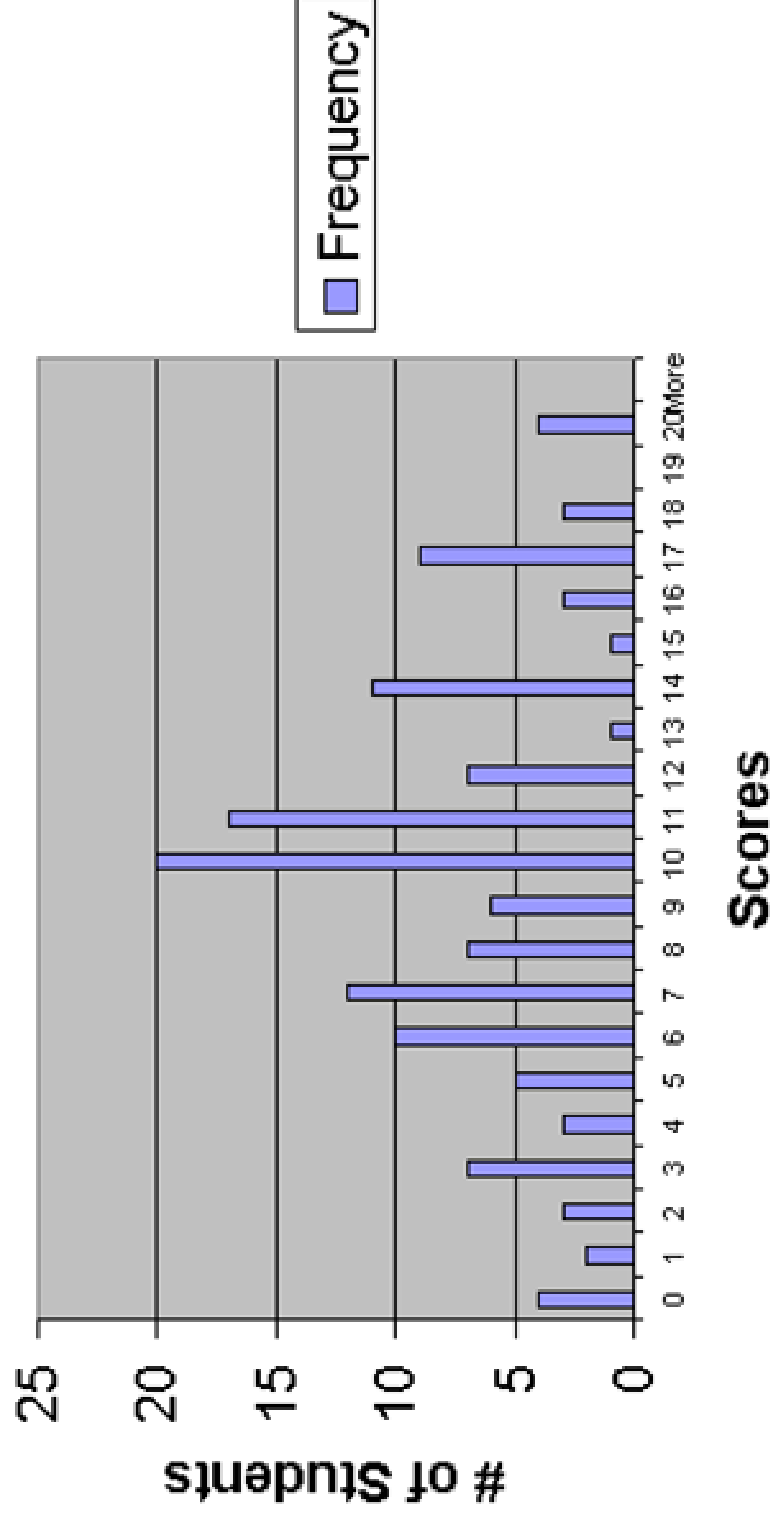




Problem 1 was straight from the HW

Problem 2 was based on solved problem 4.11 in book

## 2D Quiz 6





# Physics 2D Lecture Slides

## Nov 17

Vivek Sharma  
UCSD Physics

- Tuesday Office Hours moved

- from 2:30-3:30pm Tuesday

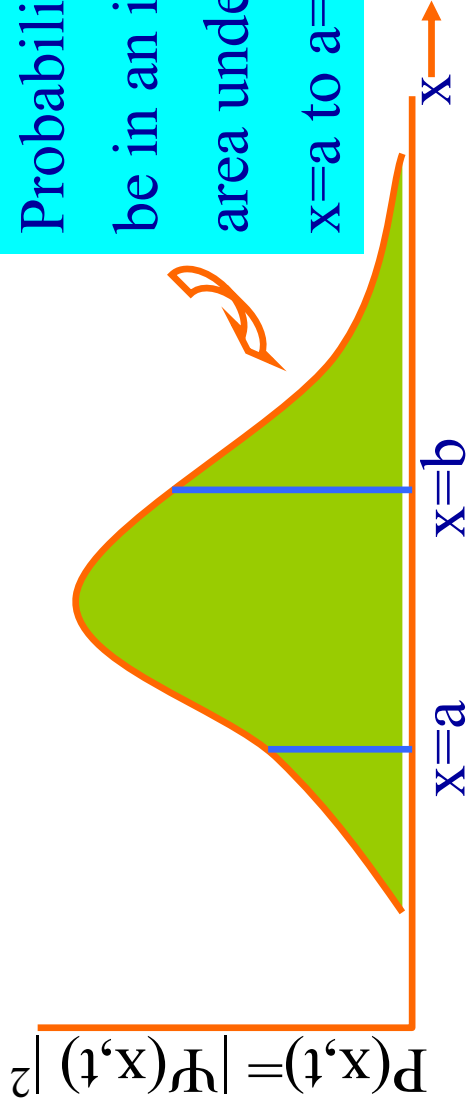
- To → **4:00-6:00pm** ← Tuesday

- Today's office hour unchanged at 2:00pm, 3314 Mayer Hall

# Quantum Mechanics of Subatomic Particles

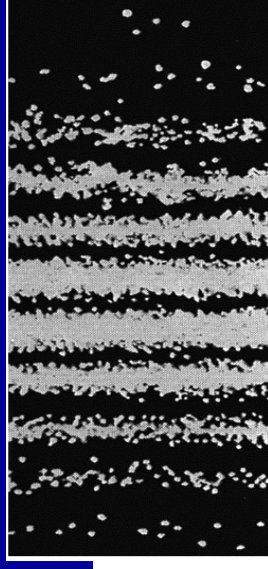
- Act of Observation **perturbs** the system (No watching!)
- If can't watch then All conversations can only be in terms of a probability P
- Every particle under the influence of a force is described by a Complex wave function  $\Psi = \Psi(x,y,z,t)$
- $\Psi$  is the **ultimate DNA of particle**: contains all info about the particle under the force (e.g. Coulomb force in Hydrogen atom)
- Probability of per unit volume of finding the particle at some point  $(x,y,z)$  and at time  $t$  is given by
  - $P(x,y,z,t) = \Psi(x,y,z,t) \cdot \Psi^*(x,y,z,t) = |\Psi(x,y,z,t)|^2$
- When there are more than one path to reach a final location then the probability of the event is
  - When there are two paths:  $\Psi = \Psi_1 + \Psi_2$
  - $P = |\Psi^* \Psi| = |\Psi_1|^2 + |\Psi_2|^2 + 2 |\Psi_1 \Psi_2| \cos\phi$

# Wave Function of “Stuff” & Probability Density



Probability of a particle to be in an interval  $a \leq x \leq b$  is area under the curve from  $x=a$  to  $x=b$

- Although not possible to specify with certainty the location of particle, its possible to assign probability  $P(x)dx$  of finding particle between  $x$  and  $x+dx$
