

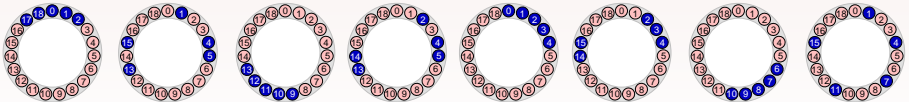
Hopping Transport in a Ring of Sites:

A Semi-Analytical Study of a Diffusion Process

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Talk at QBM Munich, July 2013



Acknowledgments

Thanks to:

John Delos (College of William & Mary)

Tobias Kramer (Universität Regensburg, Germany)

Manfred Kleber (Technische Universität München, Germany)

Christophe Blondel (Laboratoire Aimé-Cotton, Orsay, France)

John Yukich, Wolfgang Christian (Davidson College)

Jean-Sabin McEwen (Washington State University)

Arnulfo Gonzalez (Texas A&M University)

Alexandros Fragkopoulos (Georgia Institute of Technology)

Prologue: A Jack of Many Trades?

Some of the topics I've dabbled with (and published about) in the past:

- **Foundations of quantum theory:**
Tunneling time problem, uncertainty relations
- **Applied quantum mechanics:**
Scanning Tunneling Microscopy,
Photodetachment process, “atom laser”
- **Semiclassical approximation:**
Quantum Ballistic Motion (QBM!),
Charged-particle waves in electromagnetic fields
- **Statistical physics:**
Persistent random walk, “micromaser,” diffusion problems

A topic I have *not* dabbled specifically with in the past:

- **Biophysics**

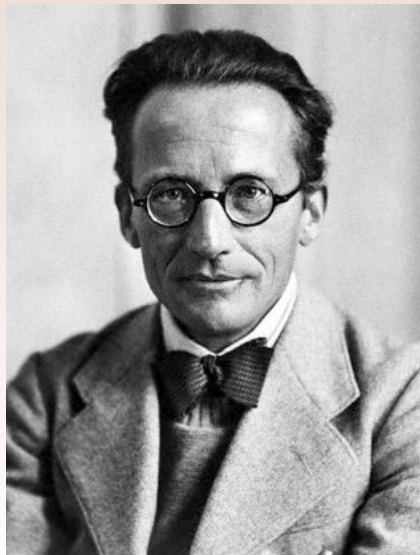
Erwin Schrödinger's Apology

“A scientist is supposed to have a complete and thorough knowledge, at first hand, of *some* subjects, and therefore, is usually expected not to write on any topic of which he is not a master. This is regarded as a matter of *noblesse oblige*. For the present purpose, I beg to renounce the *noblesse* . . .

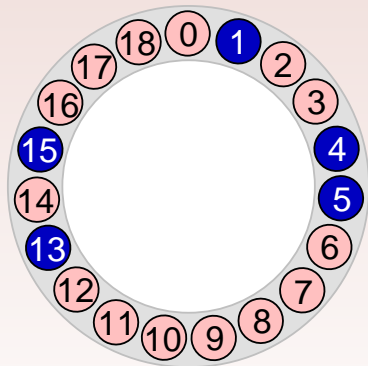
. . . some of us should venture to embark on a synthesis of facts and theories, albeit with second-hand and incomplete knowledge of some of them — and at the risk of making fools of ourselves.

So much for my apology.”

Preface, *What is Life? The Physical Aspect of the Living Cell* (1944).



Diffusion on a Closed Loop — Setup



Circular chain with

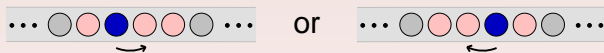
- p equivalent sites, hosting
 - k identical objects.
- (Here, $p = 19$ and $k = 5$.)

Occupation rules:

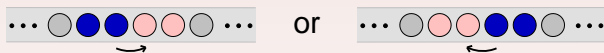
- Sites are occupied or empty.
- Objects cannot share sites.

