

Finally,

$$\frac{\partial \rho}{\partial t} = D \frac{\partial^2 \rho}{\partial x^2}$$

1D Diffusion equation

with $D = \frac{a^2}{2\Delta t}$

$$\Rightarrow a = \sqrt{2D \Delta t}$$

i.e. the width of the distribution increases w/ $\sqrt{\Delta t}$



Drift Diffusion

Now, we ask what happens if we relax our restriction of no drift, and hence a constant mean of zero.

Let's consider what happens when we add an external force F and allow for drift.

Similar to the diffusion case,

$$x(t+\Delta t) = x(t) + l(t) + \underbrace{F\gamma\Delta t}_{\text{External force term}}$$

γ : mobility \Rightarrow units? $\frac{l}{Fs} = \frac{m}{(\frac{kg \cdot m}{s^2}) \cdot s} = \frac{s}{kg}$

Let's derive an expression for γ

- If the gas is dilute and the particles small, the particle trajectory under force F will be a free acceleration between collisions separated by Δt .

Then,

$$\begin{aligned}\bar{X} &= \frac{1}{2} a \Delta t^2 \\ &= \frac{1}{2} \left(\frac{F}{m} \right) \Delta t^2 \\ &= F \Delta t \left(\frac{\Delta t}{2m} \right)\end{aligned}$$

Compare to our expression for $x(t+\Delta t)$:

$$x(t+\Delta t) = x(t) + \ell(t) + F \Delta t \cdot \gamma$$

$$\Rightarrow \gamma = \frac{\Delta t}{2m}$$

so

$$x(t+\Delta t) = x(t) + \ell(t) + F \Delta t \left(\frac{\Delta t}{2m} \right)$$

- Using our expression for the diffusion coefficient, $D = \frac{q^2}{2\Delta t}$, we can make a connection between unbiased & biased random walks:

$$\gamma = \frac{\Delta t}{2m} = \frac{\Delta t}{2m} \cdot \underbrace{\left(D \cdot \frac{2\Delta t}{a^2} \right)}_{=1} = \frac{D}{m(a/\Delta t)^2} = \frac{D}{m\bar{v}^2}$$

$$\therefore \boxed{\gamma = \frac{D}{m\bar{v}^2}}$$

where $\bar{v} = \frac{a}{\Delta t}$ is the velocity of the unbiased random walk.

Ok, now we can derive our diffusion equation with an external force.

Recall, with no external force,

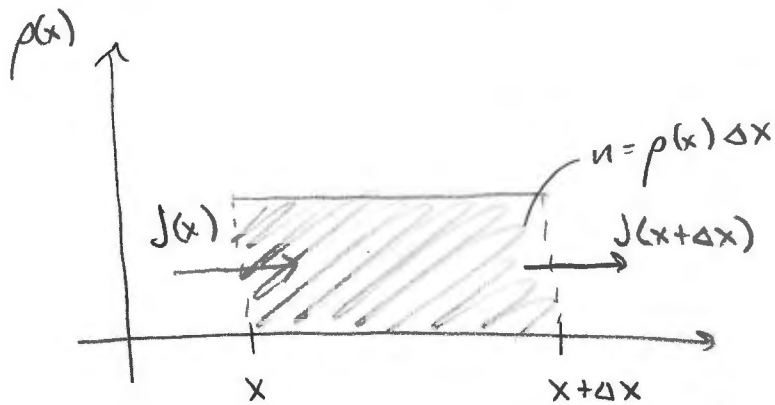
$$\frac{\partial \rho}{\partial t} = D \frac{\partial^2 \rho}{\partial x^2}$$

We wish to understand the space and time evolution of the particles in the drifting cloud of random walks.

- Let $\rho(x,t)$ be the density of some conserved quantity (e.g. number of particles) moving in 1D.
- Let $J(x)$ be the net rate at which the quantity is passing through a point x .

Then the amount of "stuff" in a small region $x, x+\Delta x$ is

$$n = \rho(x) \Delta x \Rightarrow \frac{\partial n}{\partial t} = \frac{\partial \rho}{\partial t} \Delta x$$



The flow into this region is $J(x)$, and the flow out is $J(x+\Delta x)$.

So

$$\frac{\partial n}{\partial t} = J(x) - J(x+\Delta x) = \frac{\partial J}{\partial x} \Delta x$$

or

$$\frac{\partial \rho}{\partial t} = - \frac{J(x+\Delta x) - J(x)}{\Delta x} = - \frac{\partial J}{\partial x}$$

Compare to

$$\frac{\partial \rho}{\partial t} = D \frac{\partial^2 \rho}{\partial x^2}$$

$$\Rightarrow J_{\text{diffusion}} = -D \frac{\partial \rho}{\partial x}$$

There will be an additional current due to the drift:

$$J_{\text{Drift}} = \gamma F p$$

So

$$J_{\text{total}} = J_{\text{diffusion}} + J_{\text{Drift}}$$

and

$$\begin{aligned} \frac{\partial p}{\partial t} &= - \frac{\partial J}{\partial x} = - \frac{\partial}{\partial x} [J_{\text{diffusion}} + J_{\text{Drift}}] \\ &= - \gamma F \frac{\partial p}{\partial x} + D \frac{\partial^2 p}{\partial x^2} \end{aligned}$$

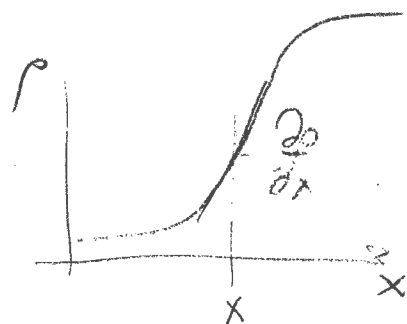
$$\boxed{\frac{\partial p}{\partial t} = - \gamma F \frac{\partial p}{\partial x} + D \frac{\partial^2 p}{\partial x^2}}$$

1 D drift-diffusion equation.

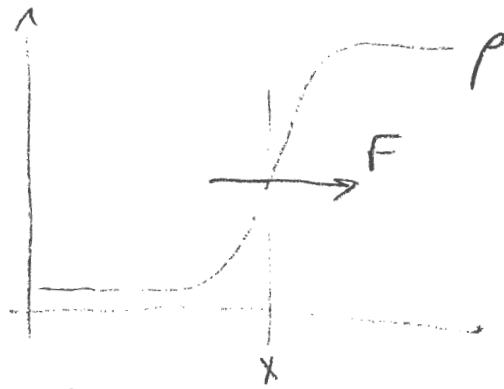
- In general, particles diffuse on average from regions of high density towards regions of low density.

- Under an applied force, we get a term $-\gamma F \frac{\partial p}{\partial x}$

This says: If p is increasing in space:
 $\frac{\partial p}{\partial x}$ is positive



and if the force is positive ($F > 0$):



Then ρ decreases w/ time

$$\frac{\partial \rho}{\partial t} = - \underbrace{\gamma F}_{\text{positive}} \frac{\partial \rho}{\partial x} \implies \frac{\partial \rho}{\partial t} = \text{negative}$$

Because high density regions are moving away and low density regions are moving in

