Solve for B, and Az in terms of A,

B, = - (K2 + Z + K, K2 - K, Z) A,

(K2 + K, Z) A,

Az = zk, (K, - + K2) A,

(K2 + K12)

note: "particle" bounces back. (Almost) du phiates classical phonomena.

Purely a QM effect!

Note: For infinite barrier,
$$K_z = \sqrt{\frac{2m(V_0 - E)}{h^2}} \rightarrow \infty$$

so $A_z \rightarrow 0$ and $A_1 = -B_1$ (classical)

For V finite, $\int A_z A_z dx = \int V^* V dx$ is finite

= Transmitted Wave Probability

 $R = \frac{4r}{4r} \frac{|B_1|^2}{|A_1|^2}$ reflection (definition)

 $T = \frac{4r}{4r} \frac{|A_2|^2}{|A_1|^2}$ coefficient (definition)

 $T = \frac{4r}{4r} \frac{|A_2|^2}{|A_1|^2}$ coefficient (definition)

T2= /2m(E-V) jk, A, -jkB=jk2Az=jk2(A,+B,) A. (jk,-jkz) = B.(jk,+jkz) A,= (K,-K2) = B, (K,+K2) B = (K-K2) A,

Wave functions for Petential Barrier Problems In problems with incident particles and different potential regions If EXV, then Decaying wave, so the tex

Probability of Finding a farticle Inside A Barrier (EXV): Start with General Case in General (No integral +
A Barrier (EXV): Start with General Case in General (No integral + since probability at sust one point in space) and Pxe-zkx and Pxe-zkx in the sust means normalizing
Relative Probability just means normalizing to some reference. For example, $P(x) = \frac{1}{100} \frac{100}{100} \frac{100}{$

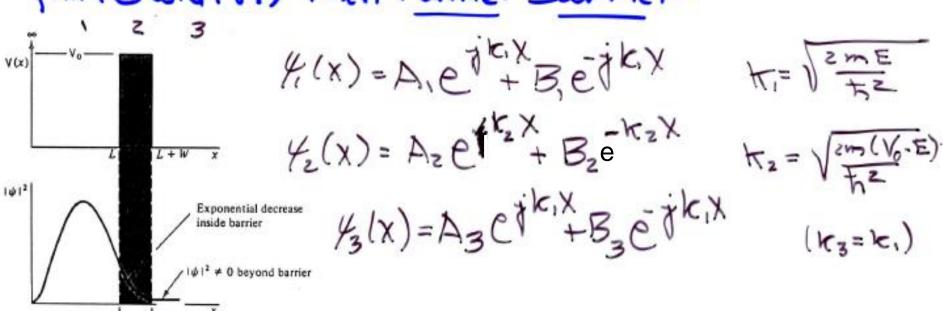
Example: Potential Barrier Tooblem Incident V=1X10 m/s m= 9.11 × 10-3) kg E===m~2+1/0 ===m~~ in region I = \frac{1}{2}(9.11 \times 10^{-31}kg) (10 \sim/s)^2 = 4.56 \times 10^{-21} \frac{1}{2} already know /2(x)=Aze-k2x

where trz= \Zm(Vo-E)/tiz

Penetration depth" =
$$\frac{1}{6}$$
 depth or $k_2d = 1$
 $1 = d\sqrt{\frac{z_m(z_E - E)}{k^2}} = d\sqrt{\frac{z_m E}{k^2}}$
 $d = \sqrt{\frac{k}{z_m E}} = \frac{1.054 \times 10^{-34} \text{ J-sec}}{[2(9.11 \times 10^{-31} \text{kg})(4.56 \times 10^{-21})]/2}$

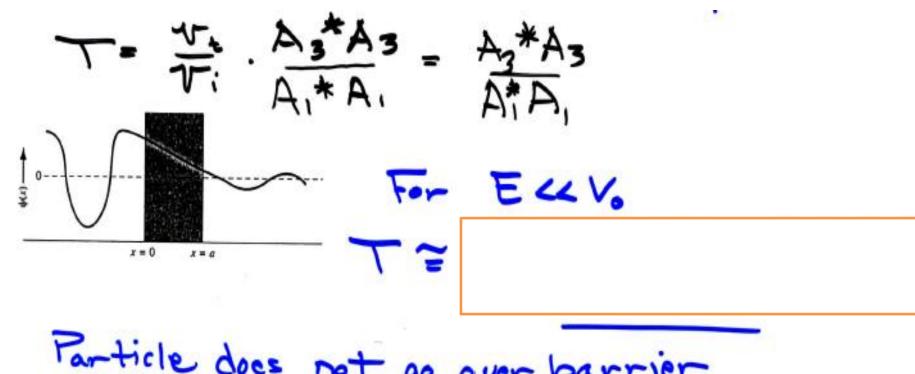
equivalent to 2 lattice constants of Si, for example.

If step has finite height (16<00) and finite width, then Tunnel Barrier



B3 = 0 since no reflected wave in region 3. so now 4 boundary conditions

-> Get B., Az, Bz, and Az insterms of A 1



Particle does not go over barrier. Instead, it "tunnels" through.

If barrier vo height vo energy E then T decreases

Zev, o a=3A	Barrier Example 20eV Property Andrew 3A	eling throughthick barr	fa ZeV	electron be V high,
Use T=				
as the tunne	elling Probabil	i s y . (Okay since	EKVO)
Kz = \Zm(Vot	E) = \(\frac{2(9.11 \times 1)}{2}	0 kg)(20eV- (1.054 × 10-34.	ZeV) (1.602 XI	0-19 J/ev)
(Note: (kg)(e) = kg/	v)(T/eV)/J /kgm²s-2s2=	2-52 = kg/	5-52 Kz 4 / m-2	~ m-1 okayi

Hz= 21.75 × 10 m-1 = 2.175×10 m-1 Then $T = 16(\frac{2}{20})(1-\frac{2}{20}) \exp[-2(2.175x10^{40}m^{-1})(3x10^{-10}m)]$ = $\frac{16(0.1)(0.9)}{(0.9)} \exp[-13.048]$ (note: handout didn't small but not zero. carry significant digits: Since a large number of particles impinge on the barrier, a significant number an get through. Example: 14A - 10 6 Coulomb / 1.6×10-19 Coulomb/electron) - G.25 ×10'2 e lectrons /sec T.J = 3.1×10-6. 6.25×1012 = 1.9×10 Felectrons/sec