**Dynamical Systems**: If A is an  $n \times n$  matrix, and  $\vec{x}_0 \in \mathbb{R}^n$  we can create a dynamical system of the form

$$\vec{\mathsf{x}}_0, \quad \vec{\mathsf{x}}_1, \quad \vec{\mathsf{x}}_2, \quad \vec{\mathsf{x}}_3, \quad \dots$$
 where  $\vec{\mathsf{x}}_{t+1} = \mathsf{A}\vec{\mathsf{x}}_t$  (recursive definition)

Many applications are done this way, with t typically representing time: population dynamics, weather models, financial models, historical processes, pharmacology, ....

Note: we get to  $\vec{x}_k$  by applying A to  $\vec{x}_0$  k times. Thus:  $\vec{x}_k = A^k x_0$ .

1. **Today's CheckPoint**. A dynamical system is defined by the recursive rule  $x_{k+1} = A\vec{x}_k$  with matrix A and initial value  $\vec{x}_0$ :

$$\mathsf{A} = \begin{bmatrix} 97/100 & 3/55 \\ -4/55 & 123/100 \end{bmatrix}, \qquad \vec{\mathsf{x}}_0 = \begin{bmatrix} 1 \\ 15 \end{bmatrix}$$

Can generate some values

$$\begin{bmatrix} 1\\15\\ \vec{x}_0 \end{bmatrix}, \begin{bmatrix} 1.7\\16.7\\ \vec{x}_1 \end{bmatrix}, \begin{bmatrix} 2.41\\18.55\\ \vec{x}_2 \end{bmatrix}, \begin{bmatrix} 3.137\\20.567\\ \vec{x}_3 \end{bmatrix}, \begin{bmatrix} \end{bmatrix}, \dots \begin{bmatrix} \\\\\vec{x}_4 \end{bmatrix}, \dots \begin{bmatrix} \\\\\vec{x}_k \end{bmatrix}$$

A "closed formula" is a formula for the kth term that can be computed using k and doesn't require us to compute all of the values up to  $\vec{x}_k$  first.

The eigenvectors and eigenvalues of A are what we need:

$$\lambda_1 = 1.1 \quad \lambda_2 = 0.9$$

$$\vec{\mathsf{v}}_1 = \begin{bmatrix} 1\\4 \end{bmatrix} \quad \vec{\mathsf{v}}_2 = \begin{bmatrix} 3\\1 \end{bmatrix}$$

step 1: Write  $\vec{x}_0$  as a linear combination of the eigenbasis (how?):

$$\begin{bmatrix} 1 \\ 15 \end{bmatrix} = \ \ \, \begin{bmatrix} 1 \\ 4 \end{bmatrix} + \ \ \, \, \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

step 2: Apply A k times:

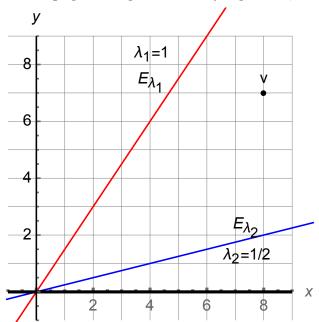
Thus,

$$a_k =$$

$$b_k =$$

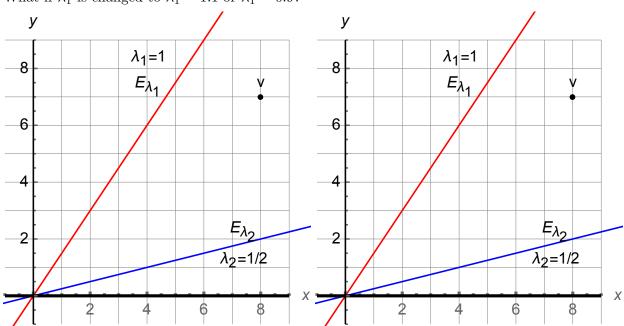
Alternatively: diagonalize:  $A = PDP^{-1} =$ 

2. A is a matrix with eigenvalues  $\lambda_1 = 1$  and  $\lambda_2 = 1/2$  and corresponding eigenspaces shown below. The vector  $\vec{\mathsf{v}}$  is shown on the plot at position (8,7). Using the eigeninformation, compute the position of  $A\vec{\mathsf{v}}$  and plot it on the graph. Compute it exactly if possible; if not, estimate it.

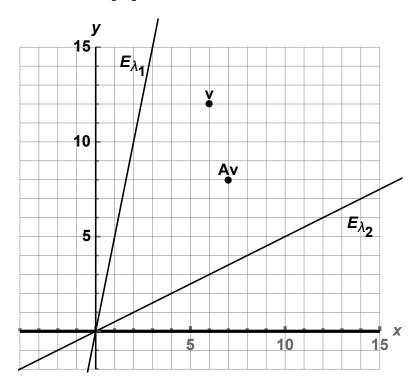


On this same problem, where will  $A^2\vec{v}$  be?

3. What if  $\lambda_1$  is changed to  $\lambda_1 = 1.1$  or  $\lambda_1 = 0.9$ ?



- 4. A is a matrix that sends  $\vec{v}$  to  $A\vec{v}$  as shown in the plot below with its two eigenspaces  $E_{\lambda_1}$  and  $E_{\lambda_2}$ .
  - (a) Estimate, as accurately as possible from the given information, the eigenvalues  $\lambda_1 = \underline{\hspace{1cm}}$  and  $\lambda_2 = \underline{\hspace{1cm}}$ .
  - (b) Indicate on the plot above where  $A^2\vec{v}$  will be.
  - (c) What happens in the limit:  $\lim_{n\to\infty} A^n \vec{v}$ ?
  - (d) If  $A^n \vec{v} = \begin{bmatrix} x_n \\ y_n \end{bmatrix}$  what happens to the ratio  $x_n/y_n$  as n grows larger and larger?



5. **Dominant Eigenvectors** It is very common for an  $n \times n$  matrix A to have an eigenvalue  $\lambda_1$  that is bigger, in absolute value, than all of the other eigenvalues.

$$A = c_1 V_1 + c_2 V_2 + c_3 V_3 + \cdots + c_n V_n$$

$$A = c_1 V_1 + c_2 V_2 + c_3 V_3 + \cdots + c_n V_n$$

$$= c_1 V_1 V_1 + c_2 v_2 V_2 + c_3 v_3 V_3 + \cdots + c_n v_n V_n$$

$$= c_1 V_1 + c_2 \left(\frac{\lambda_2}{\lambda_1}\right) V_2 + c_3 \left(\frac{\lambda_3}{\lambda_1}\right) V_3 + \cdots + c_n \left(\frac{\lambda_n}{\lambda_1}\right) V_n$$

$$\approx c_1 V_1 + c_2 \left(\frac{\lambda_2}{\lambda_1}\right) V_2 + c_3 \left(\frac{\lambda_3}{\lambda_1}\right) V_3 + \cdots + c_n \left(\frac{\lambda_n}{\lambda_1}\right) V_n$$

$$\approx c_1 V_1 + c_2 \left(\frac{\lambda_2}{\lambda_1}\right) V_2 + c_3 \left(\frac{\lambda_3}{\lambda_1}\right) V_3 + \cdots + c_n \left(\frac{\lambda_n}{\lambda_1}\right) V_n$$

converges to the direction of the dominant eigenvector

6. Look at the Northern Spotted Owl example on R: