

Quantum sensing using squeezed light

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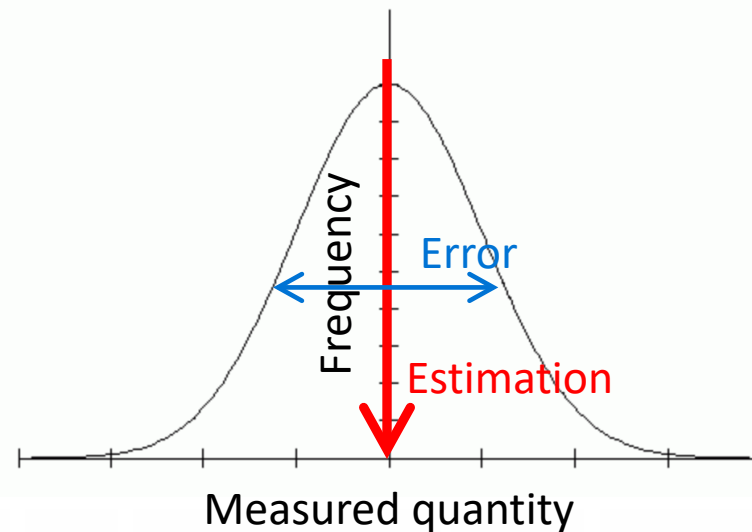
Quantum Sensing Workshop

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Sensing is a parameter estimation



- Error sources
 - Various *classical errors* (1/f, thermal/mechanical noises, etc.)
 - Measurement *back-action*
 - The interaction incurs some changes to the physical object/property.
 - *Tool's precision* limits the accuracy of detection.
- One (typical) mitigation
 - Parameter estimation based on ensemble measurement



Reducing sensing errors via averaging



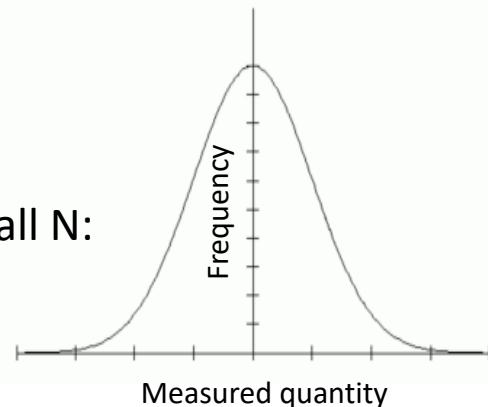
- “Standard limit” of sensing error
 - The variance of measurement error reduces as $1/\sqrt{N}$ where N is the number of trials.
 - For independent and identically distributed (i.i.d.) trials:

$$\text{Var}\left(\frac{1}{N}\sum_{i=1}^N X_i\right) = \frac{1}{N^2}\sum_{i=1}^N \text{Var}(X_i) = \frac{1}{N^2}N\sigma^2 = \frac{\sigma^2}{N}$$

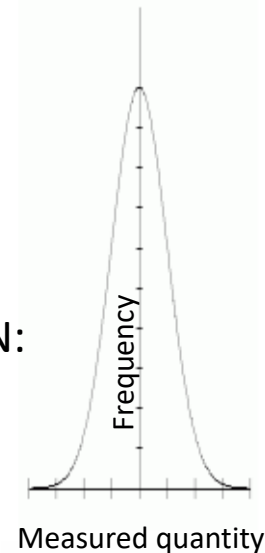
- So, the error (standard deviation) scales as

$$\sigma' = \frac{\sigma}{\sqrt{N}}$$

Small N:



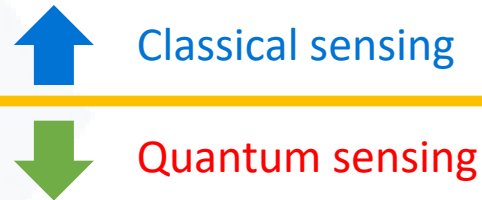
Large N:



Paradigm of quantum sensing



- First, remove (reduce significantly) all reducible errors.
 - Even if all classical error sources are suppressed, quantum errors stay.



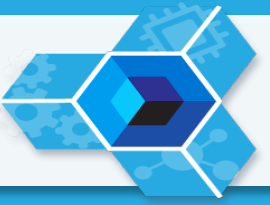
- Implement an appropriate sensing interaction scheme.
 - Reduce the interaction-induced back action
 - Check if the interaction is compatible (commuting) with Hamiltonian
 - Search for best measurement scheme
 - To maximize obtainable information amount
- Fight to reduce the remaining quantum errors

Be careful when claiming advantage of quantum sensing



- We learned that the estimate **error can be arbitrarily small** via increasing the resources (N: number of photons).
- Quantum sensing claims a favorable scaling rule between accuracy and number of resources.
 - Quantum sensing must answer why one cannot simply increase N to reduce the error.
- Typical situations where increasing N is not plausible:
 - Worried about the back action from large optical powers.
 - Higher optical power may saturate the optical detector.
 - Intense light may harm photosensitive ligands.
 - High power probe light may damage benign (bio) samples.
 - Driving lasers for high powers may increase classical noises ($1/f$, thermal).

Light is a harmonic oscillator



- Hamiltonian

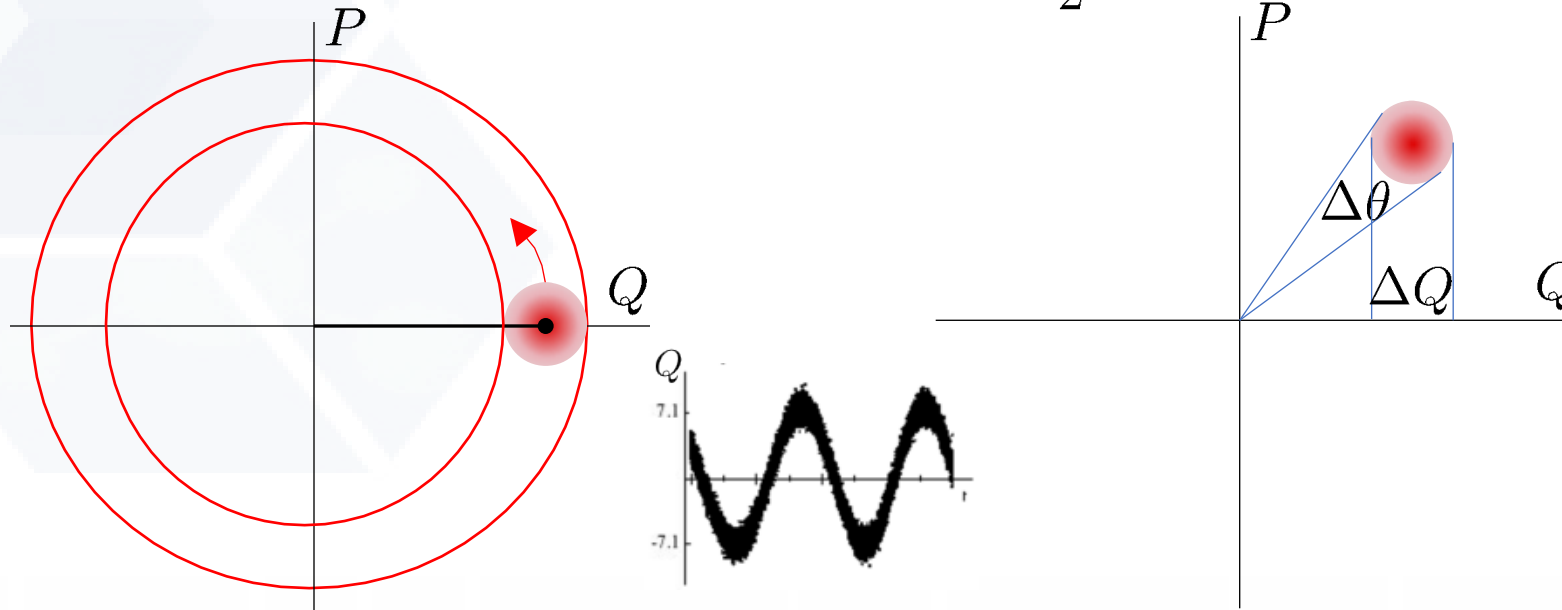
$$H = \hbar\omega a^\dagger a = \frac{1}{2} (P^2 + Q^2)$$

- Coherent state

$$a|\alpha\rangle = \alpha|\alpha\rangle$$

- Uncertainty principle

$$[Q, P] = i, \quad \Delta P \Delta Q \geq \frac{\hbar}{2}$$

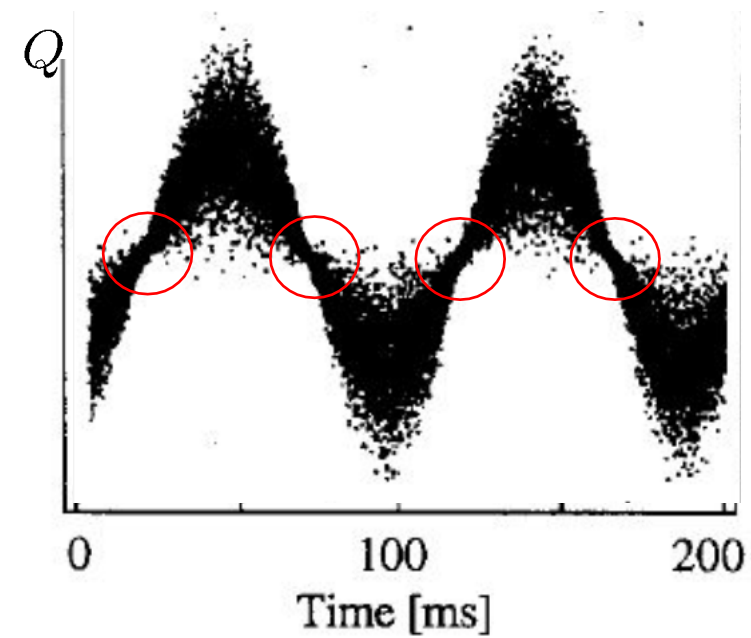
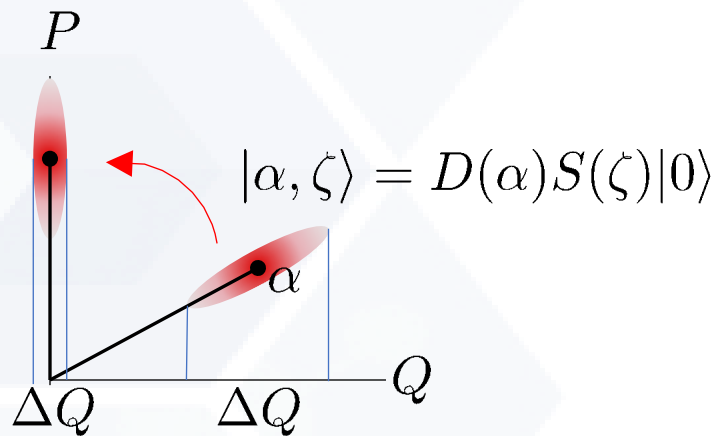


Squeezed light

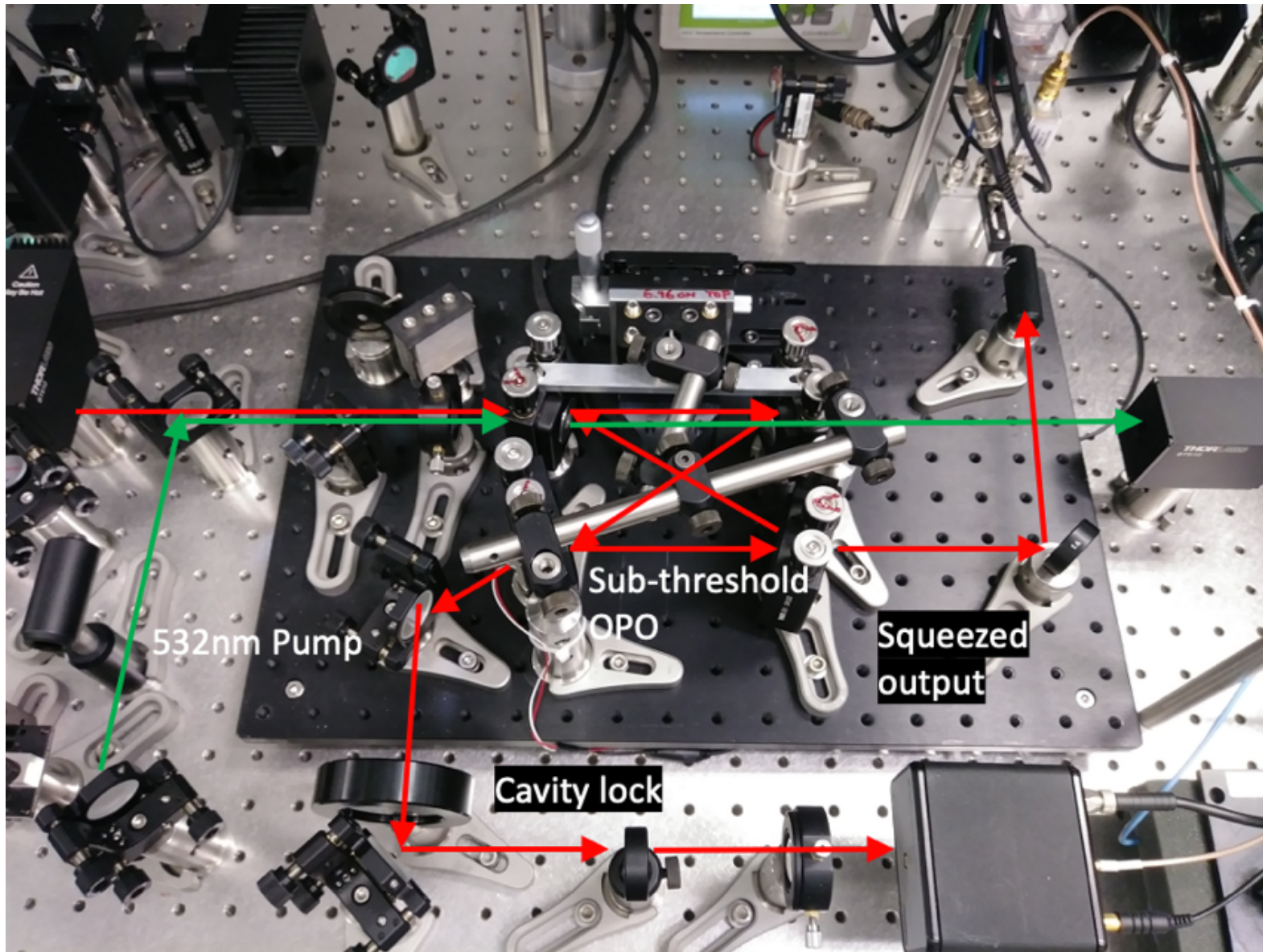


- Squeezing operator

$$S(\zeta) = \exp \left[\frac{1}{2} (\zeta^* a^2 - \zeta a^{\dagger 2}) \right]$$

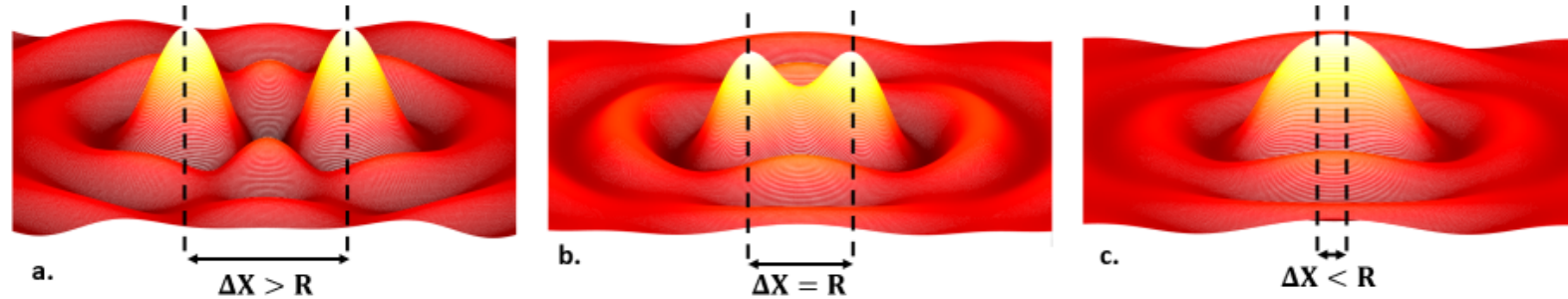


Experimental setup for squeezed light production



Limitations in classical imaging

- Rayleigh

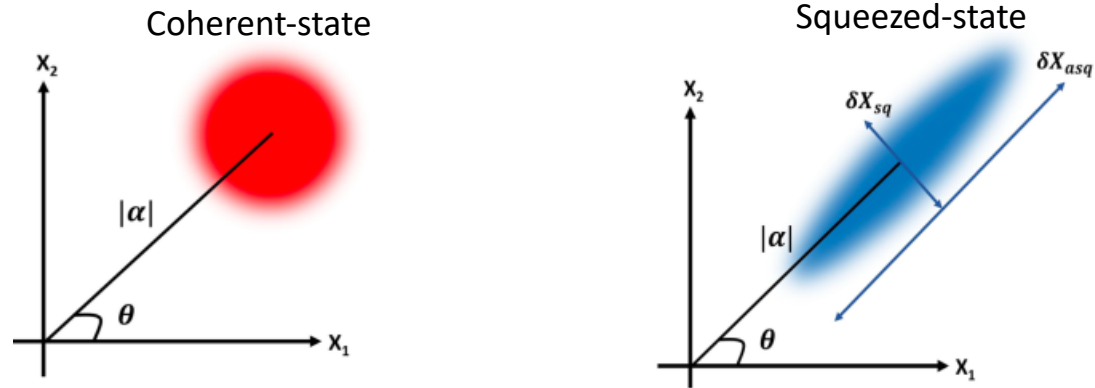


$$\text{Rayleigh diffraction limit } R \simeq \frac{\text{Light wavelength} \times \text{Lens focal length}}{\text{Lens diameter}}$$

- Various methods to improve the classical imaging resolution
 - Best-form lenses
 - Immersive optics
 - Current practical limit of imaging resolution $> 200 \text{ nm}$ if $1 \text{ }\mu\text{m}$ light wavelength is used.

