# Quantum Hamiltonian Builder & Time Evolution Quick Reference Guide

# 1 Overview

This reference guide covers two main modules:

- hamiltonian\_builder.py Construct Hamiltonians from Pauli operators
- runge\_kutta\_hamiltonian.py Time evolution using 4th-order Runge-Kutta

### 2 Hamiltonian Construction

#### 2.1 Available Pauli Operators

$$I = \begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}, \quad X = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix},$$
$$Y = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \quad Z = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

## 2.2 Method 1: String Notation

Function: hamiltonian\_from\_string(hamiltonian\_str)

**Usage:** Directly write Hamiltonian as a string using  $\otimes$  (or \* or concatenation).

```
from hamiltonian_builder import hamiltonian_from_string

# Example 1: Single tensor product

H = hamiltonian_from_string("X@Z")  # X tensor Z

# Example 2: Sum of terms

H = hamiltonian_from_string("X@I + I@X")

# Example 3: With coefficients

H = hamiltonian_from_string("0.5*X@Z + 0.3*Z@X")

# Example 4: Four qubits (as requested)

H = hamiltonian_from_string("Z@I@X@Z + X@X@I@I")

# Example 5: Compact notation (no symbols)

H = hamiltonian_from_string("XII + IXI + IIX")
```

#### Mathematical Correspondence:

$$\label{eq:continuity} \begin{split} \text{"X@Z"} &\to X \otimes Z \\ \text{"X@I + I@X"} &\to X \otimes I + I \otimes X \\ \text{"0.5*X@Z"} &\to 0.5 \cdot (X \otimes Z) \end{split}$$

#### 2.3 Method 2: HamiltonianBuilder Class

Class: HamiltonianBuilder()

Methods:

- add\_term(operators, coefficient) Add a term to the Hamiltonian
- build() Return the final Hamiltonian matrix

#### Basic Usage:

```
from hamiltonian_builder import HamiltonianBuilder

# Create builder instance
builder = HamiltonianBuilder()

# Add terms
builder.add_term(['X', 'I', 'Z'], coefficient=1.0)
builder.add_term(['Z', 'X', 'I'], coefficient=1.0)

# Build the matrix
H = builder.build()
```

#### **Mathematical Correspondence:**

```
\begin{split} & \texttt{add\_term(['X', 'I', 'Z'], coefficient=1.0)} \to H = H + 1.0 \cdot (X \otimes I \otimes Z) \\ & \texttt{add\_term(['Z', 'X', 'I'], coefficient=1.0)} \to H = H + 1.0 \cdot (Z \otimes X \otimes I) \end{split}
```

Final result:  $H = X \otimes I \otimes Z + Z \otimes X \otimes I$ 

### 2.4 Systematic Construction Example

For nearest-neighbor interactions:  $H = \sum_{i=0}^{n-2} X_i \otimes X_{i+1}$ 

```
n_qubits = 4
builder = HamiltonianBuilder()

for i in range(n_qubits - 1):
    ops = ['I'] * n_qubits # Start with all identities
    ops[i] = 'X' # Place X at position i
    ops[i+1] = 'X' # Place X at position i+1
    builder.add_term(ops, coefficient=1.0)
H = builder.build()
```

This constructs:

$$H = X \otimes X \otimes I \otimes I + I \otimes X \otimes X \otimes I + I \otimes I \otimes X \otimes X$$

#### 3 Time Evolution

### 3.1 Schrödinger Equation

The time-dependent Schrödinger equation:

$$i\hbar \frac{d}{dt}|\psi(t)\rangle = H|\psi(t)\rangle$$

In natural units ( $\hbar = 1$ ):

$$\frac{d}{dt}|\psi(t)\rangle = -iH|\psi(t)\rangle$$

#### 3.2 Runge-Kutta Method

Function: runge\_kutta\_4(psi0, H, t, dt=0.001)
Parameters:

- psi0 Initial state vector  $|\psi(0)\rangle$  (complex numpy array)
- H Hamiltonian matrix (complex numpy array)
- t Final time t
- dt Time step (default: 0.001)

Returns: Evolved state  $|\psi(t)\rangle$  Usage:

```
import numpy as np
from runge_kutta_hamiltonian import runge_kutta_4

# Define Hamiltonian
H = hamiltonian_from_string("X@Z")

# Initial state |00> (two qubits)
psi0 = np.array([1, 0, 0, 0], dtype=complex)

# Evolve to time t
t = np.pi / 2
psi_t = runge_kutta_4(psi0, H, t, dt=0.001)

print("Final state:", psi_t)
print("Probabilities:", np.abs(psi_t)**2)
```

# 4 Complete Example

**Problem:** Evolve a 3-qubit system under  $H = X \otimes I \otimes I + I \otimes X \otimes I + I \otimes I \otimes X$  from initial state  $|000\rangle$  to time t = 1.

```
import numpy as np
from hamiltonian_builder import hamiltonian_from_string
from runge_kutta_hamiltonian import runge_kutta_4

# Build Hamiltonian
H = hamiltonian_from_string("XII + IXI + IIX")

# Initial state |000>
psi0 = np.zeros(8, dtype=complex)
psi0[0] = 1.0

# Time evolution
t = 1.0
psi_final = runge_kutta_4(psi0, H, t, dt=0.001)

# Results
print("H shape:", H.shape) # (8, 8) for 3 qubits
print("Initial state:", psi0)
print("Final state:", psi_final)
print("Norm:", np.linalg.norm(psi_final)) # Should be 1.0
```

# 5 Common Hamiltonian Examples

# 5.1 Transverse-Field Ising Model

$$H = -J \sum_{i=0}^{n-2} Z_i \otimes Z_{i+1} - h \sum_{i=0}^{n-1} X_i$$

```
n = 3
J, h = 1.0, 0.5
builder = HamiltonianBuilder()

# ZZ interactions
for i in range(n-1):
    ops = ['I'] * n
    ops[i], ops[i+1] = 'Z', 'Z'
    builder.add_term(ops, coefficient=-J)

# Transverse field
for i in range(n):
    ops = ['I'] * n
    ops[i] = 'X'
    builder.add_term(ops, coefficient=-h)

H = builder.build()
```

## 5.2 Heisenberg Model

$$H = \sum_{i=0}^{n-2} [J_x X_i \otimes X_{i+1} + J_y Y_i \otimes Y_{i+1} + J_z Z_i \otimes Z_{i+1}]$$

```
n = 3
Jx, Jy, Jz = 1.0, 1.0, 1.0
builder = HamiltonianBuilder()

for i in range(n-1):
    for pauli, J in [('X', Jx), ('Y', Jy), ('Z', Jz)]:
        ops = ['I'] * n
        ops[i], ops[i+1] = pauli, pauli
        builder.add_term(ops, coefficient=J)
H = builder.build()
```

# 6 Quick Reference Summary

Task	Code
Import modules	from hamiltonian_builder import
	from runge_kutta_hamiltonian import
Build H (string)	H = hamiltonian_from_string("X@Z + Z@X")
Build H (class)	builder = HamiltonianBuilder()
	<pre>builder.add_term(['X', 'Z'], coefficient=1.0)</pre>
	<pre>H = builder.build()</pre>
Time evolution	psi_t = runge_kutta_4(psi0, H, t, dt=0.001)
Check Hermitian	np.allclose(H, H.conj().T)
Check norm	np.linalg.norm(psi)

# 7 Important Notes

- All Hamiltonians must be Hermitian:  $H=H^\dagger$
- State vectors are normalized:  $\langle \psi | \psi \rangle = 1$
- $\bullet\,$  For n qubits, Hamiltonian is  $2^n\times 2^n$  matrix
- Smaller dt gives better accuracy but slower computation
- Energy is conserved during unitary evolution:  $\langle \psi(t)|H|\psi(t)\rangle=\mathrm{const}$