```
% m = 2; k = 20
% dx = -0.02x - atan(20*z) = 0 ==> x = -50*atan(20z) ==> 0.08z =
^{*} -50*atan(20z) ==> z = 625*atan(20z) ==> z = 0 ==> x = 0 ==> y = 0
% dy = x - 0.04*y = 0 ==> x = 0.04y ==> x = 0.08z
% dz = y - 2*z = 0 ==> y = 2z
% #########.
% # ############################# -50*atan(20x) ~ z.
% dx = -0.02x - z
% dy = x - 0.04y
% dz = y - 2z
% ####### #####:
% A = -0.02 0 -1
   1 -0.04 0
   0
     1 -2
A = [-0.02, 0, -1;
  1, -0.04, 0;
  0, 1, -2];
% ############ ## ############.
char p = -poly(A);
% ####### ### #####
display(char p);
display(roots(char_p));
%lam = linspace(-5,3);
%plot(lam, polyval(char p, lam));
%line([min(lam), max(lam)],[0, 0], 'Color', 'red');
############
% ####### ###### ######:
Gur = [-2.06, -1.0016, 0;
   -1, -0.1208, 0;
   0, -2.06, -1.0016];
display(Gur);
% ###### ##### ~ -0.75 - #### ##########.
######:
% ## #####: 0.7540
```

```
% #########!
display(det(Gur));
x_{up} = pi/0.02;
y_up = pi/0.0004;
z_{up} = pi/0.0012;
% ###### 3D #####.
[x, y, z] = meshgrid(...,
   linspace(-x_up, x_up),...
   linspace(-y_up, y_up),...
   linspace(-z_up, z_up));
dx = -0.02*x - atan(20*z);
dy = x - 0.04*y;
dz = y - 2*z;
% ###### #################
Nstart = 15;
rng(1);
sx = (rand(Nstart, 1) - 0.5) * 2 * x up;
sy = (rand(Nstart, 1) - 0.5) * 2 * y up;
sz = (rand(Nstart, 1) - 0.5) * 2 * z_up;
figure(1);
% ######## 15 ######### ##### ##### (0, 0, 0)
streamline(stream3(x, y, z, dx, dy, dz, sx, sy, sz));
hold on;
view(3);
plot3(0, 0, 0, '*r');
plot3(sx, sy, sz, '*g');
hold off;
view(3);
xlabel('x');
ylabel('y');
zlabel('z');
% ### ##### ########## #### #####.
응
T = 200;
tau = .05;
tspan = 0 : tau : T;
x_up = pi/.02;
y_{up} = pi/.0004;
z_{up} = pi/.0012;
Nstart = 15;
rng(3);
sx = normrnd(0, 10, Nstart, 1);
sy = normrnd(0, 10, Nstart, 1);
sz = normrnd(0, 10, Nstart, 1);
figure(3);
for k = 1: Nstart
```

```
[t, S] = ode45(@ode_system, tspan, [sx(k), sy(k), sz(k)]);
   plot3(S(:, 1), S(:, 2), S(:, 3), '-k'); hold on;
end
plot3(0, 0, 0, '*r');
plot3(sx, sy, sz, '*g');
view(3);
xlabel('x');
ylabel('y');
zlabel('z');
hold off;
char_p =
  -1.0000 -2.0600 -0.1208 -1.0016
 -2.2104 + 0.0000i
  0.0752 + 0.6689i
  0.0752 - 0.6689i
Gur =
  -2.0600 -1.0016
                        0
  -1.0000
          -0.1208
           -2.0600 -1.0016
       0
   0.7540
```





