

Invariant manifolds

Example Find the solution to the linear system of ODE

$$\dot{Y} = AY$$

where $A = \begin{pmatrix} -4 & 6 \\ -3 & 5 \end{pmatrix}$

of eigenvalues and eigenvectors

$$\lambda_1 = 2 \quad u_1 = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$\lambda_2 = -1 \quad u_2 = \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

The general solution is

$$Y(t) = D_1 e^{2t} u_1 + D_2 e^{-t} u_2$$

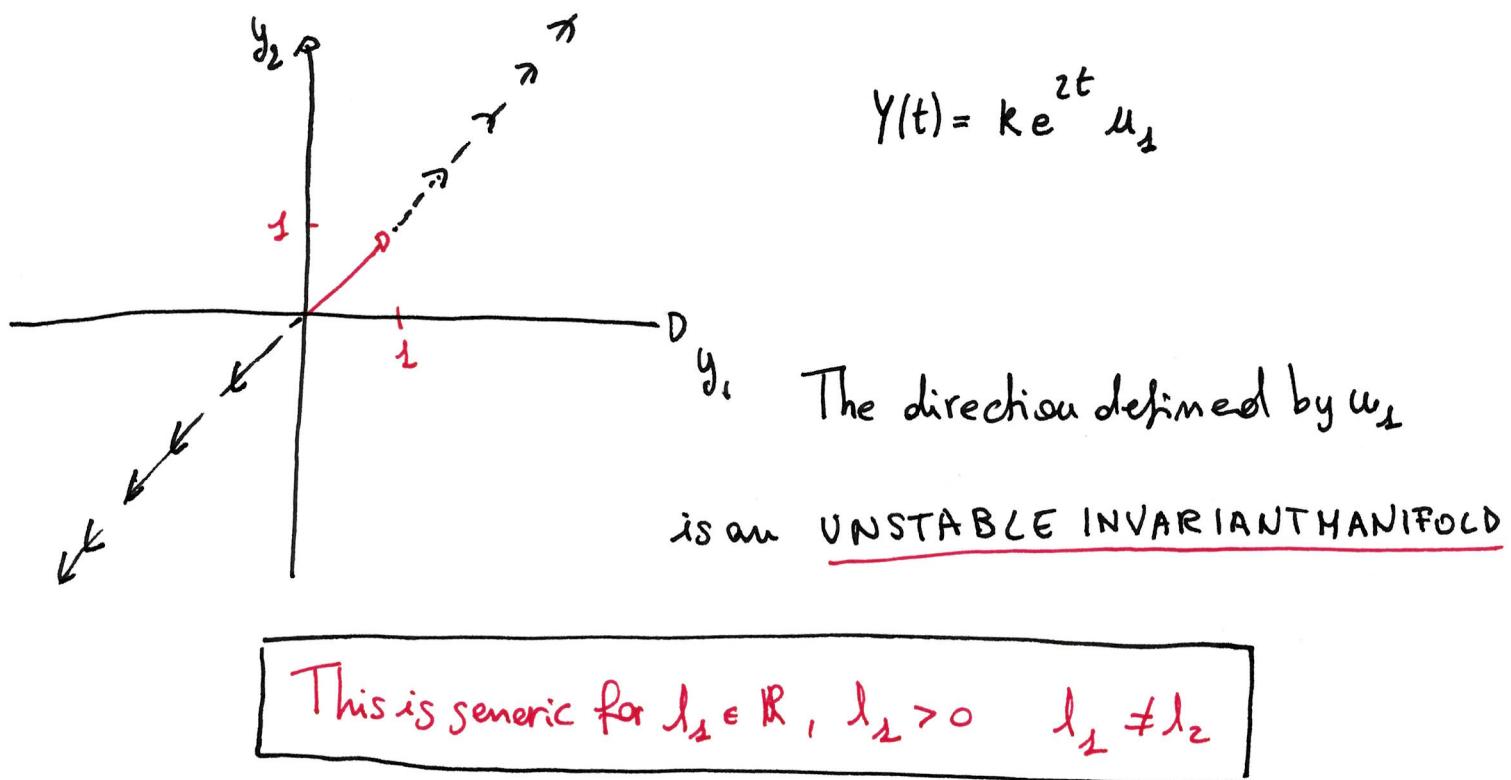
$$\begin{pmatrix} y_1(t) \\ y_2(t) \end{pmatrix} = D_1 e^{2t} \begin{pmatrix} 1 \\ 1 \end{pmatrix} + D_2 e^{-t} \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

