



# Design of Ion Trap Junctions For Quantum Computing at Kilo-Qubit Scale

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# Problem We Are Addressing

- ❑ Iowa State's current Quantum Computing program
  - ❑ One researcher was recently granted \$470,000 to work with quantum simulation
- ❑ We will create a novel design for a quantum computer
  - ❑ Make a novel improvement on quantum computers scalability, stability, and speed
  - ❑ Design will be used to create a quantum computer in the future
  - ❑ Contribute to Iowa State's prestige and programs



# Quantum Computing Background

- ❑ Foundation: Quantum Bits
  - ❑ Superposition of 0 & 1; measures out probabilistically
  - ❑ Implemented by physical units with quantum behavior (e.g. electrons in certain ions, superconductors, etc.)
  - ❑ Physical vs Logical
- ❑ Motivation: Quantum Algorithms
  - ❑ Integer-number factoring : exponentially faster
  - ❑ Unordered searching: quadratically faster
  - ❑ Super-dense encoding: 2 Cbits per Qubit

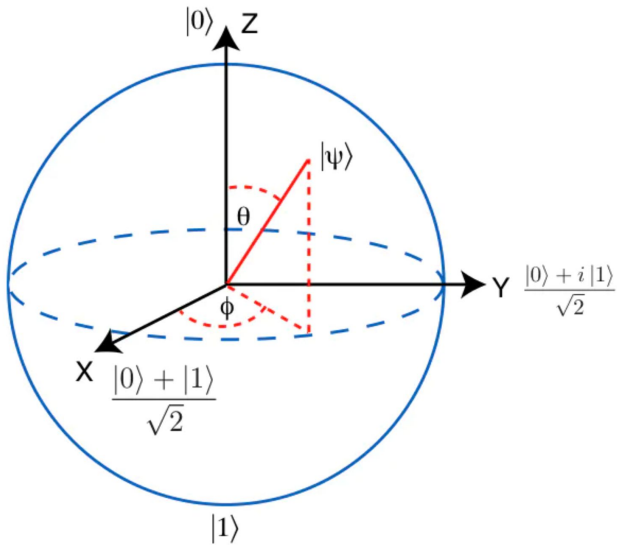
# Quantum Computing Background Cont.

## ❑ Coherence Time

- ❑ T1 is relaxation time (time it takes to go from  $|1\rangle$  to  $|0\rangle$ )
  - ❑ Otherwise known as longitudinal
- ❑ T2 is more of the traditional “coherence” time.
- ❑ It measures how long we can deduce any sort of probability (“phase information of the superposition state”) from the qubit
  - ❑ Otherwise known as transverse or “phase coherence time”

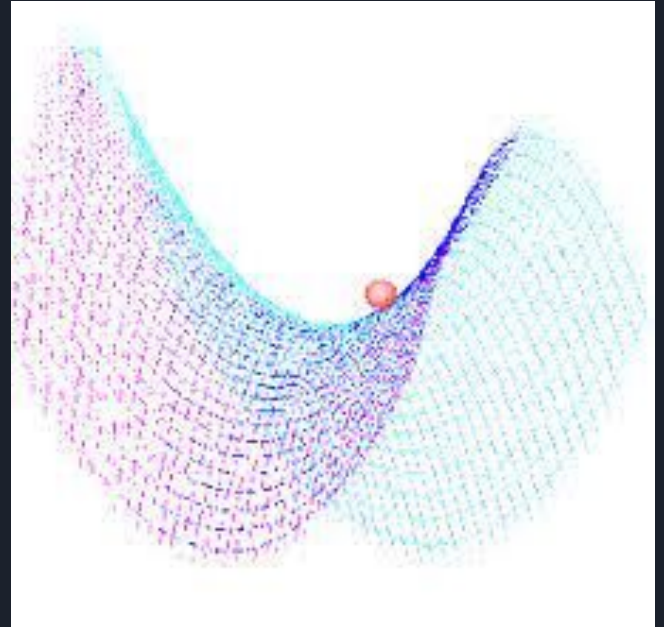
## ❑ Noise / Quantum Fidelity / Error Correction

- ❑ “Noise” is a big issue in quantum computing
- ❑ The technical way of measuring is Quantum Fidelity - measure of how closely you can expect a qubit to behave compared to its Quantum Coding counterpart
- ❑ Error Correction codes are the main way to combat noise



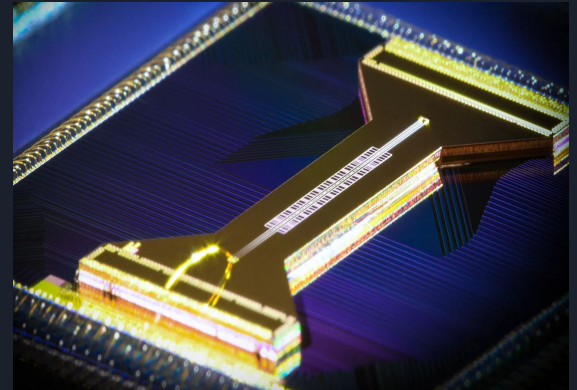
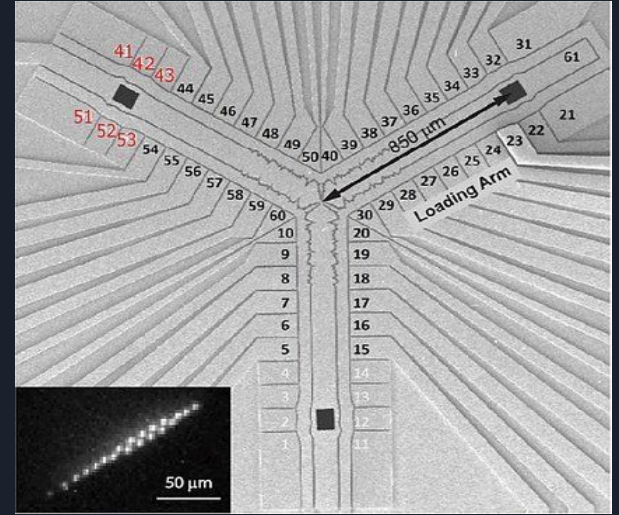
# Quantum Computing Background Cont. 2

- ❑ Superconducting Qubits
  - ❑ Fast gate speed
  - ❑ Limited scaling
  - ❑ Near absolute zero cooling
- ❑ Ion Trap
  - ❑ Most accurate logic
  - ❑ Relatively slower gate speeds
  - ❑ Modular scaling
  - ❑ Laser crowding
- ❑ Photonic Coupling
- ❑ Ion Trap specifications
  - ❑ Single vs. multiple connected clusters
  - ❑ Calcium vs. Ytterbium ions
  - ❑ Utilization of Doppler Cooling
    - ❑ Barium vs. Strontium ions
  - ❑ RF (Paul) Traps
    - ❑ Y-intersection, T-intersection, or parallel pathways

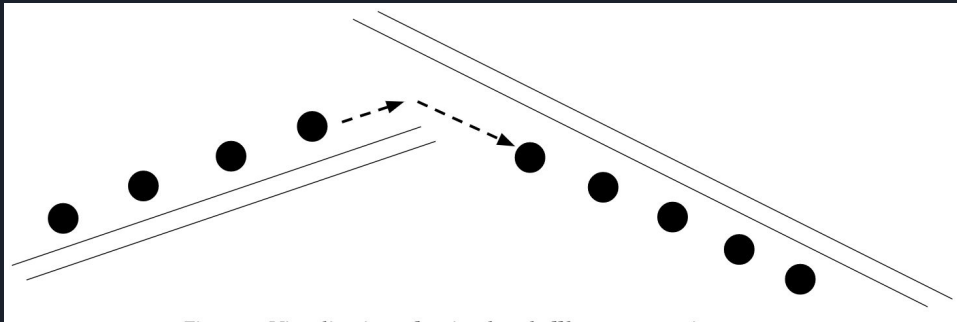
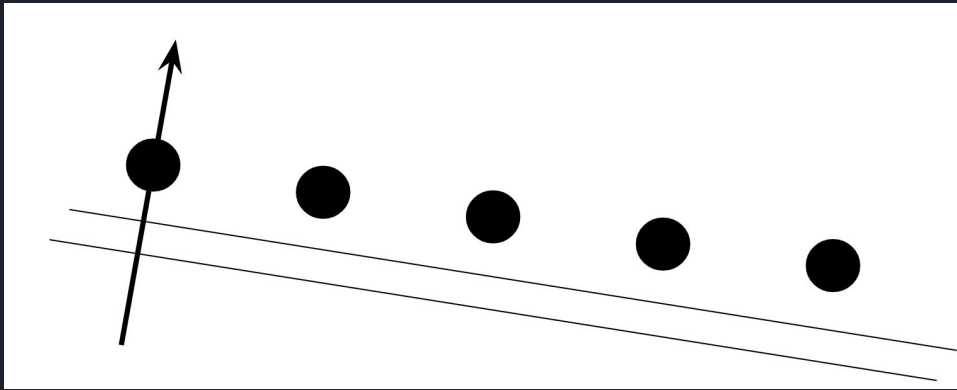


# Current Design 1

- ❑ Current leading model:
  - ❑ Y intersection
  - ❑ All electrodes facing “up”
  - ❑ At the intersection, surface area is minimized  
This could cause problems with conflicting qubits
- ❑ How can we improve the leading design?
  - ❑ Designated quantum memory hardware (Computation/Memory)
  - ❑ Increase stability of Qubits
  - ❑ Maximize efficiency of our RF electrode intersections
  - ❑ Modular -> Scalable



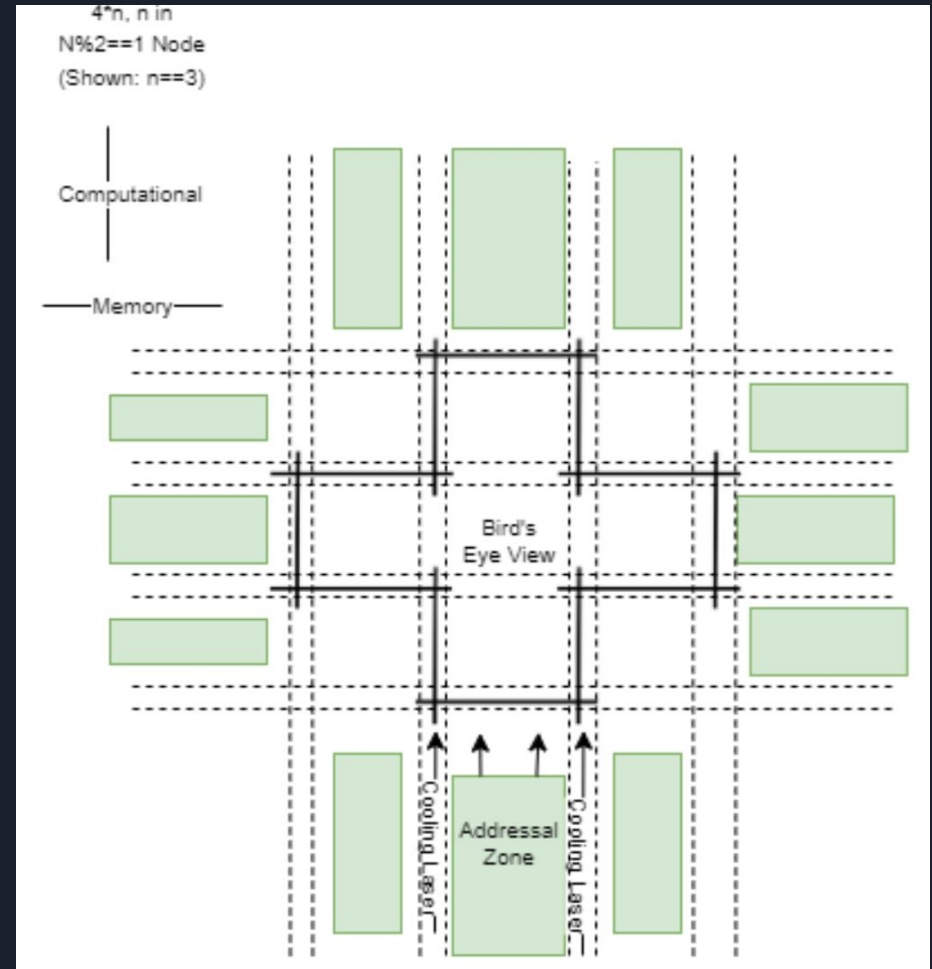
# Current Design 2



- ❑ We will use an ion trap **similar to the Honeywell H1**
- ❑ We will use multiple ion traps
  - ❑ Storage
  - ❑ Computing
  - ❑ ~10 ions per trap
- ❑ Ions will be handed off between traps
  - ❑ Hold the ion in place at the end
  - ❑ Turn RF trap #1 off while turning #2 on
- ❑ Design will be modular

# Current Design 3

- ❑ Modular design
  - ❑ 12 traps in one node,
    - ❑ Half computing
    - ❑ Half storage
  - ❑ Nine nodes in a cluster (3x3 square)
  - ❑ Addressal from side (shown), in line, or possible integrated with the ion trap
    - ❑ Honeywell H1's trap has this
- ❑ Communication between nodes
  - ❑ Quantum using repeaters
  - ❑ Classical





# Short Term Plan

- ❑ Continue testing
  - ❑ Ion Trap simulation code
- ❑ More complex testing
  - ❑ More robust modelling of single ion handoffs
  - ❑ Multiple ion handoffs
  - ❑ Viability of the storage of ions
- ❑ Confirm lasers for addressal and cooling fit in the design
  - ❑ Two separate lasers per ion trap
  - ❑ “If we can’t cool the ions, we’re dead in the water”

```
C:\ion_trap_sim.cpp 9+
155 //I'm generating this with mathematica code rn
156 //This should be first the mins, then the maxes in x y z order
157 //x is the axis for the ions, z is perpendicular to the trap surface
158 //so Controlm31 is in the -y direction
159 std::multimap<std::string, std::array<float, 6>> trapGeom[
160 {"RF1", {{-800.0f, 245.0f, -2.0f, 800.0f, 500.0f, 0.0f}}},
161 {"RF1", {{-800.0f, -500.0f, -2.0f, 800.0f, -245.0f, 0.0f}}},
162 {"RFouter1", {{-800.0f, 150.0f, -2.0f, 800.0f, 245.0f, 0.0f}}},
163 {"RFouter1", {{-800.0f, -245.0f, -2.0f, 800.0f, -150.0f, 0.0f}}},
164 {"Ground1", {{-800.0f, 55.0f, -2.0f, 800.0f, 150.0f, 0.0f}}},
165 {"Ground1", {{-800.0f, -150.0f, -2.0f, 800.0f, -55.0f, 0.0f}}},
166 {"Controlm11", {{-100.0f, 30.0f, -14.0f, 0.0f, 55.0f, -12.0f}}},
167 {"Controlm11", {{-100.0f, -55.0f, -14.0f, 0.0f, -30.0f, -12.0f}}},
168 {"Controlm21", {{-200.0f, 30.0f, -14.0f, -100.0f, 55.0f, -12.0f}}},
169 {"Controlm21", {{-200.0f, -55.0f, -14.0f, -100.0f, -30.0f, -12.0f}}},
170 {"Controlm31", {{-300.0f, 30.0f, -14.0f, -200.0f, 55.0f, -12.0f}}},
171 {"Controlm31", {{-300.0f, -55.0f, -14.0f, -200.0f, -30.0f, -12.0f}}},
172 {"Control11", {{0.0f, 30.0f, -14.0f, 100.0f, 55.0f, -12.0f}}},
173 {"Control11", {{0.0f, -55.0f, -14.0f, 100.0f, -30.0f, -12.0f}}},
174 {"Control21", {{100.0f, 30.0f, -14.0f, 200.0f, 55.0f, -12.0f}}},
175 {"Control21", {{100.0f, -55.0f, -14.0f, 200.0f, -30.0f, -12.0f}}},
176 {"Control31", {{200.0f, 30.0f, -14.0f, 300.0f, 55.0f, -12.0f}}},
177 {"Control31", {{200.0f, -55.0f, -14.0f, 300.0f, -30.0f, -12.0f}}},
178 {"RF2", {{245.0f, 800.0f, 122.0f, -500.0f, -800.0f, 120.0f}}},
179 {"RF2", {{245.0f, 800.0f, 122.0f, 500.0f, -800.0f, 120.0f}}},
180 {"RFouter2", {{-150.0f, 800.0f, 122.0f, -245.0f, -800.0f, 120.0f}}},
181 {"RFouter2", {{150.0f, 800.0f, 122.0f, 245.0f, -800.0f, 120.0f}}},
182 {"Ground2", {{-55.0f, 800.0f, 122.0f, -150.0f, -800.0f, 120.0f}}},
183 {"Ground2", {{55.0f, 800.0f, 122.0f, 150.0f, -800.0f, 120.0f}}},
184 {"Controlm12", {{-30.0f, 100.0f, 134.0f, -55.0f, 0.0f, 132.0f}}},
185 {"Controlm12", {{55.0f, 100.0f, 134.0f, 30.0f, 0.0f, 132.0f}}},
186 {"Controlm22", {{-30.0f, 200.0f, 134.0f, -55.0f, 100.0f, 132.0f}}},
187 {"Controlm22", {{55.0f, 200.0f, 134.0f, 30.0f, 100.0f, 132.0f}}},
188 {"Controlm32", {{-30.0f, 300.0f, 134.0f, -55.0f, 200.0f, 132.0f}}},
189 {"Controlm32", {{55.0f, 300.0f, 134.0f, 30.0f, 200.0f, 132.0f}}},
190 {"Control12", {{-30.0f, 0.0f, 134.0f, -55.0f, -100.0f, 132.0f}}},
191 {"Control12", {{55.0f, 0.0f, 134.0f, 30.0f, -100.0f, 132.0f}}},
192 {"Control22", {{-30.0f, -100.0f, 134.0f, -55.0f, -200.0f, 132.0f}}},
193 {"Control22", {{55.0f, -100.0f, 134.0f, 30.0f, -200.0f, 132.0f}}},
194 {"Control32", {{-30.0f, -200.0f, 134.0f, -55.0f, -300.0f, 132.0f}}},
195 {"Control32", {{55.0f, -200.0f, 134.0f, 30.0f, -300.0f, 132.0f}}};
196
```

Code for testing the ion traps



# Where We See This Project Ending Up

- ❑ By the end of 492
  - ❑ Paper detailing how our design works and improves over existing designs
  - ❑ Potential (provisional) patent of our design
- ❑ Beyond 492
  - ❑ The project will continue with existing and new faculty
  - ❑ The design will be finalized, patented, and manufactured
- ❑ How Iowa State will benefit
  - ❑ Grants
  - ❑ Professors who specialize in this field