

# The Constant Hamiltonian Toggling Frame Approach in Comparison with Different Spin Dynamics Simulation Algorithms for Single- and Two-Spin Systems

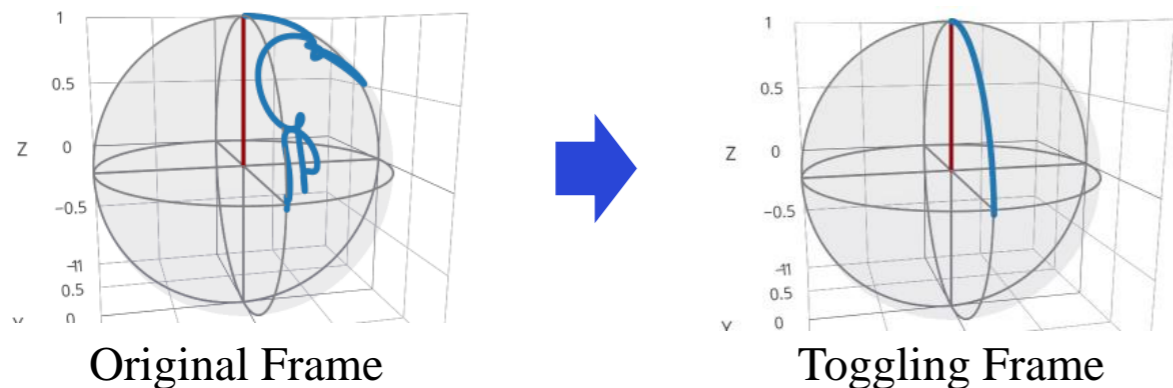
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## Introduction

- Motivation: Open problem in spin dynamics simulations is computational cost
- Constant Hamiltonian toggling frame: faster by skirting repeated matrix exponentiation [1]



Converting the Hamiltonian to a new frame:

$$\hat{H}_{Tog}(t) = V(t) \hat{H}_{Rot}(t) V^*(t) + i \dot{V}(t) V(t)$$

Chose  $V(t)$  to remove the oscillating part of an axis, e.g. x:

$$V(t) = e^{iP(t)I_x} \quad P(t) = \int_0^T h_x^{osc}(t) dt \quad h_x(t) = h_x^{osc}(t) - \bar{h}_x$$

After rotation around the x-axis:

$$\hat{H}_{Tog:x}(t) = \bar{h}_x I_x + [h_y \cos(P(t)) + h_z \sin(P(t))] I_y + [h_z \cos(P(t)) - h_y \sin(P(t))] I_z$$

Repeat with each axis until convergence

Rotation of the density matrix at the  $n$ th rotation:

$$V_{tot}(t) = V_n(t) \dots V_2(t) V_1(t)$$

$$\rho_{Ori}(t) = V_{tot}^*(t) \rho_{Tog}(0) V_{tot}(t)$$

## Single-Spin System Computational Time

Compare to:

- Propagator calculation using matrix exponentiation (**ME**)
- Propagator calculation using the fast exponential solution (**FES**)<sup>[2]</sup>:

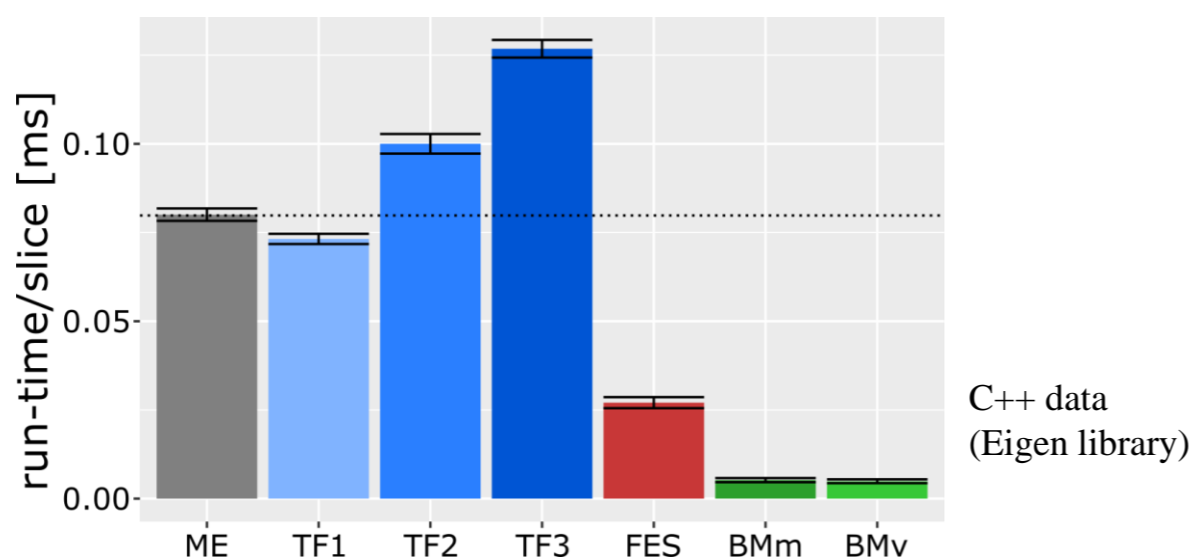
$$U = \cos\left(\frac{\phi}{2}\right) 1 - 2i \sin\left(\frac{\phi}{2}\right) [n_x I_x + n_y I_y + n_z I_z]$$

$$\phi = \Delta t \sqrt{h_x^2 + h_y^2 + h_z^2} \quad n_{x,y,z} = \Delta t \frac{2\pi h_{x,y,z}}{\phi}$$

- Direct calculations using Bloch magnetisation vectors (**BM**)
  - With rotation matrices (**BMm**) or vector products (**BMv**)

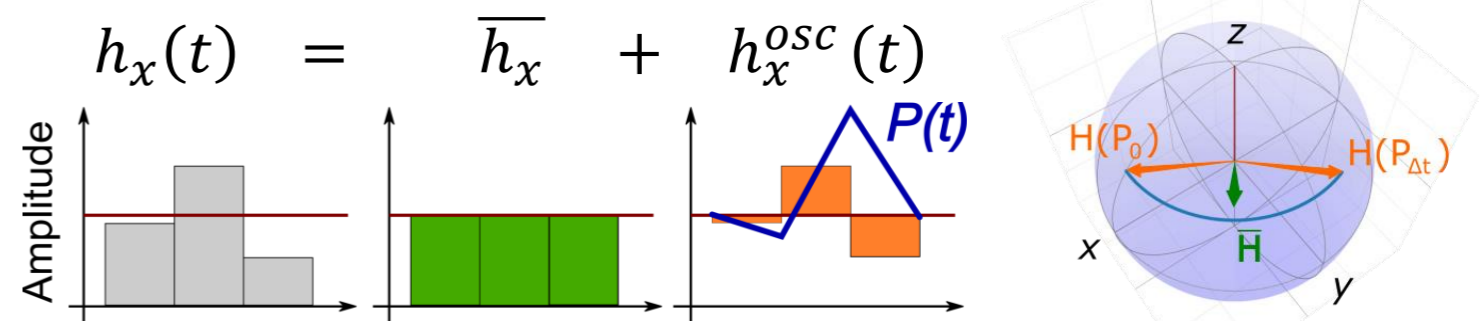
$$\vec{M}(t) = \vec{M}(0) + \sin \beta \vec{V} + 2 \sin \frac{\beta}{2} \vec{n} \times \vec{V}$$

$$\beta = \Delta t \sqrt{h_x^2 + h_y^2 + h_z^2} \quad \vec{n} = \frac{\Delta t}{\beta} [h_x, h_y, h_z]^T \quad \vec{V} = \vec{n} \times \vec{M}(0)$$



- Time depends on the # of iterations to reach the constant  $H$
- Analytical solution and magnetisation vector calculations faster

