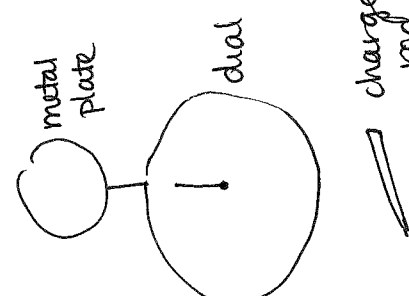


## experiments

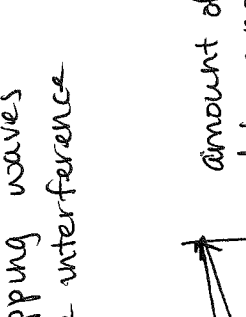
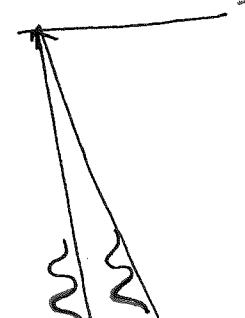
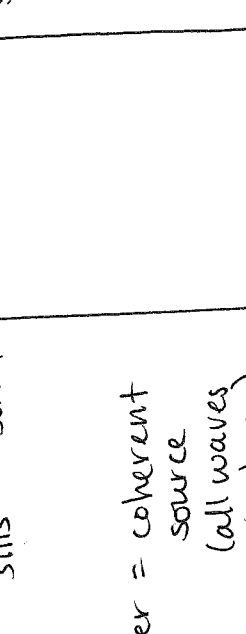
1. setup
  2. predictions
  3. what do we see?
  4. how can we explain it?
- S conclusions

experiment	conclusion
photo electric effect	light : photons / particles matter : particles / electrons
laser diffraction	light : waves
electron diffraction	matter : waves

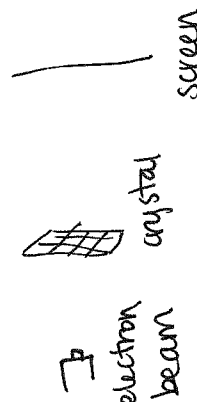
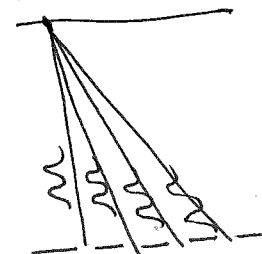


# Photo electric Effect

setup	predictions	what do we see?	how do we explain?
 <p>metal plate</p> <p>dial</p> <p>charged rod</p>	<p>shine two kinds of light on plate:</p> <ul style="list-style-type: none"> <li>white light (low energy)</li> <li>UV light (high energy)</li> </ul> <p>white light:</p>	<p>white light:</p> <p>nothing</p> <p>UV light</p> <p>needle moves back to left</p>	<ul style="list-style-type: none"> <li>light transfers energy to plate</li> <li>do not have to wait for enough energy to be delivered, + white light does nothing</li> <li>⇒ energy is transferred in discrete packets</li> <li>⇒ energy per packet is related to frequency</li> <li>⇒ "particle" of light = photon</li> <li><math>E \propto f</math></li> <li>⇒ single photon ejects single electron</li> </ul>
<ul style="list-style-type: none"> <li>add electrons, dial moves to right</li> <li>dial measures charge</li> </ul>	<p>UV light</p>	<p>high energy light removes electrons from plate</p> <p>low energy light does nothing</p> <p>effect happens immediately</p>	<div style="border: 1px solid black; padding: 5px;"> <p>think about: what if <math>E_{ph}</math> is greater than energy needed to release <math>e^-</math>?</p> </div>

# Laser Diffraction

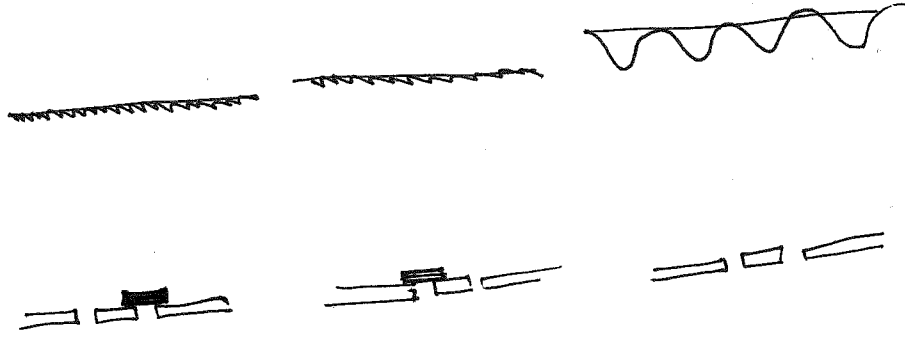
Setup	Predictions	Find?	Explain
 <p>laser</p> <p>two slits</p> <p>screen</p> <ul style="list-style-type: none"> <li>• laser = coherent source (all waves in phase)</li> <li>• measure intensity (brightness of light) on screen</li> </ul>	<p>fringes - bright + dark spots</p> <p>spacing btw slits determines spacing between fringes</p>	 <p>amount of separation determined by extra path length</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>think about:</p> <ul style="list-style-type: none"> <li>• calculate <math>\lambda</math></li> <li>• what happens if slits are wider?</li> </ul> </div>	<p>overlapping waves create interference</p> <p>← <math>\frac{\lambda}{2}</math> →</p> <p>separated by <math>\frac{\lambda}{2}</math>: destructive</p> <p>separated by <math>\lambda</math>: constructive</p> 

