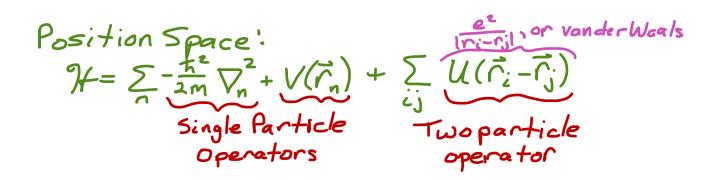
Creation and Annihilation Operators: "Second Quantization"

Landau & Lifschitz, Quantum Mechanics, section 64

How to cope w/many bosons, fermions

- Laser, lots of photons
- Metal, lots of electrons
- Superfluid, lots of He4 bosons

Change to occupation number basis (Fock Space)



'Second quantization' (grandiose name, nothing new)

- * Designed for few-body interactions
- * Good for interactions between otherwise free particles

* Links to Greens functions, propagators, density matrices Change to Fock space = Occupation Number space

Pick a complete, orthonormal single particle basis

$$\mathcal{Y}_{1}(X)_{1}\mathcal{Y}_{2}(X)_{1}$$
 ooo
[Eigenstates of Momentum, energy, position, pr...]
Change coordinates from $\mathcal{P}(\bar{X}_{1},...,\bar{X}_{N})$ to $\mathcal{P}(N_{1},...,N_{m})$
Occupation Number Space
 $|\Psi \rangle = \sum_{N_{11}N_{21}N_{2}...} \mathcal{P}(N_{11}N_{2}...) |N_{1}, N_{21}...\rangle$
 $N_{11}N_{2$

Warning: I permute over particles. Everyone else permutes over single-particle WFs. Relation below.

Fermions: N:= {} (Pauli exclusion principle: interacting) > Noduplicates > Normalization = 1;

Bosons:
Q: What is Norm if
$$N_1 = N_2 N_2 = ... = 0$$
?
Q: What about all distinct?
 $Norm = \int \frac{l}{\sqrt{N!N_1!N_2!...}} (JPS notation)$

Others permute over 'distinct' relabelings of single-particle states:

 $\sum_{P} \mathcal{L}_{P_{1}}(x_{1}) \mathcal{L}_{P_{2}}(x_{2}) \dots$

This is tidier (fewer copies of same state), but less general (doesn't work for WFs that aren't single-particle products).

Q: How many copies are repeated for I N1, N2, ... >? What is the normalization in the standard notation?

$$\mathcal{N}$$
 or $\mathcal{M} = \sqrt{\frac{N_1! N_2! \cdots}{N!}}$

Back to second quantization. How to write one-body V(x) in occupation number basis?

Note: Actually always want sum_i V(x_i): identical particles have identical interactions.

Diagonal Terms:

$$\left\langle N_{1,1}N_{2,1} \dots | V(x_{1}) | N_{1,1}N_{2,1} \dots \right\rangle$$
Q: What is <2,11 V(x1) 12, 1>? <2,11 sum_i V(x_i) 12,1>?
A: Standard notation: $\langle x_{1,3}x_{2}|2_{3}1 \rangle = \frac{1}{\sqrt{3}} \left[(\Psi_{1}(x_{1})\Psi_{1}(x_{2})\Psi_{2}(x_{3}) + \Psi_{1}(x_{1})\Psi_{2}(x_{2})\Psi_{1}(x_{3}) + \Psi_{2}(x_{1})\Psi_{1}(x_{2})\Psi_{1}(x_{3}) \right]$

$$\left\langle 2_{1}1|V(x_{1})|2_{1}1 \rangle = \frac{1}{3} \int d_{y_{1}} dx_{2} dx_{3} \left[\Psi_{1}^{*}(x_{1})\Psi_{1}^{*}(x_{2})\Psi_{2}^{*}(x_{3})V(x_{1})\Psi_{1}(x_{1})\Psi_{1}(x_{2})\Psi_{2}(x_{3}) + \Psi_{1}^{*}(x_{1})\Psi_{1}(x_{3})\Psi_{2}(x_{3}) \right]$$

$$+ \left\{ \frac{1}{7} \text{ more terms} \right\}$$

$$= \frac{1}{3} \left\{ \int dx_{1}\Psi_{1}^{*}(x_{1})V(x_{1})\Psi_{1}^{*}(x_{3})\Psi_{1}^{*}(x_{3}) + O+O+D \right\} \text{ bmore}$$

$$V_{11}$$

Only terms with P1 = P2 contribute...

