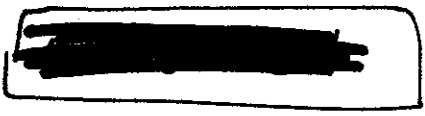


# Chapter 5



1

Still Talking about Linear 2D Systems.

we know  $\frac{dx}{dt} = kx$  ;  $x(0) = x_0$

has the solution  $x(t) = x_0 e^{kx}$

we know  $k > 0$   $x \rightarrow \infty$  ;  $t \rightarrow \infty$   
for real  $k \rightarrow$   $k < 0$   $x \rightarrow 0$  ;  $t \rightarrow \infty$   
 $k = 0$   $x = x_0$  for all time

we can generalize this for systems

$$\begin{pmatrix} \dot{x}_1 \\ \dot{x}_2 \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} = A \quad \dot{x} = Ax$$
$$x(0) = x_0$$

~~has~~ solution has a general solution

$$x(t) = c_1 e^{\lambda_1 t} v_1 + c_2 e^{\lambda_2 t} v_2$$

$\lambda_1, \lambda_2 \Rightarrow$  eigenvalues

$v_1, v_2 \Rightarrow$  eigenvectors (straight line traj)

for any initial condition

~~$$x(t) = e^{\lambda t} v$$~~

find the eigenvalues by solving the

characteristic equation  $\det(A - \lambda I) = 0$

$$\det \begin{pmatrix} a-\lambda & b \\ c & d-\lambda \end{pmatrix} = 0$$

$$(a-\lambda)(d-\lambda) - cb = 0$$

$$\lambda^2 - z\lambda + \Delta = 0$$

$$z = \text{trace}(A) = \sum \text{diagonals} = a + d$$

$$\Delta = \det(A) = ad - bc$$

$$\lambda_1 = \frac{z + \sqrt{z^2 - 4\Delta}}{2} \quad \lambda_2 = \frac{z - \sqrt{z^2 - 4\Delta}}{2}$$

find the corresponding eigenvectors that satisfies

$$Av = \lambda v$$

$$(A - I\lambda)v = 0$$

$$\begin{pmatrix} a-\lambda_1 & b \\ c & d-\lambda_1 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} = 0$$

$$\begin{pmatrix} a-\lambda_2 & b \\ c & d-\lambda_2 \end{pmatrix} \begin{pmatrix} v_3 \\ v_4 \end{pmatrix} = 0$$

$$\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

$$\begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = c_1 e^{\lambda_1 t} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix} + c_2 e^{\lambda_2 t} \begin{pmatrix} v_3 \\ v_4 \end{pmatrix}$$

3

$$x_1 = c_1 v_1 e^{\lambda_1 t} + c_2 v_3 e^{\lambda_2 t}$$

$$x_2 = c_1 v_2 e^{\lambda_1 t} + c_2 v_4 e^{\lambda_2 t}$$

$(c_1, c_2)$  must satisfy  $x_1(0) = x_{10}$

$$x_2(0) = x_{20}$$

$$x_{1,0} = c_1 v_1(1) + c_2 v_3(1)$$

$$x_{2,0} = c_1 v_2(1) + c_2 v_4(1)$$

eigenvalues tell you how you move; (eg. decay, grow?)  
+ how quickly

eigenvectors tell you the direction.

e.g. in book...

$$\frac{dx}{dt} = x + y$$

$$\frac{dy}{dt} = 4x - 2y$$

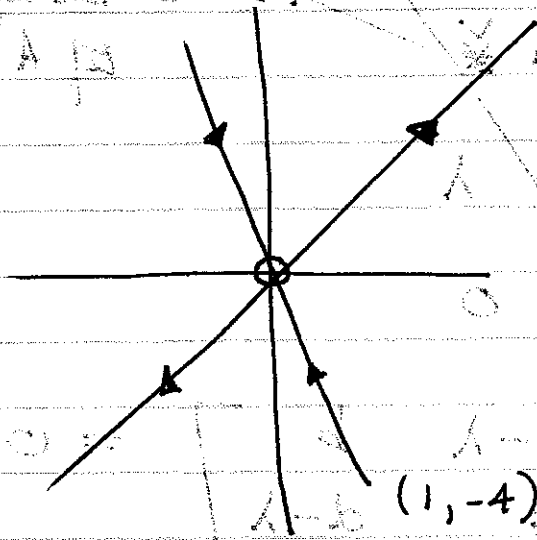
$$\begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = \begin{pmatrix} 1 & 1 \\ 4 & -2 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}$$

these 2 are equivalent

has the solution

$$\begin{pmatrix} x \\ y \end{pmatrix} = c_1 \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{2t} + c_2 \begin{pmatrix} 1 \\ -4 \end{pmatrix} e^{-3t} \quad (4)$$

how does this look on our phase portrait?



