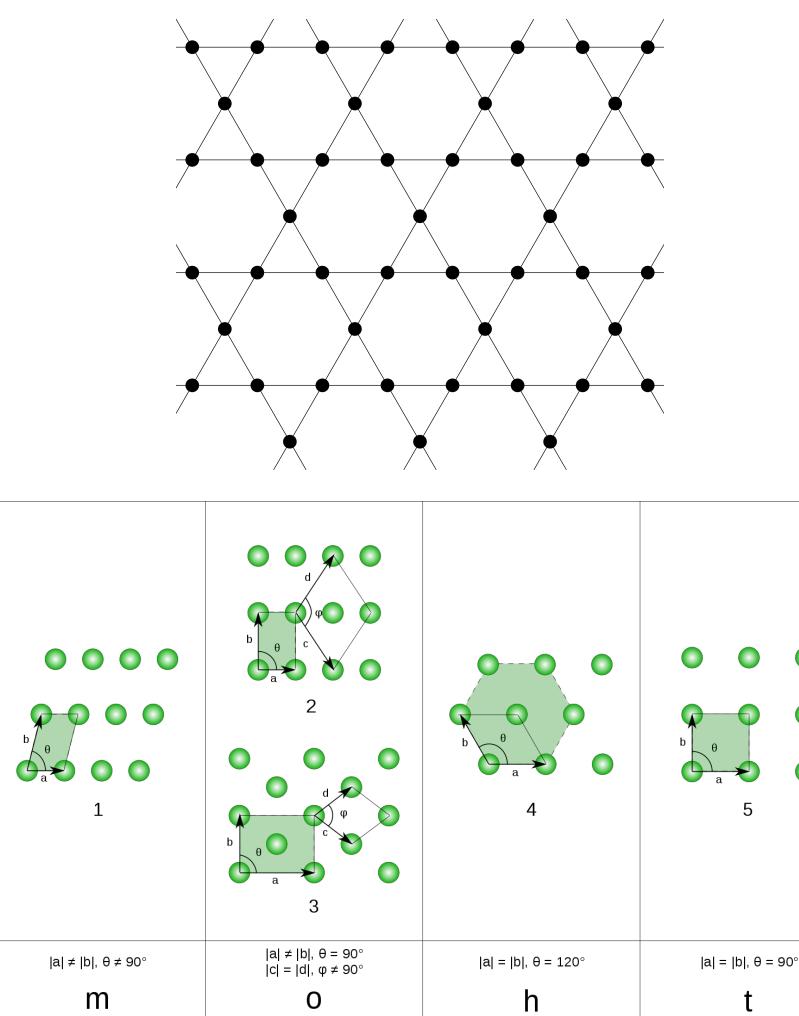


Quantum Simulations

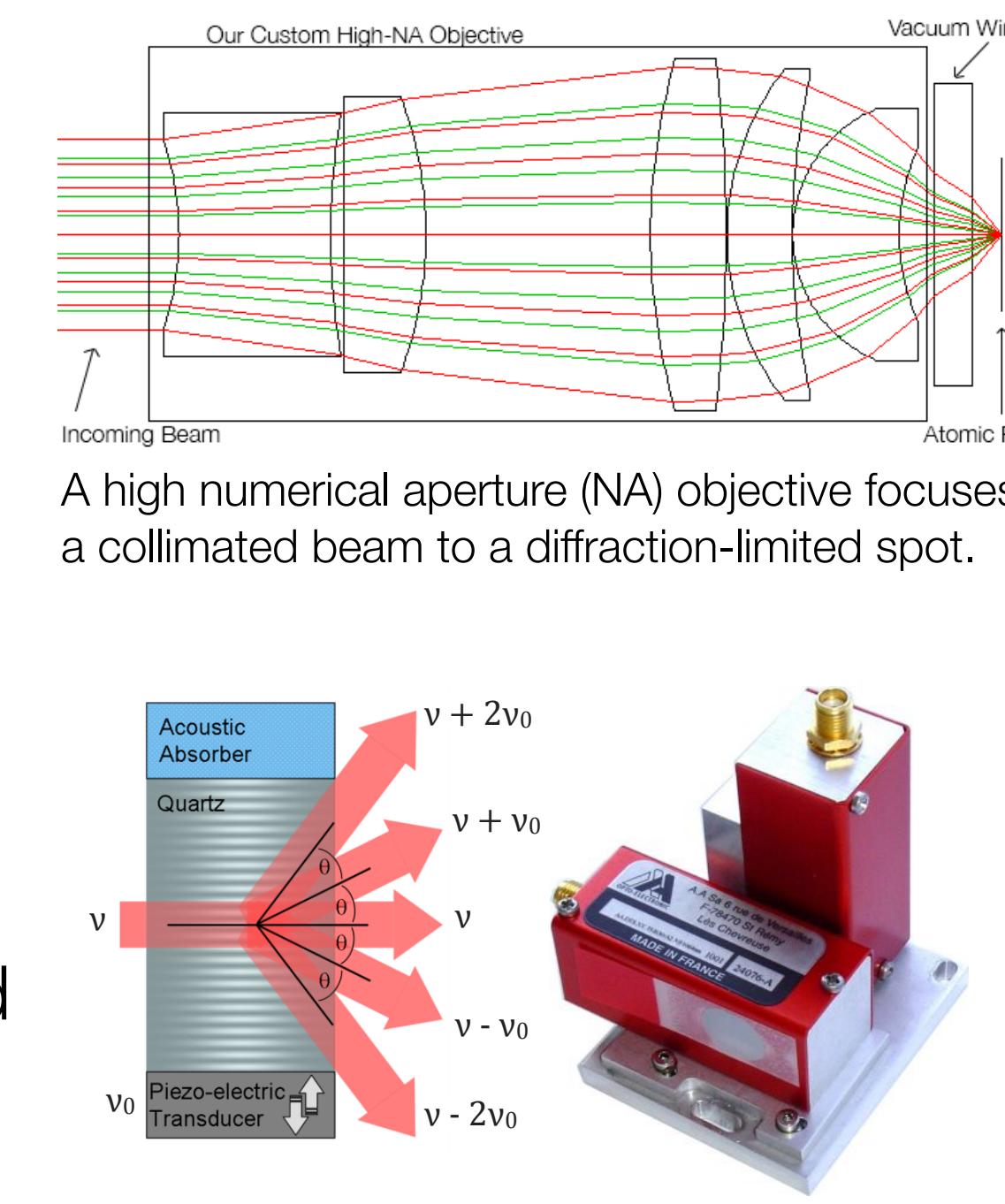
- We want to model complex systems, for which classical algorithms are slow and inefficient, using quantum simulations with ultra-cold atomic strontium gases
- Sr atoms are cooled to a BEC or DFG then arranged in lattices, which we can use to simulate condensed matter and quantum chemistry systems



