Lecture (32), Nov. 13 (Fri.): part(11)

Outline : continue properties of CG coefficients with goal of computing CG coefficients (which determine transition amplitudes between initial & final states which are "combinations" of angular momenta (spins and/or orbital motion) (5). Recursion relation for CG coefficients

-connects CG coefficients with different indices [like with solving DE by series ansatz: here, used to compute CG coefficients (next topic]] - Recall definition of CG coefficients: [j.j.2ijm] = ZE [j.j.2im,m_2] x(CG coefficient] basis (B) m, m_2 basis (A)(old) k (new) (j.j.2im,m_2] j.j.2ij.m)

- Consider fixed 31, 32, so for simplicity "drop" $j_1 j_2$ label: $\langle m, m_2 | j m \rangle$ -with $j_{\min} = |j_1 - j_2| \leq j \leq j = (j_1 + j_2)$ index column index - Schematically, recursion relation: $\langle m, m_2 | j m \pm 1 \rangle \sim \langle m_1 \mp 1 m_2 | j m \rangle + \langle m_1 m_2 \mp 1 | j, m \rangle$ Features (i). all 3 CG coefficients have same j (part of "column" index) (ii) Rest of column index (m): some for 2 RHS terms, but LHS is different by 1 ("net" column index different for LHS VS. Full RHS) (iii) Row index (m1 m2): same m2 for LHS & 1st RHS, but 2nd RHS different; m1 same LHS & 2nd RHS but different for 1st RHS

=> "net" row index different for all 3 terms Derivation Kor Kj2 $(11. \ J_{\pm} \ |jm) = (J_{1\pm} + J_{2\pm}) \ge (m'_{1} m'_{2}) \times m'_{1} m'_{2}$ (m; m2[jm)] CG Scoefficient (number) (2) Use general result: $\mathcal{T}_{\pm} | j m \rangle = C_{jm}^{\pm} | j m \pm 1 \rangle,$ where $C_{jm}^{\pm} = (J_{\mp}m)(j\pm m+1)$ $(Just do T_{+}: J_{is analogous})$ + "fixed" (cf. m(m_2) Cjm $\langle m, m_2 | j m + 1 \rangle = \langle m'_2 | j m \rangle x$ $\leq (c_{j,m_{1}} (m_{1}, m_{2} | m_{1}' + 1 | m_{2}') + 1$ $m_1' m_2' C_{d_2} m_2' \langle m_1 m_2 | m_1' m_2' + 2 \rangle$

(3) Use orthonormality of [m m')'s: $\langle m, m_2 | m' (m'_2) = \delta_{m, m'_1} \delta_{m_2 m'_2}$ => 1st term on above RHS: $(m_1 m_2 m_1 + 1 m_2)$ sets $m_1 = m_1 - 2 \& m_2 = m_2$ Similarly, in 2nd term: m(= m) $\& m_2' = m_2 - 1$ So, recursion relation $C_{jm}^{+}(m_{1}m_{2}) m_{2} m_{1} = C_{j_{2}}^{+} m_{1} - 1 (m_{1} - 1 m_{2}) m_{2}$ $+ C_{j_2}^{+} m_{z_1} (m_1 m_2 - 1 | j m)$ Similarly, using J_gives

 $C_{jm}(m, m_2|jm-1) = C_{j_1}m_1+1(m_2+1)m_2|jm)$ $+ c_{j_2 m_2 + 1} (m_1 m_2 + 1 ljm)$ Note: for CG coefficients to be non-vanishing, we need as per property (1): $m_1 + m_2 = m \pm 1$ (on 2st(2rd) but this is not explicitly applied above - Display recursion relation in m₁, m₂-plane: J_ relates CG $at(m_1, m_2)$ to $(m_1, m_2 + 1) & (m_1 + 1, m_2)$ [all 3 are "points" in plane] ⇒ a triangle

 $2^{nd}RHS(m_1,m_2+1)$ 2 (apex) [1 m_2 J_ 1st RHS $LHS(m_1,m_2)$ $(m_1 + 1, m_2)$ Similarly, J+ ("upper triangular") 1st RHS e - - - - LHS (m, m2) (m_1-1, m_2) J_{+} 1 2nd RHS $(m_1, m_2 - 1)$ (bottom)

Finally, computing CG coefficients Basic strategy: (a) choose one (see (d)) CG coefficient as "parent/seed" (unknown at this stage: to be fixed in last step) (b). Use recursion relations to express other CG coefficients in terms of seed (idea: bootstrap) (c). Fix seed by normalization condition [property (4)], which involves sum over (squares of) CG coefficients (now all written in terms of seed) (d). However, recursion relation (in general) involves 3 CG coefficients (so "complicated" to express other CG coefficients in terms of one seed ?!

No worries ! For seeding, choose a
special case where one CG coefficient
vanishes due to raising ! lowering of
highest (lowest allowed
$$m \Rightarrow bootstrap$$

uill work!
Let's do it! Consider (m, m_2) plane
for fized $j_{1,2}$ and some choice
of j in range
First, (I) chart "playground" (allowed
 $m_{1,2}$) based on (i). $m_{1,2} \leq j_{1,2} \ll$
(ii). $|m_1+m_2(=m)| \leq j \leq j_{max}, m_1+m_2=l_{21}+d_2$
 $m_2 = +j_2, higher$
 $m_1+m_2 = j$
Allowed: $|m_{1,2}| \leq j_{1,2}$
 $(m_1+m_2| \leq j \leq j_{1,2}], (d_1, j_2) = j_{max}$
 $m_1+m_2 = j$
 $m_2 = -j_2$
 $m_1 = -j_1$
 $m_1 = -j_1$
 $m_1 = -j_1$
 $m_1 = -j_2$
 $m_2 = -j_2$



with A (j1 J-J1) being 2nd RHS $m_1 \sim (apex of D)$ $\Rightarrow 1^{st} RHS has m_1 + 1 = j_1 + 1$, forbidden (point x) outside of playground) get rid of 1 CG in recursion relation B (as LHS) connected to A only: CG of B expressed in terms of CG of A (IV). To get to D, use J+ (upper triangular) on ABD ⇒ CG of D in terms of CG's A&B (all 3 CG's non-vanishing, but ok! ⇒ given (III) [relates CG of A&B], CG of D from CG of A ... (continue)

CG of E from D DBE ... (V). Similarly, go up in m2: △ GAD gives CG of G in terms of CG of A [via CG of D from (IV]] ... every CG of playground gotten in terms of CG of A (only] unknown) ... fix CG of A (hence rest) from normalization condition (sum of squares of CG's) Example : add I and S of single spin-1/2 particle (fine structure of one-electron atom) so that j=l; $m_1 = m_{\ell} [= -l, -l+1...0...l-1, l] &$ $j_2 = s = \frac{1}{2}; m_2 = m_s [= \pm \frac{1}{2}] \Rightarrow$ allowed $j = (l \pm \frac{1}{2})$ for l > 0 $(j = \frac{1}{2})$ for l > 0 $(j = \frac{1}{2})$ for l = 0 l = 0 l = 0