

# 圆形势阱

## 无量纲化

其中  $a$  是格点间距。带“'”是无量纲量

### 紧束缚近似

$$H = \sum_i \epsilon_i a_i^\dagger a_i - t \sum_{i,j} a_i^\dagger a_j$$

其中  $\epsilon_i = 4t + U_i, t = \frac{\hbar^2}{2ma^2}$ 。

- $k = \frac{\sqrt{2mE}}{\hbar} = \sqrt{E'} \frac{\sqrt{2mt}}{\hbar} = \frac{\sqrt{E'}}{a} \rightarrow k' = \sqrt{E'}$
- $x = x'a$
- $k = \frac{k'}{a}$

### 色散等值线

由于

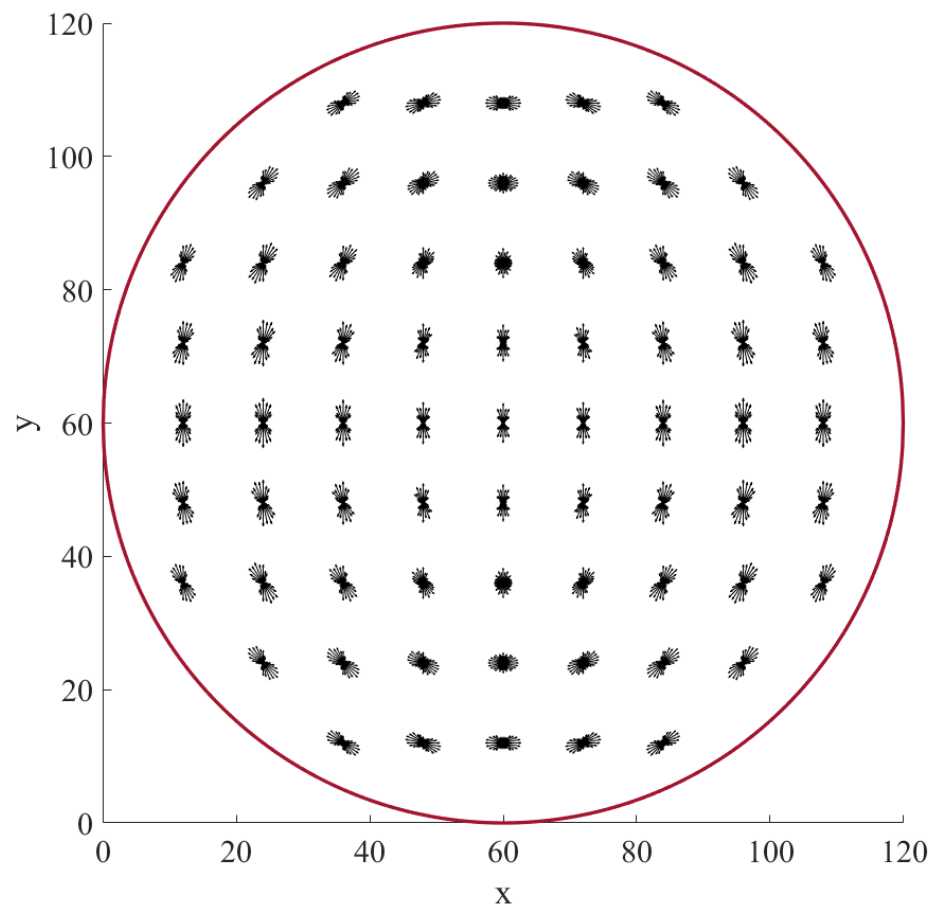
$$\begin{aligned} \text{Hu}(\psi, \mathbf{r}_0, \mathbf{k}_0) &= \int \psi^*(\mathbf{r}) e^{-\frac{(\mathbf{r}-\mathbf{r}_0)^2}{4\sigma^2}} + i\mathbf{k}_0 \cdot \mathbf{r} \, d\mathbf{r} \\ &= \int \psi(\mathbf{r})_{probability} e^{-i\mathbf{k}(\mathbf{r}) \cdot \mathbf{r}} e^{-\frac{(\mathbf{r}-\mathbf{r}_0)^2}{4\sigma^2}} + i\mathbf{k}_0 \cdot \mathbf{r} \, d\mathbf{r} \\ &= \int \psi(\mathbf{r}')_{probability} e^{-\frac{(\mathbf{r}'-\mathbf{r}'_0)^2}{4\sigma'^2}} + i[\mathbf{k}'_0 - \mathbf{k}'(\mathbf{r}')] \cdot \mathbf{r}' \, d\mathbf{r}' \end{aligned}$$

因此为了使得测试波矢  $\mathbf{k}'_0$  能检测出  $\mathbf{k}'$ ，需要让  $k'_0$  与  $k'$  在同一条色散等值线上，即  $k'_0 \approx \sqrt{E'}$

