


# Lecture 10

## Ordinary Differential Equations

### Part II



- ❖ Solving systems of ODEs
- ❖ Multiple step Methods
- ❖ Boundary value Problems

# Solving a System of First Order ODEs

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- Methods discussed earlier such as Euler, Runge-Kutta,... are used to solve first order ordinary differential equations.
- The same formulas will be used to solve a system of first order ODEs.
  - In this case, the differential equation is a vector equation and the dependent variable is a vector variable.

# Euler Method for Solving a System of First Order ODEs

Recall Euler method for solving a first order ODE:

$$\text{Given } \frac{dy(x)}{dx} = f(y, x), \quad y(a) = y_a$$

*Euler Method :*

$$y(a+h) = y(a) + h f(y(a), a)$$

$$y(a+2h) = y(a+h) + h f(y(a+h), a+h)$$

$$y(a+3h) = y(a+2h) + h f(y(a+2h), a+2h)$$

## Example - Euler Method

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Euler method to solve a system of  $n$  first order ODEs.

$$\text{Given } \frac{dY(x)}{dx} = F(Y, x) = \begin{bmatrix} f_1(Y, x) \\ f_2(Y, x) \\ \dots \\ f_n(Y, x) \end{bmatrix}, \quad Y(a) = \begin{bmatrix} y_1(a) \\ y_2(a) \\ \dots \\ y_n(a) \end{bmatrix}$$

*Euler Method :*

$$Y(a+h) = Y(a) + h F(Y(a), a)$$

$$Y(a+2h) = Y(a+h) + h F(Y(a+h), a+h)$$

$$Y(a+3h) = Y(a+2h) + h F(Y(a+2h), a+2h)$$

# Solving a System of $n$ First Order ODEs

- Exactly the same formula is used but the scalar variables and functions are replaced by vector variables and vector valued functions.
- $Y$  is a vector of length  $n$ .
- $F(Y,x)$  is a vector valued function.

$$Y(x) = \begin{bmatrix} y_1(x) \\ y_2(x) \\ \dots \\ y_n(x) \end{bmatrix} \quad Y \text{ is } n \times 1 \text{ vector}$$

$$\frac{dY(x)}{dx} = \begin{bmatrix} \frac{dy_1}{dx} \\ \frac{dy_2}{dx} \\ \dots \\ \frac{dy_n}{dx} \end{bmatrix} = \begin{bmatrix} f_1(Y,x) \\ f_2(Y,x) \\ \dots \\ f_n(Y,x) \end{bmatrix} = F(Y,x)$$

$$Y(a+h) = Y(a) + h F(Y(a),a)$$

$$Y(a+2h) = Y(a+h) + h F(Y(a+h),a+h)$$

$$Y(a+3h) = Y(a+2h) + h F(Y(a+2h),a+2h)$$

# Example :

Euler method for solving a system of first order ODEs.

$$\begin{bmatrix} \dot{y}_1(x) \\ \dot{y}_2(x) \end{bmatrix} = \begin{bmatrix} y_2 \\ 1 - y_1 \end{bmatrix} = F(Y, x), \quad Y(0) = \begin{bmatrix} y_1(0) \\ y_2(0) \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

*Two steps of Euler Method with  $h = 0.1$*

*STEP 1:*

$$Y(0 + h) = Y(0) + h F(Y(0), 0)$$

$$\begin{bmatrix} y_1(0.1) \\ y_2(0.1) \end{bmatrix} = \begin{bmatrix} y_1(0) \\ y_2(0) \end{bmatrix} + 0.1 \begin{bmatrix} y_2(0) \\ 1 - y_1(0) \end{bmatrix} = \begin{bmatrix} -1 + 0.1 \\ 1 + 0.1(1 + 1) \end{bmatrix} = \begin{bmatrix} -0.9 \\ 1.2 \end{bmatrix}$$

*STEP 2:*

$$Y(0 + 2h) = Y(h) + h F(Y(h), h)$$

$$\begin{bmatrix} y_1(0.2) \\ y_2(0.2) \end{bmatrix} = \begin{bmatrix} y_1(0.1) \\ y_2(0.1) \end{bmatrix} + 0.1 \begin{bmatrix} y_2(0.1) \\ 1 - y_1(0.1) \end{bmatrix} = \begin{bmatrix} -0.9 + 0.12 \\ 1.2 + .1(1 + 0.9) \end{bmatrix} = \begin{bmatrix} -0.78 \\ 1.39 \end{bmatrix}$$

# Example :

RK2 method for solving a system of first order ODEs

$$\begin{bmatrix} \dot{y}_1(x) \\ \dot{y}_2(x) \end{bmatrix} = \begin{bmatrix} y_2 \\ 1 - y_1 \end{bmatrix} = F(Y, x), \quad Y(0) = \begin{bmatrix} y_1(0) \\ y_2(0) \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

*Two steps of second order Runge – Kutta Method with  $h = 0.1$*

*STEP 1:*

$$K1 = h \ F(Y(0), 0) = 0.1 \begin{bmatrix} y_2(0) \\ 1 - y_1(0) \end{bmatrix} = \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix}$$

$$K2 = h \ F(Y(0) + K1, 0 + h) = 0.1 \begin{bmatrix} y_2(0) + 0.2 \\ 1 - (y_1(0) + 0.1) \end{bmatrix} = \begin{bmatrix} 0.12 \\ 0.19 \end{bmatrix}$$

$$Y(0 + h) = Y(0) + 0.5(K1 + K2)$$

$$\begin{bmatrix} y_1(0.1) \\ y_2(0.1) \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix} + \frac{1}{2} \left( \begin{bmatrix} 0.1 \\ 0.2 \end{bmatrix} + \begin{bmatrix} 0.12 \\ 0.19 \end{bmatrix} \right) = \begin{bmatrix} -0.89 \\ 1.195 \end{bmatrix}$$

# Example :

RK2 method for solving a system of first order ODEs

$$\begin{bmatrix} \dot{y}_1(x) \\ \dot{y}_2(x) \end{bmatrix} = \begin{bmatrix} y_2 \\ 1 - y_1 \end{bmatrix} = F(Y, x), \quad Y(0) = \begin{bmatrix} y_1(0) \\ y_2(0) \end{bmatrix} = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

*STEP 2:*

$$K1 = h \quad F(Y(0.1), 0.1) = 0.1 \begin{bmatrix} y_2(0.1) \\ 1 - y_1(0.1) \end{bmatrix} = \begin{bmatrix} 0.1195 \\ 0.1890 \end{bmatrix}$$

$$K2 = h \quad F(Y(0.1) + K1, 0.1 + h) = 0.1 \begin{bmatrix} y_2(0.1) + 0.189 \\ 1 - (y_1(0.1) + 0.1195) \end{bmatrix} = \begin{bmatrix} 0.1384 \\ 0.1771 \end{bmatrix}$$

$$Y(0.1 + h) = Y(0.1) + 0.5(K1 + K2)$$

$$\begin{bmatrix} y_1(0.2) \\ y_2(0.2) \end{bmatrix} = \begin{bmatrix} -0.89 \\ 1.195 \end{bmatrix} + \frac{1}{2} \left( \begin{bmatrix} 0.1195 \\ 0.1890 \end{bmatrix} + \begin{bmatrix} 0.1384 \\ 0.1771 \end{bmatrix} \right) = \begin{bmatrix} -0.7611 \\ 1.3780 \end{bmatrix}$$



## Methods for Solving a System of First Order ODEs

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- We have extended Euler and RK2 methods to solve systems of first order ODEs.
- Other methods used to solve first order ODE can be easily extended to solve systems of first order ODEs.

# High Order ODEs

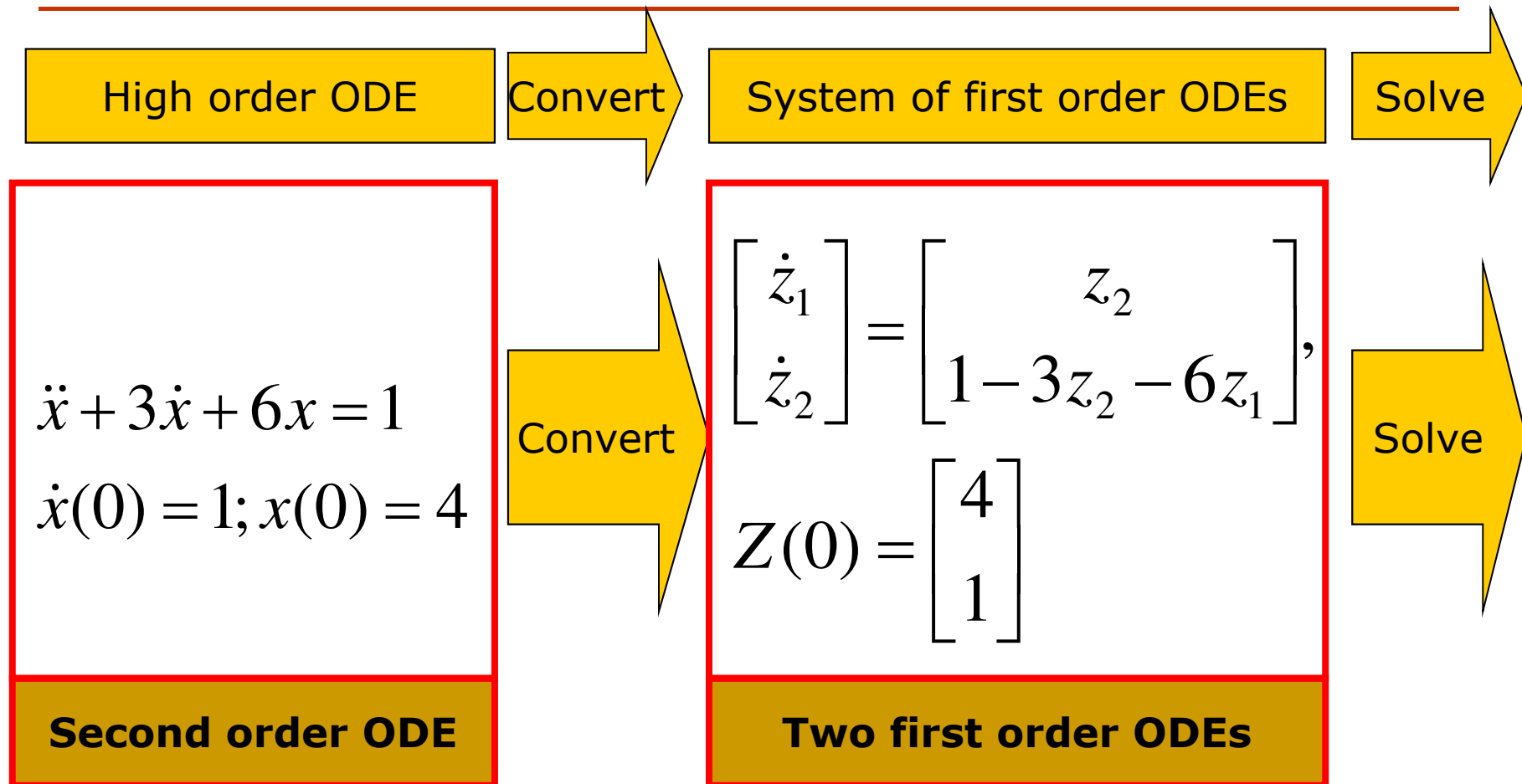
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- How do we solve a second order ODE?

