

PyProp - A Python Framework for Propagating the Time Dependent Schrödinger Equation

Tore Birkeland

Department of Mathematics, University of Bergen

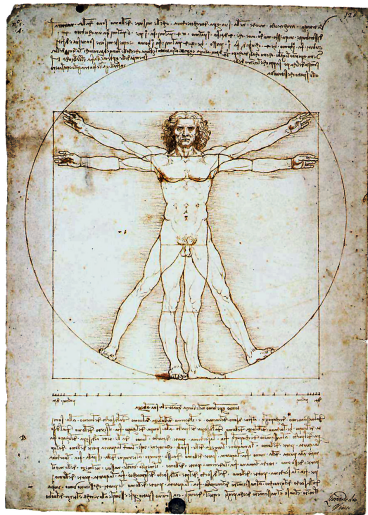
December 18, 2009



UNIVERSITY OF BERGEN

Study the behaviour of atoms and molecules

Length Scale



10^0m

Humans

10^{-2}m

Golf balls

10^{-4}m

Width of human hair

10^{-6}m

Cells

10^{-8}m

Vira

10^{-10}m

Atoms



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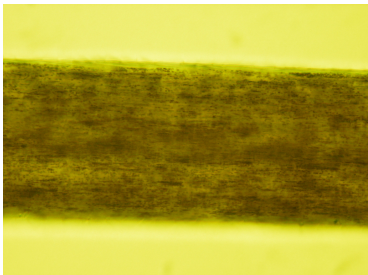
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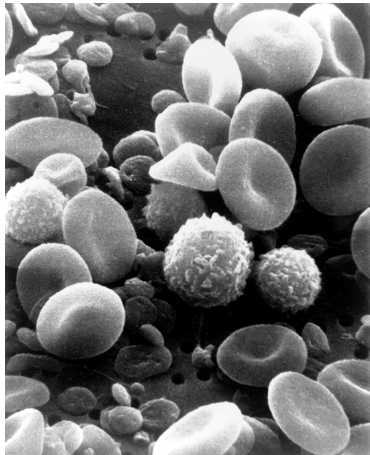
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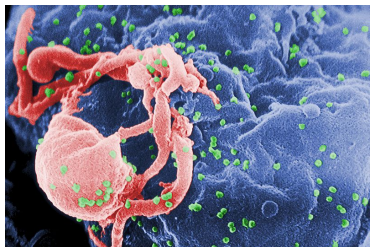
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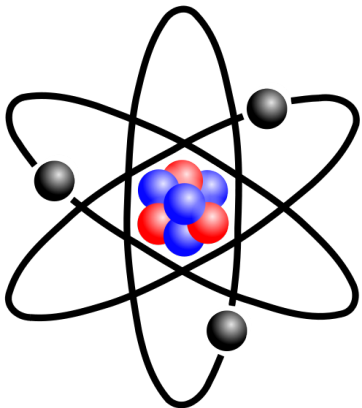
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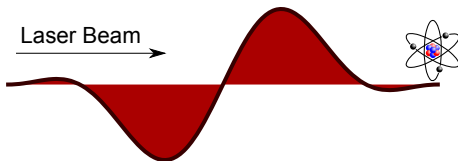
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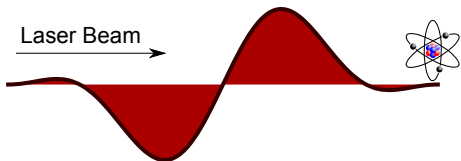
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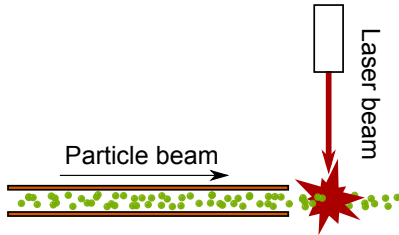
Atoms



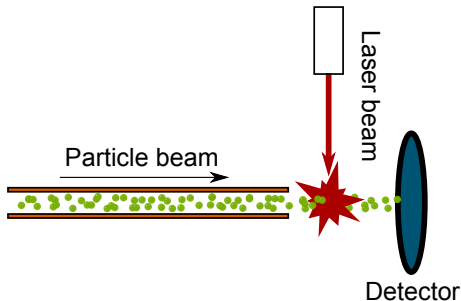
- Atoms are smaller than the wavelength of light
- Any observation leads to a modification of the system
- It is not possible to directly observe what is going on
- Need theoretical models and calculations to match experiments



