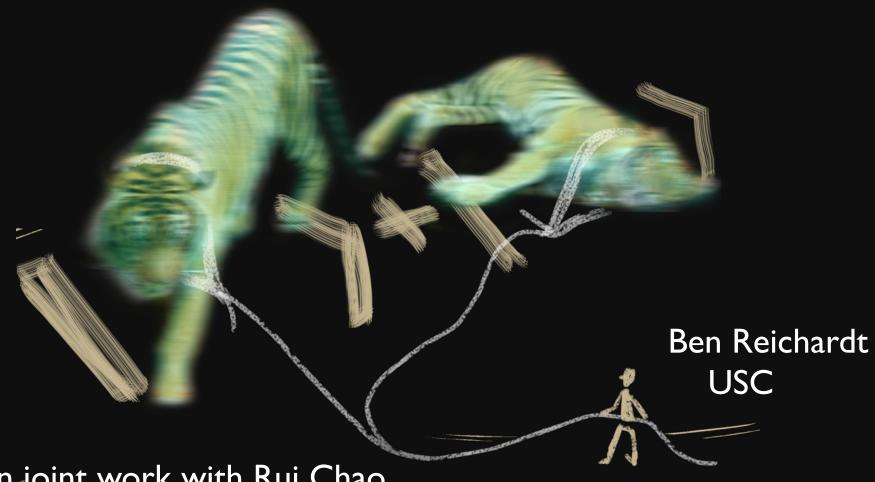
Testing physics with quantum computers



Based on joint work with Rui Chao, Chris Sutherland, Falk Unger, Umesh Vazirani, Thomas Vidick

Challenges in Quantum Computation Berkeley 6/12/2018

How can we test small quantum computers?

ters?

Is nature exponential?

(Do n qubits give 2ⁿ dimensions?)

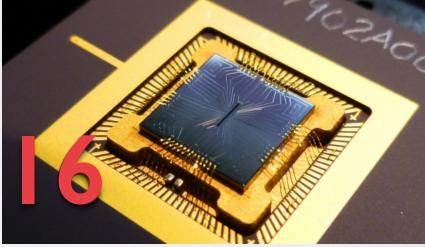
Does God play dice?

(Is there an underlying classical model?)

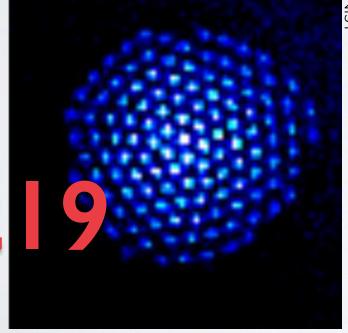
Does entanglement break down?

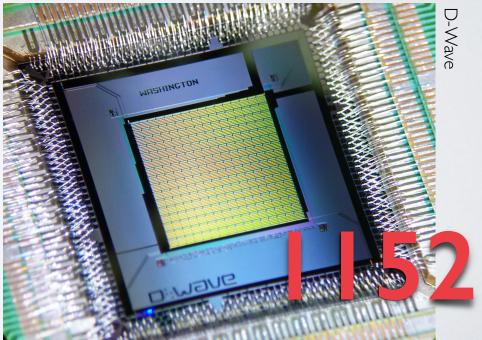
Locality: Are errors independent?

Dimension test



NIST/UMD





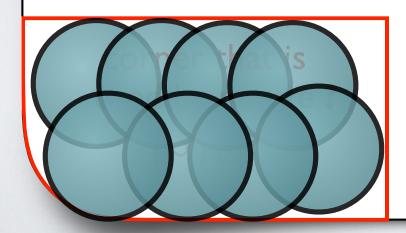
Is nature exponential?

Huge \mathcal{H} 2ⁿ

corner that is used by nature? poly(n)

Is nature exponential?

Huge \mathcal{H} 2ⁿ





Roll over image to zoom in

Samsung EVO 64GB Micro SDXC Memory Card with Adapter up to 48/MB/s (MB-MP64DA/AM)