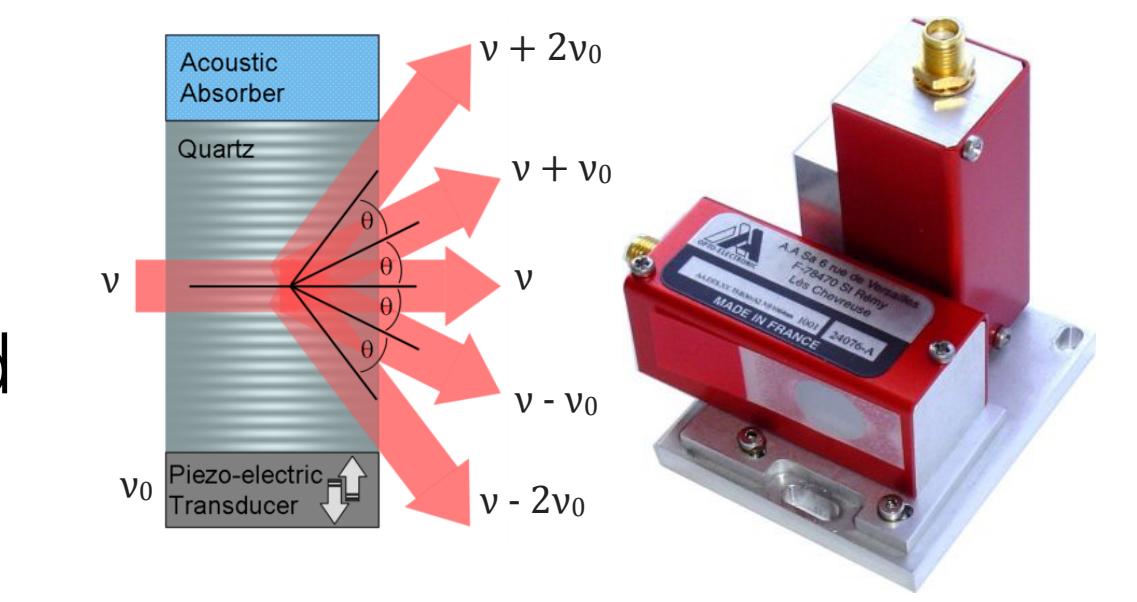
Optical Tweezers

To control atoms with a small confining trap we want an “optical tweezer”, a powerful laser beam focused to a sub-micron spot that, depending on the wavelength and the detuning, can apply gradient and radiation force on a polarizable atom to attract (in our case) or repel it.

