

Biophysics A Computational Approach Concepts, Models, Methods and Algorithms Lecture 4: Growth, Aggregation and Deposition

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In essence many of the phenomena associated with growth, aggregation and deposition can be thought of in terms of particles diffusion problems [1]. A particle diffuses through a medium until it gets in contact with either another particle of a cluster of particles. Depending on the model the particles sticks or is reflected a number of times. This simple model in its variations able to reproduce many of the structures one observes.

On the other hand there are cellular automata-based models.

Assume an object with N elements at positions  $r_i$  with unit mass. We define the radius of gyration of the object by

$$R_g^2 = \frac{1}{2N^2} \sum_{i,j=1..N} (r_i - r_j)^2 \quad . \tag{1}$$

For later purposes we note that an alternative to this approach is to define this radius via the principle moments of the **gyration tensor** S

$$S_{mn} = \frac{1}{N} \sum_{i=1}^{N} r_i^{(m)} r_i^{(n)}$$
(2)

where we assume

$$\sum_{i=1}^{N} r_i = 0 \tag{3}$$

### Introduction II



$$R_g^2 = \lambda_1^2 + \ldots + \lambda_d^2 \quad . \tag{4}$$

Another possibility is to define the extend of the object by the smallest box that is needed such that object fits into the box

$$R_b = \max_{i,j=1,...,N} |r_i - r_j| \quad .$$
 (5)

We further define the asphericity

$$b = \lambda_d^2 - \frac{1}{d-1}(\lambda_1^2 + \dots + \lambda_{d-1}^2) = \frac{d}{d-1}\lambda_d^2 - \frac{R_g^2}{2}$$
(6)

Let R be the radius of the cluster  $(R_g, R_b)$  and M be the mass (here the number of occupied lattice sites N) that belongs to cluster, then

$$M = N \propto R^{d_f} \tag{7}$$

describes the relationship between the radius and the mass where we anticipate that the object may not be compact but be fractal with the fractal dimension  $d_f < d$ . Let  $n_s$  be the number of sites at the surface and  $h_i$  the distance from a reference distance measuring the height of the surface. Then average height is given by

$$\langle h \rangle = \frac{1}{n_{\rm s}} \sum_{i} h_i \tag{8}$$

Introduction III



From this we derive *surface roughness* 

$$\sigma^2 = \frac{1}{n_s} \sum_i (h_i - \langle h \rangle)^2 \tag{9}$$

# Introduction IV





Figure: Interface roughness

## Particle Systems I



We shall start with a lattice like  $\Lambda = L^d$  or  $\Lambda = \mathbb{Z}_n \times \mathbb{Z}_m$ , where *n* and *m* are integers, or a graph  $\Lambda = G$ . We will call a system a **particle systems** if

- **1** each site  $s \in \Lambda$  is in one of a finite number q of states, and
- 2 each site can change its state depending on the number of neighbouring sites

The time evolution of the particle system is described by a Discrete Time Markov Chain. Let s(t) be the state of the site s at time t Then the particle system changes its state  $\Lambda(t) \rightarrow \Lambda(t+1)$  by the rate q(s, s'), where s' denotes one of the possible finite state that s can be in. **Updating rules** 

- synchronous: synchronous updating of a discrete time process which updates all of the sites simultaneously
- **asynchronous**: a site is chosen at random

# Growth Models: Eden Cluster I



Eden[2] introduced a stochastic growth model which may be used to study the proliferation of bacteria in a culture medium, propagation of epidemics, chemical reactions, tumor growth etc. In the simplest variant of the model every site on the periphery of the object has an equal probability of being selected as the next growth site.

For simplicity, we assume that the growth takes place on a lattice  $\Lambda = L^d$ . Once a lattice site *s* is initially chosen to be the seed, then the nearest neighbour sites are the possible growth sites. Each of the perimeter sites is visited and given the chance to change its state to being occupied. Once a site is occupied the nearest neighbour sites that are not already part of the cluster are added to the list of perimeter sites. This procedure is iterated.



Figure: Steps in the Eden cluster growth. The left panel shows and initial occupied (red) site. A site of the perimeter (black) is chosen during the next step and given the chance to change to being occupied. The right panel shows the situation after the perimeter site has changed its state and additional perimeter sites have been added.



