

## Normalization and probability density

Probability to find a particle in the volume element  $d^3\vec{x}$  is given by  $|\Psi(\vec{x}, t)|^2 d^3\vec{x}$

Probability to find the particle somewhere is one:  $\int_{-\infty}^{\infty} |\Psi(\vec{x}, t)|^2 d^3\vec{x} = 1$

Examples:

$$\int_{-\infty}^{\infty} \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} |\Psi(\vec{x}, t)|^2 dx dy dz = 1$$

$$\int_0^{\infty} \int_0^{\pi} \int_0^{2\pi} |\Psi(r, \vartheta, \varphi, t)|^2 r^2 \sin \vartheta d\varphi d\vartheta dr = 1$$

Spherical symmetric wave functions:  $4\pi \int_0^{\infty} |\Psi(r, t)|^2 r^2 dr = 1$

Probability to find a particle with a radius between  $r$  and  $r+dr$ :  $4\pi |\Psi(r, t)|^2 r^2 dr$

For a stationary state this is  $4\pi |r \Phi(r)|^2 dr = 4\pi |u(r)|^2 dr$



$u(r)$  is not normalized to 1 but to  $1/4\pi$ :  $\int_0^{\infty} |u(r)|^2 dr = \frac{1}{4\pi}$

## Expectation values

The most probable value of  $r$  is given by  $\frac{\partial}{\partial r} u(r) = 0$

The average radius after many measurements in identically prepared states:

After  $N$  measurements one might have measured a radius  $r_1$ ,  $n_1$  time  $r_2$ ,  $n_2$  times, etc.

The average radius is then

$$\begin{aligned} \langle r \rangle &= \frac{1}{N} (n_1 r_1 + n_2 r_2 + n_3 r_3 + \dots), \quad N = n_1 + n_2 + n_3 + \dots \\ &= p_1 r_1 + p_2 r_2 + p_3 r_3 + \dots, \quad \text{probability } p_j \text{ to measure } r_j \\ &= 4\pi \int_0^{\infty} r |u(r)|^2 dr \\ &= \int_0^{\infty} \int_0^{\pi} \int_0^{2\pi} r |\Psi(r, \vartheta, \varphi, t)|^2 r^2 \sin \vartheta d\varphi d\vartheta dr \end{aligned}$$

Similarly in one dimension:  $\langle x \rangle = \int_{-\infty}^{\infty} x |\Psi(x, t)|^2 dx$



## A limit of the Bohr model

$$\begin{array}{ll} E = E_1 & E = \frac{1}{4} E_1 \\ r_{\max} = a_0 & r_{\max} = (3 + \sqrt{5})a_0 > 4a_0 \end{array}$$

The Bohr radius is not the most likely radius.

$$\langle r \rangle_{E_1} = \frac{3}{2} a_0 \quad \langle r \rangle_{E_2} = 6a_0$$

The Bohr radius is also not the expectation value.

