

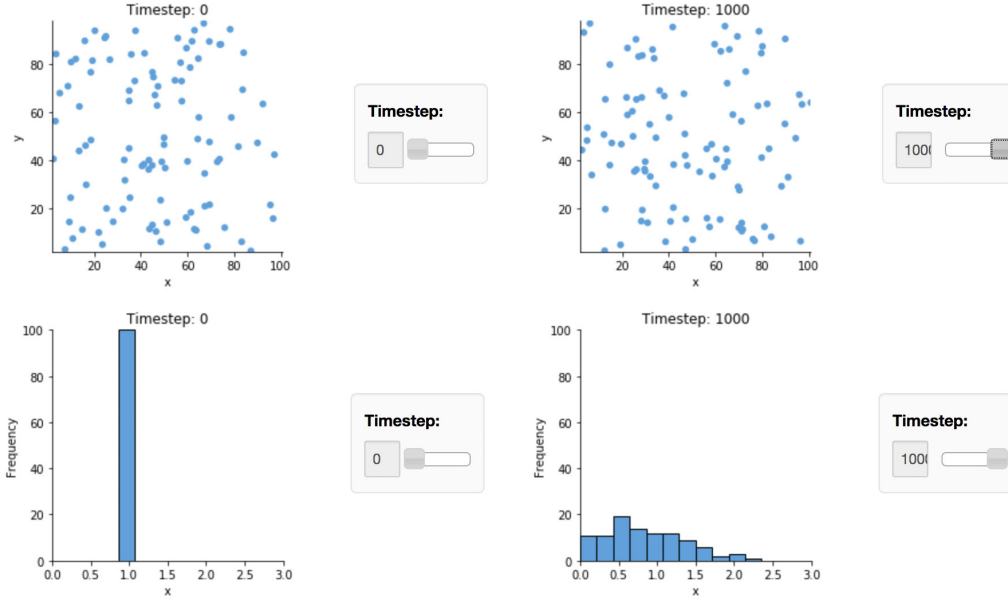
HOMEWORK 1

1. (a) For my particles in a box I chose a box side length of 100, particle masses and initial velocities of 1, and a timestep of 0.1. I use the `query_pairs()` method of `scipy.spatial.cKDTree` to find all pairs of particles within twice the particle radius of each other. During a collision, I calculate the normal and tangential velocities during a collision and use those to update the particle velocities. I chose reflecting box boundaries, such that if a particle bumps into a horizontal wall the y -component of its velocity changes sign, and if it bumps into a vertical wall the x -component of its velocity changes sign.

An interactive notebook (since github won't display it properly) is available at <https://meredith-durbin.github.io/holoviews/particlesinabox>.

Github: <https://github.com/meredith-durbin/ASTR507/tree/master/HW1>.

- (b) Plots for initial and final positions and velocities:



2. (a) We are given that $f(q, p) \propto e^{-E/k_B T}$.

$$dN \propto f(p)dp \quad (1)$$

$$= e^{-p^2/2mk_B T} dp \quad (2)$$

$$= e^{-(p_x^2 + p_y^2)/2mk_B T} dp_x dp_y \quad (3)$$

$$= e^{-m(v_x^2 + v_y^2)/2mk_B T} m^2 dv_x dv_y \quad (4)$$

$$= e^{-mv^2/2k_B T} m^2 v dv d\theta \quad (5)$$

Integrating this over all θ and rearranging, we arrive at $dN/dv \propto 2\pi e^{-mv^2/2k_B T} m^2 v$. To find the normalization constant, we want this to integrate to one over all velocities.

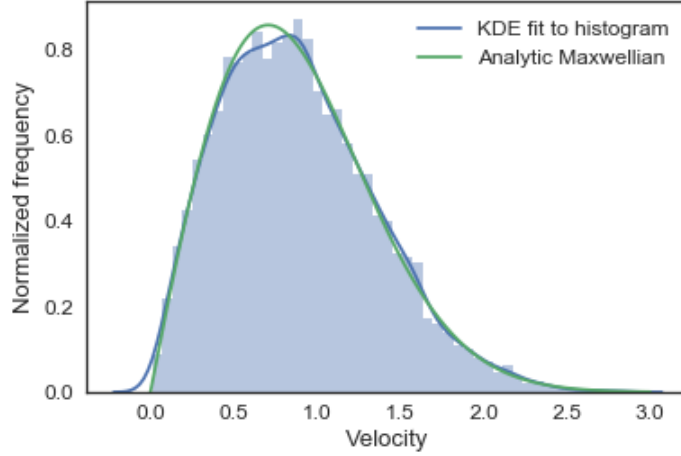
$$1 = C \int_0^\infty e^{-mv^2/2k_B T} m^2 v dv \quad (6)$$

$$C = \frac{m}{2\pi k_B T} \quad (7)$$

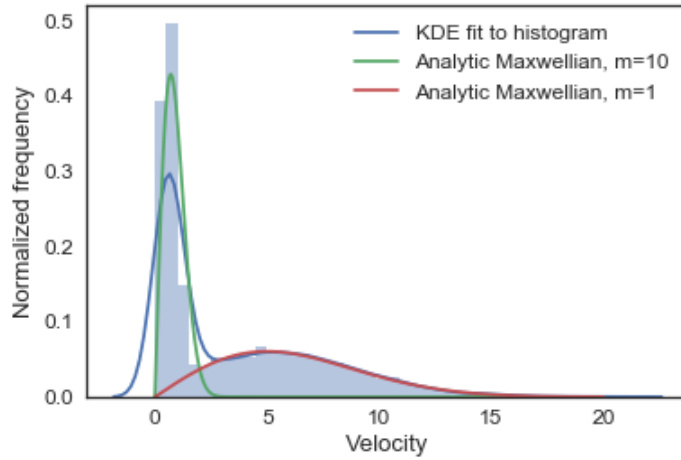
From this we find the Maxwellian velocity distribution, $dN/dv = \frac{m}{2\pi k_B T} v e^{-mv^2/2k_B T}$.

For the energy distribution, we have $dN/dE \propto e^{-E/k_B T}$. It is easy to see that this normalizes simply to $dN/dE = \frac{1}{k_B T} e^{-E/k_B T}$.

- (b) Maxwellian velocity distribution overplotted on results coadded from 100 simulation runs:



- (c) Two Maxwellian velocity distributions overplotted on results coadded from 100 simulations with half the particles at $m=1$ and half at $m=10$:



3. (a) A simple numerical criterion for relaxation would be to calculate the difference between the

50th percentile of the particle velocities and the theoretical 50th percentile of the Maxwellian velocity distribution.

- (b) The relaxation time t_{relax} for a given particle is dependent on the mean free path and initial velocity v_0 . The mean free path is the inverse of the cross section times the number density, $1/\sigma n$. Therefore, $t_{\text{relax}} = 1/\sigma n v_0$. (For two dimensions, σ is the particle diameter, assuming circular particles.)
- (c) Plots of relaxation time by number density and radius:

