

Lesson 26 Linear first order homogeneous 2×2 systems with constant coefficients

General 1st order homog sys:

$$\begin{cases} \frac{dx_1}{dt} = \underline{p_{11}(t)} x_1 + p_{12}(t) x_2 \\ \frac{dx_2}{dt} = p_{21}(t) x_1 + \underline{p_{22}(t)} x_2 \end{cases}$$

$$\vec{x} = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

$$W(\vec{x}_1, \vec{x}_2) = \det[\vec{x}_1, \vec{x}_2]$$

$$\int p_{11}(t) + p_{22}(t) dt$$

Abel's formula: $W = C e$

Last time:
$$\begin{cases} \frac{dx_1}{dt} = \underline{-2} x_1 + 2x_2 \\ \frac{dx_2}{dt} = -2x_1 - \underline{2} x_2 \end{cases}$$

$$\vec{x} = c_1 \underbrace{\begin{pmatrix} \cos 2t \\ -\sin 2t \end{pmatrix}}_{\vec{x}_1} e^{-2t} + c_2 \underbrace{\begin{pmatrix} \sin 2t \\ \cos 2t \end{pmatrix}}_{\vec{x}_2} e^{-2t}$$

$$W = C e^{\int (-2-2) dt} = C e^{-4t}$$

$$W(0) = \det \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = 1$$

$\uparrow \quad \uparrow$
 $\vec{x}_1(0) \quad \vec{x}_2(0)$

Aha! $W(0) = C = \underline{1}$. So $W = e^{-4t}$.

Remark: This $\vec{x}_1$ and $\vec{x}_2$ is a great fundamental set of solⁿs

because the fundamental matrix $X = [\vec{x}_1, \vec{x}_2]$ is such that

$$X(0) = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}.$$

Makes it very easy to solve I.V.P.s: $\vec{x}(0) = \begin{pmatrix} A \\ B \end{pmatrix}$

$$\vec{x}(0) = c_1 \vec{x}_1(0) + c_2 \vec{x}_2(0) \stackrel{\text{want}}{=} \begin{pmatrix} A \\ B \end{pmatrix}$$

$$c_1 \begin{pmatrix} 1 \\ 0 \end{pmatrix} + c_2 \begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} A \\ B \end{pmatrix} \quad \leftarrow \begin{matrix} c_1 = A \\ c_2 = B \end{matrix} \text{ easy!}$$

When you have $X(0) = I$, call it a normalized fund matrix.

Call it Φ .

Graph: $c_1 \begin{pmatrix} \cos 2t \\ -\sin 2t \end{pmatrix} e^{-2t} + c_2 \begin{pmatrix} \sin 2t \\ \cos 2t \end{pmatrix} e^{-2t}$ in phase plane.

Sine, cosine stuff is π -periodic. e^{-2t} is shrinking.

This is a spiral in to the origin.

[Cross out e^{2t} 's, these are ellipses.]

Question: Are spirals clockwise or counterclockwise?

$(0,0)$ is a critical point: $\begin{cases} x_1(t) \equiv 0 \\ x_2(t) \equiv 0 \end{cases}$ solves system.

If I "poke" a solⁿ away from $(0,0)$, it spirals back in.

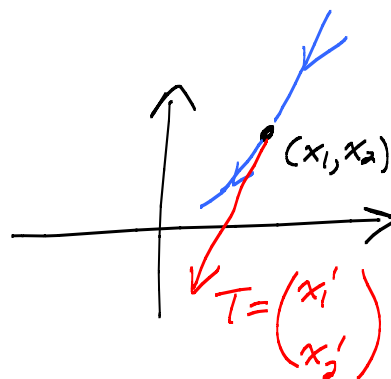
$(0,0)$ is asymptotically stable.

CW or CCW? Test field along positive real axis.

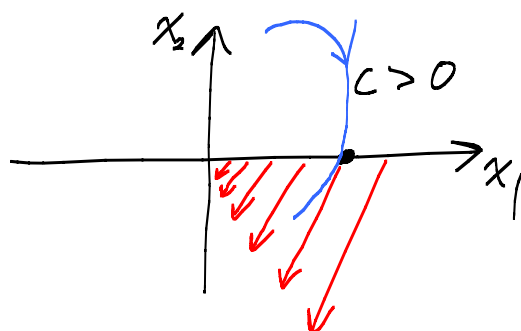
$$\begin{pmatrix} \frac{dx_1}{dt} \\ \frac{dx_2}{dt} \end{pmatrix} = A \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$$

↑
Tangent vector

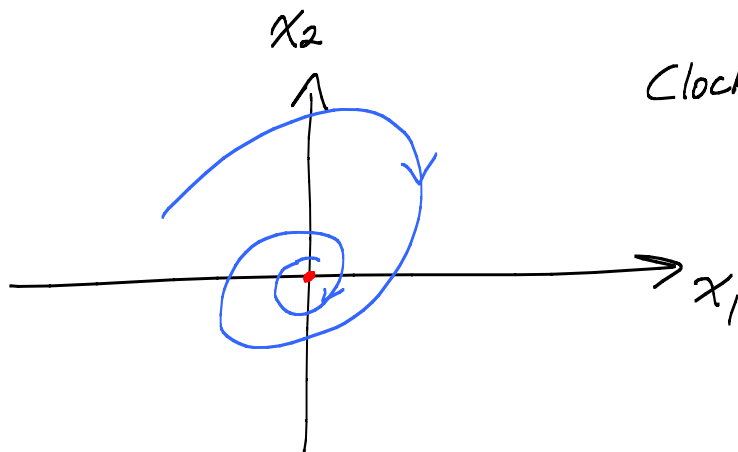
↑
pt. on curve



Clockwise!



$$\begin{aligned} \vec{x}' &= \begin{pmatrix} -2 & 2 \\ -2 & -2 \end{pmatrix} \begin{pmatrix} c \\ 0 \end{pmatrix} \\ &= \begin{pmatrix} -2c \\ -2c \end{pmatrix} = \begin{pmatrix} -2 \\ -2 \end{pmatrix} c \end{aligned}$$



Clockwise spiral in.

Fact: Complex solⁿs give rise to two real solⁿs. [A real matrix]

$$\vec{Y} = \vec{u} + i\vec{v}$$

$$\vec{Y}' = A\vec{Y} \leftarrow \text{one complex sol}^n$$

$$(\vec{u} + i\vec{v})' = A(\vec{u} + i\vec{v}) = A\vec{u} + iA\vec{v}$$

$$\underbrace{(\vec{u}' - A\vec{u})}_{\text{must be } \vec{0}} + i \underbrace{(\vec{v}' - A\vec{v})}_{\text{must be } \vec{0}} = \vec{0}$$

$\vec{u}, \vec{v}$ two real solⁿs.

EX: Important skill =

Complex solⁿ $\rightarrow \begin{pmatrix} 3+5i \\ 4+6i \end{pmatrix} e^{(2+3i)t} = \left[\begin{pmatrix} 3 \\ 4 \end{pmatrix} + i \begin{pmatrix} 5 \\ 6 \end{pmatrix} \right] (e^{2t} \cos 3t + i e^{2t} \sin 3t)$

$$= \left[\begin{pmatrix} 3 \\ 4 \end{pmatrix} e^{2t} \cos 3t - \begin{pmatrix} 5 \\ 6 \end{pmatrix} e^{2t} \sin 3t \right] + i \left[\begin{pmatrix} 3 \\ 4 \end{pmatrix} e^{2t} \sin 3t + \begin{pmatrix} 5 \\ 6 \end{pmatrix} e^{2t} \cos 3t \right]$$

$\vec{x}_1$ $\vec{x}_2$

$i^2 = -1$

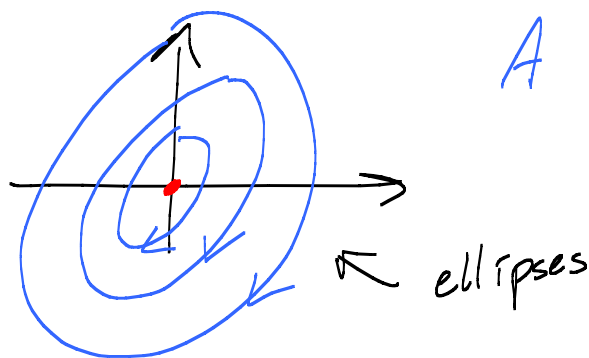
$\vec{x}_1, \vec{x}_2$ are real solⁿs. ($W \neq 0$ guaranteed.)

Fact: Complex eigenvalues $r = a \pm bi$

Get (vectors) e^{at} (Sine and Cosine bt)

$a < 0$ Spiral in
 $a > 0$ Spiral out

$a = 0$ case:



A "center"

$(0,0)$ Stable, but not asymptotically stable.

