

- (b) Discuss the combination of the angular momenta and hence explain the CG coefficients for the states with $J_1 = 1$ and $J_2 = \frac{1}{2}$



2016
(January)

Time : 3 hours

Full Marks : 80

The figures in the right-hand margin indicate marks.

Answer from both the Sections as per direction.

(QUANTUM MECHANICS – I)

Section – A

1. Answer any four of the following : $4 \times 4 = 16$
- (a) Explain the physical interpretation of Hermitian Operators.
 - (b) Discuss the properties of unitary transformation of basis vectors.
 - (c) Define Schrodinger Picture and explain its properties.
 - (d) Explain how orbital angular momentum operator as generators of rotation.

- (e) Explain the properties of CG coefficients.
 (f) Obtain the CG coefficients in the case of
 $J_1 = \frac{1}{2}$ and $J_2 = \frac{1}{2}$.

OR

2. Answer all questions from the following :

2×8 = 16

- (a) Define Linear Vector Space.
 (b) Explain closure properties of basis set.
 (c) Define matrix representation.
 (d) Explain the properties of creation operator.
 (e) Determine the eigen value of L^2 .
 (f) What do you mean by raising and lowering operator ?
 (g) Define spin angular momentum.
 (h) Define explicit matrices of J_z .

Section – B

Answer all questions : 16×4 = 64

3. (a) Define Dirac Delta function and discuss its properties. Explain its applications in

quantum mechanics. Explain the orthogonality of eigen vectors.

OR

- (b) State and explain expansion theorem. Discuss the operator representation in matrix form.

4. (a) Obtain the equations of motion in both Heisenberg and interaction pictures.

OR

- (b) Discuss the operator method in the solution of harmonic oscillator problem.

5. (a) Obtain the commutation relations between the operators L^2, L_x, L_y, L_z . Prove that the operators L^2 and L_z commute.

OR

- (b) Derive the expression for L_x, L_y, L_z and L^2 in spherical polar coordinate system.

6. (a) What are Pauli Spin Matrices ? Explain their properties. Obtain the eigen values and eigen functions of them.

OR