- $P(x) dx = |\Psi(x,t)|^2 dx$
- e.g intensity distribution in light diffraction pattern is a measure of the probability that a photon will strike a given point within the pattern



# $\Psi$ : The Wave function Of A Particle

- The particle must be some where

$$\int_{-\infty}^{+\infty} |\psi(x,t)|^2 dx = 1$$

- Any  $\Psi$  satisfying this condition is NORMALIZED
- Prob of finding particle in finite interval

$$P(a \leq x \leq b) = \int_a^b |\psi(x,t)|^2 dx$$

- Fundamental aim of Quantum Mechanics
  - Given the wavefunction at some instant (say  $t=0$ ) find  $\Psi$  at some subsequent time  $t$
  - $\Psi(x,t=0) \rightarrow \Psi(x,t)$  ... evolution
  - Think of a probabilistic view of particle's "newtonian trajectory"
- We are replacing Newton's 2<sup>nd</sup> law for subatomic systems

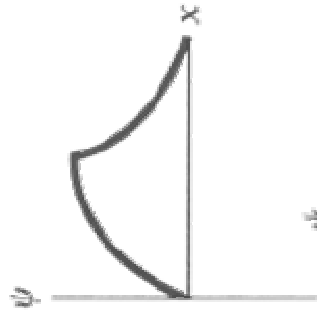
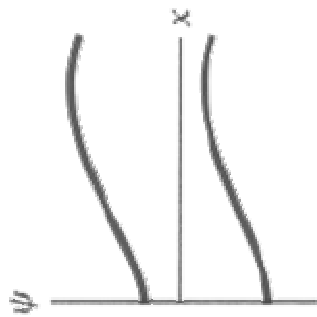
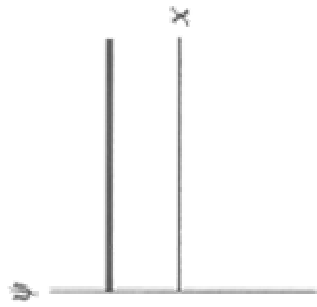
The Wave Function is a mathematical function that describes a physical object  $\rightarrow$  Wave function must have some rigorous Physical properties :

- $\Psi$  must be finite in  $x,t$
- $\Psi$  must be continuous fn of  $x,t$
- $\Psi$  must be single-valued
- $\Psi$  must be smooth fn  $\rightarrow$

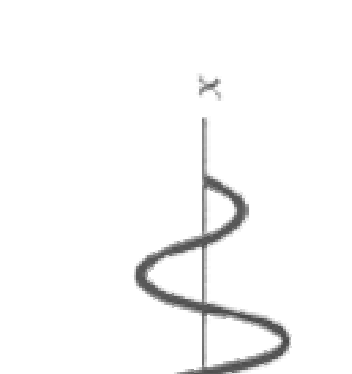
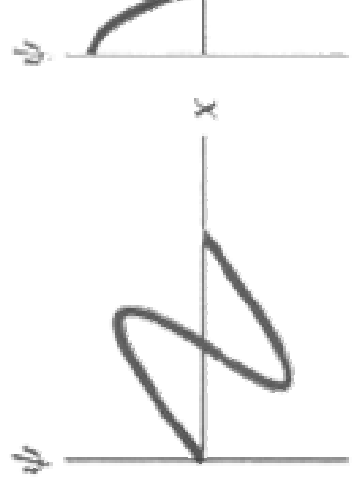
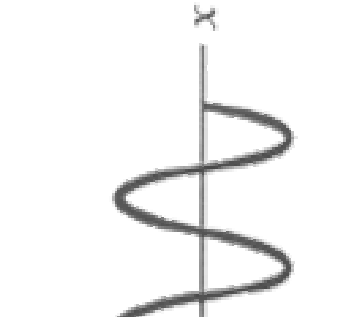
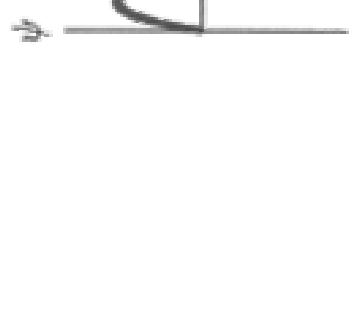
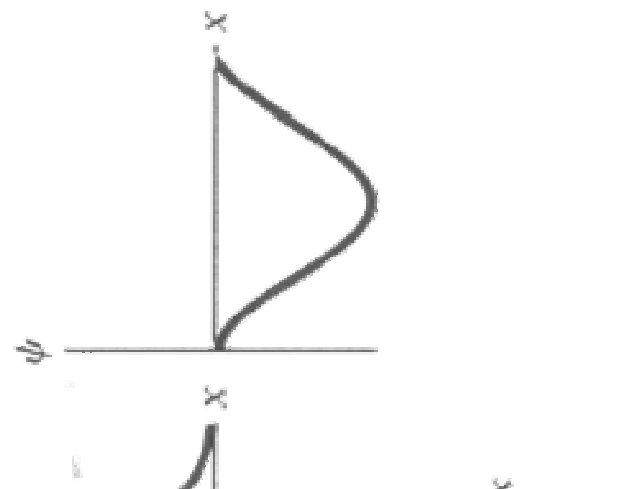
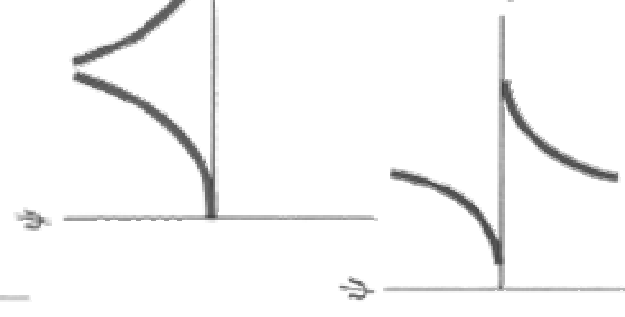
$$\frac{d\psi}{dx} \text{ must be continuous}$$

# WHY ?

# Bad (Mathematical) Wave Functions Of a Physical System : You Decide Why



?





# A Simple Wave Function : Free Particle

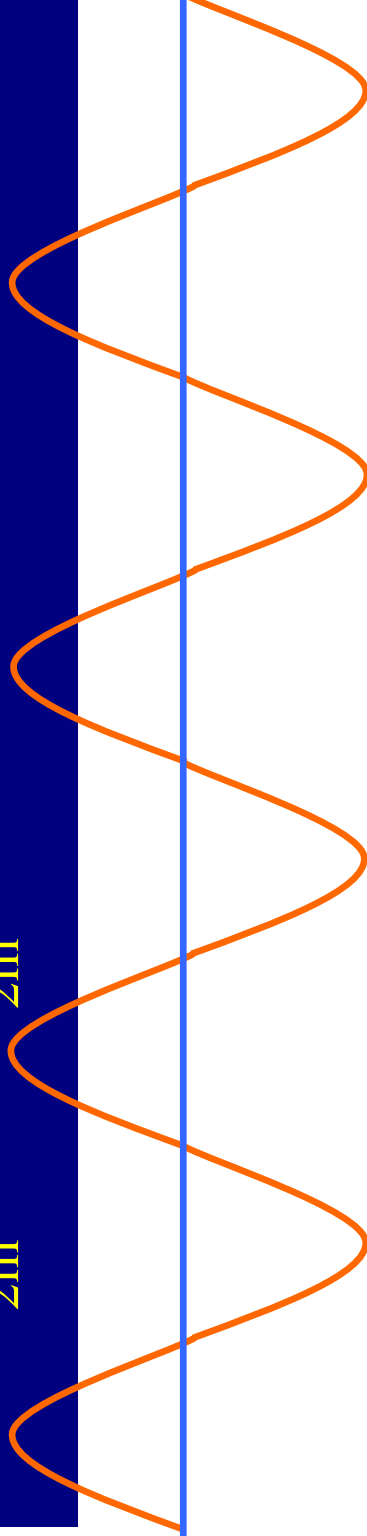
- Imagine a free particle of mass  $m$ , momentum  $p$  and  $K=p^2/2m$
- Under no force, no attractive or repulsive potential to influence it
- Particle is where it wants : can be any where  $[-\infty \leq x \leq +\infty]$ 
  - Has No relationship, no mortgage, no quiz, no final exam.....its essentially a bum !
  - how to describe a **quantum mechanical bum** ?

$$\bullet \Psi(x,t) = A e^{i(kx - \omega t)} = A (\cos(kx - \omega t) + i \sin(kx - \omega t))$$
$$k = \frac{p}{\hbar}; \quad \omega = \frac{E}{\hbar}$$

For non-relativistic particles

$$E = \frac{p^2}{2m} \Rightarrow \omega(k) = \frac{\hbar k^2}{2m}$$

Has definite momentum  
and energy but location  
unknown !



X→

# Wave Function of Different Kind of Free Particle : Wave Packet

Sum of Plane Waves:

$$\Psi(x, 0) = \int_{-\infty}^{+\infty} a(k) e^{ikx} dk$$
$$\Psi(x, t) = \int_{-\infty}^{+\infty} a(k) e^{i(kx - \omega t)} dk$$

Wave Packet initially localized in  $\Delta X$ ,  $\Delta t$  undergoes dispersion

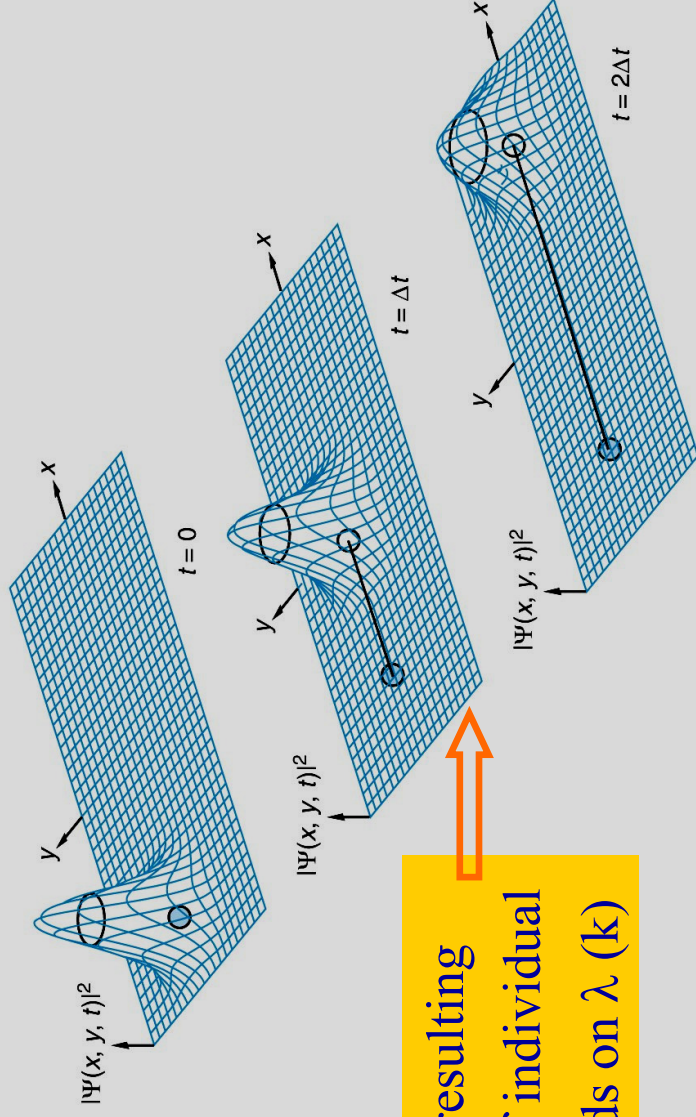
The more you know now,

The less you will know later

Why ?

