

Kinetic theory

- Overview:
 - Distribution functions
 - Basic equations:
 - Boltzmann
 - Vlasov
 - Fokker-Planck
 - Collisions:
 - Neutral meets neutral
 - Neutral meets charge
 - Charge meets charge
- Pre-requisites:
 - none
 - Thermal motion of the particles is considered



Phase space and distribution function

- Point in phase space:

$$\vec{Q} = (q_1, q_2, q_3; p_1, p_2, p_3) = (\vec{q}, \vec{p})$$

- Velocity in phase space:

$$\vec{C} = \frac{d\vec{Q}}{dt} = \left(\frac{dq_1}{dt}, \frac{dq_2}{dt}, \frac{dq_3}{dt}, \frac{dp_1}{dt}, \frac{dp_2}{dt}, \frac{dp_3}{dt} \right) = \left(\frac{d\vec{q}}{dt}, \frac{d\vec{p}}{dt} \right)$$

- Phase space density and particle density in 3D space: space:

$$n(\vec{q}, t) = \int_{-\infty}^{+\infty} f(\vec{q}, \vec{p}, t) d^3\vec{p}$$

- Macroscopic quantities are averages of phase space density:

$$\langle a(\vec{q}, t) \rangle = \frac{1}{n(\vec{q}, t)} \int_{-\infty}^{\infty} a(\vec{q}, \vec{p}, t) f(\vec{q}, \vec{p}, t) d^3\vec{p}$$

- Example: bulk velocity

$$\vec{u}(\vec{q}, t) = \langle \vec{v}(\vec{q}, t) \rangle = \frac{1}{n(\vec{q}, t)} \int_{-\infty}^{\infty} \vec{v}(\vec{p}, \vec{q}, t) f(\vec{q}, \vec{p}, t) d^3\vec{p}$$

Maxwell distribution

- Kinetic energy in a volume element:

$$\left\langle \frac{m}{2} (\vec{v} - \vec{u})^2 \right\rangle = \frac{\int m (\vec{v} - \vec{u})^2 f(\vec{r}, \vec{v}, t) d\vec{v}}{2 \int f(\vec{r}, \vec{v}, t) d\vec{v}}$$

- Fluctuating kinetic energy & pressure:

$$\frac{p}{n} = \frac{2}{N} \left\langle \frac{m}{2} (\vec{v} - \vec{u}_s)^2 \right\rangle$$

- Maxwell distribution:

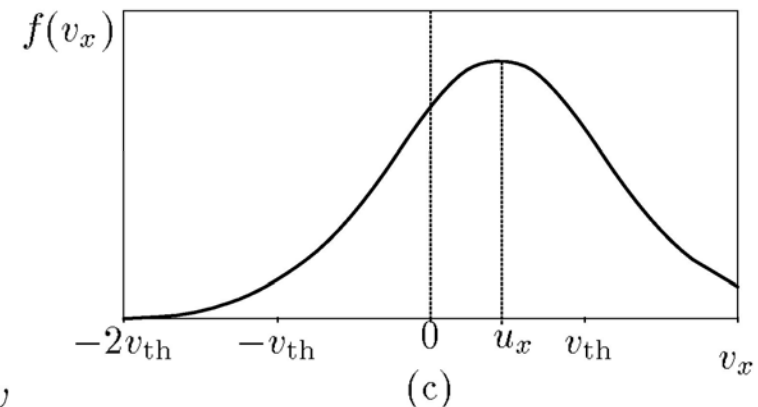
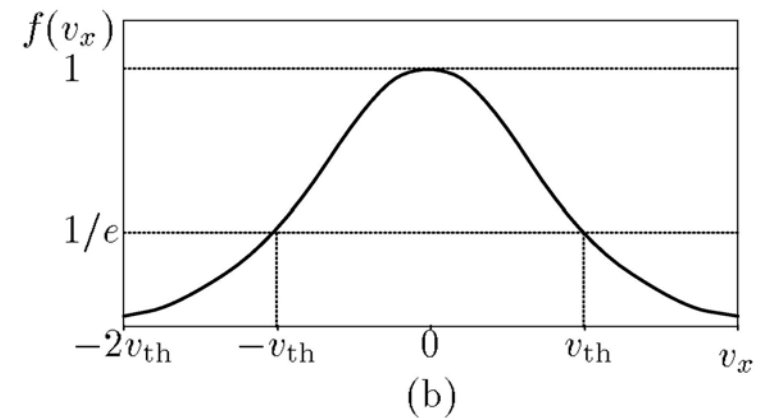
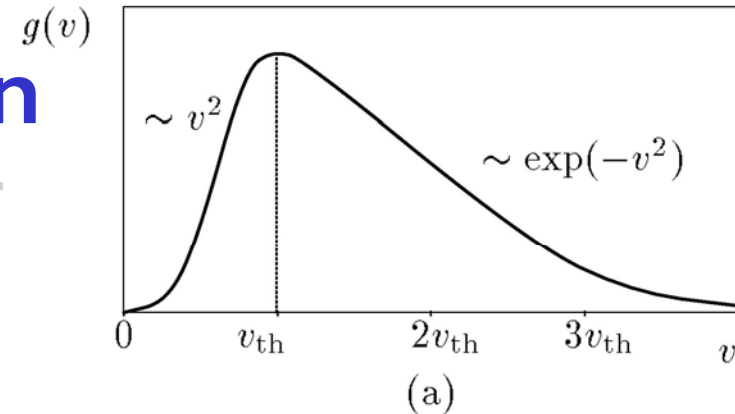
$$f(\vec{r}, \vec{v}, t) = n \sqrt{\left(\frac{m}{2\pi k_B T} \right)^3} \exp \left\{ -\frac{m(\vec{v} - \vec{u})^2}{2k_B T} \right\}$$

- Thermal speed:

$$v_{th} = \sqrt{\frac{2k_B T}{m}}$$

- Speed instead of velocity:

$$\iint f(\vec{r}, \vec{v}, t) d\Omega_v v^2 dv = (4\pi f(\vec{r}, |v|, t) v^2) dv = g(\vec{r}, v) dv$$



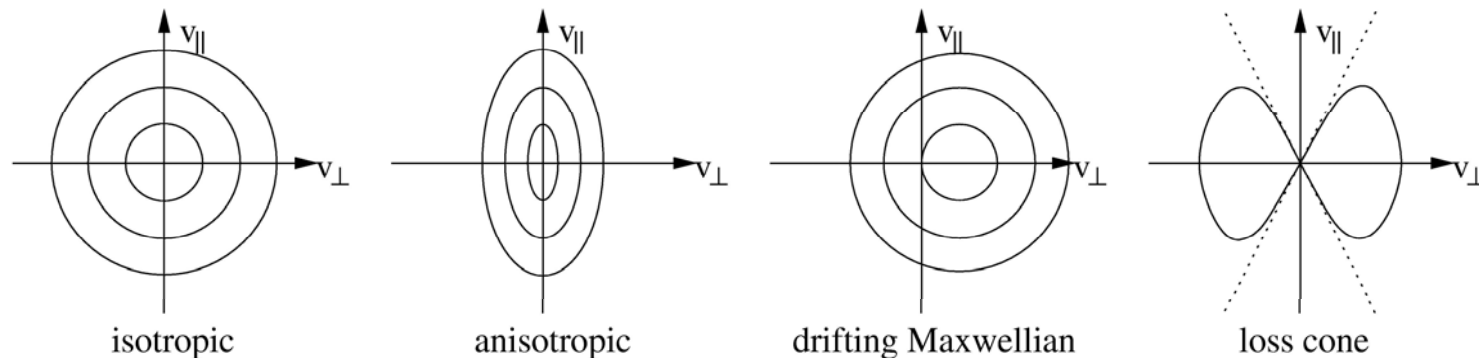
Other distribution functions

- Bi-Maxwellian

$$f(\vec{r}, \vec{v}, t) = \sqrt{\left(\frac{m}{2\pi k_B}\right)^3} \frac{n}{T_\perp \sqrt{T_\parallel}} \exp\left\{-\frac{m(v_\parallel - u_\parallel)^2}{2k_B T_\parallel}\right\} \exp\left\{-\frac{m(v_\perp - u_\perp)^2}{k_B T_\perp}\right\}$$

- Allows for the consideration of different speeds parallel and perpendicular to the field:

$$\left\langle \frac{1}{2} m (v_\parallel - u_\parallel)^2 \right\rangle = \frac{1}{2} k_B T_{\parallel s} \quad \text{and} \quad \left\langle \frac{1}{2} m (v_\perp - u_\perp)^2 \right\rangle = k_B T_\perp$$



- Kappa-distribution: high energetic tail as power law in E:

$$f(\vec{r}, \vec{v}, t) = \frac{n_s}{\kappa} \sqrt{\left(\frac{m}{2\pi k_B T}\right)^3} \left[1 + \frac{m(\vec{v} - \vec{u})^2}{2\kappa E_T}\right]^{-\kappa-1}$$



Distribution function and measured quantities

- Differential flux: number of particles in the energy band from E to $E+\Delta E$, coming from the direction Ω within a solid angle $\Delta\Omega$, going through a surface dA perpendicular to Ω within a time interval dt :

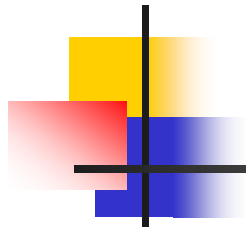
$$J(E, \vec{\Omega}, \vec{r}, t) d\vec{A} d\vec{\Omega} dt dE$$

- Omnidirectional intensity:

$$J_{\text{omni}}(E, \vec{r}, t) = \frac{1}{4\pi} \int J(E, \vec{\Omega}, \vec{r}, t) d\vec{\Omega}$$

- Relation between differential intensity and phase space density:

$$J(E, \vec{\Omega}, \vec{r}, t) = \frac{v^2}{m} f(\vec{r}, \vec{p}, t)$$



Basic equations

- The equation of motion in phase space described the evolution of a particle ensemble:
 - Boltzmann equation: most general form, yields the Maxwell-distribution
 - Vlasov equation: forces are electromagnetic only
 - Fokker-Planck equation: considers also collisions between the particles
- Basic concept: equation of continuity in phase space



Boltzmann equation

- Equation of continuity in phase space:

$$\frac{\partial f}{\partial t} + \nabla_6 \cdot (f \vec{C}) = 0 \quad \text{or} \quad \frac{\partial f}{\partial t} + \nabla_r \cdot (\vec{v} f) + \nabla_v \cdot (\vec{a} f) = 0$$

- Force independent of velocity \Rightarrow collisionless Boltzmann equation

$$\frac{\partial f}{\partial t} + \vec{v} \cdot \nabla_r f + \vec{a} \cdot \nabla_v f = 0 \quad \text{or} \quad \frac{\partial f}{\partial t} + \vec{v} \cdot \nabla f + \frac{\vec{F}}{m} \cdot \frac{\partial f}{\partial \vec{v}} = 0$$

- Or for short: $\frac{df}{dt} = 0$, the medium in phase space can be regarded as an incompressible fluid.

- Collisions added: $\frac{\partial f}{\partial t} + \vec{v} \cdot \nabla f + \frac{\vec{F}}{m} \cdot \frac{\partial f}{\partial \vec{v}} = \left(\frac{\partial f}{\partial t} \right)_{\text{coll}}$

- Reduced Boltzmann equation: changes in f due to collisions are small:

$$\left(\frac{\partial f}{\partial t} \right)_{\text{coll}} = 0$$



Vlasov equation

- Insert Lorentz force into Boltzmann's equation:

$$\frac{\partial f}{\partial t} + \vec{v} \cdot \nabla f + \frac{q}{m} \left(\vec{E} + \frac{\vec{v} \times \vec{B}}{c} \right) \cdot \frac{\partial f}{\partial \vec{v}} = 0$$

- Problem: Boltzmann applies to forces which are independent of velocity;
 - Lorentz contains velocity explicitly.
 - but: we are looking at the gradient of the acceleration in velocity space, that is $\partial a_x / \partial v_x = 0$
- Jeans theorem: kinetic theory and orbit theory are equivalent:

$$\sum_i \left(\frac{\partial \gamma_i}{\partial t} + \vec{v} \cdot \nabla \gamma_i + \frac{\vec{F}}{m} \cdot \frac{\partial \gamma_i}{\partial \vec{v}} \right) = \sum_i \frac{\partial f}{\partial \gamma_i} \frac{d\gamma_i}{dt} = 0$$



Fokker-Planck equation I

- Problem: collisions are not a deterministic but a stochastic process:
 - Probability distribution function for the change in velocity during a time interval Δt
 - Multiplying with phase speed density $f(t-\Delta t)$ yields phase speed density $f(t)$

$$f(\vec{r}, \vec{v}, t) = \int f(\vec{r}, \vec{v} - \Delta\vec{v}, t - \Delta t) \psi(\vec{v} - \Delta\vec{v}, \Delta\vec{v}) d(\Delta\vec{v})$$

- Limitation to small angel scattering \Rightarrow Taylor expansion

$$f(\vec{r}, \vec{v}, t) = \int \left[f(\vec{r}, \vec{v}, t - \Delta t) \psi(\vec{v}, \Delta\vec{v}) - \Delta\vec{v} \cdot \frac{\partial(f\psi)}{\partial\vec{v}} \right] d(\Delta\vec{v}) + \int \left[\frac{\Delta\vec{v}\Delta\vec{v}}{2} \odot \frac{\partial^2(f\psi)}{\partial\vec{v}\partial\vec{v}} \right] d(\Delta\vec{v})$$