Diffusion on a Closed Loop — Rules of the Game

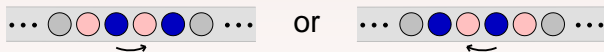
- Objects can “jump” to empty neighboring sites.
- Jump rates depend on occupation of adjacent sites:
 - Motion of isolated objects (rate A)



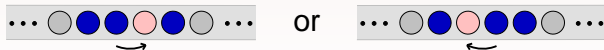
- Separation from a “block” (rate B)



- Fusion of object to “block” (rate C)



- Transfer between “blocks” (rate D)



Diffusion on a Closed Loop — Analysis

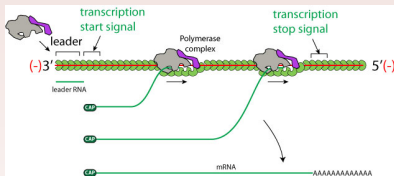
Quantities of interest:

- The “dead” loop: [Equilibrium properties](#)
 - Partition function
 - Pattern averages
- The “alive” loop: [Kinetics](#)
 - Symmetry properties
 - Master equation
 - Numerical approach
 - Sample results

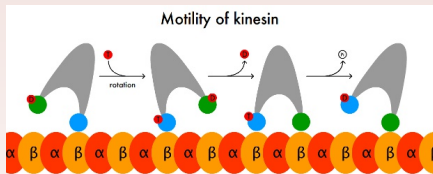
Publication: J.-S. McEwen, S. H. Payne, H. J. Kreuzer, C. Bracher, Int. J. Quant. Chem. **106**, 2889 (2006).

Interlude: A Biological Connection?

Motion along one-dimensional chains is a **common motif** in cell biology:



Transcription of DNA

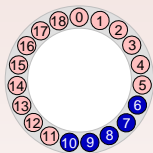


Molecular Motors

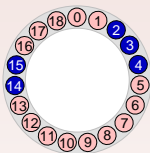
Does interaction between “adsorbates” play a role?

Loop in Equilibrium: Block Numbers

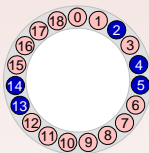
- Block number $m[\mathcal{Z}]$ of a configuration \mathcal{Z} :
Number of contiguous “blocks” of objects in loop



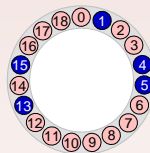
$m = 1$



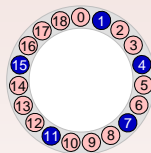
$m = 2$



$m = 3$



$m = 4$



$m = 5$

- Equilibrium average $p_{\text{eq}}[\mathcal{Z}]$ of configuration depends **only** on m !
- m changes in **fusion** and **separation** processes only ($\Delta m = \pm 1$)

Loop in Equilibrium: Partition Function

- Principle of **detailed equilibrium**:

$$\frac{p_{\text{eq}}[\mathcal{Z}']}{p_{\text{eq}}[\mathcal{Z}]} = \left(\frac{B}{C}\right)^{m[\mathcal{Z}'] - m[\mathcal{Z}]}$$

- Number $N[p, k, m]$ of configurations with m blocks:

$$N[p, k, m] = \frac{p(p-k-1)!(k-1)!}{m!(k-m)!(m-1)!(p-k-m)!}$$

- **Partition function** $Z[p, k]$:

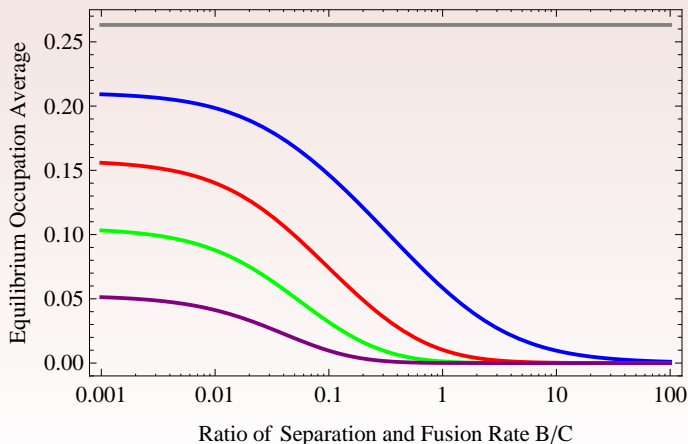
$$Z[p, k] = \sum_{\mathcal{Z}} p_{\text{eq}}[\mathcal{Z}] = \sum_{m=1}^k N[p, k, m] (B/C)^m$$

can be expressed as a **hypergeometric series**:

$$Z[p, k] = \frac{B}{C} \cdot {}_2F_1(1-k, 1-p+k, 2; B/C)$$

Loop in Equilibrium: Correlation Functions

- Correlation functions (pattern averages) follow from $Z[p, k]$
- Example: $\langle \bullet \rangle$, $\langle \bullet \bullet \rangle$, $\langle \bullet \bullet \bullet \rangle$, $\langle \bullet \bullet \bullet \bullet \rangle$, $\langle \bullet \bullet \bullet \bullet \bullet \rangle$ ($p = 19$, $k = 5$)



Kinetics of the Loop: Three Solution Approaches

Now, consider the loop out of equilibrium. Compare three approaches:

- Monte Carlo Simulation
 - + Easy to implement
 - Not systematic, statistical error, interpretation of results?
- Mean Field Methods (Diffusion Equation)
 - + Established method, good for extended, dilute systems
 - Misses correlations between objects
- Diagonalization
 - + Provides exact results
 - Numerically expensive, complexity grows fast with system size
 - + “Borrow” tricks from quantum mechanics

Symmetry and Invariance — A Primer

Some quantum theory in a nutshell:

- Physical state of system is contained in state vector $|\Psi\rangle(t)$
- Time-dependent Schrödinger equation controls state evolution:

$$i\hbar \frac{\partial}{\partial t} |\Psi\rangle(t) = \mathcal{H} |\Psi\rangle(t)$$

$\mathcal{H} = \mathcal{H}^\dagger$ is the Hamilton operator

- A symmetry of the system is represented by a unitary operator $\mathcal{U}^{-1} = \mathcal{U}^\dagger$ that commutes with \mathcal{H} :

$$\mathcal{U}\mathcal{H}\mathcal{U}^\dagger = \mathcal{H}$$

- A symmetry \mathcal{U} induces a decomposition of \mathcal{H} into orthogonal parts:

$$\mathcal{H} = \mathcal{H}_1 \oplus \mathcal{H}_2 \oplus \dots \oplus \mathcal{H}_n$$

(“block-diagonal form”), associated with the eigenspaces of \mathcal{U} .

Physical Symmetries of the Diffusion Problem

Symmetries thus simplify **diagonalization**, i. e., finding the eigenvalues and -states E_ν , $|\Psi_\nu\rangle$ of \mathcal{H} , by splitting \mathcal{H} into smaller, independent parts.

- **Idea**: Use the same principle to solve the diffusion problem!
- Physical symmetries of the diffusion setup:
 - **Rotation** of the pattern by an angle $2\pi/p$ (or a multiple)
 - **Mirror reflection** symmetry
 - Exchange of occupied and empty sites (“**particle-hole symmetry**”)

Classifying Congruent Patterns

Insight (from abstract algebra):

- For prime p , the numbers $0, 1, \dots, p - 1$ form a number field under arithmetics *modulo* p .
- Convenient to choose a prime number of sites p in the loop!

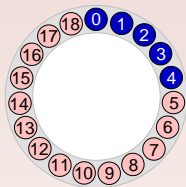
Consequences:

- Every non-trivial rotation of a pattern of k objects yields a congruent, yet distinct pattern.
- Patterns form equivalence classes $\{\mathcal{Z}\}$ with p members each.
- The pattern sum r is a unique identifier of each pattern within a class:

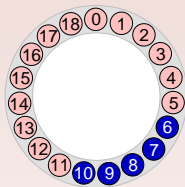
$$r = (\text{sum of occupied site labels}) \mod p$$

(**Note:** None of this holds for composite p .)

