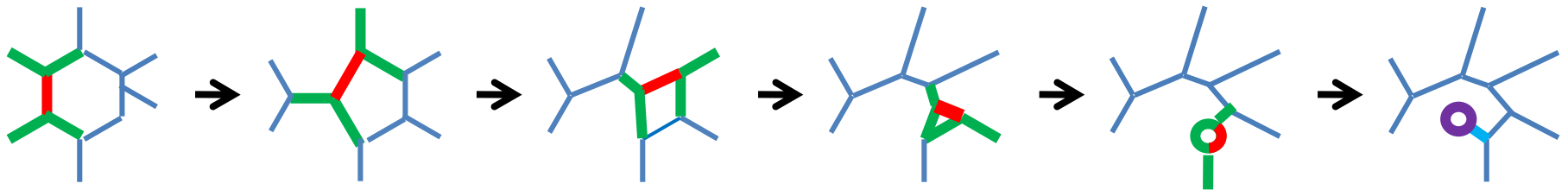
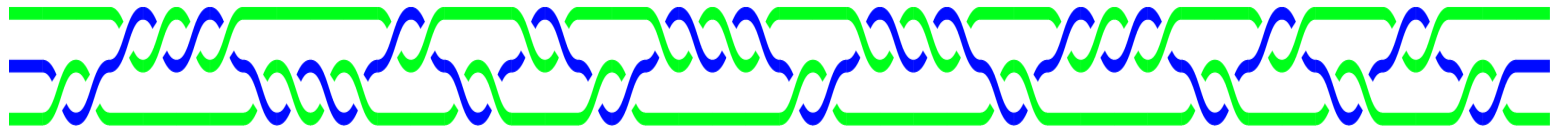


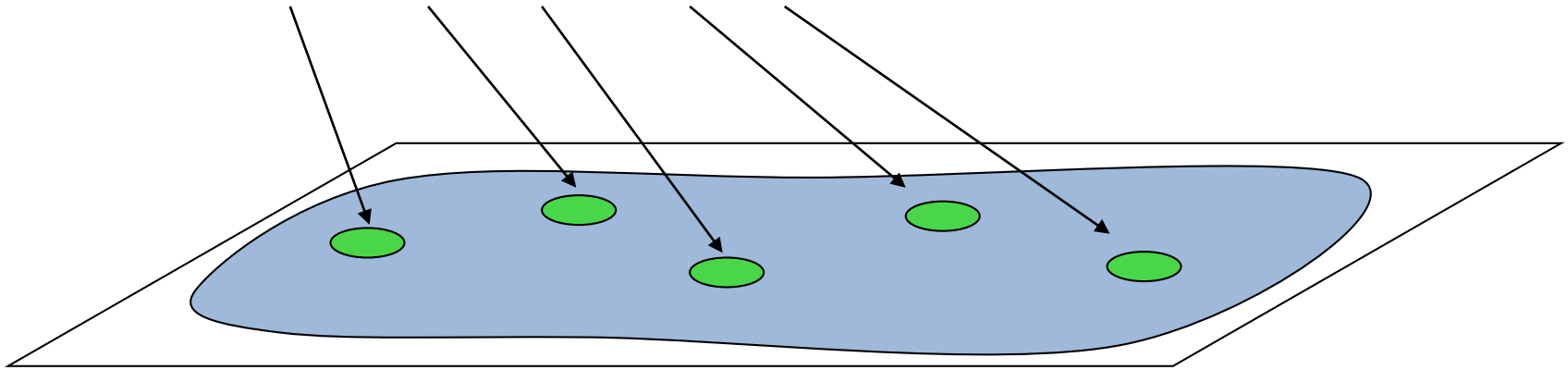
# Simulating Anyons on a Quantum Computer

Nick Bonesteel  
Florida State University



# “Non-Abelian” FQH States (Moore & Read '91)

Fractionalized quasiparticles = **Non-Abelian anyons**



## Essential features:

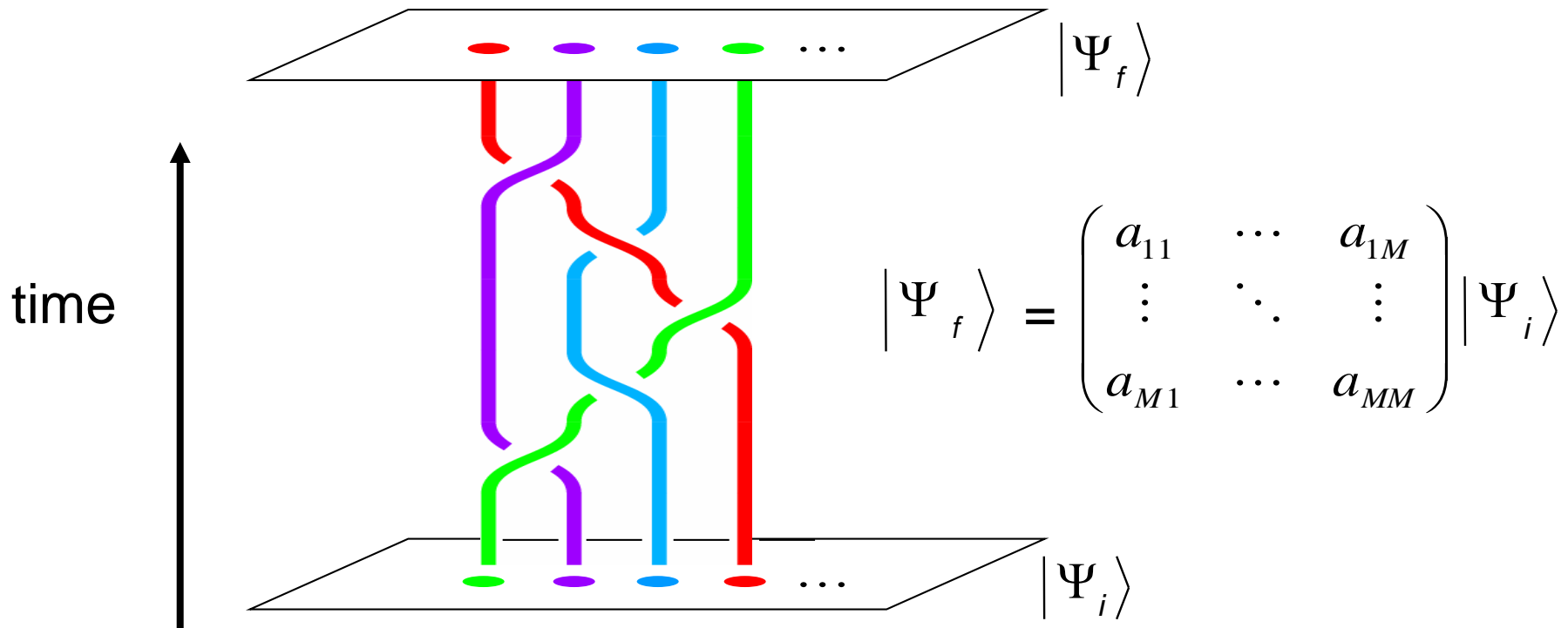
A degenerate Hilbert space whose dimensionality is **exponentially large in the number of quasiparticles**.

States in this space **can only be distinguished by global measurements** provided quasiparticles are far apart.



***A perfect place to hide quantum information!***

# Topological Quantum Computation

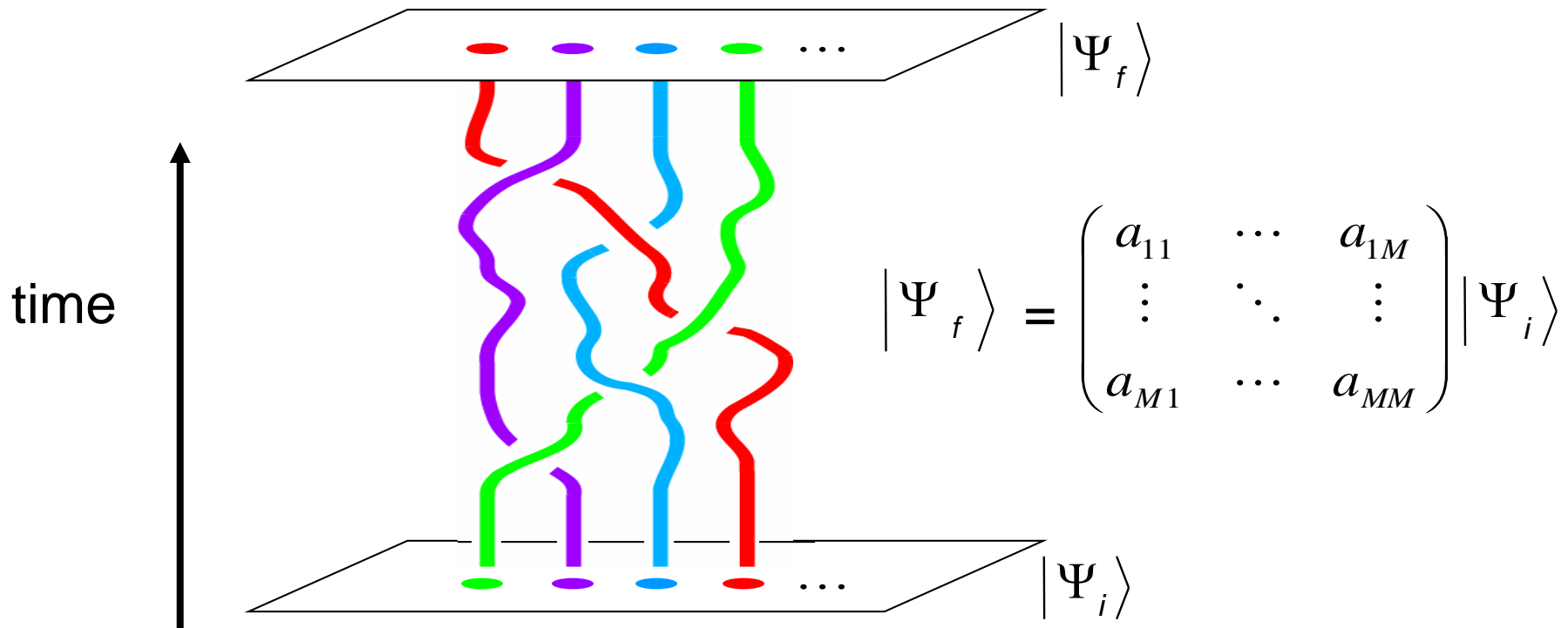


Matrix depends only on the topology of the braid swept out by anyon world lines!

**Robust quantum computation?**

Kitaev, '97 ; Freedman, Larsen, and Wang, '01

# Topological Quantum Computation



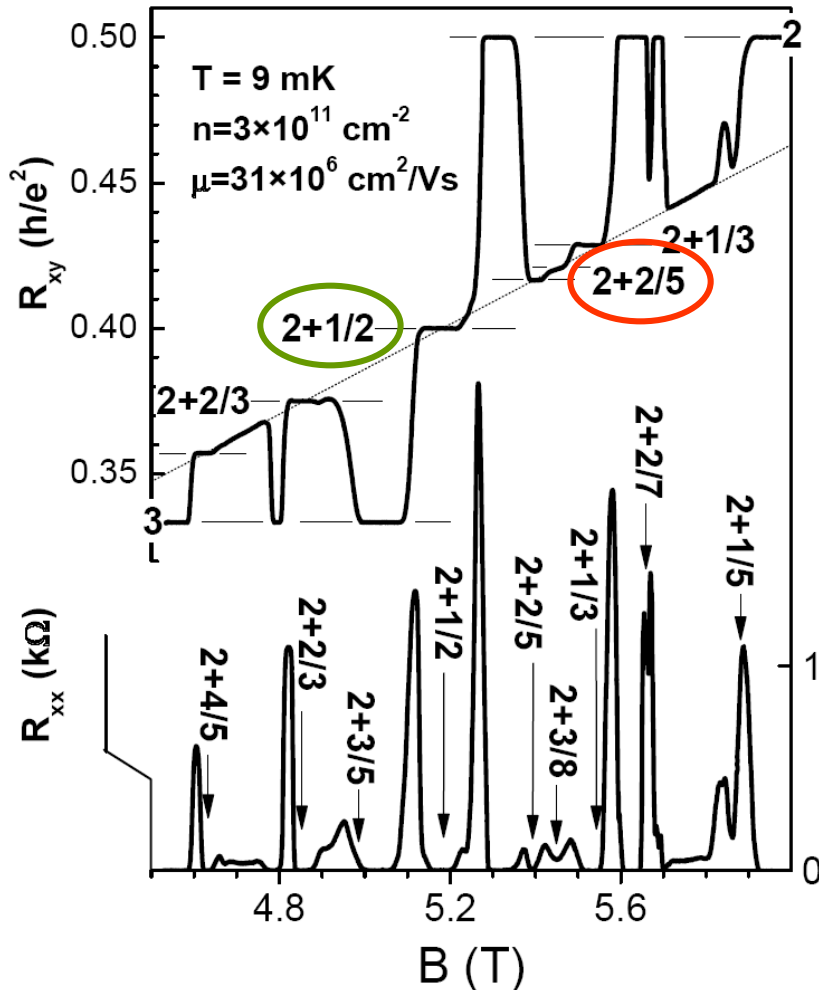
Matrix depends only on the topology of the braid swept out by anyon world lines!

**Robust quantum computation?**

Kitaev, '97 ; Freedman, Larsen, and Wang, '01

# Possible Non-Abelian FQH States

J.S. Xia et al., PRL (2004).



$\nu = 5/2$ : Probable Moore-Read Pfaffian state.

Charge  $e/4$  quasiparticles are **Ising Anyons**  
Moore & Read '91



**Not** Universal for Quantum Computation

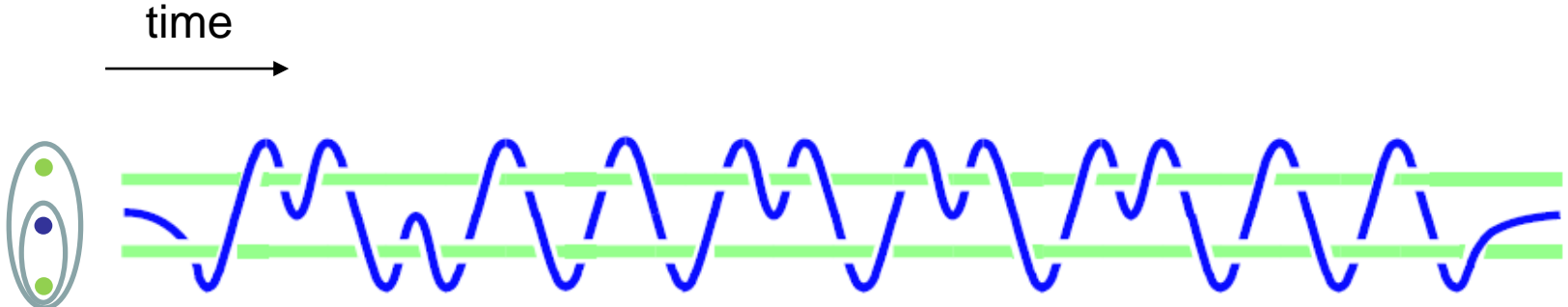
$\nu = 12/5$ : Possible Read-Rezayi "Parafermion" state. Read & Rezayi, '99

Charge  $e/5$  quasiparticles are **Fibonacci anyons**.  
Slingerland & Bais '01



Universal for Quantum Computation!  
Freedman, Larsen & Wang '02

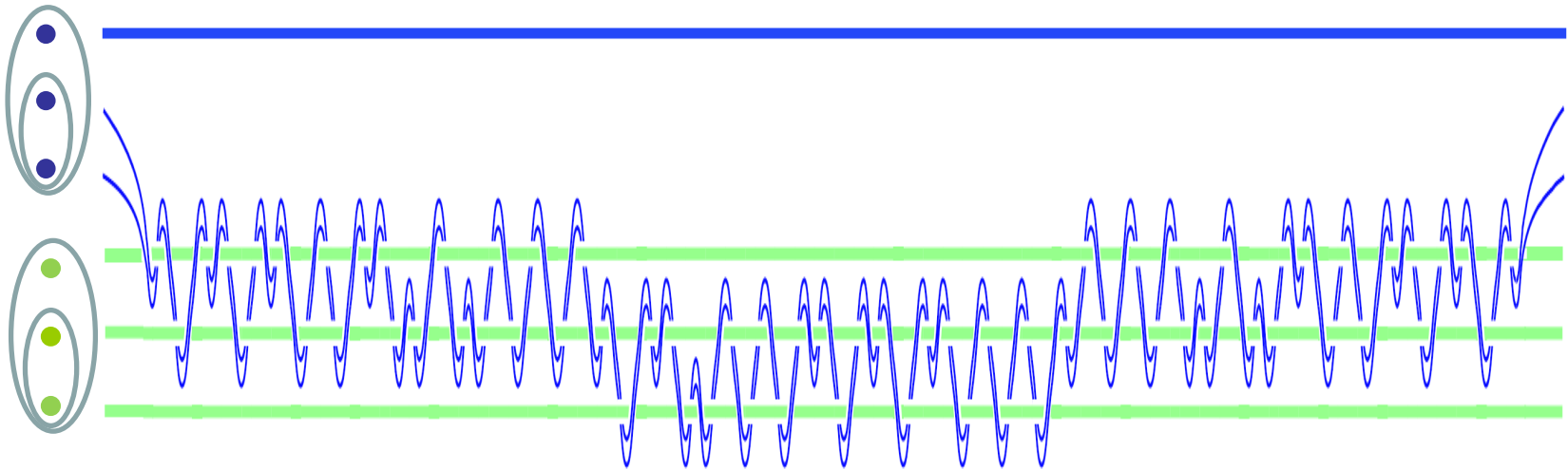
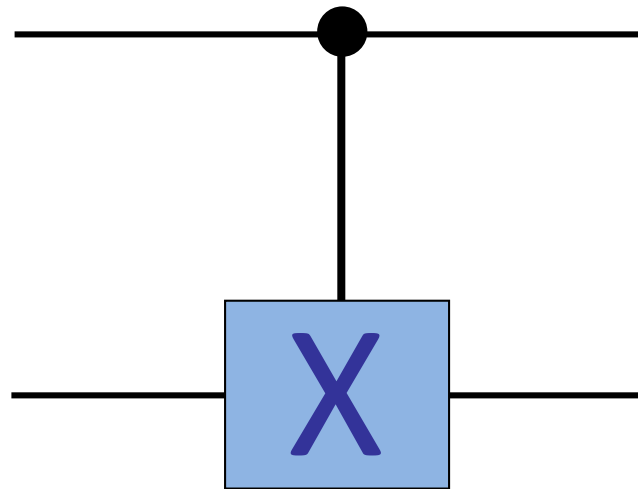
# Single Qubit Operations



NEB, L. Hormozi, G. Zikos, & S. Simon, PRL 2005  
L. Hormozi, NEB, & S. Simon, PRL 2009

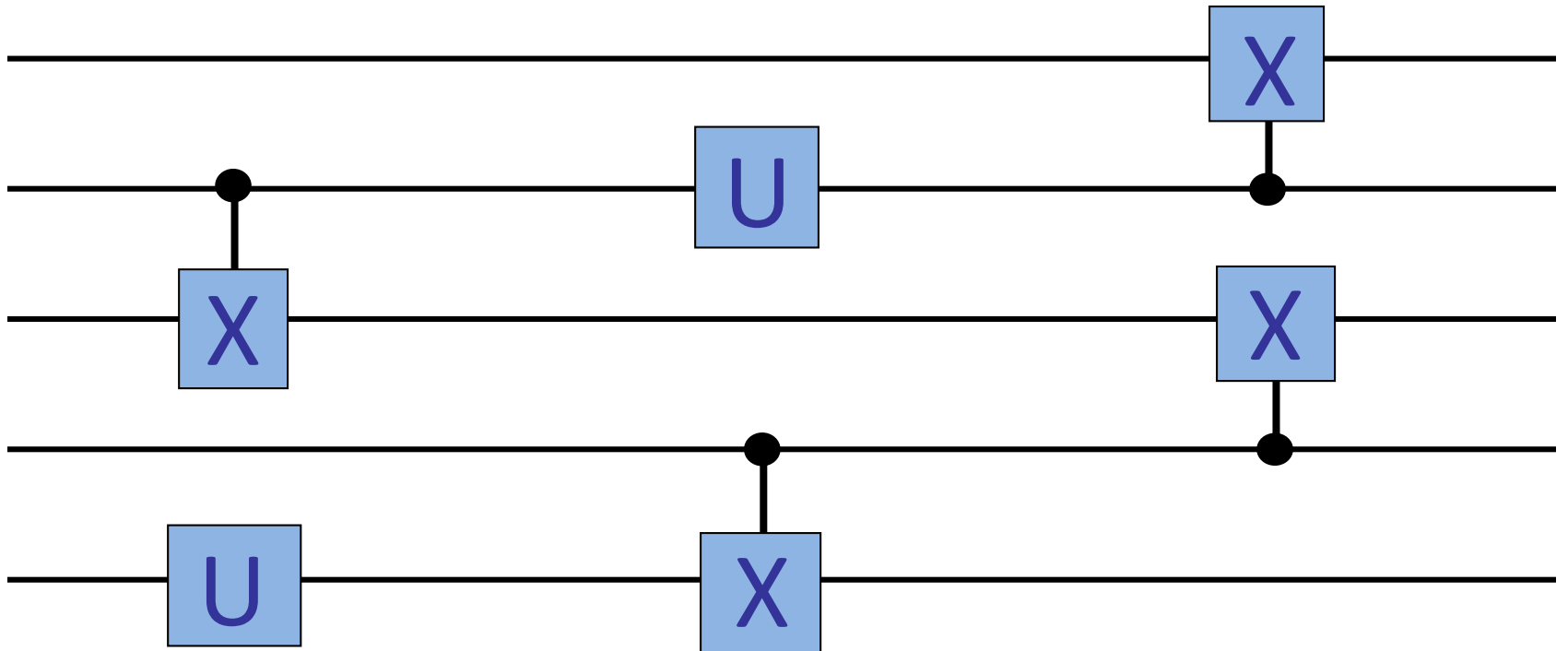
# Two Qubit Gates (CNOT)

$$X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}$$



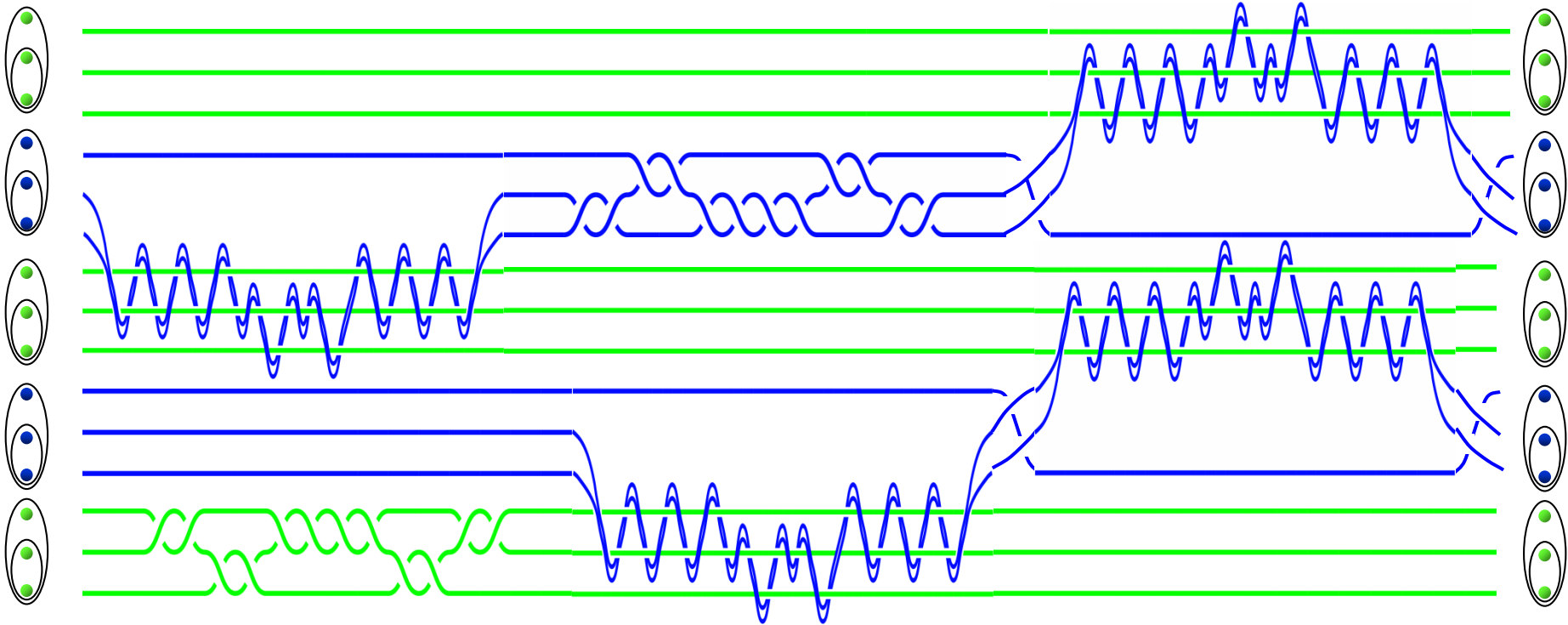
NEB, L. Hormozi, G. Zikos, & S. Simon, PRL 2005  
L. Hormozi, NEB, & S. Simon, PRL 2009

# Quantum Circuit





# Braid



# “Surface Code” Approach

---

**Key Idea:** Use a quantum computer to *simulate* a theory of anyons.

The simulation “inherits” the fault-tolerance of the anyon theory.

---

Most promising approach is based on “Abelian anyons.” High error thresholds, but can’t compute purely by braiding.

Bravyi & Kitaev, 2003

Raussendorf & Harrington, PRL 2007

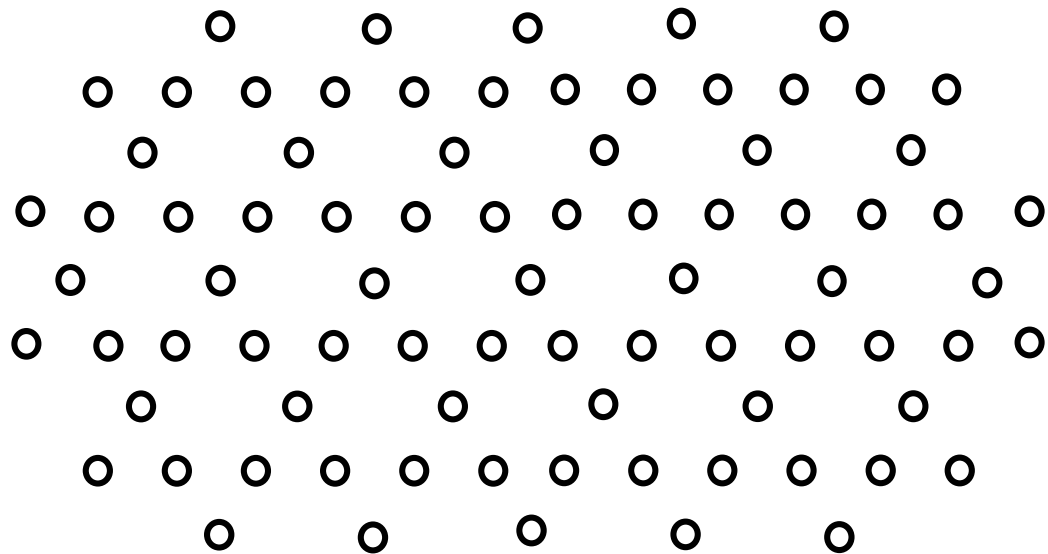
Fowler, Stephens, and Groszkowski, PRA 2009

More speculative idea: simulate Fibonacci anyons.

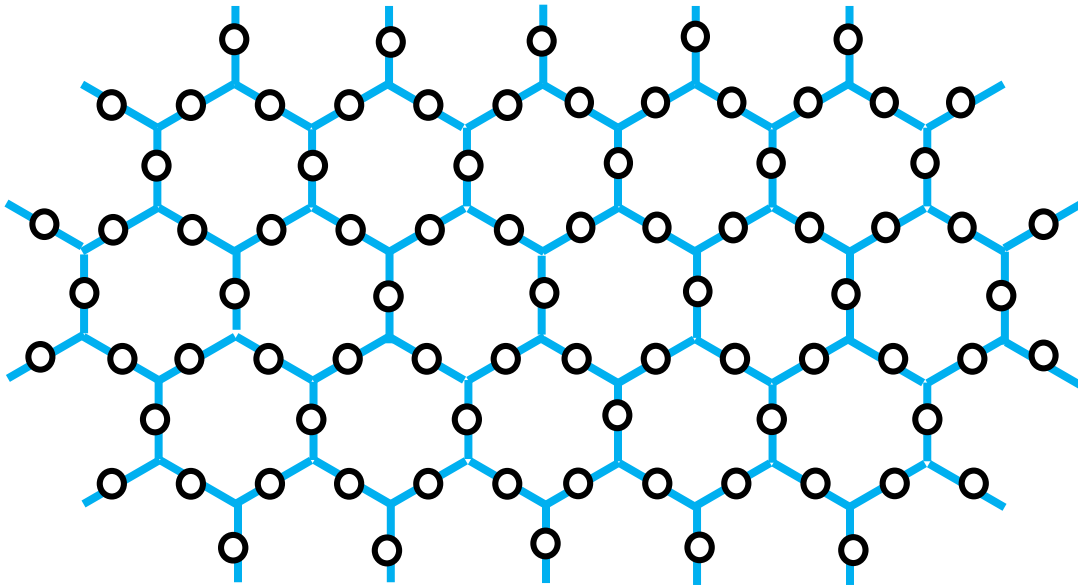
Konig, Kuperberg, Reichardt, Ann. Phys. 2010

NEB, D.P. DiVincenzo, PRB 2012

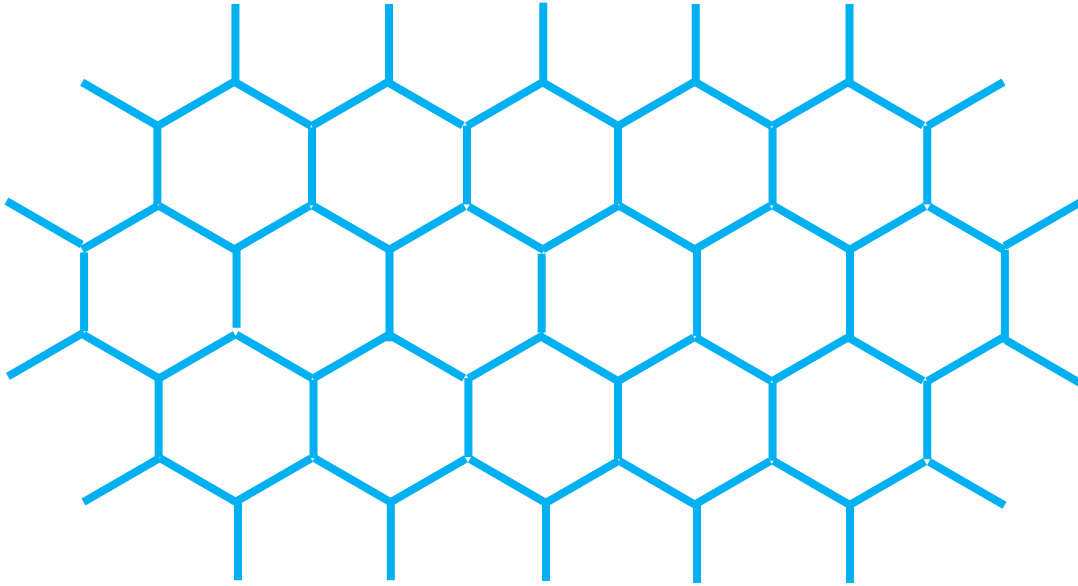
W. Feng, NEB, D.P. DiVincenzo, In preparation



2D Array of Qubits



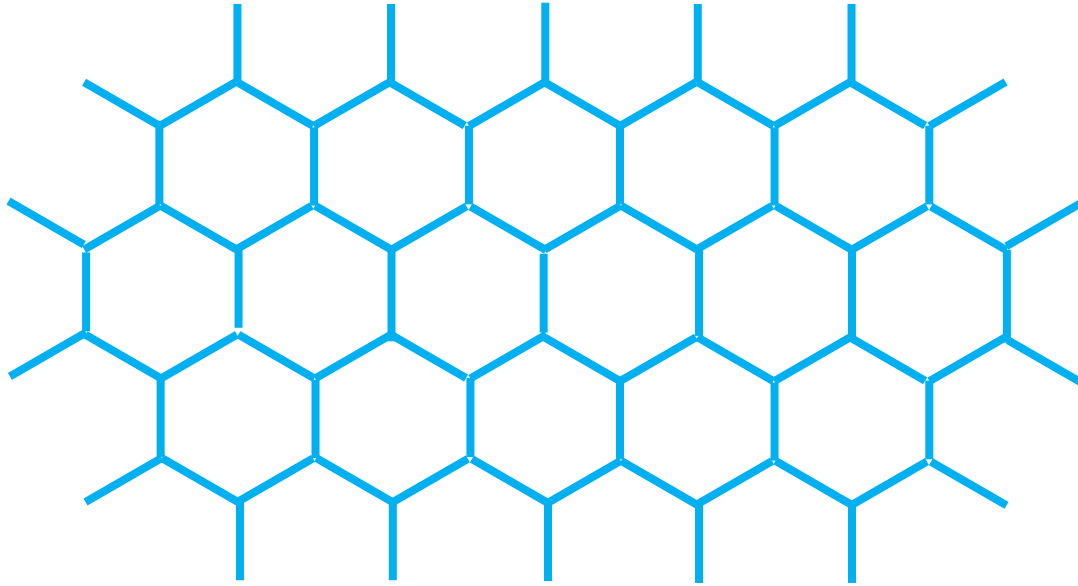
Trivalent Lattice



Trivalent Lattice

# “Fibonacci” Levin-Wen Model

Levin & Wen, PRB 2005

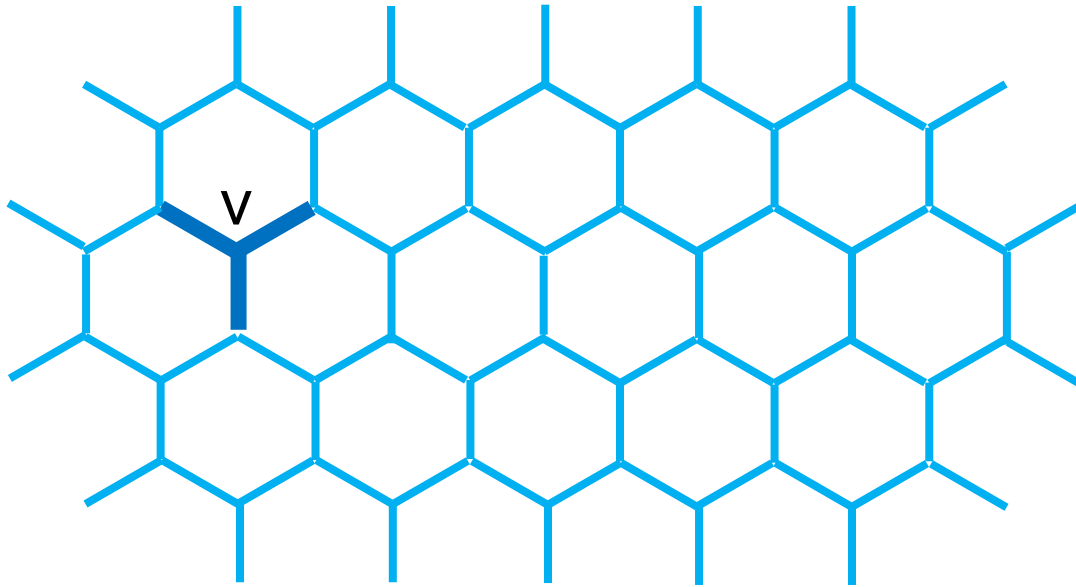


Trivalent Lattice

$$H = - \sum_v Q_v - \sum_p B_p$$

# “Fibonacci” Levin-Wen Model

Levin & Wen, PRB 2005



Trivalent Lattice

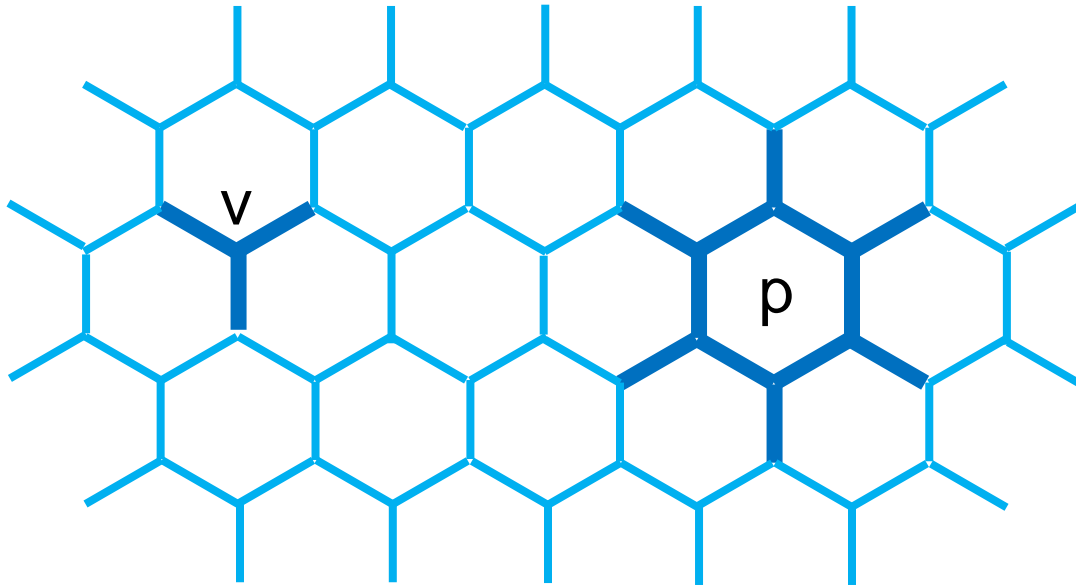
$$H = - \sum_v Q_v - \sum_p B_p$$

Vertex  
Operator

$$Q_v = 0, 1$$

# “Fibonacci” Levin-Wen Model

Levin & Wen, PRB 2005



Trivalent Lattice

$$H = - \sum_{\substack{v \\ \nearrow}} Q_v - \sum_{\substack{p \\ \nwarrow}} B_p$$

Vertex  
Operator

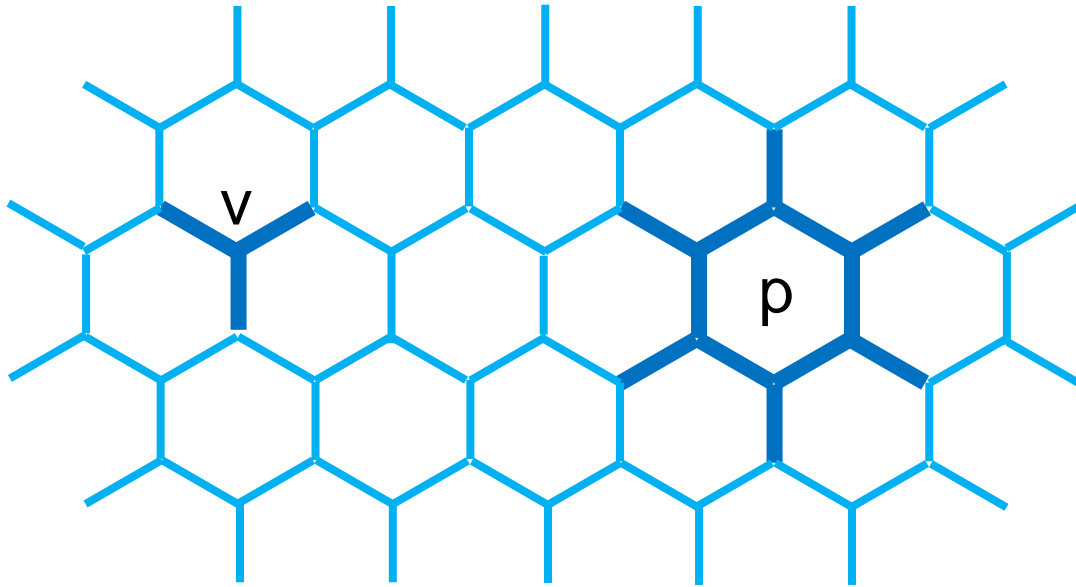
$$Q_v = 0, 1$$

Plaquette  
Operator

$$B_p = 0, 1$$



# “Fibonacci” Levin-Wen Model Levin & Wen, PRB 2005



Trivalent Lattice

$$H = - \sum_{\substack{v \\ \nearrow}} Q_v - \sum_{\substack{p \\ \nwarrow}} B_p$$

Vertex Operator  
 $Q_v = 0, 1$

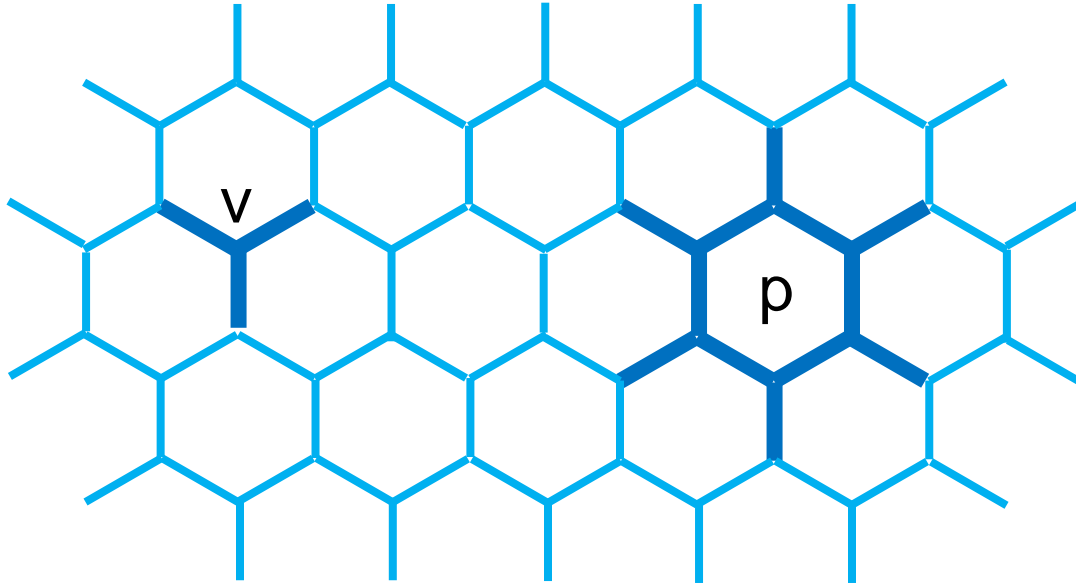
Plaquette Operator  
 $B_p = 0, 1$

$$[Q_v, B_p] = 0$$

$$[Q_v, Q_{v'}] = 0$$

$$[B_p, B_{p'}] = 0$$

# “Fibonacci” Levin-Wen Model Levin & Wen, PRB 2005



Trivalent Lattice

$$H = - \sum_v Q_v - \sum_p B_p$$

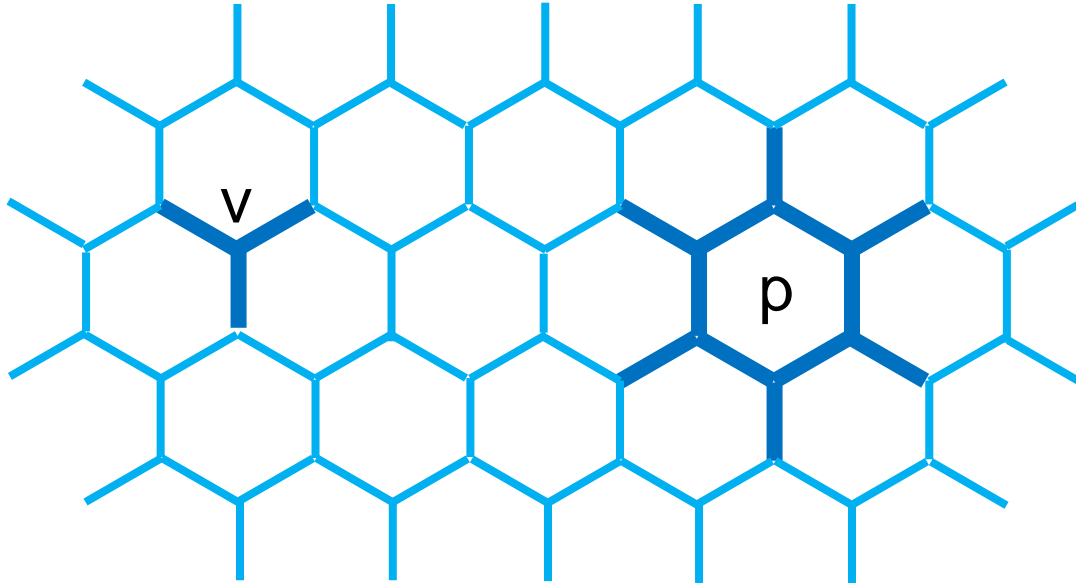
Vertex Operator                  Plaquette Operator

$Q_v = 0, 1$                    $B_p = 0, 1$

Ground State

$Q_v = 1$  on each vertex  
 $B_p = 1$  on each plaquette

# “Fibonacci” Levin-Wen Model Levin & Wen, PRB 2005



Trivalent Lattice

$$H = - \sum_v Q_v - \sum_p B_p$$

Vertex Operator                  Plaquette Operator

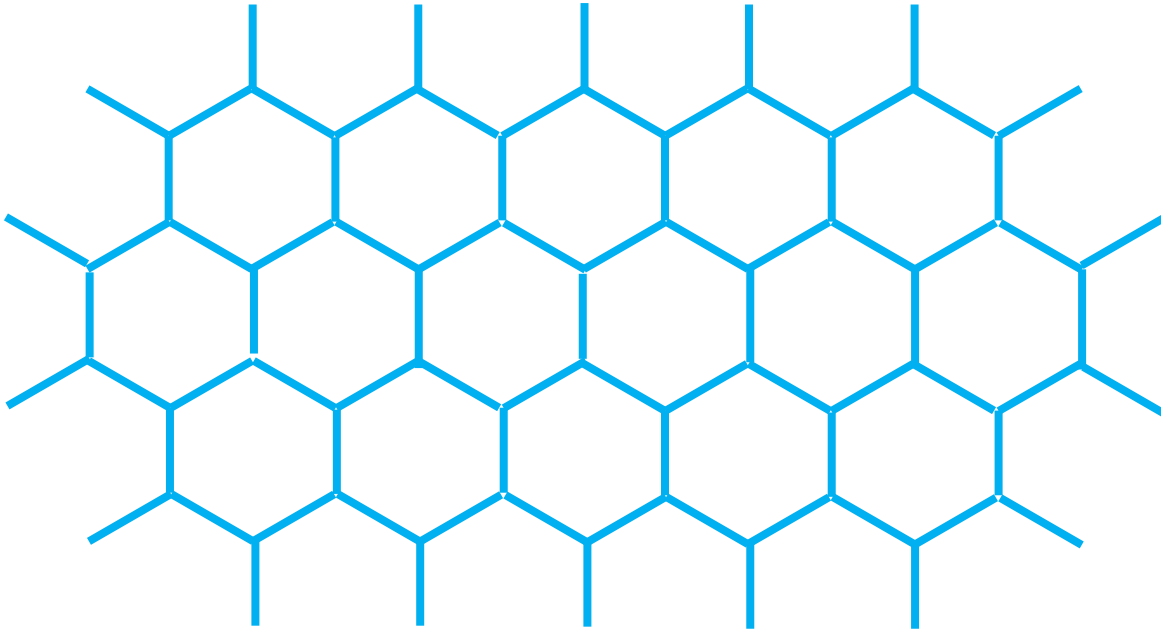
$Q_v = 0, 1$                    $B_p = 0, 1$

Ground State  
 $Q_v = 1$  on each vertex  
 $B_p = 1$  on each plaquette

Excited States are Fibonacci  
Anyons

Vertex Operator:  $Q_v$

$$H = - \sum_v Q_v - \sum_p B_p$$



$$Q_v \left| \begin{array}{c} j \\ i \text{---} \mathbf{v} \\ k \end{array} \right\rangle = \delta_{ijk} \left| \begin{array}{c} j \\ i \text{---} \mathbf{v} \\ k \end{array} \right\rangle$$

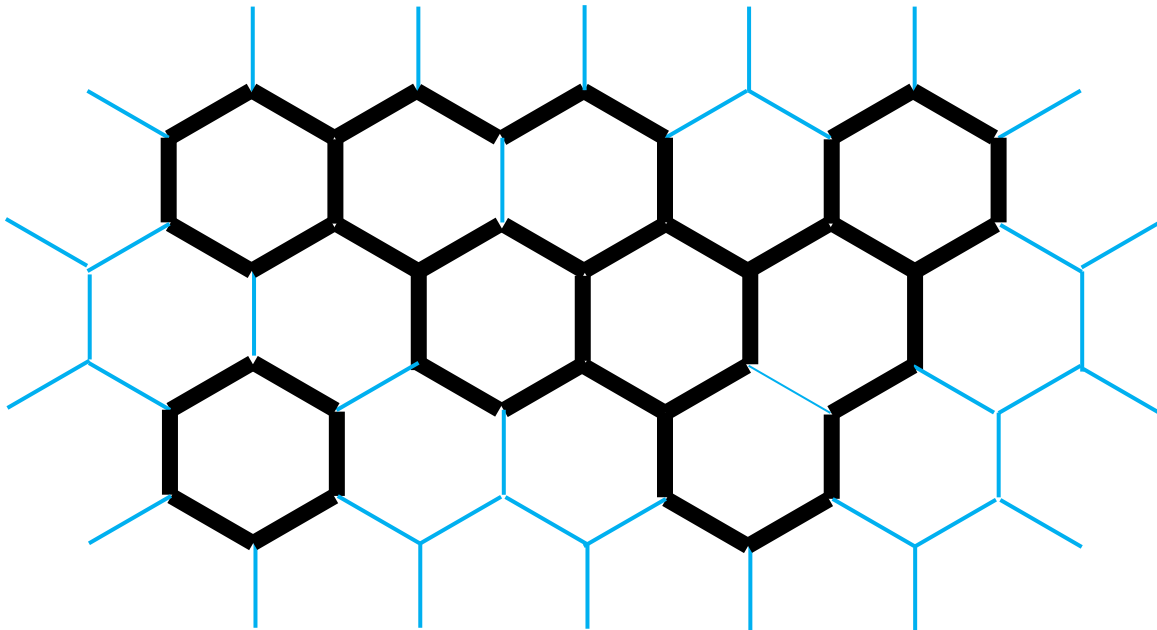
“Fibonacci” Levin-Wen Model

$$\delta_{100} = \delta_{010} = \delta_{001} = 0$$

All other  $\delta_{ijk} = 1$

Vertex Operator:  $Q_v$

$$H = - \sum_v Q_v - \sum_p B_p$$



— =  $|0\rangle$

— =  $|1\rangle$

$Q_v = 1$   
on each vertex  
→ “branching”  
loop states.

$$Q_v \left| \begin{array}{c} j \\ i \text{---} \text{v} \\ k \end{array} \right\rangle = \delta_{ijk} \left| \begin{array}{c} j \\ i \text{---} \text{v} \\ k \end{array} \right\rangle$$

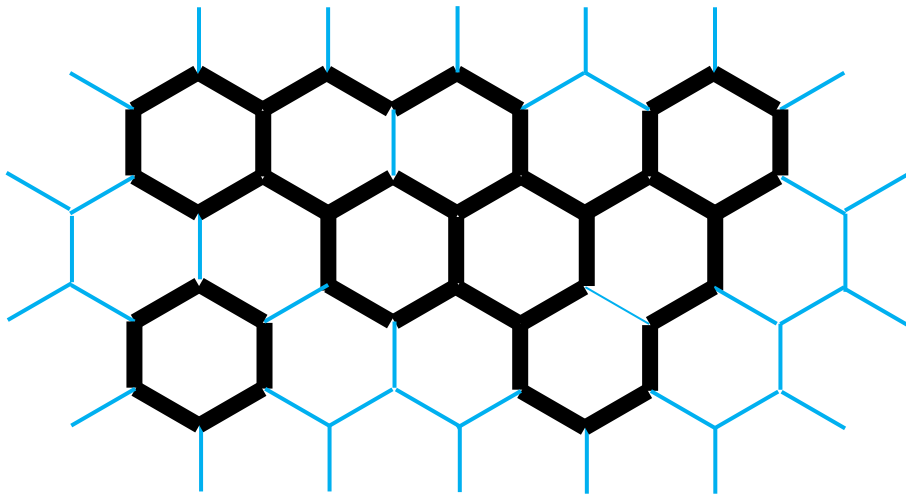
“Fibonacci” Levin-Wen Model

$$\delta_{100} = \delta_{010} = \delta_{001} = 0$$

All other  $\delta_{ijk} = 1$

Plaquette Operator:  $B_p$

$$H = - \sum_v Q_v - \sum_p B_p$$



$B_p = 1$   
 on each plaquette  
 → superposition  
 of loop states

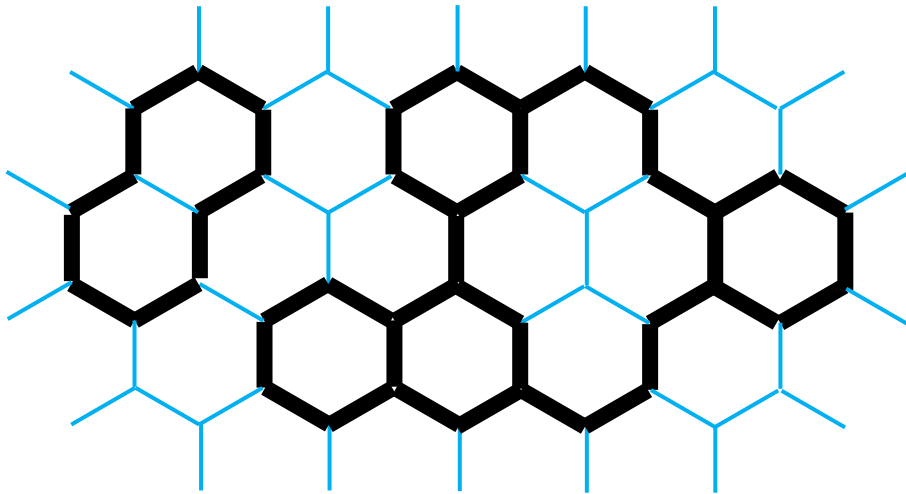
$$B_p^s \left| \begin{array}{c} b \\ a \quad i \quad j \quad c \\ \quad n \quad p \quad k \\ f \quad m \quad l \quad d \\ \quad e \end{array} \right\rangle = \sum_{i'j'k'l'm'n'} B_{p,ijklmn}^{s,i'j'k'l'm'n'} (abcdef) \left| \begin{array}{c} b \\ a \quad i' \quad j' \quad c \\ \quad n' \quad p \quad k' \\ f \quad m' \quad l' \quad d \\ \quad e \end{array} \right\rangle$$

$$B_p = \frac{B_p^0 + \varphi B_p^1}{1 + \varphi^2} \quad B_{p,ijklmn}^{s,i'j'k'l'm'n'} (abcdef) = F_{si'n'}^{ani} F_{sj'i'}^{bij} F_{sk'j'}^{cjk} F_{sl'k'}^{dkl} F_{sm'l'}^{elm} F_{sn'm'}^{fmn}$$

Very Complicated 12-qubit Interaction!

# Plaquette Operator: $B_p$

$$H = - \sum_v Q_v - \sum_p B_p$$



$B_p = 1$   
on each plaquette  
➔ superposition  
of loop states

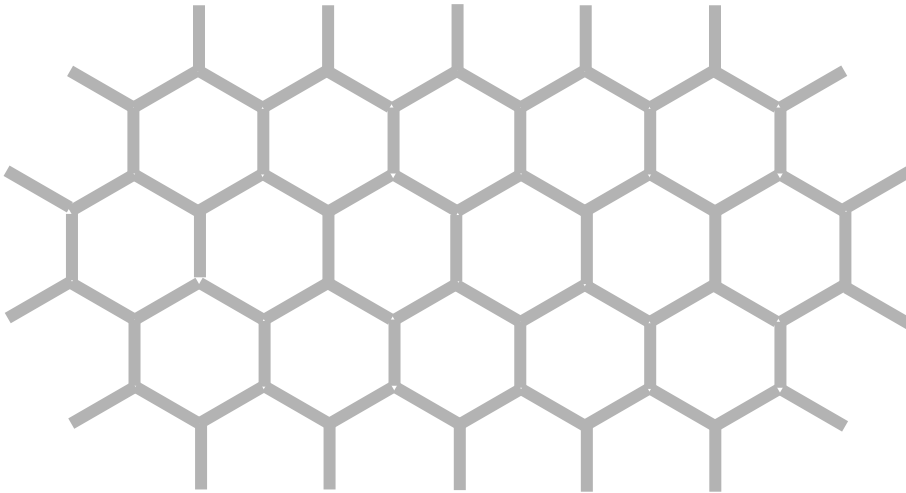
$$B_p^s \left| \begin{array}{c} b \\ a \quad i \quad j \quad c \\ \quad n \quad p \quad k \\ f \quad m \quad l \quad d \\ \quad e \end{array} \right\rangle = \sum_{i'j'k'l'm'n'} B_{p,ijklmn}^{s,i'j'k'l'm'n'} (abcdef) \left| \begin{array}{c} b \\ a \quad i' \quad j' \quad c \\ \quad n' \quad p \quad k' \\ f \quad m' \quad l' \quad d \\ \quad e \end{array} \right\rangle$$

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# Plaquette Operator: $B_p$

$$H = - \sum_v Q_v - \sum_p B_p$$



$B_p = 1$   
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$$B_p^s \left| \begin{array}{c} b \\ a \quad i \quad j \quad c \\ \quad n \quad p \quad k \\ f \quad m \quad l \quad d \\ \quad e \end{array} \right\rangle = \sum_{i'j'k'l'm'n'} B_{p,ijklmn}^{s,i'j'k'l'm'n'} (abcdef) \left| \begin{array}{c} b \\ a \quad i' \quad j' \quad c \\ \quad n' \quad p \quad k' \\ f \quad m' \quad l' \quad d \\ \quad e \end{array} \right\rangle$$

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Very Complicated 12-qubit Interaction!

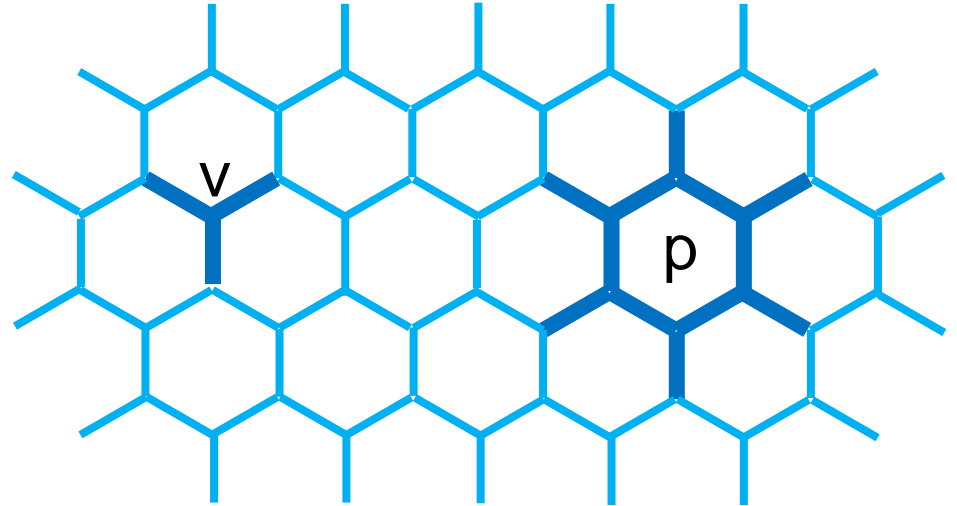


# “Surface Code” Approach

Konig, Kuperberg, Reichardt, Ann. Phys. 2010

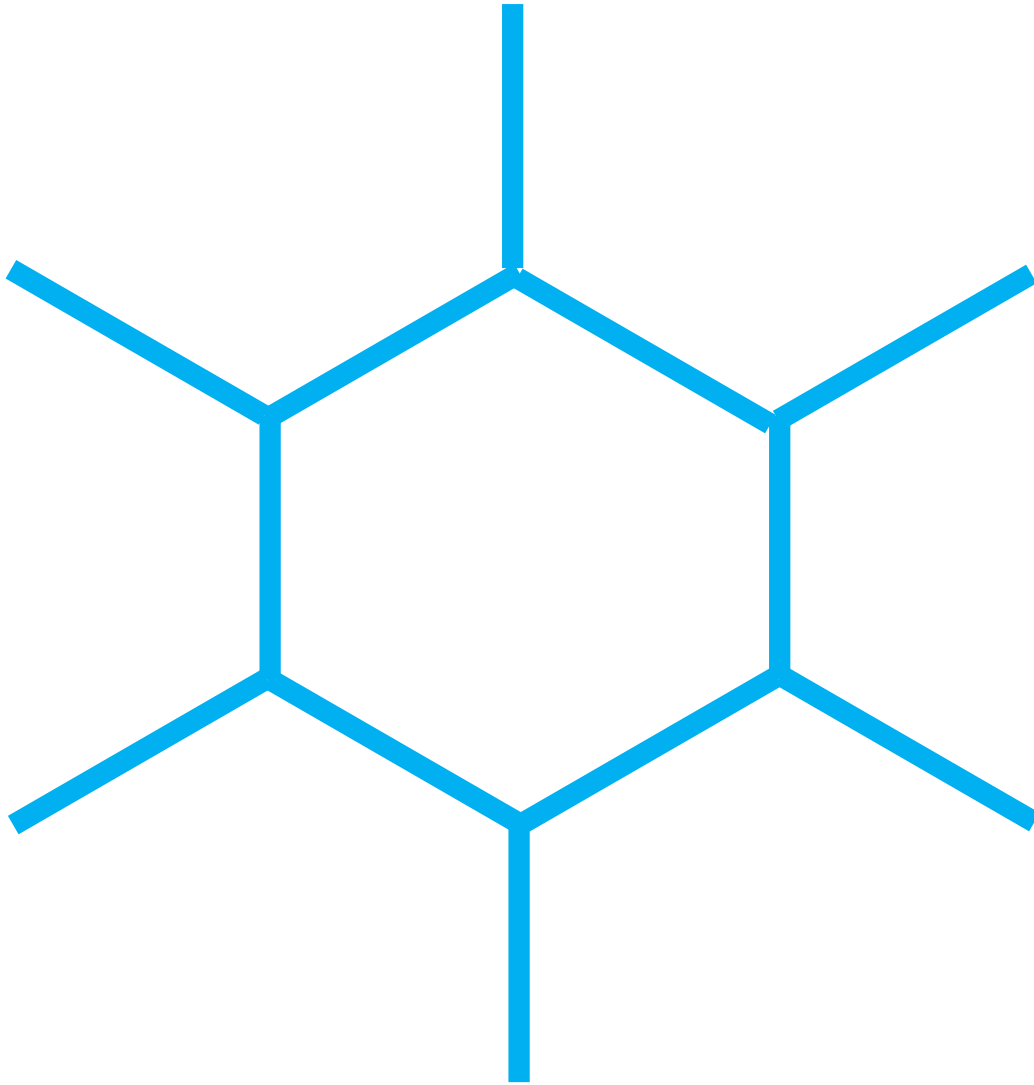
Use quantum computer to repeatedly measure  $Q_v$  and  $B_p$ .