Multiple tweezers can be produced using multiple beams.

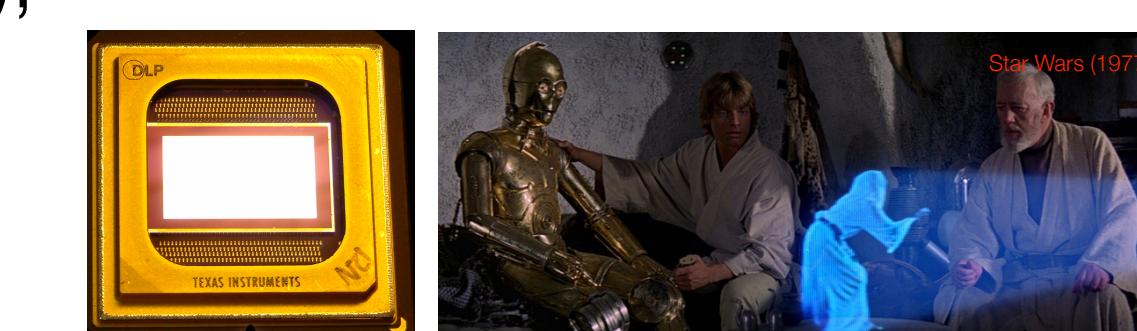


A high numerical aperture (NA) objective focuses a collimated beam to a diffraction-limited spot.



(Left) AODs diffract an input beam based on a radio frequency input waveform.

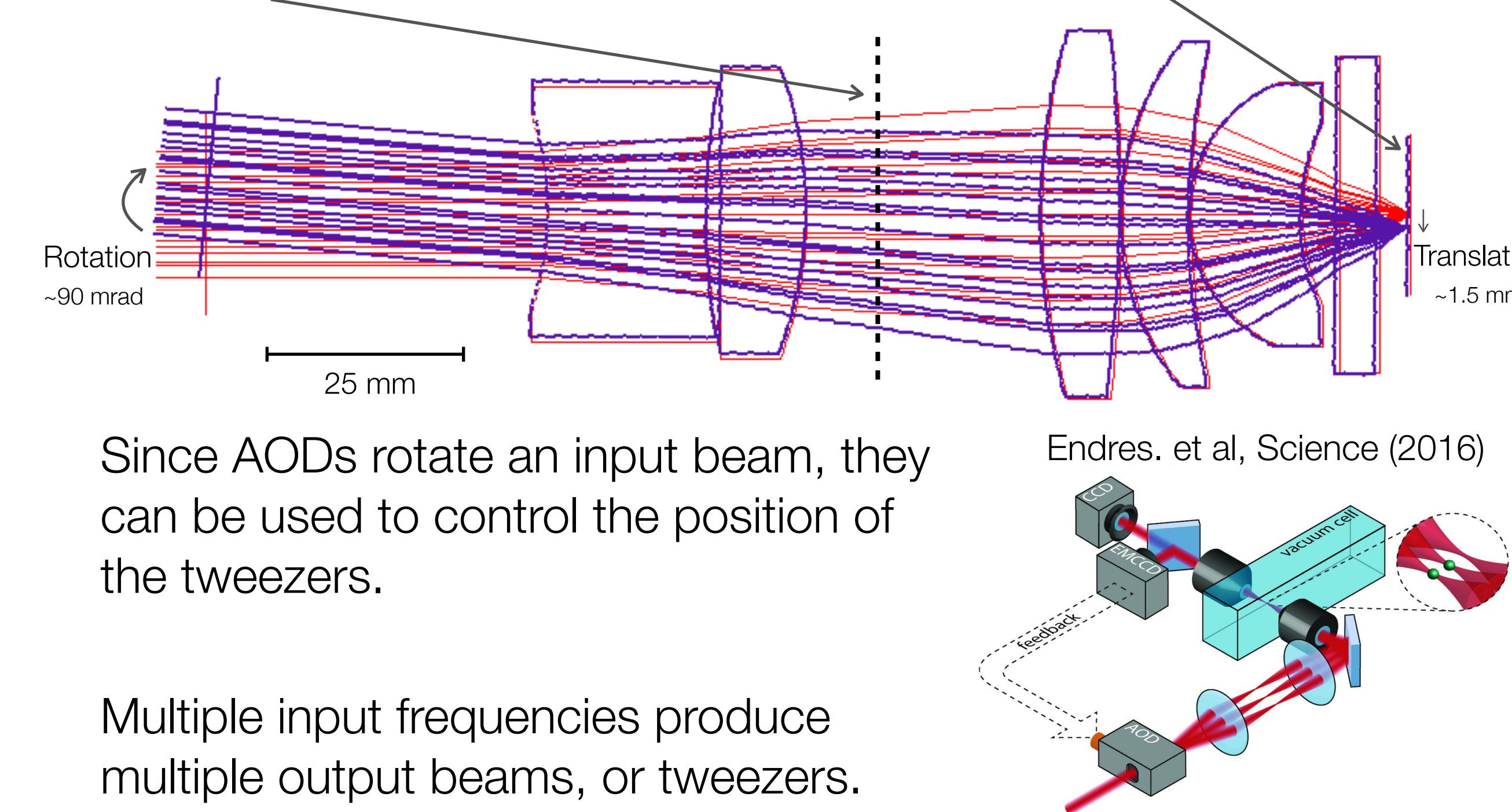
(Right) Our AA Opto Electronic DTSXY-400 2D AODs, which deflect along both axes.



