

CO20: The Boltzmann Distribution

F. I. Giasemis
Keble College, University of Oxford

November 2016

Abstract

The aim of this project is to get an insight into the statistical nature of the *Boltzmann distribution*. Firstly, we used a specific process to illustrate that the distribution of energies is such that the number of microstates Ω is maximized. After that, we visualized how the process modifies the distribution of energies after each iteration and finally we created a GIF animation of it.

1 Introduction

1.1 The Boltzmann distribution

In statistical mechanics, a Boltzmann distribution is a probability distribution of particles in a system over various possible states. The distribution is expressed in the form

$$F(state) \propto e^{-\frac{E}{kT}} \quad (1)$$

where E is the state energy, k is Boltzmann's constant and T is the thermodynamic temperature. It gives the probability that a system will be in a certain state as a function of that state's energy and the temperature of the system.^[3] It is given by :

$$P_i = \frac{e^{-\frac{\epsilon_i}{kT}}}{\sum_{j=1}^N e^{-\frac{\epsilon_j}{kT}}} \quad (2)$$

where P_i is the probability of state i , ϵ_i the energy of state i , k the Boltzmann constant, T the temperature of the system and N is the number of states accessible to the system.^[3]

Because of this, the Boltzmann distribution can be used to solve a very wide variety of problems. The distribution shows that states with lower energy will always have a higher probability of being occupied than the states with higher energy.^[2]

1.2 Useful definitions

- Macrostate: The macrostate of a system refers to its macroscopic properties, such as its temperature, pressure, volume and density.
- Microstate: A microstate is a specific microscopic configuration of a thermodynamic system that the system may occupy with a certain probability in the course of its thermal fluctuations.^[4]
- Often, the number of different microstates a system can be in, is denoted by Ω .

2 A first approach

To illustrate the statistical nature of the Boltzmann distribution, we will play a game in which quanta of energy are distributed in a lattice. We choose a lattice of 400 sites, arranged for convenience on a 20×20 grid.^[1] The initial arrangement is shown in Fig. 1.

```
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
```

Figure 1: In the initial state, one quantum is placed on each site.^[1]

We now choose a site at random and remove the quantum from that site and place it on a second, randomly chosen site. This redistribution process is repeated many times. The Matlab code for this process is the following:

```
1 %Boltzmann dist
2 %Fotios Ioannis Giasemis
3
4 N=input('N='); %dimension of square matrix; here we set N=20
5 M=N; %square matrix
6 Z=input('Iterations='); %number of iterations of the process
7
8 A=ones(N,M); %matrix: initial configuration
9
10 for i=1:Z;
11
12     X=randi(N); Y=randi(M); %pick two random integers -> random cell
13
14     while A(X,Y)<=0 %make sure the energy E is not zero or less
15         X=randi(N); Y=randi(M);
16     end
17
18     A(X,Y)=A(X,Y)-1; %extract one quantum
19
20     X=randi(N); Y=randi(M); %pick a second random cell
21
22     A(X,Y)=A(X,Y)+1; %add one quantum
23
24 end
25
26 histogram(A)
27
```

```
28 clc; clear;
```

The result is shown in Fig. 2. The histogram describing this looks very much like a Boltzmann distribution.

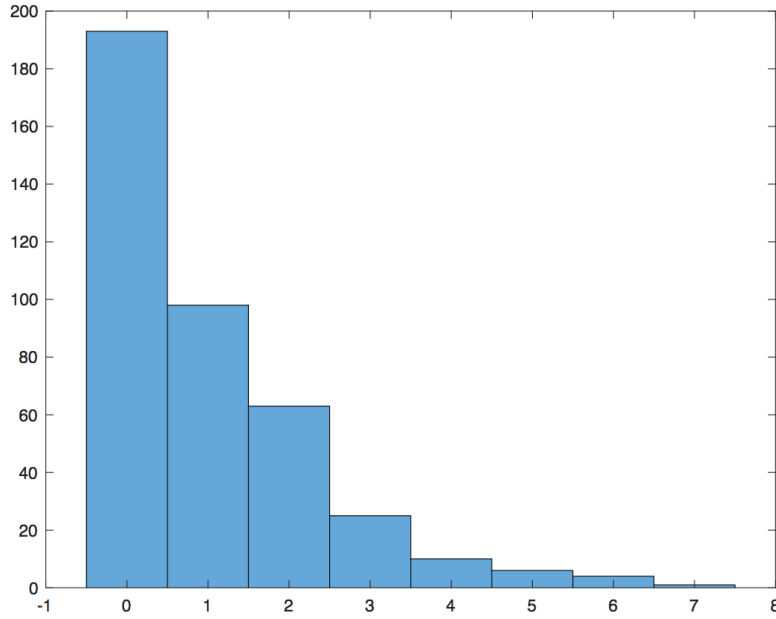


Figure 2: *histogram(A)* for N=20 and 1000 iterations (i.e. $Z = 1000$)

The initial distribution shown in Fig. 1 gives an equal amount of energy to every site. It is however very statistically unlikely because it is associated with only a single microstate, i.e. $\Omega = 1$. There are many more microstates associated with other macrostates. For example, the state obtained after a single iteration, is much more likely, since there are 400 ways to choose the site from which a quantum has been removed, and then 399 ways to choose the site to which a quantum is added; hence $\Omega = 400 \times 399 = 19600$, and that is for only one iteration. For 1000 iterations the value of Ω becomes enormous. The Boltzmann distribution is simply a matter of probability.

3 Visualizing the process

In this section, we will modify our Matlab code in order to be able to visualize the process. We are interested to see how the *histogram(A)* evolves over the number of iterations.

```
1 %Boltzmann dist
2 %Visualization
3 %Fotios Ioannis Giasemis
4
5 N=input('N=');
6 M=N;
7 Z=input('Iterations=');
8
9 A=ones(N,M);
10
11 for i=1:Z;
12     X=randi(N); Y=randi(M);
13
14     while A(X,Y)<=0
15
```

```

16     X=randi(N); Y=randi(M);
17     end
18
19     A(X,Y)=A(X,Y) -1;
20
21     X=randi(N); Y=randi(M);
22     A(X,Y)=A(X,Y) +1;
23
24     histogram(A)
25     xlim([-0.5 10]) %fix the limits of the axes
26     ylim([0 N*M]) %we know that y cannot be larger than NM
27     pause(.0001) %stop the process for a small interval of time
28 end
29
30 histogram(A)
31 xlim([-0.5 10])
32 ylim([0 N*M])
33 clc; clear

```

4 Creating an animated GIF

Finally, we will we modify our code again: we want our program to save the figure of *histogram(A)* in the "current folder" for each iteration of the process.

```

1 %Boltzmann dist
2 %Visualization
3 %GIF
4 %Fotios Ioannis Giasemis
5
6 N=input('N=');
7 M=N;
8 Z=input('Iterations=');
9
10 A=ones(N,M);
11
12 for i=1:Z;
13
14     X=randi(N); Y=randi(M);
15
16     while A(X,Y)<=0
17         X=randi(N); Y=randi(M);
18     end
19
20     A(X,Y)=A(X,Y) -1;
21
22     X=randi(N); Y=randi(M);
23     A(X,Y)=A(X,Y) +1;
24
25     fig=figure %name the figure
26     histogram(A)
27     xlim([-0.5 10])
28     ylim([0 N*M])
29
30     %in order to save space, repeat every 10 iterations
31     if mod(i,10)==0 | i==1

```

```

32     saveas(fig, sprintf('FIG%d.png', i)) %save "fig"
33 end
34
35 close
36 end
37
38 histogram(A)
39 xlim([-0.5 10])
40 ylim([0 N*M])
41 clc; clear

```

After running our program, PicGIF Lite^[5] was used to create the animated GIF with FPS=20 and size 640×400 pixel.

The result can be found here: <https://1drv.ms/i/s!AlgNQmhpzzNPh6dfqURZChQL01aGFA>.

5 Conclusion

In the case that we have studied, we set $N = 20$ (i.e. 20×20 square matrix), which is a pretty small number compared to thermodynamical scales. Nevertheless, the result we got in Fig. 2, was obviously resembling a Boltzmann distribution. The result is even better for $N = 100$ and $Z = 10^6$ (iterations).

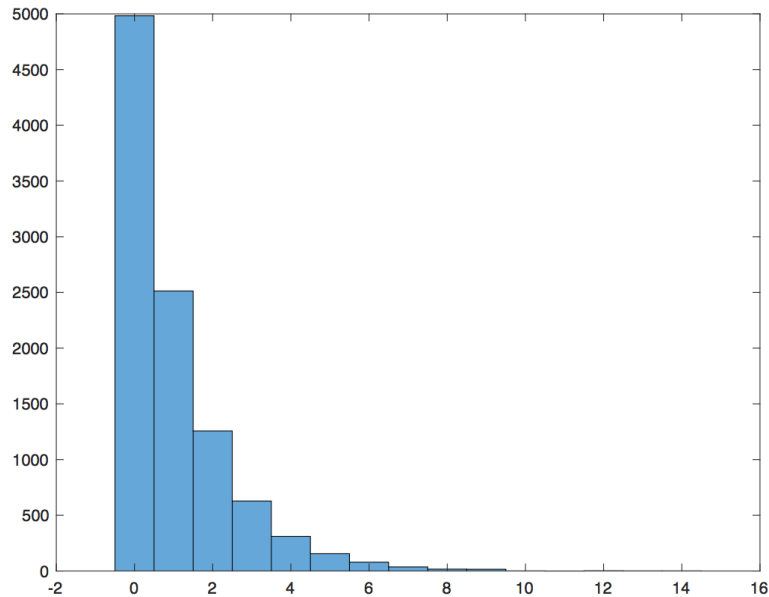


Figure 3: $histogram(A)$ for $N = 20$ and $Z = 10^6$

In thermodynamical scales, the Boltzmann distribution proves to be a major rule describing how the *world* works.

6 References

- [1] Stephen J. Blundell and Katherine M. Blundell, Concepts in Thermal Physics, 2nd edition, Oxford University Press.
- [2] Atkins, P. W. (2010) Quanta, W. H. Freeman and Company, New York.
- [3] https://en.wikipedia.org/wiki/Boltzmann_distribution
- [4] [https://en.wikipedia.org/wiki/Microstate_\(statistical_mechanics\)](https://en.wikipedia.org/wiki/Microstate_(statistical_mechanics))
- [5] <https://itunes.apple.com/gb/app/picgif-lite/id844918735?mt=12>