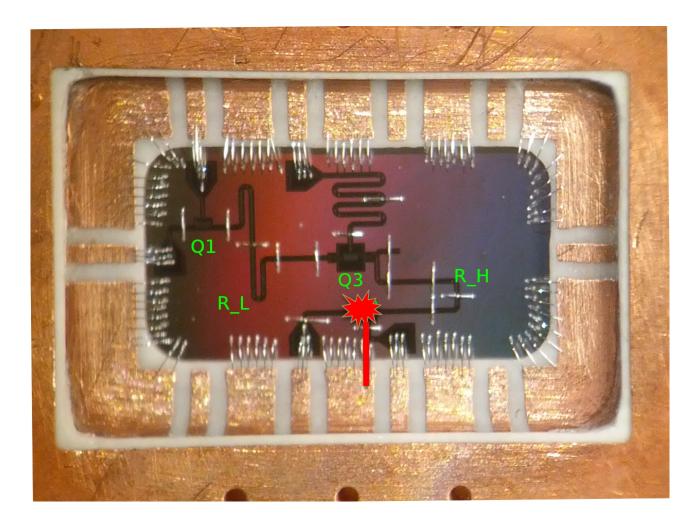
## Challenges of Quantum Process Characterization

Shelby Kimmel MIT Marcus Silva Raytheon BBN Technologies

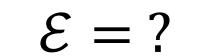
CUA Pizza Talk October 26<sup>th</sup>, 2012

**Raytheon** BBN Technologies

#### **Quantum Device**



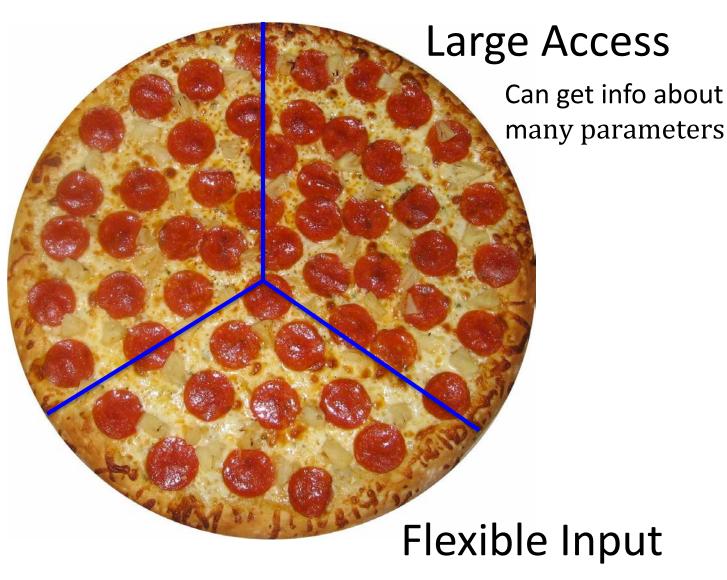
#### **Quantum Process Characterization**



 $\mathcal{E}(\rho) = \sum_{i} A_{i} \rho A_{i}^{\dagger} \qquad \sum_{i} A_{i}^{\dagger} A_{i} = \mathbb{I}$ 

For operation on n qubits,  $16^n - 4^n$  free parameters.

