

Microorganism Billiards

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Fluid Mechanics Seminar, DAMTP, University of Cambridge
23 January 2015

Supported by NSF grant DMS-1109315

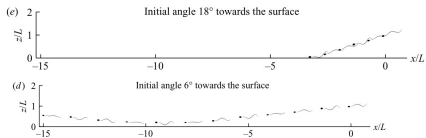


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Swimming trajectories near a wall

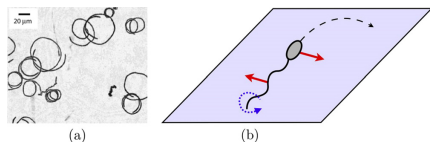


Accumulation (*E. coli*, spermatozoa)



[Rothschild (1963); Berke *et al.* (2008); Smith *et al.* (2009)]

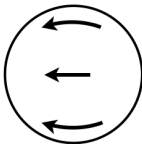
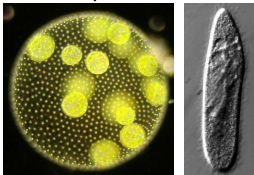
Circular swimming (*E. coli*)



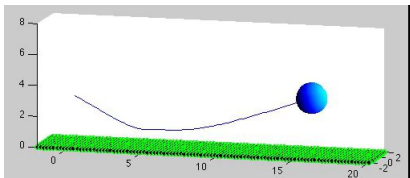
[Lauga *et al.* (2006)]

Glancing (potential flow squirmers)

Volvox, *paramecia*



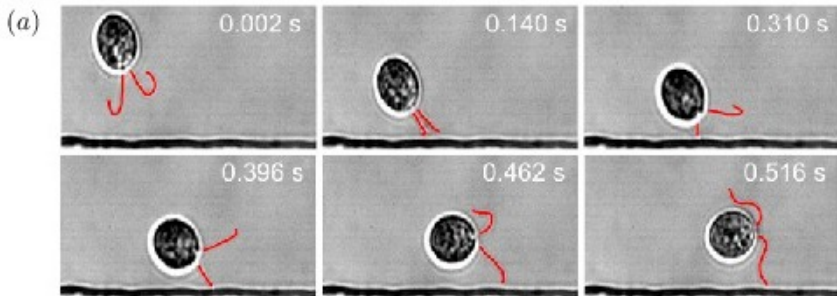
[Goldstein, Jung labs]



[Spagnolie & Lauga (2012); Crowdy & Or (2010); Li & Ardekani (2014)]

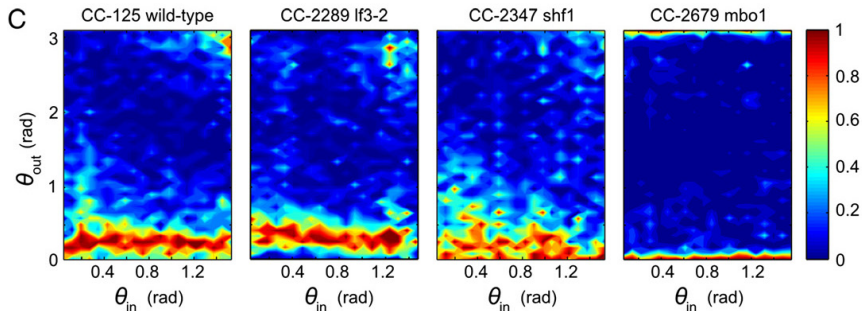
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Chlamydomonas reinhardtii near a wall



play movie

[Kantsler *et al.* (2013)]

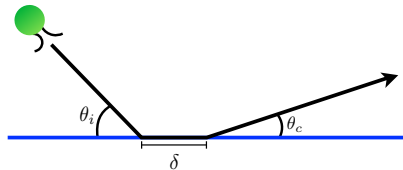


Typical outgoing angle varies from 12° to 20° , with some spread.

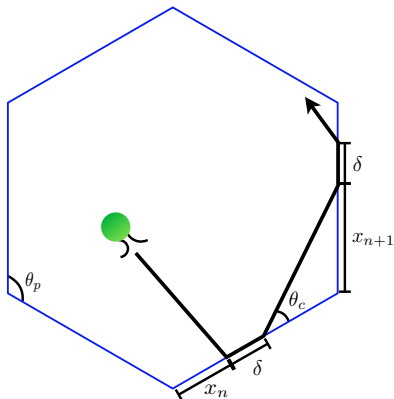
Modeling the swimmer-wall interaction



(a)



(b)



Simple model of wall interaction:

- swimmers move in straight line between collisions;
- when hitting they 'hug' the wall for a distance δ ;
- the outgoing angle is θ_c ;
- regular polygonal domains, with interior angle $\theta_p = (1 - 2/N)\pi$.
- The position along a side on the n th hit is $x_n \in [0, 1]$.

Regular polygon: hitting the adjacent wall



Interior angle: $\theta_p = (1 - 2/N)\pi$;

First assume reflection angle $\theta_c \in (0, \pi/N)$, so that the swimmer always hits the next adjacent wall.

Take for now $\delta = 0$; we find using simple geometry

$$x_{n+1} = f(x_n) = \beta(1 - x_n)$$

where

$$\beta = \sin(\theta_c) / \sin(2\pi/N - \theta_c) \leq 1.$$

A simple linear map tells us where the swimmer hits the sides.

Trivial to solve:

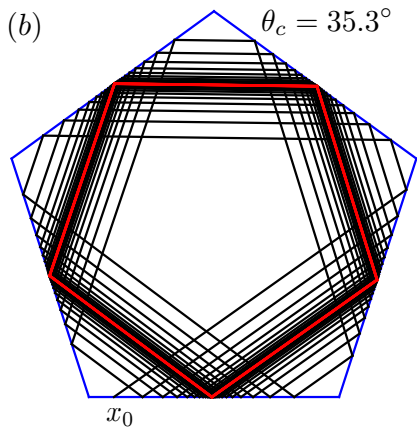
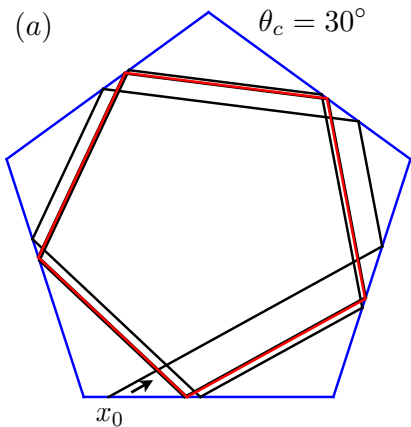
$$\begin{aligned}x_n &= (-\beta)^n x_0 - \sum_{i=1}^n (-\beta)^i \\ &= (-\beta)^n x_0 + \beta \frac{1 - (-\beta)^n}{1 + \beta}.\end{aligned}$$

For $\beta < 1$, the dynamics lose memory of the initial position x_0 exponentially fast in the number of impacts, and the swimmer settles in a **stable periodic orbit** with

$$x^* = \lim_{n \rightarrow \infty} x_n = \frac{\beta}{1 + \beta} < \frac{1}{2}.$$

[$\beta = 1$ leads to an ∞ of neutrally-stable periodic orbits.]

Hitting the adjacent wall (cont'd)



play movie

Converges more slowly as $\beta \uparrow 1$ (36°).



Taking $\delta \neq 0$ (with δ small enough so we don't slide over to the next wall) doesn't modify the map very much:

$$x_n = (-\beta)^n x_0 + (\beta + \delta) \frac{1 - (-\beta)^n}{1 + \beta}.$$

For $\beta < 1$, we get a corrected fixed point

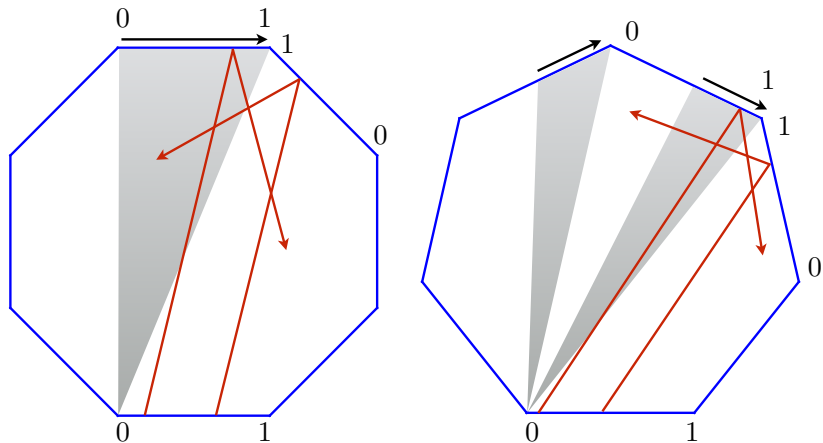
$$x^* = (\delta + \beta)/(1 + \beta)$$

as $n \rightarrow \infty$.

