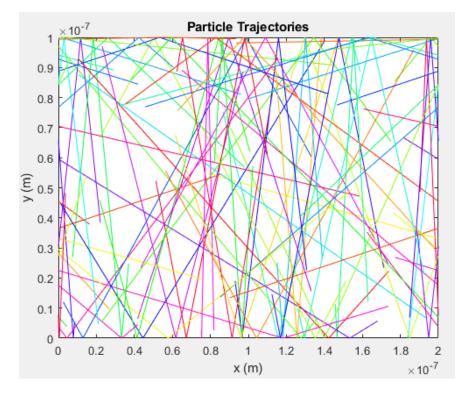
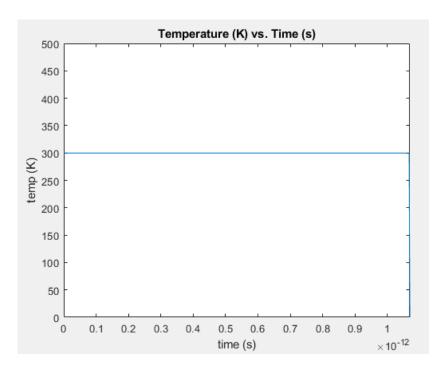
```
%% ELEC 4700 - Assignment 1
%% Monte-Carlo Modeling of Electron Transport
% Jacob Godin - 100969991
%% -----
% Modeling of the carriers as a population of electrons in an N-type Si
% semiconductor crystal.
% Effective mass of electrons mn = 0.26m0
% Nominal size of the region is 200nm X 100 nm
§ -----
clear all; clc;
global mn, global k, global T;
m0 = 9.11e-31;
mn = 0.26*m0;
\dim x = 200e-9;
\dim y = 100e-9;
k = 1.38064852e-23;
%% Part 1: Electron Modelling
% Part 1 - Question 1: What is the thermal velocity Vth? Assume T = 300K
% Vth = sqrt(vx^2 + vy^2) = sqrt(2kT/mn) = 1.8701e+05 K
T = 300;
Vth = sqrt(2*k*T/mn);
%% Part 1 - Question 2: If the mean time between collisions is Tmn = 0.2ps
what is
% the mean free path?
% Mean free path = Tmn * Vth = 3.7403e-08 s
Tmn = 0.2e-12;
Mfp = Tmn * Vth;
%% Part 1 - Question 3: Write a pogram that will model the random motion of
electrons
% TODO: optimize calculations
num e = 10; % number of electrons
% initialize x and y position of electrons
[x vec, y vec] = initPosition(num e, dim x, dim y);
% initialize x and y velocity of electrons
[vx vec, vy vec] = initVelocity(num e, Vth);
% initialize time variables
```

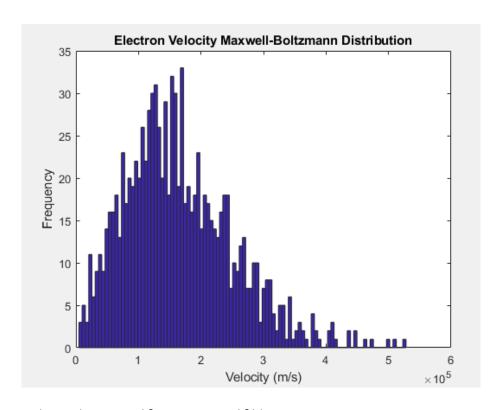
```
t = 0;
steps = 250;
t step = max(dim x, dim y)/(1000*Vth);
t final = steps*t step;
t vec = zeros(1, steps+1);
% initialize time vector with time step
t vec = zeros(1,length(t vec));
for i=1:length(t vec)
    t \text{ vec}(i) = (i-1)*t \text{ step};
colour = hsv(num e);
Temp = zeros(1,length(t_vec));
while t < t final</pre>
    j=j+1;
    % Calculate temp
    Temp(j) = (mean(vx vec.^2 + vy vec.^2)*mn)/(2*k);
    % Save previous positions
    x_vec_prev = x_vec;
    y_vec_prev = y_vec;
    % Calculate new position
    x vec = x vec + vx vec*t step;
    y vec = y vec + vy vec*t step;
    % Boundary conditions
    for i=1:num e
         if x \text{ vec}(i) < 0 \% left boundary, periodic
             x \text{ vec(i)} = x \text{ vec(i)} + \text{dim } x;
             x_{vec_prev(i)} = dim_x;
         end
         if x vec(i) > dim x % right boundary, periodic
             x_{\text{vec}}(i) = x_{\text{vec}}(i) - \dim_x;
             x \text{ vec prev(i)} = 0;
         end
         if y vec(i) > dim y % top boundary, reflect
             vy vec(i) = -vy vec(i);
             y_{vec}(i) = 2*dim_y - y_{vec}(i);
         end
         if y_vec(i) < 0 % bottom boundary, reflect</pre>
             vy vec(i) = -vy vec(i);
             y \text{ vec(i)} = abs(y \text{ vec(i)});
         end
    end
    % Plot trajectories
    figure(1);
    xlabel('x (m)')
    ylabel('y (m)')
    title('Particle Trajectories')
    xlim([0 dim x])
    ylim([0 dim y])
    pause (0.1)
```



```
% Plot temp
figure(2);
plot(t_vec, Temp)
xlabel('time (s)')
ylabel('temp (K)')
ylim([0 500])
xlim([0 t_final])
title('Temperature (K) vs. Time (s)')
```