 $\langle 2, 1 | V(X_{1}) | 2, 1 \rangle = \frac{1}{3} (2V_{11} + V_{22})$ $\langle 2, 1 | \sum V(X_{c}) | 2, 1 \rangle = 2V_{11} + V_{22}$ $\langle N_{11} N_{2}, \dots | \sum V(X_{c}) | N_{13} N_{23} \dots \rangle = \sum N_{c} V_{cc}^{**}$

Q: What is <2,0l V(x1) l0,2>?

A: Zero. V(x1) can't keep $psi_1(x2) psi_2(x2)$ from giving zero.

Q: What is <2,01 V(x1) 11,1>? [N1 -= 1, N2 += 1]
A:
$$\int dx_1 dx_2 \mathcal{V}_1^*(x_1) \mathcal{V}_1^*(x_2) V(x_1) \frac{1}{\sqrt{2}} [\mathcal{V}_1(x_1) \mathcal{V}_2(x_2) + \mathcal{V}_1(x_2) \mathcal{V}_2(x_1)]$$

 $= \frac{1}{\sqrt{2}} \int \mathcal{V}_1^*(x_1) V(x_1) \mathcal{V}_2(x_1)$
 $= \frac{1}{\sqrt{2}} V_{12}$
 $\langle 2, 0 | \sum V(r_1) | 1, 1 \rangle = \frac{2}{\sqrt{2}} V_{12} = \sqrt{2} V_{12}$

One-body operator allows one number swap. In the end... $\langle \dots N_i, \dots, N_k - 1, \dots | \Sigma V(x_i) | \dots N_i - 1, \dots, N_k, \dots \rangle$ $= \sqrt{N_i N_k} V_{i,k}$

Useful annihilation operator:

$$a_{k} | N_{1}, ..., N_{k}, ... \rangle = \sqrt{N_{k}} | N_{1}, ..., N_{k} - 1, ... \rangle$$

annihilates one particle in state k.

Big matrix in k-sector, only one non-zero entry:

 $\langle N_{k} - ||a_{k}| N_{k} \rangle = \int N_{k}$

Hermitian conjugate is creation operator:

$$a_i^+$$
: $\langle N_i | a_i^+ | N_i^- | \rangle = \langle N_i^- | | a_i^- | N_i^- \rangle^* = \int N_i^-$
Creates particle
in state i

Uses of creation and annihilation operators:

* Can write one-body operators

 $\sum_{i} V(\mathbf{x}_{i}) \Rightarrow \sum_{i \neq i} V_{ik} a_{i}^{\dagger} a_{k} \qquad \sum_{i} \frac{\hbar^{2}}{2m} \nabla_{i}^{2} \Rightarrow \sum_{p} \frac{p^{2}}{2m} a_{p}^{\dagger} a_{p}$

* Can write two-body operators

$$\sum_{i,j} \mathcal{U}(X_{i}, X_{j}) \Rightarrow \sum_{i \neq 2} \sum_{i \neq n} \frac{\langle i \neq 1 \\ \langle i \neq n \rangle}{\langle i \neq n \rangle} a_{i}^{\dagger} a_{k}^{\dagger} a_{k} a_{m}$$

$$\int dx_{1} \int dx_{2} \mathcal{U}_{i}^{*}(X_{i}) \mathcal{U}_{k}^{*}(X_{2}) \mathcal{U}_{k}(X_{1}) \mathcal{U}_{m}(X_{2})$$

* Can write Hamiltonians

* Interactions scatter particles from γ , \S to \ll , β with amplitude $\mathcal{U}_{\varkappa\beta\gamma\beta}$

