

Math 2280-1

Monday November 24.

Homework due Dec. 1

(1)

6.3 (8), 9, (10) (14) 15, (16) (17)

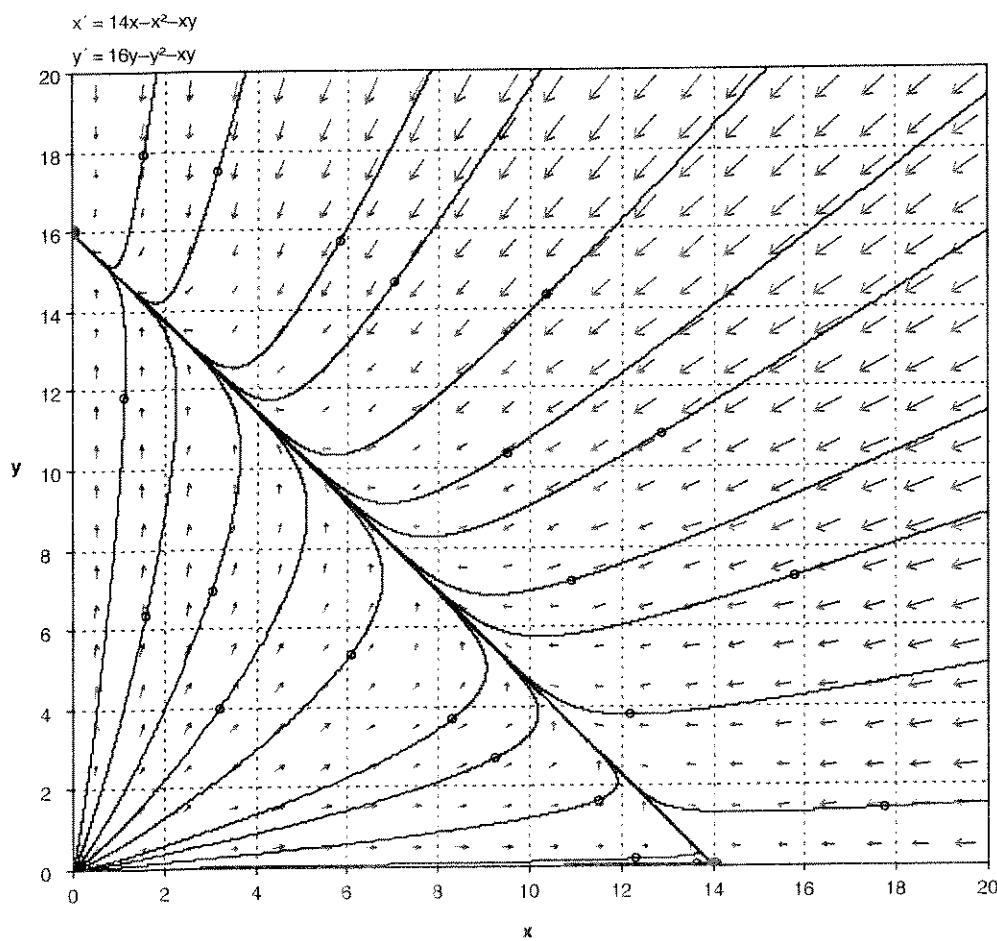
6.4 (12) 13, (14) 15 (16)

- 6.3 Analyze the general "competition" model, and the overly competitive example, pages 3-7 Friday notes.

By the way, if you're having trouble visualizing the borderline case, here's our running example with  $b_1, b_2 = c_1, c_2$

↑                           ↑  
logistic                   competition  
params                   params

Explain!



rigid-rod pendulum:

$$(1) \quad \theta''(t) + \frac{g}{L} \sin \theta = 0$$

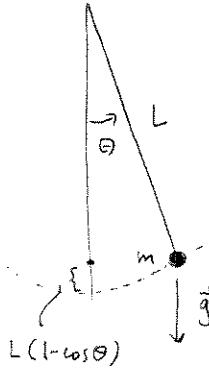
We derived this DE using

$$KE + PE = \text{constant}$$

$$\frac{1}{2} m L^2 (\theta')^2 + mgL(1 - \cos \theta) = \text{const}$$

$$(2) \quad \frac{1}{2} L(\theta')^2 + g(1 - \cos \theta) = \tilde{\text{const}}$$

(and we took  $\frac{d}{dt}(\tilde{\text{const}})$  to get (1))



