

# Random walks: Step by Step

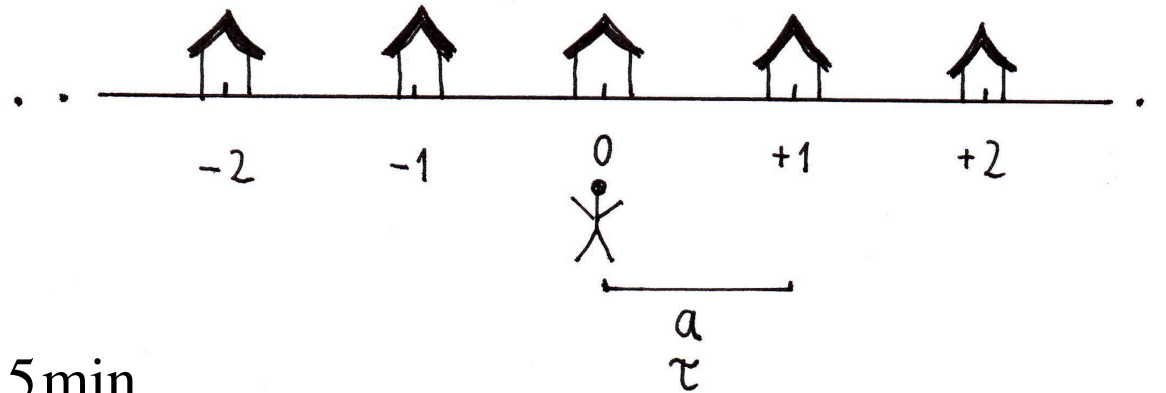
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# Outline

- (I) Random walks: Mean square displacement, density distribution
- (II) The structure of a random walk
- (III) Structures generated by random walks
- (IV) Random walks in disordered media
- (V) Many random walkers: Spreading phenomena

# (I) Random walks: Mean square displacement, density distribution

Druncan Sailor Problem:

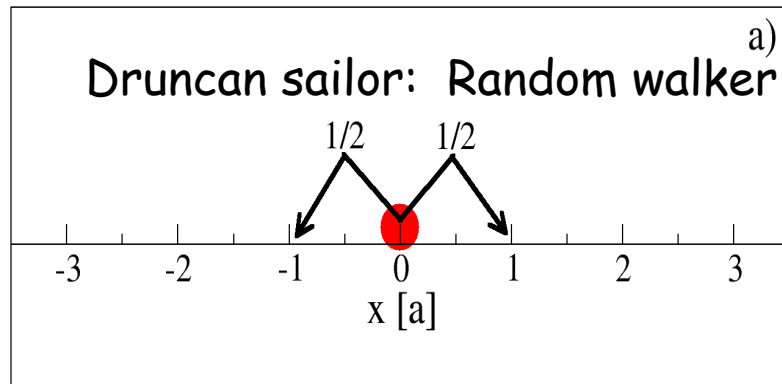


$$a = 30m, \tau = 0.5 \text{ min}$$

- (i) Boarding house is 300m away
- (ii) Boarding house is 600m away

When will the druncan sailor arrive there?

Problem is equivalent to Gamblers Ruin (Jakob Bernoulli, 300y ago)



Position of the random walker after n steps:

$$\vec{x}(t = n\tau) = a \sum_{i=1}^n \vec{e}_i$$

↓

$\vec{r}$  in d dimensional lattices

Mean-square displacement (average over many random walkers):

$$\langle x^2(t = n\tau) \rangle = a^2 \left\langle \left( \sum_{i=1}^n \vec{e}_i \right) \left( \sum_{j=1}^n \vec{e}_j \right) \right\rangle$$

$$= a^2 \left( \left\langle \left( \sum_{i=1}^n (\vec{e}_i)^2 \right) \right\rangle + \left\langle \left( \sum_{i \neq j}^n \vec{e}_i \vec{e}_j \right) \right\rangle \right)$$

$$= a^2 n = \frac{a^2}{\tau} t \equiv (2d)Dt$$

Diffusion law

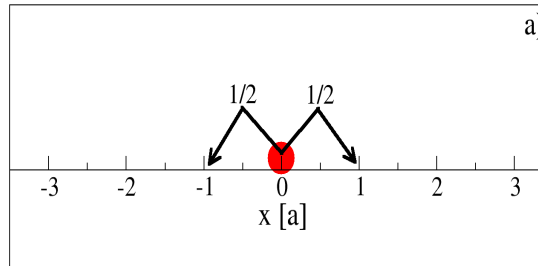
$$X = \sqrt{\langle x^2 \rangle} \text{ typical length travelled}$$

$$X^2 = \frac{a^2}{\tau} t \Rightarrow t = \frac{\tau}{a^2} X^2$$

$$X = 10a, \tau = 0.5 \text{ min} \rightarrow t = 50 \text{ min}$$

$$X = 20a, \tau = 0.5 \text{ min} \rightarrow t = 200 \text{ min}$$

# Probability distribution



$$P_n(m) = \frac{1}{2} P_{n-1}(m-1) + \frac{1}{2} P_{n-1}(m+1), \quad t = n\tau, \quad x = ma, \quad P_n(m) = a P(x, t)$$