# Electron Diffraction

setup	predictions	find?	explain
 <p>electron beam</p> <p>crystal</p> <p>screen</p>	<p>bright spots + dark spots (constructive + destructive interference)</p> <p>pattern tells us something about structure of crystal</p>	<p>overlapping waves create interference <math>\Rightarrow</math> <u>electron waves!</u></p> <p>?) ?) ?) ?)</p> <p>bright spot = constructive interference</p> 	<p>not convinced?</p>  <p>same double slit experiment but w/ electrons</p> <p>same interference pattern</p> <p>If we cover either of slits, we lose interference</p> 
<p>crystal (front view)</p> <p>•••••</p> <p>•••••</p> <p>•••••</p> <p>regularly spaced atoms</p> <p>acts like series of slits</p>			
<p>Screen:</p> <p>lights up when hit by electron</p>			

# Electron Diffraction

instead of laser beam,  
use electron beam:



# Electron Diffraction

predictions: random ~~the~~ bright spots  
see: specific pattern of light (electrons)

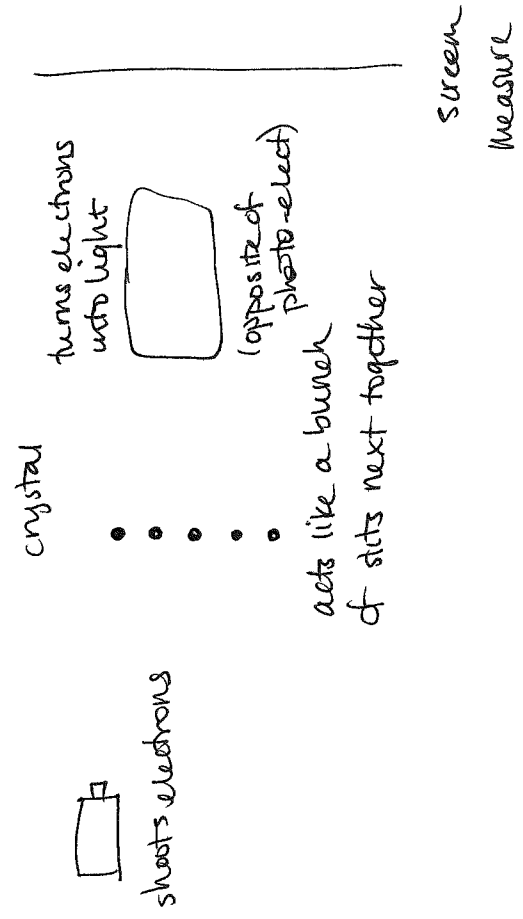
conclusion: electrons can behave like waves! that interfere w/ each other  
 (see 2D pattern ble crystal is series of 2D slits)

evidence for particle behavior?  
 → photo effect

what happens if we ~~don't~~ shoot a particle at a slit?  
 one of two things:  
 • passes through slit  
 • bounces off of wall

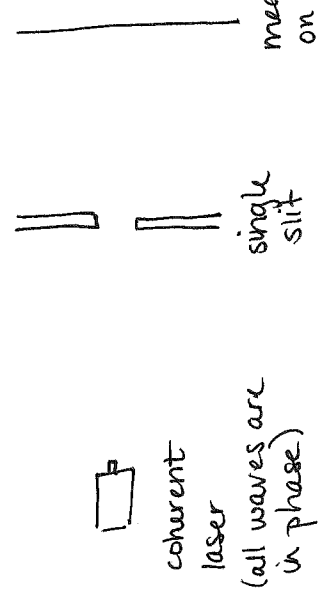
what is an electron?  
 → a charged particle

## setup

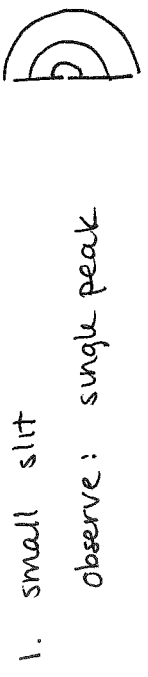


# Diffraction w/ Laser Light

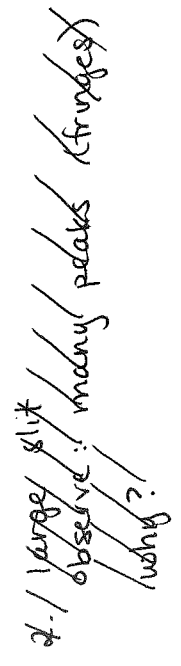
setup:



measure on screen (what are we going to measure?)

