3-D Crystal Structure

- General: A crystal structure is defined by <u>primitive</u> lattice vectors $\bar{\mathbf{a}}_1$, $\bar{\mathbf{a}}_2$, $\bar{\mathbf{a}}_3$.
- \vec{a}_1 , \vec{a}_2 , \vec{a}_3 : Depend on geometry. Once specified, the *primitive lattice structure* is specified.
- Generate lattice by translating through a <u>direct lattice</u> <u>vector</u>: $\vec{\mathbf{r}} = \mathbf{n_1} \vec{\mathbf{a_1}} + \vec{\mathbf{n_2}} \mathbf{a_2} + \mathbf{n_3} \vec{\mathbf{a_3}}$. $(\mathbf{n_1}, \mathbf{n_2}, \mathbf{n_3})$ are integers. $\vec{\mathbf{r}}$ generates the lattice points. Each lattice point corresponds to a set of $(\mathbf{n_1}, \mathbf{n_2}, \mathbf{n_3})$.
 - (3d vectors: Have arrows over them. Where it's obvious from context of discussion, may leave this off.)

• <u>Basis</u> (or basis set) ≡

The set of atoms which, when placed at each lattice point, generates the crystal structure.

• Crystal Structure \equiv Primitive lattice structure + basis. Translate the basis through all possible lattice vectors $\mathbf{r} = \mathbf{n}_1 \mathbf{a}_1 + \mathbf{n}_2 \mathbf{a}_2 + \mathbf{n}_3 \mathbf{a}_3$ to get crystal structure or the

DIRECT LATTICE

Diamond & Zincblende Structures

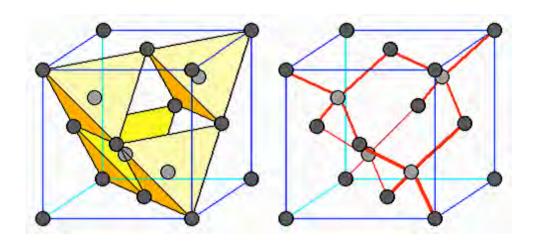
Tetrahedral coordination: Each atom has 4 nearest-neighbors (nn).

Basis set: 2 atoms. **Primitive lattice** = face centered cubic (fcc).

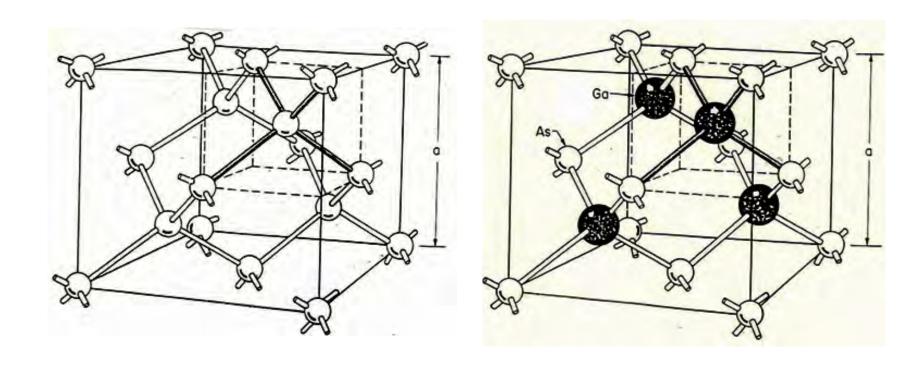
Diamond or Zincblende \equiv 2 atoms per fcc lattice point.

Diamond: 2 atoms are the same. **Zincblende:** 2 atoms are different.

