

3. Turing space:

$$\partial_t u = f(u, v) + D_u \partial_x^2 u$$

$$\partial_t v = g(u, v) + D_v \partial_x^2 v.$$

→ work in system size L explicitly into dynamics
(since change in L commonly encountered in development)

$$\text{let } \xi = x/L, \tau = D_u t/L^2; \gamma = \frac{L^2}{D_u}, D = \frac{D_v}{D_u}$$

$$\text{then } \partial_\tau u = \gamma f(u, v) + \partial_\xi^2 u \quad (\text{will call } \xi \text{ by } x)$$

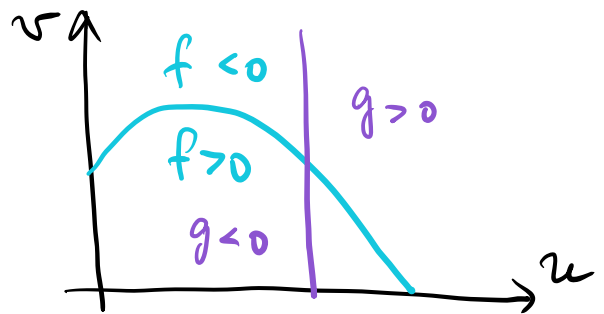
$$\partial_\tau v = \gamma g(u, v) + D \partial_\xi^2 v \quad (\text{will call } \tau \text{ by } t)$$

Specific examples: requirement $f_u > 0 > g_v$

• predator-prey systems insufficient ($g_v = 0$).

$$f(u, v) = u(1-u) - \frac{uv}{1+u/k}$$

$$g(u, v) = \left(\frac{1}{2} \frac{u}{1+u/k} - 1 \right) \cdot v$$



• Meinhardt's activator-inhibitor model:

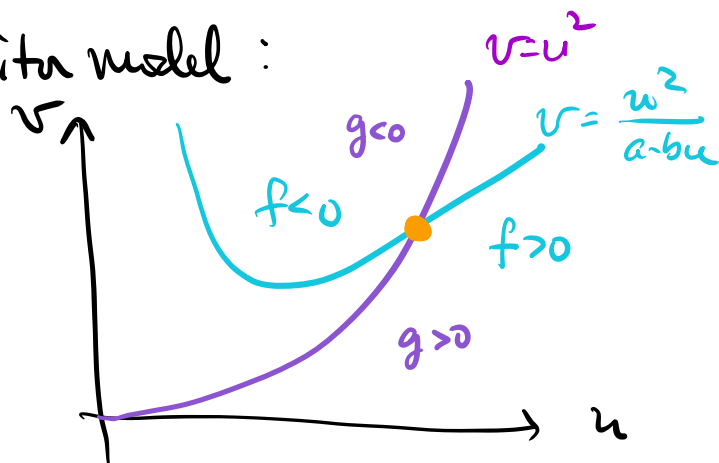
$$f(u, v) = a - bu + \frac{u^2}{v}$$

$$g(u, v) = u^2 - v$$

$$f_u > 0, f_v < 0$$

$$g_u > 0, g_v < 0$$

OK



but mathematically cumbersome to analyze.

→ will use the "Brusselator" model: $\begin{cases} A \rightarrow B \\ 2A + B \rightarrow 3A \end{cases}$

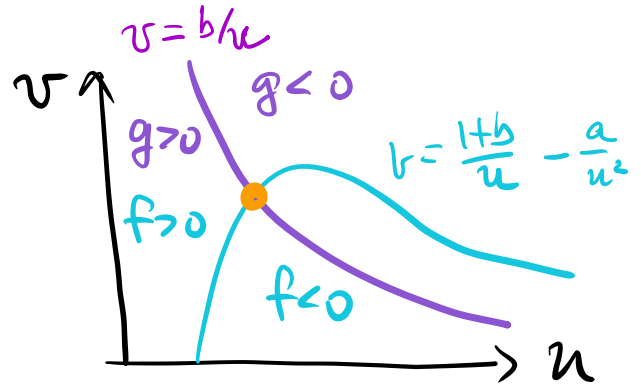
$$f(u, v) = a - (1+b)u + u^2v$$

$$g(u, v) = bu - u^2v$$

$$f_u < 0 \quad f_v > 0$$

$$g_u < 0 \quad g_v < 0$$

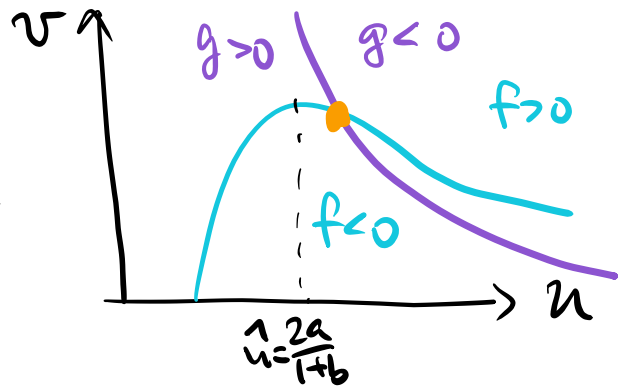
no Turing instability



$$f_u > 0, \quad f_v > 0$$

$$g_u < 0, \quad g_v < 0$$

→ Turing Instab.



(requires $u > \hat{u}$)

Explicitly compute:

$$g=0 \rightarrow v^* = b/u^* = b/a$$

$$f=0 \rightarrow u^* = a$$

$$f_u^* = -(1+b) + 2u^*v^* = b-1 \quad f_v^* = (u^*)^2 = a^2$$

$$g_u^* = b - 2u^*v^* = -b, \quad g_v^* = -u^2 = -a^2$$

Note: Turing instability requires $f_u > 0 > g_v$
 $a b - 1 > 0$

also, $\text{Tr} M < 0: f_u + g_v < 0 \rightarrow b - 1 - a^2 < 0$

$$\Rightarrow 1 < b < 1 + a^2$$



* Search for parameter space where Turing instability occurs (= Turing space)

look at spatio temporal perturbation:

$$u(x,t) = u^* + \delta u e^{\lambda t} e^{ikx}$$

$$v(x,t) = v^* + \delta v e^{\lambda t} e^{ikx}$$

$$\lambda \begin{pmatrix} \delta u \\ \delta v \end{pmatrix} = \gamma \begin{pmatrix} b-1 & a^2 \\ -b & -a^2 \end{pmatrix} \begin{pmatrix} \delta u \\ \delta v \end{pmatrix} + \begin{pmatrix} -k^2 \delta u \\ -Dk^2 \delta v \end{pmatrix}$$

$$[\gamma(b-1) - k^2 - \lambda] \cdot [-\gamma a^2 - Dk^2 - \lambda] + \gamma a^2 b = 0$$

$$\lambda^2 + \lambda (D+1)k^2 + \gamma a^2 - \gamma(b-1)$$

$$+ Dk^4 - \gamma(D(b-1) - a^2)k^2 + \gamma a^2 = 0.$$

$$\lambda = -\frac{1}{2} [(D+1)k^2 + \gamma(a^2 + 1 - b)] \cdot (1 \pm \sqrt{1 - X})$$

$$X = \frac{Dk^4 - \gamma(D(b-1) - a^2)k^2 + \gamma a^2}{\frac{1}{4} [(D+1)k^2 + \gamma(a^2 + 1 - b)]^2}$$

Tuning instability: $X(k \neq 0) < 0$ (small X)

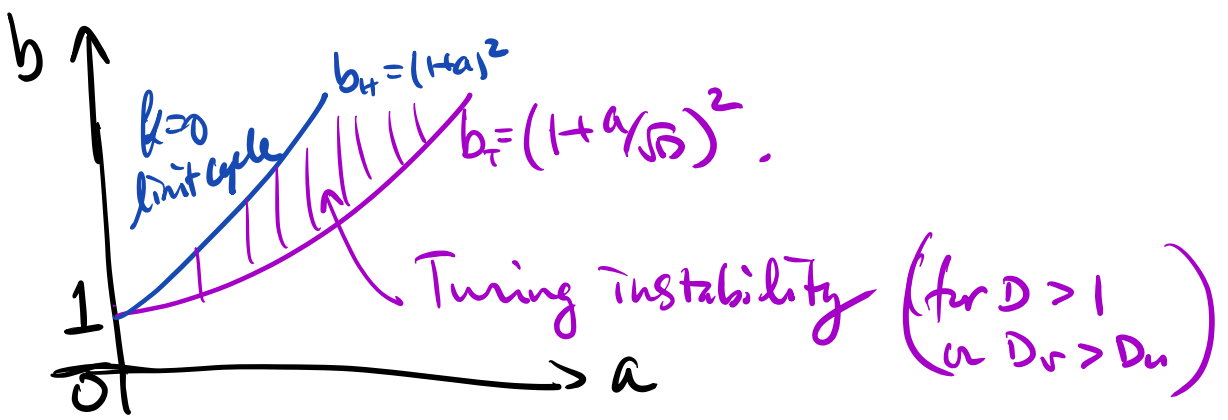
$$\left. \frac{dX}{dk} \right|_{k_T} = 0 \rightarrow 4Dk_T^3 - 2k_T \gamma [D(b-1) - a^2] = 0$$

$$k_T^2 = \frac{\gamma [D(b-1) - a^2]}{2D}; \quad k_T^2 > 0 \rightarrow b > 1 + a^2/D$$

$$X(k_T) \leq 0 \rightarrow \frac{\gamma^2 [D(b-1) - a^2]^2}{4D} \geq \gamma a^2$$

$$b-1 - a^2/D \geq 2a/\sqrt{D} \rightarrow b \geq (1 + a/\sqrt{D})^2 > 1 + a^2/D$$

$$\text{or } b-1 - a^2/D \leq -2a/\sqrt{D} \rightarrow b \leq (1 - a/\sqrt{D})^2 < 1$$



Condition of Hopf bifurcation:
 $f_u + g_v \geq 0$ or $b_H \geq 1 + a^2$

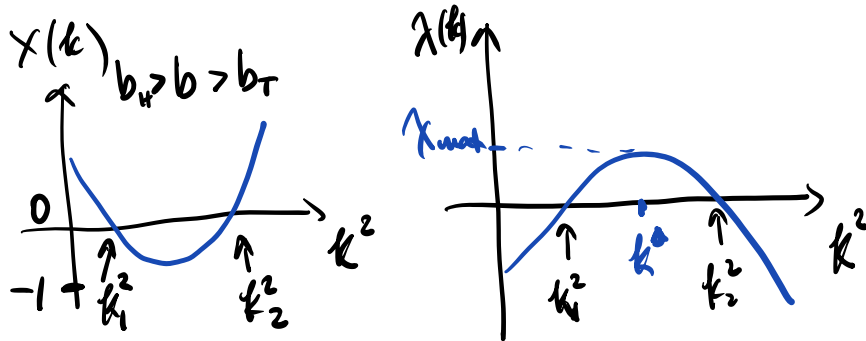
4. Mode Selection:

At the threshold of Turing instability,

$$k_T^2 = -\frac{\gamma}{2} [b_T - 1 - a^2/D] = \gamma a \sqrt{D}$$

- for $b_H > b > b_T$, $\lambda(k) > 0$ for a range $k_1 < k < k_2$

$$\text{from } \lambda = -\frac{1}{2} [D(1-b) + \gamma(a^2 + 1 - b)] \cdot \left(1 \pm \sqrt{1 - X(k)} \right)$$



$$X(k) = 0 \rightarrow Dk^4 + \gamma(D(1-b) + a^2)k^2 + \gamma^2 a^2 = 0$$

$$k^2 = \frac{\gamma}{2} [b - 1 - a^2/D] \pm \sqrt{\left(\frac{\gamma}{2} (b - 1 - a^2/D) \right)^2 - \gamma^2 a^2/D}$$

$$\begin{aligned} \sqrt{\dots} &= \sqrt{\left[\frac{\gamma}{2} (b - b_T + 2a/\sqrt{D})\right]^2 - \gamma^2 a^2/D} \\ &= \frac{\gamma}{2} \sqrt{(b - b_T)^2 + 4\frac{a}{\sqrt{D}}(b - b_T)} \end{aligned}$$

$$\begin{aligned} k^2 &= \frac{\gamma}{2} \left((b - b_T + 2a/\sqrt{D}) \pm \sqrt{4\frac{a}{\sqrt{D}}(b - b_T) + (b - b_T)^2} \right) \\ &\approx \gamma a/\sqrt{D} \pm \gamma \sqrt{(b - b_T)a/\sqrt{D}} \quad \text{for } b \geq b_T. \end{aligned}$$

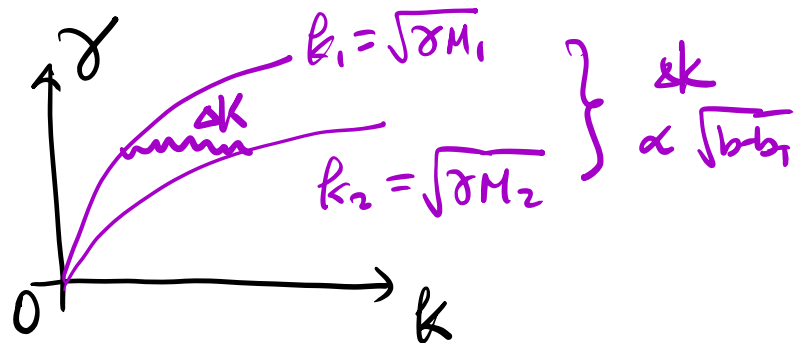
→ find range of unstable k for different $\gamma(L)$

$$\text{let } k_1^2 = \gamma \cdot M_1; \quad M_1 = \frac{1}{2} \left[(b - b_T + 2a/\sqrt{D}) - \sqrt{\frac{4a}{\sqrt{D}}(b - b_T) + (b - b_T)^2} \right]$$

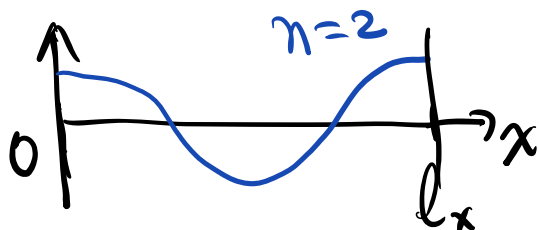
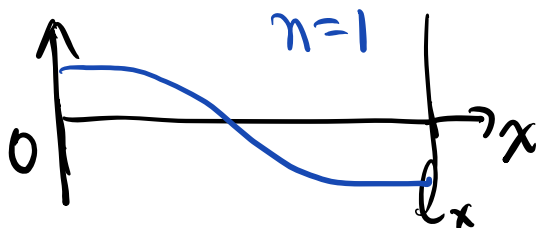
$$k_2^2 = \gamma \cdot M_2; \quad M_2 = \frac{1}{2} \left[(b - b_T + 2a/\sqrt{D}) + \sqrt{\frac{4a}{\sqrt{D}}(b - b_T) + (b - b_T)^2} \right]$$

range of unstable k :

$$\gamma \cdot M_1(a, b, D) \leq k^2 \leq \gamma \cdot M_2(a, b, D)$$



allowed k over interval l_x :



