

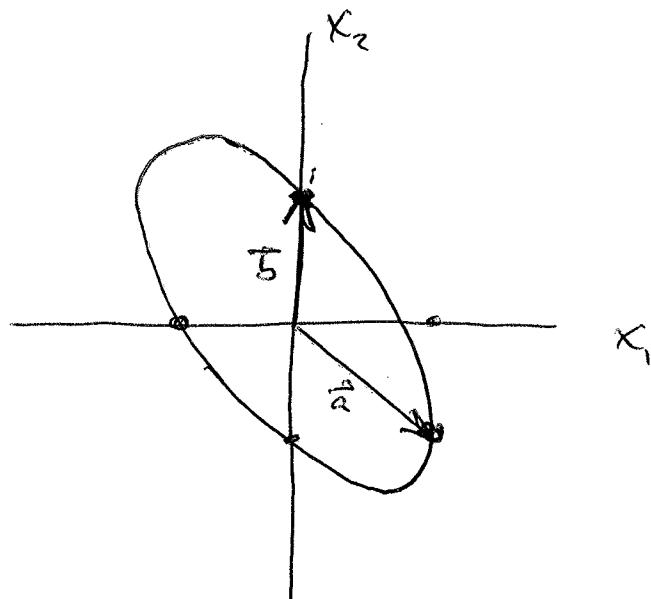
Q1: What do solutions look like in the phase plane when characteristic eqn has no real solutions for $\vec{x}' = A_{2 \times 2} \vec{x}$?

Q2: What does the parameterized curve in \mathbb{R}^2 ,

$$\vec{f}(t) = \begin{bmatrix} 2 \\ 3 \end{bmatrix} \cos pt - \begin{bmatrix} 1 \\ 0 \end{bmatrix} \sin pt$$

look like?

- periodic w/ period $\frac{2\pi}{p}$.
- for any $t \in \mathbb{R}$, curve pt will always be a linear combo. of $\begin{bmatrix} 2 \\ 3 \end{bmatrix}$.



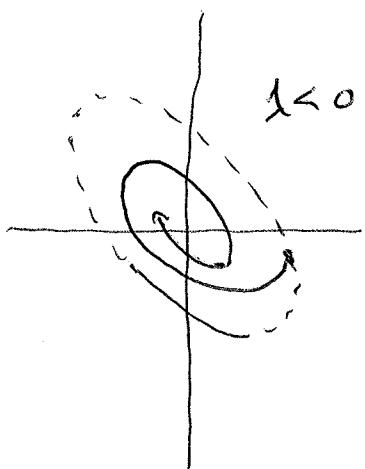
$$\vec{f}(t) = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \cos t - \begin{bmatrix} 0 \\ 1 \end{bmatrix} \sin t$$

- exercise: How does one locate the major axis of this ellipse?
- trace will be an ellipse, with major axis "near" (but definitely not on, in general) to $\begin{bmatrix} 2 \\ 3 \end{bmatrix}$.

Q3: So what do solutions $\vec{x}(t)$ of $\dot{\vec{x}} = \begin{bmatrix} 0 & 1 \\ -2 & 0 \end{bmatrix} \vec{x}$ look like?

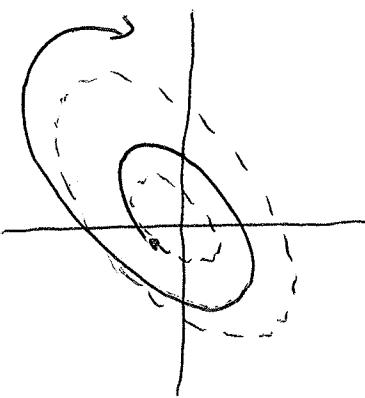
A3: First, what is the effect of λ in $\Gamma = \lambda + i\mu$?

- If $\lambda = 0$, $\Gamma = i\mu$ is purely imaginary all solutions are ellipses encircling the origin.



- If $\lambda < 0$, as $\overrightarrow{P(t)}$ traverses one period, $\vec{x}(t)$ changes its magnitude by a factor of $e^{\lambda t} < 1$.

Trajectories spiral inward...



- If $\lambda > 0$, spiral outward.

- direction of travel?

① Given $\overrightarrow{P(t)}$, calculate $\overrightarrow{P'(t)}$

② Evaluate $\vec{x}(0)$ and $\vec{x}(t)$ where $t = \left(\frac{2\pi}{\mu}\right) \frac{1}{4}$ ($\frac{1}{4}$ turn around the ellipse).

Back to stability:

In this case where $\gamma_1 = \lambda + i\mu$, $\gamma_2 = \lambda - i\mu$ as long as $\mu \neq 0$, $\gamma_1 \neq \gamma_2$ all $\gamma_i \neq 0$. Thus the origin is the only equilibrium. What is its stability?

