

4.2.3. The Born-Oppenheimer Approximation

Hamiltonian:

$$H = \underbrace{-\sum_i \frac{\hbar^2}{2m_e} \nabla_i^2 - \sum_k \frac{\hbar^2}{2m_k} \nabla_k^2}_{\text{KE terms}} - \underbrace{\sum_{i < k} \frac{e^2 z_i z_k}{r_{ik}} + \sum_{i < j} \frac{e^2}{r_{ij}} + \sum_{k < l} \frac{e^2 z_k z_l}{r_{kl}}}_{\text{PE terms}}$$

- Accurate wave functions are extremely difficult to express because of correlated motions of particles.

\Rightarrow That's why Born-Oppenheimer approximation is useful.

- With typical physical conditions, nuclei of molecular systems move much slower, due to the heavier mass, than electrons.

- For practicality, electronic "relaxation" is done with respect to nuclear motion.

\Rightarrow 2 motions are decoupled and compute electronic E_s for fixed positions.

nuclear \Rightarrow KE term is taken to be independent of electrons

\Rightarrow Attractive electron-nuclear PE term is eliminated

\Rightarrow repulsive nuclear-nuclear PE term becomes a simply evaluated constant for a given geometry

Electronic Schrödinger equation is:

$$(\hat{H}_{el} + V_N) \Psi_{el}(q_i; q_n) = E_{el} \Psi_{el}(q_i; q_n)$$

- *el \rightarrow invocation of the Born-Oppenheimer approximation
- \hat{H}_{el} includes 1st, 3rd, 4th terms from the Hamiltonian equation above.
- V_N is the nuclear-nuclear repulsion E
- q_i = electronic coordinates (independent variable)
- q_n = nuclear coordinates (parameters)

• eigenvalue to the electronic Schrödinger equation is electronic E .

\Rightarrow it is a constant for a given set of fixed nuclear coordinates, so usually it is omitted from electronic Schrödinger equation, and in that case eigenvalue would be called "pure electronic E ".

\Rightarrow Born-Oppenheimer approx. allows us to have the concept of potential energy surface (PES).

- PES is the surface defined by electronic E over all possible nuclear coordinates.
- concepts of equilibrium and transition state geometries

\Rightarrow some chemistry needs quantum mechanical character but we shouldn't give up advantages from this approximation