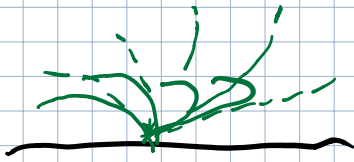


Goal: Model a single flagellum



as



e.g. a sphere undergoing a circular trajectory.

A common assumption for self propelled things in a fluid is that the net force is 0

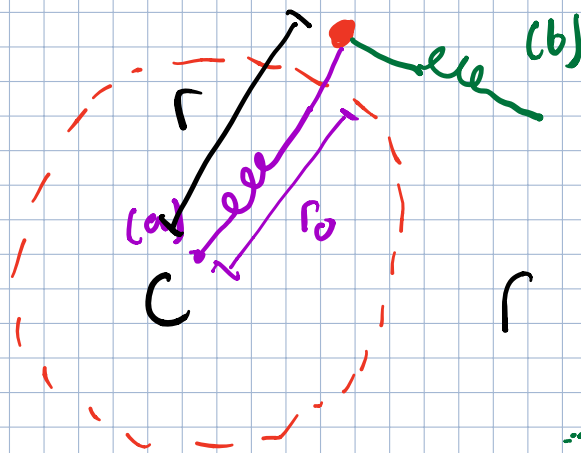
There are 2 forces acting on the sphere

1) A system of springs that drives the sphere and keeps it roughly on a circular trajectory

2) The sphere experiences resistance, e.g. drag, against its motion.

The forces in detail

Springs



a) A radial spring encourages the sphere to stay on a circular trajectory with a set radius

$$F_{\text{radial}} = -\lambda(r - r_0)$$

the actual distance of the sphere from the center

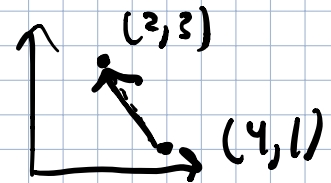
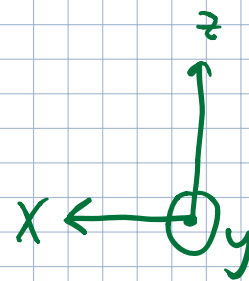
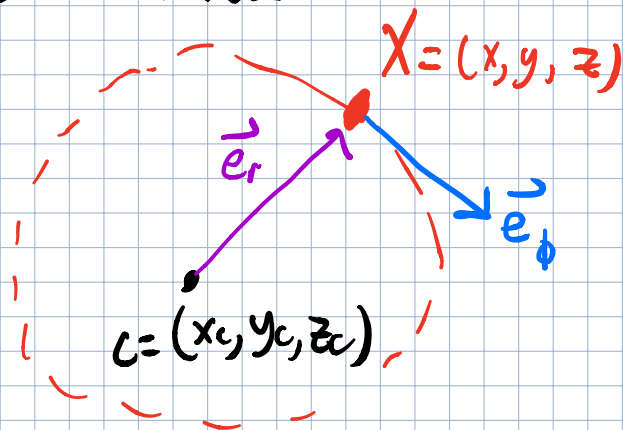
the spring constant

is the preferred radius

(b) The sphere is driven by assuming a constant tangential force is applied

$$F_{\text{tangential}} = f^{\text{drive}}$$

These are the magnitudes of the spring forces, but we also need to know the direction of the forces



$$\begin{bmatrix} 2-4 \\ 3-1 \end{bmatrix} = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$$

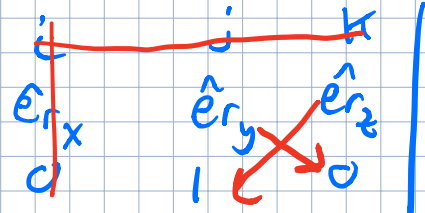
$$\vec{r} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} - \begin{bmatrix} x_c \\ y_c \\ z_c \end{bmatrix} = \begin{bmatrix} x - x_c \\ y - y_c \\ z - z_c \end{bmatrix}$$

$$r = |\vec{r}|$$

The direction vectors for the forces need to be unit vectors

$$\hat{e}_r = \frac{\vec{e}_r}{\|\vec{e}_r\|} = \frac{\begin{bmatrix} x-x_c \\ y-y_c \\ z-z_c \end{bmatrix}}{\sqrt{(x-x_c)^2 + (y-y_c)^2 + (z-z_c)^2}}$$

\vec{e}_ϕ is the tangential direction

$$\vec{e}_\phi = \hat{e}_r \times \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{vmatrix} \hat{e}_{rx} & \hat{e}_{ry} & \hat{e}_{rz} \\ 0 & 0 & 1 \end{vmatrix}$$


$$\vec{e}_\phi = \begin{bmatrix} -\hat{e}_{rz} \\ \hat{e}_{rx} \\ 0 \end{bmatrix}$$

The unit vector is

$$\hat{e}_\phi = \frac{\vec{e}_\phi}{\|\vec{e}_\phi\|}$$

So the total spring forces are

$$F_{\text{spring}} = -\lambda(r-r_0)\hat{e}_r + f^{\text{drive}}\hat{e}_\phi$$

Now the drag force:

$$F_{\text{drag}} = 6\pi\mu a \left[I + \frac{9a}{16z} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 2 \end{pmatrix} \right] \vec{v}$$

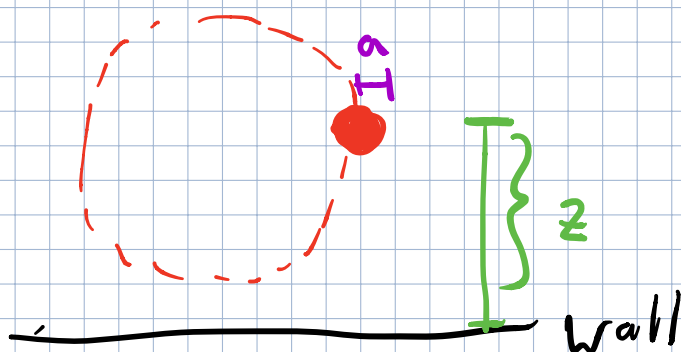
where

a : the radius of the sphere
 μ : the fluid viscosity (How thick the fluid is)

I : 3×3 identity matrix

z : The height of the sphere above the wall

\vec{v} : the velocity of the sphere



So if the net force is 0 then

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

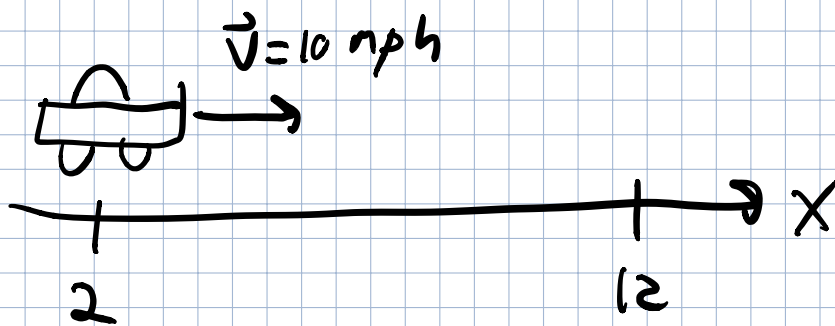
$$F_{\text{spring}} + F_{\text{drag}} = 0$$

$$-\lambda(r-r_0)\hat{e}_r + f^{\text{drive}}\hat{e}_\phi + 6\pi\mu a \left(\overset{\uparrow}{I + \frac{qa}{16z} \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 2 \end{pmatrix}} \right) \vec{v} = \vec{0}$$

$$\underbrace{6\pi\mu a \begin{pmatrix} 1 + \frac{qa}{16z} & 0 & 0 \\ 0 & 1 + \frac{qa}{16z} & 0 \\ 0 & 0 & 2 + \frac{qa}{16z} \end{pmatrix}}_A \vec{v} = \underbrace{\lambda(r-r_0)\hat{e}_r - f^{\text{drive}}\hat{e}_\phi}_{\vec{b}}$$

$$A\vec{v} = \vec{b}$$

At every time step we solve for \vec{v} from $A\vec{v} = \vec{b}$ and then use the velocity to update the position and then repeat.



$$\begin{matrix} \vec{x}_1 \\ \left(\begin{matrix} x \\ y \\ z \end{matrix} \right) \end{matrix} = x_0 + \underbrace{\vec{v} dt}_{\text{how}}$$

Forward Euler

$$\vec{x}_1 = \vec{x}_0 + \underbrace{\vec{v} dt}_{\text{another parameter}}$$

Parameters

λ : radial spring stiffness

r_0 : preferred radius of orbit

a : sphere's radius

μ : The viscosity

dt : the time step

f_{drive} : the driving force

Final time:

Location of sphere is $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$

Locations in time $\#$ of time steps

$$3 \left\{ \begin{bmatrix} x_0 & x_1 & \dots & x_f \\ y_0 & y_1 & \dots & y_f \\ z_0 & z_1 & \dots & z_f \end{bmatrix} \right.$$

$$[x_0 \ y_0 \ z_0 \ x_1 \ y_1 \ z_1 \ \dots \ x_f \ y_f \ z_f]$$