

Today's outline - April 12, 2022



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- Measurements and quantum state transformations

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- Decoherence

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Reading assignment: 11.2 – 11.3

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Reading assignment: 11.2 – 11.3

Homework Assignment #07:

Chapter 9:2,3,4; Chapter 10:3,4,11

Due Thursday, April 21, 2022

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Reading assignment: 11.2 – 11.3

Exam #2 - April 26, 2022

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Final Exam will be 10 minute presentations
on a quantum computing journal article

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Get my approval by Friday, April 15, 2022

Measurements and quantum state transformations



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This is just the density operator ρ' that represents the probabilistic mixture of outcomes of a measurement O with associated projectors P_i on system A initially represented by the mixed state $\rho = |\psi\rangle\langle\psi|$



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Thus for any observable O on system A there exists a larger system $X = A \otimes B$, a unitary operator $U : X \rightarrow X$, and a state $|\phi\rangle$ such that $S_U^\phi \equiv S_O$

Decoherence



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The discussion on error correction will start by discussing three simple codes which correct single-qubit bit-flip errors, single-qubit phase errors, and all single-qubit errors

Single-qubit bit-flip correction



The bit-flip error effectively applies the X gate to one of the qubits in a subsystem

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$$\{X_2 = X \otimes I \otimes I, X_1 = I \otimes X \otimes I, X_0 = I \otimes I \otimes X\}$$

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More formally, if C_{BF} is the subspace spanned by $\{|000\rangle, |111\rangle\}$, c_{BF} is a general encoding that takes single-qubit states into C_{BF}

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3-qubit states such as $|101\rangle$ are not legitimate logical qubit states which are referred to as codewords

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In order to detect the non-codeword states and transform them back to codewords, the transformation U_{BF} , called the syndrome extraction operator is used

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$$U_{BF} : |b_2, b_1, b_0, 0, 0\rangle \longrightarrow |b_2, b_1, b_0, b_2 \oplus b_1, b_2 \oplus b_0\rangle$$

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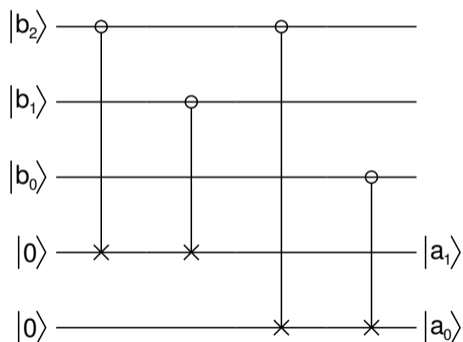
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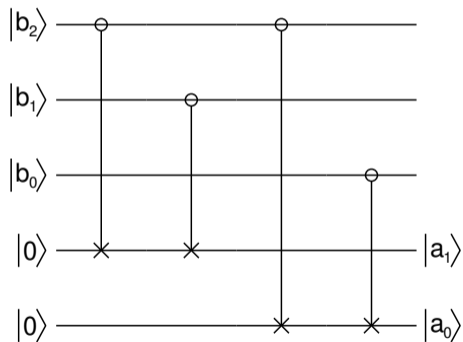
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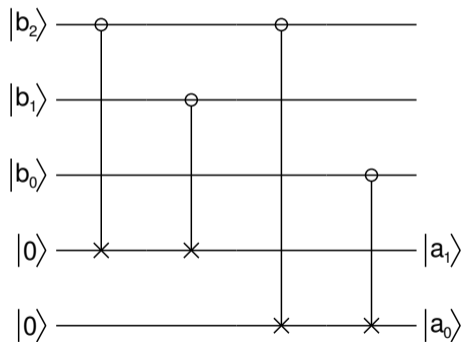
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The correction circuit must not only repair any bit-flip errors but not corrupt valid codewords

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Single-qubit bit-flip correction



Qubit $|a_1\rangle$ will be $|1\rangle$ if $|b_2\rangle \neq |b_1\rangle$ and qubit $|a_0\rangle$ will be $|1\rangle$ if $|b_2\rangle \neq |b_0\rangle$

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$$\left. \begin{array}{l} 000 \\ 001 \\ 010 \\ 100 \end{array} \right\} \mapsto 0 ,$$

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$$\left. \begin{array}{l} 000 \\ 001 \\ 010 \\ 100 \end{array} \right\} \mapsto 0, \quad \left. \begin{array}{l} 011 \\ 101 \\ 110 \\ 111 \end{array} \right\} \mapsto 1$$

