

## 2. Introduction to dynamical systems

Dynamical system: state  $\vec{x}$  of system changes

i) continuous in time  $\frac{d\vec{x}}{dt} = \vec{f}(\vec{x}, t)$   $t \in \mathbb{R}, \vec{x} \in \mathbb{R}^L$  dimension of state space  
or diff. manifold  
(circle, torus, ...)

ii) discrete in time  $\vec{x}_{t+1} = \vec{f}(\vec{x}_t, t)$   $t \in \mathbb{Z}$

autonomous:  $\vec{f} = \vec{f}(\vec{x})$

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Solutions:  $\vec{x}(\vec{x}_0, t)$  with initial condition  $\vec{x}(\vec{x}_0, t=0) = \vec{x}_0$

„trajectory, orbit, flow, ...“

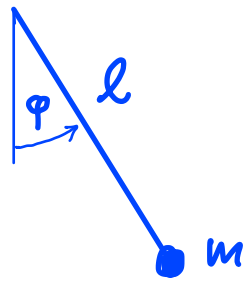
existence and uniqueness

$\Rightarrow$  • determinism „deterministic chaos“

• trajectories do not intersect in state space

Def.: Fixed point  $\vec{x}_f$ :  $\vec{f}(\vec{x}_f) = 0 \Leftrightarrow \left. \frac{d\vec{x}}{dt} \right|_{\vec{x}=\vec{x}_f} = 0$

example: pendulum



$$m l \ddot{\varphi} = -m g \sin \varphi$$

$$\ddot{\varphi} = -\frac{g}{l} \sin \varphi \quad \text{2<sup>nd</sup> order diff. eq.}$$

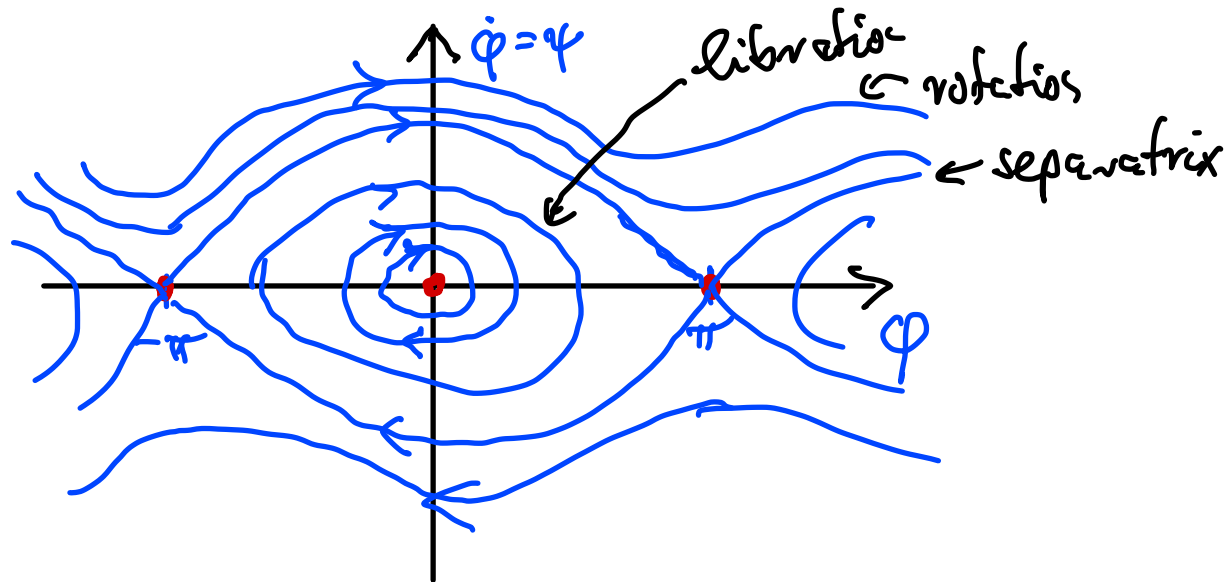
dynamical system? ✓

$$\dot{\varphi} = \psi$$

$$\dot{\psi} = -\frac{g}{l} \sin \varphi$$

$$\vec{x} = \begin{pmatrix} \varphi \\ \psi \end{pmatrix} \quad \vec{f}(\vec{x}) = \begin{pmatrix} \psi \\ -\frac{g}{l} \sin \varphi \end{pmatrix}$$

fixed points:  $\vec{f}(\vec{x}_f) = 0 \Rightarrow \vec{x}_f = \begin{pmatrix} \varphi_f \\ \psi_f \end{pmatrix} = \begin{pmatrix} z\pi \\ 0 \end{pmatrix} \quad z \in \mathbb{Z}$



observations:

- trajectories cross at  $\begin{pmatrix} 0 \\ 0 \end{pmatrix}$  ⚡  
it takes infinitely long
- dynamics close to fixed point can be quite different

Neighborhood of fixed point: Taylor series

$$\dot{\vec{x}} = \vec{f}(\vec{x}) = \underbrace{\vec{f}(\vec{x}_f)}_{=0} + \underbrace{\frac{\partial \vec{f}(\vec{x})}{\partial \vec{x}}}_{\vec{x}=\vec{x}_f} (\vec{x} - \vec{x}_f) + \dots$$

$=: A$  dynamical matrix

pendulum:

$$A = \begin{pmatrix} 0 & 1 \\ -\frac{g}{l} \cos \varphi & 0 \end{pmatrix}$$

move origin of coordinate system to  $\vec{x}_f$ :  $\vec{x} - \vec{x}_f \rightarrow \vec{x}$

$$\Rightarrow \dot{\vec{x}} = A \vec{x} + \dots$$

## 2.1. Linear dynamical systems

Neglect nonlinear terms near fixed point:  $\dot{\vec{x}} = A \vec{x}$

Dynamics?

- superposition principle (linear homogeneous diff. eq.):

let  $\vec{x}_1(t), \vec{x}_2(t)$  be solutions  $\Rightarrow c_1 \vec{x}_1(t) + c_2 \vec{x}_2(t)$  is solution

- formal solution:  $\vec{x}(t) = e^{At} \vec{x}_0$

$$\text{with } e^{At} = \mathbb{1} + At + \frac{1}{2} A^2 t^2 + \dots + \frac{1}{n!} A^n t^n + \dots$$

- solve eigenvalue problem:

$$A \vec{v}_n = \lambda_n \vec{v}_n$$

eigenvalue  
eigenvector

$\rightarrow$  { eigenvalue, eigenvector.

• specific solutions:  $\vec{x}_n = e^{\lambda_n t} \vec{p}_n$

• general solution (assuming no degeneracies, i.e.  $\lambda_n \neq \lambda_m$  for  $n \neq m$ )

$$\vec{x}(t) = \sum_{n=1}^L c_n e^{\lambda_n t} \vec{p}_n = e^{At} \underbrace{\sum_{n=1}^L c_n \vec{p}_n}_{\vec{x}_0}$$

A is real  $\Rightarrow$   $A \vec{p}_n = \lambda_n \vec{p}_n$   $\Rightarrow$  eigenvalue pairs  $\lambda, \lambda^*$

$A \vec{p}_n^* = \lambda_n^* \vec{p}_n^*$

Two cases:

•  $\lambda_n$  and  $\vec{p}_n$  real:  $\vec{x}_n(t) = e^{\lambda_n t} \vec{p}_n$

$\lambda_n > 0$ : exponential escape from fixed point along  $\vec{p}_n$

$\lambda_n < 0$ : exponential attraction towards " " " "

• pairs  $(\lambda_n, \lambda_m = \lambda_n^*)$  and  $(\vec{p}_n, \vec{p}_m = \vec{p}_n^*)$  with  $\lambda_n = \alpha + i\omega$

$$\Rightarrow \text{real } \vec{x}_n(t) = c_n e^{\lambda_n t} \vec{p}_n + c_n^* e^{\lambda_n^* t} \vec{p}_n^* = 2 \operatorname{Re} \left( \underbrace{c_n e^{(\alpha+i\omega)t}}_{|c_n| e^{i\varphi}} \vec{p}_n \right)$$

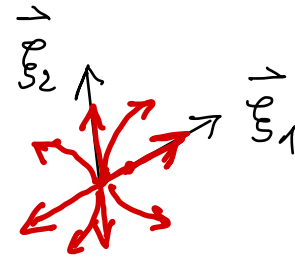
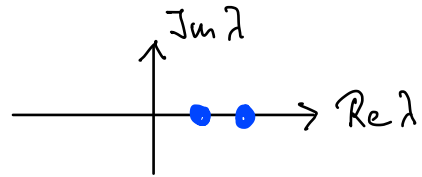
$$= 2|c_n| e^{\alpha t} \left( \cos(\omega t + \varphi) \operatorname{Re} \vec{p}_n - \sin(\omega t + \varphi) \operatorname{Im} \vec{p}_n \right)$$

$\alpha > 0$ : exponential expansion  
 $\alpha < 0$ : exponential contraction  
 $\alpha = 0$ :

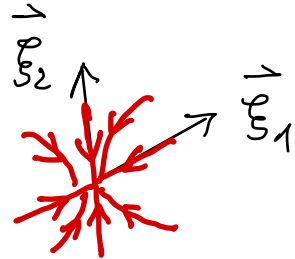
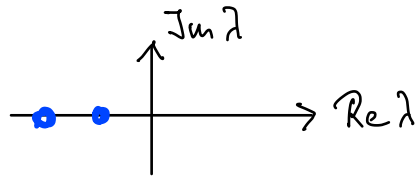
} + periodic oscillation

$L=2$ : 2 eigenvalues

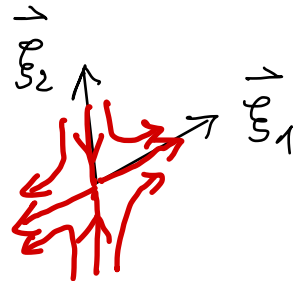
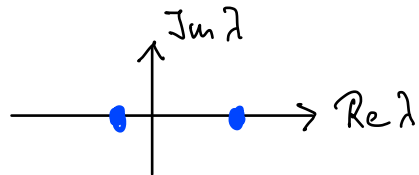
• both real:



unstable node



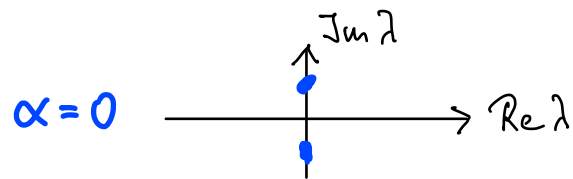
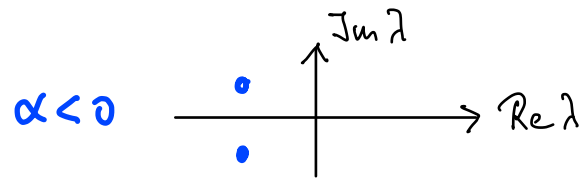
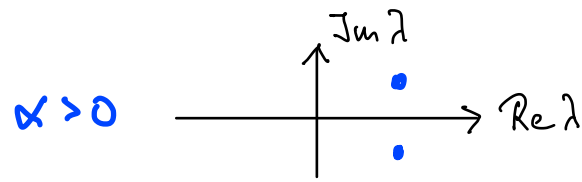
stable node



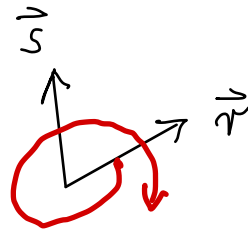
saddle



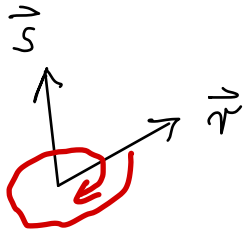
• both complex:



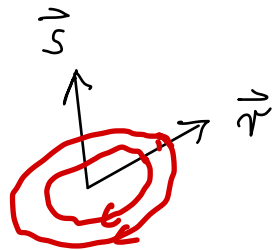
$$\vec{u}(t) = r \vec{v} + i s \vec{w}$$



unstable focus



stable focus



center

first 5 fixed points : hyperbolic (no eigenvalue has zero real part)

last fixed point : elliptic (it is neutrally / marginally stable)