

On measurement-based quantum computation with the toric code states

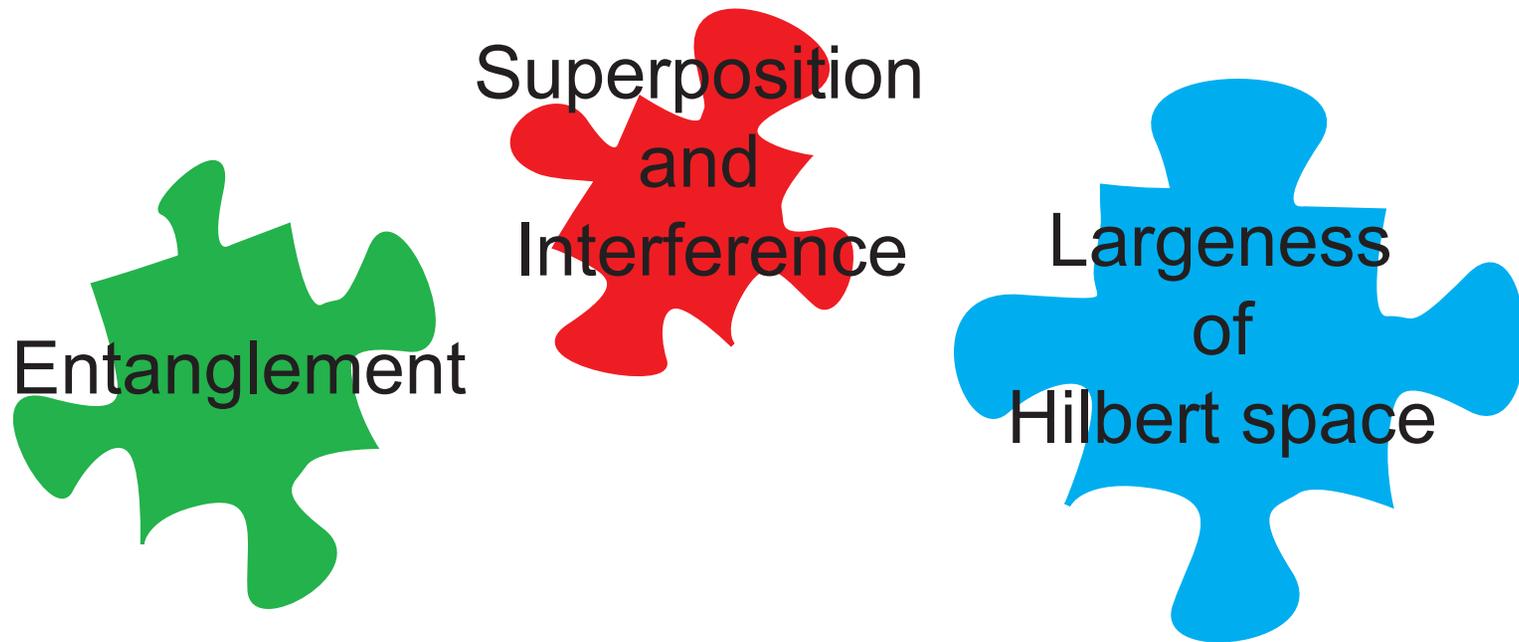
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Perimeter Institute, moving to UBC in Jan 08

PITP Vancouver, Dec 2, 2007

Joint work with Sergey Bravyi, IBM; PRA 76, 022304 (2007).

Where does the power in quantum computation come from?



- A prerequisite for a speed-up in quantum computation is the hardness of its classical simulation.

Quantum computation and statistical mechanics

- Characteristic *state overlaps* in measurement-based quantum computation can be related to the *partition function* of the Ising model.

Ising model

$$Z_{Ising}$$

planar + magn. field
simulation \geq NP hard¹

planar, no magn. field
simulation efficient

One-way QC

$$\sim \langle \text{local state} | \text{quantum resource} \rangle$$

$|\text{cluster state}\rangle$
universal

$|\text{planar code state}\rangle$
not universal

1: F. Barahona (1982).

Talk outline

Part I: One-way quantum computer (QC_C) and cluster states

What is the one-way quantum computer?