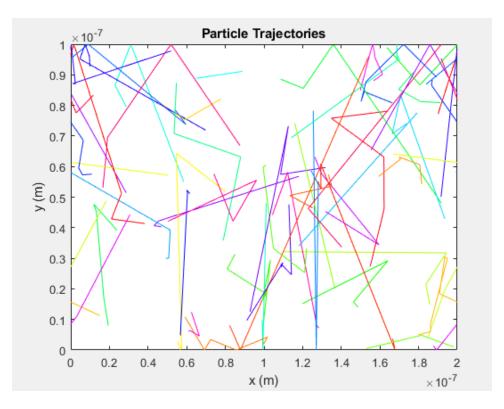


```
% As seen from the plot, the temperature remains constant as time progresses.
% The velocity component of the electrons remain in even distribution such
% that the average is 300K.
%% Part 2: Collisions with Mean Free Path (MFP)
% Part 2 - Question 1: Assign a random velocity to each of the particles at
% start. Use a Maxwell-Boltzmann distribution for each velocity component.
% The average of all speeds will be Vth. Plot distribution in a histogram.
num e = 10;
\dim x = 200e-9;
\dim y = 100e-9;
% Initialize new x and y positions
[x vec, y vec] = initPosition(num e, dim x, dim y);
% Initialize new vx and vy velocities in a Maxwell-Boltzmann distribution.
The distribution can be taken as a Gaussian distribution with a standard
deviation of sqrt(k*T/mn)
[vx vec, vy vec] = initBoltDist(num e);
figure(3);
hist(sqrt(vx_vec.^2 + vy_vec.^2), 100);
title('Electron Velocity Maxwell-Boltzmann Distribution');
xlabel('Velocity (m/s)');
ylabel('Frequency');
```

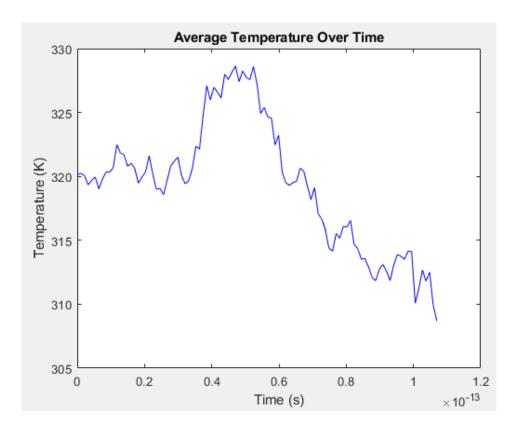


```
V_avg = mean(sqrt(vx_vec.^2 + vy_vec.^2));
\overline{Vth} = \operatorname{sqrt}(2*k*T/mn);
%% Part 2 - Question 2: Model scattering of electrons using exponential
scattering
% probability: P = 1 - \exp(-dt/Tmn) where dt is the time since last time
% step. Uf P > rand() then the particle scatters. When the electron
% scatters, re-thermalize its velocities and assign new velocities Vx and
% Vy from the Maxwell-Boltzmann distributions.
P scatter = 1 - exp(-t step/Tmn);
t = 0;
colour = hsv(num e);
j=0;
while t < t_final</pre>
    j=j+1;
    % Calculate new velocity if electron scatters
    for i=1:length(x_vec)
        if P_scatter > rand()
             [vx vec(i), vy vec(i)] = newBoltDist();
        end
    end
    % Save previous positions
    x_{vec_prev} = x_{vec};
    y_vec_prev = y_vec;
```

```
% Calculate new position
    x \text{ vec} = x \text{ vec} + vx \text{ vec*t step;}
    y_vec = y_vec + vy_vec*t_step;
    % Boundary conditions
    for i=1:num e
        if x vec(i) < 0 % left boundary, periodic</pre>
             x \text{ vec}(i) = x \text{ vec}(i) + \dim x;
             x \text{ vec prev(i)} = \dim x;
         if x vec(i) > dim x % right boundary, periodic
             x \text{ vec(i)} = x \text{ vec(i)} - \text{dim } x;
             x_{vec_prev(i)} = 0;
         end
         if y_vec(i) > dim_y % top boundary, reflect
             vy vec(i) = -vy vec(i);
             y_{vec}(i) = 2*dim_y - y_{vec}(i);
         end
         if y vec(i) < 0 % bottom boundary, reflect</pre>
             vy vec(i) = -vy vec(i);
             y_vec(i) = abs(y_vec(i));
         end
    end
    % Calculate temperature
    Vsq = vx vec.^2 + vy vec.^2;
    Temp(j) = (mean(Vsq)*mn)/(2*k);
    % Plot trajectories
    figure (4);
    xlabel('x (m)')
    ylabel('y (m)')
    title('Particle Trajectories')
    xlim([0 dim x])
    ylim([0 dim y])
    pause(0.1)
    for i=1:num e
plot([x_vec_prev(i);x_vec(i)],[y_vec_prev(i);y_vec(i)],'color',colour(i,:))
        hold on
    end
    t=t+t step;
end
% Particle Trajectories with Scatter Probability
```



```
figure(5);
plot(t_vec,Temp, 'b')
xlabel('Time (s)');
ylabel('Temperature (K)');
title('Average Temperature Over Time');
```



