

• The Boltzmann factor + Equilibrium Distributions

- The relative probability (or population) of different states

- For any particle (or points in single-particle phase space)

$$\frac{P(\vec{x}_1, \vec{p}_1)}{P(\vec{x}_2, \vec{p}_2)} = \frac{f(\vec{x}_1, \vec{p}_1)}{f(\vec{x}_2, \vec{p}_2)} = e^{-\Delta E/kT} \quad ; \quad \Delta E = E(\vec{x}_1, \vec{p}_1) - E(\vec{x}_2, \vec{p}_2)$$

\uparrow Boltzmann factor

- So, suppose you are looking at particles in gravity.

This means

$$f(y)/f(0) = e^{-mgy/kT} \quad \text{controls density of air as function of height}$$

- Where does this come from? Let's imagine 1 air molecule interacting with the rest of the molecules in the room

+ The total energy should be conserved, so, if an molecule has energy E , the rest of the room should have

$$E_{\text{rest}} = E_{\text{tot}} - E$$

+ For each state (point in phase space), the probability for the single particle to occupy it is \propto # of states of the rest of the molecules

$$P(\vec{x}, \vec{p}) \propto \Omega(E_{\text{tot}} - E) = \exp\left[\ln \Omega(E_{\text{tot}}) - E \frac{d \ln \Omega}{dE}(E_{\text{tot}})\right] \\ \propto \exp[-E/kT]$$

This is really just a "number counting" or combinatorial probability:

The probability of filling a state \propto the # of ways of filling it

- Major Example: Maxwell Velocity Distribution

- Consider a gas of non-interacting particles (ignoring gravity + any other potential energy).

+ We'll ignore position + just look at the momentum distribution

+ Total energy of a particle is $E = KE = \vec{p}^2/2m$

+ Therefore, $f(\vec{p}) \propto e^{-\vec{p}^2/2mkT}$ or $f(\vec{v}) \propto e^{-mv^2/2kT}$
by using the Boltzmann factor.

+ To normalize this, we note that

$$\int_{-\infty}^{\infty} dx e^{-\alpha x^2} = \left[\int_{-\infty}^{\infty} dx e^{-\alpha x^2} \int_{-\infty}^{\infty} dy e^{-\alpha y^2} \right]^{1/2} = \left[\int_0^{2\pi} d\theta \int_0^{\infty} dr r e^{-\alpha r^2} \right]^{1/2}$$

$$= \left[2\pi \left(\frac{-1}{2\alpha} e^{-\alpha r^2} \right) \Big|_0^{\infty} \right]^{1/2} = \sqrt{\frac{\pi}{\alpha}}$$

Then, since $f(\vec{v})$ has three Gaussian integrals,

$$f(\vec{v}) = N \left(\frac{m}{2\pi kT} \right)^{3/2} e^{-mv^2/2kT} \quad \text{(Maxwell or Maxwell-Boltzmann)}$$

Usually, this is normalized so $N = \text{number/volume}$.

• Reduced Distributions

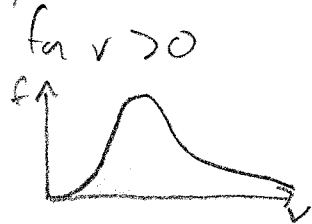
+ You can make a distribution for each component of velocity

$$f(v_x) = \int dv_y dv_z f(\vec{v}) = N \left(\frac{m}{2\pi kT} \right)^{1/2} e^{-mv_x^2/2kT}, \text{ etc}$$

+ Or, in spherical coordinates, a distribution for the speed

$$\int dv f(v) = \int d^3\vec{v} f(\vec{v}) = \int dv d^2\Omega v^2 f(\vec{v})$$

$$\Rightarrow f(v) = 4\pi N \left(\frac{m}{2\pi kT} \right)^{3/2} v^2 e^{-mv^2/2kT}$$



+ An alternate derivation: $f(\vec{x}, \vec{p}) \propto (\# \text{ of states}) \times \text{Boltzmann factor}$

Then $\int dv f(v) \propto \int dE \Omega(E) e^{-E/kT} \propto \int dE \sqrt{E} e^{-E/kT}$

Use $E = \frac{1}{2}mv^2$, $dE = mv dv$, so

$$\int dv f(v) \propto \int dv v^2 e^{-mv^2/2kT} \text{ as before}$$

• Averages

+ The average of any velocity component $\langle v_x \rangle = \int_{-\infty}^{\infty} dv_x v_x P(v_x) = 0$

+ But the square is not

$$\langle v_x^2 \rangle = \int_{-\infty}^{\infty} dv_x v_x^2 P(v_x) = \left[\sqrt{\frac{\alpha}{\pi}} \left(\frac{d}{d\alpha} \sqrt{\frac{\pi}{\alpha}} \right) \right]_{\alpha = \frac{m}{2kT}} = \frac{kT}{m}$$

+ The average speed is

$$\langle v \rangle = \int_0^{\infty} dv v P(v) = 4\pi \left(\frac{m}{2\pi kT} \right)^{3/2} \int_0^{\infty} dv v^3 e^{-mv^2/2kT}$$

Note $\int_0^{\infty} dx x^3 e^{-\alpha x^2} = -\frac{d}{d\alpha} \int_0^{\infty} dx x e^{-\alpha x^2} = -\frac{d}{d\alpha} \left[\frac{1}{2\alpha} \right] = \frac{1}{2\alpha^2}$

Therefore $\langle v \rangle = 4\pi \left(\frac{m}{2\pi kT} \right)^{3/2} \frac{2kT^2}{m^2} = \sqrt{\frac{8}{\pi}} \sqrt{\frac{kT}{m}}$

+ And the avg. square speed is

$$\langle v^2 \rangle = \int_0^{\infty} dv v^2 P(v) = 4\pi \left(\frac{m}{2\pi kT} \right)^{3/2} \int_0^{\infty} dv v^4 e^{-mv^2/2kT}$$

Similar tricks... $\langle v^2 \rangle = 3kT/m = \langle v_x^2 \rangle + \langle v_y^2 \rangle + \langle v_z^2 \rangle$

+ Notice: in a distribution, $\langle v^2 \rangle \neq \langle v \rangle^2$. This is very important and generally true!