

MATE664 LO8

Jan - 28 - 2026

Recap: discussion about solving diffusion eqn

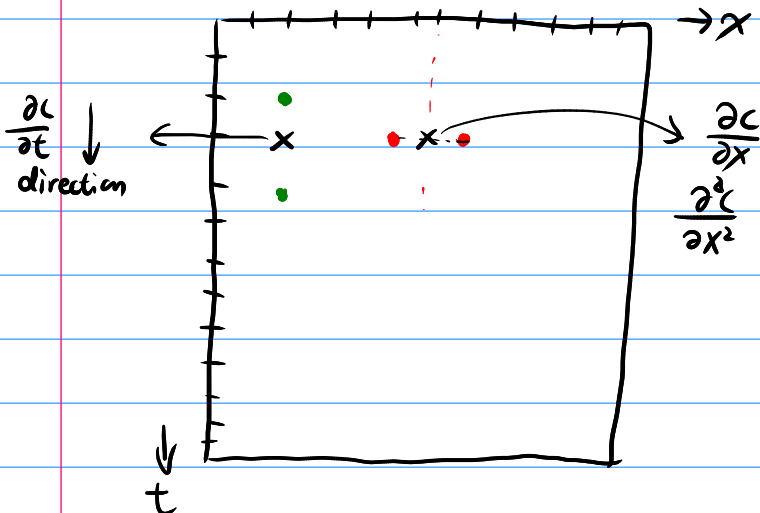
- ① **I.C.** **Solution**
 Step function \longrightarrow error function
 Dirac δ -function \longrightarrow Gaussian
 super impose } \longrightarrow general solutions
 reflection

- ② separation of variables \Rightarrow solution $C(x, t) = X(x) T(t)$
 { Fourier series in space
 { Exp decay in time

Numerical solutions to diffusion equation

What do we need in the equation?

$$\left\{ \begin{array}{l} \frac{\partial C}{\partial t} \\ \frac{\partial C}{\partial x} \\ \frac{\partial^2 C}{\partial x^2} \end{array} \right. \xrightarrow{\text{Discretize on grid } \frac{\Delta t}{\Delta x}} \begin{array}{l} \frac{C(x, t_{i+1}) - C(x, t_{i-1}))}{2\Delta t} \\ \frac{C(x_{i+1}, t) - C(x_{i-1}, t))}{2\Delta x} \\ \frac{C(x_{i+1}, t) + C(x_{i-1}, t) - 2C(x_i, t))}{(\Delta x)^2} \end{array}$$



How to choose Δx & Δt ?

Generally $\Delta t < \frac{(\Delta x)^2}{2D}$

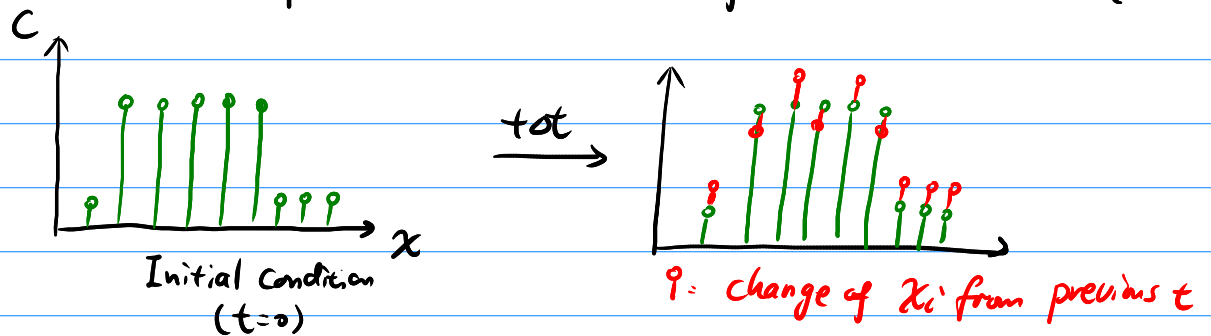
Math packages usually "know" the stability limit

\nwarrow diffusivity

How do we use FD to solve the PDE of diffusion?