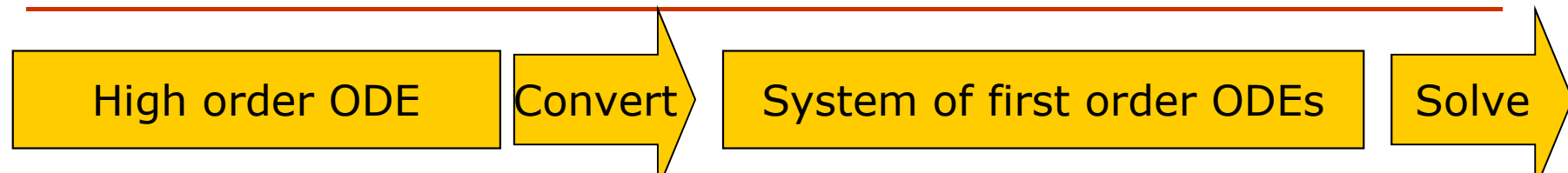
$$\ddot{x} + 3\dot{x} + 6x = 1$$

- How do we solve high order ODEs?

# The General Approach to Solve ODEs



# Conversion Procedure



1. **Select the dependent variables**

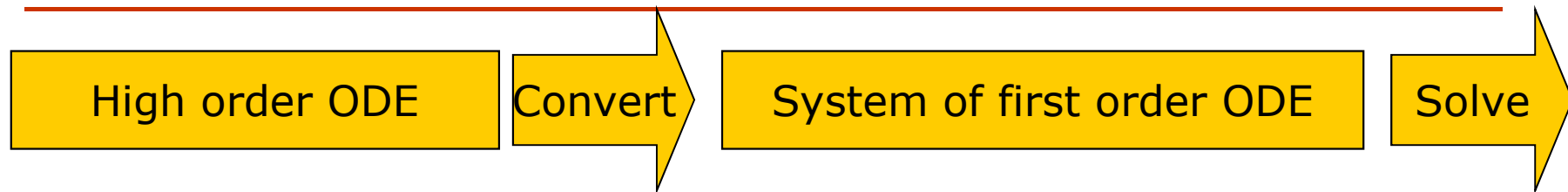
One way is to take the original dependent variable and its derivatives up to one degree less than the highest order derivative.

2. **Write the Differential Equations** in terms of the new variables. The equations come from the way the new variables are defined or from the original equation.

3. **Express the equations in a matrix form.**

# Remarks on the Conversion Procedure

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1. Any  $n^{th}$  order ODE is converted to a system of  $n$  first order ODEs.
2. There are an infinite number of ways to select the new variables. As a result, for each high order ODE there are an infinite number of set of equivalent first order systems of ODEs.
3. Use a table to make the conversion easier.

# Example of Converting a High Order ODE to First Order ODEs

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Convert  $\ddot{x} + 3\dot{x} + 6x = 1$ ,  $\dot{x}(0) = 1$ ;  $x(0) = 4$   
to a system of first order ODEs

1. Select a new set of variables

(Second order ODE  $\Rightarrow$  We need two variables)

$$z_1 = x$$

$$z_2 = \dot{x}$$

One degree less than the  
highest order derivative

# Example of Converting a High Order ODE to First Order ODEs

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old name	new name	Initial cond.	Equation
$x$	$z_1$	4	$\dot{z}_1 = z_2$
$\dot{x}$	$z_2$	1	$\dot{z}_2 = 1 - 3z_2 - 6z_1$

$$\begin{bmatrix} \dot{z}_1 \\ \dot{z}_2 \end{bmatrix} = \begin{bmatrix} z_2 \\ 1 - 3z_2 - 6z_1 \end{bmatrix}, Z(0) = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$$

# Example of Converting a High Order ODE to First Order ODEs

---

Convert

$$\ddot{x} + 2\ddot{x} + 7\dot{x} + 8x = 0$$

$$\ddot{x}(0) = 9, \dot{x}(0) = 1; \quad x(0) = 4$$

1. Select a new set of variables (3 of them)

$$z_1 = x$$

$$z_2 = \dot{x}$$

$$z_3 = \ddot{x}$$

One degree less than the highest order derivative

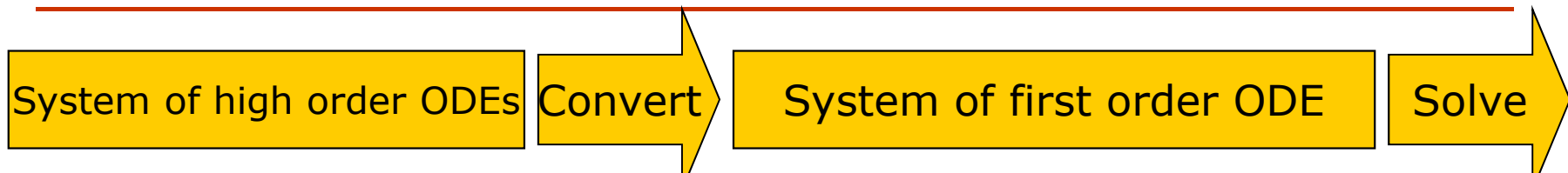


# Example of Converting a High Order ODE to First Order ODEs

old name	new name	Initial cond.	Equation
$x$	$z_1$	4	$\dot{z}_1 = z_2$
$\dot{x}$	$z_2$	1	$\dot{z}_2 = z_3$
$\ddot{x}$	$z_3$	9	$\dot{z}_3 = -2z_3 - 7z_2 - 8z_1$

$$\begin{bmatrix} \dot{z}_1 \\ \dot{z}_2 \\ \dot{z}_3 \end{bmatrix} = \begin{bmatrix} z_2 \\ z_3 \\ -2z_3 - 7z_2 - 8z_1 \end{bmatrix}, Z(0) = \begin{bmatrix} 4 \\ 1 \\ 9 \end{bmatrix}$$

# Conversion Procedure for Systems of High Order ODEs



1. **Select the dependent variables**

Take the original dependent variables and their derivatives up to one degree less than the highest order derivative for each variable.

2. **Write the Differential Equations** in terms of the new variables. The equations come from the way the new variables are defined or from the original equation.

3. **Express the equations in a matrix form.**

# Example of Converting a High Order ODE to First Order ODEs

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Convert

$$\ddot{x} + 5\ddot{x} + 2\dot{x} + 8y = 0$$

$$\ddot{y} + 2xy + \dot{x} = 2$$

$$x(0) = 4; \dot{x}(0) = 2; \ddot{x}(0) = 9; y(0) = 1; \dot{y}(0) = -3$$

1. Select a new set of variables ((3 + 2) variables)

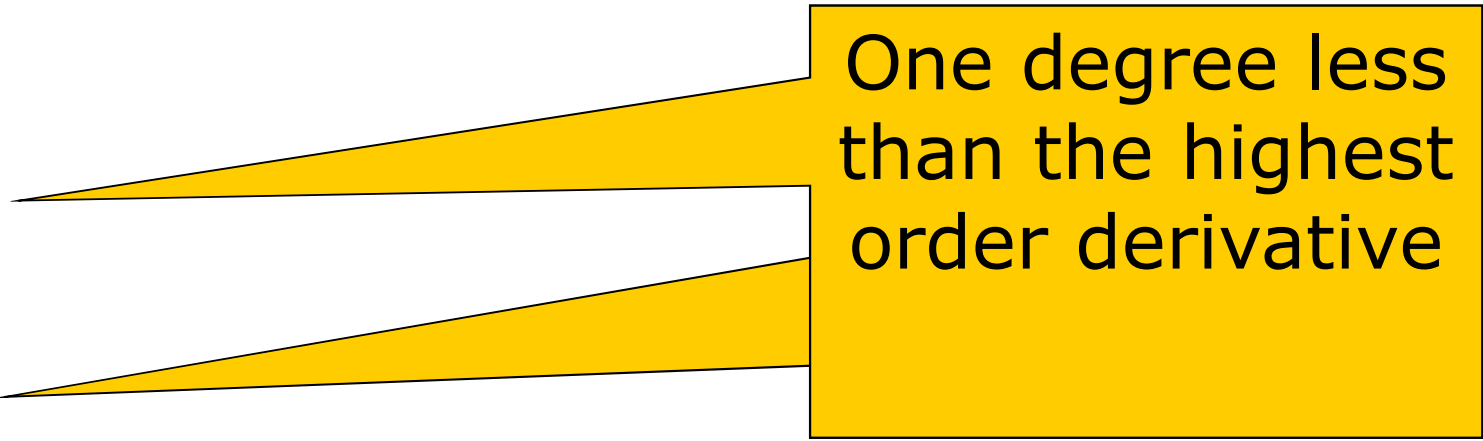
$$z_1 = x$$

$$z_2 = \dot{x}$$

$$z_3 = \ddot{x}$$

$$z_4 = y$$

$$z_5 = \dot{y}$$



One degree less than the highest order derivative

# Example of Converting a High Order ODE to First Order ODEs

old name	new name	Initial cond.	Equation
$x$	$z_1$	4	$\dot{z}_1 = z_2$
$\dot{x}$	$z_2$	2	$\dot{z}_2 = z_3$
$\ddot{x}$	$z_3$	9	$\dot{z}_3 = -5z_3 - 2z_2 - 8z_4$
$y$	$z_4$	1	$\dot{z}_4 = z_5$
$\dot{y}$	$z_5$	-3	$\dot{z}_5 = 2 - z_2 - 2z_1z_4$

# Solution of a Second Order ODE

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- Solve the equation using Euler method. Use  $h=0.1$

$$\ddot{x} + 2\dot{x} + 8x = 2$$

$$x(0) = 1; \dot{x}(0) = -2$$

Select a new set of variables:  $z_1 = x, z_2 = \dot{x}$

The second order equation is expressed as :

$$\dot{Z} = F(Z) = \begin{bmatrix} \dot{z}_1 \\ \dot{z}_2 \end{bmatrix} = \begin{bmatrix} z_2 \\ 2 - 2z_2 - 8z_1 \end{bmatrix}, Z(0) = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$$

$$\text{Analytic Solution : } x(t) = \frac{u(t)}{4} + e^{-t} \left( \frac{3 \cos \sqrt{7}t}{4} - \frac{5\sqrt{7} \sin \sqrt{7}t}{28} \right)$$

# Solution of a Second Order ODE

---

$$F(Z) = \begin{bmatrix} z_2 \\ 2 - 2z_2 - 8z_1 \end{bmatrix}, Z(0) = \begin{bmatrix} 1 \\ -2 \end{bmatrix}, h = 0.1$$

$$Z(0 + 0.1) = Z(0) + hF(Z(0))$$

$$= \begin{bmatrix} 1 \\ -2 \end{bmatrix} + 0.1 \begin{bmatrix} -2 \\ 2 - 2(-2) - 8(1) \end{bmatrix} = \begin{bmatrix} 0.8 \\ -2.2 \end{bmatrix}$$

$$Z(0.2) = Z(0.1) + hF(Z(0.1))$$

$$= \begin{bmatrix} 0.8 \\ -2.2 \end{bmatrix} + 0.1 \begin{bmatrix} -2.2 \\ 2 - 2(-2.2) - 8(0.8) \end{bmatrix} = \begin{bmatrix} 0.58 \\ -2.2 \end{bmatrix}$$

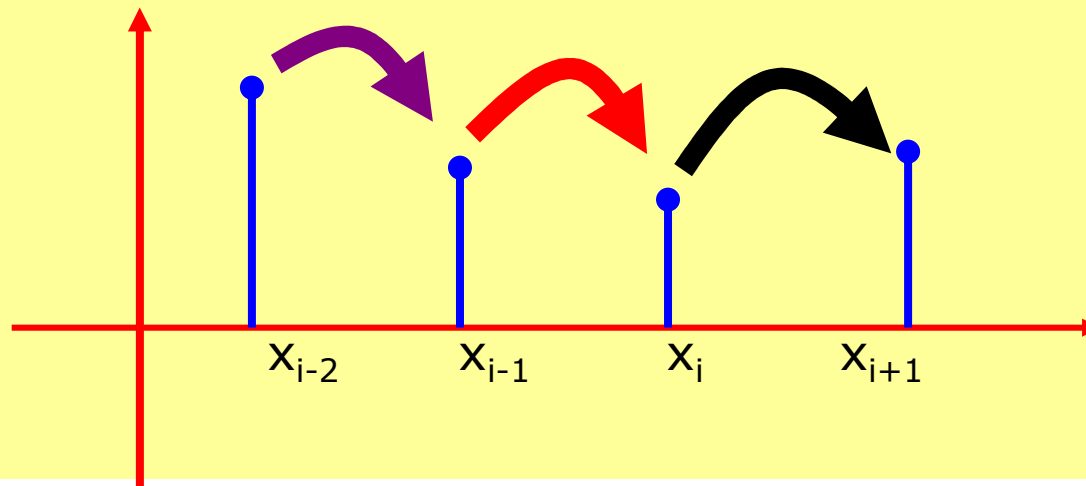
# Adams Moulton multi-step method

- All the methods discussed so far are so-called “single-step” method.
- In multi-step methods, estimates  $y_{i+1}$  from more than one  $y_i$  and  $x_i$ .

# Single Step Methods

## □ Single Step Methods:

- Euler, Heun's method and Runge-Kutta are single step methods.
- Estimates of  $y_{i+1}$  depends only on  $y_i$  and  $x_i$ .

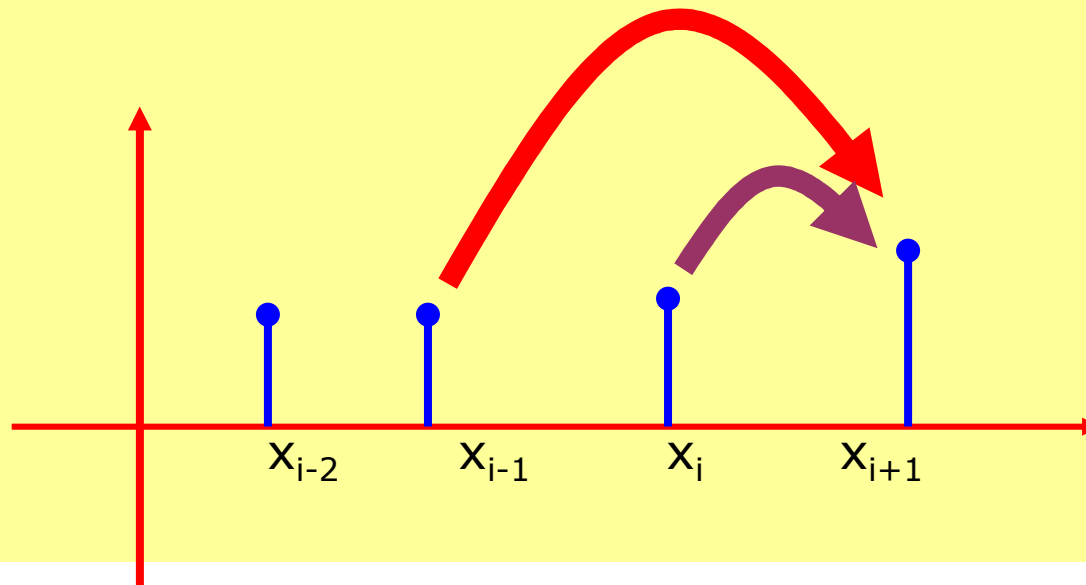




# Multi-Step Methods

## □ 2-Step Methods

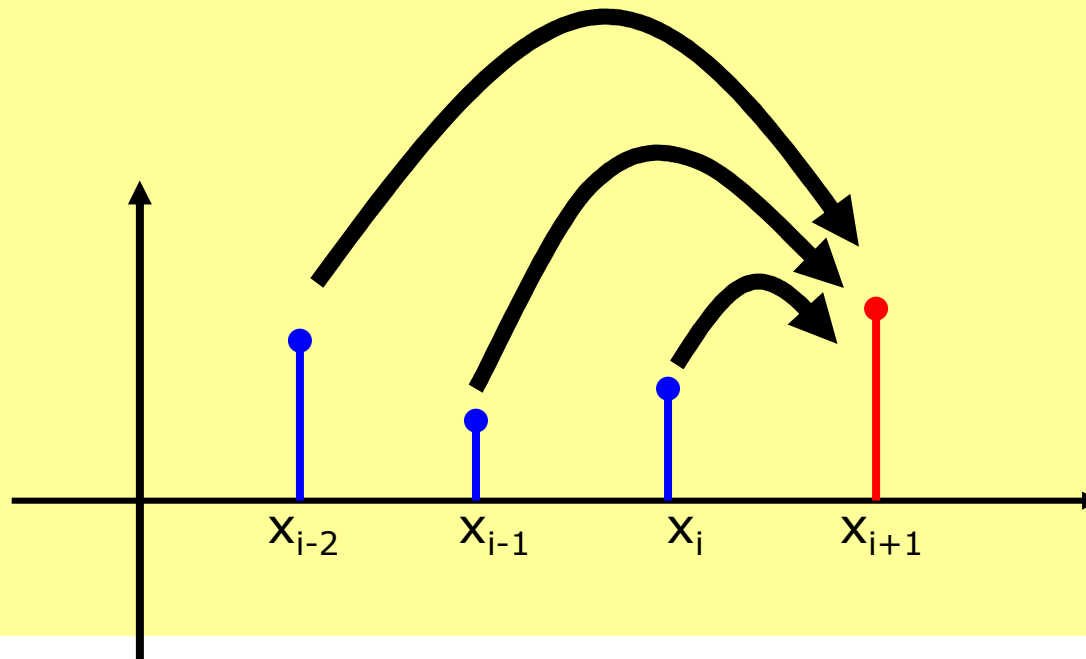
- In a two-step method, estimates of  $y_{i+1}$  depends on  $y_i$ ,  $y_{i-1}$ ,  $x_i$ , and  $x_{i-1}$



# Multi-Step Methods

## □ 3-Step Methods

- In an 3-step method, estimates of  $y_{i+1}$  depends on  $y_i, y_{i-1}, y_{i-2}, x_i, x_{i-1}$ , and  $x_{i-2}$



## 2-Step Predictor-Corrector

$$\text{Predictor : } y_{i+1}^0 = y_i + h \left( \frac{3}{2} f(x_i, y_i) - \frac{1}{2} f(x_{i-1}, y_{i-1}) \right)$$

$$\text{Corrector : } y_{i+1}^k = y_i + h \left( \frac{1}{2} f(x_{i+1}, y_{i+1}^{k-1}) + \frac{1}{2} f(x_i, y_i) \right)$$

- At each iteration one prediction step is done and as many correction steps as needed.
- $y_{i+1}^k$  is the estimate of the solution at  $x_{i+1}$  after  $k$  correction steps.

# 3-Step Predictor-Corrector

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Predictor :

$$y_{i+1}^0 = y_i + h \left( \frac{23}{12} f(x_i, y_i) - \frac{16}{12} f(x_{i-1}, y_{i-1}) + \frac{5}{12} f(x_{i-2}, y_{i-2}) \right)$$

Corrector :

$$y_{i+1}^k = y_i + h \left( \frac{5}{12} f(x_{i+1}, y_{i+1}^{k-1}) + \frac{8}{12} f(x_i, y_i) - \frac{1}{12} f(x_{i-1}, y_{i-1}) \right)$$

# 4-Step Adams-Moulton Predictor-Corrector

Predictor : (Adams - Bashforth Predictor)

$$y_{i+1}^0 = y_i + \frac{h}{24} \left( 55f(x_i, y_i) - 59f(x_{i-1}, y_{i-1}) \right. \\ \left. + 37f(x_{i-2}, y_{i-2}) - 9f(x_{i-3}, y_{i-3}) \right)$$

Corrector : (Adams - Moulton Corrector)

$$y_{i+1}^k = y_i + \frac{h}{24} \left( 9f(x_{i+1}, y_{i+1}^{k-1}) + 19f(x_i, y_i) \right. \\ \left. - 5f(x_{i-1}, y_{i-1}) + f(x_{i-2}, y_{i-2}) \right)$$

Next slide : Predictor (Top), Corrector (Bottom)

Order	$\beta_0$	$\beta_1$	$\beta_2$	$\beta_3$	$\beta_4$	$\beta_5$	Local Truncation Error
1	1						$\frac{1}{2}h^2f'(\xi)$
2	$3/2$	$-1/2$					$\frac{5}{12}h^3f''(\xi)$
3	$23/12$	$-16/12$	$5/12$				$\frac{9}{24}h^4f^{(3)}(\xi)$
4	$55/24$	$-59/24$	$37/24$	$-9/24$			$\frac{251}{720}h^5f^{(4)}(\xi)$
5	$1901/720$	$-2774/720$	$2616/720$	$-1274/720$	$251/720$		$\frac{475}{1440}h^6f^{(5)}(\xi)$
6	$4277/720$	$-7923/720$	$9982/720$	$-7298/720$	$2877/720$	$-475/720$	$\frac{19,087}{60,480}h^7f^{(6)}(\xi)$

Order	$\beta_0$	$\beta_1$	$\beta_2$	$\beta_3$	$\beta_4$	$\beta_5$	Local Truncation Error
2	$1/2$	$1/2$					$-\frac{1}{12}h^3f''(\xi)$
3	$5/12$	$8/12$	$-1/12$				$-\frac{1}{24}h^4f^{(3)}(\xi)$
4	$9/24$	$19/24$	$-5/24$	$1/24$			$-\frac{19}{720}h^5f^{(4)}(\xi)$
5	$251/720$	$646/720$	$-264/720$	$106/720$	$-19/720$		$-\frac{27}{1440}h^6f^{(5)}(\xi)$
6	$475/1440$	$1427/1440$	$-798/1440$	$482/1440$	$-173/1440$	$27/1440$	$-\frac{863}{60,480}h^7f^{(6)}(\xi)$

# How Many Function Evaluations are Done?

Number of function evaluations is the Computational Speed or Efficiency

How many evaluations per step?

No need to repeat the evaluation of function  $f$  at previous points

Only one new function evaluation in the predictor

One function evaluation per correction step

# of function evaluations = 1+ number of corrections

## Example

*Solve*

$$\frac{dy}{dx} = 2x + y^2x \quad y(0) = 2$$

$h = 0.1$ , Use 2-step Predictor corrector Method

compute  $y(0.4)$

We need two initial conditions to use the  
2-step Predictor corrector Method

We will first use RK2 to estimate  $y(0.1)$



## Example

*We need two initial conditions*

*Use RK2 to compute  $y(0.1)$  then we can use the Predictor corrector Method*

$$\frac{dy}{dx} = 2x + y^2x \quad y(0) = 2, \quad h = 0.1,$$

$$K1 = 0.1(0) = 0$$

$$K2 = 0.1(0.2 + 0.4) = 0.06$$

$$y(0.1) = 2 + 0.5(0.06) = 2.03$$

## Example

$$\frac{dy}{dx} = 2x + y^2 x \quad y_{i-1} = y(0) = 2, \quad y_i = y(0.1) = 2.03, \quad h = 0.1$$

$$\begin{aligned} \text{Predictor : } y_{i+1}^0 &= y_i + h \left( \frac{3}{2} f(x_i, y_i) - \frac{1}{2} f(x_{i-1}, y_{i-1}) \right) \\ &= 2.03 + 0.1 \left( \frac{3}{2} (2(0.1) + 2.03^2(0.1)) - \frac{1}{2} (0 + 0) \right) = 2.1218 \end{aligned}$$

$$\begin{aligned} \text{Corrector : } y(0.2) &= y_{i+1}^1 = y_i + h \left( \frac{1}{2} f(x_{i+1}, y_{i+1}^0) + \frac{1}{2} f(x_i, y_i) \right) \\ &= 2.03 + 0.1 \left( \frac{1}{2} (2(0.2) + 2.1218^2(0.2)) + \frac{1}{2} (2(0.1) + 2.03^2(0.1)) \right) = 2.1256 \end{aligned}$$

# Multi-Step Methods

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## □ Single Step Methods

- Euler and Runge-Kutta are single step methods.
- Information about  $y(x)$  is used to estimate  $y(x+h)$ .

## □ Multistep Methods

- Adam-Moulton method is a multi-step method.
- To estimate  $y(x+h)$ , information about  $y(x)$ ,  $y(x-h)$ ,  $y(x-2h)$ ... are used.

# Number of Steps

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- ▣ At each iteration, one prediction step is done and as many correction steps as needed.
- ▣ Usually few corrections are done (1 to 3).
- ▣ It is usually better (in terms of accuracy) to use smaller step size than corrections.

# Boundary-Value and Initial Value Problems

## Initial-Value Problems

- ▣ The auxiliary conditions are at **one point of the independent variable**

$$\ddot{x} + 2\dot{x} + x = e^{-2t}$$

$$x(0) = 1, \quad \dot{x}(0) = 2.5$$

same

## Boundary-Value Problems

- ▣ The auxiliary conditions are **not at one point of the independent variable**
- ▣ More difficult to solve than initial value problem