- $\lambda < 0$: all solutions tend toward origin
- $\lambda > 0$: all solutions diverge from origin (tend toward origin or $t \rightarrow -\infty$).
- $\lambda = 0$: Solutions are bounded and neither tend toward nor away from origin.

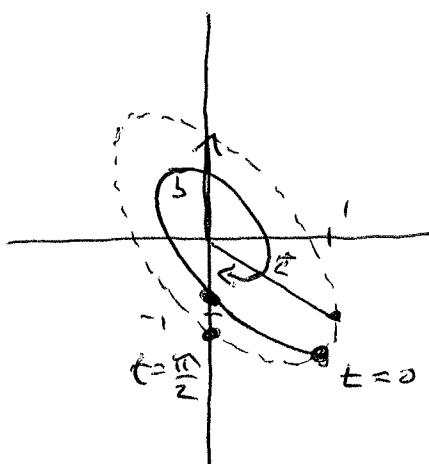
Ex. $\vec{x}' = \begin{bmatrix} 0 & 1 \\ -2 & -2 \end{bmatrix} \vec{x}$. Solution w/ ~~\vec{x}_0~~ , $C_1=1$, $C_2=0$ is

$$\vec{x}(t) = e^{-t} \left(\begin{bmatrix} 1 \\ 1 \end{bmatrix} \cos t - \begin{bmatrix} 0 \\ 1 \end{bmatrix} \sin t \right)$$

① $t=0$, $\vec{x}(t) = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$.

② $t=\frac{\pi}{2}$, $\vec{x}(t) = e^{-\pi/2} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$

Here the spiral is inward and clockwise.



For $\vec{x}' = \mathbb{P}(A) \vec{x}$

IX

Def. An equilibrium solution \vec{p} is called asymptotically stable if $\exists \varepsilon > 0$ such that for all solutions $\vec{x}(t)$, with $\vec{x}(t_0) = \vec{x}^*$, we have

$$\text{if } \|\vec{x}^* - \vec{p}\| < \varepsilon, \text{ then } \lim_{t \rightarrow \infty} \vec{x}(t) = \vec{p}.$$

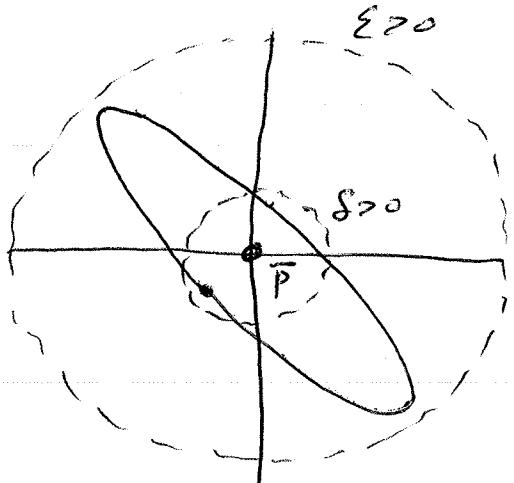
- Notes
- ① Any thing that starts within ε of \vec{p} is asymptotic to \vec{p} as $t \rightarrow \infty$.
 - ② For a linear system, if $\exists \varepsilon > 0$ that works then any $\varepsilon > 0$ will work (why?).
 - ③ An asymptotically stable equilibrium is called a sink

Def An equilibrium soln \vec{p} is called stable if for every $\varepsilon > 0$, there exists a $S > 0$ such that for all solutions $\vec{x}(t)$, where $\vec{x}(t_0) = \vec{x}^*$, we have

$$\text{if } \|\vec{x}^* - \vec{p}\| < \delta, \text{ then } \|\vec{x}(t) - \vec{p}\| < \varepsilon$$

$\forall t \geq t_0$.

X



Note: Given a δ -nhbd of \vec{P} , if you can always find a smaller nhbd (ϵ -nhbd) of \vec{P} so that if you start in the ϵ -nhbd you never leave the δ -nhbd,

then \vec{P} is stable

- ② Any \vec{P} which is asymptotically stable is also stable. But only sinks are asympt. stable.
- ③ An unstable equilibrium which is backward asymptotically stable ($t \rightarrow -\infty$) is called a source
- ④ For ~~unstable~~ $\vec{x}' = A_{2 \times 2} \vec{x}$, with $\Gamma_1 = \lambda + i\mu$, $\Gamma_2 = \lambda - i\mu$, $\mu \neq 0$, if $\lambda = 0$, (so that trajectories are ellipses), then
 - ⑤ $\vec{0}$ is called a center