where $D_1, D_2 \in \mathbb{R}$
arbitrary constants.

solution to the
Any IVP with I.C. $y(0) = k u_1 = k \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ with $k \in \mathbb{R}$

has a trajectory that moves along the direction u_1

and moves AWAY FROM THE ORIGIN.



Unstable invariant manifolds are identified by the direction of the eigenvector associated to the real and positive eigenvalue, for $\lambda_1 \neq \lambda_2$

What happens if $y(0) = k u_2$ with $k \in \mathbb{R}$?

Find solution to the IVP

$$\dot{y} = Ay \quad \text{with} \quad \text{I.C. } y(0) = ku_2$$

The general solution is

$$y(t) = D_1 e^{\lambda_1 t} u_1 + D_2 e^{\lambda_2 t} u_2$$

$$\text{Imposing I.C. } y(0) = D_1 u_1 + D_2 u_2 = ku_2$$

Rearranging

$$D_1 u_1 + (D_2 - k) u_2 = 0$$

|| ||
0 0

$$\begin{cases} D_1 = 0 \\ D_2 = k \end{cases}$$

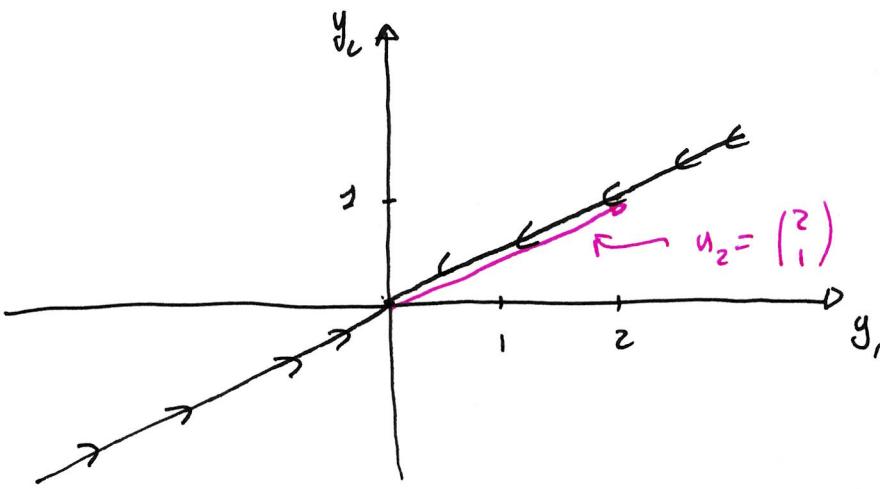
\Rightarrow Solution to IVP

$$y(t) = k e^{\lambda_2 t} u_2 = k e^{-t} u_2$$

$$\begin{pmatrix} y_1(t) \\ y_2(t) \end{pmatrix} = k e^{-t} \begin{pmatrix} 2 \\ 1 \end{pmatrix} \Rightarrow \begin{cases} y_1(t) = k e^{-t} \cdot 2 \\ y_2(t) = k e^{-t} \end{cases}$$

