

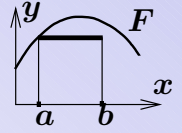
# Numerical Methods for Differential Equations

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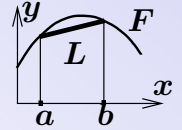
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**Rectangular Rule.** The approximation uses Euler's idea of replacing the integrand by a constant. The value of the integral is approximately the area of a rectangle of width  $b - a$  and height  $F(a)$ .



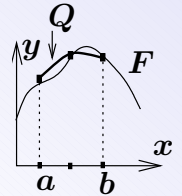
$$\int_a^b F(x)dx \approx (b - a)F(a)$$

**Trapezoidal Rule.** The rule replaces the integrand  $F(x)$  by a linear function  $L(x)$  which connects the planar points  $(a, F(a))$ ,  $(b, F(b))$ . The value of the integral is approximately the area under the curve  $L$ , which is the area of a trapezoid.



$$\int_a^b F(x)dx \approx \frac{b - a}{2} (F(a) + F(b))$$

**Simpson's Rule.** The rule replaces the integrand  $F(x)$  by a quadratic polynomial  $Q(x)$  which connects the planar points  $(a, F(a))$ ,  $((a + b)/2, F((a + b)/2))$ ,  $(b, F(b))$ . Then the integral of  $F$  is approximately the area under the quadratic curve  $Q$ .



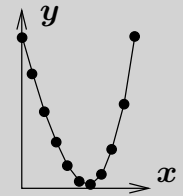
$$\int_a^b F(x)dx \approx (b - a) \left( \frac{F(a) + 4F\left(\frac{a+b}{2}\right) + F(b)}{6} \right)$$

## How to make a connect-the-dots graphic

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$x$	$y$
0.0	2.000
0.1	1.901
0.2	1.808
0.3	1.727
0.4	1.664
0.5	1.625

$x$	$y$
0.6	1.616
0.7	1.643
0.8	1.712
0.9	1.829
1.0	2.000



The table consists of  $xy$ -values for  $y = x^3 - x + 2$ . The graphic represents the table's rows, which are pairs  $(x, y)$ , as *dots*. Joined dots make the *connect-the-dots* graphic.

### Maple code

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A connect-the-dots graphic can be made in `maple` by supplying a list  $L$  of pairs to be connected. An example:

```
L := [[1, 3], [2, 1], [3, 5]] :  
plot (L) ;
```

## Numerical Methods for $y' = F(x)$

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Quadrature applies to give  $y(x) = y_0 + \int_{x_0}^x F(x) dx$ . Numerical solution methods amount to approximating the integral on the right by Rectangular, Trapezoidal and Simpson methods.

The methods replace the exact value of an integral  $\int_{x_0}^{x_0+h} F(x) dx$  by a numerical approximation value which is useful for graphics when  $h$  is small. Larger intervals are broken into smaller intervals of length  $h$ , then the approximation is applied.

**Table 1. Three numerical integration methods.**

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Rect	$Y = y_0 + hF(x_0)$
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Trap	$Y = y_0 + \frac{h}{2}(F(x_0) + F(x_0 + h))$
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Simp	$Y = y_0 + \frac{h}{6}(F(x_0) + 4F(x_0 + h/2) + F(x_0 + h))$
------	--

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## Maple code for the Rectangular and Trapezoid Rules

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```
# Rectangular algorithm
# Group 1, initialize.
F:=x->evalf(cos(x) + 2*x):
x0:=0:y0:=0:h:=0.1*Pi:
Dots1:=[x0,y0]:
```

```
# Group 2, repeat 10 times
Y:=y0+h*F(x0):
x0:=x0+h:y0:=evalf(Y):
Dots1:=Dots1,[x0,y0];
```

```
# Group 3, plot.
plot([Dots1]);
```

```
# Trapezoidal algorithm
# Group 1, initialize.
F:=x->evalf(cos(x) + 2*x):
x0:=0:y0:=0:h:=0.1*Pi:
Dots2:=[x0,y0]:
```

```
# Group 2, repeat 10 times
Y:=y0+h*(F(x0)+F(x0+h))/2:
x0:=x0+h:y0:=evalf(Y):
Dots2:=Dots2,[x0,y0];
```

```
# Group 3, plot.
plot([Dots2]);
```

## Maple code for Rectangular and Simpson Rules

---

```
# Rectangular algorithm
# Group 1, initialize.
F:=x->evalf(exp(-x*x)):
x0:=0:y0:=0:h:=0.1:
Dots1:=[x0,y0]:

# Group 2, repeat 10 times
Y:=evalf(y0+h*F(x0)):
x0:=x0+h:y0:=Y:
Dots1:=Dots1,[x0,y0];

# Group 3, plot.
plot([Dots1]);
```

```
# Simpson algorithm
# Group 1, initialize.
F:=x->evalf(exp(-x*x)):
x0:=0:y0:=0:h:=0.1:
Dots3:=[x0,y0]:

# Group 2, repeat 10 times
Y:=evalf(y0+h*(F(x0)+
    4*F(x0+h/2)+F(x0+h))/6):
x0:=x0+h:y0:=Y:
Dots3:=Dots3,[x0,y0];

# Group 3, plot.
plot([Dots3]);
```

## Numerical Methods for $y' = f(x, y)$

The methods replace the exact value of

$$y(x_0 + h) = y_0 + \int_{x_0}^{x_0+h} f(x, y(x)) dx$$

by a numerical approximation  $Y$ . The value is useful for graphics when  $h$  is small.

**Table 2. Three numerical methods for  $y' = f(x, y)$ .**

---

Euler	$Y = y_0 + hf(x_0, y_0)$
Heun	$y_1 = y_0 + hf(x_0, y_0)$
	$Y = y_0 + \frac{h}{2}(f(x_0, y_0) + f(x_0 + h, y_1))$
RK4	$k_1 = hf(x_0, y_0)$
	$k_2 = hf(x_0 + h/2, y_0 + k_1/2)$
	$k_3 = hf(x_0 + h/2, y_0 + k_2/2)$
	$k_4 = hf(x_0 + h, y_0 + k_3)$
	$Y = y_0 + \frac{k_1 + 2k_2 + 2k_3 + k_4}{6}$

---

## Maple code for Euler and Heun methods

---

```
# Euler algorithm
# Group 1, initialize.
f:=(x,y)->-y+1-x:
x0:=0:y0:=3:h:=0.1:L:=[x0,y0]:

# Group 2, repeat 10 times
Y:=y0+h*f(x0,y0):
x0:=x0+h:y0:=Y:L:=L,[x0,y0];

# Group 3, plot.
plot([L]);
```

```
# Heun algorithm
# Group 1, initialize.
f:=(x,y)->-y+1-x:
x0:=0:y0:=3:h:=0.1:L:=[x0,y0]:

# Group 2, repeat 10 times
Y:=y0+h*f(x0,y0):
Y:=y0+h*(f(x0,y0)+f(x0+h,Y))/2:
x0:=x0+h:y0:=Y:L:=L,[x0,y0];

# Group 3, plot.
plot([L]);
```



## Maple code for Heun and RK4 methods

---

```
# Heun algorithm
# Group 1, initialize.
f:=(x,y)->-y+1-x:
x0:=0:y0:=3:h:=0.1:L:=[x0,y0]:

# Group 2, repeat 10 times
Y:=y0+h*f(x0,y0):
Y:=y0+h*(f(x0,y0)+f(x0+h,Y))/2:
x0:=x0+h:y0:=Y:L:=L,[x0,y0]:

# Group 3, plot.
plot([L]);
```

```
# RK4 algorithm
# Group 1, initialize.
f:=(x,y)->-y+1-x:
x0:=0:y0:=3:h:=0.1:L:=[x0,y0]:

# Group 2, repeat 10 times.
k1:=h*f(x0,y0):
k2:=h*f(x0+h/2,y0+k1/2):
k3:=h*f(x0+h/2,y0+k2/2):
k4:=h*f(x0+h,y0+k3):
Y:=y0+(k1+2*k2+2*k3+k4)/6:
x0:=x0+h:y0:=Y:L:=L,[x0,y0]:

# Group 3, plot.
plot([L]);
```

## Numerical Algorithms: Planar Case

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**Notation.** Let  $t_0, x_0, y_0$  denote the entries of the dot table on a particular line. Let  $h$  be the increment for the dot table and let  $t_0 + h, x, y$  stand for the dot table entries on the next line.

**Planar Euler Method.**

$$\begin{aligned}x &= x_0 + hf(t_0, x_0, y_0), \\y &= y_0 + hg(t_0, x_0, y_0).\end{aligned}$$

## Planar Heun Method.

$$\begin{aligned}x_1 &= x_0 + hf(t_0, x_0, y_0), \\y_1 &= y_0 + hg(t_0, x_0, y_0), \\x &= x_0 + h(f(t_0, x_0, y_0) + f(t_0 + h, x_1, y_1))/2 \\y &= y_0 + h(g(t_0, x_0, y_0) + g(t_0 + h, x_1, y_1))/2.\end{aligned}$$

## Planar RK4 Method.

$$\begin{aligned}k_1 &= hf(t_0, x_0, y_0), \\m_1 &= hg(t_0, x_0, y_0), \\k_2 &= hf(t_0 + h/2, x_0 + k_1/2, y_0 + m_1/2), \\m_2 &= hg(t_0 + h/2, x_0 + k_1/2, y_0 + m_1/2), \\k_3 &= hf(t_0 + h/2, x_0 + k_2/2, y_0 + m_2/2), \\m_3 &= hg(t_0 + h/2, x_0 + k_2/2, y_0 + m_2/2), \\k_4 &= hf(t_0 + h, x_0 + k_3, y_0 + m_3), \\m_4 &= hg(t_0 + h, x_0 + k_3, y_0 + m_3), \\x &= x_0 + \frac{1}{6}(k_1 + 2k_2 + 2k_3 + k_4), \\y &= y_0 + \frac{1}{6}(m_1 + 2m_2 + 2m_3 + m_4).\end{aligned}$$

## Numerical Algorithms: General Case

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Consider a vector initial value problem

$$\mathbf{u}'(t) = \mathbf{F}(t, \mathbf{u}(t)), \quad \mathbf{u}(t_0) = \mathbf{u}_0.$$

## Vector Euler Method

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$$\mathbf{u} = \mathbf{u}_0 + h\mathbf{F}(t_0, \mathbf{u}_0)$$

## Vector Heun Method

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$$\begin{aligned} \mathbf{w} &= \mathbf{u}_0 + h\mathbf{F}(t_0, \mathbf{u}_0), \\ \mathbf{u} &= \mathbf{u}_0 + \frac{h}{2} (\mathbf{F}(t_0, \mathbf{u}_0) + \mathbf{F}(t_0 + h, \mathbf{w})) \end{aligned}$$

## Vector RK4 Method

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$$\mathbf{k}_1 = h\mathbf{F}(t_0, \mathbf{u}_0),$$

$$\mathbf{k}_2 = h\mathbf{F}(t_0 + h/2, \mathbf{u}_0 + \mathbf{k}_1/2),$$

$$\mathbf{k}_3 = h\mathbf{F}(t_0 + h/2, \mathbf{u}_0 + \mathbf{k}_2/2),$$

$$\mathbf{k}_4 = h\mathbf{F}(t_0 + h, \mathbf{u}_0 + \mathbf{k}_3),$$

$$\mathbf{u} = \mathbf{u}_0 + \frac{1}{6}(\mathbf{k}_1 + 2\mathbf{k}_2 + 2\mathbf{k}_3 + \mathbf{k}_4).$$