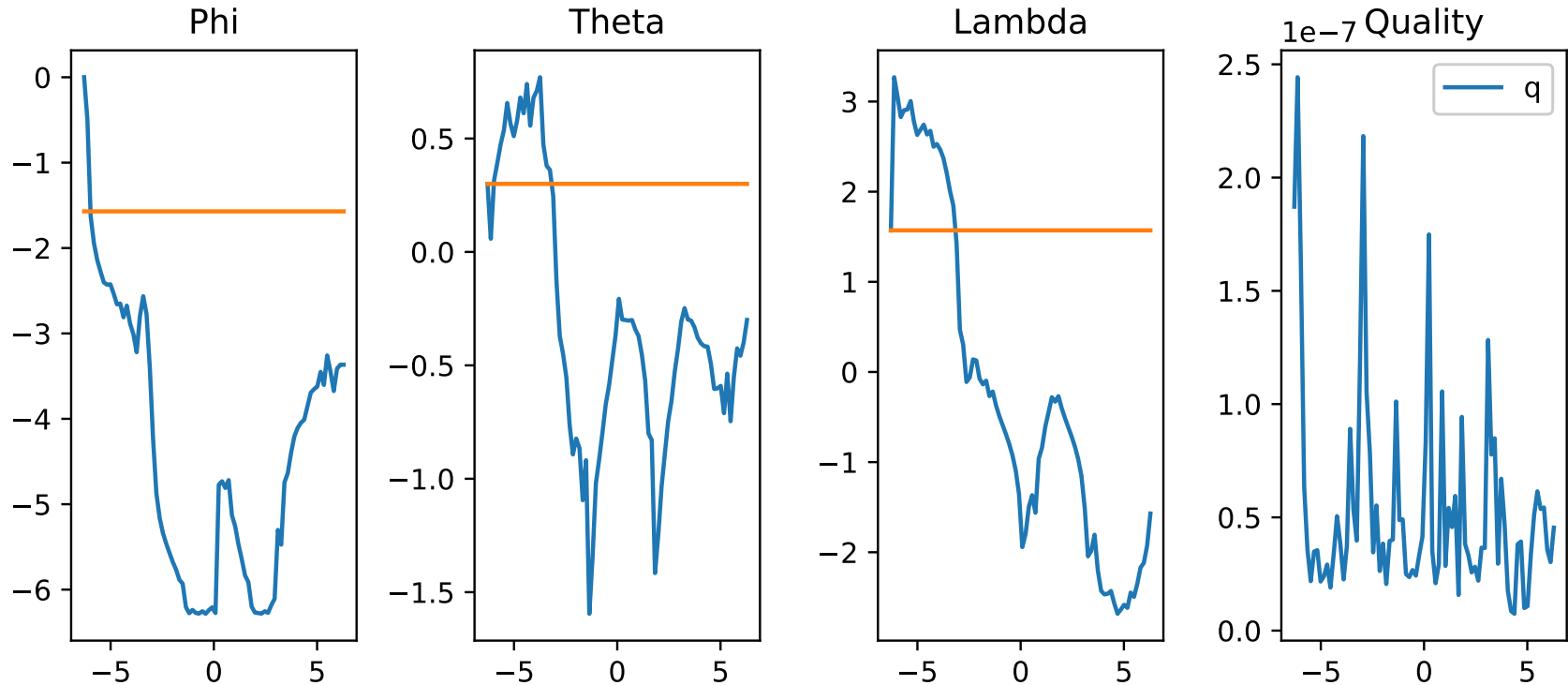
Non-unicity

- E is not unique
- An infinity of 3 rotation paths join 2 points on the sphere
 - No unicity of the system solution
 - the noise model cannot be reverse fitted