Think in "method of lines" (MOL)

- 1) At each x_i , the series $\{C(x_i, t_0), C(x_i, t_1) \dots C(x_i, t_j)\}$ is easy to be computed using ODE integration
- 2) The diffusion problem is now a series of ODE on x -domain



Applications: of finite difference method

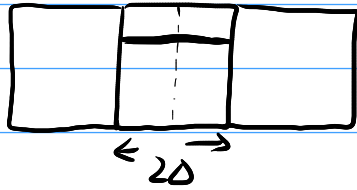
- 1) Initial value problem (IVP)
- 2) Non-isotropic D
- 3) Spatially varying D
- 4) time-dependent D
- 5) 2D, 3D geometries (Finite element, Finite volume)

How do you know solution is correct?

- 1) Convergence of solution over Δx (Δt usually implicitly imposed by solver)
- 2) Stability (do the numbers' floating precision satisfy?
example: Poisson-Boltzmann type diffusion
 $\exp(\psi_i c_i z_i)$ can explode!)

Examples 1.

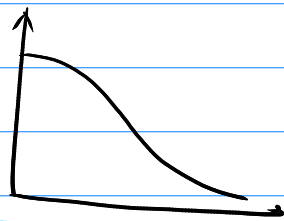
Roberts - Austen weight fraction Au in
Au diffusion in molten Pb diffusivity estimation (1894)



$$2\Delta = 2.108 \text{ cm} \quad T = 492^\circ\text{C}$$

$$t = 6.96 \text{ d}$$

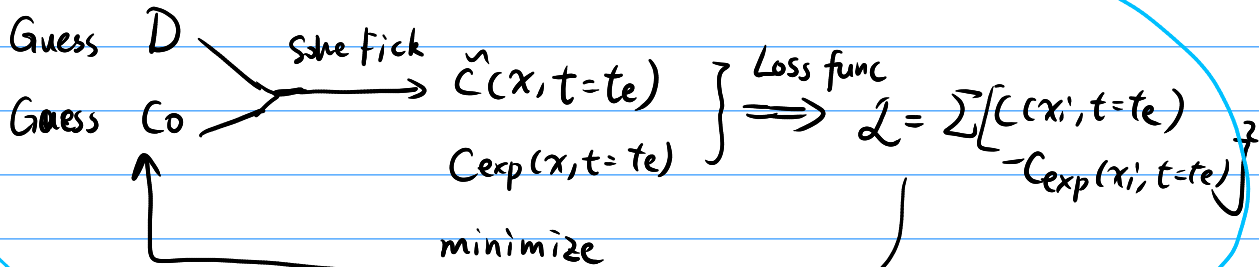
Analytical solution



$$C(x,t) = \frac{C_0}{2} \left[\operatorname{erf}\left(\frac{x+\Delta}{\sqrt{4Dt}}\right) - \operatorname{erf}\left(\frac{x-\Delta}{\sqrt{4Dt}}\right) \right]$$

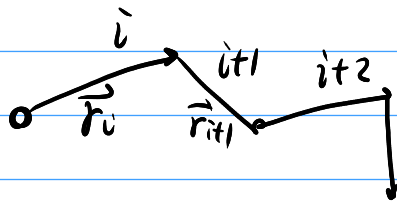
Least Square fitting

To do fitting (see online demo)



Roberts - Austen exp $\Rightarrow \hat{D}_{\text{Au-Pb}} \approx 3.00 \text{ cm}^2/\text{d} = 3.47 \times 10^{-9} \text{ m}^2/\text{s}$

Atomic model of diffusion



Jump vector \vec{r}_i

Frequency Γ (unit $1/s$)

① How many jumps?

$$N_\tau = \Gamma \cdot \tau$$

② Why change direction? Atomistic collision

③ Total displacement $\vec{R}(N_\tau)$

$$\vec{R} = \sum_{i=1}^{N_\tau} \vec{r}_i$$

Average of $\vec{R} \Rightarrow \langle \vec{R} \rangle = 0$ if same concentration

