

Dispersion and transport of microswimmers interacting with boundaries

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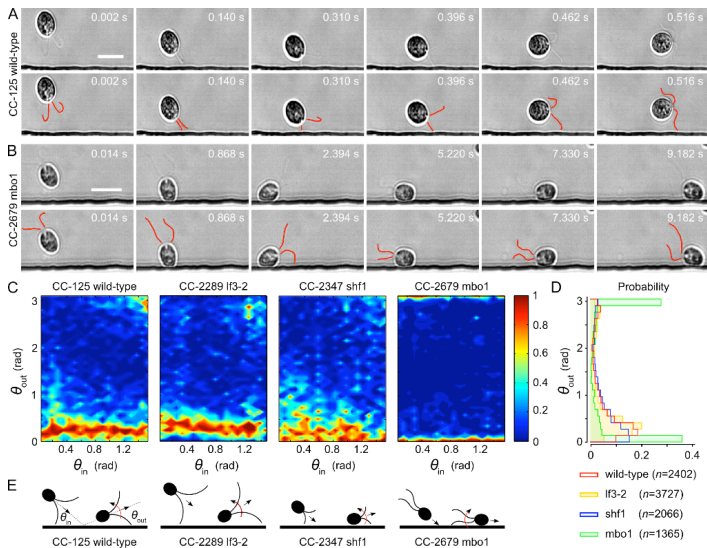
[Chen, H. & Thiffeault, J.-L. (2021). *J. Fluid Mech.* **916**, A15]

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Marseille virtuelle, 26 May 2021



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Microswimmer scattering off a surface



[Kantsler, V., Dunkel, J., Polin, M., & Goldstein, R. E. (2013). *Proc. Natl. Acad. Sci. USA*, 110 (4), 1187–1192]

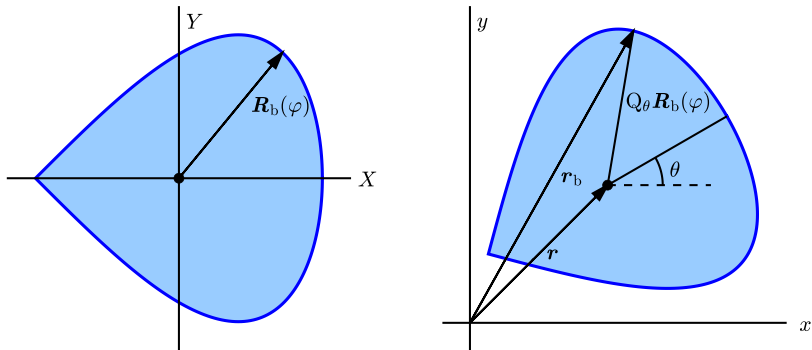


- Large literature focusing on both **steric** and **hydrodynamic** interactions.
- Not always clear which one dominates.
- Here: focus on modeling **steric interactions** only, in particular the role of a microswimmer's **shape**.

See also

- Nitsche, J. M. & Brenner, H. (1990). *J. Colloid Interface Sci.* **138**, 21–41
- Contino, M., Lushi, E., Tuval, I., Kantsler, V., & Polin, M. (2015). *Phys. Rev. Lett.* **115** (25), 258102
- Spagnolie, S. E., Moreno-Flores, G. R., Bartolo, D., & Lauga, E. (2015). *Soft Matter*, **11**, 3396–3411
- Ezhilan, B. & Saintillan, D. (2015). *J. Fluid Mech.* **777**, 482–522
- Ezhilan, B., Alonso-Matilla, R., & Saintillan, D. (2015). *J. Fluid Mech.* **781**, R4
- Elgeti, J. & Gompper, G. (2015). *Europhys. Lett.* **109**, 58003
- Lushi, E., Kantsler, V., & Goldstein, R. E. (2017). *Phys. Rev. E*, **96** (2), 023102

The shape of a 2D swimmer



Convex swimmer in its frame (X, Y) and the fixed lab frame (x, y) .

The **swimming direction** corresponds to $\varphi = 0$.

Q_θ is a **rotation matrix** about a given **center of rotation**.

