

# DiffEQ 1

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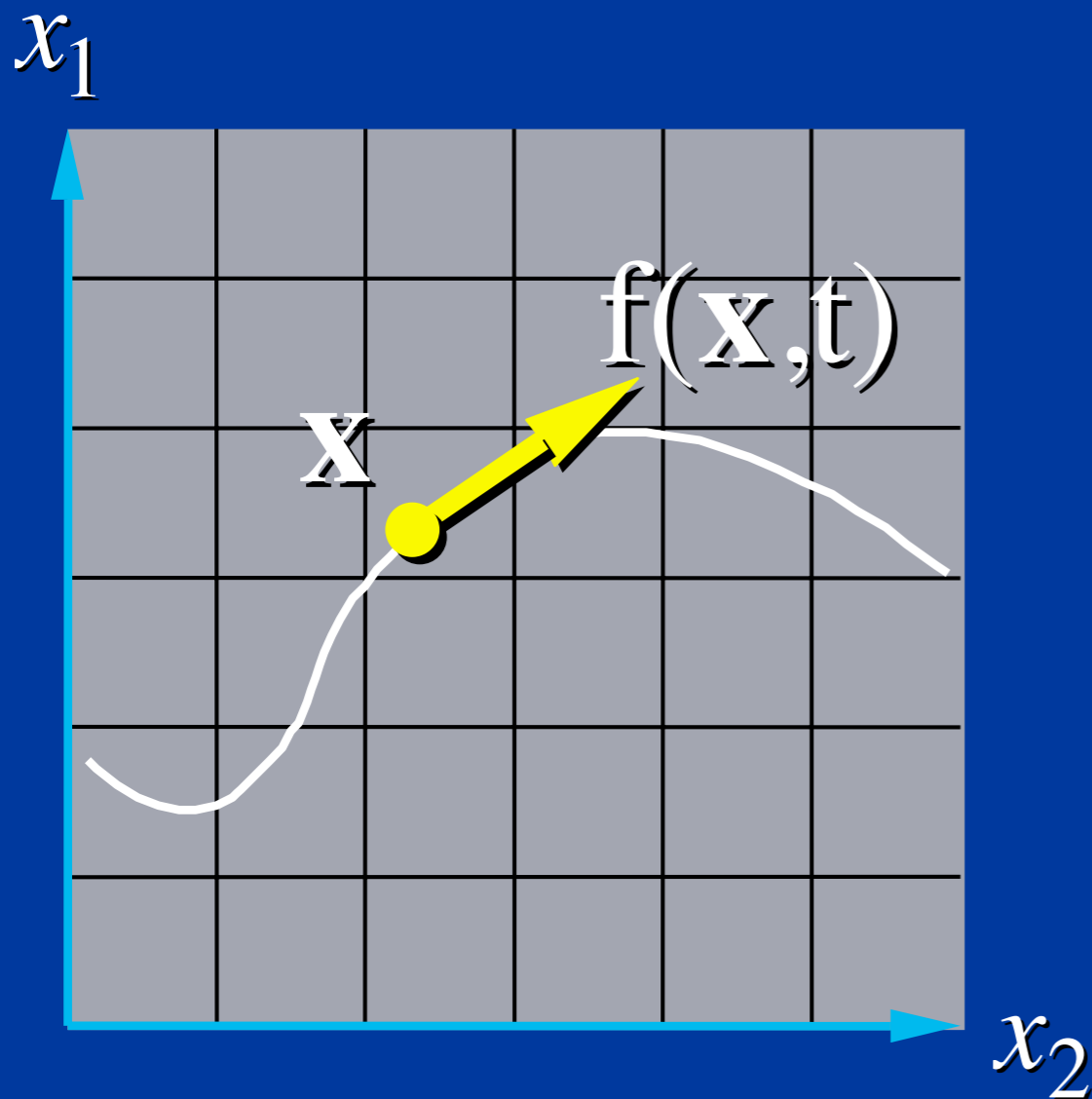
# DiffEQ Integration

