

Computational Methods (PHYS 2030)

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Schedule: Lecture: MWF 11:30-12:30 (CLH M)

Website: <http://www.yorku.ca/cberge/2030W2018.html>



CAN AN ARROW FIRED STRAIGHT UP FALL FAST ENOUGH TO KILL YOU?

```
main.py
1 GlowScript 2.6 VPython
2
3 #this just sets up a graph
4 gd=graph(xtitle="Time [s]", ytitle="Vertical Position [m]")
5 f1=gcurve(color=color.red)
6
7 #starting constants
8 g=9.8 #N/kg - gravitational constant
9
10 #change this
11 m=.019 #kg - mass of arrow
12
13 #change this
```



Newton's law of heating/cooling

“Newton proposed that the temperature of a hot object decreases at a rate proportional to the difference between its temperature and that of its surroundings. Similarly, a cold object heats up at a rate proportional to the temperature difference between the object and its surroundings.”

$$\frac{dT}{dt} = \alpha(T_o - T)$$

When a murder is committed, the body, originally at 37°C , cools according to Newton's Law of Cooling. Suppose that after two hours the temperature is 35°C , and that the temperature of the surrounding air is a constant 20°C .

- Find the temperature, H , of the body as a function of t , the time in hours since the murder was committed.
- Sketch a graph of temperature against time.
- What happens to the temperature in the long run? Show this on the graph and algebraically.
- If the body is found at 4 pm at a temperature of 30°C , when was the murder committed?

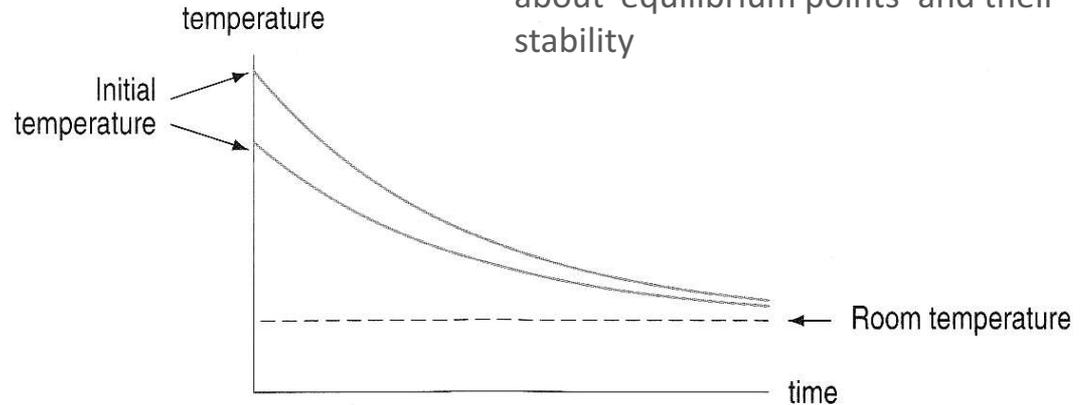
Stability

Newton's law of heating/cooling

$$\frac{dT}{dt} = \alpha(T_o - T)$$

Solution

$$T(t) = T_o + Ce^{-\alpha t}$$



Note: Very natural place to think about 'equilibrium points' and their stability

- An **equilibrium solution** is constant for all values of the independent variable. The graph is a horizontal line.
- An equilibrium is **stable** if a small change in the initial conditions gives a solution which tends toward the equilibrium as the independent variable tends to positive infinity.
- An equilibrium is **unstable** if a small change in the initial conditions gives a solution curve which veers away from the equilibrium as the independent variable tends to positive infinity.

Some further common examples

Falling body: Terminal velocity

Assume air resistance is proportional to velocity, the Newton's 2nd Law leads to:

$$m \frac{dv}{dt} = mg - kv$$

$$\frac{dv}{dt} = -\frac{k}{m} \left(v - \frac{mg}{k} \right)$$

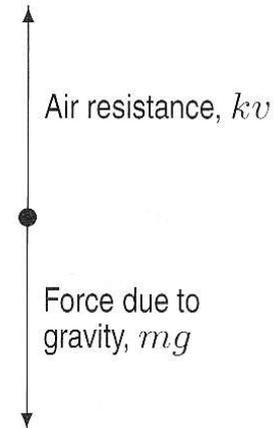


Figure 11.44: Forces acting on a falling object

Solution

$$v = \frac{mg}{k} \left(1 - e^{-kt/m} \right)$$

Some further common examples

Falling body: Terminal velocity

$$m \frac{dv}{dt} = mg - kv \quad v = \frac{mg}{k} \left(1 - e^{-kt/m} \right)$$

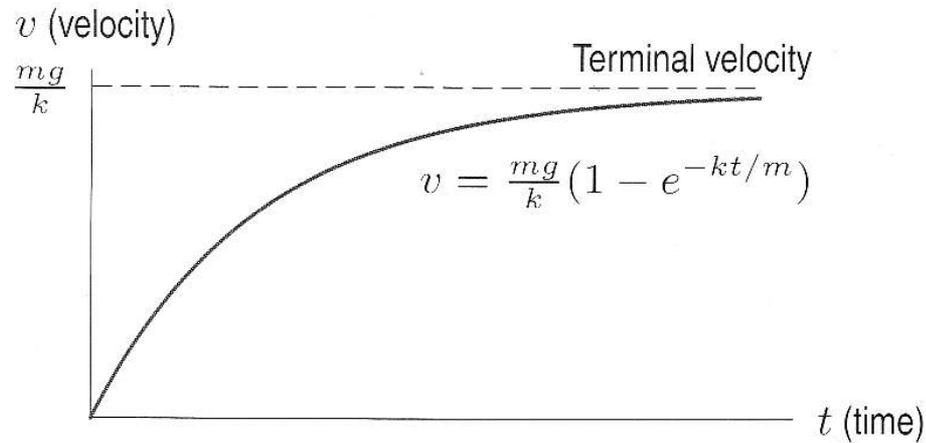
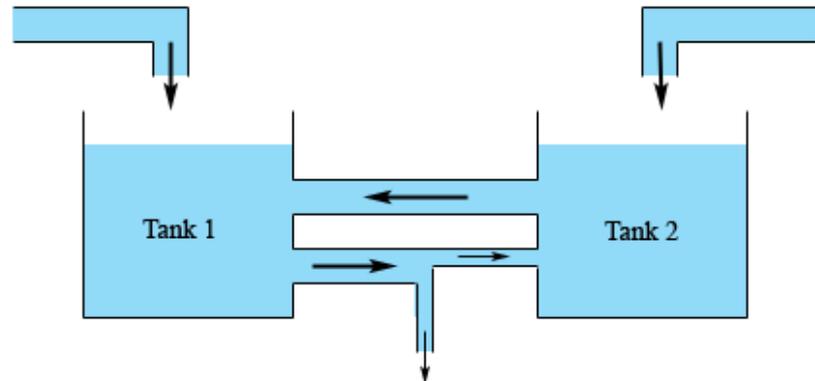


Figure 11.45: Velocity of falling dust particle assuming that air resistance is kv

Compartmental models
(e.g., salt in a reservoir)



Some further common examples

Compartmental models (e.g., salt in a reservoir)

“A water reservoir holds 100 million gallons of water and supplies a city with 1 million gallons a day. The reservoir is partly refilled by a spring which provides 0.9 million gallons a day, and the rest of the water, 0.1 million gallons a day, comes from run-off from the surrounding land. The spring is clean, but the run-off contains salt with a concentration of 0.0001 pound per gallon. There was no salt in the reservoir initially and the water is well mixed (that is, the out-flow contains the concentration of salt in the tank at that instant).”

Think about units!

It is important to distinguish between the total quantity, Q , of salt in pounds, and the concentration, C , of salt, in pounds/gallon, where

$$\text{Concentration} = C = \frac{\text{Quantity of salt}}{\text{Volume of water}} = \frac{Q}{100 \text{ million}} \left(\frac{\text{lb}}{\text{gal}} \right).$$

Rate of change of
quantity of salt = Rate salt entering – Rate salt leaving.

Rate salt entering = Concentration · Volume per day

$$\frac{dQ}{dt} = 10 - \frac{Q}{100}$$

Some further common examples

Logistic equation (e.g., population growth, 'carrying capacity')