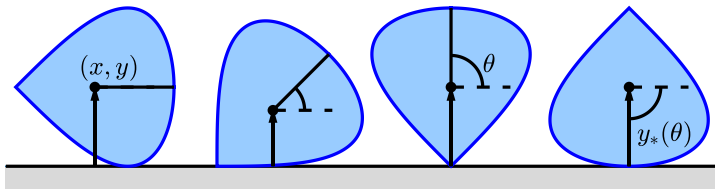
Swimmer touching a wall at $y = 0$



Denote by $y_*(\theta)$ the **vertical coordinate** of a swimmer with orientation θ when it touches the wall.

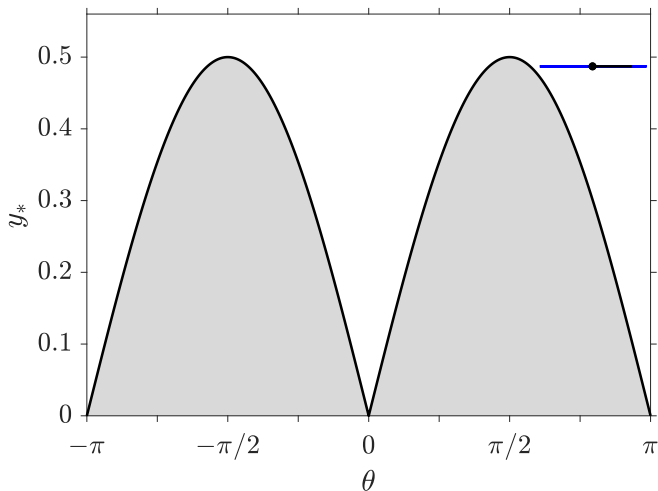
play movie

Convex swimmer touching a horizontal wall at $y = 0$:



We call $y_*(\theta)$ the **wall distance function**. The swimmer's y coordinate must satisfy $y \geq y_*(\theta)$, otherwise the swimmer is inside the wall.

Wall distance function $y_*(\theta)$: needle

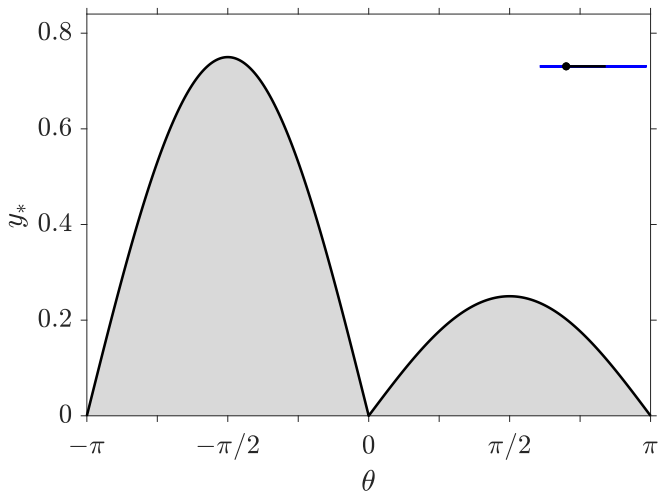


The needle has two corners;

$$y_*(\theta) = \frac{1}{2}\ell|\sin \theta|$$

play movie

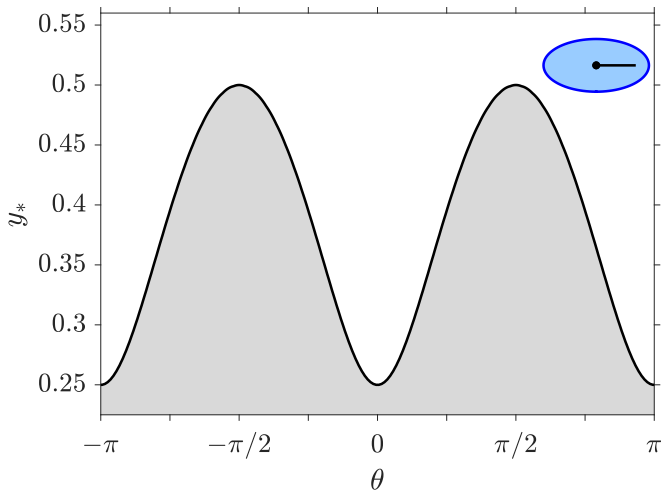
Wall distance function $y_*(\theta)$: off-center needle



