Thermal Physics: totozial tips

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- · Things to remember / know how to do:
 - 1. equipartition theorem.
 - 2. change variables in integrals.
 - 3. 1st, 2nd moments (Ux), (Ux).
 - 4. how to find the probability from a prob. density.
 - 5. how to choose the domain of the different integrals?

1. Equipartition theorem.

In thermal equilibrium, the energy of the particles is shoned in average between the different forms.

For a MONO ATORIC gas in N-dimension:

$$\langle E \rangle = d.o.f. \frac{1}{2} K_B T$$
degrees of freedom = N

where (E) is the average energy per particle.

2. Change variables in integrals.

The integrals are mainly of the form:

Just practice with the exercises we have done.

3. What are normalisation, expected value (average), variance?.

Given a function f(x), we can define its moments:

$$\mu = \left(\times \right) \left(\times \right) dx$$

the integral of the function over the entire domain

MULTIPLIED by the variable N-th times!

If f(x) is our PDF, we have:

0 moment: NOOTALISATION CONDITION

$$\int_{0}^{\infty} \int_{0}^{\infty} (x) dx = 1$$

1st moment: EXPECTED VALUE (average)

$$\langle \times \rangle = \left(\times \right) dx$$

2nd moment: VARIANCE

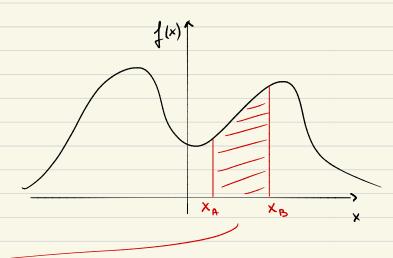
$$\langle x^2 \rangle = \left(x^2 \right) \left(x \right) dx$$

the RMS is /(x2>

4. Probability from PDF:

· f(x) is the Probability Density Function

. To find the PROBABILITY, we INTEGRATE over the domain we are interested in.



 $P(x_{A} \leq x < x_{B}) = \bigvee_{x_{A}}^{x_{B}} f(x) dx$

This is the probability of finding \times between \times_B and \times_B .

5. How to drose the domain of different integrals? . When we are in 1D, it is likely to be to but in demensions > 1 it is mostly 1. Always CHECK. . The domain usually change when you change variables. P(5x) P(5y) P(52) dox doy doz P(v) 4 T v 2 ds Assuming a Garman distribution p(vi) a exp[-a vi²], $\rho(\sigma) = \rho(\sigma_x) \rho(\sigma_y) \rho(\sigma_z) \propto e^{-\alpha \sigma_x^2} e^{-\alpha \sigma_y^2} = e^{-\alpha \sigma_z^2}$ where $U = \sqrt{U_x^2 + U_y^2 + U_z^2}$ U goes from 0 to 00 because it is a radius there for a Mobiles thus, dux duy dux P(vx) P(vy) P(vz) becomes (du 4 to 12 P(v)) (we already integrated over do and do)