## Averaging over the Boltzmann Distribution



Looked at as a probability distribution over energy at a fixed temperature, the Boltzmann distribution is just an exponential decay. If we assume that the density of states (the number of states per unit energy interval) is uniform, then we find a mean energy $<\varepsilon>=\tau=k_{\mathrm{B}} T$.

But what if the density of states is not uniform? What if there are more available states per unit energy interval at low energy than at high energy (or vice versa)? Then we have to include another factor in our averages:
$D(\varepsilon)$, the density of states.

## Distributions \& Averages

If " $X$ " is a function of $\varepsilon, X(\varepsilon)$, and the probability of a state of energy $\varepsilon$ being occupied is given by $\mathcal{P}(\varepsilon)$, and the number of such states per unit energy interval is given by the density of states $\mathcal{D}(\varepsilon)$, then the average value of " $X$ " is given by

$$
<X>=\int X(\varepsilon) \mathcal{P}(\varepsilon) \mathcal{D}(\varepsilon) d \varepsilon / \int \mathcal{P}(\varepsilon) \mathcal{D}(\varepsilon) d \varepsilon
$$

where the integral (or sum, in the case of discrete states) extends over the entire range of possible values of $\varepsilon$. The same formulation would hold mathematically for averages over momentum $p$ or other properties, but the Boltzmann distribution gives us an explicit result for $\mathcal{P}(\varepsilon)$, so this one is easiest. Moreover, the simplest thing to take the average of is $\varepsilon$ itself.

Note that normalization is accomplished by dividing by $\int \mathcal{P}(\varepsilon) \mathcal{D}(\varepsilon) d \varepsilon$.

## Allowed Energies of a Particle in a 1D Box

Recall that de Broglie's hypothesis implies a discrete set of allowed modes for a particle confined to a box of length $L$ : those with $\lambda_{n}=2 L / n$ and so $p_{n}=h / \lambda_{n}=n h / 2 L$ and $E_{n}=p_{n}{ }^{2} / 2 m=n^{2} h^{2} / 8 m L^{2}$. Now, the allowed values of $n$ range over all positive integers and are uniformly distributed -- i.e. $\mathcal{D}(n)=$ constant. But $E_{n} \equiv \varepsilon$ is not! The energy scales with $n^{2}$ and so there are more allowed energies per unit energy interval at low energies than at high energies. Mathematically we can write $\mathcal{D}(\varepsilon) d \varepsilon=\mathcal{D}(n) d n$ so $\mathcal{D}(\varepsilon)=\mathcal{D}(n) d n / d \varepsilon \propto d n / d \varepsilon$. Since $\varepsilon \propto n^{2}, n \propto \varepsilon^{1 / 2}$ and we have $d n / d \varepsilon \propto \varepsilon^{-1 / 2}$ or

$$
D(\varepsilon) \propto \varepsilon^{-1 / 2}
$$

There, wasn' $t$ that easy? This is the result for a 1D box, where there is a uniform distribution of allowed $n$ values. In higher dimensions it's a bit more complicated....

## Allowed Energies of a Particle in a 2D Box

Allowed modes for a particle confined to a 2 D square box of width $L$ are those with $p_{x}=n_{x} h / 2 L, p_{y}=n_{y} h / 2 L$ and $\varepsilon=p^{2} / 2 m=n^{2} h^{2} / 8 m A$, where $A=L^{2}$ and $n^{2}=n_{x}^{2}+n_{y}^{2}$. Both $n_{x}$ and $n_{y}$ range over all positive integers and are uniformly distributed, but now $n$ is not: the number of allowed modes within $d n$ of a given $n$ is proportional to the area of an annulus of width $d n$ and radius $n$ in " $n$-space" -- namely $\mathcal{D}(n) \propto n$.
$\prod_{p_{y} \quad \delta \mathrm{p}_{y} \square \delta \mathrm{p}_{\mathrm{x}}} \delta \mathrm{A}_{\mathrm{p}}=\delta \mathrm{p}_{x} \delta \mathrm{P}_{\mathrm{y}}=\frac{\mathrm{h}^{2}}{4 \mathrm{~A}}$


Now $\mathcal{D}(\varepsilon)=\mathcal{D}(n) d n / d \varepsilon \propto n d n / d \varepsilon$. We still have $n \propto \varepsilon^{1 / 2}$ and so $d n / d \varepsilon \propto \varepsilon^{-1 / 2}$, giving $\mathcal{D}(\varepsilon) \propto \varepsilon^{1 / 2} \cdot \varepsilon^{-1 / 2}$, or

$$
\mathcal{D}(\varepsilon)=\text { constant }
$$

in a two dimensional box.

In 3D we get $\mathcal{D}(n) \propto n^{2}$ by an analogous 3D " $n$-space" picture.

## Allowed Energies of a Particle in a 3D Box

Allowed modes for a particle confined to a 3D cube of width $L$ are those with $p_{x}=n_{x} h / 2 L, p_{y}=n_{y} h / 2 L, p_{z}=n_{z} h / 2 L$ and $\varepsilon=p^{2} / 2 m=n^{2} h^{2} / 8 m V$, where $V=L^{3}$ and $n^{2}=n_{x}{ }^{2}+n_{y}{ }^{2}+n_{z}{ }^{2}$. As before, $n_{x^{\prime}} n_{y}$ and $n_{z}$ range over all positive integers and are uniformly distributed, but now the number of allowed modes within $d n$ of a given $n$ is proportional to the volume of a spherical shell of width $d n$ and radius $n$ in 3D " $n$-space" -namely $\mathcal{D}(n) \propto n^{2}$. Now $\mathcal{D}(\varepsilon)=\mathcal{D}(n) d n / d \varepsilon \propto n^{2} d n / d \varepsilon$. We still have $n \propto \varepsilon^{1 / 2}$ and so $d n / d \varepsilon \propto \varepsilon^{-1 / 2}$, giving $\mathcal{D}(\varepsilon) \propto \varepsilon \cdot \varepsilon^{-1 / 2}$, or

$$
D(\varepsilon) \propto \varepsilon^{1 / 2}
$$

in a three dimensional box (the kind we are most familiar with).
Now we can calculate thermal averages in 3D:

$$
<X>=\int X(\varepsilon) \mathrm{e}^{-\varepsilon / \tau} \varepsilon^{1 / 2} d \varepsilon / \int \mathrm{e}^{-\varepsilon / \tau} \varepsilon^{1 / 2} d \varepsilon
$$

## The Maxwellian Distribution of Speeds in a 3D Box

In 3D we have $\mathcal{D}(\varepsilon) \propto \varepsilon^{1 / 2}$ and $\varepsilon=1 / 2 m v^{2}$ or $\varepsilon \propto v^{2}$ where $v$ is the speed of a particle in the box. The usual distribution conversion gives $\mathcal{D}(v) d v=\mathcal{D}(\varepsilon) d \varepsilon$ so $\mathcal{D}(v)=\mathcal{D}(\varepsilon) d \varepsilon / d v \propto \varepsilon^{1 / 2} v \propto v^{2}$. This is all we need to write down the thermal distribution of speeds in a 3D box:

$$
\mathcal{P}(v) \mathcal{D}(v) \propto v^{2} \mathrm{e}^{-1 / 2 m v^{2} / \tau}
$$

This is the same as Eq. (22-14) on p. 503 of the textbook, except for the normalization factor that turns the $\propto$ sign into an $=$ sign, and of course the notation: $N(v) \equiv \mathcal{P}(v) \mathcal{D}(v)$.

The Maxwellian distribution is even simpler in 1D and 2D ....

