

# Engineering and using single mode and multimode squeezed states of light

*15/04/2021*

*Thibault MICHEL*

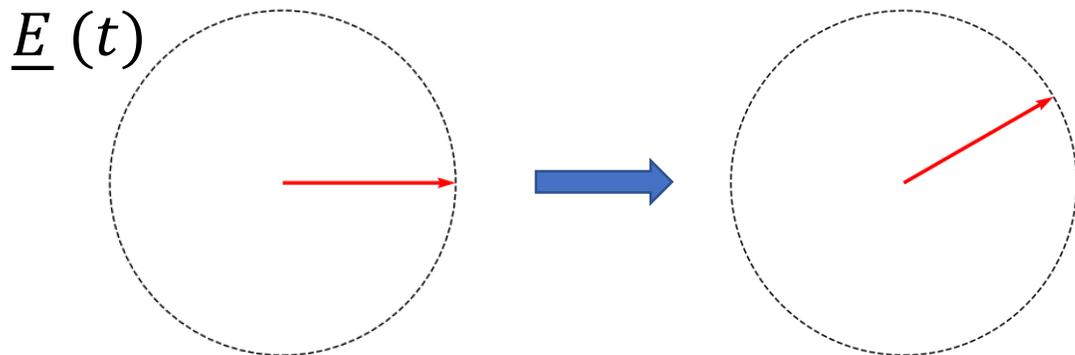
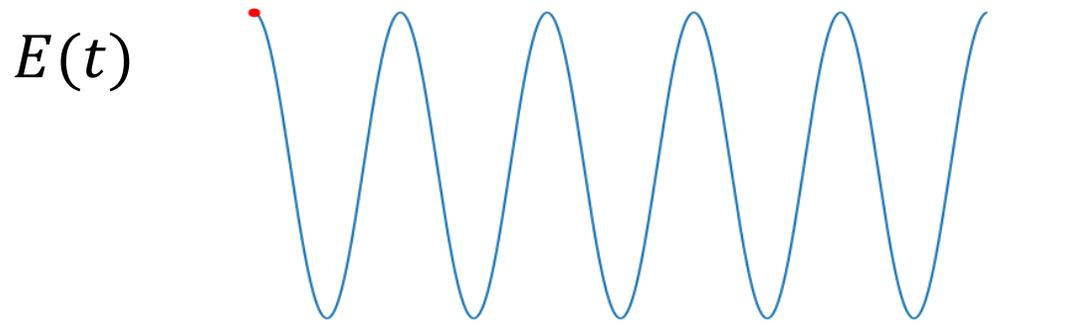
Supervisors:

Pr. Ping Koy LAM

Pr. Claude FABRE

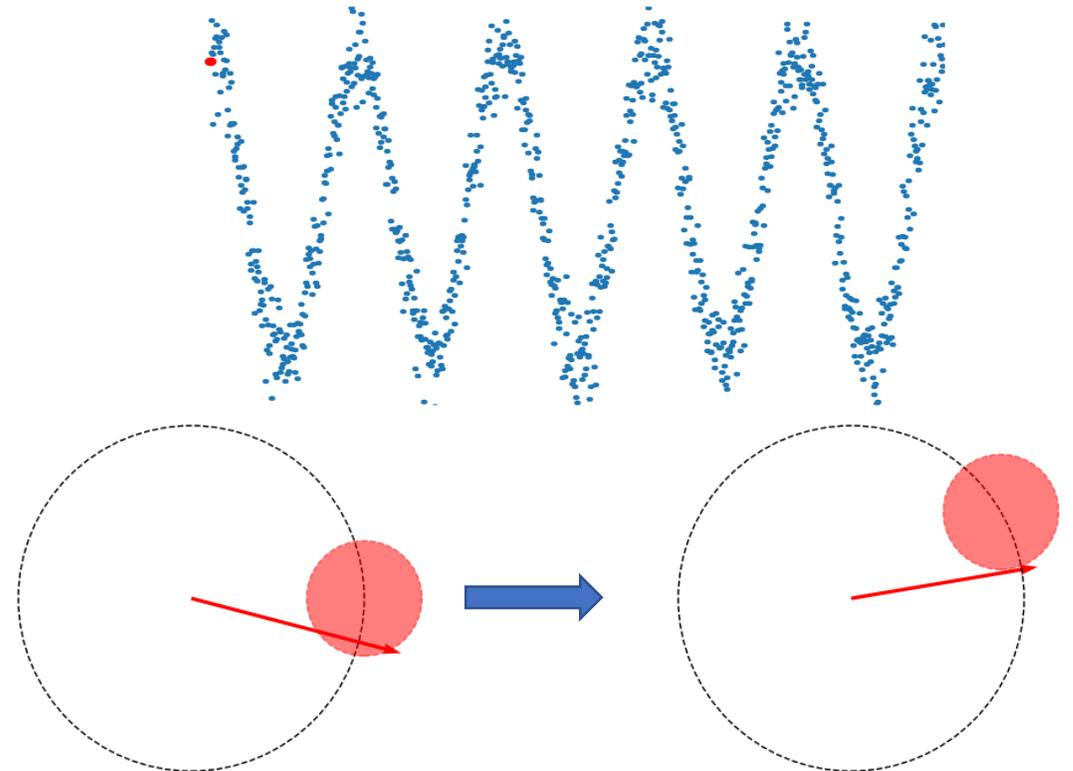
- Introduction: Quantum light
- A Source Independent Quantum Random Number Generator (QRNG)
- Generating multimode quantum resources with spectral pump shaping

- Classical versus quantum light.
  - Classical



$$E(t) = \Re(\underline{E}(t))$$

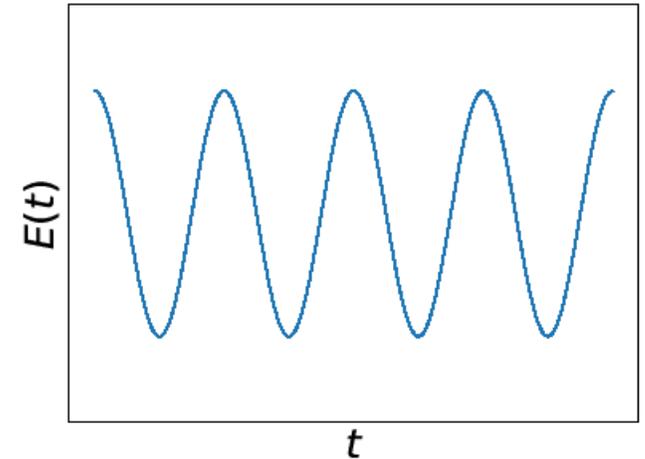
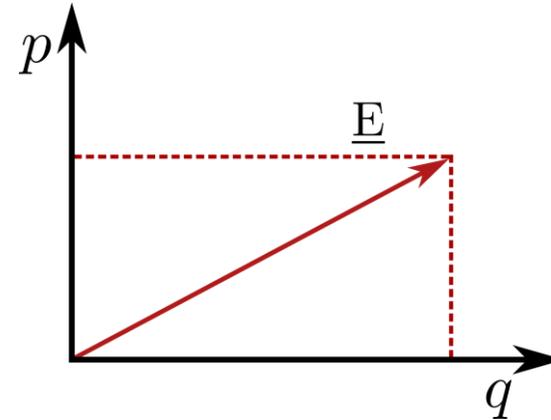
- Quantum



- The quadratures

$$E(t) = q \cos(\omega t) + p \sin(\omega t)$$

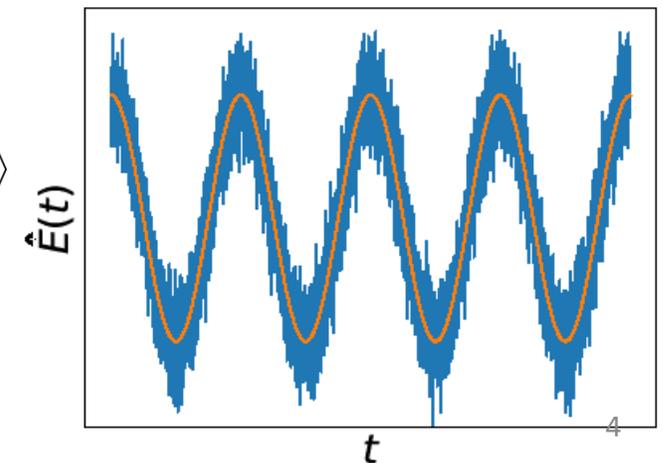
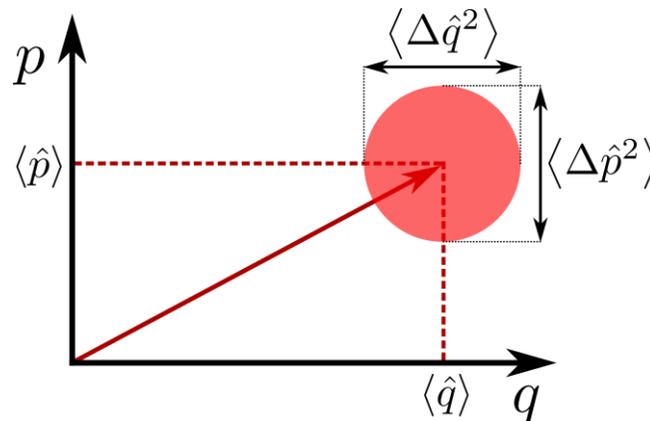

 $\hat{q}$ 

 $\hat{p}$ 


Continuous variables

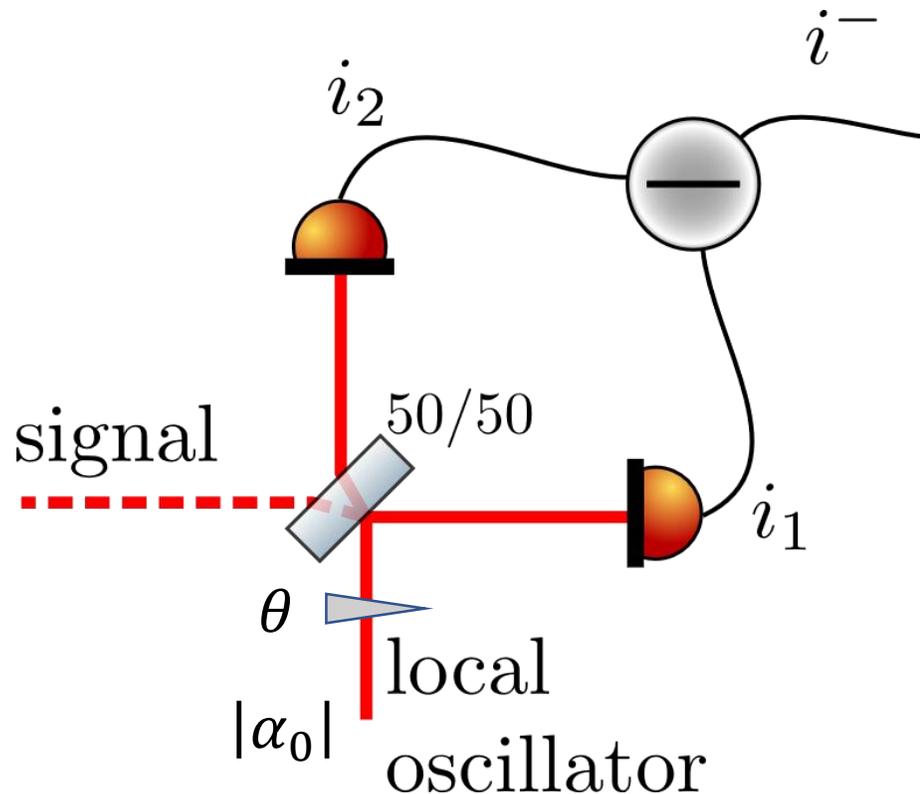
Heisenberg uncertainty relation:

$$\langle \Delta \hat{q}^2 \rangle \langle \Delta \hat{p}^2 \rangle \geq cst$$



- How do we measure the quadratures in practice:

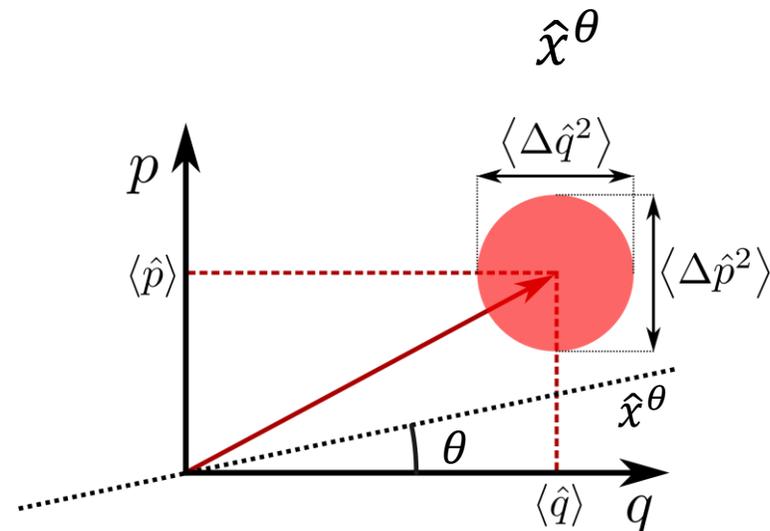
-> Homodyne detection



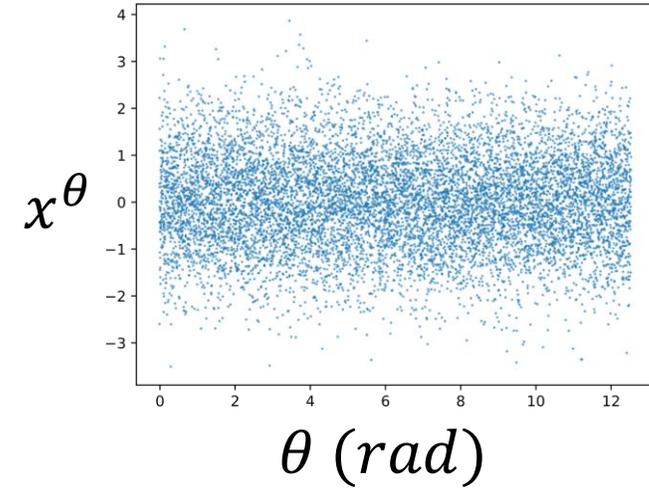
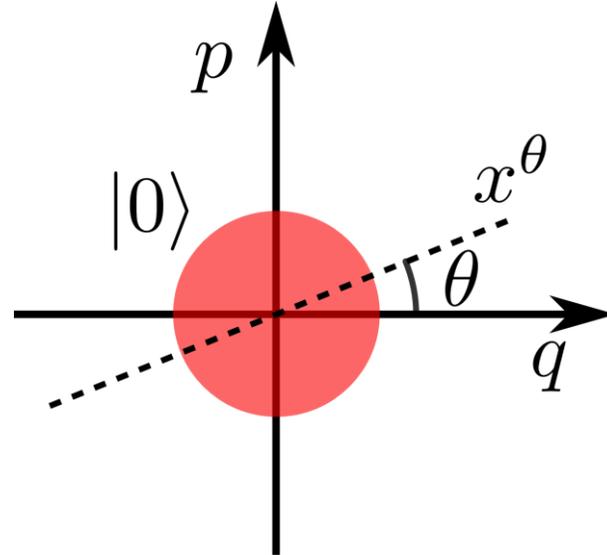
$$|\alpha_0|^2 \gg \langle \Delta \hat{q}^2 \rangle$$

$$\langle \Delta \hat{p}^2 \rangle$$

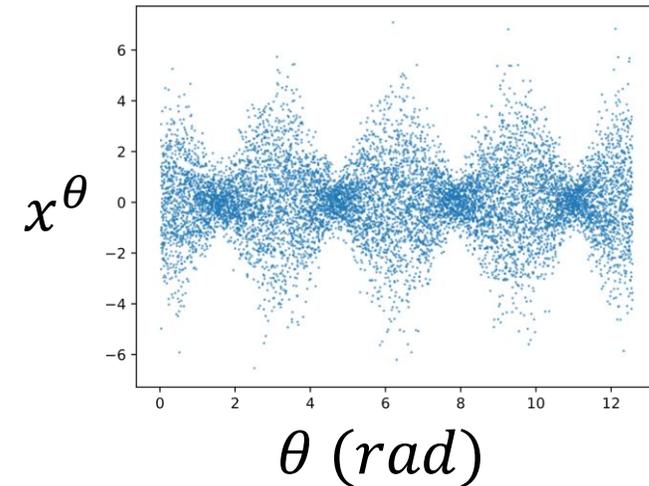
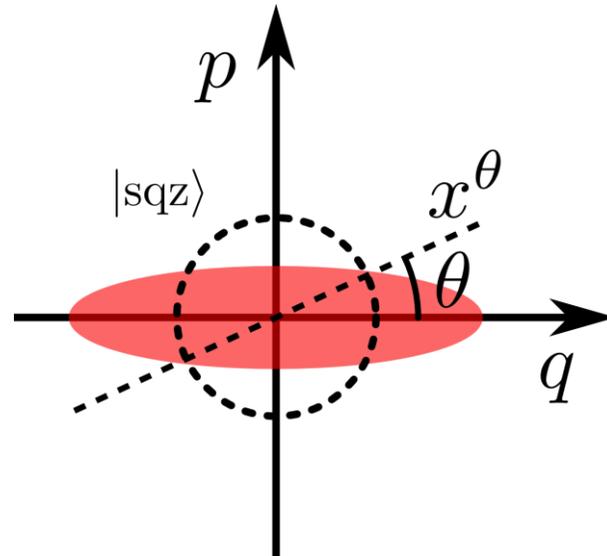
$$\hat{i}^- \propto |\alpha_0| \underbrace{(\hat{q} \cos \theta + \hat{p} \sin \theta)}_{\hat{x}^\theta}$$



- Vacuum field



- Squeezed vacuum



- Quadrature squeezed below **shot-noise limit**
- Applications
  - Generation of entangled EPR state for quantum communication
  - Quantum Information Processing
  - Quantum metrology, such as gravitational wave sensing [1, 2]

[1] Acernese, F., et al. "Increasing the astrophysical reach of the advanced Virgo detector via the application of squeezed vacuum states of light." *Physical Review Letters* 123.23 (2019): 231108.

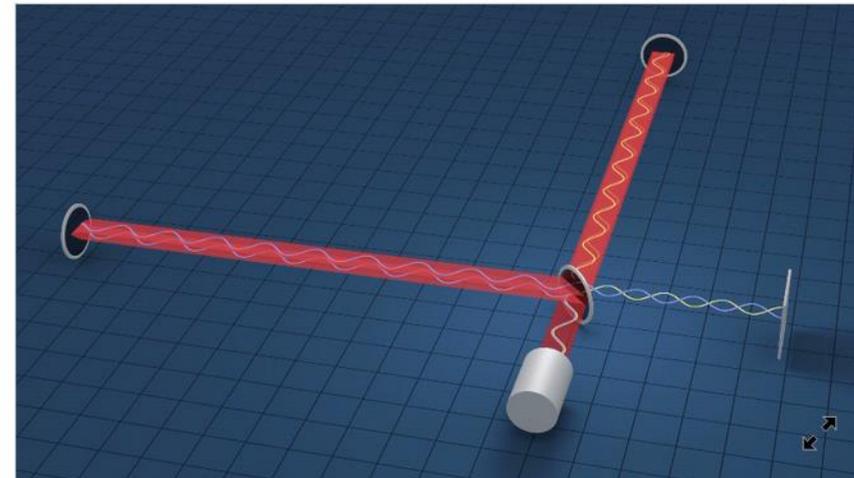
[2] Tse, M., et al. "Quantum-enhanced advanced LIGO detectors in the era of gravitational-wave astronomy."

*Physical Review Letters* 123.23 (2019): 231107.

## Squeezing More from Gravitational-Wave Detectors

December 5, 2019 • *Physics* 12, 139

New hardware installed in current gravitational-wave detectors uses quantum effects to boost sensitivity and increase the event detection rate by as much as 50%.

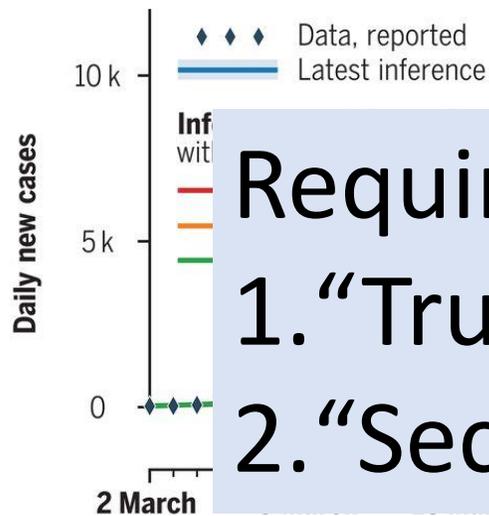


T. Pyle/LIGO

Ball, Philip. "Focus: Squeezing More from Gravitational-Wave Detectors." *Physics* 12 (2019): 139.

- Introduction: Quantum light  Vacuum fluctuations, squeezed states
- A Source Independent Quantum Random Number Generator (QRNG)
- Generating multimode quantum resources with spectral pump shaping

- What are random number useful for ?
  - Computer simulations
  - Encryption, secure communications



## Requirements:

1. "Truly random" -> Independent, Uniform
2. "Secure" -> Unpredictable

Jonas Dehning et al. Science 2020;369:eabb9789

- How to produce random numbers ?

-> Algorithmically

- Digits of

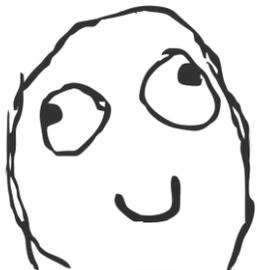
$\pi = 3.1415926535897932384626433832795$

- $d_n = (4 \times d_{n-1} + 1) \% 9$

348672015348672015348672015348672

Pseudo Random  
Number Generators

**Fast**



**No  
hardware cost**



**Reproducible**



**Deterministic => ~~secure~~**

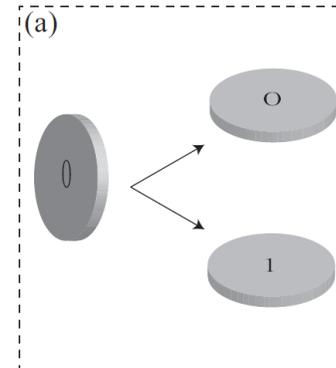


- How to produce random numbers ?  
-> From a “naturally random” phenomena:

- Classical RNG



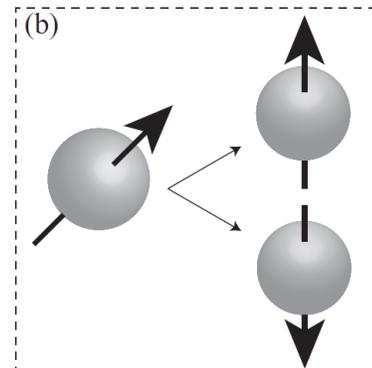
Predictable in principle, security relies on the trust in the model.



