

## 8d. Hermite Polynomial

- **hermite.cpp:** find the solution of the following 2<sup>nd</sup> order ODE (Hermite's polynomial)

$$\frac{d^2u}{dx^2} - 2x \frac{du}{dx} = -2\lambda u$$

with  $\lambda = 5$  on the domain  $x_L \leq x \leq x_R$  and boundary conditions given by

$$u_L = +8 \quad (\text{for } x = x_L = -1) \\ u_R = -8 \quad (\text{for } x = x_R = 1).$$

- Solve the problem using two different algorithms:
  1. **Shooting method**, by integrating the previous ODE with the 4<sup>th</sup> order Runge-Kutta algorithm and  $\text{NSTEPS} = 100$  (*Hint:*  $u'(x_L) \ll 0$ ). Use a root-finder of your choice ( $\text{xto1}=1.e-8$ ). Report, in the comments at the beginning of the C++ code, the value of  $u'(x_L)$  that you obtain.
  2. **Finite difference method**, with a grid of  $(\text{NSTEPS}+1)$  points (inclusive of boundary values). *Hint:* write the tridiagonal system resulting from a finite difference discretization of the 2<sup>nd</sup> and 1<sup>st</sup> derivatives and obtain the coefficients  $a[]$ ,  $b[]$ ,  $c[]$  and  $r[]$  by imposing the correct boundary conditions.
- Use the analytical solution:

$$H(x) = 32x^5 - 160x^3 + 120x$$

to compute the L1 norm errors\* for the two methods.

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\*  $\epsilon = \frac{1}{N} \sum |u_i - u_i^{ex}|$

## 8d. Hermite (cont)

- Upload your code with your last name and the output inserted in the comment at the beginning of the file and the \*necessary\* library functions at the end:

```
// Last name: ...
// u' (xL)      = ...
// L1 err(Shooting)   = ...
// L1 err(Finite Diff) = ...
#include ...
...
int main()
{
    // code here
}

void RK4Step (...){
...
}

void Residual (...){
...
}

void RHS (...){
...
}
```

- Also, upload a png (or jpeg or pdf) plot showing the solution  $u(x)$  obtained with one of the two methods.