



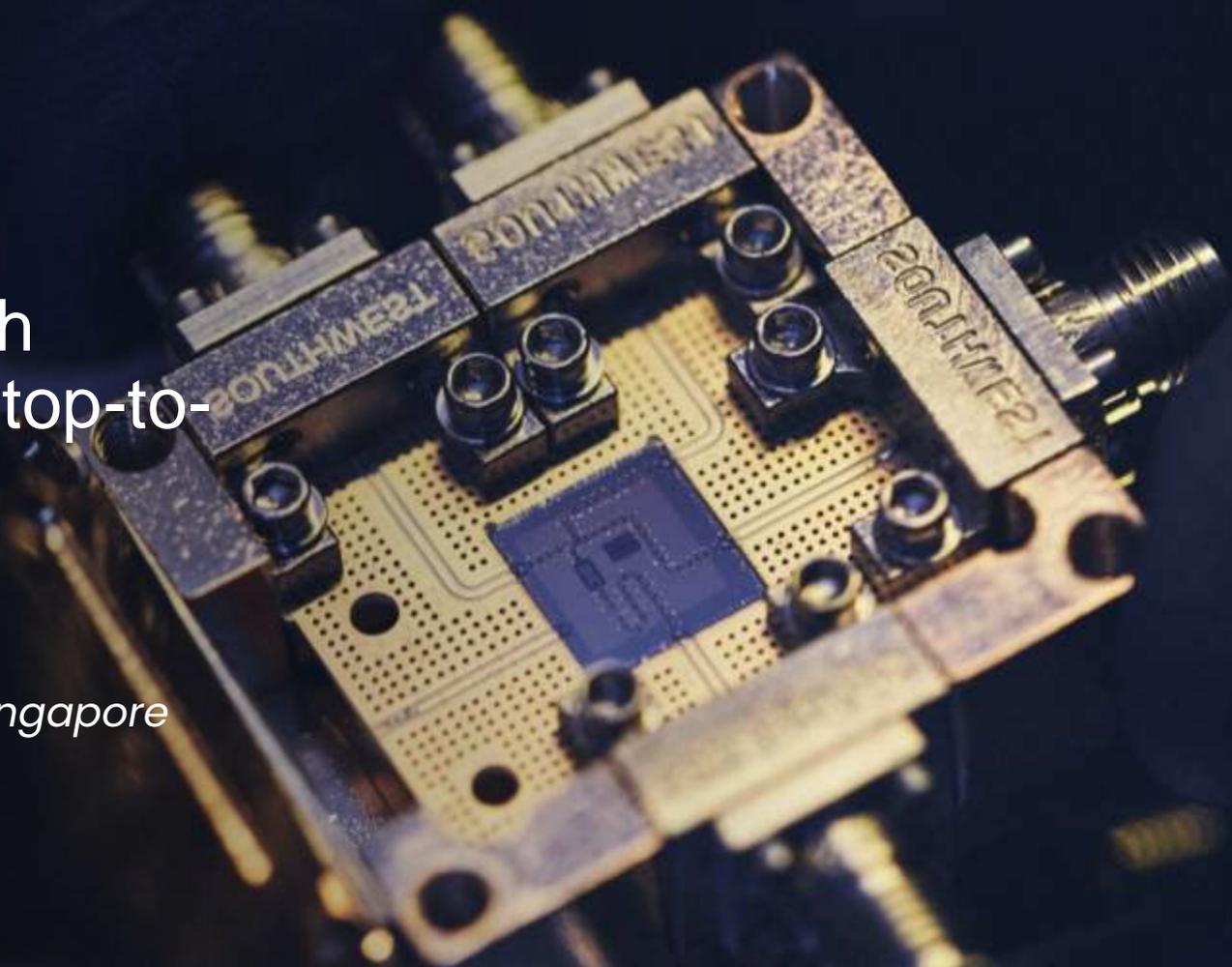
ALICE & BOB

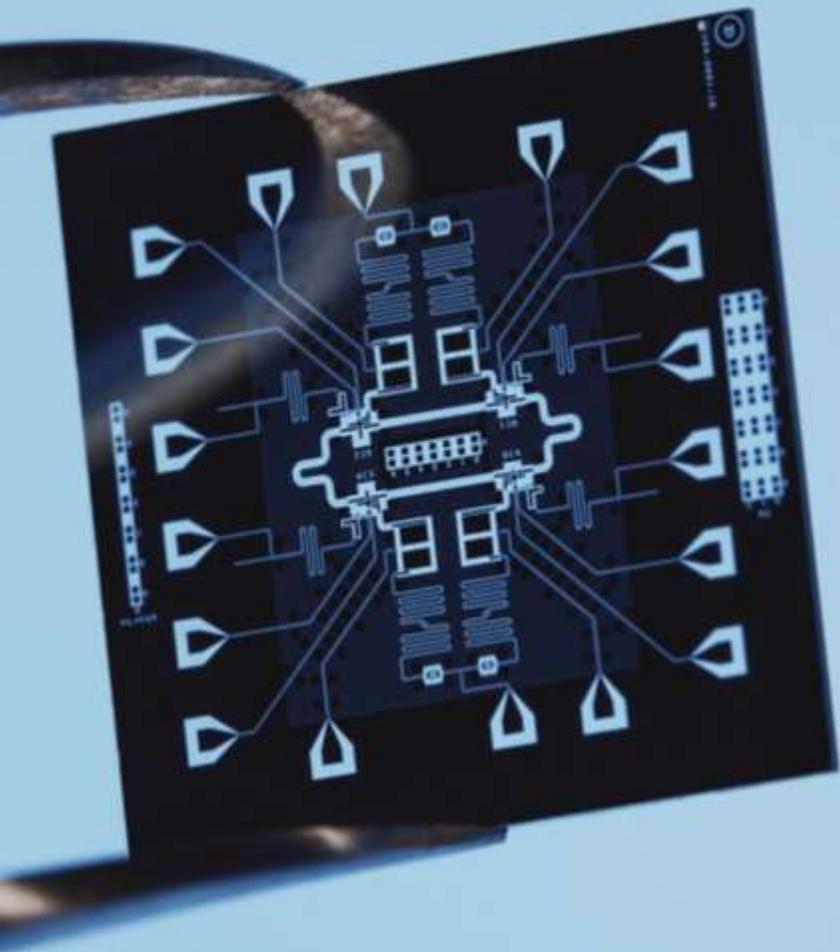
Quantum computing with dissipative cat qubits: a top-to- bottom overview

Ronan Gautier

Center for Quantum Technologies, Singapore

May 29th 2024





01

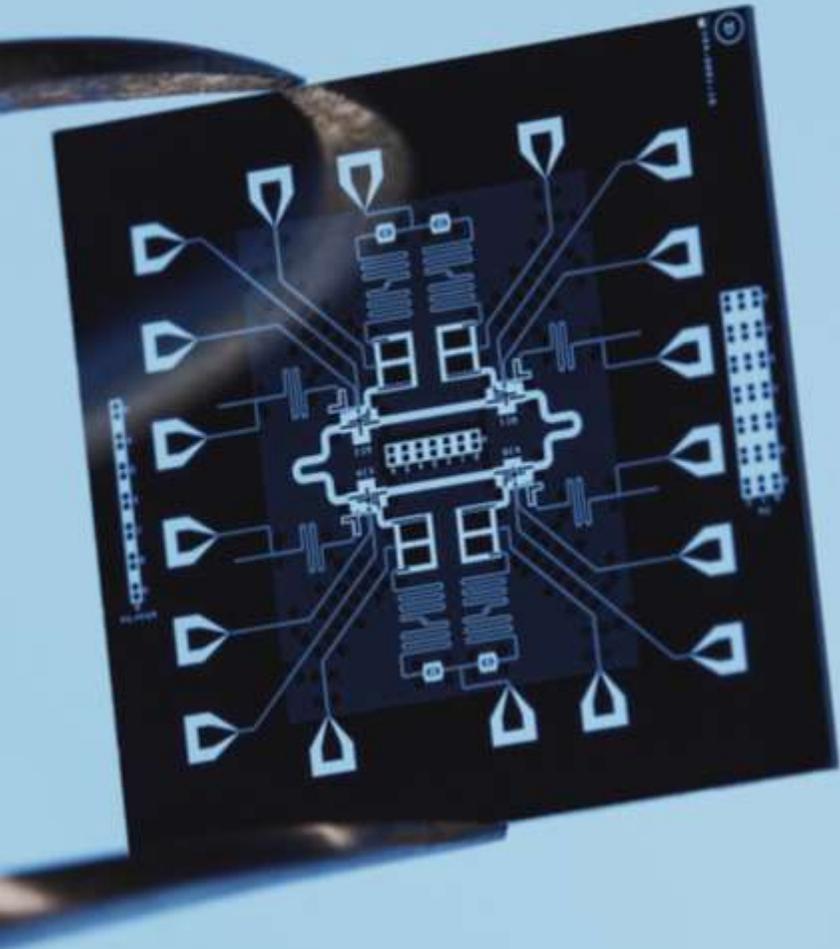
Quantum error correction with biased noise qubits

02

Macroscopic bit-flip times

03

Experimental progress towards a CNOT



01

Quantum error correction with biased noise qubits

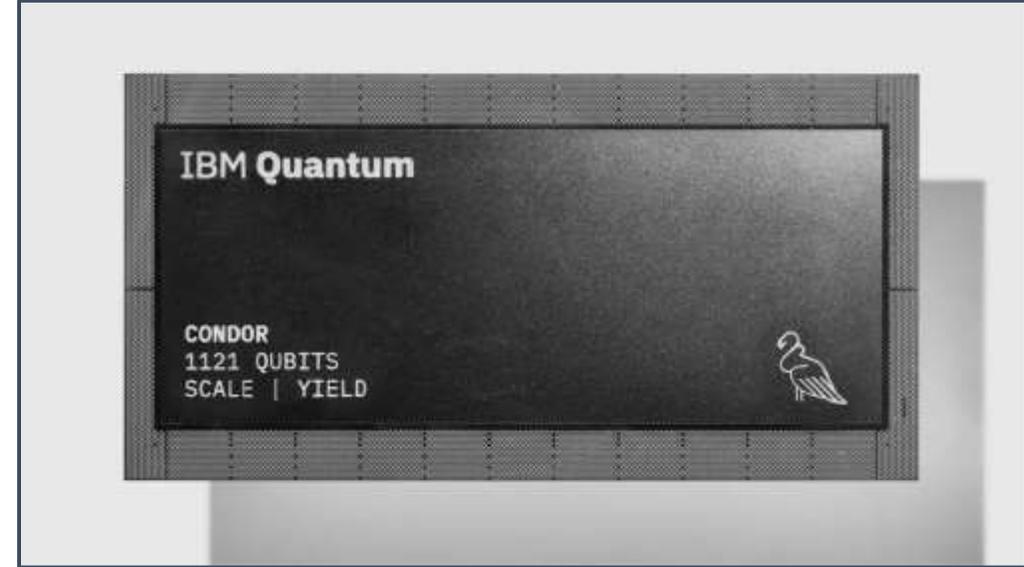
02

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Experimental progress towards a CNOT

The state of quantum computing



1 Petabyte (10^{15})	Storage	1000 qubits
1 ps	Gate speed	10 ns
10^{-25}	Gate errors	10^{-3}

Focus on problems with exponential speed-up
Still, errors are too frequent \rightarrow need 10^{-8}



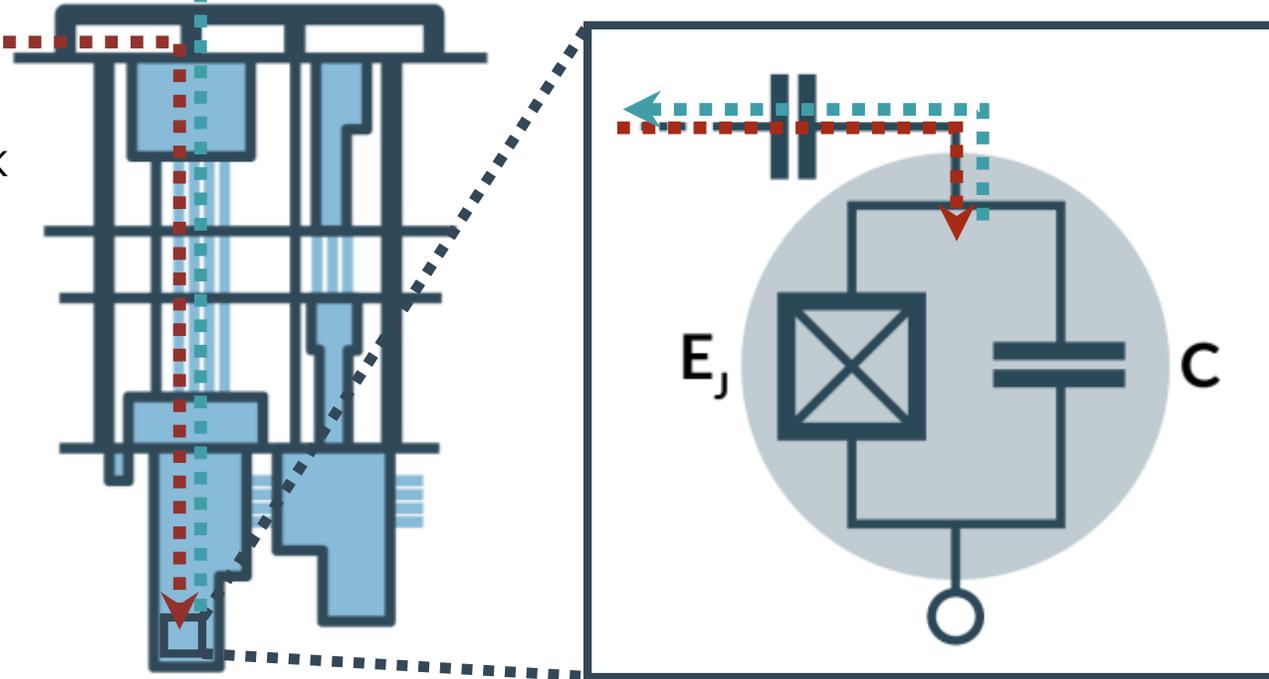
A fundamental predicament

High controllability ↔ Long lifetime

Readout signal ←

Signal @ room temp. ■■■

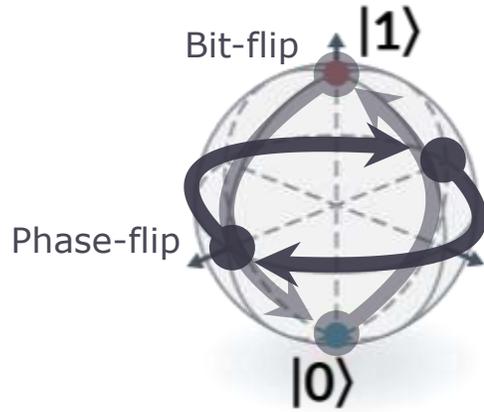
- Cooled down to $\sim 20\text{mK}$
- Frequency filtered
- Amplified



