

## **Overlaps How-To**

G.F. Bertsch  
University of Washington

ESNP Saclay  
Sept. 13, 2011

Bertsch and Robledo, arXiv:1108.5479

See also Avez and Bender, arXiv:1109.2078

$$\begin{pmatrix} \beta \\ \beta^+ \end{pmatrix} = \begin{pmatrix} U^+ & V^+ \\ V^T & U^T \end{pmatrix} \begin{pmatrix} c \\ c^+ \end{pmatrix} = \mathcal{W}^+ \begin{pmatrix} c \\ c^+ \end{pmatrix} \quad (7.2)$$

$$\mathcal{W} = \begin{pmatrix} D & 0 \\ 0 & D^* \end{pmatrix} \begin{pmatrix} \bar{U} & \bar{V} \\ \bar{V} & \bar{U} \end{pmatrix} \begin{pmatrix} C & 0 \\ 0 & C^* \end{pmatrix} \quad (7.7)$$

$$U = D\bar{U}C, \quad V = D^*\bar{V}C. \quad (7.8)$$

$$|w\rangle = \prod_{\alpha}^n (u_{\alpha} + v_{\alpha} c_{\alpha}^{\dagger} c_{\bar{\alpha}}^{\dagger}) | \rangle. \quad (4)$$

$$\mathcal{P}_{Ki} = \frac{d_K}{\Omega_0} \int d\Omega R_{ii}^K(\Omega) \mathcal{R}(\Omega).$$

$$\mathcal{R}c_i^{\dagger}\mathcal{R}^{-1} = \sum_j R_{ij}c_j^{\dagger}; \quad \mathcal{R}c_i\mathcal{R}^{-1} = \sum_j R_{ij}^*c_j$$

1. Another form of the HFB wave function
2. Example  $n=2$
3. Formula is also applicable to k-quasiparticle states
4. Try it yourself: download program from the web

$$\langle w|\mathcal{R}|w\rangle = \frac{(-1)^n}{\prod_{\alpha} |v_{\alpha}|^2} \text{pf} \begin{bmatrix} V^T U & V^T R^T V^* \\ -V^{\dagger} R^{\dagger} V & U^{\dagger} V^* \end{bmatrix}$$

$$|qw\rangle = c_{1/2}^\dagger (u + v c_{5/2}^\dagger c_{-5/2}^\dagger) | \rangle$$

$$(u, v) = (0.8, 0.6).$$

		$\langle N J J_z  qw\rangle^2$	
$N$	$J$	analytic	numerical
1	3/2	0	0.00000
1	5/2	$u^2 = 0.64$	0.64000
3	1/2	0	0.00000
3	3/2	$v^2/7 \approx 0.05143$	0.05143
3	5/2	$v^2/2 = 0.18$	0.18000
3	7/2	0	0.00000
3	9/2	$5v^2/14 \approx 0.12857$	0.12857

```
$python nzj_project.py
```

```
4 1 5 1
```

```
  N      J      o/p
```

```
  1      0      3      0.000000  0.000000
```

```
  1      0      5      0.640000  0.000000
```

```
  3      0      3      0.051429  0.000000
```

```
  3      0      5      0.180000  0.000000
```

```
  3      0      7     -0.000000  0.000000
```

```
  3      0      9      0.128572  0.000000
```

```
$
```