Non-adjacent walls



If the angle $\theta_c > \pi/N$ then the swimmer can 'skip' the next adjacent wall:

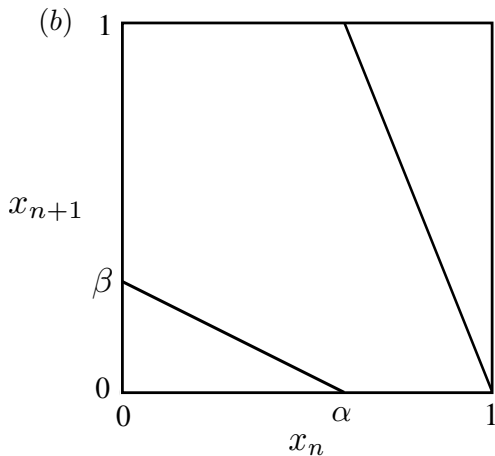
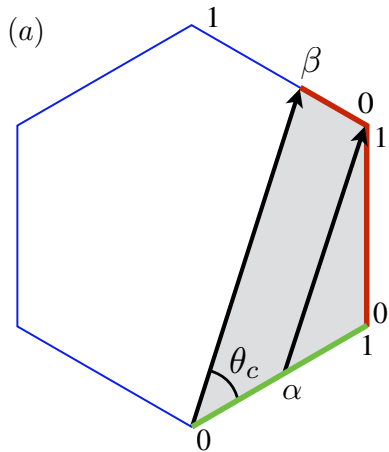


We need to orient the next side properly with respect to the direction of the bounce. A given side may have different orientations for different hits.

Hitting two walls of a hexagon



Typically swimmers can hit more than one wall depending on x_n :



Get a one-dimensional piecewise-linear discontinuous map!

Hitting two walls of a hexagon: the map



Here is the explicit map:

$$x_{n+1} = f(x_n) = \begin{cases} \beta\alpha^{-1}(\alpha - x_n), & x_n \leq \alpha, \\ (1 - \alpha)^{-1}(1 - x_n), & x_n > \alpha, \end{cases}$$

where α is the swimmer that hits the corner, and β is the image of 0 (previous slide). These can be worked out from simple geometry.

Note that:

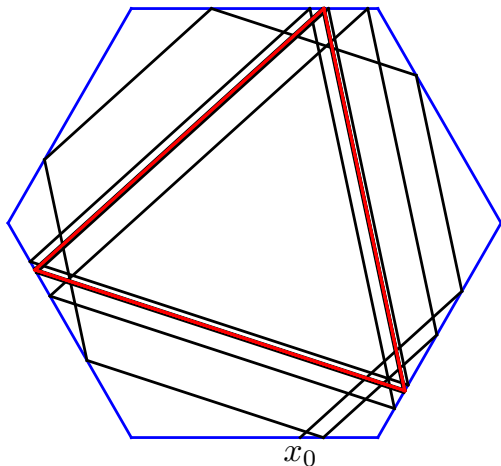
$$\begin{aligned} |f'(x)| &< 1 \text{ for } x < \alpha \quad (\text{stable}); \\ |f'(x)| &> 1 \text{ for } x > \alpha \quad (\text{unstable}). \end{aligned}$$

There is thus a competition between stable and unstable behaviour... or is there? Staring at the map, one can see **the stable side always wins**.

Hitting two walls of a hexagon: stable



For some values we recover stable orbits, but for a smaller polygon:



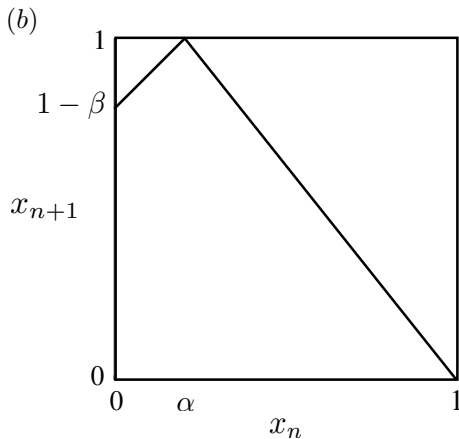
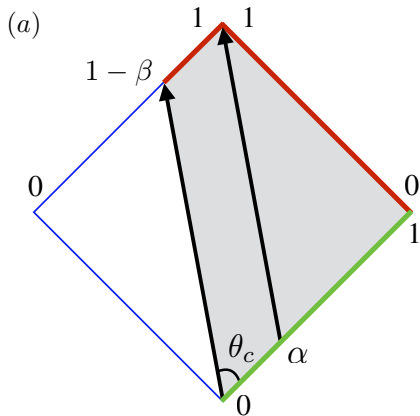
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Here we get an inscribed triangle.

A square domain: simpler?



Let's try something else, a simple **square**:



This time the map is **continuous**, owing to the reversal of one interval.

A square domain: the map



Here's the map for this case:

$$x_{n+1} = f(x_n) = \begin{cases} \beta\alpha^{-1}(\alpha - x_n) & x_n \leq \alpha, \\ (1 - \alpha)^{-1}(1 - x_n) & x_n > \alpha, \end{cases}$$

This is a classic **tent map**.

For $x < \alpha$, we have $|f'(x)| = 1$ (neutrally stable);

For $x > \alpha$, we have $|f'(x)| > 1$ (unstable).

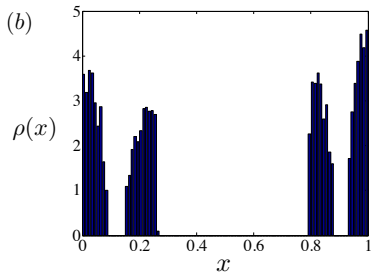
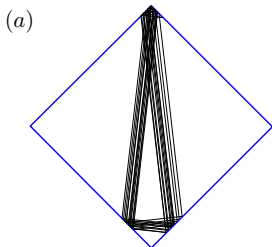
There is no stable region, and the single fixed point is **unstable**. Likely to get chaotic dynamics!

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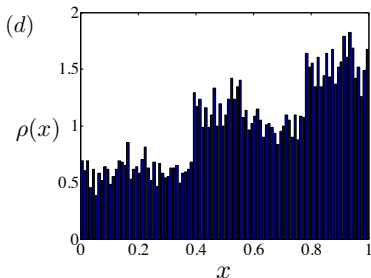
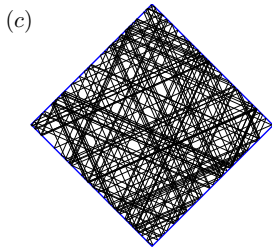
A square domain: invariant measures



$$\theta_c = 52^\circ$$



$$\theta_c = 72^\circ$$





For a one-dimensional map, the Lyapunov exponent is defined

$$\lambda = \lim_{n \rightarrow \infty} \frac{1}{n} \sum_{i=0}^{n-1} \log |f'(x_i)|$$

(There's only one exponent.) It describes the **exponential rate of separation of neighbouring trajectories**. It is a measure of **chaos** (> 0).

Note that λ is dimensionless: we can convert it to an inverse time to get the **'physical'** exponent Λ by dividing by the **mean time between hits**, \bar{T} :

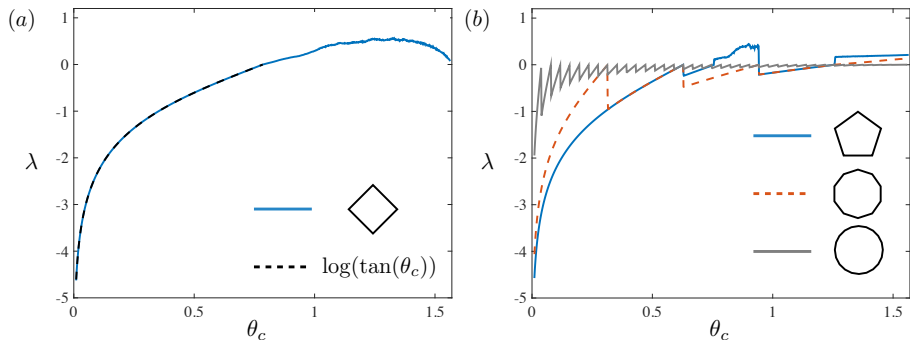
$$\Lambda = \lambda / \bar{T}, \quad |\Lambda| \geq |\lambda| / \tau.$$

Here τ is the **maximum time between hits**. The important thing is that Λ and λ **have the same sign** (both chaotic, or not).

Lyapunov exponents as a function of angle



Fix shape and vary angle, for $N = 4, 5, 10, 20$ sides:



Note that when the exponent is **negative** we can in principle get an analytic formula, since it simply corresponds to a **stable periodic orbit**.

The effect of noise



Of course, since these are biological systems we expect lots of **noise and uncertainty**. For instance, maybe the swimmer doesn't **travel in a straight line**, so we add a **Gaussian noise term** to the simplest map:

$$x_{n+1} = \beta (1 - x_n) + \sigma Z_{n+1}$$

This can be solved exactly:

$$x_n = (-\beta)^n x_0 + \beta \frac{1 - (-\beta)^n}{1 + \beta} + \sigma \sqrt{\frac{1 - \beta^{2n}}{1 - \beta^2}} \tilde{Z}_n$$

Asymptotes to (for $\beta < 1$)

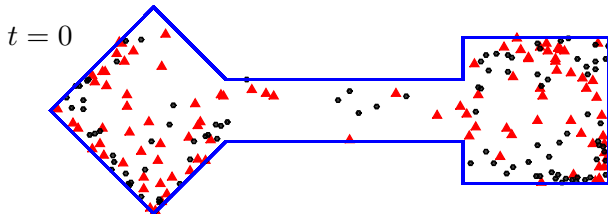
$$x_n \sim \frac{\beta}{1 + \beta} + \frac{\sigma \tilde{Z}_n}{\sqrt{1 - \beta^2}} \quad n \rightarrow \infty.$$

Thus the fixed point **survives** as long as β is not **too close to 1**.

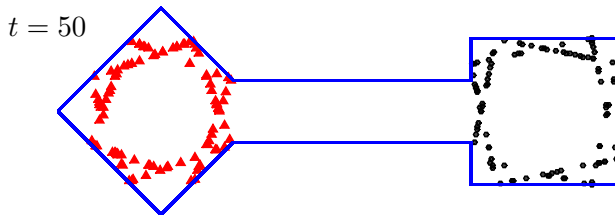
Sorting with small noise



Two different swimmers:



• $\theta_c = 12^\circ$ \blacktriangle $\theta_c = 25^\circ$

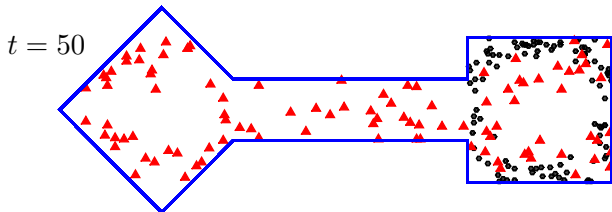


The orientations are chosen such that the **fixed points** of the two types of swimmers are at the exits.

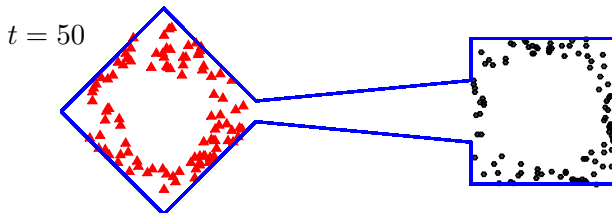
Sorting with larger noise



Now with more noise: the old design doesn't work so well.



• $\theta_c = 12^\circ$ \blacktriangle $\theta_c = 25^\circ$

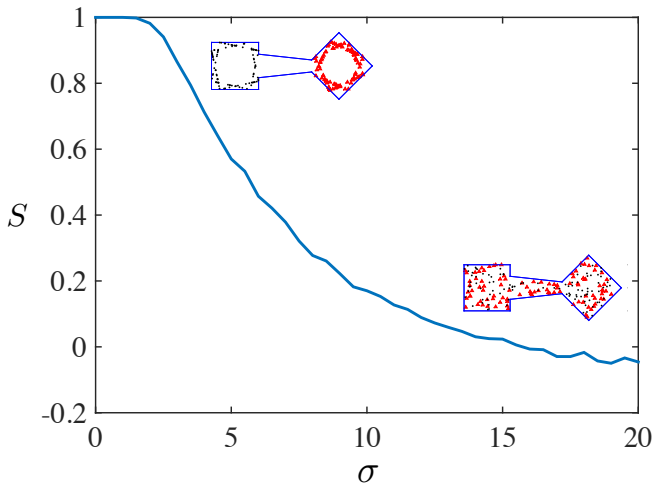


Need to compensate for larger spread of the triangle swimmers (larger β).

