

Shape Matters

A Brownian microswimmer interacting with walls

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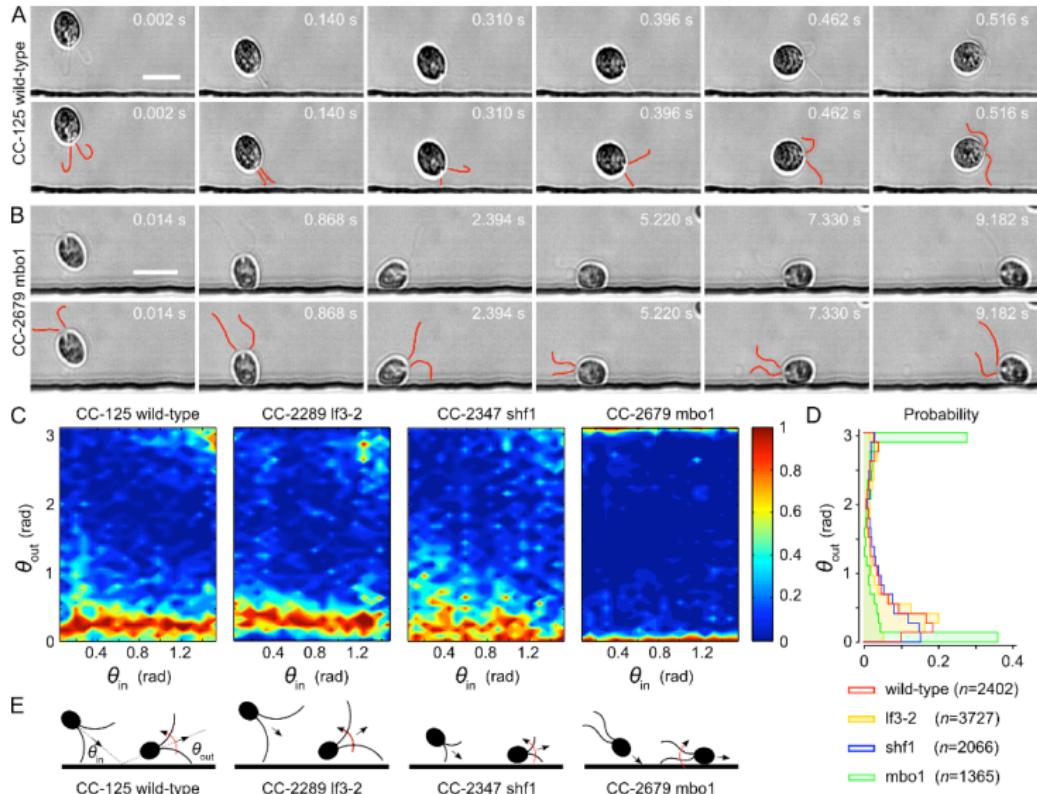
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Microswimmer scattering off a surface



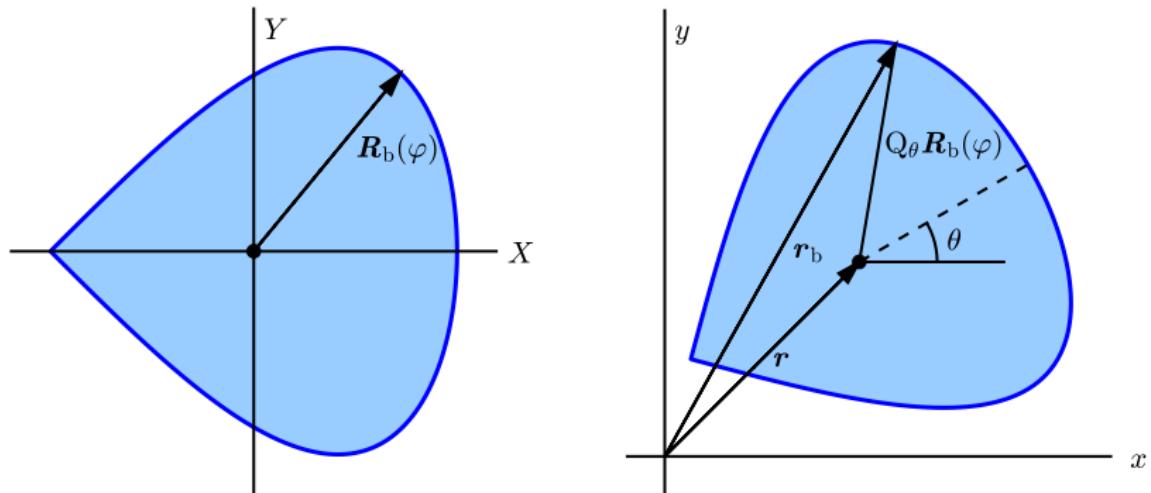
[Kantsler et al. (2013)]



