## **Two-Dimensional Linear System**

Simplest class of high-dimensional systems. Important for classification of **fixed points** of **nonlinear systems**.

► Two-dimensional linear system:

$$\dot{x} = ax + by$$
$$\dot{y} = cx + dy$$

► Written compactly in **matrix form** 

$$\dot{\mathbf{x}} = A\mathbf{x}; \qquad A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}, \quad \mathbf{x} = \begin{pmatrix} x \\ y \end{pmatrix}$$

**Linear**: if  $\mathbf{x}_1, \mathbf{x}_2$  are solutions, so is  $c_1\mathbf{x}_1 + c_2\mathbf{x}_2$ .

- ▶  $\mathbf{x}^* = 0$  is always a **fixed point** for any A.
- Solutions of  $\dot{\mathbf{x}} = A\mathbf{x}$  can be visualized as trajectories moving on (x, y) plane, called **phase plane**.

Vibrations of a Mass Hanging from a Linear Spring

► Phase plan analysis of **Simple harmonic oscillator** 

 $m\ddot{x} + kx = 0.$ 

▶ Rewritten as

$$\dot{x} = v$$
$$\dot{v} = -\frac{k}{m}x = -\omega^2 x$$

► Vector Field: assign a vector  $(\dot{x}, \dot{v}) = (v, -\omega^2 x)$  at (x, v).



## Fixed Point, Closed Orbits, and Phase Portrait

- **Fixed point** (0,0): mass at rest at its equilibrium position.
- **Closed orbit**: periodic motion, oscillation of mass.
  - (a): x most negative, v = 0; SP most compressed.
  - (a) to (b): x increases, v > 0; M pushed back to equil.
  - (b): M at x = 0, has largest v > 0, overshoots
  - (b) to (c) M eventually comes to rest at end of SP.
  - (c) to (a): M gets pulled up, eventually completes cycle.



Different Cases of an Uncoupled Linear System

► Cosider

$$\begin{pmatrix} \dot{x} \\ \dot{y} \end{pmatrix} = \begin{pmatrix} a & 0 \\ 0 & -1 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix}.$$

Solution:  $x(t) = x_0 e^{at}$  and  $y(t) = y_0 e^{-t}$ .

- (a) a < -1: x(t) decays faster than y(t);  $x^*$  is **stable node**.
- (b) a = -1: symmetrical node.
- (c) -1 < a < 0; x(t) decays slower than y(t); stable node.
- (d) a = 0:  $x(t) = x_0$ ; an line of fixed points.
- (e): a > 0: x(t) grows exponentially; x\* is saddle point.
  x-axis, unstable manifold; y-axis, stable manifold of x\*



(a) a < -1 (b) a = -1 (c) -1 < a < 0 (d) a = 0 (e) a > 0