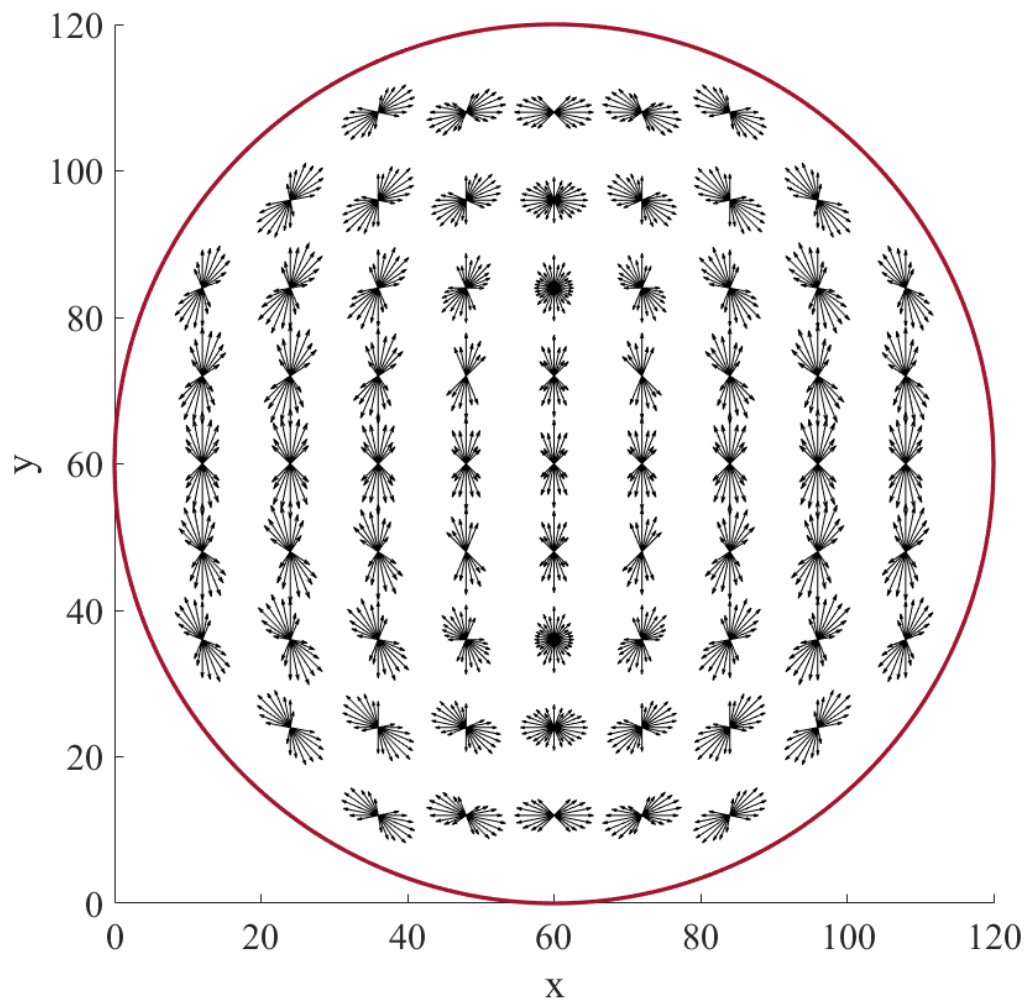
### $\sigma$ 对Husimi图的影响

$$\sigma = 25$$

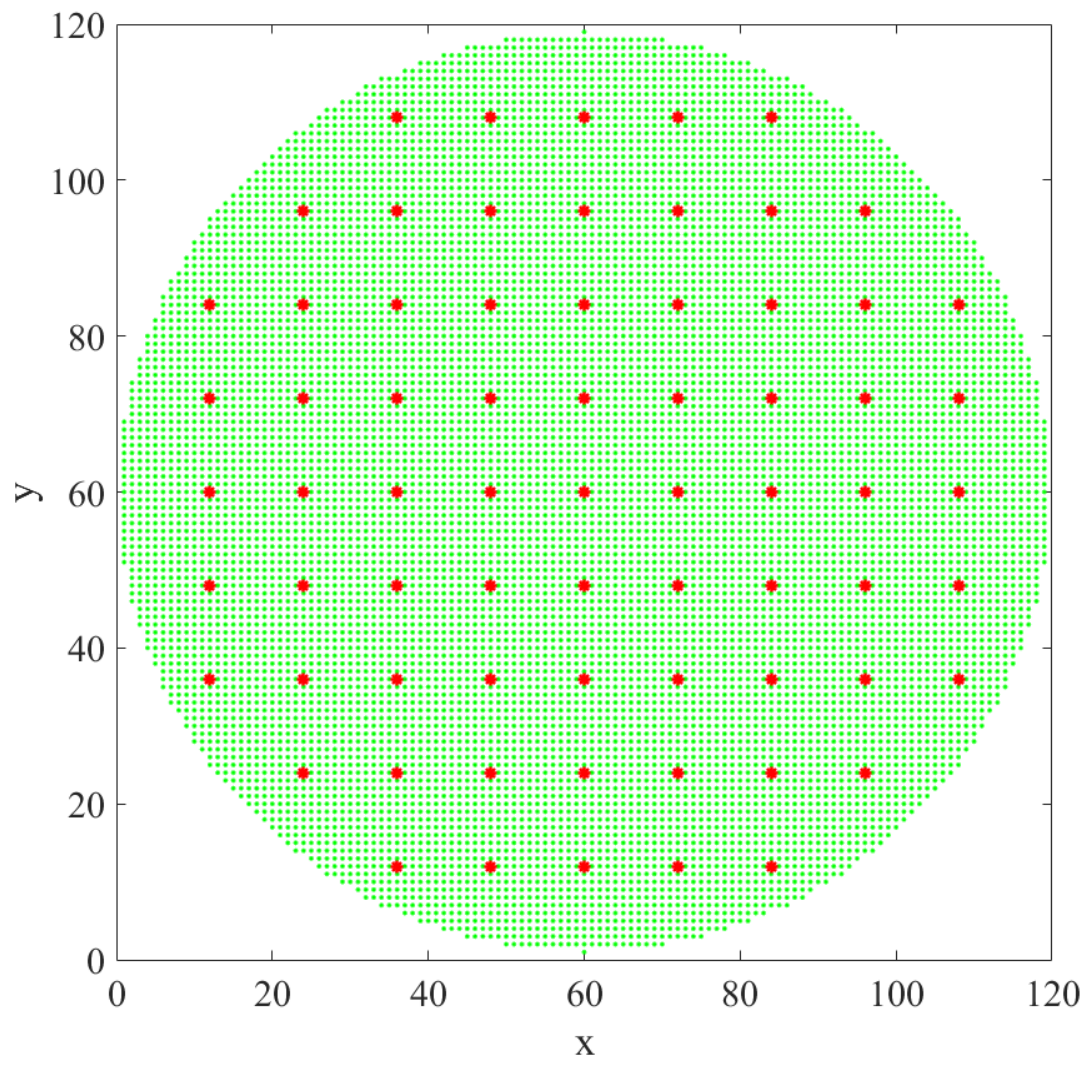
- raw Husimi Map



- processed Husimi Map

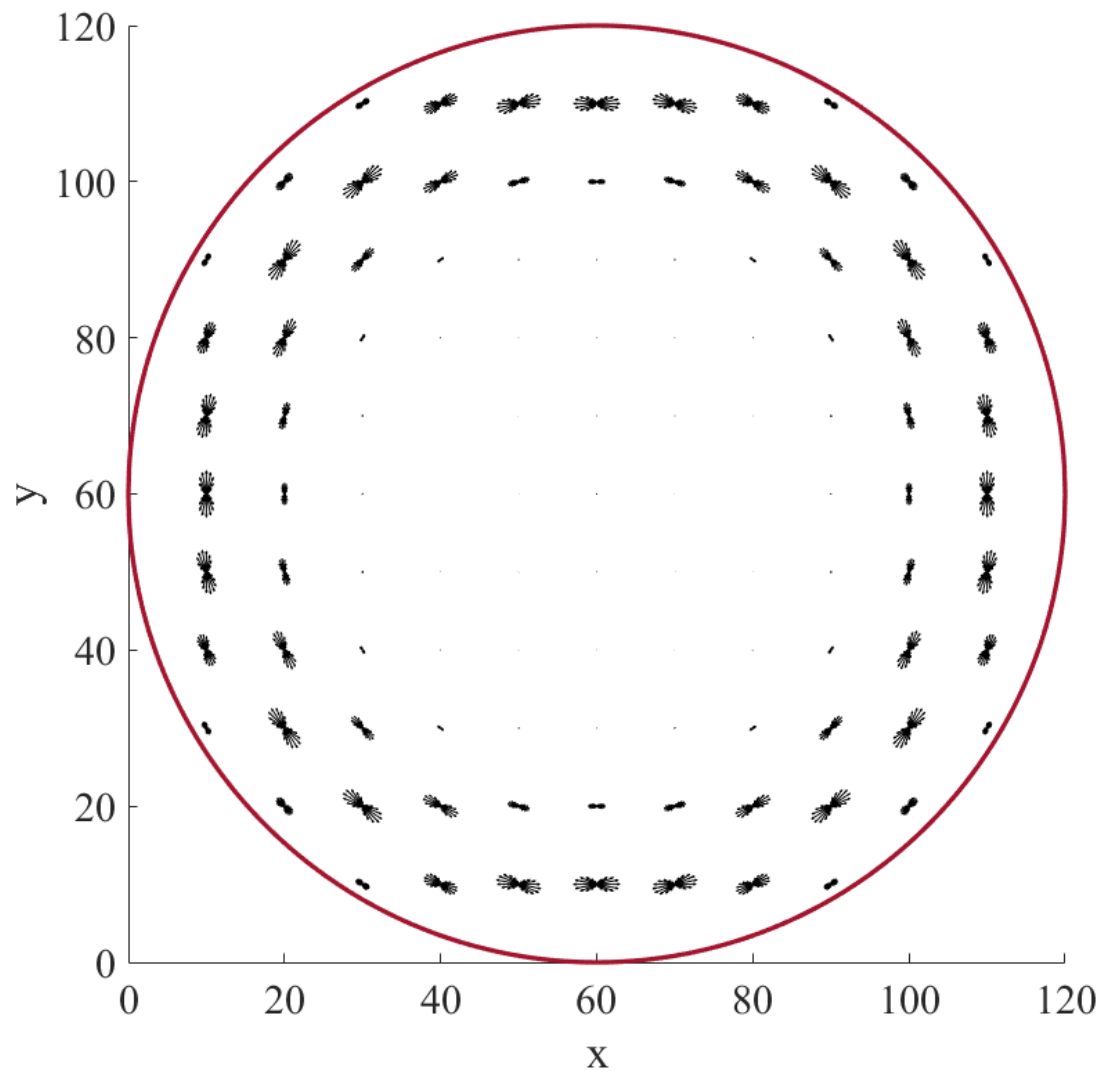


