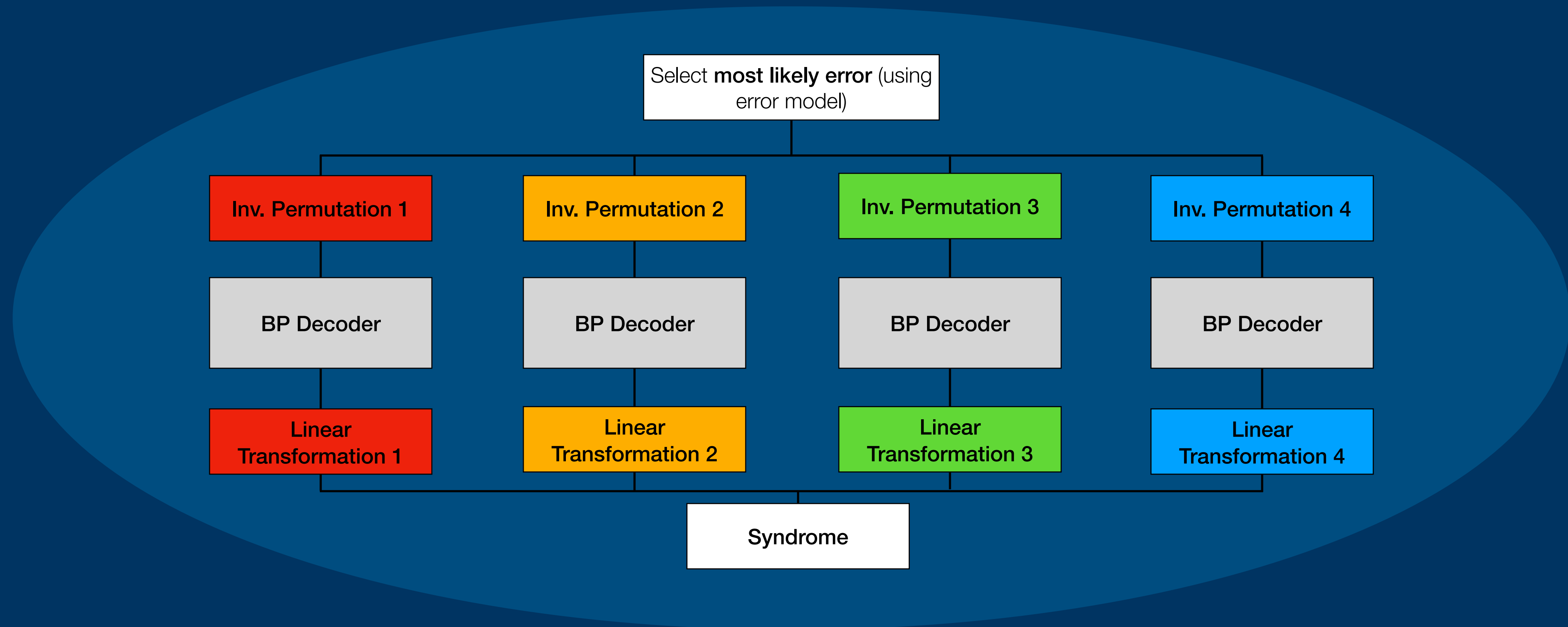


The AutDEC Decoder

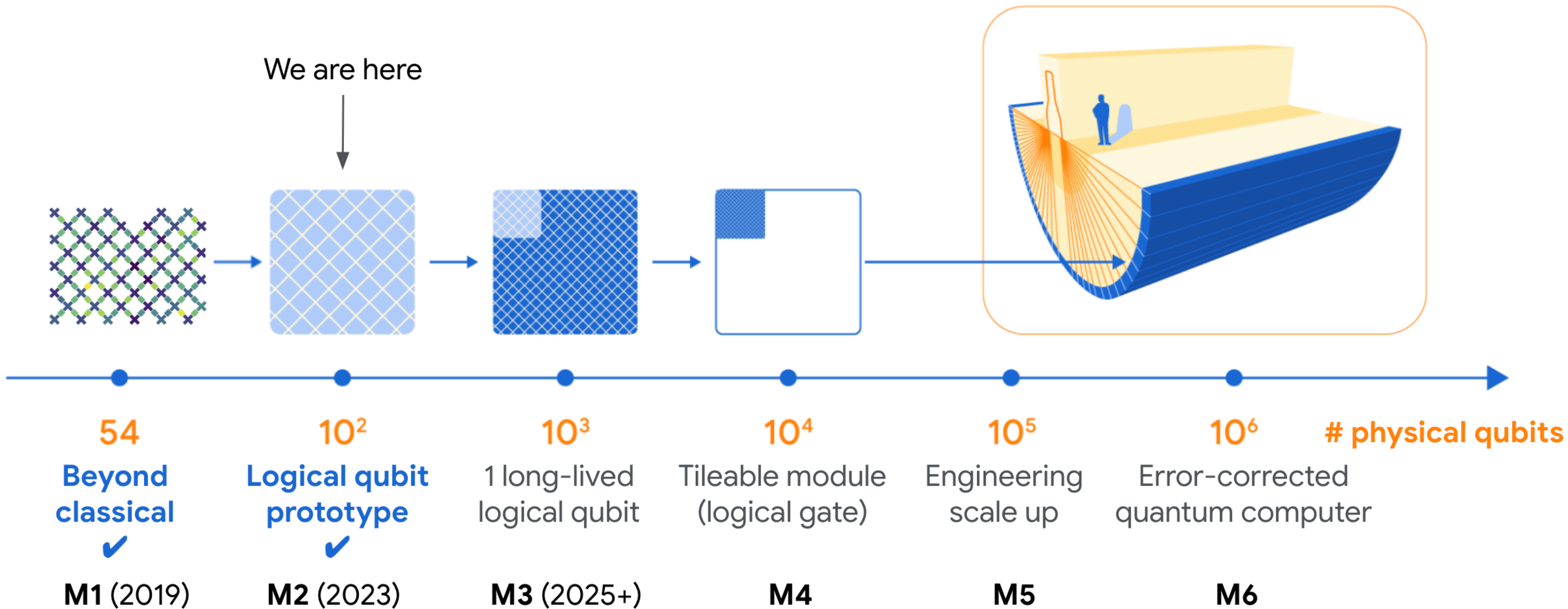
Improving belief propagation by ensembling and code symmetry



Dan Browne - University College London

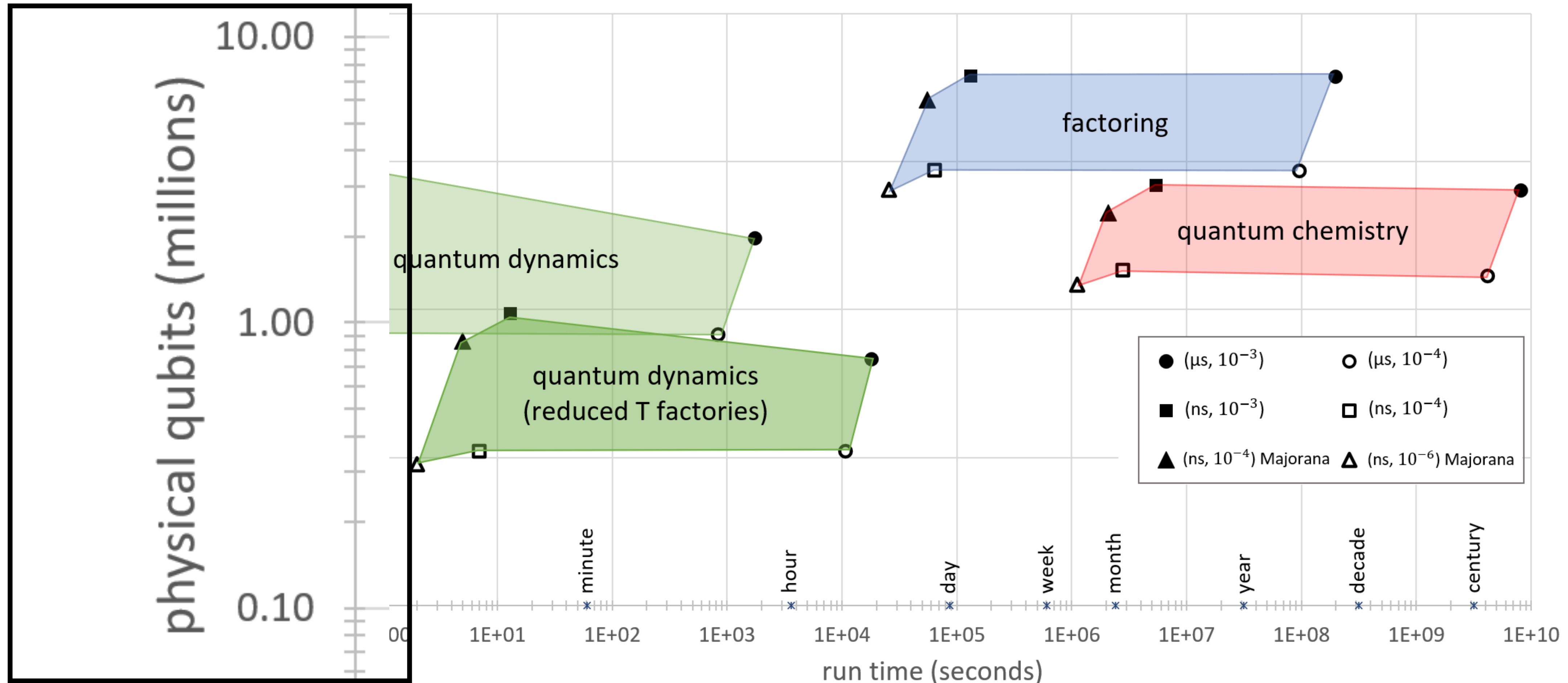
Joint work with **Stergios Koutsoumpas**, Hasan Sayginel, Mark Webster

Background - Google roadmap from 2023



Surface Code resource estimates

- The most mature model of fault-tolerant quantum computing, but overheads can be extremely high.



Michael Beverland et al, arXiv:2211.07629

Low-density Parity-Check Codes

- In the classical world, we use **high rate LDPC codes**.
- **Low-density:**
 - each bit involved in **few parity checks**
 - each check involves **few bits**
- High performance “**good codes**” exist:

$$k \propto n$$
$$d \propto n$$

- Efficient decoding via **belief propagation**.

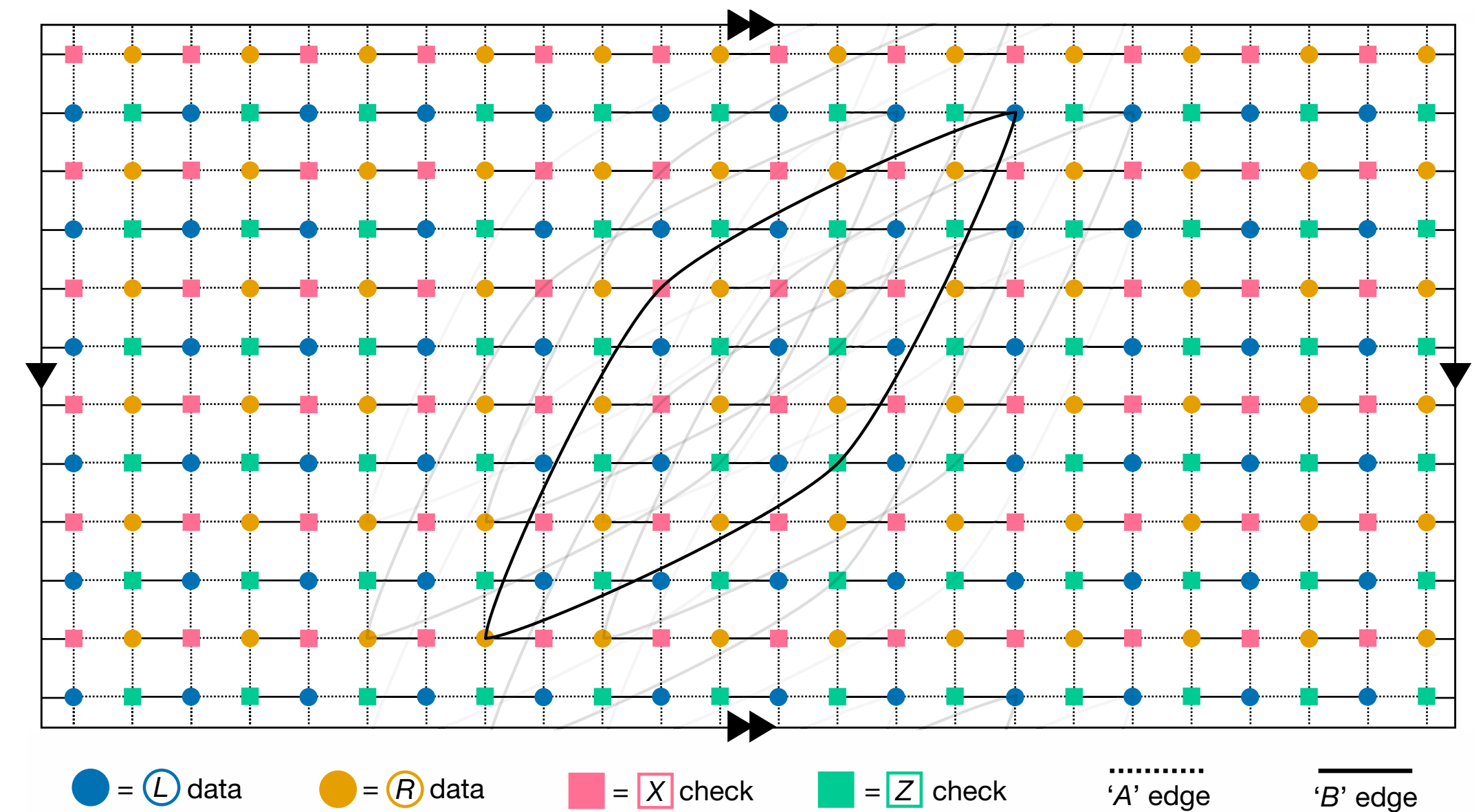


Quantum LDPC Codes

- **Low-density:**
 - each qubit involved in **few** checks
 - each check involves **few** qubits
- High performance “**good codes**” discovered in 2022:
$$k \propto n$$
$$d \propto n$$
- **Hypergraph product, lifted product** and **balanced product** → many novel codes with interesting properties appearing every week on arXiv!

P. Panteleev, G. Kalachev, STOC '22

- **E.g. Bivariate Bicycle codes**
 - (144,12,12) “Gross code”



S. Bravyi et al, Nature 2024

Belief propagation + Ordered Statistics Decoding (BP+OSD)

- **BP** can be readily adapted for quantum codes but often **fails to converge** to a valid correction.
- **OSD** adds a **second decoder stage** using BP's output to focus decoding problem on most likely errors.
- **BP** can be parallelised to time **linear** in **n**.
- **OSD** uses Gaussian elimination and is often the **bottleneck**.
- Improvements to OSD have been made* with more parallel implementations and reduced runtime (**LSD**, **Ambiguity Clustering**).
- But it would be advantageous if quantum LDPC codes could, like classical codes, be decoded reliably with **BP** alone.

BP+OSD: A decoder for quantum LDPC codes

A Python library implementing belief propagation with ordered statistics post-processing for decoding sparse quantum LDPC codes as described in [arXiv:2005.07016](https://arxiv.org/abs/2005.07016). Note, this library has recently been completely rewritten using Python and Cython. The bulk of the code now resides in the [LDPC](#) repository. The original C++ version can be found in the `cpp_version` branch of this repository.

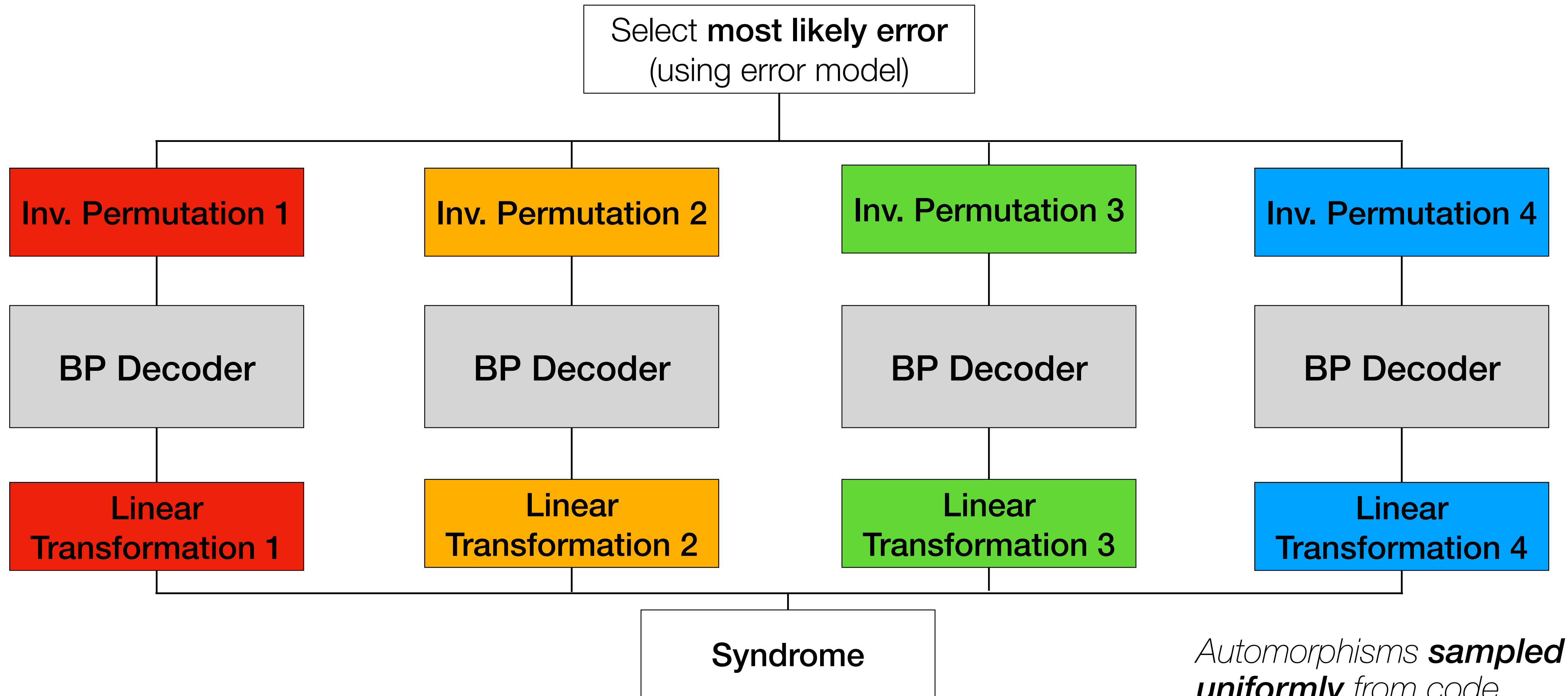
P. Panteleev, G. Kalachev, 2019

J. Roffe, <https://pypi.org/project/ldpc/>

*Wolanski et al, [arxiv.org/2406.14527](https://arxiv.org/abs/2406.14527)

*Hillman et al, [arxiv.org/2406.18655](https://arxiv.org/abs/2406.18655)

The AutDec Decoder



*Automorphisms **sampled uniformly** from code automorphism group*

Talk structure

- Decoding Classical Codes and **Belief Propagation**
- Belief Propagation on **Quantum Codes**
- **Ensemble** Decoders
- Code **Automorphisms**
- The **AutDec** Decoder
- Numerical results for **small codes** and circuit level noise on **qLDPC codes**
- **Summary** and **Outlook**

Decoding (classical) linear codes

- Example: [7,4,3] Hamming code

- Code-words:

$$c_1 = [1 \quad 1 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0]$$

$$c_2 = [1 \quad 0 \quad 0 \quad 1 \quad 1 \quad 0 \quad 0]$$

$$c_3 = [0 \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 \quad 0]$$

$$c_4 = [1 \quad 1 \quad 0 \quad 1 \quad 0 \quad 0 \quad 1]$$

- Message:

$$m = \sum_j a_j c_j$$

Bit-wise addition mod 2

- Errors detected via parity checks

$$H = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

Parity-check matrix

- No errors:

$$Hc^T = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

Decoding (classical) linear codes

- Error represented as bit string:

$$e = [0 \ 1 \ 0 \ 0 \ 0 \ 0 \ 0]$$

- Received message:

$$r = m + e$$

- Syndrome:

$$\sigma = Hr^T = He^T = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

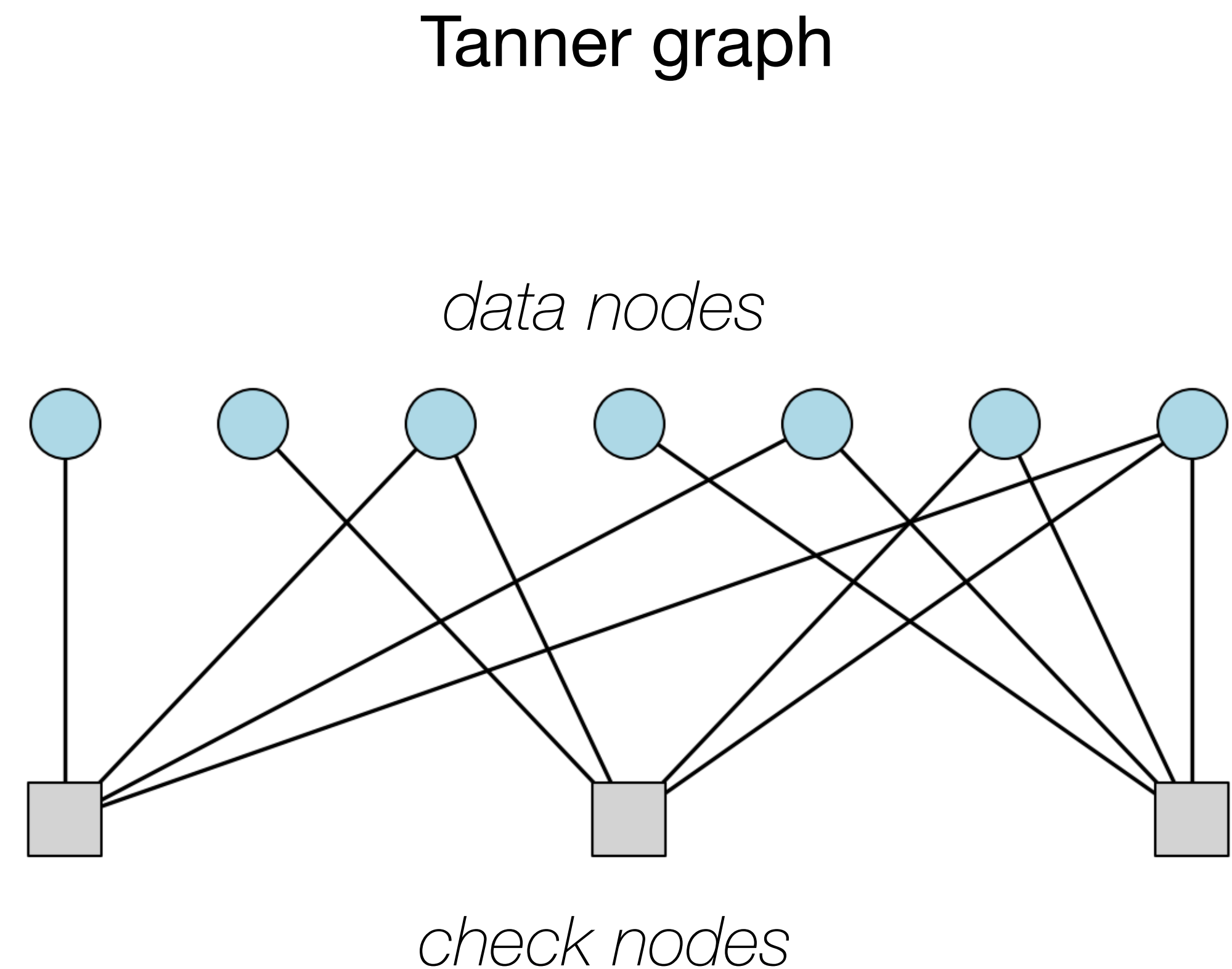
- Aim of the **decoder**:
 - Given the syndrome σ compute the error e
- We then can correct the error.

Belief Propagation

- A message-passing decoder on the Tanner graph.

E.g. 7-bit Hamming code:

$$H = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

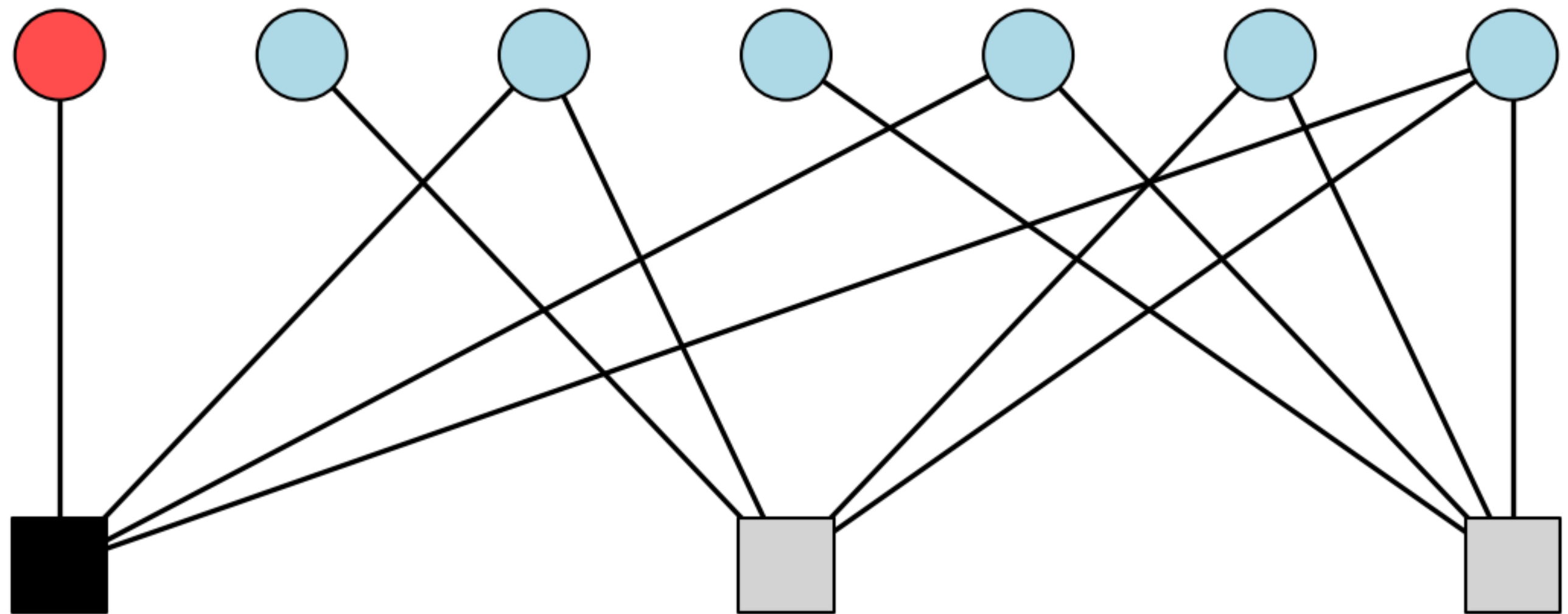


- Nodes **pass messages** back and forth, to establish marginal prob. of error on each bit.
- Finally, these probabilities are converted to a “**hard decision**” - a specific error.

Belief Propagation

- Example:
 - error on first qubit
 - error prob. 0.05

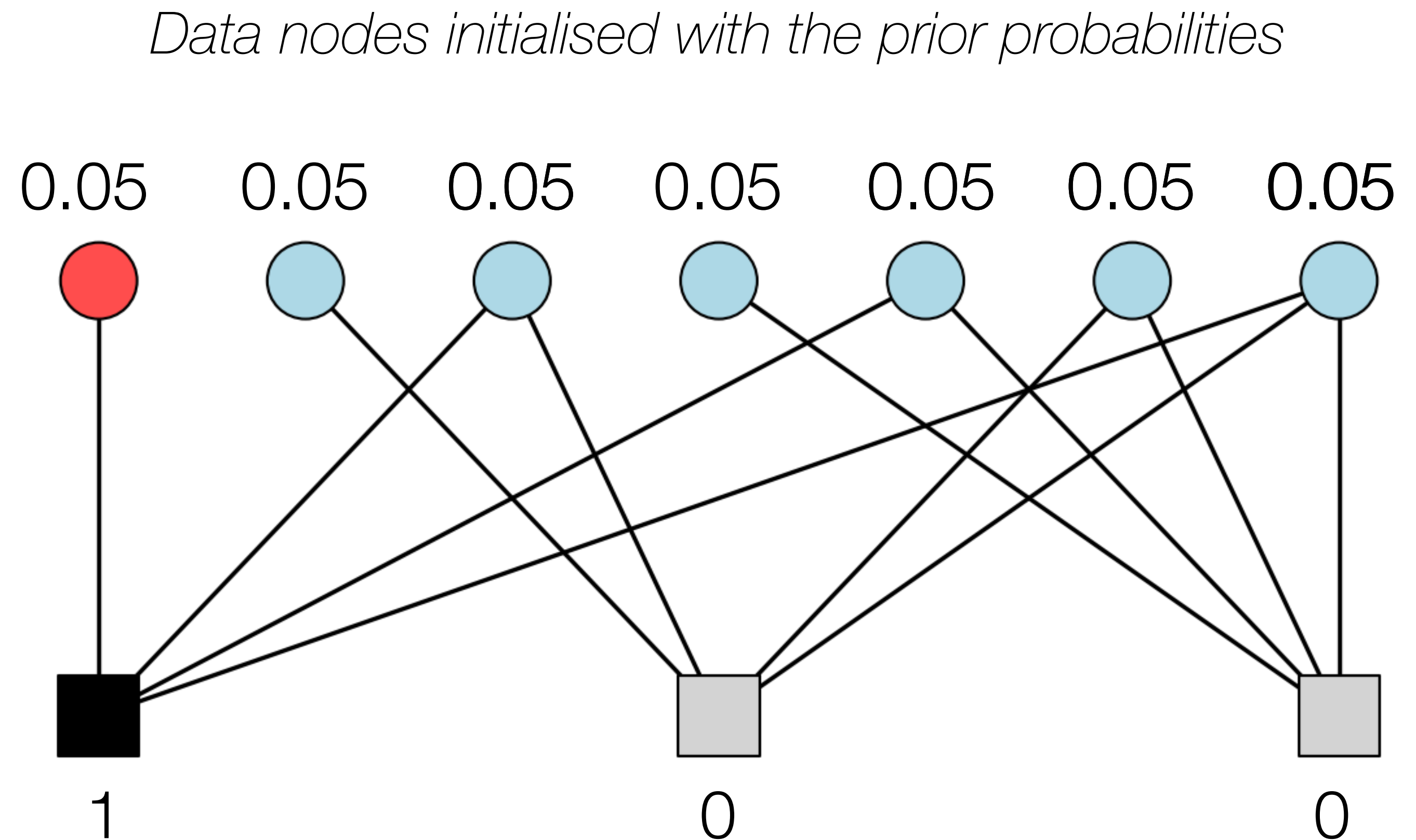
Data nodes initialised with the prior probabilities



Check nodes know their respective syndrome bit

Belief Propagation

- Example:
 - error on first qubit
 - error prob. 0.05

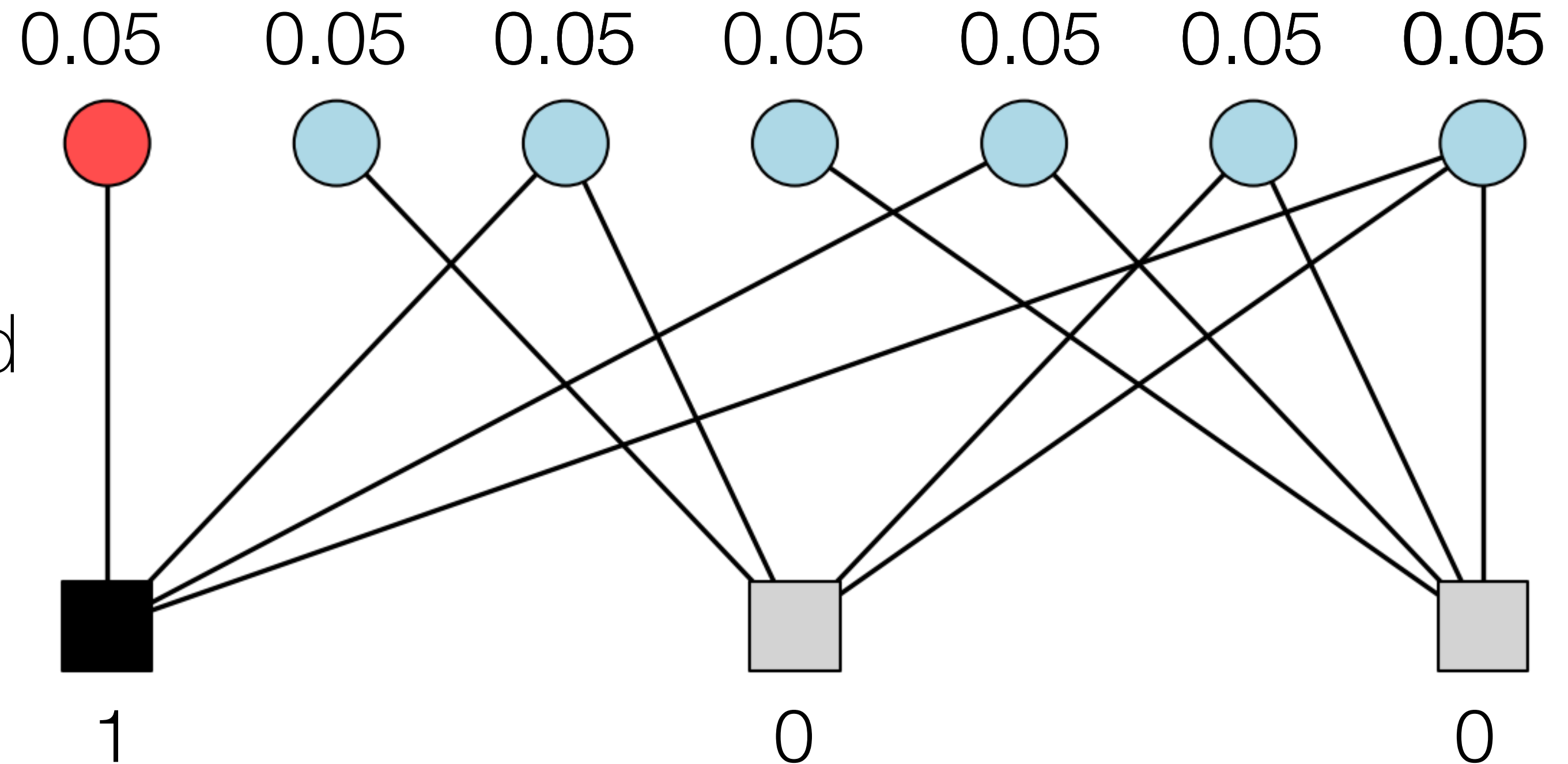


Check nodes know their respective syndrome bit

Belief Propagation

Data nodes initialised with the prior probabilities

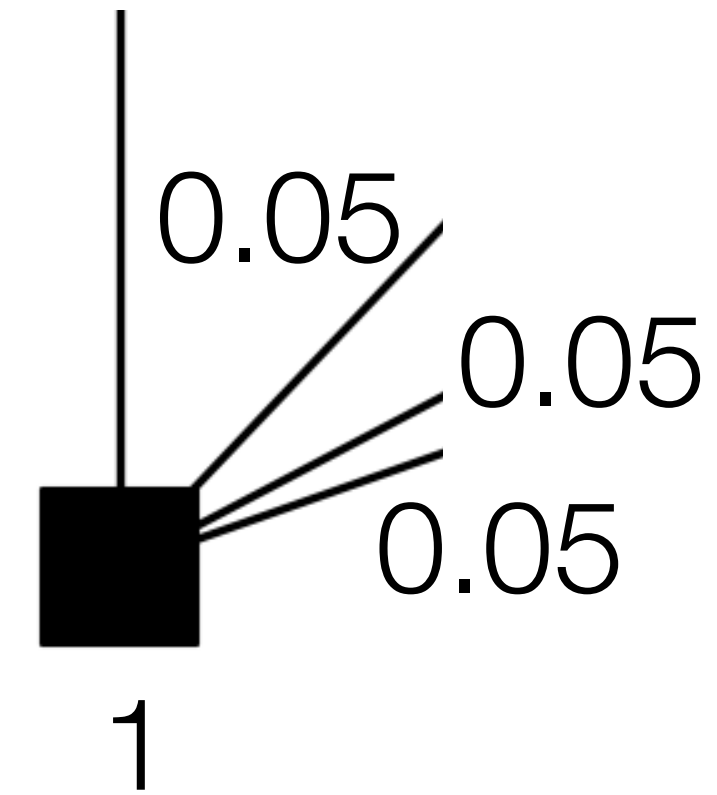
Data nodes **send** their prior probabilities to their connected check nodes.



Check nodes know their respective syndrome bit

Belief Propagation

Check nodes use
the **received probabilities**
and their **syndrome bit**
to estimate a **new error probability** for each data bit.



E.g. Given that :

the overall parity is odd

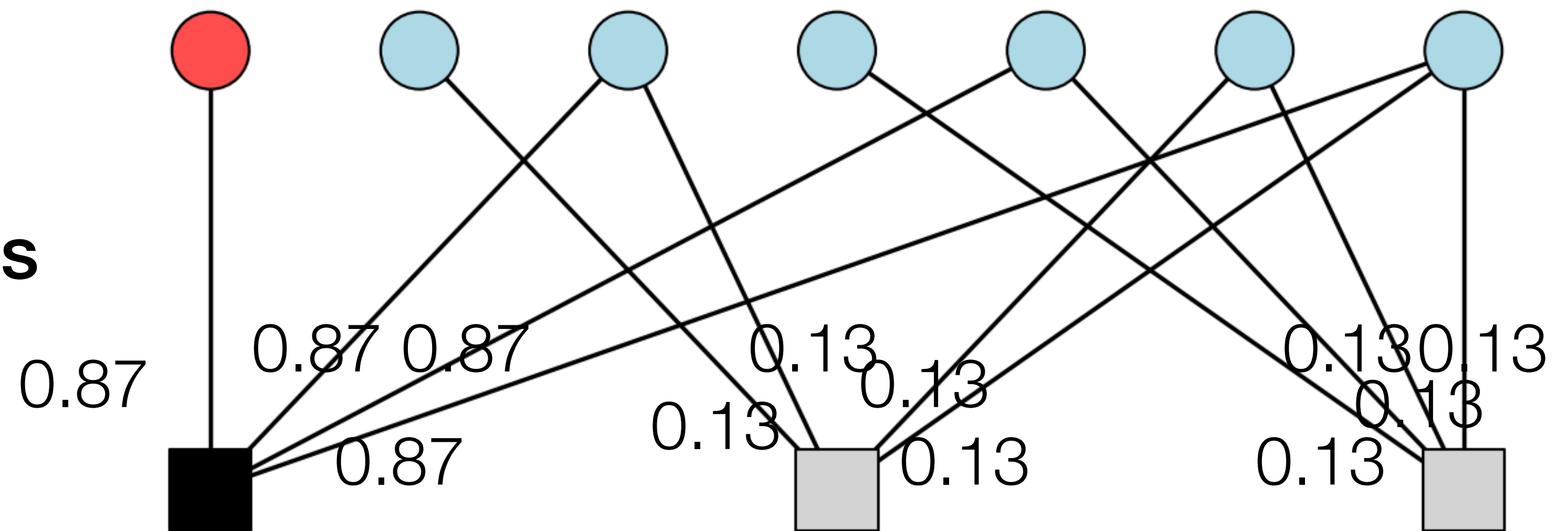
the prior probs of other bits are all 0.05

Prob of an error on the first bit is:

$$\frac{1 + (1 - 2 \times 0.05)^3}{2} = 0.87$$

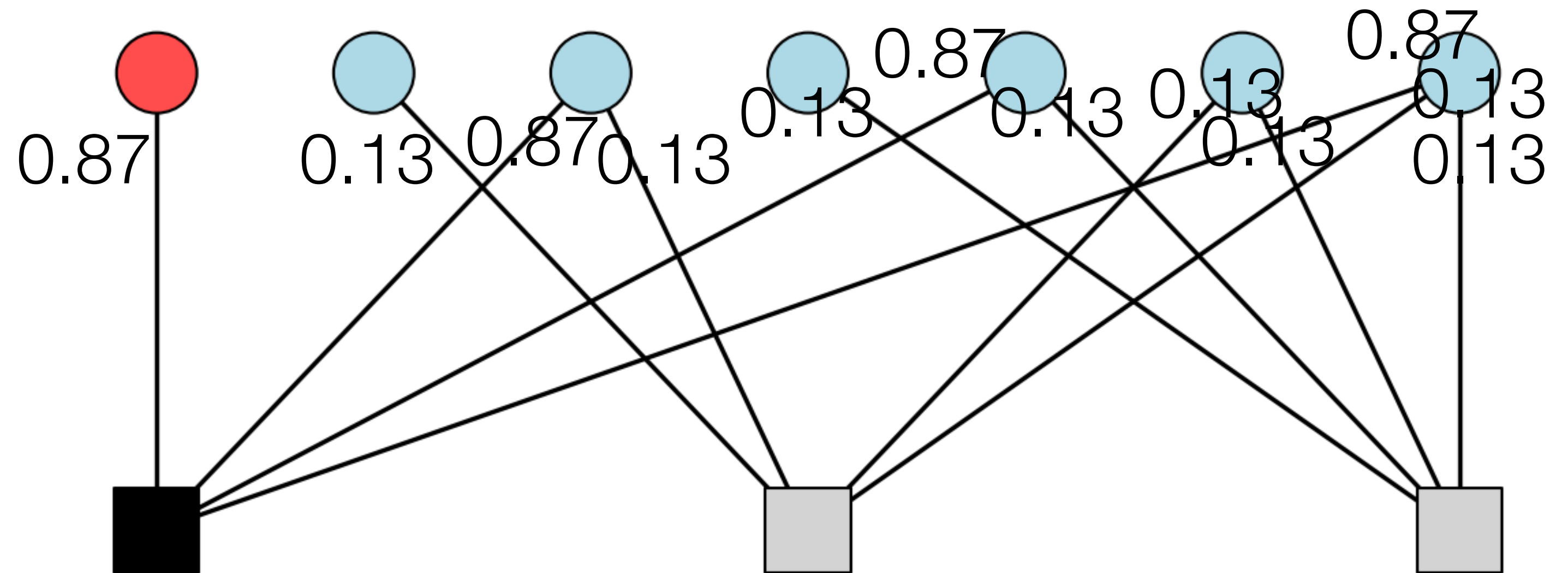
Belief Propagation

Check nodes send the
computed probabilities
to the data nodes.



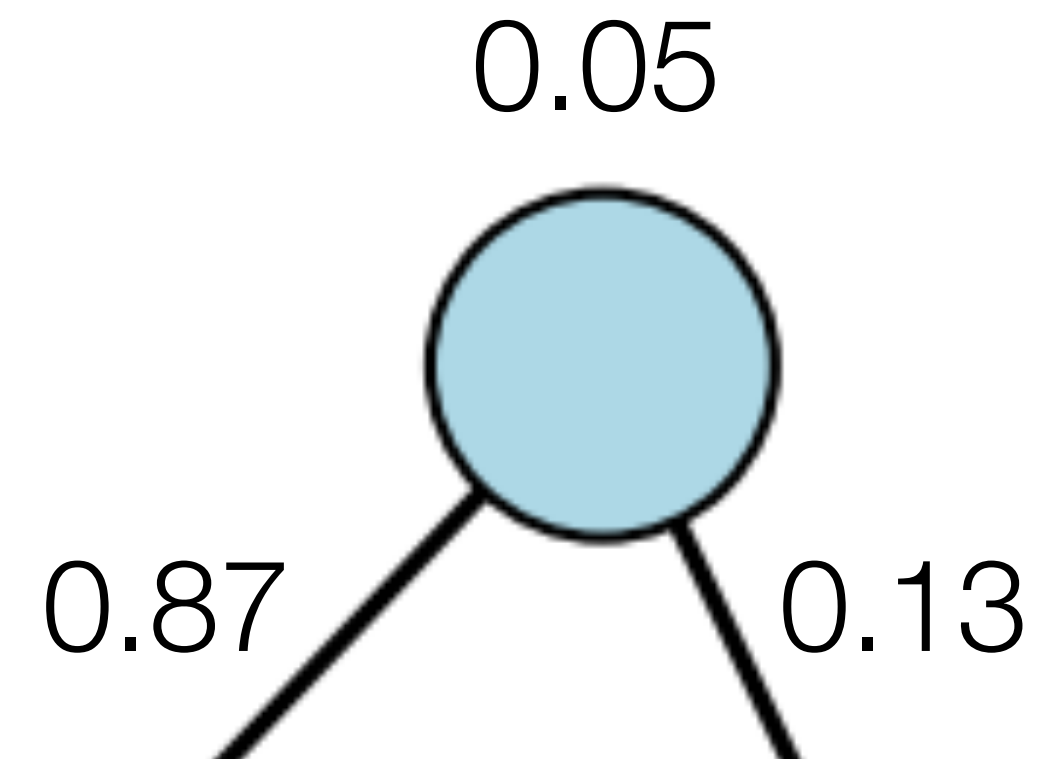
Belief Propagation

Check nodes send the
computed probabilities
to the data nodes.



Belief Propagation

Data nodes use the received information to estimate their **new error probability**



*multiplying
and normalising*

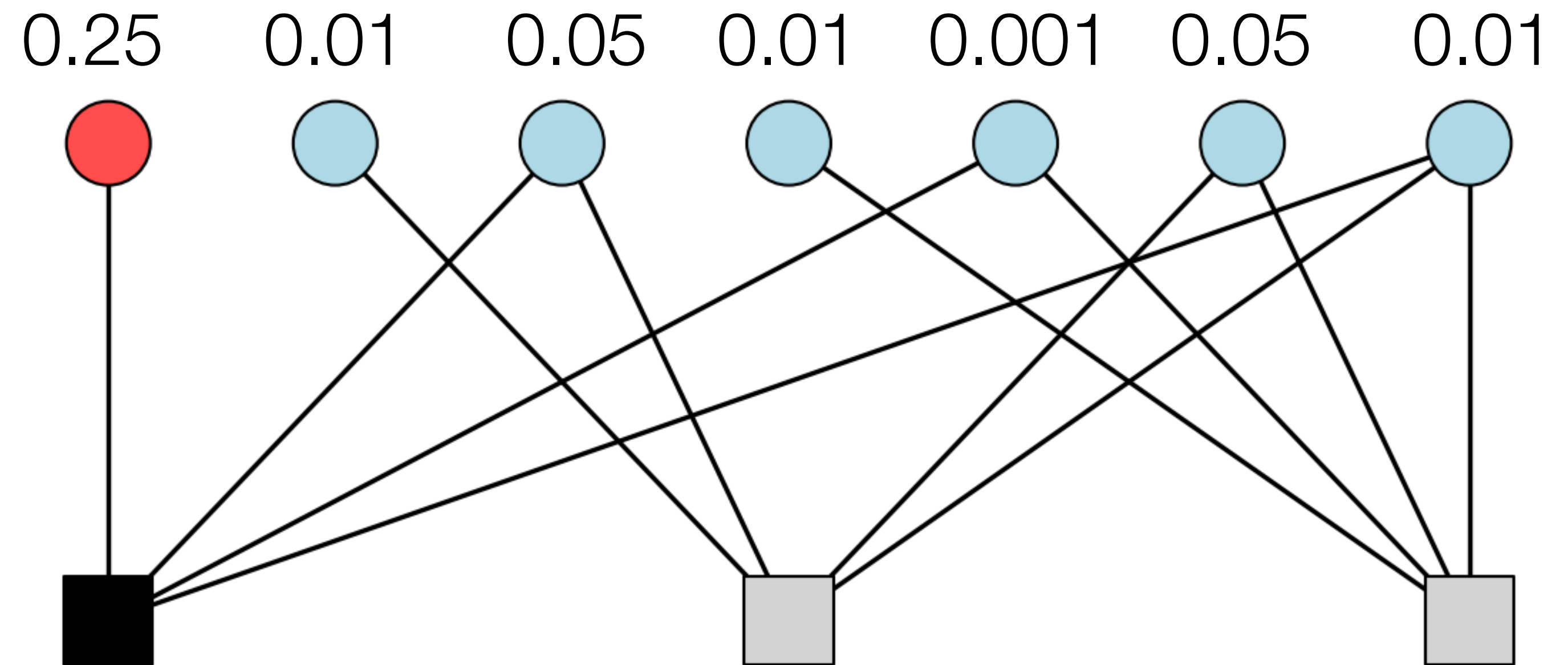
$$\text{Belief}(\text{error}) = 0.05 \times 0.87 \times 0.13 = 0.006$$

$$\text{Belief}(\text{no error}) = (1 - 0.05) \times (1 - 0.87) \times (1 - 0.13) = 0.112$$

$$\text{Prob}(\text{error}) = \frac{0.006}{0.112 + 0.006} = 0.05$$

Belief Propagation

Data nodes use the received information to estimate their **new error probability**.

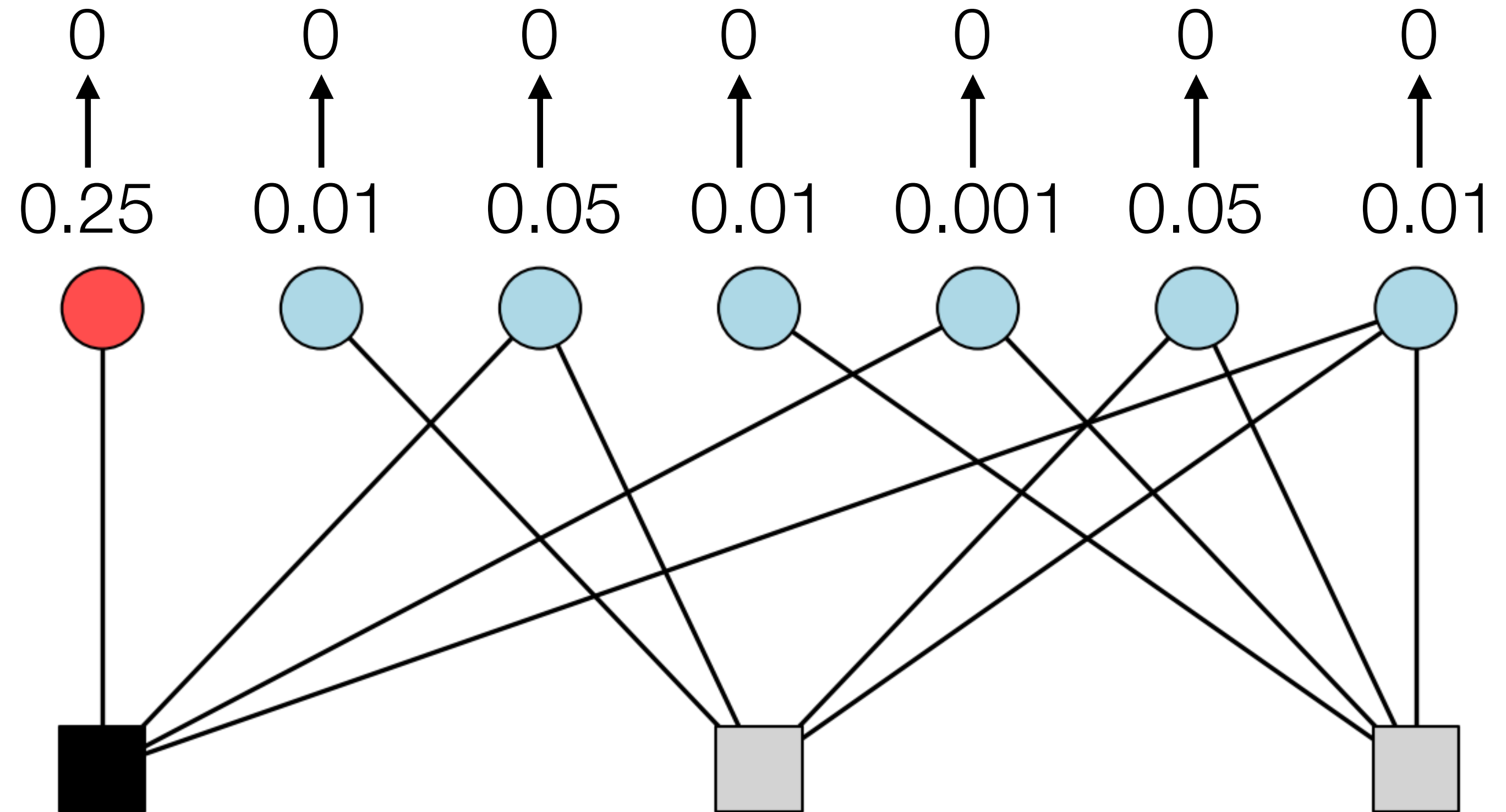


Belief Propagation

Data nodes convert|
probabilities to a
hard decision.

$\text{Prob}(\text{error}) \leq 0.5 \rightarrow 0$

$\text{Prob}(\text{error}) > 0.5 \rightarrow 1$



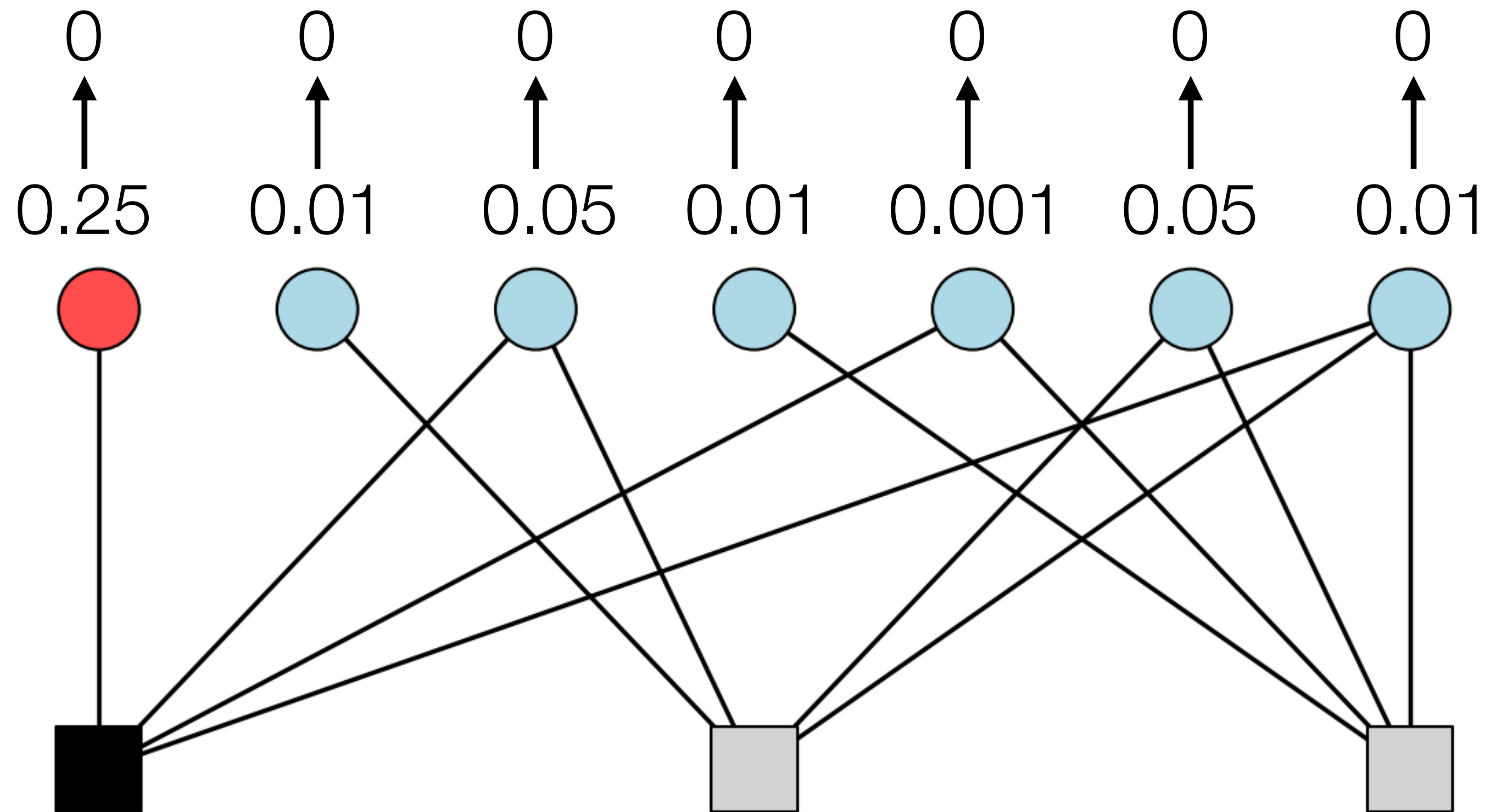
Belief Propagation

Is hard decision
compatible with
syndrome?

$$\sigma = He^T$$

If **yes**, output the error.

If **no**, **repeat** using the
new priors.

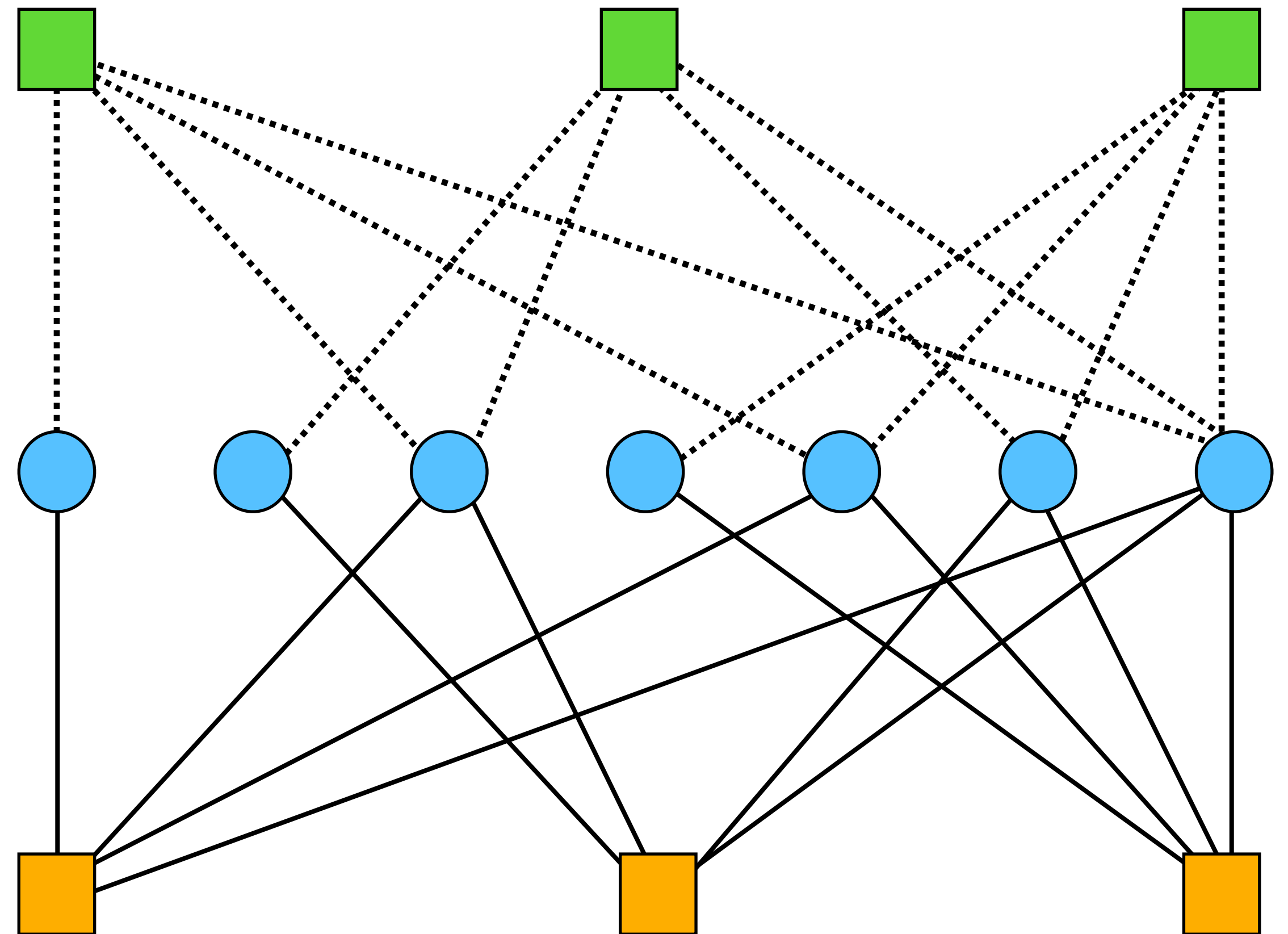


Belief Propagation on quantum codes

- Quantum CSS code can be treated as two classical codes.

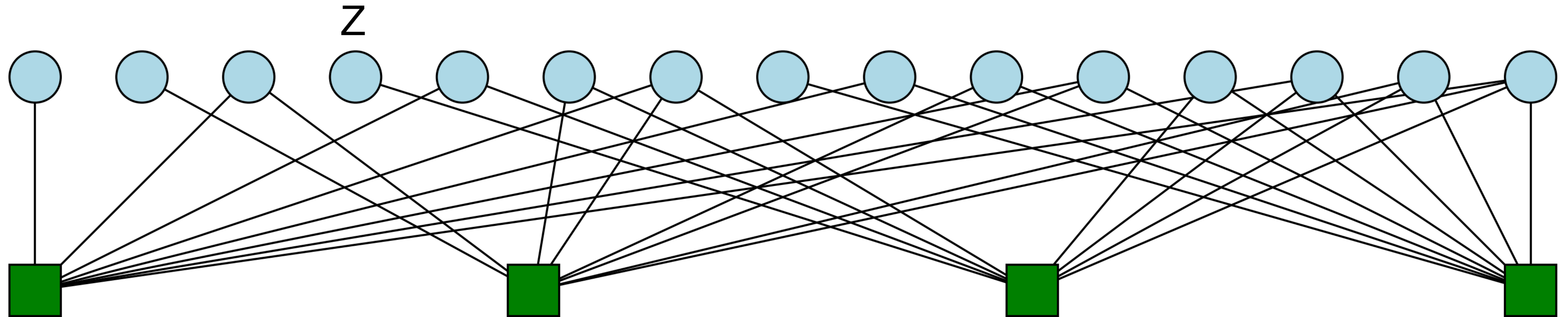
$$H = \begin{bmatrix} H_X & 0 \\ 0 & H_Z \end{bmatrix}$$

- Very similar to a classical decoding problem in structure.
- BP decoders can be used.
- But **degeneracy** and **small cycles** can lead to convergence issues and bad outputs.



