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Numerical Methods : Euler, Heun, RK4

Solve $\frac{dy}{dx} = y - x - 1$, $y(0) = 1$, explicitly

- $y' - y = -x - 1$
 - std linear form
 $y' + py = q$
 - $\frac{(\bar{e}^x y)'}{\bar{e}^{-x}} = -x - 1$
 - Replace left side by
 $(e^{Px} y)' / e^{Px}$ where $P = \int p$
 - $\int (\bar{e}^x y)' = - \int (x+1) \bar{e}^{-x} dx$
 - clear fractions; quadrature
 - $\bar{e}^x y = (2+x) \bar{e}^{-x} + C$
 - Tables
 - $y = ce^x + 2+x$
 - simplify, isolate y
 - $1 = C + 2$
 - substitute $x=0, y=1$ to find C [used $y(0)=1$].
- $$y = 2+x - e^x$$
- checks with text answer.

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Apply Euler's method to $y' = y - x - 1$, $y(0) = 1$
with step sizes $h = 0.1$ and $h = 0.05$ to evaluate
 $y(0.5)$.

Show one step; rest by calculator or computer.

$$y_1 = y_0 + h f(x_0, y_0)$$

Euler's formula

$$y_1 = y_0 + h(y_0 - x_0 - 1)$$

use $f(x, y) = y - x - 1$

$$x_0 = 0$$

From $y(0) = 1$

$$y_0 = 1$$

First step

$$x_1 = h$$

$$y_1 = 1 + h(1 - 0 - 1) \\ = 1$$

All done

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cont.

$$\begin{aligned}x_0 &= h \\y_0 &= 1\end{aligned}$$

Replace x_0, y_0 by first approx values found above.

$$\begin{aligned}x_1 &= x_0 + h \\&= 2h\end{aligned}$$

$$\begin{aligned}y_1 &= y_0 + h(y_0 - x_0 - 1) \\&= 1 + h(1 - h - 1) \\&= 1 - h^2\end{aligned}$$

second step done

These calculations check the first two levels of computation for Euler's method when $h=0.1$ and $h=0.05$. Final answers:

$$y(0.5) = 0.8513 \text{ Exact}$$

$$y(0.5) \approx 0.8895 \text{ Euler } h=0.1$$

$$y(0.5) \approx 0.8713 \text{ Euler } h=0.05$$

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Apply Heun's method to $y' = y - x - 1$, $y(0) = 1$ with step size $h = 0.1$ to approximate $y(0.5)$.

$$\begin{aligned}u &= y_0 + h f(x_0, y_0) \\&= y_0 + h(y_0 - x_0 - 1)\end{aligned}$$

Heun predictor
use $f(x, y) = y - x - 1$

$$\begin{aligned}y_1 &= y_0 + \frac{h}{2} [f(x_0, y_0) + f(x_0 + h, u)] \quad \text{Heun corrector} \\&= y_0 + \frac{h}{2} [y_0 - x_0 - 1 + u - x_0 - h - 1] \\&= y_0 + h[y_0 - x_0 - 1] + \frac{h}{2}[h(y_0 - x_0 - 1) - h] \\&= y_0 + \left(h + \frac{h^2}{2}\right)[y_0 - x_0 - 1] - \frac{h^2}{2}\end{aligned}$$

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cont

when $h = 0.1$ Then

$$x_0 = 0$$

$$y_0 = 1$$

$$\begin{aligned}x_1 &= x_0 + h \\&= 0.1\end{aligned}$$

$$\begin{aligned}y_1 &= y_0 + 0.105[y_0 - x_0 - 1] - 0.005 \\&= 1 + 0.105[1 - 0 - 1] - 0.005 \\&= 0.995\end{aligned}$$

From $y(0) = 1$

all done, first step

Final values are

$$y(0.5) = 0.8513 \quad \text{actual}$$

$$y(0.5) \approx 0.8526 \quad \text{Heun approx}$$

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Apply the RK4 method (Runge-Kutta 4th order)
to $y' = y - x - 1$, $y(0) = 1$ with $h = 0.25$ to
approximate $y(0.5)$.

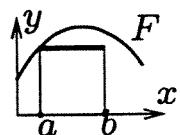
It is too complicated to produce separate formulae
for k_1, k_2, k_3, k_4 . Hand calculation is not so easy,
either. It is suggested that you use a computer on
this problem, but summarize the steps as follows:

$h = 0.25, x_0 = 0, y_0 = 1$ start values

Show results for k_1, k_2, k_3, k_4

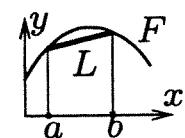
Report values of x_1, y_1 .

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 $F(a)$.



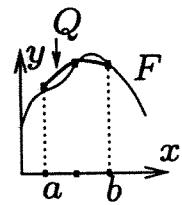
$$(1) \quad \int_a^b F(x)dx \approx (b - a)F(a).$$

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.



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

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



$$(3) \int_a^b F(x)dx \approx \frac{b-a}{6} (F(a) + 4F((a+b)/2) + F(b)).$$

Simpson's Polynomial Rule. If $Q(x)$ is a linear, quadratic or cubic polynomial, then

$$(4) \int_a^b Q(x)dx = \frac{b-a}{6} (Q(a) + 4Q((a+b)/2) + Q(b)).$$

Integrals of linear, quadratic and cubic polynomials can be evaluated exactly using Simpson's polynomial rule (4).