

$$\text{IFT: } \langle e^{-I(v)/k_B} \rangle = 1$$

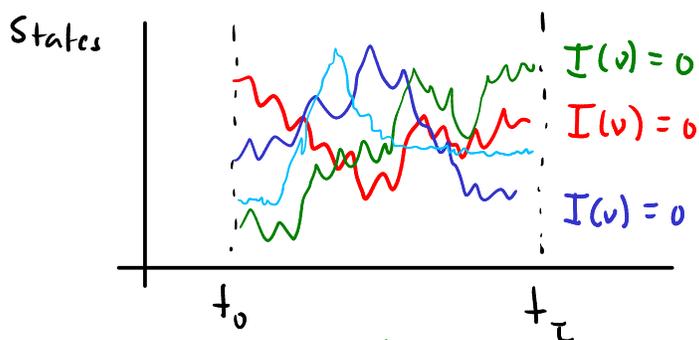
$$\sum_v \mathcal{P}(v) e^{-I(v)/k_B}$$

$$\langle I(v) \rangle \geq 0 \quad \text{always}$$

$$= 0$$

true iff  
 $I(v) = 0$   
 for every  $v$

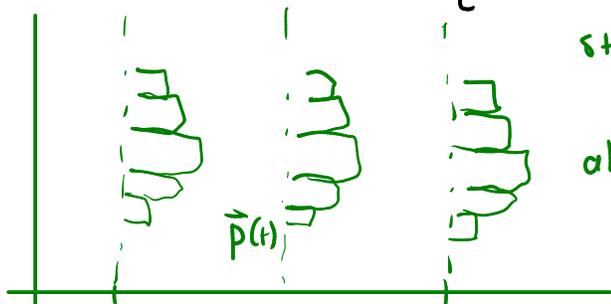
$$\sum_v \mathcal{P}(v) I(v)$$



Stat. state w/

$$I = \langle I(v) \rangle = 0$$

$\Rightarrow$  equil. stat. state (ESS)



stationary  
 state:  
 all histograms  
 same

$$\vec{p}(t) = \vec{p}^s \quad \text{indep. of } t$$

$$I(v) = k_B \ln \frac{\mathcal{P}(v)}{\tilde{\mathcal{P}}(\tilde{v})}$$

Stat. state  $= k_B \ln \frac{\mathcal{P}(v)}{\mathcal{P}(\tilde{v})}$

for a stationary  
 state, the  
 final distr. of  
 form. ensemble =  
 init. distribution  
 $\tilde{\mathcal{P}}(\tilde{v}) = \mathcal{P}(\tilde{v})$

ESS  $I(v) = 0 \Rightarrow \mathcal{P}(v) = \mathcal{P}(\tilde{v})$  no "arrow of time"  
 for all  $v$



no way of distinguishing  
a movie played forwards  
or backwards of ensemble  
traj.

LDB condition  
holds

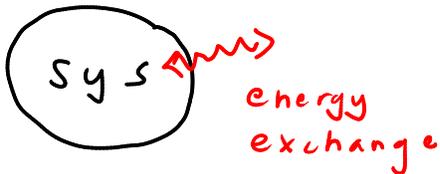
$$\frac{W_{nm}}{W_{mn}} = e^{-\beta(E_n - E_m)} \Leftrightarrow P_n^s = \frac{e^{-\beta E_n}}{Z}$$

Upsht: we need to modify LDB to  
make NESS possible

$\Rightarrow$  include the possibility system  
coupling to external source of "work"

up to now:

env.



$$\frac{W_{nm}}{W_{mn}} = e^{-\beta(E_n - E_m)} = e^{-\beta Q_{nm}}$$

$$\beta = \frac{1}{k_B T} = \text{"generosity of environ."}$$

$Q_{nm}$  = energy taken from  
"heat" environment during  
 $m \rightarrow n$  trans.

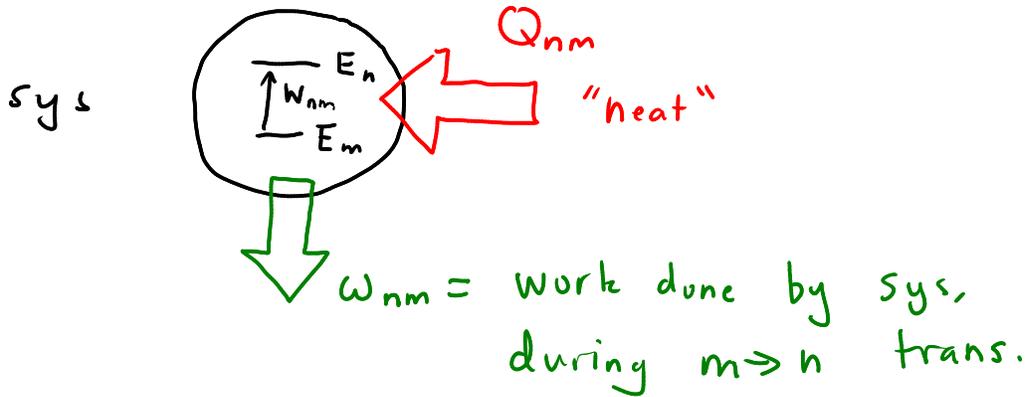
(note env. is "random"  
 $\Rightarrow$  env. + sys.  
is ergodic + mixing)

$$Q_{nm} = E_n - E_m$$

$$Q_{nm} > 0 \quad \text{sys. gains from env.}$$

$$Q_{nm} < 0 \quad \text{loses to env.}$$

generalize:



$$Q_{nm} = E_n - E_m + W_{nm}$$

need more energy from env. if  $W_{nm} > 0$

$W_{nm} > 0$ : sys. does work on something ext.  $\rightarrow$  hinders trans.

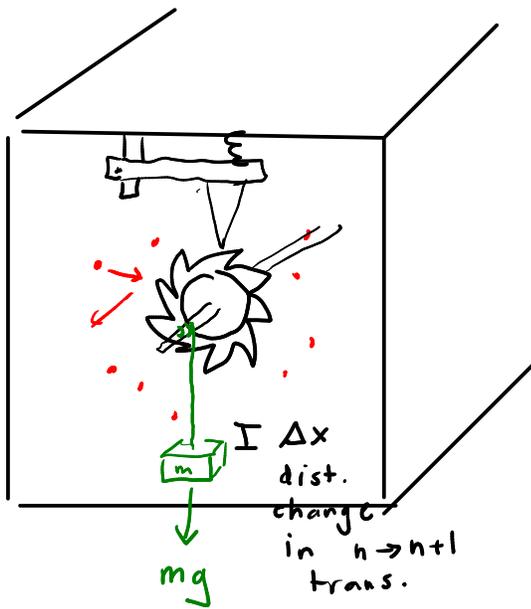
$W_{nm} < 0$ : something ext. does work on sys.  $\rightarrow$  helps trans.

LDB stays the same in form:

$$\frac{W_{nm}}{W_{mn}} = e^{-\beta Q_{nm}}$$

universal form for ergodic + mixing env.  
just need to tailor  $Q_{nm}$  to physical model

$$= e^{-\beta(E_n - E_m + W_{nm})}$$



$n \rightarrow n+1$  lifting mass



$n+1 \rightarrow n$  lowering mass

$$W_{n+1, n} = mg \Delta x$$

$$W_{n, n+1} = -mg \Delta x$$

Question: can we set up a stationary state where mass on avg. is lifted (i.e. perpetual motion machine)

$\Rightarrow$  ANSWER: no! (we will see why later)