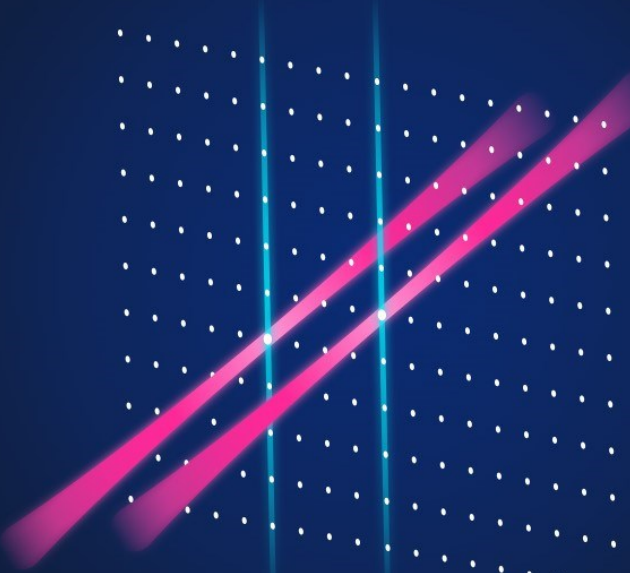


# Towards assembly of arrays of 1000 atoms

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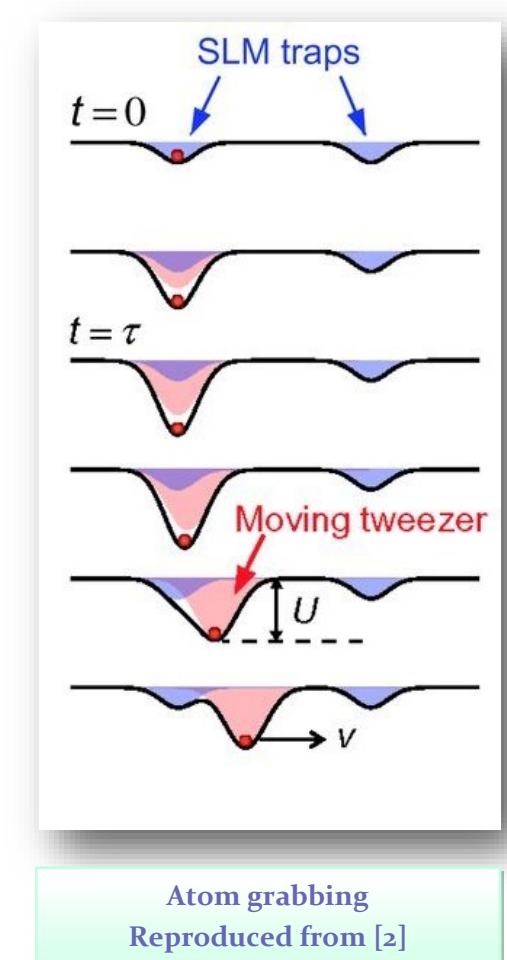
## Introduction

### Two-dimensional Rubidium arrays...

- ◆ SLM gives the best homogeneous tweezer arrays and freedom in array geometry [1]
- ◆ 50-60% chance of loading an atom into an SLM tweezer
- ◆ Very slow to move SLM tweezers
- ◆ Fast moving AOD tweezers but inhomogeneous and limited array geometry

### ...for quantum computing

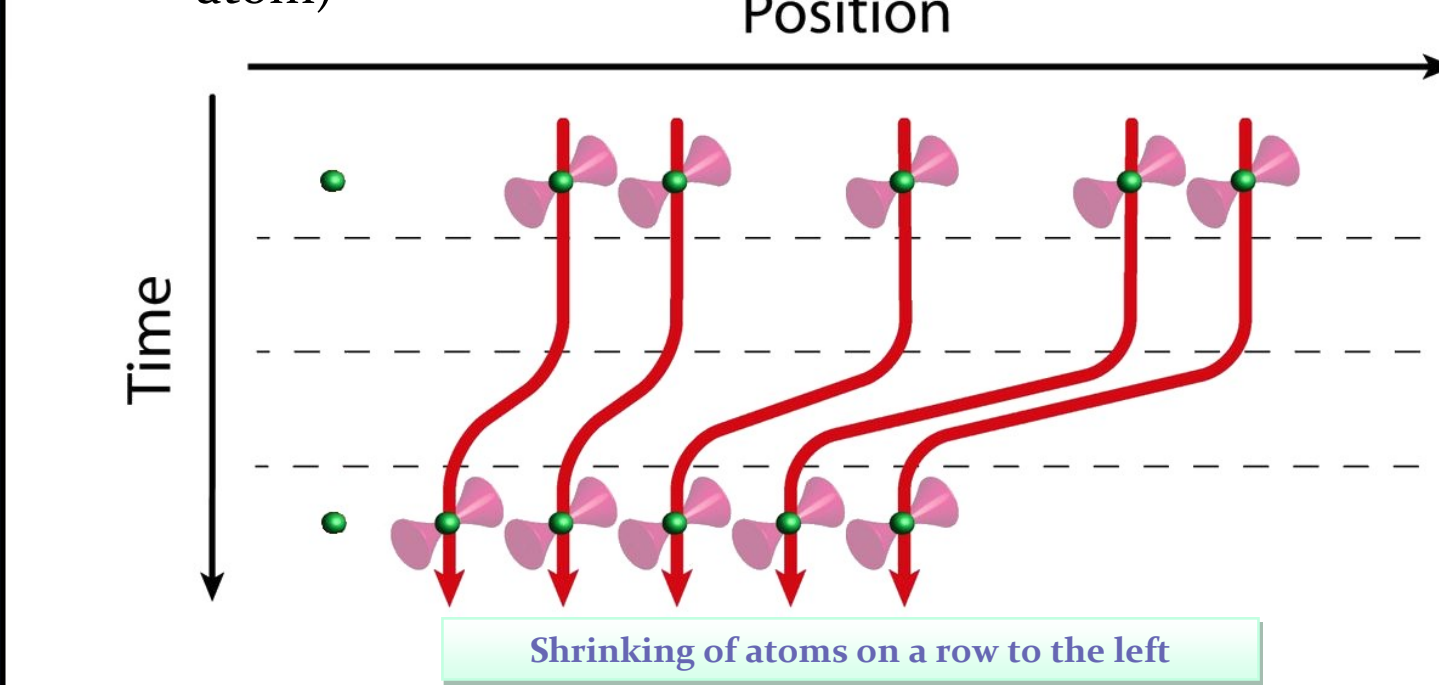
- ◆ Need to know precisely the location of each atom to apply gates by addressing individual qubits (2-qubit interactions) [4]
- ◆ Nondeterministic loading poses a serious limitation for large-scale applications [2]
- ◆ Inhomogeneous tweezers increase position uncertainty [4]
- ◆ The more qubits we have, the more complex calculations we can perform
- ◆ Currently the record is a 324-atom defect-free array with ~37% of success, in ~200 ms. [5, 6]



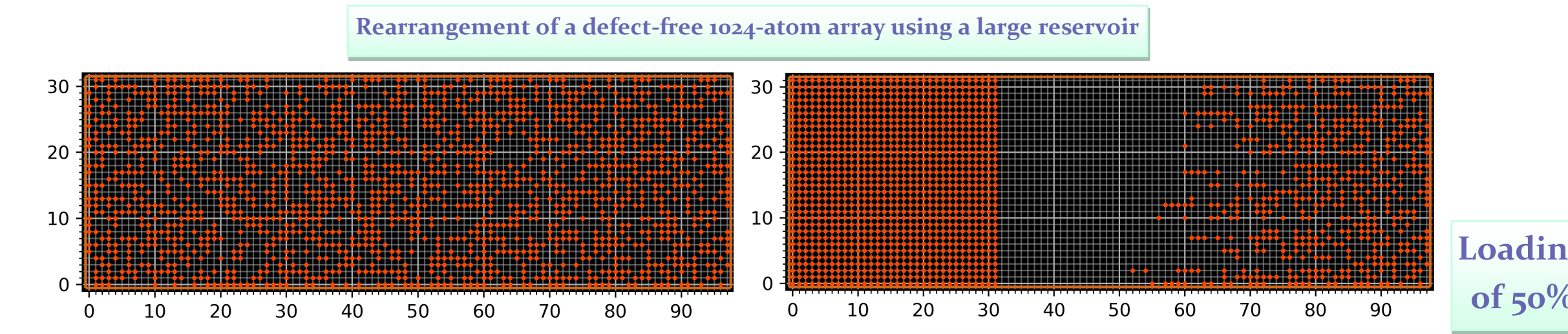
## Algorithm

### Strategy

- ◆ We start from a rectangle array of tweezers called the *reservoir* and we fill a square subarray
- ◆ On all rows we shrink the atoms to the left like in [8]
- ◆ Only moving atoms that need to be moved (reduce the chance to lose an atom)

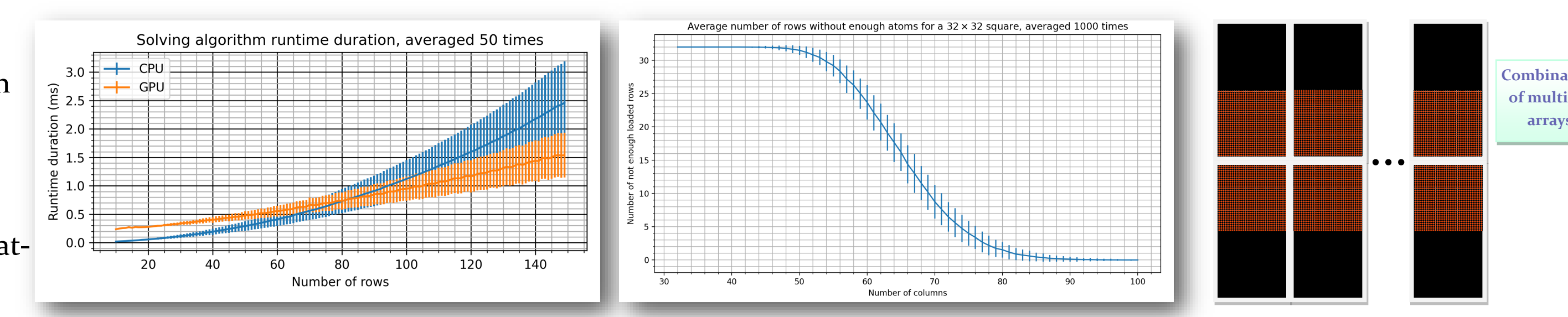
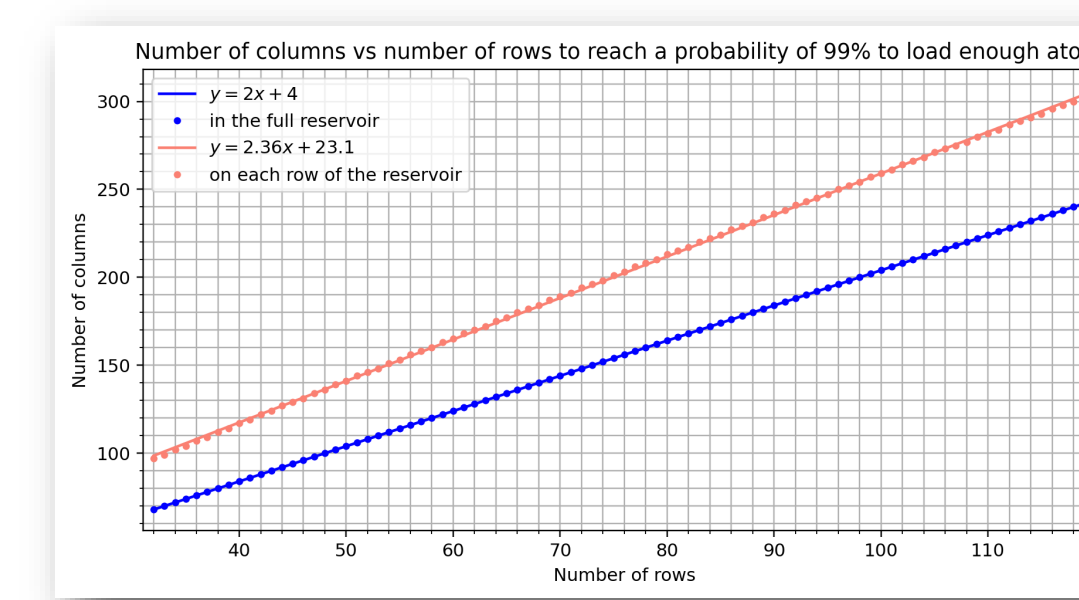


- ◆ Either we add columns in the *reservoir* to always have enough atoms on each row to fill the square
- ◆ Or we make additional moves to fill the remaining holes
- ◆ After a second image we can run a fixation algorithm for the atoms lost in the rearrangement



### Scalability

- ◆ Linear behaviour of probabilities
- ◆ Short runtime duration and constant number of moves (one shrink move per row)
- ◆ Filling the remaining takes only a few moves
- ◆ Ability to combine arrays to create a single large array