Result RX

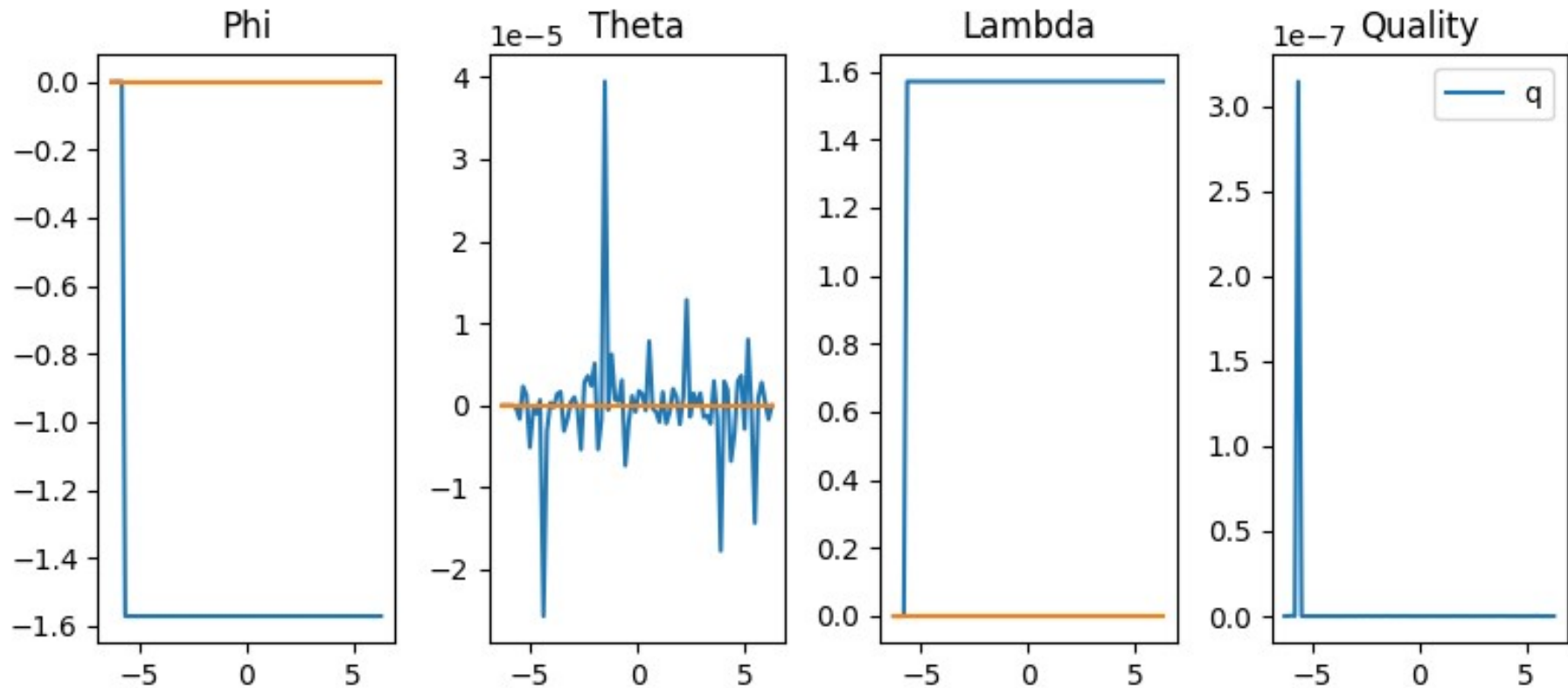
Error RX



- Yellow : theoretical result
- Blue : computed result
- Quality is good

Result RY

Error RY



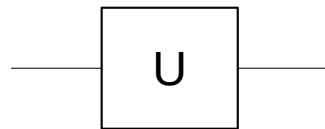
The -1.6 RZ shift is compensated by a +1.6 RZ shift

Computing correction

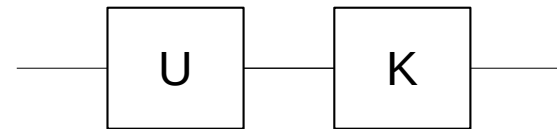
- Correction operator also induces an error E_K
- Matrix equation to solve : $E_K K E_U U = U$
- Unitarity \rightarrow 2 complex equations \rightarrow 4 real equations \rightarrow solving with CMA-ES

Noisy operator

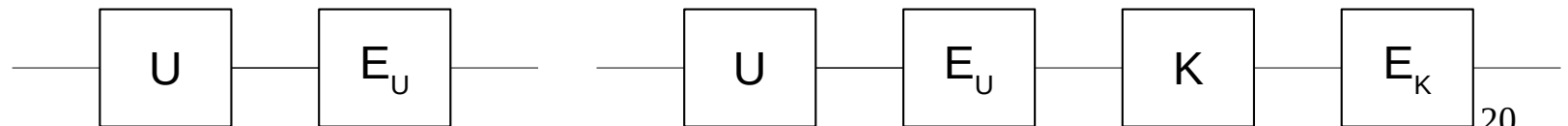
Noisy qubit



Error correction



Noiseless qubit



Hadamard operator correction

- Evaluating K_H the Hadamard operator correction \rightarrow coherent with target precision
- Could be extended to any U circuit
- Can be used as a correction in any circuit \rightarrow improve performance
- minimal impact on circuit length (3 gates overhead per U)

H_KH noisy

X tensor(0.9978, dtype=torch.float64)

Y tensor(-0.0383, dtype=torch.float64)

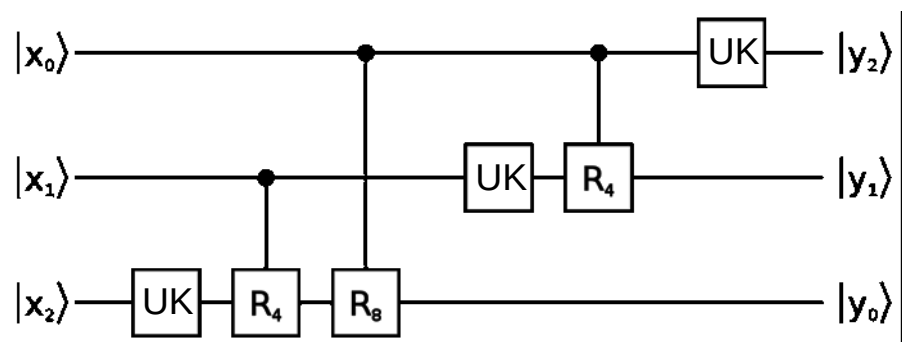
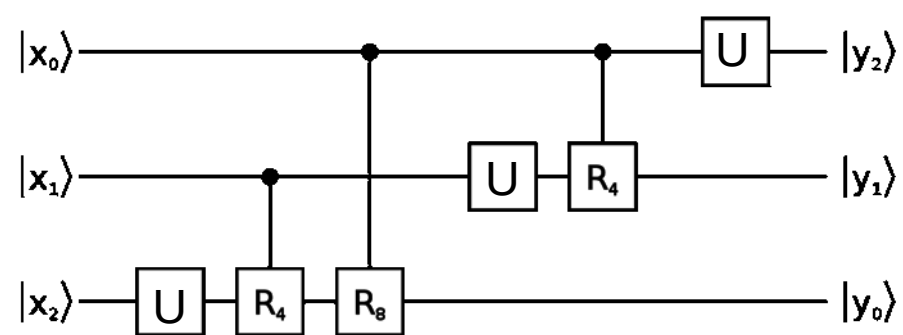
Z tensor(0.0054, dtype=torch.float64)

H noiseless

X tensor(1.0000, dtype=torch.float64)

Y tensor(0., dtype=torch.float64)

Z tensor(0., dtype=torch.float64)



Perspectives

- Extending correction to arbitrary circuit
- Finalizing and releasing the error and correction python code
- Search for a collaboration with a QC company to test the method on a real machine
- Extending the technique to multi-qubits operators (CNOT)