## Accuracy Enhancement

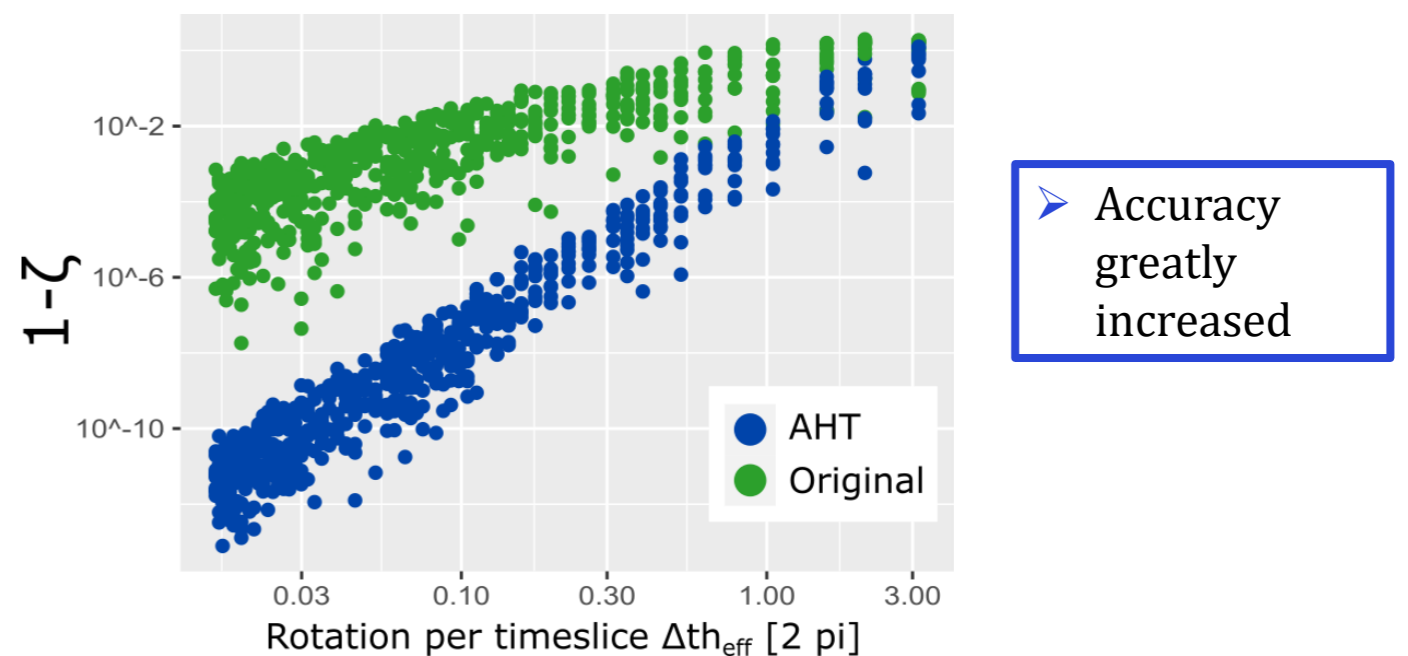


- Problem: The existing method is inaccurate because  $P(t)$  is not constant during time steps.
- Correction: rotation via an average Hamiltonian:  $\bar{H} = \int_0^T H(t) \frac{dt}{T}$

$$\bar{H}_{Tog:x}(t) = \bar{h}_x I_x + \frac{2 \sin\left(\frac{P_{\Delta t} - P_0}{2}\right)}{P_{\Delta t} - P_0} [h_y \cos\left(\frac{P_{\Delta t} + P_0}{2}\right) + h_z \sin\left(\frac{P_{\Delta t} + P_0}{2}\right)] I_y + \frac{2 \sin\left(\frac{P_{\Delta t} - P_0}{2}\right)}{P_{\Delta t} - P_0} [h_z \cos\left(\frac{P_{\Delta t} + P_0}{2}\right) - h_y \sin\left(\frac{P_{\Delta t} + P_0}{2}\right)] I_z$$

