

Plan:

- Investigate the geometric behavior of trajectories of solutions to systems w/ two real eigenvalues, distinct. (from 5.3, haven't finished 5.2 yet)

Announcements: OH posted

HW due Tuesday on MyLab

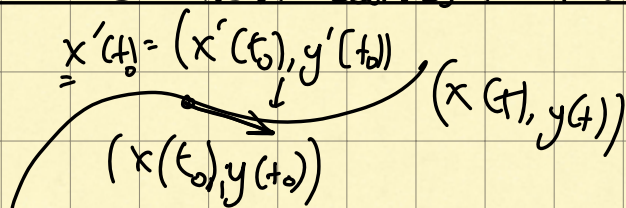
Saw: systems $\underline{x}' = \underline{A} \underline{x}$, $\underline{A}$ real, distinct e-values

Focus on $\underline{A}$ 2x2 const. matrix.

write: $\underline{x}(t) = \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}$. Can think of $(x(t), y(t))$

as a curve on the x - y plane.

What do these curves look like?



$\underline{x}'$ given by dif. eqn.

Plot velocity vectors of sol'n curves using $\underline{x}' = \underline{A} \underline{x}$, relate picture w/ eigenvalues of $\underline{A}$. Such a plot is called a phase plane portrait.

Today: real distinct e-values.

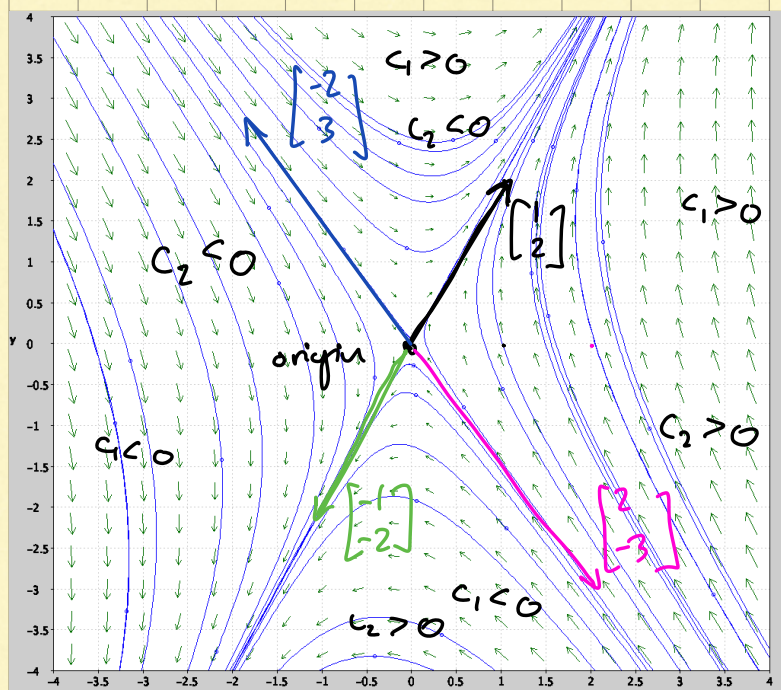
Ex: e-values of opposite sign.

$$\begin{bmatrix} x'(t) \\ y'(t) \end{bmatrix} = A \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}, \quad A = \begin{bmatrix} -\frac{5}{7} & \frac{6}{7} \\ \frac{18}{7} & -\frac{2}{7} \end{bmatrix}$$

e-values: 1, -2.

Gen. sol: $\underline{x}(t) = \begin{bmatrix} x(t) \\ y(t) \end{bmatrix} = c_1 e^t \begin{bmatrix} 1 \\ 2 \end{bmatrix} + c_2 e^{-2t} \begin{bmatrix} 2 \\ -3 \end{bmatrix}$

velocity: $\underline{x}'(t) = c_1 e^t \begin{bmatrix} 1 \\ 2 \end{bmatrix} - 2c_2 e^{-2t} \begin{bmatrix} 2 \\ -3 \end{bmatrix}$ (check)



As $t \rightarrow \infty$, approx. get large multiple of $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$, positive or negative, if $c_1 \neq 0$.

If $c_1 = 0$
 $\underline{x}'(t) = -2c_2 e^{-2t} \begin{bmatrix} 2 \\ -3 \end{bmatrix}$

As $t \rightarrow -\infty$, multiple of $\begin{bmatrix} 2 \\ -3 \end{bmatrix}$ approx.

In case of real e-values of opposite signs the origin is a saddle point

Ex 2 distinct, negative e-values.

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = A \begin{bmatrix} x \\ y \end{bmatrix}, \quad A = \begin{bmatrix} -\frac{25}{7} & \frac{2}{7} \\ \frac{6}{7} & -\frac{27}{7} \end{bmatrix}$$

e-values: $-3, -4$

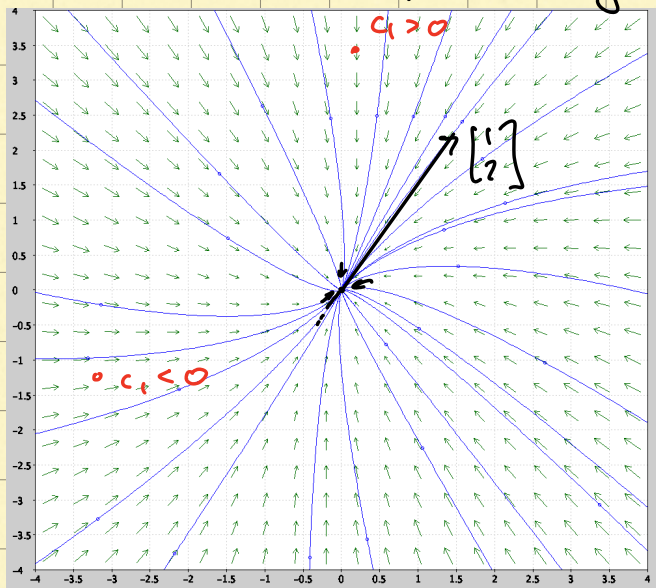
Sol. (check)

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

①

$$\begin{aligned} \underline{x}'(t) &= -3c_1 e^{-3t} \begin{bmatrix} 1 \\ 2 \end{bmatrix} - 4c_2 e^{-4t} \begin{bmatrix} 2 \\ -3 \end{bmatrix} \\ &= e^{-3t} \left(-3c_1 \begin{bmatrix} 1 \\ 2 \end{bmatrix} - 4c_2 e^{-t} \begin{bmatrix} 2 \\ -3 \end{bmatrix} \right) \\ &\quad \xrightarrow{\quad} 0 \text{ as } t \rightarrow \infty \end{aligned}$$

As $t \rightarrow \infty$ approaching multiple of $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$



$$\text{Also: } \underline{x}(t) \rightarrow 0 \text{ as } t \rightarrow \infty$$

(nodal sink)

Ex Distinct Positive e-values.

$$\underline{\dot{x}} = \underline{\tilde{A}} \underline{x} \quad \textcircled{2} \quad \underline{\tilde{A}} = \begin{bmatrix} \frac{25}{7} & -\frac{2}{7} \\ -\frac{6}{7} & \frac{27}{7} \end{bmatrix} \quad \begin{matrix} \text{e.v.} \\ 3, 4. \end{matrix}$$

(compare w/ previous ex.)

Time reversal . const. matrix.

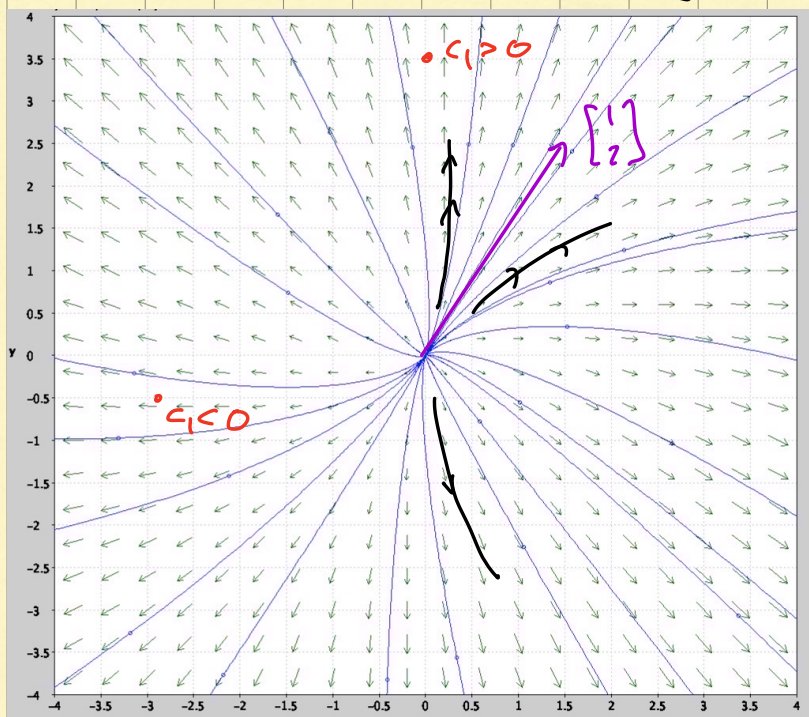
Given sol'n to $\underline{\dot{x}} = \underline{A} \underline{x}$, set $\underline{\tilde{x}}(t) = \underline{x}(-t)$

$$\underline{\tilde{x}}'(t) = -\underline{x}'(-t) = -\underline{A} \underline{x}(-t) = -\underline{A} \underline{\tilde{x}}(t)$$

i.e. $\underline{\tilde{x}}' = -\underline{A} \underline{\tilde{x}}$

Sol'n to $\textcircled{2}$ same as $\textcircled{1}$ w/ reversed time

$$\underline{x}(t) = c_1 e^{3t} \begin{bmatrix} 1 \\ 2 \end{bmatrix} + c_2 e^{4t} \begin{bmatrix} 2 \\ -3 \end{bmatrix}, \quad \underline{x}'(t) = 3c_1 e^{3t} \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 4c_2 e^{4t} \begin{bmatrix} 2 \\ -3 \end{bmatrix}$$



same as before,
opposite arrows.

All trajectories
recede from
origin

(nodal source)

Terminology: The origin is a node if
1. either every trajectory approaches 0
as $t \rightarrow \infty$ [sink] or every
trajectory recedes (goes away) from
the origin as time increases [source].

AND 2. Every trajectory is tangent to a straight
line through the origin at the origin.

