

RESCUING QUANTUM MECHANICS FROM ATOMIC PHYSICS

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Thirty-one years ago [1949!], Dick Feynman told me about his "sum over histories" version of quantum mechanics. "The electron does anything it likes," he said. "It just goes in any direction at any speed, forward or backward in time, however it likes, and then you add up the amplitudes and it gives you the wave-function."

I said to him, "You're crazy."

But he wasn't.

-- Freeman Dyson, 1980

Using Feynman's path integral approach, based on the Principle of Least Action, there is no longer any difference between classical mechanics and quantum mechanics, except for a trivial adjustment to the mathematics. . . . But . . . students are still taught classical mechanics the old-fashioned way, and then forced to train themselves into a new way of thinking in order to study quantum mechanics using the . . . Schrödinger equation. By the time most people learn about Feynman's approach (if they ever do), . . . it is hard to appreciate its simplicity, and galling to realize that they could have saved time and effort by learning quantum theory (and classical theory!) Feynman's way in the first place.

-- John and Mary Gribbin

Richard Feynman, A Life in Science

OUTLINE

- 1. Quantum mechanics, child of atomic physics, has outgrown its parent.**
- 2. Sum over histories is a simple, fundamental, and powerful introduction to quantum mechanics.**
- 3. Excerpts from incompletely realized story line on sum over histories.**
- 4. Modern applications in context**
- 5. Longer story line connecting general relativity, Newtonian mechanics, & quantum mechanics**
- 6. Abbie Hoffman : "Steal this Book"**

1. Quantum mechanics, child of atomic physics, has outgrown its parent.

Quantum mechanics grew out of the effort to decode the atom.

The "story line" of quantum mechanics has remained (pseudo!) historical – atomic physics.

Summary of first three chapters of French and Taylor QM text:

"Waves are particles and particles are waves. Here is a wave equation.

Let's go!"

**Solving the Schrödinger equation is a professional specialty for those who manipulate the atom and its constructs
But many current fields make different (more basic?) uses of quantum mechanics**

NON-SCHRÖDINGER-APPLICATIONS

**Photon quantum mechanics
(Holbrow et al et al et al)**

Quantum seeing in the dark

Delayed choice experiments

Entangled states

EPR experimentssssssss

Quantum information (qubit vs. bit)

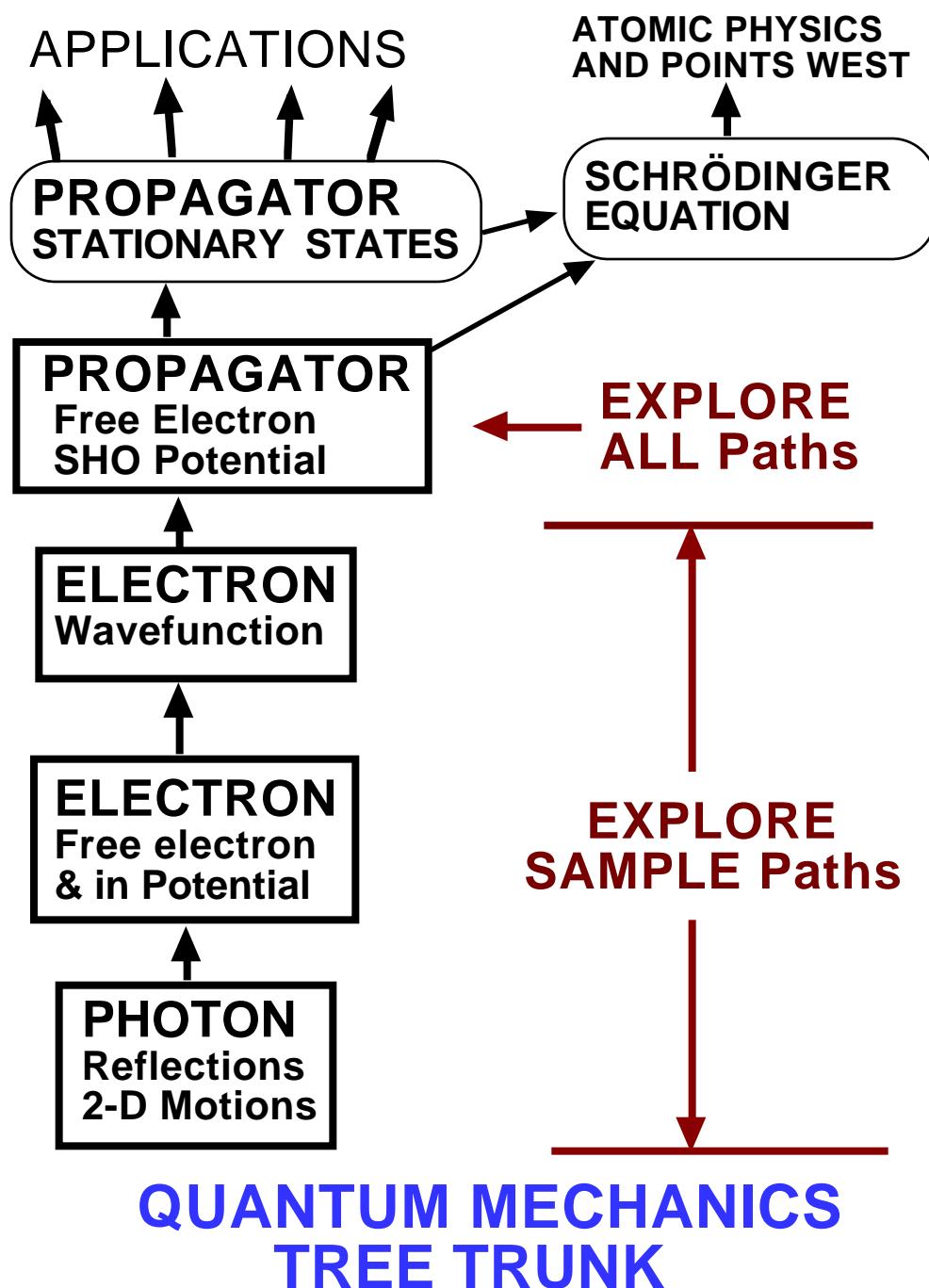
Quantum computing

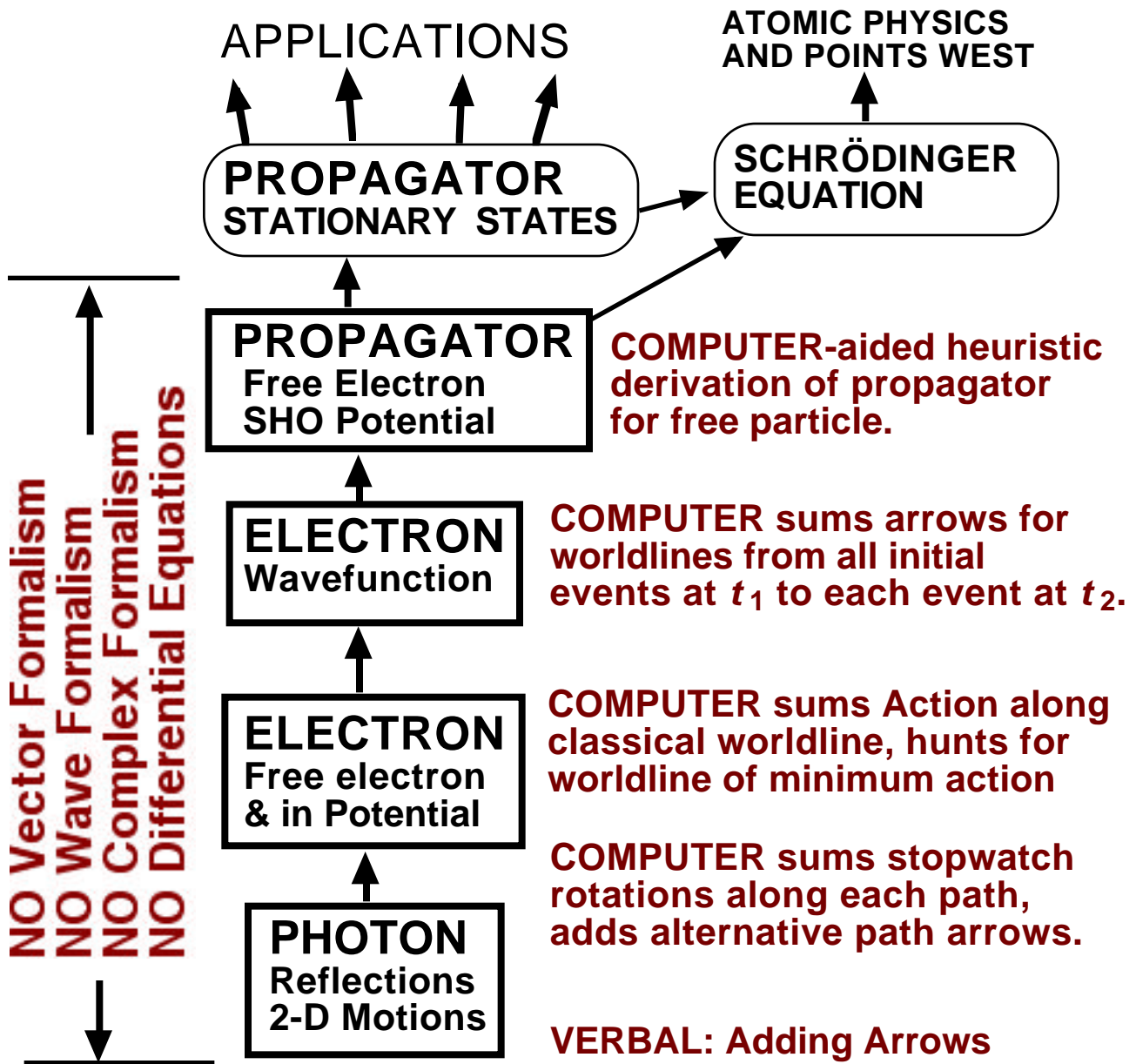
Quantum teleportation

Quantum cryptography

Feynman diagrams (Schroeder)