- Nonlinear
- To solve, use separation of variables and partial fractions

Solution
$$P = \frac{L}{1 + Ae^{-kt}}$$

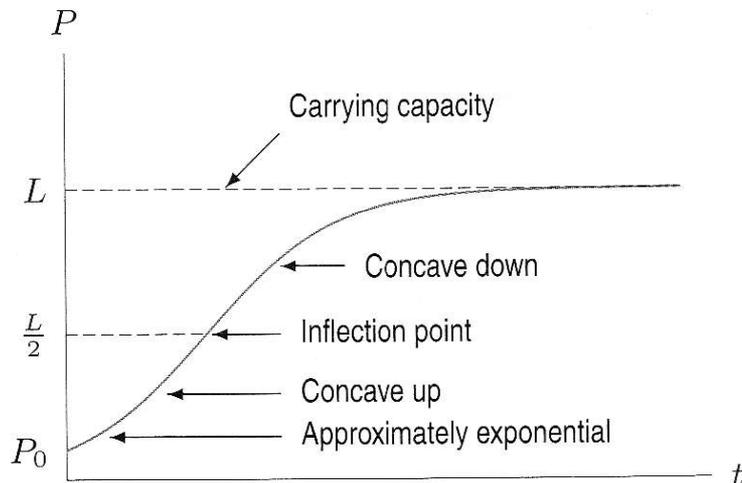


Figure 11.51: Logistic growth with inflection point

$$\frac{1}{P} \frac{dP}{dt} = k - aP$$

$$\frac{dP}{dt} = kP \left(1 - \frac{P}{L} \right)$$

where
$$A = \frac{L - P_0}{P_0}$$

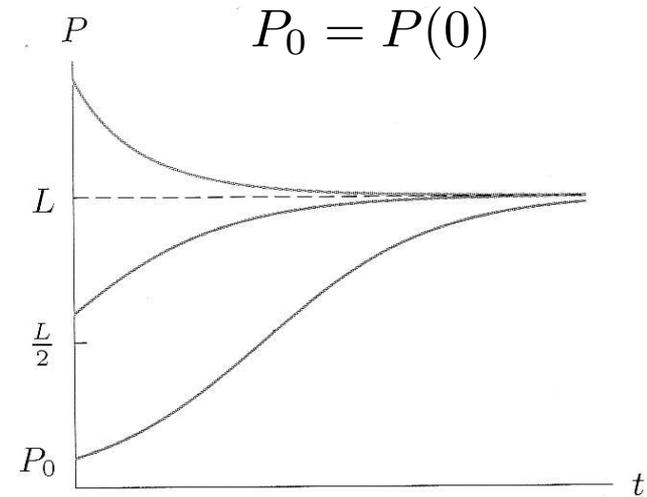


Figure 11.52: Solutions to the logistic equation

Equilibria and stability

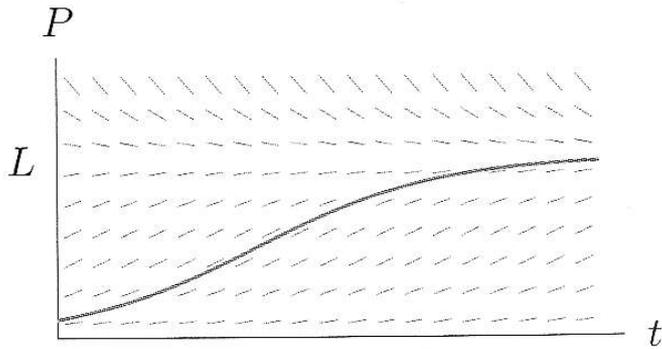


Figure 11.49: Slope field for $dP/dt = kP(1 - P/L)$

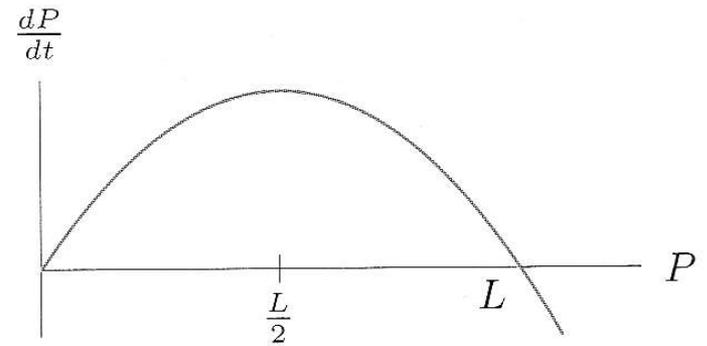
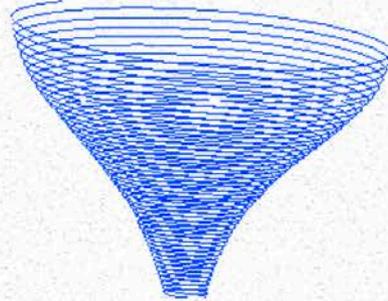


Figure 11.50: $dP/dt = kP(1 - P/L)$

- Plot dP/dt vs. P
- Where will the equilibrium points be?
- How can you infer their stability?



dfield and pplane

the java versions

dfield and pplane

`dfield` (direction field) and `pplane` (phase plane) are software programs for the interactive analysis of ordinary differential equations (ODE). The software is described in detail in the manual [Ordinary Differential Equations using MATLAB](#). Additionally, several textbooks on differential equations refer to and use `dfield` and `pplane`. Among them are [Differential Equations](#) and [Differential Equations with Boundary Value Problems](#) by John Polking, Albert Boggess, and David Arnold.