- Normalization of probabilities (some scattering always takes place) allows simplification

$$f(\vec{r}, \vec{v}, t) = f(\vec{r}, \vec{v}, t - \Delta t) - \frac{\partial(f\langle\Delta\vec{v}\rangle)}{\partial\vec{v}} + \frac{1}{2} \frac{\partial}{\partial\vec{v}\partial\vec{v}} \odot (f\langle\Delta\vec{v}\Delta\vec{v}\rangle)$$

with

$$\langle\Delta\vec{v}\rangle = \int \psi \Delta\vec{v} d(\Delta\vec{v}) \quad \text{and} \quad \langle\Delta\vec{v}\Delta\vec{v}\rangle = \int \psi \Delta\vec{v}\Delta\vec{v} d(\Delta\vec{v})$$

Fokker-Planck equation II

- Collisions (see above)

$$\left(\frac{\partial f}{\partial t}\right)_{\text{coll}} = \frac{f(\vec{r}, \vec{v}, t) - f(\vec{r}, \vec{v}, t - \Delta t)}{\Delta t}$$

Acceleration: friction allows for the acceleration of slow particles on the expense of the faster ones and vice versa

- Insert into Fokker-Planck:

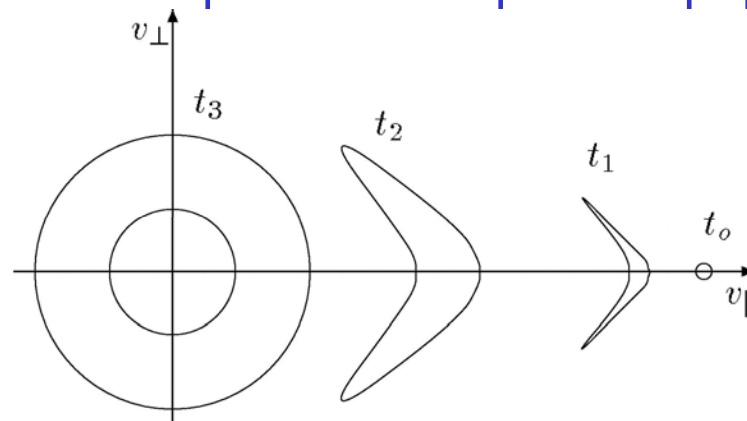
$$\left(\frac{\partial f}{\partial t}\right)_{\text{coll}} \Delta t = -\frac{\partial}{\partial \vec{v}} \cdot (f \langle \Delta \vec{v} \rangle) + \frac{1}{2} \frac{\partial^2}{\partial \vec{v} \partial \vec{v}} \odot (f \langle \Delta \vec{v} \Delta \vec{v} \rangle)$$

or

$$\left(\frac{\partial f}{\partial t}\right)_{\text{coll}} \Delta t = -\nabla_{\vec{v}} \cdot (\mathbf{D} \cdot \nabla_{\vec{v}} \cdot f)$$

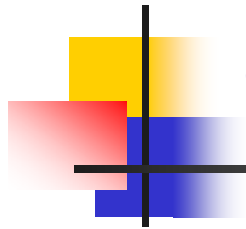
Diffusion in velocity space: widening of the distribution

- Evolution of a supra-thermal particle population



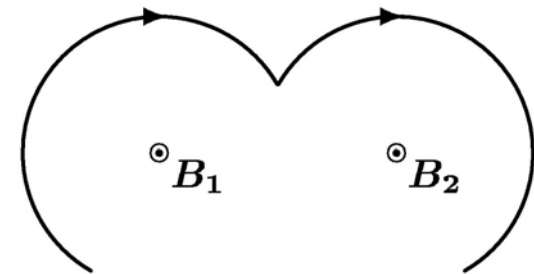
Monoenergetic beam evolves into an isotropic ring;

Evolution slow if the number of collisions with large changes in angle is small!!!!



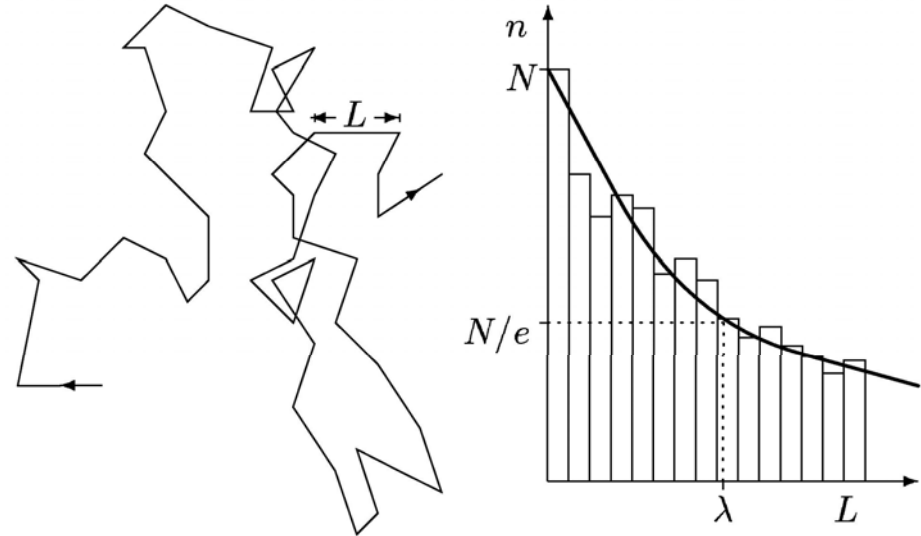
Collisions

- Required to establish a maxwellian
- In Fokker-Planck's equation consequences of individual collisions are assumed to be small
- In a plasma collisions occur between
 - Two neutrals
 - Neutral and charged particle (identical with collision between two neutrals)
 - Two charges particles
- Consequence: Gyro-center shifted to a different line of force



Mean free path (neutrals)

- Definition mean free path λ from the distribution of path length between two subsequent collisions
- Reduction of a particle beam passing matter with particle number density n and scattering cross section σ



$$N(x) = N_o \exp(-\sigma n_s x) = N_o \exp(-x/\lambda)$$

$$\lambda = \frac{1}{n_s \sigma}$$

- Time between two collisions and collision frequency:

$$\tau = \frac{\lambda}{\langle v \rangle} = \frac{1}{n_s \sigma \langle v \rangle}$$

$$\nu_c = n_s \sigma \langle v \rangle$$

Coulomb collisions

- Scattering of a charge in the Coulomb field
- Cross section for scattering by more than 90°

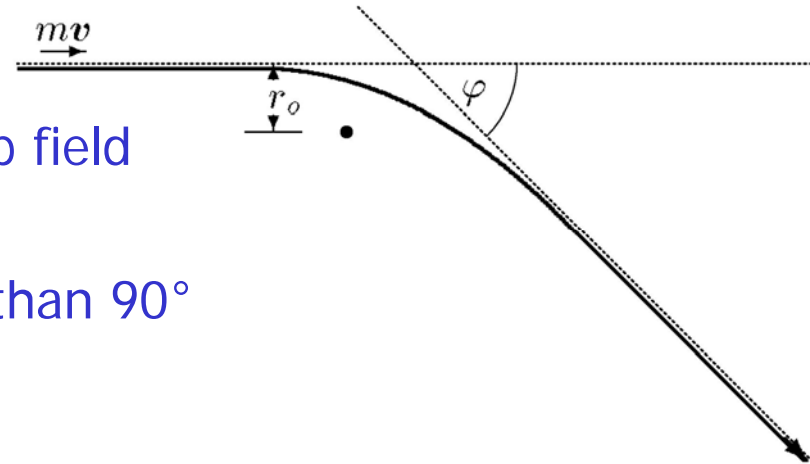
$$\sigma_{>90^\circ} = \pi r_o^2 = \frac{e^4}{16\pi m^2 v^4}$$

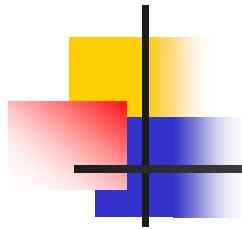
corresponding to a collision frequency:

$$\nu_{ei,>90^\circ} = n\sigma v = \frac{ne^4}{16\pi m^2 v^3}$$

- Plasma: ratio between scattering by small and large angles described by the Coulomb logarithm Λ :

$$\frac{\lambda_D^2 - r_{90^\circ}^2}{r_{90^\circ}^2} \leq \frac{\lambda_D^2}{r_{90^\circ}^2} \approx \left(\frac{9}{Z_T Z_F} \right)^2 \left(\frac{4\pi}{3} n \lambda_D^3 \right)^2 =: \Lambda^2$$





Summary

- Interactions in a plasma are stochastic, therefore description by a distribution function
- formally: phase space density, Liouville's theorem
- Evolution of phase space density can be described by
 - Boltzmann equation (most general equation)
 - Contains the Maxwell distribution
 - The medium in phase space can be treated like an incompressible fluid
 - Vlasov equation: electromagnetic forces
 - Fokker-Planck equation: collisions
- Collisions:
 - Important parameter: mean free path
 - In a plasma most collisions lead to deflections by small angles only. Reason: Debye screening.