

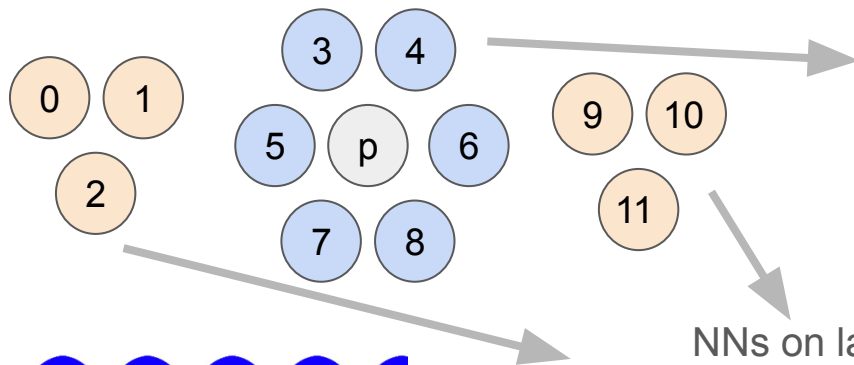
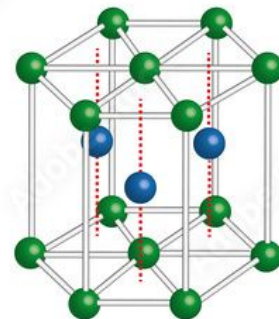
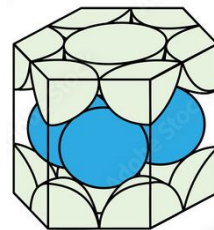
# Diffusion Simulation

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# Assumption of Perfect Order

To make this easier, I assume we initially have a perfect hexagonal lattice

This hexagonal lattice can be mapped to a simple 3D array, using a set of simple rules to connect the QDs to their 12 nearest neighbors:

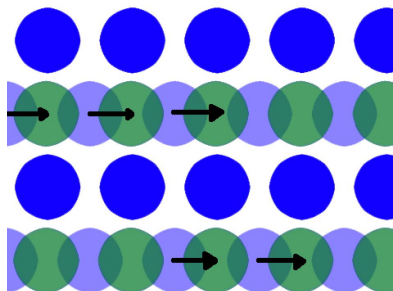


NNs on same y-layer:

$y \% 2 == 0$			$y \% 2 == 1$		
3	4	-	-	3	4
5	p	6	5	p	6
7	8	-	-	7	8

NNs on layer underneath:

$y \% 2 = 0$			$y \% 2 = 1$		
$z \% 2 == 0$	$z \% 2 == 1$		$z \% 2 == 0$	$z \% 2 == 1$	
-	-	-	-	2	-
1	0	-	-	0	1
2	-	-	-	-	-



Scale axes:

$$x_h = x$$

$$y_h = y * \sqrt{3} / 2$$

$$z_h = z * \sqrt{6} / 3$$

# FRET Rates

Assign random energies and dipole orientations, then use:

$$k_{i \rightarrow j} = \frac{1}{\tau} \left( \frac{R_0}{d_{ij}} \right)^6$$

$$R_0^6 = C \kappa^2 \frac{1}{\left[ \frac{1}{2} (\varepsilon_D + \varepsilon_A - \Delta_{ss}) \right]^4} \exp \left[ - \frac{(\varepsilon_D - \varepsilon_A - \Delta_{ss})^2}{4 \sigma_h^2} \right]$$

$$\kappa = \hat{\mu}_D \cdot \hat{\mu}_A - 3 (\hat{\mu}_A \cdot \hat{d}_{DA}) (\hat{\mu}_D \cdot \hat{d}_{DA})$$

$$C \equiv \frac{9}{128} \frac{c^4 h^4}{\pi^5 n^4} \eta_{PL} \frac{\sigma_A(\varepsilon_A)}{\sqrt{2}}$$

For each dot in  $[x][y][z]$ , compute the transfer to the QD in each direction  $i$ :

$$rates[x][y][z][i] = \tau k_{i \rightarrow j} = (C/d_{ij}^6) \left[ \frac{1}{2} (E_D + E_A - \Delta_{ss}) \right]^4 \exp \{ - (E_D - E_A - \Delta_{ss})^2 / 4 \sigma_h^2 \}$$

The total rate at which the dot transfers or radiates =

$$\tau k_{tr/rad}[x][y][z] = 1 + \sum_{i=0}^{11} rates[x][y][z][i]$$

# Simulation of Spectral Diffusion

Simulate excitation of a QD by calling **simulate\_exciton(random\_position, 0)**

void **simulate\_exciton**(position, time)

time\_before\_transfer = random sample from exponential distribution with  $\lambda = k_{\text{tr/rad}}$

random\_value = (random decimal from 0-1) \* (  $k_{\text{tr/rad}}$  )

If ( random\_value < 1 ) *(radiative recombination)*

**APD[energy][time+time\_before\_transfer] ++** *(Add a detection at this energy and time)*

else if( random\_value < 1 + rates[x][y][z][0] ) *(FRET in direction 0)*

position.move\_in\_direction(0)

**simulate\_exciton**(position, time + time\_before\_transfer) *(transfer the exciton to direction)*

else if( random\_value < 1 + rates[x][y][z][0] + rates[x][y][z][1] )

position.move\_in\_direction(1)

**simulate\_exciton**(position, time + time\_before\_transfer)

else if( random\_value < 1 + rates[x][y][z][0] + rates[x][y][z][1] + rates[x][y][z][2] )...