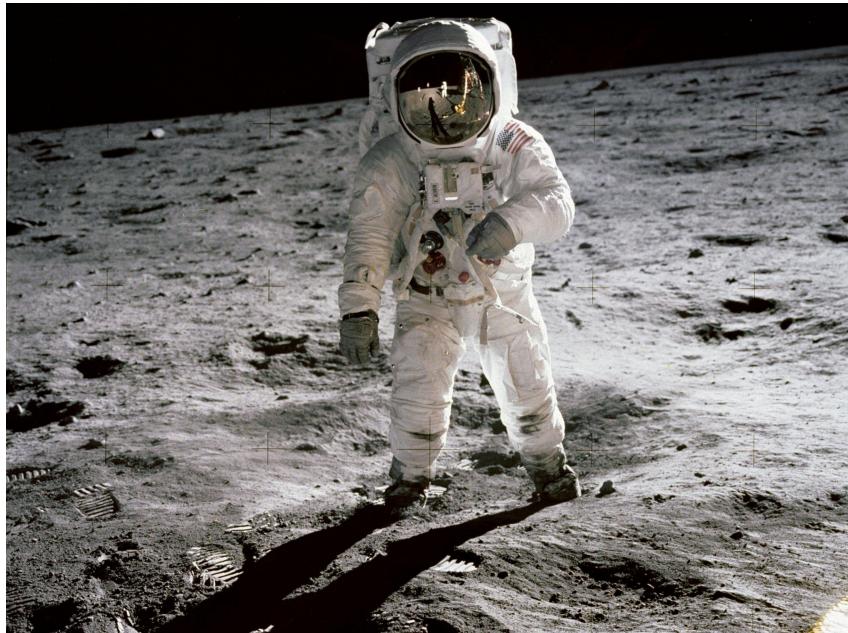


# Labs for Foundations of Applied Mathematics

Volume IV: Modeling with Dynamics and Control





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# Preface

This lab manual is designed to accompany the textbook *Foundations of Applied Mathematics* by Humpherys, Jarvis and Whitehead.

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**Part I**

**Labs**



## Lab 1

# Numerical Methods for Initial Value Problems; Harmonic Oscillators

**Lab Objective:** *Implement several basic numerical methods for initial value problems (IVPs), and use them to study harmonic oscillators.*

## Methods for Initial Value Problems

Consider the initial value problem

$$\begin{aligned} y' &= f(x, y), \quad a \leq x \leq b, \\ y(a) &= y_0, \end{aligned} \tag{1.1}$$

where  $f$  is a continuous function. A solution of (1.1) is a continuously differentiable function  $y(x)$  that satisfies the equation  $y' = f(x, y)$  on the interval  $[a, b]$  and for which  $y(a) = y_0$ . In this lab we will focus on numerical methods for approximating  $y(x)$ , and sidestep the important mathematical problem of verifying that (1.1) has a unique solution.

For many IVPs it is impossible to find a closed-form, analytic expression for the solution. When there is a closed-form expression for the solution, it may not be very useful. In both cases, numerical methods must be relied on to understand the solutions of (1.1).

As an example, consider the initial value problem

$$\begin{aligned} y'(x) &= \sin y(x), \\ y(0) &= y_0. \end{aligned} \tag{1.2}$$

The solution  $y(x)$  is defined implicitly by

$$x = \ln \left| \frac{\cos y_0 + \cot y_0}{\csc y + \cot y} \right|.$$

This analytic expression does not provide much intuition, so we turn to a combination of qualitative and numerical methods. Since  $\sin(n\pi) = 0$ , this differential equation has constant solutions  $y_n(x) = n\pi$ ,  $n \in \mathbb{N}$ . We can also use an IVP solver to numerically approximate solutions for several other initial values. After plotting these solutions (see Figure 1.1), it becomes obvious how solutions of (1.2) behave in general.

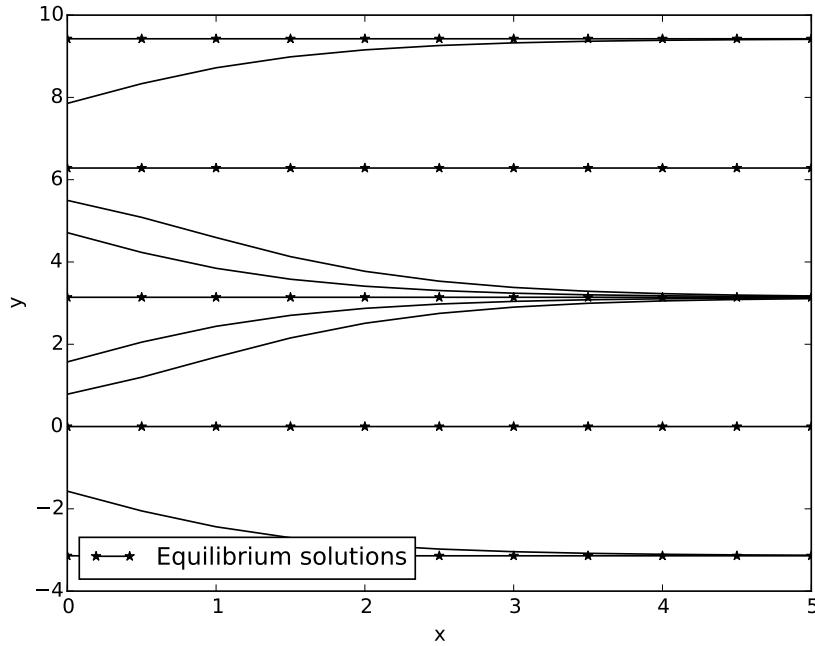


Figure 1.1: Several solutions of (1.2), using Numpy's IVP solver `dopri5`.

## Numerical Methods

Numerical methods for solving initial value problems require us to approximate the solution on a set of grid points  $a = x_0 < x_1 < \dots < x_n = b$  in our interval. For simplicity we will assume that each of the  $n$  subintervals  $[x_{i-1}, x_i]$  has equal length  $h = (b - a)/n$ .  $h$  is called the *step size*. We then look for values  $y_0, y_1, \dots, y_n$  that approximate the solution at the grid points. For each  $i$ , Taylor's theorem says that

$$y(x_{i+1}) = y(x_i) + hy'(x_i) + \frac{h^2}{2}y''(\xi_i) \text{ for some } \xi_i \in [x_i, x_{i+1}].$$

The quantity  $\frac{h^2}{2}y''(\xi_i)$  is negligible for small  $h$ , and thus

$$\begin{aligned} y(x_{i+1}) &\approx y(x_i) + hy'(x_i), \\ &\approx y(x_i) + hf(x_i, y(x_i)). \end{aligned}$$

This approximation leads to a method called Euler's method: Letting  $y_0 = y(a)$ ,  $y_{i+1}$  is given by  $y_{i+1} = y_i + hf(x_i, y_i)$  for  $i = 0, 1, \dots, n - 1$ . Euler's method is a first order method, with error  $\mathcal{O}(h^1)$ .

A similar application of Taylor's theorem shows that

$$y(x_i) = y(x_{i+1}) - hy'(x_{i+1}) + \frac{h^2}{2}y''(\xi_i) \text{ for some } \xi_i \in [x_i, x_{i+1}];$$

thus for small  $h$

$$y(x_{i+1}) \approx y(x_i) + hf(x_{i+1}, y(x_{i+1})).$$

This approximation leads to another first order method called the backwards Euler method: Letting  $y_0 = y(a)$ , for  $i = 0, \dots, n - 1$  we solve  $y_i = y_{i+1} - hf(x_{i+1}, y_{i+1})$  for  $y_{i+1}$ .

Note that for both the Euler and backwards Euler methods, only  $y_i$ ,  $f$ , and other points in the interval  $[x_i, x_{i+1}]$  are needed to find  $y_{i+1}$ . Because of this, they are called *one-step methods*.

Euler's method is an *explicit method*. The backwards Euler method is an *implicit method* since an equation must be solved at each step to find  $y_{i+1}$ . Explicit and implicit methods each have advantages and disadvantages. While implicit methods require an equation to be solved at each time step, they often have better stability properties than explicit methods.

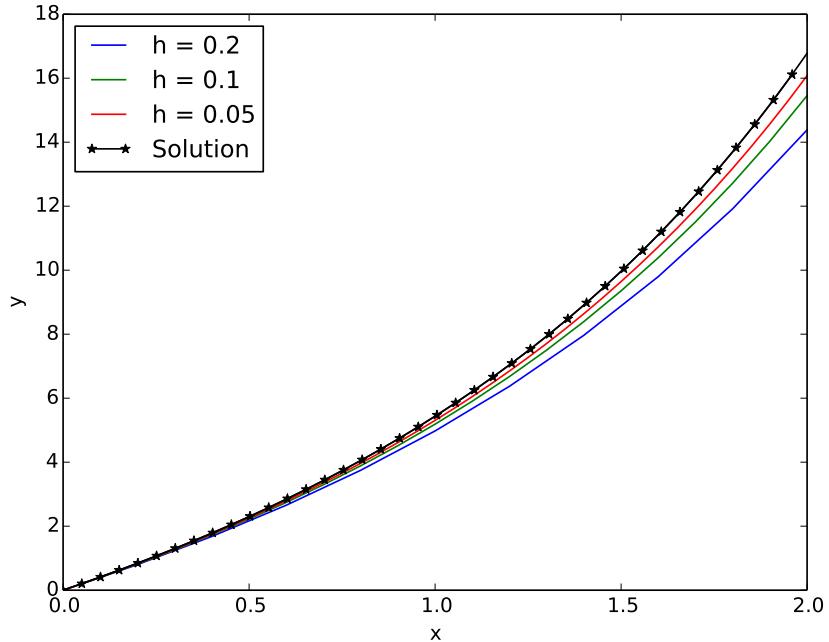


Figure 1.2: The solution of (1.3), alongside several approximations using Euler's method.

**Problem 1.** The solution of

$$\begin{aligned} y' &= y - 2x + 4, & 0 \leq x \leq 2, \\ y(0) &= 0, \end{aligned} \tag{1.3}$$

is given by  $y(x) = -2 + 2x + 2e^x$ . Use Euler's method to numerically approximate the solution with step sizes  $h = 0.4, 0.2$ , and  $0.1$ . Check that your results match Figure 1.2.

So how do we come up with numerical methods with higher order accuracy? Using Taylor's theorem (as we did for Euler's method) to create higher-order one-step methods would lead to numerically approximating derivatives of  $f(t, y)$  - not very desirable.

Let us look for a second order method of the form  $y_{i+1} = y_i + af(x_i + b, y_i + c)$ . By expanding  $af(x + b, y + c)$  with Taylor's theorem and matching constants in the equation

$$f(x, y) + \frac{h}{2} f'(x, y) = f(x, y) + \frac{h}{2} \frac{\partial f}{\partial x}(x, y) + \frac{h}{2} \frac{\partial f}{\partial y}(x, y) \cdot f(x, y),$$

we find that  $a = h$ ,  $b = h/2$ , and  $c = h/2$ . This method is called the Midpoint method. IVP solvers with this general form are called *Runge-Kutta methods*.

There are many Runge-Kutta methods with varying orders of accuracy. Methods of order four or higher are most commonly used. A fourth order Runge-Kutta method iterates as follows:

$$\begin{aligned} K_1 &= f(x_i, y_i), \\ K_2 &= f\left(x_i + \frac{h}{2}, y_i + \frac{h}{2}K_1\right), \\ K_3 &= f\left(x_i + \frac{h}{2}, y_i + \frac{h}{2}K_2\right), \\ K_4 &= f(x_{i+1}, y_i + hK_3), \\ y_{i+1} &= y_i + \frac{h}{6}(K_1 + 2K_2 + 2K_3 + K_4). \end{aligned}$$

Notice that these methods are doing a type of quadrature where we are sampling the function at different points and then performing computation using the samples and some inherent weights. For example, consider a differential equation

$$y' = f(t).$$

Since the function  $f$  has no  $y$  dependence, this is a simple integration problem, and these IVP methods become well known quadrature methods. In this case, Euler's method corresponds to the left hand sum, and backward Euler's method corresponds to the right hand sum. The modified Euler and midpoint methods are second order IVP methods that correspond to the trapezoidal and midpoint rules for integration, respectively. RK4 corresponds to Simpson's rule for integration.

## Advantages of Higher-Order Methods

Higher-order methods are usually much more efficient. One way to measure this efficiency is to determine how many times the right hand side of the initial value

problem must be evaluated to provide a desired accuracy. As an example, consider the initial value problem

$$\begin{aligned} y' &= y \cos(x), x \in [0, 8], \\ y(0) &= 1. \end{aligned} \tag{1.4}$$

Figure 1.3 illustrates the comparative efficiency of the Euler, Midpoint, and RK4 methods. The figure also demonstrates another point: since the lower order methods require more floating point operations, floating point error limits the highest possible accuracy that can be achieved with lower order methods.

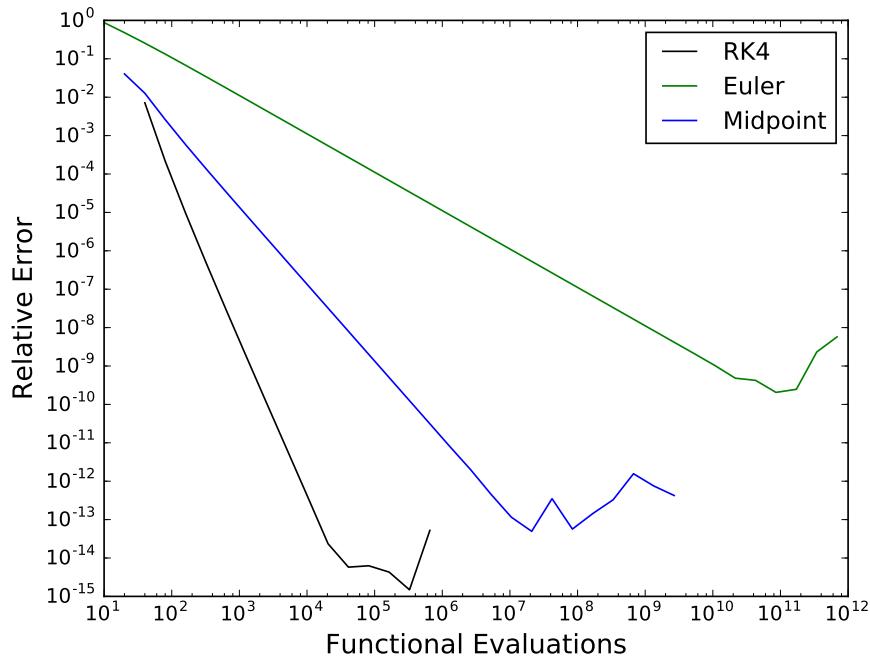


Figure 1.3: Here we graph the relative error in computing the solution of (1.4) at  $x = 8$ , versus the number of times the right side of (1.4) must be evaluated.

Let  $t^*$  be an approximation of some value  $t$ . The relative error of the approximation is

$$\frac{|t^* - t|}{|t|}.$$

Note that the relative error is simply the absolute error  $|t^* - t|$  normalized by the size of  $t$ . A method with order  $p$  has error of the form

$$E(h) = Ch^p.$$

This means that the graph of  $\log(E)$  versus  $\log(h)$  has slope  $p$ . The relative error of a numerical method can be approximated and graphed to verify that  $p$ th order

convergence is occurring. For example, consider the IVP

$$\begin{aligned} y' &= y - 2x + 4, \quad 0 \leq x \leq 2, \\ y(0) &= 0. \end{aligned} \tag{1.5}$$

The following code solves the initial value problem on several grids using the Euler method, approximates the relative error in computing  $y(2)$  and creates a plot (see Figure 1.4).

```
import matplotlib.pyplot as plt

a, b, ya = 0., 2., 0.

def ode_f(x,y):
    return np.array([y -2*x + 4.])

best_grid = 320           # number of subintervals in most refined grid
# Requires an implementation of the euler method
best_val = euler(ode_f, ya, a, b, best_grid)[-1]

smaller_grids = [10,20,40,80] # number of subintervals in smaller grids
h = [2./N for N in smaller_grids]
Euler_sol = [euler(ode_f, ya, a, b, N)[-1] for N in smaller_grids]
Euler_error = [abs((val - best_val)/best_val) for val in Euler_sol]

plt.loglog(h, Euler_error, '-b', label="Euler method", linewidth=2.)
plt.show()
```

**Problem 2.** Consider the IVP (1.5). Use the Midpoint method and the fourth order Runge-Kutta method (RK4) to approximate the value of the solution at  $x = 2$ , with a step size of  $h = 0.2, 0.1, 0.05, 0.025$ , and  $0.0125$ . Create a log-log plot of the relative error of each approximation using the `loglog` function in `matplotlib` (see Figure 1.4).

## Harmonic Oscillators and Resonance

Harmonic oscillators show up often in classical mechanics. A few examples include the pendulum (with small displacement), spring-mass systems, and the flow of electric current through various types of circuits. A harmonic oscillator can be described by an initial value problem of the form

$$\begin{aligned} my'' + \gamma y' + ky &= f(t), \\ y(0) &= y_0, \quad y'(0) = y'_0. \end{aligned}$$

We will describe the construction of this mathematical model in the context of a spring-mass system.

Suppose an object with mass  $m$  is placed at the end of a horizontal spring. The natural position of the object is called the *equilibrium position* for the system. If

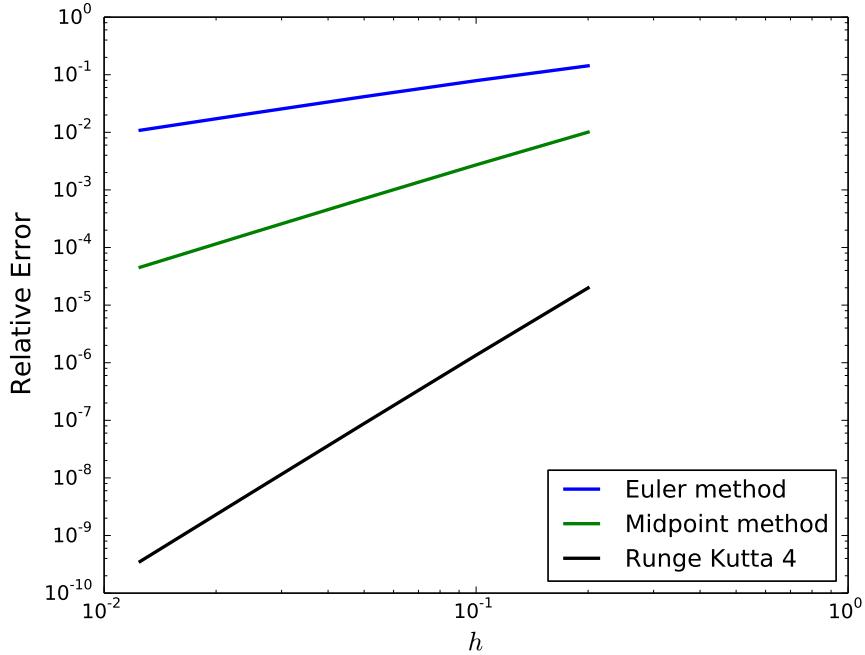


Figure 1.4: The solution of  $y' - y = -2x + 4$ ,  $y(0) = 0$ , is  $y(x) = -2 + 2x + 2e^x$ . This loglog plot shows the relative error in numerically approximating  $y(2)$ , using step sizes  $h = 0.2, 0.1, 0.05, 0.025$ , and  $0.0125$ . The slope of each line demonstrates the first, second, and fourth order convergence of the Euler, Midpoint, and RK4 methods, respectively.

the object is displaced from its equilibrium position and given an initial velocity, it will act like a harmonic oscillator. The principal property of a harmonic oscillator  $y(t)$  is that once  $y$  leaves its equilibrium value  $y = 0$ , it experiences a restoring force  $F_r = -ky$ . This force pushes  $y$  back towards its equilibrium. Hooke's law says that this holds true for a spring-mass system if the displacement  $y$  is small.

Often there is an additional damping force  $F_d$ , often due to some type of friction. This force is usually proportional to the  $y'$  (the *velocity*), is always in the opposite direction of  $y'$ , and represents energy leaving the system. (You can think of it as drag.) Thus we have  $F_d = -\gamma y'$ , where  $\gamma \geq 0$  is constant. We may also need to consider an additional external force  $f(t)$ , or a driving force, that is interacting with our spring-mass system.

By using Newton's law we obtain

$$\begin{aligned} ma &= F = F_r + F_d + f(t), \\ my'' &= -ky - \gamma y' + f(t). \end{aligned}$$

## Simple harmonic oscillators

A simple harmonic oscillator is a harmonic oscillator that is not damped ( $\gamma = 0$ ), and is free ( $f = 0$ ) rather than forced ( $f \neq 0$ ). A simple harmonic oscillator can be described by the IVP

$$\begin{aligned} my'' + ky &= 0, \\ y(0) = y_0, \quad y'(0) &= y'_0. \end{aligned}$$

The solution of this IVP is  $y = c_1 \cos(\omega_0 t) + c_2 \sin(\omega_0 t)$  where  $\omega_0 = \sqrt{k/m}$  is the natural frequency of the oscillator and  $c_1$  and  $c_2$  are determined by applying the initial conditions. This in turn can be written in the form

$$y = A \sin(\omega_0 t + \delta).$$

To solve this IVP using the fourth order Runge Kutta method (RK4), we need to write this system in the form

$$z'(t) = f(t, z(t))$$

We can do this by letting  $z_1 = y, z_2 = y'$ . Then we have

$$z' = \begin{bmatrix} z_1 \\ z_2 \end{bmatrix}' = \begin{bmatrix} z_2 \\ \frac{-k}{m} z_1 \end{bmatrix} = f(z).$$

**Problem 3.** Use the RK4 method to solve for the simple harmonic oscillator satisfying

$$\begin{aligned} my'' + ky &= 0, \quad 0 \leq t \leq 20, \\ y(0) = 2, \quad y'(0) &= -1, \end{aligned} \tag{1.6}$$

for  $m = 1$  and  $k = 1$ . Note that in your implementation of RK4, the constants  $K_1, K_2, K_3$ , and  $K_4$  become vectors with  $n$  entries, where  $n$  is the number of equations in the first-order system.

Plot your numerical approximation of  $y(t)$ . Compare this with its numerical approximation when  $m = 3$  and  $k = 1$ . Consider: Why does the difference in solutions make sense physically?

## Damped free harmonic oscillators

We now consider damped free harmonic oscillators. These systems are described by the differential equation

$$my''(t) + \gamma y'(t) + ky(t) = 0.$$

For fixed values of  $m$  and  $k$ , it is interesting to study the effect of the damping coefficient  $\gamma$ .

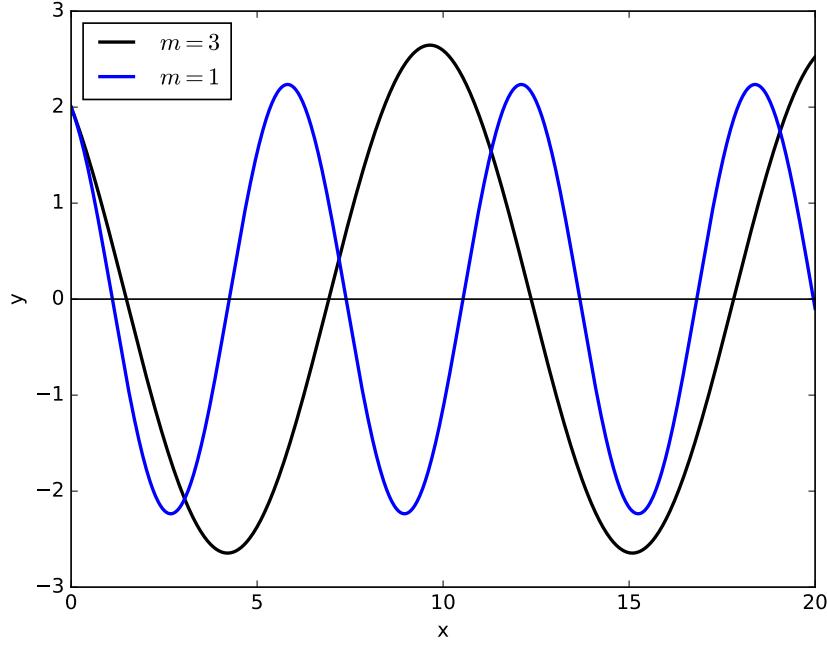


Figure 1.5: Solutions of (1.6) for several values of  $m$ .

The roots of the characteristic equation are

$$r_1, r_2 = \frac{-\gamma \pm \sqrt{\gamma^2 - 4km}}{2m}.$$

Note that the real parts of  $r_1$  and  $r_2$  are always negative, and so any solution  $y(t)$  will decay over time due to a dissipation of the system energy. There are several cases to consider for the general solution of this equation:

1. If  $\gamma^2 > 4km$ , then the general solution is  $y(t) = c_1 e^{r_1 t} + c_2 e^{r_2 t}$ . Here the system is said to be *overdamped*. Notice from the general solution that there is no oscillation in this case.
2. If  $\gamma^2 = 4km$ , then the general solution is  $y(t) = c_1 e^{\gamma t/2m} + c_2 t e^{\gamma t/2m}$ . Here the system is said to be *critically damped*.
3. If  $\gamma^2 < 4km$ , then the general solution is

$$\begin{aligned} y(t) &= e^{-\gamma t/2m} [c_1 \cos(\mu t) + c_2 \sin(\mu t)], \\ &= R e^{-\gamma t/2m} \sin(\mu t + \delta), \end{aligned}$$

where  $R$  and  $\delta$  are fixed, and  $\mu = \sqrt{4km - \gamma^2}/2m$ . This system does oscillate.

**Problem 4.** Use the RK4 method to solve for the damped free harmonic oscillator satisfying

$$\begin{aligned} y'' + \gamma y' + y &= 0, \quad 0 \leq t \leq 20, \\ y(0) &= 1, \quad y'(0) = -1. \end{aligned}$$

For  $\gamma = 1/2$ , and  $\gamma = 1$ , simultaneously plot your numerical approximations of  $y$ . Find  $y(20)$  accurate to four significant digits, by checking that the relative error is less than  $5 \times 10^{-5}$ . How many subintervals do you need?

## Forced harmonic oscillators without damping

Let's look at the systems described by the differential equation

$$my''(t) + ky(t) = F(t). \quad (1.7)$$

In many instances the external force  $F(t)$  is periodic, so let us assume that  $F(t) = F_0 \cos(\omega t)$ . If  $\omega_0 = \sqrt{k/m} \neq \omega$ , then the general solution of 1.7 is given by

$$y(t) = c_1 \cos(\omega_0 t) + c_2 \sin(\omega_0 t) + \frac{F_0}{m(\omega_0^2 - \omega^2)} \cos(\omega t).$$

If  $\omega_0 = \omega$ , then the general solution is

$$y(t) = c_1 \cos(\omega_0 t) + c_2 \sin(\omega_0 t) + \frac{F_0}{2m\omega_0} t \sin(\omega_0 t).$$

In the case that  $\omega_0 = \omega$ , the solution contains a term that grows arbitrarily large as  $t \rightarrow \infty$ . If we included damping then the solution would be bounded, but would still be large for small  $\gamma$  and  $\omega$  close to  $\omega_0$ .

Consider a physical spring-mass system. Equation 1.7 holds only for small oscillations (this is where Hooke's law is applicable). For larger oscillations, this equation will not hold. However, the fact that the equation predicts large oscillations suggests the spring-mass system could fall apart as a result of the external force. Mechanical resonance has been known to cause failure of bridges, buildings, and airplanes.

**Problem 5.** Use the RK4 method to solve for the damped and forced harmonic oscillator satisfying

$$\begin{aligned} 2y'' + \gamma y' + 2y &= 2 \cos(\omega t), \quad 0 \leq t \leq 40, \\ y(0) &= 2, \quad y'(0) = -1. \end{aligned} \quad (1.8)$$

For the following values of  $\gamma$  and  $\omega$ , plot your numerical approximations of  $y$  and find  $y(40)$  accurate to four significant digits:  $(\gamma, \omega) = (0.5, 1.5)$ ,

(0.1, 1.1), and (0, 1).

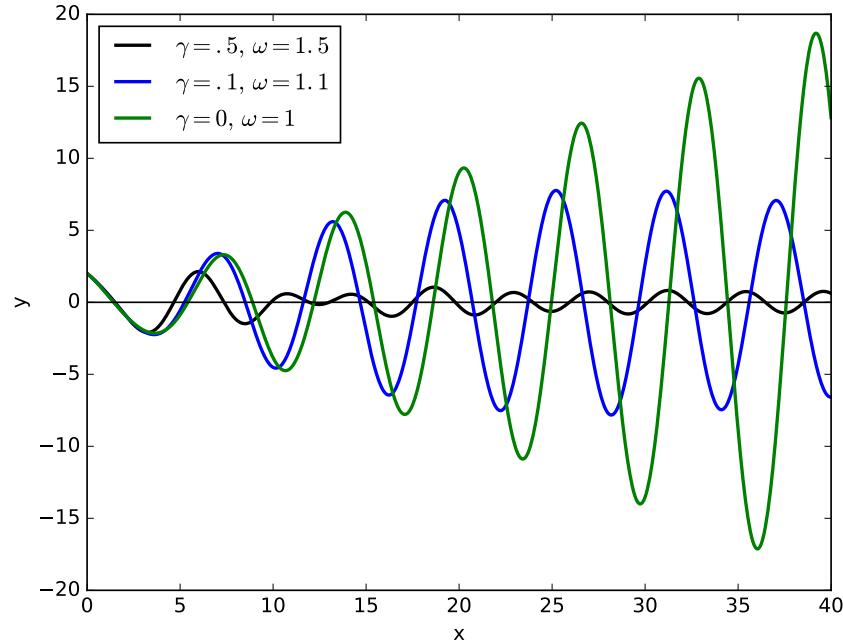


Figure 1.6: Solutions of (1.8) for several values of  $\omega$  and  $\gamma$ .



## Lab 2

# Weight Change and Predator-Prey Models

**Lab Objective:** We use IVP methods to study two dynamical systems. The first system is a weight change model based on thermodynamics and kinematics. The second model looks at the relationship between a predator and its prey.

### A weight change model

The main idea behind weight change is simple. If a person's energy intake is more than their energy expended, then they gain weight. If their intake is less, then they lose weight. Let the *energy balance*  $EB$  be the difference between *energy intake*  $EI$  and *energy expenditure*  $EE$ , so that

$$EB = EI - EE. \quad (2.1)$$

When the energy intake is greater than the energy expended, the balance is positive and weight is gained. Similarly, the balance is negative and weight is lost if the energy intake is less than the energy expended.

Body weight at time  $t$  is the sum of the weight of fat and lean tissue; that is,  $BW(t) = F(t) + L(t)$ . These quantities can be described by the compartmental model

$$\begin{aligned} \rho_F \frac{dF(t)}{dt} &= (1 - p(t))EB(t), \\ \rho_L \frac{dL(t)}{dt} &= p(t)EB(t), \end{aligned} \quad (2.2)$$

where  $p(t)$  and  $1 - p(t)$  represent the proportion of the energy balance ( $EB(t)$ ) that results in a change in the quantity of lean or fatty tissue, respectively. Constants  $\rho_L$  and  $\rho_F$  represent the energy density of lean and fatty tissue (about 1800 and 9400 kcal/kg).

Next we need to find expressions for  $p(t)$  and  $EB(t)$  in terms of  $L$  and  $F$  (the dependent variables),  $PAL$  and  $EI$  (possibly varying parameters), and other constant parameters.

The proportion  $p(t)$  will vary with  $F$  and  $L$ ; from Forbes' Law<sup>1</sup> we have that

$$\frac{dF}{dL} = \frac{F}{10.4}. \quad (2.3)$$

Hence,

$$\frac{F}{10.4} = \frac{dF}{dL} = \frac{dF/dt}{dL/dt} = \frac{\frac{(1-p(t))EB(t)}{\rho_F}}{\frac{p(t)EB(t)}{\rho_L}} = \frac{\rho_L}{\rho_F} \frac{1-p(t)}{p(t)}.$$

Solving for  $p(t)$  gives Forbes' equation

$$p(t) = \frac{C}{C + F(t)} \quad \text{where } C = 10.4 \frac{\rho_L}{\rho_F}. \quad (2.4)$$

We will use two expressions for energy expenditure (EE). First, we have the formula

$$EE = PAL \times RMR, \quad (2.5)$$

where  $PAL$  is your physical activity level and  $RMR$  your resting metabolic rate. Your resting metabolic rate can be determined by using the Mifflin equation. This equation is an estimate based on a population study and is widely used in the literature. It takes into account your gender, age (A) in years, and height (H) in meters:

$$RMR = \begin{cases} 9.99W + 625H + 5A + 5 & \text{if male} \\ 9.99W + 625H + 5A - 161 & \text{if female.} \end{cases} \quad (2.6)$$

Your physical activity level can be determined by using the table below.

1.40–1.69	People who are sedentary and do not exercise regularly, spend most of their time sitting, standing, with little body displacement
1.70–1.99	People who are active, with frequent body displacement throughout the day or who exercise frequently
2.00–2.40	People who engage regularly in strenuous work or exercise for several hours each day

Table 2.1: This is a rough guide for physical activity level (PAL).

The second expression for energy expenditure comes from decomposing more precisely the different ways that energy is expended:

$$EE = \underbrace{\delta BW}_{\substack{\text{physical} \\ \text{activity}}} + \underbrace{\beta_{tef} EI}_{\substack{\text{thermic} \\ \text{effect of} \\ \text{eating}}} + \underbrace{\gamma_F F + \gamma_L L + \eta_F \frac{dF}{dt} + \eta_L \frac{dL}{dt}}_{\text{resting metabolic rate (RMR)}} + K, \quad (2.7)$$

---

<sup>1</sup>Lean body mass-body fat interrelationships in humans, Forbes, G.B.; Nutrition reviews, pgs 225-231, 1987.

where  $\gamma_F = 22$  kcal/kg/d,  $\gamma_L = 3.2$  kcal/kg/d,  $\eta_F = 180$  kcal/kg, and  $\eta_L = 230$  kcal/kg<sup>2</sup><sup>3</sup>. Further, we let  $\beta_{tef} = 0.10$  and  $\beta_{at} = 0.14$  denote the coefficients for the thermic effect of feeding and adaptive thermogenesis, respectively. The parameter  $\delta$  is the coefficient representing the amount of energy expended from physical activity per kilogram of body mass. Notice that  $\gamma_L$  is significantly larger than  $\gamma_F$ . This means that lean tissue metabolizes energy much faster than fatty tissue. As a result, there are instances where one may want to increase their lean body mass through resistance training so that they are better able to support a higher caloric intake without significant weight gain. Finally, we remark that the constant  $K$  can be tuned to an individual's body type directly through RMR and fat measurement, and is assumed to remain constant over time.

Thus, since the input  $EI$  is assumed to be known, we can use (2.7) and (2.4) to write (2.2) in terms of  $F$  and  $L$ , thus allowing us to close the system of ordinary differential equations (ODEs).

Specifically, we have

$$\begin{aligned} RMR(t) &= \frac{EE}{PAL} = K + \gamma_F F(t) + \gamma_L L(t) + \eta_F \frac{dF}{dt} + \eta_L \frac{dL}{dt} + \beta_{at} EI \\ \frac{1}{PAL} (EE - EI + EI) &= K + \gamma_F F(t) + \gamma_L L(t) \\ &\quad + \left( \frac{\eta_F}{\rho_F} (1 - p(t)) + \frac{\eta_L}{\rho_L} p(t) \right) EB(t) + \beta_{at} EI. \\ \left( \frac{1}{PAL} - \beta_{at} \right) EI &= K + \gamma_F F(t) + \gamma_L L(t) \\ &\quad + \left( \frac{\eta_F}{\rho_F} (1 - p(t)) + \frac{\eta_L}{\rho_L} p(t) + \frac{1}{PAL} \right) EB(t). \end{aligned}$$

Solving for  $EB(t)$  in the last equation yields

$$EB(t) = \frac{\left( \frac{1}{PAL} - \beta_{at} \right) EI - K - \gamma_F F(t) - \gamma_L L(t)}{\frac{\eta_F}{\rho_F} (1 - p(t)) + \frac{\eta_L}{\rho_L} p(t) + \frac{1}{PAL}}. \quad (2.8)$$

In equilibrium ( $EB = 0$ ), this gives us

$$K = \left( \frac{1}{PAL} - \beta_{at} \right) EI - \gamma_F F - \gamma_L L. \quad (2.9)$$

Thus, for a subject who has maintained the same weight for a while, one can determine  $K$  by using (2.9), if they know their average caloric intake and amount of fat (assume  $L = BW - F$ ). The function `weight_odesystem` in the following code implements (2.2).

```
from math import log
# Fixed Constants:
```

<sup>2</sup>Modeling weight-loss maintenance to help prevent body weight regain; Hall, K.D. and Jordan, P.N.; *The American journal of clinical nutrition*, pg 1495, 2008

<sup>3</sup>Quantification of the effect of energy imbalance on bodyweight; Hall, K.D. et al.; *The Lancet*, pgs 826-837, 2011

```

rho_F = 9400.
rho_L = 1800.
gamma_F = 3.2
gamma_L = 22.
eta_F = 180.
eta_L = 230.
C = 10.4 # Forbes constant
beta_AT = 0.14 # Adaptive Thermogenesis
beta_TEF = 0.1 # Thermic Effect of Feeding
K = 0

def forbes(F):
    C1 = C * rho_L / rho_F
    return C1 / (C1 + F)

def energy_balance(F, L, EI, PAL):
    p = forbes(F)
    a1 = (1. / PAL - beta_AT) * EI - K - gamma_F * F - gamma_L * L
    a2 = (1 - p) * eta_F / rho_F + p * eta_L / rho_L + 1. / PAL
    return a1 / a2

def weight_odesystem(t, y, EI, PAL):
    F, L = y[0], y[1]
    p, EB = forbes(F), energy_balance(F, L, EI, PAL)
    return np.array([(1 - p) * EB / rho_F, p * EB / rho_L])

def fat_mass(BW, age, H, sex):
    BMI = BW / H**2.
    if sex == 'male':
        return BW * (-103.91 + 37.31 * log(BMI) + 0.14 * age) / 100
    else:
        return BW * (-102.01 + 39.96 * log(BMI) + 0.14 * age) / 100

```

**Problem 1.** Consider the initial value problem

$$\begin{aligned}
 \rho_F \frac{dF(t)}{dt} &= (1 - p(t))EB(t), \\
 \rho_L \frac{dL(t)}{dt} &= p(t)EB(t), \\
 F(0) &= F_0, \\
 L(0) &= L_0.
 \end{aligned} \tag{2.10}$$

The ode is given above by the function `weight_odesystem`. To solve this IVP for a specific individual we need initial conditions  $F_0$  and  $L_0$ . The function `fat_mass` given earlier calculates  $F_0$  based on an individual's body weight (kg), age, height (meters), and gender.  $L_0$  is then given by  $L_0 = BW - F_0$ .

Suppose a 38 year old female, standing 5'8" and weighing 160 lbs, reduces her intake from 2143 to 2025 calories/day, and increases her physical activity from little to no exercise ( $PAL=1.4$ ) to exercising to 2-3 days per week ( $PAL=1.5$ ). Using RK4, find and graph the solution curve for this single-stage weightloss intervention over a period of 5 years.

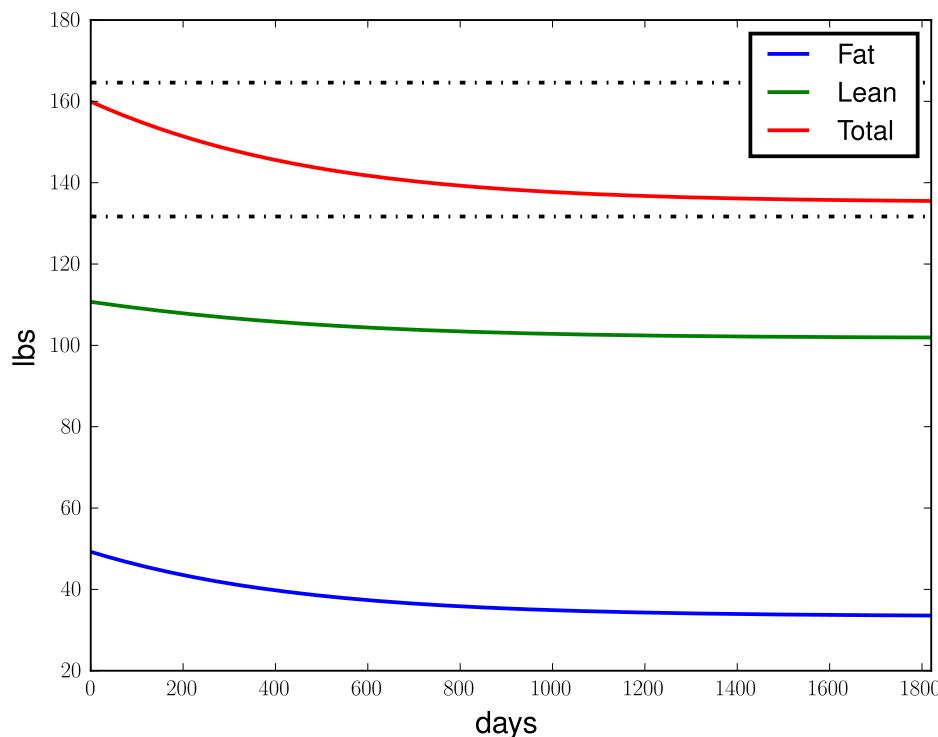


Figure 2.1: The solution of the weight change model for problem 1.

Note the provided code requires quantities in metric units (kilograms, meters, days) while our graph is converted to units of pounds and days.

**Problem 2.** Modify the preceding problem to handle a two stage weightloss intervention: Suppose for the first 16 weeks intake is reduced from 2143 to 1600 calories/day and physical activity is increased from little to no exercise ( $PAL=1.4$ ) to an hour of exercise 5 days per week ( $PAL=1.7$ ). The following 16 weeks intake is increased from 1600 to 2025 calories/day, and exercise is limited to only 2-3 days per week ( $PAL=1.5$ ).

Find and graph the solution curve over a period of 32 weeks.

## Two Predator-Prey Models

### The Lotka-Volterra model

The Lotka-Volterra predator-prey model is a well-known system of ODEs given by

$$\begin{aligned}\frac{du}{dt} &= au - buv, \\ \frac{dv}{dt} &= -cv + duv.\end{aligned}$$

$u$  and  $v$  represent the prey and predator populations, respectively. Here  $a$  represents the rate of growth of the prey, and  $b$  the amount of prey being eaten. Similarly,  $c$  represents the rate of natural predator death, and  $d$  the growth of the predator population due to the quantity of prey eaten.

Let us look at the dynamics of this system. First we note that there are exactly two equilibria (fixed points): either  $(u, v) = (0, 0)$  corresponding to the extinction of both species, or  $(u, v) = (\frac{c}{d}, \frac{a}{b})$ . Furthermore, from the ODEs we can see that if  $v = 0$  (there is an absence of any predators) then the population of prey will grow exponentially.

To get a better idea of the dynamics of this system we will graph its phase portrait. We begin by nondimensionalizing the system to reduce the number of parameters: Let  $U = \frac{u}{c}$ ,  $V = \frac{v}{a}$ ,  $\bar{t} = at$ , and  $\alpha = \frac{d}{a}$ . Substituting into the original ODEs we obtain the nondimensional system of equations

$$\begin{aligned}\frac{dU}{d\bar{t}} &= U(1 - V), \\ \frac{dV}{d\bar{t}} &= \alpha V(U - 1).\end{aligned}\tag{2.11}$$

In the following code we plot the phase portrait of (2.11) along with a example trajectory, see Figures 2.2 and 2.3. To plot the direction field for the equations we use `numpy`'s `meshgrid` function and `matplotlib`'s `quiver` function.

```
from scipy.integrate import odeint
a, b = 0., 13.                                # (Nondimensional) Time interval for one '←
                                                # period'
alpha = 1. / 3                                  # Nondimensional parameter
dim = 2                                         # dimension of the system
y0 = np.array([1 / 2., 1 / 3.])    # initial conditions

# Note: swapping order of arguments to match the calling convention
# used in the built in IVP solver.
def Lotka_Volterra(y, x):
    return np.array([y[0] * (1. - y[1]), alpha * y[1] * (y[0] - 1.)])

subintervals = 200
# Using the built in ode solver
Y = odeint(Lotka_Volterra, y0, np.linspace(a, b, subintervals))

# Plot the direction field
Y1, Y2 = np.meshgrid(np.arange(0, 4.5, .2), np.arange(0, 4.5, .2), sparse=True, ←
                     copy=False)
U, V = Lotka_Volterra((Y1, Y2), 0)
```

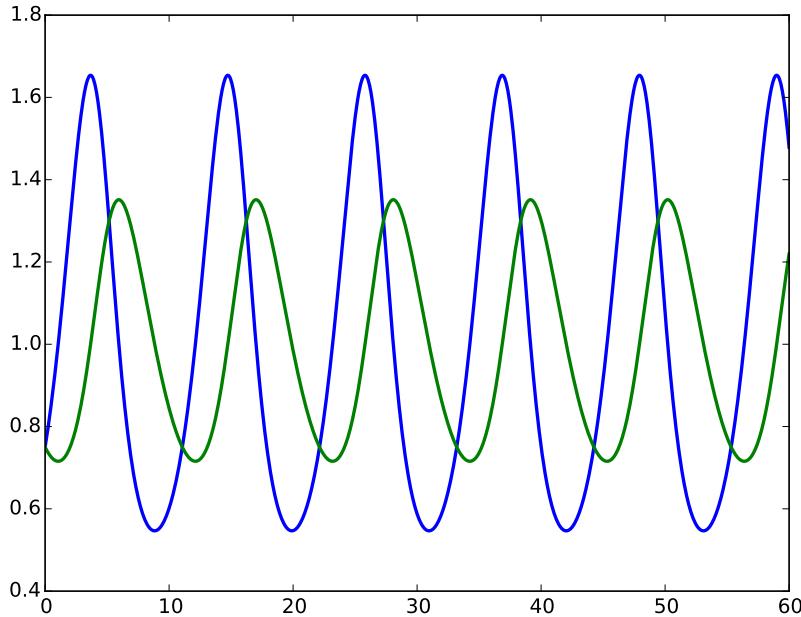


Figure 2.2: The solution of the nondimensionalized Lotka-Volterra predator-prey equations with parameter  $\alpha = 1/3$ . This solution has initial conditions  $(U, V) = (3/4, 3/4)$ .

```

Q = plt.quiver(Y1[::3, ::3], Y2[::3, ::3], U[::3, ::3], V[::3, ::3], pivot='mid',
                 color='b', units='dots', width=3.)
# Plot the 2 Equilibrium points
plt.plot(1, 1, 'ok', markersize=8)
plt.plot(0, 0, 'ok', markersize=8)
# Plot the solution in phase space
plt.plot(Y[:,0], Y[:,1], '-k', linewidth=2.0)
plt.plot(Y[::10,0], Y[::10,1], '*b')

plt.axis([-5, 4.5, -5, 4.5])
plt.title("Phase Portrait of the Lotka-Volterra Predator-Prey Model")
plt.xlabel('Prey', fontsize=15)
plt.ylabel('Predators', fontsize=15)
plt.show()

```

**Problem 3.** Compute the solutions  $(U, V)$  of (2.11) for initial conditions  $(1/2, 3/4)$ ,  $(1/16, 3/4)$ , and  $(1/40, 3/4)$ . Add these solutions to the phase portrait of the Lotka-Volterra model. Can you see any limitations of this model?

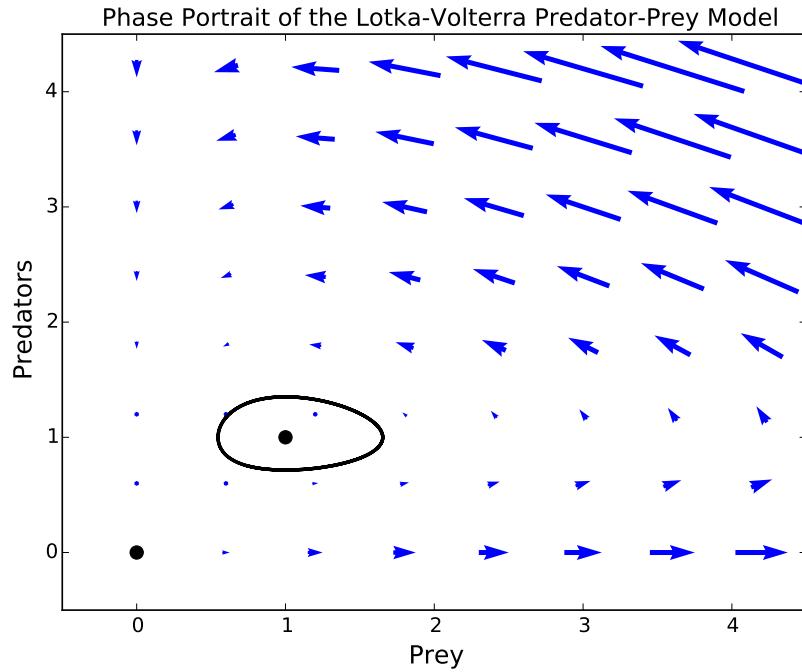


Figure 2.3: The phase portrait for the nondimensionalized Lotka-Volterra predator-prey equations with parameters  $\alpha = 1/3$ . The portrait includes the direction field, the two equilibrium points, and the graph of the solution with initial conditions  $(U, V) = (3/4, 3/4)$ .

### The Logistic model

We have already noticed that in the absence of predators, the Lotka-Volterra equations predict that the prey population will grow exponentially. The logistic predator-prey equations change this dynamic by adding a term to give the prey population a carrying capacity  $K$ :

$$\begin{aligned}\frac{du}{dt} &= au \left(1 - \frac{u}{K}\right) - buv, \\ \frac{dv}{dt} &= -cv + duv.\end{aligned}$$

Let  $U = \frac{u}{K}$ ,  $V = \frac{b}{a}v$ ,  $\bar{t} = at$ ,  $\alpha = \frac{dK}{a}$ , and  $\beta = \frac{c}{dK}$ . Then the nondimensional logistic equations are

$$\begin{aligned}\frac{dU}{d\bar{t}} &= U(1 - U - V), \\ \frac{dV}{d\bar{t}} &= \alpha V(U - \beta).\end{aligned}\tag{2.12}$$

**Problem 4.** Compute the solutions  $(U, V)$  of (2.12) for initial conditions  $(1/3, 1/3)$  and  $(1/2, 1/5)$ . Do this for parameter values  $\alpha, \beta = 1, .3$  and also for values  $\alpha, \beta = 1, 1.1$ . Create a phase portrait for the logistic equations using both sets of parameter values. Remember to plot the direction field, all equilibrium points, and the orbits of the solutions.



