

Math 6307 Course Project: Modern methods of exploration of numerical ODE solutions using Python3

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<https://github.com/maxieds/GATechMath6307ODEsCourseProject>

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Goals of the presentation

- ▶ Explore options of modern packages for Python3 that facilitate exploring ODE (systems of ODEs) solutions numerically
- ▶ Give a few examples of generic, **re-usable** numerical methods for a toy 1D ODE problem
- ▶ Define and motivate the study of *chaotic attractors* (corresponding to parameterized multidimensional systems of ODEs – typically 3D and 4D in a time variable, or 2D projections of such systems)
- ▶ Show some particular experiment types for the *Rössler attractor* that can be extended to other applications and use cases
- ▶ All source code, presentation materials and package install notes for this project are freely available under the GPL-V3 at <https://github.com/maxieds/GATechMath6307ODEsCourseProject>

Basic examples

Basic examples of solving ODEs in Python3

Setup: Defining a common model problem

- ▶ Typically we look at an IVP of the following form:
$$y' = f(t, y), y(t_0) = y_0$$
- ▶ For the purposes of exploring our options in Python3, we will take a special case of this problem type that is a *stiff* ODE, or IVP that is highly sensitive to the time mesh step size h (facilitates comparison of the numerical methods)
- ▶ The special case is defined simply as $y' = -15y, y(0) = 1$ and hence has the exact solution $y(t) = e^{-15t}$ for all $t \geq 0$
- ▶ That is, $f(t, y) := -15y$ with $(t_0, y_0) := (0, 1)$
- ▶ We will explore the solutions to this 1D linear (stiff) ODE system using the following basic methods:
 - 1 Explicit forward Euler algorithm
 - 2 Explicit Runge-Kutta (RK4) algorithm
 - 3 Explicit multistep method: Adams-Bashforth (ABF-3)

Explicit forward Euler method

- ▶ Given an IVP: $y' = f(t, y), y(t_0) = y_0$
- ▶ The forward Euler method is an explicit method for iteratively generating numerical solutions to this ODE provided that we can evaluate f clearly
- ▶ $\text{LocalTruncationError} = O(h^2)$ (LTE at each step)
- ▶ if f is Lipschitz, then $\text{GlobalTruncationError} = O(h)$ (depends on the function, or minimal Lipschitz constant, and the upper bound on the time interval exponentially)
- ▶ $y_{n+1} = y_n + f(t_n, y_n)(t_{n+1} - t_n) = y_n + h \cdot f(t_n, y_n)$
 $t_n = t_0 + nh$ for $n \in [0, N)$ and N sufficiently large to guarantee convergence to the solution

Explicit forward Euler method – Motivation

► **Key derivation:**

$$y'(t_0) \approx \frac{y(t_0+h)-y(t_0)}{h} \quad (*), \text{ where } y' = f(t, y) \implies$$

$$y(t_0+h) - y(t_0) \approx \int_{t_0}^{t_0+h} f(t, y(t)) dt$$

- Now we approximate the the RHS integral using a left-hand-endpoint Riemann sum ($n = 1$ rectangle) to obtain that

$$\int_{t_0}^{t_0+h} f(t, y(t)) dt \approx h \cdot f(t_0, y(t_0))$$

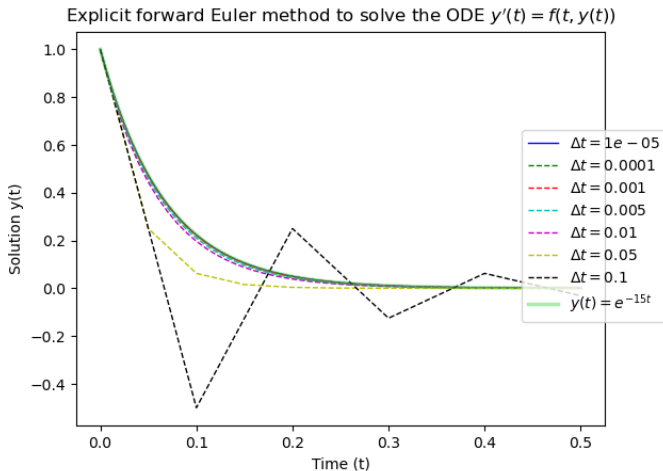
- Forward Euler is the simplest method using this line of reasoning
- Modifications can be given, including taking $y'(t + \frac{h}{2}) \approx \frac{y(t+h)-y(t)}{h}$ in place of (*) above, leading to the *midpoint method*
- Implicit backwards Euler forms another variant where we would take the RHS endpoint in the Riemann sum above