## Differential Equation Basics

*Andrew Witkin*



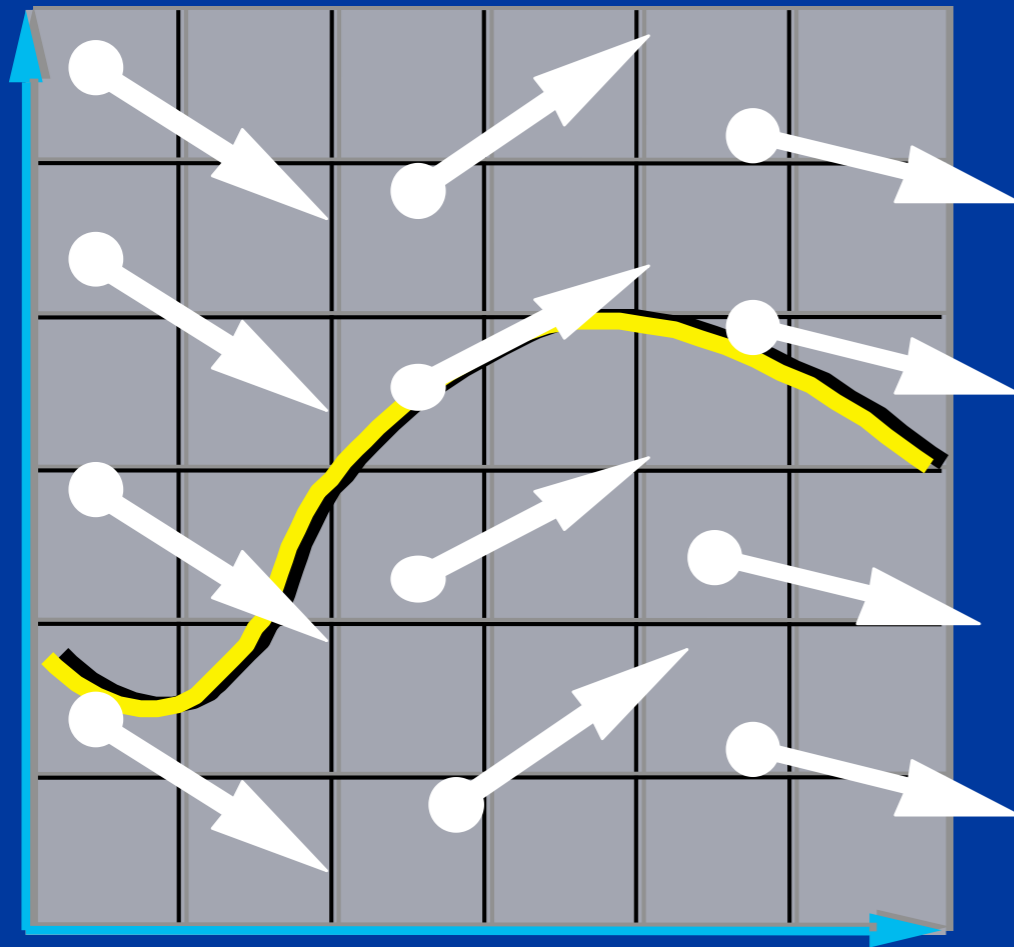
# A Canonical Differential Equation



$$\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, t)$$

- $\mathbf{x}(t)$ : a moving point.
- $\mathbf{f}(\mathbf{x}, t)$ :  $\mathbf{x}$ 's velocity.