## Lab 3

# The Shooting Method for Boundary Value Problems

Consider a boundary value problem of the form

$$\begin{aligned} y'' &= f(x, y, y'), \quad a \leq x \leq b, \\ y(a) &= \alpha, \quad y(b) = \beta. \end{aligned} \tag{3.1}$$

One natural way to approach this problem is to study the initial value problem (IVP) associated with this differential equation:

$$\begin{aligned} y'' &= f(x, y, y'), \quad a \leq x \leq b, \\ y(a) &= \alpha, \quad y'(a) = t. \end{aligned} \tag{3.2}$$

The goal is to determine an appropriate value  $t$  for the initial slope, so that the solution of the IVP is also a solution of the boundary value problem.

Let  $y(x, t)$  be the solution of (3.2). We wish to find a value of  $t$  so that  $y(b, t) - \beta = 0$ . Applying Newton's method to the function  $h(t) = y(b, t) - \beta$ , we obtain the iterative method

$$\begin{aligned} t_{n+1} &= t_n - \frac{h(t_n)}{h'(t_n)}, \\ &= t_n - \frac{y(b, t_n) - \beta}{\frac{d}{dt} y(b, t)|_{t_n}}, \quad n = 0, 1, \dots \end{aligned}$$

We recall that Newton's method requires a good initial guess  $t_0$ ; a plausible initial guess would be the average rate of change of the solution across the entire interval, so that  $t_0 = (\beta - \alpha)/(b - a)$ . If this initial guess is not sufficient, the initial guess may be refined by looking at the solution  $y(x, t_0)$  of the initial value problem.

This method requires us to evaluate or approximate the function  $\frac{d}{dt} y(b, t)|_{t_n}$ . This term may be approximated with a finite difference, giving us the iterative method

$$t_{n+1} = t_n - \frac{(y(b, t_n) - \beta)(t_n - t_{n-1})}{y(b, t_n) - y(b, t_{n-1})}, \quad n = 1, 2, \dots$$

This variation of the shooting algorithm is called the secant method, and requires two initial values instead of one. Notice that finding  $y(b, t_n)$  requires solving the initial value problem using RK4 or some other method.

For example, consider the boundary value problem

$$\begin{aligned} y'' &= -4y - 9 \sin(x), \quad x \in [0, 3\pi/4], \\ y(0) &= 1, \\ y(3\pi/4) &= -\frac{1+3\sqrt{2}}{2}. \end{aligned} \tag{3.3}$$

The following code implements the secant method to solve (3.3). Notice that `odeint` is the solver used for the initial value problems.

```

1 import numpy as np
2 from scipy.integrate import odeint
3 from matplotlib import pyplot as plt
4
5 # y'' + 4y = -9sin(x), y(0) = 1., y(3*pi/4.) = -(1.+3*sqrt(2))/2., y'(0) = -2
6 # Exact Solution: y(x) = cos(2x) + (1/2)sin(2x) - 3sin(x)
7
8 def find_t(f,a,b,alpha,beta,t0,t1,maxI):
9     sol1 = 0
10    i = 0
11    while abs(sol1-beta) > 10**-8 and i < maxI:
12        sol0 = odeint(f,np.array([alpha,t0]), [a,b],atol=1e-10)[1,0]
13        sol1 = odeint(f,np.array([alpha,t1]), [a,b],atol=1e-10)[1,0]
14        t2 = t1 - (sol1 - beta)*(t1-t0)/(sol1-sol0)
15        t0 = t1
16        t1 = t2
17        i = i+1
18    if i == maxI:
19        print "t not found"
20    return t2
21
22 def solveSecant(f,X,a,b,alpha,beta,t0,t1,maxI):
23     t = find_t(f,a,b,alpha,beta,t0,t1,maxI)
24     sol = odeint(f,np.array([alpha,t]), X,atol=1e-10)[:,0]
25     return sol
26
27 def ode(y,x):
28     return np.array([y[1], -4*y[0]-9*np.sin(x)])
29
30 X = np.linspace(0,3*np.pi/4,100)
31 Y = solveSecant(ode,X,0,3*np.pi/4,1,-(1.+3*np.sqrt(2))/2,
32                  (1+(1.+3*np.sqrt(2))/2)/(-3*np.pi/4)←
33                  ,-1,40)
34
35 plt.plot(X,Y,'-k',linewidth=2)
36 plt.show()

```

secant\_method.py

**Problem 1.** Appropriately defined initial value problems will usually have a unique solution. Boundary value problems are not so straightforward; they may have no solution or they may have several. You may have to determine which solution is physically interesting. The following bvp has at least two

solutions. Using the secant method, find both numerical solutions and their initial slopes. (Their plots are given in Figure 3.1.) What initial values  $t_0, t_1$  did you use to find them?

$$\begin{aligned}y'' &= -4y - 9 \sin(x), \quad x \in [0, \pi], \\y(0) &= 1, \\y(\pi) &= 1.\end{aligned}$$

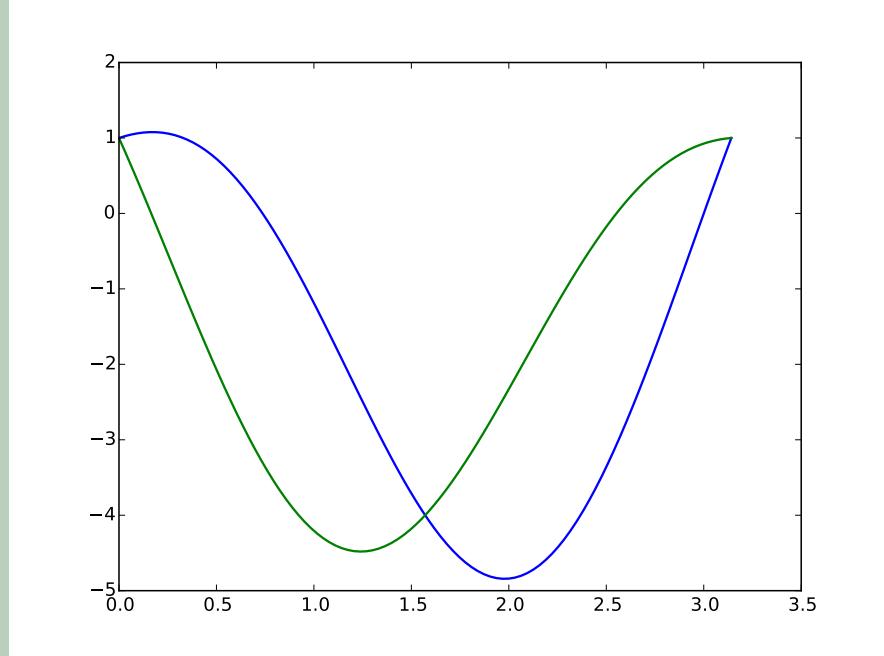


Figure 3.1: Two solutions of  $y'' = -4y - 9 \sin(x)$ , both satisfying the boundary conditions  $y(0) = y(\pi) = 1$ .

Let us consider how to solve for  $\frac{d}{dt}y(b, t)$ . We will assume that the function  $y(x, t)$  can be differentiated with respect to  $x$  and  $t$  in any order, and let  $z(x, t) = \frac{d}{dt}y(x, t)$ . Using the chain rule, we obtain

$$\begin{aligned}z'' &= \frac{d}{dt}y''(x, t) = \frac{\partial f}{\partial y}(x, y(x, t), y'(x, t)) \cdot \frac{dy}{dt}(x, t), \\&\quad + \frac{\partial f}{\partial y'}(x, y(x, t), y'(x, t)) \cdot \frac{dy'}{dt}(x, t),\end{aligned}$$

Using the initial conditions associated with  $y(x, t)$ , we obtain the following initial value problem for  $z(x, t)$ :

$$\begin{aligned}z'' &= \frac{\partial f}{\partial y}(x, y, y')z + \frac{\partial f}{\partial y'}(x, y, y')z', \quad a \leq x \leq b, \\z(a) &= 0, \quad z'(a) = 1.\end{aligned}$$

To use Newton's method, the (coupled) IVPs for  $y$  and  $z$  must be solved simultaneously. The iterative method then becomes

$$t_{n+1} = t_n - \frac{y(b, t_n) - \beta}{z(b, t_n)}, \quad n = 0, 1, \dots$$

**Problem 2.** Use Newton's method to solve the BVP

$$y'' = 3 + \frac{2y}{x^2}, \quad x \in [1, e],$$

$$y(1) = 6,$$

$$y(e) = e^2 + 6/e.$$

Plot your solution. (Compare with Figure 3.2.) What is an appropriate initial guess?

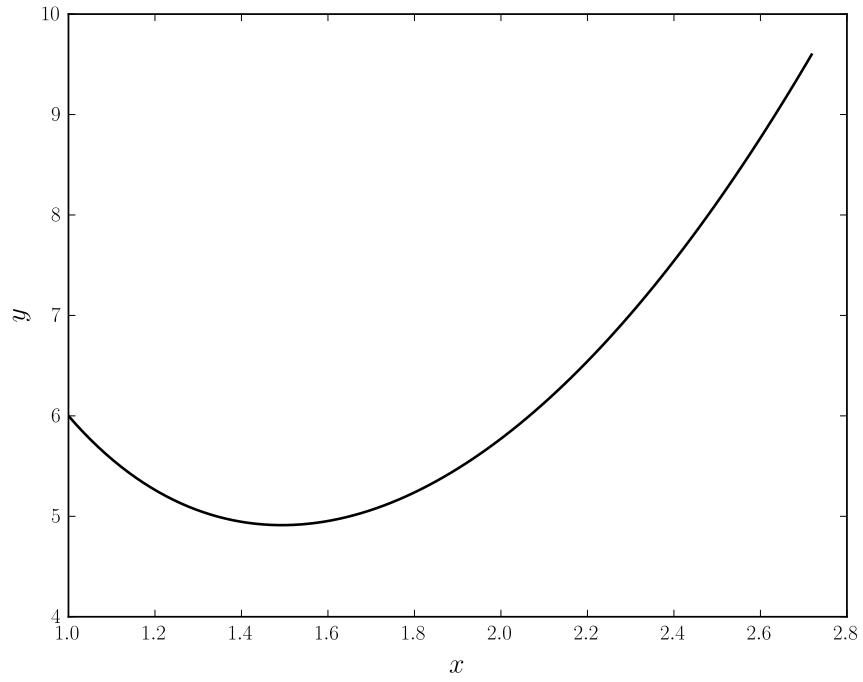


Figure 3.2: The solution of  $y'' = 3 + 2y/x^2$ , satisfying the boundary conditions  $y(1) = 6$ ,  $y(e) = e^2 + 6/e$ .

## The Cannon Problem

Consider the problem of aiming a projectile at a given target. Here we will construct a differential equation that describes the path of the projectile and takes

into account air resistance. We will then use the shooting method to determine the angle at which the projectile should be launched.

Let the coordinates of the projectile be given by  $\vec{r}(t) = \langle x(t), y(t) \rangle$ . If  $\theta(t)$  represents the angle of the velocity vector from the positive  $x$ -axis and  $v(t)$  represents the speed of the projectile ( $|\vec{v}(t)|$ ), then we have

$$\begin{aligned}\dot{x} &= v \cos \theta, \\ \dot{y} &= v \sin \theta.\end{aligned}$$

Note that each of  $x$ ,  $y$ ,  $\theta$ , and  $v$  are functions of  $t$ , so the dot denotes  $\frac{d}{dt}$ . The tangent vector to the path traced by the projectile is the unit vector in the direction of the projectile's velocity, so  $\vec{T}(t) = \langle \cos \theta, \sin \theta \rangle$ . The unit normal vector  $\vec{N}(t)$  is given by  $\vec{N}(t) = \langle -\sin \theta, \cos \theta \rangle$ . Thus the relationship between basis vectors  $\vec{i}, \vec{j}$ , and  $\vec{T}(t), \vec{N}(t)$  is given by

$$\begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} \vec{i} \\ \vec{j} \end{bmatrix} = \begin{bmatrix} \vec{T}(t) \\ \vec{N}(t) \end{bmatrix}$$

Let  $F_g$  represent the force on the projectile due to gravity, and  $F_d$  represent the force on the projectile due to air resistance. (We assume the air is still.) From Newton's law we have

$$m\dot{\vec{v}} = F_g + F_d.$$

The drag equation from fluid dynamics says that the force on the projectile due to air resistance is  $kv^2 = (1/2)\rho c_D A v^2$ , where  $\rho$  is the mass density of air (about  $1.225 \text{ kg/m}^3$ ),  $v$  is the speed of the projectile, and  $A$  is its cross-sectional area. The drag coefficient  $c_D$  is a dimensionless quantity that changes with respect to the shape of the object. (If we assume our projectile is spherical with a diameter of .2 m, then its drag coefficient  $c_D \approx 0.47$ , its cross-sectional area is  $\pi/100 \text{ m}^2$ , and we obtain  $k \approx 0.009$ .)

Thus the total force on the shell is

$$\begin{aligned}m\dot{\vec{v}} &= -mg\vec{j} - kv^2\vec{T}, \\ &= -mg(\sin \theta\vec{T} + \cos \theta\vec{N}) - kv^2\vec{T}, \\ &= (-mg \sin \theta - kv^2)\vec{T} - mg \cos \theta\vec{N}.\end{aligned}\tag{3.4}$$

From the identity  $\vec{v} = \langle \dot{x}, \dot{y} \rangle = \langle v \cos \theta, v \sin \theta \rangle$  we have

$$\begin{aligned}m\dot{\vec{v}} &= m(\dot{v} \cos \theta - v \sin \theta \cdot \dot{\theta}, \dot{v} \sin \theta + v \cos \theta \cdot \dot{\theta}) \\ &= m(\dot{v} \cos \theta - v \sin \theta \cdot \dot{\theta})(\cos \theta\vec{T} - \sin \theta\vec{N}) \\ &\quad + m(\dot{v} \sin \theta + v \cos \theta \cdot \dot{\theta})(\sin \theta\vec{T} + \cos \theta\vec{N}), \\ &= m(\vec{T} \cdot \dot{v} + \vec{N} \cdot v \cdot \dot{\theta}).\end{aligned}\tag{3.5}$$

From equations (3.4) and (3.5) we have

$$\begin{aligned}m\dot{v} &= -mg \sin \theta - kv^2, \\ m v \dot{\theta} &= -mg \cos \theta.\end{aligned}$$

Thus we have the coupled system of differential equations

$$\begin{aligned}\dot{x} &= v \cos \theta, \\ \dot{y} &= v \sin \theta, \\ \dot{v} &= -g \sin \theta - kv^2/m, \\ \dot{\theta} &= -g \cos \theta/v.\end{aligned}$$

The independent variable  $t$  used above is unessential to our problem. If we assume that  $t$  is an smooth invertible function of  $x$  ( $t = t(x)$ ), then we obtain

$$\begin{aligned}\frac{dy}{dx} &= \frac{dy}{dt} \frac{dt}{dx}, \\ &= \frac{dy}{dt} \frac{1}{v \cos \theta}, \\ &= \frac{v \sin \theta}{v \cos \theta} = \tan \theta.\end{aligned}$$

We find  $\frac{dv}{dx}$  and  $\frac{d\theta}{dx}$  in a similar manner. Thus our system of differential equations becomes

$$\begin{aligned}\frac{dy}{dx} &= \tan \theta, \\ \frac{dv}{dx} &= -\frac{g \sin \theta + \mu v^2}{v \cos \theta}, \\ \frac{d\theta}{dx} &= -\frac{g}{v^2},\end{aligned}\tag{3.6}$$

where  $\mu = k/m$ . In the next problem we will assume that the projectile has a mass of about 60 kg, so that  $\mu \approx .0003$ .

**Problem 3.** Suppose a projectile is fired from a cannon with velocity  $45 \text{ m/s}^2$ . At what angle  $\theta(0)$  should it be fired to land at a distance of 195 m?

There should be two initial angles  $\theta(0)$  that produce a solution for this bvp. Use the secant method to numerically compute and then plot both trajectories.

$$\begin{aligned}\frac{dy}{dx} &= \tan \theta, \\ \frac{dv}{dx} &= -\frac{g \sin \theta + \mu v^2}{v \cos \theta}, \\ \frac{d\theta}{dx} &= -\frac{g}{v^2}, \\ y(0) &= y(195) = 0, \\ v(0) &= 45 \text{ m/s}^2\end{aligned}\tag{3.7}$$

( $g = 9.8067 \text{ m/s}^2$ .) Find both solutions for this boundary value problem when  $\mu = .0003$ . Compare with the solutions when  $\mu = 0$ . Their graphs are given in Figure 3.4.

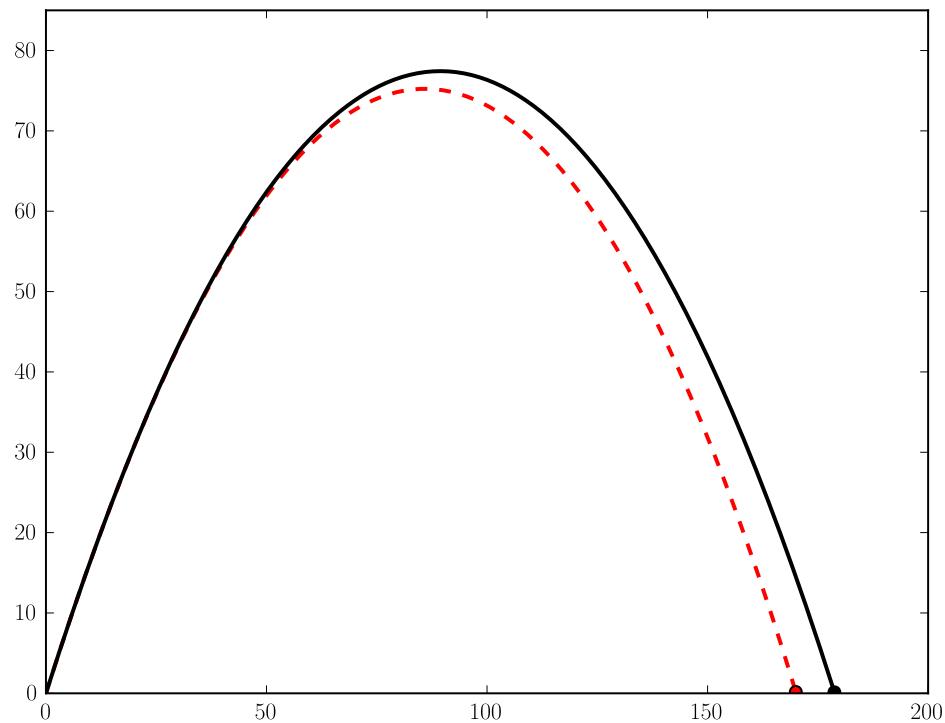


Figure 3.3: Two solutions of the system of equations (3.6), both with initial conditions  $y(0) = 0$  m,  $v(0) = 45$  m/s, and  $\theta(0) = \pi/3$ . The black curve is the trajectory of a projectile immune to air resistance ( $\mu = 0$ ). The red curve describes the trajectory of a more realistic projectile ( $\mu = .0003$ ).

Hint: This is a system of three first order differential equations, and so our secant method requires a slight modification. Keeping in mind that the unknown initial condition is  $\theta(0)$ , not  $y'(0)$ , define an appropriate function  $h(t)$ .

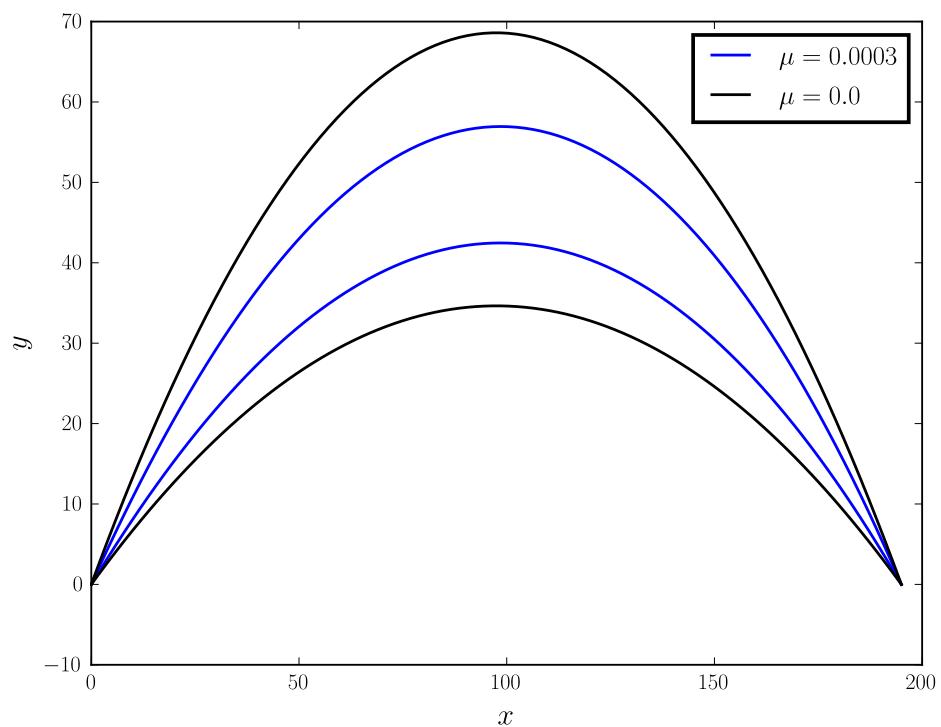


Figure 3.4: Two solutions of the boundary value problem (3.7) when the air resistance is described by the parameter  $\mu = .0003$ . Also both solutions when air resistance is not described in the model ( $\mu = 0$ ).

## Lab 4

# Modelling the spread of an epidemic: SIR models

The SIR model describes the spread of an epidemic through a large population. It does this by describing the movement of the population through three phases of the disease: those individuals who are *susceptible*, those who are *infectious*, and those who have been *removed* from the disease. Those individuals in the removed class have either died, or have recovered from the disease and are now immune to it. If the outbreak occurs over a short period of time, we may reasonably assume that the total population is fixed, so that  $S'(t) + I'(t) + R'(t) = 0$ . We may also assume that  $S(t) + I(t) + R(t) = 1$ , so that  $S(t)$  represents the *fraction* of the population that is susceptible, etc.

Individuals may move from one class to another as described by the flow

$$S \rightarrow I \rightarrow R.$$

Let us consider the transition rate between  $S$  and  $I$ . Let  $\beta$  represent the average number of contacts made per day that could spread the disease. The proportion of these contacts that are with a susceptible individual is  $S(t)$ . Thus, one infectious individual will on average infect  $\beta S(t)$  others per day. Let  $N$  represent the total population size. Then we obtain the differential equation

$$\frac{d}{dt}(S(t)N) = -\beta S(t)(I(t)N)$$

Now consider the transition rate between  $I$  and  $R$ . We assume that there is a fixed proportion  $\gamma$  of the infectious group who will recover on a given day, so that

$$\frac{d}{dt}R(t) = -\gamma I(t).$$

Note that  $\gamma$  is the reciprocal of the average length of time spent in the infectious phase.

Since the derivatives sum to 0, we have  $I'(t) = -S'(t) - R'(t)$ , so the differential

equations are given by

$$\begin{aligned}\frac{dS}{dt} &= -\beta IS, \\ \frac{dI}{dt} &= \beta IS - \gamma I, \\ \frac{dR}{dt} &= \gamma I.\end{aligned}$$

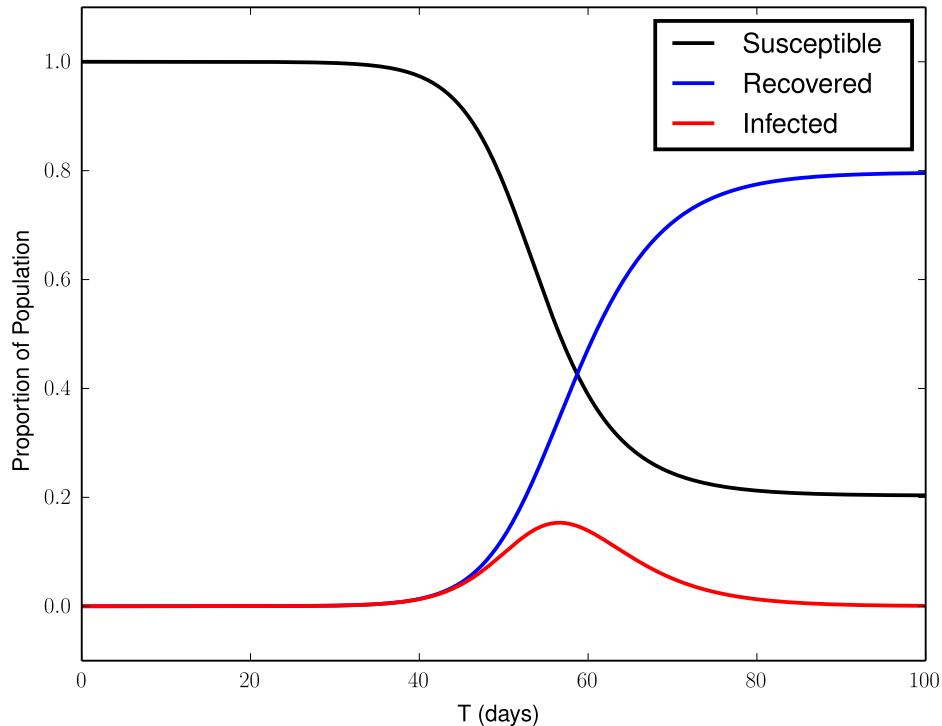


Figure 4.1: Solution to Problem (1)

**Problem 1.** Solve the IVP

$$\begin{aligned}\frac{dS}{dt} &= -\frac{1}{2}IS, \\ \frac{dI}{dt} &= \frac{1}{2}IS - \frac{1}{4}I, \\ \frac{dR}{dt} &= \frac{1}{4}I, \\ S(0) &= 1 - 6.25 \cdot 10^{-7}, \\ I(0) &= 6.25 \cdot 10^{-7}, \\ R(0) &= 0,\end{aligned}$$

on the interval  $[0, 100]$ , and plot your results. See Figure 4.1.

**Problem 2.** Suppose that, in a city of approximately three million, five have recently entered the city carrying a certain disease. (Suppose they have just entered the infectious state.)

Each of those individuals has a contact each day that could spread the disease, and an average of three days is spent in the infectious state. Find the solution of the corresponding SIR equations for the next fifty days.

At the peak of the infection, how many in the city will still be able to work? (Assume for simplicity that those who are in the infectious state either cannot go to work or are unproductive, etc.) Answer the same question if instead of three days, an average of seven days is spent in the infectious state.

Hint: Find the  $t$  value that maximizes  $I$ . Then  $(S + R) * 3000000$  is the number of individuals who can work at the peak of the infection.

**Problem 3.** Suppose that, in a city of approximately three million, five have recently entered the city carrying a certain disease. (Suppose they have just entered the infectious state.)

Each of those individuals will make three contacts every ten days that could spread the disease, and an average of four days is spent in the infectious state. Find the solution of the corresponding SIR equations and plot your results. See Figure 4.2.

## Variations on the SIR Model

SIS Models describe diseases where individuals who have recovered from the disease do not gain any lasting immunity. There are only two compartments in this model: those who are *susceptible*, and those who are *infectious*.

The basic equations are given by

$$\begin{aligned}\frac{dS}{dt} &= -\beta IS + \gamma I, \\ \frac{dI}{dt} &= \beta IS - \gamma I\end{aligned}$$

If we add to our basic SIR model to account for the death rate and an equal

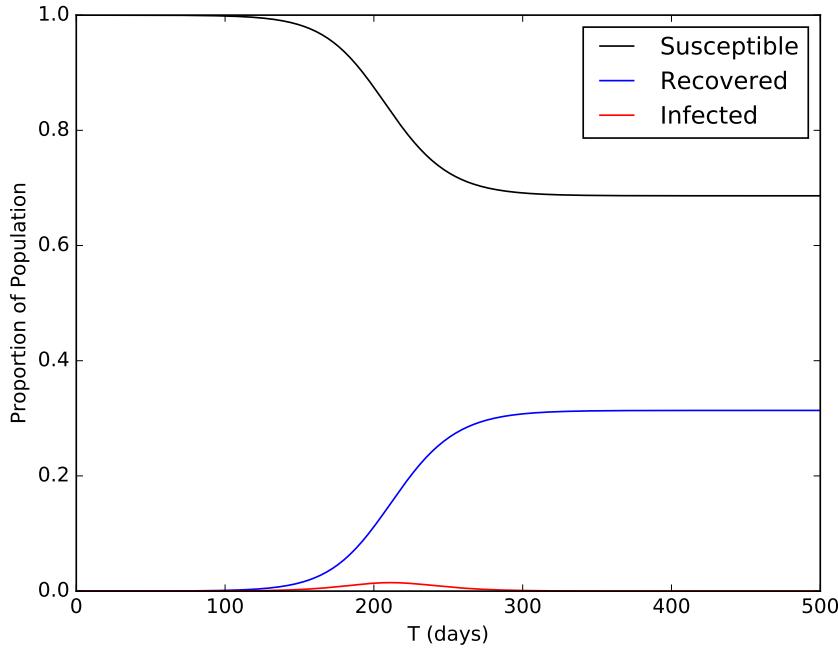


Figure 4.2: Solution to Problem (3).

birth rate, the equations become

$$\begin{aligned}\frac{dS}{dt} &= \mu(1 - S) - \beta IS, \\ \frac{dI}{dt} &= \beta IS - (\gamma + \mu)I, \\ \frac{dR}{dt} &= \gamma I - \mu R\end{aligned}$$

SIRS models take the previous model and allow the transfer of individuals from the recovered/removed class to rejoin the susceptible class.

$$\begin{aligned}\frac{dS}{dt} &= fR + \mu(1 - S) - \beta IS, \\ \frac{dI}{dt} &= \beta IS - (\gamma + \mu)I, \\ \frac{dR}{dt} &= -fR + \gamma I - \mu R.\end{aligned}$$

The next exercise uses a variation of the basic SIR model to describe the spread of measles. It assumes that the rate at which measles is contracted depends on the season, i.e. the rate is periodic. That allows us to formulate the yearly occurrence rate for measles as a boundary value problem. To solve this problem we will use a full-featured BVP solver that is available as a Python package. Several industrial-grade BVP solvers have been written in Fortran. One of these, `bvp_solver`, has been

wrapped for Python and is available as a scikit. If you have not installed it, you can install it by running the command `pip install scikits.bvp_solver` in the command line. The code below demonstrates how to use `bvp_solver` to solve the BVP

$$\epsilon y'' + yy' - y = 0, \quad y(-1) = 1, \quad y(1) = -1/3.$$

```

import numpy as np
from scikits import bvp_solver
import matplotlib.pyplot as plt

epsilon, lbc, rbc = .1, 1., - 1. / 3.

def ode(x , y):
    return np.array([y[1] , (1. / epsilon) * (y[0] - y[0] * y[1])])

# The BVP solver package expects you to pass it the boundary
# conditions as a callable function that computes the difference
# between a guess at the boundary conditions
# and the desired boundary conditions.
# When we use the BVP solver, we will tell it how many constraints
# there should be on each side of the domain so that it knows
# how many entries to expect in the tuples BCa and BCb.
# In this case, we have one boundary condition on either side.
# These constraints are expected to evaluate to 0 when the
# boundary condition is satisfied.
def bcs(ya, yb):
    BCa = np.array([ya[0] - lbc])      # 1 Boundary condition on the left
    BCb = np.array([yb[0] - rbc])      # 1 Boundary condition on the right
    return BCa, BCb

problem = bvp_solver.ProblemDefinition(num_ODE=2,
                                         num_parameters=0,
                                         num_left_boundary_conditions=1,
                                         boundary_points=(-1, 1),
                                         function=ode,
                                         boundary_conditions=bcs)

solution = bvp_solver.solve(problem, solution_guess=(- 1. / .3, - 4. / 3.))

A = np.linspace(-1., 1., 200)
T = solution(A)
plt.plot(A, T[0,:], '-k', linewidth=2.)
plt.show()

```

**Problem 4.** SEIR models are another variation of the basic SIR model. Basically they added another compartment, called the *exposed* or *latency* phase, to the basic compartments *susceptible*, *infectious*, and *recovered*.

An SEIR model is used to describe the spread of measles (see <sup>a</sup>). The rate at which susceptible individuals may contract measles is seasonal, and corresponds to a periodic function  $\beta(t) = \beta_0(1 + \beta_1 \cos 2\pi t)$ . Parameters  $\mu$  and  $\lambda$  represent the birth rate of the population and the latency period of measles, respectively.  $\eta$  represents the infectious period before an individual moves from the infectious class to the recovered class. After recovery an

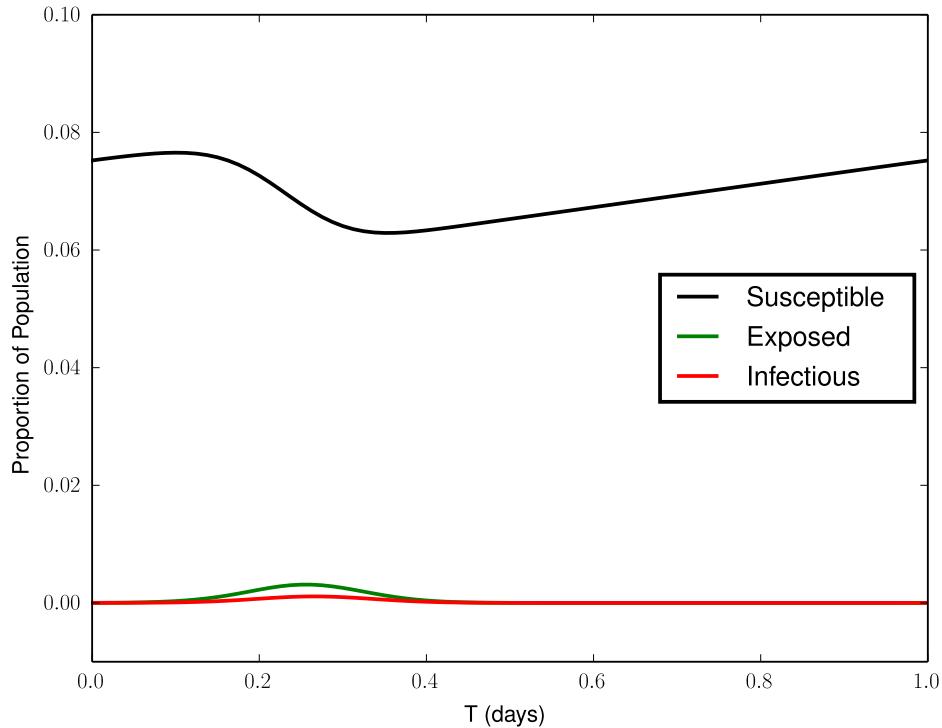


Figure 4.3: Solution to Problem (4)

individual remains immune. The boundary value problem is given by

$$\begin{bmatrix} S \\ E \\ I \end{bmatrix}' = \begin{bmatrix} \mu - \beta(t)SI \\ \beta(t)SI - E/\lambda \\ E/\lambda - I/\eta \end{bmatrix},$$

$$S(0) = S(1),$$

$$E(0) = E(1),$$

$$I(0) = I(1)$$

Solve this BVP with parameters  $\beta_1 = 1$ ,  $\beta_0 = 1575$ ,  $\eta = 0.01$ ,  $\lambda = .0279$ , and  $\mu = .02$ . Note: in this case, time is measured in years, so run the solution over the interval  $[0, 1]$  to show a one-year cycle. The boundary conditions are really just saying that the year will begin and end in the same state.

Hint: `bvp_solver` requires *separated boundary conditions*. In other words, each equation in the set of boundary conditions can only include values at one end of the interval. To deal with this, let  $C = [C_1, C_2, C_3]$ , and add the equation

$$C' = 0$$

to the system of ODEs given above (for a total of 6 equations). Then the

boundary conditions can be separated using the following trick:

$$\begin{pmatrix} C_1(0) \\ C_2(0) \\ C_3(0) \end{pmatrix} = \begin{pmatrix} S(0) \\ E(0) \\ I(0) \end{pmatrix}, \quad \begin{pmatrix} C_1(1) \\ C_2(1) \\ C_3(1) \end{pmatrix} = \begin{pmatrix} S(1) \\ E(1) \\ I(1) \end{pmatrix}.$$

Now  $C_1, C_2, C_3$  become the 4th, 5th, and 6th rows of your solution matrix, so the 3 boundary conditions for the left are obtained by subtracting the last three entries of  $y(0)$  from the first three entries. Similarly, your right boundary conditions will look like  $yb[0 : 3] - yb[3 :]$ .

When you code your boundary conditions, note that `bvp_solver` changes the initial conditions to force all the entries in the two arrays to be zero. You can use the initial conditions from Fig. 4.3 as your initial guess (which will be an array of 6 elements). Remember that the initial infected proportion is small, not 0.

---

<sup>a</sup>Numerical Solution of Boundary Value Problems for Ordinary Differential Equations, by Aescher, Mattheij, and Russell



## Lab 5

# Lorenz Equations

**Lab Objective:** *Investigate the behavior of a system that exhibits chaotic behavior. Demonstrate methods for visualizing the evolution of a system.*

Chaos is everywhere. It can crop up in unexpected places and in remarkably simple systems, and a great deal of work has been done to describe the behavior of chaotic systems. One primary characteristic of chaos is that small changes in initial conditions result in large changes over time in the solution curves.

## The Lorenz System

One of the earlier examples of chaotic behavior was discovered by Edward Lorenz. In 1963, while working to study atmospheric dynamics he derived the simple system of equations

$$\begin{aligned}\frac{\partial x}{\partial t} &= \sigma(y - x) \\ \frac{\partial y}{\partial t} &= \rho x - y - xz \\ \frac{\partial z}{\partial t} &= xy - \beta z\end{aligned}$$

where  $\sigma$ ,  $\rho$ , and  $\beta$  are all constants. After deriving these equations, he plotted the solutions and observed some unexpected behavior. For appropriately chosen values of  $\sigma$ ,  $\rho$ , and  $\beta$ , the solutions did not tend toward any steady fixed points, nor did the system permit any stable cycles. The solutions did not tend off toward infinity either. With further work, he began the study of what was called a strange attractor. This system, though relatively simple, exhibits chaotic behavior.

**Problem 1.** Use Mayavi's `plot3d` function to plot the trajectories of several points in the Lorenz system. Use  $\sigma = 10$ ,  $\beta = \frac{8}{3}$ , and  $\rho = 28$ . Choose random initial values between  $-15$  and  $15$ . The result should look something

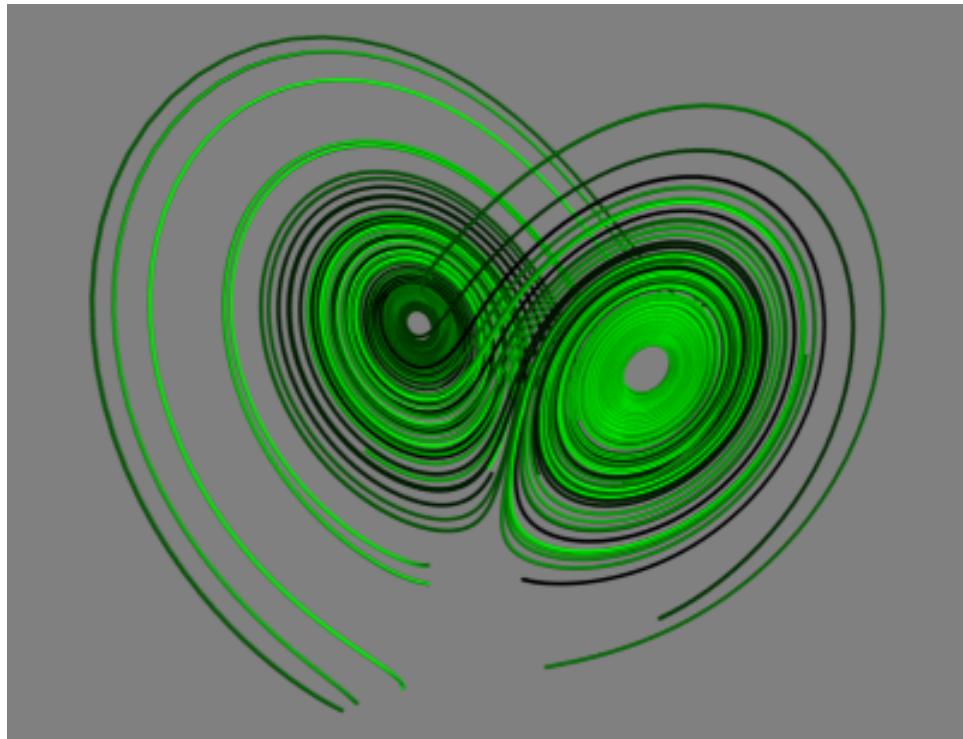


Figure 5.1: Approximate solutions to the Lorenz equations for several random starting points.

like Figure 5.1.

## Animation in Mayavi

Here we will take a brief diversion into some tools for plotting that will help us to visualize the evolution of systems like the one we are studying here. Both Matplotlib and Mayavi allow for some kind of visualization. Here we will work primarily with the animation functions in Mayavi, though similar functionality is available in Matplotlib.

### Setting Data

Said simply, most things you plot in Mayavi, allow you to change their data. For things you plot using the basic built in plotting functions in the `mlab` api this can be done using the `set` and `reset` methods of the `mlab_source` attribute of the object created by the plotting function. For example, the following short script will plot the curve  $(t, \cos(t), 0)$ , in spite of the fact that we originally plot the data corresponding to the curve  $(t, \sin(t), 0)$ .

```
import numpy as np
```

---

```

from mayavi import mlab

x = np.linspace(- 2 * np.pi, 2 * np.pi)
y = np.sin(x)
z = np.zeros_like(x)
# Plot the first curve.
curve = mlab.plot3d(x, y, z)
# Change the y values.
curve.mlab_source.set(y=np.cos(x))
# Show the new curve.
mlab.show()

```

We can use this functionality in conjunction with some function decorators included in Mayavi to make a plot that continually evolves. For example, we can continuously shift the phase of a curve like the one above using something like this:

```

from mayavi import mlab
import numpy as np

def animate_sine(resolution=101, step=1, delay=20):
    # Compute the initial values for the curve.
    # Leave off the last point so we can update by rolling the entries of the ←
        array from
    # the end to the beginning.
    x = np.linspace(0, 4 * np.pi, resolution)[-1]
    # Make the surface object and the initial plot.
    c = mlab.plot3d(x, np.sin(x), np.zeros_like(x), line_width=.2)
    # Use decorators to call the update the plot
    # periodically with a given time delay.
    # 'animate' is a generator that updates
    # the plot each time it is called.
    # The show decorator takes care of showing the figure.
    @mlab.show
    @mlab.animate(delay=delay)
    def animate():
        # Get 'y' back from the surface object.
        y = c.mlab_source.y
        # Update the plot at each iteration of this loop.
        while True:
            y = np.roll(y, step)
            c.mlab_source.set(y=y)
            yield
        # Run the animation on the figure.
        animate()
    # Run the full animation.
    animate_sine()

```

The `set` method can also be used on 3D surfaces. The following two examples show how this is done. The surfaces they animate are shown in Figure 5.2.

```

from mayavi import mlab
import numpy as np

def animate_harmonic(resolution=51, delay=25):
    # Make the initial data for the surface.
    x = np.linspace(0, np.pi, resolution)
    y = np.linspace(0, np.pi, resolution)
    x, y = np.meshgrid(x, y, copy=False)

```

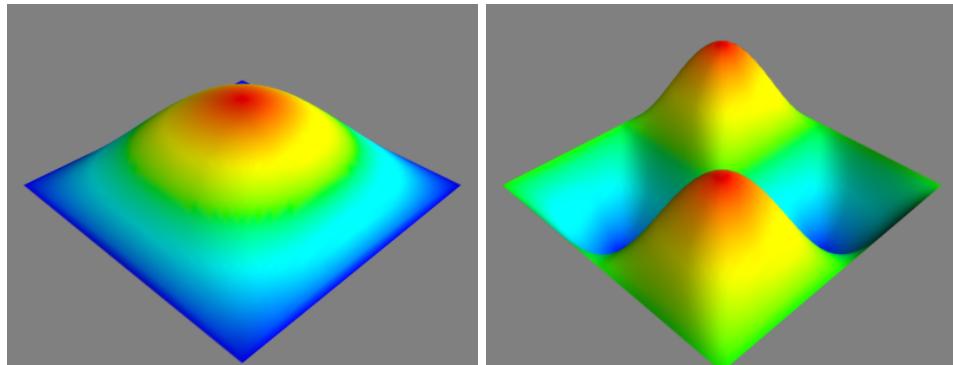


Figure 5.2: Simple surfaces we can animate with Mayavi.

```

z = np.sin(x) * np.sin(y)
# Plot the surface.
# For now use zeros as the z values.
# It will use the scalars values to select colors,
# so we'll have it match the colors to the z values now.
c = mlab.mesh(x, y, np.zeros_like(z), scalars=z)
# Animate it by changing the 'z' values.
@mlab.show
@mlab.animate(delay=delay)
def animate():
    # We'll have it oscillate between its current value
    # and the negative of its current value.
    # We'll have scale range from values of 0 to 2 * np.pi.
    scale = 0.
    while True:
        # Update the scale
        scale += .05
        # Cycle back toward 0 if necessary.
        if scale > 2 * np.pi:
            scale -= 2 * np.pi
        # Update the plot
        c.mlab_source.set(z = np.sin(scale) * z)
        yield
    # Run the animation on the figure.
animate()
# Run the full animation.
animate_harmonic()

```

Here is an example that uses this same approach to plot a more generic oscillating surface.

```

import numpy as np
from mayavi import mlab

def oscillate(x, y, z, delay=20):
    @mlab.show
    @mlab.animate(delay=delay)
    def animate(x, y, z):
        # Make the initial plot.
        surface = mlab.mesh(x, y, np.zeros_like(z), scalars=z)
        # Use this variable to scale it at each step in the animation.

```

---

```

        scale = 0.
        while True:
            scale += .05
            if scale > 2 * np.pi:
                scale -= 2 * np.pi
            # Update the 'z' values for the surface.
            surface.mlab_source.set(z = np.sin(scale) * z)
            yield
        # Run the animation
        animate(x, y, z)

# Here's another fun example.
# Construct the data for the plot.
x = np.linspace(0, np.pi)
y = np.linspace(0, np.pi)
x, y = np.meshgrid(x, y, copy=False)
z = np.sin(2 * x) * np.sin(2 * y)
# Run the animation.
oscillate(x, y, z)

```

## Resetting Data

The `set` method we have shown thus far is useful when we are changing the values of the data used in a plot, but it does not work when we need to change the *shape* of the arrays involved as well. Some times it is necessary to change the shapes of the arrays used for the plot. To do this we must use the `reset` method. Here is an example where we use the `reset` method to trace out a helix curve like the one shown in Figure 5.3

```

from mayavi import mlab
import numpy as np

def trace_helix(resolution=401, delay=10, step=1):
    z = np.linspace(0, 2, resolution)
    x = np.cos(4 * np.pi * z)
    y = np.sin(4 * np.pi * z)
    # Make a line to start from.
    # Note that the 'x', 'y', and 'z' coordinates for the curve must be contained in arrays or lists.
    # Only passing the coordinates of the first point will not work.
    # Notice how we are passing in the color.
    # The color is expected to be a tuple (not a list or array) representing RGB values for the desired color.
    c = mlab.plot3d(x[:1], y[:1], z[:1], line_width=.2, color=(1, 0, 0))
    # Set the camera position to a good angle for this plot.
    mlab.gcf().scene.camera.position = [3.95632052, 3.95626431, 4.95668558]
    mlab.gcf().scene.camera.focal_point = [2.27987766e-04, 1.71780586e-04, 1.000059305]
    mlab.gcf().scene.camera.clipping_range = [3.25443332, 11.39746923]
    @mlab.show
    @mlab.animate(delay=delay)
    def animate():
        scale = 0.
        for i in xrange(2 + step, z.size, step):
            # Reset the 'x', 'y', and 'z' coordinates for the graph.
            c.mlab_source.reset(x=x[:i], y=y[:i], z=z[:i])

```

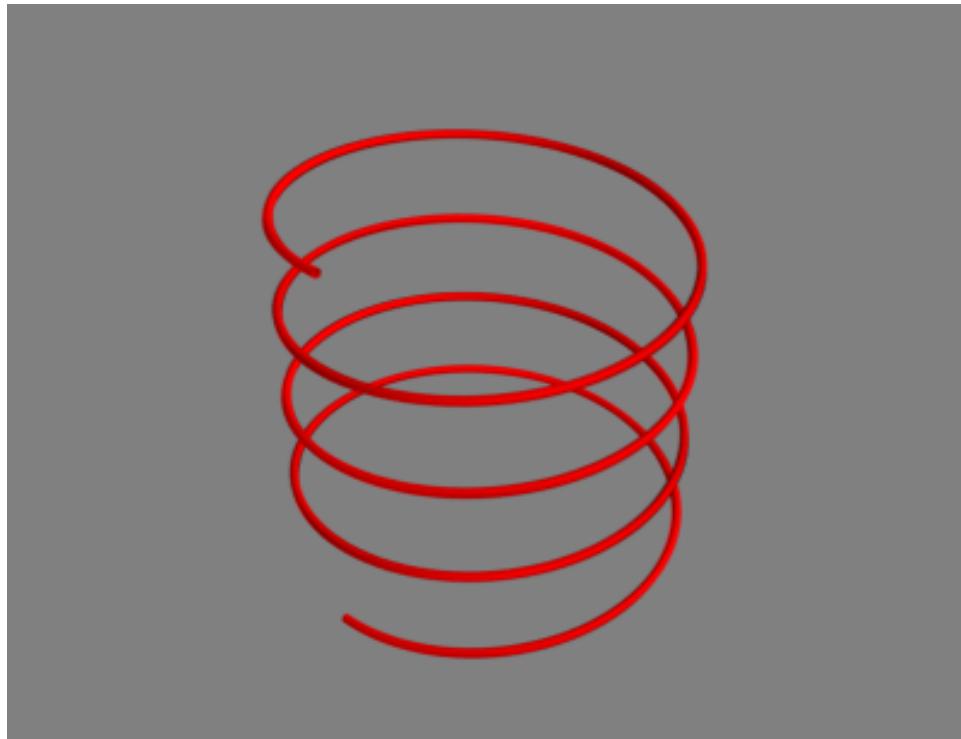


Figure 5.3: A simple curve we can animate using Mayavi.

```

        yield
    animate()
trace_helix()
```

If you want to reset the zoom at each update so that the view updates to match the plot you can do the following

```

from mayavi import mlab
import numpy as np

def trace_helix(resolution=401, delay=10, step=1):
    z = np.linspace(0, 2, resolution)
    x = np.cos(4 * np.pi * z)
    y = np.sin(4 * np.pi * z)
    c = mlab.plot3d(x[:1], y[:1], z[:1], line_width=.2, color=(1, 0, 0))
    @mlab.show
    @mlab.animate(delay=delay)
    def animate():
        scale = 0.
        for i in xrange(2 + step, z.size, step):
            c.mlab_source.reset(x=x[:i], y=y[:i], z=z[:i])
            # Reset the zoom at each iteration.
            mlab.gcf().scene.reset_zoom()
            yield
    animate()
trace_helix()
```

If you would like to find the proper configuration for the camera there are several different ways to do it. One is to plot the full figure, and access the camera `scene`, `focal_point`, `clipping_range`, `viewing_angle`, and `view_up` attributes, save their values and use them to configure the plot as shown in the first example involving the helix.

