

Differential Equations Assignment

Daniil Fronts, Group 3

November 2019

1 Github repository:

https://github.com/Frodan/DE_assignment

2 Exact solution

$$y' = \frac{y}{x} + x * \cos(x)$$

$$y_0 = 1, x_0 = \pi$$

This is Linear First Order Differential equation.

Solve the complementary equation:

$$y' - \frac{y}{x} = 0$$

$$\frac{dy}{dx} = \frac{y}{x}$$

$$\frac{dy}{y} = \frac{dx}{x}$$

$$\ln(y) = \ln(Cx)$$

$$\text{So, } y = C(x) * x$$

$$y' = C'(x) + C(x)$$

$$C'(x) + C(x) - C(x) = x * \cos(x)$$

$$C'(x) = \cos x \Rightarrow C(x) = \sin(x) + C_1$$

$$y = (\sin(x) + C_1) * x$$

We have $y(\pi) = 1$, so

$$1 = (\sin(\pi) + C_1) * \pi$$

$$C_1 = \frac{1}{\pi}$$

$$\text{Answer: } y = (\sin(x) + \frac{1}{\pi}) * x$$

3 View explanation

For creating GUI was used Python 3 with matplotlib library. I used several checkboxes to let user choose what they want to be displayed on chart. They have default values and if user want to change them, he should select the checkbox with graph name. Also there is radiobuttons for error plot with two choices: "Global Error" or "Local Error" which defines what plot will be shown. There are also some textfields for defining initial values, by default they have values from our pdf task.

4 Model explanation

In project there are six classes. First of all, I have an abstract class "Solution" which has default methods for subclasses and abstract methods that all subclasses will redefine.

ExactMethod class uses answer from first part of report with possibility of changing y_0 . Euler Method uses formula:

$$y_i = y_{i-1} + step * (\frac{y_{i-1}}{x_{i-1}} + x_{i-1} * \cos(x_{i-1}))$$

Improved Euler Method uses formula:

$$arg1 = x_{i-1} + \frac{step}{2}$$

$$arg2 = y_{i-1} + \frac{step}{2} * (\frac{y_{i-1}}{x_{i-1}} + x_{i-1} * \cos(x_{i-1}))$$

$$y_i = y_{i-1} + step * (\frac{arg2}{arg1} + arg1 * \cos(arg1))$$

Runge-Kutta Method uses formula:

$$k1 = (\frac{y_{i-1}}{x_{i-1}} + x_{i-1} * \cos(x_{i-1}))$$

$$k2 = (\frac{y_{i-1} * \frac{step}{2} * k1}{x_{i-1} * \frac{step}{2}} + x_{i-1} * \frac{step}{2} * \cos(x_{i-1} * \frac{step}{2}))$$

$$k3 = (\frac{y_{i-1} * \frac{step}{2} * k2}{x_{i-1} * \frac{step}{2}} + x_{i-1} * \frac{step}{2} * \cos(x_{i-1} * \frac{step}{2}))$$

$$k4 = (\frac{y_{i-1} + step * k3}{x_{i-1} + step} + (x_{i-1} + step) * \cos(x_{i-1} + step))$$

$$y_i = y_{i-1} * \frac{step}{6} * (k1 + 2 * k2 + 2 * k3 + k4)$$

All methods classes has methods, that responds for counting global and local errors. Local error is calculated as an absolute value of difference between a global error on $step_i$ and a global error on $step_{i-1}$. Global error methods initializes everything and find the max Error for every step. After calculations maximum global error on domain for concrete step is added to graph.

5 Aprovevement of solidity principles

SINGLE RESPONSIBILITY PRINCIPLE

If we consider class "Solution" we will see that all the methods are called in handle method. "`__init__`" is responsible for setting initial values. "`update`" is responsible for updating values, given by user. "`get_xlist`" returns list of x value for every point, "`get_ylist`" returns list of y value for every point. Same for local and global error lists. "`plot`" method adds graph to the screen and returns it as object.

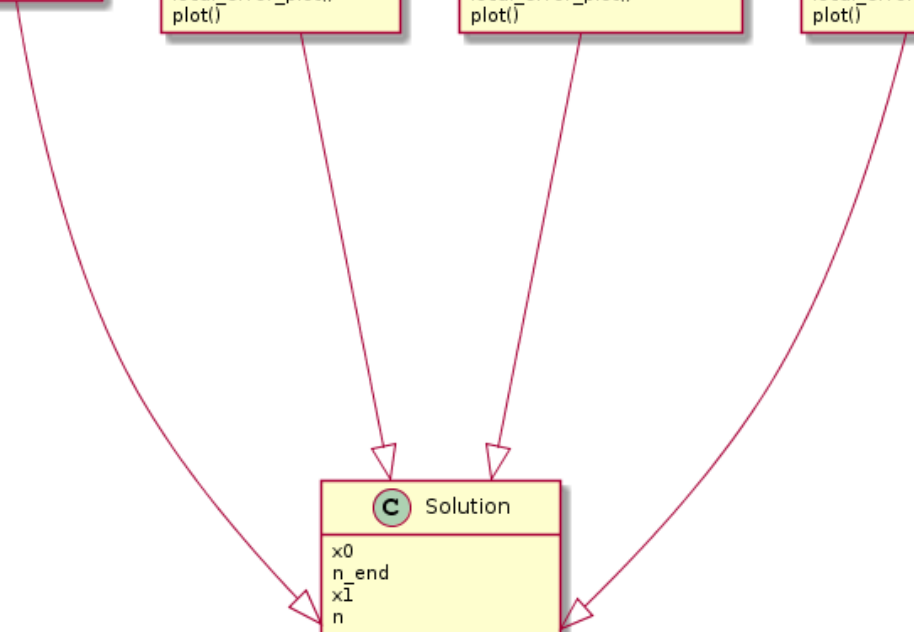
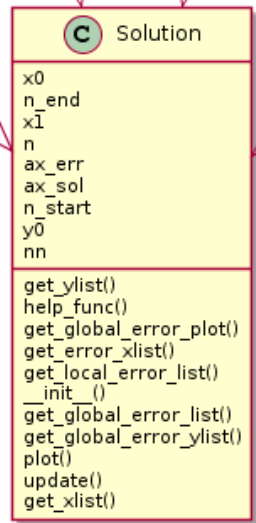
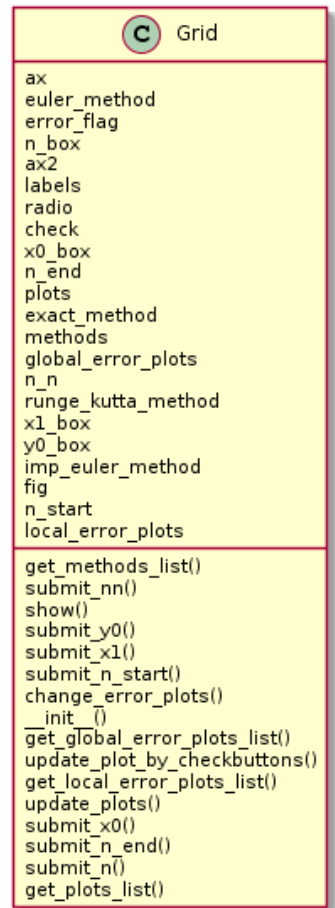
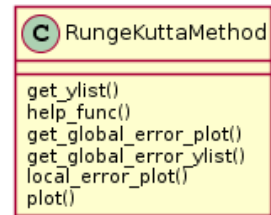
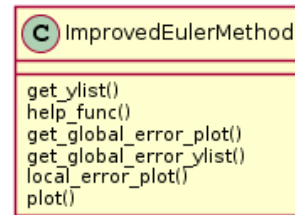
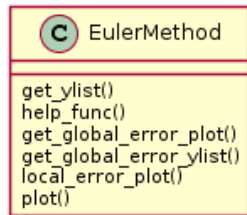
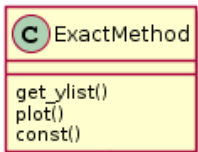
LISKOV SUBSTITUTION PRINCIPLE

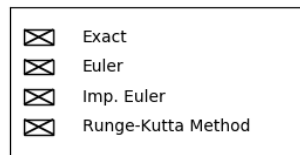
If we will use in declaration of any solution class not their exact class, but the parent class "Solution", nothing will change since we initialize them as exactly one concrete solution each.

INTERFACE SEGREGATION PRINCIPLE

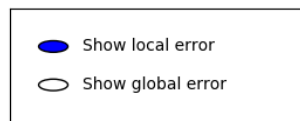
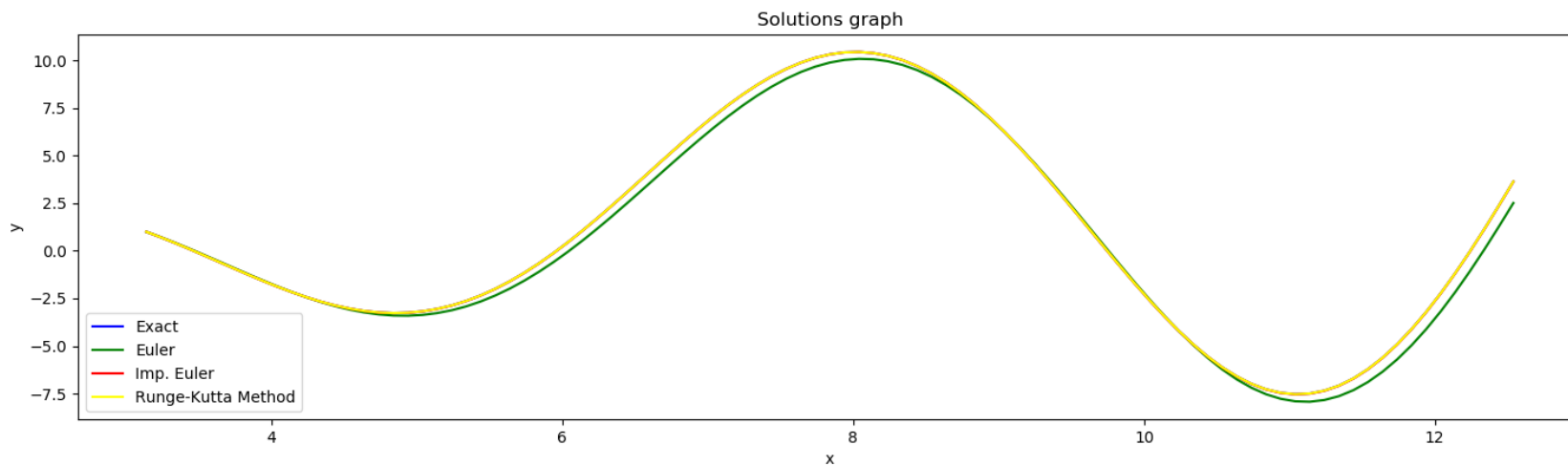
App was created the way, that it will not break if user will not give some values: in this case default values will be used or program will wait for values it needs. The only thing is needed to emphasize is that if in X-axes domain will contain zero, then graph will be printed not correct. As a hint for user, in each textfield it is written what should be placed there.

So, as was proven above app satisfies solidity principles.

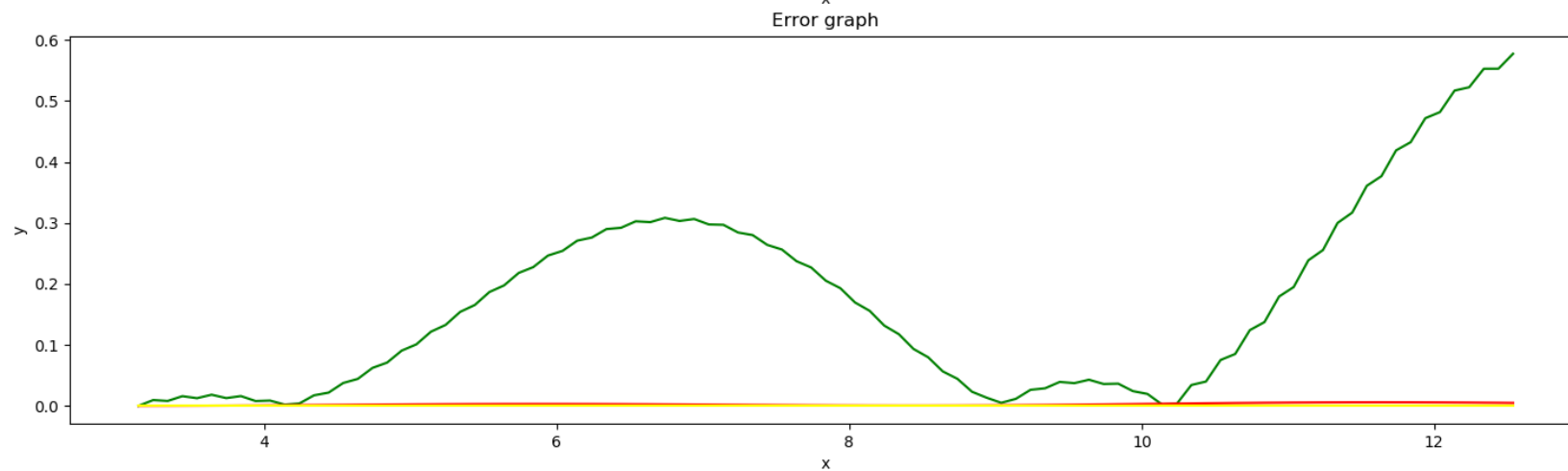




x0: 3.14
x1: 12.56
y0: 1
n: 0.1

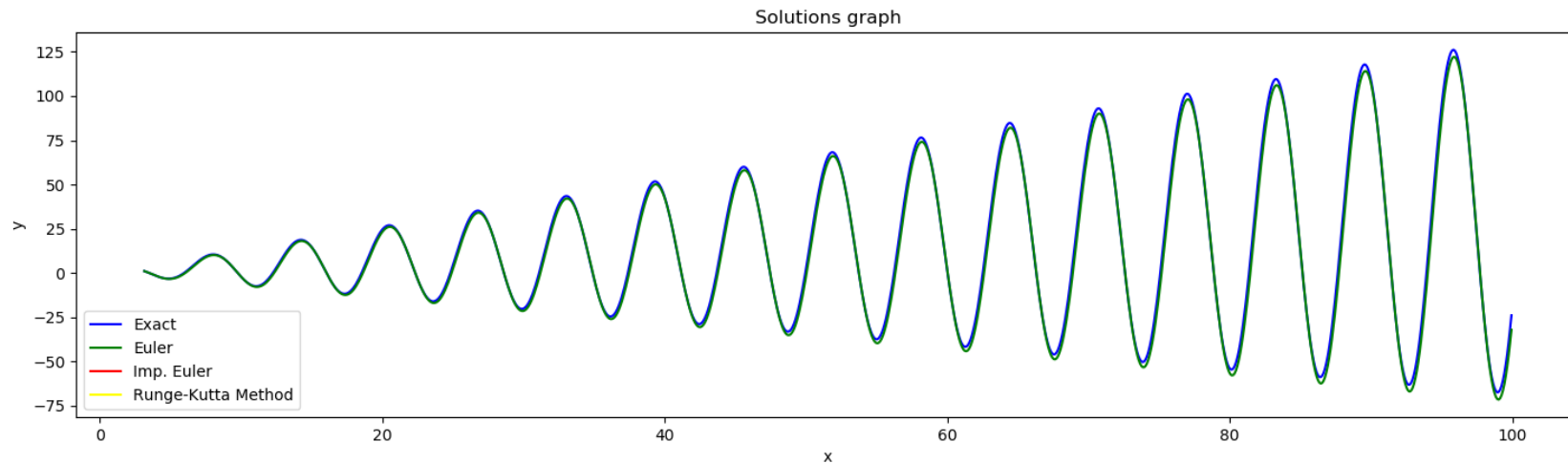


Start n: 0.1
End n: 1
Step: 0.1



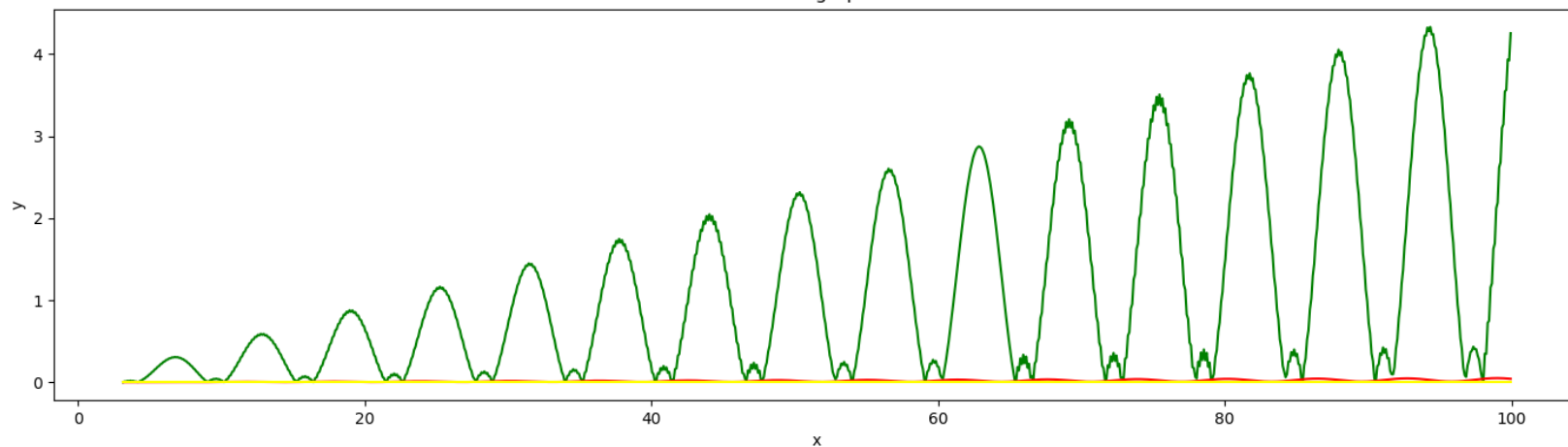
<input checked="" type="checkbox"/>	Exact
<input checked="" type="checkbox"/>	Euler
<input type="checkbox"/>	Imp. Euler
<input type="checkbox"/>	Runge-Kutta Method