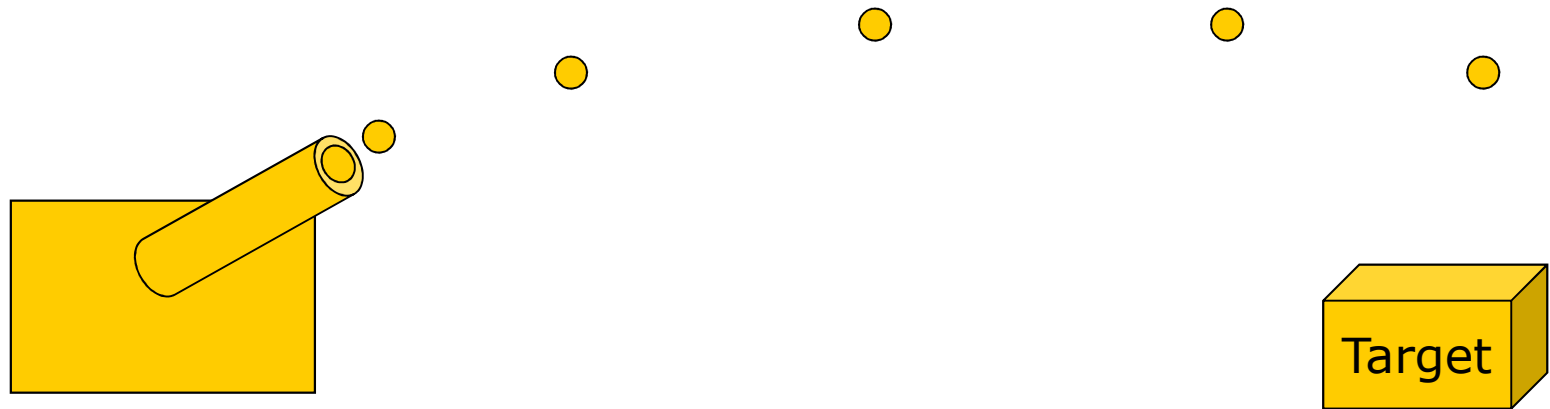
$$\ddot{x} + 2\dot{x} + x = e^{-2t}$$

$$x(0) = 1, \quad x(2) = 1.5$$

different

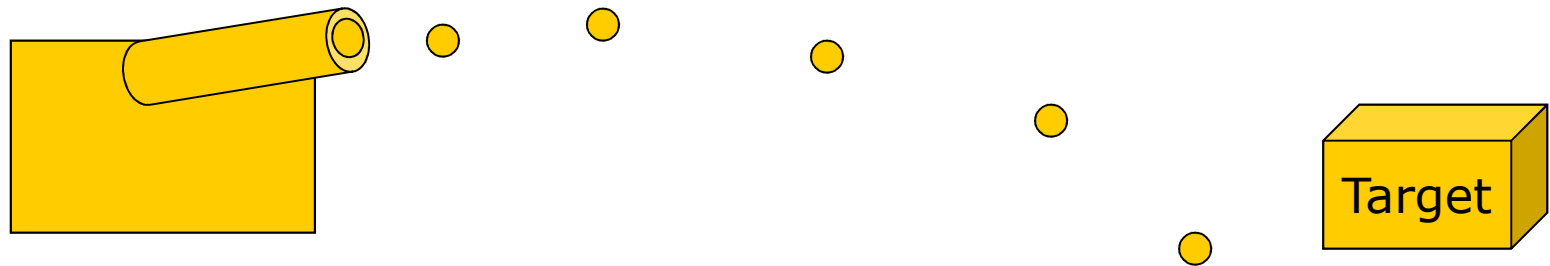
# The Shooting Method

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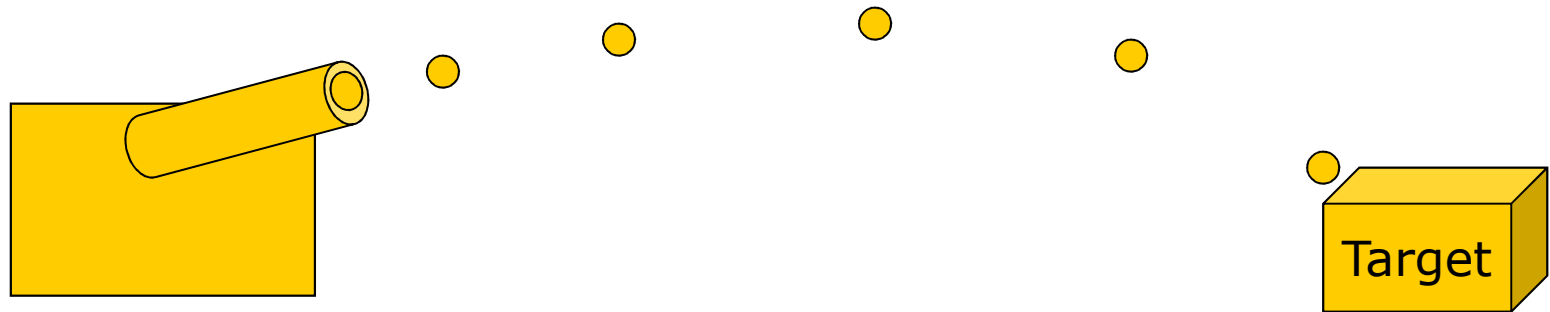
# The Shooting Method

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# The Shooting Method

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# Solution of Boundary-Value Problems

## Shooting Method for Boundary-Value Problems

1. Guess a value for the auxiliary conditions at one point of time.
  2. Solve the initial value problem using Euler, Runge-Kutta, ...
  3. Check if the boundary conditions are satisfied, otherwise modify the guess and resolve the problem.
- ▣ Use interpolation in updating the guess.
  - ▣ It is an iterative procedure and can be efficient in solving the BVP.

# Solution of Boundary-Value Problems

## Shooting Method

Boundary-Value Problem

convert

Initial-value Problem

*Find  $y(x)$  to solve BVP*

$$\ddot{y} + 2\dot{y} + y = x^2$$

$$y(0) = 0.2, \quad y(1) = 0.8$$

1. Convert the ODE to a system of first order ODEs.
2. Guess the initial conditions that are not available.
3. Solve the Initial-value problem.
4. Check if the known boundary conditions are satisfied.
5. If needed modify the guess and resolve the problem again.

# Example 1

## Original BVP

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$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$



