



# Welcome to CHE 384T: Computational Methods in Materials Science

## Random Walk Diffusion

LeSar Ch. 2, App. B7, C5, I2-I3

# Announcements

HW 1 report due 09/12, 5pm to Canvas

Programming day 2: 09/06

**Programming Days (approximately every other Friday):**

L3	F Aug 30	Installation/set up; Jupyter, Modules and packages, environments What is object oriented programming? Why Python? global v local variables, manipulating lists and arrays, operators, (formatting strings), sets, tuples, lists, dictionaries, dataframes
L5	F Sep 6	conditions, loops, functions, classes and objects
L12	F Sep 20	opening a github account, testbeds, measuring speed and optimizing code, C libraries, documentation/sphinx, PEP8
L18	F Oct 4	ASE calculators
L24	F Oct 18	Python extras: list comprehension, exception handling decorators, lambda functions, regular expressions Peer sharing of Python tricks
6	F Nov 1	DFT tutorial: convergence, scf, relaxation, band structure advanced: phonon calculation, magnetic materials, surface properties

**Approximate Schedule and Reading list for CHE384T**

L1	Intro to the Course	Ch. 1, Appendix A
L2, L5	Random Walk Diffusion	Ch. 2, Appendix B7, C5, I2-I3
L7, L8	Intro to crystal structure, defect in materials	Appendix B1-B5
L10	Simulating finite systems	Ch. 3
L11, L13 L14	Interatomic potentials	Ch. 5
L16-L22	Molecular dynamics	Ch. 6, Appendix I4 Appendix G
L23, L25	Monte Carlo	Ch. 7, Appendix C4, D1-D4
L25-L32	Electronic structure and DFT	Ch. 4, Appendix F, Supplemental reading
L34	Materials informatics	
L35	Kinetic Monte Carlo	Ch. 9
L37	Monte Carlo as mesoscale Cellular automata	Ch. 11
L38	Quantum computing	

# Lecture Outline

What is diffusion

Examples of diffusion in materials science

Connection with continuum description

Random Walk model for Diffusion

Coding considerations:

- Random number generators

- Binning probability distributions

# Fick's First and Second Law

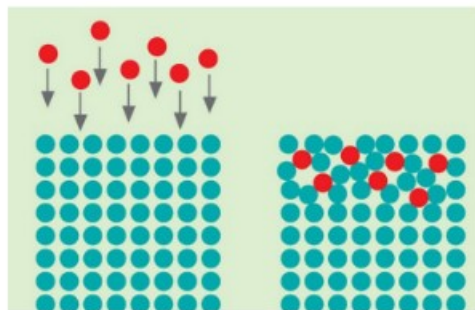
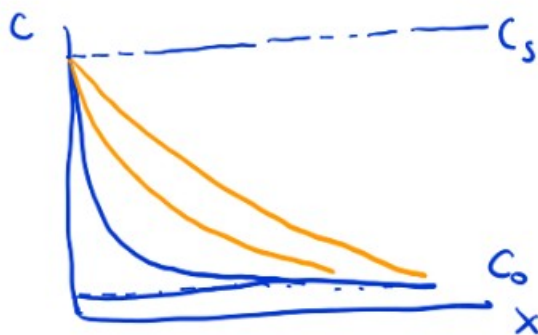
See also Appendix B7

# Example: Silicon wafer processing

**Intentional** incorporation of impurities (e.g., boron, phosphorous)

**Step 1:** Steady-state gas diffusion or ion implantation

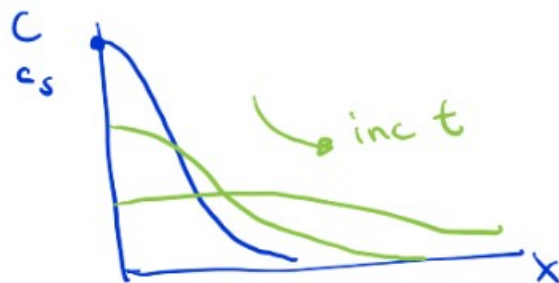
$$\frac{C(x,t) - C_0}{C_s - C_0} = 1 - \operatorname{erf}\left(\frac{x}{\sqrt{4Dt}}\right)$$



