

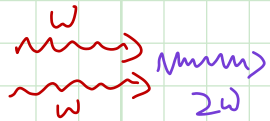
Plan:

- (1) Finish non-linear optics
- (2) Diagrammatic Perturbation theory + diagrams

Last time:

$$P = \epsilon_0 \chi E + \chi^{(2)} E^2 + \dots$$

$\Rightarrow \chi^{(2)}$ term can be used for freq. doubling.



\Rightarrow Generally $\chi^{(2)}$ non-linearity can "mix" 3 frequencies

$$\omega_1 \pm \omega_2 \pm \omega_3 = 0 \Rightarrow \text{"3-wave mixing"}$$

\Rightarrow this is also commonly used in optics

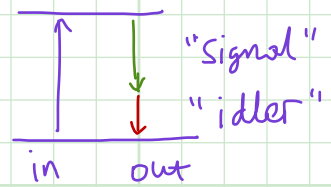
sum freq generator



diff. freq. generator



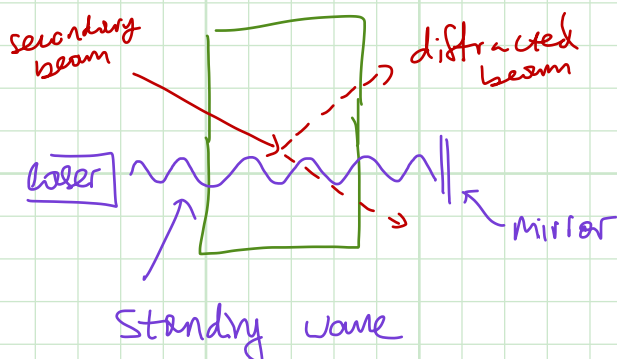
parametric down conv.



Alternative way to think about non-linearity (χ -beams)

$$n(E) = \sqrt{1 + \chi + 2 \frac{\chi^{(2)}}{\epsilon_0} E + \dots}$$

\uparrow This is like a diffraction grating
with $\Delta n \sim E$

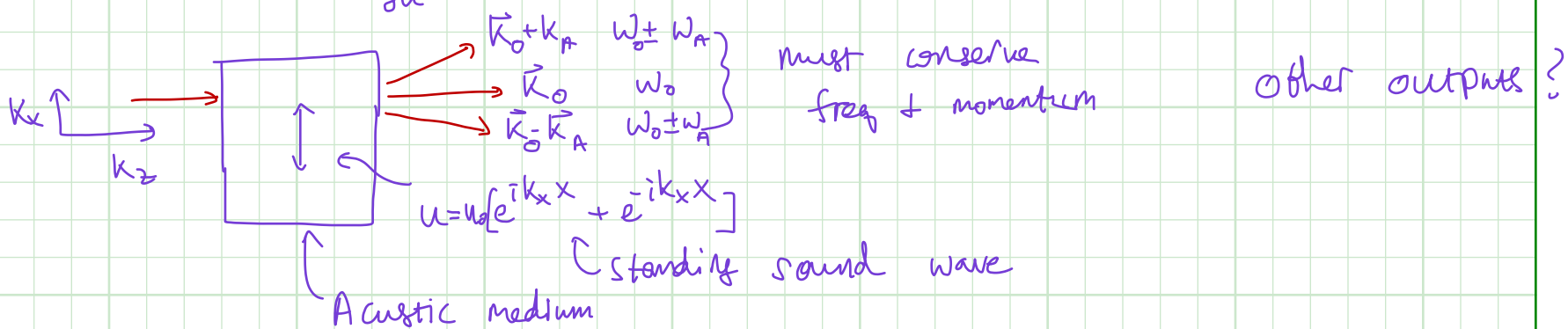


Acousto-optics + the AOM [Acousto-optical modulator]

Instead of using light to make a diffraction grating (or to give a kick) we can use ultrasound

⇒ χ depend on strain u , which comes from the sound waves

$$\chi = \chi + \frac{\partial \chi}{\partial u} u$$



↑ above device is called an AOM or Bragg cell

⇒ used in telecom + in optics / cold atoms experiments

⇒ fast control of freq. shift + output intensity

⇒ mode locking, imaging systems for UCA, lattice systems for UCA

↑
intensity + phase shift.

