

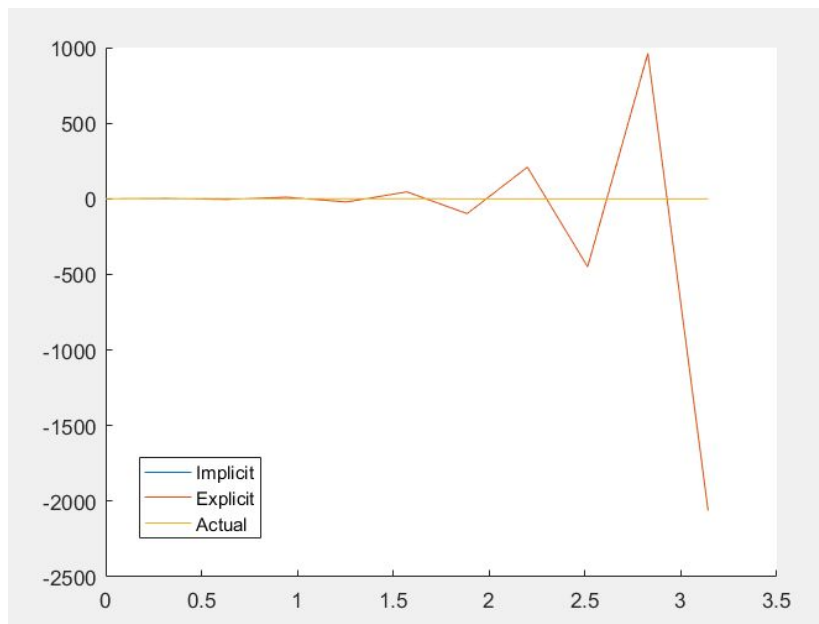
Jack Weissenberger

#### Problem Set 4: Initial-Value Problems for ODEs

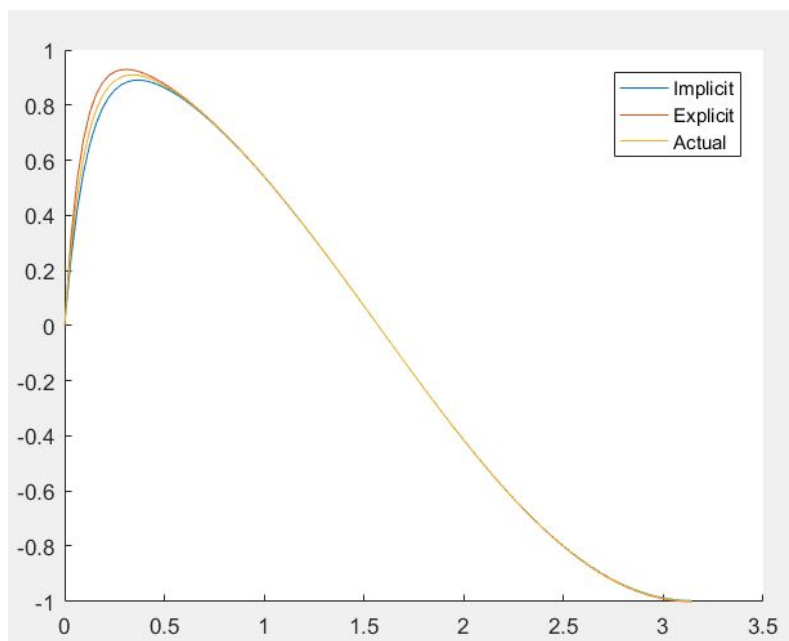
Solving a Problem:

Write a script that solves  $f(t,y) = -10(y - \cos(t) - \sin(t))$  using explicit and implicit euler methods for different values of  $n$

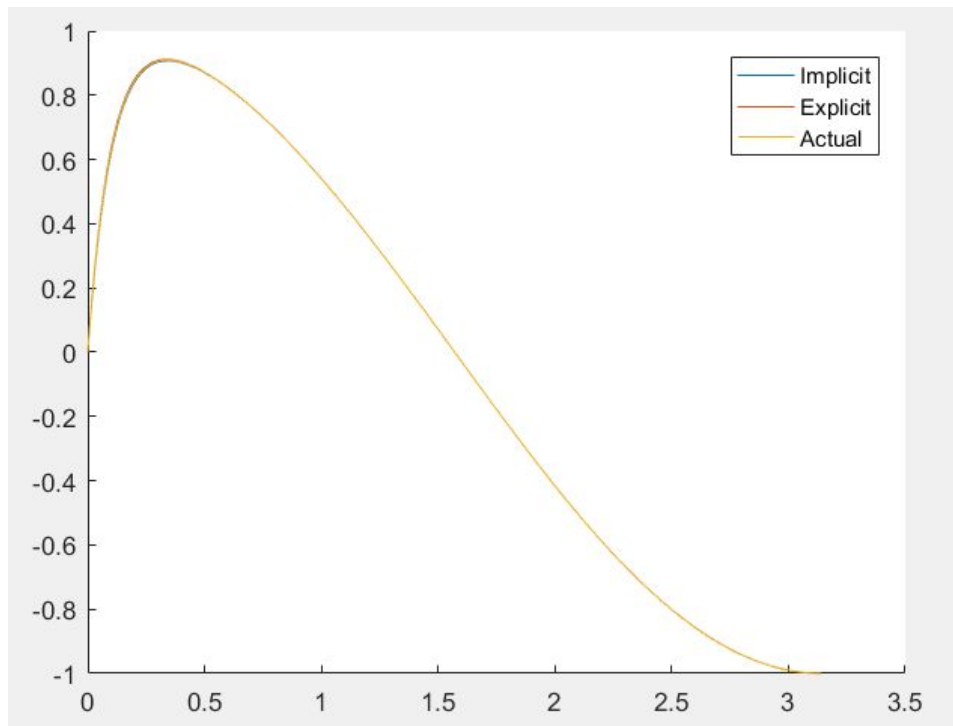
$N = 1e1$ :