Part II: Efficient classical simulation of MQC based on the tree-ness of graphs

The QC_C on graph states of tree graphs can be efficiently simulated classically.

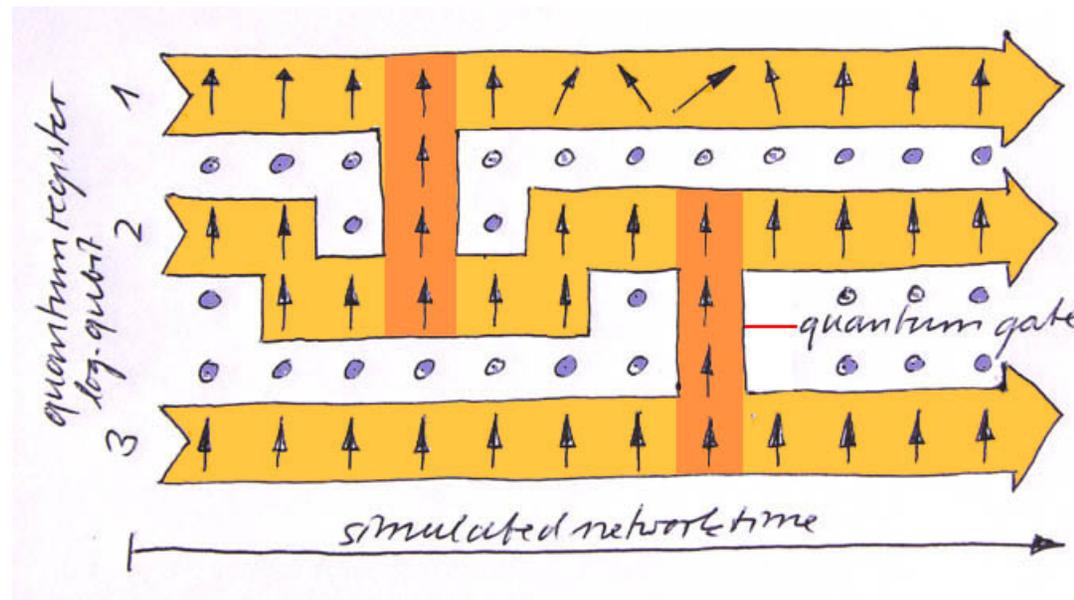
Part III: Efficient classical simulation of MQC based on planarity of graphs

The QC_C on the planar code state can be efficiently simulated classically.

Part I:

The one-way quantum computer and cluster states

The one-way quantum computer



measurement of Z (\odot), X (\uparrow), $\cos \alpha X + \sin \alpha Y$ (\nearrow)

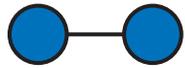
- Universal computational resource: cluster state.
- Information written onto the cluster, processed and read out by one-qubit measurements only.

R. Raussendorf and H.-J. Briegel, Phys. Rev. Lett. 86, 5188 (2001).

Cluster states - creation

1. Prepare product state $\bigotimes_{a \in \mathcal{C}} \frac{|0\rangle_a + |1\rangle_a}{\sqrt{2}}$ on d -dimensional qubit lattice \mathcal{C} .
2. Apply the Ising interaction for a fixed time T (conditional phase of π accumulated).

Cluster states - simple examples



$$|\psi\rangle_2 = |0\rangle_1|+\rangle_2 + |1\rangle_1|-\rangle_2$$

Bell state



$$|\psi\rangle_3 = |+\rangle_1|0\rangle_2|+\rangle_3 + |-\rangle_1|1\rangle_2|-\rangle_3$$

GHZ-state



$$|\psi\rangle_4 = |0\rangle_1|+\rangle_2|0\rangle_3|+\rangle_4 + |0\rangle_1|-\rangle_2|1\rangle_3|-\rangle_4 + \\ + |1\rangle_1|-\rangle_2|0\rangle_3|+\rangle_4 + |1\rangle_1|+\rangle_2|1\rangle_3|-\rangle_4$$

Number of terms exponential in number of qubits!