$$y_*(\theta) = \frac{1}{2}\ell|\sin \theta| - \frac{1}{4}\ell \sin \theta$$

play movie

Wall distance function $y_*(\theta)$: ellipse

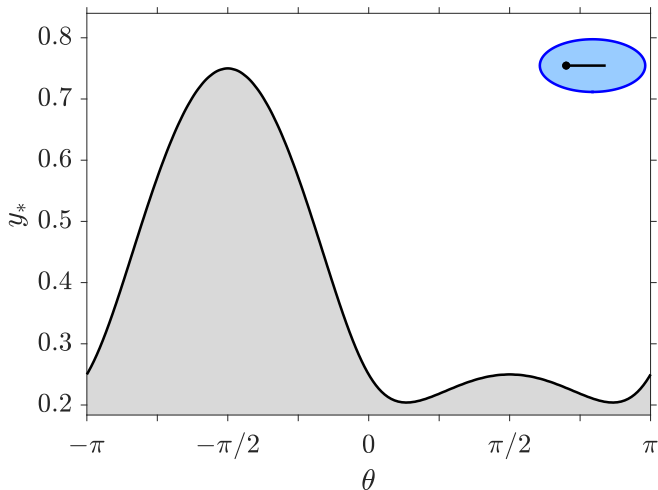


The ellipse has no corners;

$$y_*(\theta) = \sqrt{a^2 \sin^2 \theta + b^2 \cos^2 \theta}$$

play movie

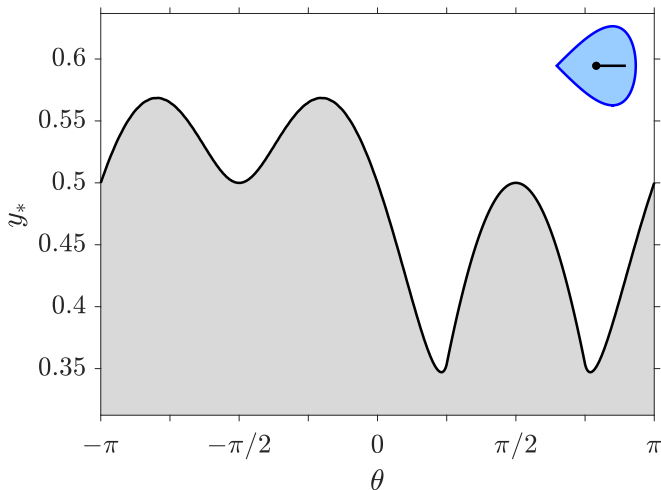
Wall distance function $y_*(\theta)$: off-center ellipse



$$y_*(\theta) = \sqrt{a^2 \sin^2 \theta + b^2 \cos^2 \theta} - \frac{1}{2}a \sin \theta$$

play movie

Wall distance function $y_*(\theta)$: teardrop



Teardrop has a corner and a smooth boundary. **Local min** at $\theta = -\pi/2$.

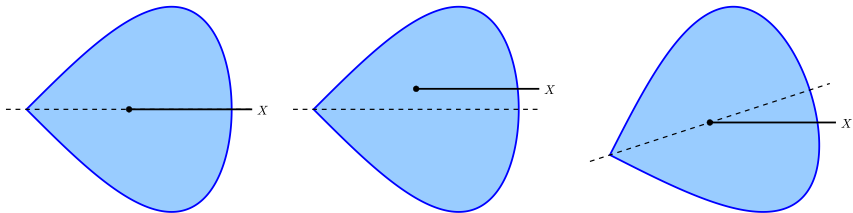
Reflection-symmetric swimmer



A swimmer with an axis of symmetry along its swimming direction has

$$y_*(\theta) = y_*(\pi - \theta)$$

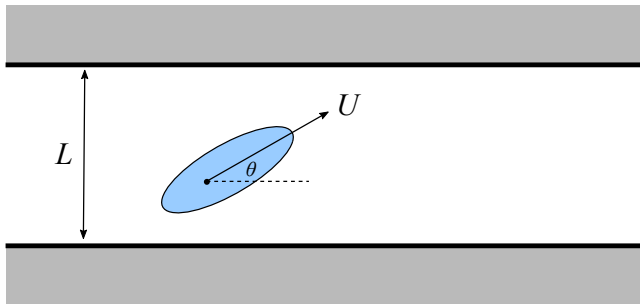
that is, reflection-symmetry about $\pm\pi/2$.



