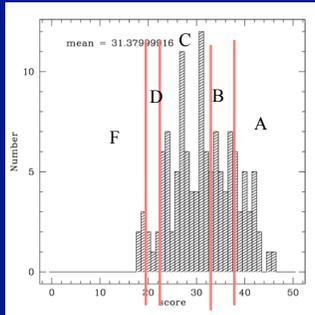


## Test results

Grades posted online

If you are not properly registered then come see me for your grade



## Clicker Question:

Power is transmitted at very high voltages so that the corresponding current is:

- A: also high to deliver appreciable power to distant places
- B: low so that overheating of the wires and other energy losses are minimized
- C: identically zero
- D: None of the above

## Clicker Question:

A standing wave occurs when:

- A: two waves overlap
- B: the amplitude of a wave exceeds its wavelength
- C: a wave is reflected onto itself
- D: the speed of the wave is zero or near zero

## Clicker Question:

Given that Jupiter orbits at about 5 times further from the Sun than the Earth, how does the intensity of the sunlight compare at Jupiter compared to the intensity at the Earth (where it is 1250 watts/square meter)?:

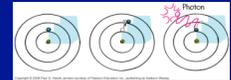
- A: 2500 watts/square meter
- B: 250 watts/square meter
- C: 125 watts/square meter
- D: 50 watts/square meter

## Quantum Mechanics

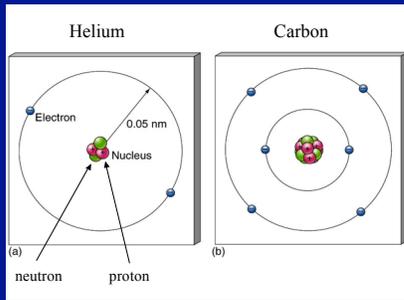
- Physics on the scale of individual atoms and photons

## A Brief Introduction to Quantum Physics

- At the microscopic level, allowed energies are discrete or quantized
  - Not all energies are possible
    - Fair Analogy
- Photon – discrete packet of energy
  - Smallest unit of energy that can exist as EM radiation at a certain frequency:  $E=hf$ 
    - Planck's constant:  $h = 6.6 \times 10^{-34} \text{ J}\cdot\text{s}$ 
      - Sets a lower limit on the energy transferred in any interaction



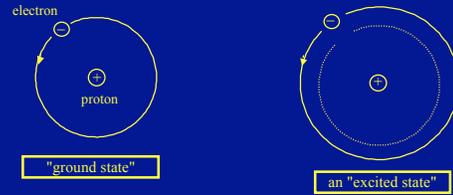
## Atoms



Atoms have equal positive and negative charge. Each element has its own allowed energy levels and thus its own spectrum.

## The Nature of Atoms

The Bohr model of the Hydrogen atom:



Ground state is the lowest energy state. Atom must gain energy to move to an excited state. It must absorb a photon or collide with another atom.

But, only certain energies (or orbits) are allowed:

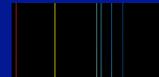


The atom can only absorb photons with exactly the right energy to boost the electron to one of its higher levels.

(photon energy  $\propto$  frequency)

## Types of Spectra

2. "Emission line" spectrum - bright at specific wavelengths only.



3. Continuous spectrum with "absorption lines": bright over a broad range of wavelengths with a few dark lines.



## Wave-Particle Duality

- Light behaves sometimes like a wave and sometimes like a particle
  - What are some properties of waves?
  - What are some properties of particles?

## Wave-Particle Duality

- Light behaves sometimes like a wave and sometimes like a particle
  - Wave properties
    - Refraction, Interference, Diffraction
  - Particle properties
    - Spacetime location (occupies a definite position at a definite time)
    - Inertia
  - Waves spread out in space and time
    - No identifiable "position"
  - Particles have definite locations and travel through space inertially

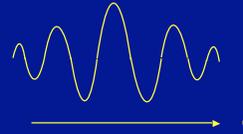
## Wave-Particle Duality (cont.)

