
b_0
b_1
b_2
b_3
0
1
2
3
Initializemodes
0
1
2
3
evolve(<BosonOperator with 4 terms>)
0.4
0
1
evolve(<BosonOperator with 2 terms>)
0.4
0
1
2
3
evolve(<BosonOperator with 4 terms>)
0.4