

Lecture 21:

Non-equilibrium Pt1

What is Non-Equilibrium Stat Mech?

Real & modern non- eq stat mech:

Systems w/ dissipation, which means heat/entropy flows in or out of system [doing or having work done on system, non adiabatically]

- In many cases, this means time reversibility in dynamics is broken
- Sometimes we can reach a "non-equilibrium steady state" where there is constant driving but basically at equilibrium

Examples: Self assembly by drying / in a field
self driven / externally driven particles
molecular motors (consume ATP to do work)
folding / unfolding protein under force ...

Some theories have developed to treat these "real" non-equilibrium systems

- All of that is built on understanding dynamics of systems "near" equilibrium first.
- Additionally, we have to understand/learn about dynamics, especially systems in contact w/ a bath & how to study them [time dependent processes]

Back to Brownian motion & origin of Langevin equation



$$\text{know } F_{\text{total}} = Ma = m \frac{dv}{dt}$$

Physics observations say that the particle has drag: \downarrow viscosity
 \downarrow radius

$$m \frac{dv}{dt} = -\zeta v, \quad \zeta = 6\pi\eta a$$

Stokes law, 3d sphere

If this were whole story then

$$v(t) = v(0) e^{-\frac{\zeta t}{m}} \quad \left[\text{more drag, lighter particle stops faster} \right]$$

This would mean that the particle stops moving over time

But we know (from before, also xpts) that

$$\langle v_x^2 \rangle = \frac{k_B T}{m} \quad \text{so this must come from collisions w/ the solvent}$$

$$\left[\langle \frac{1}{2} m v_x^2 \rangle = \langle kE \rangle = \frac{k_B T}{2} \right]$$

So this is where we get Langevin's idea of

$$\frac{m dv}{dt} = -\zeta v + \delta F(t) \quad \begin{array}{l} \text{random force} \\ \text{fluctuating force in each direction} \end{array}$$

Assert collisions uncorrelated in time & mean zero

$$\langle \delta F(t) \rangle = 0 \quad \langle \delta F(t) \delta F(t') \rangle = 2\zeta \delta(t-t')$$

So how do we solve this equation? Have to do once by a "trick" for diff eq

$$\frac{dx(t)}{dt} = ax(t) + b(t)$$

insert $x(t) = e^{at} y(t)$

then $e^{at} \frac{dy(t)}{dt} + ae^{at} y(t) = ae^{at} y(t) + b(t)$

$$\Rightarrow \frac{dy(t)}{dt} = e^{-at} b(t)$$

integrate from 0 to τ

$$y(\tau) - y(0) = \int_0^{\tau} e^{-at} b(t) dt$$

switching back to x ,

$$e^{-a\tau} x(\tau) = x(0) + \int_0^{\tau} e^{-at} b(t) dt$$

$$x(\tau) = e^{a\tau} x(0) + \int_0^{\tau} e^{-a(t-\tau)} b(t) dt$$

$$s = \tau - t$$
$$ds = -dt$$

$$x(\tau) = e^{a\tau} x(0) + \int_0^{\tau} e^{as} b(\tau-s) (-ds)$$
$$x(\tau) = e^{a\tau} x(0) + \int_0^{\tau} e^{as} b(\tau-s) ds$$

going back to Langevin eqn

$$\frac{dv(t)}{dt} = \underbrace{-\frac{\zeta}{m}}_a v(t) + \underbrace{\delta F(t)}_b / m$$

$$\Rightarrow v(t) = e^{-\zeta/m t} v(0) + \int_0^t dt' e^{-\zeta/m (t-t')} \frac{\delta F(t')}{m}$$



if no random force, correct solution

Now we want to predict $\langle v(t)^2 \rangle$

So what is $(v(t))^2$?

$$v(t)^2 = e^{-2\zeta/m t} v(0)^2 + 2e^{-\zeta/m t} v(0) \int_0^t dt' e^{-\zeta/m (t-t')} \frac{\delta F(t')}{m} + \int_0^t \int_0^t dt' dt'' e^{-\zeta/m [(t-t')+(t-t'')] } \frac{\delta F(t') \delta F(t'')}{m^2}$$

So now take avg [over many start times, ind particles ...]

$$\langle v(t)^2 \rangle = e^{-2\zeta/m t} v(0)^2 + \int_0^t \int_0^t dt' dt'' e^{-\zeta/m [(t-t')+(t-t'')] } \frac{2 \delta F(t') \delta F(t'')}{m^2} + \int_0^t dt' e^{-\zeta/m [t-t']} \frac{2B}{m^2}$$

$$= e^{-2\zeta/mt} v(0)^2 + \frac{B}{\zeta m} \left[e^{-2\zeta/m(t-t')} \right]_{t'=0}^{t'=t}$$

$$= e^{-2\zeta/mt} v(0)^2 + \frac{B}{m\zeta} \left[1 - e^{-2\zeta/mt} \right]$$

so starts w/ same velocity $v(0)$, but
 as $t \rightarrow \infty$, goes to the average velocity
 of any particular particle

$$\langle v(t) \rangle^2 \xrightarrow{t \rightarrow \infty} B/m\zeta$$

And so $B = k_B T \zeta$

The fluctuation-dissipation theorem
 (FDT)

