

Flocks With Trap, Vision-Cone And Communication-delay

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Statistical Physics Meet.2017

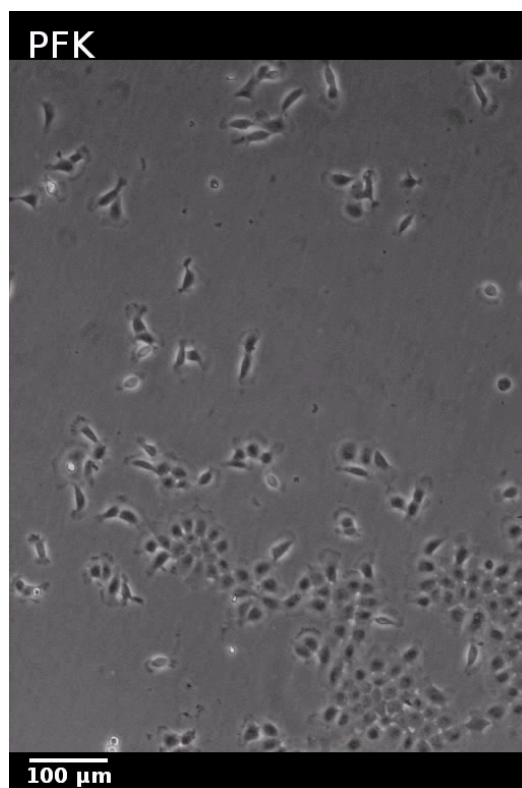
Hartmut Löwen (H.H.U)

Ronojoy Adhikari (IMSC)
Rajesh Singh

Sayeed Ahmad (UniPune)
Mihir Dhurve (Unipune /
ICTP)

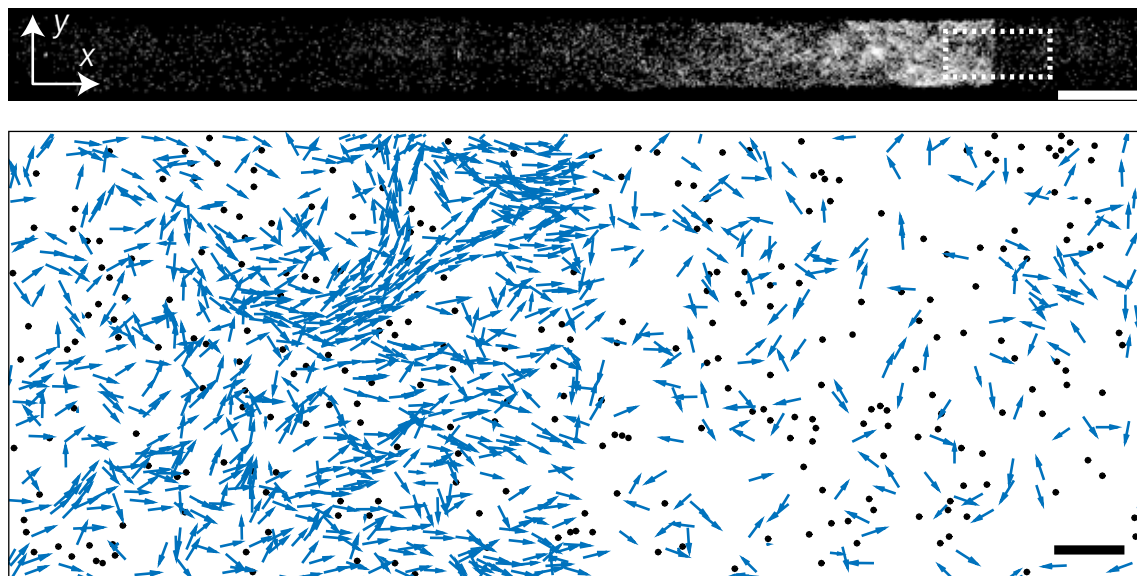
Flocks And Active Systems

Flock : Interacting agents process local energy to move together

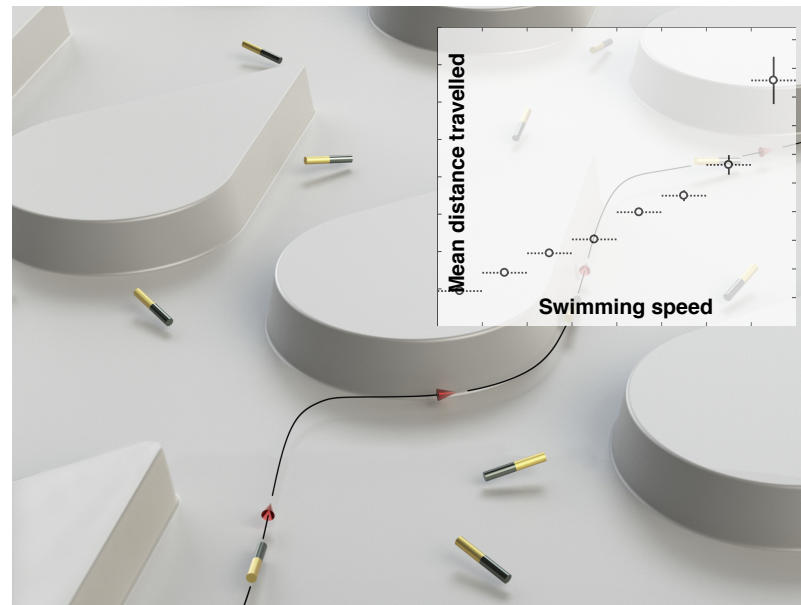


External Perturbation

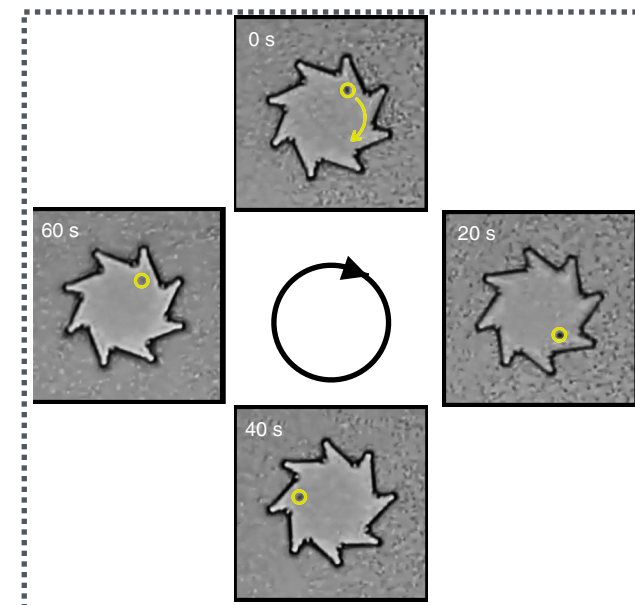
Different Perturbations : disordered, tear-drops and sawtooth obstacles



Nullifying directed transport



Directed transport

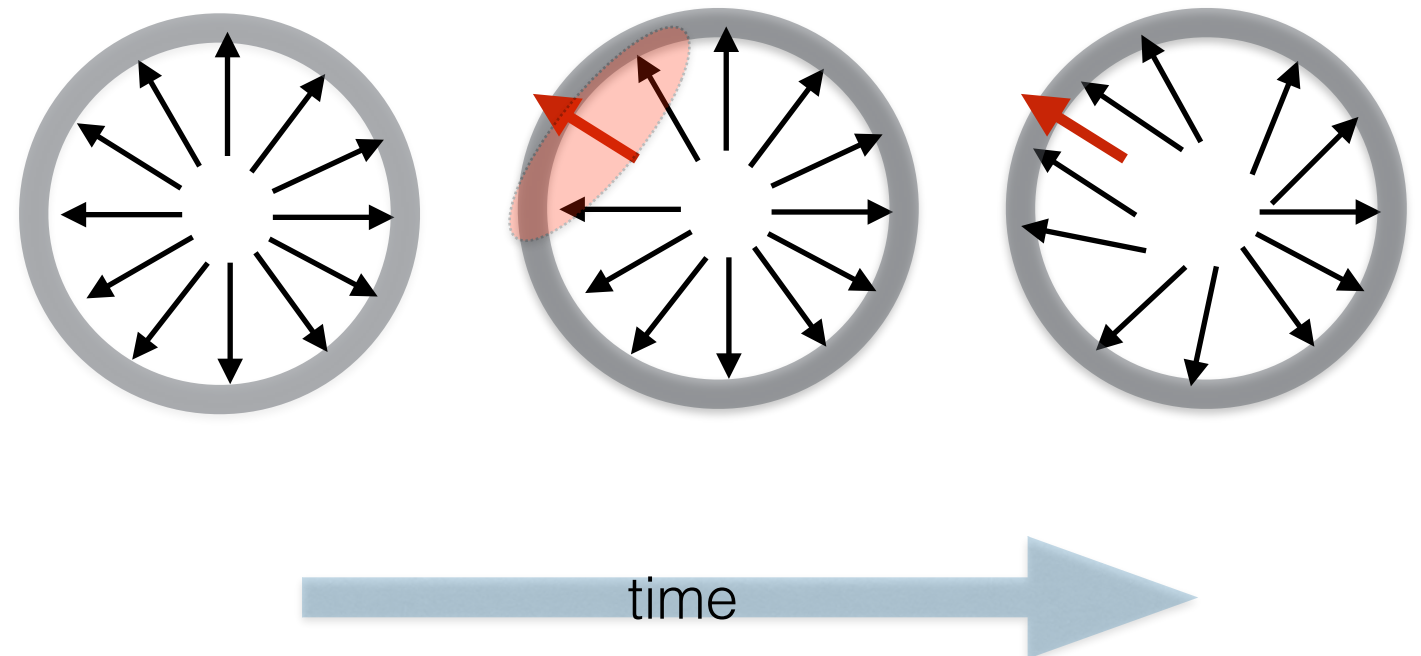
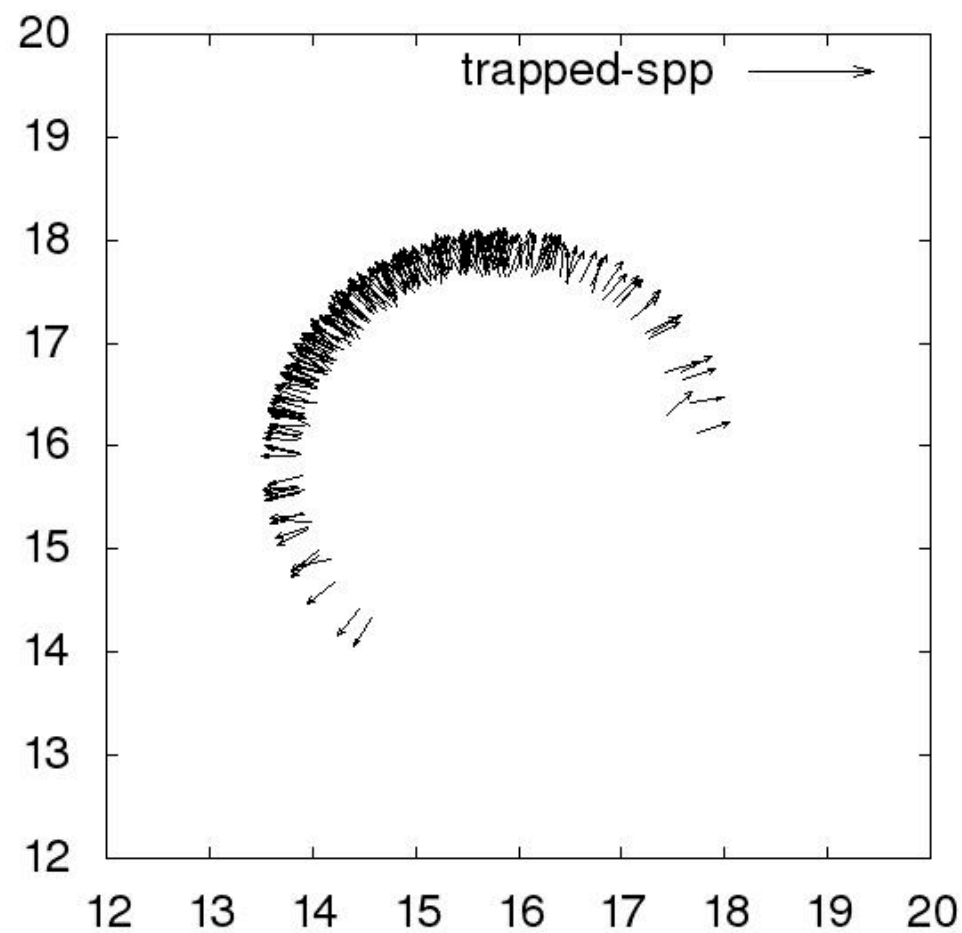


Work extraction

What happens close to the boundaries of the 'obstacles'?

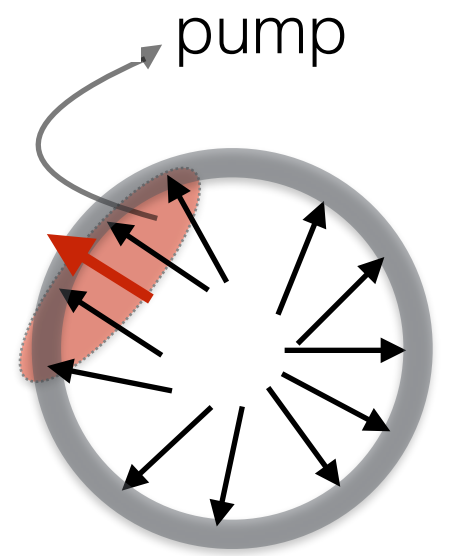
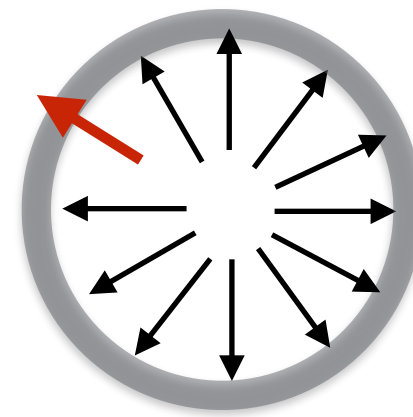
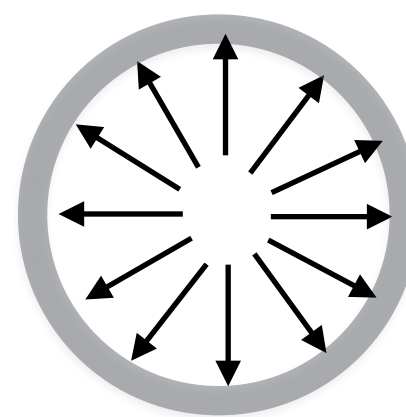
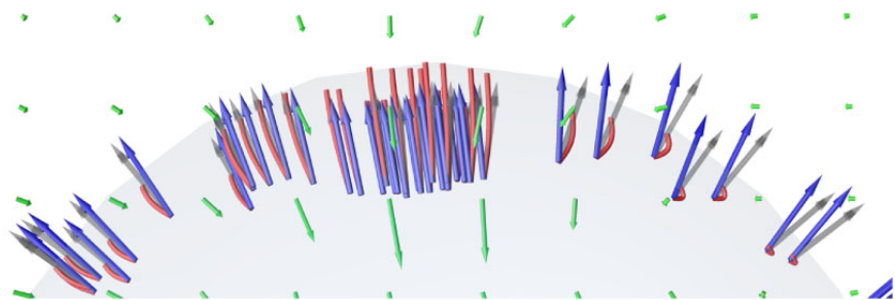
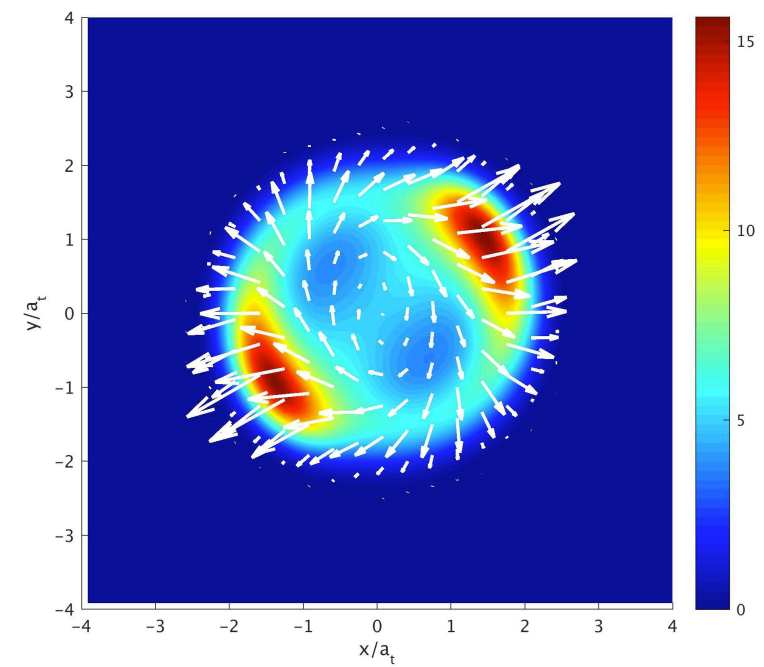
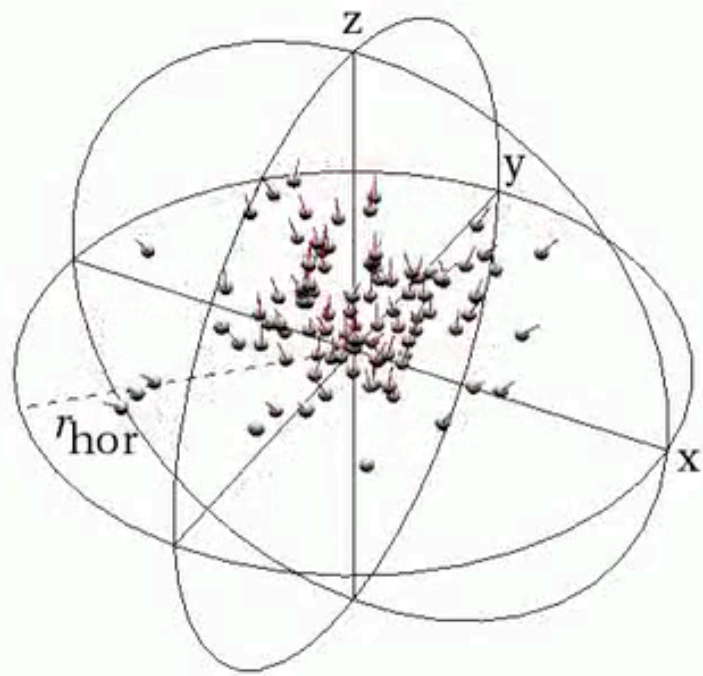
External Perturbation : Trap

Self-propellers with Vicsek alignment + Harmonic trap

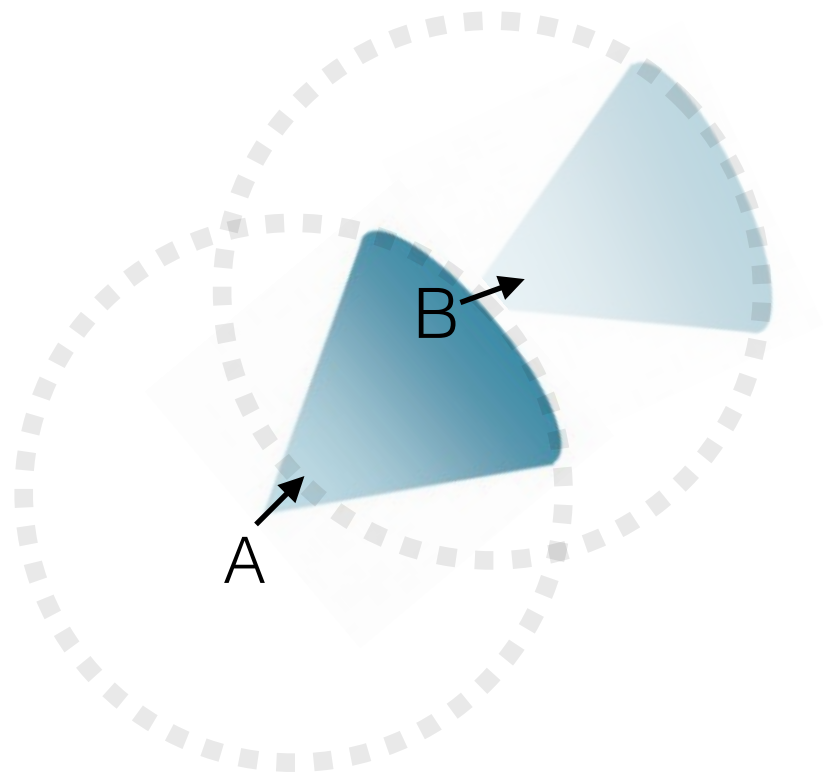


Breaking of spherical symmetry

Self-Propeller Pump

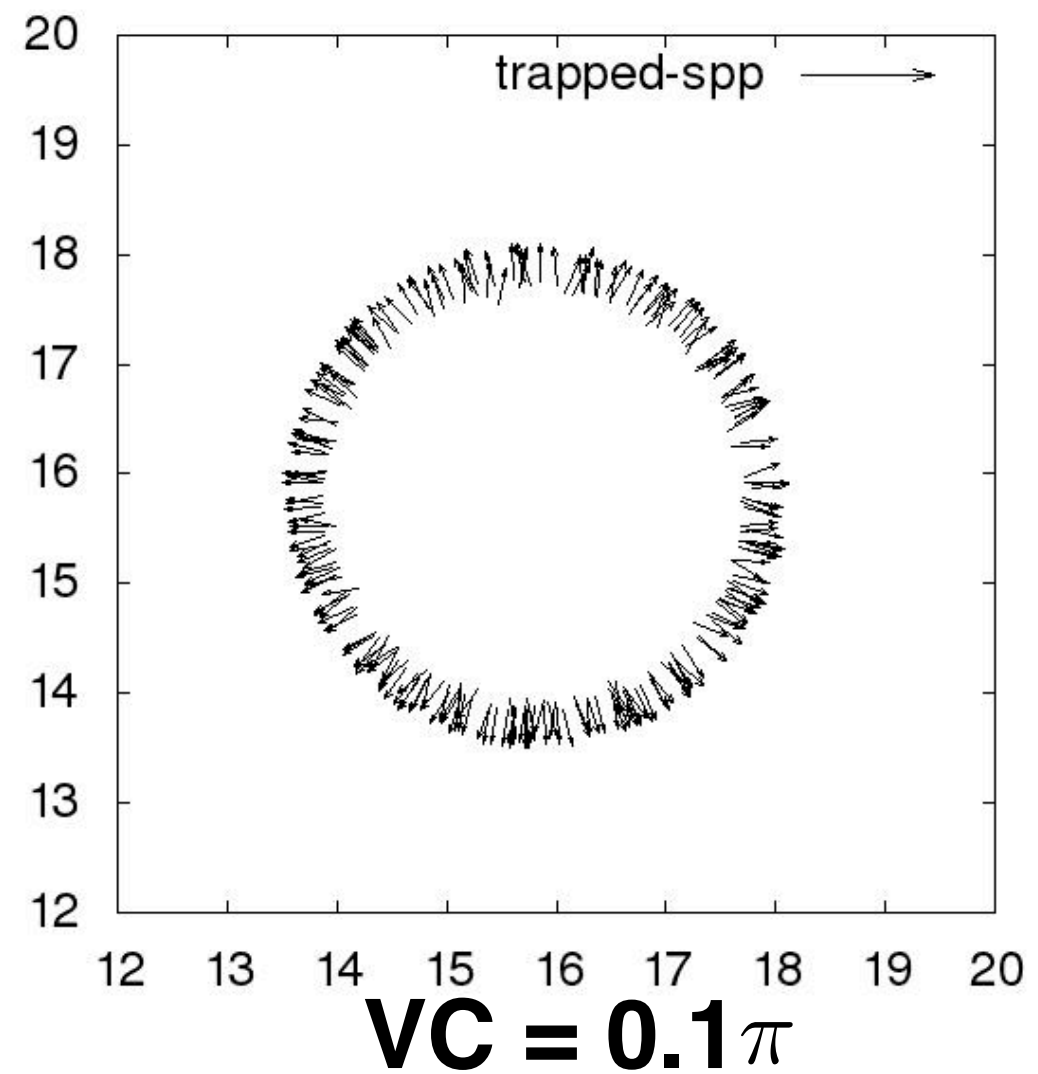
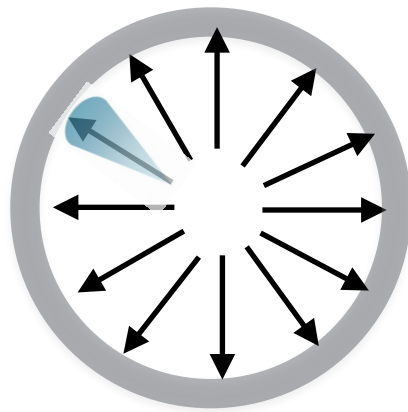


