Visulization Code

```
import os
import re
import numpy as np
import matplotlib.pyplot as plt
from matplotlib.tri import Triangulation
from mpl_toolkits.mplot3d import Axes3D
from scipy.spatial import Delaunay
from scipy.interpolate import griddata
from matplotlib.tri import Triangulation
from xml.etree import ElementTree as ET
import glob
import base64
```

Read and Extract Data from vtu Files from utils.py

```
In [2]: import sys
    sys.path.append('.') # Make sure current directory is in path
    from stefan_utils import read_stefan_vtu_snapshot
```

φ Visualization

```
In [32]: def plot temperature field(snapshot dir, case type='ice melting', output dir
             """Plot temperature fields (or monomer concentrations) based on case type
             # Load data
             points, Tl, Ts, phi, vx, vy = read_stefan_vtu_snapshot(snapshot_dir)
             tri = Delaunay(points[:, :2])
             fig, axes = plt.subplots(1, 2, figsize=(16, 7))
             # Left subplot
             ax1 = axes[0]
             tpc1 = ax1.tripcolor(points[:, 0], points[:, 1], tri.simplices, Tl,
                                   shading='gouraud', cmap='jet')
             if case type.lower() == 'protein aggregation':
                 label1 = 'Monomer in Aggregate'
                 title1 = 'Monomer Concentration (Inside Aggregate)'
             else:
                 label1 = '$T l$'
                 title1 = 'Liquid Temperature ($T l$)'
             fig.colorbar(tpc1, ax=ax1, label=label1)
             ax1.set title(title1, fontsize=14)
             ax1.set xlabel('X')
             ax1.set ylabel('Y')
```

```
ax1.set aspect('equal')
   # Right subplot
   ax2 = axes[1]
   tpc2 = ax2.tripcolor(points[:, 0], points[:, 1], tri.simplices, Ts,
                         shading='gouraud', cmap='jet')
   if case type.lower() == 'protein aggregation':
        label2 = 'Monomer Outside Aggregate'
       title2 = 'Monomer Concentration (Outside Aggregate)'
   else:
       label2 = '$T s$'
       title2 = 'Solid Temperature ($T s$)'
   fig.colorbar(tpc2, ax=ax2, label=label2)
   ax2.set title(title2, fontsize=14)
   ax2.set xlabel('X')
   ax2.set ylabel('Y')
   ax2.set aspect('equal')
   fig.suptitle('Field Visualization', fontsize=16)
   # Save if needed
   if output dir:
        os.makedirs(output dir, exist ok=True)
        fig.savefig(os.path.join(output dir, f"{snapshot name} temperature f
   plt.show()
def plot_phi_field(snapshot_dir, output_dir=None, snapshot_name='snapshot'):
    from stefan utils import read stefan vtu snapshot
   points, _, _, phi, _, _ = read_stefan_vtu_snapshot(snapshot_dir)
   tri = Delaunay(points[:, :2])
   fig = plt.figure(figsize=(16, 7))
   # === 1. 3D Phase Field ===
   ax1 = fig.add subplot(1, 2, 1, projection='3d')
   surf = ax1.plot trisurf(points[:, 0], points[:, 1], phi, triangles=tri.s
                            cmap='jet', linewidth=0.1, edgecolor='none', ant
   fig.colorbar(surf, ax=ax1, shrink=0.5, aspect=10, label='Phi')
   ax1.set_title('Phase Field ($\\phi$)', fontsize=16)
   ax1.set xlabel('X')
   ax1.set ylabel('Y')
   ax1.set zlabel('$\\phi$')
   ax1.view init(elev=30, azim=-45)
   # === 2. 2D Top View ===
   ax2 = fig.add subplot(1, 2, 2)
   tpc = ax2.tripcolor(points[:, 0], points[:, 1], tri.simplices, phi, shad
   fig.colorbar(tpc, ax=ax2, label='Phi')
   ax2.set_title('Phase Field ($\\phi$) - Top View', fontsize=16)
   ax2.set xlabel('X')
   ax2.set ylabel('Y')
   ax2.set aspect('equal')
```

```
fig.suptitle('Phase Field Visualizations', fontsize=18)
   if output dir:
        os.makedirs(output dir, exist ok=True)
        fig.savefig(os.path.join(output dir, f"{snapshot name} phi field com
    plt.tight layout()
    plt.show()
def plot velocity field(snapshot dir, case type="ice melting", output dir=No
    from stefan utils import read stefan vtu snapshot
   points, _, _, phi, vx, vy = read_stefan_vtu snapshot(snapshot dir)
   tri = Delaunay(points[:, :2])
   v mag = np.sqrt(vx**2 + vy**2)
   fig, (ax1, ax2) = plt.subplots(2, 1, figsize=(10, 14))
   # === 1. Velocity vectors over phi (2D view) ===
   tpc = ax1.tripcolor(points[:, 0], points[:, 1], tri.simplices, phi,
                        shading='gouraud', cmap='jet')
   fig.colorbar(tpc, ax=ax1, label='Phi')
   ax1.quiver(points[:, 0], points[:, 1], vx, vy, angles='xy',
               scale_units='xy', scale=1.5, color='black')
   ax1.set title('Velocity Field over $\phi$', fontsize=14)
   ax1.set xlabel('X')
   ax1.set ylabel('Y')
   ax1.set aspect('equal')
   # === 2. Velocity magnitude contour (2D view) ===
   x \min, x \max = points[:, 0].min(), points[:, 0].max()
   y min, y max = points[:, 1].min(), points[:, 1].max()
   xi, yi = np.meshgrid(np.linspace(x min, x max, 100), np.linspace(y min,
   vmi = griddata(points[:, :2], v mag, (xi, yi), method='linear')
   contour = ax2.contourf(xi, yi, vmi, levels=30, cmap='jet')
   fig.colorbar(contour, ax=ax2, label='|v|')
   ax2.set_title('Velocity Magnitude (2D Contour)', fontsize=14)
   ax2.set xlabel('X')
   ax2.set ylabel('Y')
   ax2.set aspect('equal')
   fig.suptitle('Velocity Field Visualizations', fontsize=18)
   if output dir:
        os.makedirs(output dir, exist ok=True)
        fig.savefig(os.path.join(output dir, f"{snapshot name} velocity fiel
    plt.tight layout()
    plt.show()
```

