Exercise Lecture X

Lattice gas,

Diffusion Limited Aggregates, fractal models of surface growth.

(the first exercise is mandatory)

1. **Self-diffusion coefficient in a lattice gas model**
   Consider a finite square lattice with sites randomly occupied by particles with a given density ρ. The particles can move randomly to *empty* nearest sites (two particles can not occupy the same site). It is an example of a restricted random walk. A meaningful physical quantity is the *self-diffusion coefficient* D of an individual particle. D is the limit $t \to \infty$ of $D(t)$, where $D(t)$ is given by:

$$D(t) = \frac{1}{2dt}\langle \Delta R^2(t) \rangle,$$

   with d which is the dimensionality of the system and $\langle \Delta R^2(t) \rangle$ is the net mean square displacement per particle, averaged over all particles, after t units of time *($\langle ... \rangle$ here indicates the average over particles and <u>not</u> temporal averages).*
   The model can be summarized by the following algorithm:

   i) Occupy at random the $L \times L$ sites of a square lattice with N particles subject to the condition that no double occupancy is allowed, with the desired density $\rho = N/L^2 \leq 1$. Tag each particle, that is, distinguish it from the others, and record its initial position in an array.

   ii) At each step choose a particle (randomly, or, alternatively, in an ordered way) and one of its nearest neighbor sites at random. If the neighbor site is empty, the particle is moved to this site; otherwise the particle remains in its present position. Loop over the particles.

   Note 1: The measure of "time" in this context is arbitrary. The usual definition is that during one unit of time or one Monte Carlo step*, each particle* on average *attempts one jump. Time goes on even if the particles do not move, i.e., the tentative move is not accepted.*
   Note 2: Consider periodic boundary conditions, but note that it is necessary to limit the number of Monte Carlo steps so that $\langle \Delta R^2(t) \rangle$ is smaller than $(L/2)^2$. Why?

   Do a Monte Carlo simulation to determine D and its dependence on the particles concentration ρ.

   See for instance the code `latticegas.f90`. Internal units for Monte Carlo time step and displacement should be preferred. For comparison with a

realistic situation, such as for instance diffusion in solids, we may consider Monte Carlo time step equal to 1 ns and the unit length to 2 Å.

(a) Study $\Delta R^2(t)$ as a function of time for a fixed value of ρ, for instance 0.03 or 0.2, and for a fixed number of particles (e.g., 13 particles in a 20×20 lattice for $\rho = 0.03$). What do you see increasing time (within the limit mentioned above)? Make a fit and compare your result (the slope) with the expected behavior of a standard random walk.

(b) Plot $D(t)$ as a function of time: after a certain equilibration time, it fluctuates. Calculate the amplitude of the fluctuations as a function of t (from the distribution of data over the particles). These fluctuations remain also by increasing t.

(c) In order to estimate of D, which is defined as the limit $t \to \infty$, do a temporal average $\langle D(t)\rangle$ *($\langle ...\rangle$ here indicates a temporal average, for instance from 0 to t, or some block average).* Plot together $D(t)$ and $\langle D(t)\rangle$. Change the seed, do another run and compare the plot and the estimate of $D(t)$ and $\langle D(t)\rangle$ with the previous results.

(d) Better statistics for $D(t)$ (and consequently for D) can be obtained by averaging $\Delta R^2(t)$ over many particles (i.e., for a given ρ, considering a lattice with L as large as possible; it is suggested $L \geq 40$). Verify that fluctuations of $D(t)$ (and the deviations of $\langle D(t)\rangle$ over more runs from its mean value) are proportional to the inverse square root of the number of particles.

(e) Study the dependence of D on the concentration, using for instance ρ=0.1, 0.2, 0.3, 0.5, and 0.7. You should find that D is a monotonically decreasing function of ρ. Why?