$$P(x, t) = \frac{1}{2} P(x-a, t-\tau) + \frac{1}{2} P(x+a, t-\tau)$$

$$P(x, t) - P(x, t-\tau) = \frac{1}{2} P(x-a, t-\tau) + \frac{1}{2} P(x+a, t-\tau) - P(x, t-\tau)$$

$$\frac{P(x, t) - P(x, t-\tau)}{\tau} = \frac{a^2}{2\tau} \frac{P(x-a, t-\tau) + P(x+a, t-\tau) - 2P(x, t-\tau)}{a^2}$$

$$\frac{\partial P}{\partial t} = \left( \frac{a^2}{2\tau} \right) \frac{\partial^2 P}{\partial x^2}$$

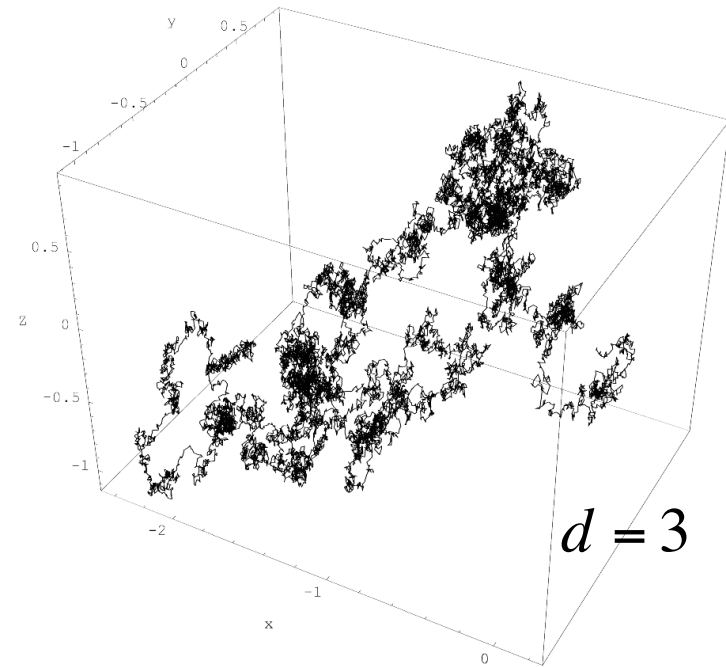
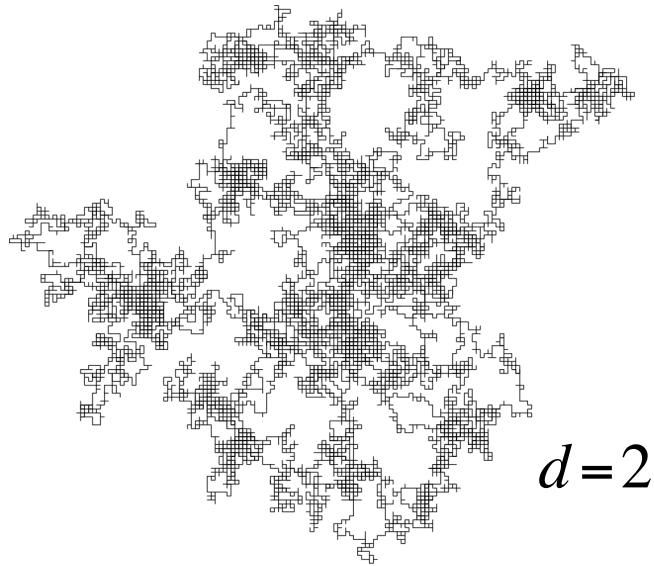
Diffusion equation

$$2D \leftarrow$$

$$\text{solution: } P(x, t) = \frac{1}{(2\pi Dt)^{1/2}} \exp(-x^2 / 4Dt) \equiv \frac{1}{\pi^{1/2} X(t)} \exp(-x^2 / 2X^2(t))$$

Gaussian with width  $X(t)$

## (II) Structure of random walks



What is the dimension of these structures?

$$M \propto t \propto R^2 \equiv R^{d_f} \Rightarrow d_f = 2 \quad \text{for all space dimensions } d$$

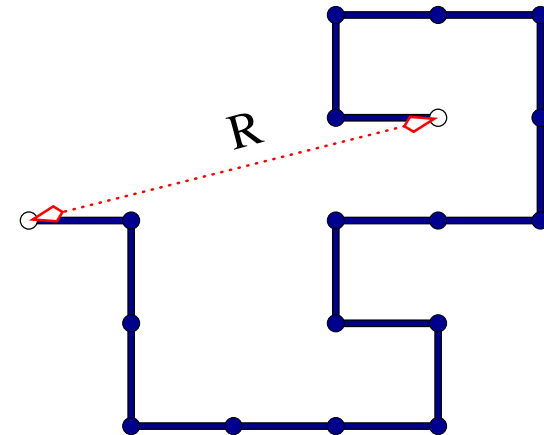
"Hull" of the random walk in  $d=2$ :  $d_f = 4/3$

# (III) Structures generated by random walks

## 1. Self-Avoiding Walks: Model for linear polymers in dilute solution

A random walker that cannot go back to a site he visited before.

