

Differential Equations: Computational Practicum

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Variant 5

Part 1.

Solve the IVP $y' = \frac{y}{x} + x \cdot \cos x$, $y(x_0) = y_0$ analytically.

Solution.

Let us notice that we are dealing with a **Bernoulli equation**.

Let us make a substitution $y = x \cdot u(x)$ where x is a non-trivial solution for the complementary equation $y'_c - \frac{y_c}{x} = 0$.

Then $x \cdot u' = x \cdot \cos x$.

Assuming that $x \neq 0$ which is not a solution, we have $u' = \cos x$.

Thus, $u(x) = \sin x + C$, and

$$y(x) = x \cdot \sin x + Cx$$

is the most general solution for the source equation on $(-\infty, 0) \cup (0, +\infty)$.

As we know that $y(x_0) = y_0$, we can find C .

$$C = \frac{y_0 - x_0 \cdot \sin x_0}{x_0}$$

Finally, we have

$$y(x) = x \cdot \sin x + x \cdot \frac{y_0 - x_0 \cdot \sin x_0}{x_0}$$

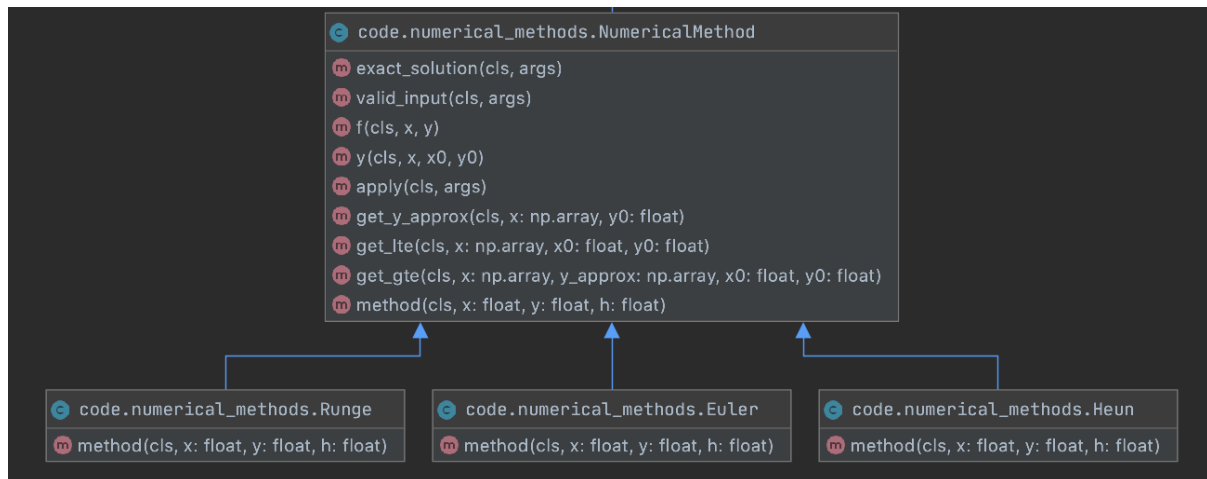
The interval of validity is $(-\infty, 0)$ if $x_0 < 0$, or $(0, +\infty)$ if $x_0 > 0$.

Part 2.

Provide a brief code overview and UML diagram.

Solution.

It was decided to use Python programming language (version 3.8).



We have an abstract class *NumericalMethod* that contain all the necessary functions for applying numerical methods, for instance

```

@classmethod
def y(cls, x, x0, y0):
    return x*np.sin(x) + x*(y0-x0*np.sin(x0))/x0
  
```

```

@classmethod
def f(cls, x, y):
    return y/x + x*np.cos(x)
  
```

```

@classmethod
def get_y_approx(cls, x: np.array, y0: float) -> np.array:
    y_approx = np.full(x.shape[0], y0, dtype=float)

    for i in range(1, x.shape[0]):
        y_approx[i] = cls.method(x[i-1], y_approx[i-1], x[1]-x[0])

    return y_approx
  
```

However, this one is abstract

```
@classmethod
def method(cls, x: float, y: float, h: float):
    pass
```

Each numerical method Euler's, Improved Euler's (aka Heun's) and Runge-Kutta overrides this function like this

```
class Runge(NumericalMethod):
    @classmethod
    def method(cls, x: float, y: float, h: float):
        k1 = cls.f(x, y)
        k2 = cls.f(x + h/2, y + k1*h/2)
        k3 = cls.f(x + h/2, y + k2*h/2)
        k4 = cls.f(x + h, y + k3*h)

        return y + (k1 + 2*k2 + 2*k3 + k4)*h/6
```

This approach works since the algorithm for each method is the same. The only thing that changes is `method()`

$$y_{approx}[i] = \text{method}(x[i-1], y_{approx}[i-1], h)$$

As for the GUI, it was decided to use PyQt5.

```
def set_geometry(self, x_margin=80, y_margin=80, width=1200, height=600):
    self.setWindowTitle("Numerical_methods")
    self.setGeometry(x_margin, y_margin, width, height)
    self.setMinimumSize(QSize(width, height))
    self.setMaximumSize(QSize(width, height))

def add_widgets(self):
    # Grid for widgets
    self.grid = QGridLayout()
    self.grid.setSpacing(10)

    # Button to plot
    self.button_trigger = QPushButton(text = "Apply_Methods")
    self.button_trigger.clicked.connect(self.read_text_boxes)
    ...
```

One may find the complete code together with more detailed explanation in the comments in .py files.

