

# On the Solutions of the Inelastic Boltzmann Equation

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Talk, papers available from: <http://cnls.lanl.gov/~ebn>

Analytical and numerical issues on quantum, kinetic, and statistical evolution  
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# Plan

## I. One Dimension

- A. Similarity solutions
- B. Stationary solutions
- C. Hybrid solutions

## II. General Dimension

- A. Stationary solutions
- B. Similarity solutions

# Part I: One Dimension

# Inelastic collisions

- Relative velocity reduced by  $0 \leq r < 1$

$$v_1 - v_2 = -r(u_1 - u_2)$$

- Momentum is conserved

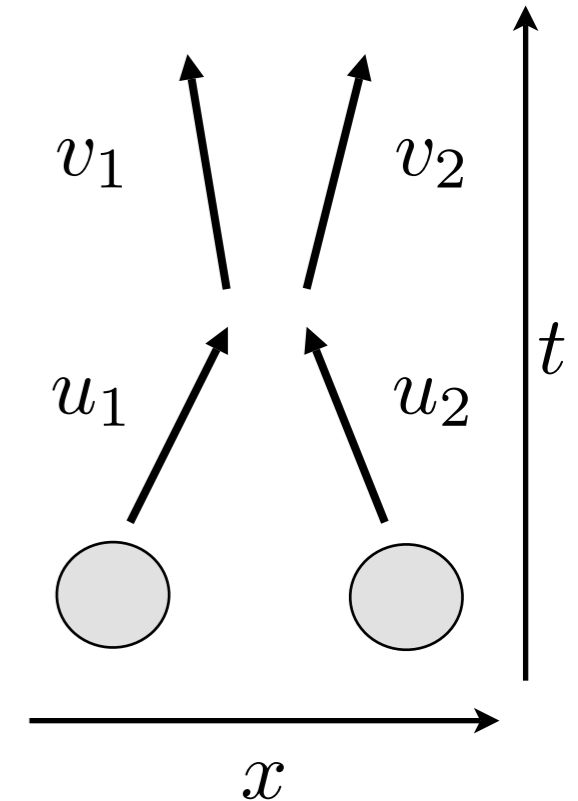
$$v_1 + v_2 = u_1 + u_2$$

- Energy is dissipated

$$\Delta E = \frac{1 - r^2}{4} (u_1 - u_2)^2$$

- Limiting cases

$$r = \begin{cases} 0 & \text{completely inelastic } (\Delta E = \max) \\ 1 & \text{elastic } (\Delta E = 0) \end{cases}$$



# Inelastic collisions: symmetries

- Galilean invariance

$$v \rightarrow v + v_0$$

- Set average velocity is zero

$$\langle v \rangle = 0$$

- Scale invariance

$$v \rightarrow \gamma v$$

- Stationary solution

$$P(v) \rightarrow \gamma P(\gamma v)$$

# The inelastic Boltzmann equation

- Collision rule  $r = 1 - 2p$   $p + q = 1$   $0 < p \leq 1/2$

$$(u_1, u_2) \rightarrow (pu_1 + qu_2, pu_2 + qu_1)$$

- General collision rate

$$K(v_1, v_2) = |v_1 - v_2|^\lambda \quad \lambda = \begin{cases} 0 & \text{Maxwell molecules} \\ 1 & \text{Hard spheres} \end{cases}$$

- Boltzmann equation (nonlinear and nonlocal)

$$\frac{\partial P(v)}{\partial t} = \iint du_1 du_2 P(u_1) P(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_2)]$$

collision rate

gain

loss

**Theory: non-linear, non-local  
energy dissipation, no explicit forcing**

# The inelastic Boltzmann equation

$$\frac{\partial P(v)}{\partial t} = \iint du_1 du_2 P(u_1) P(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_2)]$$

collision rate

gain

loss

What is the solution of this equation?

What is the nature of the velocity distribution?

# The inelastic Maxwell Model ( $\lambda=0$ )

- Constant collision rate

$$\frac{\partial P(v)}{\partial t} = \iint du_1 du_2 P(u_1) P(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_2)]$$

- Moments obey closed equations

EB, Krapivsky 00  
Carrillo, Gamba 00

$$T = \langle v^2 \rangle \quad \frac{dT}{dt} = -\lambda_2 T \quad \lambda_n = 1 - p^n - q^n$$

- Temperature decays exponentially with time

$$T = T_0 e^{-\lambda_2 t}$$

- All energy is eventually dissipated
- Trivial steady-state

$$P(v) \rightarrow \delta(v)$$



# The Fourier transform

- The Fourier transform  $F(k) = \int dv e^{ikv} P(v, t)$

- Obeys closed, nonlinear, nonlocal equation Krup 67

$$\frac{\partial F(k)}{\partial t} + F(k) = F(pk)F(qk)$$

- Scaling behavior, **scale set by temperature**

$$F(k, t) \rightarrow f(ke^{-\lambda t}) \quad \lambda = \frac{\lambda_2}{2}$$

- Nonlinear differential equation

$$-\lambda z f'(z) + f(z) = f(pz)f(qz) \quad \begin{array}{l} f(0) = 1 \\ f'(0) = 0 \end{array}$$

- Exact solution

$$f(z) = (1 + |z|)e^{-|z|}$$

EB, Krapivsky 00

# Similarity solution

- Self-similar form

$$P(v, t) \rightarrow e^{\lambda t} p(v e^{\lambda t})$$

- Obtained by inverse Fourier transform

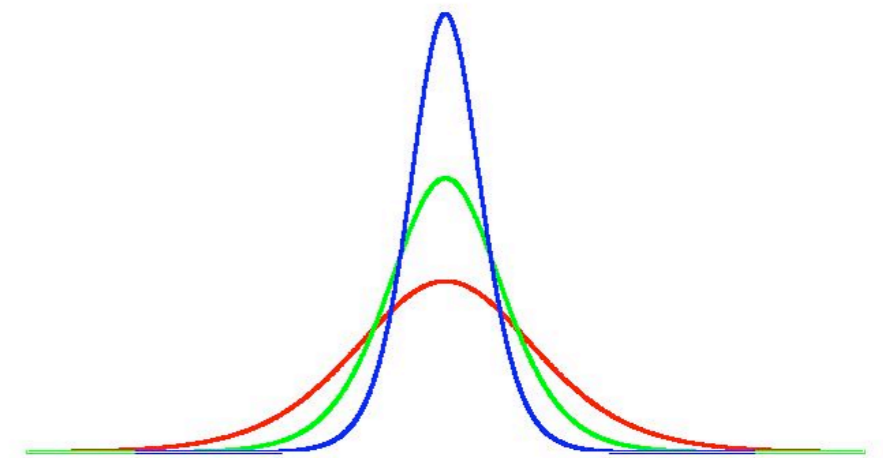
$$p(w) = \frac{2}{\pi} \frac{1}{(1 + w^2)^2}$$