**Step 2:** Drive-in process (higher temperature)

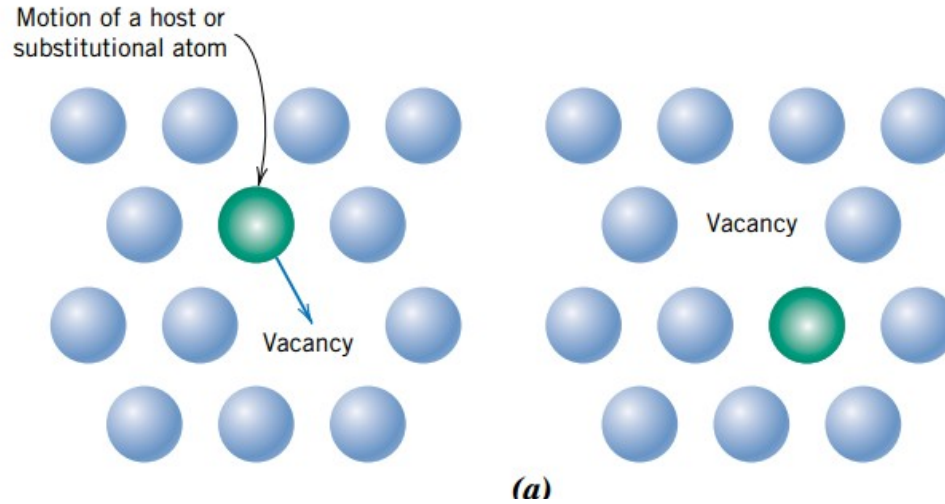
$$C(x,t) = \frac{2(C_s)}{\pi} \sqrt{\frac{D_p t_p}{Dt}} \exp\left(-\frac{x^2}{4Dt}\right)$$