suppose $\frac{\partial p}{\partial x} = 0$ at both boundary

then $u(x,t) = \delta u e^{\lambda t} \cdot \cos \frac{n\pi x}{l_x}$

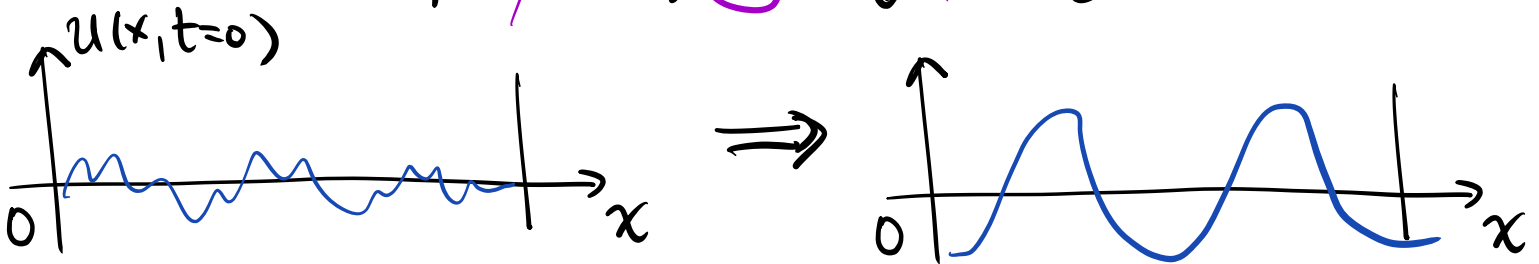
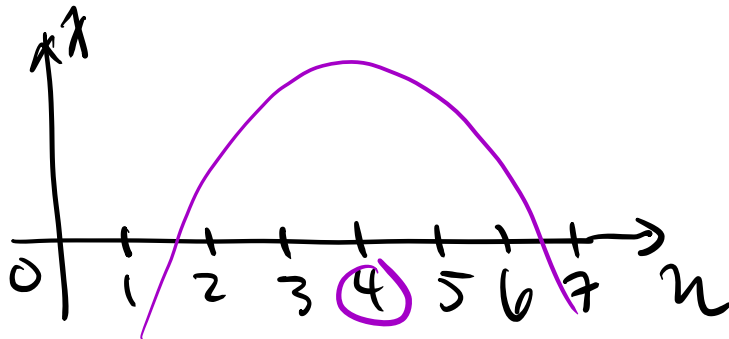
$$k = \frac{n\pi}{l_x}, \quad n = \pm 1, \pm 2, \dots$$