Microswimmer scattering off a surface

- Swimmers have a **distribution of scattering angles**, but peak at a preferred angle.
- Angle depends strongly on the type of swimmers.
- Steric interaction with boundary is important.
- Hydrodynamic interaction with boundary can also be important.
- A small sample of papers on this topic:
 - Kantsler, V., Dunkel, J., Polin, M., & Goldstein, R. E. (2013). *Proc. Natl. Acad. Sci. USA*, **110** (4), 1187–1192
 - 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
 - Volpe, G., Gigan, S., & Volpe, G. (2014). *Am. J. Phys.* **82** (7), 659–664

The shape of a 2D swimmer



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

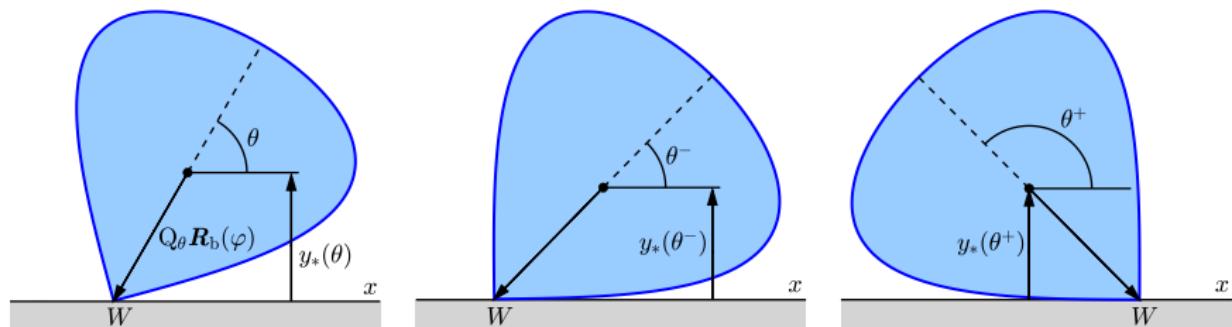
The **swimming direction** corresponds to $\varphi = 0$.

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.

Convex swimmer touching a horizontal wall at a corner point W :

