

# Linear Algebra and $\vec{y}' = A\vec{y}$ in $\mathbb{R}^2$

Math 331 - R. S. Ellis

Defn 1. Let  $A = \begin{pmatrix} a & b \\ c & d \end{pmatrix}$  be a real,  $2 \times 2$  matrix. We define the determinant of  $A$  by  $\det A = ad - bc$ .  
(§7.6 of text)

Thm 1.  $A\vec{y}_0 = \vec{0}$  has the unique solution  $\vec{y}_0 = \vec{0}$  if and only if  $\det A \neq 0$ . (see Theorem 4, p 298 for general case)

Pf. Case 1:  $A \neq 0$ . Assume  $a \neq 0$ ; similar proof is  $b, c, \text{ or } d \neq 0$ .

Write  $\vec{y}_0 = (x_0, y_0)$ . Then  $A\vec{y}_0 = \vec{0} \Leftrightarrow \begin{cases} ax_0 + by_0 = 0 \\ cx_0 + dy_0 = 0. \end{cases}$

Then  $x_0 = -\frac{b}{a}y_0$  and  $c(-\frac{b}{a})y_0 + dy_0 = 0$  or  $(ad - bc)y_0 = 0$ .

Assume  $ad - bc \neq 0$ . Then  $y_0 = 0$  and  $x_0 = 0$ , so  $\vec{y}_0 = \vec{0}$ .

Assume  $ad - bc = 0$ . Then any  $y_0$  solves and  $x_0 = -\frac{b}{a}y_0$ , so  $\vec{y}_0 = y_0 \begin{pmatrix} -b/a \\ 1 \end{pmatrix} \neq \vec{0}$  if  $y_0 \neq 0$ .

Case 2:  $A = 0$ . Then  $\det A = 0$  and any  $\vec{y}_0$  solves  $A\vec{y}_0 = \vec{0}$ .

Examples. 1)  $A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$ ,  $\det A = -2 \neq 0$ .  $A\vec{y}_0 = \vec{0}$  or

$x_0 + 2y_0 = 0$ ,  $3x_0 + 4y_0 = 0$ . So  $x_0 = -2y_0$  and  $3(-2y_0) + 4y_0 = -2y_0 = 0 \Rightarrow y_0 = 0$  &  $x_0 = 0$

2)  $A = \begin{pmatrix} 1 & 2 \\ 2 & 4 \end{pmatrix}$ ,  $\det A = 0$ .  $A\vec{y}_0 = \vec{0}$  or

$x_0 + 2y_0 = 0$ ,  $2x_0 + 4y_0 = 0$ .  $x_0 = -2y_0$ ,  $-2(-2y_0) + 4y_0 = 0$   $y_0 = 0$ .

So any  $y_0 \in \mathbb{R}$  solves and  $x_0 = -2y_0$ .

Thm 2. If  $\det A \neq 0$ , then the only equilibrium point for  $d\vec{y}/dt = A\vec{y}$  is the origin  $\vec{y} = \vec{0}$ . Proof. Use Theorem 1.

2

Thm. 3. If  $\det A \neq 0$ , then for each  $\vec{z} = (z_1, z_2)$   
in  $\mathbb{R}^2$   $A\vec{y} = \vec{z}$  has a unique solution  $\vec{y} = (y_1, y_2)$ .

In fact,  $\vec{y} = A^{-1}\vec{z}$  where  $A^{-1} = \frac{1}{\det A} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$ .  
(See Theorem 4, p. 276, for general case.)

Pf.  $A\vec{y} = \vec{z}$  or  $\begin{cases} ay_1 + by_2 = z_1 \\ cy_1 + dy_2 = z_2 \end{cases}$

Multiply 1) by  $d$  and 2) by  $b$ , obtaining

$ady_1 + bdy_2 = dz_1$ ,  $bcy_1 + bdy_2 = bz_2$ . Subtracting  
gives  $(ad - bc)y_1 = dz_1 - bz_2$  or  $y_1 = \frac{1}{\det A} (dz_1 - bz_2)$ .

