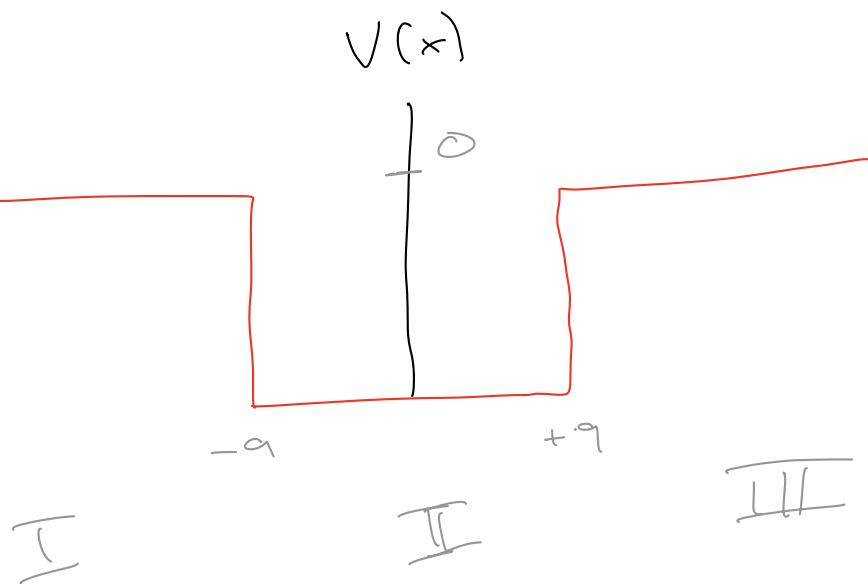


Finite Square Well

(More realistic Particle in Box)



Assume $E < 0$
 \Rightarrow Bound states

Strategy: Solve Sch. eq separately in 3 regions
Impose Continuity (ψ & $\frac{d\psi}{dx}$) at Boundaries

Region I

$$-\frac{\hbar^2}{2m} \frac{d^2\psi}{dx^2} = E\psi \quad \text{or} \quad \frac{d^2\psi}{dx^2} = K^2\psi \quad \leftarrow K = \frac{\sqrt{-2mE}}{\hbar}$$

Note $E < 0 \Rightarrow K$ - real + positive

Solution $\psi(x) = A e^{-Kx} + B e^{+Kx}$

$$|\psi|^2 = 1 \Rightarrow A = 0 \quad \psi(x) = B e^{Kx}$$

Region II

$$-\frac{\hbar^2}{2m} \frac{d^2\psi}{dx^2} - V_0\psi = E\psi \quad \text{or} \quad \frac{d^2\psi}{dx^2} = -l^2\psi$$

$$l = \frac{\sqrt{2m(E+V_0)}}{\hbar}$$

(real & positive)

$$\psi(x) = C \sin(lx) + D \cos(lx)$$

Region III Same logic as Region I

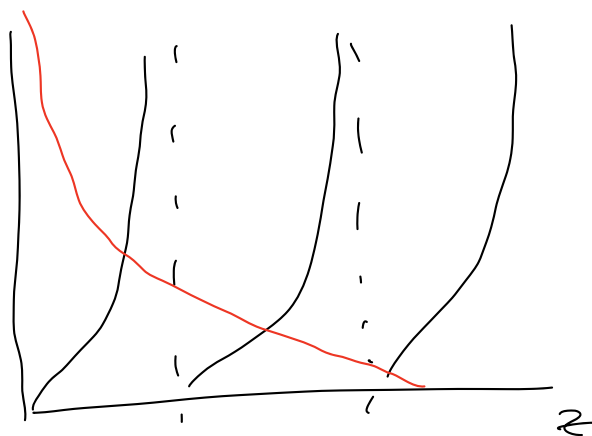
$$\psi(x) = F e^{-kx}$$

Fix constants w/ Boundary Conditions

ψ & $\frac{d\psi}{dx}$ continuous @ a & $-a$

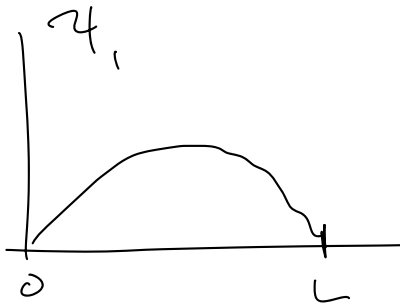
Get transcendental eq.

