

# Quantum Technologies - Exam Summary

## Planck Hypothesis

EM Radiation is made of quanta with discrete energy levels:

$$E = h \nu$$

$$h, \text{ Planck's constant} = 6.626 \times 10^{-34} \text{ Joule} \cdot \text{Second}$$

Meaning a beam of these particles has energy:

$$E_B = \text{No. of photons} \times h \nu$$

## The Photoelectric Effect

Light is made of EM particles (photons) which have kinetic energy dependent on their frequency:

$$h \nu = E_k + \Phi$$

Kinetic energy of an electron

The work function: Potential energy one must overcome

Energy of a single photon

$$\Rightarrow E_k = h \nu - \Phi \quad (E_k \text{ cannot be negative})$$

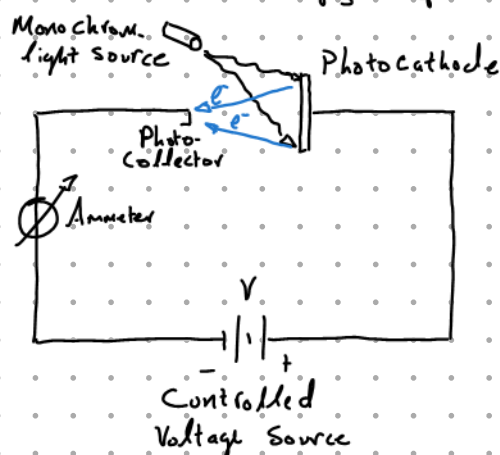
$$\therefore h \nu - \Phi \geq 0$$

We can define a threshold voltage we must overcome:

$$V_{th} = \frac{\Phi}{h}$$

And to obtain the kinetic energy we measure the voltage at which electrons stop propagating:

$$E_k = e \times V_{stop}$$



## Bohr's Model of the Hydrogen Atom

Electron orbits have a discrete energy level, radius, and velocity. When moving between these discrete energy levels a photon is emitted or absorbed.

Quantised Angular Momentum,  $L_0 = h n$   $\rightarrow$  Bohr's Hypothesis

Bohr's Radius,  $r_0 = \frac{h^2}{m e^2}$  } Radius of the first energy level

Radius of energy level,  $n$  }  $r_n = r_0 \cdot n^2$

Linear velocity of the orbit  $v_n = \alpha \cdot \frac{c}{n}$ ,  $\alpha = \text{fine structure} = \frac{1}{137}$

Classically:

$$\vec{P} = m \vec{v} \quad (\text{momentum})$$

$$\vec{L} = m \cdot v \cdot r \cdot \hat{O} \quad (\text{Ang. momentum})$$

Contrary to classical orbits the electron moves slower the higher the orbit.

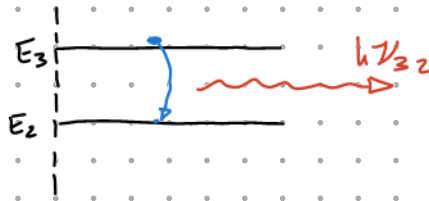
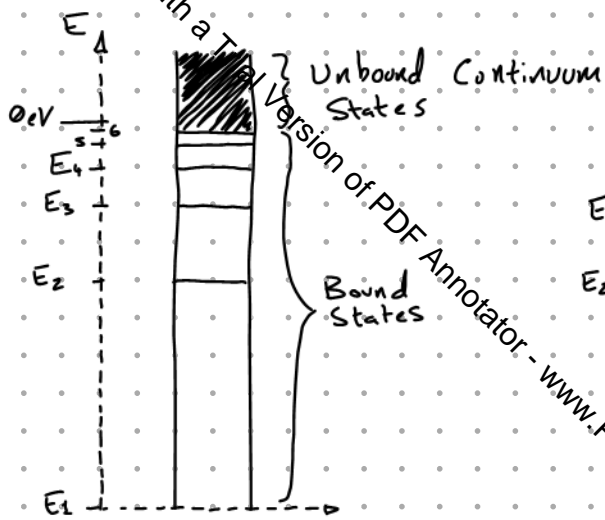
Energy of the orbit

$$E_n = -\frac{R}{n^2}$$

Where  $R$ , the Rydberg Constant is:

$$R = \frac{|e|^4 m_e}{2 \hbar^2} = 13.6 \text{ eV}$$

$$(13.6 \times 1.602 \times 10^{19} \text{ Joules})$$



$$E_3 - E_2 = h\nu_{32} = \frac{h \cdot c}{\lambda_{32}}$$

$$\lambda_{32} = \frac{h \cdot c}{-\frac{R}{9} + \frac{R}{4}} = \dots$$

The Wave-Particle Nature of Matter







































