

## DYNAMICAL SYSTEMS

## Why

We want to model natural phenomena.<sup>1</sup>

## **Definition**

Let  $X_0, X_1, \ldots, X_T$  be a sequence of sets and let  $f_t : X_t \to X_{t+1}$  for  $t = 0, \ldots, T-1$ . We call  $((X_0, \ldots, X_T), (f_1, \ldots, f_{T-1}))$  a deterministic discrete-time dynamical system.

We call the index t the *epoch*, the *stage* or the *period*. We call  $X_t$  the *state space* at period t. We call  $f_t$  the *transition function* or dynamics function.

Let  $x_0 \in \mathcal{X}_0$ . Define a state sequence  $x_1 \in \mathcal{X}_1, \dots, x_T \in \mathcal{X}_T$  by

$$x_{t+1} = f_t(x_t, u_t).$$

In this case we call  $x_0$  the *initial state*. We call the  $x_t$  the *trajectory* associated with initial state  $x_0$ .

We call T the *horizon*. In the case that we have an infinite sequence of state sets, input sets, and dynamics, then we refer to a *infinite-horizon* dynamical system. To use language in contrast with this case, we refer to the dynamical system when T is finite as a *finite-horizon* dynamical system.

<sup>&</sup>lt;sup>1</sup>Future editions will modify, and may develop dynamic systems via the genetic approach by appealing to their classical use in Newtonian physics for modeling celestial mechanics.

