

# Simulating Particle Creation and Annihilation in Quantum Physics

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# Goals of the Project

- Our main goal was to create a toy model for particle creation and annihilation using Maple
- We wrote code from scratch to numerically solve the Schrödinger equation, this allowed us to more easily implement additional terms

## Some Basics

- In quantum mechanics the probability of particles in a given location is described by a wave-function  $\psi(\mathbf{x}, t)$
- $\psi$  is complex valued function in some configuration space. For example, if we have  $N$  particles then  $\psi : \mathbb{R}^{3N} \times \mathbb{R} \rightarrow \mathbb{C}$
- $\psi$  evolves with time by the Schrödinger equation

### Schrödinger Equation Example

$$i\partial_t\psi = H\psi$$
$$i\partial_t\psi = \left(-\nabla^2 + q\frac{\mathbf{x}-\mathbf{r}}{|\mathbf{x}-\mathbf{r}|^2}\right)\psi$$

# Introducing Numerics

- In order for us to "solve" this PDE we need initial conditions.
- For our purposes we will have  $\psi(\mathbf{x}, 0) = f(\mathbf{x})$  and we will be considering the interval  $[0, 1)$  with a periodic boundary
- Our method also replaces space with a lattice and the Laplace operator now becomes a difference operator.

## Difference Operator

$$\frac{d}{dx}\psi = \frac{\psi(x + \epsilon) - \psi(x)}{\epsilon}$$

$$\frac{d}{dx}\psi = \frac{\psi(x) - \psi(x - \epsilon)}{\epsilon}$$

$$\frac{d^2}{dx^2}\psi = \frac{\psi(x + \epsilon) - 2\psi(x) + \psi(x - \epsilon)}{\epsilon^2}$$

# Fourier Transforms

- The difference operator; however, caused  $\psi$  to blow up during our trials
- We were able to use the form of the difference operator to generate a tri-diagonal matrix

$$\frac{d^2}{dx^2}\psi = \frac{\psi(x + \epsilon) - 2\psi(x) + \psi(x - \epsilon)}{\epsilon^2}$$

- By applying the Discrete Fourier Transform and Inverse Transform Matrices to the periodic matrix we get a diagonal matrix with entries:  $\frac{1}{\epsilon}(4 - 2\cos(\epsilon\pi * [i - 1]))$

# Taking a Time Step

- We have effectively found the eigenvalues for the derivative operator
- By Fourier transforming  $\psi$ , multiplying it by our diagonal matrix, then transforming back we have the "periodic" second derivative of  $\psi$
- The Schrödinger equation tells us that  $\psi(t + \Delta t) = e^{-iH\Delta t}\psi(t)$  so we can now generate time evolutions since we can take second derivatives

# First Results

- Let us choose our initial wave-function  $\psi(x, 0) = e^{-100(x-.5)^2}$
- Notice that it spreads evenly in both directions and that the function is periodic with time

Gaussian

## Some More from the Simple Case

- Here we see the interference between two incoming waves, and 'waves' now seems to be an appropriate name
- $\psi(x, 0) = e^{-100(x-.25)^2+50ix} + 1.2e^{-100(x-.75)^2-50ix}$  is the initial wave-function, also note that the time scale is smaller

Interference



# Introducing A Potential

- In this quantum mechanical context, think of a potential as an obstacle for  $\psi$  to pass over (or through)
- This is the first additional term we add to  $H$
- We only need to multiply by  $e^{-i(V(x))\Delta t}$  to incorporate it into the time step for  $\psi$ ,  $V$  is not an operator on  $\psi$  so we do not need to perform any other steps

## Schrödinger Equation with Potential

$$i\partial_t\psi = (-\nabla^2 + V)\psi$$

## Results for a Potential

- Using  $e^{-100(x-.5)^2}$  from before and a potential of  $1000 \cos(2\pi x)$ , observe that the well keeps the peak of the function contained in the center

Potential Well

# Creation and Annihilation

- Suppose we have an electron at a fixed position  $\mathbf{r}$  and it can absorb and emit photons, which have wave-function  $\psi$
- The configuration space of  $\psi$  is  $\mathcal{F} = \bigcup_{N=0}^{\infty} \mathbb{R}^{3N}$
- The modified Hamiltonian now has this form

## C/A Equation

$$H_{C/A}\psi = \frac{1}{\sqrt{N}} \sum_{i=1}^N \delta(\mathbf{x} - \mathbf{r})\psi^{(i-1)}(\mathbf{x}) + \sqrt{N} \int d^3\mathbf{x} \delta(\mathbf{x} - \mathbf{r})\psi^{(i+1)}(\mathbf{x})$$

# Creation and Annihilation in 0 and 1 Dimensions

- If we restrict the maximum number of photons to 1 the wave-function will have sectors for  $N = 0$  and  $N = 1$  particles
- This animation shows the "creation" of a photon at the center and how its wave-function interferes with another
- The wave function is .05 in the 0 sector and  $e^{-100((x-.25)^2+(y-.25)^2+I(50x+50y))}$  in the 1 sector

0 Sector

1 Sector