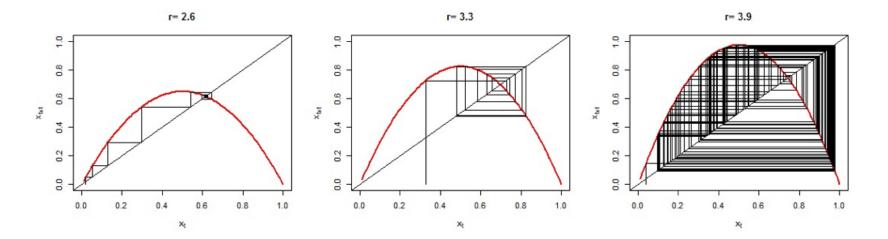
Fundamentals of Dynamical Systems / Discrete-Time Models



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Dynamical systems theory

- Considers how systems autonomously change along time
 - Ranges from Newtonian mechanics to modern nonlinear dynamics theories
 - Probes underlying dynamical mechanisms, not just static properties of observations
 - Provides a suite of tools useful for studying complex systems

What is a dynamical system?

- A system whose state is uniquely specified by a finite set of variables and whose behavior is uniquely determined by predetermined "rules"
 - Simple population growth
 - Simple pendulum swinging
 - Motion of celestial bodies
 - Behavior of two "rational" agents in a negotiation game

Mathematical formulations of dynamical systems

- Discrete-time model: (difference/recurrence equations; iterative maps) $x_{t} = F(x_{t-1}, t)$
- Continuous-time model: (differential equations)
 dx/dt = F(x, t)
 - x_t : State variable(s) of the system at time t
 - F: Some function that determines the rule that the system's behavior will obey

Discrete-Time Models

Discrete-time model

- Easy to understand, develop and simulate
 - Doesn't require an expression for the rate of change (derivative)
 - Can model abrupt changes and/or chaotic dynamics using fewer variables
 - Directly translatable to simulation in a computer
 - Experimentally, we often have samples of system states at specific points of time

Difference equation and time series

Difference equation

$$x_t = F(x_{t-1}, t)$$

produces series of values of variable x starting with initial condition x_0 :

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\{x_0, x_1, x_2, x_3, ...\} "time series"
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- A prediction made by the above model (to be compared to experimental data)

Linear vs. nonlinear

· Linear:

- Right hand side is just a first-order polynomial of variables

$$x_{t} = a x_{t-1} + b x_{t-2} + c x_{t-3} ...$$

· Nonlinear:

- Anything else

$$x_{t} = a x_{t-1} + b x_{t-2}^{2} + c \sqrt{x_{t-1} x_{t-3}} ...$$

1st-order vs. higher-order

- · 1st-order:
 - Right hand side refers only to the immediate past

$$x_{t} = a x_{t-1} (1 - x_{t-1})$$

- · Higher-order:
 - Anything else

$$x_{t} = a x_{t-1} + b x_{t-2} + c x_{t-3} ...$$

(Note: this is different from the order of terms in polynomials)

Autonomous vs. non-autonomous

· Autonomous:

- Right hand side includes only state variables (x) and not t itself

$$x_{t} = a x_{t-1} x_{t-2} + b x_{t-3}^{2}$$

· Non-autonomous:

- Right hand side includes terms that explicitly depend on the *value* of t

$$x_{t} = a x_{t-1} x_{t-2} + b x_{t-3}^{2} + sin(t)$$

Things that you should know (1)

 Non-autonomous, higher-order equations can always be converted into autonomous, 1st-order equations

-
$$x_{t-2} \rightarrow y_{t-1}$$
, $y_t = x_{t-1}$
- $t \rightarrow y_t$, $y_t = y_{t-1} + 1$, $y_0 = 0$

 Autonomous 1st-order equations can cover dynamics of any non-autonomous higher-order equations too!

