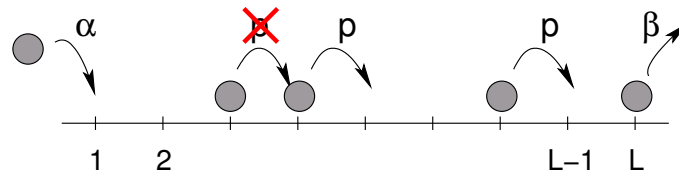


TD3 : Various update schemes for TASEP

We consider a TASEP (Totally Asymmetric Simple Exclusion Process) on a 1D lattice of length L .



- Particles are injected on site 1 with rate α if this site is empty.
- Particles hop to the next site if it is empty with rate p .
- If the last site L is occupied, the particle leaves the system with rate β .

1. Prepare the structure of a python code with

```
import numpy as np
from random import random
import matplotlib.pyplot as plt
```

Define the rates, prepare the main loop over time (we can distinguish k the number of time steps, and $t = k * \Delta t$ the real time).

The state of the system will be represented by a list or array of length L containing Boolean variables (value 0 or 1) indicating if a given site is empty or occupied.

2. **Parallel update :**

At each time step $\Delta t = 1$, all the sites are updated in parallel.

The state of the lattice at time $t + \Delta t$ is obtained from the state at time t .

- (a) Write the code that will update the lattice state according to the rules above.

Hint: Create 2 lists or arrays of size L , so that the new state can easily be obtained from the old one without erasing data.

Note that in order to duplicate lists or arrays, you cannot just write

```
l1 = l2
```

You should rather use

```
l1 = l2 [:]
```

for lists, and

```
l1 = np.copy(l2)
```

for numpy arrays.

Hint: Be careful to distinguish rates and probabilities.

Hint: The state of the system can be visualized in a spatio-temporal plot using for example

```
# Show only occupied sites
latplot = [np.nan if jj == 0 else 1 for jj in lat]
# Spatio temporal plot
plt.scatter([*range(1,LL+1)],
            [deltat + tps*jj for jj in latplot], color='b')
```

But use this only for a few time steps.

(b) What is the qualitative difference between the case $p = 1$ and $p < 1$?

3. Random sequential update :

Each time step $\Delta t = 1$ is divided into $L + 1$ micro-timesteps $\delta t = \frac{\Delta t}{L+1}$.

At each micro-step :

- Choose a link $(i, i+1)$ at random for $i = 0 \dots L$.
- If $i = 0$, try to inject a particle with probability $\alpha \Delta t$ if site 1 is empty.
- If $1 \leq i \leq L - 1$, try to perform a jump if there is a particle in site i , and no particle in site $i+1$, with probability $p \Delta t$.
- If $i = L$, and if there is a particle in site L , remove it with probability $\beta \Delta t$.

- (a) With the procedure described above, what is the probability according to which a given particle jumps within one time step Δt ?
- (b) Write the code that will update the lattice state according to the rules above.
- (c) Is there a qualitative difference between the case $p = 1$ and $p < 1$?
- (d) If we choose a link at random at each micro-step, it often occurs that no transition is possible along this link.

Could we rather choose one of the particles at random?

In which context could it be equivalent?

4. Update in continuous time :

See notes describing the Gillespie algorithm.

- (a) List all the possible transitions, with their rates.
- (b) Implement the Gillespie algorithm for the TASEP.

Hint: It will be useful to define a class 'Transition' with attributes 'rate', 'typ', 'link' :
For example

```
class Transition():
    """
    Class for all possible stochastic transitions
    """
    def __init__(self, rate, typ, link):
        self.rate = rate
        self.typ = typ
        self.link = link

    def __repr__(self):
        return f"t={self.typ}\nr={self.rate}\nl={self.link}"
```

Hint: Random number from an exponential distribution :

- either use the 'trick' described in the notes to obtain it from a uniform distribution
- or use the python function `numpy.random.exponential(scale)` where `scale` is the inverse of the rate.