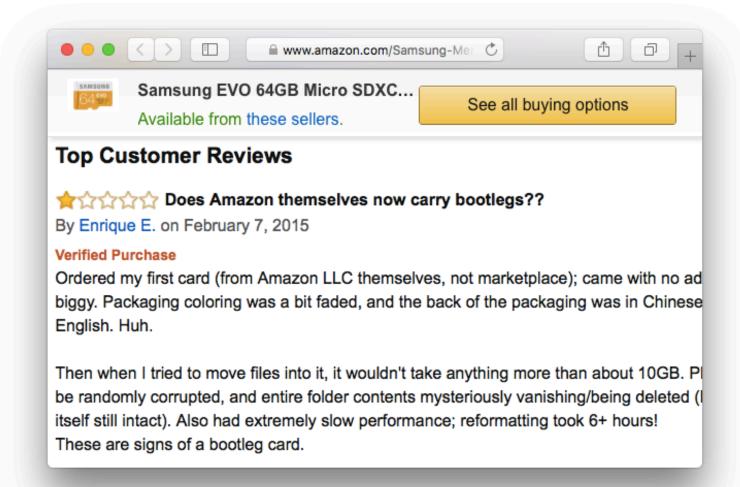
★★★☆ ▼ 11,932 customer reviews

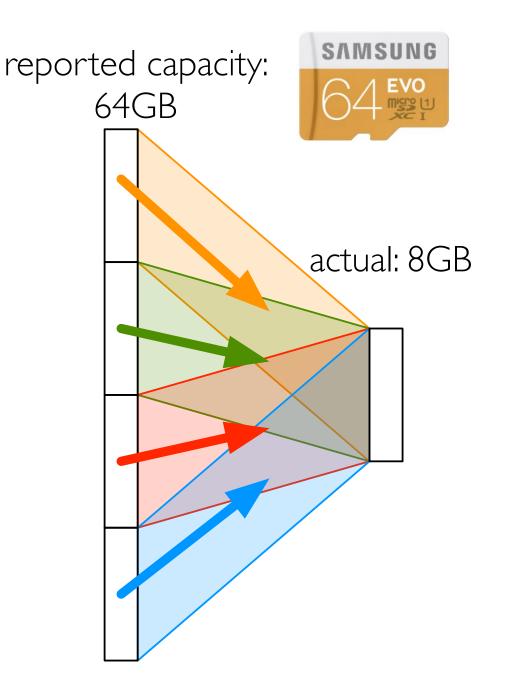
946 answered questions

Available from these sellers.

- Compatible with devices with SDXC slots-usage in non SDXC slot lead to reduced performance
- · Great for Cell phones, Smartphones, Android Tablets, Tablet PCs.
- · Great speed and performance for full HD video recording, high resolution pictures, mobile gaming, music and more.
- · Water proof, Temperature Proof, X-Ray proof, Magnetic proof

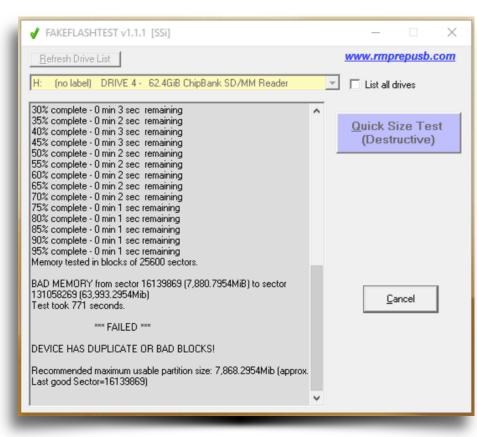
New (28) from \$23.57 & FREE shipping.



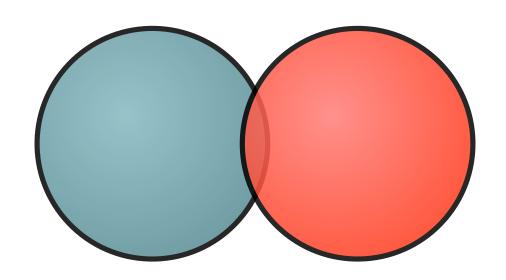


Memory test:

- I. Store n random bits
- Retrieve a random index
 & check it's correct



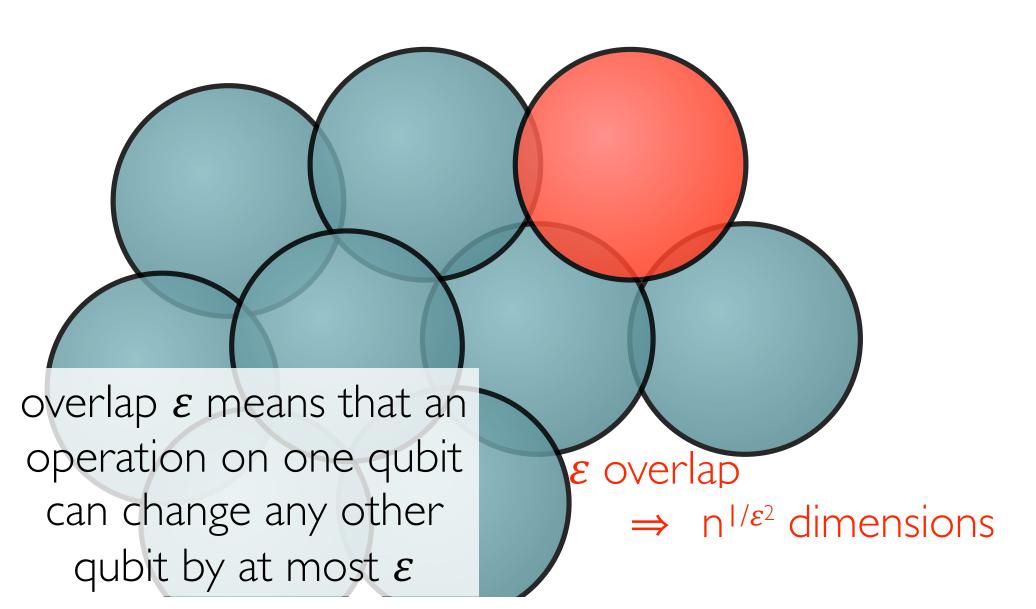
Quantum systems are continuous, so can cheat in more interesting ways...

