

# A Fluctuating Immersed Boundary Method for Brownian Suspensions of Rigid Particles

Aleksandar Donev

*Courant Institute, New York University*

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# Bent Active Nanorods

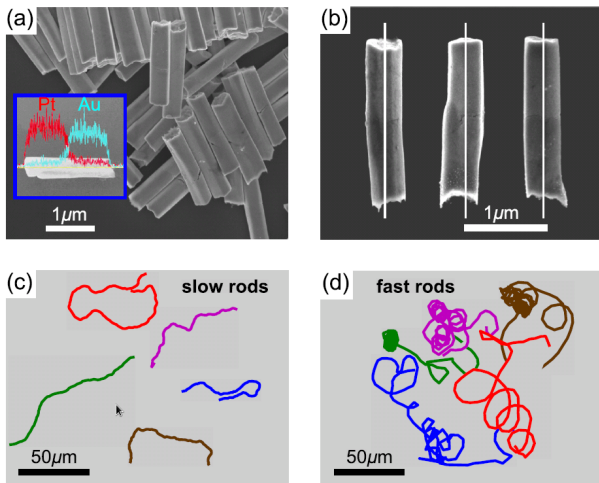
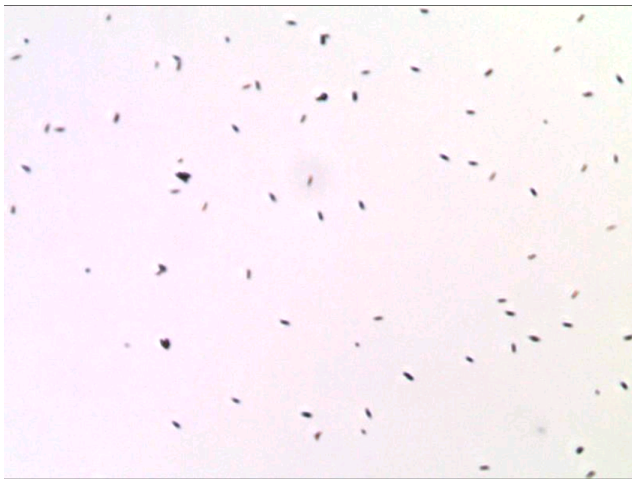


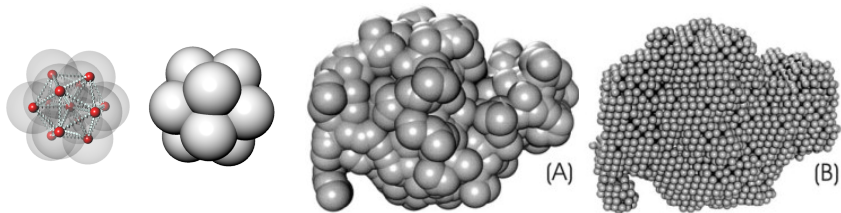
Figure: From the Courant Applied Math Lab of Zhang and Shelley [1]

# Thermal Fluctuation Flips



QuickTime

# Blob/Bead Models



**Figure:** Blob or “raspberry” models of: a spherical colloid, and a lysozyme [2].

# Immersed Rigid Bodies

- In the **immersed boundary method** we extend the fluid velocity everywhere in the domain,

$$\begin{aligned} \rho \partial_t \mathbf{v} + \nabla \pi &= \eta \nabla^2 \mathbf{v} - \int_{\Omega} \boldsymbol{\lambda}(\mathbf{q}) \delta(\mathbf{r} - \mathbf{q}) d\mathbf{q} + \nabla \cdot \left( \sqrt{2\eta k_B T} \mathcal{W} \right) \\ \nabla \cdot \mathbf{v} &= 0 \text{ everywhere} \\ m_e \dot{\mathbf{u}} &= \mathbf{F} + \int_{\Omega} \boldsymbol{\lambda}(\mathbf{q}) d\mathbf{q} \\ I_e \dot{\boldsymbol{\omega}} &= \boldsymbol{\tau} + \int_{\Omega} [\mathbf{q} \times \boldsymbol{\lambda}(\mathbf{q})] d\mathbf{q} \\ \mathbf{v}(\mathbf{q}, t) &= \mathbf{u} + \mathbf{q} \times \boldsymbol{\omega} \\ &= \int \mathbf{v}(\mathbf{r}, t) \delta(\mathbf{r} - \mathbf{q}) d\mathbf{r} \text{ for all } \mathbf{q} \in \Omega, \end{aligned}$$