Restoring Spherical Symmetry Within The Trap : Vision-Cone

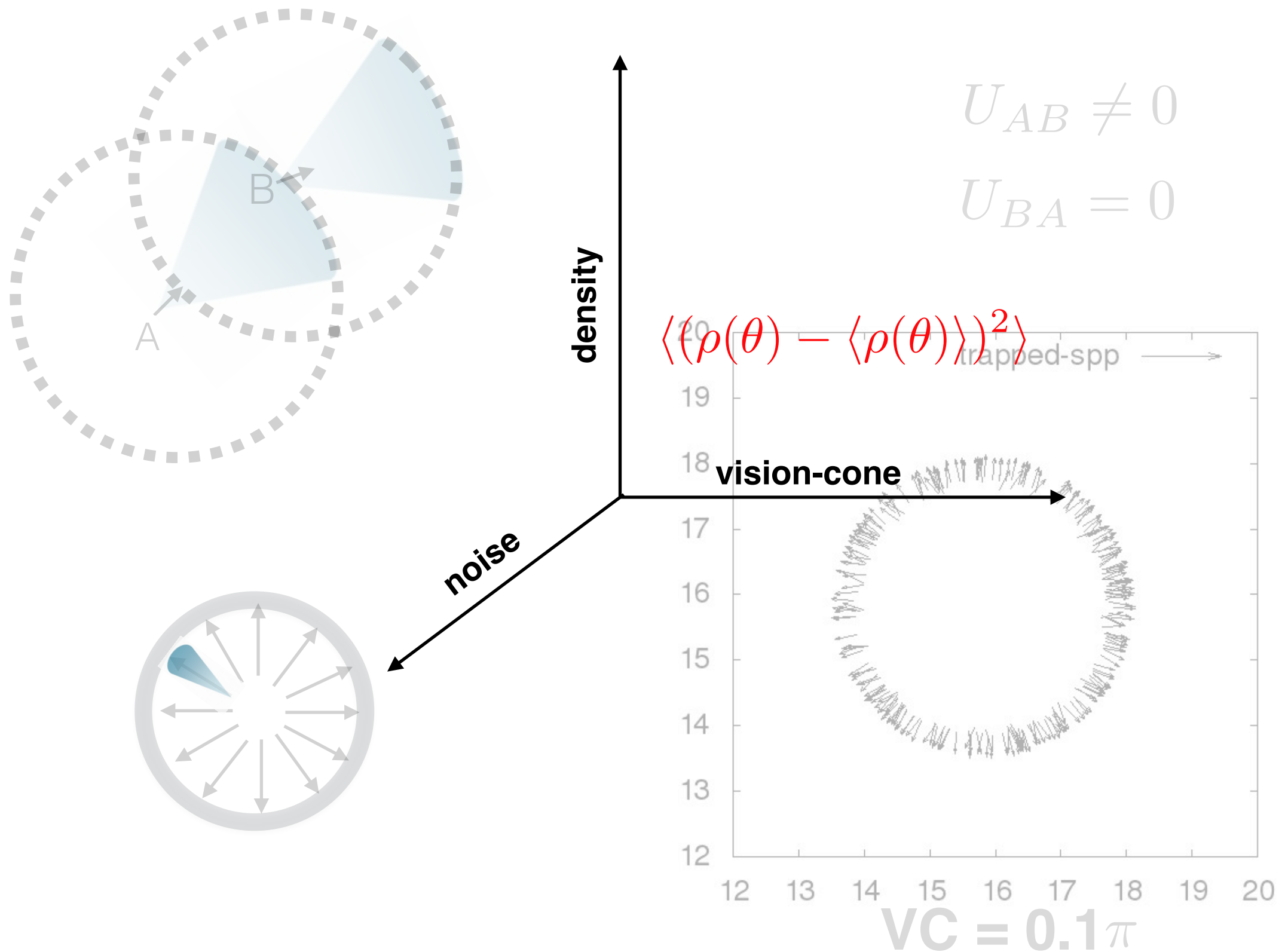


$$U_{AB} \neq 0$$

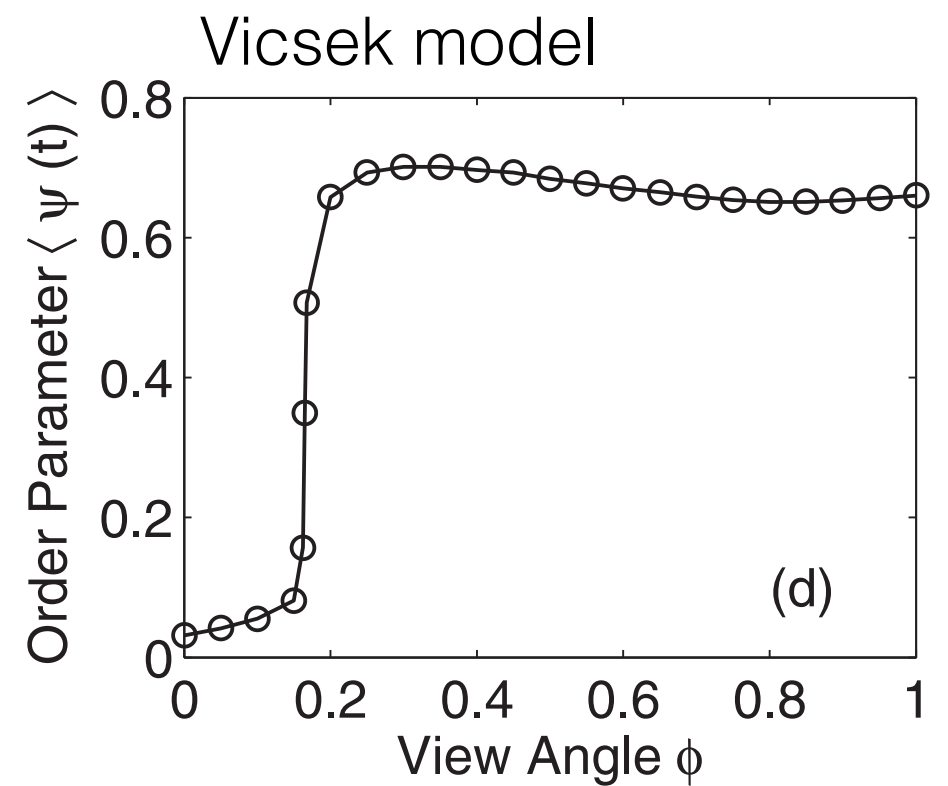
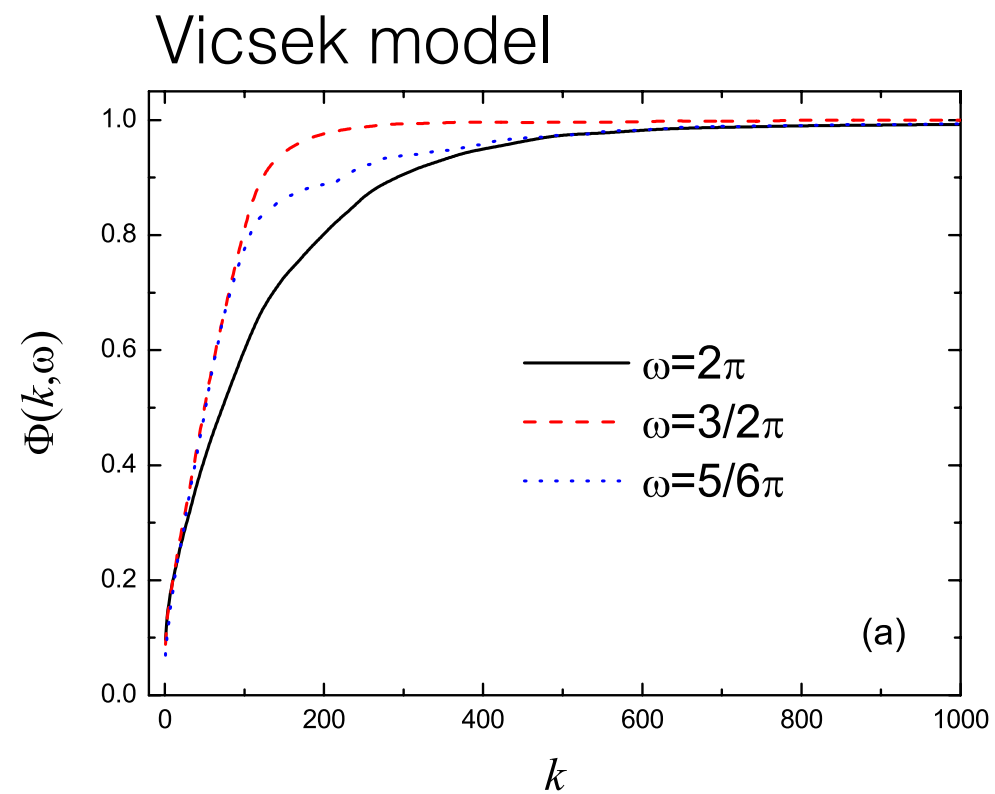
$$U_{BA} = 0$$



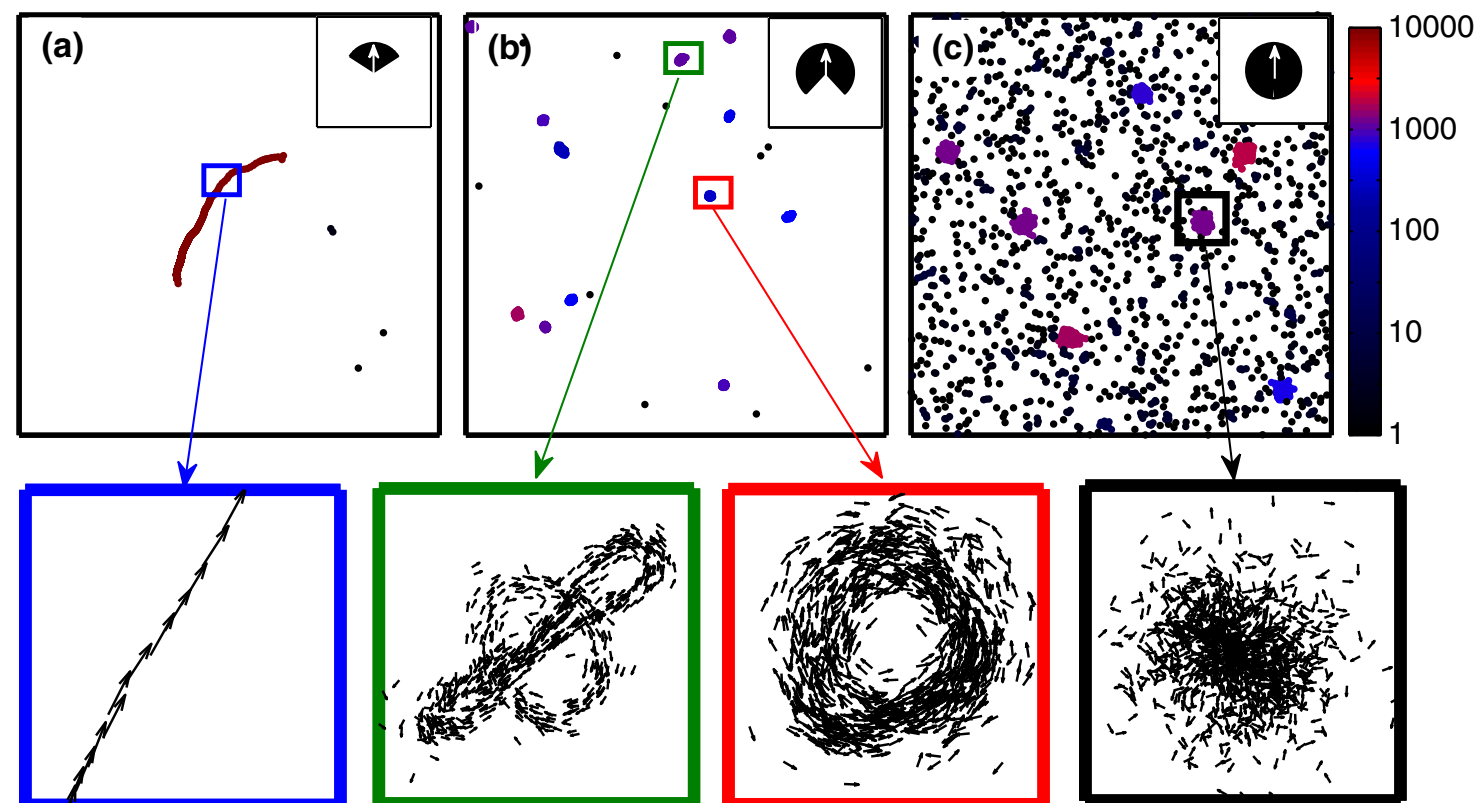
Restoring Spherical Symmetry Within The Trap : Vision-Cone



