

A Discrete Dynamical System (DDS) models some system so that you can express it as $\vec{x}(t) = A^t \vec{x}(0)$

where $\vec{x}(0)$ is your initial state. However this isn't a closed form solution. At $t=1000$, it would be difficult to figure out what happens.

The point is to figure out what happens in the system in the long term given some initial state, in a closed form.

If A is a matrix, and \vec{v} is an eigenvector * of A with eigenvalue λ , then $A\vec{v} = \lambda\vec{v}$.

* $\vec{0}$ cannot be an eigenvector

An eigenbasis of \mathbb{R}^n is a basis of \mathbb{R}^n made up of eigenvectors

Using our knowledge, here is how we can solve a DDS.

- 1) Find our eigenvectors * we don't know how to do this yet, but they are given to you for now
- 2) Find the associated eigenvalues for each eigenvector $(\lambda_1, \dots, \lambda_n)$
- 3) Express your initial state $\vec{x}(0)$ as a linear combination of your eigenvectors

$$\vec{x}(0) = c_1 \vec{v}_1 + \dots + c_n \vec{v}_n \quad \text{we can do this since we have a basis}$$

$$\vec{x}(t) = A^t (c_1 \vec{v}_1 + \dots + c_n \vec{v}_n) \quad \text{since } \vec{x}(t) = A^t \vec{x}(0)$$

$$\vec{x}(t) = c_1 A^t \vec{v}_1 + \dots + c_n A^t \vec{v}_n$$

$$\vec{x}(t) = c_1 (\lambda_1)^t \vec{v}_1 + \dots + c_n (\lambda_n)^t \vec{v}_n \quad \text{since } \vec{v}_k \text{ is an eigenvector with eigenvalue } \lambda_k \text{ and } A \vec{v}_k = \lambda_k \vec{v}_k, \text{ so } A^t \vec{v}_k = \lambda_k^t \vec{v}_k$$

We now have a closed form general solution.

- 4) Do analysis on the system. Ask yourself these questions:

What happens along the span of the eigenvectors as $t \rightarrow \infty$?

What happens if your initial state is not on the span of the eigenvectors? Which span does it get closer to?

Example: Suppose you have a system where your eigenvectors and eigenvalues were

$$\begin{bmatrix} 2 \\ 1 \end{bmatrix} \text{ with } \lambda = 1.2 \text{ and } \begin{bmatrix} -1 \\ 4 \end{bmatrix} \text{ with } \lambda = 0.8, \text{ and your initial condition } \vec{x}(0) = \begin{bmatrix} 0 \\ 2 \end{bmatrix}$$

Draw the solution trajectories.

$$\vec{x}(t) = c_1 (1.2)^t \begin{bmatrix} 1 \\ 2 \end{bmatrix} + c_2 (0.8)^t \begin{bmatrix} -1 \\ 4 \end{bmatrix} \quad \text{general solution}$$

solving for c_1, c_2 gives

$$\begin{bmatrix} 1 & -1 & 0 \\ 2 & 4 & 2 \end{bmatrix} \rightarrow \begin{bmatrix} c_1 \\ c_2 \end{bmatrix} = \begin{bmatrix} 1/3 \\ 1/3 \end{bmatrix}$$

$$\vec{x}(t) = \frac{1}{3} (1.2)^t \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \frac{1}{3} (0.8)^t \begin{bmatrix} -1 \\ 4 \end{bmatrix}$$

as $t \rightarrow \infty$, $\vec{x}(t)$ will be close to span of $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$

as $t \rightarrow -\infty$, $\vec{x}(t)$ will be close to span of $\begin{bmatrix} -1 \\ 4 \end{bmatrix}$

along the span of the eigenvectors, as $t \rightarrow \infty$

if $\vec{x}(0)$ is a multiple of $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$, $\vec{x}(t) = c (1.2)^t \begin{bmatrix} 1 \\ 2 \end{bmatrix}$, and the trajectory goes away from the origin

if $\vec{x}(0)$ is a multiple of $\begin{bmatrix} -1 \\ 4 \end{bmatrix}$, $\vec{x}(t) = c (0.8)^t \begin{bmatrix} -1 \\ 4 \end{bmatrix}$, and the trajectory goes in towards the origin

With this info we can make our sketch

