

Crank–Nicolson

Heya,

so I'm currently trying to implement a simple type of the Crank–Nicolson-method in C++ to numerically solve the time-dependent Schroedinger equation. The code compiles but the program doesn't function as it is supposed to. We're looking at the following equation

$$i \frac{\partial \psi}{\partial t} = - \frac{\partial^2 \psi}{\partial x^2} \quad (1)$$

with the boundary condition:

$$\lim_{x \rightarrow 0, L} \psi(t, x) = 0. \quad (2)$$

The length of the box L is set to one

$$L \equiv 1 \quad (3)$$

and our discretization steps for t and x are

$$\Delta x = 0.01 \quad \text{and} \quad \Delta t = 10^{-5}. \quad (4)$$

Now, equation 1 is to be solved up until $t = 0.03$. We are given an analytical expression of the wave function for $t = 0$ which reads

$$\psi(0, x) = \frac{1}{\sqrt[4]{2\pi\sigma^2}} \cdot \exp\left(-\frac{(x-x_0)^2}{4\sigma^2} + ikx\right). \quad (5)$$

All unmentioned parameters can be found as constants at the beginning of the code. Now, picturing the discretization problem on a 2D grid it might look somewhat like this:

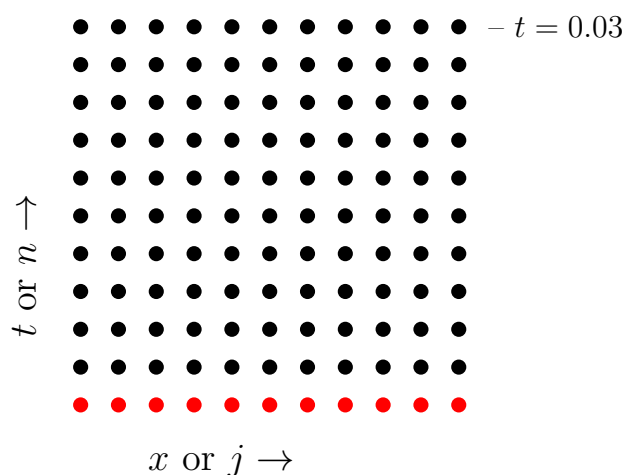


Figure 1: 2D Grid visualization of the discretization problem. The wave function at t_0 for every $(x + j \cdot dx, j$ being an iterator) is known at the beginning (red dots). Starting here, the wave function can now be numerically solved row-wise with equation 6.

Given all ψ of the n -th row, we can implicitly calculate the $(n+1)$ -th row following the formula

$$\psi_{n+1,j} - i \frac{\Delta t}{(\Delta x)^2} \cdot (\psi_{n+1,j-1} - 2 \cdot \psi_{n+1,j} + \psi_{n+1,j+1}) \quad (6)$$

$$= \psi_{n,j} + i \frac{\Delta t}{(\Delta x)^2} \cdot (\psi_{n,j-1} - 2 \cdot \psi_{n,j} + \psi_{n,j+1}) \quad (7)$$

solving a LSE with its coefficient matrix being tridiagonal:

$$\begin{pmatrix} b_1 & c_1 & & & \\ a_2 & b_2 & c_2 & & \\ & a_3 & \dots & \dots & \\ & & \dots & \dots & c_{N-1} \\ & & & a_N & b_N \end{pmatrix} \cdot \begin{pmatrix} \psi_1 \\ \psi_2 \\ \psi_3 \\ \dots \\ \psi_N \end{pmatrix} = \begin{pmatrix} \varphi_1 \\ \varphi_2 \\ \varphi_3 \\ \dots \\ \varphi_N \end{pmatrix} \quad (8)$$

Here, \vec{a} , \vec{b} and \vec{c} can be considered column vectors. To determine their elements we go back to equation 6:

$$z := i \frac{\Delta t}{(\Delta x)^2} \quad (9)$$

$$\psi_{n+1,j} - z \cdot (\psi_{n+1,j-1} - 2 \cdot \psi_{n+1,j} + \psi_{n+1,j+1}) \quad (10)$$

$$= \psi_{n,j} + z \cdot (\psi_{n,j-1} - 2 \cdot \psi_{n,j} + \psi_{n,j+1}) \quad (11)$$

Since everything on the right side of the equation is known as it solely refers to the n -th row, all of it is put into φ_n and the left side is transformed to fit into an LSE:

$$\psi_{n+1,j} - z \cdot \psi_{n+1,j-1} - z \cdot 2 \cdot \psi_{n+1,j} - z \cdot \psi_{n+1,j+1} = \varphi_n \quad (12)$$

$$-z \cdot \psi_{n+1,j-1} + (2z + 1) \cdot \psi_{n+1,j} - z \cdot \psi_{n+1,j+1} = \varphi_n \quad (13)$$

$$a_n \cdot \psi_{n+1,j-1} + b_n \cdot \psi_{n+1,j} + c_n \cdot \psi_{n+1,j+1} = \varphi_n \quad (14)$$

As you can see, all elements of the respective vectors are the same:

$$a_n = -z \quad (15)$$

$$b_n = 2z + 1 \quad (16)$$

$$c_n = -z \quad (17)$$

To solve the LSE I also implemented the Thomas-Algorithm for tridiagonal matrices in C++ (`trisolv`), which I tested multiple times to ensure that it works with both real and complex numbers. Ideally now every single grid point should be associated with a complex number. Printing out its norm in an xyz format into a file following

$$P(x) = |\psi(x)|^2 \quad (18)$$

the amplitude of the wave function for all t and x can be 3D visualized using gnuplot. In an earlier exercise I successfully did that using another method, the code for that will also be added. Now though, the amplitude decreases way too fast, already at $t = 0.0008$ equation 18

is evaluated as 0 for all grid points. Having also tested the `create_d`-function it should yield the correct results as I also did the math by hand multiple times.

I really don't know what's wrong here.

Pastebin of the working Leapfrog-like algorithm: <https://pastebin.com/FFf4RbP5>

Imgur of 3D plot ($P(x, t)$ along z -axis): <https://imgur.com/a/8Czko>

Pastebin of the working Crank-Nicolson algorithm: <https://pastebin.com/4sy11wPC>

I'm thankful for any help.