Now multiply 1) by  $c$  and 2) by  $a$ , obtaining

$acy_1 + bcy_2 = cz_1$ ,  $acy_1 + ady_2 = az_2$ . Subtracting  
gives  $(ad - bc)y_2 = -cz_1 + az_2$  or  $y_2 = \frac{1}{\det A} (-cz_1 + az_2)$ .

It follows that  $\vec{y} = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = A^{-1} \begin{pmatrix} z_1 \\ z_2 \end{pmatrix} = A^{-1}\vec{z}$ .

Defn 4. a) Let  $\vec{x} = (x_1, y_1)$  and  $\vec{y} = (x_2, y_2)$  be  
two vectors in  $\mathbb{R}^2$ . We say that  $\vec{x}$  and  $\vec{y}$  are  
linearly dependent if there exist real numbers  $k_1$  and  
 $k_2$  not both 0 such that  $k_1\vec{x} + k_2\vec{y} = \vec{0}$ .

b) We say that  $\vec{x}$  and  $\vec{y}$  are linearly independent  
if they are not linearly dependent; i.e., if the only  
solution  $k_1 \in \mathbb{R}$  and  $k_2 \in \mathbb{R}$  of  $k_1\vec{x} + k_2\vec{y} = \vec{0}$  is  
 $k_1 = k_2 = 0$ . (See pages 128-129 of text).

Thm. 5. a)  $\vec{x}$  and  $\vec{y}$  are linearly independent if they do not lie on the same line through the origin or, equivalently, if neither vector is a multiple of the other, i.e., if there exists no  $\lambda \in \mathbb{R}$  such that  $\vec{x} = \lambda \vec{y}$  and there exists no  $\mu \in \mathbb{R}$  such that  $\vec{y} = \mu \vec{x}$ .

3

b)  $\vec{x}$  and  $\vec{y}$  are linearly dependent if they lie on the same line through the origin or, equivalently, if one vector is a multiple of the other.

Thm. 6. Assume  $\vec{x} = (x_1, y_1)$  and  $\vec{y} = (x_2, y_2)$  are linearly independent. Then for any  $\vec{z} = (z_1, z_2) \in \mathbb{R}^2$  there exist unique values  $k_1 \in \mathbb{R}$  and  $k_2 \in \mathbb{R}$  such that

$$k_1 \vec{x} + k_2 \vec{y} = \vec{z}. \text{ We say that } \vec{x} \text{ and } \vec{y} \text{ span } \mathbb{R}^2.$$

Pf.  $k_1 \vec{x} + k_2 \vec{y} = \vec{z}$  is the same as  $k_1 x_1 + k_2 x_2 = z_1$  and

$$k_1 y_1 + k_2 y_2 = z_2 \text{ or } \begin{pmatrix} x_1 & x_2 \\ y_1 & y_2 \end{pmatrix} \begin{pmatrix} k_1 \\ k_2 \end{pmatrix} = \begin{pmatrix} z_1 \\ z_2 \end{pmatrix}. \text{ We claim}$$

that  $\det \begin{pmatrix} x_1 & x_2 \\ y_1 & y_2 \end{pmatrix} \neq 0$ . If this is true, then we are done by Thm. 3. If  $x_1 y_2 - x_2 y_1 = \det \begin{pmatrix} x_1 & x_2 \\ y_1 & y_2 \end{pmatrix} = 0$ , then

$$x_1 y_2 = x_2 y_1. \text{ Assume } x_2 \neq 0 \text{ and } y_2 \neq 0. \text{ Then } \frac{x_1}{x_2} = \frac{y_1}{y_2} = \lambda$$

$$\text{or } x_1 = \lambda x_2, y_1 = \lambda y_2 \text{ and } \vec{x} = \lambda \vec{y}. \text{ By Thm 5a),}$$

this equality would violate the linear independence

of  $\vec{x}$  and  $\vec{y}$ . The proof is done if  $x_2 \neq 0$  and  $y_2 \neq 0$

If  $x_2 = 0$  or  $y_2 = 0$ , the the proof is similar.

Linearity Principle. Suppose  $d\vec{Y}/dt = A\vec{Y}$

(4)

is a linear system of diff. eqns.

1) If  $\vec{Y}(t)$  is a solution and  $k \in \mathbb{R}$ , then  $k\vec{Y}(t)$  is also a solution.

2) If  $\vec{Y}_1(t)$  and  $\vec{Y}_2(t)$  are two solutions, then  $\vec{Y}_1(t) + \vec{Y}_2(t)$  is also a solution. (p 243 of text).

Note: 1) and 2) are equivalent to the following: if  $\vec{Y}_1(t)$  and  $\vec{Y}_2(t)$  are two solutions and  $k_1 \in \mathbb{R}$ ,  $k_2 \in \mathbb{R}$ , then  $k_1\vec{Y}_1(t) + k_2\vec{Y}_2(t)$  is also a solution. We say that linear combinations of solutions are also solutions.

Pf of Linearity Principle. On pp 138-139 the text shows that  $A(k\vec{Y}) = kA\vec{Y}$  and  $A(\vec{Y}_1 + \vec{Y}_2) = A\vec{Y}_1 + A\vec{Y}_2$ . The linearity principle now follows from standard rules of differentiation.

Key Theorem

**THEOREM 7.** Suppose  $Y_1(t)$  and  $Y_2(t)$  are solutions of the linear system  $dY/dt = AY$ . If  $Y_1(0)$  and  $Y_2(0)$  are linearly independent, then for any initial condition  $Y(0) = (x_0, y_0)$  we can find constants  $k_1$  and  $k_2$  so that  $k_1Y_1(t) + k_2Y_2(t)$  is the solution to the initial-value problem

$$\frac{dY}{dt} = AY, \quad Y(0) = \begin{pmatrix} x_0 \\ y_0 \end{pmatrix}.$$

In this situation we say that the two-parameter family  $k_1Y_1(t) + k_2Y_2(t)$ , where  $k_1$  and  $k_2$  are arbitrary constants, is the **general solution** of the system.

By the Existence and Uniqueness Theorem for systems, we know that each initial-value problem for a linear system has exactly one solution. Given any two solutions  $Y_1(t)$  and  $Y_2(t)$  of a linear system with linearly independent initial conditions  $Y_1(0)$  and  $Y_2(0)$ , we can form the general solution of the system by forming the two-parameter family  $k_1Y_1(t) + k_2Y_2(t)$ . By adjusting the constants  $k_1$  and  $k_2$ , we can obtain the solution that satisfies any given initial condition.

This is really excellent progress. We now know that to find all the solutions to a linear system, we need to find only two particular solutions with linearly independent initial positions. Two solutions  $Y_1(t)$  and  $Y_2(t)$  of a linear system for which  $Y_1(0)$  and  $Y_2(0)$  are linearly independent are called **linearly independent solutions** of the linear system. (In the exercises we will see that if  $Y_1(t)$  and  $Y_2(t)$  are solutions of a linear system and the vectors  $Y_1(t_0)$  and  $Y_2(t_0)$  are linearly independent at any particular  $t_0$ , then  $Y_1(t)$  and  $Y_2(t)$  are linearly independent for all values of  $t$ —see Exercise 35.) The next step is to find a general way to come up with two linearly independent solutions  $Y_1(t)$  and  $Y_2(t)$ .

Illustrate  
Theory  
via example

$$\vec{Y}' = A\vec{Y},$$
$$A = \begin{pmatrix} 2 & 3 \\ 0 & -1 \end{pmatrix},$$

for which  
The solution  
has the form

$$\vec{Y} = k_1\vec{Y}_1 + k_2\vec{Y}_2,$$
$$\vec{Y}_1 = \begin{pmatrix} e^{2t} \\ 0 \end{pmatrix},$$
$$\vec{Y}_2 = \begin{pmatrix} -e^{-4t} \\ 2e^{-4t} \end{pmatrix}$$

(see Ch. 4)