# Schrödinger's Equation

Two Electrons in a 3D Harmonic Oscillator Well

by

#### Thomas Bolden

#### **Contents**

- 1. Introduction
- 2. Methods Theory and Algorithms
- 3. Results
- 4. Conclusions
- 5. Summary

# Introduction

Introduction 1/34

## Why? The Background

The Schrödinger equation for one confined electron is a relatively simple example of a particle in a potential well. The two-electron case however, becomes much more challenging due to the repulsive interaction between the electrons.

This means we really want a numerical solution!

Introduction 2/34

## Why? The Motivation

Schrödinger's equation is difficult to solve analytically

Introduction 3/34

## Why? The Motivation

- Schrödinger's equation is difficult to solve analytically
- Numerical methods work on more complex systems

Introduction 3/34

## Why? The Motivation

- Schrödinger's equation is difficult to solve analytically
- Numerical methods work on more complex systems
- Computational methods are adaptable

Introduction 3/34

#### The Process

Two methods of computing eigenvalues of a matrix were implimented and compared: Jacobi rotation and Armadillo's *eig\_sym* Since the one-electron solution is simple to solve analytically, it provides a reasonable standard to check the algorithms.

Introduction 4/34

# Methods

Methods 5/34

The radial Schrödinger equation for one electron is given by

$$-\frac{\hbar^2}{2m} \left( \frac{1}{r^2} \frac{d}{dr} r^2 \frac{d}{dr} - \frac{\ell(\ell-1)}{r^2} \right) R(r) + V(r) R(r) = \textit{ER}(r) \;\; , \;\; V(r) = \frac{m \omega^2 r^2}{2}$$

The energy solutions can be quantized

$$E_{nl} = \hbar\omega \left(2n + l + \frac{3}{2}\right)$$

This is not yet helpful!

Methods 6/34

If, in spherical coordinates, a dimensionless variable is introduced such that  $\rho = r/\alpha$ , with  $\alpha$  having dimensions of length, the equation becomes

$$-\frac{\hbar^2}{2m\alpha^2}\frac{d^2}{d\rho^2}u(\rho) + \left(V(\rho) + \frac{l(l+1)}{\rho^2}\frac{\hbar^2}{2m\alpha^2}\right)u(\rho) = Eu(\rho).$$

If we neglect angular momentum by setting l=0, and making  $\omega=\alpha\rho$ , we get

$$-\frac{\hbar^2}{2m\alpha^2}\frac{d^2}{d\rho^2}u(\rho) + \frac{k}{2}\alpha^2\rho^2u(\rho) = Eu(\rho)$$

Methods 7/34

If both sides of the previous equation are multiplied by  $\frac{2m\alpha^2}{\hbar^2}$  while

fixing 
$$\alpha = \left(\frac{\hbar^2}{mk}\right)^{1/4}$$
 the equation becomes

$$-\frac{d^2}{d\rho^2}u(\rho)+\rho^2u(\rho)=\lambda u(\rho).$$

Discrete energy eigenvalues are given by

$$\lambda = \frac{2m\alpha^2}{\hbar^2}.$$

The first three eigenvalues are therefore  $\lambda_0 = 3$ ,  $\lambda_1 = 7$ ,  $\lambda_2 = 11$ .

Methods 8/34

In order to solve this, the standard approximation of the second derivative with step length *h* will be used.

$$u''=\frac{u(\rho+h)-2u(\rho)+u(\rho-h)}{h^2}+O(h^2),$$

If we let

$$u_i = u(\rho)$$

$$u_{i\pm 1} = u(\rho \pm h)$$

$$\rho_i = ih$$

$$V_i = V(\rho_i)$$

we can discretize the second derivative to

$$-\frac{u_{i+1} + u_{i-1} - 2u_i}{h^2} + V_i u_i = \lambda u_i$$

Methods 9/34

The previous equation resembles a set of linear equations. The finial tridiagonal matrix which is the solution to  $\mathbf{A}\mathbf{u} = \lambda \mathbf{u}$  is then

$$\mathbf{A} = \begin{pmatrix} \frac{2}{h^2} + V_1 & -\frac{1}{h^2} & 0 & \dots & 0 & 0\\ -\frac{1}{h^2} & \frac{2}{h^2} + V_2 & -\frac{1}{h^2} & \dots & 0 & 0\\ 0 & -\frac{1}{h^2} & \cdots & \dots & \dots & 0\\ \dots & \dots & \dots & \dots & \dots & \dots & \dots\\ 0 & \dots & \dots & \dots & \frac{2}{h^2} + V_{n-2} & -\frac{1}{h^2}\\ 0 & \dots & \dots & \dots & -\frac{1}{h^2} & \frac{2}{h^2} + V_{n-1} \end{pmatrix}$$

with 
$$\mathbf{u} = (u_1 \ u_2 \ \dots \ u_{n-1})^T$$

Methods 10/34

Now that I have shown how the Schrödinger equation can be written as a set of linear equations, I can now talk about how it might be solved computationally.