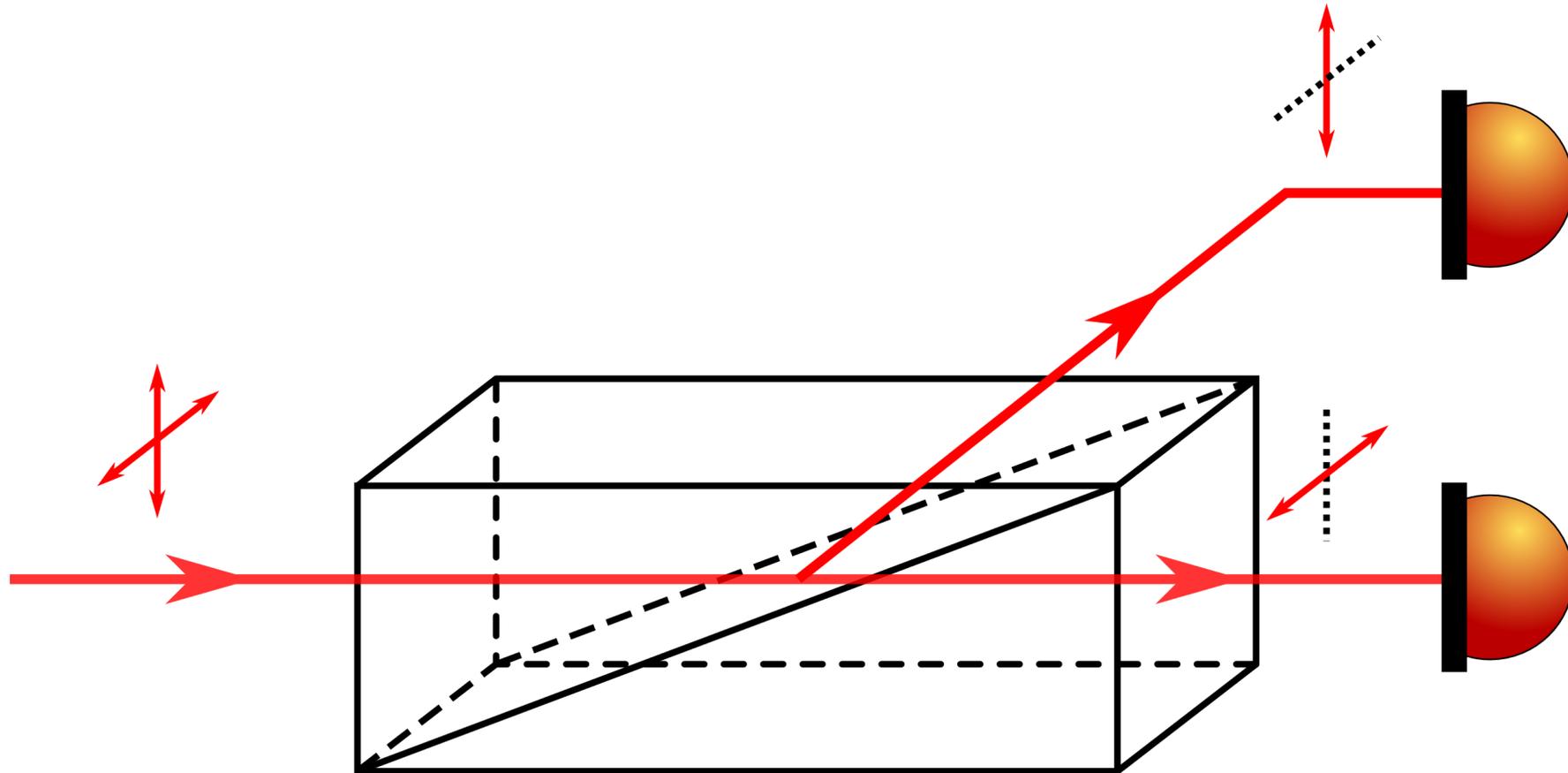
- Quantum RNG:

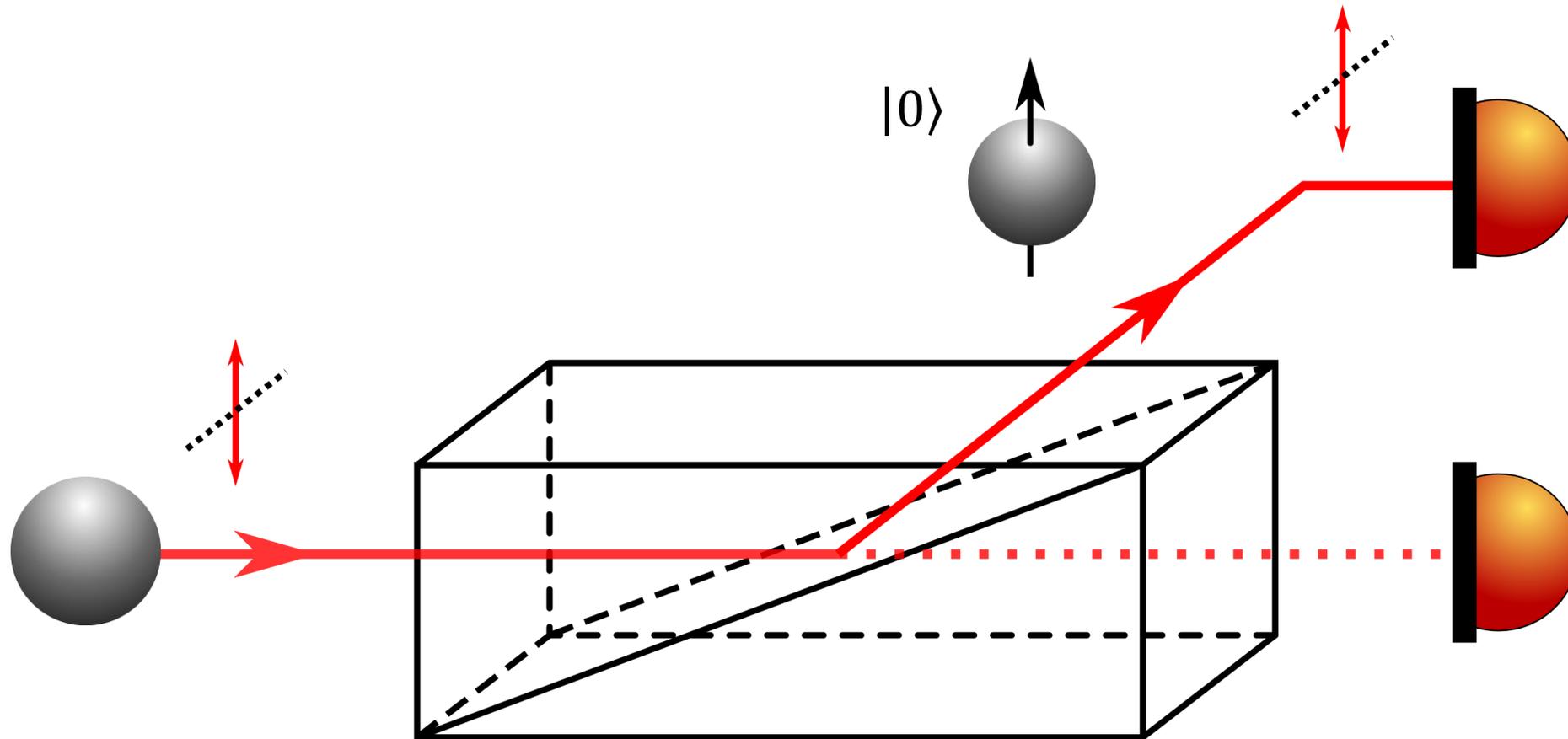


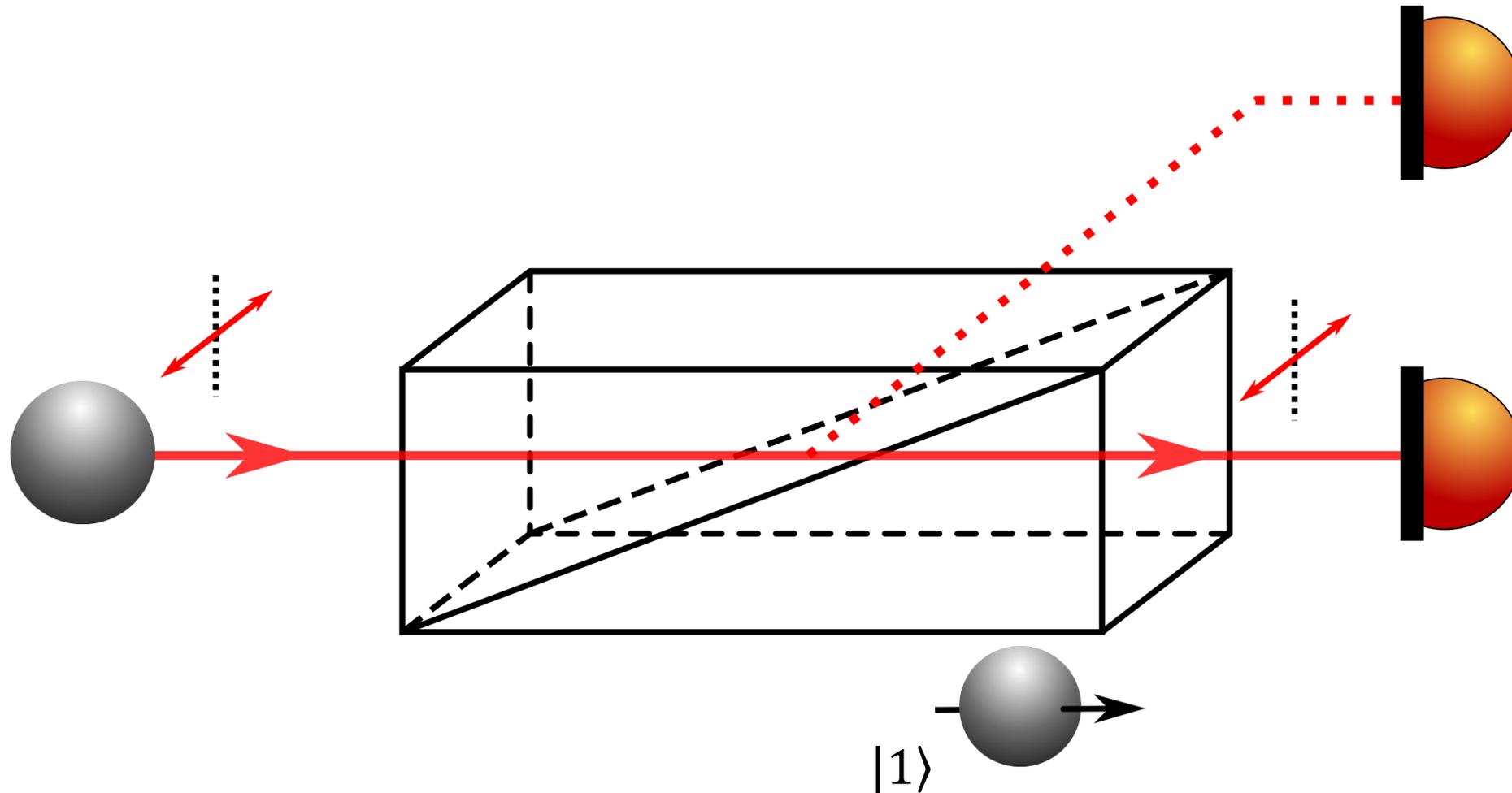
Fundamental unpredictability  
Born's rule



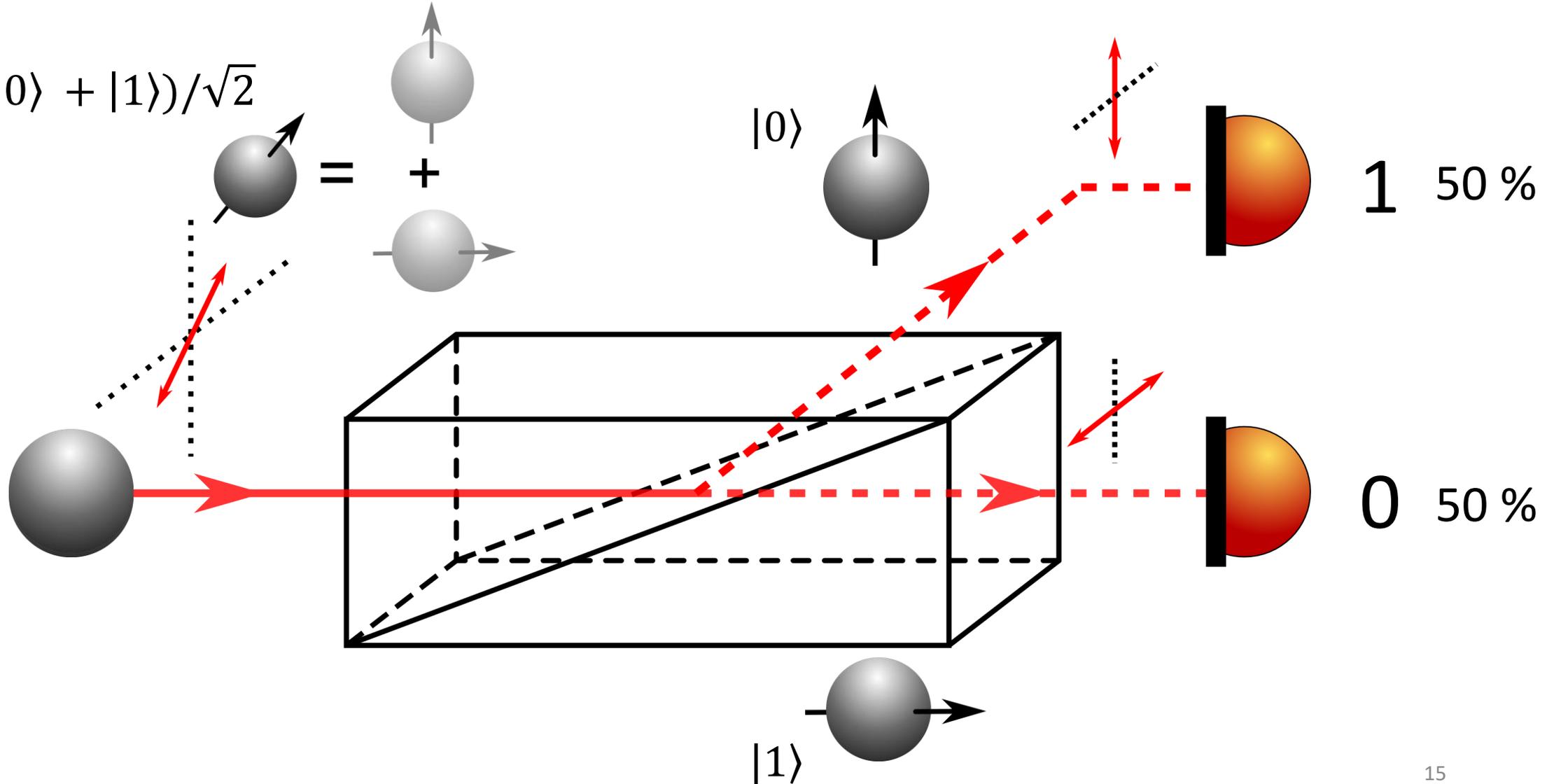
Statistically perfect source of 0s and 1s.

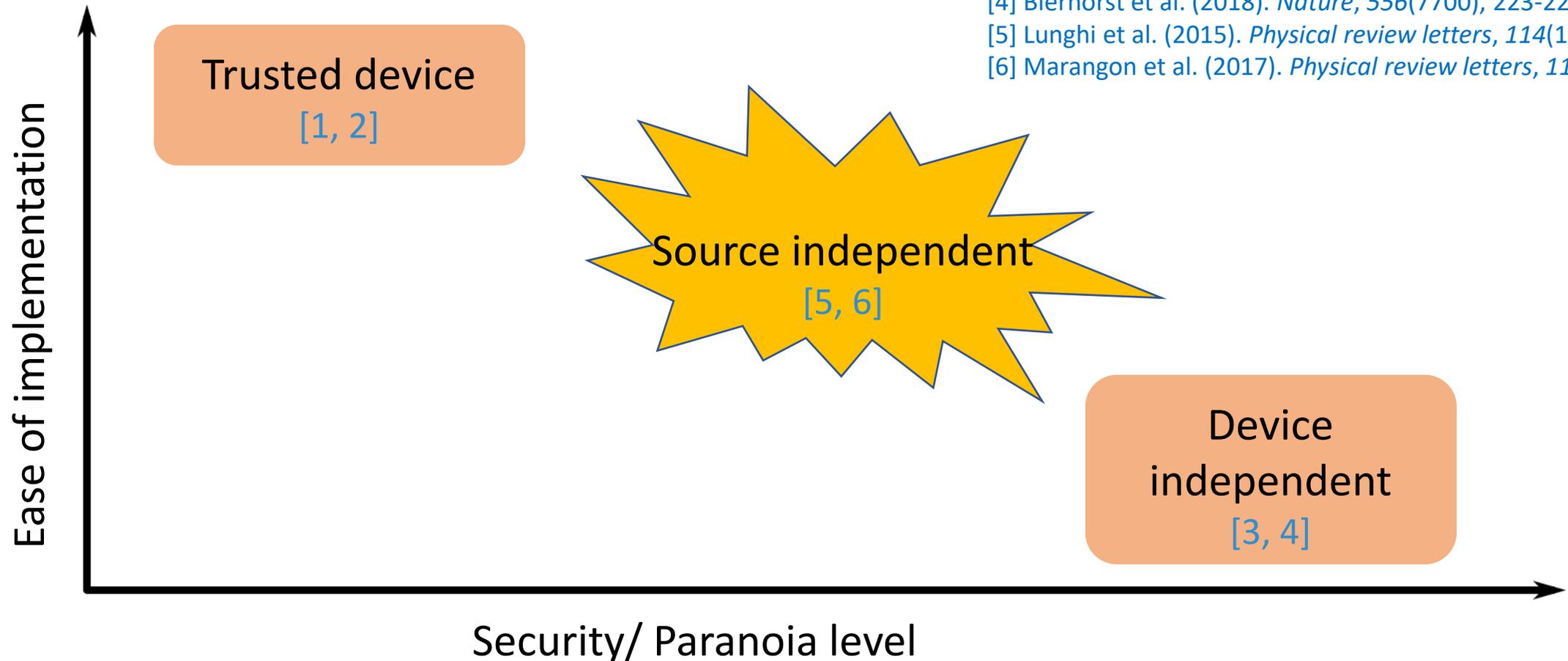






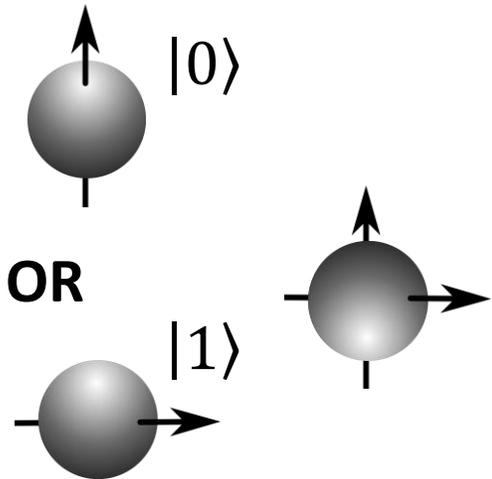
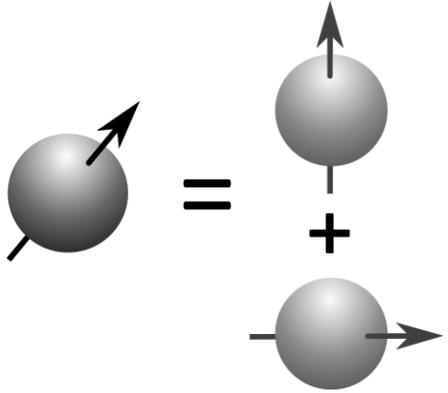
$$|+\rangle = (|0\rangle + |1\rangle)/\sqrt{2}$$



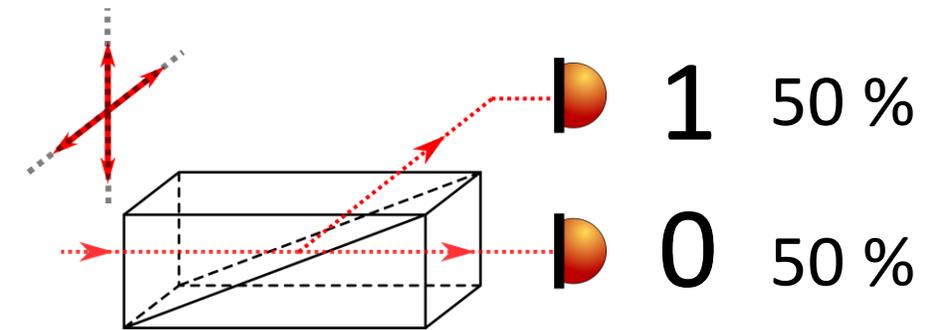
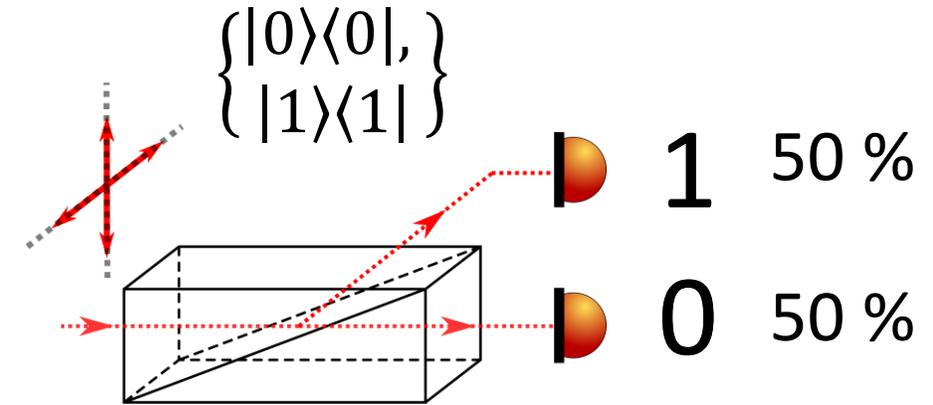


[1] Symul et al. (2011). *Applied Physics Letters*, 98(23), 231103.  
 [2] Abellán et al. (2019). *Optics express* 22.2: 1645-1654  
 [3] Liu et al. (2018). *Physical review letters*, 120(1), 010503.  
 [4] Bierhorst et al. (2018). *Nature*, 556(7700), 223-226.  
 [5] Lunghi et al. (2015). *Physical review letters*, 114(15), 150501.  
 [6] Marangon et al. (2017). *Physical review letters*, 118(6), 060503.

