

Random Walk, Diffusion, and Cluster Growth

Connor Hann, Xiaomeng Jia, Peifan Liu and Xinyu Wu

Physics Department, Duke University

March 24, 2016

Outline

1 2D Random Walk

- One-dimensional random walks
- Two-dimensional random walks

2 Diffusion

- Mathematical background
- Numerical results

3 Cluster Growth

- Background
- Fractal Dimension

1D Random Walk

RMS distance of an ensemble of random walkers after n steps

$$\sqrt{\langle x_n^2 \rangle} = \sqrt{\sum_{i=1}^n \sum_{j=1}^n \langle \Delta x_i \Delta x_j \rangle} = \sqrt{n} \Delta x \quad (1)$$

Diffusive motion:

$$\langle x^2(t) \rangle = 2Dt \quad (2)$$

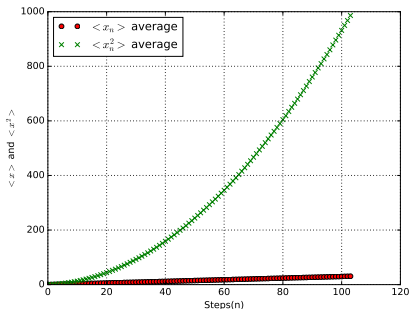
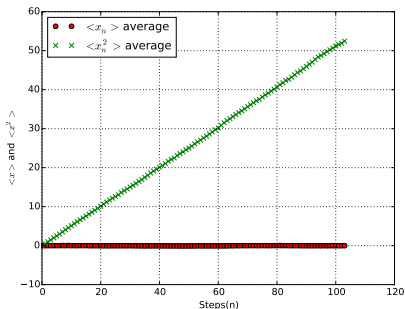
where $D = v \cdot \Delta x / 2 = (\Delta x)^2 / (2\Delta t)$ is the diffusion constant.

2D Random Walk (1)

Diffusive motion:

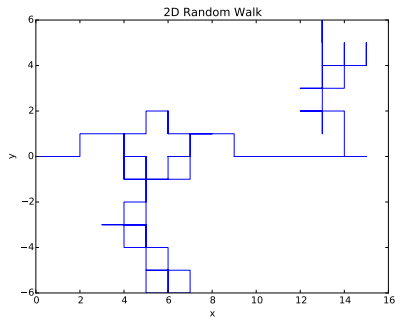
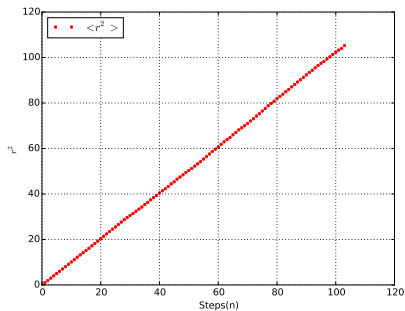
$$\langle x^2(t) \rangle = \langle y^2(t) \rangle = \frac{\langle r^2(t) \rangle}{2} = 2Dt \quad (3)$$

where $D = v \cdot \Delta x / 2 = (\Delta x)^2 / (2\Delta t)$ is the diffusion constant.



left: random walking; right: biased random walking (0.4 for up and right, 0.1 for down and left)

2D Random Walk (2)



Diffusion

Diffusion equation

$$\frac{\partial \rho}{\partial t} = D \nabla^2 \rho \quad (4)$$

discretize $t = k\Delta t, x = i\Delta x,$

$$\rho_{i,k+1} = \rho_{i,k} + D \frac{\Delta t}{\Delta x^2} (\rho_{i+1,k} + \rho_{i-1,k} - 2\rho_{i,k}) \quad (5)$$

with $\Delta t < \frac{\Delta x^2}{2D}$

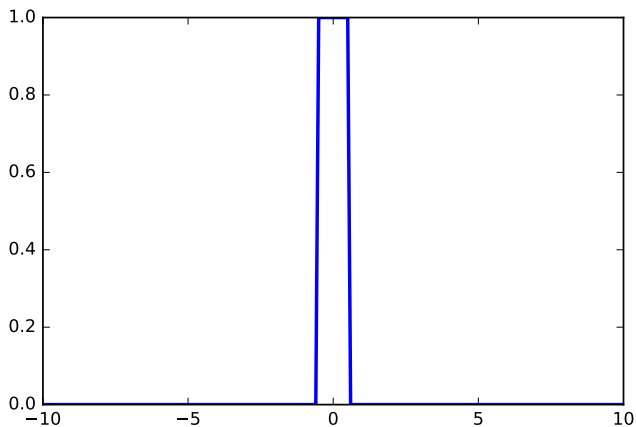
Normal Distribution

One-dimensional normal distribution

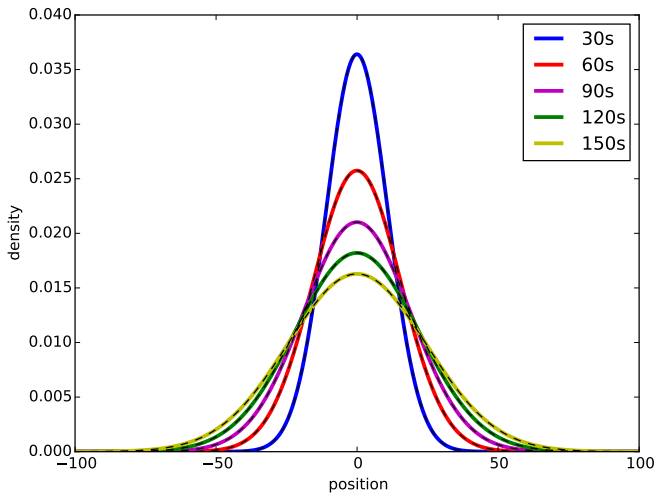
$$\rho(x, t) = \frac{1}{\sqrt{2\pi \sigma(t)^2}} \exp\left(-\frac{x^2}{2\sigma(t)^2}\right) \quad (6)$$

$$\langle x^2 \rangle = \int_{-\infty}^{\infty} \frac{1}{\sqrt{2\pi \sigma(t)}} x^2 \exp\left(-\frac{x^2}{2\sigma(t)^2}\right) = \sigma(t)^2 \quad (7)$$

Animation



Diffusion time dependence



$$\langle x^2 \rangle = \sigma(t)^2 = 2Dt$$

Cluster Growth with Diffusion Limited Aggregation (DLA)

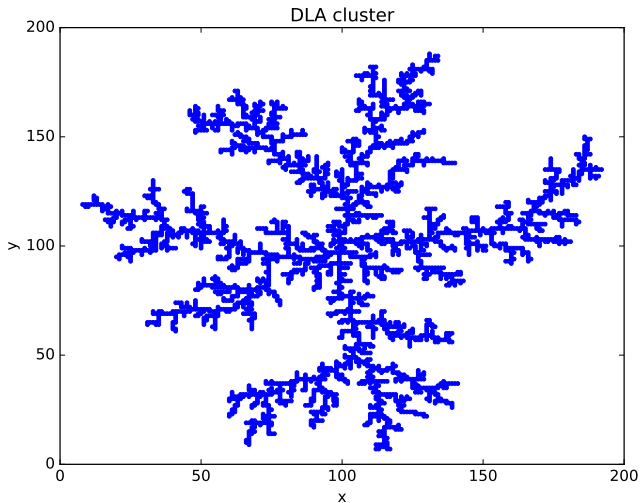
DLA Algorithm:

- 1 Consider a lattice of points with a seed particle at the origin
- 2 Release a particle from a random location a distance R from the origin
- 3 Let the particle perform a random walk until it hits the perimeter of the cluster or strays too far
- 4 If the particle hits the perimeter, add the particle to the cluster
- 5 Repeat until cluster reaches the desired size(Radius = 100)

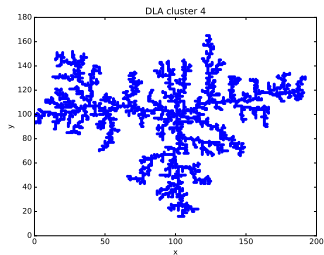
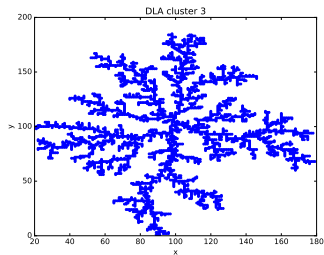
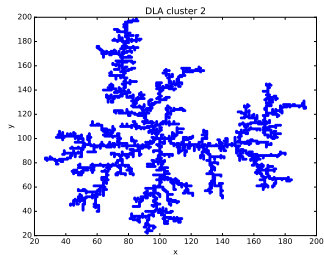
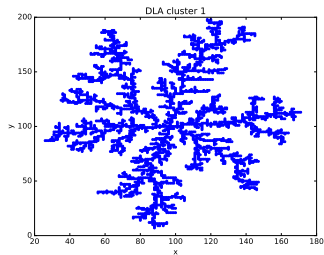
We used a 2D Array for the lattice, and 0 for unoccupied lattice point, 1 for occupied lattice point.

Animation

Example DLA cluster

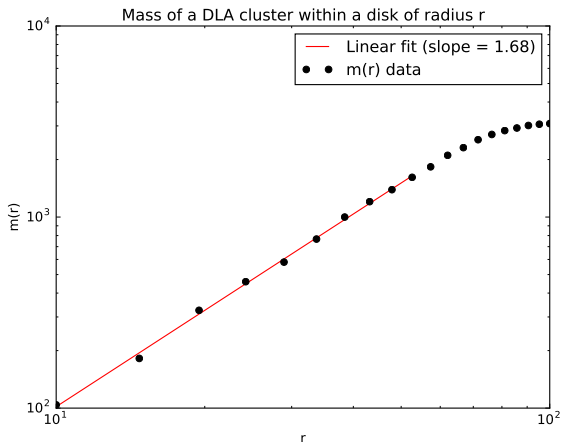


Typical clusters



Fractal Dimension d_f (1)

$$m(r) \sim r^{d_f}$$
$$\log(m) = d_f \log(r)$$



Fractal Dimension d_f (2)

Cluster	1	2	3	4	5	6	7	8	9	10
d_f	1.74	1.63	1.77	1.55	1.66	1.58	1.64	1.74	1.74	1.75

Average value over 10 runs: $d_f = 1.68(07)$

Expected value: $d_f = 1.65$