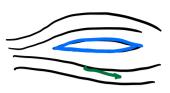
Dynamical Systems:

$$\dot{x} = f(x)$$

Linearization around fixed points:

$$f(x) = 0$$

$$\Delta x = f(\bar{x} + \Delta x) = f(\bar{x}) + D_f \cdot \Delta x +$$
higher erder terms



System 1

Consider the following 1-dimensional system that can be used to model population growth x is the population size, P_{max} is population limit above which the environment becomes resource scarse.

$$\dot{x} = f(x) = x(P_{max} - x)$$

state: x ∈ R

$$f(x) = x(P_{max} - x)$$

fixed points:

Linearization:

$$f'(x) = P_{max} - 2x$$

1) around ==0

$$\Delta x = x - \overline{x} = x$$

1) around x = Pmax

$$\dot{x} = \Delta \dot{x} = -P_{max} \cdot \Delta x = -P_{max} \cdot (x - P_{max})$$

System 2

Damped pendulum (δ is the damping coefficient), where heta denotes the angle.

$$\ddot{\theta} = -\sin(\theta) - \delta\dot{\theta}$$

Denote

$$egin{aligned} x &= egin{pmatrix} x_1 \ x_2 \end{pmatrix} = egin{pmatrix} heta \ \dot{ heta} \end{pmatrix} \ \dot{x} &= egin{pmatrix} \dot{x}_1 \ \dot{x}_2 \end{pmatrix} = egin{pmatrix} x_2 \ -\sin(x_1) - \delta x_2 \end{pmatrix} \end{aligned}$$

which is non-linear due to the \sin function.

state:
$$\vec{x} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} \theta \\ \hat{\theta} \end{pmatrix} \in \mathbb{R}^2$$

$$f(\vec{x}) = \begin{pmatrix} x_2 \\ -\sin x_1 - \delta x_2 \end{pmatrix}$$

fixed paints:
$$f(\vec{x}) = 0 \iff \begin{cases} x_1 = k \vec{x} & k \in \mathbb{Z} \\ x_2 = 0 \end{cases} \iff \vec{x} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad \forall \quad \vec{x} = \begin{pmatrix} \vec{x} \\ 0 \end{pmatrix}$$

hinearization:

$$D_{x}f = \begin{bmatrix} 0 & 1 \\ -\omega_{5}x & -\delta \end{bmatrix}$$

$$\vec{x} = \Delta \vec{x} = D_{x} f \cdot \Delta \vec{x} = \begin{bmatrix} 0 & 1 \\ -1 & -\delta \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

II)
$$\vec{x} = \begin{pmatrix} \pi \\ 0 \end{pmatrix}$$

$$\dot{\vec{x}} = \dot{\vec{x}} = D_{\vec{x}} \cdot \vec{x} = \begin{bmatrix} 0 & 1 \\ 1 & -\delta \end{bmatrix} \begin{bmatrix} x_1 - 3I \\ x_2 \end{bmatrix}$$

System 3

In the following system you can assume $-\pi \leq \theta \leq \pi$

$$\dot{r}=r^2-r$$

$$\dot{ heta}=\sin^2(heta/2)$$

state:
$$\vec{x} = \begin{pmatrix} \tau \\ \theta \end{pmatrix}$$

$$f(\vec{x}) = \begin{pmatrix} \tau^2 - \tau \\ \sin^2(\frac{\theta}{2}) \end{pmatrix}$$

fixed points:

$$f(\vec{x}) = 0 \iff \begin{cases} \tau(\tau - 1) = 0 \\ \sin^2(\frac{\theta}{2}) = 0 \end{cases} \iff \vec{x} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \quad \forall \quad \vec{x} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

hineanization:

$$D_{x}f = \begin{bmatrix} 2r-1 & O \\ O & 2\sin\left(\frac{\theta}{2}\right) \cdot \cos\left(\frac{\theta}{2}\right) \cdot \frac{1}{2} \end{bmatrix}$$

$$1) \quad \overline{x} = \begin{pmatrix} 0 \\ 0 \end{pmatrix}$$

$$\dot{\vec{x}} = \Delta \vec{x} = D_{\vec{x}} f \cdot \Delta \vec{x} = \begin{bmatrix} -1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} \tau \\ \theta \end{bmatrix}$$

$$\mathbf{I}) \ \overline{\mathbf{x}} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$$

$$\dot{\vec{x}} = \dot{\vec{x}} = D_{\overline{x}} f \cdot \Delta \overline{x} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} r-1 \\ 0 \end{bmatrix}$$

System 4

$$egin{pmatrix} \dot{x} \ \dot{y} \end{pmatrix} = egin{pmatrix} x(3-x-2y) \ y(2-x-y) \end{pmatrix}$$

state:
$$\vec{x} = \begin{pmatrix} x \\ y \end{pmatrix}$$

$$f(\vec{x}) = \begin{pmatrix} x(3-x-2y) \\ y(2-x-y) \end{pmatrix}$$

fixed points:

$$f(\vec{x}) = 0 \iff \vec{x}_1 = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \lor \vec{x}_2 = \begin{pmatrix} 0 \\ 2 \end{pmatrix} \lor \vec{x}_3 = \begin{pmatrix} 3 \\ 0 \end{pmatrix} \lor \vec{x}_4 = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$D_{x}f = \begin{bmatrix} 3-2x-2y & -2x \\ -2y & 2-2x-2y \end{bmatrix}$$

$$\begin{cases} f(x) = \begin{bmatrix} 3x-x^2-2xy \\ 2y-2xy-y^2 \end{bmatrix}$$

$$\begin{cases} f(\vec{x}) = \begin{bmatrix} 3x - x^2 - 2xy \\ 2y - 2xy - y^2 \end{bmatrix} \end{cases}$$

$$\dot{\vec{x}} = \begin{bmatrix} 3 & 0 \\ 0 & \lambda \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix}$$

$$\vec{x} = \begin{bmatrix} -3 & -6 \\ 0 & -4 \end{bmatrix} \begin{bmatrix} x-3 \\ y \end{bmatrix}$$

$$\dot{x} = \begin{bmatrix} -1 & 0 \\ -4 & -\lambda \end{bmatrix} \begin{bmatrix} x \\ y-\lambda \end{bmatrix}$$

$$\begin{vmatrix}
1 & 2y & 2 & 2x & 2y \\
1 & 3 & 3 & 3 \\
0 & 2 & 3 & 3
\end{vmatrix}$$

$$\begin{vmatrix}
x \\ y & 3
\end{vmatrix}$$

$$\begin{vmatrix}
x \\ y & 3
\end{vmatrix}$$

$$\begin{vmatrix}
x \\ y & 4
\end{vmatrix}$$