$$\gamma M_1 \leq \left(\frac{n\pi}{l_x}\right)^2 \leq \gamma M_2$$

$$\text{unstable mode: } \frac{l_x}{\pi} k_1 \leq n \leq \frac{l_x}{\pi} k_2$$

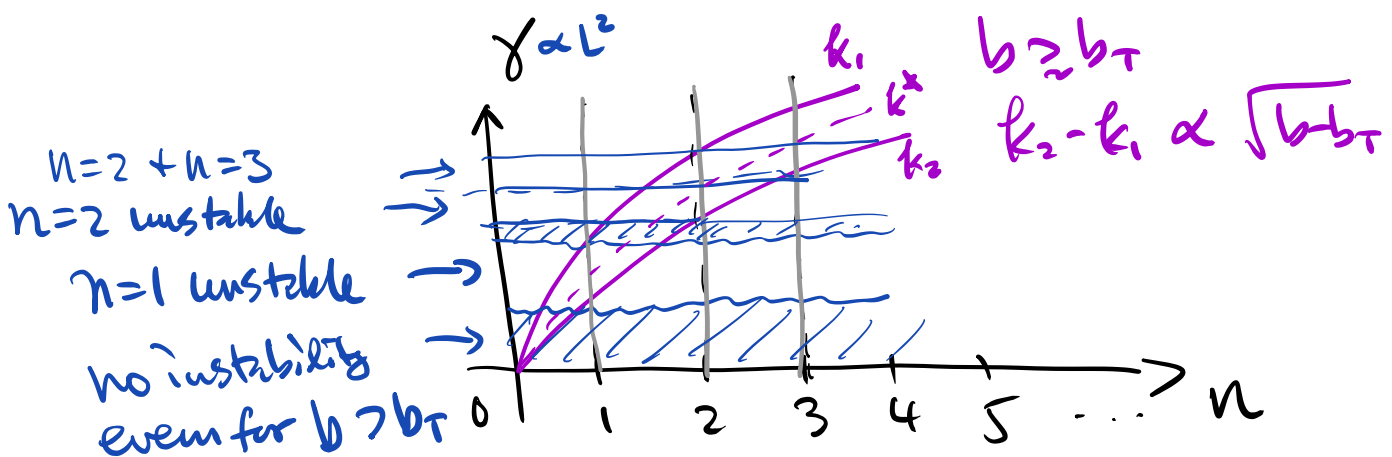
\Rightarrow for large δk , large L (discreteness effect negligible)
 most unstable mode k^* where $\lambda(k^*)$ is maximum
