

The Diffusion Equation

• So far, we've considered the random walk of a single particle. At each time step, the particle scattered in a random direction and move a distance L . The RMS displacement was found to be:

$$\sqrt{\langle S_N^2 \rangle} = L\sqrt{N}$$

• This quantity, $\sqrt{\langle S_N^2 \rangle}$, is statistical in nature and NOT absolute for each given particle. You can think of it as a statistical bound when we consider many random walk cases. We'll treat this idea more carefully soon.

• However, when we consider many particles all undergoing a random walk, we find that the system is well behaved; that is, a simple behavior emerges that is deterministic, even though we've considered an ensemble of independent random walks.

• Our goal is to describe the time and space evolution of the density $p(x,t)$ of a cloud of particles undergoing random walks.

• We start by taking the continuum limit of the ensemble of random walks.

• At each time step Δt , the particle's position x changes by a step l :

$$\vec{x}(t + \Delta t) = \vec{x}(t) + \vec{l}(t)$$

Observation about Random Walks

① Random Walks are scale invariant

- scale invariance - if the length, energy, or other variables of the system are multiplied by a common factor, the basic features of the system remain the same.
- The jaggedness of the random walk looks the same at any scale as long as N is large.

② Random Walks exhibit UNIVERSALITY

- Universality - In the limit when a large number of particles (Interacting components) come together, the properties of the system are independent of the dynamical details of the system.
- The angles over which a given particle moved is inconsequential to the RMS displacement.

Can we write the probability distribution of possible x outcomes at each step?

① For the 1D random walk, we can write the distribution as

$$P_{1D}(l) = \frac{1}{2} \delta(l+1) + \frac{1}{2} \delta(l-1)$$

the Delta function picks out whether we move $+1$ or -1

② For the 2D walk, the distribution at each step is

$$P_{2D}(\vec{l}) = \frac{\delta(|\vec{l}| - L)}{2\pi L}$$

The delta function picks out a vector of length L and random direction θ .

Quiz: is this normalized?

Now,

- the goal is to calculate the probability distribution $p(x, t+\Delta t)$ at the next step, given the probability distribution at the current step, $p(x, t)$.

Note that if the particles are non-interacting, the probability distribution of one particle describes the density of all particles.

- For the particle to move from \vec{x}' at time t to \vec{x} at time $t+\Delta t$, the step $\vec{l}(t)$ must be $\vec{x} - \vec{x}'$. The probability of finding the particle at x is then

$$P(\vec{x} - \vec{x}') \cdot p(\vec{x}, t)$$

That is, the probability, of initially being located at x' , times the probability, of moving from x' to x

- We need to consider all possible starting points x' that can get us to x ... so we integrate!

$$\rho(x, t + \Delta t) = \int_{-\infty}^{\infty} \rho(x', t) P(x - x') dx'$$

Changing variables,

$$z = x - x'$$

$$\rho(x, t + \Delta t) = \int_{-\infty}^{\infty} \rho(x - z, t) P(z) dz$$

Now we make a few assumptions:

- ① No Drift: The distribution has a mean of zero. Drift occurs when the center of mass of all particles moves.
- ② The distribution has standard deviation a .
- ③ The step sizes are very small compared to the length scale over which ρ varies. ρ can then be Taylor expanded around $x=0$ (or $x=x_0$)

$$\rho(x - z, t) \approx \rho(x - z, t) \Big|_1 - z \frac{\partial \rho}{\partial x} + \frac{z^2}{2} \frac{\partial^2 \rho}{\partial x^2} + \dots$$

from this we get

$$\rho(x, t + \Delta t) \approx \int \left[\rho(x, t) - z \frac{\partial \rho}{\partial x} + \frac{z^2}{2} \frac{\partial^2 \rho}{\partial x^2} \right] P(z) dz$$

Finally,

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

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 as $\sqrt{\Delta t}$



Drift Diffusion

Now, we ask what happens if we relax our first assumption 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,

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

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