Algorithm 1 Basic Algorithm: Growth

```
choose initial site s
add first site to perimeter_list
for n_cycles do
    len = length of perimenter_list
    for len do
        i iid from {0,..,len - 1}
        s = select at random one of the nearest neighbours of perimeter_list(i)
        if s not in perimeter_list and not in new_sites_list then
            add s to new_sites_list
        end if
    end for
    add new_sites_list to perimeter_list
end for
```



```
import random
 1
   mcs_max = 100
3 random.seed(4711)
5 = (0,0)
   perimeter_list = []
7 new sites list = []
   perimeter_list.append(s)
9
   for mcs in range(mcs_max):
     for n in range(len(perimeter_list)):
11
       i = random.randrange(0, len(perimeter_list), 1)
       s = perimeter list[i]
13
       d = random.randrange(0,4,1)
15
       if d == 0:
         sn = (s[0], s[1] - 1)
       elif d == 1
17
         sn = (s[0], s[1]+1)
       elif d == 2:
19
         sn = (s[0]-1, s[1])
       elif d == 3:
21
         sn = (s[0]+1, s[1])
23
       elif d == 4
         print "should not happen"
25
       if sn not in perimeter_list:
         new sites list.append(sn)
     perimeter_list.extend(new_sites_list)
27
     new_sites_list = []
```

Code 1: eden.py

## Growth Models: Eden Cluster



One starts from one occupied site on a lattice as a seed for a cluster. At every "time step" one additional randomly selected perimeter site is occupied. A perimeter site is an empty neighbour of an already occupied site.



Figure: Eden-cluster

- The Eden cluster is anisotropic due to the underlying lattice, i.e. its shape tends to lengthen along the directions of the lattice axes.
- Initially unoccupied sites in the interior eventually get filled in
- There is no scale invariance
- the cluster is self-affine

### Voter Model



Let  $\Lambda = L^d$  be a lattice. Let f be a function (usually increasing). For each site s of the lattice a set of neighbours (nearest, next-nearest, etc.) is chosen. Start with a seed which is set to be occupied. Choose at random a site of the lattice. Let *count(s)* be the number of occupied neighbour sites of s. The site s changes its state to occuied with probability f(count(s)).

A variation on this that an occupied site becomes occupied at a rate delta/(1 + count(s)). A unoccupied site becomes occupied at a rate equal to 1/(1 + count(s))



### Algorithm 2 Basic Algorithm: Leath

```
choose initial site s
add s to visited list
add neighbours of s to perimeter _list
while perimeter_list not empty and max_sites not reached do
select site s and delete from perimenter _list
add s to visited sites
if p < random number then
add s to sites_list
add neighbours of s to perimeter_list
end if
end while</pre>
```



Implementation using a **stack**. Here the *perimenter\_list* is a stack where the **pop** operation deletes the element from the stack. Since the **push (append)** put the next perimeter site right at the top of the stack, the growth may proceed 'in perferred direction' as the example in Figure 4 shows. the growth here terminated due to the criterion of 'maximum number of sites reached condition. While in principle the implementation is correct if beside the natural termination criterion no other is used, in practice the implementation is not correct. A *deque* implementation corrects the situation.

```
def addSiteToList(s,sites_list):
 2
      sites_list.append(s)
      return sites list
 4
   def addNeigboursToList(s,perimeter_list,sites_visited_list):
      sn = (s[0], s[1] - 1)
6
      if (sn not in perimeter_list and sn not in sites_visited_list):
         perimeter_list.append(sn)
8
      sn = (s[0], s[1]+1)
      if (sn not in perimeter_list and sn not in sites_visited_list):
10
         perimeter_list.append(sn)
      sn = (s[0] - 1, s[1])
12
      if (sn not in perimeter_list and sn not in sites_visited_list):
         perimeter_list.append(sn)
14
      sn = (s[0]+1, s[1])
      if (sn not in perimeter_list and sn not in sites_visited_list):
16
         perimeter_list.append(sn)
      return perimeter_list
18
```

Code 2: Leath cluster growth algorithm part 1: functions

Leath Cluster Model



```
maxSites = 100000
 1
   random.seed(4711)
3
   # Initialize
    = 0.5
5
  р
     = (0, 0)
   s
7 perimeter_list
                        = []
   sites_list
                        = []
9 sites_visited_list = []
   addSiteToList(s.sites list)
11 addSiteToList(s.sites visited list)
   addNeigboursToList(s,perimeter_list,sites_list)
13
   # Main loop
   while (len(perimeter_list) > 0 and len(sites_list) < maxSites):
15
       s = perimeter_list.pop()
17
       addSiteToList(s, sites_visited_list)
       if (random.random() < p):</pre>
19
          addSiteToList(s.sites list)
          addNeigboursToList(s,perimeter_list,sites_list)
21
```

Code 3: Leath cluster growth algorithm part 2





Figure: stack

## Leath Cluster Model





Figure: Leath cluster at p = 0.55 which is well below the percolation threshold of 0.592746 (see ...)

# Diffusion Limited Aggregation Model



Witten and Sanders [3] Growth of bacterial colonies



Figure: Setup procedure for the injection of a random walker for the diffusion limited aggregation (DLA). The right hand side figure shows an example of a DLA-cluster

#### Internal diffusion-limited aggregation (iDLA)

is a cluster growth process in which particles start at one or more sources within a cluster, diffuse outward, and are added to the cluster at the first site outside it they reach [4]

# Diffusion Limited Aggregation Model



A variant of the DLA is the **Internal diffusion-limited aggregation (iDLA)** is a cluster growth process in which particles start at one or more sources within a cluster, diffuse outward, and are added to the cluster at the first site outside it they reach [4] ballistic growth



### Algorithm 3 Basic Algorithm: DLA

```
choose initial site s
choose a radius R_1 around s
choose a radius R_2 around s such that R_1 < R_2
start a random walker at a random position on the circle with radius R_1
while max sites not reached do
  while position of random walker within R_2 do
    advance the random walker one step
    if random walker is nearest neighbour of an occupied site then
       add site to list of occupied sites
       start a new random walker at a random position on the circle with radius R_1
    else if site is outside of R_2 then
       start a new random walker at a random position on the circle with radius R_1
    end if
    compute distance d of the nearest occupied site to R_1
    if d < d_c then
       increase R_1 and R_2
    end if
  end while
end while
```

### Diffusion Limited Aggregation Model





Code 4: Diffusion-Limited Aggregation

## Diffusion Limited Aggregation Model





Figure: DLA-cluster with 10000 occupied sites

$$C(r,r') = < n(r)n(r+r') > \propto r^{d-d_f}$$



fractal dimension for  $d = 2 \ d_f = 1.66$ 

Deposition



Figure:

### Contact Processes I



We shall assume either a lattice  $\Lambda = L^d$  or  $\Lambda = \mathbb{Z}_n \times \mathbb{Z}_m$ , where *n* and *m* are integers,  $\Lambda = \mathbb{Z}^d$ , or generally a graph  $\Lambda = G$  where each node is called a site *s*. Let  $\lambda \in (0, \infty)$ . In the **contact process** [5] each site can be occupied or empty (infected, healthy):

- Occupied (Infected) sites become empty (healthy) at rate 1
- $\blacksquare$  empty sites become occupied at a rate  $\lambda$  time the number of occupied neighbours

While on a finite set, the infection dies out eventually for any value of  $\lambda$ , on a *d*-dimensional lattice, there is a critical value  $\lambda_d$  [5]

$$\frac{1}{2d} \le \lambda_c \le \frac{2}{d} \tag{11}$$

such that

- all sites become empty for  $\lambda \leq \lambda_d$
- $\blacksquare$  there are sites that are occupied for  $\lambda>\lambda_d$

A variation of the basic model is to assume a random environment [6]. This can for example be realized by assuming an edge dependent control parameter, i.e. we replace  $\lambda$  with  $\lambda_e$  where edge  $e \in E(\Lambda)$ . Thus we have a collection  $(\lambda_e)_{e \in E(\Lambda)}$  of random variables.

Shape Theorems

Exclusion Processes I



exclusion processes [7] [8]

## Cellular Automata Models of Growth I

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multi-cellular biological systems (MCBS) [9]

## Cluster-Cluster Aggregation I





Figure: image taken from the paper *Stability, cytotoxicity and cell uptake of water-soluble dendron?conjugated gold nanoparticles with 3, 12 and 17 nm cores* by Deol et al [10] showing the aggregation of gold particles

#### Kolloiden

Ausgangssituation: auf einem Gitter diffundieren Einzelteilchen



- wenn zwei Partikel sich beruehren, bilden sie Cluster aus zwei Teilchen, die ebenfalls diffundieren
- Falls ein Cluster einen anderen Cluster oder ein Einzelteilchen trifft, wird aus beiden ein groesseres Aggregat gebildet.
- Die Masse bleibt waehrend der Aggregation konstant

d = 2 
$$d_f = 1.42$$

 $d = 3 d_f = 1.78$ 

gold particle aggregation in cells [11]



### Exercise 1: Richardson's Model [12]

In the Richardson's model occupied sites remain occupied. Unoccupied sites change state to occupied at time t + 1 with probability p if at least one neighbor was occupied at time n. Show numerically that the asymptotic shape of the object (in d = 2) has a straight edge if  $p > p_c$ , where  $p_c$  is a critical value. Determine  $p_c$ .

#### Exercise 2: Williams and Bjerknes Tumor Growth Model [13]

This model generalizes the Eden model as a stochastic model for the spread of cancer cells (skin cancer). At each time step a site can become either ill with probability  $\alpha$  or healthy with probability  $\beta$ . Thus the ration  $\kappa = \alpha/\beta$  determines the behaviour with  $\kappa = \infty$  recovering the Eden model. Rewrite the above Eden model algorithm to incorporate the modification

#### Exercise 3: DLA with reaction-controlled absoption

Assume a DLA model. Let P be the probability for a particle to react with the nearest-neighbour site that is occupied. Modify the above program in incorporate the changed absorption.

Excercises II



### Exercise 4: Continuum Model of DLA

In the continuum model of DLA each particle is assumed to have a radius *a*. At every step the random walker is performing a gaussian random walk with steps size  $\leq a$ . The particles sticks to the aggregate is the distance to the nearest particle is  $\leq a$ . Modify the above program in incorporate the changed absorption. Show that

$$d = 2$$
  $d_f = 1.71$  (12)

$$d = 3$$
  $d_f = 2.5$  (13)

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