Cluster states - definition

A cluster state $|\phi\rangle_{\mathcal{C}}$ on a cluster \mathcal{C} is the single common eigenstate of the stabilizer operators $\{K_a\}$,

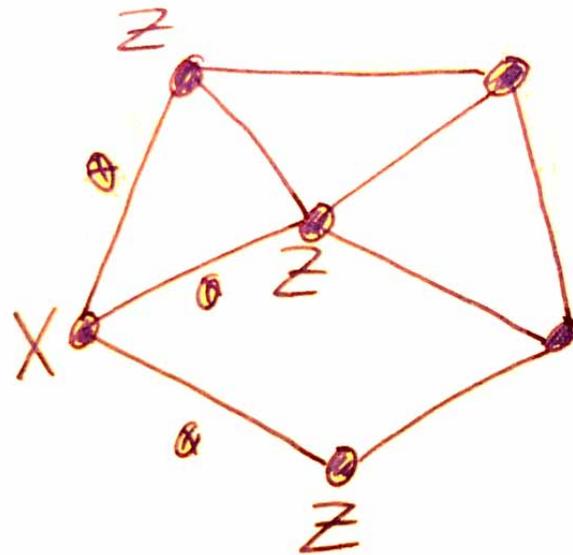
$$K_a|\phi\rangle_{\mathcal{C}} = |\phi\rangle_{\mathcal{C}}, \quad \forall a, \quad (1)$$

where

$$K_a = X_a \bigotimes_{b \in N(a)} Z_b, \quad \forall a \in \mathcal{C}, \quad (2)$$

and $b \in N(a)$ if a, b are spatial next neighbors in \mathcal{C} .

Graph states and local complementation



Stabilizer generators:

$$X_i \otimes \prod_{j \in V(G)} (Z_j)^{A_{ij}}$$

A : adjacency matrix

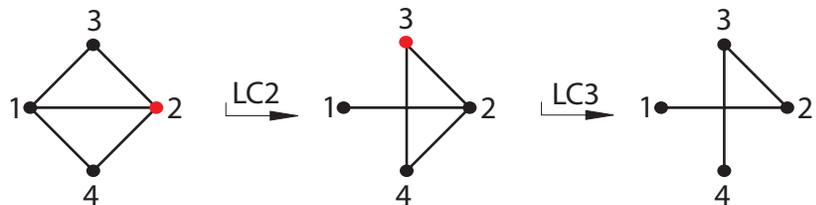
- Graph states are a straightforward generalization of cluster states.
- Cluster states are graph states corresponding to lattice graphs.

Graph states and local complementation

- For a given graph state, there exist local unitary equivalent graph states corresponding to different graphs.
- The equivalent graph states can be reached by a graph transformation, namely *local complementation*.

How local complementation works:

- Pick a vertex v in the graph.
- Find all its neighbors $\{u_i\}$.
- Invert all edges (u_i, u_j) .



Part II:

Classical simulation of the QC_c on tree-like graph states via tensor networks

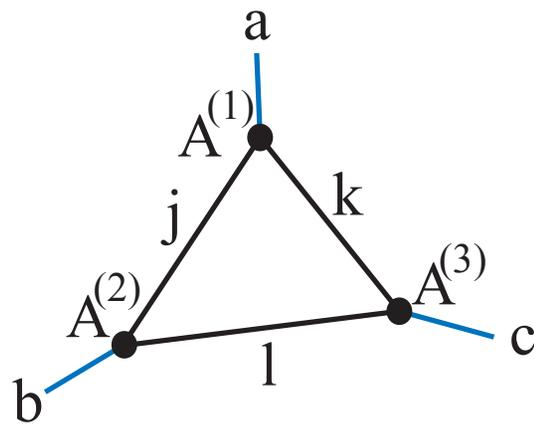
Requirements for classical simulation

- Predict probabilities for outcomes of complete measurements.

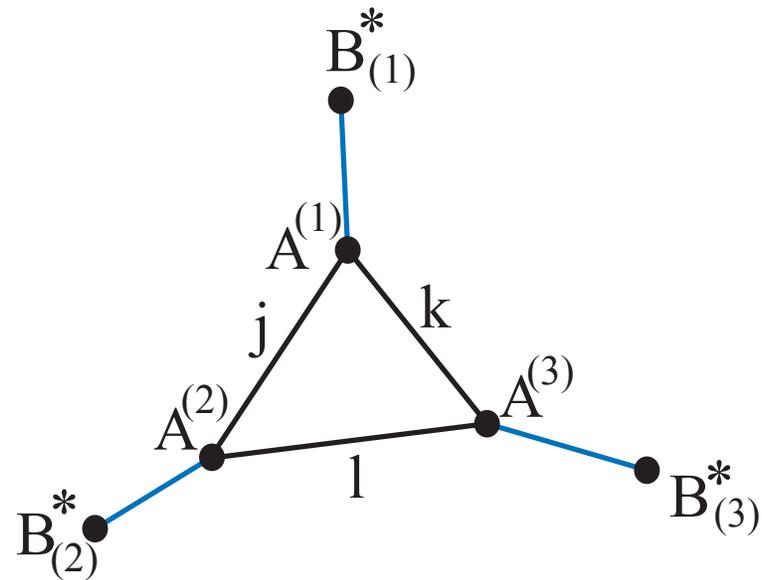
$$p = |\langle \text{local state} | \text{quantum resource} \rangle|^2$$

- Predict probabilities for outcomes of partial measurements (subset of qubits traced over).

Tensor networks



a) quantum state



b) state overlap $\langle B|A \rangle$

tensor networks

$$|\psi\rangle = \sum_{abc} \left(\sum_{jkl} A_{ajk}^{(1)} A_{bjl}^{(2)} A_{ckl}^{(3)} \right) |a\rangle_1 |b\rangle_2 |c\rangle_3$$

Tensor networks

$$A_{\underbrace{ijklm}, \quad i, j, k, l, m = 1 \dots d}_{\text{rank } r} \quad \text{dimension}$$

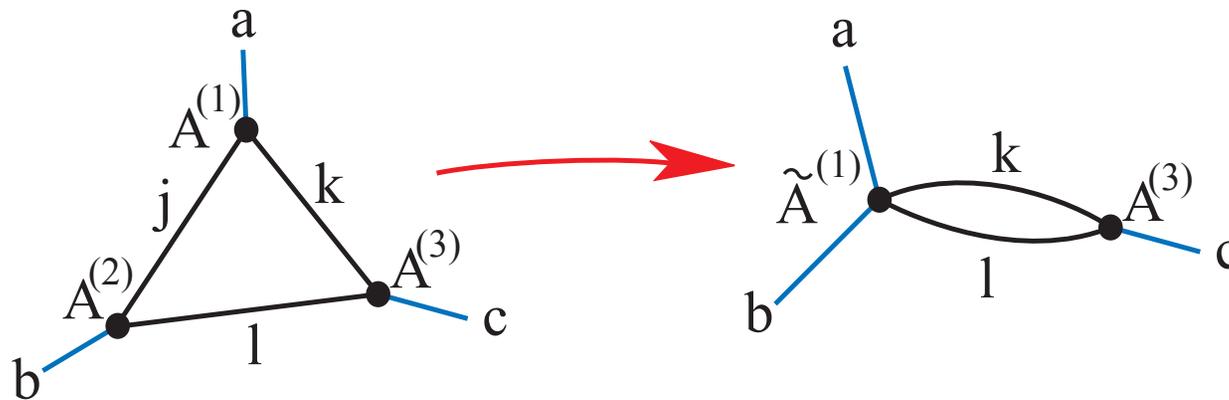
Number of components in A :

$$|A| = d^r. \quad (3)$$

- The rank of $A(v)$ equals the vertex degree $\deg(v)$.

Tensor networks

Task: Contract edges in the network graph.



This changes the degree of the remaining vertices.

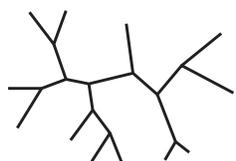
$${}_1\langle a| \otimes {}_2\langle b| \otimes {}_3\langle c|\psi\rangle = \left(\sum_{jkl} A_{ajk}^{(1)} A_{bjl}^{(2)} A_{ckl}^{(3)} \right) = \left(\sum_{kl} \tilde{A}_{abkl}^{(1)} A_{ckl}^{(3)} \right)$$

$$\text{with } \tilde{A}_{abkl}^{(1)} = \sum_j A_{ajk}^{(1)} A_{bjl}^{(2)}.$$

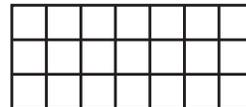
Graphs close to a tree

High vertex degrees in the contraction of edges in G can be avoided for tree-like graphs.