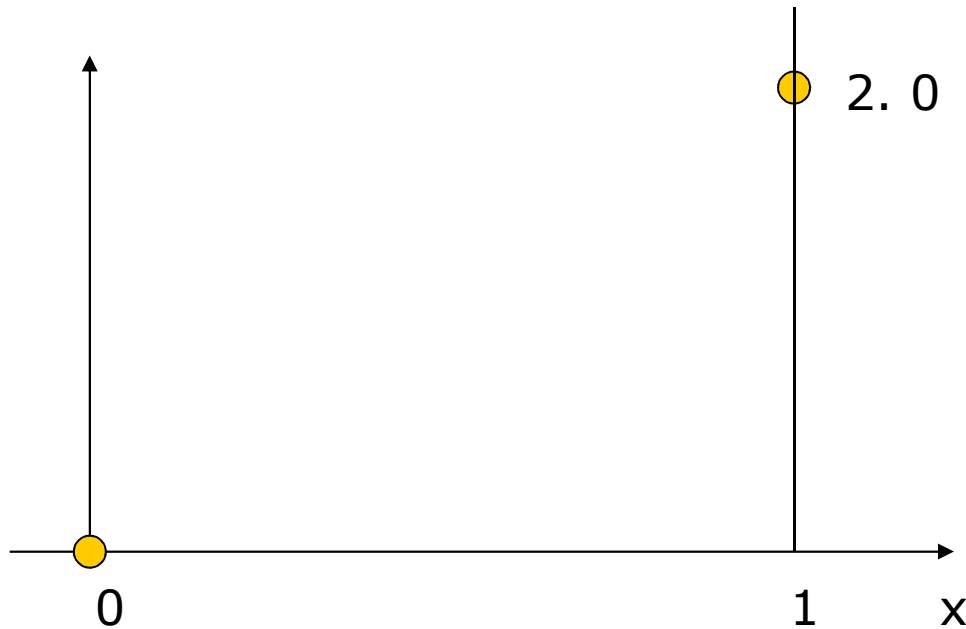
# Example 1

## Original BVP

---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$



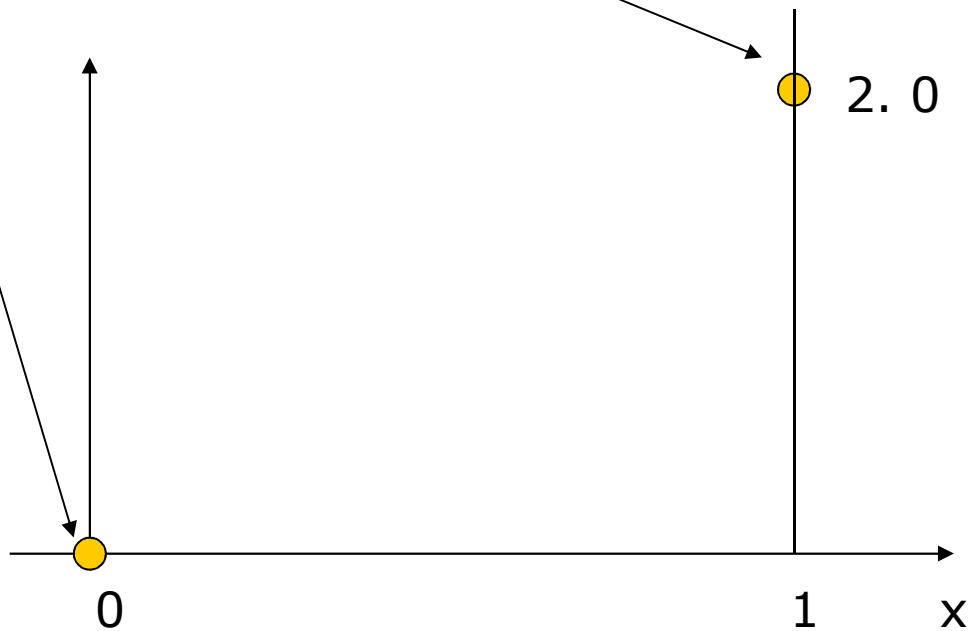
# Example 1

## Original BVP

---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$



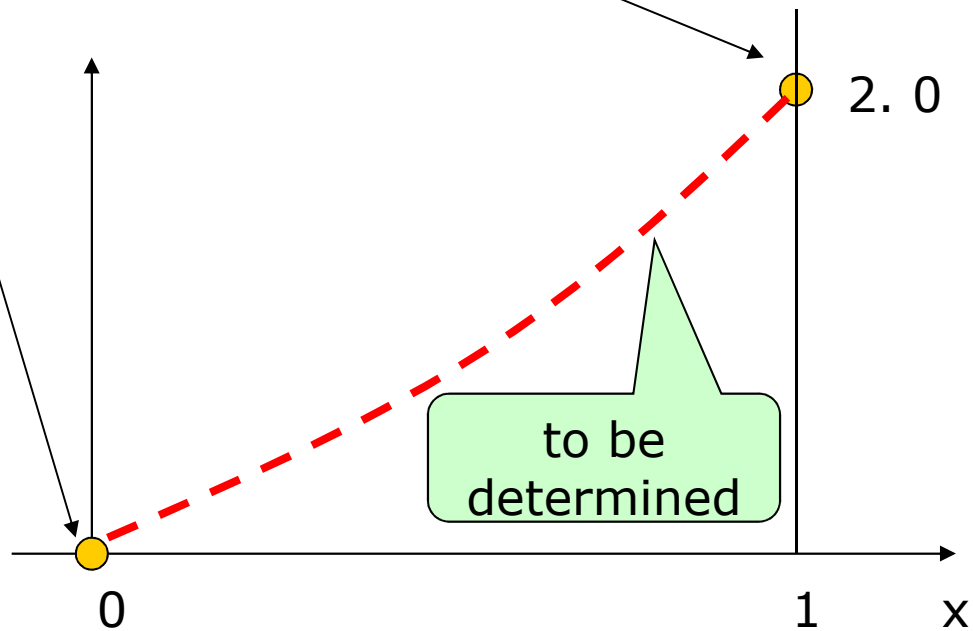
# Example 1

## Original BVP

---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$



# Example 1

Step1: Convert to a System of First Order ODEs

---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$

Convert to a system of first order Equations

$$\begin{bmatrix} \dot{y}_1 \\ \dot{y}_2 \end{bmatrix} = \begin{bmatrix} y_2 \\ 4(y_1 - x) \end{bmatrix}, \quad \begin{bmatrix} y_1(0) \\ y_2(0) \end{bmatrix} = \begin{bmatrix} 0 \\ ? \end{bmatrix}$$

The problem will be solved using RK2 with  $h = 0.01$  for different values of  $y_2(0)$  until we have  $y(1) = 2$

# Example 1

Guess # 1

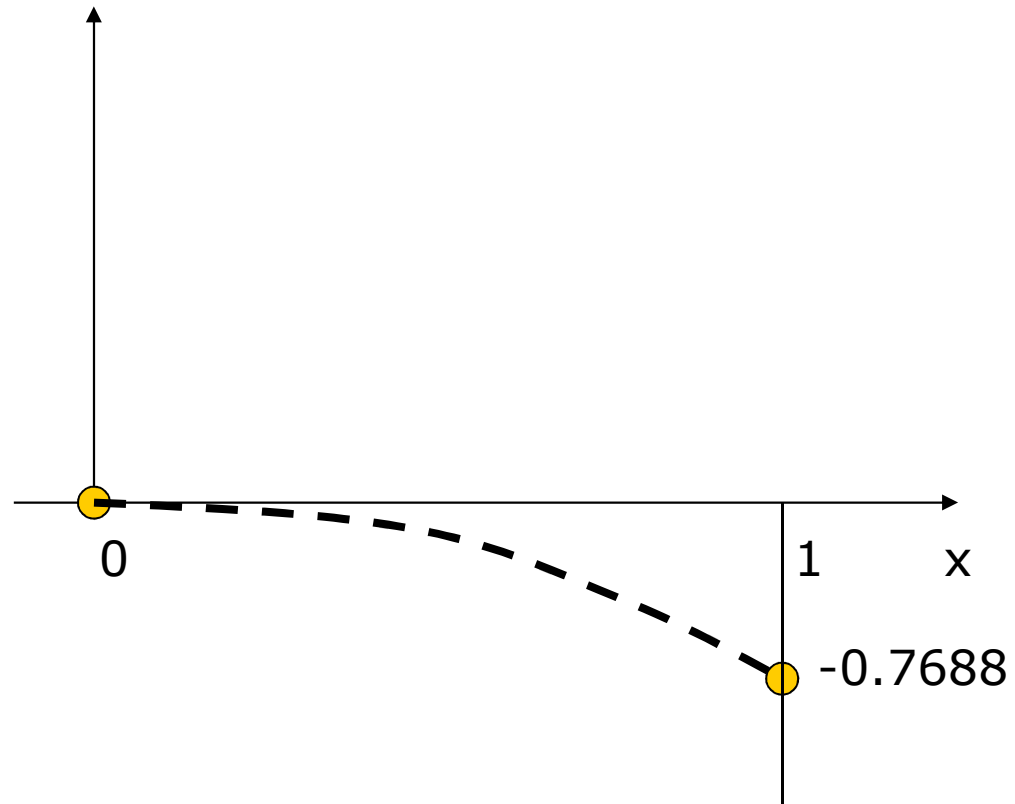
---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$