$\uparrow$
solⁿs stay
close by
under small "poke"

$\uparrow$
solⁿs return to $(0,0)$

$$\underline{\text{EX}}: \vec{x}' = \begin{bmatrix} 5 & -1 \\ 3 & 1 \end{bmatrix} \vec{x}$$

$$\det(A - rI) = \det \begin{bmatrix} 5-r & -1 \\ 3 & 1-r \end{bmatrix} = (5-r)(1-r) + 3 = r^2 - 6r + 8 \\ = (r-2)(r-4) = 0$$

e.vals: $r = 2, 4$

For $r=2$: $(A - 2I) \vec{a} = \vec{0}$

$$\begin{bmatrix} 5-2 & -1 & | & 0 \\ 3 & 1-2 & | & 0 \end{bmatrix}$$

$$\begin{bmatrix} 3 & -1 & | & 0 \\ 3 & -1 & | & 0 \end{bmatrix}$$

$$\leadsto \begin{bmatrix} 3 & -1 & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix}$$

Trick: $\begin{bmatrix} A & B & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix}$

$$\begin{pmatrix} B \\ -A \end{pmatrix}, \begin{pmatrix} -B \\ A \end{pmatrix}$$

are non-zero vector
solⁿs.

Get $\vec{a} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$.

$$\boxed{\vec{x}_1 = \begin{pmatrix} 1 \\ 3 \end{pmatrix} e^{2t}}$$

For $r=4$:

$$\begin{bmatrix} 5-4 & -1 & | & 0 \\ 3 & 1-4 & | & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & -1 & | & 0 \\ 3 & -3 & | & 0 \end{bmatrix}$$

$$\leadsto \begin{bmatrix} 1 & -1 & | & 0 \\ 0 & 0 & | & 0 \end{bmatrix}$$

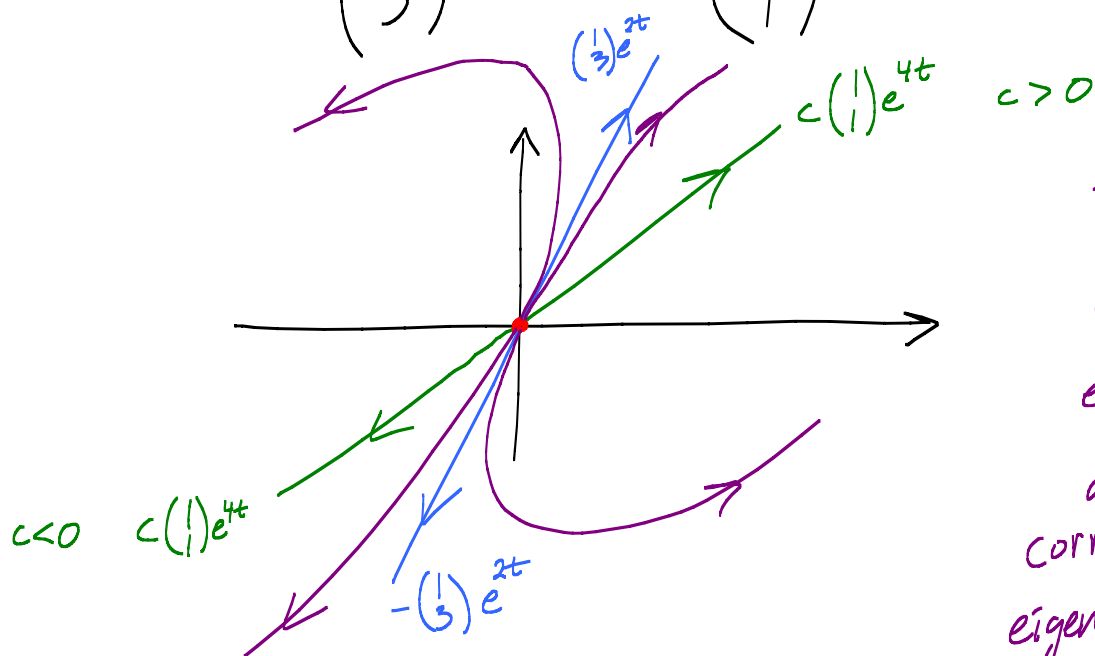
$$\begin{pmatrix} B \\ -A \end{pmatrix} \text{ or } \begin{pmatrix} -B \\ A \end{pmatrix}$$

Get $\vec{a} = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$

Get $\vec{x}_2 = \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{4t}$

$(0,0)$ is a critical point called an "improper node"

$$\vec{x} = c_1 \begin{pmatrix} 1 \\ 3 \end{pmatrix} e^{2t} + c_2 \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{4t}$$



Node rule

Purple solⁿs hug $\pm$ the eigenvector direction corresponding to the eigen value closest to zero.

(Far away, the trajectories look parallel to the other eigendirections.)

Why: $\vec{x} = c_1 \begin{pmatrix} 1 \\ 3 \end{pmatrix} e^{2t} + c_2 \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{4t}$

$$= \left[c_1 \begin{pmatrix} 1 \\ 3 \end{pmatrix} + \underbrace{c_2 \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{2t}}_{\text{negligible compared to}} \right] e^{2t} \quad \leftarrow \text{as } t \rightarrow -\infty$$