

11/18 - Review

Types of Questions

1: Solve 2×2 systems $\vec{y}' = A\vec{y}$

$$p(\lambda) = \lambda^2 - \text{tr}(A)\lambda + \det(A)$$

case 1: two real roots λ_1, λ_2

$$\text{solve } (A - \lambda_1 I)\vec{v}_1 = 0 \text{ and } (A - \lambda_2 I)\vec{v}_2 = 0 \Rightarrow \vec{y} = c_1 e^{\lambda_1 t} \vec{v}_1 + c_2 e^{\lambda_2 t} \vec{v}_2$$

case 2: two complex roots $\lambda = \alpha + \beta i$ and $\bar{\lambda} = \alpha - \beta i$

you can just pick λ or $\bar{\lambda}$ and solve for that b/c the other sign will get you the conjugate of your solution

$$\text{solve } (A - \lambda I)\vec{w} = 0$$

$$\begin{aligned} \vec{w} &= \vec{v}_1 + i\vec{v}_2 \\ \vec{z} = e^{\lambda t} \vec{w} &= e^{(\alpha + \beta i)t} \vec{w} = e^{\alpha t} (\cos \beta t + i \sin \beta t) (\vec{v}_1 + i\vec{v}_2) \\ \vec{z} = e^{\bar{\lambda} t} \vec{w} &= e^{(\alpha - \beta i)t} \vec{w} = e^{\alpha t} (\cos \beta t - i \sin \beta t) (\vec{v}_1 - i\vec{v}_2) \end{aligned}$$

$$\star \vec{z} = \text{Real}(\vec{z}) + i \text{Im}(\vec{z}) \Rightarrow \vec{y} = c_1 \text{Real}(\vec{z}) + c_2 \text{Im}(\vec{z})$$

case 3: repeated roots

case 3.1: $\dim(\text{eigenspace}) = 2$ (only for diagonal matrices)

$$\star \vec{y} = c_1 e^{\lambda t} \begin{bmatrix} 1 \\ 0 \end{bmatrix} + c_2 e^{\lambda t} \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

case 3.2: $\dim(\text{eigenspace}) = 1$

$$\text{solve } (A - \lambda I)\vec{v}_1 = 0$$

pick a \vec{w} that is lin ind to \vec{v}_1

$$\text{solve } (A - \lambda I)\vec{w} = k\vec{v}_1 \text{ for } k$$

$$\text{then } \vec{v}_2 = \frac{1}{k} \vec{w}$$

$$\vec{y}_1 = e^{\lambda t} \vec{v}_1 \quad \vec{y}_2 = e^{\lambda t} (\vec{v}_2 + t\vec{v}_1)$$

$$\star \vec{y} = c_1 e^{\lambda t} \vec{v}_1 + c_2 e^{\lambda t} (\vec{v}_2 + t\vec{v}_1)$$

and then phase plane portraits I guess?