 dominates if starting from random init cond.

since $u(x,t) = e^{\lambda(k)t} \cos kx$



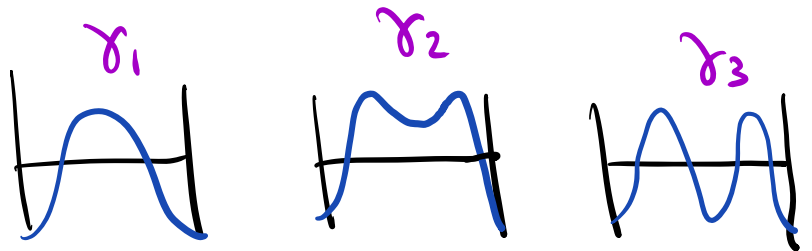
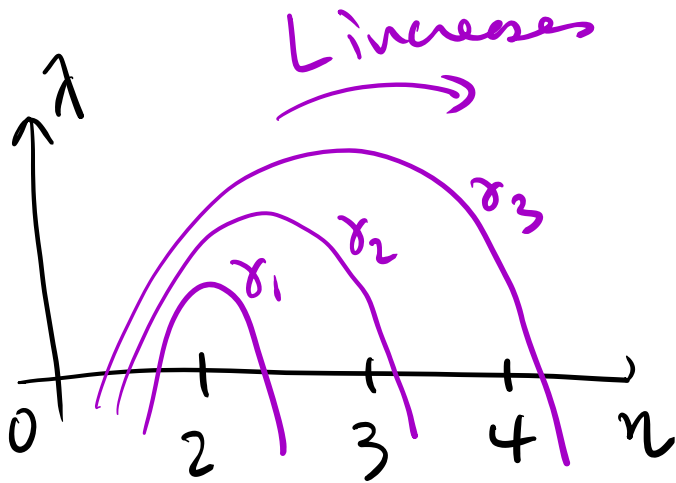
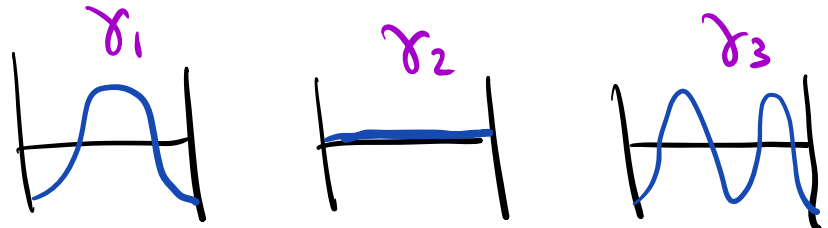
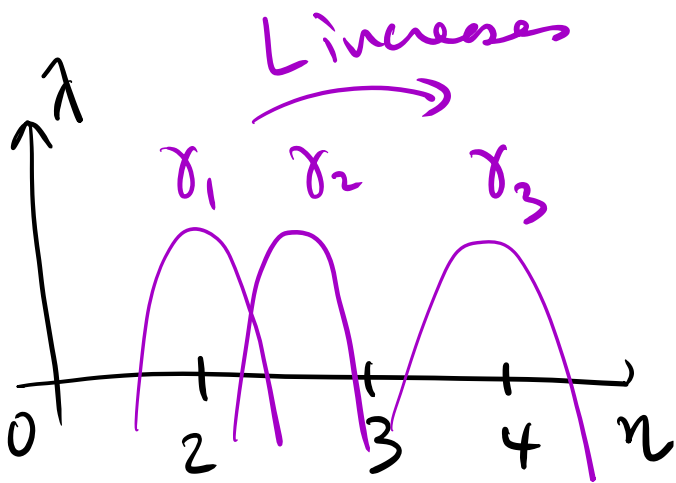
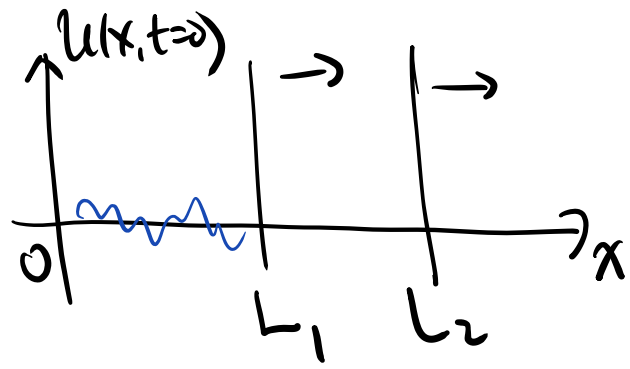
\rightarrow Stabilized by higher order nonlinearity (later)