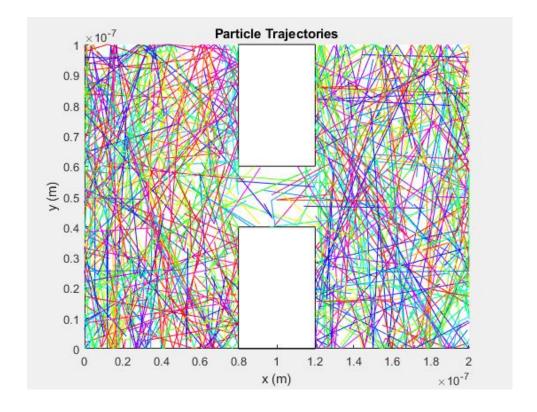
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%% Part 3: Enhancements
% Part 3 - Question 1: Add an inner rectangle "bottle neck" boundary.
% Define box limits
box x = 40;
box_y = 40;
\mbox{\%} Box limits no greater than 120\mbox{x40}
if box x > 120
    boy x = 120;
end
if box_y > 40
    box y = 40;
box x = box x*1e-9;
box_y = box_y*1e-9;
\lim_{x \to \infty} x = (\dim_x/2) - (box_x/2);
\lim_{x \to 0} x = (\dim_{x} x/2) + (\log_{x} x/2);
% Draw boxes on figure
figure(6);
```

```
hold on;
rectangle('position', [lim x low 0 box x box y]);
rectangle('position', [lim x low dim y-box y box x box y]);
axis([0 dim x 0 dim y])
% Initialize x and y positions of electrons
[x vec, y vec] = initPositionOutsideBox(num e, dim x, dim y, box x, box y);
% Initialize x and y velocities
[vx vec, vy vec] = initBoltDist(num e);
mode = 1; %1 for specular, 0 for diffusive boundaries
P scatter = 1 - exp(-t step/Tmn);
t step = max(dim x, dim y)/(250*Vth);
steps = 100;
t final = steps*t step;
while t < t final</pre>
    % Calculate new velocity if electron scatters
    for i=1:length(x_vec)
         if P scatter > rand()
              [vx vec(i), vy vec(i)] = newBoltDist();
    end
    % Save previous positions
    x vec prev = x_vec;
    y vec prev = y vec;
    % Calculate new position
    x \text{ vec} = x \text{ vec} + vx \text{ vec*t step};
    y_vec = y_vec + vy_vec*t_step;
    for i=1:num e
         if mode == 1
              % Boundary conditions for semiconductor edges
              if x vec(i) < 0 % left boundary, periodic</pre>
                  \bar{x} vec(i) = x_{\text{vec}}(i) + \dim_x;
                  x \text{ vec prev(i)} = \dim x;
              if x vec(i) > dim x % right boundary, periodic
                  x \text{ vec(i)} = x \text{ vec(i)} - \text{dim } x;
                  x \text{ vec prev(i)} = 0;
              end
              if y vec(i) > dim y % top boundary, reflect
                  vy vec(i) = -vy vec(i);
                  y \text{ vec(i)} = 2*\dim y - y \text{ vec(i)};
              end
              if y vec(i) < 0 % bottom boundary, reflect</pre>
                  \overline{\text{vy vec}(i)} = -\text{vy_vec}(i);
                  y \text{ vec(i)} = abs(y \text{ vec(i)});
```