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$ 00\rangle$	–	$I \otimes I \otimes I$

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Note that this correction works on any superposition of valid codewords

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Furthermore, the syndrome extraction operator does not disturb the quantum state as it merely determines if the system is in a valid codeword state, but not what state it is in

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Note that this correction works on any superposition of valid codewords

Furthermore, the syndrome extraction operator does not disturb the quantum state as it merely determines if the system is in a valid codeword state, but not what state it is in

Finally, this error correction will only work for a single qubit error, a longer codeword will permit larger number of errors to be corrected

Example 11.1.1



A general superposition $|\psi\rangle = a|0\rangle + b|1\rangle$ is encoded as

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$$|\tilde{\psi}\rangle = a|\tilde{0}\rangle + b|\tilde{1}\rangle$$

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Applying the X_2 transformation to $X_2|\tilde{\psi}\rangle$ will remove the error from the encoded qubit state

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Example 11.1.2



The state $|0\rangle$ is encoded as

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This state is subjected to linear combination of two single bit-flip errors, X_2 and X_1

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$$E = \alpha X \otimes I \otimes I + \beta I \otimes X \otimes I$$



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When the ancilla register is measured, the result is either $|11\rangle$ or $|10\rangle$ and the 3-qubit encoded state is collapsed

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The resulting state is given by

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$$X_1|100\rangle = I \otimes X \otimes I|010\rangle$$



Example 11.1.2

The state $|0\rangle$ is encoded as

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This state is subjected to linear combination of two single bit-flip errors, X_2 and X_1

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The resulting state is given by

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Applying the syndrome extraction operator gives

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When the ancilla register is measured, the result is either $|11\rangle$ or $|10\rangle$ and the 3-qubit encoded state is collapsed

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Example 11.1.3



The quantum state $|+\rangle$ is encoded as

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

Example 11.1.3



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Suppose that the state is subjected by an
phase error

Example 11.1.3



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Suppose that the state is subjected by an
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$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

$$E = Z \otimes I \otimes I$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

Suppose that the state is subjected by an
phase error

The initial $|\tilde{+}\rangle$ state becomes

$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

$$E = Z \otimes I \otimes I$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

Suppose that the state is subjected by an
phase error

$$E = Z \otimes I \otimes I$$

The initial $|\tilde{+}\rangle$ state becomes

$$E|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle - |111\rangle)$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

Suppose that the state is subjected by an phase error

$$E = Z \otimes I \otimes I$$

The initial $|\tilde{+}\rangle$ state becomes

$$E|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle - |111\rangle)$$

The syndrome extraction operator is now applied to the corrupted state

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

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$$U_{BF}((E|\tilde{+}\rangle) \otimes |00\rangle)$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

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$$U_{BF}((E|\tilde{+}\rangle) \otimes |00\rangle) = U_{BF} \frac{1}{\sqrt{2}}((|000\rangle - |111\rangle) \otimes |00\rangle)$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

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Suppose that the state is subjected by an phase error

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$$E|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle - |111\rangle)$$

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$$U_{BF}((E|\tilde{+}\rangle) \otimes |00\rangle) = U_{BF} \frac{1}{\sqrt{2}} ((|000\rangle - |111\rangle) \otimes |00\rangle) = \frac{1}{\sqrt{2}} (|000\rangle|00\rangle - |111\rangle|00\rangle)$$

Example 11.1.3



The quantum state $|+\rangle$ is encoded as

$$|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle + |111\rangle)$$

Suppose that the state is subjected by an phase error

$$E = Z \otimes I \otimes I$$

The initial $|\tilde{+}\rangle$ state becomes

$$E|\tilde{+}\rangle = \frac{1}{\sqrt{2}}(|000\rangle - |111\rangle)$$

The syndrome extraction operator is now applied to the corrupted state

$$U_{BF}((E|\tilde{+}\rangle) \otimes |00\rangle) = U_{BF} \frac{1}{\sqrt{2}} ((|000\rangle - |111\rangle) \otimes |00\rangle) = \frac{1}{\sqrt{2}} (|000\rangle|00\rangle - |111\rangle|00\rangle)$$

Since the ancilla register is $|00\rangle$ for both terms no error is detected with this scheme

Single-qubit phase-flip correction



The three possible single-qubit phase-flip errors are

Single-qubit phase-flip correction



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A phase-flip error in the standard basis is simply a bit-flip error in the Hadamard basis, $\{|+\rangle, |-\rangle\}$ since $Z = HXH$