- sample points

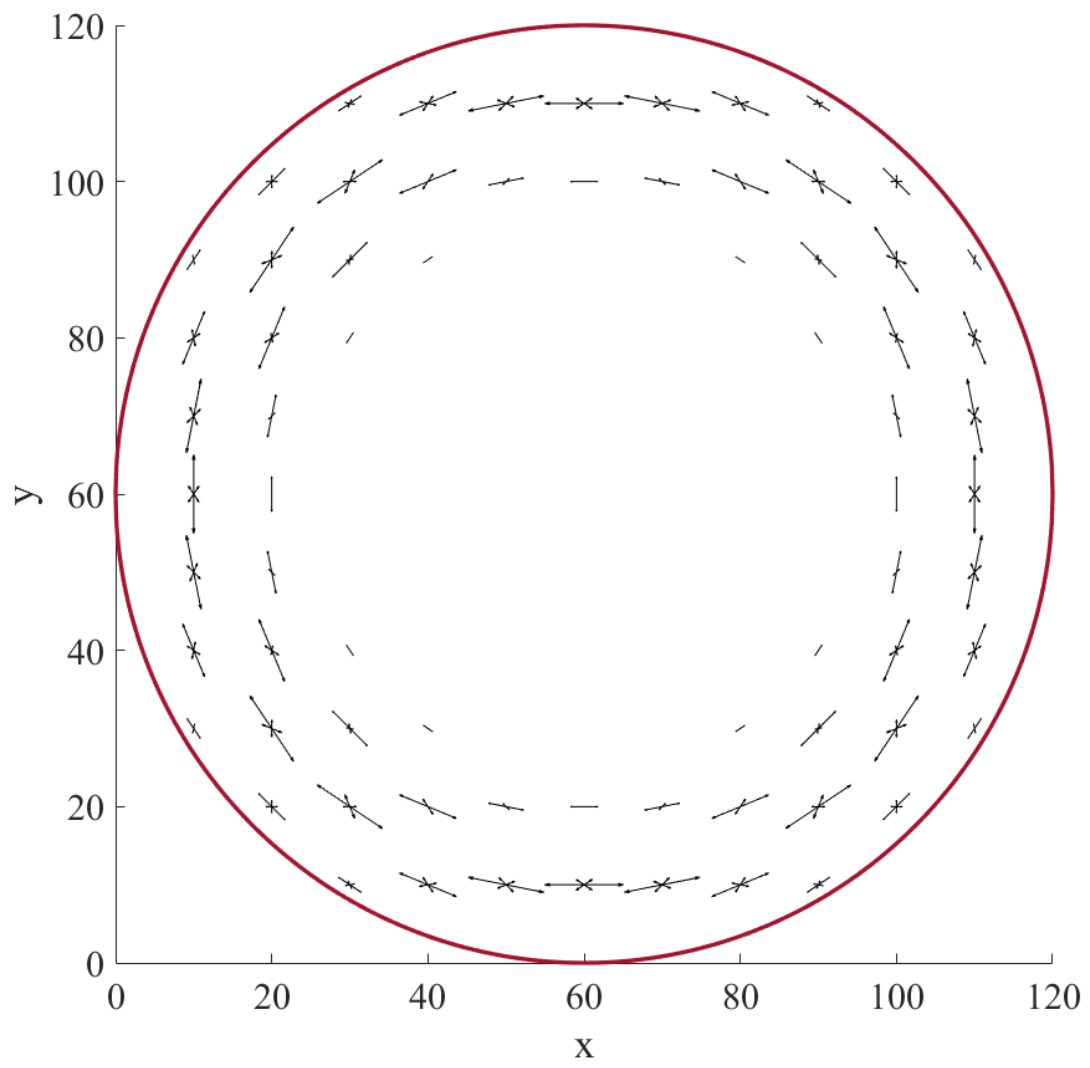


$$\sigma = 5$$

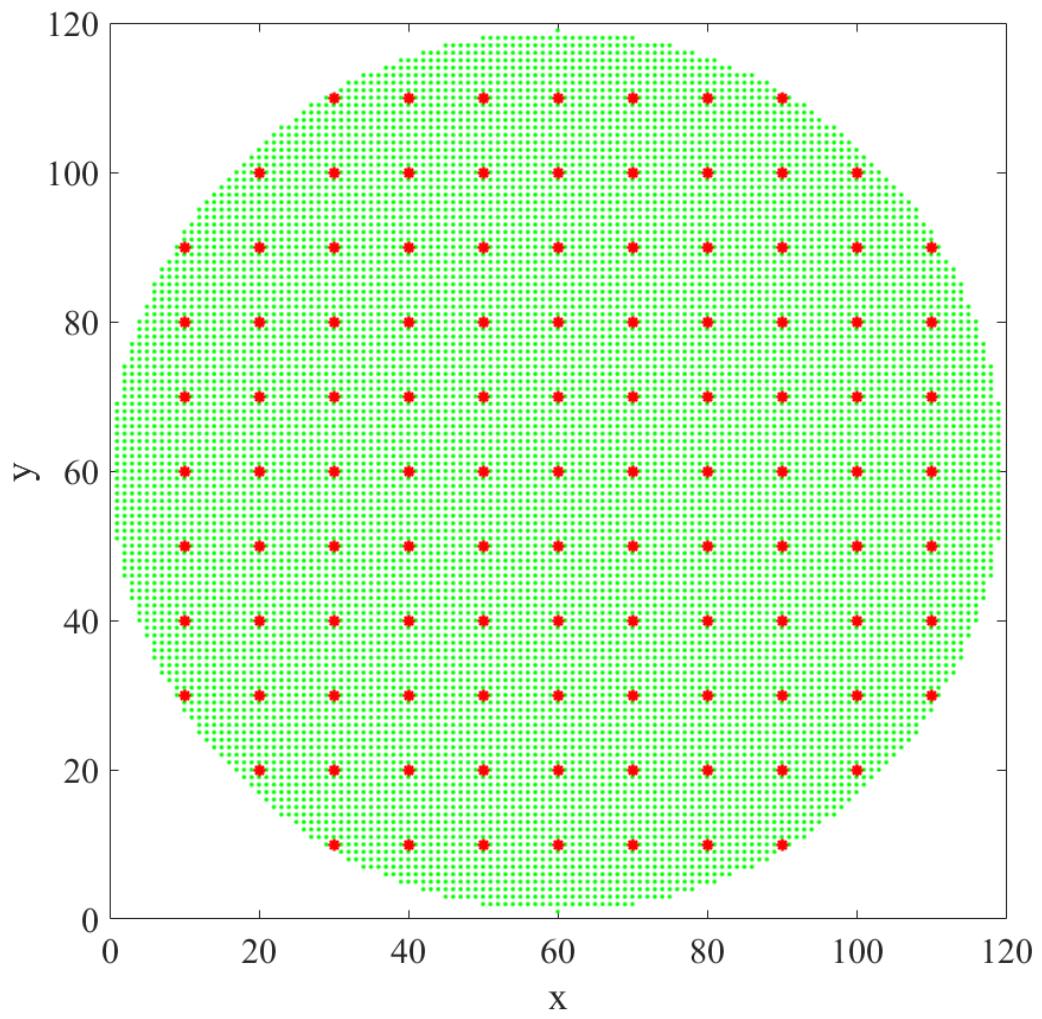
- raw Husimi Map



- processed Husimi Map

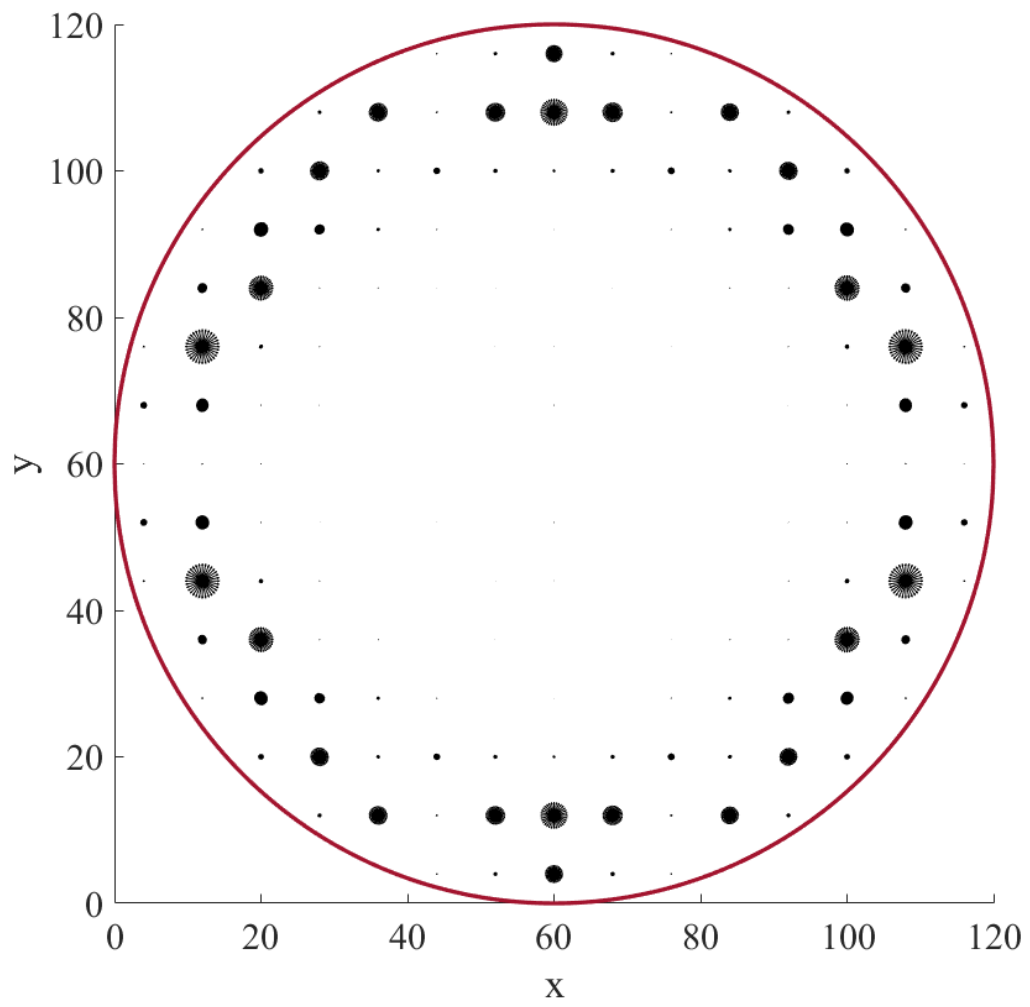


- sample points