For

$$x = \theta(t)$$

$$y = \theta'(t)$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} y \\ -\frac{g}{L} \sin x \end{bmatrix}$$

equil solns  $y=0$

$$\sin x = 0: \quad x = k\pi, \quad k \in \mathbb{Z} \quad (0, \pm 1, \pm 2, \dots)$$

Linearization:

$$J = \begin{bmatrix} F_x & F_y \\ G_x & G_y \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{g}{L} \cos x & 0 \end{bmatrix}$$

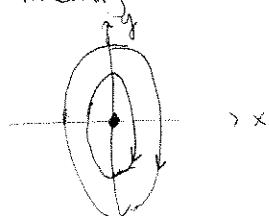
if  $x = k\pi$  k even

$$J = \begin{bmatrix} 0 & 1 \\ -\frac{g}{L} & 0 \end{bmatrix}$$

$$|J - \lambda I| = \lambda^2 + \left(\frac{g}{L}\right)^2 = 0$$

$$\lambda = \pm i \sqrt{\frac{g}{L}}$$

linearization has stable center



(why clockwise?)

if ~~not~~  $x = k\pi$ ,  $k$  odd

$$J = \begin{bmatrix} 0 & 1 \\ \frac{g}{L} & 0 \end{bmatrix}$$

$$|J - \lambda I| = \lambda^2 - \frac{g^2}{L^2} = 0$$

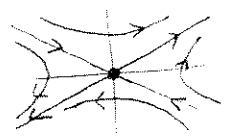
$$\lambda = \pm \sqrt{\frac{g^2}{L^2}} \quad \text{saddle}$$

$$\lambda = \sqrt{\frac{g}{L}}$$

$$\lambda = -\sqrt{\frac{g}{L}}$$

$$\begin{array}{cc} -\sqrt{\frac{g}{L}} & 1 \\ \frac{g}{L} & -\sqrt{\frac{g}{L}} \end{array} \begin{bmatrix} 0 \\ 0 \end{bmatrix} \quad v = \begin{bmatrix} -1 \\ \sqrt{\frac{g}{L}} \end{bmatrix}$$

$$v = \begin{bmatrix} 1 \\ \sqrt{\frac{g}{L}} \end{bmatrix}$$



fill in?

(3)

Hint: the trajectories must follow the level curves of the (scaled) total energy function (2), on page 1, i.e.

$$\frac{1}{2} L y^2 + g(1 - \cos x) = \text{const} \quad \leftarrow \text{RHS is } 2\pi\text{-periodic in } x.$$

notice this function of  $(x,y)$

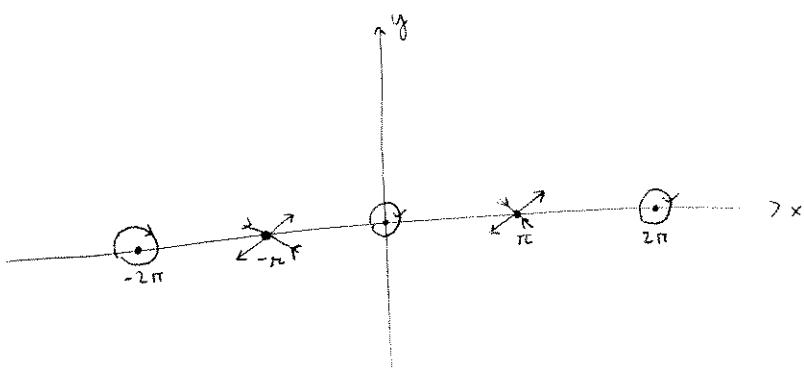
attains its minimum value of zero, at all  $(x,y) = (k\pi, 0)$

(with  $k$  even)

(so  $\cos x = 1$ )

and the Hessian matrix of this function  
is diagonal with positive diagonal entries,  
at these points, so the nearby trajectories for  
our system are (nearly) ellipses, for the non-linear  
system, so  $(k\pi, 0)$  is stable center

for the nonlinear problem, when  
 $k$  is even!



