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Equilibrium types in 2D systems

Equilibrium types

1D systems:

- Two regions, left and right of an equilibrium.
- Arrows can point away or toward the equilibrium.
- So two equilibrium types possible: stable and unstable.
- At bifurcation point special case: stable and unstable sides.

Equilibrium types

1D systems:

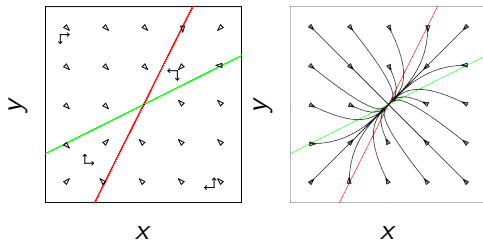
- Two regions, left and right of an equilibrium.
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- So two equilibrium types possible: stable and unstable.
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2D systems:

- Four regions around an equilibrium point.
- Arrows can point away or toward the equilibrium, *or both!*
- Six different equilibrium types possible, two of which are stable.

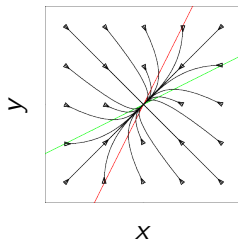
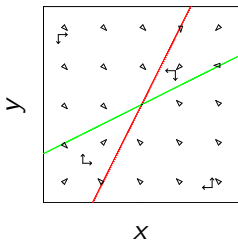
Equilibrium types: stable node

$$\begin{cases} \frac{dx}{dt} = -2x + y \\ \frac{dy}{dt} = x - 2y \end{cases}$$



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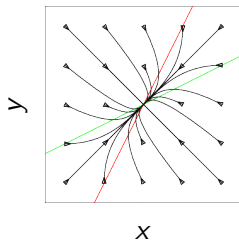
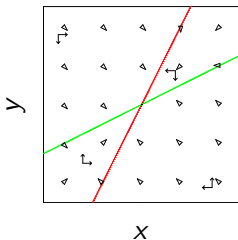
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fill in point (1,0):

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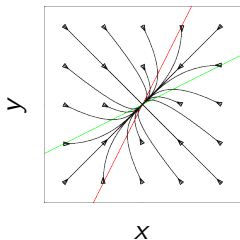
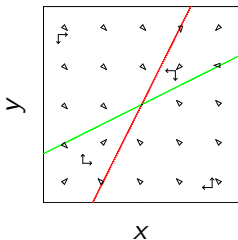
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Vectorfield: all arrows point to equilibrium \rightarrow **stable node**

Equilibrium types: stable node

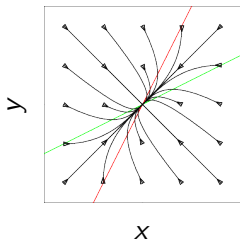
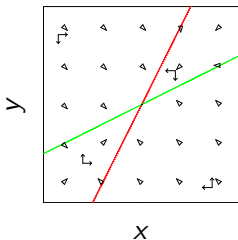
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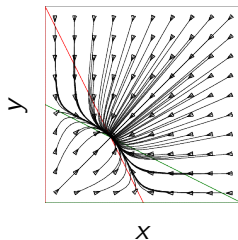
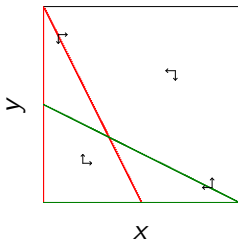


Vectorfield: all arrows point to equilibrium → **stable node**

Phase portrait gives same information as numerical solutions

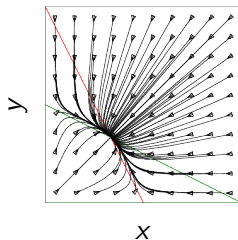
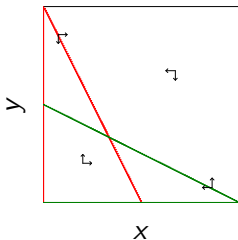
Equilibrium types: stable node (2)

