

Last time

- Limit cycles
(EX: van der pol oscillator)
- Chaos
(EX: Lorentz system)
- Fold Bifurcation

$$\dot{x} = \alpha \pm x^2$$

AS $\alpha \uparrow$ eq. point $\left\{ \begin{array}{l} \text{emerges } (\dot{x} = \alpha - x^2) \\ \text{or} \\ \text{disappears } (\dot{x} = \alpha + x^2) \end{array} \right.$

Today

- Transcritical
- pitchfork

$$\dot{x} = \alpha x \pm x^2$$

$$\dot{x} = \alpha x \pm x^3$$

- phase portraits of 2nd order systems

Transcritical: $\dot{x} = \alpha x - x^2 = x(\alpha - x)$

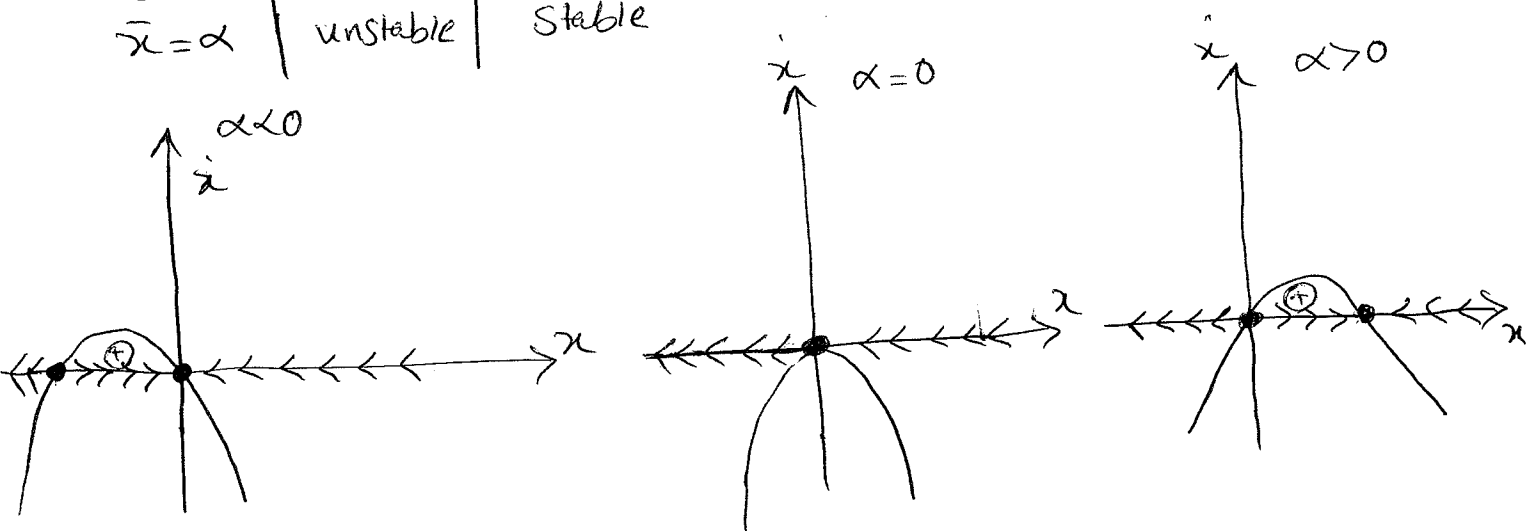
eq. points $\rightarrow 0 = \bar{x}(\alpha - \bar{x}) \Rightarrow \left\{ \begin{array}{l} \bar{x} = 0 \\ \bar{x} = \alpha \end{array} \right.$

$$A = \left. \frac{\partial f}{\partial x} \right|_{x=\bar{x}} = \alpha - 2\bar{x} = \begin{cases} \alpha, & \bar{x}=0 \\ -\alpha, & \bar{x}=\alpha \end{cases} \quad (2)$$

→ when $\alpha \neq 0$, one of them is stable and the other one is not. when $\alpha=0$ we cannot decide about stability with this tool!

