## Working Group "Young DPG" Arbeitskreis junge DPG (AKjDPG)

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Be welcome to this year's program of the Working Group young DPG!

To those, who are new to the conference and are feeling lost in view of the various sessions, we want to offer the chance to build a solid foundation and to learn about the hot topics of the conference. You are cordially invited to visit the tutorials on Monday morning and learn about Ryberg physics and strong light-matter interaction with pulsed light!

With our PhD-Symposium we want to explore the fascinating physics of solid state quantum emitters coupled to optical microcavities. The symposium is especially designed to give an introduction into the topic and will feature well known experts on the field.

In joint work with the Working Group Information (AGI) we offer the Hacky Hours on Wednesday. This session gives you the opportunity to share the tools which ease your daily research and to learn about the favorite software used by your peers.

We are looking forward to seeing you at our events!

## Overview of Invited Talks and Sessions

(Lecture hall AKjDPG-H17 and AKjDPG-H18)

## Invited Talks

AKjDPG 1.1	Mon	11:00-12:00	AKjDPG-H17	From the Rydberg Formula to Rydberg arrays — •JAN MICHAEL ROST
AKjDPG 1.2	Mon	12:00-13:00	AKjDPG-H17	Quantum simulation and quantum computation with Ry-
		11 00 10 00		dberg atom arrays — • JOHANNES ZEIHER
AKjDPG 2.1	Mon	11:00-12:00	AKjDPG-H18	Atoms and molecules in strong fields and how to observe
				times and phases — • MANFRED LEIN
AKjDPG 2.2	Mon	12:00-13:00	AKjDPG-H18	Ultrafast light-matter interaction: Measuring and control-
				ling quantum dynamics with attosecond and femtosecond
				flashes of light — $\bullet$ CHRISTIAN OTT

## Sessions

AKjDPG $1.1–1.2$	Mon	11:00-13:00	AKjDPG-H17	Tutorial	Rydberg	Physics	(joint	session
AKjDPG 2.1–2.2	Mon	11:00-13:00	AKjDPG-H18	AKjDPG/SYRY/Q) Tutorial Strong Light-Matter Interaction with Ultra short Laser Pulses (joint session AKjDPG/A)				
AKjDPG 3.1–3.3 AKjDPG 4.1–4.2		$\substack{14:00-15:45\\16:00-17:15}$	AGI-H20 AGI-H20	Hacky Hou	ur I (joint ses ur II (joint se	sion $AGI/A$	KjDPG)	

## AKjDPG 1: Tutorial Rydberg Physics (joint session AKjDPG/SYRY/Q)

Time: Monday 11:00-13:00

#### Location: AKjDPG-H17

TutorialAKjDPG 1.1Mon 11:00AKjDPG-H17From the Rydberg Formula to Rydberg arrays- •JANMICHAEL ROST- Max Planck Institute for the Physics of ComplexSystems, Dresden, Germany

Covering milestones in the development of Rydberg physics, the tutorial will introduce the properties of Rydberg atoms and major elements for a theoretical description. Milestones include hydrogen in a magnetic field and doubly excited states of atoms with their connection to classical chaos and periodic orbits through the semiclassical nature of Rydberg electrons. With ultracold environments and traps ultra longrange Rydberg molecules as seeds for Rydberg chemistry have been realized as well as ultracold plasmas. Fundamental phenomena such as the interaction blockade and Rydberg dressing have been identified as major tools to establish and control correlation in Rydberg dynamics on the way to quantum computation with Rydberg arrays which will be the covered in the second tuturial.

Tutorial AKjDPG 1.2 Mon 12:00 AKjDPG-H17 Quantum simulation and quantum computation with Rydberg atom arrays — • JOHANNES ZEIHER — Max Planck Institute of Quantum Optics, 85748 Garching, Germany — Munich Center for Quantum Science and Technology (MCQST), 80799 Munich, Germany Understanding quantum mechanical systems of many particles at a microscopic level is one of the grand challenges of modern physics. In 1982, Feynman addressed this issue by formulating his vision that one can use well-controlled quantum systems to simulate and understand other quantum systems. Single atoms trapped in individual optical traps coupled to Rydberg states have recently emerged as a versatile experimental platform geared towards realizing Feynman's vision. In this tutorial, I will focus on the basics of this platform. First, I will describe how individual atoms are loaded, detected, and manipulated in optical tweezers. Afterwards, I will explain how strong, switchable interactions between highly excited atomic Rydberg states emerge, and how they can be induced and controlled by lasers. This will set the stage for highlighting the accessible many-body models for quantum simulation and the potential of the platform for quantum computation, followed by a brief discussion of recent experimental breakthroughs in the field.

# AKjDPG 2: Tutorial Strong Light-Matter Interaction with Ultrashort Laser Pulses (joint session AKjDPG/A)

Time: Monday 11:00-13:00

TutorialAKjDPG 2.1Mon 11:00AKjDPG-H18Atoms and molecules in strong fields and how to observetimes and phases — •MANFRED LEIN — Institute of TheoreticalPhysics, Leibniz University Hannover

The interaction of strong laser fields with atoms and molecules leads to a number of nonlinear, i.e., multiphoton processes such as abovethreshold ionization, high-harmonic generation, or frustrated tunnel ionization. This talk reviews the fundamental mechanisms and theoretical methods related to these processes. We will also review schemes for observing the spatiotemporal properties of strong-field dynamics, including for example ionization times, target structure, and the phases of electron wave packets.

