## Dehn-twisting the color code

Alexandre Guernut Christophe Vuillot<br>Loria

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## Stabilizer codes

Given $n$ physical qubits and $n-k$ independent $\operatorname{Pauli}$ operators $(\mathcal{S})$ :

- We encode $k$ logical qubits.
- Code space is +1 common eigenspace of $\mathcal{S}$.
- Noise is modeled as iid Pauli operators on physical qubits.
- Errors anticommute with some stabilizers, flipping their measurement to -1 .
- After measurements, we get a syndrome from which we compute an error-correcting operator.

Toric codes


## Toric codes



## Toric codes



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Toric codes


Toric codes


## Toric codes



## Logical operators



## Dehn twists[1][2]

Dehn twists are linear-depth (in the distance $d$ ) procedures which can be split in $\mathcal{O}(d)$ constant-depth steps.


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X_{1} \quad Z_{2}
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$X_{1} \quad Z_{2}$

$X_{2}$

## Color codes



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## Color codes



## Logical Pauli operators



## Code equivalence[3]



## Unfolding procedure[3]



## Dehn twists





## Dehn twists




## Dehn twists





## Dehn twists



## Dehn twists





## Dehn twists



## Dehn twists



## Dehn twists




## Dehn twists





## Fault-tolerant CNOT



## Fault-tolerant CNOT



We expect $d_{\text {eff }}=\frac{d}{12}\left(d_{\text {eff }}=\frac{d}{2 p\left(\left[\frac{d}{2}\right]+1\right)}\right.$ for a $(2 p, 2 q, 2 q)$ lattice $)$.

## Summary and further prospects

What we have seen:

- We explicitly compute the unfolding operators
- We go back and forth between color code and surface codes
- Dehn twists in surface codes translate to constant depth CNOT for color codes

Further prospects:

- Phenomenological noise simulation and threshold estimation
- Color code with other layouts (hyperbolic, 3D...)
- Larger constant-depth gate set
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## Logical operators

$X_{1} Z_{2} \quad Z_{3} X_{4}$


## Logical operators

## $Z_{1} X_{2} \quad X_{3} Z_{4}$


$X_{1}$
$Z_{2}$
$Z_{3}$
$X_{4}$

## Logical operators

$Z_{1} X_{2} \quad X_{3} Z_{4}$

$X_{1}$
$Z_{2}$
$Z_{3}$
$X_{4}$


## Logical operators

$$
\begin{aligned}
& X_{1} \quad Z_{3} \\
& \begin{array}{l}
Z_{1} \\
X_{2}
\end{array} \\
& \begin{array}{l}
X_{3} \\
Z_{4}
\end{array} \\
& Z_{2} \quad X_{4}
\end{aligned}
$$

## Logical operators

$$
\begin{aligned}
& X_{1} Z_{3} \quad Z_{3} \\
& Z_{2} \quad X_{4} Z_{2}
\end{aligned}
$$

## Logical operators