# Vector Field



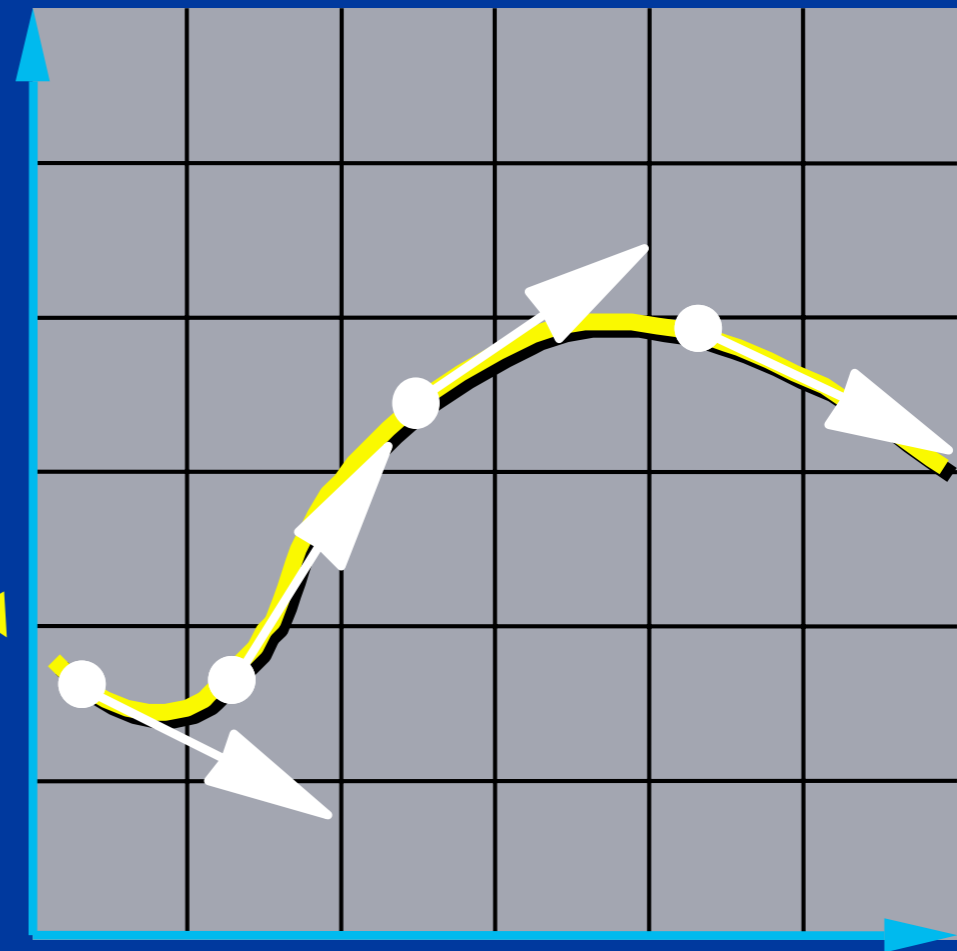
The differential equation

$$\dot{\mathbf{x}} = \mathbf{f}(\mathbf{x}, t)$$

defines a vector field over  $\mathbf{x}$ .

# Integral Curves

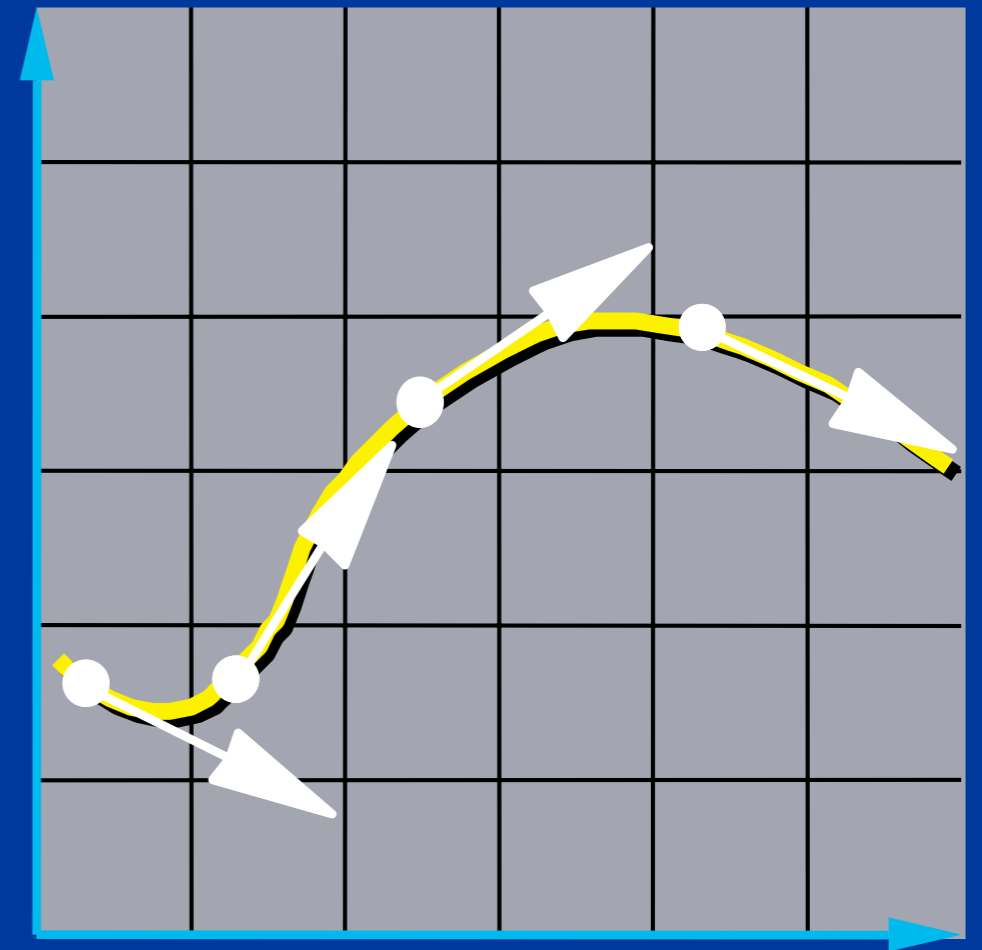
Start Here



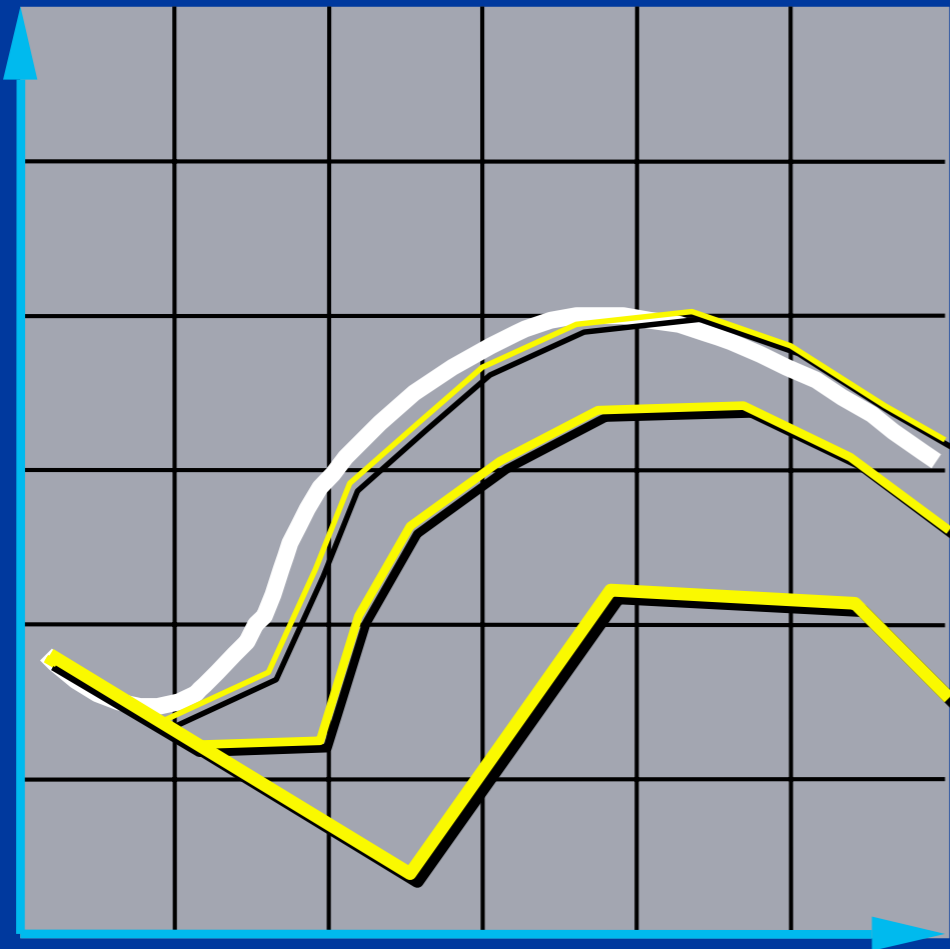
Pick any starting point,  
and follow the vectors.

# Initial Value Problems

Given the starting point,  
follow the integral curve.



# Euler's Method



- Simplest numerical solution method
- Discrete time steps
- Bigger steps, bigger errors.

$$\mathbf{x}(t + \Delta t) = \mathbf{x}(t) + \Delta t \mathbf{f}(\mathbf{x}, t)$$

# Two Problems

- **Accuracy**
- **Instability**



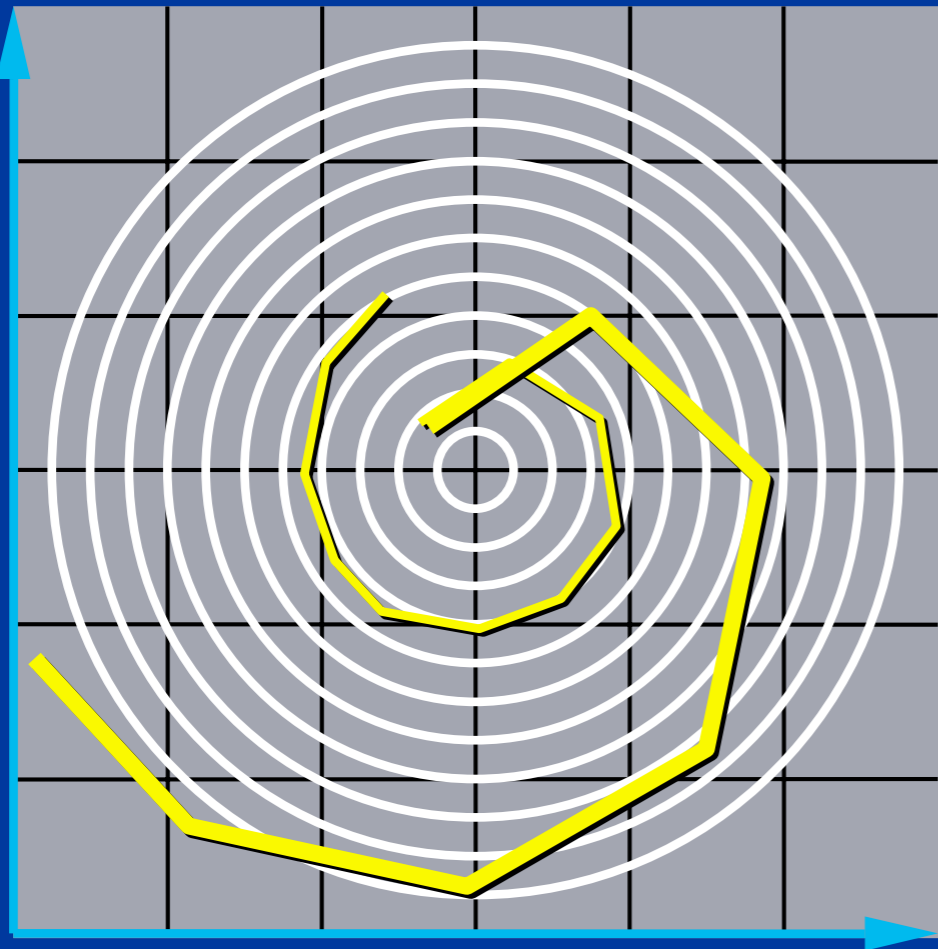
# Accuracy

Consider the equation:

$$\dot{\mathbf{x}} = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} \mathbf{x}$$

**What do the integral curves look like?**

# Problem I: Inaccuracy



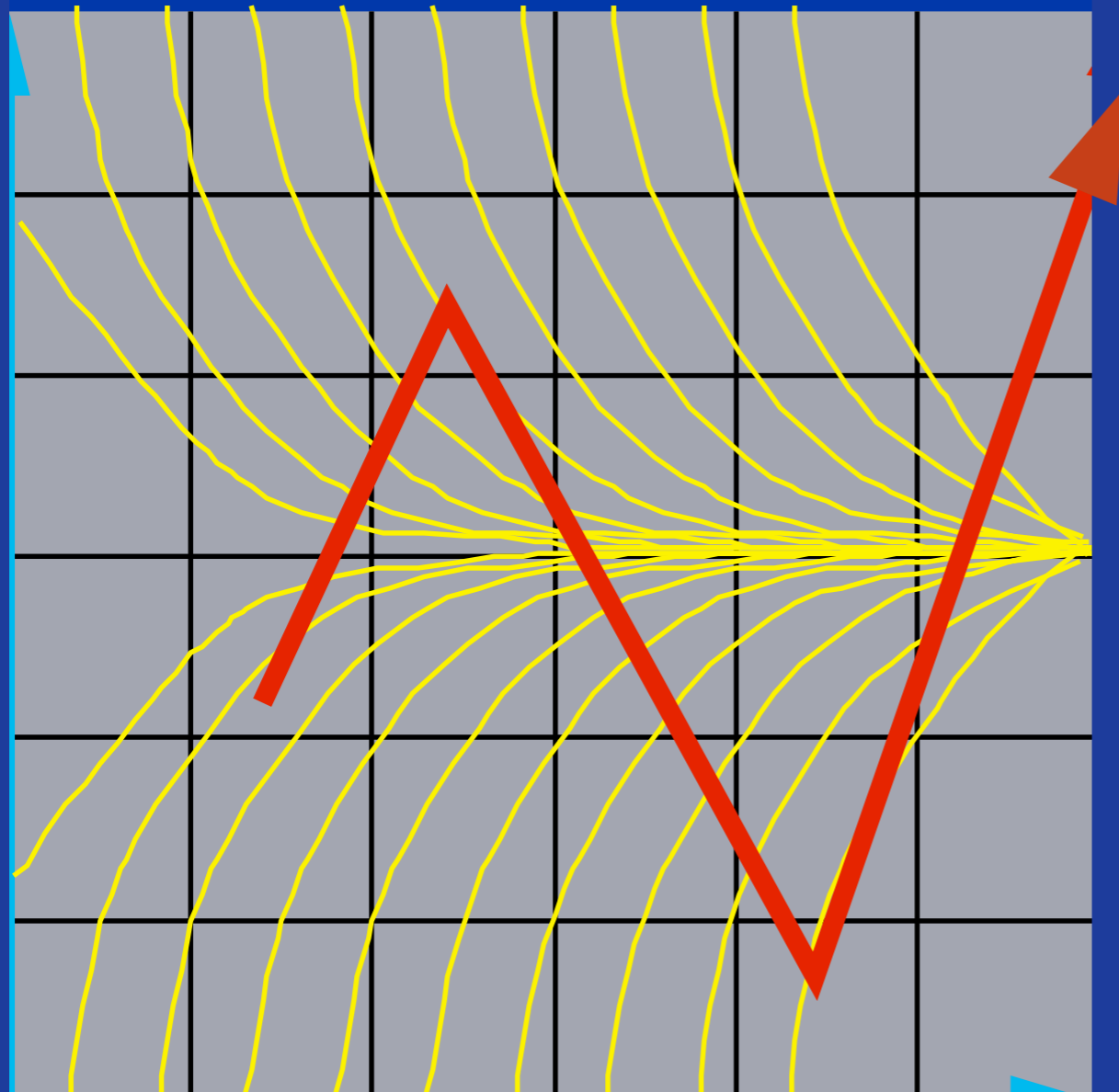
**Error turns  $x(t)$  from a circle into the spiral of your choice.**

# Problem 2: Instability

- Consider the following system:

$$\begin{cases} \dot{x} = -x \\ x(0) = 1 \end{cases}$$

# Problem 2: Instability



**To Neptune!**

# Accuracy of Euler Method

$$\dot{x} = f(x)$$

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**Consider Taylor Expansion about  $x(t)$ ...**

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$$x(t + h) =$$

# Accuracy of Euler Method

$$\dot{x} = f(x)$$

Consider Taylor Expansion about  $x(t)$ ...

$$x(t+h) = \underline{\text{constant}}$$



# Accuracy of Euler Method

$$\dot{x} = f(x)$$

Consider Taylor Expansion about  $x(t)$ ...

$$x(t+h) = \underbrace{x(t)}_{\text{constant}} + \dots$$

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# Accuracy of Euler Method

$$\dot{x} = f(x)$$

Consider Taylor Expansion about  $x(t)$ ...

$$x(t+h) = \underbrace{x(t)}_{\text{constant}} + \underbrace{hf(x(t))}_{\text{linear}} + \dots$$

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$$\dot{x} = f(x)$$

Consider Taylor Expansion about  $x(t)$ ...

$$x(t+h) = \underbrace{x(t)}_{\text{constant}} + \overbrace{hf(x(t))}^{\text{Euler step}} + \underbrace{O(h^2)}_{\text{everything else}}$$

# Accuracy of Euler Method

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Consider Taylor Expansion about  $x(t)$ ...

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Therefore, Euler's method has error  $O(h^2)$ ... it is *first order*.



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Therefore, Euler's method has error  $O(h^2)$ ... it is *first order*.

How can we get to  $O(h^3)$  error?