depend  
on step 1

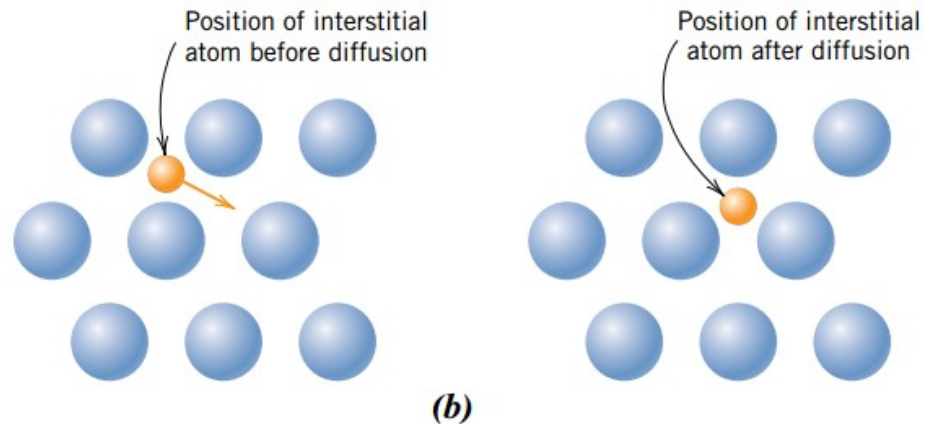


# Types of Diffusion

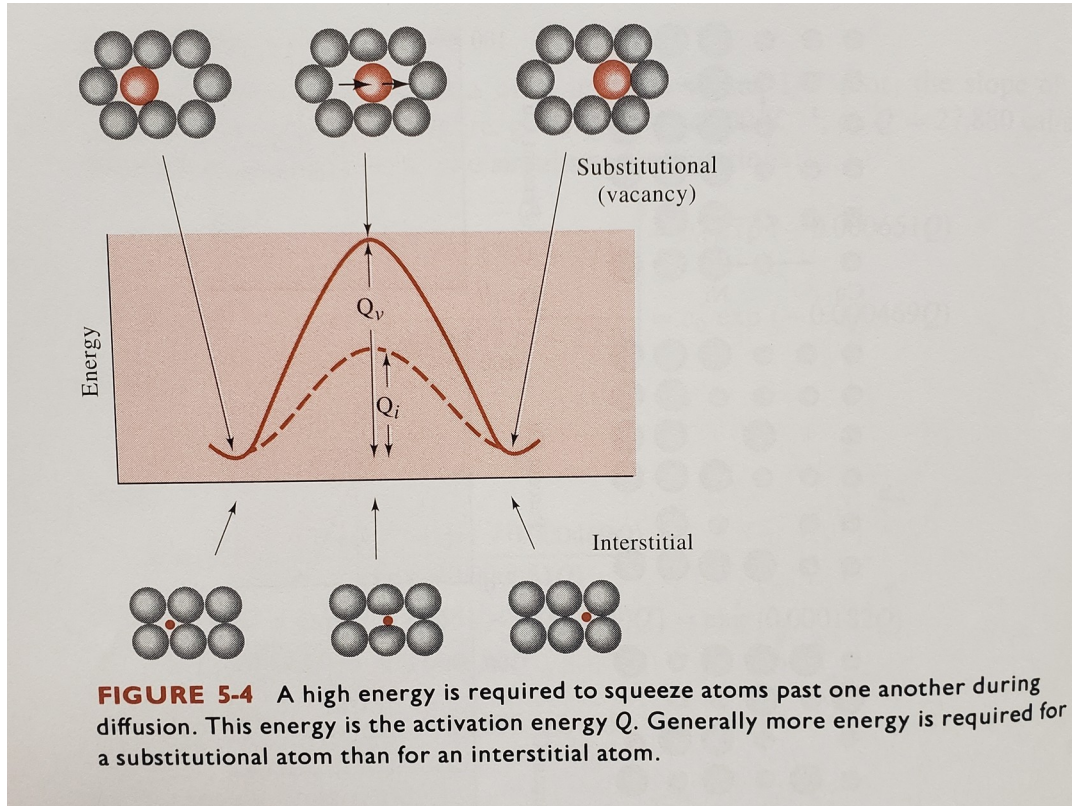
## Vacancy diffusion



## Interstitial diffusion

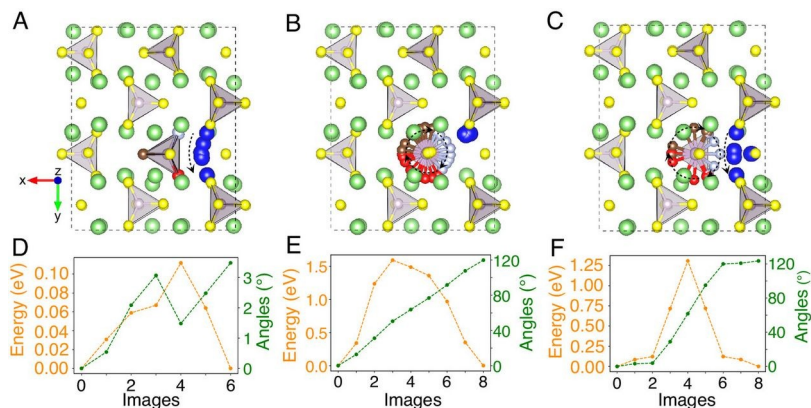


# Factors that affect diffusion: Diffusion coefficient

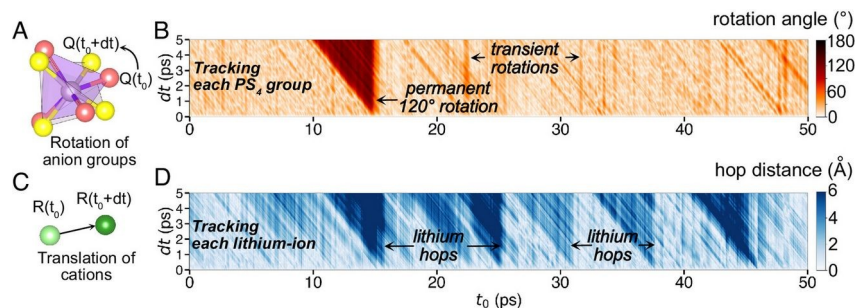




# Collective motion of lithium with crystal lattice

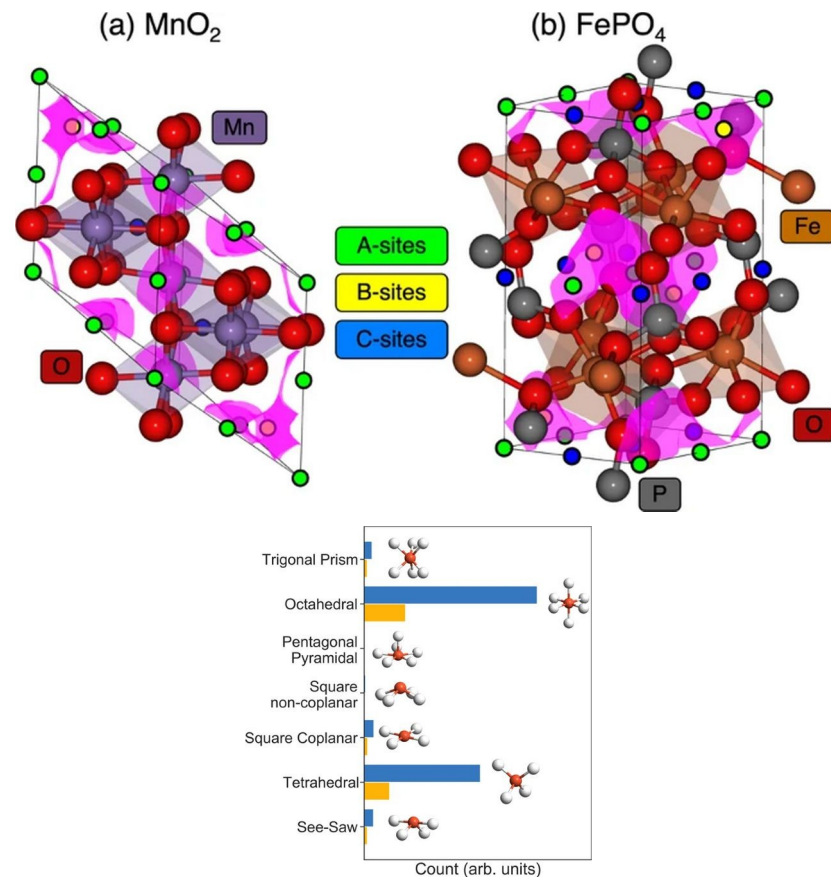


