

Example 3 in chapter 2: free particle [ie no forces; $V=0$]

$$TDSE: -\frac{\hbar^2}{2m} \partial_x^2 \Psi = i\hbar \partial_t \Psi ; \text{ separation} \Rightarrow \Psi = \Psi(x) e^{-i\frac{Et}{\hbar}}$$

$$TISE: -\frac{\hbar^2}{2m} \partial_x^2 \Psi = E \Psi \rightarrow \partial_x^2 \Psi = \frac{-2mE}{\hbar^2} \Psi \quad \text{define } \frac{E}{\hbar} = \omega$$

Solutions: $e^{ikx}, e^{-ikx}, \sin(kx), \cos(kx)$ define as k^2

we select these \nmid interpret as waves moving:

$$e^{ikx} \rightarrow ; \quad e^{-ikx} \leftarrow$$

and we can put these two together
simply by allowing $k \in (-\infty, \infty)$

$$\text{So: } \Psi = e^{i(kx - \omega t)} \quad \text{where } \omega = \frac{\hbar k^2}{2m}$$

$$\text{phase velocity} = \frac{\omega}{k} \quad ; \quad \text{group velocity} = \frac{d\omega}{dk} = \frac{\hbar k}{m} = \text{classical velocity}$$

$$= \frac{1}{2} \text{ classical velocity} \leftarrow \text{who cares?}$$

we needed this \rightarrow
in order for QM to look like Newton

Solve initial value problem with Fourier Transformation

$$f(x) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{\infty} g(k) e^{ikx} dk \leftarrow \text{a sum over different wavelengths given by } k = \frac{2\pi}{\lambda} \text{ with amplitude } g(k)$$

$$g(k) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{\infty} f(x) e^{-ikx} dx \leftarrow \text{we can find amplitude from } f(x)$$

see the first eg as a sum over states like $\sum c_n \psi_n$

see the second eg as like $\langle e^{ikx} | F \rangle = c_n$

to find the future of a state we stuck on $e^{-i\omega t}$

as in $\sum c_n \psi_n \rightarrow \sum c_n \psi_n e^{-i\omega n t}$, same goes here

$$\Psi(x, t) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{\infty} g(k) e^{ikx} e^{-i\frac{\hbar k^2}{2m} t} dk$$

Note: for these free particle states any (positive) value of energy is allowed \rightarrow "continuous" energy

For problems with bounded classically allowed region (ie 2 turning pts with standing waves made of $\leftarrow \rightarrow$) we had energy labeled with whole numbers
"discrete" energy