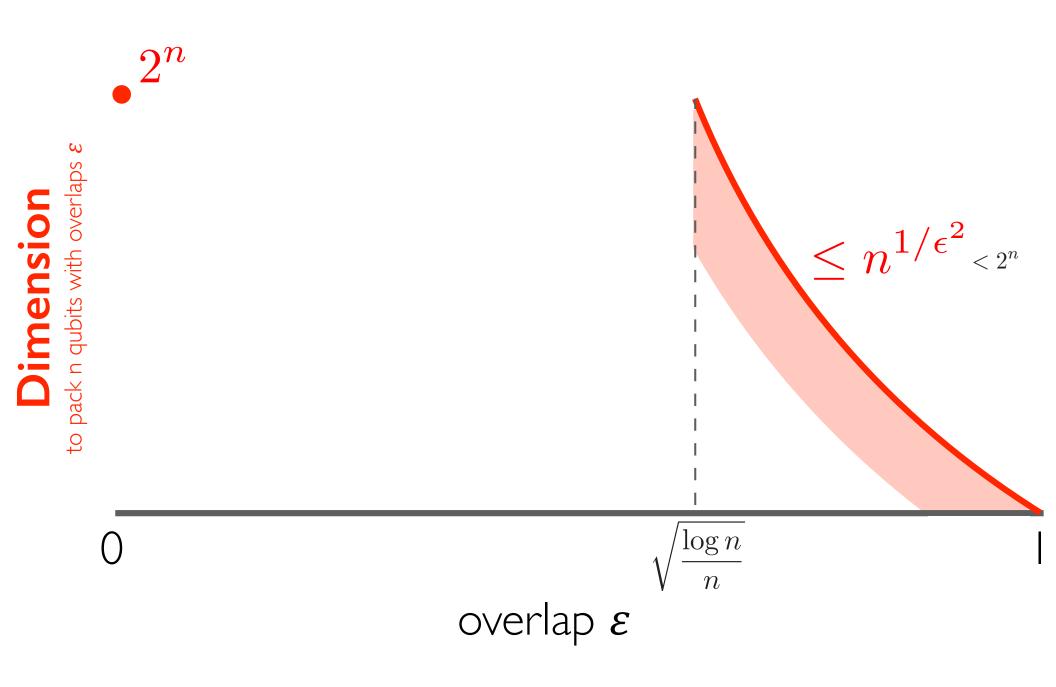


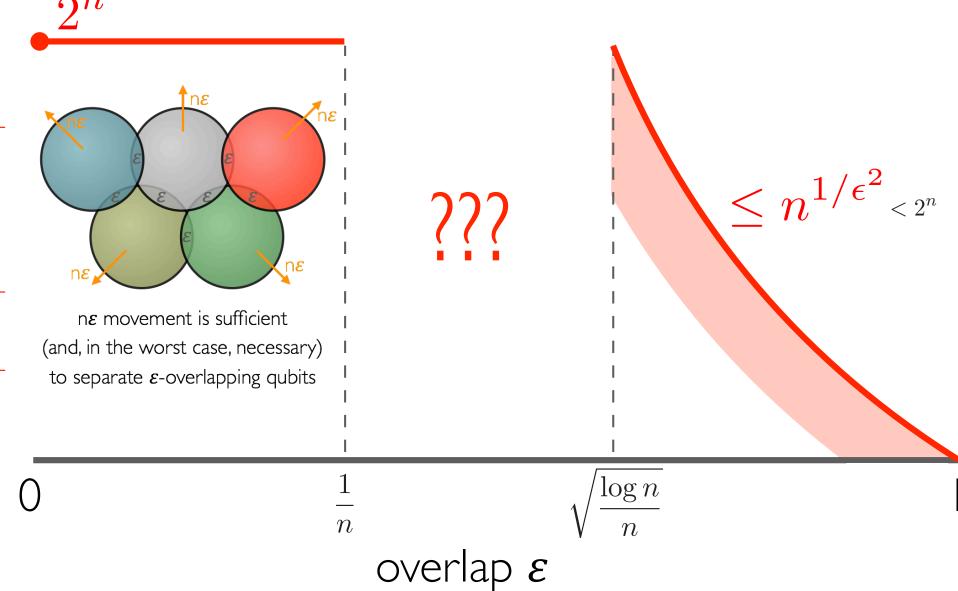
These qubits slightly overlap.

Theorem I:

n overlapping qubits can fit in poly(n) dimensions

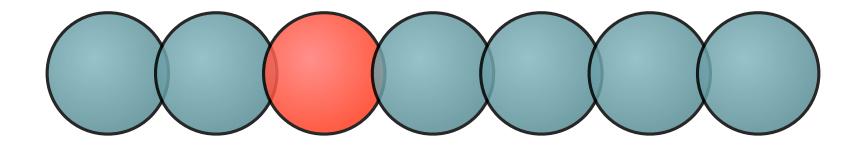






Dimension test

- I. Store n random qubits $\left(\begin{array}{c} \text{sequentially, each} \\ \text{either } |0\rangle, |1\rangle, |+\rangle, |-\rangle \end{array}\right)$
- 2. Retrieve a random index & check it's correct



Theorem 2:

 $Pr[pass test] \ge 1 - \delta \implies dimension \ge (1 - n^2 \delta) 2^n$

Dimension test

Entanglement test

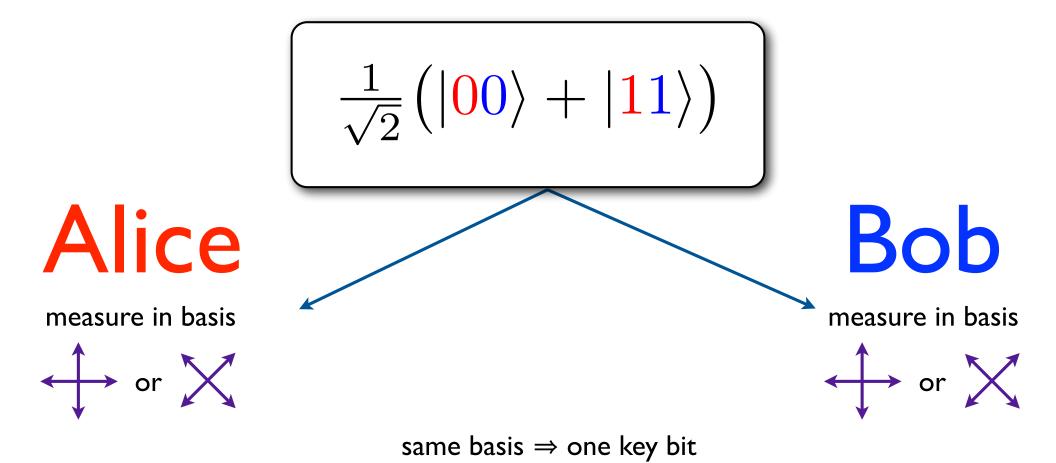
How to verify entanglement?

$$\frac{1}{\sqrt{2}}(|00\rangle + |11\rangle)$$

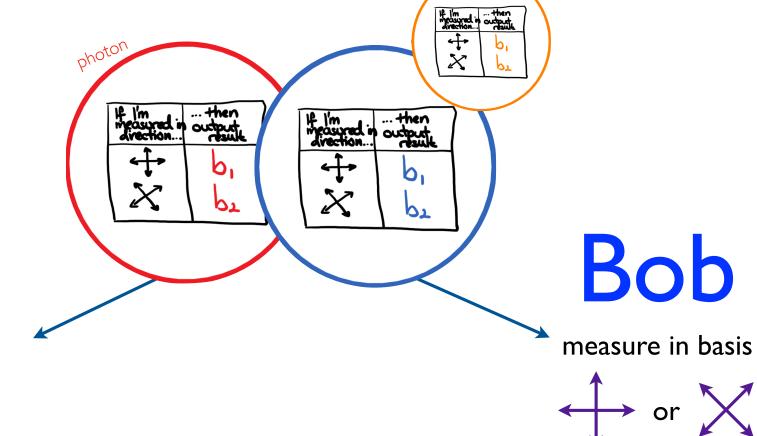
Answer: Measure Z⊗Z

Measure X⊗X

Quantum key distribution

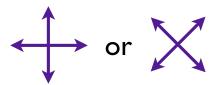


Scheme is **insecure** if photons are 4D:

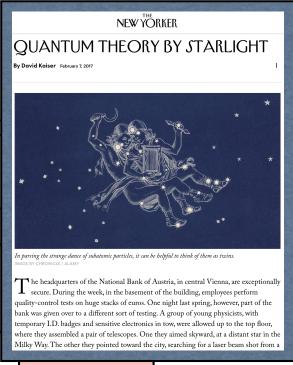


Alice

measure in basis







NEW YÖRKER

FREE WILL, VIDEO GAMES, AND THE MOST PROFOUND QUANTUM MYST

By David Kaiser May 9, 2018



The Big Bell Test probed quantum mechanics using crowdsourced inputs from volunteer players.

The word "predictable" first entered the English language two cen Its début came in neither a farmer's almanac nor a cardsharp's m in *The Monthly Repository of Theology and General Literature*, a Unitari periodical. In 1820, one Stephen Freeman wrote a dense treatise in wh criticized the notion that human behavior—seemingly manifest

\ different!

same

(just like in the QKD protocol, same question \Rightarrow same answer)

Classical devices win with probability ≤ 75%

Entangled quantum devices can win with probability 85%

Optimal quantum strategy

$$\frac{1}{\sqrt{2}}(|00\rangle+|11\rangle)$$

Alice measures Bob measures







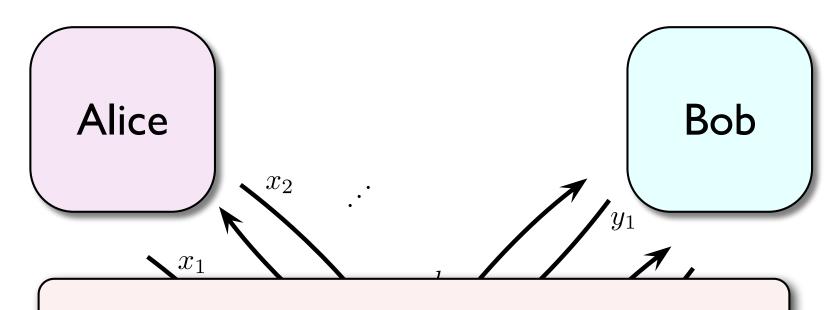


Theorem:

This is the *only* way of winning with 85% probability.

