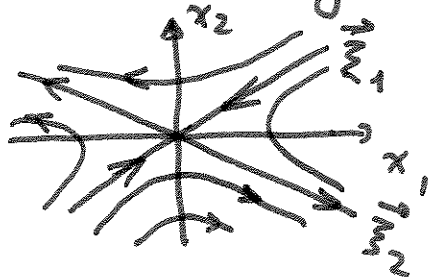


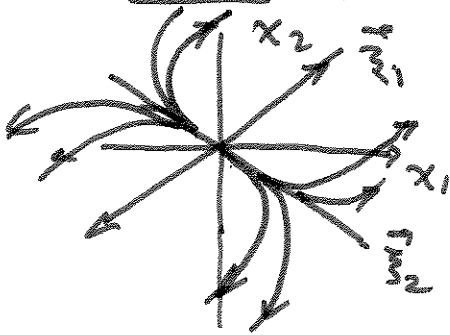
Q: What do we know about 2x2 linear systems?  $\frac{d\vec{x}}{dt} = A\vec{x}$

A: Everything is determined by eigenvalues of A.

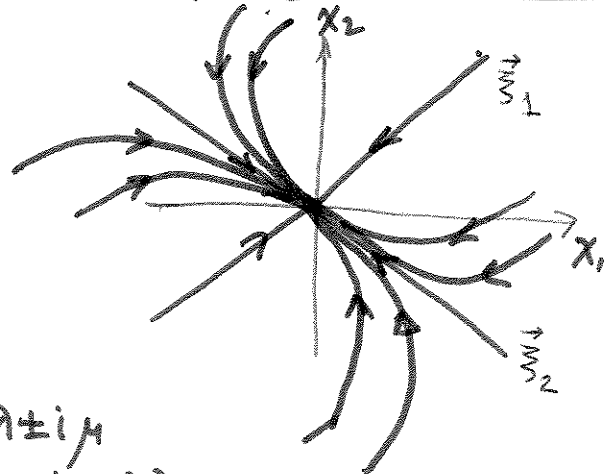
① Real eigenvalues of different signs  $r_1 < 0 < r_2$   
Saddle



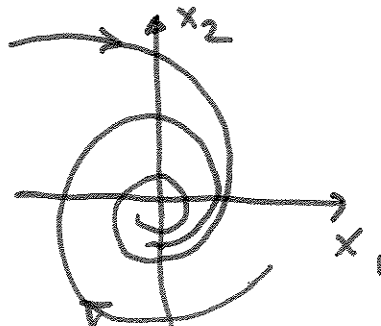
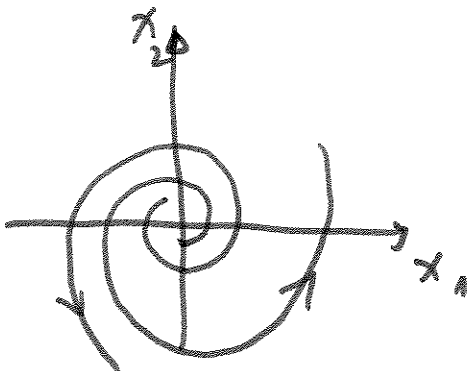
② Positive eigenvalues (nodal source)  $r_1 > r_2 > 0$



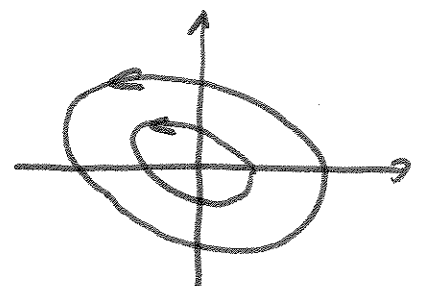
③ Negative eigenvalues (nodal sink)  $r_1 < r_2 < 0$



④ Complex eigenvalues  $\lambda \pm i\mu$   
 $\lambda > 0$  (spiral source)  $\lambda < 0$  (spiral sink)



⑤ Pure imaginary  $\lambda = \pm i\mu$  (center)



Q: Where can we study nonlinear systems?

A: We can study nonlinear systems if they behave like almost linear.

A system  $\vec{x}' = A\vec{x} + \vec{g}(x)$  is almost linear in the neighborhood of the critical point 0 if  $g(x)$  is "substantially smaller" than  $\vec{x}$  (say, on the order of  $\|\vec{x}\|^2$ ). [ $\|\vec{g}(\vec{x})\|/\|\vec{x}\| \rightarrow 0$  as  $\|\vec{x}\| \rightarrow 0$ ].

Example 
$$\begin{cases} x' = x(1-x-y) \\ y' = y(\frac{1}{2} - \frac{1}{4}y - \frac{3}{4}x) \end{cases} = \begin{pmatrix} 1 & 0 \\ 0 & 1/2 \end{pmatrix} + \begin{bmatrix} -x(x+y) \\ -\frac{y}{4}(3x+y) \end{bmatrix}$$

$\vec{g} \rightarrow 0$  faster than  $\|\vec{x}\|$  at 0.  $\begin{bmatrix} x \\ y \end{bmatrix}$

Q: How do we study nonlinear systems?

A(short): Find critical points and determine linear behavior about them.

## Linearization about a critical point.

$$\frac{d}{dt} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} F(x, y) \\ G(x, y) \end{pmatrix}$$

$x_0, y_0$  is a critical point, i.e.  $F(x_0, y_0) = 0$   
 $G(x_0, y_0) = 0$ .

For our example, critical points are  
 $(0, 0), (1, 0), (0, 2), (\frac{1}{2}, \frac{1}{2})$

Let's take  $(1, 0)$ . To see what happens about it, introduce the "deviation" from  $(1, 0)$ ,  $u = x - 1, v = y - 0$ ,  
 i.e.  $x = 1 + u, y = v$

$$(1+u)' = (1+u)(1 - (1+u) - v) = -v - u + u(-u - v)$$

$$y' = v \left( \frac{1}{2} - \frac{1}{4}v - \frac{3}{4}(1+u) \right) = -\frac{1}{4}v - \left( \frac{1}{4}v^2 - \frac{3}{4}uv \right)$$

$$\begin{pmatrix} u \\ v \end{pmatrix}' = \begin{pmatrix} -1 & -1 \\ 0 & -\frac{1}{4} \end{pmatrix} \begin{pmatrix} u \\ v \end{pmatrix} + g$$

In general,

$$\frac{d}{dt} \begin{pmatrix} x - x_0 \\ y - y_0 \end{pmatrix} = J \begin{pmatrix} x - x_0 \\ y - y_0 \end{pmatrix} + g$$

where  $J = \begin{bmatrix} \frac{\partial F}{\partial x}(x_0, y_0) & \frac{\partial F}{\partial y}(x_0, y_0) \\ \frac{\partial G}{\partial x}(x_0, y_0) & \frac{\partial G}{\partial y}(x_0, y_0) \end{bmatrix}$  (Jacobian matrix).

Stability A critical point  $\vec{x}_0$  is stable if solutions with initial data nearby do not go away from  $\vec{x}_0$ . It is asymptotically stable if they approach  $\vec{x}_0$  as  $t \rightarrow \infty$ . (see pp. 472-3 for precise definition).

Result: Except for the case of center, nonlinear systems have exactly the same stability properties as their linearizations at critical points (Table 9.3.1)