- Power-law tail

$$p(w) \sim w^{-4}$$

1. Self-similar solution

2. Power-law tail



# Homogeneous cooling state: temperature decay ( $\lambda > 0$ )

- Energy loss

$$\Delta T \sim (\Delta v)^2$$

- Collision rate

$$\Delta t \sim 1/(\Delta v)^\lambda$$

- Energy balance equation

$$\frac{dT}{dt} \sim -(\Delta v)^{2+\lambda} \quad \Longrightarrow \quad \frac{dT}{dt} = -T^{1+\lambda/2}$$

- Temperature decays, system comes to rest

$$T \sim t^{-2/\lambda} \quad \Longrightarrow \quad P(v) \rightarrow \delta(v)$$

Trivial stationary solution

# Homogeneous cooling states: similarity solutions ( $\lambda > 0$ )

- Similarity solution

$$P(v, t) = t^{1/\lambda} p(vt^{1/\lambda})$$

- Scaling function: stretched exponential

$$p(w) \sim \exp(-|w|^\lambda)$$

- Overpopulated (with respect to Maxwellian) tails

# Are there nontrivial stationary solutions?

- Stationary Boltzmann equation

$$\frac{\partial P(v)}{\partial t} = \iint du_1 du_2 P(u_1) P(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_2)]$$

collision rate                      gain                      loss

Naive answer: NO!

- According to the energy balance equation

$$\frac{dT}{dt} = -\Gamma$$

- Dissipation rate is positive

$$\Gamma > 0$$

# Stationary solutions ( $\lambda=0$ )

- Stationary solutions do exist!

$$F(k) = F(pk)F(qk)$$

- Family of exponential solutions, parametrized by  $v_0$

$$F(k) = \exp(-|k|v_0)$$

- Lorentz/Cauchy distribution:

$$P(v) = \frac{1}{\pi v_0} \frac{1}{1 + (v/v_0)^2}$$

Divergent energy, divergent dissipation rate

# Properties of stationary solution

- Perfect balance between collisional loss and gain
- Purely collisional dynamics (no source term)
- Family of solutions: scale invariance  $v \rightarrow v/v_0$
- Power-law high-energy tail
- Divergent energy, divergent dissipation rate!

# Questions about stationary solutions

- How is a steady state consistent with dissipation?
- Are these stationary solutions physical?
- How to simulate numerically?
- How to realize experimentally?
- A family of solutions: which one is selected by dynamics?

The answers to **all** of these questions require understanding dynamics of extreme velocities!



# Extreme statistics

- When  $v_1 \rightarrow \infty$  the binary collision process

$$(v_1, v_2) \rightarrow (pv_1 + qv_2, pv_2 + qv_1)$$

turns into the linear cascade process

$$v \rightarrow (pv, qv)$$

- Cascade: conserves momentum, dissipates energy, doubles number of particles!
- Linear Boltzmann equation for extreme velocities

$$\frac{\partial P(v)}{\partial t} = \frac{1}{p} P\left(\frac{v}{p}\right) + \frac{1}{q} P\left(\frac{v}{q}\right) - P(v)$$

- Steady-state: power-law tail

$$P(v) \sim v^{-2}$$

# The linear Boltzmann equation

- For extreme velocities, double integral factorizes

$$\begin{aligned}\frac{\partial P(v)}{\partial t} &= \iint du_1 du_2 P(u_1) P(u_2) |u_1 - u_2|^\lambda [\delta(v - pu_1 - qu_2) - \delta(v - u_1)] \\ &= \int du_{<} P(u_{<}) \int du_{>} P(u_{>}) |u_{>}|^\lambda [\delta(v - pu_{>}) + \delta(v - qu_{>}) - \delta(v - u_{>})]\end{aligned}$$

- Extreme velocities: linear but nonlocal equation

$$\frac{\partial P(v)}{\partial t} = |v|^\lambda \left[ \frac{1}{p^{1+\lambda}} P\left(\frac{v}{p}\right) + \frac{1}{q^{1+\lambda}} P\left(\frac{v}{q}\right) - P(v) \right]$$

