## phone portrait.

DE class 05-29 /2023

System of linear ODEs (Phase diagram을 이용한 해의 분석)

Phase portrait of linear system.

Cases are divided by type of eigenvalues of coefficient matrix

$$\lambda < \mu < 0$$
 sink(nodal)  $\lambda > \mu > 0$  source(nodal)  $\lambda < 0 < \mu$  saddle  $\lambda = \mu$  improper node

 $\lambda, \overline{\lambda}$ :complex

 $Re(\lambda) > 0$  unstable spiral  $Re(\lambda) < 0$  stable spiral

 $Re(\lambda) = 0$  center

(오른쪽 칼럼의 이름은 원점을 지칭하는 명칭으로 해가 갖는 동역학적 성질 설명)

$$\frac{d\vec{x}}{dt} = A\vec{x} \quad \text{homogeness}$$

$$= \vec{x}(0) = \vec{x}_0$$

$$= \vec{x}(t) \Rightarrow t$$

$$= trajectary$$

(1) Nodal sink.  $\frac{1}{\lambda}(t) = e^{-\frac{1}{\lambda}} \left( \frac{1}{\lambda} \frac{1}{\lambda} + c_1 \frac{1}{\lambda} \frac{1}{\lambda} e^{-\frac{1}{\lambda}} \right)$ 

 $A = \begin{bmatrix} -6 - 2 \\ 5 & 1 \end{bmatrix} \qquad \begin{matrix} \lambda = -4, -1 \\ \overrightarrow{v_1} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}, \overrightarrow{v_2} = \begin{bmatrix} 2 \\ -5 \end{bmatrix}$ 

x, \(\bar{v\_1} \sim - \varphi \) \(\frac{1}{\sigma}\) \(\frac{1}{\sigma}

 $\vec{x}(t) = C_1 \vec{V_1} \cdot \vec{\ell} + C_2 \vec{V_1} \cdot \vec{\ell}$   $\vec{x}(t) = C_1 \cdot C_1$   $\vec{x}(t) = \vec{p} \cdot \vec{V_1}$   $\vec{x}(t) = \vec{V_1} \cdot \vec{\ell}$ 

x(1) = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 = 1/2 =

 $\vec{x}(0) = \begin{bmatrix} 1\\1 \end{bmatrix} \quad \frac{d}{dt} \vec{x}(0) = A \begin{bmatrix} 1\\1 \end{bmatrix} = \begin{bmatrix} -8\\6 \end{bmatrix}$ 

at 
$$\begin{bmatrix} \frac{1}{2} \\ 1 \end{bmatrix}$$
  $\vec{x}' = \begin{bmatrix} -3-2 \\ \frac{5}{2}+1 \end{bmatrix} = \begin{bmatrix} -5 \\ \frac{7}{2} \end{bmatrix}$ 

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \begin{bmatrix} -2 \\ 1 \end{bmatrix} \\ \begin{bmatrix} a \\ b \end{bmatrix} \quad \begin{bmatrix} -6 - 2a \\ 5a + b \end{bmatrix}$$

$$5a + b = 0$$
  $b = -5a$   
 $5a + b < 0$   $b = 5a$ 

글 교 (-1 7-4) 성2전

$$\overrightarrow{x}(t) = x_1 \mathbf{v_1} e^{-4t} + c_2 \mathbf{v_2} e^{-t}$$

$$= e^{-t} \left( c_1 \mathbf{v_1} e^{-3t} + c_2 \mathbf{v_2} \right)$$

$$\rightarrow c_2 \mathbf{v_2} e^{-t}$$

## Two stores problem.

 $\checkmark$  x(t) = Daily profit of store A at time t.

y(t) = Daily profit of store B at time t.

x(t) > 0 Making money.

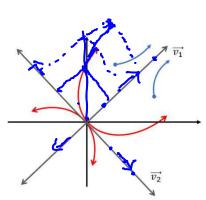
x(t) < 0 Losing money.

=

$$\begin{cases} \frac{dx}{dt} = ax + by \\ \frac{dy}{dt} = cx + dy \end{cases}$$

$$\begin{cases} x > 0 & a > 0 \\ y > 0 & b > 0 \end{cases}$$

y > 0 b < 0 Store B steals customers from A.



기 
$$\lambda_1 > \lambda_2 > 0$$
 그림  $\mathbf{2}$  
$$\overrightarrow{x}(t) = \overrightarrow{c_1 v_1} e^{\lambda_1 t} + \overrightarrow{c_2 v_2} e^{\lambda_2 t}$$
$$= e^{\lambda_1 t} \left[ \overrightarrow{c_1 v_1} + \overrightarrow{c_2 v_2} e^{(\lambda_2 - \lambda_1) t} \right]$$
$$- (\lambda_1 - \lambda_2) < 0$$
$$\rightarrow \overrightarrow{c_1 v_1} e^{\lambda_1 t}$$

$$\overline{v_1}$$

$$\frac{dx}{dt} = A \frac{dx}{dt}$$

$$A \quad \lambda_1 = 3$$

$$\lambda_2 = 1$$

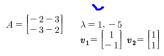
$$V_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad (\lambda_1 = 3)$$

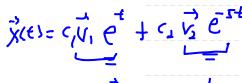
$$V_2 = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad (\lambda_2 = 1)$$

$$C_1 V_2 = C_1 \quad V_3 = 1$$

$$C_1 V_3 = C_4 \quad V_4 = 1$$







×2

t

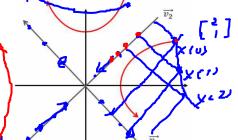


그림 3

1

Overcrowding effect.  $x_1(0) = x_2(0)$ 

 $x_1(0) > x_2(0)$ 

x 8 . K3 2 X, >

 $x_1(0) < x_2(0)$ 

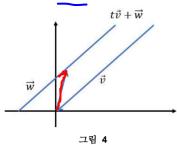


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Ex)



$$\vec{x}(t) = c_1 \vec{v} e^{-4t} + c_2 (t\vec{v} + \vec{w})e^{-4t}$$



 $(\overrightarrow{v}, \overrightarrow{w}) > 0 \rightarrow \text{Clockwise}$ 

 $(\overrightarrow{v}, \overrightarrow{w}) < 0 \rightarrow \text{Counter clockwise}$ 

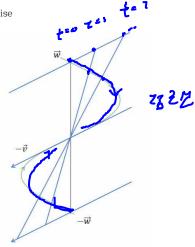


그림 5

$$(\overrightarrow{tv} + \overrightarrow{w})e^{-4t}$$

Curve transverses line.

$$\left[\left(c_{1}\overrightarrow{v_{1}}+c_{2}\overrightarrow{w}\right)+c_{2}\overrightarrow{v}t\right]e^{-4t}$$

$$\frac{d\vec{x}}{dt} = A\vec{z}$$

$$= \frac{1}{4} e^{2it} = (7) + i ($$

