# Toy Model #4

The equations that define the simple Toy Model are described in Equations 1 and 2.

$$\frac{d\Phi}{dt} = -\beta V + \frac{\Phi^3}{3} - \Phi = L_{\Phi} \tag{1}$$

$$\frac{dV}{dt} = \beta \Phi + \alpha = L_V \tag{2}$$

Then with diffusion added Equations 1 and 2 become 3 and 4 as follows;

$$\frac{d\Phi}{dt} = D\frac{d^2\Phi}{dx^2} + L_{\Phi} \tag{3}$$

$$\frac{dV}{dt} = D\frac{d^2V}{dx^2} + L_V \tag{4}$$

Where  $\alpha$  and  $\beta$  are variable parameters

#### **Results 1**

Due to there being two parameters it is important to view the interaction between the two. First if you hold  $\alpha$  constant and vary  $\beta$ :

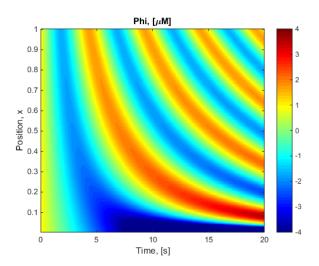
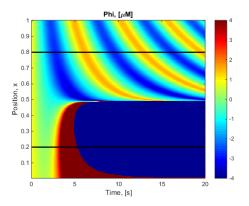


Figure 1: Holding  $\alpha$  constant at 0 and varying  $\beta$  linearaly between  $\{0,1\}$ 

From here  $\alpha$  was changed to 0.5 and again varied  $\beta$ . For Figure 2 the scale has been fixed {-4,4} and thus in the dark blue region which heads to negative infinity is not viewed.

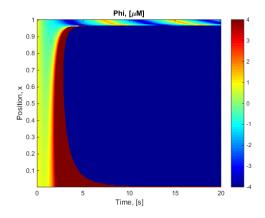


Phi, [µM]

1
0.9
0.8
0.7
× 0.6
1
1
0.3
0.2
0.1
0
5 10 15 20

Figure 2: Holding  $\alpha$  constant at 0.5 and varying  $\beta$  linearaly between  $\{0,1\}$ 

Figure 3: Holding  $\alpha$  constant at 0.5 and varying  $\beta$  linearaly between {0.5,2}



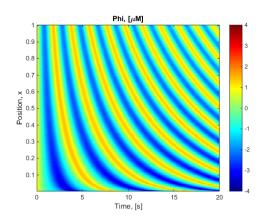


Figure 4: Holding  $\alpha$  constant at 1 and varying  $\beta$  linearaly between  $\{0,1\}$ 

Figure 5: Holding  $\alpha$  constant at 1 and varying  $\beta$  linearaly between  $\{0.98,2\}$ 

Next holding Beta constant and varying alpha had an equal but opposite effect

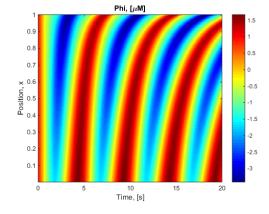


Figure 6: Holding  $\beta$  constant at 1 and varying  $\alpha$  linearaly between  $\{0,1\}$ 

#### **Results 3**

Creating zero osculation's; to view the diffusion it is important to have a region that initially had no osculation's. To do this the rate of changes of  $\Phi$  and V to zero for the initial conditions ( $\Phi = V = 1$ ).

$$\frac{d\Phi}{dt} = -\beta V + \frac{\Phi^3}{3} - \Phi = 0$$
 & 
$$\frac{dV}{dt} = \beta \Phi + \alpha = 0$$
 
$$-\beta \times 1 + \frac{1^3}{3} - 1 = 0 \quad \therefore \quad \beta = -\frac{2}{3}$$
 
$$\beta \times 1 + \alpha = 0 \quad \therefore \quad \alpha = \frac{2}{3}$$

Figure 7 shows Beta and alpha varying over x to obtain zero osculating.

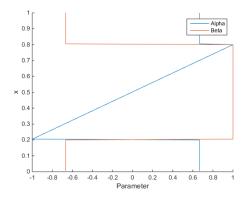


Figure 7: Alpha and Beta varying over x to obtain zero osculation's between 0<x<0.2 and 0.8<x<1.

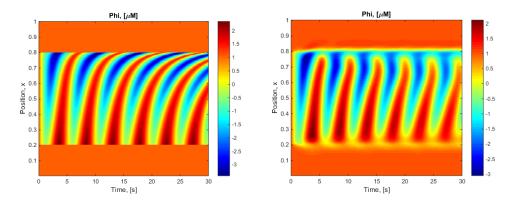


Figure 8:  $\alpha$  and  $\beta$  determined by Figure 7 and Equations 1 and 2; Zero Diffusion

Figure 9:  $\alpha$  and  $\beta$  determined by Figure 7 and Equations 3 and 4; Simple Diffusion 200e-6

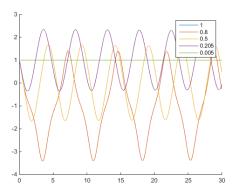


Figure 10: A few x points of Figure 8 potted over time.

### **Results 4**

Changing the diffusion constant, D.

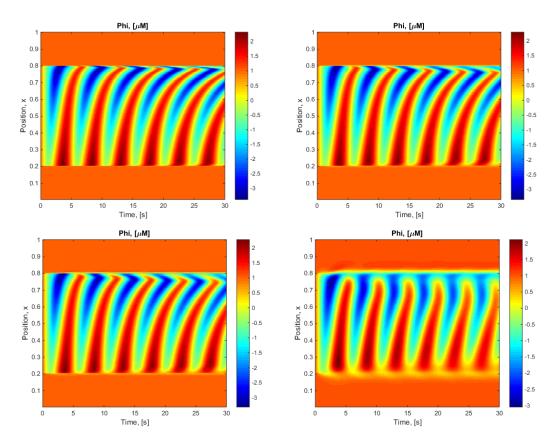


Figure 11-14: D = {1e-6, 5e-6, 10e-6, 100e-6}

# **Results 5**Simulated over a long period of time

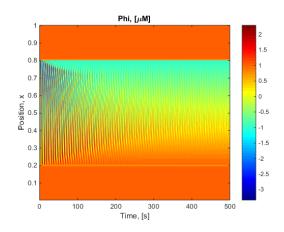


Figure 15: Diffusion, D = 5e-6 and long time,  $t=\{0:500\}$ 

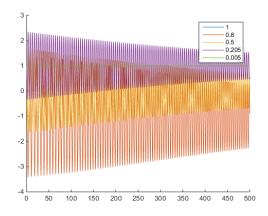


Figure 16: x points from Figure 15 plotted over time.

## **Discussion**

- Increasing alpha from 0 to 1 shows that there is an increasing instability in the results.
- At low diffusion constants the waves do not protrude into the unexpected region
- however they do form the triangle pattern of diffusion.