

Lecture XIII Supplement 1

S13.1

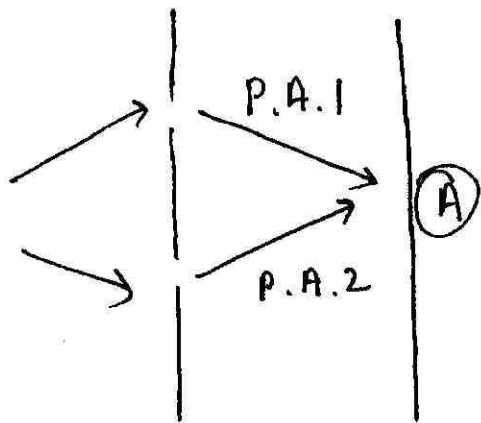
We need to establish a new way of figuring things out where probabilities do not add.

This new way of figuring things out is called quantum mechanics.

① One of the basic ideas in quantum mechanics is that we separate the system (in the diffraction expt. the light) from the observer (in the diffraction expt. you and me).

② Systems are described by ψ 's. (ψ 's can be like the ψ 's we saw in looking at light beams $\psi = e^{ikz}$). These ψ 's are not probabilities. They are called probability amplitudes.

③ Here is how probability amplitudes work.



Probability amplitudes are associated with every possible possibility. There is P.A.1 associated with light travelling through the top path.

P.A. 2 is associated to the bottom path.

④ Probability amplitudes add.

The combined P.A. that light arrives at

$$\textcircled{A} = \text{P.A.1} + \text{P.A.2}$$


⑤ From probability amplitudes we can calculate probabilities. ↙ complex conjugate

$$\text{Probabilities} = (\sum \text{P.A.})^* (\sum \text{P.A.})$$

$$\text{so, Probability} = (\text{P.A.1} + \text{P.A.2})^* (\text{P.A.1} + \text{P.A.2})$$

⑥ Thus when we say $\psi_{2p3} = \textcircled{\text{III}}$

this is a probability amplitude of where the

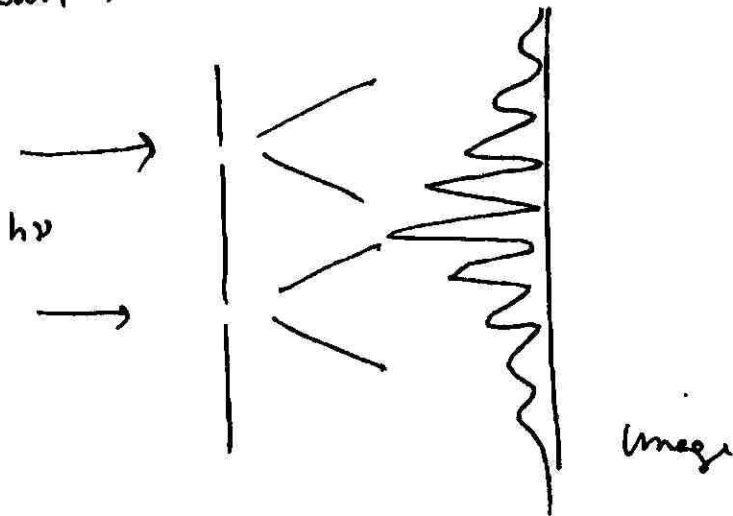
e^- is located $\psi_{2p3}^* \psi_{2p3} = \psi_{2p3}^2$ 

gives probability of finding e^- at different points in space.

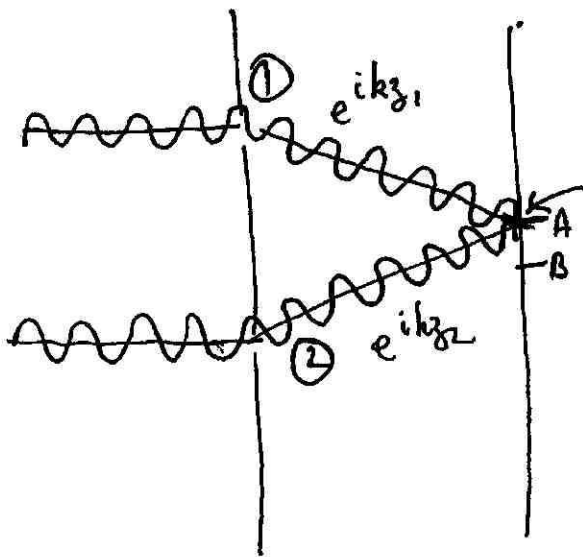
⑦ Let's see how this idea of probability amplitude plays out for the diffraction expt.

