

Ralston Method

1 Introduction

The Ralston Method is a second-order numerical technique used to approximate solutions to ordinary differential equations (ODEs). By carefully choosing the weights for the intermediate slopes, the Ralston Method minimizes the error at each step, making it a reliable choice for various applications.

2 Ralston Method Formulation

Let us have the following equation and eventually, we want to find $y(t)$,

$$\frac{d^2y}{dt^2} + A\frac{dy}{dt} + By = 0 \quad (1)$$

In **Ralston method**, numerical integration of ordinary differential equations is achieved by using trial steps that correspond to intervals designed to cancel out lower-order error terms.

Starting with the first-order approximation,

$$\frac{dy}{dt} = \frac{y(t + \Delta t) - y(t)}{\Delta t} = f(y, t) \quad (2)$$

$$y(t + \Delta t) = \Delta t f(y, t) + y(t) \quad (3)$$

$$y(t + 1) = y(t) + \Delta t f(y, t) \quad (4)$$

2.1 Geometrical Interpretation

The Ralston Method, like other Runge-Kutta methods, can be visualized geometrically as an improved slope estimation technique. By considering an intermediate point between the current and the next time step, the method effectively reduces the error by incorporating more information about the function's behavior over the interval.

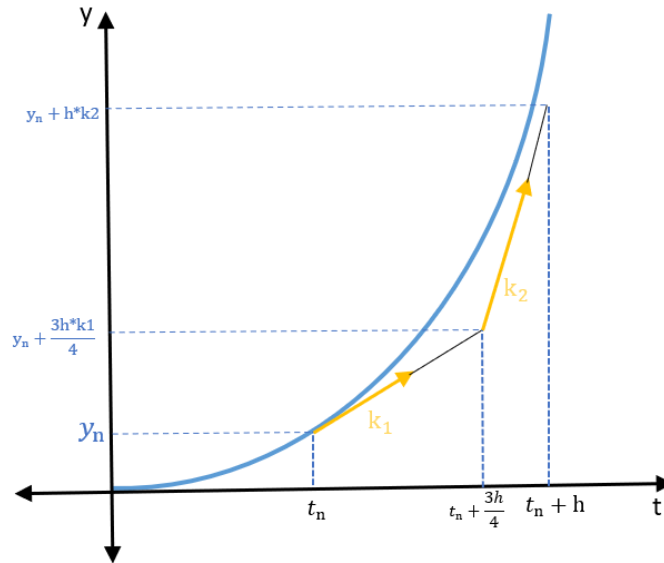


Figure 1: Approximation via Ralston Method

The time interval is of size h and it is further divided into sub-intervals to ensure that the numerically computed curve is as close as possible to the actual curve.

The Ralston method evaluates the slope at two points within each step:

- k_1 : Initial slope at the beginning of the interval
- k_2 : Slope estimate at the $0.75h$.

The final slope is a weighted average of these two slopes.

2.2 Formulation of the Method

Given a step size h , the Ralston Method provides a rule for the solution as follows:

$$y_{n+1} = y_n + \frac{1}{3}k_1 + \frac{2}{3}k_2 \quad (5)$$

where:

$$k_1 = h \cdot f(y_n, t_n) \quad (6)$$

$$k_2 = h \cdot f\left(y_n + \frac{3}{4}k_1, t_n + \frac{3}{4}h\right) \quad (7)$$

This weighted average is designed to reduce the error in the approximation, leading to a more accurate solution than simpler methods like the Euler method or even the midpoint method.

3 Error Analysis

The Ralston Method is a second-order method, meaning its local truncation error is of the order $O(h^3)$. The global truncation error, which accumulates over multiple steps, is of the order $O(h^2)$. This error behavior makes the Ralston Method more accurate than first-order methods like Euler's method, while being simpler to implement than higher-order Runge-Kutta methods.

4 Implementing the Ralston Method in C++

The following is an example of how the Ralston Method can be implemented in a C++ program to solve an ODE:

```
// Implementation of the Ralston Method
for(double t = 0; t < 500; t+=h) // h is the step size
{
    /* f() is a function that will perform the necessary operation where t and y are all
       initial values of the parameters involved */
    double k1 = h * f(t, y);
    double k2 = h * f(t + 0.75 * h, y + 0.75 * k1);
    y += (1.0 / 3.0 * k1 + 2.0 / 3.0 * k2);
}
```

In this implementation, the step size h and initial conditions for t and y are set. The loop iterates through the time steps, calculating the intermediate slopes k_1 and k_2 , and then updating the value of y using the Ralston Method formula.

5 Comparison with Other Methods

The Ralston Method is more accurate than the Euler method and the standard second-order Runge-Kutta method (midpoint method) due to its optimized weights. However, it is less complex than the fourth-order Runge-Kutta method (RK4), making it a good compromise between computational efficiency and accuracy for problems where a moderate level of precision is sufficient.

6 Conclusion

The Ralston Method offers a balanced approach for solving ordinary differential equations with moderate accuracy and computational efficiency. It is particularly useful when higher accuracy than the midpoint method is desired, but without the increased complexity of higher-order methods.