

# Fault-Tolerant Quantum Dynamical Decoupling

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**Abstract:** We review our work concerning a method of decoherence control via concatenated dynamical decoupling (DD) pulses. These recursively nested DD pulse sequences exhibit a fault-tolerance threshold similar to that of concatenated quantum error correcting codes. We briefly discuss how quantum logic gates can be incorporated into this framework.

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## 1 Introduction

Ideal quantum computers are fully controllable and isolated systems with a tensor product structure. Realistically neither controllability, isolation, nor even the tensor decomposition can be achieved easily in laboratory settings. Quantum operations tend to be faulty and furthermore the environment interacts with the system and produces undesirable decoherence, thus reducing the fidelity.

Dynamical decoupling (DD) is one of the (in-principle) universal methods originally introduced in order to overcome decoherence-errors [1], but not faulty controls. The method has been known and used in nuclear magnetic resonance (NMR) under different names and manifestations essentially ever since the Hahn spin echo experiment [2], for decoupling or recoupling of various interactions between nuclear spins. DD uses repetition of fast and strong pulses that effectively weaken undesired parts of the Hamiltonian, including couplings to an unknown environment, so as to reduce decoherence and increase fidelity. The theoretical considerations are often accompanied by the requirements that the pulses need to be, ideally, of zero width, and the period of the pulse-cycle has to be smaller than the system-bath evolution periods and decoherence time [3]. It has been further shown that in principle it is possible to use bounded-strength (yet strong) pulses [4]. It must be stressed that, with the exception of [4], schemes involving periodic pulse sequences have largely ignored the consequences of pulse imperfections.

In contrast, in quantum error correcting codes (QECCs), it is possible to address imperfections via concatenation. This is a technique in which the self-similar structure of recursively combined codes allows for an error-rate threshold below which arbitrary protection might be achieved [5]. In the non-Markovian noise regime the error correction threshold is much more stringent [6], while DD provides far less resource-hungry protection, demanding only fast pulses. This renders DD particularly appealing for solid-state semiconductor spin-based QIP implementations, where coupling to spin impurities constitutes an important and rate-limiting non-Markovian source of decoherence [7].

Completing the analogy between DD and QECCs, we review our work [8] that introduces a *concatenation scheme* for generating significantly more robust and effective DD pulse sequences than the previously known schemes based on serial DD (SDD) [1, 4]. We discuss concatenated DD (CDD) for bounded-spectrum baths (such as a spin-bath), using bounded-strength controls, while assuming a realistic control scenario. We also hint at ways of incorporating quantum logic gates, as required in a quantum computer subject to dynamical decoupling.



$\|\Phi_{\text{SDD}}\| \leq 4^{-n}\|\tau H_0\|^2$ . Thus, while an exponential number of pulses is used, CDD converges super-exponentially, while SDD is only exponentially convergent. This difference is very similar to that between concatenated and serial QECC [5], and is indeed our motivation for CDD. While the above approximations are only suggestive in the case of finite-width pulses, our simulations show that there can be a saturation level for SDD after which squeezing in more pulses will not improve SDD at all, whereas CDD continues to improve [8].

### 3 Non-ideal pulses, Fault-tolerance and Computation

In practice every pulse has a non-zero width during which control jitters and  $H_e$  produce deviations from the ideal action. Such deviations must be made small to allow for successful CDD. We give an upper bound on how these errors may be tolerated in a CDD pulse sequence, based on our geometric picture of the mapping of the Hamiltonians. The errors associated with imperfect pulses cause deviations in the effective Hamiltonian at each level of concatenation. They can thus be combined into the effective Hamiltonian after each level of concatenation (starting with the ones with shortest periods), and can thus be removed by the next level of concatenation, if they are small enough. The condition is [8]:

$$\delta(\gamma\|H_e\| + \langle |w_P| \rangle \|H_P\|) \ll \tau\|H_e\|, \quad (5)$$

where  $\gamma \approx 1$ ,  $\|W_P\| = |w_P|\|H_P\|$ ,  $w_P$  is a dimensionless measure of the control jitter and  $\delta$  is the pulse width. The left-hand side of this inequality gives the undesired phase accumulated during the pulse, which must be smaller than the phase due to  $H^\perp$  (and hence  $H_e$ ) accumulated during the free evolution. This must hold at every level of concatenation, in particular the deepest level where  $\tau$  is smallest.

Should the above requirements be met, we would next like to consider incorporating quantum logic operations, allowing for fault-tolerant quantum computation. There seem to be several ways of doing this, and we mention one in this summary that uses an encoding of one qubit into a stabilizer code [9]. Stabilizer codes have the property that they detect any error that anticommutes with an element of the stabilizer. Such anticommutation is precisely the property required for a canonical DD cycle. It therefore turns out that for all stabilizer codes used for QECC, the stabilizer elements can be used as DD pulses to generate canonical DD cycles, providing DD of QECC codewords. Quantum operations can now be incorporated into the free evolution periods and can be made fault-tolerant, if the source of the errors is Hamiltonian coupling to a bounded environment. The stabilizer formalism and the encoding in this case are crucial, for otherwise DD practically removes all propagators from the system, including the unitary operations needed for quantum computation. The effect of DD in the encoded case is to bring the dynamics of the system as close as possible to a unitary operator on the encoded subspace, by removing all the error terms.

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