

I I.B.3. The Collision Frequency

Consider a fluid consists of particles of types $j = A, B, C, \dots$; each with mass m_j , diameter d_j , number density n_j and velocity \mathbf{v}_j .

We shall assume the particles are spatially distributed randomly, while obeying the Maxwell-Boltzmann (velocity) distribution.

Treating the particles as hard balls of diameter d_j , we get

$$d_{ij} = \frac{1}{2} (d_i + d_j) \quad (11.8)$$

= shortest distance between the centers of particles of types i & j .

≡ radius of sphere of influence between particles of types i & j .

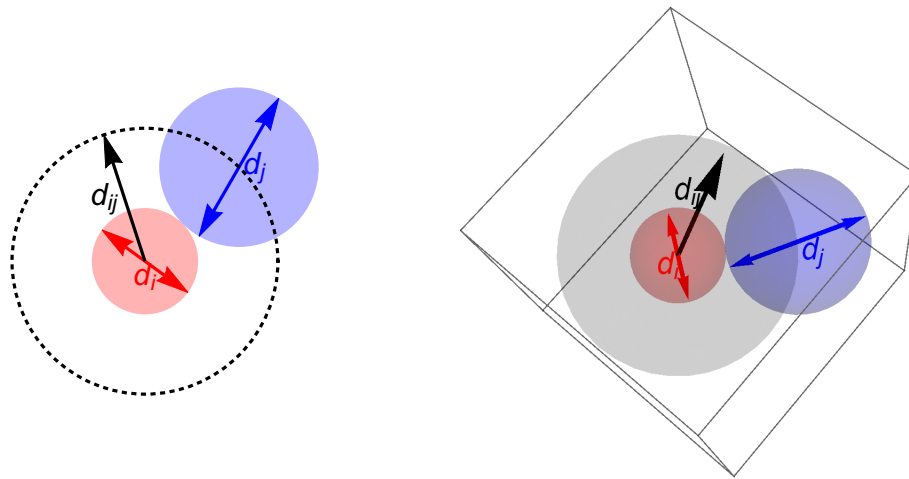


Fig.11.1. Radius of sphere of influence.

For two particles of types i & j , the **center-of-mass (CM) velocity** is defined as

$$\mathbf{V}_{\text{CM}} = \frac{m_i \mathbf{v}_i + m_j \mathbf{v}_j}{m_i + m_j} \quad (11.10)$$

and the **relative velocity**,

$$\mathbf{v}_r = \mathbf{v}_i - \mathbf{v}_j \quad (11.11)$$

Note that, for the sake of clarity, we have omitted the i, j subscripts in \mathbf{V}_{CM} & \mathbf{v}_r .

The **average relative speed** is therefore

$$\langle v_r \rangle_{ij} = \int d\mathbf{v}_i \int d\mathbf{v}_j F(\mathbf{v}_i) F(\mathbf{v}_j) \left| \mathbf{v}_i - \mathbf{v}_j \right| \quad (11.9)$$

Inverting (11.10-1) gives

$$M_{ij} \mathbf{v}_i = M_{ij} \mathbf{V}_{\text{CM}} + m_j \mathbf{v}_r \quad M_{ij} \mathbf{v}_j = M_{ij} \mathbf{V}_{\text{CM}} - m_i \mathbf{v}_r \quad (11.9a)$$

where

$$M_{ij} = m_i + m_j = \text{total mass}$$

The Jacobian of the transformation $(\mathbf{v}_i, \mathbf{v}_j) \rightarrow (\mathbf{v}_r, \mathbf{V}_{\text{CM}})$ is therefore

$$J = \begin{vmatrix} \frac{\partial \mathbf{v}_i}{\partial \mathbf{v}_r} & \frac{\partial \mathbf{v}_i}{\partial \mathbf{V}_{CM}} \\ \frac{\partial \mathbf{v}_j}{\partial \mathbf{v}_r} & \frac{\partial \mathbf{v}_j}{\partial \mathbf{V}_{CM}} \end{vmatrix} = \begin{vmatrix} \frac{m_j}{M_{ij}} \mathbb{1} & \mathbb{0} \\ -\frac{m_i}{M_{ij}} \mathbb{1} & \mathbb{1} \end{vmatrix} = \begin{vmatrix} \mathbb{1} & 0 \\ -\frac{m_i}{M_{ij}} \mathbb{1} & \mathbb{1} \end{vmatrix} = 1 \quad (11.9b)$$

(11.9) thus becomes

$$\langle v_r \rangle_{ij} = \int d\mathbf{v}_r \int d\mathbf{V}_{CM} F(\mathbf{v}_i) F(\mathbf{v}_j) v_r \quad (11.12a)$$

Using (11.9a), we have

$$m_i v_i^2 = m_i \left(\mathbf{V}_{CM} + \frac{m_j}{M_{ij}} \mathbf{v}_r \right)^2 = m_i V_{CM}^2 + 2 \frac{m_i m_j}{M_{ij}} \mathbf{V}_{CM} \cdot \mathbf{v}_r + m_i \left(\frac{m_j}{M_{ij}} \right)^2 v_r^2$$

$$m_j v_j^2 = m_j \left(\mathbf{V}_{CM} - \frac{m_i}{M_{ij}} \mathbf{v}_r \right)^2 = m_j V_{CM}^2 - 2 \frac{m_i m_j}{M_{ij}} \mathbf{V}_{CM} \cdot \mathbf{v}_r + m_j \left(\frac{m_i}{M_{ij}} \right)^2 v_r^2$$

$$\rightarrow m_i v_i^2 + m_j v_j^2 = M_{ij} V_{CM}^2 + \mu_{ij} v_r^2 \quad (11.12b)$$

where

$$\mu_{ij} = \frac{m_i m_j}{M_{ij}} = \text{reduced mass} \quad (11.12c)$$

Using (11.3) & (11.12b), we have

$$\begin{aligned} F(\mathbf{v}_i) F(\mathbf{v}_j) &= \left(\frac{\sqrt{m_i m_j} \beta}{2 \pi} \right)^3 \exp \left[-\frac{1}{2} \beta (m_i v_i^2 + m_j v_j^2) \right] \\ &= \left(\frac{\sqrt{m_i m_j} \beta}{2 \pi} \right)^3 \exp \left[-\frac{1}{2} \beta (M_{ij} V_{CM}^2 + \mu_{ij} v_r^2) \right] \end{aligned}$$

so that (11.12a) becomes

$$\begin{aligned} \langle v_r \rangle_{ij} &= \left(\frac{\sqrt{m_i m_j} \beta}{2 \pi} \right)^3 \int d\mathbf{v}_r \int d\mathbf{V}_{CM} \exp \left[-\frac{1}{2} \beta (M_{ij} V_{CM}^2 + \mu_{ij} v_r^2) \right] v_r \\ &= \left(\frac{\mu_{ij} \beta}{2 \pi} \right)^{3/2} \int d\mathbf{v}_r \exp \left(-\frac{1}{2} \beta \mu_{ij} v_r^2 \right) v_r \\ &= \left(\frac{\mu_{ij} \beta}{2 \pi} \right)^{3/2} 4 \pi \int_0^\infty d v_r v_r^3 \exp \left(-\frac{1}{2} \beta \mu_{ij} v_r^2 \right) \\ &= \left(\frac{\mu_{ij} \beta}{2 \pi} \right)^{3/2} \frac{8 \pi}{\beta^2 \mu_{ij}^2} \quad [\text{ See Mathematica code below. }] \\ &= \left(\frac{8}{\pi \beta \mu_{ij}} \right)^{1/2} \quad (11.13) \end{aligned}$$

----- Mathematica code -----

Assuming [$\beta > 0$, $\int_0^\infty e^{-\beta v^2/2} v^3 dv$]

$$\frac{2}{\beta^2}$$

Consider now a type- j particle in its rest frame. In order for it to collide, within the next time interval τ , with a type- i particle travelling with relative velocity v_r , the center of the type- i particle must be inside a region of volume $\pi d_{ij}^2 v_r \tau$ [see Fig.11.1a]. The number of such type- i particles is therefore $n_i \pi d_{ij}^2 v_r \tau$. Hence,

$$f_{ij} = n_i \pi d_{ij}^2 \langle v_r \rangle_{ij} \quad (11.14)$$

= average number of type- i particle collisions the type- j particle suffers per unit time.
 = **collision frequency** of type- i particles against a type- j particle.