$\beta$ -Li<sub>3</sub>PS<sub>4</sub>



PNAS. 121 (18) e2316493121 (2024).

# Intercalation of lithium in novel cathode materials



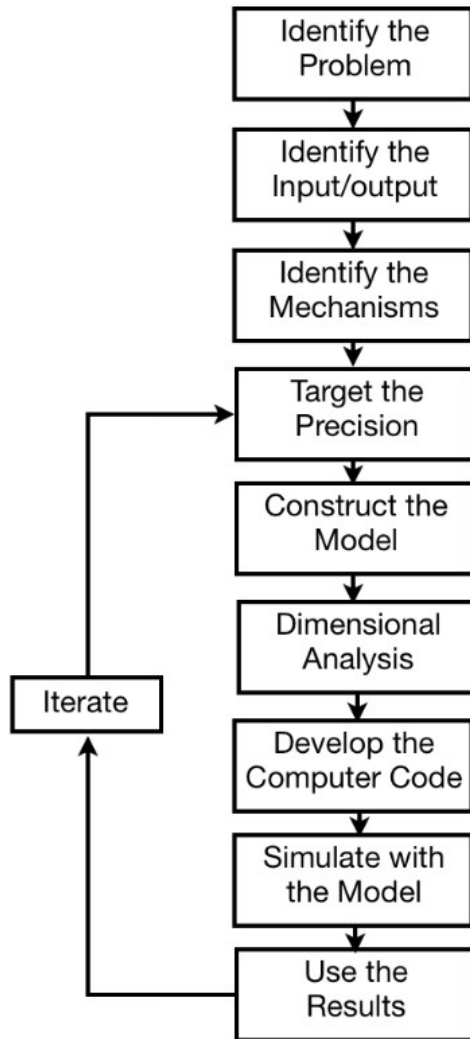
npj Comput Mater 6, 161 (2020).



# Developing a model

“Science and Statistics.” George E.P. Box (1976)

“All models are wrong, but some are useful.”