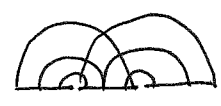


observe: single peak



measure on screen (what are we going to measure?)

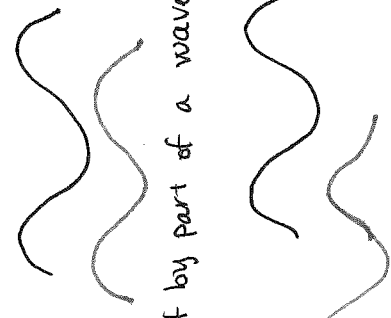
2. two small slits observe: fringes why?



two waves interfere w/ each other

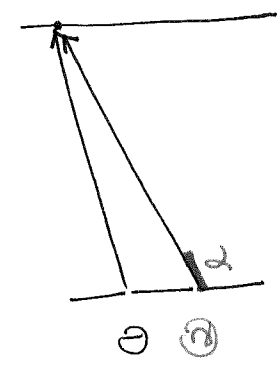
16x10<sup>14</sup> s<sup>-1</sup>

if wave ① is enough behind, it will line up again:



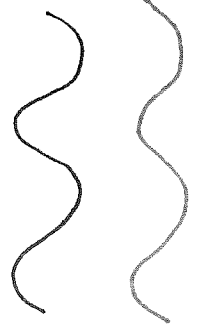
off by a full wavelength

what determines how far behind wave ② is? → the extra distance when the extra distance is the right length, the two waves add up

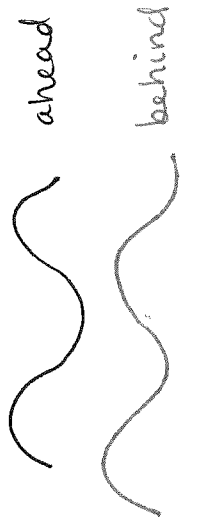


wave ② has to travel a longer distance

same distance:



different distances:



ahead

behind

calculate maxima:

off by a full wavelength

$$l = \lambda$$

more general - could be off by any integer multiple:

$$l = m\lambda \quad m=1, 2, 3, \dots$$

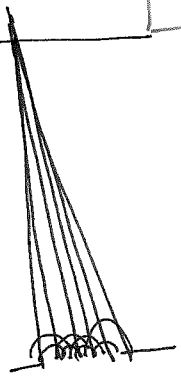
how do we find  $l$ ? (trig)

for you to try:  
calculate  $l$

3. single large slit:



acts like many small slits added together:



Test your knowledge:  
what happens w/ two big slits?

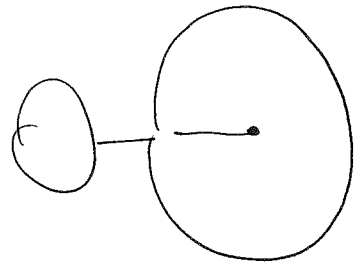
conclusions:

light behaves like a wave that passes through both slits  
can use what we know about water waves (ripple tank) to help us calculate things

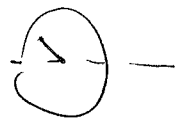


# Photo electric Effect

setup:



add electrons → needle moves to right



(needle measures charge on plate)

shine light on plate

- white light (low energy)
- UV light (high energy)

white light

predictions:

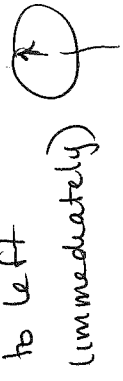
white light: \_\_\_\_\_

UV light: \_\_\_\_\_

find:

white light: nothing

UV light: needle moves back to left



(immediately)

what can we say about this?

UV somehow affects charge on plate (decreases it) - electrons are leaving plate

how could light decrease charge?

→ does light pull electrons off?

→ light transfers its energy to plate, releasing electron

~~how much energy does it take to~~

why did white light not release electrons?

→ not enough energy

→ but if light is wave, we just have to wait long enough for wave to deliver energy.

