# Assignment 2

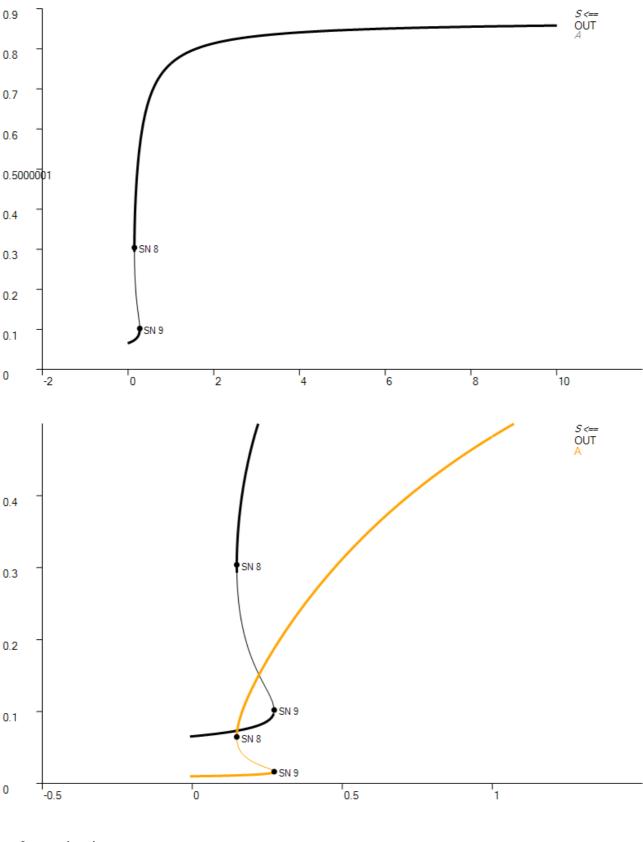
221505023 张牧原

## **Bifurcation Analysis**

One Loop

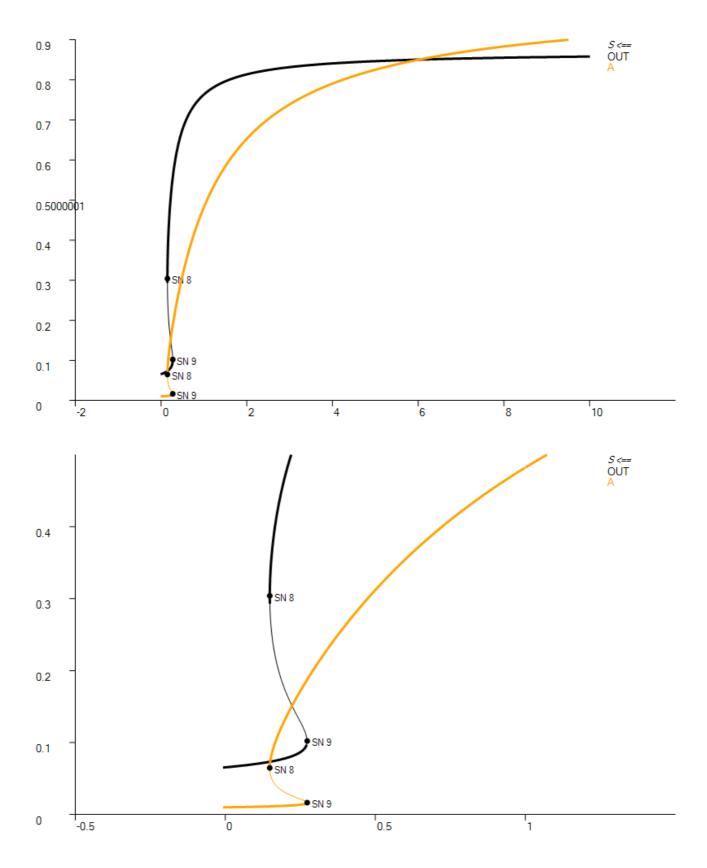
1. one fast loop

bifurcation diagram of one fast loop



2. one slow loop

bifurcation diagram of one slow loop

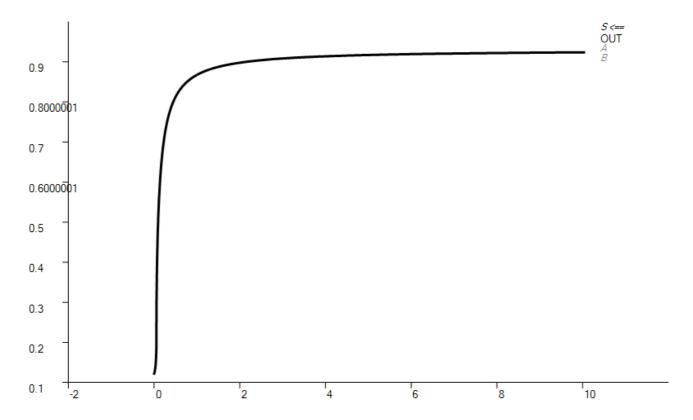


Both one-loop systems share the same bifurcation character, which contains TWO bifurcation points (SN).

