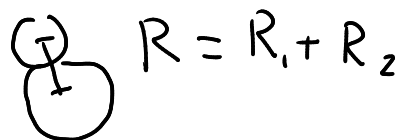
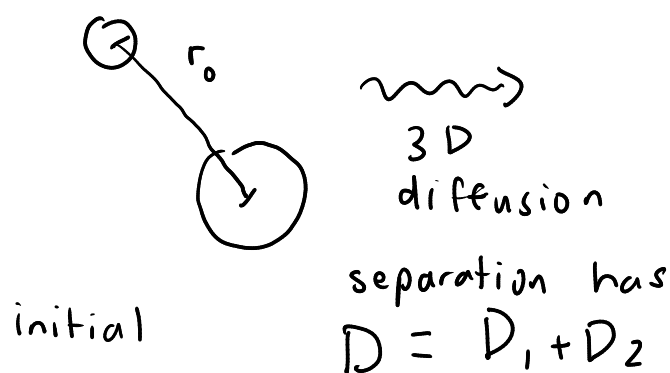


τ_i = mean time from $i \rightarrow i_c$

$$i \neq i_c: \sum_{j=1}^N \tau_j \Omega_{ji} = -1 \quad \tau_{i_c} = 0$$

original motivation:

target: "capture" radius



1D version: continuum approx

$$P_i(t) \rightarrow p(x, t)$$

$$\frac{dp_i}{dt} = \sum_j \Omega_{ij} p_j \rightarrow \frac{\partial p}{\partial t} = D \frac{\partial^2 p}{\partial x^2}$$

$$\text{b.c. } \left. \frac{\partial p}{\partial x} \right|_{0,L} = 0$$

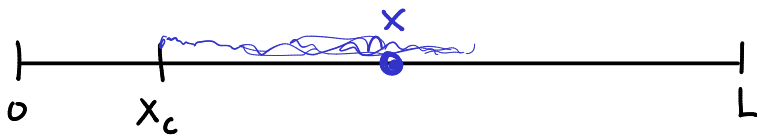
Same approach:

$$\tau_i \rightarrow \tau(x) = \text{avg. time to go from } x \rightarrow x_c$$

$$i_c \rightarrow x_c$$

$$i \neq i_c: \sum_j \tau_j \Omega_{ji} = -1 \Rightarrow D \frac{\partial^2 \tau}{\partial x^2} = -1$$

$$\tau_{i_c} = 0 \Rightarrow \tau(x_c) = 0$$



$$\left. \frac{\partial \tau}{\partial x} \right|_L = 0$$

solve:

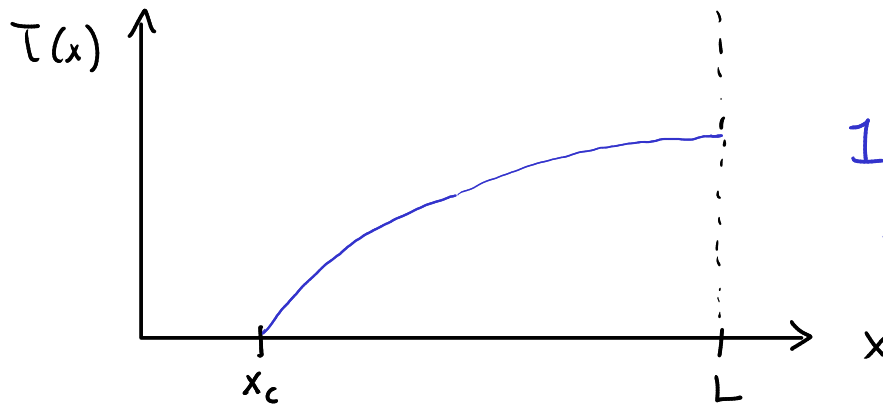
$$\text{integrate} \Rightarrow \frac{\partial \tau}{\partial x} = -\frac{x}{D} + C_1$$

$$\text{integrate} \Rightarrow \tau = -\frac{x^2}{2D} + C_1 x + C_2$$

$$\left. \frac{\partial \tau}{\partial x} \right|_L = 0 = -\frac{L}{D} + C_1 \Rightarrow C_1 = \frac{L}{D}$$

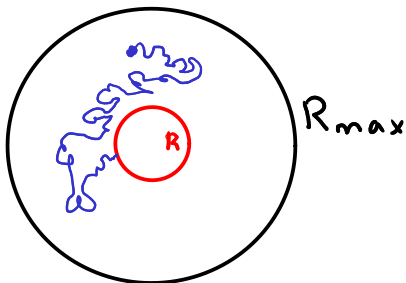
$$\tau(x_c) = 0 \Rightarrow C_2 = \frac{x_c^2}{2D} - \frac{L x_c}{D}$$

$$\Rightarrow \tau(x) = \frac{(x - x_c)(2L - x - x_c)}{2D}$$



1D diffusion
to capture

3D: $\tau(\vec{r})$ = mean time to go from separation $\vec{r}$ to some separation $\vec{r}_c$ where $|\vec{r}_c| = R_1 + R_2 \equiv R$



= $\tau(r)$ by symmetry

where $r = |\vec{r}|$

$$\nabla^2 \left[\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} + \frac{\partial^2}{\partial z^2} \right] \tau(\vec{r}) = -1$$