④ Result :

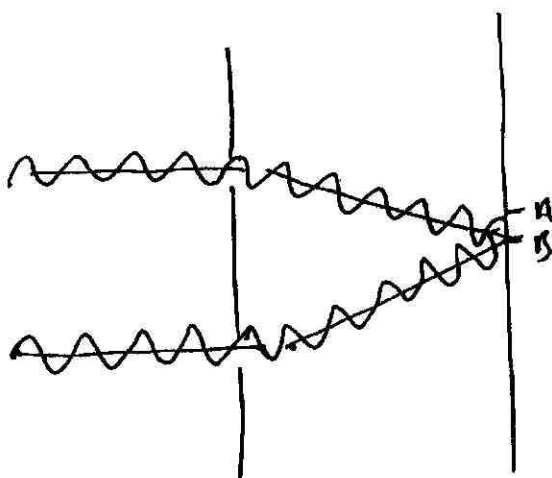
S13.3



⑤ If we recall light behaves as a wave, we can make sense of this result.



arrive here at different parts of the wave function. From ① it is negative but for 2 it is positive. The waves cancel.
- destructive interference.



But at B the waves both arrive at a positive value of ψ .
- constructive interference

Combined Probability Amplitude = $e^{ikz_1} + e^{ikz_2}$

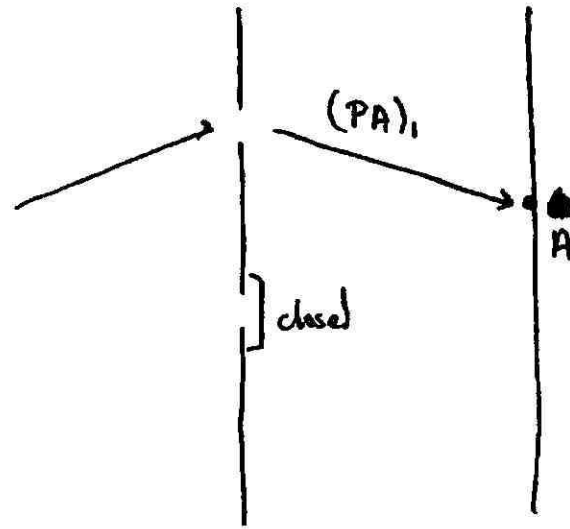
⑥ Let us now examine more carefully the 2-slit open experiment with no detectors before the final image screen. We will combine these results with our knowledge that light is following the wave equation:

$$e^{ikz}$$

where k is the wave number & z is the distance travelled.

One path

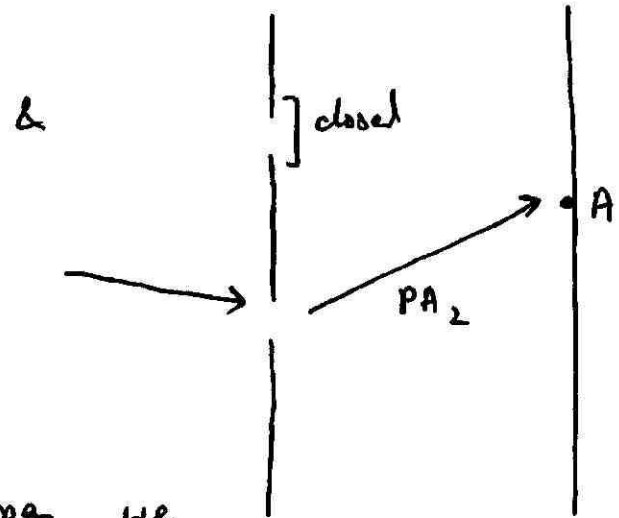
We express mathematically the PA of each path separately



