the purposes of numerical work this continuum is replaced by a finite number of points (at most 64 in our actual computation) so that the partial differential equation defining the motion of this string is replaced by a finite number of total differential equations. We have, therefore, a dynamical system of 64 particles with forces acting between neighbors with fixed end points. If x_i denotes the displacement of the i-th point from its original position, and α denotes the coefficient of the quadratic term in the force between the neighboring mass points and β that of the cubic term, the equations were either

$$x_i = (x_{i+1} + x_{i-1} - 2x_i) + \alpha \left[(x_{i+1} - x_i)^2 - (x_i - x_{i-1})^2\right] \qquad (1)$$

$$i = 1, 2, \ldots 64,$$

or

$$x_i = (x_{i+1} + x_{i-1} - 2x_i) + \beta\left[(x_{i+1} - x_i)^3 - (x_i - x_{i-1})^3\right] \qquad (2)$$

$$i = 1, 2, \ldots 64.$$

α and β were chosen so that at the maximum displacement the nonlinear term was small, e. g., of the order of one-tenth of the linear term. The corresponding partial differential equation obtained by letting the number of particles become infinite is the usual wave equation plus nonlinear terms of a complicated nature.

Another case studied recently was

$$\ddot{x}_i = \delta_1(x_{i+1} - x_i) - \delta_2(x_i - x_{i-1}) + c \qquad (3)$$

where the parameters δ_1, δ_2, c were not constant but assumed different values depending on whether or not the quantities in parentheses