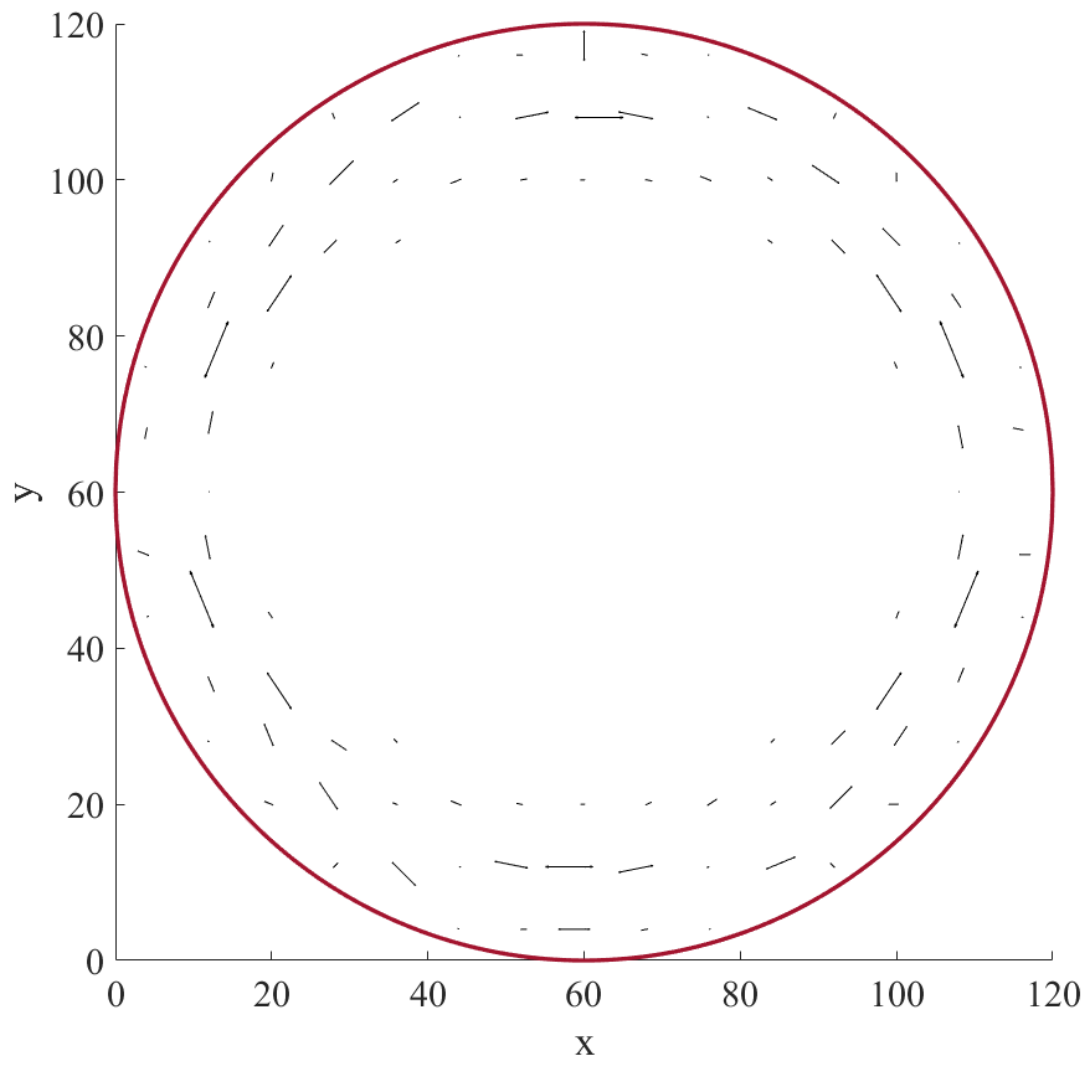
$$\sigma = 1$$

- raw Husimi Map

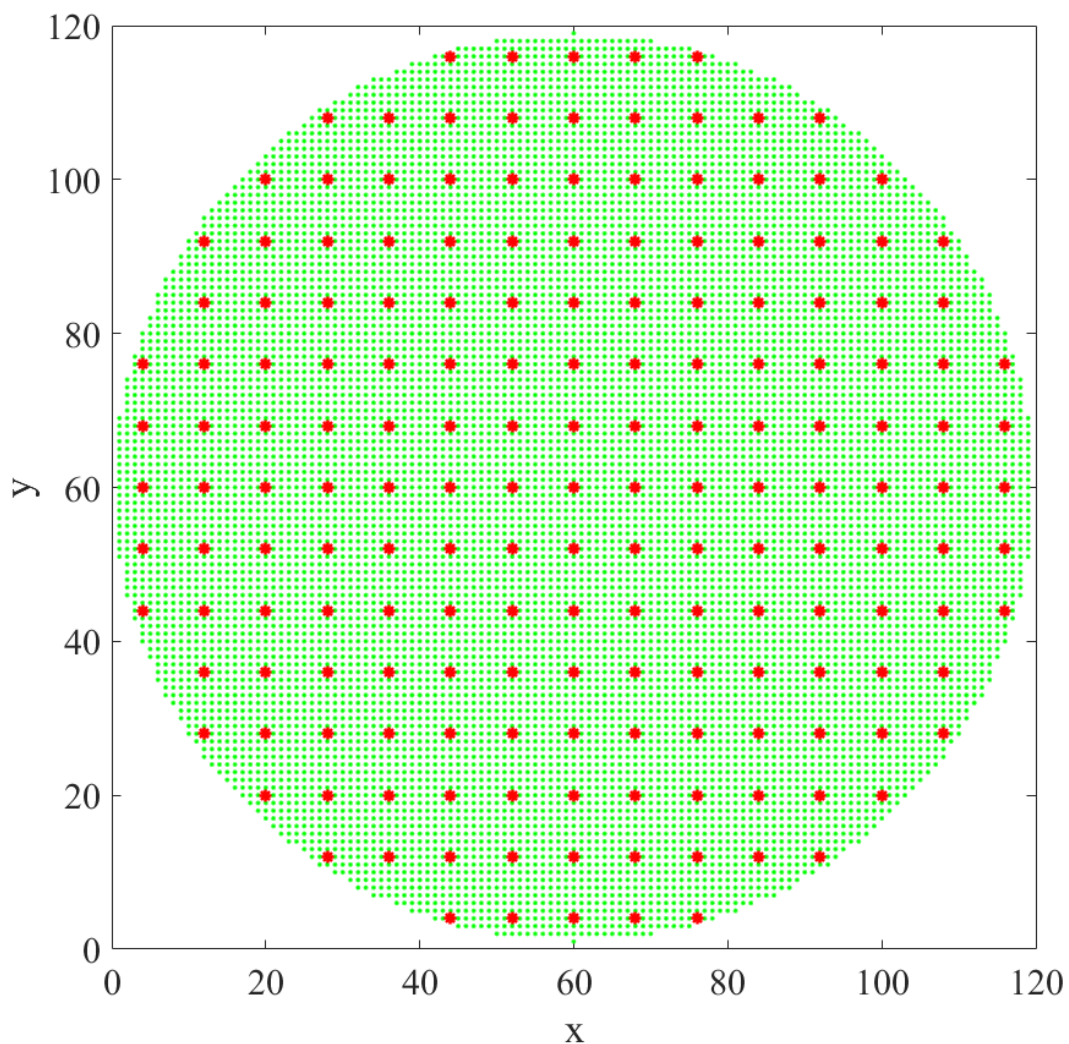




- processed Husimi Map



- sample points

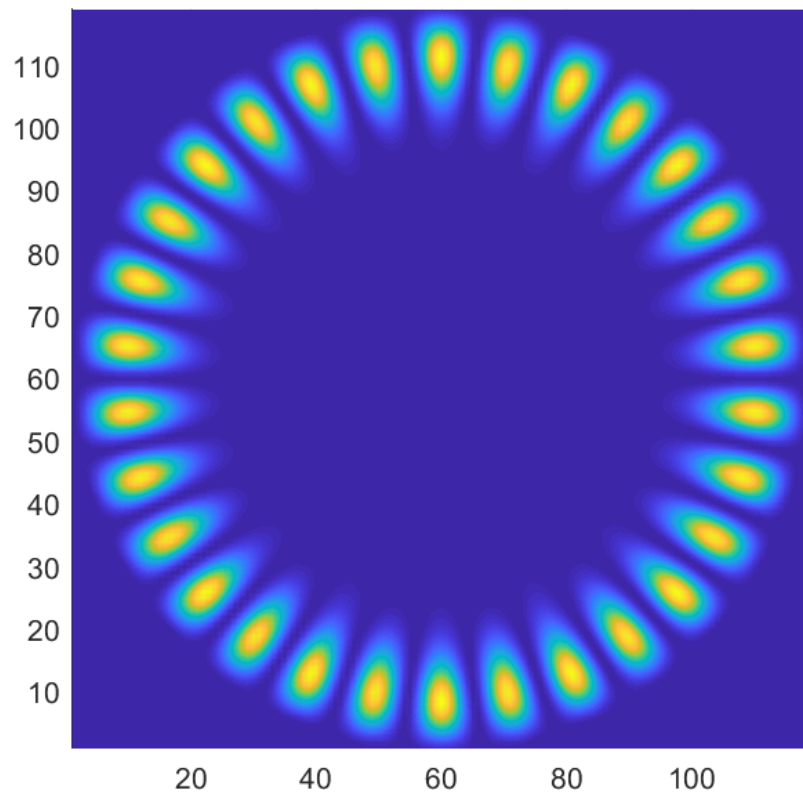


从上面的图中可以看出，如果sigma取得过大（ $\Delta k$ 较小），位形空间的不确定度就很大，需要的有效积分区域就越多，进而导致Husimi流的不准确。如果sigma取得过小（ $\Delta k$ 较大），动量空间的不确定度就很大，需要的有效积分区域就越小，进而导致Husimi流的不准确。因此，需要选择一个折中的 $\sigma$ ，使得两面都兼顾到。造成这一切的原因是不确定关系： $\Delta x \Delta k = \frac{1}{2}$

