

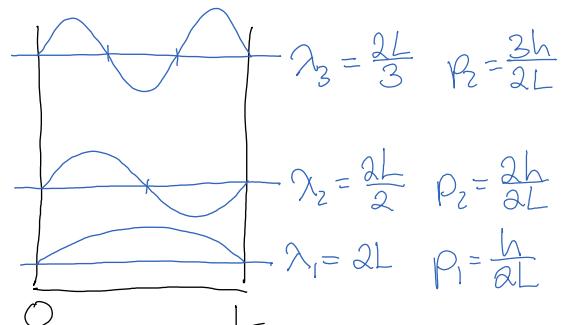
LO4-de Broglie matter waves

Tuesday, August 23, 2016 08:12

- * Planck's hypothesis led to the particle nature of waves.
In particular, light, (electromagnetic wave) was quantized into packets of energy (particles) called photons: "γ"
 $E = h\nu$ or $E = \hbar\omega$ where $\hbar = \frac{h}{2\pi}$ $\omega = 2\pi\nu$ (angular freq.)
- * de Broglie, guided by the principle of special relativity, completed the particle-wave symmetry by proposing that particles have an associated wavelength
 $\lambda = \frac{h}{p}$ or $p = \hbar k$ where $k = \frac{2\pi}{\lambda}$ (spatial frequency)
http://afib.ensmp.fr/LDB-oeuvres/De_Broglie_Kracklauer.pdf

- * de Broglie's hypothesis leads to quantization of energy levels of matter (wavelength modes) by the application of proper boundary conditions.

- we already saw this quantization in Rayleigh-Jeans "modes"

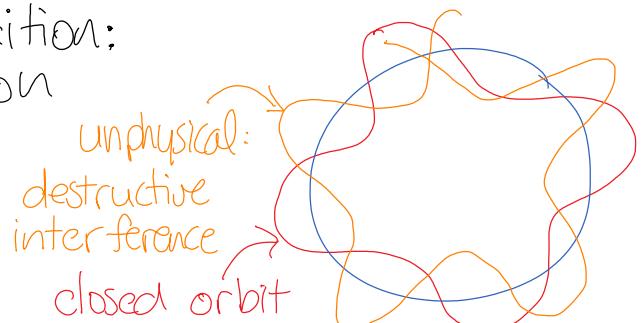


- * de Broglie's hypothesis gave physical intuition to Bohr's quantum condition:

The wave must wrap around on itself for a stable orbit

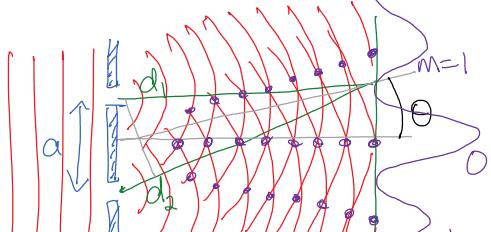
$$2\pi r = n\lambda = nh/p$$

$$L = |\vec{r} \times \vec{p}| = \hbar n$$



- * interference - a property of waves

- double slit experiment



phase difference
 $\phi = k(d_2 - d_1)$

$$2\pi m = \frac{2\pi}{\lambda} a \cdot \sin(\theta)$$

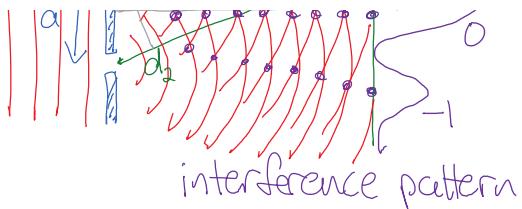
$$(n_2 \sin \theta - n_1 \sin \theta) d = m \lambda$$

universal law for

$$\sim 1 - 1 - \dots \sim \text{constant} \cdot d^{-1/2} \text{ (approx.)}$$

$$kd = \frac{\omega}{c} nd$$

optical pathlength

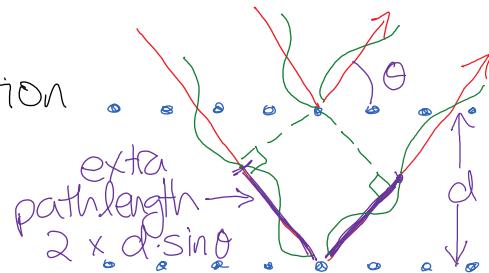


universal law for:
reflection, refraction, diffraction

- Bragg formula: reflection from different planes in phase

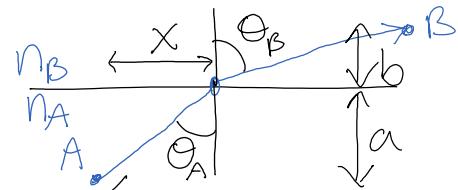
$$m\lambda = 2d \sin \theta$$

Bragg diffraction was discovered in electron scattering from a nickel crystal by Davisson & Germer



