

Volterra (1926) – fish in the adriatic
 Lotka (1920) – chemical reactions

Predator – prey problem

Lotka-Volterra equations

$$\frac{dR}{dt} = (\lambda - \alpha F) R$$

F = foxes

R = rabbits

$$\frac{dF}{dt} = -(\eta - \beta R) F$$

hence rabbit growth rate $\left(\frac{dR}{dt}\right)$ is constant $\times R$

$$\lambda R$$

in absence of foxes (birth).

(α grass assumption)

rabbits are eaten at rate α foxes and rabbits, ie: αFR .

Similarly, growth of foxes depends on number of foxes (birth) and rabbits (food) and is adversely affected by other foxes (competition)

$$\beta RF \\ -\eta F$$

so $\lambda, \alpha, \eta, \beta > 0$.

As usual find fixed points

$$\bar{R} = 0, \bar{F} = 0 \\ \bar{R} = \frac{\eta}{\beta}, \bar{F} = \frac{\lambda}{\alpha}$$

look at stability: (done on problem sheet 2)

$$\bar{R} = 0, \bar{F} = 0 \quad \text{saddle}$$

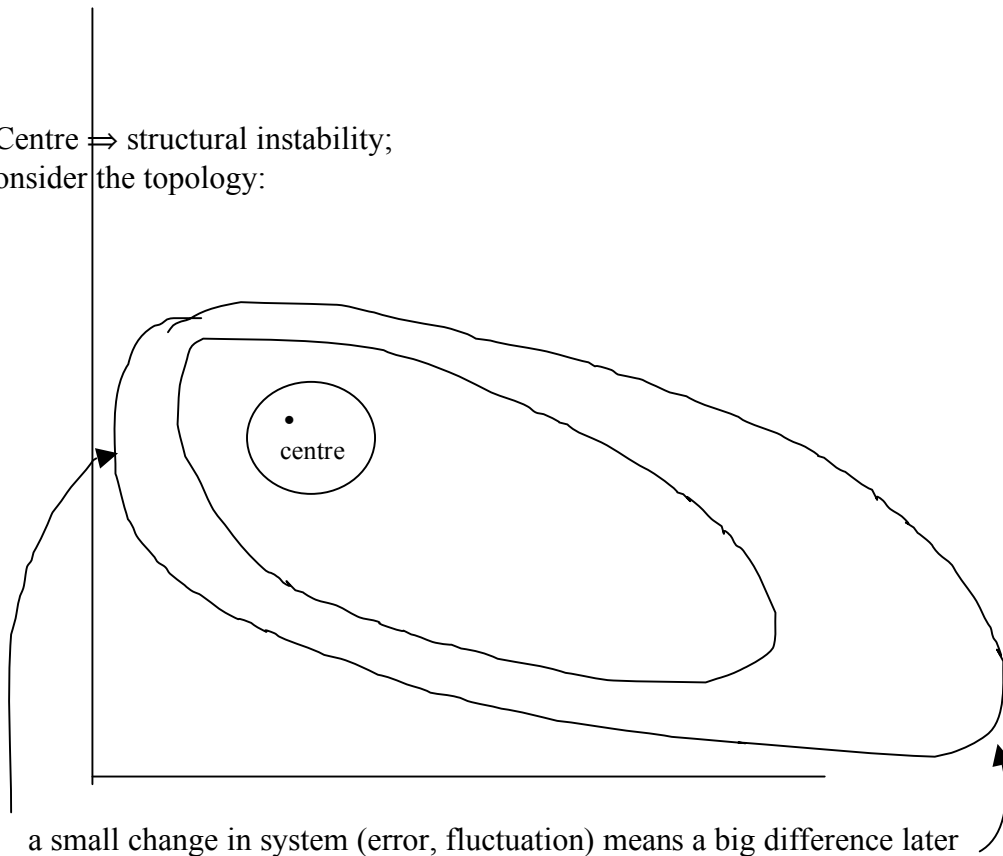
Find: $\bar{R} = \frac{\eta}{\beta}, \bar{F} = \frac{\lambda}{\alpha} \quad \text{centre}$

Note $R > 0$

$F > 0$

only physically meaningful solutions!

NB: Centre \Rightarrow structural instability;
eg: consider the topology:



Therefore, centre based mathematical models NOT a good idea for physical, biological systems.

Instead, consider models with limit cycle dynamics– won't be affected by fluctuations

Lotka-Volterra – motion about centre implies a constant of the motion

As with nonlinear pendulum – expect in principle that system behaves like particle in a potential well – means should be able to integrate to obtain a constant of the motion.

We have $\frac{dR}{dt} = (\lambda - \alpha F)R$ $\frac{dF}{dt} = -(\eta - \beta R)F$

then $\frac{dR}{dF} = \frac{-(\lambda - \alpha F)R}{(\eta - \beta R)F}$

$$\frac{dR}{R}(\eta - \beta R) = -(\lambda - \alpha F)\frac{dF}{F}$$

integrates to give $\eta \ln R - \beta R = -\lambda \ln F + \alpha F + C$

ie: C is a constant of the motion. Each value of C specifies an orbit around the centre. Therefore, we know the equation for each orbit $C = \text{constant}$.

NB – this is global information – we did not linearise to obtain it