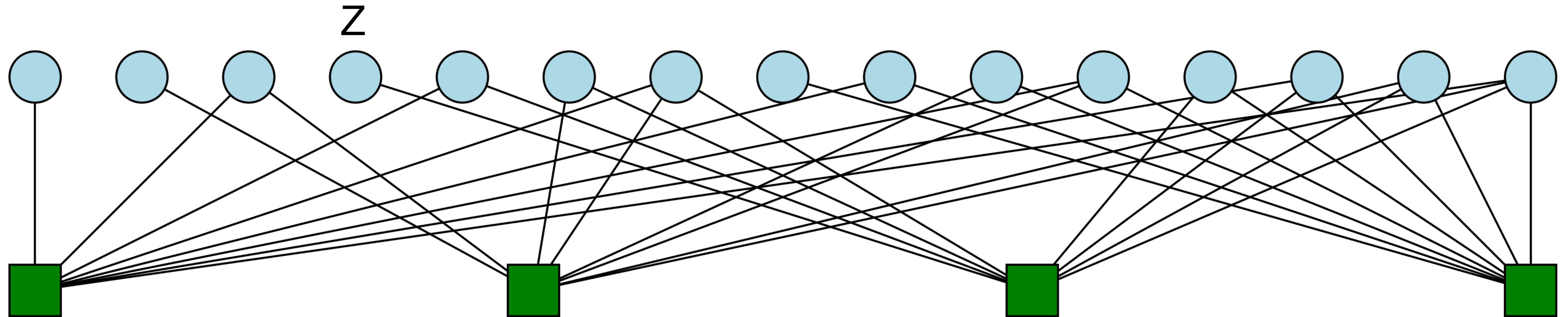
Belief Propagation on quantum codes

- For example, 15 qubit Reed Muller code:
- Error:



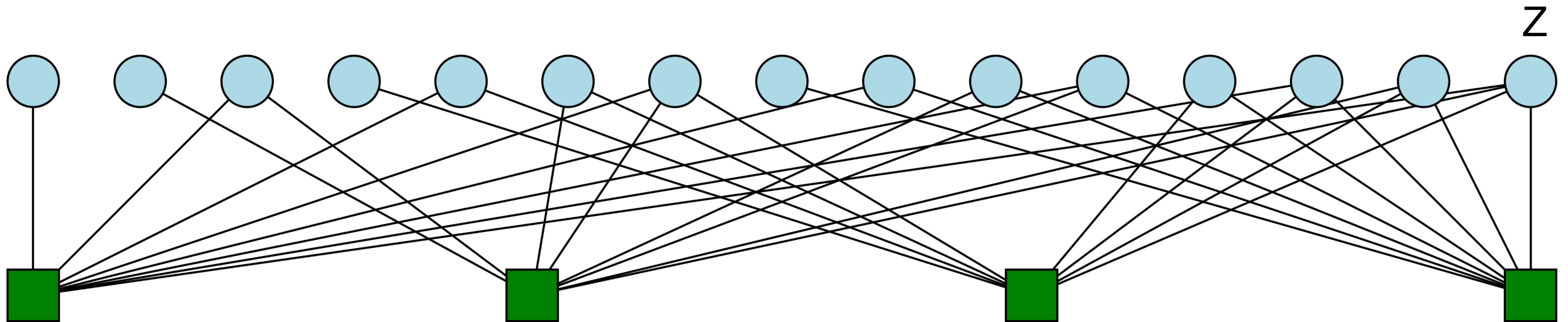
Belief Propagation on quantum codes

- For example, 15 qubit Reed Muller code:
- BP output:



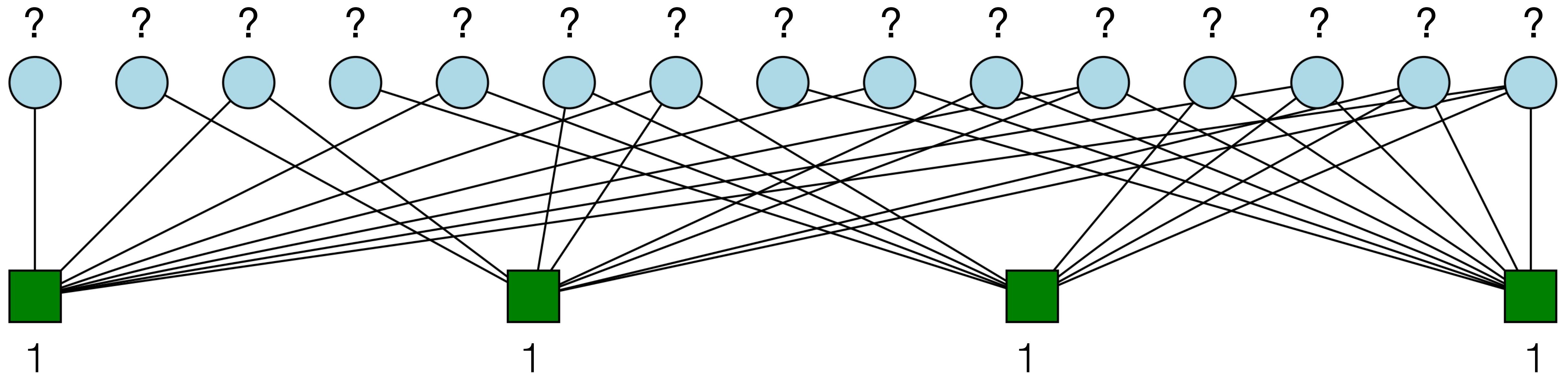
Belief Propagation on quantum codes

- For example, 15 qubit Reed Muller code:
- Error:



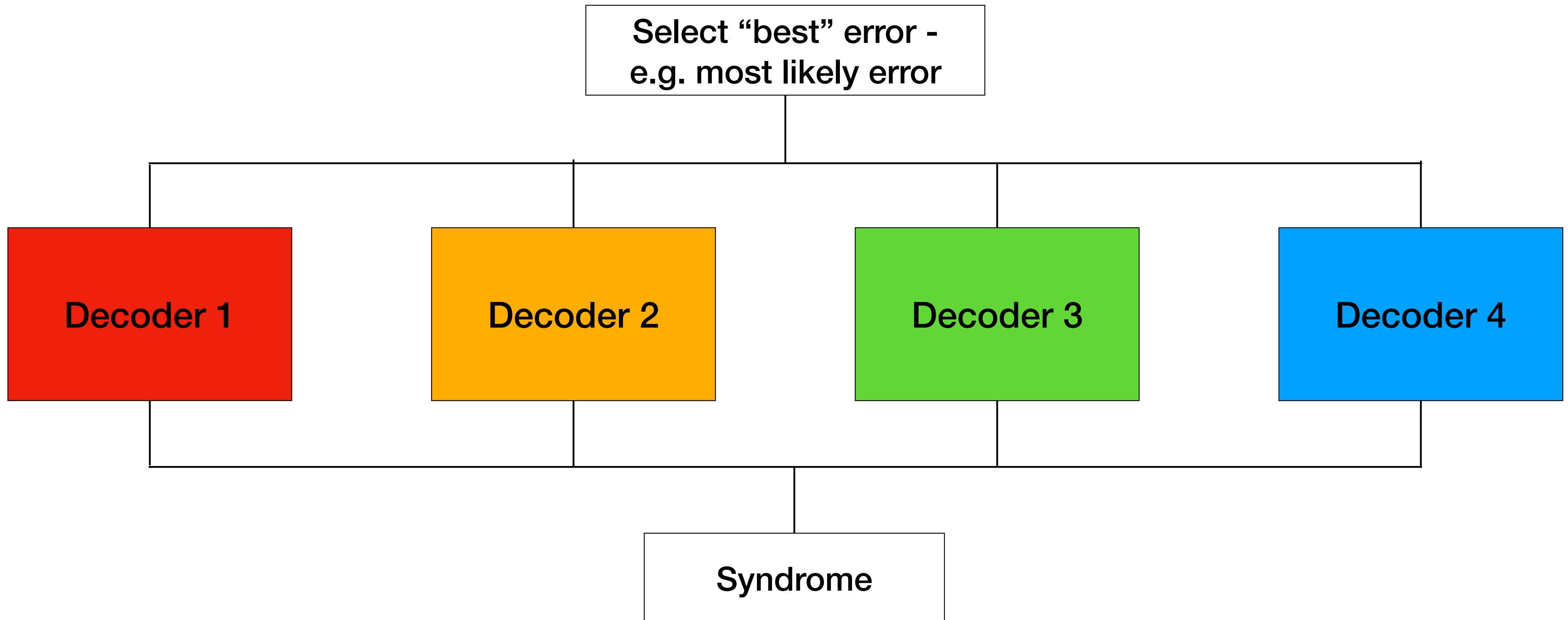
Belief Propagation on quantum codes

- For example, 15 qubit Reed Muller code:
- BP Output:



BP “sees errors everywhere” and **fails to converge**.

Ensemble Decoders



“Harmonisation” - N. Shutty, et al, [arXiv:2401.12434](#)

Automorphism Ensemble Decoding - Geiselhart, et al. , [arXiv:2012.07635](#)

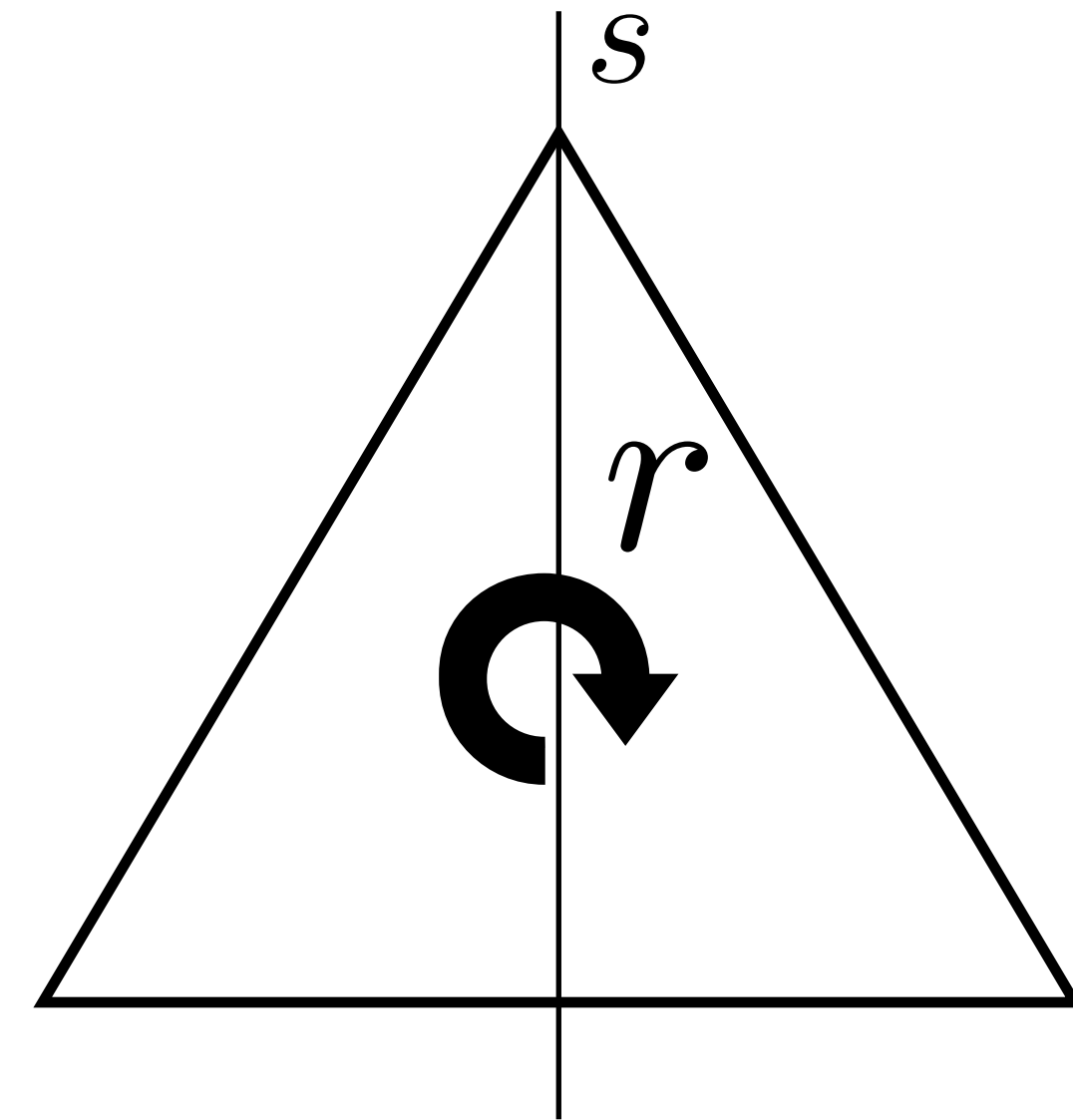
Code automorphisms

- Origin in group theory:
- An **automorphism** is a permutation of group elements which preserves the group structure

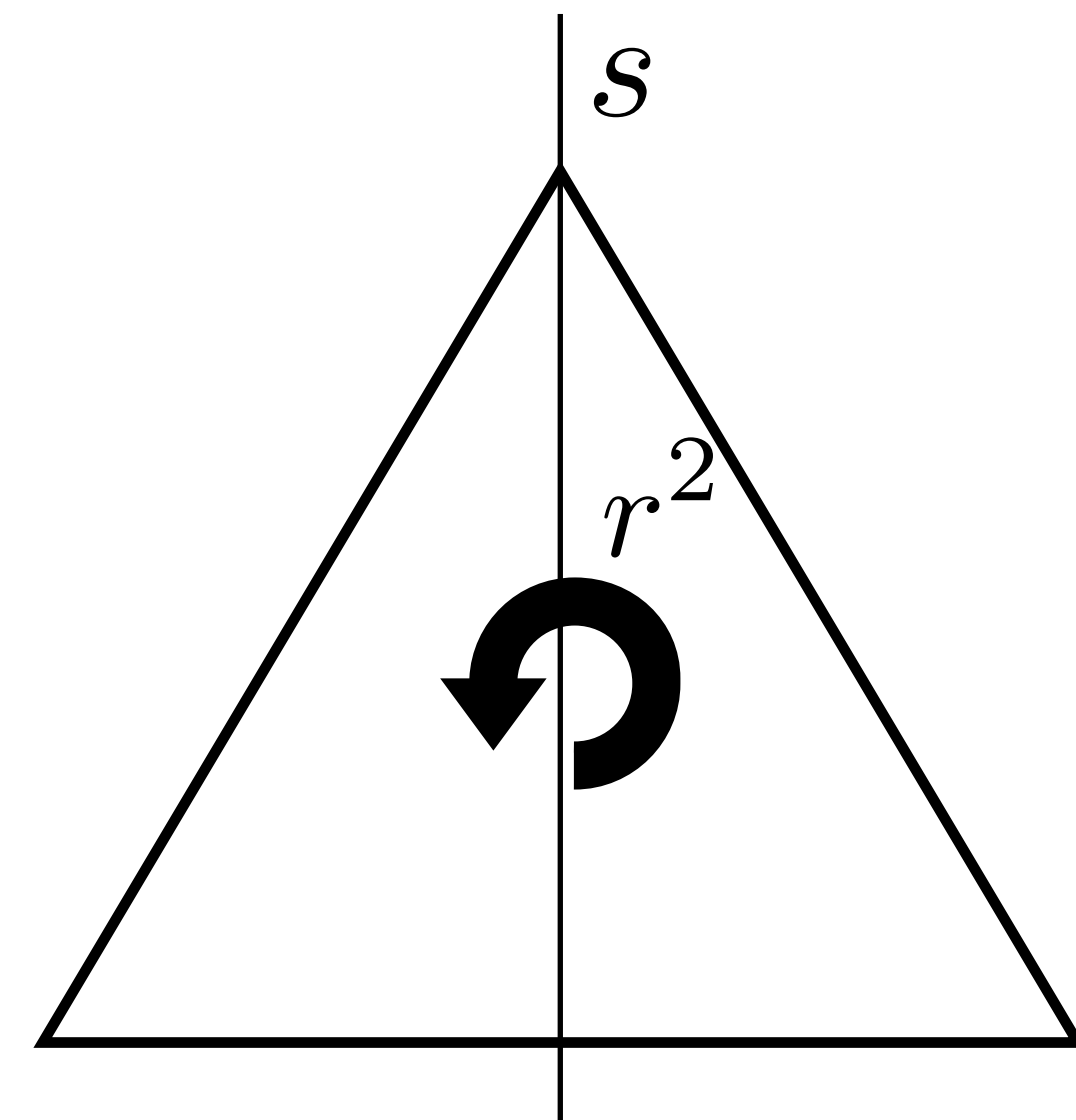
$$g, h \in G$$

$$\pi(g)\pi(h) = \pi(gh)$$

- Automorphisms form their own group, the ***automorphism group***.



$$r \leftrightarrow r^2$$



Code automorphisms

- A code (permutation) **automorphism** is a **permutation** of bits which maps **codewords to codewords**.

$$H = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

- E.g. (7,4) Hamming code

- The permutation:

$$(2 \leftrightarrow 3)(6 \leftrightarrow 7)$$

Maps codewords to codewords,
leaving the codespace invariant

- Code automorphisms can be computed using **brute force search** or **Leon's algorithm** (e.g. in MAGMA).

$$\begin{array}{l} c_1 = [1 \quad 1 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0] \\ c_2 = [1 \quad 0 \quad 0 \quad 1 \quad 1 \quad 0 \quad 0] \\ c_3 = [0 \quad 1 \quad 0 \quad 1 \quad 0 \quad 1 \quad 0] \\ c_4 = [1 \quad 1 \quad 0 \quad 1 \quad 0 \quad 0 \quad 1] \end{array}$$

$$\begin{array}{l} c_1 \rightarrow 1 \quad 1 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 = c_1 \\ c_2 \rightarrow 1 \quad 0 \quad 0 \quad 1 \quad 1 \quad 0 \quad 0 = c_2 \\ c_3 \rightarrow 0 \quad 0 \quad 1 \quad 1 \quad 0 \quad 0 \quad 1 = c_1 + c_4 \\ c_4 \rightarrow 1 \quad 0 \quad 1 \quad 1 \quad 0 \quad 1 \quad 0 = c_1 + c_3 \end{array}$$

Code automorphisms

$$H = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

- After the permutation, the **original parity check matrix** is **still valid**.
- So the permutation changes the relationship between **errors** and **checks**.