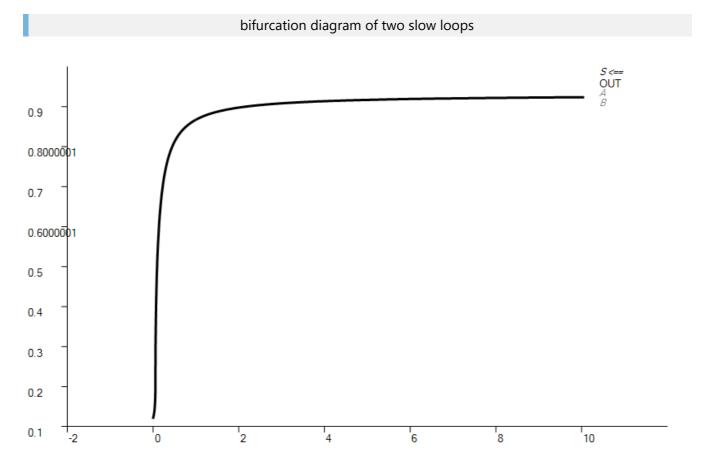
#### Two Loops

1. Two fast loops

#### bifurcation diagram of two fast loops

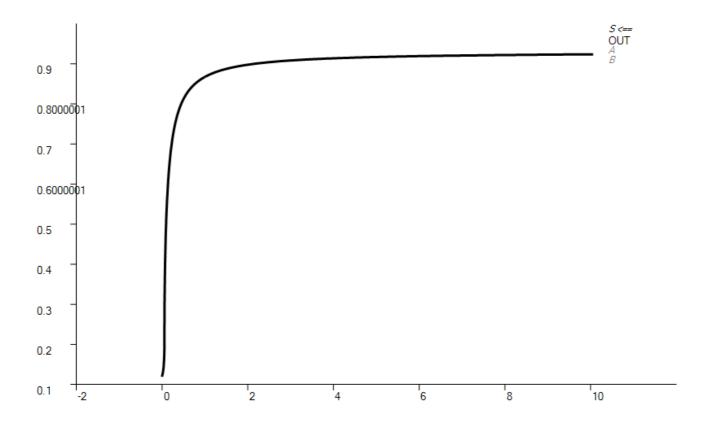


#### 2. Two slow loops



3. One slow and one fast loops

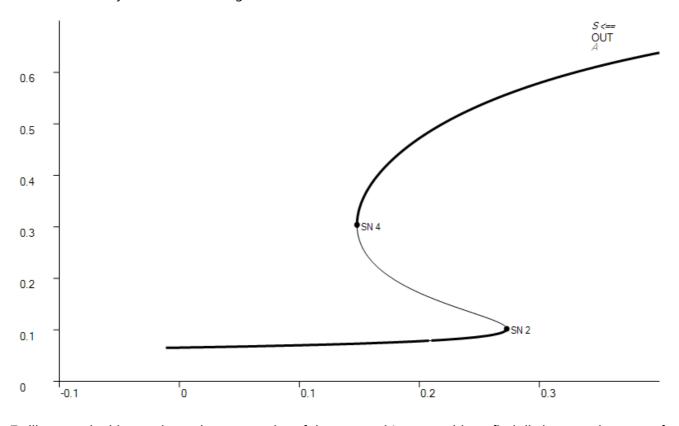
bifurcation diagram of One slow and one fast loops



All of the two-loop systems share the same bifurcation character, which contains NO bifurcation point.