∇ discreteness important for small systems or $b \approx b_T$



\Rightarrow as length scale ($\gamma \sim L^2$) is increased,
 more and more modes become unstable

Domain growth:



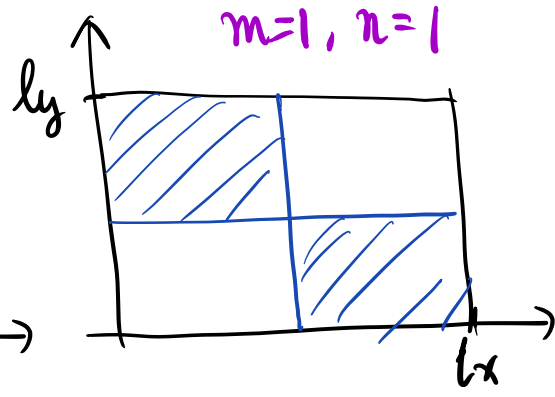
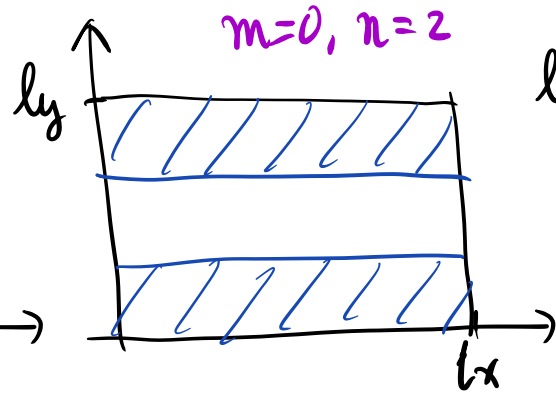
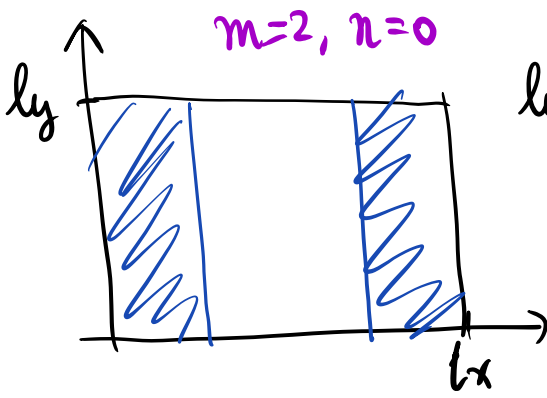
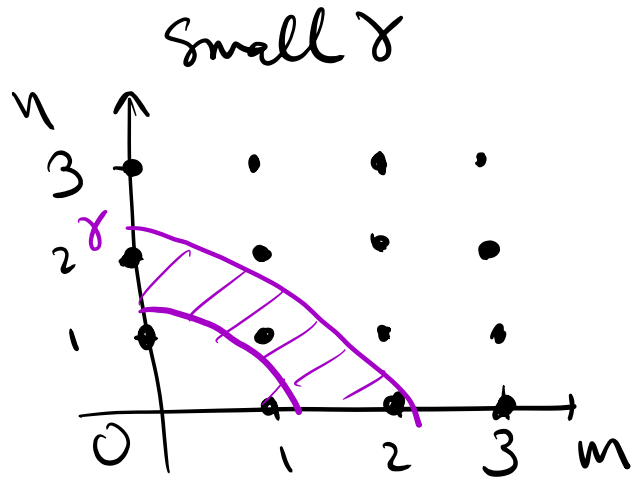
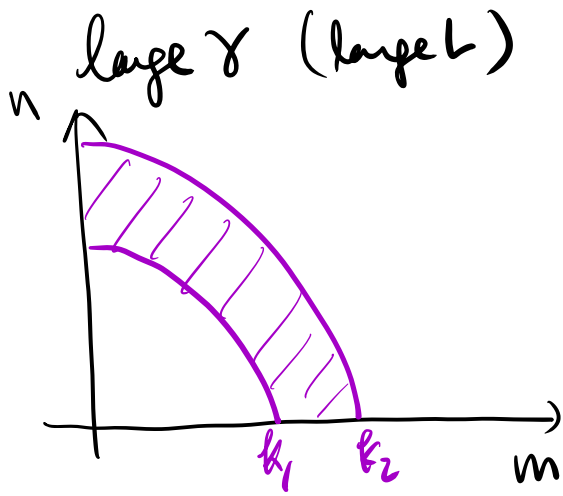
Many biological applications

* 2d patterns:

Same condition for instability: $\delta M_1 < k^2 < \delta M_2$

but for $u(x, y) \sim \cos \frac{m\pi x}{l_x} \cdot \cos \frac{n\pi y}{l_y}$

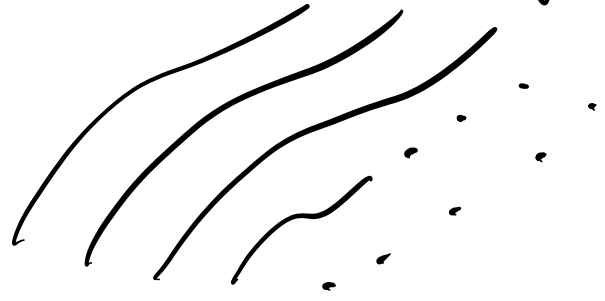
$$k^2 = \left(\frac{m\pi}{l_x}\right)^2 + \left(\frac{n\pi}{l_y}\right)^2$$



Other tessellation patterns, e.g. hexagonal.

$$U(x,y) \sim \cos kx + \cos k \left(\frac{x}{2} + \frac{\sqrt{3}}{2} y \right) + \cos k \left(\frac{\sqrt{3}}{2} y - \frac{x}{2} \right)$$

\Rightarrow regular array of spots
 (e.g. hair follicles, spot coating, ...)
 or combinations of stripes and spots.



\Rightarrow pattern selection depends on nonlinear terms which stabilizes linear instability