Inevitable coupling to bath

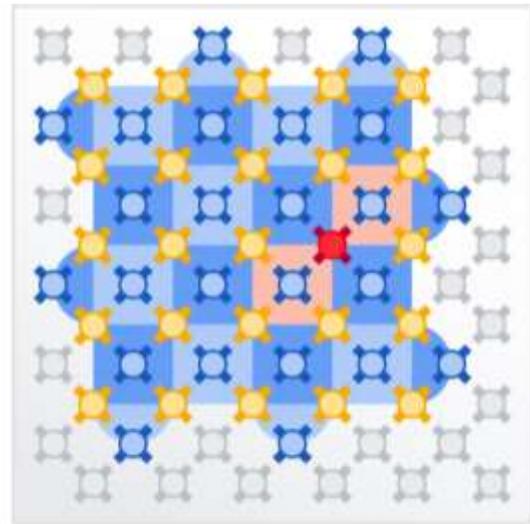


Quantum error correction



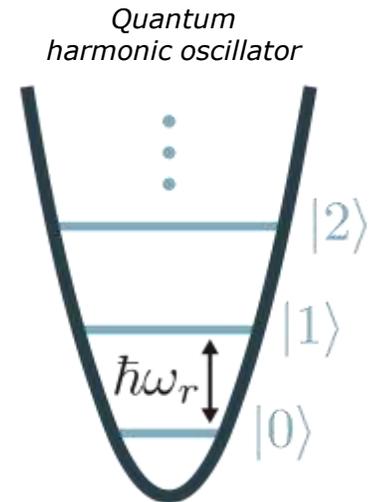
Error discretization theorem
Correcting Pauli errors =
Correcting arbitrary errors

Discrete qubit codes



■ Data qubit ■ Measure qubit ■ Data qubit with error

Bosonic codes



Google Quantum AI, Nature 2022



Practical discrete error correcting codes

$[[n, k, d]]$ with n: number of physical qubits
k: number of logical qubits
d: code distance

Physical constraints: 2D local codes

Bravyi Poulin Theral (BPT) bound: $kd^2 = \mathcal{O}(n)$

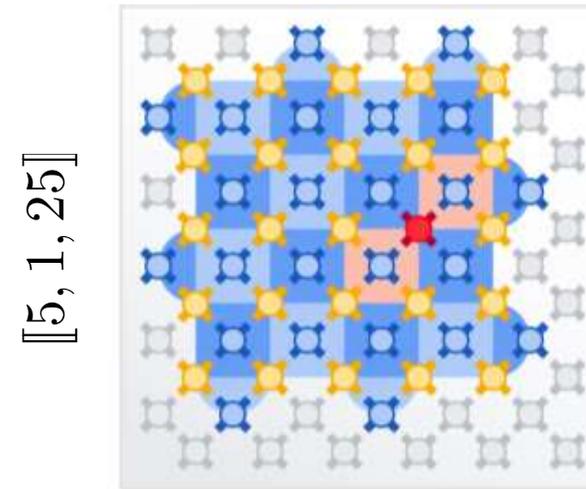
→ Surface code saturates the bound

- Solutions:
- 3D codes
 - Long-range connections
 - Classical codes

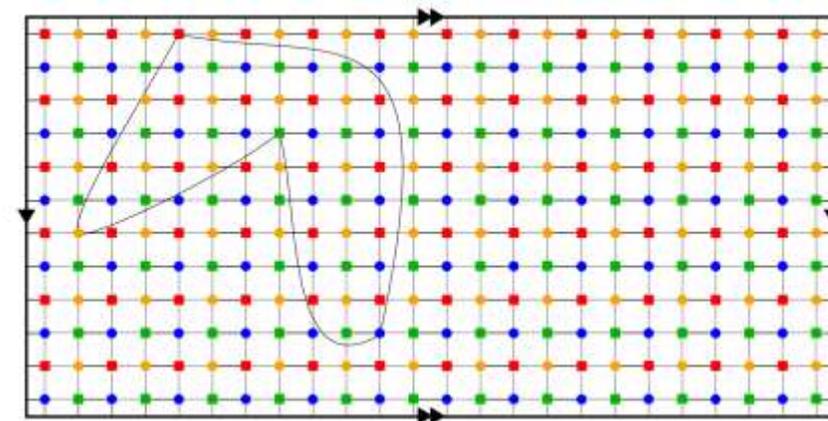
BPT bound for classical codes: $k\sqrt{d} = \mathcal{O}(n)$

→ In practice, $d \sim 10-30$

- *Quantum code:* 100-900 physical/logical
- *Classical code:* **3-6 physical/logical**



Google Quantum AI, Nature 2022



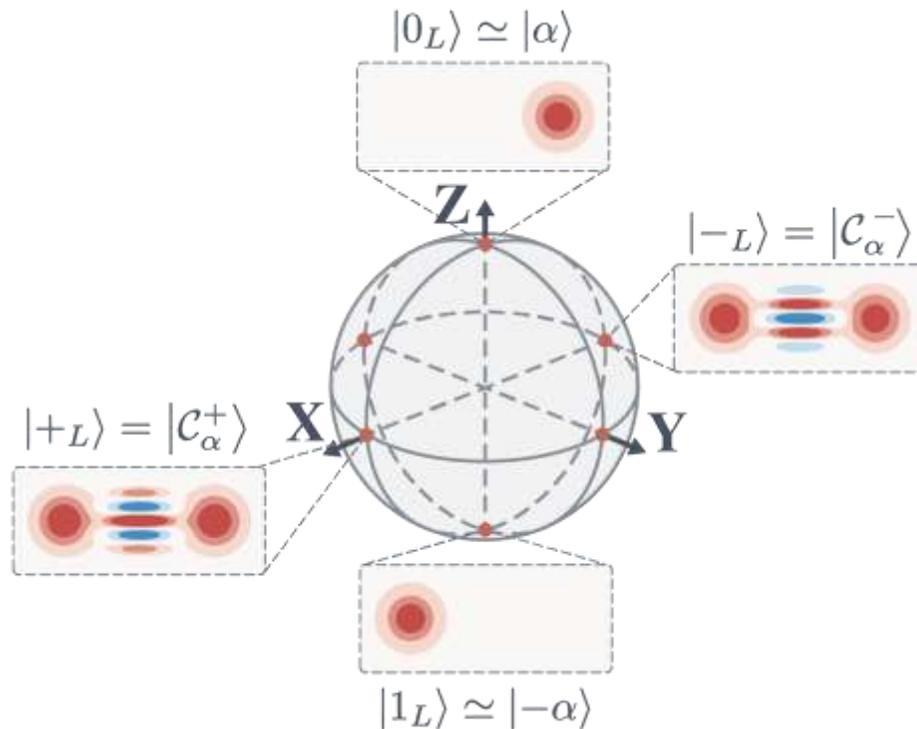
S. Bravyi et al., arXiv 2023



Can we afford a classical code?

Need biased-noise qubits: $p_x, p_y \ll p_z$

- Small bias \rightarrow erasure codes (dual-rail), biased quantum codes (XZZX)
- Large bias \rightarrow classical codes (cat qubits)



Cat qubits: bosonic code with non-local encoding

Fermi's golden rule:

- $\Gamma_Z \propto |\langle -\alpha | H | \alpha \rangle|^2 \propto \exp(-2|\alpha|^2)$
- $\Gamma_X \propto \kappa_1 |\alpha|^2$

Two well-known stabilisation schemes:

- Kerr cats \rightarrow Better gates, limited by thermal noise
- Dissipative cats \rightarrow More inertia, high bias

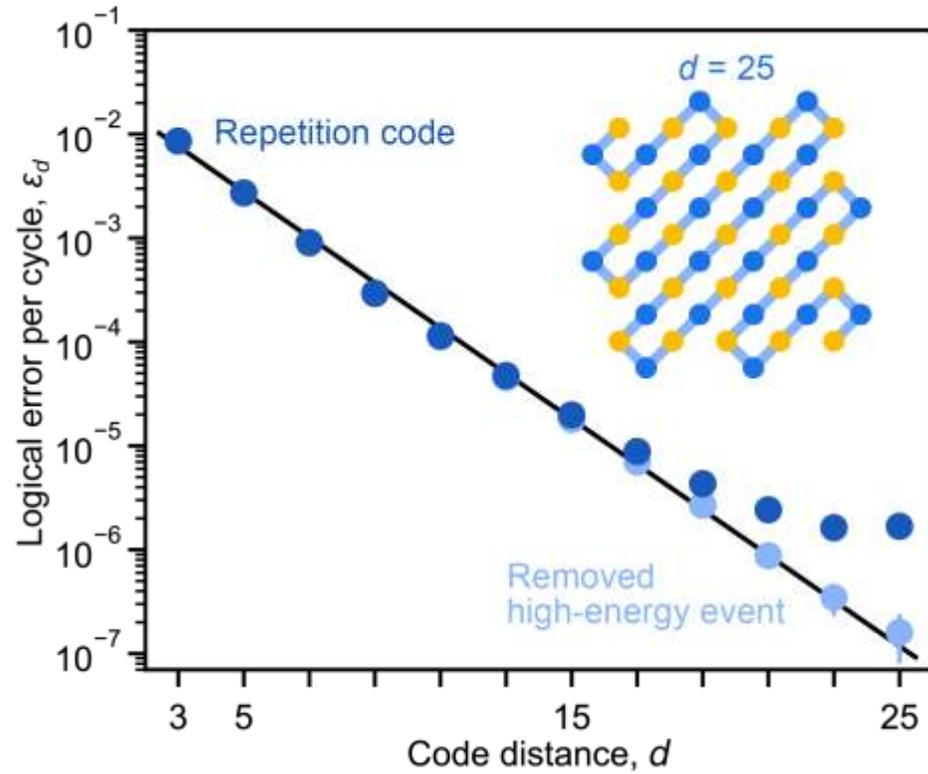
\rightarrow Combined cats (**RG** et al., PRXQ 2022)

Is bias enough to afford a classical code?