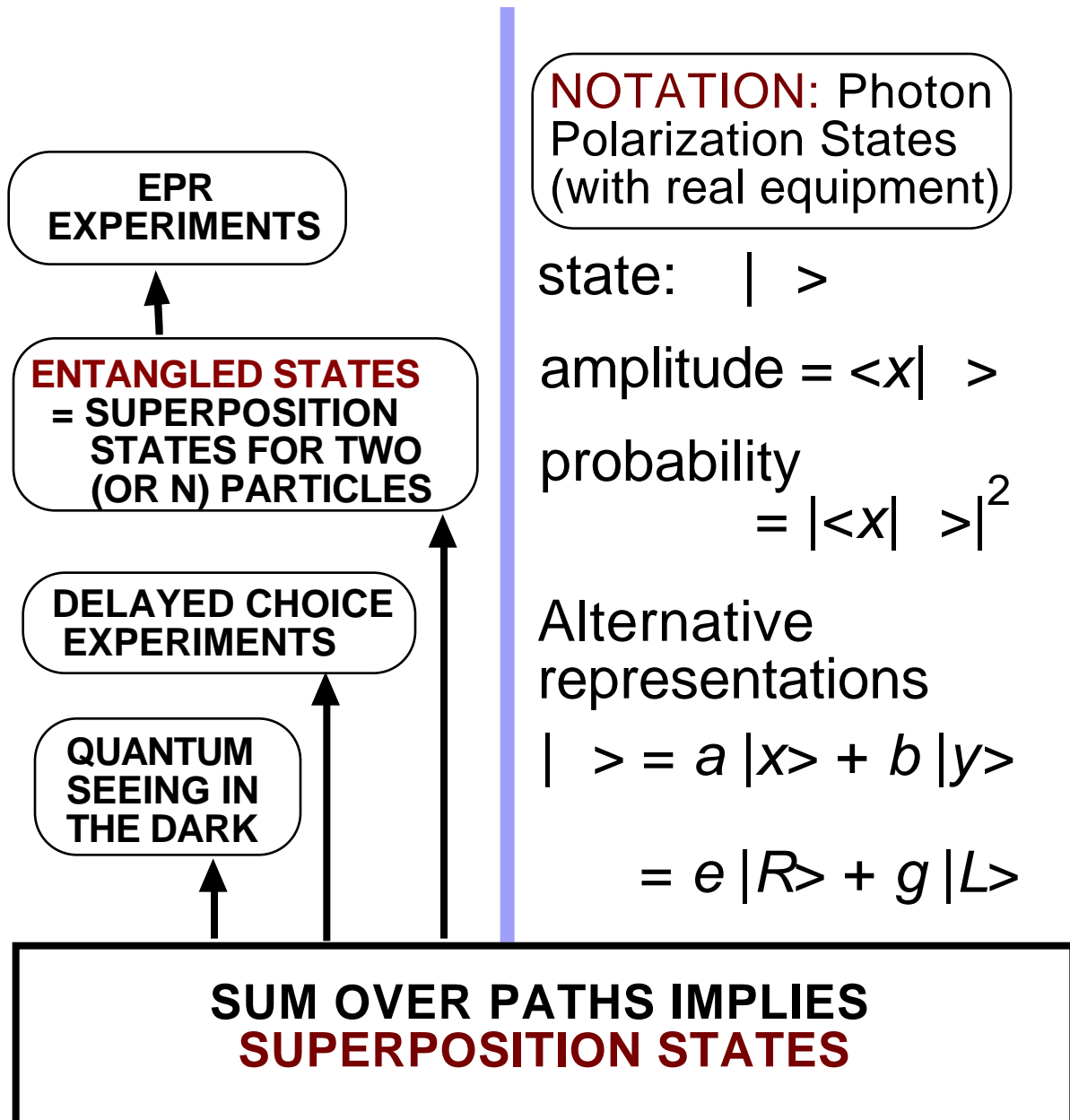
2. "Explore all paths!" is a simple, basic, and powerful introduction to quantum mechanics. Excerpts from an incompletely realized story line



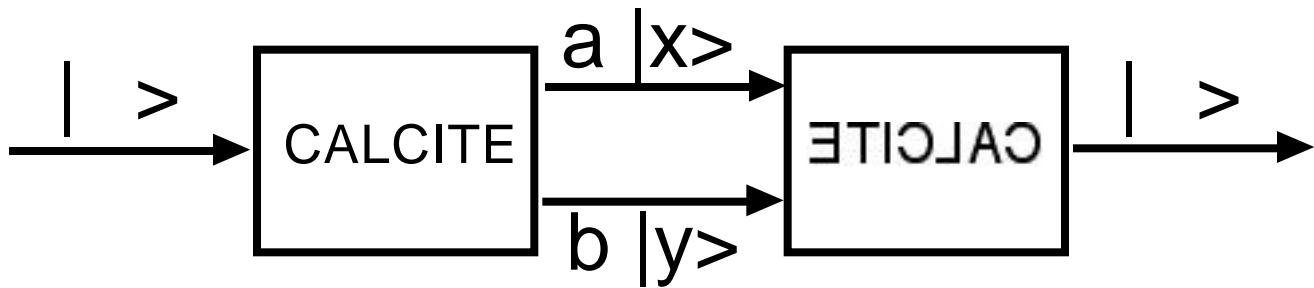


COMPUTER DOES THE HEAVY LIFTING

Introduce notation with modern applications



"xy ANALYZER LOOP" for photons

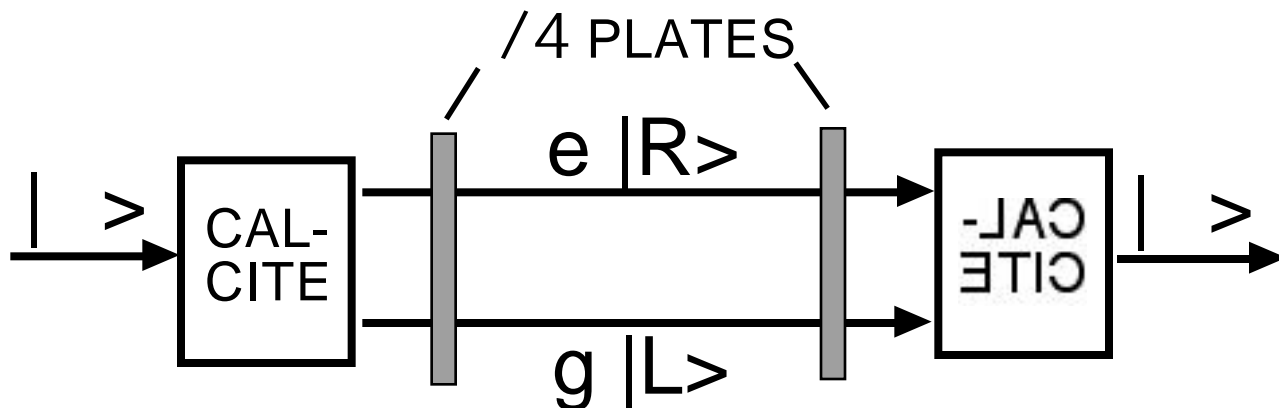


$$|\psi\rangle = a|x\rangle + b|y\rangle$$

ANY state $|\psi\rangle$ can be dismantled and reconstituted. This is the meaning of statement that $|x\rangle$ and $|y\rangle$ form a *complete set*.

Arbitrary orientation of xy axes implies there are an infinite number of alternative two-state complete sets.

Use quarter-wave plates to convert to "RL analyzer," yielding yet another complete set (& photon with spin one)