$$\begin{cases} \frac{dx}{dt} = -2x - y \\ \frac{dy}{dt} = -x - 2y \end{cases}$$



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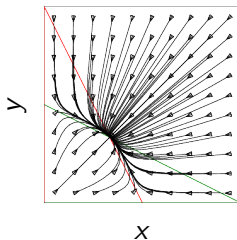
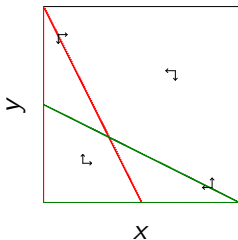
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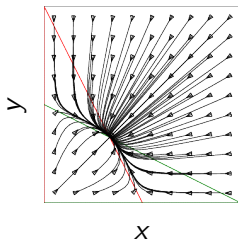
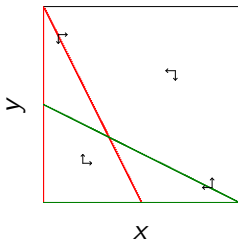
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Vectorfield: all arrows point to equilibrium → **stable node**

Equilibrium types: stable node (2)

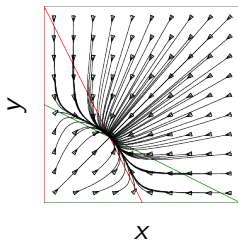
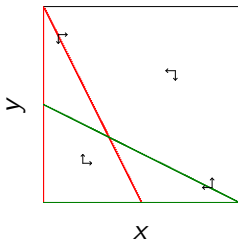
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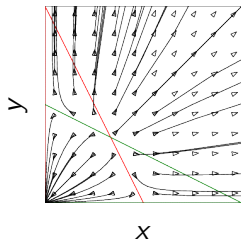
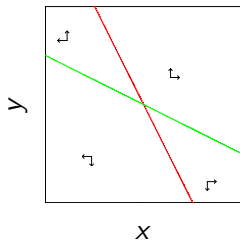


Vectorfield: all arrows point to equilibrium \rightarrow **stable node**

Compare: different nullclines, similar vectorfield!

Equilibrium types: unstable node

$$\begin{cases} \frac{dx}{dt} = 2x + y \\ \frac{dy}{dt} = x + 2y \end{cases}$$

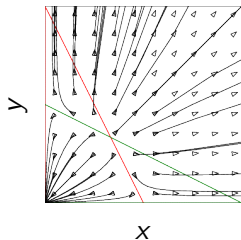
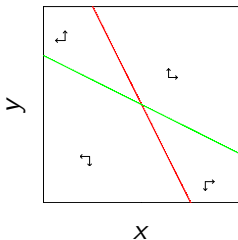


Equilibrium types: unstable node

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Equilibrium types: unstable node

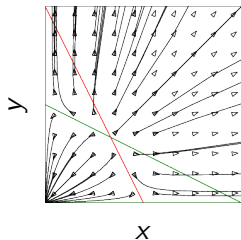
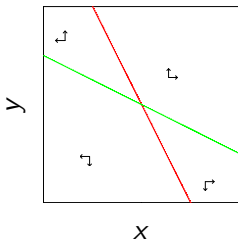
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$$\begin{aligned} \frac{dx}{dt} &= 2 * 1 + 0 = 2 > 0 \text{ so } \rightarrow \\ \frac{dy}{dt} &= 1 + 2 * 0 = 1 > 0 \text{ so } \uparrow \end{aligned}$$



Equilibrium types: unstable node

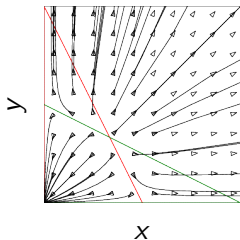
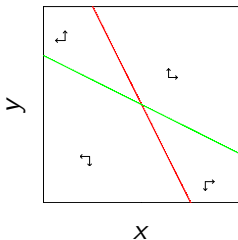
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Vectorfield: all arrows away from equilibrium \rightarrow **unstable node**

Equilibrium types: unstable node

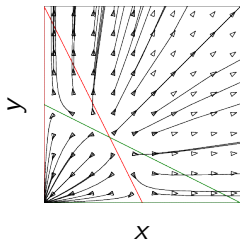
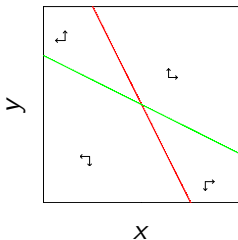
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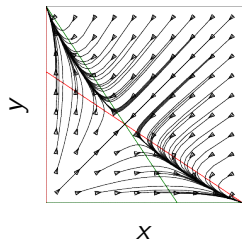
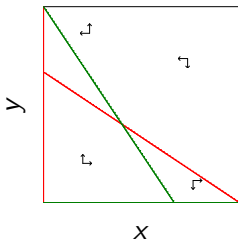


Vectorfield: all arrows away from equilibrium \rightarrow **unstable node**

Compare: same nullclines, very different vectorfield

Equilibrium types: saddle point

$$\begin{cases} \frac{dx}{dt} = -x - 2y \\ \frac{dy}{dt} = -2x - y \end{cases}$$

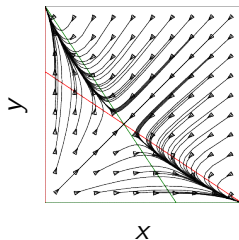
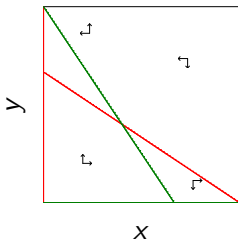


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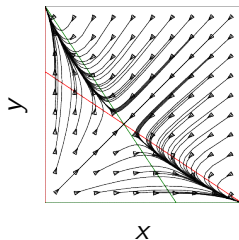
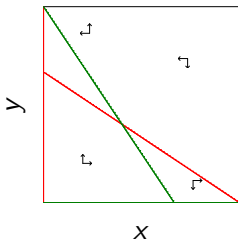
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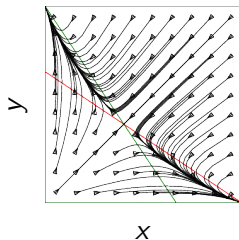
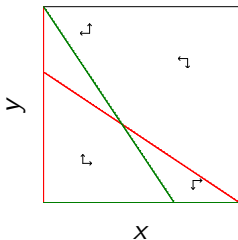
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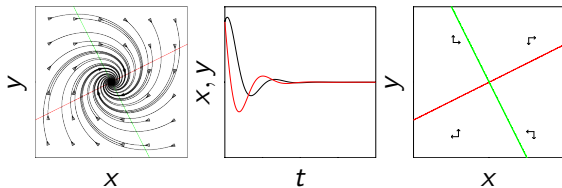


Vectorfield:

one vector-pair points towards, one points away from equilibrium:
stable and unstable direction → **saddle point**

Equilibrium types: stable spiral

$$\begin{cases} \frac{dx}{dt} = -x + 2y \\ \frac{dy}{dt} = -2x - y \end{cases}$$

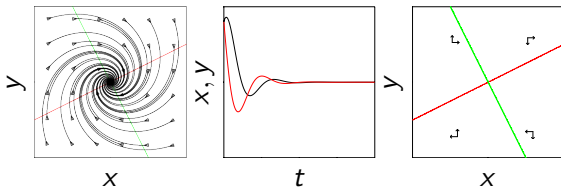


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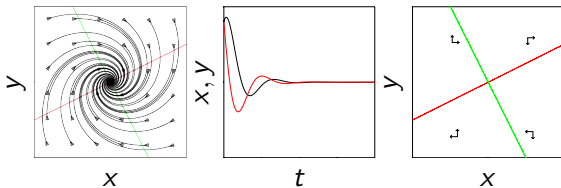
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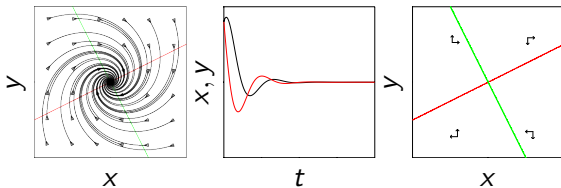
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Inward spiraling motion towards equilibrium
Oscillations with decreasing amplitude

Equilibrium types: stable spiral

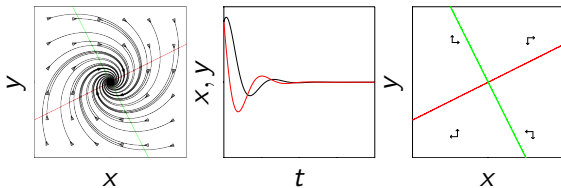
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Inward spiraling motion towards equilibrium

Oscillations with decreasing amplitude

Vectorfield: arrows only suggest rotation!

Equilibrium types: stable spiral

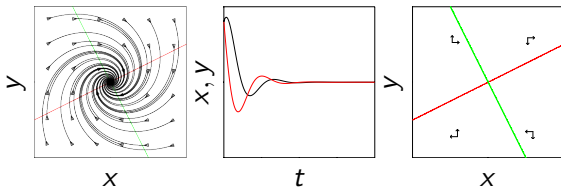
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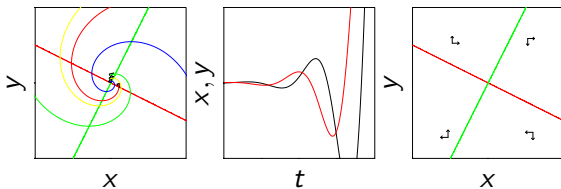
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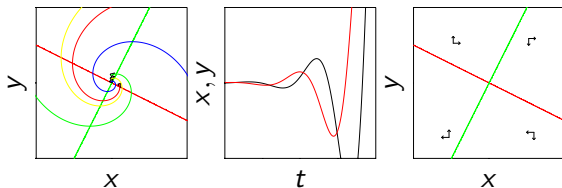
Equilibrium types: unstable spiral

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Equilibrium types: unstable spiral

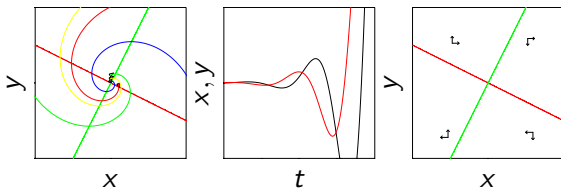
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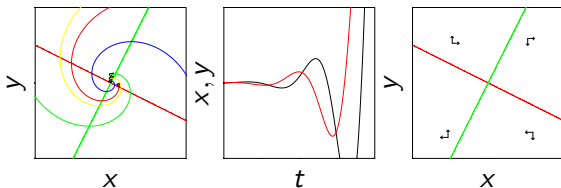


Equilibrium types: unstable spiral

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Null-clines: $y = -\frac{1}{2}x$ and $y = 2x$

fill in $(1, 0)$:
 $\frac{dx}{dt} = 1 + 2 * 0 = 1 > 0$ so \rightarrow
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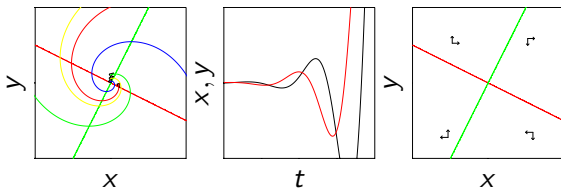
Outward spiraling motion away from equilibrium
Oscillations with increasing amplitude

Equilibrium types: unstable spiral

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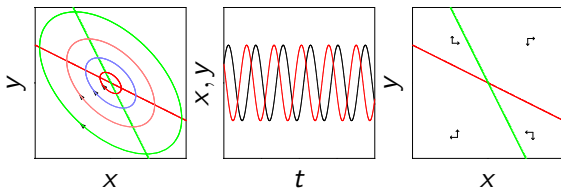
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Oscillations with increasing amplitude

Vectorfield: arrows again only suggest rotation!

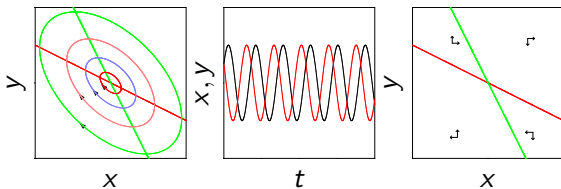
Equilibrium types: center point

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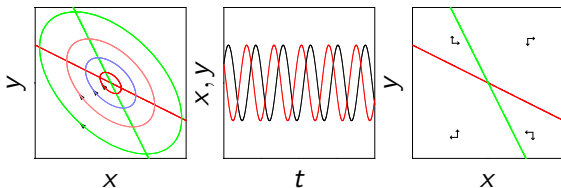


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fill in $(1, 0)$:
 $\frac{dx}{dt} = 1 + 2 * 0 = 1 > 0$ so \rightarrow
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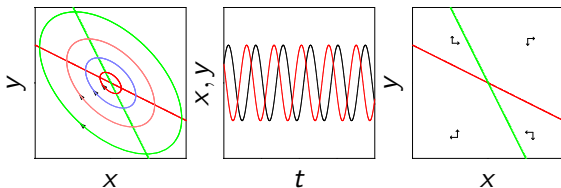


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Rotation around equilibrium at constant distance

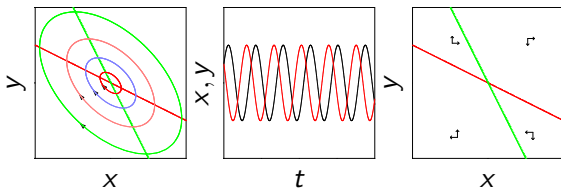
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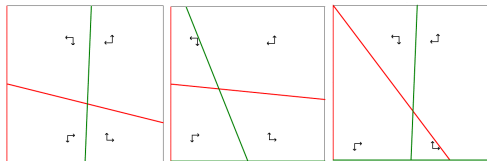
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Oscillations amplitude determined by initial conditions

Vectorfield: arrows again only suggest rotation!

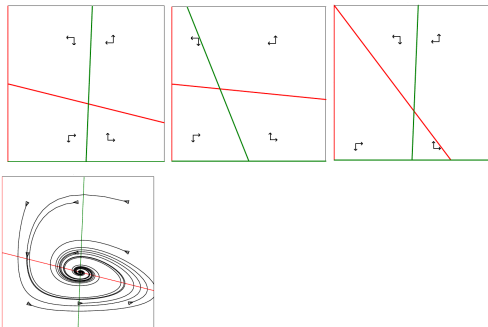
Vectorfield insufficient

Sometimes the vectorfield does not give enough information:



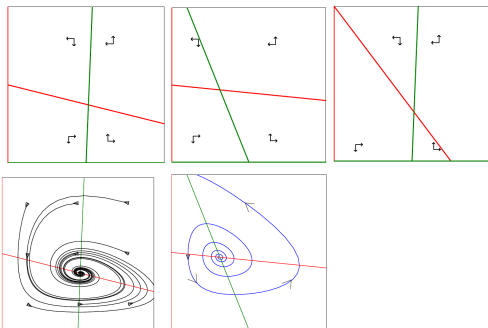
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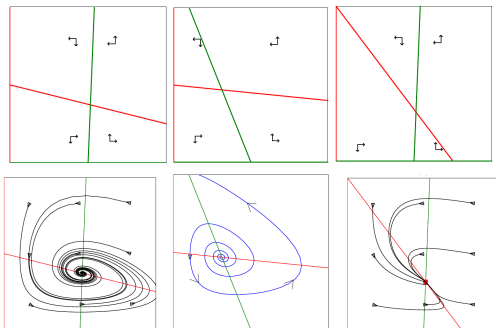
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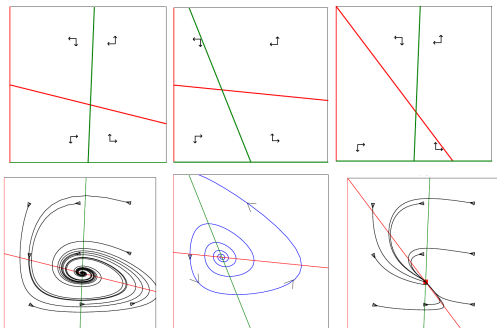
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Vectorfield insufficient

Sometimes the vectorfield does not give enough information:



All vectorfields suggest rotation, but we may even have a node!