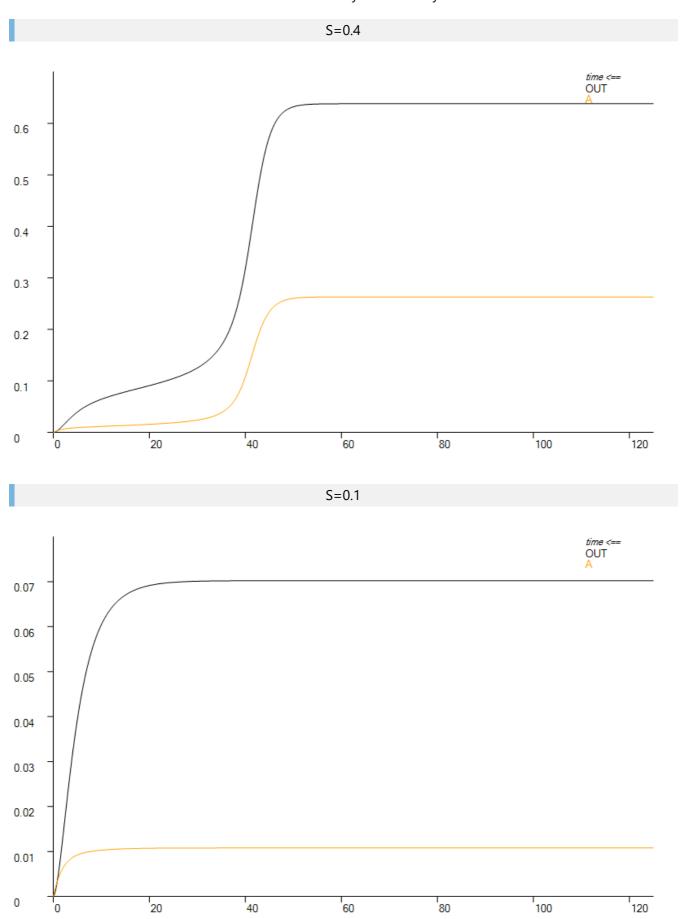
### History-(In)dependent Properties of the System

Let's take the one-fast-loop system for instance. From bifurcation analysis above, we can infer that one-loop systems contains 2 SN points on approximately S=0.15 & 0.28. Between them is called a bistable area, where coexist two steady states, one at a higher concentration of OUT, the other at a lower concentration of OUT.



To illustrate the history-dependent properties of the system, it's acceptable to find distinct steady states of

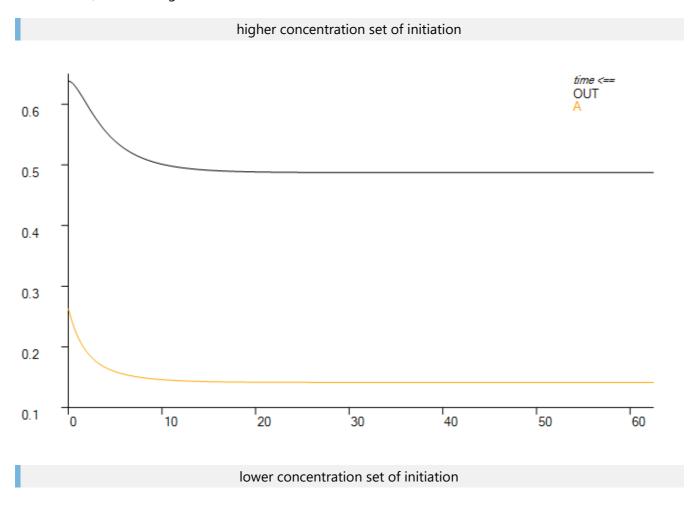
[OUT] and [A] outside the bistable area (here I chose S=0.1 and S=0.4). Then use them as two different sets of initial conditions of OUT and A to illustrate the "history effect" on system.

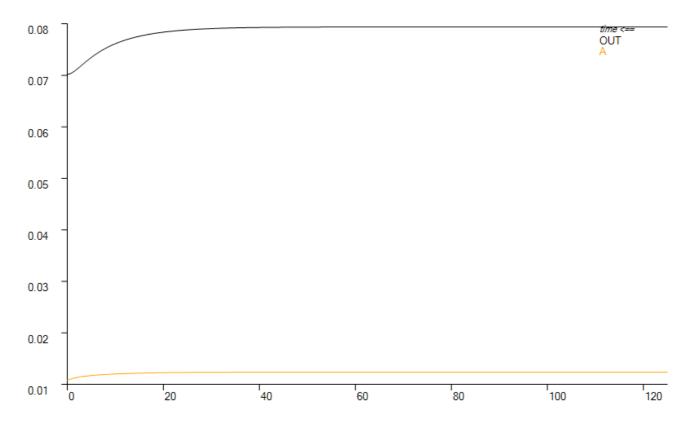


The result goes:

```
S=0.4 steady state:
    [OUT]=0.638
    [A]=0.263
    it shows higher concentrations
S=0.1 steady state:
    [OUT]=0.0702
    [A]=0.0108
    it shows lower concentrations
```

Now it's time to invest the two different sets of initial conditions into the bistable area of the system (here I chose S=0.21). The result gose:





#### The result goes,

```
S=0.21,init=high,steady state:
    [OUT]=0.487;
    [A]=0.1415;
S=0.21,init=low,steady state:
    [OUT]=0.0794;
    [A]=0.0124;
```

which means two different set of initial conditions can drive the same system into two different steady state, during bistable area.

#### DONE