

Boundary value problems

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1 problem

solve the second-order boundary value problem: $y'' = y + 2y' + \cos(x)$, $0 \leq x \leq \pi/2$, $y(0) = 0.1$, $y(\pi/2) = -0.3$. (1) This problem has exact solution $y(x) = \frac{1}{10}(\sin(x) + 3\cos(x))$. Your task is to approximate the solution of this linear boundary value problem using the Shooting Method and the Finite Difference Method. For each method, try $h = \pi/16$ and $h = \pi/8$ and characterize how your approximation compares to the exact solution.

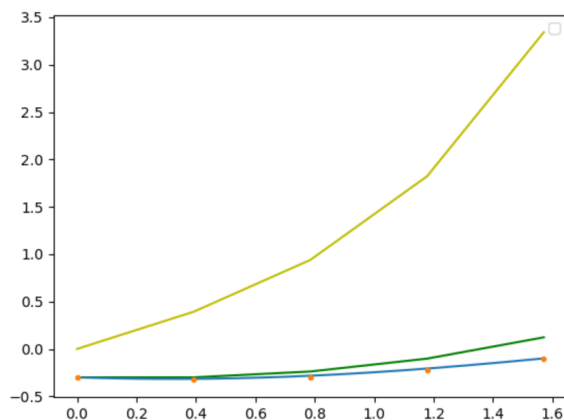
2 mathematics

Boundary value problems Theorem 1) Suppose the function f in the BVP $y'' = f(x, y, y')$, for $a \leq x \leq b$, with $y(a) = \alpha$ and $y(b) = \beta$, is continuous on the set $D = \{(x, y, y') | a \leq x \leq b, -\infty < y < \infty \text{ and } -\infty < y' < \infty\}$, and the partial derivative f_y and $f_{y'}$ are also continuous on D . If

i) $f_y(x, y, y') > 0$, for all $(x, y, y') \in D$, and

ii) a constant M exist, with $|f_{y'}| \leq M$ for all $(x, y, y') \in D$, then the BVP has a unique solution. Our first method is called the shooting method we treat it like an IVP with the boundary condition of $y(a) = \alpha$ and $y'(a) = t$ where t must be chosen so that the solution satisfies the remaining boundary condition, $y(b) = \beta$. Since t , being the first derivative of $y(x)$ at $x = a$, is the “initial slope” of the solution, this approach requires selecting the proper slope, or “trajectory”, so that the solution will “hit the target” of $y(x) = \beta$ at $x = b$. This viewpoint indicates how the shooting method earned its name. Note that since the ODE associated with the IVP is of second-order, it must normally be rewritten as a system of first-order equations before it can be solved by standard numerical methods such as forward, backward and central Euler.

Finite Difference Method This method is a second-order BVP, where $y'' = p(x)y' + q(x)y + r(x)$, for $a \leq x \leq b$, with $y(a) = \alpha$ and $y(b) = \beta$, requires that difference-quotient approximations be used to approximate both y' and y'' . First, we select an integer $N > 0$ and divide the interval $[a, b]$ into $(N+1)$ equal subintervals whose endpoints are the mesh points $x_i = a + ih$, for $i = 0, 1, \dots, N+1$, where $h = (b-a)/(N+1)$. Choosing the side step h in this manner facilitates the applications of a matrix, which solves a linear system involving an $N \times N$ matrix. At the interior mesh points x_i , for $i=1, 2, \dots, N$, the differential equation to be approximated is $y''(x_i) = p(x_i)y'(x_i) + q(x_i)y(x_i) + r(x_i)$ (1)* We expand y into a third Taylor polynomial about x_i evaluated at x_{i+1} and x_{i-1} , we have, assuming that $y \in C^4[x_{i-1}, x_{i+1}]$, $y(x_{i+1}) = y(x_i + h) = y(x_i) + h * y'(x_i) + [h^2/2]y''(x_i) + [h^3/6]y'''(x_i) + [h^4/24]y^{(4)}(\xi_i^+)$ for some $\xi_i^+ \in (x_i, x_{i+1})$ and $y(x_{i-1}) = y(x_i - h) = y(x_i) - h * y'(x_i) + [h^2/2]y''(x_i) - [h^3/6]y'''(x_i) + [h^4/24]y^{(4)}(\xi_i^-)$ for some $\xi_i^- \in (x_{i-1}, x_i)$. If these equations are added, we have $y(x_{i+1}) + y(x_{i-1}) = 2y(x_i) + h^2 * y''(x_i) + [h^4/24](y^{(4)}(\xi_i^+) + y^{(4)}(\xi_i^-))$ and solving for $y''(x_i) = (1/h^2)[y(x_{i+1}) - 2y(x_i) + y(x_{i-1})] - (h^2/24)[y^{(4)}(\xi_i^+) + y^{(4)}(\xi_i^-)]$. from our theorem we can simplify the error term to give $y''(x_i) = (1/h^2)[y(x_{i+1}) - 2y(x_i) + y(x_{i-1})] - (h^2/12)y^{(4)}(\xi_i)$ for some $\xi_i \in (x_{i-1}, x_{i+1})$. This is called the centered-difference formula for $y''(x_i)$. from centered-difference formula we can get $y'(x_i) = (1/2h)[y(x_{i+1}) - y(x_{i-1})] - (h^2/6)y'''(\eta_i)$, for some $\eta_i \in (x_{i-1}, x_{i+1})$. The use of these centered-difference in formula 1 we get $[y(x_{i+1}) - 2y(x_i) + y(x_{i-1})]/h^2 = p(x_i)[(y(x_{i+1}) - y(x_{i-1}))/2h] + q(x_i)y(x_i) + r(x_i) - (h^2/12)[2p(x_i)y'''(\eta) - y^{(4)}(\xi_i)]$. A Finite-Difference method with truncation error of order $O(h^2)$ results by using this equation together with the boundary $y(a) = \alpha$ and $y(b) = \beta$ to define the system of linear equations $w_0 = \alpha$, $w_{N+1} = \beta$ and (2)* $((-w_{i+1} + 2w_i - w_{i-1})/h^2) + p(x_i)((w_{i+1} - w_{i-1})/2h) + q(x_i)w_i = -r(x_i)$ for $i=1, 2, \dots, N$. From