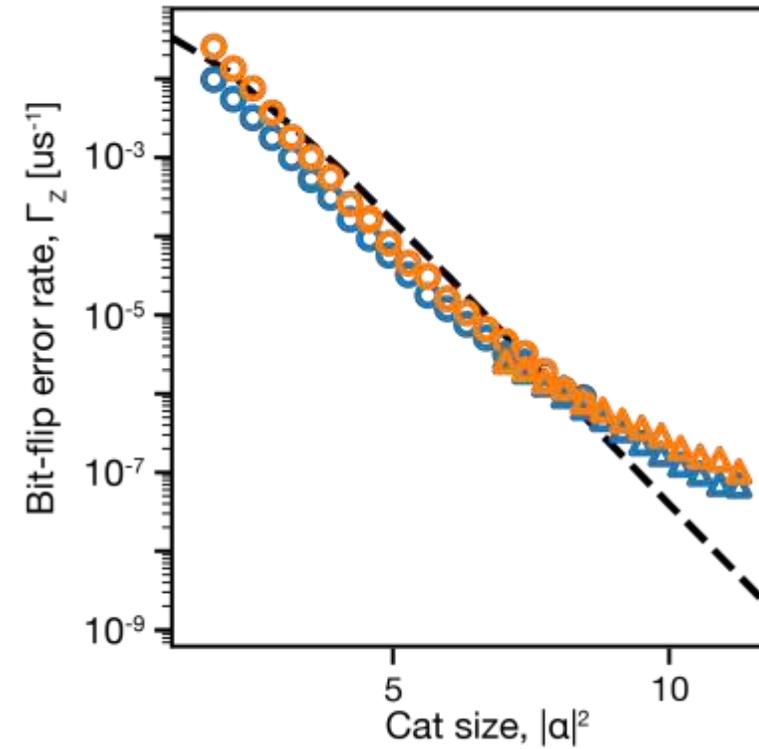


A hardware-efficient repetition code

Google Quantum AI, Nature 2022



Réglade, Bocquet et al., arXiv 2024

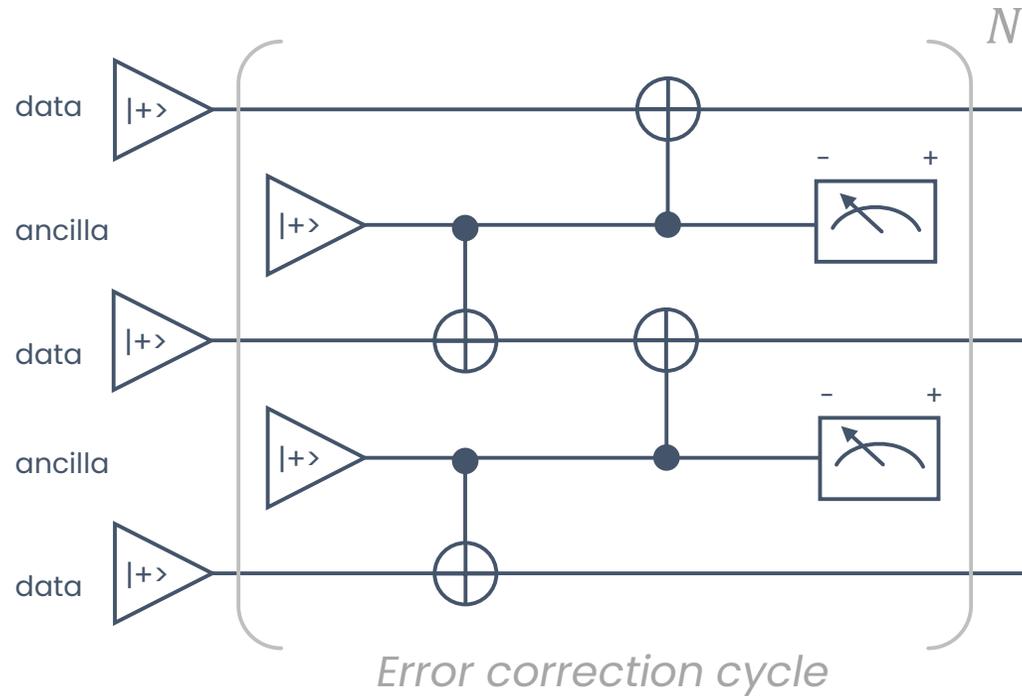


Dissipative cat qubit = bit-flip repetition code

Repetition code error correction cycle



Need to correct phase-flip errors



Logical states: $|+_L\rangle = |++\dots+\rangle$, $|-_L\rangle = |--\dots-\rangle$

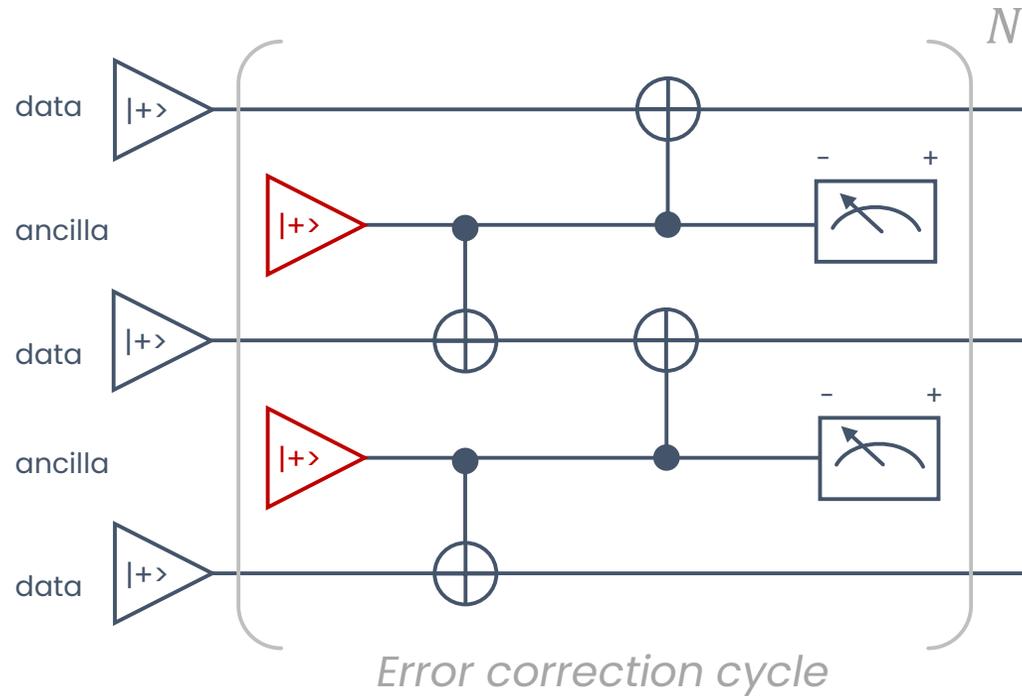
Logical operators: $Z_L = \bigotimes_i Z_i$ and $X_L = X_i$

Stabilizer: $S_i = X_i X_{i+1}$



Repetition code error correction cycle

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Repetition code ingredients

- $+/-$ state preparation

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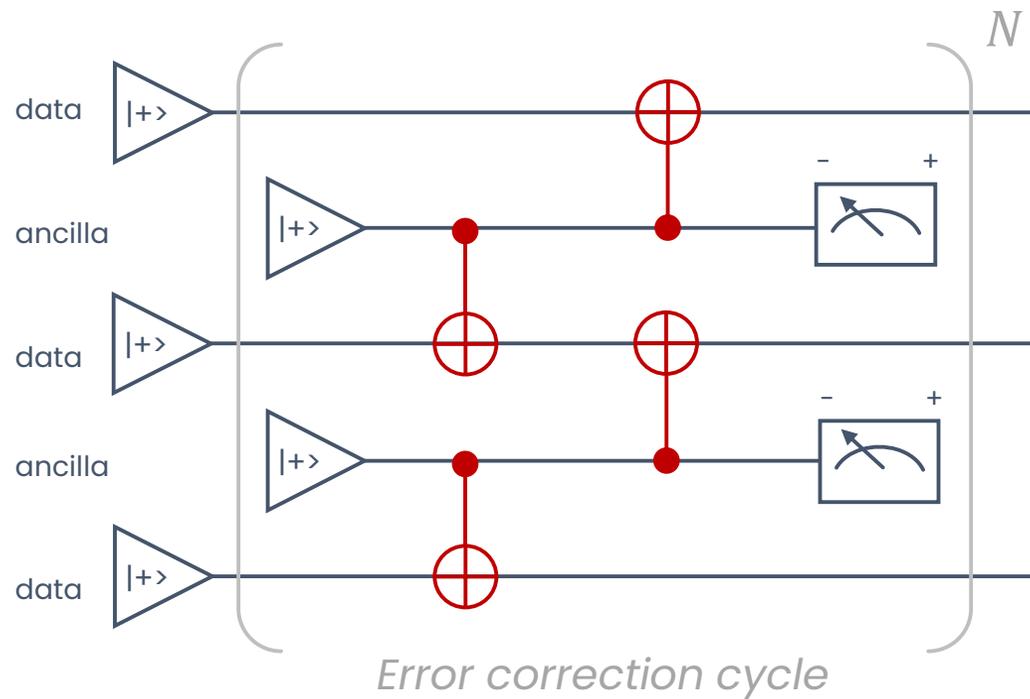
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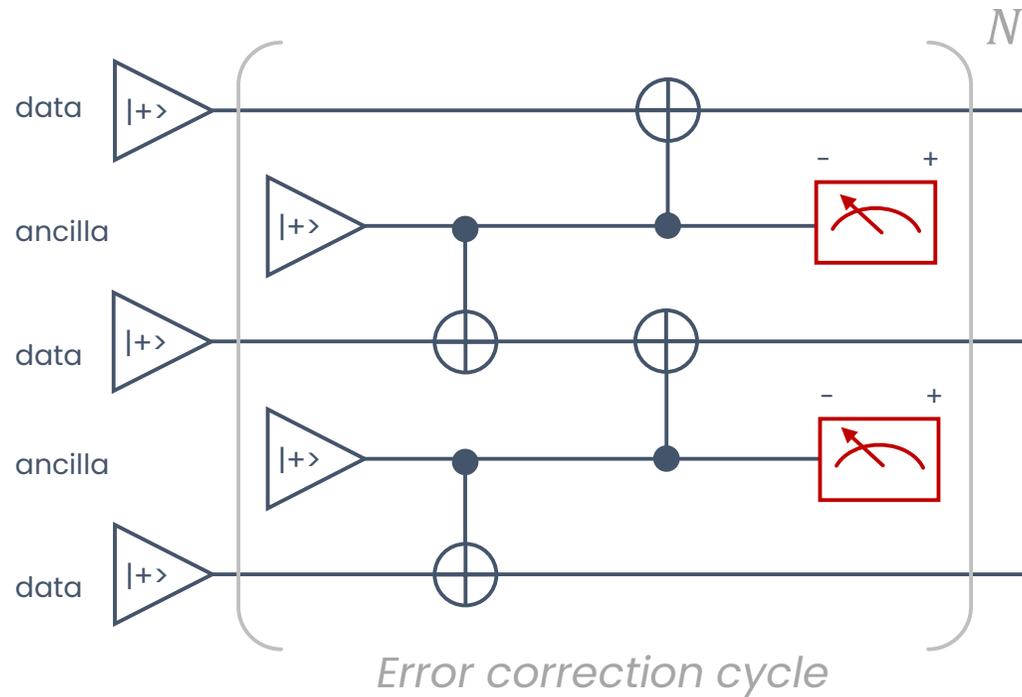
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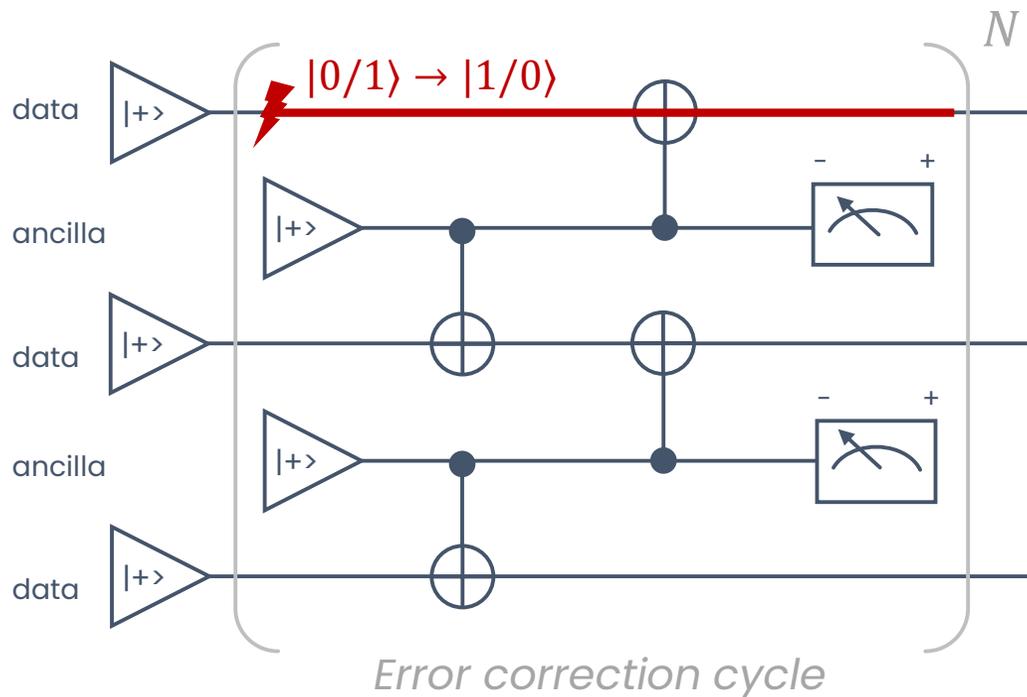
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- Data bit-flips must be exponentially suppressed: **data noise bias**

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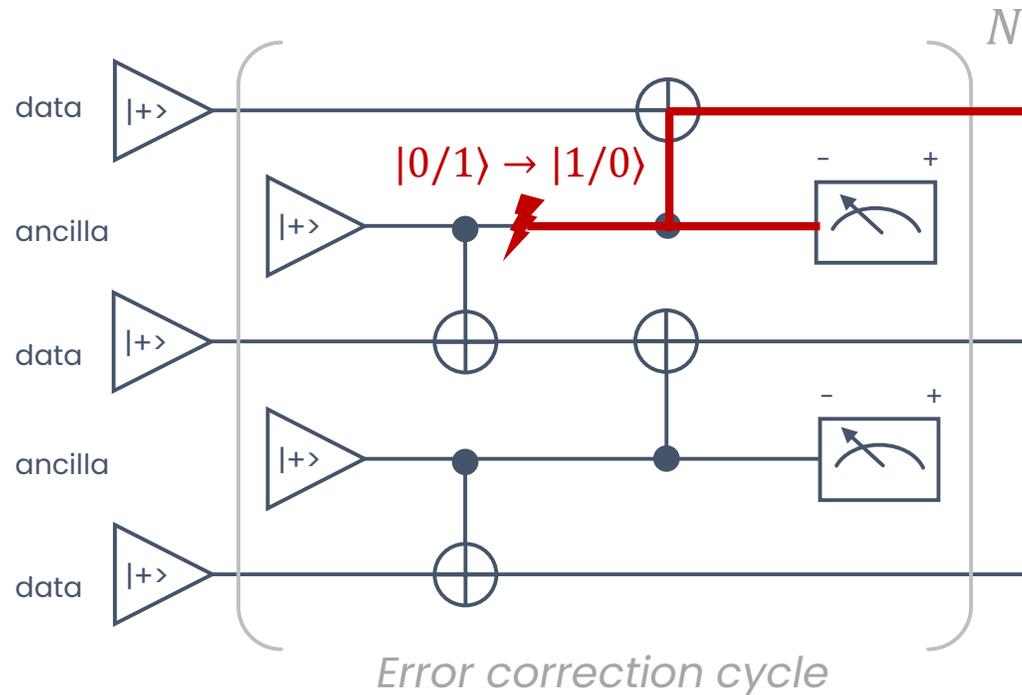
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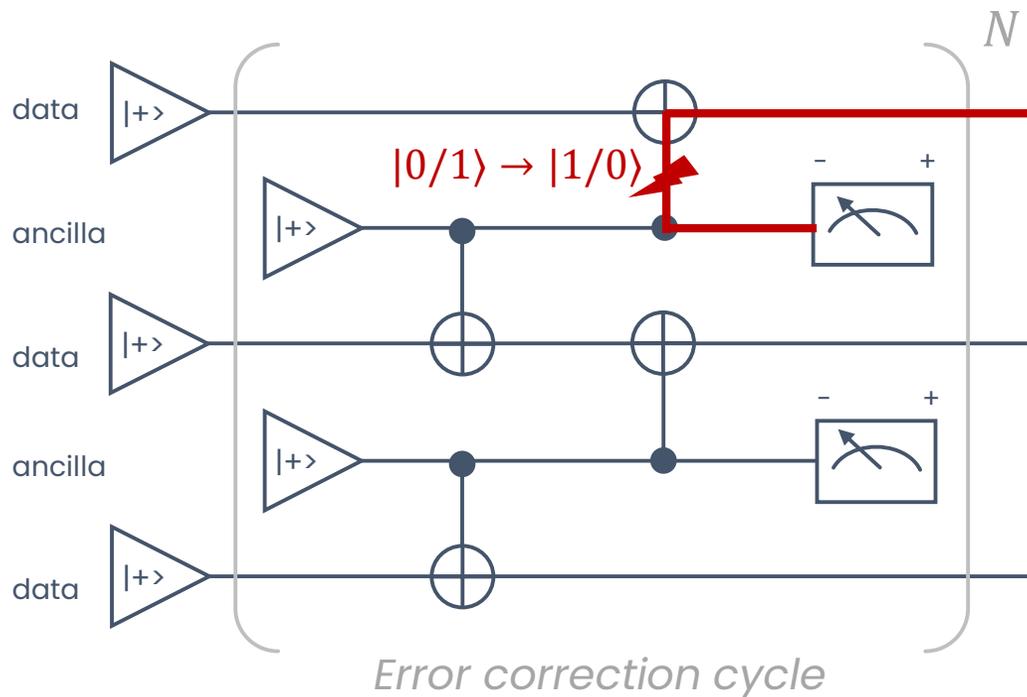
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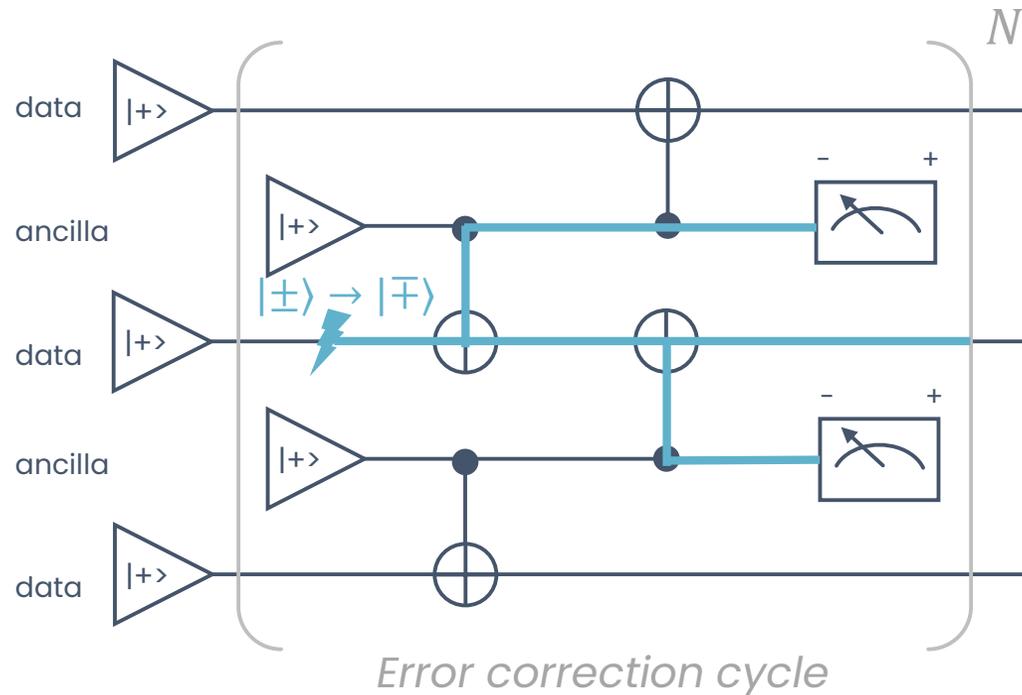
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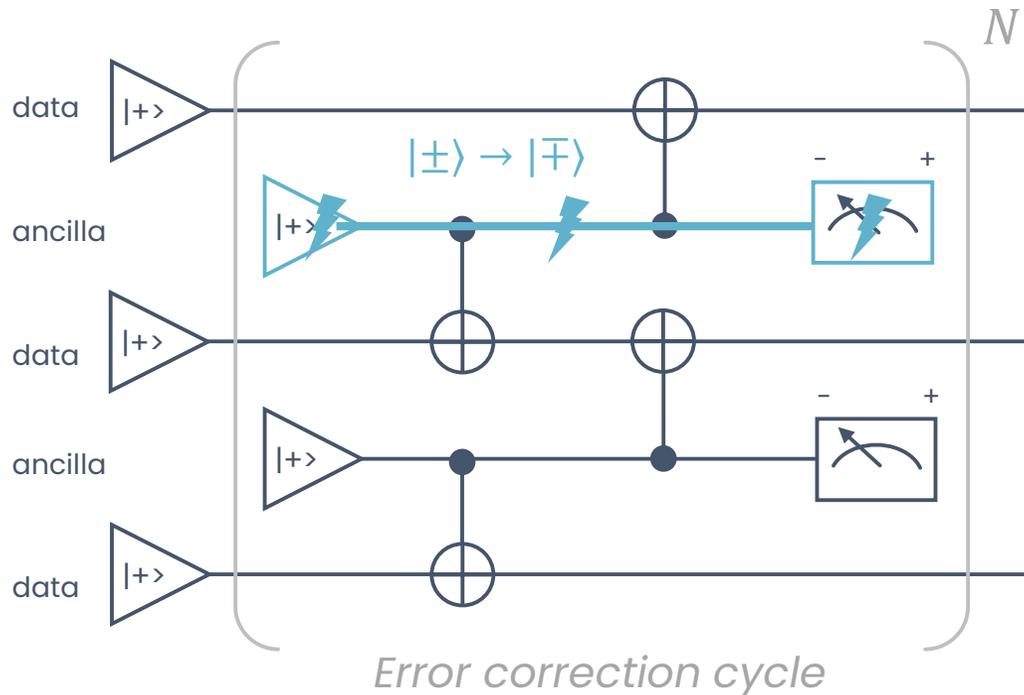
Phase-flip metrics

- Data phase-flip probability: p_{ZD}



Repetition code error correction cycle

Need to correct phase-flip errors



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Bit-flip requirements

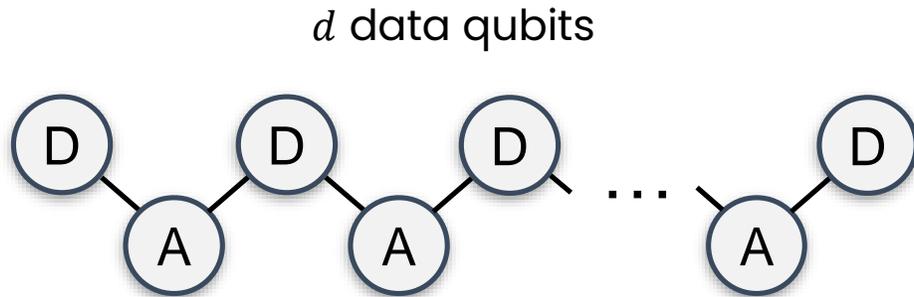
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Phase-flip metrics

- Data phase-flip probability: p_{ZD}
- Total error detection failure probability: p_{ZA}

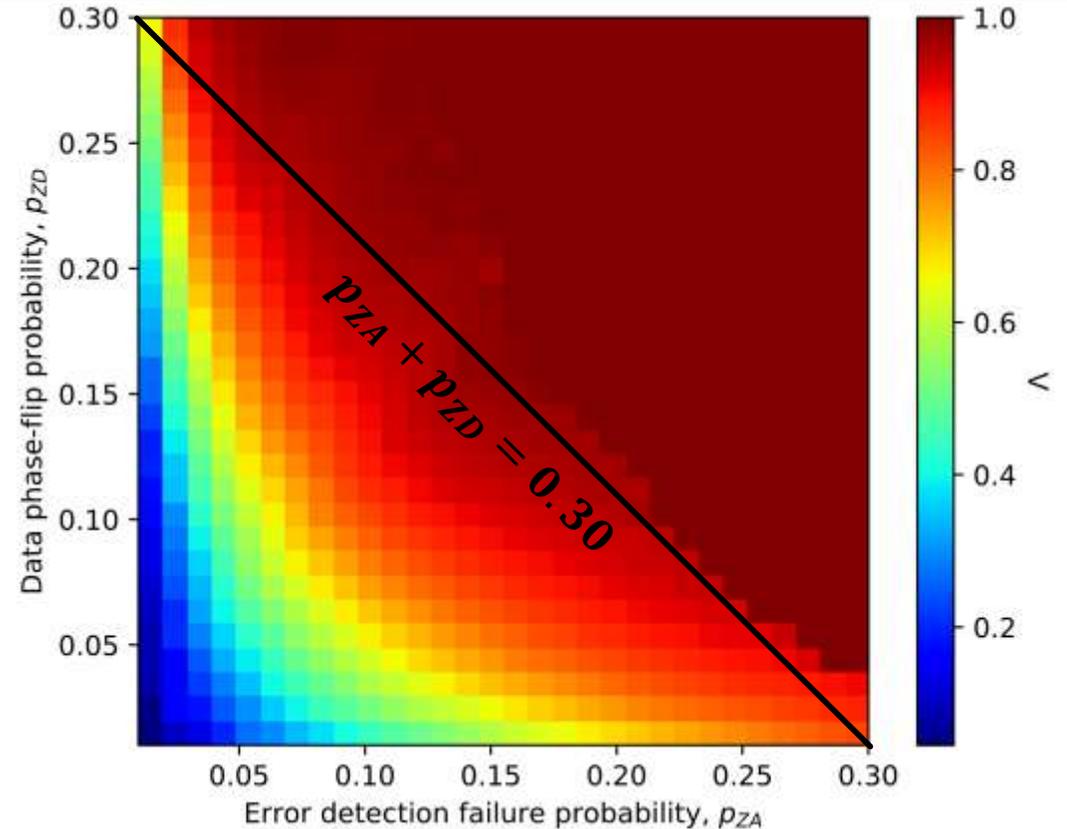


Repetition code threshold

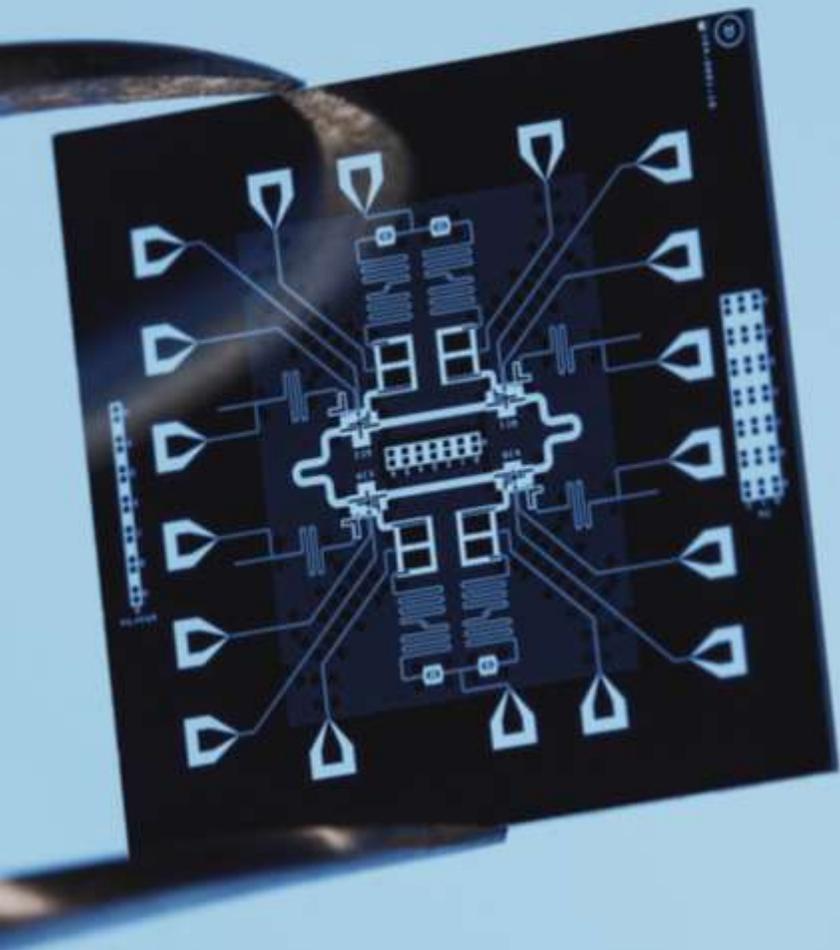


Practical threshold definition:

- Logical error scales as $p_{ZL} \propto \Lambda^{d/2}$
- $\Lambda = 1$ when fitted for $d \leq 19$
- Only requires $p_{ZA} + p_{ZD} \leq 0.30$
- Favours ancilla/data error asymmetry



Repetition code is very forgiving



01

Quantum error correction with biased noise qubits

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Macroscopic bit-flip times

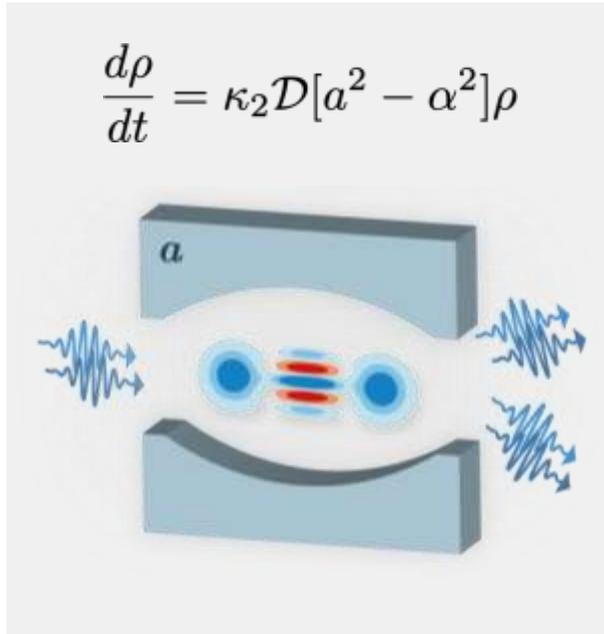
03

Experimental progress towards a CNOT

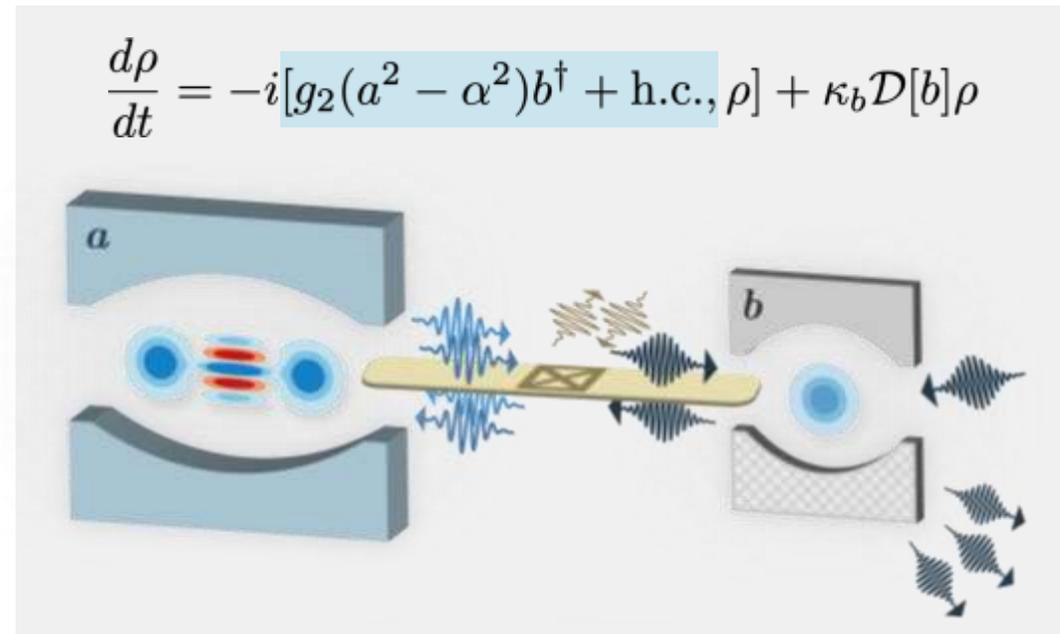


Reservoir engineering of two-photon dissipation

Memory



Memory + Buffer

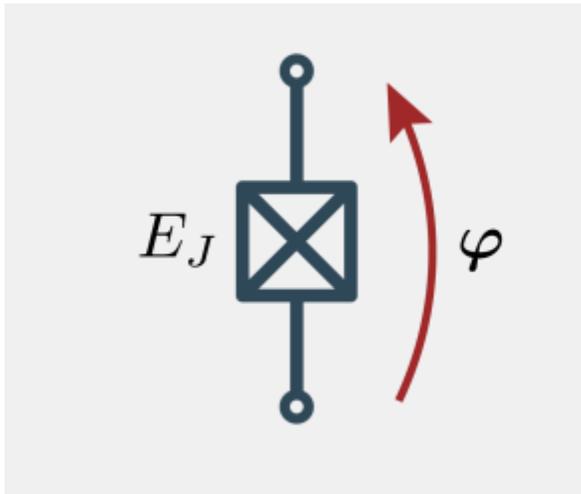


Requires parametric four-wave mixing



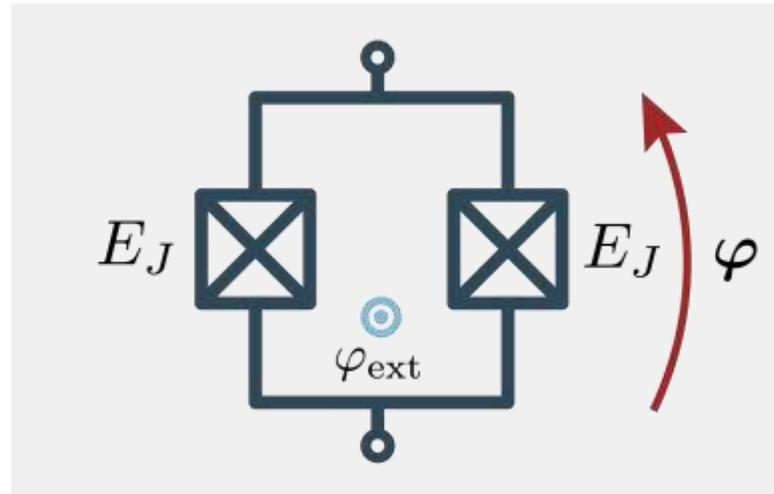
Parametric four-wave mixing

Josephson Junction



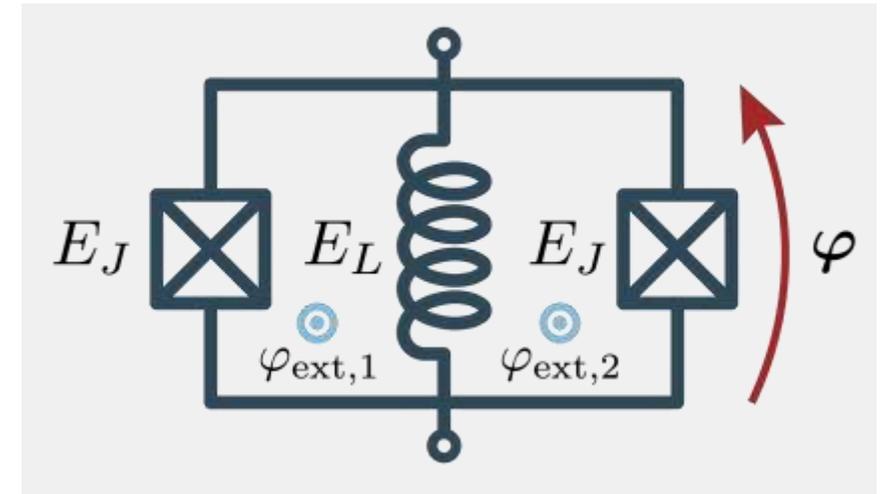
$$\hat{H} = -E_J \cos(\hat{\varphi})$$

SQUID



$$\hat{H} = -E_J \cos(\varphi_{\text{ext}}) \cos(\hat{\varphi})$$

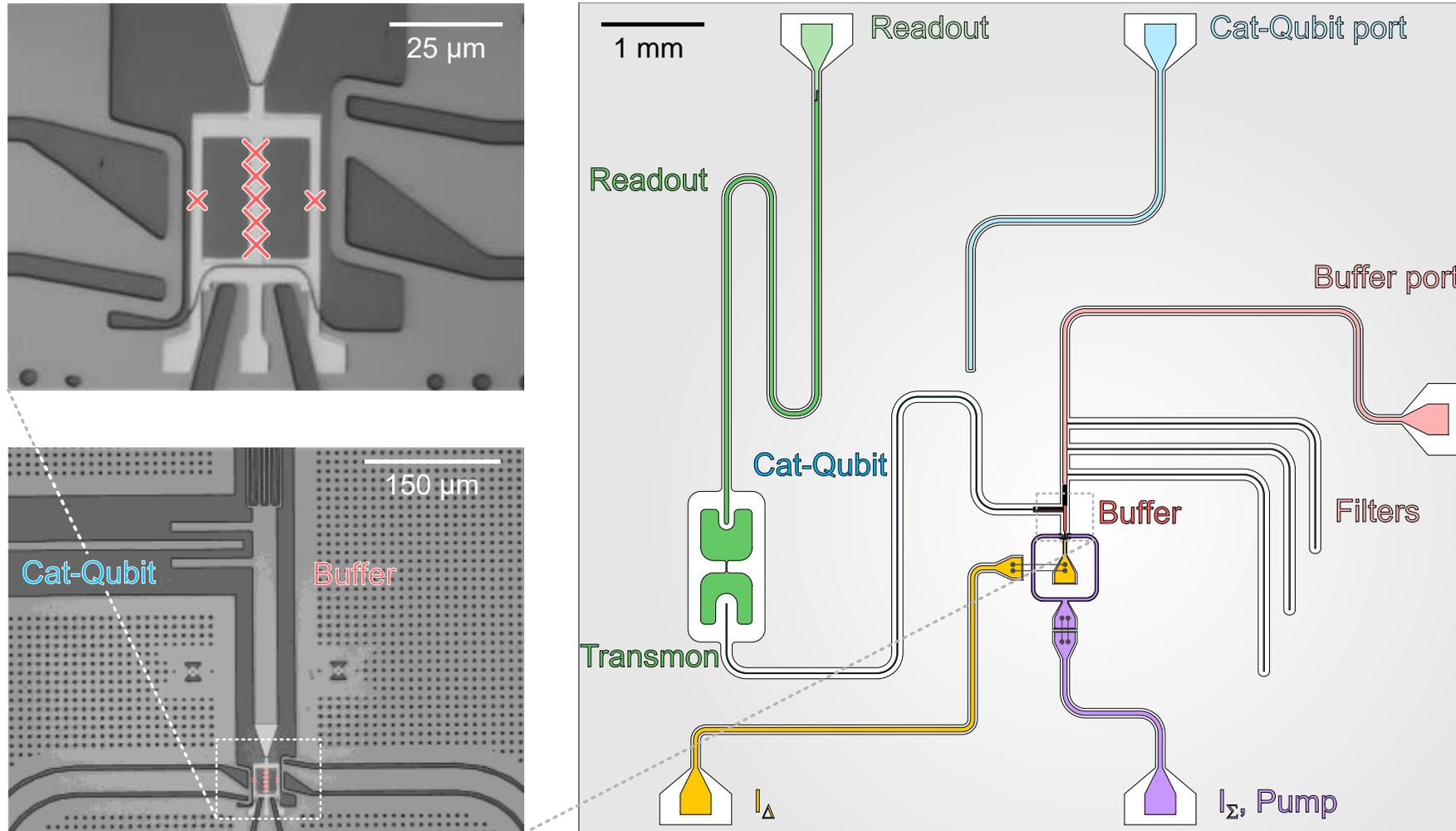
Asymmetrically Threaded SQUID



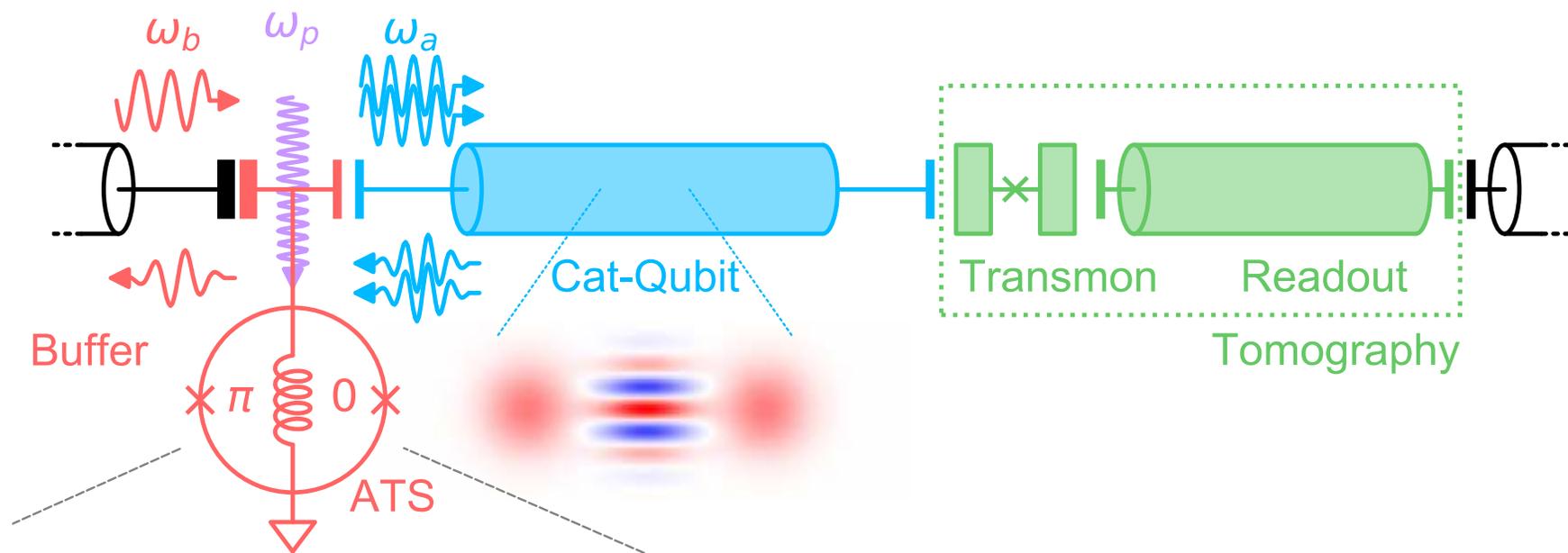
$$\begin{aligned} \hat{H} &= \frac{1}{2} E_L \hat{\varphi}^2 - 2E_J \cos(\varphi_{\Sigma}) \cos(\hat{\varphi} + \varphi_{\Delta}) \\ &\rightarrow \frac{1}{2} E_L \hat{\varphi}^2 - 2E_J \cos(\varphi_{\Sigma}) \sin(\hat{\varphi}) \end{aligned}$$



Experimental setup

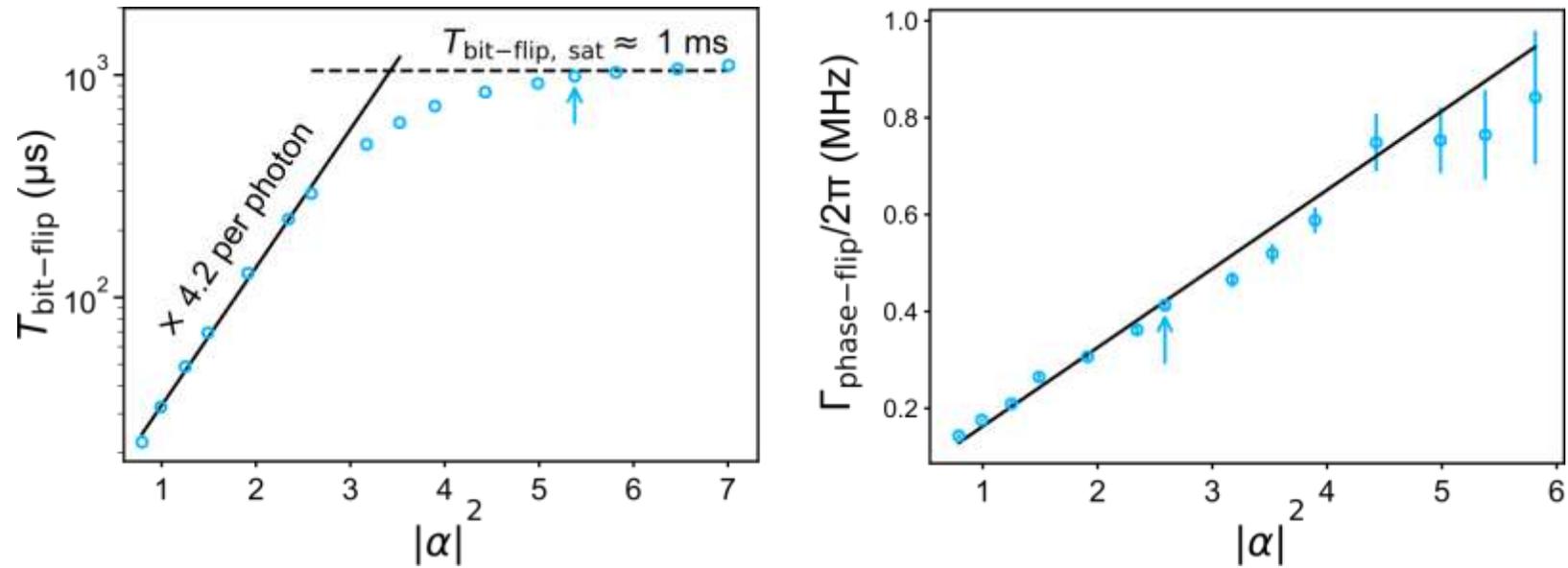


Experimental setup





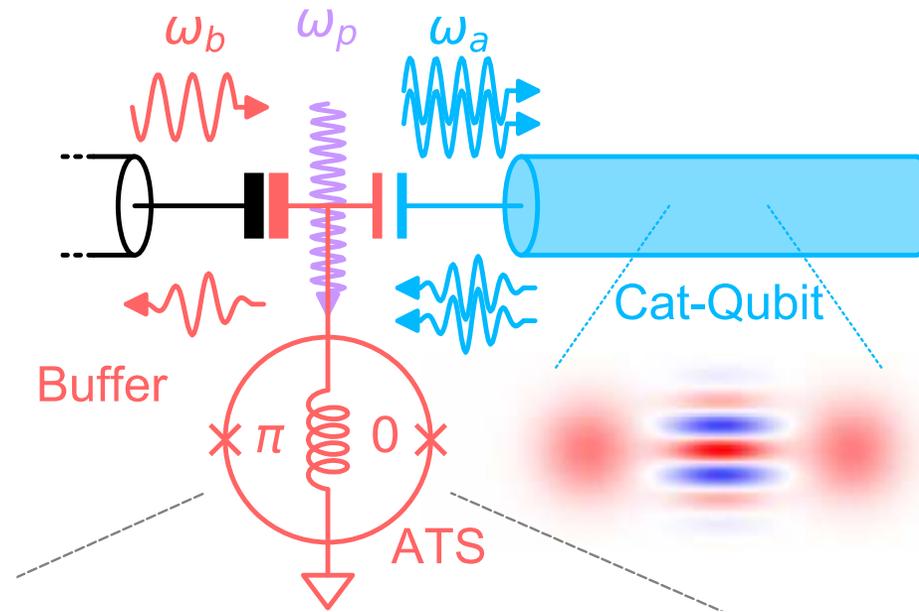
Transmon-induced saturation



Saturation due to readout transmon
Confirmed in Berdou et al. PRX Quantum (2022)



Transmon-free experimental setup



Problem: how do we readout?



Readout protocol

Wigner distribution

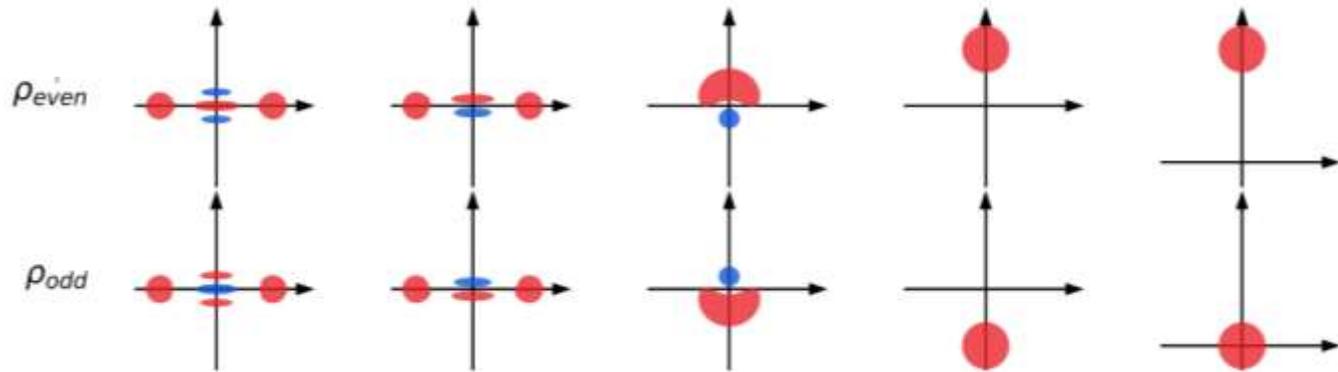
$$W(\lambda) = \langle \hat{D}(\lambda) \hat{P} \hat{D}^\dagger(\lambda) \rangle$$

with parity operator $\hat{P} = e^{i\pi \hat{a}^\dagger \hat{a}}$

with displacement operator $\hat{D}(\lambda) = e^{\lambda \hat{a}^\dagger - \lambda^* \hat{a}}$

Four-step process:

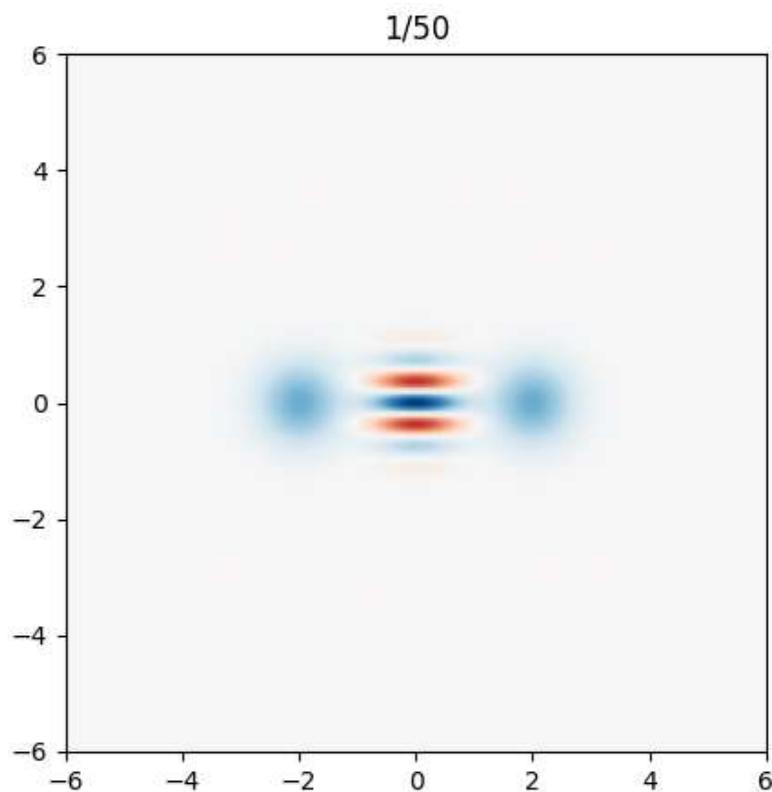
- (1) Displace initial state
- (2) Map to cat states while preserving parity (two-ph. diss)
- (3) Map parity to coherent states
- (4) Readout coherent states



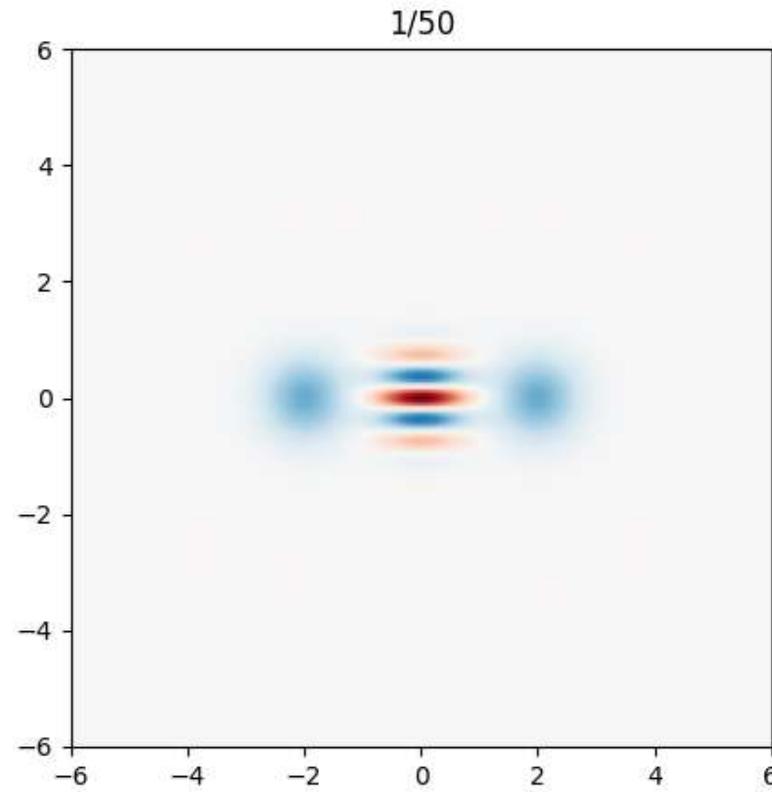
Mapping parity to coherent states



Even parity

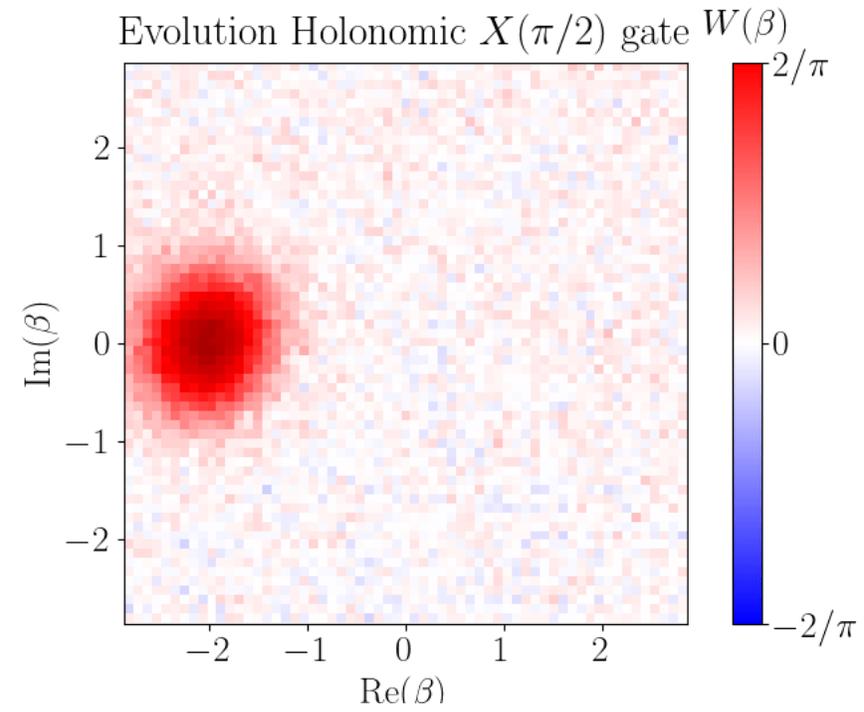


Odd parity



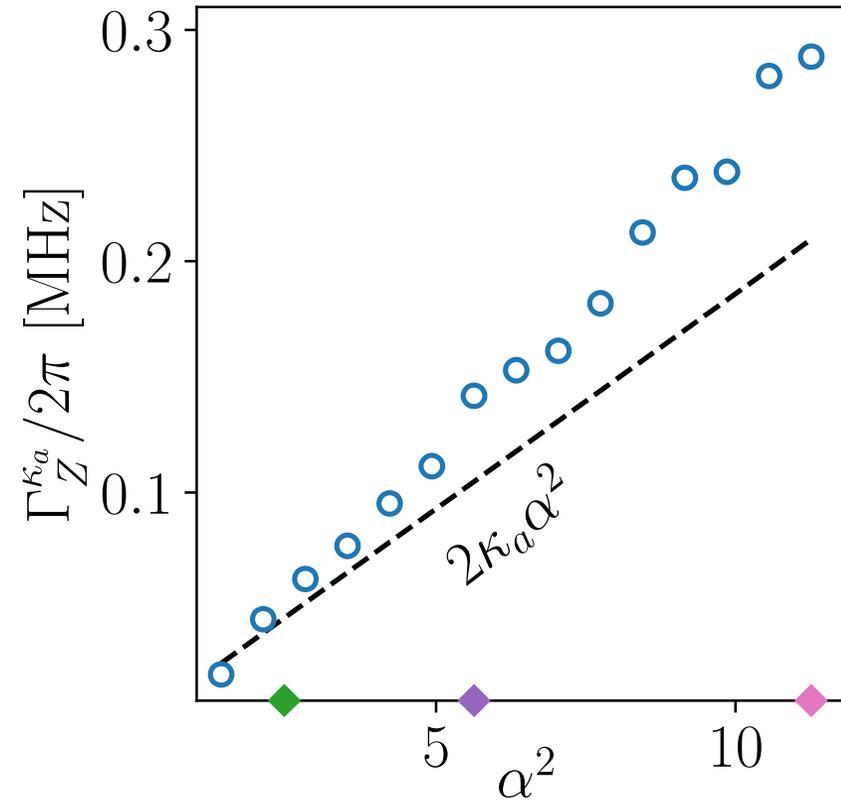
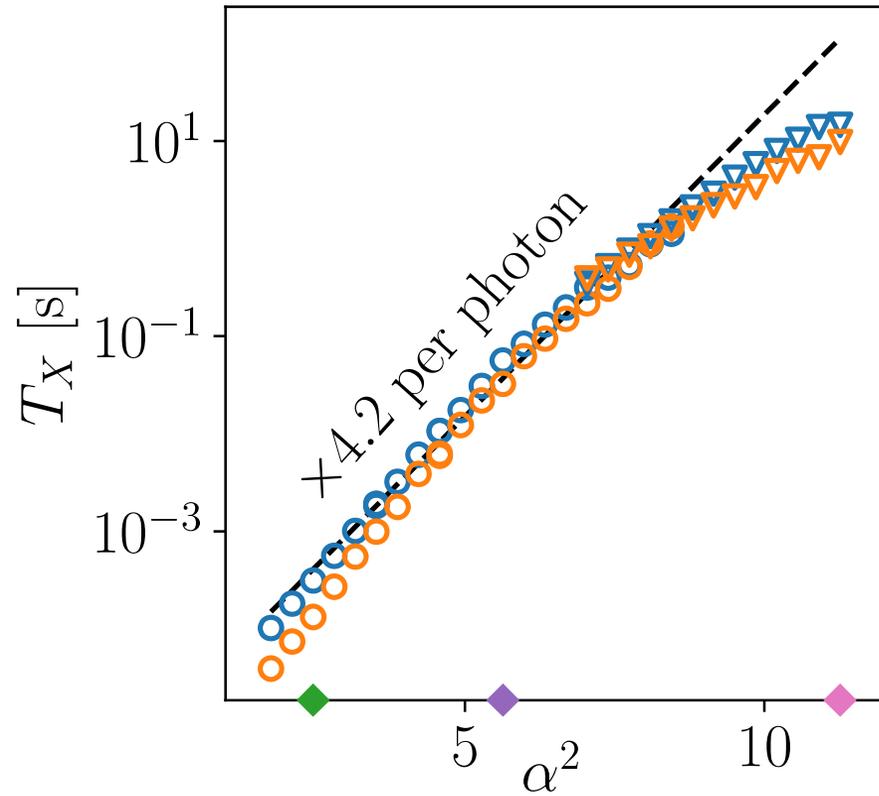


Readout protocol





Exponentially biased qubits

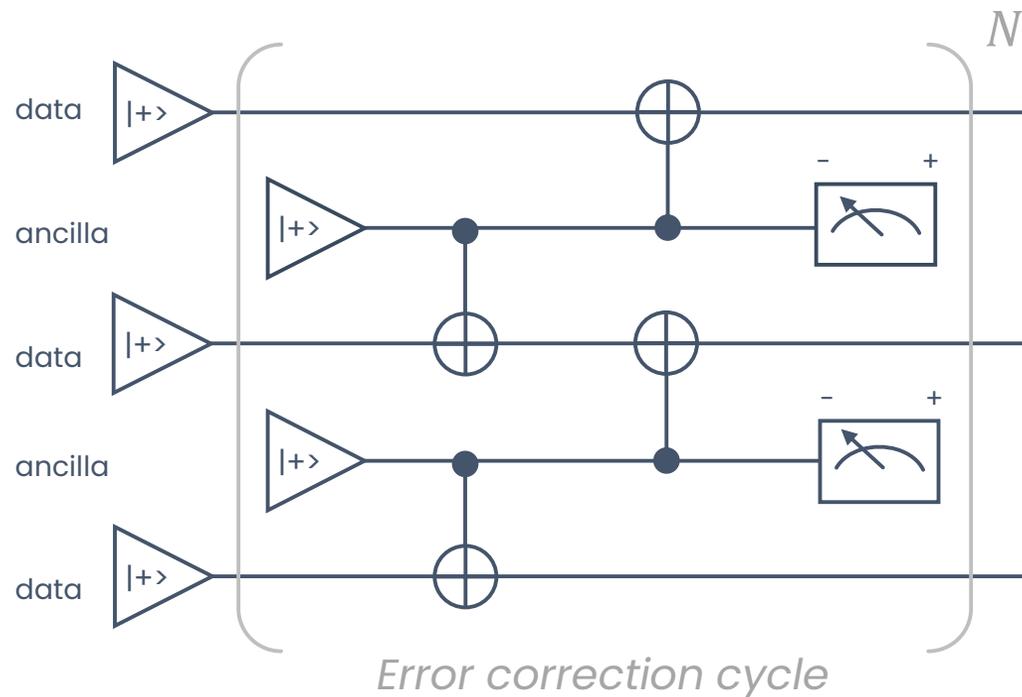


Bit lifetime at > 10 seconds !



Repetition code error correction cycle

Need to correct phase-flip errors



Repetition code ingredients

- ✓ +/- state preparation
- CNOT gate
- ✓ Parity measurement

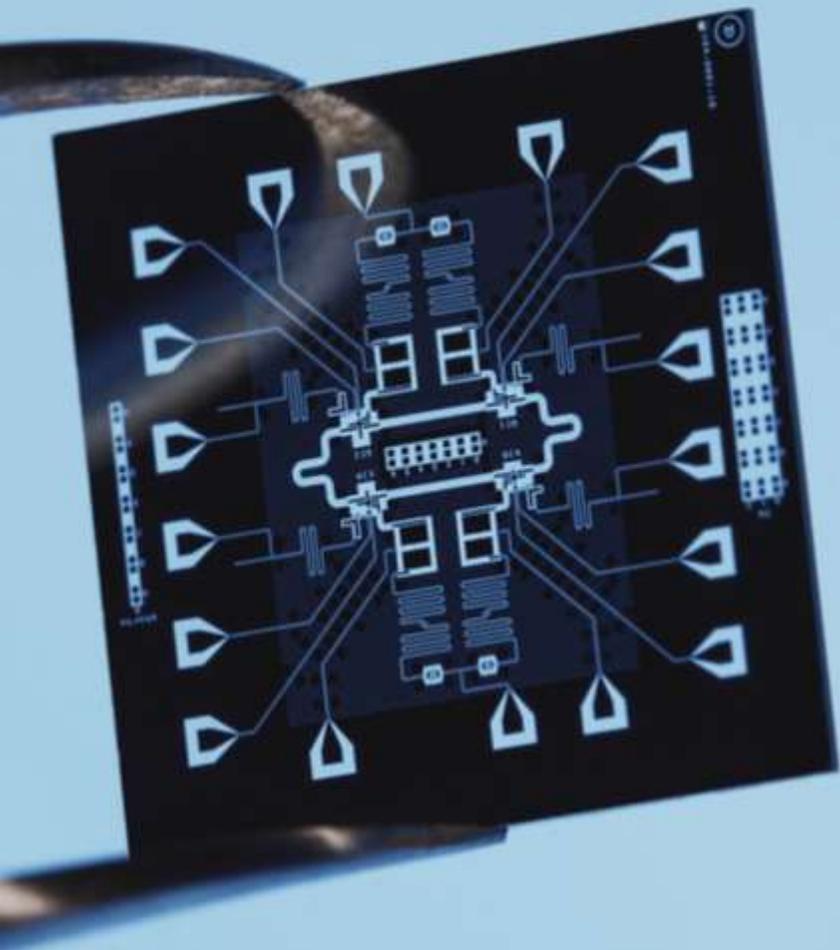
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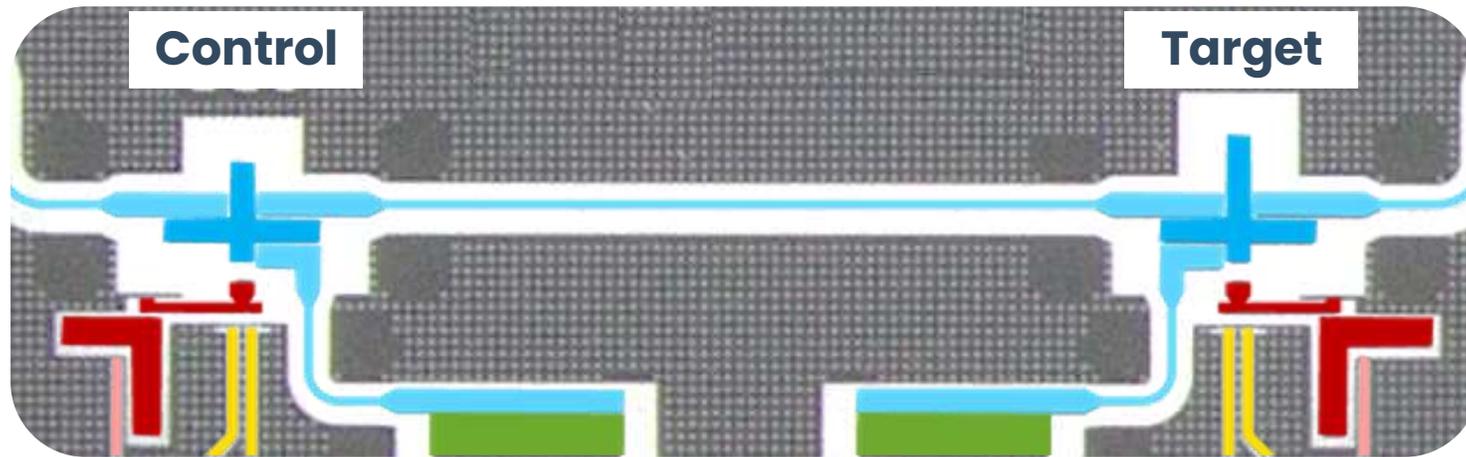
02

