

$$\begin{cases} \dot{x} = \alpha x - \beta xy \\ \dot{y} = -\gamma y + \delta xy \end{cases}$$

x: prey

y: predators

Problem 1

$$1. \quad \dot{x}_i = a u_i - b \sqrt{x_i} \quad u_i > 0 \quad i=1,2,3$$

$$\dot{x}_2 = \frac{a}{x_1} (u_1 (u_2 - x_2) + c (u_3 - x_2)) \quad a, b, c > 0$$

$$2. \quad \ddot{x} + c \dot{x} + g \left(1 - \left(\frac{x_d}{x} \right)^\kappa \right) = 0 \quad c > 0, g > 0, \kappa > 1$$

$$3. \quad \dot{x} = \begin{cases} y - \frac{x}{\ln \sqrt{x^2 + y^2}} & [x, y] \neq [0, 0] \\ 0 & [x, y] = [0, 0] \end{cases}$$

$$\dot{y} = \begin{cases} -x - \frac{y}{\ln \sqrt{x^2 + y^2}} & [x, y] \neq [0, 0] \\ 0 & [x, y] = [0, 0] \end{cases}$$

a) 1. Already in state-space form

3. Already in state-space form

$$2. \quad \begin{matrix} x_1 = x \\ x_2 = \dot{x} \end{matrix} \rightarrow \begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = \ddot{x} = -c x_2 - g \left(1 - \left(\frac{x_d}{x_1} \right)^\kappa \right) \end{cases}$$

b) 1. $\bar{u} = [\bar{u}_1 \ \bar{u}_2 \ \bar{u}_3]^T = \text{const.}$; $\bar{x} = [\bar{x}_1 \ \bar{x}_2]^T$

$$0 = a\bar{u}_1 - b\sqrt{\bar{x}_1} \rightarrow \sqrt{\bar{x}_1} = \frac{a}{b}\bar{u}_1 \rightarrow \boxed{\bar{x}_1 = \left(\frac{a}{b}\right)^2 \bar{u}_1^2}$$

$$0 = \frac{d}{d\bar{x}_1} (\bar{u}_1 \bar{u}_2 - \bar{u}_1 \bar{x}_2 + c\bar{u}_3 - c\bar{x}_2)$$

$$= \bar{u}_1 \bar{u}_2 - (c + \bar{u}_1) \bar{x}_2 + c\bar{u}_3$$

$$\rightarrow \boxed{\bar{x}_2 = \frac{\bar{u}_1 \bar{u}_2 + c\bar{u}_3}{c + \bar{u}_1}}$$

2. Equilibrium when $\ddot{x} = \dot{x} = 0$

$$0 + c\bar{u}_1 + g \left(1 - \left(\frac{\bar{x}_1}{\bar{x}_d} \right)^\kappa \right) = 0$$

$$\left(\frac{\bar{x}_1}{\bar{x}_d} \right)^\kappa = 1 \rightarrow \boxed{\bar{x}_1 = \bar{x}_d}$$

3. Equilibrium when $[\dot{x}, \dot{y}] = [0, 0]$

When $[x, y] \neq [0, 0]$: $x^2 + y^2 = r$

$$\dot{x} = y - \frac{x}{\ln \sqrt{x^2 + y^2}}$$

$$\dot{y} = -x - \frac{y}{\ln \sqrt{x^2 + y^2}}$$

$$y\dot{x} = y^2 - \frac{xy}{\ln \sqrt{x^2 + y^2}}$$

$$x\dot{y} = -x^2 - \frac{xy}{\ln \sqrt{x^2 + y^2}}$$

$$\begin{aligned} y\dot{x} - x\dot{y} &= y^2 - \frac{xy}{\ln r} - \left(-x^2 - \frac{xy}{\ln r} \right) \\ &= y^2 + x^2 \end{aligned}$$

$$[\dot{x}, \dot{y}] = [0, 0] \rightarrow \bar{x}^2 + \bar{y}^2 = 0$$

$$\Rightarrow \boxed{[\bar{x}, \bar{y}] = [0, 0]}$$

c) Find A, B in $\dot{x} = Ax + Bu$

$$1. A = \frac{\partial f}{\partial x} = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} \\ \frac{\partial f_2}{\partial x_1} & \frac{\partial f_2}{\partial x_2} \end{bmatrix} = \begin{bmatrix} -\frac{b}{2\sqrt{\bar{x}_1}} & 0 \\ -\frac{a}{\bar{x}_1^2}(\bar{u}_1(\bar{u}_2 - \bar{x}_2) + c(\bar{u}_3 - \bar{x}_2)) & -\frac{a}{\bar{x}_1}(c + \bar{u}_1) \end{bmatrix}$$

$$B = \frac{\partial f}{\partial u} = \begin{bmatrix} \frac{\partial f_1}{\partial u_1} & \frac{\partial f_1}{\partial u_2} & \frac{\partial f_1}{\partial u_3} \\ \frac{\partial f_2}{\partial u_1} & \frac{\partial f_2}{\partial u_2} & \frac{\partial f_2}{\partial u_3} \end{bmatrix}$$

$$= \begin{bmatrix} a & 0 & 0 \\ \frac{a}{\bar{x}_1}(\bar{u}_2 - \bar{x}_2) & \frac{a}{\bar{x}_1}\bar{u}_1 & \frac{ac}{\bar{x}_1} \end{bmatrix}$$

$$2. A = \frac{\partial f}{\partial x} = \begin{bmatrix} 0 & 1 \\ -g x_d^\kappa \bar{x}_1^{-\kappa-1} & -c \end{bmatrix} \quad \begin{aligned} \bar{x}_1 &= x_d, \\ g x_d^\kappa \bar{x}_1^{-\kappa-1} &= g x_d^\kappa x_d^{-\kappa-1} \\ &= -\frac{g\kappa}{x_d} \end{aligned}$$

$$= \begin{bmatrix} 0 & 1 \\ -\frac{g\kappa}{x_d} & -c \end{bmatrix}$$

$$\underline{B=0}$$

→ homogeneous system.

$$\begin{aligned}
 3. \quad \frac{\partial f_1}{\partial x} &= \frac{d}{dx} \left(-2 \frac{x}{\ln(x^2+y^2)} \right) = -2 \frac{\ln(x^2+y^2) - x \frac{2x}{x^2+y^2}}{\ln^2(x^2+y^2)} \\
 &= -2 \frac{\ln(x^2+y^2) - 2 \frac{x^2}{x^2+y^2}}{\ln^2(x^2+y^2)} = -2 \left(\frac{1}{\ln(x^2+y^2)} - \frac{2}{\ln^2(x^2+y^2)} \frac{x^2}{x^2+y^2} \right) \\
 &\xrightarrow{(x,y) \rightarrow (0,0)} \underline{0}
 \end{aligned}$$

$$\frac{\partial f_1}{\partial y} = 1 - \frac{d}{dy} \left(\frac{2x}{\ln(x^2+y^2)} \right) = 1 - 2x \cdot \frac{2y}{x^2+y^2} \xrightarrow{(x,y) \rightarrow (0,0)} \underline{1}$$

$$\frac{\partial f_2}{\partial x} = \underline{-1}, \quad \frac{\partial f_2}{\partial y} = \underline{0} \quad (\text{by the same logic as above}).$$

$$\Rightarrow \frac{\partial f}{\partial x} = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = A, \quad \underline{\underline{B=0}}$$

d) 3. $\lambda = \pm i \rightarrow$ marginally stable

1. Lower triangular, so $\lambda_1 = -\frac{b}{2\sqrt{x_1}} < 0$, $\lambda_2 = -\frac{a}{x_1}(c + \bar{u}_1) < 0$

\rightarrow Both poles in LHP \rightarrow asymptotically stable

$$2. \quad \lambda(\lambda + c) + \frac{gK}{x_d} = \lambda^2 + \lambda c + \frac{gK}{x_d} = 0$$

$$\lambda = \frac{-c \pm \sqrt{c^2 - 4 \frac{gK}{x_d}}}{2} \quad \text{and} \quad \frac{gK}{x_d} > 0 \rightarrow \sqrt{c^2 - 4 \frac{gK}{x_d}} < c$$

So, $\text{Re}\{\lambda\} < 0$ and the system is asymptotically stable.

Problem 2

a) For $\dot{x} = x^2$, $x(0) = 1$

ode45 fails at $t=1$ and the output explodes to infinity.

For $\dot{x} = \sqrt{|x|}$, $x(0) = 0$

ode45 gives a flat response, which does make sense since $\dot{x}(0) = 0$ and no change will occur.

b) We know from the lectures that the solution to $\dot{x} = x^2$, $x(0) = 1$ is

$$x(t) = \frac{1}{1-t}$$

which does explode at $t=1$.

For $\dot{x} = \sqrt{|x|}$, $x(0) = 0$, we know there exists infinitely many solutions. In Matlabs case, the solution ended up with "choosing" $t_0 > 5$.

Problem 3

H: healthy people

I: infected, but not zombie

Z: zombies

D: dead (people and zombies)

Modeled by Lotka-Volterra equations.

a) Rules in simulation:

• healthy people birth rate: $\dot{H} = bH - b_d H^2$

• healthy people natural death / interaction with zombies: $\dot{H} = -dH - iZH$
 $\dot{D} = dH$

• healthy people becoming infected: $\dot{I} = iZH$

• infected slowly becoming zombies: $\dot{I} = -aI$
 $\dot{Z} = aI$

• infected dying of natural causes: $\dot{I} = -dI$
 $\dot{D} = dI$

• zombie rise from dead: $\dot{Z} = rD$
 $\dot{D} = -rD$

• zombies neutralized: $\dot{Z} = -nHZ$
 $\dot{D} = nHZ$

Due to the principle of superposition, we can easily combine the partial equations above to get the dynamics:

$$\begin{cases} \dot{H} = bH - b_d H^2 - dH - iZH \\ \dot{I} = iZH - aI - dI = iZH - (a+d)I \\ \dot{Z} = rD + aI - nHZ \\ \dot{D} = dH + nHZ + dI - rD = (d+n)H + dI - rD \end{cases}$$

b) Q: quarantined people

Additional rules:

- infected and zombies becoming quarantined:

$$\dot{Q} = q_i I + q_z Z, \quad \dot{I} = -q_i I, \quad \dot{Z} = -q_z Z$$

- escapes getting killed: $\dot{Q} = -d_q Q, \quad \dot{D} = d_q Q$

New complete model:

$$\begin{cases} \dot{H} = bH - b_d H^2 - dH - iZH = (b-d)H - b_d H^2 - iZH \\ \dot{I} = iZH - aI - dI - q_i I = iZH - (a+d+q_i)I \\ \dot{Z} = rD + aI - nHZ - q_z Z \\ \dot{D} = dH + nHZ + dI - rD + d_q Q \\ \dot{Q} = q_i I + q_z Z - d_q Q \end{cases}$$

c) In both cases, $H \rightarrow 0$. However, with quarantine, the H population survives for longer ($t=3$ w/o, $t=4.2$ w/).

Furthermore, without quarantine, the Z population dominates at the end. With quarantine, the number of zombies are contained and more people just end up dead.