Super-resolution imaging

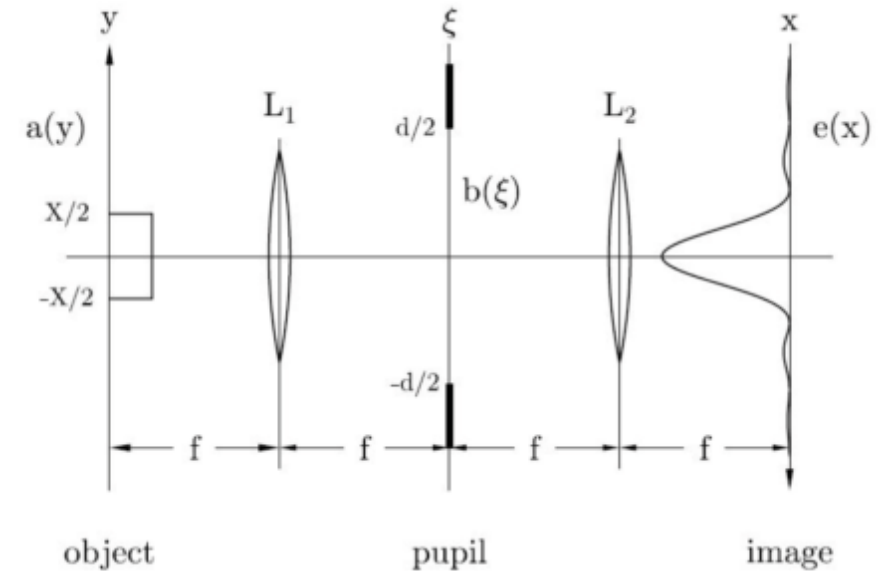
- Light is noisy



- Reconstructing imaging

- Due to limited lens aperture sizes, high-order Fourier components are lost (Rayleigh diffraction limit).
- It is in principle possible to retrieve the lost information using accurate information within pupil and extrapolate it (c.f. analytical).
- It takes long time (or large number of photons) to obtain sufficiently accurate information within pupil after averaging.
- Squeezed-state of light reduces the time/number-of-photons.

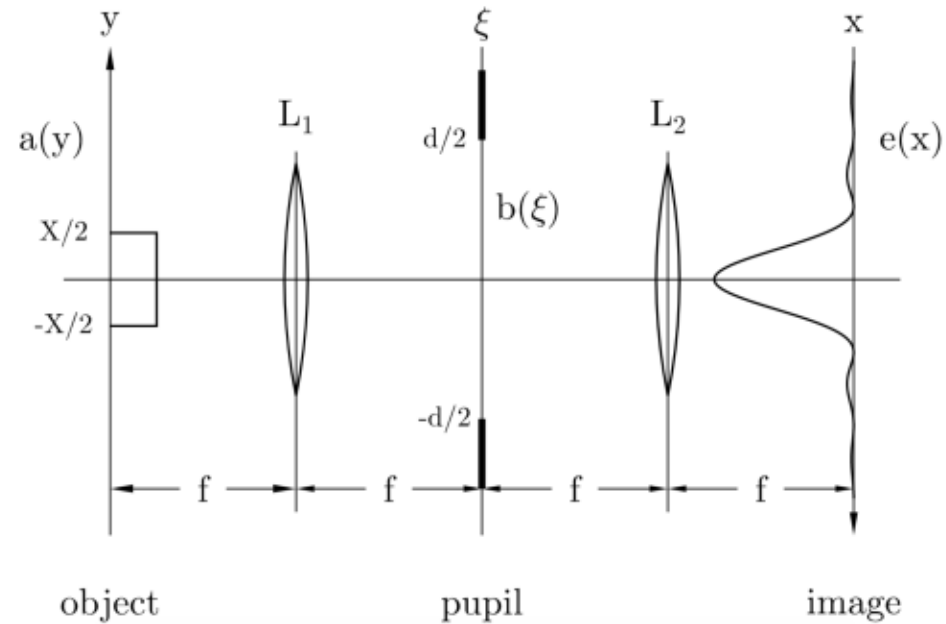
[Kolobov & Fabre, PRL 85, 3789 (2000)]



Formalism of super-resolution imaging



- Goal: reconstruct the original object after retrieving the *missing* information.



$$(c = \pi dX/2\lambda f)$$

Image

$$e(s) = (La)(s) = \int_{-1}^1 ds' \frac{\sin[c(s-s')]}{\pi(s-s')} a(s'), \quad -\infty < s < \infty.$$

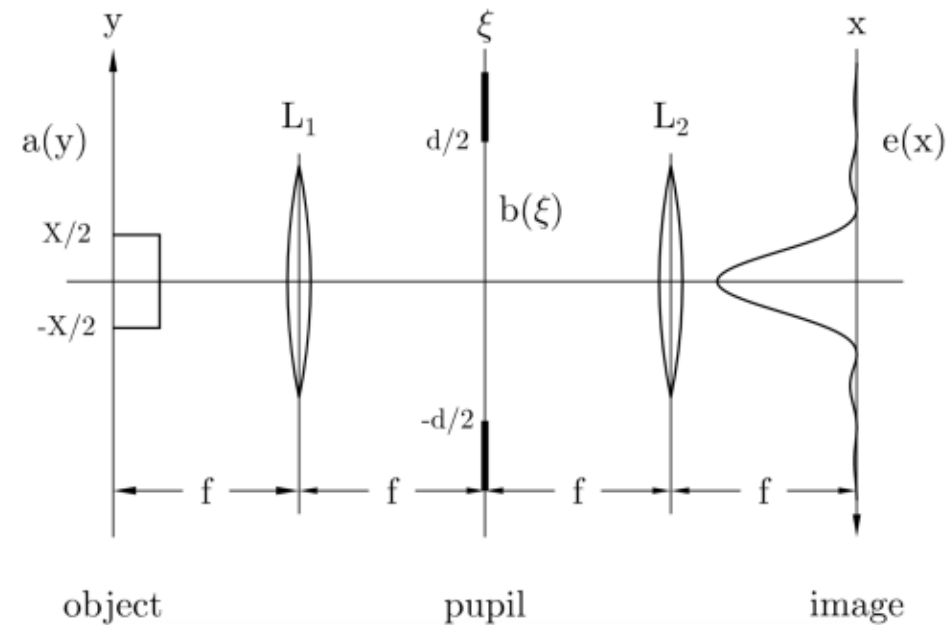
Reconstructed
object

$$\tilde{a}(s') = (L^*e)(s') = \int_{-\infty}^{\infty} ds \frac{\sin[c(s'-s)]}{\pi(s'-s)} e(s), \quad -1 \leq s' \leq 1.$$

Formalism of super-resolution imaging

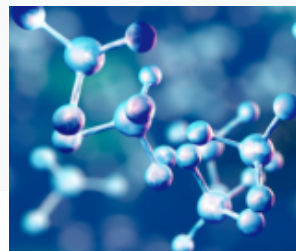


- Goal: reconstruct the original object after retrieving the *missing* information.



- Reconstruction of object from image measurements:

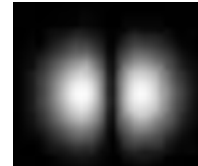
$$a(y) = \sum_{n=0}^Q a_n \phi_n(y)$$



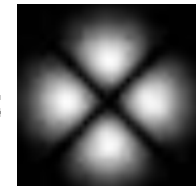
$= a_0$



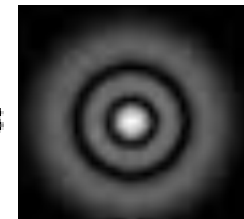
$+ a_1$



$+ a_2$



$+ a_3$

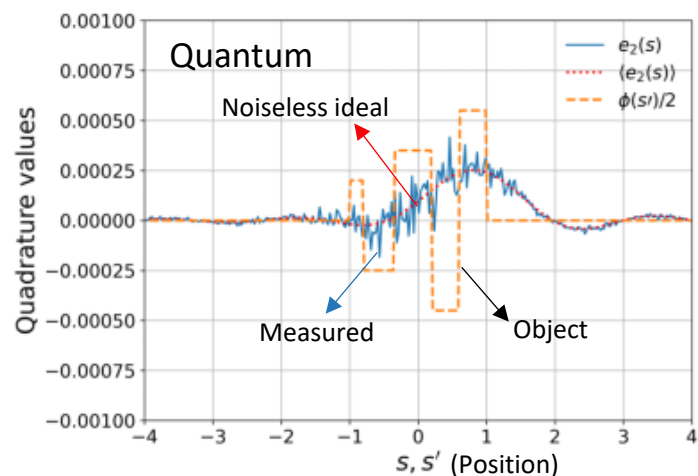


\dots

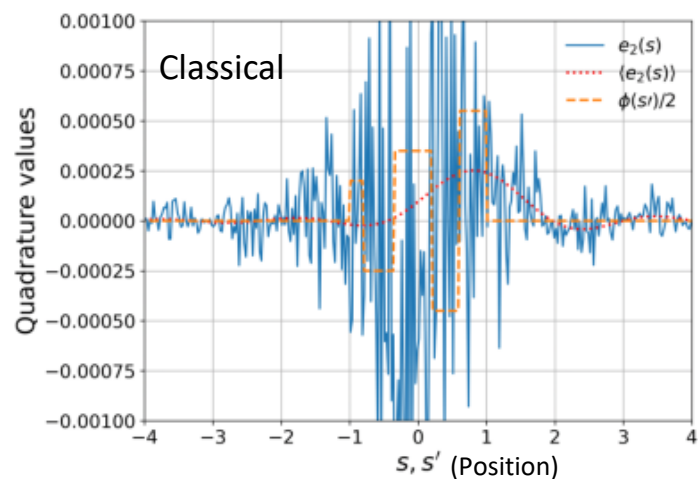
Result: Quantum vs. Classical super-resolution imaging

- Comparison of quantum and classical imaging on a fictitious 1D sample with varying optical phase (same number of photons)

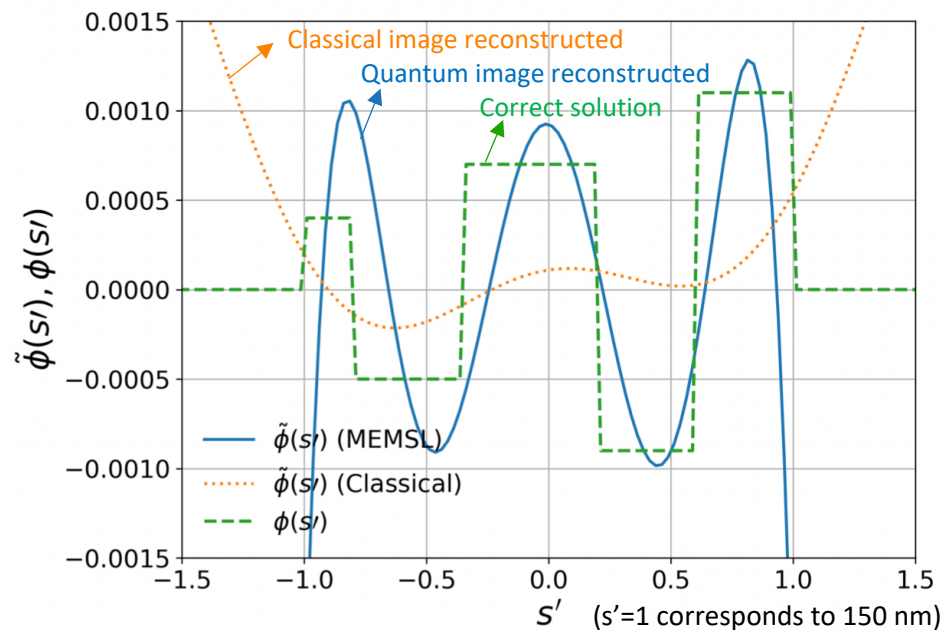
[Soh, "Label-free quantum super-resolution imaging...", arXiv 2207.10826 (2022)]



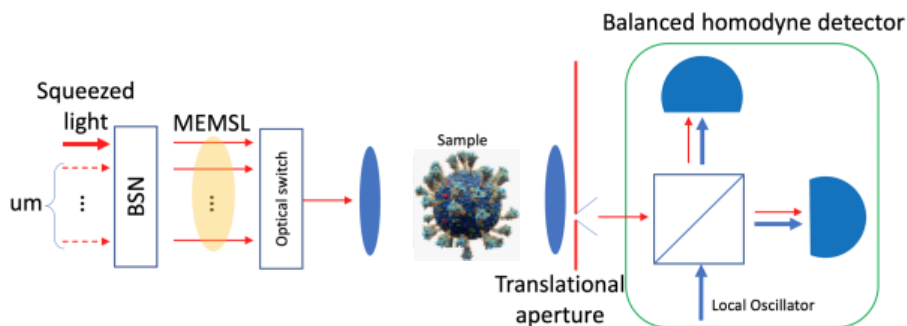
(a)



(b)



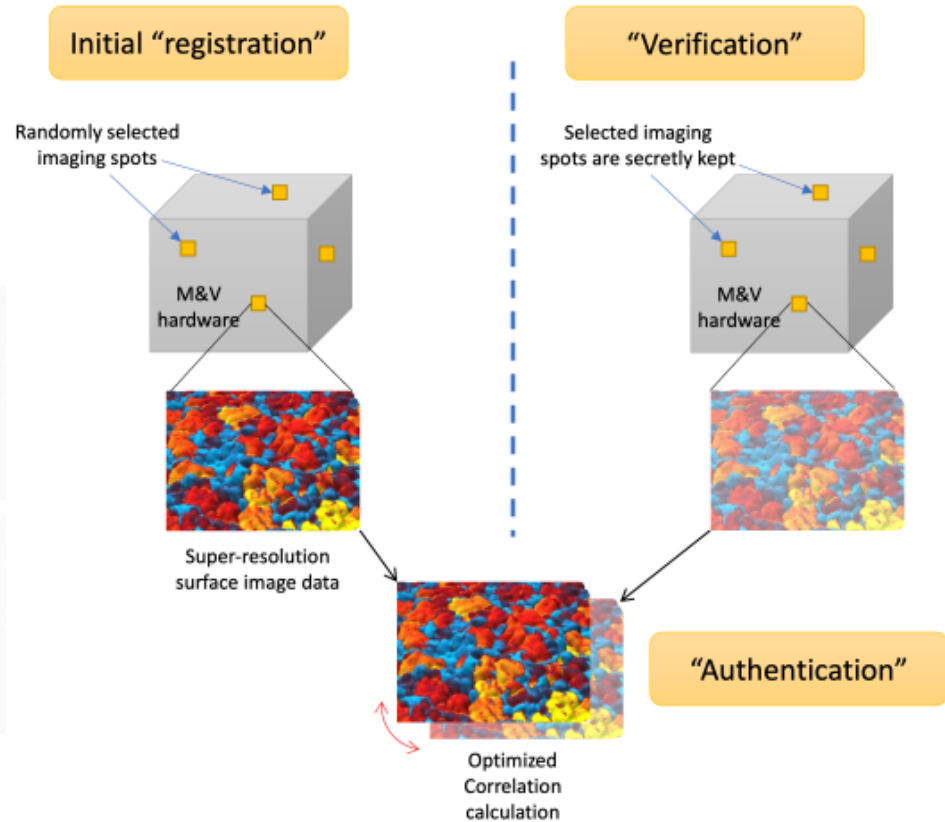
- # of photons used: 50x50000
- Wavelength: 780nm
- Quantum img resol: 40 nm
- Classical img resol: ~200 nm



Applications of super-resolution imaging

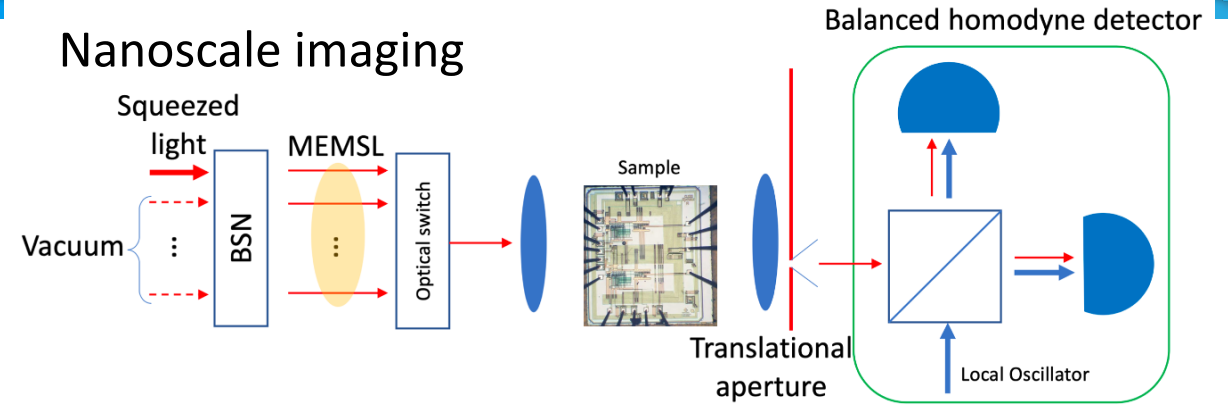


Authentication



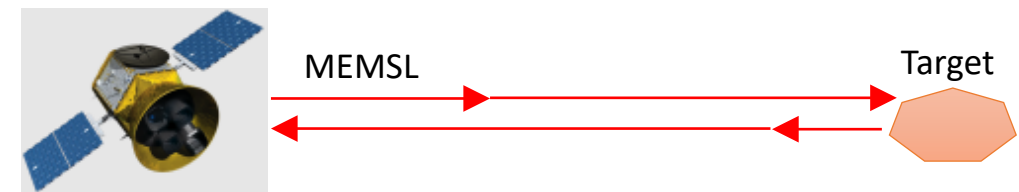
- Requirements: 780 nm, ~ 20 nm resolution, 5×10^9 photons (1 nJ), limited by operating time.
- Squeezing level: 10 dB, expected optical loss: 3 dB

Nanoscale imaging



- Requirements: 1064 nm, ~ 40 nm resolution, 5×10^6 photons (1 pJ), limited by protection need for chip function
- Squeezing level: 10 dB, expected optical loss: 1 dB

Remote sensing



- Requirements: 1064 nm, XX photons, limited by operating power
- Squeezing level: 10 dB, expected optical loss: ~ 10 dB