

Lecture 37 - 3D Simple Harmonic Oscillator

1. 3D Simple Harmonic Oscillator

2. $J=0$ case

3. Vector operators

1. The 3D Simple Harmonic Oscillator

Let $k=m=\hbar=1$

Start by solving in usual Cartesian basis:

$$\mathcal{H} = \frac{1}{2}(\vec{p}^2 + \vec{x}^2) = \frac{1}{2}(p_x^2 + p_y^2 + p_z^2 + x^2 + y^2 + z^2)$$

$$= \mathcal{H}_x + \mathcal{H}_y + \mathcal{H}_z$$

↑ treat as three independent 1D oscillators that all commute

$$\mathcal{H}_\alpha = \left(\frac{p_\alpha^2 + x_\alpha^2}{2} \right); \quad x_\alpha = x, y, z$$

$$[\mathcal{H}_\alpha, \mathcal{H}_\beta] = 0 \text{ as usual}$$

We can use the creation & number operators

$$a_\alpha^\dagger = \frac{(x_\alpha - ip_\alpha)}{\sqrt{2}}, \quad n_\alpha = a_\alpha^\dagger a_\alpha$$

$[a_\alpha, a_\beta^\dagger] = \delta_{\alpha\beta}$ to simultaneously diagonalize $\mathcal{H}_\alpha$

$[n_\alpha, n_\beta] = 0 \Rightarrow n_\alpha$ are commuting Hermitian operators, so they are also simultaneously diagonalizable

Relating to energies and # of states -

$$\mathcal{H} = N_{\text{tot}} + 3/2$$

$N_{\text{tot}} = \hat{n}_x + \hat{n}_y + \hat{n}_z$; where $n_x, n_y, n_z \geq 0$ are eigenstates of $\mathcal{H}$ with eigenvalues $E = (n_x + n_y + n_z) + 3/2$

of (n_x, n_y, n_z) with $N_{\text{tot}} = n_x + n_y + n_z \Rightarrow$ # of states (degeneracy)

$\rightarrow$ How many ways can we add up 3 integers (n_x, n_y, n_z) to get N_{tot} ?

Use combinatorics!

states (degeneracy) = coefficient of $\lambda^{N_{\text{tot}}}$ in $\left(\sum_{n_x} \lambda^{n_x}\right) \left(\sum_{n_y} \lambda^{n_y}\right) \left(\sum_{n_z} \lambda^{n_z}\right)$
 $(1-\lambda)^{-1}$, a geometric series

Generating function trick:

↳ aka the partition function

$\rightarrow$ expand in λ

$$\left(\sum_{n_x} \lambda^{n_x}\right) \left(\sum_{n_y} \lambda^{n_y}\right) \left(\sum_{n_z} \lambda^{n_z}\right) = \sum_{n_x, n_y, n_z} \lambda^{n_x + n_y + n_z} = \sum_{N_{\text{tot}}} \lambda^{N_{\text{tot}}}$$

$\rightarrow$

delta function allows us to write this in terms of N_{tot}

$$= \sum_{N_{tot}} \sum_{n_x, n_y, n_z} \delta(n_x + n_y + n_z, N_{tot}) \lambda^{N_{tot}}$$

the degeneracy

$$= \sum_{N_{tot}=0}^{\infty} (\text{deg.}) \lambda^{N_{tot}}$$

coefficients of $\lambda^{N_{tot}}$ are the degeneracies of N_{tot}

$$= (1-\lambda)^{-3}$$

→ binomial theorem →

$$= \sum_{N_{tot}} (-1)^{N_{tot}} \frac{(-3)(-3-1)\dots(-3-N_{tot}+1)}{N_{tot}!} \lambda^{N_{tot}}$$

binomial expansion:

$$(1+x)^n = 1 + nx + \underbrace{\frac{n(n-1)}{2!} x^2}_{= \binom{n}{2}} + \frac{n(n-1)(n-2)}{3!} x^3 + \dots$$

$$\frac{(N_{tot}+2)(N_{tot}+1)N_{tot}\dots 3}{N_{tot}(N_{tot}-1)\dots 2 \cdot 1}$$

all other terms cancel out

$$= \frac{(N_{tot}+2)(N_{tot}+1)}{2}$$

the degeneracy coefficients of $\lambda^{N_{tot}}$

$E - 3/2$	n_x	n_y	n_z
0	0	0	0
1	1	0	0
1	0	1	0
1	0	0	1
2			
$\vdots$			

↙ #degeneracies

$\frac{1}{2}(N_{tot}+1)(N_{tot}+2)$ states

@ $E = N_{tot} + 3/2$

↪ best described by $SU(3)$

etc.