Methods 11/34

## Jacobi's Rotation Algorithm

This linear equation solver uses a rotation matrix to solve for the eigenvalues of **A**. Given a square matrix, Jacobi's algorithm rotates the matrix until only the only remaining non-zero elemets in the matrix exist on the diagonal. These numbers are the eigenvalues.

Methods 12/34

## Jacobi's Rotation Algorithm

The first step in Jacobi's algorithm is finding the largest off-diagonal element in the matrix. This is implemented in the code that follows.

Methods 13/34

#### Jacobi's Method in C++ Code

```
double MaxOffDiagonal(mat A, int *k, int *l, int n){
 3
        double maxOD;
 4
        double a ij;
 5
 6
        for (int i = 0; i < n; i++){
            for (int j = i+1; j < n; j++){
 8
                a ij = fabs(A(i,j));
 9
                if (a ij > maxOD){
10
                     maxOD = a ij;
11
                     *k = i;
12
                     *1 = j;
13
14
15
16
        return maxOD;
17
```

Methods 14/34

## Jacobi's Rotation Algorithm

Once the largest off-diagonal matrix element is found, the rotation matrix **R** (the standard sine, cosine rotation matrix) can be applied to **A**.

$$\mathbf{B} = \mathbf{R}^T \mathbf{A} \mathbf{R}$$

The elements of **B** are equations involving  $\sin \theta$  and  $\cos \theta$ .

$$B_{ik} = A_{ik}\cos\theta - A_{il}\sin\theta, i \neq k, i \neq l$$

$$B_{il} = A_{il}\cos\theta + A_{ik}\sin\theta, i \neq k, i \neq l$$

$$B_{kk} = A_{kk}\cos^2\theta - 2A_{kl}\cos\theta\sin\theta + A_{ll}\sin^2\theta$$

$$B_{ll} = A_{ll}\cos^2\theta + 2A_{kl}\cos\theta\sin\theta + A_{kk}\sin^2\theta$$

$$B_{kl} = (A_{kk} - A_{ll})\cos\theta\sin\theta + A_{kl}(\cos^2\theta - \sin^2\theta)$$

The following slides show this implemented in C++.

#### Jacobi's Rotation in C++

```
1
    void Rotate(mat &A, mat &B, int k, int l, int n){
 2
 3
        double t, tau, sine, cosine;
 4
 5
        if (A(k,1) != 0.0){
 6
            tau = (A(1,1) - A(k,k))/(2*A(k,1));
            if (tau >= 0.0) {
8
                t = 1.0/(fabs(tau) + sqrt(1.0 + tau*tau));
9
10
            else {
11
                t = -1.0/(fabs(tau) + sgrt(1.0 + tau*tau));
12
13
            cosine = 1.0/ \text{ sqrt } (1.0 + t*t);
14
            sine = t*cosine:
15
16
        else {sine = 1.0; cosine = 0.0;}
```

Methods 16/34

#### Jacobi's Rotation in C++

```
double A ik;
        double A il;
 3
        double B ik;
 4
        double B il;
 5
        double A kk = A(k,k);
 6
        double A 11 = A(1,1);
 8
        A(k,k) = A kk*cosine*cosine - 2*A(k,1)*cosine*sine
                 + A ll*sine*sine;
        A(1,1) = A ll*cosine*cosine + 2*A(k,1)*cosine*sine
10
11
                 + A kk*sine*sine;
12
        A(k,1) = 0.0;
13
        A(1,k) = 0.0;
```

Methods 17/34

#### Jacobi's Rotation in C++

```
for (int i = 0; i < n; i++){</pre>
 2
            if (i != k && i != 1){
 3
 4
                A ik = A(i,k);
 5
                A il = A(i,l);
 6
                A(i,k) = A ik*cosine - A il*sine;
                A(k,i) = A(i,k);
8
                A(i,1) = A_il*cosine + A_ik*sine;
                A(1,i) = A(i,1);
10
11
            B ik = B(i,k);
12
            B il = B(i,l);
13
            B(i,k) = B ik*cosine - B il*sine;
            B(i,l) = B il*cosine + B ik*sine;
14
15
16
        } return; }
```

Methods 18/34

# Results

Results 19/34

## Evaluating $\rho$ Dependency

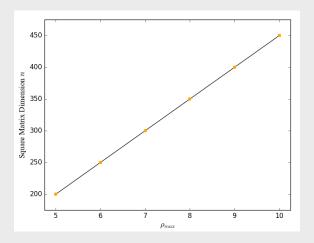
When the dimensionality of the matrix is changed, the dimensionless variable  $\rho$  needed to accurately determine the lowest three eigenvectors also changes.

