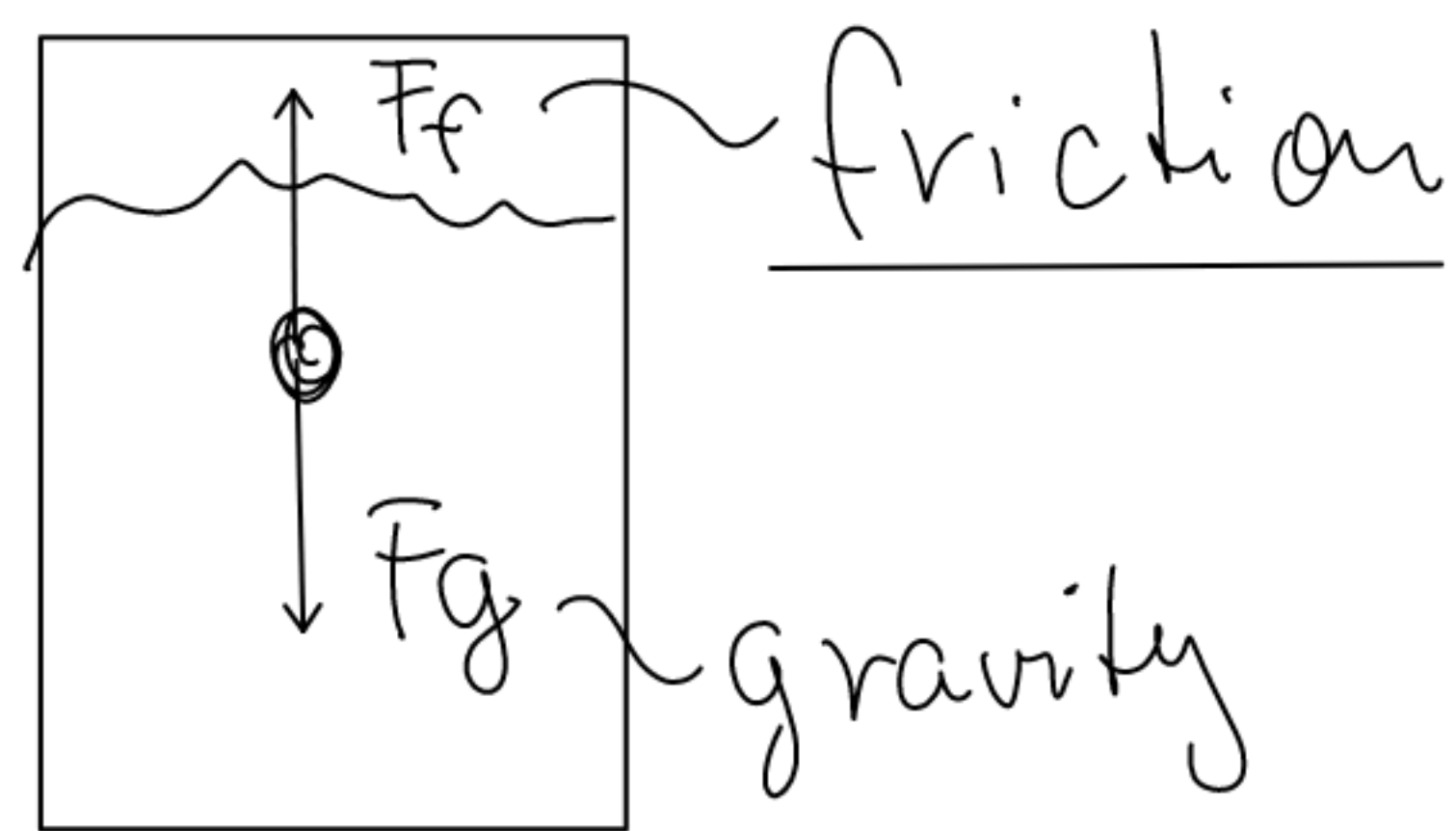


11. Langevin and Brownian dynamics

We can already simulate particle motion in fluid



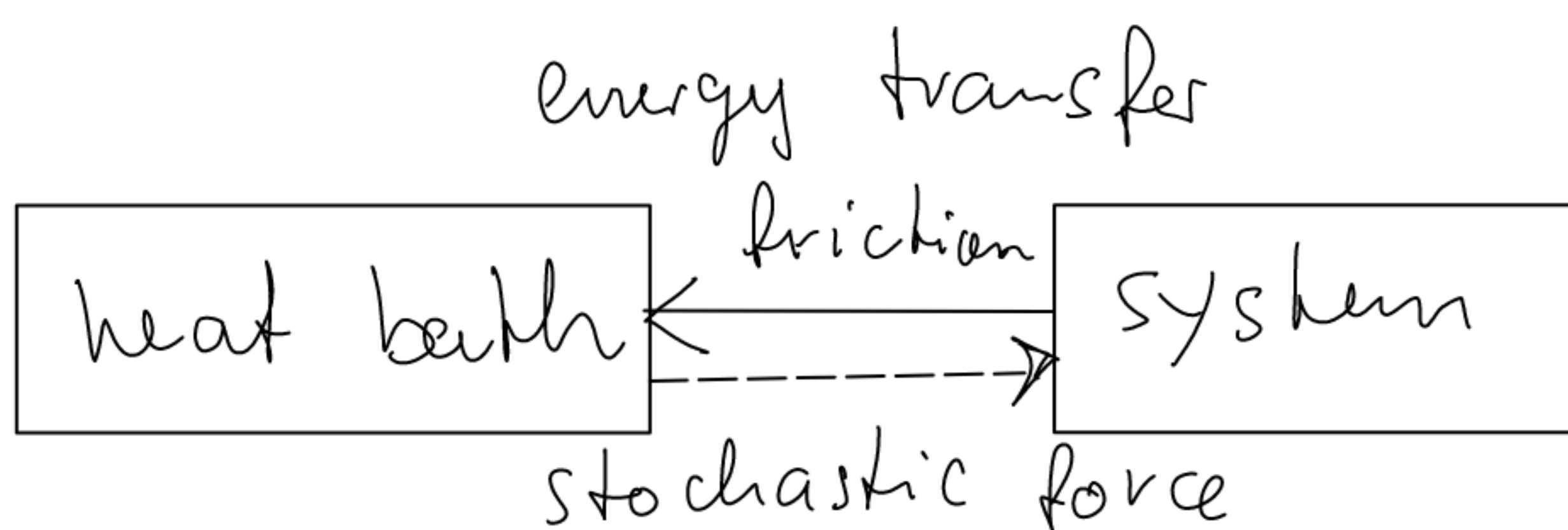
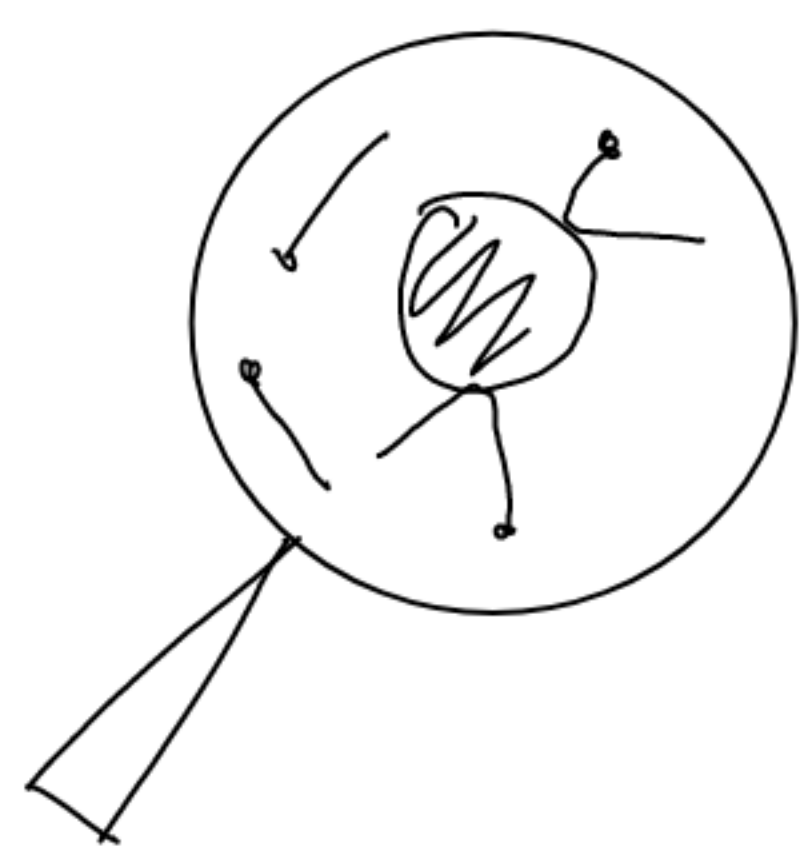
$$m \ddot{y} = -g \cdot m + F_f \quad \text{friction / coefficient}$$

$$= -\Gamma \dot{y}$$

energy is not conserved, only in vacuum with

$$m \ddot{\vec{r}} = -\vec{\nabla} V(\vec{r})$$

Question: Where is the energy going?
Into the fluid (= heat bath)?



