# AppliedW7

April 11, 2024

## 1 Question 1

Using the chain rule, we have

 $\frac{dy}{dt} = \frac{dy}{dx} \cdot \frac{dx}{dt}$ 

or

 $-bxy = \frac{dy}{dx} \cdot (-ay)$ 

Rearranging and solving

 $\frac{dy}{dx} = \frac{bx}{a},$ 

we get

$$y = \frac{b}{2a}x^2 + c,$$

for some constant c. At t = 0, we take  $x(0) = x_0$  and  $y(0) = y_0$ . Substituting this condition into the general solution, we obtain

$$c = y_0 - \frac{b}{2a}x_0^2.$$

We are interested in answering the questions "is it possible to send a specific number of enemy soldiers that will guarantee a target level of casualties in the enemy army?". Let the target number of causalities be p, and so when a steady state is reached, we require that  $y = y_0 - p$ . Assuming  $y_0 \neq p$ , we then require x = 0 to reach a steady state. Substituting this into the expression for y, we obtain:

$$y = \frac{b}{2a}x^2 + y_0 - \frac{b}{2a}x_0^2$$

$$\implies y_0 - p = y_0 - \frac{b}{2a}x_0^2$$

$$\implies p = \frac{b}{2a}x_0^2$$

As this expression does not depend on  $y_0$ , we are unable to determine how many soldiers the enemy needs to send to result in p casualties, however we can tell how many soldiers the home team must send to obtain p casualties in the enemy team (This isn't something the enemy team has control over though).

From this analysis, we obtain an expression for the number of casualties the enemy team suffers when they win. Clearly, this results depends on a, b, and  $x_0$ .

On the other hand, if we let p be the number of casualties in the home army and we consider the steady state where they win, we have  $x = x_0 - p$  when y = 0. Substituting this into the expression for y, and rearranging for p, we obtain:

$$p = x_0 - \sqrt{x_0^2 - \frac{2a}{b}y_0}$$

This implies that if the home team wins, then the number of casualties they will suffer is dependent on a, b,  $x_0$ , and  $y_0$ .

#### 2 Question 2

The problem is given by:

$$y' = \frac{dy}{dx} = f(x, y)$$

with  $y_0 = y(x_0)$ .

Taylor expansion:

$$f(x+h) = f(x) + f'(x)h + f''(x)\frac{h^2}{2!} + \dots$$

For one iteration, we note  $x_{i+1} = x_i + h$ .

$$y_{i+1} = y(x_{i+1}) = y(x_i + h) = y(x_i) + hy'(x_i) + \frac{h^2}{2}y''(x_i) + \dots$$

Ignoring the quadratic and higher terms:

$$y_{i+1} \approx y(x_i) + hy'(x_i)$$

$$y_{i+1} \approx y_i + hy'(x_i)$$

which given the statement of the problem is:

$$y_{i+1} \approx y_i + hf(x_i, y_i)$$

$$x_{i+1} = x_i + h$$

i	$x_i$	$y_i$
0	0	1
1	1	1
2	2	2
3	3	6
4	4	24

One way to conceptualise this ODE solvers is to think of the estimation based on a slope  $s_1$ :

$$y_{i+1} = y_i + h * s_1$$

The Euler estimation uses  $s_1 = f(x_i, y_i)$ , which is the slope at  $(x_i, y_i)$ .

We can also think of the slope at  $(x_{i+1}, y_{i+1})$ ,  $s_2$ , given by:

$$s_2 = f(x_{i+1}, y_{i+1})$$

but noting  $y_{i+1} = y_i + hf(x_i, y_i)$ , and  $x_{i+1} = h + x_i$ . Thus we get:

$$s_2 = f(h + x_i, y_i + hf(x_i, y_i))$$

Heun's estimation uses  $s = \frac{s_1 + s_2}{2}$ . So the difference equation is given by:

$$y_{i+1} = y_i + \frac{h}{2} \Big( f(x_i, y_i) + f(x_i + h, y_i + hf(x_i, y_i) \Big)$$

```
[57]: import numpy as np from matplotlib import pyplot as plt
```

#### 2.1 Euler's 1D

```
[58]: def euler_next(df, y, t, h):
    return y + h*df(t, y)
```

#### 2.2 RK2 1D

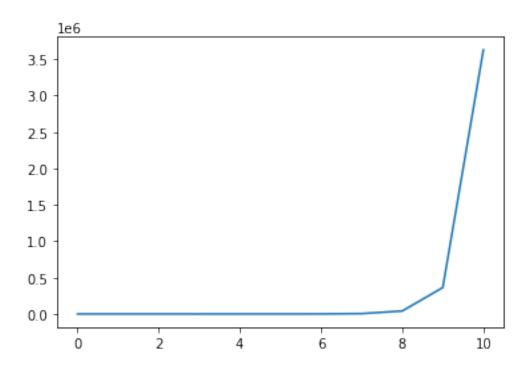
```
[60]: def RK2_next(df, y, t, h, b):
    if b == 0:
        a, alpha, beta = 1, 1, 1
    else:
        a, alpha, beta = 1-b, 1/(2*b), 1/(2*b)

k1 = df(t, y)
    k2 = df(t+alpha*h, y+beta*k1*h)
    return y + h*(a*k1 + b*k2)
```

```
[77]: def RK2(df, y0, t0=0, h=0.1, max_iter=1000, b=0.5, verbose=False):
    t = np.zeros(max_iter+1)
    y = np.zeros(shape=max_iter+1)
```