Accuracy of this method can be described by :

$$\zeta(t) = \langle \rho_{Ori}(t) | V_{tot}^*(t) \rho_{Tog}(t) V_{tot}(t) \rangle$$



➤ Accuracy greatly increased

## Generalisation to Multi-Spin Systems

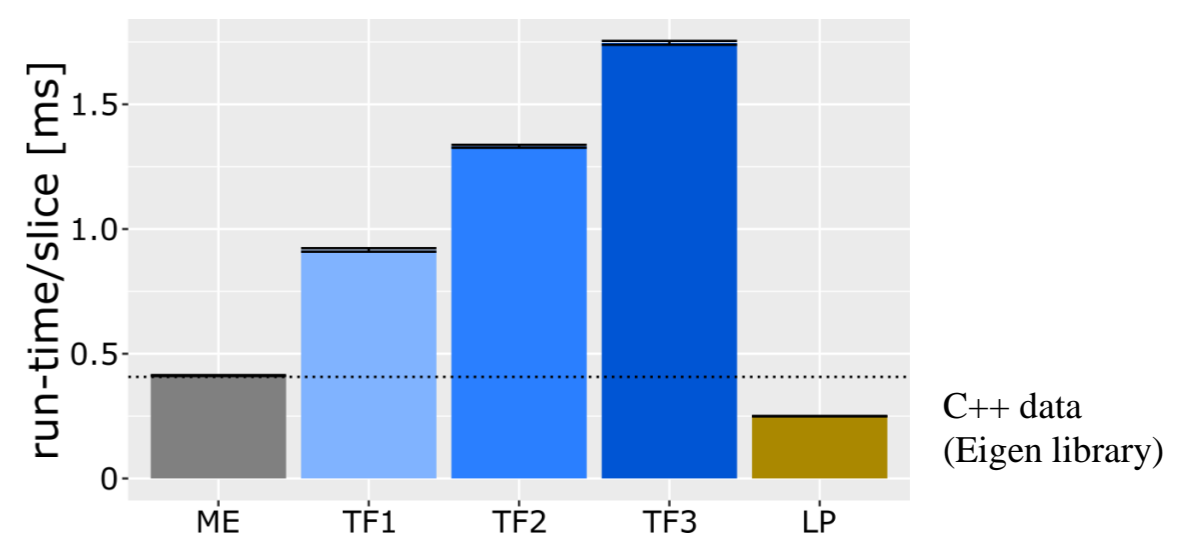
$$\bar{H}_{Tog:n} = \sum_{m=1}^{axes} \begin{cases} a [h_m \cos(b) + h_{[h_n, h_m]} \sin(b)] I_m & \text{for } [h_n, h_m] \neq 0 \\ h_m I_m & \text{for } [h_n, h_m] = 0 \end{cases}$$

$$a = \frac{2 \sin\left(\frac{P_{\Delta t} - P_0}{2}\right)}{P_{\Delta t} - P_0} \quad b = \frac{P_{\Delta t} + P_0}{2}$$

Introduction to Loewdin Projections (spectral projections)<sup>[3]</sup>:

$$\exp(\pm i \Delta t H) = \sum_i \exp(\pm i \Delta t \lambda_i) P_{\lambda_i} \quad P_{\lambda_i} = \prod_{j \neq i} \frac{H - \lambda_j}{\lambda_i - \lambda_j}$$

Two spins:



- Broad comparison of spin dynamics simulation methods
- Constant Hamiltonian toggling frame is slower than the benchmark for a two-spin system
- Loewdin projectors are a good alternative to ME

[1] Coote, P. et al., Rapid convergence of optimal control in NMR using numerically-constructed toggling frames. Journal of Magnetic Resonance, 2017

[2] Kobzar, K. et al., Exploring the limits of broadband 90 and 180 universal rotation pulses. Journal of Magnetic Resonance, 2012

[3] Chandrakumar, N. Application of Löwdin projectors to evaluate density matrix evolutions. Journal of Magnetic Resonance (1969), 1990