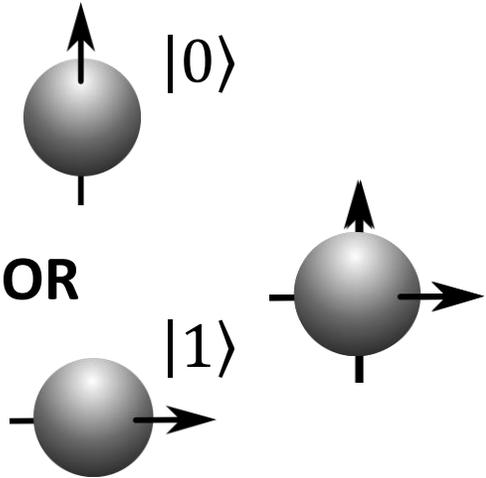
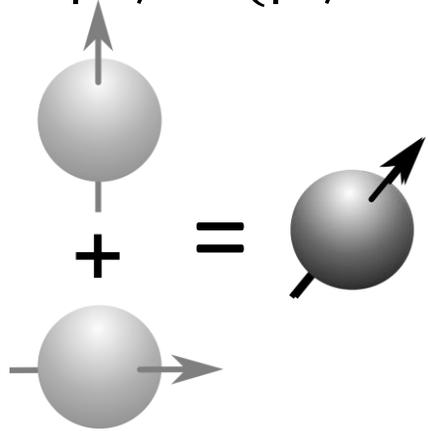
$$|+\rangle = (|0\rangle + |1\rangle)/\sqrt{2}$$



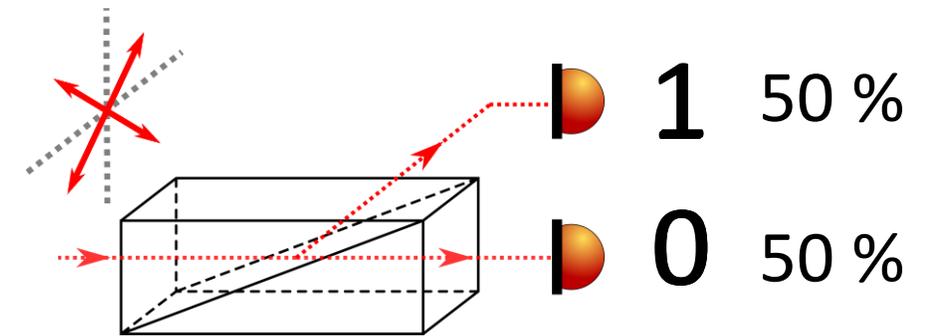
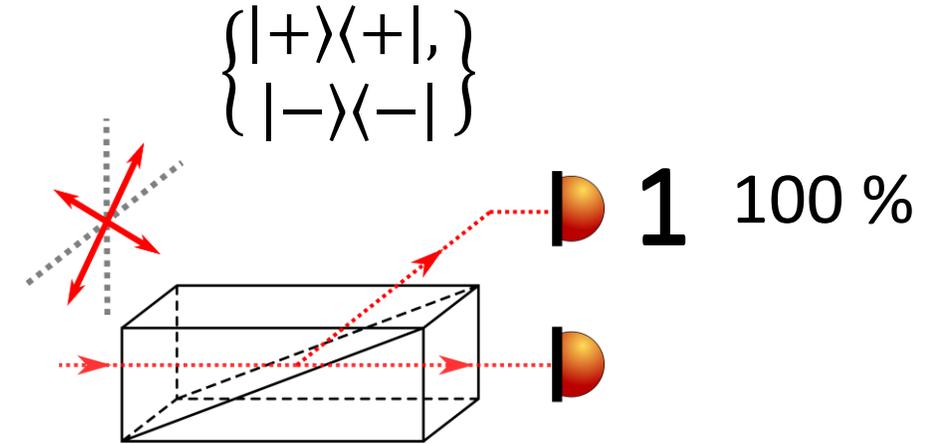
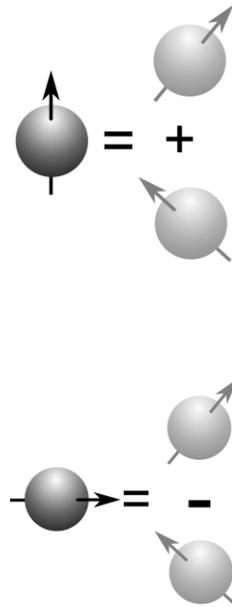
$$\rho = (|0\rangle\langle 0| + |1\rangle\langle 1|)/2$$



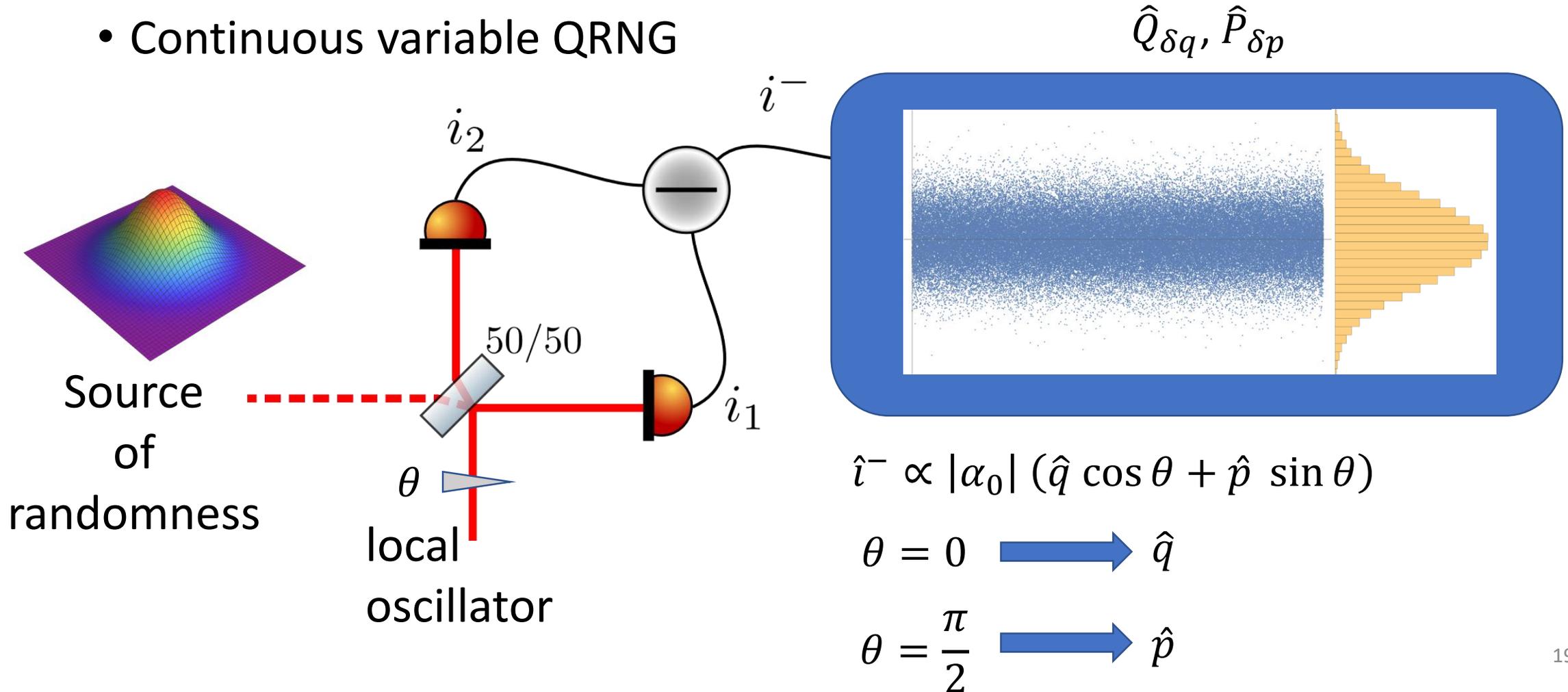
$$|+\rangle = (|0\rangle + |1\rangle)/\sqrt{2}$$



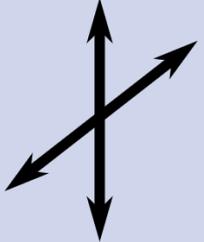
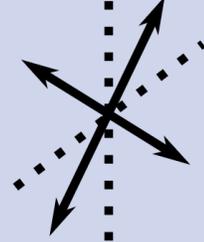
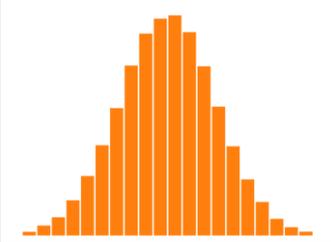
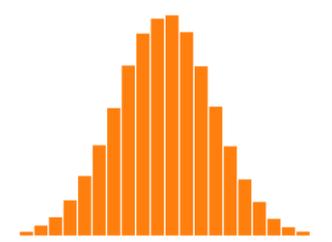
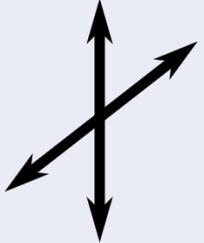
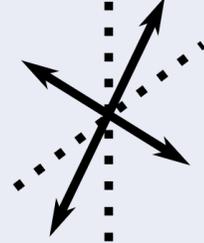
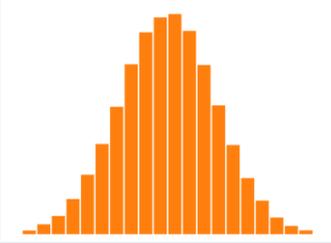
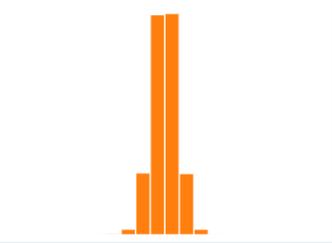
$$\rho = (|0\rangle\langle 0| + |1\rangle\langle 1|)/2$$



- Discrete Variable QRNG
- Continuous variable QRNG

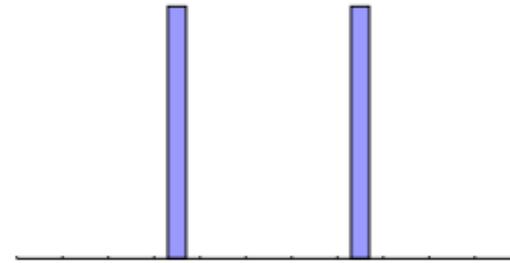


- Source independent QRNG

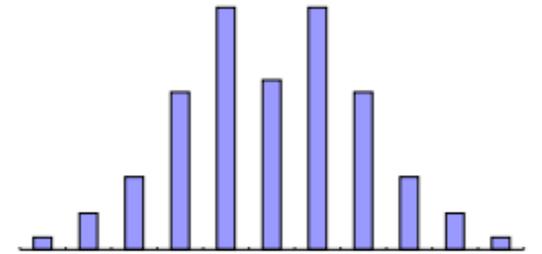
	Discrete Variables		Continuous Variables	
<p>“Unsafe” mixed source</p>	 50%/50%	 50%/50%	$\hat{Q}_{\delta q}$ 	$\hat{P}_{\delta p}$ (“check”) 
<p>“Safe” Pure quantum source</p>	 50%/50%	 100%/0%	$\hat{Q}_{\delta q}$ 	$\hat{P}_{\delta p}$ (“check”) 

- How to quantify the randomness amount ?

- Variance is not enough



(a) low entropy distribution



(b) high entropy distribution

- Relevant quantity is the Min-entropy:

$$H_{min}(Q) = -\log_2 \left( \max_k \{proba(q_k)\} \right)$$

- When source is untrusted; conditional min-entropy [1]:

$$H_{min}(Q|E) = -\log_2(proba_{guess}^E)$$

$$H_{min}(Q) \geq H_{min}(Q|E)$$

[1] R. König, R. Renner, and C. Schaffner, The operational meaning of min- and max-entropy, IEEE Trans. Inf. Theory 55, 4337 (2009).

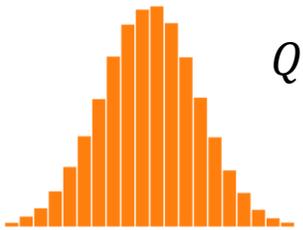
- The entropic uncertainty principle:

$$H_{min}(Q|E) + H_{max}(P) \geq -\log_2 c(\delta q, \delta p)$$

$$H_{max}(P) = 2 \log_2 \sum_k \sqrt{proba(p_k)}$$

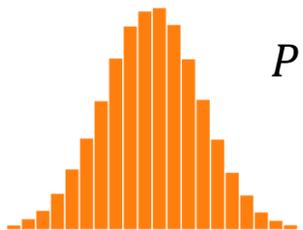
$$\Rightarrow H_{min}(Q|E) \geq H_{low}(P) \stackrel{\text{def}}{=} -H_{max}(P) - \log_2 c(\delta q, \delta p)$$

- “unsafe” state:



Q

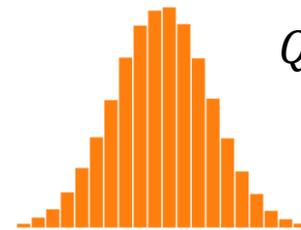
- $H_{min}(Q)$



P (check)

- Low  $H_{min}(Q|E)$

- “safe” state:



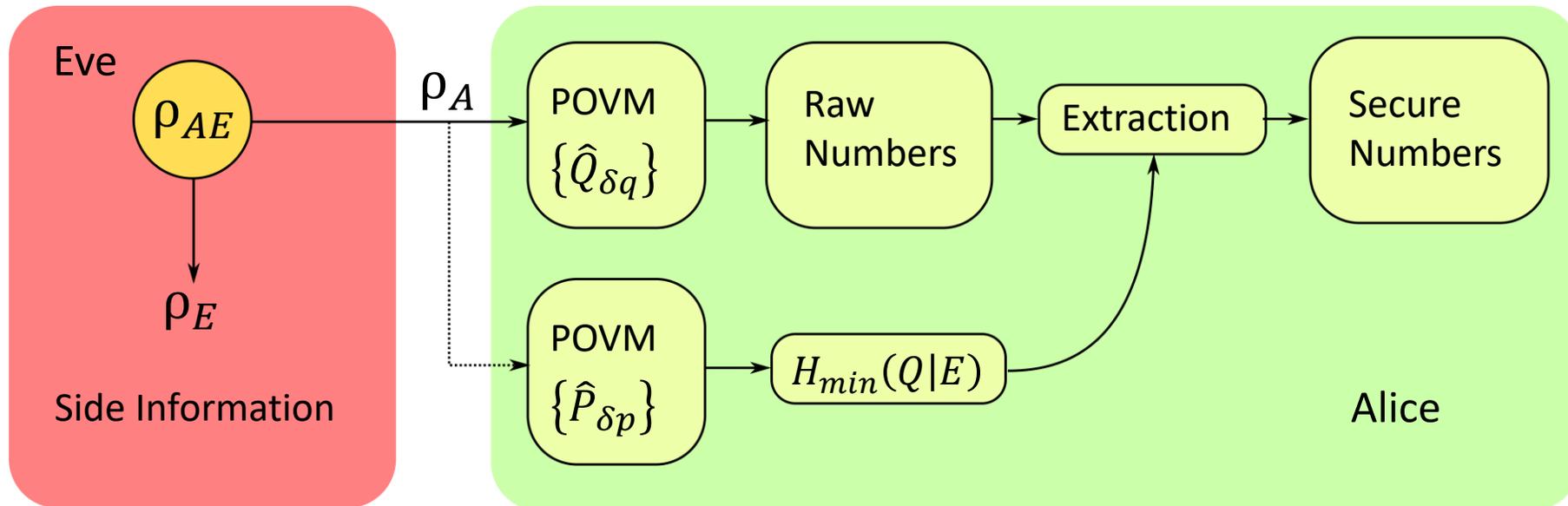
Q

- same  $H_{min}(Q)$



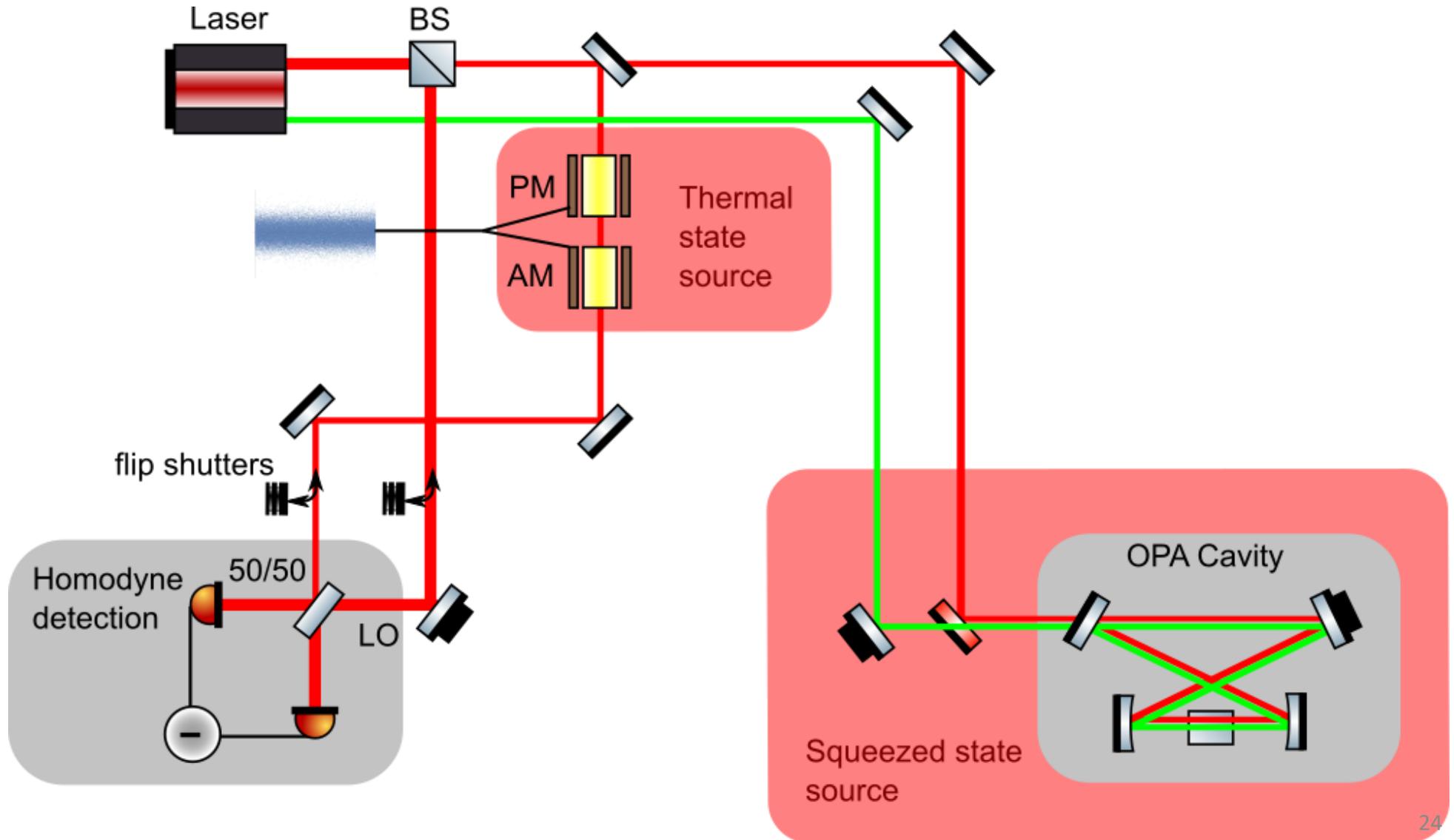
P (check)

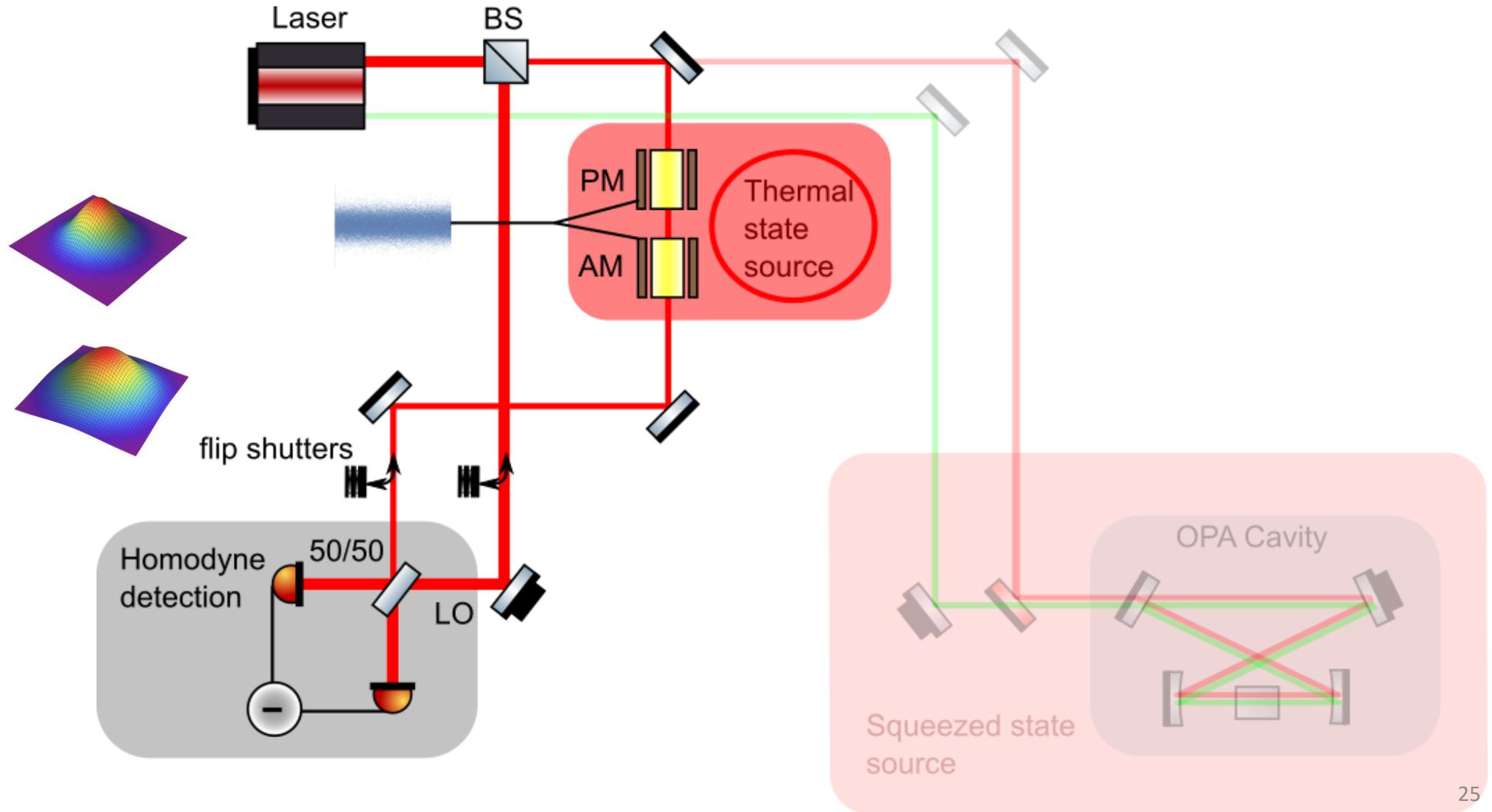
- Higher  $H_{min}(Q|E)$

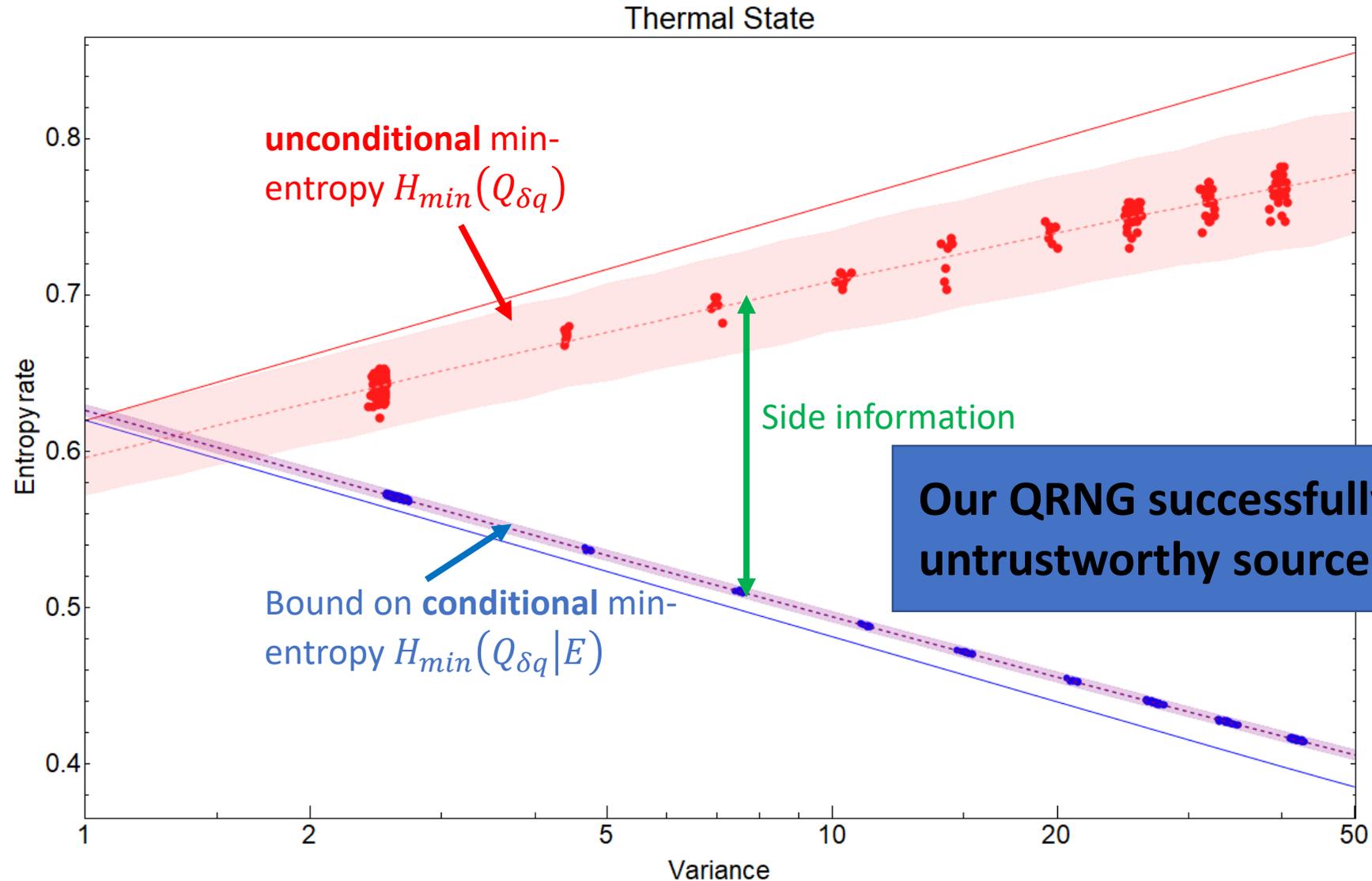


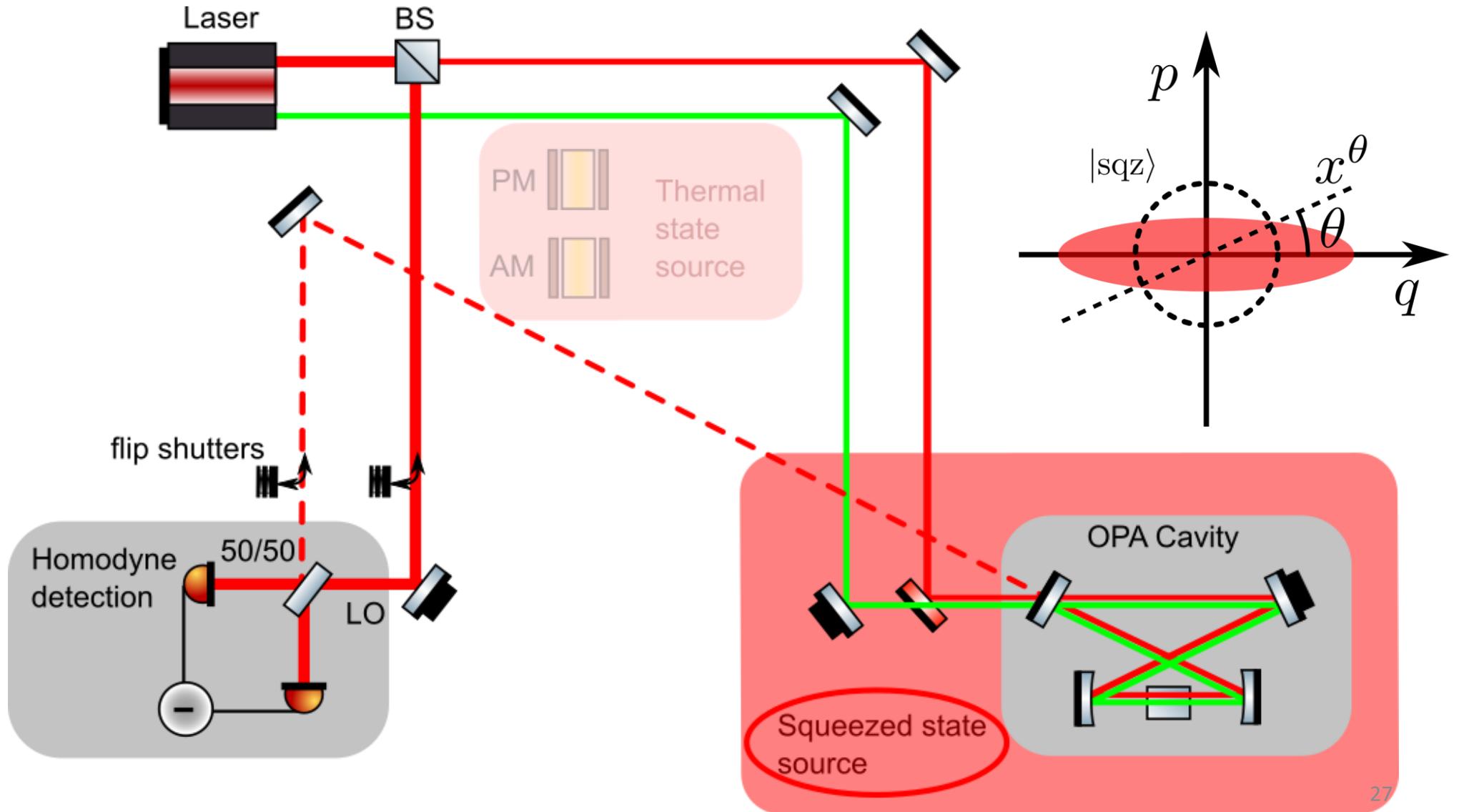
## Assumptions:

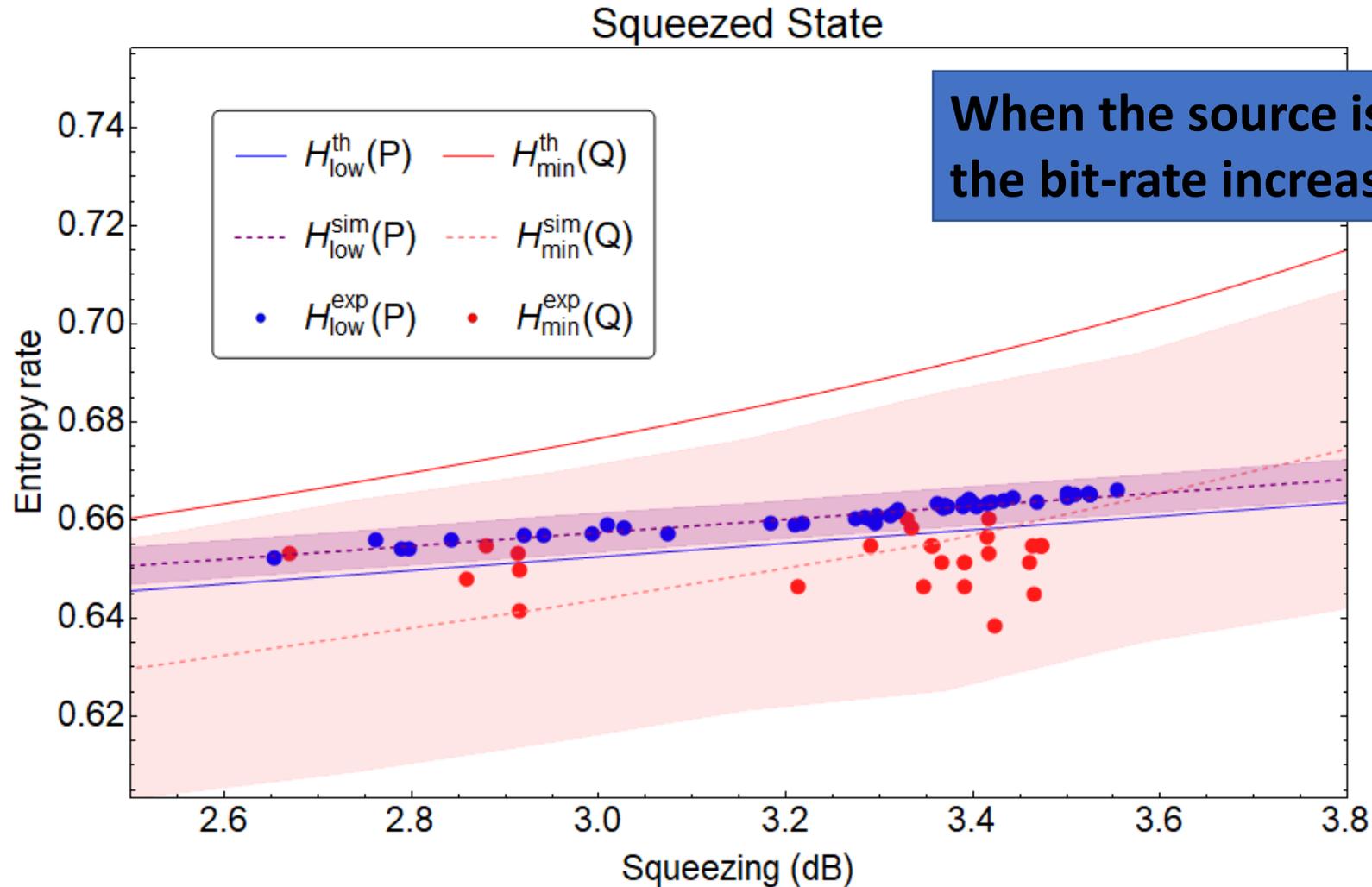
- Trusted measurement device (untrusted classical noise)
- I.I.D. and bounded source (untrusted)











- Conclusion

- We demonstrated a **real-time, self-testing** QRNG based on **non-classical light**.  
**First QRNG** based on **squeezed light**.
- We tested the QRNG with **different sources** to validate the source independent protocol
- Typical rate  $\sim 10\text{kb/s}$

- Perspective

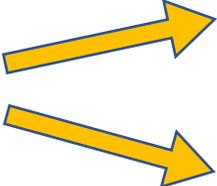
- From proof of principle to high speed QRNG
- Use squeezed source for other device independent protocol

Real-Time Source-Independent Quantum Random-Number Generator with Squeezed States

Thibault Michel, J.Y. Haw, D. G. Marangon, O. Thearle, G. Vallone, P. Villoresi, P. K. Lam, S.M. Assad

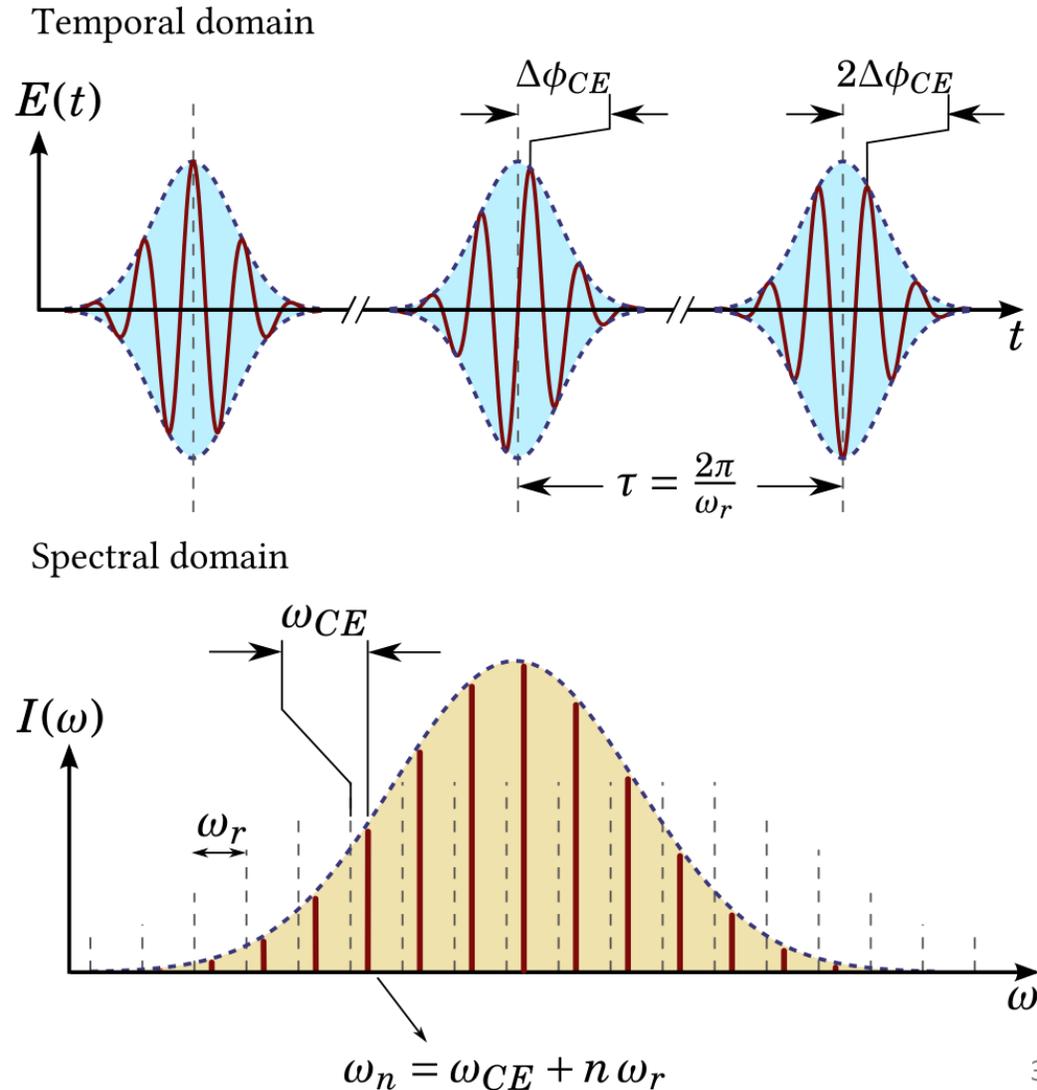
[PhysRevApplied.12.034017](#)



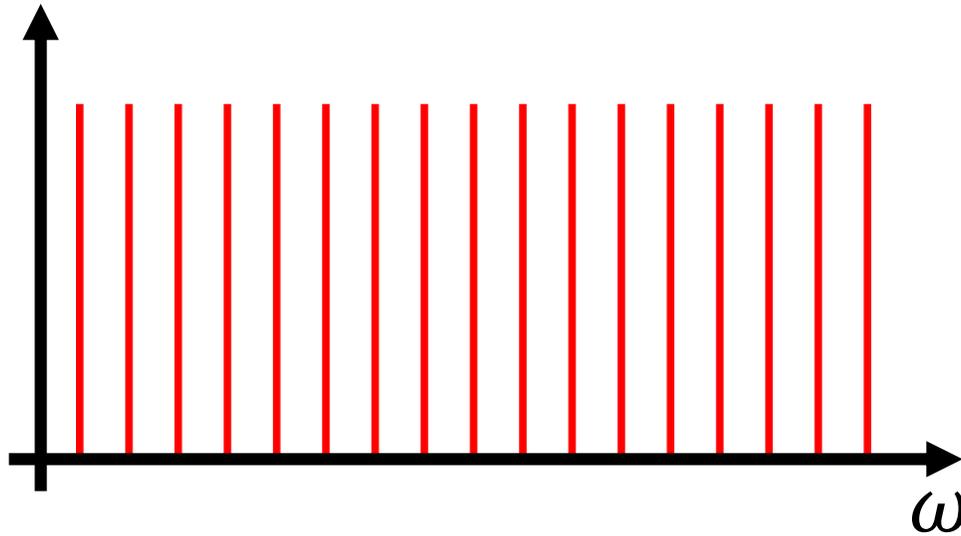
- Introduction: Quantum light 
  - Vacuum fluctuations, squeezed states
  - Notion of mode, entanglement
- A Quantum Random Number Generator (QRNG)
- Generating multimode quantum resources with spectral pump shaping

- Femtosecond laser:
  - 100 fs pulses
  - 76 MHz repetition rate
  - High peak intensity  $\sim$ MW

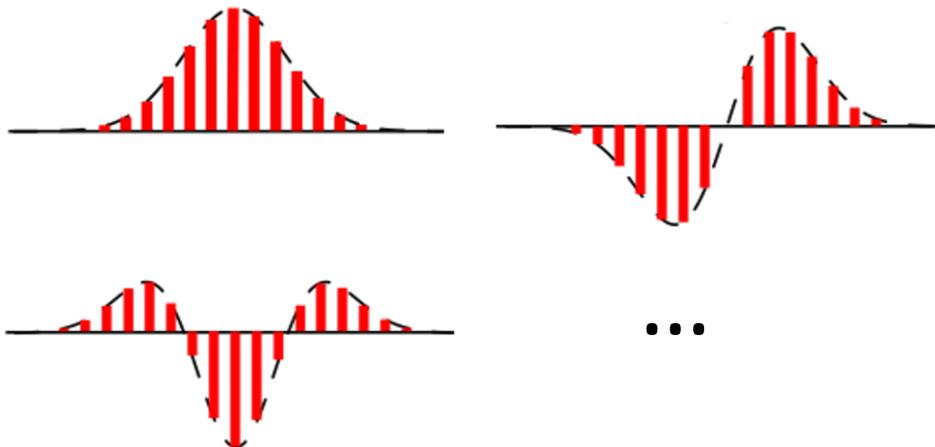
$$\hat{E}(t) = \sum_k \hat{q}_k \cos(\omega_k t) + \hat{p}_k \sin(\omega_k t)$$



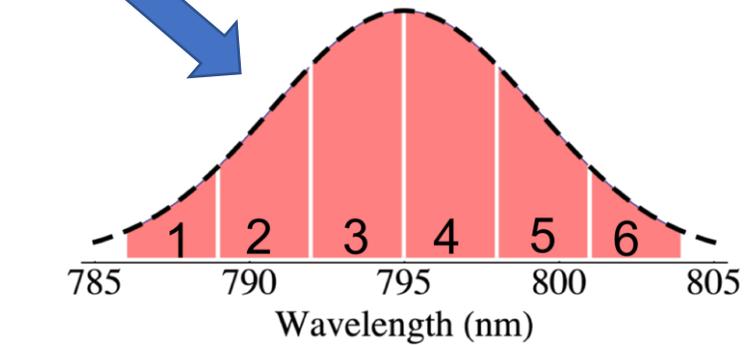
- Mode basis change

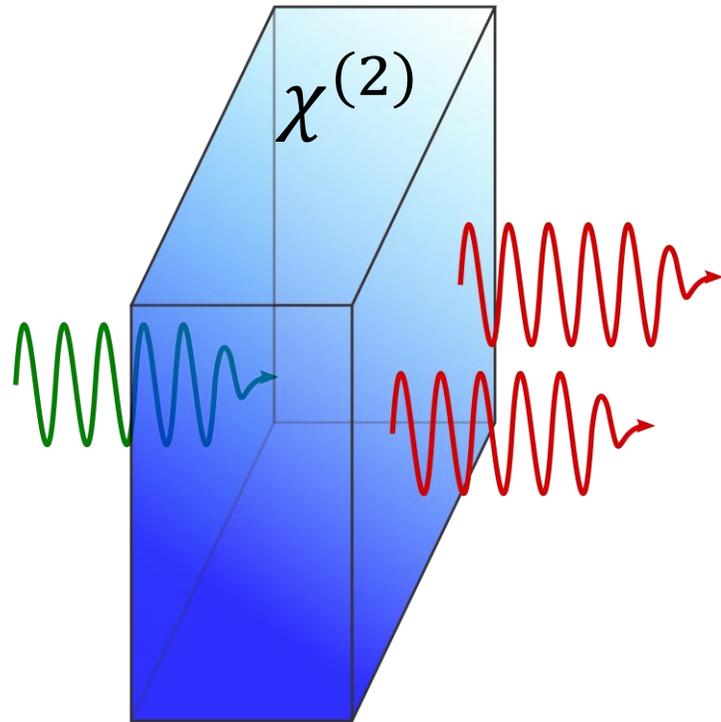


- HG mode basis

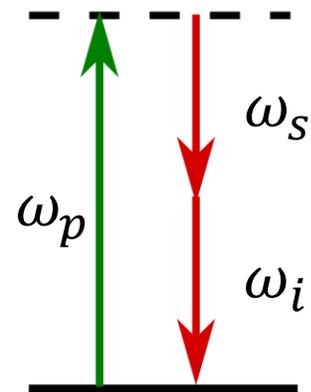


- Frenel basis

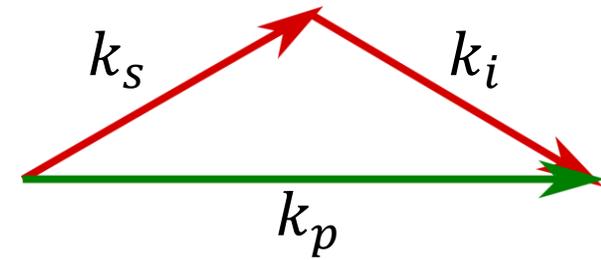


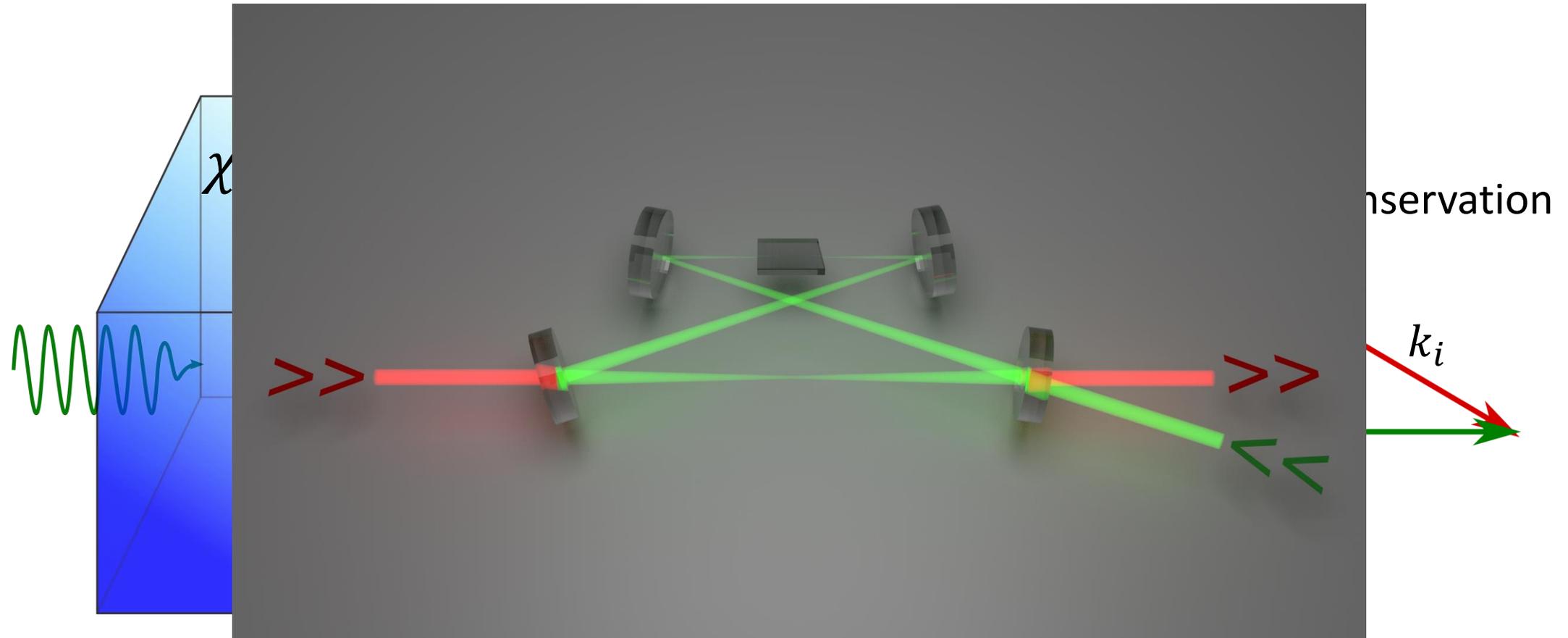


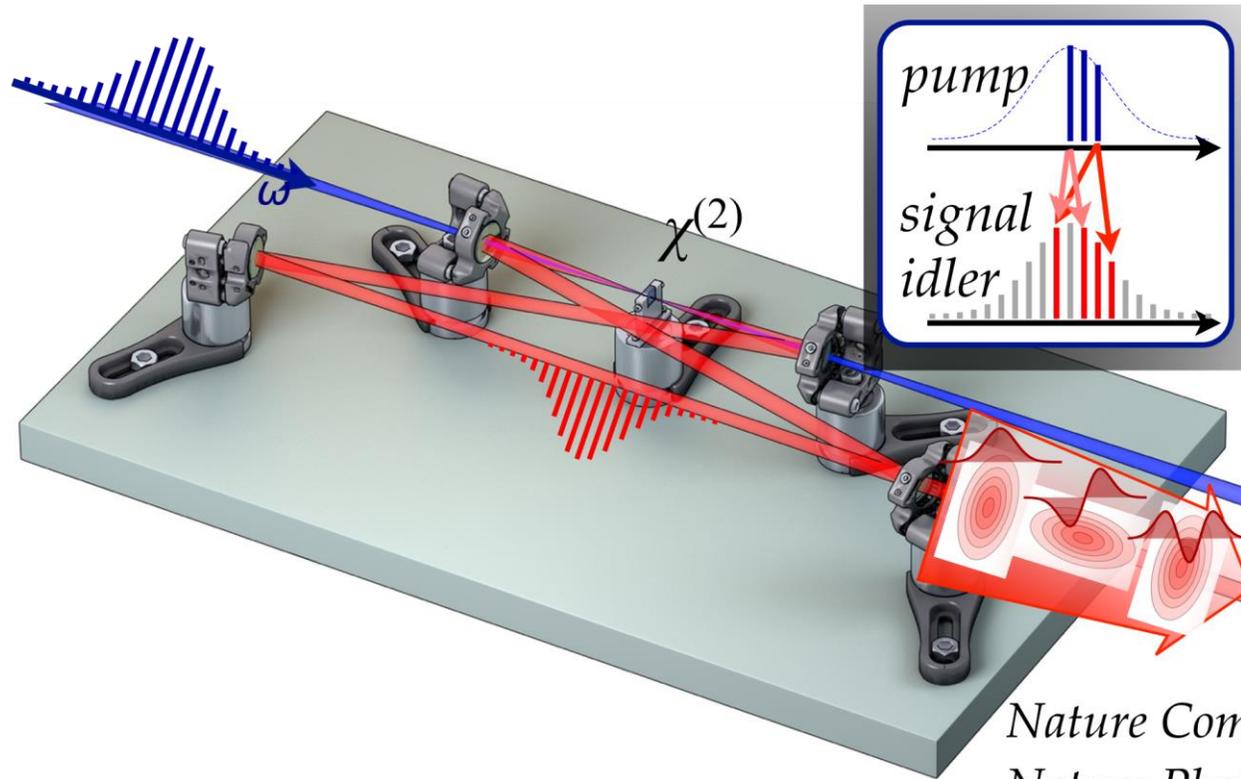
Energy conservation



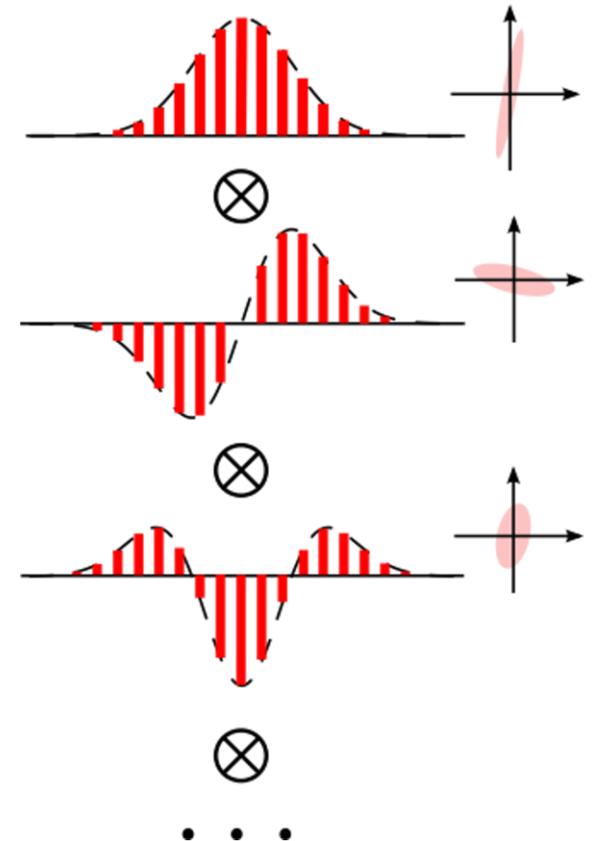
Momentum conservation

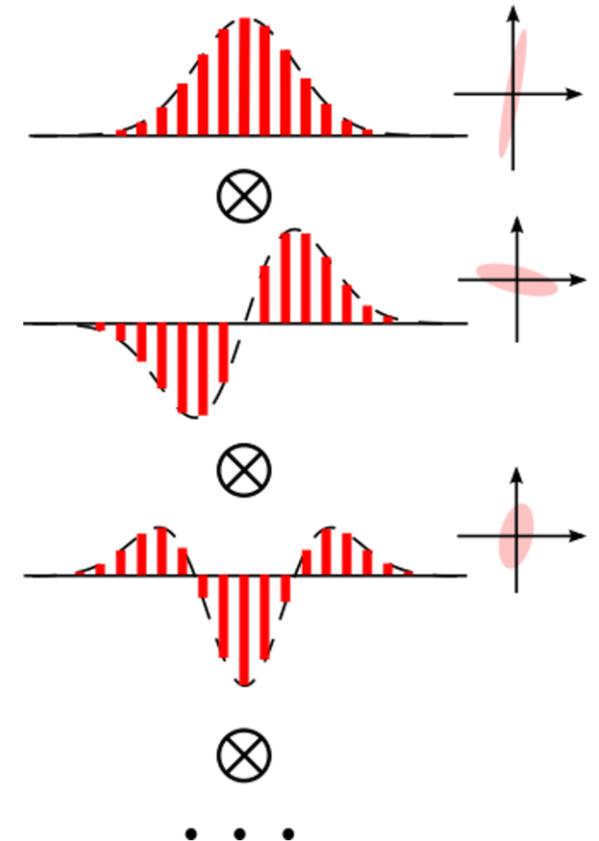
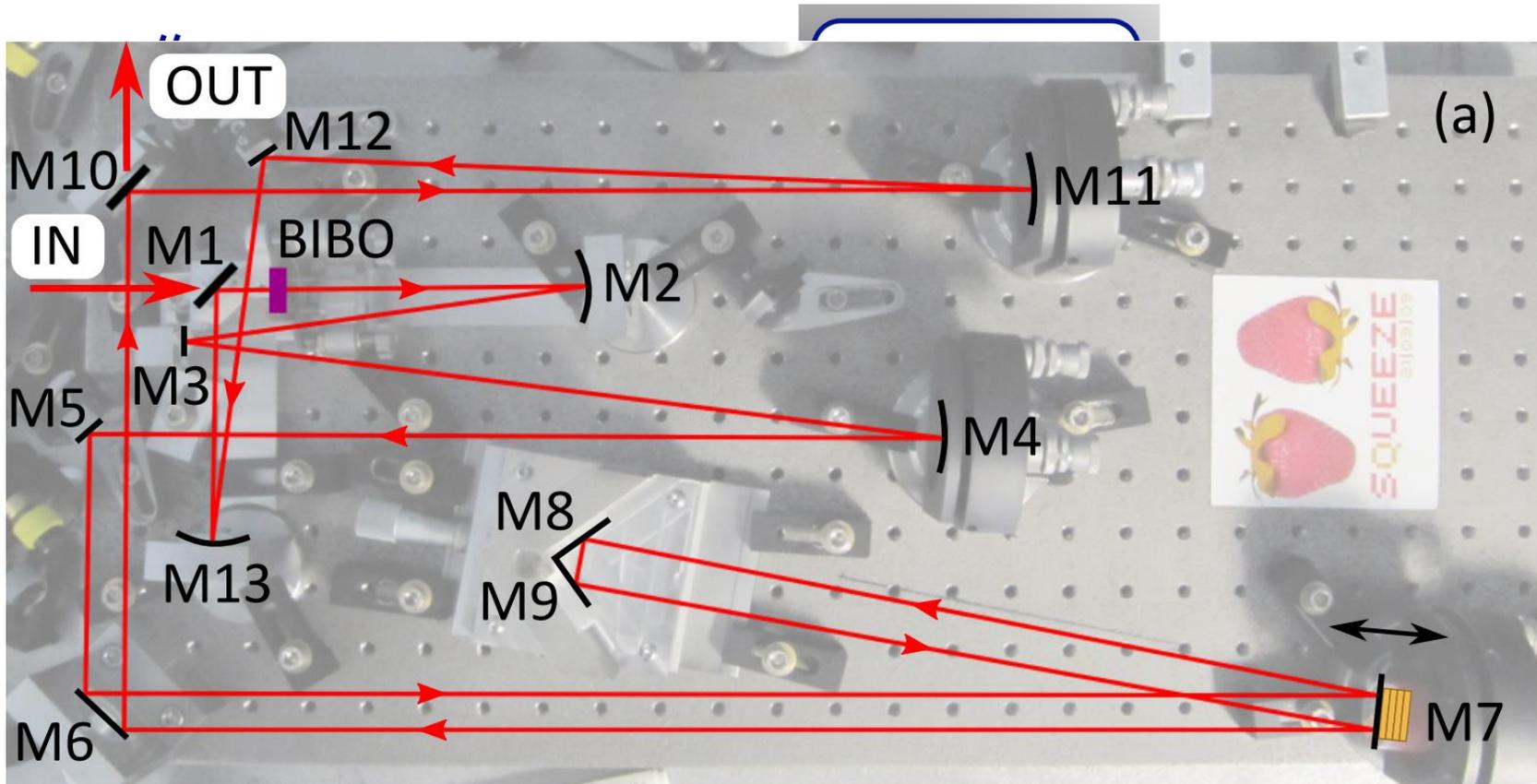




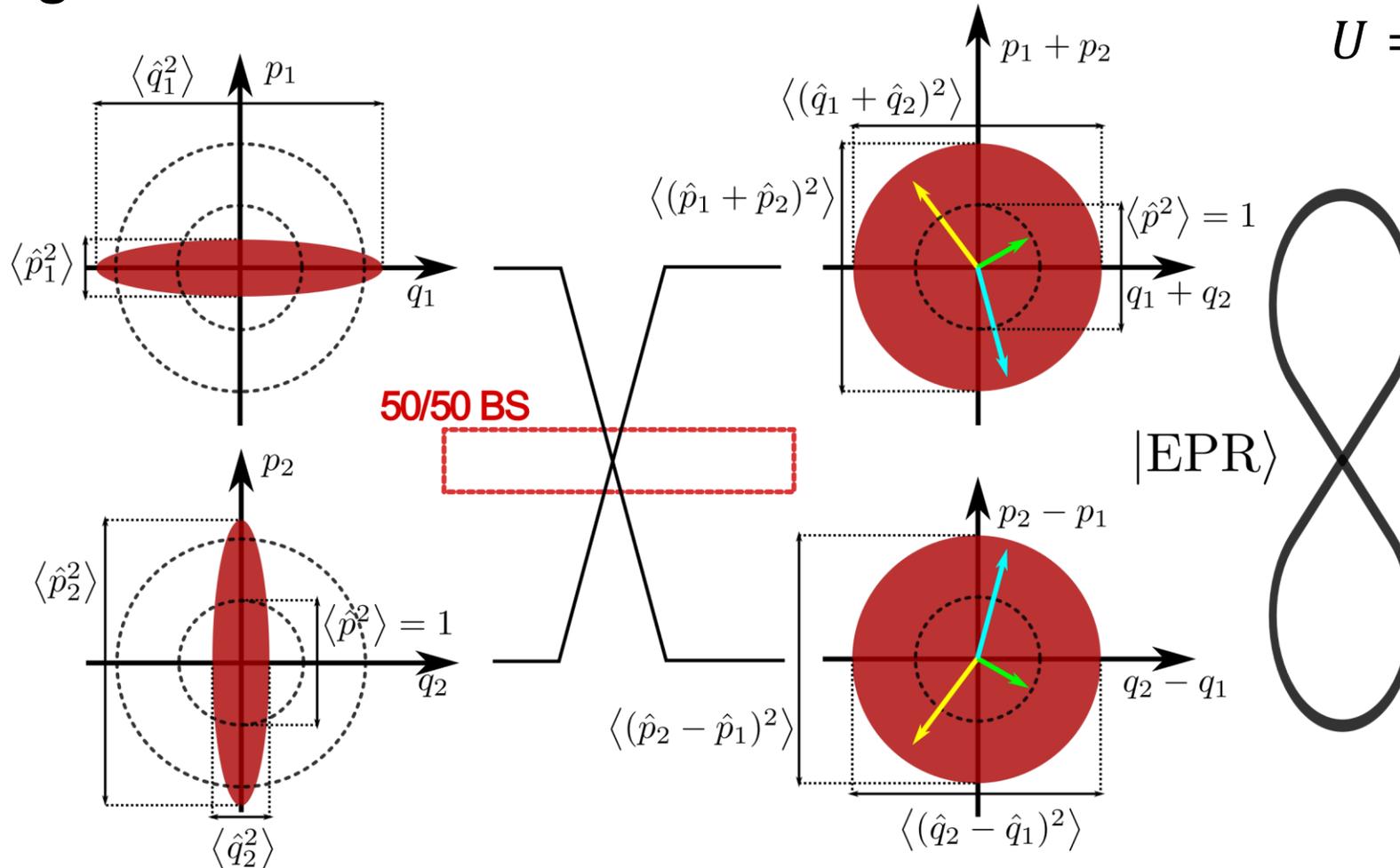


*Nature Commun.* **9**, 15645 (2017)  
*Nature Photon.* **8**, 109 (2014)





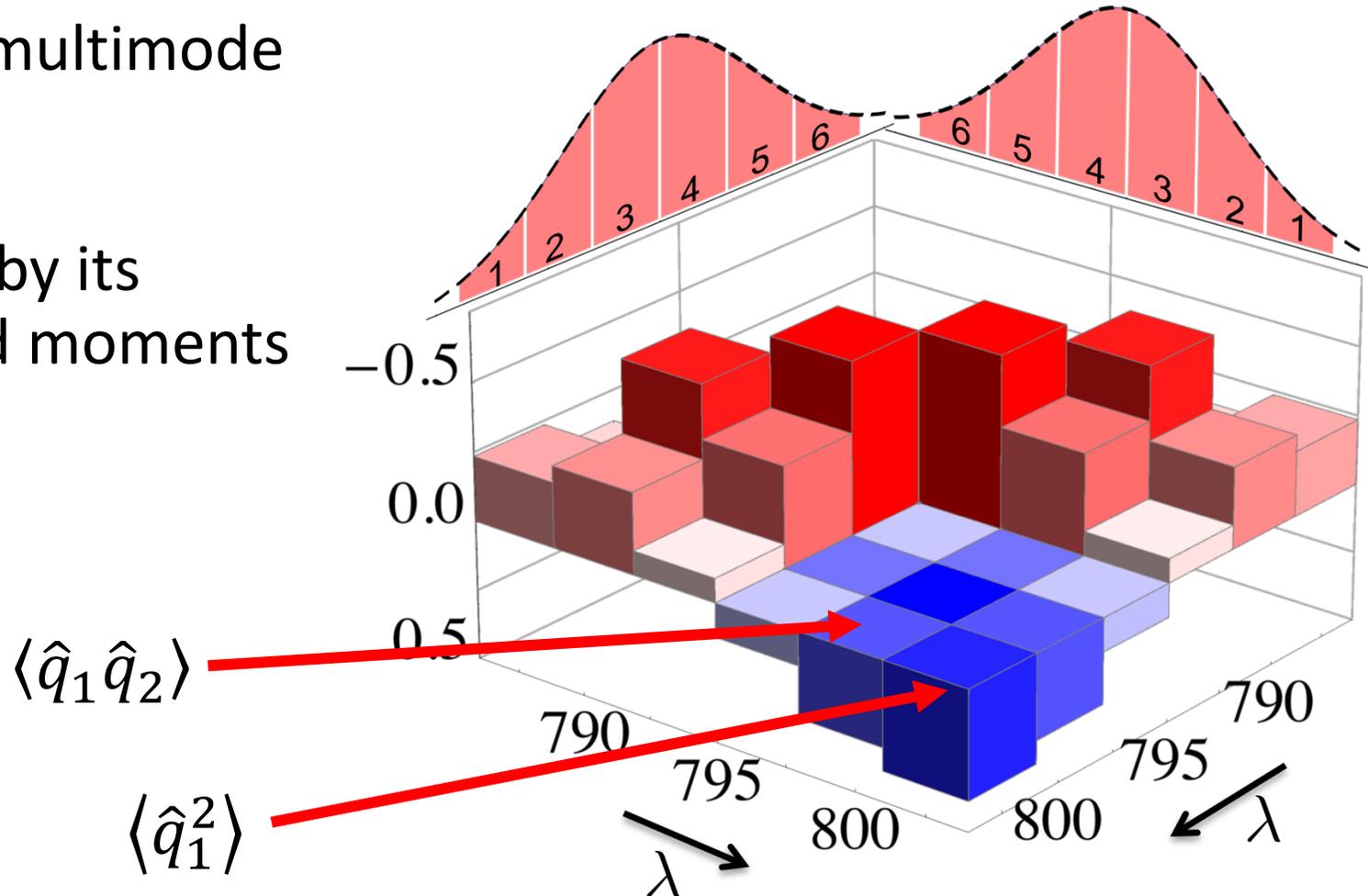
- CV Entanglement



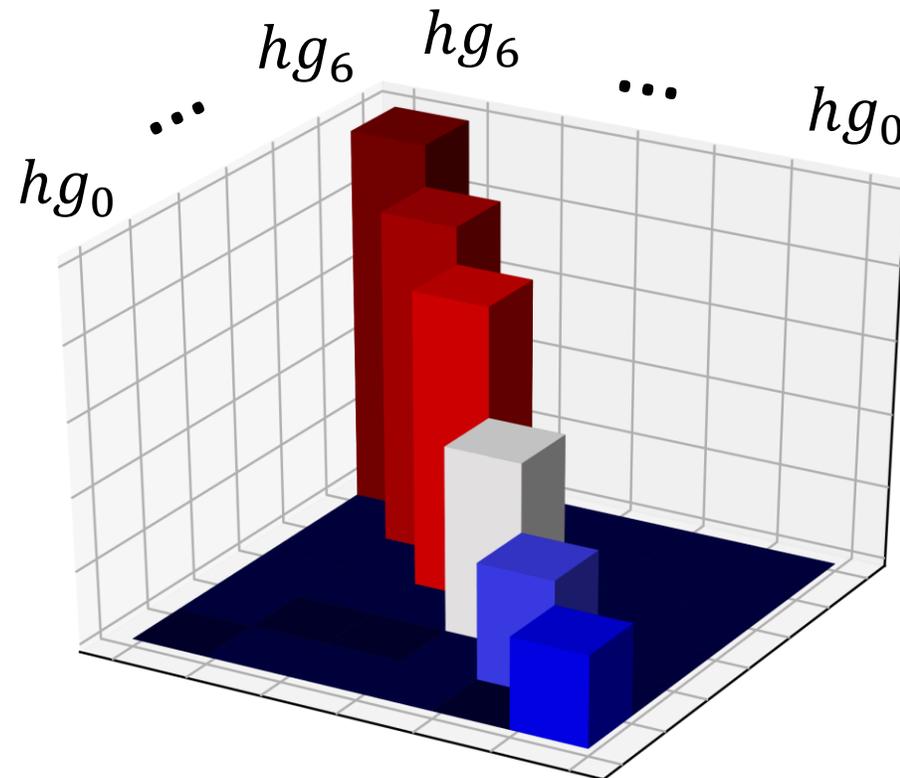
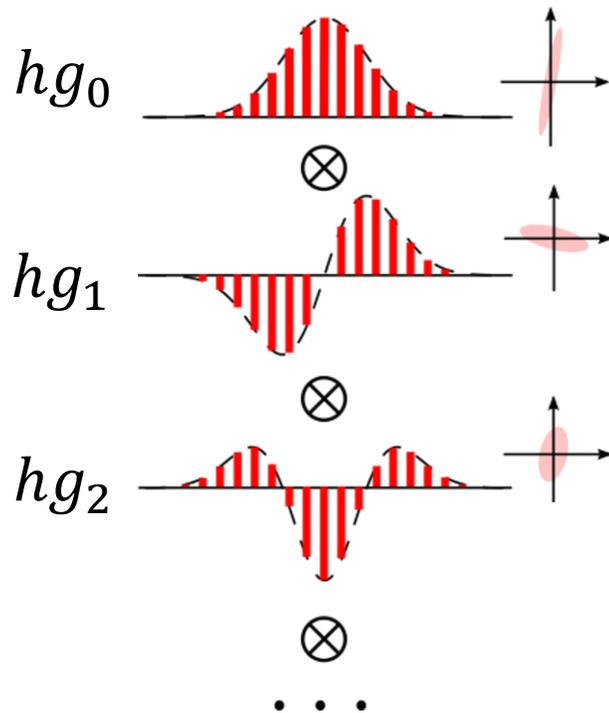
$$U = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 & 1 \\ 1 & -1 \end{pmatrix}$$

- SPOPO output is a multimode Gaussian state

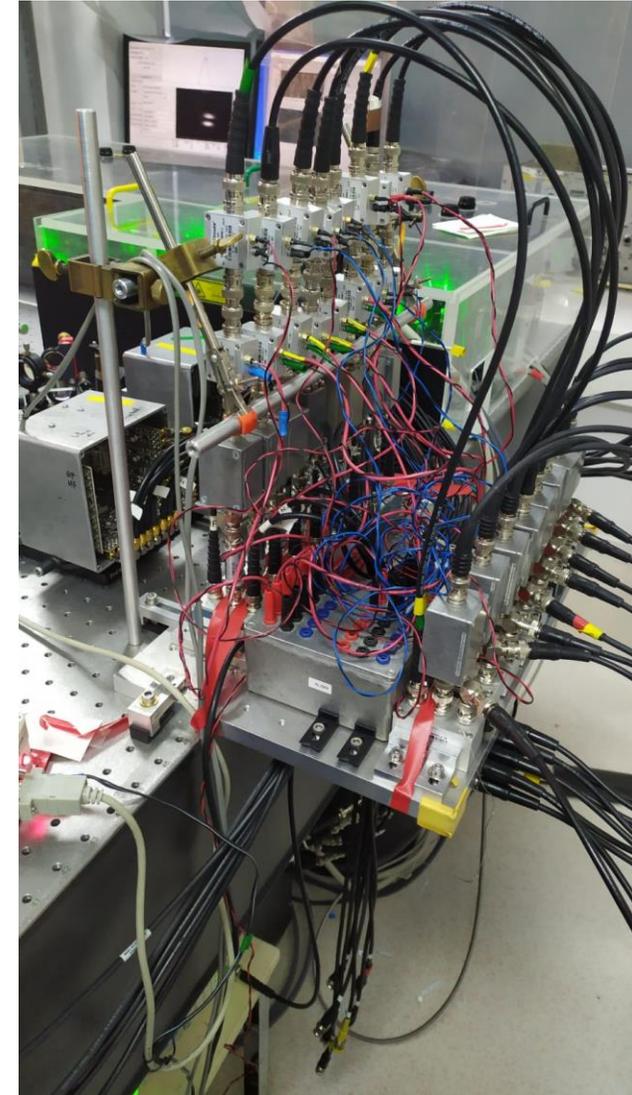
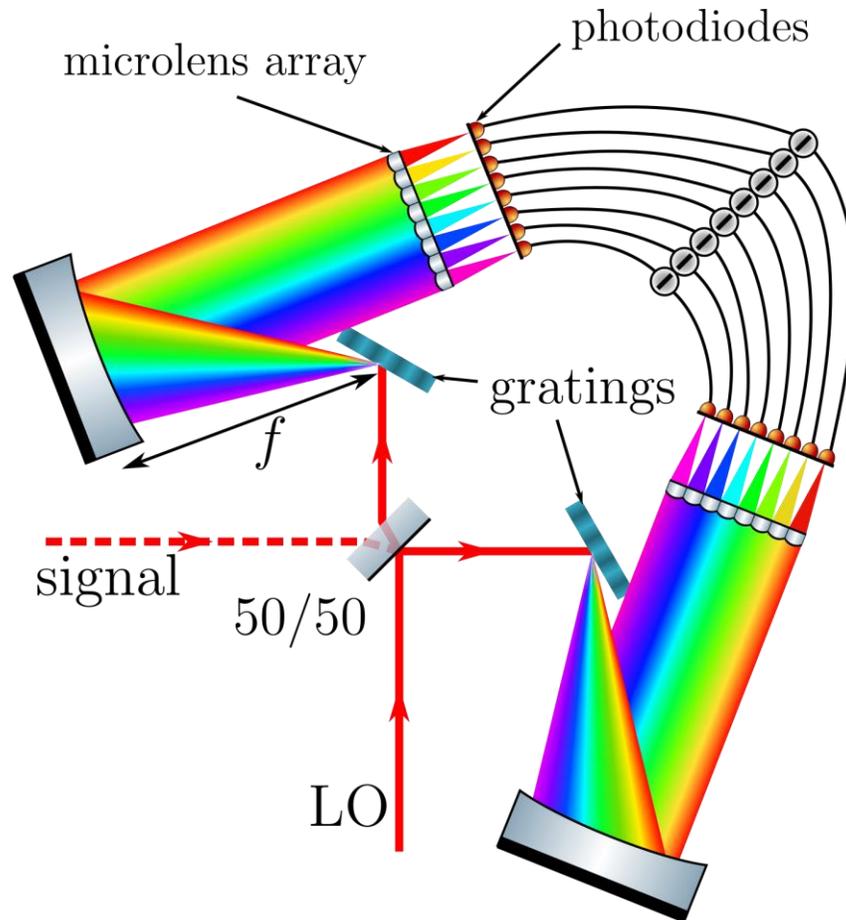
Fully characterized by its quadratures second moments (covariance matrix)