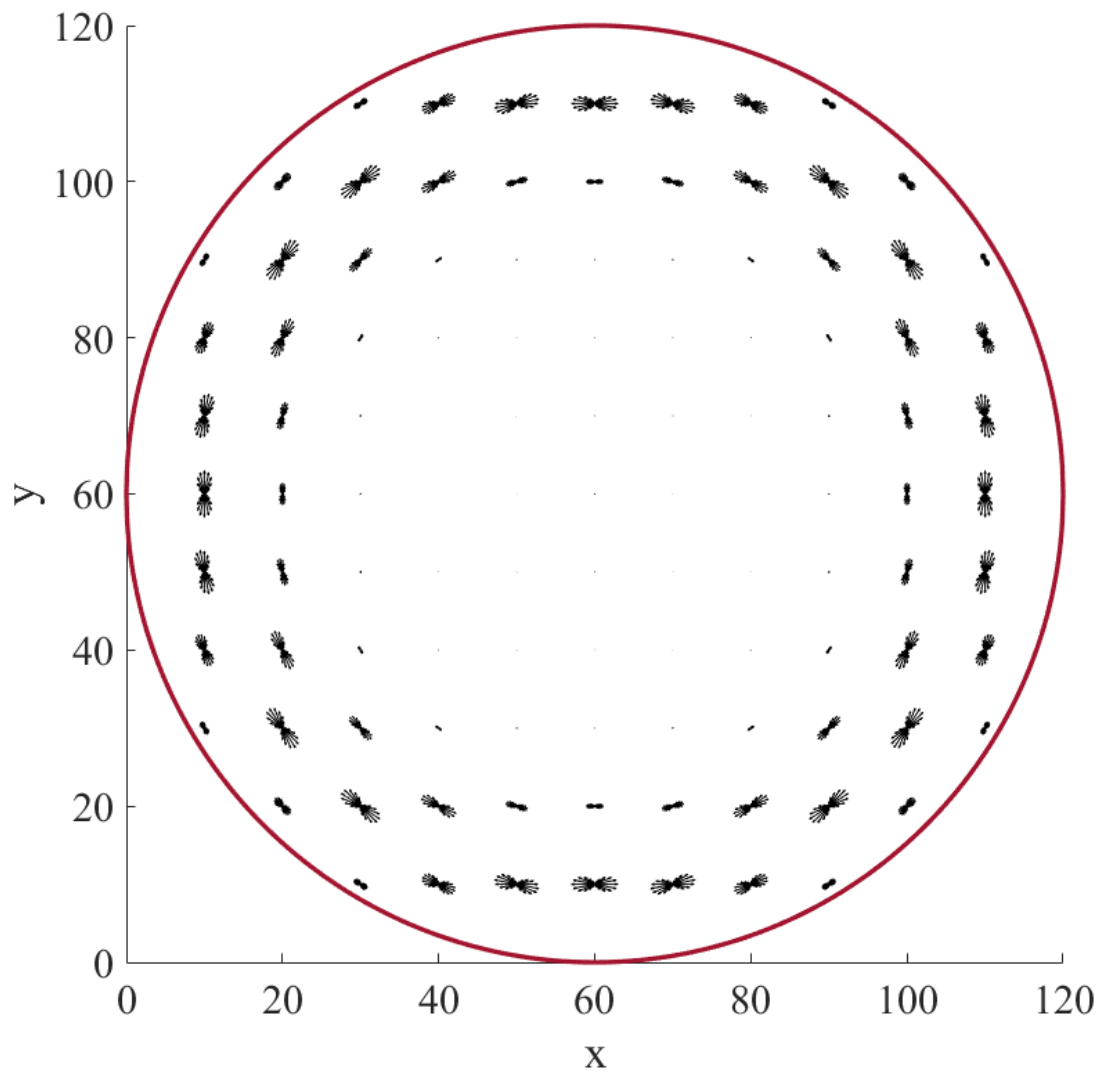
## “重复”的结果

$$n = 0$$

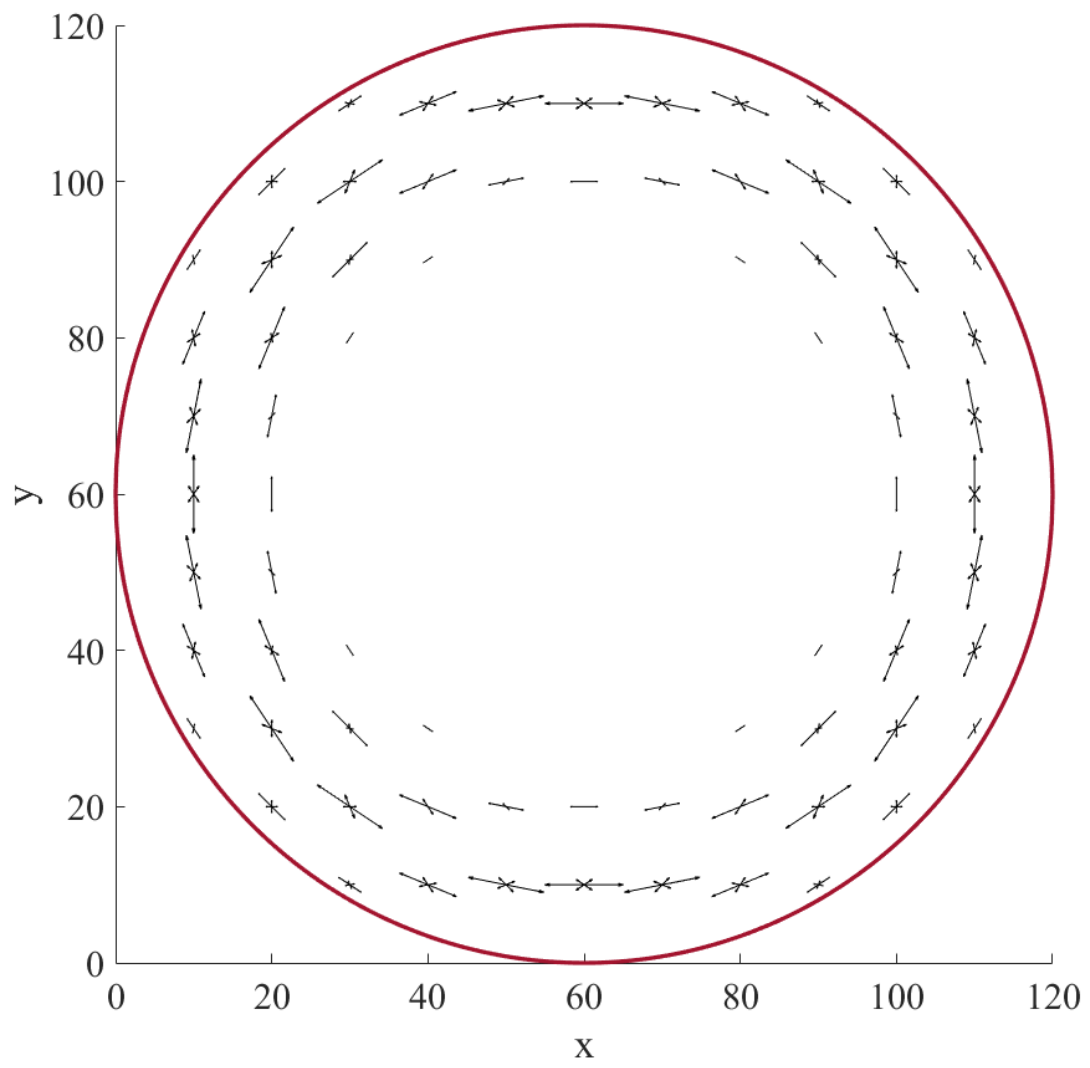
- wave function



- raw Husimi map

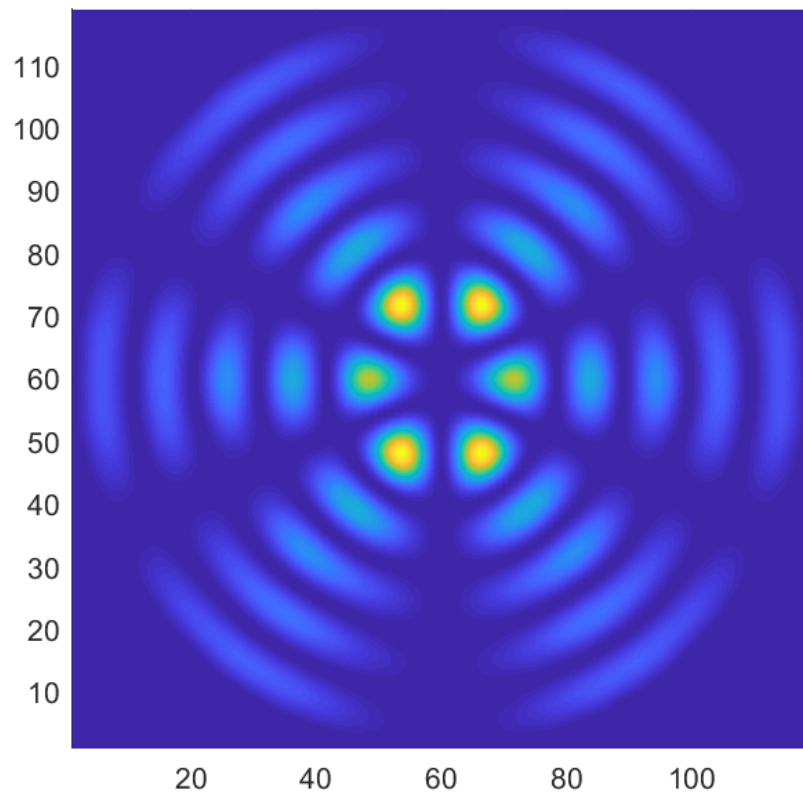