- Ex. Image produced by a camera
  - Light waves spread out, refract as they pass through the lens, and are focused on the film
  - Photons strike photographic emulsion exposing the film grain by grain



## The Particle Nature of Light

On microscopic scales (scale of atoms), light travels as individual packets of energy, called photons.

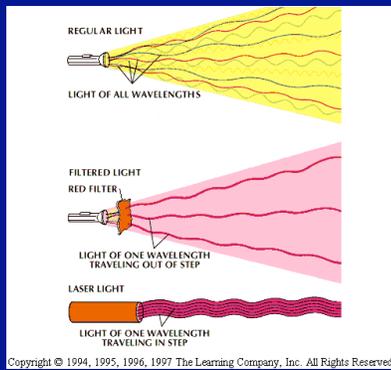


photon energy is proportional to radiation frequency:

$$E \propto \nu \quad (\text{or } E \propto \frac{1}{\lambda})$$

example: ultraviolet photons are more harmful than visible photons.

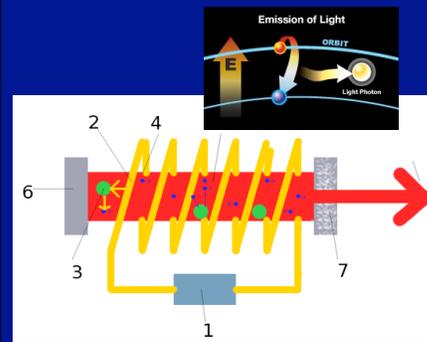
## LASERS



Invented in 1958 by Gordon Gould

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## Light Amplification by Stimulated Emission of Radiation



## Clicker Question:

The energy of a photon is proportional to its:

- A: frequency
- B: wavelength
- C: period
- D: speed

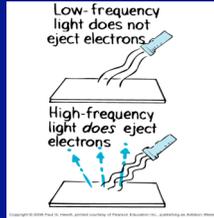
## Clicker Question:

Which of the following a property of waves:

- A: clearly identifiable position
- B: travel in straight lines
- C: carry energy
- D: interference

## Photoelectric Effect

- Light can knock electrons off of metals
  - Demonstrates particle-like nature of light
    - Electrons ejected as soon as light is turned on
    - Occurs for blue light, but not for red
    - Rate depends on brightness
    - Electron energy depends on frequency



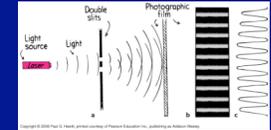
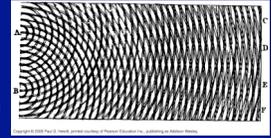
Einstein – Light is also quantized, with energy proportional to frequency.

Photon absorption is “all-or-nothing”.

DEMO

## The Double-Slit Experiment

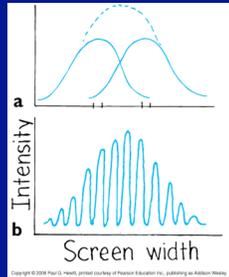
- Two stones dropped in pond => wave interference (Top)
- Similar to when light is shone through a double-slit (Bottom)
  - Bands caused by interference
- What if instead bullets were fired at the double-slit?



(Shockwave\_Demo) (Web Link)

## The Double-Slit and Photons

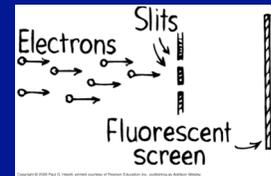
- If bullets are fired, solid curves in (a) describe holes in wall
  - Dashed line => both slits open
- If one photon at a time shown through only one slit => build up one of the solid curves in (a), but
  - If both slits are open, over time light yields curve (b)!
    - Each photon seems to pass through both slits at once and interfere with itself!



(Shockwave\_Demo) (Web Link)

## Massive Particles

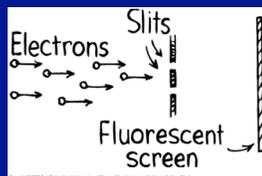
- What if you fired a beam of massive particles like electrons at a double-slit.
  - Would you still observe an interference pattern?



