Modern Physics Research Topics Related to Optical Pumping

Hyperpolarization – MRI
Frequency Standards – Atomic Clocks
Polarized Nuclear Physics Targets
Precision Magnetometers
Overhauser Polarization
Coherent Population Trapping
Single Particle Spectroscopy
Double Resonance Experiment
High Stability Gas Lasers
Precision Metrology to Study QED
"Slow" Light

Explorations of Atomic Physics Using TeachSpin's Optical Pumping

1. Transient Effects

Rabi Oscillations
Optical Pumping Times

Field Reversal

Adiabatic Transients

- High-Field Spectroscopy
 Determination of Ground State Hyperfine splitting using Quadratic Zeeman Splitting data
- 3. Pressure Dependence
- 4. Effects of other Buffer Gases
- 5. Coherent Population Trapping
- 6. Pump with both D1 & D2 lines –

All Signals Observed in Optical Pumping Experiments with this apparatus are

CHANGES in Optical Transparency of the Rb Vapor Cell (either Increases or Decreases)

An Optical Pumping Riddle

Because photon "energies" are often described in wave length units (nm) while RF "energies" are in frequency units (MHz), students easily miss the dramatic difference in scale between the energy of the photons used to "pump" the Rb gas and the RF energy that creates the depumping. And there is no way the energy level diagrams "showing" the Zeeman splittings can indicate the relative magnitudes. A dotted line on the arrow between the $S_{1/2}$ and $P_{1/2}$ levels cannot even infer the dramatic difference in scale.

If we put both "energies" in ev, we get a hint, but there is no way to show this graphically!

Ratio of energies: optical/RF = $1.5 \text{ ev}/3 \text{x} 10^{-9} \text{ev}$, $10^8 \text{ to } 10^9$

A Whimsical Analogy for the Optical Pumping Phenomenon

Question: How do you derail a freight train with a ping pong ball ?

Answer: Throw the ping-pong ball at the rail switch.

Explanation: In our case, the freight train "is" the D_1 optical photon ~ 1 ev, and the ping-pong ball is the RF photon ~ 10^{-9} ev. The switch "is" the Zeeman states, and their angular momentum based selections rules.