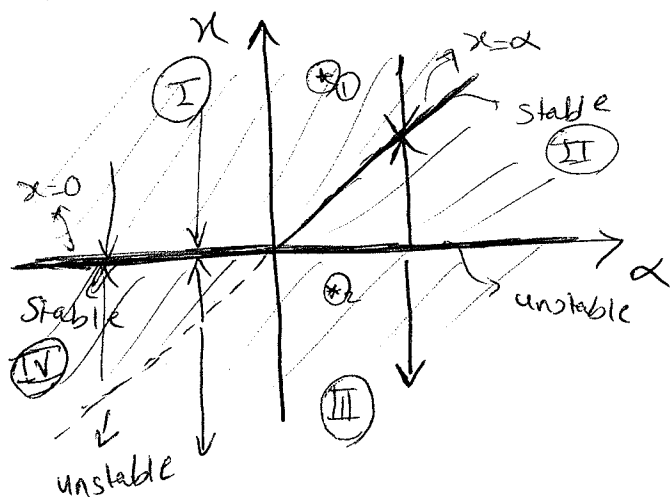
Eq. point \ α	$\alpha < 0$	$\alpha > 0$
$\bar{x}=0$	stable	unstable
$\bar{x}=\alpha$	unstable	stable

(locally asymptotically stable)



it changes stability properties!

Bifurcation Diagram:



According to your initial position with these regions, by having a fixed α , we can predict where we'll go!

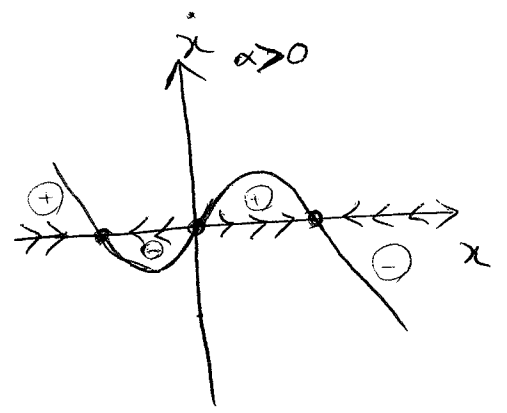
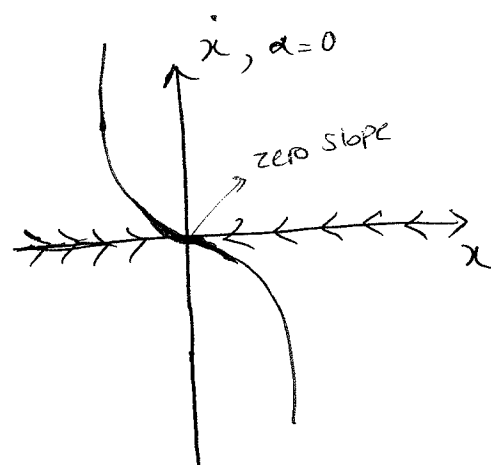
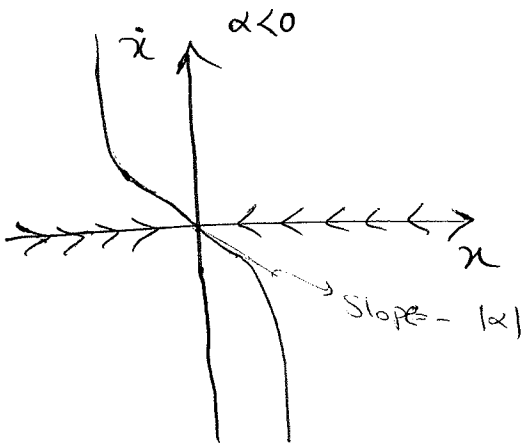
[Ex: $\alpha > 0$, starting from $*_0$ or $*_2$ will go to different places]

pitchfork

- (a) $\dot{x} = \alpha x - x^3$ 😊 , Super critical
 (b) $\dot{x} = \alpha x + x^3$ ☹️ , Sub critical