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This suggests that a code C_{PF} with elements $\{|++\rangle, |--\rangle\}$ for phase-flip correction can be generated by applying the Walsh-Hadamard transformation $W^{(3)} = H \otimes H \otimes H$ to the C_{BF} code to be able to detect phase-flip errors

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$ 11\rangle$	b_2	$Z_2 = Z \otimes I \otimes I$

Single-qubit phase-flip correction

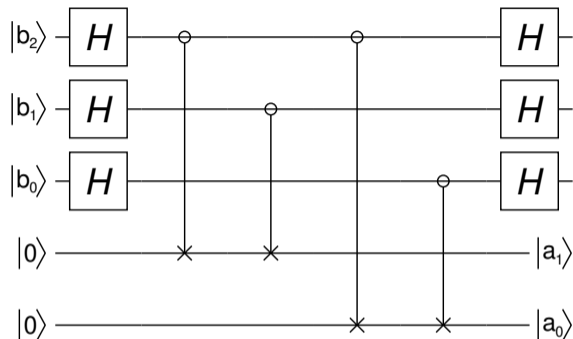


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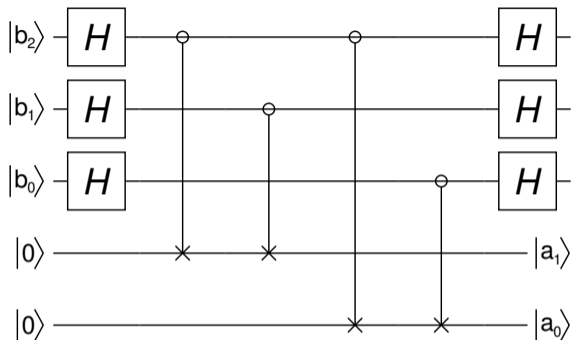


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The syndrome extraction operator for the phase-flip error is thus $U_{PF} = WU_{BF}W$ and has a circuit diagram

Note that the C_{PF} code corrects all single-qubit relative phase errors, not just the phase-flip error, because any single qubit phase error is a linear combination of Z and I up to an irrelevant global phase factor



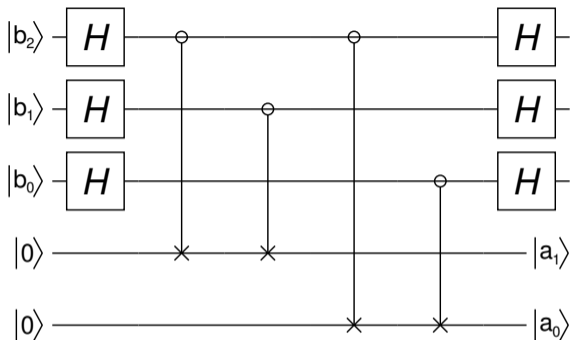
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$$\begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix}$$



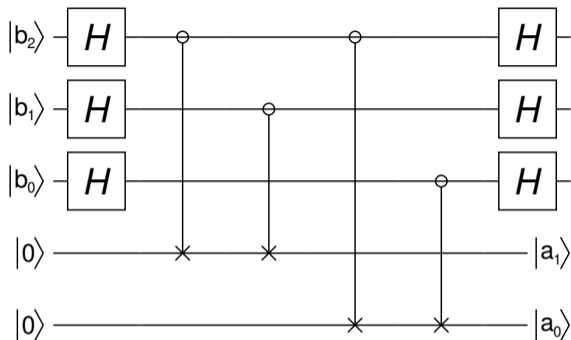
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$$\begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix} = e^{i\frac{\phi}{2}} \begin{pmatrix} e^{-i\frac{\phi}{2}} & 0 \\ 0 & e^{+i\frac{\phi}{2}} \end{pmatrix}$$