- Stationary solution: power-law distribution

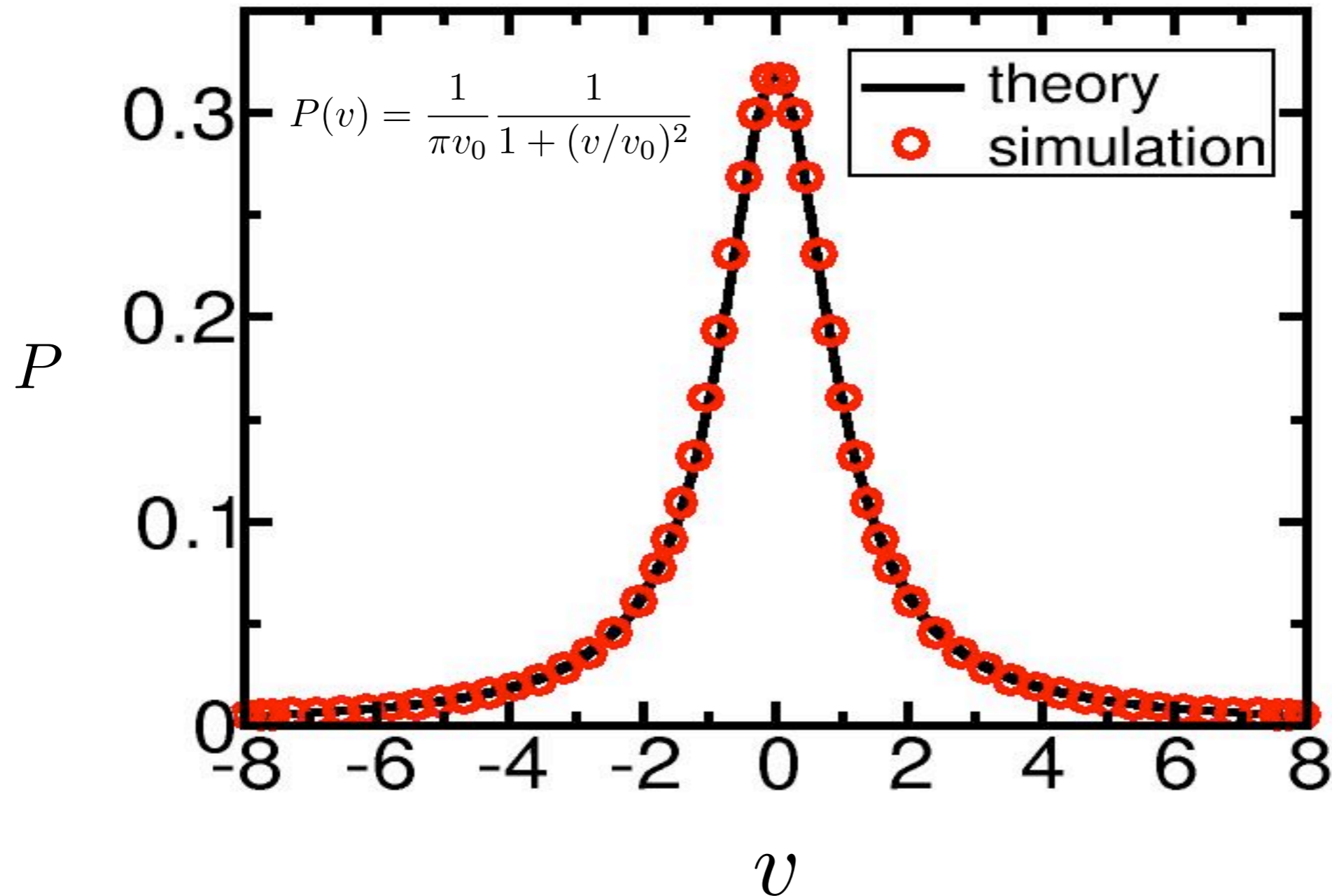
$$P(v) \sim v^{-2-\lambda}$$

Stationary solution: always power-law  
Hard spheres and Maxwell Molecules

# Numerical solution

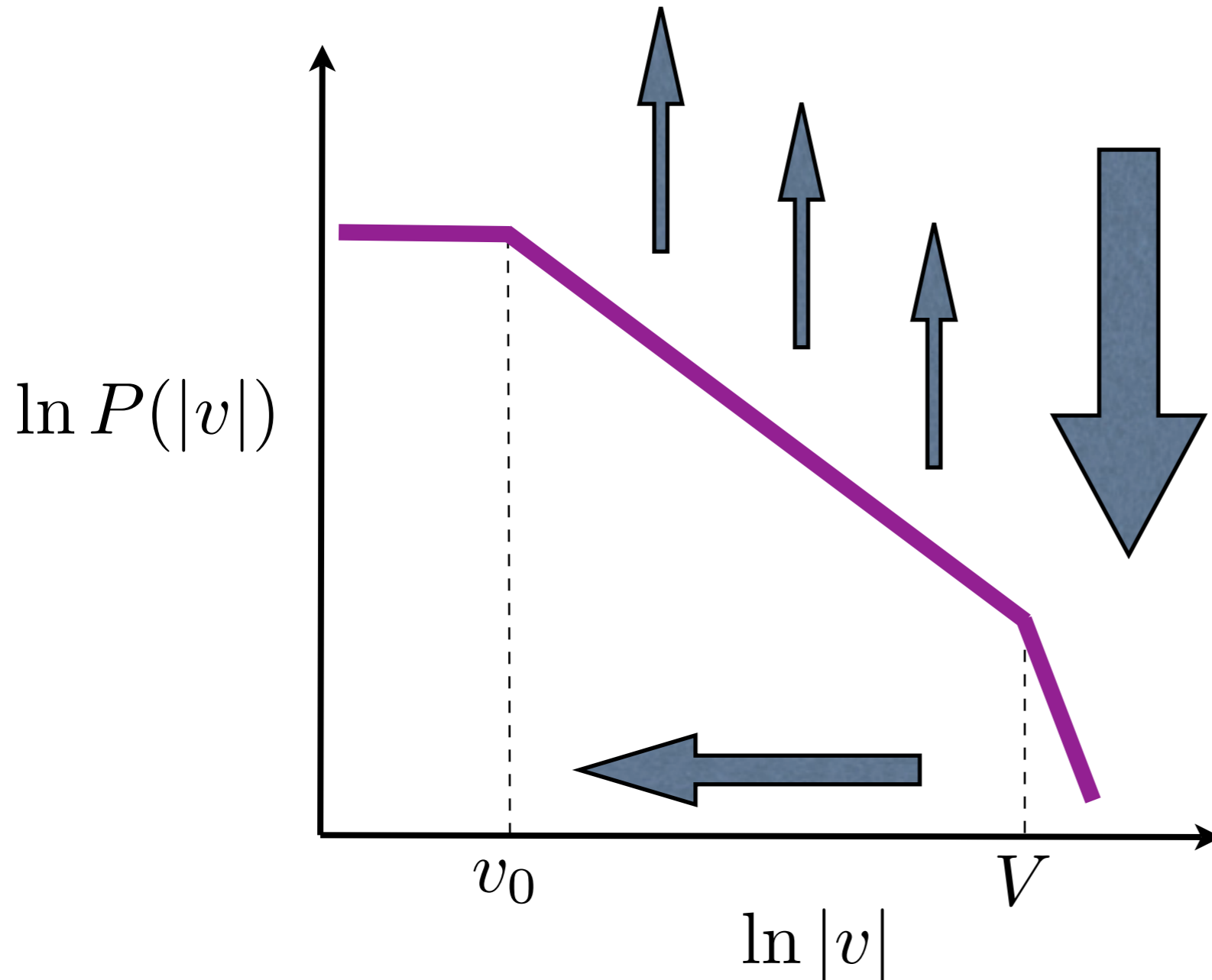
- Force constant energy
- Inject energy:
  - At extremely large scales
  - With extremely small rate
- “Lottery” implementation:
  - Keep track of total energy dissipated,  $E_T$
  - With small rate, boost **one** particle by  $E_T$

# Lottery Monte Carlo simulation



Excellent agreement between theory and simulation  
Injection selects one solution with one particular  $v_0$  !!!

# Injection, Cascade, Dissipation



**Experimental realization?**  
Energetic particle  
“shot” into static  
medium

Energy balance  
 $\Gamma \sim \gamma V^2$

- Energy is injected only at large velocity scales!
- Energy cascades from large velocities to small velocities
- Energy dissipated at small velocity scales

# Energy balance

- Energy injection rate  $\gamma$
- Energy injection scale  $V$
- Typical velocity scale  $v_0$
- Balance between energy injection and dissipation
- For “lottery” injection: injection scale diverges with injection rate

$$\gamma \sim V^\lambda (V/v_0)^{d-\sigma}$$

$$V \sim \begin{cases} \gamma^{-1/(2-\lambda)} & \sigma < d + 2 \\ \gamma^{-1/(\sigma-d-\lambda)} & \sigma > d + 2 \end{cases}$$

Energy injection selects stationary solution

# Hybrid solutions

EB, Machta 05

- Suppose the system is stationary; then, we turn off energy injection. The system will start cooling

- Hybrid solution

- Stationary at small velocities  $v \ll V(t)$
- Self-similar at large velocities  $v \gg V(t)$

$$P(v, t) \sim v^{-2-\lambda} \phi \left( vt^{1/\lambda} \right)$$

- Cutoff velocity decays following Haff law  $V(t) \sim t^{-1/\lambda}$

- Scaling solution  $p = q = 1/2$

$$\phi(x) = \sum_{n=1}^{\infty} a_n \exp \left[ - (2^n x)^\lambda \right] \quad a_n = \prod_{\substack{k=1 \\ k \neq n}}^{\infty} \frac{1}{1 - 2^{\lambda(n-k)}}$$

Hybrid between steady-state and time dependent state

# Extreme statistics

- Scaling function

$$\phi(x) = \sum_{n=1}^{\infty} a_n \exp \left[ - (2^n x)^\lambda \right] \quad a_n = \prod_{\substack{k=1 \\ k \neq n}}^{\infty} \frac{1}{1 - 2^{\lambda(n-k)}}$$

- Large velocities: stretched exponential (like free cooling)

$$\phi(x) \sim \exp \left( -x^\lambda \right) \quad \text{as} \quad x \rightarrow \infty$$

- Small velocities: log-normal distribution

$$1 - \phi(x) \sim \exp \left[ -(\ln x)^2 \right] \quad \text{as} \quad x \rightarrow 0$$

Hybrid between steady-state and time dependent state

Maxwell Model ( $\lambda=0$ ) only unsolved case!



# Obtaining the scaling function ( $\lambda=0, p=1/2$ )

- Substitute scaling form into linear equation

$$\phi'(x) = 2 [\phi(2x) - \phi(x)]$$

- Use Laplace transform

$$(2 + s)\phi(s) = 1 + \phi(s/2) \quad \phi(s) = \int dx e^{-sx} \phi(x)$$

- Make a further transformation

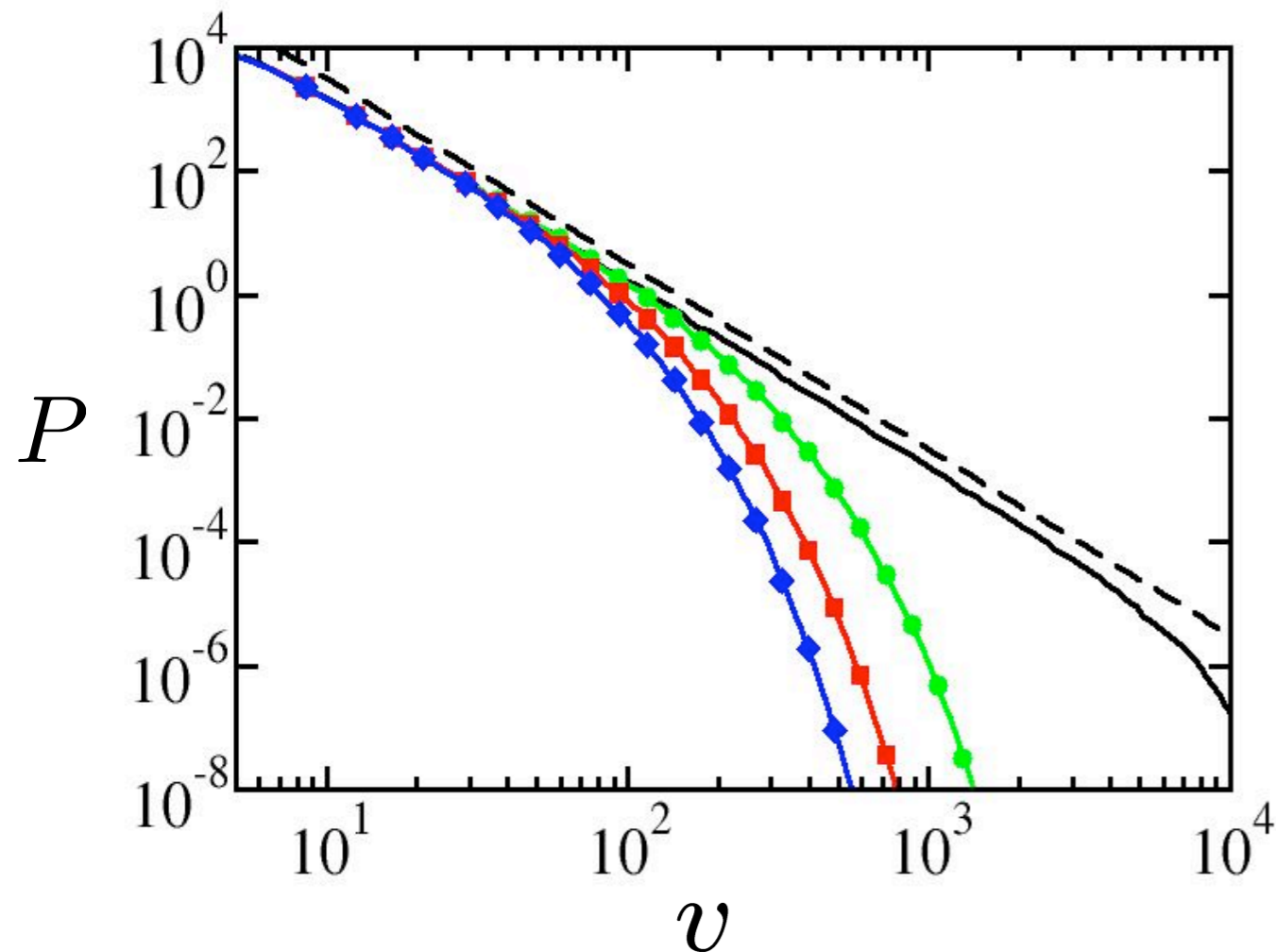
$$u(s) = \frac{1}{1 + s/2} u(s/2) \quad u(s) = \frac{1 - \phi(s)}{s}$$

- Iterative solution through an infinite product

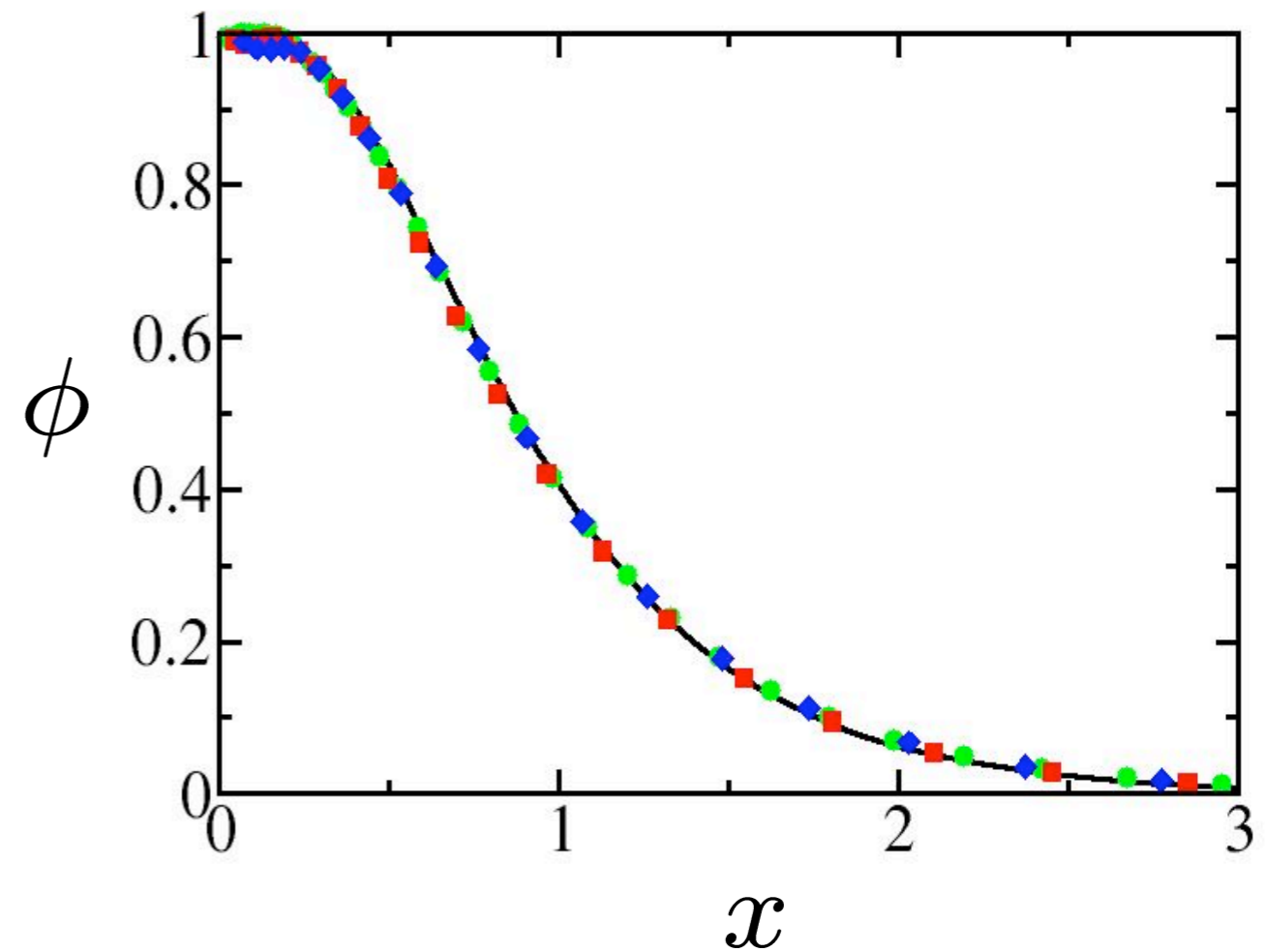
$$\phi(s) = \frac{1}{s} \left( 1 - \prod_{n=1}^{\infty} \frac{1}{1 + \frac{s}{2^n}} \right)$$

# Numerical confirmation

Velocity distribution



Scaling function



A third family of solutions does exist

# Part II: General Dimensions

# Inelastic collisions

- Normal relative velocity reduced by  $0 \leq r < 1$

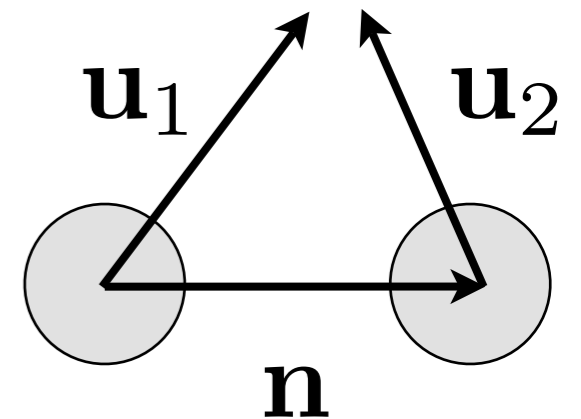
$$(\mathbf{v}_1 - \mathbf{v}_2) \cdot \mathbf{n} = -r(\mathbf{u}_1 - \mathbf{u}_2) \cdot \mathbf{n} \quad r = 1 - 2p$$

- Momentum conservation

$$\mathbf{v}_1 + \mathbf{v}_2 = \mathbf{u}_1 + \mathbf{u}_2$$

- Energy loss

$$\Delta E = \frac{1 - r^2}{4} [(\mathbf{u}_1 - \mathbf{u}_2) \cdot \mathbf{n}]^2$$



- Collision rate

$$K(v_1, v_2) = |(\mathbf{v}_1 - \mathbf{v}_2) \cdot \mathbf{n}|^\lambda \quad \lambda = \begin{cases} 0 & \text{Maxwell molecules} \\ 1 & \text{Hard spheres} \end{cases}$$

# Collision rules

- Collision process

$$(\mathbf{u}_1, \mathbf{u}_2) \rightarrow (\mathbf{v}_1, \mathbf{v}_2)$$

- Explicit collision rule for all velocities

$$\mathbf{v}_1 = \mathbf{u}_1 - (1 - p)(\mathbf{u}_1 - \mathbf{u}_2) \cdot \hat{\mathbf{n}} \hat{\mathbf{n}}$$

$$\mathbf{v}_2 = \mathbf{u}_2 - (1 - p)(\mathbf{u}_2 - \mathbf{u}_1) \cdot \hat{\mathbf{n}} \hat{\mathbf{n}}$$