$(1, 1) = v_1$  is our unstable manifold.  $\lambda_1 > 0 \therefore$  blows up as  $t \rightarrow \infty$

figure 5.2.2

$(1, -4) = v_2$  is our stable manifold  $\lambda_2 < 0 \therefore$  decays  $\rightarrow 0$  as  $t \rightarrow \infty$

- the origin  $(0, 0)$  is a fixed point  
a saddle node

→ mode you only get to the origin if you travel along the stable manifold.

→ just like our last class example; 5.1.2 in book. but in that case our system was

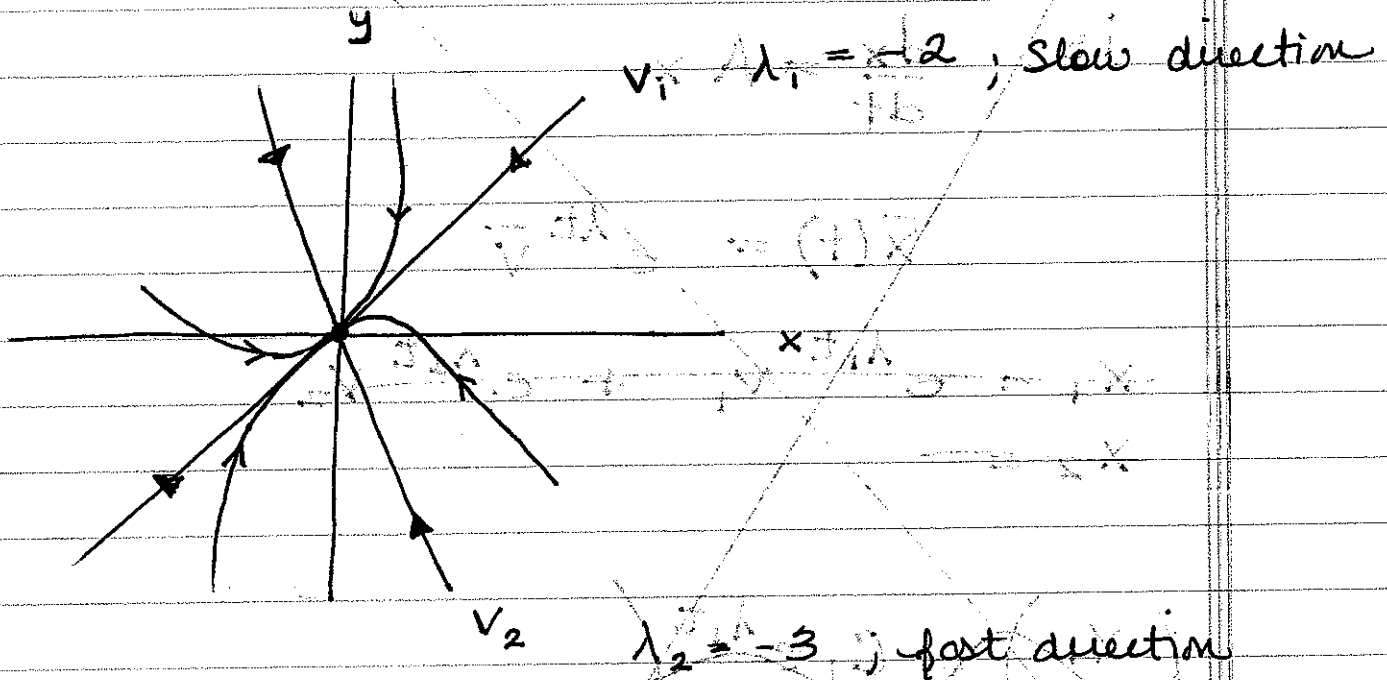
$\dot{x} = ax$  uncoupled, so the eigenvectors aligned w/ the x & y axes

$\dot{y} = -y$

if both  $\lambda$  were - ; then the

(5)

origin would be a stable node.



$$|\lambda_1| < |\lambda_2|$$

so travel along  $v_2$  is faster than ~~the~~ travel along  $v_1$

$$\lambda_1 = \frac{z + \sqrt{z^2 - 4\Delta}}{2} \quad \lambda_2 = \frac{z - \sqrt{z^2 - 4\Delta}}{2}$$

what if  $\lambda_1$  is complex? ~~or~~

$$\alpha = \frac{z}{2}$$

$$\omega = \frac{1}{2} \sqrt{4\Delta - z^2}$$

~~$e^{i\omega t}$~~   $e^{(\alpha \pm i\omega)t}$

$$e^{i\omega t} = \cos(\omega t) + i \sin(\omega t)$$

So  $e^{\alpha t} (\cos(\omega t) + i \sin(\omega t))$

so get oscillations!