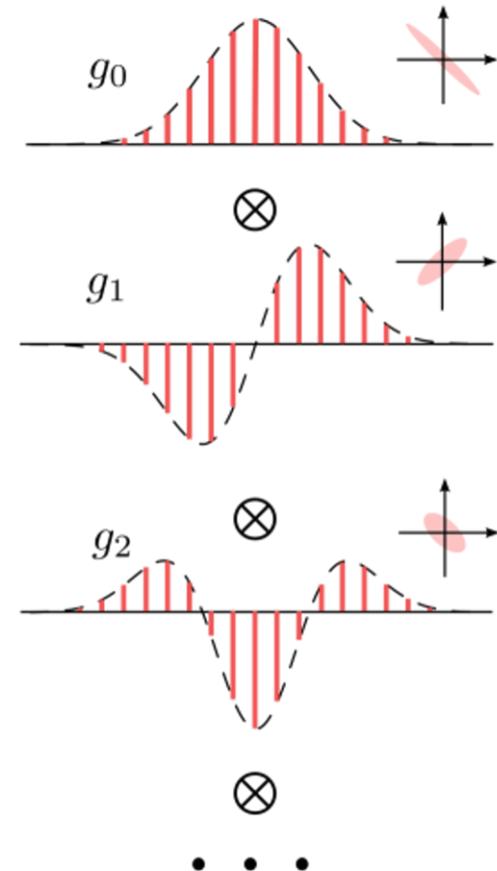
- SPOPO output is a multimode Gaussian state  
Fully characterized by its quadratures second moments (covariance matrix)  
-> **In any basis**



- Measuring the covariance matrix:  
Multipixel Homodyne detection

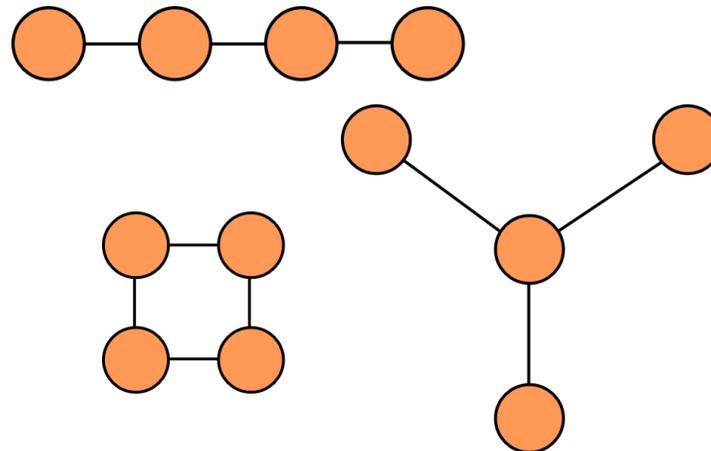
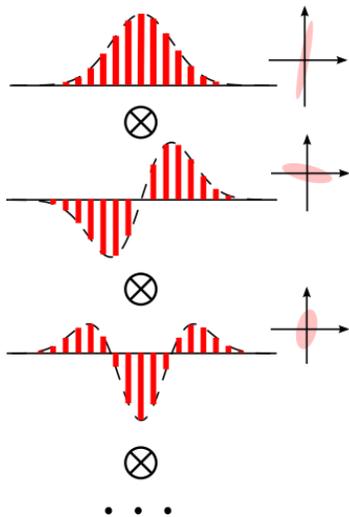
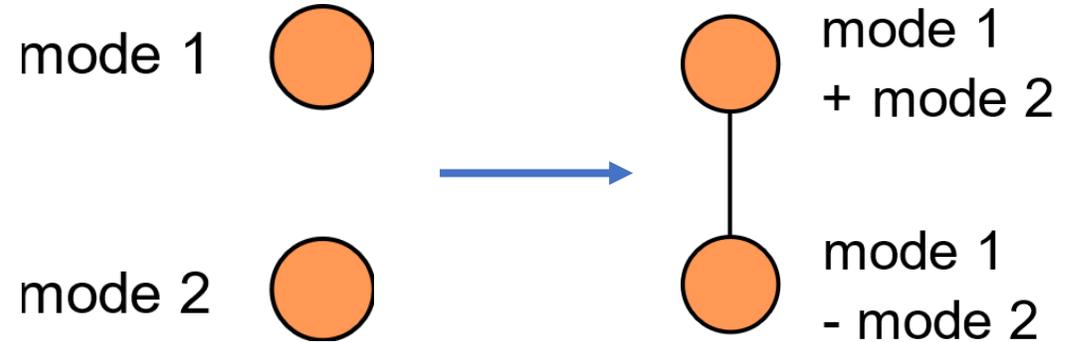
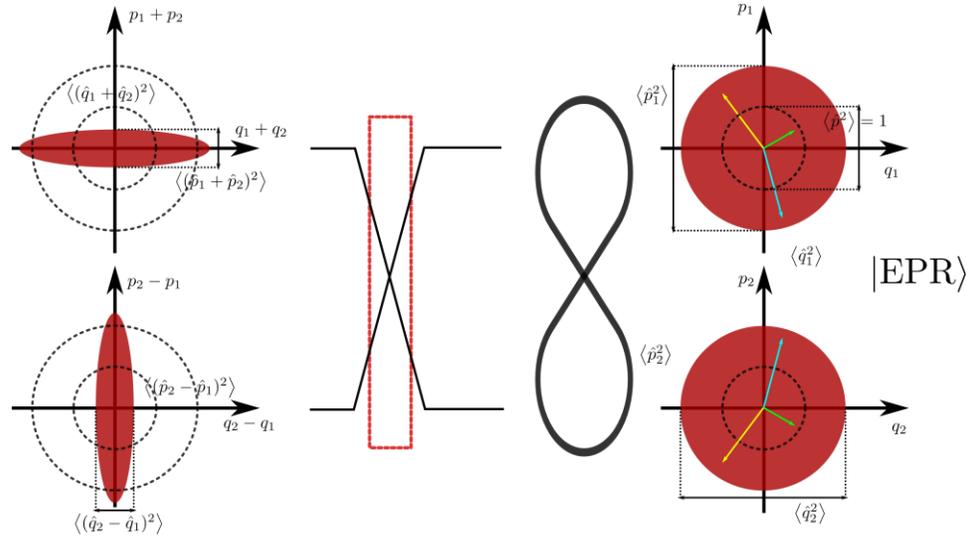


- What to do with this multimode quantum resource
  - 1) Metrology
    - Better with **all squeezing in one mode** [1]
    - Need to tune the squeezed mode shape
  - 2) Measurement based quantum computing [2]
    - Better with **identical squeezing amongst all modes**
    - Good to tune mode shape (to match measurement)
- Both require tunability



[1] O. Pinel et. al. Ultimate sensitivity of precision measurements with intense Gaussian quantum light: A multimodal approach. Phys. Rev. A 85, 010101(R)

[2] N.C Menicucci et. al. Universal Quantum Computation with Continuous-Variable Cluster States. Phys. Rev. Lett. 97, 110501



Cluster states

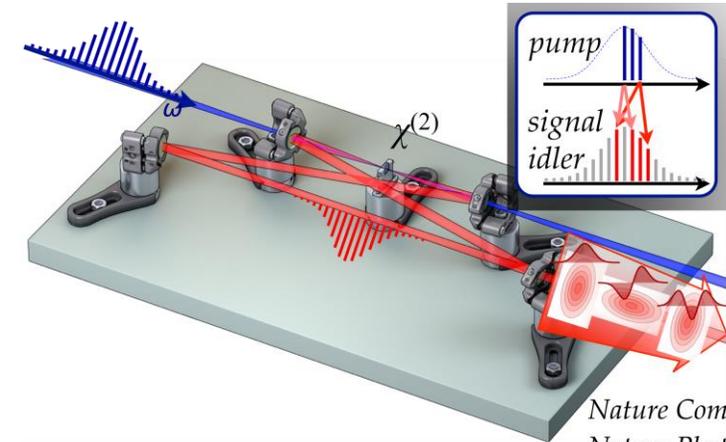
- How do we tune the output state?

-> Down conversion characterized by  $L_{k,l}$  :

$$L_{k,l} = \underbrace{\text{sinc}\left(\frac{\Delta k(\omega_k, \omega_l) l_c}{2}\right)}_{\text{Crystal properties}} \underbrace{\alpha_p(\omega_k + \omega_l)}_{\text{Pump spectrum}}$$

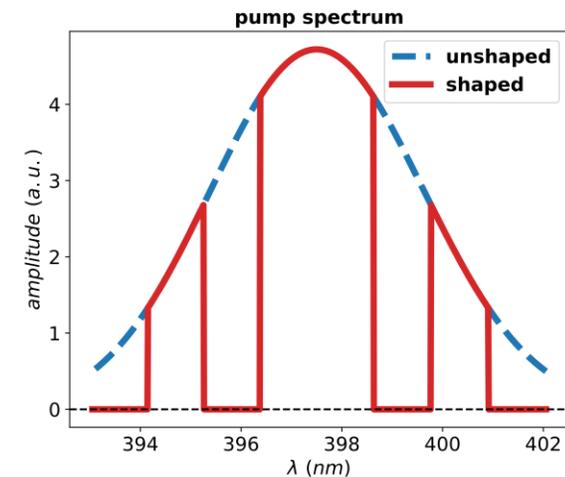
**Crystal properties**

**Pump spectrum**

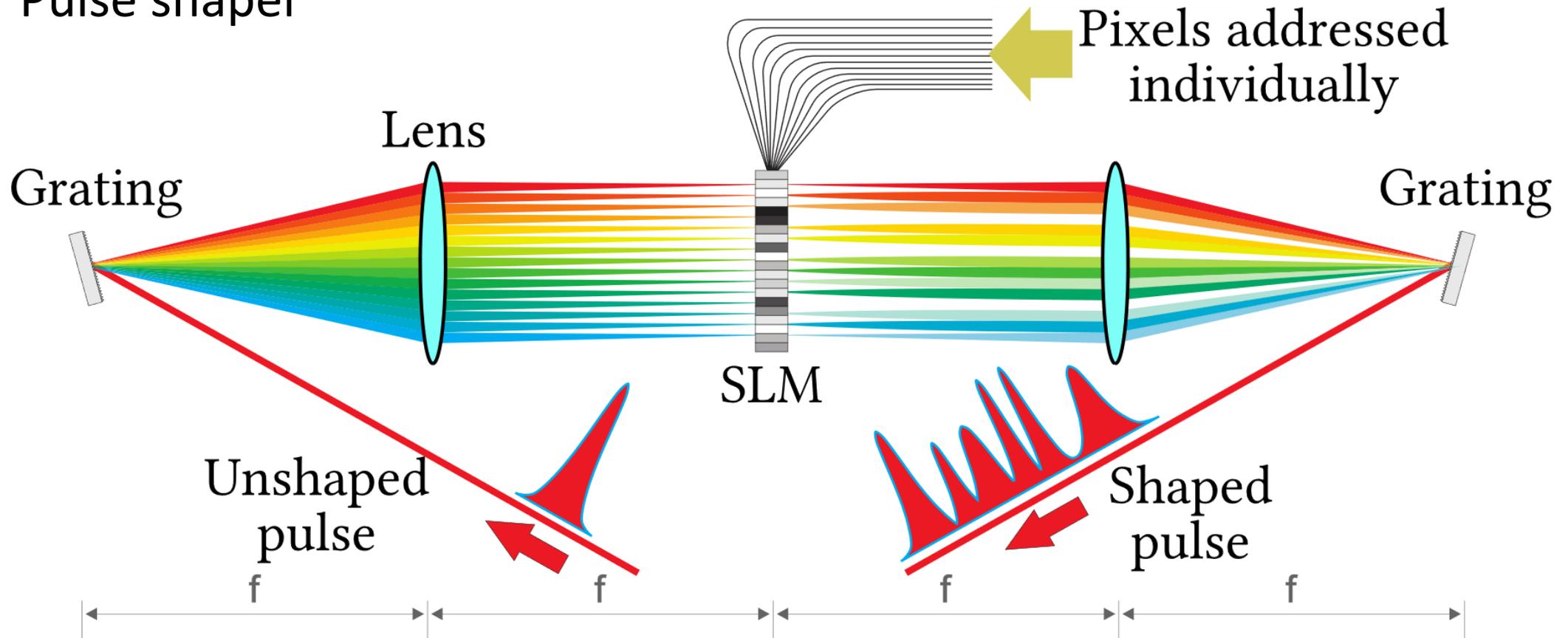


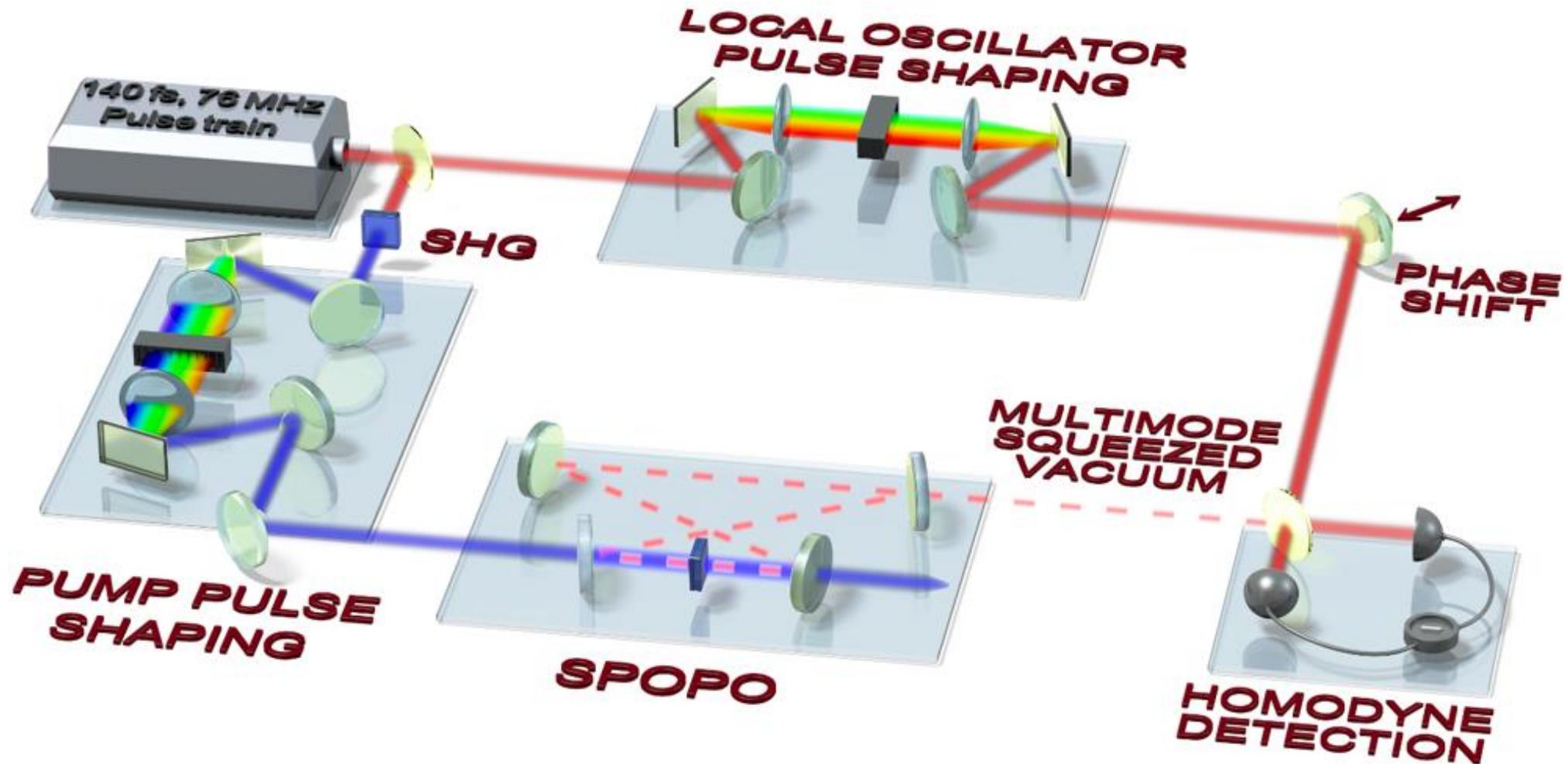
*Nature Commun.* **9**, 15645 (2017)

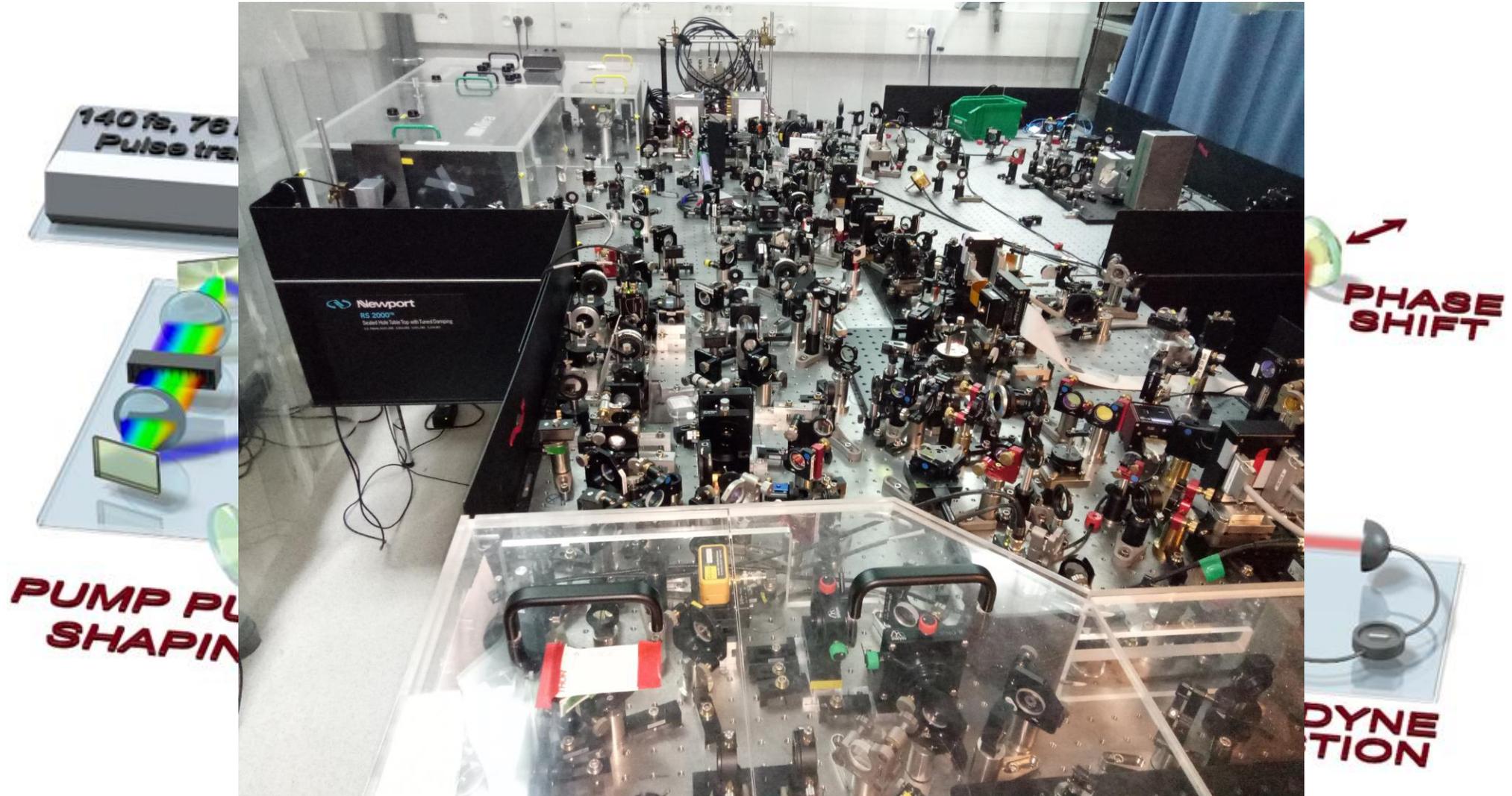
*Nature Photon.* **8**, 109 (2014)



- Pulse shaper

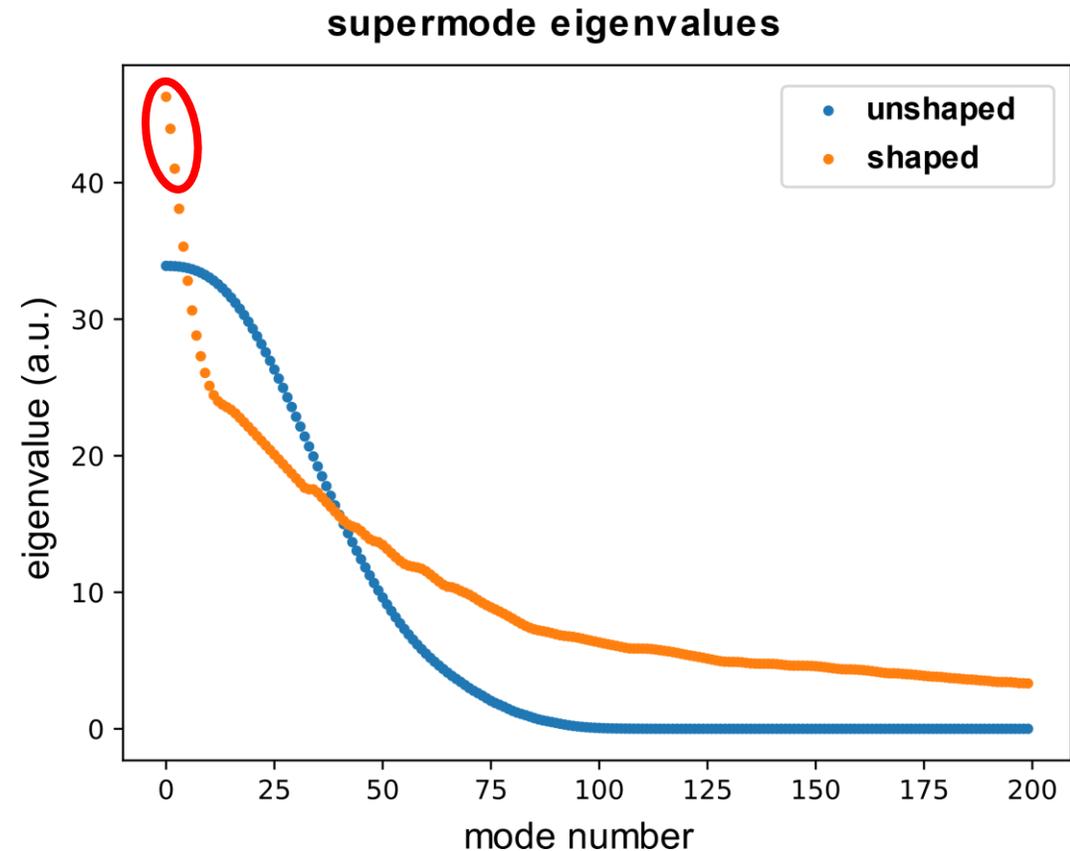
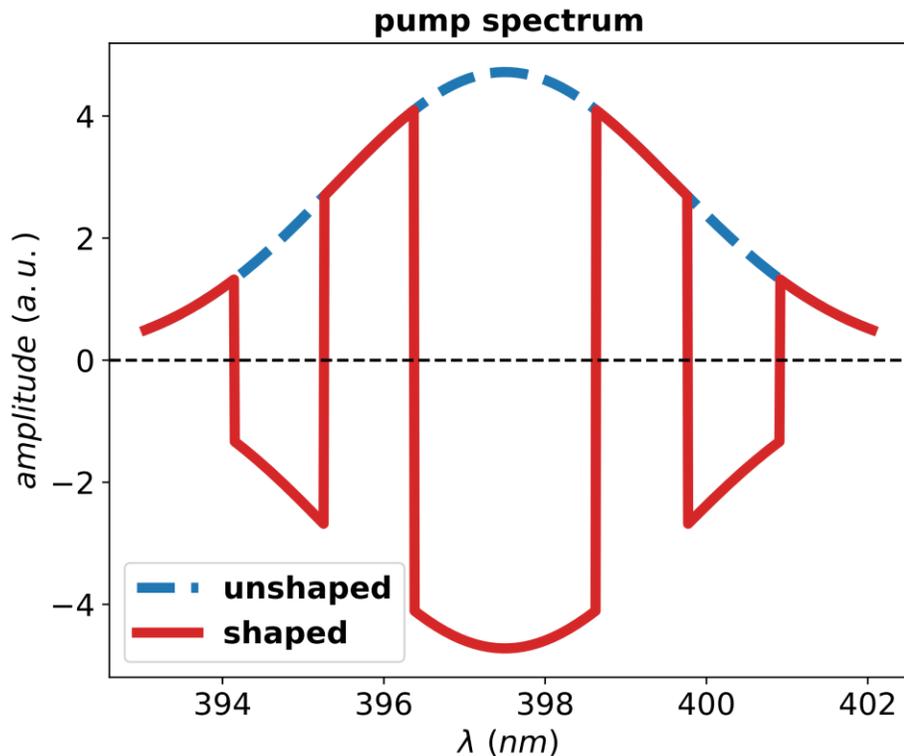






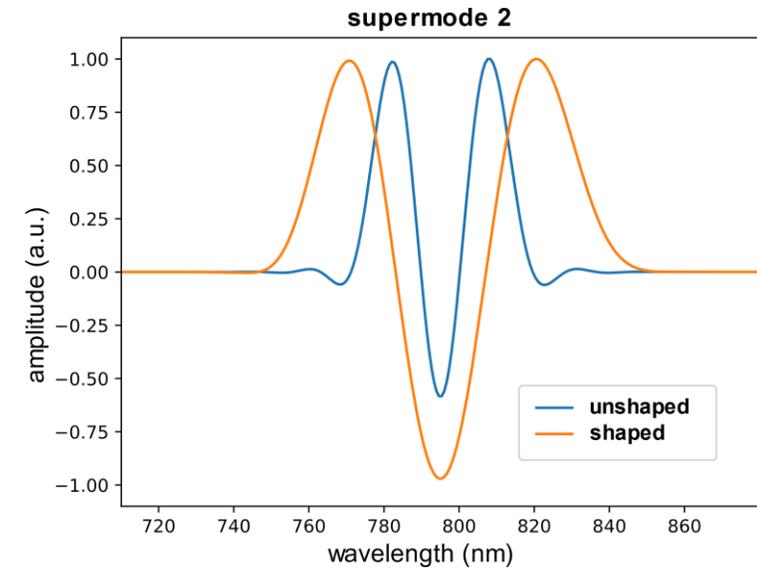
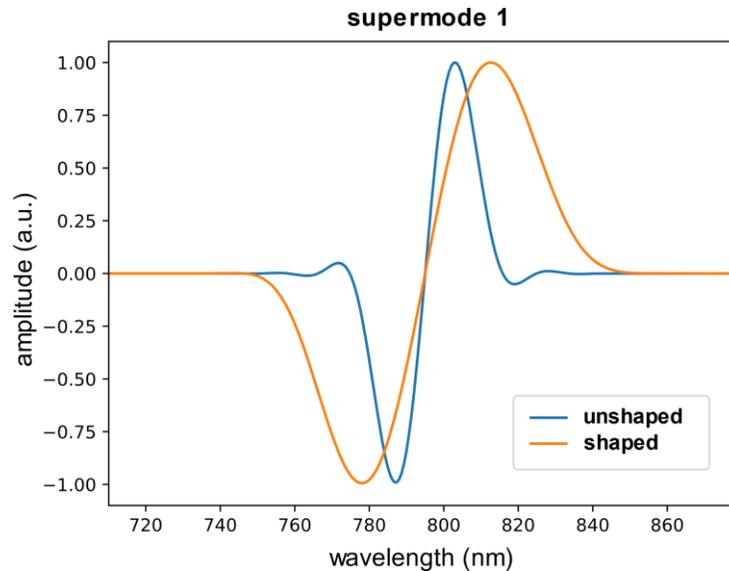
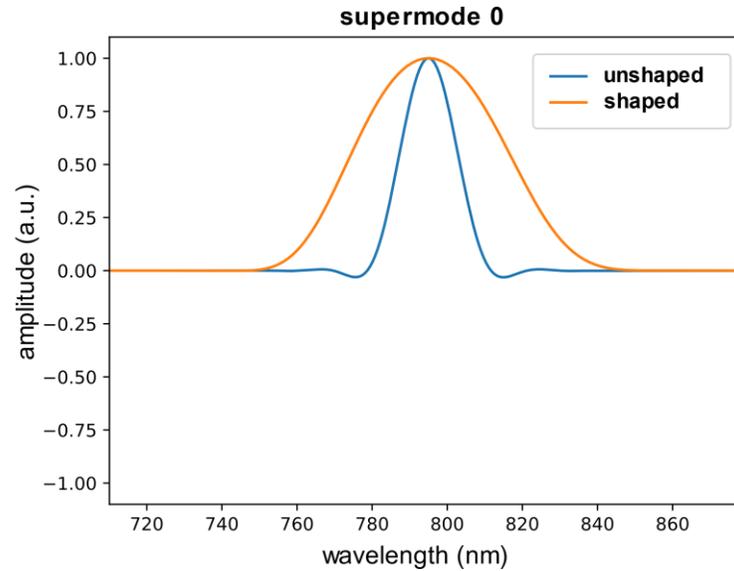
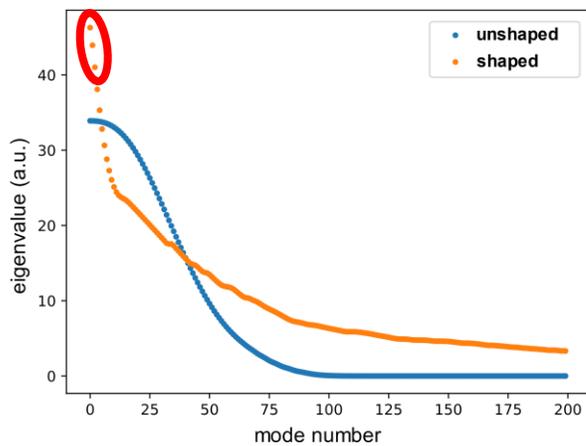
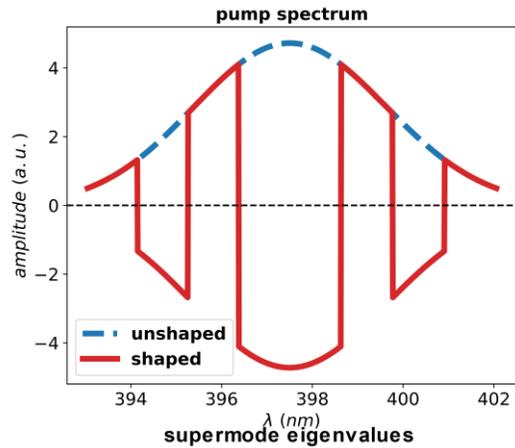
- Optimization with simulation
  - To maximize **squeezing in a single mode**  
-> **metrology** 
  - To get **equal squeezing** in as many mode as possible  
-> **measurement based quantum computing** 
- Pump divided in **8 frequency pixels**, tunable in **phase** and **amplitude**
- Two distinct optimization algorithm -> same results

- Results: maximum squeezing

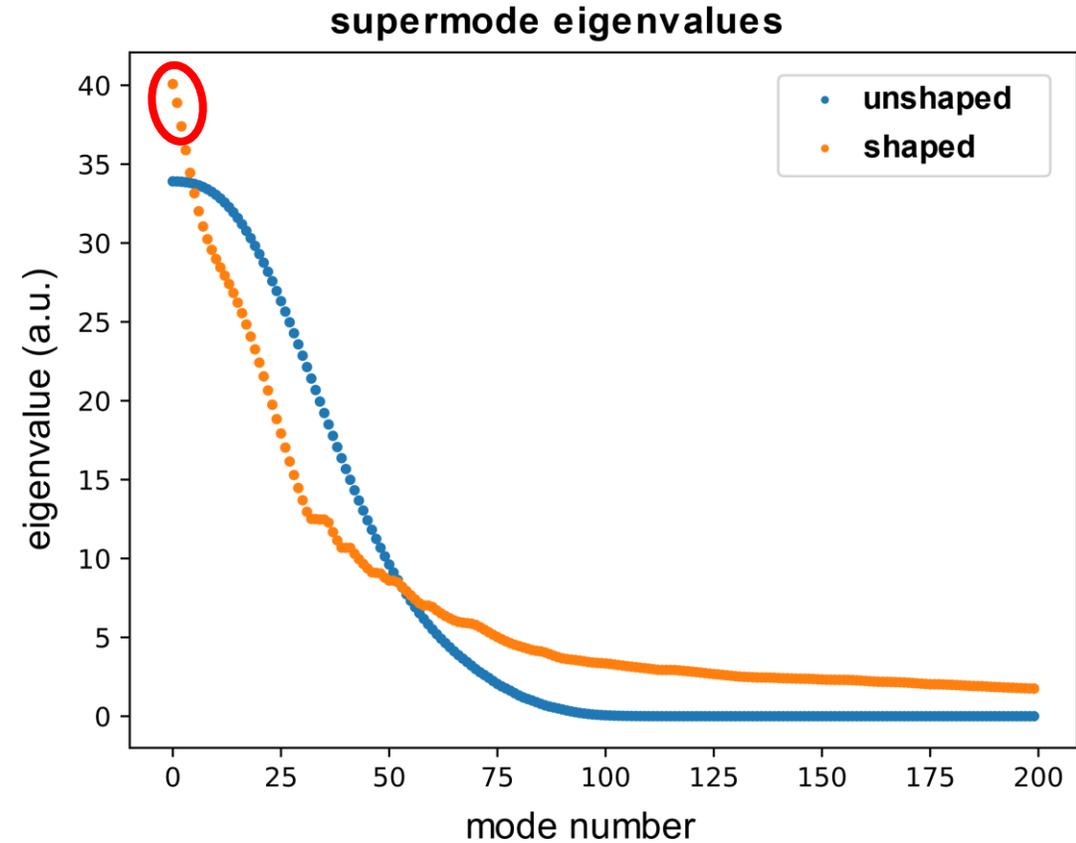
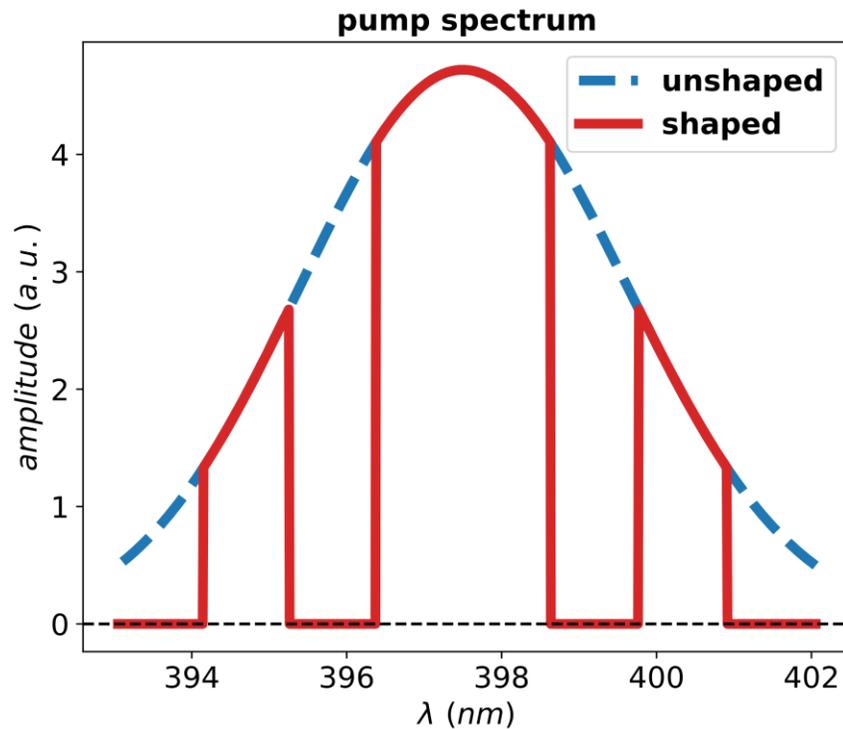


- Results:  
 maximum squeezing

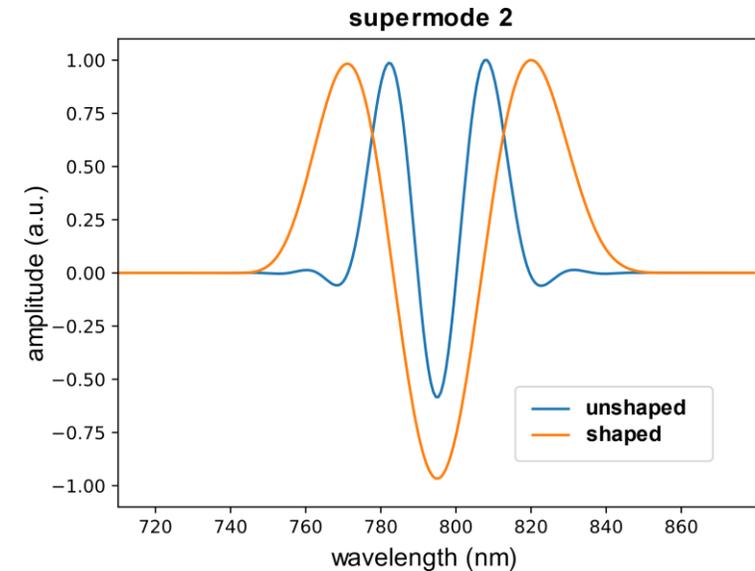
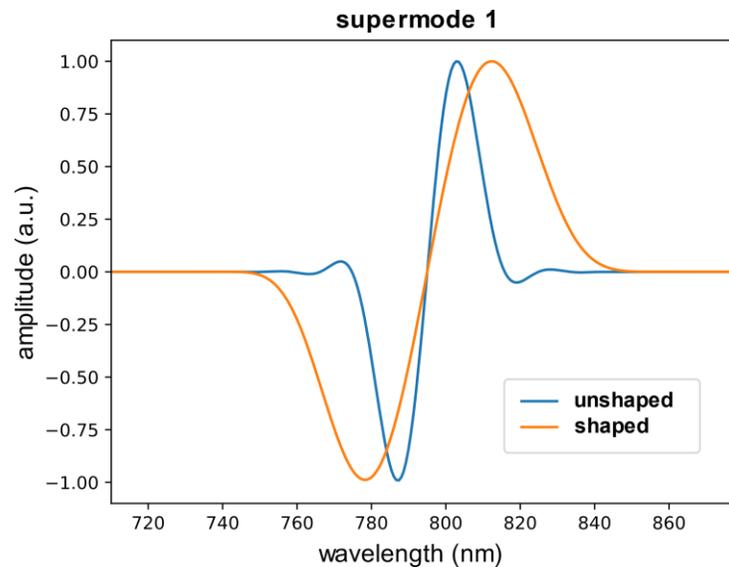
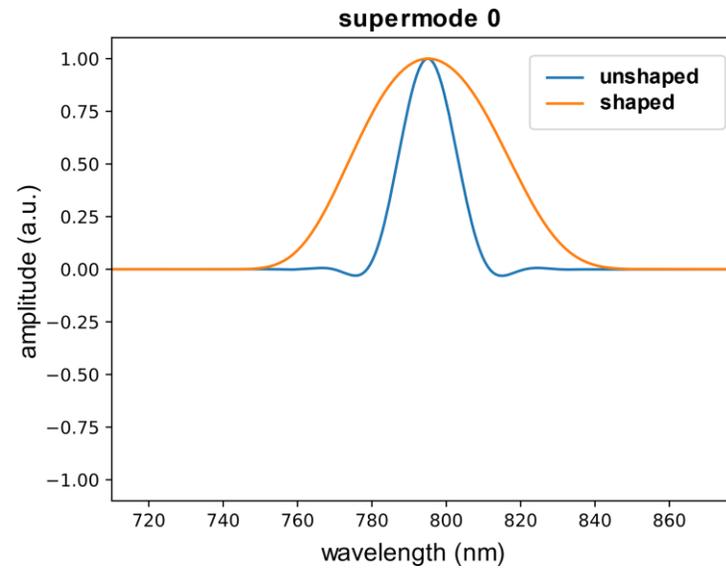
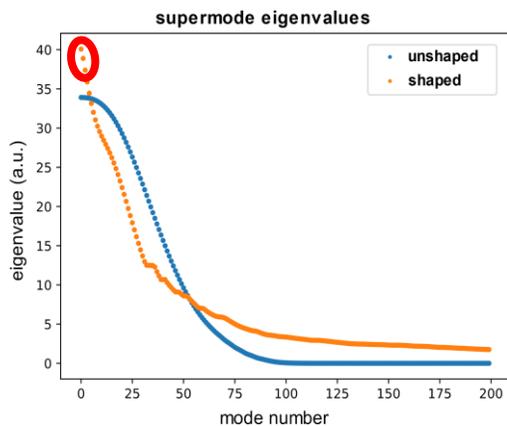
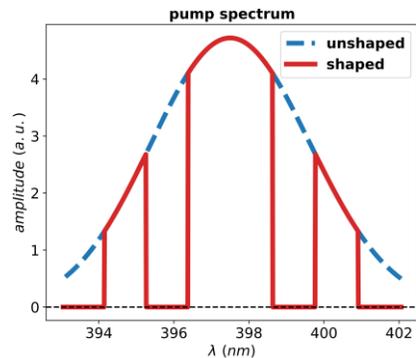
1



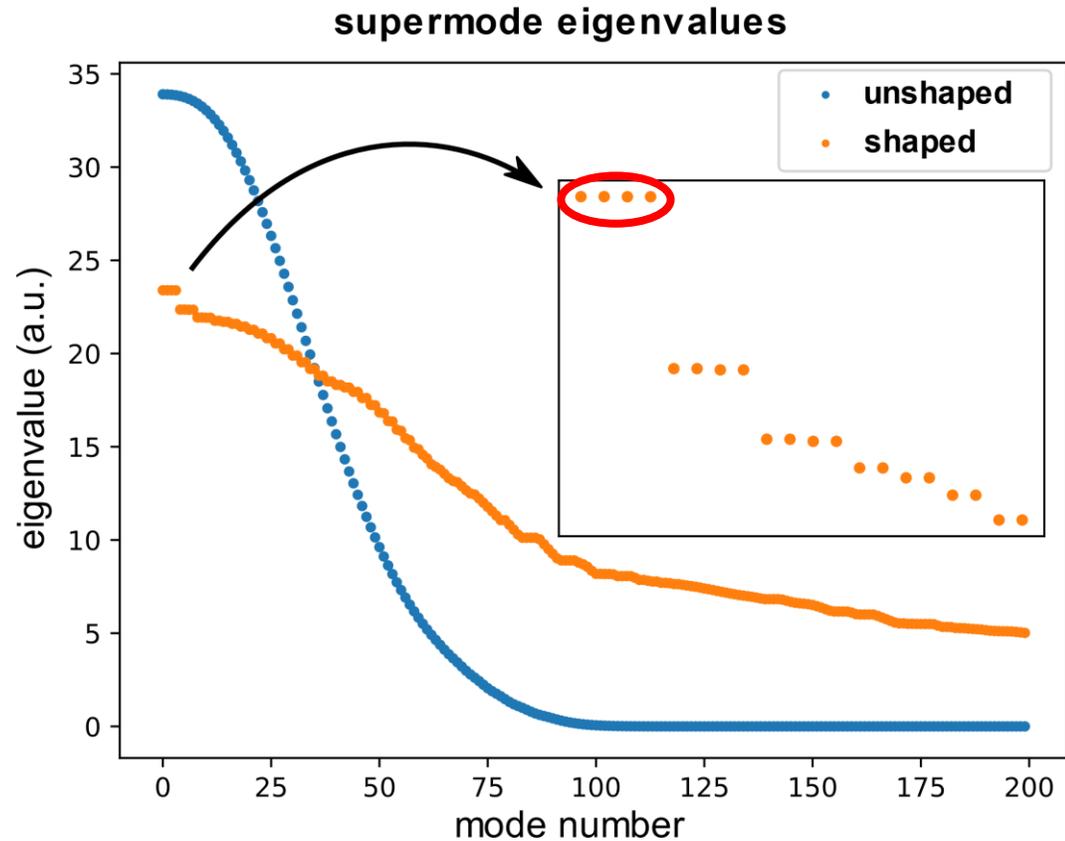
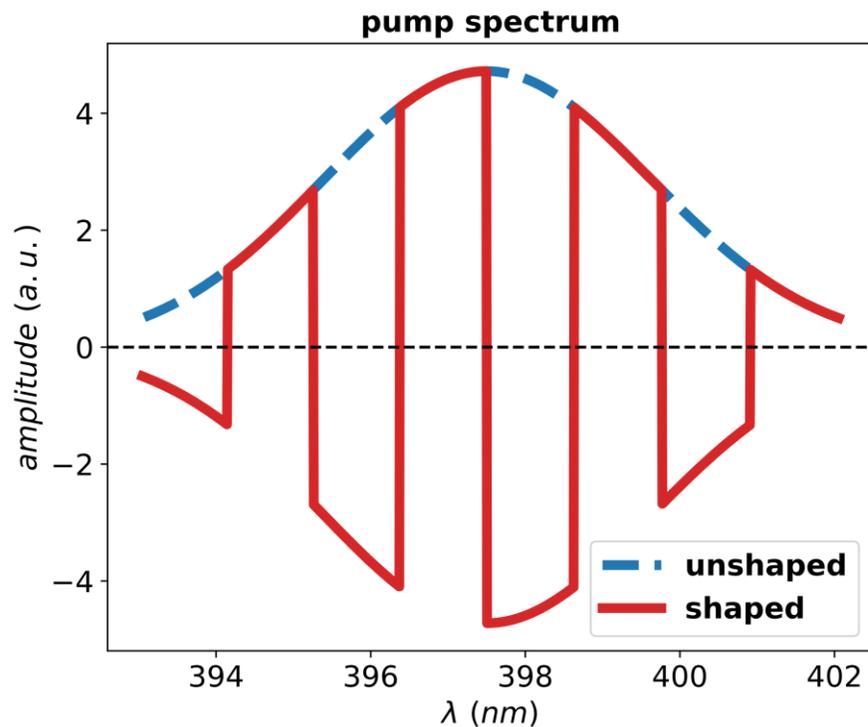
- Results: maximum squeezing (amplitude shaping)