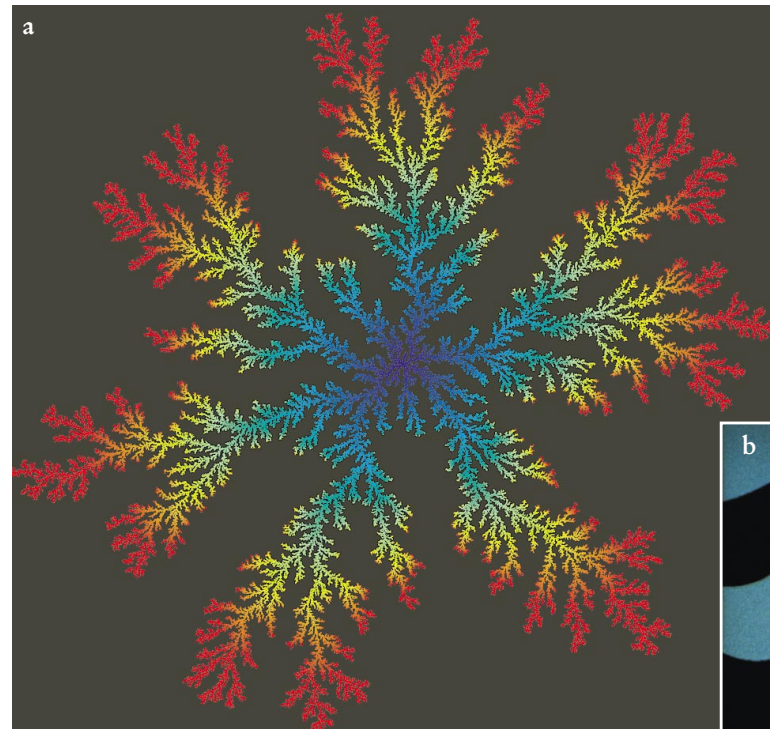
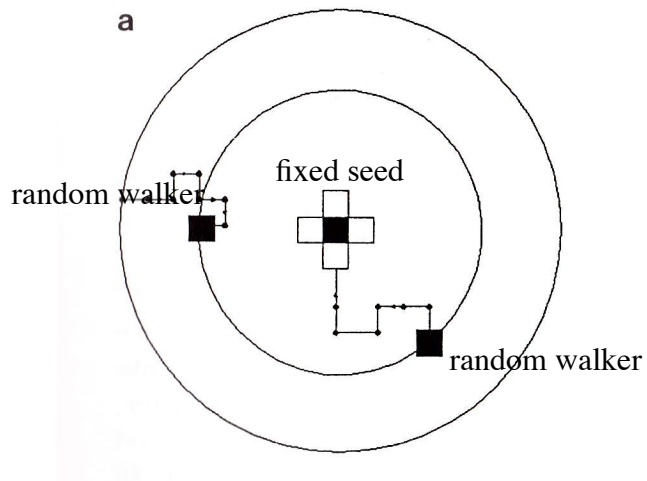
Topological linear structure, similar to the hull of the random walk.



Fractal structure:  $d_f = 4 / 3$  ( $d = 2$ )  
 $d_f = 5 / 3$  ( $d = 3$ )

## 2. Diffusion limited aggregation

Model for aggregates, electrodeposition, dielectric breakdown...

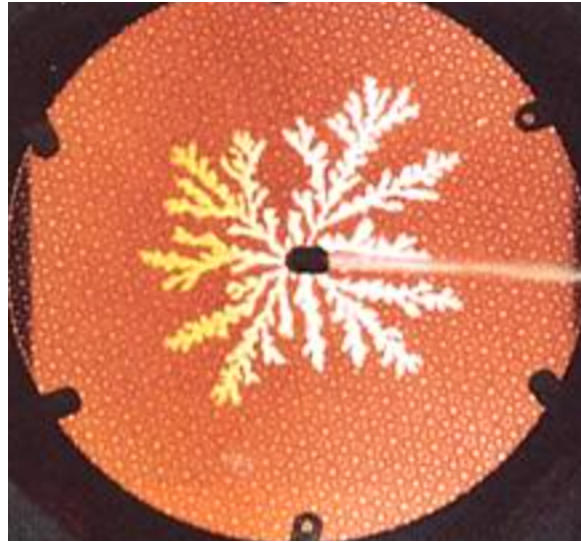


Fractal structure:  $d_f \cong 1.7$  ( $d = 2$ )  
 $d_f \cong 2.5$  ( $d = 3$ )





Electrodeposition



Viscous flow



Dielectric Breakdown



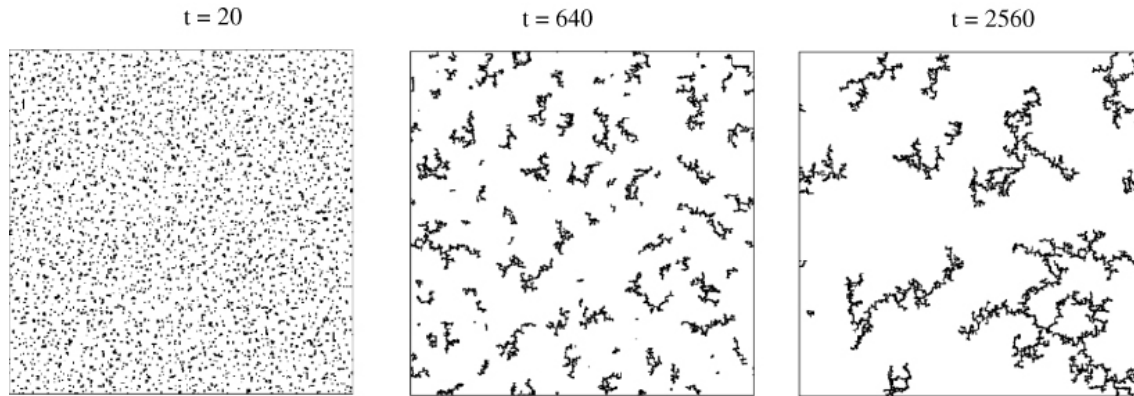
Dried polymers



Dawn in the Himalayas

### 3. Cluster-cluster aggregation

Model for colloid aggregates (gold, silica, aerogels, smoke...)



Random walkers, stick together when on nearest neighbor sites

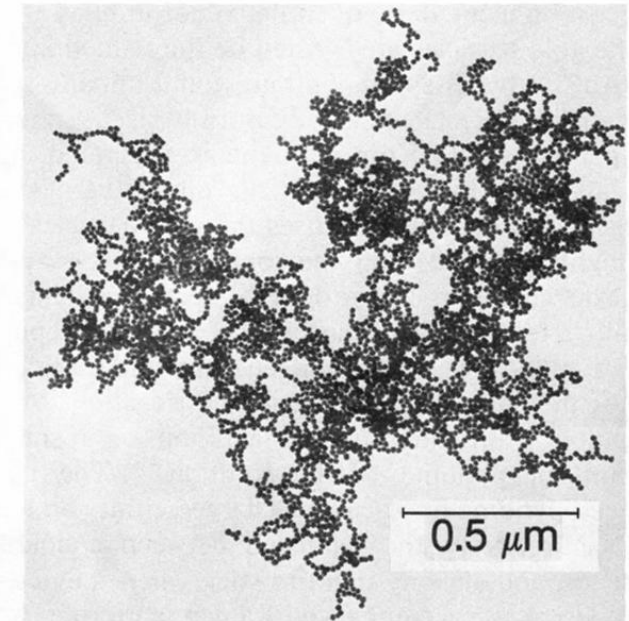
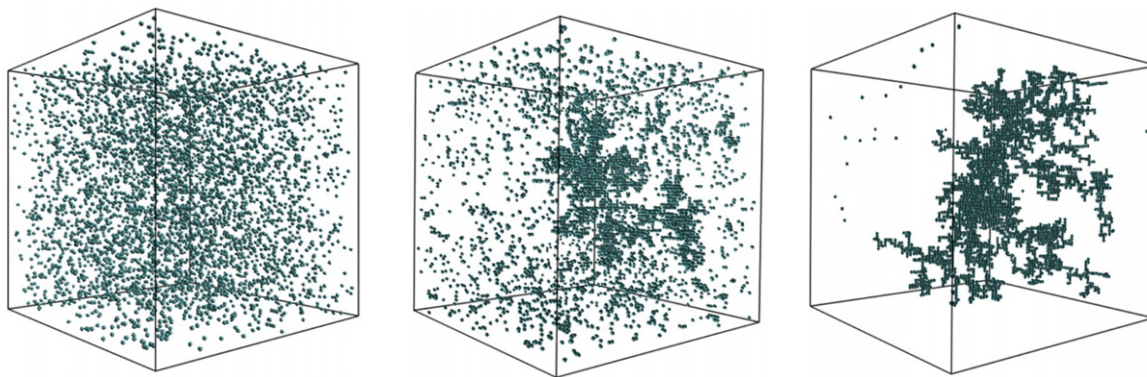
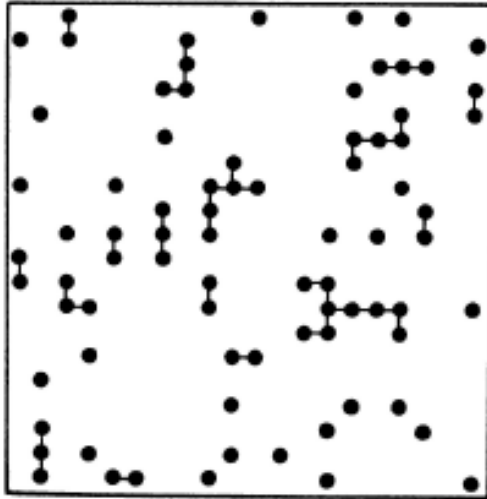


FIG. 1. TEM image of typical gold colloid aggregate. This cluster contains 4739 gold particles.

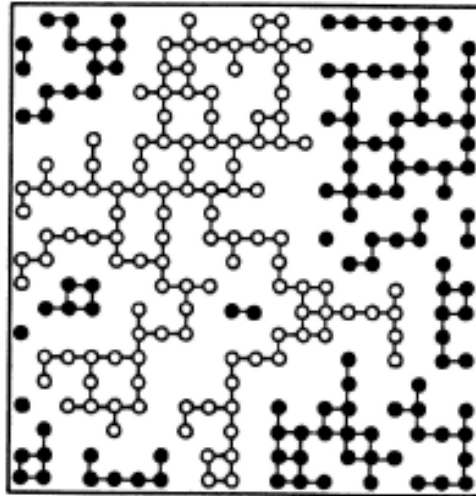
Fractal structure:  $d_f \cong 1.8$  ( $d = 3$ )

# (IV) Random walks in disordered media



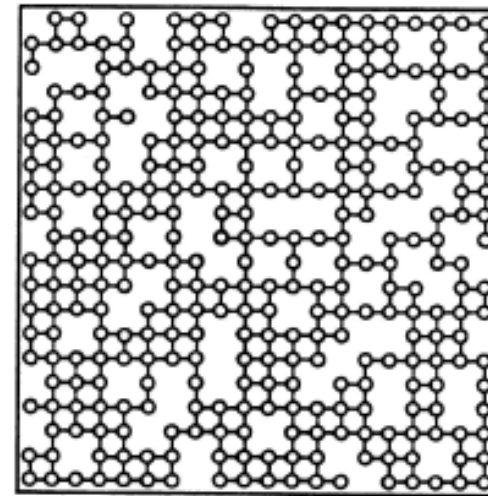
$p = 0.2$

$p < p_c$ : finite clusters of occupied sites



$p = 0.59$

$p_c$ : **critical concentration: spanning ("infinite") cluster emerges**



$p = 0.8$

$p > p_c$ : infinite cluster + finite clusters

mean length  $\xi$  of finite clusters:

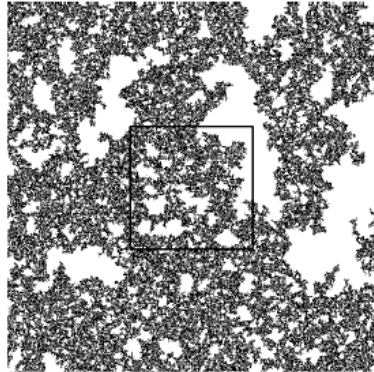
$$\xi \sim (p - p_c)^{-\nu}$$

size  $P_\infty$  of the infinite cluster:

$$P_\infty \sim (p - p_c)^\beta$$

# 1. Fractal structures:

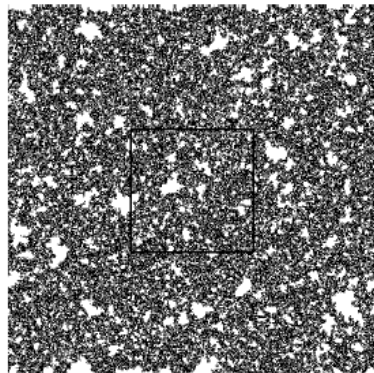
At  $p_c$ :



$$M_\infty \sim r^{d_f}$$

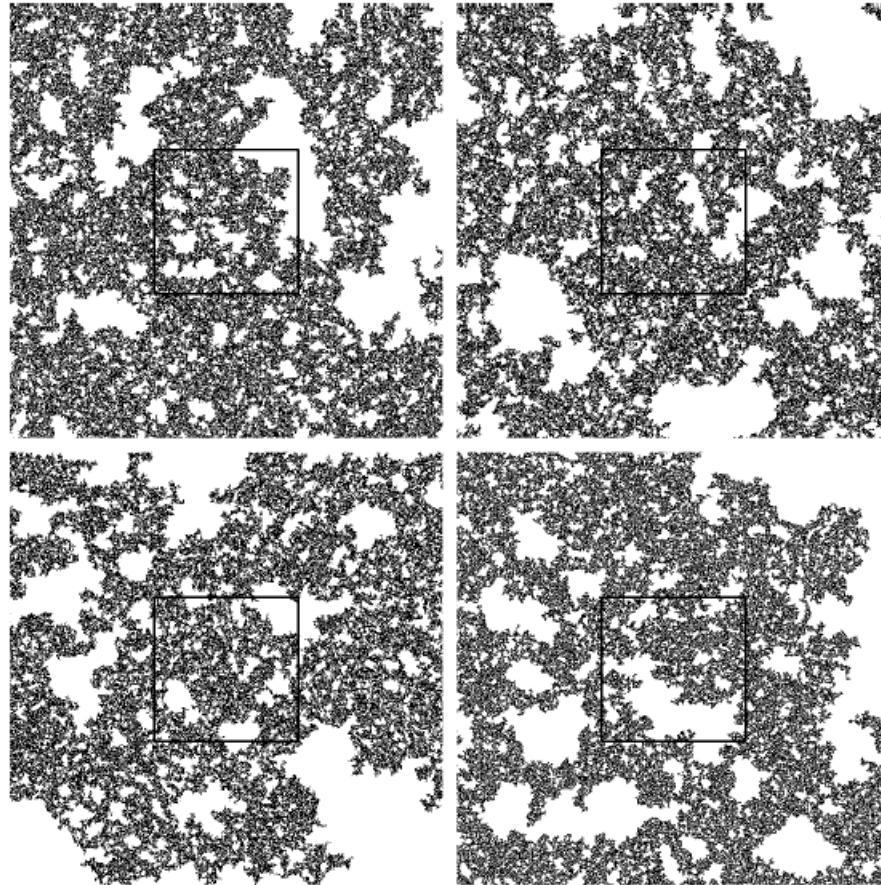
$$d_f \cong 1.96 \ (d=2), \ d_f \cong 2.5 \ (d=3)$$

Above  $p_c$ :

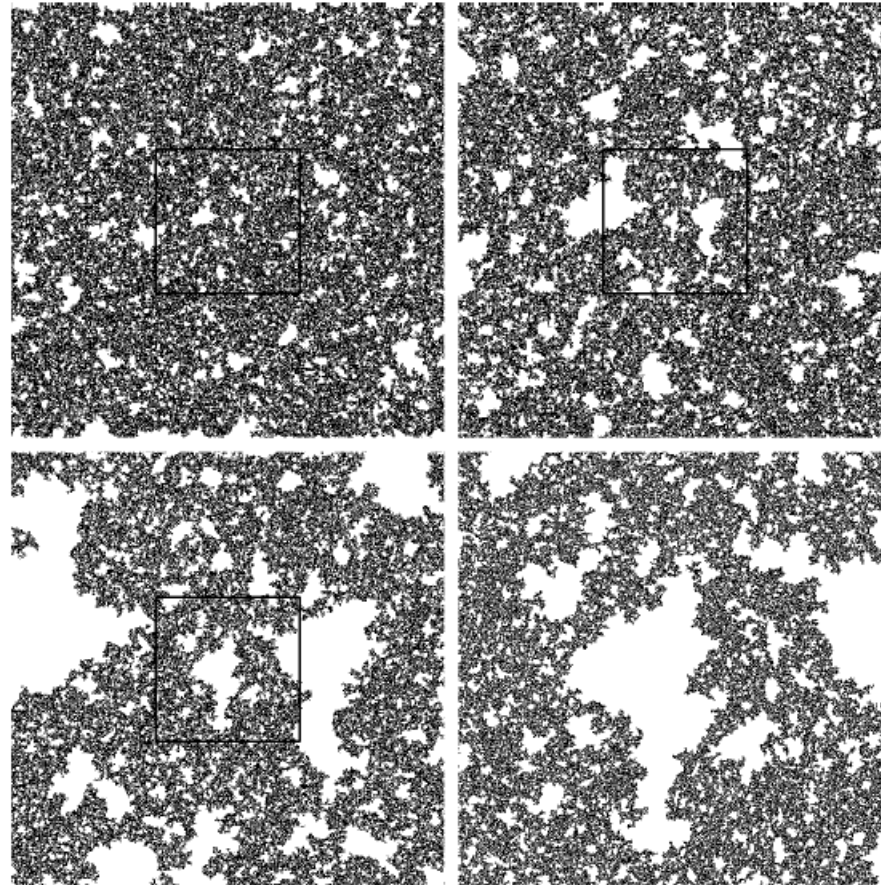


$$M_\infty \sim \begin{cases} r^{d_f}, & r \ll \xi \\ r^d, & r \gg \xi \end{cases}$$

(a) Self-similarity at  $p_c$ :

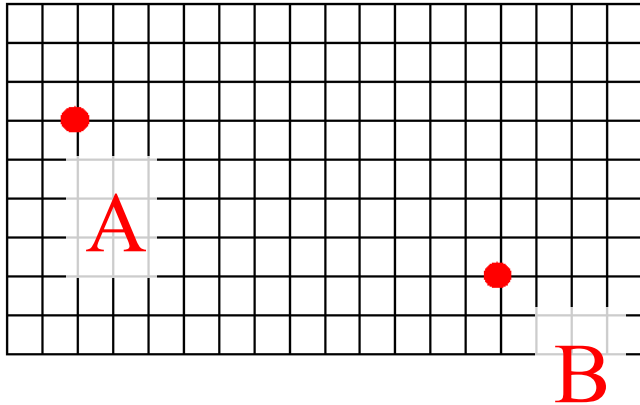


(b) Self-similarity above  $p_c$ :