$$y_1 = 2y_2$$

Trajectory



Trajectory

$$y_2 = \frac{1}{2} y_1$$

The direction determined
by u_2 is a STABLE
INVARIANT MANIFOLD

$$\begin{cases} y_1 = 2e^{-t} k \\ y_2 = k e^{-t} \end{cases}$$

If $k > 0$ $t \rightarrow \infty$ $y_1 \rightarrow 0^+$ $y_2 \rightarrow 0^+$

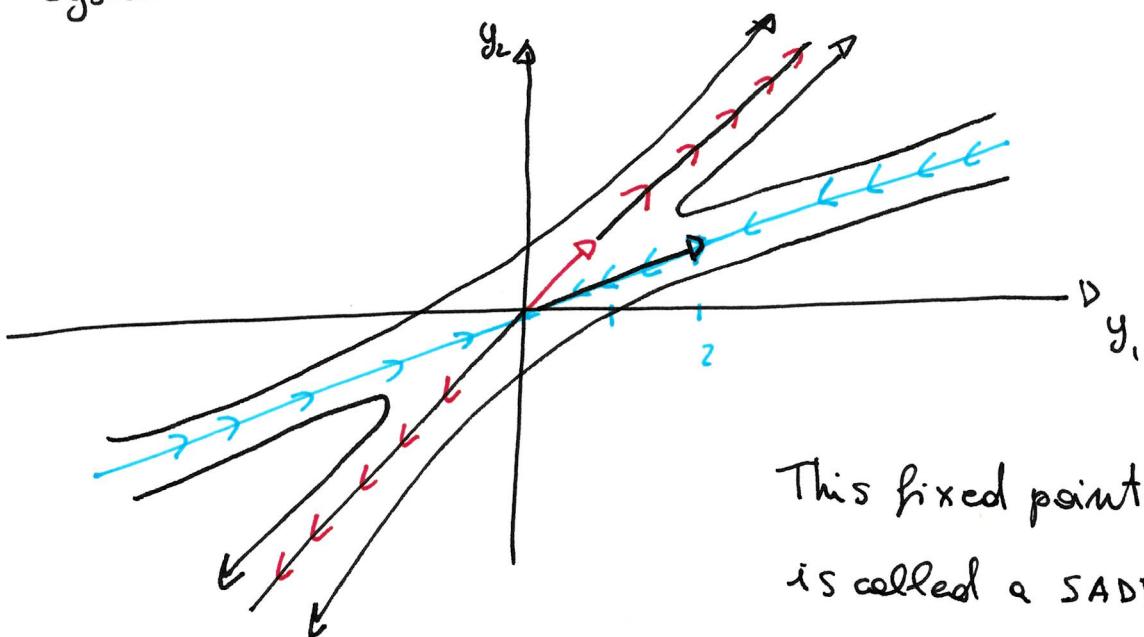
If $k < 0$ $t \rightarrow \infty$ $y_1 \rightarrow 0^-$ $y_2 \rightarrow 0^-$

All trajectories move along the direction of u_2 and
move TOWARD THE ORIGIN

This is generic if $\lambda_2 \in \mathbb{R}$, $\lambda_2 < 0$ $\lambda_1 \neq \lambda_2$

Stable invariant manifolds are identified by
the direction of the eigenvector associated to real and
negative eigenvalues.

Let us put together the phase portrait of this dynamical system



This fixed point at $(0, 0)$
is called a SADDLE

This is the phase portrait when $\lambda_1, \lambda_2 \in \mathbb{R}$ $\lambda_1 > 0$, $\lambda_2 < 0$
 λ_1, λ_2 with opposite sign.

Introduction to phase portraits

Consider the system of ODEs

$$\dot{Y} = AY$$

with A indicating a real 2×2 matrix with two distinct eigenvalues $\lambda_1 \neq \lambda_2$