Macroscopic bit-flip times

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Experimental progress towards a CNOT

CNOT scheme

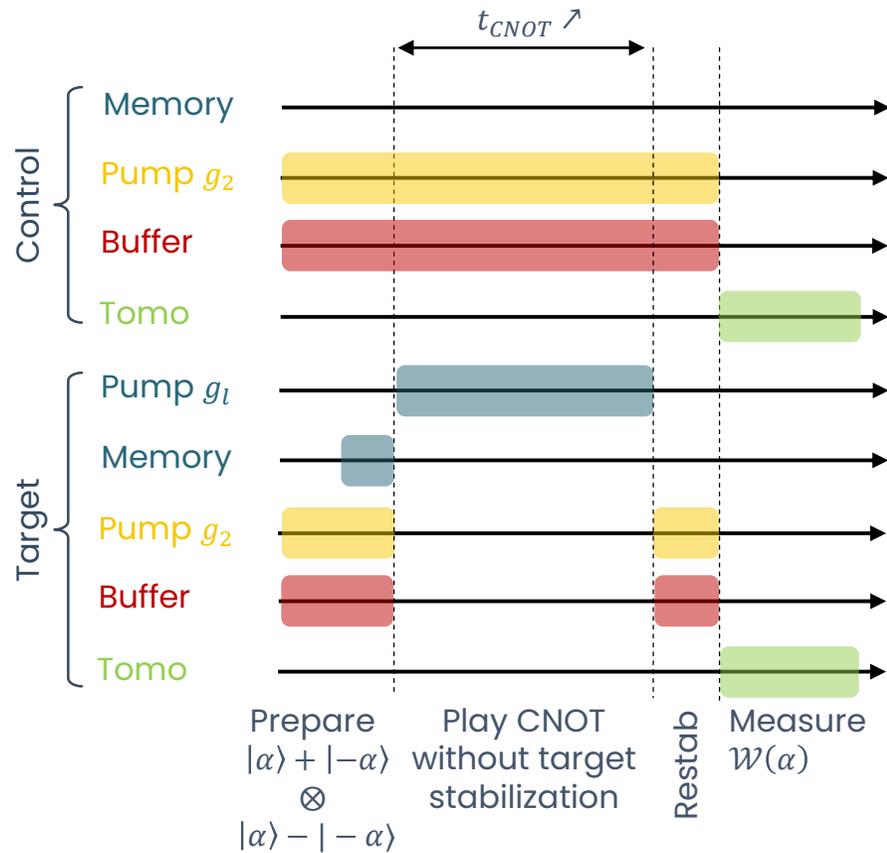


Two-photon pump
at $\omega_p = 2\omega_a^{ctrl} - \omega_b^{ctrl}$

Longitudinal pump at $\omega_p = \omega_a^{ctrl}$
Selects longitudinal coupling
 $H_l = g_l (a_c + a_c^\dagger + 2\alpha) \otimes a_t^\dagger a_t$

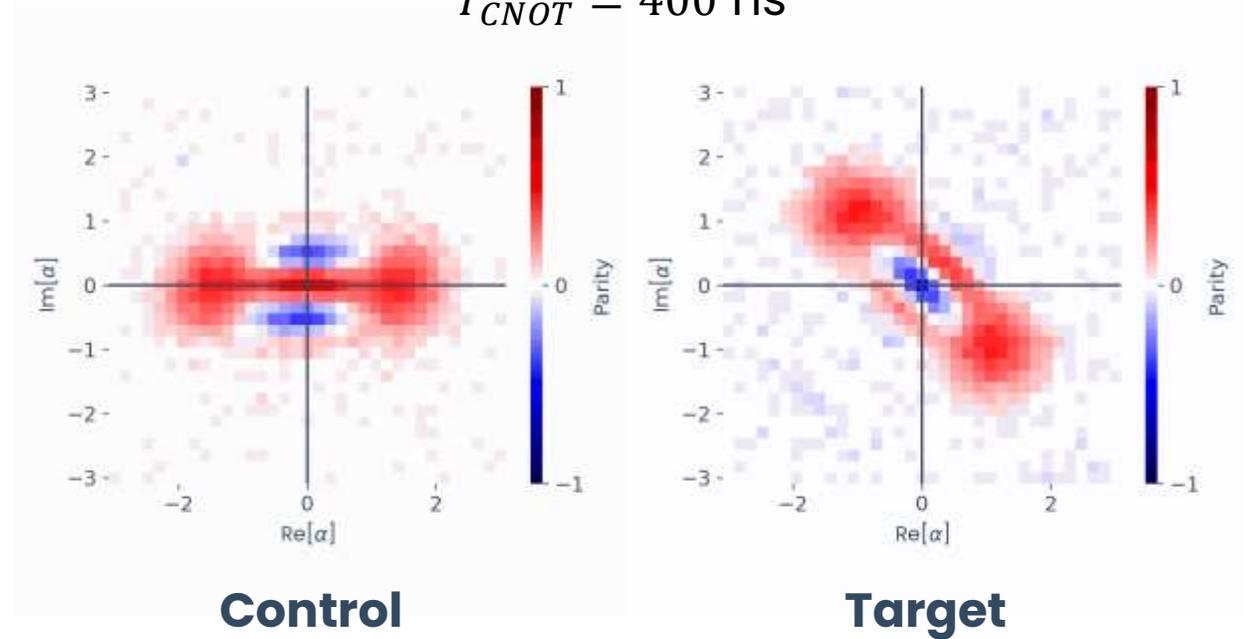


CNOT at play



$$g_1/2\pi = 220 \text{ kHz}$$

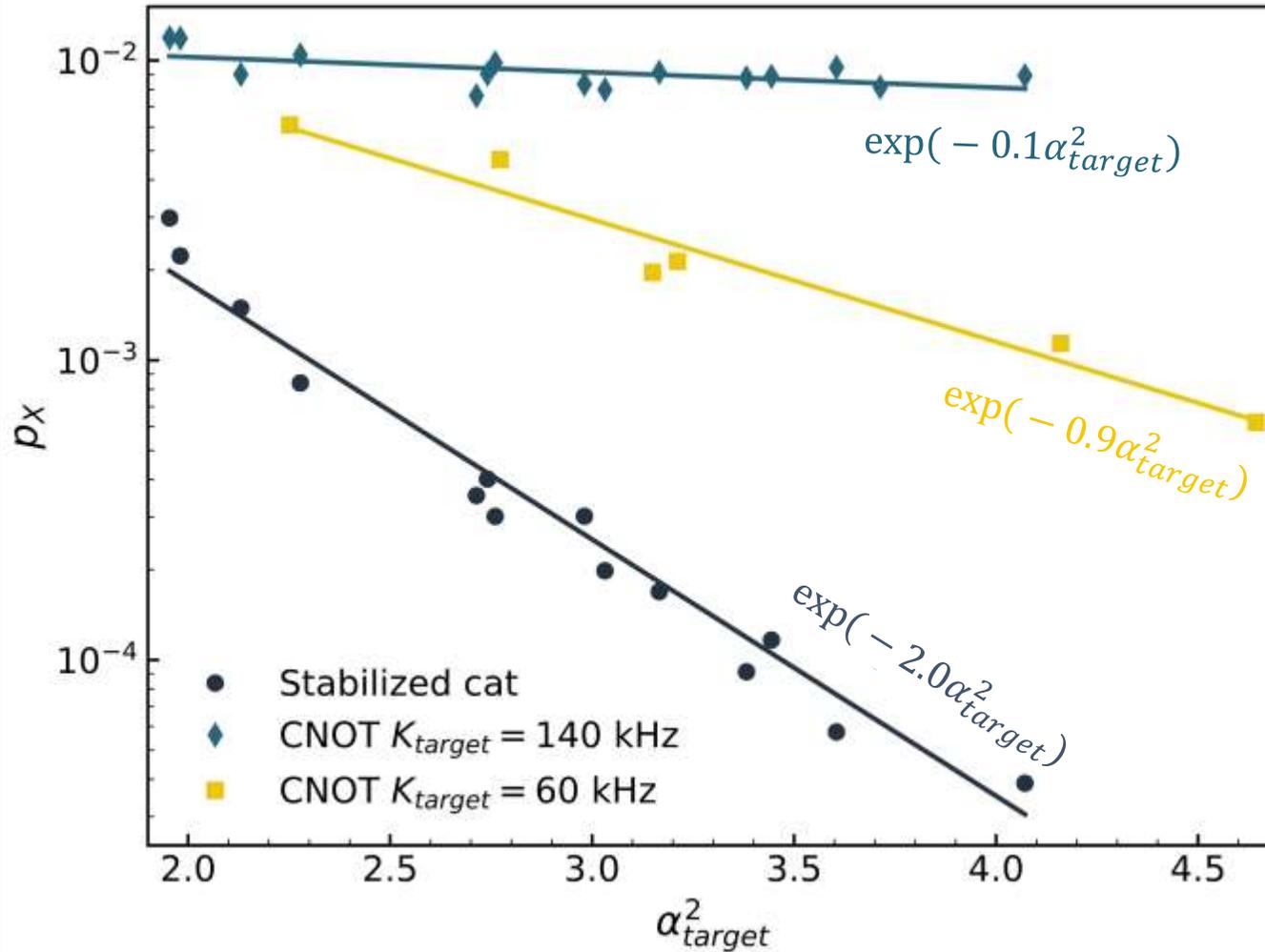
$$T_{CNOT} = 400 \text{ ns}$$



$$p_{ZA}^{CNOT} \approx 0.15 \quad p_{ZD}^{CNOT} \approx 0.15$$



Characterizing bit-flips



Bit-flip scaling is limited by leakage while stabilization is turned off.

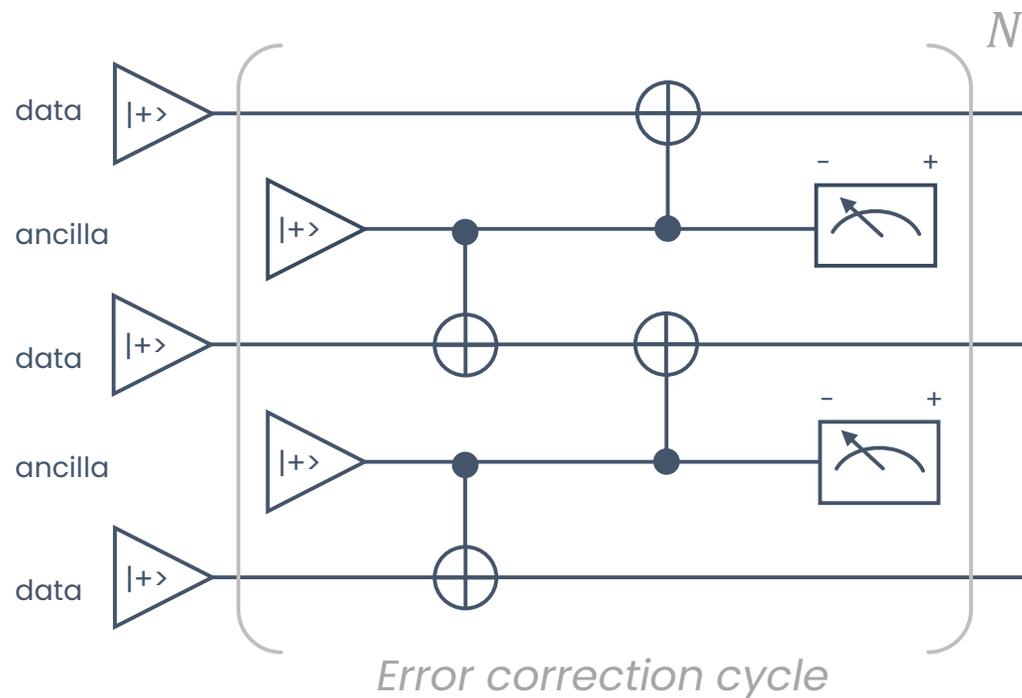
Solutions

- Further reduce Kerr and dephasing
- Engineer **conditional** rotation of the two-photon dissipation on the target



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