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# Statistical mechanics problems with solutions

...but your activity and behavior on this site made us think that you are a bot. Note: A number of things could be going on here. If you are attempting to access this site using an anonymous Private/Proxy network, please disable that and try accessing site again. Due to previously detected malicious behavior which originated from the network you're using, please request unblock to site. Loading PreviewSorry, preview is currently unavailable. You can download the paper by clicking the button above. 1 MASSACHUSETTS INSTITUTE OF TECHNOLOGY Physics Department 8.044 Statistical Physics I Spring Term 2004 Problem Set #1 Due by 1:10 PM, Monday, February 9 Problem 1: A Continuous Random Variable or a Harmonic Oscillator Take a pencil about 1/3 of the length and insert it between your index and middle fingers below the first and second knuckles from the end. By moving these fingers up and down in opposition you should be able to set the pencil into rapid oscillations between two extreme positions. If one thinks in terms of an ensemble of similarly prepared oscillators, one comes to the conclusion that the probability density for finding an oscillator at  $x$ ,  $p(x)$ , is proportional to the speed at  $x$  as a function of  $x$ ,  $\omega$ , and the fixed maximum displacement  $x_0$ . Find  $p(x)$ . [Hint: Use normalization to find the constant of proportionality.] c) Sketch  $p(x)$ . What are the most probable values of  $x$ ? What is the least probable? What is the mean (no computation)? Are these results consistent with the visual effect you saw with the oscillating pencil? Problem 2: A Discrete Random Variable, Quantized Angular Momentum In a certain quantum mechanical system the  $x$  component of the angular momentum,  $p(x)$ . Sketch the result. b) Draw a carefully labeled sketch of the cumulative function,  $P(Lx)$ . 1.2. Problem 3: A Mixed Random Variable, Electron Energy The probability density  $p(E)$  for finding an electron with energy  $E$  in a certain situation is  $p(E) = 0.2 \delta(E + E_0) E - 0 = 0.80 \cdot 1 \text{ b} \cdot e^{-E/b} E > 0$  where  $E_0 = 1.5 \text{ ev}$  and  $b = 1 \text{ ev}$ .  $p(E)$  vs  $(E/E_0)$ . What is the probability that  $E$  is greater than  $1.0 \text{ ev}$ ? b) What is the mean energy of the electron? c) Find and sketch the cumulative function  $P(E)$ . Problem 4: A Time Dependent Probability, a Quantum Mechanics Example In quantum mechanics, the probability density for finding a particle at a position  $r$  at time  $t$  is given by the squared magnitude of the time dependent wavefunction  $\Psi(r, t)$ :  $p(r, t) = |\Psi(r, t)|^2$ . Consider a particle moving in one dimension and having the wavefunction given by low [yes, it corresponds to an actual system]; no, it is not indicative of the simple wavefunctions you will encounter in 8.04]. i) Find the expression for  $p(x, t)$ . b) Find expressions for the mean and the variance [Think: don't calculate]. c) Explain in a few words the behavior of  $p(x, t)$ . Sketch  $p(x, t)$  at  $t = 0, 1, 4, T, 1.2T, 3, 4, T$ , and  $T$  where  $T = 2\pi/\omega$ . Problem 5: Bose-Einstein Statistics You learned in 8.03 that the electro-magnetic field in a cavity can be decomposed as a 3 dimensional Fourier series into a countably infinite number of modes, each with its own wavevector  $k$  and polarization direction. You will learn in quantum mechanics that the energy is quantized in units of  $\hbar\omega$  where  $\omega = ck$ . Each unit of energy is called a photon and one says that there are  $n$  photons in a given mode. Later in the course we will be able to derive the result that, in thermal equilibrium, the probability that a given mode will have  $n$  photons is  $p(n) = (1 - e^{-\hbar\omega/T})^n / (e^{-\hbar\omega/T} - 1)$ . The figure below indicates the possibilities up to  $n = 5$ .  $1 \cdot 0 \cdot 2 \cdot 4 \cdot 6 \cdot 4 \cdot 2 \cdot 2 \cdot 4 \cdot 1$  The joint probability density for  $n$  and  $l$  is  $p(n, l) = c \cdot e^{-\hbar\omega/T} n! \cdot l! / (n+l)! = 0$  otherwise. Here  $a$  is a parameter with the constraint that  $a - e^{-\hbar\omega/T} < 1$  and  $c$  is a normalization constant which depends on  $a$ . a) Find  $p(n)$  and sketch. b) Find  $p(l)$  and sketch. [Hint: You will need to sum a geometric series which does not begin with  $n = 0$ ; do this by factoring out an appropriate term to reduce the series to conventional form. Don't forget that  $l$  can be negative.] d) Find  $p(n, l)$  and sketch. 1.2.6. Problem 4: Distance to the Nearest Star Assume that the stars in a certain region of the galaxy are distributed at random with a mean density  $\rho$  stars per (light year) $^3$ . Find the probability density  $p(r)$  that a given star's nearest neighbor occurs at a radial distance  $r$  away. [Hint: This is the exact analogue of the waiting time problem for radioactive decay, except that the space is 3 dimensional rather than 1 dimensional.] Problem 5: Shot Noise Shot noise is a type of quantization noise. It is the noise that arises when one tries to represent a continuous variable by one that can take on only discrete values. It differs from other quantization situations such as an analogue to digital converter. In the A-D converter the output is uniquely related to the input (but not visa-versa). In the case of shot noise the output is a random variable; it is the mean of the random variable that is directly proportional to the variable being represented. 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