But not mean squared displacement

$$\langle R^2(N_\tau) \rangle = \langle \vec{R}(N_\tau) \cdot \vec{R}(N_\tau) \rangle$$

$$\begin{aligned} \vec{R} = \sum_i \vec{r}_i &\Rightarrow R^2(N_\tau) = \sum_{i \neq j} \vec{r}_i \cdot \vec{r}_j + \sum_i \vec{r}_i \cdot \vec{r}_i \\ &= \sum_i \sum_j |\vec{r}_i| |\vec{r}_j| \cos \theta_{ij} + \sum_i |\vec{r}_i|^2 \end{aligned}$$

For jump, we have

① diagonal: $\langle r^2 \rangle = \frac{1}{N_\tau} \sum |\vec{r}_i|^2 > 0$
mean jump dist

② angle/off-diag

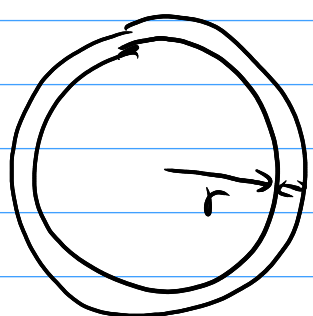
$$\langle R^2(N_\tau) \rangle = N_\tau \cdot \langle r^2 \rangle + \left\langle \sum_{i \neq j} |\vec{r}_i| |\vec{r}_j| \cos \theta \right\rangle$$



$$\langle (\text{Length each jump})^2 \rangle = \langle r^2 \rangle$$

$$\langle (\text{Final disp})^2 \rangle = \langle R^2(N_T) \rangle$$

Einstein (1904) showed If a point source in 3D space freely diffuse into ∞ ,



$$\langle R^2(t) \rangle$$

Can be measured

$$\langle R^2(t) \rangle = \frac{\int r^2 \cdot N^{\#} \text{ particle}}{\int N^{\#} \text{ particle on shell } r \text{ or}}$$

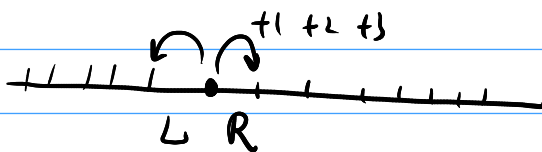
$$= \frac{\int_0^{\infty} r^2 C(r,t) 4\pi r^2 dr}{\int_0^{\infty} C(r,t) 4\pi r^2 dr}$$

What's the solution to $C(r,t)$? From last lecture it's

$$C(x,t) = \frac{N}{\sqrt{4\pi Dt}} \exp\left(-\frac{x^2}{4Dt}\right) \quad 1D$$

$$C(r,t) = \frac{N}{(\sqrt{4\pi Dt})^3} \cdot \exp\left(-\frac{r^2}{4Dt}\right) \quad r^2 = x^2 + y^2 + z^2$$

Random walk model



Total N_T steps N_L left steps

N_R right steps

Probability after N_T steps, at position n ?

$$p(n, N_T) \text{ Constraints } \begin{cases} N_L + N_R = N_T \\ N_R - N_L = n \end{cases}$$

$$\text{Binomial } \overset{\text{ways}}{U(n, N_T)} = \frac{N_T!}{N_L! N_R!} = \frac{N_T!}{\left[\frac{(N_T+n)}{2}\right]! \left[\frac{(N_T-n)}{2}\right]!}$$

$$\text{all possibilities } \left(\frac{1}{2}\right)^{N_T}$$

$$p(n, N_T) \sim \exp\left(-\frac{n^2}{2N_T}\right)$$

$$\begin{array}{ccc} \langle x^2 \rangle = \langle n^2 \rangle (\Delta x)^2 \sim \Gamma t (\Delta x)^2 & & \\ \downarrow & & \downarrow \\ \langle R^2 \rangle & & \langle r \rangle \end{array}$$

$$\text{Einstein eqn } \begin{array}{l} \langle R^2 \rangle = 2Dt \\ \langle x^2 \rangle = \Gamma (\Delta x)^2 \cdot t \Rightarrow D = \frac{\Gamma (\Delta x)^2}{2} \end{array}$$