## Assignment 1 plots:

Code can be found in the appendix section of this document:

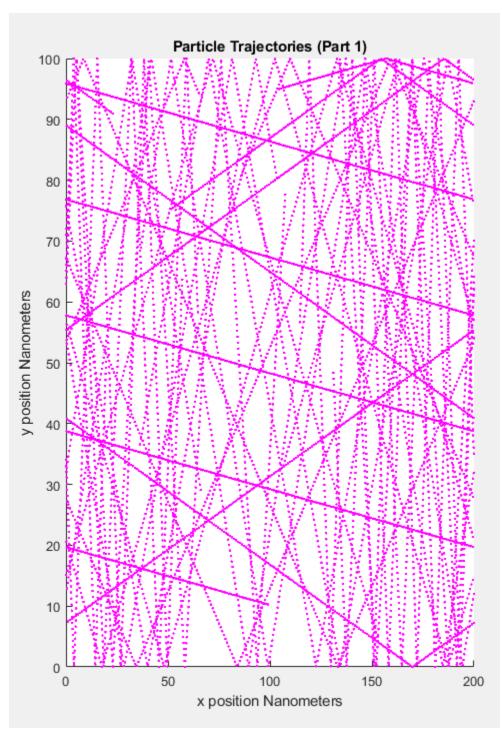


Figure 1: Particle trajectory without bottlenecks implemented

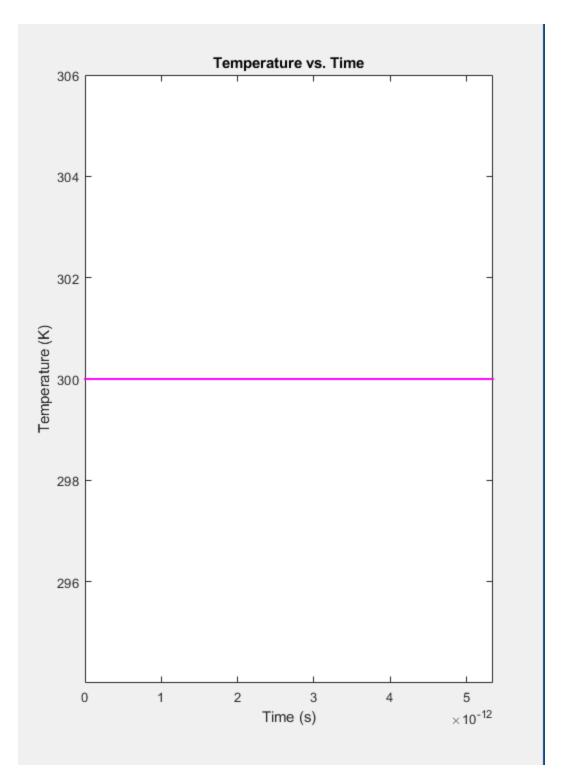


Figure 2: Temperature vs time

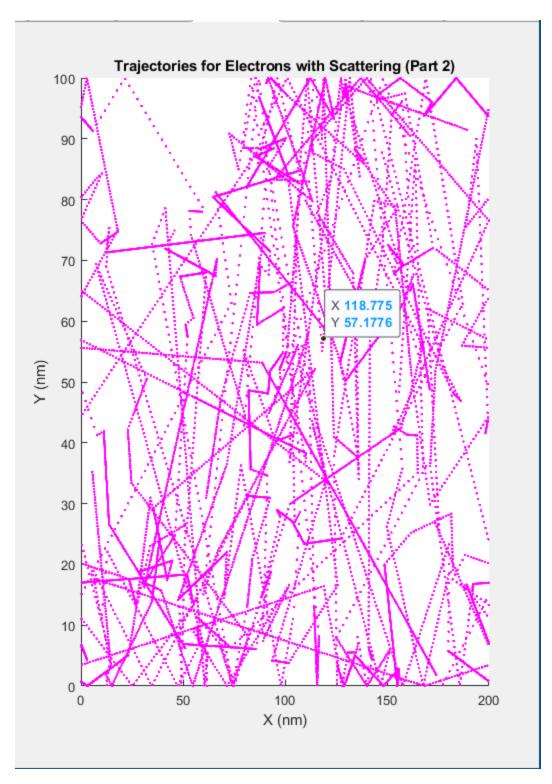


Figure 3: Particle trajectory with scattering

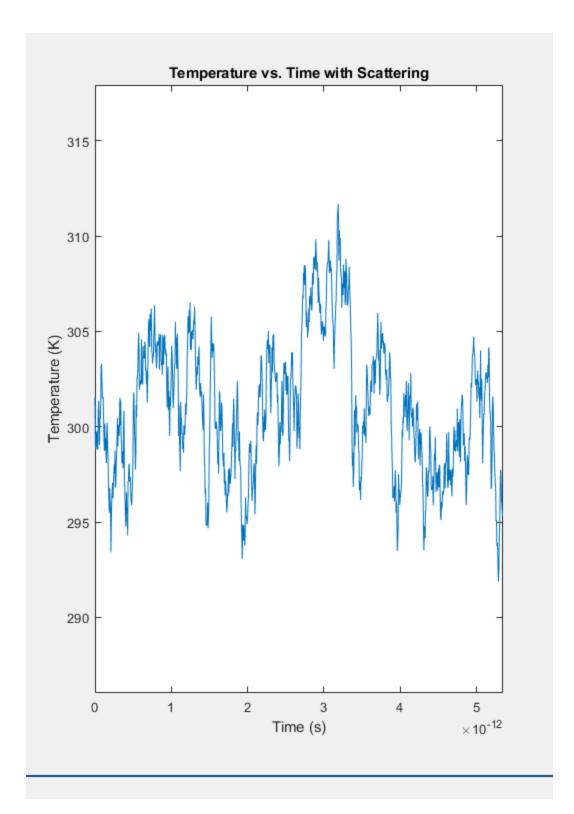


Figure 4: Average temperature vs time with scattering

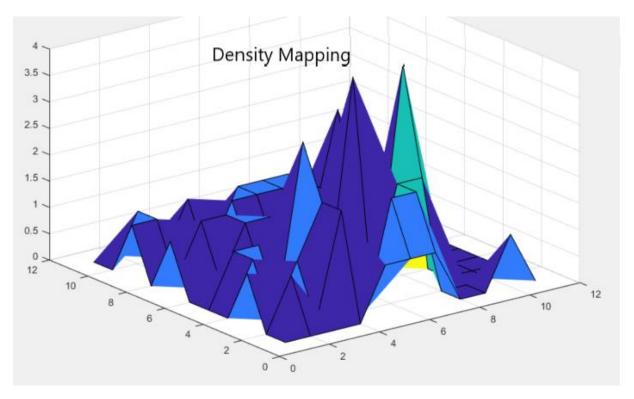


Figure 5: Density mapping

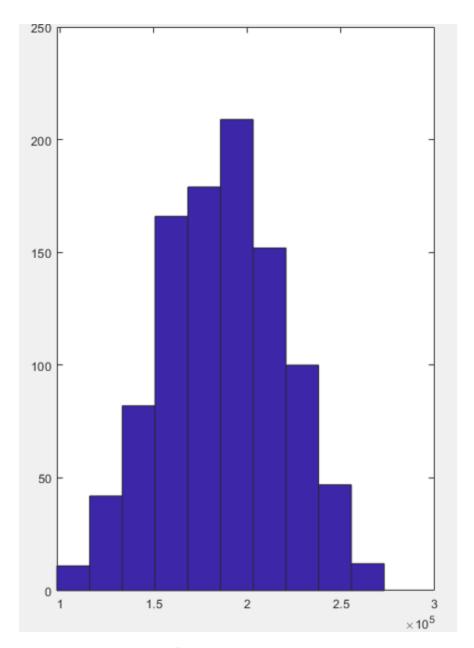


Figure 6: Histogram plot of particle velocity with a 1000 particles

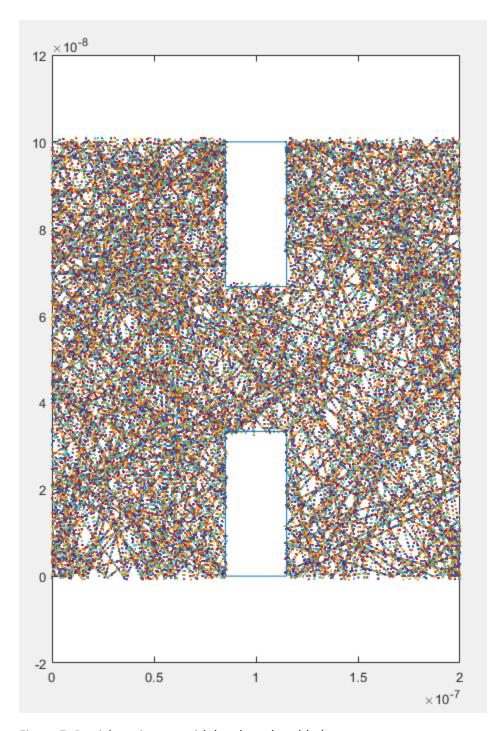


Figure 7: Particle trajectory with bottlenecks added

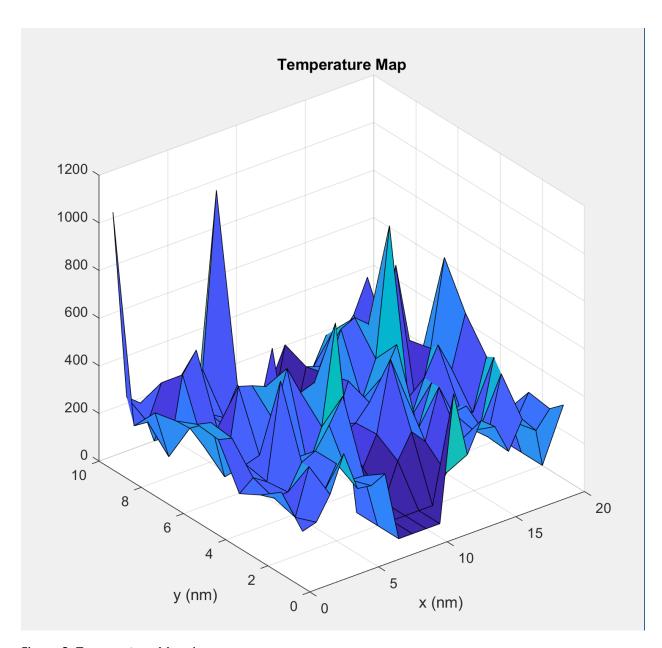


Figure 8: Temperature Mapping

## **Appendix:**

```
clc
clear
clearvars
set(0,'DefaultFigureWindowStyle','docked')
% Name:Jarikre Efe Jeffery
% Student Number: 101008461
m0 = 9.10938215e-31;
effective_m = 0.26 * m0;
Temperature = 300;
q = 1.60217653e-19;
h = 1.054571596e-34;
h = h * 2 * pi;
```

```
boltz c = 1.3806504e-23;
permittivity = 8.854187817e-12;
u permittivity = 1.2566370614e-6;
c = 299792458;
gravity = 9.80665;
am = 1.66053892e-27;
Thermal v = sqrt((boltz c * 300) / effective m);
Standard deviation = Thermal v/(sqrt(2));
delta t = 7.5 * 10 ^ -15;
array 1 = zeros(1, 1000);
tmp_arary_1 = (1:1:1000);
show m = 300;
wid x = 200 * 10 ^ -9;
len_x = 100 * 10 ^ -9;
size_particles = 50;
tmn = 0.2 * 10 ^ -12;
x_pos = rand(1, size_particles) .* wid_x;
y_pos = rand(1, size_particles) .* len x;
Theta = rand(1, size particles) *2*pi;
x vel = randn(1, size particles) .*Standard deviation;
y_vel = randn(1, size_particles) .*Standard deviation;
inbox1 = true;
while inbox1 == true
    inbox = ((x pos \le (1.30 * wid x/2)) & (x pos >= (0.90 * wid x/2))) &
((y pos < (len x/3)) | y pos >= (2*len x/3)));