```
end
             % Boundary conditions for box edges
             % if x vec(i) hits left or right edge of box between box y
             % boundaries, reflect
             if (x vec(i) > lim x low && x vec(i) < lim x high) && ~(y vec(i)</pre>
> box y && y vec(i) < (dim y-box y))
                  vx vec(i) = -vx vec(i);
                  % Remove particles from box
                  x \text{ vec(i)} = x \text{ vec prev(i)};
                  y vec(i) = y vec prev(i);
             end
             % if y vec(i) hits bottom or top edge of box between box x
             % boundaries, reflect
             if (y \text{ vec}(i) < \text{box } y \text{ && } y \text{ vec}(i) > \text{dim } y \text{-box } y) \text{ && } (x \text{ vec}(i) > y)
\lim x \log \& x \operatorname{vec}(i) < \lim x \operatorname{high}(i)
                  vy_vec(i) = -vy_vec(i);
                  % Remove particles from box
                  x \text{ vec(i)} = x \text{ vec prev(i)};
                  y vec(i) = y vec prev(i);
             end
         elseif mode == 0
             % Boundary conditions for semiconductor edges
             if x vec(i) < 0 % left boundary, periodic</pre>
                  x \text{ vec}(i) = x \text{ vec}(i) + \text{dim } x;
                  x \text{ vec prev(i)} = \dim x;
             end
             if x vec(i) > dim x % right boundary, periodic
                  x \text{ vec(i)} = x \text{ vec(i)-dim } x;
                  x \text{ vec prev(i)} = 0;
             end
             if y vec(i) > dim y % top boundary, reflect
                  vy vec(i) = -vy vec(i);
                  y_{vec}(i) = 2*dim_y - y_{vec}(i);
             end
             if y vec(i) < 0 % bottom boundary, reflect</pre>
                  vy vec(i) = -vy vec(i);
                  y \text{ vec(i)} = abs(y \text{ vec(i)});
             end
              % Boundary conditions for box edges
             % if x vec(i) hits left or right edge of box between box y
             % boundaries, reflect
             if (x vec(i) > lim x low && x vec(i) < lim x high) && ~(y vec(i)
> box y && y vec(i) < (dim y-box y))
                  vy vec(i) = newBoltDist();
                  vx vec(i) = newBoltDist();
                  % Remove particles from box
                  x \text{ vec(i)} = x \text{ vec prev(i)};
                  y_vec(i) = y_vec_prev(i);
             end
             % boundaries, reflect
```

```
if (y \text{ vec}(i) < \text{box } y \text{ \&\& } y \text{ vec}(i) > \text{dim } y\text{-box } y) \text{ \&\& } (x \text{ vec}(i) > y)
\lim x \log \& x \operatorname{vec}(i) < \lim x \operatorname{high}(i)
                    vy_vec(i) = newBoltDist();
                    vx vec(i) = newBoltDist();
                    % Remove particles from box
                    x_{vec(i)} = x_{vec_prev(i)};
                    y_vec(i) = y_vec_prev(i);
               end
          end
     end
     % Plot trajectories
     xlabel('x (m)')
     ylabel('y (m)')
     title('Particle Trajectories')
     pause (0.1)
     for i=1:num e
plot([x_vec_prev(i);x_vec(i)],[y_vec_prev(i);y_vec(i)],'color',colour(i,:))
          hold on
     end
     t=t+t_step;
end
```

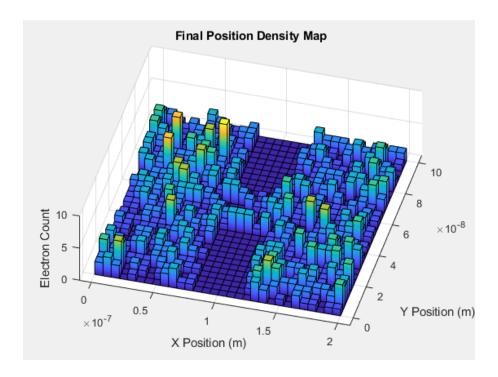
% Particle Trajectories Plot with Scattering Probability and Boxes



```
%% Density Map
Z = [transpose(x_vec), transpose(y_vec)];
figure(7);
hist3(Z, [30,30]);
hold on;

surfHandle = get(gca, 'child');
set(surfHandle, 'FaceColor', 'interp', 'CdataMode', 'auto');

view(15,70);
grid on;
title('Final Position Density Map')
xlabel('X Position (m)');
ylabel('Y Position (m)');
zlabel('Electron Count');
hold off;
```



```
%% Temperature Map
figure(8);
Vsq = vx_vec.^2 + vy_vec.^2;
Temp = (Vsq.*mn)./(2*k);
a = scatter3(x_vec, y_vec, Temp);
title('Final Temperature Distribution')
xlabel('X Position (m)');
ylabel('Y Position (m)');
zlabel('Temperature (K)');
view(10, 20);
grid on;
```