## 2. Anomalous diffusion:

Normal lattice

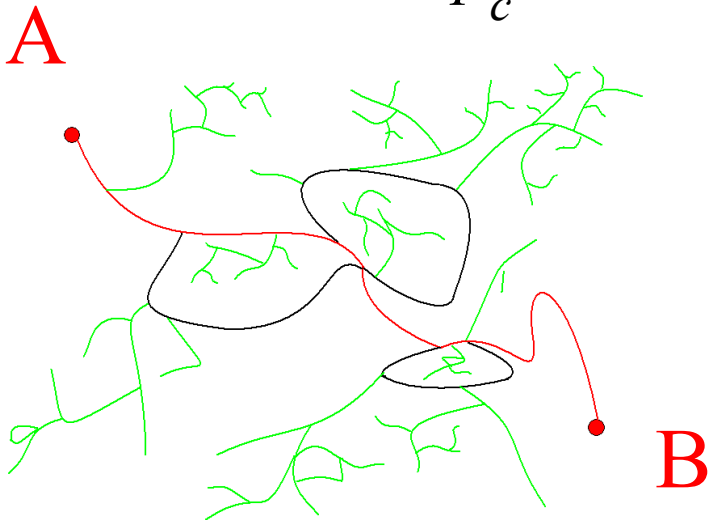


$$t_{AB} \sim R_{AB}^2$$



$$\langle r^2(t) \rangle \sim t$$

Percolation at  $p_c$



$$t_{AB} \sim R_{AB}^{d_w}$$



$$\langle r^2(t) \rangle \sim t^{2/d_w}$$

$$d_w \cong 2.9 \ (d=2), \quad d_w \cong 3.7 \ (d=3)$$

## Diffusion above $p_c$

$$\langle r^2(t) \rangle \sim \begin{cases} t^{2/d_w}, & t \ll t_\xi \sim \xi^{d_w} \\ t, & t \gg t_\xi \sim \xi^{d_w} \end{cases} \quad D = \langle r^2(t) \rangle / 2dt$$

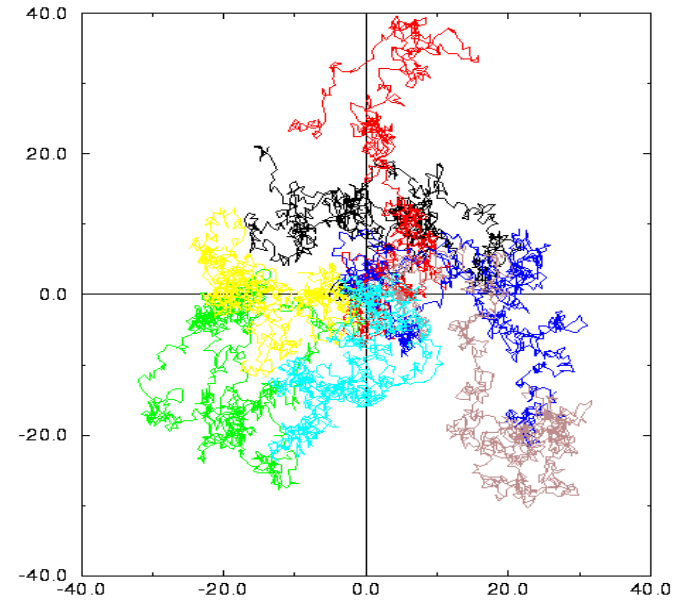
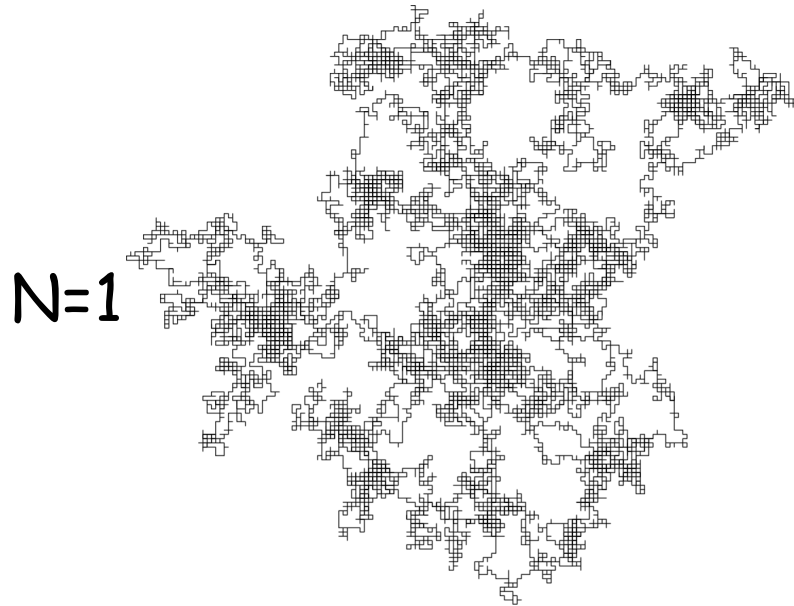
$$D \sim \begin{cases} (p - p_c)^\mu, & p > p_c \\ 0 & , p \leq p_c \end{cases}$$