All the swimmers presented so far have that symmetry.

Easily broken by general shapes, but also by moving the center of rotation and direction of swimming.

A microswimmer in a channel



So far we have considered only one wall.

For two parallel walls at $y = \pm L/2$, we have

$$\zeta_-(\theta) \leq y \leq \zeta_+(\theta)$$

where

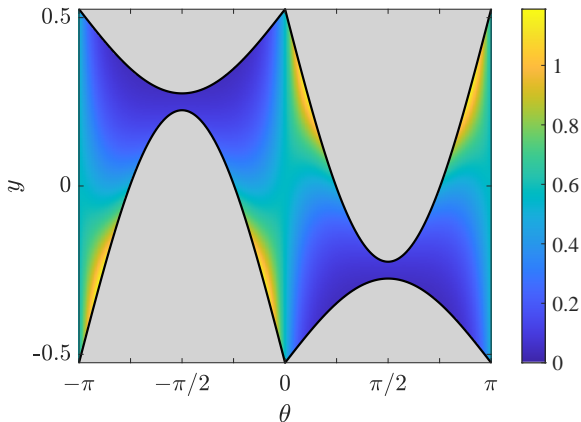
$$\zeta_-(\theta) = y_*(\theta) - L/2, \quad \zeta_+(\theta) = -y_*(\theta + \pi) + L/2.$$

ζ_{\pm} are related by the **channel symmetry**

$$\zeta_+(\theta) = -\zeta_-(\theta + \pi).$$

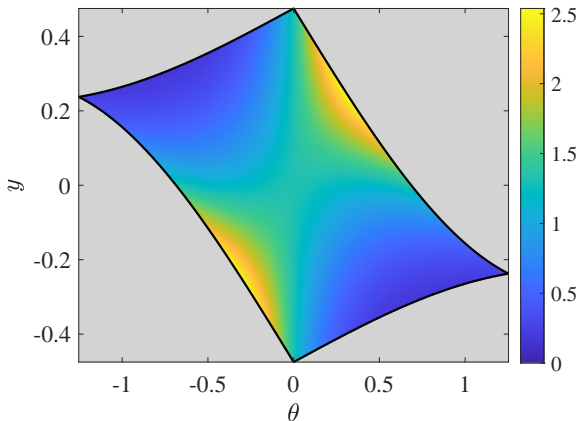
The channel symmetry is always satisfied, **even for an asymmetric swimmer**.

Open channel configuration space



Configuration space for the needle in of length $\ell = 1$ in an **open** channel of width $L = 1.05$. (x not shown.)

A point in this space specifies the **position and orientation** of the swimmer.



Configuration space for the needle in of length $\ell = 1$ in a **closed** channel of width $L = 0.95$.

The swimmer **cannot reverse direction**.

The Brownian swimmer obeys the SDE

$$dX = U dt + \sqrt{2D_X} dW_1$$

$$dY = \sqrt{2D_Y} dW_2$$

$$d\theta = \sqrt{2D_\theta} dW_3$$

in its own **rotating reference frame**.