*Guess#1*

$$\dot{y}(0) = 0$$





# Example 1

Guess # 2

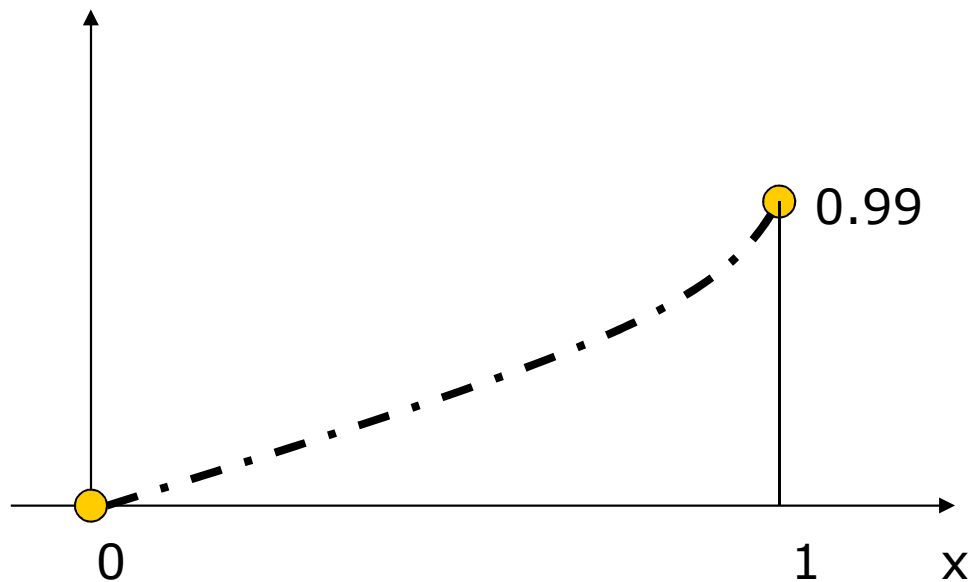
---

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$

*Guess#2*

$$\dot{y}(0) = 1$$



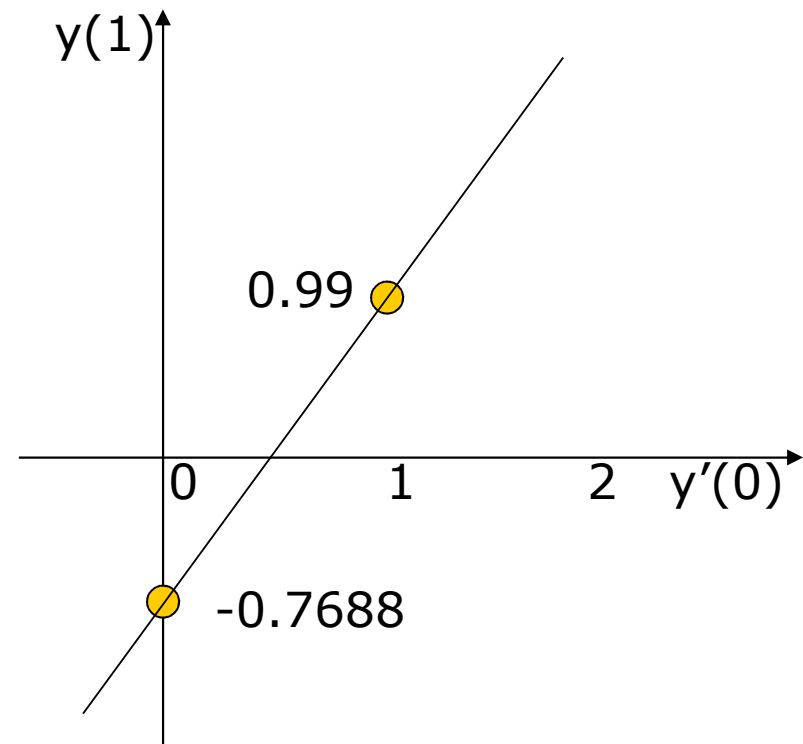
# Example 1

## Interpolation for Guess # 3

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$

Guess	$\dot{y}(0)$	$y(1)$
1	0	-0.7688
2	1	0.9900



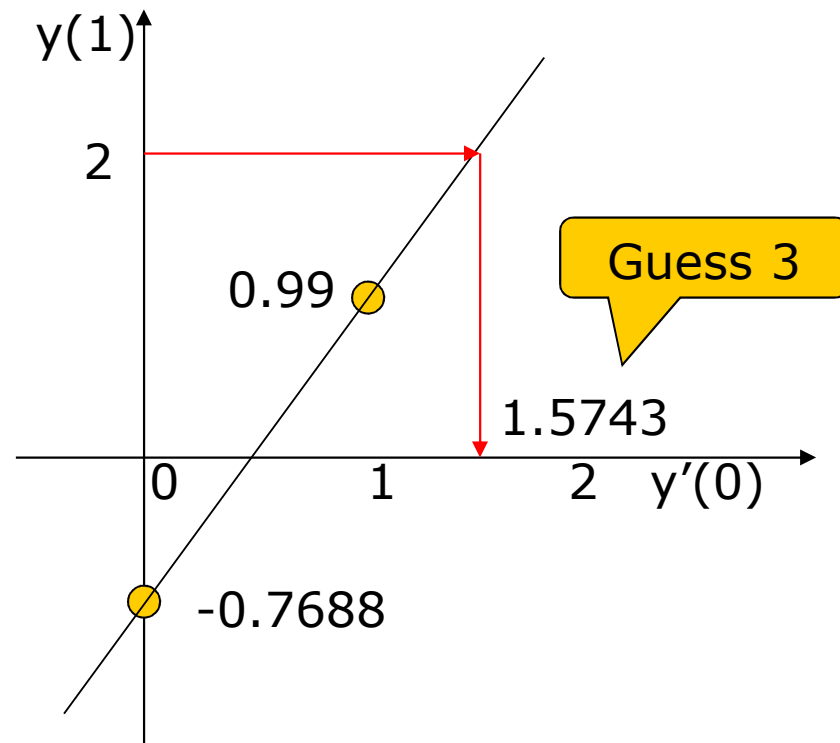
# Example 1

## Interpolation for Guess # 3

$$\ddot{y} - 4y + 4x = 0$$

$$y(0) = 0, \quad y(1) = 2$$

Guess	$\dot{y}(0)$	$y(1)$
1	0	-0.7688
2	1	0.9900



# Example 1

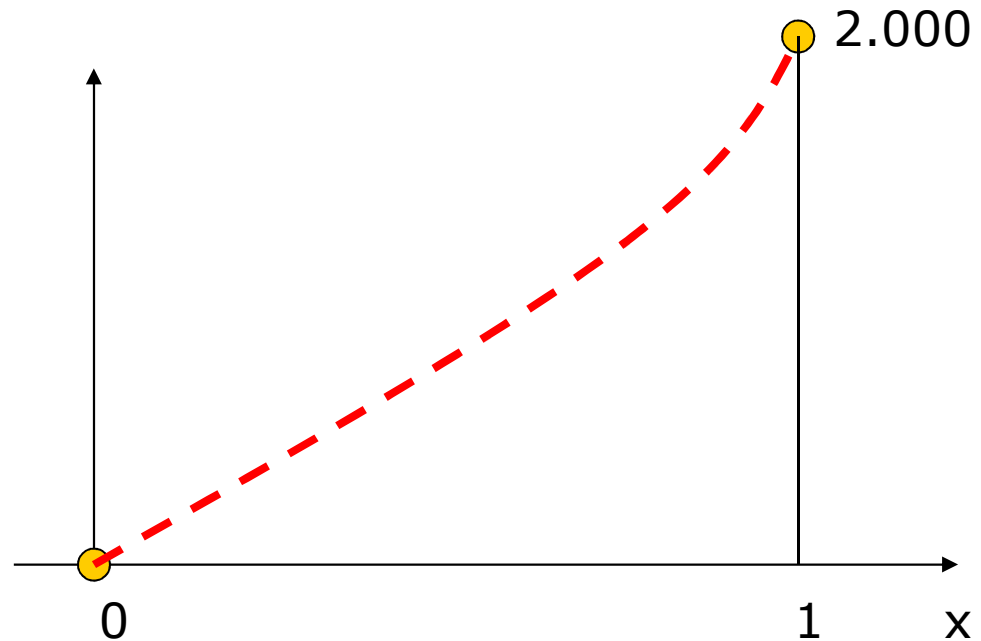
Guess # 3

$$\ddot{y} - 4y + 4x = 0$$

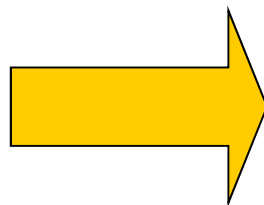
$$y(0) = 0, \quad y(1) = 2$$

*Guess#3*

$$\dot{y}(0) = 1.5743$$



$$y(1) = 2.000$$



This is the solution to the boundary value problem.

# Summary of the Shooting Method

---

1. Guess the unavailable values for the auxiliary conditions at one point of the independent variable.
2. Solve the initial value problem.
3. Check if the boundary conditions are satisfied, otherwise modify the guess and resolve the problem.
4. Repeat (3) until the boundary conditions are satisfied.

# Properties of the Shooting Method

---

1. Using interpolation to update the guess often results in few iterations before reaching the solution.
2. The method can be cumbersome for high order BVP because of the need to guess the initial condition for more than one variable.

# Solution of Boundary-Value Problems

Discretization method : Finite Difference Method

Boundary-Value Problems

convert

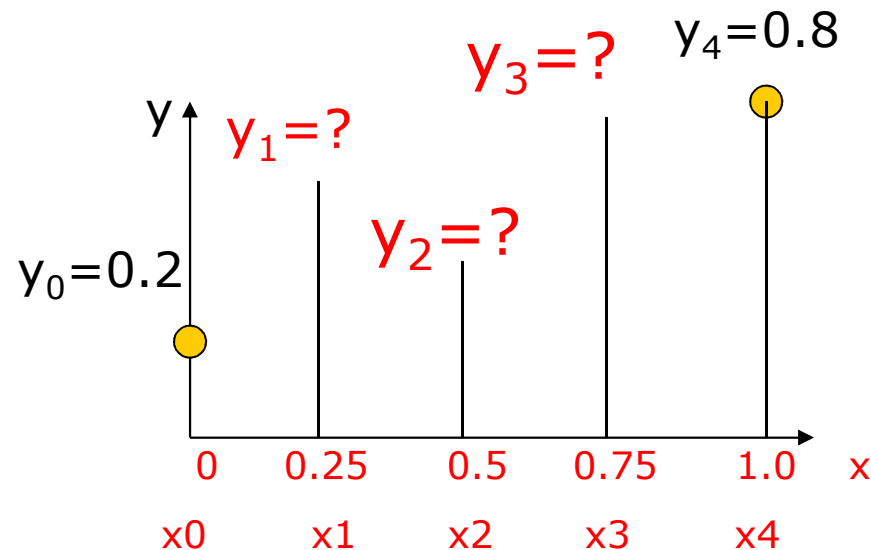
Algebraic Equations

Find the unknowns  $y_1, y_2, y_3$

*Find  $y(x)$  to solve BVP*

$$\ddot{y} + 2\dot{y} + y = x^2$$

$$y(0) = 0.2, \quad y(1) = 0.8$$



# Solution of Boundary-Value Problems

## Finite Difference Method

- Divide the interval into  $n$  sub-intervals.
- The solution of the BVP is converted to the problem of determining the value of function at the base points.
- Use finite approximations to replace the derivatives.
- This approximation results in a set of algebraic equations.
- Solve the equations to obtain the solution of the BVP.



# Finite Difference Method

## Example

$$\ddot{y} + 2\dot{y} + y = x^2$$

$$y(0) = 0.2, \quad y(1) = 0.8$$

Divide the interval  
[0,1] into  $n = 4$   
intervals

Base points are

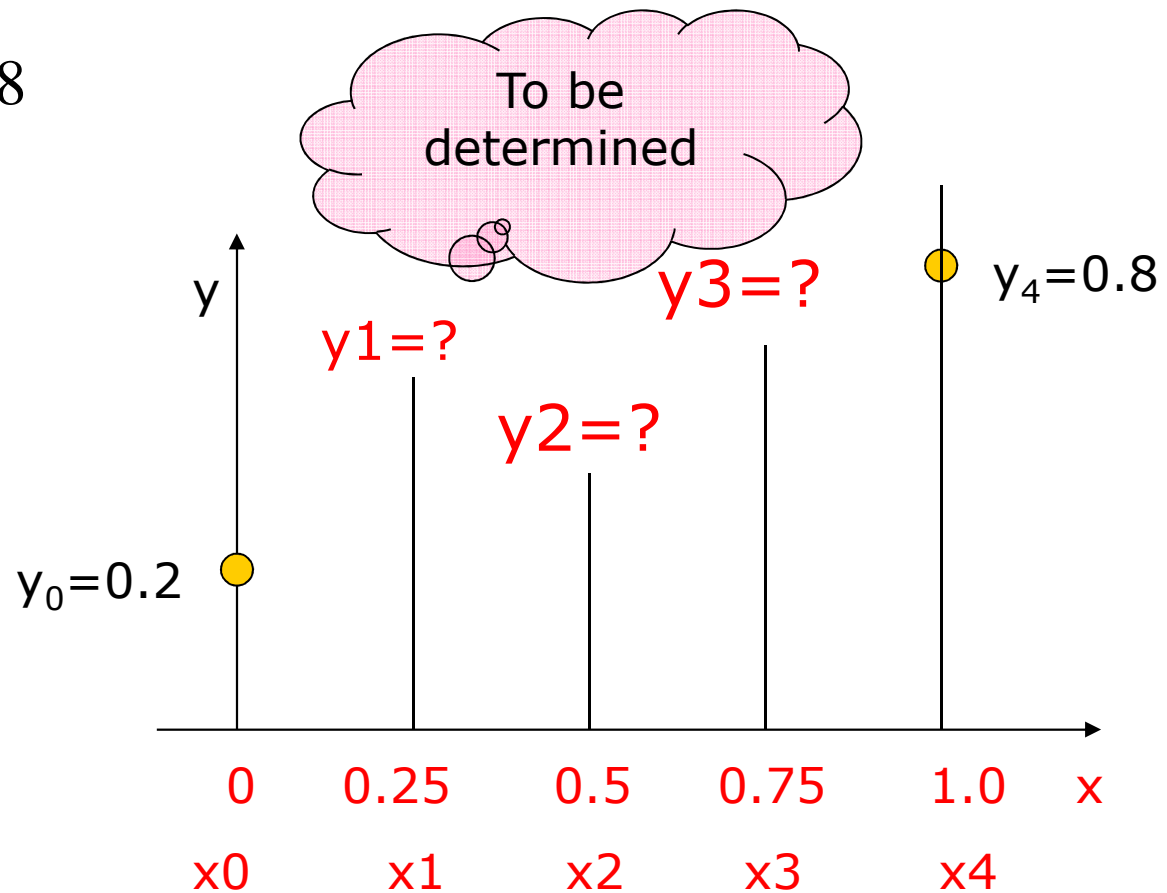
$$x_0 = 0$$

$$x_1 = 0.25$$

$$x_2 = .5$$

$$x_3 = 0.75$$

$$x_4 = 1.0$$



# Finite Difference Method

## Example

---

$$\ddot{y} + 2\dot{y} + y = x^2$$

$$y(0) = 0.2, \quad y(1) = 0.8$$

Divide the interval  
[0,1 ] into n = 4  
intervals

Base points are

$$x_0 = 0$$

$$x_1 = 0.25$$

$$x_2 = .5$$

$$x_3 = 0.75$$

$$x_4 = 1.0$$

Replace

$$\ddot{y} = \frac{y_{i+1} - 2y_i + y_{i-1}}{h^2}$$

*central difference formula*

$$\dot{y} = \frac{y_{i+1} - y_{i-1}}{2h}$$

*central difference formula*

$$\ddot{y} + 2\dot{y} + y = x^2$$

Becomes

$$\frac{y_{i+1} - 2y_i + y_{i-1}}{h^2} + 2\frac{y_{i+1} - y_{i-1}}{2h} + y_i = x_i^2$$

## Second Order BVP

$$\frac{d^2 y}{dx^2} + 2 \frac{dy}{dx} + y = x^2 \quad \text{with } y(0) = 0.2, \quad y(1) = 0.8$$

Let  $h = 0.25$

Base Points

$$x_0 = 0, x_1 = 0.25, x_2 = 0.5, x_3 = 0.75, x_4 = 1$$

$$\frac{dy}{dx} \approx \frac{y(x+h) - y(x)}{h} = \frac{y_{i+1} - y_i}{h}$$

$$\frac{d^2 y}{dx^2} \approx \frac{y(x+h) - 2y(x) + y(x-h)}{h^2} = \frac{y_{i+1} - 2y_i + y_{i-1}}{h^2}$$

## Second Order BVP

$$\frac{d^2 y}{dx^2} + 2 \frac{dy}{dx} + y = x^2$$

$$\frac{y_{i+1} - 2y_i + y_{i-1}}{h^2} + 2 \frac{y_{i+1} - y_i}{h} + y_i = x_i^2 \quad i = 1, 2, 3$$

$$x_0 = 0, x_1 = 0.25, x_2 = 0.5, x_3 = 0.75, x_4 = 1$$

$$y_0 = 0.2, y_1 = ?, y_2 = ?, y_3 = ?, y_4 = 0.8$$

$$16(y_{i+1} - 2y_i + y_{i-1}) + 8(y_{i+1} - y_i) + y_i = x_i^2$$

$$24y_{i+1} - 39y_i + 16y_{i-1} = x_i^2$$

## Second Order BVP

$$24y_{i+1} - 39y_i + 16y_{i-1} = x_i^2$$

$$i = 1 \quad 24y_2 - 39y_1 + 16y_0 = x_1^2$$

$$i = 2 \quad 24y_3 - 39y_2 + 16y_1 = x_2^2$$

$$i = 3 \quad 24y_4 - 39y_3 + 16y_2 = x_3^2$$

$$\begin{bmatrix} -39 & 24 & 0 \\ 16 & -39 & 24 \\ 0 & 16 & -39 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 0.25^2 - 16(0.2) \\ 0.5^2 \\ 0.75^2 - 24(0.8) \end{bmatrix}$$

$$\text{Solution} \quad y_1 = 0.4791, y_2 = 0.6477, y_3 = 0.7436$$

## Second Order BVP

$$\frac{d^2 y}{dx^2} + 2 \frac{dy}{dx} + y = x^2$$

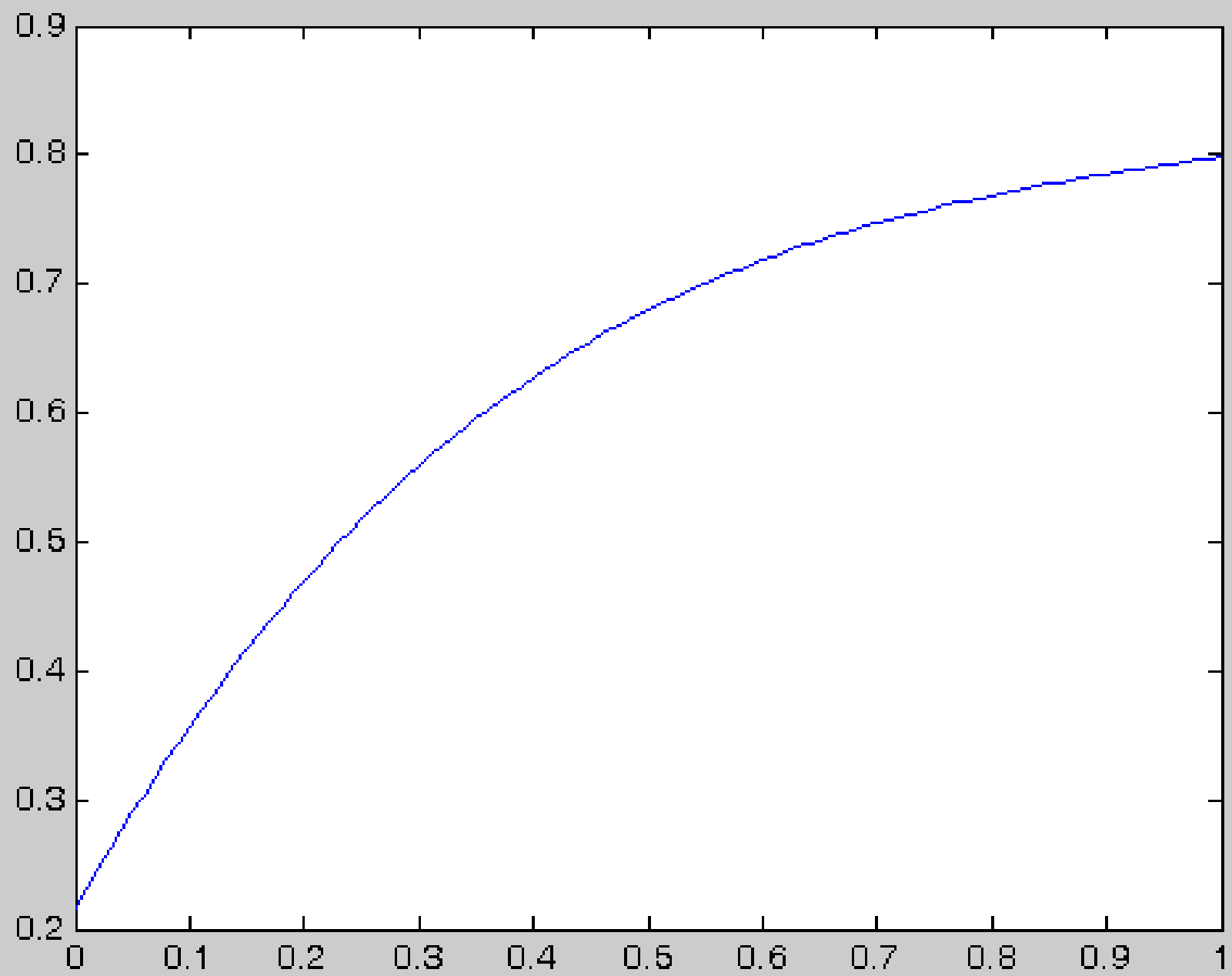
$$\frac{y_{i+1} - 2y_i + y_{i-1}}{h^2} + 2 \frac{y_{i+1} - y_i}{h} + y_i = x_i^2 \quad i = 1, 2, \dots, 100$$

$$x_0 = 0, x_1 = 0.01, x_2 = 0.02 \quad \dots \quad x_{99} = 0.99, x_{100} = 1$$

$$y_0 = 0.2, y_1 = ?, y_2 = ?, \dots y_{99} = ?, y_{100} = 0.8$$

$$10000(y_{i+1} - 2y_i + y_{i-1}) + 200(y_{i+1} - y_i) + y_i = x_i^2$$

$$10200y_{i+1} - 20199y_i + 10000y_{i-1} = x_i^2$$



# Summary of the Discretization Methods

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- ❑ Select the base points.
- ❑ Divide the interval into  $n$  sub-intervals.
- ❑ Use finite approximations to replace the derivatives.
- ❑ This approximation results in a set of algebraic equations.
- ❑ Solve the equations to obtain the solution of the BVP.



## Remarks

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### Finite Difference Method :

- Different formulas can be used for approximating the derivatives.
- Different formulas lead to different solutions. All of them are approximate solutions.
- For linear second order cases, this reduces to tri-diagonal system.