(f) To gain some insight into this dependence, determine the dependence on ρ of the probability that if a particle jumps to a vacancy at time t, it returns to its previous position at time $t+1$. Is there a qualitative relation between the density dependence of D and this probability?

```
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
 latticegas.f90 - from Gould-Tobochnick
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc

 program latticegas
  implicit none

  logical, allocatable :: lattice(:,:)
  integer, allocatable :: x(:),y(:)
  double precision, allocatable :: dx(:),dy(:)

  Integer  :: Nsteps,Np,L
  integer  :: istep,isubstep
  integer  :: dir,i,j,nfail,njumps
  integer, dimension(1) :: seed

  integer,  parameter  ::  MAXINT=1000000000  ! Variables  for  counting
  ! allowed    directions
  integer :: free(4),nfree
  integer :: dxtrial(4),dytrial(4)
  integer :: xnew(4),ynew(4)

  Real, dimension(2) :: rnd(2)
  real :: rnd1
  double  precision :: dxsum,dysum,dxsqsum,dysqsum
  double  precision :: t,deltat,drsqave,D,a,help

  ! Set average time  between jumps and jump length Units is  s and cm
  ! although actually this is not needed for the simulation
  deltat=1.d0          ! or 1d-9 in order to consider 1 ns
  a=1.d0                 ! or 2e-8  in order to consider 2  Ang

  print*," Nsteps>"
  read*, Nsteps
  print*," Np>"
  read*, Np
  print*," L>"
  read*, L
  print*," seed>"
  read*, seed

  call random_seed(put=seed)
  print *,'Doing lattice gas walk to',Nsteps,'MC steps, initial seed',seed
  print *,'using',Np,' particles  on a',L,'^2 square lattice'

  if (Np >= L*L) then
```

```
   print *,'Number of particles > number of sites !!!'
   STOP 'Too small lattice'
endif

allocate(lattice(0:L-1,0:L-1))
allocate(x(Np),y(Np))
allocate(dx(Np),dy(Np))

! Mark all positions as empty
do i=0,L-1
   do j=0,L-1
      lattice(i,j) = .false.
   enddo
enddo

! Enumeration of directions: 1=right; 2=left; 3=up; 4=down
dxtrial(1)=+1; dytrial(1)= 0;
dxtrial(2)=-1; dytrial(2)= 0;
dxtrial(3)= 0; dytrial(3)=+1;
dxtrial(4)= 0; dytrial(4)=-1;

Nfail=0; njumps=0;
! Generate particles on lattice
do i=1,Np
   do ! Loop until empty position found
      !  To   be  on  safe  side,   check  that  upper   limit  not  reached
      call random_number(rnd)
      x(i)=int(rnd(1)*L);  if (x(i)>=L) x(i)=L-1;
      y(i)=int(rnd(2)*L);  if (y(i)>=L) y(i)=L-1;
      if (lattice(x(i),y(i))) then
         ! Position already filled, loop to find new trial
         cycle
      else
         lattice(x(i),y(i))=.true.
         !  Success, go  to next particle
         exit
      endif
   enddo
   dx(i)=0.0d0; dy(i)=0.0d0;
enddo

T=0.0;
do istep=0,Nsteps-1 ! Loop over MC steps
   do isubstep=1,Np ! Do all particles on average once every MC step
      ! Pick one particle at random
      call random_number(rnd1)