- The deviation of a graph from a tree is formalized by the *treewidth*.



tree:
treewidth = 1



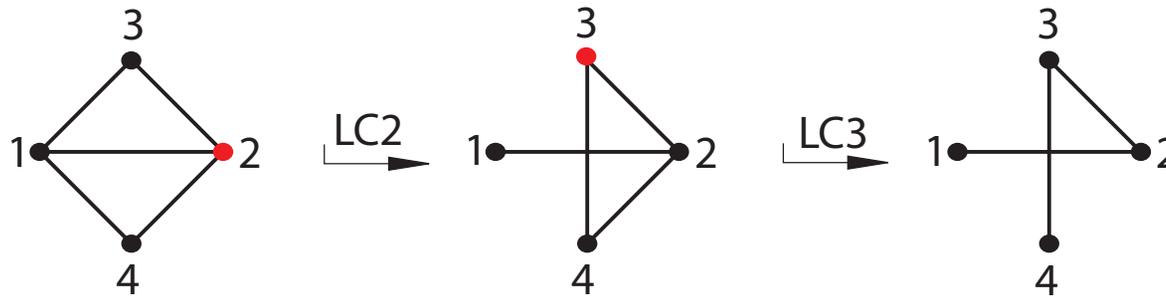
m by n grid:
treewidth = $\min(m, n)$

- MBQC can be efficiently simulated for graph states on *tree graphs* and graphs close to trees.

Graphs close to a tree

Theorem 1 (Markov & Shi, 05): *Consider a n -vertex graph G of tree width T . Then, a one-way quantum computation on $|G\rangle$ can be simulated in time $O(n) \exp(O(T))$.*

Tensor networks and entanglement



- Problem: Local complementation on a graph G leaves the computational power of the corresponding graph state $|G\rangle$ invariant but changes the treewidth of G .
- Remedy: rank width.

Tensor networks and entanglement

Theorem 2 (SDV05, VdN06): Be χ the rank width of an n -qubit graph state $|G\rangle$. *The complexity of classical MQC simulation on $|G\rangle$ is $\text{Poly}(n) \exp(\chi)$.*

Theorem 3 (VdN06): χ is an *entanglement monotone*.

- *Entanglement is necessary for hardness of the classical simulation.*
- **Is entanglement also sufficient?**

Part III:

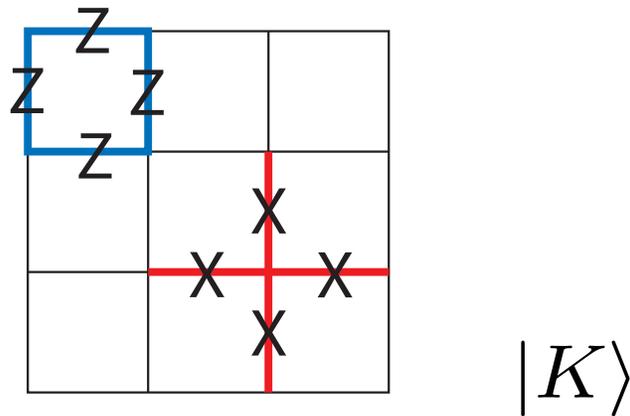
Classical simulation of MQC on planar code states

Goals of Part III

- MQC with the planar code state can be efficiently simulated classically, by mapping to the *planar* Ising model.
- What about entanglement in these states?
- MQC with a universal 2D cluster state can also be mapped to the Ising model: planar + magnetic field.