Spreading is due to DISPERSION resulting from the fact that phase velocity of individual waves making up the packet depends on  $\lambda$  (k)

Combine many free waves to create a Localized wave packet (group)



# Normalization Condition: Particle Must be Somewhere

*Example:*  $\psi(x, 0) = Ce^{-\left|\frac{x}{x_0}\right|}$ ,  $C$  &  $x_0$  are constants

This is a symmetric wavefunction with diminishing amplitude

The Amplitude is maximum at  $x=0 \Rightarrow$  Probability is max too

**Normalization Condition: How to figure out  $C$  ?**

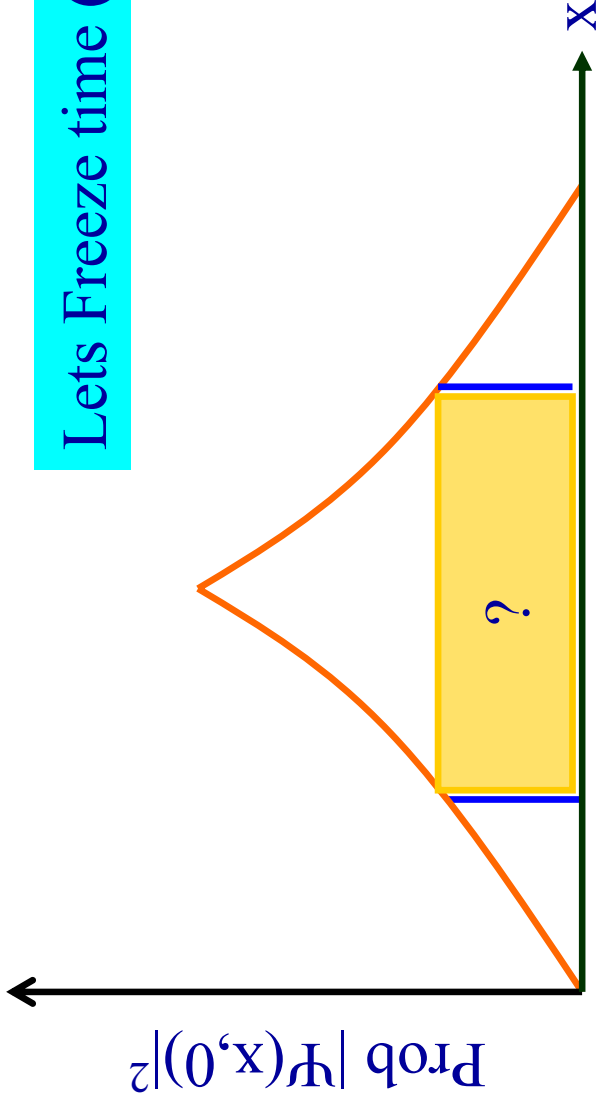
A real particle must be somewhere: Probability of finding

particle is finite  $P(-\infty \leq x \leq +\infty) = \int_{-\infty}^{+\infty} |\psi(x, 0)|^2 dx = \int_{-\infty}^{+\infty} C^2 e^{-2\left|\frac{x}{x_0}\right|} dx = 1$

$$\Rightarrow 1 = 2C^2 \int_0^{\infty} e^{-2\left|\frac{x}{x_0}\right|} dx = 2C^2 \left[ \frac{x_0}{2} \right] = C^2 x_0$$

$$\Rightarrow \psi(x, 0) = \frac{1}{\sqrt{x_0}} e^{-\left|\frac{x}{x_0}\right|}$$

Where is the particle within a certain location  $x \pm \Delta x$



Lets Freeze time (t=0)

$$\begin{aligned} P(-x_0 \leq x \leq +x_0) &= \int_{-x_0}^{+x_0} |\psi(x, 0)|^2 dx = \int_{-x_0}^{+x_0} C^2 e^{-2\left|\frac{x}{x_0}\right|} dx \\ &= 2C^2 \left[ \frac{x_0}{2} [1 - e^{-2}] \right] = [1 - e^{-2}] = 0.865 \Rightarrow 87\% \end{aligned}$$

# Where Do Wave Functions Come From ?

- Are solutions of the time dependent Schrödinger Differential Equation (inspired by Wave Equation seen in 2C)

$$-\frac{\hbar^2}{2m} \frac{\partial^2 \Psi(x,t)}{\partial x^2} + U(x) \Psi(x,t) = i\hbar \frac{\partial \Psi(x,t)}{\partial t}$$

- Given a potential  $U(x) \rightarrow$  particle under certain force

$$- F(x) = - \frac{\partial U(x)}{\partial x}$$

Schrodinger had an interesting life



# Schrodinger Wave Equation

Wavefunction  $\psi$  which is a sol. of the Sch. Equation embodies all modern physics experienced/learnt so far:

$$E=hf, \quad p=\frac{h}{\lambda}, \quad \Delta x \cdot \Delta p \sim \hbar, \quad \Delta E \cdot \Delta t \sim \hbar, \quad \text{quantization etc}$$

Schrodinger Equation is a Dynamical Equation

much like Newton's Equation  $\vec{F} = m \vec{a}$

$$\psi(x, 0) \rightarrow \vec{\text{Force}}(\text{potential}) \rightarrow \psi(x, t)$$

Evolves the System as a function of space-time

The Schrodinger Eq. propagates the system forward & backward in time:

$$\psi(x, \delta t) = \psi(x, 0) \pm \left[ \frac{d\psi}{dt} \right]_{t=0} \delta t$$

Where does it come from ?? ... "First Principles" ..no real derivation exists

# Time Independent Sch. Equation

$$-\frac{\hbar^2}{2m} \frac{\partial^2 \Psi(x,t)}{\partial x^2} + U(x) \Psi(x,t) = i\hbar \frac{\partial \Psi(x,t)}{\partial t}$$

Sometimes (depending on the character of the Potential  $U(x,t)$ )