```

```
   i=int(rnd1*Np)+1; if (i>Np) i=Np;

   ! Find possible directions, store it in free()
   Nfree=0
   do j=1,4
      xnew(j)=x(i)+dxtrial(j);
      if  (xnew(j) >= L) xnew(j)=0; if (xnew(j)<0) xnew(j)=L-1;
      ynew(j)=y(i)+dytrial(j);
      if  (ynew(j) >= L) ynew(j)=0; if (ynew(j)<0) ynew(j)=L-1;
      if (.not. lattice(xnew(j),ynew(j))) then
         ! Success: position free
         nfree=nfree+1
         free(nfree)=j
      endif
   enddo

   ! If no possible directions, get new particle
   If (nfree == 0) then
      nfail=nfail+1
      cycle
   endif
   njumps=njumps+1

   !  Pick  one of  the  possible directions  randomly
   !  Note that  the dir>nfree  check here  really is  needed!
   call random_number(rnd1)
   dir=int(rnd1*nfree)+1; if (dir>nfree) dir=nfree
   j=free(dir)

   ! Now x(i),y(i) is old position and xnew(j),ynew(j) new
   ! Double check that new site really is free
   if (lattice(xnew(j),ynew(j))) then
      print *,'ERROR:    THIS   SHOULD   BE   IMPOSSIBLE'
      print *,i,j,dir,nfree
      print *,free
      print *,x(i),y(i),xnew(j),ynew(j)
      STOP 'ERROR  new  site  bug'
   endif
   !Empty  old  position  and  fill  new
   lattice(x(i),y(i))=.false.
   lattice(xnew(j),ynew(j))=.true.

   X(i)=xnew(j); y(i)=ynew(j);
   dx(i)=dx(i)+dxtrial(j); dy(i)=dy(i)+dytrial(j);
enddo
```

```
      If (mod(istep*Np,1000000) == 0) then
         ! Calculate  and print intermediate results
         ! Get total displacement from dx,dy
         dxsum=0.0d0; dysum=0.0d0;
         dxsqsum=0.0d0; dysqsum=0.0d0;
         do i=1,Np
            dxsum=dxsum+dx(i);   dysum=dysum+dy(i);
            dxsqsum=dxsqsum+dx(i)*dx(i);
            dysqsum=dysqsum+dy(i)*dy(i);
         enddo
         drsqave=(dxsqsum+dysqsum)/(1.0*Np)

         if (t>0.0) then
            !  Get  diffusion coefficient  by  proper scaling
            D=drsqave*a*a/(4*t)
            write(*,fmt='(3(a,1pe10.2))')&
                 'At ',t,' <dR^2>=',drsqave*a*a,' D=',D,' cm^2/s'
         endif

      endif

      t=t+deltat
   enddo

   !  Get   total  displacement   from  dx,dy
   dxsum=0.0d0; dysum=0.0d0;
   dxsqsum=0.0d0; dysqsum=0.0d0;
   do i=1,Np
      dxsum=dxsum+dx(i);   dysum=dysum+dy(i);
      dxsqsum=dxsqsum+dx(i)*dx(i); dysqsum=dysqsum+dy(i)*dy(i);
   enddo
   print *,'dxsum',dxsum,' dysum',dysum
   print *,'dxsqsum',dxsqsum,' dysqsum',dysqsum

   drsqave=(dxsqsum+dysqsum)/(1.0*Np)
   print *,'drsqave',drsqave
   print *,'Number of  failed jumps',nfail,' number of  successes',njumps
   ! Get diffusion  coefficient  by  proper scaling
   D=drsqave*a*a/(4*t)
   write(*,fmt='(a,f6.4,a)')'For Np/L^2=',real(Np)/L**2,' :'
   write(*,fmt='(3(a,1pe10.2))')&
        'at ',t,' <dR^2>=',drsqave*a*a,' D=',D,' cm^2/s'

   deallocate (lattice,x,y,dx,dy)

end  program latticegas
```

