MARCH 26th, 2020

VIRTUAL - SPIN MEETING MSC, HANSON et al.







Describe Levele / CI. Model

· Describe Coulomb Interaction by single C

 $C = C_{s} + C_{p} + C_{g} = const.$

• Single particle energy - level spectrum is indep of # of e^- . $U(N) = U(N,C:V:) + \sum_{n} E_{n}(B)$ $\mu(N) = U(N) - U(N-1)$ $E_{N}(P.I.B)$

Dependence of U(N), u(N) on VG is the same VN

- > LADDER convenient.

• $E_{add}(N) = \mu(N+1) - \mu(N) = E_c + \Delta E$ A = A

charging price (el. static) (sometimes free #)

Carlomb Blockade

• Transport only possible, then level within bias window

Low biers regime. (SET) Broadining. - Bias ? - Thermal?



Fig 3





· con involve transport of excited states

• Scenthen bias, VSD exceeds Eadd -> double e tumelling







Introducing 3-field

• Lee man splitting Ez = Sz 3/4BB, (Ŝ, peulis)

· Coulomb-int. leads to energy difference (exchange energy) between states /w syn & anti-sym orbital WFs. Since 4 = Oorb Yspin, antisym => Sym of orb is linked to sym of spin! 4 ligts energy by 2 • for: 3>0, flowers -11- $N \rightarrow N + 1$



One e spin states in a dot

 $\mu_{0\leftrightarrow\uparrow,0} = E_{\uparrow,0},$ 'teemon Orbital level spacing $\mu_{0\leftrightarrow\downarrow,0} = E_{\downarrow,0} = E_{\uparrow,0} + \Delta E_Z,$ $\mu_{0\leftrightarrow\uparrow,1} = E_{\uparrow,1} = E_{\uparrow,0} + \Delta E_{\rm orb},$ (MfC, Question $\mu_{0\leftrightarrow\downarrow,1} = E_{\downarrow,1} = E_{\uparrow,0} + \Delta E_{\rm orb} + \Delta E_Z,$





possible transitions / wo flipping spin (extra cost)



Singlet triplet crossing (s) = 1 (s)ij 3 reduces DE between GS & IEX ij B increases Coulomb interactions (->cheaper tro orbitals) (MSC?

Sf Zeeman split exceeds ridth of energy levels (set by Ethern) we get spin polarized transport





Charge sensing



S could say that N acts as a gate on .

Fails if tunnel time > means time



Spints charge conv. (destructive)

a) <u>Energy-selective</u> <u>ReadOut</u>













if the bump is missing->GS which is seen by the step in

al food

more likely to exchange with lead if wait long



