

Lecture 24 - Density of states

What's Important:

- density of states in phase space
- Text:* Reif

Counting quantum states

Some time back, we said that we needed to introduce a "density of states" factor in order to convert a sum over discrete states into an integral over continuum states:

$$\sum_r \exp(-\beta \epsilon_r) \rightarrow \int d^3q d^3p \exp(-\beta \epsilon).$$

Similarly, we have now evaluated the number distributions for photons, BE and FD systems, as a function of ϵ_r and N . But what is N for a box of photons?

We now address these issues with a digression into quantum mechanics. The "old" quantum theory will be used, based upon de Broglie's idea that a particle has wave characteristics by virtue of its momentum:

$$\lambda = h / p \quad (\text{verified by neutron scattering})$$

Suppose that we place a number of particles with their associated waves in a cubic box with perfectly reflecting walls. If there are interactions among the particles, then we have to solve for a coupled set of dynamical equations for all N particles at once. If the particles are non-interacting, then we just need to find the behavior of a single as it samples phase space. The behavior of the whole system is just a sum over the single particle properties.

The motion of the particle in each direction is independent. Consider what happens with the de Broglie wavelength in a given direction under the usual quantization condition



The general relation between the wavelength λ and the box size L is

$$\lambda = 2L / n \quad n = 1, 2, 3, \dots$$

where n is called the quantum number of the state. This means that the allowed values of the particle's momentum p are:

$$p = h / \lambda = h / [2L / n] = nh / 2L.$$

Because the directions are orthogonal, the solutions add independently in three dimensions. The corresponding kinetic energy is then

$$E = p^2 / 2m = (h^2 / 8mL^2) (n_x^2 + n_y^2 + n_z^2) \quad n_i = 1, 2, 3, \dots$$

Now, as we have set up this problem, each n runs from 1 to n_{\max} : clearly, $n = 0$ is not a wave ($\lambda = \infty$) and $n < 0$ makes no sense in our context.

To find the number of states within a given phase space volume, we examine the behavior of E . Let's fix the energy to have a maximal value E_{\max} (like the Fermi energy, for example). Corresponding to E_{\max} there is a maximal momentum p_{\max} given by

$$E_{\max} = p_{\max}^2 / 2m.$$

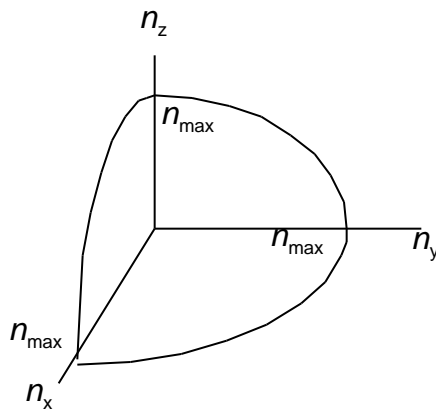
The maximal value of n is then

$$n_{\max} = 2Lp_{\max} / h.$$

The allowed states of the system correspond to any combination of n_x , n_y , or n_z which satisfies

$$n_x^2 + n_y^2 + n_z^2 \leq n_{\max}^2 \quad (\text{so } E \leq E_{\max}),$$

as a consequence of which no individual n_x , n_y , or n_z is greater than n_{\max} .



Each value of (n_x, n_y, n_z) inside the box corresponds to one unique state. Thus, the number of states N with $E \leq E_{\max}$ is just the volume of the octant with positive n_i , or

$$N(E \leq E_{\max}) = \frac{1}{8} \cdot \frac{4}{3} n_{\max}^3$$

where the factor of 1/8 arises from the volume of the octant. We can work backwards from n 's to physical quantities as follows

$$\begin{aligned} N &= \frac{1}{8} \cdot \frac{4}{3} n_{\max}^3 = \frac{1}{8} \cdot \frac{4}{3} \left(\frac{2Lp_{\max}}{h} \right)^3 \\ &= \frac{2^3 L^3}{8} \cdot \frac{4}{3} p_{\max}^3 \cdot \frac{1}{h^3} \end{aligned}$$

The first piece on the right-hand side is the volume of physical space, and the second is the volume of momentum space. Thus, the density of states must be

$$\text{density} = \frac{N}{L^3 (4\pi p_{\max}^3 / 3)} = \frac{1}{h^3}$$

Knowing the density of states in phase space, we can replace the sum over discrete states by an integral over continuum states

$$\sum_{q, p} \frac{1}{h^3} d^3q d^3p$$

Now, if the particles are non-interacting, then $d^3q = V$, the volume, and we can write

$$d^3n = \frac{V}{h^3} d^3p$$

Note: Reif performs this calculation differently by imposing periodic boundary conditions on the wavefunctions for plane waves. The final result is the same, although the intermediate steps are different.