S. Bravyi and R. Raussendorf, PRA 76, 022304 (2007).

Definition of the planar code state



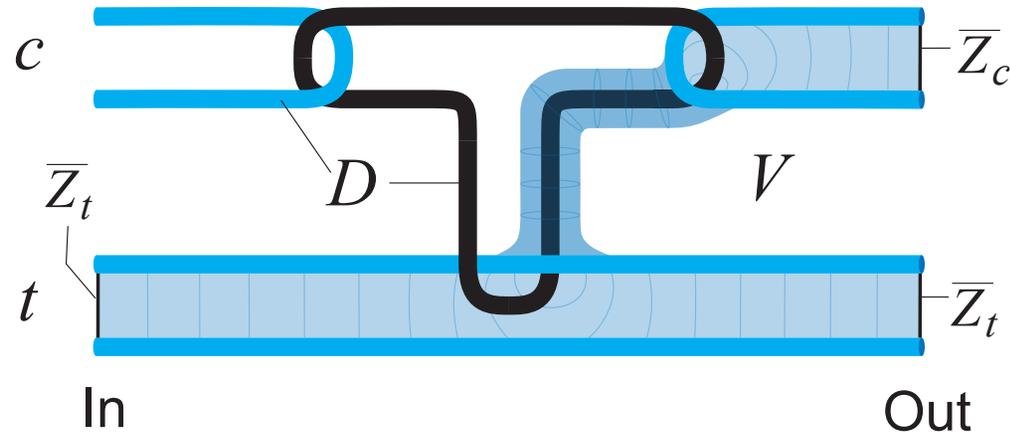
- Qubits live on the edges.
- The planar code state is a stabilizer state. Stabilizer operators associated with the sites and plaquettes of the lattice.

Why consider a planar code state?

- Planar code states and cluster states are closely related.
- $|K\rangle$ obeys entropy area law.
- $|K\rangle$ shows topological order.

2D local FTQC

Combine cluster states and planar code states to obtain this:



- Fault-tolerant universal quantum computation in 2D local architecture.
- Threshold: 0.75×10^{-2} for each source in an error model with preparation, gate, storage and measurement errors.

R.Raussendorf and J. Harrington, Phys. Rev. Lett. 98, 190504 (2007).

Our Results

Theorem 4A: *Complete local measurements on a planar code state can be simulated efficiently classically.*

Theorem 4B: *Suppose that at each step j of MQC the sets of measured and unmeasured qubits E_j, \bar{E}_j are connected. Then, partial local measurements on a planar code state can be simulated efficiently classically.*

S. Bravyi and R. Raussendorf, PRA 76, 022304 (2007).

Connection with Ising model

Task: compute overlap between $|K\rangle$ and local state $|\Psi\rangle = \bigotimes_{(ij)} |\phi_{jk}\rangle$.

$|K\rangle$ written in the computational basis $\{|x_1, x_2, \dots, x_n\rangle, x_k = \pm 1\}$:

$$|K\rangle = \sum_{x \in \mathcal{L}_0} |x\rangle;$$

where $\mathcal{L}_0 = \{x : B_p |x\rangle = |x\rangle, \forall p\}$. Then

$$\langle \Psi | K \rangle = \Lambda \sum_{x \in \mathcal{L}_0} \exp \left(\sum_{(jk)} \beta_{jk} x_{jk} \right),$$

where $\exp(2\beta_{ij}) = \langle \phi_{ij} | + 1 \rangle / \langle \phi_{ij} | - 1 \rangle$.

Connection with Ising model

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where $\exp(2\beta_{ij}) = \langle \phi_{ij} | + 1 \rangle / \langle \phi_{ij} | - 1 \rangle$.

Now solve the constraint $x \in \mathcal{L}_0$:

$$x_{ij} = \sigma_i \sigma_j, \quad (\sigma_k = \pm 1 \text{ for all sites } k).$$

Connection with Ising model

Task: compute overlap between $|K\rangle$ and local state $|\Psi\rangle = \bigotimes_{(ij)} |\phi_{jk}\rangle$.

$|K\rangle$ written in the computational basis $\{|x_1, x_2, \dots, x_n\rangle, x_k = \pm 1\}$:

$$|K\rangle = \sum_{x \in \mathcal{L}_0} |x\rangle;$$

where $\mathcal{L}_0 = \{x : B_p |x\rangle = |x\rangle, \forall p\}$. Then

$$\langle \Psi | K \rangle = \frac{1}{2} \sum_{\{\sigma\}} \exp \left(\sum_{(jk)} \beta_{jk} \sigma_i \sigma_j \right) =: Z[\beta],$$

