

# NLSE: A Python package to solve the nonlinear

- Schrödinger equation
- 3 Tangui Aladjidi <sup>1</sup> ¶, Clara Piekarski <sup>1</sup> and Quentin Glorieux <sup>1</sup>
- 1 Laboratoire Kastler Brossel, Sorbonne University, CNRS, ENS-PSL University, Collège de France; 4
- Place Jussieu, 75005 Paris, France ¶ Corresponding author

DOI: 10.xxxxx/draft

#### Software

- Review □
- Repository 🗗
- Archive ♂

Editor: Rocco Meli 🗗 📵

# Reviewers:

- @Abinashbunty
- @obliviateandsurrender

**Submitted:** 19 March 2024 **Published:** unpublished

#### License

Authors of papers retain copyrights and release the work under a 17 Creative Commons Attribution 4.0 International License (CC BY 4.0)8.

Summary

The non-linear Schrödinger equation (NLSE) is a general non-linear equation allowing to model the propagation of light in non-linear media. This equation is mathematically isomorphic to the Gross-Pitaevskii equation (GPE) (Pitaevskij & Stringari, 2016) describing the evolution of cold atomic ensembles. Recently, the growing field of quantum fluids of light (Carusotto & Ciuti, 2013) has proven a fruitful testbed for several fundamental quantum and classical phenomena such as superfluidity (Michel et al., 2018) or turbulence (Baker-Rasooli et al., 2023). Providing a flexible, modern and performant framework to solve these equations is a crucial need to model realistic experimental scenarii.

#### Statement of need

Over the years, there have been several packages striving to provide performant split-step solvers for NLSE type equations. Here are a few examples:

- FourierGPE. jl for 1D to 3D Gross-Pitavskii equations in the context of cold atoms in Julia.
- GPUE (Schloss & O'Riordan, 2018) for 1D to 3D Gross-Pitaevskii equations accelerated on GPU, in C++ (currently unmaintained).
- py-fmas for 1D NLSE in optical fibers, with a split-step method (currently unmaintained).

With our project, we bring similar performance to C++ and Julia implementations, while striving for accessibility and maintainability by using the prevalant language in the physics community, Python. Using an easy to extend object-oriented classes, users can readily input experimental parameters to quickly model real setups.

### Functionality

20

21

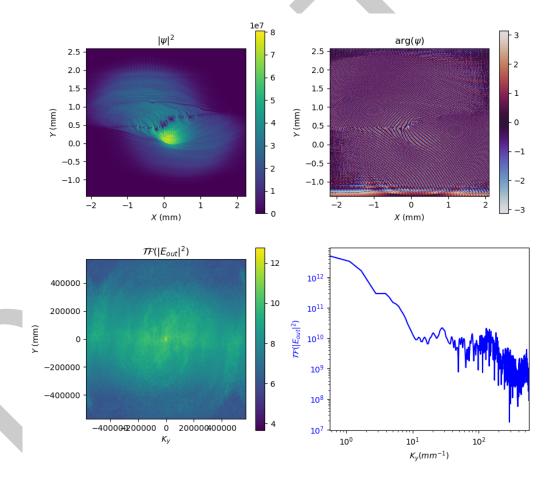
NLSE harnesses the power of pseudo-spectral schemes in order to solve efficiently the following general type of equation:

$$i\partial_t \psi = -\frac{1}{2m} \nabla^2 \psi + V \psi + g |\psi|^2 \psi.$$

In order to take advantage of the computing power of modern Graphical Processing Units (GPU) for Fast Fourier Transforms (FFT), the main workhorse of this code is the Cupy(Okuta et al., 2017) package that maps Numpy (Harris et al., 2020) functionalities onto the GPU using NVIDIA's CUDA API. It also heavily uses just-in-time compilation using Numba (Lam et al., 2015) in order to optimize performance while having an easily maintainable Python codebase.



- $_{
  m 35}$  Compared to naive Numpy based CPU implementations, this package provides a 100 to 10000
- times speedup for typical sizes Figure 2. While optimized for the use with GPU, it also provides a performant CPU fallback layer.
- 38 The goal of this package is to provide a natural framework for all physicists wishing to model
- the propagation of light in non-linear media or the temporal evolution of Bose gases. It can
- 40 also be used to model the propagation of light in general. It supports lossy, non-linear and
- non-local media.
- 42 It provides several classes to model 1D, 2D or 3D propagation, and leverages the array
- 43 functionalities of Numpy like broadcasting in order to allow scans of physical parameters to
- most faithfully replicate experimental setups.
- This code has been developped during the author's PhD thesis (Aladjidi, 2023) and used as
- the main simulation tool for several publications like (Glorieux et al., 2023) and (Baker-Rasooli
- et al., 2023).



