# Introduction to quantum chaos

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# Plan prezentacji

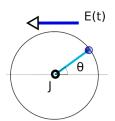
- Introduction
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  - Mathematical model
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  - Evolution function
- Results
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  - Conclusions
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# Introduction

## Considered system

Introduction

$$H(t) = \frac{J^2}{2I_0} + K\frac{I_0}{\tau_0}cos\theta\sum_{n}\delta(t - n\tau_0)$$



## Dimensionless quantities

$$x = \theta$$
  $p = \frac{\tau_0}{I_0}J$   $\tilde{t} = t/\tau_0$   $\tilde{H} = H\frac{\tau_0^2}{I_0}$ 

# Equations of motion

#### Dimensionless Hamiltonian

$$\tilde{H} = \frac{p^2}{2} + K \cos\theta \sum_{n} \delta(t - n)$$

#### Equations of motion

$$\dot{p} = -rac{\partial ilde{H}}{\partial heta}, \quad \dot{q} = rac{\partial ilde{H}}{\partial p}$$

$$\begin{cases} p_{n+1} = p_n + K \sin(x_n) \\ x_{n+1} = x_n + K \sin(p_{n+1}) \end{cases}$$

- Where both p and q are periodic, i.e  $x, p \in [0, 2\pi)$
- Each  $(p_n, x_n)$  have a meaning of phase space coordinates just before the kick.

Introduction

#### Canonical quantization

$$[\theta, J] = i\hbar, \quad [x, p] = i\hbar_{eff} = i\hbar\tau_0/I_0$$

• What happens when  $\hbar_{eff} \rightarrow 0$  ?

### Single kick evolution

$$\psi(t) = F(t)\psi(0)$$
 
$$F(t) = \exp\left\{-\frac{i\hat{p}^2t}{2\hbar_{eff}} - \frac{iKcos(x)t}{\hbar_{eff}}\right\}$$

### Quantization as an effect of periodicity

- x periodic, hence  $p = h_{eff} m$
- Periodicity of momentum part of F(t), give us  $p = \frac{2\pi}{M}m$ ,  $x = \frac{2\pi}{M}n$ , where both m, n = 0, ..., M-1 independently.

# Quantum map

#### Fourier transform

$$\tilde{\psi}_m = \frac{1}{\sqrt{M}} \sum_{n} e^{-i\frac{2\pi}{M}mn} \psi_n$$

#### One step evolution

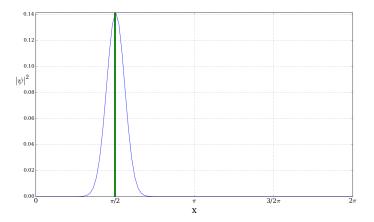
$$\bar{\psi}'_n = \frac{1}{M} \sum_{m,n} e^{i\frac{2\pi}{M}mn'} e^{-i\frac{m^2\pi}{M}} \underbrace{e^{-i\frac{2\pi}{M}mn} \psi_n}_{\widetilde{\psi}_m}$$

#### Periodic initial Gaussian

$$\psi_0(n) = \tilde{N}e^{i\frac{2\pi m_0}{M}n} \sum_{l} exp[-\frac{\pi}{M}(n - n_0 + M \cdot l)^2]$$

• Centered at  $\frac{2\pi}{M}(n_0, m_0)$ 

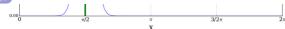
# Gaussian



# Implementation

### Notebok online





#### Excersise 2

```
In [12]: def plot gauss axis(data, axis, space = 'x', color = 'r'):
             :param data: gaussian data np.array
             :param space: phasespace coordintate, momentum(mom)/position(pos)
             plt.rc('text', usetex=False)
             plt.rc('font', family='serif')
             nodes = len(data)
             xlabel = "x"
             if space == 'p':
                 data = sc.fft(data)/np.sqrt(nodes)
                 xlabel = "p"
             data mod2 = np.abs(data)**2
             x\theta = (np.argmax(data mod2))/float(nodes) * 2*pi
             axis.set xticks([])
             axis.set yticks([])
             axis.plot(np.linspace(0, 2*pi, nodes), data mod2, color=color)
             \#axis.plot([x0, x0], [0, 1], linewidth = 1)
             axis.set xlim(0, 2*pi)
             axis.set_ylim(θ, np.max(data_mod2))
             plt.grid()
             return axis
```

In [19]: times = np.arange(50)

Kn = 7

### Crucial function - evolution

```
def step(psi0, K = 0):
    ,,,
    :param psi0: Initial wave function np.array()
    :param K: Driven force coupling
    :return: Wave function after one step
    ,,,
    nodes = len(psi0)
    n = np.arange(nodes)
    P = np.exp(1j * (pi*n/nodes) * n)
    V = np.exp(-1j * nodes * K / 2/pi *
               np.cos(2 * pi * n/nodes))
    F = sc.fft(P * V * psi0) / np.sqrt(nodes)
    return (P*F)
```

- Free evolution of gaussian with K=0
- Evolution of gaussian with K = 2.1
- Quantum versus classical: evolution of "slow" particle with initial conditions  $(x_0, p_0) = (\pi/2, \pi/3)$
- Quantum versus classical: evolution of "quick" particle with initial conditions  $(x_0, p_0) = (\pi/2, 2\pi/3)$
- The latter in momentum space.

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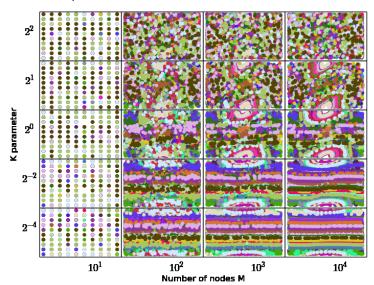
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#### Phase space



# Summary

- Quantum behavior requires limited phase space,
- Classical behavior emerges as a quasi continuum limit of QM  $(\hbar_{eff} 
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- The same conditions hold for quantum map classical map correspondence,
- Driving force is responsible for superposition state,
- Butterfly effect is present.

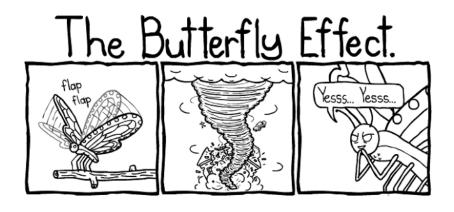
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Thank you for your attention!