11.1. Langevin equation

$$m \ddot{\vec{r}} = -\Gamma \dot{\vec{r}} - \vec{\nabla} U(\vec{r}) + \vec{\zeta}(t) \quad \text{stochastic force} \quad (1)$$

Question: How to model $\vec{\zeta}(t)$

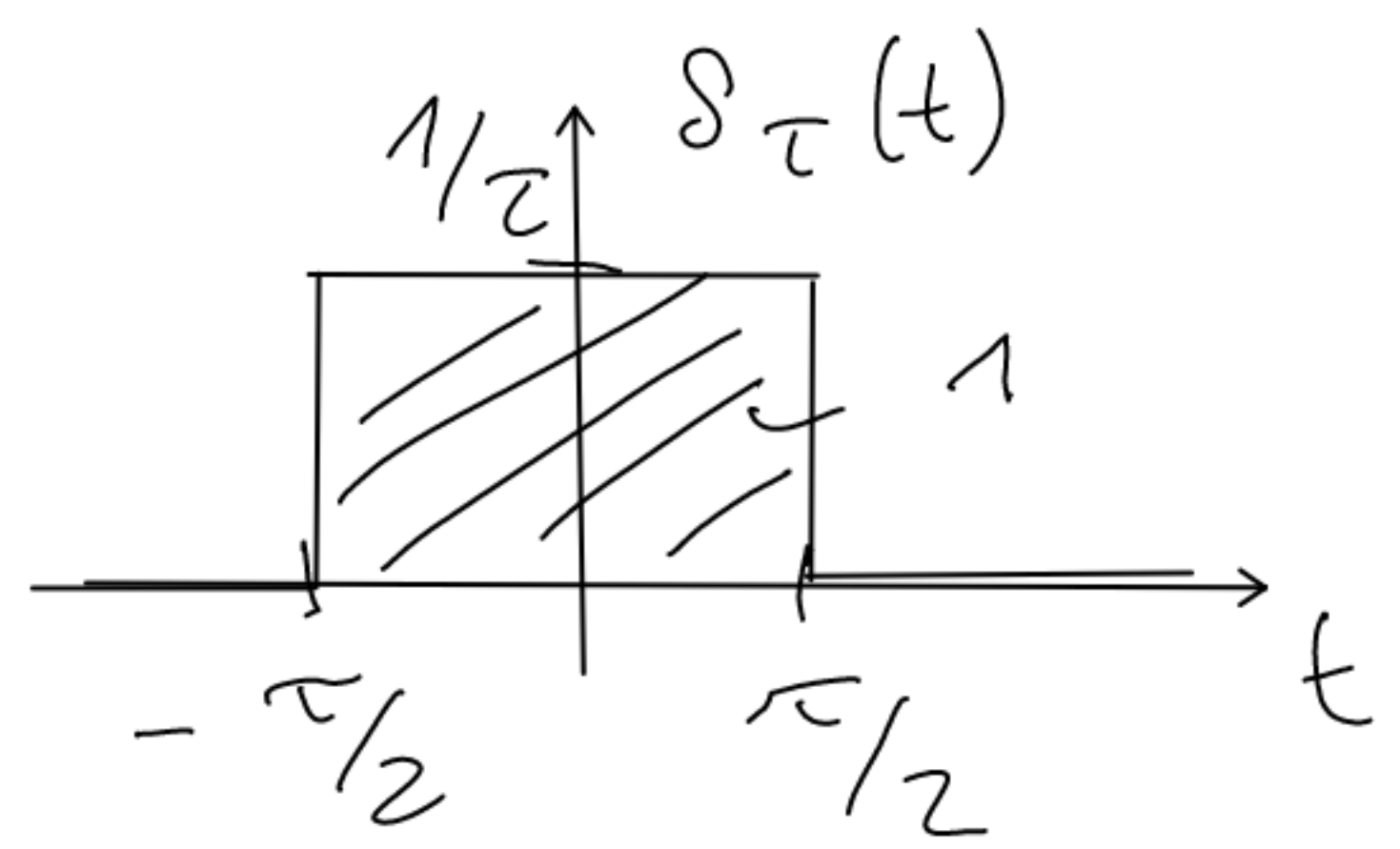
- Remember 1st and 2nd law of thermodynamics
 - closed system energy is preserved
 - only net energy transfer to heat bath

$$\rightarrow \langle \vec{\zeta}(t) \rangle = 0 = \int d\vec{\zeta}(t) P[\vec{\zeta}(t)] \vec{\zeta}(t)$$

- interactions are fast and independent

$$\langle \zeta^i(t) \zeta^j(t') \rangle = \lambda \delta^{ij} \delta_\tau(t-t')$$

We will use limit $\tau \rightarrow 0$
 \cong force instantly changes values, no memory