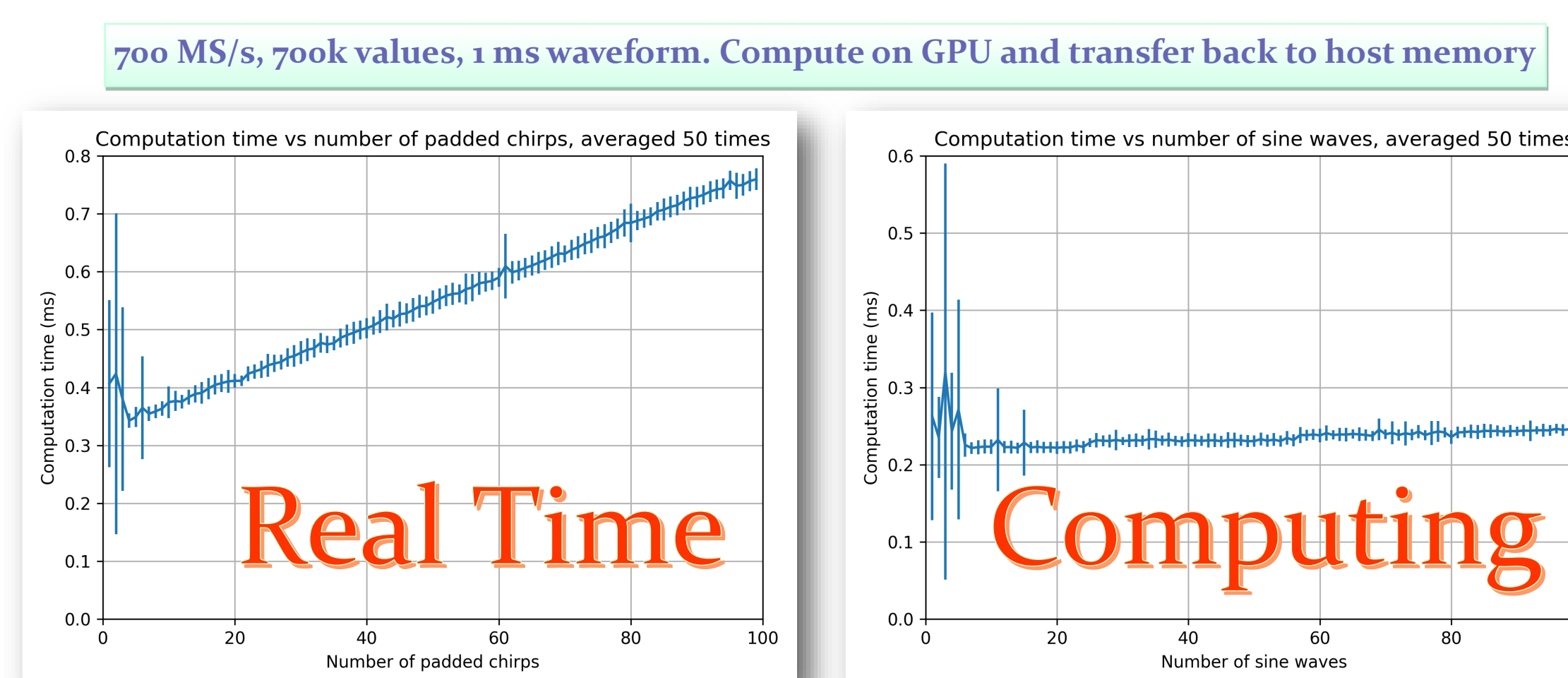


## Experimental setup

### Computing Setup

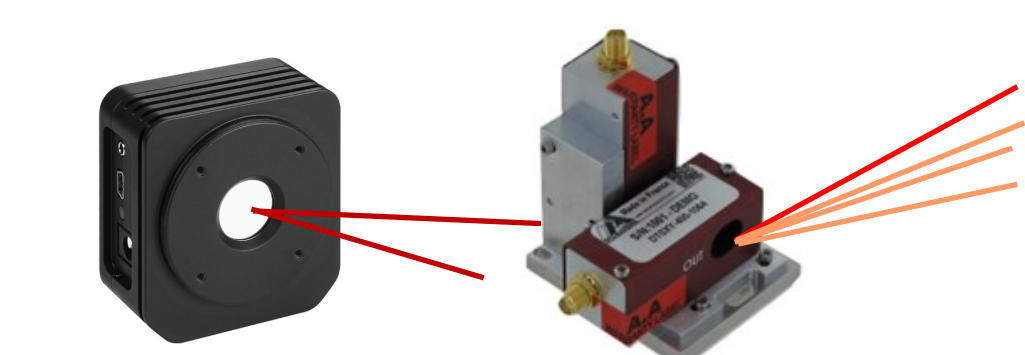


- ◆ High performance computer
  - ◆ AMD Ryzen Threadripper PRO 5975WX 32-Cores
  - ◆ 64 GB RAM
  - ◆ Nvidia RTX 6000 Ada Generation
  - ◆ PyCUDA
- ◆ Arbitrary Waveform Generator card
  - ◆ Spectrum M4i.6631-x8
  - ◆ SCAPP driver relying on Nvidia GPUDirect RDMA for direct transfer

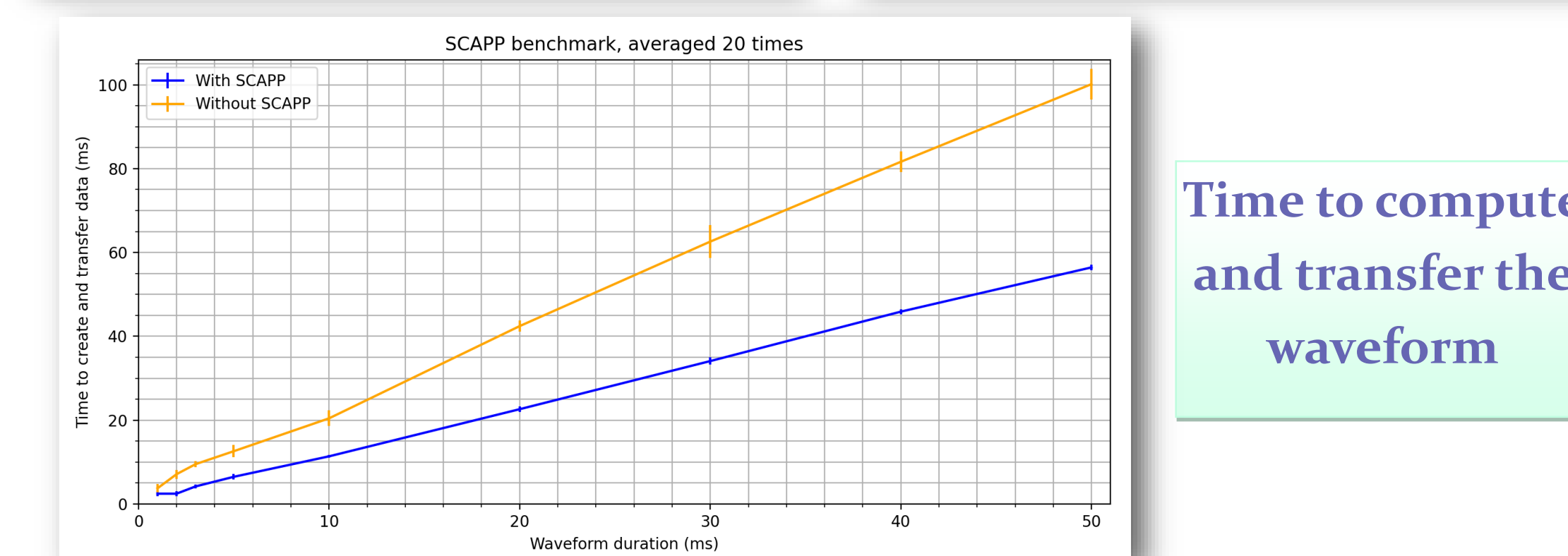


- ◆ No pre-computation
- ◆ Kitayoshi phase to reduce the crest factor [9]
- ◆ Constant jerk chirp to move atoms faster [7]
- ◆ Variable amplitude for padded chirps

### Optical Setup



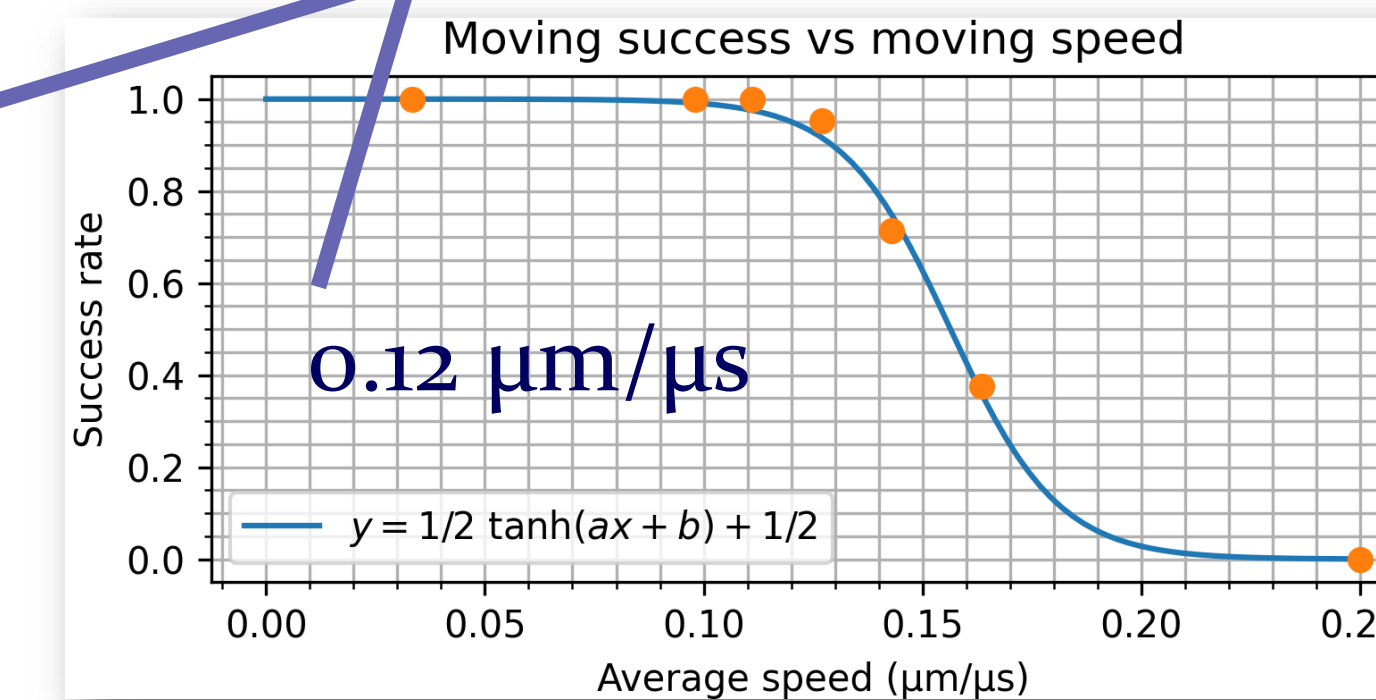
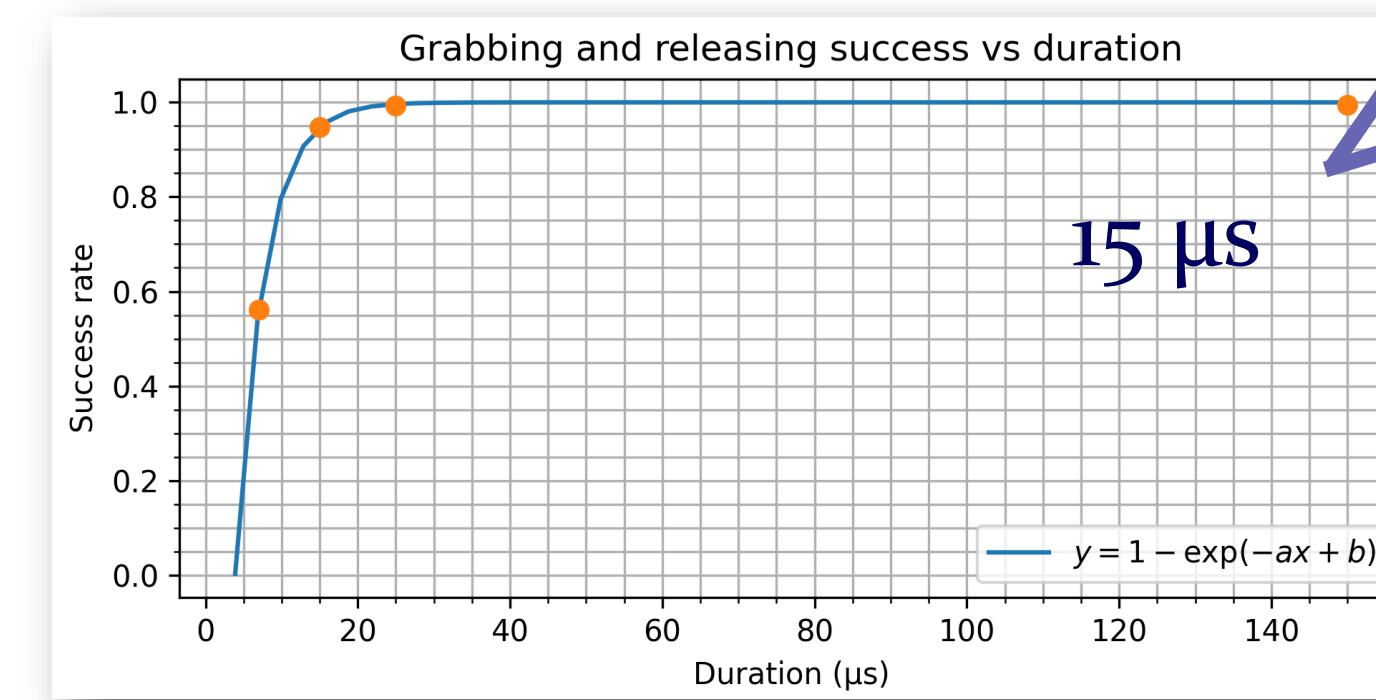
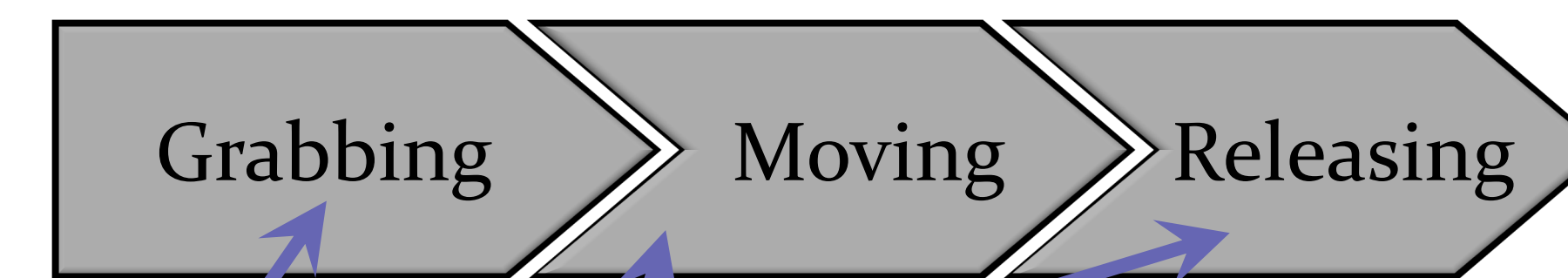
- ◆ Thorlabs deformable mirror corrects AOD aberrations
- ◆ 850 nm moving tweezers, same as static tweezers but with a perpendicular polarisation



## Experimental results

### Rearrangement duration

- ◆ Temporary experimental setup
- ◆ SLM trap depth: 4.5 MHz
- ◆ AOD trap depth: 13.5 MHz
- ◆ Only 3 times the trapping depth of the static tweezers instead of 10 times the depth in [2]



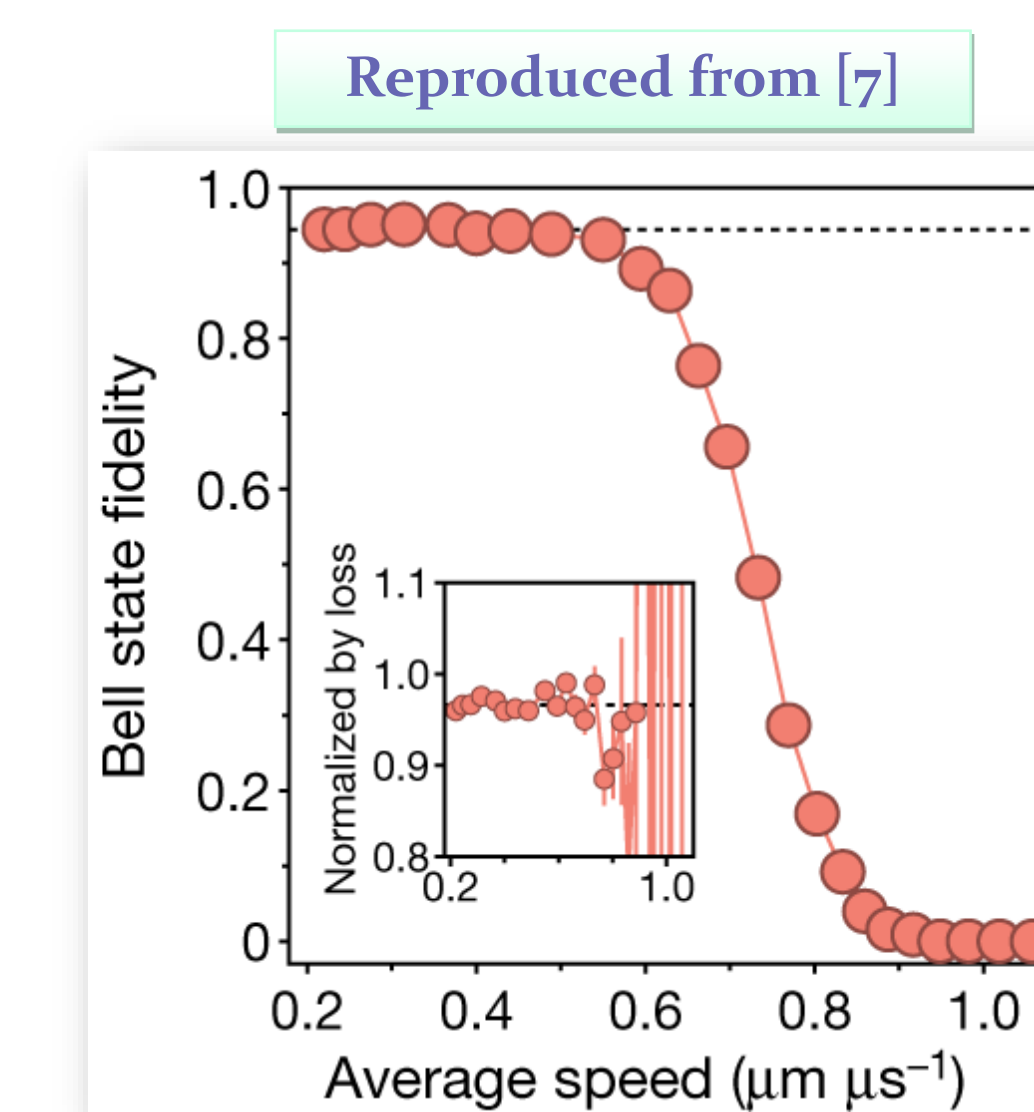
- ◆ Maximum distance covered by an atom for a 32x32 square to fill with 5-μm gaps and a 98-column reservoir: 330 μm
- ◆ 2.75 ms (or half if we centre the square in the reservoir) to move atoms on a row
- ◆ 32 rows to shrink
- ◆ Total sequence of 89 ms
- ◆ We could expect to reduce these times by increasing the trapping depth