$$|> = e |R> + g |L>$$

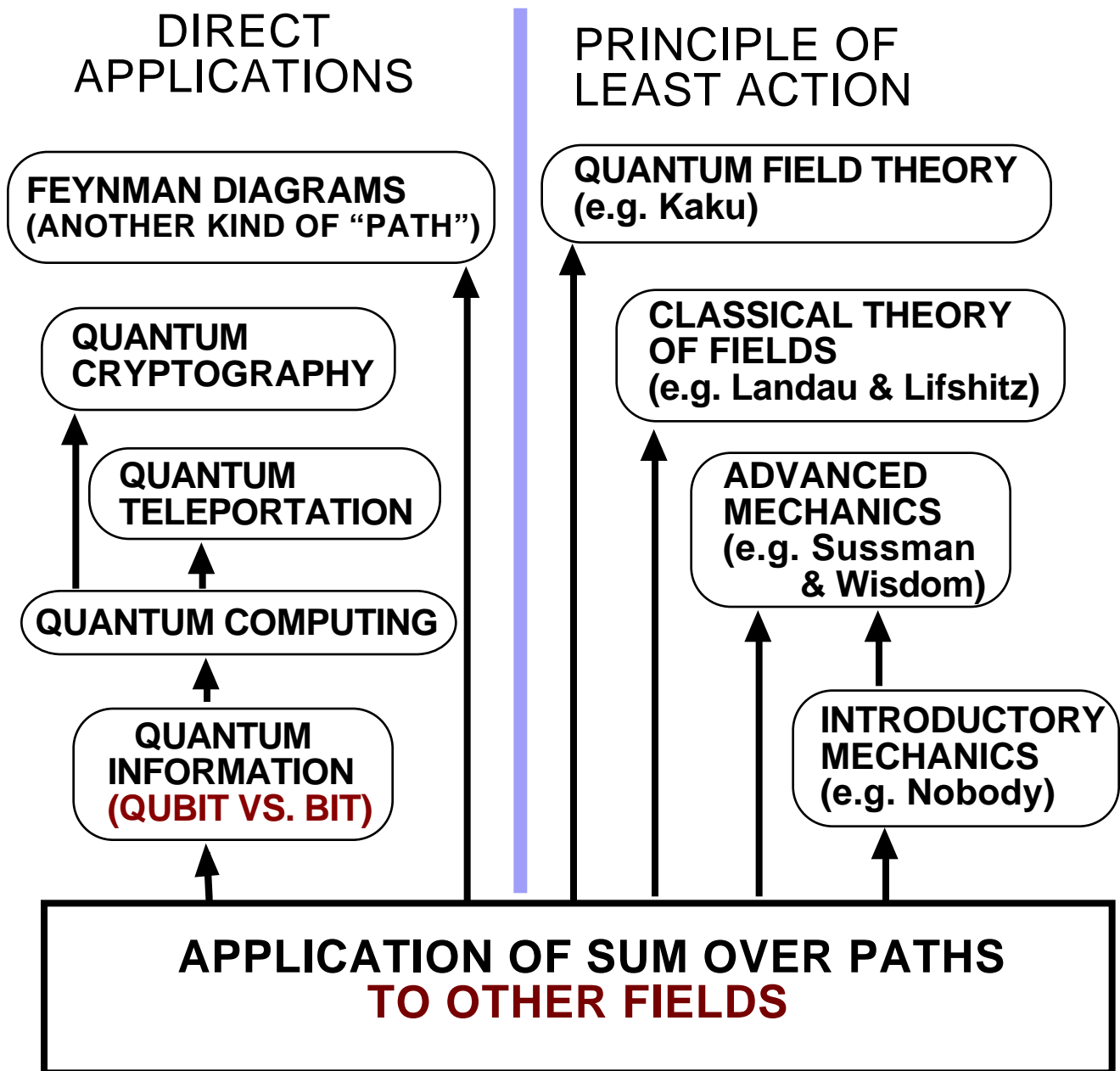
The states in ANY two-state complete set can be assigned the arbitrary indices 0 and 1.

The result is the QUBIT, the central actor in quantum information, computing, teleportation, cryptography

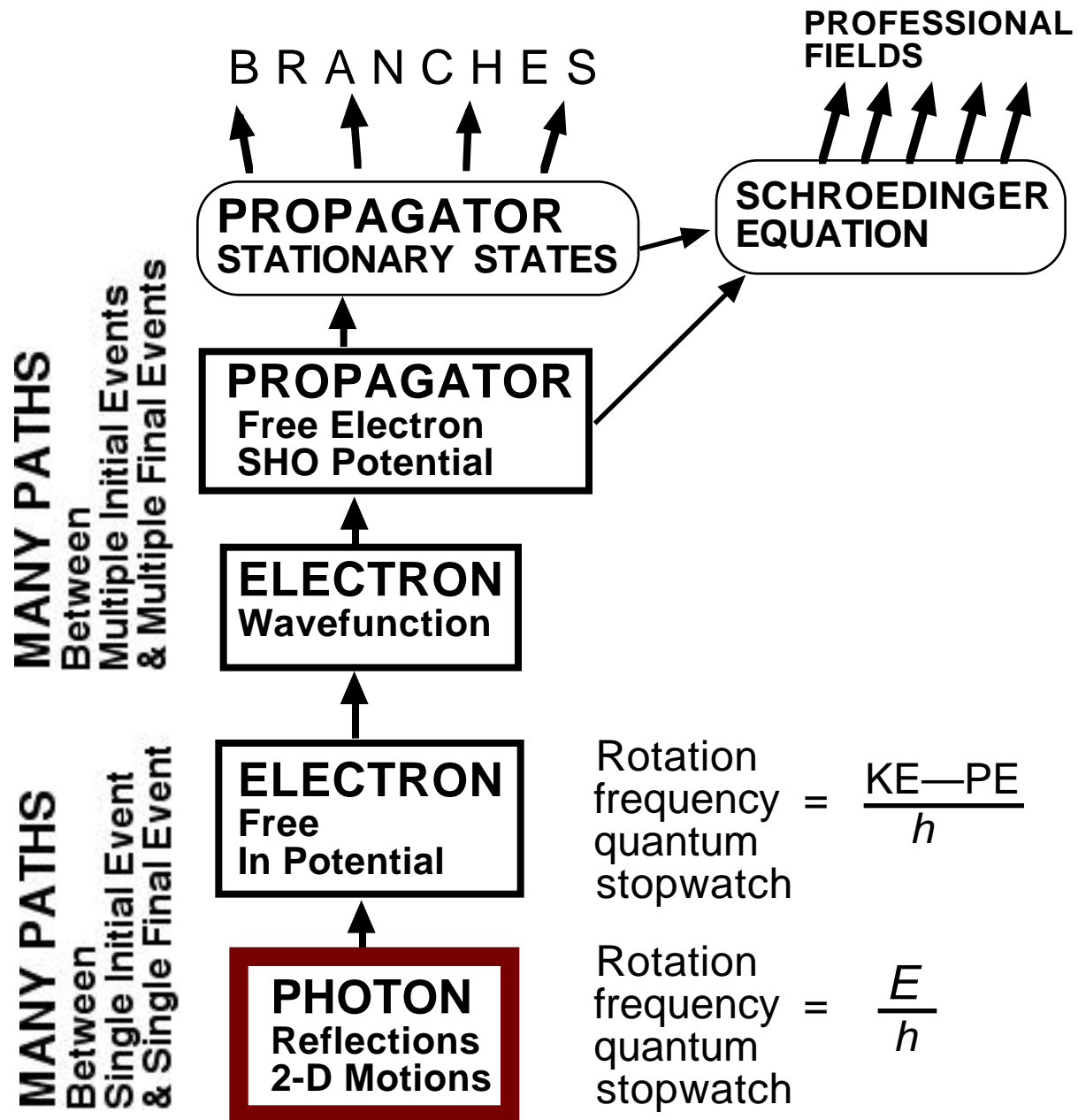
$$|Q> = a |0> + b |1>$$

Replaces BIT (0 or 1) in classical computing

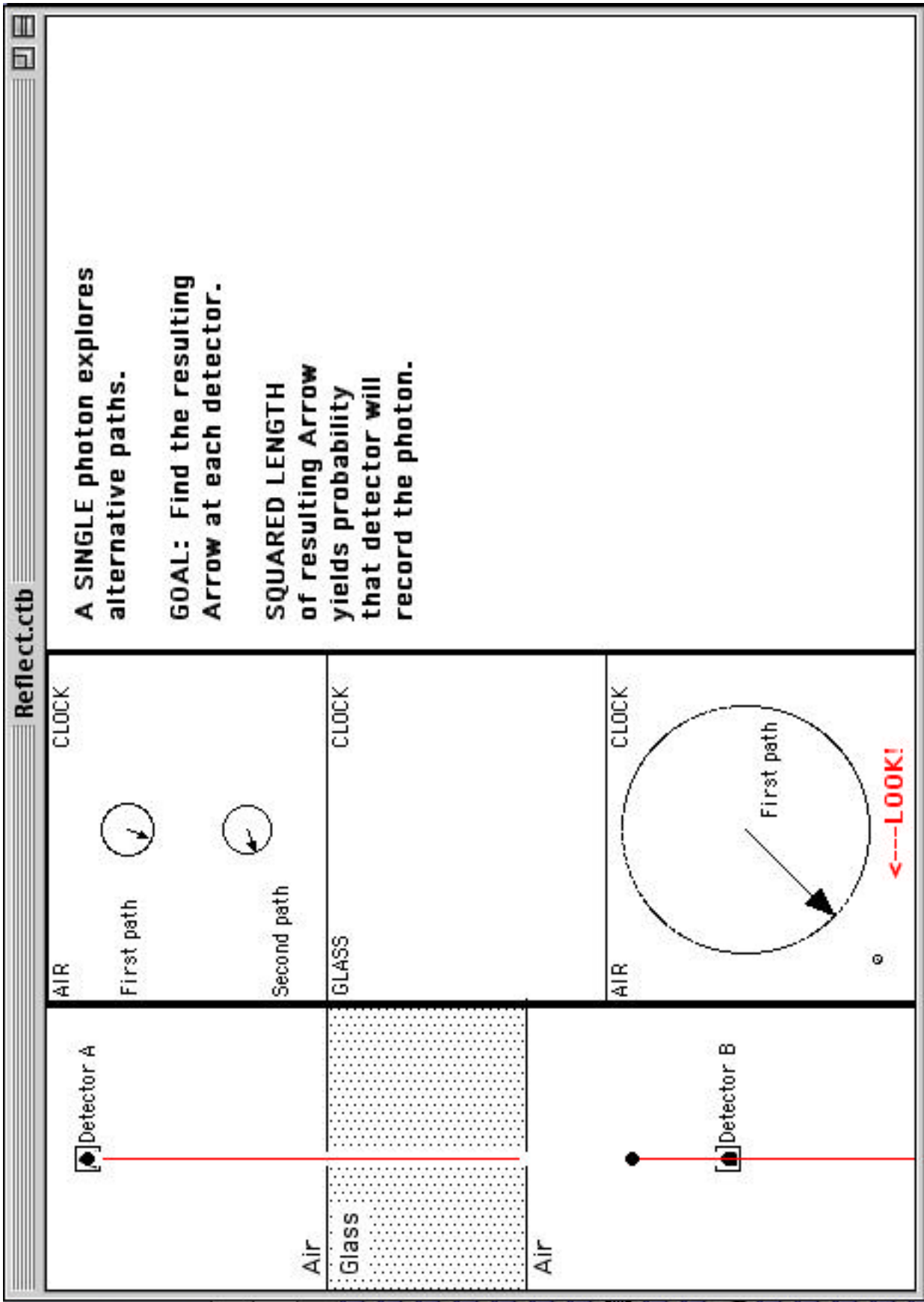
3. Additional modern applications



SOME DETAILS: OF STORY LINE START WITH **PHOTONS**



QUANTUM MECHANICS TREE TRUNK



MULTIPLE REFLECTION PATHS FROM SOURCE TO DETECTORS

Reflect.ctb

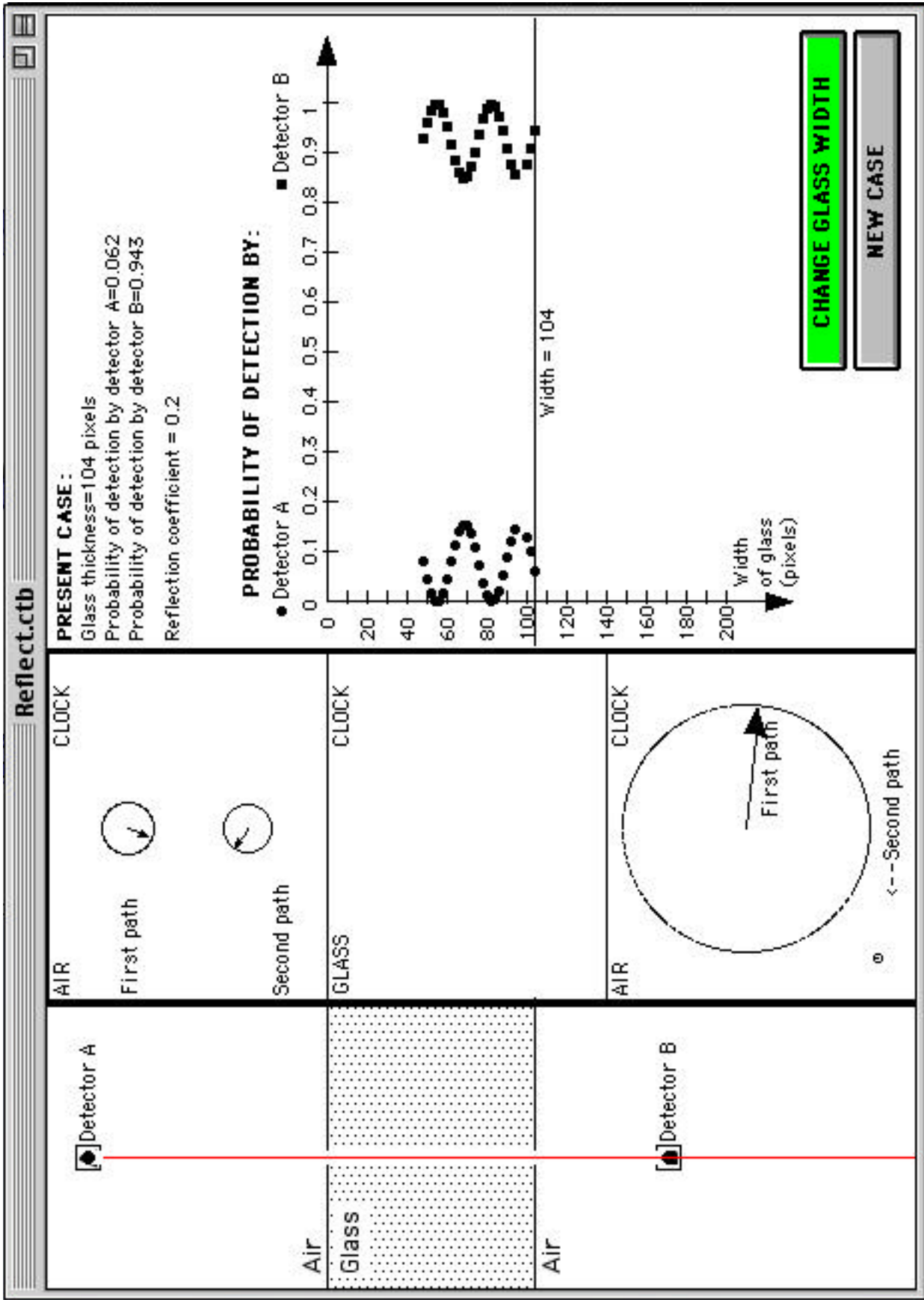
Width of glass = 100 pixels
Value of reflection coefficient = 0.2

Resulting Arrow at Detector A (magnified 2 times for visibility)
Probability of detection at A = 0.13

Resulting Arrow at Detector B (NOT magnified)
Probability of detection at B = 0.877

GRAPH
CHANGE GLASS WIDTH
NEW CASE

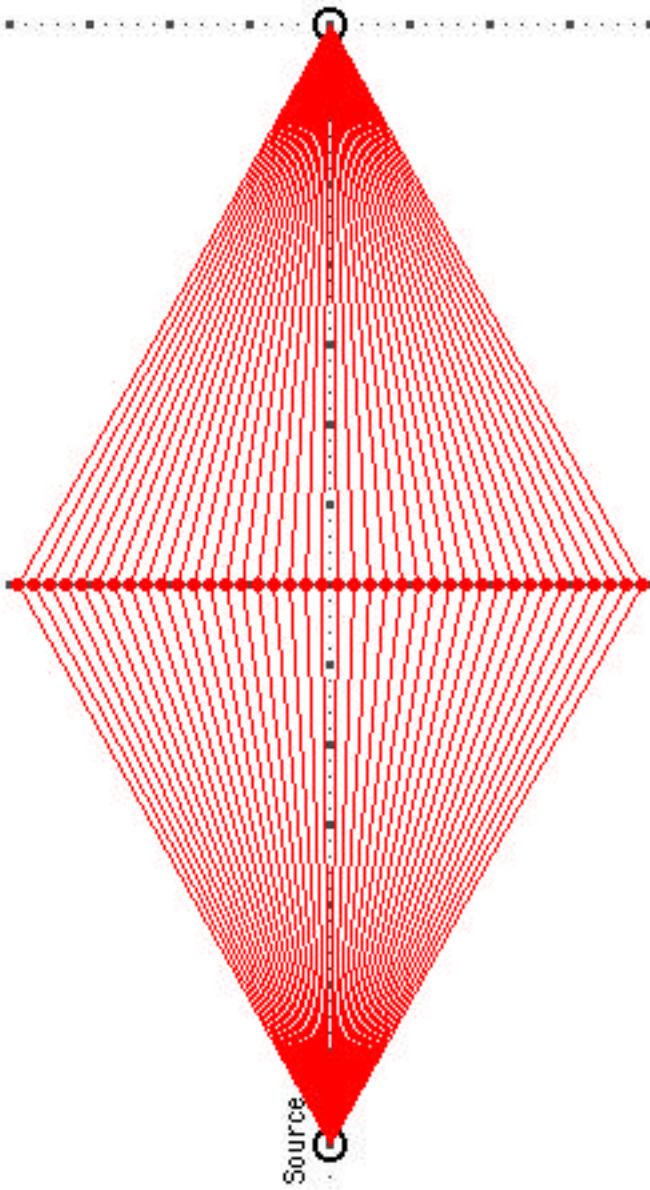
RESULTING QUANTUM AMPLITUDES AT DETECTORS A & B



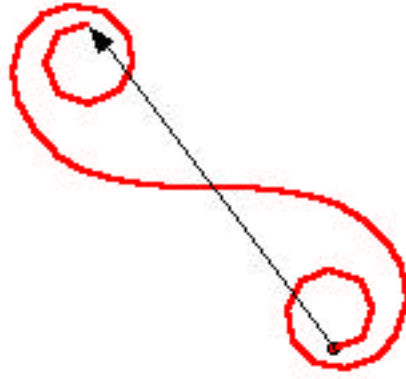
PROBABILITY = SQUARED MAG. OF RESULTANT AMPLITUDE

Alternative paths explored
by a SINGLE particle.

RED PHOTON



Addition of arrows at
detector, head to tail.



Resulting arrow:

- Tail at original dot.
- Head at end of most recent stopwatch arrow.
- Length of resultant = 153 pixels

CONTINUE

RESULTANT ARROW SUM OF ARROWS FOR ALTERNATIVE PATHS

OneParticle.ctb

Alternative paths explored by a SINGLE particle.

RED PHOTON

Source

Addition of arrows at detector, head to tail.

Click on intermediate points.
 (Click on any intermediate dot to erase it.)
 *Turns = 10 along direct path from Source to original detector.

CHAIN OF MIDPOINTS

ADD DETECTORS

RESULTING ARROW

NEW CASE

TWO-SLIT INTERFERENCE

OneParticle.ctb

Alternative paths explored by a SINGLE particle.

RED PHOTON

COLOR SHOWS ARROW DIRECTION

LENGTHS OF ARROWS

START AGAIN, SAME MIDPOINTS

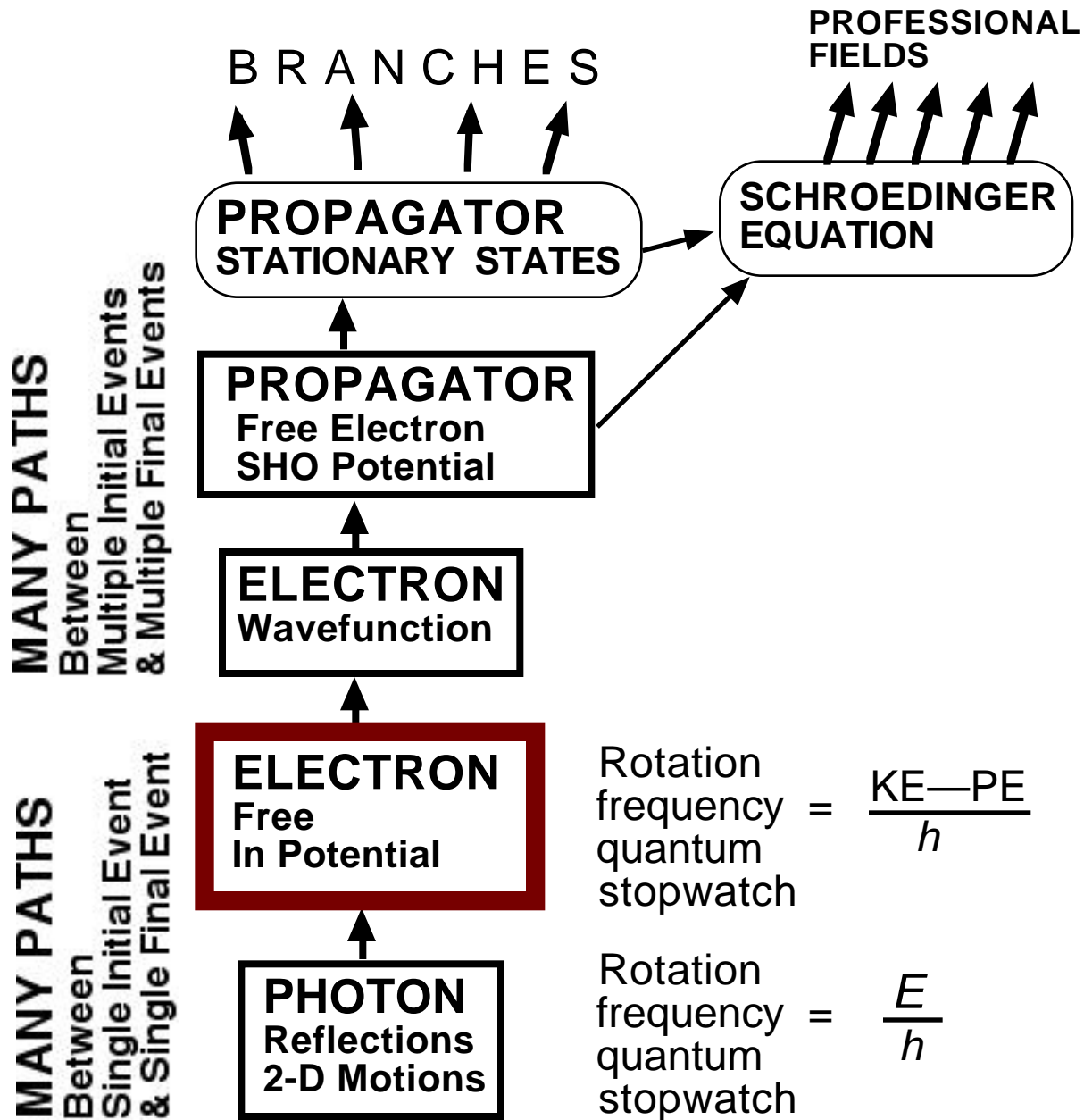
HAND-PLACED DETECTORS

CHANGE TO ARROWS

NEW CASE

STYER REPRESENTATION OF ARROW DIRECTION

CONTINUE STORY LINE MOVE ON TO **ELECTRONS**



QUANTUM MECHANICS TREE TRUNK

OneParticle.ctb

ELECTRON

Alternative paths explored by a SINGLE particle.

Source

Addition of arrows at detector, head to tail.

Click on intermediate points.
 (Click on any intermediate dot to erase it.)
 #Turns = 10 along direct path from Source to original detector.

CHAIN OF MIDPOINTS

ADD DETECTORS

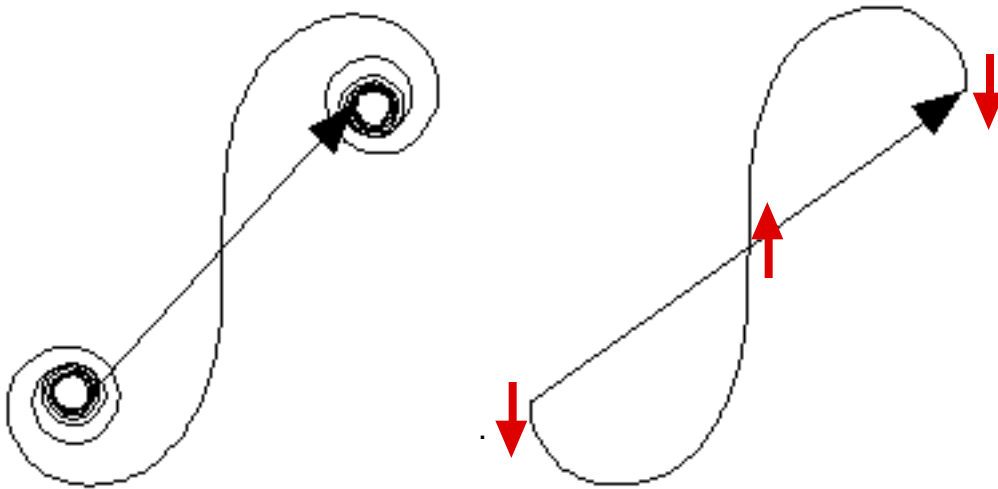
RESULTING ARROW

NEW CASE

FREE ELECTRON ARROW ROTATION RATE: KE/h

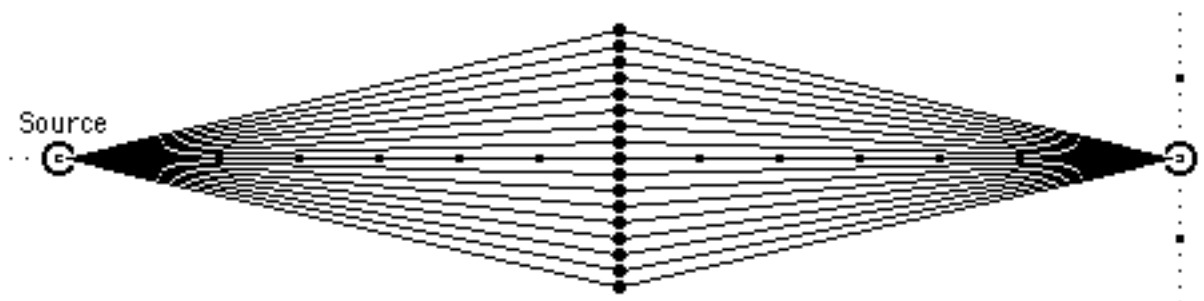
SEAMLESS TRANSITION TO CLASSICAL MECHANICS

In principle, the electron takes an infinite range of alternative paths, but there is a "pencil" of paths that make the major contributions to the resulting vector

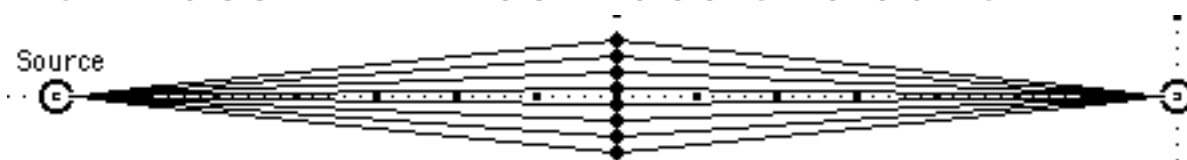


The “pencil” of paths making major contribution to final arrow shrinks as the mass increases.

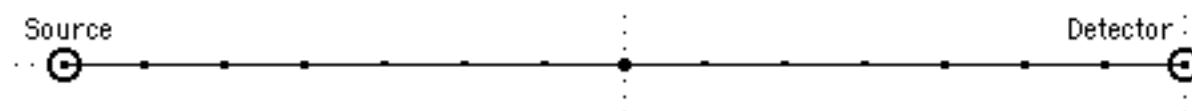
For mass = mass of electron:



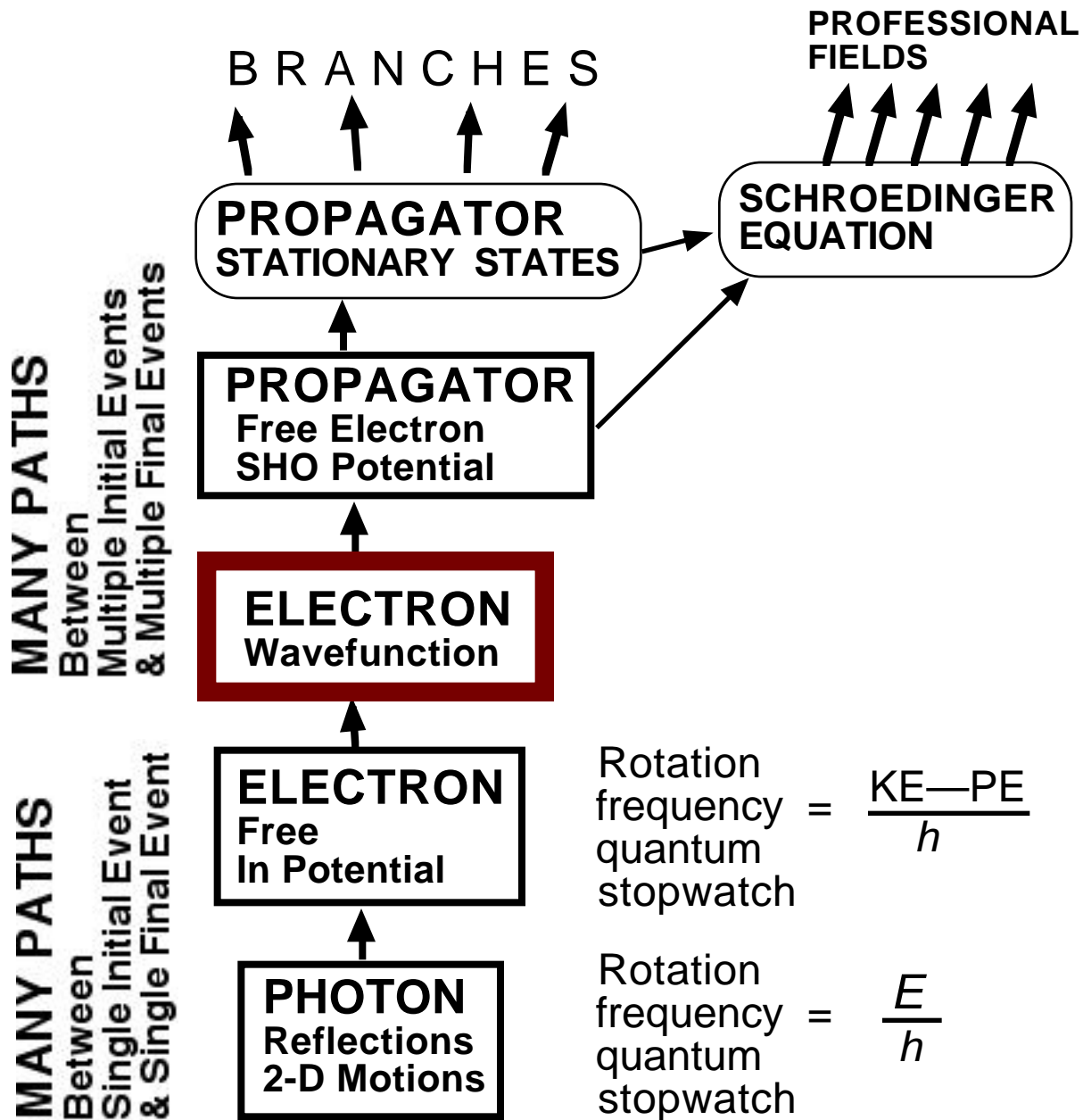
For mass = 4 times mass of electron



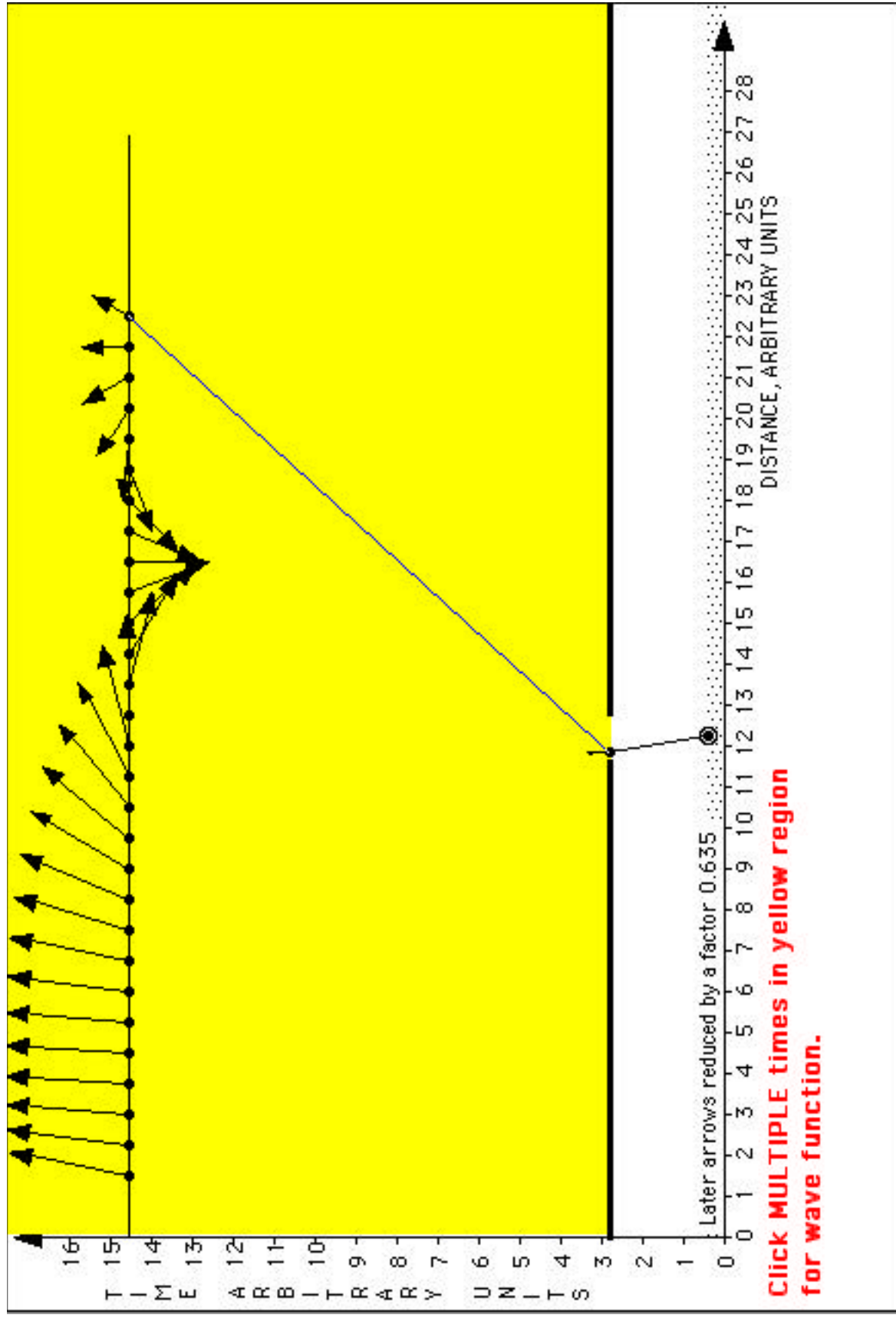
For mass = 1000 times mass of electron
(half the mass of a proton)