Things that you should know (2)

· Linear equations

- are analytically solvable
- show either equilibrium, exponential growth/decay, periodic oscillation (with
 - >1 variables), or their combination

Nonlinear equations

- may show more complex behaviors
- do not have analytical solutions in general

Simulating Discrete-Time Models

Simulating discrete-time models

- Simulation of a discrete-time model can be implemented by iterating updating of the system's states
 - Every iteration represents one discrete time step

Exercise

 Implement simulators of the following models and produce time series for t = 1~10

$$x_{t} = 2 x_{t-1} + 1, x_{0} = 1$$

$$x_{t} = x_{t-1}^{2} + 1, x_{0} = 1$$

Exercise

 Simulate the following set of equations and see what happens if the coefficients are varied

$$x_{t} = 0.5 x_{t-1} + 1 y_{t-1}$$

 $y_{t} = -0.5 x_{t-1} + 1 y_{t-1}$
 $x_{0} = 1, y_{0} = 1$

Building Your Own Model Equation

Mathematical modeling tips

- · Grab an existing model and tweak it
- · Implement each assumption one by one
- Find where to change, replace it by a function, and design the function
- Adopt the simplest form
- · Check the model with extreme values

Example: Saturation of growth

· Simple exponential growth model:

$$x_t = \alpha x_{t-1}$$

- Problem: How can one implement the saturation of growth in this model?
- · Think about a new nonlinear model:

$$x_{t} = f(x_{t-1}) x_{t-1}$$

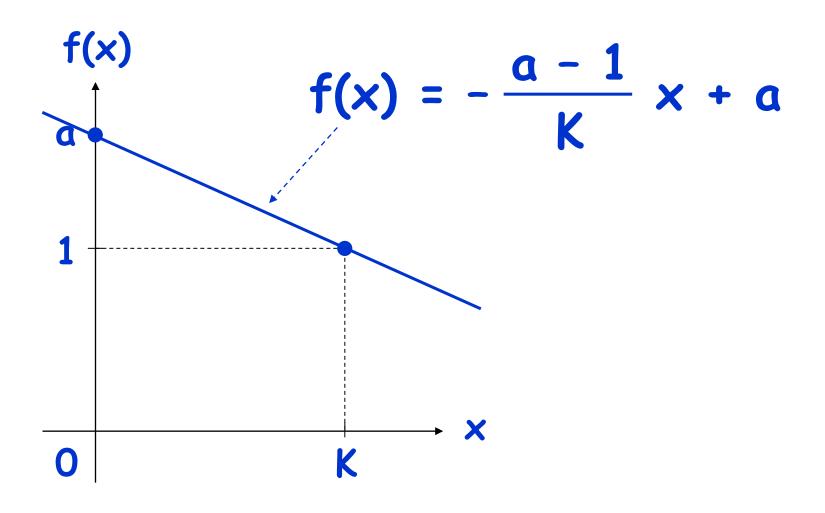
- Coefficient replaced by a function of x

Modeling saturation of growth

$$x_{t} = f(x_{t-1}) x_{t-1}$$

- f(x) should approach 1 (no net growth) when x goes to a carrying capacity of the environment, say K
- f(x) should approach the original growth rate a when x is very small (i.e., with no saturation effect)

What should f(x) be?



A new model of growth

$$x_{t} = f(x_{t-1}) x_{t-1}$$

= $(-(a-1) x_{t-1} / K + a) x_{t-1}$

• Using r = a - 1:

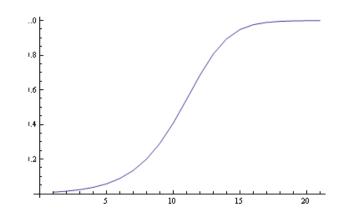
$$x_{t} = (-r x_{t-1} / K + r + 1) x_{t-1}$$

= $x_{t-1} + r x_{t-1} (1 - x_{t-1} / K)$

Net growth

Example: Logistic growth model

- N: Population
- · r: Population growth rate
- K: Carrying capacity



· Discrete-time version:

$$N_{t} = N_{t-1} + r(N_{t-1}(1-N_{t-1}/K))$$

• Continuous-time version: dN/dt = r(N(1-N/K))Nonlinear terms

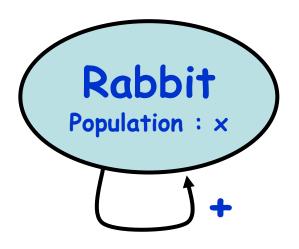
Modeling with multiple variables

 Problem: Develop a nonlinear model of a simple ecosystem made of predator and prey populations

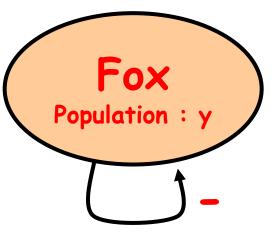




Think about how variables behave in isolation



Naturally grows to carrying capacity if isolated



Naturally decays if isolated

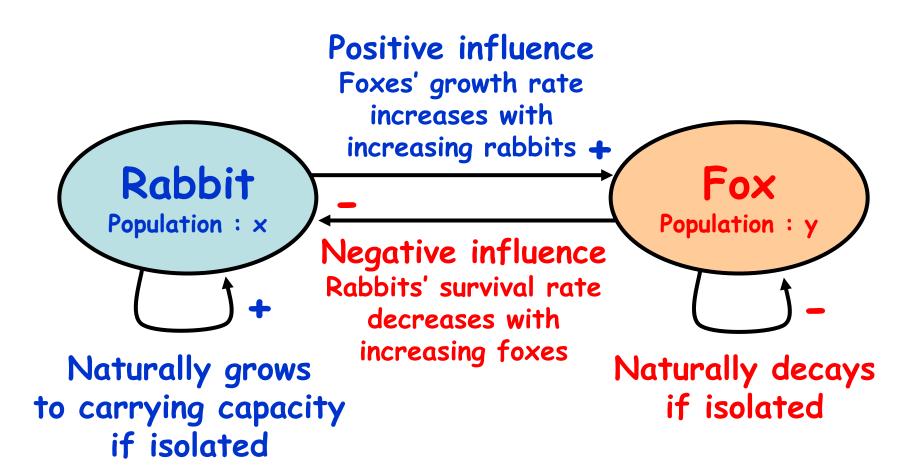
Initial assumptions

- Rabbits will grow based on the logistic growth model, with carrying capacity
 1 for simplicity
- · Foxes will decay exponentially

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Rabbit: x_{t} = x_{t-1} + a x_{t-1} (1 - x_{t-1})

Fox: y_{t} = b y_{t-1} (0 < a, 0 < b < 1)
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Think about how variables interact with each other



Revised model

- Introduced coefficient $(1 c y_{t-1})$ (0<c) to the first term of x
 - Negative influence of foxes on rabbits' survival rate
- Replaced b with (b + d x_{t-1}) (0 < d)
 - Positive influence of rabbits on foxes' growth rate

Rabbit:
$$X_{t} = (1 - c y_{t-1}) X_{t-1} + a X_{t-1} (1 - X_{t-1})$$

Fox: $y_{t} = (b + d X_{t-1}) y_{t-1} (0 < a, 0 < b < 1, 0 < c, 0 < d)$

FYI: Lotka-Volterra model

· This model can be rewritten as:

$$x_{t} - x_{t-1} = \alpha x_{t-1} (1-x_{t-1}) - \beta x_{t-1} y_{t-1}$$

 $y_{t} - y_{t-1} = - \gamma y_{t-1} + \delta x_{t-1} y_{t-1}$

- Known as the "Lotka-Volterra" equations (of discrete-time version with carrying capacity)
- Models predator-prey dynamics in a general form
- One of the most famous nonlinear systems with multiple variables

Analysis of Discrete-Time Models

Equilibrium point

- A state of the system at which state will not change over time
 - A.k.a. fixed point, steady state
- · Can be calculated by solving

$$x_t = x_{t-1}$$

Exercise

Calculate equilibrium points in the following models

$$N_{t} = N_{t-1} + r N_{t-1} (1 - N_{t-1}/K)$$

$$x_{t} = 2x_{t-1} - x_{t-1}^{2}$$

$$x_{t} = x_{t-1} - x_{t-2}^{2} + 1$$

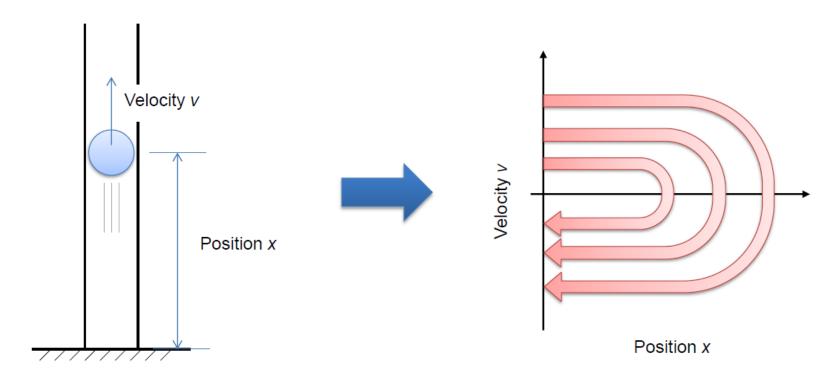
Phase Space Visualization

Geometrical approach

- Developed in the late 19C
 by J. Henri Poincare
- Visualizes the behavior of dynamical systems as trajectories in a phase space
- Produces a lot of intuitive insights on geometrical structure of dynamics that would be hard to infer using purely algebraic methods

Phase space (state space)

· A theoretical space in which every state of a dynamical system is mapped to a spatial location



Phase space (state space)

- · Created by "orthogonalizing" state variables of the system
- Its dimensionality equals # of variables needed to specify the system state (a.k.a. degrees of freedom)
- · Temporal change of the system states can be drawn in it as a trajectory

Attractor and basin of attraction

· Attractor:

A state (or a set of states) from which no outgoing edges or flows running in phase space

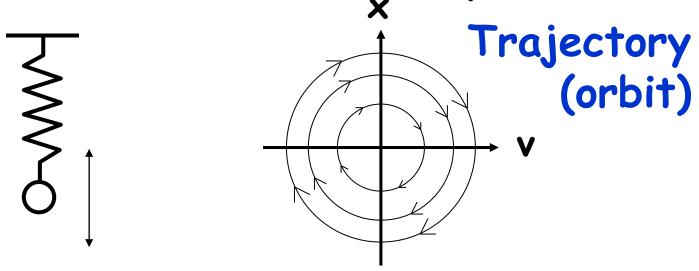
- Static attractors (equilibrium points)
- Dynamic attractors (e.g. limit cycles)

Basin of attraction:

A set of states which will eventually end up in a given attractor

Phase space of continuous-state models

- · E.g. a simple vertical spring oscillator
- State can be specified by two real variables (location x, velocity v)

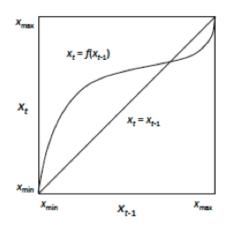


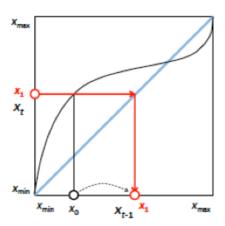
Dynamics of continuous models can be depicted as "flow" in a continuous phase space

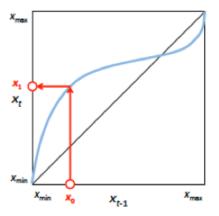
Cobweb plot

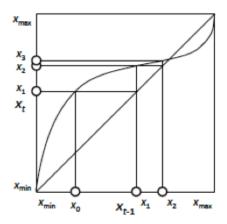
- A visual tool to study the behavior of 1-D iterative maps
- Take x_{t-1} and x_t for two axes
- Draw the map of interest $(x_t=F(x_{t-1}))$ and the " $x_t=x_{t-1}$ " reference line
 - They will intersect at "equilibrium points"
- Trace how time series develop from an initial value by jumping between these two curves

Cobweb Plot

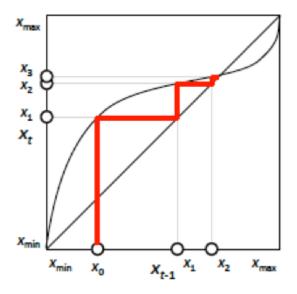








Cobweb Plot



Rescaling Variables

Rescaling variables

- Dynamics of a system won't change qualitatively by linear rescaling of variables (e.g., $x \to \alpha x'$)
- You can set arbitrary rescaling factors for variables to simplify the model equations
- If you have k variables, you may eliminate k parameters

Exercise

• Simplify the logistic growth model by rescaling $\mathbf{x} \to \mathbf{\alpha} \ \mathbf{x}'$

$$x_{t} = x_{t-1} + r x_{t-1} (1 - x_{t-1}/K)$$

Linear Systems

Dynamics of linear systems

- Some systems can be modeled as linear systems
 - Their dynamics is described by a product of matrix and state vector
 - Either in continuous or discrete time

 Dynamics of such linear systems can be studied analytically

Linear systems

- Linear systems are the simplest cases where states of nodes are continuousvalued and their dynamics are described by a time-invariant matrix
- Discrete-time: $x_t = A x_{t-1}$
 - A is called a "coefficient" matrix
 - We don't consider constants (as they can be easily converted to the above forms)

Asymptotic Behavior of Linear Systems

Where will the system go eventually?

$$\mathbf{x}_{\mathsf{t}} = \mathbf{A} \; \mathbf{x}_{\mathsf{t}-1}$$

This equation gives the following exact solution:

$$x_{t} = A^{\dagger} x_{0}$$

Where will the system go eventually?

$$X_{t} = A X_{t-1}$$

- What happens if the system starts from non-equilibrium initial states and goes on for a long period of time?
- Let's think about their asymptotic behavior $\lim_{t\to\infty} x_t$

Considering asymptotic behavior (1)

- Let { v_i } be n linearly independent eigenvectors of the coefficient matrix (They might be fewer than n, but here we ignore such cases for simplicity)
- · Write the initial condition using eigenvectors, i.e.

$$x_0 = b_1 v_1 + b_2 v_2 + ... + b_n v_n$$

Considering asymptotic behavior (2)

· Then:

$$x_{t} = A^{\dagger} x_{0}$$

= $\lambda_{1}^{\dagger} b_{1} v_{1} + \lambda_{2}^{\dagger} b_{2} v_{2} + ... + \lambda_{n}^{\dagger} b_{n} v_{n}$

Dominant eigenvector

• If $|\lambda_1| > |\lambda_2|$, $|\lambda_3|$, ..., $x_{+} = \lambda_1^{+} \{ b_1 v_1 + (\lambda_2/\lambda_1)^{+} b_2 v_2 + ... + (\lambda_n/\lambda_1)^{+} b_n v_n \}$ $\lim_{t \to \infty} x_{+} \sim \lambda_1^{+} b_1 v_1$

If the system has just one such dominant eigenvector v_1 , its state will be eventually along that vector regardless of where it starts

What eigenvalues and eigenvectors can tell us

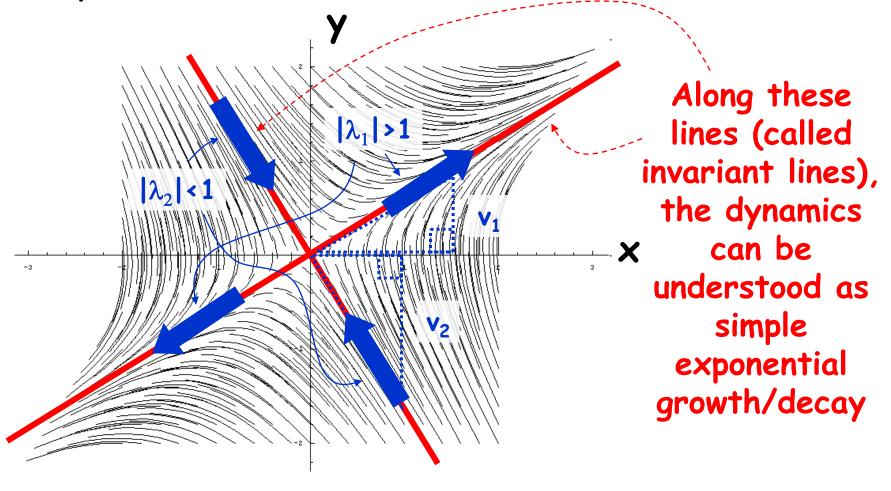
 An eigenvalue tells whether a particular "state" of the system (specified by its corresponding eigenvectors) grows or shrinks by interactions between parts

