

6.2 Linear and Almost Linear Systems (continued)

last time: $x' = F(x, y)$

$y' = G(x, y)$

is almost / locally linear if near a critical pt (x_0, y_0)

the system acts like $\vec{x}' = A\vec{x} + \vec{g}(\vec{x})$

such that $\lim_{(x, y) \rightarrow (x_0, y_0)} \frac{|\vec{g}|}{|\vec{x}|} = 0$

for each (x_0, y_0) , there is a different A matrix
near (x_0, y_0)

example from last time: $x' = -x + xy$

$y' = -2y + 8xy$

cp: $(0, 0), (\frac{1}{4}, 1)$

← look at
this one

$$\text{define } u = x - \frac{1}{4} \quad v = y - 1 \quad x = u + \frac{1}{4} \quad y = v + 1$$

$$u' = x' \quad v' = y'$$

$$\text{system in terms of } u, v: \quad u' = -(u + \frac{1}{4}) + (u + \frac{1}{4})(v + 1) = \frac{1}{4}v + uv$$

$$v' = \dots = 8u + 8uv$$

$$\begin{bmatrix} u' \\ v' \end{bmatrix} = \begin{bmatrix} 0 & \frac{1}{4} \\ 8 & 0 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix} + \begin{bmatrix} uv \\ 8uv \end{bmatrix}$$

A near $(\frac{1}{4}, 1)$

a more efficient way: linearization of the system near (x_0, y_0)

Taylor series

$$x' = F(x, y)$$

$$y' = G(x, y)$$

cp: (x_0, y_0)

$$F(x, y) = F(\cancel{x_0}, \cancel{y_0}) + \frac{\partial F}{\partial x}(x_0, y_0) \underbrace{(x - x_0)}_u + \frac{\partial F}{\partial y}(x_0, y_0) \underbrace{(y - y_0)}_v + \dots$$

$$G(x, y) = G(\cancel{x_0}, \cancel{y_0}) + \frac{\partial G}{\partial x}(x_0, y_0) \underbrace{(x - x_0)}_u + \frac{\partial G}{\partial y}(x_0, y_0) \underbrace{(y - y_0)}_v + \dots$$

def. of
crit. pt

higher order
(not important)

system becomes

$$u' = F_x(x_0, y_0)u + F_y(x_0, y_0)v$$

$$v' = G_x(x_0, y_0)u + G_y(x_0, y_0)v$$

$$\begin{bmatrix} u' \\ v' \end{bmatrix} = \begin{bmatrix} F_x & F_y \\ G_x & G_y \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix}$$

linearized system
near (x_0, y_0)

Jacobian matrix (function of x, y)

example

$$x' = x^2 + y^2 - 6 = F$$

$$y' = x^2 - y = G$$

$$\text{cp: } x^2 + y^2 - 6 = 0 \quad x^2 - y = 0 \rightarrow y = x^2$$

$$y + y^2 - 6 = 0$$

$$y^2 + y - 6 = 0$$

$$(y+3)(y-2) = 0 \quad y = -3, \quad y = 2$$

$$x^2 = y \rightarrow x = \pm\sqrt{y} \quad \text{cp: } (\sqrt{2}, 2), (-\sqrt{2}, 2)$$

linearize using the Jacobian matrix

$$J(x, y) = \begin{bmatrix} F_x & F_y \\ G_x & G_y \end{bmatrix} = \begin{bmatrix} 2x & 2y \\ 2x & -1 \end{bmatrix}$$

$$J(\sqrt{2}, 2) = \begin{bmatrix} 2\sqrt{2} & 4 \\ 2\sqrt{2} & -1 \end{bmatrix} \leftarrow \vec{x}' = \begin{bmatrix} 2\sqrt{2} & 4 \\ 2\sqrt{2} & -1 \end{bmatrix} \vec{x}$$

$$\lambda \approx 4.8, -3$$

saddle pt, unstable

not sensitive to perturbation

linearization does not "lie"

about this being a saddle pt

$J(-\sqrt{2}, 2)$

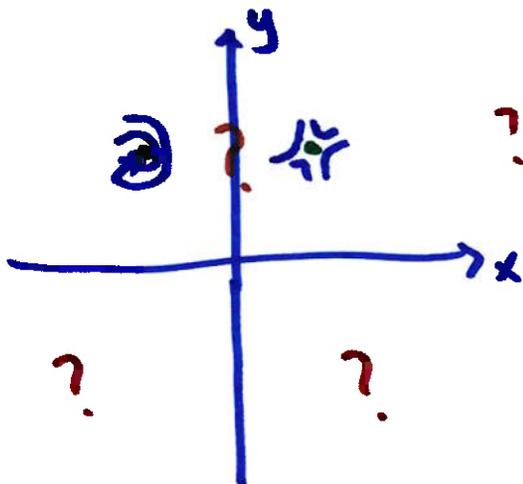
$$J(-\sqrt{2}, 2) = \begin{bmatrix} -2\sqrt{2} & 4 \\ -2\sqrt{2} & -1 \end{bmatrix}$$

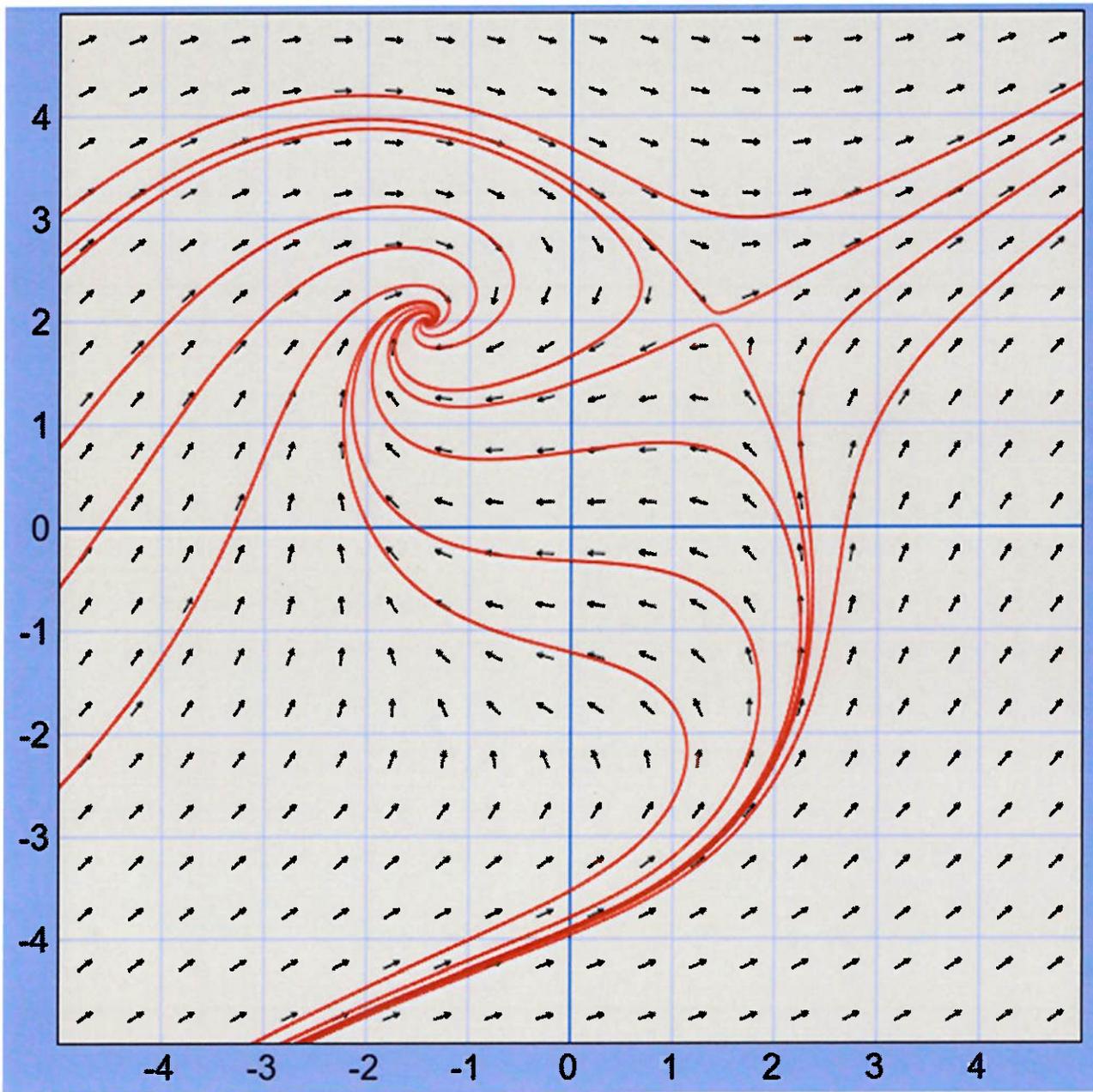
$$\lambda \approx -2 \pm 3.2i$$

spiral sink

asympt. stable

not sensitive to perturbation



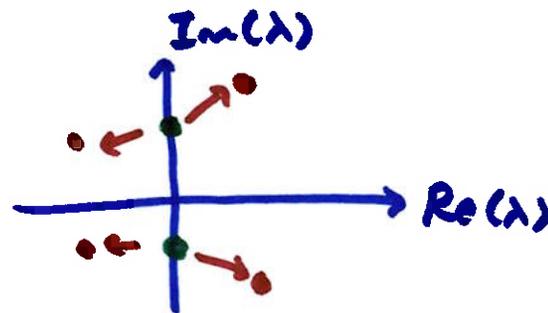


Example

$$x' = 2xy = F$$

$$y' = 1 - x^2 + y^2 = G$$

$$cp: (1, 0), (-1, 0)$$



$$\text{Jacobian: } J(x, y) = \begin{bmatrix} 2y & 2x \\ -2x & 2y \end{bmatrix}$$

