

Solid State Simulations

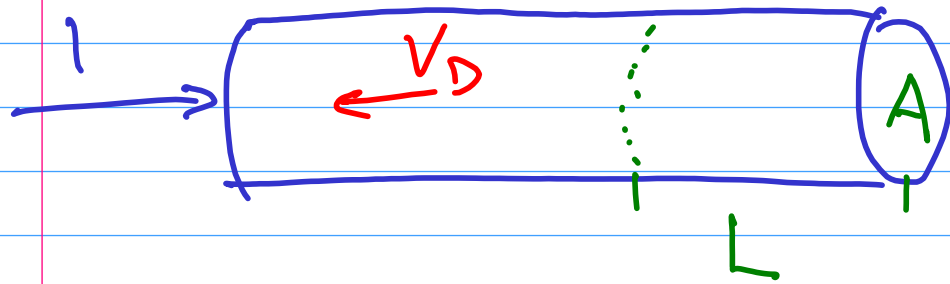
Strom mikroskopisch: Driftbewegung

$$\vec{E} \rightarrow \vec{F} \rightarrow \vec{a} \rightarrow v \nearrow \quad ?$$

Reibung erforderlich! ($\phi 1$: fallende Kugel)

→ stationäre Geschwindigkeit
 v_{DRIFT}

Strom mikroskopisch: Driftbewegung



während $t = \frac{L}{v_D}$ bewegt sich $q = n e \overbrace{A L}^{\text{Lad.-dichte Volum.}}$ durch A

$$\Rightarrow I = \frac{q}{t} = \frac{n e A L}{L/v_D} \Rightarrow \boxed{j = \frac{I}{A} = n e v_D}$$

$$C_u: 1000 \frac{A}{cm^2} \text{ (viel!)} \quad n = 8,4 \cdot 10^{22} cm^{-3}$$
$$\Rightarrow v_D \approx 1 mm/s$$

Beschleunigung $a = \frac{e}{m} E$

Zeit zw. Stößen τ

eff. Geschw.? $s = \frac{1}{2} \frac{e}{m} E t^2$

$$\Rightarrow v_D = \frac{s}{t} = \frac{1}{2} \frac{e}{m} E \tau$$

$$\Rightarrow j = n e v_D = n \frac{e^2}{2m} \tau E$$

$$\Rightarrow \rho = \frac{1}{j} = \frac{2m}{e^2 n \tau} \Rightarrow \tau \approx 10 \text{ fs (at 300K)}$$

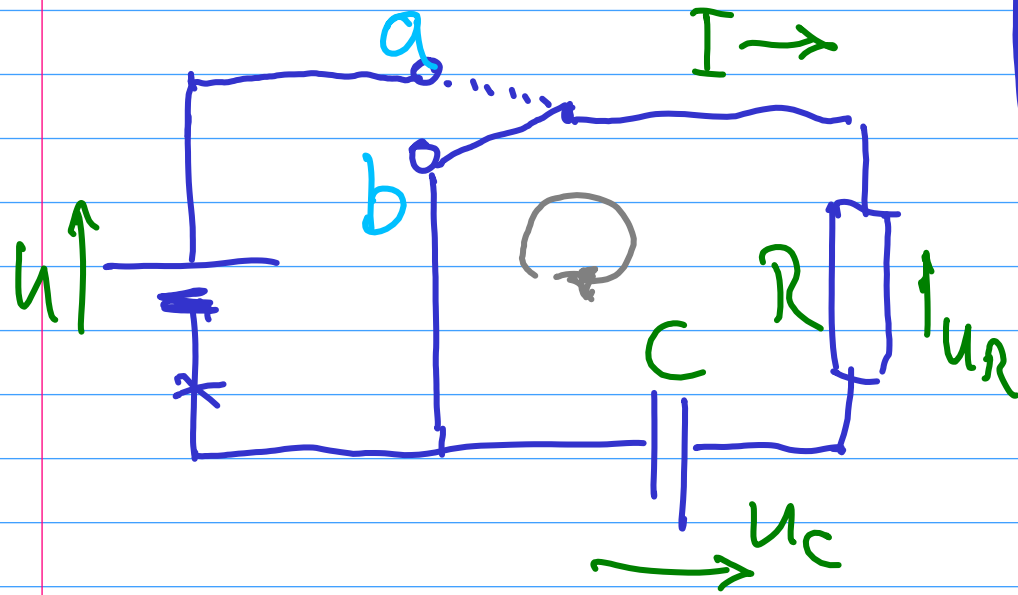
pb bei $n \uparrow, \tau \uparrow$ ✓

zur num. Simulation:

Stoß löscht "Erinnerung"
neues v zufällig nach Boltzmann
 τ : mittlere Zeit zwischen Stößen
eines Elektrons

RC-Kreise

Laden: Schalter in (a)