You can also use the Mayavi pipeline window. You can open this window by clicking the button at the top-right of the window where your plot appears. If you click the red record button, move your plot to the position you want it to have, then stop the recording, you will be able to get the desired camera positioning.

**Problem 2.** Write a Python function that animates the Lorenz system using Mayavi. Have it accept a number of trajectories to plot, a final time value, a resolution for the plot, a stepping number (how many new points to include at each update of the plot), and a time delay to use between iterations. Generate your starting points the same way you did in problem 1. Use different colors for each trajectory.

We will now use animations to demonstrate that the Lorenz system is very sensitive to changes in the initial conditions.

**Problem 3.** Write another Python function that produces a similar animation as the one in Problem 2. Use one initial guess, but solve the ODE system using the arguments `atol=1E-14` and `rtol=1E-12`, and then `atol=1E-15` and `rtol=1E-13` when you call `scipy.odeint`. Have your function accept a final time value, a resolution for the curve, a stepping number, and a time delay to use between iterations. What happens as you let your solution curves evolve over time? Try running the simulation for longer periods of time.

**Problem 4.** Write another animation that plots a single solution set and another solution set with slightly perturbed initial conditions. We will perturb the initial conditions by the smallest representable floating point value. If `x0` is our first initial condition, let the second set of initial conditions, `x1`, be `x1 = x0 * (1. + 2.22E-16)`. What happens as you let your solution curves evolve over time? Try running the simulation for longer periods of time.

## Lyapunov Exponents

The Lyapunov exponent of a dynamical system is one measure of how chaotic a system is. While there are more conditions for a system to be considered chaotic, one of the primary indicators of a chaotic system is *extreme sensitivity to initial conditions*. Strictly speaking, this is saying that a chaotic system is poorly conditioned. Usually, in dynamical systems, the sensitivity to changes in initial conditions

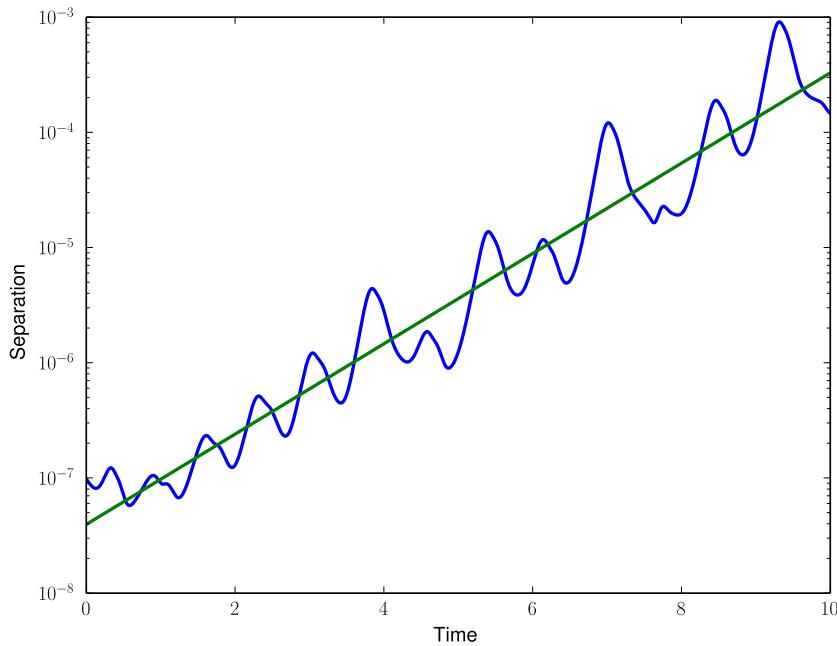


Figure 5.4: A semilog plot of the separation between two solutions to the Lorenz equations together with a fitted line that gives a rough estimate of the Lyapunov exponent of the system.

depends exponentially on the time the system is allowed to evolve. If  $\delta(t)$  represents the difference between two solution curves, when  $\delta(t)$  is small, the following approximation holds.

$$\|\delta(t)\| \sim \|\delta(0)\|e^{\lambda t}$$

where  $\lambda$  is a constant called the Lyapunov exponent. For the Lorenz system, experimentally it can be verified that  $\lambda \approx .9$ .

**Problem 5.** Get a crude estimate of the Lyapunov exponent for the Lorenz system. Write a Python function that, finds an initial point on the strange attractor, runs the simulation to a given time  $t$ , and produces a semilog plot of the norm of the difference between the two solution curves. Also have it plot an exponential line fitted to match the curve (this will be linear on the semilog plot). Have it return a rough estimate of the Lyapunov exponent. The output should be something like Figure 5.4.

Note: In order to get a good estimate of the Lyapunov exponent, your initial guess should already lie on the strange attractor. You can get a value on the attractor by running the system for a while to find a good initial guess.

Hint: To find the fitting line, take the logarithm of the norms of the differences, compute a linear fit, then take the exponential function of the resulting line. The Lyapunov exponent will be approximately equal to the slope found by the linear regression.



## Lab 6

# Hysteresis

Recall that any ordinary differential equation can be written as a first order system of ODEs,

$$\dot{x} = F(x), \quad \dot{x} := \frac{d}{dt}x(t). \quad (6.1)$$

Many interesting applications and physical phenomena can be modeled using ODEs. Given a mathematical model of the form (6.1), it is important to understand geometrically how its solutions behave. This information can then be conveyed in a phase portrait, a graph describing solutions of (6.1) with differential initial conditions. The first step in constructing a phase portrait is to find the equilibrium solutions of the equation, i.e., the zeros of  $F(x)$ , and to determine their stability.

It is often the case that the mathematical model we study depends on some parameter or set of parameters  $\lambda$ . Thus the ODE becomes

$$\dot{x} = F(x, \lambda). \quad (6.2)$$

The parameter  $\lambda$  can then be tuned to better fit the physical application. As  $\lambda$  varies, the equilibrium solutions and other geometric features of (6.2) may suddenly change. A value of  $\lambda$  where the phase portrait changes is called a *bifurcation point*; the study of how these changes occur is called *bifurcation theory*. The parameter values and corresponding equilibrium solutions are often graphed together in a bifurcation diagram.

As an example, consider the scalar differential equation

$$\dot{x} = x^2 + \lambda. \quad (6.3)$$

For  $\lambda > 0$  equation (6.3) has no equilibrium solutions. At  $\lambda = 0$  the equilibrium point  $x = 0$  appears, and for  $\lambda < 0$  it splits into two equilibrium points. For this system, a bifurcation occurs at  $\lambda = 0$ . This is an example of a saddle-node bifurcation. The bifurcation diagram is shown in Figure 6.1

Suppose that  $F(x_0, \lambda_0) = 0$ . We use a method called natural embedding to find zeros  $(x, \lambda)$  of  $F$  for nearby values of  $\lambda$ . Specifically, we step forward in  $\lambda$  by letting  $\lambda_1 = \lambda_0 + \Delta\lambda$ , and use Newton's method to find the value  $x_1$  that satisfies

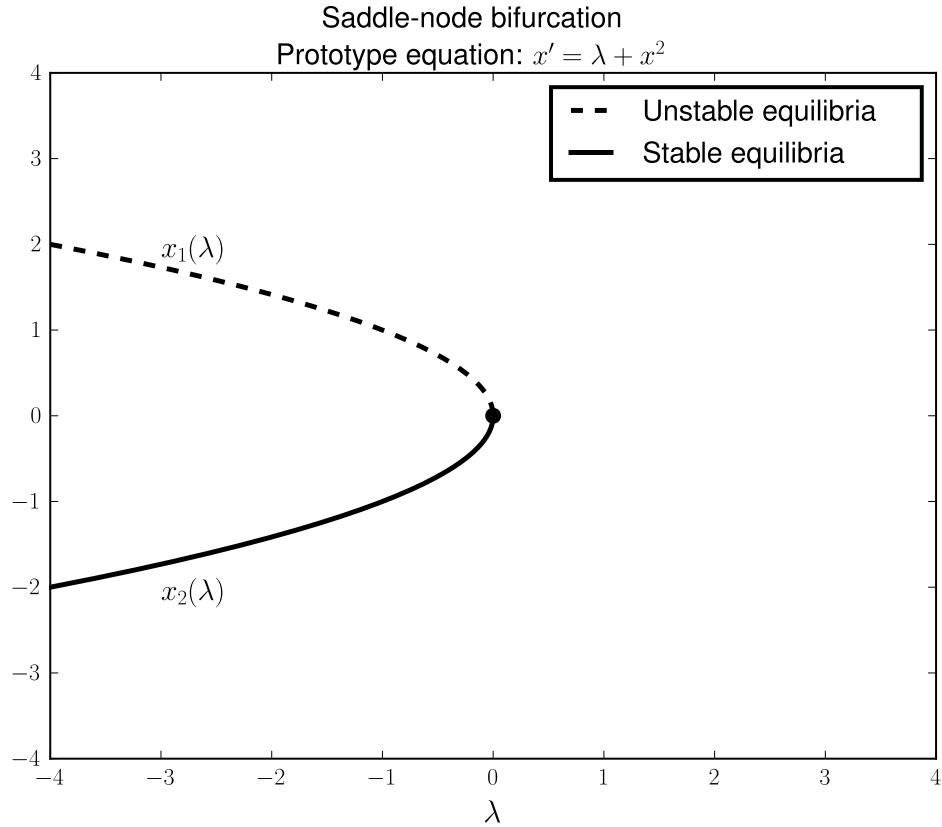


Figure 6.1: Bifurcation diagram for the equation  $\dot{x} = \lambda + x^2$ .

$F(x_1, \lambda_1) = 0$ . This method works well except when  $\lambda$  is near a bifurcation point  $\lambda^*$ .

The following code implements the natural embedding algorithm, and then uses that algorithm to find the curves in the bifurcation diagram for (6.3). Notice that this algorithm needs a good initial guess for  $x_0$  to get started.

```
import numpy as np
import matplotlib.pyplot as plt
from scipy.optimize import newton

def EmbeddingAlg(param_list, guess, F):
    X = []
    for param in param_list:
        try:
            # Solve for x_value making F(x_value, param) = 0.
            x_value = newton(F, guess, fprime=None, args=(param,), tol=1E-7, ←
                             maxiter=50)
            # Record the solution and update guess for the next iteration.
            X.append(x_value)
            guess = x_value
        except RuntimeError:
            # If Newton's method fails, return a truncated list of parameters
            # with the corresponding x values.
            pass
```

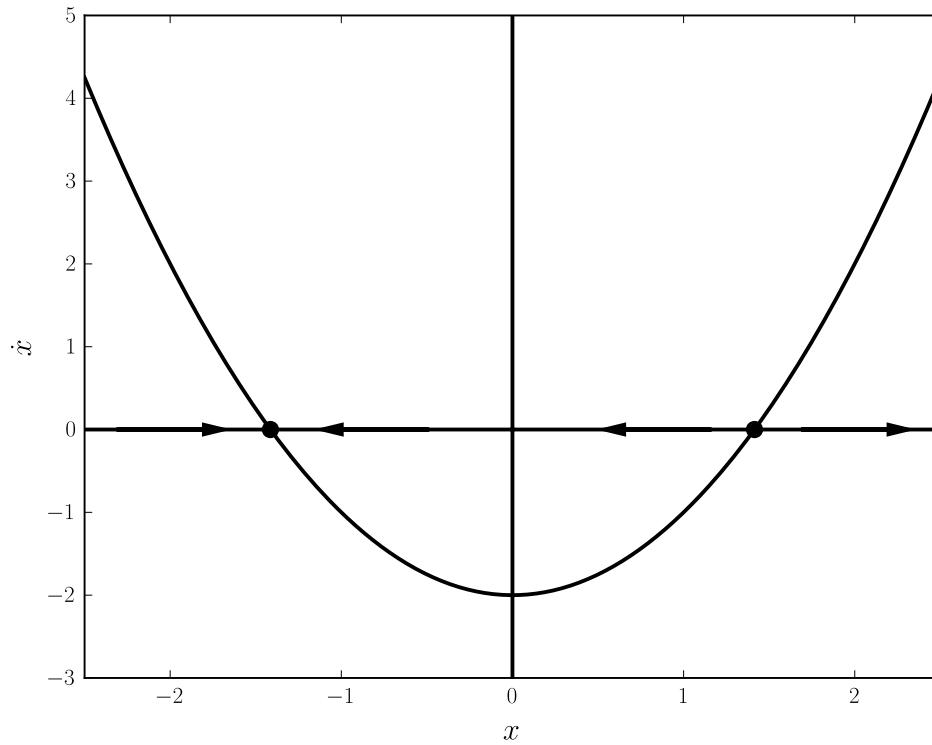


Figure 6.2: Phase Portrait for the equation  $\dot{x} = -2 + x^2$ .

```

    return param_list[:len(X)], X
    # Return the list of parameters and the corresponding x values.
    return param_list, X

def F(x, lmbda):
    return x**2 + lmbda

# Top curve shown in the bifurcation diagram
C1, X1 = EmbeddingAlg(np.linspace(-5, 0, 200), np.sqrt(5), F)
# The bottom curve
C2, X2 = EmbeddingAlg(np.linspace(-5, 0, 200), -np.sqrt(5), F)

```

**Problem 1.** Use the natural embedding algorithm to create a bifurcation diagram for the differential equation

$$\dot{x} = \lambda x - x^3.$$

This type of bifurcation is called a pitchfork bifurcation (you should see a pitchfork in your diagram).

Hints: Essentially this amounts to running the same code as the example, but with different parameters and function calls so that you are tracing

through the right curves for this problem. To make this first problem work, you will want to have your ‘linspace’ run from high to low instead of from low to high. There will be three different lines in this image.

**Problem 2.** Create bifurcation diagrams for the differential equation

$$\dot{x} = \eta + \lambda x - x^3,$$

where  $\eta = -1, -.2, .2$  and  $1$ . Notice that when  $\eta = 0$  you can see the pitchfork bifurcation of the previous problem. There should be four different lines in this image. There will be one line for each value of  $\eta$ .

The following ODE exhibits an interesting bifurcation phenomenon called hysteresis:

$$x' = \lambda + x - x^3.$$

This system has a bifurcation diagram containing what is known as a hysteresis loop, shown in Figure 6.3. In the hysteresis loop, when the parameter  $\lambda$  moves beyond the bifurcation point the equilibrium solution makes a sudden jump to the other stable branch. When this occurs the system cannot reach its previous equilibrium by simply rewinding the parameter slightly. The next section discusses a model with a hysteresis loop.

## Budworm Population Dynamics

Here we study a mathematical model describing the population dynamics of an insect called the spruce budworm. In eastern Canada, an outbreak in the budworm population can destroy most of the trees in a forest of balsam fir trees in about 4 years. The mathematical model is given by

$$\dot{N} = RN \left(1 - \frac{N}{K}\right) - p(N). \quad (6.4)$$

This model was studied by Ludwig et al (1978), and is described well in Strogatz’s text *Nonlinear Dynamics and Chaos*. Here  $N(t)$  represents the budworm population at time  $t$ ,  $R$  is the growth rate of the budworm population and  $K$  represents the carrying capacity of the environment. We could interpret  $K$  to represent the amount of food available to the budworms.  $p(N)$  represents the death rate of budworms due to predators (birds); we assume specifically that  $p(N)$  has the form  $P(N) = \frac{BN^2}{A^2+N^2}$ .

Before studying the equilibrium points of (6.4) it is important to reduce the number of parameters in the system by nondimensionalizing. Thus, we make the coordinate change  $x = N/A$ ,  $\tau = Bt/A$ ,  $r = RA/B$ , and  $k = K/A$ , obtaining finally the system

$$\frac{dx}{d\tau} = rx(1 - x/k) - \frac{x^2}{1 + x^2}. \quad (6.5)$$

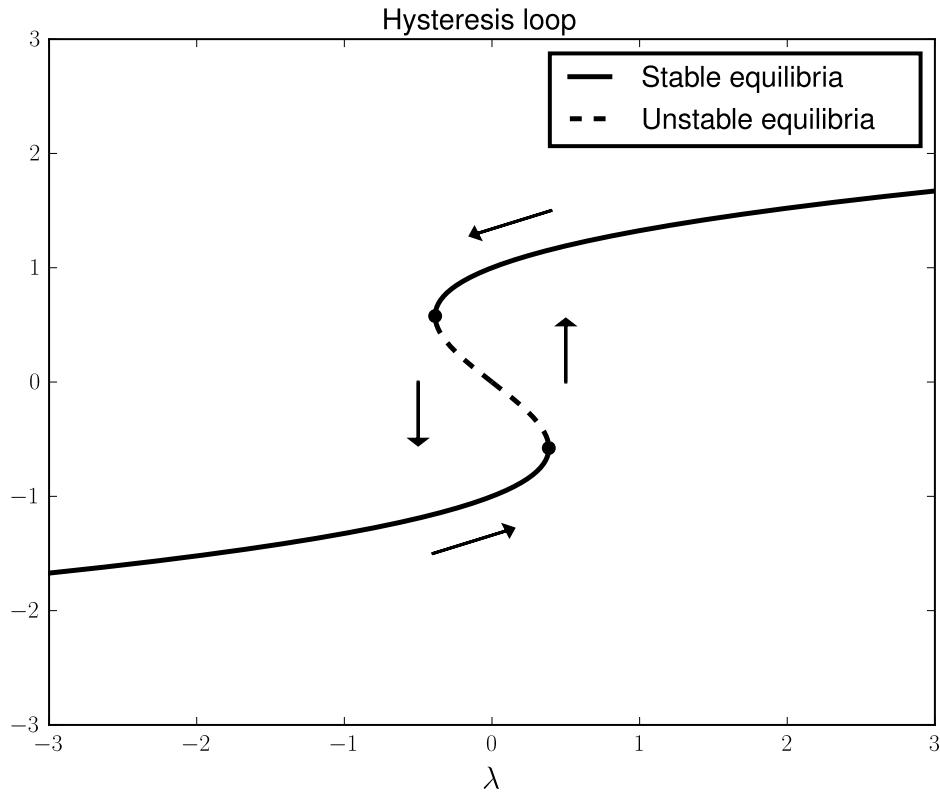


Figure 6.3: Bifurcation diagram for the ODE  $x' = \lambda + x - x^3$ .

Note that  $x = 0$  is always an equilibrium solution. To find other equilibrium solutions we study the equation  $r(1 - x/k) - x/(1 + x^2) = 0$ . Fix  $r = .56$ , and consider Figure (6.4) ( $k = 8$  in the figure).

**Problem 3 (Budworm Population).** Reproduce the bifurcation diagram for the differential equation

$$\frac{dx}{d\tau} = rx(1 - x/k) - \frac{x^2}{1 + x^2},$$

where  $r = 0.56$ .

Hint: Find a value for  $k$  that you know is in the middle of the plot (i.e. where there are three possible solutions), then use the code above to expand along each contour till you obtain the desired curve. Now find the proper initial guesses that give you the right bifurcation curve. The final plot will look like the one in Figure 6.5, but you will probably have to run the embedding algorithm 6 times to get every part of the plot.

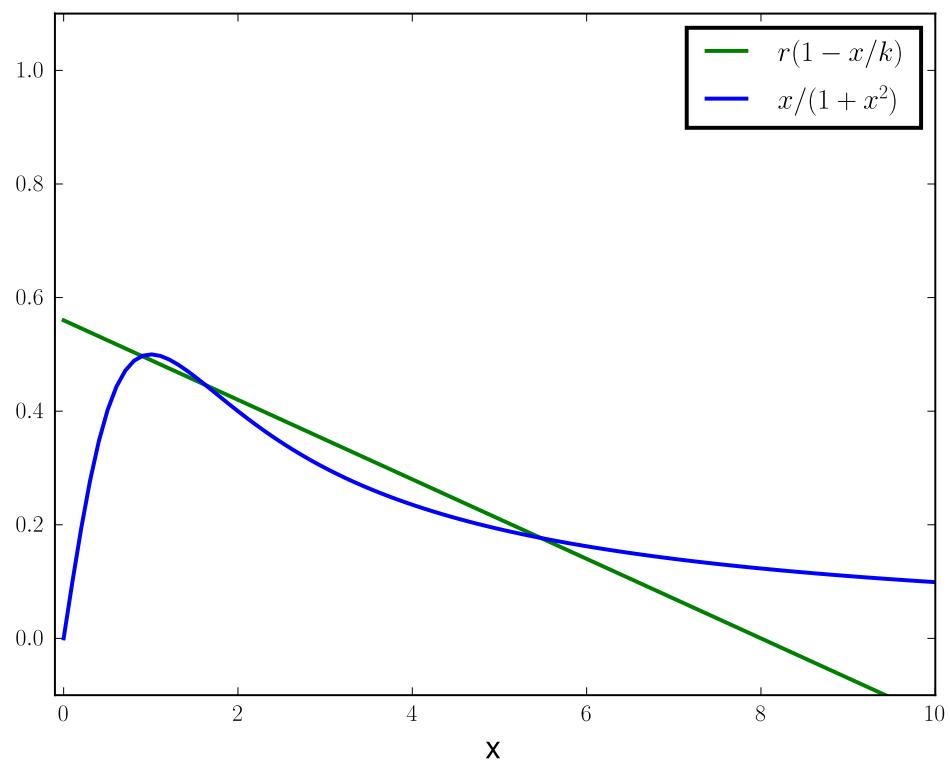


Figure 6.4: Graphical demonstration of nonzero equilibrium solutions for the budworm population (here  $r = .56$ ,  $k = 8$ ); equilibrium solutions occur where the curves cross. As  $k$  increases, the line  $y = r(1 - x/k)$  gets more shallow and the number of solutions goes from one to three and then back to one.

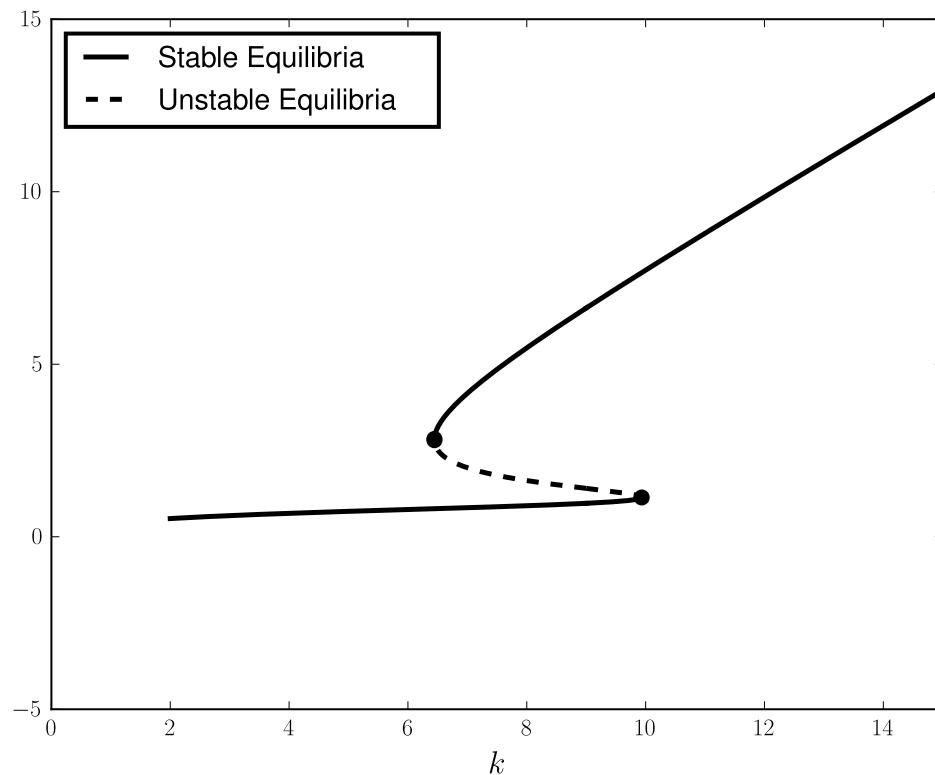


Figure 6.5: Bifurcation diagram for the budworm population model. The parameter  $r$  is fixed at 0.56. The lower stable branch is known as the refuge level of the budworm population, while the upper stable branch is known as the outbreak level. Once the budworm population reaches an outbreak level, the available food (foliage of the balsam fir trees) in the system must be reduced drastically to jump back down to refuge level. Thus many of the balsam fir trees die before the budworm population returns to refuge level.



## Lab 7

# The Finite Difference Method

Suppose we have a function  $u(x)$ , defined on an interval  $[a, b]$ . Let  $a = x_{-1}, x_0, x_1, \dots, x_{n-1}$  be a grid of evenly spaced points, with  $x_i = a + (i + 1)h$ ,  $h = (b - a)/n$ . From a Taylor expansion of  $u(x)$ , we obtain the approximation

$$u''(x) = \frac{u(x + h) - 2u(x) + u(x - h)}{h^2},$$

with error  $E(h) = \mathcal{O}(h^2)$ . Thus

$$u''(x) = \frac{u(x_{i+1}) - 2u(x_i) + u(x_{i-1})}{h^2}, \quad i = 0, \dots, n - 2.$$

This can be written in matrix form as

$$\frac{1}{h^2} \begin{bmatrix} -2 & 1 & & \\ 1 & -2 & 1 & \\ & \ddots & & \\ & 1 & -2 & 1 \\ & & 1 & -2 \end{bmatrix} \begin{bmatrix} u(x_0) \\ u(x_1) \\ \vdots \\ u(x_{n-3}) \\ u(x_{n-2}) \end{bmatrix} + \begin{bmatrix} u(x_{-1})/h^2 \\ 0 \\ \vdots \\ 0 \\ u(x_{n-1})/h^2 \end{bmatrix} = \begin{bmatrix} u''(x_0) \\ u''(x_1) \\ \vdots \\ u''(x_{n-3}) \\ u''(x_{n-2}) \end{bmatrix} \quad (7.1)$$

Similarly, since  $u'(x) = (u(x + h) - u(x - h))/(2h)$  with error  $E(h) = \mathcal{O}(h^2)$ , we have the approximation

$$\frac{1}{2h} \begin{bmatrix} 0 & 1 & & \\ -1 & 0 & 1 & \\ & \ddots & & \\ & -1 & 0 & 1 \\ & & -1 & 0 \end{bmatrix} \begin{bmatrix} u(x_0) \\ u(x_1) \\ \vdots \\ u(x_{n-3}) \\ u(x_{n-2}) \end{bmatrix} + \begin{bmatrix} -u(x_{-1})/(2h) \\ 0 \\ \vdots \\ 0 \\ u(x_{n-1})/(2h) \end{bmatrix} = \begin{bmatrix} u'(x_0) \\ u'(x_1) \\ \vdots \\ u'(x_{n-3}) \\ u'(x_{n-2}) \end{bmatrix} \quad (7.2)$$

**Problem 1.** Let  $u(x) = \sin((x + \pi)^2 - 1)$ . Use (7.1) and (7.2) to approximate  $\frac{1}{2}u'' - u'$  at the grid points.

Suppose that instead of knowing the function  $u(x)$ , we know that  $\frac{1}{2}u'' - u = f$ , where the function  $f(x)$  is given. How do we solve for  $u$  at the grid points?

## Finite Difference Methods

Numerical methods for differential equations seek to approximate the exact solution  $u(x)$  at some finite collection of points in the domain of the problem. Instead of analytically solving the original differential equation, defined over an infinite-dimensional function space, they use a simpler finite system of algebraic equations to approximate the original problem.

Consider the following differential equation:

$$\begin{aligned} \epsilon u''(x) - u(x)' &= f(x), \quad x \in (0, 1), \\ u(0) &= 1, \quad u(1) = 3. \end{aligned} \tag{7.3}$$

Equation (7.3) can be written  $Du = f$ , where  $D = \epsilon \frac{d^2}{dx^2} - \frac{d}{dx}$  is a differential operator defined on the infinite-dimensional space of functions that are twice continuously differentiable on  $[0, 1]$  and satisfy  $u(0) = 1$ ,  $u(1) = 3$ .

We look for an approximate solution  $\{U_i\}_{i=-1}^{N-1}$  on an evenly spaced grid of  $N$  subintervals,  $a = x_{-1}, x_0, \dots, x_{N-1} = b$  with  $h = x_{i+1} - x_i$  for each  $i$ . Our finite difference method will replace the differential operator  $D = \epsilon \frac{d^2}{dx^2} - \frac{d}{dx}$ , defined on an infinite-dimensional space of functions, with difference operators defined on a finite vector space (the space of grid functions  $\{U_i\}_{i=-1}^{N-1}$ ). To do this, we replace derivative terms in the differential equation with appropriate difference expressions.

Recalling that

$$\begin{aligned} \frac{d^2}{dx^2}u(x) &= \frac{u(x+h) - 2u(x) + u(x-h)}{h^2} + \mathcal{O}(h^2), \\ \frac{d}{dx}u(x) &= \frac{u(x+h) - u(x-h)}{2h} + \mathcal{O}(h^2). \end{aligned}$$

we define the finite difference operator  $D_h$  by

$$D_h U_i = \frac{1}{h^2} (U_{i+1} - 2U_i + U_{i-1}) - \frac{1}{2h} (U_{i+1} - U_{i-1}). \tag{7.4}$$

Thus we discretize equation (7.3) using the equations

$$\frac{\epsilon}{h^2} (U_{i+1} - 2U_i + U_{i-1}) - \frac{1}{2h} (U_{i+1} - U_{i-1}) = f(x_i), \quad i = 0, \dots, N-2,$$

along with boundary conditions  $U_{-1} = 1$ ,  $U_{N-1} = 3$ .

This gives  $N+1$  equations and  $N+1$  unknowns, and can be written in matrix form as

$$\frac{1}{h^2} \begin{bmatrix} h^2 & 0 & 0 & \dots & 0 \\ (\epsilon + h/2) & -2\epsilon & (\epsilon - h/2) & \dots & 0 \\ \vdots & & \ddots & & \vdots \\ 0 & \dots & (\epsilon + h/2) & -2\epsilon & (\epsilon - h/2) \\ 0 & \dots & & 0 & h^2 \end{bmatrix} \cdot \begin{bmatrix} U_{-1} \\ U_0 \\ \vdots \\ U_{N-2} \\ U_{N-1} \end{bmatrix} = \begin{bmatrix} f(x_{-1}) \\ f(x_0) \\ \vdots \\ f(x_{N-2}) \\ f(x_{N-1}) \end{bmatrix}.$$

We can further modify the system to obtain an  $(N-1) \times (N-1)$  tridiagonal matrix on the left:

$$\frac{1}{h^2} \begin{bmatrix} -2\epsilon & (\epsilon - h/2) & 0 & \dots & 0 \\ (\epsilon + h/2) & -2\epsilon & (\epsilon - h/2) & \dots & 0 \\ \vdots & & \ddots & & \vdots \\ 0 & \dots & (\epsilon + h/2) & -2\epsilon & (\epsilon - h/2) \\ 0 & \dots & & (\epsilon + h/2) & -2\epsilon \end{bmatrix} \cdot \begin{bmatrix} U_0 \\ U_1 \\ \vdots \\ U_{N-3} \\ U_{N-2} \end{bmatrix} = \begin{bmatrix} f(x_0) - \alpha(\epsilon + h/2)/h^2 \\ f(x_1) \\ \vdots \\ f(x_{N-3}) \\ f(x_{N-2}) - \beta(\epsilon - h/2)/h^2 \end{bmatrix}. \quad (7.5)$$

**Problem 2.** Use equation (7.5) to solve the singularly perturbed BVP (7.3) with  $\epsilon = 1/10$ ,  $f(x) = -1$ . This BVP is called singularly perturbed because of the location of the parameter  $\epsilon$ . For  $\epsilon = 0$  the ODE has a drastically different character - it then becomes first order, and can no longer support two boundary conditions.

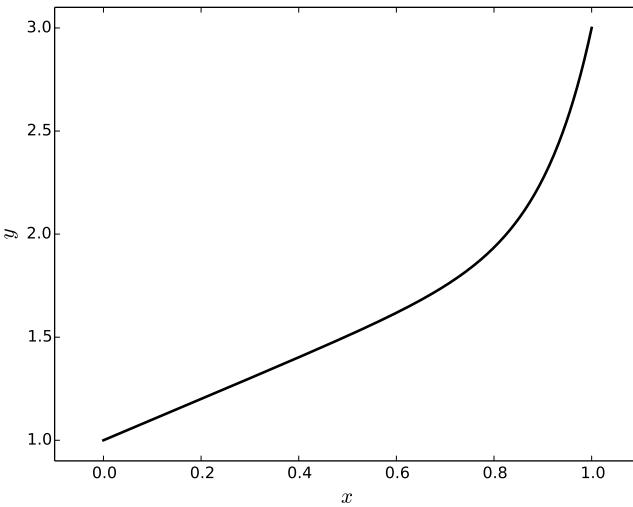


Figure 7.1: The solution to Problem 2. The solution gets steeper near  $x = 1$  as  $\epsilon$  gets small.

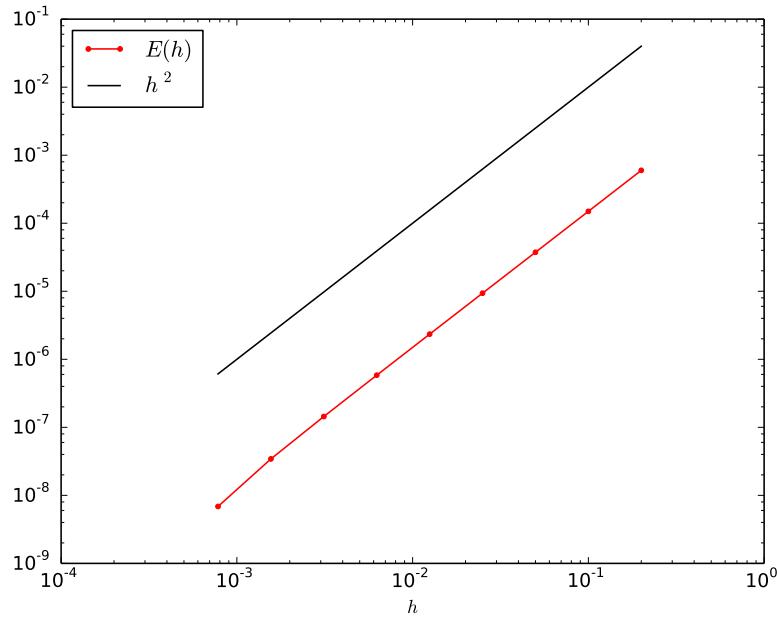


Figure 7.2: Demonstration of second order convergence for the finite difference approximation (7.4) of the BVP given in (7.3) with  $\epsilon = .5$ .

## A heuristic test for convergence

The finite differences used above are second order approximations of the first and second derivatives of a function. It seems reasonable to expect that the numerical solution would converge at a rate of about  $\mathcal{O}(h^2)$ . How can we check that a numerical approximation is reasonable?

Suppose a finite difference method is  $\mathcal{O}(h^p)$  accurate. This means that the error  $E(h) \approx Ch^p$  for some constant  $C$  as  $h \rightarrow 0$  (in other words, for  $h > 0$  small enough).

So compute the approximation  $y_k$  for each stepsize  $h_k$ ,  $h_1 > h_2 > \dots > h_m$ .  $y_m$  should be the most accurate approximation, and will be thought of as the true solution. Then the error of the approximation for stepsize  $h_k$ ,  $k < m$ , is

$$\begin{aligned} E(h_k) &= \max(|y_k - y_m|) \approx Ch_k^p, \\ \log(E(h_k)) &= \log(C) + p \log(h_k). \end{aligned}$$

Thus on a log-log plot of  $E(h)$  vs.  $h$ , these values should be on a straight line with slope  $p$  when  $h$  is small enough to start getting convergence. We should note that demonstrating second-order convergence does NOT imply that the numerical approximation is converging to the correct solution.

**Problem 3.** Return to problem 2. How many subintervals are needed to obtain 4 digits of accuracy?

This is a question about the convergence of your solution. The following code generates the log-log plot in Figure 7.2, and demonstrates second-order convergence for our finite difference approximation of (7.3). Use this code to determine what  $h$  (and hence what  $N$ ) is needed for the error to be less than  $10^{-4}$ .

NOTE: The function `bvp` is not provided; you need to use your code from problem 2 to define it. Make sure your function is compatible with the code below. It must take 5 parameters as input and return both the solution and the grid.

```

num_approx = 10 # Number of Approximations
N = 5*np.array([2**j for j in range(num_approx)])
h, max_error = (1.-0)/N[:-1], np.ones(num_approx-1)

# Best numerical solution, used to approximate the true solution.
# bvp returns the grid, and the grid function, approximating the solution
# with N subintervals of equal length.
mesh_best, num_sol_best = bvp(lambda x:-1, epsilon=.1, alpha=1, beta=3, N=N[-1])
for j in range(len(N)-1):
    mesh, num_sol = bvp(lambda x:-1, epsilon=.1, alpha=1, beta=3, N=N[j])
    max_error[j] = np.max(np.abs( num_sol- num_sol_best[::2**((num_approx-j-1)] ) ) ←
)
plt.loglog(h,max_error,'-r',label="$E(h)$")
plt.loglog(h,h**(2.),'-k',label="$h^{(\backslash, 2)}$")
plt.xlabel("$h$")
plt.legend(loc='best')
plt.show()
print "The order of the finite difference approximation is about ", ( np.log(←
    max_error[0]) - ←
    np.log(max_error[-1]) )/( np.log(h[0]) - np.log(h[-1]) ), "."

```

**Problem 4.** Extend your finite difference code to the case of a general second order linear BVP with Dirichlet conditions:

$$\begin{aligned} a_1(x)y'' + a_2(x)y' + a_3(x)y &= f(x), \quad x \in (a, b), \\ y(a) &= \alpha, \quad y(b) = \beta. \end{aligned}$$

Use your code to solve the boundary value problem

$$\begin{aligned} \epsilon y'' - 4(\pi - x^2)y &= \cos x, \\ y(0) &= 0, \quad y(\pi/2) = 1, \end{aligned}$$

for  $\epsilon = 0.1$ . (Hint: How should the finite difference operator  $D_h$  in (7.4) be modified?)

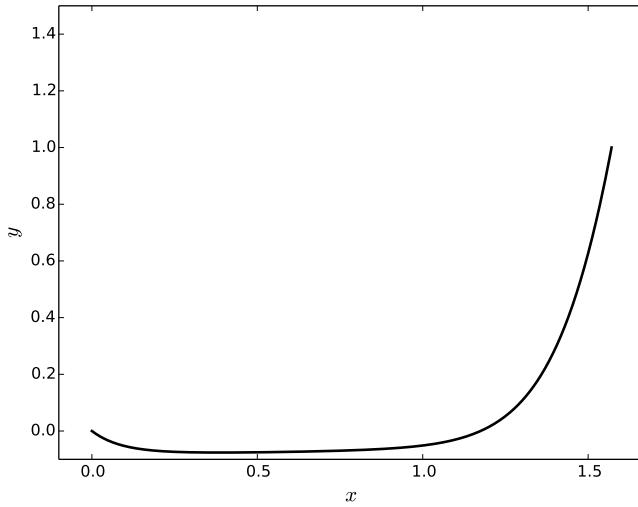


Figure 7.3: The solution to Problem 4.

The next few problems will help you troubleshoot your finite difference code.

**Problem 5.** Numerically solve the boundary value problem

$$\begin{aligned} \epsilon y'' + xy' &= -\epsilon\pi^2 \cos(\pi x) - \pi x \sin(\pi x), \\ y(-1) &= -2, \quad y(1) = 0, \end{aligned}$$

for  $\epsilon = 0.1, 0.01$ , and  $0.001$ .

**Problem 6.** Numerically solve the boundary value problem

$$\begin{aligned} (\epsilon + x^2)y'' + 4xy' + 2y &= 0, \\ y(-1) &= 1/(1 + \epsilon), \quad y(1) = 1/(1 + \epsilon), \end{aligned}$$

for  $\epsilon = 0.05, 0.02$ .

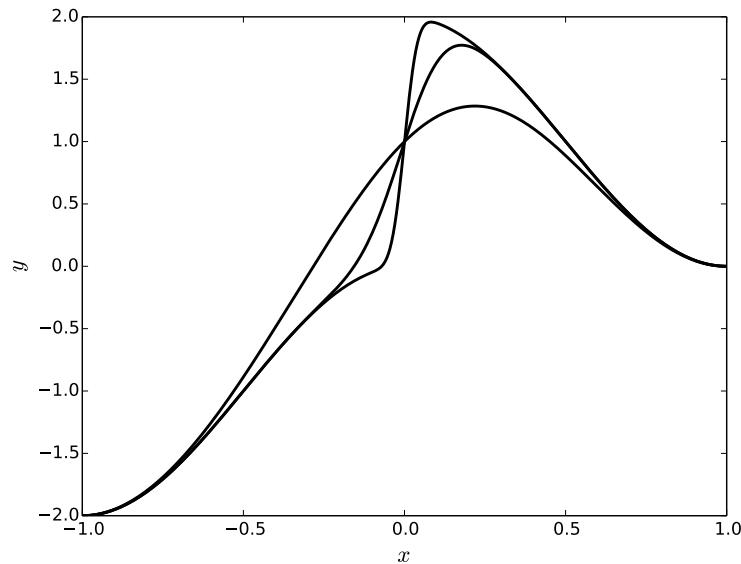


Figure 7.4: The solution to Problem 5.

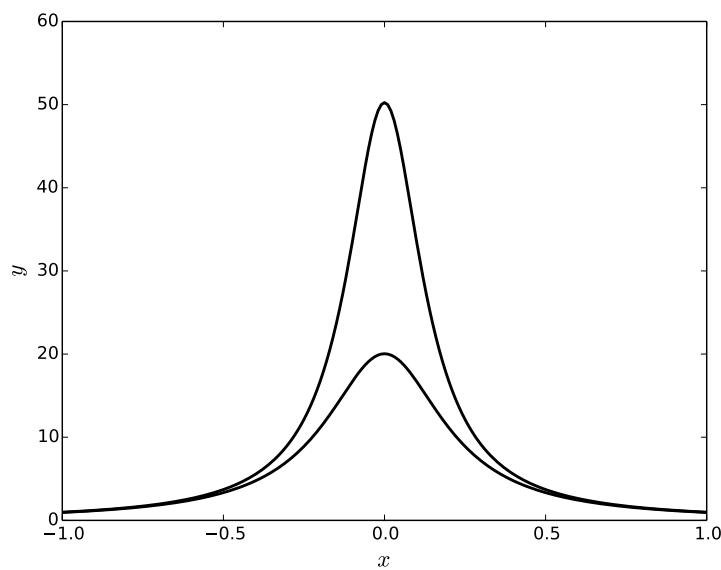


Figure 7.5: The solution to Problem 6.



## Lab 8

# Conservation laws and heat flow

A conservation law is a balance law, and corresponds to an equation that describes how a quantity is balanced in some system throughout a given process. (Consider how this is related to conservation laws in physics.) For example, suppose we are keeping track of some measurable quantity in a physical system (e.g. heat, water, etc). The fundamental conservation law then states that the rate of change of the total quantity in the system is equal to the rate of the quantity flowing into the system plus the rate at which the quantity is produced by sources inside the system.

### Derivation of the Conservation equation in multiple dimensions

Suppose  $\Omega$  is a region in  $\mathbb{R}^n$ , and  $V \subset \Omega$  is bounded with a reasonably well-behaved boundary  $\partial V$ . Let  $u(\vec{x}, t)$  represent the density (concentration) of some quantity throughout  $\Omega$ . Let  $\vec{n}(x)$  represent the normal direction to  $V$  at  $x \in \partial V$ , and let  $\vec{J}(\vec{x}, t)$  be the flux vector for the quantity, so that  $\vec{J}(\vec{x}, t) \cdot \vec{n}(x) dA$  represents the rate at which the quantity leaves  $V$  by crossing a boundary element with area  $dA$ . Note that the total amount of the quantity in  $V$  is

$$\int_V u(\vec{x}, t) dt,$$

and the rate at which the quantity enters  $V$  is

$$-\int_{\partial V} \vec{J}(\vec{x}, t) \cdot \vec{n}(x) dA.$$

We let the source term be given by  $g(\vec{x}, t, u)$ ; we may interpret this to mean that the rate at which the quantity is produced in  $V$  is

$$\int_V g(\vec{x}, t, u) dt.$$

Then the integral form of the conservation law for  $u$  is expressed as

$$\frac{d}{dt} \int_V u(\vec{x}, t) d\vec{x} = - \int_{\partial V} \vec{J} \cdot \vec{n} dA + \int_V g(\vec{x}, t, u) d\vec{x}.$$

If  $u$  and  $J$  are sufficiently smooth functions, then we have

$$\frac{d}{dt} \int_V u d\vec{x} = \int_V u_t d\vec{x},$$

and

$$\int_{\partial V} \vec{J} \cdot \vec{n} dA = \int_V \nabla \cdot \vec{J} d\vec{x}.$$

Since this holds for all nice subsets  $V \subset \Omega$  with  $V$  arbitrarily small, we obtain the differential form of the conservation law for  $u$ :

$$u_t + \nabla \cdot \vec{J} = g(\vec{x}, t, u).$$

## Constitutive Relations

Currently our conservation law appears in the form

$$u_t + \nabla \cdot \vec{J} = g(\vec{x}, t, u).$$

Thus the conservation law consists of one equation and 2 unknowns ( $u$  and  $J$ ). To this equation we add other equations, called constitutive relations, which are used to fully determine the system.

For example, suppose we wish to describe the flow of heat. Since heat flows from warmer regions to colder regions, and the rate of heat flow depends on the difference in temperature between regions, we usually assume that the flux vector  $\vec{J}$  is given by

$$\vec{J}(x, t) = -\nu \nabla u(x, t),$$

where  $\nu$  is a diffusion constant. This constitutive relation is called Fick's law, and is the basic model for any diffusive process. Substituting into the conservation law we obtain

$$u_t - \nu \Delta u(x, t) = g(\vec{x}, t, u).$$

The function  $g$  represents heat sources/sinks within the region.

## Numerically modeling heat flow

Consider the heat flow equation in one dimension together with appropriate initial conditions and homogeneous Dirichlet boundary conditions:

$$\begin{aligned} u_t &= \nu u_{xx}, \quad x \in [a, b], \quad t \in [0, T], \\ u(a, t) &= 0, \quad u(b, t) = 0, \\ u(x, 0) &= f(x). \end{aligned}$$

We will look for an approximation  $U_i^j$  to  $u(x_i, t_j)$  on the grid  $x_i = a + hi$ ,  $t_j = kj$ , where  $h$  and  $k$  are small changes in  $x$  and  $t$  respectively and  $i$  and  $j$  are indices. Note that the index  $i$  ranges over different spacial grid points and the index  $j$  ranges over different time steps. We will denote the approximate value of  $u$  at the  $i$ 'th grid point and the  $j$ 'th time step as  $U_i^j$ .

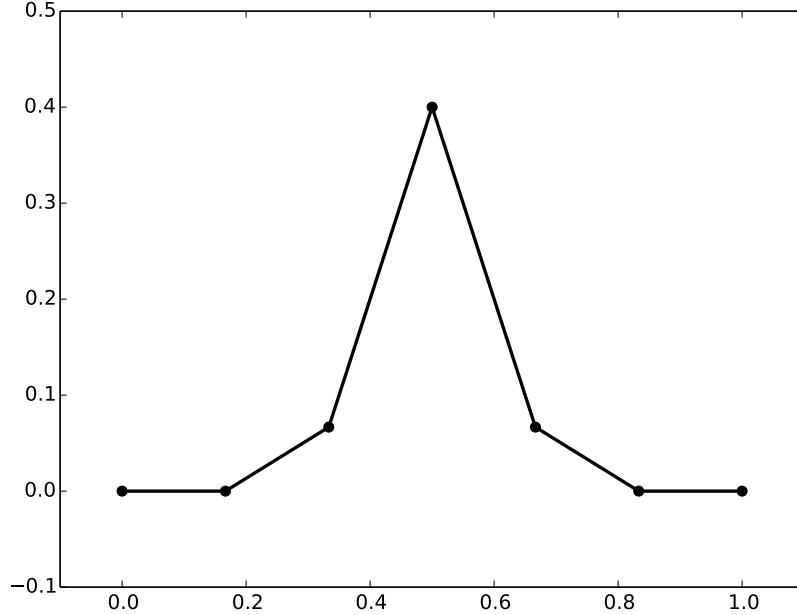


Figure 8.1: The graph of  $U^0$ , the approximation to the solution  $u(x, t = 0)$  for Problem 1.

A common method for modeling ordinary and partial differential equations is the finite difference method, so-named because equations containing derivatives are replaced with equations containing difference schemes. These difference schemes can often be found using Taylor's theorem. For example, the equation

$$u(x, t_j + k) = u(x, t_j) + u_t(x, t_j)k + \mathcal{O}(k^2)$$

yields a first-order forward difference approximation to  $u_t(x, t_j)$ , namely,

$$u_t(x, t_j) = \frac{u(x, t_j + k) - u(x, t_j)}{k} + \mathcal{O}(k).$$

Similarly, by adding the equations

$$\begin{aligned} u(x_i + h, t) &= u(x_i, t) + u_x(x_i, t)h + u_{xx}(x_i, t)\frac{h^2}{2} + u_{xxx}(x_i, t)h^3 + \mathcal{O}(h^4), \\ u(x_i - h, t) &= u(x_i, t) + u_x(x_i, t)(-h) + u_{xx}(x_i, t)\frac{(-h)^2}{2} + u_{xxx}(x_i, t)(-h)^3 + \mathcal{O}(h^4), \end{aligned}$$

we obtain a second-order centered difference approximation to  $u_{xx}(x_i, t)$ :

$$u_{xx}(x_i, t_j) = \frac{u(x_i + h, t_j) - 2u(x_i, t_j) - u(x_i - h, t_j)}{h^2} + \mathcal{O}(h^2).$$

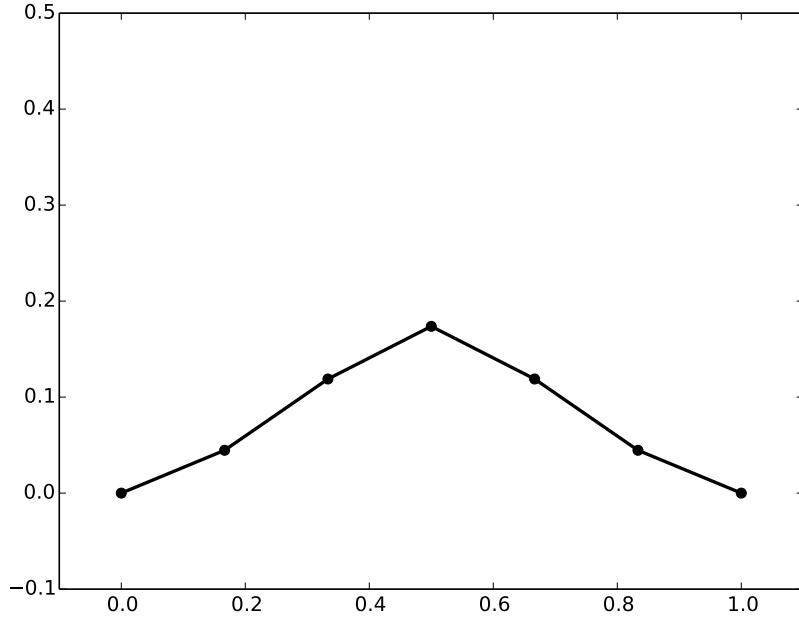


Figure 8.2: The graph of  $U^{10}$ , the approximation to the solution  $u(x, t = .4)$  for Problem 1.

These difference approximations give us the  $\mathcal{O}(h^2 + k)$  explicit method

$$\begin{aligned}\frac{U_i^{j+1} - U_i^j}{k} &= \nu \frac{U_{i+1}^j - 2U_i^j + U_{i-1}^j}{h^2}, \\ U_i^{j+1} &= U_i^j + \frac{\nu k}{h^2} (U_{i+1}^j - 2U_i^j + U_{i-1}^j).\end{aligned}\tag{8.1}$$

This method can be written in matrix form as

$$U^{j+1} = AU^j,$$

where  $A$  is the tridiagonal matrix given by

$$A = \begin{bmatrix} 1 - 2\lambda & \lambda & & & \\ \lambda & 1 - 2\lambda & \lambda & & \\ & \ddots & \ddots & \ddots & \\ & & \lambda & 1 - 2\lambda & \lambda \\ & & & \lambda & 1 - 2\lambda \end{bmatrix},$$

$\lambda = \nu k / h^2$ , and  $U^j$  represents the approximation at time  $t_j$ . We can get this method started by using the initial condition given in our problem, so that  $U_i^0 = f(x_i)$ .

**NOTE**

Finite difference schemes, though they can be *represented* using matrix multiplication, should not be *implemented* using raw matrix multiplication. Using NumPy, it is best to vectorize the difference scheme so that you do not have to loop over the spatial indices. If you are using a language with faster loops (like C, C++, Fortran, or Cython), it could work well to loop directly through the indices in both time and space.

To account for boundary conditions using this differencing scheme, simply set the boundary points to the appropriate values in the initial conditions, then avoid modifying them as you update for each time step. This would be the equivalent of replacing the first and last rows of the matrix representation of the differencing scheme with the first and last rows of the identity matrix.

**Problem 1.** Consider the specific initial boundary value problem

$$\begin{aligned} u_t &= .05u_{xx}, \quad x \in [0, 1], \\ u(0, t) &= 0, \quad u(1, t) = 0, \\ u(x, 0) &= 2 \max\{.2 - |x - .5|, 0\}. \end{aligned} \tag{8.2}$$

Approximate the solution  $u(x, t)$  at time  $t = .4$  by taking 6 subintervals in the  $x$  dimension and 10 subintervals in time. The graphs for  $U^0$  and  $U^{10}$  are given in Figures 8.1 and 8.2.

For the next problem, we need to show how Matplotlib can be used to create a 2D animation. The following is a simple working example that animates a sine wave.

```
import numpy as np
from matplotlib import animation, pyplot as plt

def sine_animation(res=100):
    # Make the x and y data.
    x = np.linspace(-1, 1, res+1)[:-1]
    y = np.sin(np.pi * x)
    # Initialize a matplotlib figure.
    f = plt.figure()
    # Set the x and y axes by constructing an axes object.
    plt.axes(xlim=(-1,1), ylim=(-1,1))
    # Plot an empty line to use in the animation.
    # Notice that we are unpacking a tuple of length 1.
    line, = plt.plot([], [])
    # Define an animation function that will update the line to
    # reflect the desired data for the i'th frame.
    def animate(i):
        # Set the data for updated version of the line.
        line.set_data(x, np.roll(y, i))
        # Notice that this returns a tuple of length 1.
    return line, animate
```

```

        return line,
    # Create the animation object.
    # 'frames' is the number of frames before the animation should repeat.
    # 'interval' is the amount of time to wait before updating the plot.
    # Be sure to assign the animation a name so that Python does not
    # immediately garbage collect (delete) the object.
    a = animation.FuncAnimation(f, animate, frames=y.size, interval=20)
    # Show the animation.
    plt.show()

# Run the animation function we just defined.
sine_animation()

```

**Problem 2.** Solve the specific initial boundary value problem

$$\begin{aligned}
 u_t &= u_{xx}, \quad x \in [-12, 12], \quad t \in [0, 1], \\
 u(-12, t) &= 0, \quad u(12, t) = 0, \\
 u(x, 0) &= \max\{1 - x^2, 0\}
 \end{aligned} \tag{8.3}$$

using the first order explicit method 8.1. Use 140 subintervals in the  $x$  dimension and 70 subintervals in time. The initial and final states are shown in Figure 8.3. Animate your results.

Explicit methods usually have a stability condition, called a CFL condition (for Courant-Friedrichs-Lowy). For method 8.1 the CFL condition that must be satisfied is that

$$\lambda \leq \frac{1}{2}.$$

Repeat your computations using 140 subintervals in the  $x$  dimension and 66 subintervals in time. For these values the CFL condition is broken; you should easily see the result of this instability in the approximation  $U^{66}$ .

Implicit methods often have better stability properties than explicit methods. The Crank-Nicolson method, for example, is unconditionally stable and has order  $\mathcal{O}(h^2 + k^2)$ . To derive the Crank-Nicolson method, we use the following approximations:

$$\begin{aligned}
 u_t(x_i, t_{j+1/2}) &= \frac{u_t(x_i, t_{j+1}) - u_t(x_i, t_j)}{k} + \mathcal{O}(k^2), \\
 u_{xx}(x_i, t_{j+1/2}) &= \frac{u_{xx}(x_i, t_{j+1}) + u_{xx}(x_i, t_j)}{2} + \mathcal{O}(k^2).
 \end{aligned}$$

These approximations give the method

$$\begin{aligned}
 \frac{U_i^{j+1} - U_i^j}{k} &= \frac{1}{2} \left( \frac{U_{i+1}^j - 2U_i^j + U_{i-1}^j}{h^2} + \frac{U_{i+1}^{j+1} - 2U_i^{j+1} + U_{i-1}^{j+1}}{h^2} \right), \\
 U_i^{j+1} &= U_i^j + \frac{k}{2h^2} \left( U_{i+1}^j - 2U_i^j + U_{i-1}^j + U_{i+1}^{j+1} - 2U_i^{j+1} + U_{i-1}^{j+1} \right).
 \end{aligned} \tag{8.4}$$

This method can be written in matrix form as

$$BU^{j+1} = AU^j,$$

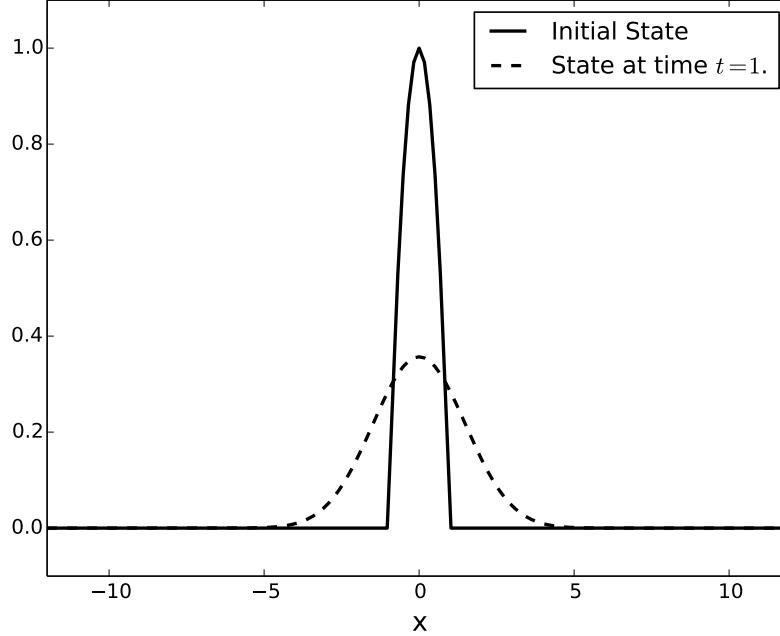


Figure 8.3: The initial and final states for equation Problem 2.

where  $A$  and  $B$  are tridiagonal matrices given by

$$B = \begin{bmatrix} 1 + 2\lambda & -\lambda & & & \\ -\lambda & 1 + 2\lambda & -\lambda & & \\ & \ddots & \ddots & \ddots & \\ & & -\lambda & 1 + 2\lambda & -\lambda \\ & & & -\lambda & 1 + 2\lambda \end{bmatrix},$$

$$A = \begin{bmatrix} 1 - 2\lambda & \lambda & & & \\ \lambda & 1 - 2\lambda & \lambda & & \\ & \ddots & \ddots & \ddots & \\ & & \lambda & 1 - 2\lambda & \lambda \\ & & & \lambda & 1 - 2\lambda \end{bmatrix},$$

where  $\lambda = \nu k / (2h^2)$ , and  $U^j$  represents the approximation at time  $t_j$ . Note that here we have defined  $\lambda$  differently than we did before!

How do we know if a numerical approximation is reasonable? One way to determine this is to compute solutions for various step sizes  $h$  and see if the solutions are converging to something. To be more specific, suppose our finite difference method is  $\mathcal{O}(h^p)$  accurate. This means that the error  $E(h) \approx Ch^p$  for some constant  $C$  as  $h \rightarrow 0$  (i.e., for  $h > 0$  small enough).

So compute the approximation  $y_k$  for each stepsize  $h_k$ ,  $h_1 > h_2 > \dots > h_m$ . We will think of  $y_m$  as the true solution. Then the error of the approximation for

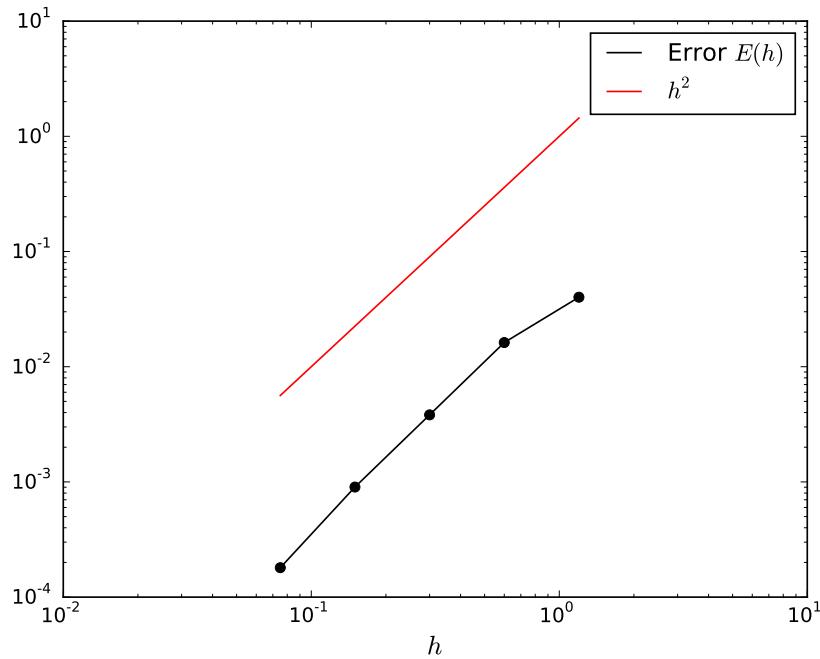


Figure 8.4:  $E(h)$  represents the (approximate) maximum error in the numerical solution  $U$  to Problem 3 at time  $t = 1$ , using a stepsize of  $h$ .

stepsize  $h_k, k < m$ , is

$$\begin{aligned} E(h_k) &= \max(|y_k - y_m|) \approx Ch_k^p, \\ \log(E(h_k)) &= \log(C) + p \log(h_k). \end{aligned}$$

Thus on a log-log plot of  $E(h)$  vs.  $h$ , these values should be on a straight line with slope  $p$  when  $h$  is small enough to start getting convergence.

When implementing the Crank-Nicolson method, you will need some way to solve a tridiagonal system. The following is a simple function that performs a tridiagonal solve.  $a$ ,  $b$ , and  $c$  are assumed to contain the first subdiagonal, main diagonal, and first superdiagonal of the tridiagonal matrix.  $x$  is assumed to be the right hand side of the equation. This function overwrites  $x$  with the solution to the system. As has been shown in earlier labs, this function is better implemented in Cython, C, Fortran, or some other language with less overhead for array accesses and loops.

```
def tridiag(a, b, c, x):
    # Overrides c and x.
    # The contents of x after computation will be the solution to the system.
    size = x.size
    temp = 0.
    c[0] = c[0] / b[0]
    x[0] = x[0] / b[0]
    for n in range(size-2):
        temp = b[n] / (c[n] + a[n])
        c[n+1] = c[n+1] - a[n] * temp
        x[n+1] = x[n+1] - temp * x[n]
```

---

```

temp = 1. / (b[n+1] - a[n]*c[n])
c[n+1] *= temp
x[n+1] = (x[n+1] - a[n]*x[n]) * temp
x[size-1] = (x[size-1] - a[size-2]*x[size-2]) / (b[size-1] - a[size-2]*c[size-2])
for n in range(b.size-2, -1, -1):
    x[n] = x[n] - c[n] * x[n+1]

```

To account for boundary conditions when using the Crank-Nicolson method, set the boundary points at the beginning of the iteration and leave them constant when applying  $A$  like you did before. In the Tridiagonal solve, replace the first row of the matrix  $B$  with the first row of the identity and the last row of the matrix  $B$  with the last row of the identity.

**Problem 3.** Using the Crank Nicolson method, numerically approximate the solution  $u(x, t)$  of the problem

$$\begin{aligned}
u_t &= u_{xx}, \quad x \in [-12, 12], \quad t \in [0, 1], \\
u(-12, t) &= 0, \quad u(12, t) = 0, \\
u(x, 0) &= \max\{1 - x^2, 0\}.
\end{aligned} \tag{8.5}$$

Demonstrate that the numerical approximation at  $t = 1$  converges to  $u(x, t = 1)$ . Do this by computing  $U$  at  $t = 1$  using 20, 40, 80, 160, 320, and 640 steps. Use the same number of steps in both time and space. Reproduce the loglog plot shown in Figure 8.4. The slope of the line there shows the proper rate of convergence.

To measure the error, use the solution with the smallest  $h$  (largest number of intervals) as if it were the exact solution, then sample each solution only at the x-values that are represented in the solution with the largest  $h$  (smallest number of intervals). Use the  $\infty$ -norm on the arrays of values at those points to measure the error.

Notice that, since the Crank-Nicolson method is unconditionally stable, there is no CFL condition and we can use the same number of intervals in time and space.



## Lab 9

# Anisotropic Diffusion

**Lab Objective:** Demonstrate the use of finite difference schemes in image analysis.

A common task in image processing is to remove extra static from an image. This is most easily done by simply blurring the image, which can be accomplished by treating the image as a rectangular domain and applying the diffusion (heat) equation:

$$u_t = c\Delta u$$

where  $c$  is some diffusion constant and  $\Delta$  is the Laplace operator. Unfortunately, this also blurs the boundary lines between distinct elements of the image.

A more general form of the diffusion equation in two dimensions is:

$$u_t = \nabla \cdot (c(x, y, t)\nabla u)$$

where  $c$  is a function representing the diffusion coefficient at each given point and time. In this case,  $\nabla \cdot$  is the divergence operator and  $\nabla$  is the gradient.

To blur a picture uniformly, choose  $c$  to be a constant function. Since  $c$  controls how much diffusion is allowed at each point, it can be modified so that diffusion is minimized across edges in the image. In this way we attempt to limit diffusion near the boundaries between different features of the image, and allow smaller details of the image (such as static) to blur away. This method for image denoising is especially useful for denoising low quality images, and was first introduced by Pietro Perona and Jitendra Malik in 1987. It is known as Anisotropic Diffusion or Perona-Malik Diffusion.

## A Finite Difference Scheme

Suppose we have some estimate  $E$  of the rate of change at a given point in an image.  $E$  will be largest at the boundaries in the image. We will then let  $c(x, y, t) = g(E(x, y, t))$  where  $g$  is some function such that  $g(0) = 1$  and  $\lim_{x \rightarrow \infty} g(x) = 0$ . Thus  $c$  will be small where  $E$  is large, so that little diffusion occurs near the boundaries of different portions of the image.

We will model this system using a finite differencing scheme with an array of values at a 2D grid of points, and iterate through time. Let  $U_{l,m}^n$  be the discretized approximation of the function  $u$ ,  $n$  be the index in time,  $l$  be the index along the  $x$ -axis, and  $m$  be the index along the  $y$ -axis.

The Laplace operator can be approximated with the finite difference scheme

$$\Delta u = u_{xx} + u_{yy} \approx \frac{U_{l-1,m}^n - 2U_{l,m}^n + U_{l+1,m}^n}{(\Delta x)^2} + \frac{U_{l,m-1}^n - 2U_{l,m}^n + U_{l,m+1}^n}{(\Delta y)^2}.$$

A good metric to use with images is to let the distance between each pixel be equal to one, so  $\Delta x = \Delta y = 1$ . Rearranging terms, we obtain

$$\Delta u \approx (U_{l-1,m}^n - U_{l,m}^n) + (U_{l+1,m}^n - U_{l,m}^n) + (U_{l,m-1}^n - U_{l,m}^n) + (U_{l,m+1}^n - U_{l,m}^n).$$

Again, since we are working with images and not some time based problem, we can without loss of generality let  $\Delta t = 1$ , so we obtain the finite difference scheme

$$U_{l,m}^{n+1} = U_{l,m}^n + (U_{l-1,m}^n - U_{l,m}^n) + (U_{l+1,m}^n - U_{l,m}^n) + (U_{l,m-1}^n - U_{l,m}^n) + (U_{l,m+1}^n - U_{l,m}^n).$$

We will now limit the diffusion near the edges of objects by making the modification

$$\begin{aligned} U_{l,m}^{n+1} = U_{l,m}^n &+ \lambda \left( g(|U_{l-1,m}^n - U_{l,m}^n|)(U_{l-1,m}^n - U_{l,m}^n) \right. \\ &+ g(|U_{l+1,m}^n - U_{l,m}^n|)(U_{l+1,m}^n - U_{l,m}^n) \\ &+ g(|U_{l,m-1}^n - U_{l,m}^n|)(U_{l,m-1}^n - U_{l,m}^n) \\ &\left. + g(|U_{l,m+1}^n - U_{l,m}^n|)(U_{l,m+1}^n - U_{l,m}^n) \right), \end{aligned}$$

where  $\lambda \leq \frac{1}{4}$  is the stability condition.

In this difference scheme, each term is affected most by nearby terms that are most similar to it, so less diffusion will happen anywhere there is a sharp difference between pixels. This scheme also has the useful property that it does not increase or decrease the total brightness of the image. Intuitively, this is because the effect of each point on its neighbors is exactly the opposite effect its neighbors have on it.

Two commonly used functions for  $g$  are  $g(x) = e^{-(\frac{x}{\sigma})^2}$  and  $g(x) = \frac{1}{1+(\frac{x}{\sigma})^2}$ . The parameter  $\sigma$  allows us to control how much diffusion decreases across boundaries, with larger  $\sigma$  values allowing more diffusion. Note that  $g(0) = 1$  and  $\lim_{x \rightarrow \infty} g(x) = 0$  for both functions. In this lab we use  $g(x) = e^{-(\frac{x}{\sigma})^2}$ .

It is worth noting that this particular difference scheme is *not* an accurate finite difference scheme for the version of the diffusion equation we discussed before, but it *does* accomplish the same thing in the same way. As it turns out, this particular scheme is the solution to a slightly different diffusion PDE, but can still be used the same way.

For this lab's examples we read in the image using the `scipy.misc.imread` function, and normalized it so that the colors are represented as floating point values between 0 and 1. An image can be converted to black and white when it is read by including the argument `flatten=True`

Our finite difference scheme can be implemented using purely vector operations. First consider the case where the boundaries of the image are considered fixed. A simple idea would be to do

```

import numpy as np
from scipy.misc import imread, imsave
from matplotlib import pyplot as plt
from matplotlib import cm

def anisdiff_bw_noBCs(U, N, lambda_, g):
    """ Run the Anisotropic Diffusion differencing scheme
    on the array A of grayscale values for an image.
    Perform N iterations, use the function g
    to limit diffusion across boundaries in the image.
    Operate on A inplace. """
    for i in xrange(N):
        U[1:-1,1:-1] += lambda_ * \
            (g(U[:-2,1:-1] - U[1:-1,1:-1]) * \
             (U[:-2,1:-1] - U[1:-1,1:-1]) + \
             g(U[2:,1:-1] - U[1:-1,1:-1]) * \
             (U[2:,1:-1] - U[1:-1,1:-1]) + \
             g(U[1:-1,:-2] - U[1:-1,1:-1]) * \
             (U[1:-1,:-2] - U[1:-1,1:-1]) + \
             g(U[1:-1,2:] - U[1:-1,1:-1]) * \
             (U[1:-1,2:] - U[1:-1,1:-1]))

```

We can use this code on an image like this:

```

from scipy.misc import imread, imsave
from matplotlib import pyplot as plt
from matplotlib import cm

# Read the image file 'test.png'.
# Multiply by 1. / 255 to change the values so that they are floating point
# numbers ranging from 0 to 1.
U = imread('test.jpg', flatten=True) * (1. / 255)
# Set inputs for the function.
sigma = .1
g = lambda x: np.exp(x * x * (-1. / sigma**2))
lambda_ = .25
N = 50
anisdiff_bw_noBCs(U, N, lambda_, g)
# Show the image.
plt.imshow(U, cmap=cm.gray)
plt.show()

```

## Speeding up the Implementation

Unfortunately, with reasonably sized images, this is still slow. This happens for a variety of reasons. When evaluating such a large vector expression, many temporary arrays are allocated and deallocated at each time step. As you can also see, there are many repeated computations. We do not need to calculate the differences between each point and the one next to it twice as we are doing here. We could also take advantage of the fact that the difference between values at each point is usually (except at the boundaries) used twice in two different terms. Each difference between pixels is used in the computations involving both of those pixels, once to find the right value of  $g$  and once when we multiply by the value of  $g$ . To optimize these operations we could precompute the differences in each direction and use

them more intelligently. The last issue is that, in performing these operations the way we do, we are not iterating over memory efficiently. To compute the value of this expression, the computer also must iterate many times over different blocks of memory. That also slows things down.

Though this code is moderately fast, it is an example where NumPy operations with slicing are not quite enough. A partial solution would be to implement the same algorithm without using expressions that allocate temporary arrays. The best way to do this is with inplace operations. That will ensure that our code is not being slowed down by the costs from allocating and deallocating temporary arrays. We can also work to eliminate all duplicate computations in our difference scheme. Doing so gives us the following implementation of the same algorithm. Note! This is still not the simplest way to do this, but these are the sorts of operations that a student will want to understand to be able to code this algorithm well.

```
def anisdiff_bw_noBCs_fast(U, N, lambda_, sigma):
    """ Run the Anisotropic Diffusion differencing scheme
        on the array U of grayscale values for an image.
        Perform N iterations, use the function g = e^{-x^2/sigma^2}
        to limit diffusion across boundaries in the image.
        Operate on U inplace. """
    # Make an array to store temporary values.
    # Here we'll use reshaped versions of it in two different cases.
    diff_base = np.empty(max(U[1:,1:-1].size, U[1:-1,1:].size))
    # Make the two different reshaped versions we'll be using.
    # One to hold the differences between pixels that are adjacent vertically.
    # One to hold the differences between pixels that are adjacent horizontally.
    vdifs = diff_base[:U[1:,1:-1].size].reshape(U[1:,1:-1].shape)
    hdifs = diff_base[:U[1:-1,1:].size].reshape(U[1:-1,1:].shape)
    # Do the same thing to get temporary arrays to store the values of g.
    gvals = np.empty(max(vdifs.size, hdifs.size))
    vg = gvals[:vdifs.size].reshape(vdifs.shape)
    hg = gvals[:hdifs.size].reshape(hdifs.shape)
    # Make another array to store what we are adding to each pixel.
    # In this case, since the boundaries are fixed, we really only need to
    # store the changes to the center.
    differences = np.empty_like(U[1:-1,1:-1])
    # Store this constant to do floating point multiplication across an array
    # instead of floating point division.
    c = -1. / sigma**2
    for i in xrange(N):
        # First do all the computations involving the vertical differences.
        # Copy the values of the lower portion of A into vdifs.
        vdifs[:] = U[:-1,1:-1]
        # Compute the differences in place.
        vdifs -= U[1:,1:-1]
        # Copy the differences into vg.
        vg[:] = vdifs
        # Square them in place.
        vg *= vg
        # Multiply in place by -1. / sigma**2.
        vg *= c
        # Take the exponential function in place.
        np.exp(vg, out=vg)
        # Multiply by vdifs in place to get the portion
        # that will be added or subtracted from each pixel.
        vg *= vdifs
        # Add the values in to the differences array.
```

---

```

# In this case, since the differences array is
# uninitialized, the first operation is just a copy.
# This accounts for the difference between each point
# and the one above it.
differences[:,] = vg[:-1]
# This accounts for the difference between each point
# and the one below it.
differences -= vg[1:]
# Now do all the computations involving the horizontal differences.
# Copy the values of the left portion of A into hdifs.
hdifs[:,] = U[1:-1,:-1]
# Compute the differences in place.
hdifs -= U[1:-1,1:]
# Copy the differences into hg.
hg[:,] = hdifs
# Square them in place.
hg *= hg
# Multiply in place by -1. / sigma**2.
hg *= c
# Take the exponential function in place.
np.exp(hg, out=hg)
# Multiply by hdifs in place to get the portion
# that will be added or subtracted from each pixel.
hg *= hdifs
# Add the values in to the differences array.
# This accounts for the difference between each point
# and the one to its left.
differences += hg[:, :-1]
# This accounts for the difference between each point
# and the one to its right.
differences -= hg[:, 1:]
# Now multiply the sum of all the different terms by lambda_.
differences *= lambda_
# Add the differences to A in place to update its values.
U[1:-1,1:-1] += differences

```

This is significantly faster, but much more messy. Unfortunately, there is still a significant speed loss from iterating over the arrays many more times than is actually necessary when performing computation. There is still a good way to address this problem. We can use the package numexpr to perform multiple computations on an array all at once. Numexpr is a package that can evaluate simple algebraic expressions involving arrays quickly by recognizing and computing common subexpressions and optimizing for fast cache management when accessing memory. You may recall that the primary function in the user interface of numexpr is the `evaluate` function. It evaluates an expression (in some cases, much faster than NumPy can) that has been expressed as a string containing the names of array objects that are in the current scope. Here is how this same algorithm can be written using numexpr.

```

import numexpr as ne
def anisdiff_bw_noBCs_numexpr(U, N, lambda_, sigma):
    """ Run the Anisotropic Diffusion differencing scheme
    on the array U of grayscale values for an image.
    Perform N iterations, use the function g = e^{-x/sigma}
    to limit diffusion across boundaries in the image.
    Operate on U inplace. U is expected to be an array
    of 32 bit floating point numbers. """
    # numexpr needs numpy float32 objects to use as a constants.

```

```

# Start by making them.
sinv = np.float32(-1. / sigma**2)
l32 = np.float32(lambda_)

# Make a copy of U to use for updates.
Unew = U.copy()

# Store the different slices we need to use.
North = U[:-1,:,:-1]
South = U[1:,:,:-1]
West = U[:,-1,:,:-1]
East = U[:,-1,:]

# Store the slice we need to use in Unew.
newCenter = Unew[:-1,:,:-1]

# Make various temporary arrays.
temp = np.empty_like(U)
vtemp = temp[:-1,:,:-1]
vtemp_upper = vtemp[:-1,:,:]
vtemp_lower = vtemp[1:,:,:]
htemp = temp[1:,:,:-1]
htemp_left = htemp[:,:-1,:,:]
htemp_right = htemp[:,1:,:,:]

for i in xrange(N):
    # Use numexpr to compute the values to add or subtract from each pixel
    # corresponding to the differences between pixels in the up-down ↪
    # direction.
    ne.evaluate('l32 * exp(sinv * (South - North)**2) * (South - North)', out=←
               =vtemp)

    # Add these terms to the new array of values.
    # Account for the difference between each pixel and the one above it.
    ne.evaluate('newCenter - vtemp_upper', out=newCenter)
    # Account for the difference between each pixel and the one below it.
    ne.evaluate('newCenter + vtemp_lower', out=newCenter)
    # Do the same computation for the right-left differences.
    ne.evaluate('l32 * exp(sinv * (East - West)**2) * (East - West)', out=←
               =htemp)

    # Account for the difference between each pixel and the one to its left.
    ne.evaluate('newCenter - htemp_left', out=newCenter)
    # Account for the difference between each pixel and the one to its right.
    ne.evaluate('newCenter + htemp_right', out=newCenter)

    # Copy the values into the array U to update it.
    U[:] = Unew

```

This is both cleaner and faster than our previous solution. It allows us to perform whole groups of operations together without having to iterate through memory over and over again. It also optimizes for cache access so that memory bandwidth is best used.

**Problem 1.** Implement an optimized version of anisotropic diffusion for black and white images using the following boundary conditions:

For the top edge let

$$\begin{aligned}
 U_{l,m}^{n+1} = & U_{l,m}^n + \lambda(g(|U_{l-1,m}^n - U_{l,m}^n|)(U_{l-1,m}^n - U_{l,m}^n) \\
 & + g(|U_{l+1,m}^n - U_{l,m}^n|)(U_{l+1,m}^n - U_{l,m}^n) \\
 & + g(|U_{l,m+1}^n - U_{l,m}^n|)(U_{l,m+1}^n - U_{l,m}^n))
 \end{aligned}$$

Do the other edges similarly.

For the top left corner let

$$\begin{aligned} U_{l,m}^{n+1} = & U_{l,m}^n + \lambda(g(|U_{l+1,m}^n - U_{l,m}^n|)(U_{l+1,m}^n - U_{l,m}^n) \\ & + g(|U_{l,m+1}^n - U_{l,m}^n|)(U_{l,m+1}^n - U_{l,m}^n)) \end{aligned}$$

Do the other corners similarly.

Essentially we are just using the terms of the difference scheme that are actually defined.

You can do this by modifying the the numexpr version already given so that it includes the boundary values in the image. Make the following modifications to the code given above:

- Change the North, South, East, and West slices so that they include the boundaries. For example, the North variable should now include all but the last row of  $\mathbf{u}$ .
- Define similar North, South, East and West slices for  $\mathbf{u}_{\text{new}}$ .
- Remove the variables `newCenter`, `vtemp_upper`, `vtemp_lower`, `htemp_left`, and `htemp_right` since they will no longer be necessary.
- Rewrite the strings passed to the `evaluate` function inside the for loop to match the new slices. The operations in place on `new_center` should be replaced by the correct in place operations involving the North, South, East, and West slices of  $\mathbf{u}_{\text{new}}$ . The `vtemp` related variables will be replaced with `vtemp` and the `htemp` related variables will be replaced with `htemp`.

In your function, use

$$g(x) = e^{-(\frac{x}{\sigma})^2}$$

Here is a non-optimized function that performs the desired computations for a generic function  $g$ . Use it to test your optimized version.

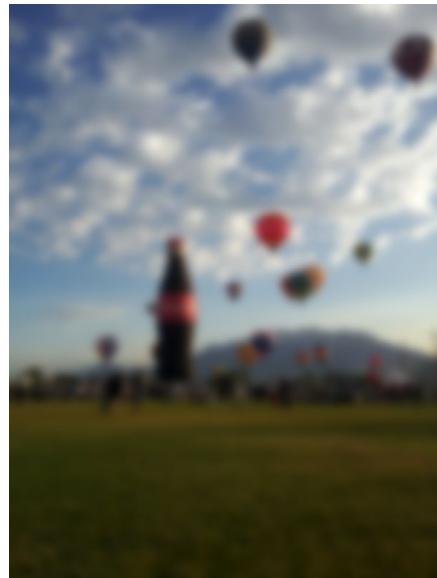
```
def anisodiff_bw_withBCs(U, N, lambda_):
    """ Run the Anisotropic Diffusion differencing scheme
    on the array U of grayscale values for an image.
    Perform N iterations, use the function g
    to limit diffusion across boundaries in the image.
    Operate on U inplace. """
    difs = np.empty_like(U)
    for i in xrange(N):
        difs[:-1] = g(U[1:] - U[:-1]) * (U[1:] - U[:-1])
        difs[-1] = 0
        difs[1:] += g(U[:-1] - U[1:]) * (U[:-1] - U[1:])
        difs[:, :-1] += g(U[:, 1:] - U[:, :-1]) * (U[:, 1:] - U[:, :-1])
        difs[:, 1:] += g(U[:, :-1] - U[:, 1:]) * (U[:, :-1] - U[:, 1:])
        difs *= lambda_
        U += difs
```



original image

5 iterations with  $\sigma = .7$  and  $\lambda = .2$ 

20 iterations



100 iterations

Colored images can be processed in a similar manner. Instead of being represented as a two-dimensional array, colored images are represented as three dimensional arrays. The third dimension is used to store the intensities of each of the standard 3 colors. This diffusion process can be carried out in the exact same way, on each of the arrays of intensities for each color, but instead of detecting edges just in one color, we need to detect edges in any color, so instead of using something of the form  $g(|U_{l+1,m}^n - U_{l,m}^n|)$  as before, we will now use something of the form  $g(||U_{l+1,m}^n - U_{l,m}^n||)$ , where  $U_{l+1,m}^n$  and  $U_{l,m}^n$  are vectors now instead of scalars. The difference scheme can be treated as an equation on vectors in 3-space and now reads:

$$\begin{aligned} U_{l,m}^{n+1} = & U_{l,m}^n + \lambda(g(||U_{l-1,m}^n - U_{l,m}^n||)(U_{l-1,m}^n - U_{l,m}^n) \\ & + g(||U_{l+1,m}^n - U_{l,m}^n||)(U_{l+1,m}^n - U_{l,m}^n) \\ & + g(||U_{l,m-1}^n - U_{l,m}^n||)(U_{l,m-1}^n - U_{l,m}^n) \\ & + g(||U_{l,m+1}^n - U_{l,m}^n||)(U_{l,m+1}^n - U_{l,m}^n)) \end{aligned}$$

When implementing this scheme for colored images, use the 2-norm on 3-space, i.e  $\|x\| = \sqrt{x_1^2 + x_2^2 + x_3^2}$  where  $x_1$ ,  $x_2$ , and  $x_3$  are the different coordinates of  $x$ .

As before, this difference scheme can be implemented with simple slicing operations in NumPy. Here is a version that solves the problem with fixed boundary conditions.

```
def anisdiff_color_noBCs(U, N, lambda_, sigma):
    """ Run the Anisotropic Diffusion differencing scheme
    on the array A of grayscale values for an image.
    Perform N iterations, use the function g = e^{-x^2 / sigma^2}
    to limit diffusion across boundaries in the image.
    Operate on A inplace. """
    for i in xrange(N):
        U[1:-1,1:-1] += lambda_* *
            (np.exp((-1. / sigma**2) *
                   ((U[:-2,1:-1] - U[1:-1,1:-1])**2)).sum(axis=2, keepdims=←
                   True)) *
            (U[:-2,1:-1] - U[1:-1,1:-1]) +
            np.exp((-1. / sigma**2) *
                   ((U[2:,1:-1] - U[1:-1,1:-1])**2)).sum(axis=2, keepdims=←
                   True)) *
            (U[2:,1:-1] - U[1:-1,1:-1]) +
            np.exp((-1. / sigma**2) *
                   ((U[1:-1,:-2] - U[1:-1,1:-1])**2)).sum(axis=2, keepdims=←
                   True)) *
            (U[1:-1,:-2] - U[1:-1,1:-1]) +
            np.exp((-1. / sigma**2) *
                   ((U[1:-1,2:] - U[1:-1,1:-1])**2)).sum(axis=2, keepdims=←
                   True)) *
            (U[1:-1,2:] - U[1:-1,1:-1]))
```

We can use this function like this:

```
A = imread('test.jpg') / np.float32(255.)
Ac = A.copy()
sigma = .1
```

```

lambda_ = .2
N = 5
anisdiff_color_noBCs(A, N, lambda_, sigma)
plt.imshow(A)
plt.show()

```

As before, we can get much better performance using numexpr. This time we must account for proper array broadcasting to be able to multiply each term by the corresponding values for  $g$ . Here is how this is done in the problem with fixed boundary conditions:

```

import numexpr as ne
def anisdiff_color_noBCs_numexpr(U, N, lambda_, sigma):
    # numexpr needs numpy float32 objects to use as constants.
    # Start by making them.
    sinv = np.float32(-1. / sigma**2)
    l32 = np.float32(lambda_)
    # Make a copy of U to use for updates.
    Unew = U.copy()
    # Store the different slices we need to use.
    North = U[:-1,1:-1]
    South = U[1:,1:-1]
    West = U[1:-1,:-1]
    East = U[1:-1,1:]
    newCenter = Unew[1:-1,1:-1]
    # Make various temporary arrays.
    difs = np.empty_like(U)
    vdifs = difs[:-1,1:-1]
    vdifs_upper = vdifs[:-1]
    vdifs_lower = vdifs[1:]
    hdifs = difs[1:-1,:-1]
    hdifs_left = hdifs[:,1:-1]
    hdifs_right = hdifs[:,1:]
    # Make an array to store the sums of the squares
    # that come when taking the norm.
    # Make 3D views of the arrays for use in broadcasting later.
    sums = np.empty(U.shape[:2], dtype=U.dtype)
    vsum = sums[:-1,1:-1]
    vsum3D = vsum[...,None]
    hsum = sums[1:-1,:-1]
    hsum3D = hsum[...,None]
    for i in xrange(N):
        # Use numexpr to compute the values to add or subtract from each pixel
        # corresponding to the differences between pixels in the up-down ←
        # direction.
        # First compute the repeated values.
        ne.evaluate('South - North', out=vdifs)
        # Now compute the 2-norm squared along the last axis.
        # Store the output in vsum.
        ne.evaluate('sum(vdifs**2, axis=2)', out=vsum)
        # Now finish computing this set of terms.
        # Use the 3D view of vsum so the multiplication broadcasts
        # along the third dimension of vdifs.
        ne.evaluate('132 * exp(sinv * vsum3D) * vdifs', out=vdifs)
        # Add these terms to the new array of values.
        # Account for the difference between each pixel and the one above it.
        ne.evaluate('newCenter - vdifs_upper', out=newCenter)
        # Account for the difference between each pixel and the one below it.
        ne.evaluate('newCenter + vdifs_lower', out=newCenter)

```

---

```

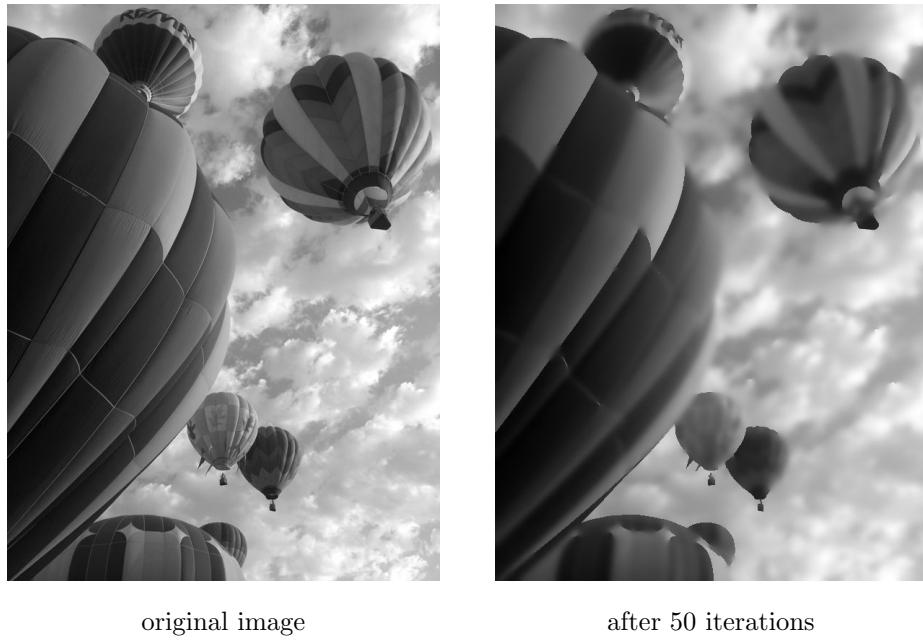
# Do the same computation for the right-left differences.
# First compute the repeated values.
ne.evaluate('East - West', out=hdifs)
# Now compute the 2-norm squared along the last axis.
# Store the output in vsum.
ne.evaluate('sum(hdifs**2, axis=2)', out=hsum)
# Now finish computing this set of terms.
# Use the 3D view of hsum so the multiplication broadcasts
# along the third dimension of hdifs.
ne.evaluate('132 * exp(sinv * hsum3D) * hdifs', out=hdifs)
# Account for the difference between each pixel and the one to its left.
ne.evaluate('newCenter - hdifs_left', out=newCenter)
# Account for the difference between each pixel and the one to its right.
ne.evaluate('newCenter + hdifs_right', out=newCenter)
# Copy the values into the array U to update it.
U[:] = Unew

```

**Problem 2.** Make a new version of the code you wrote for the previous problem which processes a colored image. Measure the difference between pixels using the 2-norm. Use the corresponding vector versions of the boundary conditions given in Problem 1.

To do this, you must break up the computation of the different terms so that you can compute the norm along each triple of color values and then broadcast the  $g$  values along the last axis of the array of differences. This can be done by taking your code from the previous problem and doing the following:

- Outside the loop, define a temporary array to hold the squares of the norms of the color triples. This should be similar to the variable `sums` shown in the example with fixed boundary conditions.
- Using the array you have just allocated, make slices of it to hold the norms corresponding to the horizontal and vertical differences. This will be like `hsums` and `vsums` in the code above.
- Make 3D views of the arrays `hsums` and `vsums`. There are several ways to do this. One is shown in the example above using the `[...,None]` syntax. The `...` says that slices that follow apply to the last axes of the array and not the first ones. The `None` tells NumPy to create an array with an extra dimension of length 1 wherever the `None` appears. We do this so that we can broadcast along the third axis of  $U$  to multiply each value of  $g$  across its corresponding color triple.
- Split the computation of the different terms into three pieces (as shown in the example above). Be sure to use `vsums` and `hsums` as the output arrays for the sum command and `vsums3D` and `hsums3D` to multiply the rest of the different terms by  $g$ .



original image

after 50 iterations

Figure 9.1: Smearing of similar colors when using an anisotropic diffusion filter.

Here is a reference implementation that you can use to verify that your optimized version is correct.

```
def anisdiff_color_withBCs(A, N, lambda_, sigma):
    """ Run the Anisotropic Diffusion differencing scheme
    on the array A of grayscale values for an image.
    Perform N iterations, use the function g = e^{-x^2/sigma^2}
    to limit diffusion across boundaries in the image.
    Operate on A inplace. """
    sinv = -1. / sigma**2
    difs = np.empty_like(A)
    for i in xrange(N):
        difs[:-1] = np.exp(sinv * np.square(A[1:] - A[:-1])).sum(axis=2, ←
            keepdims=True) * (A[1:] - A[:-1])
        difs[-1] = 0
        difs[1:] += np.exp(sinv * np.square(A[:-1] - A[1:])).sum(axis=2, ←
            keepdims=True) * (A[:-1] - A[1:])
        difs[:, :-1] += np.exp(sinv * np.square(A[:, 1:] - A[:, :-1])).sum(←
            axis=2, keepdims=True) * (A[:, 1:] - A[:, :-1])
        difs[:, 1:] += np.exp(sinv * np.square(A[:, :-1] - A[:, 1:])).sum(←
            axis=2, keepdims=True) * (A[:, :-1] - A[:, 1:])
        difs *= lambda_
        A += difs
```

This sort of anisotropic diffusion can be very effective, but, depending on the image, it may also smear out edges that do not have large differences between them. An example of this limitation can be seen in Figure 9.1

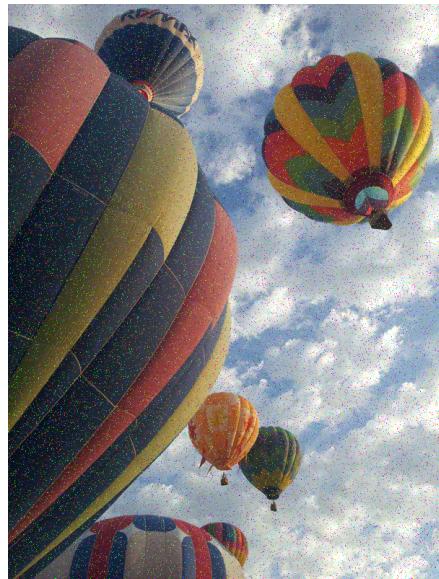
As we can see, after 100 iterations, some of the boundaries between similar

shades of grey have smeared unevenly. You may still have to look closely to see it. This can be counteracted somewhat by further decreasing the  $\sigma$  value, but if we have random noise throughout the image, this will not remove it. If we have random static in the image, we can remove this using a modified version of the filter. Instead of measuring the rate of change in the picture in each direction, we change each point according to whether or not any of its adjacent points have roughly the same value it has. This is called a minimum-biased filter. This sort of trick is especially good for removing isolated pixels that are different from those around them. A very simple way to do this is by taking the average of the two smallest differences between each pixel and its eight neighbors and using that in place of  $g$  in the difference scheme above. Along the boundaries, we do not have 8 neighbors for each pixel, but we can get by just using the pixels we have and eliminating the other terms in the difference scheme, just as we did before. This will make it so that points that neighbor points of similar value will not be changed, while points that do not match their surroundings will be faded to become more like the points surrounding them. This does not have the same symmetrical diffusion as the other scheme, i.e. if one pixel changes, it does not necessarily change its neighboring pixels by the same amount. As long as you leave  $\lambda \leq \frac{1}{4}$  and you have scaled the pixels to have floating point values between 0 and 1, the scheme will still remain within its minimum and maximum bounds, since the tendency is always to move points closer to the values of their neighbors. To demonstrate the action of such a filter, we make changes to random pixels in the color version of the same photo and use both filters to remove the noise we have added. Below, we include an example where we have added noise to the color version of that same picture, then used a minimum-biased filter to diminish the noise and the original filter to smooth what remains.

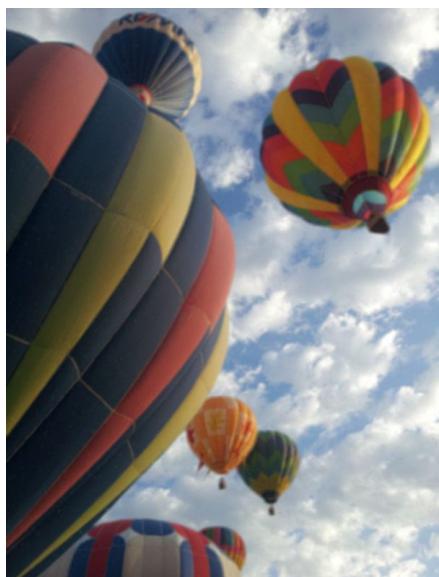
**Problem 3.** (optional) Implement the minimum-biased finite difference scheme described above.



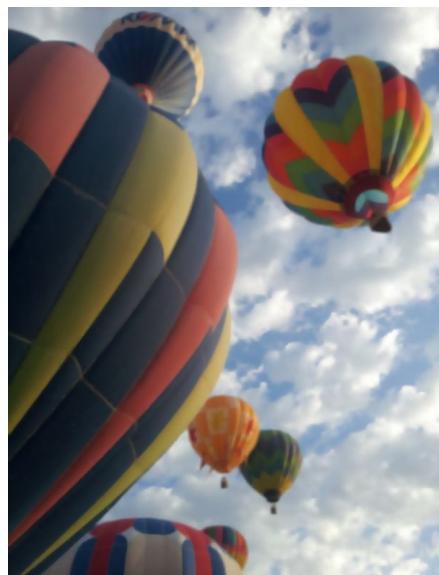
original image



randomly changed 100000 color values



300 iterations of a min-biased scheme

after 8 additional iterations of the first filter with  $\lambda = .25$  and  $\sigma = .04$ .

## Lab 10

# Wave Phenomena

### Advection Equation

The advection equation (or transport equation) is given by  $u_t + su_x = 0$ , where  $s$  is a nonzero constant. Consider the Cauchy problem

$$\begin{aligned} u_t + su_x &= 0, \quad -\infty < x < \infty, \\ u(x, 0) &= f(x). \end{aligned}$$

The function  $f(x)$  may be thought of as an initial wave or signal. The general solution of this initial boundary value problem is  $u(x, t) = f(x - st)$  (check this!). The solution  $u(x, t)$  is a travelling wave that takes the signal  $f(x)$  and moves it along at a constant speed  $s$  - to the right if  $s > 0$ , and to the left if  $s < 0$ .

### Wave Equation

Many different wave phenomena can be described using a hyperbolic PDE called the wave equation. These wave phenomena occur in fields such as electromagnetics, fluid dynamics, and acoustics. This equation is given by

$$u_{tt} = s^2 \Delta u. \tag{10.1}$$

The 1D equation can be derived in the context of many physical models; a common derivation describes the motion of a string vibrating in a plane. Another nice derivation uses Hooke's law from the theory of elasticity.

After making the change of variables  $(\xi, \eta) = (x - st, x + st)$  and using the chain rule, we find that the 1D wave equation  $u_{tt} = s^2 u_{xx}$  is equivalent to  $u_{\xi\eta} = 0$ . The general solution of this last equation is

$$u(\xi, \eta) = F(\xi) + G(\eta)$$

for some scalar functions  $F$  and  $G$ . In  $(x, t)$  coordinates the solution is

$$u(x, t) = F(x - st) + G(x + st)$$

Thus the general solution of the wave equation is the sum of two parts: one is a signal travelling to the right with constant speed  $|s|$ , and the other is a signal travelling to the left with speed  $|s|$ .

The wave equation is usually seen in the context of an initial boundary value problem. This takes the form

$$\begin{aligned} u_{tt} &= s^2 u_{xx}, \quad 0 < x < l, \quad t > 0, \\ u(0, t) &= u(l, t) = 0, \\ u(x, 0) &= f(x), \\ u_t(x, 0) &= g(x). \end{aligned}$$

### Numerical solution of the wave equation

We look to approximate  $u(x, t)$  on a grid of points  $(x_j, t_m)_{j=0, m=0}^{J, M}$ . Denote the approximation to  $u(x_j, t_m)$  by  $U_j^m$ . Recall that the centered approximations in space and time are

$$\begin{aligned} D_{tt} U_j^m &= \frac{U_j^{m+1} - 2U_j^m + U_j^{m-1}}{(\Delta t)^2}, \\ D_{xx} U_j^m &= \frac{U_{j+1}^m - 2U_j^m + U_{j-1}^m}{(\Delta x)^2}. \end{aligned}$$

The resulting method is given by

$$\begin{aligned} \frac{U_j^{m+1} - 2U_j^m + U_j^{m-1}}{(\Delta t)^2} &= s^2 \frac{U_{j+1}^m - 2U_j^m + U_{j-1}^m}{(\Delta x)^2}, \\ U_j^{m+1} &= -U_j^{m-1} + 2(1 - \lambda^2)U_j^m + \lambda^2(U_{j+1}^m + U_{j-1}^m), \end{aligned}$$

where  $\lambda = s(\Delta t)/(\Delta x)$ . This method may be written in matrix form as

$$U^{m+1} = AU^m - U^{m-1}$$

where

$$A = \begin{bmatrix} 2(1 - \lambda^2) & \lambda^2 & & & \\ \lambda^2 & 2(1 - \lambda^2) & \lambda^2 & & \\ & \ddots & \ddots & \ddots & \\ & & \lambda^2 & 2(1 - \lambda^2) & \lambda^2 \\ & & & \lambda^2 & 2(1 - \lambda^2) \end{bmatrix}$$

and

$$U^m = \begin{bmatrix} U_1^m \\ U_2^m \\ \vdots \\ U_{J-1}^m \end{bmatrix}$$

In the matrix equation above, we have already used the boundary conditions to determine that  $U_0^m = U_J^m = 0$  at each time  $t_m$ . Note that, to obtain the approximation  $U_j^{m+1}$  of  $u(x_j, t_{m+1})$ , the method uses the value of the approximation

at the previous two time steps. We can find the solution for the first two time steps by using the initial conditions. Using the initial conditions directly gives an approximation at  $t = t_0 = 0$ :

$$U_j^0 = f(x_j), \quad 1 \leq j \leq J-1$$

To obtain an approximation at the second time step, we consider the Taylor expansion

$$u(x_j, t_1) = u(x_j, 0) + u_t(x_j, 0)\Delta t + u_{tt}(x_j, 0)\frac{\Delta t^2}{2} + u_{ttt}(x_j, t_1^*)\frac{\Delta t^3}{6}.$$

Recalling that the solution  $u(x, t)$  satisfies the wave equation, we substitute in expressions from our initial conditions:

$$u(x_j, t_1) = u(x_j, 0) + g(x_j)\Delta t + s^2 f''(x_j)\frac{\Delta t^2}{2} + u_{ttt}(x_j, t_1^*)\frac{\Delta t^3}{6}.$$

Ignoring the third order term, we obtain a second order approximation for the second time step:

$$U_j^1 = U_j^0 + g(x_j)\Delta t + s^2 f''(x_j)\frac{\Delta t^2}{2}, \quad 1 \leq j \leq J-1$$

or if  $f$  is not readily differentiable,

$$U_j^1 = U_j^0 + g(x_j)\Delta t + \frac{\lambda^2}{2}(U_{j-1}^0 - 2U_j^0 + U_{j+1}^0)$$

This method is conditionally stable; the CFL condition is that  $\lambda \leq 1$ .

**Problem 1.** Consider the initial boundary value problem

$$\begin{aligned} u_{tt} &= u_{xx}, \\ u(0, t) &= u(1, t) = 0, \\ u(x, 0) &= \sin(2\pi x), \\ u_t(x, 0) &= 0. \end{aligned}$$

Numerically approximate the solution  $u(x, t)$  at  $t = .5$ . Use  $J = 5$  subintervals in the  $x$  dimension and  $M = 5$  subintervals in the  $t$  dimension. Compare your results with the analytic solution  $u(x, t) = \sin(2\pi x) \cos(2\pi t)$ . This function is known as a standing wave.

**Problem 2.** Consider the initial boundary value problem

$$\begin{aligned} u_{tt} &= u_{xx}, \\ u(0, t) &= u(1, t) = 0, \\ u(x, 0) &= .2e^{-m^2(x-1/2)^2} \\ u_t(x, 0) &= -.4m^2(x - 1/2)e^{-m^2(x-1/2)^2}. \end{aligned}$$

The solution of this problem is a Gaussian pulse. It travels to the right at a constant speed. This solution models, for example, a wave pulse in a stretched string. Note that the fixed boundary conditions reflect the pulse back when it meets the boundary.

Numerically approximate the solution  $u(x, t)$  at  $t = 1$  (set  $m = 20$ ). Use 200 subintervals in space and 220 in time, and animate your results. Then use 200 subintervals in space and 180 in time. Note that the stability condition is not satisfied for the second mesh.

**Problem 3.** Consider the initial boundary value problem

$$\begin{aligned} u_{tt} &= u_{xx}, \\ u(0, t) &= u(1, t) = 0, \\ u(x, 0) &= .2e^{-m^2(x-1/2)^2} \\ u_t(x, 0) &= 0. \end{aligned}$$

The initial condition separates into two smaller, slower-moving pulses, one travelling to the right and the other to the left. This solution models, for example, a plucked guitar string

Numerically approximate the solution  $u(x, t)$  at  $t = 2$  (set  $m = 20$ ). Use 200 subintervals in space and 440 in time, and animate your results. It is rather easy to see that the solution to this problem is the sum of two travelling waves, one travelling to the left and the other to the right, as described earlier. How can the solution to the first problem also be shown to be the sum of two travelling waves?

**Problem 4.** Consider the initial boundary value problem

$$\begin{aligned} u_{tt} &= u_{xx}, \\ u(0, t) &= u(1, t) = 0, \\ u(x, 0) &= \begin{cases} 1/3 & \text{if } 5/11 < x < 6/11, \\ 0 & \text{otherwise} \end{cases} \\ u_t(x, 0) &= 0. \end{aligned}$$

Numerically approximate the solution  $u(x, t)$  at  $t = 2$ . Use 200 subintervals in space and 440 in time, and animate your results. Even though the method is second order and stable for this discretization, since the initial condition is discontinuous there are large dispersive errors. The finite volume method can be used to smooth out the numerical solution.

## Travelling Wave Solutions of an Evolution Equation

Recall that the advection (transport) equation with initial conditions, given by

$$\begin{aligned} u_t + su_x &= 0, \quad -\infty < x < \infty, \\ u(x, 0) &= f(x), \end{aligned}$$

has as its general solution  $u(x, t) = f(x - st)$ . Consider a general evolutionary PDE of the form

$$u_t = G(u, u_x, u_{xx}, \dots) \quad (10.2)$$

An interesting question to ask is whether (10.2) has travelling wave solutions: is there a signal or wave profile  $f(x)$ , so that  $u(x, t) = f(x - st)$  is a solution of (10.2) that carries the signal at a constant speed  $s$ ? These travelling waves are often significant physically. For example, in a PDE modeling insect population dynamics a travelling wave could represent a swarm of locusts; in a PDE describing a combustion process a travelling wave could represent an explosion or detonation.

### Burgers' equation

We will examine the process of studying travelling wave solutions using Burgers' equation, a nonlinear PDE from gas dynamics. It is given by

$$u_t + \left( \frac{u^2}{2} \right)_x = \nu u_{xx}, \quad (10.3)$$

where  $u$  and  $\nu$  represent the velocity and viscosity of the gas, respectively. It models both the process of transport with the nonlinear advection term  $(u^2/2)_x = uu_x$ , as well as diffusion due to the viscosity of the gas  $(\nu u_{xx})$ .

Let us look for a travelling wave solution  $u(x, t) = \hat{u}(x - st)$  for Burgers equation. We transform (10.3) into the moving frame  $(x, t) \rightarrow (\bar{x}, \bar{t}) = (x - st, t)$ . In this frame (10.3) becomes

$$u_{\bar{t}} - su_{\bar{x}} + \left( \frac{u^2}{2} \right)_{\bar{x}} = \nu u_{\bar{x}\bar{x}} \quad (10.4)$$

This new frame of reference corresponds to an observer moving along with the wave, so that the wave appears stationary as the observer studies it. Thus,  $\hat{u}_{\bar{t}} = 0$ , so that the wave profile  $\hat{u}$  satisfies the ordinary differential equation

$$-su_{\bar{x}} + \left( \frac{u^2}{2} \right)_{\bar{x}} = \nu u_{\bar{x}\bar{x}}. \quad (10.5)$$

From here on we will drop the bar notation for simplicity. We seek a travelling wave solution with asymptotically constant boundary conditions; that is,  $\lim_{x \rightarrow \pm\infty} \hat{u}(x) = u_{\pm}$  both exist, and  $\lim_{x \rightarrow \pm\infty} \hat{u}'(x) = 0$ . We will suppose that  $u_- > u_+ > 0$ .

Note that to this point we still don't know the speed of the travelling wave. Integrating both sides of this differential equation, and then taking the limit as

$x \rightarrow +\infty$ , we obtain

$$\begin{aligned} -s \int_{-\infty}^x u' + \int_{-\infty}^x \left(\frac{u^2}{2}\right)' &= \nu \int_{-\infty}^x u'', \\ -s(u(x) - u_-) + \frac{u^2(x)}{2} - \frac{u_-^2}{2} &= \nu(u'(x) - u'(-\infty)), \\ -s(u_+ - u_-) + \frac{u_+^2}{2} - \frac{u_-^2}{2} &= 0. \end{aligned}$$

Thus given boundary conditions  $u_{\pm}$  at  $\pm\infty$ , the speed of the travelling wave must be  $s = \frac{u_- + u_+}{2}$ .

Usually at this point, the travelling wave must be numerically solved using the profile ODE ((10.5) for Burgers equation). However, the profile ODE for Burgers is simple enough that it is possible to obtain an analytic solution. The travelling wave is given by

$$\hat{u}(x) = s - a \tanh\left(\frac{ax}{2\nu} + \delta\right)$$

where  $a = (u_- - u_+)/2$  and  $\delta$  is fixed real number. We get a family of solutions because any translation of a travelling wave solution is also a travelling wave solution.

## Stability of travelling waves

Suppose that an evolutionary PDE

$$u_t = G(u, u_x, u_{xx}, \dots). \quad (10.6)$$

has a travelling wave solution  $u(x, t) = \hat{u}(x - st)$ . An interesting question to consider is whether the mathematical solution,  $\hat{u}$ , has a physical analogue. In other words, does the travelling wave show up in real life? This question is the start of the mathematical study of stability of travelling waves.

We begin by translating (10.6) into the moving frame  $(x, t) \rightarrow (\bar{x}, \bar{t}) = (x - st, t)$ . In this frame the PDE becomes

$$u_t - su_x = G(u, u_x, u_{xx}, \dots).$$

In these coordinates the travelling wave is stationary. Thus, the solution of

$$\begin{aligned} u_t - su_x &= G(u, u_x, u_{xx}, \dots), \\ u(x, t=0) &= \hat{u}(x), \end{aligned}$$

is given by  $u(x, t) = \hat{u}(x)$ . We say that the travelling wave  $\hat{u}$  is asymptotically orbitally stable if whenever  $v(x)$  is a small perturbation of  $\hat{u}(x)$ , the general solution of

$$\begin{aligned} u_t - su_x &= G(u, u_x, u_{xx}, \dots), \\ u(x, t=0) &= v(x), \end{aligned}$$

converges to some translation of  $\hat{u}$  as  $t \rightarrow \infty$ . Using this definition to prove stability of a travelling wave is a nontrivial task.

## Visualizing stability of the travelling wave solution of Burgers' equation

The travelling wave solution of Burgers' equation is a stable wave. To view this numerically, we discretize the PDE

$$u_t - su_x + uu_x = u_{xx}$$

using the second order centered approximations

$$\begin{aligned} D_t U_j^{n+1/2} &= \frac{U_j^{n+1} - U_j^n}{\Delta t}, \quad D_{xx} U_j^{n+1/2} = \frac{1}{2} \left( \frac{U_{j+1}^{n+1} - U_{j-1}^{n+1}}{2\Delta x} + \frac{U_{j+1}^n - U_{j-1}^n}{2\Delta x} \right), \\ D_{xx} U_j^{n+1/2} &= \frac{1}{2} \left( \frac{U_{j+1}^{n+1} - U_j^{n+1} + U_{j-1}^{n+1}}{(\Delta x)^2} + \frac{U_{j+1}^n - U_j^n + U_{j-1}^n}{(\Delta x)^2} \right) \end{aligned}$$

Substituting these expressions into the PDE we obtain a second-order, implicit Crank-Nicolson method

$$\begin{aligned} U_j^{n+1} - U_j^n &= K_1 [(s - U_j^{n+1})(U_{j+1}^{n+1} - U_{j-1}^{n+1}) + (s - U_j^n)(U_{j+1}^n - U_{j-1}^n)] \\ &\quad + K_2 [(U_{j+1}^{n+1} - 2U_j^{n+1} + U_{j-1}^{n+1}) + (U_{j+1}^n - 2U_j^n + U_{j-1}^n)], \end{aligned}$$

where  $K_1 = \frac{\Delta t}{4\Delta x}$  and  $K_2 = \frac{\Delta t}{2(\Delta x)^2}$ .

**Problem 5.** Numerically solve the initial value problem

$$\begin{aligned} u_t - su_x + uu_x &= u_{xx}, \quad x \in (-\infty, \infty), \\ u(x, 0) &= v(x), \end{aligned}$$

for  $t \in [0, 1]$ . Let the perturbation  $v(x)$  be given by

$$v(x) = 3.5(\sin(3x) + 1) \frac{1}{\sqrt{2\pi}} \exp(-x^2/2)$$

And let the initial condition be  $u(x, 0) = \hat{u}(x) + v(x)$ . Approximate the  $x$  domain,  $(-\infty, \infty)$ , numerically by the finite interval  $[-20, 20]$ , and fix  $u(-20) = u_-$ ,  $u(20) = u_+$ . Let  $u_- = 5$ ,  $u_+ = 1$ . Use 150 intervals in space and 350 steps in time. Animate your results. You should see the solution converge to a translate of the travelling wave  $\hat{u}$ .

Hint: This difference scheme is no longer a linear equation. We have a nonlinear equation in  $U^{n+1}$ . We can still solve this function using Newton's method or some other similar solver. In this case, use `scipy.optimize.fsolve`.



## Lab 11

# Poisson's equation

Suppose that we want to describe the distribution of heat throughout a region  $\Omega$ . Let  $h(x)$  represent the temperature on the boundary of  $\Omega$  ( $\partial\Omega$ ), and let  $g(x)$  represent the initial heat distribution at time  $t = 0$ . If we let  $f(x, t)$  represent any heat sources/sinks in  $\Omega$ , then the flow of heat can be described by the boundary value problem (BVP)

$$\begin{aligned} u_t &= \Delta u + f(x, t), \quad x \in \Omega, \quad t > 0, \\ u(x, t) &= h(x), \quad x \in \partial\Omega, \\ u(x, 0) &= g(x). \end{aligned} \tag{11.1}$$

When the source term  $f$  does not depend on time, there is often a steady-state heat distribution  $u_\infty$  that is approached as  $t \rightarrow \infty$ . This steady state  $u_\infty$  is a solution of the BVP

$$\begin{aligned} \Delta u + f(x) &= 0, \quad x \in \Omega, \\ u(x, t) &= h(x), \quad x \in \partial\Omega. \end{aligned} \tag{11.2}$$

This last partial differential equation,  $\Delta u = -f$ , is called Poisson's equation. This equation is satisfied by the steady-state solutions of many other evolutionary processes. Poisson's equation is often used in electrostatics, image processing, surface reconstruction, computational fluid dynamics, and other areas.

## Poisson's equation in two dimensions

Consider Poisson's equation together with Dirichlet boundary conditions on a square domain  $R = [a, b] \times [c, d]$ :

$$\begin{aligned} u_{xx} + u_{yy} &= f, \quad x \text{ in } R \subset \mathbb{R}^2, \\ u &= g, \quad x \text{ on } \partial R. \end{aligned} \tag{11.3}$$

Let  $a = x_{-1}, x_0, \dots, x_{N-1} = b$  be a partition of  $[a, b]$ , and let  $c = y_{-1}, y_0, \dots, y_{N-1} = d$  be a partition of  $[c, d]$ . Suppose that there are  $N+1$  evenly spaced points, so that

$N$  is the number of subintervals in each dimension, and  $x_i, y_j$  are given by

$$\begin{aligned}x_i &= a + (i+1)h, \\y_j &= c + (j+1)h,\end{aligned}$$

for  $i, j = 0, \dots, N-2$ , where  $h = x_i - x_{i-1} = y_i - y_{i-1}$ . We look for an approximation  $U_{i,j}$  on the grid  $\{(x_i, y_j)\}_{i,j=-1}^{N-1}$ .

Recall that

$$\begin{aligned}\Delta u &= u_{xx}(x, y) + u_{yy}(x, y) \\&= \frac{u(x+h, y) - 2u(x, y) + u(x-h, y)}{h^2} \\&\quad + \frac{u(x, y+h) - 2u(x, y) + u(x, y-h)}{h^2} + \mathcal{O}(h^2).\end{aligned}$$

We replace  $\Delta$  with the finite difference operator  $\Delta_h$ , defined by

$$\begin{aligned}\Delta_h U_{ij} &= \frac{U_{i+1,j} - 2U_{i,j} + U_{i-1,j}}{h^2} + \frac{U_{i,j+1} - 2U_{i,j} + U_{i,j-1}}{h^2}, \\&= \frac{1}{h^2} (U_{i-1,j} + U_{i+1,j} + U_{i,j-1} + U_{i,j+1} - 4U_{i,j}).\end{aligned}$$

Then the set of equations

$$\Delta_h U_{ij} = f_{ij}, \quad i, j = 0, \dots, N-2,$$

can be written in matrix form as

$$AU + p + q = f.$$

$A$  is a block tridiagonal matrix, given by

$$\frac{1}{h^2} \begin{bmatrix} T & I & & & \\ I & T & I & & \\ & \ddots & \ddots & \ddots & \\ & & I & T & I \\ & & & I & T \end{bmatrix} \quad (11.4)$$

where  $I$  is the  $N-1 \times N-1$  identity matrix, and  $T$  is the tridiagonal matrix

$$\begin{bmatrix} -4 & 1 & & & \\ 1 & -4 & 1 & & \\ & \ddots & \ddots & \ddots & \\ & & 1 & -4 & 1 \\ & & & 1 & -4 \end{bmatrix}.$$

The vector  $U$  is given by

$$U = \begin{bmatrix} U^0 \\ U^1 \\ \vdots \\ U^{N-2} \end{bmatrix} \text{ where } U^j = \begin{bmatrix} U_{0,j} \\ U_{1,j} \\ \vdots \\ U_{N-2,j} \end{bmatrix} \text{ for each } j, 0 \leq j \leq N-2.$$

The vectors  $p$  and  $q$  come from the boundary conditions of (11.3), and are given by

$$p = \begin{bmatrix} p^0 \\ \cdots \\ p^{N-2} \end{bmatrix}, \quad q = \begin{bmatrix} q^0 \\ \cdots \\ q^{N-2} \end{bmatrix},$$

where

$$p^j = \frac{1}{h^2} \begin{bmatrix} g_{-1,j} \\ 0 \\ \vdots \\ 0 \\ g_{N-1,j} \end{bmatrix}, \quad 0 \leq j \leq N-2,$$

and

$$q^0 = \frac{1}{h^2} \begin{bmatrix} g_{0,-1} \\ g_{1,-1} \\ \vdots \\ g_{N-3,-1} \\ g_{N-2,-1} \end{bmatrix}, \quad q^{N-2} = \frac{1}{h^2} \begin{bmatrix} g_{0,N-1} \\ g_{1,N-1} \\ \vdots \\ g_{N-3,N-1} \\ g_{N-2,N-1} \end{bmatrix}, \quad q^j = \begin{bmatrix} 0 \\ 0 \\ \vdots \\ 0 \\ 0 \end{bmatrix}, \quad 1 \leq j \leq N-3.$$

The following code implements the greater portion of the finite difference method; it leaves the construction of the matrix  $A$  in (11.4) to problem 11.5.

```

from __future__ import division
from scipy.sparse import spdiags
from scipy.sparse.linalg import spsolve

def poisson_square(a1,b1,c1,d1,n,bcs, source):
    # n = number of subintervals
    # We discretize in the x dimension by
    # a1 = x_0 < x_1 < ... < x_n=b1, and
    # We discretize in the y dimension by
    # c1 = y_0 < y_1 < ... < y_n=d1.
    # This means that we have interior points
    # {x_1, ..., x_{n-1}}\times {y_1, ..., y_{n-1}}
    # or {x_1, ..., x_m}\times {y_1, ..., y_m} where m = n-1.
    # In Python, this is indexed as
    # {x_0, ..., x_{m-1}}\times {y_0, ..., y_{m-1}}
    # We will have m**2 pairs of interior points, and
    # m**2 corresponding equations.
    # We will organize these equations by their
    # y coordinates: all equations centered
    # at (x_i, y_0) will be listed first,
    # then (x_i, y_1), and so on till (x_i, y_{m-1})
    delta_x, delta_y, h, m = (b1-a1)/n, (d1-c1)/n, (b1-a1)/n, n-1

    ##### Construct the matrix A #####
    # Here we construct the vector b #####
    b, Array = np.zeros(m**2), np.linspace(0.,1.,m+2)[1:-1]
    # In the next line, source represents
    # the inhomogenous part of Poisson's equation
    for j in xrange(m):

```

```

b[j*m:(j+1)*m] = source(a1+(b1-a1)*Array, c1+(j+1)*h*np.ones(m) )

# In the next four lines, bcs represents the
# Dirichlet conditions on the boundary
# y = c1+h, d1-h
b[0:m] -= h**(-2.)*bcs(a1+(b1-a1)*Array,c1*np.ones(m))
b[(m-1)*m:m**2] -= h**(-2.)*bcs(a1+(b1-a1)*Array,d1*np.ones(m))
# x = a1+h, b1-h
b[0::m] -= h**(-2.)*bcs(a1*np.ones(m),c1+(d1-c1)*Array)
b[(m-1)::m] -= h**(-2.)*bcs(b1*np.ones(m),c1+(d1-c1)*Array)

##### Here we solve the system A*soln = b #####
soln = spsolve(A,b)

# We return the solution, and the boundary values,
# in the array z.
z = np.zeros((m+2,m+2) )
for j in xrange(m):
    z[1:-1,j+1] = soln[j*m:(j+1)*m]

x, y = np.linspace(a1,b1,m+2), np.linspace(c1,d1,m+2)
z[:,0], z[:,m+1] = bcs(x,c1*np.ones(len(x))), bcs(x,d1*np.ones(len(x)))
z[0,:], z[m+1,:] = bcs(a1*np.ones(len(x)),y), bcs(b1*np.ones(len(x)),y)
return z

```

**Problem 1.** Construct the matrix  $A$  in (11.4). Make sure your matrix is sparse. Then use the code above to solve the boundary value problem

$$\begin{aligned} \Delta u &= 0, \quad x \in [0, 1] \times [0, 1], \\ u(x, y) &= x^3, \quad (x, y) \in \partial([0, 1] \times [0, 1]). \end{aligned} \tag{11.5}$$

## Poisson's equation and conservative forces

In physics Poisson's equation is used to describe the scalar potential of a conservative force. In general

$$\Delta V = -f$$

where  $V$  is the scalar potential of the force, or the potential energy a particle would have at that point, and  $f$  is a source term. Examples of conservative forces include Newton's Law of Gravity (where matter become the source term) and Coulomb's Law, which gives the force between two charge particles (where charge is the source term).

In electrostatics the electric potential is also known as the voltage, and is denoted by  $V$ . From Maxwell's equations it can be shown that that the voltage obeys Poisson's equation with the electric charge density (like a continuous cloud of electrons) being the source term:

$$\Delta V = -\frac{\rho}{\epsilon_0},$$

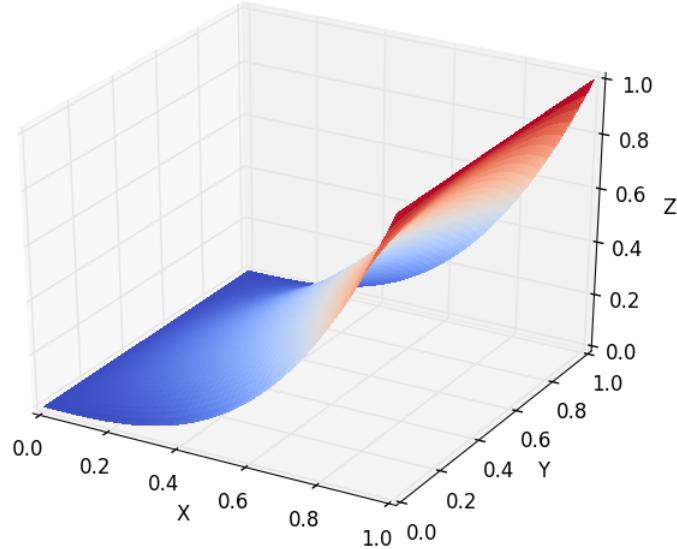


Figure 11.1: The solution of (11.5).

where  $\rho$  is the charge density and  $\epsilon_0$  is the permittivity of free space, which is a constant that we'll leave as 1.

Usually a non zero  $V$  at a point will cause a charged particle to move to a lower potential, changing  $\rho$  and the solution to  $V$ . However, in this analysis we'll assume that the charges are fixed in place.

Suppose we have 3 nested pipes. The outer pipe is attached to "ground," which usually we define to be  $V = 0$ , and the inner two have opposite relative charges. Physically the two inner pipes would function like a capacitor.

The following code will plot the charge distribution of this setup.

```
import matplotlib.colors as mcolors

def source(X,Y):
    """
        Takes arbitrary arrays of coordinates X and Y and returns an array of the same shape
        representing the charge density of nested charged squares
    """
    src = np.zeros(X.shape)
    src[ np.logical_or(
        np.logical_and( np.logical_or(abs(X-1.5) < .1,abs(X+1.5) < .1) ,abs(Y) < 1.6),
        np.logical_and( np.logical_or(abs(Y-1.5) < .1,abs(Y+1.5) < .1) ,abs(X) < 1.6))] = 1
    src[ np.logical_or(
        np.logical_and( np.logical_or(abs(X-0.9) < .1,abs(X+0.9) < .1) ,abs(Y) < 1.6),
        np.logical_and( np.logical_or(abs(Y-0.9) < .1,abs(Y+0.9) < .1) ,abs(X) < 1.6))] = -1
    return src
```

```

        1.0),
        np.logical_and( np.logical_or(abs(Y-0.9) < .1,abs(Y+0.9) < .1) ,abs(X) < -->
        1.0))] = -1
    return src

#Generate a color dictionary for use with LinearSegmentedColormap
#that places red and blue at the min and max values of data
#and white when data is zero

def genDict(data):
    zero = 1/(1 - np.max(data)/np.min(data))
    cdict = {'red': [(0.0, 1.0, 1.0),
                    (zero, 1.0, 1.0),
                    (1.0, 0.0, 0.0)],
             'green': [(0.0, 0.0, 0.0),
                        (zero, 1.0, 1.0),
                        (1.0, 0.0, 0.0)],
             'blue': [(0.0, 0.0, 0.0),
                       (zero, 1.0, 1.0),
                       (1.0, 1.0, 1.0)]}
    return cdict

a1 = -2.
b1 = 2.
c1 = -2.
d1 = 2.
n = 100
X = np.linspace(a1,b1,n)
Y = np.linspace(c1,d1,n)
X,Y = np.meshgrid(X,Y)

plt.imshow(source(X,Y),cmap = mcolors.LinearSegmentedColormap('cmap', genDict(←
    source(X,Y))))
plt.colorbar(label="Relative Charge")
plt.show()

```

The function `genDict` scales the color values to be white when the charge density is zero. This is mostly to help visualize where there are neutrally charged zones by forcing them to be white. You may find it useful to also apply it when you solve for the electric potential.

With this definition of the charge density, we can solve Poisson's equation for the potential field.

### Problem 2. Solve

$$\begin{aligned} \Delta V &= -\rho(x, y), \quad x \in [-2, 2] \times [-2, 2], \\ u(x, y) &= 0, \quad (x, y) \in \partial([-2, 2] \times [-2, 2]). \end{aligned} \tag{11.6}$$

for the electric potential  $V$ . Use the source function  $(-\rho)$  defined above.

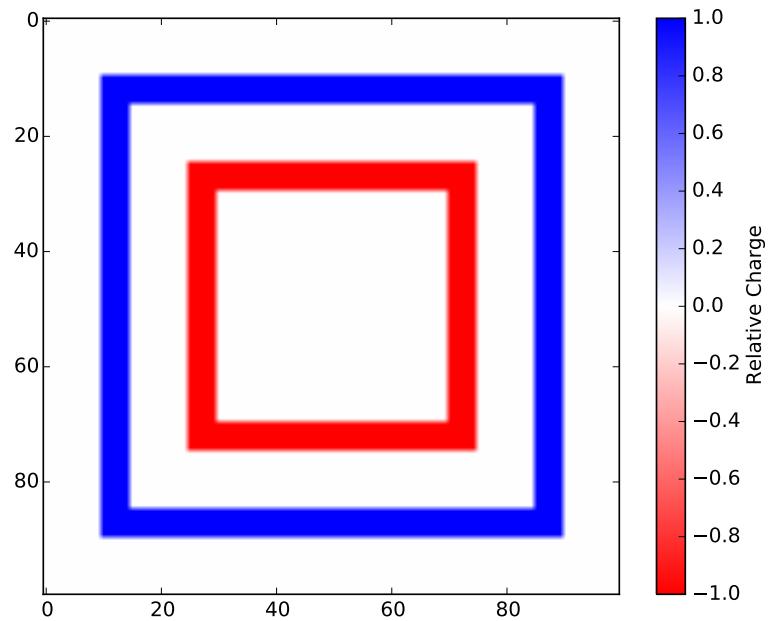


Figure 11.2: The charge density of the 3 nested pipes.

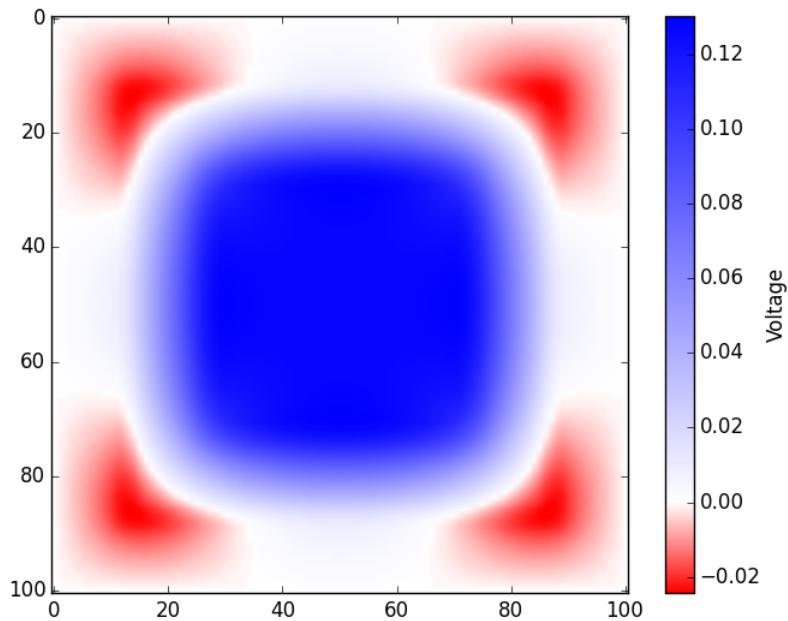


Figure 11.3: The electric potential of the 3 nested pipes.



## Lab 12

# Finite Volume Methods

When solving a PDE numerically, how do we deal with discontinuous initial data? The Finite Volume method has particular strength in this area. It is commonly used for hyperbolic PDEs whose solutions can spontaneously develop discontinuities as they evolve in time. These solutions are often called shock waves.

## Conservation Laws

Consider the conservation law

$$u_t + f(u)_x = 0, \quad (12.1)$$

where  $u$  is a (spatially) one-dimensional conserved quantity, and  $f(u)$  is the flux of  $u$ . The continuous integral formulation of (12.1) states that

$$\frac{d}{dt} \int_a^b u(x, t) dx + \int_a^b f(u)_x dx = 0.$$

$\frac{d}{dt} \int_a^b u(x, t) dx$  may be thought of as the time evolution of the total ‘mass’ of  $u$  across the domain  $[a, b]$ , and is dependent only on the flux through the boundaries, since

$$\frac{d}{dt} \int_a^b u(x, t) dx = f(u(a)) - f(u(b)).$$

This fact is an important idea utilized by finite volume methods, which generally consider the evolution of  $u$  not at a given point, but instead in volume-averaged regions. For example, let  $\{x_i\}$  be a grid of equally spaced points with spacing  $\Delta x$ , and let  $C_i$  be the  $i$ -th ‘volume’ (subinterval) defined by  $(x_{i-1/2}, x_{i+1/2})$ . We are interested in the evolution of the volume average of  $u$  over this interval,

$$U_i^n = \frac{1}{\Delta x} \int_{C_i} u(x, t^n) dx,$$

where  $\{t^n\}$  is the time discretization.

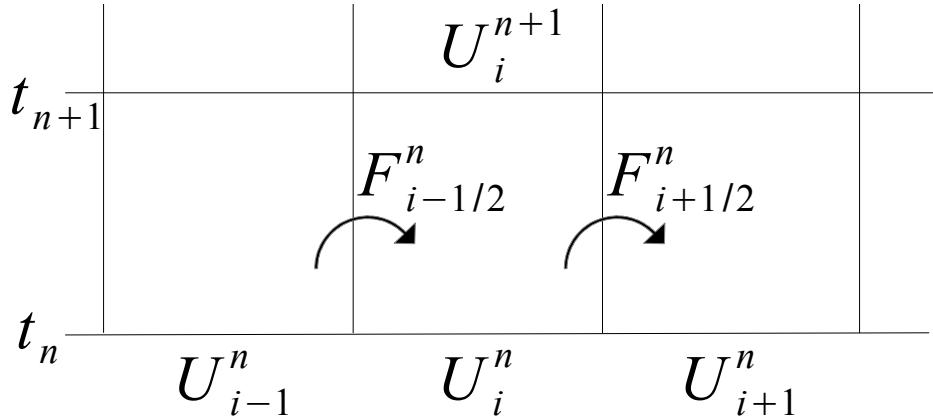


Figure 12.1: A schematic of the fluxes for the finite volume method as indicated by (12.3).

The evolution of these volume-averaged quantities will depend only on the flux through the cell edges, so that

$$\frac{d}{dt} \int_{C_i} u(x, t) dx = f(u(x_{i-1/2}, t)) - f(u(x_{i+1/2}, t)). \quad (12.2)$$

We can then construct a time-stepping method where  $\sum_i U_i^n \Delta x$  (the total ‘mass’ of the system) is conserved from one time step  $n$  to the next.

Let  $F_{i-1/2}^n = \frac{1}{\Delta t} \int_{t^n}^{t^{n+1}} f(u(x_{i-1/2}, t)) dt$ . Then

$$\begin{aligned} \int_{t^n}^{t^{n+1}} \left[ \frac{d}{dt} \int_{C_i} u(x, t) dx \right] dt &= \int_{C_i} u(x, t^{n+1}) - u(x, t^n) dx, \\ &= \Delta t (F_{i-1/2}^n - F_{i+1/2}^n). \end{aligned}$$

Thus, by integrating (12.2) in time, we may approximate the evolution of the cell (‘volume’) averages with the method

$$U_i^{n+1} = U_i^n - \frac{\Delta t}{\Delta x} (F_{i+1/2}^n - F_{i-1/2}^n). \quad (12.3)$$

where  $U_i^n = \frac{1}{\Delta x} \int_{C_i} u(x, t^n) dt$ . This formulation guarantees the conservation properties that are so desirable for conservation laws, if the time-averaged fluxes  $F_{i-1/2}^n$  can be discretized in a natural way.

The key contribution of finite volume methods is the computation of  $F_{i-1/2}^n$ . For a truly nonlinear  $f(u)$  this can be rather complicated and messy, and typically will involve solving what is usually referred to as the Riemann problem for the conservation law. The interested student can look at [Le2002] for a very thorough introduction and discussion on the subject. We will consider the linear problem in one dimension. The analog to higher dimensions is obtained by considering the eigenvector decomposition of any linear system. Nonlinear equations complicate things further.

## The linear advection equation and upwinding

The simplest conservation law describes the advection or transport of a quantity. The PDE is given by

$$u_t + au_x = 0, \quad (12.4)$$

and describes the motion of a concentration of some constituent  $u$  by a constant velocity one-dimensional ‘wind’  $a > 0$ . In higher dimensions this is an important problem in many fields, for example the transport of chemicals in the atmosphere and oceans, proper mixing of various properties in metallurgy, and the passing of information along a network.

Note that whenever  $u(x, t)$  is a solution of the advection equation, then  $u(x - at, t_0)$  (for any fixed  $t_0$ ) is also a solution. Thus, if  $u(x, 0) = u_0(x)$  then the solution for all time can be represented by  $u(x, t) = u_0(x - at)$ . This is an important property of (12.4), and gives a new meaning to the term advection: this equation merely takes the initial conditions and passively transports them with velocity  $a$ .

For this equation the computation of the flux appears straightforward:  $F_{i-1/2}^n = a\bar{U}_{i-1/2}^n$  where the  $\bar{U}_{i-1/2}^n$  refers to the time average of  $U_{i-1/2}$  over the interval  $t_n$  to  $t_{n+1}$ . Let us determine how to approximate this time average. Note from Figure 12.2 that when  $a > 0$  the flux that determines  $U_i^{n+1}$  will be dependent on the value of  $U_{i-1}^n$ . Thus, one possibility is to approximate the flux by  $F_{i-1/2}^n = aU_{i-1}^n$ . Using this approximation of the flux together with the flux differencing formula (12.3) yields the first order upwind method, given by

$$U_i^{n+1} = U_i^n - \frac{a\Delta t}{\Delta x} (U_i^n - U_{i-1}^n).$$

Another way to derive the upwind method is to instead suppose that what we want to do is reconstruct  $u(x)$  at each time step  $n$  inside each cell  $(x_{i-1/2}, x_{i+1/2})$  from the mean values in that cell and its surrounding neighbors. This reconstructed  $\tilde{u}(x)^n$  is then defined piecewise for each cell  $i$ . The solution at the next time step can be found as  $\tilde{u}^{n+1}(x) = \tilde{u}^n(x - a\Delta t)$  which allows us to determine the fluxes  $F_{i-1/2}^n$  once we have settled on a method for determining  $\tilde{u}^n(x)$  in each cell. The simplest approach is

$$\tilde{u}^n(x) = U_i^n \text{ for } x \in (x_{i-1/2}, x_{i+1/2})$$

This leads to fluxes given by

$$F_{i-1/2}^n = \frac{a}{\Delta t} \int_0^{t_{n+1}-t_n} \tilde{u}^n(x_{i-1/2}, t) dt, \quad (12.5)$$

$$\begin{aligned} &= \frac{a}{\Delta t} \int_0^{\Delta t} \tilde{u}^n(x_{i-1/2} - at) dt, \\ &= aU_{i-1}^n. \end{aligned} \quad (12.6)$$

The following code solves the problem

$$\begin{aligned} u_t + au_x &= 0, \quad 0 < x < 1, \\ u(x, t) &= f(x), \\ u(0, t) &= u(1, t), \end{aligned} \quad (12.7)$$

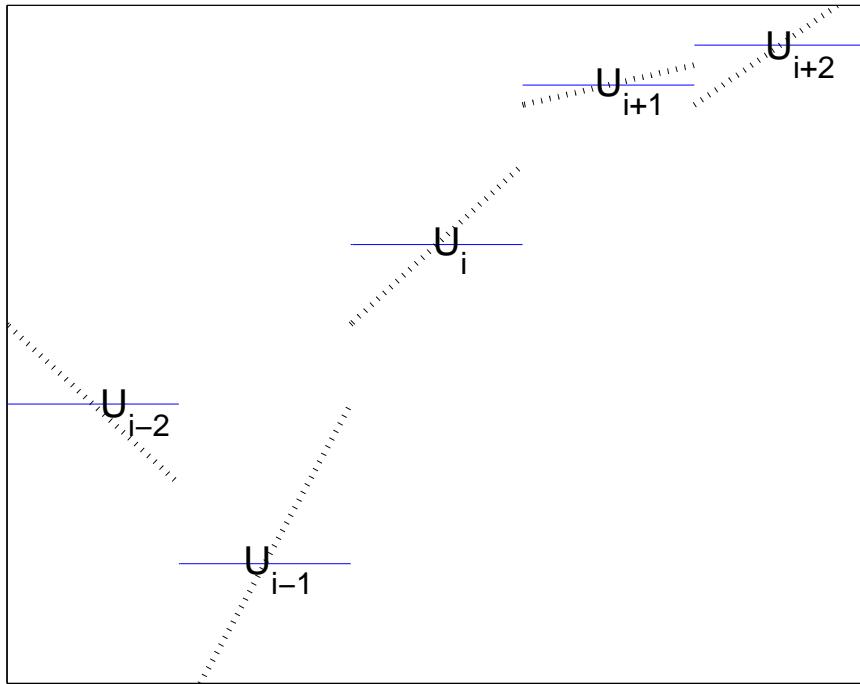


Figure 12.2: The piecewise linear reconstruction for the upwind and Lax-Wendroff methods. The solid lines represent the simplest reconstruction of the cell averages leading to the upwind method, and the dashed lines are those whose slope is obtained via the Lax-Wendroff method. Note that the LW method introduces a spurious maximum at  $i + 3/2$  (the cell edge between  $U_{i+1}$  and  $U_{i+2}$ ) and the minimum at  $i - 3/2$  will be unphysical exaggerated. The upwind method avoids this difficulties, but clearly loses a significant amount of the available information. This provides the motivation for the slope limiters.

where  $f$  represents a signal with two parts: one is smooth and the other is discontinuous. Notice that this PDE has periodic boundary conditions. Essentially we are evolving the signal around the unit circle. This allows us to evolve the signal much further to test our numerical methods, since we only have to discretize the interval  $[0, 1]$  instead of a much larger domain. To see how to implement the boundary conditions, consider a grid  $0 = x_0 < x_1 < \dots < x_{N-1} < x_N = 1$  of evenly spaced points. Since  $x_N = x_0$ , it is sufficient to track  $x_0, \dots, x_{N-1}$ .

```
import numpy as np
from matplotlib import pyplot as plt
from math import floor

def upwind(u0, a, xmin, xmax, t_final, nt):
    """ Solve the advection equation with periodic
    boundary conditions on the interval [xmin, xmax]
```

```

using the upwind finite volume scheme.
Use u0 as the initial conditions.
a is the constant from the PDE.
Use the size of u0 as the number of nodes in
the spatial dimension.
Let nt be the number of spaces in the time dimension
(this is the same as the number of steps if you do
not include the initial state).
Plot and show the computed solution along
with the exact solution. """
dt = float(t_final) / nt
# Since we are doing periodic boundary conditions,
# we need to divide by u0.size instead of (u0.size - 1).
dx = float(xmax - xmin) / u0.size
lambda_ = a * dt / dx
u = u0.copy()
for j in xrange(nt):
    # The Upwind method. The np.roll function helps us
    # account for the periodic boundary conditions.
    u -= lambda_ * (u - np.roll(u, 1))
    # Get the x values for the plots.
    x = np.linspace(xmin, xmax, u0.size+1)[:-1]
    # Plot the computed solution.
    plt.plot(x, u, label='Upwind Method')
    # Find the exact solution and plot it.
    distance = a * t_final
    roll = int((distance - floor(distance)) * u0.size)
    plt.plot(x, np.roll(u0, roll), label='Exact solution')
    # Show the plot with the legend.
    plt.legend(loc='best')
plt.show()

# Define the initial conditions.
# Leave off the last point since we're using periodic
# boundary conditions.
nx = 30
nt = nx * 3 // 2
x = np.linspace(0., 1., nx+1)[:-1]
u0 = np.exp(-(x - .3)**2 / .005)
arr = (.6 < x) & (x < .7)
u0[arr] += 1.

# Run the simulation.
upwind(u0, 1.2, 0, 1, 1.2, nt)

```

Try running the previous code block with `nx` set to 30, 60, 120, and 240. You will notice that the numerical solution diffuses with time. It diffuses especially fast at the points of discontinuity.

## Piecewise linear reconstruction and slope limiters

The upwind method is formally only first order, and actually does relatively poorly in terms of actually transporting the initial data with velocity  $a$ . You can notice from the example code that the upwind method has errors that are ‘diffusive’ meaning that the initial data is diffused as time evolves, losing the peaks and fine details. This is because the error for the upwind method is on the order of the second

derivative of  $u$  which is of a diffusive nature. To get an improved method, consider a better reconstruction inside each cell, i.e.

$$\tilde{u}^n(x) = U_i^n + m_i^n(x - x_i) \text{ for } x \in (x_{i-1/2}, x_{i+1/2}) \quad (12.8)$$

where the slope of this linear reconstruction  $m_i^n$  is determined as a function of the neighboring cell averages at time  $n$  and  $U_i^n$  itself. Then the flux is given by

$$\begin{aligned} F_{i-1/2}^n &= \frac{a}{\Delta t} \int_0^{t_{n+1}-t_n} \tilde{u}^n(x_{i-1/2} - at) dt, \\ &= \frac{a}{\Delta t} \int_0^{\Delta t} U_{i-1}^n + m_i^n(x_{i-1/2} - at - x_i), \\ &= a \left( U_{i-1}^n + \frac{m_{i-1}^n}{2} (\Delta x - a \Delta t) \right). \end{aligned} \quad (12.9)$$

One of the most natural approaches is to just estimate the slope depending on the cell  $i$  and a neighboring cell  $i+1$  or  $i-1$ . This leads to two popular methods, the Lax-Wendroff method and the Beam-Warming method (that really is the name). The Lax-Wendroff method has a slope chosen as

$$m_i^n = \frac{U_{i+1}^n - U_i^n}{\Delta x}. \quad (12.10)$$

which it turns out is formally second-order accurate. It turns out though that the errors for this method are dispersive, meaning that near very steep gradients, the method will generate very rapid oscillations (due to the third derivative of  $u$  not being approximated accurately). Another way to consider how these errors arise is to notice from Figure 12.2 that if the piecewise linear reconstruction is advocated by some positive wind  $a$  then there will be places where the discontinuous nature of the reconstruction will introduce spurious maxima or minima into the solution. These become the spurious waves seen in simulations using the Lax-Wendroff method.

A solution to this dilemma between balancing the diffusive and dispersive errors comes from constructing slopes  $m_i^n$  that ensure no such non-monotonic transport takes place. The basic idea is to constrain the slope so that the reconstructed piecewise linear function  $\tilde{u}^n(x)$  will not generate unphysical extremal values when it is advocated by some finite wind  $a$ . The Minmod limiter chooses the slope as

$$m_i^n = \text{minmod} \left( \frac{U_i^n - U_{i-1}^n}{\Delta x}, \frac{U_{i+1}^n - U_i^n}{\Delta x} \right) \quad (12.11)$$

where

$$\text{minmod}(a, b) = \begin{cases} a & \text{if } |a| < |b| \text{ and } ab > 0 \\ b & \text{if } |b| < |a| \text{ and } ab > 0 \\ 0 & \text{if } ab < 0. \end{cases} \quad (12.12)$$

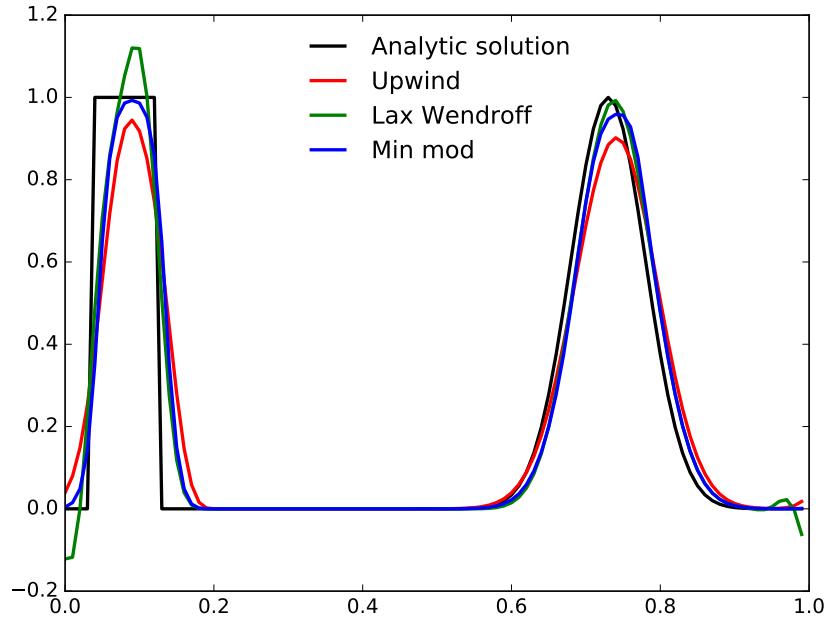


Figure 12.3: Solutions of (12.7) at time  $t = 1.2$  using various methods. Here the advection coefficient is  $a = 1.2$ , and there are  $N = 100$  subintervals in space, 150 subintervals in time.

**Problem 1.** Implement the Lax Wendroff method and use it to solve (12.7). Compare it to the upwind method for  $N = 30, 60, 120$ , and  $240$ . You should be able to tell that the Lax Wendroff method approximates the smooth portion of the signal much better, as it does not struggle with diffusion. Unfortunately, it has some difficulty with the discontinuous portion, where unphysical oscillations are seen. Recall that we saw something similar in the waves lab when there were discontinuous initial conditions.

Hint: Use equations 12.9 and 12.3.

**Problem 2.** Implement the Minmod method and use it to solve (12.7). Compare it to the upwind and Lax Wendroff methods for  $N = 30, 60, 120$ , and  $240$ . Be sure to vectorize the minmod operation.

## Beyond piecewise linear reconstructions

As you can imagine, using a linear approximation is not the only option. There are a host of high order finite volume methods that consider polynomial reconstructions of  $\tilde{u}^n$  inside each cell. The key is then to use some nonlinear limiting technique that will ensure that when  $\tilde{u}^n(x)$  is advocated that no new extrema are introduced. Choosing the correct limiter for the given application then becomes an art unto itself.

## Lab 13

# The Finite Element method

**Lab Objective:** *The finite element method is commonly used for numerically solving partial differential equations. We introduce the finite element method via a simple BVP describing the steady state distribution of heat in a pipe as fluid flows through.*

## Advection-Diffusion of Heat in a Fluid

We begin with the heat equation

$$y_t = \epsilon y_{xx} + f(x)$$

where  $f(x)$  represents any heat sources in the system, and  $\epsilon y_{xx}$  models the diffusion of heat. We wish to study the distribution of heat in a fluid that is moving at some constant speed  $a$ . This can be modelled by adding an advection or transport term to the heat equation, giving us

$$y_t + ay_x = \epsilon y_{xx} + f(x).$$

We consider a fluid flowing through a pipe from  $x = 0$  to  $x = 1$  at with speed  $a = 1$ , and as it travels it is warmed at a constant rate  $f = 1$ . We will impose the condition that  $y = 2$  at  $x = 0$ , so that the fluid is already at a constant temperature as it enters the pipe.

These conditions yield

$$\begin{aligned} y_t + y_x &= \epsilon y_{xx} + 1, & 0 < x < 1, \\ y(0) &= 2 \end{aligned}$$

As time increases we expect the temperature of the fluid in the pipe to reach a steady state distribution, with  $y_t = 0$ . The heat distribution then satisfies

$$\begin{aligned} \epsilon y'' - y' &= -1, & 0 < x < 1, \\ y(0) &= 2. \end{aligned}$$

This problem is not fully defined, since it has only one boundary condition. Suppose a device is installed on the end of the pipe that nearly instantaneously brings the heat of the water up to  $y = 4$ . Physically we expect this extra heat that is introduced at  $x = 1$  to diffuse backward through the water in the pipe. This leads to a well defined BVP,

$$\begin{aligned} \epsilon y'' - y' &= -1, \quad 0 < x < 1, \\ y(0) &= 2, \quad y(1) = 4. \end{aligned} \tag{13.1}$$

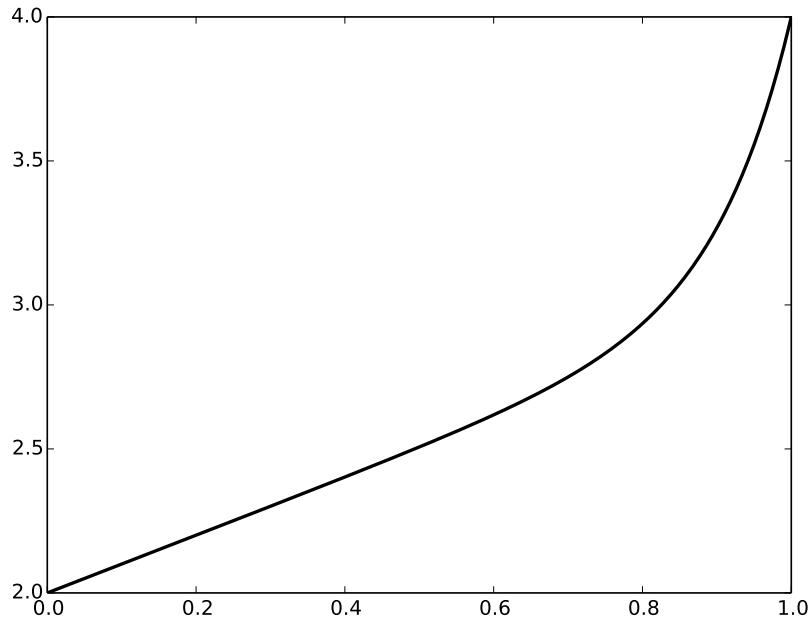


Figure 13.1: The solution of (13.1) for  $\epsilon = .1$ .

## The Weak Formulation

Consider the equation

$$\begin{aligned} \epsilon y'' - y' &= -1, \quad 0 < x < 1, \\ y(0) &= \alpha, \quad y(1) = \beta. \end{aligned} \tag{13.2}$$

To find the solution  $y$  using the finite element method, we reframe the problem and look at what is known as its weak formulation.

Let  $w$  be a smooth function on  $[0, 1]$  satisfying  $w(0) = w(1) = 0$ . Multiplying

(13.2) by  $w$  and integrating over  $[0, 1]$  yields

$$\begin{aligned}\int_0^1 fw &= \int_0^1 \epsilon y'' w - y' w, \\ &= \int_0^1 -\epsilon y' w' - y' w.\end{aligned}$$

Define a bilinear function  $a$  and a linear function  $l$  by

$$\begin{aligned}a(y, w) &= \int_0^1 -\epsilon y' w' - y' w, \\ l(w) &= \int_0^1 fw.\end{aligned}$$

Rather than trying to solve (13.2), we instead consider the problem of finding a function  $y$  such that

$$a(y, w) = l(w), \quad \forall w \in V_0, \quad (13.3)$$

where  $V$  is some appropriate vector space that is expected to allow us to approximate the solution  $y$ , and  $V_0 = \{w \in V | w(0) = w(1) = 0\}$ . (For example, we could consider the space of functions that are piecewise linear with vertices at a fixed set of points. This example is discussed further below.) This equation is called the weak formulation of (13.2).

Let  $P_n$  be some partition of  $[0, 1]$ ,  $0 = x_0 < x_1 < \dots < x_n = 1$ , and let  $V_n$  be the finite-dimensional vector space of continuous functions  $v$  on  $[0, 1]$  where  $v$  is linear on each subinterval  $[x_j, x_{j+1}]$ . These subintervals are the finite elements for which this method is named.  $V_n$  has dimension  $n + 1$ , since there are  $n + 1$  degrees of freedom for continuous piecewise linear functions in  $V$ . Let  $V_{n0}$  be the subspace of  $V_n$  of dimension  $n - 1$  whose elements are zero at the endpoints of  $[0, 1]$ , and let  $\Delta x_n = \max_{0 \leq j \leq n-1} |x_{j+1} - x_j|$ .

Let  $\{P_n\}$  be a sequence of partitions that are refinements of each other, such that  $\Delta x_n \rightarrow 0$  as  $n \rightarrow \infty$ . Then in particular  $V_1 \subset V_2 \subset \dots \subset V_n \dots \subset V$ . For each partition  $P_n$  we can look for an approximation  $y_n \in V_n$  for the true solution  $y$ ; if this is done correctly then  $y_n \rightarrow y$  as  $n \rightarrow \infty$ .

## The Numerical Method

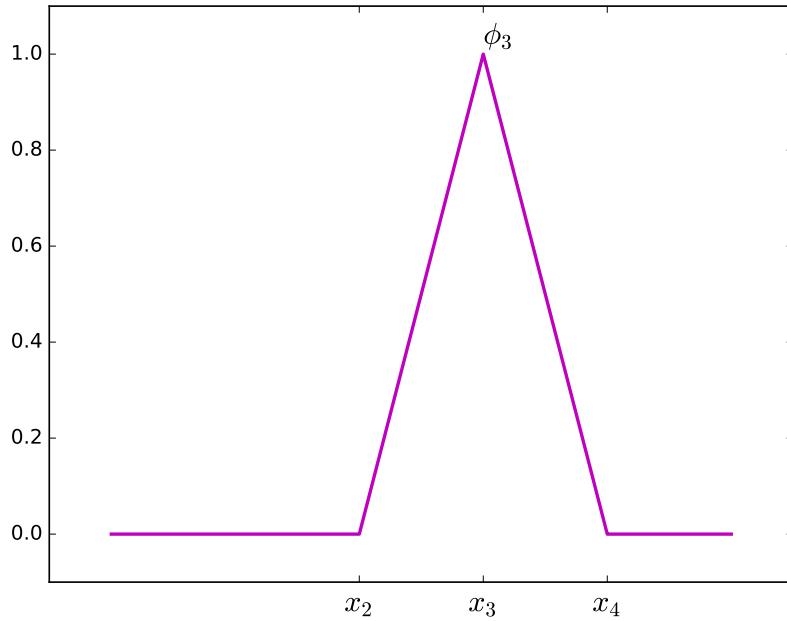
Consider a partition  $P_5 = \{x_0, x_1, \dots, x_5\}$ . We will define some basis functions  $\phi_i$ ,  $i = 0, \dots, 5$  for the corresponding vector space  $V_5$ . Let the  $\phi_i$  be the hat functions

$$\phi_i(x) = \begin{cases} (x - x_{i-1})/h_i & \text{if } x \in [x_{i-1}, x_i] \\ (x_{i+1} - x)/h_{i+1} & \text{if } x \in [x_i, x_{i+1}] \\ 0 & \text{otherwise} \end{cases}$$

where  $h_i = x_i - x_{i-1}$ ; see Figures 13.2 and 13.3.

We look for an approximation  $\hat{y} = \sum_{i=0}^5 k_i \phi_i \in V_5$  of the true solution  $y$ ; to do this we must determine appropriate values for the constants  $k_i$ . We impose the condition on  $\hat{y}$  that

$$a(\hat{y}, w) = l(w) \quad \forall w \in V_{50}.$$

Figure 13.2: The basis function  $\phi_3$ .

Equivalently, we require that

$$a \left( \sum_{i=0}^5 k_i \phi_i, \phi_j \right) = l(\phi_j) \quad \text{for } j = 1, 2, 3, 4,$$

since  $\phi_1, \phi_2, \phi_3, \phi_4$  form a basis for  $V_{50}$ .

Since  $a$  is bilinear, we obtain

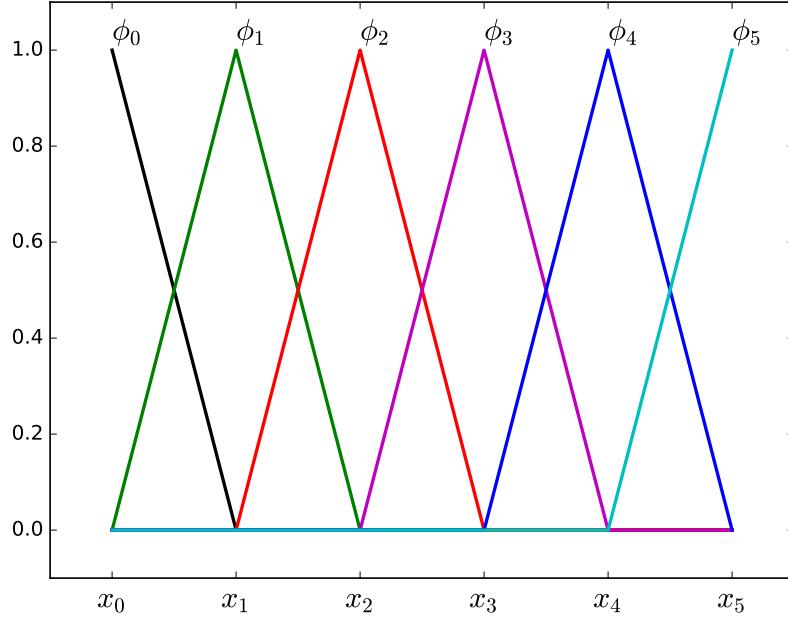
$$\sum_{i=0}^5 k_i a(\phi_i, \phi_j) = l(\phi_j) \quad \text{for } j = 1, 2, 3, 4.$$

To satisfy the boundary conditions, we also require that  $k_0 = \alpha$ ,  $k_5 = \beta$ . These equations can be written in matrix form as

$$AK = \Phi, \tag{13.4}$$

where

$$A = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 0 \\ a(\phi_0, \phi_1) & a(\phi_1, \phi_1) & a(\phi_2, \phi_1) & 0 & 0 & 0 \\ 0 & a(\phi_1, \phi_2) & a(\phi_2, \phi_2) & a(\phi_3, \phi_2) & 0 & 0 \\ 0 & 0 & a(\phi_2, \phi_3) & a(\phi_3, \phi_3) & a(\phi_4, \phi_3) & 0 \\ 0 & 0 & 0 & a(\phi_3, \phi_4) & a(\phi_4, \phi_4) & a(\phi_5, \phi_4) \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Figure 13.3: Basis functions for  $V_5$ .

and

$$K = \begin{bmatrix} k_0 \\ k_1 \\ k_2 \\ k_3 \\ k_4 \\ k_5 \end{bmatrix}, \quad \Phi = \begin{bmatrix} \alpha \\ l(\phi_1) \\ l(\phi_2) \\ l(\phi_3) \\ l(\phi_4) \\ \beta \end{bmatrix}.$$

Note that  $a(\phi_i, \phi_j) = 0$  for most values of  $i, j$  (that is, when the hat functions do not have overlapping domains). Thus the finite element method results in a sparse linear system. To compute the coefficients of (13.4) we begin by evaluating some integrals. Since

$$\phi'_i(x) = \begin{cases} 1/h_i & \text{for } x_{i-1} < x < x_i, \\ -1/h_{i+1} & \text{for } x_i < x < x_{i+1}, \\ 0 & \text{otherwise,} \end{cases}$$

we obtain

$$\int_0^1 \phi_i' \phi_j' = \begin{cases} -1/h_{i+1} & \text{if } j = i + 1, \\ 1/h_i + 1/h_{i+1} & \text{if } j = i, \\ 0 & \text{otherwise,} \end{cases}$$

$$\int_0^1 \phi_i' \phi_j = \begin{cases} -1/2 & \text{if } j = i + 1, \\ 1/2 & \text{if } j = i - 1, \\ 0 & \text{otherwise,} \end{cases}$$

$$a(\phi_i, \phi_j) = \begin{cases} \epsilon/h_{i+1} + 1/2 & \text{if } j = i + 1, \\ -\epsilon/h_i - \epsilon/h_{i+1} & \text{if } j = i, \\ \epsilon/h_i - 1/2 & \text{if } j = i - 1, \\ 0 & \text{otherwise,} \end{cases}$$

$$l(\phi_j) = -(1/2)(h_j + h_{j+1}).$$

Equation (13.4) may now be solved using any standard linear solver. To handle the large number of elements required for Problem 3, you will want to use the tridiagonal algorithm provided in several of the earlier labs or the banded matrix solver included in `scipy.linalg`.

**Problem 1.** Use the finite element method to solve

$$\begin{aligned} \epsilon y'' - y' &= -1, \\ y(0) = \alpha, \quad y(1) &= \beta, \end{aligned} \tag{13.5}$$

where  $\alpha = 2$ ,  $\beta = 4$ , and  $\epsilon = 0.02$ . Use  $N = 100$  finite elements (101 grid points). Compare your solution with the analytic solution

$$y(x) = \alpha + x + (\beta - \alpha - 1) \frac{e^{x/\epsilon} - 1}{e^{1/\epsilon} - 1}.$$

This boundary value problem has a singularly perturbed ODE, because the parameter  $\epsilon$  is a coefficient of the highest order derivative in the equation. The character of the problem changes dramatically when  $\epsilon = 0$ : since the limit equation  $y' = 1$  is first-order, it only allows for one boundary condition. Thus as  $\epsilon$  gets smaller, the rightmost boundary condition is satisfied at the ‘last moment’, and cannot be satisfied when  $\epsilon = 0$ .

**Problem 2.** One of the strengths of the finite element method is the ability to generate grids that better suit the problem. In two dimensions the finite elements are quadrilaterals and triangles, and can be used to approximate irregular domains. The finite element method can also be used to solve PDEs where the shape and size of the domain changes over time.

The solution of (13.5) changes most rapidly near  $x = 1$ . Compare the numerical solution when the grid points are unevenly spaced versus when the grid points are clustered in the area of greatest change; see Figure 13.4. Specifically, use the grid points defined by

```
even_grid = np.linspace(0,1,15)
clustered_grid = np.linspace(0,1,15)**(1./8)
```

What is the difference in accuracy?

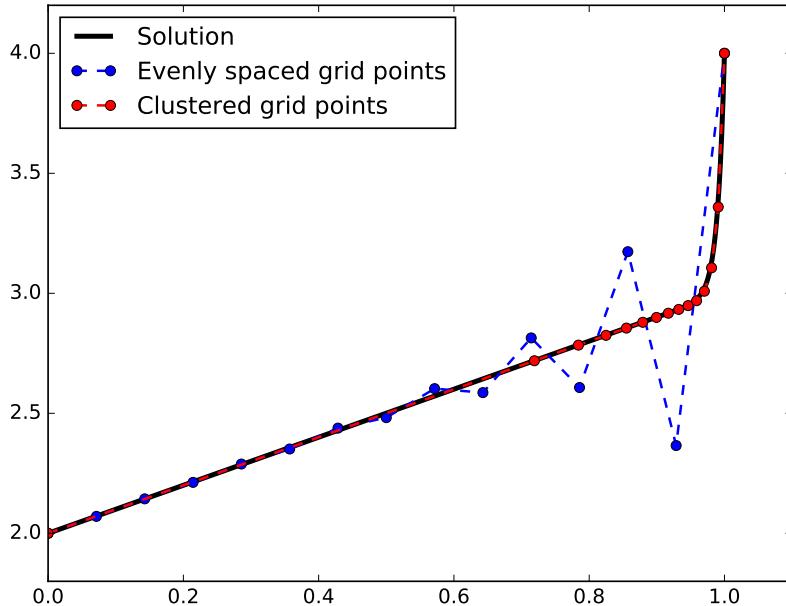


Figure 13.4: We plot two finite element approximations using 15 grid points.

**Problem 3.** Higher order methods promise faster convergence, but typically require more work to code. So why do we use them when a low order method will converge just as well, albeit with more grid points? The answer concerns the roundoff error associated with floating point arithmetic. Low order methods generally require more floating point operations, so roundoff error has a much greater effect.

The finite element method introduced here is a second order method, even though the approximate solution is piecewise linear. (To see this, note that if the grid points are evenly spaced, the matrix  $A$  in (13.4) is exactly the same as the matrix for the second order centered finite difference method.)

Solve (13.5) with the finite element method using  $N = 2^i$  finite elements,  $i = 4, 5, \dots, 21$ . Use a log-log plot to graph the error; see Figure 13.5. Then find and graph the error when using the pseudospectral method and the same number of grid points (go from  $i = 4$  to  $i = 10$ ).

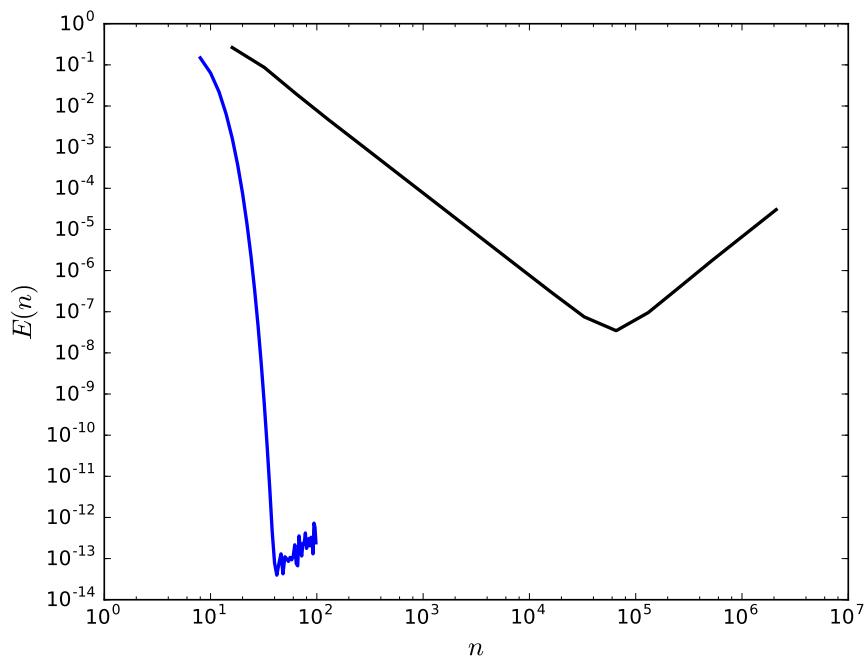


Figure 13.5: Error for the second order finite element method, as the number of subintervals  $n$  grows. Round-off error eventually overwhelms the approximation.

	Finite Element	Finite Difference
Linear System	sparse	sparse
Derivative	approximated locally	approximated locally
Domain	irregular domains	fairly regular
Convergence	polynomial	polynomial
Strengths	adaptive mesh refinement complex geometries	easier to understand and implement easier for higher dimensions

	Pseudospectral	Finite Volume
Linear System	dense	sparse
Derivative	global	local
Domain	very nice	fairly regular
Convergence	exponential	polynomial
Strengths	fast convergence accurate to high precisions	handling discontinuities in the initial conditions dealing with shock formation and propagation

## A Comparison of Numerical Methods

It is important to note that these methods are often mixed, so, for example, it is common to work with a finite element mesh in space and a finite differencing scheme in time.



## Lab 14

# The Finite Element Method in Two Dimensions

In Lab 13 we discussed some of the basic details of how the Finite Element Method works. We demonstrated how a grid can be refined around areas of interest to give a more accurate approximation to a desired solution. One of the other great strengths of the finite element method is that, when it is used in two or more dimensions, it is easily applied to unusually shaped domains. There are a wide variety of elements that are commonly used, but the simplest elements are triangles. Triangles are often used because they allow us to define continuous piecewise linear basis functions on their interiors without much trouble.

## Working With Triangle Meshes

There are a variety of ways to store triangle meshes. We will present a simple one here. To store a mesh we need to store several pieces of information. We need to store the points used in the mesh. We also need to store which points are connected to make the triangles that are part of the mesh we are studying. Later, when working with boundary conditions, we will also need to know which nodes have fixed values (or some other sort of boundary condition, as the case may be).

It is common to store this information in arrays, one containing the  $x$  and  $y$  coordinates of each node in each of its rows and another containing the indices of the nodes that form the vertices of each triangle.

The following is a short example that divides the unit square up into triangles and returns arrays of the desired form.

```
import numpy as np

def triangles(n):
    ''' Generate the indices of the triangles for a triangular mesh
    on a square grid of points.
    'n' is expected to be the number of nodes on each edge. '''
    # Make the indices for a single row.
    row = np.empty((2 * (n - 1), 3), dtype=np.int32)
    row[::2,0] = row[1::2,0] = row[::2,1] = np.arange(n-1)
    row[1::2,0] += 1
    row[::2,1] += n
    row[1::2,1] = row[::2,1]
```

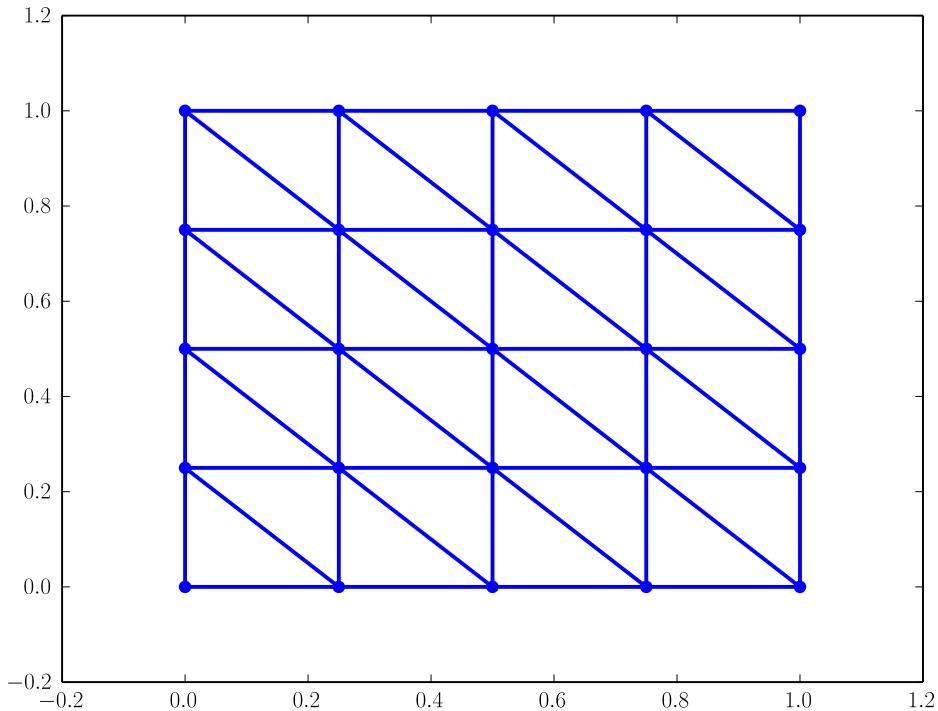


Figure 14.1: A triangulation of a square grid.

```

row[::-2,2] = row[1::2,2] = row[1::2,0]
row[1::2,2] += n
# Now use broadcasting to make the indices for the square.
return (row + np.arange(0, n * (n-1), n)[ :,None,None]).reshape((-1,3))

```

Matplotlib's `triplot` function can be used to plot triangulations. To plot the mesh generated by the above function, we can do the following:

```

from matplotlib import pyplot as plt
n=5
x = np.linspace(0, 1, n)
x, y = np.meshgrid(x, x)
t = triangles(n)
plt.triplot(x, y, t, color='b')
plt.scatter(x, y, color='b')
plt.show()

```

This mesh is shown in figure 14.1.

Matplotlib and Mayavi both include the functionality to plot 3d surfaces based on a triangulation and the values of a function at the nodes of the triangulation. For example, we can plot a piecewise linear function that is one at a single vertex and zero at every other vertex using Mayavi using the `triangular_mesh` function included in `mlab`.

```
from mayavi import mlab as ml
```

```

n=5
x = np.linspace(0, 1, n)
x, y = np.meshgrid(x, x)
t = triangle_mesh(n)
vals = np.zeros(x.size)
vals[n**2 // 2] = 1
ml.triangular_mesh(x.ravel(), y.ravel(), vals, t)
ml.show()

```

The output from this code is shown in Figure 14.2. These functions are often called "hat functions," and are often used as the basis functions for 2d finite element analysis on domains that can be represented as meshes of triangles. These are the two dimensional analogues of the piecewise linear functions shown in Figure 13.2. You may recall that, in the one-dimensional case, we could represent any function that was continuous and linear over each element as a sum of these basis functions. The same is true in this case. We can represent any continuous function that is linear on each triangle in the triangulation as a sum of these basis functions. Strictly speaking, if  $f$  is a continuous function that is linear on each of the triangles in the triangulation,  $p_i$  are the vertices of the triangulation, and  $\phi_i$  are the basis functions corresponding to each vertex, we may say

$$f(x) = \sum_i f(p_i) \phi_i(x, y)$$

We can plot functions like this on triangulations using matplotlib as well. The following code will plot the same basis function in matplotlib

```

from mpl_toolkits.mplot3d import Axes3D
n=6
x = np.linspace(0, 1, n)
x, y = np.meshgrid(x, x)
t = triangles(n)
vals = np.random.rand(x.size)
fig = plt.figure()
ax = fig.add_subplot(1, 1, 1, projection='3d')
ax.plot_trisurf(x, y, vals, triangles=t)
plt.show()

```

## Using Triangulations for Finite Element Analysis

As was mentioned before, hat functions on triangulations are often used in Finite Element analysis. When using the Finite element method, regardless of the number of dimensions, it is necessary to transform a problem to its weak formulation. This allows the approximation of the action of a PDE on a domain via the computation of integrals. To begin, we will consider the differential operator

$$-\nabla \cdot (a(x) \nabla u(x)) + b(x) \cdot \nabla u(x) + c(x) u(x) = d(x)$$

on a triangulated domain  $\Omega$ . For simplicity, we will first consider the case where  $u$  is assumed to have Neumann boundary conditions. The weak formulation of this

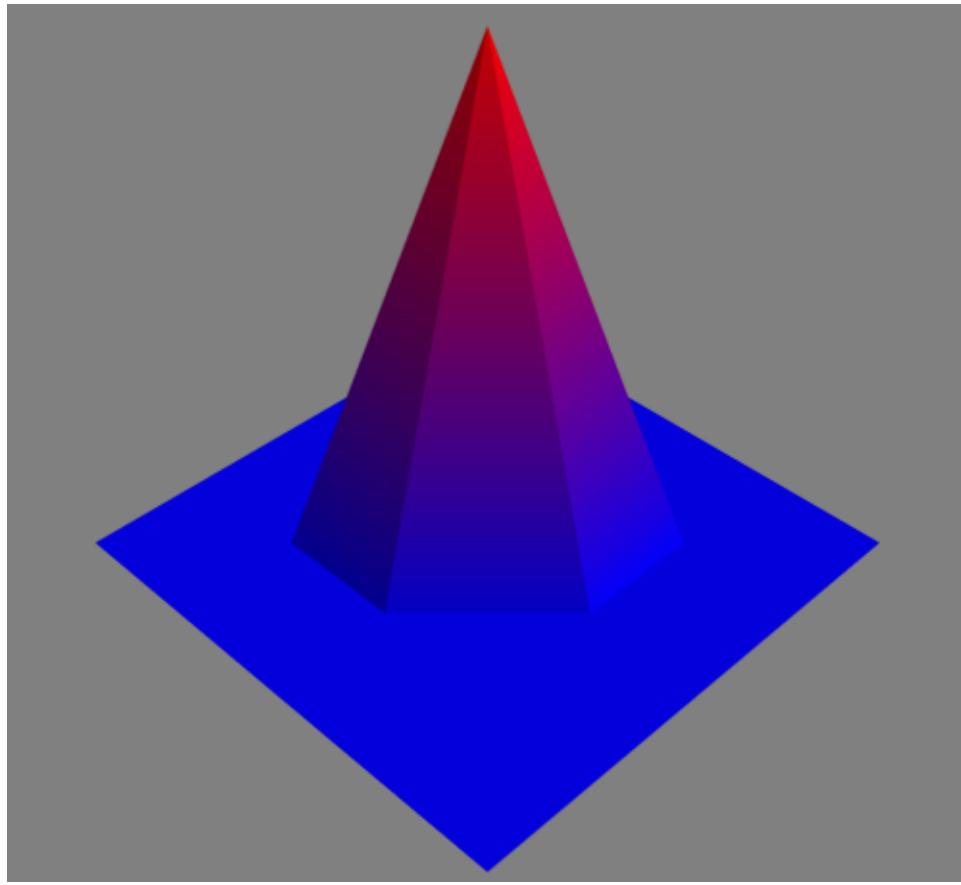


Figure 14.2: A hat function in two dimensions. Compare with the one dimensional hat function shown in Figure 13.2.

problem on a function space  $V$  is to find a function  $u$  such that  $a(u, v) = l(v)$  for all  $v \in V$  with  $a$  and  $l$  defined as the following integral operators.

$$\begin{aligned} a(u, v) &= \int_{\Omega} (a(x) \nabla u(x) \cdot \nabla v(x) + (b(x) \cdot \nabla u(x)) v(x) + c(x) u(x) v(x)) dx \\ l(v) &= \int_{\Omega} d(x) v(x) dx \end{aligned}$$

We will find an approximate solution to the PDE that lies in the space  $V$  of functions that are continuous and linear on each of the triangles in the triangulation of  $\Omega$ . Let  $\phi_i$  be the hat function centered at the  $i$ 'th vertex of the triangulation of  $\Omega$ . The  $\phi_i$  are a basis for  $V$ , so we may say that we seek coefficients  $u_i$  such that for any set of coefficients  $v_i$ ,

$$a \left( \sum_i u_i \phi_i, \sum_j v_j \phi_j \right) = l \left( \sum_j v_j \phi_j \right)$$

Since  $a$  is linear in its second term and  $l$  is linear, this is equivalent to finding

coefficients  $u_i$  such that

$$a \left( \sum_i u_i \phi_i, \phi_j \right) = l(\phi_j)$$

Since  $a$  is also linear in its first term, this is equivalent to finding  $u_i$  such that

$$\sum_i u_i a(\phi_i, \phi_j) = l(\phi_j)$$

This problem can be represented as a linear system  $Au = \Phi$  where  $\Phi_j = l(\phi_j)$  and  $A_{j,i} = a(\phi_i, \phi_j)$ . Generally speaking, this problem can be solved by construct the matrix  $A$ , and the vector  $\Phi$ , and then solving the resulting system.

#### NOTE

The matrix  $A$  in the linear system constructed here is often referred to as the “stiffness matrix.” The vector  $\Phi$  is commonly known as the “load vector.”

#### NOTE

Notice that  $a(\phi_i, \phi_j)$  depends entirely on the area where  $\phi_i$  and  $\phi_j$  are both nonzero. If the supports of the functions  $\phi_i$  and  $\phi_j$  do not overlap,  $a(\phi_i, \phi_j) = 0$ . Since only neighboring hat functions yield nonzero terms in the sum, the matrix  $A$  is usually sparse.

## Constructing the Stiffness Matrix and Load Vector

It is not always easiest to construct the stiffness matrix and load vector by considering the basis functions one at a time.



## Lab 15

# Method of Mean Weighted Residuals

**Lab Objective:** We introduce the method of mean weighted residuals (MWR) and use it to derive a pseudospectral method. This method will then be used to solve several boundary value problems.

Consider a linear differential equation

$$Lu = f,$$

defined on the interval  $[-1, 1]$ , together with associated boundary conditions. We will approximate the solution  $u(x)$  by a linear combination of  $N + 1$  basis functions  $\phi_i$ , so that

$$u(x) \approx u_N(x) = \sum_{i=0}^N a_i \phi_i(x).$$

To determine appropriate constants  $a_i$ , we then minimize the residual function

$$R(x, u_N) = Lu_N - f.$$

Note that  $R(x, u) = Lu - f = 0$  for the true solution  $u(x)$ .

This general strategy is often called the method of mean weighted residuals (MWR method). The MWR method is a general framework that describes many other, more specific methods. These more specific methods come from differing approaches to minimizing the residual  $R(x, u_N)$ , and the choice of basis functions  $\phi_i$ .

## The Pseudospectral Method

The pseudospectral or collocation method is obtained from the MWR method by forcing the residual function  $R(x, u_N)$  to equal zero at  $N + 1$  points in  $[-1, 1]$ , called collocation points. When done correctly, the pseudospectral method gives high accuracy and converges rapidly.

We will let the basis functions  $\phi_i$  be the Chebyshev polynomials, and the collocation points will be the Gauss-Lobatto points,  $x_i = \cos(\pi i / N)$ ,  $i = 0, \dots, N$ .

The appropriate solution  $u_N$  may be represented with two equivalent forms. First,  $u_N$  can be described with the first  $N + 1$  coefficients  $\{a_i\}_{i=0}^N$  of its expansion in the Chebyshev polynomials. Since  $u_N$  is a polynomial of order  $N$ , it may be uniquely described by its values at the collocation points, that is, the unknown values  $\{u_N(x_i)\}_{i=0}^N$ .

These equivalent forms satisfy

$$MA = F \quad (15.1)$$

and

$$LU = F \quad (15.2)$$

where

$$\begin{aligned} U_i &= u(x_i), \\ A_i &= a_i, \\ F_i &= f(x_i), \\ L_{ij} &= (LC_j(x))|_{x=x_i}, \\ M_{ij} &= (L\phi_j(x))|_{x=x_i}. \end{aligned}$$

The functions  $C_j$  above are the cardinal functions, defined to be the polynomials of least degree satisfying

$$C_j(x_i) = \begin{cases} 1 & i = j \\ 0 & i \neq j. \end{cases}$$

Thus,  $u_N$  can also be expanded in the basis of the cardinal functions:

$$u_N(x) = \sum_{j=0}^N u_N(x_j) C_j(x).$$

When  $L = d/dx$ , the matrix corresponding to equation (15.2) is given by

$$L_{ij} = \frac{dC_j}{dx}(x_i) = \begin{cases} (1 + 2N^2)/6 & i = j = 0, \\ -(1 + 2N^2)/6 & i = j = N, \\ -x_j/[2(1 - x_j^2)] & i = j, 0 < j < N, \\ (-1)^{i+j} \alpha_i / [\alpha_j(x_i - x_j)] & i \neq j. \end{cases}$$

where  $\alpha_0 = \alpha_N = 2$ , and  $\alpha_j = 1$  otherwise.

This matrix is often called the differentiation matrix ( $D$ ), and can be used to piece together the matrix  $L$  for more complicated differential operators. A stable, vectorized function to build the differentiation matrix is given below.

```
import numpy as np

def cheb(N):
    x = np.cos((np.pi/N)*np.linspace(0,N,N+1))
    x.shape = (N+1,1)
    lin = np.linspace(0,N,N+1)
```

```

lin.shape = (N+1,1)

c = np.ones((N+1,1))
c[0], c[-1] = 2., 2.
c = c*(-1.)**lin
X = x*np.ones(N+1) # broadcast along 2nd dimension (columns)

dX = X - X.T

D = (c*(1./c).T)/(dX + np.eye(N+1))
D = D - np.diag(np.sum(D.T, axis=0))
x.shape = (N+1,)
# Here we return the differentiation matrix and the Chebyshev points,
# numbered from x_0 = 1 to x_N = -1
return D, x

```

## Using the Differentiation Matrix

**Problem 1.** Use the differentiation matrix to numerically approximate the derivative of  $u(x) = e^x \cos(6x)$  on a grid of  $N$  Chebychev points where  $N = 6, 8$ , and  $10$ . (Use the linear system  $DU \approx U'$ .) Then use barycentric interpolation to approximate  $u'$  on a grid of  $100$  evenly spaced points.

Graphically compare your approximation to the exact derivative. Note that this convergence would not be occurring if the collocation points were equally spaced.

To approximate  $u''(x)$  on the grid  $\{x_i\}$ , we use

$$U'' \approx D^2U.$$

The BVP

$$\begin{aligned} u'' &= f(x), & x \in [-1, 1], \\ u(-1) &= 0, & u(1) = 0, \end{aligned}$$

can be discretized by the linear system

$$D^2U = F, \quad (15.3)$$

where  $F = [f(x_0), \dots, f(x_N)]^T$ . Since we have Dirichlet boundary conditions of 0, we can satisfy the boundary condition by forcing  $U[0] = U[N] = 0$ . This is done by replacing the first and last equations in (15.3) by the boundary conditions.

**Problem 2.** Use the pseudospectral method to solve the boundary value problem

$$\begin{aligned} u'' &= e^{2x}, & x \in (-1, 1), \\ u(-1) &= 0, & u(1) = 0. \end{aligned}$$

Compare your numerical solution with the exact solution,

$$u(x) = \frac{-\cosh(2) - \sinh(2)x + e^{2x}}{4}.$$

**Problem 3.** Use the pseudospectral method to solve the boundary value problem

$$\begin{aligned} u'' + u' &= e^{3x}, \quad x \in (-1, 1), \\ u(-1) &= 2, \quad u(1) = -1. \end{aligned}$$

The previous exercise involved setting up and solving a linear system

$$AU = F,$$

where  $F$  is a vector whose entries are  $e^{3x}$  evaluated at the collocation points  $x_j$ , and  $U$  represents the approximation to the solution  $u$  at those points. However, whenever the ODE is nonlinear, the discretization becomes a nonlinear system of equations that must be solved using Newton's method. The next exercise contains a BVP whose ODE is nonlinear, with the additional complexity that the domain of the problem is not  $[-1, 1]$ .

**Problem 4.** Use the pseudospectral method to solve the boundary value problem

$$\begin{aligned} u'' &= \lambda \sinh(\lambda u), \quad x \in (0, 1), \\ u(0) &= 0, \quad u(1) = 1 \end{aligned}$$

for several values of  $\lambda$ :  $\lambda = 4, 8, 12$ .

Begin by transforming this BVP onto the domain  $-1 < x < 1$ . Also, recall that Newton's method requires an initial guess.

## Minimizing the Area of a Surface of Revolution

A surface of revolution that minimizes its area is an example of a larger class of surfaces called minimal surfaces. A famous example of a minimal surface is a soap bubble. Soap bubbles minimize their surface area while containing a fixed volume of air. This behavior extends to merged bubbles, and a soap film whose boundary is a wire frame. Minimal surfaces have applications in molecular engineering and material science, and general relativity, where they describe the apparent horizon of a black hole.

Consider a function  $y(x)$  defined on  $[-1, 1]$  satisfying  $y(-1) = a$ ,  $y(1) = b$ . The area of the surface obtained by revolving the graph of  $y(x)$  about the  $x$ -axis is given

by

$$T[y(x)] = \int_{-1}^1 2\pi y(x) \sqrt{1 + (y'(x))^2} dx.$$

To find the function  $y(x)$  whose surface of revolution minimizes surface area, we must minimize the functional  $T[y]$ . This is a classical problem from a branch of mathematics called the calculus of variations. Standard derivatives allow us to find the minimum values of functions defined on  $\mathbb{R}^n$ , and where they occur. The calculus of variations allows us to find the minimum values of functions whose input are other functions.

From the calculus of variations we know that a necessary condition for  $y(x)$  to minimize  $T[y]$  is that the Euler-Lagrange equation must be satisfied:

$$L_y - \frac{d}{dx} L_{y'} = 0,$$

where  $L(x, y, y') = 2\pi y \sqrt{1 + (y')^2}$ . Simplifying the Euler-Lagrange equation for our problem results in the ODE

$$yy'' - (y')^2 - 1 = 0.$$

Discretizing this ODE using the pseudospectral method results in the (nonlinear) system of equations

$$Y \cdot (D^2 Y) - (DY) \cdot (DY) = I,$$

where  $I$  is a vector of ones.

**Problem 5.** Find the function  $y(x)$  that satisfies  $y(-1) = 1$ ,  $y(1) = 7$ , and whose surface of revolution (about the  $x$ -axis) minimizes surface area. Compute the surface area, and plot the surface.

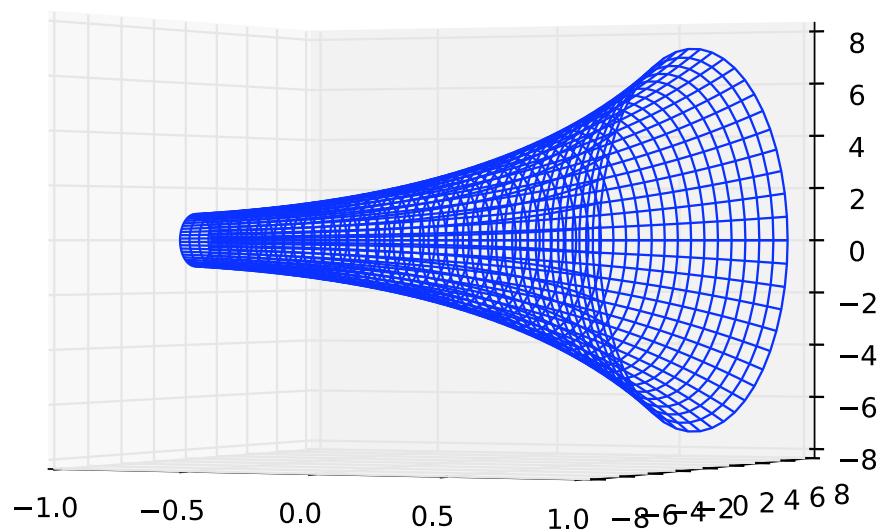


Figure 15.1: The minimal surface corresponding to Problem 5.

## Lab 16

# A Pseudospectral method for periodic functions

**Lab Objective:** We look at a pseudospectral method with a Fourier basis, and numerically solve the advection equation using a pseudospectral discretization in space and a Runge-Kutta integration scheme in time.

Let  $f$  be a periodic function on  $[0, 2\pi]$ . Let  $x_1, \dots, x_N$  be  $N$  evenly spaced grid points on  $[0, 2\pi]$ . Since  $f$  is periodic on  $[0, 2\pi]$ , we can ignore the grid point  $x_0 = 0$ . We will further assume that  $N$  is even; similar formulas can be derived for  $N$  odd. Let  $h = 2\pi/N$ ; then  $\{x_1, \dots, x_N\} = \{h, 2h, \dots, 2\pi - h, 2\pi\}$ .

The discrete Fourier transform (DFT) of  $f$ , denoted by  $\hat{f}$  or  $\mathcal{F}(f)$ , is given by

$$\hat{f}(k) = h \sum_{j=1}^N e^{-ikx_j} f(x_j) \quad \text{where } k = -N/2 + 1, \dots, 0, 1, \dots, N/2.$$

The inverse DFT is then given by

$$f(x_j) = \frac{1}{2\pi} \sum_{k=-N/2}^{N/2} \frac{e^{ikx_j}}{c_k} \hat{f}(k), \quad j = 1, \dots, N, \quad (16.1)$$

where

$$c_k = \begin{cases} 2 & \text{if } k = -N/2 \text{ or } k = N/2, \\ 1 & \text{otherwise.} \end{cases} \quad (16.2)$$

The inverse DFT can then be used to define a natural interpolant (sometimes called a band-limited interpolant) by evaluating (16.1) at any  $x$  rather than  $x_j$ :

$$p(x) = \frac{1}{2\pi} \sum_{k=-N/2}^{N/2} e^{ikx} \hat{f}(k). \quad (16.3)$$

The interpolant for  $f'$  is then given by

$$p'(x) = ik \frac{1}{2\pi} \sum_{k=-N/2+1}^{N/2-1} e^{ikx} \hat{f}(k). \quad (16.4)$$

Consider the function  $u(x) = \sin^2(x) \cos(x) + e^{2\sin(x+1)}$ . Using (16.4), the derivative  $u'$  may be approximated with the following code.<sup>1</sup> We note that although we only approximate  $u'$  at the Fourier grid points, (16.4) provides an analytic approximation of  $u'$  in the form of a trigonometric polynomial.

```

import numpy as np
from scipy.fftpack import fft, ifft
import matplotlib.pyplot as plt

N=24
x1 = (2.*np.pi/N)*np.arange(1,N+1)
f = np.sin(x1)**2.*np.cos(x1) + np.exp(2.*np.sin(x1+1))

k = np.concatenate(( np.arange(0,N/2) ,
                     np.array([0]) , # Because hat{f}'(k) at k = N/2 is zero.
                     np.arange(-N/2+1,0,1) ))

# Approximates the derivative using the pseudospectral method
f_hat = fft(f)
fp_hat = ((1j*k)*f_hat)
fp = np.real(ifft(fp_hat))

# Calculates the derivative analytically
x2 = np.linspace(0,2*np.pi,200)
derivative = (2.*np.sin(x2)*np.cos(x2)**2. -
              np.sin(x2)**3. +
              2*np.cos(x2+1)*np.exp(2*np.sin(x2+1)))
)

plt.plot(x2,derivative,'-k',linewidth=2.)
plt.plot(x1,fp,'*b')
plt.savefig('spectral2_derivative.pdf')
plt.show()

```

**Problem 1.** Consider again the function  $u(x) = \sin^2(x) \cos(x) + e^{2\sin(x+1)}$ . Create a function that approximates  $\frac{1}{2}u'' - u'$  on the Fourier grid points for a given  $N$ .

## The advection equation

Recall that the advection equation is given by

$$u_t + cu_x = 0 \quad (16.5)$$

where  $c$  is the speed of the wave (the wave travels to the right for  $c > 0$ ). We will consider the solution of the advection equation on the circle; this essentially amounts to solving the advection equation on  $[0, 2\pi]$  and assuming periodic boundary conditions.

---

<sup>1</sup>See *Spectral Methods in MATLAB* by Lloyd N. Trefethen. Another good reference is *Chebyshev and Fourier Spectral Methods* by John P. Boyd.

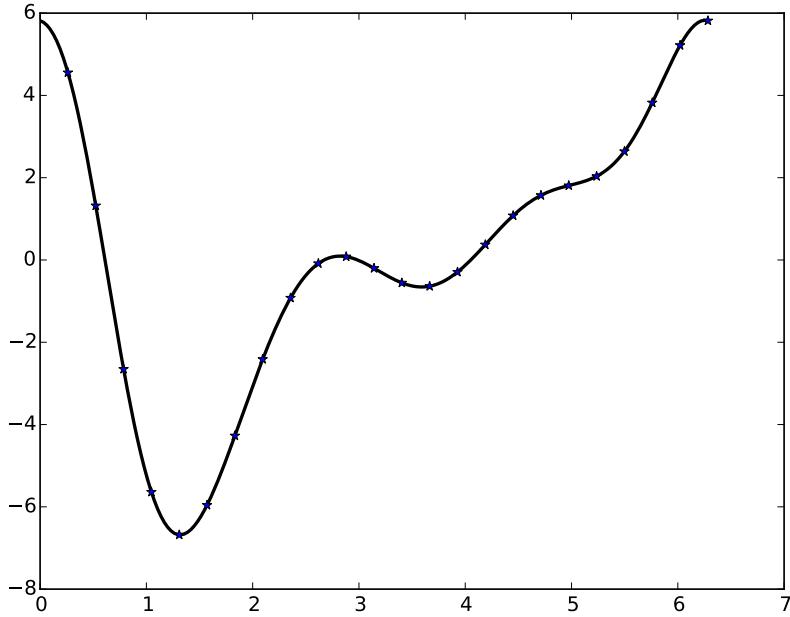


Figure 16.1: The derivative of  $u(x) = \sin^2(x) \cos(x) + e^{2 \sin(x+1)}$ .

A common method for solving time-dependent PDEs is called the *method of lines*. To apply the method of lines to our problem, we use our Fourier grid points in  $[0, \pi]$ : given an even  $N$ , let  $h = 2\pi/N$ , so that  $\{x_1, \dots, x_N\} = \{h, 2h, \dots, 2\pi-h, 2\pi\}$ . By using these grid points we obtain the collection of equations

$$u_t(x_j, t) + cu_x(x_j, t) = 0, \quad t > 0, \quad j = 1, \dots, N. \quad (16.6)$$

Let  $U(t)$  be the vector valued function given by  $U(t) = (u(x_j, t))_{j=1}^N$ . Let  $\mathcal{F}(U)(t)$  denote the discrete Fourier transform of  $u(x, t)$  (in space), so that

$$\mathcal{F}(U)(t) = (\hat{u}(k, t))_{k=-N/2+1}^{N/2}.$$

Define  $\mathcal{F}^{-1}$  similarly. Using the pseudospectral approximation in space leads to the system of ODEs

$$U_t + \vec{c}\mathcal{F}^{-1}(\vec{k}\mathcal{F}(U)) = 0 \quad (16.7)$$

where  $\vec{k}$  is a vector, and  $\vec{k}\mathcal{F}(U)$  denotes element-wise multiplication. Similarly  $\vec{c}$  could also be a vector, if the wave speed  $c$  is allowed to vary.