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- | \lambda | \rightarrow 1 \rightarrow growing
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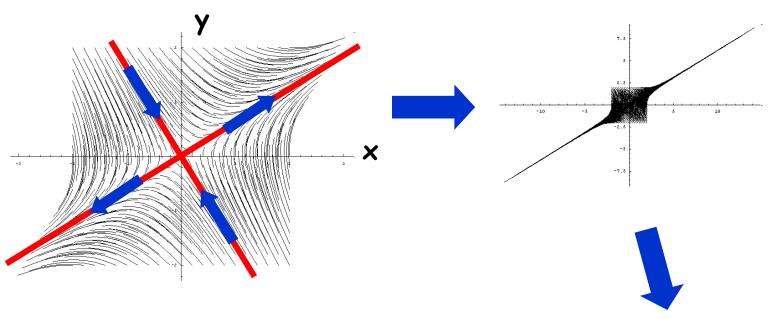
 $- | \lambda | < 1 \rightarrow shrinking$

Example

• Phase space of a two-variable linear difference equation with (a, b, c, d) = (1, 0.1, 0.1, 0.9)

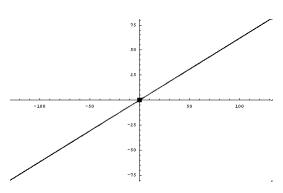


Example



This could be regarded as a very simple form of self-organization (though completely predictable);

Order spontaneously emerges in the system as time goes on



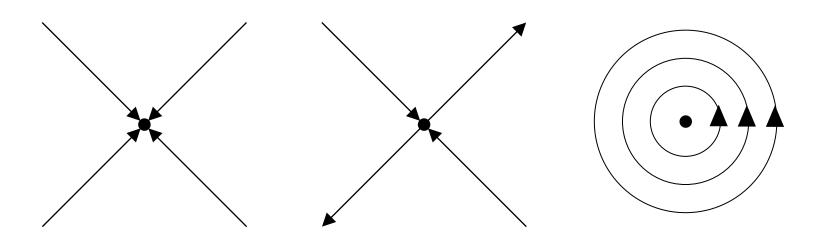
Linear Stability Analysis of Nonlinear Systems

Stability of equilibrium points

- · If a system at its equilibrium point is slightly perturbed, what happens?
- The equilibrium point is called:
 - Stable (or asymptotically stable) if the system eventually falls back to the equilibrium point
 - Lyapunov stable if the system doesn't go far away from the equilibrium point
 - Unstable otherwise

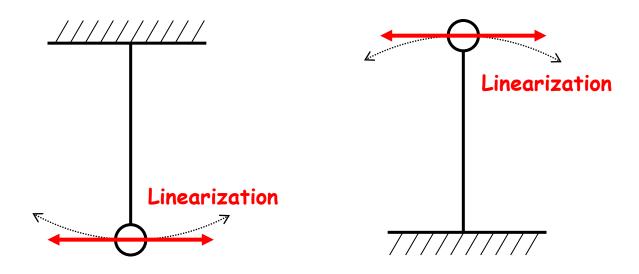
Question

 What is the stability of each of the following equilibrium points?



Linear stability analysis

 Studies whether a nonlinear system is stable or not at its equilibrium point by locally linearizing its dynamics around that point



Local linearization (1)

- · Let Δx be a small difference between the system's current state x and its equilibrium point x_e , i.e. $x = x_e + \Delta x$
- Plug $x = x_e + \Delta x$ into differential equations and ignore quadratic or higher-order terms of Δx (hence the name "linearization")

Local linearization (2)

- This operation does the trick to convert the dynamics of Δx into a product of a matrix and Δx
- By analyzing eigenvalues of the matrix, one can predict whether x_e is stable or not
 - I.e. whether a small perturbation (Δx) grows or shrinks over time

Mathematically speaking...