- Cascade process

$$\mathbf{u} \rightarrow (\mathbf{v}_1, \mathbf{v}_2)$$

- Explicit cascade rules for extremely large velocities

$$\mathbf{v}_1 = \mathbf{u} - (1 - p) \mathbf{u} \cdot \hat{\mathbf{n}} \hat{\mathbf{n}}$$

$$\mathbf{v}_2 = (1 - p) \mathbf{u} \cdot \hat{\mathbf{n}} \hat{\mathbf{n}}$$

# The Boltzmann equation

- Full nonlinear equation

$$\frac{\partial P(\mathbf{v})}{\partial t} = \iiint d\hat{\mathbf{n}} d\mathbf{u}_1 d\mathbf{u}_2 |(\mathbf{u}_1 - \mathbf{u}_2) \cdot \hat{\mathbf{n}}|^\lambda P(\mathbf{u}_1) P(\mathbf{u}_2) [\delta(\mathbf{v} - \mathbf{v}_1) - \delta(\mathbf{v} - \mathbf{u}_1)]$$

angular integration with uniform measure

- Linear equation for large velocities

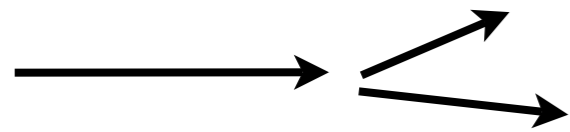
$$\frac{\partial P(\mathbf{v})}{\partial t} = \iint d\hat{\mathbf{n}} d\mathbf{u} |\mathbf{u} \cdot \hat{\mathbf{n}}|^\lambda P(\mathbf{u}) [\delta(\mathbf{v} - \mathbf{v}_1) + \delta(\mathbf{v} - \mathbf{v}_2) - \delta(\mathbf{v} - \mathbf{u})]$$

- Formulate linear equation for velocity magnitude

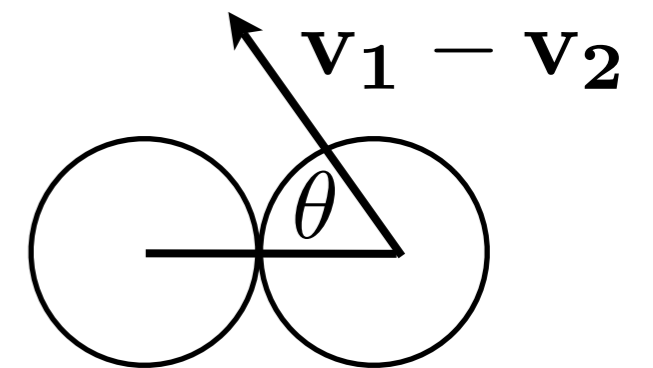
$$P(v) \quad v \equiv |\mathbf{v}|$$

# Extreme statistics

- Collision process: large velocities



$$v \rightarrow (\alpha v, \beta v)$$



- Stretching parameters related to impact angle

$$\alpha = (1 - p) \cos \theta \quad \beta = [1 - (1 - p^2) \cos^2 \theta]^{1/2}$$

- Energy decreases, velocity magnitude increases

$$\alpha^2 + \beta^2 \leq 1 \quad \alpha + \beta \geq 1$$

- Linear Boltzmann equation  $\langle \rangle \equiv \int d\mathbf{n}$

$$\frac{\partial P(v)}{\partial t} = \left\langle v^\lambda \cos^{\lambda/2} \theta \left( \frac{1}{\alpha^{d+\lambda}} P\left(\frac{v}{\alpha}\right) + \frac{1}{\beta^{d+\lambda}} P\left(\frac{v}{\beta}\right) - P(v) \right) \right\rangle.$$

# Similarity solutions

- Velocity distribution always has power-law tail

$$P(v) \sim v^{-\sigma} \quad \langle (\alpha^{\sigma-d-\lambda} + \beta^{\sigma-d-\lambda} - 1) \cos^{\lambda/2} \theta \rangle = 0$$

- Characteristic exponent varies with **all** parameters

$$\frac{{}_1F_2\left(\frac{d+\lambda-\sigma}{2}, \frac{\lambda+1}{2}, \frac{d+\lambda}{2}, 1-p^2\right)}{(1-p)^{\sigma-d-\lambda}} = \frac{\Gamma\left(\frac{\sigma-d+1}{2}\right)\Gamma\left(\frac{d+\lambda}{2}\right)}{\Gamma\left(\frac{\sigma}{2}\right)\Gamma\left(\frac{\lambda+1}{2}\right)}$$

- Range of exponent

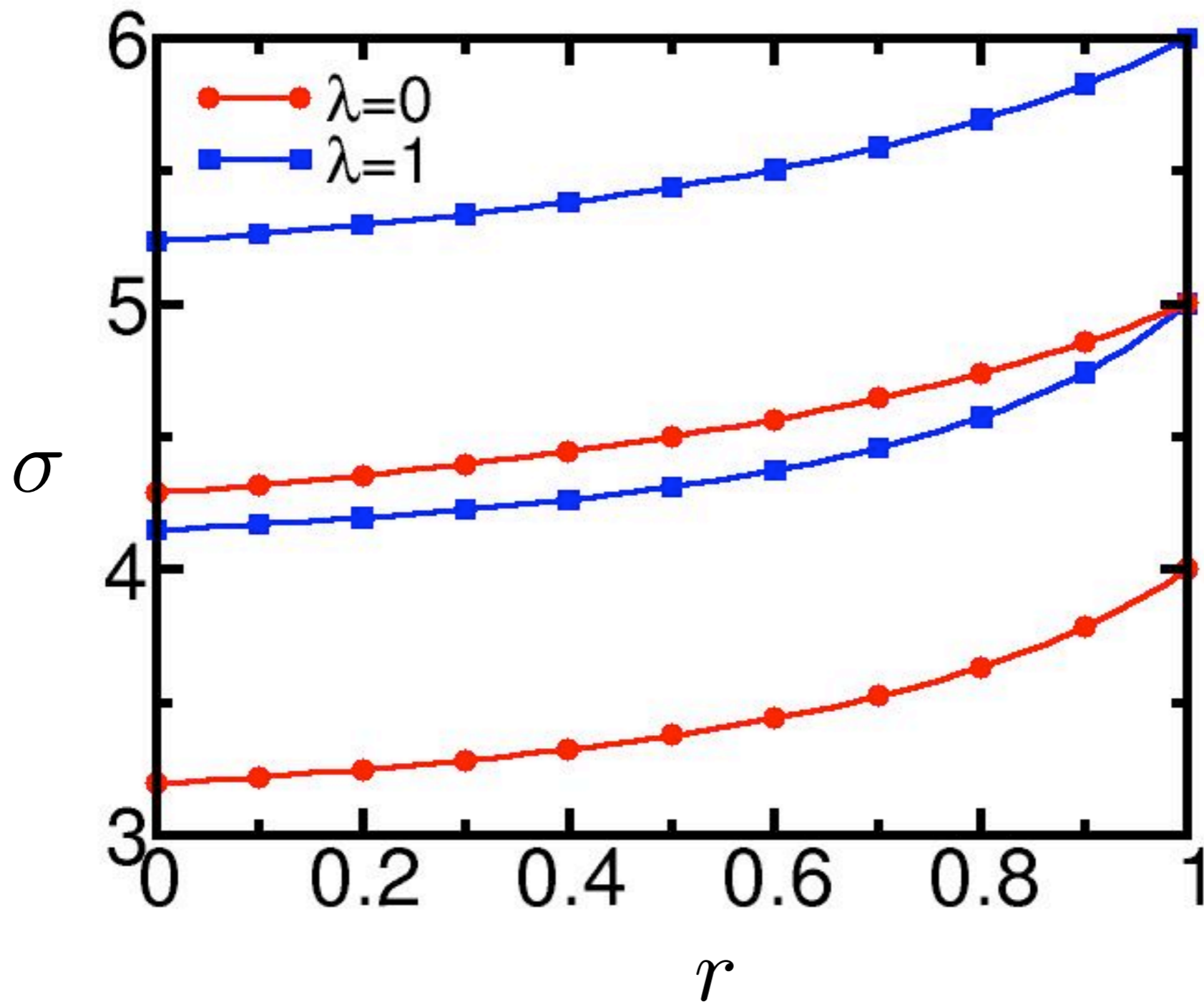
$$1 \leq \sigma - d - \lambda \leq 2$$

Dissipation rate is always divergent!

Energy may be finite or infinite



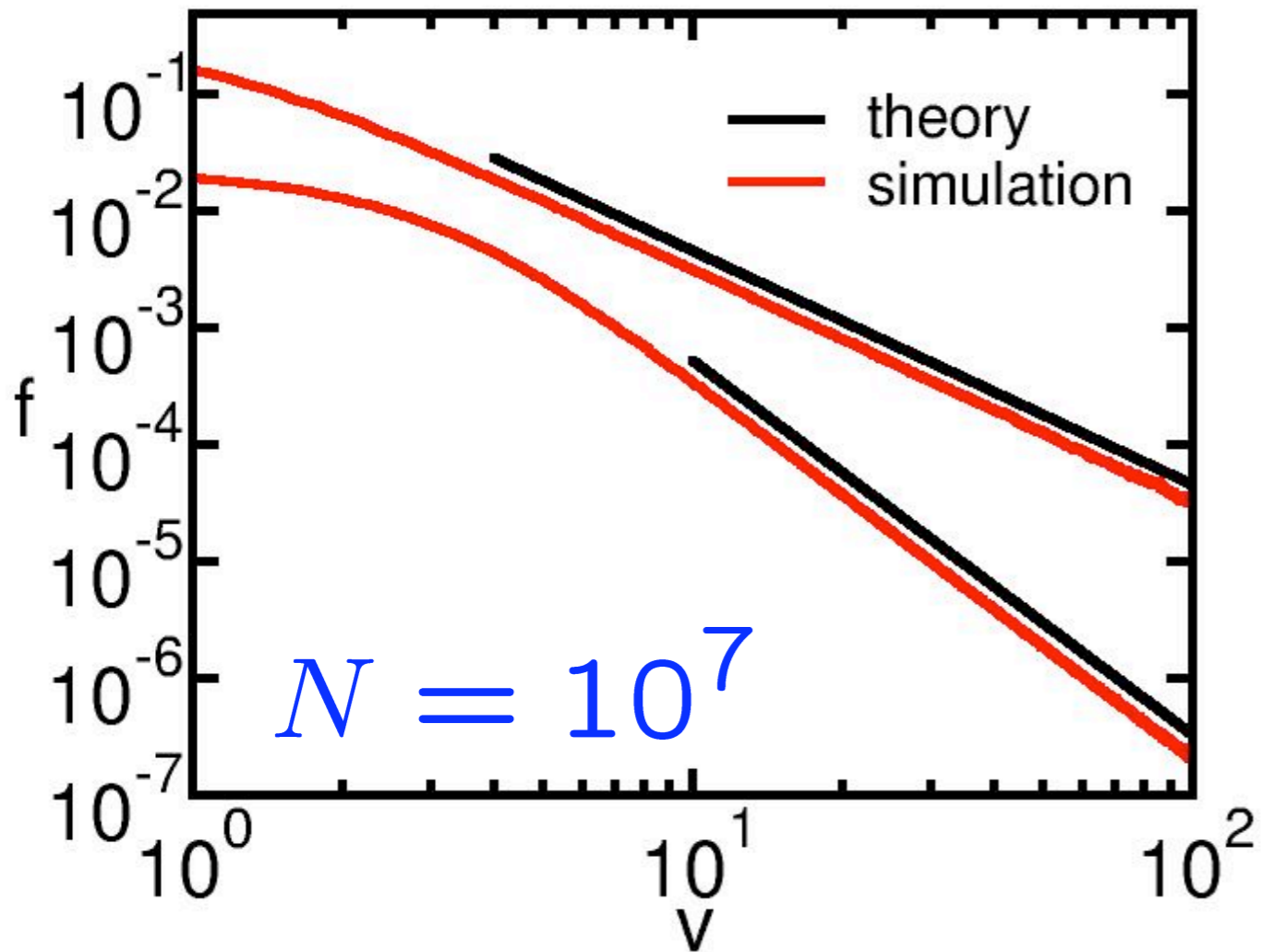
# The characteristic exponent $\sigma$ ( $d=2,3$ )



$\sigma$  varies with spatial dimension, collision rules

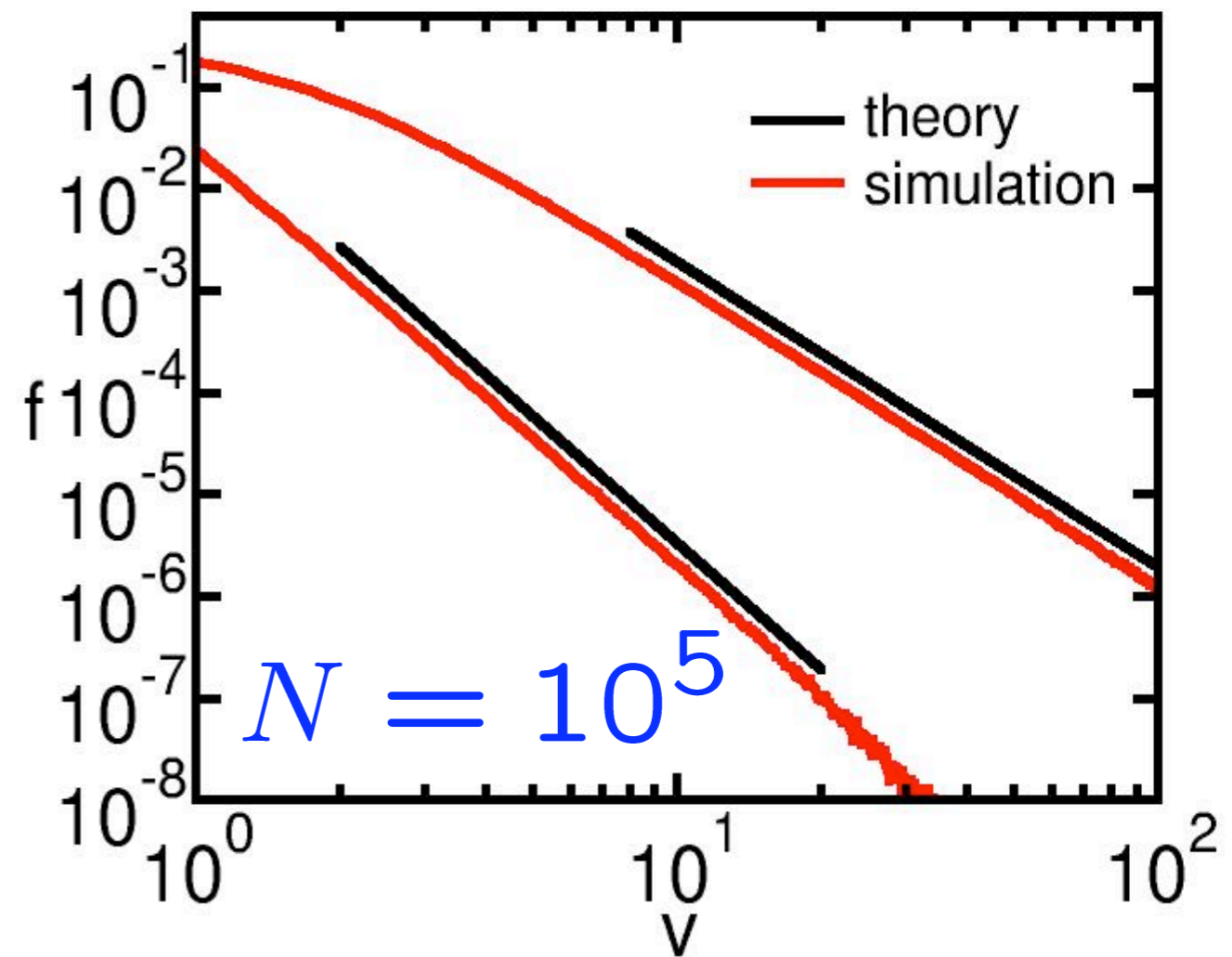
# Monte Carlo simulations

Maxwell molecules (1D, 2D)  
infinite energy



d	theory	simulation
1	2	1.995
2	3.19520	3.19

Hard spheres (1D, 2D)  
finite energy



d	theory	simulation
1	3	2.994
2	4.14922	4.15

# Similarity solution (Maxwell Molecules)

- Temperature follows from full nonlinear equation

$$T = T_0 \exp(-\lambda_2 t) \quad \lambda_2 = \frac{2p(1-p)}{d}$$

- Substitute similarity form

$$P(v, t) \rightarrow e^{(d-1)\lambda t} p(v e^{\lambda t}) \quad \lambda = \lambda_2/2$$

- Into linear Boltzmann equation

$$\frac{\partial P(v)}{\partial t} = \left\langle \frac{1}{\alpha^d} P\left(\frac{v}{\alpha}\right) + \frac{1}{\beta^d} P\left(\frac{v}{\beta}\right) - P(v) \right\rangle$$

- Linear equation for scaling function

$$\lambda(d-1)p(w) + \lambda w p'(w) = \left\langle \frac{1}{\alpha^d} p\left(\frac{w}{\alpha}\right) + \frac{1}{\beta^d} p\left(\frac{w}{\beta}\right) - p(w) \right\rangle$$

- Power-law tail

$$p(w) \sim w^{-\sigma}$$

# Characteristic exponent

EB, Krapivsky 01  
Brito, Ernst 01

- Velocity distribution always has power-law tail

$$p(w) \sim w^{-\sigma}$$

- Exponent is solution of transcendental equation

$$1 - p(1 - p)^{\frac{\sigma - d}{d}} = {}_2F_1 \left[ \frac{d - \sigma}{2}, \frac{1}{2}; \frac{d}{2}; 1 - p^2 \right] + (1 - p)^{\sigma - d} \frac{\Gamma \left( \frac{\sigma - d + 1}{2} \right) \Gamma \left( \frac{d}{2} \right)}{\Gamma \left( \frac{\sigma}{2} \right) \Gamma \left( \frac{1}{2} \right)}$$

EB, Krapivsky 01

- Transparent in terms of stretching parameters

$$\lambda [(d - 1) - \sigma] = \langle \alpha^{\sigma - d} + \beta^{\sigma - d} - 1 \rangle$$

- Energy is finite

Linear analysis for large velocities transparent  
(compare small wave number Fourier analysis)

# Similarity solutions ( $\lambda > 0$ )

- Similarity solution

$$P(v, t) \simeq t^{(d-1)/\lambda} p\left(vt^{1/\lambda}\right)$$

- Scaling function: stretched exponential

$$p(w) \sim \exp\left(-|w|^\lambda\right)$$

- Overpopulated (with respect to Maxwellian) tails

# Summary

- **Time dependent solution**  $P(v, t) \simeq t^{1/\lambda} p\left(vt^{1/\lambda}\right)$ 
  - Temperature characterizes the distribution, free cooling
  - Shape of velocity distribution invariant after suitable rescaling
  - Straightforward numerical implementation, questionable relevance to experiments
- **Stationary solution**  $P_s(v) \sim v^{-\sigma}$ 
  - Dissipation rate divergent, energy finite or divergent
  - Can be realized using energy injection but only up to large scale
  - Numerically: lottery monte carlo
  - Experiment: rare but powerful injection of energetic particles
- **Hybrid solution**  $P(v, t) \simeq P_s(v)\phi\left(vt^{1/\lambda}\right)$ 
  - Stationary at small scales
  - Self-similar at large scales

# Thanks

- Paul Krapivsky (Boston)
- John Machta (Massachusetts)
- Ben Machta (Brown)
- Annette Zippelius (Goettingen)

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