scratch (/github/ryo0921/scratch/tree/master) / 05 (/github/ryo0921/scratch/tree/master/05)

Stochastic Processes: Data Analysis and Computer Simulation

Brownian motion 3: data analysis

1. Distribution and time correlation

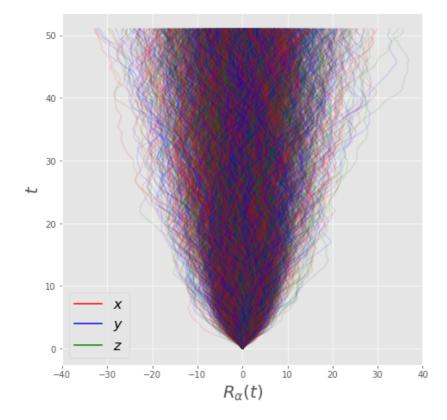
1.1. Generate trajectories

```
In [1]: % matplotlib inline
        import numpy as np
        import matplotlib.pyplot as plt
        import matplotlib as mpl
        plt.style.use('ggplot')
                 # system dimension (x,y,z)
        nump = 1000 # number of independent Brownian particles to simulate
        nums = 1024 # number of simulation steps
        dt = 0.05 # set time increment, \Delta t
        zeta = 1.0 # set friction constant, \zeta
        m = 1.0 # set particle mass, m
        kBT = 1.0 \# set temperatute, k\_B T
        std = np.sqrt(2*kBT*zeta*dt) # calculate std for \Delta W via Eq.(F11)
        np.random.seed(0) # initialize random number generator with a seed=0
        R = np.zeros([nump,dim]) # array to store current positions and set init
        V = np.zeros([nump,dim]) # array to store current velocities and set ini
        W = np.zeros([nump,dim]) # array to store current random forcces
        Rs = np.zeros([nums,nump,dim]) # array to store positions at all steps
        Vs = np.zeros([nums,nump,dim]) # array to store velocities at all steps
        Ws = np.zeros([nums,nump,dim]) # array to store random forces at all ste
        time = np.zeros([nums]) # an array to store time at all steps
        for i in range(nums): # repeat the following operations from i=0 to nums
            W = std*np.random.randn(nump,dim) # generate an array of random forc
            R, V = R + V*dt, V*(1-zeta/m*dt)+W/m # update R & V via Eqs.(F5)&(F9)
            Rs[i]=R # accumulate particle positions at each step in an array Rs
            Vs[i]=V # accumulate particle velocitys at each step in an array Vs
            Ws[i]=W # accumulate random forces at each step in an array Ws
            time[i]=i*dt # store time in each step in an array time
```

1.2. Analysis 1

Position R vs. time t for all particles

```
In [2]: # particle positions vs time
fig, ax = plt.subplots(figsize=(7.5,7.5))
ax.set_xlabel(r"$R_{\alpha}(t)$", fontsize=20)
ax.set_ylabel(r"$t$", fontsize=20)
ax.set_xlim(-40,40)
ts = 10 # only draw every 10 points to make it faster
for n in range(nump):
    lx, = ax.plot(Rs[::ts,n,0],time[::ts],'r', alpha=0.1)
    ly, = ax.plot(Rs[::ts,n,1],time[::ts],'b', alpha=0.1)
    lz, = ax.plot(Rs[::ts,n,2],time[::ts],'g', alpha=0.1)
# add plot legend for last x,y,z lines and remove alpha from legend line
leg = ax.legend([lx,ly,lz], [r"$x$",r"$y$",r"$z$"],loc=0, fontsize=16)
for l in leg.get_lines():
    l.set_alpha(1)
plt.show()
```



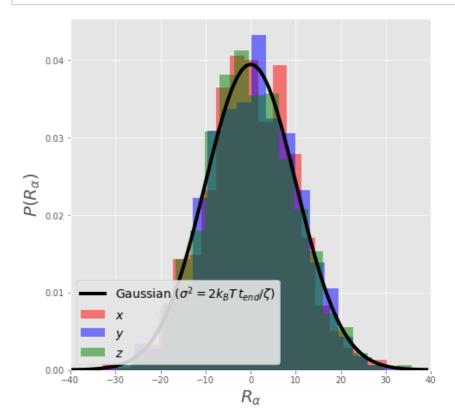
Distribution of the particle position (theoretical results)

• Calculate the distribution functions for R_{α} ($\alpha=x,y,z$) at $t=t_{\rm end}(={\tt nums}\times\Delta t)$, and compare them with the following theoretical result (see the supplemental note for the derivation).

$$P(R_{\alpha}) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left[-\frac{(R_{\alpha} - \langle R_{\alpha} \rangle)^2}{2\sigma^2}\right] \qquad (\alpha = x, y, z)$$