 $Pr[win] \ge 85\%-\epsilon \implies State and measurements are <math>\sqrt{\epsilon}$ -close to above strategy (up to local isometries)

To establish <u>many</u> qubits of entanglement, consider <u>many</u> CHSH games



Main Theorem:

If $Pr[win \approx 85\% \text{ of games}] \approx 1$

 \Rightarrow W.h.p. for a random set of $n^{1/c}$ sequential games,

Devices' strategy \approx Ideal strategy



Secure channel



Device-Independent QKD

- Assumptions:
 - I. Authenticated classical communication
 - 2. Random bits can be generated locally
 - 3. <u>Isolated laboratories</u>
 - 4. Quantum theory is correct

Computational assumptions

Trusted devices



How do you know it works?

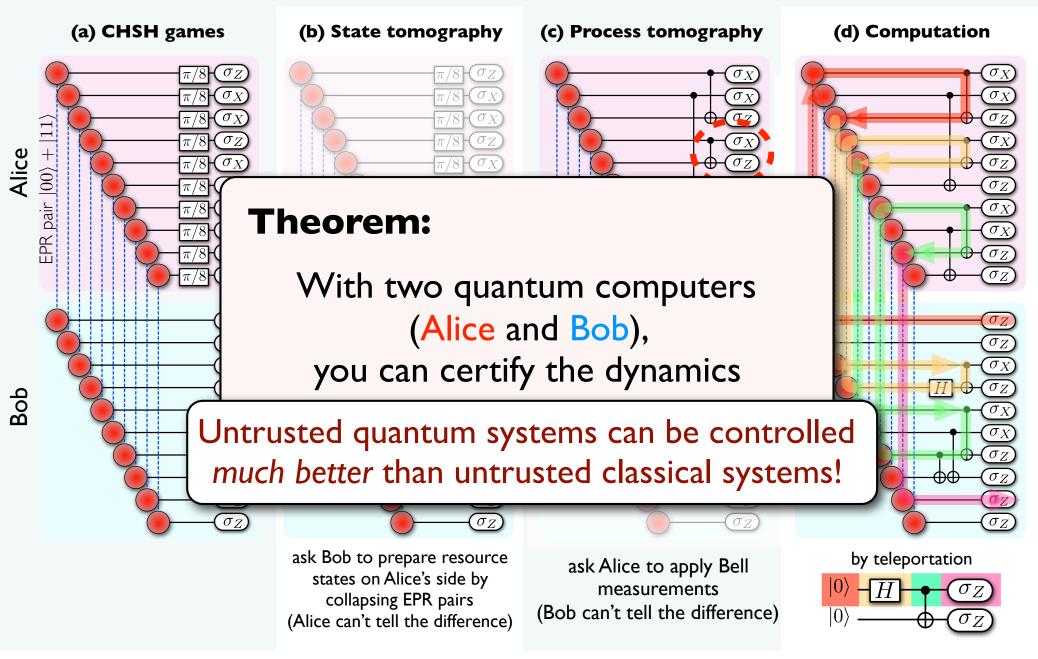
For some problems, you can check the answer

$$3 \times 5 = 15$$

But not always! (e.g., quantum simulation)

Secure delegated quantum computation

Run one of four protocols, at random:



Theorem: If tests a-c pass w.h.p., then protocol d's output is correct.

Dimension test

Entanglement test

Nonlocality test

Can Quantum-Mechanical Description of Physical Reality Be Considered Complete?

A. EINSTEIN, B. PODOLSKY AND N. ROSEN, Institute for Advanced Study, Princeton, New Jersey (Received March 25, 1935)

Does God play dice?

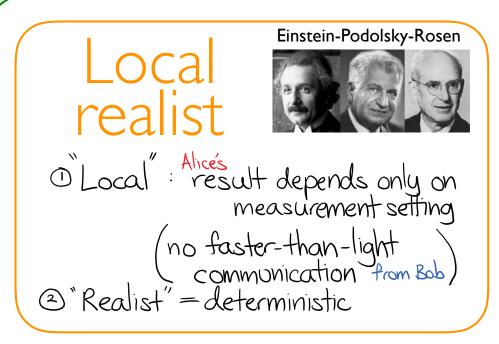
(Is the universe random or deterministic?)

vertically polarized detector photon diagonal polarizing filter

If I'm ... then incasured in output result

Local hidden variable model

Models for the universe

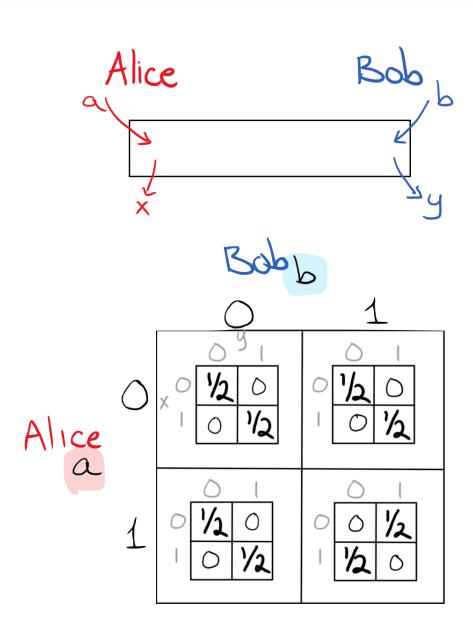


Quantum

 \mathbf{x} game with Local realist = 75% Quantum $\approx 85\%$

What about a local randomized classical model?