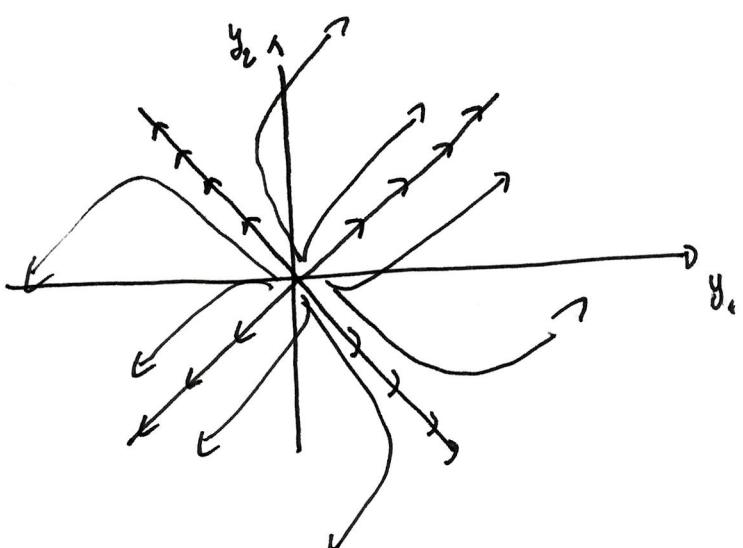
What can we say about phase portraits?

Knowing the eigenvalues we can already draw important conclusions but ^{for} the details we will need information about the eigenvectors as well.

$$\textcircled{1} \quad \lambda_1 \neq \lambda_2 \quad \lambda_1, \lambda_2 \in \mathbb{R}$$

$$\text{a) } \lambda_1 > 0 \quad \lambda_2 > 0$$

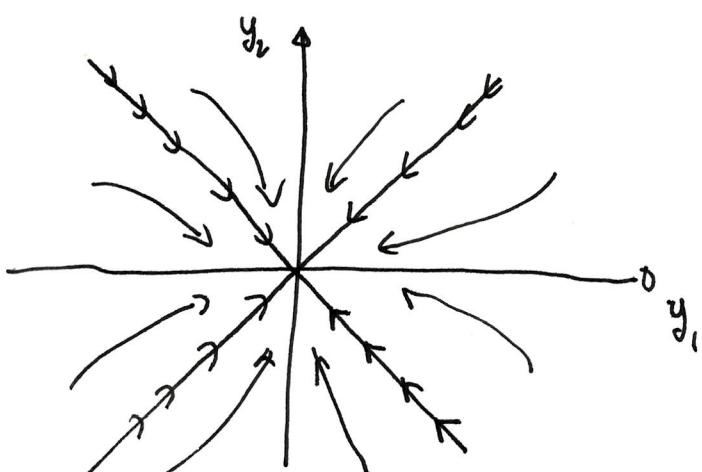
u_1 and u_2 are both
UNSTABLE INVARIANT MANIFOLDS



(0,0) is called an
UNSTABLE NODE

$$\text{b) } \lambda_1 < 0 \quad \lambda_2 < 0$$

u_1 and u_2 are
STABLE INVARIANT MANIFOLDS

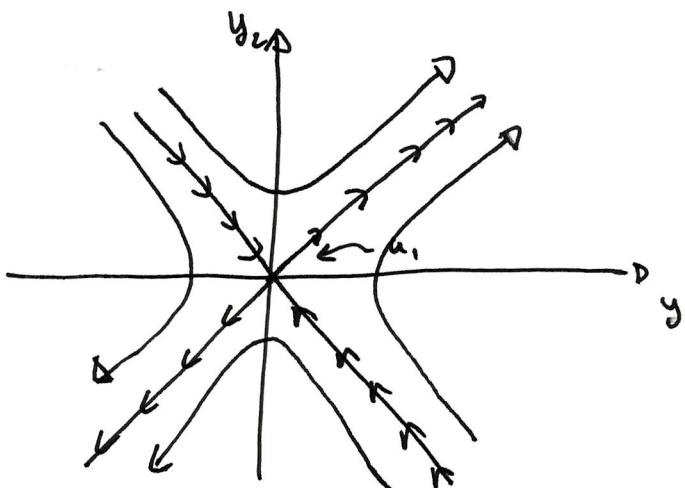


(0,0) is called a
STABLE NODE

$$c) \lambda_1 > 0 \quad \lambda_2 < 0$$

$\mu_1 \rightarrow$ UNSTABLE INVARIANT MANIFOLD

$\mu_2 \rightarrow$ STABLE INVARIANT MANIFOLD



(0,0) is called a

SADDLE.