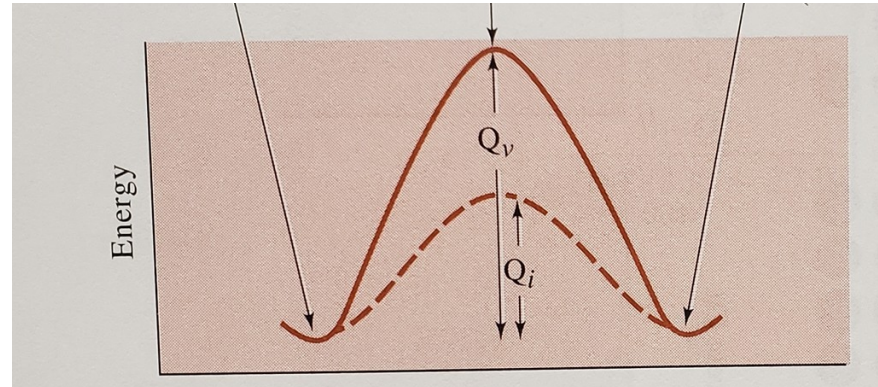
## 2.3 Parsimony

Since all models are wrong the scientist cannot obtain a “correct” one by excessive elaboration. On the contrary following William of Occam he should seek an economical description of natural phenomena. Just as the ability to devise simple but evocative models is the signature of the great scientist so overelaboration and overparameterization is often the mark of mediocrity.

## 2.4 Worrying Selectively

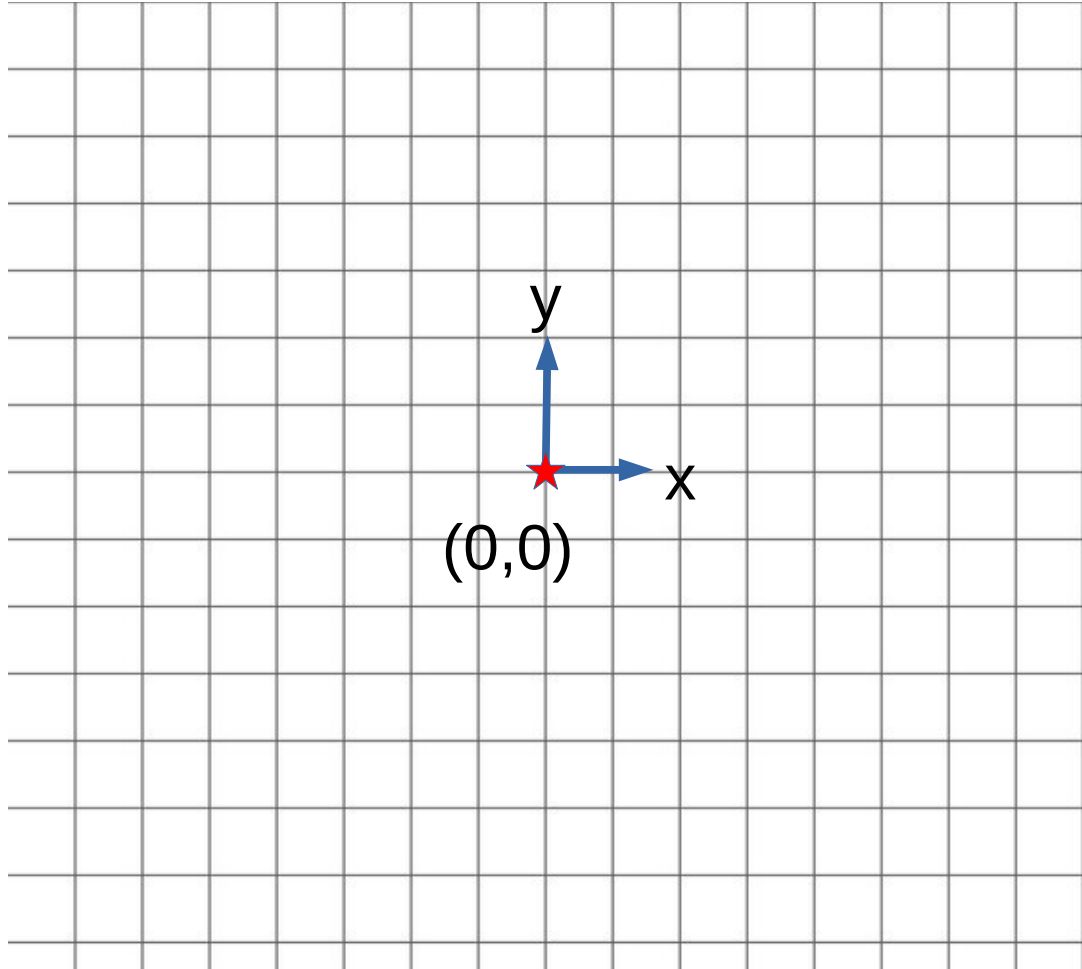
Since all models are wrong the scientist must be alert to what is importantly wrong. It is inappropriate to be concerned about mice when there are tigers abroad.

