

# “A Practical Architecture for Reliable Quantum Computers”

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## 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:  $p \Rightarrow cp^2 \Rightarrow c(cp^2)^2 \Rightarrow \dots \Rightarrow (cp)^{2^k} / c$   
Error decreases exp. while increase in overhead is “only” poly.



## Quantum ALU

Performs elementary ops fault-tolerantly on encoded states

- Hadamard
- Identity
- bit flip (X)
- phase flip (Z)
- combined bit & phase flip (Y)
- phase (S)
- $\pi/8$  (T)
- C-NOT (CNOT)

Specialized HW provides fresh ancilla

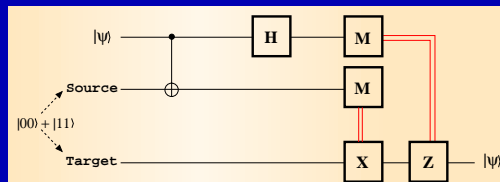
## Quantum Memory

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

Logical qubits periodically “refreshed” with dedicated hardware

## Quantum Wires

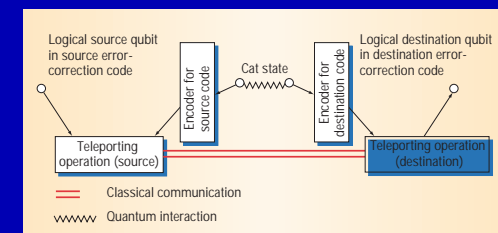
Use quantum teleportation to move qubits



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

## Code Teleportation

Use teleportation to convert between codes

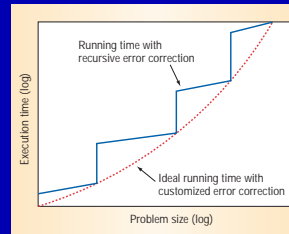


Can use **space-efficient** code for memory and **operation-efficient** code for computation

## 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