    if (sum(inbox) > 0)
        x pos(inbox) = rand(1, sum(inbox)) .* wid_x;
        y_pos(inbox) = rand(1, sum(inbox)) .* len x;
        inbox1 = false;
    end
end
for i = 1:1000
    x \text{ old} = x \text{ pos};
    x pos = x old + delta t*x vel;
    y old = y pos;
    y pos = y_old + delta_t*y_vel;
    j1 = (y pos >= len x);
    j2 = (y_pos < 0);
    y \text{ vel(j1)} = -y \text{ vel(j1)};
    y \text{ vel(j2)} = -y \text{ vel(j2)};
    j3 = ((x pos) >= wid x);
    j4 = ((x pos) < 0); %
    x \text{ old}(j3) = x \text{ old}(j3) - \text{wid } x;
    x pos(j3) = x pos(j3) - wid x;
    x \text{ old}(j4) = x \text{ old}(j4) + \text{wid } x;
    x pos(j4) = x pos(j4) + wid x;
    inbox = ((x pos \le (1.30 * wid x/2)) & (x pos >= (0.90 * wid x/2))) &
((y pos < (len x/3)) | y pos >= (2*len x/3)));
    middle = ((x old <= (1.30 * wid x/2) & (x old >= (0.90 * wid x/2))) &
((y \text{ old} > (len x/3)) \& y \text{ old} \le (2*len x/3)));
```

```
plot (x pos, y pos, 'r.');
    pause (0.05)
    hold on
    line([0.90*wid x/2 0.90*wid x/2], [len x 2*len x/3]);
    line([1.30*wid x/2 1.30*wid x/2], [len x 2*len x/3]);
    line([0.90*wid x/2 1.30*wid x/2], [len x len x]);
    line([0.90*wid x/2 1.30*wid x/2], [2*len x/3 2*len x/3]);
    line([0.90*wid x/2 0.90*wid x/2], [0 len x/3]);
    line([1.30*wid x/2 1.30*wid x/2], [0 len x/3]);
    line([0.90*wid x/2 1.30*wid x/2], [0 0]);
    line([0.90*wid x/2 1.30*wid x/2], [len x/3 len x/3]);
    vrms = sqrt ((x vel.^2) + (y vel.^2));
    x \text{ vel(inbox&(~middle))} = -x \text{ vel(inbox&(~middle))};
    y vel(inbox&middle) = -y_vel(inbox&middle);
    meanfreetime = (Thermal v * q)/200;
    meanfreepath = mean(vrms) * meanfreetime;
    vrms = sqrt ((x vel.^2) + (y vel.^2));
    show m = (sqrt (2) * (mean(vrms)^2) * effective m )/boltz c;
    array 1 (1,i) = \text{show m};