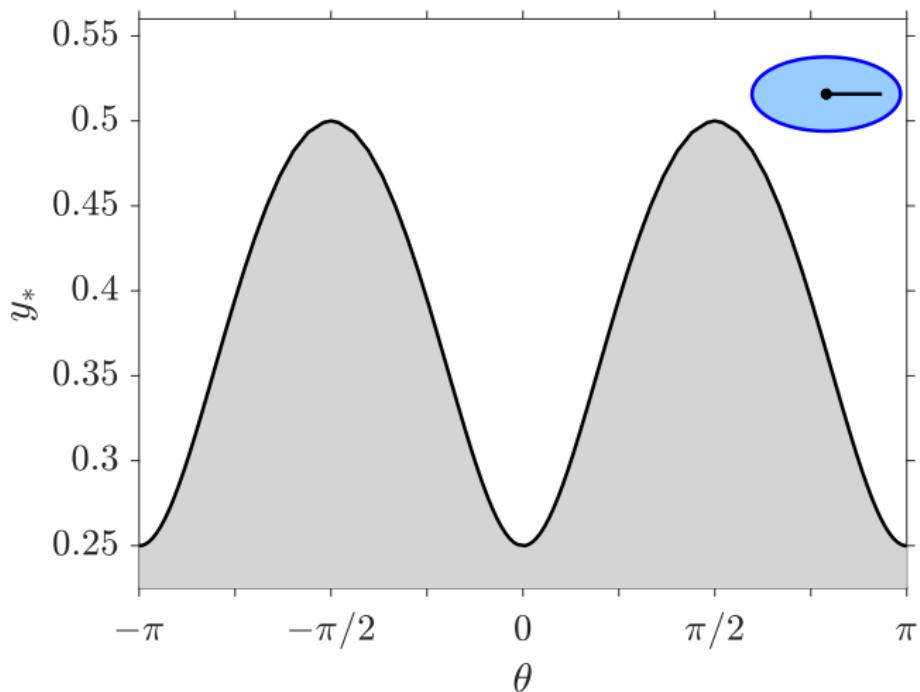


The angle θ can vary from the **right-tangency** angle θ^- to the **left-tangency** angle θ^+ .

Range of y values:

$$y_*(\theta) = -\sin \theta X(\varphi) - \cos \theta Y(\varphi), \quad \theta^- \leq \theta \leq \theta^+.$$

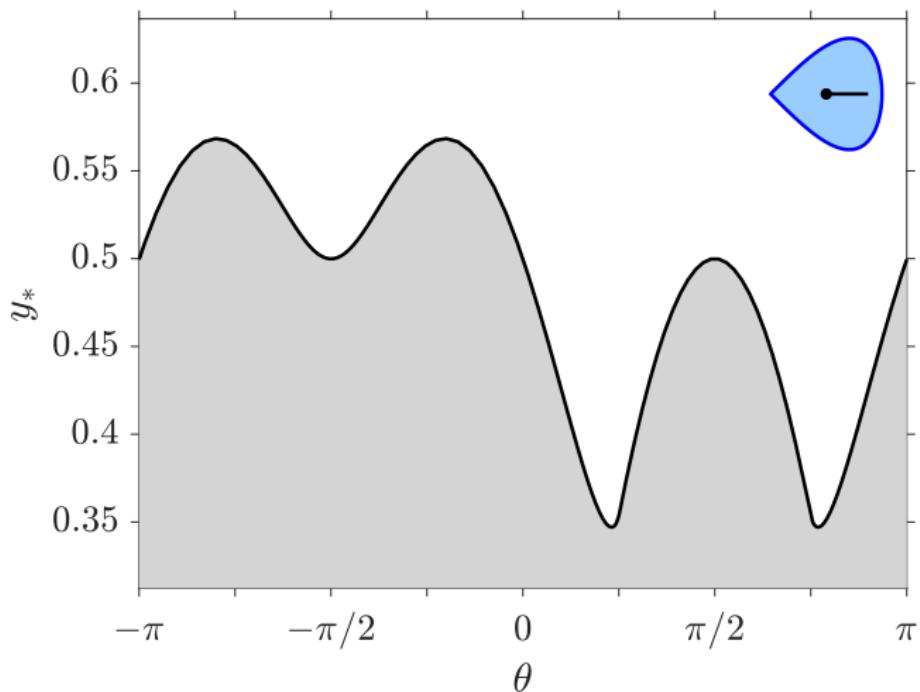
Wall distance function $y_*(\theta)$: ellipse



The ellipse has no corners;

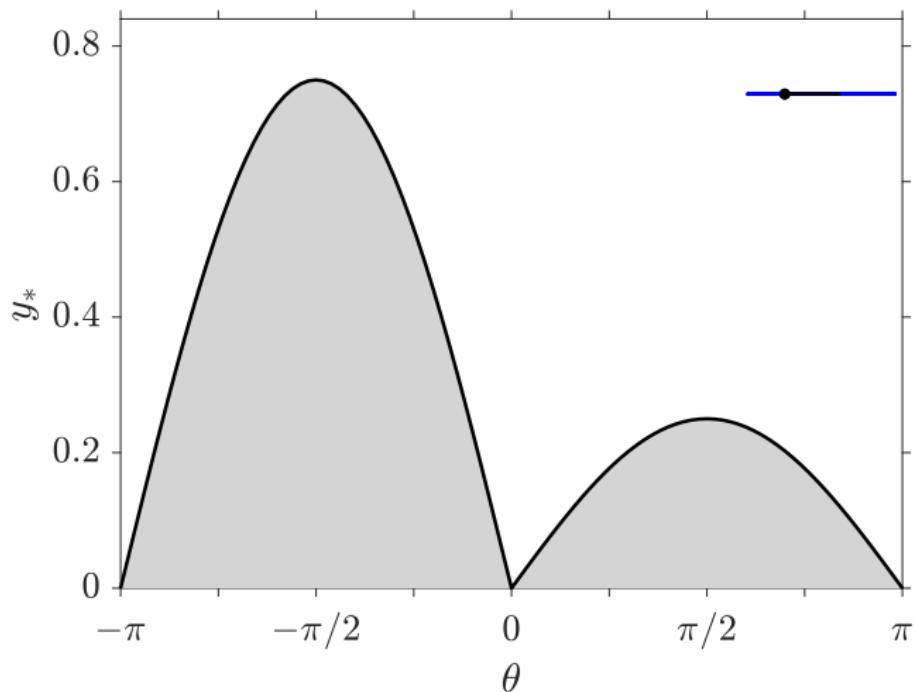
$$y_*(\theta) = \sqrt{a^2 \sin^2 \theta + b^2 \cos^2 \theta}$$

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



The teardrop has a corner and a smooth boundary.

Wall distance function: needle with $X_{\text{rot}} < 0$



Center of rotation moved towards the rear ($X_{\text{rot}} < 0$).

Channel geometry

So far we have considered only one wall.

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

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

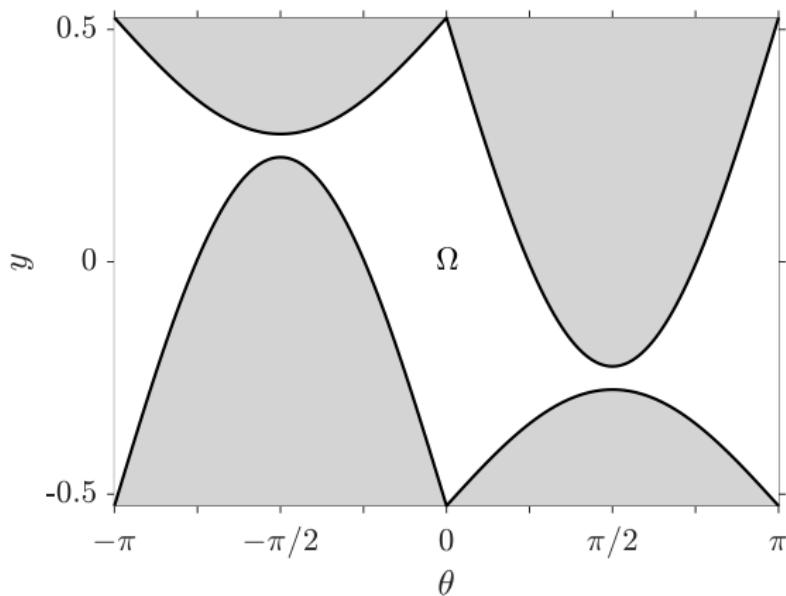
where

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

ζ_{\pm} are related by the channel symmetry

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

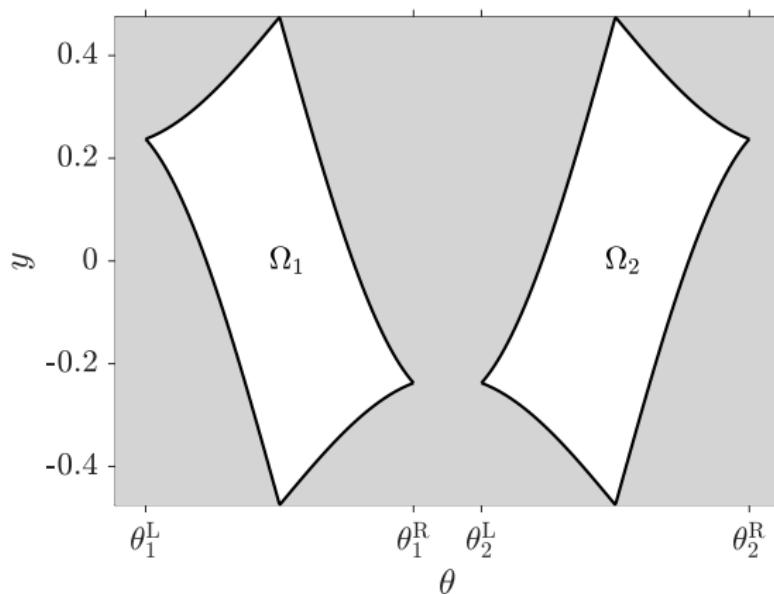
Open channel configuration space



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.

Closed channel configuration space



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

The swimmer **cannot reverse direction**.

Stochastic model

The Brownian swimmer obeys the SDE

$$\begin{aligned} dX &= U dt + \sqrt{2D_X} dW_1 \\ dY &= \sqrt{2D_Y} dW_2 \\ d\theta &= \sqrt{2D_\theta} dW_3 \end{aligned}$$

in its own **rotating reference frame**.

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

$$\begin{aligned} dx &= (U dt + \sqrt{2D_X} dW_1) \cos \theta - \sin \theta \sqrt{2D_Y} dW_2 \\ dy &= (U dt + \sqrt{2D_X} dW_1) \sin \theta + \cos \theta \sqrt{2D_Y} dW_2 \\ d\theta &= \sqrt{2D_\theta} dW_3. \end{aligned}$$

Fokker–Planck equation

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

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

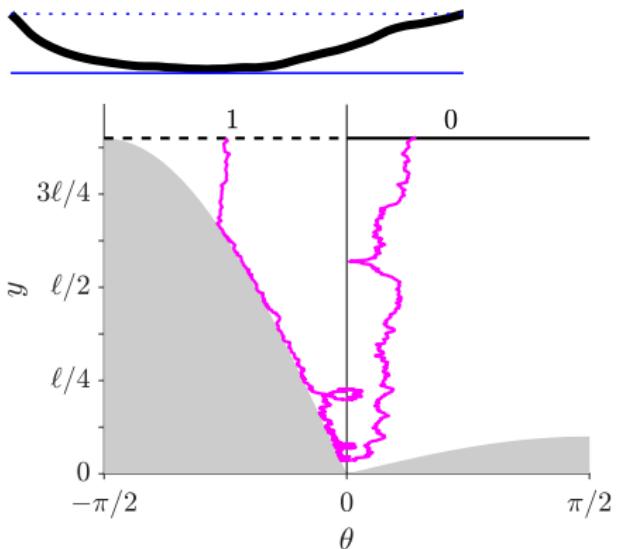
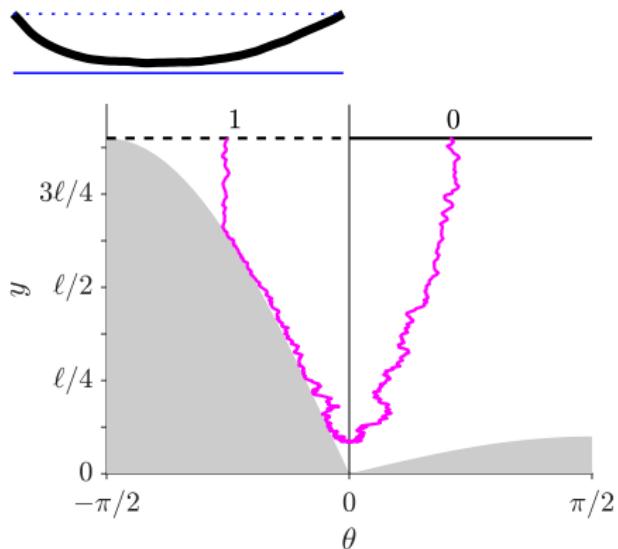
$$\mathbb{D} = \begin{pmatrix} D_X \cos^2 \theta + D_Y \sin^2 \theta & \frac{1}{2}(D_X - D_Y) \sin 2\theta \\ \frac{1}{2}(D_X - D_Y) \sin 2\theta & D_X \sin^2 \theta + D_Y \cos^2 \theta \end{pmatrix}.$$

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

BCs: **No probability flux** at the boundaries.

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.