In terms of **absolute x and y coordinates**, this becomes

$$dx = (U dt + \sqrt{2D_X} dW_1) \cos \theta - \sin \theta \sqrt{2D_Y} dW_2$$

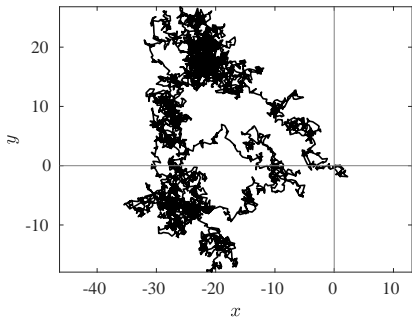
$$dy = (U dt + \sqrt{2D_X} dW_1) \sin \theta + \cos \theta \sqrt{2D_Y} dW_2$$

$$d\theta = \sqrt{2D_\theta} dW_3.$$

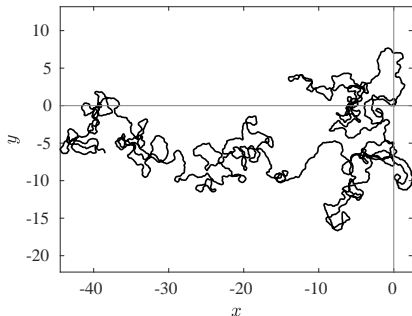
Sample paths



- Swimmer **swims** a distance U/D_θ in a time $1/D_\theta$.
- Swimmer **diffuses** a distance $\sqrt{D_X/D_\theta}$ in a time $1/D_\theta$.
- $Pe_{\theta,X} := \frac{U}{D_\theta} / \sqrt{\frac{D_X}{D_\theta}} = \frac{U}{\sqrt{D_\theta D_X}}$ measures the **smoothness of the path**.



$Pe_{\theta,X} \ll 1$



$Pe_{\theta,X} \gg 1$

The F–P equation for the probability density $p(x, y, \theta, t)$:

$$\partial_t p = -\nabla \cdot (\mathbf{u} p - \nabla \cdot \mathbb{D} p) + \partial_\theta^2 (D_\theta p)$$

where the **drift vector** and **diffusion tensor** are respectively

$$\mathbf{u} = \begin{pmatrix} U \cos \theta \\ U \sin \theta \end{pmatrix}$$

$$\mathbb{D} = \begin{pmatrix} D_X \cos^2 \theta + D_Y \sin^2 \theta & \frac{1}{2}(D_X - D_Y) \sin 2\theta \\ \frac{1}{2}(D_X - D_Y) \sin 2\theta & D_X \sin^2 \theta + D_Y \cos^2 \theta \end{pmatrix}.$$

Note that $\nabla := \hat{\mathbf{x}} \partial_x + \hat{\mathbf{y}} \partial_y$ (no θ).

Interaction with boundaries



How to handle the interaction of the swimmer with boundaries?

Volpe *et al.* (2014) use a specular reflection model (**point swimmer**):

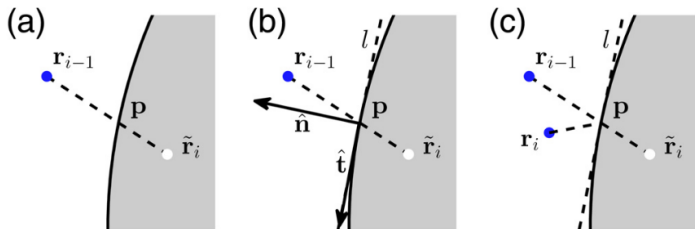


Fig. 3. Implementation of reflective boundary conditions. At each time step, the algorithm (a) checks whether a particle has moved inside an obstacle; if so: (b) the boundary of the obstacle is approximated by its tangent l at the point \mathbf{p} where the particle entered the obstacle, and (c) the particle position is reflected on this line.

[Volpe, G., Gigan, S., & Volpe, G. (2014). *Am. J. Phys.* **82** (7), 659–664]

For any fixed volume V we have

$$\begin{aligned}\partial_t \int_V p \, dV &= - \int_V (\nabla \cdot (\mathbf{u} p - \nabla \cdot (\mathbb{D} p)) - \partial_\theta^2 (D_\theta p)) \, dV \\ &= - \int_{\partial V} \mathbf{f} \cdot d\mathbf{S},\end{aligned}$$

where ∂V is the boundary of V , and the **flux vector** is

$$\mathbf{f} = \mathbf{u} p - \nabla \cdot (\mathbb{D} p) - \hat{\boldsymbol{\theta}} \partial_\theta (D_\theta p).$$

Thus, on the **reflecting** (impermeable) parts of the boundary we require the no-flux condition