Add damping:

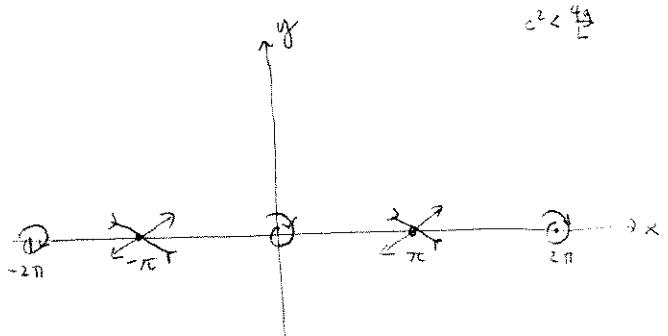
$$\theta'' + c\theta' + \frac{g}{L} \sin(\theta) = 0$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} y \\ -\frac{g}{L} \sin x - cy \end{bmatrix}$$

Fill in?

same equilibria (iff  $y=0 \wedge \sin x=0$ )

$$J = \begin{bmatrix} F_x & F_y \\ G_x & G_y \end{bmatrix} = \begin{bmatrix} 0 & 1 \\ -\frac{g}{L} \cos x & -c \end{bmatrix}$$



$$|J - \lambda I| = -\lambda(-\lambda - c) + \frac{g}{L} \cos x$$

$$= \lambda^2 + c\lambda \pm \frac{g}{L} \cos x$$

$$\left( \begin{array}{l} +\frac{g}{L} \text{ if } x=k\pi \\ -\frac{g}{L} \text{ if } k \text{ odd} \end{array} \right)$$

