Fast-Slow Dynamics

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Fast- Slow systems are systems of differential equations that can be viewed on two different time scales, which are separated by a parameter. These systems are generally of the form

$$\begin{cases} x' &= \frac{dx}{dt} = f(x, y, \lambda, \epsilon), \\ y' &= \frac{dy}{dt} = \epsilon g(x, y, \lambda, \epsilon), \end{cases}$$

which is known as the fast system. Using a scaling for the time, $t = \frac{\tau}{\epsilon}$, we find that this can be rewritten as

$$\begin{cases} \epsilon \dot{x} &= \epsilon \frac{dx}{d\tau} = f(x, y, \lambda, \epsilon), \\ \dot{y} &= \frac{dy}{d\tau} = g(x, y, \lambda, \epsilon), \end{cases}$$

which is called the slow system.

Van der Pol System

Fast System:

$$\begin{cases} x' = y - \frac{x^3}{3} + x \\ y' = -\epsilon x, \end{cases}$$

Slow System:

$$\begin{cases} \epsilon \dot{x} = y - \frac{x^3}{3} + x \\ \dot{y} = -x, \end{cases}$$

Singular Limit

Layer Problem:

$$\begin{cases} x' = y - \frac{x^3}{3} + x, \\ y' = 0, \end{cases}$$

Reduced Problem:

$$\begin{cases} 0 = y - \frac{x^3}{3} + x := f, \\ \dot{y} = -x. \end{cases}$$

Phase Portrait: Van der Pol System

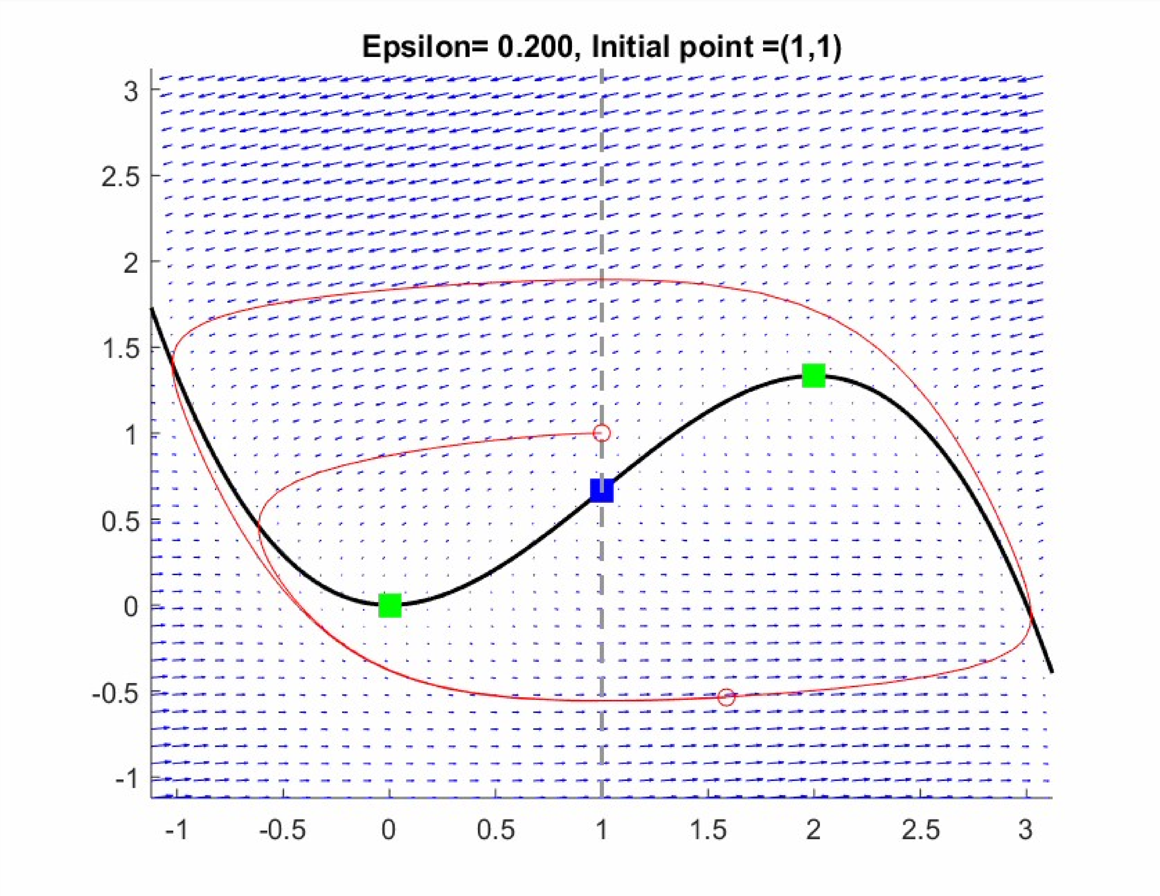

Fig. 1: h!

Phase Portrait: Singular Limit

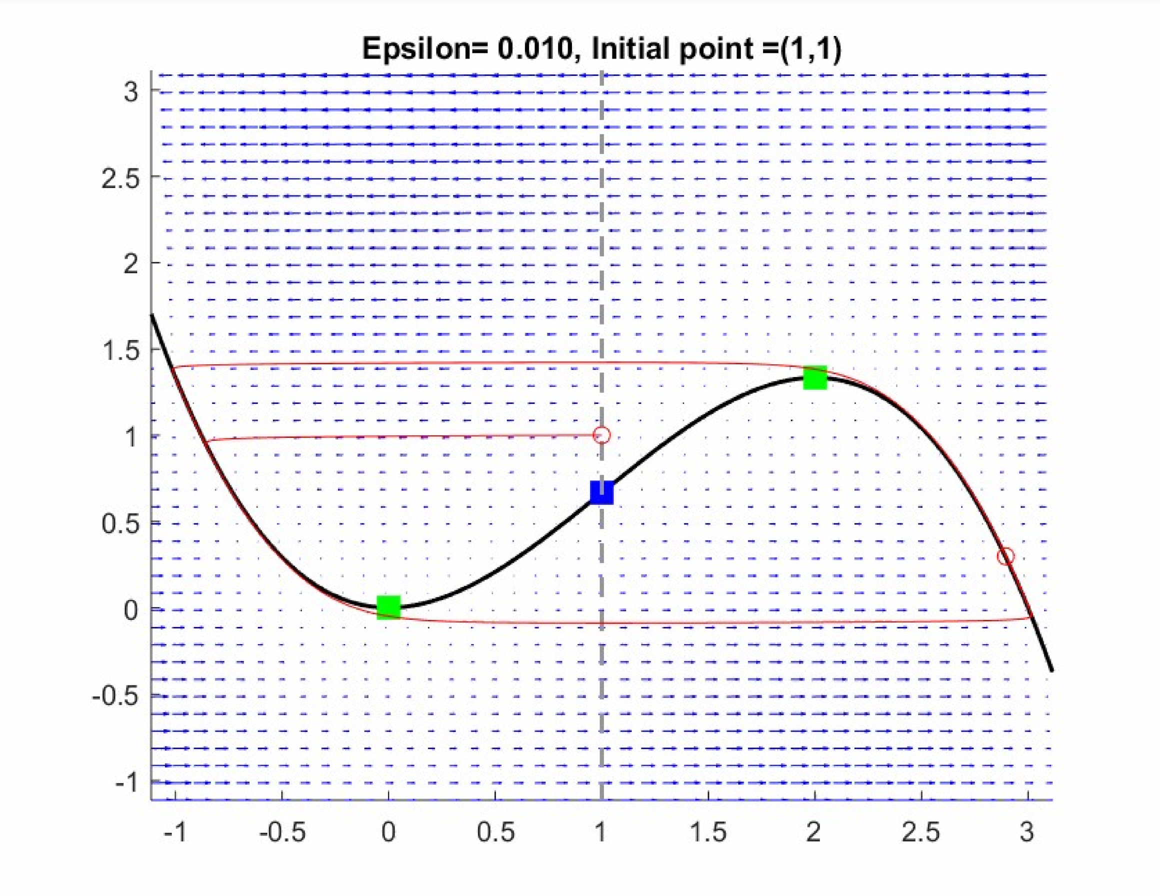

Fig. 2: h!

Canards

Something

MMOs

Pictures