(2)* we can rewrite it as $-(1 + (h/2)p(x_i))w_{i-1} + (2 + h^2q(x_i))w_i - (1 - (h/2)p(x_i))w_{i+1} = -h^2r(x_i)$, then we get the resulting matrix that is tridiagonal NXN in $Ax=b$ where

$$A = \begin{bmatrix} 2 + h^2 q(x_1) & -1 + (h/2)p(x_1) & 0 & . & . & ..0 \\ -1 + (h/2)p(x_1) & 2 + h^2 q(x_1) & -1 + (h/2)p(x_1) & . & . & ..0 \\ 0 & .. & .. & . & . & 0 \\ 0 & .. & .. & .. & .. & -1 + (h/2)p(x_1) \\ 0 & 0 & 0 & 0 & -1 + (h/2)p(x_1) & 2 + h^2 q(x_1) \end{bmatrix}$$
$$W = \begin{bmatrix} W_1 \\ W_2 \\ . \\ . \\ W_{N-1} \\ W_N \end{bmatrix}, b = \begin{bmatrix} -h^2 r(x_1) + (1 + (h/2)p(x_1))w_0 \\ -h^2 r(x_2) \\ . \\ . \\ . \\ -h^2 r(x_{N-1}) \\ -h^2 r(x_N) + (1 - (h/2)p(x_N))w_{N+1} \end{bmatrix}$$

3 algorithm

shooting method

step 1 import numpy and matplotlib

step 2 define the exact solution and two ivp's

step 3 using an ivp solver using forward Euler

step 4 plot all functions

Finite-difference method

step 1 import numpy and matplotlib and set bounds

step 2 set up matrix A and vector b

step 3 solve using linalg.solver and plot the exact and approximation

4 results

shooting method look at figures 1 and 2

finite-difference look at figures 3 and 4

5 conclusion

With my shooting method code my two ivp's I made are shown as yellow and green. The point are the approximations on the exact. With my finite difference code I don't know why I can't seem to get

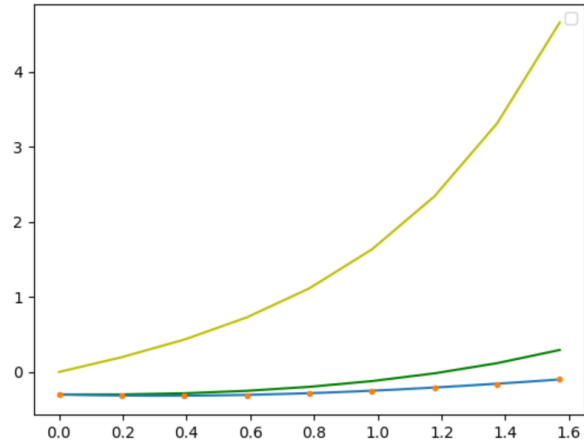
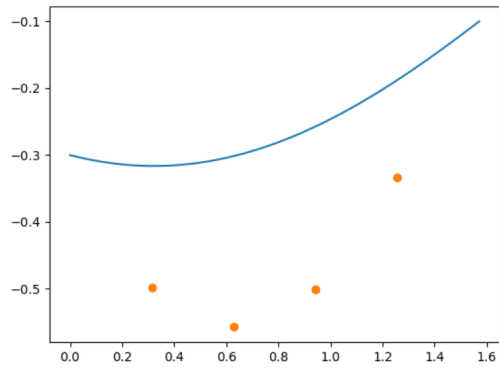
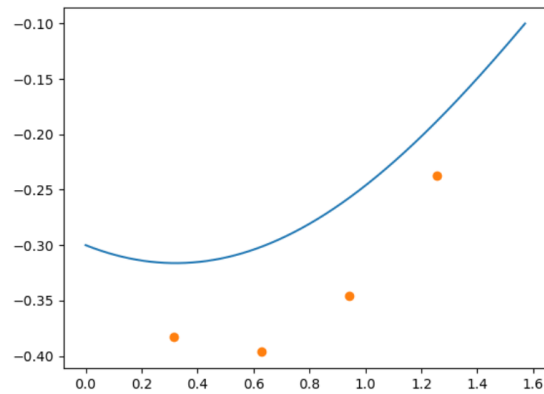


Figure 2: shooting method using $h = \pi/16$



error: 0.4231791309100695

Figure 3: finite difference method using $h = \pi/8$



error: 0.15422694669240009

Figure 4: finite difference method using $h = \pi/16$

it more accurate. I believe that I made a algebraic error or coding error but I am not sure. Beside that these method for solving BVP are very creative in how to solve them with shooting method the smaller the h it seem to have a greater distance in the ivps though I see a similarity with accuracy's. With finite difference though I don't know because I can seem to get my code to work properly. I do know however that our n depends on our h to be able to fit it in our bounds. I believe the smaller our h the more accurate it would be. All that being said I do believe that these method are very valuable though finite is extremely frustrating to me I do believe it is invaluable.