**Problem 2.** Using a fourth order Runge-Kutta method (RK4), solve the

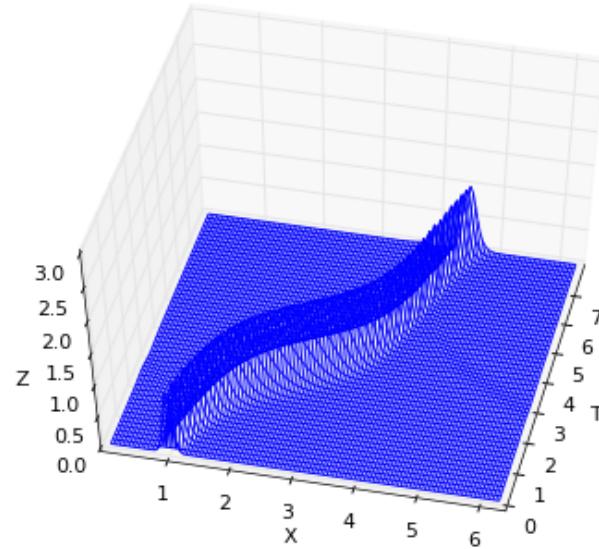


Figure 16.2: The solution of the variable speed advection equation; see Problem 2.

initial value problem

$$u_t + c(x)u_x = 0, \quad (16.8)$$

where  $c(x) = .2 + \sin^2(x - 1)$ , and  $u(x, t = 0) = e^{-100(x-1)^2}$ . Plot your numerical solution from  $t = 0$  to  $t = 8$ . Note that the initial data is nearly zero near  $x = 0$  and  $2\pi$ , and so we can use the pseudospectral method. <sup>a</sup>

---

<sup>a</sup>This problem is solved in *Spectral Methods in MATLAB* using a leapfrog discretization in time.

## Lab 17

# Solitons

**Lab Objective:** We study traveling wave solutions of the Korteweg-de Vries (KdV) equation, using a pseudospectral discretization in space and a Runge-Kutta integration scheme in time.

Here we consider soliton solutions of the Korteweg-de Vries (KdV) equation. This equation is given by

$$\frac{\partial u}{\partial t} + u \frac{\partial u}{\partial x} + \frac{\partial^3 u}{\partial x^3} = 0.$$

The KdV equation is a canonical equation that describes shallow water waves.

The KdV equation possesses traveling wave solutions called solitons. These traveling waves have the form

$$u(x, t) = 3s \operatorname{sech}^2 \left( \frac{\sqrt{s}}{2} (x - st - a) \right),$$

where  $s$  is the speed of the wave. Solitons were first studied by John Scott Russell in 1834, in the Union Canal in Scotland. When a canal boat suddenly stopped, the water piled up in front of the boat continued moving down the canal in the shape of a pulse.

Note that there is a soliton solution for each wave speed  $s$ , and that the amplitude of the soliton depends on the speed of the wave. Solitons are traveling waves in the shape of a pulse, they are nonlinearly stable (bumped waves return to their previous shape), and they maintain their energy as they travel. They also enjoy an additional stability property: They play well with others. Two interacting solitons will maintain their shape after crossing paths.

## Numerical solution

Consider the KdV equation on  $[-\pi, \pi]$ , together with an appropriate initial condition:

$$u_t = - \left( \frac{u^2}{2} \right)_x - u_{xxx}, \\ u(x, 0) = u_0(x).$$

We will use initial data that is zero at the endpoints. This will allow us to use a pseudospectral method for periodic initial data to find a numerical approximation for the solution  $u(x, t)$ .

If we use  $N$  subintervals in space, we then obtain the spatial step  $h = 2\pi/N$  and the grid points  $\{x_j\}_{j=1}^N = \{-\pi, -\pi + h, \dots, \pi - h\}$ . Let  $\mathcal{F}(u)(t) = \hat{u}(t)$  denote the Fourier transform of  $u(x, t)$  (in space), so that

$$\mathcal{F}(u) = \hat{u}(k, t), \quad k = -N/2 + 1, \dots, N/2.$$

Similarly we let  $\mathcal{F}^{-1}$  represent the discrete inverse Fourier transform. Recall that  $k$  represents the wave numbers in Fourier space; our code defines it by

```
# Dependencies for this lab's code:
from __future__ import division
from math import sqrt, pi
import numpy as np
from scipy.fftpack import fft, ifft
from mpl_toolkits.mplot3d.axes3d import Axes3D
import matplotlib.pyplot as plt
from matplotlib import cm

# Array of wave numbers. This array is reordered in Python to
# accomodate the ordering inside the fft function in scipy.
k = np.concatenate((np.arange(0,N/2) ,
                    np.array([0]) ,
                    np.arange(-N/2+1,0,1) )).reshape(N,)
```

We now apply the Fourier transform to the KdV equation. In Fourier space, we obtain

$$\mathcal{F}(u)_t = -\frac{ik}{2}\mathcal{F}(u^2) - (ik)^3\mathcal{F}(u).$$

Let  $U(t)$  be the vector valued function given by  $U(t) = (u(x_j, t))_{j=1}^N$ . Let  $\mathcal{F}(U)(t)$  denote the discrete Fourier transform of  $u(x, t)$  (in space), so that

$$\mathcal{F}(U)(t) = (\mathcal{F}(u)(k, t))_{k=-N/2+1}^{N/2}.$$

Similarly we let  $\mathcal{F}^{-1}$  represent the discrete inverse Fourier transform. Using the pseudospectral approximation in space leads to the system of ODEs

$$\mathcal{F}(U)_t = -\frac{i}{2}\vec{k}\mathcal{F}(\mathcal{F}^{-1}(\mathcal{F}(U))^2) + i\vec{k}^3\mathcal{F}(U) \quad (17.1)$$

where  $\vec{k}$  is a vector, and multiplication is done element-wise. In terms of  $Y = \mathcal{F}(U)$ , this simplifies to

$$Y_t = -\frac{i}{2}\vec{k}\mathcal{F}(\mathcal{F}^{-1}(Y)^2) + i\vec{k}^3Y \quad (17.2)$$

and is implemented below.

```
# Defines the left hand side of the ODE y' = G(t,y)
# defined above.
ik3 = 1j*k**3.
def G_unscaled(t,y):
    out = -.5*1j*k*fft(ifft(y, axis=0)**2., axis=0) + ik3*y
    return out
```

Equation (17.2) is solved below, using a soliton as initial data for the KdV equation. Note that the Fourier transform must be applied to the soliton before solving, and that the final numerical solution must be transformed back from Fourier space before plotting.

```

N = 256
x = (2.*np.pi/N)*np.arange(-N/2,N/2).reshape(N,1)      # Space discretization
s, shift = 25.**2., 2.                                    # Initial data is a soliton
y0 = (3.*s*np.cosh(.5*(sqrt(s)*(x+shift))))**(-2.).reshape(N,)

# Solves the ODE.
max_t =
dt = # constant*N**(-2.)
max_tsteps = int(round(max_t/dt))
y0 = fft(y0,axis=0)
T,Y = RK4(G_unscaled, y0, t0=0, t1=max_t, n=max_tsteps)

# Using the variable stride, we step through the data,
# applying the inverse fourier transform to obtain u.
# These values will be plotted.
stride = int(np.floor((max_t/25.)/dt))
uvalues, tvalues = np.real(ifft(y0,axis=0)).reshape(N,1), np.array(0.).reshape(1,1)
for n in range(1,max_tsteps+1):
    if np.mod(n,stride) == 0:
        t = n*dt
        u = np.real( ifft(Y[n], axis=0) ).reshape(N,1)
        uvalues = np.concatenate((uvalues,np.nan_to_num(u)),axis=1)
        tvalues = np.concatenate((tvalues,np.array(t).reshape(1,1)),axis=1)

fig = plt.figure()
ax = fig.gca(projection='3d')
ax.view_init(elev=45., azim=150)
tv, xv = np.meshgrid(tvalues,x,indexing='ij')
surf = ax.plot_surface(tv,xv, uvalues.T, rstride=1, cstride=1, cmap=cm.coolwarm,
                      linewidth=0, antialiased=False)
tvalues = tvalues[0]; ax.set_xlim(tvalues[0], tvalues[-1])
ax.set_ylim(-pi, pi); ax.invert_yaxis()
ax.set_zlim(0., 4000.)
ax.set_xlabel('T'); ax.set_ylabel('X'); ax.set_zlabel('Z')
plt.show()

```

The method we have used requires the use of an algorithm for (ODE) initial value problems, such as the RK4 algorithm. The RK4 method is implemented below.

```

def initialize_all(y0, t0, t1, n):
    """ An initialization routine for the different ODE solving
    methods in the lab. This initializes Y, T, and h. """
    if isinstance(y0, np.ndarray):
        Y = np.empty((n, y0.size),dtype=complex).squeeze()
    else:
        Y = np.empty(n,dtype=complex)
        Y[0] = y0
        T = np.linspace(t0, t1, n)
        h = float(t1 - t0) / (n - 1)
    return Y, T, h

```

```

def RK4(f, y0, t0, t1, n):
    """ Use the RK4 method to compute an approximate solution
    to the ODE y' = f(t, y) at n equispaced parameter values from t0 to t
    with initial conditions y(t0) = y0.

    'y0' is assumed to be either a constant or a one-dimensional numpy array.
    't0' and 't1' are assumed to be constants.
    'f' is assumed to accept two arguments.
    The first is a constant giving the current value of t.
    The second is a one-dimensional numpy array of the same size as y.

    This function returns an array Y of shape (n,) if
    y is a constant or an array of size 1.
    It returns an array of shape (n, y.size) otherwise.
    In either case, Y[i] is the approximate value of y at
    the i'th value of np.linspace(t0, t, n).
    """
    Y, T, h = initialize_all(y0, t0, t1, n)
    for i in xrange(1, n):
        K1 = f(T[i-1], Y[i-1])
        tplus = (T[i] + T[i-1]) * .5
        K2 = f(tplus, Y[i-1] + .5 * h * K1)
        K3 = f(tplus, Y[i-1] + .5 * h * K2)
        K4 = f(T[i], Y[i-1] + h * K3)
        Y[i] = Y[i-1] + (h / 6.) * (K1 + 2 * K2 + 2 * K3 + K4)
    return T, Y

```

**Problem 1.** Run the code above to numerically solve the KdV equation on  $[-\pi, \pi]$  with initial conditions

$$u(x, t=0) = 3s \operatorname{sech}^2 \left( \frac{\sqrt{s}}{2}(x+a) \right),$$

where  $s = 25^2$ ,  $a = 2$ . Solve on the time domain  $[0, .0075]$ . Define the stepsize variable `dt` in the code above so that the method is numerically stable. How small must `dt` be?

The solution is shown in Figure 17.1.

**Problem 2.** Numerically solve the KdV equation on  $[-\pi, \pi]$ . This time we define the initial condition to be the superposition of two solitons,

$$u(x, t=0) = 3s_1 \operatorname{sech}^2 \left( \frac{\sqrt{s_1}}{2}(x+a_1) \right) + 3s_2 \operatorname{sech}^2 \left( \frac{\sqrt{s_2}}{2}(x+a_2) \right),$$

where  $s_1 = 25^2$ ,  $a_1 = 2$ , and  $s_2 = 16^2$ ,  $a_2 = 1$ .<sup>a</sup> Solve on the time domain  $[0, .0075]$ . How small must `dt` be so that the method is numerically stable?

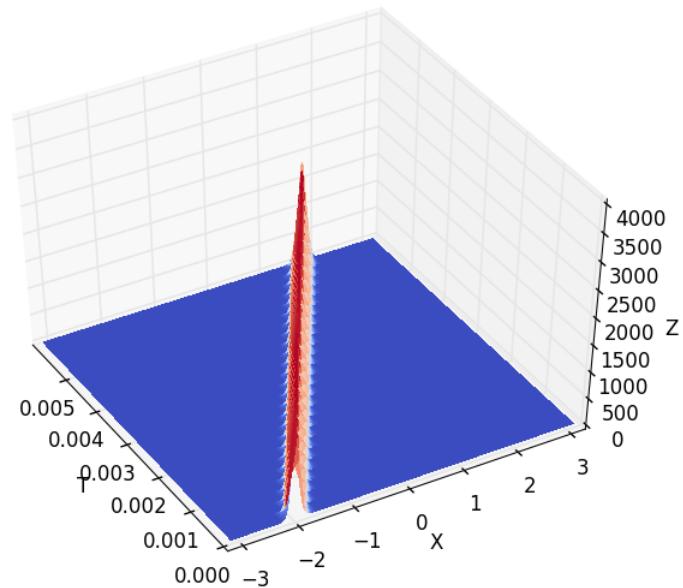


Figure 17.1: The solution to Problem 1.

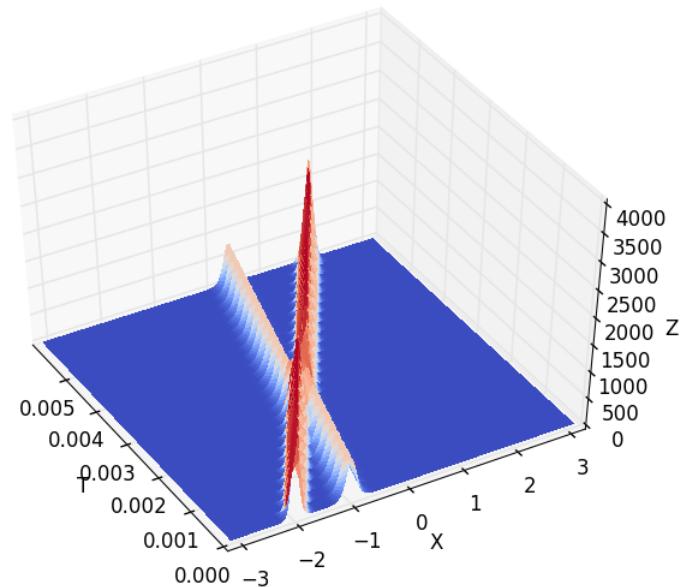


Figure 17.2: The solution to Problem 2.

The solution is shown in Figure 17.2.

---

<sup>a</sup>This problem is solved in *Spectral Methods in MATLAB*, by Trefethen.

**Problem 3.** Consider again equation (17.2). The linear term in this equation is  $ik^3Y$ . This term contributes much of the exponential growth in the ODE, and responsible for how short the time step must be to ensure numerical stability. Make the substitution  $Z = e^{-ik^3t}Y$  and find a similar ODE for  $Z$ . This essentially allows the exponential growth to be scaled out (it's solved for analytically). Use the resulting equation to solve the previous problem. How short can the time step be made?

## Lab 18

# Transit time crossing a river

**Lab Objective:** *This lab discusses a classical calculus of variations problem: how is a river to be crossed in the shortest possible time? We will look at a numerical solution using the pseudospectral method.*

Suppose a boat is to be rowed across a river, from a point  $A$  on one side of a river ( $x = -1$ ), to a point  $B$  on the other side ( $x = 1$ ). Assuming the boat moves at a constant speed 1 relative to the current, how must the boat be steered to minimize the time required to cross the river?

Let us consider a typical trajectory for the boat as it crosses the river. If  $T$  is the time required to cross the river, then the position  $s$  of the boat at time  $t$  is

$$\begin{aligned} s(t) &= \langle x(t), y(t) \rangle, \quad t \in [0, T], \\ s'(t) &= \langle x'(t), y'(t) \rangle, \\ &= \langle \cos \theta(x(t)), \sin \theta(x(t)) \rangle + \langle 0, c(x(t)) \rangle. \end{aligned}$$

Here  $\langle \cos \theta, \sin \theta \rangle$  represents the motion of the boat due to the rower, and  $\langle 0, c \rangle$  is the motion of the boat due to the current.

We can relate the angle at which the boat is steered to the graph of its trajectory by noting that

$$\begin{aligned} y'(x) &= \frac{y'(t)}{x'(t)}, \\ &= \frac{\sin \theta + c}{\cos \theta}, \\ &= c \sec \theta + \tan \theta. \end{aligned} \tag{18.1}$$

The time  $T$  required to cross the river is given by

$$\begin{aligned} T &= \int_{-1}^1 t'(x) dx, \\ &= \int_{-1}^1 \frac{1}{x'(t)} dx \\ &= \int_{-1}^1 \sec \theta(x) dx. \end{aligned} \tag{18.2}$$

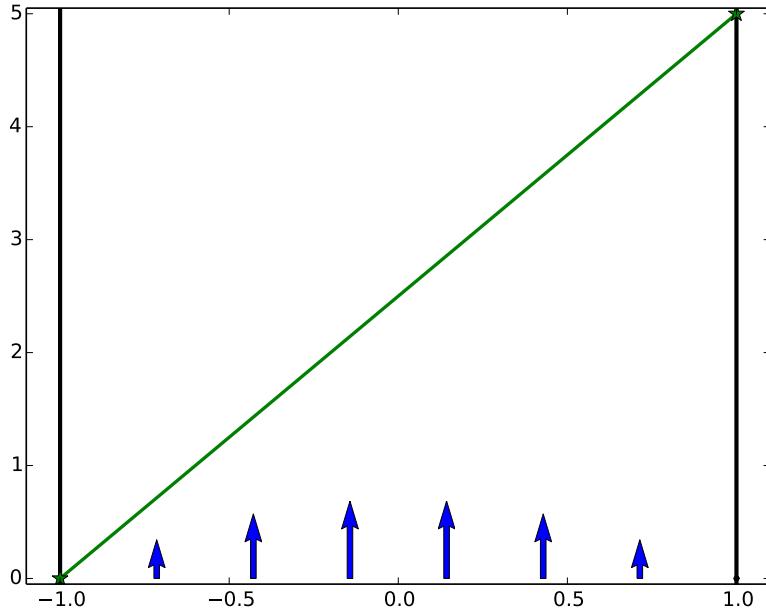


Figure 18.1: The river's current, along with a possible trajectory for the boat.

We would like to find an expression for the total time  $T$  required to cross the river from  $A$  to  $B$ , in terms of the graph of the boat's trajectory. To derive the functional  $T[y]$ , we note that

$$\begin{aligned} T[y] &= \int_{-1}^1 \sec \theta \, dx, \\ &= \int_{-1}^1 \frac{1}{1 - c^2} (c \tan \theta + \sec \theta - c^2 \sec \theta - c \tan \theta) \, dx, \\ &= \int_{-1}^1 \frac{1}{1 - c^2} (c \tan \theta + \sec \theta - cy') \, dx. \end{aligned}$$

Since

$$\begin{aligned} c \tan \theta + \sec \theta &= \sqrt{1 - c^2 + (c \sec \theta + \tan \theta)^2}, \\ &= \sqrt{1 - c^2 + (y')^2}, \end{aligned}$$

we obtain at last

$$T[y] = \int_{-1}^1 \left[ \alpha(x) \sqrt{1 + (\alpha y')^2(x)} - (\alpha^2 c y')(x) \right] \, dx, \quad (18.3)$$

where  $\alpha = (1 - c^2)^{-1/2}$ .

**Problem 1.** Assume that the current is given by  $c(x) = -\frac{7}{10}(x^2 - 1)$ . (This function assumes, for example, that the current is faster near the center of the river.) Write a Python function that accepts as arguments a function  $y$ , its derivative  $y'$ , and an  $x$ -value, and returns  $L(x, y(x), y'(x))$  (where  $T[y] = \int_{-1}^1 L(x, y(x), y'(x)) dx$ ). Use that function to define a second function that numerically computes  $T[y]$  for a given path  $y(x)$ .

**Problem 2.** Let  $y(x)$  be the straight-line path between  $A = (-1, 0)$  and  $B = (1, 5)$ . Numerically calculate  $T[y]$  to get an upper bound on the minimum time required to cross from  $A$  to  $B$ . Using (18.2), find a lower bound on the minimum time required to cross.

We look for the path  $y(x)$  that minimizes the time required for the boat to cross the river, so that the function  $T$  is minimized. From the calculus of variations we know that a smooth path  $y(x)$  minimizes  $T$  only if the Euler-Lagrange equation is satisfied. Recall that the Euler-Lagrange equation is

$$L_y - \frac{d}{dx}L_{y'} = 0.$$

Since  $L_y = 0$ , we see that the shortest time trajectory satisfies

$$\frac{d}{dx}L_{y'} = \frac{d}{dx}\left(\alpha^3(x)y'(x)(1 + (\alpha y')^2(x))^{-1/2} - \alpha^2(x)c\right) = 0. \quad (18.4)$$

**Problem 3.** Numerically solve the Euler-Lagrange equation (18.4), using  $c(x) = -\frac{7}{10}(x^2 - 1)$  and  $\alpha = (1 - c^2)^{-1/2}$ , and  $y(-1) = 0$ ,  $y(1) = 5$ .

Hint: Since this boundary value problem is defined over the domain  $[-1, 1]$ , it is easy to solve using the pseudospectral method. Begin by replacing each  $\frac{d}{dx}$  with the pseudospectral differentiation matrix  $D$ . Then impose the boundary conditions and solve.

**Problem 4.** Plot the angle at which the boat should be pointed at each  $x$ -coordinate. (Hint: Use Equation (18.1); see Figure 18.3. Note that the angle the boat should be steered is *not* described by the tangent vector to the trajectory.)

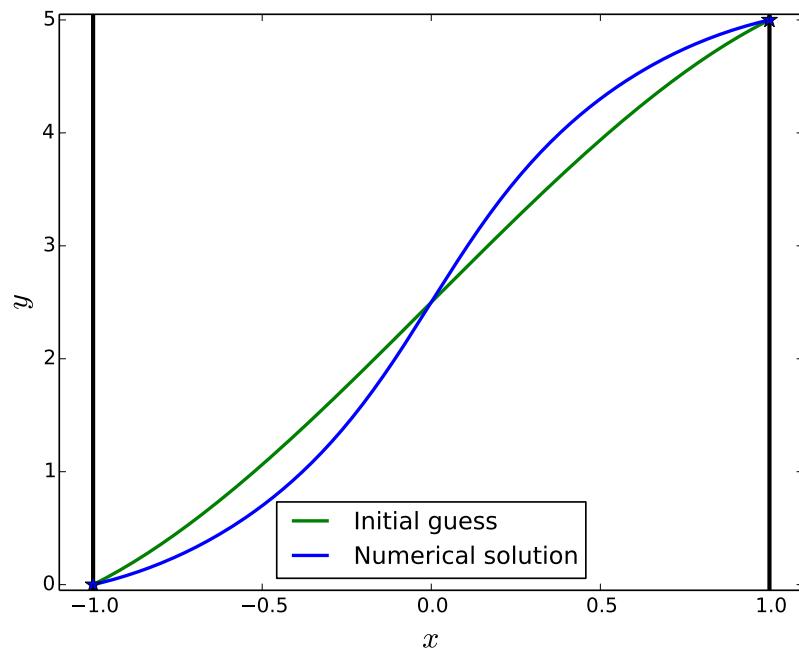


Figure 18.2: Numerical computation of the trajectory with the shortest transit time.

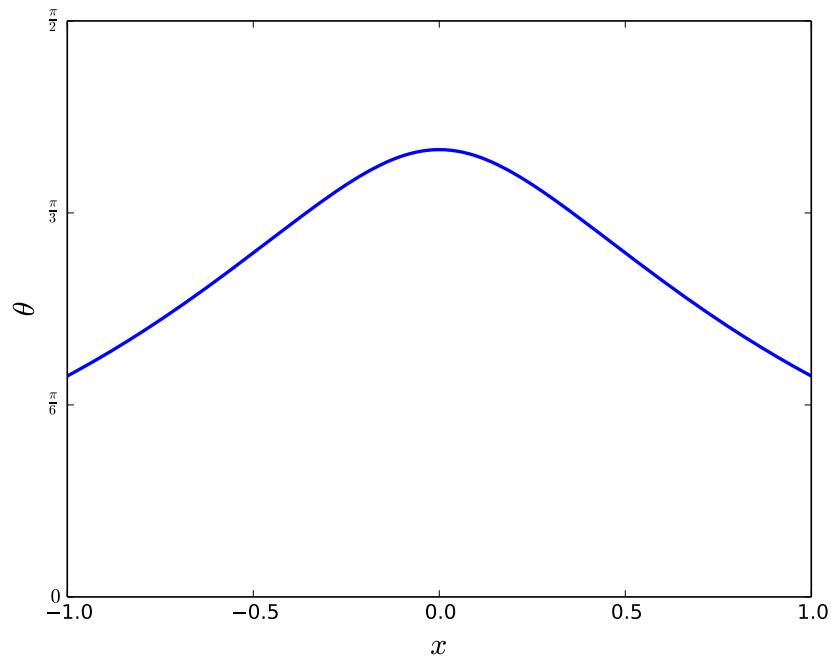


Figure 18.3: The optimal angle to steer the boat.

## Lab 19

# Inverse Problems

An important concept in mathematics is the idea of a well posed problem. The concept initially came from Jacques Hadamard. A mathematical problem is *well posed* if

1. a solution exists,
2. that solution is unique, and
3. the solution is continuously dependent on the data in the problem.

A problem that is not well posed is *ill posed*. Notice that a problem may be well posed, and yet still possess the property that small changes in the data result in larger changes in the solution; in this case the problem is said to be ill conditioned, and has a large condition number.

Note that for a physical phenomena, a well posed mathematical model would seem to be a necessary requirement! However, there are important examples of mathematical problems that are ill posed. For example, consider the process of differentiation. Given a function  $u$  together with its derivative  $u'$ , let  $\tilde{u}(t) = u(t) + \epsilon \sin(\epsilon^{-2}t)$  for some small  $\epsilon > 0$ . Then note that

$$\|u - \tilde{u}\|_\infty = \epsilon,$$

while

$$\|u' - \tilde{u}'\|_\infty = \epsilon^{-1}.$$

Since a small change in the data leads to an arbitrarily large change in the output, differentiation is an ill posed problem. And we haven't even mentioned numerically approximating a derivative!

For an example of an ill posed problem from PDEs, consider the backwards heat equation with zero Dirichlet conditions:

$$\begin{aligned} u_t &= -u_{xx}, \quad (x, t) \in (0, L) \times (0, \infty), \\ u(0, t) &= u(L, t) = 0, \quad t \in (0, \infty), \\ u(x, 0) &= f(x), \quad x \in (0, L). \end{aligned} \tag{19.1}$$

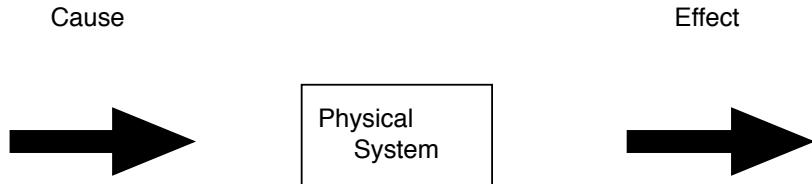


Figure 19.1: Cause and effect within a given physical system.

For the initial data  $f(x)$  the unique<sup>1</sup> solution is  $u(x, t) = 0$ . Given the initial data  $f(x) = \frac{1}{n} \sin(\frac{n\pi x}{L})$ , one can check that there is a unique solution  $u(x, t) = \frac{1}{n} \sin(\frac{n\pi x}{L}) \exp((\frac{n\pi}{L})^2 t)$ . Thus, on a finite interval  $[0, T]$ , as  $n \rightarrow \infty$  we see that a small difference in the initial data results in an arbitrarily large difference in the solution.

## Inverse Problems

As implied by the name, inverse problems come in pairs. For example, differentiation and integration are inverse problems. The easier problem (in this case integration) is often called the direct problem. The direct problem is usually studied first historically.

Given a physical system, together with initial data (the “cause”), the direct problem will usually predict the future state of the physical system (the “effect”); see Figure 19.1. Inverse problems often turn this on its head - given the current state of a physical system at time  $T$ , what was the physical state at time  $t = 0$ ?

Alternatively, suppose we measure the current state of the system, and we then measure the state at some future time. An important inverse problem is to determine an appropriate mathematical model that can describe the evolution of the system.

---

<sup>1</sup>See *Partial Differential Equations* by Lawrence C. Evans, chapter 2.3, for a proof of uniqueness.

## Another look at heat flow through a rod

Consider the following ordinary differential equation, together with natural boundary conditions at the ends of the interval<sup>2</sup>:

$$\begin{cases} -(au')' = f, & x \in (0, 1), \\ a(0)u'(0) = c_0, & a(1)u'(1) = c_1. \end{cases} \quad (19.2)$$

This BVP can, for example, be used to describe the flow of heat through a rod. The boundary conditions would correspond to specifying the heat flux through the ends of the rod.  $f(x)$  would then represent external heat sources along the rod, and  $a(x)$  the density of the rod at each point.

Typically, the density  $a(x)$  would be specified, along with any heat sources  $f(x)$ , and the (direct) problem is to solve for the steady-state heat distribution  $u(x)$ . Here we shake things up a bit: suppose the heat sources  $f$  are given, and we can measure the heat distribution  $u(x)$ . Can we find the density of the rod? This is an example of a *parameter estimation problem*.

Let us consider a numerical method for solving (19.2) for the density  $a(x)$ . Subdivide  $[0, 1]$  into  $N$  equal subintervals, and let  $x_j = jh$ ,  $j = 0, \dots, N$ , where  $h = 1/N$ . Let  $\phi_j(x)$  be the tent functions (used earlier in the finite element lab), given by

$$\phi_j(x) = \begin{cases} (x - x_{j-1})/h & x \in [x_{j-1}, x_j], \\ (x_{j+1} - x)/h & x \in [x_j, x_{j+1}], \\ 0 & \text{otherwise.} \end{cases}$$

We look for an approximation  $a^h(x)$  of the form

$$a^h = \sum_{j=0}^N \alpha_j \phi_j. \quad (19.3)$$

Integrating (19.2) from 0 to  $x$ , we obtain

$$\begin{aligned} \int_0^x -(au')' ds &= \int_0^x f(s) ds, \\ -[a(x)u'(x) - c_0] &= \int_0^x f(s) ds, \\ u'(x) &= \frac{c_0 - \int_0^x f(s) ds}{a(x)}. \end{aligned} \quad (19.4)$$

Thus for each  $x_j$

$$\begin{aligned} u'(x_j) &= \frac{c_0 - \int_0^{x_j} f(s) ds}{a(x_j)}, \\ &= \frac{c_0 - \int_0^{x_j} f(s) ds}{\alpha_j}. \end{aligned}$$

---

<sup>2</sup>This example of an ill-posed problem is given in *Inverse Problems in the Mathematical Sciences* by Charles W Groetsch.

The coefficients  $\alpha_j$  in (19.3) can now be approximated by minimizing

$$\sum_{j=0}^N \left( \frac{c_0 - \int_0^{x_j} f(s) ds}{\alpha_j} - u'(x_j) \right)^2.$$

For  $c_0 = 3/8$ ,  $c_1 = 5/4$ ,  $u(x) = x^2 + x/2 + 5/16$ , and

$$f = \begin{cases} -6x^2 + 3x - 1 & x \leq 1/2, \\ -1 & 1/2 < x \leq 1, \end{cases}$$

we partially implement this method with the following code:

```
import numpy as np
from scipy.optimize import minimize
import matplotlib.pyplot as plt

def f(x):
    out = -np.ones(x.shape)
    m = np.where(x<.5)
    out[m] = -6*x[m]**2. + 3.*x[m] - 1.
    return out

def u(x):
    return (x+1./4)**2. + 1./4

def integral_of_f(x):
    # out = \int_0^x f(s) ds
    return out

def derivative_of_u(x):
    # out = u'(x)
    return out

x = np.linspace(0,1,11)
F, u_p = integral_of_f(x), derivative_of_u(x)

def sum_of_squares(alpha):
    pass

guess = (1./4)*(3-x)
sol = minimize(sum_of_squares, guess)

plt.plot(x,sol.x,'-ob', linewidth=2)
plt.show()
```

**Problem 1.** Finish the previous code block to solve (19.2) for  $a(x)$ . Produce the plot shown in Figure 19.2.

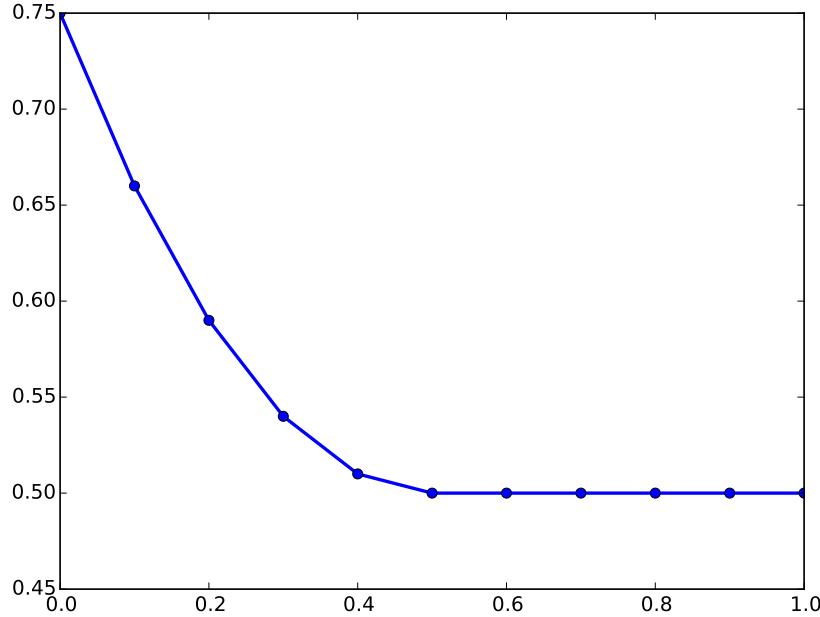


Figure 19.2: The solution  $a(x)$  computed by the example code.

**Problem 2.** Find the density function  $a(x)$  satisfying

$$\begin{cases} -(au')' = -1, & x \in (0, 1), \\ a(0)u'(0) = 1, & a(1)u'(1) = 2. \end{cases} \quad (19.5)$$

where  $u(x) = x + 1 + \epsilon \sin(\epsilon^{-2}x)$ . Using several values of  $\epsilon > 0.66049142$ , plot the corresponding density  $a(x)$  to demonstrate that the problem is ill-posed.

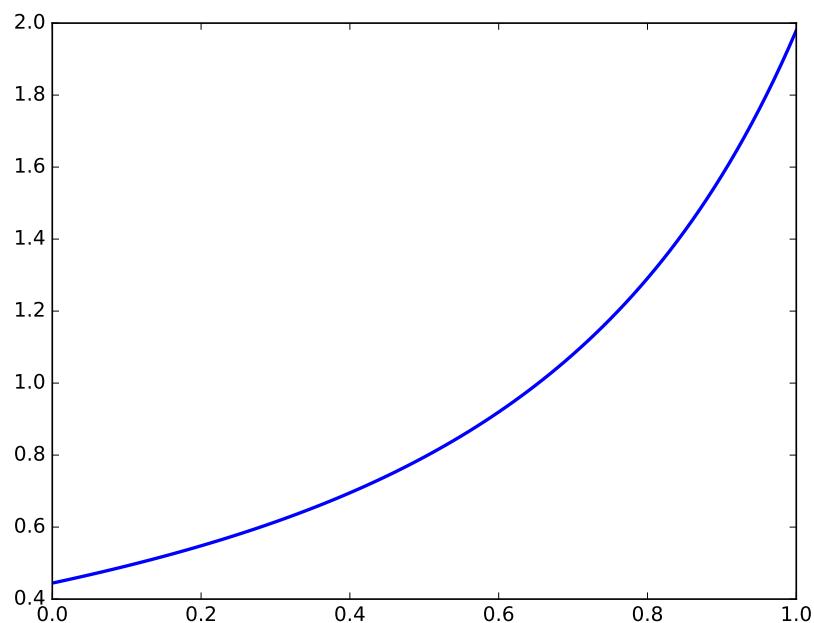


Figure 19.3: The density function  $a(x)$  satisfying (19.5) for  $\epsilon = .8$ .

## Lab 20

# Total Variation and Image Processing

**Lab Objective:** *Minimizing an energy functional is equivalent to solving the resulting Euler-Lagrange equations. We introduce the method of steepest descent to solve these equations, and apply this technique to a denoising problem in image processing.*

## The Gradient Descent method

Consider an energy functional  $E[u]$ , defined over a collection of admissible functions  $u : \Omega \subset \mathbb{R}^n \rightarrow \mathbb{R}$ , with the form

$$E[u] = \int_{\Omega} L(x, u, \nabla u) dx$$

where  $L = L(x, y, w)$  is a function  $\mathbb{R}^n \times \mathbb{R} \times \mathbb{R}^n \rightarrow \mathbb{R}$ . A standard result from the calculus of variations states that a minimizing function  $u^*$  satisfies the Euler-Lagrange equation

$$L_y - \operatorname{div}(L_w) = 0. \quad (20.1)$$

This equation is typically an elliptic PDE, possessing boundary conditions associated with restrictions on the class of admissible functions  $u$ . To more easily compute (20.1), we consider a related parabolic PDE,

$$\begin{aligned} u_t &= -(L_y - \operatorname{div} L_w), & t > 0, \\ u(x, 0) &= u_0(x), & t = 0. \end{aligned} \quad (20.2)$$

A steady state solution of (20.2) does not depend on time, and thus solves the Euler-Lagrange equation. It is often easier to evolve an initial guess using (20.2), and stop whenever its steady state is well-approximated, than to solve (20.1) directly.

**Example 20.1.** Consider the energy functional

$$E[u] = \int_{\Omega} \|\nabla u\|^2 dx.$$

The minimizing function  $u^*$  satisfies the Euler-Lagrange equation

$$-\operatorname{div} \nabla u = -\Delta u = 0.$$

The gradient descent flow is the well-known heat equation

$$u_t = \Delta u.$$

The Euler-Lagrange equation could equivalently be described as  $\Delta u = 0$ , leading to the PDE  $u_t = -\Delta u$ . Since the backward heat equation is ill-posed, it would not be helpful in a search for the steady-state.

Let us take the time to make (20.2) more rigorous. We recall that

$$\begin{aligned}\delta E(u; v) &= \frac{d}{dt} E(u + tv) \Big|_{t=0}, \\ &= \int_{\Omega} (L_y(u) - \operatorname{div} L_w(u))v \, dx, \\ &= \langle L_y(u) - \operatorname{div} L_w(u), v \rangle_{L^2(\Omega)},\end{aligned}$$

for each  $u$  and each admissible perturbation  $v$ . Then using the Cauchy-Schwarz inequality,

$$|\delta E(u; v)| \leq \|L_y(u) - \operatorname{div} L_w(u)\| \cdot \|v\|$$

with equality iff  $v = \alpha u$  for some  $\alpha \in \mathbb{R}$ . This implies that the “direction”  $v = L_y(u) - \operatorname{div} L_w(u)$  is the direction of steepest ascent and maximizes  $\delta E(u; v)$ . Similarly,

$$v = -(L_y(u) - \operatorname{div} L_w(u))$$

points in the direction of steepest descent, and the flow described by (20.2) tends to move toward a state of lesser energy.

## Minimizing the area of a surface of revolution

The area of the surface obtained by revolving a curve  $y(x)$  about the  $x$ -axis is

$$A[y] = \int_a^b 2\pi y \sqrt{1 + (y')^2} \, dx.$$

To minimize the functional  $A$  over the collection of smooth curves with fixed end points  $y(a) = y_a$ ,  $y(b) = y_b$ , we use the Euler-Lagrange equation

$$\begin{aligned}0 &= 1 - y \frac{y''}{1 + (y')^2}, \\ &= 1 + (y')^2 - yy'',\end{aligned}\tag{20.3}$$

with the gradient descent flow given by

$$\begin{aligned}u_t &= -1 - (y')^2 + yy'', \quad t > 0, x \in (a, b), \\ u(x, 0) &= g(x), \quad t = 0, \\ u(a, t) &= y_a, \quad u(b, t) = y_b.\end{aligned}\tag{20.4}$$

## Numerical Implementation

We will construct a numerical solution of (20.4) using the conditions  $y(-1) = 1$ ,  $y(1) = 7$ . A simple solution can be found by using a second-order order discretization in space with a simple forward Euler step in time. We create the grid and set our end states below.

```
import numpy as np

a, b = -1, 1.
alpha, beta = 1., 7.
##### Define variables x_steps, final_T, time_steps #####
delta_t, delta_x = final_T/time_steps, (b-a)/x_steps
x0 = np.linspace(a,b,x_steps+1)
```

Most numerical schemes have a stability condition that must be satisfied. Our discretization requires that  $\frac{\Delta t}{(\Delta x)^2} \leq \frac{1}{2}$ . We continue by checking that this condition is satisfied, and the straight line connecting the end points as initial data.

```
# Check a stability condition for this numerical method
if delta_t/delta_x**2. > .5:
    print "stability condition fails"

u = np.empty((2,x_steps+1))
u[0] = (beta - alpha)/(b-a)*(x0-a) + alpha
u[1] = (beta - alpha)/(b-a)*(x0-a) + alpha
```

Finally, we define the right hand side of our difference scheme, and time step until the scheme converges.

```
def rhs(y):
    # Approximate first and second derivatives to second order accuracy.
    yp = (np.roll(y,-1) - np.roll(y,1))/(2.*delta_x)
    ypp = (np.roll(y,-1) - 2.*y + np.roll(y,1))/delta_x**2.
    # Find approximation for the next time step, using a first order Euler step
    y[1:-1] -= delta_t*(1. + yp[1:-1]**2. - 1.*y[1:-1]*ypp[1:-1])

    # Time step until successive iterations are close
iteration = 0
while iteration < time_steps:
    rhs(u[1])
    if norm(np.abs((u[0] - u[1]))) < 1e-5: break
    u[0] = u[1]
    iteration+=1

print "Difference in iterations is ", norm(np.abs((u[0] - u[1])))
print "Final time = ", iteration*delta_t
```

## Image Processing: Denoising

A greyscale image can be represented by a scalar-valued function  $u : \Omega \rightarrow \mathbb{R}$ ,  $\Omega \subset \mathbb{R}^2$ . The following code reads an image into an array of floating point numbers, adds some noise, and saves the noisy image.

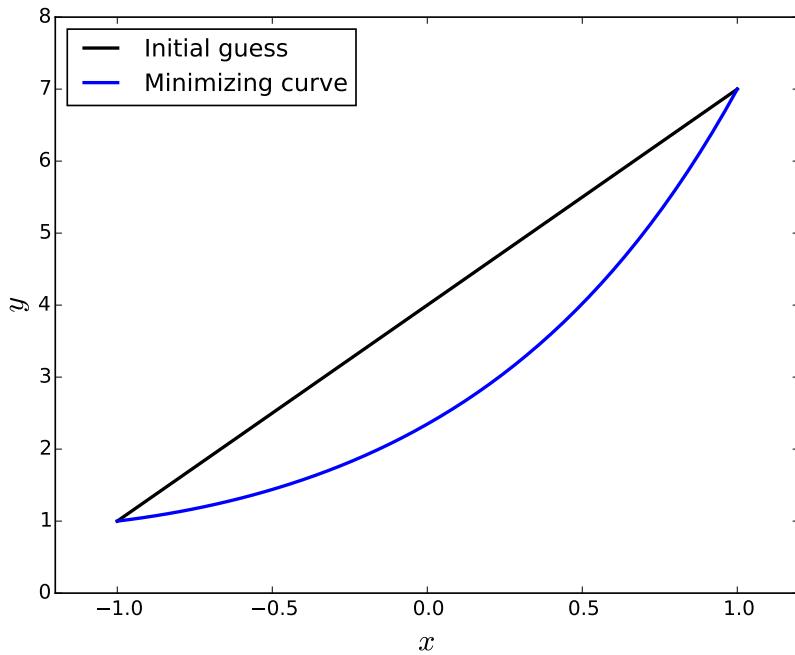


Figure 20.1: The solution of (20.3), found using the gradient descent flow (20.4).

```

from numpy.random import random_integers, uniform, randn
import matplotlib.pyplot as plt
from matplotlib import cm
from scipy.misc import imread, imsave

imagename = 'balloons_resized_bw.jpg'
changed_pixels=40000
# Read the image file imagename into an array of numbers, IM
# Multiply by 1. / 255 to change the values so that they are floating point
# numbers ranging from 0 to 1.
IM = imread(imagename, flatten=True) * (1. / 255)
IM_x, IM_y = IM.shape

for lost in xrange(changed_pixels):
    x_,y_ = random_integers(1,IM_x-2), random_integers(1,IM_y-2)
    val = .1*randn() + .5
    IM[x_,y_] = max( min(val,1.), 0.)
    imsave(name=("noised_"+imagename),arr=IM)

```

A color image can be represented by three functions  $u_1, u_2$ , and  $u_3$ . In this lab we will work with black and white images, but total variation techniques can easily be used on more general images.

## A simple approach to image processing

Here is a first attempt at denoising: given a noisy image  $f$ , we look for a denoised image  $u$  minimizing the energy functional

$$E[u] = \int_{\Omega} L(x, u, \nabla u) dx, \quad (20.5)$$

where

$$\begin{aligned} L(x, u, \nabla u) &= \frac{1}{2}(u - f)^2 + \frac{\lambda}{2}|\nabla u|^2, \\ &= \frac{1}{2}(u - f)^2 + \frac{\lambda}{2}(u_x^2 + u_y^2)^2. \end{aligned}$$

This energy functional penalizes 1) images that are too different from the original noisy image, and 2) images that have large derivatives. The minimizing denoised image  $u$  will balance these two different costs.

Solving for the original denoised image  $u$  is a difficult inverse problem-some information is irretrievably lost when noise is introduced. However, a priori information can be used to guess at the structure of the original image. For example, here  $\lambda$  represents our best guess on how much noise was added to the image, and is known as a regularization parameter in inverse problem theory.

The Euler-Lagrange equation corresponding to (20.5) is

$$\begin{aligned} L_u - \operatorname{div} L_{\nabla u} &= (u - f) - \lambda \Delta u, \\ &= 0. \end{aligned}$$

and the gradient descent flow is

$$\begin{aligned} u_t &= -(u - f - \lambda \Delta u), \\ u(x, 0) &= f(x). \end{aligned} \quad (20.6)$$

Let  $u_{ij}^n$  represent our approximation to  $u(x_i, y_j)$  at time  $t_n$ . We will approximate  $u_t$  with a forward Euler difference, and  $\Delta u$  with centered differences:

$$\begin{aligned} u_t &\approx \frac{u_{ij}^{n+1} - u_{ij}^n}{\Delta t}, \\ u_{xx} &\approx \frac{u_{i+1,j}^n - 2u_{ij}^n + u_{i-1,j}^n}{\Delta x^2}, \\ u_{yy} &\approx \frac{u_{i,j+1}^n - 2u_{ij}^n + u_{i,j-1}^n}{\Delta y^2}. \end{aligned}$$

**Problem 1.** Using  $\Delta t = 1e-3$ ,  $\lambda = 40$ ,  $\Delta x = 1$ , and  $\Delta y = 1$ , implement the numerical scheme mentioned above to obtain a solution  $u$ . (So  $\Omega = [0, n_x] \times [0, n_y]$ , where  $n_x$  and  $n_y$  represent the number of pixels in the  $x$  and  $y$  dimensions, respectively.) Take 250 steps in time. Compare your results with Figure 20.3.

Hint: Use the function `np.roll` to compute the spatial derivatives. For example, the second derivative can be approximated at interior grid points



Figure 20.2: Noise.

using

```
u_xx = np.roll(u,-1,axis=0) - 2*u + np.roll(z,1,axis=0)
```

## Image Processing: Total Variation Method

We represent an image by a function  $u : [0, 1] \times [0, 1] \rightarrow \mathbb{R}$ . A  $C^1$  function  $u : \Omega \rightarrow \mathbb{R}$  has bounded total variation on  $\Omega$  ( $BV(\Omega)$ ) if  $\int_{\Omega} |\nabla u| < \infty$ ;  $u$  is said to have total variation  $\int_{\Omega} |\nabla u|$ . Intuitively, the total variation of an image  $u$  increases when noise is added.

The total variation approach was originally introduced by Ruding, Osher, and Fatemi<sup>1</sup>. It was formulated as follows: given a noisy image  $f$ , we look to find a denoised image  $u$  minimizing

$$\int_{\Omega} |\nabla u(x)| dx \tag{20.7}$$

---

<sup>1</sup>L. Rudin, S. Osher, and E. Fatemi, “Nonlinear total variation based noise removal algorithms”, *Physica D.*, 1992.

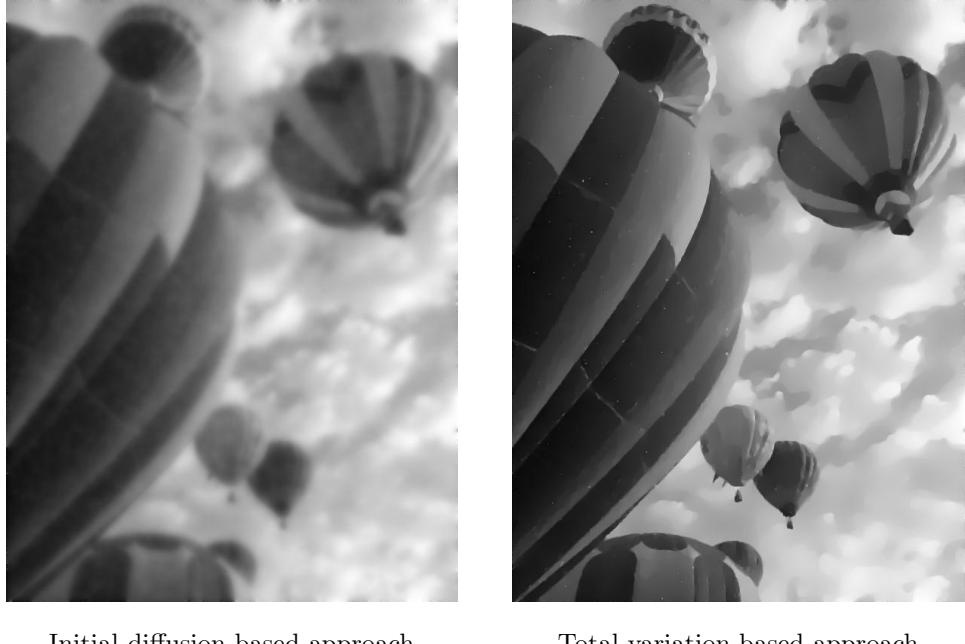


Figure 20.3: The solutions of (20.6) and (20.11), found using a first order Euler step in time and centered differences in space.

subject to the constraints

$$\int_{\Omega} u(x) dx = \int_{\Omega} f(x) dx, \quad (20.8)$$

$$\int_{\Omega} |u(x) - f(x)|^2 dx = \sigma |\Omega|. \quad (20.9)$$

Intuitively, (20.7) penalizes fast variations in  $f$  - this functional together with the constraint (20.8) has a constant minimum of  $u = \frac{1}{|\Omega|} \int_{\Omega} u(x) dx$ . This is obviously not what we want, so we add a constraint (20.9) specifying how far  $u(x)$  is required to differ from the noisy image  $f$ . More precisely, (20.8) specifies that the noise in the image has zero mean, and (20.9) requires that a variable  $\sigma$  be chosen a priori to represent the standard deviation of the noise.