- processed Husimi map

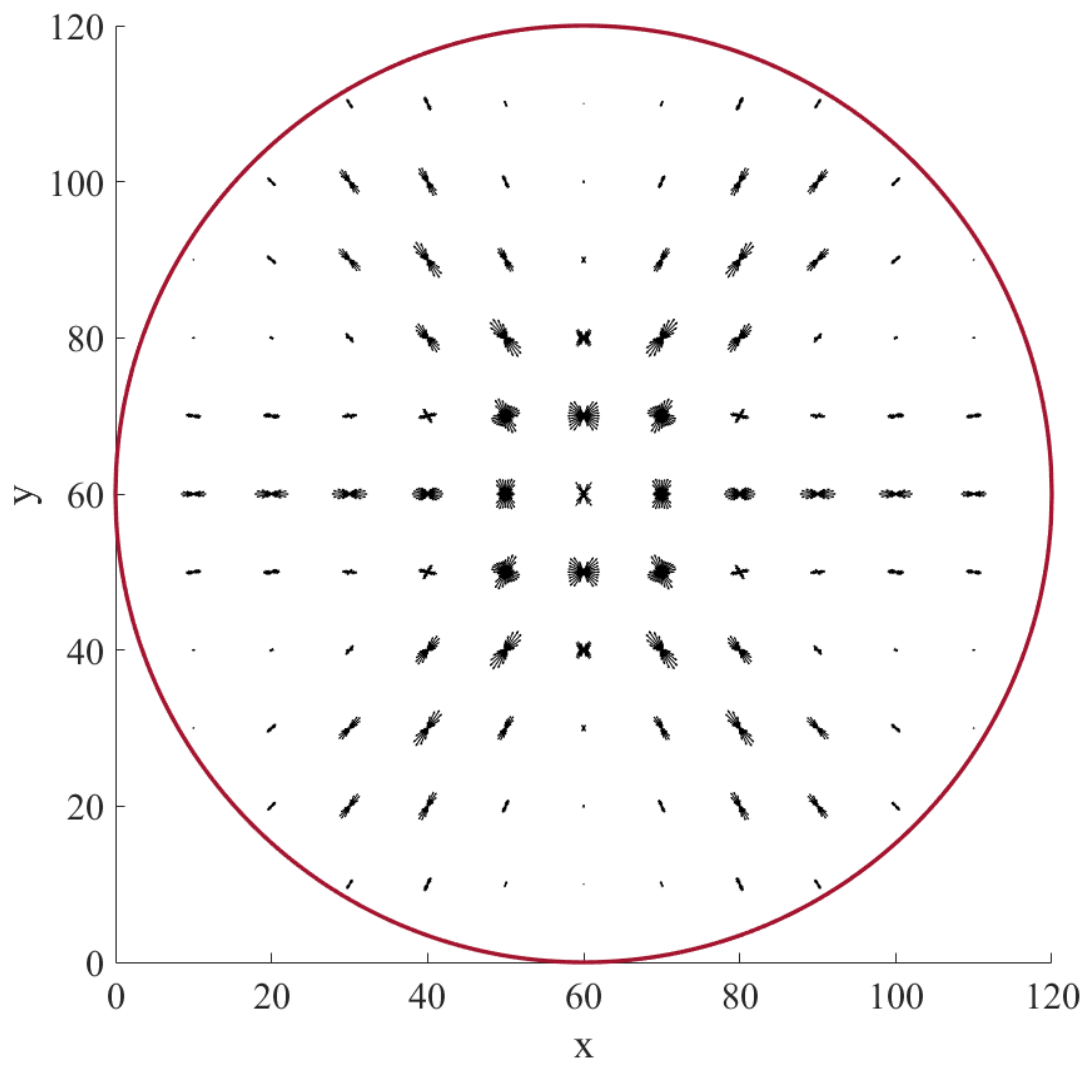


$$n \gg m$$

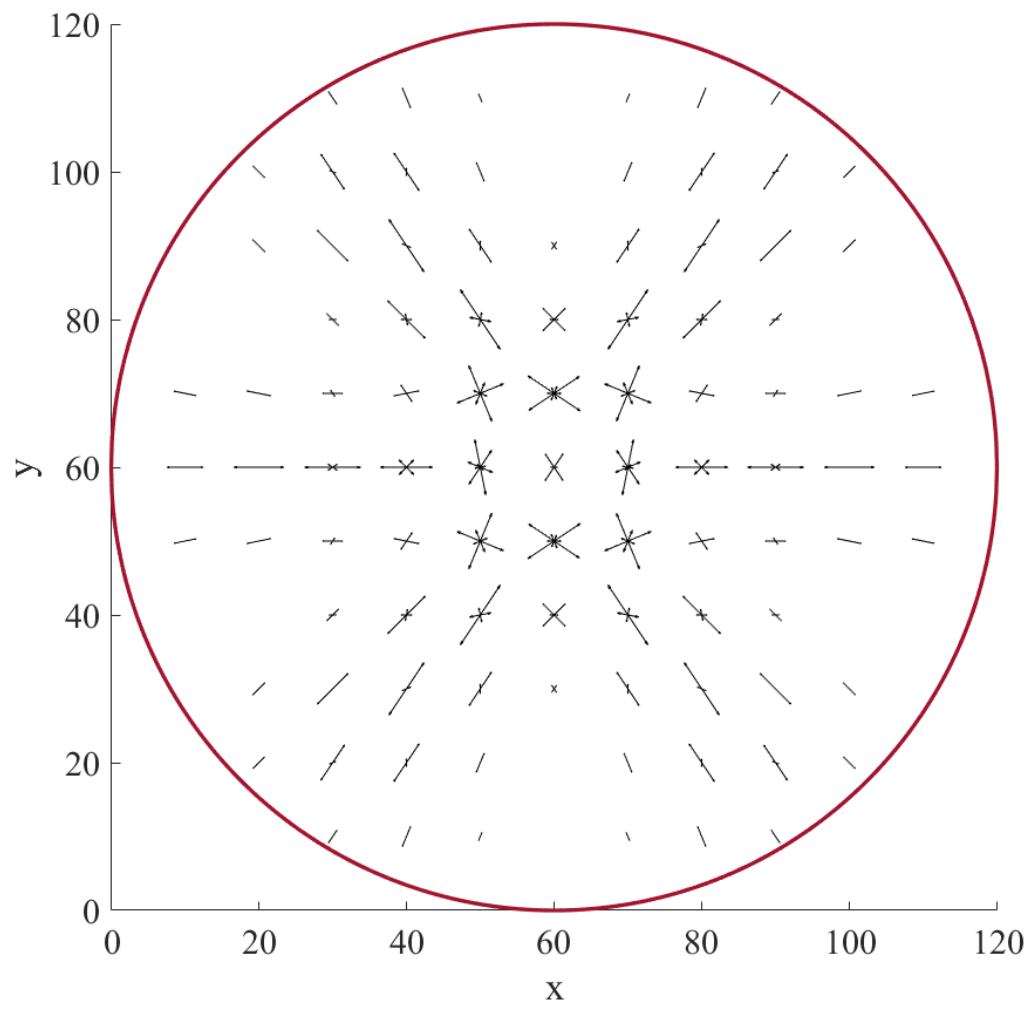
- wave function



- raw Husimi map