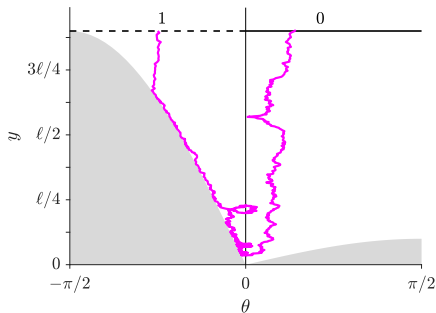
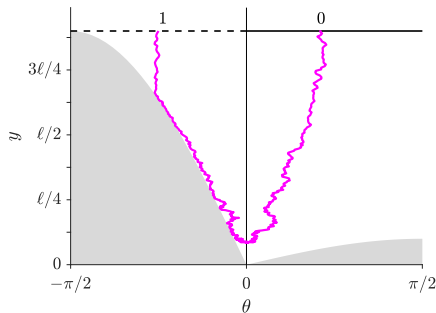
$$\mathbf{f} \cdot \mathbf{n} = 0, \quad \text{on } \partial V_{\text{refl}}$$

where \mathbf{n} is normal to the boundary.

Configuration space and drift in θ - y plane



Drift is $U \sin \theta \hat{y}$; no-flux condition forces swimmer to align with the wall.



Once the particle crosses $\theta = 0$ (parallel to wall), it is pushed upward by the drift.

play movie

The F–P equation is challenging to solve because of the **complicated boundary shape**.

Tractable limit $D_\theta \ll 1$ (**small rotational diffusivity**)

Get a (1+1)D PDE for $p(\theta, y, t) = P(\theta, T) e^{\sigma(\theta)y}$

$$\partial_T P + \partial_\theta(\mu(\theta) P - \partial_\theta P) = 0, \quad T := D_\theta t,$$

$$\sigma(\theta) := U \sin \theta / D_{yy}(\theta)$$

$$\mu(\theta) := \frac{\sigma(\theta)}{2 \sinh \Delta(\theta)} \left(e^{\Delta(\theta)} \zeta'_+(\theta) - e^{-\Delta(\theta)} \zeta'_-(\theta) \right)$$

$$\Delta(\theta) := \frac{1}{2} \sigma(\theta) (\zeta_+(\theta) - \zeta_-(\theta)).$$

The **shape of the swimmer** enters through drift $\mu(\theta)$.

Invariant density and mean drift (open channel)



What is the natural invariant density $\mathcal{P}(\theta)$ for the swimmer? For open channel, 2π -periodic solution to

$$\partial_{\theta}(\mu(\theta) \mathcal{P} - \partial_{\theta} \mathcal{P}) = 0.$$

Integrate once:

$$\mu(\theta) \mathcal{P} - \partial_{\theta} \mathcal{P} = c_2.$$

Integrate this from $-\pi$ to π to find

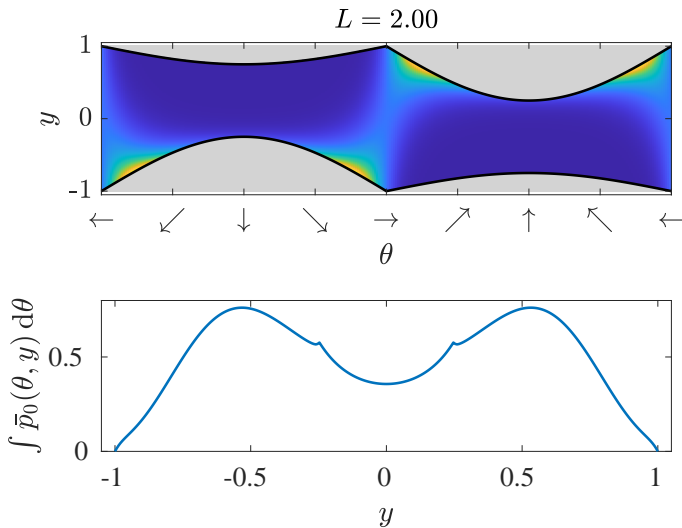
$$\mathbb{E}\mu(\theta) = \int_{-\pi}^{\pi} \mu(\theta) \mathcal{P} d\theta = 2\pi c_2 =: \omega.$$

ω is the **mean drift** or **mean rotation rate** of the swimmer.

