Quantum States (Chs. 38, 39)

TODAY:

- 1. Particle in a trap.
- 2. Potential Well.
- 3. Hydrogen Atom

Review: Photons

Light interacts with matter by means of energetic particles called *photons*. Each photon has energy E = hf, where f is the frequency of the light, and *h* is Planck's Constant. $h = 6.63 \times 10^{-34}$ Js

This means $\lambda = c/f = hc/E$ with $hc = 1243 \ eV \cdot nm$

For example a photon with energy 3 eV has $\lambda = 414 \text{ nm}$ (violet) while a photon with energy 2 eV has $\lambda = 622 nm$ (red).

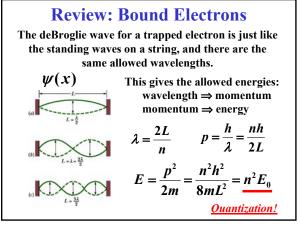
Review: Free Electrons

An electron wave determines the probability of detecting an electron.

A free electron traveling with momentum *p* has a simple wavefunction and wavelength:

$$\psi = \psi_0 \sin(kx - \omega t)$$
 with $\lambda = h/p$

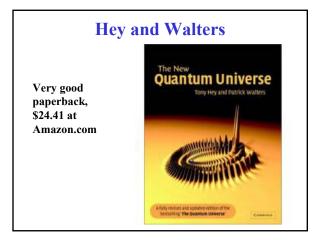
But what about an electron that is bound inside an atom or a solid? It is not moving in a straight line with a constant momentum. How do we determine its wavefunction and its energy?

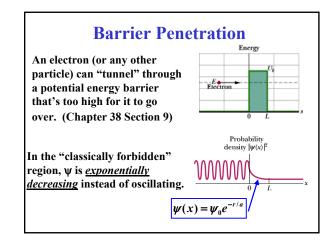


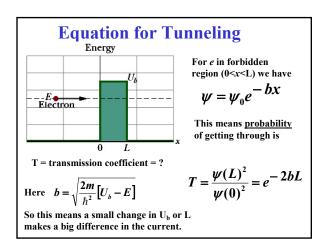
Do such electron traps exist? **Textbook Chapter 39** Section 6 describes several kinds of "nanostructures" which can confine an electron to a nanometer sized region. The "quantum corral" made by IBM arranges iron atoms on a copper surface. The ripples are the standing electron

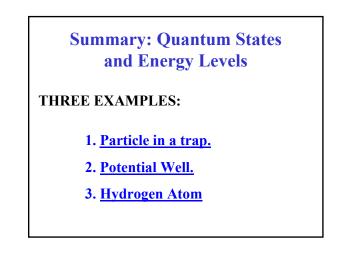
waves.

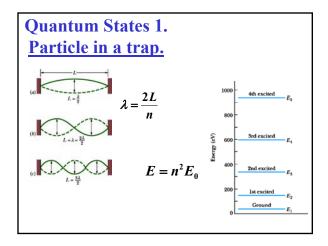
Oscillations in 2 and 3 dimensions For this vibrating drum, need 2 "quantum numbers". one for the radial and one for the angular oscillations. For trap in 3 dimensions, need 3 quantum numbers.