⇒ conveyor belt

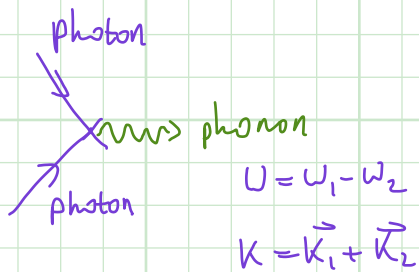
Raman scattering: AOM in reverse

⇒ Hard to directly couple photons to phonons due to large mismatch in freq.

⇒ use a 2-photon process

$$H^I = p \cdot E = \text{linear part} + \epsilon_0 u E^2 \frac{\partial \chi}{\partial u}$$

$$a_k a_q c_{k+q}^+$$



Diagrammatic Perturbation Theory

(1) Interaction picture

Assume that

$$H = H_0 + V$$

where

- H_0 part we can "solve" exactly

- $[H_0, V] \neq 0$, otherwise problem is "trivial"

Operators $\hat{O}(t) = e^{iH_0 t} O_{\text{Schrodinger}} e^{-iH_0 t}$

Wave functions $\hat{\Psi}(t) = e^{iH_0 t} e^{-iHt} \Psi(0)$ ← note: $\hat{\Psi}(t) \neq e^{i(H_0 - H)t} = e^{iVt}$
Since $[H_0, V] \neq 0$

Quick check that we can compute matrix elements + they are what we expect:

$$\begin{aligned} \langle \hat{\Psi}_1^\dagger(t) \hat{O}(t) \hat{\Psi}_2(t) \rangle &= \underbrace{\langle \Psi_1(0) e^{iH_0 t} e^{-iH_0 t}}_{\hat{\Psi}_1^\dagger(t)} \underbrace{e^{iH_0 t} O_{\text{Schrodinger}} e^{-iH_0 t}}_{\hat{O}(t)} \underbrace{e^{iH_0 t} e^{-iHt} \Psi_2(0)}_{\hat{\Psi}_2(t)} \\ &= \langle \Psi_1(0) e^{iH_0 t} O_{\text{Schrodinger}} e^{-iHt} \Psi_2(0) \rangle = \langle \Psi_1(t) O_{\text{Schrodinger}} \Psi_2(t) \rangle \\ &\quad \downarrow \\ &\quad \Psi_2(t) \text{ in the Schrodinger picture} \end{aligned}$$

(2) Time dependence

Time dependence of operators is governed by $H_0 \Rightarrow$ easy

Time dependence of wave functions is more complicated...

$$\begin{aligned} \partial_t \hat{\Psi}(t) &= \partial_t e^{iH_0 t} e^{-iHt} \Psi(0) = (iH_0 e^{iH_0 t} e^{-iHt} - i e^{iH_0 t} H e^{-iHt}) \Psi(0) \\ &= i e^{iH_0 t} [H_0 - H] e^{-iHt} \Psi(0) \quad \leftarrow H_0 \text{ commutes with itself} \\ &= -i e^{iH_0 t} V e^{-iHt} \Psi(0) \\ &= -i e^{iH_0 t} V e^{-iH_0 t} \left[e^{iH_0 t} e^{-iHt} \Psi(0) \right] = -i \hat{V}(t) \hat{\Psi}(t) \end{aligned}$$

$$\partial_t \hat{\Psi}(t) = -i \hat{V}(t) \hat{\Psi}(t)$$

(3) Dyson eq: let us introduce the unitary time evolution operator

$$U(t) = e^{iH_0 t} e^{-iHt}$$

This operator is important because it takes $\hat{\Psi}(0) \rightarrow \hat{\Psi}(t) = U(t) \hat{\Psi}(0)$

Following above arguments

$$\partial_t U(t) = i e^{iH_0 t} (H_0 - H) e^{-iHt} = -i e^{iH_0 t} V e^{-iH_0 t} e^{iH_0 t} e^{-iHt} = -i \hat{V}(t) U(t)$$

Formally integrating this equation we obtain:

$$\int_0^t [\partial_{t'} U(t')] dt' = \int_0^t -i \hat{V}(t') U(t') dt'$$

$$= U(t) - U(0) = -i \int_0^t \hat{V}(t') U(t') dt'$$

↑ this is identity

Hence we obtain:

$$U(t) = 1 - i \int_0^t \hat{V}(t') U(t') dt'$$

which we can solve by iteration

$$U(t) = 1 - i \int_0^t \hat{V}(t_1) dt_1 + (-i)^2 \int_0^t dt_1 \int_0^{t_1} dt_2 \hat{V}(t_1) \hat{V}(t_2) + \dots$$

$$= \sum_{n=0}^{\infty} (-i)^n \int_0^t dt_1 \int_0^{t_1} dt_2 \dots \int_0^{t_{n-1}} dt_n \hat{V}(t_1) \hat{V}(t_2) \dots \hat{V}(t_n) \equiv \text{Dyson Series}$$

(4) Time ordering: This expression is inconvenient due to integrals having different upper bounds. Let us "fix" it by introducing the time ordering operator T [not to be confused with temperature]

$$T[\hat{V}(t_1) \hat{V}(t_2) \hat{V}(t_3)] = [\text{puts times in order from largest to smallest}] \\ = \hat{V}(t_3) \hat{V}(t_2) \hat{V}(t_1) \text{ if } t_3 > t_2 > t_1$$

Using the time ordering operator we can rewrite the Dyson series as

$$U(t) = 1 - i \int_0^t dt_1 V(t_1) + \frac{(-i)^2}{2!} \int_0^t dt_1 \int_0^{t_1} dt_2 T[V(t_1) V(t_2)] + \dots$$

note all upper limits are same

↑ these fix awkward

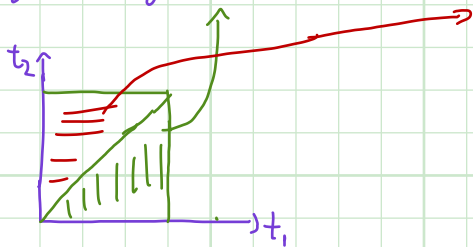
How did that work? Let us go through the mechanics of the exercise slowly

$$T[\hat{V}(t_1) \hat{V}(t_2)] = \Theta(t_1 - t_2) \hat{V}(t_1) \hat{V}(t_2) + \Theta(t_2 - t_1) \hat{V}(t_2) \hat{V}(t_1)$$

↑ commute operators to time order them

$$\frac{(-i)^2}{2!} \int_0^t dt_1 \int_0^t dt_2 [\Theta(t_1 - t_2) \hat{V}(t_1) \hat{V}(t_2) + \Theta(t_2 - t_1) \hat{V}(t_2) \hat{V}(t_1)]$$

$$= \frac{(-i)^2}{2!} \left[\int_0^t dt_1 \int_0^{t_1} dt_2 \hat{V}(t_1) \hat{V}(t_2) + \int_0^t dt_1 \int_{t_1}^t dt_2 \hat{V}(t_2) \hat{V}(t_1) \right] = \frac{(-i)^2}{2!} 2 \int_0^t dt_1 \int_0^{t_1} dt_2 \hat{V}(t_1) \hat{V}(t_2)$$



these are dummy variables \Rightarrow swap $t_1 \leftrightarrow t_2$

\Rightarrow integrals become same

(QED)

The time ordering procedure works for all terms of the Dyson series

Hence we can write the Dyson series in more convenient form

$$U(t) = \sum_{n=0}^{\infty} \frac{(-i)^n}{n!} \int_0^t \dots \int_0^t dt_1 \dots dt_n T(\hat{V}(t_1) \dots \hat{V}(t_n)) \equiv T \exp \left[-i \int_0^t dt_1 \hat{V}(t_1) \right]$$

The exponential form is defined as the series, but it is indeed a nice and compact way to state the answer.

