

ACTIVE BROWNIAN PARTICLES PERFORMING TARGET SEARCH

Eq. of motion (Its discretization) in 2D

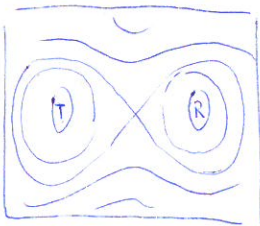
$$\begin{cases} \vec{r}_{t+dt} = \vec{r}_t + v \hat{u}_t dt + \sqrt{2D} dt \vec{\xi}_t \left(+ \nu \vec{F}(\vec{r}_t) dt \right) \\ \vartheta_{t+dt} = \vartheta_t + \sqrt{2D_{\vartheta}} dt \eta_t \end{cases}$$

$$\hat{u}_t = (\cos \vartheta_t, \sin \vartheta_t)$$

$\vec{\xi}_t, \vec{\xi}_{\vartheta t}, \eta_t$ Gaussian distributed random variables with zero mean and unit variance

$$\vec{F} = -\nabla U$$

target-search in heterogeneous environments. Example

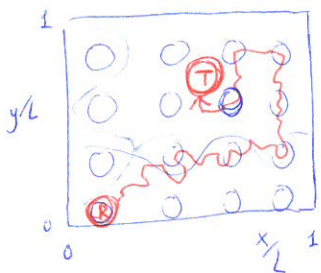


$$U(x, y) = k_x (x^2 - x_0^2)^2 + \frac{k_y}{2} y^2$$

one can investigate the following observables

- distribution of transition path times
(time required to go from R to T without going back to R before reaching T)
- reactive probability density (probability of being in a given position conditioned to the fact that we consider only the reactive paths)
- reactive currents
- rates of going from R to T (or average time to find the target)

$$U(x, y) = K \left[\sin\left(\frac{8\pi x}{L}\right) + \sin\left(\frac{8\pi y}{L}\right) \right]$$



Potential: such that a passive particle stay in the minima with rare jumps from one minimum to the other

Activity (σ): such that it is easier for the particle to travel around in the landscape but still feels the potential.

- what if target is on a maximum? a minimum? randomly placed?
- what happen changing the activity or the persistence of the particle?
- chiral ABP? $\left(\vartheta_{t+dt} = \vartheta_t + \omega dt + \sqrt{2D_{\vartheta}} dt \eta_t \right)$