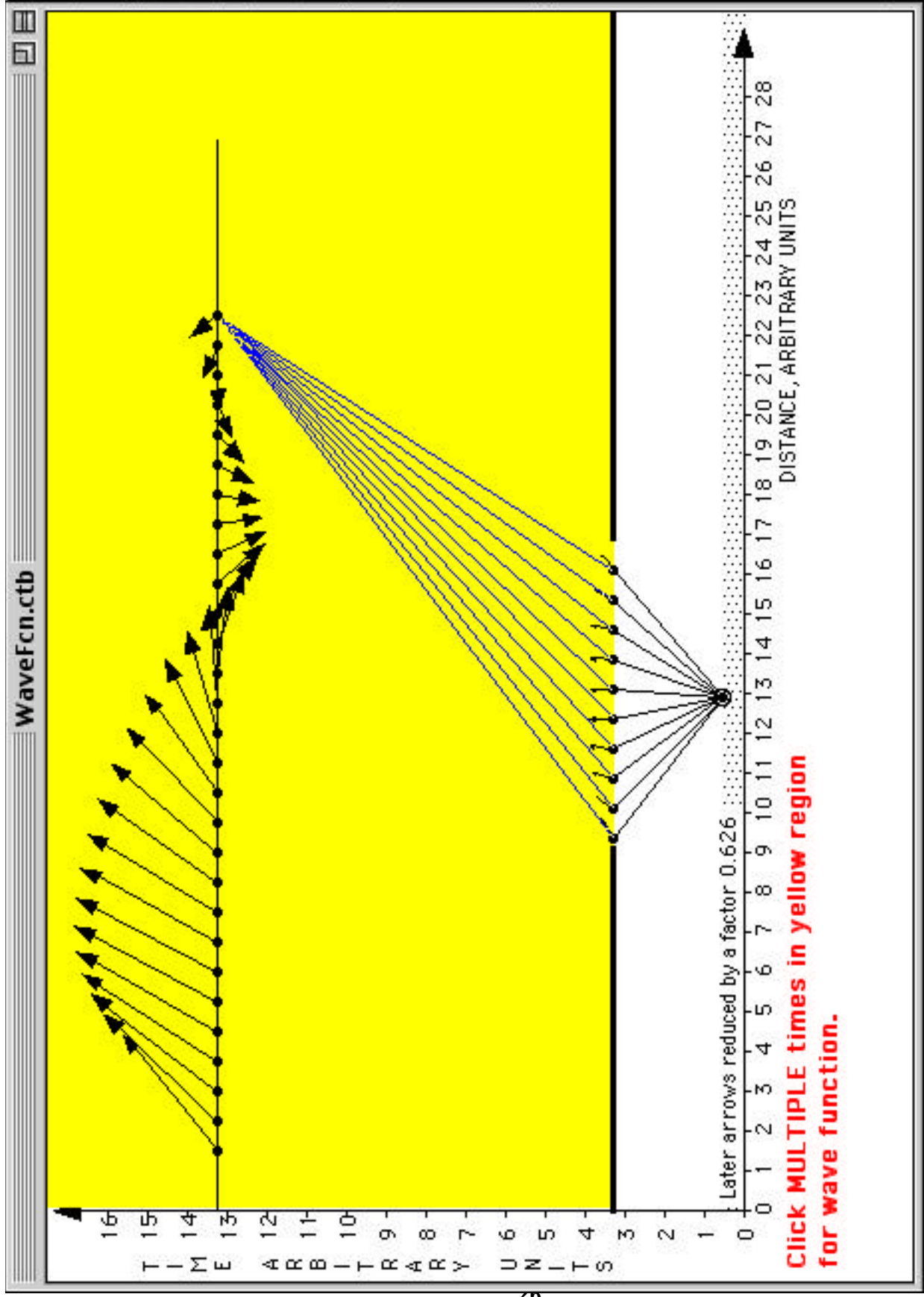
INTRODUCE THE **WAVEFUNCTION**



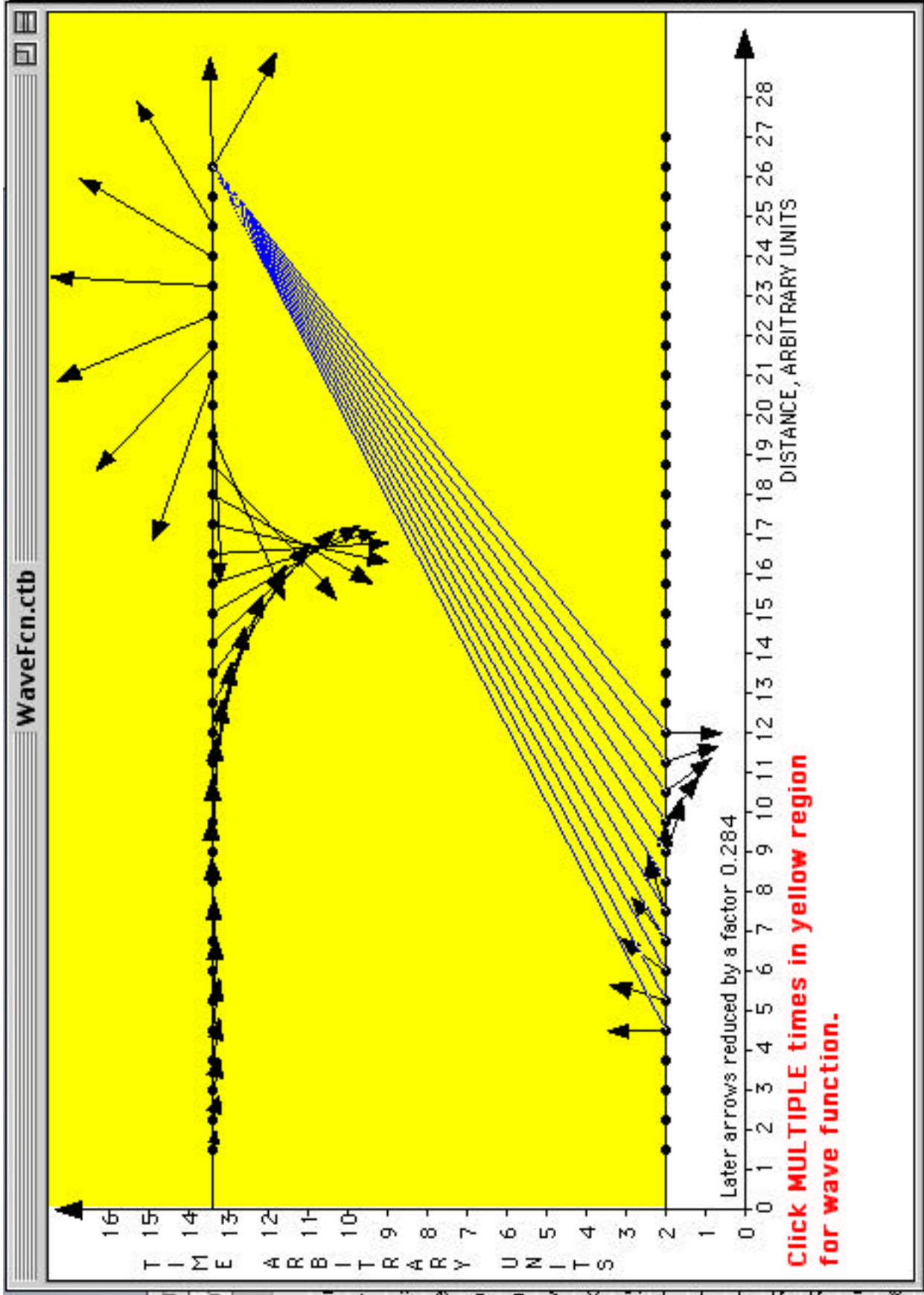
QUANTUM MECHANICS TREE TRUNK



ONE INITIAL SOURCE, MULTIPLE POSSIBLE DETECTIONS

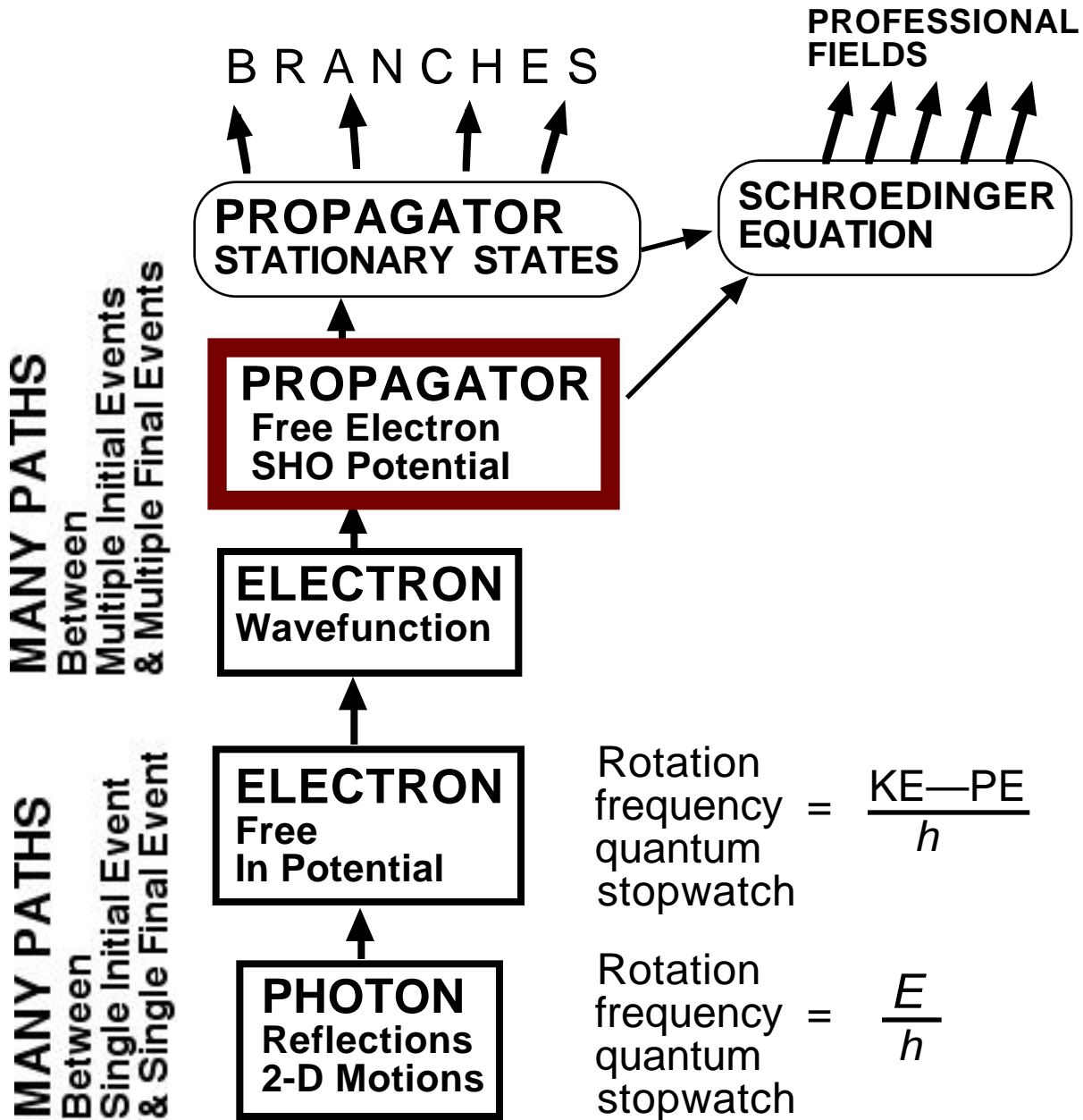


COHERENT INITIAL SOURCES, MULTIPLE POSSIBLE DETECTIONS



ARBITRARY INITIAL WAVEFUNCTION PROPOGATES IN TIME

PROPAGATOR CONVERTS SAMPLING OF PATHS TO ALL PATHS



QUANTUM MECHANICS TREE TRUNK

PROPAGATOR summarizes result of ALL paths from one initial event a to one final event b . (Feynman calls it the KERNEL, hence symbol K)

$$\text{arrow at event } b = K(b, a) \text{ arrow at event } a$$

$K(b, a)$ simply rotates arrow a , changes its length to contribute to arrow b .

Final arrow at b is sum of propagated arrows from initial events.