Easy to show: if the swimmer is left-right symmetric, then $\omega = 0$ and the probability satisfies **detailed balance**.

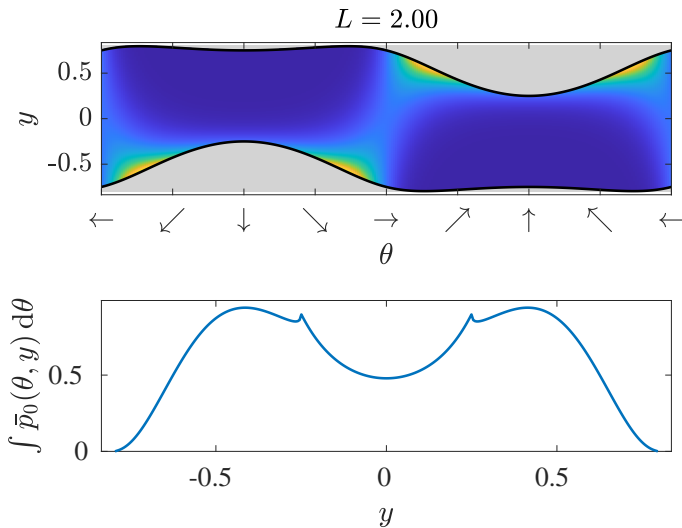
An asymmetric swimmer thus picks up a **mean rotation!**

Invariant density examples: needle



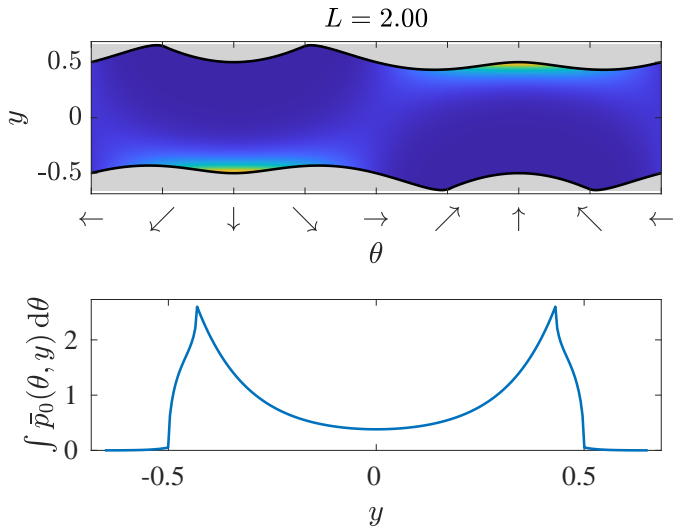
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Invariant density examples: ellipse



play movie

Invariant density examples: teardrop



play movie

Mean exit time equation

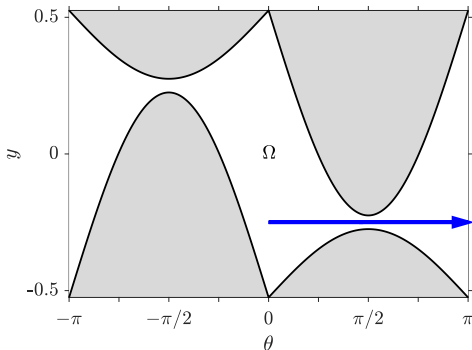


From our reduced equation, we can derive an adjoint equation for the **mean exit time** of swimmer starting at orientation θ to reach the “exit” $\theta = \theta^L$ or $\theta = \theta^R$ for the first time:

$$\begin{aligned}\mu(\theta) \tau' + \tau'' &= -1, & \theta^L < \theta < \theta^R; \\ \tau(\theta^L) &= \tau(\theta^R) = 0.\end{aligned}$$

The **mean reversal time** is the special case $\tau(0)$ for $-\theta^L = \theta^R = \pi$.

Expected time for the swimmer to **completely reverse direction** in the channel. [See Holcman & Schuss (2014) for the case without drift.]