    [x mesh, y mesh] = meshgrid(0:(wid x/10):wid x, 0:(len x/10):len x);
    electron mat = zeros(11, 11);
    temperture mat = zeros(11, 11);
    numelec t = 0;
    t vel = 0;
    for j = 1:10
        efx_min = x_mesh(1, j);
        efx_max = x_mesh(1,j+1);
        for k = 1:10
            efy_min = y_mesh(k, 1);
            efy max = y mesh(k+1, 1);
            for m = 1:size particles
                if((x pos(m) > efx min) && (x pos(m) < efx max) && ((y pos(m)))
> efy min) && y pos(m) < efy max))</pre>
                    numelec t = numelec t + 1;
                     electron mat(j, k) = electron mat(j, j) + 1;
                     t_vel = t_vel + sqrt((x vel(m) .^ 2) + (x vel(m) .^ 2));
                     temperture mat(j, k) = ((sqrt(2)*(t vel/numelec t) ^ 2) *
effective m) / boltz c;
                end
            end
            t vel = 0;
            numelec t = 0;
        end
    end
end
fprintf("The Mean Free Time is = %f\n", meanfreetime);
fprintf("The Mean Free Path is = %f\n", meanfreepath);
figure (1)
title(["Average temperature value = " num2str(show m)]);
xlabel("particle on x axis");
ylabel("particle on y axis");
```

```
figure (2)
plot(tmp arary 1, array 1);
title('Temperature across Time');
ylabel('Temperature');
xlabel('Time');
hold on
figure (3); histogram (vrms, 15);
title('Histogram of Thermal Velocities');
xlabel("Xlable");
ylabel("Ylable");
figure(4); surf(electron mat);
title('Density Mapping');
xlabel("Xlable");
ylabel("Ylable");
figure(5); surf(temperture mat);
title('Temperature Mapping');
xlabel("Xlable");
ylabel("Ylable");
clc
clear
clearvars
set(0,'DefaultFigureWindowStyle','docked')
particles = 1000;
global C X Y
C.q 0 = 1.60217653e-19;
C.hb = 1.054571596e-34;
C.h = C.hb * 2 * pi;
C.m 0 = 9.10938215e-31;
C.kb = 1.3806504e-23;
C.eps 0 = 8.854187817e-12;
C.mu \overline{0} = 1.2566370614e-6;
C.c = 299792458;
C.g = 9.80665;
C.m n = 0.26*C.m 0;
