

# Phys 301 Classes 22-23

## Wavefunctions

Why did we spend all of last class talking about probability?

- Allow 2-slit interference pattern to build up over time...

$$\text{Prob}(\text{in } \delta x \text{ at } x) \propto |A(x)|^2 \delta x$$

Probability of finding photon in region  
width  $\delta x$  centered at  $x$

Amplitude of  
light wave  
(E-field)      Width

- So amplitude of light wave squared is proportional to *probability density*.

# What is the amplitude of a matter wave?

- I don't know!
- But let's call it the **wave function**
- Lower case Greek psi:  $\psi(x)$

$$\text{Prob(in } \delta x \text{ at } x) = |\psi(x)|^2 \delta x$$

Probability density,  $\rho(x) = |\psi(x)|^2$

(I'll stick to "rho"  $\rho(x)$  for probability density instead of  $P$ )

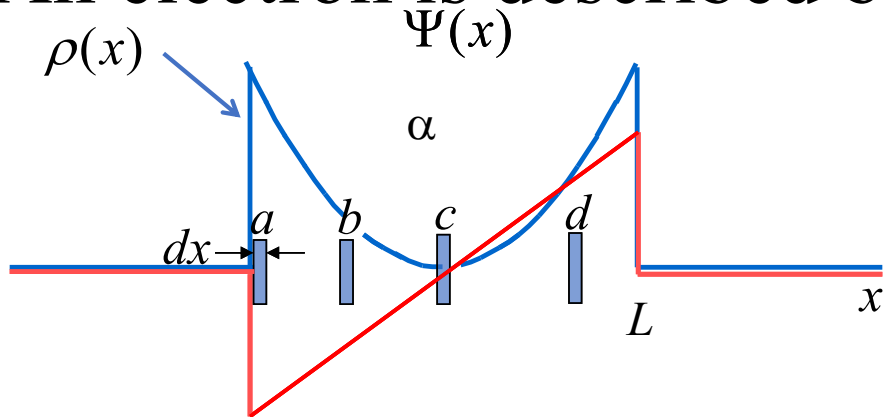
But really... WHAT IS  $\psi(x)$ ???

- It's a *descriptor* of a particle.
- It is related to the probability of finding a particle in a given place ( $|\psi(x)|^2$ , which we can determine experimentally).
- It's consistent with the theory of quantum mechanics.
- Our goal today: Practice with  $\psi(x)$  in general.
- Rest of semester: What forms might  $\psi(x)$  take in real situations?

# Some Practice

- Handout Part I
- Integrals
- More notes about  $\psi(x)$ :
  - It is *not unique* for a given probability density function.
  - We must always be sure  $|\psi(x)|^2$  is normalized.
  - We will find: it will be a solution to a wave equation.

An electron is described by the following wave function:



$$\Psi(x) = \alpha x / L \text{ from } x = -L \text{ to } x = +L$$
$$= 0 \text{ elsewhere}$$

$$\rho(x) = |\Psi(x)|^2 = \frac{\alpha^2 x^2}{L^2}$$

How do the probabilities of finding the electron near (within  $dx$ ) of  $a$ ,  $b$ ,  $c$ , and  $d$  compare?

- A)  $d > c > b > a$
- B)  $a = b = c = d$
- C)  $d > b > a > c$
- D)  $a > d > b > c$

# Complex Numbers Review

- Handout Part II
- If  $|\psi(x)|^2$  is what is observed experimentally (probability), and  $\psi^*(x)\psi(x)$  is always real,
- Then  $\psi(x)$  can be complex (include an imaginary component).

# A More Complex Wavefunction

- Rest of Handout