For a reflection-symmetric swimmer, the mean reversal time takes the simple form

$$\tau_{\text{rev}} = \frac{1}{4} \int_0^\pi \frac{d\vartheta}{\mathcal{P}(\vartheta)}$$

where $\mathcal{P}(\theta)$ is the **invariant density**.

Intuitively, small \mathcal{P} corresponds to **"bottlenecks"** that dominate the reversal time.

For the needle swimmer,

$$\tau_{\text{rev}} \approx \frac{\pi}{2\beta D_\theta} e^\beta, \quad \beta = Ul/4D_Y.$$

From this we get an effective diffusivity

$$D_{\text{eff}} \approx \frac{1}{2} \tau_{\text{rev}} U^2$$

The diffusive needle



For a **purely-diffusive** ($U = 0$) needle of length ℓ in a channel of width L , the mean reversal time is

$$\tau_{\text{rev}} = \frac{(\pi - 2\lambda)(\pi - \arccos \lambda)}{D_\theta \sqrt{1 - \lambda^2}}, \quad \lambda := \ell/L < 1.$$

The **'narrow exit'** limit corresponds to $\lambda = 1 - \delta$, with δ small:

$$\tau_{\text{rev}} = \frac{\pi(\pi - 2)}{D_\theta \sqrt{2\delta}} + O(\delta^0), \quad \delta \ll 1.$$

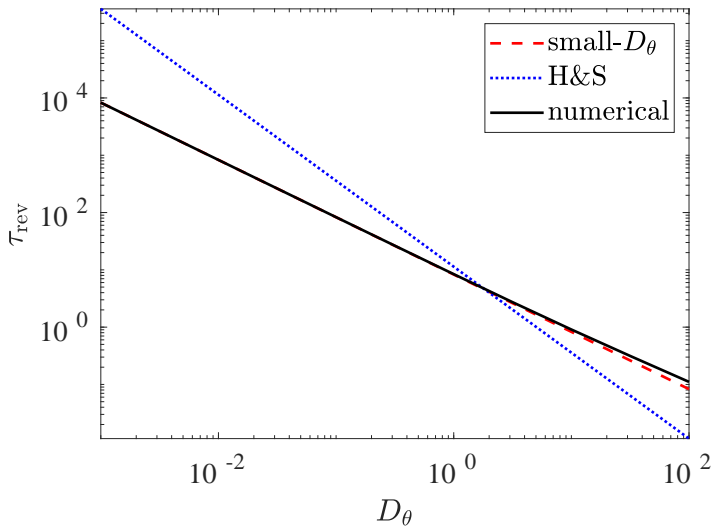
This is **similar but not identical** to [Holcman & Schuss (2014, Eq. (5.13))]:

$$\tau_{\text{rev}}^{(\text{HS})} = \frac{\pi(\pi - 2)}{D_\theta \sqrt{\delta}} \sqrt{\frac{D_X}{L^2 D_\theta}} + O(\delta^0),$$

Our result holds for **small** D_θ , theirs for **small** δ .

Different scaling in D_θ ! (Ours: D_θ^{-1} ; theirs: $D_\theta^{-3/2}$.)

Numerical simulation of needle reversal



$$U = 0, D_X = D_Y = 1, \lambda = 0.9, L = 1 (\delta = 0.1)$$



- Simple model for a **Brownian swimmer** or interacting with walls.
- The boundary conditions are naturally dictated by **conservation of probability** in **configuration space**.
- **Swimmer geometry** plays a role as it affects the shape of configuration space.
- This opens up the analysis to **PDE methods** (**Fokker–Planck equation**).
- (1+1)D reduced PDE when y dynamics are fast compared to θ .
- Lots more to look at:
 - Effective diffusivity in terms of mean reversal time;
 - Scattering angle distribution;
 - 3D swimmers;
 - The $D_\theta \gg D_X$ limit (lots of boundary layers!);
 - Compare to experiments;
 - Other confined geometries.
- Chen, H. & Thiffeault, J.-L. (2021). *J. Fluid Mech.* **916**, A15

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- Volpe, G., Gigan, S., & Volpe, G. (2014). *Am. J. Phys.* **82** (7), 659–664.