region x = 200e-9;
region y = 100e-9;
step size = 1e-9;
timestep = 1000;
T = 300;
v th = sqrt(2*C.kb*T/C.m n);
v_change = step_size/v_th;
MT C = 0.2e-12;
X = rand(2, particles);
Y = rand(1, particles);
X \text{ position}(1,:) = X(1,:) * region x;
Y position(1,:) = Y(1,:) * region y;
check X left = X position > 0.8e-7;
check X right = X position < 1.2e-7;</pre>
check X = check X left & check X right;
check top = Y position > 0.6e-7;
check bottom = Y position < 0.4e-7;
box top = check top & check X;
```

```
box bottom = check bottom & check X;
IN A BOX = box top | box bottom;
while (sum(IN A BOX) > 0)
    temp x = rand(1, sum(IN A BOX));
    temp y = rand(1, sum(IN A BOX));
    X position(IN A BOX) = temp x*region x;
    Y position(IN A BOX) = temp y*region y;
    check X left = X position > 0.8e-7;
    check X right = X position < 1.2e-7;</pre>
    check X = check X left & check X right;
    check top = Y position > 0.6e-7;
    check_bottom = Y_position < 0.4e-7;</pre>
    box top = check top & check X;
    box bottom = check_bottom & check_X;
    IN A BOX = box top | box bottom;
end
angle(1,:) = X(2,:)*2*pi;
sigma = sqrt(C.kb*T/C.m n)/4;
max boltz dist = makedist('Normal', v th, sigma);
velocity = random(max boltz dist,1,particles);
figure(6)
hist(velocity)
title('Particle Velocity Histogram')
X velocity = v change*velocity(1,:).*cos(angle(1,:));
Y velocity = v change*velocity(1,:).*sin(angle(1,:));
PSCAT = 1 - \exp(-v \text{ change/MT C});
mfp vec = zeros(1,particles);
clc
clear
clearvars
set(0, 'DefaultFigureWindowStyle', 'docked')
K = 1.3806e-23;
m = 0.26*9.1093e-31;
x = 200e-9*rand(1000,1);
y = 100e-9*rand(1000,1);
yboundSpecular = true;
xboundSpecular = true;
boxSpecular = true;
inbox1 = x > 80e-9 \& x < 120e-9 \& y > 60e-9;
inbox2 = x > 80e-9 & x < 120e-9 & y < 40e-9;
x(inbox1) = x(inbox1) + ((rand() > 0.5)*2 - 1)*40e-9*rand(size(x(inbox1)));