Results

Protein Aggregation

```
In [42]: import re
    from IPython.display import Markdown, display

# Load the file
    with open("protein_aggregation_report.md", "r") as file:
        content = file.read()

# Replace ( \latex ) → $\latex$ for inline
    content_fixed = re.sub(r"\(\s*(\\[^\\()]+?)\s*\)", r"$\l$", content)

# Replace block-level LaTeX with $$...$$ if needed (optional)
# content_fixed = re.sub(r"\$\$([^\\$]+)\$\$", r"\n$$\l$$\n", content_fixed)

# Display updated markdown
display(Markdown(content_fixed))
```

This section documents the modeling, implementation, and analysis of protein aggregation using a Stefan-type moving boundary solver, based on insights developed during discussions with Claude AI.

Overview

Protein aggregation was modeled as a **diffusion-limited growth** problem with **patch-dependent interfacial kinetics**, adapting a solver originally designed for ice melting (e.g., Frank sphere) to simulate irreversible binding of monomers onto protein aggregates.

The solver used a **single level-set approach** with **spatially varying boundary coefficients** to mimic patch behavior.

Mathematical Model

1. Protein Transport Equation (in Solution Region, $\phi < 0$)

$$\frac{\partial \rho}{\partial t} = \nabla \cdot (D(x) \nabla \rho)$$

- ho(x,t): protein concentration
- ullet D(x): position-dependent diffusivity

2. Laplace Equation (Inside Aggregate, $\phi>0$)

$$\nabla^2 \rho = 0$$

Assumes zero diffusion within the aggregate.

3. Level Set Evolution Equation

$$rac{\partial \phi}{\partial t} + v_n |
abla \phi| = 0$$

- $\phi(x,t)$: level set function (negative in solution, positive in aggregate)
- v_n : interface normal velocity

4. Jump Condition at Interface ($\phi=0$)

$$v_n = rac{k_s
abla
ho_s \cdot \mathbf{n} - k_l
abla
ho_l \cdot \mathbf{n}}{L
ho_l}$$

- k_s, k_l : binding rates (patch-specific)
- *L*: binding energy
- ρ_l : solution density

5. Robin Boundary Condition at Interface

$$\nabla \rho \cdot \mathbf{n} + \alpha \rho = \alpha \rho_{eq}$$

- α : binding coefficient (varies by patch)
- ho_{eq} : equilibrium concentration

Implementation Details

Key Variables

Variable	Description
phi	Level set function
T_l	Protein concentration in solution
T_s	Protein concentration in aggregate (fixed at 0)
v_interface	Interface velocity

Physical Parameters

```
alpha_s = 0.0; // No diffusion inside aggregates
alpha_l = 0.1; // Diffusion in solution
k_s = 1.5; // Binding rate for hydrophobic patches
k_l = 0.5; // Binding rate for hydrophilic patches
L = 1.0; // Binding energy
rho_l = 1.0; // Solution density
Tinterface = 0.0; // Equilibrium concentration at interface
Twall = 1.0; // Concentration at boundaries
```

Patch Implementation (C++ Snippet)

```
bool is_hydrophobic_patch(DIM(double x, double y, double z)) { double r = \text{sqrt}(\text{SQR}(x) + \text{SQR}(y) \text{CODE3D}(+ \text{SQR}(z))); return (r < 0.21 \mid | (r < 0.3 \&\& x > 0.1)); }
```

```
bool is_hydrophilic_patch(DIM(double x, double y, double z)) {
  double r = sqrt(SQR(x) + SQR(y) CODE3D(+ SQR(z)));
  return (r < 0.3 && !is_hydrophobic_patch(DIM(x, y, z)));
}</pre>
```

