

Queens College, CUNY, Department of Computer Science  
**Numerical Methods**  
**CSCI 361 / 761**  
**Spring 2018**  
Instructor: Dr. Sateesh Mane

© Sateesh R. Mane 2018

May 3, 2018

## 16 Lecture 16a

Numerical solution of systems of ordinary differential equations

- We display worked examples of **initial value problems using auxiliary variables.**

## 16.12 Worked example 1

### 16.12.1 Equation

- Consider the following ordinary differential equation

$$\frac{d^2y}{dx^2} + 2x \frac{dy}{dx} + (1 - x^2)y = e^x. \quad (16.12.1)$$

- It is a second order ordinary differential equation. We introduce an auxiliary variable  $v$  via

$$v = \frac{dy}{dx}. \quad (16.12.2)$$

- We reexpress eq. (16.12.1) as a pair of coupled first order equations as follows:

$$\frac{dy}{dx} = v, \quad (16.12.3a)$$

$$\frac{dv}{dx} = -2xv - (1 - x^2)y + e^x. \quad (16.12.3b)$$

- We express this in the formal notation as follows. To avoid confusion between ‘ $\mathbf{y}$ ’ and the original variable  $y$ , define  $\mathbf{y} = (y_1, y_2) = (u, v)$ .
- Then  $u$  is the original scalar variable  $y$  and the equations are

$$\begin{aligned} \frac{d\mathbf{y}}{dx} &= \mathbf{f}(x, \mathbf{y}), \\ \frac{d}{dx} \begin{pmatrix} u \\ v \end{pmatrix} &= \begin{pmatrix} f_1(x, u, v) \\ f_2(x, u, v) \end{pmatrix} = \begin{pmatrix} v \\ -2xv - (1 - x^2)u + e^x \end{pmatrix}. \end{aligned} \quad (16.12.4)$$

- Therefore the right hand side functions are

$$f_1(x, u, v) = v, \quad (16.12.5a)$$

$$f_2(x, u, v) = -2xv - (1 - x^2)u + e^x. \quad (16.12.5b)$$

### 16.12.2 C++ code

- In terms of C++ function calls, we have  $m = 2$  and

```
int f(int m, double x, const std::vector<double> & y, std::vector<double> & g)
{
    // first component "f1(x,u,v) = v"
    g[0] = y[1];

    // second component "f2(x,u,v) = -2xv -(1-x^2)y + exp(x)"
    g[1] = -2.0*x*y[1] - (1.0 - x*x)*y[0] + exp(x);

    return 0;
}
```

**All the integration schemes can be called with the following inputs:**

```
// m = 2
// x = x_i
// h = step size
// vector (array) y_in = (u, v)_i
// vector (array) y_out = (u, v)_{i+1}

int Euler_explicit(int m, double x, double h,
                  std::vector<double> & y_in,
                  std::vector<double> & y_out);

int midpoint(int m, double x, double h,
            std::vector<double> & y_in,
            std::vector<double> & y_out);

int trapezoid(int m, double x, double h,
             std::vector<double> & y_in,
             std::vector<double> & y_out);

int RK4(int m, double x, double h,
       std::vector<double> & y_in,
       std::vector<double> & y_out);
```

### 16.12.3 Solution for $i = 0$ , etc

- Let the initial conditions at  $x_0 = 0$  be  $y_0 = 1$  and  $v_0 = y'_0 = -1$ .
- We shall integrate eq. (16.12.4) using explicit Euler integration with a stepsize  $h$ .
- The formal equations are

$$\mathbf{y}_{i+1} = \mathbf{y}_i + h\mathbf{f}(x, \mathbf{y}). \quad (16.12.6)$$

- In terms of  $u$  and  $v$ , the equations are

$$\begin{pmatrix} u \\ v \end{pmatrix}_{i+1} = \begin{pmatrix} u \\ v \end{pmatrix}_i + h \begin{pmatrix} -2x_i v_i - (1 - x_i^2)u_i + \exp(x_i) \\ v_i \end{pmatrix}. \quad (16.12.7)$$

- Step  $i = 0$ :

1. Initially  $u_0 = 1$  and  $v_0 = -1$ . Then

$$u_1 = u_0 + hv_0 = 1 - h. \quad (16.12.8)$$

2. Next we have

$$\begin{aligned} v_1 &= v_0 + h(-2x_0 v_0 - (1 - x_0^2)u_0 + \exp(x_0)) \\ &= -1 + h(0 - (1 - 0) + \exp(0)) \\ &= -1. \end{aligned} \quad (16.12.9)$$

- Step  $i = 1$ :

1. We have

$$u_2 = u_1 + hv_1 = 1 - h - h = 1 - 2h. \quad (16.12.10)$$

2. Next we have

$$\begin{aligned} v_2 &= v_1 + h(-2x_1 v_1 - (1 - x_1^2)u_1 + \exp(x_1)) \\ &= -1 + h(2h - (1 - h^2)(1 - h) + \exp(h)) \\ &= -1 + h(-1 + 3h + h^2 - h^3 + \exp(h)) \\ &= -1 - h + 3h^2 + h^3 - h^4 + h \exp(h). \end{aligned} \quad (16.12.11)$$