Reduced equation

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 $p(\theta, y, t) = P(\theta, T) e^{\sigma(\theta)y}$

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

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

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

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

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

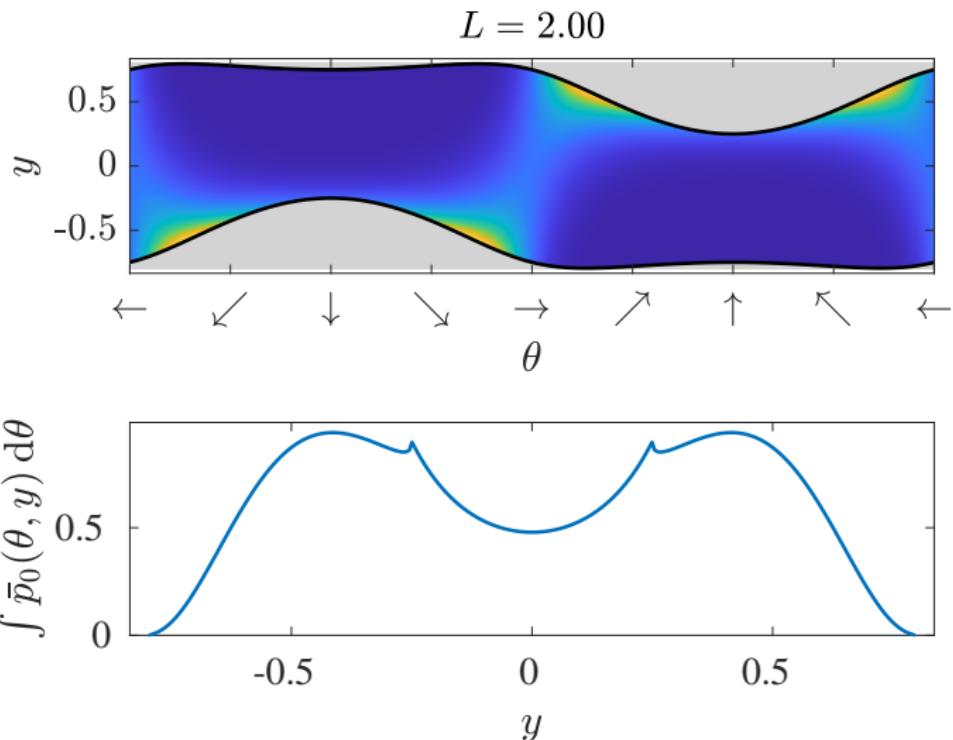
$$\mathbb{E}\mu(\theta) = \int_{-\pi}^{\pi} \mu(\theta) \mathcal{P} d\theta = 2\pi c_2 =: \omega.$$

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**.

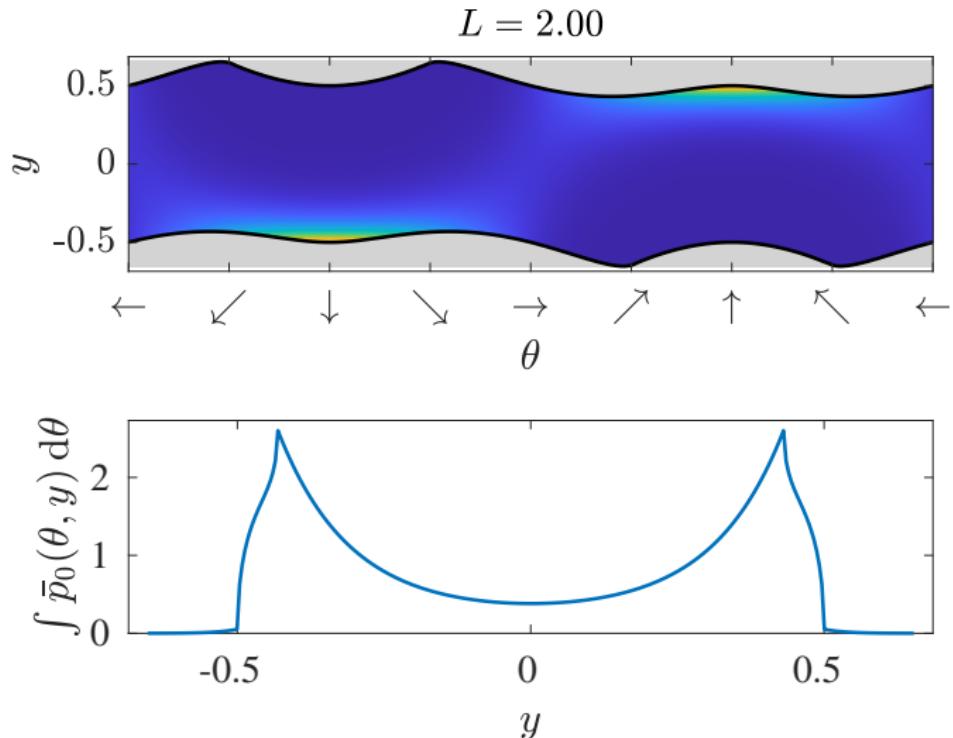
An asymmetric swimmer thus picks up a **mean rotation!**