# Simplifications of the Random Walk Model



- Reduced dimensionality (to 2D or 1D)
- Simplification of the crystal structure
- Model the hops the atoms take as random (for a particular atom)

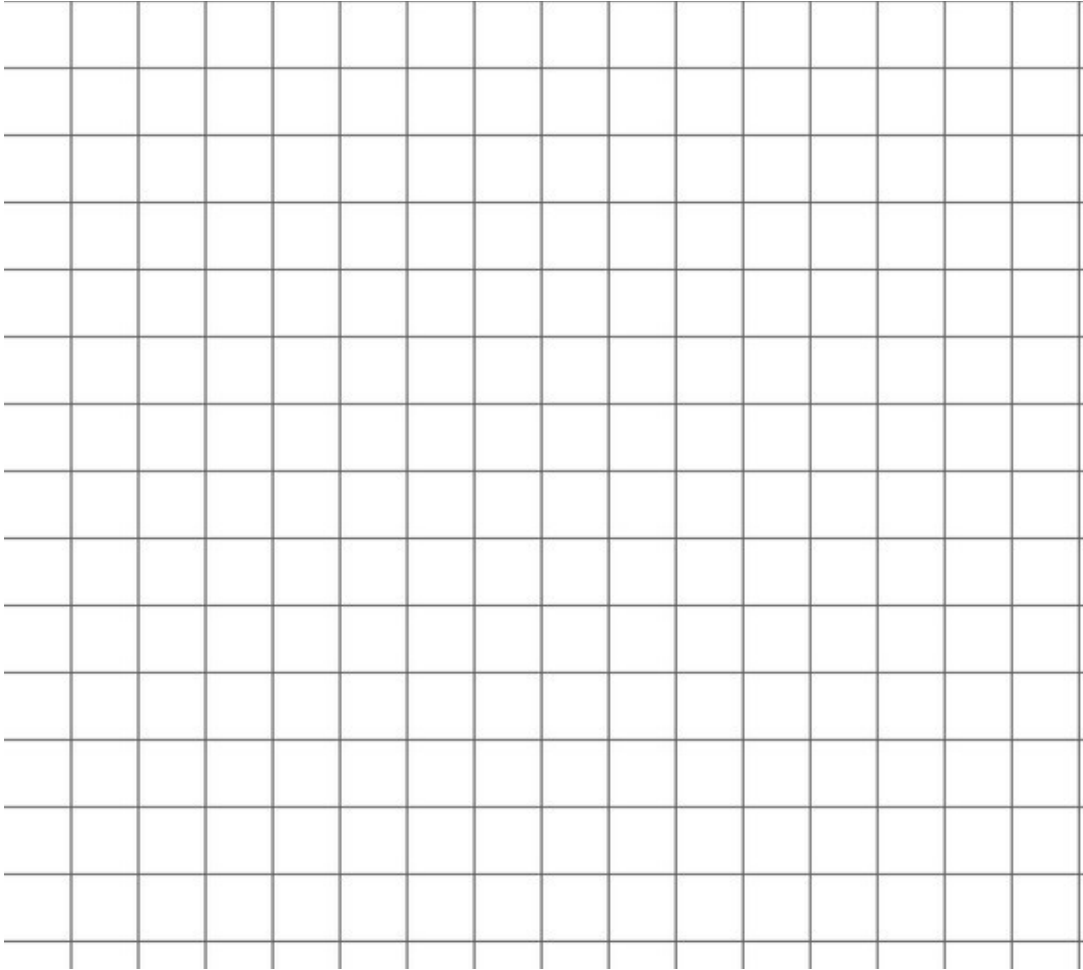
# Random walk diffusion: an atomic model for diffusion



## Rules for the random walker:

- divide time into  $nt$  discrete steps spaced by  $\Delta t$  time, where  $nt$  is an integer and  $\Delta t$  is a number
- can only move 1 space at each time step
- equal and random probability of moving up, down, left, right

# Random walk diffusion: an atomic model for diffusion



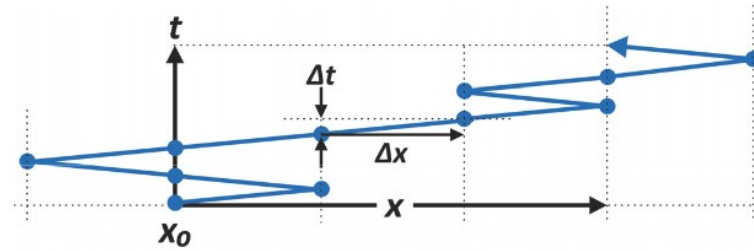
# Random walk diffusion: a small simulation

<https://rwd2d-mercury.runmercury.com/>



# Connection between Random Walk and Diffusivity

1D case





# Connection between Random Walk and Diffusivity

$$D = \frac{1}{6t} \langle R^2 \rangle \quad (\text{in 3D})$$

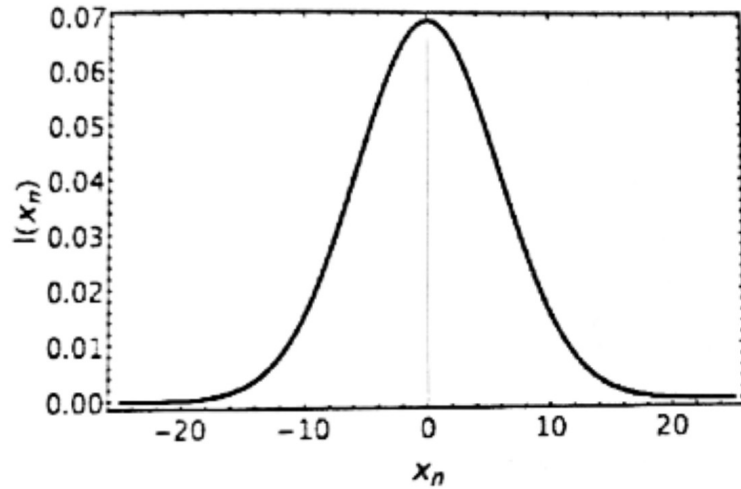
For the random walk model

# Statistics of the Random Walk Model: End-to-end distribution

1D case

# Statistics of the Random Walk Model: End-to-end distribution

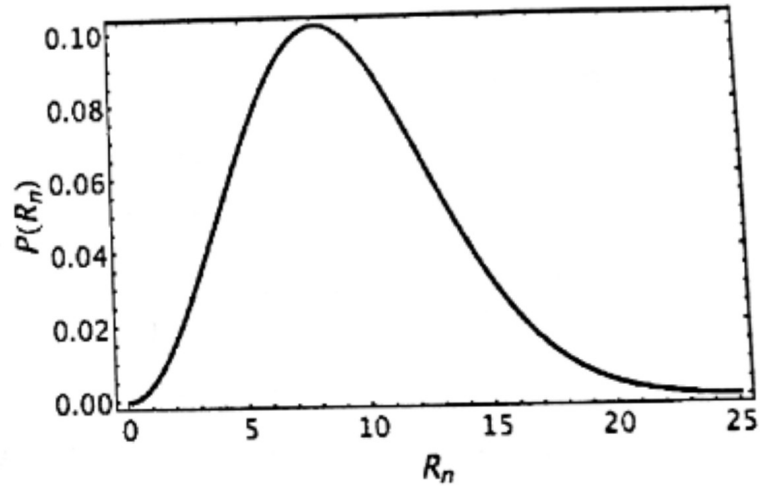
(In 1D)



$$\mathcal{P}(n_{tot}, q) = \frac{1}{2} \frac{n_{tot}!}{\left(\frac{n_{tot}+q}{2}\right)! \left(\frac{n_{tot}-q}{2}\right)!}$$

# Statistics of the Random Walk Model: End-to-end distribution

(In 3D)



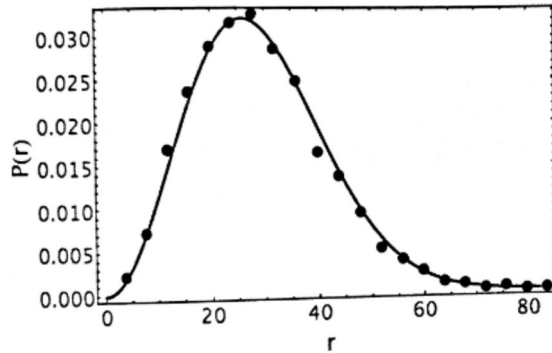
# Coding considerations:

## Binning distributions

Discretizing continuous functions  
Appendix I.3

Choose  $n_{bin}$

$$\Delta = \frac{R_n^{max} - R_n^{min}}{n_{bin}}$$



## Random Number Generator

Appendix I.2

To reproduce a “random” result,  
pick a consistent *seed*

Python:

`numpy.random.rand(...)`: generates (pseudo-)random number over [0,1)

`numpy.ceil(...)`: round to next highest integer

# An implementation of the 2D Random Walk Diffusion

## Objective

User chooses  $nt$  = number of time steps

\_\_\_\_\_

## Concept

Variable, integer

\_\_\_\_\_

## Python Representation

`nt`

\_\_\_\_\_



# An implementation of the 2D Random Walk Diffusion

## Objective

User chooses  $nt$  = number of time steps

---

Keep track of position of random walker at each time step.  
Let's assume it starts at the origin.

---

## Concept

Variable, integer

---

Array (list of items)  
e.g., [3, 4.5, 8, -1]

2D → x and y coordinate  
for each position

---

## Python Representation

$nt$

---

Use the library numpy,  
shorthand is np:

```
x = np.zeros(nt+1)
y = np.zeros(nt+1)
```

---

# An implementation of the 2D Random Walk Diffusion

## Objective

User chooses  $nt$  = number of time steps

Keep track of position of random walker at each time step.  
Let's assume it starts at the origin.

Specify how the position changes at each time step.

## Concept

Variable, integer

Array (list of items)  
e.g., [3, 4.5, 8, -1]

2D  $\rightarrow$  x and y coordinate  
for each position

## Python Representation

$nt$

Use the library numpy,  
shorthand is np:

```
x = np.zeros(nt+1)
y = np.zeros(nt+1)
```

```
delx =
np.array([?, ?, ?, ?])
dely =
np.array([?, ?, ?, ?])
```

# An implementation of the 2D Random Walk Diffusion

## Objective

User chooses  $nt$  = number of time steps

Keep track of position of random walker at each time step.  
Let's assume it starts at the origin.

Specify how the position changes at each time step.

Save each new position of the diffusion path

## Concept

Variable, integer

Array (list of items)  
e.g., [3, 4.5, 8, -1]

2D  $\rightarrow$   $x$  and  $y$  coordinate  
for each position

Index the array  
i.e., access a specific element  
“zero index”

## Python Representation

$nt$

Use the library numpy,  
shorthand is np:

```
x = np.zeros(nt+1)
y = np.zeros(nt+1)
```

```
delx =
np.array([?, ?, ?, ?])
dely =
np.array([?, ?, ?, ?])
x = [1, 2, 3]
x[0] = 1
x[1] = 2
```

# An implementation of the 2D Random Walk Diffusion

## Objective

Repeat for  $nt$  times

---

Encode the random number to a  
change in position of the random walker

## Concept

for loop  
range function

---

Generate a  
(pseudo)-random  
number

## Python Representation

Input:

```
for i in range(3):  
    print(i)
```

Output:

```
0  
1  
2
```

---

```
np.floor(4* np.random.rand(nt))
```

Generate random number b/t 0 and 1

---

Random number b/t 0 and 4

---

Random integer: 0, 1, 2, 3