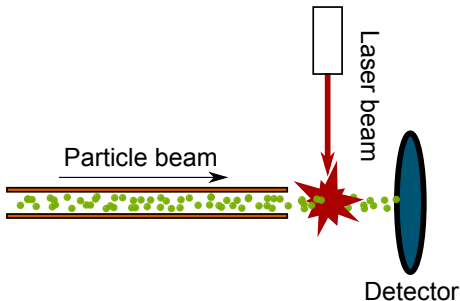
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Simulation of an experimental setup on a computer

1. An atomic/molecular system is in an initial state
2. The system interacts with an external force
 - Interaction with radiation (laser)
 - Collision with another atom/ion/molecule
3. The final state of the system is analyzed to compare with experiments

The goal of this thesis is to perform steps 1 and 2 and simplify step 3 for a wide range of problems

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- Overview of the thesis
- Introduction to Quantum Mechanics
- Solving the Time Dependent Schrödinger Equation on a computer
- How PyProp is a flexible solver
- Applying PyProp to laser ionization of Helium



Development and application of PyProp

- Computer Science - Software design and implementation
- Mathematics - Numerical methods
- Physics - Applications

What is PyProp?



Framework for solving the Time Dependent Schrödinger Equation

- Goals
 - Flexibility
 - Performance
- Research tool, not QM@Home
 - Common tasks automated
 - Difficult tasks possible
- Free Software (GPL) <http://pyprop.googlecode.com>

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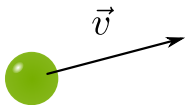
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4. L. Sælen, I. Sundvor, T. Birkeland, S. Selstø, and M. Førre, *Classical and quantum-mechanical investigation of the role of nondipole effects on the binding of a stripped HD^{2+} molecule* Physical Review A, **76**, 013415 (2007)
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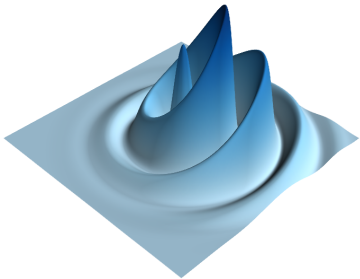
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A classical particle has a well defined position and velocity.

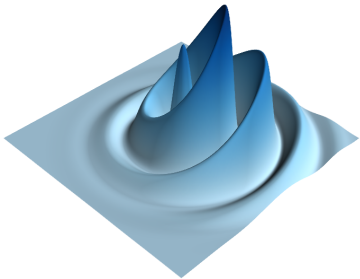
The change of velocity is described by Newton's Law

$$\mathbf{F} = m\mathbf{a}$$



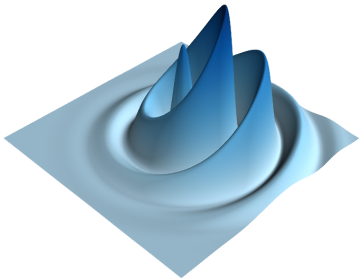
Heisenberg uncertainty principle: a particle can not have well defined position and velocity

- There is a probability for finding a particle in a given position
- Must therefore consider all possible positions at the same time



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Position and velocity is replaced by a *wavefunction*

$$\psi(\mathbf{x}, t)$$

$|\psi(\mathbf{x}, t)|^2$ is the probability density of finding the particle in \mathbf{x}

Time evolution of $\psi(\mathbf{x}, t)$ is described by the Time Dependent Schrödinger Equation (TDSE).

$$i\frac{\partial}{\partial t}\psi(\mathbf{x}, t) = \hat{H}\psi(\mathbf{x}, t)$$

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The Hamiltonian describes the energies in the system

$$\hat{H} = -\frac{1}{2m}\nabla^2 + V(\mathbf{x}, t)$$

- The differentiation operator represents kinetic energy
- $V(\mathbf{x})$ is the potential energy.
- Systems are characterized by different potentials

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- Adding a particle is equivalent to adding degrees of freedom

$$i\frac{\partial}{\partial t}\psi(\mathbf{x}_1, \mathbf{x}_2, t) = (H_1(\mathbf{x}_1) + H_2(\mathbf{x}_2) + H_{1,2}(\mathbf{x}_1, \mathbf{x}_2))\psi(\mathbf{x}_1, \mathbf{x}_2, t)$$

- The time for solving a system increases exponentially with the number of particles
 - 1 particle: 1 sec
 - 2 particles: 17 min
 - 3 particles: 277 hours
 - 7 particles: age of the universe
- The “exponential wall” of quantum mechanics

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Returning to the TDSE

$$i \frac{\partial}{\partial t} \psi(\mathbf{x}, t) = \hat{H} \psi(\mathbf{x}, t)$$

Problem: if we know the $\psi(\mathbf{x}, t)$, find $\psi(\mathbf{x}, t + h)$.

- Can only be solved by hand for the simplest systems
- Computers does not work on continuous problems, the TDSE must therefore be *discretized* in space and time.



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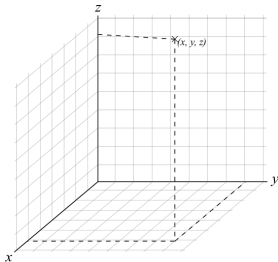
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Choice of coordinate system



Must choose a coordinate system in which to represent the multi-dimensional wavefunction.

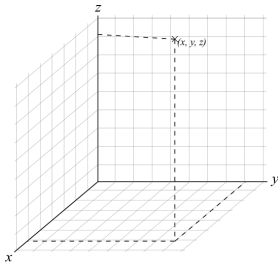


- Cartesian coordinates, $\mathbf{x} = (x, y, z)$
- Spherical coordinates, $\mathbf{x} = (r, \theta, \phi)$
- Cylindrical coordinates, $\mathbf{x} = (r, \rho, \phi)$
- Each rank may be discretized independently
- Optimal choice is system dependent

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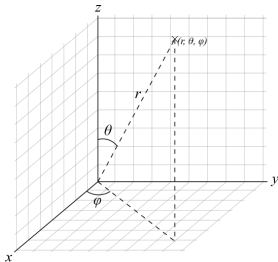


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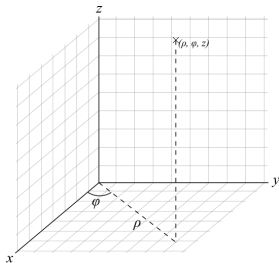


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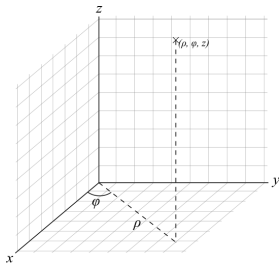


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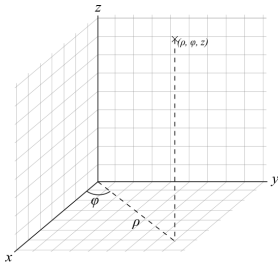


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 - coordinate system
 - discretization scheme
 - propagator
- Making the right choice is difficult
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- Independent Modules
- User Code



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Core	Wavefunction	Distribution
	Representation	Python Interface

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Discretization

Equidistant Grid
B-Splines
Spherical Harmonics
Orthogonal Poly.

Propagation

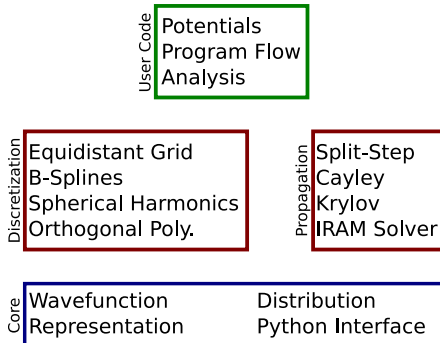
Split-Step
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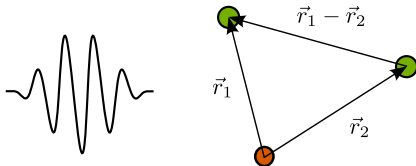
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Example: Laser Ionization of Helium



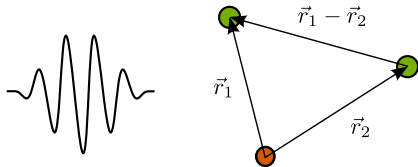
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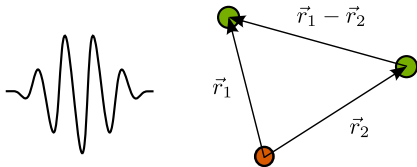
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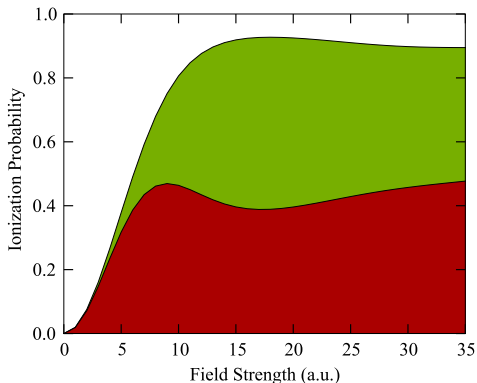
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Animation of an ionization event

Helium - Ionization Probability



Ionization probability as a function of field strength



- Ionization probability does not go to one (stabilization)
- Each point on the graph is from one ionization event
 - Total of 30000 CPU hours

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- Hair - File:Human_Hair_40x.JPG
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- HIV - File:HIV-budding-Color.jpg
- Atom - File:Stylised_Lithium_Atom.svg

Raymond Nepstad

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- Helium animation