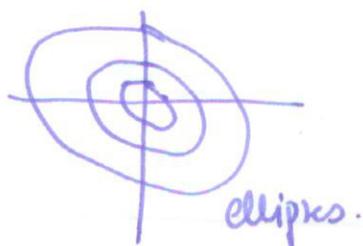


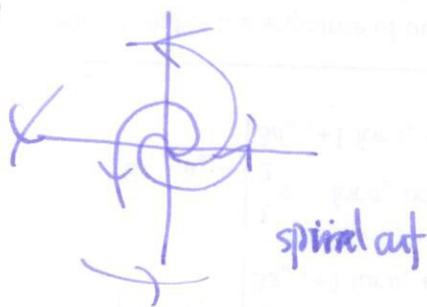
## complex eigenvalues

pure imaginary  $\lambda = \pm \beta i$  general solution  $\underline{X} = c_1 (a \cos(\beta t) - b \sin(\beta t)) + c_2 (a \sin(\beta t) + b \cos(\beta t))$ .  
(ellipses).



non-zero real part  $\lambda = \alpha \pm \beta i$  general solution  $\underline{X} = e^{\alpha t} (\text{---})$ .

$\alpha > 0$



$\alpha < 0$



## Example (predator/prey model)

two species with populations  $x(t)$  rabbits  
 $y(t)$  foxes

rate of change of rabbit population = baby rabbits - eaten rabbits  
 $x'(t) = ax(t) - bx(t)y(t)$

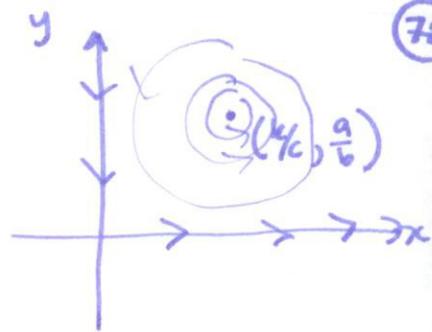
rate of change of fox population = eaten rabbits - starving foxes/death rate  
 $y'(t) = cx(t)y(t) - ky$

$$\left. \begin{aligned} x' &= ax - bxy \\ y' &= cxy - ky \end{aligned} \right\} \text{2x2 system but non-linear..}$$

## special cases

$$x=0 \text{ (no rabbits)} \quad y' = -ky \quad y = ce^{-kt}$$

$$y=0 \text{ (no foxes)} \quad x' = ax \quad x = ce^{at}$$



(72)

① find critical points, i.e. solve  $\begin{bmatrix} x' \\ y' \end{bmatrix} = X' = \underline{0}$ .

$$\begin{cases} ax - by = 0 \\ cxy - ky = 0 \end{cases} \Rightarrow \begin{cases} x(a - by) = 0 \\ y(cx - k) = 0 \end{cases} \Rightarrow \begin{cases} y = a/b \\ x = k/c \end{cases} \left. \begin{array}{l} \text{equilibrium solution, i.e.} \\ x = k/c \text{ is a solution to } \textcircled{*} \\ y = a/b \end{array} \right\}$$

② linearize near critical point

recall (1 var)  $f(x) \approx f(x_0) + f'(x_0)(x - x_0) + \dots$

$$F(x) \approx F(x_0) + DF(x_0)(x - x_0) + \dots \quad \text{recall } F(x) = \begin{bmatrix} f_1(x,y) \\ f_2(x,y) \end{bmatrix} \quad DF(x) = \begin{bmatrix} \frac{\partial f_1}{\partial x} & \frac{\partial f_1}{\partial y} \\ \frac{\partial f_2}{\partial x} & \frac{\partial f_2}{\partial y} \end{bmatrix}$$

$$F(x) = \begin{bmatrix} ax - by \\ cxy - ky \end{bmatrix} \quad DF(x) = \begin{bmatrix} a - by & -bx \\ cy & cx - k \end{bmatrix} \quad DF(x_0) = \begin{bmatrix} 0 & -\frac{bk}{c} \\ \frac{ca}{b} & 0 \end{bmatrix}$$