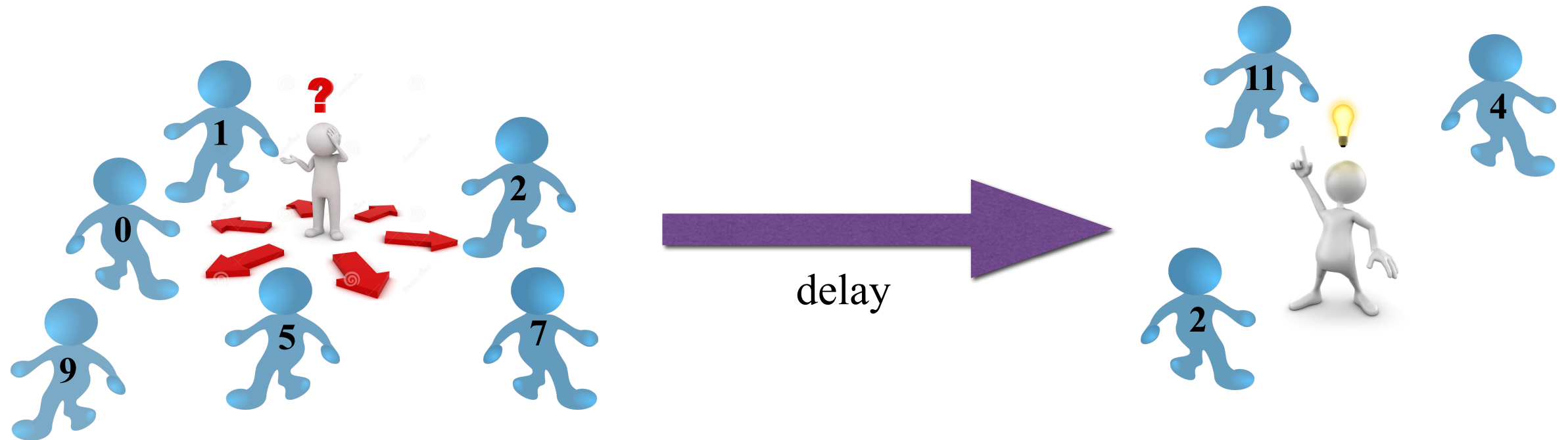
Vision-Cone : Effects In Bulk



Self-propellers
with position-based
attractive interaction
(no velocity alignment)



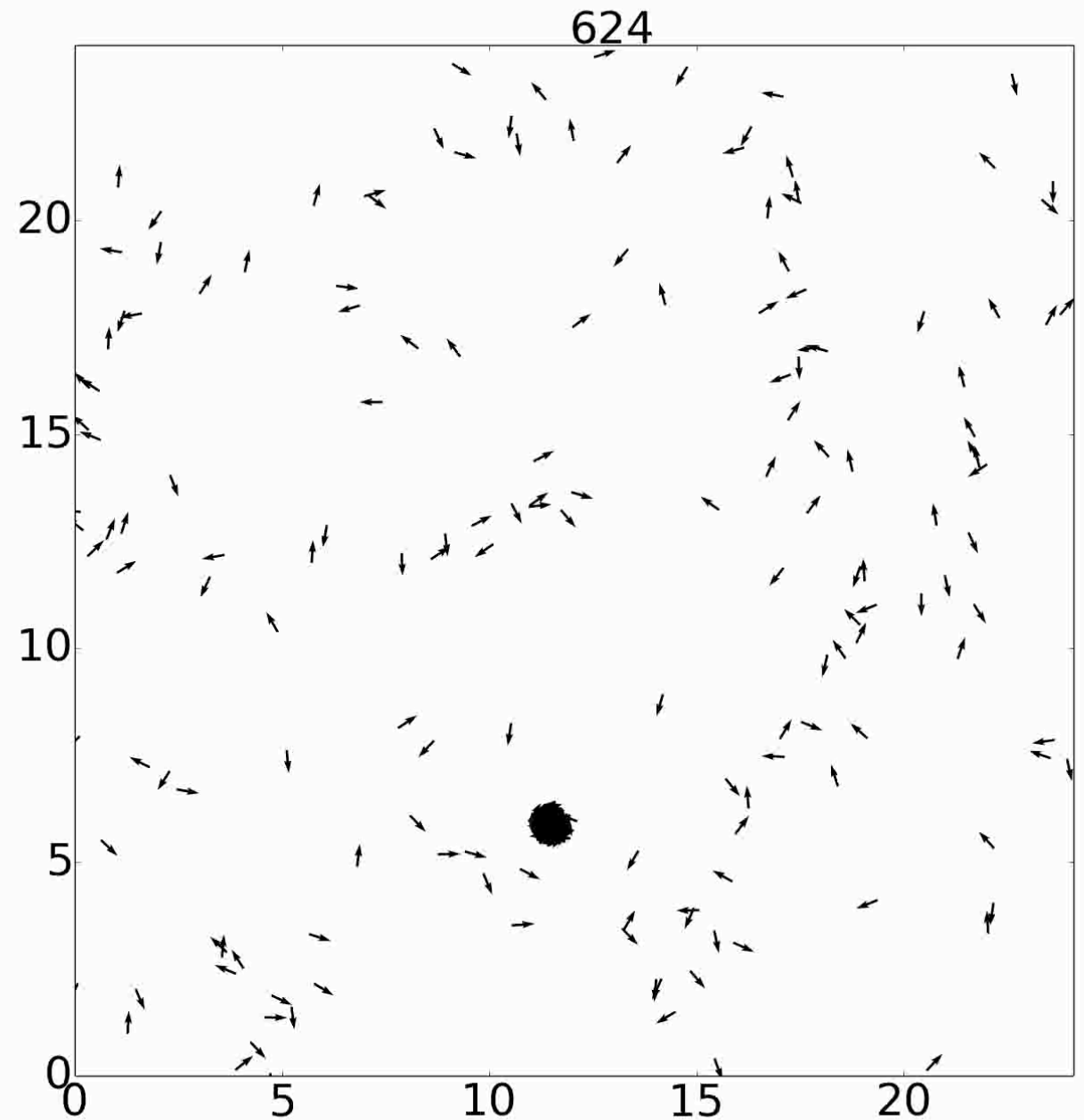
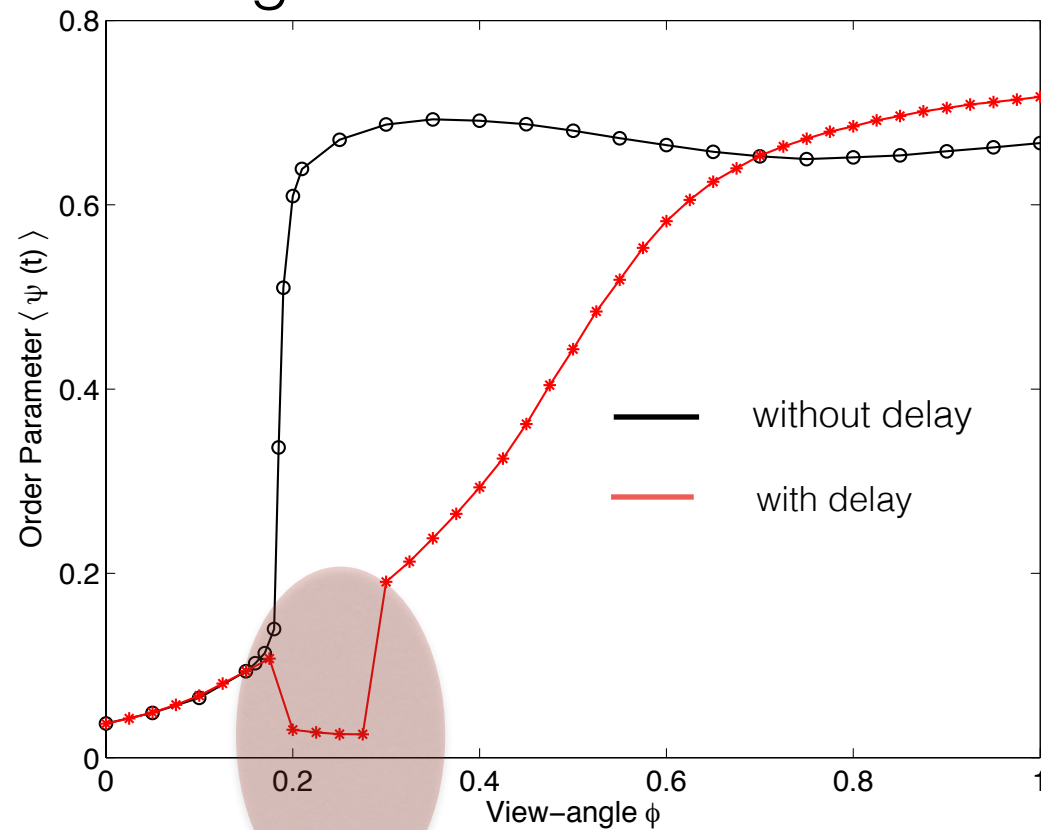
Communication Delay



Communication Delay + Vision Cone

(Effects in bulk)

Vicsek alignment

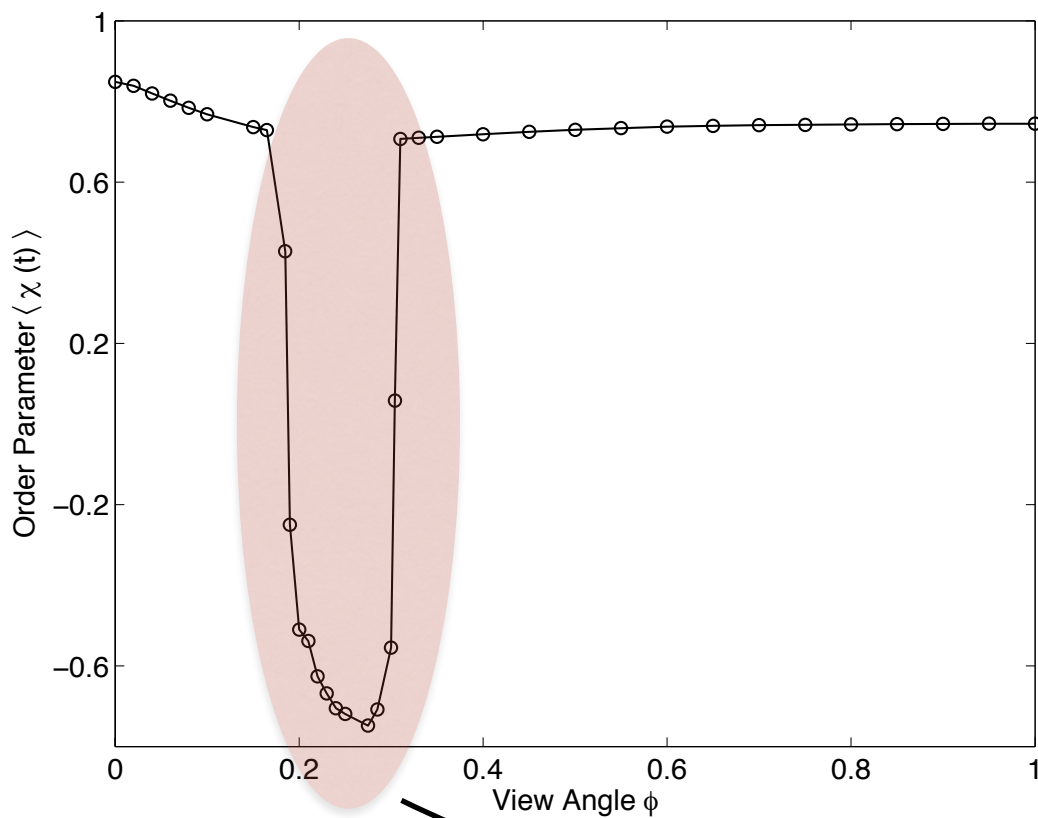


‘Frozen’ / absorbing Steady States !