Sidney
Redner

First passage
problems

$$\tau(\vec{r} \in \text{sphere of radius } R) = 0$$

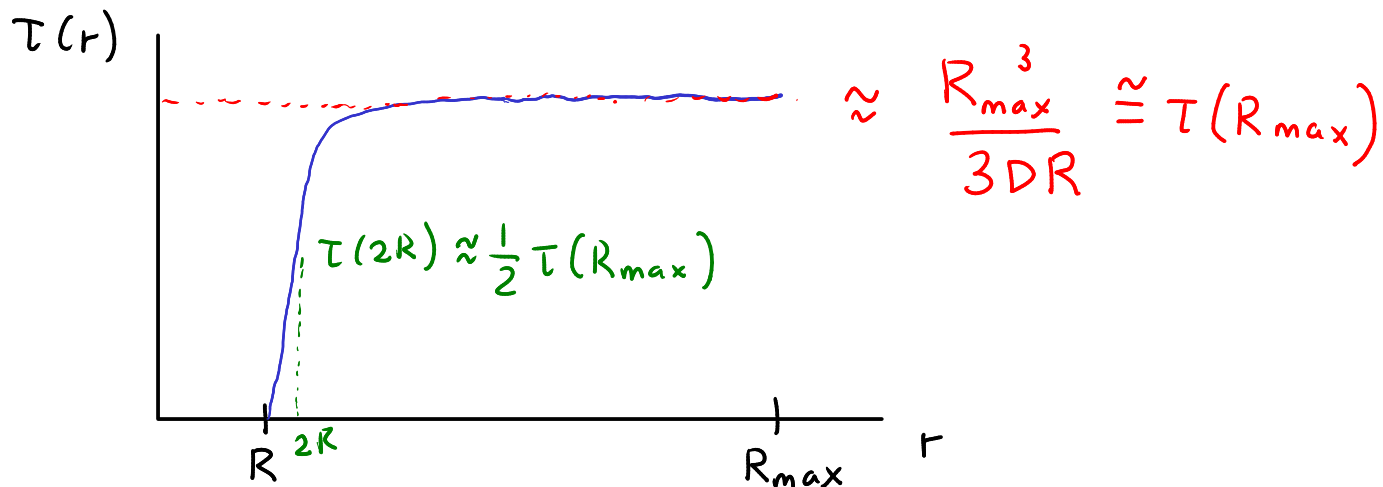
$$\nabla \tau(\vec{r}) \big|_{\vec{r} \in \text{outer boundary}} = 0$$

$$\vec{r} = (r, \theta, \phi) \quad \tau(\vec{r}) = \tau(r)$$

$$\Rightarrow \nabla^2 \left[\frac{\partial^2}{\partial r^2} + \frac{2}{r} \frac{\partial}{\partial r} \right] \tau(r) = -1$$

$$\tau(R) = 0 \quad \frac{\partial \tau}{\partial r} \bigg|_{R_{\max}} = 0$$

$$\Rightarrow \tau(r) = \frac{R_{\max}^3}{3Dr} - \frac{R_{\max}^3}{3Dr} - \frac{r^2}{6D} + \frac{R^2}{6D}$$



to a good approx: time for two molecules
to meet in 3D
(in a volume of size $\sim R_{\max}^3$)

$$L^2$$

$$= 3D$$

$$MSD$$

$$= 6Dt$$

$$\tau \approx \frac{R_{max}^3}{3DR} \quad (\text{valid when initial sep} > \text{a few nm})$$

$$= \underbrace{\left(\frac{R_{max}^2}{6D} \right)}_{\sim \text{avg. time for the sep. to cover dist } R_{max} \text{ (i.e. visit the entire cell volume)}} \underbrace{\left(\frac{2R_{max}}{R} \right)}_{\text{additional factor required for collision to occur}}$$

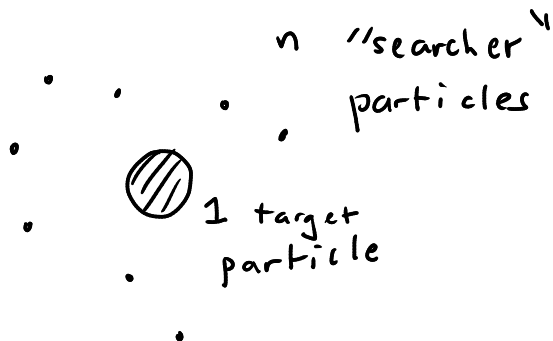
typical protein $R_1 = R_2 \sim 1 \text{ nm}$

$R_{max} \sim 1 \mu\text{m}$ for bacteria

$$\tau = (8.3 \times 10^{-3} \text{ s})(1000)$$

$$= 8.3 \text{ s}$$

speed up $\Rightarrow$ have more particles



$$\tau = \underbrace{\left(\frac{R_{max}^2}{6D} \right)}_{\text{time scale to explore the cell}} \underbrace{\left(\frac{2R_{max}}{Rn} \right)}_{\substack{\text{prob. of} \\ \text{collision has} \\ \text{increased by} \\ \text{a factor of } n}}$$

$$V = \frac{4}{3} \pi R_{max}^3 \quad (\text{sph. volume})$$

prob. of collision has increased by a factor of n

$$\Rightarrow \tau = \frac{V}{4\pi DRn}$$

$$= \frac{1}{4\pi DRc}$$

$$c = \frac{n}{V}$$

= conc. of
searcher
particles

rate of searchers hitting target

$$k = \frac{1}{\tau} = 4\pi DRc \equiv k_{\text{smol}}$$

any reaction
rate

$$k \leq k_{\text{smol.}}$$

Smoluchowski rate

"speed limit" for any
chemical reaction that
requires 3D diffusion