# The Midpoint Method

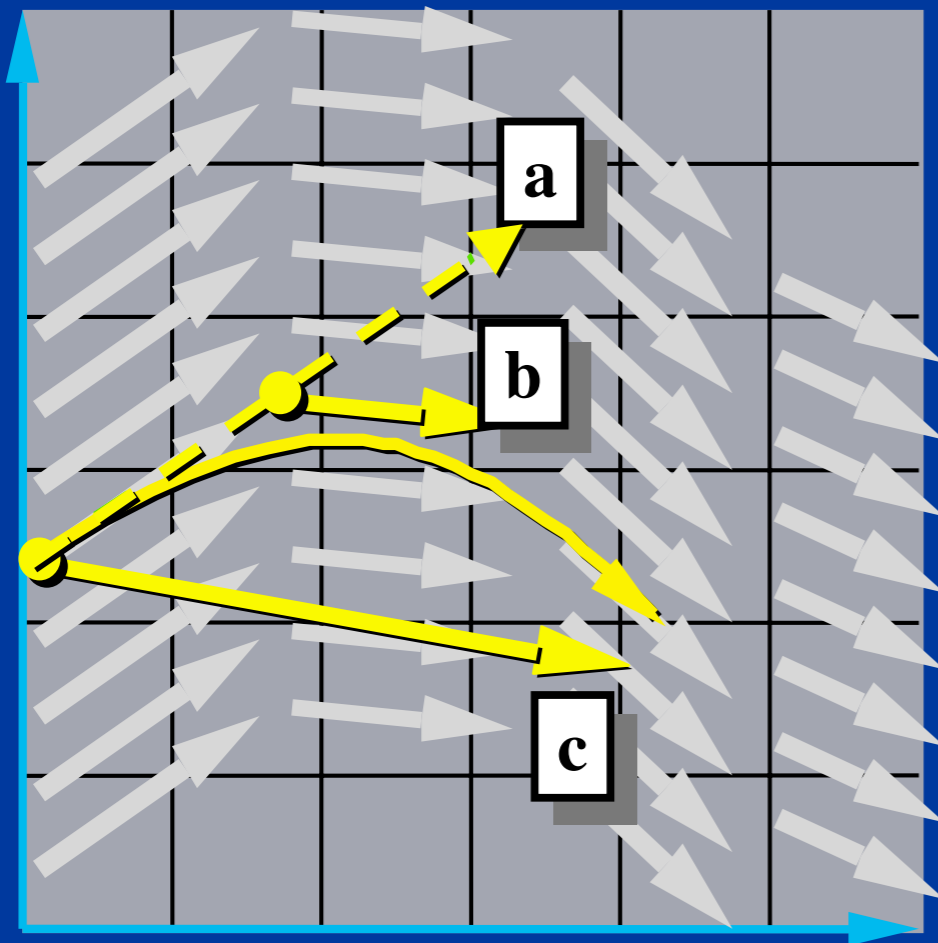
- Also known as second order Runge-Kutte:

$$k_1 = h(f(x_0, t_0))$$

$$k_2 = hf\left(x_0 + \frac{k_1}{2}, t_0 + \frac{h}{2}\right)$$

$$x(t_0 + h) = x_0 + k_2 + O(h^3)$$

# The Midpoint Method



a. Compute an Euler step

$$\Delta \mathbf{x} = \Delta t \mathbf{f}(\mathbf{x}, t)$$

b. Evaluate  $\mathbf{f}$  at the midpoint

$$\mathbf{f}_{\text{mid}} = \mathbf{f}\left(\frac{\mathbf{x} + \Delta \mathbf{x}}{2}, \frac{t + \Delta t}{2}\right)$$

c. Take a step using the midpoint value

$$\mathbf{x}(t + \Delta t) = \mathbf{x}(t) + \Delta t \mathbf{f}_{\text{mid}}$$

# q-Stage Runge-Kutta

**General Form:**

$$x(t_0 + h) = x_0 + h \sum_{i=1}^q w_i k_i$$

**where:**

$$k_i = f \left( x_0 + h \sum_{j=1}^{i-1} \beta_{ij} k_j \right)$$

**Find the constant that ensure accuracy  $O(h^n)$ .**

# 4th-Order Runge-Kutta

$$k_1 = hf(x_0, t_0)$$

$$k_2 = hf\left(x_0 + \frac{k_1}{2}, t_0 + \frac{h}{2}\right)$$

$$k_3 = hf\left(x_0 + \frac{k_2}{2}, t_0 + \frac{h}{2}\right)$$

$$k_4 = hf(x_0 + k_3, t_0 + h)$$

$$x(t_0 + h) = x_0 + \frac{1}{6}k_1 + \frac{1}{3}k_2 + \frac{1}{3}k_3 + \frac{1}{6}k_4 + O(h^5)$$

# 4th-Order Runge-Kutta

$$k_1 = hf(x_0, t_0)$$

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$$k_4 = hf(x_0 + k_3, t_0 + h)$$

$$x(t_0 + h) = x_0 + \frac{1}{6}k_1 + \frac{1}{3}k_2 + \frac{1}{3}k_3 + \frac{1}{6}k_4 + O(h^5)$$

**Why so popular?**

# Order vs. Stages

<b>Order</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
<b>Stages</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>6</b>	<b>7</b>	<b>9</b>	<b>11</b>