Maschenregel:

$$U - IR - \frac{Q}{C} = 0$$

$$I = \frac{dQ}{dt} \Rightarrow R\dot{Q} + \frac{Q}{C} = U$$

$$(*) \quad \dot{Q} + \frac{1}{RC} Q = \frac{U}{R}$$

Lsg. homogene Gl.:

$$Q_H = k e^{-\frac{t}{RC}}$$

$$Q = Q_H + Q_{sp}$$

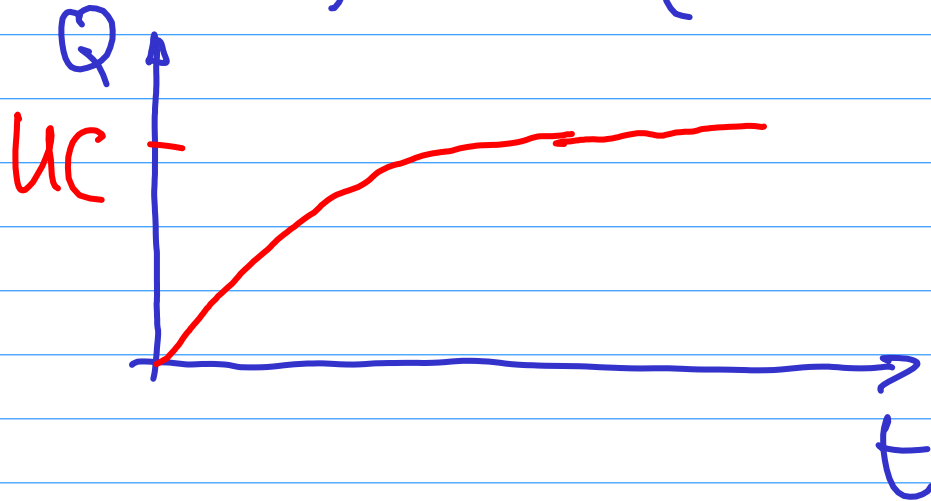
$$\text{voll geladen: } \dot{Q} = 0 \Rightarrow Q_{sp} = UC$$

$$Q(t) = UC + k e^{-\frac{t}{RC}}$$

Anfangsbed. $Q(t=0) = 0$

$$0 = UC + k \Rightarrow k = -UC$$

$$\Rightarrow Q(t) = UC(1 - e^{-\frac{t}{RC}})$$



$RC = \tau$ Zeitkonstante

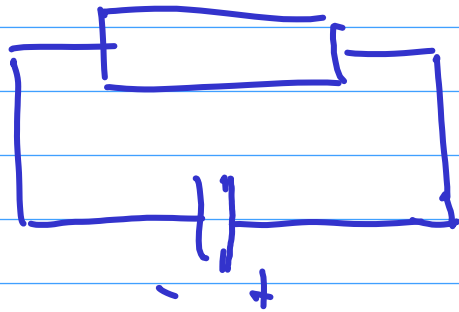
$$t = 0 \dots \tau$$

$$Q = UC \cdot 0,63$$

$$I(t) = \dot{Q}(t) = \frac{U}{R} e^{-t/\tau}$$

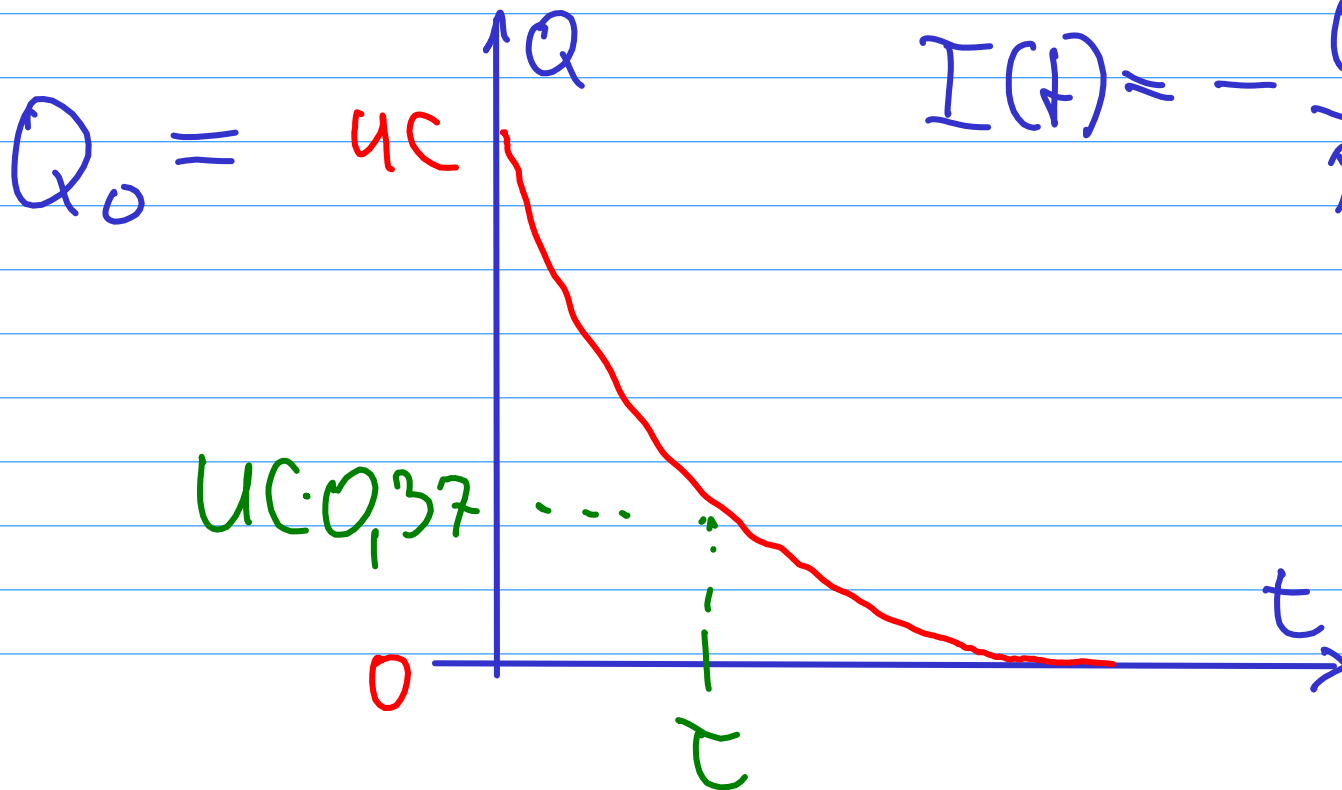
$$V_C(t) = \frac{Q(t)}{C} = U \left(1 - e^{-t/\tau}\right)$$

(b) Entladen



$$Rl + \frac{Q}{C} = 0 = R\dot{Q} + \frac{Q}{C}$$

$$\Rightarrow Q(t) = Q_0 e^{-t/\tau}$$

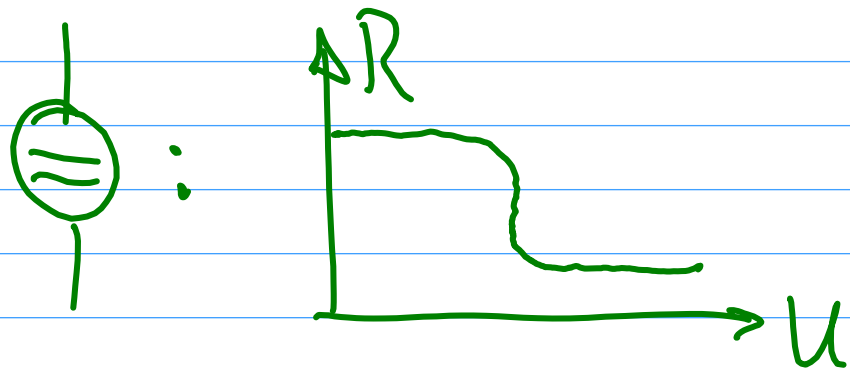
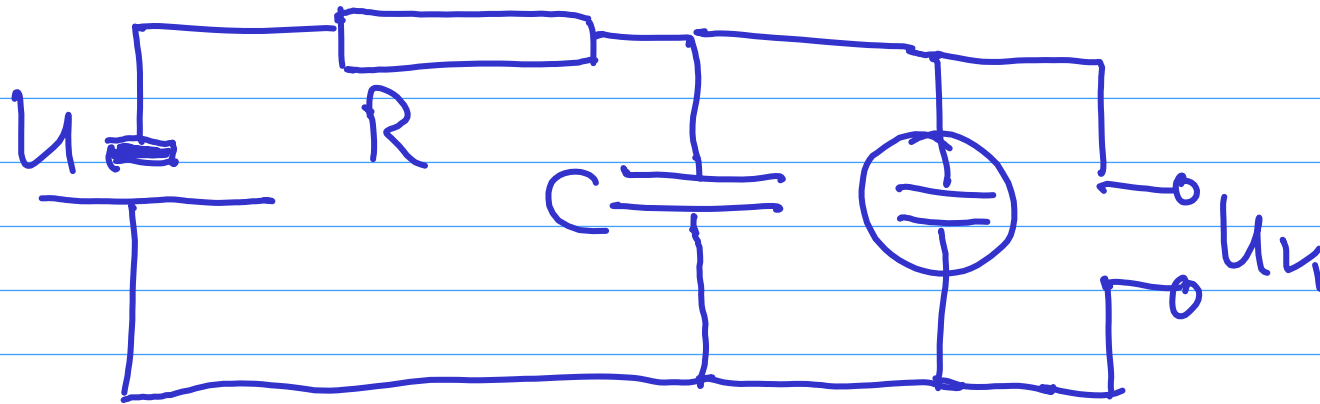


$$I(t) = -\frac{Q_0}{RC} e^{-t/RC}$$

$$0 = R\dot{Q} + \frac{Q}{C}$$

$$0 = \dot{Q} + \frac{1}{RC} Q$$

$$e^{\alpha x} \rightarrow \alpha e^{\alpha x}$$



Glimmlampe