$$X' \approx DF(x_0)(x - x_0)$$

$$(x - x_0)' \approx DF(x_0)(x - x_0)$$

$$Y' = DF(x_0)Y$$

$$\text{eigenvalues: } \det(A - \lambda I) = 0 \quad \begin{vmatrix} -\lambda & -\frac{bk}{c} \\ -\frac{ac}{b} & -\lambda \end{vmatrix} = \lambda^2 + ck = 0$$

$$\lambda = \pm \sqrt{ck} i \quad \text{periodic critical point.}$$

Example (competing species)

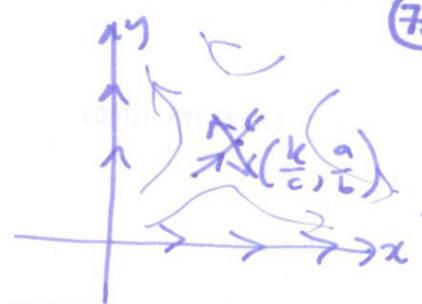
$x(t)$  sheep  
 $y(t)$  cows

rate of change of sheep = baby sheep - resource competition.

$$x'(t) = ax - bxy$$

$$y'(t) = ky - cxy$$

$$X' = F(x) \quad \begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} ax - by \\ ky - cx \end{bmatrix}$$



① find critical points, solve  $X' = F(x) = 0$

$$\begin{aligned} x(a-by) &= 0 & y &= a/b \\ y(k-cx) &= 0 & x &= k/c \end{aligned}$$

② linearize near critical point

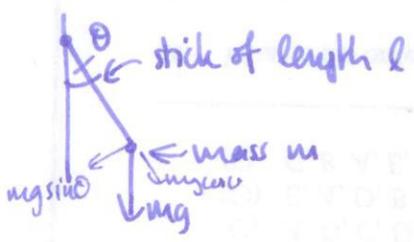
$$F(x) \approx F(x_0) + DF(x_0)(x-x_0)$$

$$DF(x) = \begin{bmatrix} \frac{\partial f_1}{\partial x} & \frac{\partial f_1}{\partial y} \\ \frac{\partial f_2}{\partial x} & \frac{\partial f_2}{\partial y} \end{bmatrix} = \begin{bmatrix} a-by & -bx \\ -cy & k-cx \end{bmatrix}$$

$$DF(x_0) = \begin{bmatrix} 0 & -\frac{bk}{c} \\ -\frac{ac}{b} & 0 \end{bmatrix}$$

eigenvalues  $\lambda^2 - kc = 0 \quad \lambda = \pm \sqrt{kc}$ , saddle.

Example (pendulum)



$$\ddot{\theta} = -\frac{g}{l} \sin \theta$$

note  $\theta$  small  $\sin \theta \approx \theta$   
so get simple harmonic motion.

① reduce to first order:

$$\begin{aligned} \theta = x & \\ \dot{\theta} = y & \end{aligned} \quad \begin{cases} x' = y \\ y' = -\frac{g}{l} \sin x = -\omega^2 \sin x \end{cases}$$

$$X' = F(x) \quad \begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} y \\ -\frac{g}{l} \sin x \end{bmatrix} = \begin{bmatrix} y \\ -\omega^2 \sin x \end{bmatrix}$$

② find critical points:  $X' = F(x) = 0 \quad y = 0$

$$-\omega^2 \sin x = 0 \Rightarrow x = 2\pi n \quad (2\pi n, 0)$$

③ linearize at critical points

$$DF(x) = \begin{bmatrix} \frac{\partial f_1}{\partial x} & \frac{\partial f_1}{\partial y} \\ \frac{\partial f_2}{\partial x} & \frac{\partial f_2}{\partial y} \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\omega^2 \cos x & 0 \end{bmatrix}$$