②

find: no matter how long we wait, white light does not have enough energy to release electrons

conclusions:

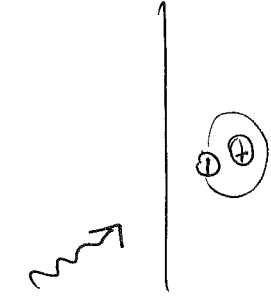
doesn't work to think of light as wave

New description: particle of light = photon

each particle of light has a fixed amount of energy

photon  $E_{ph} = hf$  higher frequency (wave property)  
higher energy of photon (particle)

think of photons as packets of energy (like water balloons)



each photon gives all of its energy to electron - electron has enough energy to escape plate

1 photon  $\longleftrightarrow$  1 electron

so if photon doesn't have enough energy (low frequency), electron won't leave

to think about:

what happens if the photon has more than the energy required to release electron

has more than the energy

conclusions:

light can behave like particle (call photon)

each particle has a certain energy and momentum

particle wave  $E_{ph} = hf$   $E = pc$   
 $= p \times f$   
 $= hf$   
 $\rightarrow p = \frac{h}{\lambda}$

①

# Wave or Particle?

## diffraction

concl.: light behaves like wave  
matter

## photoelectric effect

concl.: light behaves like particle  
matter

	wave	particle
light	double slit diffraction	photo electric effect
electrons	diffraction through crystal	photo electron effect

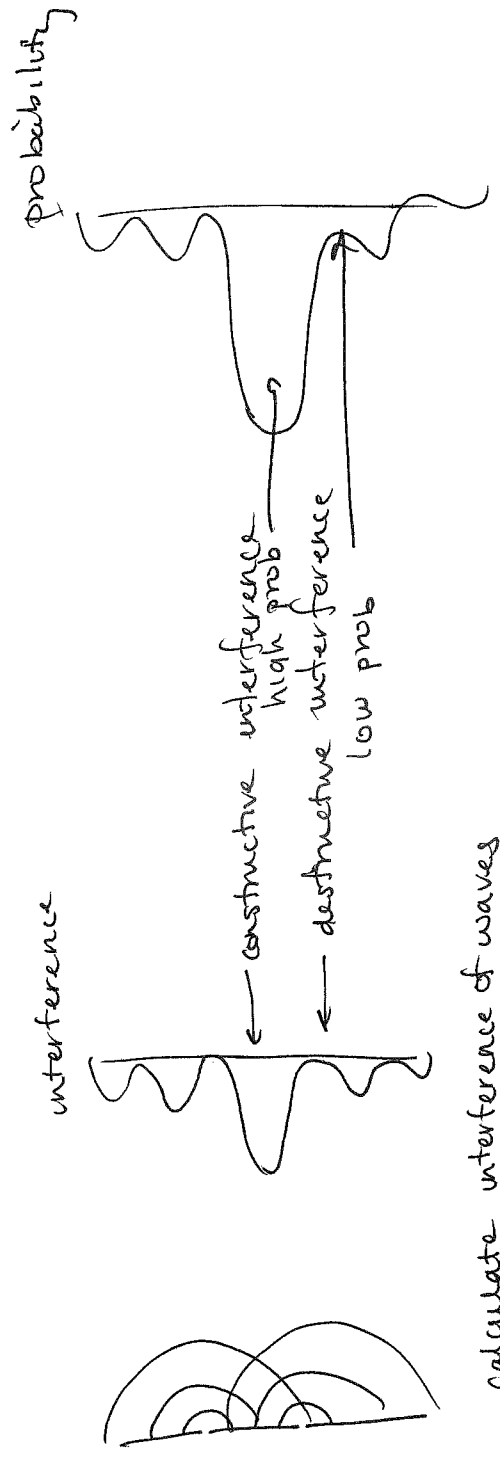
How do we verify these two sets of observations?

If we can describe light as a particle or a wave, can we explain diffraction assuming light is made of particles?

Try sending individual particles through slit

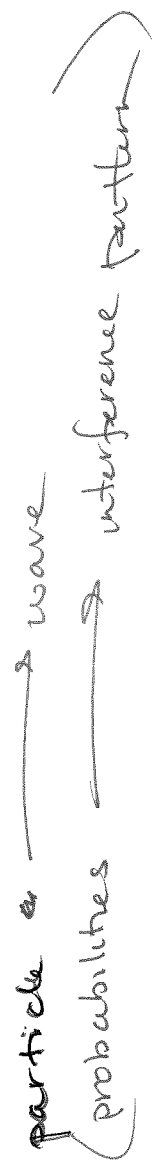
# Calculations

## Method 1:



calculate interference of waves

## Method 2:



Power Point

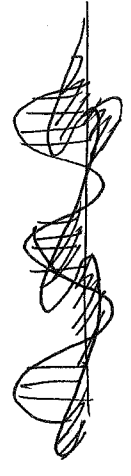
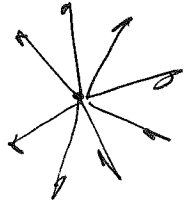
①

# Polarizers

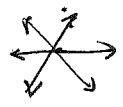
(test your knowledge)

setup:

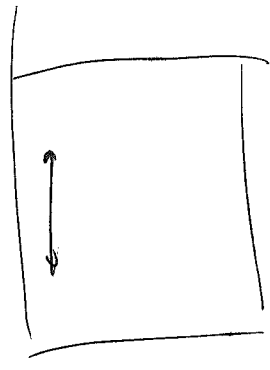
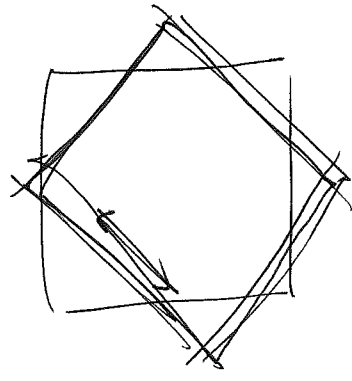
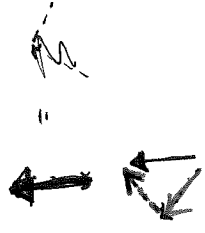
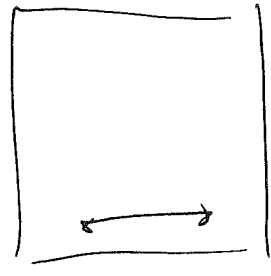
white light



polarizer

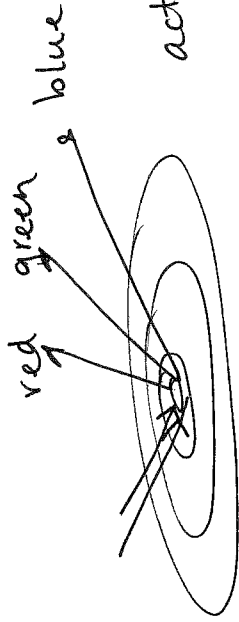


only lets through certain polarizations



↑ see light!

shine light on CD



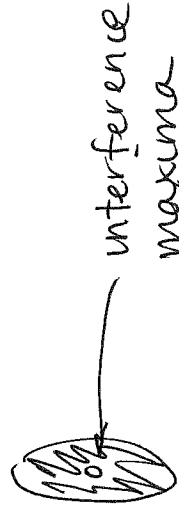
acts like diff. grating  
separates maxima (bright spots)

shine light on disk

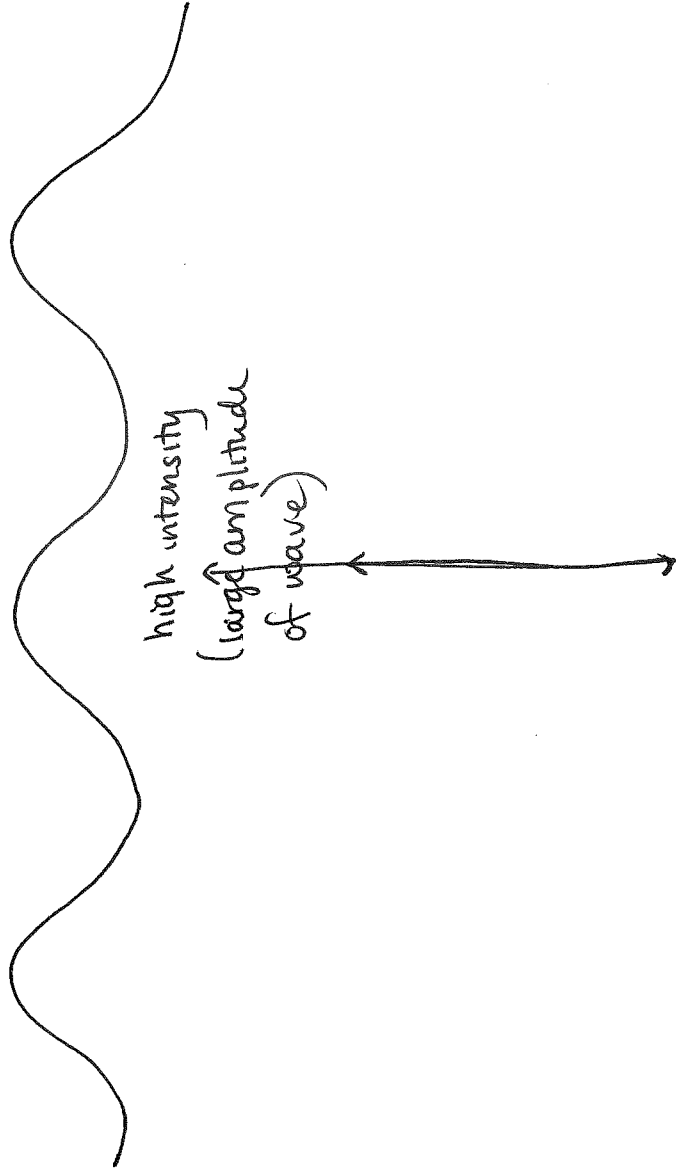
expect shadow



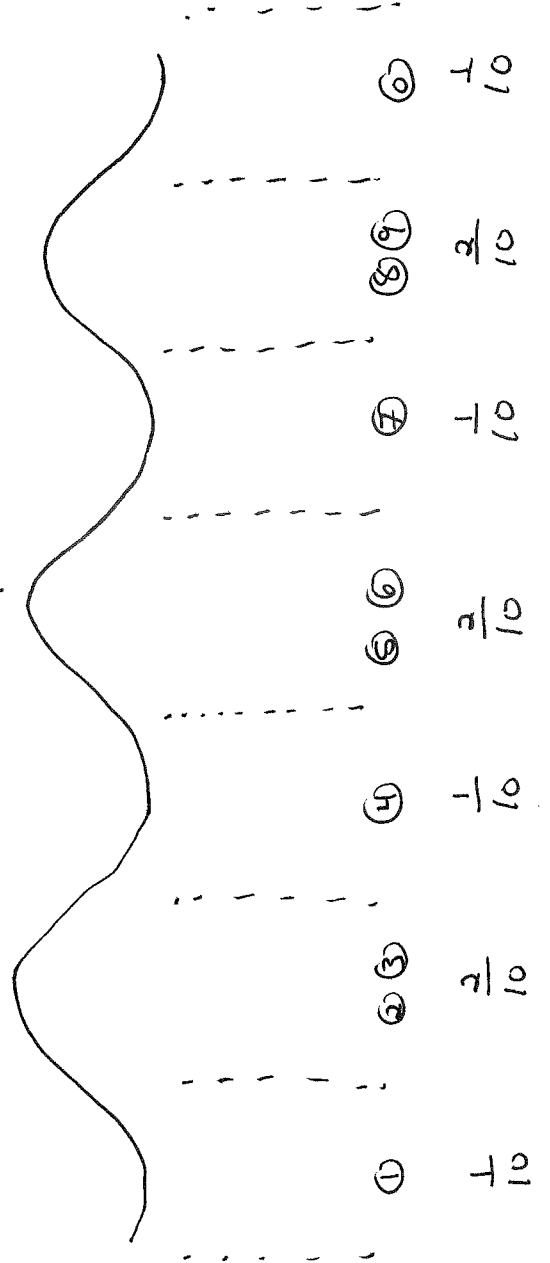
see shadow w/ bright spot