Relates the strength of the random
 noise on an observable to the friction

Time correlation functions

Only one Eq state, but many non-equilibrium states. Hence there is no (probably) unique partition function. What we compute instead are time correlation functions (more like $g(r)$, but in time). These will connect to:

viscosity, thermal cond, diffusion & scattering spectroscopy & NMR

Measurements are still averages, but now back to time averages

$$\langle A \rangle = \frac{1}{\tau} \int_0^{\tau} dt A(t)$$

Fluctuations from mean $\delta A(t) = A(t) - \langle A \rangle$

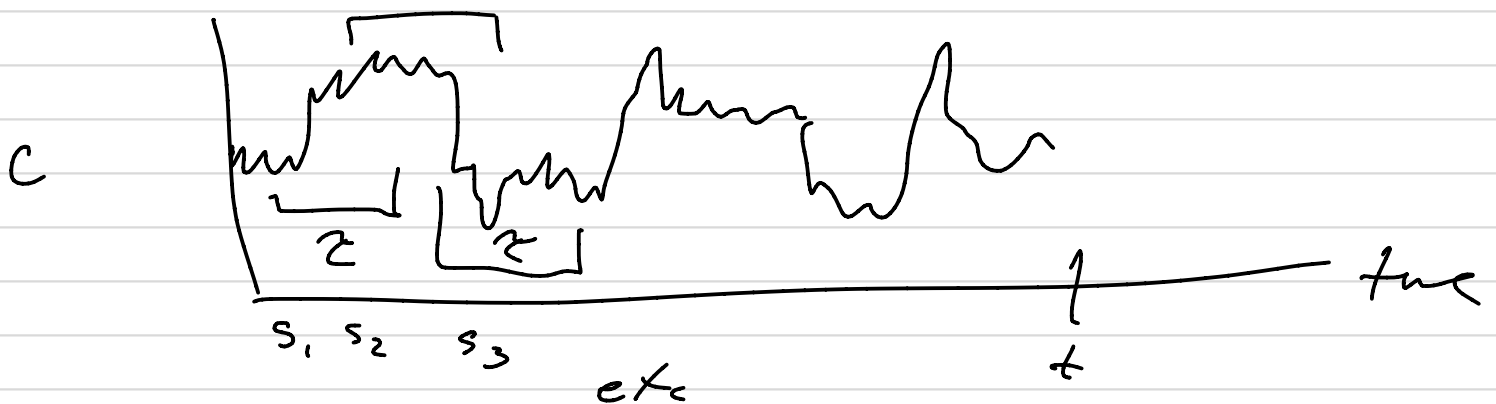
Fluctuations are correlated in time, so

like $\langle \delta s_i; \delta s_j \rangle$ in lattice model &

$\langle \delta p(\omega) \delta p(\omega') \rangle$ we need to compute

$$C(\tau) = \frac{1}{T} \int_0^T ds A(s) A(s+\tau)$$

The time correlation function (TCF)



If @ equilibrium or @ Neg Steady state

initial time doesn't matter and $C(t)$

only depends on observation window

Many experiments measure $C_\omega = \int_{-\infty}^{\infty} dt e^{-i\omega t} C(t)$

Fourier transform, called the "spectral density"

Eg optical absorption related to FT of dipole-dipole correlation func

Example - the correlations in velocity are related to the diffusion const

We showed (discussed) Diffusion of a particle in 1d, Macroscopically Diffusion is defined by a diff Eq called the diffusion eq

$$P(x,t) \text{ is conc at } x \text{ at time } t$$
$$\frac{\partial}{\partial t} P(x,t) = D \frac{\partial^2}{\partial x^2} P(x,t)$$

if $P(x,0) = \delta(x)$, spreads out as a gaussian w/ time, w/ $\langle \delta(x) \rangle = 0$

what is the MSD (also, the variance of this gaussian?)

$$\text{Start w/ } \langle x^2 \rangle_t = \int_{-\infty}^{\infty} dx x^2 P(x,t)$$

$$\frac{\partial}{\partial t} \langle x^2 \rangle_t = \int_{-\infty}^{\infty} dx x^2 \frac{\partial}{\partial t} P(x,t) = \int_{-\infty}^{\infty} dx D x^2 \frac{d^2}{dx^2} P(x,t)$$

$u = x^2 \quad du = \frac{dx^2}{dx} P(x,t)$

$$= D \left[\left(x^2 \frac{d}{dx} P(x,t) \right)_{-\infty}^{\infty} - \int_{-\infty}^{\infty} 2x \frac{d}{dx} P(x,t) dx \right]$$

$$= D \left[\left(2x P(x,t) \right)_{-\infty}^{\infty} + 2 \int_{-\infty}^{\infty} P(x,t) dx \right] = 2D$$

$$\Rightarrow \langle x^2 \rangle = 2Dt$$

(showed for discrete random walk before)

$$\text{Dot now, } \delta x(t) = \int_0^t v(s) ds$$

$$\langle \delta x(t) \delta x(t) \rangle = \left\langle \left(\int_0^t v(s) ds \right)^2 \right\rangle$$

$$\frac{d}{dt} \langle (\delta x(t))^2 \rangle = \left\langle 2 \int_0^t v(s) v(t) ds \right\rangle$$

$$= 2 \int_0^t \langle v(s) v(t) \rangle ds$$

@ equilibrium, only $t-s$ matters

$$= 2 \int_0^t \langle v(s-s) v(t-s) \rangle ds$$

$$= 2 \int_0^t \langle v(t-s) v(0) \rangle ds$$

$$u = t-s \quad du = -ds$$

$$= 2 \int_0^t \langle v(u) v(0) \rangle du$$

but this equals $2D$

$$\text{So } D = \int_0^t \langle v(u) v(0) \rangle du$$

$$\left[\text{and } D_{3d} = \frac{1}{3} \int_0^t \langle \vec{v}(u) \cdot \vec{v}(0) \rangle du \right]$$