where the **induced fluid-body force** [3]  $\boldsymbol{\lambda}(\mathbf{q})$  is a Lagrange multiplier enforcing the final **no-slip condition** (rigidity).

# Body Mobility Matrix

- Ignoring fluctuations, for **viscous-dominated** flow we can switch to the **steady Stokes** equation.
- For a suspension of rigid bodies define the **body mobility matrix**  $\mathcal{N}$ ,

$$[\mathbf{u}, \boldsymbol{\Omega}]^T = \mathcal{N} [\mathcal{F}, \mathcal{T}]^T,$$

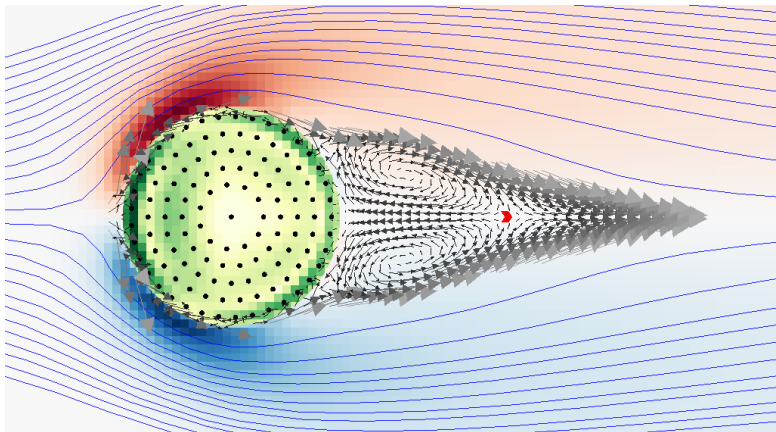
where the left-hand side collects the **linear and angular velocities**, and the right hand side collects the **applied forces and torques**.

- The **Brownian dynamics** of the rigid bodies is given by the overdamped Langevin equation

$$\begin{bmatrix} \mathbf{u} \\ \boldsymbol{\Omega} \end{bmatrix} = \mathcal{N} \begin{bmatrix} \mathcal{F} \\ \mathcal{T} \end{bmatrix} + (2k_B T \mathcal{N})^{\frac{1}{2}} \nabla \diamond \mathcal{W}.$$

- Problem: **How to compute  $\mathcal{N}$  and  $\mathcal{N}^{\frac{1}{2}}$  and simulate the Brownian motion of the bodies?**

# Immersed-Boundary Method



**Figure:** Flow past a rigid cylinder computed using our rigid-body immersed-boundary method at  $Re = 20$ . The cylinder is discretized using 121 markers/blobs.

# Blob Model

- The rigid body is discretized through a number of “**markers**” or “**blobs**” [4] with positions  $\mathbf{Q} = \{\mathbf{q}_1, \dots, \mathbf{q}_N\}$ .
- Take an **Immersed Boundary Method** (IBM) approach and describe the fluid-blob interaction using a localized smooth **kernel**  $\delta_a(\Delta\mathbf{r})$  with compact support of size  $a$  (regularized delta function).
- Our methods:
  - Work for the steady Stokes regime ( $\text{Re} = 0$ ) as well as finite Reynolds numbers because there is **no time splitting**.
  - **Strictly** enforce the **rigidity** constraint.
  - Ensure **fluctuation-dissipation balance** even in the presence of **nontrivial boundary conditions**.
  - Involve **no Green’s functions**, but rather, use a finite-volume staggered-grid **fluid solver** to include hydrodynamics.



