

TDSE-Scattering-Python-v1

April 1, 2025

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[2]: import numpy as np
import matplotlib.pyplot as plt
from matplotlib.animation import FuncAnimation

#####
# 1. Physical / Numerical Parameters
#####
h      = 1.0      # Reduced Planck's constant (units)
m      = 1.0      # Particle mass (units)
Nx      = 512      # Number of spatial grid points
x_min  = -40.0
x_max  = 40.0
L      = x_max - x_min
dx      = L / Nx

dt      = 0.025    # Time step
n_steps = 500      # Number of time steps
plot_every = 1     # Store/plot wavefunction every 'plot_every' steps

#####
# 2. Construct spatial and momentum grids
#####
x = np.linspace(x_min, x_max, Nx, endpoint=False)
dk = 2.0 * np.pi / L

# Create wave-number array:
#   indices 0..(Nx/2) increasing positive wavenumbers,
#   indices (Nx/2+1).. Nx-1 negative wavenumbers, etc.
k_vals = np.fft.fftfreq(Nx, d=dx) * 2.0 * np.pi

#####
# 3. Define the Finite Square Well
#####
def finite_square_well(x, left_edge, right_edge, V0):
    """
    Returns a 1D potential array with a 'square well' from [left_edge,
    ↪right_edge]
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of depth -V0 (i.e. negative potential).
"""
V = np.zeros_like(x)
mask = (x >= left_edge) & (x <= right_edge)
V[mask] = -V0
return V

V0          = 50.0      # well depth
well_left   = -2.0
well_right  =  2.0
V = finite_square_well(x, well_left, well_right, V0)

#####
# 4. Initial Gaussian Wave Packet
#####
x0          = -15.0     # initial center
sigma       = 1.0
k0          = 3.0       # wave number -> momentum p = ħ*k0

def initial_gaussian_packet(x, x0, sigma, k0):
    """
    Returns a Gaussian wave packet centered at x0,
    with standard dev sigma, plane-wave factor e^{i k0 x}.
    """
    # Normalization factor is flexible; for large domains, we can skip it
    # or just do approximate normalization.
    norm_factor = 1.0 / (np.sqrt(sigma * np.sqrt(np.pi)))
    return norm_factor * np.exp(-0.5 * ((x - x0)/sigma)**2) * np.exp(1j * k0 * x)

psi = initial_gaussian_packet(x, x0, sigma, k0)

#####
# 5. Split-Operator Step
#####
def split_operator_step(psi, V, dt, k_vals):
    """
    Performs one Strang-split time step:
    1) half-step kinetic
    2) full-step potential
    3) half-step kinetic
    psi      : current wavefunction in real space
    V        : potential array
    dt       : time step
    k_vals   : array of wave numbers
    """
    # 1) Half-step in kinetic (momentum) space

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psi_k = np.fft.fft(psi)
#  $E_{kin}(k) = \hbar^2 * k^2 / (2m)$ 
E_kin = (h**2 * k_vals**2) / (2.0 * m)
# multiply by  $\exp(-i E_{kin} dt / (2\hbar))$ 
psi_k *= np.exp(-0.5j * E_kin * dt / h)
psi = np.fft.ifft(psi_k)

# 2) Full-step in potential (real) space
# multiply by  $\exp(-i V dt / \hbar)$ 
psi *= np.exp(-1j * V * dt / h)

# 3) Another half-step in kinetic
psi_k = np.fft.fft(psi)
psi_k *= np.exp(-0.5j * E_kin * dt / h)
psi = np.fft.ifft(psi_k)

return psi

#####
# 6. Main Time Loop
#####
snapshots = []
snapshots.append(psi.copy()) # store initial wavefunction

for step in range(1, n_steps + 1):
    psi = split_operator_step(psi, V, dt, k_vals)

    # Optionally check or normalize wavefunction:
    # norm_psi = np.sum(np.abs(psi)**2)*dx
    # psi /= np.sqrt(norm_psi)

    if step % plot_every == 0:
        snapshots.append(psi.copy())

#####
# 7. Animate / Save GIF
#####
# We'll use matplotlib.animation.FuncAnimation

fig, ax = plt.subplots()
line, = ax.plot(x, np.abs(snapshots[0])**2, lw=2)
ax.set_xlim(x_min, x_max)
ax.set_ylim(0, 1.1 * np.max(np.abs(snapshots[0])**2))
ax.set_xlabel("x")
ax.set_ylabel("| |^2")

def update(frame):

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# frame is an index into snapshots
psi_current = snapshots[frame]
prob_density = np.abs(psi_current)**2
line.set_ydata(prob_density)

ax.set_ylim(0, 1.1 * np.max(prob_density))
ax.set_title(f"Scattering Step: {frame*plot_every}")
return line,

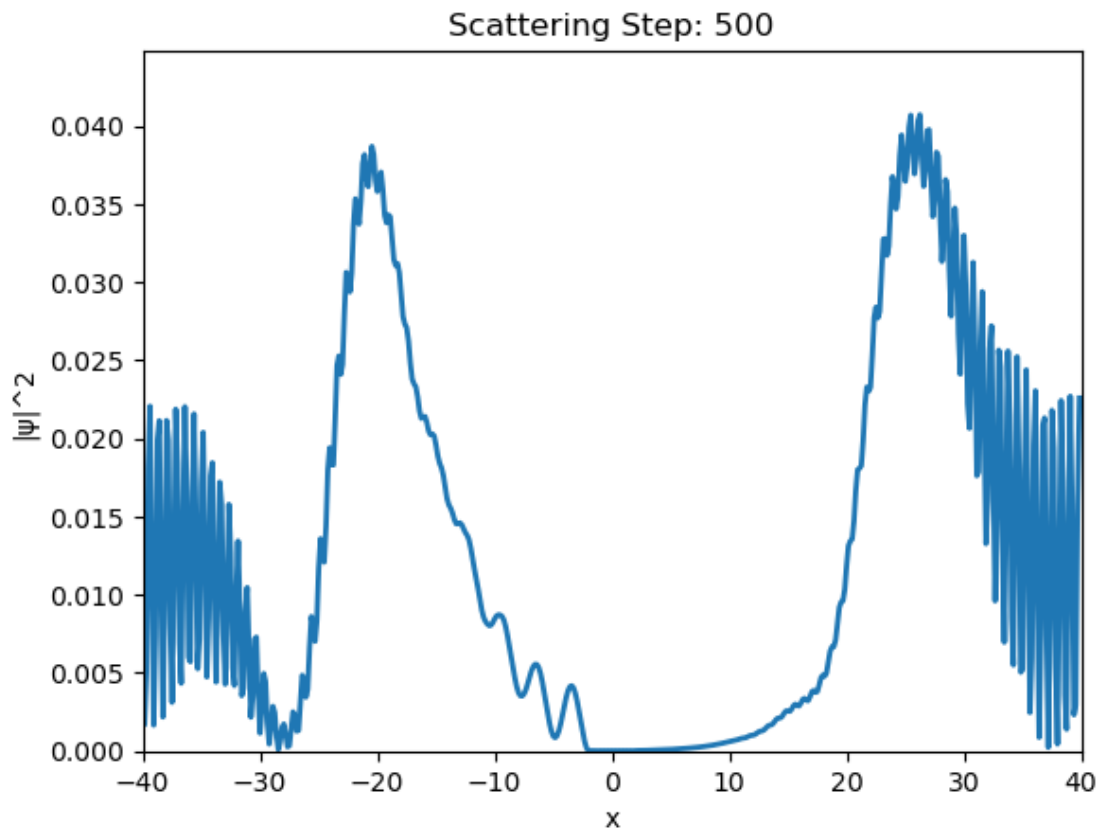
from matplotlib.animation import FuncAnimation

ani = FuncAnimation(fig, update, frames=len(snapshots), blit=False,
    ↪ interval=100)

# Save as GIF (requires "pillow" or "imagemagick" installed)
ani.save("wavefunction_scattering_2.gif", writer="pillow", fps=20)

plt.show()

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