Part 3.

Review the GUI.

Solution.

As for the parameters,

$[x_0, X]$ is the interval for 'x'

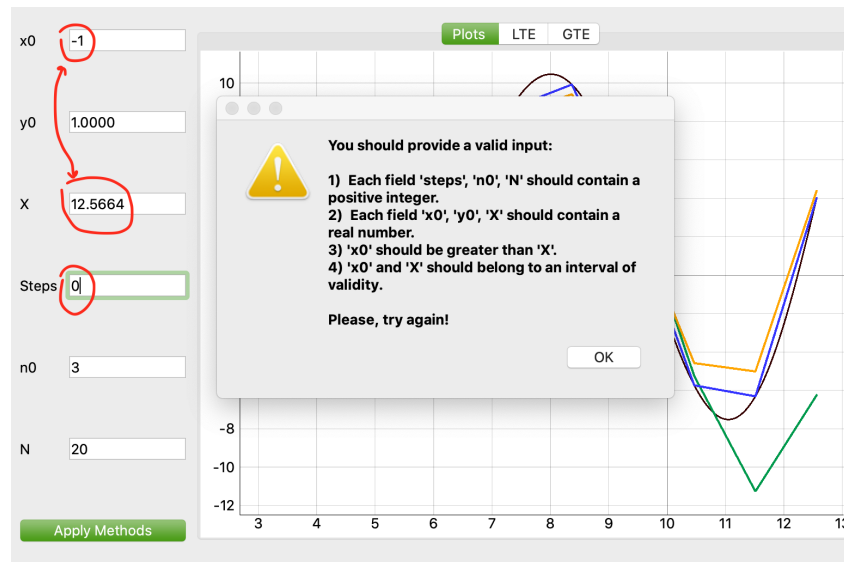
$y_0 = y(x_0)$

Steps = number steps for the approximation

n0 and **N** - are parameters for the third plot. They stand for the initial and final number of steps respectively.

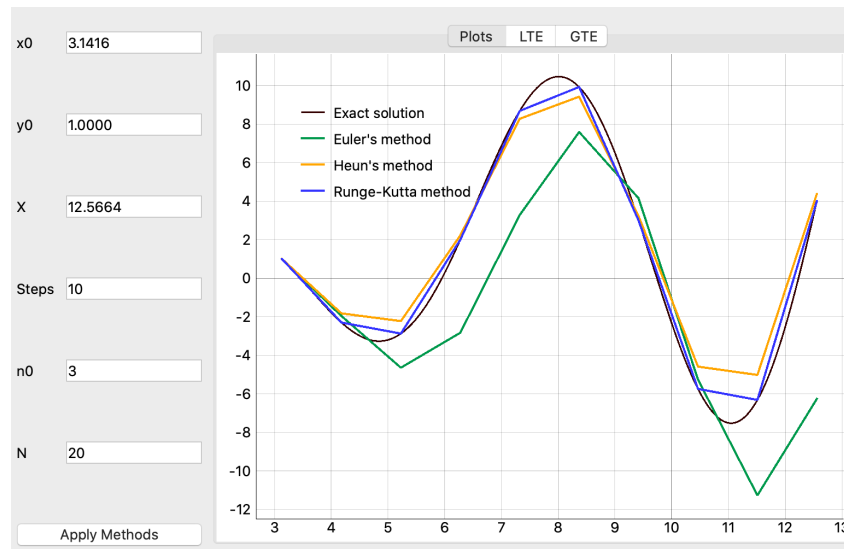
After filling the input fields, one should press the button "Apply Methods" and then observe the results. It is possible to switch between the plots.

One should provide the input properly. Otherwise, they will see the following message

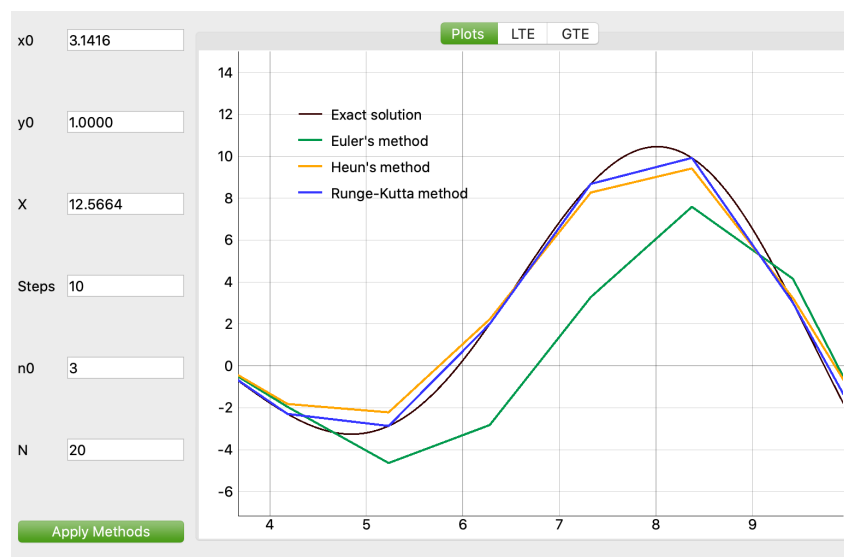


Initially, everything is calculated for the default values. Most of them were provided.