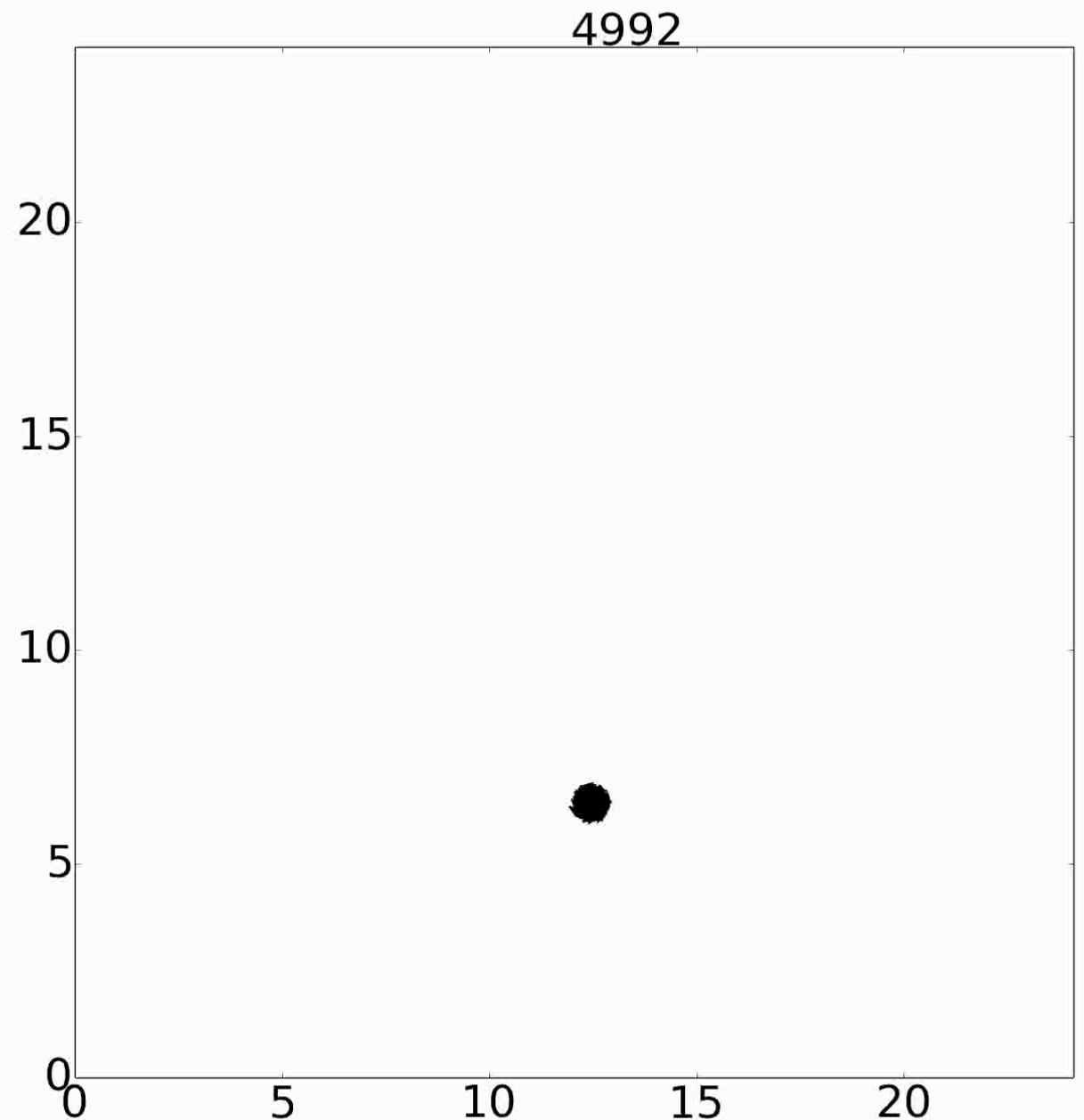
Communication Delay + Vision Cone

(Effects in bulk)

Vicsek alignment



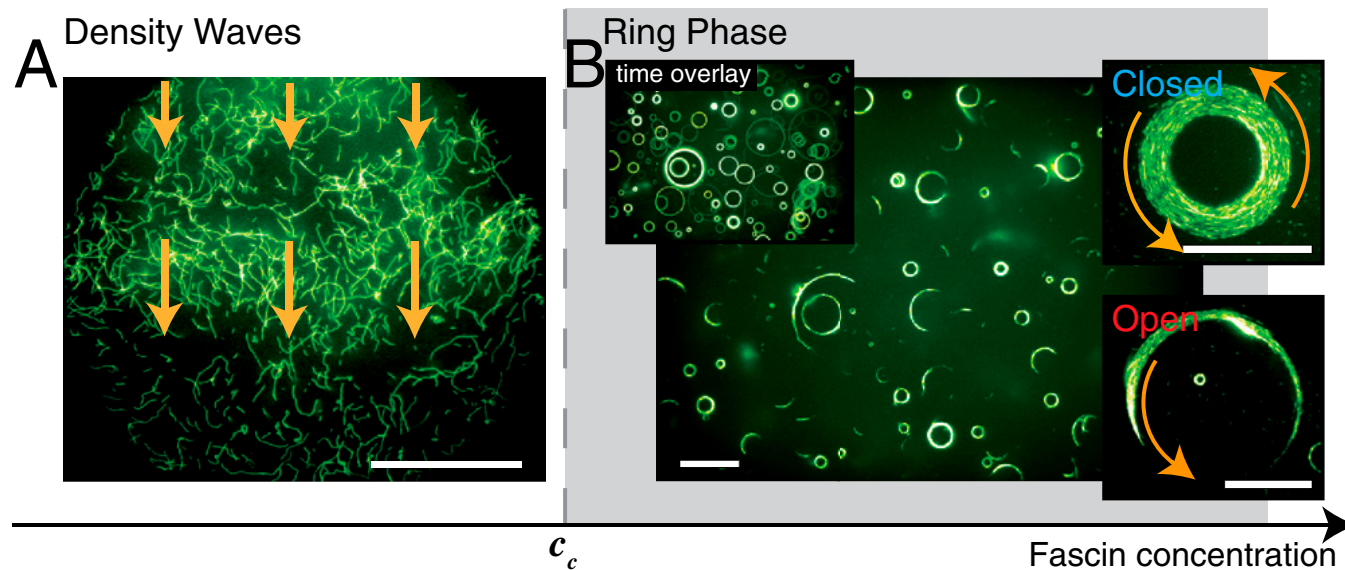
$$\chi = \langle \vec{v}_t \cdot \vec{v}_{(t+dt)} \rangle / ||\cdot||$$



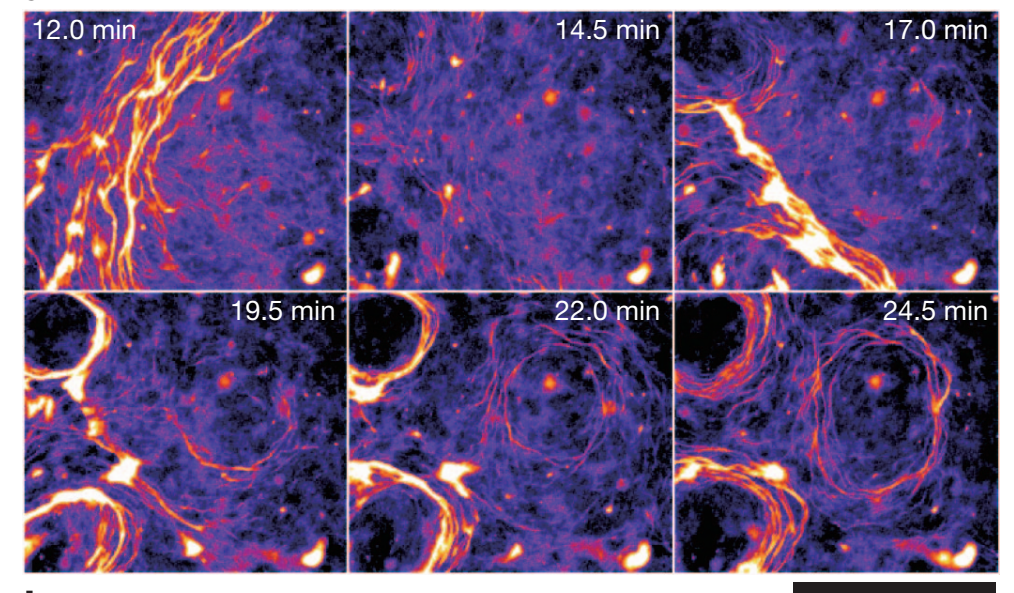
‘Frozen’ / absorbing Steady States !

‘Frozen’ Steady States

(In vitro)

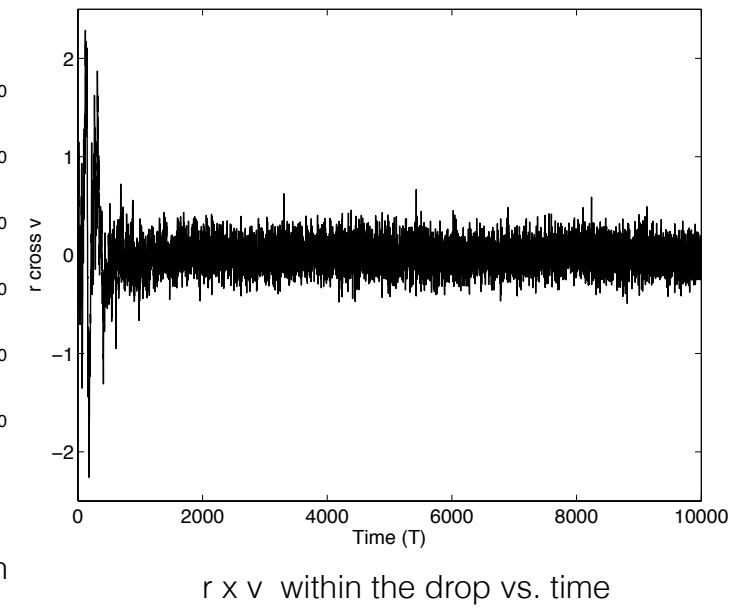
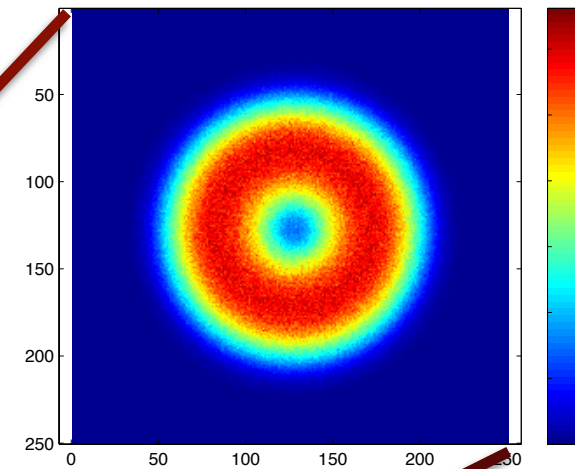
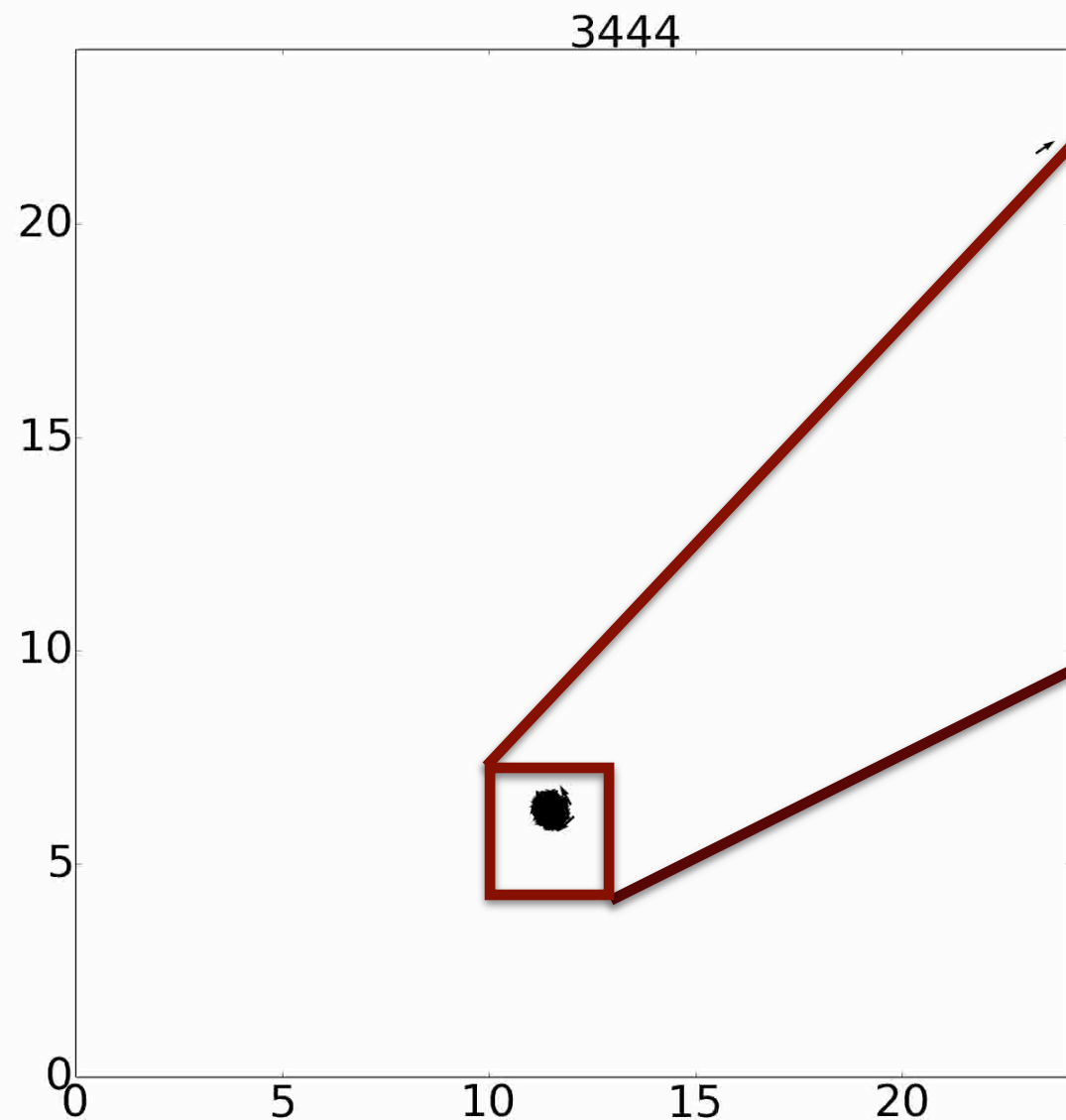


Motility Assay : Actin + motor-proteins+Fascin (passive crosslinker)

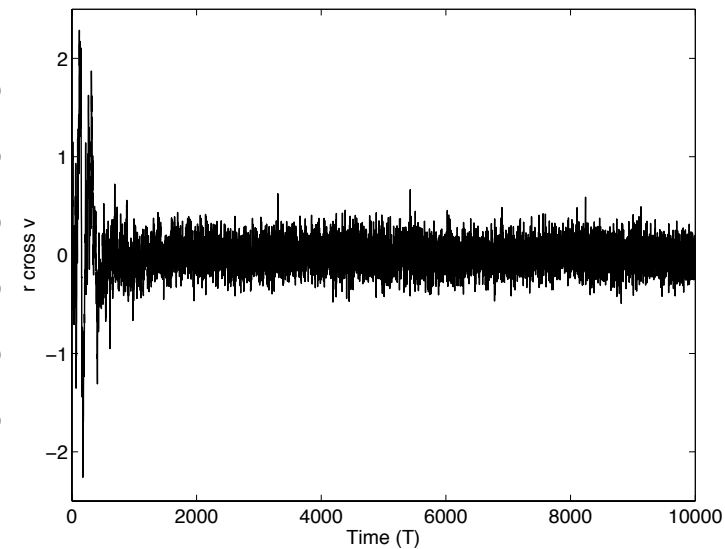
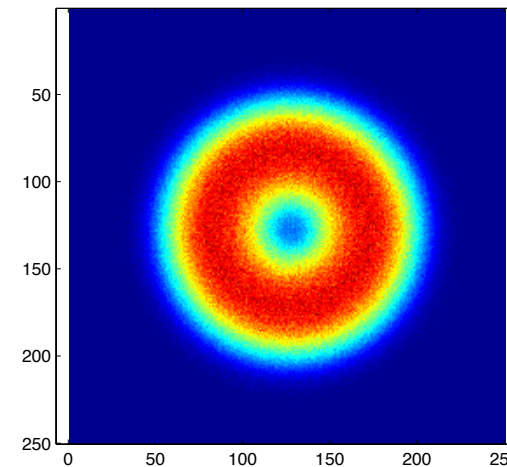
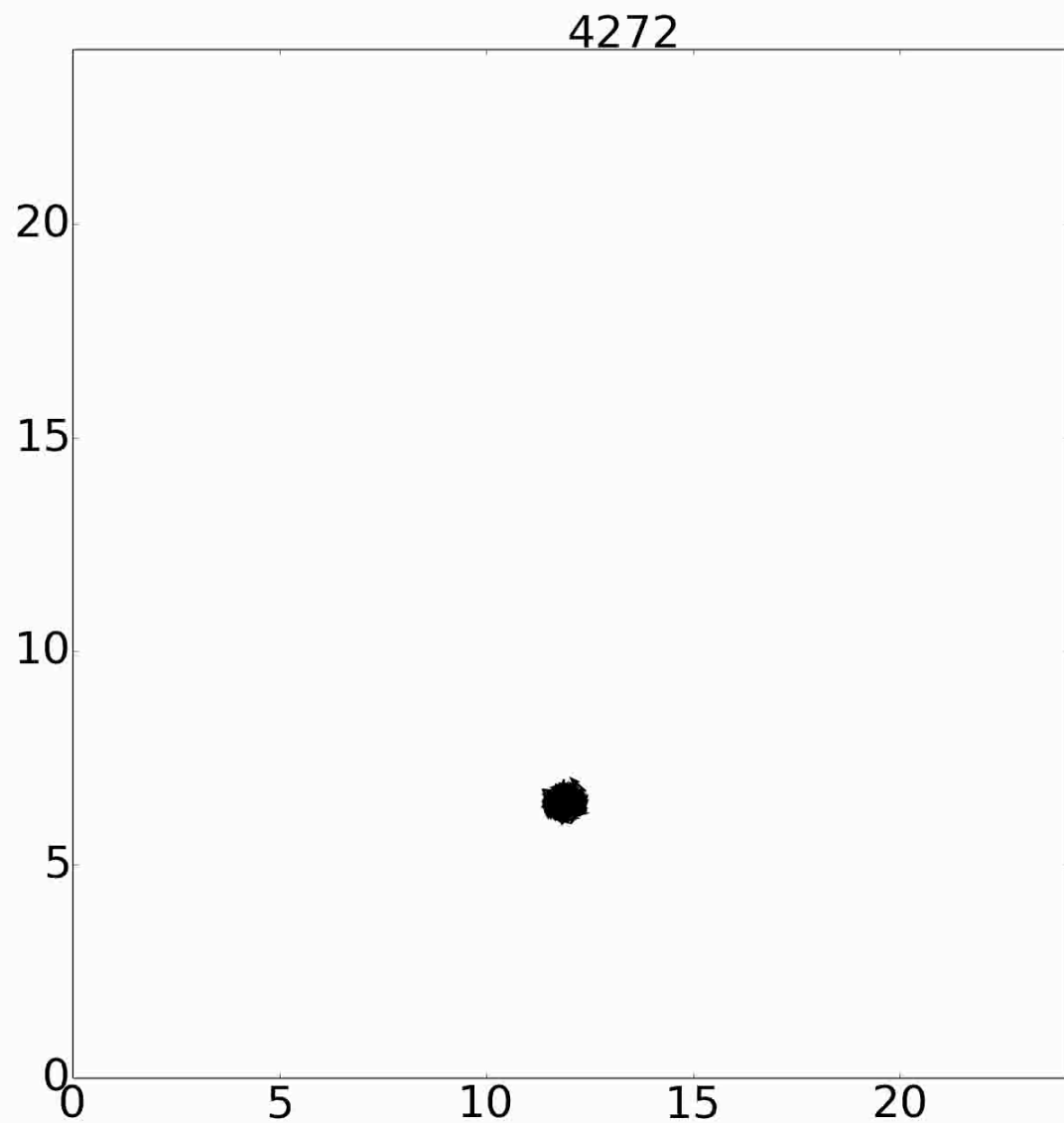