- E.g. Error on bit 2

$$e = [0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0]$$

$$s = He^T = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

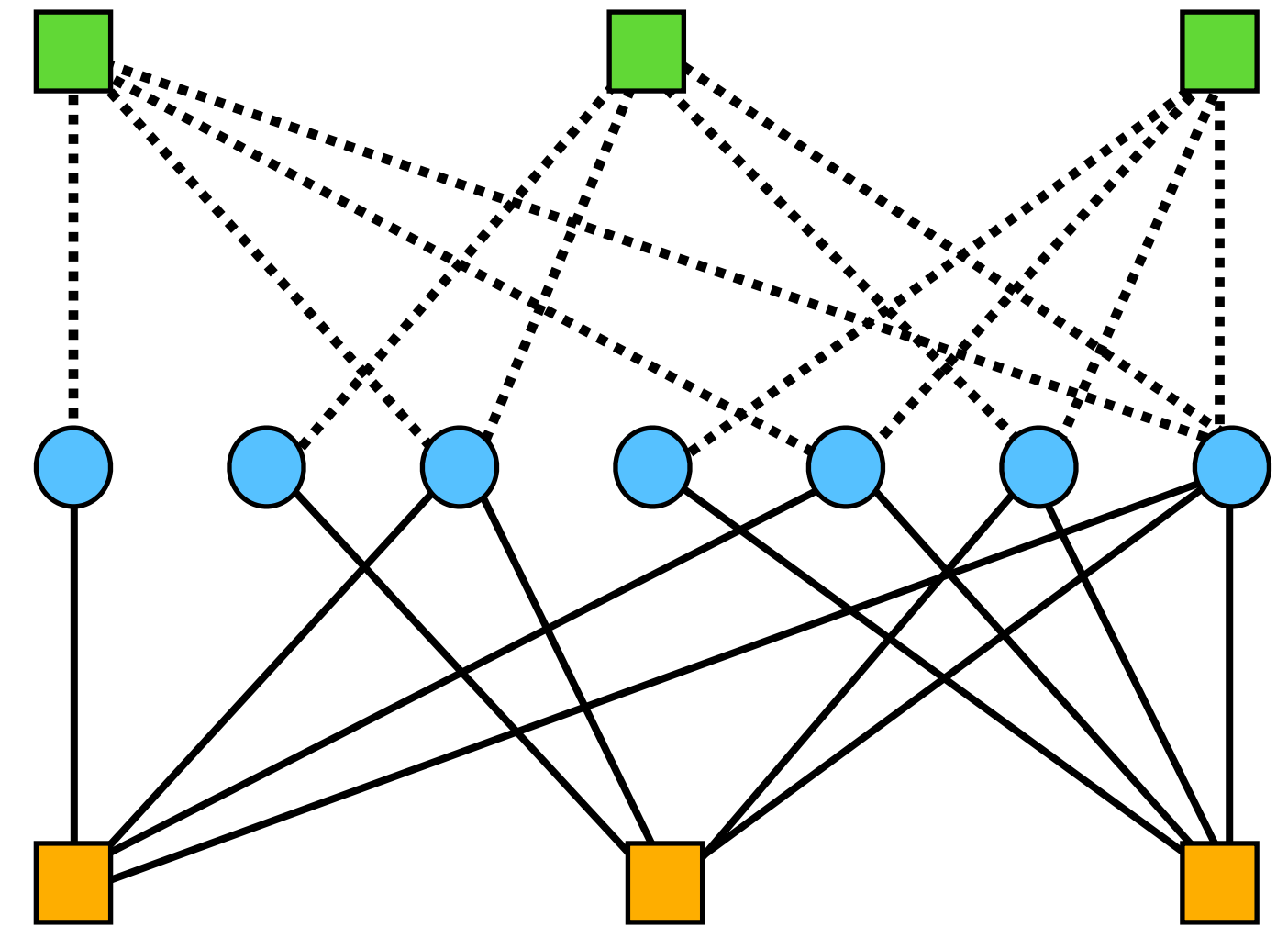
- Applying the permutation (without permuting the parity checks)

$$e' = \pi(e) = [0 \quad 0 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0]$$

$$s' = He'^T = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$$

Quantum code automorphisms

- Code automorphisms can also be defined for **quantum codes**.
- For example, **permutation automorphisms**:
 - Permuting qubits mapping code-space to code-space.
- Automorphisms of quantum codes are a ready source of **fault-tolerant quantum logic gates**.
- Automorphism groups can be computed via a mapping to **classical codes** (e.g. X-check and Z-checks of a CSS code).

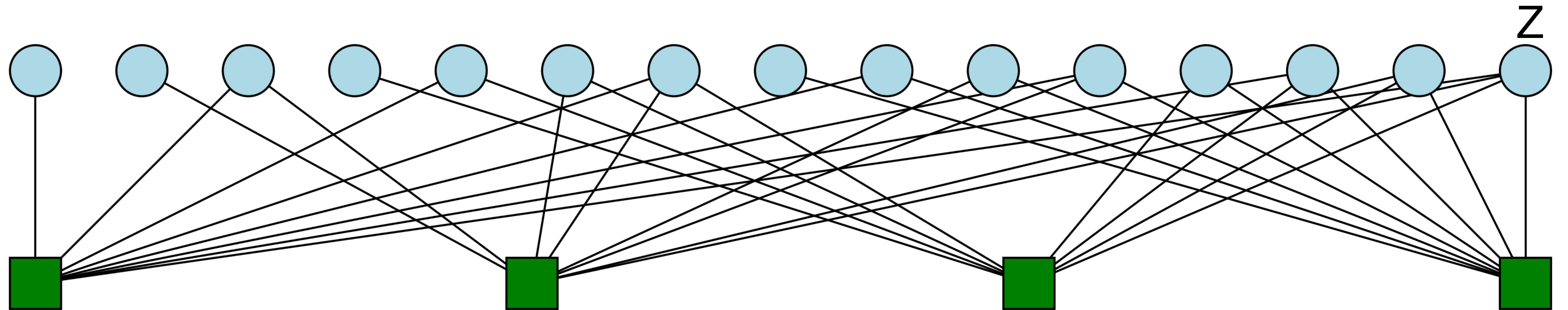


A. Calderbank et al, Proc IEEE (2007)

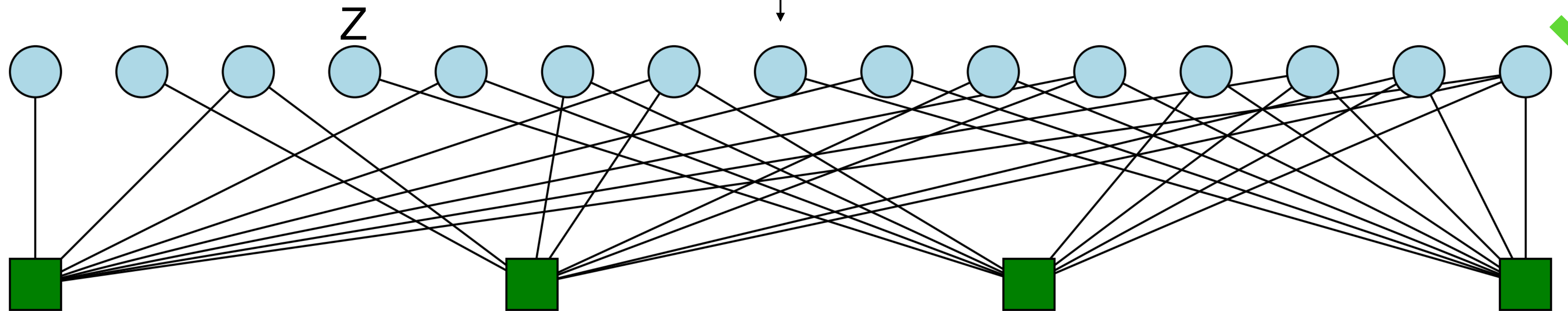
S. Bravyi et al, Nature 2024

H. Sayginel et al, arXiv:2409.18175

A quantum automorphism ensemble decoder?

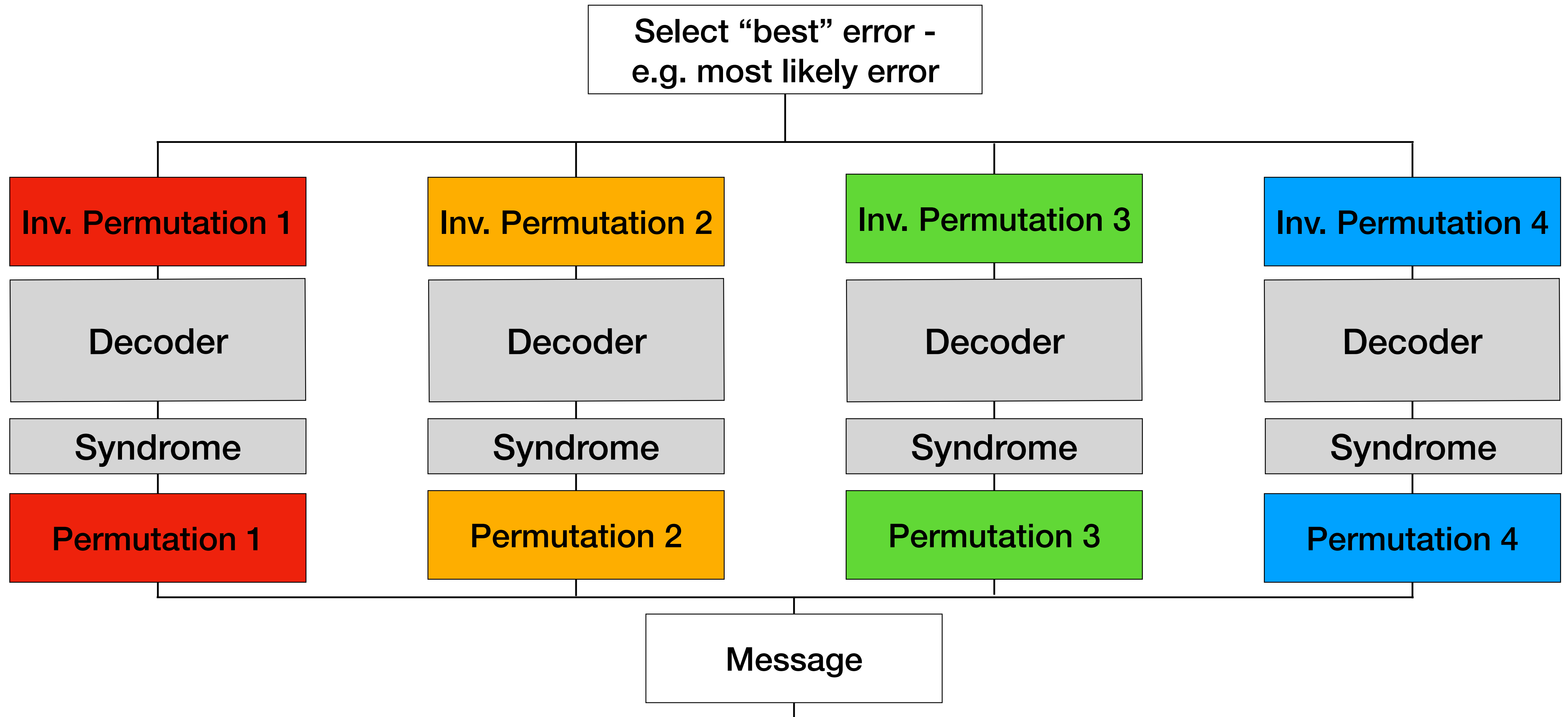


An *automorphism* of the $[[15,1,3]]$ code



- Automorphisms can **improve BP performance!**

Classical Automorphism Ensemble Decoders



The AutDec Decoder

- Applying **physical permutations** to qubits would **degrade** code performance.
- Fortunately,
 - Permuting **(qu)bits** while keeping the **parity checks** unchanged
- is equivalent to
 - Permuting the **parity checks** while keeping **(qu)bit positions** unchanged.

$$H = \begin{bmatrix} 1 & \textcircled{0} & \textcircled{1} & 0 & 1 & \textcircled{0} & \textcircled{1} \\ 0 & \textcircled{1} & \textcircled{1} & 0 & 0 & \textcircled{1} & \textcircled{1} \\ 0 & \textcircled{0} & \textcircled{0} & 1 & 1 & \textcircled{1} & \textcircled{1} \end{bmatrix}$$

$$\begin{aligned} c_1 &= [1 & \textcircled{1} & \textcircled{1} & 0 & 0 & \textcircled{0} & \textcircled{0}] \\ c_2 &= [1 & \textcircled{0} & \textcircled{0} & 1 & 1 & \textcircled{0} & \textcircled{0}] \\ c_3 &= [0 & \textcircled{1} & \textcircled{0} & 1 & 0 & \textcircled{1} & \textcircled{0}] \\ c_4 &= [1 & \textcircled{1} & \textcircled{0} & 1 & 0 & \textcircled{0} & \textcircled{1}] \end{aligned}$$

The AutDec Decoder

- Since the permutation is an automorphism:
 - the new parity checks must be parity **checks of the code** (e.g. still in the stabiliser group)
- Thus the permutation is equivalent to a **linear transformation** on the **parity checks**.
- This equivalent to a **linear transformation** on the **syndrome**.

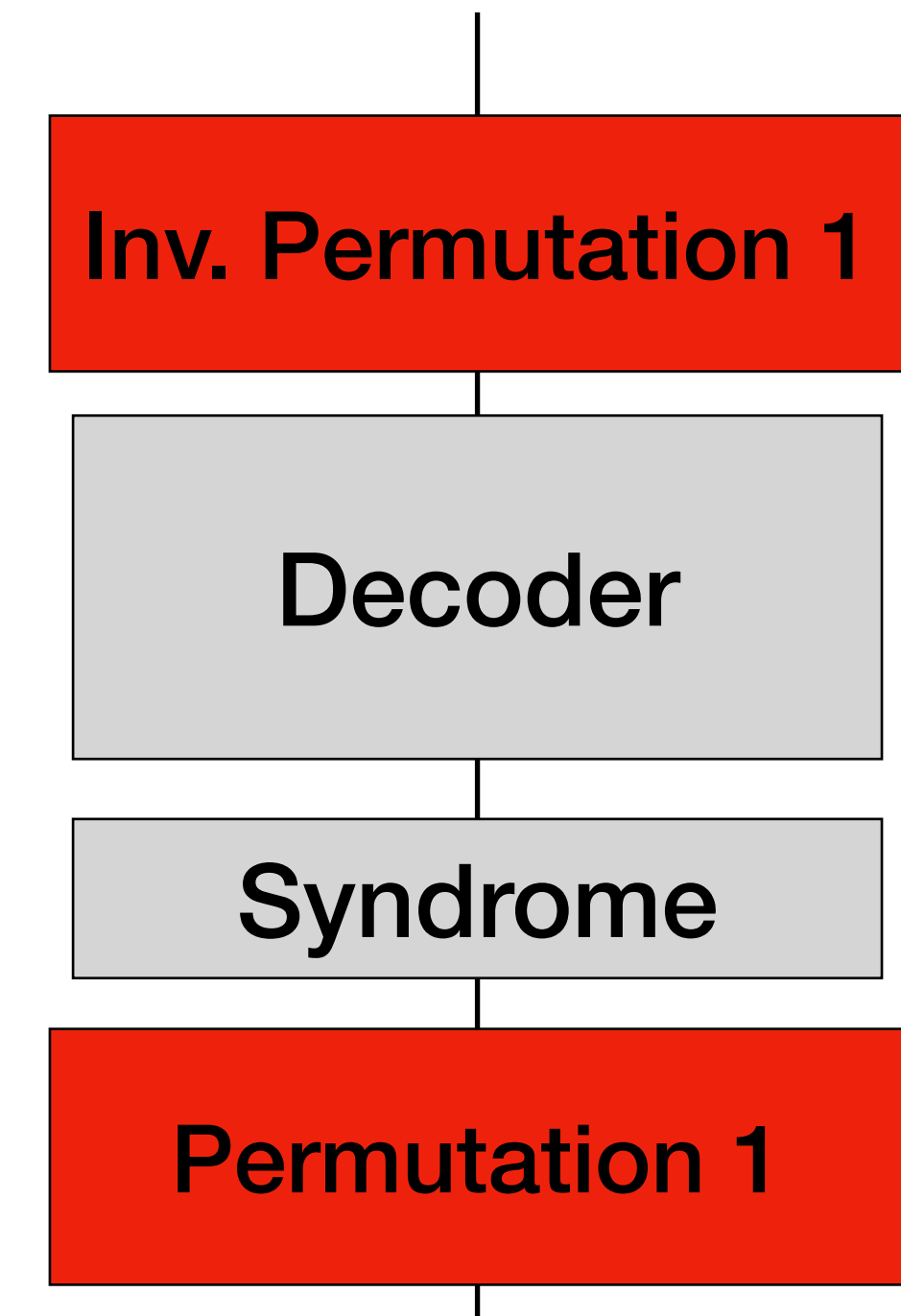
$$H = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

$$\pi(H) = \begin{bmatrix} 1 & 1 & 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} \cdot \begin{bmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