The DMD is used to reflect light and imprint a phase pattern to create holograms.

Acousto-Optic Deflector (AOD)
Optical Tweezers

A converging lens (or objective) transforms rotations in its back focal plane (BFP) into translations in its front focal plane (FFP).



Since AODs rotate an input beam, they can be used to control the position of the tweezers.

Multiple input frequencies produce multiple output beams, or tweezers.

Holographic
Optical Tweezers (HOTs)

Holography produces a desired image by the transmission/reflection of a beam through/off an interference pattern.

A diffraction grating is a simple example of a hologram:



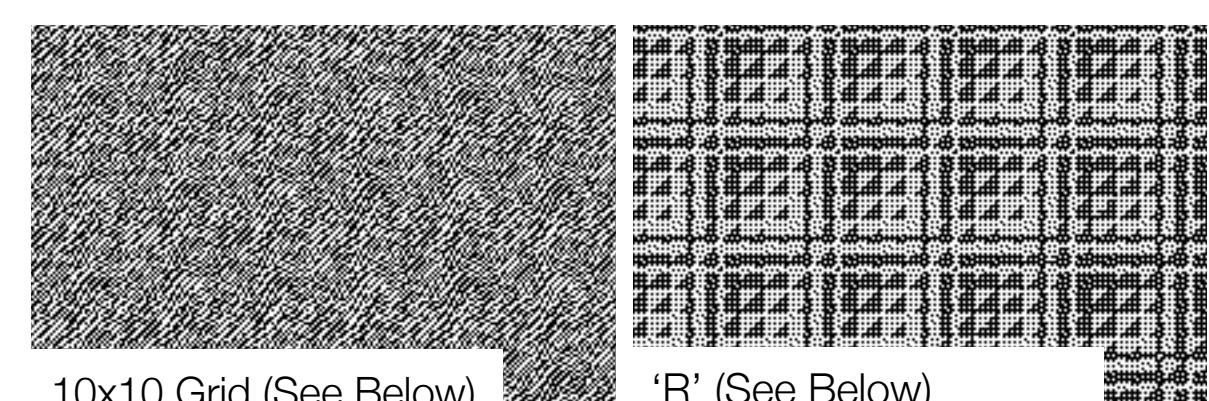
Producing HOTs:

1. The desired discrete interference patterns (here an array of spots) are numerically calculated and generated based off Fourier optics; this is known as computer generated holography (CGH)

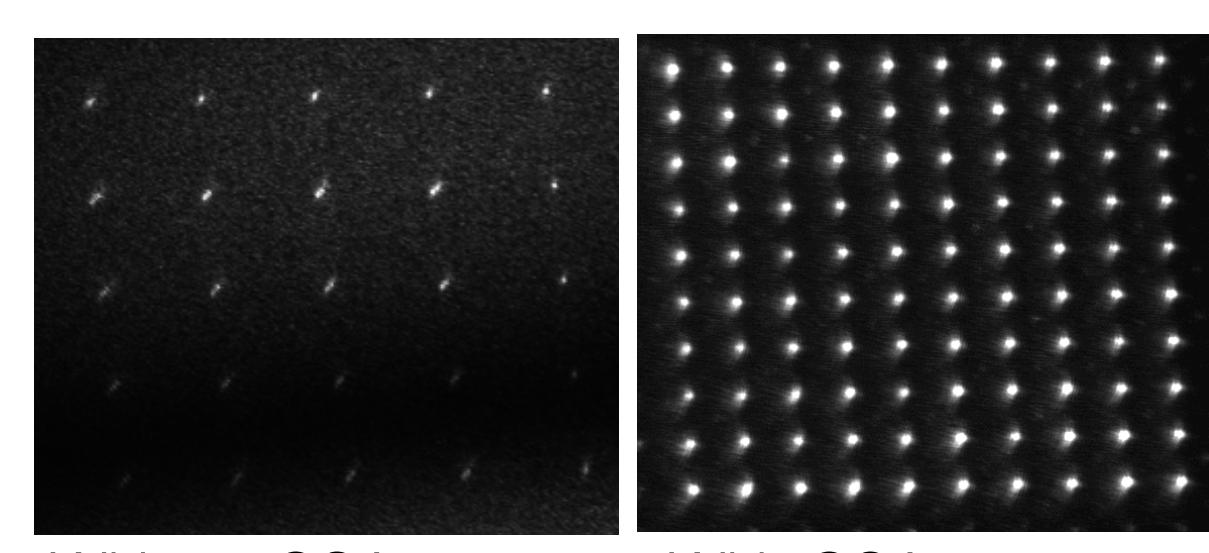
$$E'(\vec{r}') = FT\{E\} = \sum_m^M C_m \delta(\vec{r}' - \vec{r}'_m) = A'(\vec{r}') e^{i\phi(\vec{r}')}}$$

$$E(\vec{r}) = FT^{-1}\{E'\} = \sum_m^M A_m e^{i \frac{2\pi}{\lambda} \vec{r} \cdot \vec{r}'_m} = A(\vec{r}) e^{i\phi(\vec{r})}$$

After performing the GSA and binarizing, $\phi(r)$ is displayed on the DMD.



Examples of binarized interference patterns. Output holograms are labeled.