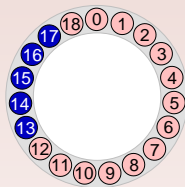
Classifying Congruent Patterns — Example



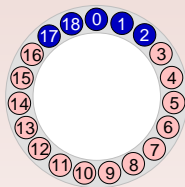
$r = 10$



$r = 2$



$r = 18$



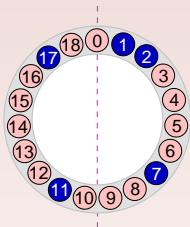
$r = 0$

- **Primitive** pattern with sum $r = 0$ is representative of class.
- Number of distinct primitives:

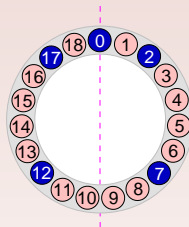
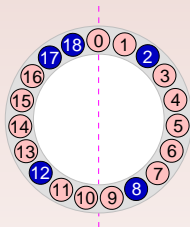
$$n[p, k] = \frac{(p-1)!}{k!(p-k)!}$$

- Straightforward **binary coding scheme**

Mirror Reflection Symmetry



mirror image pair



palindrome

- Pattern sum r changes sign under reflection
- Mirror image of primitive configuration is again primitive:
 - Pairs two different primitives \mathcal{Z} and \mathcal{Z}' , or
 - has inherent reflection symmetry (**palindromic** configuration)

Rate Matrices and Master Equation

As objects jump into adjacent sites, their configuration $[\mathcal{Z}|r]$ changes.

- A pattern \mathcal{Z} with block number m permits m possible jumps in (counter-)clockwise direction.
- Jump changes the pattern sum r by ± 1
- Jumps target distinct primitive configurations \mathcal{Y} :
Set up **rate matrices** $\mathbf{R}_{\circ}[\mathcal{Y}, \mathcal{Z}]$, $\mathbf{R}_{\circ}[\mathcal{Y}, \mathcal{Z}]$

Occupation of a particular configuration $\langle [\mathcal{Z}|r] \rangle$ changes through:

- loss due to jumps leaving \mathcal{Z} :

$$R[\mathcal{Z}] = \sum_{\mathcal{Y}} (\mathbf{R}_{\circ}[\mathcal{Y}, \mathcal{Z}] + \mathbf{R}_{\circ}[\mathcal{Y}, \mathcal{Z}])$$

- gain through jumps from accessible configurations $[\mathcal{Y}|r \pm 1]$.

Rate Matrices and Master Equation

Master equation: Rate equation for occupation probability

$$\begin{aligned} \frac{d}{dt} \langle [\mathcal{Z}|r] \rangle (t) = & -R[\mathcal{Z}] \langle [\mathcal{Z}|r] \rangle (t) \\ & + \sum_{\mathcal{Y}} R_{\circ}[\mathcal{Z}, \mathcal{Y}] \langle [\mathcal{Y}|r-1] \rangle (t) + \sum_{\mathcal{Y}} R_{\circ}[\mathcal{Z}, \mathcal{Y}] \langle [\mathcal{Y}|r+1] \rangle (t) \end{aligned}$$

Vector-matrix form:

- Collect $\langle [\mathcal{Z}|r] \rangle$ into **state vector** $\mathbf{P}(t)$ of probabilities,
- Arrange jumping rates $R_{\circ}[\mathcal{Y}, \mathcal{Z}]$, $R_{\circ}[\mathcal{Y}, \mathcal{Z}]$ into **transition matrix** \mathcal{A} :

$$\frac{d}{dt} \mathbf{P}(t) = \mathcal{A} \mathbf{P}(t)$$

- Formally similar to TDSE!

Reciprocal Space Patterns

Idea: Use rotational symmetry to simplify the master equation.

- Rotation of pattern $[\mathcal{Z}|r]$ changes pattern sum by fixed offset
- Define **reciprocal space** patterns via **discrete Fourier transformation**:

$$(\mathcal{Z}|q) = \frac{1}{p} \sum_{r=0}^{p-1} e^{-2\pi i q r / p} [\mathcal{Z}|r]$$
$$[\mathcal{Z}|r] = \sum_{q=0}^{p-1} e^{2\pi i q r / p} (\mathcal{Z}|q)$$

- Reciprocal space patterns $(\mathcal{Z}|q)$ are **eigenstates under rotations**
- Akin to angular momentum eigenstates in quantum mechanics, reciprocal space in solid state physics

Solution in Reciprocal Space

Master equation **decouples** into p independent equations:

$$\frac{d}{dt} \langle (\mathcal{Z}|q) \rangle (t) = \sum_{\mathcal{Y}} \mathcal{R}_q[\mathcal{Z}, \mathcal{Y}] \langle (\mathcal{Y}|q) \rangle (t)$$

with **reciprocal rate matrix** elements:

$$\mathcal{R}_q[\mathcal{Z}, \mathcal{Y}] = -R[\mathcal{Z}] + e^{-2\pi i q/p} R_{\odot}[\mathcal{Z}, \mathcal{Y}] + e^{2\pi i q/p} R_{\ominus}[\mathcal{Z}, \mathcal{Y}]$$

- Note: $\mathcal{R}_q[\mathcal{Z}, \mathcal{Y}] = \mathcal{R}_{p-q}[\mathcal{Z}, \mathcal{Y}]^*$
- Rate matrix $\mathcal{R}_q[\mathcal{Z}, \mathcal{Y}]$ is easily transformed into hermitian operator
- Diagonalize matrix using standard methods (QM!)
- Solution is **superposition of exponentially decaying modes**, decay rates $\lambda_{\nu}(q)$ are **eigenvalues** of rate matrices.

Diffusion on a Circle: 5 Objects on 19 Sites

Example: $k = 5$ objects, $p = 19$ sites

- Complexity of the problem:

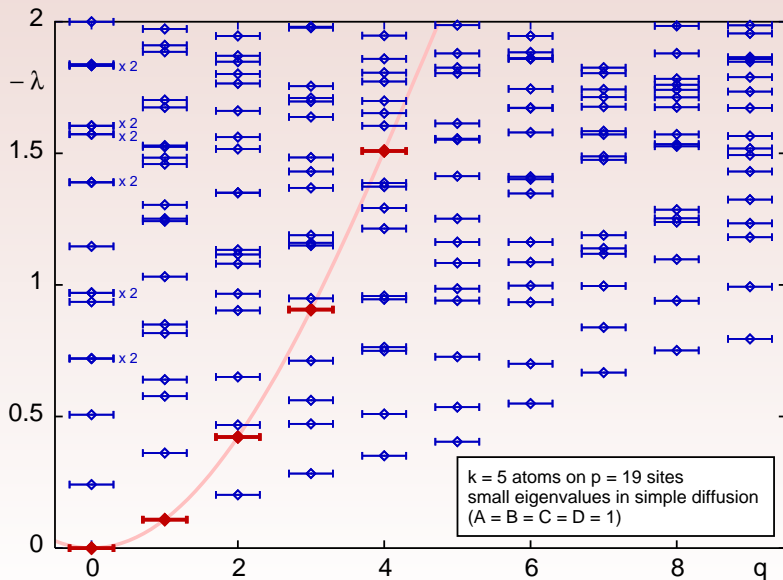
- Number of distinct configurations: $N = \binom{19}{5} = 11,628$
- Number of primitive patterns: $N_p = N/p = 612$
(288 mirror image pairs + 36 palindromes)
- Primitive patterns \mathcal{Z} by number of blocks m :

m	1	2	3	4	5
$N[p, k, m]$	1	26	156	286	143

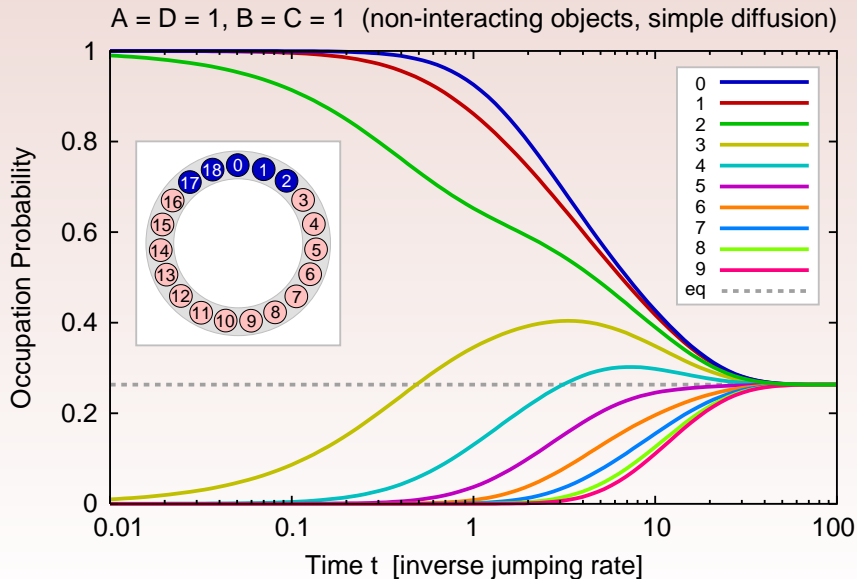
- Numerical expense:

- Find primitive patterns \mathcal{Z} , set up rate matrices $\mathbf{R}[\mathcal{Z}, \mathcal{Z}']$
- Spectral decomposition of hermitian 612×612 matrices for each momentum subspace $q = 0, 1, 2, \dots, 9$
- Execution time < 1 min on my laptop (Core i5 processor)

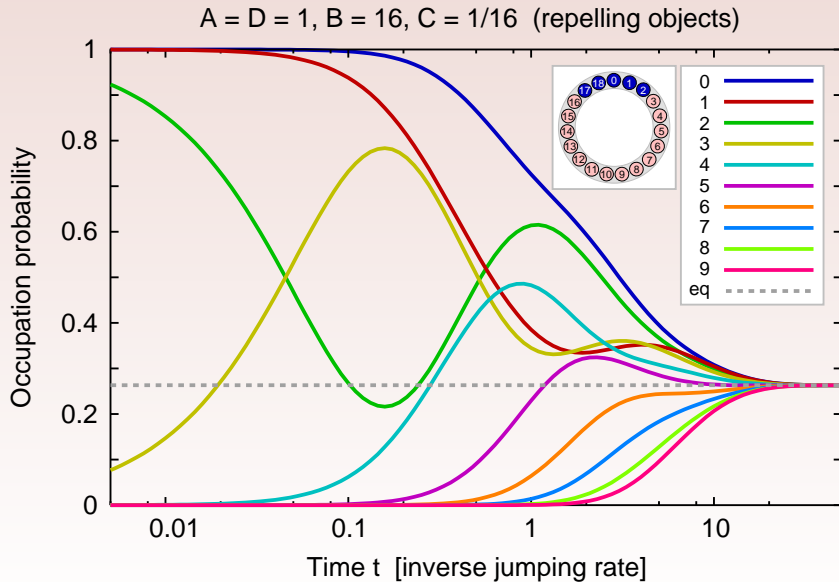
Diffusion on a Circle: 5 Objects on 19 Sites



Diffusion on a Circle: 5 Objects on 19 Sites

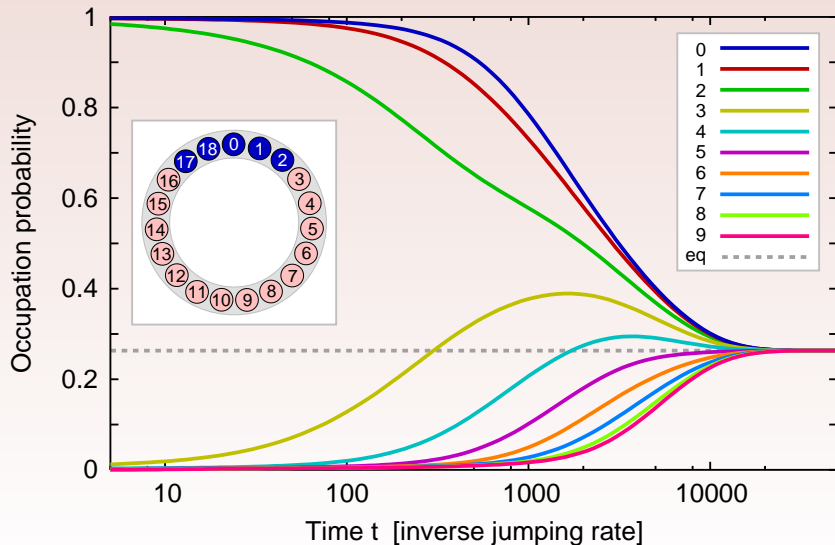


Diffusion on a Circle: 5 Objects on 19 Sites

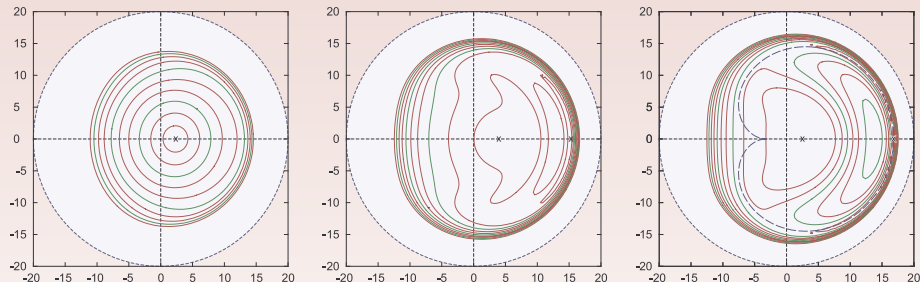


Diffusion on a Circle: 5 Objects on 19 Sites

$A = D = 1$, $B = 1/16$, $C = 16$ (sticky objects)



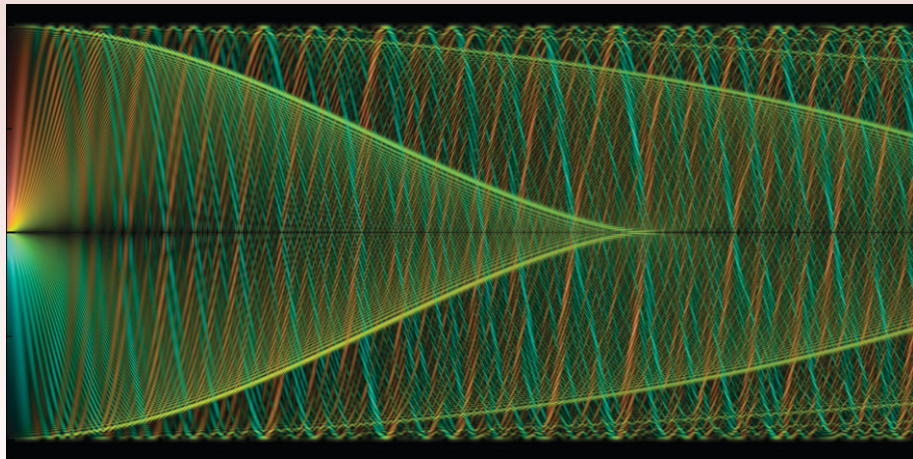
Outlook: Persistent Random Walk



- Persistent random walk in two dimensions
- Interpretation: Simple polymer model
- Shown: Curves of constant entropic force for increasing joint stiffness

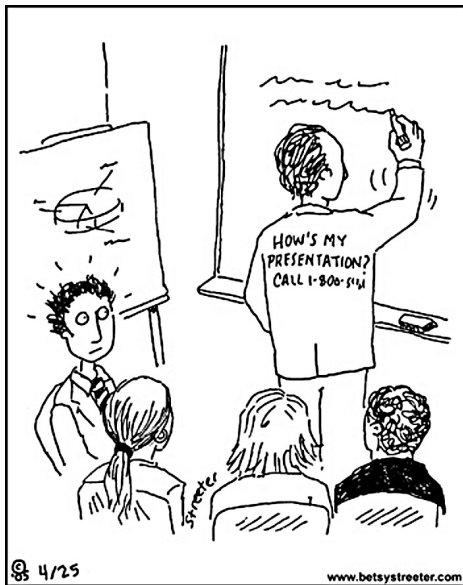
Publication: C. Bracher, Physica A **331**, 448 (2004).

Outlook: Electron Source in a Uniform Magnetic Field



Publication: C. Bracher, A. Gonzalez, Phys. Rev. A **86**, 022715 (2012).

(See also: [APS Wall Calendar 2013.](#))



THANK YOU!

(Questions? Just ask!)