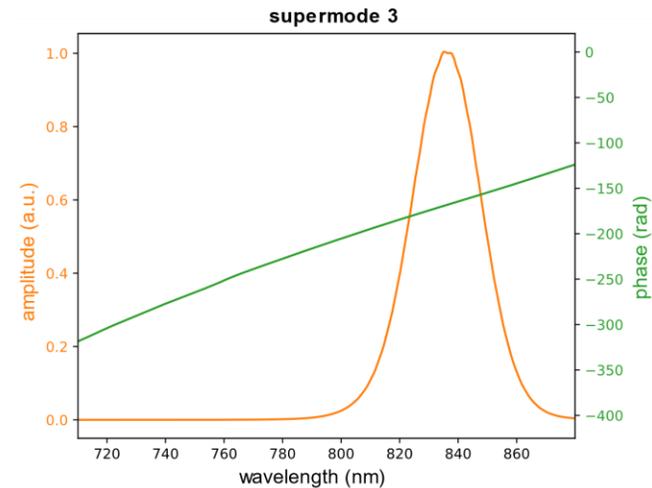
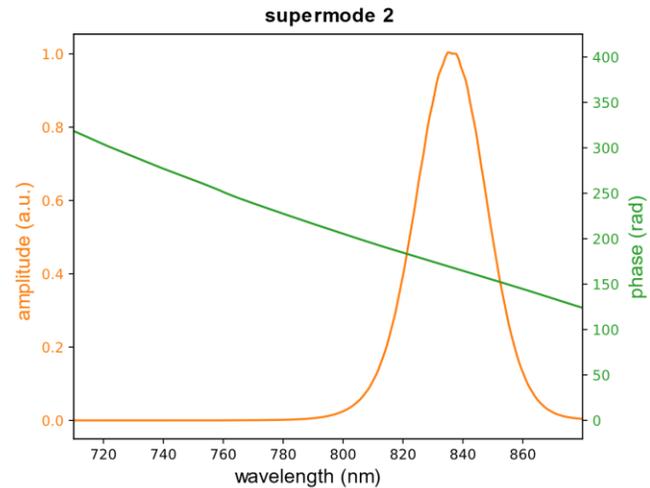
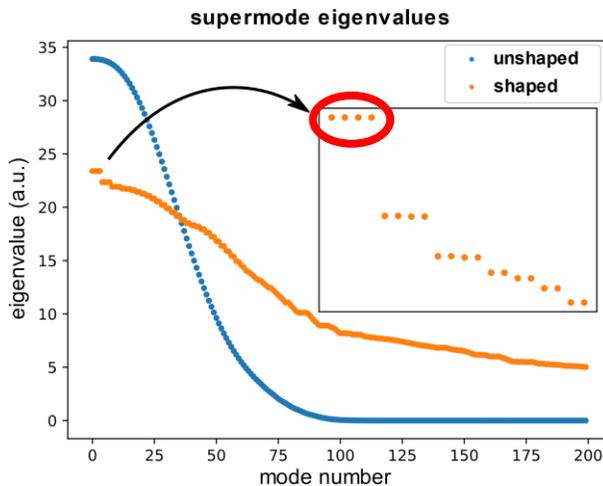
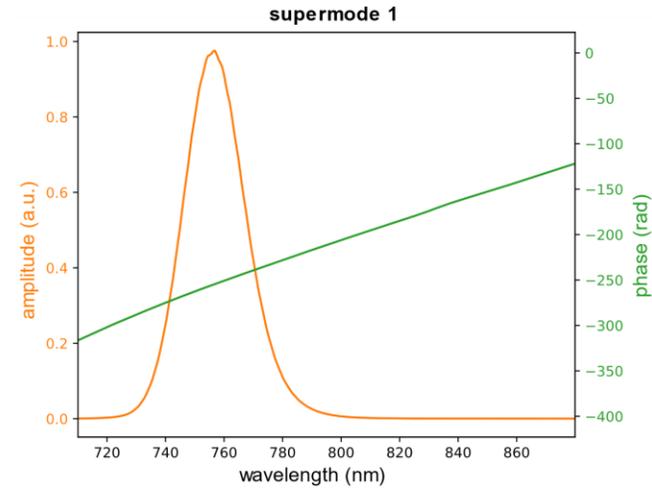
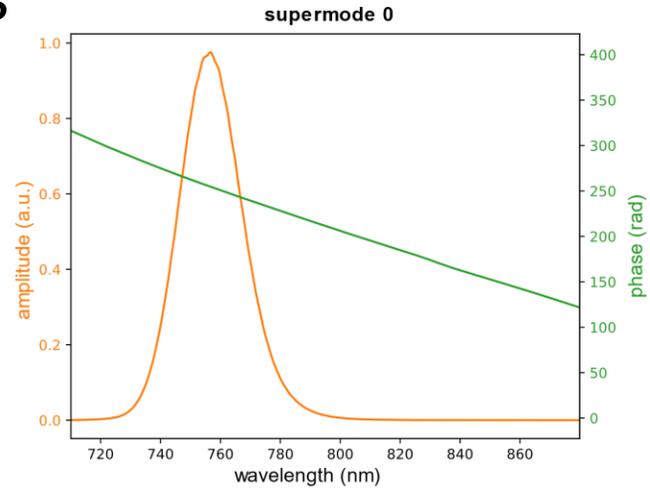
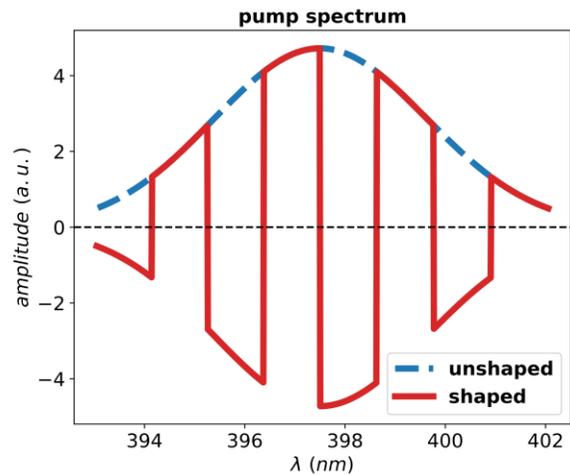
- Results:  
 maximum squeezing  
 (amplitude shaping)



- Results: flat squeezing

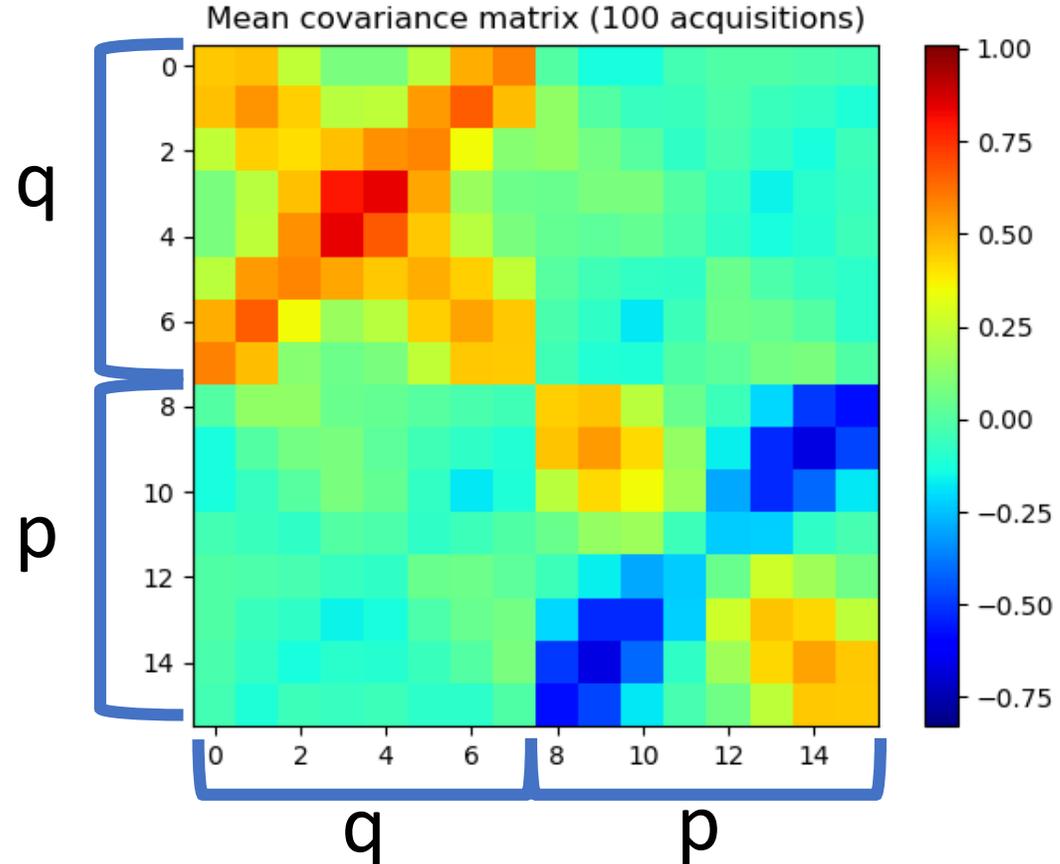
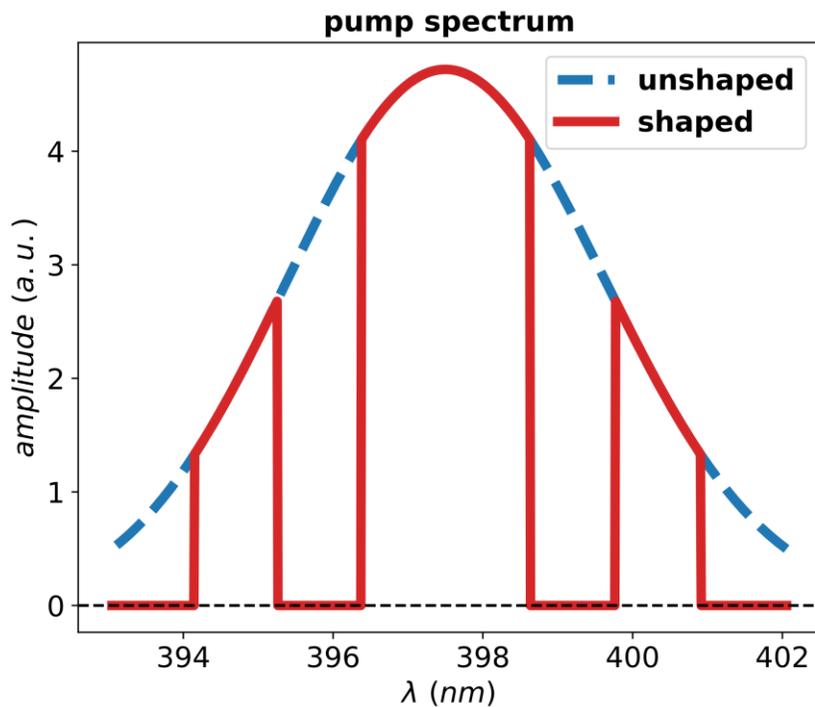


- Results: flat squeezing



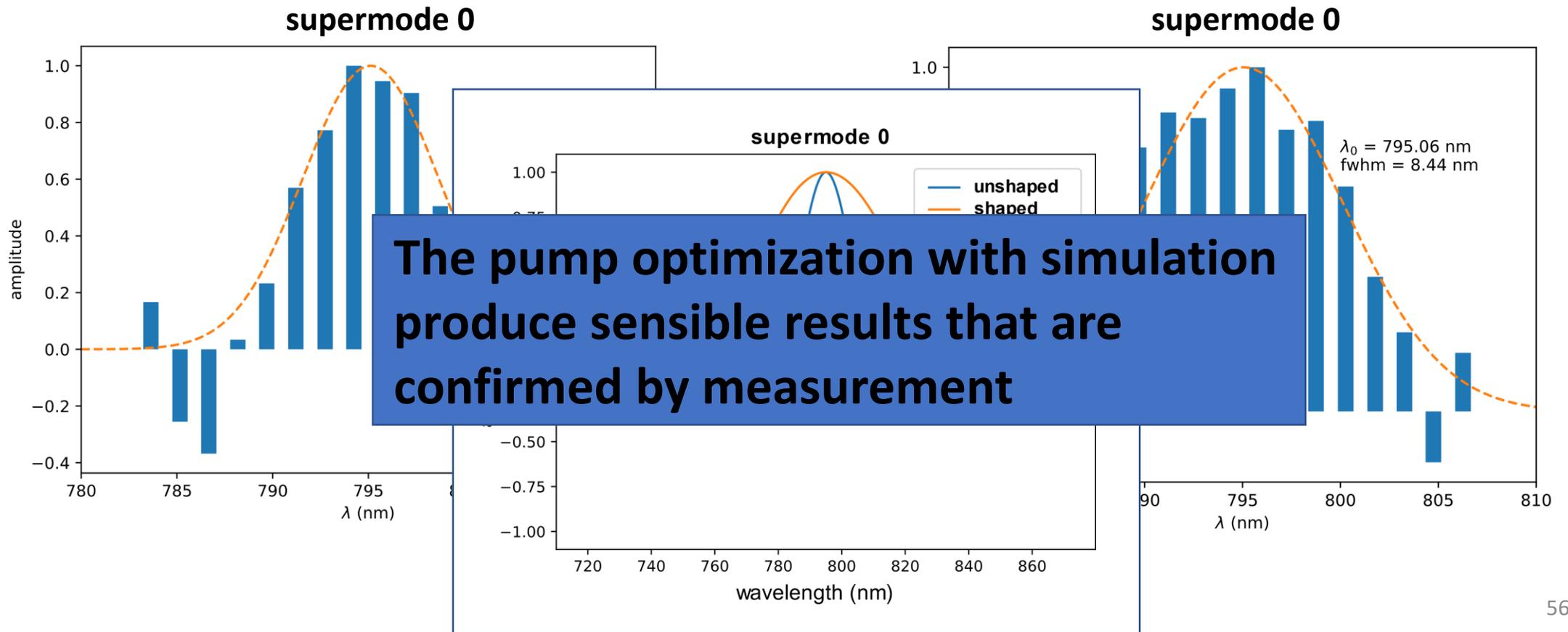
- Experimental results:  
 pump for max squeezing (amplitude shaping)

1

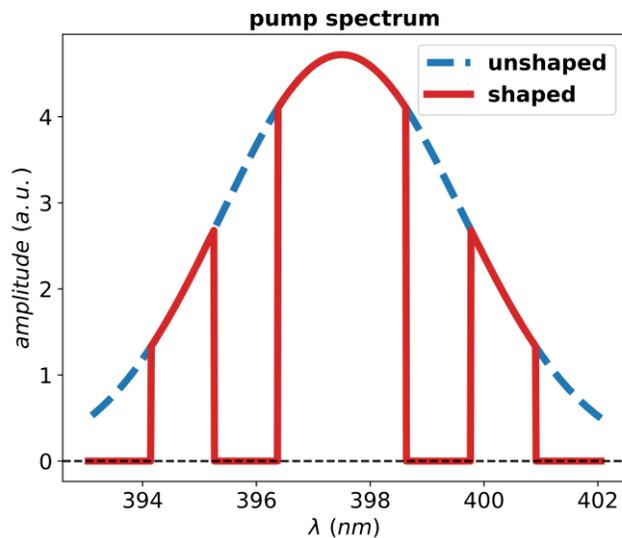


- Measure with standard homodyne, 16 frequency bands:
  - We observe the **broadening** of the modes, they keep an HG shape

1

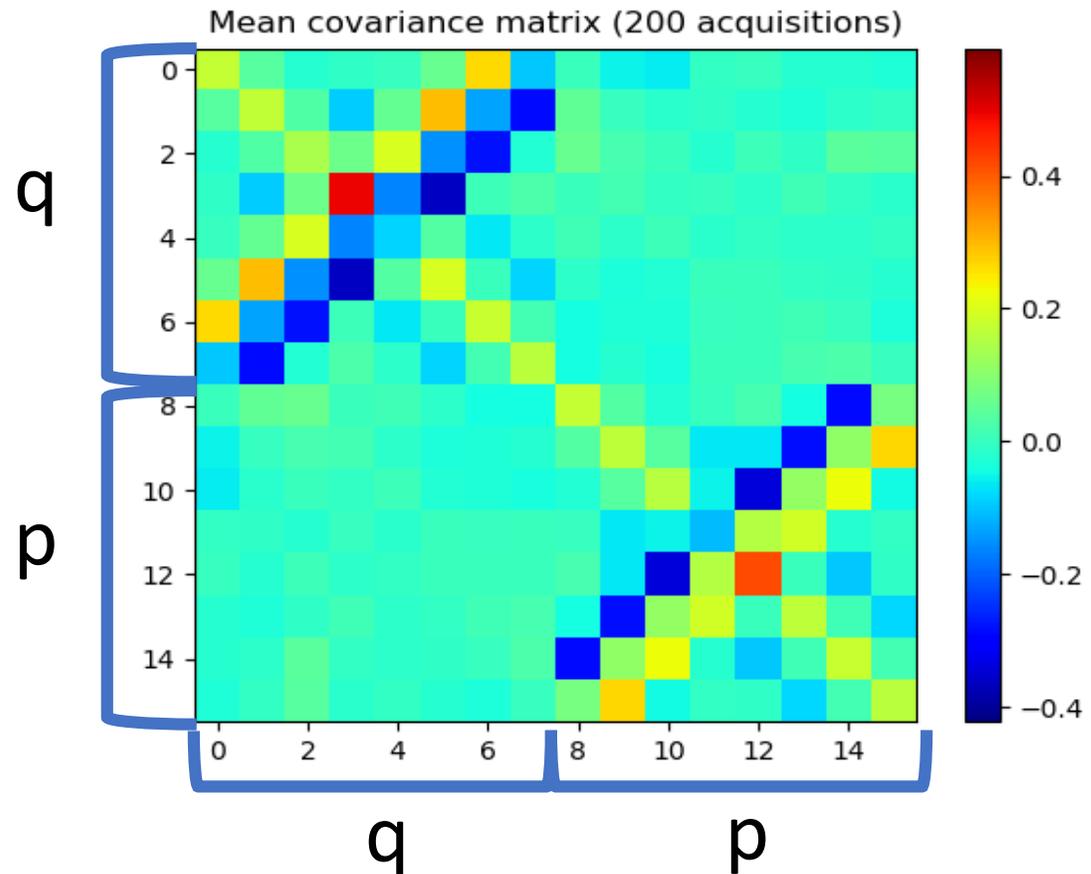
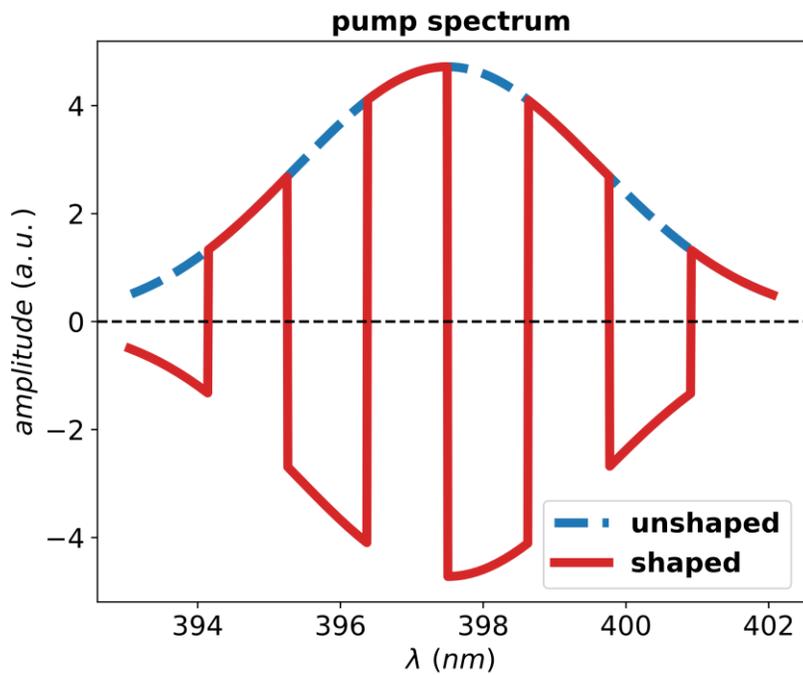


- Effect of pump shaping on squeezing:  
 (pump for max squeezing, amplitude shaping)

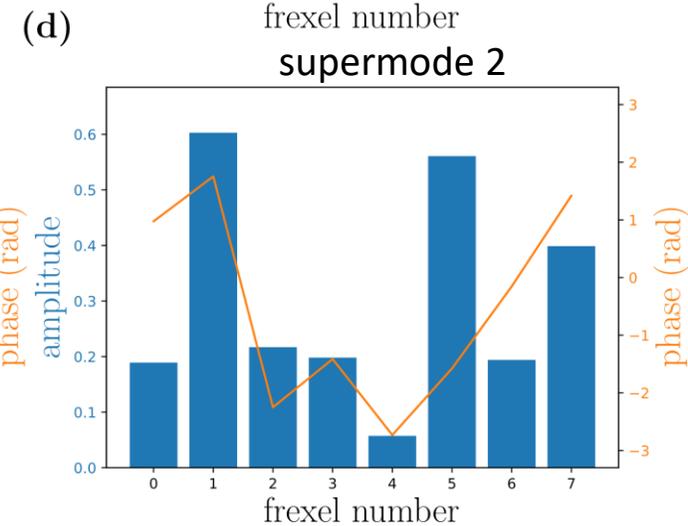
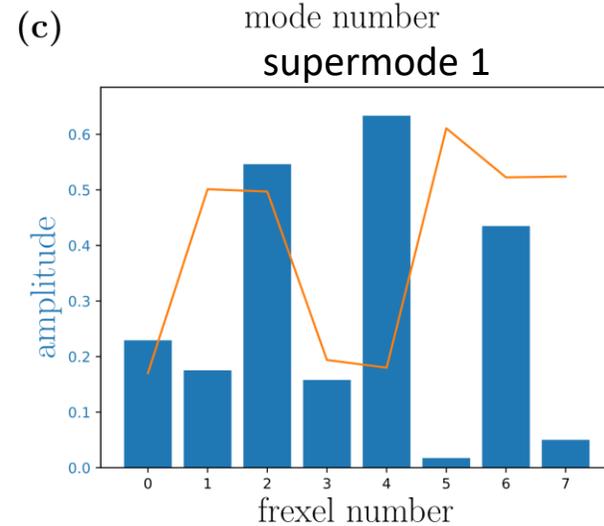
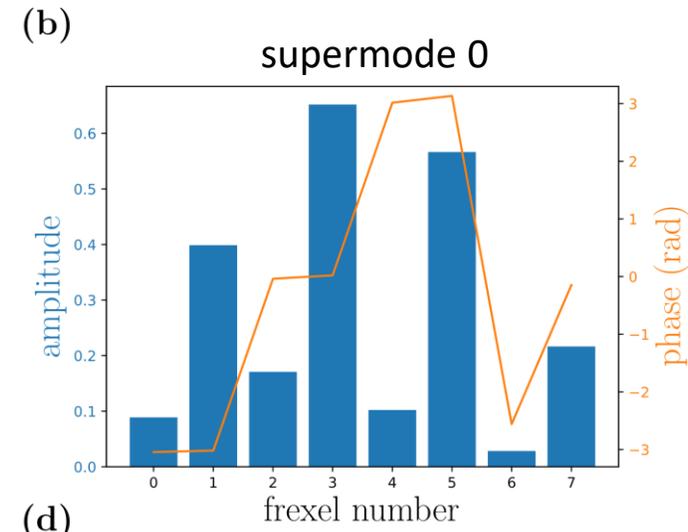
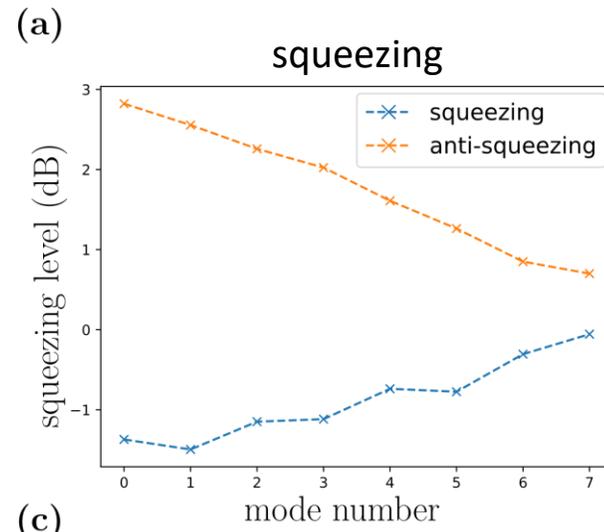
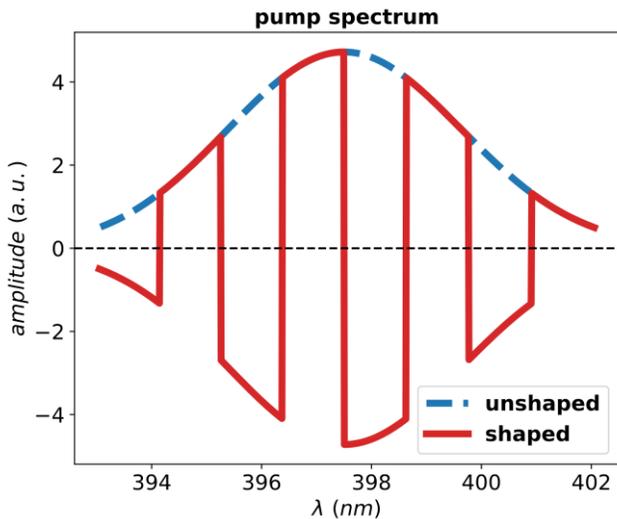


MODE	Squeezing level (dB)		Anti-squeezing level (dB)	
	No pump shaping	Pump shaping	No pump shaping	Pump shaping
HG0	3.79	3.78	4.32	4.55
HG1	1.30	1.81	3.14	4.06
HG2	0.70	0.16	2.81	3.06
HG3	0.63	0.53	1.83	2.72

- Experimental results:  
 pump for flat squeezing, phase shaping



- Experimental results: pump for flat squeezing, phase shaping



## Conclusions

- **Optimal shapes** of pump (16 dof) for 2 cases where **found by simulation**.
- Partial experimental confirmation
- Results for **case 2** show **intracavity-dispersion** cannot be neglected

## Perspective

- More **direct squeezing measurement** to confirm the squeezing improvement (with different LO bandwidth).
- Re-run of the **optimization** with a model that accounts for **intracavity dispersion**.
- Compare with previous pump optimization results using evolutionary algorithm [1]
- **Direct optimization** of experimental set-up

[1] F. Arzani et. al. Phys. Rev. A 97, 033808 (2018)

Thank you !

