

# What the heck is GSPT?

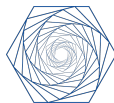
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## ■ Geometric

- Dynamical systems approach of singular perturbations.
- Transform “difficult/singular equations” in “simple geometries” to “easier/regular equations” in “more complicated geometries”. (D. Grieser)

## ■ Singular Perturbation

- **Wikipedia:** A singular perturbation problem, is a problem containing a small parameter  $\varepsilon \ll 1$  such that the solution cannot be approximated uniformly by an asymptotic expansion.
- Singularly perturbed problems are generally characterized by dynamics operating on multiple scales.

## ■ Theory

- Better used as a **T**oolbox.
- Adapt and extend it to new problems.

## Goal:

Want to prove statements which hold for  $\varepsilon \ll 1$ , i.e.,

$\exists \varepsilon_0 > 0 \forall \varepsilon \in (0, \varepsilon_0) : \dots$

# Perturbations

Full problem:  $F(x, \varepsilon) = 0$  with solution  $x_\varepsilon$ ,  $0 < \varepsilon \ll 1$ .

Limit problem:  $F(x, 0) = 0$  with solution  $x_0$ .

## Regular perturbation

- $x_\varepsilon \rightarrow x_0$  smoothly.
- Convergent expansion  
 $x_\varepsilon = x_0 + \varepsilon x_1 + \varepsilon^2 x_2 + O(\varepsilon^3)$ .
- Implicit function theorem.

## Singular perturbation

- $x_\varepsilon$  may develop singularities.
- No smooth approximation by a single limit problem.
- Several scalings needed.

- "Decompose" problem into some easier limit problems.
- "Connect" results to see the whole picture.

# Singular Perturbation 1 (Zoom out)

## Example (1)

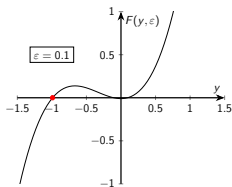
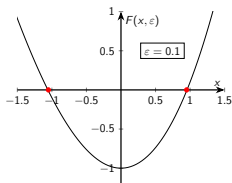
Find the roots of  $F(x, \varepsilon) = \varepsilon x^3 + x^2 - 1$  where  $\varepsilon \ll 1$ .

- $\varepsilon = 0$ :  $x_0 = \pm 1$ .
- Plug in expansion  $x_\varepsilon = x_0 + \varepsilon x_1 + \varepsilon^2 x_2 + O(\varepsilon^3)$   
 $\implies x_\varepsilon^\pm = \pm 1 - \varepsilon \frac{1}{2} \pm \varepsilon^2 \frac{5}{8} + O(\varepsilon^3)$ .

### What about the third solution?

- Rescaling  $y = \varepsilon x \implies F(y, \varepsilon) = y^3 + y^2 - \varepsilon^2 = 0$ .
- $\varepsilon = 0$ :  $y_0 = -1, 0$ .

$$\begin{aligned}\text{Expansion } y(\varepsilon) &= -1 + \varepsilon y_1 + \varepsilon^2 y_2 + O(\varepsilon^3) \\ \implies y(\varepsilon) &= -1 + \varepsilon^2 + O(\varepsilon^3) \\ \implies x(\varepsilon) &= \frac{y(\varepsilon)}{\varepsilon} = -\frac{1}{\varepsilon} + \varepsilon + O(\varepsilon^2).\end{aligned}$$



# Slow-Fast Systems in Standard Form

Fast variables  $x \in \mathbb{R}^m$ , slow variables  $y \in \mathbb{R}^n$ ,  $0 < \varepsilon \ll 1$ .

Slow time scale  $t$

$$\begin{cases} \varepsilon \dot{x} &= f(x, y, \varepsilon) \\ \dot{y} &= g(x, y, \varepsilon) \end{cases}$$

$$\xleftrightarrow{\tau=t/\varepsilon}$$

Fast time scale  $\tau$

$$\begin{cases} x' &= f(x, y, \varepsilon) \\ y' &= \varepsilon g(x, y, \varepsilon) \end{cases}$$

- For  $\varepsilon > 0$  the two systems are equivalent.
- Two limiting problems for  $\varepsilon = 0$ :

Reduced problem

$$\begin{cases} 0 &= f(x, y, 0) \\ \dot{y} &= g(x, y, 0) \end{cases}$$

Layer problem

$$\begin{cases} x' &= f(x, y, 0) \\ y' &= 0 \end{cases}$$

# Slow Manifold $S$

## Reduced problem

$$\begin{cases} \dot{x} &= f(x, y, 0) \\ \dot{y} &= g(x, y, 0) \end{cases}$$

- Dynamics on slow manifold  
 $S := \{(x, y) : f(x, y, 0) = 0\}$ .
- Fast variables  $x$  "slaved" to slow variables  $y$ .

## Layer problem

$$\begin{cases} x' &= f(x, y, 0) \\ y' &= 0 \end{cases}$$

- $S$  is a "manifold" of equilibria.
- Slow variables  $y$  act as parameters.

## How can we connect these two limits?

- Fenichel Theory (1979):  
If  $S$  satisfies some regularity conditions, then for  $\varepsilon \ll 1$  it perturbs to  $S_\varepsilon$  with similar properties.

# Van der Pol Oscillator

## Reduced problem

$$\begin{cases} 0 &= y - \frac{x^3}{3} + x \\ \dot{y} &= \alpha - x \end{cases}$$

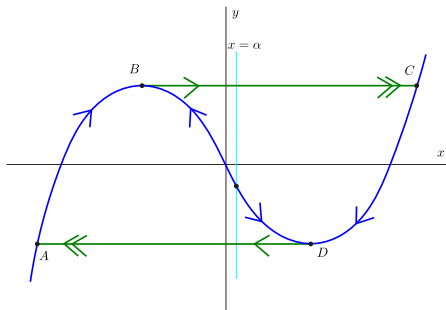
## VdP oscillator

$$\begin{cases} \varepsilon \dot{x} &= y - \frac{x^3}{3} + x \\ \dot{y} &= \alpha - x \end{cases}$$

## Layer problem

$$\begin{cases} x' &= y - \frac{x^3}{3} + x \\ y' &= 0 \end{cases}$$

- Slow manifold  $S : y = \frac{x^3}{3} - x$ .
- $S$  is **attracting** if  $|x| > 1$ .
- $S$  is **repelling** if  $|x| < 1$ .



# Van der Pol Oscillator

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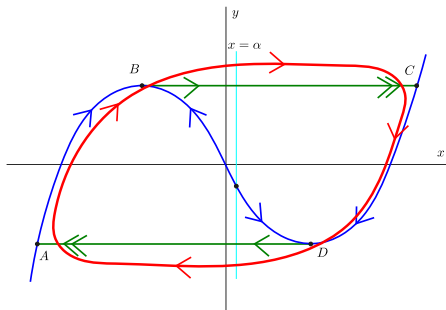
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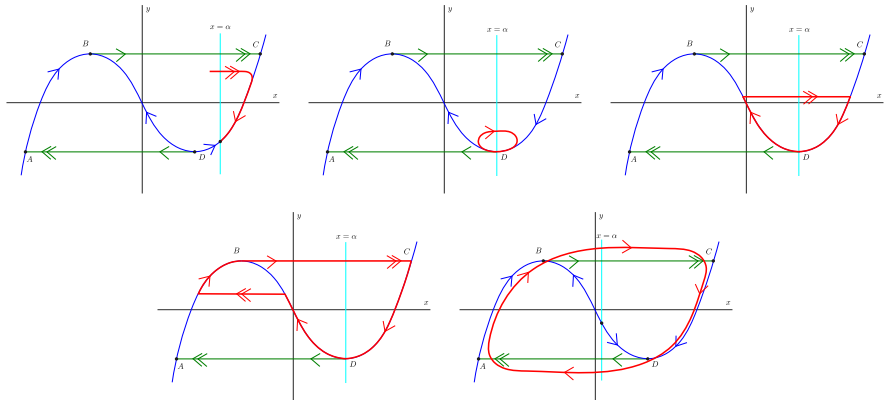
$$\begin{cases} x' &= y - \frac{x^3}{3} + x \\ y' &= 0 \end{cases}$$

- Fenichel theory and the blow-up method guarantee the existence of a limit cycle  $\gamma_\varepsilon$  for  $\varepsilon \ll 1$  and  $-1 < \alpha < 1$ .
- Fold points at  $x = \pm 1$   
 $\implies$  blow-up to desingularize.
- $\alpha \approx \pm 1 \implies$  canard explosion/canard cycles.





# Canards



# Canards