Sorting with smaller angles



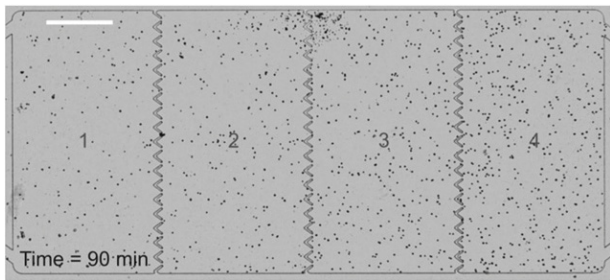
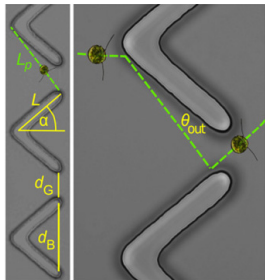
The small angles in Kantsler *et al.* (2013) make it more difficult to sort:



Too much noise (σ) makes it impossible to sort.

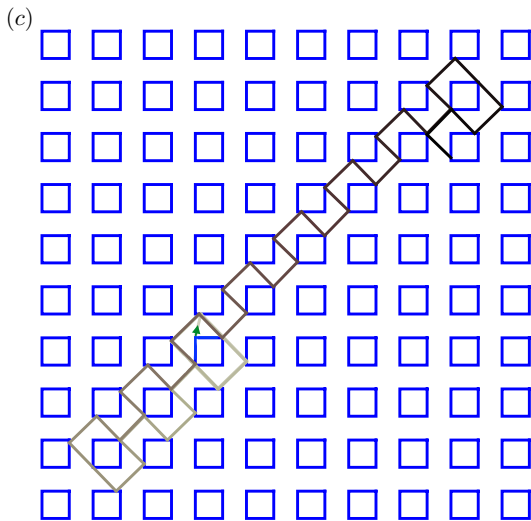
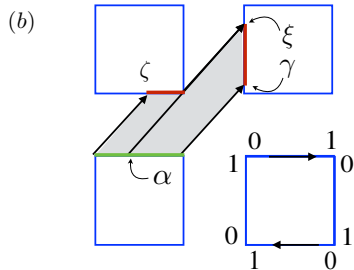
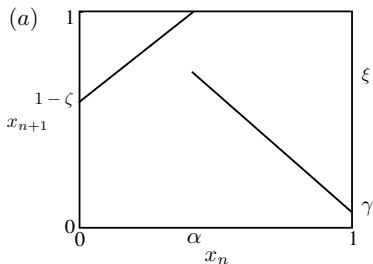
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Note that Kantsler *et al.* (2013) also proposed (and built) a sorting mechanism using **scattering** and **rectification**.



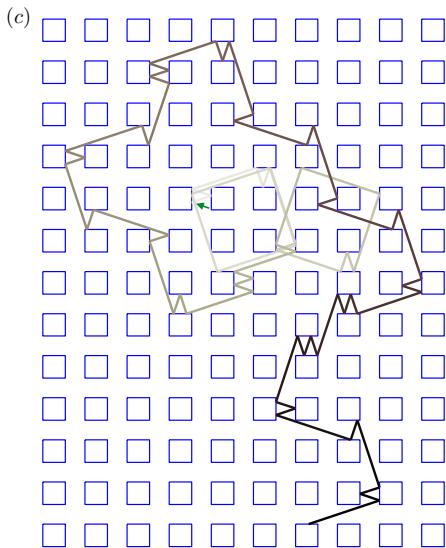
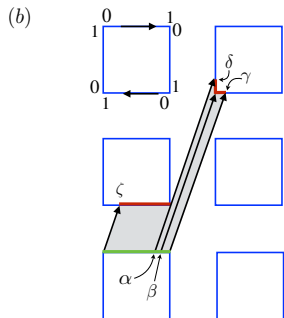
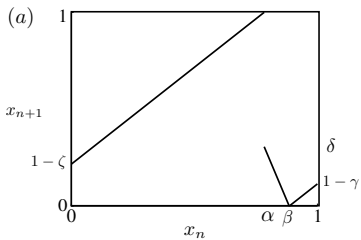
Theirs works by a cascading process. (Ours doesn't use the rectification mechanism.)

The exterior problem: larger angle



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The exterior problem: even larger angle



play movie



Some things that remain to be done:

- A full classification, connecting to the theory of discontinuous piecewise-linear maps. (Mostly for mathematicians. . .)
- Irregular shapes? Channels?
- Large angles not observed (chaos), but small angles good for sorting.
- Three-dimensional swimming? (More input from experiments.)
- Exterior problem: when do swimmers escape the lattice?



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