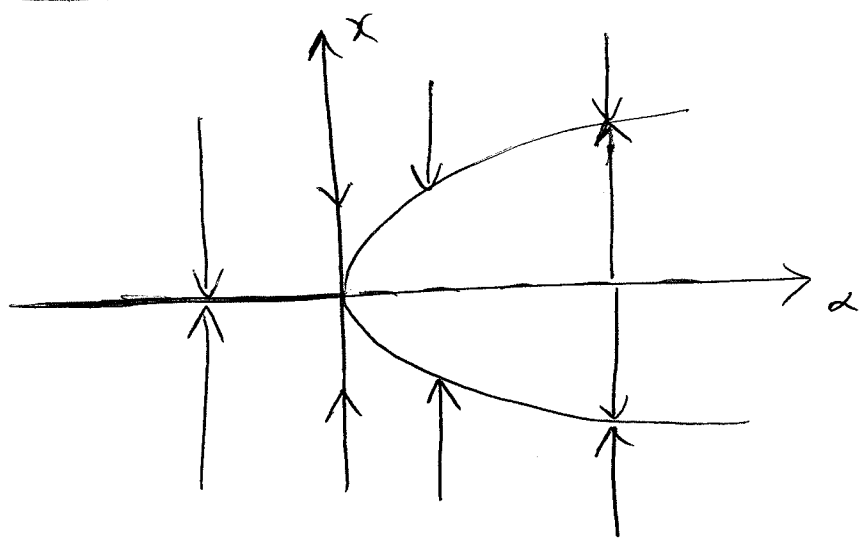
(a) $f(x) = \alpha x - x^3 = x(\alpha - x^2)$

$\bar{x} = 0$
 $\bar{x}^2 = \alpha \Rightarrow \bar{x} = 0$
 $\bar{x} = \pm\sqrt{\alpha}$, $\alpha > 0$



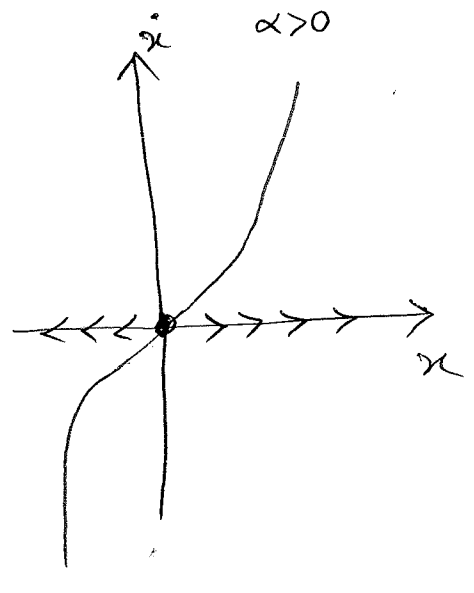
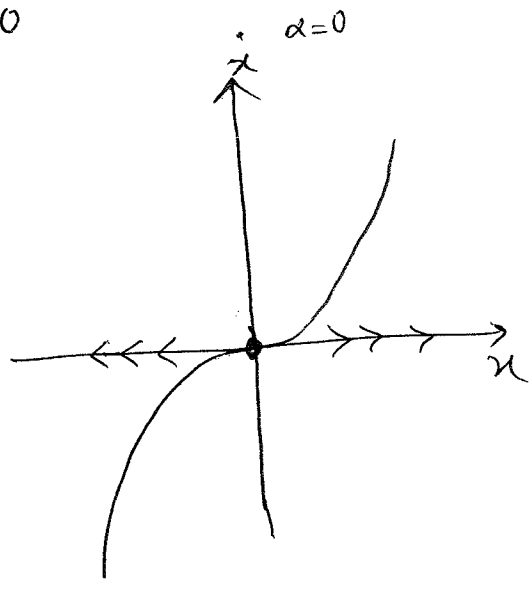
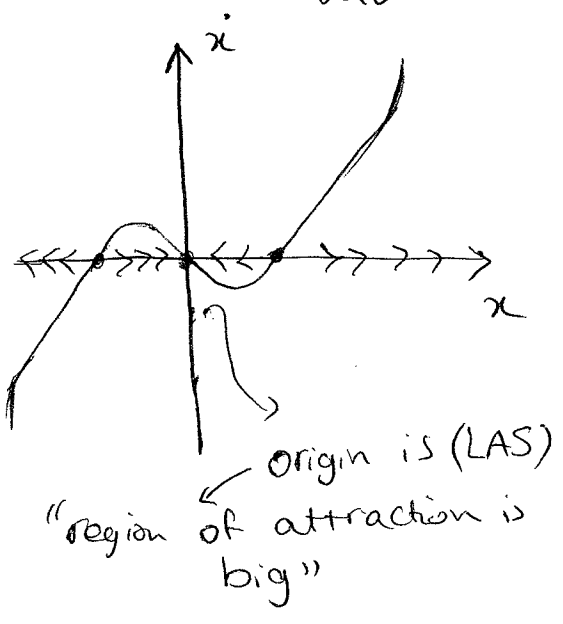
→ It's good because x is in a restricted area!
 If $|\alpha|$ is not very big, x will not go so far!

