Report

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Exact solution

$$\left\{ \begin{array}{c} y'=3y-xy^{1/3}\\ y(1)=2 \end{array} \right.$$

$$y' - 3y = xy^{1/3}$$

So, this is Bernoulli equation. Let's solve it. First of all we should divide both parts by

 $y^{2/3}$

We get

$$y'y^{-1/3} - 3y^{2/3} = -x$$

Then, make substitution

$$z = y^{2/3}z' = 2/3y - 1/3y'$$

We get

$$\frac{3}{2}z' - 3z = -x \tag{1}$$

Equation (1) is a first-order non-homogeneous linear ordinary differential equations. So, first of all we need to solve complementary equation,

$$\frac{3}{2}z' - 3z = 0$$

$$z' = 2z$$

$$\int \frac{dz}{z} = 2 \int dx$$

$$e^{\ln|z|} = e^{2x + C_1}$$

$$z = e^{2x}C_2$$

$$z' = 2e^{2x}C_2 + C_2'e^{2x}$$

Substitute to equation (1)

$$3e^{2x}C_2 + \frac{3}{2}C_2'e^{2x} - 3e^{2x}C_2 = -x$$

$$\frac{3}{2}C_2'e^{2x} = -x$$

$$C_2' = -\frac{2}{3}xe^{-2x}$$

$$C_2 = -\frac{2}{3}\int xe^{-2x}dx = \frac{2}{3}\cdot\frac{(2x+1)e^{-2x}}{4} + C_3$$

$$z = \frac{2x+1}{6} + e^{2x}C_3$$

$$z = \frac{x}{3} + \frac{1}{6} + e^{2x}C_3$$

Back substitution

$$y^{2/3} = \frac{x}{3} + \frac{1}{6} + e^{2x}C_3$$
$$y = (\frac{x}{3} + \frac{1}{6} + e^{2x}C_3)^{3/2}$$

So, let's find C_3

$$C_3 = \frac{y^{2/3} - \frac{x}{3} - \frac{1}{6}}{e^{2x}}$$
$$y(1) = 2$$
$$C_3 = \left(2^{2/3} - \frac{1}{2}\right)e^{-2}$$
$$y = \left(\frac{x}{3} + \frac{1}{6} + e^{2(x-1)}\left(2^{2/3} - \frac{1}{2}\right)\right)^{3/2}$$

Answer

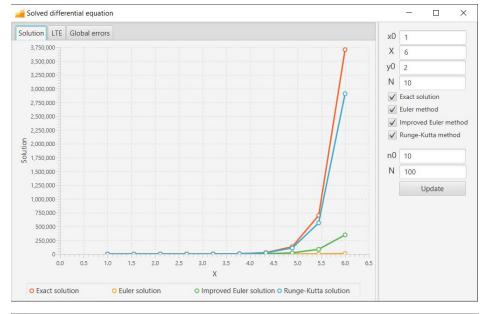
$$y=(\frac{x}{3}+\frac{1}{6}+e^{2(x-1)}(2^{2/3}-\frac{1}{2}))^{3/2}$$

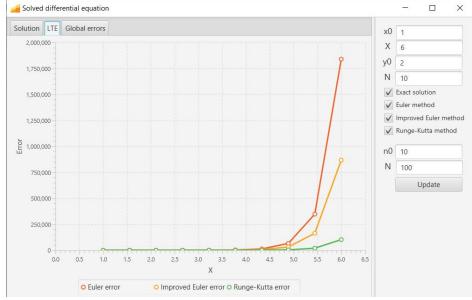
Results

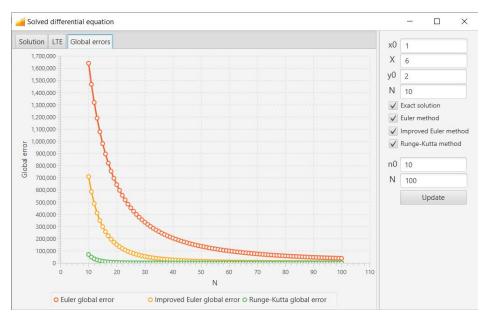
Chart of solution and approximate values. We can notice that the Runge-Kutta method calculates the most approximate values, the worst approximation is done by the Euler method.

In addition, the Runge-Kutta method also has the smallest error, and the Euler method has a bigger error.

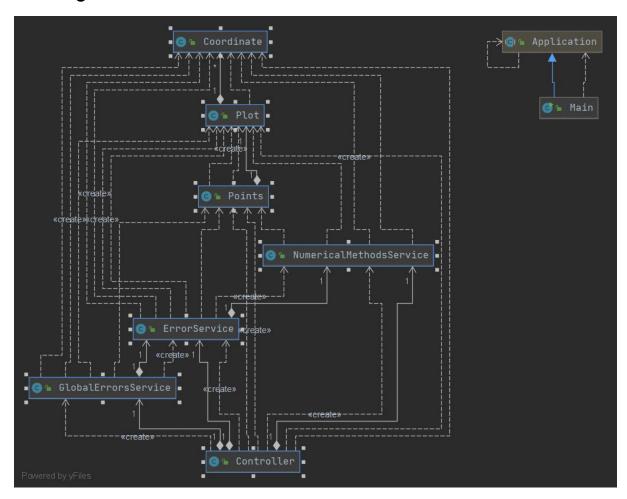
The third chart shows us that the more steps we take, the less error methods have.







UML-diagram



Most interesting parts of code

```
public void rungeKuttaMethod(Plot plot) {
    ArrayList<Coordinate> resultCoordinates = new ArrayList<>();

    double left = Plot.getX0();
    double right = Plot.getX();

    double h = (right - left) / Plot.getN();

    double prevX = Plot.getX0();
    double prevX = left;
    double prevX
```

```
public class Plot {
    private List<Coordinate> coordinates;
    private static double x0;
    private static double X;
    private static double y0;
    private static int N;
    private static int n0;
    private static int n0;
    private static int n1;

public class Coordinate {
    private double x;
    private double x;
    private double x;
    private double y;
    private static int n1;
```

```
public class Points {
    private Plot exactSolution;
    private Plot eulerSolution;
    private Plot improvedEulerSolution;
    private Plot rungeKuttaSolution;
    private Plot eulerError;
    private Plot improvedEulerError;
    private Plot rungeKuttaError;
    private Plot eulerGlobalError;
    private Plot improvedEulerGlobalError;
    private Plot rungeKuttaGlobalError;
    private Plot rungeKuttaGlobalError;
```