Explicit forward Euler method (source code flavor)

```
1  def ExplicitForwardEuler(ftyFunc, icPoint, solInterval, h):
2      f = ftyFunc
3      (t0, y0) = icPoint
4      (solA, solB) = solInterval
5      numGridPoints = math.floor(float((solB - solA) / h))
6      tPoints = np.linspace(solA, solB, numGridPoints + 1)
7      yPoints = [ y0 ]
8      curYn = y0
9      for n in range(0, numGridPoints):
10         tn = tPoints[n]
11         nextYn = curYn + f(tn, curYn) * h
12         yPoints += [ nextYn ]
13         curYn = nextYn
14     # ... Matplotlib plotting code for the solution ...
```

Explicit forward Euler method (results)

```
(ipython) cd Examples/BasicNumericalODESolutionMethods  
(ipython) run "ExplicitForwardEulerMethod.py"
```



Runge-Kutta (RK4) method

- ▶ Given an IVP: $y' = f(t, y)$, $y(t_0) = y_0$
- ▶ $t_n = t_0 + h \cdot n$ (fixed / uniform step size)
- ▶ $k_1 = f(t_n, y_n)$, $k_2 = f(t_n + \frac{h}{2}, y_n + \frac{k_1 h}{2})$, $k_3 = f(t_n + \frac{h}{2}, y_n + \frac{k_2 h}{2})$,
 $k_4 = f(t_n + h, y_n + k_3 h)$
- ▶ $y_{n+1} = y_n + \frac{h}{6} (k_1 + 2k_2 + 2k_3 + k_4)$ (recursion to evaluate)
- ▶ Taking the weighted average at four slopes leads to more weight given to slopes closer to the midpoint of each subinterval
- ▶ LocalTruncationError = $O(h^5)$ and GlobalTruncationError = $O(h^4)$
- ▶ If f does not depend on y , the RK4 is the same as *Simpson's rule*

More general explicit Runge-Kutta methods

- The family of *explicit RK methods* (s -stage) is parameterized by:

$$y_{n+1} = y_n + \sum_{i=1}^s h b_i k_i \text{ where}$$

$$k_1 = f(t_n, y_n)$$

$$k_2 = f(t_n + c_2 h, y_n + h \cdot (a_{21} k_1))$$

$$k_3 = f(t_n + c_3 h, y_n + h \cdot (a_{31} k_1 + a_{32} k_2))$$

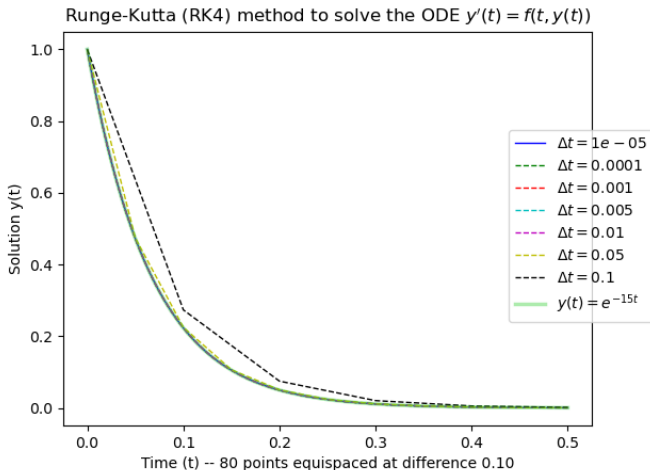
...

$$k_s = f(t_n + c_s h, h \cdot (a_{s1} k_1 + a_{s2} k_2 + \cdots + a_{s,s-1} k_{s-1})).$$

- That is, the explicit RK method is completely determined by the parameters $(a_{ij})_{1 \leq j < i \leq s}$, $(b_i)_{1 \leq i \leq s}$ and $(c_j)_{2 \leq j \leq s}$
- We require *consistency* insomuch as $\sum_{i=1}^s b_i = 1$
- A popular convention is to require that $\sum_{j=1}^{i-1} a_{ij} = c_i$ for $i \in \{2, 3, \dots, s\}$

Runge-Kutta (RK4) method (results)

```
(ipython) cd Examples/BasicNumericalODESolutionMethods  
(ipython) run "RungeKuttaRK4Method.py"
```



Step solver method – Adams-Bashforth (ABF-s)

- ▶ The multistep ABF-s (s-step) case: $a_{s-1} = -1$; $a_{s-2} = \dots = a_0 = 0$
- ▶ Lagrange's exact polynomial interpolation formula under this requirement:

$$p(t) = \sum_{0 \leq j < s} \frac{(-1)^{s-j-1} f(t_{n+j}, y_{n+j})}{j!(s-j-1)!h^{s-1}} \times \prod_{\substack{0 \leq i < s \\ i \neq j}} (t - t_{n+i})$$

- ▶ Approximations to initial conditions and foundation for building the numerical solutions:

$$y_n = y_{n-1} + \int_{t_{n-1}}^{t_n} p(t) dt, \text{ for } n \in \{1, 2, \dots, s-1\}$$

- ▶ With $f(t_{n+j}, y_{n+j}) \mapsto p(t_{n+j})$, the ABF-s method coefficient multipliers are:

$$b_{s-j-1} = \frac{(-1)^j}{j!(s-j-1)!} \times \int_0^1 \prod_{\substack{0 \leq i < s \\ i \neq j}} (u + i) du, \text{ for } j \in \{0, 1, \dots, s-1\}$$

- ▶ Recursion in the ABF-3 method:

$$y_{n+3} = y_{n+2} + h \left(\frac{23}{12} f(t_{n+2}, y_{n+2}) - \frac{4}{3} f(t_{n+1}, y_{n+1}) + \frac{5}{12} f(t_n, y_n) \right)$$

Step solver method – ABF3 (source code flavor)

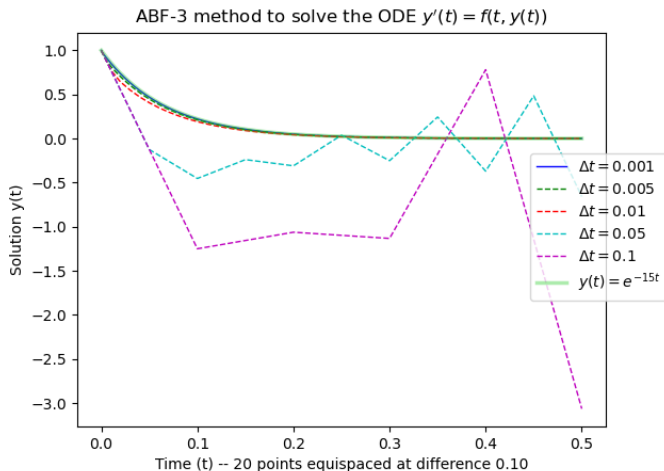
```

1  def LagrangePolynomialInterpolation(ftyFunc, numStepsS, prevYPoints, t0, h, n):
2      f          = ftyFunc
3      s          = numStepsS
4      yPoints    = prevYPoints
5      tDiffProdFunc = lambda t, j: reduce(operator.mul, [ t - (t0 + h * (n + i)) if i != j else 1 for i in
6          range(0, s) ])
7      ptFunc     = lambda t: sum([ (-1)**(s-j-1) * f(t0 + h * (n + j), yPoints[n+j]) / factorial(j) / \
8          factorial(s-j-1) / (h**(s-1)) * tDiffProdFunc(t, j) \
9          for j in range(0, n + len(yPoints)) ])
10     nextYPoints = []
11     lastYPoint  = prevYPoints[-1]
12     for sidx in range(0, s):
13         tnpim1 = t0 + h * (n + sidx - 1)
14         tnpi = t0 + h * (n + sidx)
15         ynpi = lastYPoint + sympy.integrate(ptFunc(tvar), (tvar, tnpim1, tnpi))
16         yPoints += [ ynpi ]
17         nextYPoints += [ ynpi ]
18         lastYPoint = ynpi
19     return nextYPoints
20
21 def AdamsBashforthABF3(ftyFunc, icPoint, solInterval, h):
22     f          = ftyFunc
23     s          = 3
24     (t0, y0)   = icPoint
25     (solA, solB) = solInterval
26     numGridPoints = math.floor(float((solB - solA) / h))
27     tPoints      = np.linspace(solA, solB, numGridPoints + 1)
28     yPoints      = [ y0 ] + LagrangePolynomialInterpolation(f, s-1, [ y0 ], t0, h, n=0)
29     curYn        = y0
30     for n in range(0, numGridPoints + 1 - s):
31         tn2, tn1, tn = tPoints[n+2], tPoints[n+1], tPoints[n]
32         yn2, yn1, yn = yPoints[n+2], yPoints[n+1], yPoints[n]
33         fn2, fn1, fn = f(tn2, yn2), f(tn1, yn1), f(tn, yn)
34         nextYn = yn2 + h * (23.0 / 12.0 * fn2 - 4.0 / 3.0 * fn1 + 5.0 / 12.0 * fn)
35         yPoints += [ nextYn ]