$PA_1 = e^{ikz_1}$
the distance the point A

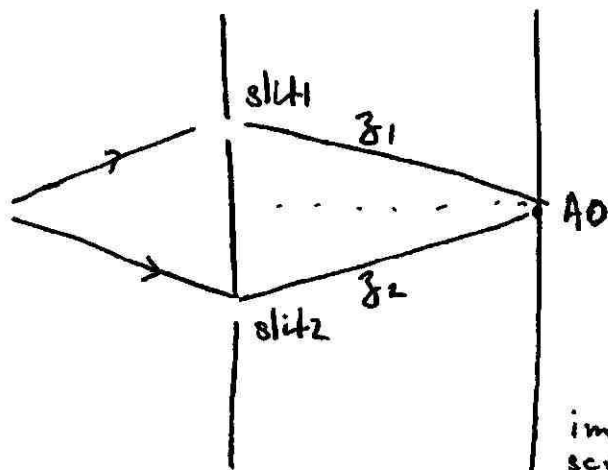
where z_1 is required to reach

Other path



& $PA_2 = e^{ikz_2}$

⑦ With the two slits open we wish to find $((PA)_1 + (PA)_2)$ for various different points on the image screen. Consider first the point A_0 the point equidistant from the 2 slits:



Combined
2-slit expt.

Consider now the full 2-slit expt.

Consider the point A_0

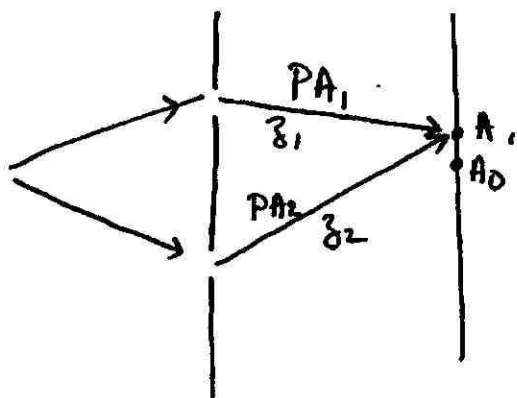
A_0 is half-way between $\therefore z_1 = z_2$

$$PA_1 + PA_2 = e^{ikz_1} + e^{ikz_2} = e^{ikz_1} + e^{ikz_1} = 2e^{ikz_1}$$

$$\& (PA_1 + PA_2)^* (PA_1 + PA_2) = 2e^{-ikz_1} 2e^{ikz_1} = 4$$

Light is 4 times as bright as if a single slit is open.

⑧ Now let us move upwards n from A_0 on the image screen. By observation we see that the distance z_1 becomes smaller & the distance z_2 becomes larger. Consider the point A_1 where $z_2 - z_1 = \lambda/2$. Recall λ is the wavelength of the light & the relationship between k & λ is $k = \frac{2\pi}{\lambda}$.



We find $PA_1 = e^{ikz_1} = e^{i \frac{2\pi}{\lambda} z_1}$ S136

$$PA_2 = e^{ikz_2} = e^{i \frac{2\pi}{\lambda} z_2} = e^{i \frac{2\pi}{\lambda} (z_1 + \lambda/2)}$$

$$= e^{i \frac{2\pi}{\lambda} z_1} e^{i \frac{2\pi}{\lambda} \frac{\lambda}{2}} = e^{i \frac{2\pi}{\lambda} z_1} e^{i\pi} = -e^{i \frac{2\pi}{\lambda} z_1}$$

$$\therefore (PA_1 + PA_2) = e^{i \frac{2\pi z_1}{\lambda}} - e^{i \frac{2\pi z_1}{\lambda}} = 0$$

$$\Delta (PA_1 + PA_2)^* (PA_1 + PA_2) = 0$$

Light has no intensity at A_1 .

⑨ This alternation between extra brightness (at A_0) and no brightness (at A_1) is diffraction.

Note overall the average intensity is unchanged from the non-quantum mechanical result. We would have expected for A_0 & A_1 (λ small) that intensity would be 2 times as bright w/ two slits open vs. 1 slit open. 2 is the average of the result for A_0 & A_1 .