This operation is similar to "linear approximation" in calculus

Taylor series expansion:

$$F(x) = \sum_{n=0\sim\infty} F^{(n)}(a)/n! (x-a)^n$$

Let
$$x \to x_e + \Delta x$$
 and $a \to x_e$, then $F(x_e + \Delta x) = F(x_e) + F'(x_e) \Delta x$

Linearizing discrete-time models

· For discrete-time models:

$$x_{t} = F(x_{t-1})$$
Left = $x_{e} + \Delta x_{t}$
Right = $F(x_{e} + \Delta x_{t-1})$
 $\sim F(x_{e}) + F'(x_{e}) \Delta x_{t-1}$
= $x_{e} + F'(x_{e}) \Delta x_{t-1}$
Therefore,

$$\Delta x_{t} = F'(x_{e}) \Delta x_{t-1}$$

First-order derivative of vector functions

• Discrete-time: $\Delta x_{t} = F'(x_{e}) \Delta x_{t-1}$

This can hold even if x is a vector

What corresponds to the first-order derivative in such a case:

$$F'(x_e) = dF/dx_{(x=x_e)} =$$

$$\frac{\partial F_{1}}{\partial x_{1}} \frac{\partial F_{1}}{\partial x_{2}} \cdots \frac{\partial F_{1}}{\partial x_{n}}$$

$$\frac{\partial F_{2}}{\partial x_{1}} \frac{\partial F_{2}}{\partial x_{2}} \cdots \frac{\partial F_{2}}{\partial x_{n}}$$

$$\vdots \qquad \vdots \qquad \qquad \text{at } x = x_{e}$$

$$\frac{\partial F_{n}}{\partial x_{1}} \frac{\partial F_{n}}{\partial x_{2}} \cdots \frac{\partial F_{n}}{\partial x_{n}}$$

$$(x = x_{e})$$

Eigenvalues of Jacobian matrix

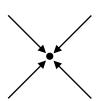
- A Jacobian matrix is a linear approximation around the equilibrium point, telling you the local dynamics: "how a small perturbation will grow, shrink or rotate around that point"
 - The equilibrium point serves as a local origin
 - The Δx serves as a local coordinate
 - Eigenvalue analysis applies

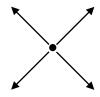
With real eigenvalues

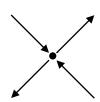
- If all the eigenvalues indicate that Δx will shrink over time
 - -> stable point



- -> unstable point
- If some eigenvalues indicate shrink and others indicate grow of Δx over time
 - -> saddle point (this is also unstable)

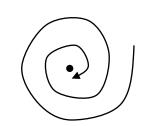




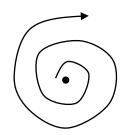


With two complex conjugate eigenvalues (for 2-D systems)

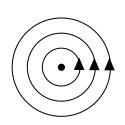
- If both eigenvalues indicate that Δx will shrink over time
 - -> stable spiral focus



- If both eigenvalues indicate that Δx will grow over time
 - -> unstable spiral focus

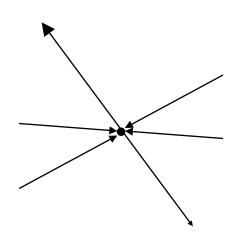


- If both eigenvalues indicate neither shrink nor growth of Δx
 - -> neutral center (but this may or may not be true for nonlinear models; further analysis is needed to check if nearby trajectories are truly cycles or not)

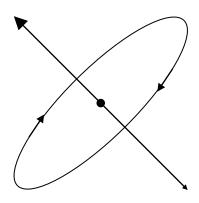


With real and complex eigenvalues mixed (for higher-dimm. systems)

• Each eigenvalue (or a pair of complex conjugate eigenvalues) tell you distinct dynamics simultaneously seen at the equilibrium point:



All real eigenvalues (1 indicates growth; other 2 indicates shrink)



1 real eigenvalue indicates growth; other 2 indicates rotation (complex conjugates with no growth or shrink)

Exercise

 Find all equilibrium points of the following model, and study their stability

$$x_{t} = x_{t-1} y_{t-1}$$

 $y_{t} = y_{t-1} (x_{t-1} - 1)$