$$\tan z = \sqrt{\left(\frac{z}{z_0}\right)^2 - 1}$$

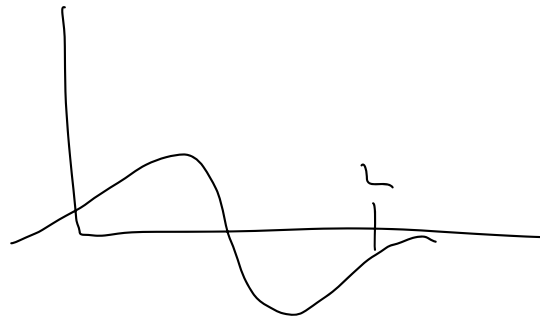
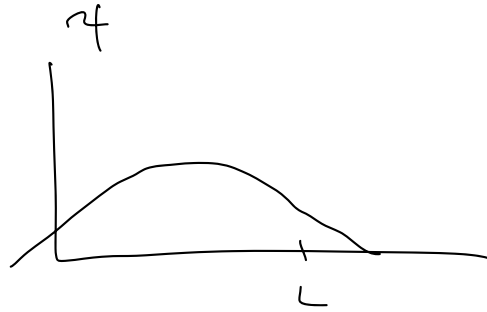


Results

∞ -well
 ∞ # solutions



Finite well
Finite # solutions



Differences

- λ - longer for finite well

$\Rightarrow \frac{2\pi}{\lambda}$ smaller, E smaller

- $\psi \neq 0$ outside of the well!

$$\psi \sim e^{-kx}$$

Completely different from
Classical Physics.

The Simple Harmonic Oscillator

$$V(x) = \frac{1}{2} m \omega^2 x^2 \quad \omega = \sqrt{\frac{k}{m}}$$

* Approximates any potential around a stable equilibrium. \rightarrow Used as approximate model to describe many physical systems.

Solving the Sch Eq. can be done

- long, tedious (not hard)
- not particularly enlightening.
- We will skip to punch line.

Results very similar to what we've seen

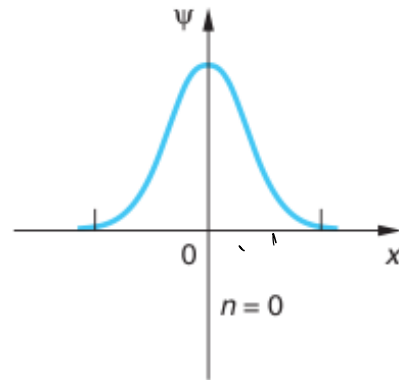
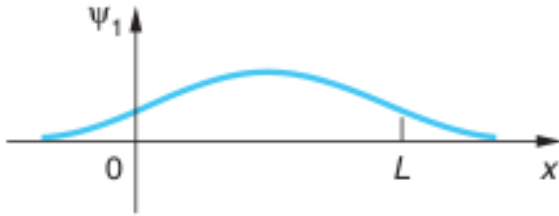
quantum number n characterizes ψ_n, E_n

ψ_n even or odd (infinite family)

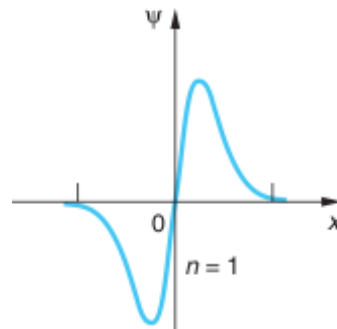
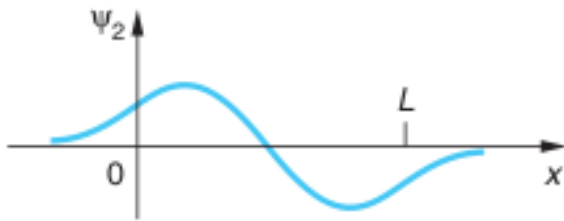
4 for finite
square well

Simple Harmonic
Oscillator

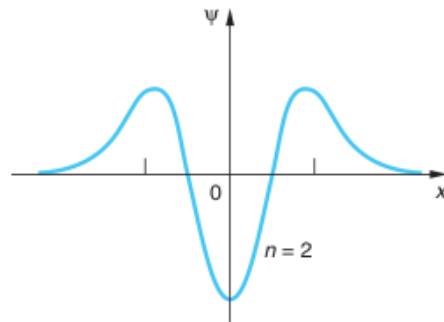
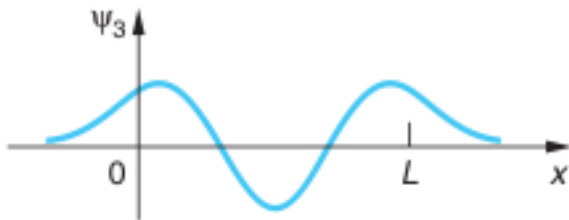
$n=0$



$n=1$



$n=2$



- Wave functions similar

- SHO more peaked at center,