• $f(t)$ is a total force from multiple collisions
 \rightarrow Gauss distributed by central limit theorem

$$\mathcal{P}[f(t)] = \mathcal{N} \exp\left(-\int_{-\infty}^{\infty} dt \frac{1}{2\lambda} f^2(t)\right)$$

Free Particle, $U(\vec{r}) = 0$

$$m \dot{\vec{v}} = -\Gamma \vec{v} + \vec{f}(t) \quad \text{with} \quad \vec{v} = \dot{\vec{r}}$$

$$\dot{\vec{v}} = -\gamma \vec{v} + \vec{\eta}(t) = \frac{d\vec{v}}{dt} \quad \gamma = \Gamma/m, \quad \vec{\eta}(t) = \vec{f}(t)/m$$

inhomogeneous linear ODE

ansatz: $\vec{v}(t) = \vec{v}_0(t) \cdot f(t)$

homogeneous part $\vec{v}_0(t) = C_1 e^{-\gamma \cdot t}$

$$\dot{\vec{v}}(t) = \dot{\vec{v}}_0(t) \cdot f(t) + \vec{v}_0(t) \cdot \dot{f}(t) = -\gamma \vec{v}_0(t) f(t) + \vec{\eta}(t)$$

$$\vec{v}_0(t) \dot{f}(t) = \underbrace{(-\gamma \vec{v}_0(t) - \dot{\vec{v}}_0(t))}_{=0} f(t) + \vec{\eta}(t)$$

$$\int df = \int dt \frac{\vec{\eta}(t)}{\vec{v}_0(t)}$$

$$\Rightarrow v(t) = e^{-\gamma t} \left(\vec{v}(0) + \int_0^t dt' e^{\gamma t'} \vec{\eta}(t') \right)$$

• average speed

$$\langle v(t) \rangle = e^{-\gamma t} \vec{v}(0)$$

because $\langle \vec{\eta}(t) \rangle = 0$

o correlation between $\vec{v}(t_1)$ and $\vec{v}(t_2)$

$$\langle \vec{v}(t_1) \vec{v}(t_2) \rangle = \langle \vec{v}(t_1) \rangle \langle \vec{v}(t_2) \rangle + \frac{D\lambda}{m^2} \frac{1}{2\gamma} \left(e^{-\gamma|t_1+t_2|} - e^{-\gamma|t_1-t_2|} \right)$$

$$D = \sum_i \delta^{ii}$$

for $t_1 = t_2 \gg \gamma^{-1}$ (stationary state)

$$\langle \vec{v}^2(t) \rangle = \frac{D\lambda}{m^2} \frac{1}{2\gamma}$$

from statistical physics we know

$$\frac{1}{2} m \langle \vec{v}^2 \rangle = D \frac{k_B \cdot T}{2} \quad \text{Boltzmann constant}$$

$$\text{or } \lambda = 2 k_B T m \gamma = 2 k_B T \Gamma$$

fluctuation-dissipation theorem friction

Same for position

$$\langle |\vec{r}(t) - \vec{r}(0)|^2 \rangle = \frac{D\lambda}{m^2} \frac{1}{\gamma^2} t \quad t \gg \gamma^{-1}$$

diffusion

In limit $m \rightarrow 0$ we get

$$\Gamma \dot{\vec{r}} = -\vec{\nabla} U(\vec{r}) + \vec{\xi}(t)$$

Brownian dynamics

11.2 Simulation

two possible routes to do simulation:

- a) 1. get different realizations $\vec{r}_k(t)$ with PRNG from last lecture
2. for each solve ODE (1)
3. compute average for observables $\langle O(\vec{r}, \vec{v}) \rangle$ over realizations

b) for time independent systems, ergodicity allows 1 long simulation and time average

$$\langle O(\vec{r}, \vec{v}) \rangle = \frac{\Delta t}{T} \sum_{n=1}^{T/\Delta t} O(\vec{r}(n\Delta t), \vec{v}(n\Delta t))$$

For time independent systems combinations of a) and b) are possible.

Implementation

Euler method is usually sufficient

$$\vec{r}_{n+1} = \vec{r}_n + \vec{v}_n \Delta t$$

$$m \vec{v}_{n+1} = m \vec{v}_n + \underbrace{\vec{F}_n \Delta t}_{\text{force from potential } U(\vec{r})} - \Gamma \vec{v}_n \Delta t - \underbrace{\sum_i \vec{u}_i \Delta t}_{\vec{R}_n}$$

\vec{R}_n Gauss distributed with $\langle \vec{R}_n \rangle = 0$ and

$$\langle R_n^2 \rangle = 2 k_B T \Gamma \cdot \Delta t.$$