MES64 LII

×= AX

Nearly degenerate systems A ...

... e-vecs of A are nearly parallel

$$\lambda_1 = -0.01$$

$$\lambda_2 = -0.009$$
Stable

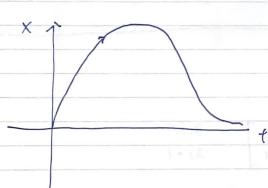
$$\vec{q}_1: \begin{bmatrix} A-\lambda, \end{bmatrix} \vec{q}_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\frac{2}{7}$$
: $[A-\lambda_2 I]$ $\frac{2}{7}$: $[0]$

$$\frac{3}{4}: \begin{bmatrix} A-\lambda_1 \end{bmatrix} \frac{3}{4} = \begin{bmatrix} 0 \end{bmatrix} \begin{bmatrix} 0.001 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \frac{3}{4} = \begin{bmatrix} 1 \\ -0.001 \end{bmatrix}$$

$$\frac{3}{4}: \begin{bmatrix} A-\lambda_2 \end{bmatrix} \frac{3}{4} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\frac{3}{7_2}: \left[A-\lambda_2 I\right] \frac{3}{7_2} \cdot \begin{bmatrix} 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$



grow first in a transient Bashion then damped it out.

$$\dot{x} = A \times A = \begin{bmatrix} \lambda & 1 \\ 0 & \lambda \end{bmatrix}$$
 when Stable λ

$$A = \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{bmatrix} + \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}$$

$$ST = \begin{bmatrix} 0 & \lambda \\ 0 & 0 \end{bmatrix}$$

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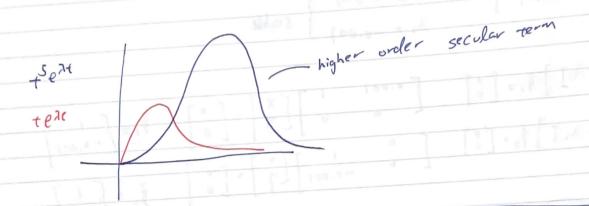
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binamial expension

$$A = \begin{bmatrix} \lambda & 1 & 0 \\ 0 & \lambda & 1 \\ 0 & 0 & \lambda \end{bmatrix} \longrightarrow e = \begin{bmatrix} e^{\lambda \tau} & te^{\lambda t} & \frac{1}{2}\tau^2e^{\lambda \tau} \\ 0 & e^{\lambda \tau} & te^{\lambda t} \\ 0 & 0 & e^{\lambda \tau} \end{bmatrix}$$



$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \qquad \lambda_1 = 1$$

$$[A-\lambda I]$$
 $= \begin{bmatrix} 0 \\ 0 \end{bmatrix}$

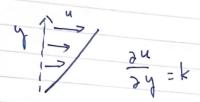
$$\begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

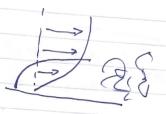
look Q the
$$rank(A-\lambda I)=0$$

$$A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \qquad \begin{array}{c} \lambda_1 = 1 \\ \lambda_2 = 1 \end{array}$$

$$\begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

ATA + AAT





turbulence A threshed -----