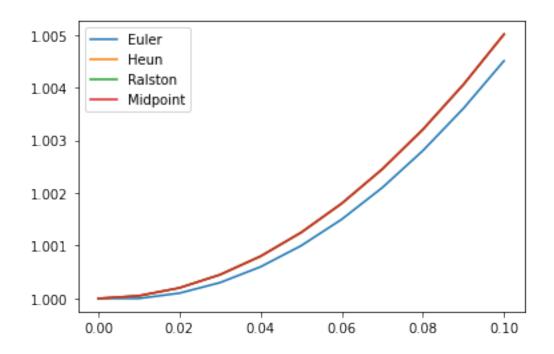
```
t[0], y[0] = t0, y0
          for i in range(max_iter):
              if verbose: print('iteration: {0}, t={1}, y={1}'.format(str(i), ___
       \rightarrowstr(t[i]), str(y[i])))
              t[i+1] = t[i] + h
              y[i+1] = RK2_next(df=df, y=y[i], t=t[i], h=h, b=b)
          return t, y
[78]: dydx = lambda x, y: x*y
      y0 = 1
      0 = 0x
      h=1
      max_iter=10
[79]: x, y = euler(df=dydx, y0=y0, t0=x0, max_iter=max_iter, h=h, verbose=True)
     iteration: 0, t=0.0, y=0.0
     iteration: 1, t=1.0, y=1.0
     iteration: 2, t=2.0, y=2.0
     iteration: 3, t=3.0, y=3.0
     iteration: 4, t=4.0, y=4.0
     iteration: 5, t=5.0, y=5.0
     iteration: 6, t=6.0, y=6.0
     iteration: 7, t=7.0, y=7.0
     iteration: 8, t=8.0, y=8.0
     iteration: 9, t=9.0, y=9.0
[80]: plt.plot(x, y)
```

[80]: [<matplotlib.lines.Line2D at 0x7fe15c7b5ca0>]



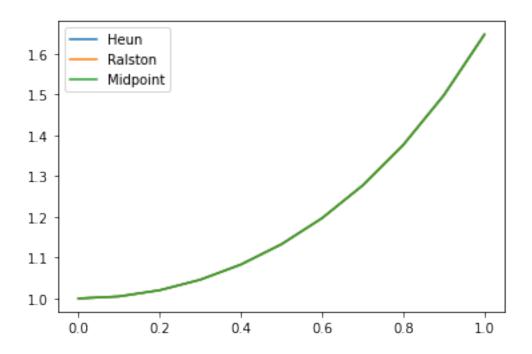
```
[81]: B = [0, 0.5, 2/3, 1]
h=0.01
labels = ['Euler', 'Heun', 'Ralston', 'Midpoint']
for i, b in enumerate(B):
    x, y = RK2(df=dydx, y0=y0, t0=x0, max_iter=max_iter, h=h, verbose=False, b=b)
    plt.plot(x, y, label=labels[i])
plt.legend()
```

[81]: <matplotlib.legend.Legend at 0x7fe15c901130>



```
[82]: B = [0.5, 2/3, 1]
h=0.1
labels = ['Heun', 'Ralston', 'Midpoint']
for i, b in enumerate(B):
    x, y = RK2(df=dydx, y0=y0, t0=x0, max_iter=max_iter, h=h, verbose=False, b=b)
    plt.plot(x, y, label=labels[i])
plt.legend()
```

[82]: <matplotlib.legend.Legend at 0x7fe15c849220>



### 3 Question 3

#### 3.1 Dynamical Systems

```
y[:, i+1] = RK2_next(df=df, y=y[:, i], t=t[i], h=h, b=b)
return t, y
```

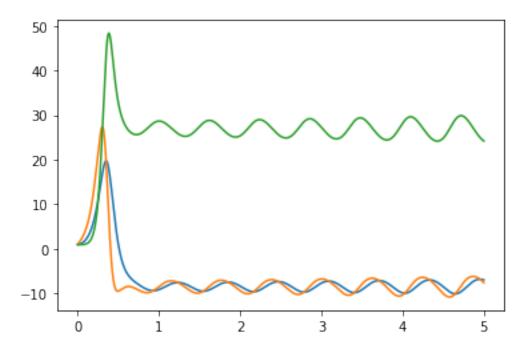
```
[85]: sigma = 10
beta = 8/3
rho = 28
xyz0 = np.array([1, 1, 1])
t0 = 0
h=0.001
dxdt = lambda t, xyz: sigma*(xyz[1] - xyz[0])
dydt = lambda t, xyz: xyz[0]*(rho-xyz[2]) - xyz[1]
dzdt = lambda t, xyz: xyz[0]*xyz[1] - beta*xyz[2]

dxyzdt = lambda t, xyz: np.array([dxdt(t, xyz), dydt(t, xyz), dzdt(t, xyz)])
```

```
[87]: t, (x,y,z) = euler_DS(df=dxyzdt, y0=xyz0, t0=t0, h=h, max_iter=5000, u overbose=False)
```