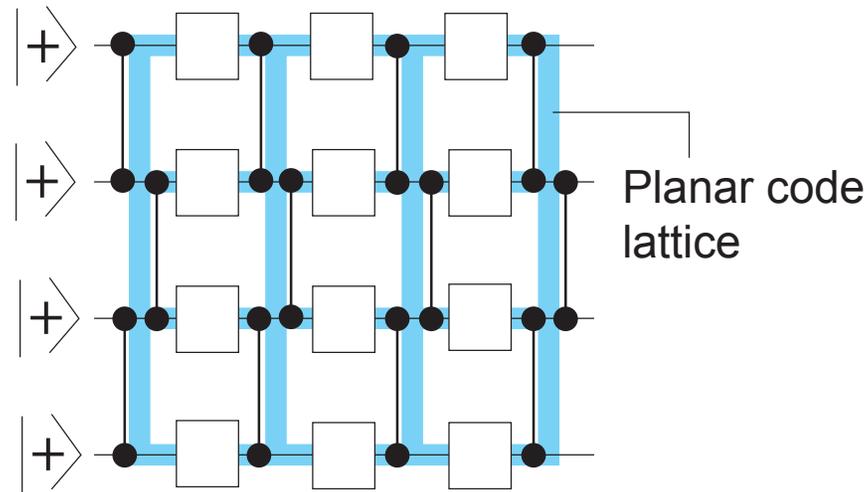
where $\exp(2\beta_{ij}) = \langle \phi_{ij} | + 1 \rangle / \langle \phi_{ij} | - 1 \rangle$.

$Z[\beta]$ is the partition function of the Ising model.

Connection with the circuit model

Compute partition function by transfer matrix method:

$$\langle \Psi | K \rangle = \frac{\Lambda}{2} \langle \hat{\dagger} | T_{L+1}^{(z)} T_{L+1}^{(x)} T_L^{(z)} \dots T_2^{(z)} T_1^{(x)} T_1^{(z)} | \hat{\dagger} \rangle.$$



$$\square: T_{l,p}^{(x)} = \exp(\beta_{h(l,p)} X_p), \quad \begin{array}{c} \bullet \\ | \\ \bullet \end{array}: T_{l,p}^{(z)} = \exp(\gamma_{v(l,p)} Z_p Z_{p+1})$$

Mapping to non-interacting fermions

Map Pauli operators $X_p, Z_p \otimes Z_{p+1}$ to Majorana fermions c_l , with $\{c_k, c_l\} = 2\delta_{kl}I$ (Jordan-Wigner transformation):

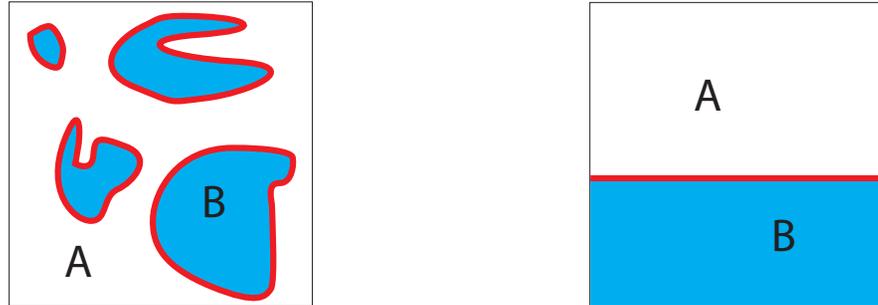
$$\begin{aligned} c_{2p} &= X_1 X_2 \dots X_{p-1} Y_p, \\ c_{2p-1} &= X_1 X_2 \dots X_{p-1} Z_p, \end{aligned}$$

Then,

$$\text{---}\square\text{---}: T_{l,p}^{(x)} = \exp(i\beta c_{2p-1} c_{2p}), \quad \begin{array}{c} \bullet \\ \text{---} \\ | \\ \bullet \\ \text{---} \end{array}: T_{l,p}^{(z)} = \exp(i\gamma c_{2p} c_{2p+1})$$

$T^{(x)}, T^{(z)}$ are *quadratic* in $\{c_l\} \rightarrow$ efficiently simulatable.

Entanglement in surface code states

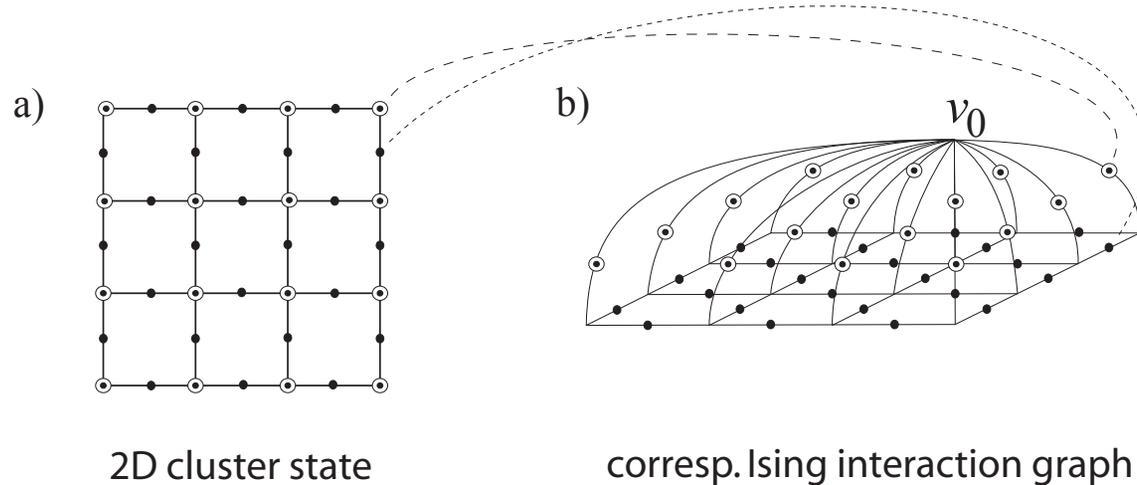


- In surface code states bi-partite entanglement proportional to length of boundary between parties, thus large.
- Classical simulation nevertheless efficient.

Large entanglement not sufficient for hardness of classical simulation.

The 2D cluster state

- 2D cluster state $|\mathcal{C}\rangle$ is universal for MQC.



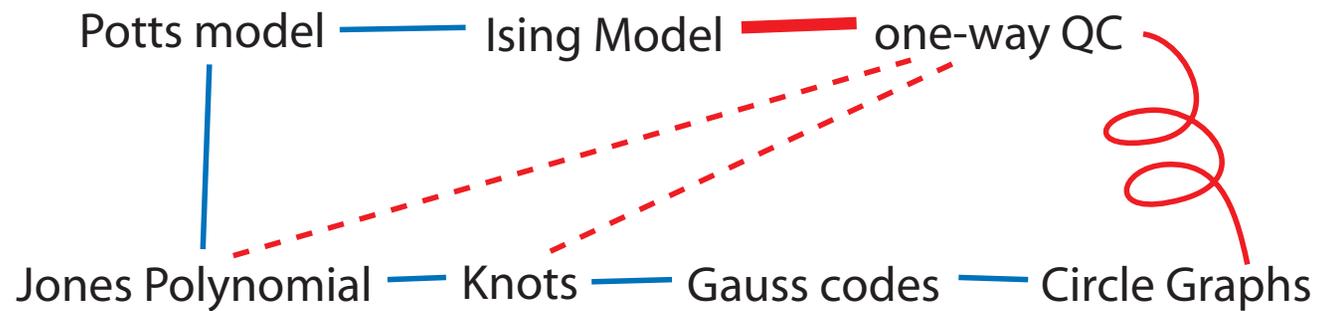
$$\langle \Psi | \mathcal{C} \rangle \sim \sum_{\{\sigma_j | j \neq v_0\}} \exp \left(\sum_{(jk) | j, k \neq v_0} \beta_{jk} \sigma_j \sigma_k + \sum_{j \neq v_0} \beta_{j0} \sigma_j \right)$$

- *Planar Ising model with magnetic fields.*
(Barahona 82: \geq NP-hard)

Summary

- MQC on planar code state can be efficiently simulated classically, by mapping to the planar Ising model.
 - MQC on a universal 2D cluster state also described by the Ising model, but interaction graph is non-planar.
 - Large entanglement in the resource state is necessary but *not sufficient* for universal MQC & hardness of classical simulation.
- + Base camp for exploring graph theory from a quantum information perspective.

Open problems



Find the missing links!