

- **Flow rate, volume** *flux* or volume current (*i*)
	- Total volume of material transported per unit time
	- $\bigcirc$  $\circ$  Units: m<sup>3</sup>s<sup>-1</sup>
- Mass <u>flux</u>
- **Particle** flux

**Particle** *fluence* 

- Number of particles transported per unit area across an imaginary surface
- $\bigcirc$  $\circ$  Units: m<sup>-2</sup>
- Volume <u>fluence</u>
	- Number of particles transported per unit area across an imaginary surface

 $\bigcirc$  $\circ$  Units: m<sup>3</sup>m<sup>-2</sup> = m

- **Filuence rate or flux density** 
	- o Amount of "something" transported across an imaginary surface per unit area per unit time
	- o Vector pointing in the direction the "something" moves and is denoted by **j**
	- $\bigcirc$ o Units: "something" m<sup>-2</sup>s<sup>-1</sup>
	- $\bigcirc$ Subscript to denote what "something" is

#### TABLE 4.1. Units and names for  $j$  and  $jS$  in various fields.



# Continuity Equation: 1D

- We deal with substances that do not "appear" or "disappear"
	- Conserved
- Conservation of mass leads to the derivation of the continuity equation

#### Continuity Equation: 1D

- Consider the case of a number of particles  $\bigcirc$ Fluence rate: j particles/unit area/unit time
- Value of j may depend on position in tube and time

 $\circ$   $j = j(x,t)$ 

**Let volume of paricles in the volume shown to** be  $N(x,t)$ 

 $\bigcirc$ Change after  $\Delta t = \Delta N$ 





Similarly, increase in N(x,t) is,

$$
\Delta N(x,t) = N(x,t+\Delta t) - N(x,t) = \frac{\partial N}{\partial t} \Delta t
$$



Then, the continuity equation in 1D is,

$$
\left| \frac{\partial C}{\partial t} = -\frac{\partial j}{\partial x} \right|
$$



■ 3D: Integral form



■ 3D: Differential form

$$
\left|\frac{\partial C}{\partial t} = -\text{div } j_m\right|
$$



#### Drift or Solvent Drag

- One simple way the solute particles can move is to drift with constant velocity
	- Uniform electric or gravitational field
	- o Carried along by solvent
- Solute fluence rate **js**<sub>s</sub> is given by,

$$
\mathbf{j}_{\mathrm{s}}=C\cdot\mathbf{j}_{\mathrm{v}}
$$

#### Brownian Motion

- **Application of thermal equilibrium at** temperature T
- **Kinetic energy in 1D** =  $k_{B}T/2$ *B*
- **Kinetic energy in 3D** =  $3k_BT/2$ *B*
- **Random motion**  $\longrightarrow$  $\rightarrow$  mean velocity *v*=0
	- $\circ$  can only deal with mean-square velocity  $v^2$ *v*

$$
\frac{1}{2}mv^2 = \frac{3k_B T}{2} \Rightarrow v_{rms} = \sqrt{v^2} = \sqrt{\frac{3k_B T}{m}}
$$

# Brownian Motion

TABLE 4.2. Values of the rms velocity for various particles at body temperature.



- **Brownian motion of particles: collisions**
- Mean Free Path
	- o Average distance between successive collisions
- Collision Time
	- o Average time between successive collisions

- **Consider**  $N(x)$  **to be number of** particles without collision after a distance *x*
- For short distances  $dx$ , probability of collision is proprtional to dx

$$
dN = N(x) \left(\frac{1}{\lambda}\right) dx \longrightarrow \boxed{N(x) = N_0 e^{-x/\lambda}}
$$

 $\mathbb{R}^n$ Average distance = mean free path

$$
\bar{x} = \frac{1}{N_o} \int_0^\infty x \frac{N(x)}{\lambda} dx = -\lambda \left[ e^{-x/\lambda} \left( \frac{x}{\lambda} + 1 \right) \right]_0^\infty = \lambda
$$

Similar argument can be made for time

$$
N(x) = N_0 e^{-x/t_c}
$$

 $\bigcirc$  $\circ$  Collision time =  $t_c$ 

- **Need to evaluate**  $\lambda$  **and**  $t_c$
- **Consider one particle moving with a radius a**<sub>1</sub>
- **Consider stationary particles with radius**  $a_2$



■ After moving a distance x, volume covered is given by,

$$
V(x) = \pi (a_1 + a_2)^2 x
$$

- On average, when a particle travels mean free path, there is one collision
	- $\bigcirc$  $\circ$  Average number of particles in  $V(\lambda)=1$

 $\circ$  Concentration = 1/V(λ)

 $a_1 + a_2^2$   $\subset C$ *CVaa* $\pi(a+a)^2$  $1 \cdot \mathbf{u}_2$ 2 $1 \cdot \mathbf{u}_2$ 2 $(a_1 + a_2)$ 1 $1/V(\lambda) = 1/\pi (a_1 + a_2)^2 \lambda \Rightarrow \lambda =$  $(\lambda) = 1/$  $(a_1 + a_2)^2 \lambda \Rightarrow \lambda = \frac{\pi(a_1 + a_2)^2 \lambda}{\pi(a_2 + a_1)^2}$ ==+ $\Longrightarrow$   $\curlywedge$   $=$  $\pi$  $\mathcal{\lambda}$ `  $\pi$ λ $\lambda$ 

- Collision *Cross Section* is o Important for radiation interaction 2 $\pi(a_1 + a_2)$
- Example: gas at STP, volume of 1 mol = 22.4 L (C= 2.7×10<sup>25</sup>m<sup>-3</sup>), a<sub>1</sub>=a<sub>2</sub>=0.15 nm

 $\circ$   $\lambda$ =0.13  $\mu$ m  $\circ$ 

- $\bigcirc$ 1000 times the molecular diameter
- o Assumption of infrequent collisions justified

 $\mathbb{R}^2$ **Given mean free path**  $\lambda$ ,

$$
t_c = \frac{\lambda}{\overline{\nu}}
$$

Taking the average speed as  $v_{rms}$ ,

$$
t_c \approx \lambda \left(\frac{m}{3k_B T}\right)^{1/2}
$$

- $\bigcirc$  $\circ$  Dependence on m<sup>1/2</sup> and λ
- $\circ$  For air and room temperature,  $t_c$  = 2×10<sup>-10</sup>s  $\overline{O}$

## Motion in a Liquid

- Direct substitution in Gas equations?
- **For water,** 
	- $\circ$   $\lambda$ =a=0.1 nm  $\;\rightarrow$ → assumption broken
	- $\hspace{10pt}\circ \hspace{10pt} t_c$ ∼ $\sim 10^{-13}$  S  $\longrightarrow$ → much more frequent<br>…latione
	- o Wrong calculations

## **Problem Assignments**

 $\frac{1}{2}$  Information posted on web site■ Problems 1,4,5,6