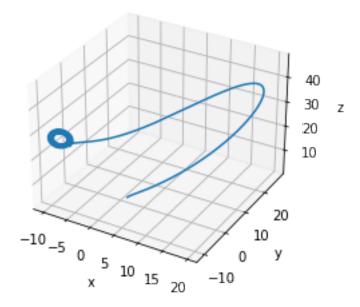
```
[88]: plt.plot(t, x, label='x')
plt.plot(t, y, label='y')
plt.plot(t, z, label='z')
```

#### [88]: [<matplotlib.lines.Line2D at 0x7fe15c6a7cd0>]



```
[89]: axs = plt.figure().add_subplot(projection='3d')
axs.plot(x, y, z)
axs.set_xlabel('x')
axs.set_ylabel('y')
axs.set_zlabel('z')
```

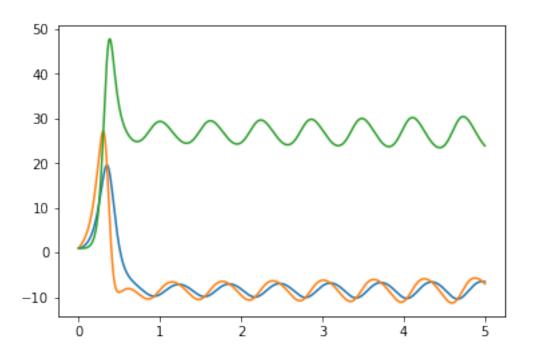
[89]: Text(0.5, 0, 'z')



```
[90]: b=0.5
t, (x,y,z) = RK2_DS(df=dxyzdt, y0=xyz0, t0=t0, h=h, b=0.5, max_iter=5000, u overbose=False)
```

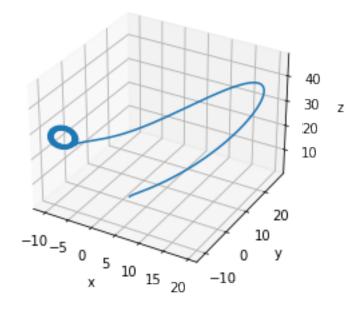
```
[91]: plt.plot(t, x, label='x')
plt.plot(t, y, label='y')
plt.plot(t, z, label='z')
```

[91]: [<matplotlib.lines.Line2D at 0x7fe15c5c32b0>]



```
[92]: axs = plt.figure().add_subplot(projection='3d')
axs.plot(x, y, z)
axs.set_xlabel('x')
axs.set_ylabel('y')
axs.set_zlabel('z')
```

[92]: Text(0.5, 0, 'z')



[]:

[]:

### 4 Question 4

The model, as stated above, is given by:

$$\frac{dx}{dt} = -ay$$

$$\frac{dy}{dt} = -bxy$$

Euler's Method schema:

$$x_{i+1} = x_i - hay_i$$
  

$$y_{i+1} = y_i - hbx_iy_i$$
  

$$t_{i+1} = t_i + h$$

Heun's method schema:

$$x_{i+1} = x_i + \frac{h}{2} \left( -ay_i - a \left( y_i - hbx_i y_i \right) \right)$$

$$= x_i - \frac{h}{2} \left( 2ay_i - habx_i y_i \right)$$

$$y_{i+1} = y_i + \frac{h}{2} \left( -bx_i y_i - b \left( x_i - hay_i \right) \left( y_i - hbx_i y_i \right) \right)$$

$$= y_i - \frac{hb}{2} \left( x_i y_i - \left( x_i - hay_i \right) \left( y_i - hbx_i y_i \right) \right)$$

$$t_{i+1} = t_i + h$$

# 5 Question 5

The differential equation from question 3 is

$$\frac{dy}{dx} = xy,$$

and so the schema required is:

$$y_{i+1} = y_i + hx_{i+1}y_{i+1}$$

$$\implies y_{i+1} = \frac{y_i}{1 - hx_{i+1}} = \frac{y_i}{1 - h(x_i + h)}$$

$$x_{i+1} = x_i + h$$

Repeating for the new differential equation, we obtain:

$$y_{i+1} = y_i + h \sin(y_{i+1})$$
  
 $x_{i+1} = x_i + h$ 

However, we can notice this time that we are not able to find an explicit expression for  $y_{i+1}$ . When calculating  $y_{i+1}$ , the value of  $y_i$  is known, and since h is known, the only unknown variable in the schema is  $y_{i+1}$ . This allows us to use a root finding technique (such as Bisection method, Newton's method or the Secant Method) to find our next value  $y_{i+1}$ . In terms of computation time to run this method compared to Euler's Forward method, this method would take a much greater amount of time since to calculate each new value, a root finding algorithm is required. This method is more stable than Euler's Forward Method - it will converge for some problems that Euler's Forward method will not.