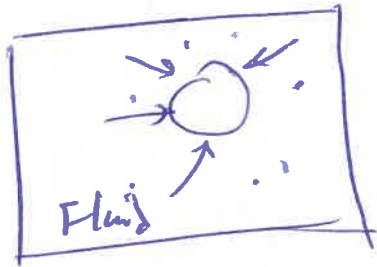


Equilibrium situation for an ordinary Brownian particles



Thermal fluctuations are responsible for the motion of the particle

$$m\ddot{x} = -\gamma \dot{x} + \sqrt{2\gamma k_B T} \xi(t), \quad \langle \xi(t) \xi(s) \rangle = \delta(t-s)$$

overamped: $m \rightarrow \infty \rightarrow \dot{x} = \sqrt{2D} \xi(t); D = \frac{k_B T}{\gamma}$

Diffusion equation $\frac{\partial}{\partial t} P(x,t) = D \frac{\partial^2}{\partial x^2} P(x,t)$

Active particles: can convert local energy from their surrounding environment to perform directed motions;

Directed motion drives the system far from equilibrium.

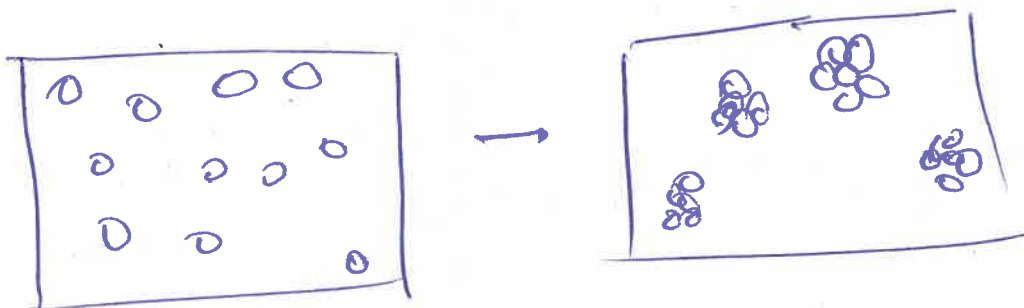
Artificial APs were synthesized to be able to study the situations under control.

Ex. Janus particle



laser intensity \rightarrow heats up pushes the particle!

Active particles show collective behaviors such as swimming, flocking, fish schools, ... \rightarrow Theory for that may be found under activity induced phase separation (MIPS)



Models for active particles:

1 Active Brownian particle. → min here!

② Active Ornstein-Uhlenbeck particle: $\dot{\underline{v}} = \gamma_R \underline{v} + \underline{\xi}(t)$

③ Run-and-Tumble particles: one-D, $\frac{dx}{dt} = v_0 \sigma(t)$

$$\langle \sigma(t_1) \sigma(t_2) \rangle = v_0 e^{-2\lambda |t_2 - t_1|}$$

$$\sigma(t) = \begin{cases} +v_0 \\ -v_0 \end{cases}$$

with some rate λ

if $\lambda \rightarrow \infty \rightarrow$ Gaussian noise:
 $\mu \rightarrow \infty$

2-D Active Brownian particles:

$$D_T = \frac{k_B T}{6\pi\eta R}$$

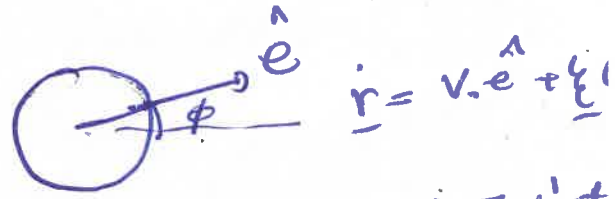
$$D_R = \frac{k_B T}{8\pi\eta R^3}$$

$$\dot{x} = \sqrt{2D_T} \xi_T^1(t)$$

$$\dot{y} = \sqrt{2D_T} \xi_T^2(t)$$

$$\dot{\phi} = \sqrt{2D_R} \xi_R(t)$$

$$\langle \xi \rangle = \langle \xi^2 \rangle = 0$$



coupling \rightarrow

$$\dot{x} = v_0 \cos\phi + \sqrt{2D_T} \xi_T^1(t)$$

$$\dot{y} = v_0 \sin\phi + \sqrt{2D_T} \xi_T^2(t)$$

$$\dot{\phi} = \sqrt{2D_R} \xi_R(t)$$

$\langle \alpha \rangle \neq 0$ initial condition
 \leftarrow

$$\phi(0) = 0, y(0) = 0, x(0) = 0$$

$$\Rightarrow \langle x \rangle = \int_0^t \langle v_0 \cos\phi \rangle dt' + \int_0^t \langle \xi_T^1(t') \rangle dt' \sqrt{2D_T}$$

$$= \int_0^t v_0 \langle \cos\phi \rangle dt'$$

$$\frac{\partial}{\partial t} p(\phi) = D_R \frac{\partial^2}{\partial \phi^2} p(\phi) \rightarrow p(\phi) = \frac{1}{\pi} \left(\frac{1}{2} - \sum \cos n\phi e^{-D_R n^2 t} \right)$$

$$\Rightarrow \langle \cos\phi \rangle = \int_0^{2\pi} p(\phi) \cos\phi d\phi \Rightarrow \langle x \rangle = \frac{v_0}{D_R} (1 - e^{-D_R t})$$

$$\langle x \rangle = v_0 \tau_R \neq 0, \langle y \rangle = 0$$

$$\tau > \frac{1}{D_R} = \tau_R$$

length of directed motion before randomized!

$$\frac{d\mathbf{r}}{dt} = v_0 \hat{e} + \underline{\xi}(t)$$

$$\frac{d\phi}{dt} = \xi_\phi$$

$$p(r, \phi, t) = \langle \delta(r - r(t)) \delta(\phi - \phi(t)) \rangle$$

$$\frac{\partial}{\partial t} p(r, \phi, t) = -v_0 \hat{e} \cdot \nabla p(r, \phi, t) - \frac{\partial}{\partial \phi} \langle \xi_\phi \delta(r - r(t)) \delta(\phi - \phi(t)) \rangle - \nabla \cdot \langle \xi_T \delta(r - r(t)) \delta(\phi - \phi(t)) \rangle$$

number theorem

$$\frac{\partial p}{\partial t}(r, \phi, t) = -v_0 \hat{e} \cdot \nabla p(r, \phi, t) + \frac{\partial^2}{\partial \phi^2} p + \Delta p(r, \phi, t)$$