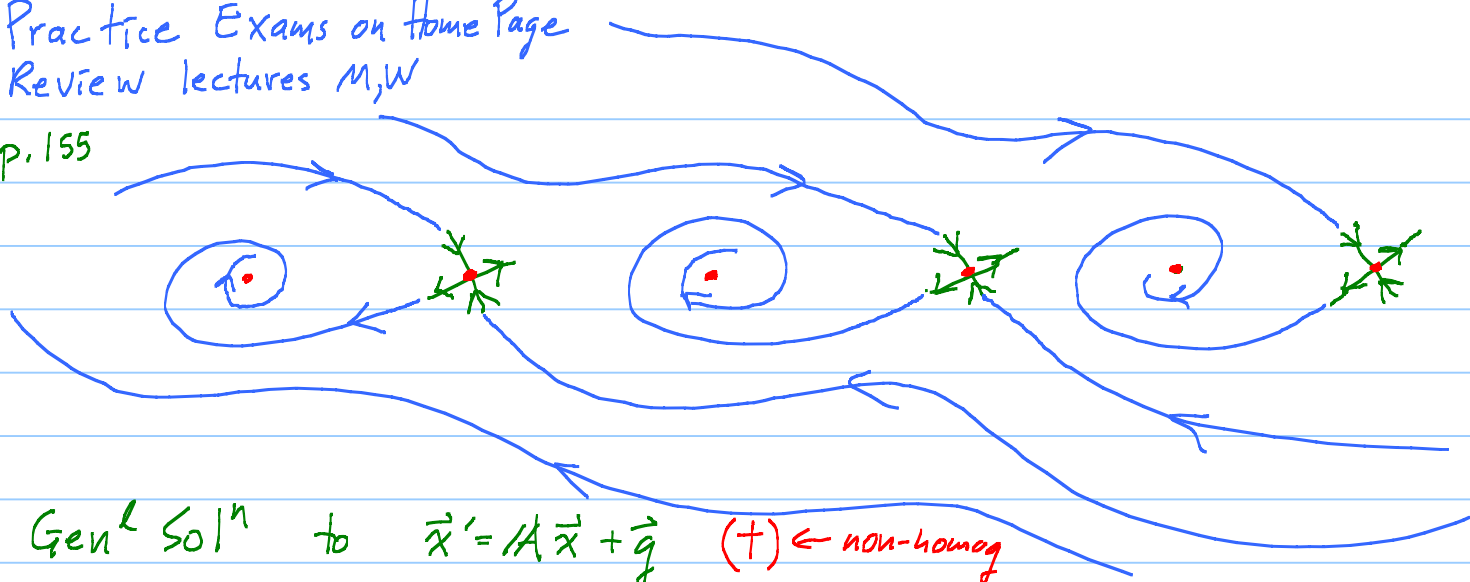


# Lesson 14 on 4.6

Practice Exams on Home Page  
Review lectures M, W

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Gen<sup>l</sup> Sol<sup>n</sup> to  $\vec{x}' = A\vec{x} + \vec{g}$  (+) ← non-homog  
 $\vec{x}' = A\vec{x}$  (\*) ← homog

Fact: Gen<sup>l</sup> Sol<sup>n</sup> to (+) is  $\vec{x} = \vec{x}_c + \vec{x}_p$   
 ↑ homog sol<sup>n</sup>      ↑ part sol<sup>n</sup>

Why: Suppose  $\vec{x}$  solves (+).

Key:  $\vec{x} - \vec{x}_p$  solves (\*):  $(\vec{x} - \vec{x}_p)' = \vec{x}' - \vec{x}_p'$   
 $= (A\vec{x} + \vec{g}) - (A\vec{x}_p + \vec{g})$   
 $= A(\vec{x} - \vec{x}_p)$

Hence  $\vec{x} - \vec{x}_p = \vec{x}_c$  for some choice of c's.

So  $\vec{x} = \vec{x}_c + \vec{x}_p$  ✓

Also need to check that all fcn's  $\vec{x}_c + \vec{x}_p$  actually satisfy (+).

Method of Undetermined Coeff:  $\vec{x}' = A\vec{x} + \vec{g}$   
 ↑ const. coeff      ↑ special

$\vec{g}$	Use trial sol <sup>n</sup> $\vec{x}_p =$
$\vec{a}e^{rt}$	$\vec{b}e^{rt}$ ← danger if r is eval for A
$\vec{a}t^2$	$\vec{b}_2t^2 + \vec{b}_1t + \vec{b}_0$ ← danger if 0 eval
$\vec{a}_nt^n + \dots + \vec{a}_0$	$\vec{b}_nt^n + \dots + \vec{b}_0$

$\vec{a} \cos wt$   
 or  $\vec{a} \sin wt$   
 or  $\vec{a}_1 \cos wt + \vec{a}_2 \sin wt$

$\vec{A} \cos wt + \vec{B} \sin wt \leftarrow$  danger  
 $\pm$  two e-vals

$\vec{a} t^3 e^{3t} \sin 4t$

Danger: If any single term in the trial sol<sup>n</sup> might solve the homog, method might bomb.

Variation of parameters:  $\vec{x}' = A\vec{x} + \vec{g}$

$\vec{g}$  anything  
 $A$  coeff can depend on  $t$

Step 1: Solve homog syst

$\vec{x}' = A\vec{x}$  (\*)

Get  $\vec{x}_c = c_1 \vec{x}_1 + c_2 \vec{x}_2 + \dots + c_n \vec{x}_n \leftarrow A \text{ nxn}$

$\vec{x}_c = \left[ \vec{x}_1, \vec{x}_2, \dots, \vec{x}_n \right] \begin{pmatrix} c_1 \\ c_2 \\ \vdots \\ c_n \end{pmatrix}$   
 Fundamental Matrix  
 "parameters"

$\vec{x}_c = X \vec{c}$

Step 2: Try  $\vec{x}_p = X \begin{pmatrix} u_1 \\ u_2 \\ \vdots \\ u_n \end{pmatrix} = X \vec{u}$

$\vec{u}$  turn  $c$ 's into funcs  
 want

Want  $\vec{x}_p' = A\vec{x}_p + \vec{g}$

$(X\vec{u})' = A(X\vec{u}) + \vec{g}$

prod. rule  $\rightarrow (X'\vec{u} + X\vec{u}') = (AX)\vec{u} + \vec{g}$

cancel!!

Why:  $X' = [\vec{x}'_1, \dots, \vec{x}'_n] = [A\vec{x}_1, \dots, A\vec{x}_n]$   
 $= A[\vec{x}_1, \dots, \vec{x}_n]$   
 $= AX$

Leaving  $X \vec{u}' = \vec{g}$  ← The big formula  
 A nxn big.  
 Gauss elim to get  $\vec{u}'$

A 2x2:  $\vec{u}' = X^{-1} \vec{g}$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{\det} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

EX:  $\vec{x}' = \begin{pmatrix} -3 & 1 \\ 1 & 3 \end{pmatrix} \vec{x} + \begin{pmatrix} 1 \\ 2 \end{pmatrix} e^{-2t}$  danger!  
 -2 is an eval

1) Homog soln  $\vec{x}_c = c_1 \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{-2t} + c_2 \begin{pmatrix} 1 \\ -1 \end{pmatrix} e^{-4t}$

$$X = \left[ \begin{pmatrix} 1 \\ 1 \end{pmatrix} e^{-2t}, \begin{pmatrix} 1 \\ -1 \end{pmatrix} e^{-4t} \right]$$

$$= \begin{bmatrix} e^{-2t} & e^{-4t} \\ e^{-2t} & -e^{-4t} \end{bmatrix}$$

2)  $X^{-1} = \frac{1}{e^{-6t} - e^{-6t}} \begin{bmatrix} -e^{-4t} & -e^{-4t} \\ -e^{-2t} & e^{-2t} \end{bmatrix}$

$$X^{-1} = \begin{bmatrix} \frac{1}{2} e^{2t} & \frac{1}{2} e^{2t} \\ \frac{1}{2} e^{4t} & -\frac{1}{2} e^{4t} \end{bmatrix}$$

3)  $\vec{u}' = X^{-1} \vec{g} = X^{-1} \begin{pmatrix} e^{-2t} \\ 2e^{-2t} \end{pmatrix}$

$\vec{u}' = \begin{pmatrix} \frac{1}{2} e^{2t} \cdot e^{-2t} + \frac{1}{2} e^{2t} \cdot 2e^{-2t} \\ \frac{1}{2} e^{4t} \cdot e^{-2t} - \frac{1}{2} e^{4t} \cdot 2e^{-2t} \end{pmatrix} = \begin{pmatrix} 3/2 \\ -\frac{1}{2} e^{2t} \end{pmatrix}$

$\begin{cases} u_1' = 3/2 \\ u_2' = -\frac{1}{2} e^{2t} \end{cases}$  Now  $u_1 = \int \frac{3}{2} dt = \frac{3}{2}t + c_1$

$u_2 = \int -\frac{1}{2} e^{2t} dt = -\frac{1}{4} e^{2t} + c_2$

take  $c_1 = 0$   
Part.!  
take  $c_2 = 0$

Finally  $\vec{x}_p = X \vec{u} = \begin{bmatrix} e^{-2t} & e^{-4t} \\ e^{-2t} & -e^{-4t} \end{bmatrix} \begin{pmatrix} \frac{3}{2}t \\ -\frac{1}{4}e^{2t} \end{pmatrix}$

$= \begin{pmatrix} \frac{3}{2}t e^{-2t} - \frac{1}{4} e^{-4t} \cdot e^{2t} \\ \frac{3}{2}t e^{-2t} + \frac{1}{4} e^{-4t} \cdot e^{2t} \end{pmatrix}$

$\vec{x}_p = \begin{pmatrix} 3/2 \\ 3/2 \end{pmatrix} t e^{-2t} + \begin{pmatrix} -1/4 \\ 1/4 \end{pmatrix} e^{-2t}$

Hmmm. Method of Undet. Coeff.

Try  $\vec{a} t e^{nt} + \vec{b} e^{nt}$

Great tool:  $\cos \omega t = \operatorname{Re} e^{i\omega t}$

$\vec{x}' = A \vec{x} + \begin{pmatrix} 1 \\ 2 \end{pmatrix} \cos \omega t$  ← change  $\vec{g}$  to  $\begin{pmatrix} 1 \\ 2 \end{pmatrix} e^{i\omega t}$

Try  $\vec{x}_p = \vec{b} e^{i\omega t}$ . Get a complex sol<sup>n</sup>!

↑ complex

Take  $\operatorname{Re} \vec{x}_p$  to get sol<sup>n</sup> to original prob.

# Linearized systems v.s. Non-linear syst.

evals	Linear syst	Non-linear Syst
$\lambda_2 > \lambda_1 > 0$	Imp. Node, Unstable	Same!
$\lambda_2 < \lambda_1 < 0$	Imp. Node, A. Stable	Same!
$\lambda_2 < 0 < \lambda_1$	Saddle, Unstable	Same!
$\lambda = a \pm bi$ $a < 0$	Spiral in A. Stable CW or CCW	Same!
$a > 0$	Spiral out Unstable CW or CCW	Same!
$a = 0$ $\lambda = \pm bi$	Center, Stable	Center <u>or</u> Spiral in <u>or</u> Spiral out <u>or</u>
$\lambda_1 = \lambda_2$ ( $\neq 0$ )	Proper Node (2 e-vects) Degenerate Node 1 eVect	Node or a Spiral (Stability same!)