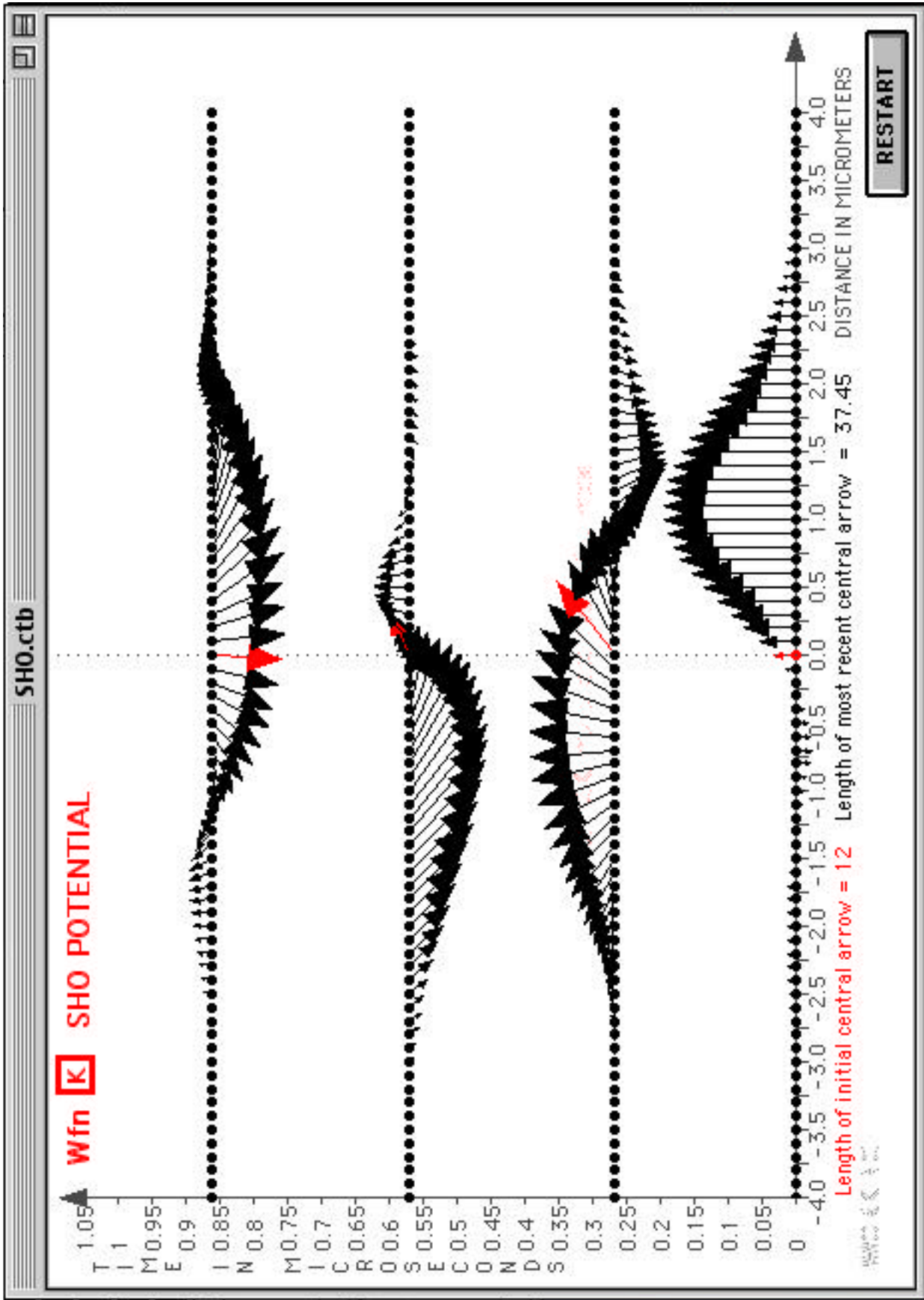
Sum over initial arrows goes to integral over initial wavefunction:

$$\psi(x_b, t_b) = \int_{-}^{+} K(b, a) \psi(x_a, t_a) dx_a$$

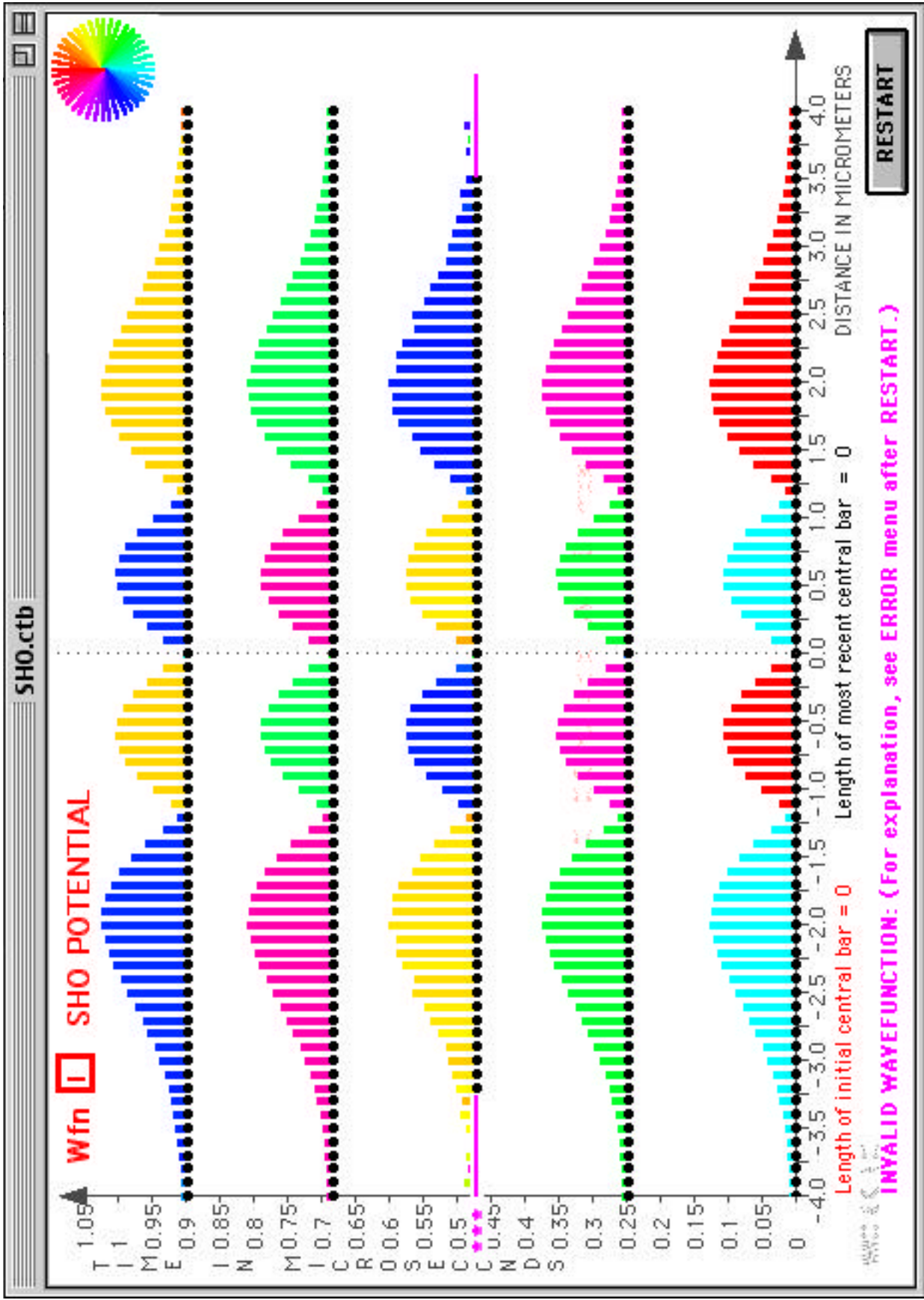
(Until now just words, no equations.)

Heuristic derivation of propagator for free particle, using computer and trial and error.

GIVEN propagator for simple harmonic oscillator in computer program, can discover stationary states as special case of "sloshing" probabilities for arbitrary initial wavefunction.



SUPERPOSITION OF FIRST THREE SHO ENERGY STATES



TIME DEVELOPMENT OF FOURTH SHO STATIONARY STATE

SUMMARY OF A STORY LINE

**SPECIAL RELATIVITY
GENERAL RELATIVITY**
“Go straight!”
(Follow worldline of
maximal aging.)

Principle of
Maximal Aging

Low speed
Weak gravity

CLASSICAL MECHANICS
“Go straight!”
(Follow worldline of
Least Action.)

Principle of
Least Action

Pencil of contributing
worldlines narrows
as mass increases.

Increased
mass

QUANTUM MECHANICS
“Explore all paths!”

Explore
all paths

(“Maximal” and “least” generalize to “extremal.”)

DIRECT APPLICATIONS

FEYNMAN DIAGRAMS
(ANOTHER KIND OF "PATH")

QUANTUM
CRYPTOGRAPHY

QUANTUM
TELEPORTATION

QUANTUM COMPUTING

QUANTUM
INFORMATION
(QUBIT VS. BIT)

PRINCIPLE OF LEAST ACTION

QUANTUM FIELD THEORY
(e.g. Kaku)

CLASSICAL THEORY
OF FIELDS
(e.g. Landau & Lifshitz)

ADVANCED
MECHANICS
(e.g. Sussman
& Wisdom)

INTRODUCTORY
MECHANICS
(e.g. Nobody)

APPLICATION OF SUM OVER PATHS
TO OTHER FIELDS

Not only does the least-action principle offer a means of formulating classical mechanics that is more flexible and powerful than Newtonian mechanics, [but also] variations on the least-action principle have proved useful in general relativity theory, quantum field theory, and particle physics.

As a result, this principle lies at the core of much of contemporary physics.

Thomas A. Moore
Macmillan Encyclopedia of Physics

HISTORY OF SUM OVER HISTORIES:

**Online classes on National Teachers
Enhancement Network, Montana State**

One semester class at MIT

NEXT STEPS

Abbie Hoffman: *Steal this Book*

HANDOUT

Rescuing Quantum Mechanics from Atomic Physics

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Massachusetts Institute of Technology

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June 2002

Initial steps in story line based on

Richard P. Feynman, *QED: The Strange Theory of Light and Matter*
1985, Princeton University Press, ISBN 0 691 02417 0

Advanced treatment of path integral approach to quantum mechanics:

R. P. Feynman and A. R. Hibbs, *Quantum Mechanics and Path Integrals*
McGraw-Hill, 1965, Library of Congress 64-25171 (Before ISBNs!)

FULL of typos and errors. For list of corrections, see:

<http://www.oberlin.edu/physics/dstyer/TeachQM/Hibbs.pdf>

WEBSITE: www.eftaylor.com/

Available from quantum mechanics page of this website:

1. Transparencies for this talk
2. All computer programs (Mac and Windows) illustrated in this talk, and more.
3. Student workbook to accompany computer programs.
4. Link to following article:
"Teaching Feynman's sum-over-paths quantum theory"
Edwin F. Taylor, Stamatis Vokos, and John M. O'Meara, and Nora S. Thornber
Computers in Physics, Vol. 12, No 2, Mar/Apr 1998, pages 190 –198