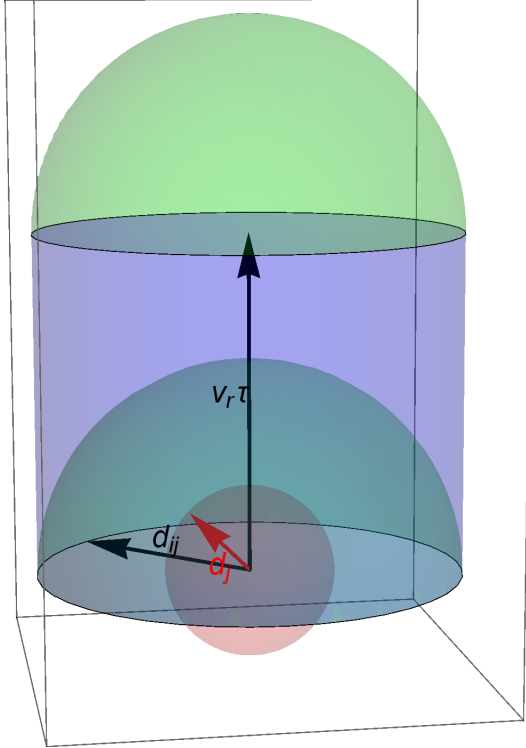


Fig.11.1a. Region \mathcal{V} containing all type- i particles about to collide with the type- j particle (red sphere) is a cylinder (blue) with its end faces replaced by half-spheres (green). The cylinder has axis parallel to v_r , radius d_{ij} and length $v_r \tau$. The center of the type- j particle is at the center of an end face of the cylinder. The volume of \mathcal{V} is equal to that of the cylinder, namely, $\pi d_{ij}^2 v_r \tau$.

The total number of collisions between types i & j particles per unit time per unit volume is

$$\begin{aligned} v_{ij} &= n_j f_{ij} = n_i n_j \pi d_{ij}^2 \langle v_r \rangle_{ij} \\ &= n_i n_j \pi d_{ij}^2 \left(\frac{8}{\pi \beta \mu_{ij}} \right)^{1/2} \quad [(11.13) \text{ used.}] \end{aligned} \quad (11.15)$$

Using the same arguments, we get

$$v_{ii} = \frac{1}{2} n_i f_{ii} \quad [\text{No implicit summations.}]$$

where the factor $\frac{1}{2}$ is inserted to compensate for the double counting of each particle: once as target,

and once as incoming. Thus,

$$\begin{aligned} v_{ii} &= \frac{1}{2} n_i^2 \pi d_{ii}^2 \langle v_r \rangle_{ii} = \frac{1}{2} n_i^2 \pi d_{ii}^2 \left(\frac{8}{\pi \beta \mu_{ii}} \right)^{1/2} \\ &= \frac{1}{2} n_i^2 \pi d_{ii}^2 \left(\frac{16}{\pi \beta m_i} \right)^{1/2} \quad [(11.12c) \text{ used. }] \end{aligned} \quad (11.16)$$

For a gas of type A particles of average speed $\langle v \rangle$ and collision frequency f_{AA} , we have

$$\begin{aligned} \tau &= \frac{1}{f_{AA}} = \text{time between collisions} = \text{relaxation time} \\ \lambda &= \langle v \rangle \tau = \frac{\langle v \rangle}{f_{AA}} = \frac{\langle v \rangle}{n_A \pi d_{AA}^2 \langle v_r \rangle} \end{aligned} \quad (11.17a)$$

Now, with \mathbf{v}_i & \mathbf{v}_j representing the velocities of the incoming & target particles, respectively,

$$\begin{aligned} \langle v_r^2 \rangle &= \langle (\mathbf{v}_i - \mathbf{v}_j)^2 \rangle = \langle v_i^2 + v_j^2 - 2 \mathbf{v}_i \cdot \mathbf{v}_j \rangle \\ &= \langle v_i^2 + v_j^2 \rangle \quad [\text{Average over cosine of angle between } \mathbf{v}_i \text{ \& } \mathbf{v}_j \text{ vanishes. }] \\ &= 2 \langle v^2 \rangle \end{aligned}$$

$$\rightarrow \langle v_r \rangle = \sqrt{2} \langle v \rangle \quad (11.17b)$$

(11.17a) thus becomes

$$\lambda = \frac{1}{\sqrt{2} n_A \pi d_{AA}^2} \quad (11.17)$$