

# Wigner distribution

- General definition: if  $\rho = \sum_i p_i |\psi_i\rangle\langle\psi_i|$ , then the Wigner distribution is:

$$W(x, p) = \frac{1}{\pi} \sum_i p_i \int dy \psi_i^*(x + y) \psi(x - y) e^{2ipy}$$

- It is real valued and maps the wave function to phase space. The following holds:

$$|\psi(x)|^2 = \int dp W(x, p),$$

$$|\psi(p)|^2 = \int dx W(x, p),$$

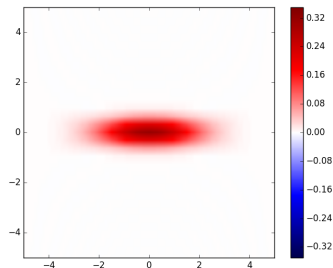
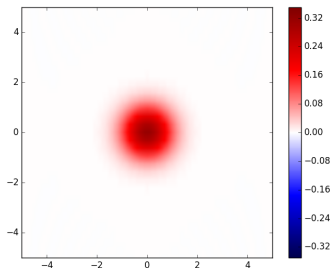
$$\langle G(x, p) \rangle = \int dx \int dp W(x, p) G(x, p).$$

- However it can also take negative values and in quantum mechanics you cannot say there is a probability to have some  $x$  and  $p$  values at the same time.

# Wigner distribution

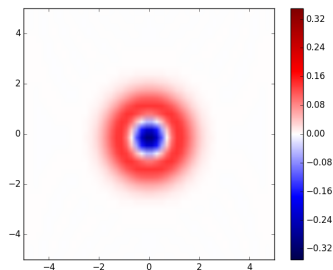
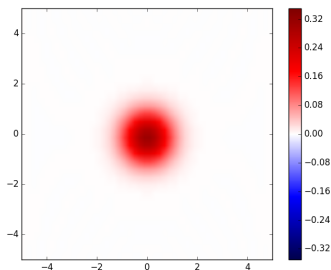
- Wavefunction represented using a basis of Legendre functions.
- Wavefunction sampled on a uniform grid and the transformation done using FFTW.
- Wigner distribution of two Gaussian wavefunctions

$$\psi(x) = \frac{1}{\sqrt{4\pi\sigma^2}} e^{-\frac{x^2}{2\sigma^2}}, \text{ with } \sigma = 1 \text{ and } \sigma = 2:$$



# Harmonic oscillator

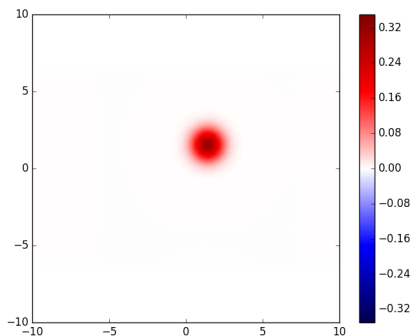
- For a harmonic potential the Wigner distribution behaves classically. Each point just moves as if a classical particle with that momentum and location.
- Wigner distribution of the first two ground states of the harmonic oscillator  $\psi_1(x) = \frac{1}{\sqrt[4]{\pi}} e^{-x^2}$ ,  $\psi_2(x) = \frac{\sqrt{2}x}{\sqrt[4]{\pi}} e^{-x^2}$ :



- We notice negative values of the distribution.

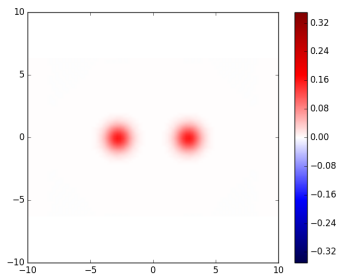
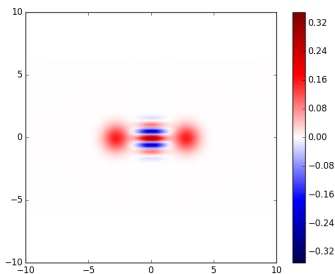
# Coherent states

- For a coherent state the graph of  $|\psi(x)|^2$  oscillates back and forth as a classical particle.
- Coherent state is characterized by a complex number  $\alpha$ . The real and imaginary values of which give the  $x$  and  $p$  displacement of the Gaussian Wigner distribution. An example for  $\alpha = 1 + i$ :



# Pure and mixed states

- Here I plot the pure and mixed states of two coherent states of the harmonic oscillator:



- The pure state has extra interference terms.

# Time evolution

- Time evolution simulations.