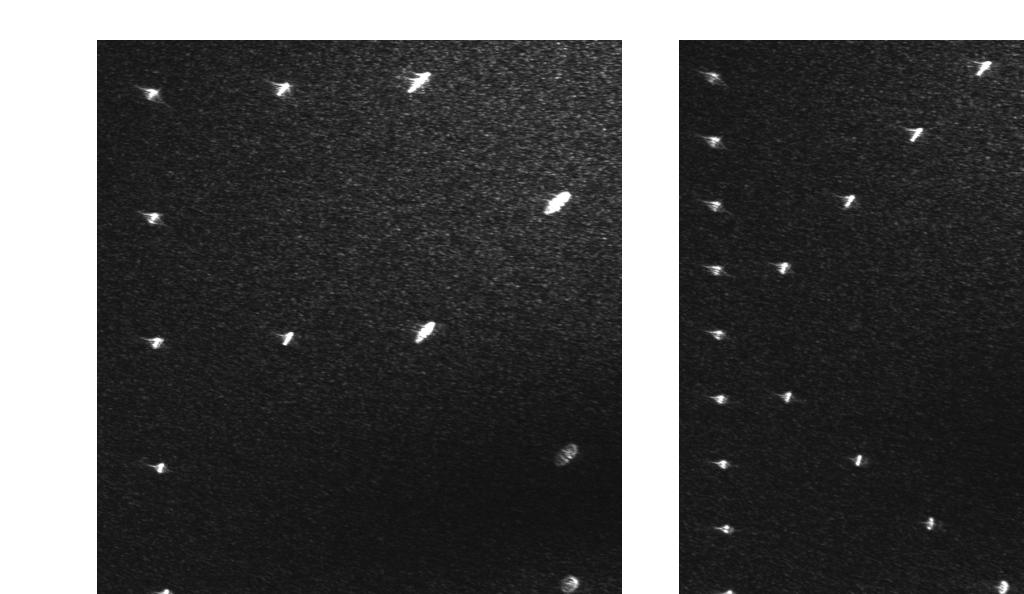
Without GSA With GSA

2. The iterative Gerchberg-Saxton algorithm (GSA) improves the uniformity of spots for non-ideal input beams.

3. Patterns are binarized and displayed on a DMD with 1080x1920 $\sim 3\mu\text{m}$ mirrors/pixels.

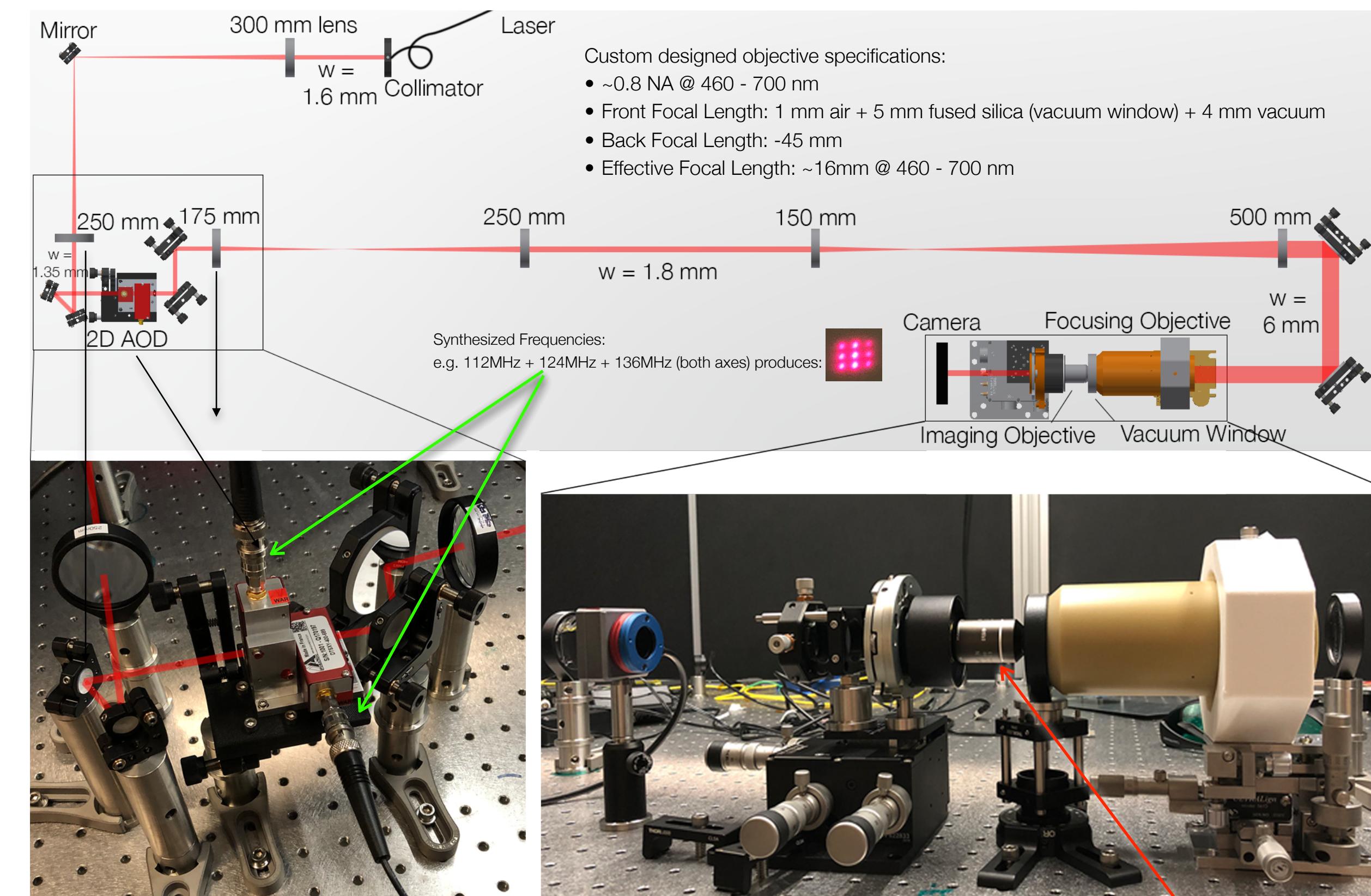
4. DMD imprints interference phase pattern on a reflected beam, which after focusing through a lens, produces the desired holograms

Through CGH, arbitrary uniform HOTs were produced, ideal for quantum simulation experiments:

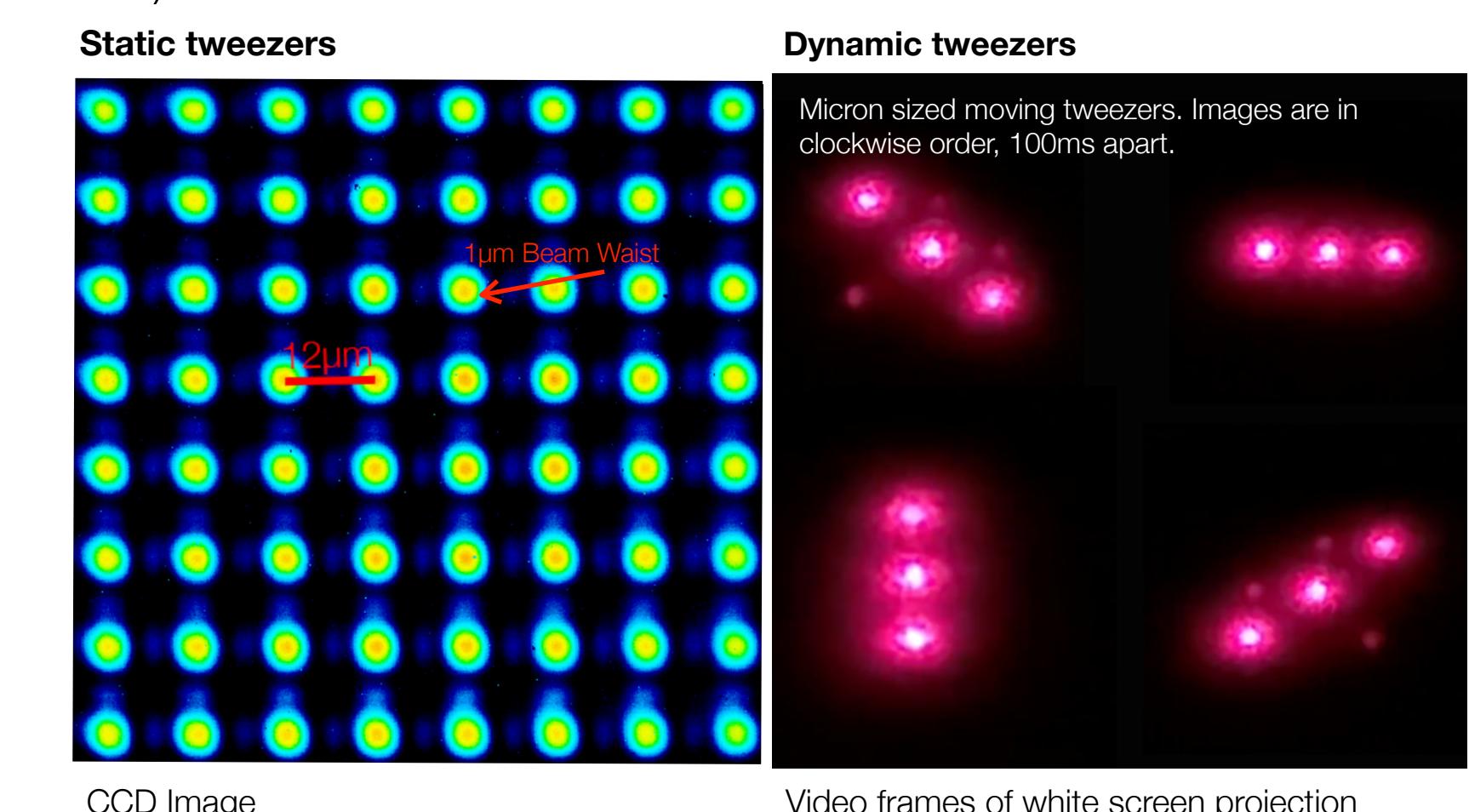


They work best with monochrome images, like those needed for our discrete lattices.