**Figure 1:** Example of an output of the solver. A shearing layer is observed nucleating vortices, that are attracted towards the center due to an attractive potential. The density and phase of the field are represented as well as the momentum distribution in order to get a quick overview of the state of the field.



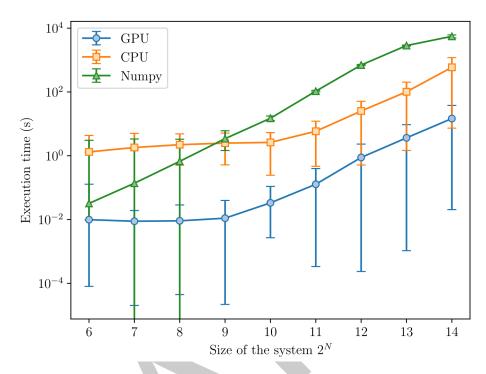


Figure 2: CPU vs GPU benchmark for 1 cm of propagation (200 evolution steps).

### 48 Acknowledgements

We acknowledge contributions from Myrann Baker-Rasooli as our most faithful beta tester.

#### 50 Authors contribution

T.A wrote the original code and is the main maintainer, C.P extended the functionalities to include coupled systems. Q.G supervised the project.

### 3 References

- Aladjidi, T. (2023). Full optical control of quantum fluids of light in hot atomic vapors (Theses No. 2023SORUS406, Sorbonne Université). https://theses.hal.science/tel-04391272
- Baker-Rasooli, M., Liu, W., Aladjidi, T., Bramati, A., & Glorieux, Q. (2023). Turbulent
   dynamics in a two-dimensional paraxial fluid of light. *Physical Review A*, 108(6), 063512.
   https://doi.org/10.1103/PhysRevA.108.063512
- <sup>59</sup> Carusotto, I., & Ciuti, C. (2013). Quantum fluids of light. *Rev. Mod. Phys.*, *85*(1), 299–366. https://doi.org/10.1103/RevModPhys.85.299
- Glorieux, Q., Aladjidi, T., Lett, P. D., & Kaiser, R. (2023). Hot atomic vapors for nonlinear and quantum optics. *New Journal of Physics*, 25(5), 051201. https://doi.org/10.1088/1367-2630/acce5a
- Harris, C. R., Millman, K. J., Walt, S. J. van der, Gommers, R., Virtanen, P., Cournapeau, D., Wieser, E., Taylor, J., Berg, S., Smith, N. J., Kern, R., Picus, M., Hoyer, S., Kerkwijk,



- M. H. van, Brett, M., Haldane, A., Río, J. F. del, Wiebe, M., Peterson, P., ... Oliphant,
   T. E. (2020). Array programming with NumPy. Nature, 585(7825), 357–362. https://doi.org/10.1038/s41586-020-2649-2
- Lam, S. K., Pitrou, A., & Seibert, S. (2015). Numba: A llvm-based python jit compiler.

  Proceedings of the Second Workshop on the LLVM Compiler Infrastructure in HPC, 1–6.
- Michel, C., Boughdad, O., Albert, M., Larré, P.-É., & Bellec, M. (2018). Superfluid motion and drag-force cancellation in a fluid of light. *Nat. Comm.*, 9(1), 2108. https://doi.org/10.1038/s41467-018-04534-9
- Okuta, R., Unno, Y., Nishino, D., Hido, S., & Loomis, C. (2017). CuPy: A NumPycompatible library for NVIDIA GPU calculations. Proceedings of Workshop on Machine
  Learning Systems (LearningSys) in the Thirty-First Annual Conference on Neural Information
  Processing Systems (NIPS). http://learningsys.org/nips17/assets/papers/paper\_16.pdf
- Pitaevskij, L. P., & Stringari, S. (2016). *Bose-einstein condensation and superfluidity*. Oxford University Press. ISBN: 978-0-19-875888-4
- Schloss, J. R., & O'Riordan, L. J. (2018). GPUE: Graphics processing unit gross–pitaevskii equation solver. *Journal of Open Source Software*, 3(32), 1037. https://doi.org/10.21105/joss.01037

