

# Significance of the Noise-induced Drift

particle  
distribution  
function

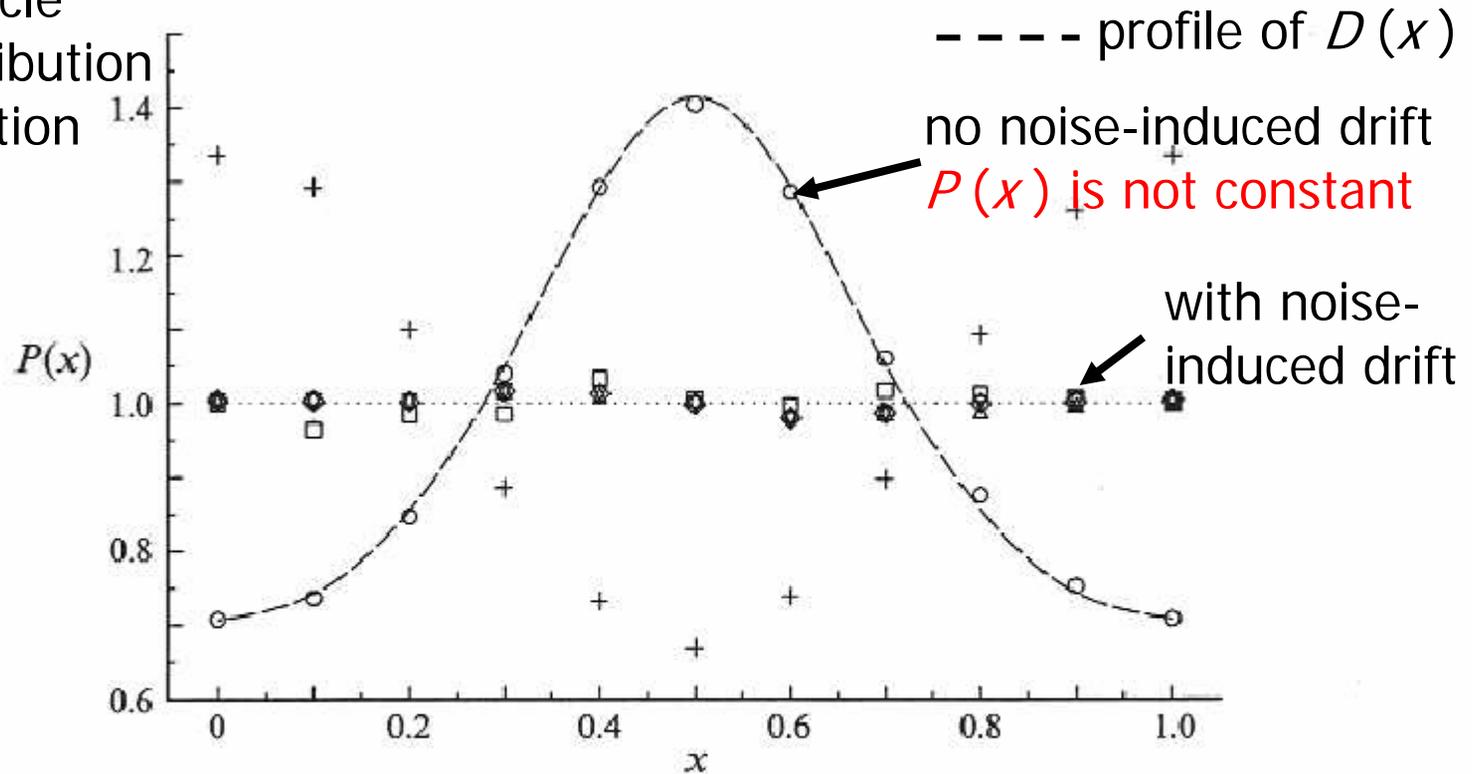


FIGURE 5. Variable diffusivity. The probability distributions from various algorithms for a particle diffusing on  $[0, 1]$  with variable diffusivity  $D(x) = \frac{1}{2} + \frac{1}{2} \cos^2 \pi x$ . All the simulations have a time-step of  $\delta t = 6.67 \times 10^{-5}$  and average over a time  $10^3$ . The simple diffusion algorithm of §2.1 ( $\circ$ ). The dashed curve is the distribution  $\propto 1/D(x)$ . The Langevin algorithm with  $m = 0.05$  ( $\square$ ). The Ermak & McCammon algorithm ( $\triangle$ ). The mid-point algorithm ( $\nabla$ ). The mid-point algorithm plus the Ermak & McCammon  $\nabla \cdot \mathbf{D}$  term ( $+$ ). The two-step algorithm of §3.5 ( $\diamond$ ).