$$J(1, 0) = \begin{bmatrix} 0 & 2 \\ -2 & 0 \end{bmatrix}$$

$$\lambda = \pm 2i$$

linearization says
center, stable

but true behavior of the
nonlinear system may or
may not be a center

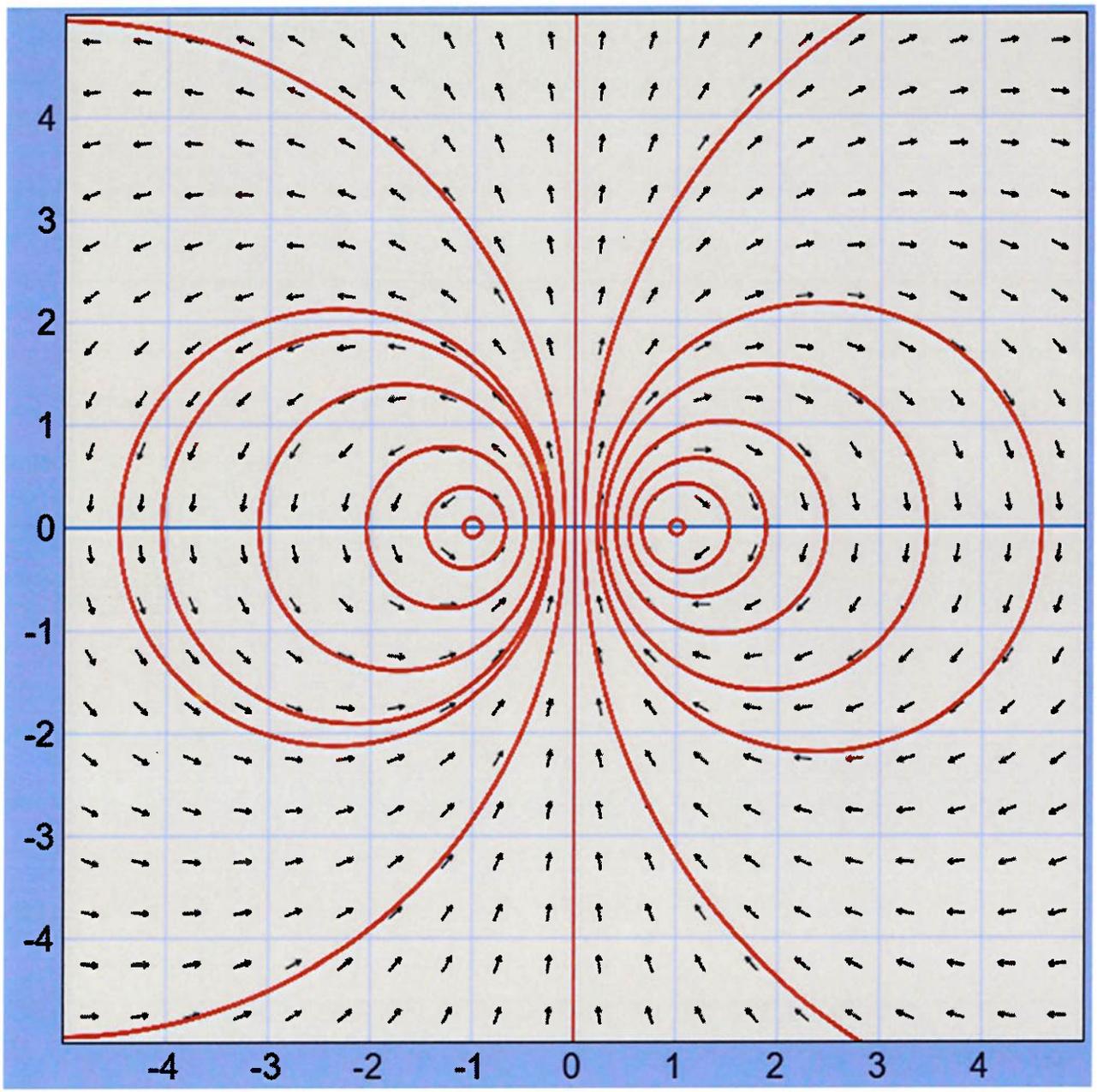
$$J(-1, 0) = \begin{bmatrix} 0 & -2 \\ 2 & 0 \end{bmatrix}$$

