Exploring Quantum-Classical Boundary

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It is observed in a double-slit experiment by Tonomura and coworkers that single electrons recorded as dots on a detector screen build up to show an interference pattern, which is delocalized over the screen.1) This observation indicates that a delocalized wave function of an isolated electron interacts with the screen, which is composed of many nuclei and electrons interacting with each other, and becomes localized in space. This change, referred to as “collapse” in quantum theory, is often accepted as a discontinuous change, but a basic question arises: When and how the delocalized wave function becomes localized? Our objective is uncovering this mystery by observing the spatiotemporal evolution of a wave function delocalized over many particles interacting with each other. Having this objective in mind, we have developed coherent control with precisions on the picometer spatial and attosecond temporal scales. Now we apply this ultrafast and ultrahigh-precision coherent control to delocalized wave functions of macroscopic many-particle systems such as an array of ultracold rubidium (Rb) Rydberg atoms, as depicted schematically in Figure 1, envisaging the quantum-classical boundary connected smoothly.

Selected Publications

Figure 1. Metal-like quantum gas. A schematic of the many-body system of ultracold rubidium atoms, where electronic wave functions spatially overlap between neighboring atoms.2,7)
1. Development of an “Ultrafast Quantum Simulator” by Optical Control with Precisions on the Attosecond Temporal and Submicron Spatial Scales3–9)

Quantum many-body problems are at the heart of a variety of physical functionalities including superconductivity and magnetism in solid materials. It is extremely hard, however, to solve such quantum many-body problems. In solving the Hubbard model with 1000 particles, for example, the diagonalization would take 10 to the power of 573 years even with the world’s fastest supercomputers. In this project, we develop a novel quantum simulator that can simulate quantum many-body dynamics for more than 1000 particles within one nanosecond, combining our two unique experimental resources: “coherent control with attosecond precision”8) and “a strongly-correlated ultracold Rydberg gas.”9)

We have completed a standard hardware of this ultrafast quantum simulator composed of an array of ultracold Rb atoms trapped in an optical lattice and excited to Rydberg levels with a coherent picosecond (ps) laser pulse, as schematically illustrated in Figure 2.3,4,6,7) The broad bandwidth of the ps laser pulse has allowed us to excite the atoms in the neighboring lattice sites to Rydberg levels simultaneously for the first time. With this standard hardware, we have succeeded in creating an exotic electronic state with spatially overlapping wave-functions as shown schematically in Figure 2.7) The degree of spatial overlap is actively tuned with ~50 nanometer precision. This exotic metal-like quantum gas under exquisite control opens up a completely new regime of many-body physics for simulating ultrafast many-body electron dynamics dominated by Coulomb interactions.7)

We have also completed a readout interface of our ultrafast quantum simulator, which is the time domain Ramsey interferometry of ultracold Rydberg atoms with attosecond precision, whose contrast is almost 100% as shown in Figure 3.5) The phase and visibility of this Ramsey interferogram are highly sensitive to the nature and strength of many-body interactions among the Rydberg atoms.

So far we have developed arbitrary two dimensional optical trap arrays for cold atoms, which are necessary for quantum annealing,10) in tight collaborations with Hamamatsu Photonics K. K.3) Their examples are shown in Figure 4, the world’s smallest arbitrary trap arrays whose nearest neighbor distance is only ~1 micron, which used to be typically ~4 micron in previous works.11)

We have recently succeeded in loading a single atom into each trap of those arbitrary arrays, and reassembling those atoms with an optical tweezer. Accordingly we can prepare an array of atoms we desire, as exemplified in Figure 5.

2. Application of an “Ultrafast Quantum Simulator” to Quantum Computing3)

We are developing a cold-atom based quantum annealer with the hardware of the ultrafast quantum simulator.10) The cold-atom annealer has advantages against the one with the superconducting qubits. Those advantages include scalability and efficiency. All to all connections among physical bits necessary for quantum annealing could also be easier with cold atoms than superconducting qubits.

A non-dispersing wave packet has been attracting much interest from various scientific and technological viewpoints. However, most quantum systems are accompanied by anharmonicity, so that retardation of quantum wave-packet dispersion is limited to very few examples only under specific conditions and targets. Here we demonstrate a conceptually new and universal method to retard or advance the dispersion of a quantum wave packet through “programmable time shift” induced by a strong non-resonant femtosecond laser pulse. A numerical simulation has verified that a train of such retardation pulses stops wave-packet dispersion.

Our ultrafast quantum simulator operates with atomic Rydberg levels,3–9) whose level structure is anharmonic, so that retardation of quantum many-body problems is limited to very few examples only under specific conditions and targets. Here we demonstrate a conceptually new and universal method to retard or advance the dispersion of a quantum wave packet through “programmable time shift” induced by a strong non-resonant femtosecond laser pulse. A numerical simulation has verified that a train of such retardation pulses stops wave-packet dispersion.

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3. Engineering Quantum Wave-Packet Dispersion with a Strong Nonresonant Femtosecond Laser Pulse12)

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Our ultrafast quantum simulator operates with atomic Rydberg levels,3–9) whose level structure is anharmonic, so that its wave packet is dispersed and broadened quickly. The new control method for wave-packet dispersion developed here would serve as an enabling technology for our ultrafast quantum simulator to enhance its functionality for quantum simulation and computing.

References