DEMO

## Massive Particles

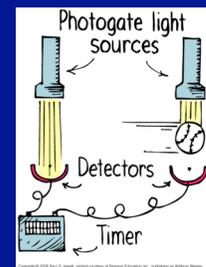
- Louis de Broglie - massive particles have an associated wavelength:
 
$$\text{Wavelength} = \frac{h}{\text{momentum}}$$
  - Ordinary objects: wavelengths are negligible
  - The wave nature of material objects has been verified for many subatomic particles



Electrons entering the apparatus one at a time exhibit both wave and particle properties, just like their massless counterparts the photons.

## The Uncertainty Principle

- Quantum processes
  - Random “acts of creation”
  - Measurement disturbs the system in an unpredictable way!
    - Negligible effect for baseball, but important for subatomic particles
 
$$\Delta p \Delta x \geq h/2\pi$$
      - $\Delta p$  – uncertainty in momentum
      - $\Delta x$  – uncertainty in position
    - Holds for all interactions
    - The more we know about one, the less we can know about the other



A device to measure the position of an object will change the object's momentum.

## Measurement

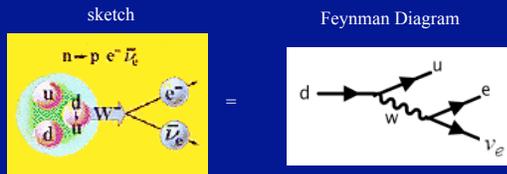
- Measuring (or obtaining information about) any object requires some type of interaction with the object.
  - What does this imply about measurements made on subatomic particles like electrons?
  - How is the situation different when the object being studied is large, e.g. a baseball?

## Demo: Schrodinger's Cat

- Ingredients: Black Box, Cat, Radioactive Isotope, Hammer, Poison Vial, Geiger Counter
- Recipe:
  - Place all ingredients in black box.
  - Ensure that hammer will shatter vial only if Geiger counter detects a particle.
  - Close lid and wait for time = half-life
- End Product – cat that is simultaneously dead and alive (until you look!)
  - Demonstrates difficulty in identifying dividing line between classical and quantum realms!

## Quantum fluctuations in the Vacuum

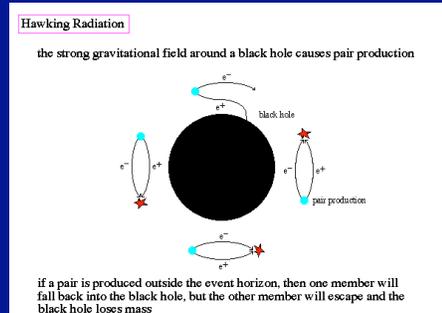
$\Delta E \Delta t \approx \frac{h}{2\pi}$  Another form of the Uncertainty Principle



A neutron decays into a proton, electron and neutrino via a mediating virtual W boson

## Hawking Radiation

Black holes are not completely black!



### Hawking radiation continued:

Effective Temperature  $\sim 1/\text{mass}$  so big black holes last for a very long time  $\gg$  current age of the Universe

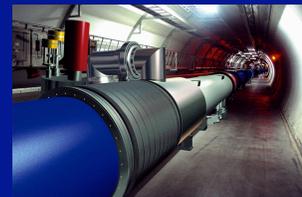
After  $10^{21}$  y a solar mass black hole will evaporate away

Final stage of black hole radiation is explosive with  $10^6$  kg of mass converted into energy

After  $10^{100}$  y, even the most massive black holes are gone.

## Making Black Holes on Earth

Large Hadron Collider (LHC)



Clicker Question:

A hypothetical atom has 4 energy states. Assuming all transitions are possible, how many spectral lines can this atom produce?

- A: 2
- B: 4
- C: 6
- D: 8

Clicker Question:

Heisenberg's uncertainty principle states that if we know an object's position exactly then we can't know its:

- A: location
- B: velocity
- C: trajectory
- D: destiny