Microtubules + dynein

‘Frozen’ Steady States

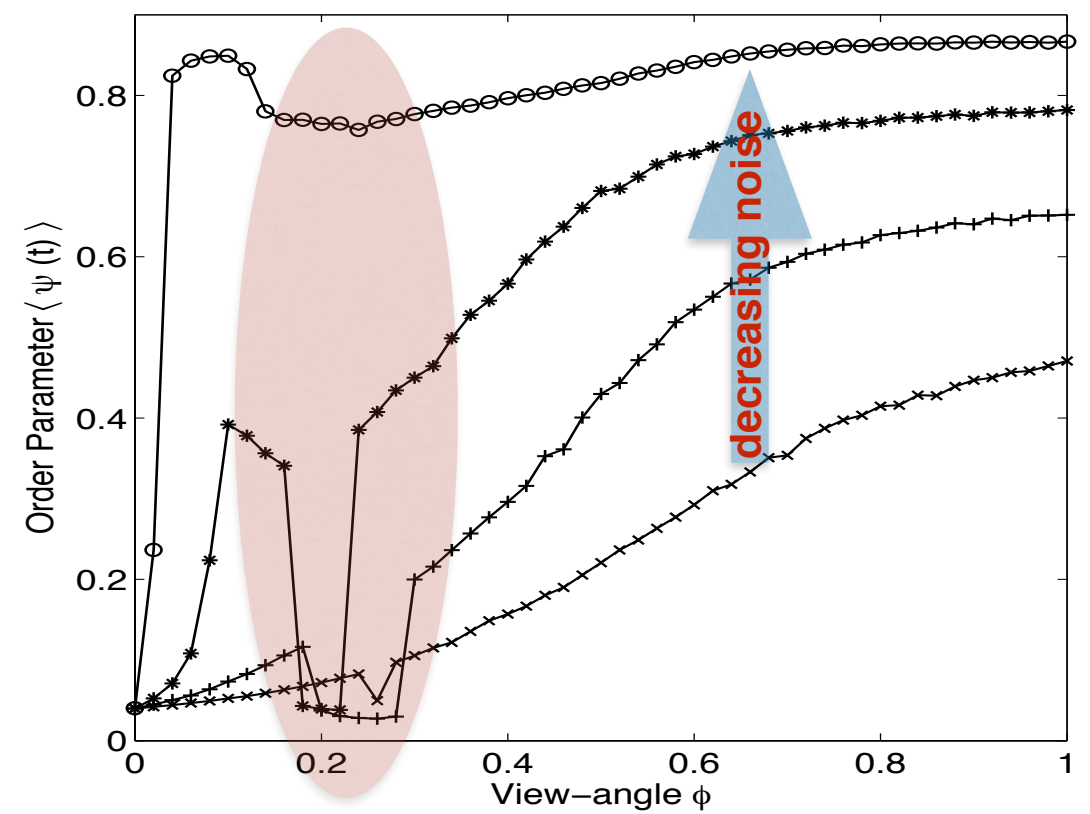


Stability Of Frozen Steady States With Noise

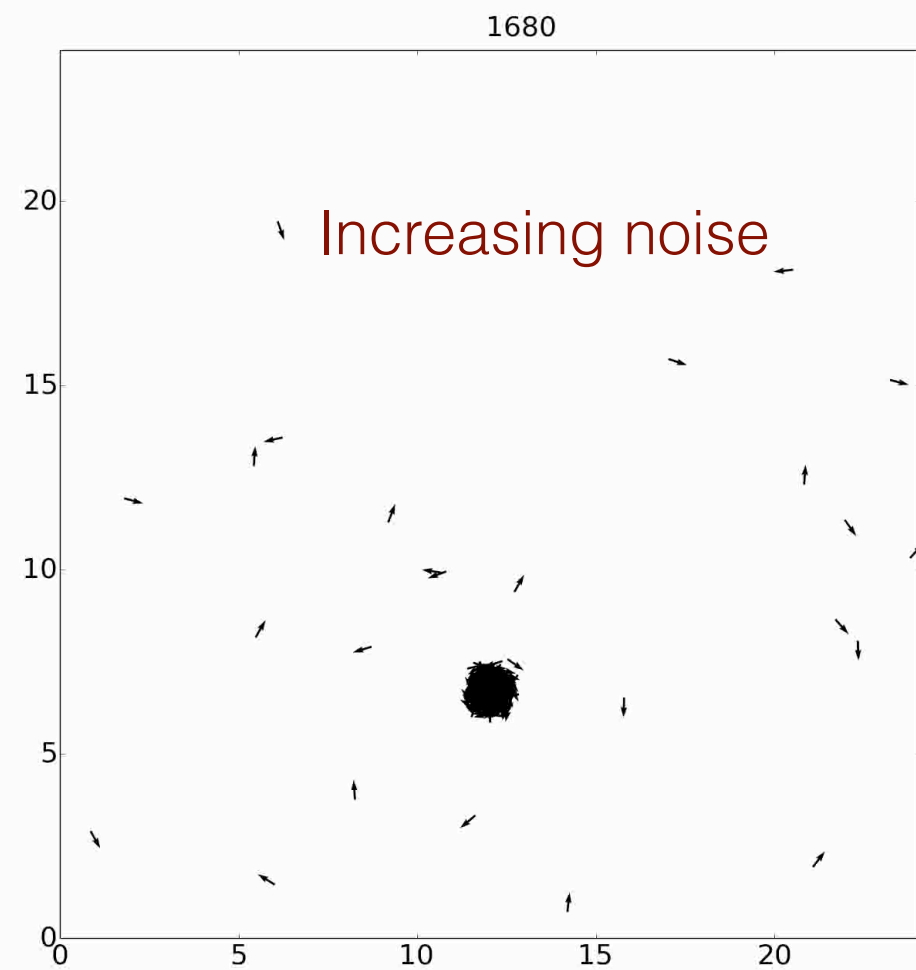
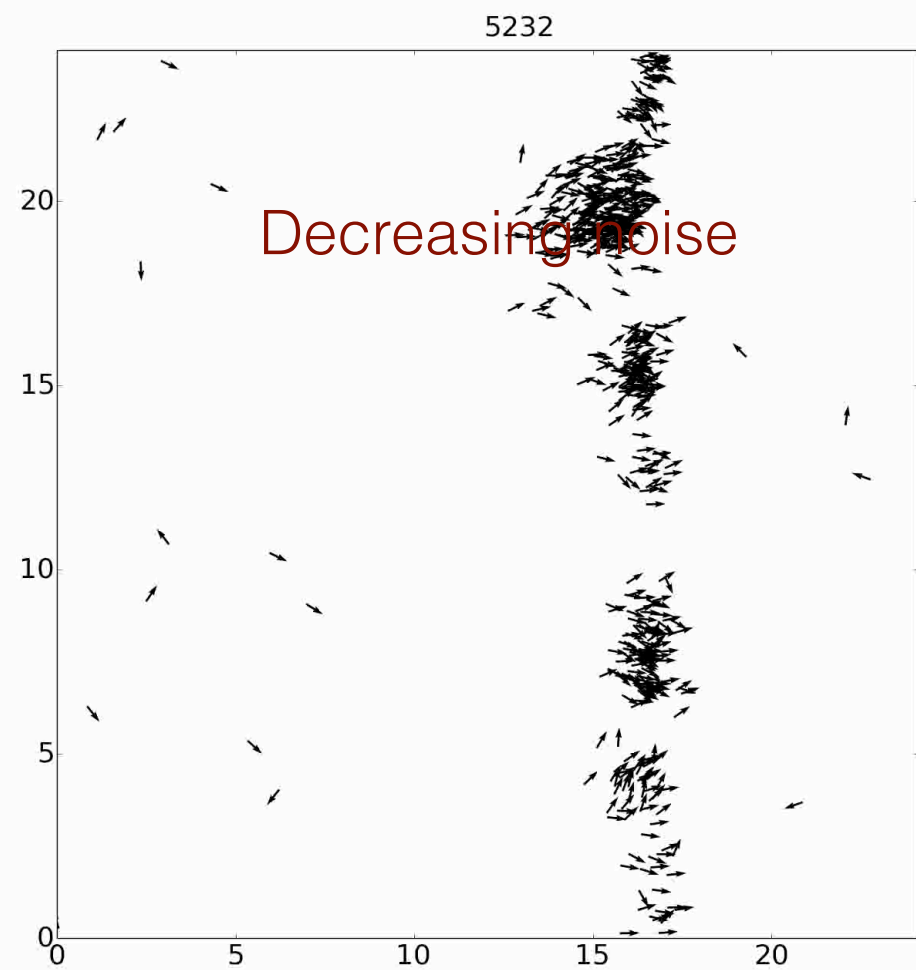


Time averaged distribution of agents within the drop

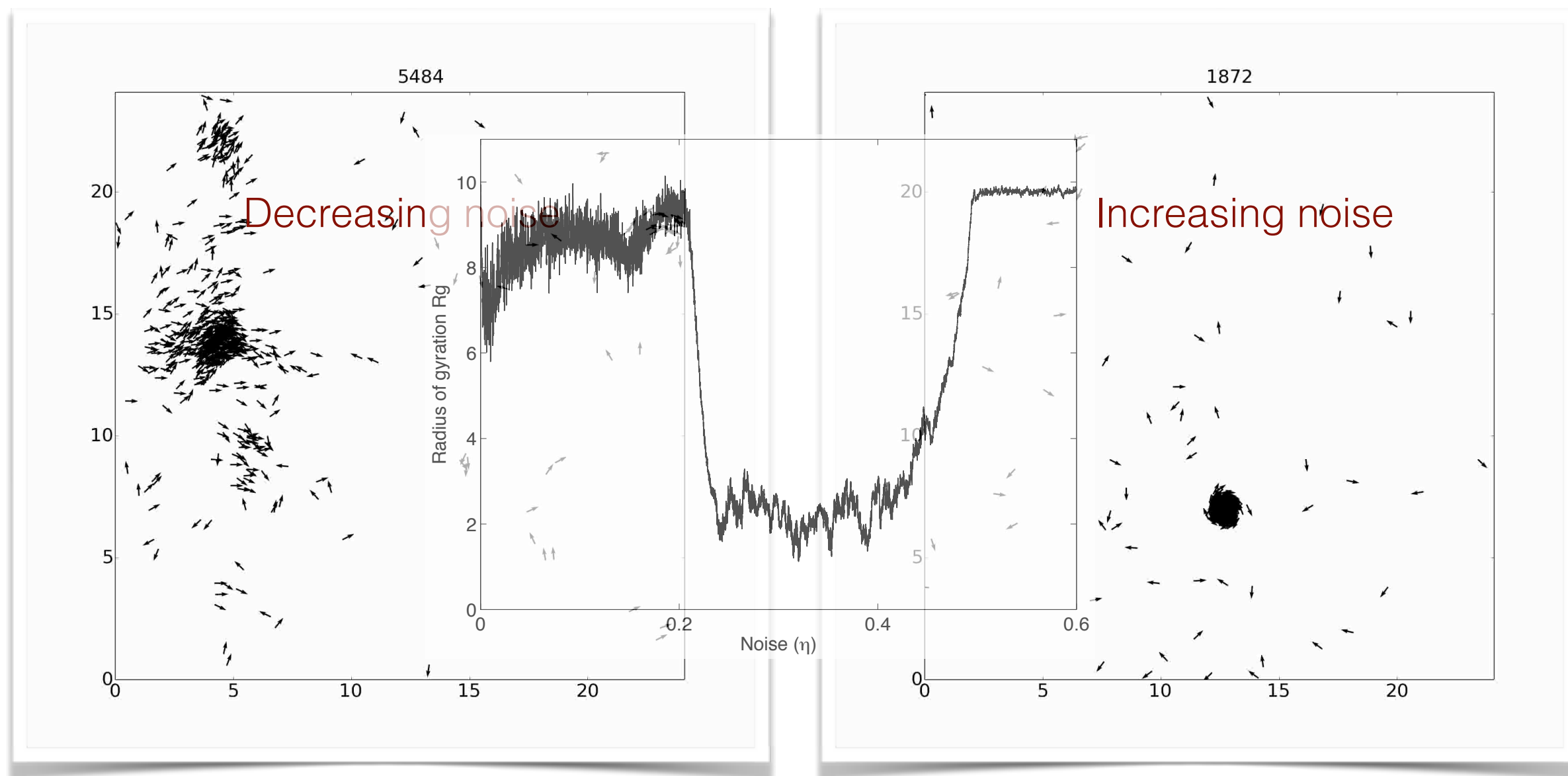
$r \times v$ within the drop vs. time



Stability Of Frozen Steady States With Noise



Stability Of Frozen Steady States With Noise



Summary

*** Vision-cone can control large-scale flocking pattern of trapped agents.**

*** Vision-cone together with communication delay can produce absorbing steady state in bulk of active model systems.**

Questions

*** Curvature of the boundary & vision cone : effect on large scale pattern of flock ?**

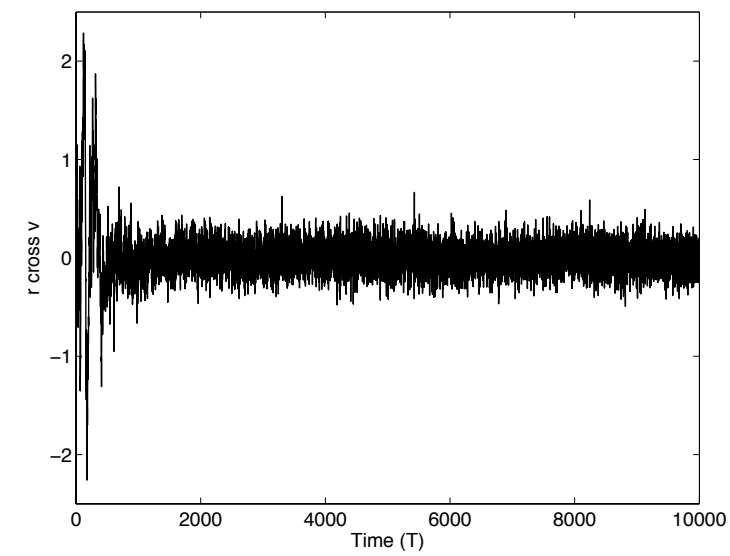
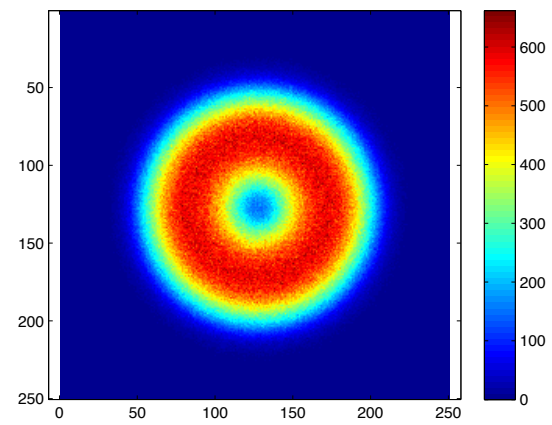
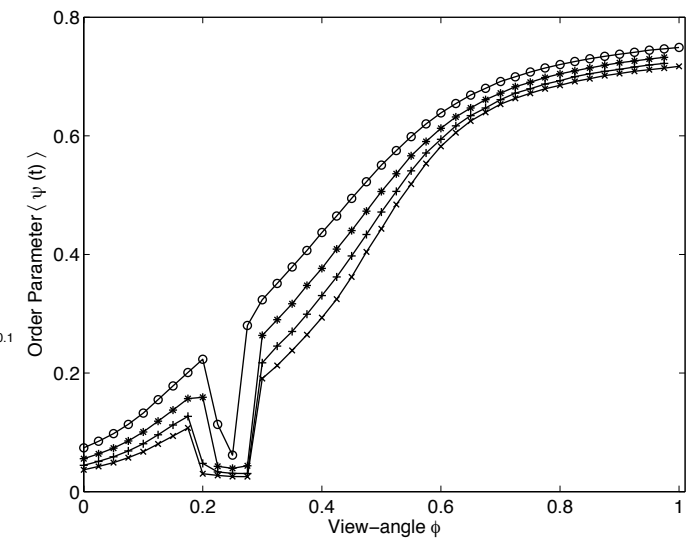
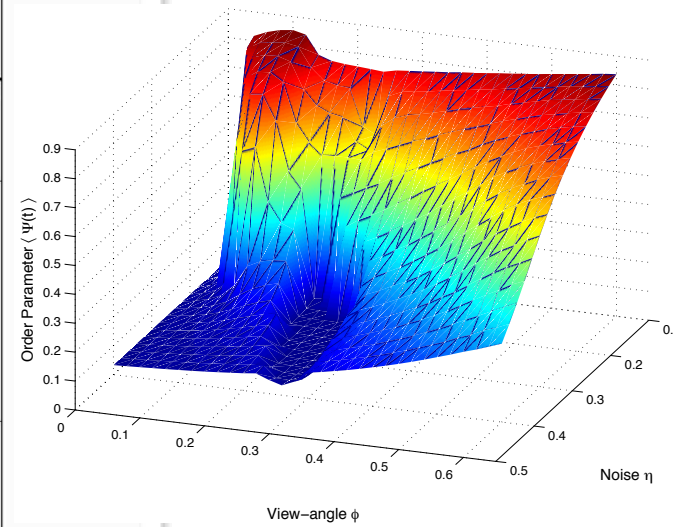
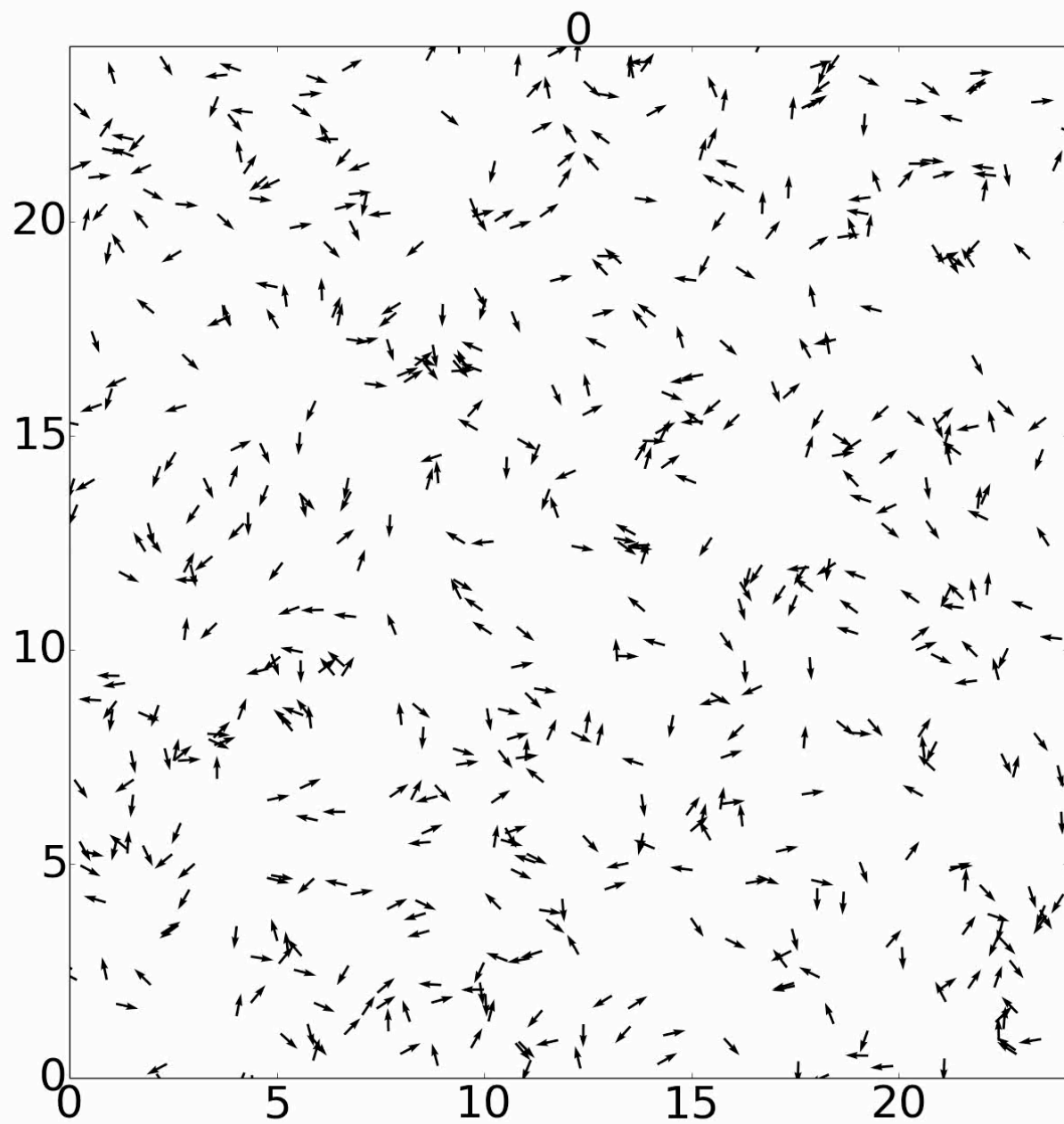
*** Onset of absorbing state in active model system : Role of vision cone & delay ?**