$$\text{roots } \lambda = \frac{-c \pm \sqrt{c^2 + \frac{4g}{L}}}{2}$$

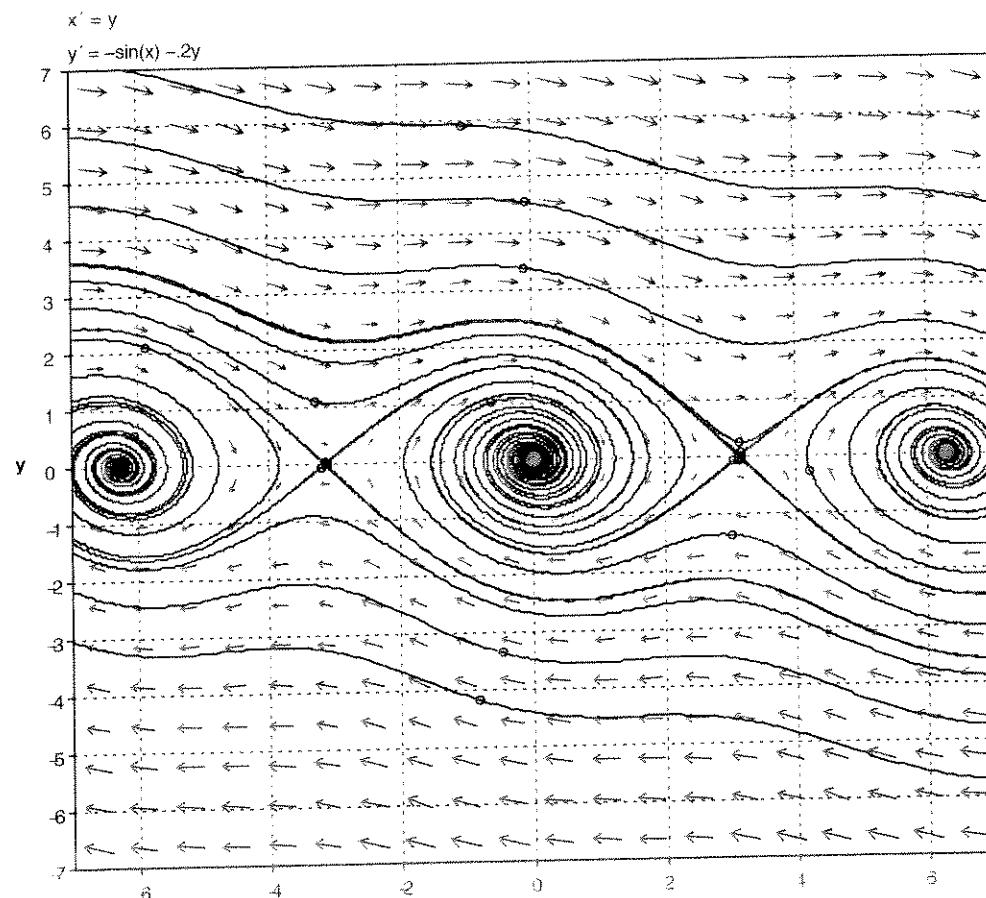
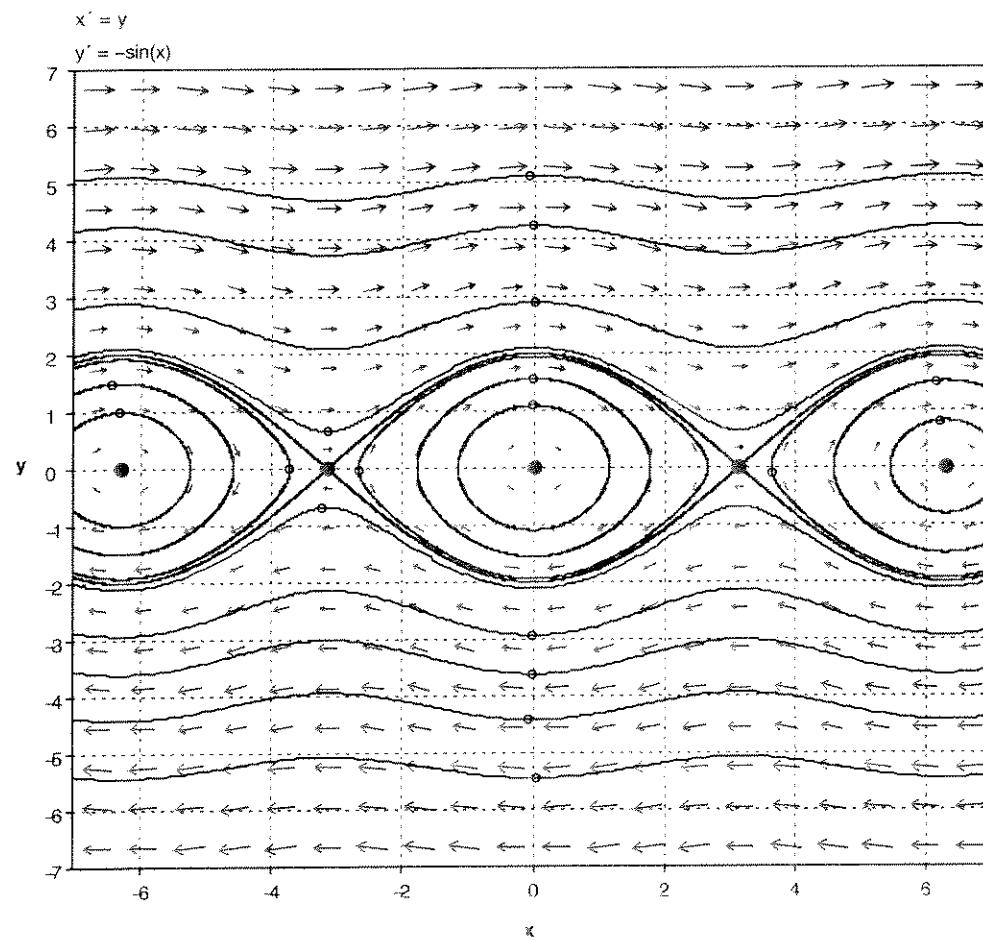
$k$  odd  $\Rightarrow$  saddle

$k$  even,  $c^2 < \frac{4g}{L} \Rightarrow$  stable spiral (underdamped)

$c^2 > \frac{4g}{L} \Rightarrow$  stable node (overdamped)

pictures for page 2-3:

(4)



## nonlinear springs

$$m x'' = -cx' - kx + \beta x^3 \quad (\text{spring force is odd fun; } F(x) = -F(-x))$$

$\beta > 0$  "soft spring"

$\beta < 0$  "hard spring"

### Example 1 p 415-416

$$x'' + 4x - x^3 = 0 \quad (k=0, \beta=1)$$

has a ~~E~~ fun which is constant along trajectories:

$$E = \frac{1}{2}(x')^2 + 2x^2 - \frac{x^4}{4} \equiv \text{const}$$

$$\begin{aligned} x &= x \\ y &= x' \end{aligned} \Rightarrow \begin{bmatrix} x' \\ y \\ y' \end{bmatrix} = \begin{bmatrix} y \\ x^3 - 4x \\ 0 \end{bmatrix}$$

$$\text{equil: } \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}, \begin{bmatrix} -2 \\ 0 \\ 0 \end{bmatrix}$$

you can do the linearization analysis & deduce the phase portrait page 416, and below  
Would such a spring make sense physically, at least for large  $x$ ?