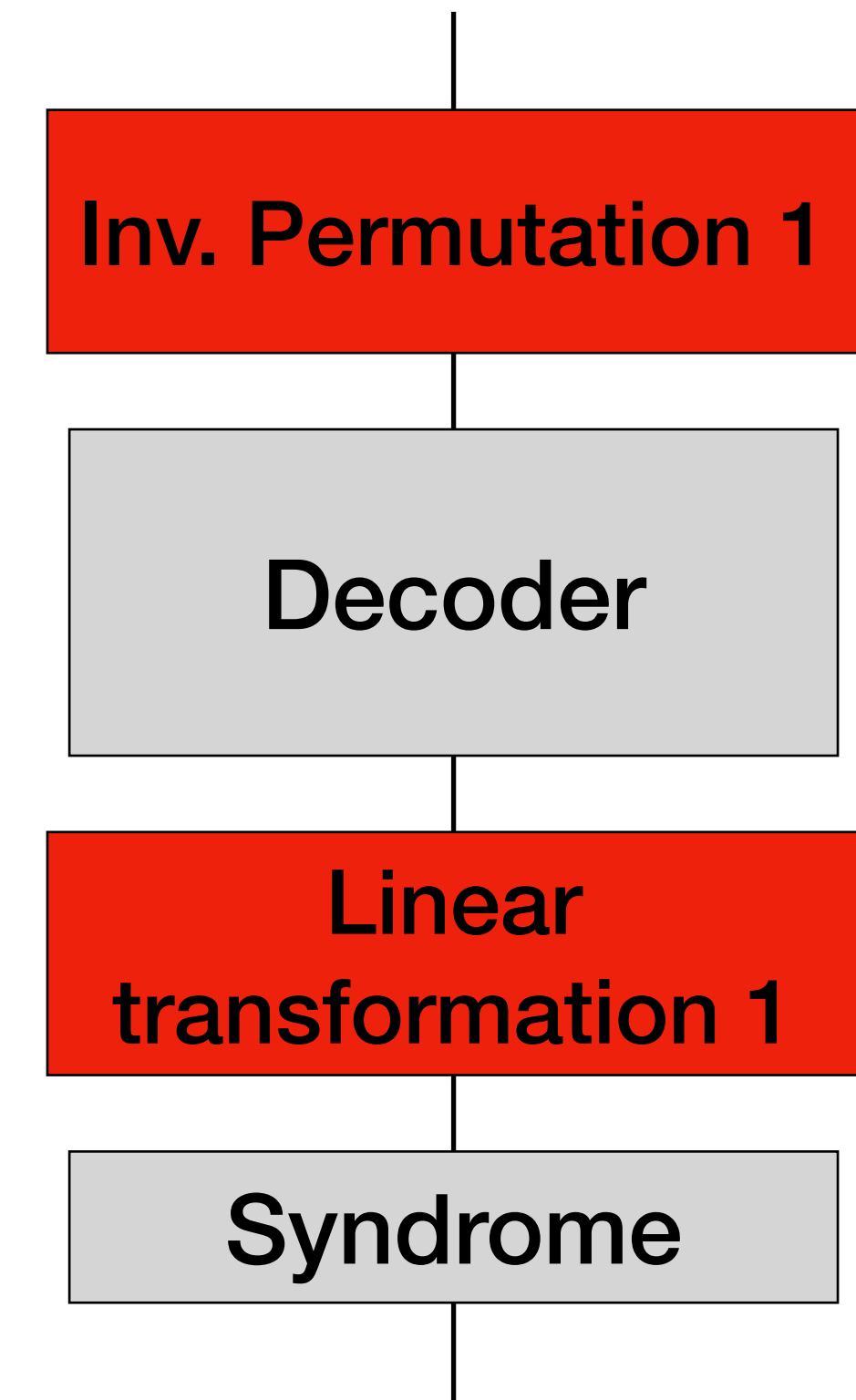
The AutDec Decoder

- Hence, instead of permuting the qubits:
 - We can apply the automorphism as a **linear transformation** to the **syndrome**.
- Thus syndrome extraction circuit can be used **unchanged**.
- **Different permutations** can be applied to the same **syndrome measurement**.

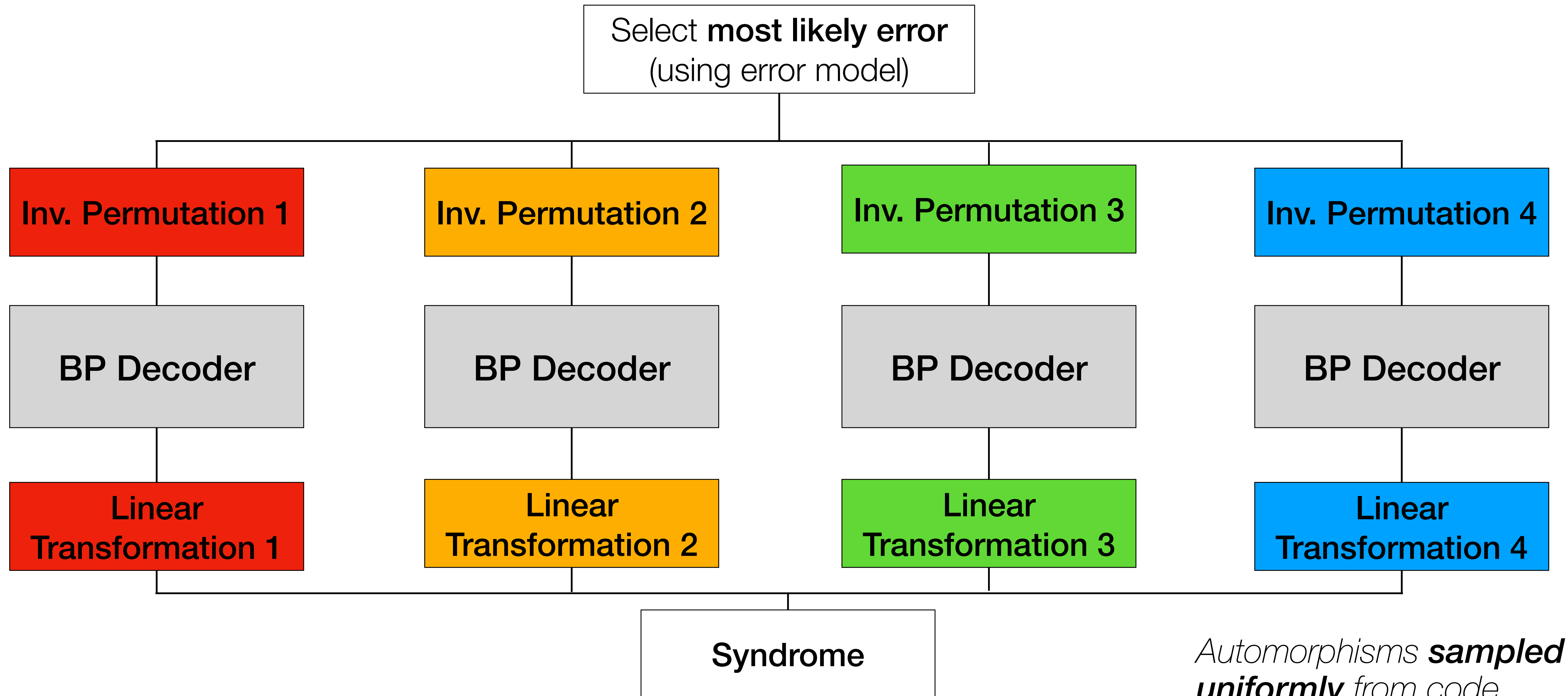


The AutDec Decoder

- Hence, instead of permuting the qubits:
 - We can apply the automorphism as a **linear transformation** to the **syndrome**.
- Thus syndrome extraction circuit can be used **unchanged**.
- **Different permutations** can be applied to the same **syndrome measurement**.



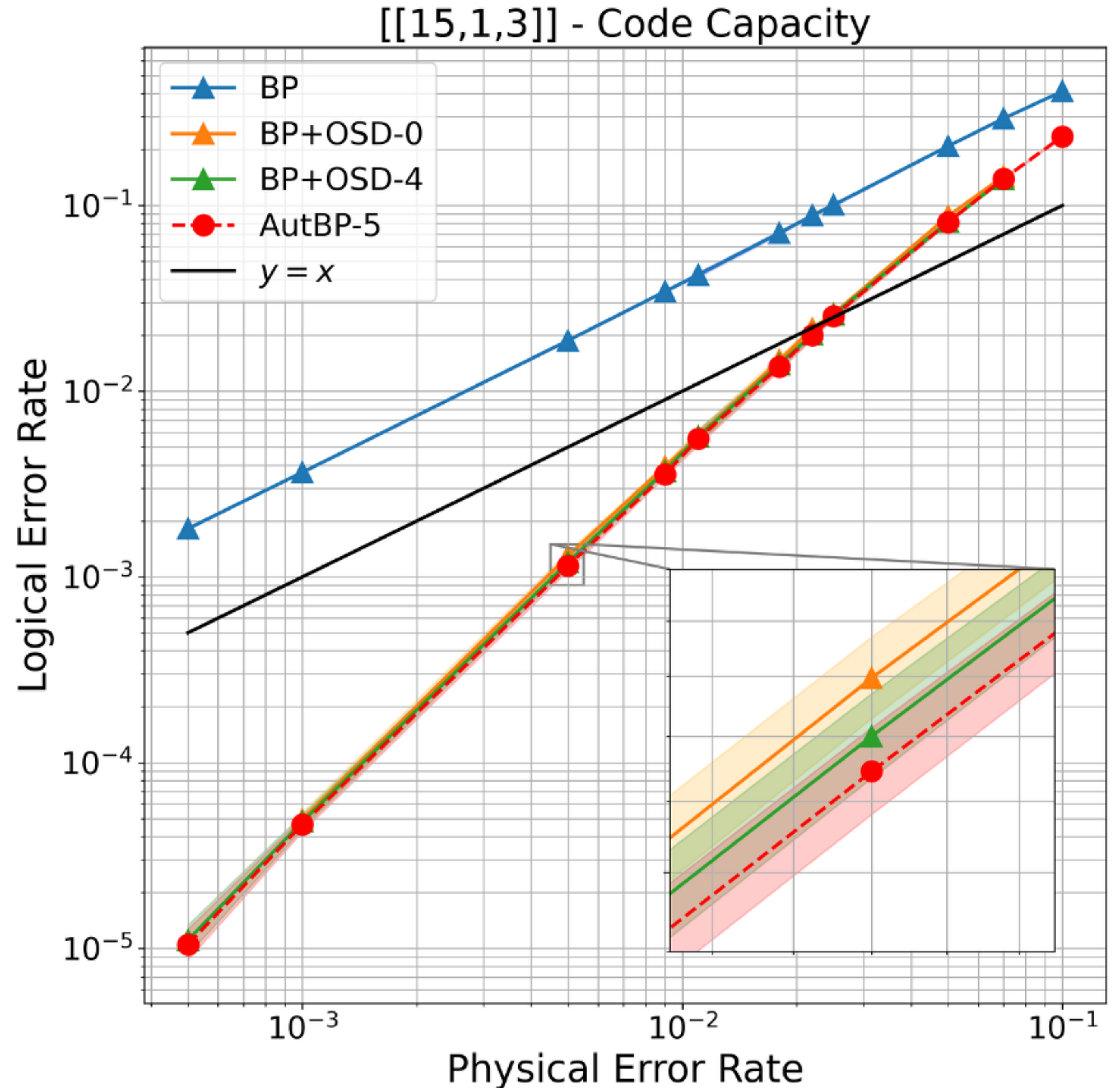
The AutDec Decoder



*Automorphisms **sampled uniformly** from code automorphism group*

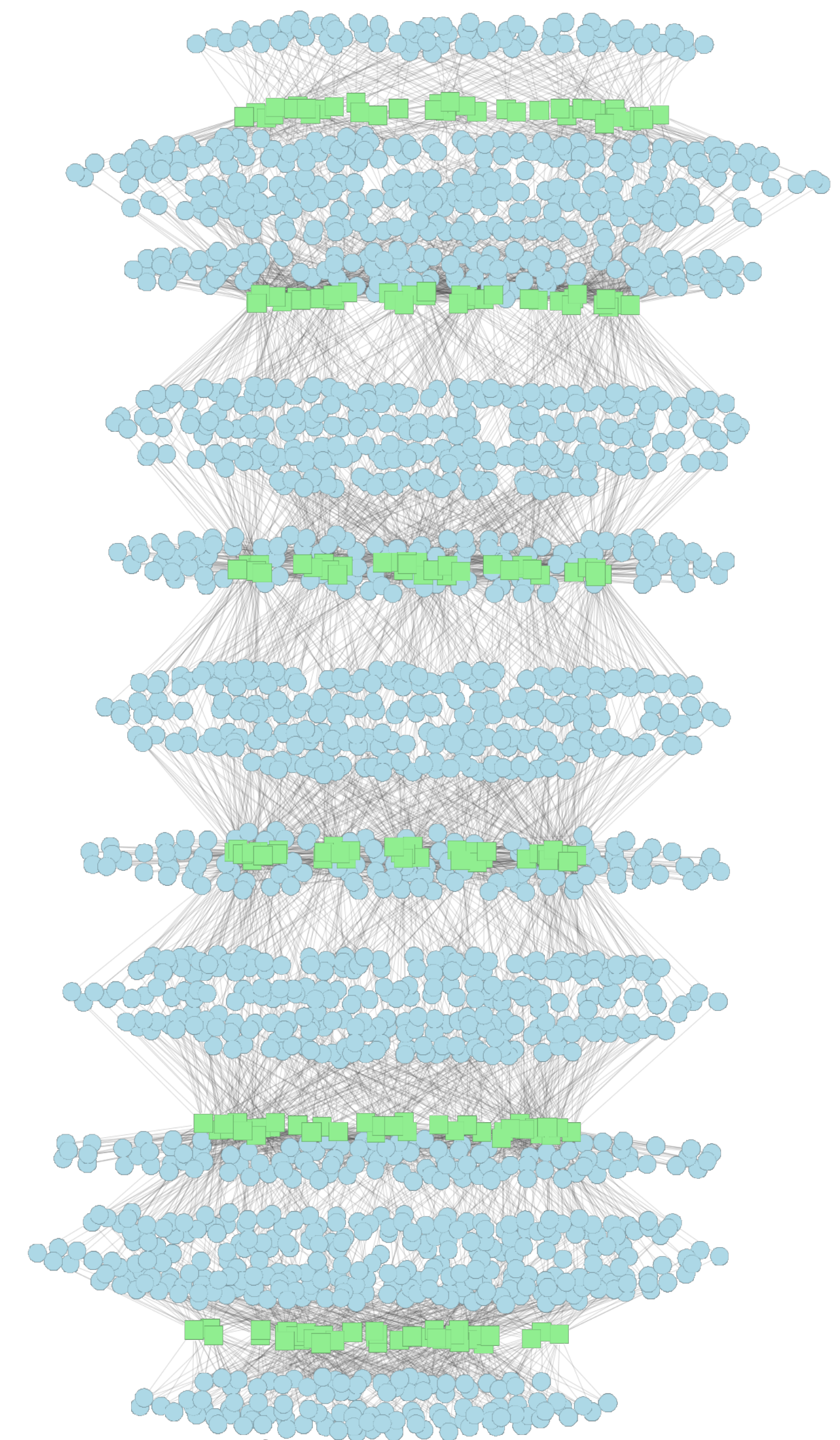
Code capacity decoder

- 15-qubit **Reed Muller** code
 - Automorphism group computed analytically, order **20160**.
- **Code capacity** noise model:
 - Depolarising noise on data qubits
 - No measurement errors
- AutDec coder with **5 parallel BP instances** (15 iterations)



Larger codes and Detector Error Models

- **Circuit level noise** on a large LDPC code is usually represented as a **Detector Error Model**.
- Decoding problem essentially a large classical code with a **very large parity check matrix**.
- Automorphism group size and calculation time, blow up with size of the code. The group becomes **too expensive** to compute for even a relatively modest code (e.g. 72 qubits).
- However, **graph automorphisms** of the Tanner graph form a much smaller sub-group of the automorphism group.