(5) S-matrix: - short for scattering matrix

- connects in-going to out-going states

- that is \Rightarrow S-matrix time evolves the wave function

$$S(t_1, t_2) \hat{\Psi}(t_2) = \hat{\Psi}(t_1)$$

- Basically if I have the S-matrix, problem is solved, almost ...

- using the U(t) operator, we can express the S-matrix as follows

$$\hat{\Psi}(t_1) = U(t_1) \hat{\Psi}(0) = S(t_1, t_2) \hat{\Psi}(t_2) = S(t_1, t_2) U(t_2) \hat{\Psi}(0)$$

$$= \underbrace{U(t_1) U^\dagger(t_2)}_{S(t_1, t_2)} U(t_2) \hat{\Psi}(0)$$

$U^\dagger = U^{-1}$ since U is unitary

Properties of the S-matrix:

$$(1) S(t, t) = U(t) U^\dagger(t) \equiv 1$$

[No need to evolve the wave function if time does not change]

$$(2) S^\dagger(t_1, t_2) = [U(t_1) U^\dagger(t_2)]^\dagger = U(t_2) U^\dagger(t_1) = S(t_2, t_1)$$

$$(3) S(t_1, t_2) S(t_2, t_3) = U(t_1) \cancel{U^\dagger(t_2)} \cancel{U(t_2)} U^\dagger(t_3) = S(t_1, t_3)$$

$$(4) \quad \partial_{t_1} S(t_1, t_2) = \partial_{t_1} U(t_1) U^\dagger(t_2) = -i\hat{V}(t_1) U(t_1) U^\dagger(t_2) = -i\hat{V}(t_1) S(t_1, t_2)$$

$$\text{Hence } S(t_1, t_2) = T \exp\left[-i \int_{t_2}^{t_1} dt' \hat{V}(t')\right]$$

(6) Gell-Mann Low formalism:

- So far we have a formalism to evolve wave functions in time
- We still need the initial wave functions!

Solution:

- let ϕ_0 be the ground state of H_0
- let us set $\hat{\Psi}(-\infty) = \phi_0$ [that is in the "dim part"]
- Turn on the interactions slowly
 - $\Rightarrow \hat{\Psi}(t)$ evolves adiabatically
 - $\Rightarrow \hat{\Psi}(t)$ becomes the ground state of $H = H_0 + V$ in the present
 - $\Rightarrow \hat{\Psi}(t) \equiv S(t, -\infty) \hat{\Psi}(-\infty)$

- To compute operators $\langle \hat{O}(t) \rangle$, we also need the "bra"
 - \Rightarrow "cheat" turn off the interactions slowly so that in the dim future $\hat{\Psi}(\infty) \rightarrow \phi_0$

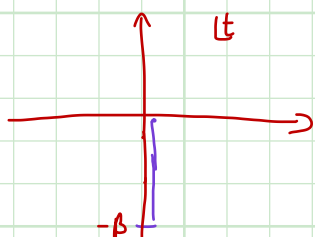
$$\Rightarrow \langle \hat{\Psi}^\dagger(\infty) S(\infty, t) \hat{O}(t) S(t, -\infty) \hat{\Psi}(-\infty) \rangle \quad [\text{Gell-Mann Low}]$$

[Note: there are alternative formalisms where "cheating" is not required. we will return to this topic once we are comfortable with diagrams]

Gell-Mann Low contour

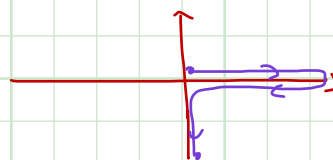


Matsubara



\Rightarrow thermodynamics by working in Im time

Keldysh



No need to go to infinite future, return to past

\Rightarrow combine real time evolution with thermodynamics