Differential Equations Computational Practicum

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1   Introduction

Given the initial value problem:

$$\begin{cases} y' = 1 + 2y/x \\ y(1) = 2 \\ x \in (1, 10) \end{cases}$$

Needed to solve it analytically and using 3 numerical methods. Solutions should be analized and compared to each other. To provide data visualization I chose JavaFX and used OOP-design in code structure. Repository is avalible here. But firstly lets find exact solution for this equation.

2   Analytical solution

$$y' = 1 + \frac{2y}{x}$$

$$y' - \frac{2y}{x} = 1$$

A nonhomogeneous equation of form y' + f(x)y = g(x) and can be solved using the integrating factor:

$$\mu(x) = e^{\int \frac{-2}{x} \partial x} = x^{-2}$$

$$\frac{\frac{\partial y}{\partial x}}{x^2} - \frac{2y}{x^3} = \frac{1}{x^2}$$

$$\frac{\frac{\partial y}{\partial x}}{x^2} - \frac{\partial}{\partial x}\left(\frac{1}{x^2}\right)y = \frac{1}{x^2}$$

Apply the reverse product rule:

$$\frac{\partial}{\partial x}\left(\frac{y}{x^2}\right) = \frac{1}{x^2}$$

Integrate both sides with respect to x:

$$\int \frac{\partial}{\partial x}\left(\frac{y}{x^2}\right)\partial x = \int \frac{1}{x^2}\partial x$$

$$\frac{y}{x^2} = -\frac{1}{x} + c_1$$

$$y = x(c_1 x - 1)$$

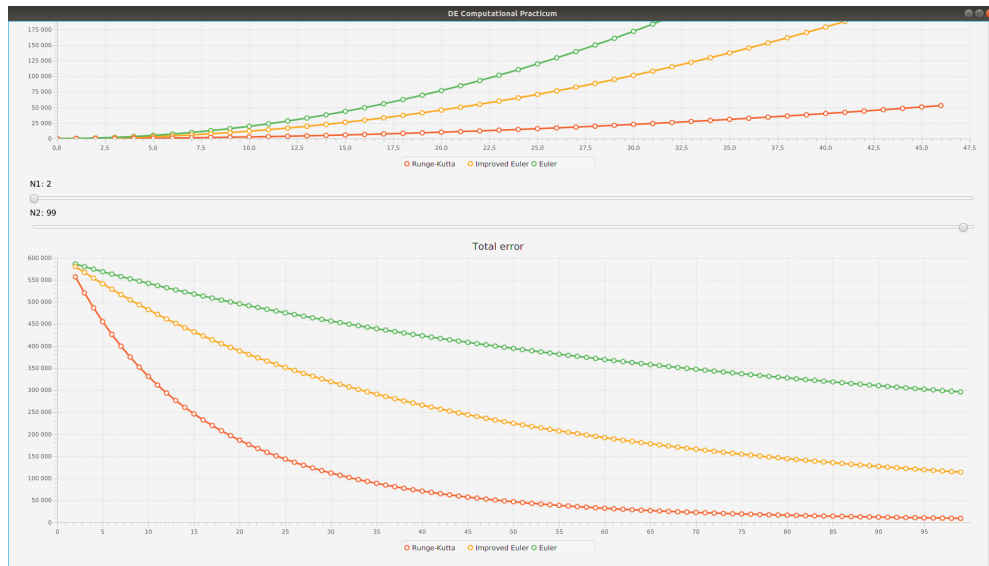Using $y(1) = 2$:

$$2 = c_1 - 1$$

$$c_1 = 3$$

The solution is:

$$y = x(3x - 1), \quad x \neq 0$$
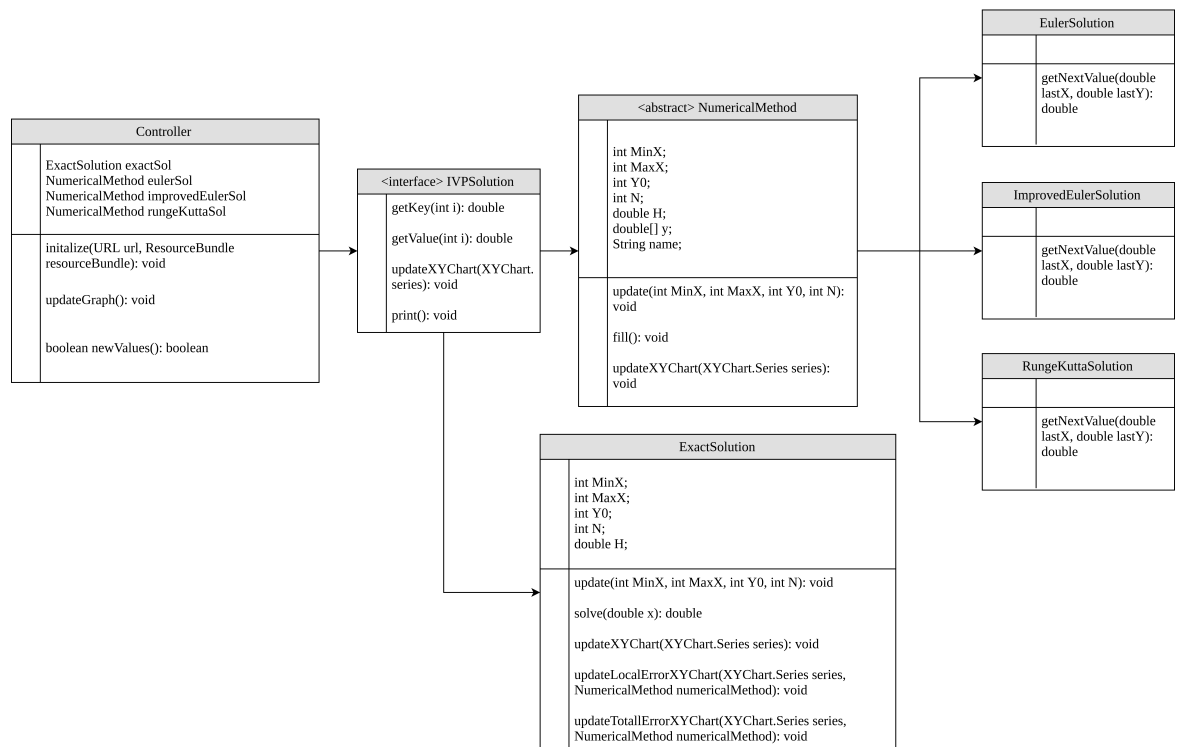
3 Numerical solutions

3.1 Application

There is some screenshots of application:

DE Computational Practicum

Runge-Kutta Improved Euler Euler

N1: 2

N2: 99

Total error

Runge-Kutta Improved Euler Euler

3.2 UML-diagram

Controller

ExactSolution exactSol
NumericalMethod eulerSol
NumericalMethod improvedEulerSol
NumericalMethod rungeKuttaSol

initalize(URL url, ResourceBundle resourceBundle): void

updateGraph(): void

boolean newValues(): boolean

<interface> IVPSolution

getKey(int i): double

getValue(int i): double

updateXYChart(XYChart.series): void

print(): void

** NumericalMethod**

int MinX;
int MaxX;
int Y0;
int N;
double H;
double[] y;
String name;

update(int MinX, int MaxX, int Y0, int N): void

fill(): void

updateXYChart(XYChart.Series series): void

EulerSolution

getNextValue(double lastX, double lastY): double

ImprovedEulerSolution

getNextValue(double lastX, double lastY): double

RungeKuttaSolution

getNextValue(double lastX, double lastY): double

ExactSolution

int MinX;
int MaxX;
int Y0;
int N;
double H;

update(int MinX, int MaxX, int Y0, int N): void

solve(double x): double

updateXYChart(XYChart.Series series): void

updateLocalErrorXYChart(XYChart.Series series, NumericalMethod numericalMethod): void

updateTotallErrorXYChart(XYChart.Series series, NumericalMethod numericalMethod): void

3.3 Code

To avoid same code for different `NumericalMethod`s when we need to calculate local and total errors I wrote function that updates this graph in `ExactSolution` class. This is code I got with function that just updates solution for comparation:

```
public void updateXYChart(XYChart.Series series) {
  series.getData().clear();
  for (int i = 0; i < N; ++i) {
    series.getData().add(new XYChart.Data(getKey(i), getValue(i)));
  }
}

public void updateLocalErrorXYChart(XYChart.Series series,
    NumericalMethod numericalMethod) {
  series.getData().clear();
  for (int i = 0; i < N; ++i) {
    series.getData().add(new XYChart.Data(i, getValue(i)
      - numericalMethod.getValue(i)));
  }
}
```

The `NumericalMethod` unites all 3 methods, because they are exactly the same but with different formula to get next y_i. There is part of abstract class that shows it:

```
  private void fill() {
    y = new double[N];
    y[0] = Y0;
    for (int i = 1; i < N; i++) {
      y[i] = getNextValue(getKey(i - 1), y[i - 1]);
    }
  }

  abstract double getNextValue(double lastX, double lastY);
```

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