# Rigid-Body Immersed-Boundary Method

- **Rigidly-constrained Stokes** linear system

$$\begin{aligned} \nabla \pi - \eta \nabla^2 \mathbf{v} &= - \sum \lambda_i \delta_a(\mathbf{q}_i - \mathbf{r}) + \sqrt{2\eta k_B T} \nabla \cdot \mathcal{W} \\ \nabla \cdot \mathbf{v} &= 0 \text{ (Lagrange multiplier is } \pi) \\ \sum_i \lambda_i &= \mathbf{F} \text{ (Lagrange multiplier is } \mathbf{u}) \end{aligned} \quad (1)$$

$$\sum \mathbf{q}_i \times \lambda_i = \boldsymbol{\tau} \text{ (Lagrange multiplier is } \boldsymbol{\omega}),$$

$$\int \delta_a(\mathbf{q}_i - \mathbf{r}) \mathbf{v}(\mathbf{r}, t) d\mathbf{r} = \mathbf{u}_i + \boldsymbol{\omega}_i \times \mathbf{q}_i + \text{slip (Multiplier is } \lambda_i)$$

where  $\boldsymbol{\Lambda} = \{\lambda_1, \dots, \lambda_N\}$  are the unknown **rigidity forces**.

- 1 **Specified kinematics** (e.g., swimming object): Unknowns are  $\mathbf{v}$ ,  $\pi$  and  $\boldsymbol{\Lambda}$ , while  $\mathbf{F}$  and  $\boldsymbol{\tau}$  are outputs (easier).
- 2 **Free bodies** (e.g., colloidal suspension): Unknowns are  $\mathbf{v}$ ,  $\pi$  and  $\boldsymbol{\Lambda}$ ,  $\mathbf{u}$  and  $\boldsymbol{\omega}$ , while  $\mathbf{F}$  and  $\boldsymbol{\tau}$  are inputs (harder).

# Suspensions of Rigid Bodies

$$[\mathbf{U}, \boldsymbol{\Omega}]^T = \mathcal{N} [\mathcal{F}, \mathcal{T}]^T,$$

- The many-body mobility matrix  $\mathcal{N}$  takes into account higher-order hydrodynamic interactions,

$$\mathcal{N} = (\mathcal{K} \mathcal{M}^{-1} \mathcal{K}^*)^{-1},$$

where the **blob mobility matrix**  $\mathcal{M}$  is defined by

$$\mathcal{M}_{ij} = \eta^{-1} \int \delta_a(\mathbf{q}_i - \mathbf{r}) \mathbf{G}(\mathbf{r}, \mathbf{r}') \delta_a(\mathbf{q}_j - \mathbf{r}') \, d\mathbf{r} d\mathbf{r}' \quad (2)$$

where  $\mathbf{G}$  is the Green's function for the Stokes problem (**Oseen tensor** for infinite domain), and  $\mathcal{K}$  is a simple geometric matrix, defined via

$$\mathcal{K}^* [\mathbf{U}, \boldsymbol{\Omega}]^T = \mathbf{U} + \boldsymbol{\Omega} \times \mathbf{Q}.$$

# Numerical Method

- The difficulty is in the numerical method for solving the rigidity-constrained Stokes problem: **large saddle-point system**.
- We use an iterative method based on a **Schur complement** in which we approximate the blob mobility matrix analytically relying on **near translational-invariance** of the Peskin IB method [5].
- **Fast direct solvers** (related to FMMs) are required to approximately compute the action of  $\mathcal{M}^{-1}$ .
- This works for **confined systems**, **non-spherical** particles, **finite-Reynolds numbers** and even **active particles**.  
Can also be extended to **semi-rigid structures** (e.g., bead-link polymer chains).

# References



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