

# Lecture 7: Real Liquids & Gases

## Interacting systems of molecules

Before we dealt with ideal gases, systems in  $N, U, T$  ensemble, but

$$H(\vec{p}, \vec{q}) = \sum_{i=1}^N \frac{p_i^2}{2m}$$

Now we will think about systems that interact, namely

$$H(\vec{p}, \vec{q}) = \sum_{i=1}^N \frac{p_i^2}{2m} + U(\vec{q}_1, \vec{q}_2, \dots, \vec{q}_N)$$

These interactions could be positive or negative - if negative (attractive) system will condense

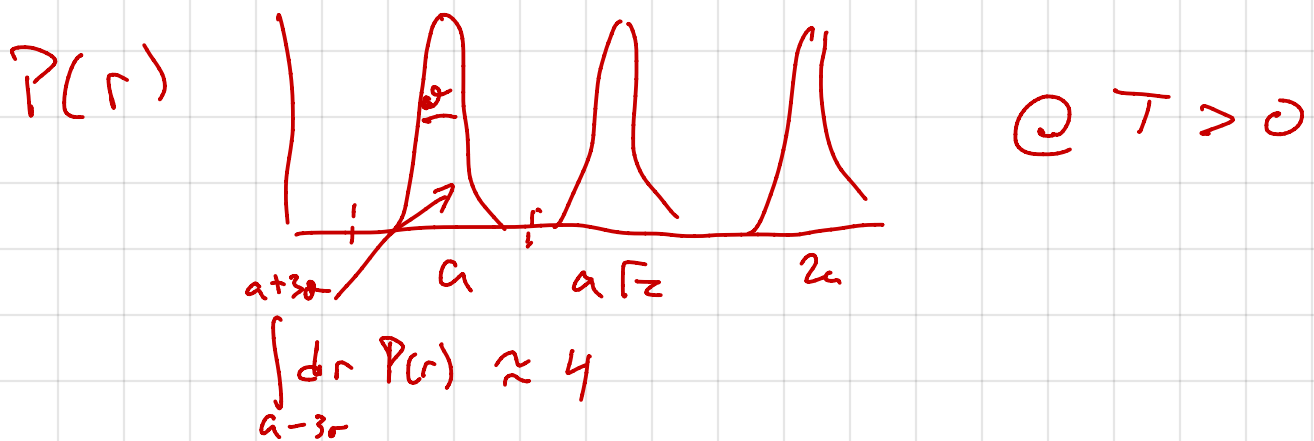
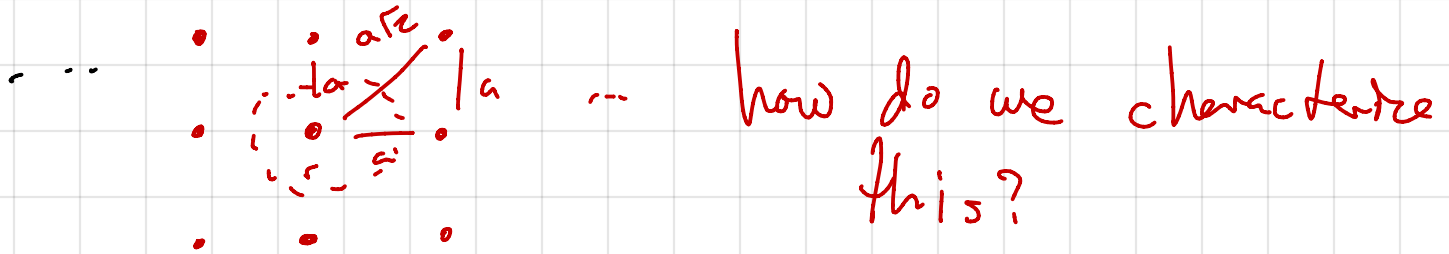
For molecules, typically attractive at long range & repulsive at short range

This means at low enough temps, high press, form a liquid, then solid (phase trans later)