$$\lambda = \pm 2i$$

same story

to determine true behavior, we can graph the
nonlinear phase portrait or solve the system
(this ~~can~~ one can be solved using sub $u = y^2/x$)

Incentration
doesn't "lie"
but not
always
the case
in general



example

$$x' = -3y + ay(x^2 + y^2)$$

a is some constant

$$y' = 3x + ay(x^2 + y^2)$$

cp: $(0, 0)$

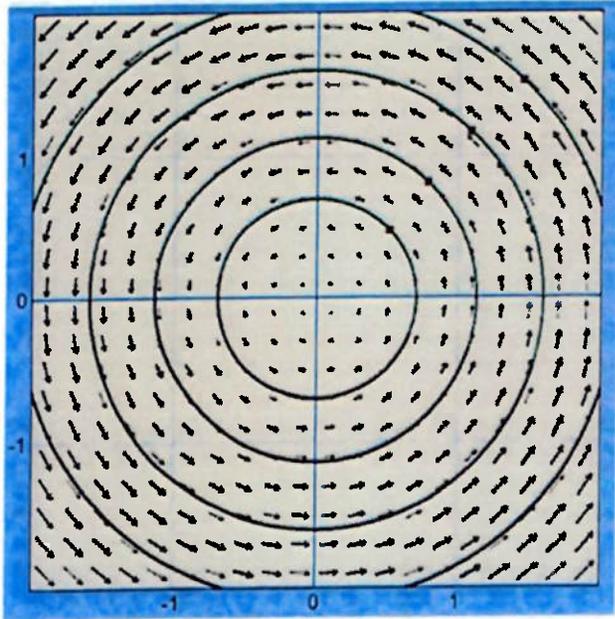
$$J(x, y) = \begin{bmatrix} 2axy & -3 + ax^2 + 3ay^2 \\ 3 + 2axy & ax^2 + 3ay^2 \end{bmatrix}$$

$$J(0, 0) = \begin{bmatrix} 0 & -3 \\ 3 & 0 \end{bmatrix} \quad \text{linearization lost a completely}$$

linearization cannot capture effect of a

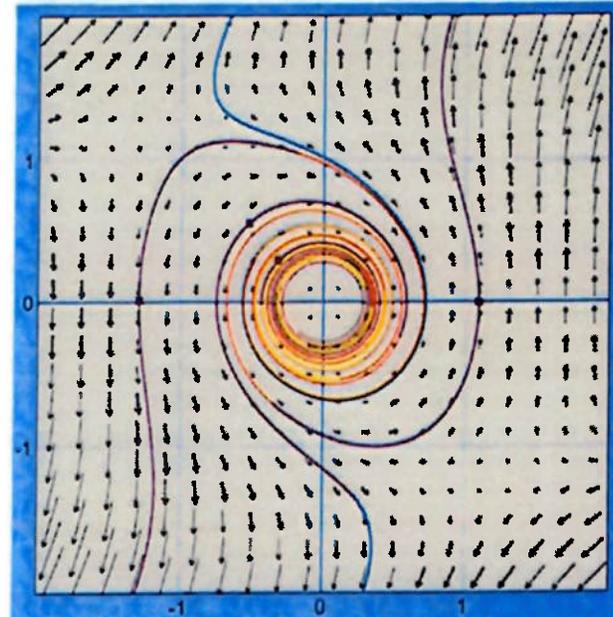
linearization: center, stable

cannot trust: may or may not
still be a center



Linearized
(stable center)

Nonlinear $a=1$
(unstable spiral point)



Nonlinear $a=-1$
(asymptotically stable spiral point)