Relation between  $\mu$  and  $d_w$ :  $\mu = (d_w - 2)\nu$

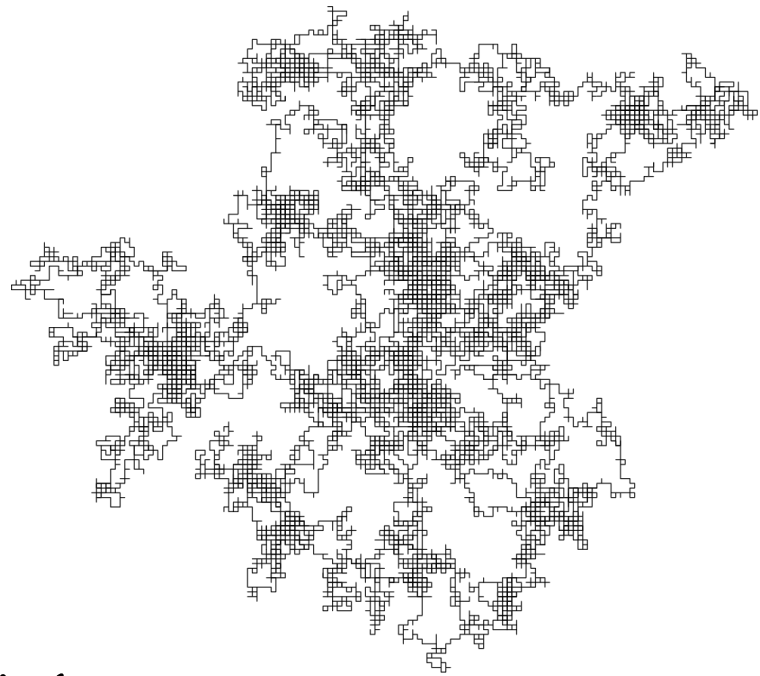
Proof:  $D \sim \langle r^2(t_\xi) \rangle / t_\xi \sim t_\xi^{2/d_w - 1} \sim \xi^{d_w(2/d_w - 1)} \sim \xi^{2 - d_w} \sim (p - p_c)^{\nu(d_w - 2)}$



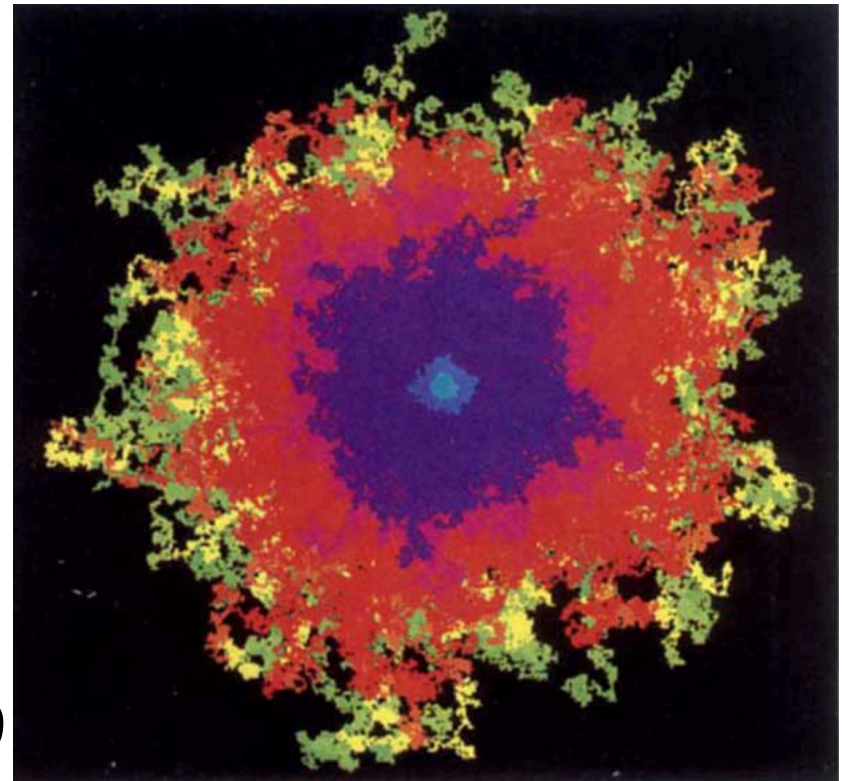
# (V) N random walkers: Spreading phenomena



Number of distinct sites  $S_N$  visited ?



N=1



N=1000

Number of distinct sites visited:

$$\begin{aligned}
 S_1 &\propto t^{1/2} & (d=1) \\
 S_1 &\propto t / \ln t & (d=2) \\
 S_1 &\propto t & (d=3)
 \end{aligned}$$

$$\begin{aligned}
 N \gg 1: S_N &\propto t^{d/2} \left( \ln(NS_1(t) / t^{d/2}) \right)^{d/2} \\
 &= t \ln(N / \ln t) \quad \text{in } d=2
 \end{aligned}$$