TutorialAKjDPG 2.2Mon 12:00AKjDPG-H18Ultrafast light-matter interaction:Measuring and controllingquantum dynamics with attosecond and femtosecond flashesof light — •CHRISTIAN OTT — Max-Planck-Institut für Kernphysik,Saupfercheckweg 1, 69117 Heidelberg, Germany

Ultrafast light-matter interaction is an exciting aspect of modern quan-

#### Location: AKjDPG-H18

Location: AGI-H20

tum physics, directly resolving the fastest motion of electrons inside and in between atoms and molecules that constitute the matter that is surrounding us, where the coherence times can be as short as femtoseconds or even attoseconds. Strong laser fields are available as pulsed flashes of light, with durations of only a few optical oscillation periods in the single-digit femtosecond regime, and an electric field strength that becomes comparable to the electromagnetic binding forces within atoms and molecules. These pulses allow one to measure, understand and control the electron dynamics in natural quantum systems at a fundamental level. In combination with new attosecond light sources at extreme ultraviolet and x-ray wavelengths, derived from high-order harmonic generation or at (x-ray) free-electron laser facilities, this allows one to obtain dynamic fingerprints that are very specific for each atomic species (i.e., time-resolved ultrafast x-ray spectroscopy).

In this lecture I will give a basic introduction into this research topic with focus on absorption spectroscopy of atoms and molecules, and how the resonant transmission of ultrashort and intense light pulses through an absorbing target can be modified and controlled with strong fields and how the control of the dipole response of light-matter interaction develops on the ultrafast timescale.

## AKjDPG 3: Hacky Hour I (joint session AGI/AKjDPG)

Time: Wednesday 14:00-15:45

In practice, scientific data management comprises many different tasks and workflows that are typically accompanied by software in varying degrees. It is a common issue to find the right balance between standardization and flexibility, automation and interactivity, complexity and comprehensibility.

CaosDB is an Open Source (AGPLv3) research data management system (RDMS) that combines multiple data management concepts and practical tools for efficiently integrating daily research data management into scientific workflows. Especially noteworthy are the flexible semantic data model, the intuitive semantic query language CQL and the file crawler framework for automatic data integration.

In this talk the software and the central concepts will be discussed presenting use cases from daily scientific research. A practical introduction to the graphical user interface, the query language, the API and the crawler framework will be given to demonstrate how these concepts can facilitate data management and provide a deeper insight into complex and heterogeneous research data.

AKjDPG 3.2 Wed 14:45 AGI-H20 Snakemake: Making data workflows easier and more reproducible — •JOHANNES HAMPP — Center for international Development and Environmental Research, Justus Liebig University Giessen Daily scientific work often involves handling research data from experiments or simulations. Necessary data wrangling and analysis steps are usually repeated following predefined steps. Snakemake aims to make this process easier, faster, less error-prone, improving transparency and reproducibility. Individual steps are split into standalone rules, which are flexibly combined into workflows. Workflows are defined in a simple and human-readable format. They are automatically executed to keep any data dependencies up-to-date. Snakemake thus ensures ordered, transparent and documented data workflows, significantly reducing human errors from manual workflow execution or from improvised, selfwritten workflow solutions. Snakemake is open source software and supports popular programming languages like R, Python and Julia. Furthermore, integration with other programming languages or programmes is possible as long as they offer a command line interface. Many more features are available.

For yourself, Snakemake makes your life easier, more productive and more fun. For other researchers, well-documented and automatic workflows increase the accessibility and reproducibility of your research and research data.

AKjDPG 3.3 Wed 15:15 AGI-H20 Controling laboratory equipment using Python and pylablib — •ALEXEY SHKARIN — Max Planck Institute for the Science of Light, 91058 Erlangen, Germany

As experiments become progressively more complicated and generate more data, there is a need for automation of the equipment control and data acquisition. This often requires orchestrated control of multiple devices, which demands custom experiment-specific software. For a long time LabView has been a de-facto standard in this domain, but over the last decade Python has been gaining more traction due to its universaility, simplicity, and its already wide support on the data processing side.

In this talk I will introduce basics of device control, specifically focusing on the Python libraries which are most useful in these tasks. Then I will present pylablib, a software package dedicated to control of specific devices. Finally, I will show how pylablib can be used in a couple of simple examples where several devices need to be controlled at the same time.

## AKjDPG 4: Hacky Hour II (joint session AGI/AKjDPG)

Time: Wednesday 16:00-17:15

# Invited TalkAKjDPG 4.1Wed 16:00AGI-H20Physicist in IT: Physics in Advent — • ANDRÉ WOBST — wobstaGmbH, Augsburg

For more than 17 years I am working as a service provider in planning, realization and administration of physics-related IT projects. Here I present one of the projects, namely a physics Advent calendar. The technology stack is rather common and efficient: Python, Flask, Post-greSQL to name just the most important building blocks. The load of such a project (more than 66,000 users in 2021, all within a few weeks and with high daily return rate) is operated on moderate infrastructure by taking into account efficiency right from the start. I overview challenges that arise during implementation and operation and show some web analytics, monitoring data and report on attacks. I will also discuss a few pitfalls like avoiding backpressure (a term adopted from fluid dynamics to IT).

Location: AGI-H20

AKjDPG 4.2 Wed 16:45 AGI-H20 Scientific 3D-renderings with blender — •Dominik Ratten-Bacher — Max Planck Institute for the Science of Light, 91058 Erlangen, Germany

Surely, you have all seen fancy 3D-renderings in one or the other talk or some journal publications. These are not only an eye catcher, but can play a key role in visualizing a model or experiment for the audience.

In this talk, I will give an introduction to the open-source 3Drendering software blender (blender.org), which is a powerful tool to create such images or even animations. I will start by giving an overview of its history and then dive into ray-tracing, which is the general process behind it. In the second half we will go step-by-step through a little example that shows you how to create an animation of a tunable laser beam being reflected by a mirror.