If  $Q_v=1$  on each vertex and  $B_p=1$  on each plaquette, good. If not, treat as an “error.”

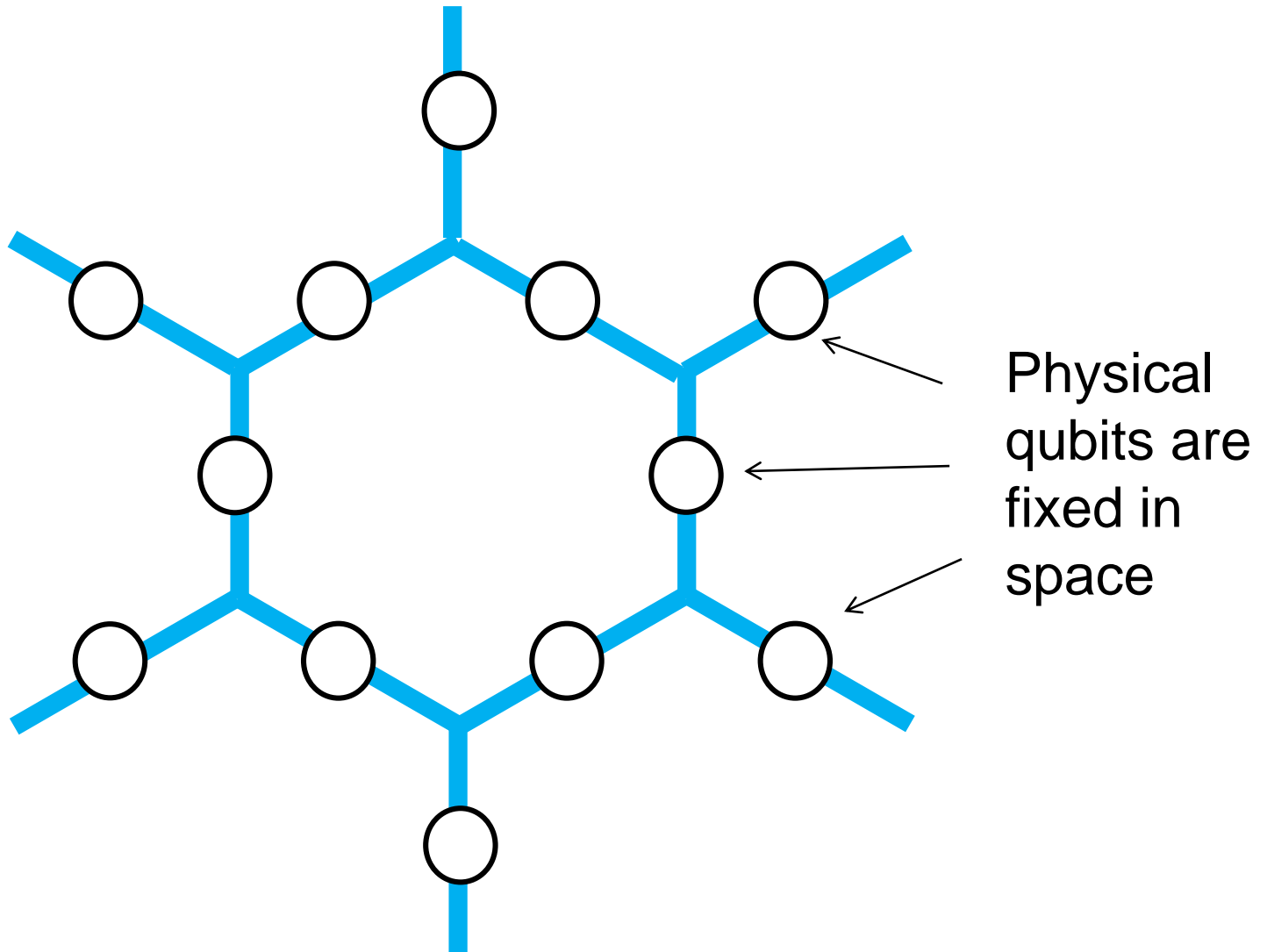


How hard is it to measure  $Q_v$  and  $B_p$  with a quantum computer?

6-sided Plaquette:  $B_p$  is a 12-qubit Operator

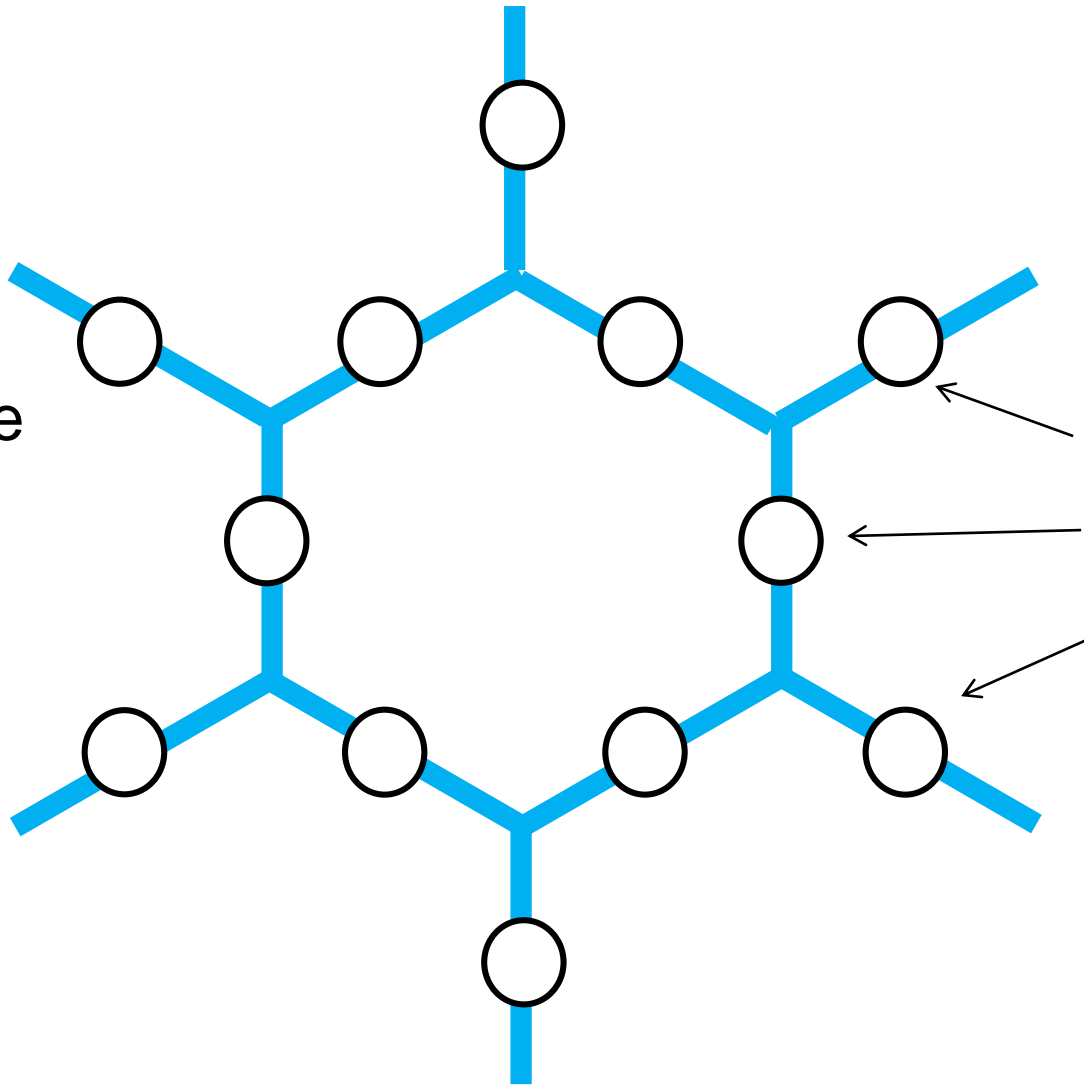


# 6-sided Plaquette: $B_p$ is a 12-qubit Operator



# 6-sided Plaquette: $B_p$ is a 12-qubit Operator

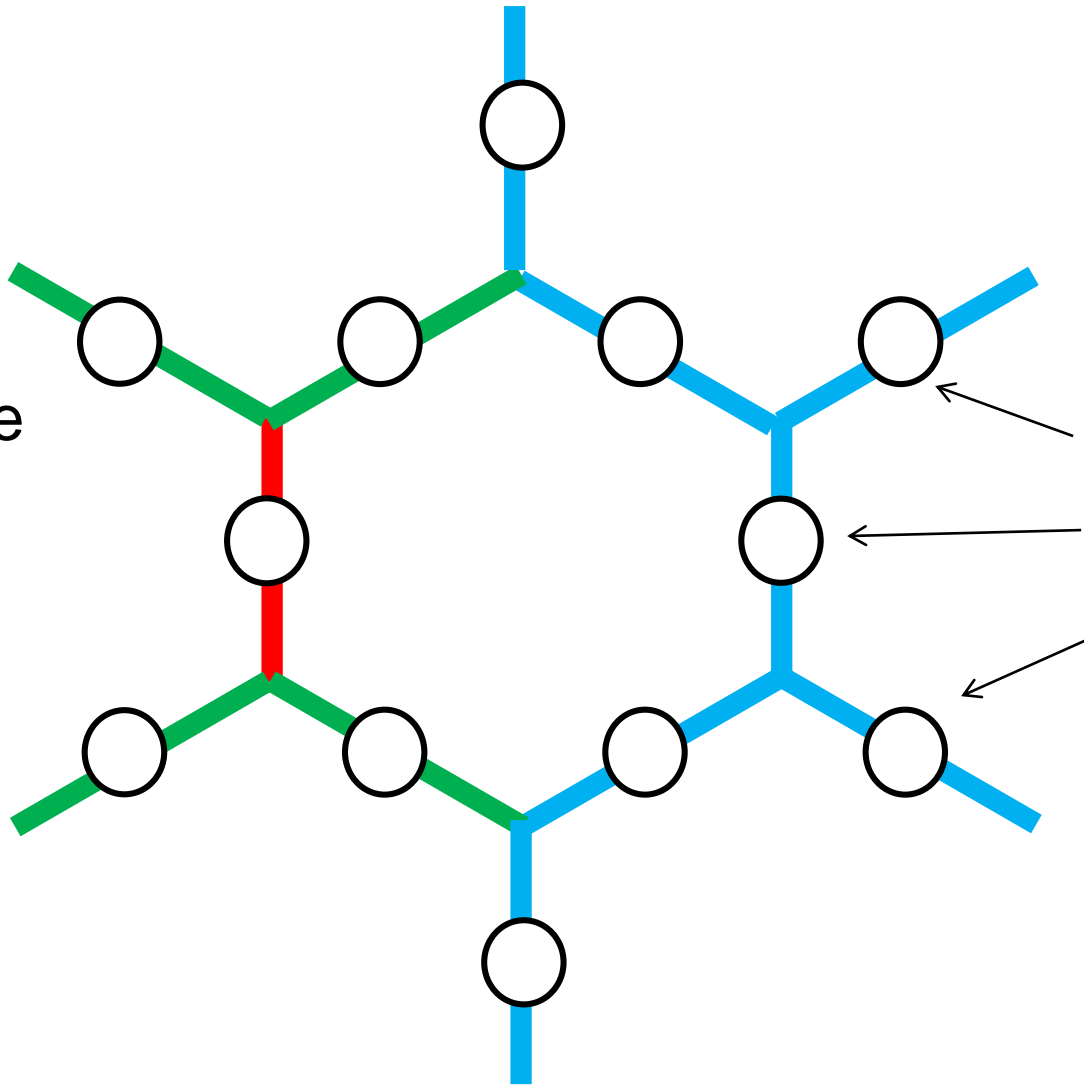
Trivalent lattice  
is abstract  
and can be  
“redrawn”



Physical  
qubits are  
fixed in  
space

# 6-sided Plaquette: $B_p$ is a 12-qubit Operator

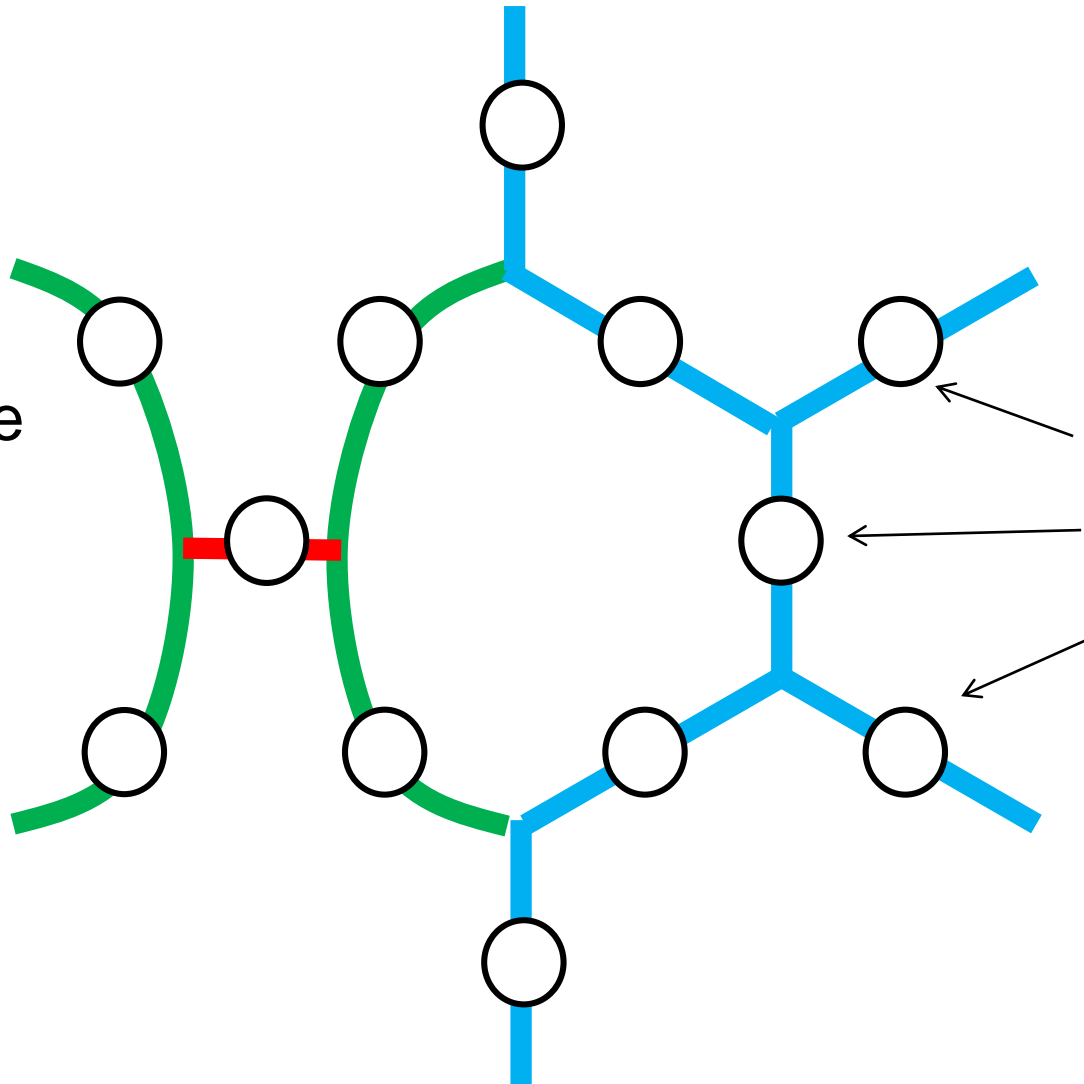
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# 6-sided Plaquette: $B_p$ is a 12-qubit Operator

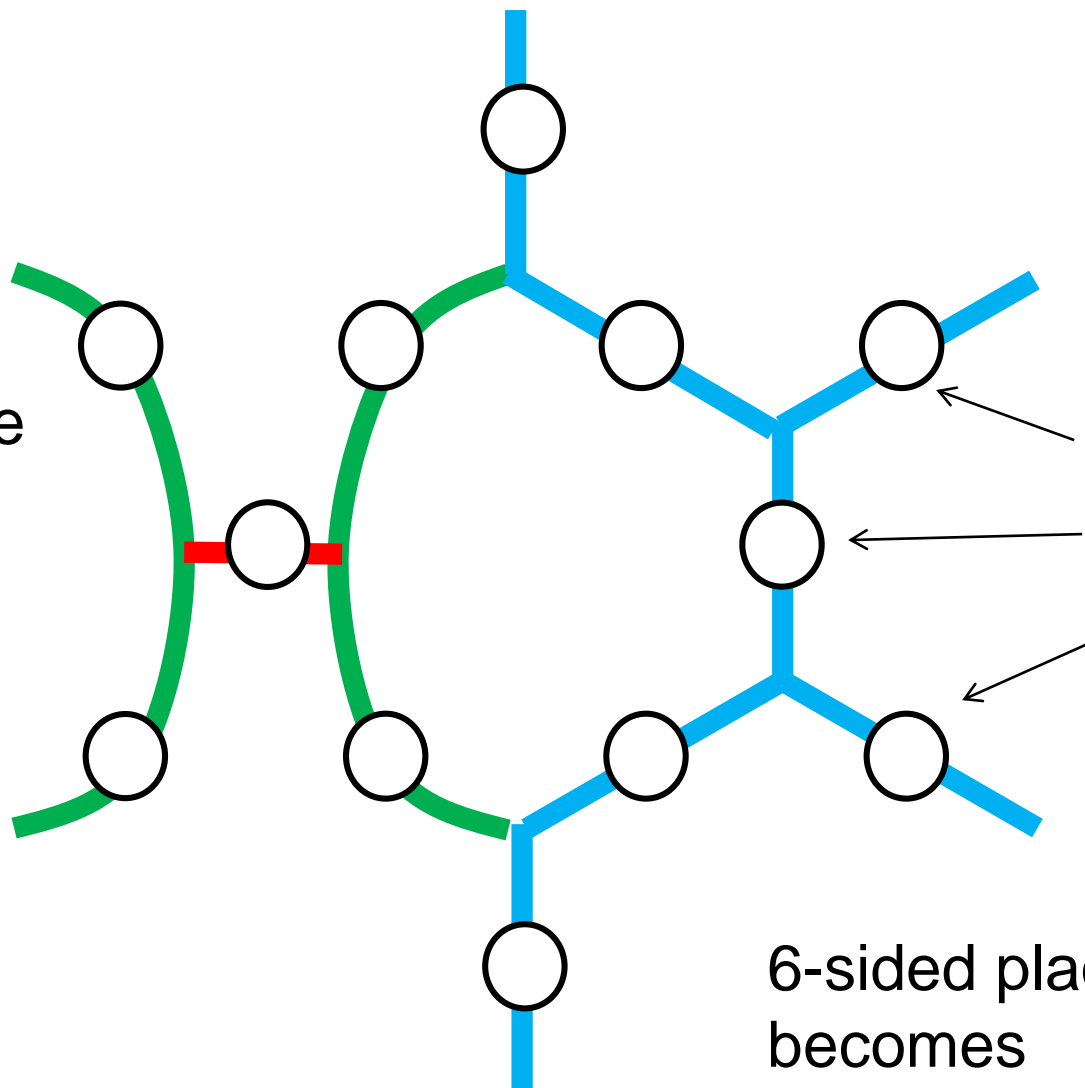
Trivalent lattice  
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# 6-sided Plaquette: $B_p$ is a 12-qubit Operator

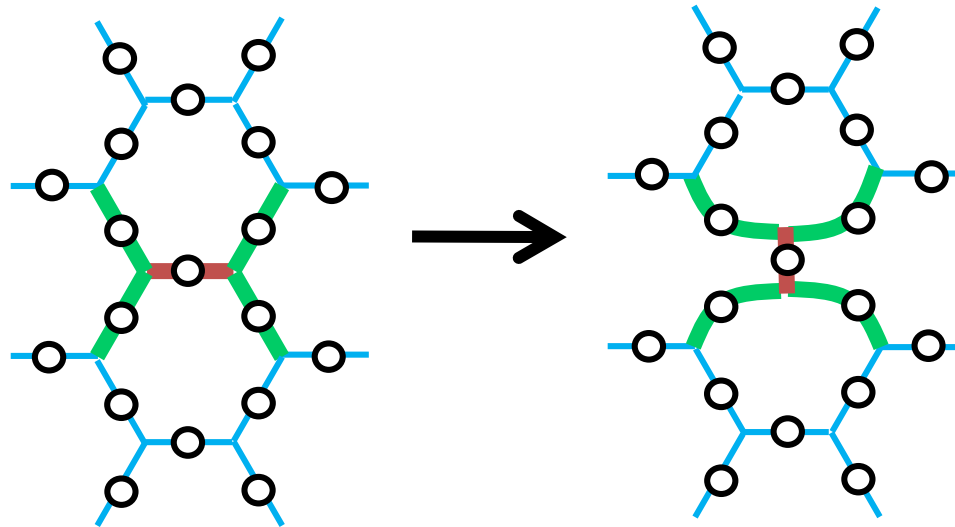
Trivalent lattice is abstract and can be "redrawn"



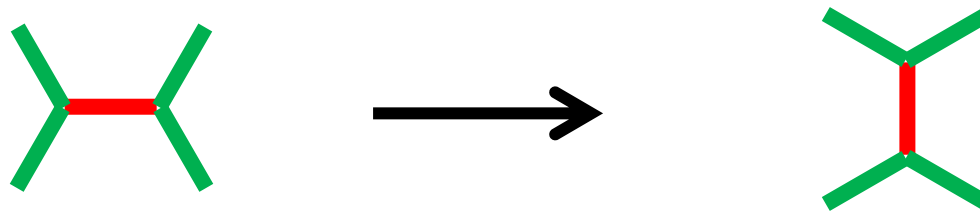
Physical qubits are fixed in space

6-sided plaquette becomes 5-sided plaquette!

# The F-Move

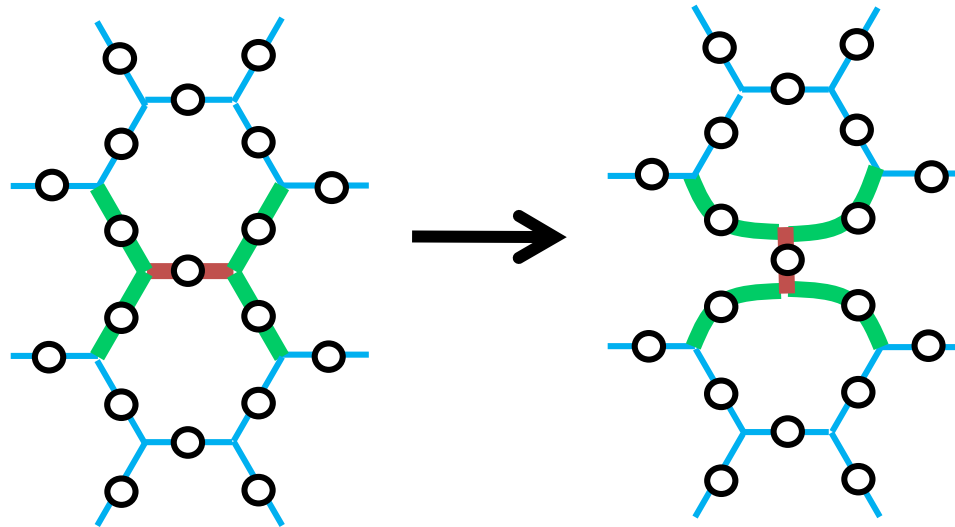


Locally redraw the lattice five qubits at a time.

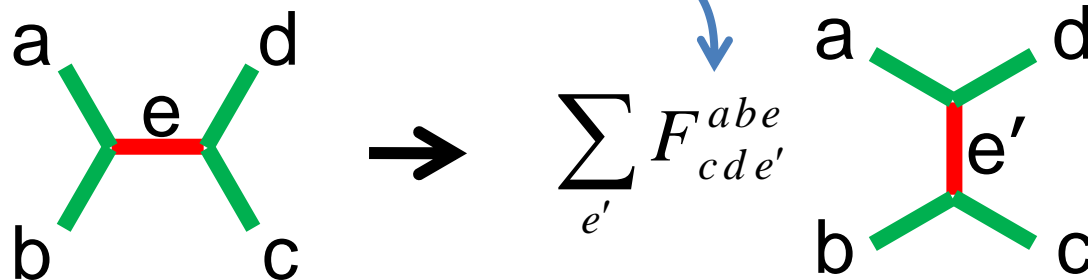




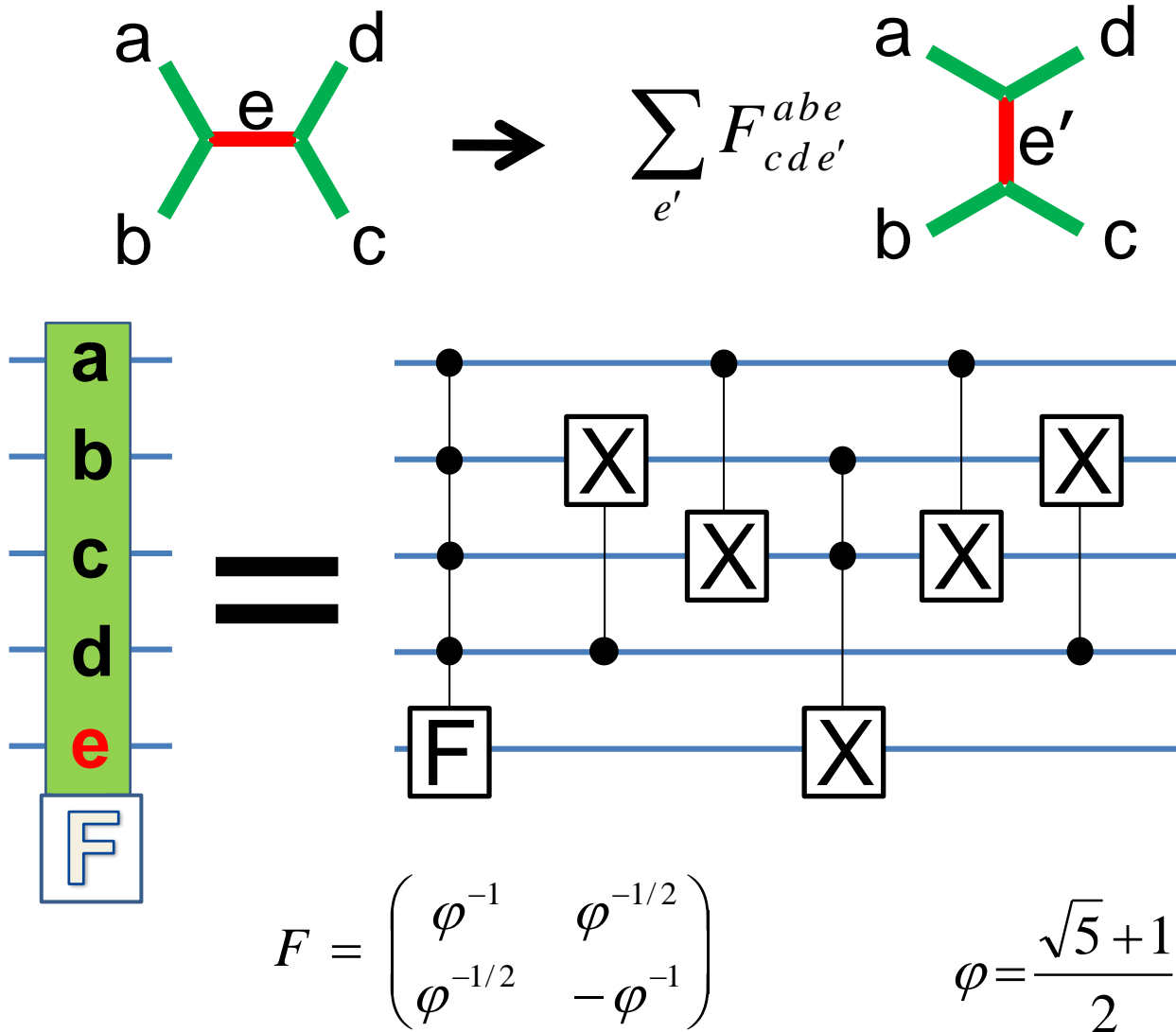
# The F-Move



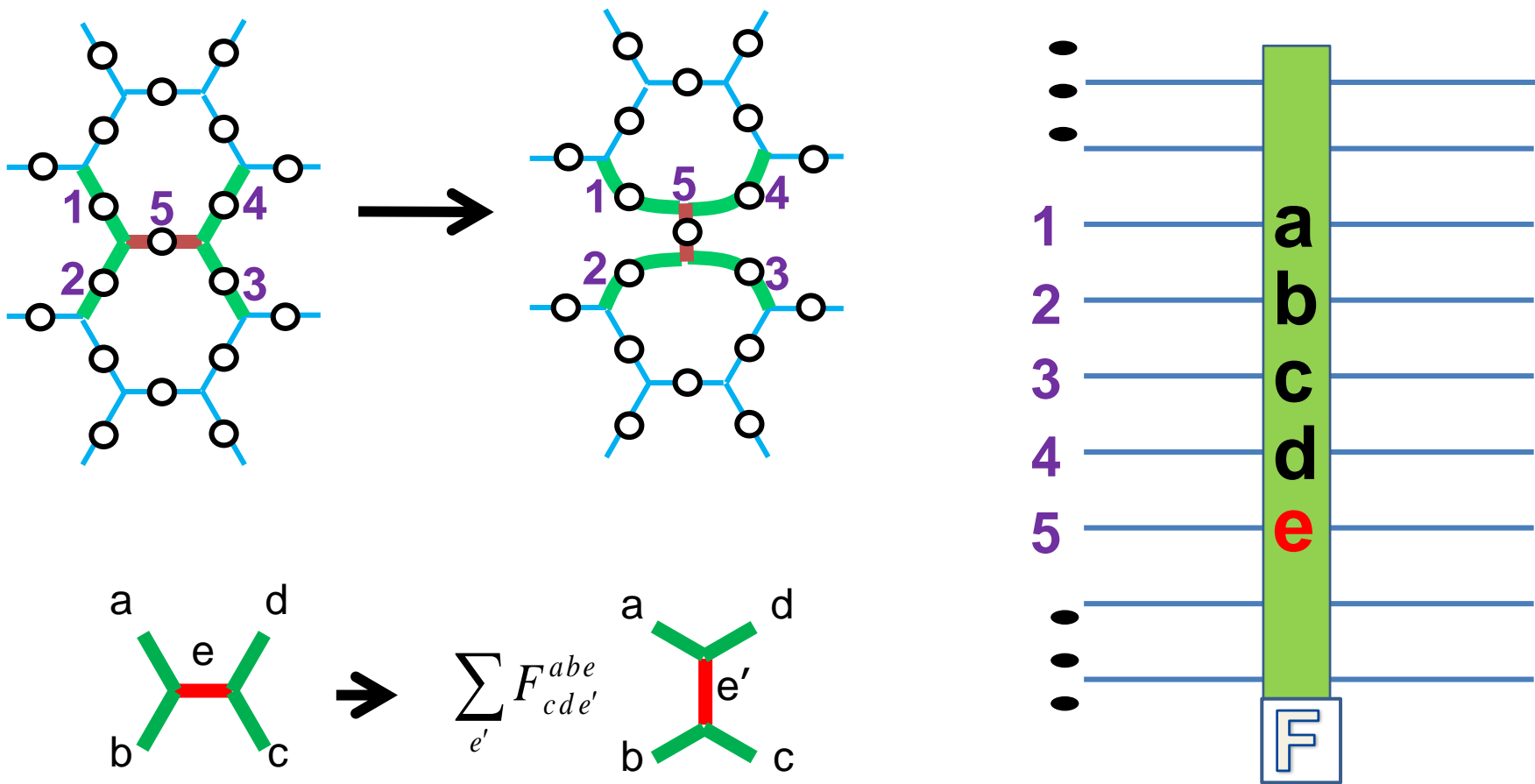
Apply a unitary operation on these five qubits to stay in the Levin-Wen ground state.



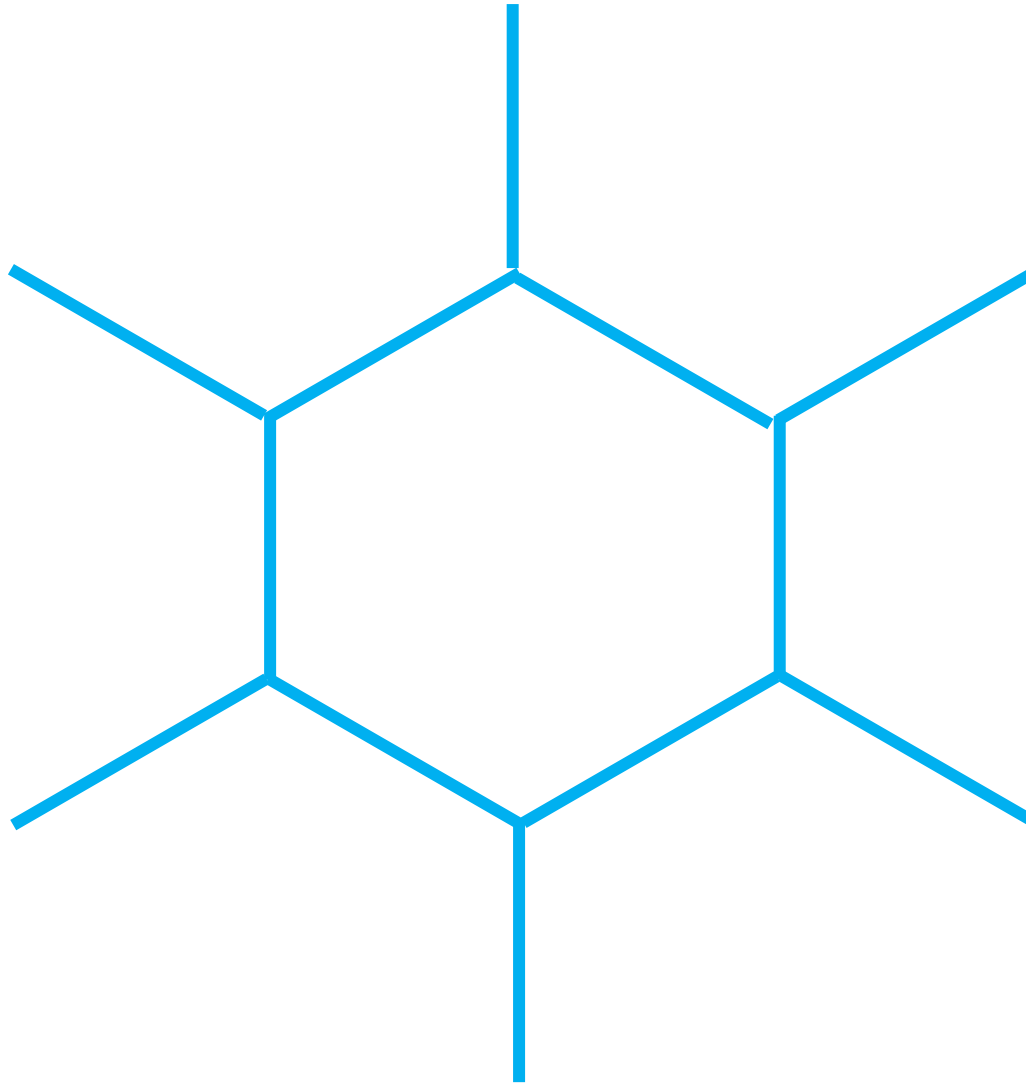
# F Quantum Circuit



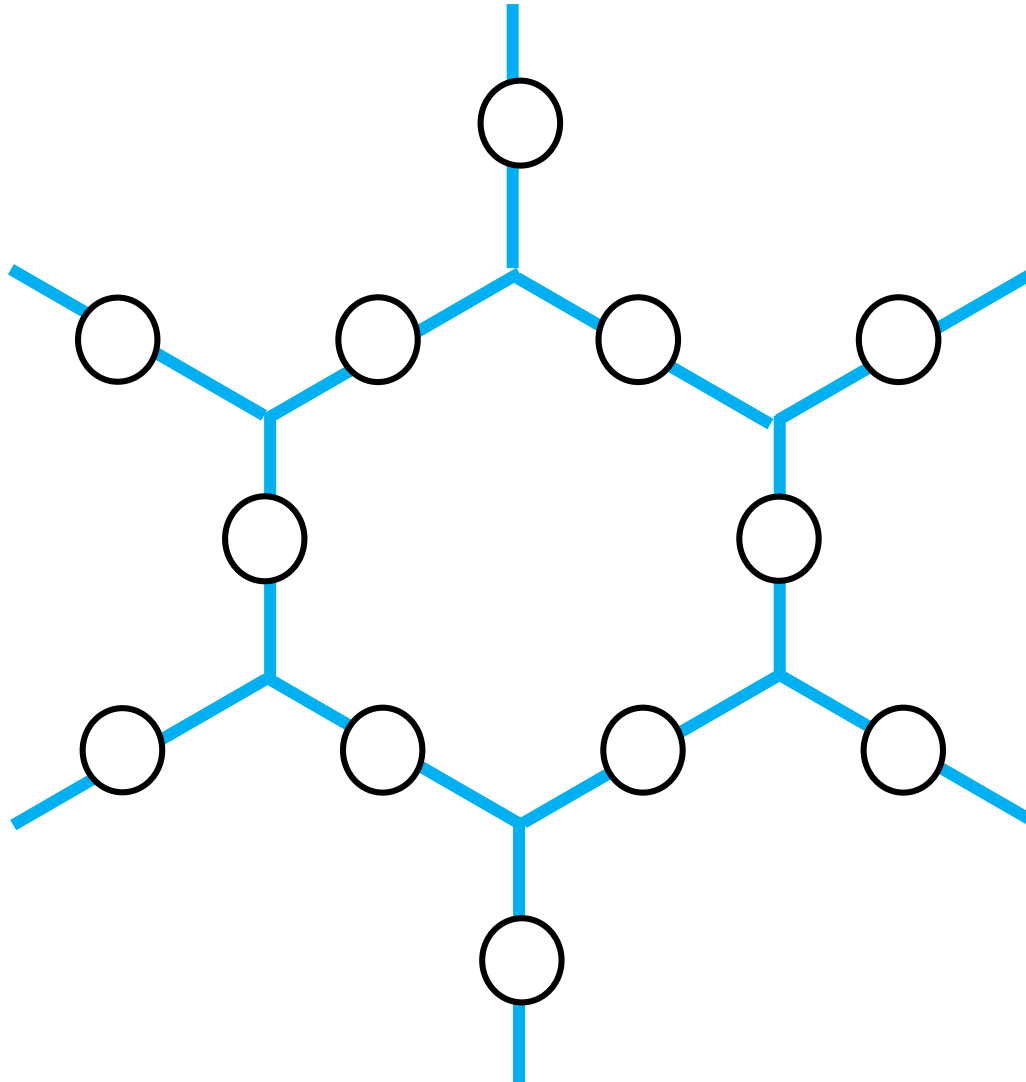
# F Quantum Circuit



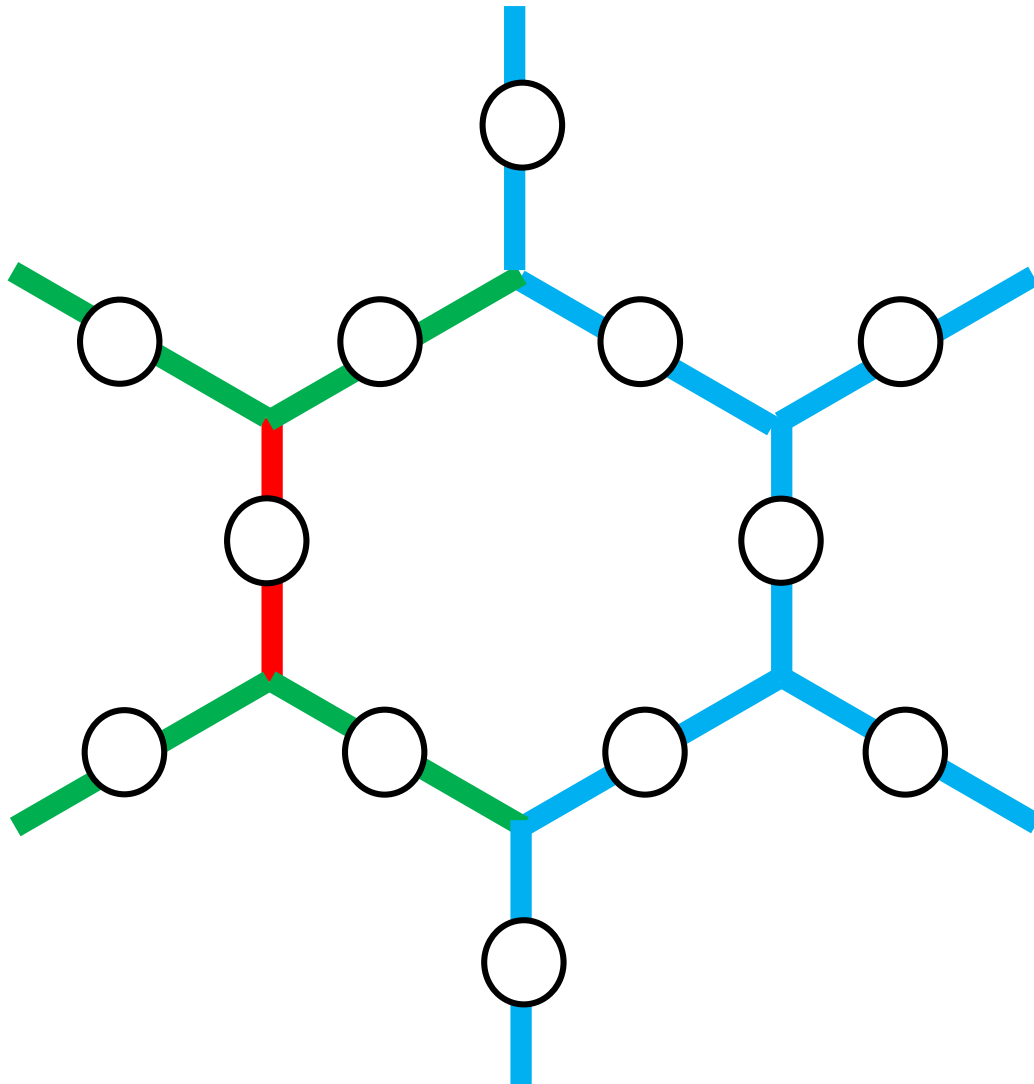
# Plaquette Reduction



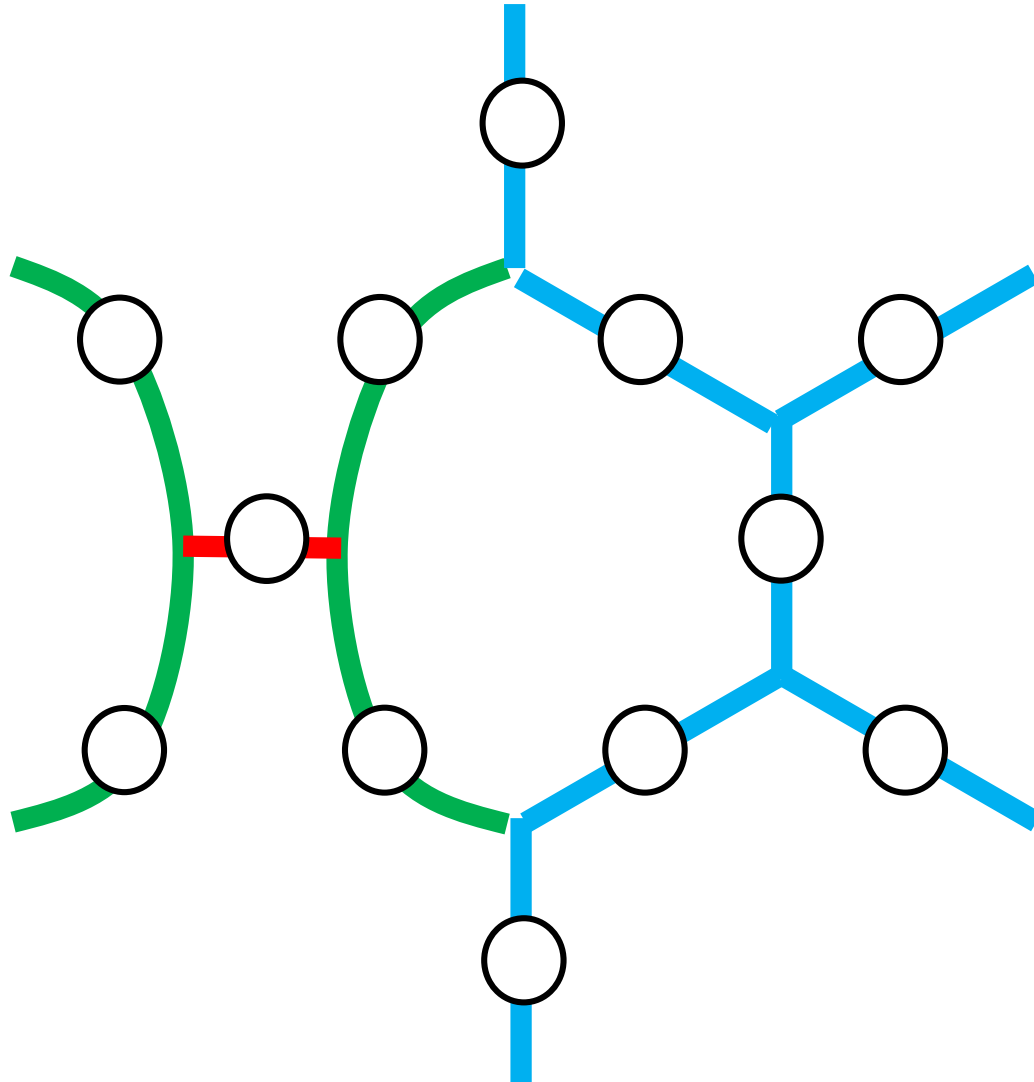
# Plaquette Reduction



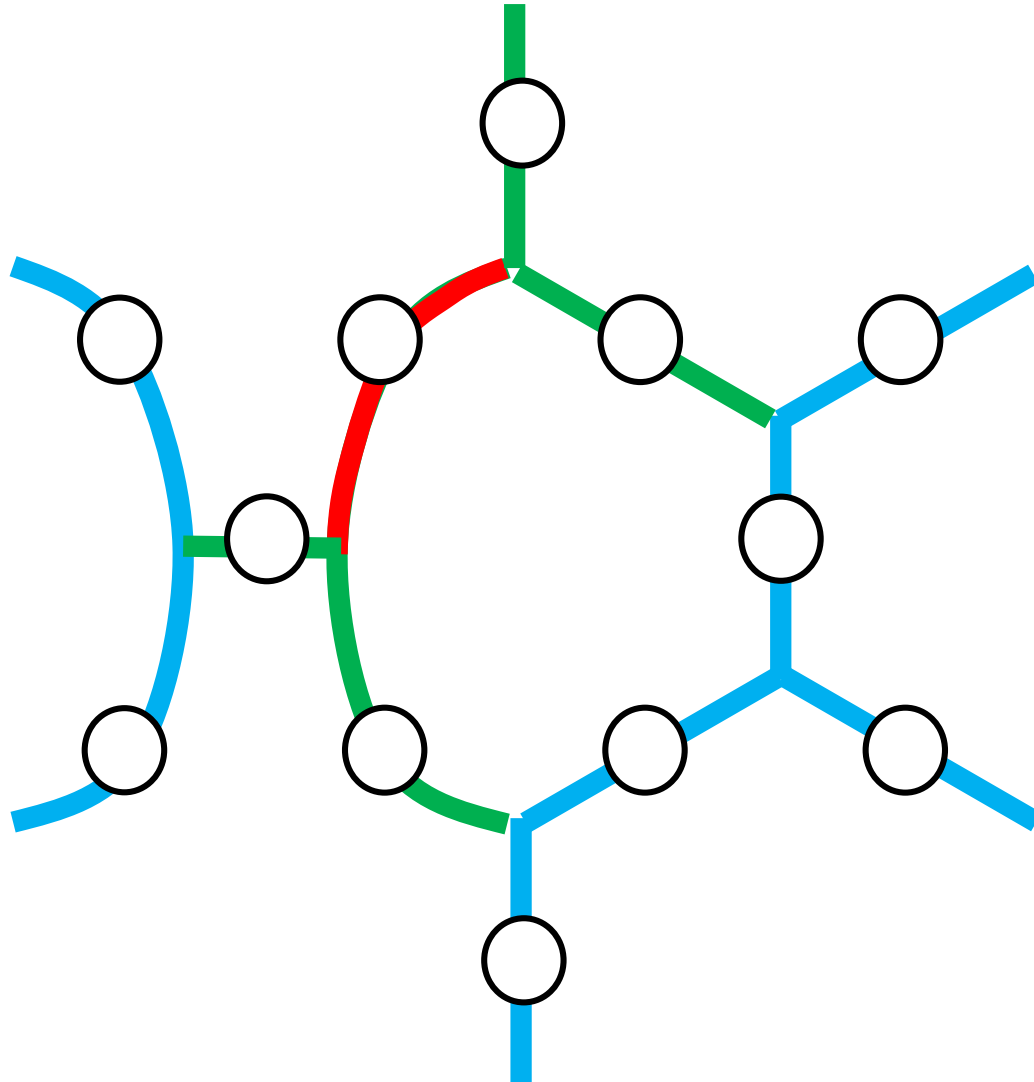
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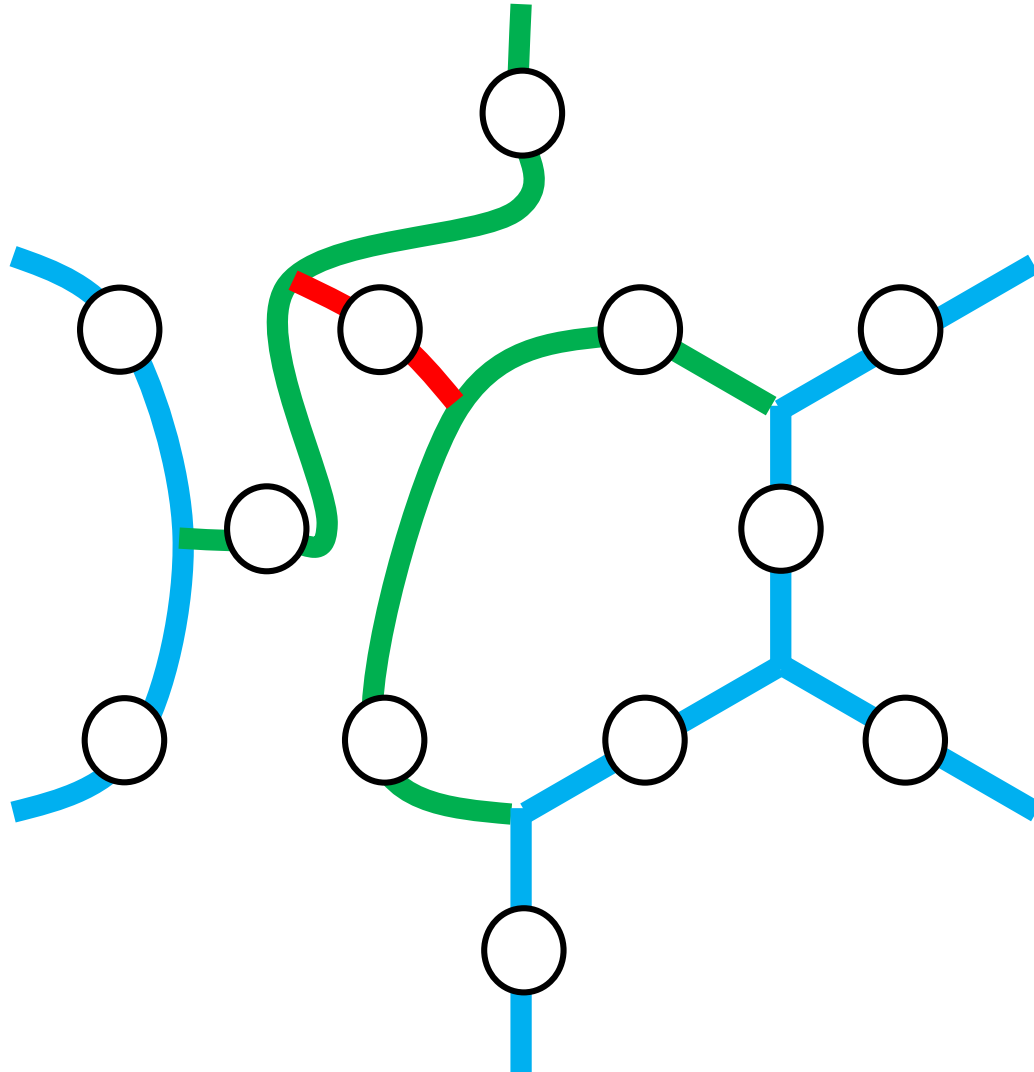


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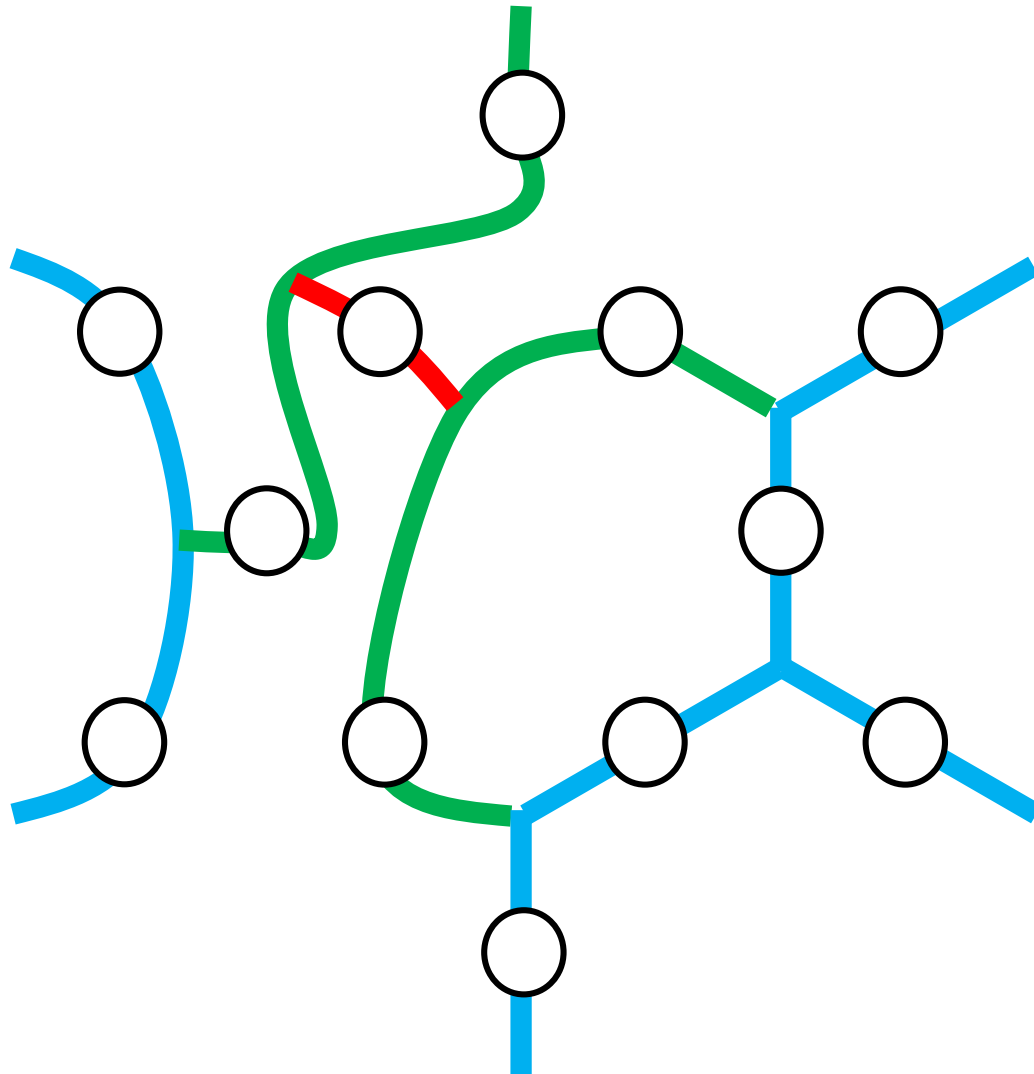