Chambolle and Lions proved that the model introduced by Rudin, Osher, and Fatemi can be formulated equivalently as

$$F[u] = \min_{u \in BV(\Omega)} \int_{\Omega} |\nabla u| + \frac{\lambda}{2} (u - f)^2 dx, \quad (20.10)$$

where  $\lambda > 0$  is a fixed regularization parameter<sup>2</sup>. Notice how this functional differs from (20.5):  $\int_{\Omega} |\nabla u|$  instead of  $\int_{\Omega} |\nabla u|^2$ . This turns out to cause a huge difference in the result. Mathematically, there is a nice way to extend  $F$  and the class of

---

<sup>2</sup>A. Chambolle and P.-L. Lions, “Image recovery via total variation minimization and related problems”, *Numer. Math.*, 1997.

functions with bounded total variation to functions that are discontinuous across hyperplanes. The term  $\int |\nabla|$  tends to preserve edges/boundaries of objects in an image.

The gradient descent flow is given by

$$u_t = -\lambda(u - f) + \frac{u_{xx}u_y^2 + u_{yy}u_x^2 - 2u_xu_yu_{xy}}{(u_x^2 + u_y^2)^{3/2}}, \quad (20.11)$$

$u(x, 0) = f(x).$

Notice the singularity that occurs in the flow when  $|\nabla u| = 0$ . Numerically we will replace  $|\nabla u|^3$  in the denominator with  $(\epsilon + |\nabla u|^2)^{3/2}$ , to remove the singularity.

**Problem 2.** Using  $\Delta t = 1e-3$ ,  $\lambda = 1$ ,  $\Delta x = 1$ , and  $\Delta y = 1$ , implement the numerical scheme mentioned above to obtain a solution  $u$ . Take 200 steps in time. Compare your results with Figure 20.3. How small should  $\epsilon$  be?

Hint: To compute the spatial derivatives, consider the following:

```
u_x = (np.roll(u,-1,axis=0) - np.roll(z,1,axis=0))/2
u_xx = np.roll(u,-1,axis=0) - 2*u + np.roll(u,1,axis=0)
u_xy = (np.roll(u_x,-1,axis=1) - np.roll(u_x,1,axis=1))/2.
```

## Lab 21

# The Inverted Pendulum

**Lab Objective:** *We will set up the LQR optimal control problem for the inverted pendulum and compute the solution numerically.*

Think back to your childhood days when, for entertainment purposes, you'd balance objects: a book on your head, a spoon on your nose, or even a broom on your hand. Learning how to walk was likely your initial introduction to the inverted pendulum problem.

A pendulum has two rest points: a stable rest point directly underneath the pivot point of the pendulum, and an unstable rest point directly above. The generic pendulum problem is to simply describe the dynamics of the object on the pendulum (called the ‘bob’). The inverted pendulum problem seeks to guide the bob toward the unstable fixed point at the top of the pendulum. Since the fixed point is unstable, the bob must be balanced relentlessly to keep it upright.

The inverted pendulum is an important classical problem in dynamics and control theory, and is often used to test different control strategies. One application of the inverted pendulum is the guidance of rockets and missiles. Aerodynamic instability occurs because the center of mass of the rocket is not the same as the center of drag. Small gusts of wind or variations in thrust require constant attention to the orientation of the rocket.

## The Simple Pendulum

We begin by studying the simple pendulum setting. Suppose we have a pendulum consisting of a bob with mass  $m$  rotating about a pivot point at the end of a (massless) rod of length  $l$ . Let  $\theta(t)$  represent the angular displacement of the bob from its stable equilibrium. By Hamilton’s Principle, the path  $\theta$  that is taken by the bob minimizes the functional

$$J[\theta] = \int_{t_0}^{t_1} L, \quad (21.1)$$

where the Lagrangian  $L = T - U$  is the difference between the kinetic and potential energies of the bob.

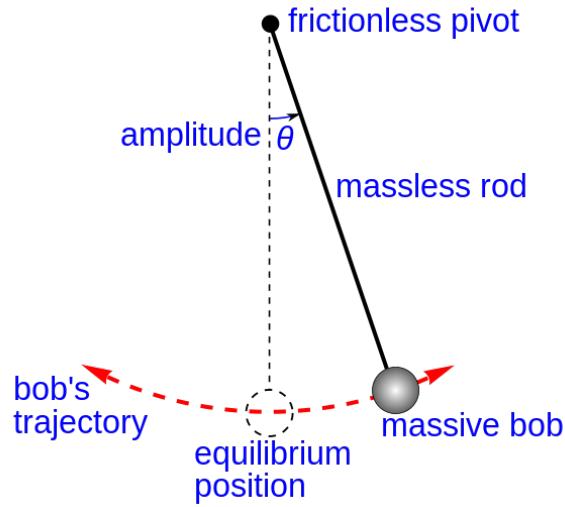


Figure 21.1: The frame of reference for the simple pendulum problem.

The kinetic energy of the bob is given by  $mv^2/2$ , where  $v$  is the velocity of the bob. In terms of  $\theta$ , the kinetic energy becomes

$$\begin{aligned} T &= \frac{m}{2}v^2 = \frac{m}{2}(\dot{x}^2 + \dot{y}^2), \\ &= \frac{m}{2}((l \cos(\theta)\dot{\theta})^2 + (l \sin(\theta)\dot{\theta})^2), \\ &= \frac{ml^2\dot{\theta}^2}{2}. \end{aligned} \tag{21.2}$$

The potential energy of the bob is  $U = mg(l - l \cos \theta)$ . From these expressions we can form the Euler-Lagrange equation, which determines the path of the bob:

$$\begin{aligned} 0 &= L_\theta - \frac{d}{dx}L_{\dot{\theta}}, \\ &= -mgl \sin \theta - ml^2\ddot{\theta}, \\ &= \ddot{\theta} + \frac{g}{l} \sin \theta. \end{aligned} \tag{21.3}$$

Since in this setting the energy of the pendulum is conserved, the equilibrium position  $\theta = 0$  is only Lyapunov stable. When forces such as friction and air drag are considered  $\theta = 0$  becomes an asymptotically stable equilibrium.

## The Inverted Pendulum

### The Control System

We consider a gift suspended above a rickshaw by a (massless) rod of length  $l$ . The rickshaw and its suspended gift will have masses  $M$  and  $m$  respectively,  $M >$

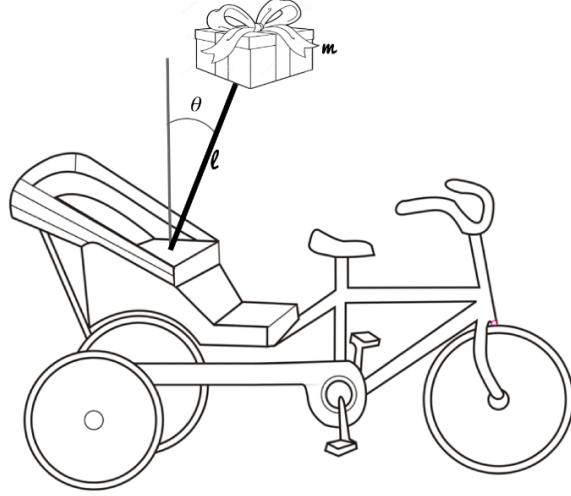


Figure 21.2: The inverted pendulum problem on a mobile rickshaw with a present suspended above.

$m$ . Let  $\theta$  represent the angle between the gift and its unstable equilibrium, with counterclockwise orientation. Let  $v_1$  and  $v_2$  represent the velocities of the rickshaw and the gift, and  $F$  the force exerted on the rickshaw. The rickshaw will be restricted to traveling along a straight line (the  $x$ -axis).

By Hamilton's Principle, the path  $(x, \theta)$  of the rickshaw and the present minimizes the functional

$$J[x, \theta] = \int_{t_0}^{t_1} L, \quad (21.4)$$

where the Lagrangian  $L = T - U$  is the difference between the kinetic energy of the present on the pendulum, and its potential energy.

Since the position of the rickshaw and the present are  $(x(t), 0)$  and  $(x - l \sin \theta, l \cos \theta)$  respectively, the total kinetic energy is

$$\begin{aligned} T &= \frac{1}{2} M v_1^2 + \frac{1}{2} m v_2^2, \\ &= \frac{1}{2} M \dot{x}^2 + \frac{1}{2} m ((\dot{x} - l \dot{\theta} \cos \theta)^2 + (-l \dot{\theta} \sin \theta)^2), \\ &= \dot{x}^2 + l^2 \dot{\theta}^2 - 2l \dot{x} \dot{\theta} \cos \theta. \end{aligned} \quad (21.5)$$

The total potential energy is

$$U = mgl \cos \theta - Fx.$$

Since the path  $(x, \theta)$  of the rickshaw and the present satisfy the Euler-Lagrange

differential equations

$$\begin{aligned}\frac{\partial L}{\partial x} - \frac{d}{dt} \frac{\partial L}{\partial \dot{x}} &= 0, \\ \frac{\partial L}{\partial \theta} - \frac{d}{dt} \frac{\partial L}{\partial \dot{\theta}} &= 0,\end{aligned}\tag{21.6}$$

after expanding (21.6) we see that  $x(t)$  and  $\theta(t)$  satisfy

$$\begin{aligned}F &= (M+m)\ddot{x} - ml\ddot{\theta} \cos \theta + ml\dot{\theta}^2 \sin \theta, \\ l\ddot{\theta} &= g \sin \theta + \ddot{x} \cos \theta.\end{aligned}\tag{21.7}$$

At this point we make a further simplifying assumption. If  $\theta$  starts close to 0, we may assume that the corresponding force  $F$  will keep  $\theta$  small. In this case, we linearize (21.7) about  $(\theta, \dot{\theta}) = (0, 0)$ , obtaining the equations

$$\begin{aligned}F &= (M+m)\ddot{x} - ml\ddot{\theta}, \\ l\ddot{\theta} &= g\theta + \ddot{x}.\end{aligned}$$

These equations can be further manipulated to obtain

$$\begin{aligned}\ddot{x} &= \frac{1}{M}F - \frac{m}{M}g\theta, \\ \ddot{\theta} &= \frac{1}{Ml}F + \frac{g}{Ml}(M+m)\theta.\end{aligned}\tag{21.8}$$

We will now write (21.8) as a first order system. Making the assignments  $x_1 = x$ ,  $x_2 = x'_1$ ,  $\theta_1 = \theta$ ,  $\theta_2 = \theta'_1$ , letting  $u = F$  represent the control variable, we obtain

$$\begin{bmatrix} x_1 \\ x_2 \\ \theta_1 \\ \theta_2 \end{bmatrix}' = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & \frac{mG}{M} & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & \frac{g}{Ml}(M+m) & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \theta_1 \\ \theta_2 \end{bmatrix} + u \begin{bmatrix} 0 \\ \frac{1}{M} \\ 0 \\ \frac{1}{Ml} \end{bmatrix},$$

which can be written more concisely as

$$z' = Az + Bu.$$

**Problem 1.** Write a function that returns the matrices  $A$ ,  $B$ ,  $Q$ , and  $R$  given above. Let  $g = 9.8$  m/s<sup>2</sup>.

```
def linearized_init(M, m, l, q1, q2, q3, q4, r):
    ...
    Parameters:
    -----
    M, m: floats
        masses of the rickshaw and the present
    l : float
        length of the rod
    q1, q2, q3, q4, r : floats
        relative weights of the position and velocity of the rickshaw, ←
        the
        angular displacement theta and the change in theta, and the ←
```

```

control

Return
-----
A : ndarray of shape (4,4)
B : ndarray of shape (4,1)
Q : ndarray of shape (4,4)
R : ndarray of shape (1,1)
...
pass

```

## The infinite time horizon LQR problem

We consider the cost function

$$\begin{aligned} J[z] &= \int_0^\infty (q_1 x_1^2 + q_2 x_2^2 + q_3 \theta_1^2 + q_4 \theta_2^2 + r u^2) dt \\ &= \int_0^\infty z^T Q z + u^T R u dt \end{aligned} \tag{21.9}$$

where  $q_1, q_2, q_3, q_4$ , and  $r$  are nonnegative weights, and

$$Q = \begin{bmatrix} q_1 & 0 & 0 & 0 \\ 0 & q_2 & 0 & 0 \\ 0 & 0 & q_3 & 0 \\ 0 & 0 & 0 & q_4 \end{bmatrix}, R = [r].$$

The optimal control problem (21.9) is an example of a Linear Quadratic Regulator (LQR), and is known to have an optimal control  $\tilde{u}$  described by a linear state feedback law:

$$\tilde{u} = -R^{-1}B^T P \tilde{z}.$$

Here  $P$  is a matrix function that satisfies the Riccati differential equation (RDE)

$$\dot{P}(t) = PA + A^T P + Q - PBR^{-1}B^T P.$$

Since this problem has an infinite time horizon, we have  $\dot{P} = 0$ . Thus  $P$  is a constant matrix, and can be found by solving the algebraic Riccati equation (ARE)

$$PA + A^T P + Q - PBR^{-1}B^T P = 0. \tag{21.10}$$

The evolution of the optimal state vector  $\tilde{z}$  can then be described by <sup>1</sup>

$$\dot{\tilde{z}} = (A - BR^{-1}B^T P)\tilde{z}. \tag{21.11}$$

---

<sup>1</sup>See Calculus of Variations and Optimal Control Theory, Daniel Liberzon, Ch.6

**Problem 2.** Write the following function to find the matrix  $P$ . Use `scipy.optimize.root`. Since `root` takes in a vector and not a matrix, you will have to reshape the matrix  $P$  before passing it in and after getting your result, using `np.reshape(16)` and `np.reshape((4,4))`.

```
def find_P(A,B,Q,R):
    ...
    Parameters:
    -----
    A, B, Q : ndarrays of shape (4,4)
    R       : ndarray of shape (1,1)

    Returns
    -----
    P       : the matrix solution of the Riccati equation
    ...
    pass
```

Using the values

```
M, m = 23., 5.
l = 4.
q1, q2, q3, q4 = 1., 1., 1., 1.
r = 5.
```

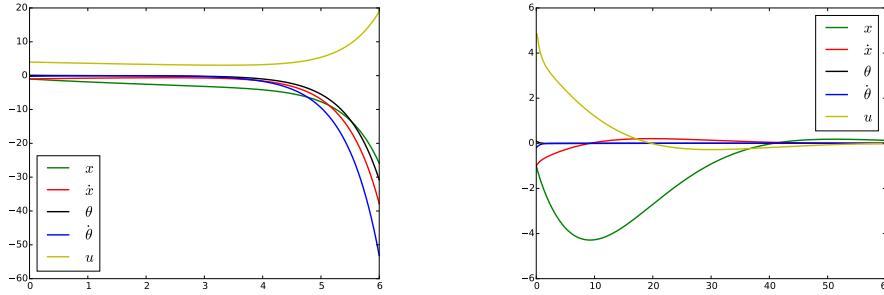
compute the eigenvalues of  $A - BR^{-1}B^T P$ . Are any of the eigenvalues positive? Consider differential equation (21.11) governing the optimal state  $\tilde{z}$ . Using this value of  $P$ , will we necessarily have  $\dot{\tilde{z}} \rightarrow 0$ ?

Notice that we have no information on how many solutions (21.10) possesses. In general there may be many solutions. We hope to find a unique solution  $P$  that is *stabilizing*: the eigenvalues of  $A - BR^{-1}B^T P$  have negative real part. To find this  $P$ , use the function `solve_continuous_are` from `scipy.linalg`. This function is designed to solve the continuous algebraic Riccati equation.

**Problem 3.** Write the following function that implements the LQR solution described earlier. For the IVP solver, you can use your own or you may use the function `ode` from `scipy.integrate`.

```
def rickshaw(tv,X0,A, B, Q, R_inv, P):
    ...
    Parameters:
    -----
    tv : ndarray of time values, with shape (n+1,)
    X0 :
    A, B, Q : ndarrays of shape (4,4)
    R_inv   : ndarray of shape (1,1), inverse of R
    P       : ndarray of shape (4,4)

    Returns
```



$P$  is found using `scipy.optimize.root`.

$P$  is found using `solve_continuous_are`.

Figure 21.3: The solutions of Problem 4.

Z : ndarray of shape (n+1,4), the state vector at each time  
U : ndarray of shape (n,), the control values  
...

**Problem 4.** Test the function made in Problem (3) with the following inputs:

```
M, m = 23., 5.
l = 4.
q1, q2, q3, q4 = 1., 1., 1., 1.
r = 10.
tf = 15
x0 = np.array([-1, -1, .1, -.2])
```

Use both `scipy.optimize.root` and `solve_continuous_are` to find the matrix  $P$ . Compare your results. The results are plotted in Figure 21.3.

**Problem 5.** Consider the following inputs:

```
M, m = 23., 5.
l = 4.
q1, q2, q3, q4 = 1., 1., 1., 1.
r = 10.
tf = 60
x0 = np.array([-1, -1, .1, -.2])
```

Vary the entries of  $x_0$  responsible for  $\theta(0)$  and  $\dot{\theta}(0)$  to determine the sensitivity of the control  $u$  to the initial conditions. What initial conditions lead to a

reasonable, physical control  $u$ ?

## Lab 22

# Optimal Reentry of a Spacecraft

**Lab Objective:** We consider the problem of minimizing the heating experienced by a spacecraft during reentry. The boundary value problem (BVP) associated with the reentry of a spacecraft is inherently challenging: the craft must descend quickly enough to enter the atmosphere, but pull out soon enough to prevent overheating or crashing. Problems involving variational calculus and optimal control often include the numerical solution of a challenging BVP.

A fundamental topic considered in aerospace engineering is the process of landing a spacecraft. Landing a spacecraft requires a massive reduction in the kinetic energy of the craft. That reduction can be accomplished either through the use of massive quantities of fuel (very expensive), or by transforming kinetic energy into heat. That heat must then be absorbed by the atmosphere and the spacecraft. The question then is how to choose the optimal path for reentry into the atmosphere, where the total heating experienced by the craft is minimized.

We begin with a control system<sup>1</sup> that describes the path of a spacecraft through the atmosphere (we assume the spacecraft is similar to the Apollo craft). The dependent variables are the velocity  $v$  of the spacecraft, the angle  $\gamma$  of the flight path, and the normalized altitude  $\xi = h/R$  above the Earth's surface, where  $R$  is the radius of the Earth and  $h$  is the altitude of the spacecraft above the Earth. The control variable  $u$  represents the angle of attack of the spacecraft. The flight path is given by

$$\begin{aligned}\dot{v} &= -s\rho v^2 C_D(u) - \frac{g \sin(\gamma)}{(1 + \xi)^2}, \\ \dot{\gamma} &= s\rho v C_L(u) + \frac{v \cos(\gamma)}{R(1 + \xi)} - \frac{g \cos \gamma}{v(1 + \xi)^2}, \\ \dot{\xi} &= \frac{v \sin \gamma}{R}.\end{aligned}\tag{22.1}$$

Coefficients  $C_D$  and  $C_L$  represent drag and lift coefficients, and depend on the angle

---

<sup>1</sup>This control problem and its numerical solution are thoroughly described in ‘Introduction to Numerical Analysis’ by J. Stoer, R. Bulirsch (pg 524). We will mirror their presentation throughout this lab.



Figure 22.1: Apollo 8 during launch

of attack:

$$\begin{aligned} C_D(u) &= 1.174 - .9 \cos u, \\ C_L(u) &= 0.6 \sin u. \end{aligned}$$

The atmospheric density  $\rho$  is a function of height,

$$\rho(\xi) = \rho_0 e^{-R\beta\xi},$$

where  $\rho_0$  is the atmospheric density at the surface of the earth. Other parameters include the force of gravity  $g$ , and  $s = \frac{1}{2}S/m$ , where  $S$  is the frontal area of the craft and  $m$  is its mass. The numerical values we will use are coded below, along with the drag and lift functions.

```
from __future__ import division
from math import pi, sqrt, sin, cos, exp
from numpy import linspace, array, tanh, cosh, ones, arctan
import numpy as np
from scipy.special import erf
from scipy.optimize import root

from bvp6c import bvp6c, bvpinit, deval
from structure_variable import struct

R = 209
beta = 4.26
rho0 = 2.704e-3
g = 3.2172e-4
```

```

s = 26600

def C_d(u):
    return 1.174 - 0.9*cos(u)

def C_l(u):
    return 0.6*sin(u)

```

Realistic boundary conditions for the trajectory of the spacecraft are

$$\begin{aligned}
v(0) &= 0.36 \quad (36000 \text{ ft/sec}) & v(T) &= 0.27 \\
\gamma(0) &= -8.1^\circ \frac{\pi}{180^\circ} & \gamma(T) &= 0 \\
\xi(0) &= \frac{4}{R} \quad (h = 400000 \text{ ft}) & \xi(T) &= \frac{2.5}{R}
\end{aligned} \tag{22.2}$$

where  $T$  represents the time at the end of the (first) reentry maneuver. These boundary conditions are similar to those encountered at the end of each Apollo mission to the moon.

The total heating is

$$J[u] = \int_0^T 10v^3 \sqrt{\rho}.$$

The Hamiltonian corresponding to this control system<sup>2</sup> is

$$\begin{aligned}
H &= 10v^3 \sqrt{\rho} + \lambda_1 \left( -s\rho v^2 C_D(u) - \frac{g \sin(\gamma)}{(1+\xi)^2} \right) + \\
&\quad \lambda_2 \left( s\rho v C_L(u) + \frac{v \cos(\gamma)}{R(1+\xi)} - \frac{g \cos \gamma}{v(1+\xi)^2} \right) + \\
&\quad \lambda_3 \left( \frac{v \sin \gamma}{R} \right),
\end{aligned} \tag{22.3}$$

where  $\lambda = [\lambda_1, \lambda_2, \lambda_3]^T$  is the adjoint variable. The state and adjoint equations are thus given by

$$\begin{aligned}
\dot{y} &= H_\lambda, \quad \cdot = \frac{d}{dt}, \\
\dot{\lambda} &= -H_y,
\end{aligned} \tag{22.4}$$

where  $y = [y_1, y_2, y_3]^T = [v, \gamma, \xi]^T$ . To our boundary conditions we add the terminal condition that  $H = 0$  at  $t = T$ . Finally, from the condition  $\frac{\partial H}{\partial u} = 0$  we find that the optimal control satisfies

$$\tan u = \frac{6\lambda_2}{9v\lambda_1}. \tag{22.5}$$

Most BVP solvers require an equal number of differential equations and boundary conditions. Currently we have a free boundary value problem; there are 6 ODEs

---

<sup>2</sup>Here we are using the Pontryagin Minimum Principle, rather than the Maximum Principle. Due to this slight variation, the Hamiltonian is defined as  $\lambda \cdot f + L$ , where  $\lambda$  is the costate vector, the state equation is  $\dot{x} = f$ , and the functional  $J = \int_0^T L$ .

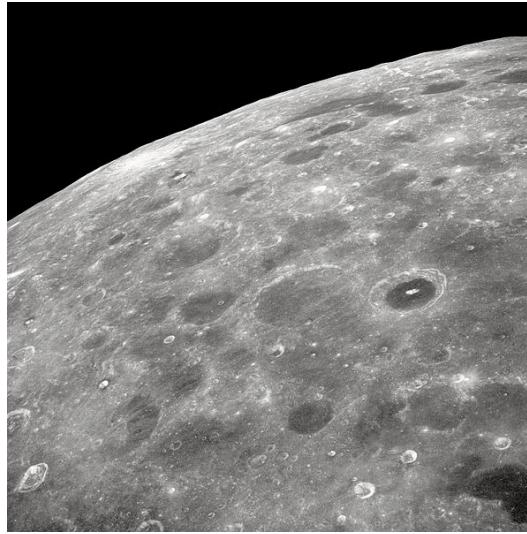


Figure 22.2: The Apollo 8 mission was the first to orbit the moon and return to earth. After a flight of three days from earth, they orbited the moon ten times in 20 hours before making the return trip. This photograph shows a portion of the far side of the moon, as seen by the Apollo 8.

and 7 boundary conditions, and the length of the reentry maneuver,  $T$ , is still unknown. By making the transformation  $x = t/T$ , and treating  $T$  as a dependent variable, the BVP is now defined on the interval  $(0, 1)$  and is augmented with an additional ODE:

$$\begin{aligned} y' &= TH_\lambda, \quad ' = \frac{d}{dx}, \\ \lambda' &= -TH_y, \\ T' &= 0. \end{aligned} \tag{22.6}$$

This BVP has 7 ODEs, and with the 7 boundary conditions introduced earlier it has the required form.

**Problem 1.** Complete the function `ode` below that implements the right hand side of (22.6). Notice that the adjoint variables and the final time are coordinates of  $y$ :  $y_4 = \lambda_1$ ,  $y_5 = \lambda_2$ ,  $y_6 = \lambda_3$ , and  $y_7 = T$ . Finally, note that we use Python zero based indexing below.

```
def ode(x,y):
    # Parameters:
    # x: independent variable (unused in our ODEs)
    # y: vector-valued dependent variable; it is an ndarray
    #     with shape (7,)

    # Returns:
    # ndarray of length (7,) that evaluates the RHS of the ODES
    u = arctan((6*y[4])/(9*y[0]*y[3] ))
```

```

rho = rho0*exp(-beta*R*y[2])
out = y[6]*array([
    # G_0
    -s*rho*y[0]**2*C_d(u) - g*sin(y[1])/(1+y[2])**2,
    # G_1
    ( s*rho*y[0]*C_l(u) + y[0]*cos(y[1])/(R*(1 + y[2])) -
      g*cos(y[1])/(y[0]*(1+y[2])**2) ),
    # G_2
    y[0]*sin(y[1])/R,
    # G_3
    -( 30*y[0]**2.*sqrt(rho)+ y[3]*(-2*s*rho*y[0]*C_d(u)) +
      y[4]*(- s*rho*C_l(u) +cos(y[1])/(R*(1 + y[2])) +
      g*cos(y[1])/(( y[0]**2*(1+y[2])**2 )
      ) +
      y[5]*(sin(y[1])/R)      ),
    # G_4
    -( y[3]*(- g*cos(y[1])/(1+y[2])**2 ) +
      y[4]*(- y[0]*sin(y[1])/(R*(1+y[2])) +
      g*sin(y[1])/(y[0]*(1+y[2])**2 )
      ) +
      y[5]*(y[0]*cos(y[1])/R )      ),
    # G_5 -- This line needs to be completed.
    ,
    # G_6
    0
])
return out

```

## Constructing an Initial Guess

We will use the BVP solver `scikits.bvp_solver`. Like any solver capable of handling nonlinear problems, `bvp_solver` requires an initial guess to jump-start its Newton-like iteration process. Our nonlinear BVP is very sensitive, and requires an initial guess that is quite close to the solution. This sensitivity is physically meaningful. The spacecraft is traveling at a speed far greater than a typical aircraft. If the control is not aggressive, the spacecraft will fall/‘bounce’ back into space as it encounters the atmosphere at a high velocity. However, if the control lasts too long, the craft will overheat or crash.

Since this is a sensitive problem, we will use a heuristic method to construct good initial guesses for  $v, \gamma, \xi, \lambda_1, \lambda_2, \lambda_3$ , and  $u$ . From aerospace engineers we know that the control  $u$  should empirically look like Figure 22.4; we can create a smooth approximation of the form  $u = p_1 \operatorname{erf}(p_2(p_3 - t/T))$ , where  $p_1, p_2$ , and  $p_3$  are unknown constants. To help us determine these constants, and to find good initial

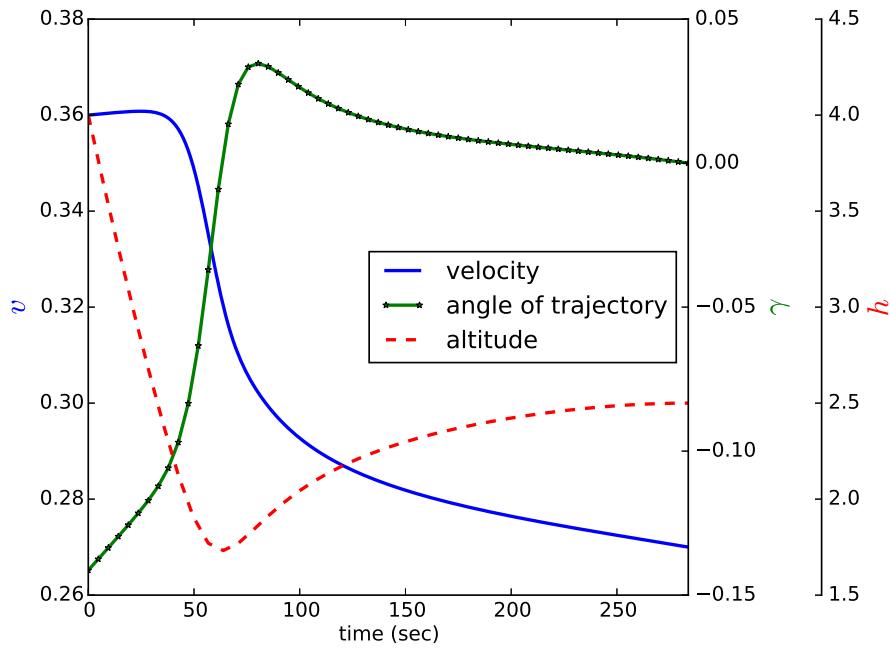


Figure 22.3: The optimal path for the reentry maneuver of a spacecraft. This path minimizes the heating of the spacecraft, and satisfies (22.6), (22.2), and the terminal condition  $H(T) = 0$ .

guesses for  $v$ ,  $\gamma$ , and  $\xi$ , we define an auxiliary BVP

$$\begin{aligned} \dot{y}_0 &= -s\rho y_0^2 C_D(u) - \frac{g \sin(y_1)}{(1+y_2)^2}, \\ y_1 &= s\rho y_0 C_L(u) + \frac{y_0 \cos(y_1)}{R(1+y_2)} - \frac{g \cos y_1}{y_0(1+y_2)^2}, \\ \dot{y}_2 &= \frac{y_0 \sin y_1}{R}, \\ \dot{p}_1 &= 0, \\ \dot{p}_2 &= 0, \\ \dot{p}_3 &= 0. \end{aligned} \tag{22.7}$$

This auxiliary BVP is defined on the interval  $[0, T]$ , where  $T$  is unknown. We guess at  $T$ : the maneuver will occur quickly, so how about 230 seconds? After this boundary value problem has been solved, we will have good initial guesses for the correct  $v$ ,  $\gamma$ ,  $\xi$ , and  $u$ . We will still need to construct initial guesses for  $\lambda_1$ ,  $\lambda_2$ , and  $\lambda_3$ . Below we code functions for (22.7) and for the boundary conditions.

```

T0 = 230

def ode_auxiliary(t,y):
    u = y[3]*erf( y[4]*(y[5]-(1.*t)/T0) )

```

---

```

rho = rho0*exp(-beta*R*y[2])
out = array([-s*rho*y[0]**2*C_d(u) - g*sin(y[1])/(1+y[2])**2,
            ( s*rho*y[0]*C_l(u) + y[0]*cos(y[1])/(R*(1 + y[2])) - 
              g*cos(y[1])/(y[0]*(1+y[2])**2) ),
            y[0]*sin(y[1])/R,
            0,
            0,
            0      ])
return out

def bcs_auxiliary(ya,yb):
    out1 = array([ ya[0]-.36,
                  ya[1]+8.1*pi/180,
                  ya[2]-4/R
                ])
    out2 = array([ yb[0]-.27,
                  yb[1],
                  yb[2]-2.5/R
                ])
    return out1, out2

```

The two main functions used are `ProblemDefinition` and `solve`. The function `solve` requires an initial guess, which you will create in Problem 2.

```

problem_auxiliary = bvp_solver.ProblemDefinition(num_ODE = 6,
                                                num_parameters = 0,
                                                num_left_boundary_conditions = 3,
                                                boundary_points = (0, T0),
                                                function = ode_auxiliary,
                                                boundary_conditions = bcs_auxiliary)

solution_auxiliary = bvp_solver.solve(problem_auxiliary,
                                       solution_guess = guess_auxiliary)

N = 240
t_guess = linspace(0,T0,N+1)
guess = solution_auxiliary(t_guess)

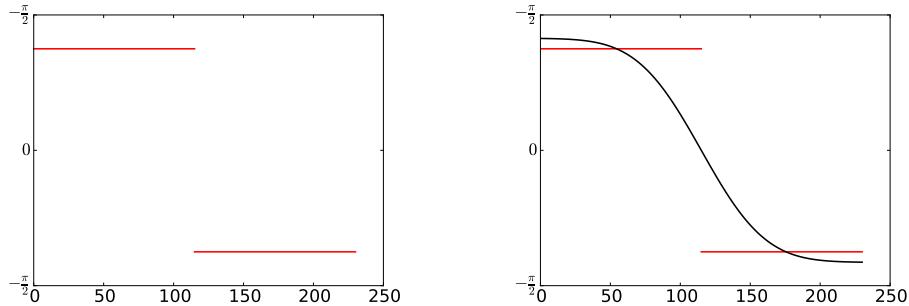
```

**Problem 2.** Complete the function `guess_auxiliary` given below. Then run the code above to check that your initial guess is adequate. This function provides an initial guess to `bvp_solver` for the auxiliary BVP described by (22.7) and (22.2). Use the heuristic data provided in Figure 22.4 to find good estimates of  $p_1$ ,  $p_2$ , and  $p_3$ . Use Figure 22.3 to estimate the trajectories of  $y_1$ ,  $y_2$ , and  $y_3$ . Hint: Try using the `tanh` function.

```

def guess_auxiliary(t):
    out = array([ .5*(.36+.27)-.5*(.36-.27)*tanh(.025*(t-.45*T_init)),
                 # Finish this line,
                 # And this one,
                 p1*ones(t.shape),
                 p2*ones(t.shape),
                 p3*ones(t.shape)   ])

```



Heuristic for the control  $u$ , provided by engineers.

A smooth initial approximation of the control.

Figure 22.4: We construct a smooth estimate for the control  $u$ , by supposing the control has the form  $u = p_1 \operatorname{erf}(p_2(p_3 - t/T))$  and estimating parameters  $p_1, p_2, p_3$ .

```
    return out
```

At this point we have constructed good initial guesses for the dependent variables  $y_1, y_2, y_3$ , and  $y_7$  (representing the total time of the maneuver) in the original BVP (22.6). We now need to construct initial guesses for the adjoint variables  $y_4, y_5$ , and  $y_6$ .

By reexamining the condition  $H_u = 0$ , we find that the optimal control  $u$  satisfies

$$\sin u = \frac{-0.6y_5}{\alpha} \quad \cos u = \frac{-0.9y_1y_4}{\alpha}$$

where  $\alpha = \sqrt{(0.6y_5)^2 + (0.9y_1y_4)^2}$ . From this we know that  $y_4 < 0$ , since  $\cos u > 0$ . A simple guess would be  $y_4 = -1$ . (Recall that the adjoint variables are unique up to some scaling.) We can then approximate  $y_5$  from the relationship

$$\tan u = \frac{6y_5}{9y_1y_4}.$$

To approximate  $y_6$ , we use the identity  $H = 0$ .

**Problem 3.** Adapt your previous code to solve the original, dimension seven BVP. Use the solution of the auxiliary BVP to construct a good initial guess. Plot the control  $u$ . How long does the reentry maneuver take?

## **Lab 23**

# **HIV Treatment Using Optimal Control**

### **Introduction**

Viruses are the cause of many common illnesses in society today, such as ebola, influenza, the common cold, and Human Immunodeficiency Virus (HIV). Viruses are not considered to be living organisms as they cannot reproduce on their own. Instead they inject their genes in the form of DNA or RNA into a host's genome. They then use the cell's ribosomes and proteins to make the protein coat and replicate their genes. At the end they lyse the cell (tear it apart) and release many virus particles to infect other cells.

The body has an adaptive immune system which learns to recognize viruses and bacteria and their hosts, and how to destroy them. A major component of this system are T cells. These cells perform many necessary functions such as recognizing invaders, destroying infected cells, and remembering previous infections long after recovery. Of particular interest is the helper T cell, also known as the CD4+T cell, due to a protein found on its surface which regulates the immune responses. HIV is unique in that it specifically targets this particular type of T cell. This means that the system responsible for fighting infections is specifically targeted.

This loss of CD4+T cells is what causes Acquired Immune Deficiency Syndrome (AIDS). Note that AIDS itself is not an infection, which is a common misconception among the population. Due to the lack of T cells to recognize viruses and bacteria, the body becomes susceptible to other forms of infection. Whereas most people are easily able to shake off a common cold, someone suffering from the advanced stages of AIDS will be at serious risk of dying. Since AIDS comes from a loss of T cells, it may be several years before the host notices the effects of the infection. This enables the HIV virus to spread more easily since the host might not realize they are infected and continue in whatever behavior made them susceptible to the infection initially.

Currently there is no cure or vaccine for HIV. However, there are treatments that reduce the virus and bolster the immune system by increasing the CD4+T cell count. Since these treatments can be expensive and often have negative side effects, it is important to optimize the amount of drugs used. Sometimes combinations of these drugs are used to provide a better effect. In this lab we will use optimal

control to find the optimal dosage of a two-drug combination<sup>1</sup> <sup>2</sup>.

**Problem 1.** Explain what makes the HIV virus unique. What are the consequences of this? What is AIDS?

**Problem 2.** How is AIDS treated and what are the considerations for treatment?

## Derivation of Control

First we begin by writing the state system, the equations that describe the changes in T cells and viruses:

$$\begin{aligned}\frac{dT(t)}{dt} &= s_1 - \frac{s_2 V(t)}{B_1 + V(t)} - \mu T(t) - kV(t)T(t) + u_1(t)T(t), \\ \frac{dV(t)}{dt} &= \frac{gV(t)}{B_2 + V(t)}(1 - u_2(t)) - cV(t)T(t).\end{aligned}$$

To these equations we add initial conditions  $T(0) = T_0$  and  $V(0) = V_0$ , where  $T$  represents the concentration of  $CD4^+T$  cells and  $V$  the concentration of HIV particles. The term  $s_1 - \frac{s_2 V(t)}{B_1 + V(t)}$  is the source/proliferation of unaffected T cells,  $\mu T(t)$  the natural loss of T cells,  $kV(t)T(t)$  the loss of T cells by infection.  $\frac{gV(t)}{B_2 + V(t)}$  represents the viral contribution to plasma, and  $cV(t)T(t)$  the viral loss.

We now seek to maximize the functional

$$J(u_1, u_2) = \int_0^{t_f} [T - (A_1 u_1^2 + A_2 u_2^2)] dt.$$

This functional considers i) the benefit of T cells, and ii) the systematic costs of drug treatments. The constants  $A_1$  and  $A_2$  represent scalars to adjust the size of terms coming from  $u_1^2$  and  $u_2^2$  respectively. We seek an optimal control  $u_1^*, u_2^*$  satisfying

$$J(u_1^*, u_2^*) = \max\{J(u_1, u_2) | (u_1, u_2) \in U\},$$

where  $U = \{(u_1, u_2) | u_i \text{ is measurable}, a_i \leq u_i \leq b_i, t \in [0, t_f] \text{ for } i = 1, 2\}$ .

## Optimality System

The Hamiltonian is defined as:

$$\begin{aligned}H &= [T - (A_1 u_1^2 + A_2 u_2^2)] + \lambda_1 \left[ s_1 - \frac{s_2 V}{B_1 + V} - \mu T - kV T + u_1 T \right] \\ &\quad + \lambda_2 \left[ \frac{g(1 - u_2)V}{B_2 + V} - cV T \right].\end{aligned}$$

<sup>1</sup>SHORT COURSES ON THE MATHEMATICS OF BIOLOGICAL COMPLEXITY, Web. 15 Apr. 2015 <http://www.math.utk.edu/~lenhart/smb2003.v2.html>.

<sup>2</sup>'Immunotherapy of HIV-1 Infection', Kirschner, D. and Webb, G. F., Journal of Biological Systems, 6(1), 71-83 (1998)

Note that the costate is represented with  $\lambda$  instead of  $p$ . Now based on what we know from class we have:

$$\begin{aligned}\lambda'_1 &= -\frac{\partial H}{\partial T} = -1 + \lambda_1[\mu + kV^* - u_1^*] + \lambda_2 cV^*, \\ \lambda'_2 &= -\frac{\partial H}{\partial V} = \lambda_1 \left[ \frac{B_1 s_2}{(B_1 + V^*)^2} + kT^* \right] - \lambda_2 \left[ \frac{B_2 g(1 - u_2^*)}{B_2 + V^*)^2} - cT^* \right].\end{aligned}$$

The transversality conditions are  $\lambda_1(t_f) = \lambda_2(t_f) = 0$ , with  $T(0) = T_0$  and  $V(0) = V_0$ . From these conditions we obtain

$$\begin{aligned}u_1^*(t) &= \frac{1}{2A_1} [\lambda_1 T^*(t)], \\ u_2^*(t) &= \frac{1}{2A_2} \left[ -\lambda_2 \frac{gV^*(t)}{B_2 + V^*(t)} \right].\end{aligned}$$

From the bounds on the controls we have

$$\begin{aligned}u_1^*(t) &= \min \left\{ \max \left\{ a_1, \frac{1}{2A_1} (\lambda_1 T^*(t)) \right\}, b_1 \right\}, \\ u_2^*(t) &= \min \left\{ \max \left\{ a_2, -\frac{\lambda_2}{2A_2} \frac{gV^*(t)}{B_2 + V^*(t)} \right\}, b_2 \right\}.\end{aligned}$$

This gives us the optimal system

$$\begin{aligned}T' &= s_1 - \frac{s_2 V}{B_1 + V} - \mu T - kVT + \min \left\{ \max \left\{ a_1, \frac{1}{2A_1} (\lambda_1 T) \right\}, b_1 \right\} T, \\ V' &= \frac{g(1 - \min \left\{ \max \left\{ a_2, \frac{-\lambda_2}{2A_2} \frac{gV}{B_2 + V} \right\}, b_2 \right\}) V}{B_2 + V} - cVT, \\ \lambda'_1 &= -1 + \lambda_1 \left[ \mu + kV - \min \left\{ \max \left\{ a_1, \frac{1}{2A_1} (\lambda_1 T) \right\}, b_1 \right\} \right] + \lambda_2 cV, \\ \lambda'_2 &= \lambda_1 \left[ \frac{B_1 s_2}{(B_1 + V)^2} + kT \right] - \lambda_2 \left[ \frac{B_2 g(1 - \min \left\{ \max \left\{ a_2, \frac{-\lambda_2}{2A_2} \frac{V}{B_2 + V} \right\}, b_2 \right\})}{(B_2 + V)^2} - cT \right],\end{aligned}$$

with end conditions  $\lambda_1(t_f) = \lambda_2(t_f) = 0$ , and  $T(0) = T_0, V(0) = V_0$ .

## Creating a Numerical Solver

We iteratively solve for our control  $u$ . In each iteration we solve our state equations and our costate equations numerically, then use those to find our new control. Lastly, we check to see if our control has converged. To solve each set of differential equations, we will use the RK4 solver from a previous lab with one minor adjustment. Our state equations depend on  $u$ , and our costate equations depend on our state equations. Therefore, we will pass another parameter into the function that RK4 takes in that will index the arrays our equations depend on.

```
# Dependencies for this lab's code:
import numpy as np
from matplotlib import pyplot as plt
```

```
#Code from RK4 Lab with minor edits
def initialize_all(y0, t0, t, n):
    """ An initialization routine for the different ODE solving
    methods in the lab. This initializes Y, T, and h. """
    if isinstance(y0, np.ndarray):
        Y = np.empty((n, y0.size)).squeeze()
    else:
        Y = np.empty(n)
    Y[0] = y0
    T = np.linspace(t0, t, n)
    h = float(t - t0) / (n - 1)
    return Y, T, h

def RK4(f, y0, t0, t, n):
    """ Use the RK4 method to compute an approximate solution
    to the ODE  $y' = f(t, y)$  at n equispaced parameter values from t0 to t
    with initial conditions  $y(t0) = y0$ .

    y0 is assumed to be either a constant or a one-dimensional numpy array.
    t and t0 are assumed to be constants.
    f is assumed to accept three arguments.
    The first is a constant giving the value of t.
    The second is a one-dimensional numpy array of the same size as y.
    The third is an index to the other arrays.

    This function returns an array Y of shape (n,) if
    y is a constant or an array of size 1.
    It returns an array of shape (n, y.size) otherwise.
    In either case, Y[i] is the approximate value of y at
    the i'th value of np.linspace(t0, t, n).
    """
    Y,T,h = initialize_all(y0,t0,t,n)
    for i in xrange(n-1):
        K1 = f(T[i],Y[i],i)
        K2 = f(T[i]+h/2.,Y[i]+h/2.*K1,i)
        K3 = f(T[i]+h/2.,Y[i]+h/2.*K2,i)
        K4 = f(T[i+1],Y[i]+h*K3,i)
        Y[i+1] = Y[i] + h/6.*(K1+2*K2+2*K3+K4)
    return Y
```

**Problem 3.** Create a function that defines the state equations and returns both equations in a single array. The function should be able to be passed into the RK4 solver. This function can depend on the global variables defined below.

```
# define constants
s_1 = 2.
s_2 = 1.5
mu = 0.002
k = 0.000025
g = 30.
c = 0.007
B_1 = 14
B_2 = 1
```

```

# initialize global variables, state, costate, and u.
state = np.zeros((n,2))
state0 = np.array([T0, V0])

costate = np.zeros((n,2))
costate0 = np.zeros(2)

u=np.zeros((n,2))
u[:,0] += .02
u[:,1] += .9

# define state equations
def state_equations(t,y,i):
    ...
    Parameters
    -----
    t : float
        the time
    y : ndarray (2,)
        the T cell concentration and the Virus concentration at time t
    i : int
        index for the global variable u.
    Returns
    -----
    y_dot : ndarray (2,)
        the derivative of the T cell concentration and the virus ←
            concentration at time t
    ...
    pass

```

The state equations work great in the RK4 solver; however, the costate equations have end conditions rather than initial conditions. Thus we want our RK4 solver to iterate backwards from the end to the beginning. An easy way to accomplish this is to define a function  $\hat{\lambda}_i(t) = \lambda_i(t_f - t)$ . Then  $\hat{\lambda}_i$  has the initial conditions  $\hat{\lambda}_i(0) = \lambda_i(t_f)$ . We get the new equations

$$\begin{aligned}\dot{\hat{\lambda}}_1(t) &= \lambda_1(t_f - t) (-\mu - kV(t_f - t) + u_1) - c\lambda_2(t_f - t)V(t_f - t) + 1, \\ \dot{\hat{\lambda}}_2(t) &= -\lambda_1(t_f - t) \left( \frac{s_2 B_1}{(B_1 + V(t_f - t))^2} + kT(t_f - t) \right) \\ &\quad + \lambda_2(t_f - t) \left( \frac{gB_2(1 - u_2(t_f - t))}{(B_2 + V(t_f - t))^2} - cT(t_f - t) \right).\end{aligned}$$

These we can solve with our RK4 solver and recover the original costate equations by simply indexing the array backwards.

**Problem 4.** Create a function that defines the costate equations and returns both equations in a single array. The function should be able to be passed into the RK4 solver. Use the global variables as defined in Problem 3.

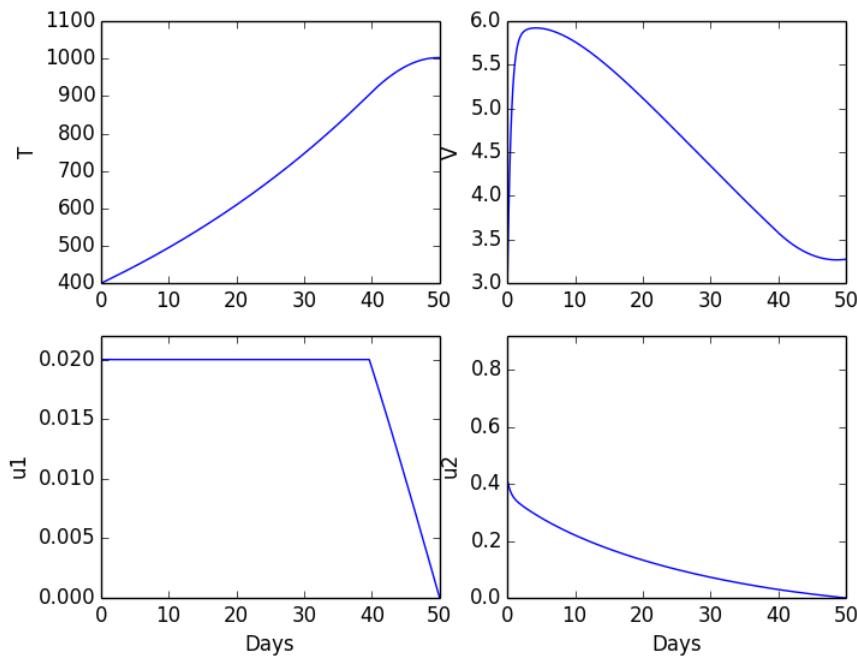


Figure 23.1: The solution to Problem 5.

```
def lambda_hat(t,y,i):
    ...
    Parameters
    -----
    t : float
        the time
    y : ndarray (2,)
        the lambda_hat values at time t
    i : int
        index for global variables, u and state.
    Returns
    -----
    y_dot : ndarray (2,)
        the derivative of the lambda_hats at time t.
    ...
    pass
```

Finally, we can put these together to create our solver.

**Problem 5.** Create a numerical solver for the HIV two drug model using the code below.

```
epsilon = 0.001
```

```

test = epsilon + 1

while(test > epsilon):
    oldu = u.copy();

    #solve the state equations with forward iteration
    #state = RK4(...)

    #solve the costate equations with backwards iteration
    #costate = RK4(...)[::-1]

    #solve for u1 and u2

    #update control
    u[:,0] = 0.5*(u1 + oldu[:,0])
    u[:,1] = 0.5*(u2 + oldu[:,1])

    #test for convergence
    test = abs(odu - u).sum()

```

Run with the following parameter values:

```

a_1, a_2 = 0, 0
b_1, b_2 = 0.02, 0.9
s_1, s_2 = 2., 1.5
\mu = 0.002
k = 0.000025
g = 30.
c = 0.007
B_1, B_2 = 14, 1
A_1, A_2 = 250000, 75
T_0, V_0 = 400, 3
t_f = 50
n = 1000

```

These constants come from both references cited at the end of this lab. Your solutions should match Figure 23.1.

In modern medicine, patients generally take combinations of five or more medications with different functions. These include Nucleotide Reverse Transcriptase Inhibitors, which prevent HIV inserting its genes into host DNA, Non-Nucleoside Reverse Transcriptase Inhibitors, which do the same job as NRTIs in a different fashion, Protease Inhibitors, which cut up replicated HIV strands, Fusion Inhibitors, which block the virus from entering the cells to begin with, and Integrase Inhibitors, which prevents the virus' replicated DNA from being inserted into a cell's DNA. These drugs often can interact with each other and have different side effects on the body. Also, doctors rotate medications as the body and virus develop immunity.