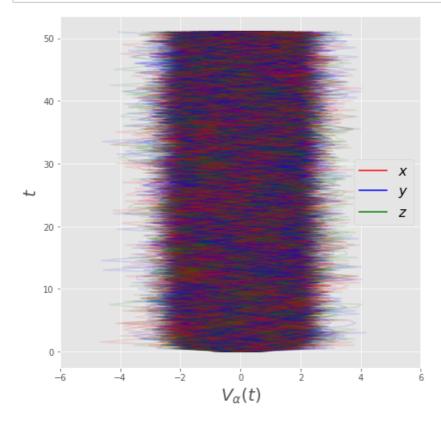
$$\langle R_{\alpha} \rangle = 0, \quad \sigma^2 = \frac{2k_B T t_{\text{end}}}{\zeta}$$
(G2, G3)

```
# positional distribution of particles at the end of the simulation
fig, ax = plt.subplots(figsize=(7.5,7.5))
# plot simulation histograms
ax.hist(Rs[-1,:,0], bins=20,normed=True,color='r',alpha=0.5,lw=0,label=r
ax.hist(Rs[-1,:,1], bins=20,normed=True,color='b',alpha=0.5,lw=0,label=r
ax.hist(Rs[-1,:,2], bins=20,normed=True,color='g',alpha=0.5,lw=0,label=r
# plot theoretical gaussian distribution
sig2=2*kBT/zeta*dt*nums
ave=0.0
x = np.arange(-40,40,1)
y = np.exp(-(x-ave)**2/2/sig2)/np.sqrt(2*np.pi*sig2)
ax.plot(x,y,lw=4,color='k',label=r"Gaussian $(\simeq^2=2k BT),t {end}/\z
ax.legend(fontsize=14,loc=3, framealpha=0.9)
ax.set_xlim(-40,40)
plt.show()
```



Velocity V vs. time t for all particles

```
In [4]: # particle velocities vs time
    fig, ax = plt.subplots(figsize=(7.5,7.5))
    ax.set_xlabel(r"$V_{\alpha}(t)$", fontsize=20)
    ax.set_ylabel(r"$t$", fontsize=20)
    ts = 10 # only draw every 10 points to make it faster
    for n in range(nump):
        lx, = ax.plot(Vs[::ts,n,0],time[::ts],'r', alpha=0.1)
        ly, = ax.plot(Vs[::ts,n,1],time[::ts],'b', alpha=0.1)
        lz, = ax.plot(Vs[::ts,n,2],time[::ts],'g', alpha=0.1)
        ax.set_xlim(-6, 6)
    # add plot legend for last x,y,z lines and remove alpha from legend line
    leg = ax.legend([lx,ly,lz], [r"$x$",r"$y$",r"$z$"],loc=0, fontsize=16)
    for l in leg.get_lines():
        l.set_alpha(1)
    plt.show()
```



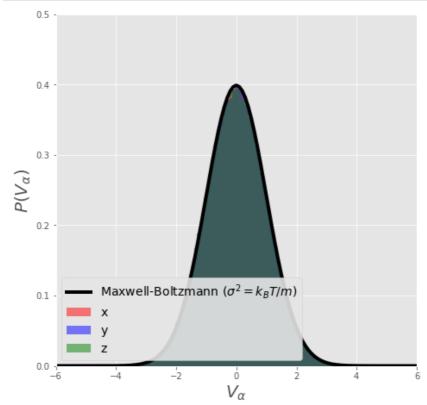
Distribution of the particle velocity (c.f. Maxwell-Boltzmann distribution)

• Calculate the distribution functions for V_{α} ($\alpha=x,y,z$) for $t_{\rm end}/2 \le t \le t_{\rm end}$, and compare them with the theoretical Maxwell-Boltzmann distribution function given below

$$P(V_{\alpha}) = \frac{1}{\sqrt{2\pi\sigma^{2}}} \exp\left[-\frac{(V_{\alpha} - \langle V_{\alpha} \rangle)^{2}}{2\sigma^{2}}\right] \quad (\alpha = x, y, z)$$

$$\langle V_{\alpha} \rangle = 0, \quad \sigma^{2} = \frac{2k_{B}T}{m}$$
(G4)

```
In [5]: # velocity distribution of particles at the end of the simulation
        fig, ax = plt.subplots(figsize=(7.5,7.5))
        # Compute histogram of velocities using the last half of the trajectory
        # Note: flatten is required to transform the 2d array into a 1d array
        ax.hist(Vs[nums//2:,:,0].flatten(),bins=100,normed=True,alpha=0.5,lw=0,c
        ax.hist(Vs[nums//2:,:,1].flatten(),bins=100,normed=True,alpha=0.5,lw=0,c
        ax.hist(Vs[nums//2:,:,2].flatten(),bins=100,normed=True,alpha=0.5,lw=0,c
        # Draw theoretical gaussian distribution
        sig2=kBT/m
        ave=0.0
        x = np.arange(-10, 10, 0.1)
        y = np.exp(-(x-ave)**2/2/sig2)/np.sqrt(2*np.pi*sig2)
        ax.plot(x,y,lw=4,color='k',label=r"Maxwell-Boltzmann $(\sigma^2=k BT/m)$
        ax.set xlabel(r"$V {\alpha}$",fontsize=20)
        ax.set_ylabel(r"$P(V_{\alpha})$", fontsize=20)
        ax.set_xlim(-6, 6)
        ax.set ylim(0, 0.5)
        ax.legend(fontsize=14, loc=3,framealpha=0.9)
        plt.show()
```