### Results of other groups

- ◆ Moving speed of 0.55 μm/μs in [7]
- ◆ Grabbing speed and releasing speed of 60 μs when up to 20 mobile tweezers are simultaneously turned on in [10]

### Early rearrangements

- ◆ 86% of success rate for rearrangement in a 3x8 reservoir with moving tweezers five times deeper than static tweezers



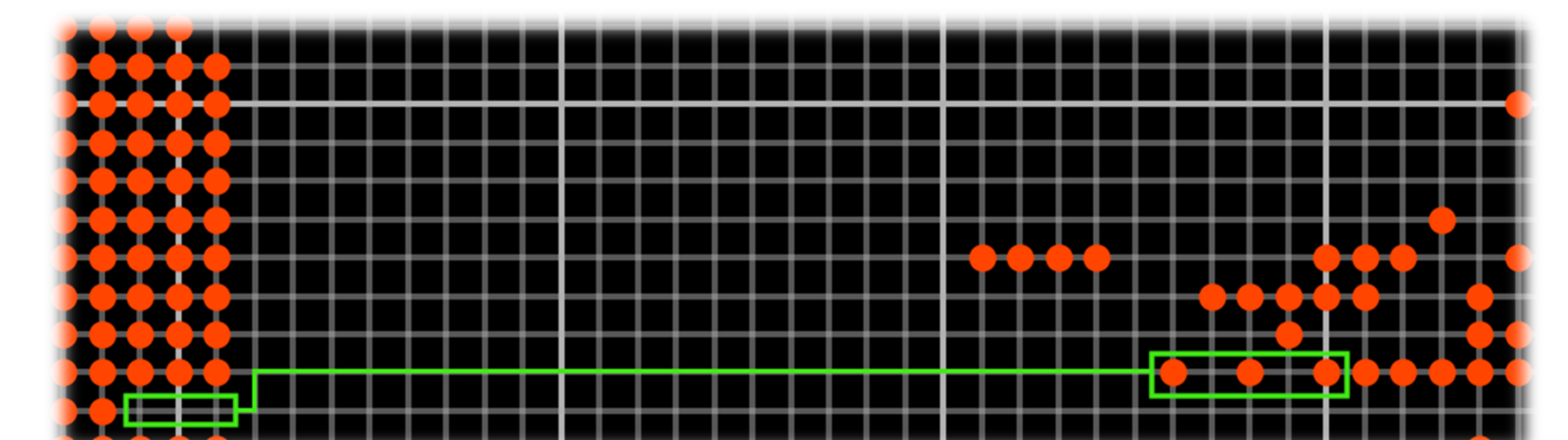
## Outlook

### Increase array size

- ◆ To achieve a defect-free 1024-atom array, we need to use the new powerful laser in the laboratory to be able to create enough tweezers
- ◆ To achieve a defect-free 10k-atom array, additional problems would arise due to the size of the array (field of view, angular bandwidth of the AODs and SLM, lifetime of the atoms, ...)

### Add moves to increase success rate

- ◆ Implement S moves to run the algorithm with fewer additional columns in the reservoir



- ◆ Implement L moves for the fixing algorithm in case of atom losses in the rearrangement process (a kind of error correction) combined with a block move to the left