$SU(3)$ invariance of 3D SHO

$$\mathcal{H} = \hat{N}_{tot} + 3/2; \quad \hat{N}_{tot} = \sum_{\alpha=x,y,z} \hat{a}_{\alpha}^{\dagger} \hat{a}_{\alpha}$$

$$\text{where } [\hat{a}_{\alpha}, \hat{a}_{\beta}^{\dagger}] = \delta_{\alpha\beta}$$

Consider a linear transformation:

$$\begin{aligned}\tilde{a}_\alpha^\dagger &= \sum_{\alpha'} U_{\alpha\alpha'} a_{\alpha'}^\dagger \quad (\text{I}) \\ \rightarrow [\tilde{a}_\alpha^\dagger, \tilde{a}_\beta] &= \sum_{\alpha' \beta'} U_{\alpha\alpha'} U_{\beta\beta'}^* [a_{\alpha'}^\dagger, a_{\beta'}] \\ &= \sum_{\alpha'} U_{\alpha\alpha'} (U^\dagger)_{\alpha'\beta} = (UU^\dagger)_{\alpha\beta} \\ &= \delta_{\alpha\beta}\end{aligned}$$

If U is unitary, (i.e., $U \in U(3)$)

$$[\tilde{a}_\alpha^\dagger, \tilde{a}_\beta] = \delta_{\alpha\beta}$$

$\tilde{a}_\alpha^\dagger$ obeys the same commutation relations as $a_\alpha^\dagger$

furthermore,

$$\begin{aligned}\sum_\alpha \tilde{a}_\alpha^\dagger \tilde{a}_\alpha &= \sum_{\alpha' \beta' \alpha} U_{\alpha\alpha'} U_{\alpha\beta'}^* a_{\alpha'}^\dagger a_{\beta'} \\ &= \sum_{\beta' \alpha'} \sum_\alpha (U^\dagger)_{\beta' \alpha} U_{\alpha\alpha'} a_{\alpha'}^\dagger a_{\beta'} \\ &= \sum_{\beta' \alpha'} (U^\dagger U)_{\beta' \alpha'} a_{\alpha'}^\dagger a_{\beta'} = \sum_{\beta'} a_{\beta'}^\dagger a_{\beta'} = N_{\text{tot}}\end{aligned}$$

$\Rightarrow U(3)$ transformation (I) leaves N_{tot} , and therefore $\mathcal{H}$, invariant

How does $\vec{L}$ (angular momentum) fit in here?

$$\begin{aligned}\langle x y z | n_x n_y n_z \rangle &= \psi_{10, n_y}(y) \\ &= \underbrace{\langle x | n_x \rangle}_{\psi_{10, n_x}(x)} \underbrace{\langle y | n_y \rangle}_{\psi_{10, n_y}(y)} \underbrace{\langle z | n_z \rangle}_{\psi_{10, n_z}(z)}\end{aligned}$$

3-dimensional SHO represented as the product of 1D vector subspaces (wavefunctions in real space) where $\psi_{10, n}^{\text{SHO}}(x)$ are the eigenstates of the 1D SHO

$[\mathcal{H}, L_\alpha] = 0 \rightarrow$ There should be simultaneous set of eigenstates of

where L_α are the angular momentum operators for the 3D SHO
the Cartesian basis; $\mathcal{H}$, L^2 , and L_z
($\mathcal{H}$ commutes with L^2 , L_z , etc.)

but $L_z |n_x n_y n_z\rangle = \alpha |n_x n_y n_z\rangle$

same eigenstates $\rightarrow$

The set of eigenstates are labeled by $|N_{\text{tot}}, l, m\rangle$ such that

$$\mathcal{H} |N_{\text{tot}}, l, m\rangle = \underbrace{(N_{\text{tot}} + \frac{3}{2})}_E |N_{\text{tot}}, l, m\rangle$$

$$L^2 |N_{tot}, l, m\rangle = l(l+1)\hbar^2 |N_{tot}, l, m\rangle$$

$$L_z |N_{tot}, l, m\rangle = m\hbar |N_{tot}, l, m\rangle$$

* What are $|N_{tot}, l, m\rangle$ in relation to $|n_x, n_y, n_z\rangle$?