Characterization of AOD Tweezers



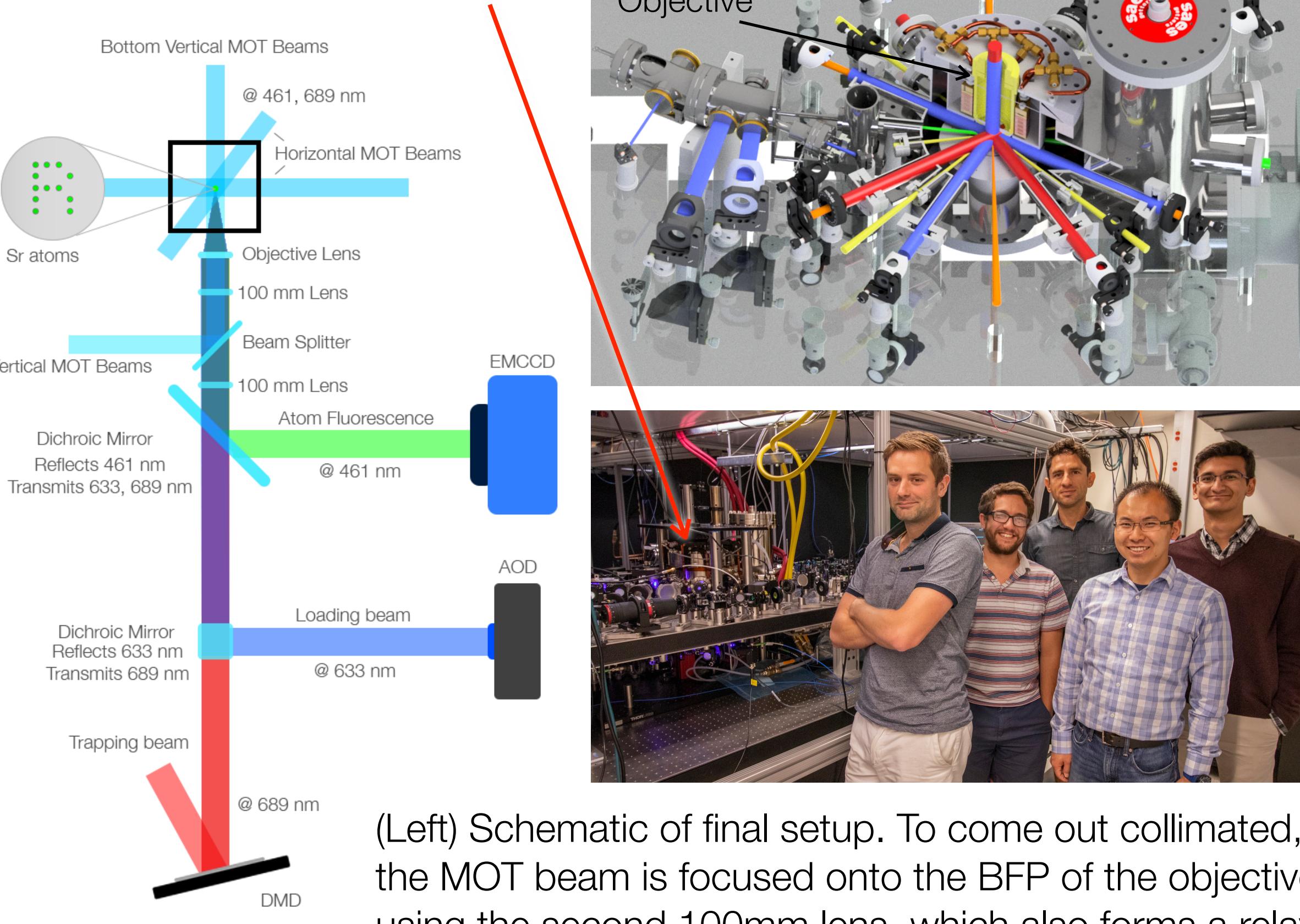
With the setup above, the following were produced and imaged with the second objective (~50x magnification):



CCD Image Video frames of white screen projection

What's Next

Integrating the HOTs, AOD tweezers, and atomic imaging system with our magneto-optical trap (MOT) beams (for initial cooling) in our vacuum chamber.



(Left) Schematic of final setup. To come out collimated, the MOT beam is focused onto the BFP of the objective using the second 100mm lens, which also forms a relay telescope focused on the BFP for the other beams.

References:

- D. Barredo et al. An atom-by-atom assembler of defect-free arbitrary 2D atomic arrays. *Science* **354**, 1021 (2016).
- M. Endres et al. Atom-by-atom assembly of defect-free one-dimensional cold atom arrays. *Science* **354**, 1024 (2016).
- F. Norgett et al. Single-atom trapping in holographic 2D arrays of microtraps with arbitrary geometries. *Phys. Rev. X* **4**, 021034 (2014).
- D. Stuart and A. Kuhn. Single-atom trapping and transport in DMD-controlled optical tweezers. *New J. Phys.* **20**, 023013 (2018).