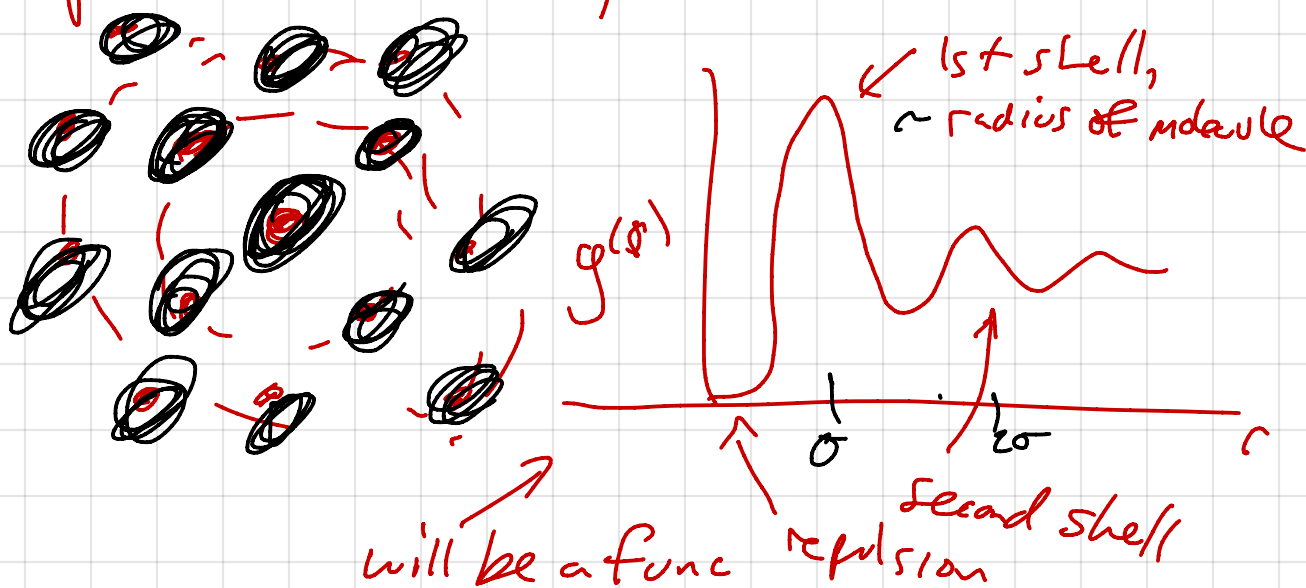
Today we will talk about the structure of liquids and gasses when interactions are turned on (non-ideal)

"Structure" means what is the average arrangement of the atoms/molecules

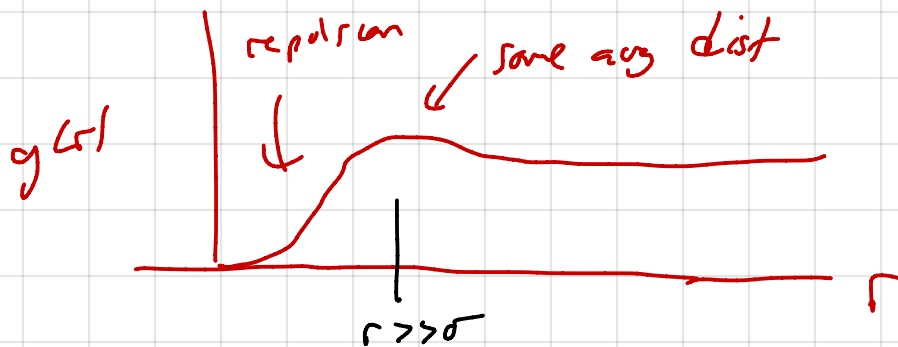
In a solid, we may have (2d) square lattice



In a liquid, as we may be able to predict later, more like



In gas, maybe



These could also depend on angle, but often radially symmetric

Let's see how we can define this function

$$Q(N, U, T) = \frac{1}{N!} \frac{1}{h^{3N}} \int d^N \vec{p} \int d^N \vec{q} e^{-\beta(\sum_{i=1}^N \frac{p_i^2}{2m} + u(\vec{q}))}$$

$$= \frac{1}{N!} \cdot \frac{1}{h^{3N}} \int_V d^N \vec{q} e^{-\beta u(\vec{q})}$$