Popescu-Rohrlich nonlocal box



- · Each player's marginal output dista depends only on her input (no FTZ comm.)
- · But x+y=a b (mod 2) always!

Models for the universe

Einstein-Podolsky-Rosen



D'Local": Alice's result depends only on measurement setting

(no faster-than-light communication from Bob)

(2 "Realist" = deterministic

Quantum

"Nonsignaling" (local randomized)



x game with

Local realist = 75%

Quantum $\approx 85\%$

NS = 100%

Models with 3 parties

Theorem:

There exists a 3-party game with

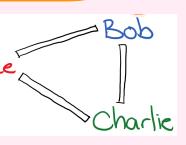
Quantum ≥ 92.6%

2-party NS ≤ 87.5%

Local realist



2-party Alice nonsignaling



Quantum

3-party nonsignaling

Theorem:

There exists a 3-party game with

Quantum ≥ 92.6%

2-party NS \leq 87.5%

Alice-Charlie

Consistency subgame

a = c = 0

want outputs x = z

Alice

Bob

Charlie

So
$$\frac{Alice-Bob}{CHSH}$$
 subgame want $x + y = ab + z \pmod{2}$

Models with k+1 parties

Local realist



k-party nonsignaling Quantum

Theorem:

There exists a (k+1)-party game with

(Quantum - k-party NS) > ϵ

k+l	CHSH gap	Best $CHSH_n$ gap
3	$5.178 \cdot 10^{-2}$	$4.272 \cdot 10^{-2} \text{ (with } n = 3)$
4	$2.071 \cdot 10^{-2}$	$2.318 \cdot 10^{-2} \ (n=4)$
5	$7.397 \cdot 10^{-3}$	$1.079 \cdot 10^{-2} \ (n=5)$
6	$2.526 \cdot 10^{-3}$	$4.454 \cdot 10^{-3} \ (n=8)$
7	$8.488 \cdot 10^{-4}$	$1.695 \cdot 10^{-3} \ (n=13)$
8	$2.837 \cdot 10^{-4}$	$6.122 \cdot 10^{-4} \ (n=22)$



k-party nonsignaling

Quantum

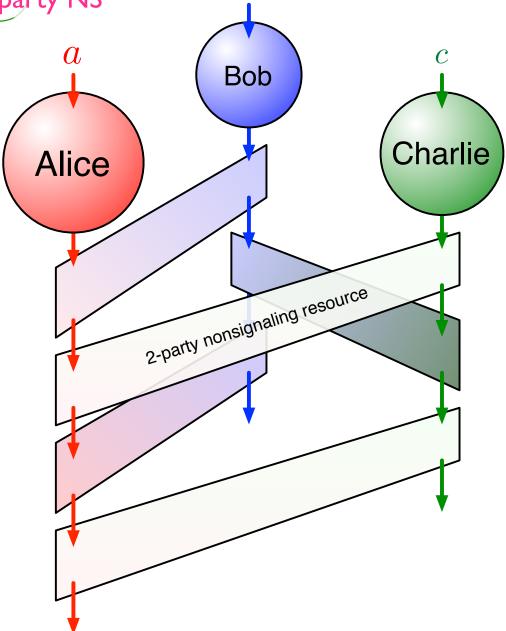
x (k+1)-party game with

Quantum > k-party NS

Main proof difficulty:

Upper-bounding success probability for k-party nonsignaling

Adaptive strategies





k-party nonsignaling

Quantum

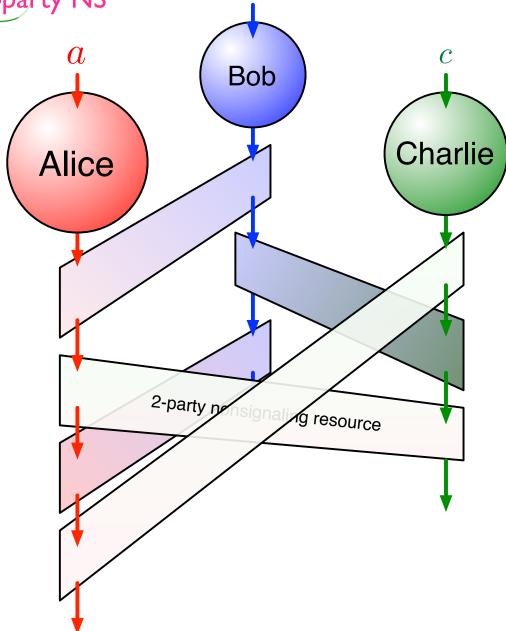
x (k+1)-party game with

Quantum > k-party NS

Main proof difficulty:

