

# Simulation of the interaction between two species

Predator–prey interaction model (Lotka–Volterra): numerical simulator in C++

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## 1 Design and implementation choices

The project consists of two header files (`simulation.hpp` and `input_utils.hpp`), two source files (`simulation.cpp` and `test_simulation.cpp`), and a `main.cpp`.

The core of the project is the *class* `Simulation`, whose private members are:

- the four parameters of the simulation  $A, B, C, D$ ;
- the time step  $dt$  (fixed at 0.001): the user can choose the total simulation time at runtime, deciding how many integration steps to perform. This avoids problems of population positivity when  $dt$  is too large and the initial states are far from equilibrium;
- the equilibrium values of the two populations  $x_{eq}$  and  $y_{eq}$ , computed from the parameters;
- the “relative” values of the populations with respect to equilibrium  $x_{rel}$  and  $y_{rel}$ ;
- a `std::vector` containing all the states visited.

Each state is described by the `struct State`, which contains the absolute values  $x, y$  and the energy  $H$ .

The class has two constructors: the first initializes the four parameters and also the initial values of the two populations (to create a simulation to be evolved), while the second initializes only the parameters (used in tests where no evolution is needed).

### Main public methods

- `compute_H(x,y)`: given a state, computes the energy  $H$ ;
- `evolve()`: evolves the simulation by a single  $dt$ ;
- `run(n)`: performs  $n$  integration steps;
- `get_results()`: returns the vector of visited states.

In `input_utils.hpp` a template function `read_param()` is declared and defined, used for input handling. Its purpose is to make the program fail if any input does not match the specified type.

## 2 Execution instructions

After configuring and building the project, the program can be executed with:

```
./build/Debug/progetto  
# or  
./build/Release/progetto
```

The program asks from *stdin* for the parameters  $A, B, C, D > 0$ , the initial conditions  $x_0, y_0 > 0$ , and the number of steps (integer  $\geq 0$ ). It produces a `results.txt` file in the current folder.

## 3 Input parameters and output format

**Input** Values required in order:  $A, B, C, D$  (all  $> 0$ ),  $x_0, y_0$  (positive densities), number of steps integer  $\geq 0$ . If the inputs do not satisfy the positivity condition, an exception is thrown during class construction and the program terminates.

**Output** File `results.txt` with three columns  $x$   $y$   $H$ , representing the system states at each  $dt$ .

## 4 Interpretation of results

The invariant  $H$  is exactly constant in the continuous model, but the integration scheme (explicit Euler), used to discretize the differential equations, introduces a numerical error with a *drift* of  $H$  (normally small for sufficiently small  $dt$ ). Therefore,  $H$  does not always remain constant, especially if the initial state is far from equilibrium.

## 5 Testing strategy

To verify that the results are reasonably error-free, five `TEST_CASE` were implemented, one for each of the main features:

- test for the correct initialization of a simulation and the rejection of parameters that do not satisfy the physical conditions of the model;
- test for the correct computation of energy  $H$  with different parameter combinations;
- test for the methods `evolve()` and `run()`: they preserve population positivity, generate a vector of the expected size; `run(0)` does not change the state and `run(1)` is equivalent to `evolve()`;
- test for the quasi-invariant conservation of  $H$ , which remains nearly constant within a reasonable tolerance over many iterations, starting from both near and far equilibrium initial states;
- test for the parameter input function.

## 6 Limitations and possible improvements

- The explicit Euler method is not *structure-preserving*:  $H$  does not remain exactly constant.
- To reduce the drift of  $H$ , one could change the integration scheme (exponential or semi-implicit integrator), modifying the formulas in `evolve()`.

## **7 Declaration of use of generative AI**

During development, generative AI tools were used for code review and design suggestions. Implementation decisions and validation of the results are the responsibility of the authors.

## **8 Other useful information**

The project is available on GitHub: [https://github.com/mdinardo12/lotka\\_volterra](https://github.com/mdinardo12/lotka_volterra).