### "A Practical Architecture for Reliable Quantum Computers"

written by Mark Oskin, Fredric T. Chong and Isaac L. Chuang

presented by Ketan Patel

March 11, 2002

### Outline

- Overall Goal
- Quantum Error Correction
- Quantum Computer Architecture
- Conclusions

### Goal

Provide a general-purpose architecture for quantum computation

- quantum storage
- quantum ALU
- data paths
- classical control circuits
- system integration

Important consideration: Reduce error-correction overhead

### **Quantum Error Correction**

QEC can be used to combat the effects of decoherence and noisy gates

Single error correcting code decreases error prob. from  $p \Rightarrow cp^2$ 

Recursively applying:  $p \Rightarrow cp^2 \Rightarrow c(cp^2)^2 \Rightarrow ... \Rightarrow (cp)^{2^k}/c$ Error decreases exp. while increase in overhead is "only" poly.

# **Error Correction Overhead**

Recursive QEC can introduce large overheads

#### For example (using the Steane [7,1] code):

Table 1. Recursive error-correction overhead for a single-qubit operation using [7,1] Steane correction code.			
Recursion level (k)	Storage overhead 7 <sup>*</sup>	Operation overhead 153*	Minimum time overhead 5 <sup>k</sup>
0	1	1	1
1	7	153	5
2	49	23,409	25
3	343	3,581,577	125
4	2,401	547,981,281	625
5	16,807	83,841,135,993	3,125

Critical to only use as much error correction as necessary

## **Quantum Computer Architecture**

- Classical Compiler/Scheduler
- Quantum ALU
- Quantum Memory
- Quantum Wires
- Code Teleporter



### Compilers

#### Static Precompiler

- Generates code for target error rate on ideal quantum computer
- No knowledge of error model

#### Dynamic Compiler

- Produces instructions for FT-computation
- Dynamically determines necessary error correction

### **Dynamic Scheduler**

Dynamically translates logical quantum ops  $\Rightarrow$  physical qubit ops

- Uses knowledge of input data size & physical qubit error rates
- Controls quantum ALU, code teleportation & memory refresh units

Critical to making architecture efficient-should be fast

### Quantum ALU

Performs elementary ops fault-tolerantly on encoded states

- Hadamard
- Identity

phase (S)

• combined bit & phase flip (Y)

- bit flip (X)
- phase flip (Z)

- π/8 (T)
- C-NOT (CNOT)

### Specialized HW provides fresh ancilla

# **Quantum Memory**

Key: Memory should be more reliable than computation (Could make use of decoherence-free subsystems)

Logical qubits periodically "refreshed" with dedicated hardware

## **Quantum Wires**

Use quantum teleportation to move qubits



No need to transmit qubits, only shared cat states and classical bits

# **Code Teleportation**

Use teleportation to convert between codes



Can use space-efficient code for memory and operation-efficient code for computation

### **Error Correction Optimization**

Recursive EC increases in steps

Leads to unnecessarily large overhead



Classical processor aggregates cost of EC over several ops

## Conclusions

- Practical architecture will require error rates btwn  $10^{-6}$ — $10^{-9}$
- Reliability of underlying technology crucial
- Error correction overhead is most pressing issue