↑  
integrate over box

Aside,  $Q$  has  $\int_{-\infty}^{\infty} dq_1^x \int_{-\infty}^{\infty} dq_1^y \dots \int_{-\infty}^{\infty} dq_N^y \int_{-\infty}^{\infty} dq_N^z$

but can define  $U(\vec{q}_1, \vec{q}_2, \dots, \vec{q}_N) =$

$$\begin{cases} \infty & \text{if } q_i^x > L/2 \text{ or } q_i^x < -L/2 \\ \tilde{U}(\vec{q}_1, \vec{q}_2, \dots, \vec{q}_N) & \text{otherwise} \end{cases}$$

then  $\int_{-\infty}^{\infty} d^N \vec{q} e^{-\beta U(\vec{q})} = \int_{-L/2}^{L/2} d^N \vec{q} e^{-\beta \tilde{U}(\vec{q})}$

Call  $Z(N, U, T) = \int_V d^N \vec{q} e^{-\beta u(\vec{q})} = Q \cdot N! h^{3N}$

configurational partition function

The prob of finding a particular particle within  $d\vec{q}$  of  $\vec{q} = (q_1, q_2, \dots, q_N)$  is

$$P(\vec{q}) d\vec{q} = \frac{1}{Z} e^{-\beta U(\vec{q})} d\vec{q}_1 d\vec{q}_2 \dots d\vec{q}_N$$

What if we just want to know the prob of finding, eg, 3 particles at positions  $q_1, q_2, q_3$ ? "Integrate out" other degrees of freedom, like before.

In general,  $n < N$

$$P^{(n)}(q_1, q_2, \dots, q_n) = \int d\vec{q}_{n+1} d\vec{q}_{n+2} \dots d\vec{q}_N e^{-\beta U(\vec{q})} \Bigg|_{\substack{\uparrow \\ \text{all } N}} \frac{1}{Z}$$

But we don't care about which  $n$  if

indistinguishable. Could pick any particle as "1",  $N-1$  as "2",  $N-2$  as "3"

Hence the prob of finding any particle at  $\vec{q}_1$ ,  
 any out  $\vec{q}_2, \dots, \vec{q}_n =$

$$P^{(n)}(\vec{q}_1, \dots, \vec{q}_n) = \frac{N!}{(N-n)!} \cdot \frac{1}{Z} \int_V d\vec{q}_{n+1} \dots d\vec{q}_N e^{-\beta U(\vec{q})}$$

A nice way of writing the integral

$$\begin{aligned} \frac{1}{Z} \int d\vec{q}_{n+1} \dots d\vec{q}_N e^{-\beta U(\vec{q})} &= \frac{1}{Z} \int d\vec{q}^N e^{-\beta U(\vec{q})} \delta(\vec{q}_1 - \vec{q}'_1) \times \\ &\quad \delta(\vec{q}_2 - \vec{q}'_2) \dots \times \delta(\vec{q}_n - \vec{q}'_n) \\ &= \frac{1}{Z} \int d\vec{q}^N e^{-\beta U(\vec{q})} \prod_{i=1}^n \delta(\vec{q}_i - \vec{q}'_i) \\ &= \left\langle \prod_{i=1}^n \delta(\vec{q}_i - \vec{q}'_i) \right\rangle_{\vec{q}'_1, \vec{q}'_2, \dots, \vec{q}'_n} \end{aligned}$$

thermal average counting # ways this  
 configuration appears

lets define 1 last quantity,

$$g^{(n)}(\vec{q}_1, \vec{q}_2, \dots, \vec{q}_n) = P^{(n)}(\vec{q}_1, \dots, \vec{q}_n) / \rho^n \quad \text{where } \rho = N/V$$

we'll see why in a second. we will be interested in  $g^{(1)}, g^{(2)}$ , the simplest cases. What is  $g^{(1)}$ ?

$$\int d\vec{q} P(\vec{q}) = 1, \text{ prob dist}$$

$$\int d\vec{q} P^{(1)}(\vec{q}) = \int d\vec{q} N P^{(1)}(\vec{q}) = N$$

← mistake in book

Now, for an "isotropic" system, prob of finding a particle at a particular point has to be a const, cannot depend on position

$$\Rightarrow P(\vec{q}) = 1/v, \quad P^{(1)}(\vec{q}) = N/v = \rho$$

(hence the notation) and  $g^{(1)}(\vec{q}) = 1$

Now lets consider  $g^2(q_1', q_2')$

$$= \frac{N(N-1)}{\rho^2} \langle \delta(q - q_1') \delta(q - q_2') \rangle_{q_1', q_2'}$$