Velocity Modification Based on Patch Type

```
bool hydrophobic = is_hydrophobic_patch(DIM(xyz[0], xyz[1], xyz[2]));
double growth_factor = hydrophobic ? 2.0 : 0.5;

foreach_dimension(d) {
  jump.ptr[d][n] *= growth_factor;
}
```

Solver Workflow

Initialize:

- Create initial spherical protein aggregate
- · Set up concentration gradient from boundaries

For each timestep:

- · Extend fields across interface
- Compute interfacial velocity based on concentration gradients
- Advance level set function
- Update grid based on new level set
- · Solve diffusion equation in both domains
- · Check for convergence

Visualization:

- Monitor phase field (ϕ)
- Track concentration fields (T_l, T_s)
- Visualize interface velocity

Results & Analysis

Observations

- Initial growth phase with non-zero velocity
- Eventual steady state with zero interface velocity
- · Uniform, circular growth pattern
- · Stable concentration gradient

Expected vs. Actual Behavior

The model successfully captured:

- ✓ Diffusion-driven growth
- Zero diffusion inside aggregates
- Concentration gradient from boundaries
- ✓ Evolution to physically realistic steady state

However, the patches did not produce visible anisotropy as expected:

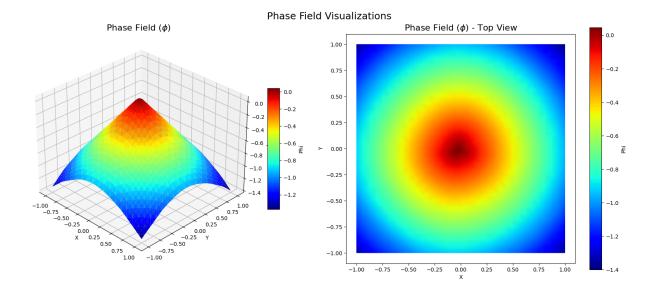
- The growth remained uniformly circular
- Patch effects were not strong enough to break symmetry

Interpretation

The simulation results align with diffusion-limited growth theory, showing:

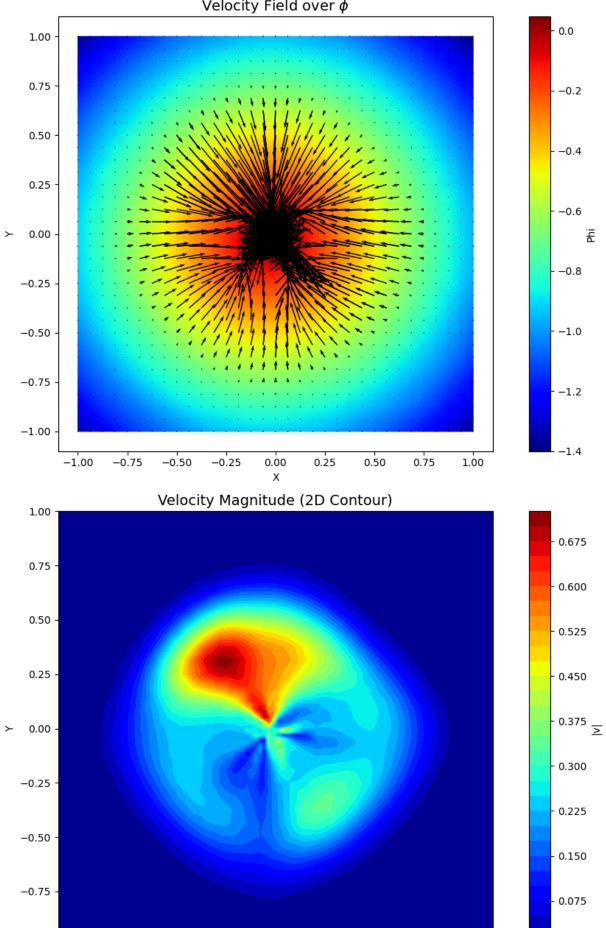
- Initial rapid growth when concentration gradient is steep
- Gradual slowing as nearby monomers are depleted
- Eventual steady state when diffusion rate balances attachment/detachment rates

The **uniform circular shape** suggests that patch effects need enhancement to create more realistic, **non-uniform** protein aggregates.



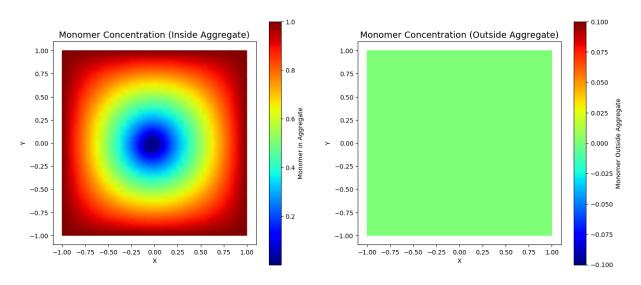
In [33]: plot_velocity_field(snapshot_dir)

Velocity Field Visualizations Velocity Field over ϕ



In [11]: plot_temperature_field(snapshot_dir, case_type=case_type)

Field Visualization



In []: