9 — PHY 494: Classroom Activity (23 points total)

Due Tuesday, Feb 23, 2021, 11:59pm.
For a refresher on using **NumPy** work through the NumPy tutorial.[1] Do the examples while you read it.
"BONUS: " problems are tested/autograded but you do not need to solve the problem to get the maximum number of points.

9.1 NumPy arrays (7 points)

For the following, add your code to the file `problem1.py`. Given the three arrays

```
import numpy as np

sx = np.array([[0, 1], [1, 0]])
sy = np.array([[0, -1j],[1j, 0]])
sz = np.array([[1, 0], [0, -1]])
```

(a) What is the result of `result1a = sx * sy * sz`? Explain what NumPy array multiplication does to the arrays. (Note: your code should assign the result to the variable `result1a` in `problem1.py`.) **[2 points]**

(b) Use `np.dot()` to multiply the three arrays (like $\sigma_x \cdot \sigma_y \cdot \sigma_z$). Add your code to `problem1.py` and assign your result to variable `result1b`. What happened? **[2 points]**

(c) Compute the "commutator" $[\sigma_x, \sigma_y] := \sigma_x \cdot \sigma_y - \sigma_y \sigma_x$ and show that it equals $2i\sigma_z$.[2] Add your code to `problem1.py`, assign the result to variable `result1c`. **[3 points]**

[1] Some stuff such as the `ix_()` function is fairly esoteric for beginners but almost everything else is what you should be familiar with for your daily work with arrays.

[2] These are the Pauli matrices that describe the three components of the spin operator for a spin 1/2 particle, $\hat{\mathbf{S}} = \frac{\hbar}{2}\boldsymbol{\sigma}$. The fact that any two components of the spin operator do *not* commute is a fundamental aspect of quantum mechanics.

(d) BONUS: Given a "state vector"

$$\mathbf{v} = \frac{1}{\sqrt{2}} \begin{pmatrix} 1 \\ -i \end{pmatrix}$$

calculate the "expectation value" $\mathbf{v}^\dagger \cdot \sigma_y \cdot \mathbf{v}$ (i.e., the multiplication of the hermitian conjugate of the vector, $\mathbf{v}^\dagger$ with the matrix σ_y and the vector $\mathbf{v}$ itself) using NumPy. [3] Add your code to `problem1.py` and assign your result to variable `result1d`.[4]) **[bonus +2*]**

9.2 Coordinate manipulation with NumPy (8 points)

We can represent the cartesian coordinates $\mathbf{r}_i = (x_i, y_i, z_i)$ for four particles as a numpy array `positions`:

```
import numpy as np
positions = np.array(\
    [[0.0, 0.0, 0.0], [1.34234, 1.34234, 0.0], \
     [1.34234, 0.0,  1.34234], [0.0, 1.34234, 1.34234]])
t = np.array([1.34234, -1.34234, -1.34234])
```

and `t` will be a translation vector. *For the following use NumPy.* Add your code to file `problem2.py` and assign results to variables as indicated in the problems.

(a) What is the *shape* of the array `positions` and what is its *dimension*?

(b) What is the *shape* of the array `t` and what is its *dimension*?

[3] The *hermitian conjugate* $\mathbf{v}^\dagger = (v_1^*, v_2^*)$ is `v.conjugate().T` where `v.T` is shorthand for `v.transpose()`. It turns out that you don't need the transposition when you use `np.dot()` but I include it here for conceptual clarity. (Including `transpose()` comes at a minor performance penalty — check with `%timeit` if you are curious.)

[4] Note for anyone having done PHY 315 (Quantum Mechanics II) that here you are calculating the quantum mechanical expectation value of the y-component of a spin $\frac{1}{2}$ particle in an eigenstate of the operator of the y-component of the spin ($\sigma_y \mathbf{v} = -\mathbf{v}$) and because $\mathbf{v}$ is normalized, you should get the eigenvalue as the expectation value.

(c) How do you access the coordinates of the second particle in `positions`? Assign the result to variable `result2c`. **[1 points]**

(d) For the second particle:

(i) How do you access its y-coordinate? Assign the result to variable `result2d`. **[1 points]**

(ii) What type of object is this output, what is its *shape* and its *dimension*?

(e) Write Python code to translate all particles by a vector $\mathbf{t} = (1.34234, -1.34234, -1.34234)$,

```
t = np.array([1.34234, -1.34234, -1.34234])
```

Add your code to `problem2.py` and assign the translated coordinates to variable `result2e`. **[3 points]**

(f) Make your solution of (e) a function `translate(coordinates, t)`, which translates all coordinates in the argument `coordinates` (an `np.array` of shape `(N, 3)`) by the translation vector in `t`. The function should return the translated coordinates as a numpy array.

Add the function to `problem2.py`. **[3 points]**

Try out your function when applied to (1) the input `positions` and `t` from above and (2) for `positions2 = np.array([[1.5, -1.5, 3], [-1.5, -1.5, -3]])` and `t = np.array([-1.5, 1.5, 3])`.

9.3 NumPy function plotting (8 points)

We want to plot the function [5]

$$\mathrm{sinc}(x) := \frac{\sin(\pi x)}{\pi x} \tag{1}$$

over the range $-6 \leqslant x < 6$.

[5] This is the definition used in numpy.sinc function.

(a) Use the NumPy `numpy.linspace()` function to generate an array `X` with 601 values from -6 to 6, including the upper boundary. **[1 points]**

(b) Evaluate sinc(x) (use the NumPy `sinc()` function) for all x values in `X` [6] and assign it to a variable `Y`. **[4 points]**

(c) Plot your function with matplotlib:

- plot `X` vs `Y`
- label the x-axis with "x" and the y-axis with "y = sinc(x)"
- write the plot to a PNG file `sinc.png`.

[3 points]

Submit your code as file `problem3.py` together with the plot in file `sinc.png`.

[6] You do *not* need any loops!