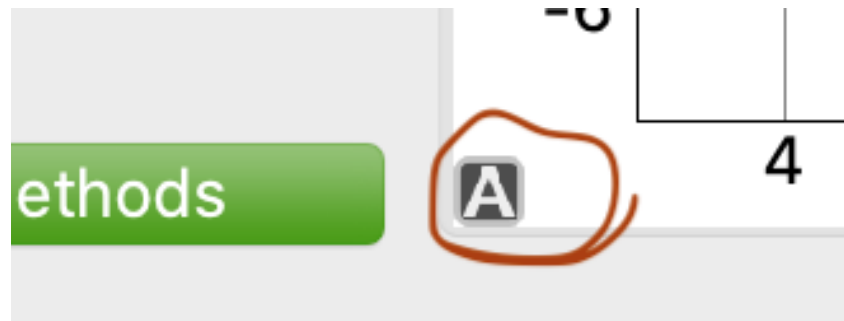
Below, one may see a window of the GUI that contains input fields, a number of required plots and the button "Apply Methods".



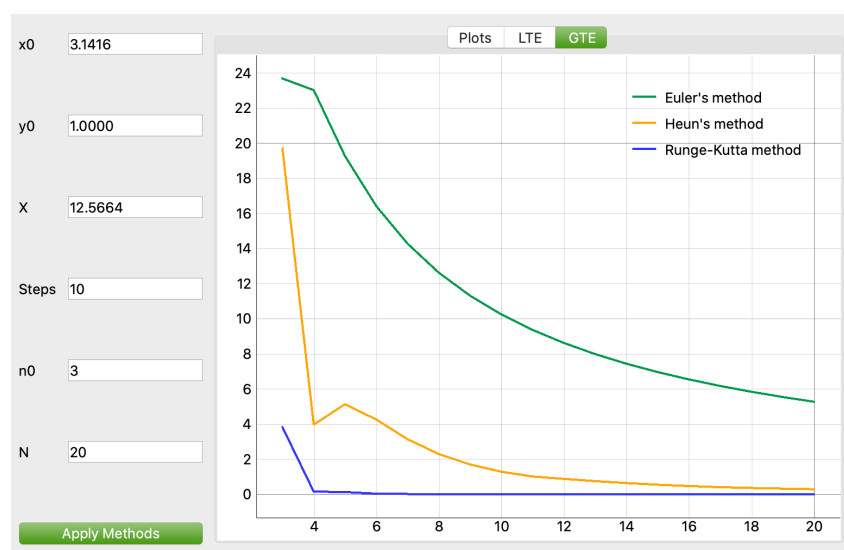
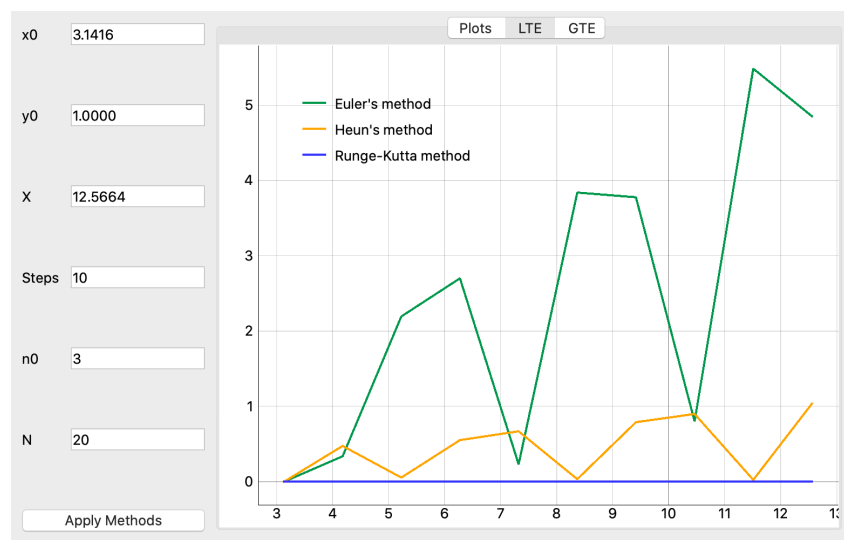
Using the mouse, it is possible to scale the plot like this



Using this button, it is possible to undo scaling



Further, we have two other plots



Here one may see results for some other initial values