Cubic Unit Cell looks like

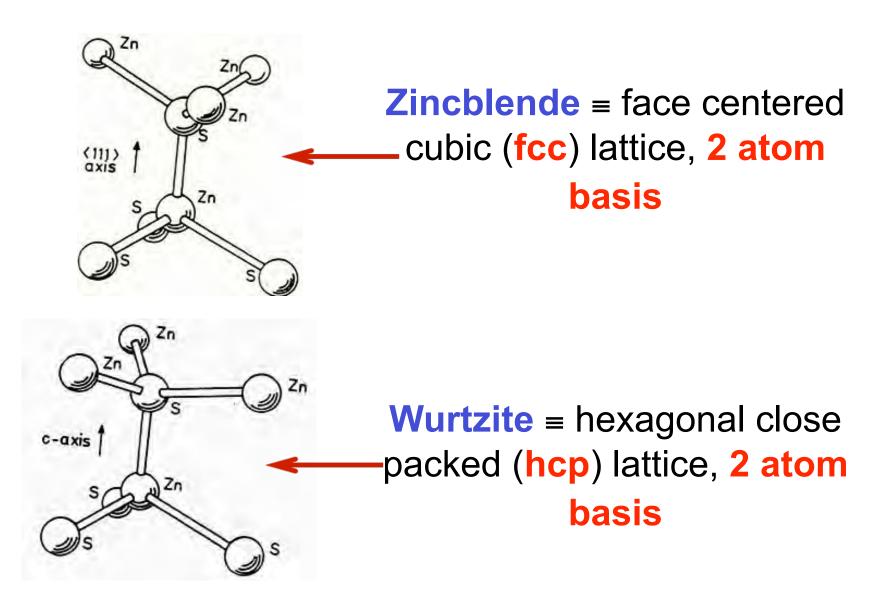


other views of the cubic unit cell



Diamond Zincblende

• View of tetrahedral coordination & 2 atom basis:



Diamond & zincblende crystals: Primitive lattice is fcc.

The **fcc** primitive lattice is generated by

$$\vec{r} = n_1 \vec{a}_1 + n_2 \vec{a}_2 + n_3 \vec{a}_3$$
.

• The fcc primitive lattice vectors are:

$$\overline{a}_1 = (\frac{1}{2})a(0,1,0), \ \overline{a}_2 = (\frac{1}{2})a(1,0,1), \ \overline{a}_3 = (\frac{1}{2})a(1,1,0)$$

NOTE: The \overline{a}_i 's are <u>NOT</u> mutually orthogonal!

Primitive fcc lattice

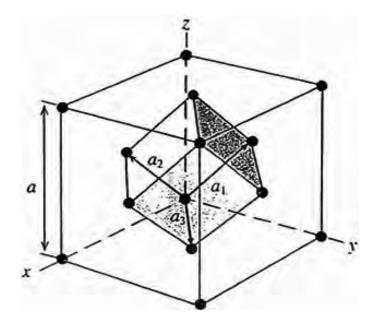
cubic unit cell

Diamond:

2 identical atoms per fcc point

Zincblende:

2 different atoms per fcc point

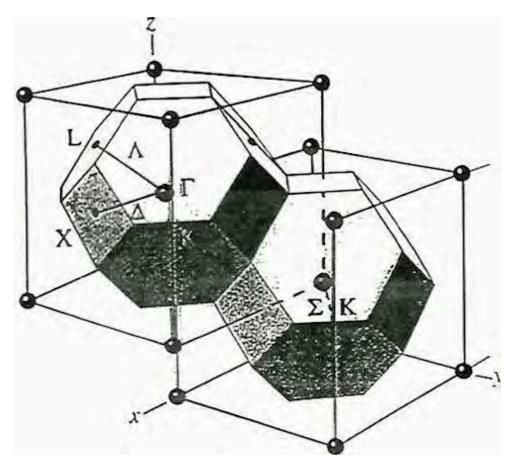


• The 1st Brillion for the fcc lattice (the primitive cell for the bcc k space lattice) looks like:

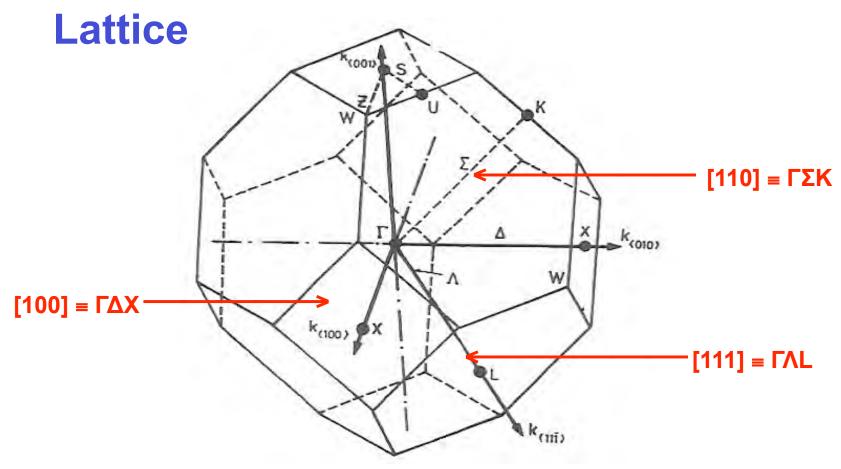
$$\vec{b}_1 = 2\pi(-1,1,1)/a$$

$$\vec{b}_2 = 2\pi(1,-1,1)/a$$

$$\vec{b}_3 = 2\pi(1,1,1)/a$$



Detailed View of BZ for Zincblende



To understand & interpret bandstructures, you need to be familiar with the high symmetry directions in this BZ!



Schrödinger's Wave Equation 1. Electron in Free Space

$$\left[\frac{\partial^2}{\partial x^2} + \frac{2m}{\hbar^2} \left(E - V(x)\right)\right] \psi(x) = 0$$

Solve for particle moving in +x

$$\psi(x,t) = A \exp\left[i\left(kx - \omega t\right)\right]$$
with

$$k = \frac{2\pi}{\lambda}$$

Note:
$$\lambda = \frac{h}{p} \rightarrow \lambda = \frac{h}{\sqrt{2mE}}$$

So, electron is a plane wave with

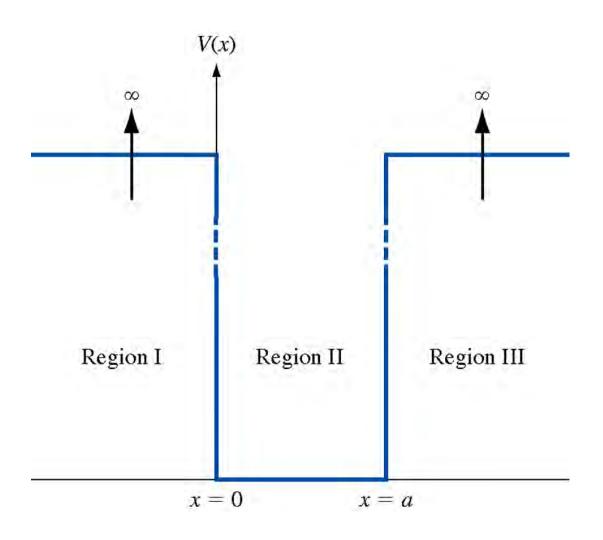
$$\psi(x,t)\psi^*(x,t) = AA^*$$

A constant!.... (exists everywhere in space)

But this means that momentum is well defined

And this leads to the notion of a wave packet

2. Infinite Well



Schrödinger's Wave Equation

 ψ = 0 outside the well (regions I, III) ψ and its derivative are continuous

$$\left[\frac{\partial^2}{\partial x^2} + \frac{2m}{\hbar^2} \left(E - V(x)\right)\right] \psi(x) = 0$$

For the infinite well, solution is

$$\psi(x) = A_1 \cos(kx) + A_2 \sin(kx)$$

where
$$k = \sqrt{2m_0 E/\hbar^2}$$

Use boundary conditions @ x = 0, and a

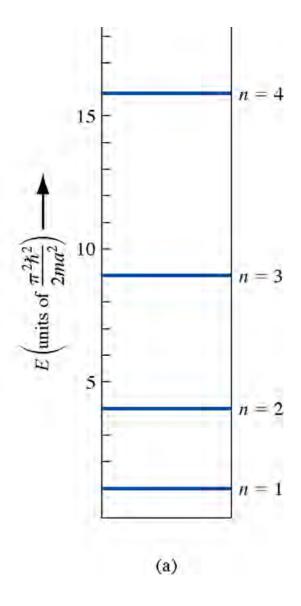
at
$$x = 0$$
, $A_1 \cos(0) + A_2 \sin(0) = 0 \Rightarrow A_1 = 0$

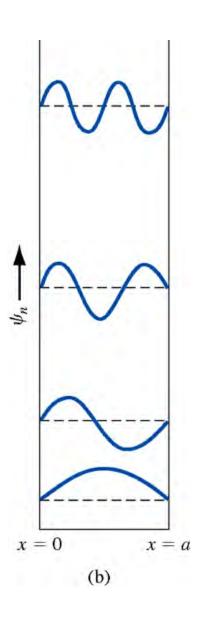
at
$$x = 0$$
, $A_2 \sin(ka) = 0 \Rightarrow ka = n\pi$

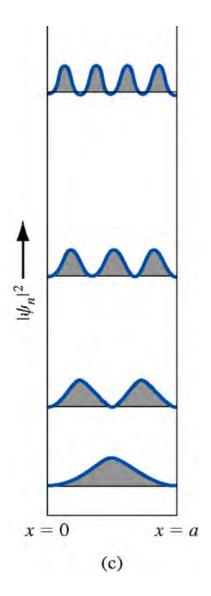
hence
$$k = k_n = n \frac{\pi}{a} = \sqrt{2m_0 E_n / \hbar^2}$$
; and

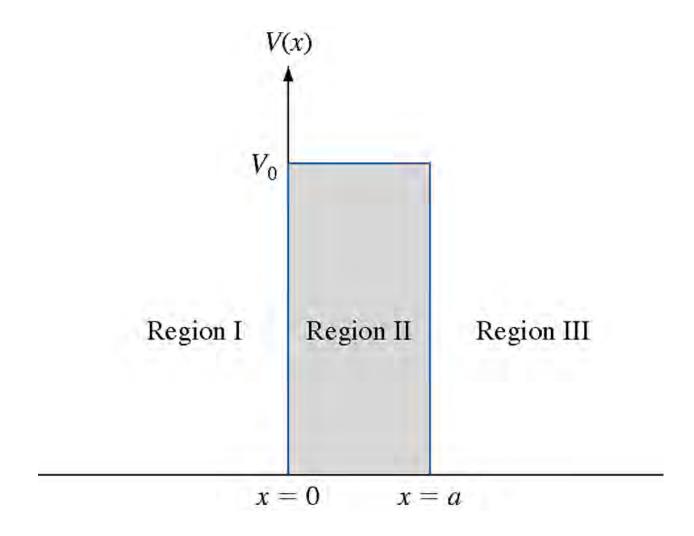
$$E_n = n^2 \frac{\pi^2 \hbar^2}{2m_0 a^2}$$

$$\psi(x) = \sqrt{\frac{2}{a}}\sin(k_n x)$$

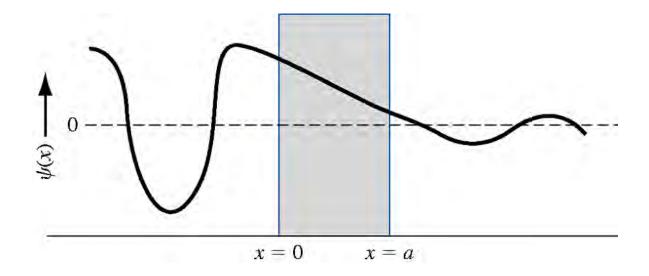








Electron Wave Function

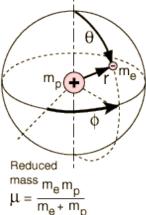


Transmission Coefficient
$$T \approx 16 \left(\frac{E}{V_0}\right) \left(1 - \frac{E}{V_0}\right) \exp(-2k_2 a)$$

Hydrogen Schrödinger Equation

The electron in the hydrogen atom sees a spherically symmetric potential, so it is logical to use spherical polar coordinates to develop the

Schrodinger equation



The potential energy is simply that of a point charge:

$$U(r) = \frac{-e^2}{4\pi\varepsilon_0 r}$$

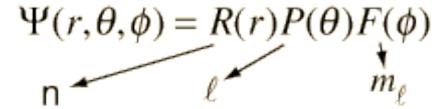
The expanded form of the Schrödinger equation is:

$$\frac{-\hbar^2}{2\mu} \frac{1}{r^2 \sin \theta} \left[\sin \theta \frac{\partial}{\partial r} \left(r^2 \frac{\partial \Psi}{\partial r} \right) + \frac{\partial}{\partial \theta} \left(\sin \theta \frac{\partial \Psi}{\partial \theta} \right) + \frac{1}{\sin \theta} \frac{\partial^2 \Psi}{\partial \phi^2} \right]$$

$$-U(r)\Psi(r,\theta,\phi) = E \Psi(r,\theta,\phi)$$

Solving it involves <u>separating the variables</u> into the form

$$\Psi(r, \theta, \phi) = R(r)P(\theta)F(\phi)$$



principal quantum number orbital quantum number magnetic quantum number

Electron Energy is derived as

$$E_{n} = -\frac{m_{0}e^{4}}{(4\pi\varepsilon_{0})^{2}2\hbar^{2}n^{2}}$$

The 3 quantum numbers are:

$$n=1, 2, 3,...$$

 $I=n-1, n-2, n-3, ..., 0$
 $|m|=I, I-1,..., 0$

Spin is the 4th quantum number.

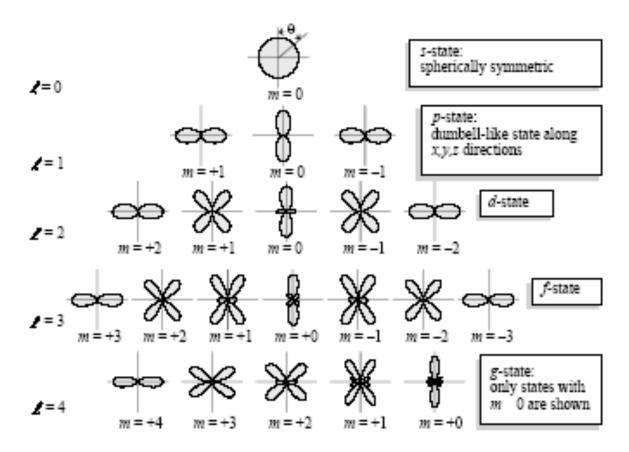
There is one electron state for each set of 4 quantum numbers

NATURE OF ATOMIC FUNCTIONS:

These are important, since the cell periodic part of Block states is often made up of atomic-like states

∠=0: angular momentum is zero; called s-state

Z=1: angular momentum is one (h); called p-state



A plot of the probability density function of electronic states in an atom as a function of the angle θ for the s, p, d, f, g electrons.

IV Semiconductors

Ge
$$1s^22s^22p^63s^23p^63d^{10}4s^24p^2$$

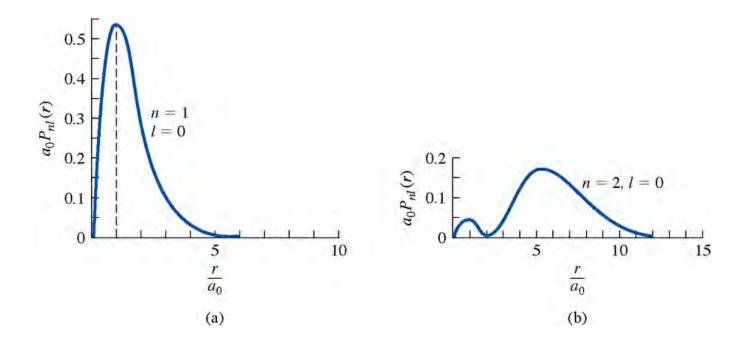
III-V Semiconductors

Ga
$$1s^2 2s^2 2p^6 3s^2 3p^6 3d^{10} 4s^2 4p^1$$

As
$$1s^2 2s^2 2p^6 3s^2 3p^6 3d^{10} 4s^2 4p^3$$

Outermost atomic levels are either s-type or p-type.

Radial Probability Density Function for a hydrogen atom



$$a_0 = \frac{4\pi \,\varepsilon_0 \,\hbar^2}{m_0 e^2} = 0.529 \,\dot{A}$$