

$$\text{Last time: 3-D rotation, } \hat{H}_{\text{rot}} = \frac{\hbar^2}{2mr^2} \hat{L}^2$$

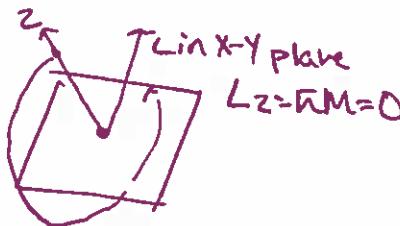
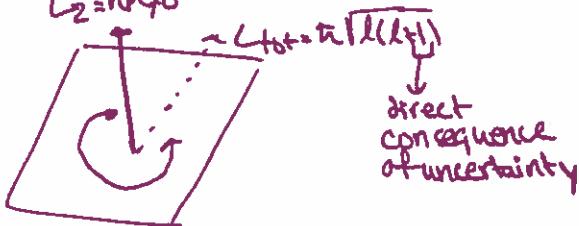
$$\hat{H} \cdot Y_{lm}(\theta, \phi) = E_{\text{rot}} \cdot Y_{lm}(\theta, \phi)$$

↑ rotational wavefunction

$$E_{\text{rot}} = \frac{\hbar^2 l(l+1)}{2mr^2} \quad l=0, 1, 2, \dots \quad Y_{lm}(\theta, \phi) = P_{lm} \cdot e^{im\phi}$$

why does E_{rot} not depend on M

$$L_z = \hbar M \sigma_z$$



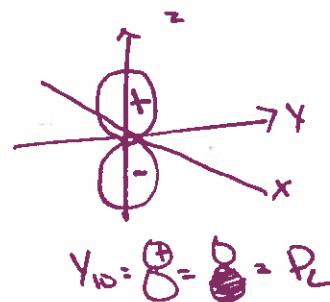
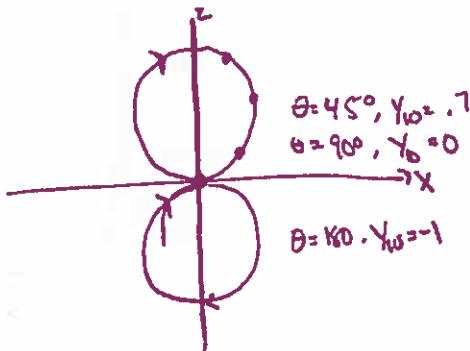
Do I care about orientation of the velocity

Magnitude of angular momentum tells us what the energy is
(P_x, P_y, P_z are at the same energy, but different orientation)

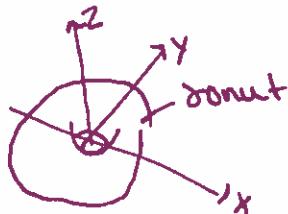
Plotting rotational wavefunctions: Polar plot

$R = |Y_{lm}(\theta, \phi)|$ gives magnitude of function

$$\text{ex: } Y_{10}(\theta, \phi) \sim \cos \theta e^{i\phi} = \cos \theta$$



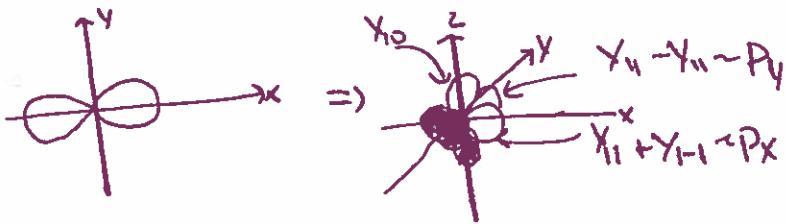
$$\text{ex: } Y_{11} \sim \sin \theta e^{\pm i\phi} \Rightarrow |Y_{11}|^2 = |Y_{1-1}|^2 \sim \sin^2 \theta$$



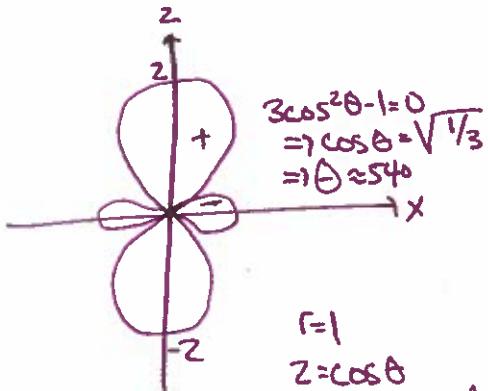
$$Y_{1\pm 1} \text{ are degenerate } E_{1\pm 1} = \frac{\hbar^2 l(l+1)}{2mr^2} = \frac{\hbar^2}{2mr^2}$$

$\Rightarrow Y_{11} \pm Y_{1-1}$ are also eigenfunctions

$$= \sin\theta (e^{i\phi} + e^{-i\phi}) \approx \sin\theta \cos\phi$$



$$Y_{20}(\theta, \phi) = 3\cos^2\theta - 1$$



$$\begin{aligned} 3\cos^2\theta - 1 &= 0 \\ \Rightarrow \cos\theta &= \sqrt{1/3} \\ \Rightarrow \theta &\approx 54^\circ \end{aligned}$$

$$r=1$$

$$\begin{aligned} z &= \cos\theta \\ y &= \sin\theta \sin\phi \\ x &= \sin\theta \cos\phi \end{aligned}$$

$$\begin{aligned} Y_{20} &\stackrel{\approx}{=} \text{dumbbell shape} \\ &= \partial_z z^2 - x^2 - y^2 \\ &= \partial_z z^2 \end{aligned}$$

$$\left. \begin{aligned} z^2 - x^2 - y^2 \\ (2\cos^2\theta - \sin^2\theta)(\sin^2\phi + \\ (2\cos^2\theta - (1-\cos^2\theta)) = (3\cos^2\theta - 1) \end{aligned} \right\}$$

CsSe Geotet quantum dots

CM

 CsSe is a spherical box

QM

$$\Psi(\theta, \phi, r) = R(r) \cdot P_{lm}(\theta) \cdot e^{im\phi}$$

$$\text{ex } P_{10}(\theta) e^{i0\phi} \stackrel{\approx}{=} P_z \text{ state} =$$

