

# Computational Astrophysics

E. Larrañaga

Observatorio Astronómico Nacional  
Universidad Nacional de Colombia

May 25, 2019

# Outline

- 1 Ordinary Differential Equations with Boundary Conditions
- 2 Shooting Method
  - Finite-Difference Method
- 3 Euler's Method
  - Stability of Forward Euler
- 4 Predictor-Corrector Method
- 5 Runge-Kutta Methods
  - RK2
  - RK3
    - RK4
  - Runge-Kutta Methods with Adaptive Step Size
    - Embedded Runge-Kutta Formulae
    - Adjusting the Step Size  $h$

# Ordinary Differential Equations with Boundary Conditions

A boundary value problem consists of finding a solution of an ODE in an interval  $[a, b]$  that satisfies constraints at both ends (boundary conditions).

## Example

$$y'' = f(x, y, y') , \quad y(a) = A , \quad y(b) = B , \quad \text{and } x \in [a, b] . \quad (1)$$

# Shooting Method

The shooting method solves a BVP by transforming it into an initial value problem by making an educated guess on unknown inner boundary conditions. Then, we iterate until a modified guessed inner boundary condition leads to the correct known outer boundary value.

# Shooting Method

## Example

Given the system in Eq. 1, the value of  $y'(a)$  is unknown.

We can make a guess  $y'(a) = z$  to write  $z' = f(a, y(a), y'(a))$ .

This reduces the second-order problem to two first-order problems.

# Shooting Method

Then we just need to integrate the two ODEs out to  $b$ . Since we have chosen  $z$ , we have now solved  $y = y(x, z)$ , but our goal is to find  $y$  such that  $y(b, z) = B$ .

In other words, we can define a new function

$$\Phi(z) = y(b, z) - B \quad (2)$$

and search for a  $z$  so that  $\Phi(z) = 0$ . Hence, we are looking for the root of  $\Phi(z)$ !

# Shooting Method

The full shooting algorithm for  $y'' = f(x, y, y')$  goes as

- 1 Guess a starting value  $z_0 = y'(a)$ , set the iteration counter  $i = 0$ .
- 2 Compute  $y = y(x, z_i)$  by integrating the IVP.
- 3 Compute  $\Phi(z_i) = y(b, z_i) - B$ . If  $z_i$  does not give a sufficiently accurate solution of the full problem, increment  $i$  to  $i + 1$  and find a value for  $z_{i+1}$  using a root finder on  $\Phi(z_i) = 0$ . Then go back to (2).

# Shooting Method

Note that one typically ends up with the secant method, since the derivative of  $\Phi(z)$  is not known in the general case and one is stuck with having to numerically compute it. For this, at least two guesses for  $z$  are needed.



# Finite-Difference Method

BVPs of the kind given by Eq. (1) can be solved by Taylor expanding the ODE itself to linear order (assuming there are no non-linearities in  $y$  and  $y'$ ):

$$y'' = g(x) - p(x)y' - q(x)y, \quad (3)$$

where  $g(x)$ ,  $p(x)$ , and  $q(x)$  are functions of  $x$  only and the sign convention is arbitrary.

# Finite-Difference Method

We can now discretize  $y'$  and  $y''$  on an evenly spaced grid with step size  $h$ ,

$$\begin{aligned}y'(x_i) &= \frac{y(x_{i+1}) - y(x_{i-1}))}{2h}, \\y''(x_i) &= \frac{y_{i+1} + y_{i-1} - 2y_i}{h^2},\end{aligned}\tag{4}$$

where  $x_i = a + ih$ , ( $i = 0, \dots, n + 1$ ), and

$$h = \frac{b - a}{n + 1}.\tag{5}$$

# Finite-Difference Method

The system is a tri-diagonal matrix of dimension  $n \times n$ :

$$\begin{pmatrix}
 -2 + h^2 q_1 & 1 + \frac{h}{2} p_1 & 0 & \dots & 0 \\
 1 - \frac{h}{2} p_2 & \ddots & \ddots & 0 & \dots & 0 \\
 0 & \ddots & \ddots & \ddots & 0 & \dots & 0 \\
 \vdots & 0 & \ddots & \ddots & \ddots & 0 & \vdots \\
 \vdots & \vdots & 0 & \ddots & \ddots & \ddots & 0 \\
 \vdots & \vdots & \vdots & 0 & \ddots & \ddots & 1 + \frac{h}{2} p_{n-1} \\
 \vdots & \vdots & \vdots & 0 & \ddots & \ddots & -2 + h^2 q_n \\
 \vdots & 0 & 0 & \dots & 0 & 1 - \frac{h}{2} p_n & -2 + h^2 q_n
 \end{pmatrix}
 \begin{pmatrix}
 y_1 \\
 \vdots \\
 \vdots \\
 \vdots \\
 \vdots \\
 \vdots \\
 y_n
 \end{pmatrix}
 =
 \begin{pmatrix}
 h^2 g_1 - A(1 - \frac{h}{2} p_1) \\
 h^2 g_2 \\
 \vdots \\
 \vdots \\
 \vdots \\
 h^2 g_{n-1} \\
 h^2 g_n - B(1 + \frac{h}{2} p_n)
 \end{pmatrix}
 \quad (6)$$

# Next Class

Partial Differential Equations.