

Motional Quantum Ground-State Cooling Outside the Lamb-Dicke Regime – Supplemental material

Yichao Yu, Nicholas R. Hutzler,^{*} Jessie T. Zhang, Lee R. Liu, and Kang-Kuen Ni[†]

Department of Chemistry and Chemical Biology,

Harvard University, Cambridge, Massachusetts, 02138, USA

Department of Physics, Harvard University, Cambridge, Massachusetts, 02138, USA and

Harvard-MIT Center for Ultracold Atoms, Cambridge, Massachusetts, 02138, USA

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1. SIMULATION OF 3D RAMAN SIDEBAND COOLING

We use a computer simulation to study the importance of different effects and guide the optimization of Raman sideband cooling. The simulation uses the quantum jump (or Monte-Carlo wavefunction) method [1] to accurately calculate the evolution within each laser pulse where different energy eigenstates are assumed to decohere immediately upon spontaneous emission and on pulse boundaries. Such approximations are valid and greatly simplifies the computation at the cost of limiting the applicability of the simulation to processes that requires stronger coherence, such as Ramsey spectroscopy or rapid push-out of the atoms from the trap.

A number of other simplifying approximations, listed below, are also used in the simulation. These either have a demonstrably negligible effect on the experiment, or result in a significant reduction of complexity for an effect that can be optimized more easily in the experiment.

1. *All Raman pulses resonantly drive only one sideband/carrier order.* We tweak the pulse shape, power and length as discussed in the text, for example by using Blackman pulses, to reduce coupling to other orders. We do see deviation from this approximation in the experiment, though mostly in the long detection pulses, and it is less of a concern for the short cooling pulses.

2. *No heating from other sources.*

We measured the heating rate and found that it results mainly from off-resonant scattering of photons, which is included in the simulation. In particular, we can ignore heating from the switching trap.

3. *Same trapping frequency for all states.*

This effect is negligible for Na in the ground state due to the small fine structure splitting in the excited state. It is easy to include this effect if the calculation needs to be repeated on a system

where this is not the case (e.g. directly laser cooled molecules)

Some effects that are important to include are all three dimensions (3D motional states, accurate 3D wavevector, and different emission pattern for different photon polarizations), off-resonant scattering from all laser beams, and optical pumping polarization imperfection. The optical pumping polarization and off-resonant scattering are especially important for accurate simulation since they are the main limitation on cooling performance.

In general, each pulse has a coherent part from the Raman drive (which is absent for the optical pumping pulses) and an incoherent part from scattering (optical pumping or off-resonant). This nicely fits the general approach of the quantum jump method. Due to the large number of states that we need to take into account (30 – 150 motional per axis and 8 hyperfine, giving a total of 10^6), generic wavefunction propagation is very inefficient. Therefore, we further simplify by reducing the number of states tracked during the coherent propagation and apply quantum jumps using a set of reduced jump operator that describes the total jump probability from a certain states (summed over all final states). The coherent propagation is then accurately solved in order to avoid having to use a time step much shorter than the scattering rate (up to hundreds of kHz)[3].

In order to simulate a pulse, we first start with the coherent propagation that includes the modification from the jump operators as in quantum jump method. When a jump happens, we pick a final internal state to jump to based on the relative rates of different scattering sources and their branching ratios. This process also determines the polarization and emission pattern of the photon and a particular wave vector for the emitted photon is then selected as the next step. The recoil is now fixed so the final motional state of the atom can now be selected. This process is then repeated on the same pulse until the pulse time is used up before we start to simulate the next pulse.

We apply “virtual” measurements on the results of each simulated cooling sequence which we then average to obtain the expected value of experimental quantities. Due to the decoherence approximation, the measurement has to commute with the Hamiltonian. Particularly useful measurements used in our simulation are hyperfine state distribution, average motional energy, loss rate (where an atom is assumed to be lost if its motional

^{*}Present address: California Institute of Technology, Division of Physics, Mathematics, and Astronomy. Pasadena, CA, 91125

[†]Electronic address: ni@chemistry.harvard.edu

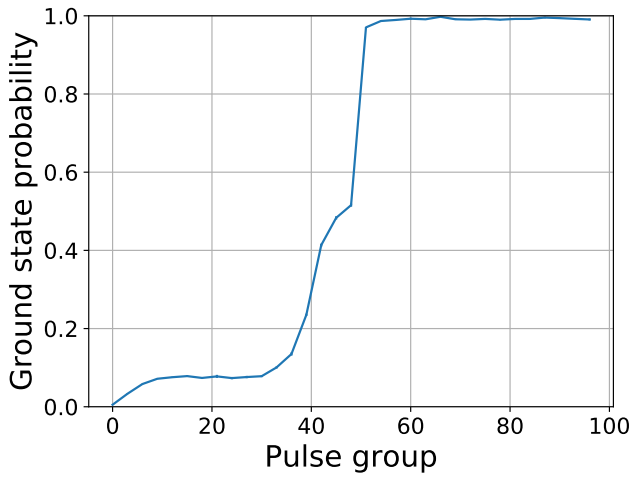


FIG. 1: Simulated ground state population as a function of cooling cycles without technical imperfections. The ground state probability reaches $> 99\%$.

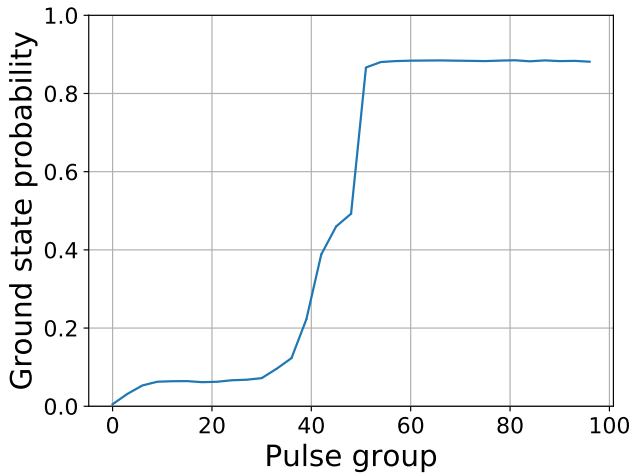


FIG. 2: Simulated ground state population as a function of cooling cycles including effect of off-resonant scattering from all beams and OP misalignment. For this particular sequence, the ground state probability saturates to $\approx 88\%$.

energy goes above a certain threshold at any time) probability of being in certain states (e.g. ground state).

If off-resonant scattering and optical pumping polarization misalignment are ignored, the simulation shows that there isn't a cooling limit despite the large Lamb-Dicke parameter and high initial temperature (Fig 1). However, when these effects are taken into account, the ground state probability can saturate at a lower value (Fig 2) and require much more careful tweaking.

The simulation is written in Julia[2]. All code is available under the GPLv3 license at [4] and [5]

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- [1] R. Chrétien, *Laser cooling of atoms: Monte-Carlo wave-function simulations* (2014), URL http://www.oq.ulg.ac.be/master_thesis_rc.pdf.
 - [2] J. Bezanson, A. Edelman, S. Karpinski, and V. B. Shah, *SIAM Review* **59**, 65 (2017), ISSN 0036-1445 (print), 1095-7200 (electronic).

- [3] [note about modification to the quantum jump method \(https://goo.gl/EZ13wt\)](https://goo.gl/EZ13wt)
- [4] [Library code \(https://goo.gl/WLJwJp\)](https://goo.gl/WLJwJp)
- [5] [Top level code \(https://goo.gl/XXVreq\)](https://goo.gl/XXVreq)