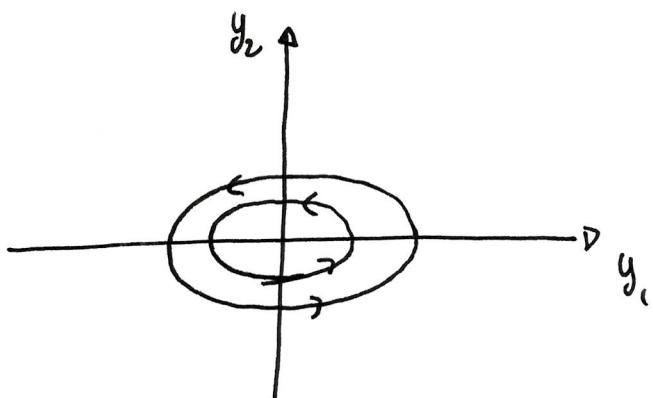
$$② \lambda_1 = \alpha + i\beta \quad \lambda_2 = \alpha - i\beta, \quad \alpha, \beta \in \mathbb{R} \quad \beta \neq 0$$

Complex conjugate eigenvalues.

$$e^{\lambda_1 t} = e^{\alpha t} (\cos \beta t + i \sin \beta t)$$

$$2) \text{ If } \alpha = 0$$

(0,0) is a CENTRE

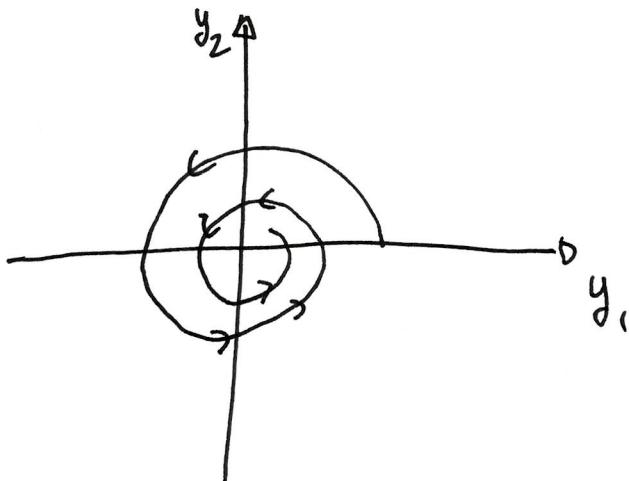


All trajectories are periodic

Periodic orbits

If $\alpha < 0$

(0,0) is a STABLE FOCUS



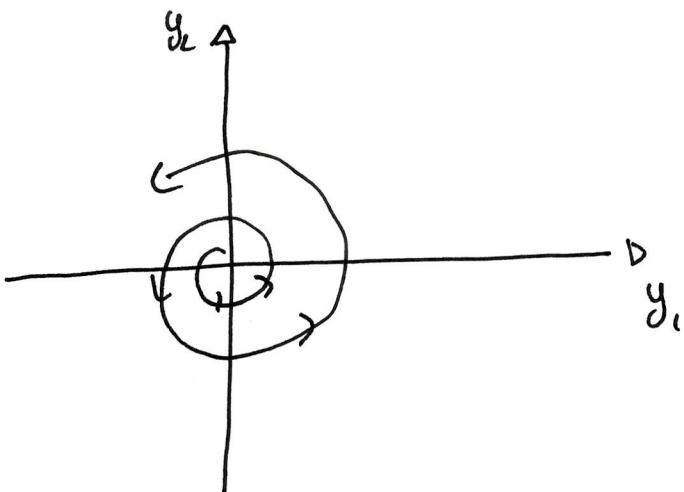
The phase portrait is a

SPIRAL IN

All trajectories go to the
origin.

If $\alpha > 0$

(0,0) is an UNSTABLE FOCUS



The phase portrait is a

SPIRAL OUT

All trajectories go away
from the origin.