This makes  $g^{(2)}$  look like it depends on 2 positions. However, we will see for an isotropic system, only depends on  $\vec{r} = \vec{q}_1 - \vec{q}_2$ , and often only  $|\vec{r}|$

→ define  $R = \frac{1}{2}(q_1 + q_2)$   $r = q_2 - q_1$

$$q_1 = R - \frac{1}{2}r \quad q_2 = R + \frac{1}{2}r$$

$$\text{need } dq_1 dq_2 = \begin{vmatrix} \frac{\partial q_1}{\partial R} & \frac{\partial q_1}{\partial r} \\ \frac{\partial q_2}{\partial R} & \frac{\partial q_2}{\partial r} \end{vmatrix} dR dr = \begin{vmatrix} 1 & -\frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} dR dr = dR dr$$

$$\text{This means } \int dq_1 dq_2 P^{(2)}(\vec{q}_1, \vec{q}_2) = \int dR dr P^{(2)}(R, r)$$

$$g^{(2)}(r, R) = \frac{N(N-1)}{\rho^2 z} \int dq_3 \dots dq_N e^{-\beta U(R - \frac{1}{2}r, R + \frac{1}{2}r, \dots, q_N)}$$

define  $g(r) = \frac{1}{V} \int dR g^{(2)}(r, R)$  since distrib does not depend on location, then

$$g(\vec{r}) = \frac{N-1}{\rho} \langle \delta(\vec{r}' - \vec{r}) \rangle$$



$g(r)$  says how likely are you to  
Find a position  $\vec{r}$  from a  
tagged particle at the origin

Generally we can also only consider  $|r|$ , distance  
away, so we can integrate out angles too

go to spherical  
where

$$\begin{aligned}x^2 + y^2 + z^2 &= r^2, \\x &= r \sin\theta \cos\phi \\y &= r \sin\theta \sin\phi \\z &= r \cos\theta\end{aligned}$$

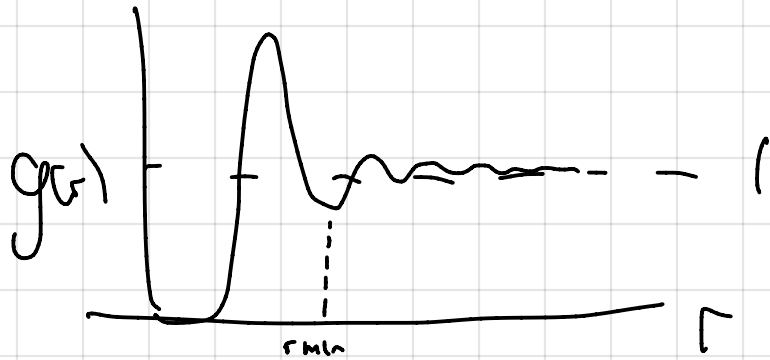
Jacobian is  $r^2 \sin\theta dr d\theta d\phi$  & integrating  $\theta$  &  $\phi$   
gives  $4\pi r^2 dr$

Result: 
$$g(r) = \frac{(N-1)}{4\pi \rho r^2} \langle \delta(r-r') \rangle$$

In practice, histogram how often you see  
a particle between  $r$  and  $r + \Delta r$   
then compare to how many you expect if

uniform 
$$\rho \left( \frac{4}{3}\pi (r + \Delta r)^3 - \frac{4}{3}\pi r^3 \right) \approx 4\pi \rho r^2 \Delta r$$

This  $g(r)$  is what was plotted before



goes to 1 as  $r \rightarrow \infty$  b/c prob seeing  
a particle between  $r$  &  $r+\Delta r$  away from another is  
no more or less than  $\frac{1}{4\pi r^2 \Delta r}$

$$\text{In total } 4\pi\rho \int_0^{\infty} r^2 g(r) dr = (N-1) \int_0^{\infty} dr \langle \delta(r-r') \rangle \\ \approx (N-1) \approx N$$

$$N_1 = 4\pi\rho \int_0^{r_{min}} r^2 g(r) dr, \text{ particles in}$$

1st solvation shell, "coordination number"