The Wave function is factorizable: can be broken up

$$\Psi(x,t) = \psi(x) \phi(t)$$

*Example:* Plane Wave  $\Psi(x,t) = e^{i(kx - \omega t)} = e^{i(kx)} e^{-i(\omega t)}$

In such cases, use separation of variables to get :

$$-\frac{\hbar^2}{2m} \phi(t) \cdot \frac{\partial^2 \psi(x)}{\partial x^2} + U(x) \psi(x) \phi(t) = i\hbar \psi(x) \frac{\partial \phi(t)}{\partial t}$$

Divide Throughout by  $\Psi(x,t) = \psi(x) \phi(t)$

$$\Rightarrow \frac{-\hbar^2}{2m} \frac{1}{\psi(x)} \cdot \frac{\partial^2 \psi(x)}{\partial x^2} + U(x) = i\hbar \frac{1}{\phi(t)} \frac{\partial \phi(t)}{\partial t}$$

LHS is a function of  $x$ ; RHS is fn of  $t$

$x$  and  $t$  are independent variables, hence :

$$\Rightarrow \text{RHS} = \text{LHS} = \text{Constant} = E$$

# Factorization Condition For Wave Function Leads to:

$$\frac{-\hbar^2}{2m} \frac{\partial^2 \psi(x)}{\partial x^2} + U(x)\psi(x) = E \psi(x)$$

$$i\hbar \frac{\partial \phi(t)}{\partial t} = E\phi(t)$$

What is the Constant E ? How to Interpret it ?

Back to a Free particle :

$$\Psi(x,t) = Ae^{ikx} e^{-i\omega t}, \quad \psi(x) = Ae^{ikx}$$

$$U(x,t) = 0$$

Plug it into the Time Independent Schrodinger Equation (TISE)  $\Rightarrow$

$$\frac{-\hbar^2}{2m} \frac{d^2 (Ae^{(ikx)})}{dx^2} + 0 = E Ae^{(ikx)} \quad \Rightarrow \quad E = \frac{\hbar^2 k^2}{2m} = \frac{p^2}{2m} = (\text{NR Energy})$$

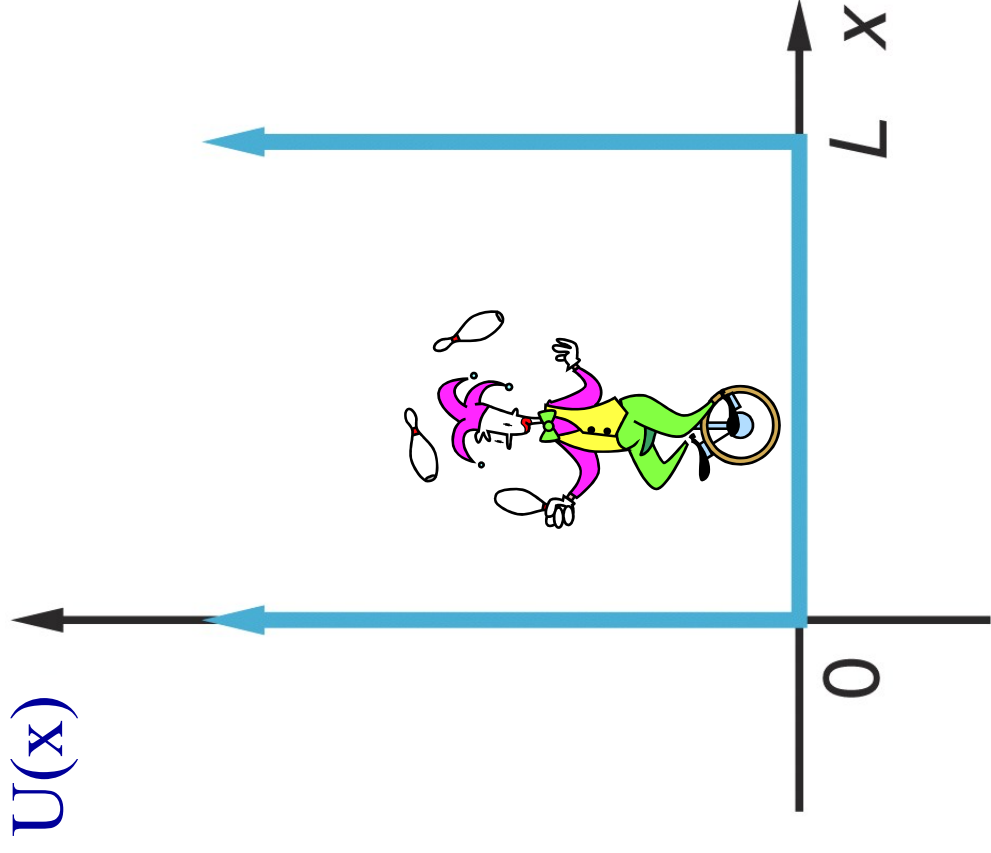
Stationary states of the free particle:  $\Psi(x,t) = \psi(x)e^{-i\omega t}$

$$\Rightarrow |\Psi(x,t)|^2 = |\psi(x)|^2$$

Probability is static in time t, character of wave function depends on  $\psi(x)$



# A More Interesting Potential : Particle In a Box



Write the Form of Potential: Infinite Wall

$$U(x,t) = \infty; \quad x \leq 0, \quad x \geq L$$

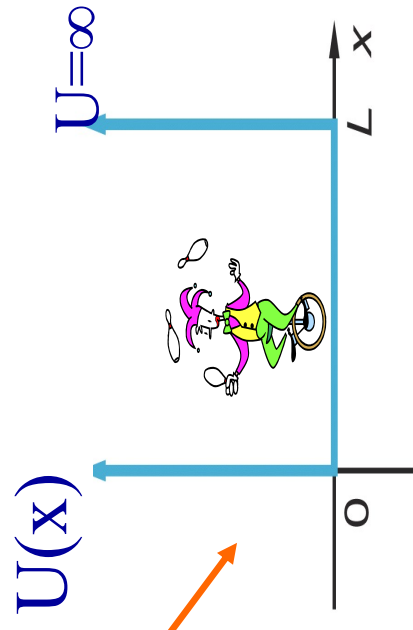
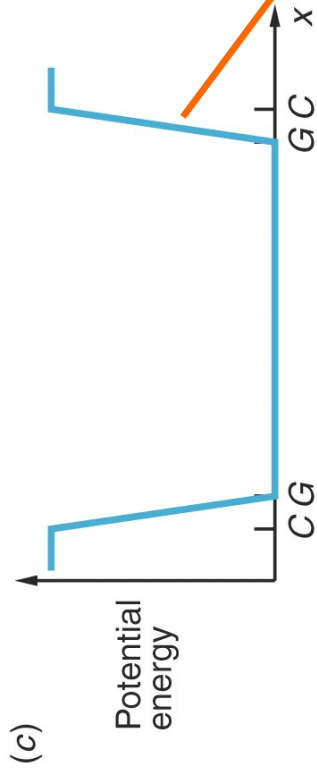
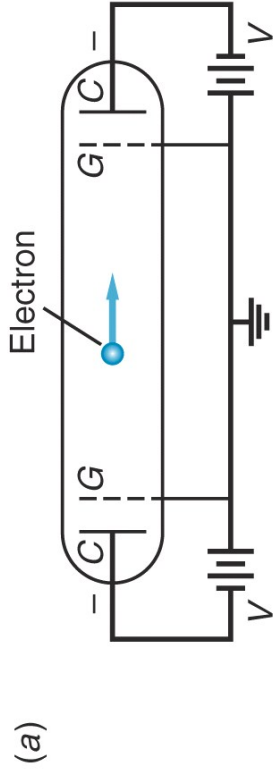
$$U(x,t) = 0; \quad 0 < X < L$$

- Classical Picture:
  - Particle dances back and forth
  - Constant speed, const KE
  - Average  $\langle P \rangle = 0$
  - No restriction on energy value
    - $E=K+U = K+0$
  - Particle can not exist outside box

- Can't get out because needs to borrow infinite energy to overcome potential of wall

What happens when the joker is subatomic in size ??

# Example of a Particle Inside a Box With Infinite Potential



(a) Electron placed between 2 set of electrodes  $C$  & grids  $G$  experiences no force in the region between grids, which are held at Ground Potential

However in the regions between each  $C$  &  $G$  is a repelling electric field whose strength depends on the magnitude of  $V$

(b) If  $V$  is small, then electron's potential energy vs  $x$  has low sloping "walls"

(c) If  $V$  is large, the "walls" become very high & steep becoming infinitely high for  $V \rightarrow \infty$

(d) The straight infinite walls are an approximation of such a situation

# $\Psi(x)$ for Particle Inside 1D Box with Infinite Potential Walls

Inside the box, no force  $\Rightarrow U=0$  or constant (same thing)

$$\Rightarrow \boxed{-\frac{\hbar^2}{2m} \frac{d^2\psi(x)}{dx^2} + 0 \psi(x) = E \psi(x)}$$

$$\Rightarrow \frac{d^2\psi(x)}{dx^2} = -k^2\psi(x); \quad k^2 = \frac{2mE}{\hbar^2}$$

$$\text{or } \boxed{\frac{d^2\psi(x)}{dx^2} + k^2\psi(x) = 0}$$

$\Leftarrow$  figure out what  $\psi(x)$  solves this diff eq.

In General the solution is  $\psi(x) = A \sin kx + B \cos kx$  (A, B are constants)

Need to figure out values of A, B : How to do that ?

**Apply BOUNDARY Conditions on the Physical Wavefunction**

We said  $\psi(x)$  must be continuous everywhere

So match the wavefunction just outside box to the wavefunction value just inside the box

$$\Rightarrow \text{At } x = 0 \Rightarrow \psi(x=0) = 0 \quad \& \quad \text{At } x = L \Rightarrow \psi(x=L) = 0$$

$$\therefore \psi(x=0) = B = 0 \quad (\text{Continuity condition at } x=0)$$

$$\& \psi(x=L) = 0 \Rightarrow A \sin kL = 0 \quad (\text{Continuity condition at } x=L)$$

$$\Rightarrow kL = n\pi \Rightarrow k = \frac{n\pi}{L}, \quad n = 1, 2, 3, \dots, \infty$$

So what does this say about Energy E ? :

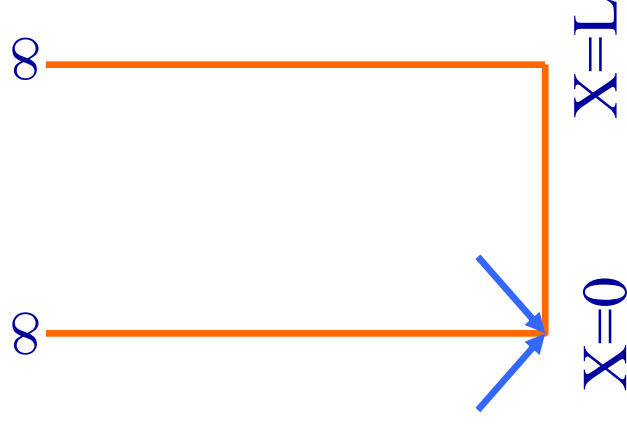
$$\boxed{E_n = \frac{n^2 \pi^2 \hbar^2}{2mL^2}}$$

Quantized (not Continuous)!

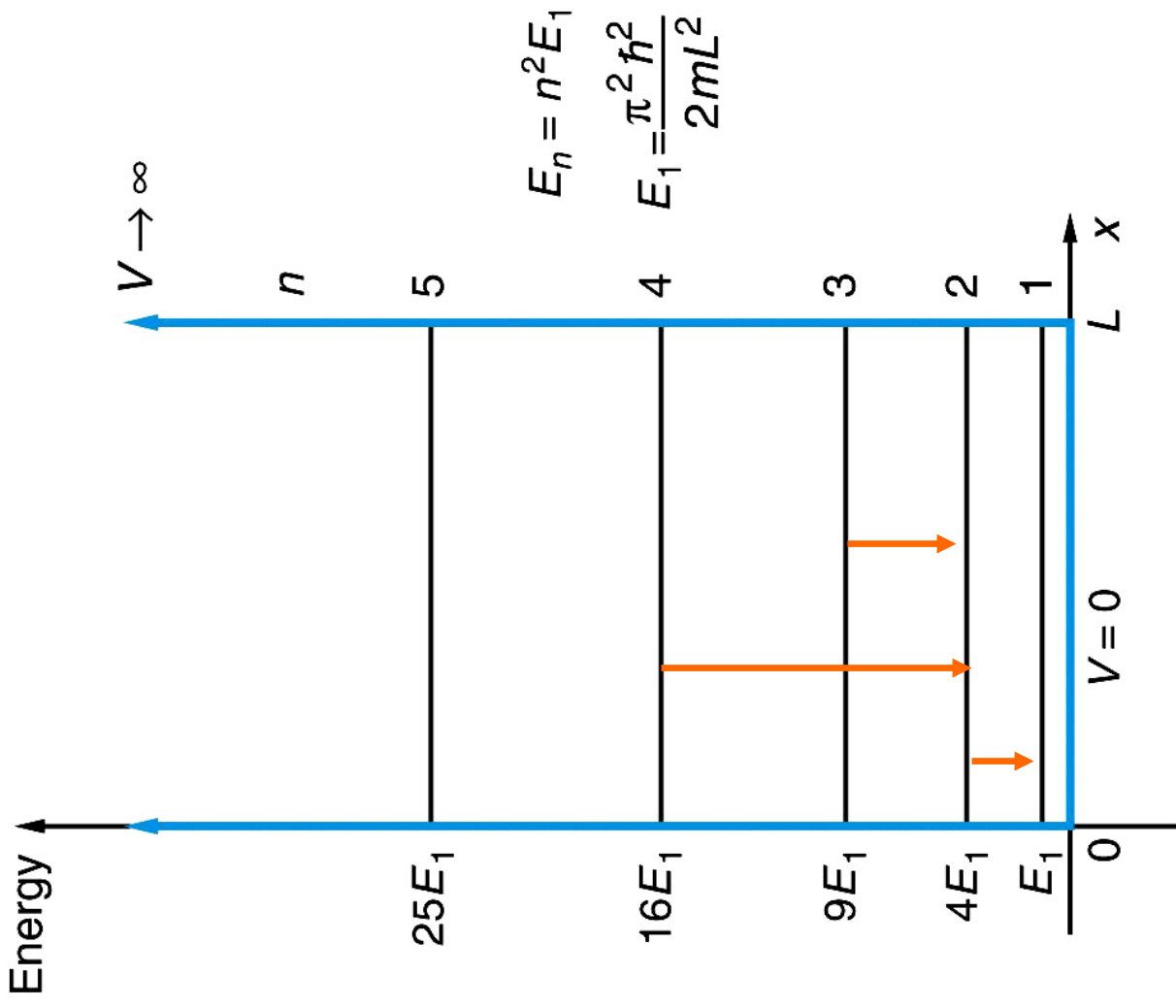
Why can't the particle exist

Outside the box ?

$\rightarrow$  E Conservation



# Quantized Energy levels of Particle in a Box



# What About the Wave Function Normalization ?

The particle's Energy and Wavefunction are determined by a number  $n$

We will call  $n \rightarrow$  Quantum Number , just like in Bohr's Hydrogen atom

What about the wave functions corresponding to each of these energy states?

$$\psi_n = A \sin(kx) = A \sin\left(\frac{n\pi x}{L}\right) \quad \text{for } 0 < x < L$$
$$= 0 \quad \text{for } x \geq 0, x \geq L$$

Normalized Condition :

$$1 = \int_0^L \psi_n^* \psi_n dx = A^2 \int_0^L \sin^2\left(\frac{n\pi x}{L}\right)$$

$$\boxed{\text{Use } 2\sin^2\theta = 1 - 2\cos 2\theta}$$

$$1 = \frac{A^2}{2} \int_0^L \left(1 - \cos\left(\frac{2n\pi x}{L}\right)\right) \quad \text{and since } \int \cos \theta = \sin \theta$$

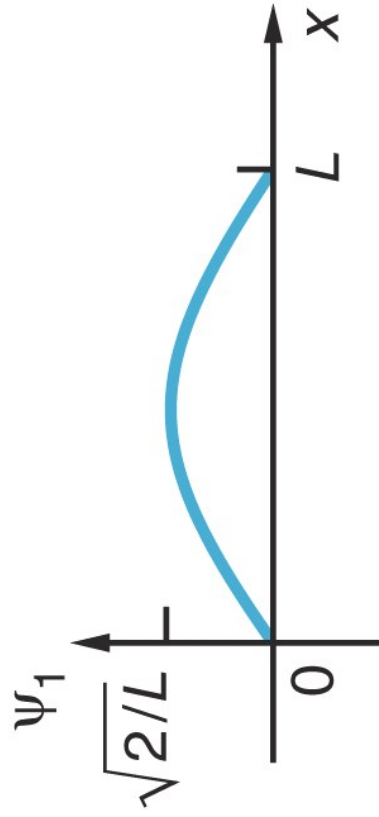
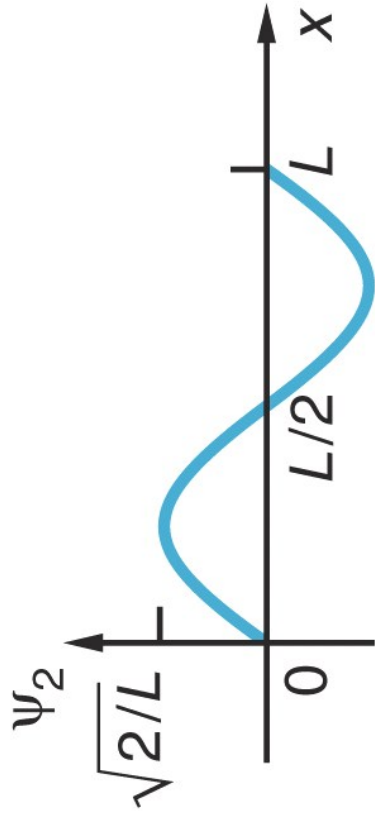
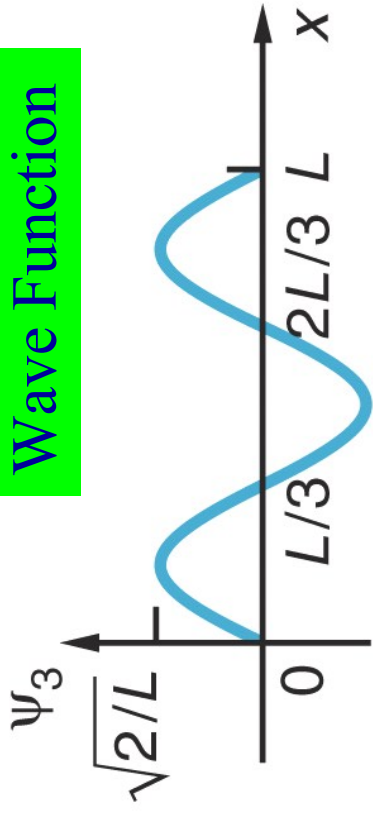
$$1 = \frac{A^2}{2} L \Rightarrow A = \sqrt{\frac{2}{L}}$$

$$\text{So } \psi_n = \sqrt{\frac{2}{L}} \sin(kx) = \sqrt{\frac{2}{L}} \sin\left(\frac{n\pi x}{L}\right)$$

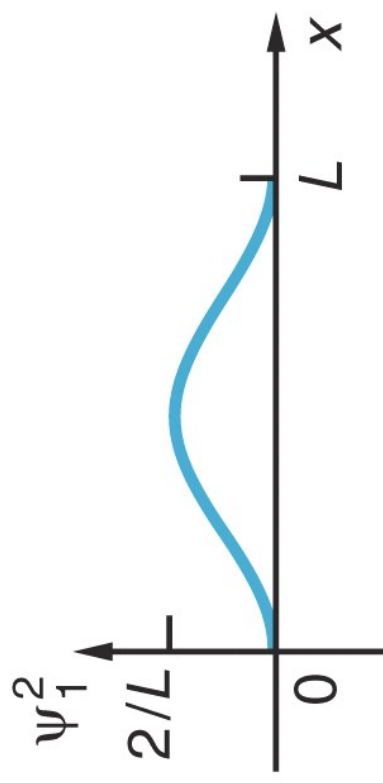
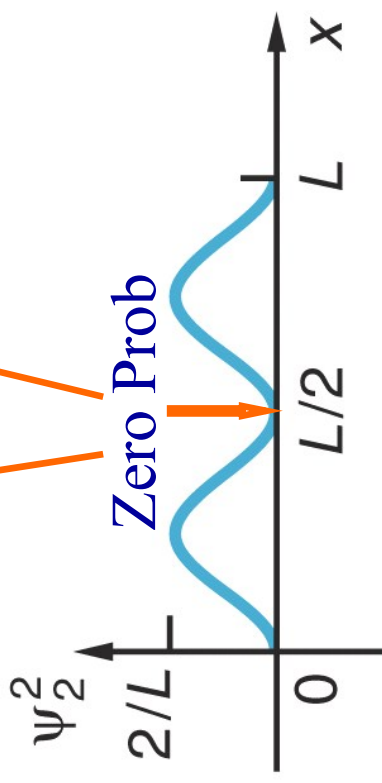
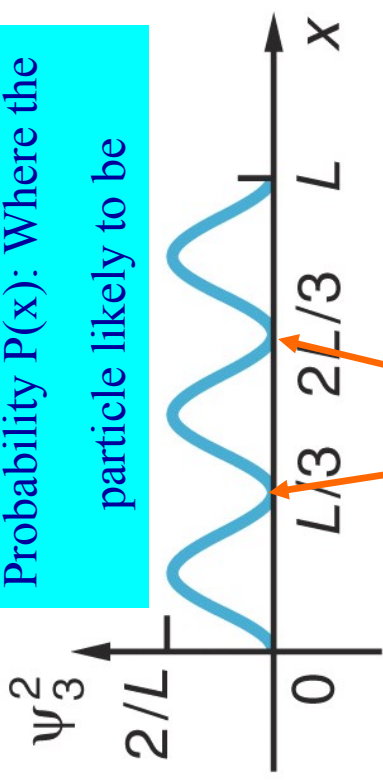
... What does this look like?

# Wave Functions : Shapes Depend on Quantum # n

Wave Function

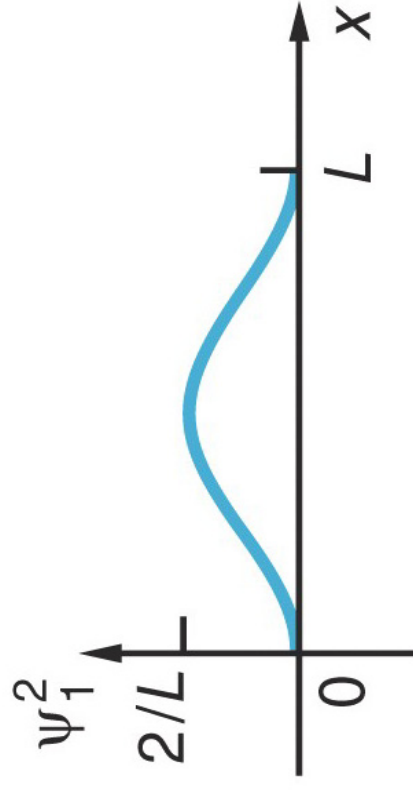
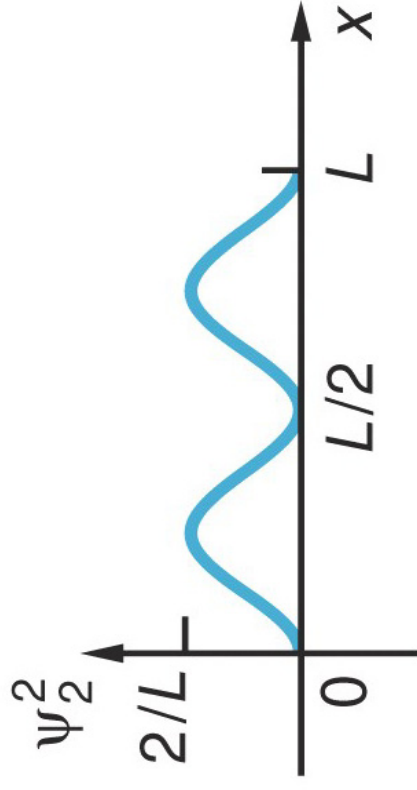


Probability  $P(x)$ : Where the particle likely to be



# Where in The World is Carmen San Diego?

- We can only guess the probability of finding the particle somewhere in  $x$ 
  - For  $n=1$  (ground state) particle most likely at  $x = L/2$
  - For  $n=2$  (first excited state) particle most likely at  $L/4, 3L/4$
  - Prob. Vanishes at  $x = L/2$  &  $L$ 
    - How does the particle get from just before  $x=L/2$  to just after?
      - » QUIT thinking this way, particles don't have trajectories
      - » Just probabilities of being somewhere



Classically, where is the particle most  
Likely to be : Equal prob of being  
anywhere inside the Box  
NOT SO says Quantum Mechanics!

# Remember Sesame Street ?



This particle in the box is brought to you by the letter

**n**

Its the Big Boss  
Quantum Number