```

Step solver method – ABF3 (results)

```
(ipython) cd Examples/BasicNumericalODESolutionMethods  
(ipython) run "ABF3StepSolverMethod.py"
```



Key applications for numerical exploration

Chaotic attractors

Definitions and motivation

- ▶ When considering dynamical systems, an *attractor* is a set of states (orbits) towards which a system (of ODE solutions) tends to evolve
- ▶ System values within some small range of the *attractor* set stay close even if perturbed slightly (e.g., by slightly shifting an ODE initial condition)
- ▶ A *chaotic attractor* is correspondingly an attractor admitting system that exhibit apparently randomized behavior and disorderly irregularities in form
- ▶ Systems that form a *chaotic attractor* type are highly sensitive to initial conditions

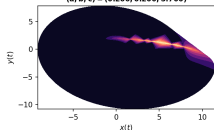
Definition of the Rössler attractor problem

- ▶ We will focus on numerical exploration of the *Rössler attractor* system
- ▶ Non-linear 3D systems of ODEs determined by parameters $(a, b, c) \in \mathbb{R}^3$
- ▶ Precise system: $(x', y', z') = (-y - z, x + ay, b + z(x - c))$
- ▶ Rössler famously studied the “classic” case with $(a, b, c) := (0.2, 0.2, 5.7)$ (important characteristic properties of other parameter special cases are known)
- ▶ Often times to simplify considerations, we consider a projection of the system corresponding to setting one of the XYZ-components to zero, e.g., the projection in the XY-plane seen by setting $z := 0$

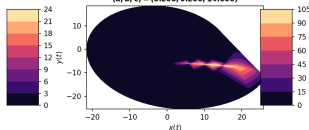
Exploring the classical parameter solution

Rössler attractor solutions for $t \in [-20,000, 20,000]$ Comparison of numerical methods in SageMath

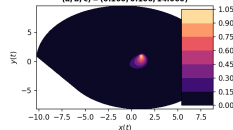
Uses `scipy.integrate.odeint` -- adaptive solver
(a, b, c) = (0.200, 0.200, 5.700)



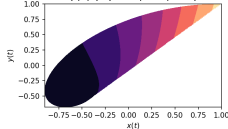
Sage `ode_solver()` method with
algorithm='rkf45' (RK-Fehlberg)
(a, b, c) = (0.200, 0.200, 14.000)



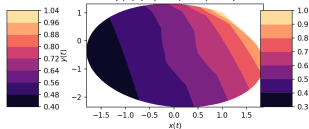
Sage `ode_solver()` method with
algorithm='rk2' (embedded RK)
(a, b, c) = (0.100, 0.100, 14.000)



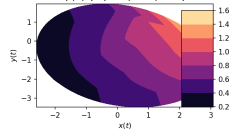
Sage `ode_solver()` method with
algorithm='rk4' (classic RK4)
(a, b, c) = (-1.000, 2.000, 4.000)



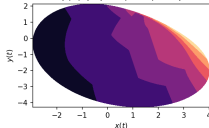
Sage `ode_solver()` method with
algorithm='rk8pd' (RK Prince-Dormand)
(a, b, c) = (0.100, 2.000, 4.000)



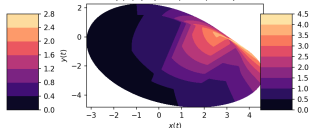
Sage `ode_solver()` method with algorithm='rk2imp'
(implicit second order RK as Gaussian points)
(a, b, c) = (0.200, 2.000, 4.000)



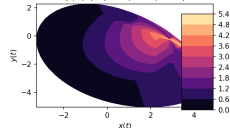
Sage `ode_solver()` method with algorithm='rk4imp'
(implicit fourth order RK as Gaussian points)
(a, b, c) = (0.300, 2.000, 4.000)



Sage `ode_solver()` method with
algorithm='gear1' (M=1 implicit gear)
(a, b, c) = (0.350, 2.000, 4.000)



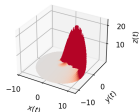
Sage `ode_solver()` method with
algorithm='gear2' (M=2 implicit gear)
(a, b, c) = (0.380, 2.000, 4.000)



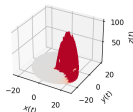
Exploring the classical parameter solution

Rössler attractor solutions for $t \in [-20.000, 20.000]$ Comparison of numerical methods in SageMath

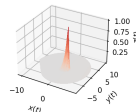
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(a, b, c) = (0.200, 0.200, 5.700)



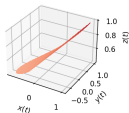
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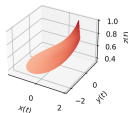
Sage `ode_solver()` method with
algorithm='rk2' (embedded RK)
(a, b, c) = (0.100, 0.100, 14.000)



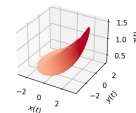
Sage `ode_solver()` method with
algorithm='rk4' (classic RK4)
(a, b, c) = (-1.000, 2.000, 4.000)



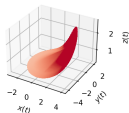
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(a, b, c) = (-1.000, 2.000, 4.000)



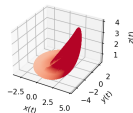
Sage `ode_solver()` method with algorithm='rk2imp'
(implicit second order RK as Gaussian points)
(a, b, c) = (0.200, 2.000, 4.000)



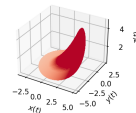
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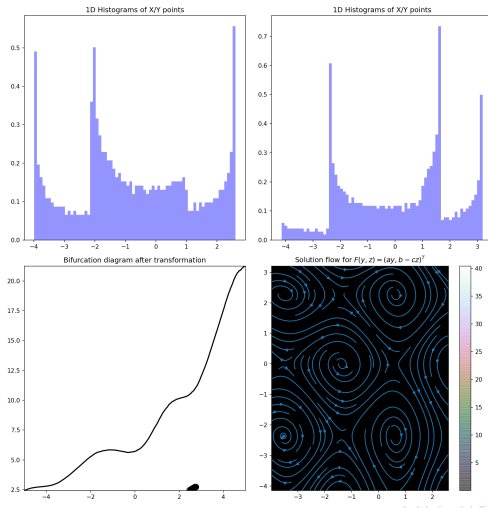


Sage `ode_solver()` method with
algorithm='gear2' (M=2 implicit gear)
(a, b, c) = (0.380, 2.000, 4.000)



Exploring the classical parameter solution (1D plots)

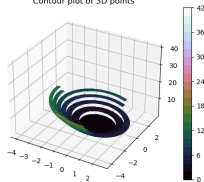
The solution projected into the XY -plane (by setting $Z = 0$) with the “classic” parameters $(a, b, c) = (0.2, 0.2, 5.7)$.



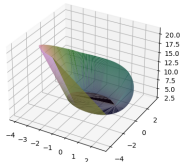
Exploring the classical parameter solution (3D plots)

The solution projected into the XY -plane (by setting $Z = 0$) with the “classic” parameters $(a, b, c) = (0.2, 0.2, 5.7)$.

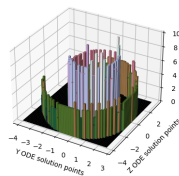
Contour plot of 3D points



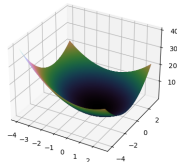
Surface plot of the 3D data



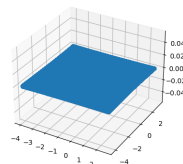
3D histogram (normalized density plot)



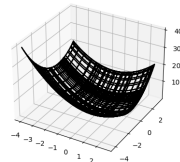
Surface plot of the 3D data



3D scatter plot with z-component transformed



Wireframed outline of the 3D data



Concluding remarks and discussion

The End

Questions?

Comments?

Feedback?

Thank you for attending!

References I



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