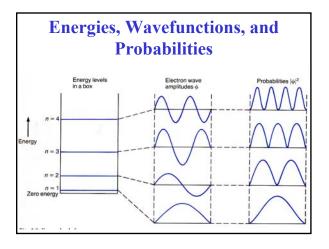


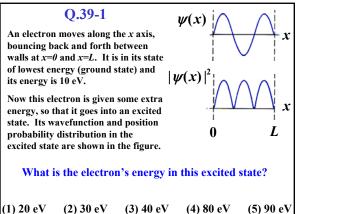


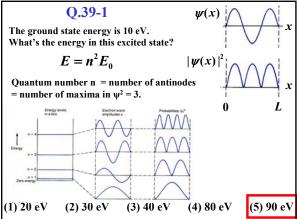


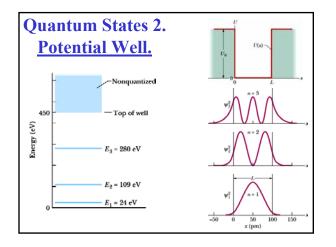


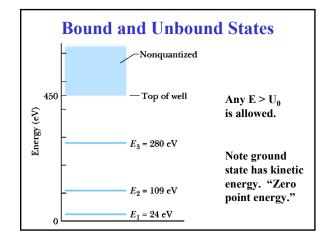


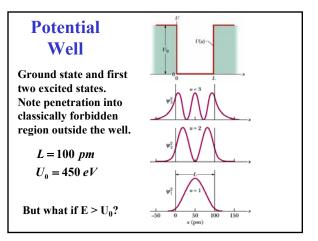


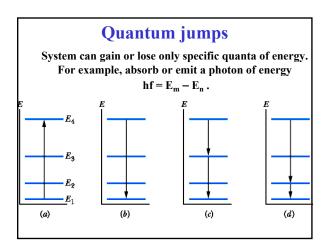


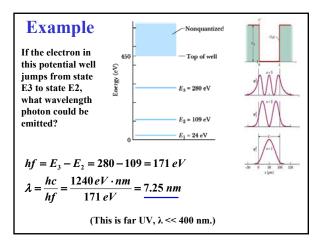






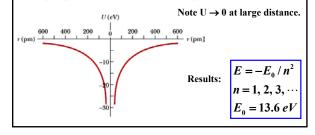


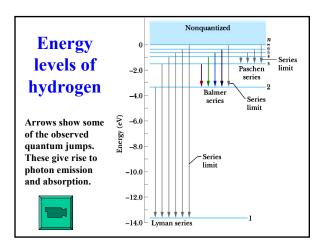


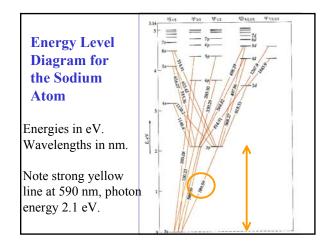


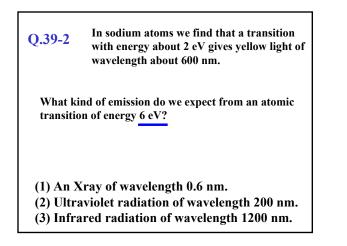
Quantum States 3. Hydrogen Atom.

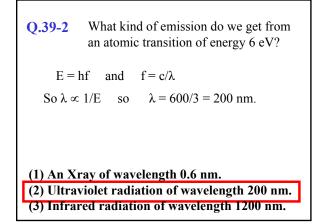
General idea: Electron trap in 3 dimensions. Allowed states are labeled with 3 quantum numbers, described by energy levels and wave functions. The trap is provided by the Coulomb potential.

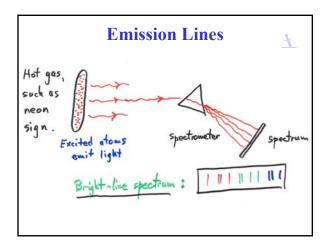


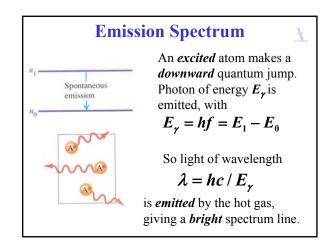


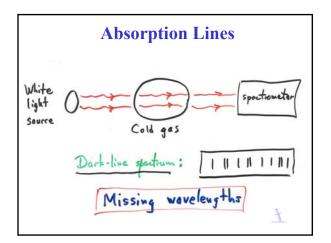


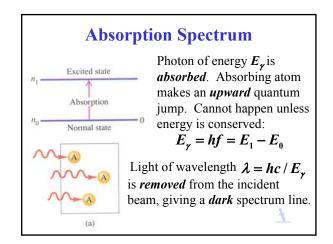


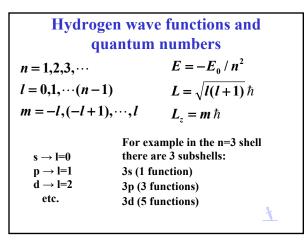


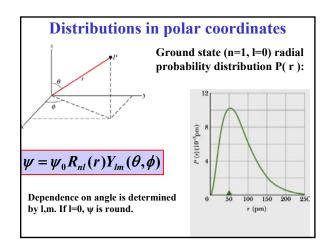


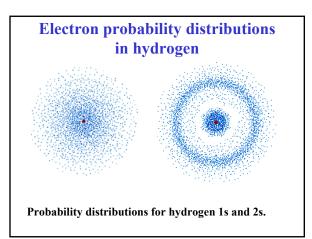












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