

# Bifurcations in Dynamical systems with singularities

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# DEFINITION

A simple piecewise smooth function:

$$f(x) = \begin{cases} g(x) & : x < \mu \\ h(x) & : x > \mu \end{cases}$$

Continuity demands  $g(\mu) = h(\mu)$ .

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Order of singularity:

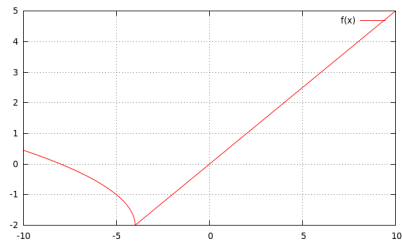
The power of the leading order term in the power series expansion of

$$g(x) - h(x)$$

around  $x = \mu$

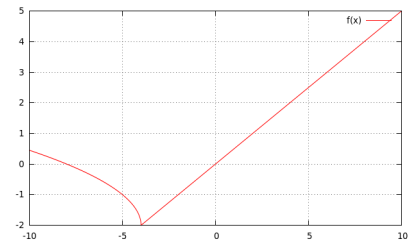
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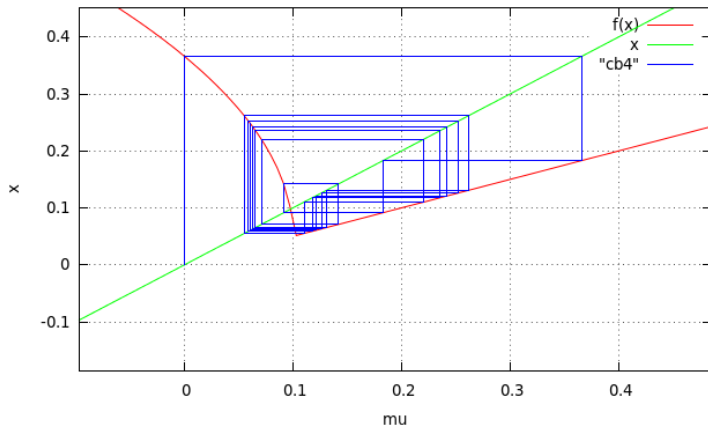
$$f(x) = \begin{cases} \sqrt{\mu - x} - \mu\nu & : x < \mu \\ \nu x & : x > \mu \end{cases}$$

$$g(\mu - x) - h(\mu - x) = \sqrt{x} + O(x)$$

This is square root singularity.

# COBWEB DIAGRAMS

Figure : Cobweb Diagram



Attractor must be bounded.

For  $\mu < 0$ , the stable fixed point is at  $x = 0$ .

Border collision occurs at  $\mu = 0$ .

What happens when  $\mu$  crosses 0 to positive values?

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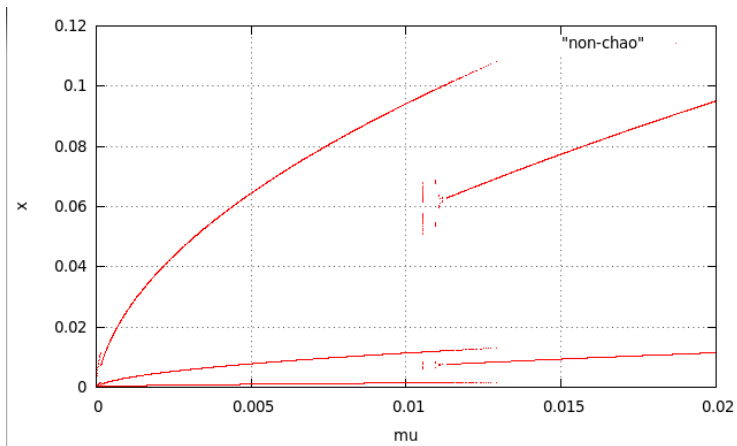
What happens when  $\mu$  crosses 0 to positive values?

1.  $\frac{2}{3} < \nu < 1$ : Immediate onset of chaos.
2.  $\frac{1}{4} < \nu < \frac{2}{3}$ : There is a period-adding cascade as  $\mu$  decreases, with infinite-period orbits at  $\mu = 0$ . Moreover, chaotic regions between each  $periodm$  and  $periodm + 1$  orbits.
3.  $0 < \nu < \frac{1}{4}$ : Periodic orbits.



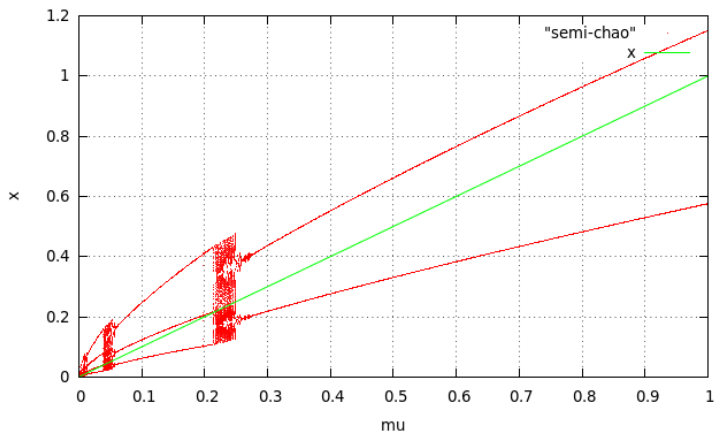
CASE 1:  $\nu = 0.12$ 

Figure :



CASE 2:  $\nu = 0.5$ 

Figure :



CASE 3:  $\nu = 0.8$ 

Figure :