2. **Diffusion Limited Aggregates (DLA)**

   (a) Write a program to generate DLA on a square lattice. Here it is reported a code `dla2d.f90`. Choose each walker starting randomly at a distance $R = R_{max} + 2$ from the center, where R_{max} is the maximum distance of the particles already aggregated in the cluster from its origin. To save time, eliminate the walker that go too much far away, e.g. that reach a distance equal to $2R_{max}$ from the center ("killing circle"). Choose L=31. Try to color in a different way the sites according to the order of aggregation (e.g. after 20 particles aggregated change color). Which are the last aggregated? Which are the former?

   (b) At $t = 0$ we have 4 perimetral sites with a probability p_i=1/4 of being occupied. After having occupied one of them, we have 6 perimetral sites which have different occupancy possibility: two of them have p_i=2/9 and the other 4 have $p_i = 5/36$. Verify with a Monte carlo simulation.

   (c) The efficiency of the algorithm can be improved considering displacements with variable length, the longer the distance from the center, the longer is the step length. For instance, if the walker is at distance $R > R_{max}$, consider a length displacement $R - R_{max} - 1$ (if it is > 1), whereas consider a unitary displacement if the walker is close to the cluster already grown.

   (d) Generate some DLA cluster and calculate its fractal dimension, which should result $D = 1.66$ (see: Witter et al., Phys. Rev. Lett. 47, 1400 (1983)).

```
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
! dla2d.f90
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
!
! by G. Hart, NAU, March 2002
!
program dla2d
use random_stuff
implicit none

integer, parameter :: Nw = 200  ! Number of walkers (particles in the crystal)
logical, dimension(-Nw:Nw,-Nw:Nw) :: occupied ! Grid where the xtal grows
logical :: stuck ! Did the current walker get stuck yet?
integer :: mass ! number of particles in the cluster inside a given radius
integer, dimension(2) :: newpos, prevpos !  position of the current walker
integer :: i, j, idist ! general loop counters
real :: radius ! outer radius of the crystal plus a little
real :: distance ! distance of the walker from the origin
real :: theta, rndstep ! random numbers for starting and stepping, respectively
real :: twopi


call set_random_seed(0)
radius = 5
twopi = 8*atan(1.0)
occupied(:,:) = .false.! Initialize the array
occupied(0,0) = .true. ! Make the origin occupied (this is the seed crystal)

do ! Start a walker at a random postion outside the crystal
   call random_number(theta)
   theta = theta * twopi
   newpos = nint( radius*(/cos(theta),sin(theta)/)) ! Start a new walker
   if(occupied(newpos(1),newpos(2)))cycle ! Already occupied, try again
   prevpos = newpos
   do
      newpos = prevpos
      call random_number(rndstep)
      select case(int(rndstep*4)+1)
         case(1)
            newpos(1) = newpos(1) -1
         case(2)
            newpos(1) = newpos(1) +1
         case(3)
            newpos(2) = newpos(2) -1
         case(4)
            newpos(2) = newpos(2) +1
```

```
         end select
      if(any(abs(newpos) > Nw)) exit ! Walker stepped out of the box. Start a new or
      if(occupied(newpos(1),newpos(2))) then ! walker gets stuck to the crystal
         occupied(prevpos(1),prevpos(2)) = .true. ! Add the walker to the crystal
         distance = sqrt(real(dot_product(prevpos,prevpos)))
         if(distance > (radius-5)) radius = distance + 5
           ! Make the starting circle larger if necessary
         exit
      endif
      prevpos = newpos
        ! Walker made a valid move (didn't get stuck or wander away).
        ! Update and keep it moving
   enddo
   if(radius > Nw) exit
enddo

! Write occupied sites to disk
open(10,file="dla2d.data",status="replace")
do i = -Nw, Nw
   do j = -Nw, Nw
      if(occupied(i,j)) write(10,*) i,j
   enddo
enddo
close(10)

! Do the m(r) analysis and write results to disk
open(11,file="dlamass.data")
do idist = 2, int(0.75*distance)
   mass = 0
   do i = -Nw, Nw
      do j = -Nw, Nw
         if(occupied(i,j)) then
            if(idist**2 >= i**2 + j**2) mass = mass + 1
         endif
      enddo
   enddo
   write(11,'(2i10)') idist, mass
enddo
close(11)

end program dla2d
```

3. **Fractal growth of surfaces**

Conside the *Eden model* to generate a corrugated surface. The algorithm is:

(a) choose randomly a lattice site and occupy it. The *nearest neighbor sites* of the occupied site (i.e. 4 sites in case of a square lattice) are the *perimetral sites*.

(b) choose randomly a *perimetral site* and occupy it. When occupied, it is no longer a *perimetral site*: update the list of *perimetral sites* with the new ones. Repeat from (1).

The code `eden.f90` is proposed as a draft here (the suggestion is to modify it, it has several "print" for checks...)

Consider a simple model where the surface is initially (at time $t = 0$) an horizontal line of L occupied sites. The growth is along the vertical direction.

According to the Eden model, choose a *perimetral site* randomly and occupy it. For the initial configuration of our surface, at time $t = 0$ the *perimetral sites* are the horizontal line of empty sites adjacent to the line of occupied sites. The average height of the cluster is:

$$\bar{h} = \frac{1}{N_s} \sum_{i=1}^{N_s} h_i$$

where h_i is the distance of the i surface site from the initial line, and the sum is over all the surface sites N_s.

The deposition of a particle corresponds to the increment of time t by one. Study how the *roughness* w of the surface change with time, where w is defined as:

$$w^2 = \frac{1}{N_s} \sum_{i=1}^{N_s} (h_i - \bar{h})^2,$$

(w=0 for a planar surface). w depends on L and t. Initially w increases with time:

$$w(L, t) \sim t^{\beta}$$

β measures the increasing in time of the correlations in the vertical direction. Given a characteristic time, the length for the correlation of the fluctuations is comparable with L, and the roughness w reaches a limiting value depending only on L. We can write:

$$w(L, t >> 1) \sim L^{\alpha},$$

where α measure the corrugation.

(a) Consider a 1D surface growing over a line of L=100 sites and apply the Eden model. Consider x the horizontal index, i.e. the label of the columns, and h_x the height (max. distance of a perimetral site from the substrate). Use PBC in the horizontal direction. We call *surface sites* those *perimetral sites* with maximum h for a given x. Try to visualize the growth in time, with the evidence of the occupied, perimetral and surface sites.
a) is the surface well defined?
b) where are most of the perimetral sites?
c) if we choose *all perimetral sites* as *surface sites*, is something changing?

(b) Plot $w(t)$ as a function of t for L=32, 64, 128 and estimate the exponents α e β.
a) Which kind of plot is it convenient to do?
b) Does w increase initially with a power law? If yes, estimate β.
c) Is there a characteristic time (depending on L) for w to reach an asymptotic value?
d) Can you estimate α? (you should find $\beta = 1/3$ and $\alpha = 1/2$).

(c) The dependence of w on L and t can be summarized with the law:

$$w(L,t) \approx L^{\alpha} f(t/L^{\alpha/\beta})$$

where : $f(x) \approx x^{\beta}$ for $x << 1$ and $f(x) = constant$ for $x >> 1$

a) Using for α and β the best estimates obtained in the previous point, verify the law plotting $w(L,t)/L^{\alpha}$ as a function of $t/L^{\alpha/\beta}$ for the different values of L considered. b) Repeat using instead the exact result, $\beta = 1/3$ and $\alpha = 1/2$. You should find a universal curve (i.e. the *same* curve using the scaled variables for different values of L)

(d) *Random Deposition* In the Eden model each perimetral site can be part of the cluster. In the random deposition model, instead, a column is chosen randomly and a particle is deposited on top of it. No horizontal correlations are therefore present.
a) Make a simulation with this model and visualize the surface.
b) Verify that the height of the colums follow a Poisson distribution and that $\bar{h} \sim t$ and $w \sim t^{1/2}$. This structure does not depend on L and therefore $\alpha = 0$.