Bifurcation Diagram :



(b) $P(x) = (\alpha + x^2)x$

or $\bar{x} = 0$
 $\bar{x} = \pm\sqrt{|\alpha|}$, $\alpha < 0$
 $\alpha < 0$



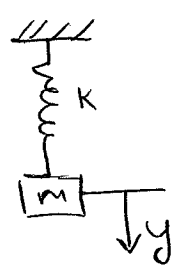
2nd order Systems

- phase portraits

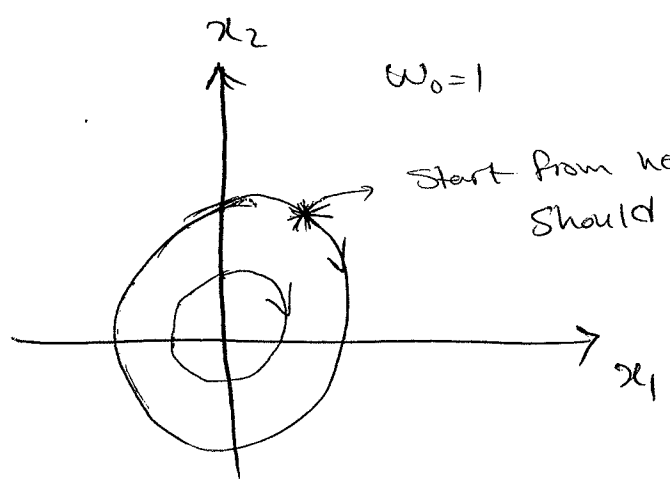
$$\ddot{y} + \frac{k}{m} y = 0$$

ω_0^2

Ex.



$$\rightarrow \begin{bmatrix} \dot{x}_1 \\ \dot{x}_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\omega_0^2 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$



$\omega_0 = 1$
 Start from here we have $x_1 = x_2$ so, the circle should be clockwise!

Recall:

$\dot{x} = Ax \rightarrow$ Change of coordinate:

$$\begin{aligned}
 z = T \cdot x & \left\{ \begin{array}{l} \rightarrow \dot{z} = T \dot{x} = T A x = T A T^{-1} \cdot z \\ \updownarrow \\ x = T^{-1} z \end{array} \right. \rightarrow \dot{z} = \bar{A} \cdot z \quad \text{where } \boxed{\bar{A} = T A T^{-1}}
 \end{aligned}$$

Fact: For $n=2$ (second order systems)

\rightarrow three interesting cases:

1°) $\lambda_1 \neq \lambda_2 \in \mathbb{R} \rightarrow \bar{A} = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$

2°) $\lambda_{1,2} = \alpha \pm j\beta \rightarrow \bar{A} = \begin{bmatrix} \alpha & -\beta \\ \beta & \alpha \end{bmatrix}$

3°) $\lambda_1 = \lambda_2 \in \mathbb{R} \rightarrow \bar{A} = \begin{bmatrix} \lambda & 1 \\ 0 & \lambda \end{bmatrix}$
 (+) "tech. condition"

(a) $\lambda_1 < \lambda_2 < 0$; Real

$$z_1(t) = z_1(0) e^{\lambda_1 t}$$

$$z_2(t) = c e^{\frac{\lambda_2}{\lambda_1} t}$$

$$c = \frac{z_2(0)}{(z_1(0))^{\frac{\lambda_2}{\lambda_1}}}$$

