

## Classical probability distribution $P_{CL}(x)$

The classical probability density for a particle moving with velocity  $v(x) = \frac{dx}{dt}$  can be obtained by computing the average value of a function of the position coordinate  $\langle f(x) \rangle$  during time  $T$

$$\langle f(x) \rangle = \frac{1}{T} \int_0^T f(x(t)) dt$$

but we can write  $dx = \frac{dx}{dt} \cdot dt$  then

$$\langle f(x) \rangle = \frac{1}{T} \int_0^T f(x(t)) \frac{dx}{dx/dt}$$

$$\langle f(x) \rangle = \frac{1}{T} \int_0^{x_0} \frac{f(x) dx}{v(x)} = \int_0^{x_0} f(x) P_{CL}(x) dx$$

where  $P_{CL}(x) = \frac{1}{T v(x)}$  and  $x_0 = x(t=T)$ .

Notice that if  $v(x)$  is constant such that  $x_0 = vT$  then

$P_{CL} = \frac{1}{x_0}$  i.e. every position between 0 and  $x_0$  is equally likely.