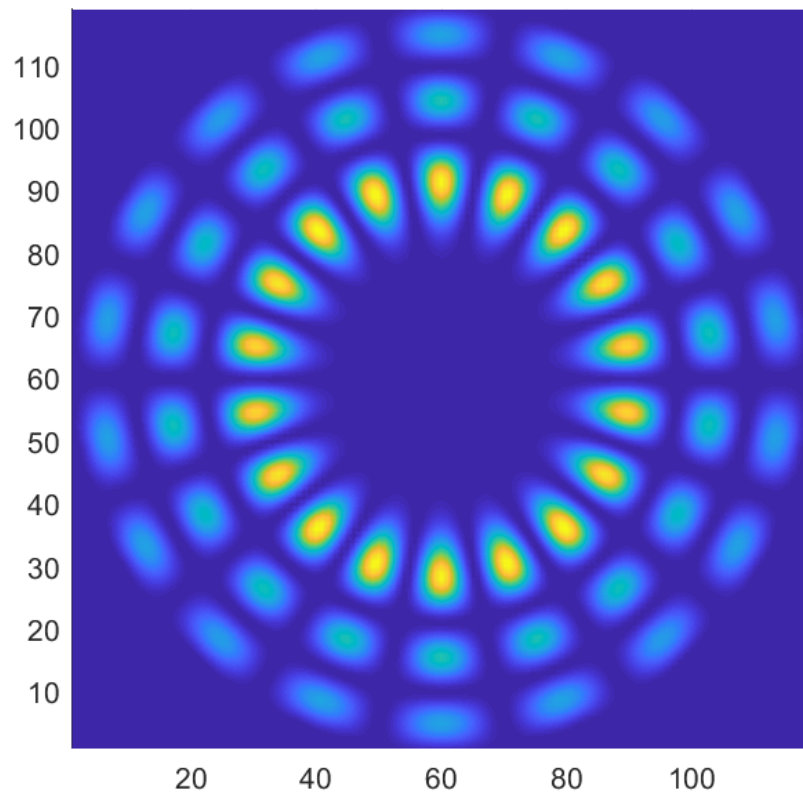
- processed Husimi map



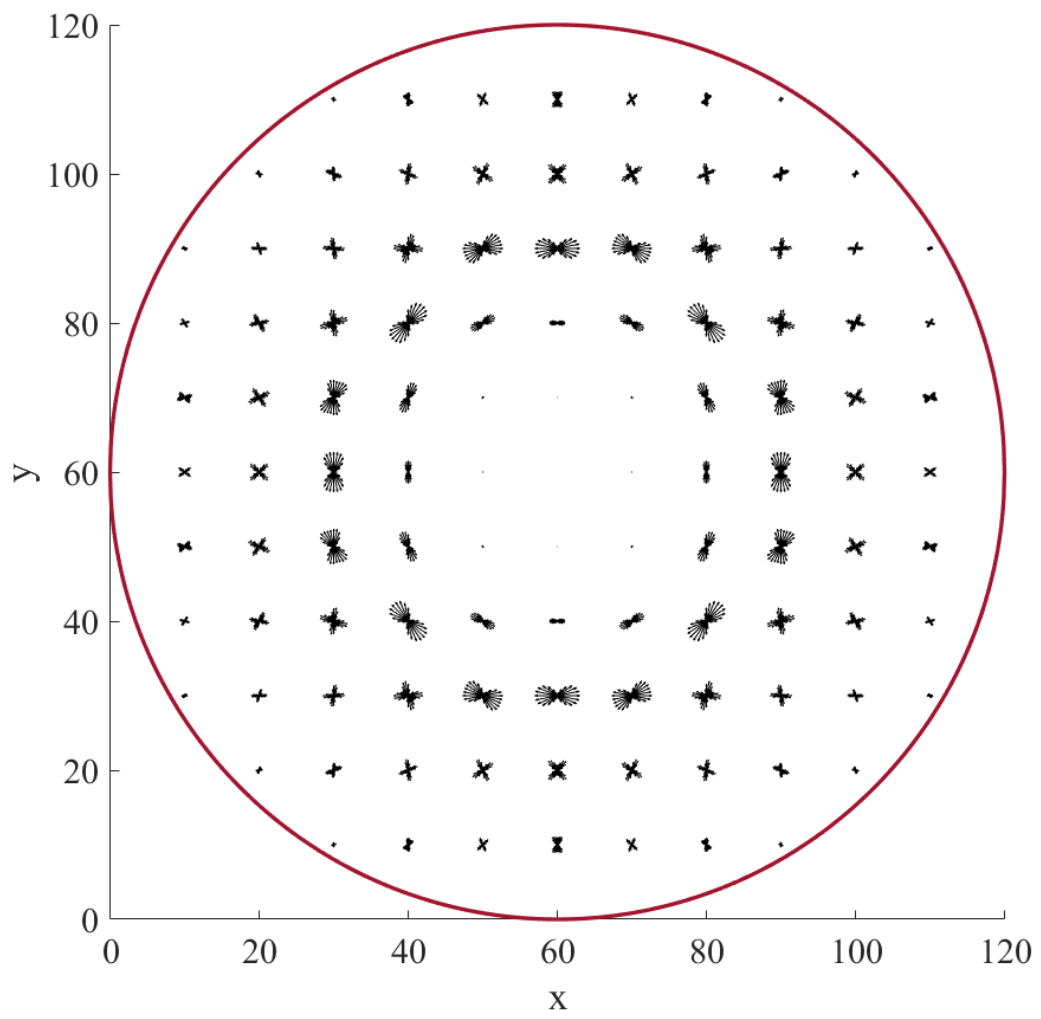
$$n \approx m$$



- wave function



- raw Husimi map



- processed Husimi map