Self-feedback: when and how

First look at the entire vectorfield:

is it clearly a stable node, unstable node, saddle?

YES: you are finished!

NO: look at **self-feedback**

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Self-feedback:

- Feedback of x variable on itself
 - add a little x (small horizontal step from eq. to the right)
 - does x increase or decrease (horizontal vector to left or right)

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Self-feedback:

- Feedback of x variable on itself
 - add a little x (small horizontal step from eq. to the right)
 - does x increase or decreases (horizontal vector to left or right)
- Feedback of y variable on itself
 - add a little y (small vertical step from eq. upwards)
 - does y increase or decreases (vertical vector up or down)

Self-feedback: example

predator-prey system:

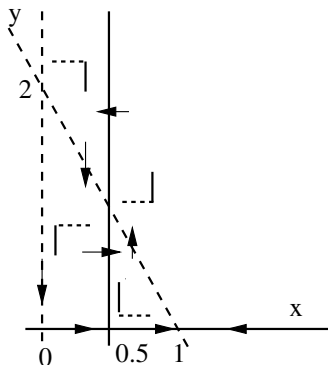
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x null-clines:

$$x=0 \text{ and } y=2-2x$$

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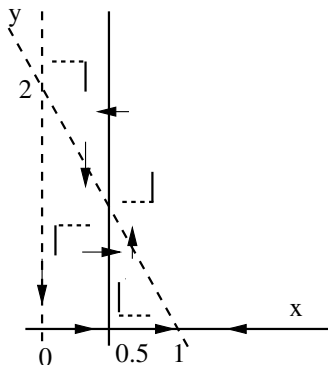
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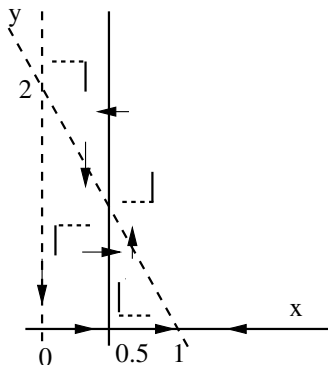
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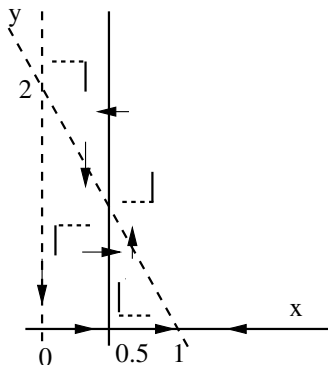
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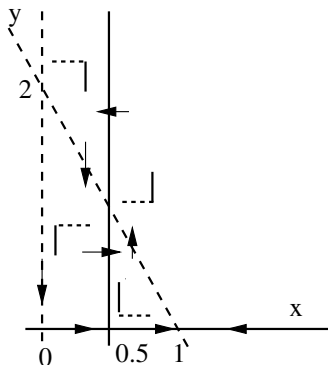
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stable equilibrium! (probably stable spiral)

Self-feedback: summary

Self-feedback and stability:

- **Stable**

- x and y have negative feedback on themselves
- x has negative and y has zero feedback on itself
- x has zero and y has negative feedback on itself

Self-feedback: summary

Self-feedback and stability:

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- x and y have positive feedback on themselves
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Self-feedback: summary

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Net feedback negative \rightarrow stable equilibrium

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Note that from self-feedback we can not determine equilibrium type!

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- saddle node: one stable and one unstable direction
- unstable spiral: rotation, net positive self-feedback

- A center point is **neutrally stable**:

- rotation, net zero self-feedback
- neither convergence nor divergence