#### **Ideal Process Characterization**

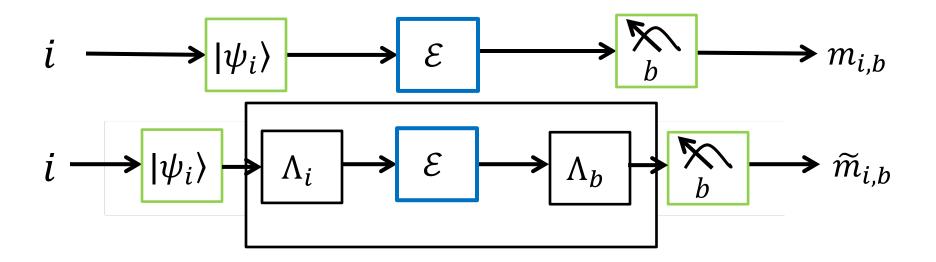


 ${\ensuremath{\mathcal{E}}}$  can be anything

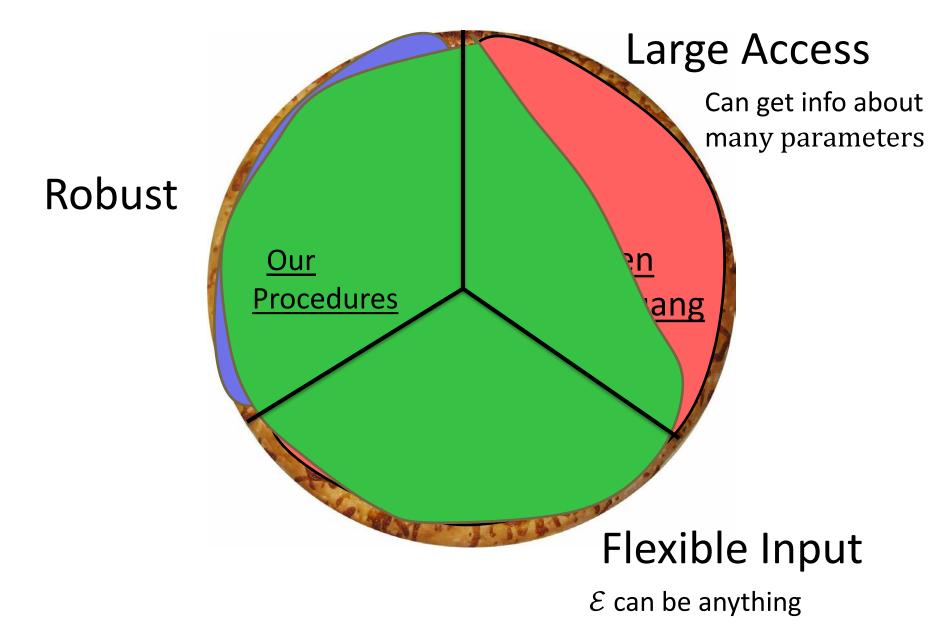
#### Robust

### **Robust Characterization**

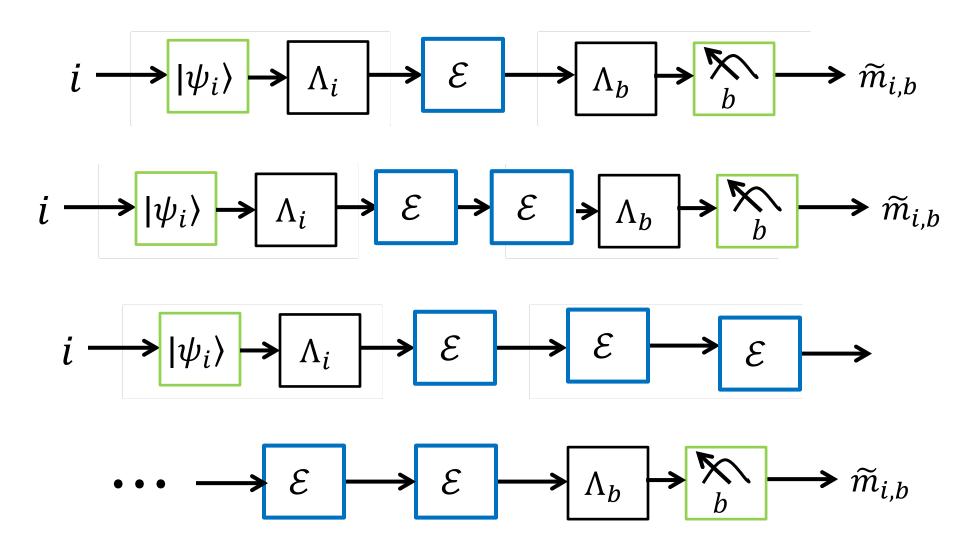
Accessing process involves preparing a state, and a measurement