x(inbox2) = x(inbox2) + ((rand() > 0.5)*2 - 1)*40e-9*rand(size(x(inbox2)));
y(inbox1) = y(inbox1) - 0.2*rand(size(y(inbox1)));
y(inbox2) = y(inbox2) + 0.2*rand(size(y(inbox2)));
T = 300;
vth = sqrt(2*K*T/m);
std = sqrt(K*T/m);
Vx = normrnd(0, std, [1000, 1]);
```

```
Vy = normrnd(0, std, [1000, 1]);
V = sqrt(Vx.^2 + Vy.^2);
Tplot = zeros(1000,1);
figure(1)
histogram(V);
dt = 0.5e-14;
xold = x;
yold = y;
for i =1:400
    %Defines the boundaries of the simulation as well as the boxes
    yboundTop = y > 100e-9;
    yboundBottom = y < 0;
    inbox1 = x >= 80e-9 & x <= 120e-9 & y >= 60e-9;
    inbox2 = x >= 80e-9 & x <= 120e-9 & y <= 40e-9;
    xboundRight = x > 200e-9;
    xboundLeft = x < 0;
    if xboundSpecular
        Vx(xboundRight | xboundLeft) = - Vx(xboundRight | xboundLeft);
    else
        theta = pi*rand();
        Vx(xboundRight | xboundLeft) = V(xboundRight |
xboundLeft) *cos(theta);
        Vy(xboundRight | xboundLeft) = V(xboundRight |
xboundLeft) *sin(theta);
    end
    %Reflection off of y boundary
    if yboundSpecular
        Vy(yboundTop | yboundBottom) = -Vy(yboundTop | yboundBottom);
    else
        theta = pi*rand();
        Vy(yboundTop | yboundBottom) = V(yboundTop |
yboundBottom) *cos(theta);
        Vx(yboundTop | yboundBottom) = V(yboundTop |
yboundBottom) *sin(theta);
    end
    if boxSpecular
        Vx(inbox1 \& yold >= 60e-9) = -Vx(inbox1 \& yold >= 60e-9);
        Vx(inbox2 \& yold <= 40e-9) = -Vx(inbox2 \& yold <= 40e-9);
        Vy(inbox1 \& yold \le 60e-9) = -Vy(inbox1 \& yold \le 60e-9);
        Vy(inbox2 \& yold >= 40e-9) = -Vy(inbox2 \& yold >= 40e-9);
    else
        theta = pi*rand();
        Vx(inbox1 \& yold >= 60e-9) = V(inbox1 \& yold >= 60e-9)*cos(theta);
        Vx(inbox2 \& yold \le 40e-9) = V(inbox2 \& yold \le 40e-9)*cos(theta);
        Vy(inbox1 \& yold >= 60e-9) = V(inbox1 \& yold >= 60e-9)*sin(theta);
        Vy(inbox2 \& yold \le 40e-9) = V(inbox2 \& yold \le 40e-9)*sin(theta);
        Vy(inbox1 \& yold \le 60e-9) = V(inbox1 \& yold \le 60e-9)*cos(theta);
        Vy(inbox2 \& yold >= 40e-9) = V(inbox2 \& yold >= 40e-9)*cos(theta);
        Vx(inbox1 \& yold \le 60e-9) = V(inbox1 \& yold \le 60e-9)*sin(theta);
        Vx(inbox2 \& yold >= 40e-9) = V(inbox2 \& yold >= 40e-9)*sin(theta);
```

```
end
    y(yboundTop) = 100e-9;
    y(yboundBottom) = 0;
    x(xboundRight) = 200e-9;
    x(xboundLeft) = 0;
    x(inbox1 \& yold >= 60e-9 \& x <= 100e-9) = 80e-9;
    x(inbox1 \& yold >= 60e-9 \& x > 100e-9) = 120e-9;
    x(inbox2 \& yold \le 40e-9 \& x \le 100e-9) = 80e-9;
    x(inbox2 \& yold \le 40e-9 \& x >= 100e-9) = 120e-9;
    y(inbox1 \& yold <= 60e-9) = 60e-9;
    y(inbox2 \& yold >= 60e-9) = 40e-9;
    xold = x;
    yold = y;
    x = x + Vx*dt;
    y = y + Vy*dt;
    scatter = rand(1000,1) < (1 - \exp(-dt/0.2e-12));
    Vx(scatter) = normrnd(0, std, size(Vx(scatter)));
    Vy(scatter) = normrnd(0, std, size(Vy(scatter)));
    xplot = transpose([xold(1:20) x(1:20)]);
    yplot = transpose([yold(1:20) y(1:20)]);
    Tplot(i) = (1/(2*K))*mean(Vx.^2 + Vy.^2)*m;
    xlim([0 200e-9])
    ylim([0 100e-9])
    drawnow
end
temp sum x = zeros(20,10);
temp_sum_y = zeros(20,10);
temp_num = zeros(20,10);
for i=1:1000
x1 = floor(x(i)/1e-8);
y1 = floor(y(i)/1e-8);
 if(x1 \le 0)
x1 = 1;
 end
 if (y1<=0)</pre>
 y1 = 1;
 end
 if (y1>100)
     y1 = 100;
 if(x1>200)
     x1=200;
 end
 temp sum y(x1,y1) = temp sum y(x1,y1) + Vy(i).^2;
 temp sum x(x1,y1) = temp sum x(x1,y1) + Vx(i).^2;
 temp num(x1,y1) = temp num(x1,y1) + 1;
end
temp = (\text{temp sum } x + \text{temp sum } y).*m./K./2./\text{temp num};
temp(isnan(temp)) = 0;
temp = transpose(temp);
```

```
figure(7)
surf(temp)
title('Temperature Map');
xlabel('x (nm)');
ylabel('y (nm)');
```