$$\rightarrow |N_{tot}, L^2, L_z\rangle \equiv \sum_{n_x, n_y, n_z} |n_x, n_y, N_{tot} - n_x - n_y\rangle \underbrace{\langle n_x, n_y, N_{tot} - n_x - n_y |}_{1} |N_{tot}, L^2, L_z\rangle$$

• for $N_{tot} = 0$:

(the ground state)

$$|n_x=0, n_y=0, n_z=0\rangle = |N_{tot}=0, L^2=L_z=0\rangle$$

because the ground state is non-degenerate; $\text{deg.} = \frac{1}{2}(1)(2) = 1$

• for $N_{tot} = 1$:

$$\text{deg.} = \frac{1}{2}(2)(3) = 3$$

↖ $N_{tot} = 0$, the ground state

$$|n_x=1, n_y=0, n_z=0\rangle = a_x^\dagger |0\rangle$$

→ 3 states are $a_{\alpha=x,y,z}^\dagger |0\rangle$

• for $N_{tot} = 2$:

$$\text{deg.} = \frac{1}{2}(3)(4) = 6$$

$$a_\alpha^{\dagger 2} |0\rangle \rightarrow a_x^\dagger a_y^\dagger |0\rangle$$

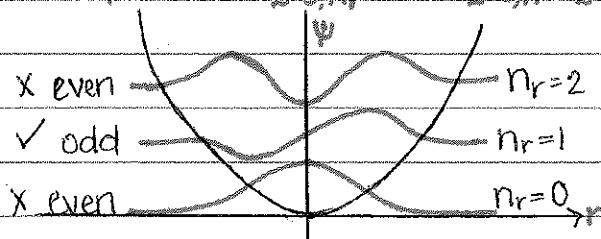
6 states (3 states each)

$$2. \quad l=0 \rightarrow L^2=L_z=0$$

The 3D S.H.O. simplifies to the 1D S.H.O. for the $l=0$ case

where the $l=0$ states satisfy:

$$[-\partial_r^2 + \frac{1}{2}r^2] U_{l=0, n_r}(r) = E_{l=0, n_r} U_{l=0, n_r}(r)$$



Boundary Condition:
Only odd wavefunctions
 $U_n(r) = -U_n(-r)$

Bound state energies

↖ handles only the radial component of the wavefunction

$$E_n = n_r + \frac{1}{2} \rightarrow E = \frac{1}{2}, \frac{3}{2}, \frac{5}{2}, \frac{7}{2}, \dots \text{ have } l=0 \text{ states}$$

even n_r -values do not satisfy the boundary condition

$$E_n = \overbrace{(2\tilde{n}_r + 1)}^{n_r} + \frac{1}{2}$$

↳ forces to spatially odd solutions

In terms of N_{tot} :

↑ handles all eigenstates of the wavefunction (where n_x, n_y , and n_z do NOT commute with n_r)

$$\mathcal{H} = \mathcal{H}_x + \mathcal{H}_y + \mathcal{H}_z, \quad \mathcal{H}_i = a_i^\dagger a_i + \frac{1}{2}$$

$$\rightarrow E = (n_x + \frac{1}{2}) + (n_y + \frac{1}{2}) + (n_z + \frac{1}{2})$$

$$= \underline{N_{\text{tot}}} + \frac{3}{2}$$

$2\tilde{n}_r$ -- forces to an even # of states $\rightarrow$ only even solutions for N_{tot} are allowed for $l=0$

$$N_{\text{tot}} = 0$$

$$E = \frac{3}{2}; \quad l=0 \text{ state}$$

$$N_{\text{tot}} = 1$$

$$E = \frac{5}{2}; \quad \text{NO } l=0 \text{ state}$$

$$N_{\text{tot}} = 2$$

$$E = \frac{7}{2}; \quad l=0 \text{ state}$$

Even-numbered N_{tot} values each have exactly one state at $l=0$ out of the $\frac{1}{2}(N_{\text{tot}}+1)(N_{\text{tot}}+2)$ states with energy

$$E(N_{\text{tot}}) = N_{\text{tot}} + \frac{3}{2}$$

$$\psi_n(r) = \psi_{\text{ID},n}(r)$$

* $\text{deg.} = \frac{1}{2}(3)(4) = 6 \rightarrow$ there must be

↳ n^{th} SHO in 1D

5 other states (other l -values) for $N_{\text{tot}}=2$

Constructing $l=0$ states

$N_{\text{tot}}=0=n_x+n_y+n_z$ is non-degenerate

i.e., $n_x=n_y=n_z=0 \Rightarrow$ the state must be the $l=0$ state

$$|N_{\text{tot}}=0, l=0\rangle = |n_x=n_y=n_z=0\rangle \equiv |0\rangle$$

* more generally, $l=0$ states are rotationally invariant

Claim:

The states $A^p |0\rangle$, where $A = \sum_{\alpha} a_{\alpha}^{\dagger 2}$, are $l=0$ states

↳ a scalar operator (to be defined later this lecture)

Proof:

$$\mathcal{D}(R) A \mathcal{D}^\dagger(R) = A$$

$$\text{where } [L_\alpha, A] = 0$$

$\rightarrow$

$$D(R)A^p|0\rangle = \underbrace{(D(R)AD^\dagger(R))^p}_A D(R)|0\rangle$$

$$= A^p|0\rangle \quad |0\rangle - \text{ground state; rotationally invariant}$$

Rotational invariance $\Leftrightarrow A^p|0\rangle$ is an $l=0$ state

$$A^p|0\rangle = \left(\sum_{\alpha} a_{\alpha}^{+2}\right)^p |0\rangle$$

$$= \sum_{n_x+n_y+n_z=p} \binom{p}{n_x, n_y, n_z} a_x^{+2n_x} a_y^{+2n_y} a_z^{+2n_z} |0\rangle$$

combinatorics

$$= \sum_{n_x+n_y+n_z=p} \frac{p!}{n_x!n_y!n_z!} \sqrt{(2n_x)!(2n_y)!(2n_z)!} |2n_x, 2n_y, 2n_z\rangle$$

$$\propto |N_{\text{tot}}=2(n_x+n_y+n_z)=2p, l=0, m=0\rangle$$

(since there is only one $l=0$ state for each even N_{tot})

Simplest (non-zero) case: $p=1$

$$|N_{\text{tot}}=2, l=0, m=0\rangle \propto A|0\rangle$$

$$\propto \left(\sum_{\alpha} a_{\alpha}^{+2}\right)|0\rangle$$

$$= 2^{3/2} (a_x^{+2} + a_y^{+2} + a_z^{+2})|0\rangle$$

normalization constant

uniform superposition required

$\rightarrow |n_x, n_y, n_z\rangle$ rotation $\rightarrow$

$$= \frac{1}{\sqrt{3}} (|n_x=2, n_y=0, n_z=0\rangle + |n_x=0, n_y=2, n_z=0\rangle + |n_x=0, n_y=0, n_z=2\rangle)$$

must be superposition of $n_{\alpha}=2$ states, not $n_{\alpha}=1, n_{\beta}=1$ states

$$\langle r, \theta, \varphi | N_{\text{tot}}=2, l=0 \rangle = \frac{1}{\sqrt{4\pi}} \frac{1}{r} \psi_{10, n_r=3}^{\text{SHO}}(r)$$

General solution SHO

Why is a uniform superposition required?

3. Vector Operators

If you apply $D(R)$ to a vector operator, it rotates like a standard vector

$\rightarrow$ that is, the expectation value of a vector operator in quantum mechanics transforms like a classical vector under rotation

$$|\alpha\rangle \rightarrow D(R)|\alpha\rangle$$

$$\langle \alpha | V_i | \alpha \rangle \rightarrow \langle \alpha | D^\dagger(R) V_i D(R) | \alpha \rangle = \sum_j R_{ij} \langle \alpha | V_j | \alpha \rangle$$

rotation matrix

general vector operator

true for any arbitrary ket $|\alpha\rangle$

Position/momentum (x_{α}, p_{α}), etc., are vector operators

→ The creation operators $a_\alpha^\dagger$ are also vector operators

$$a_\alpha^\dagger = \sqrt{2} (X_\alpha - i p_\alpha)$$

$X_\alpha \equiv$ Vector operator

$$D(R) X_\alpha D^\dagger(R) = \sum_\beta R_{\alpha\beta} X_\beta$$

$$D(R) a_\alpha^\dagger D^\dagger(R) = \sum_\beta R_{\alpha\beta} a_\beta^\dagger$$

⇒ If the creation operator behaves like a vector, then the ground state must be a uniform superposition in x, y , and z because the $l=0$ ground state must be rotationally invariant

can sandwich because $D(R)$ is unitary

$$D(R) \sum_\alpha a_\alpha^\dagger a_\alpha D^\dagger(R) = \sum_\alpha \underbrace{D(R) a_\alpha^\dagger D^\dagger(R)}_{R_{\alpha\beta} a_\beta^\dagger} D(R) a_\alpha D^\dagger(R)$$

$$= \sum_{\alpha\beta\beta'} R_{\alpha\beta} a_\beta^\dagger R_{\alpha\beta'} a_{\beta'}$$

$$\sum_\alpha R_{\alpha\beta} R_{\alpha\beta'} = \sum_\alpha (R^T)_{\beta'\alpha} R_{\alpha\beta}$$

$$= (R^T R)_{\beta\beta'} = \delta_{\beta\beta'} \quad (R \in SO(3))$$

$\mathbb{1}$

$$= \sum_\beta a_\beta^\dagger a_\beta = \sum_\alpha a_\alpha^\dagger a_\alpha$$

Scalar operators are rotationally invariant operators.

Claim: a^{+2} is a scalar operator

Proof:

$$D(R) \sum_\alpha a_\alpha^{+2} D^\dagger(R) = \sum_\alpha D(R) a_\alpha^\dagger D^\dagger(R) D(R) a_\alpha^\dagger D^\dagger(R)$$

→ express $D(R)$ in terms of rotation matrices, $D(R) V_\alpha D^\dagger(R)$

$$= \sum_\beta R_{\alpha\beta} V_\beta \rightarrow$$

$$= \sum_{\beta\beta'} R_{\alpha\beta} R_{\alpha\beta'} a_\beta^\dagger a_{\beta'}^\dagger = \sum_{\beta\beta'} \left(\sum_\alpha R_{\beta'\alpha}^T R_{\alpha\beta} \right) a_\beta^\dagger a_{\beta'}^\dagger$$

R is an orthogonal rotation, $R^T R = \mathbb{1}$

$$= \sum_{\beta\beta'} \delta_{\beta\beta'} a_\beta^\dagger a_{\beta'}^\dagger$$

$$= \sum_\beta a_\beta^{+2} = \sum_\alpha a_\alpha^{+2}$$

$\sum_\alpha a_\alpha^{+2}$ is a scalar (rotationally invariant) operator

If $A = \sum_\alpha a_\alpha^{+2}$, then $D(R) A D^\dagger(R) = A$

$$\Leftrightarrow [D(R), A] = 0; [L_\alpha, A] = 0 = [A, L^2]$$

$$D(R) |N_{tot}=2, l=0\rangle = C D(R) \left(\sum_\alpha a_\alpha^{+2} \right) |0\rangle$$

→ insert $D^\dagger(R) D(R) (= \mathbb{1})$

$$= \underbrace{C \mathcal{D}(R) \left(\sum_{\alpha} a_{\alpha}^{+2} \right) \mathcal{D}^{\dagger}(R)}_{\sum_{\alpha} a_{\alpha}^{+2}} \underbrace{\mathcal{D}(R) |0\rangle}_{|0\rangle}$$

$$= |N_{\text{tot}}=2, l=0\rangle \text{ Rotationally invariant!}$$

Parity of (l, m) States

$$[A, \hat{N}_{\text{tot}}] = -2A$$

i.e., A increases N_{tot} by 2

$$\hat{N}_{\text{tot}} A |N_{\text{tot}}\rangle = A (\hat{N}_{\text{tot}} + 2) |N_{\text{tot}}\rangle$$

$$= (\hat{N}_{\text{tot}} + 2) A |N_{\text{tot}}\rangle$$

$$\Rightarrow A |N_{\text{tot}}\rangle \propto |N_{\text{tot}} + 2\rangle$$

$$L^2 A |N_{\text{tot}}, l, m\rangle = A L^2 |N_{\text{tot}}, l, m\rangle$$

$$= (l+1)l \hbar^2 A |N_{\text{tot}}, l, m\rangle$$

$$L_z A |N_{\text{tot}}, l, m\rangle = m \hbar A |N_{\text{tot}}, l, m\rangle$$

$$\Rightarrow A^p |N_{\text{tot}}, l, m\rangle \propto |N_{\text{tot}} + 2p, l, m\rangle$$

If there is some l state at some N_{tot} then there is one set of (l, m) states for each $N'_{\text{tot}} > N_{\text{tot}}$ that have the same parity as N_{tot}

$$\text{i.e., } N'_{\text{tot}} - N_{\text{tot}} = 2p \geq 0$$