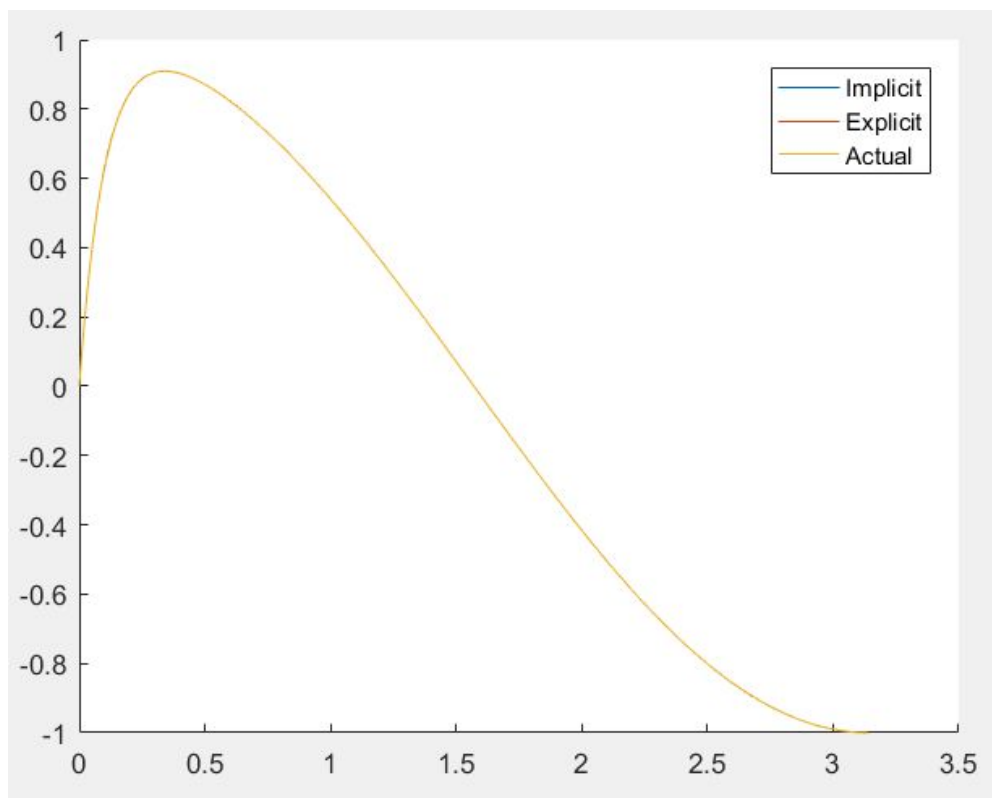
$N = 1e2$ :



$N = 1e3$



$N = 1e4$



### 3. What difference between explicit and implicit Euler for $n = 10$ ?

For  $n = 10$ , the local truncation error of the `explicit_euler` function compounds and grows larger at every step. This is because the distance  $h$ , between each timestep is too large so that the approximation from the previous point creates a large error for the next timestep. Since the first step created a bad prediction, the following approximation will be even worse, which is why the error grows so large.

The error for implicit euler is 3 orders of magnitude smaller than the explicit method. This is partly because the `fzero` method to solve the backwards euler equation is more effective and also because I am using explicit euler as the first approximation in the `fzero` method.

### 4.

n	Implicit Euler Error	Explicit Euler Error
1e1	0.2099	2.0616e3
1e2	0.0518	0.0681
1e3	0.0058	0.060
1e4	5.8704e-4	5.88e-4

We can see here that we have first order convergence for both methods because as  $n$  increases by a power of ten the error generally increases by a power of 10 as well. For explicit Euler's method, this does not hold true for small values of  $n$  as the error compounds and grows much larger. It does become linear for larger values of  $n$  though.

### 5.

```
explicitError =  
  
5.8856e-04  
  
53 successful steps  
4 failed attempts  
172 function evaluations  
  
ode23Error =  
  
5.7552e-04
```

We can conclude that `ode23` is a much more efficient algorithm than our explicit Euler algorithm. Our's had  $1e4$  function evaluations and `ode23` was able to obtain the same error with only 172 function evaluations. This is because of the better step size control of `ode23` that allows it to take larger steps if the tolerance is met.