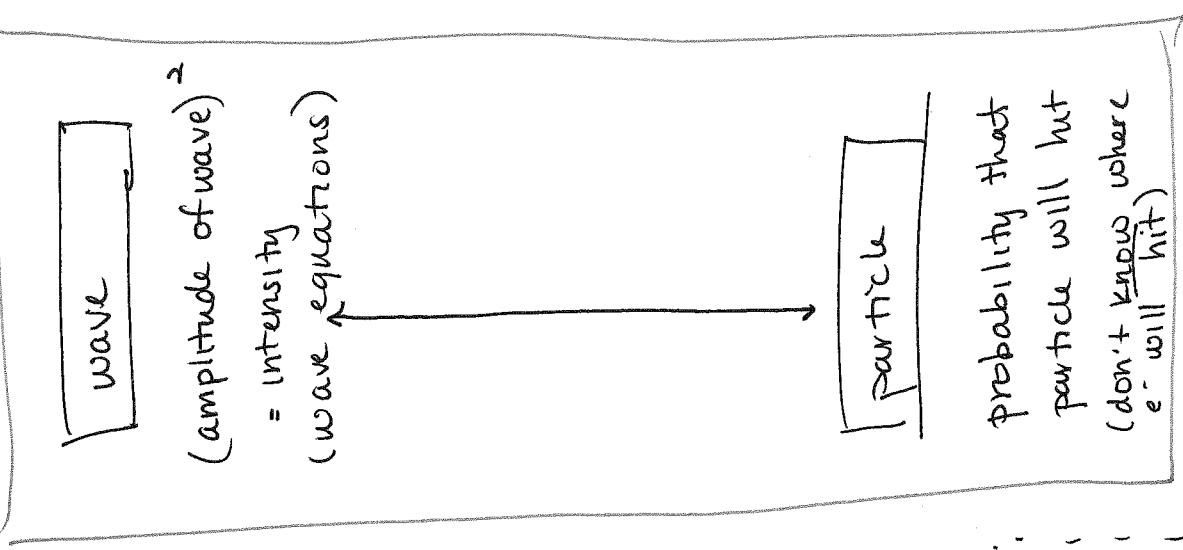
# Slow Motion Diffraction

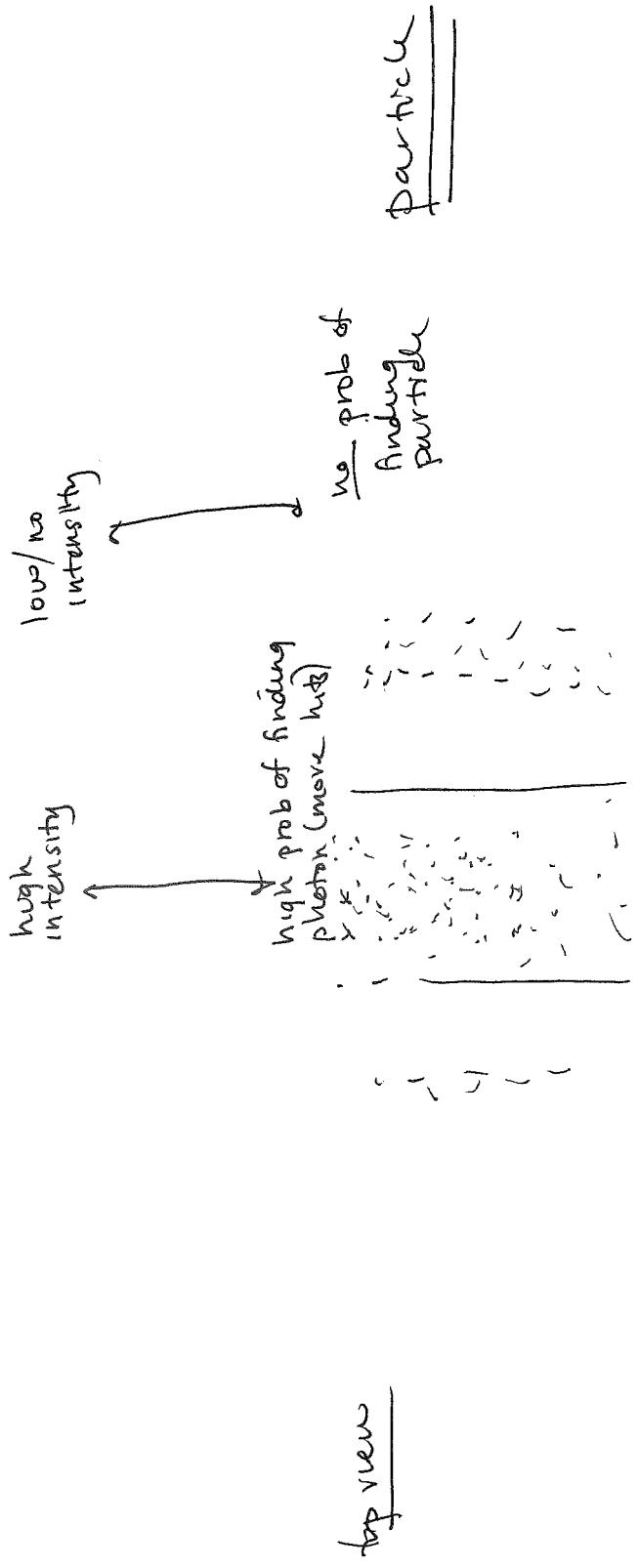
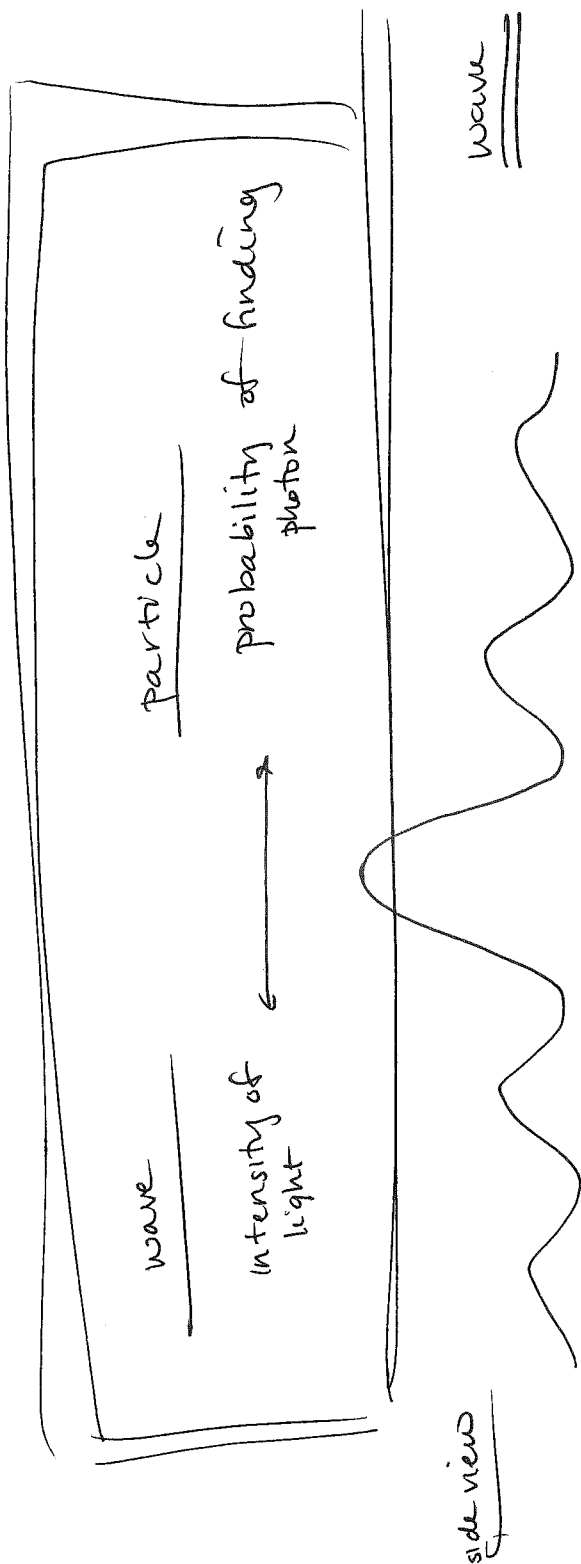