# More methods...

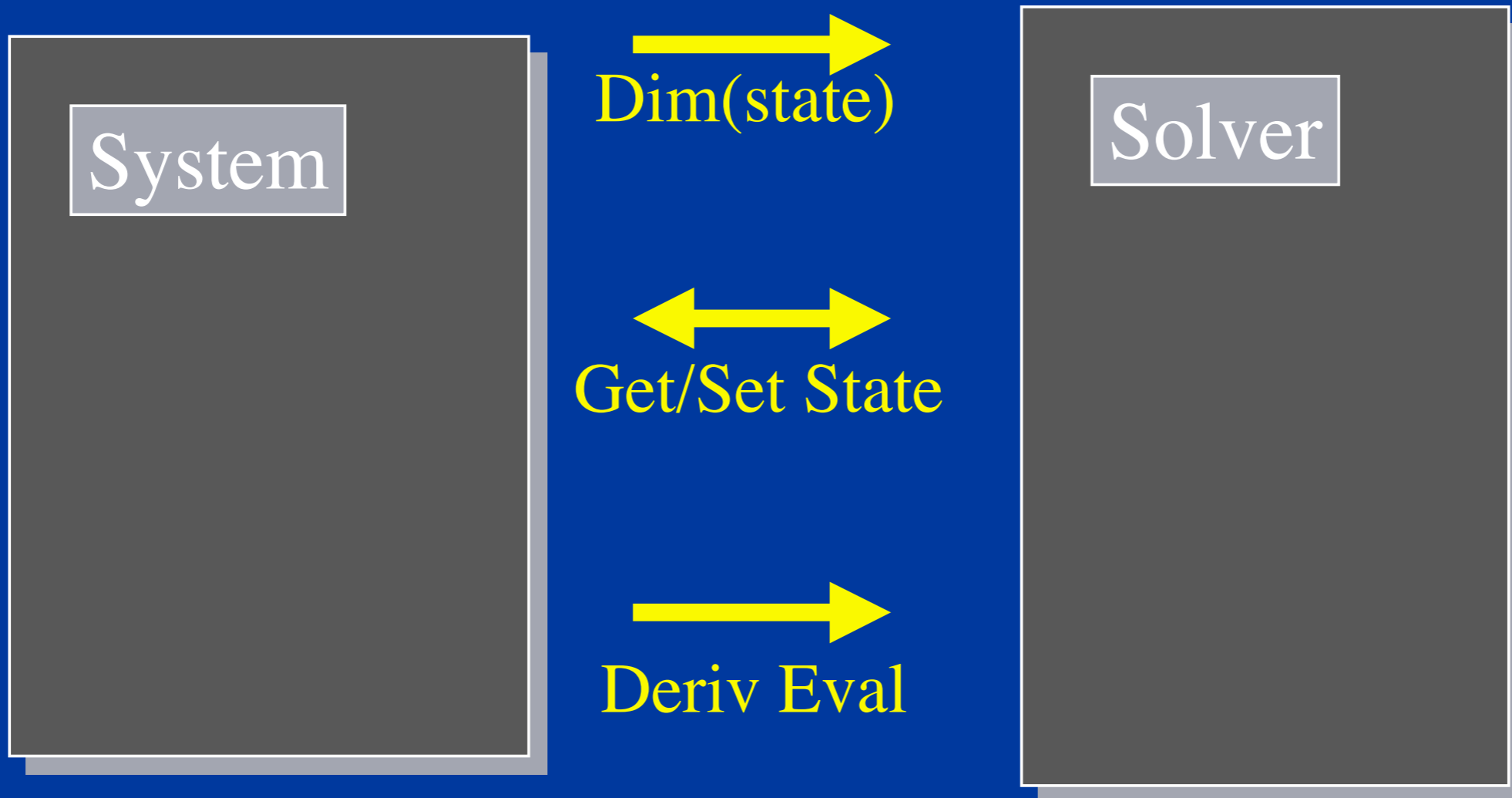
- Euler's method is *1st Order*.
- The midpoint method is *2nd Order*.
- Just the tip of the iceberg. See *Numerical Recipes* for more.
- Helpful hints:
  - *Don't* use Euler's method (you will anyway.)
  - *Do* use adaptive step size.



# Modular Implementation

- **Generic operations:**
  - **Get  $\dim(x)$**
  - **Get/set  $x$  and  $t$**
  - **Deriv Eval at current  $(x,t)$**
- **Write solvers in terms of these.**
  - **Re-usable solver code.**
  - **Simplifies model implementation.**

# Solver Interface



# A Code Fragment

```
void eulerStep(Sys sys, float h) {  
    float t = getTime(sys);  
    vector<float> x0, deltaX;  
  
    t = getTime(sys);  
    x0 = getState(sys);  
    deltaX = derivEval(sys, x0, t);  
    setState(sys, x0 + h*deltaX, t+h);  
}
```

# Question

- **What sorts of common physical phenomena are *not* well modeled by differential equations?**

# Student Answers

**What sorts of phenomena are not well modeled?**

electrons - probabilistic **WRONG**

theory of relativity **WRONG**

sudden forces - not continuous

interactions between multiple particles **WRONG**

anything nondeterministic **WRONG**

shattering