

Photon-Weave

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Software

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Summary

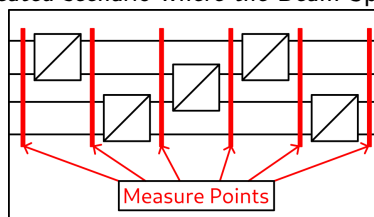
Photon Weave is a quantum systems simulator designed to offer intuitive abstractions for simulating quantum photonic systems and their interactions in Fock spaces (Fock, 1932) and any custom Hilbert spaces. The simulator focuses on simplifying complex quantum state representations, such as continuous photonic states with polarization using envelopes that can mimic pulses, making it more approachable for specific quantum simulations. While general-purpose quantum simulation libraries such as QuTiP (Johansson et al., 2012) provide robust tools for quantum state manipulations, some require advanced software skills to manipulate complex system interactions. Photon Weave addresses this by abstracting such details, streamlining the simulation process, and allowing quantum systems to interact naturally as the simulation progresses.

In contrast to other frameworks such as Qiskit (Aleksandrowicz & others, 2019), which are primarily designed for qubit-based computations, Photon Weave excels at simulating continuous-variable quantum systems, mainly photons, as well as custom quantum states that can interact dynamically. Furthermore, Photon Weave offers a balance of flexibility and automation by deferring the joining of quantum spaces using State Containers until necessary, enhancing computational efficiency. The simulator supports CPU and GPU execution, ensuring scalability and performance for large-scale simulations. This is achieved by using the JAX (Bradbury et al., 2018) library.

Statement of Need

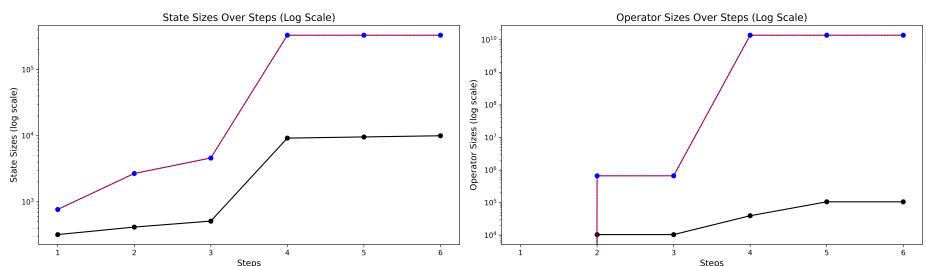
Tools like QuTiP, Qiskit, Piquasso, and StrawberryFields (Killoran et al., 2019; Kolarovszki et al., 2024) already exist for modeling quantum phenomena, but many of them either require extensive user control (QuTiP) or enforce rigid circuit structures (StrawberryFields). Researchers in quantum optics and related fields need a tool that simplifies photonic systems simulations and supports dynamic interactions between custom quantum systems. Photon Weave introduces such features without restricting itself to the circuit model so researchers can focus on component development. Such a tool could generate a library of components and gates that closely model real-world devices, fostering greater collaboration among scientists in those fields.

Fig.1 depicts a complicated scenario where the Beam Splitters are lossy, and each step in the



experiment is tracked.

In Fig.2, You can see the performance regarding speed where the steps represent the number of



36 applied operations.

37 Photon Weave Overview

38 Photon Weave is a quantum simulation library designed for simulating any system, provided
39 that simulating hardware meets the resource requirements. This simulator allows users to
40 easily create, manipulate, and measure quantum systems.

41 Photon Weave Implementation Details

42 In the following sections, we will describe the main features of Photon Weave; details about
43 implementations and usage can be found in [the documentation](#).

44 State Containers

45 Photon Weave's core functionality revolves around quantum state containers. States can
46 be represented in three forms: Label, Vector, or Matrix, which progressively require more
47 memory. Photon Weave automatically manages these representations, reducing representations
48 where applicable to save resources. The framework provides state containers such as Fock,
49 Polarization, Envelope, and CustomState. Fock, Polarization, and CustomState are
50 essential state containers that hold the quantum state in any valid representation until the
51 state interacts with other states. When states interact, these containers store references to the
52 Envelope, CompositeEnvelope, or both. This allows each container to understand its place
53 within a larger product space and how it evolves mathematically.

54 Envelopes

55 Photon Weave places a particular emphasis on the Envelope concept. An Envelope represents
56 a pulse of light, where all photons are indistinguishable and share the same polarization,
57 representing the $\mathcal{F} \otimes \mathcal{P}$ space where \mathcal{F} represents the Fock space and \mathcal{P} represents the
58 Polarization space. Initially, when the states are separable, they are stored in the respective
59 Fock and Polarization containers. In addition to the states, an Envelope holds essential
60 metadata such as wavelength and temporal profile.

61 Composite Envelopes

62 When envelopes interact using a beam-splitter (Xiang-Bin, 2002), their states must be joined.
63 The necessary state data are extracted from their respective containers, and their Hilbert spaces
64 form a product space in these cases. A CompositeEnvelope can contain multiple product
65 spaces, which can be accessed from any of the contributing state containers. Additionally,
66 CompositeEnvelope instances can be merged, allowing states within both envelopes to interact.
67 CustomState instances can also be included in a CompositeEnvelope since any custom state
68 can, in principle, interact with any other state.

69 Operations

70 Photon Weave provides several ways to perform operations on quantum states. All op-
71 erations are created using specialized classes (FockOperation, PolarizationOperation,

CustomStateOperation, and CompositeOperation), each designed to work on a specific type of state. Operations can be predefined, manually constructed, or generated using expressions with a context. Photon Weave supports photonic operators such as Squeezing, Displacement, Phase Shift, Beam Splitter, and non-linear operations. It also supports the basic Pauli operators.

Photon Weave optimizes resource usage by automatically adjusting the dimensionality of the Fock space when necessary, even within product states. This ensures that only the minimal required space is used, dynamically resizing the quantum state representation to avoid unnecessary memory consumption.

Once an operation is defined, it can be applied to a state at any level. If a state is a part of a product space, Photon Weave ensures that the operation is applied to the correct subspace. Additionally, Kraus operators can be applied to any desired state space. This allows the user to simulate losses at any level.

Measurements

Photon Weave offers a robust measurement framework for any state. By default, Fock spaces are measured on a number basis, Polarization spaces are measured on a computational basis, and CustomState is measured on a respective basis. Photon Weave also supports more precise measurement definitions, such as Positive Operator Valued Measurement (POVM).

Conclusion

Photon Weave is an open-source quantum system simulator under the Apache-2.0 license, targeting researchers and developers who need an easy-to-use yet powerful simulation tool. One of the intended outcomes is to build a library of interoperable quantum device models powered by the Photon Weave framework.

Acknowledgments

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