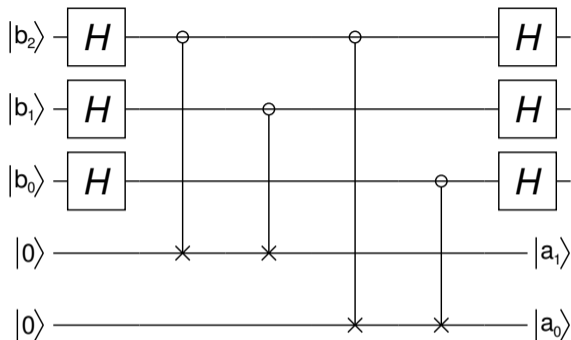


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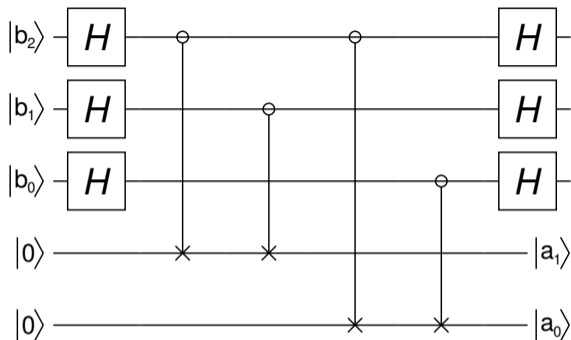
$$\begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix} = e^{i\frac{\phi}{2}} \begin{pmatrix} e^{-i\frac{\phi}{2}} & 0 \\ 0 & e^{+i\frac{\phi}{2}} \end{pmatrix} = e^{i\frac{\phi}{2}} \begin{pmatrix} \cos \frac{\phi}{2} - i \sin \frac{\phi}{2} & 0 \\ 0 & \cos \frac{\phi}{2} + i \sin \frac{\phi}{2} \end{pmatrix}$$

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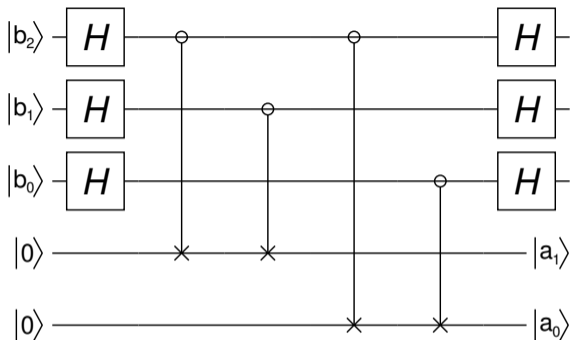
$$\begin{aligned} \begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix} &= e^{i\frac{\phi}{2}} \begin{pmatrix} e^{-i\frac{\phi}{2}} & 0 \\ 0 & e^{+i\frac{\phi}{2}} \end{pmatrix} = e^{i\frac{\phi}{2}} \begin{pmatrix} \cos \frac{\phi}{2} - i \sin \frac{\phi}{2} & 0 \\ 0 & \cos \frac{\phi}{2} + i \sin \frac{\phi}{2} \end{pmatrix} \\ &= e^{i\frac{\phi}{2}} \left(\cos \frac{\phi}{2} I - i \sin \frac{\phi}{2} Z \right) \end{aligned}$$

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$$\begin{aligned} \begin{pmatrix} 1 & 0 \\ 0 & e^{i\phi} \end{pmatrix} &= e^{i\frac{\phi}{2}} \begin{pmatrix} e^{-i\frac{\phi}{2}} & 0 \\ 0 & e^{+i\frac{\phi}{2}} \end{pmatrix} = e^{i\frac{\phi}{2}} \begin{pmatrix} \cos \frac{\phi}{2} - i \sin \frac{\phi}{2} & 0 \\ 0 & \cos \frac{\phi}{2} + i \sin \frac{\phi}{2} \end{pmatrix} \\ &= e^{i\frac{\phi}{2}} \left(\cos \frac{\phi}{2} I - i \sin \frac{\phi}{2} Z \right) \mapsto \cos \frac{\phi}{2} I - i \sin \frac{\phi}{2} Z \end{aligned}$$

Complete single-qubit error correction



As will be shown later, a quantum code that can correct X and Z single-qubit errors can be used to correct any single-qubit error

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Error correction is performed on each block of 3 qubits to correct for X errors

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Then phase shifts are corrected using a variant of U_{PF} applied to the three blocks as a codeword

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In this implementation each logical qubit is made up of 9 physical qubits and gates are implemented to act on the logical qubits

Error correcting framework



The general theory behind error correcting codes comes from classical error correction

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A $[n, k]$ block code C is a 2^k subset of the 2^n possible n -bit strings which form a group, \mathbf{Z}_2^n under bitwise addition modulo 2

Error correcting framework



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$$G = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}, \quad \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} (0) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix},$$

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Example 11.2.2



The $[7, 4]$ Hamming code encodes 4-bit strings, elements of \mathbf{Z}_2^4 , into 7-bit strings, elements of \mathbf{Z}_2^7

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One possible encoding is

$$1000 \mapsto 1110100$$

Example 11.2.2



The $[7, 4]$ Hamming code encodes 4-bit strings, elements of \mathbf{Z}_2^4 , into 7-bit strings, elements of \mathbf{Z}_2^7

One possible encoding is

$$1000 \mapsto 1110100$$

$$0100 \mapsto 1101010$$

Example 11.2.2



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$$G = \begin{pmatrix} & & & & & & \end{pmatrix}$$

Example 11.2.2



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One possible encoding is with generating matrix

$$1000 \mapsto 1110100$$

$$0100 \mapsto 1101010$$

$$0010 \mapsto 1011001$$

$$0001 \mapsto 1111111$$

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

Example 11.2.2



The $[7, 4]$ Hamming code encodes 4-bit strings, elements of \mathbf{Z}_2^4 , into 7-bit strings, elements of \mathbf{Z}_2^7

One possible encoding is with generating matrix

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$$0001 \mapsto 1111111$$

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

Example 11.2.2



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

Example 11.2.2



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Example 11.2.2

An alternative encoding could be



Example 11.2.2



An alternative encoding could be

$$G = \begin{pmatrix} & \end{pmatrix}$$

Example 11.2.2



An alternative encoding could be

$$G = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 1 \end{pmatrix}$$

Example 11.2.2



An alternative encoding could be

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

Example 11.2.2



An alternative encoding could be

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

Example 11.2.2



An alternative encoding could be

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

Example 11.2.2



An alternative encoding could be

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

$$1000 \mapsto 1000111$$

The single “1” bit values are mapped to the values of the individual columns

Example 11.2.2



An alternative encoding could be

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

$$0100 \mapsto 0100110$$

$$1000 \mapsto 1000111$$

The single “1” bit values are mapped to the values of the individual columns

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An alternative encoding could be

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

$$0010 \mapsto 0010101$$

$$0100 \mapsto 0100110$$

$$1000 \mapsto 1000111$$

The single “1” bit values are mapped to the values of the individual columns

Example 11.2.2



An alternative encoding could be

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

$$0001 \mapsto 0001011$$

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$$0100 \mapsto 0100110$$

$$1000 \mapsto 1000111$$

The single “1” bit values are mapped to the values of the individual columns

The other values are just sums of columns modulo 2



Example 11.2.2

An alternative encoding could be

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

$$0001 \mapsto 0001011$$

$$0010 \mapsto 0010101$$

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An alternative encoding could be

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

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$$0101 \mapsto 0101100$$

$$0110 \mapsto 0110011$$

$$0111 \mapsto 0111001$$

$$1000 \mapsto 1000111$$

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An alternative encoding could be

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

0001 \mapsto 0001011

1001 \mapsto 1001100

0010 \mapsto 0010101

0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

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An alternative encoding could be

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

0001 \mapsto 0001011

1001 \mapsto 1001100

0010 \mapsto 0010101

1010 \mapsto 1010010

0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

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0001 \mapsto 0001011

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0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

1001 \mapsto 1001100

1010 \mapsto 1010010

1011 \mapsto 1011001

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0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

1001 \mapsto 1001100

1010 \mapsto 1010010

1011 \mapsto 1011001

1100 \mapsto 1100001

The single “1” bit values are mapped to the values of the individual columns

The other values are just sums of columns modulo 2

Example 11.2.2



An alternative encoding could be

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

0001 \mapsto 0001011

0010 \mapsto 0010101

0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

1001 \mapsto 1001100

1010 \mapsto 1010010

1011 \mapsto 1011001

1100 \mapsto 1100001

1101 \mapsto 1101010

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An alternative encoding could be

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

0001 \mapsto 0001011

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0011 \mapsto 0011110

0100 \mapsto 0100110

0101 \mapsto 0101100

0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

1001 \mapsto 1001100

1010 \mapsto 1010010

1011 \mapsto 1011001

1100 \mapsto 1100001

1101 \mapsto 1101010

1110 \mapsto 1110100

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An alternative encoding could be

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

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0111 \mapsto 0111001

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1110 \mapsto 1110100

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0110 \mapsto 0110011

0111 \mapsto 0111001

1000 \mapsto 1000111

1001 \mapsto 1001100

1010 \mapsto 1010010

1011 \mapsto 1011001

1100 \mapsto 1100001

1101 \mapsto 1101010

1110 \mapsto 1110100

1111 \mapsto 1111111

0000 \mapsto 0000000

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All m zeroes always maps to n zeroes