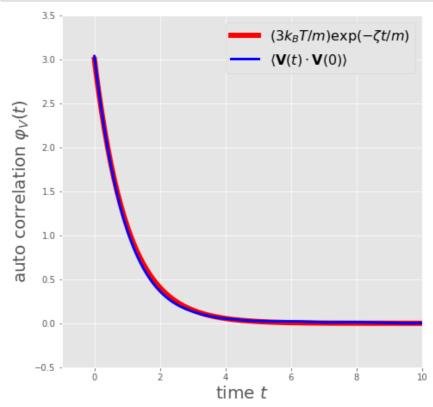
1.3. Analysis 2

Velocity auto-correlation function

• Calculate the velocity auto-correlation function, and compare it with the following theoretical result (see the derivation for Eq.(26)).

$$\varphi_{V}(t) = \langle \mathbf{V}(t) \cdot \mathbf{V}(0) \rangle = \langle V_{x}(t)V_{x}(0) \rangle + \langle V_{y}(t)V_{y}(0) \rangle + \langle V_{z}(t)V_{z}(0) \rangle
= \frac{3k_{B}T}{m} \exp\left[-\frac{\zeta}{m} |t| \right]$$
(G7)

```
# compute self-correlation of vector v
def auto correlate(v):
    # np.correlate computes C \{v\}[k] = sum n v[n+k] * v[n]
    corr = np.correlate(v,v,mode="full") # correlate returns even array
    return corr[len(v)-1:]/len(v) # take positive values and normalize k
corr = np.zeros([nums])
for n in range(nump):
    for d in range(dim):
        corr = corr + auto_correlate(Vs[:,n,d]) # correlation of d-compc
corr=corr/nump #average over all particles
fig, ax = plt.subplots(figsize=(7.5,7.5))
ax.plot(time,dim*kBT/m*np.exp(-zeta/m*time),'r',lw=6, label=r'$(3k BT/m)
ax.plot(time,corr,'b',lw=3,label=r'\langle\mathbf{V}(t)\cdot \mathbf{V}
ax.set xlabel(r"time $t$", fontsize=20)
ax.set_ylabel(r"auto correlation $\varphi_V(t)$", fontsize=20)
ax.set_xlim(-1,10)
ax.set ylim(-0.5, 3.5)
ax.legend(fontsize=16)
plt.show()
```



Power spectrum of particle velocity

 Calculate the power spectrum of the particle velocity, and compare it with the following theoretical result (see the derivation for Eq.(25))

$$S_V(\omega) = \lim_{\tau \to \infty} \frac{1}{\tau} |\mathbf{V}_{\tau}(\omega)|^2 = \frac{6k_B T}{m} \frac{\gamma_c}{\omega^2 + \gamma_c^2}$$
 (G8)

where $\gamma_c = \zeta/m$ is the decay constant in Eq.(G7) and

$$\mathbf{V}_{\tau}(\omega) = \int_{0}^{\tau} dt \, \mathbf{V}(t) e^{i\omega t} \tag{G9}$$

(-\tau/2 - \tau/2 -> 0 - \tau)

```
In [7]:
        # return power spectrum for positive frequencies of even signal v
        from numpy import fft
        def psd(v,dt):
            vw = fft.fft(v)*dt # V(w) with zero-frequency component at <math>vw(0)
            return np.abs(vw[:nums//2])**2/(nums*dt) \# S V  for w > 0  (Eq. (G9))
        Sw
            = np.zeros([nums//2])
        for n in range(nump):
            for d in range(dim):
                Sw = Sw + psd(Vs[:,n,d],dt) # power spectrum of d-component of v
        Sw = Sw/nump
        fig, ax = plt.subplots(figsize=(7.5,7.5))
        gamma = zeta/m
        omega = fft.fftfreq(nums,d=dt)[:nums//2]*2.0*np.pi
        ax.plot(omega,(6.0*kBT/m)*gamma/(omega**2 + gamma**2),'r',lw=6,label=r'$
        ax.plot(omega,Sw,'b',lw=3,label=r'$|\mathbb{V}_{tau(omega)}^2 / tau$')
        ax.set_xlabel(r"angular frequency $\omega$", fontsize=16)
        ax.set ylabel(r"spectral density $S V(\omega)$", fontsize=16)
        ax.legend(fontsize=16)
        plt.xlim(-1, 10)
        plt.ylim(-1, 8)
        plt.show()
```