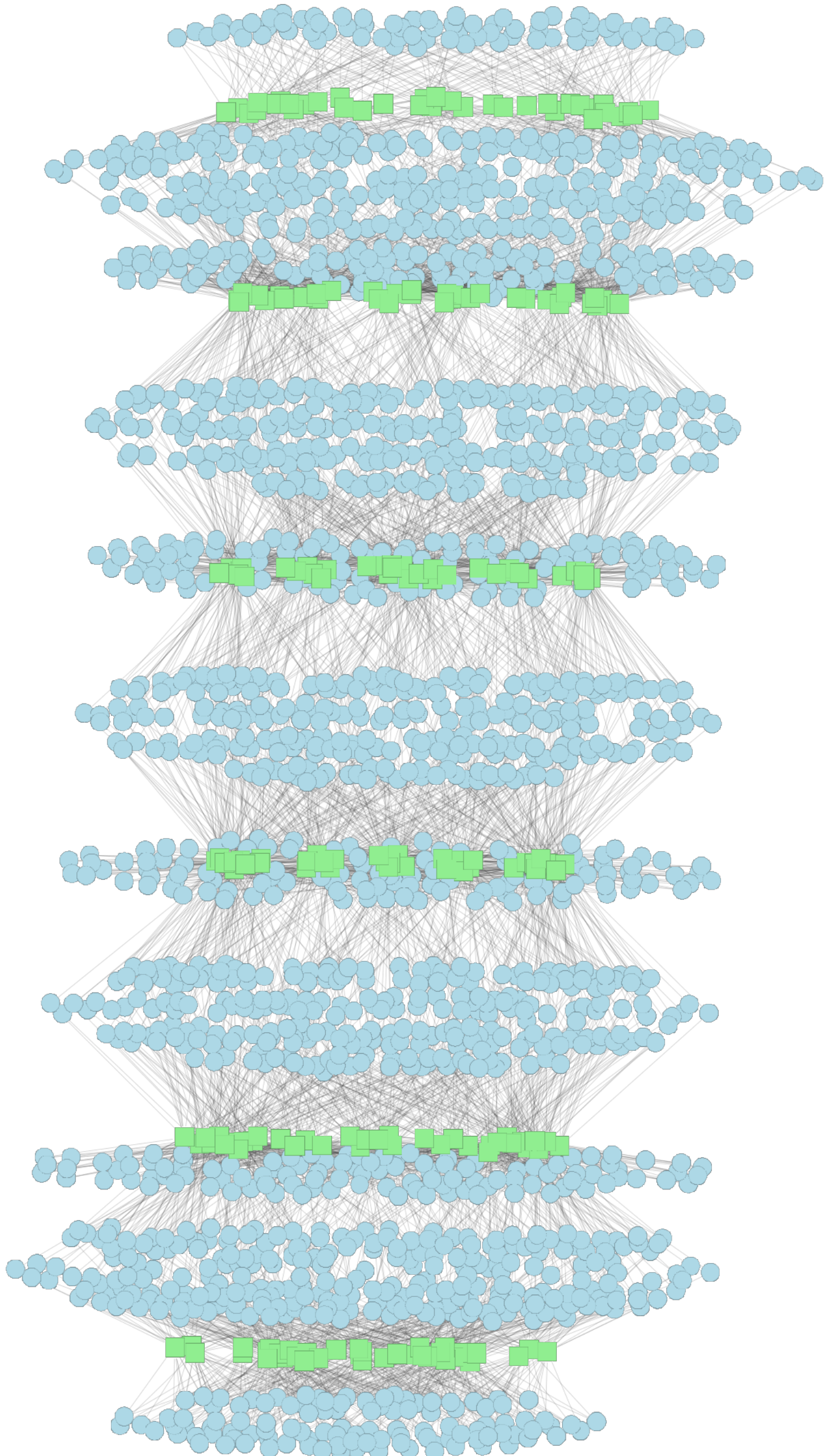


Tanner graph for circuit level noise on $[[72, 12, 6]]$ BB code

Larger codes and Detector Error Models

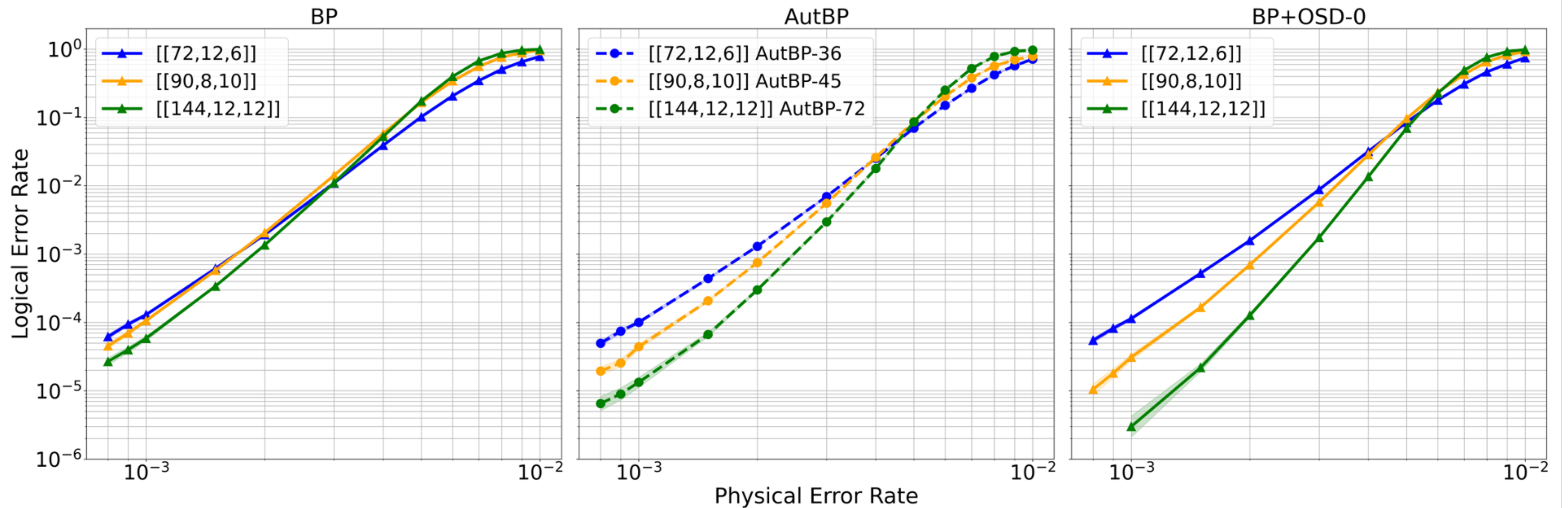
- **Graph automorphism** algorithms are fast and open-sourced.

Code	DEM pcm shape	Tanner graph automorphism group order	time (sec)
[[72, 12, 6]]	(252, 2232)	36	0.002
[[90, 8, 10]]	(495, 4590)	45	0.004
[[108, 8, 10]]	(594, 5508)	54	0.005
[[144, 12, 12]]	(936, 8784)	72	0.009
[[288, 12, 18]]	(2736, 26208)	144	0.024
[[360, 12, <= 24]]	(4500, 43560)	180	0.048
[[756, 16, <= 34]]	(13230, 129276)	378	0.139



*Tanner graph for circuit level noise on
[[72, 12, 6]] BB code*

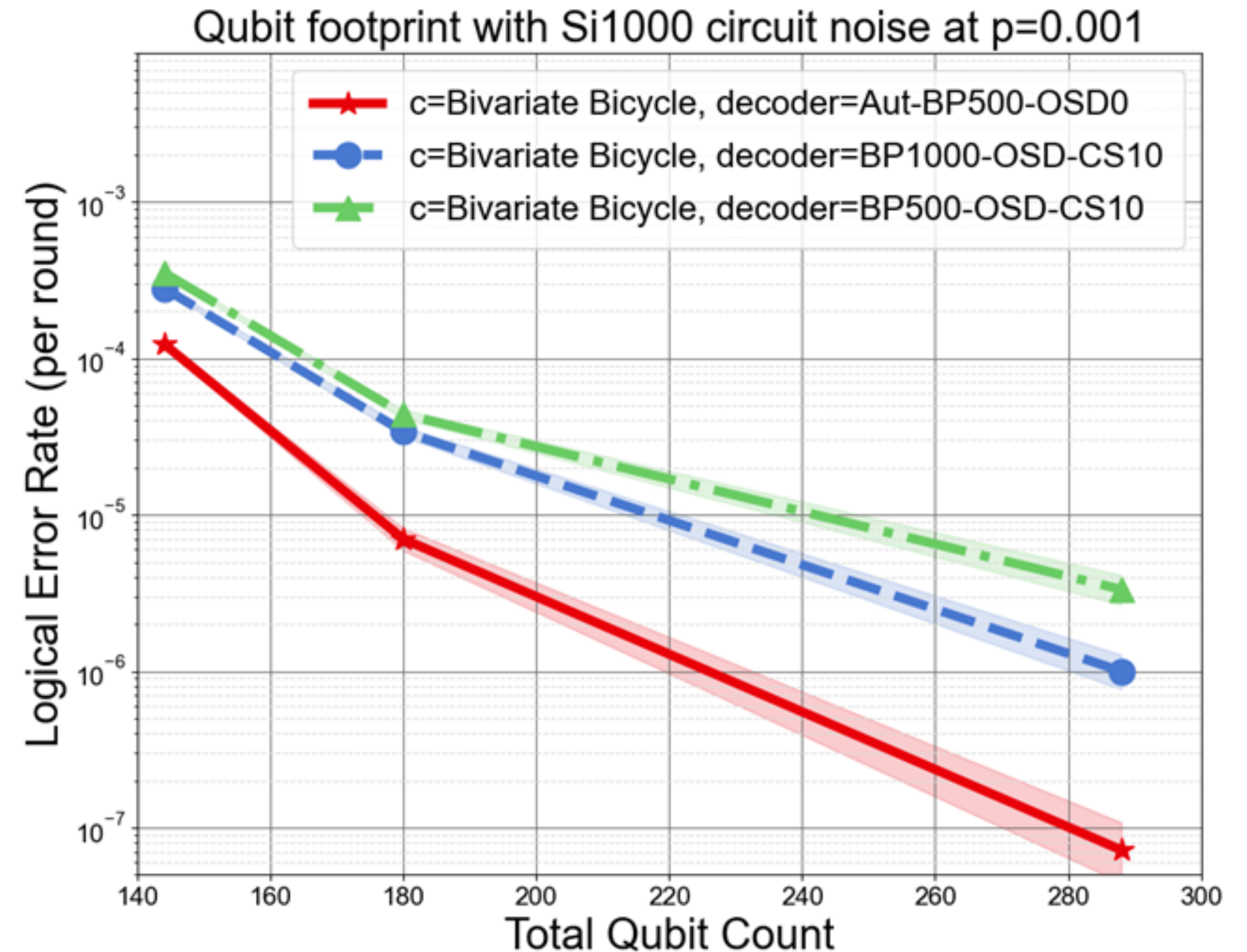
Larger codes and DEMS



Bivariate bicycle codes with circuit level noise

Combined with OSD

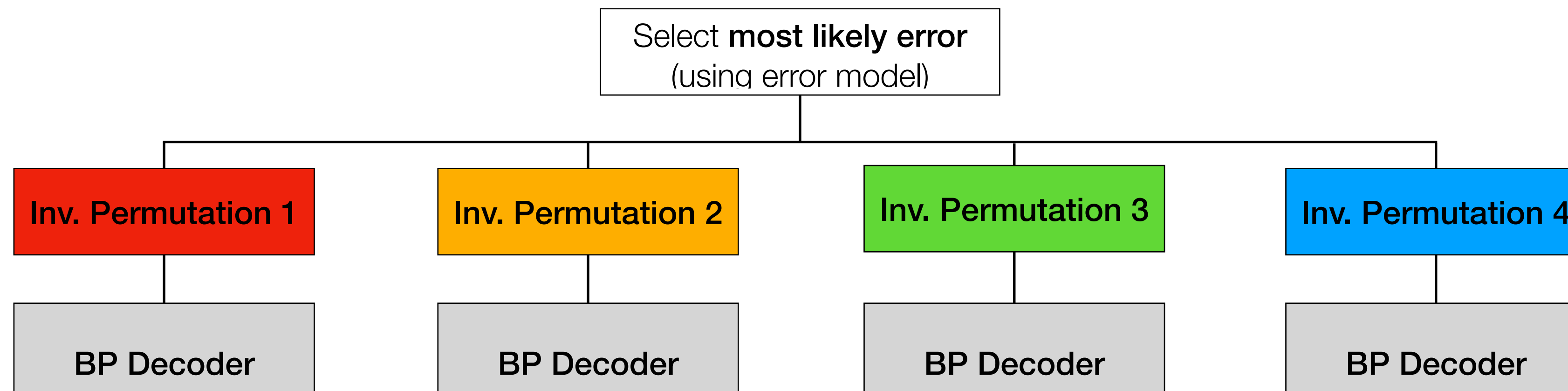
- To further improve accuracy, AutDec can be used **together with OSD**.
- It can then significantly **outperform** BP-OSD.
- Figure shows the results for large **bivariate bicycle codes** under **circuit level noise**.



GPU implementation in collaboration with
Roffe group at Edinburgh, Supermicro, NVIDIA
<https://qec.codes/blog/autdec.htm>

Summary and Outlook

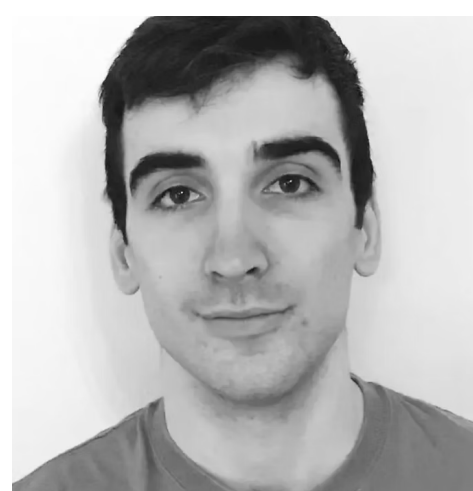
- **AutDec** parallelises **equivalent but different** versions of the decoding problem to overcome BP “dead-ends”.
- It works well for codes with rich automorphism groups, in particular **Reed Muller** and **Bivariate Bicycle** codes.
- In many cases it matches BP+OSD error rates with a **significantly faster runtime** (linear time BP).
- **Graph automorphisms** let us target **large codes** and **complicated DEMs**.
- Numerical evidence suggests that ensemble needs to grow in the size of the code. Can we find **analytic bounds** for the **parallel resource scaling**?
- Can we derandomise? Can insights from AutDec help us design **better deterministic decoders** for specific codes?
- What **other ways** can we help BP avoid getting stuck decoding quantum codes?
- Can **ensembling** be used to improve other decoder approaches? (Eg. “Vibe decoding” arXiv:2508.15743, Relay-BP arXiv:2506.01779)



Thanks for listening

Joint work with:

Stegios Koutsoumpas, Hasan Sayginel and Mark Webster
(Thanks also to Joschka Roffe)



arXiv:2503.01738

Automorphism Ensemble Decoding for Quantum LDPC Codes

GitHub: <https://github.com/hsayginel/autdec>

`pip install autdec`