#### **Ideal Process Characterization**



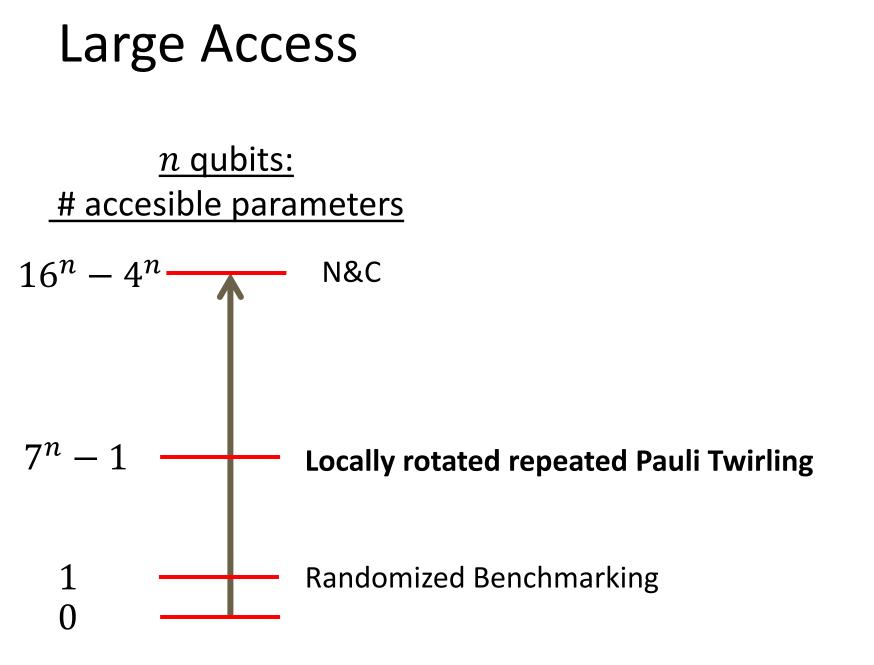
### Robust



#### Robust Cont.

 $[\mathcal{E}]_P$  = Pauli Twirl = "Averaged" Version of  $\mathcal{E}$ 

 $\cdots \longrightarrow [\mathcal{E}]_P \longrightarrow [\mathcal{E}]_P \longrightarrow \Lambda_b \longrightarrow \overset{\bigstar}{\underset{b}{\longrightarrow}} \longrightarrow \widetilde{m}_{i,b}$ 



# To Do/Open Questions

- Implement!
- Get better trade offs between robustness and number of accessible parameters?

## Thank you!

• Questions?

$$\chi \text{ Matrix Examples}$$

$$\mathcal{E}(\rho) = \sum_{i,j=1}^{4^n} \chi_{i,j} P_i \rho P_j$$
Identity:  $\chi_{I,I} = 1$ , all other  $\chi_{i,j} = 0$ 
Hadamard:  $\frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$ 
 $\chi_{X,X} = \chi_{Z,X} = \chi_{X,Z} = \chi_{Z,Z} = \frac{1}{2}$ , all other  $\chi_{i,j} = 0$ 

## Easy Implementation

Repeat each sequence a constant number of times:

$$i \longrightarrow |\psi_i\rangle \rightarrow \Lambda_i \rightarrow [\mathcal{E}]_P \rightarrow [\mathcal{E}]_P \rightarrow \Lambda_b \rightarrow \overset{\sim}{h_b} \rightarrow \widetilde{m}_{i,b}$$
$$\rightarrow [\mathcal{E}]_P \rightarrow P_i \rightarrow \mathcal{E} \rightarrow P_i^{\dagger} \rightarrow P_i^{\dagger}$$

All Pauli Operations are Local!

Not perfect Paulis – but we can bound the effect of these errors