x0:	3.14
x1:	100
y0:	1
n:	0.1



<input checked="" type="checkbox"/>	Show local error
<input type="checkbox"/>	Show global error

Start n:	0.1
End n:	1
Step:	0.1



Exact

Euler

Imp. Euler

Runge-Kutta Method

x0:

3.14

x1:

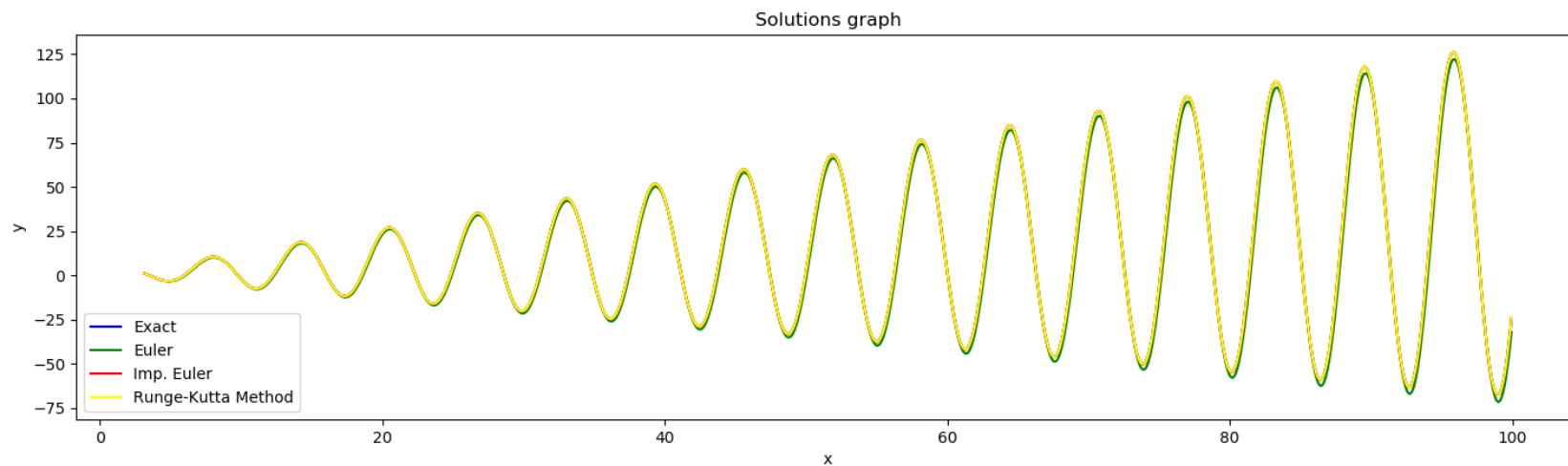
100

y0:

1

n:

0.1



Show local error

Show global error

Start n:

0.1

End n:

5

Step:

0.1