high prob =  
more particles hit



Prob =

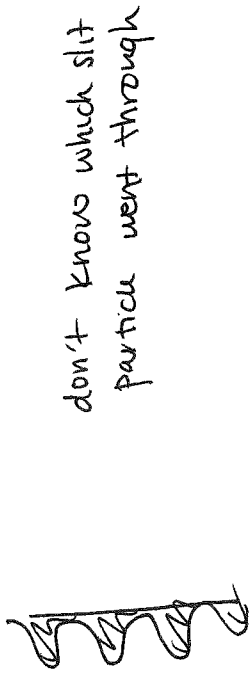




~~side view~~ ~~wave~~ ~~particle~~ ~~the~~  
 mathematically  $\rightarrow$  if we can find mathematical expression for wave,  
 we can find probability of finding particle  
 (how: wave equation (diffusion eqn))



## Aside: Measurement



don't know which slit particle went through

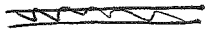
need both slits open to see interference (wave property)

here, measure individual particles

what if we measure what is happening at slits?



detectors on slits (not covering slits)



detect particle in either A or B (not both)

lose interference!

## Quantum Nature

- we cannot see interference, we cannot know which slit the particle passed through
- particle is in a superposition of slit A and slit B:  
$$|\text{particle}\rangle = |A\rangle + |B\rangle$$

have to assume that particle is ~~equally likely to pass through A or B~~ exists in some combination of passing through A and B
- measurement affects system - if we want to track individual particles, we lose wave behavior we cannot see both!

# Summarize Results

	Wave	Particle
light	laser diffraction (interference)	photoelectric effect photon = particle of light
matter (electrons)	crystal diffraction (interference)	photoelectric effect

particle property

energy  $E$

momentum  $P$

$$= hf$$

$$= \frac{h}{\lambda}$$

photons }  
+ electrons }

wave property

# Duality

two descriptions for light + matter

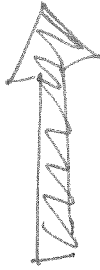
Wave

assume wave behavior



calculate interference pattern

method ①



Particle

interference pattern



calculate probabilities

use probabilities



build up interference

method ②



calculate prob of finding

particle @ every point in space

duality: two descriptions that are consistent (both predict same behavior)

⇒ good news: we can choose which description to use

choose easiest for any given problem

in QM, our problems lend themselves to method ①

## Whats the Big Picture?

- Can perform experiments to reveal particle-like or wave-like behavior
- scientists have developed two approaches (QM + particle physics) to describing these the different facets of the behavior

This is called a duality



- We will be using a wave description (QM)
- To use this description, we must understand what wave means

wave  $\longrightarrow$  probability of finding particle

- The very idea that we use a wave description implies that we are uncertain as to the outcome of any measurement

~~The very best~~

We can never be certain:  
The best we can do is calculate probabilities