Invariant density examples: ellipse



play movie

Invariant density examples: teardrop



play movie

Mean reversal time

The mean time for a swimmer to go from $\theta = 0$ to $\theta = \pm\pi$.

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.

See Holcman & Schuss (2014) for the case without drift.

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:

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

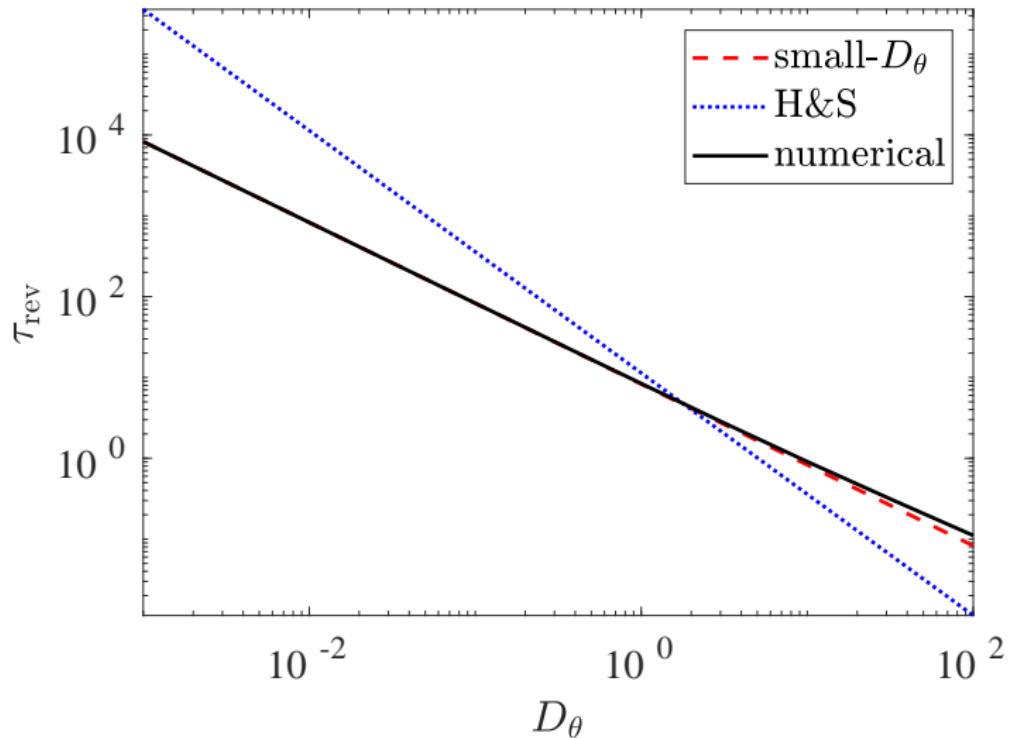
This is **similar but not identical** to Holcman & Schuss (2014, Eq. (5.13)):

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

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



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

Mean Reversal Time for needle swimmer

For the needle swimmer,

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

From this we get an effective diffusivity

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



Discussion

- 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:
 - Scattering angle distribution;
 - 3D swimmers;
 - Time-dependent shape;
 - The $D_\theta \gg D_X$ limit (lots of boundary layers!);
 - Compare to experiments;
 - Other confined geometries.
- See our preprint: <http://arxiv.org/abs/2006.07714>.



References |

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