*** Vision-cone - Reduction of spatial correlation**

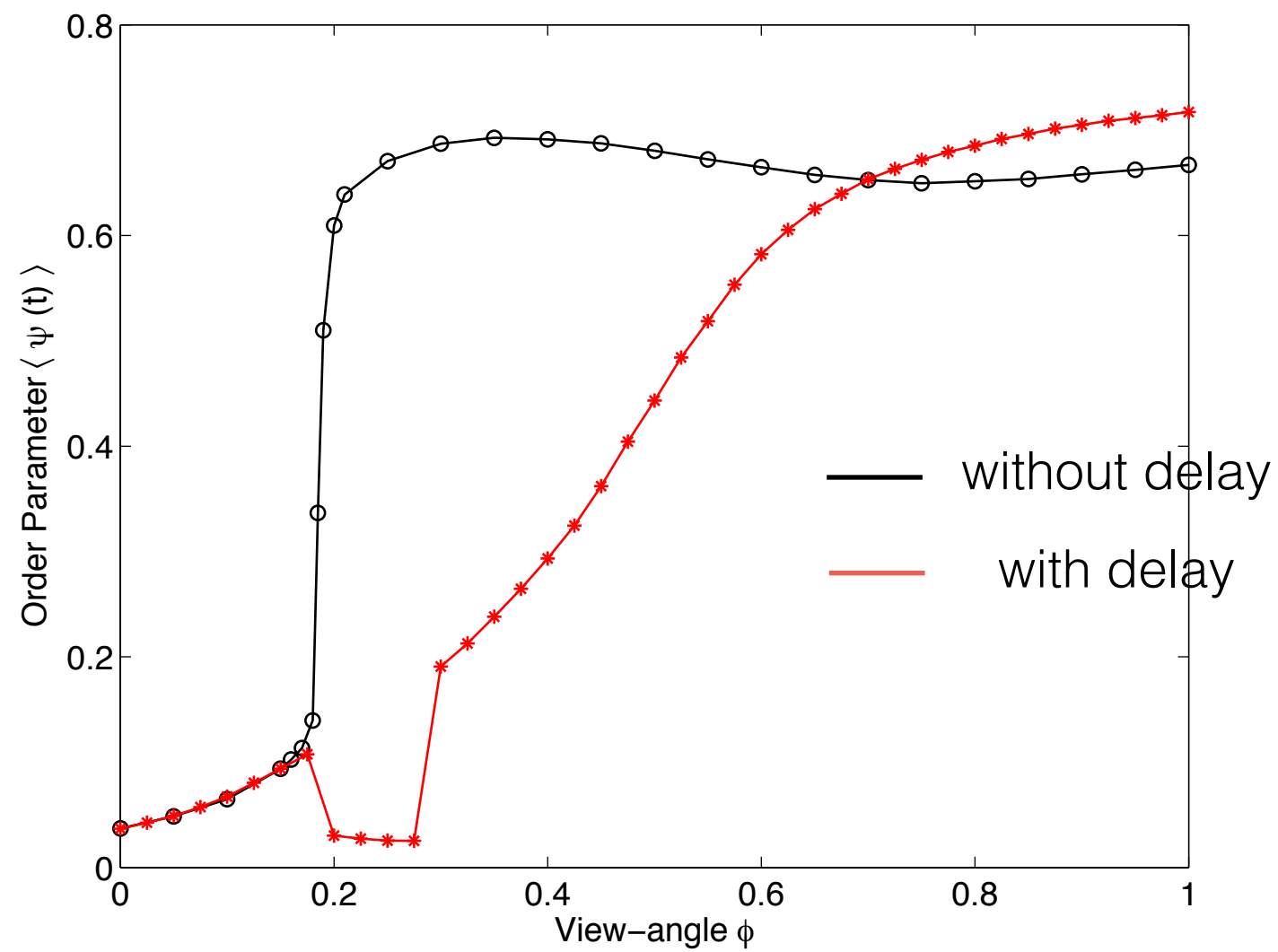
*** Delay - Introduction of temporal correlation / memory**

} Necessary & sufficient to
form absorbing states in
active systems ?

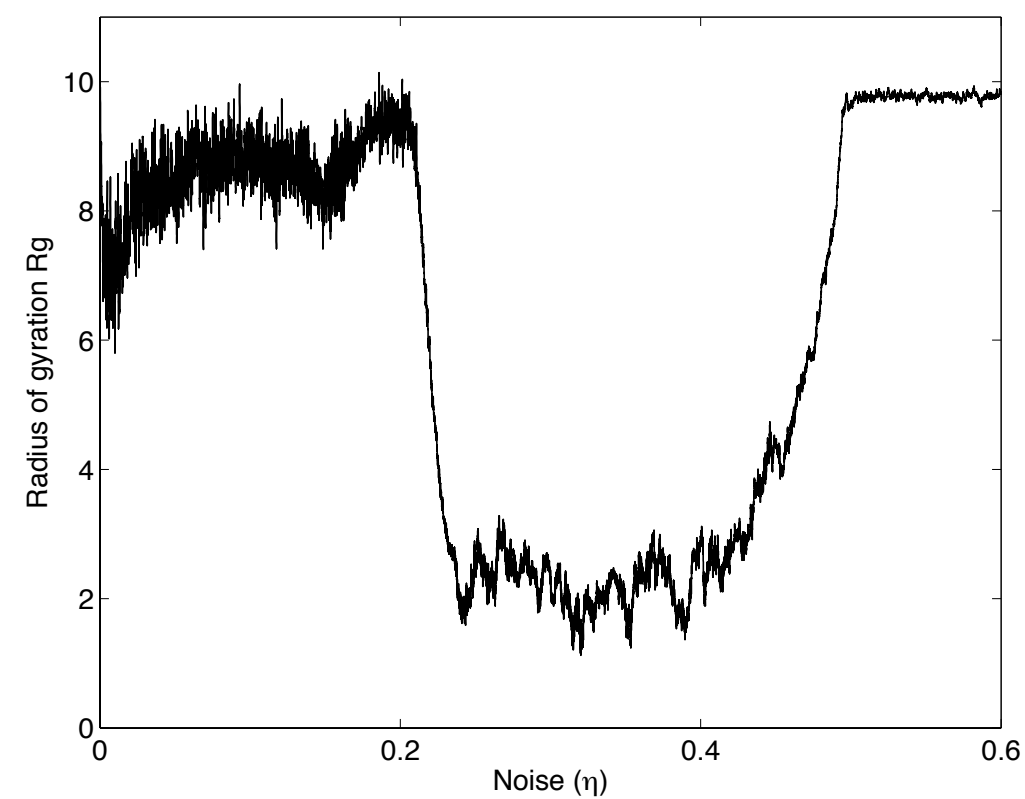
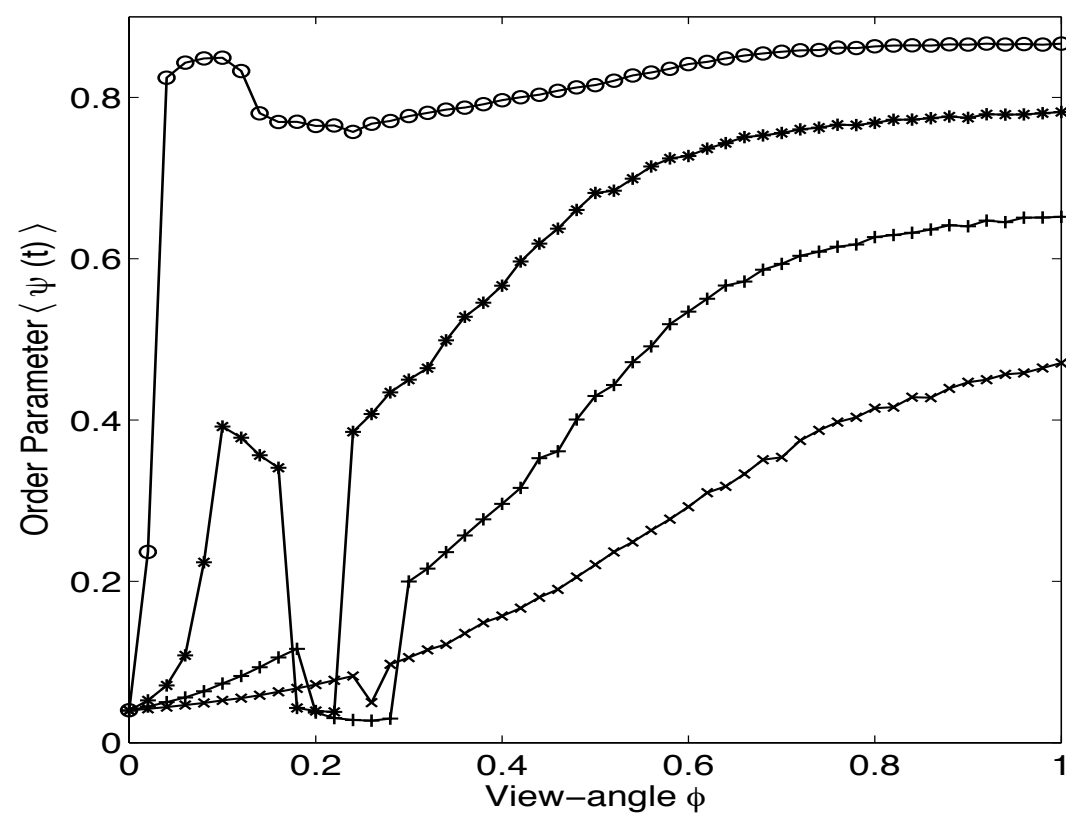
‘Frozen’ Steady States (in bulk)



‘Frozen’ Steady States (in bulk)



Stability Of Frozen Steady States With Noise



Dynamics Within The Drop

$\langle v(t) \cdot v(t) \rangle / || \cdot ||$ Vs. view angle

New figures : 1. new order parameter With view angle
2. 3D without grid
3. Corrected R_g Vs. noise

Discussion in the paper :

1. Dynamics within the drop : how it sustains (emergence ?)