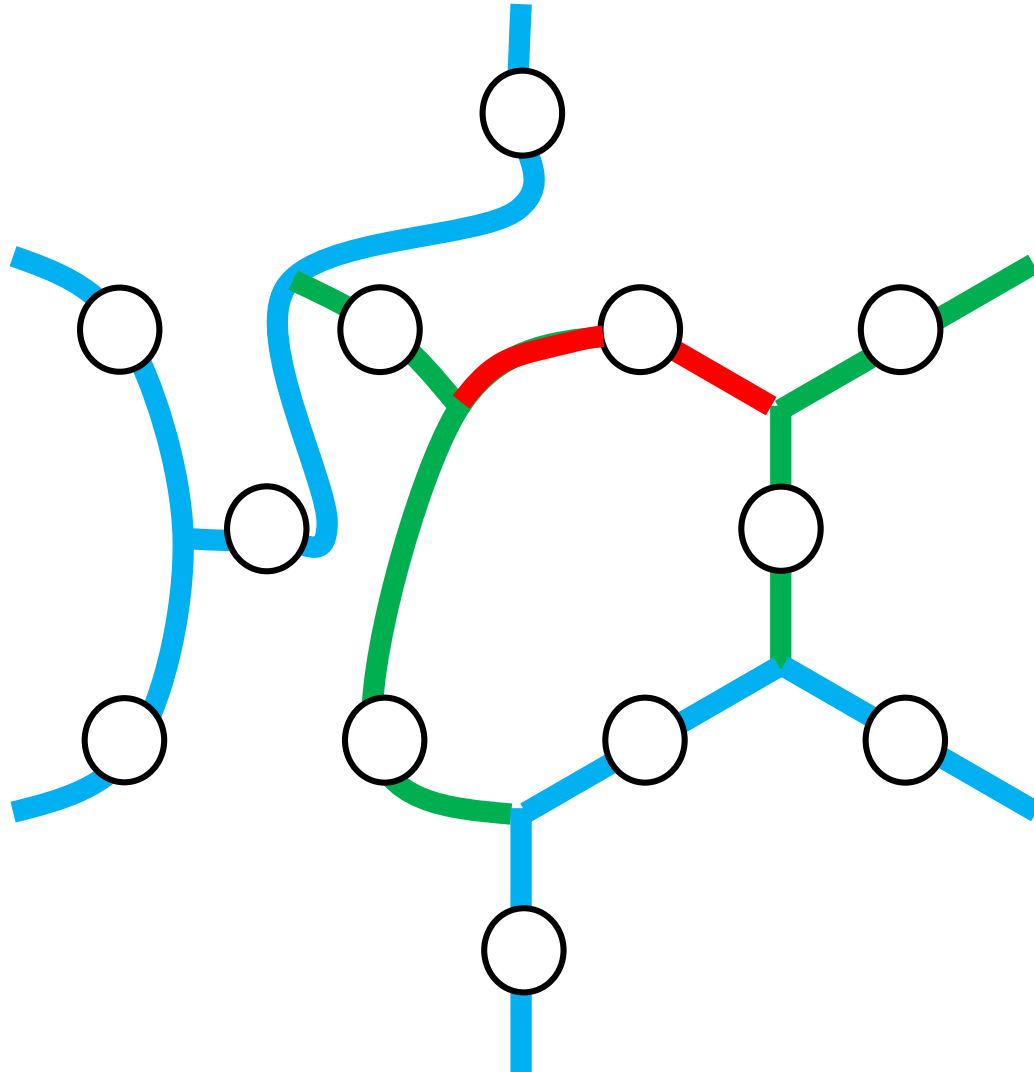
# Plaquette Reduction



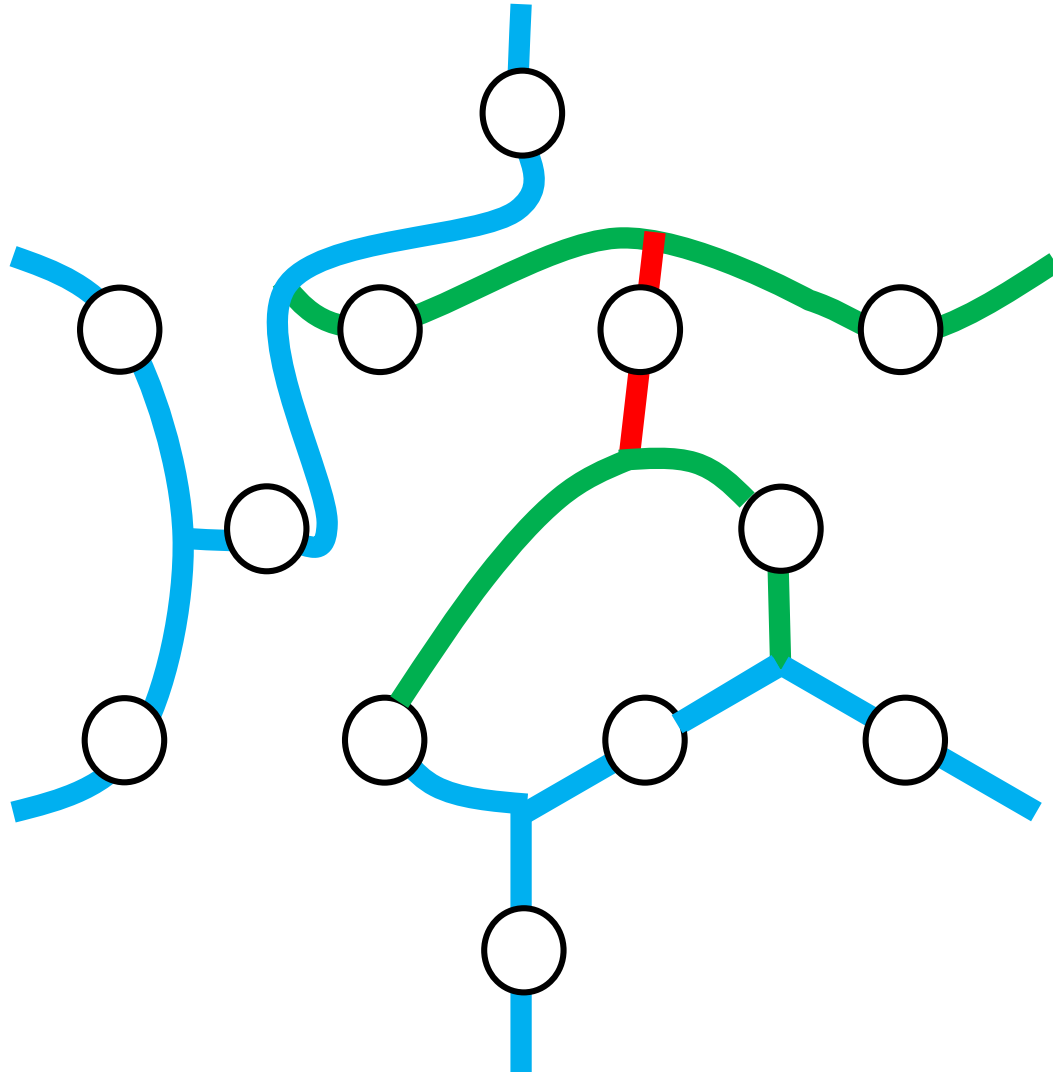
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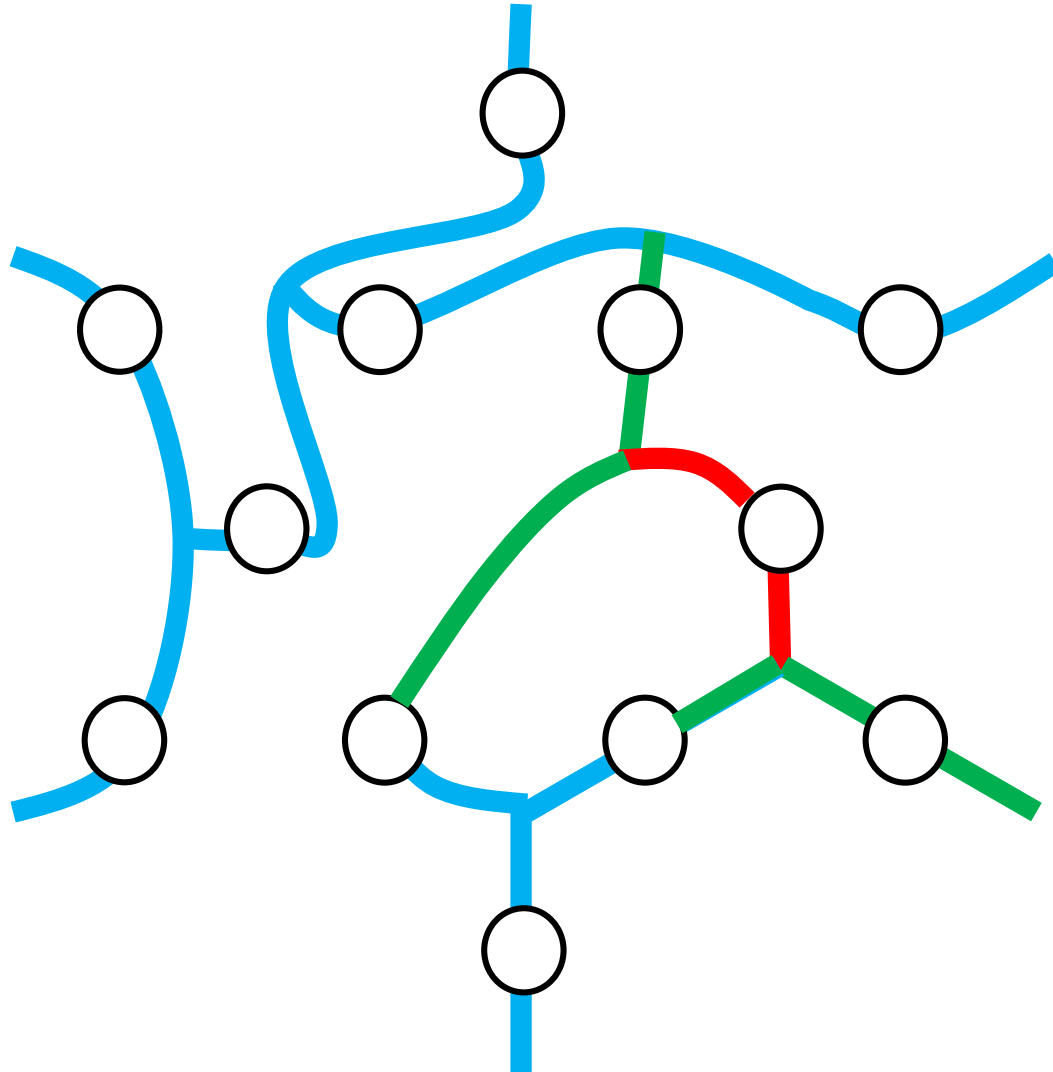
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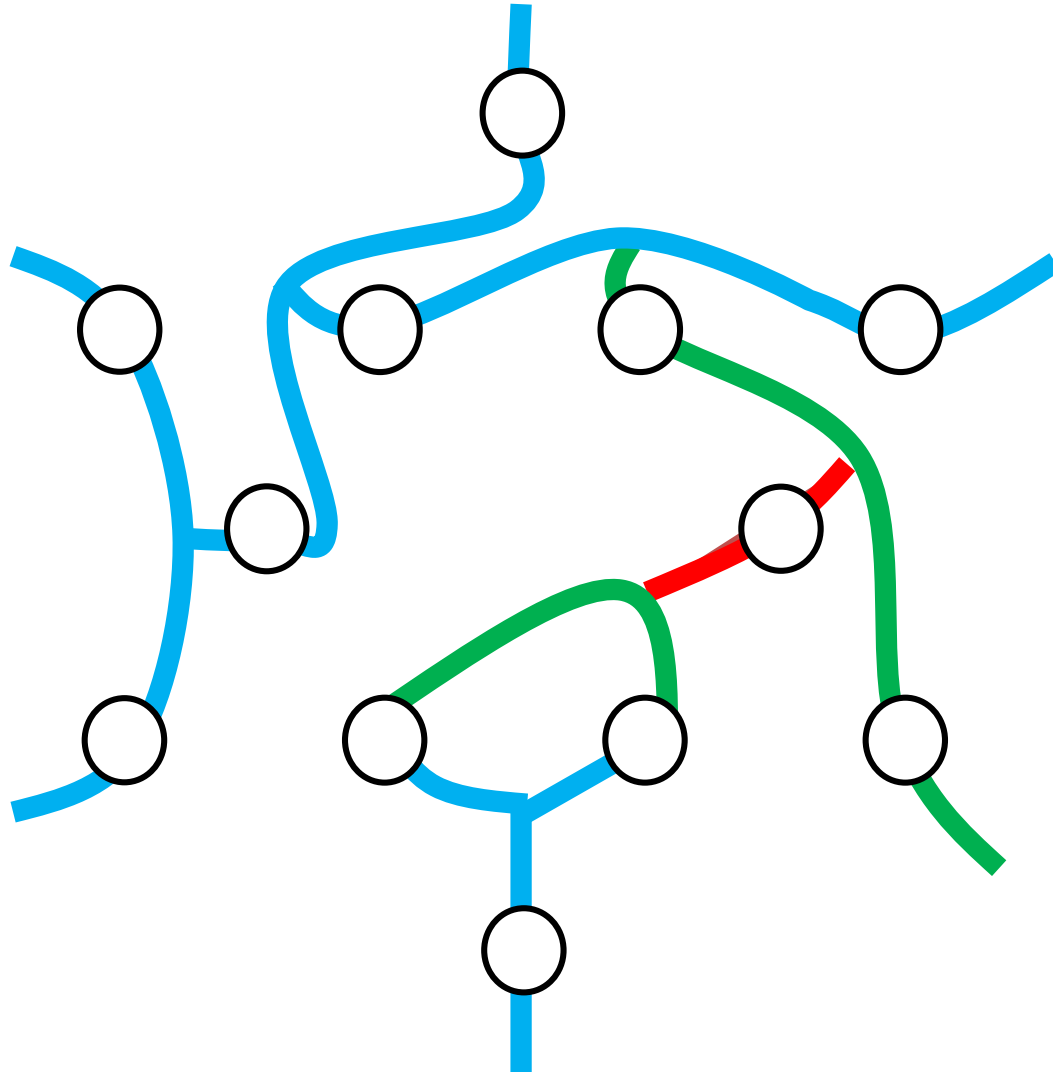
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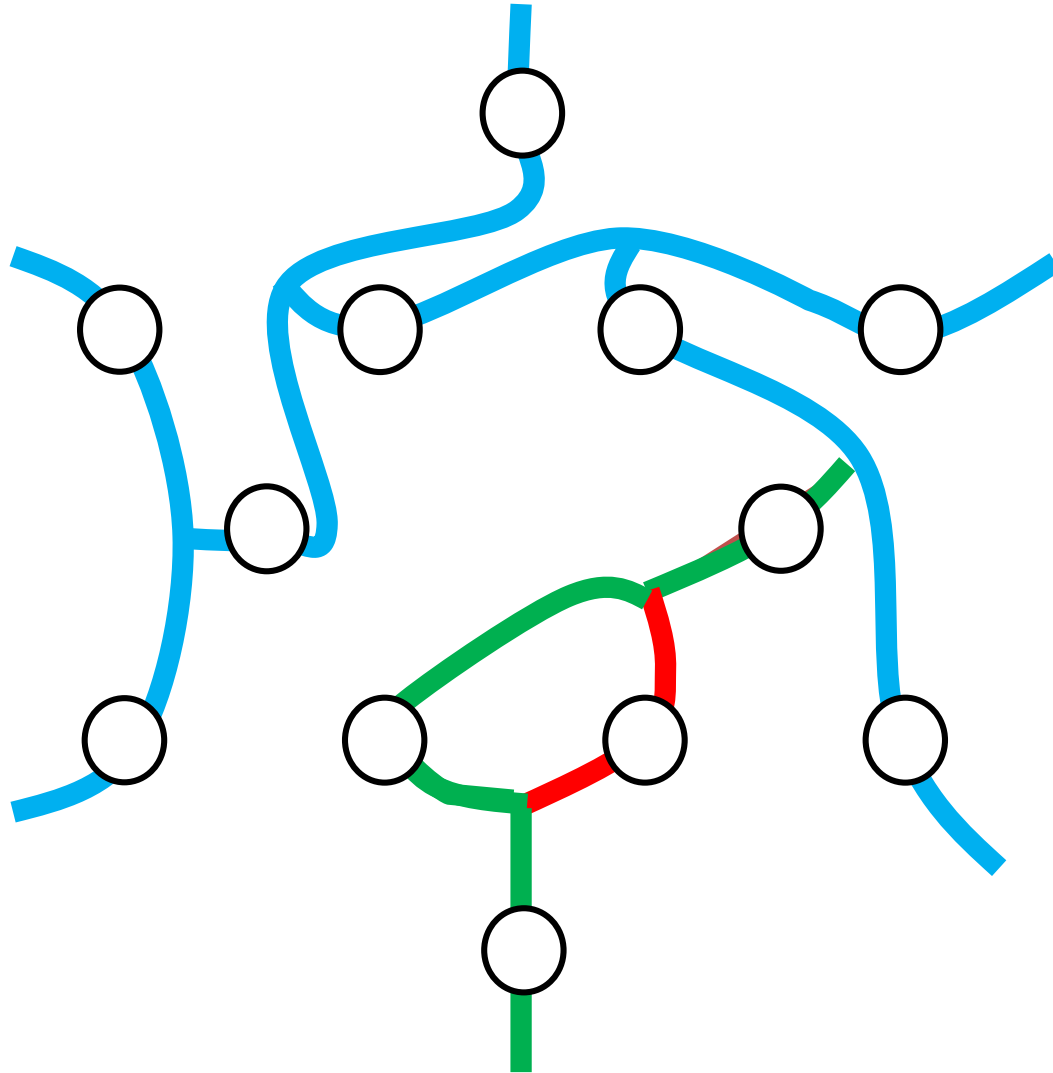
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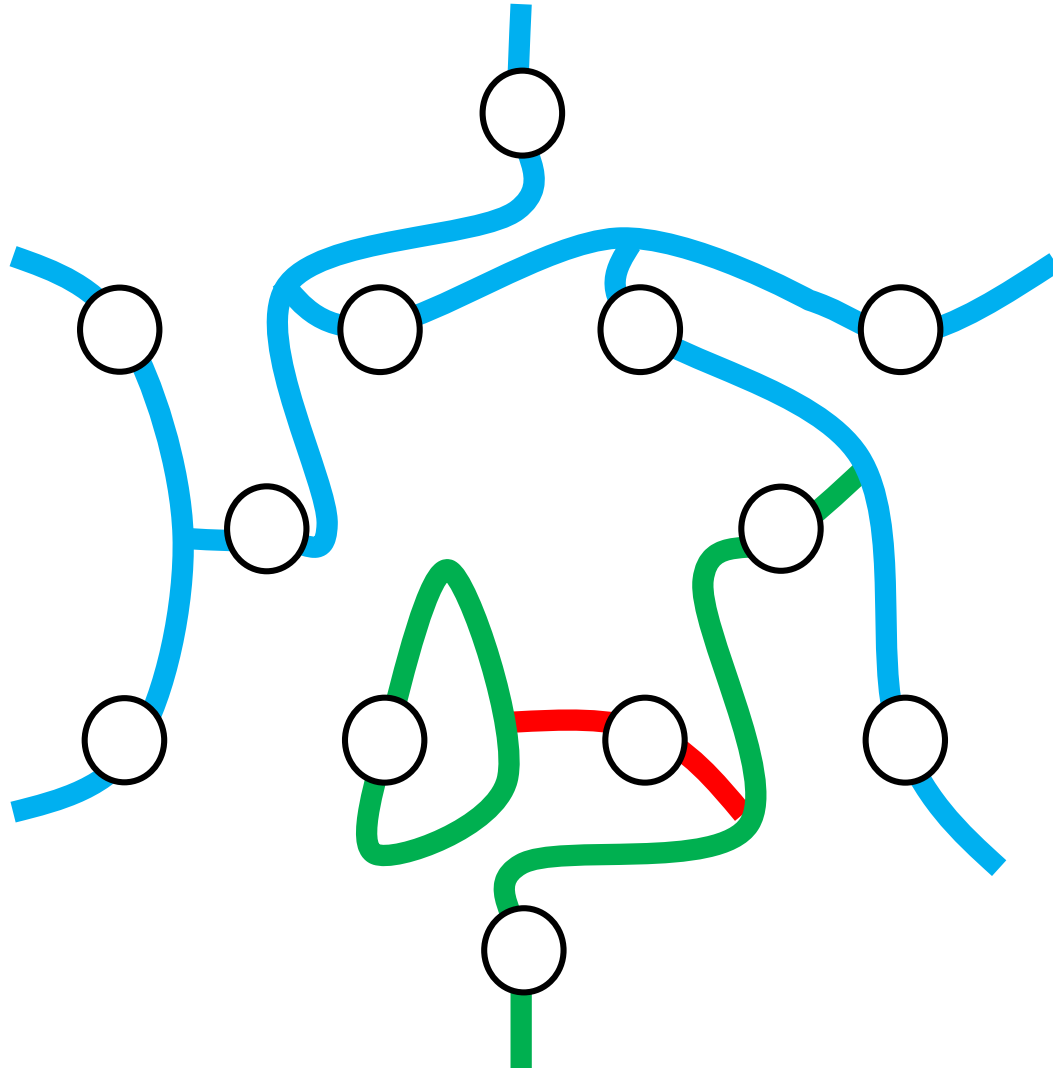
# Plaquette Reduction



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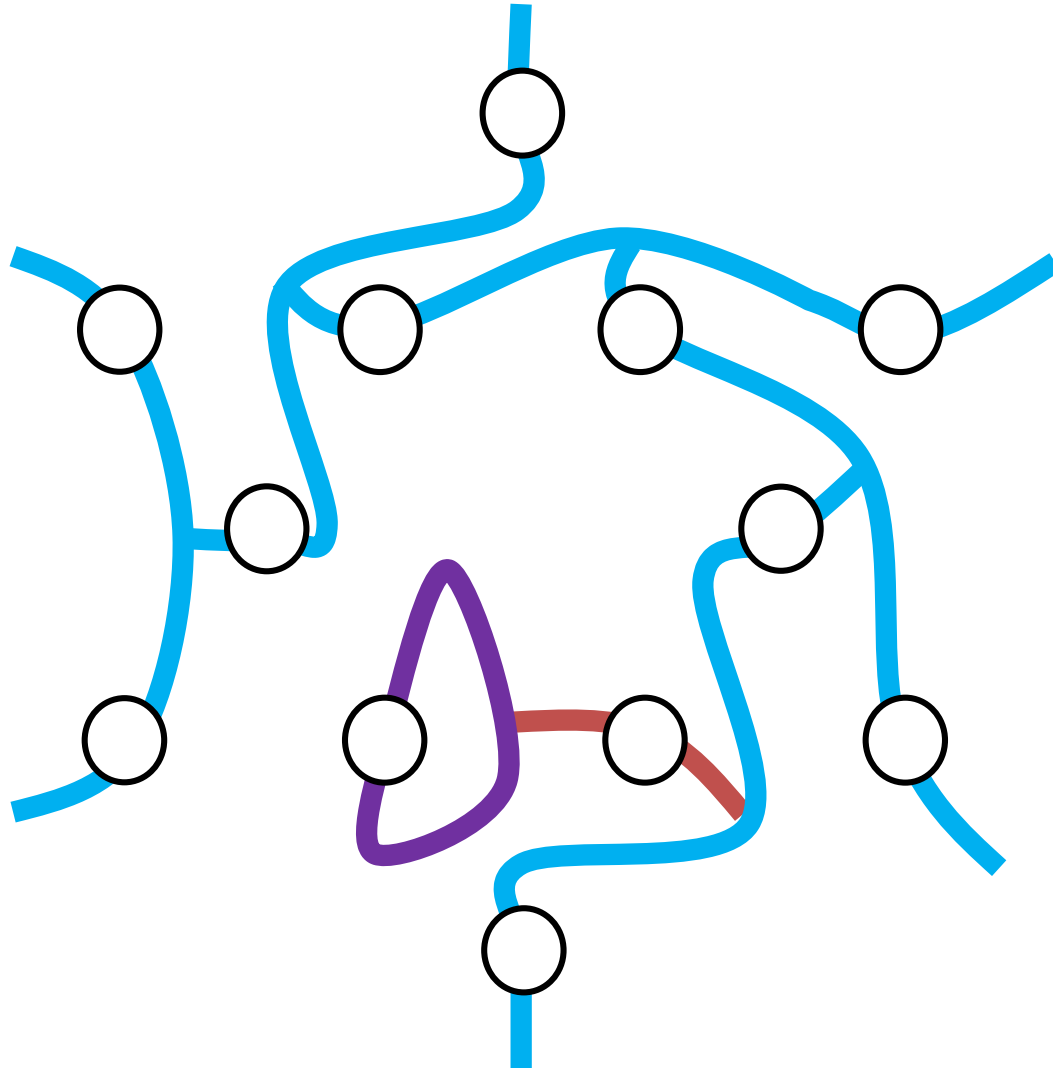


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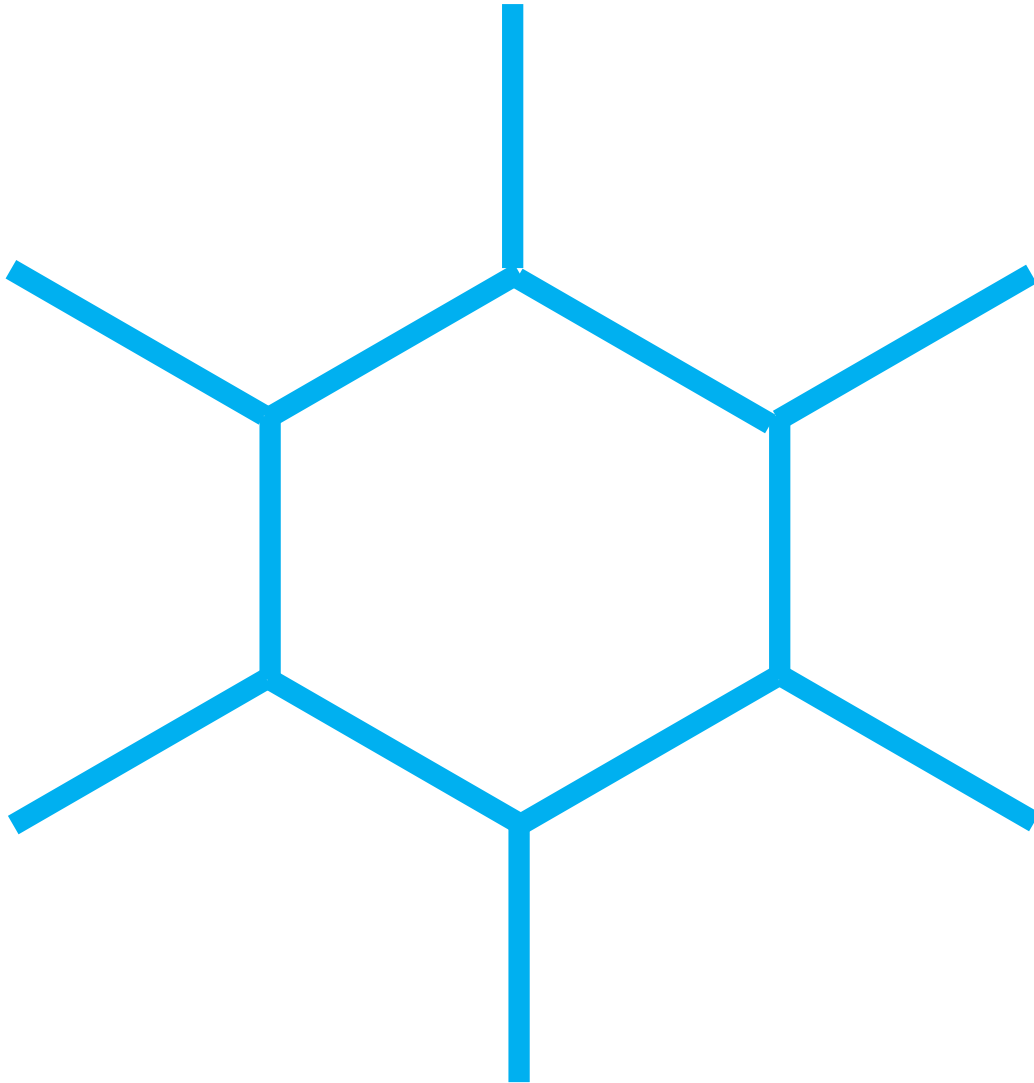




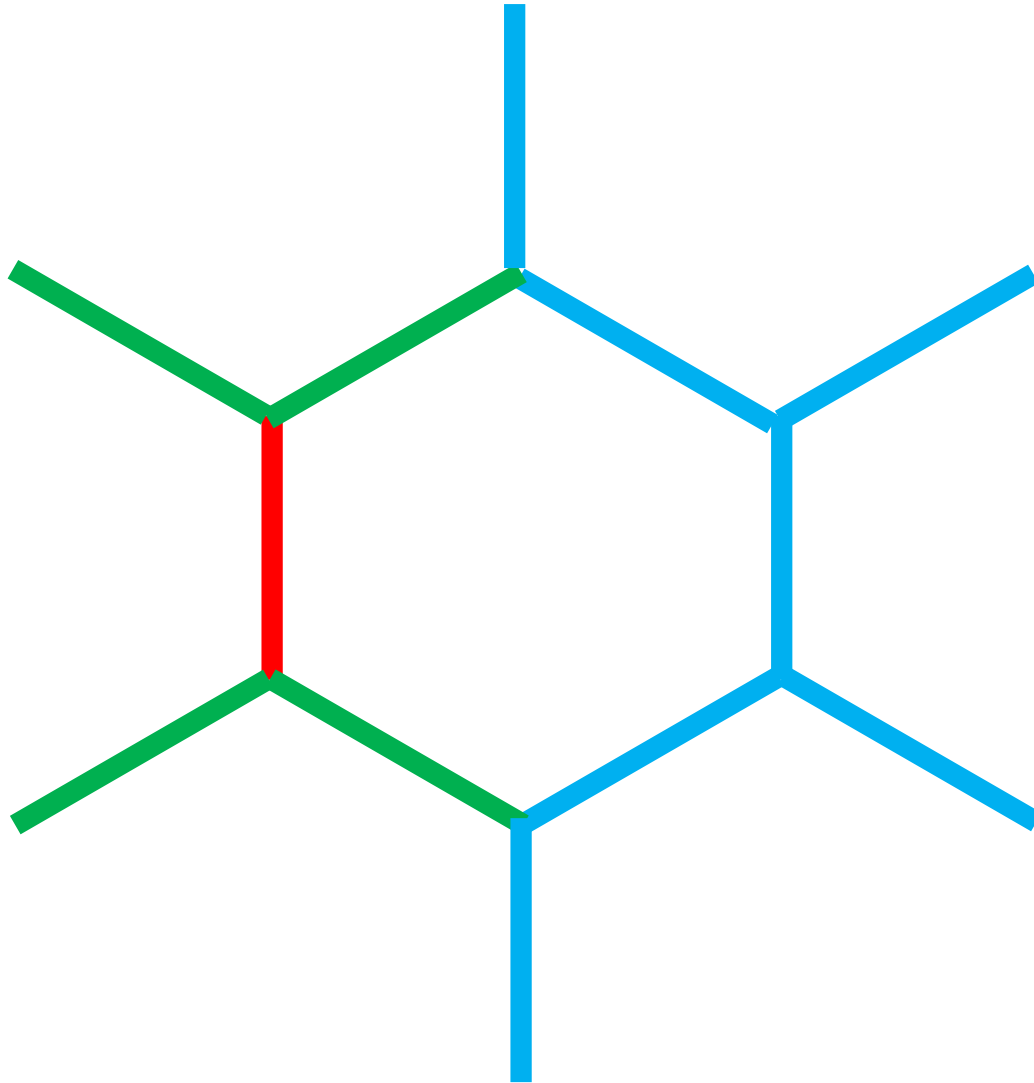
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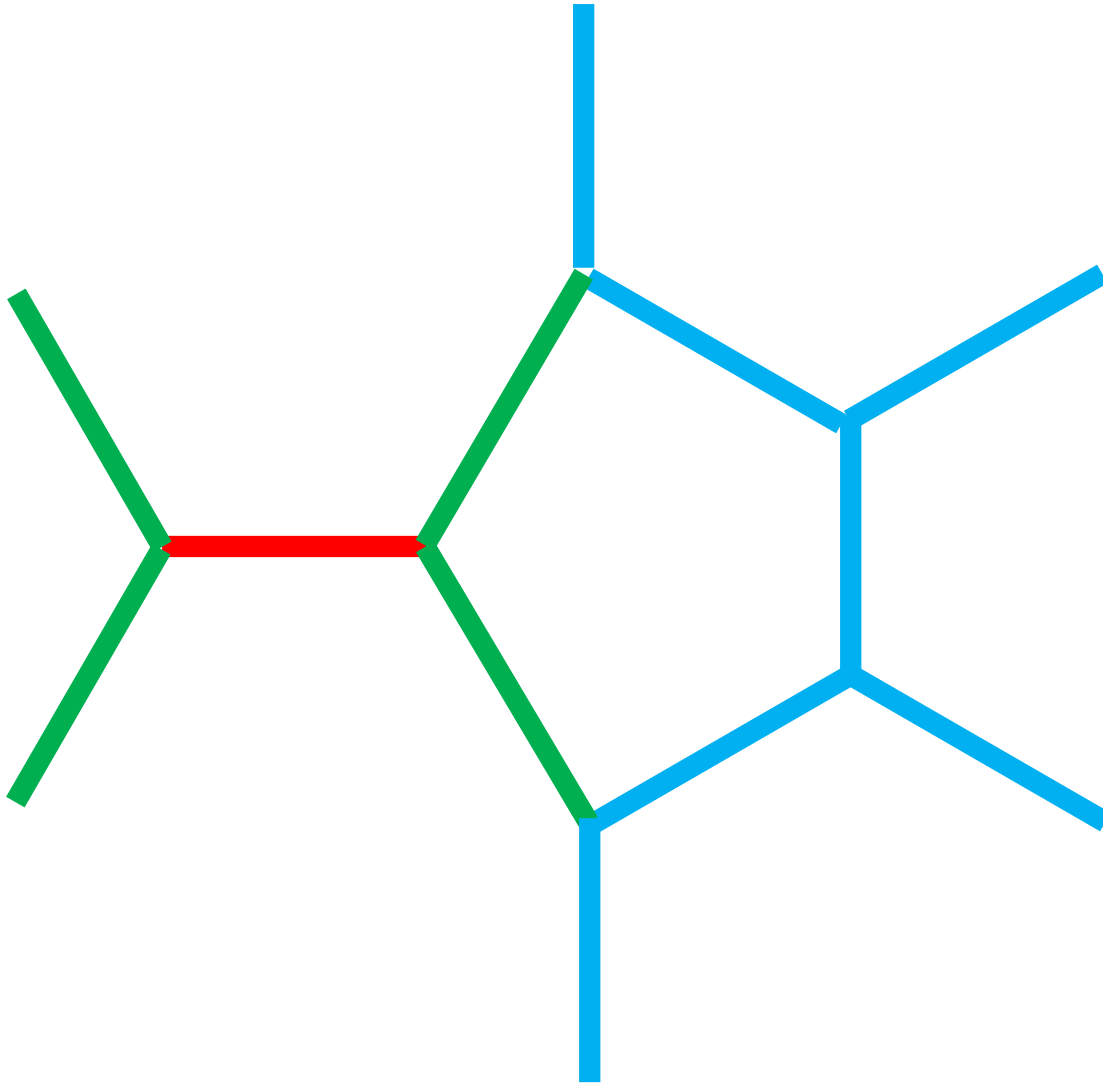
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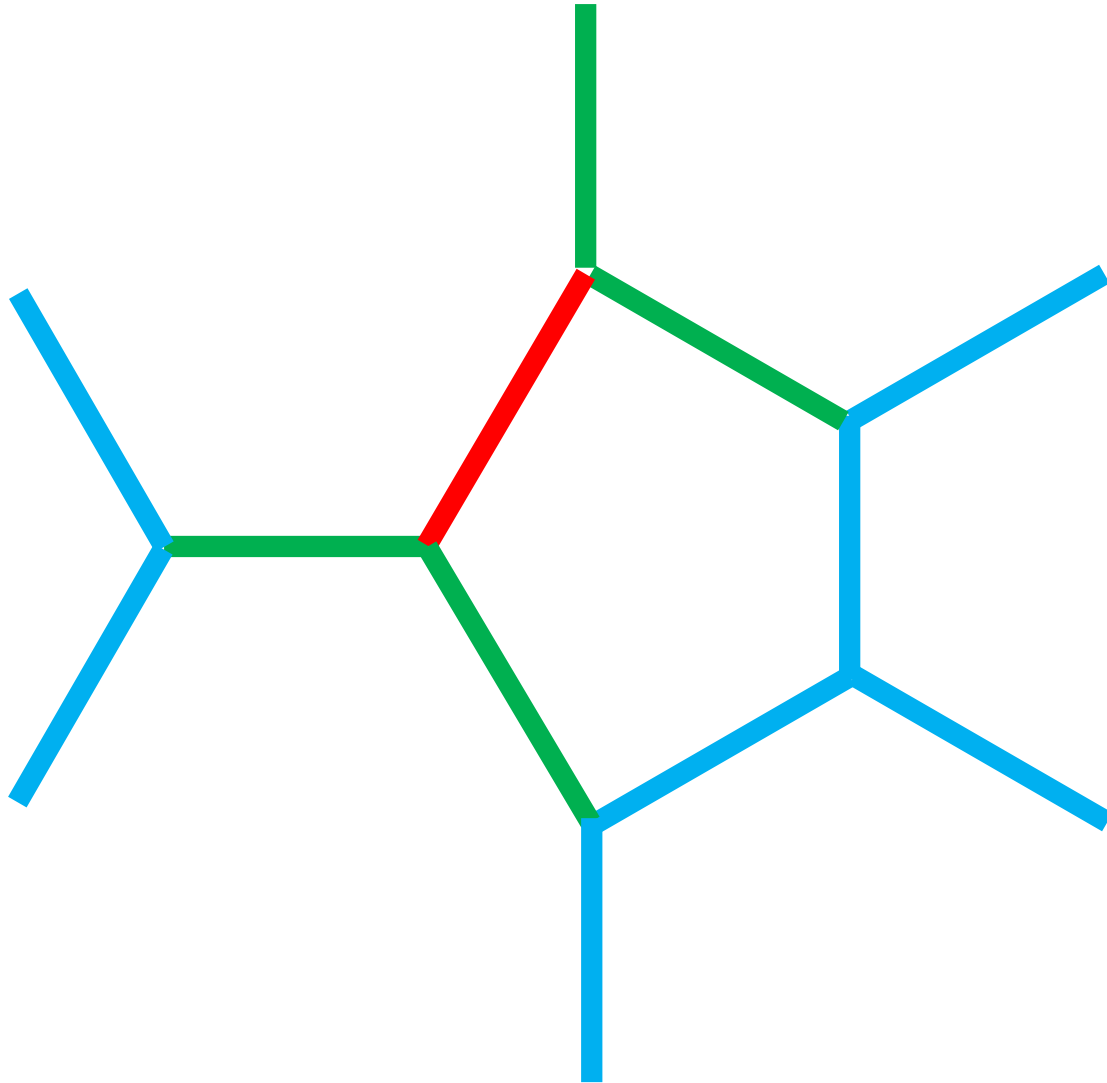
# Plaquette Reduction



# Plaquette Reduction



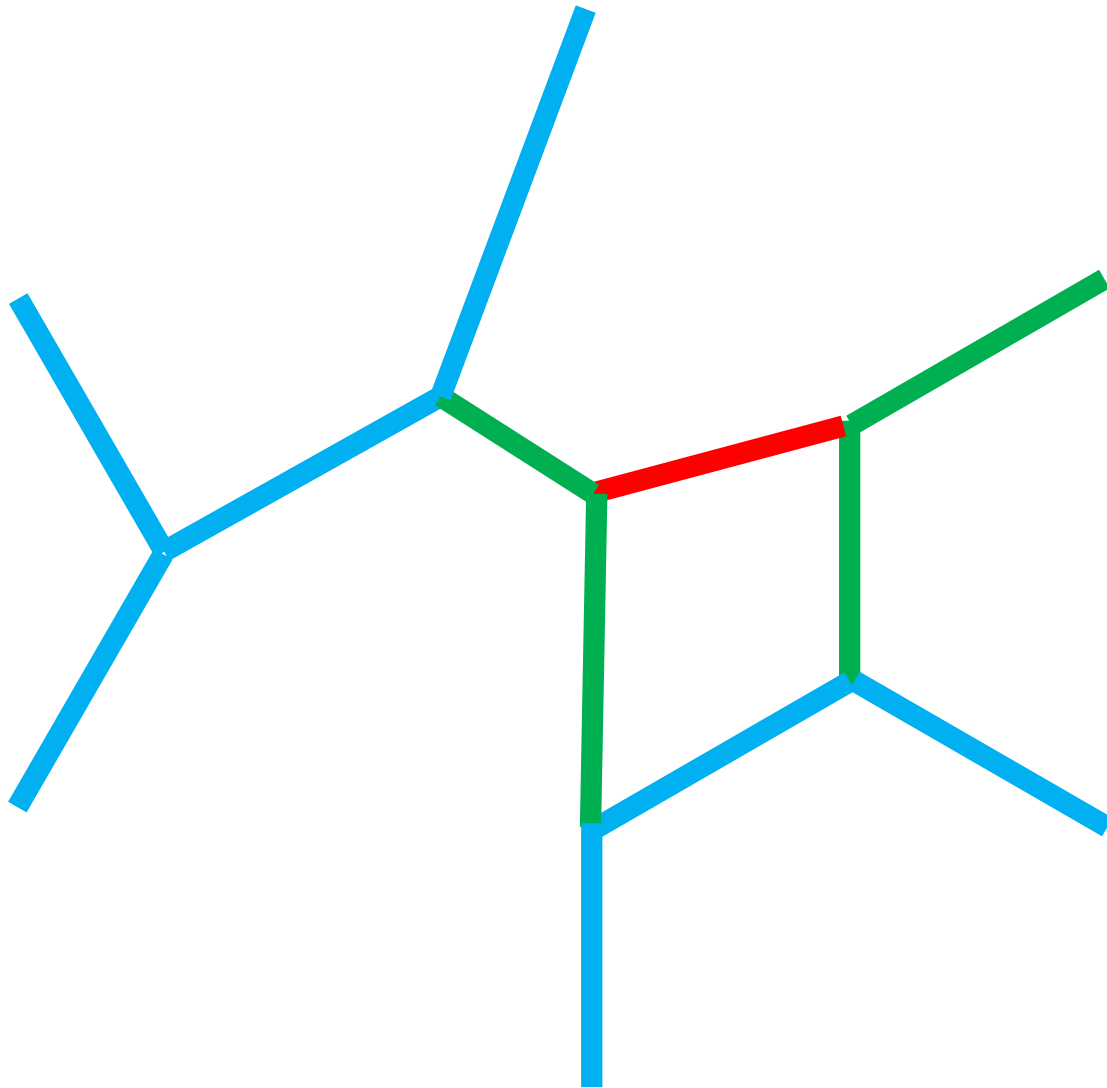
# Plaquette Reduction



# Plaquette Reduction



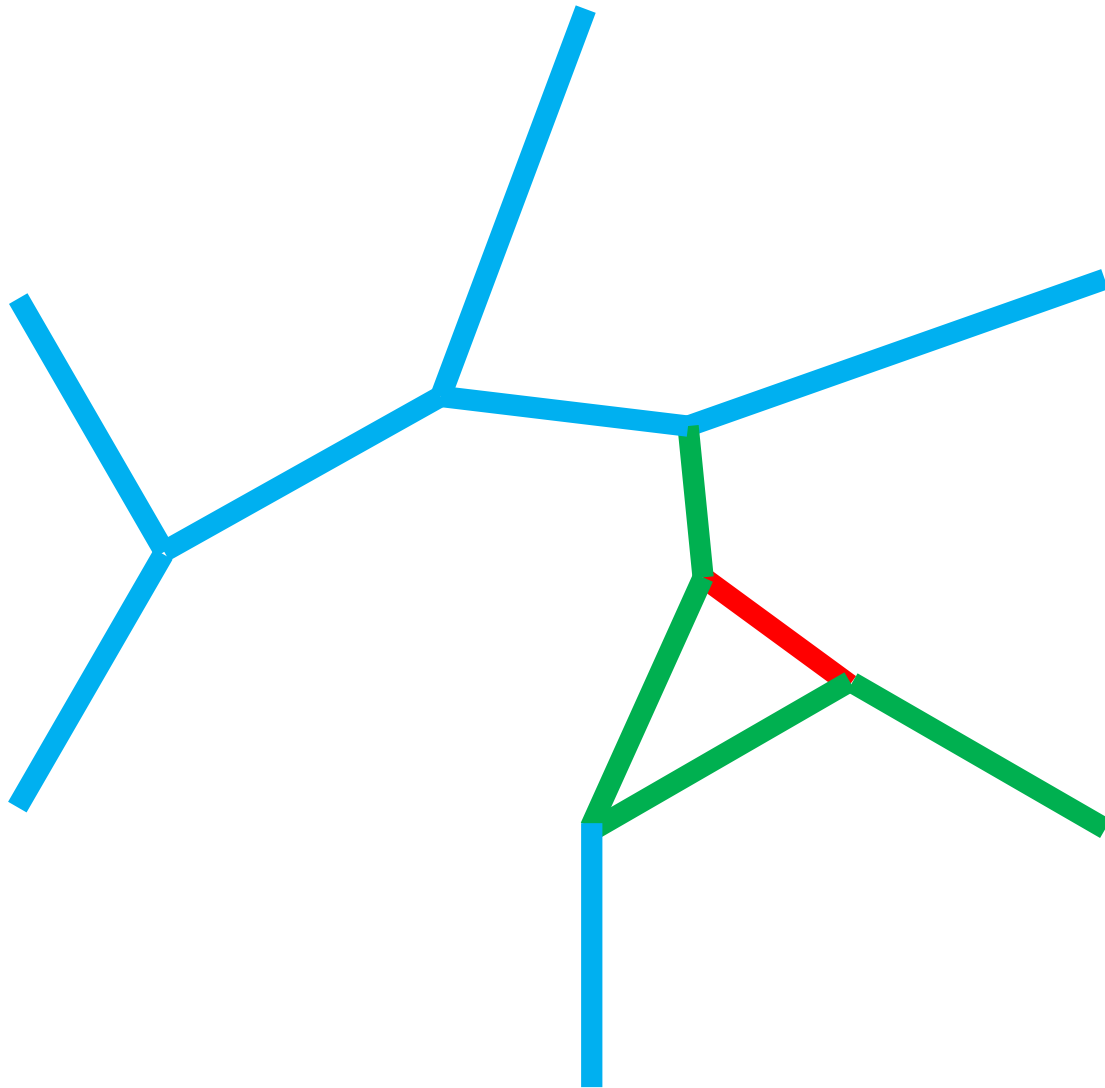
# Plaquette Reduction



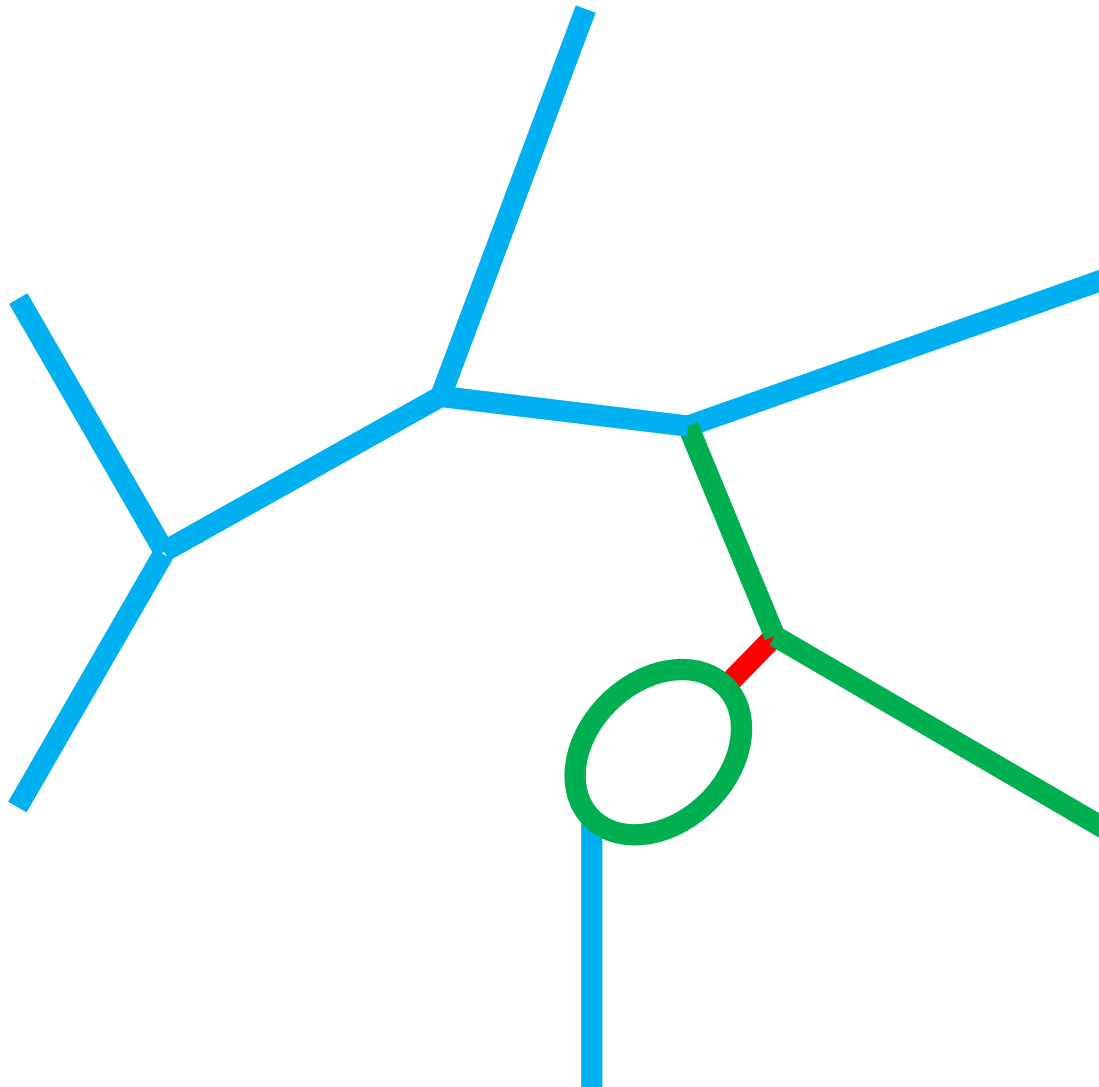




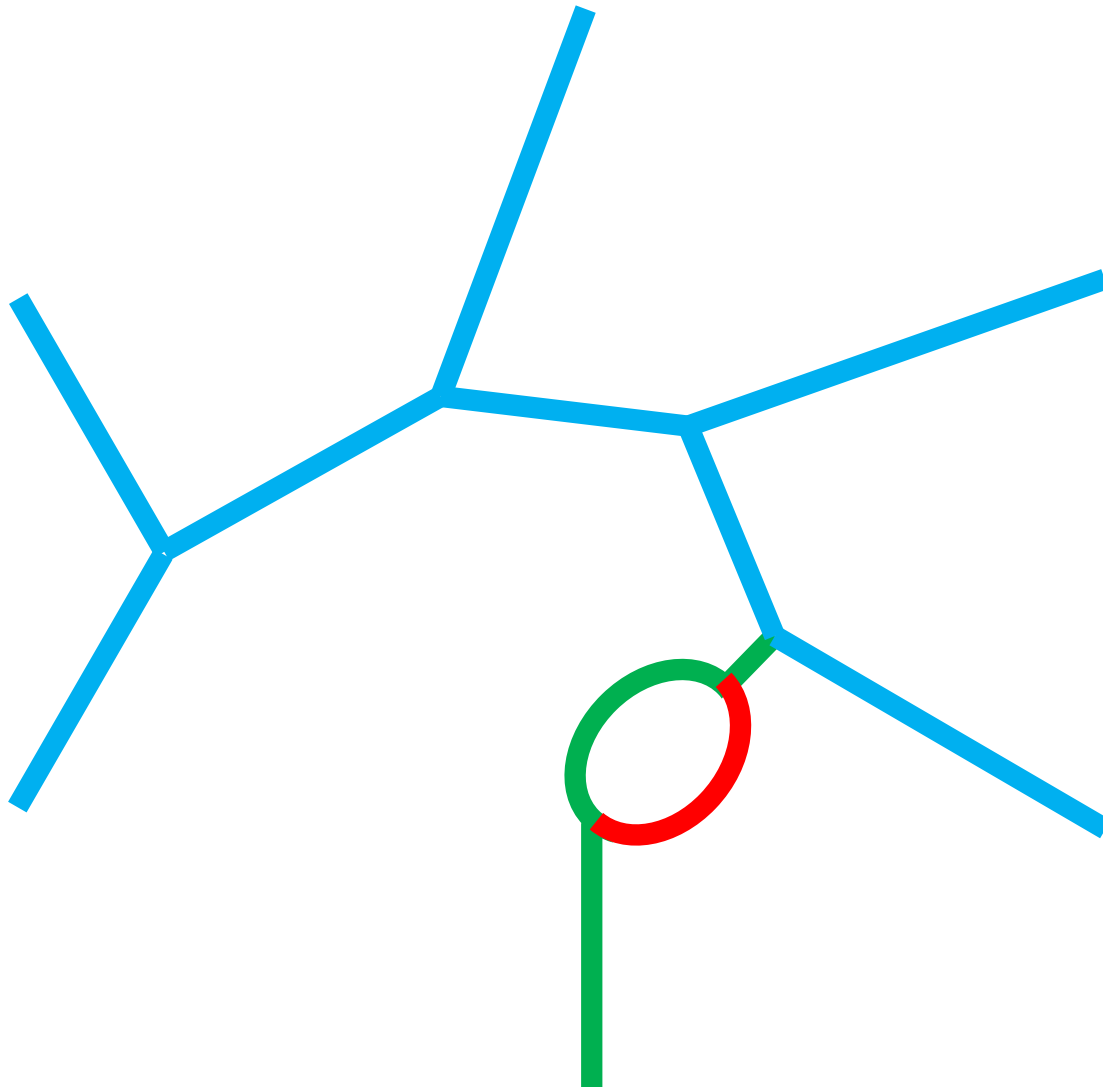
# Plaquette Reduction



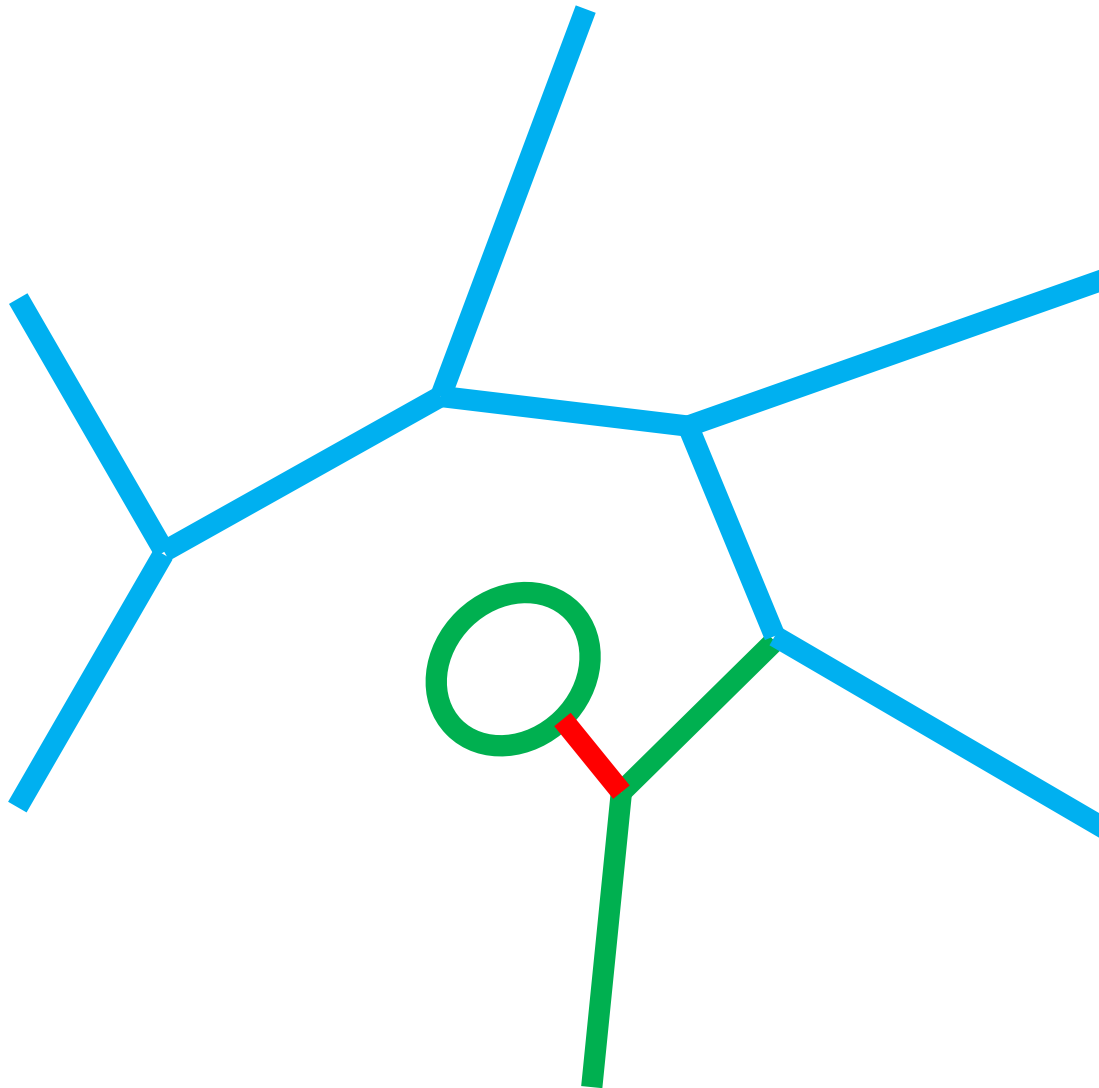
# Plaquette Reduction



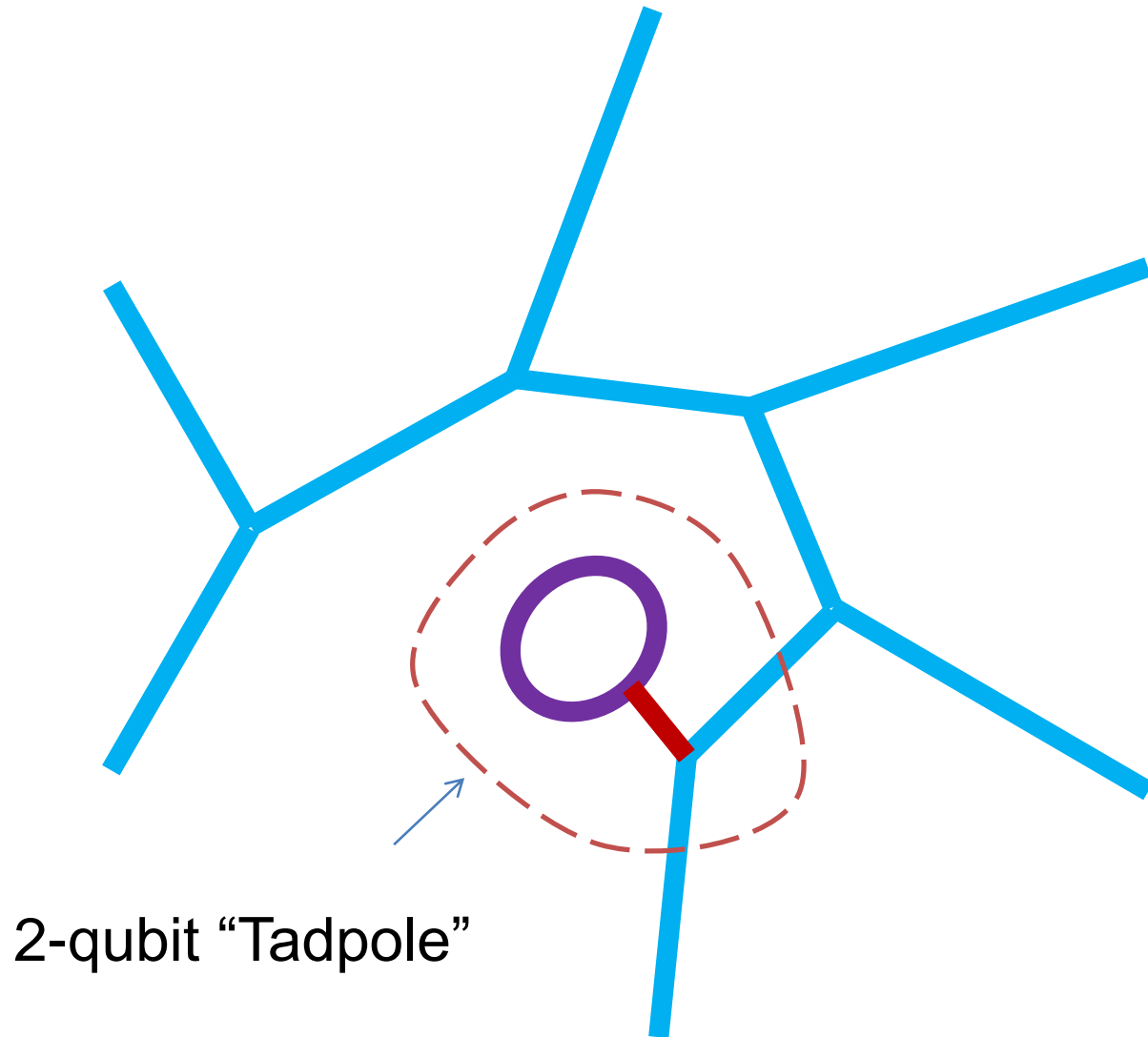
# Plaquette Reduction



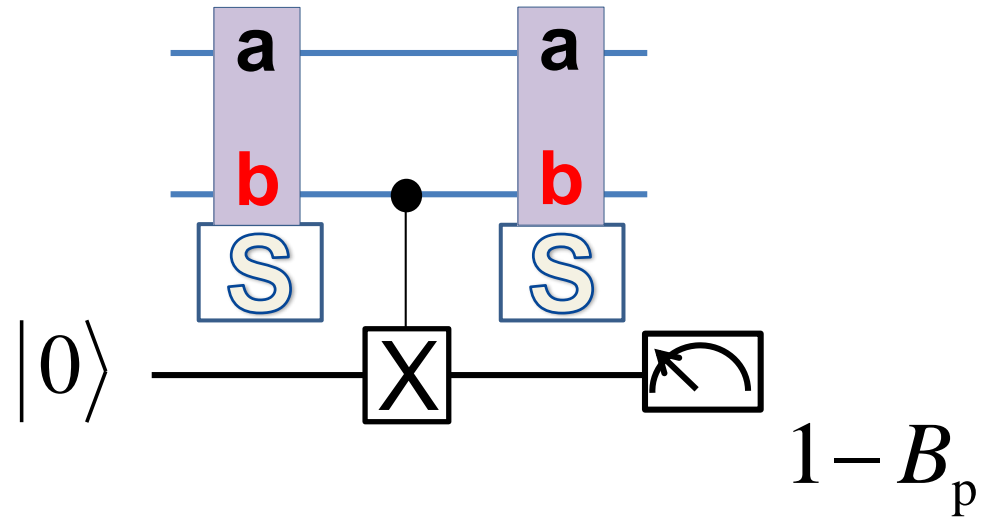
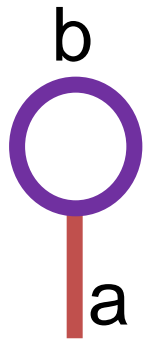
# Plaquette Reduction



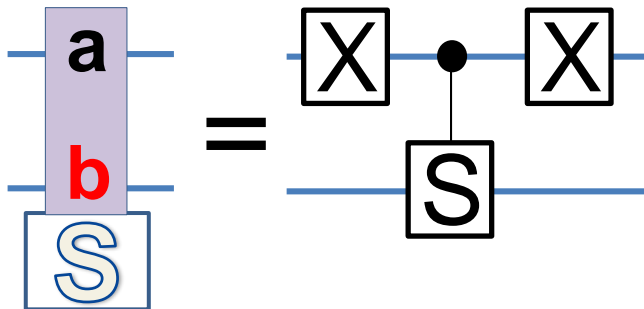
# Plaquette Reduction



# Measuring $B_p$ for a Tadpole is Easy!

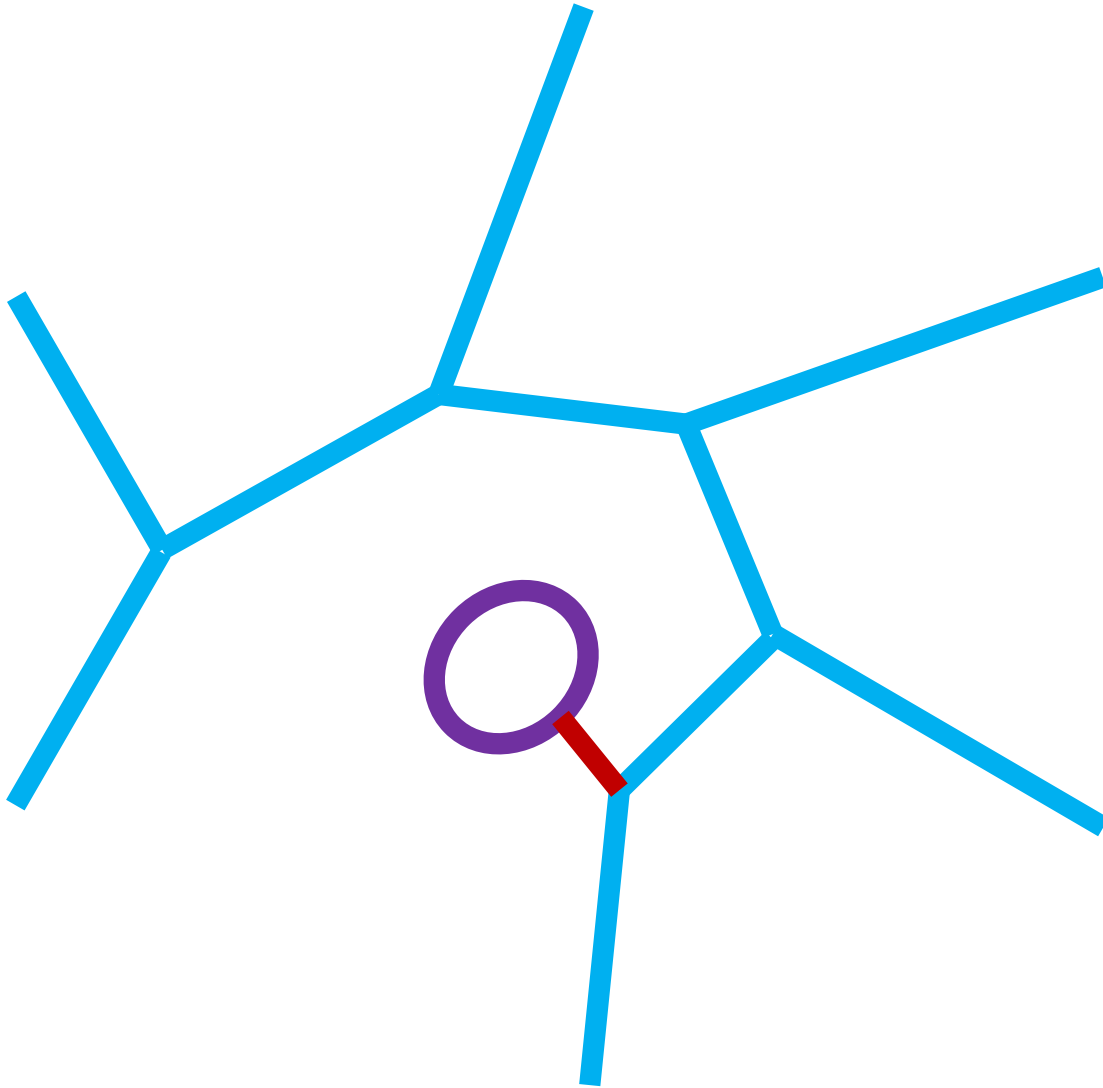


## S Quantum Circuit

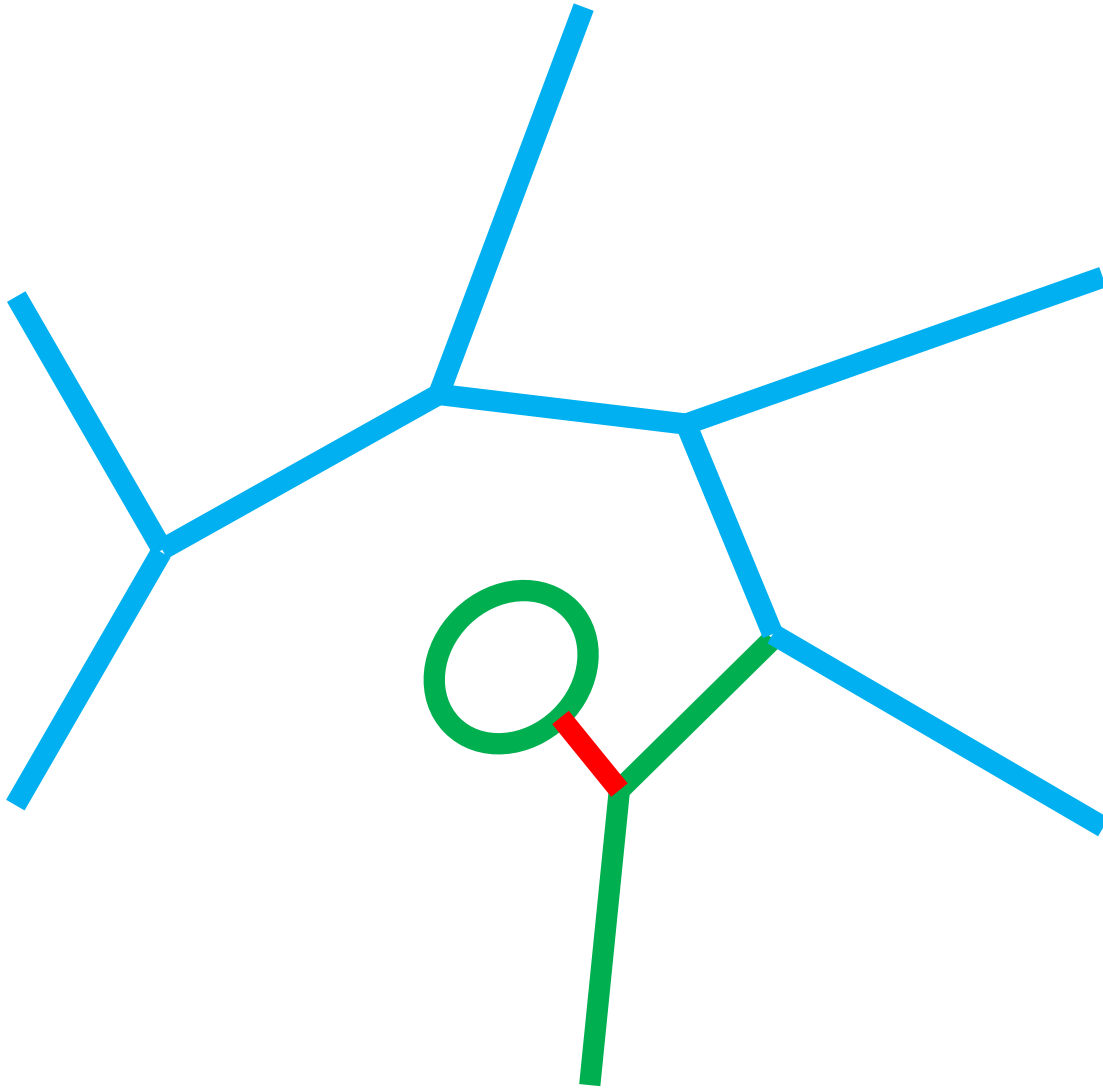


$$S = \frac{1}{\sqrt{1+\varphi^2}} \begin{pmatrix} 1 & \varphi \\ \varphi & -1 \end{pmatrix}$$

# Plaque Restoration

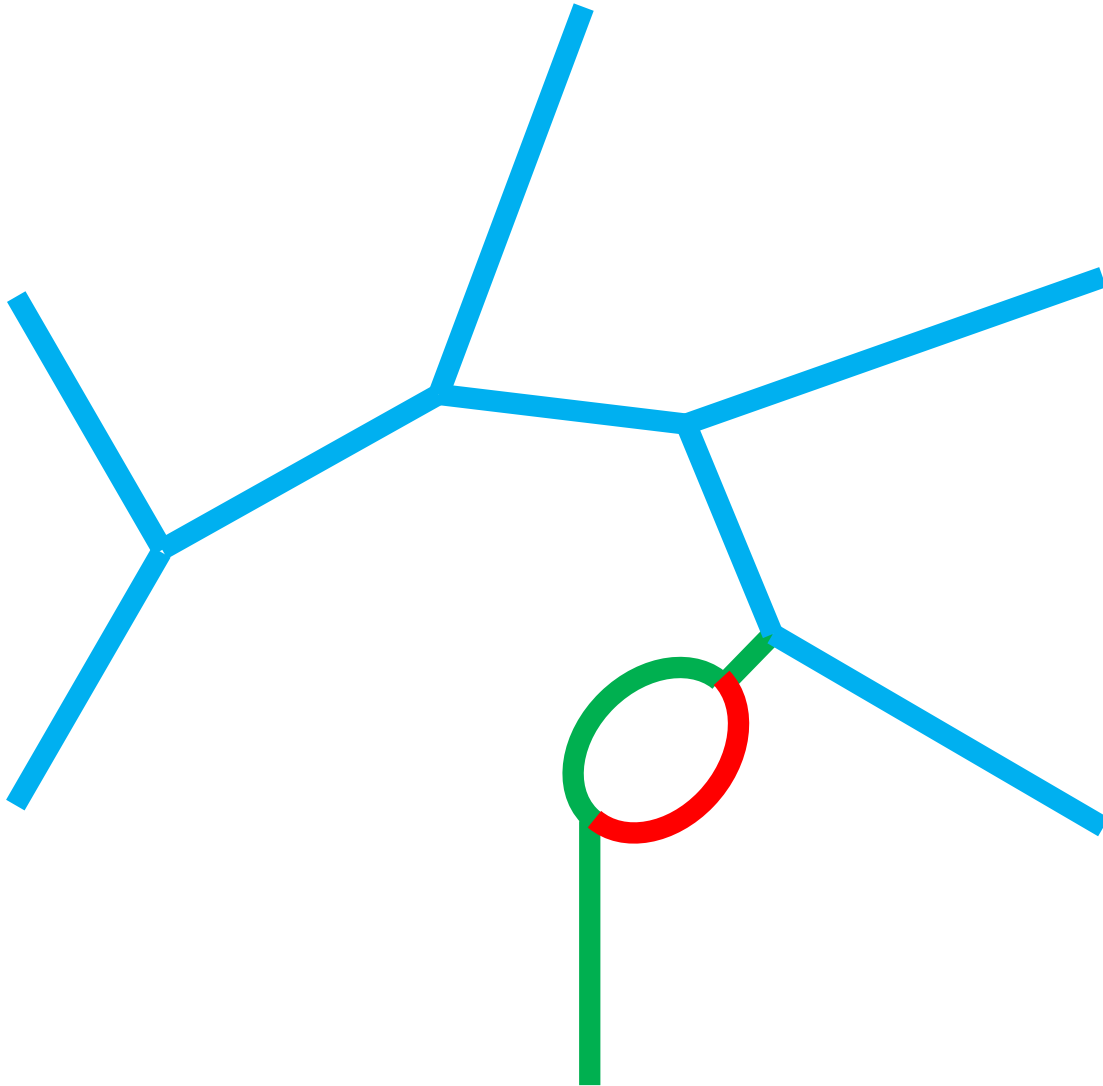


# Plaque Restoration

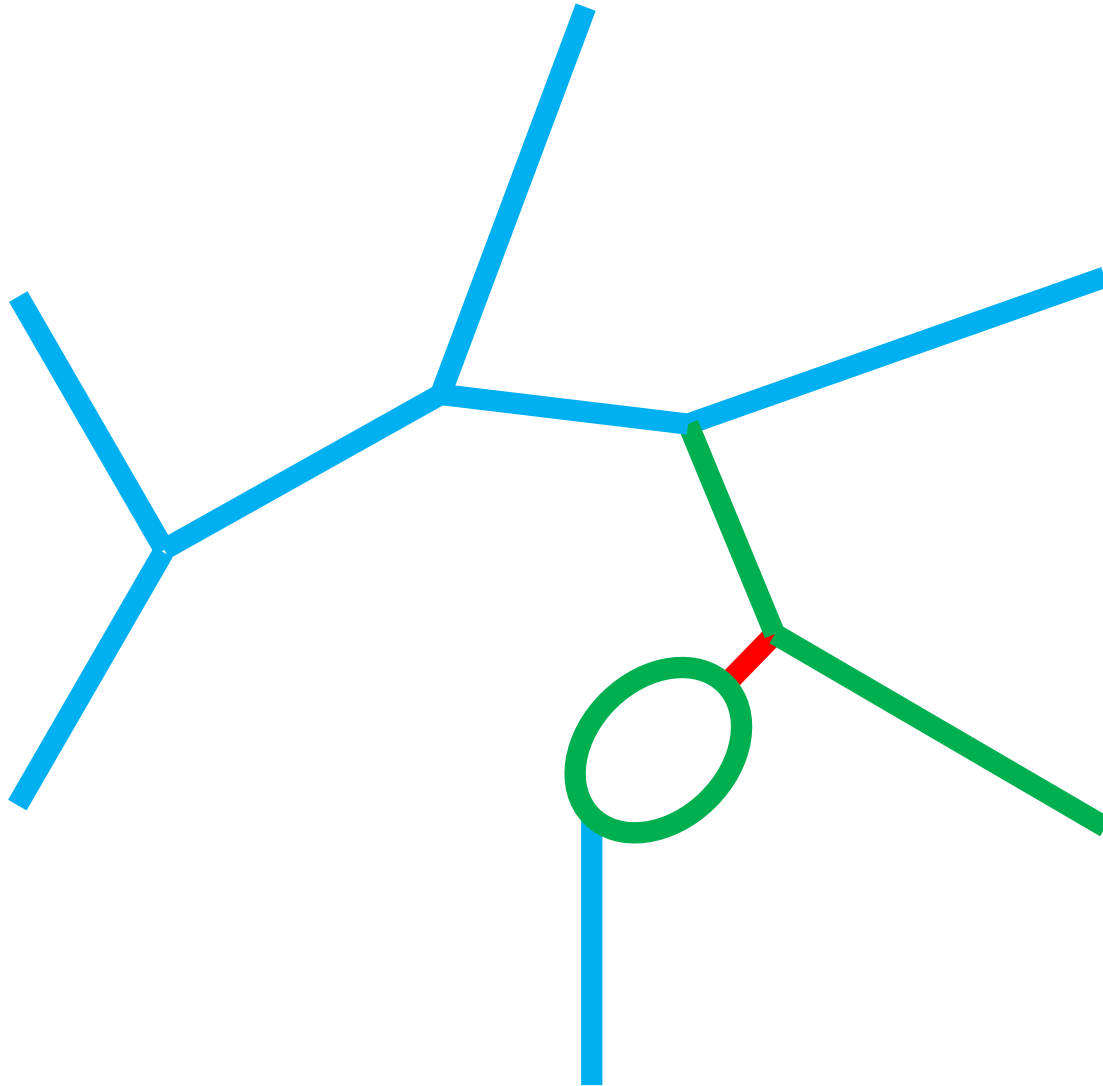




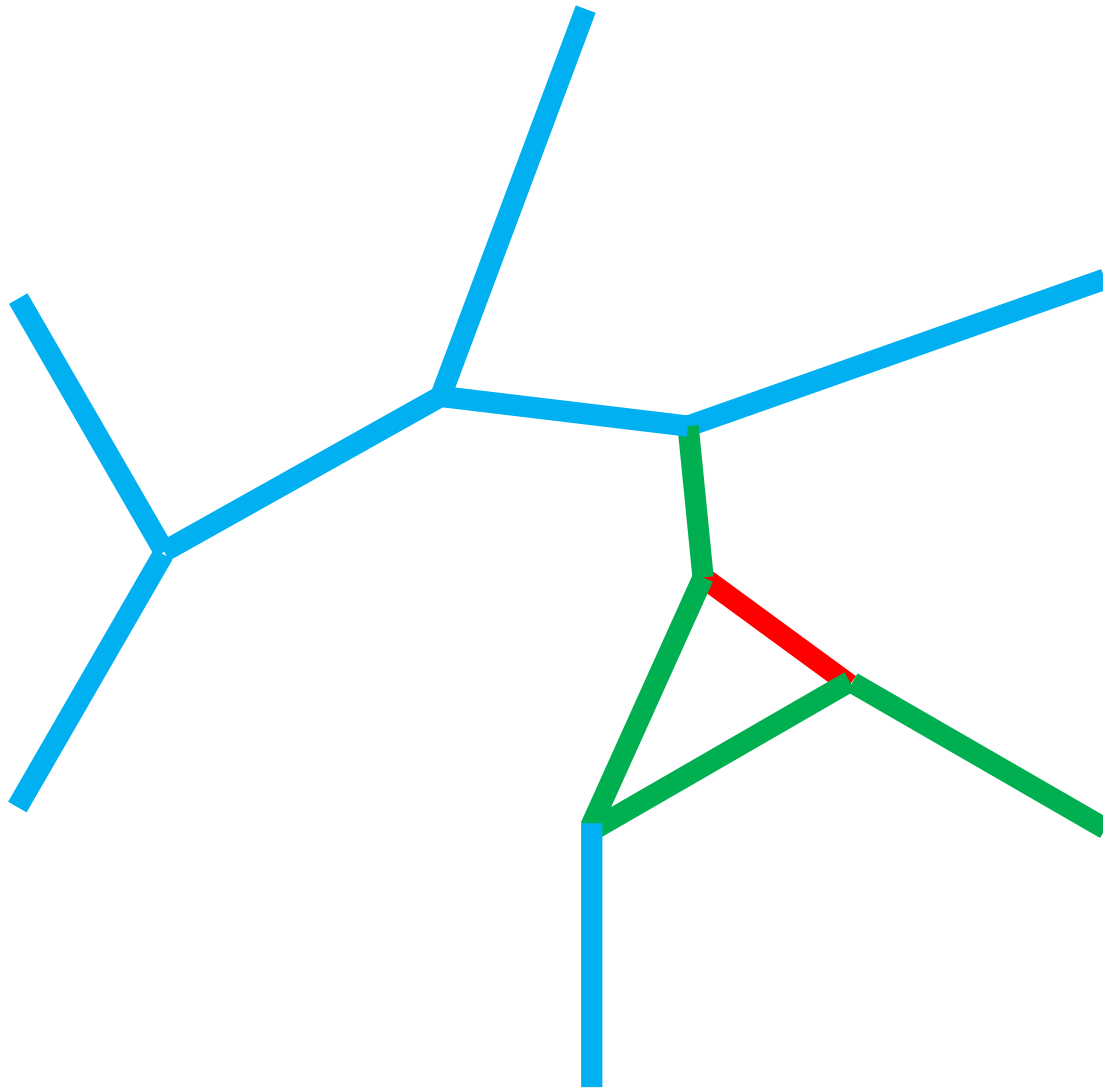
# Plaque Restoration



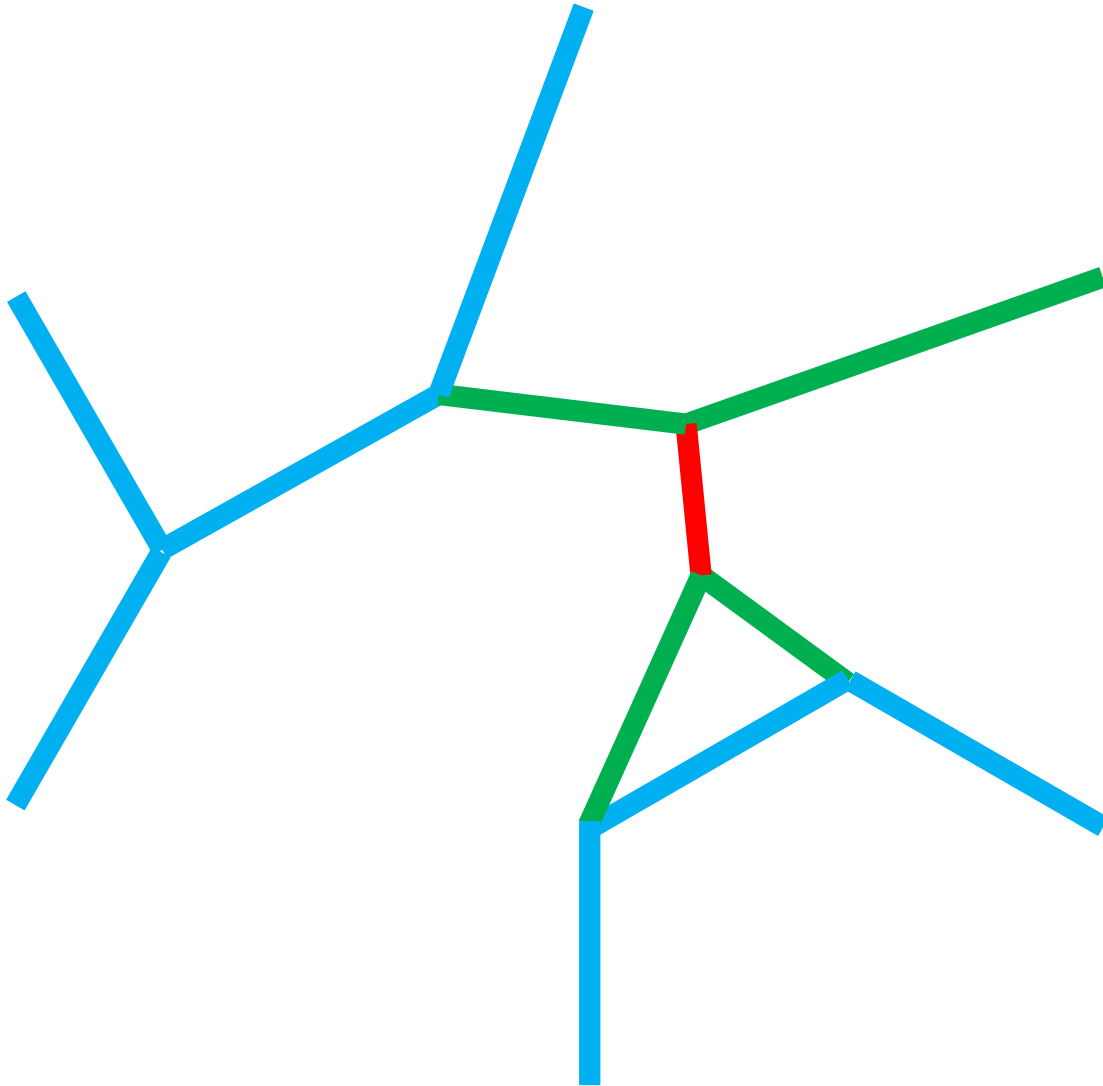
# Plaque Restoration



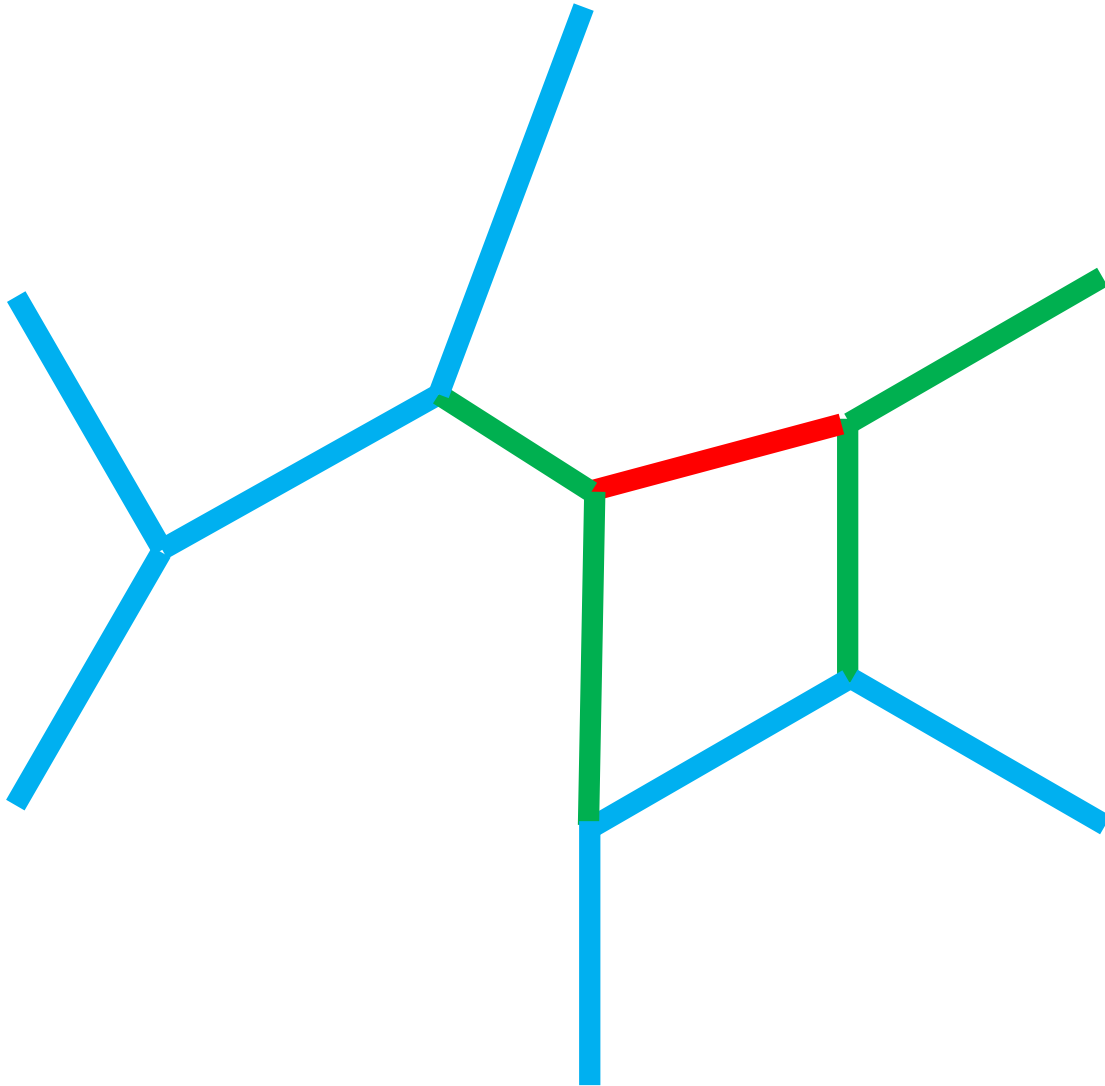
# Plaque Restoration



# Plaque Restoration



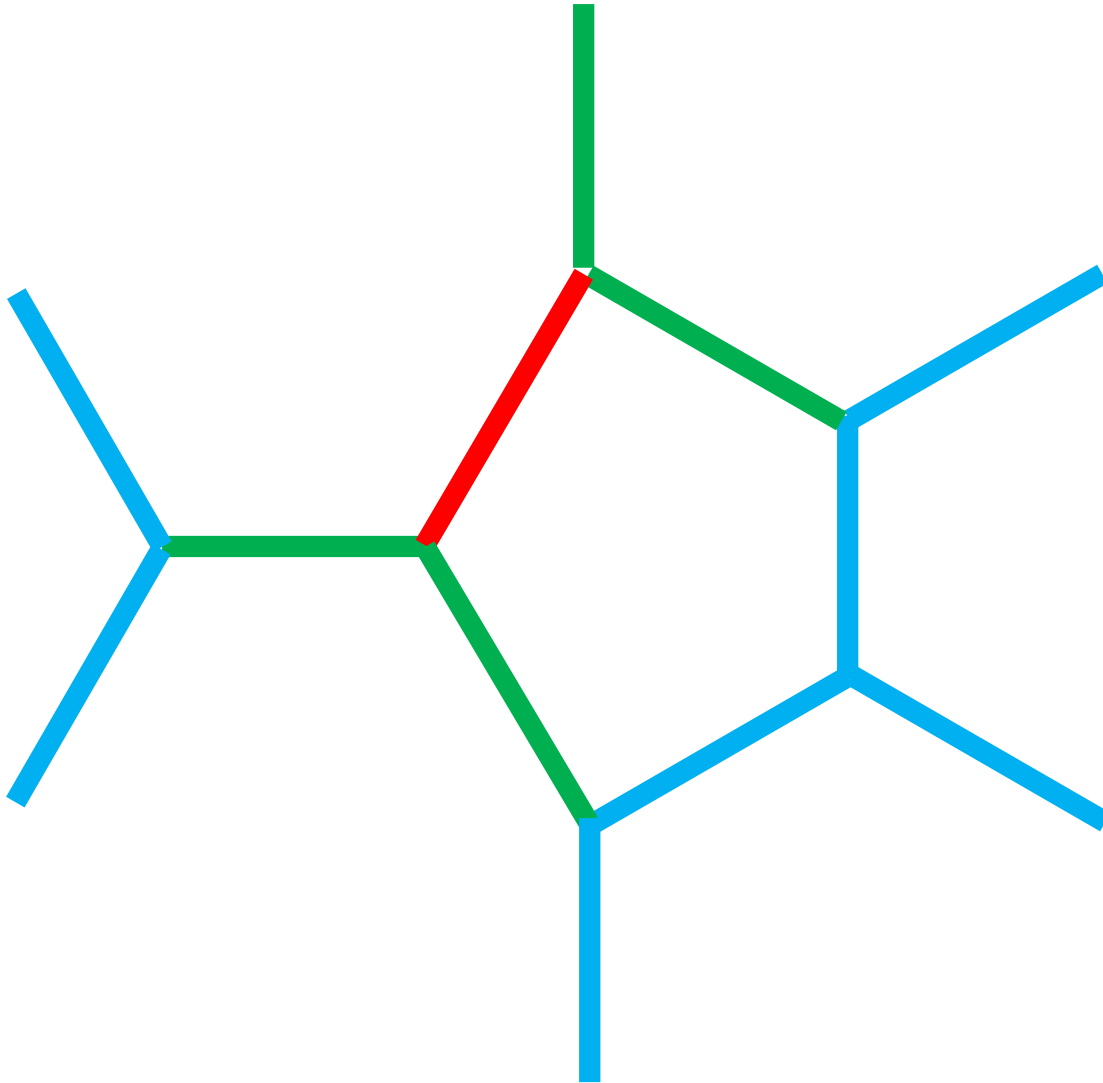
# Plaque Restoration



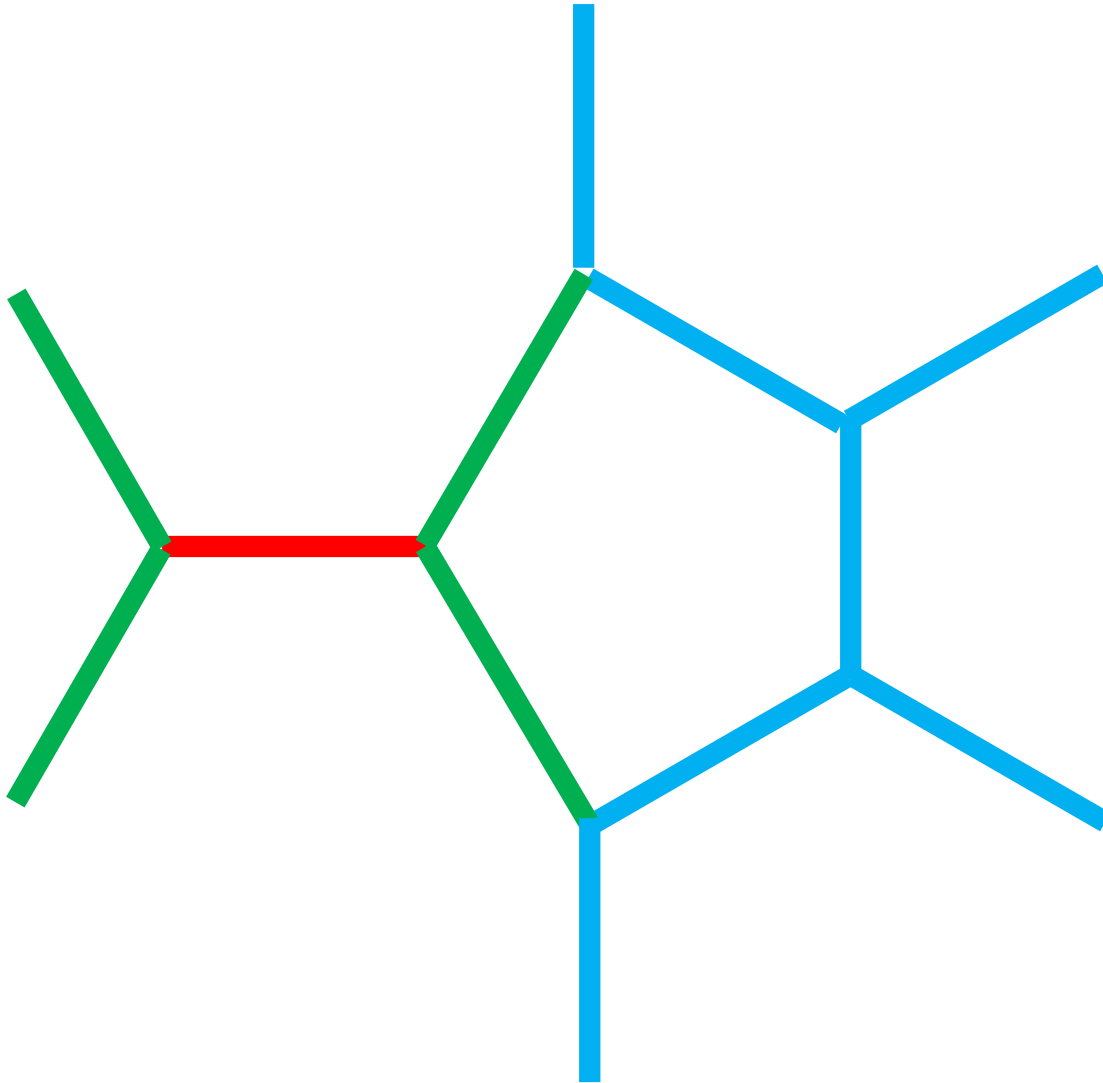
# Plaque Restoration



# Plaquette Restoration

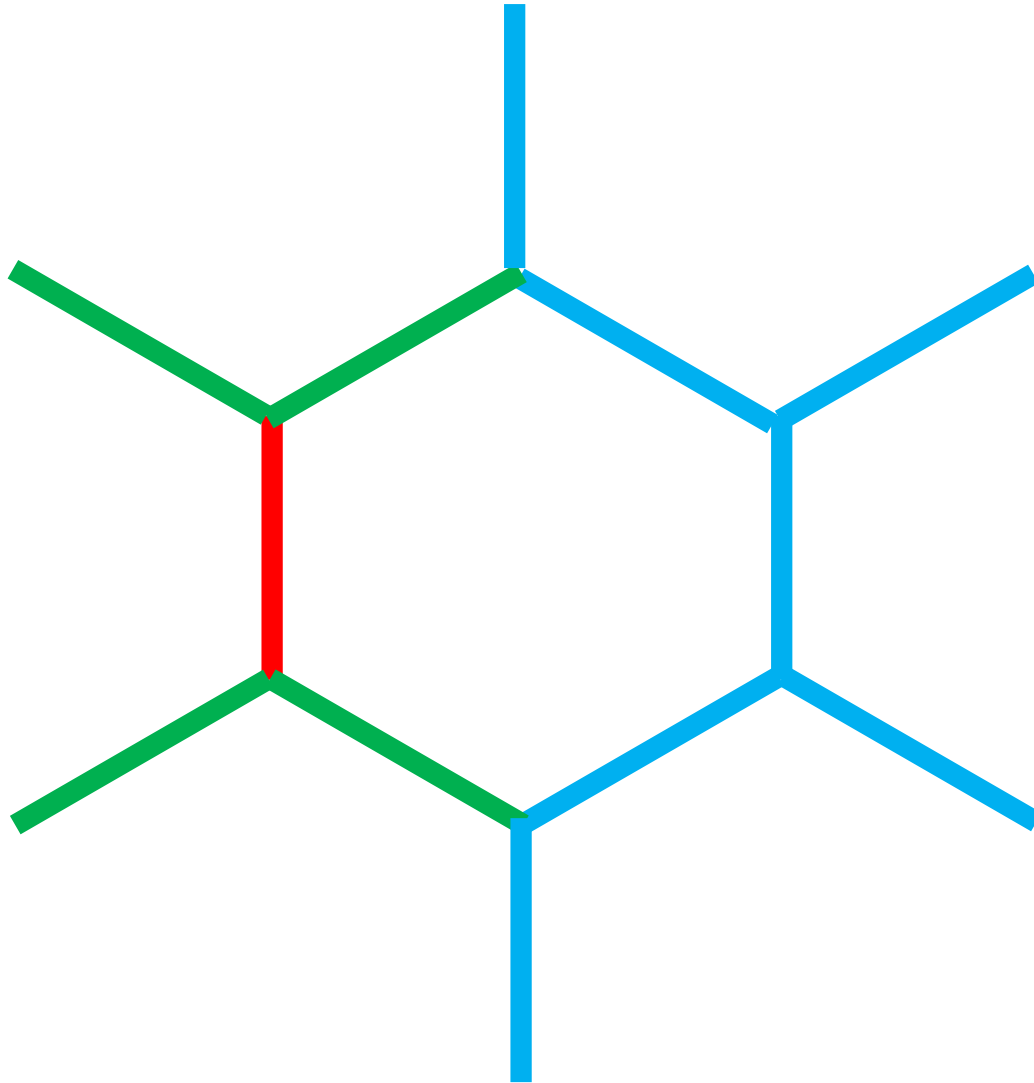


# Plaquette Restoration

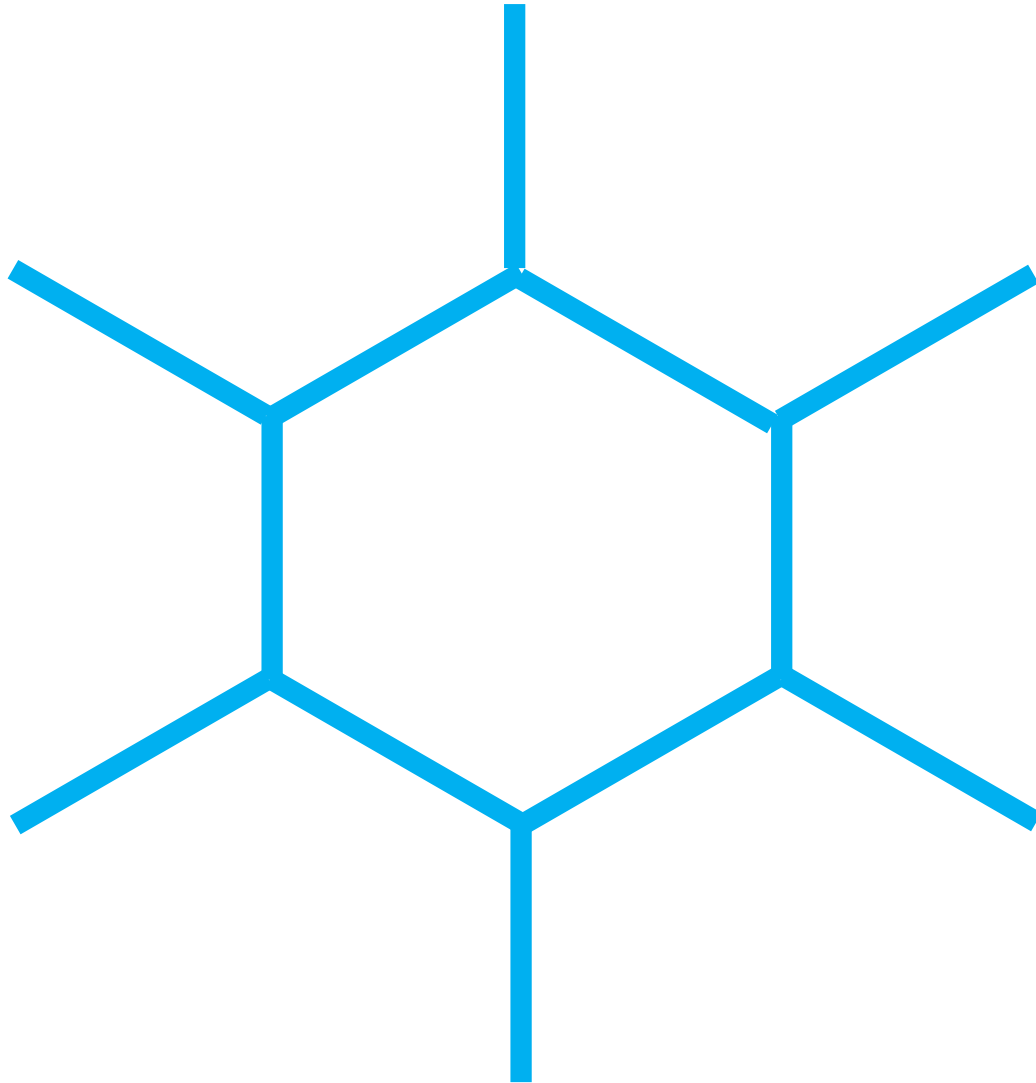




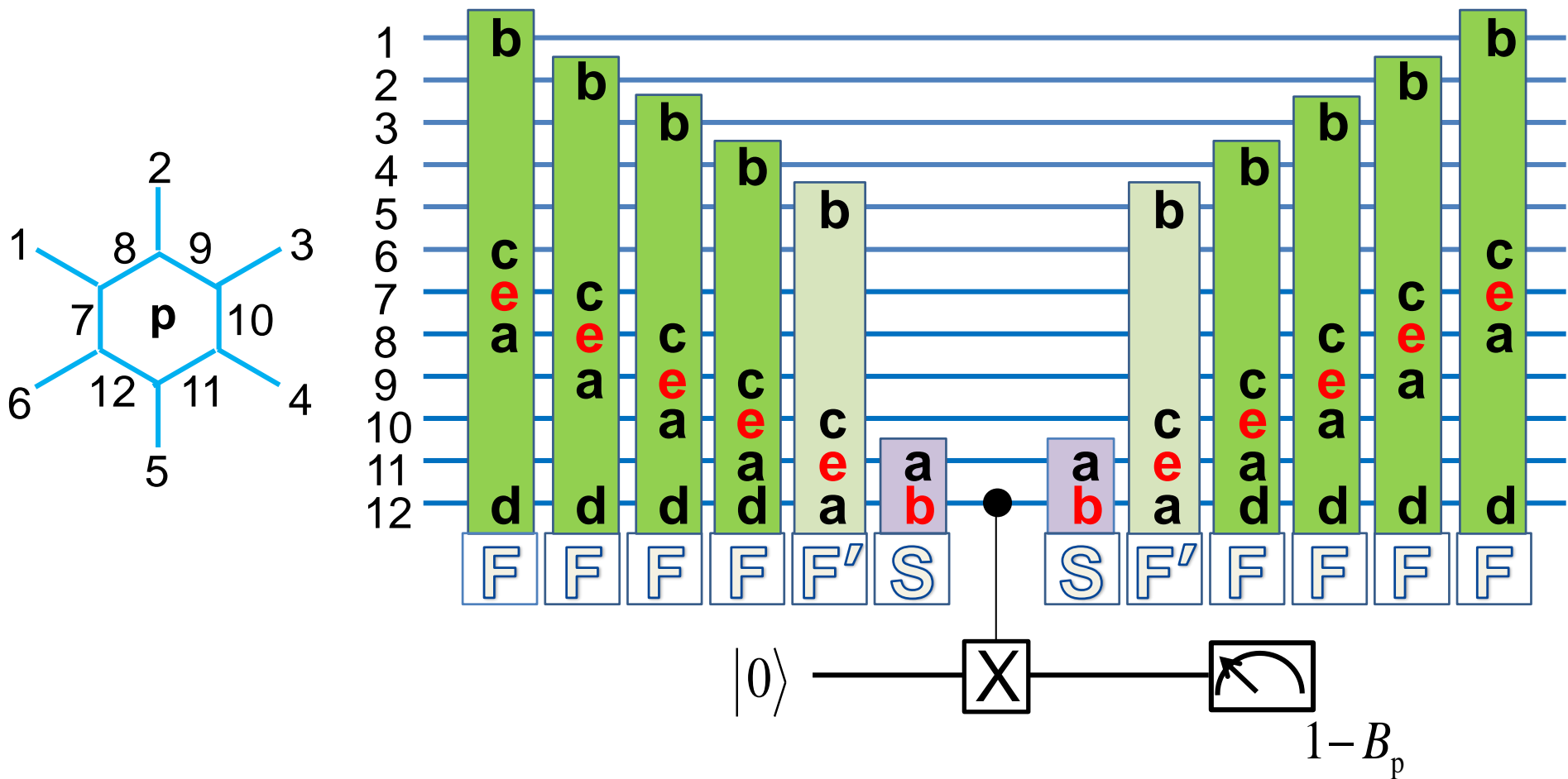
# Plaque Restoration



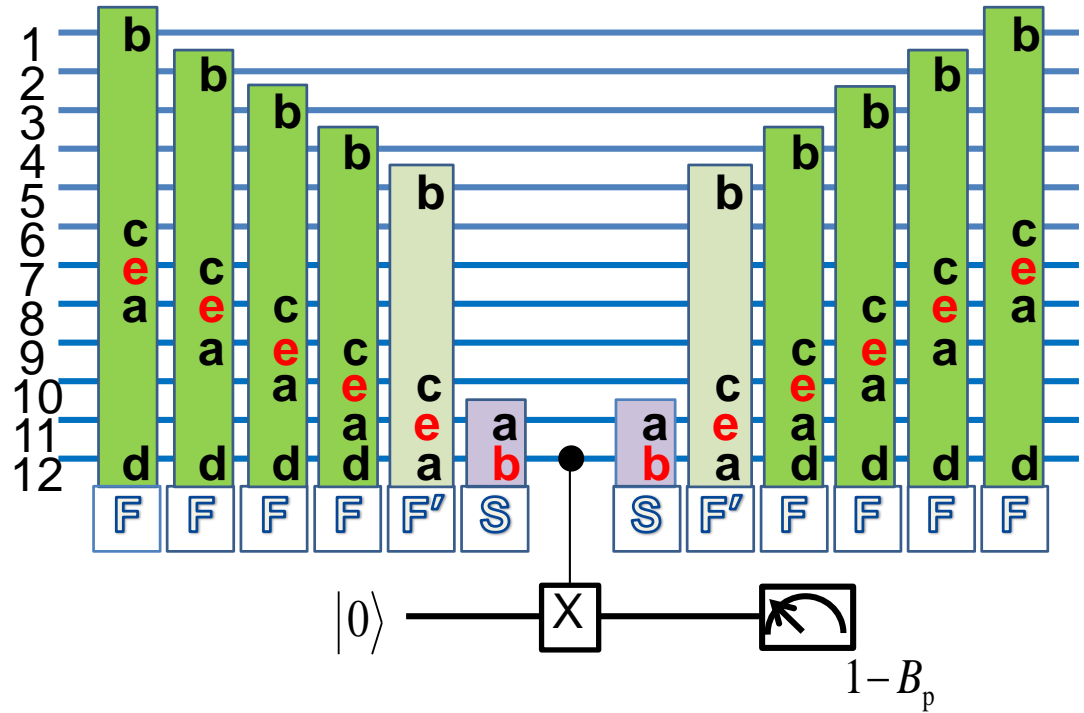
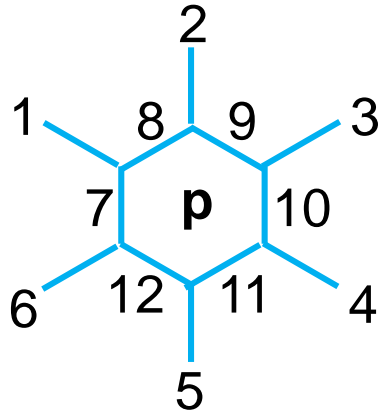
# Plaque Restoration



# Quantum Circuit for Measuring $B_p$



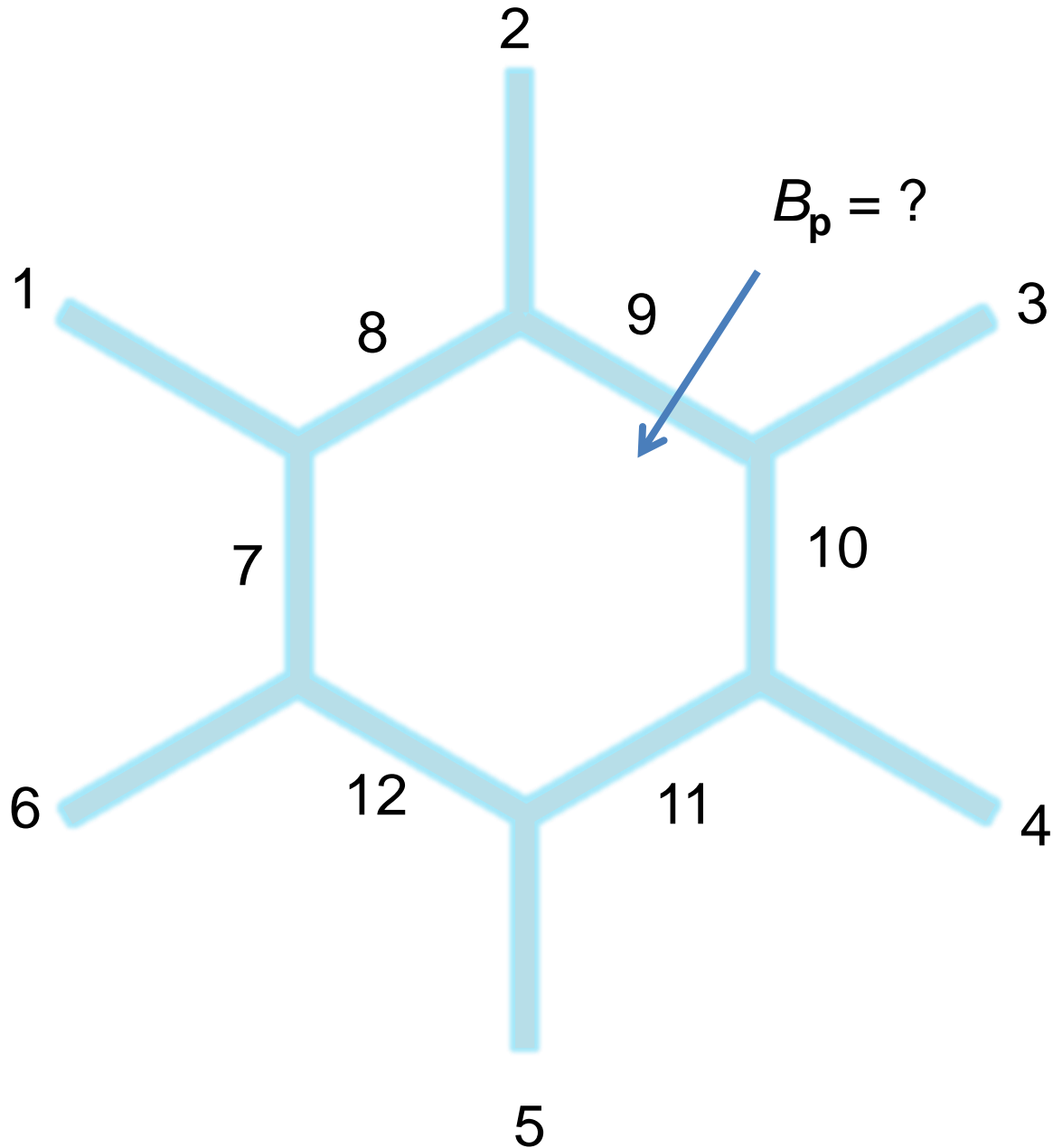
# Gate Count



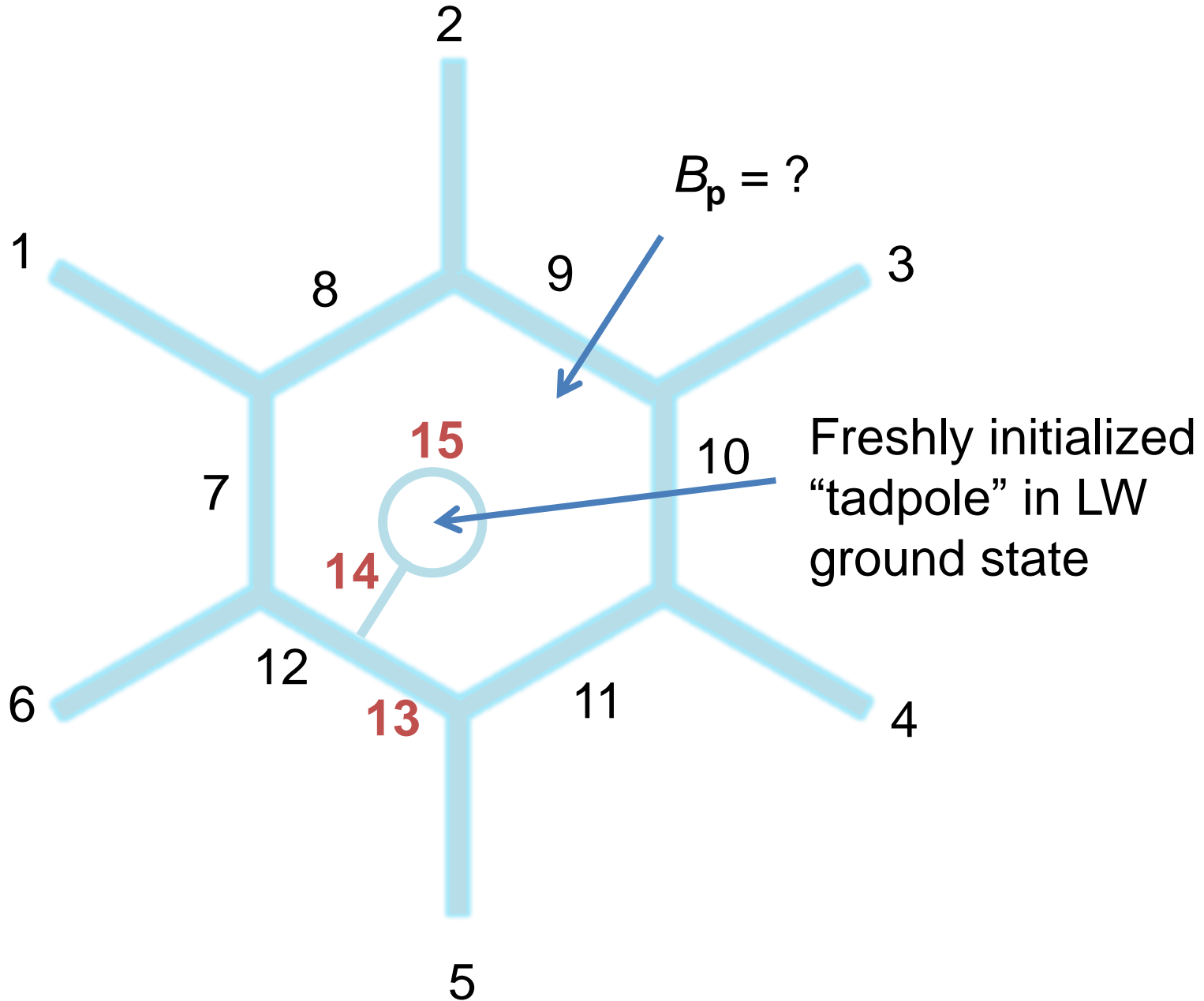
8 5-qubit Toffoli Gates  
 2 4-qubit Toffoli Gates  
 10 3-qubit Toffoli Gates  
 43 CNOT Gates  
 24 Single Qubit Gates

371 CNOT Gates  
 392 Single Qubit Rotations

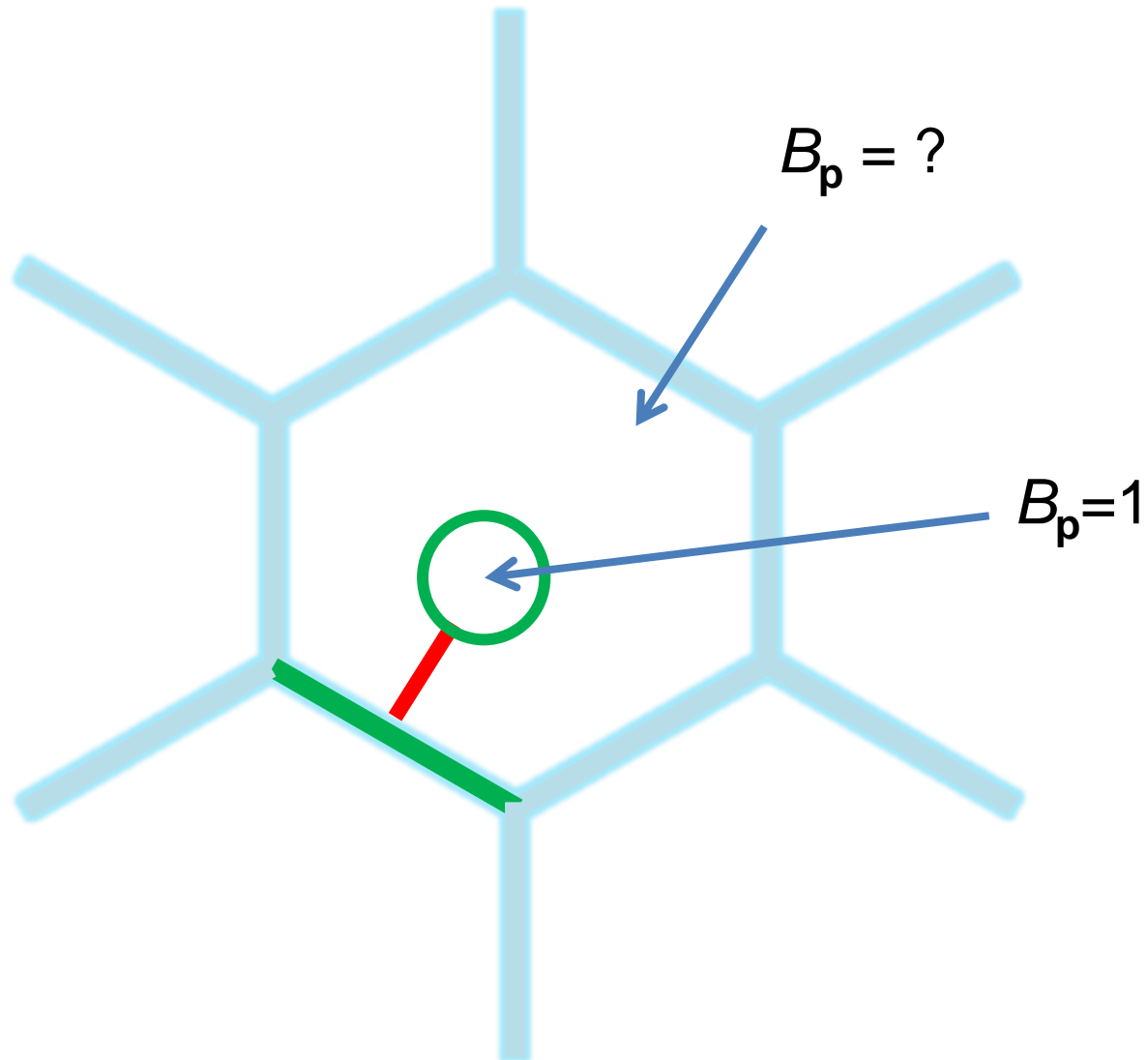
# Plaquette Swapping



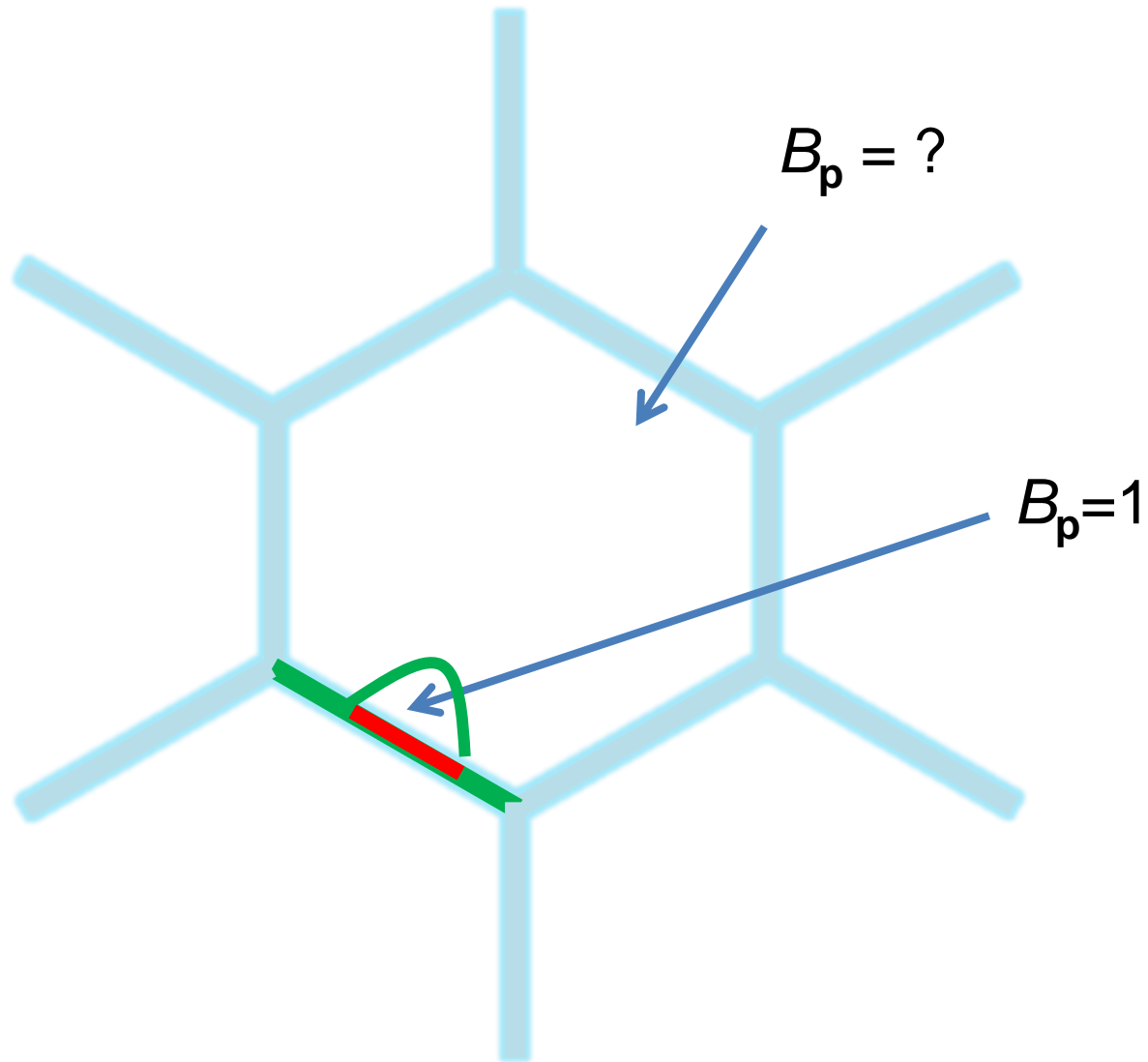
# Plaquette Swapping



# Plaquette Swapping

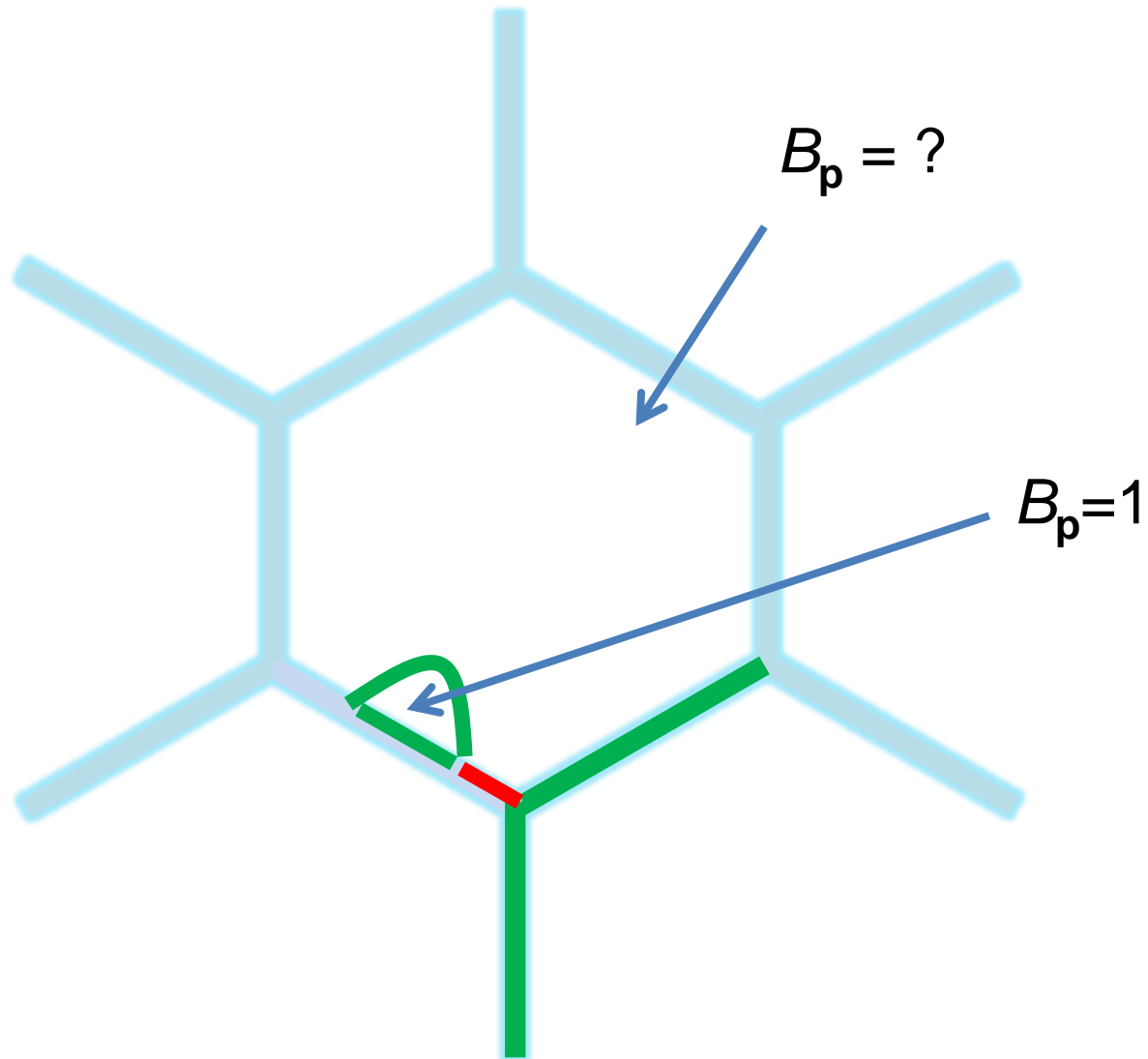


# Plaquette Swapping

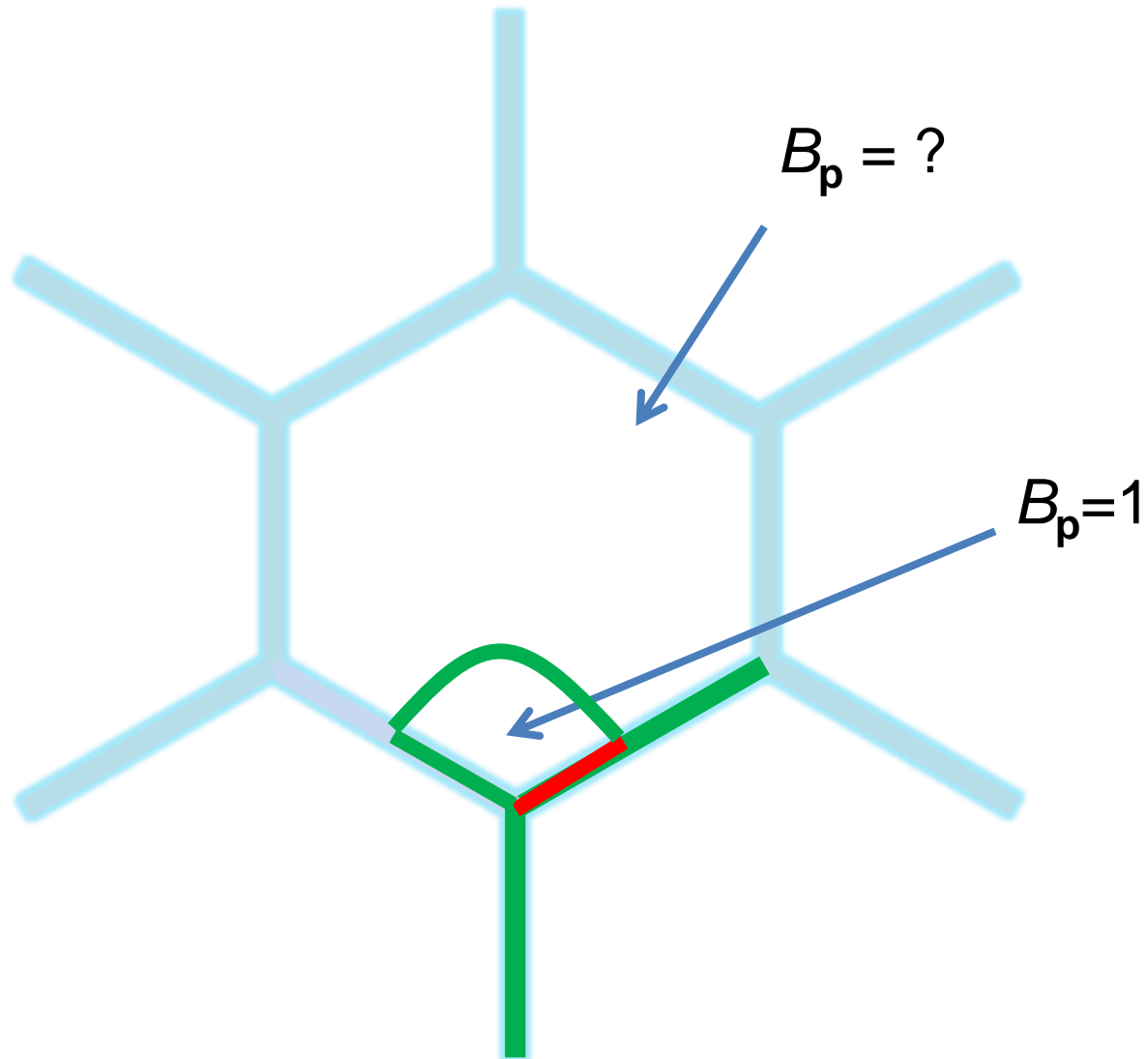




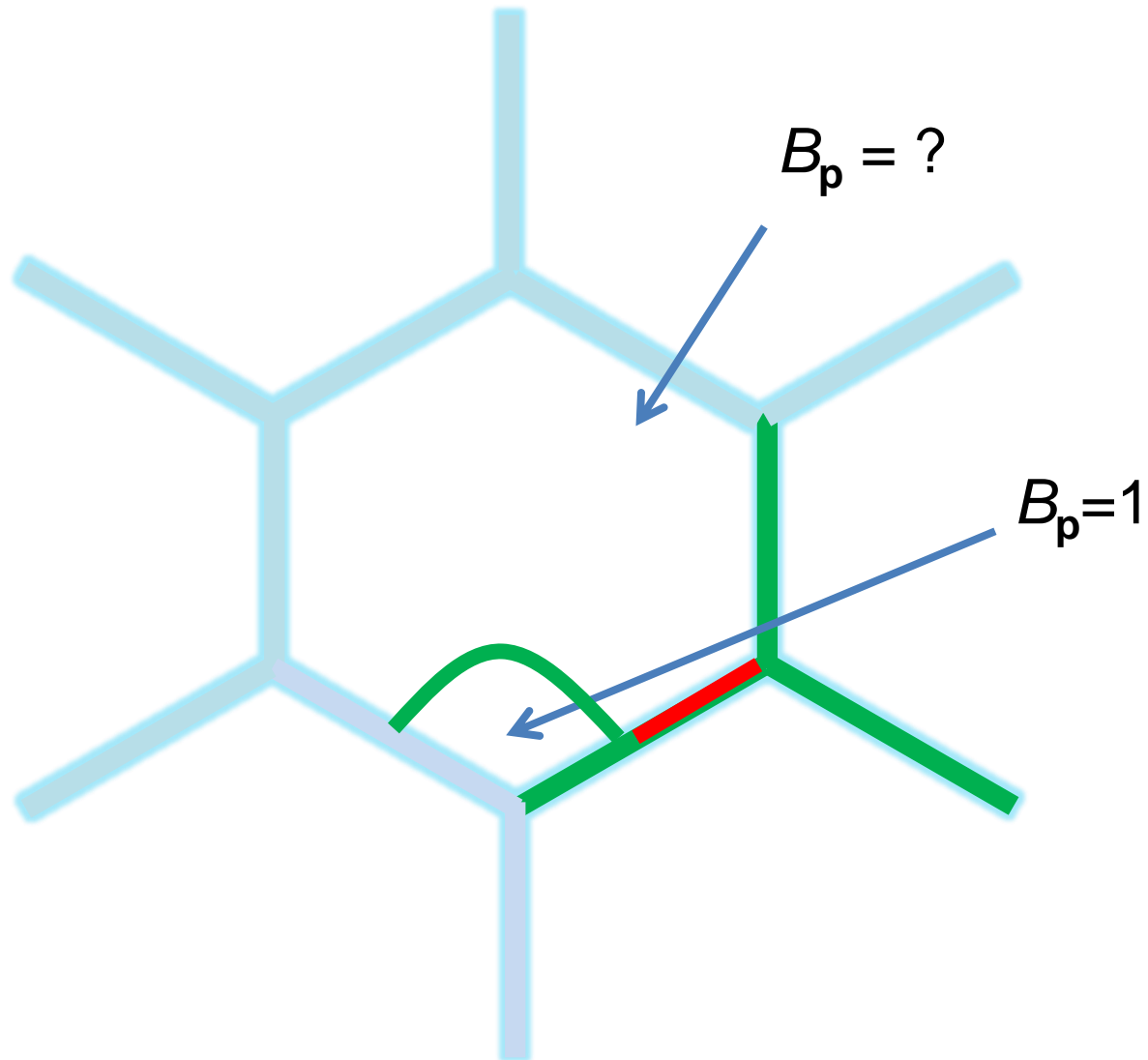
# Plaquette Swapping



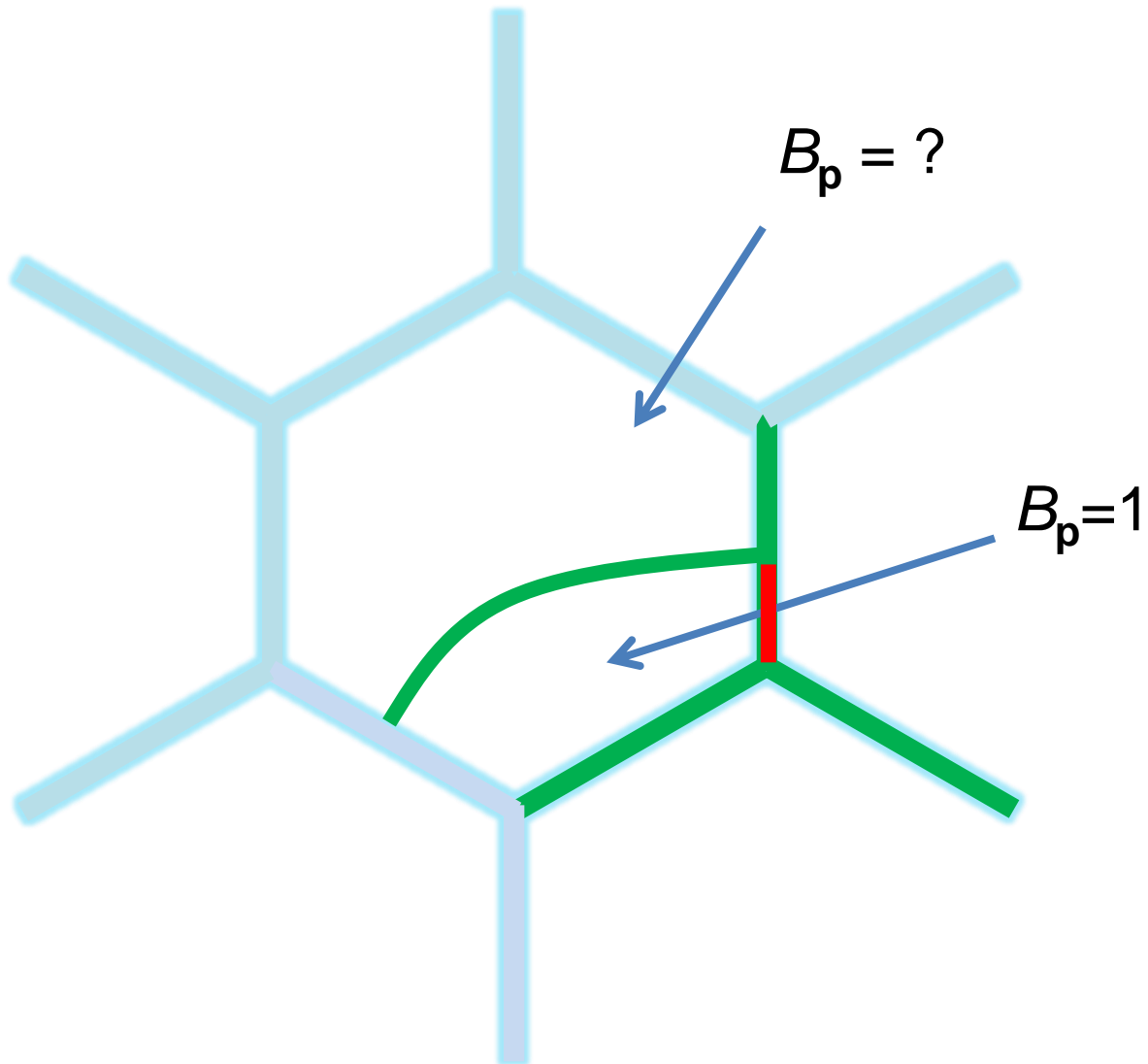
# Plaquette Swapping



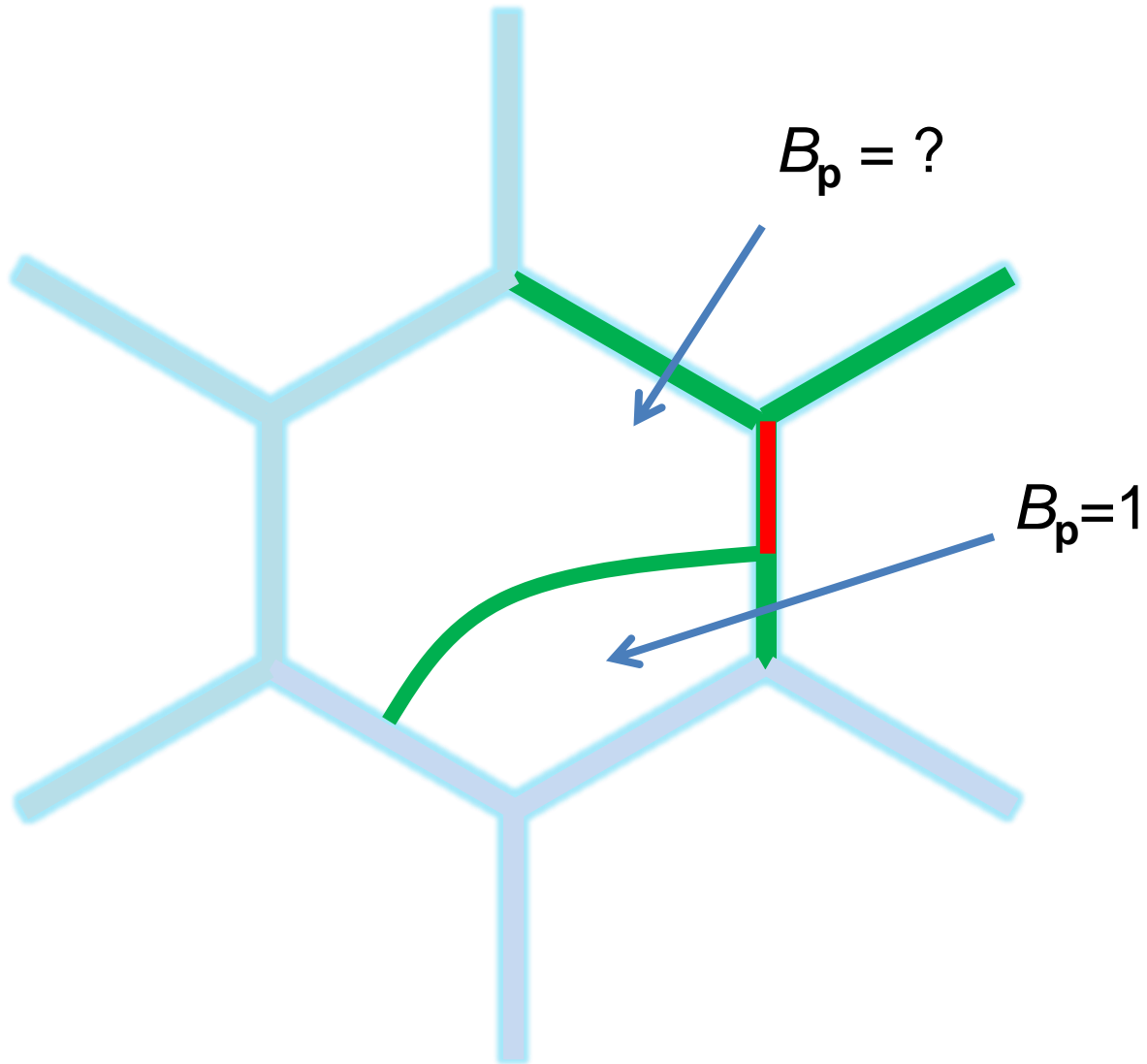
# Plaquette Swapping



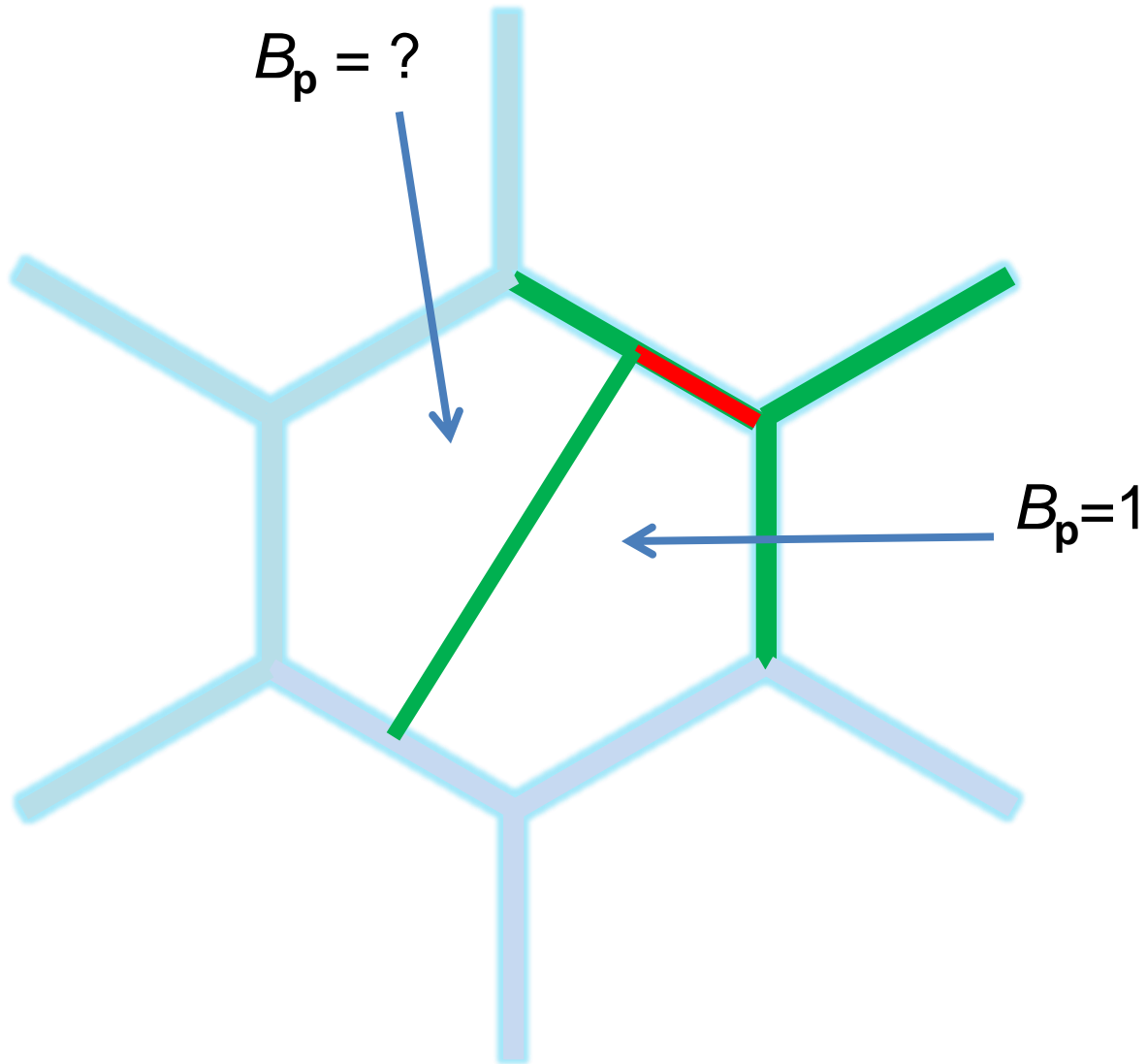
# Plaquette Swapping



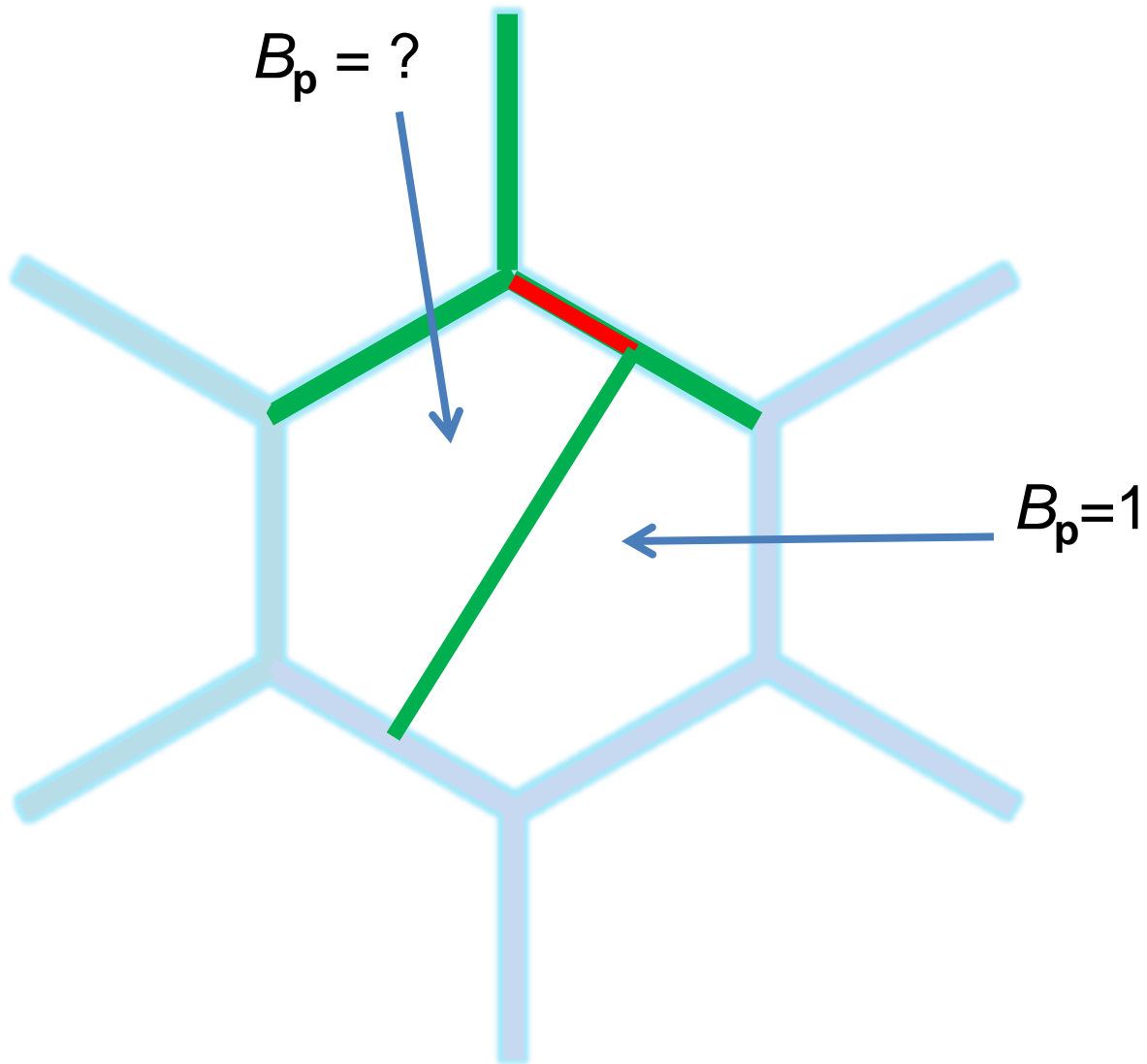
# Plaquette Swapping



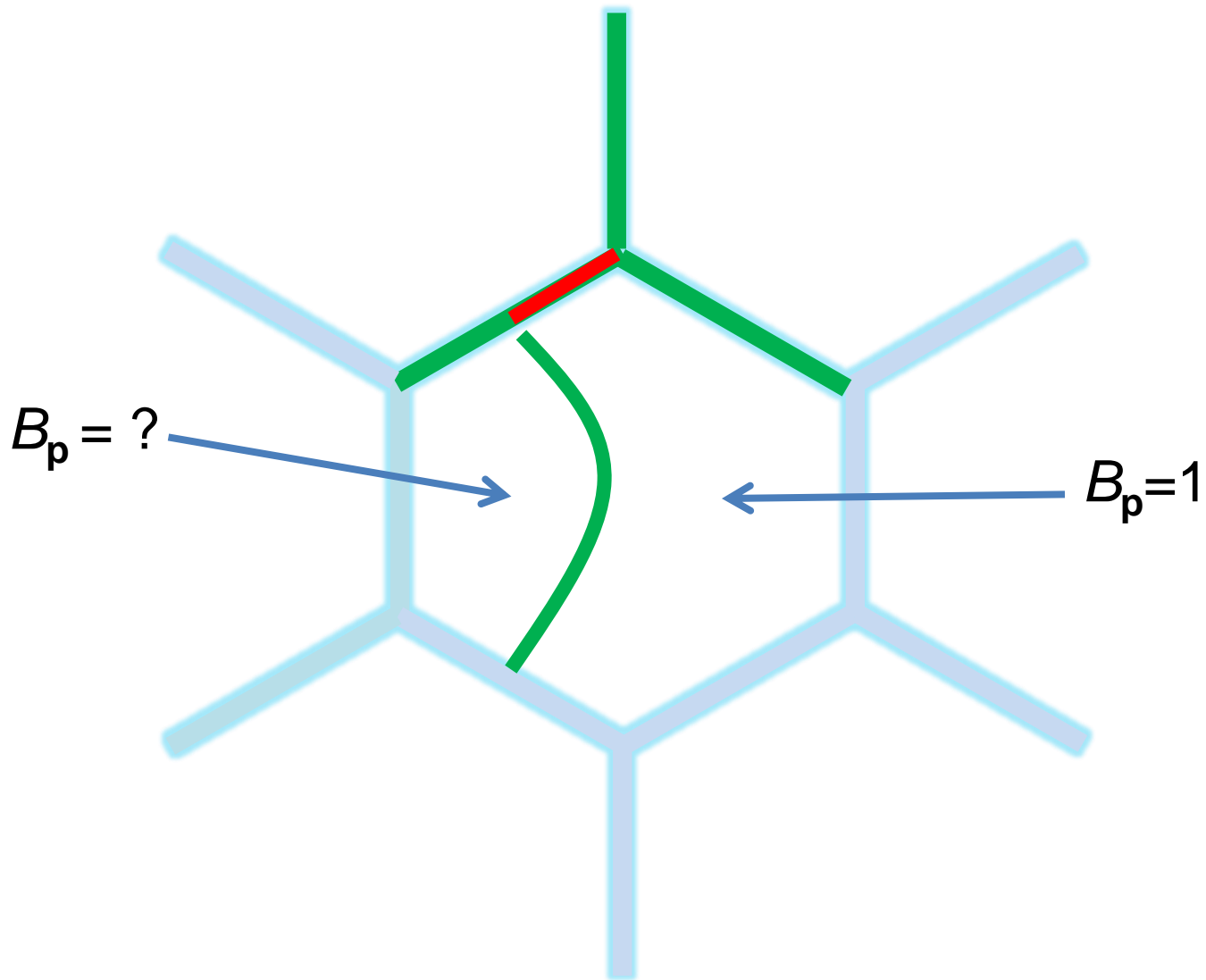
# Plaquette Swapping



# Plaquette Swapping

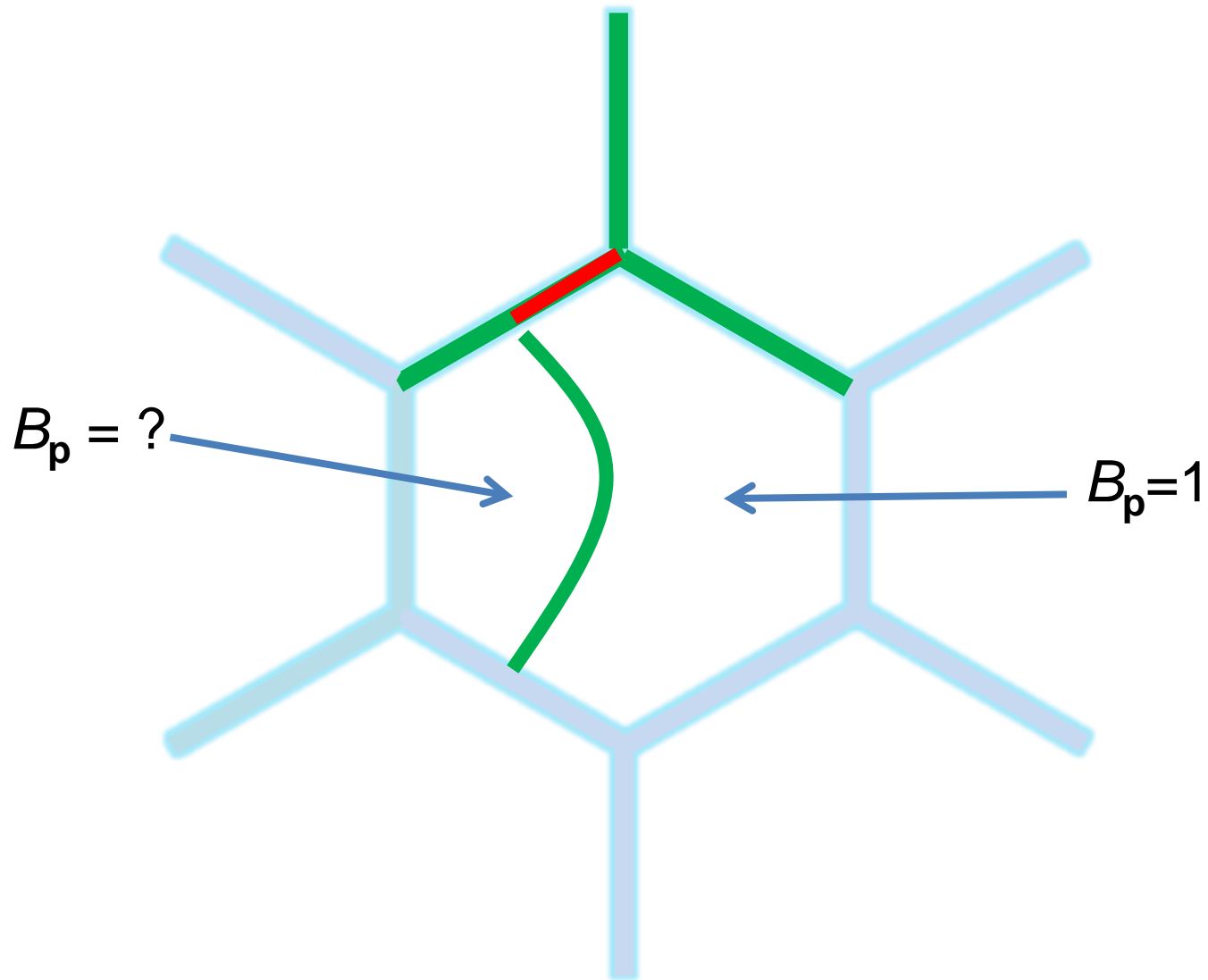


# Plaquette Swapping

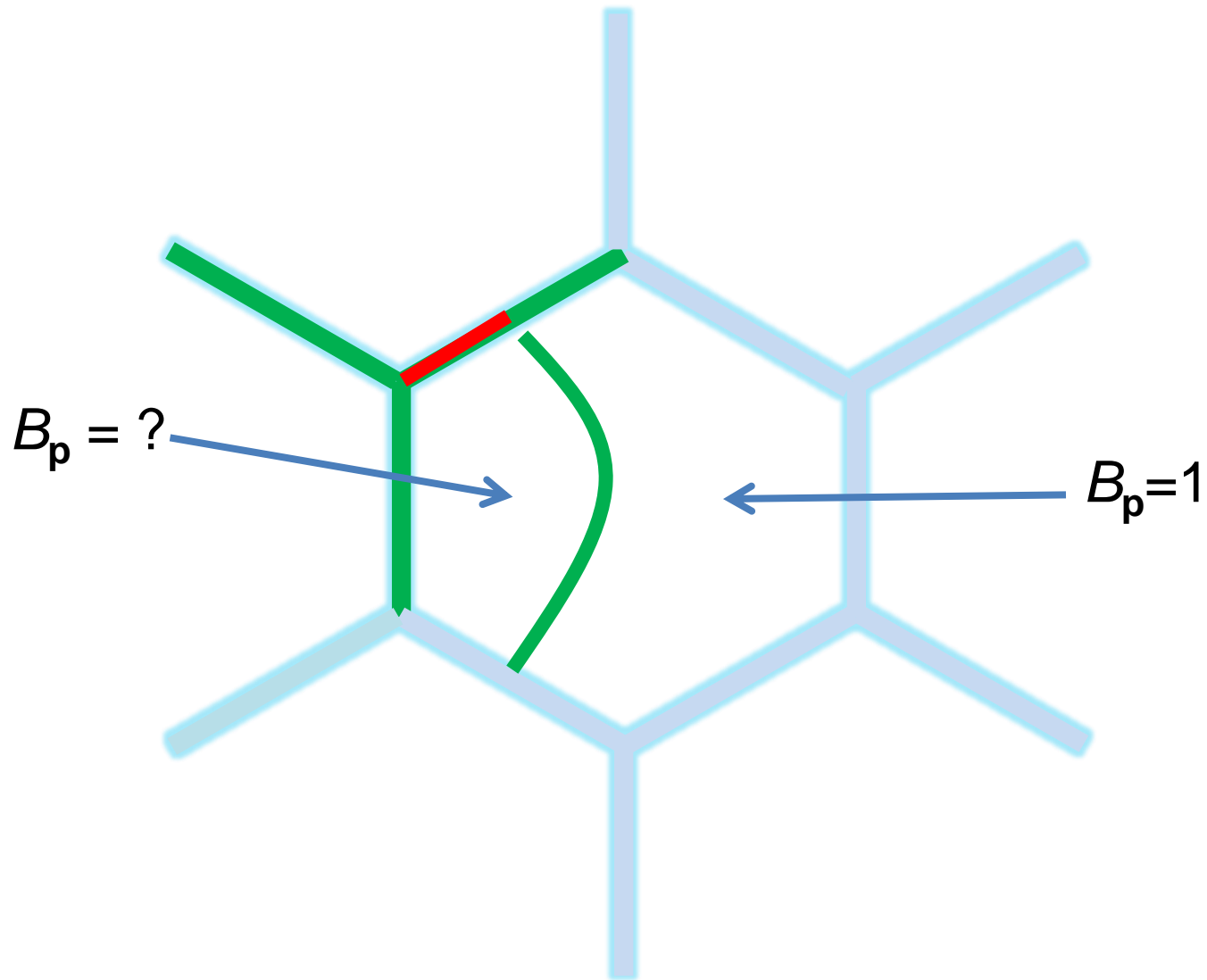




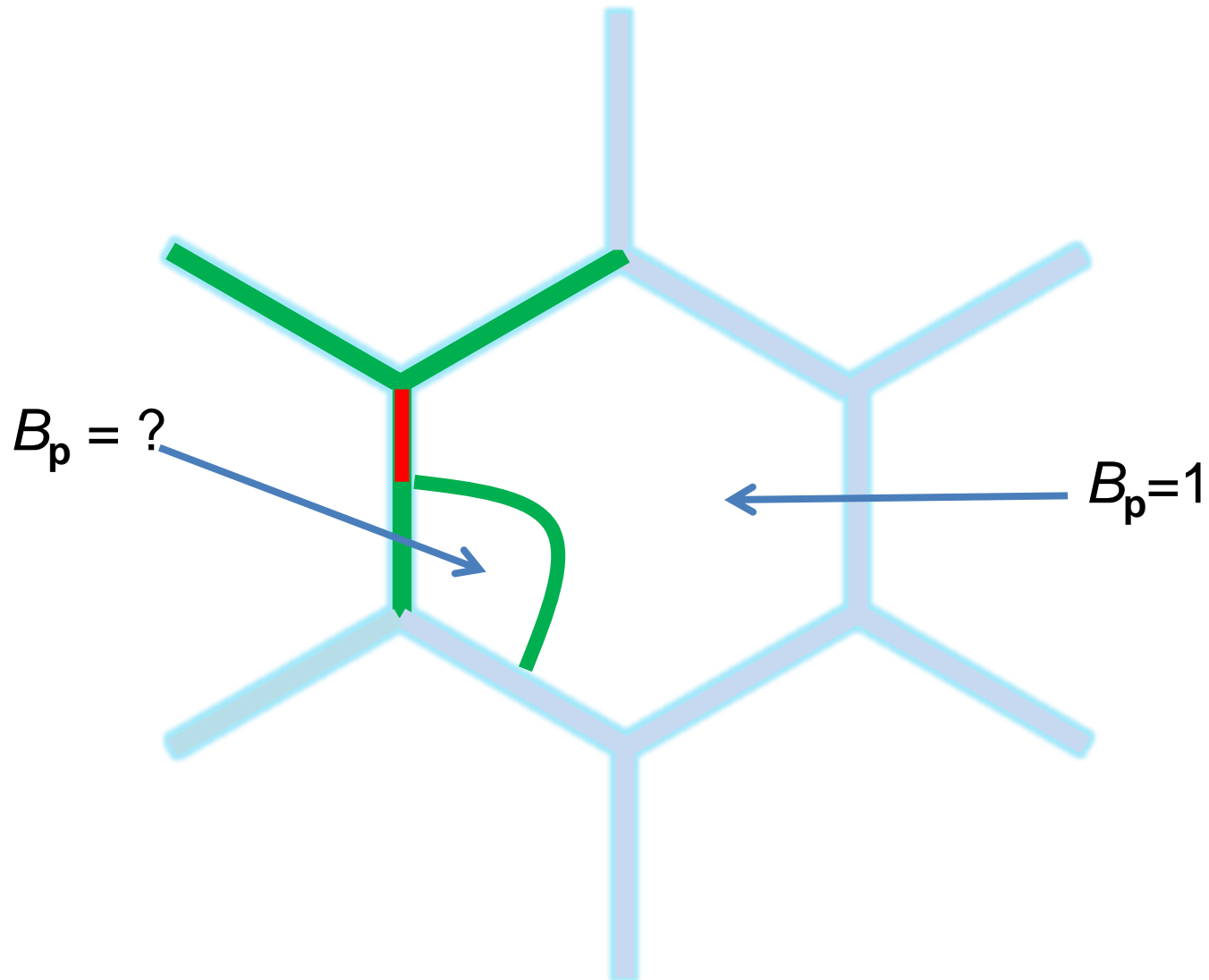
# Plaquette Swapping



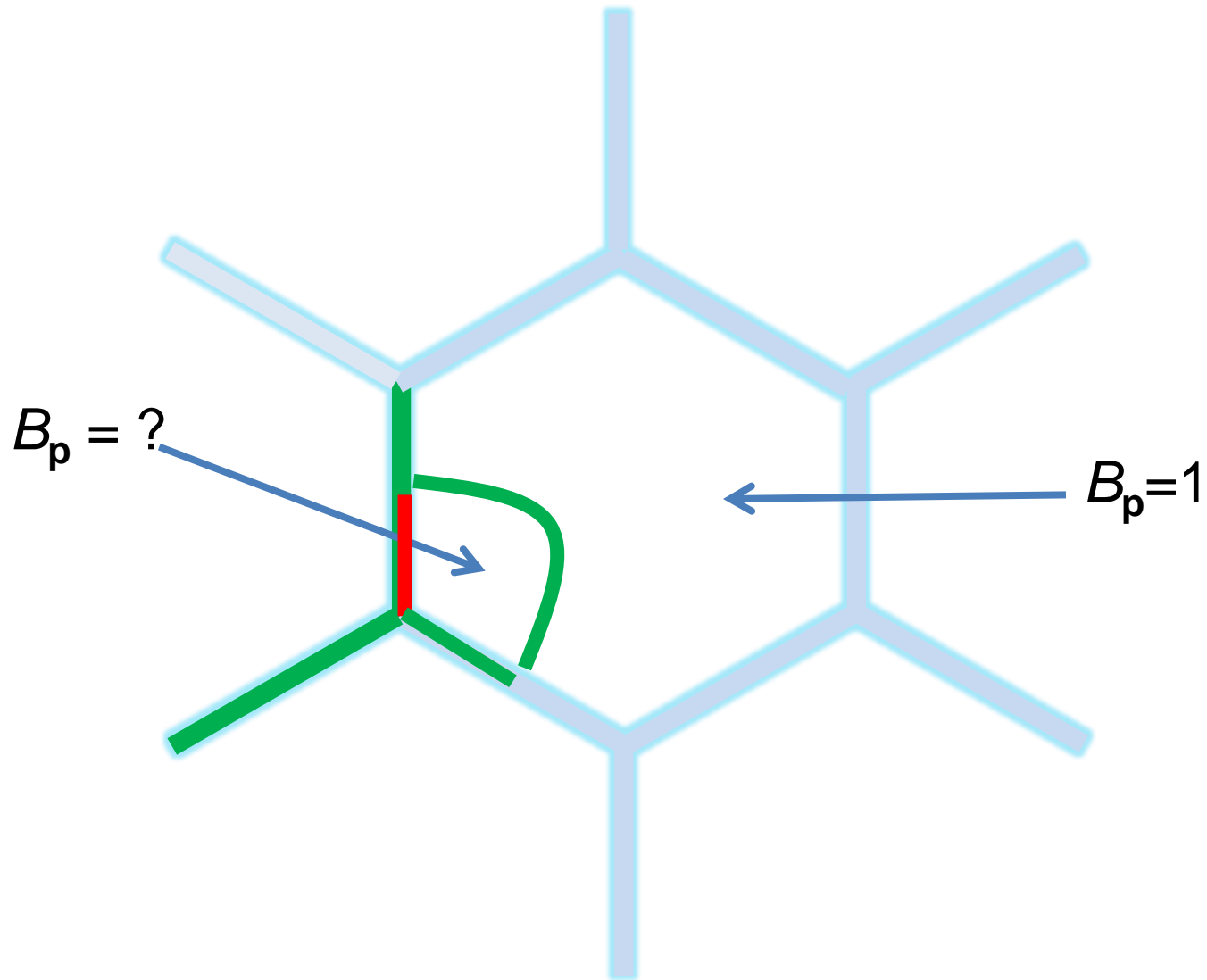
# Plaquette Swapping



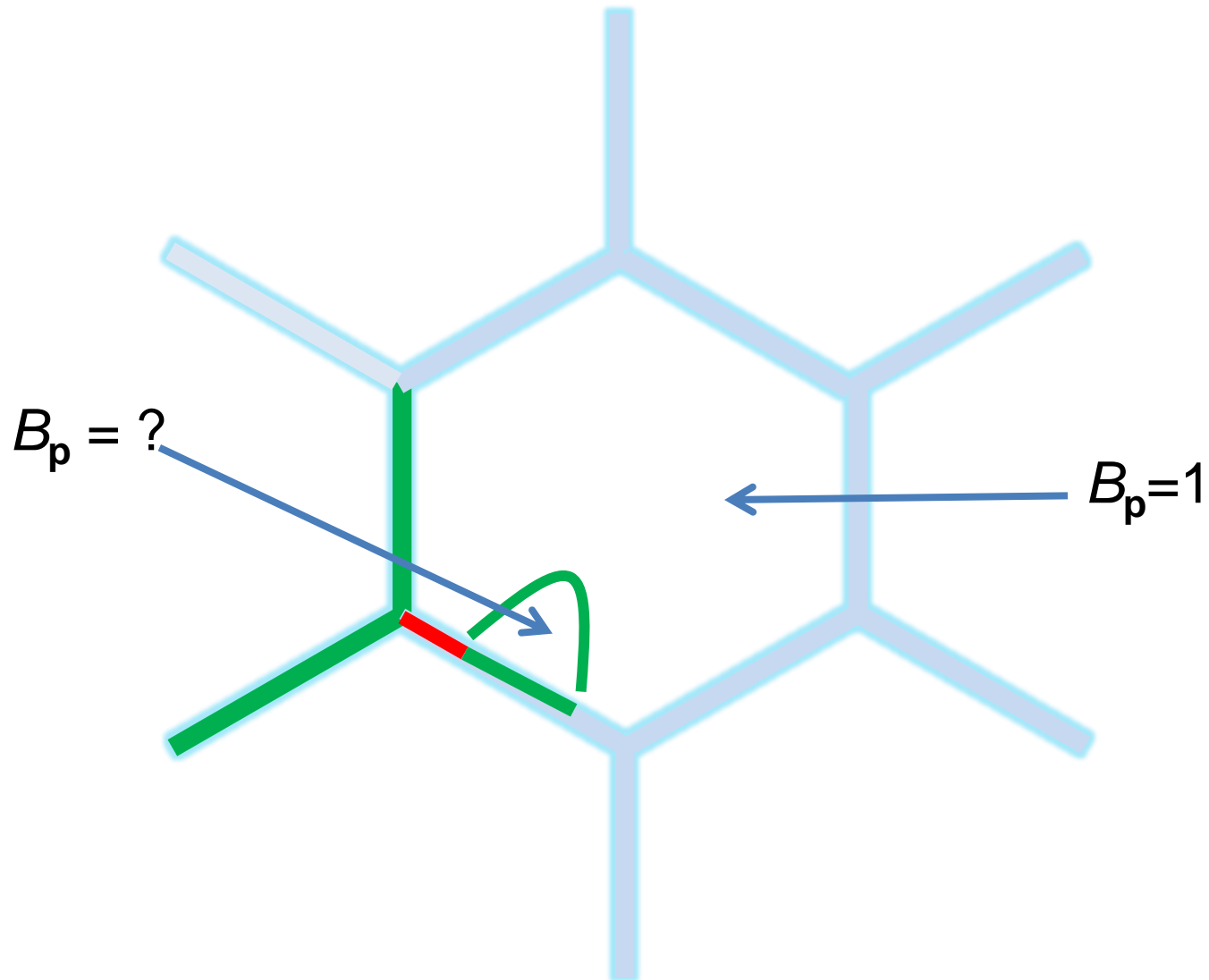
# Plaquette Swapping



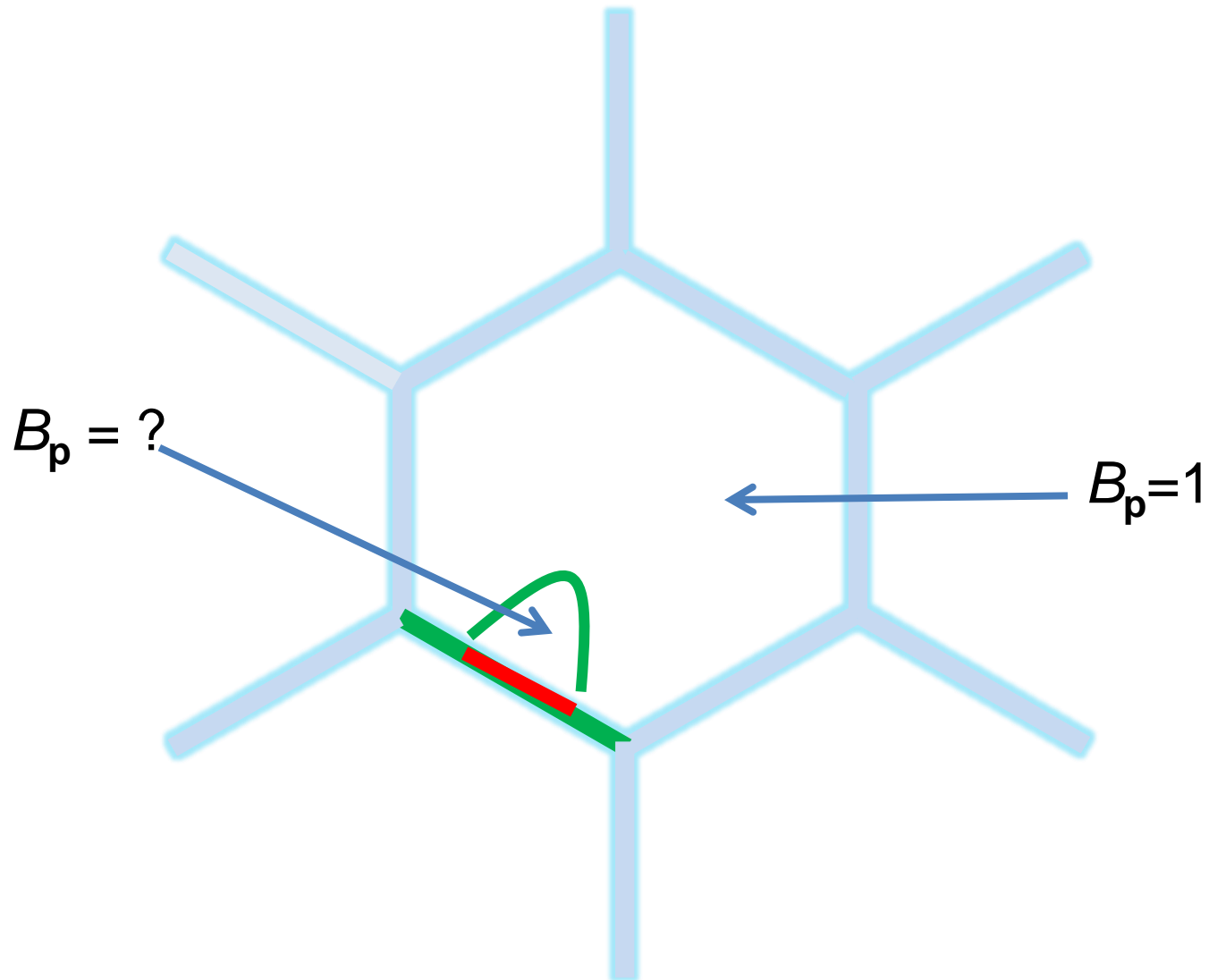
# Plaquette Swapping



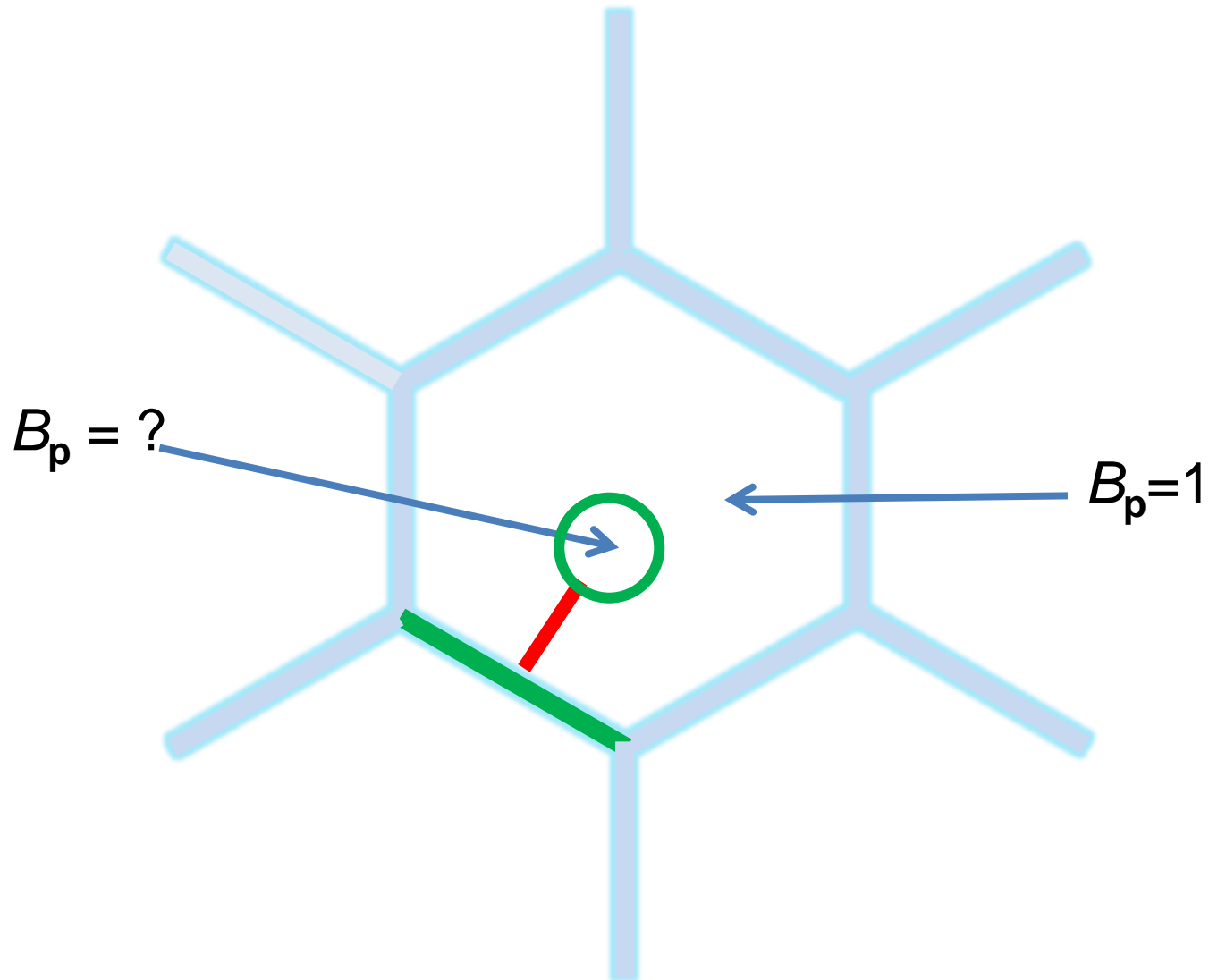
# Plaquette Swapping



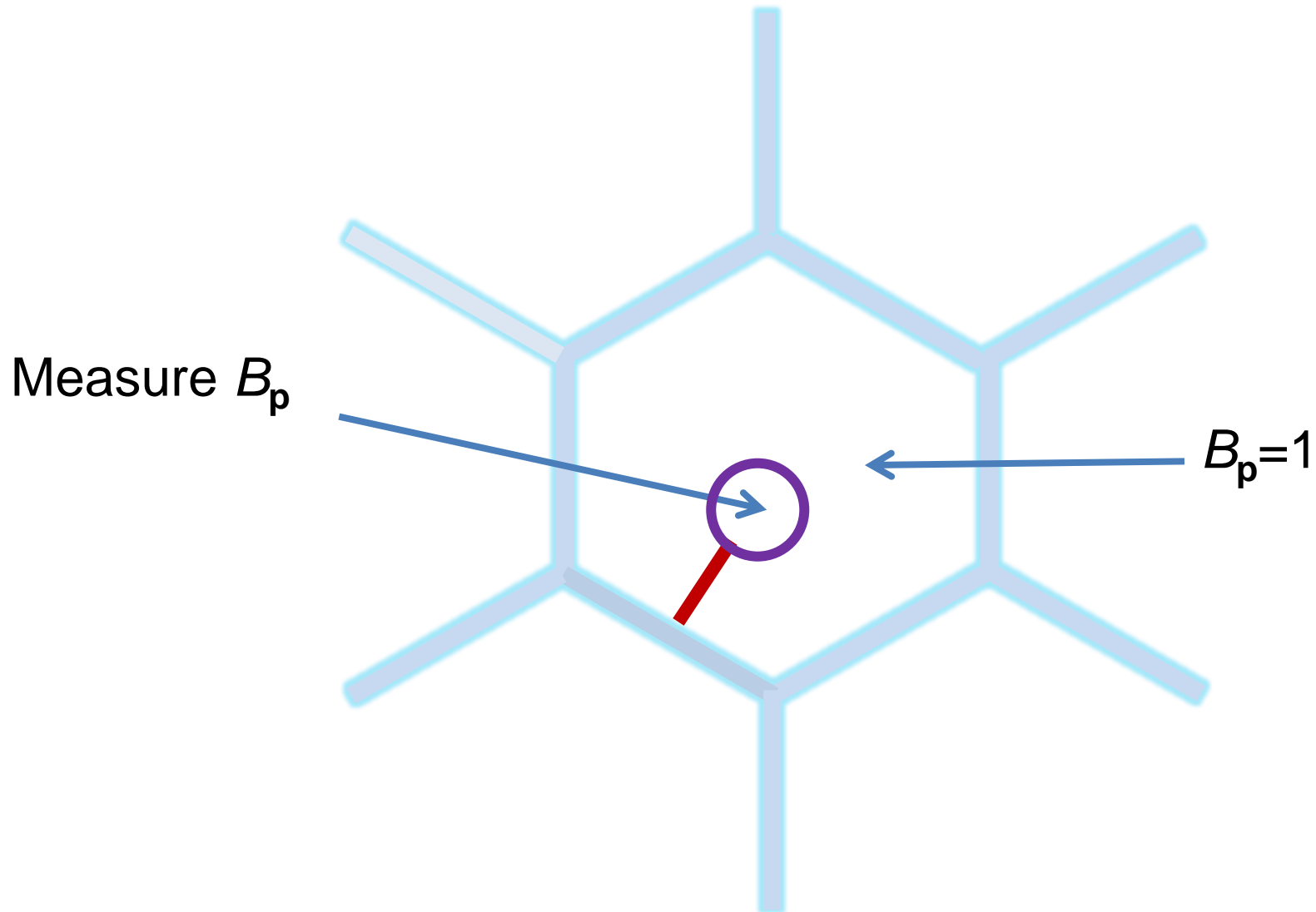
# Plaquette Swapping



# Plaquette Swapping

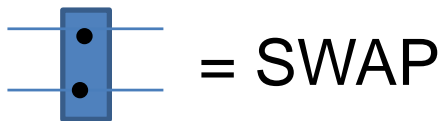
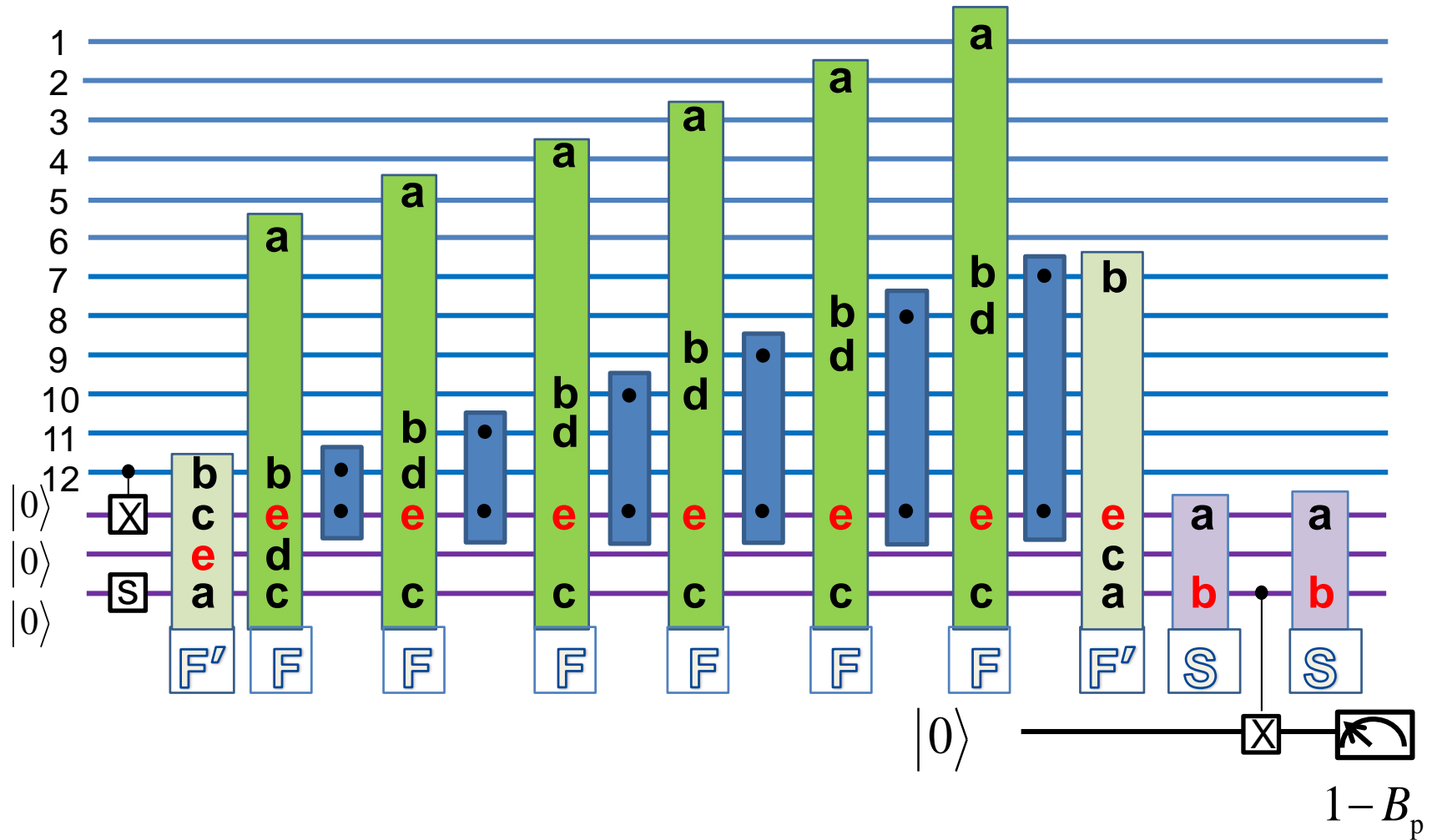


# Plaquette Swapping

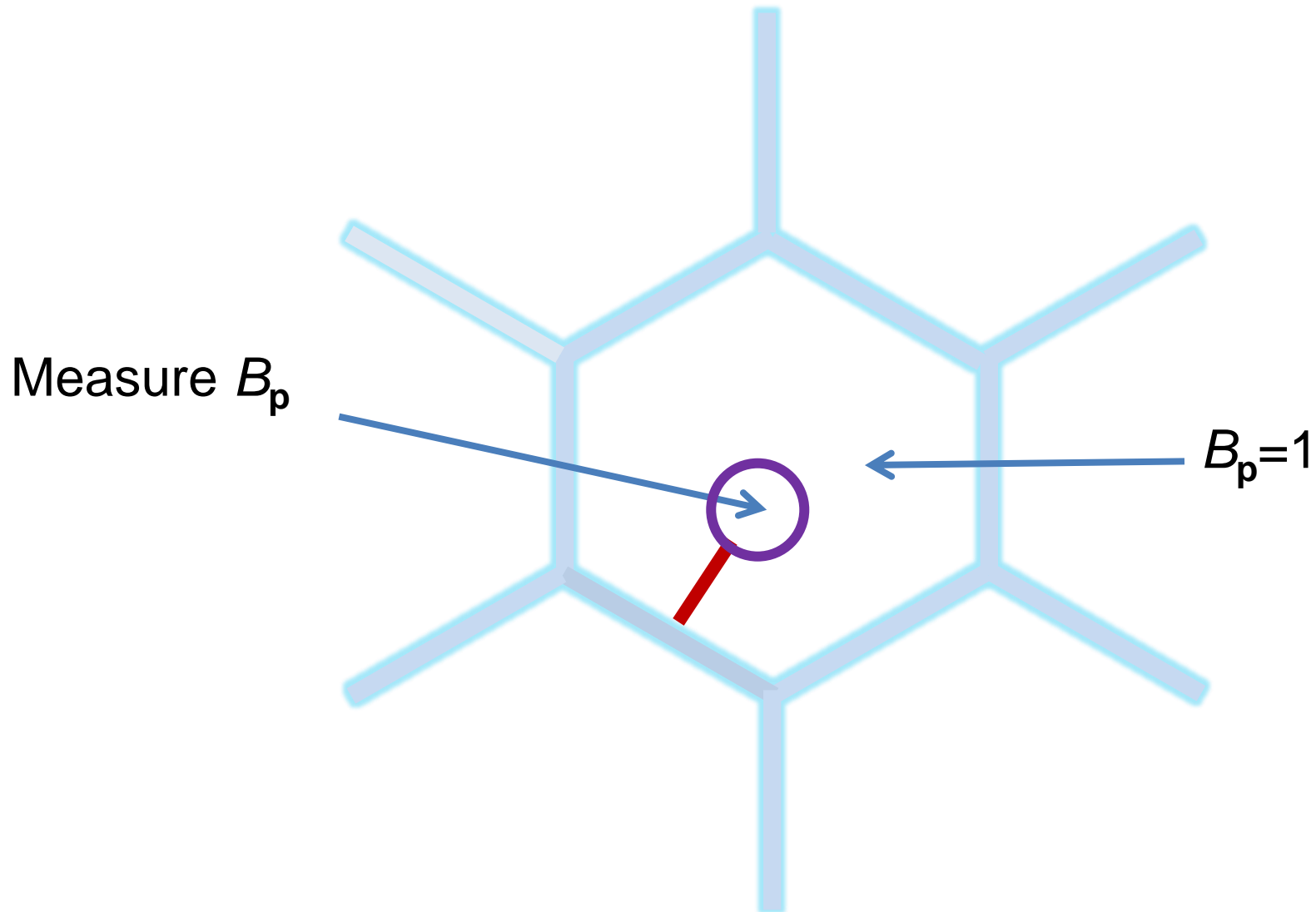




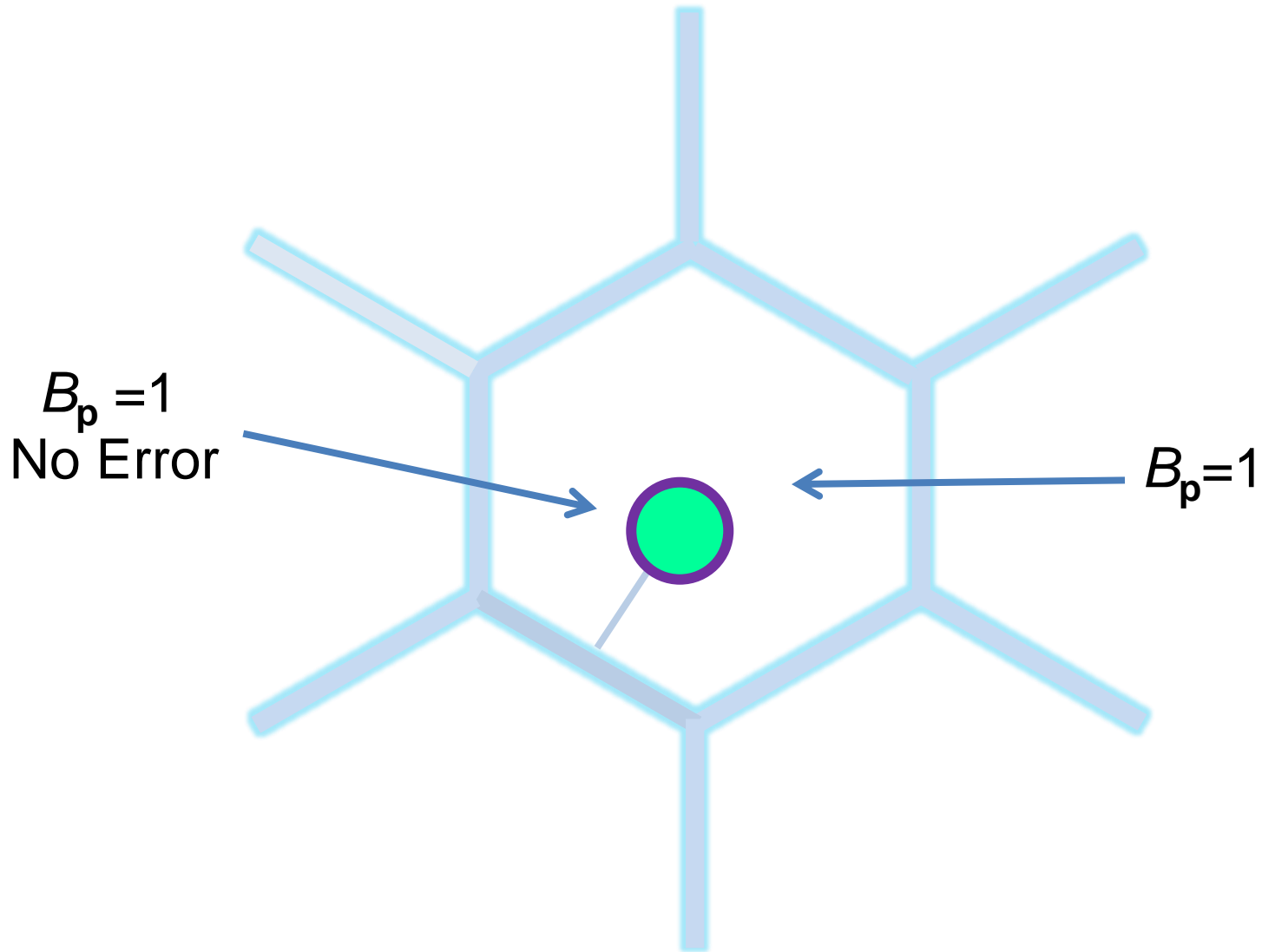
# Plaquette Swapping Circuit



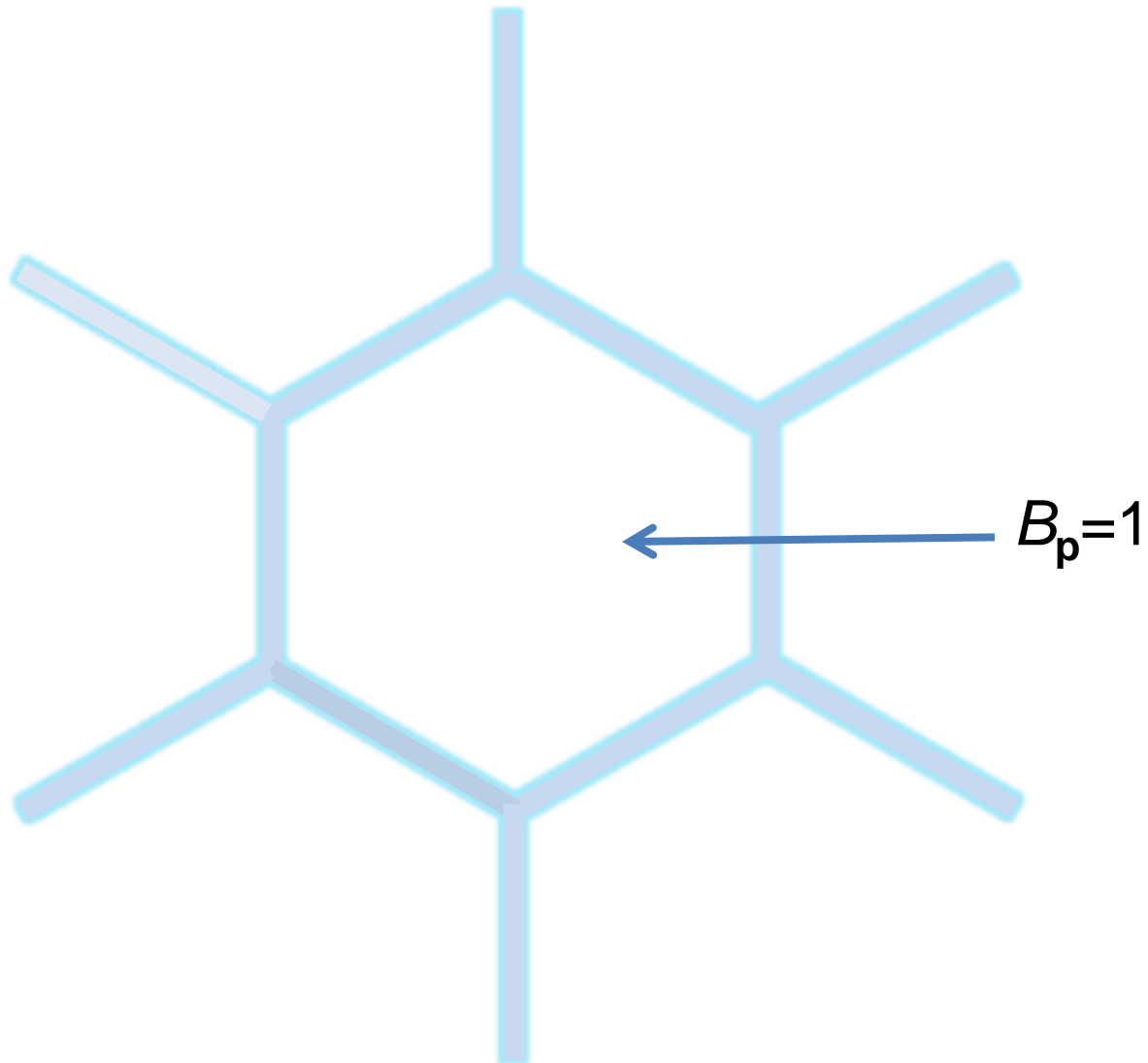
# After Swapping



# After Swapping



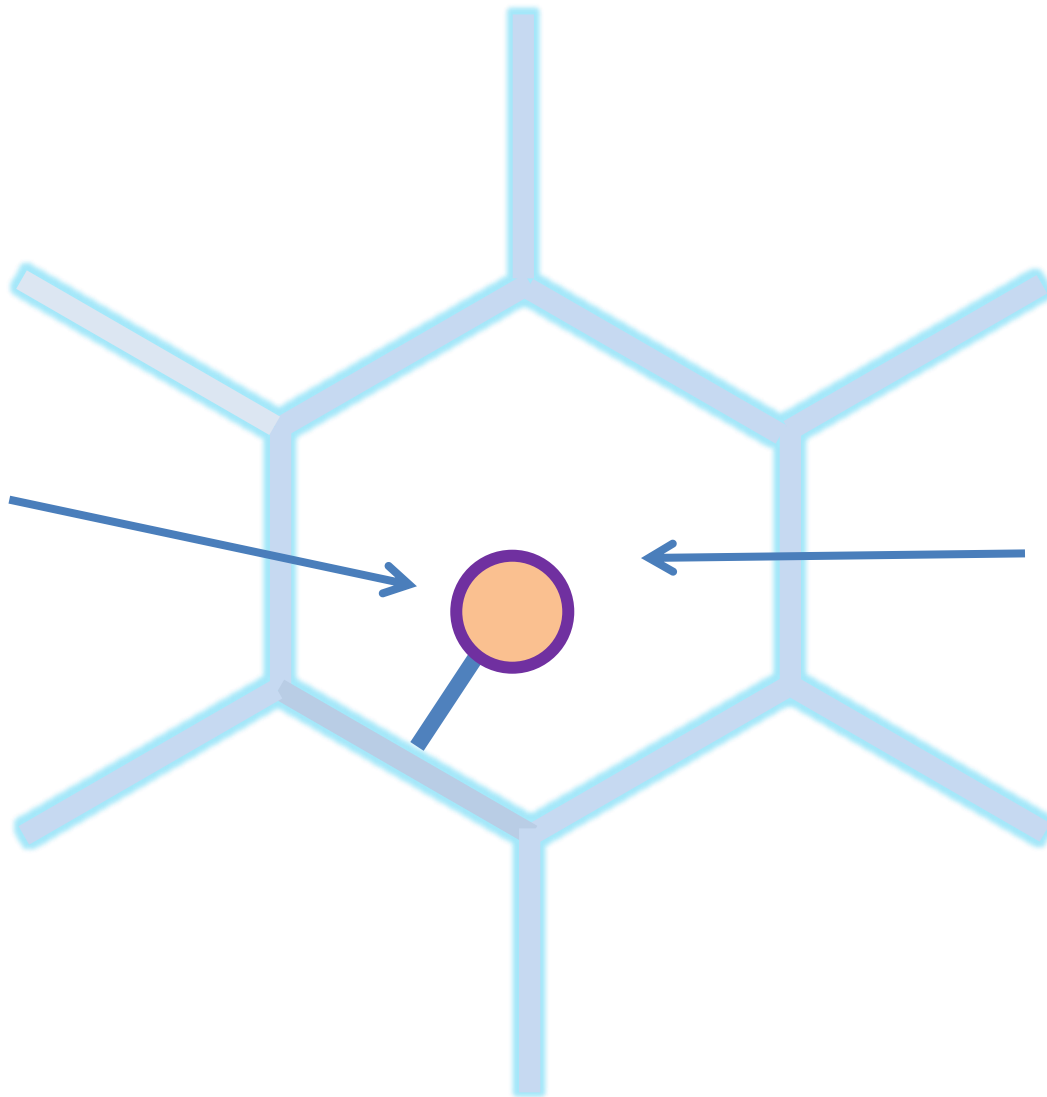
# After Swapping



Simply Remove Swapped Plaquette

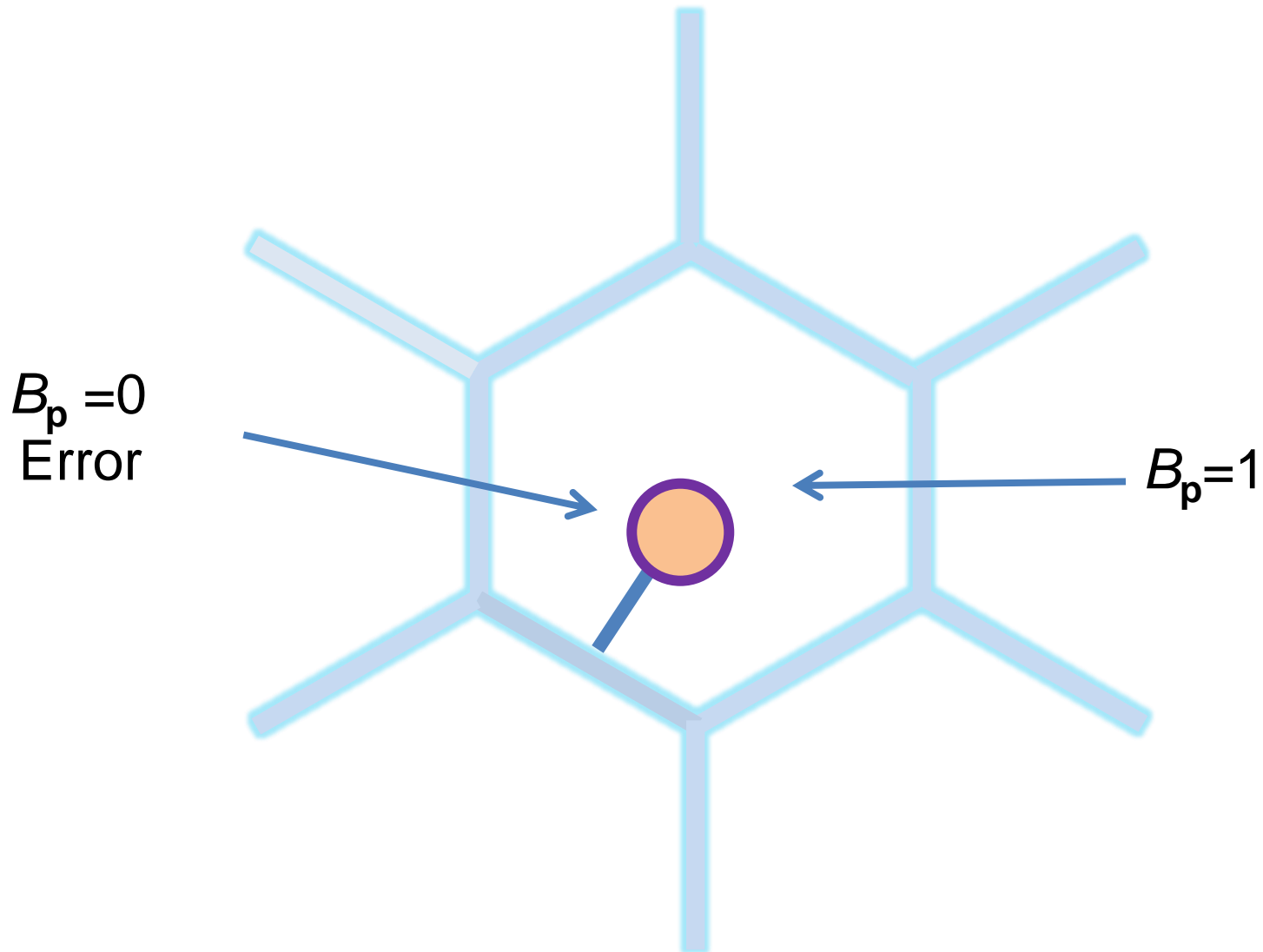
# After Swapping

$B_p = 0$   
Error



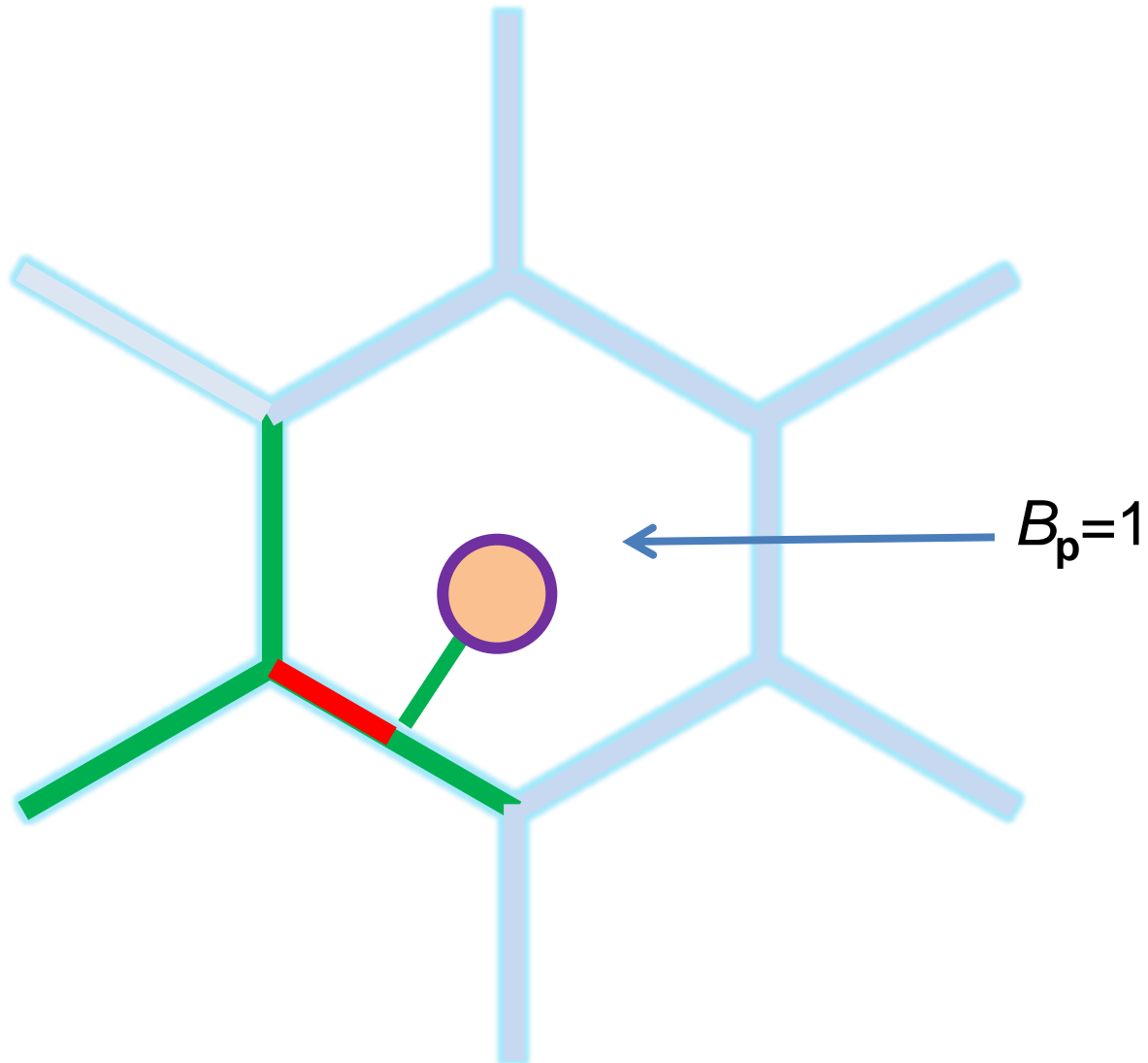
$B_p = 1$

# After Swapping



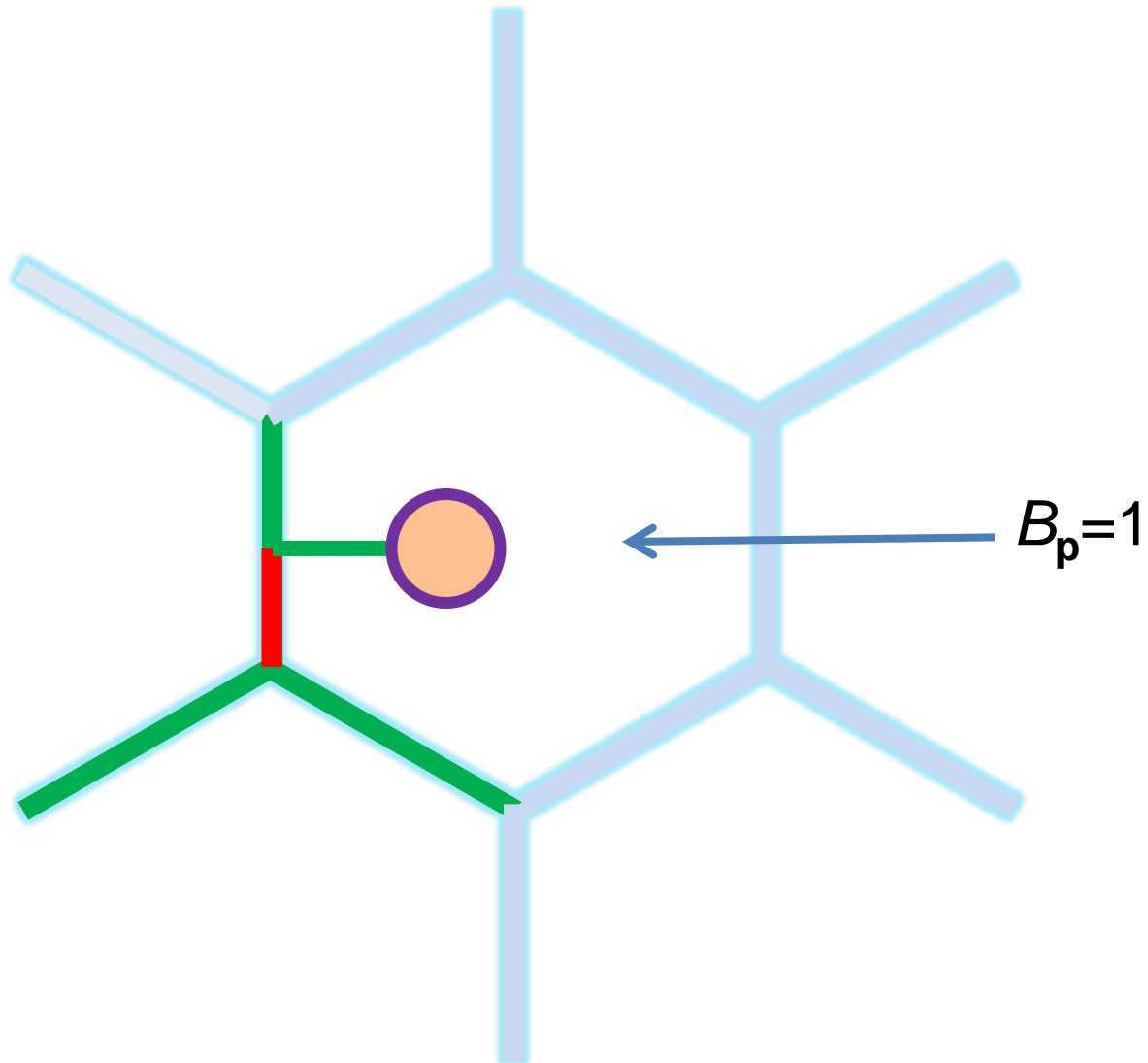
Move "Packaged" Error Using F-Moves

# After Swapping



Move "Packaged" Error Using F-Moves

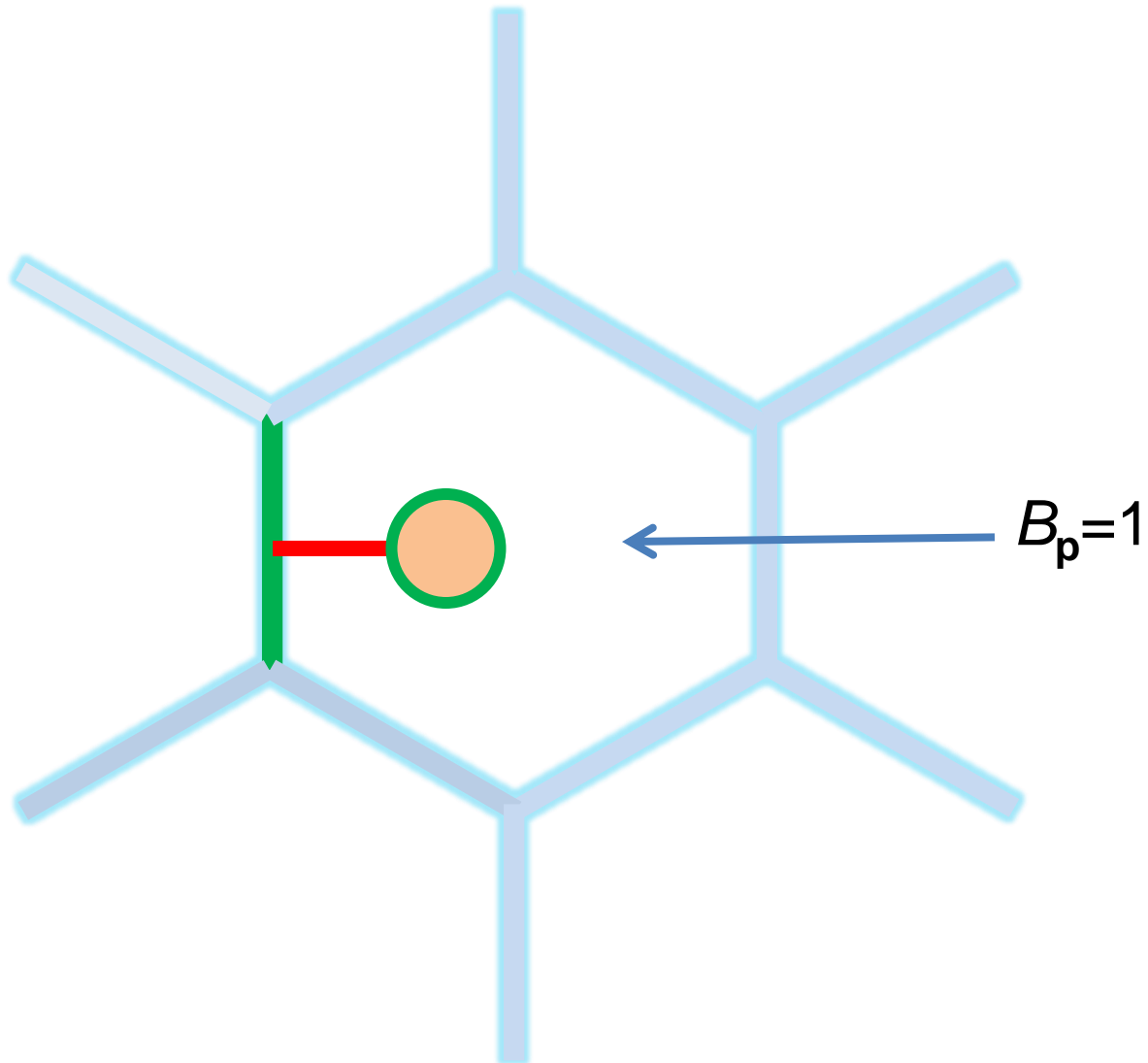
# After Swapping



Move "Packaged" Error Using F-Moves

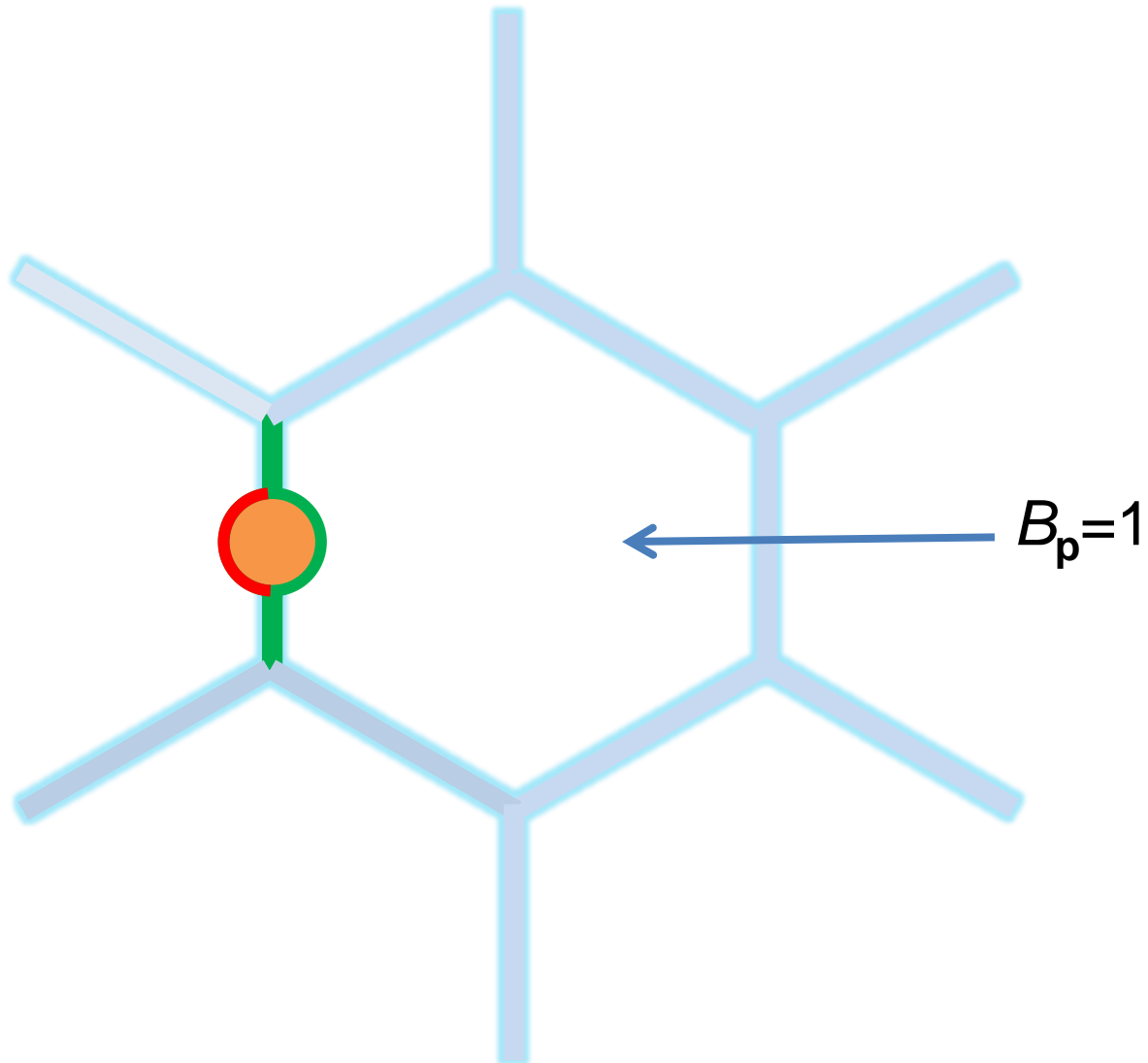


# After Swapping



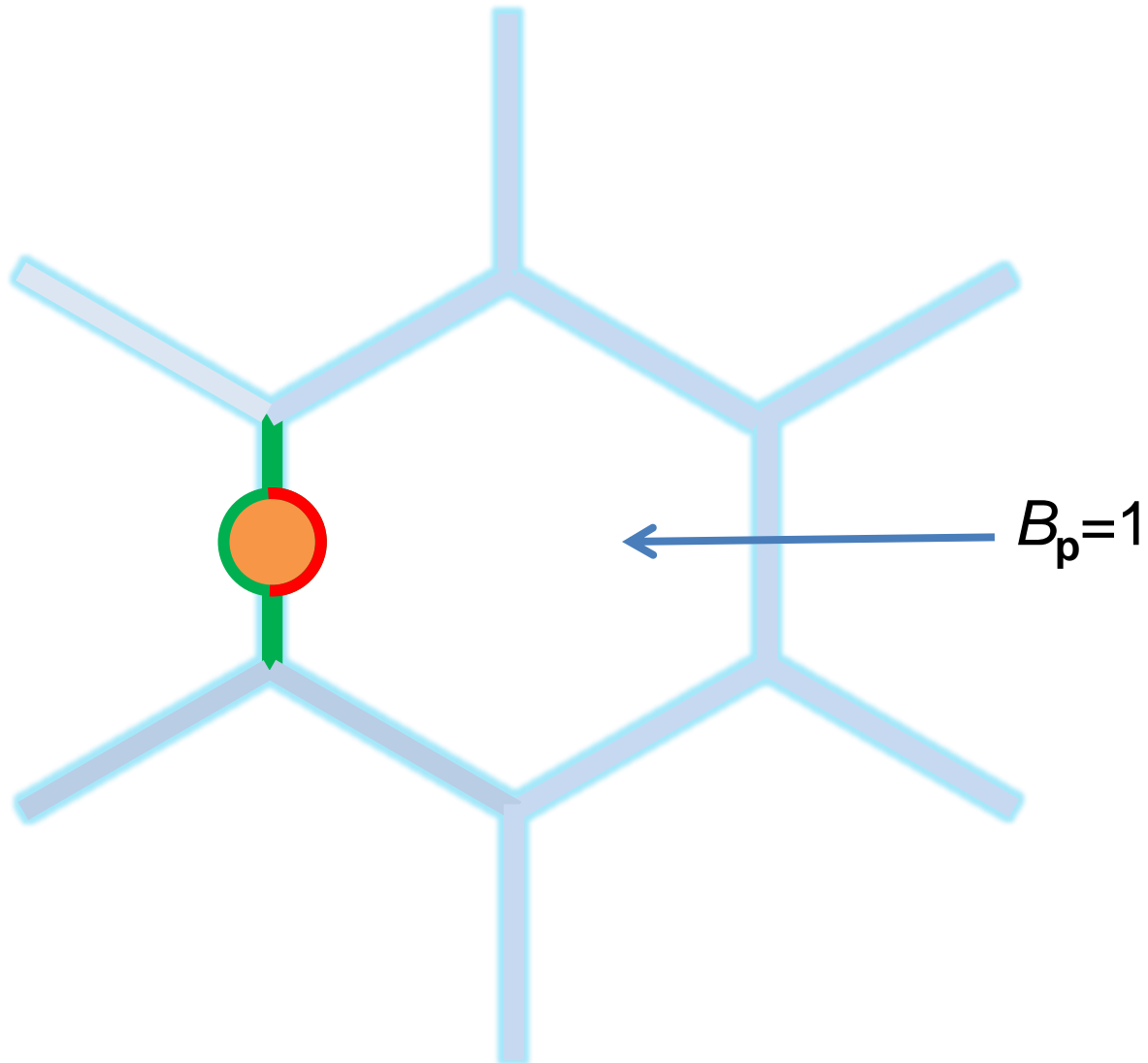
Move “Packaged” Error Using F-Moves

# After Swapping



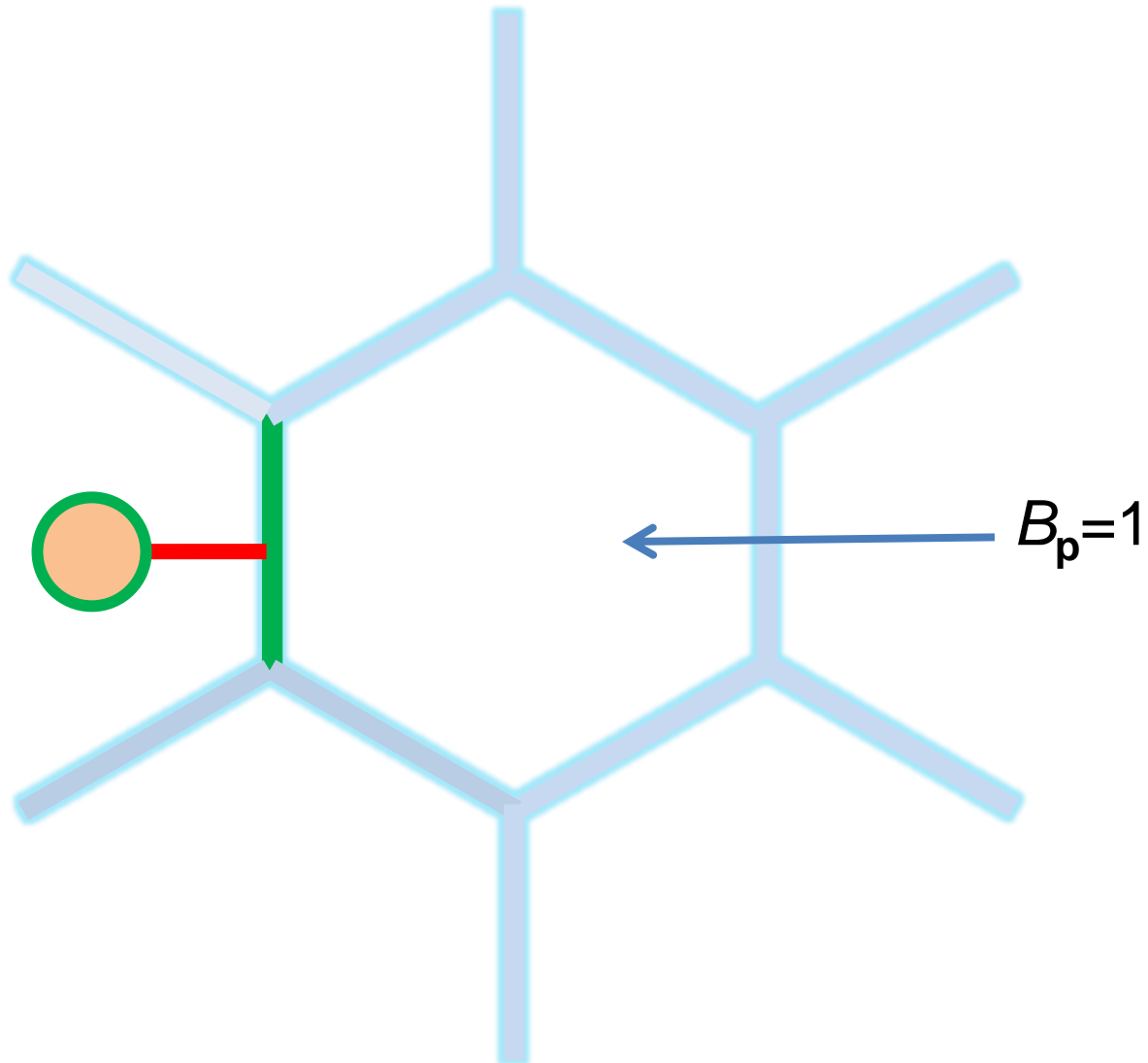
Move “Packaged” Error Using F-Moves

# After Swapping



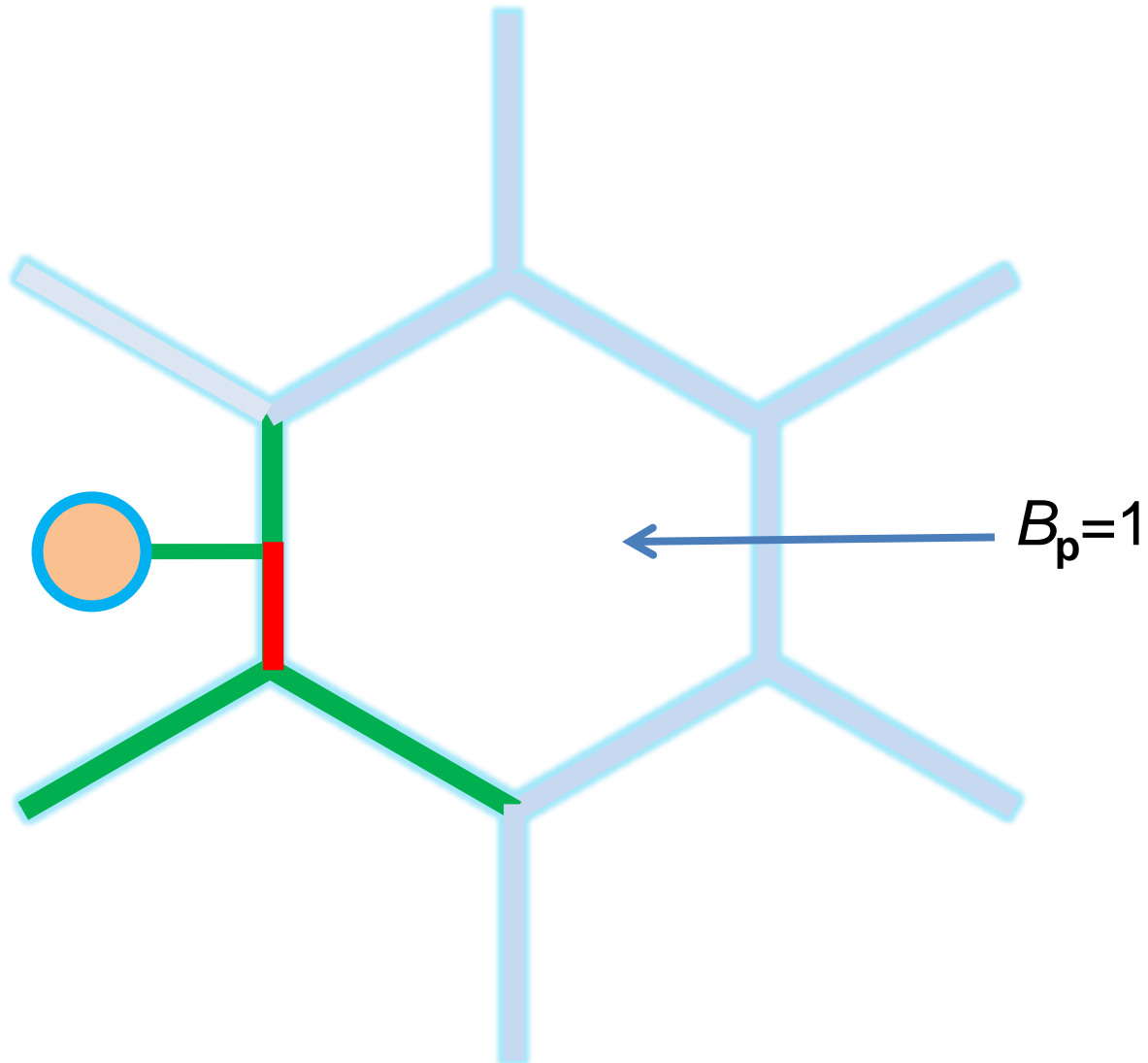
Move “Packaged” Error Using F-Moves

# After Swapping



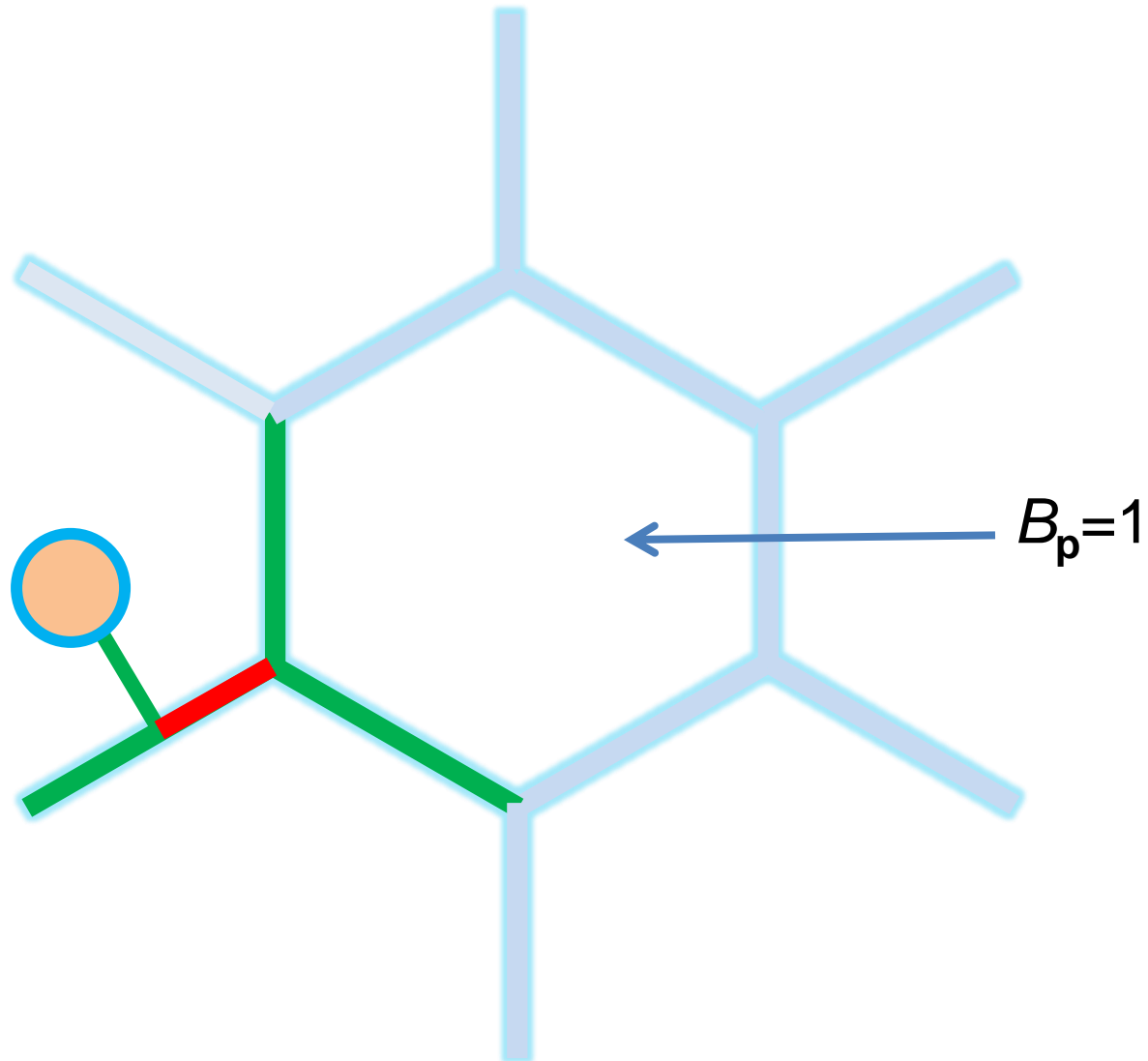
Move “Packaged” Error Using F-Moves

# After Swapping



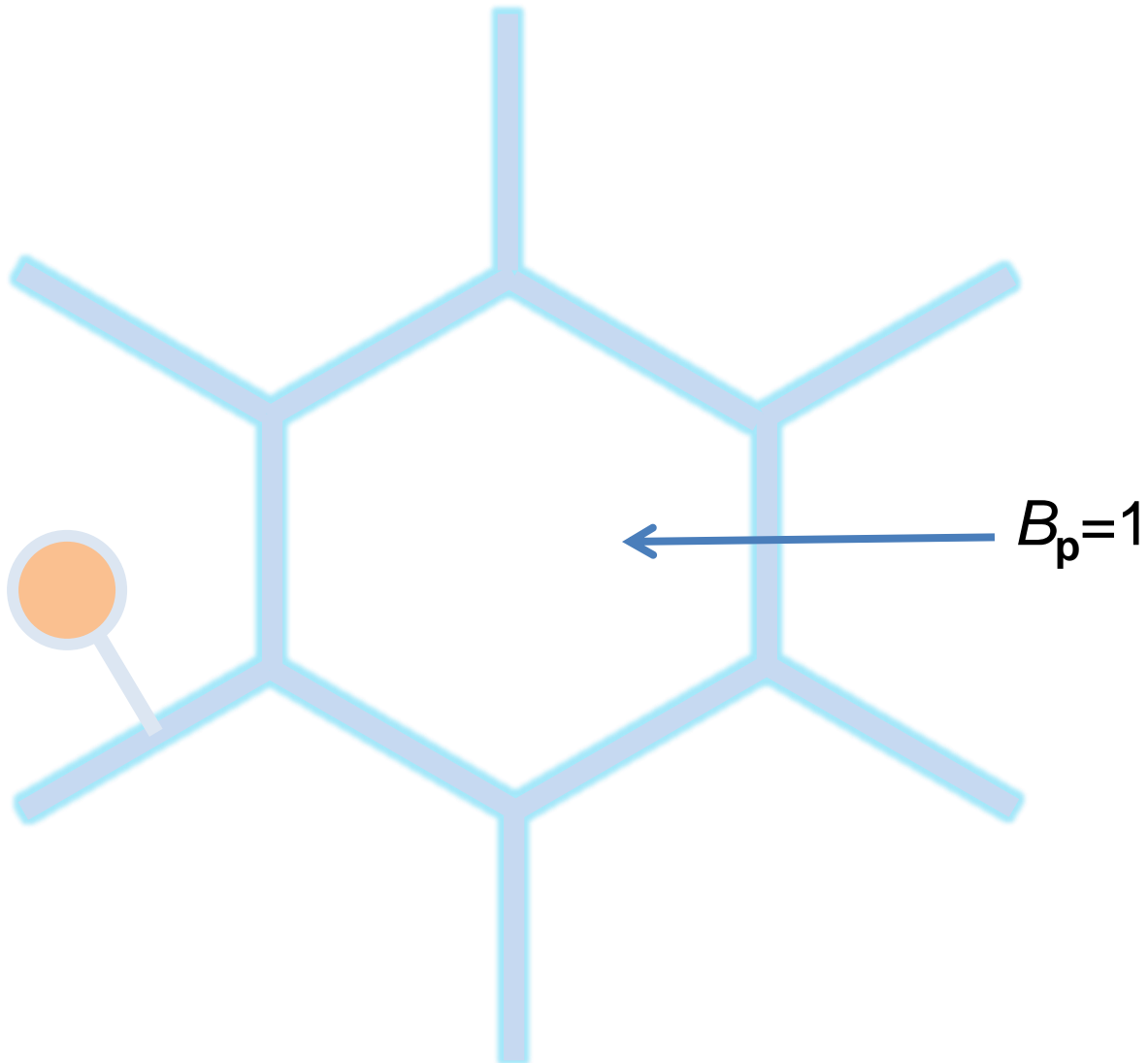
Move “Packaged” Error Using F-Moves

# After Swapping



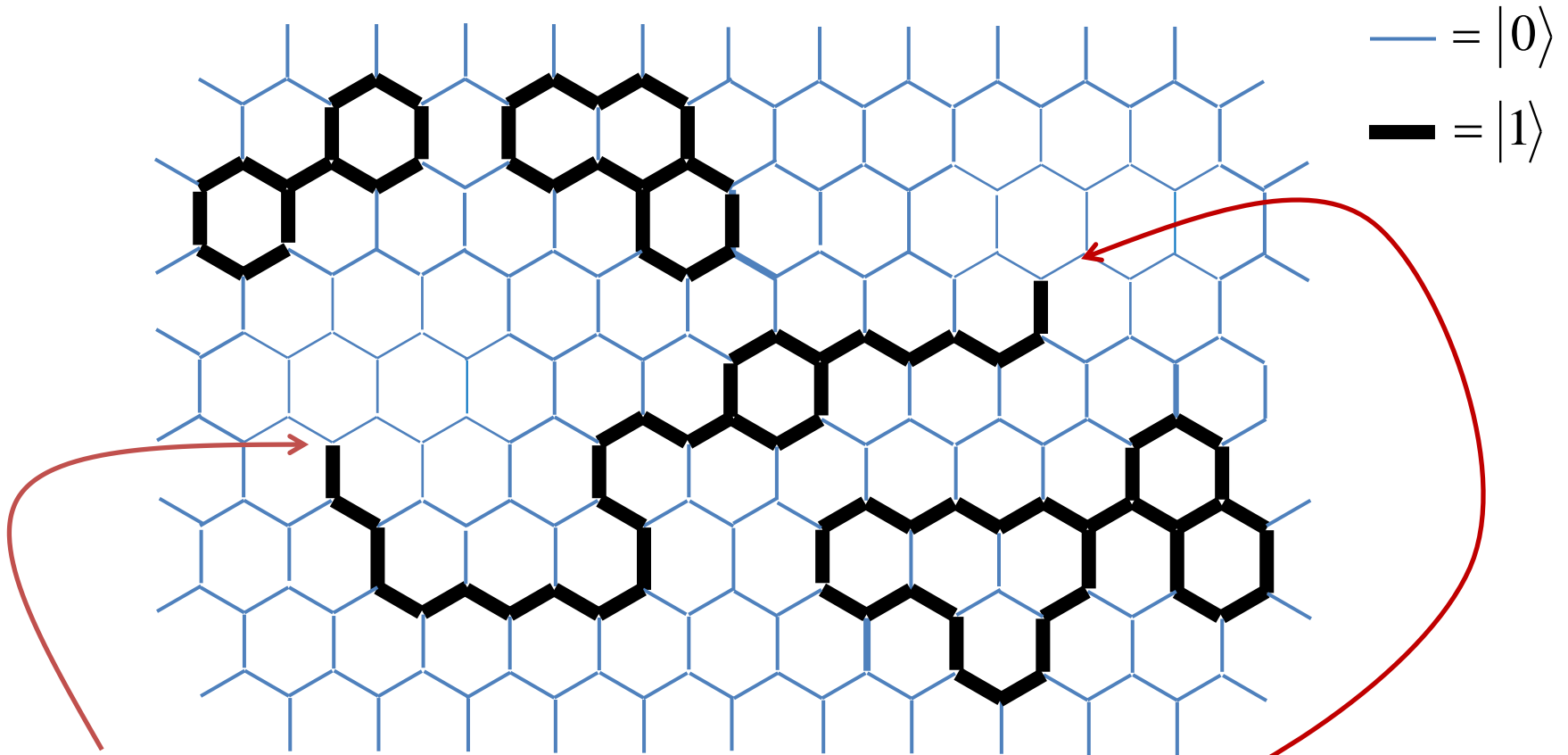
Move “Packaged” Error Using F-Moves

# After Swapping



Move “Packaged” Error Using F-Moves

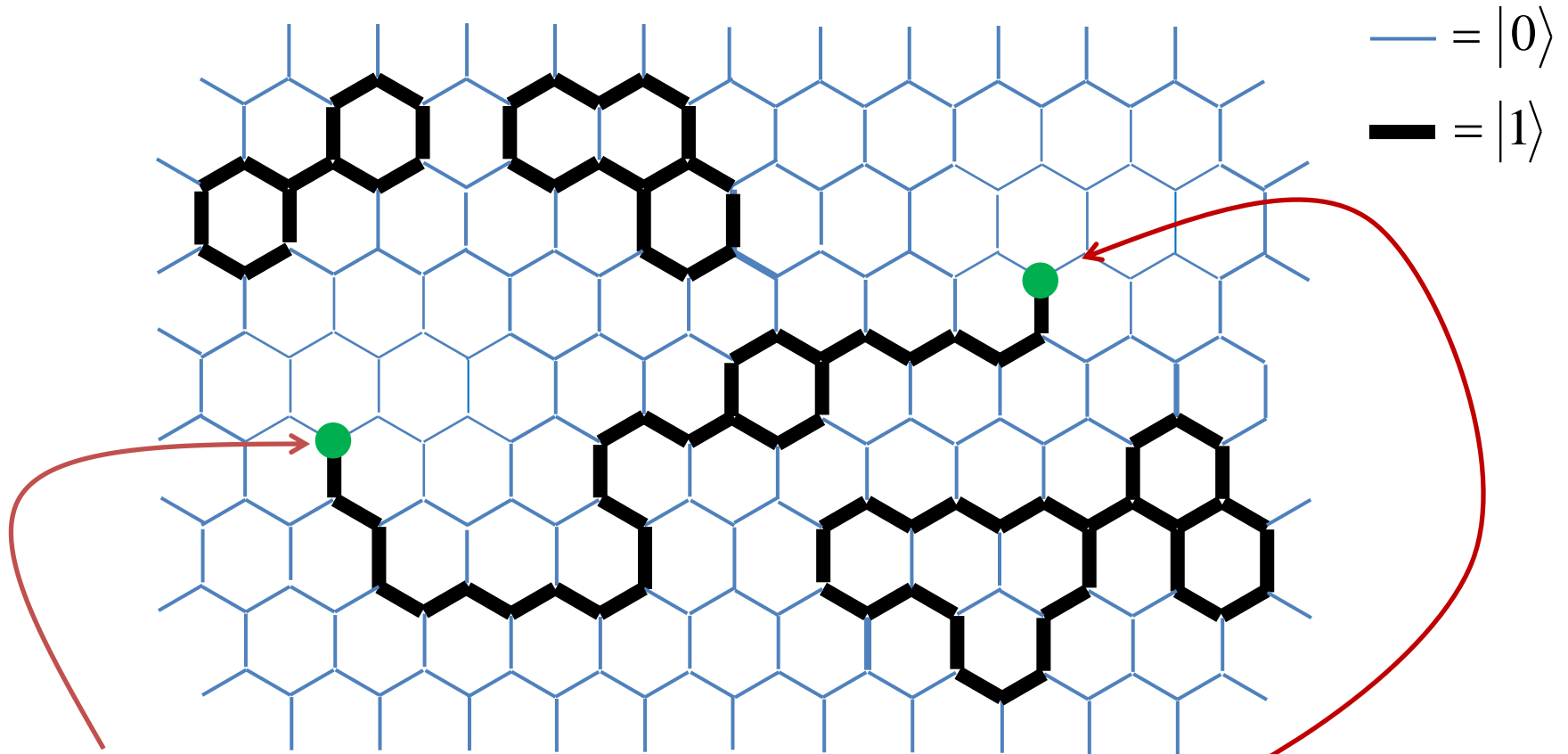
# Vertex Errors = String Ends



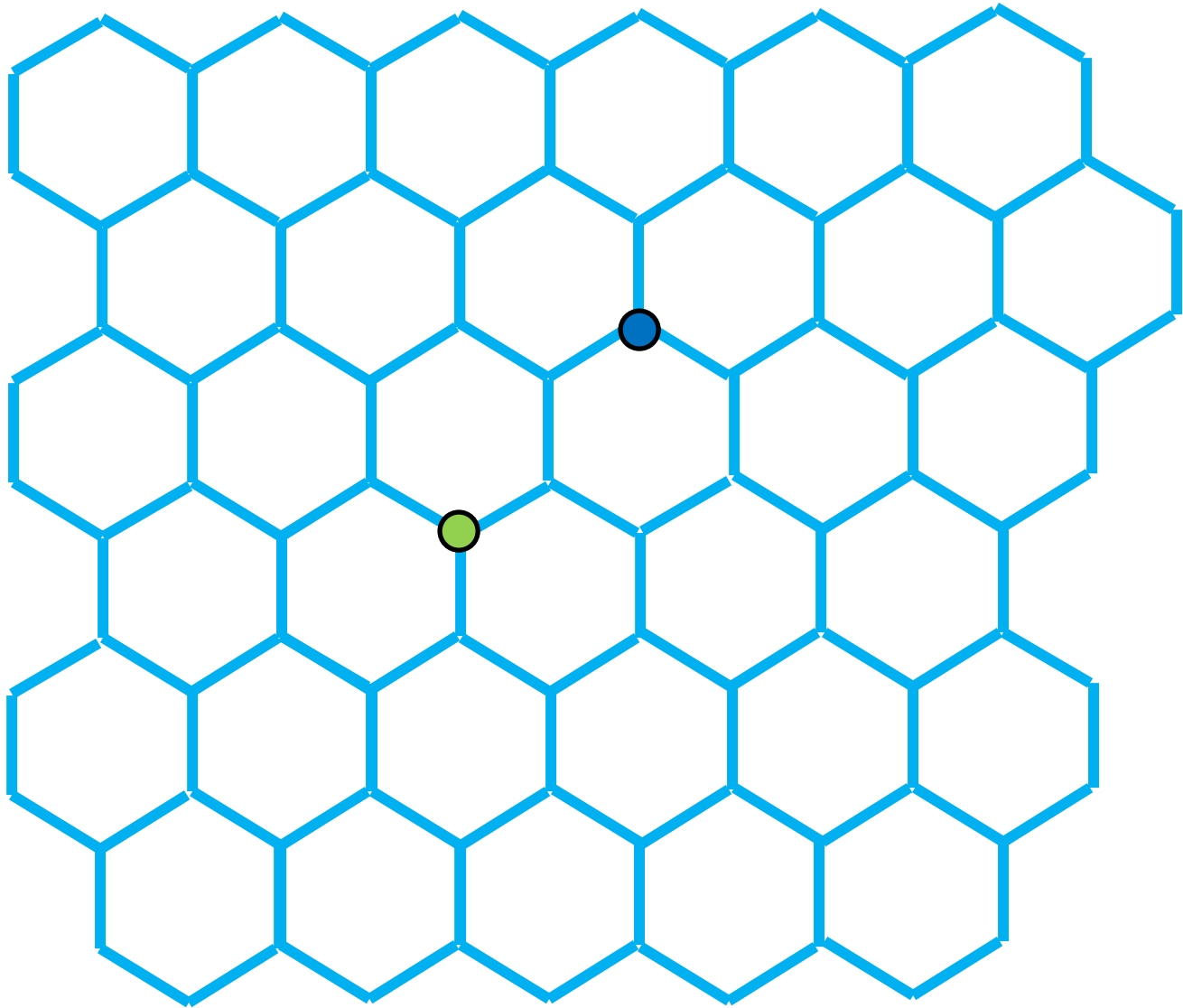
$$Q_v = 0$$

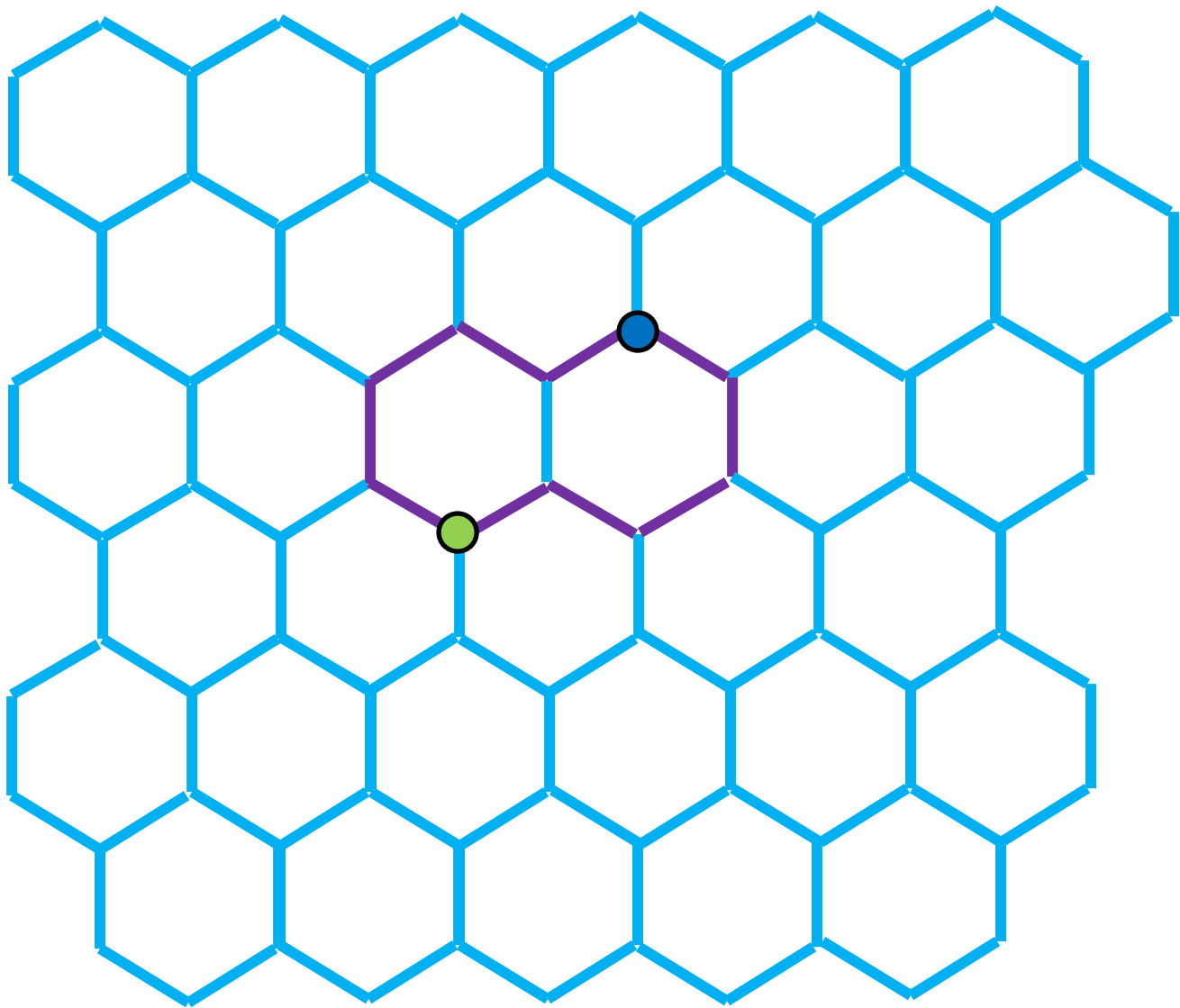


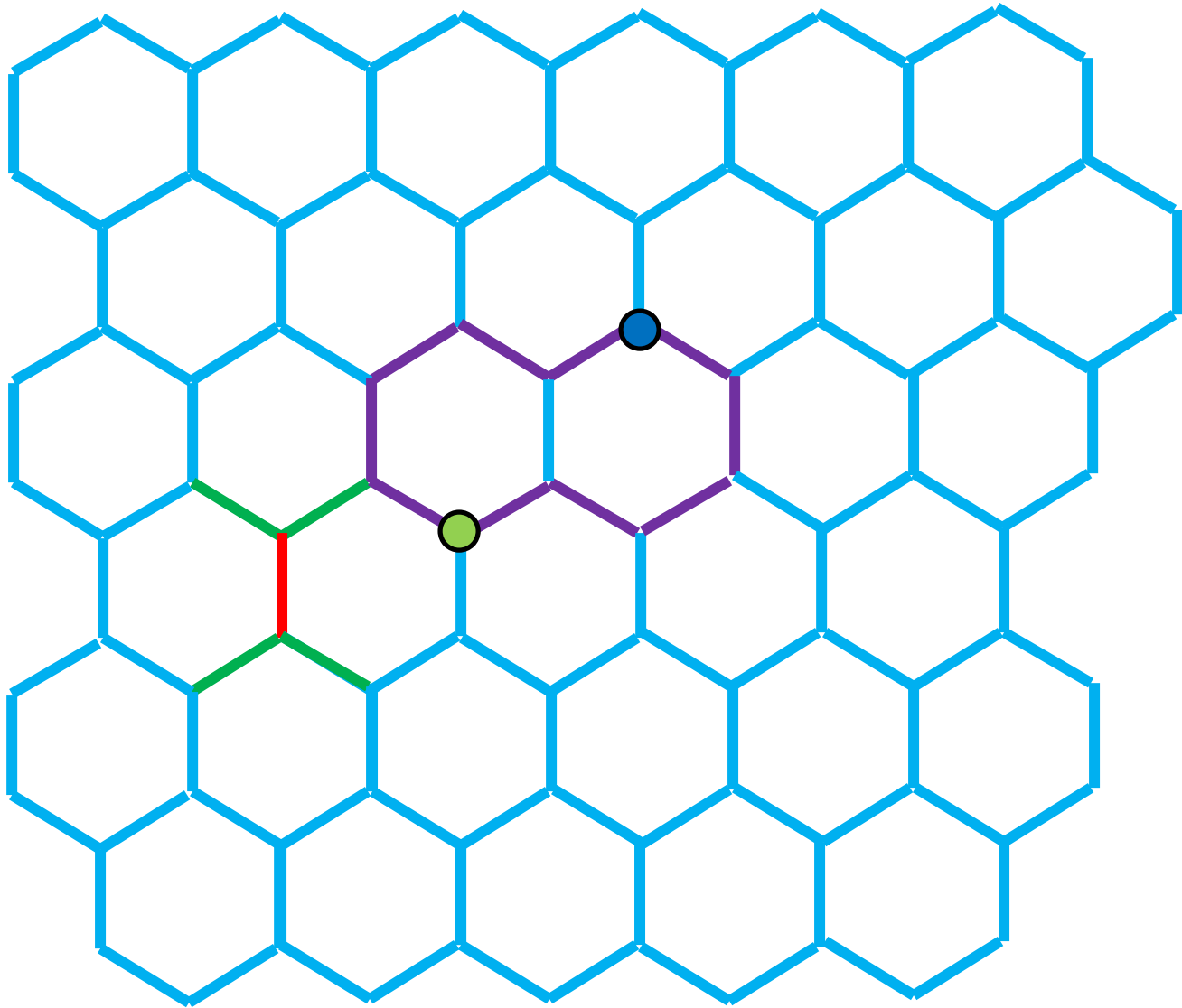
# String Ends = Fibonacci Anyons

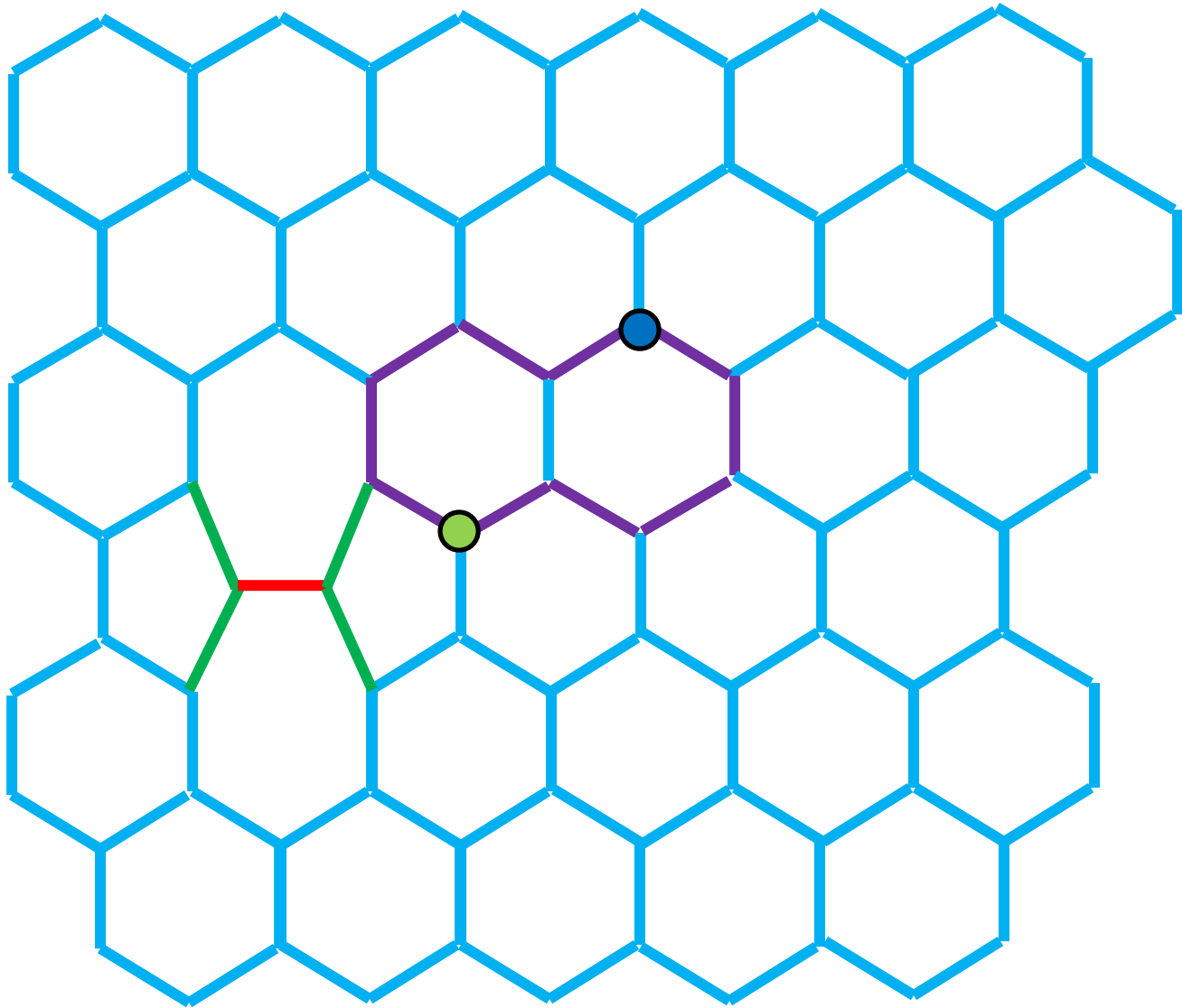


Fibonacci anyons

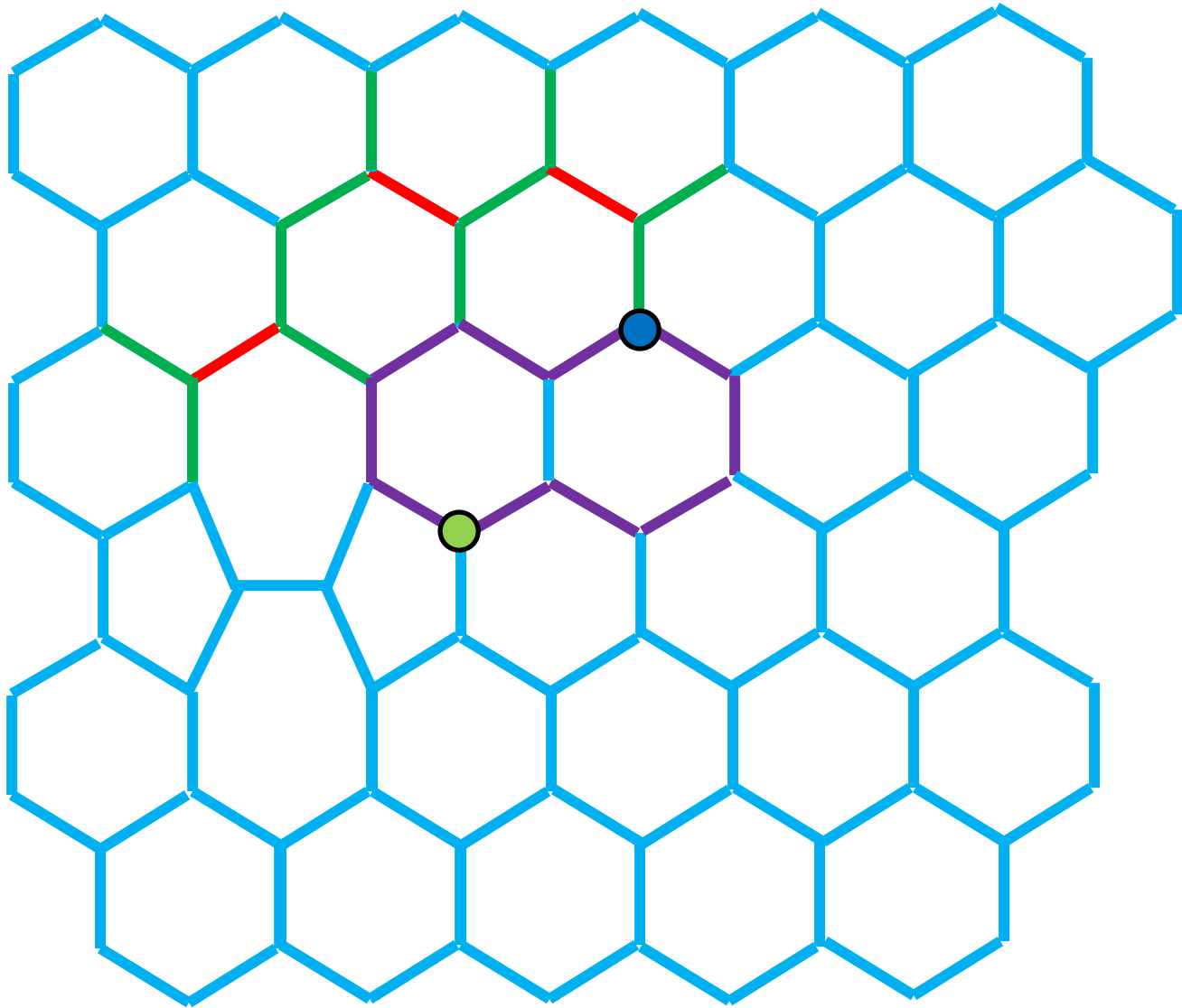




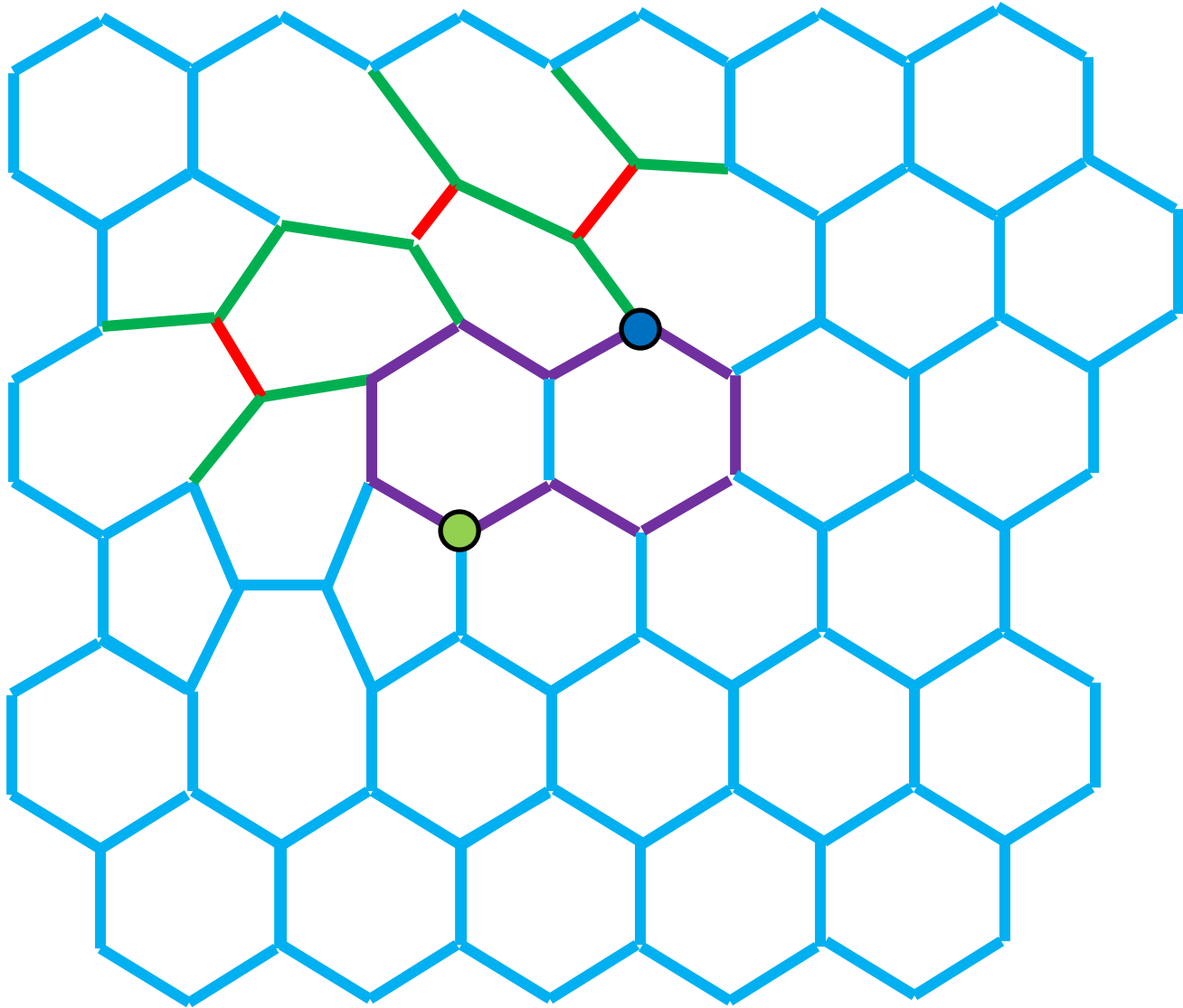




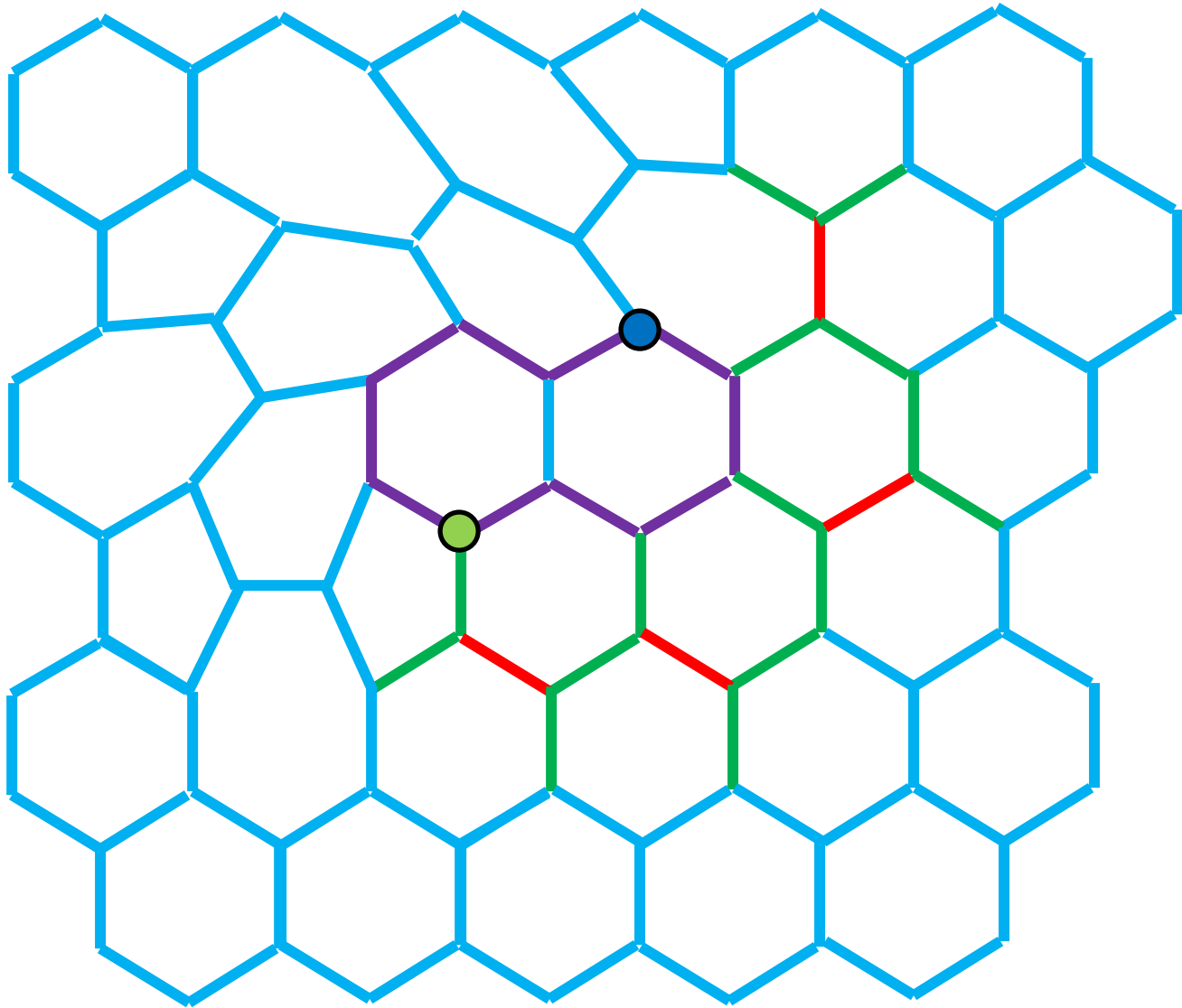
1 F-moves



1 F-moves

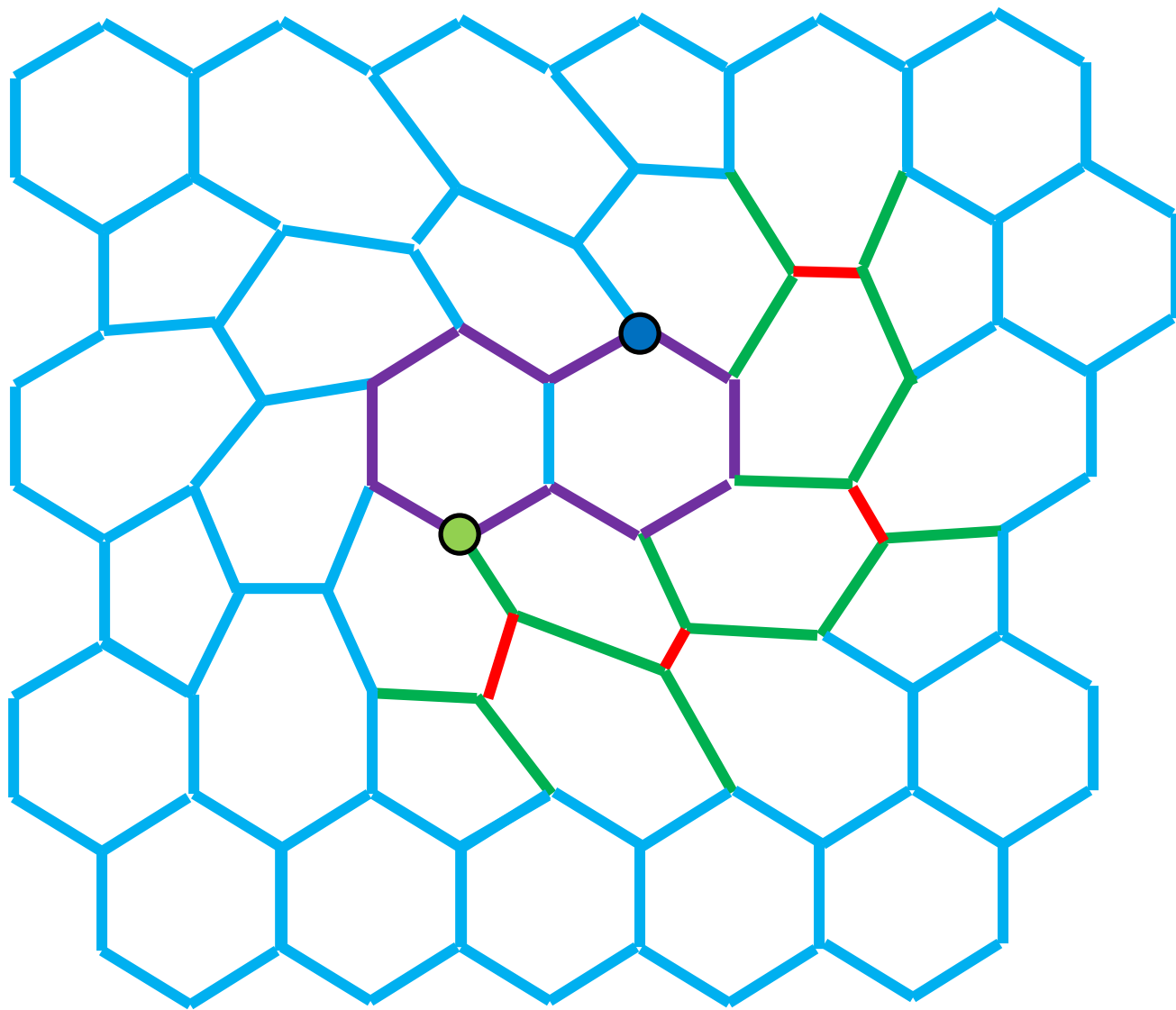


4 F-moves

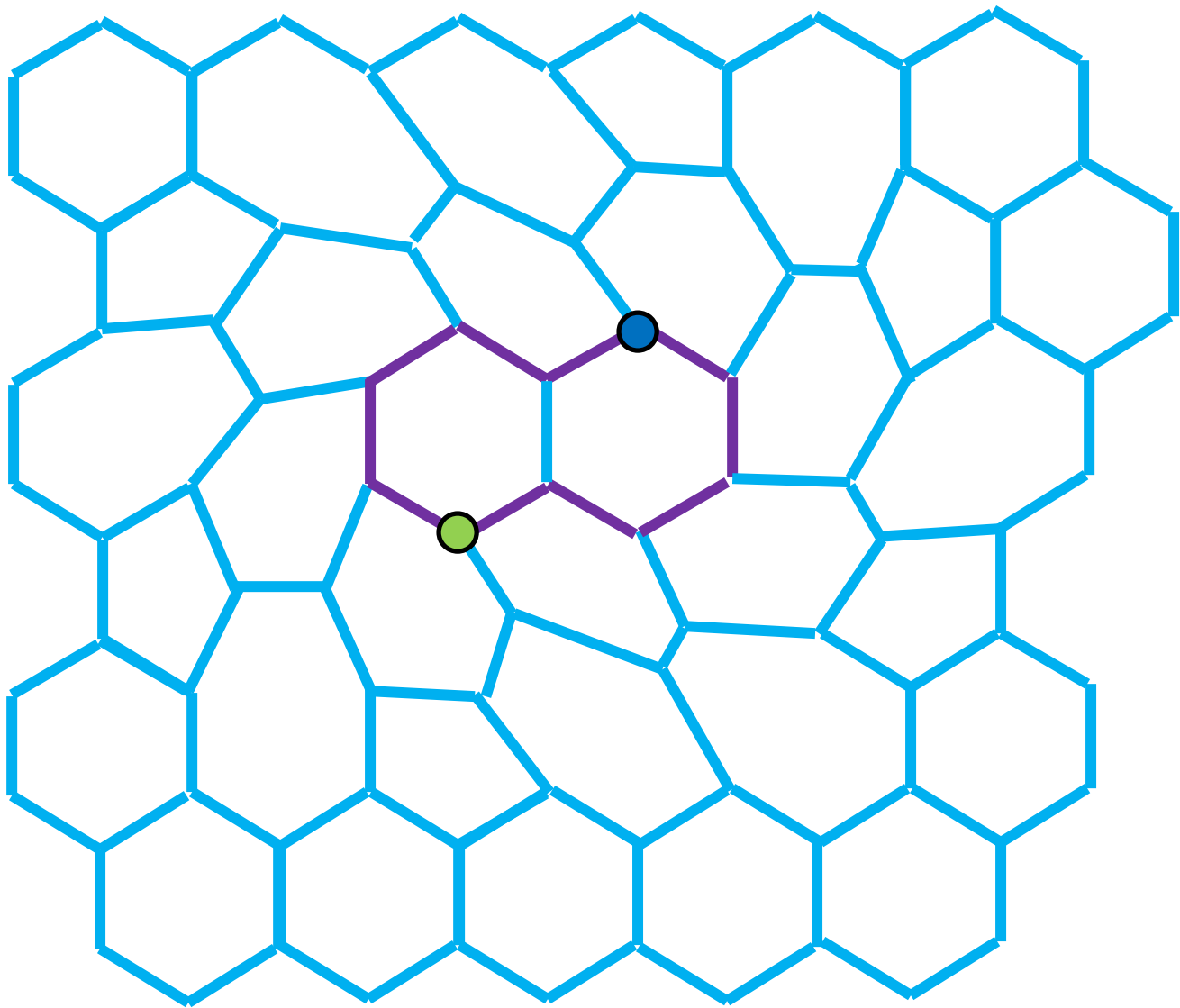


4 F-moves

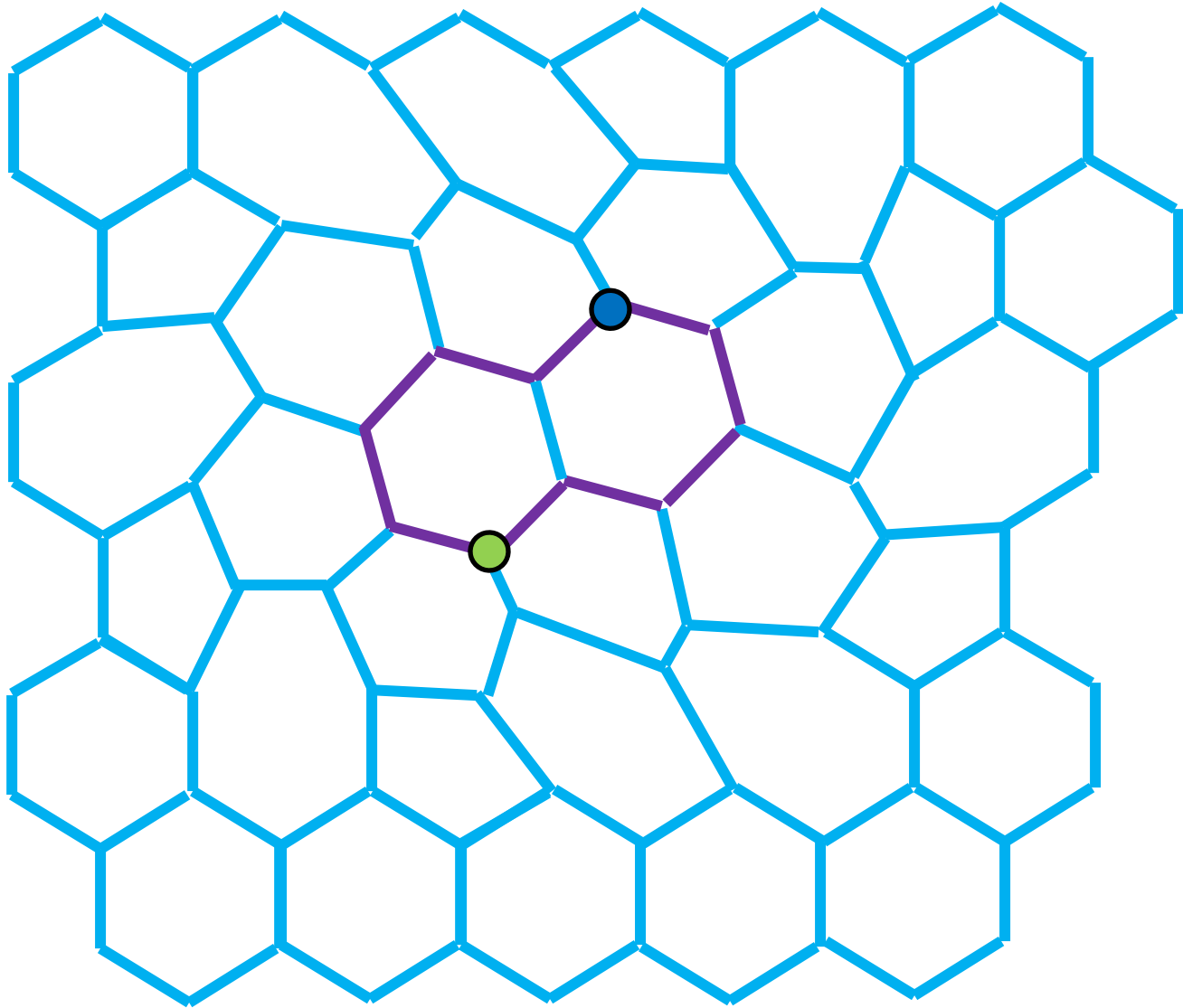




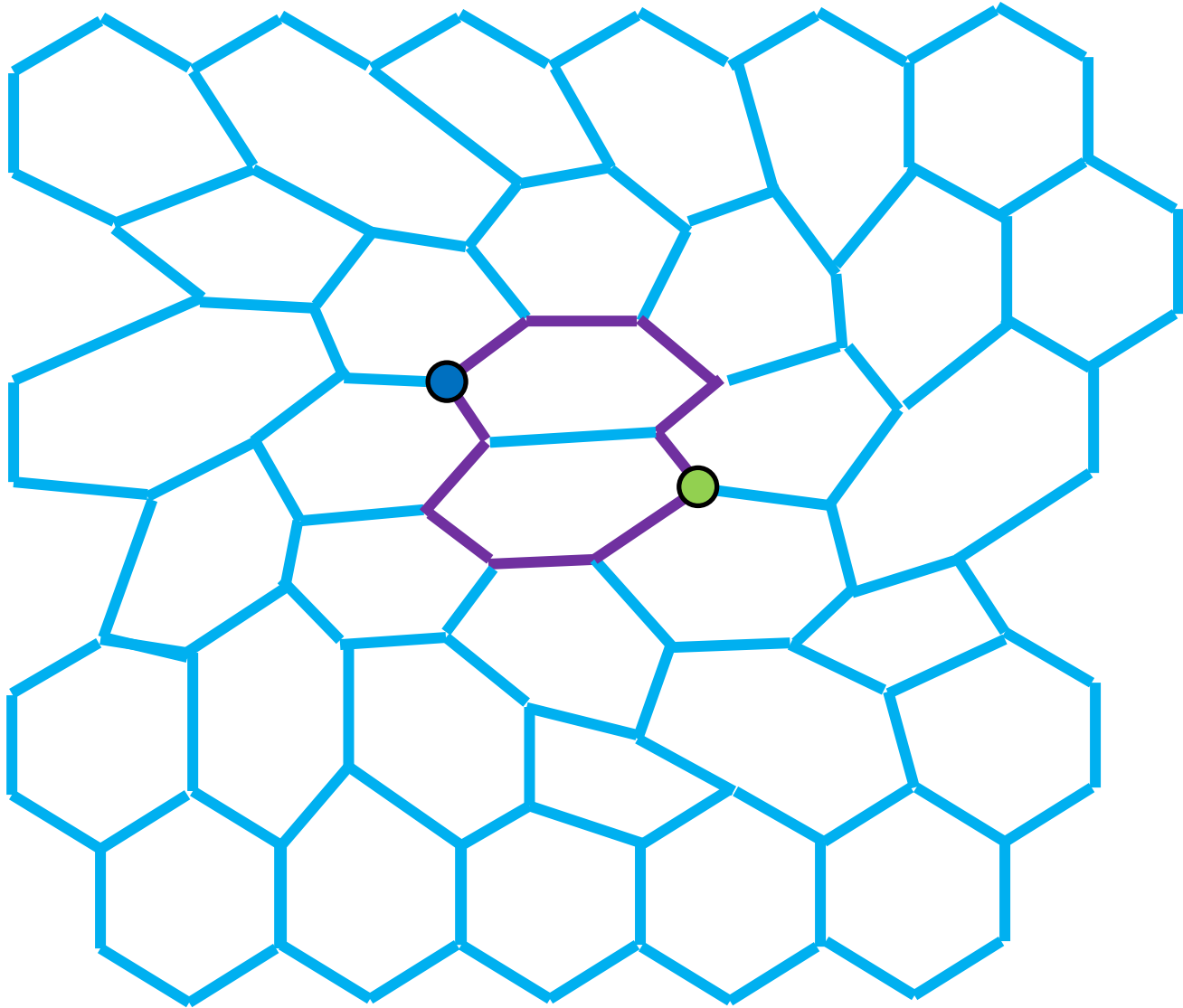
8 F-moves



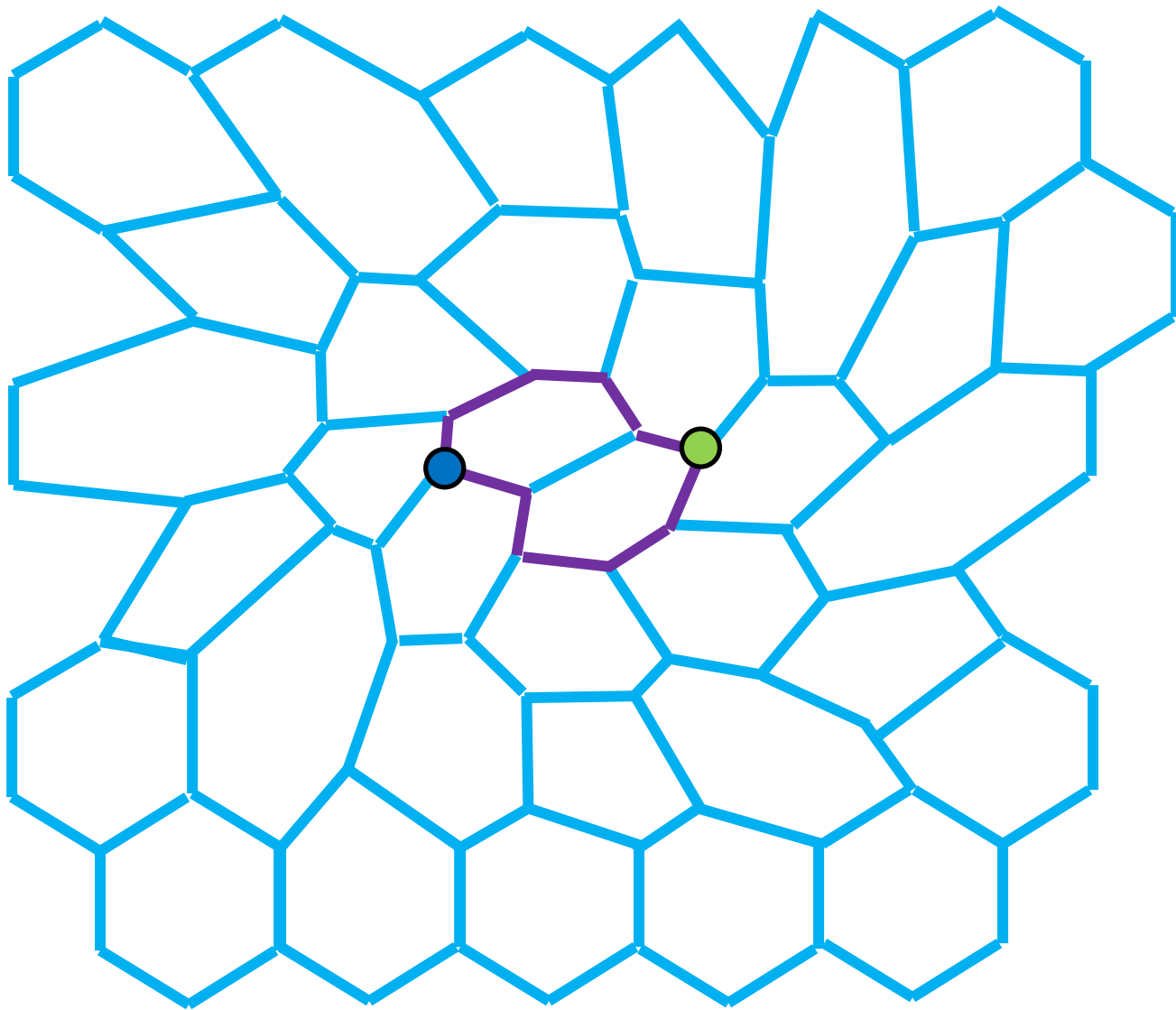
8 F-moves



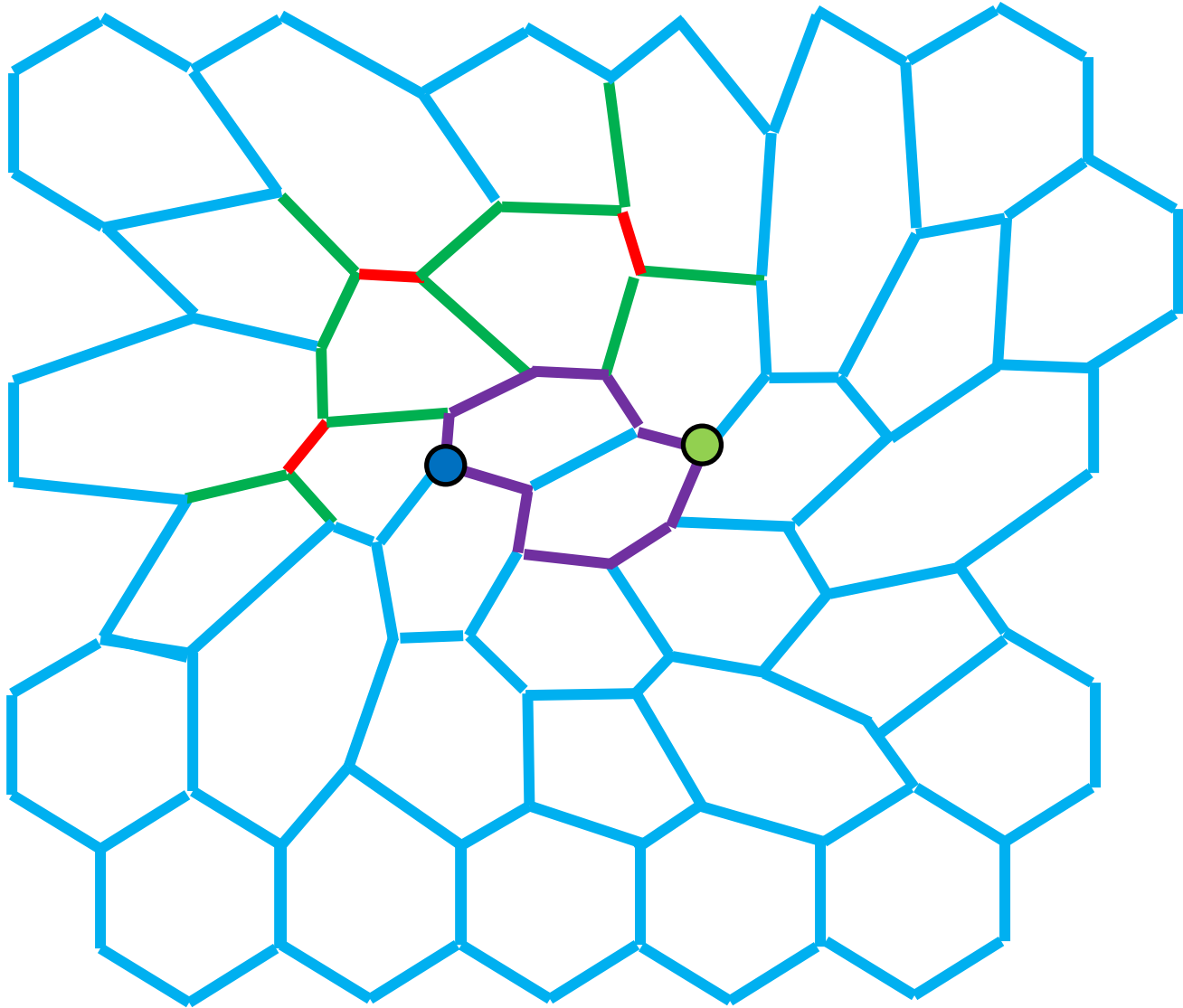
8 F-moves



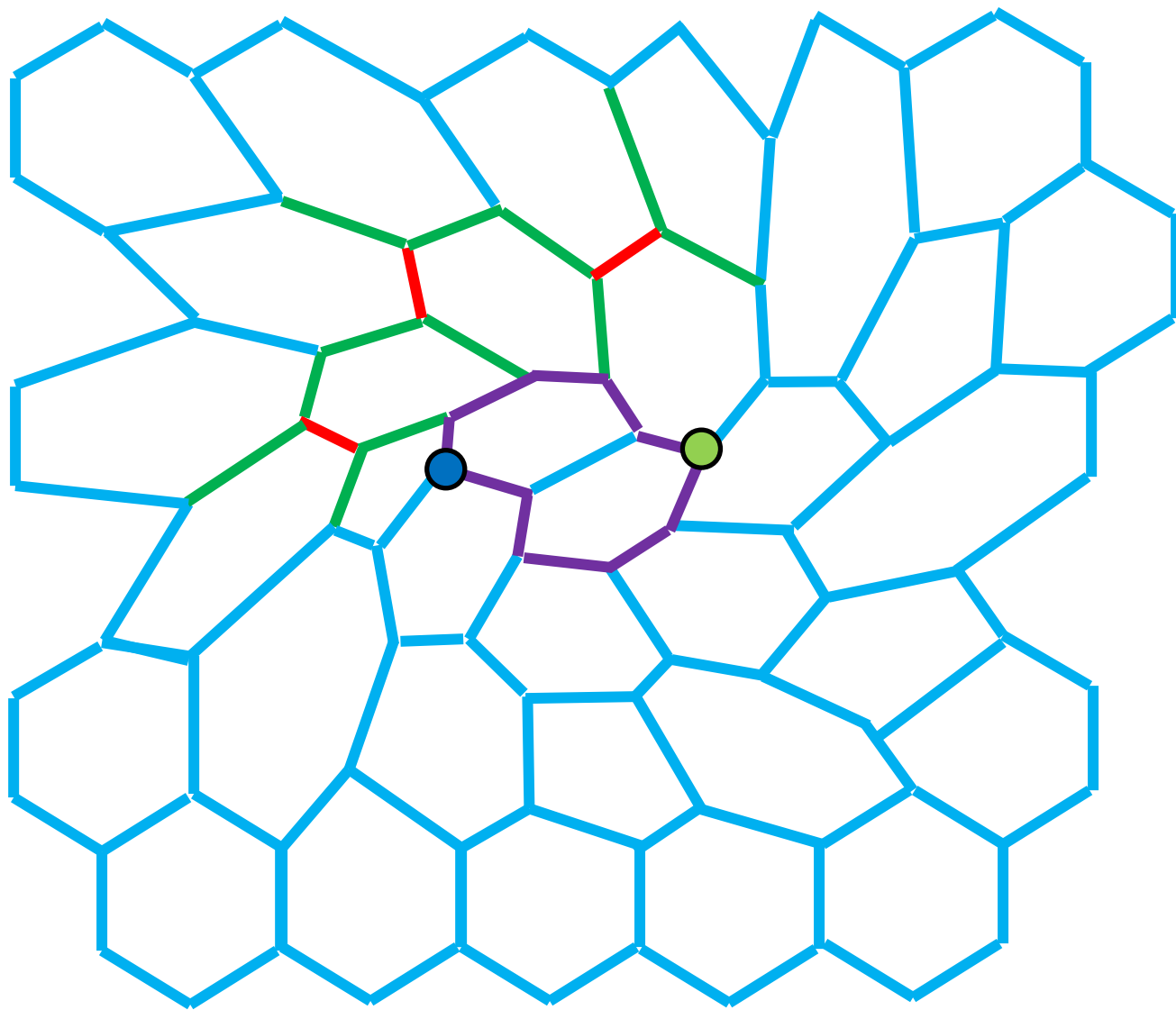
32 F-moves



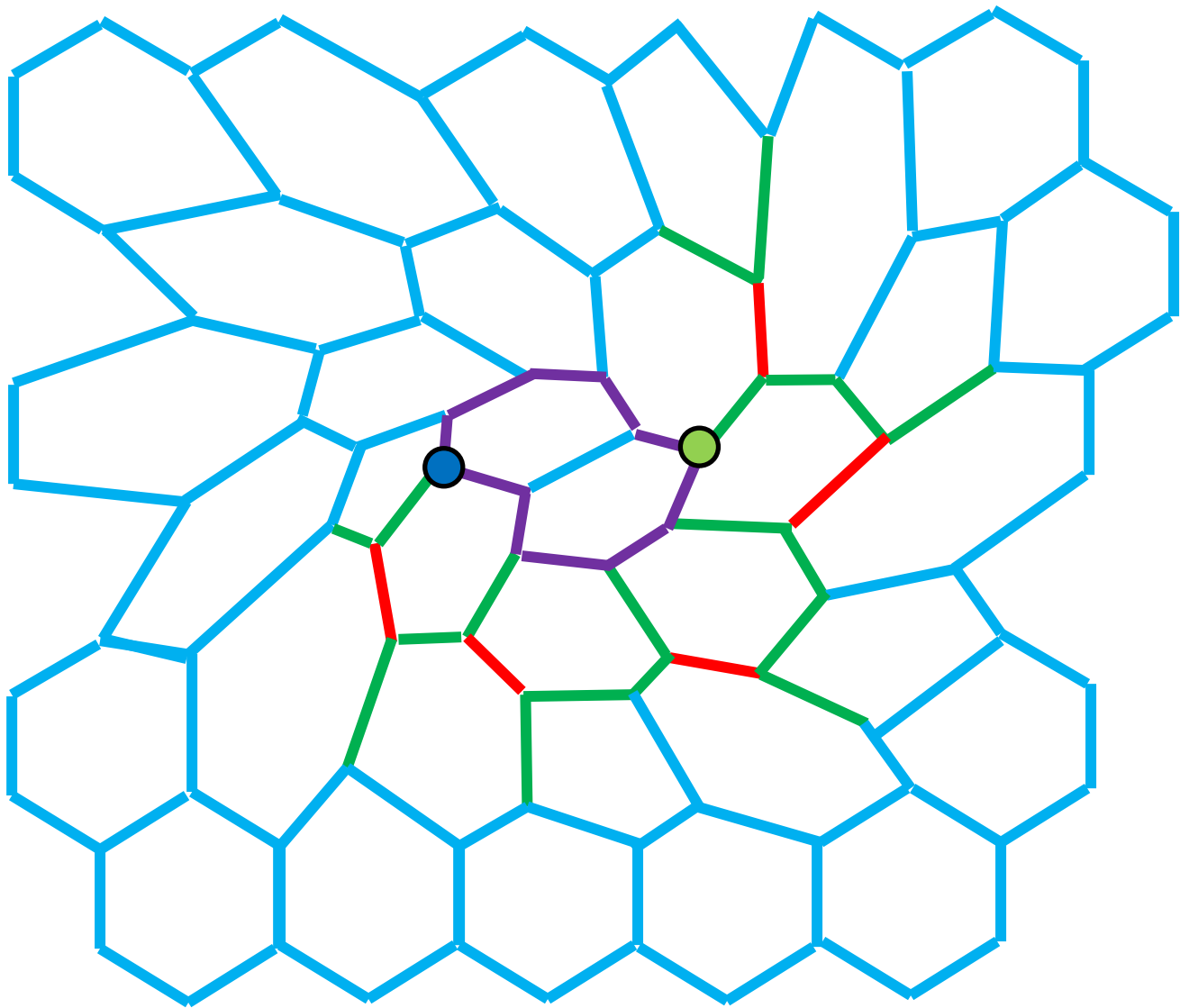
48 F-moves



48 F-moves

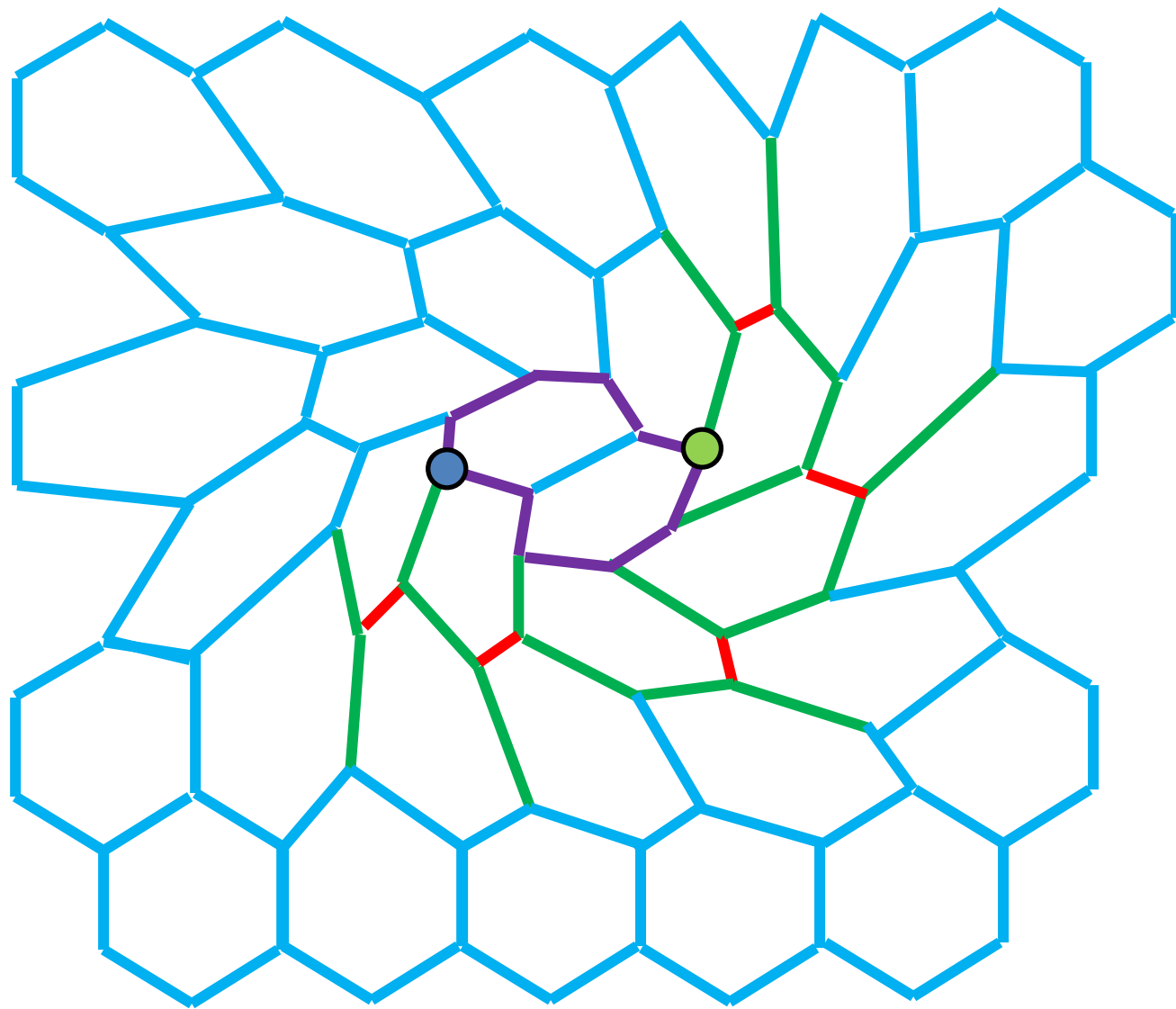


51 F-moves

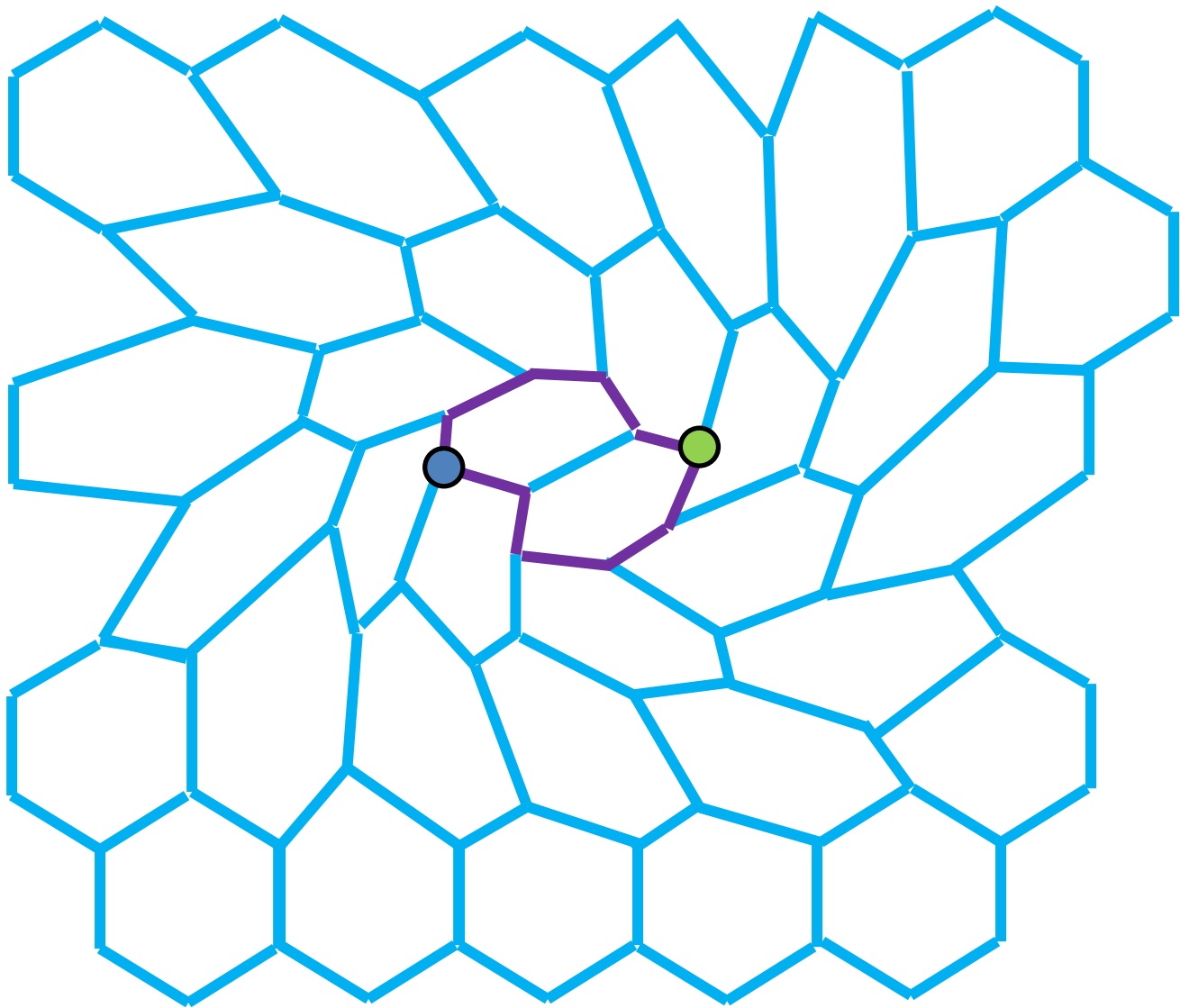


51 F-moves

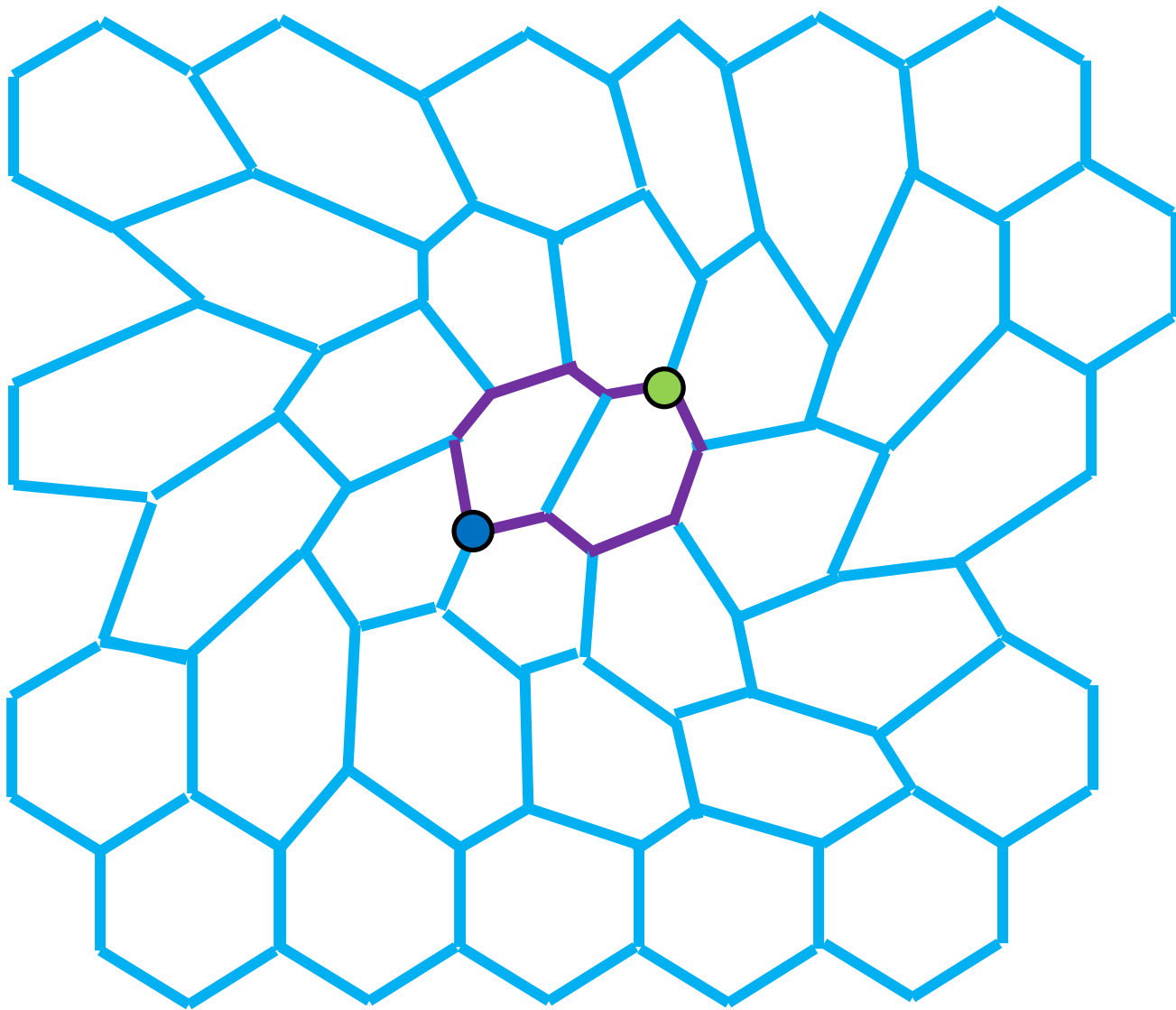




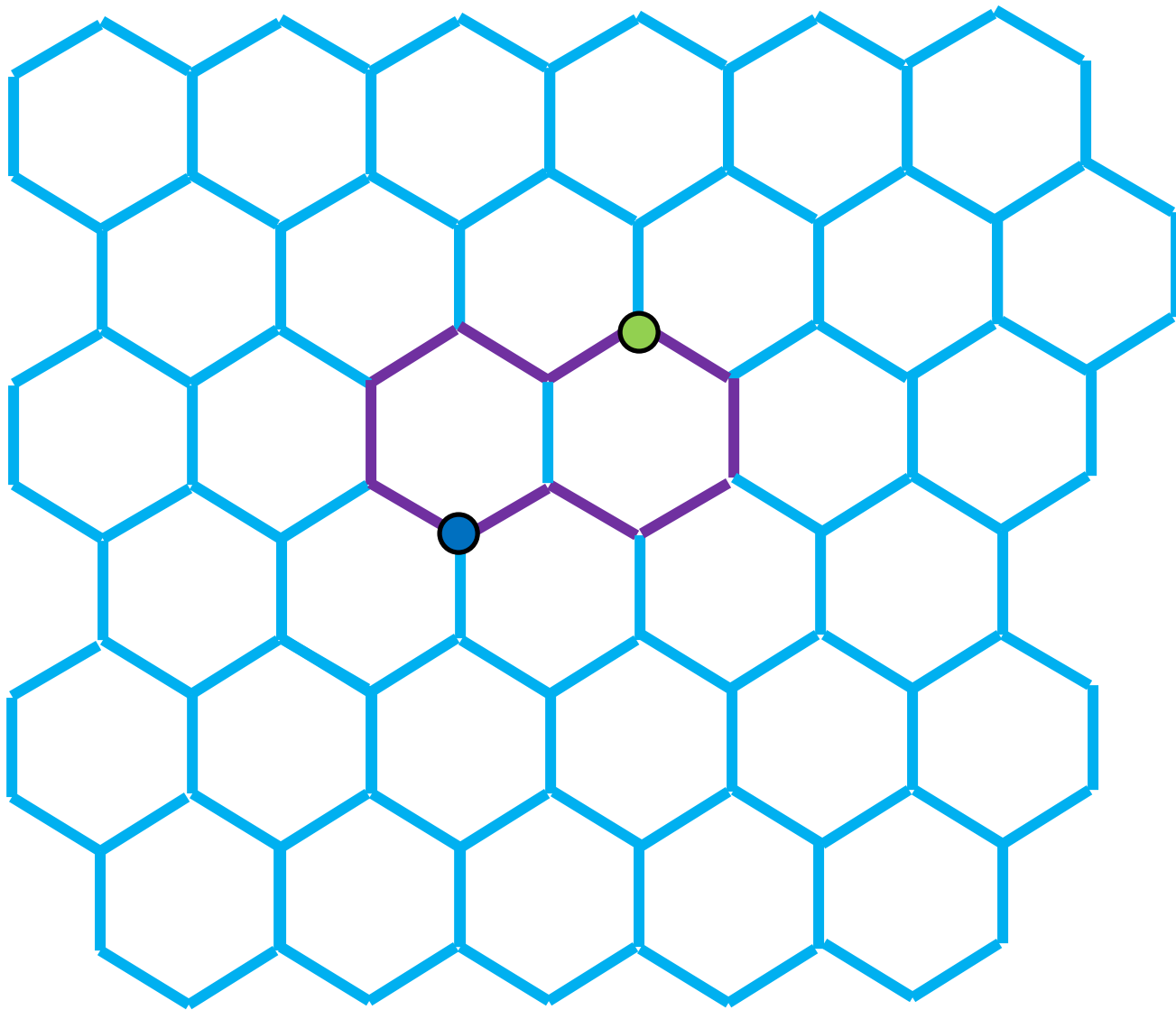
56 F-moves



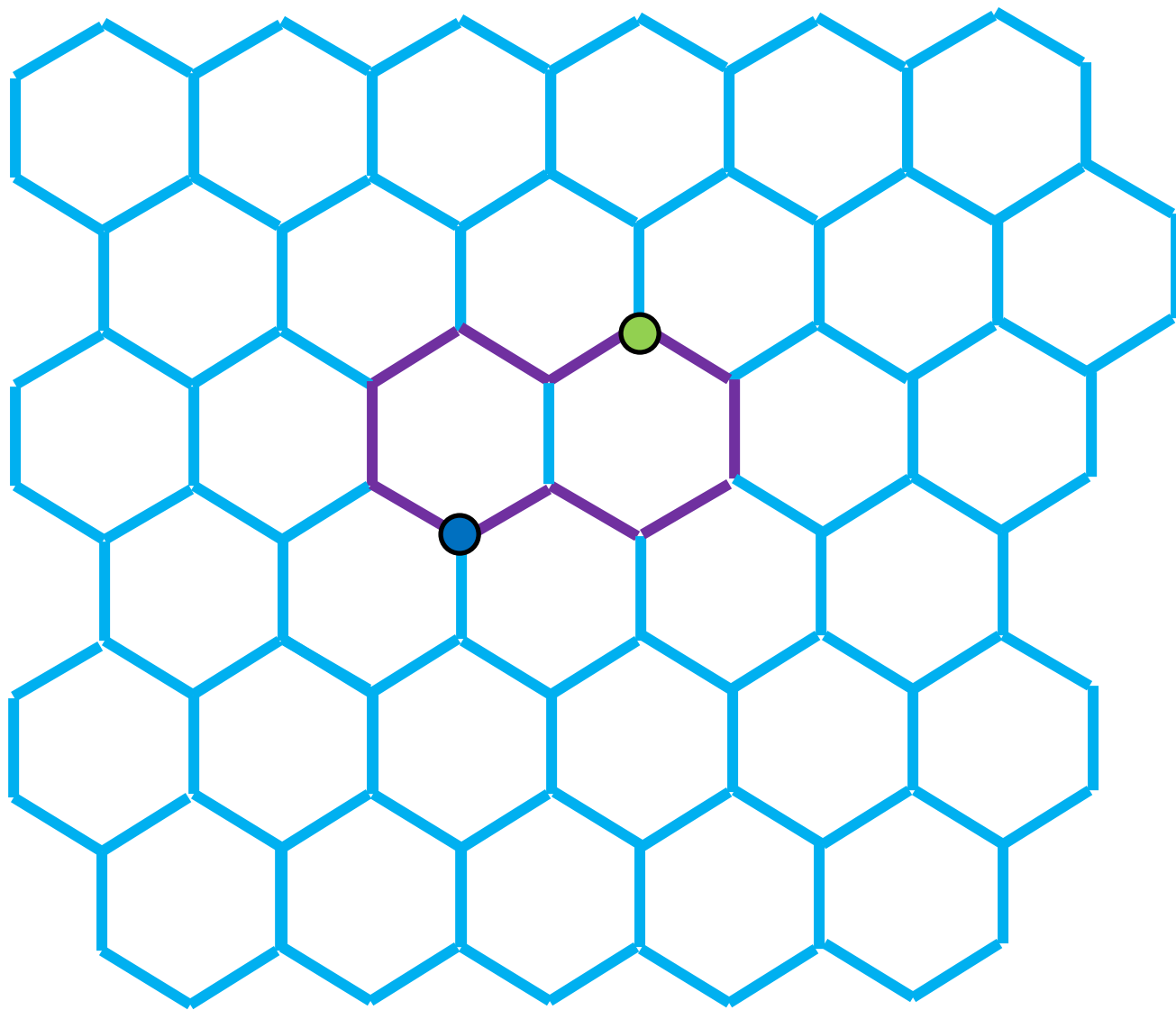
56 F-moves



56 F-moves



56 F-moves

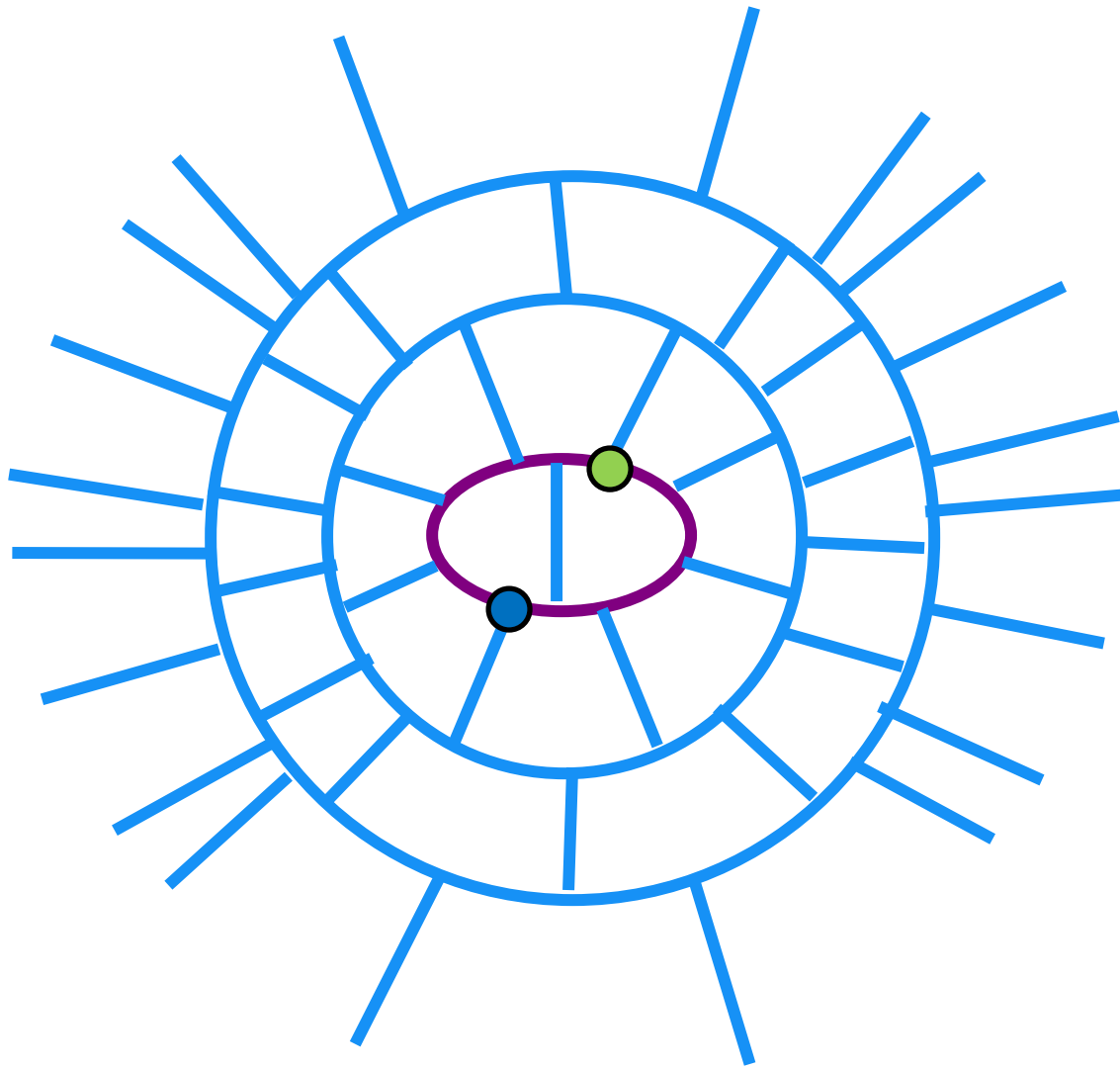


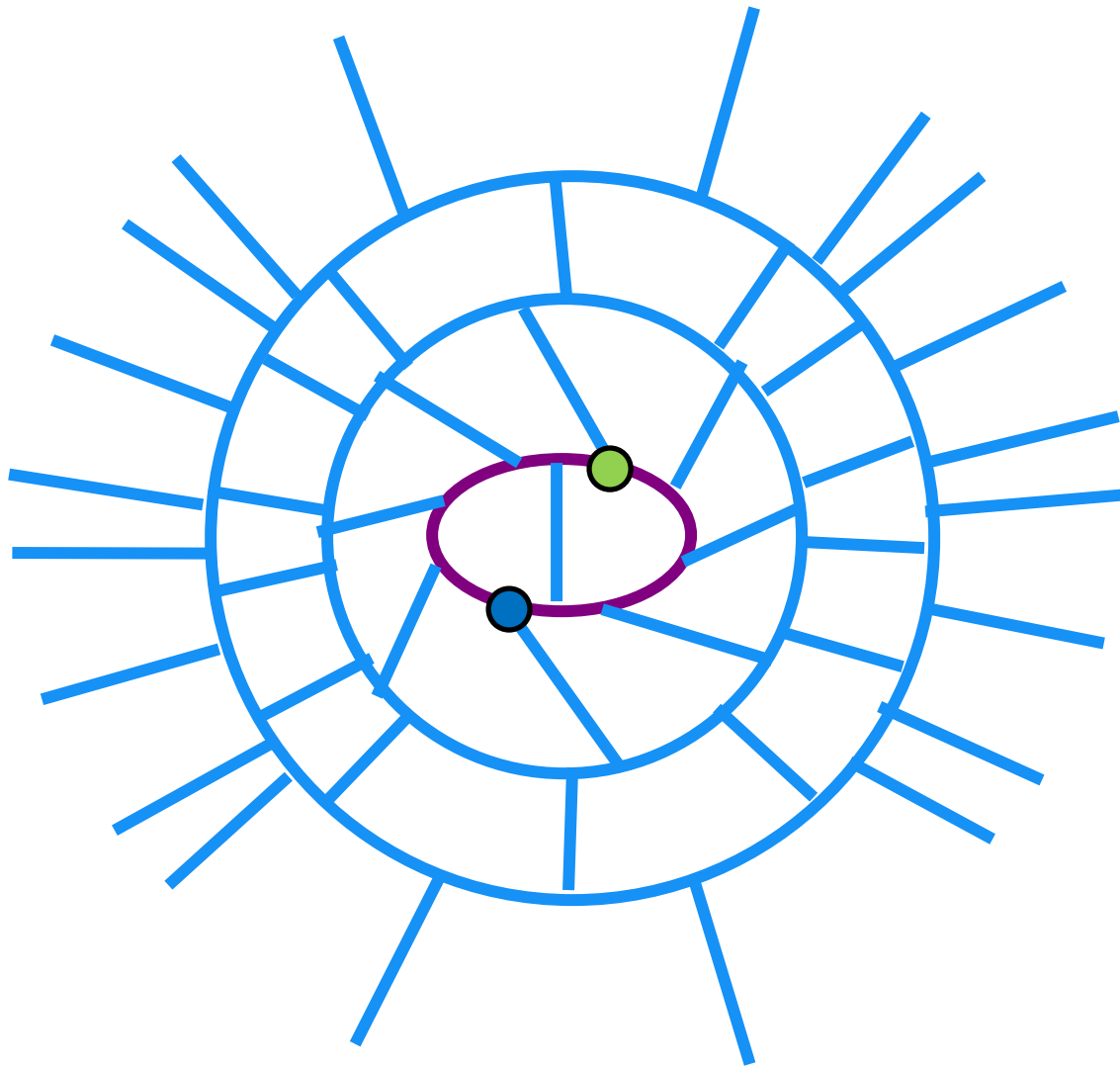
## Dehn Twist

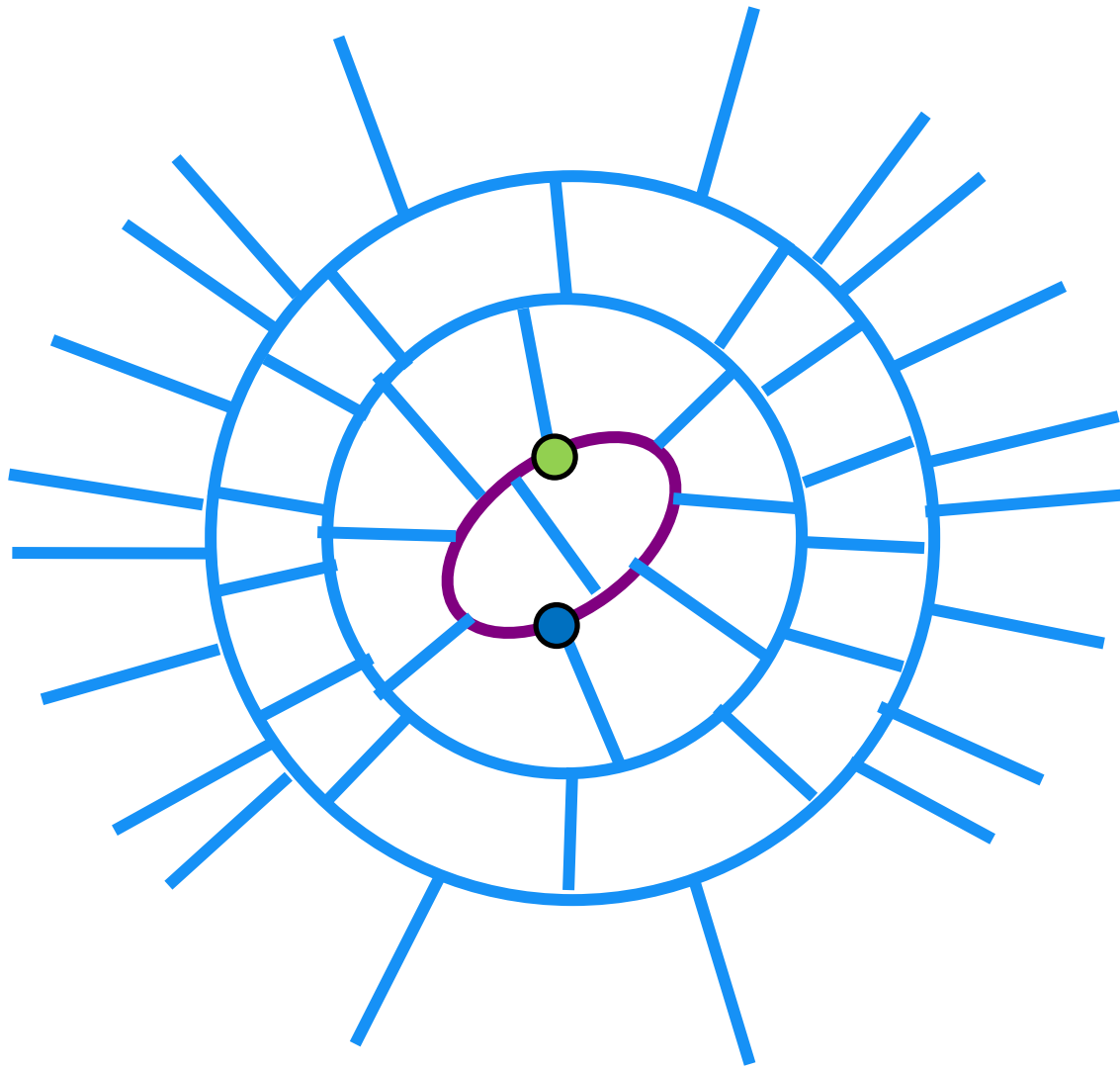
Konig, Kuperberg, Reichardt, Ann. Phys. 2010

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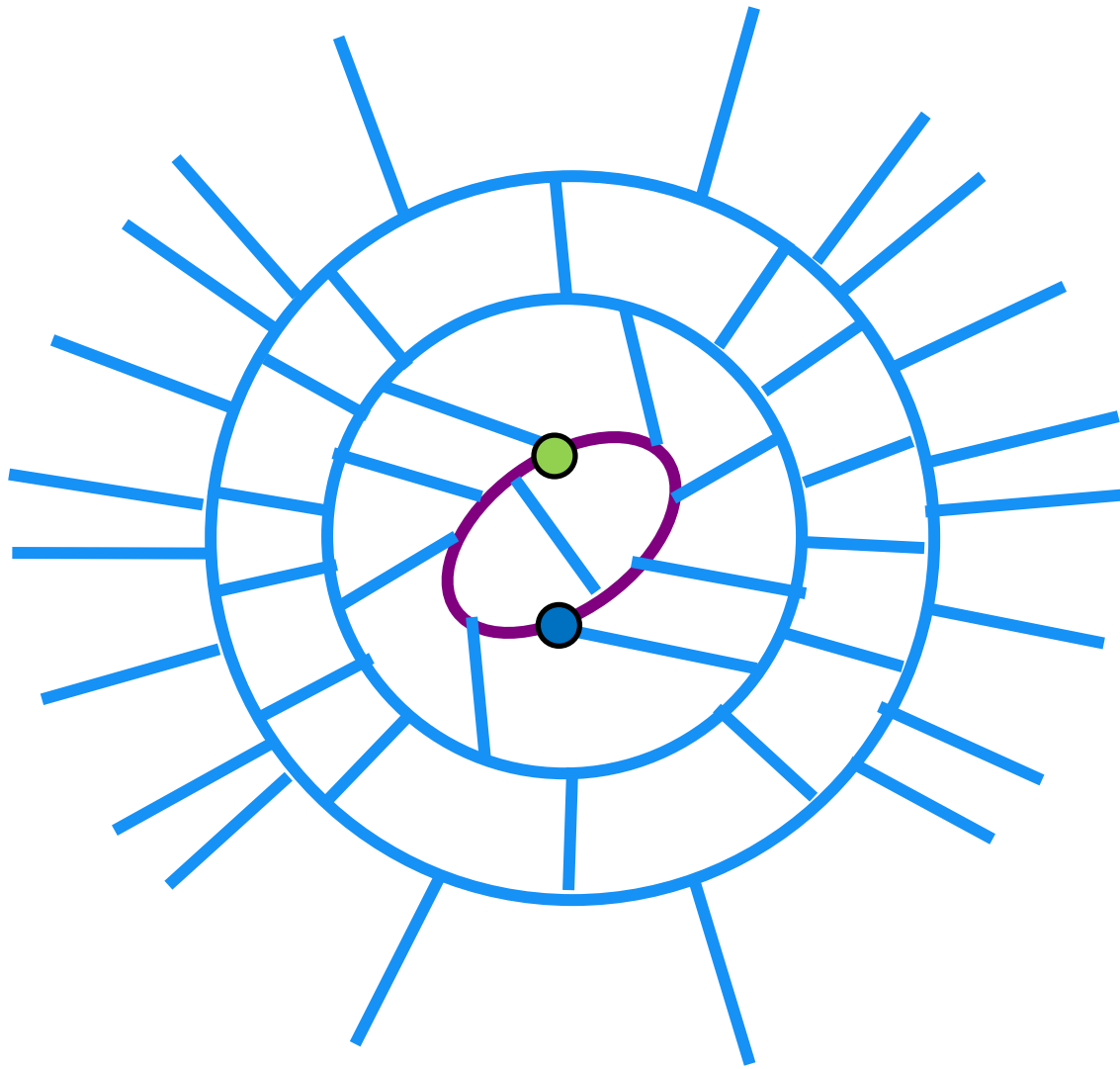


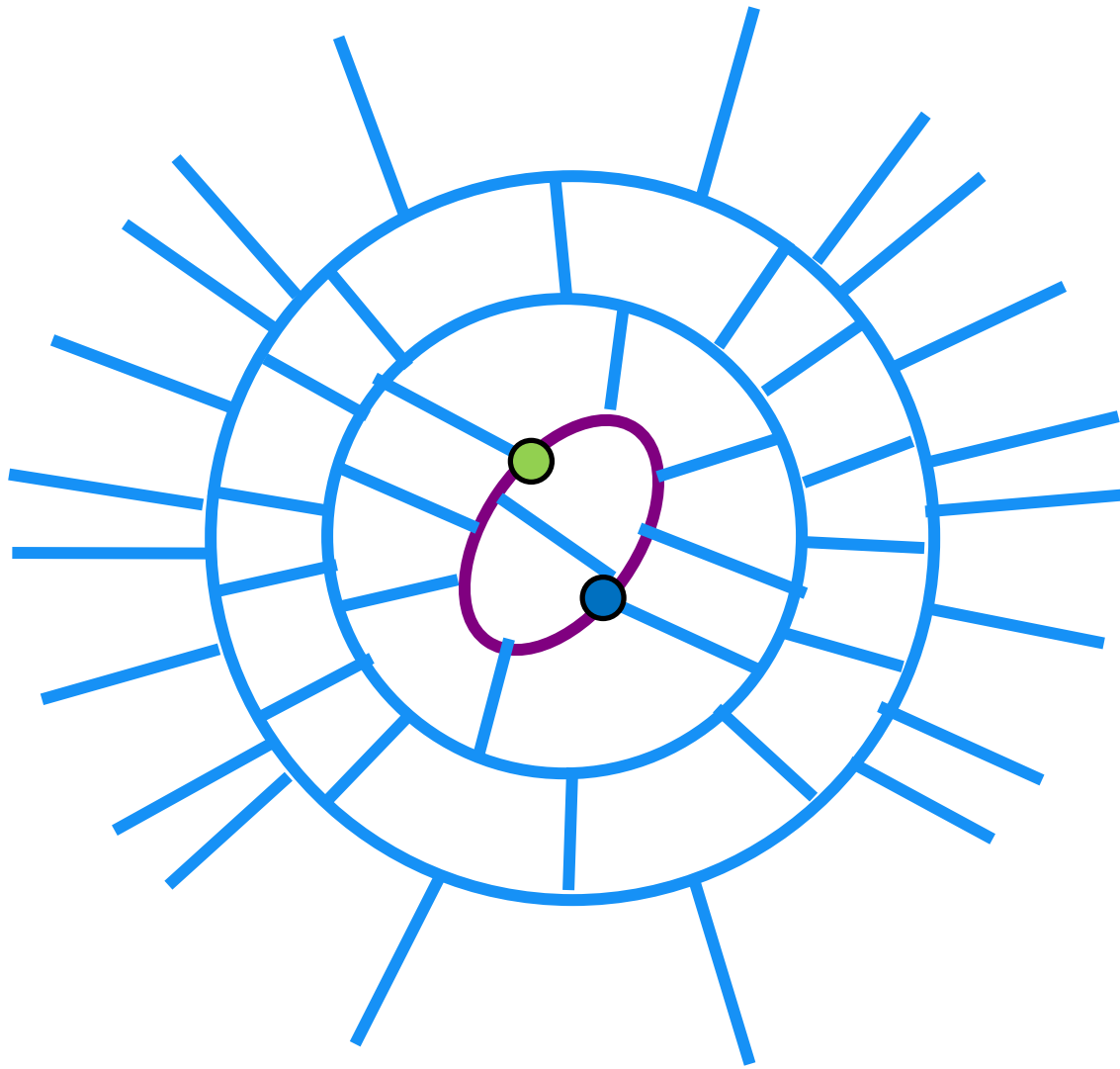


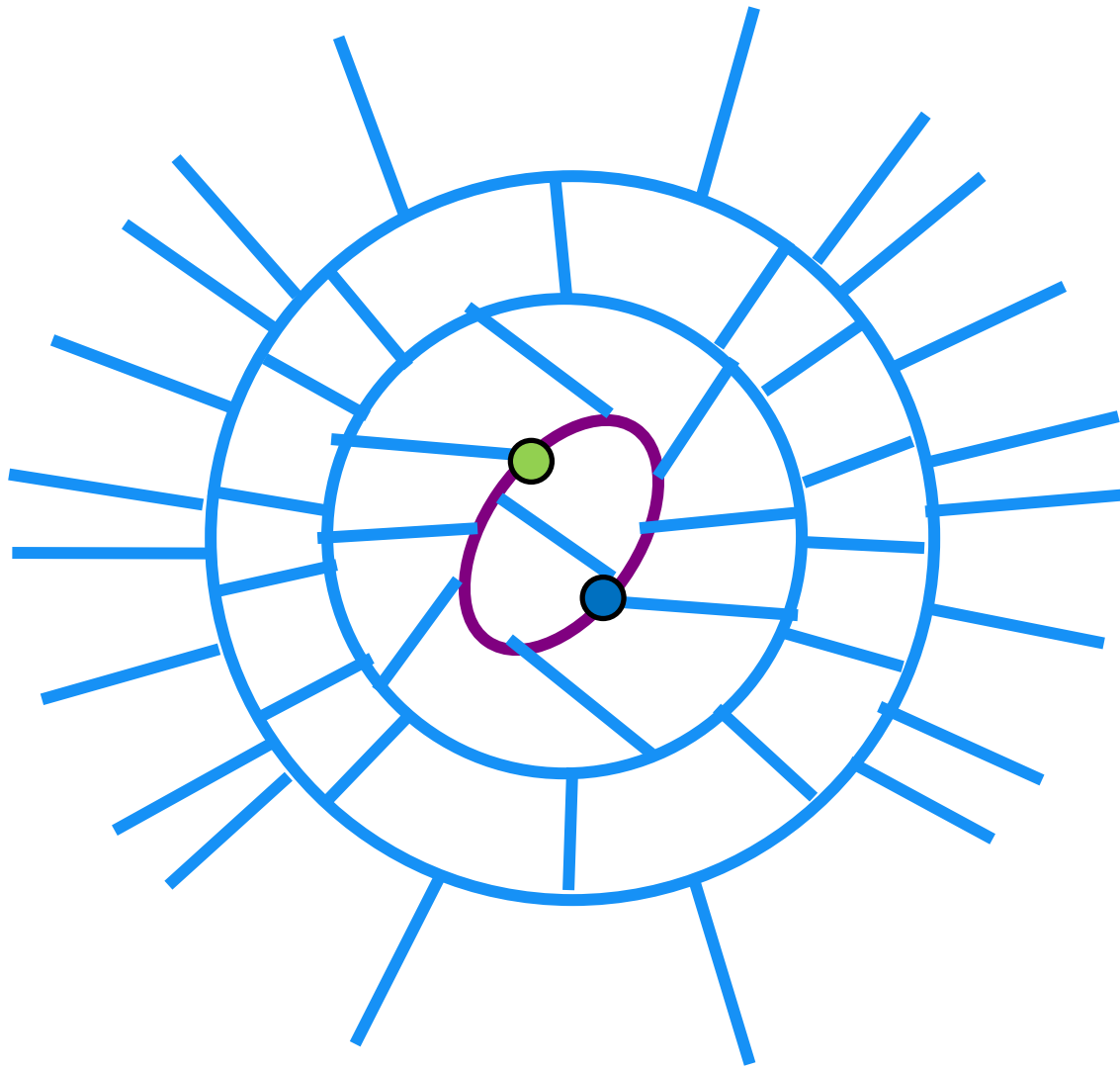


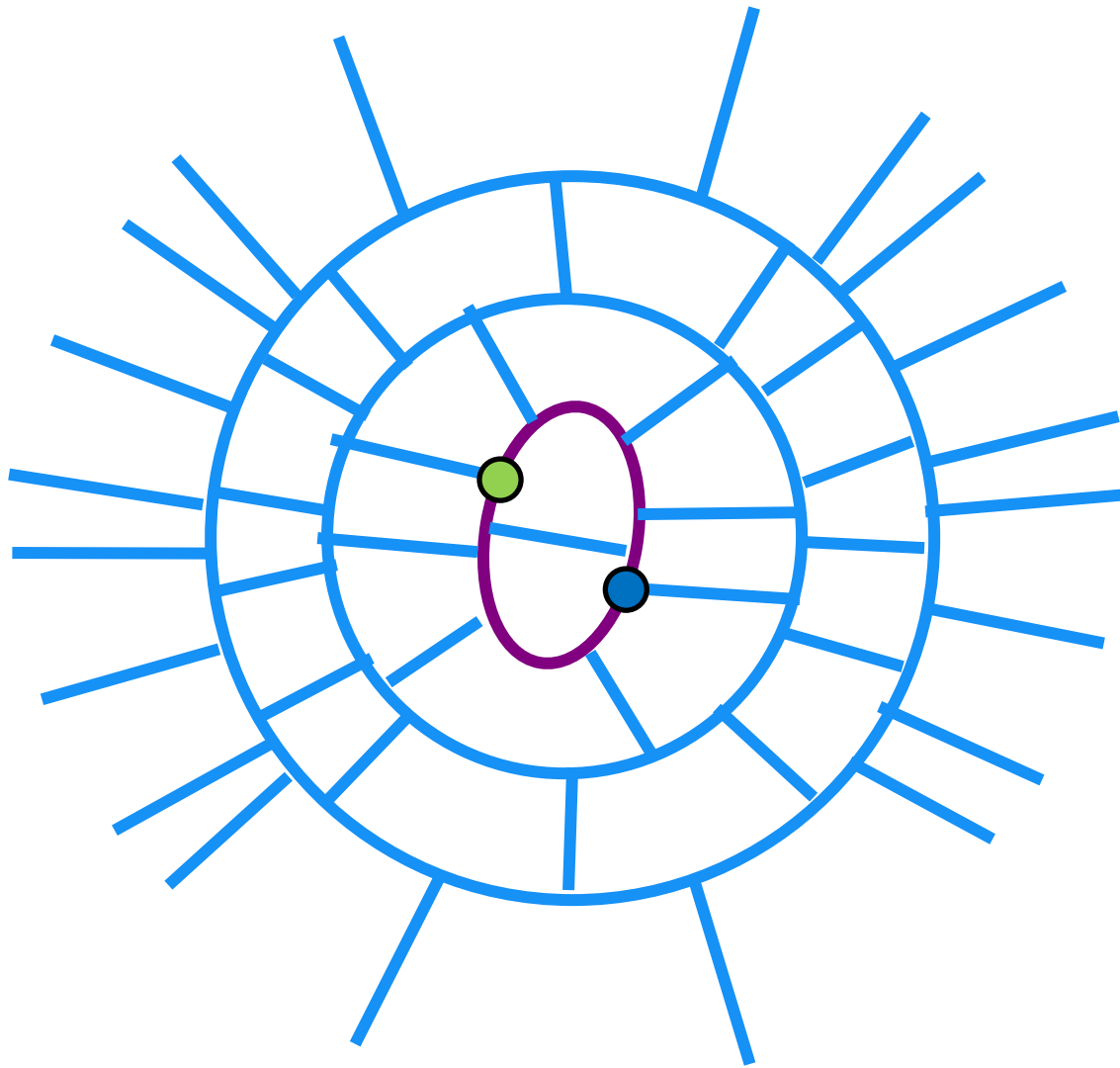


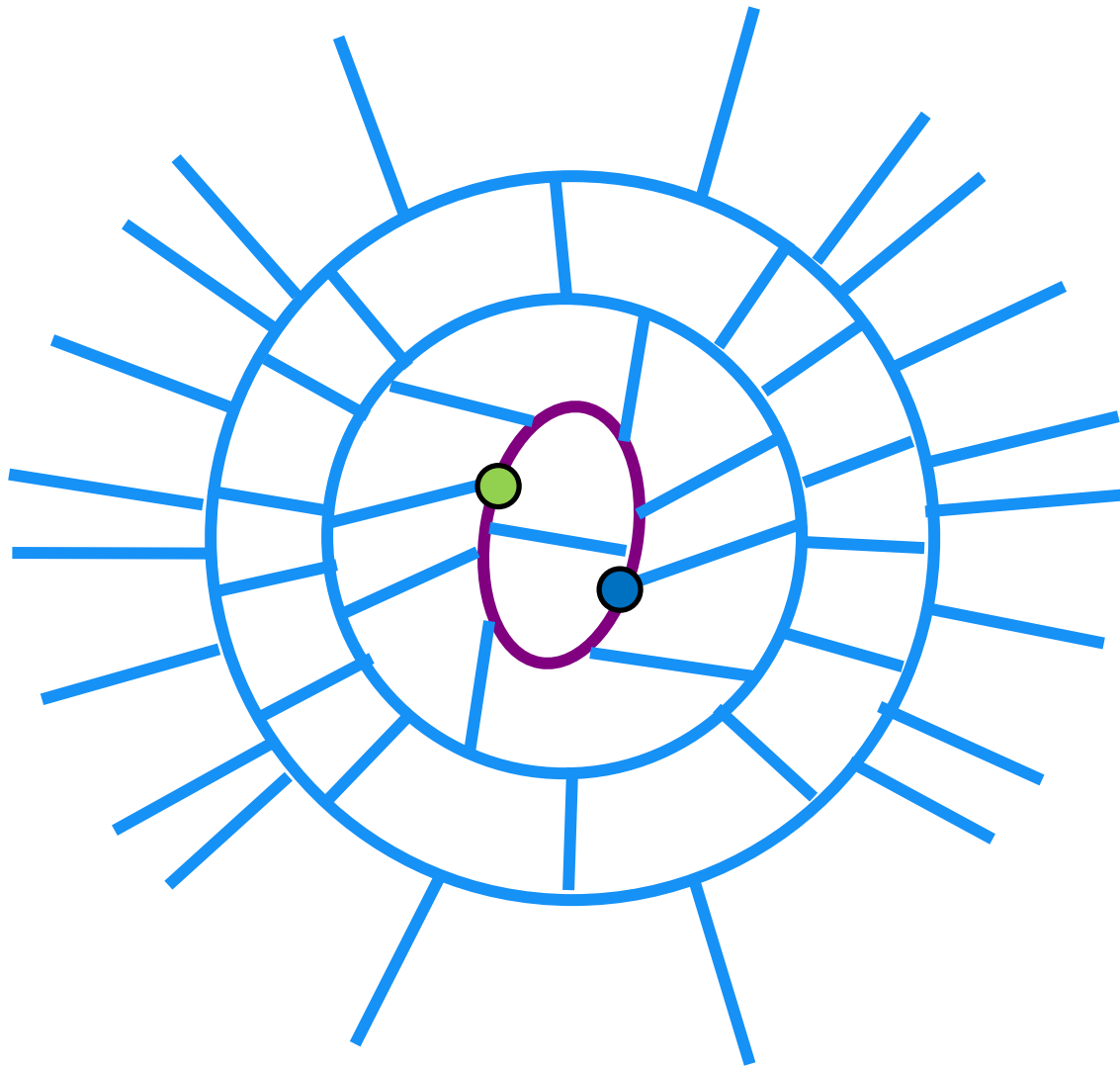


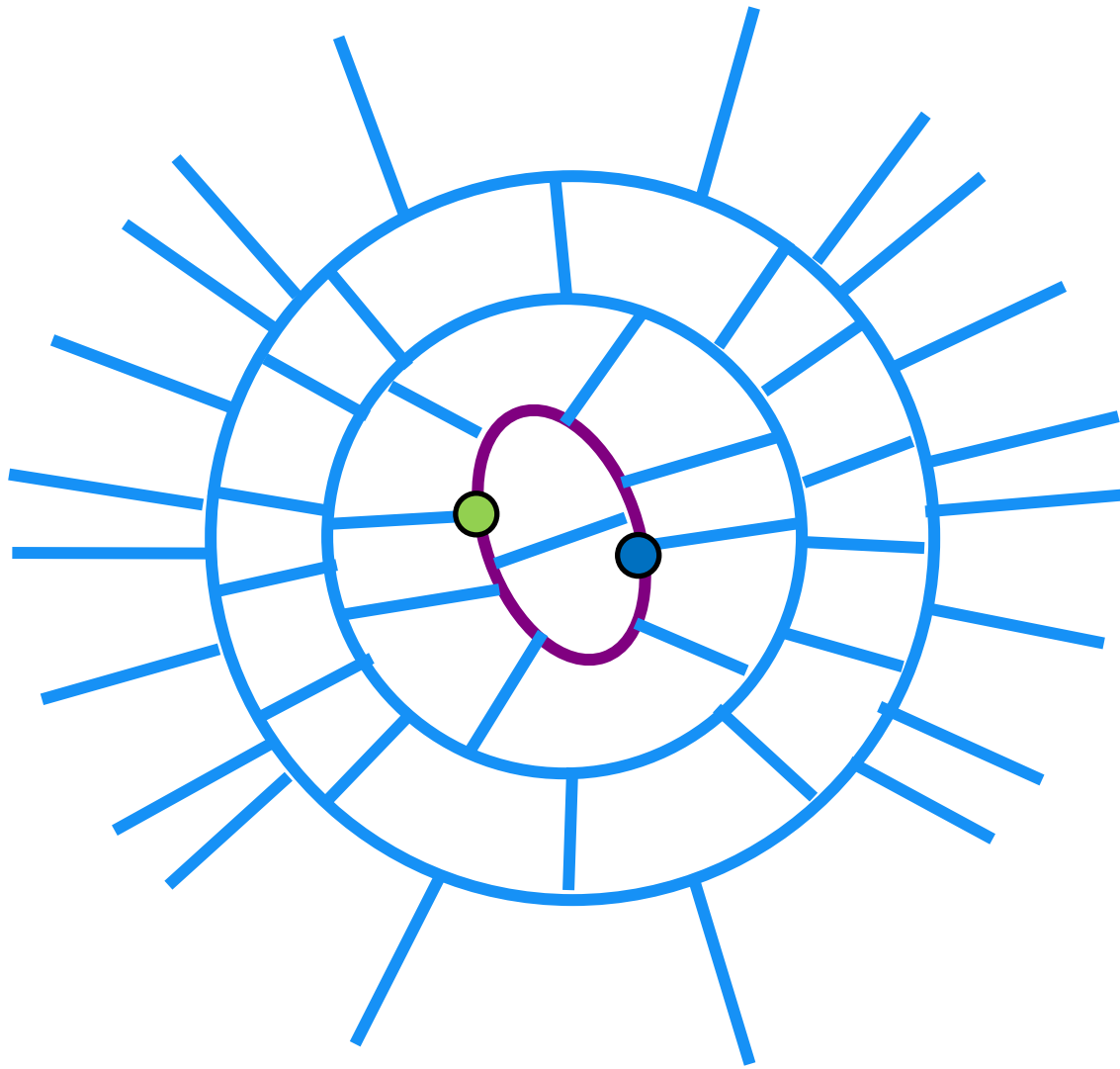


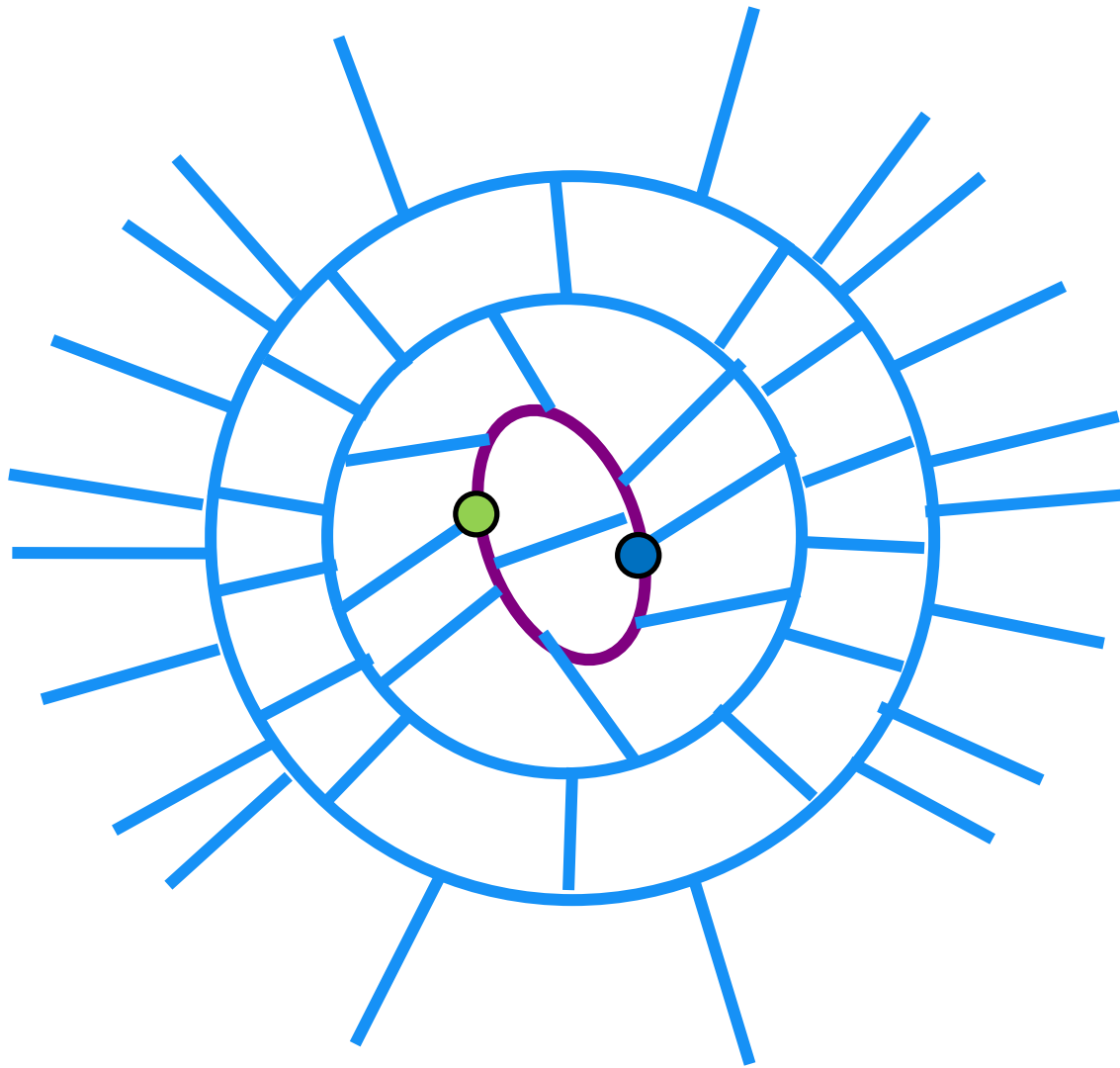


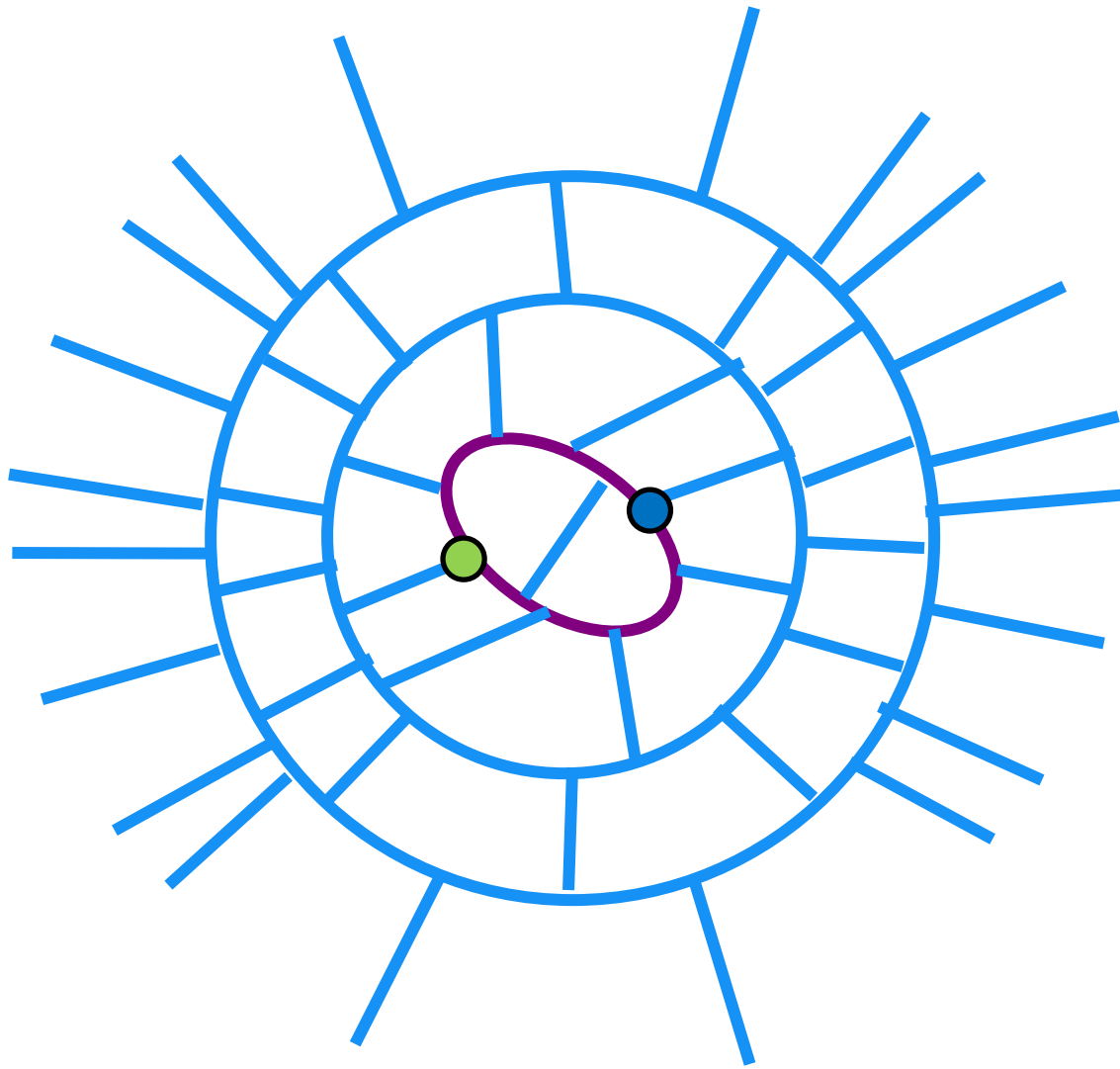




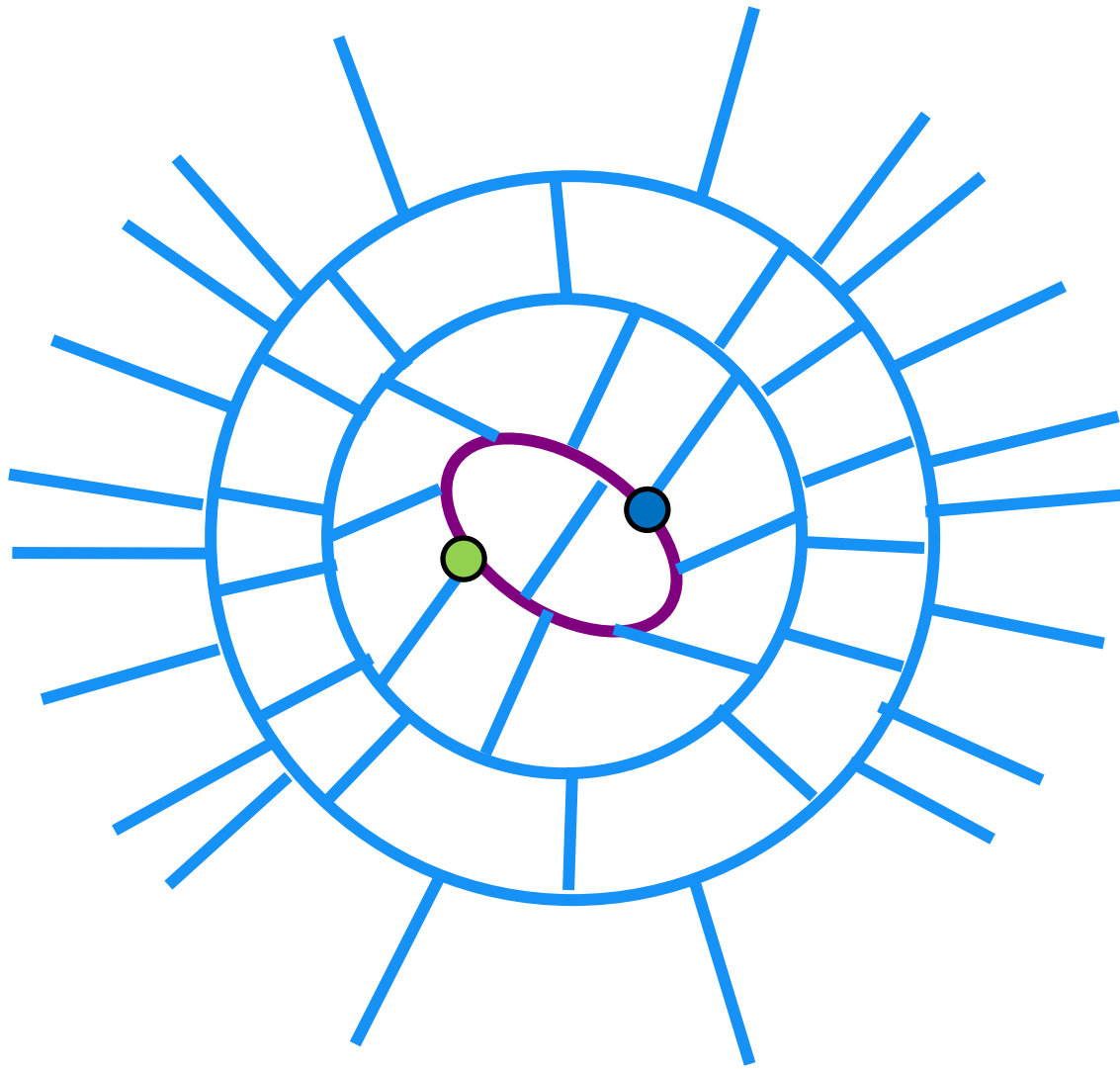


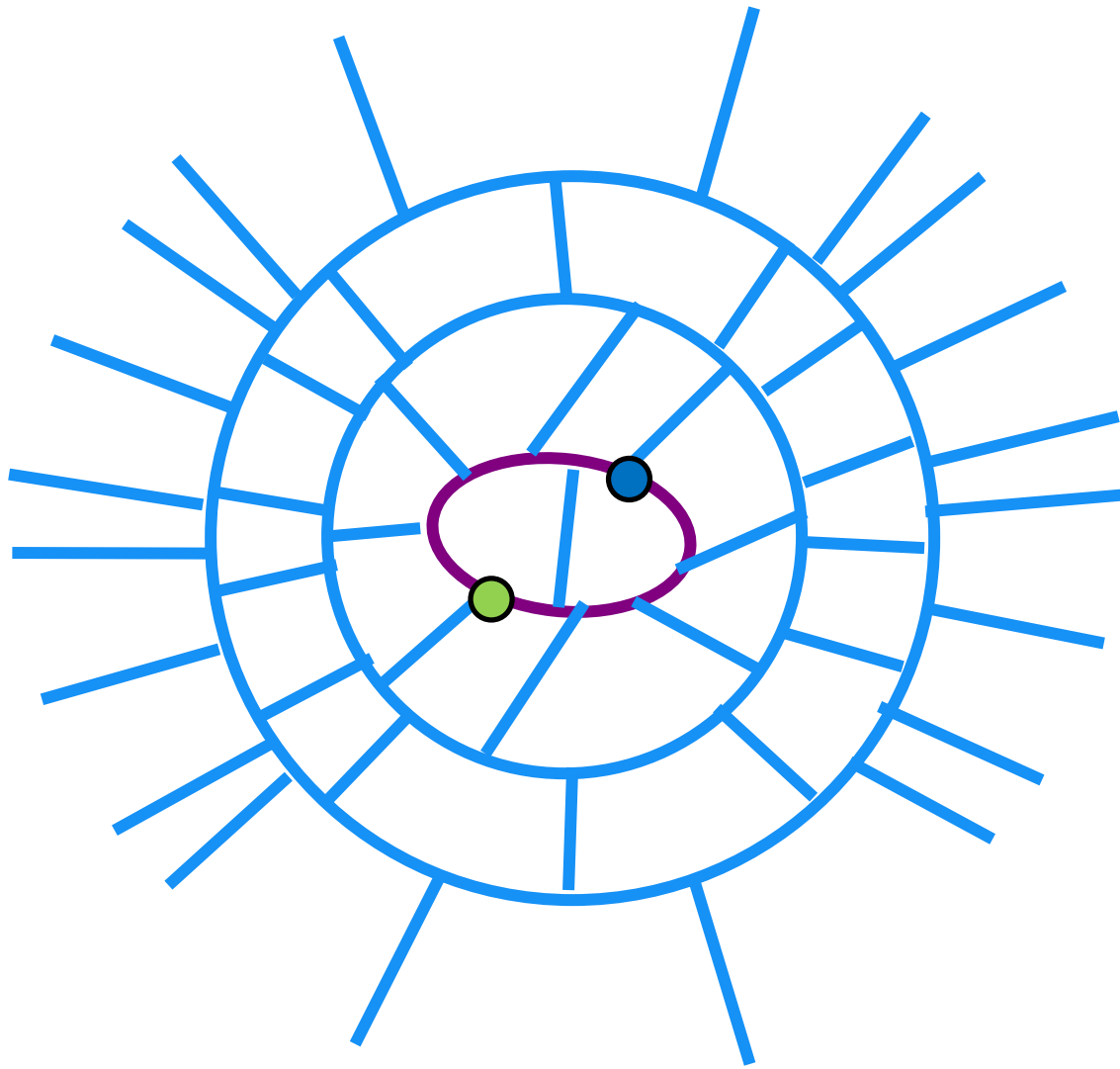


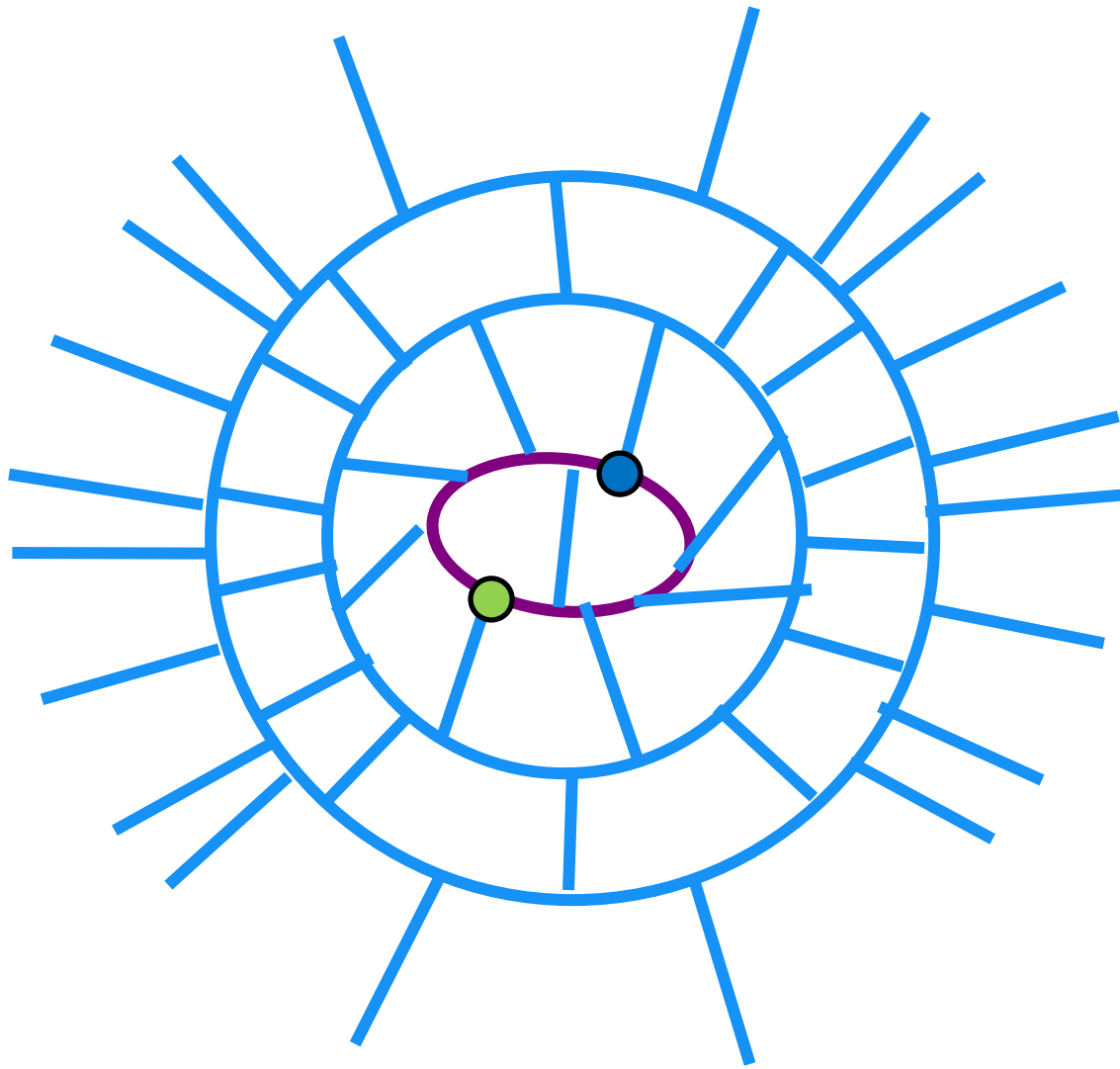


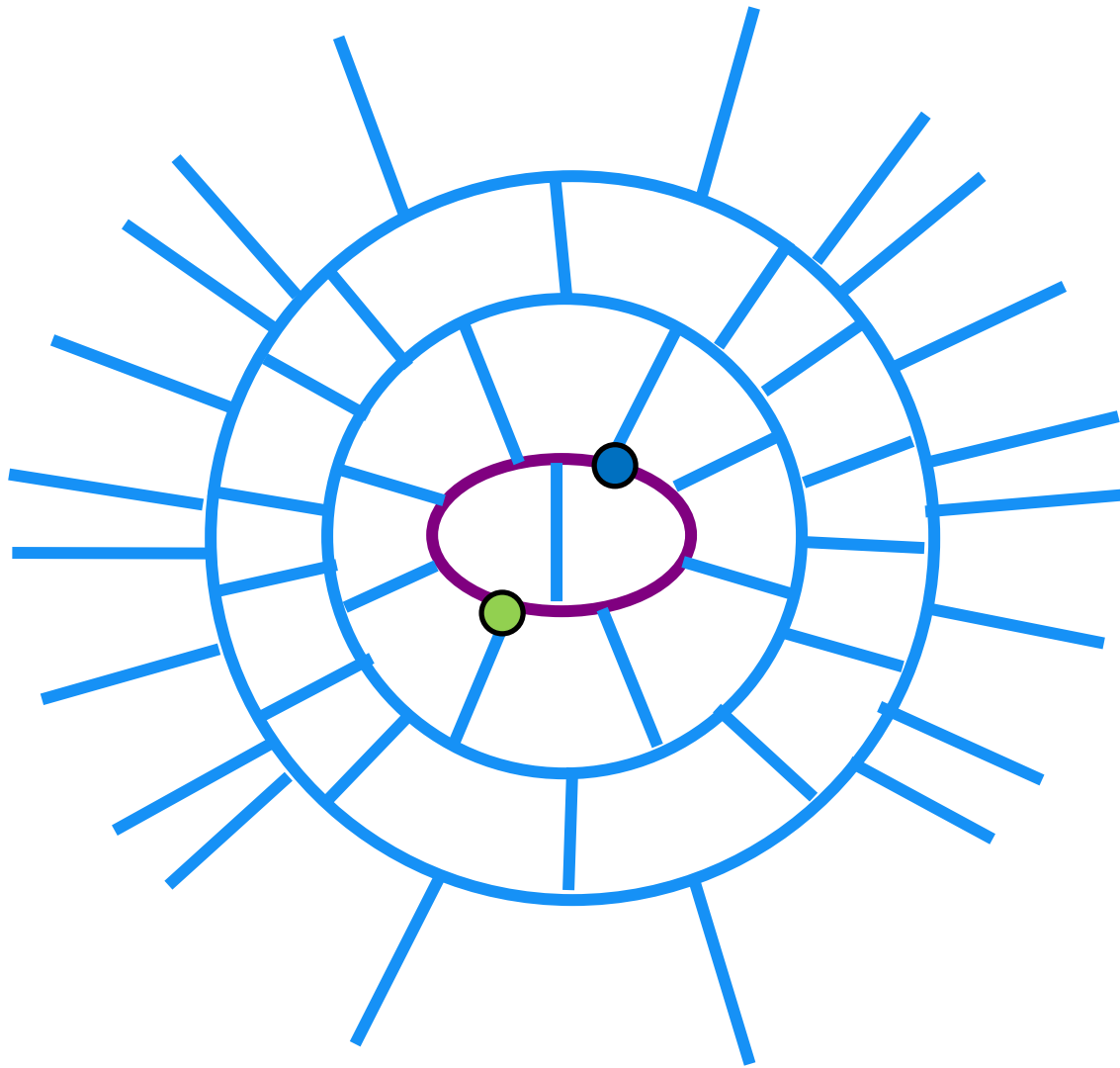






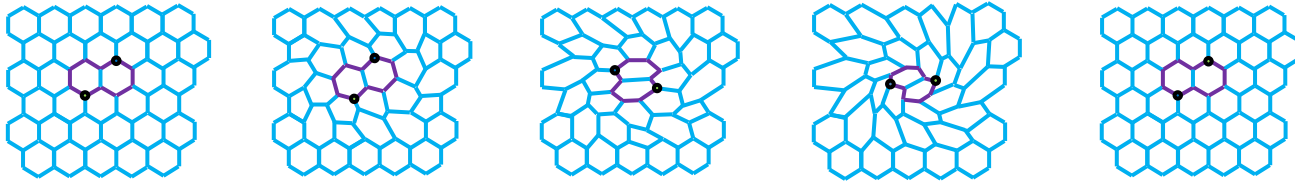






# Conclusions

A “conventional” quantum computer can be used to “simulate” a topological quantum computer based on braiding anyons.



The ability to redraw the abstract lattice of the anyon theory using the **F move** is a fundamental resource for this kind of quantum computation.

## Collaborators

## Former Students

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