

# Differential equations computational practicum

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## 1 Exact Solution

Github: [https://github.com/ease-ln/DE\\_assignment1](https://github.com/ease-ln/DE_assignment1).  $\begin{cases} y' = \frac{1}{x} + \frac{2y}{x \ln(x)} \\ y(2) = 0 \\ x \in (2, 12) \end{cases}$  2. Let's subtract

$\frac{2y}{x \ln(x)}$  from both sides, when we have:

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

3. Let's  $m(x) = e^{\left(\frac{2dx}{x \ln(x)}\right)} = \frac{1}{\ln^2(x)}$  and multiply both sides by  $m(x)$ :

$$\frac{y'}{\ln^2(x)} - \frac{2y}{x \ln^3(x)} = \frac{1}{x \ln^2(x)}$$

4. We know that  $\left(\frac{1}{\ln^2(x)}\right)' = \frac{-2}{x \ln^3(x)}$ , so let's substitute:

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

5. By reverse production rule we obtain:

$$\frac{d}{dx} \left( \frac{y'}{\ln^2(x)} \right) = \frac{1}{x \ln^2(x)}$$

6. Let integrate both sides with respect to  $x$ :

$$\int \frac{d}{dx} \left( \frac{y'}{\ln^2(x)} \right) dx = \int \frac{1}{x \ln^2(x)} dx$$

7. As result we have:

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

8. Consequently  $y$ :

$$y = c_1 \ln^2(x) - \ln(x)$$

9. Let's use  $y(2) = 0$ :

$$c_1 = \frac{1}{\ln(2)}$$

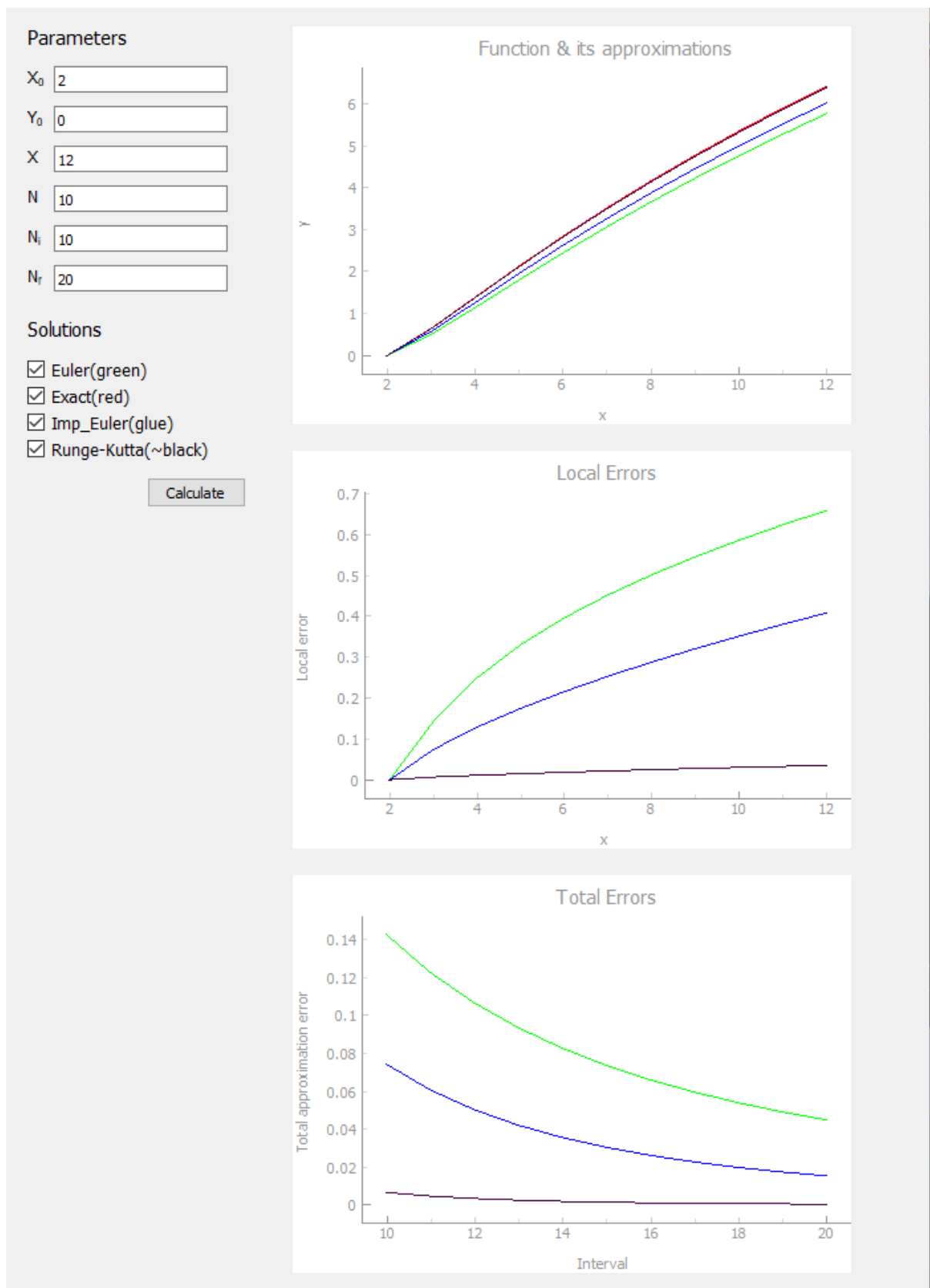
10. Exact solution equal to:

$$y = \frac{1}{\ln(2)} \ln^2(x) - \ln(x)$$

Answer:  $y = \frac{1}{\ln(2)} \ln^2(x) - \ln(x)$  with no point of discontinuity on give interval  $x \in (2, 12)$

## 2 Computational part

For the computation part of the assignment Python programming language was used. For user interface Qt designer. The main window is shown below.



## 2.1 Requirements

Requirements for building the code from source code are:

- Python 3.6
- PyQt5
- pyqtgraph
- numpy
- scipy.integrate

## 2.2 Input. For solving IVP and local error

$x_0$  and  $y_0$  - Initial values for a diff. equation.

$X$  - end point for numerical solutions.

$N$  - number of intervals for numerical solutions.

## 2.3 Input. For solving total approximation error

$N_i$  - starting point of intervals.

$N_f$  - end point of intervals.

## 2.4 Input Validation

$x_0, y_0$  and  $X$  must be dot-separable rational numbers.

$N_i, N_f$  must be positive integers where  $N_i < N_f$ .

## 2.5 GUI components

- ***QCheckBox*** is an option button that can be switched on (checked) or off (unchecked). `QCheckBox` has `isChecked()` that return true or false.
- ***QLabel*** is used for displaying text or an image. No user interaction functionality is provided.
- ***QLineEdit*** widget is a one-line text editor. A line edit allows the user to enter and edit a single line of text.
- ***QWidget*** is a subclass of `QPaintDevice`, subclasses can be used to display custom content that is composed using a series of painting operations with an instance of the `QPainter` class.

## 2.6 Computational code

Exact method:

```
class Exact_Solution:
    def __init__(self):
        return

    def solve(self, de: DE):
        try:
            ysa = []
            xs = [de.x0]
            for i in range(1, de.N + 1):
                xs.append(de.x0 + (i * de.h))
            dydx = eval("lambda y, x : " + de.string)
            ys = odeint(dydx, de.y0, xs)
            for i in range(0, len(ys)):
                ysa.append(ys[i][0])
            return xs, ysa
        except:
            print("Can not find exact solution")
            return [], []
```

Euler method:

```
class Euler_Solution:
    def __init__(self):
        return

    def solve(self, de: DE):
        try:
            xs = [de.x0]
            ys = [de.y0]
            h = (de.x - de.x0) / de.N
            for i in range(1, de.N+1):
                xs.append(de.x0 + (i * h))
                ys.append(ys[i-1] + (h * de.f(xs[i-1], ys[i-1])))
            return xs, ys
        except:
            print("Can not find euler solution")
            return [], []
```

Improved Euler method:

```
class Improved_Euler_Solution:
    def __init__(self):
        return

    def solve(self, de: DE):
        try:
            xs = [de.x0]
            ys = [de.y0]
            y_temp = de.y0
            h = (de.x - de.x0) / de.N
            for i in range(1, de.N+1):
                k1 = de.f(xs[i-1], y_temp)
                k2 = de.f(xs[i-1] + h, y_temp + h*k1)
                k = (k1 + k2) / 2
                y_temp += h * k
                xs.append(de.x0 + (i * h))
                ys.append(y_temp)
            return xs, ys
        except:
            print("Can not find improved euler solution")
            return [], []
```

Runge-Kutta method:

```

class Runge_Kutta_Solution:
    def __init__(self):
        return

    def solve(self, de: DE):
        try:
            xs = [de.x0]
            ys = [de.y0]
            h = (de.x - de.x0) / de.N
            for i in range(1, de.N+1):
                xs.append(de.x0 + (i * h))
                k1 = de.fi(ys[i-1], xs[i-1])
                k2 = de.fi(ys[i-1] + k1 * h/2, xs[i-1] + h/2)
                k3 = de.fi(ys[i-1] + k2 * h/2, xs[i-1] + h/2)
                k4 = de.fi(ys[i-1] + h * k3, xs[i-1] + h)
                k = h/6 * (k1 + k2*2 + 2*k3 + k4)
                ys.append(ys[i-1] + k)
            return xs, ys
        except:
            print("Can not find runge kutta solution")
            return [], []

```

Local Error:

```

def local_calc(self, y: list, appx: list, appy: list):
    try:
        x = []
        err = []
        for i in range(len(appx)):
            x.append(appx[i])
            err.append(math.fabs(appy[i] - y[i]))
        return x, err
    except ValueError:
        print("Can not find local error")
        return [], []

```

Total Error:

```

def global_calc(self, ey, appx, appy):
    try:
        g_x, g_y = self.local_calc(ey, appx, appy)
        x = []
        err = []
        for i in range(1, min(len(g_x), len(g_y))):
            x.append(g_x[i])
            err.append(math.fabs(g_y[i] - g_y[i - 1]))
        return x, err
    except ValueError:
        print("Can not find total error")
        return [], []

```

### 3 UML diagram