- Step  $i = 2$ :

1. We have

$$\begin{aligned} u_3 &= u_2 + hv_2 = 1 - 2h + h(-1 - h + 3h^2 + h^3 - h^4 + h \exp(h)) \\ &= 1 - 3h - h^2 + 3h^3 + h^4 - h^5 + h^2 \exp(h). \end{aligned} \quad (16.12.12)$$

2. Next we have

$$\begin{aligned} v_3 &= v_2 + h(-2x_2 v_2 - (1 - x_2^2)u_2 + \exp(x_2)) \\ &= v_2 + h(-4hv_2 - (1 - 4h^2)u_2 + \exp(2h)) \\ &= ugh. \end{aligned} \quad (16.12.13)$$

## 16.13 Worked example 2

### 16.13.1 Equation

- Consider the following ordinary differential equation

$$\frac{d^2y}{dx^2} + y = 0. \quad (16.13.1)$$

- This is a simple equation. We know the general solution is

$$y(x) = c_1 \cos(x) + c_2 \sin(x). \quad (16.13.2)$$

- It is a second order ordinary differential equation. We introduce an auxiliary variable  $v$  via

$$v = \frac{dy}{dx}. \quad (16.13.3)$$

- We reexpress eq. (16.13.1) as a pair of coupled first order equations as follows:

$$\frac{dy}{dx} = v, \quad (16.13.4a)$$

$$\frac{dv}{dx} = -y. \quad (16.13.4b)$$

- We express this in the formal notation as follows. Again define  $\mathbf{y} = (y_1, y_2) = (u, v)$ . Then

$$\begin{aligned} \frac{d\mathbf{y}}{dx} &= \mathbf{f}(x, \mathbf{y}), \\ \frac{d}{dx} \begin{pmatrix} u \\ v \end{pmatrix} &= \begin{pmatrix} f_1(x, u, v) \\ f_2(x, u, v) \end{pmatrix} = \begin{pmatrix} v \\ -u \end{pmatrix}. \end{aligned} \quad (16.13.5)$$

- Therefore the right hand side functions are

$$f_1(x, u, v) = v, \quad (16.13.6a)$$

$$f_2(x, u, v) = -u. \quad (16.13.6b)$$

### 16.13.2 C++ code

- In terms of C++ function calls, we have  $m = 2$  and

```
int f(int m, double x, const std::vector<double> & y, std::vector<double> & g)
{
    // first component "f1(x,u,v) = v"
    g[0] = y[1];

    // second component "f2(x,u,v) = -u"
    g[1] = -y[0];

    return 0;
}
```

**All the integration schemes can be called with the following inputs:**

```
// m = 2
// x = x_i
// h = step size
// vector (array) y_in = (u, v)_i
// vector (array) y_out = (u, v)_{i+1}

int Euler_explicit(int m, double x, double h,
                  std::vector<double> & y_in,
                  std::vector<double> & y_out);

int midpoint(int m, double x, double h,
            std::vector<double> & y_in,
            std::vector<double> & y_out);

int trapezoid(int m, double x, double h,
             std::vector<double> & y_in,
             std::vector<double> & y_out);

int RK4(int m, double x, double h,
       std::vector<double> & y_in,
       std::vector<double> & y_out);
```

### 16.13.3 Solution for $i = 0$ , etc

- Let the initial conditions at  $x_0 = 0$  be  $y_0 = 1$  and  $v_0 = y'_0 = 0$ .
- Then we know the exact solution is

$$y_{\text{exact}}(x) = \cos(x). \quad (16.13.7)$$

- We shall integrate eq. (16.13.5) using explicit Euler integration with a stepsize  $h$ .
- The formal equations are

$$\mathbf{y}_{i+1} = \mathbf{y}_i + h\mathbf{f}(x, \mathbf{y}). \quad (16.13.8)$$

- In terms of  $u$  and  $v$ , the equations are

$$\begin{pmatrix} u \\ v \end{pmatrix}_{i+1} = \begin{pmatrix} u \\ v \end{pmatrix}_i + h \begin{pmatrix} v_i \\ -u_i \end{pmatrix}. \quad (16.13.9)$$

- Step  $i = 0$ :

1. Initially  $u_0 = 1$  and  $v_0 = 0$  and so

$$u_1 = u_0 + hv_0 = 1 - 0 = 1. \quad (16.13.10)$$

2. Next we have

$$v_1 = v_0 - hu_0 = 0 - h = -h. \quad (16.13.11)$$

- Step  $i = 1$ :

1. We have

$$u_2 = u_1 + hv_1 = 1 + h(-h) = 1 - h^2. \quad (16.13.12)$$

2. Next we have

$$v_2 = v_1 - hu_1 = -h - h = -2h. \quad (16.13.13)$$

- Step  $i = 2$ :

1. We have

$$u_3 = u_2 + hv_2 = 1 - h^2 + h(-2h) = 1 - 3h^2. \quad (16.13.14)$$

2. Next we have

$$v_3 = v_2 - hu_2 = -2h - h(1 - h^2) = -3h + h^3. \quad (16.13.15)$$

- Step  $i = 3$ :

1. We have

$$u_4 = u_3 + hv_3 = 1 - 3h^2 + h(-3h + h^3) = 1 - 6h^2 + h^4. \quad (16.13.16)$$

2. Next we have

$$v_4 = v_3 - hu_3 = -3h + h^3 - h(1 - 3h^2) = -4h + 4h^3. \quad (16.13.17)$$

- We see that the explicit Euler method is not very accurate.

#### 16.13.4 Solution using midpoint method

- Let us integrate eq. (16.13.5) using the midpoint method with a stepsize  $h$ .
- In terms of  $u$  and  $v$ , the equations are

$$\begin{pmatrix} u \\ v \end{pmatrix}_{i+1} = \begin{pmatrix} u \\ v \end{pmatrix}_i + h \begin{pmatrix} v_i \\ -u_i \end{pmatrix}. \quad (16.13.18)$$

- However, now we require the values intermediate points.

1. First we have, at the step  $i$ ,

$$\mathbf{g}_1 = \begin{pmatrix} g_1^u \\ g_1^v \end{pmatrix} = \begin{pmatrix} v_i \\ -u_i \end{pmatrix}. \quad (16.13.19)$$

2. Next we have

$$\mathbf{g}_2 = \begin{pmatrix} g_2^u \\ g_2^v \end{pmatrix} = \begin{pmatrix} f_1(x_i + \frac{1}{2}h, u_i + \frac{h}{2}g_1^u, v_i + \frac{h}{2}g_1^v) \\ f_2(x_i + \frac{1}{2}h, u_i + \frac{h}{2}g_1^u, v_i + \frac{h}{2}g_1^v) \end{pmatrix} = \begin{pmatrix} v_i - \frac{h}{2}u_i \\ -u_i - \frac{h}{2}v_i \end{pmatrix}. \quad (16.13.20)$$

- Step  $i = 0$ :

1. We have

$$g_2^u = v_0 - \frac{h}{2}u_0 = 0 - \frac{h}{2}. \quad (16.13.21)$$

2. Next

$$g_2^v = -u_0 - \frac{h}{2}v_0 = -1. \quad (16.13.22)$$

3. Then

$$\begin{aligned} u_1 &= u_0 + hg_2^u = 1 - \frac{h^2}{2}, \\ v_1 &= v_0 + hg_2^v = 0 - h = -h. \end{aligned} \quad (16.13.23)$$



- Step  $i = 1$ :

1. **Now  $g_2^u$  and  $g_2^v$  refer to the step  $i = 1$ .**

$$(g_2^u)_{i=1} = v_1 - \frac{h}{2} u_1 = -h - \frac{h}{2} \left(1 - \frac{h^2}{2}\right) = -\frac{3h}{2} + \frac{h^3}{4}. \quad (16.13.24)$$

2. Next

$$(g_2^v)_{i=1} = -u_1 - \frac{h}{2} v_1 = -1 + \frac{h^2}{2} + \frac{h^2}{2} = -1 + h^2. \quad (16.13.25)$$

3. Then

$$\begin{aligned} u_2 &= u_1 + h(g_2^u)_{i=1} = 1 - \frac{h^2}{2} + h\left(-\frac{3h}{2} + \frac{h^3}{4}\right) \\ &= 1 - 2h^2 + \frac{h^4}{4}, \\ v_2 &= v_1 + h(g_2^v)_{i=1} = -h + h(-1 + h^2) \\ &= -2h + h^3. \end{aligned} \quad (16.13.26)$$

- Step  $i = 2$ :

1. **Now  $g_2^u$  and  $g_2^v$  refer to the step  $i = 2$ .**

$$(g_2^u)_{i=2} = v_2 - \frac{h}{2} u_2 = -2h + h^3 - \frac{h}{2} \left(1 - 2h^2 + \frac{h^4}{4}\right) = -\frac{5h}{2} + 2h^3 - \frac{h^5}{8}. \quad (16.13.27)$$

2. Next

$$(g_2^v)_{i=2} = -u_2 - \frac{h}{2} v_2 = -1 + 2h^2 - \frac{h^4}{4} + h^2 - \frac{h^4}{2} = -1 + 3h^2 - \frac{3h^4}{4}. \quad (16.13.28)$$

3. Then

$$\begin{aligned} u_3 &= u_2 + h(g_2^u)_{i=2} = 1 - 2h^2 + \frac{h^4}{4} + h\left(-\frac{5h}{2} + 2h^3 - \frac{h^5}{8}\right) \\ &= 1 - \frac{9h^2}{2} + \frac{9h^4}{4} - \frac{h^6}{8}, \\ v_3 &= v_2 + h(g_2^v)_{i=2} = -2h + h^3 + h\left(-1 + 3h^2 - \frac{3h^4}{4}\right) \\ &= -3h + 4h^3 - \frac{3h^5}{4}. \end{aligned} \quad (16.13.29)$$

- This is more accurate than the explicit Euler method. It matches the exact solution to  $O(h^2)$ .