Upper-bounding success probability for k-party nonsignaling

Adaptive strategies



Dimension test

Entanglement test

Nonlocality test

Fault-tolerance test

Shor's algorithm
factors a 1024-bit numbers
using 10" gates on 5000 qubits

⇒ need error < 10" per gate

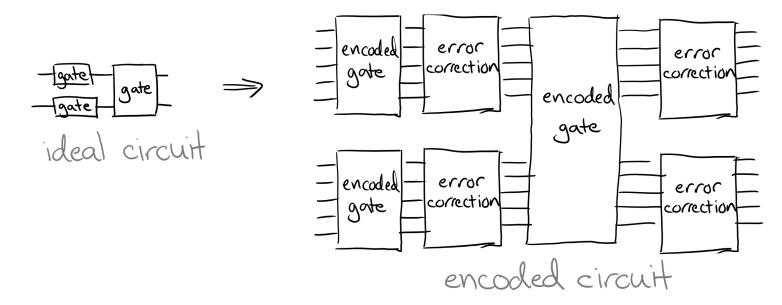
But typical noise rates are 10-2 to 10-4 per gate

Operation	Current	Current	Anticipated	Anticipated
	duration	infidelity	duration	Infidelity
Single-qubit gates	5 μs	$5 \cdot 10^{-5}$	1 μs	$1 \cdot 10^{-5}$
Entangling (2 qubits)	40 μs	$1 \cdot 10^{-2}$	15 μs	$2 \cdot 10^{-4}$

Assessing the progress of trapped-ion processors towards fault-tolerant quantum computation

A. Bermudez, X. Xu, R. Nigmatullin, J. O'Gorman, V. Negnevitsky, P. Schindler, T. Monz, U. G. Poschinger, C. Hempel, J. Home, F. Schmidt-Kaler, M. Biercuk, R. Blatt, S. Benjamin, M. Müller

Fault tolerance is amazing!



Will fault tolerance work?

Threshold theorems are for ideal models, might not apply to real noise

I. Noise might be correlated

2. Coherent noise might have quadratically lower tolerable noise rates

Stochastic noise:
$$p + p + \cdots + p = np$$

Coherent noise:
$$e^{i\theta} \times e^{i\theta} \times \cdots \times e^{i\theta} = e^{ni\theta}$$

$$\downarrow \\ n^2\theta^2 \text{ error probability}$$

Will fault tolerance work?

Threshold theorems are for ideal models, might not apply to real noise

- I. Noise might be correlated
- 2. Coherent noise might have quadratically lower tolerable noise rates

How will fault tolerance work?

Concatenated codes

Good for low noise rates

Surface codes

Good with limited (2D) qubit connections

Will fault tolerance work?

Threshold theorems are for ideal models, might not apply to real noise

- I. Noise might be correlated
- 2. Coherent noise might have quadratically lower tolerable noise rates

How will fault tolerance work?

Options:

Many codes, many ways of using each code, and they can all be combined

Regimes:

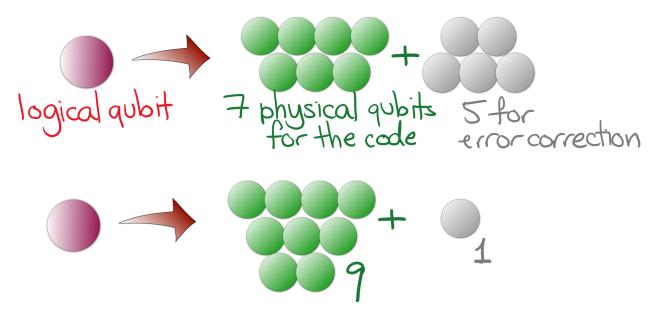
Local vs. ranged gates
Fast vs. slow measurements
Good vs. bad memory
High vs. low errors

But simulations are difficult & bounds are too conservative

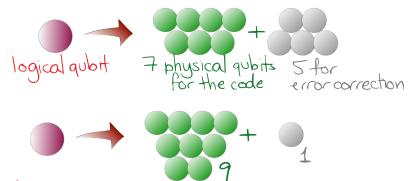
Goal: Implement-fault-tolerant error correction and computation on small quantum devices

- to test/demonstrate the theory - to assess FT schemes' performance in real error models - to adapt FT schemes to real noise

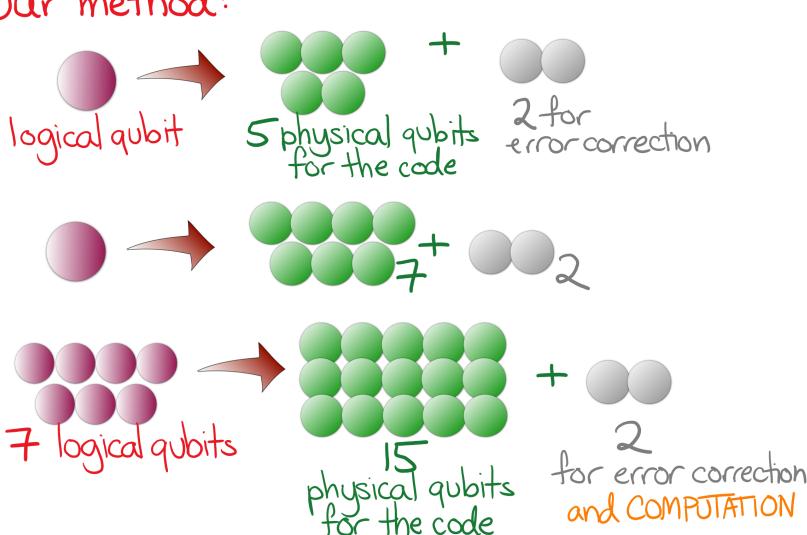
Previous methods:



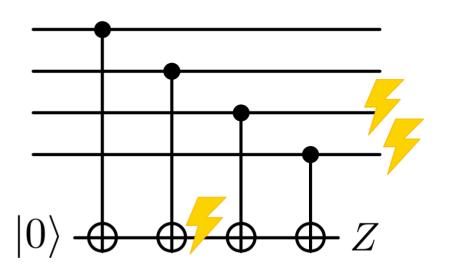
Previous methods:



Our method:



Main problem: Errors can spread

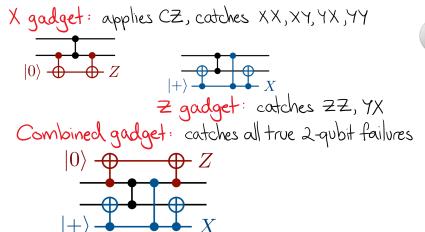


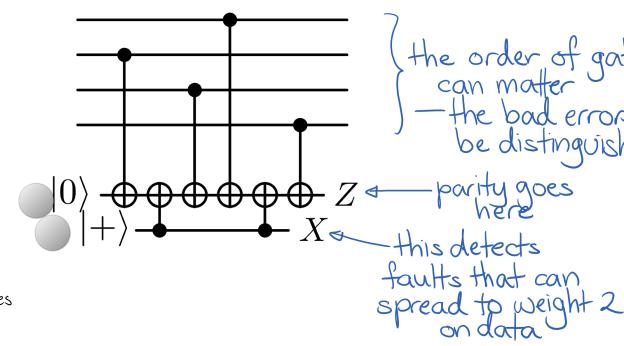
Previous approaches:

Try to avoid this

Our idea:

Catch the errors that spread

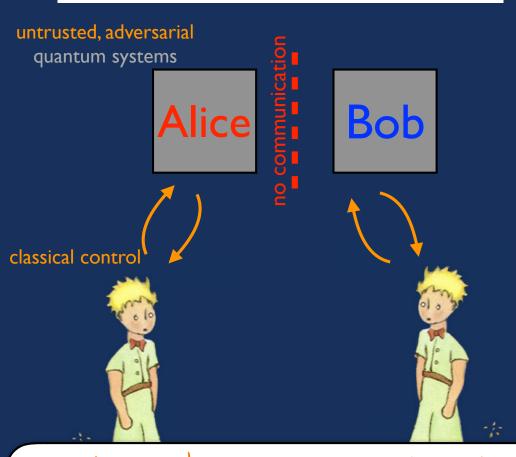


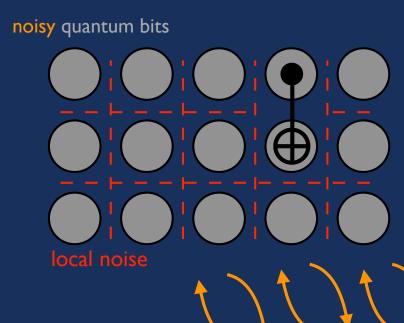


Thank you!

Locality & entanglement tests

Fault-tolerant computation



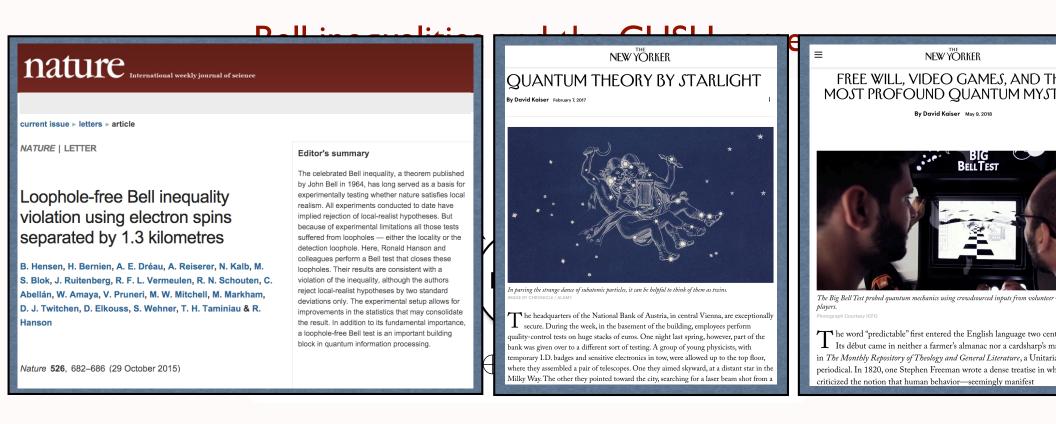


many rounds of interaction for computation & error correction

Goal: Implement fault-tolerant error correction and computation on small quantum devices

- to test/demonstrate the theory to assess FT schemes' performance in real error models to adapt FT schemes to real noise





Classical devices \Rightarrow Pr[win] \leq 75%

Quantum devices can win with prob. up to $\approx 85\%$

Test for "quantum-ness"

Play game 10^6 times. If the devices win \geq 800,000, say they're quantum.