(e) *Balistic Deposition* In this model the horizontal coordinate is chosen randomly and a particle falls down up to reach the first available perimetral site which is a nearest neighbor of an occupied site. This algorithm allows also a horizontal growth. Consider one particle falling down for each unit time. Discuss the differences -in terms of algorithm and results- with respect to the previous models.

```
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
! eden.f90
!ccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccccc
module common

  implicit none
  public::load, init, edengen
  integer, parameter, public :: d=2
  integer, public ::  Lx, Ly, nmcs, posx, c, xmax
  real,public :: rnd
  integer, public, dimension(1)::seed

contains

  !grid parameters

  subroutine load()

    print*, "L>"
    read*, Lx

    print*, "nmcs>"
    read*, nmcs
    Ly=nmcs

    print*, "seed>"
    read*, seed

  end subroutine load

  !Initialize the lattice

  subroutine init(grid, Lx,Ly,s, v)
    integer,intent(inout) :: Lx,Ly,v
    integer :: i
    integer, dimension(Lx,Ly),  intent(inout) :: grid
    integer, dimension(2,v),  intent(inout) :: s

    grid = 0
    s = 0

    do i=1,Lx
       grid(i,1) = 1
       s(1,i)=i
       s(2,i)=2
    end do
```

```
  !do i= 1, nmcs
  !   w(i) = 0.0_d
  !   hmed(i) = 0.0_d
  !end do

end subroutine init

!eden model

subroutine edengen(grid,Lx,Ly,v,s)

  integer,intent(inout) :: v,Lx,Ly
  integer :: i,ccp,j
  integer, dimension(Lx,Ly),  intent(inout) :: grid
  integer, dimension(2,v),  intent(inout) :: s
  integer, dimension(2) :: loc

  call random_seed (put = seed)

  loc = minloc(s)
  xmax = loc(2) - 1
  print*,"xmax = ",xmax

  call random_number(rnd)
  posx=int(rnd*xmax)+1
  c=0
  print*,"posx=",posx, "s(1:2,pox)=",s(:,posx)


  grid(s(1,posx),s(2,posx))=1

  if (s(1,posx)==1) then

     ccp=Lx
  else
     ccp=s(1,posx)-1
  end if

  if (grid(ccp,s(2,posx))==0) then

     do i=1,xmax
        if ((s(1,i)/=ccp) .and. (s(2,i)/=s(2,posx))) then
           s(1,posx)=ccp
           s(2,posx)=s(2,posx)
           c=1
```

```
      end if
   end do
end if

if (s(1,posx)==Lx) then
   ccp=1
else
   ccp=s(1,posx)+1
end if

if (grid(ccp,s(2,posx))==0) then

   do i=1,xmax
      if ((s(1,i)/=ccp) .and. (s(2,i)/=s(2,posx))) then
         if (c==0) then
            s(1,posx)=ccp
            s(2,posx)=s(2,posx)
            c=1
         else
            s(1,xmax+1)=ccp
            s(2,xmax+1)=s(2,posx)
            xmax=xmax+1
         end if
      end if
   end do
end if

if (s(2,posx)==Ly) then
   ccp=1
else
   ccp=s(2,posx)+1
end if

if (grid(s(1,posx),ccp)==0) then
   print*,"s(1,posx)=",s(1,posx)
   print*,"ccp=",ccp
   do i=1,xmax
      if ((s(1,i)/=s(1,posx)) .and. (s(2,i)/=ccp)) then
         print*,"si"
         if (c==0) then
            s(1,posx)=s(1,posx)
            s(2,posx)=ccp
            c=1
         else
            s(1,xmax+1)=s(1,posx)
            s(2,xmax+1)=ccp
```

```
                xmax=xmax+1
             end if
          end if
       end do
    end if

    !   do i=1,2
    !   print*,(s(i,j), j=1,v)
    !   end do
    !   do i=1,Ly
    !   print*,(grid(j,i), j=1,Lx)
    !   end do

    if (grid(s(1,posx),s(2,posx)-1)==0) then
       print*,"s4"
       do i=1,xmax
          if ((s(1,i)/=s(1,posx)) .and. (s(2,i)/=s(2,posx)-1)) then
             if (c==0) then
                s(1,posx)=s(1,posx)
                s(2,posx)=s(2,posx)-1
                c=1
             else
                s(1,xmax+1)=s(1,posx)
                s(2,xmax+1)=s(2,posx)-1
                xmax=xmax+1
             end if
          end if
       end do
    end if

  end subroutine edengen

end module common

program eden

  use common
  implicit none
  integer::i,v,j
  integer, dimension(:,:), allocatable :: grid
  real, dimension (:), allocatable :: w, hmed
  integer, dimension(:,:), allocatable :: s

  open (unit=1, file="eden1.dat", status= "replace", action="write")

  call load ()
```

```
  v=lx*ly

  allocate(grid(Lx,Ly))
  allocate(w(nmcs))
  allocate(hmed(nmcs))
  allocate(s(2,v))

  call init(grid,Lx,Ly, s, v)
  print*,"v=lx*ly=",v
  print*,"nmcs=",nmcs
  do i=1, nmcs
!    print*," imcs=",i,"    grid:"
!    do j=ly,1,-1
!       print*,grid(1:lx,j)
!    end do
     call edengen(grid,Lx,Ly,v,s)
  end do

  write(unit=1,fmt=*) s

  close(unit=1)

  deallocate(grid,w,hmed,s)

end program eden
```