- * Reconciliation of Fermat's and Maupertuis' principles:
 - variational principles (Calculus of Variations): solve for the path which minimizes some line integral

- a) Fermat's principle: light follows the path from A to B that minimizes the time, to get there.



$$\Delta t = \frac{(x^2 + a^2)^{1/2}}{c/n_a} + \frac{(l-x)^2 + b^2)^{1/2}}{c/n_b} \quad \frac{\delta}{\delta x} (\text{Cat}) = \underbrace{\frac{x n_a}{\sqrt{x^2 + a^2}}}_{\text{Cat}} + \frac{(l-x)n_b}{\sqrt{(l-x)^2 + b^2}} = n_a \sin \theta_a - n_b \sin \theta_b = 0.$$

- b) Maupertuis' principle: the true path of a system with generalized co-ordinates $\vec{q} = (q_1, q_2, q_3, \dots)$, going from \vec{q}_A to \vec{q}_B is an extremum of the abbreviated action functional $S_o[q(t)] = \int \vec{p} \cdot d\vec{q}$

where $p_i = \frac{\partial \mathcal{L}}{\partial \dot{q}_i}$ [generalized momentum] and $\mathcal{L} = T(q, \dot{q}, t) - V(q, \dot{q}, t)$ [Lagrangian]

This can be generalized to Hamilton's principle of least action: $S \equiv \int L dt$

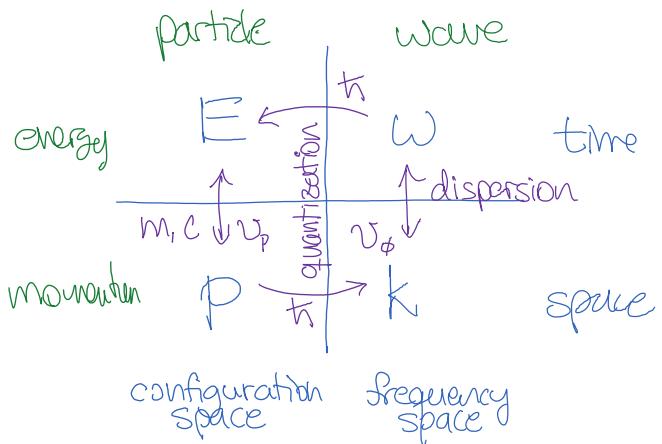
The application of variational principles was too difficult for practical problems - a "wave equation" was needed to solve for standing waves.

- * Note the complementarity:
RNTH matter and radiation

particle
+ wave

- * Note the complementarity:
BOTH matter and radiation exhibit both particle & wave characteristics.

We summarize these relations with the following diagram:



Horizontal: quantization ...

$E = \hbar\omega$ of waves into packets of energy.

$p = \hbar k$ of particles into modes (energy levels)

Vertical: dispersion ... (kinematics)

$$E = \frac{1}{2}mv_p^2 = \frac{p^2}{2m} \text{ [NR]} \quad \text{or} \quad E^2 = (pc)^2 + (mc^2)^2 \text{ [relativistic]} \quad \text{free particle}$$

$$c = \lambda\nu \quad \text{or} \quad \omega = kc \quad \text{phase velocity of photons} \quad v_\phi$$

- For the massless photon, the diagram is consistent
 $(\omega = kc) \cdot \hbar \quad \hbar\omega = \hbar k \cdot c \quad E = pc$

- For massive particles, we will need a new dispersion relation for consistency: $E = \frac{p^2}{2m} \quad \omega = \frac{\hbar}{2m} k^2$

We will build Schrödinger's equation from these quantization and dispersion relations.

We will learn about the wave nature of particles by further examining dispersion.