Minimum $ ho_{ ext{max}}$	Matrix Dimensions n	
5	200	
6	250	
7	300	
8	350	
9	400	
10	450	

tesults 20/34

## Evaluating $\rho$ Dependency

With a step size of 50 for the matrix dimensinality, the relationship between  $\rho$  and n is perfectly linear.



Results 21/34

#### Jacobi vs. Armadillo

The time needed to compute the lowest three eigenvalues for Jacobi's rotation algorithm and Armadillo's *eig\_sym* function were compared. The Armadillo library function was many orders of magnitude faster than the brute force Jacobi method.

Results 22/34

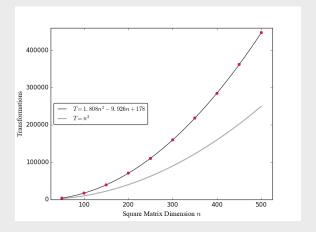
## Jacobi vs. Armadillo

Dimensionality n	Eigenvalues	t <sub>Armadillo</sub> (s)	t <sub>Jacobi</sub> (s)
50	$\mid (2.99687, 6.98434, 10.9619)$	0.000617	0.08572
100	(2.99922, 6.99609, 10.9907)	0.003777	1.15983
150	(2.99965, 6.99827, 10.9960)	0.007561	5.89020
200	(2.99980, 6.99903, 10.9978)	0.012636	18.5741
250	(2.99988, 6.99938, 10.9987)	0.019315	49.3644
300	(2.99991, 6.99957, 10.9991)	0.032661	110.025
350	(2.99994, 6.99968, 10.9994)	0.061280	248.396
400	(2.99995, 6.99976, 10.9996)	0.086203	430.594
450	(2.99996, 6.99981, 10.9997)	0.094821	901.509
500	(2.99997, 6.99985, 10.9998)	0.123586	1394.52

esults 23/34

### **Matrix Transformations**

The transformations on the  $n \times n$  matrix **A** grow as approximately  $n^2$ .



tesults 24/34

By varying the strength of the harmonic oscillator potential, the effect of coulombic interaction was observed.

In the figures that follow, the strength of the oscillator potential is increased with each figure.

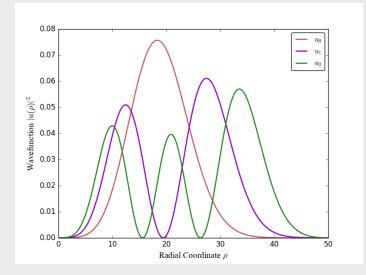
The first figure has  $\omega_r = 0.01$ 

The second figure has  $\omega_r = 0.50$ 

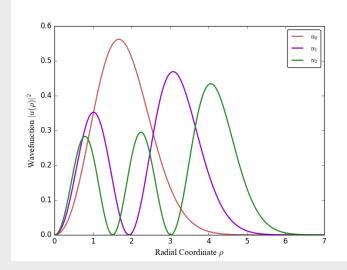
The third figure has  $\omega_r = 1.00$ 

The fourth figure has  $\omega_r = 5.00$ 

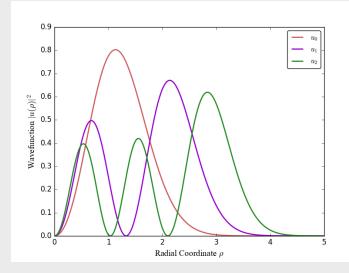
tesults 25/34



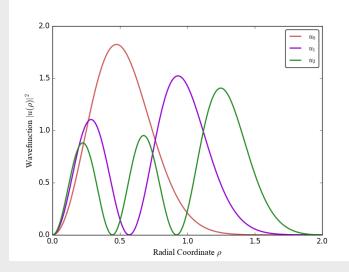
tesults 26/34



Results 27/34



Results 28/34



Results 29/34

# Conclusions

Conclusions 30/34

### Summary

The first task was to impliment algorithms that solve a one electron system in a three dimensional harmonic oscilator potential well. To do this, a square matrix was diagonalized using both a brute-force Jacobi rotation algorithm and Armadillo.

Conclusions 31/34

## **Closing Thoughts**

Jacobi's method for diagonalizing matrices was found to be orders of magnitude slower than the Armadillo library's *eig\_sym* function. This means that, while useful and simple to impliment, Jacobi's method is only practical for small matrices.

If however, Armadillo is unavailable, Jacobi's method can be improved upon! (parallelization)

Conclusions 32/34

# References

References 33/34

#### Citations



M. Hjorth-Jensen, *Computational Physics*, University of Oslo (2015).



M. Taut, Phys. Rev. A 48, 3561 - 3566 (1993).



C. Sanderson, Armadillo. 2010. arma.sourceforge.net

References 34/34