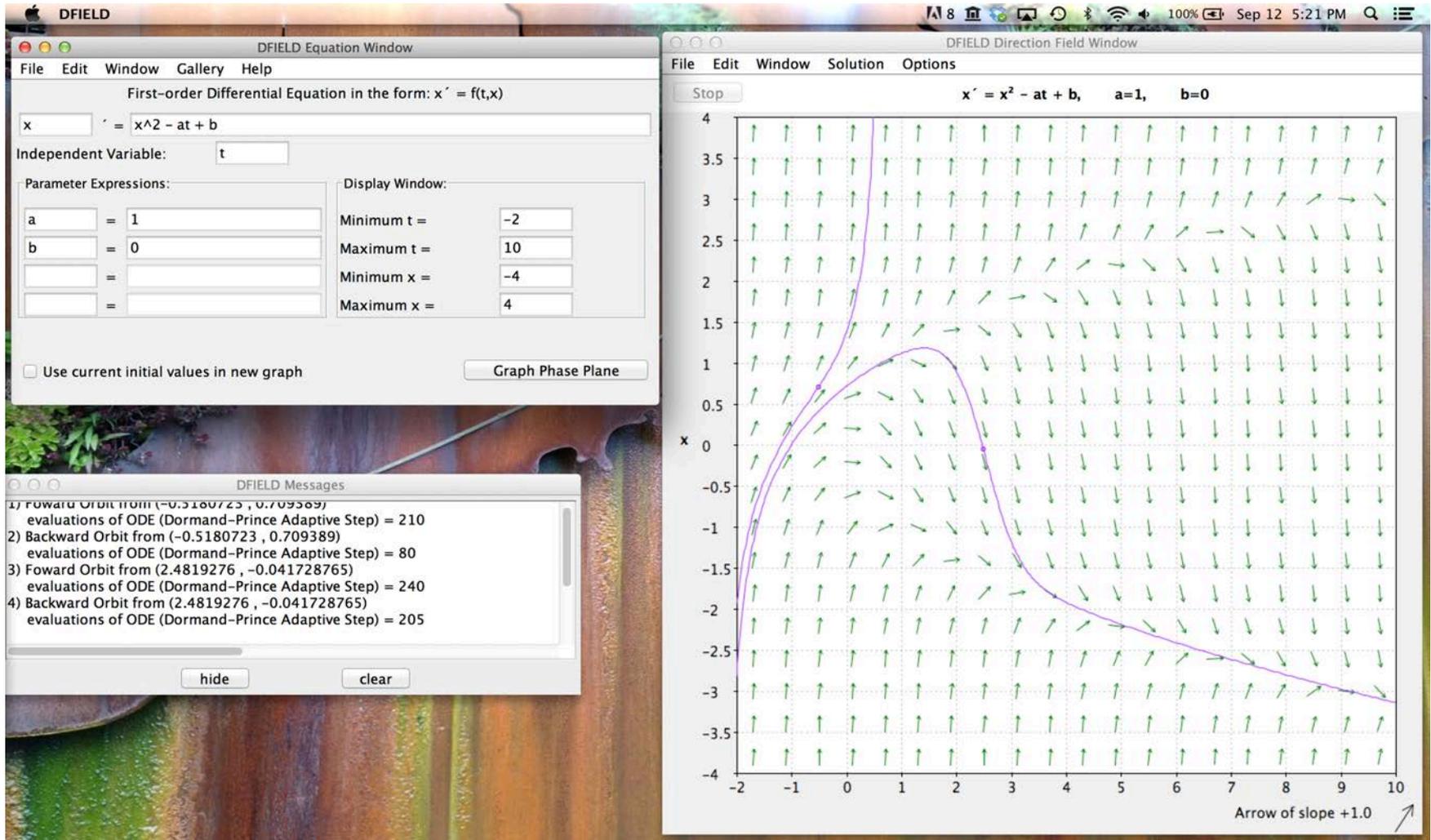
This page contains download links to the latest Java versions of `dfield` and `pplane`. The original [MATLAB versions can be found at: <http://math.rice.edu/~dfield/index.html>](#)

Previously `dfield` and `pplane` were written as java applets meant to be run in a browser. These are being discontinued because of security reasons. The apps available here are the replacements.

`dfield` and `pplane` are copyrighted in the name of [John C. Polking, Department of Mathematics, Rice University](#). They are not in the public domain. However, they are being made available free for use in educational institutions. This offer does not extend to any application that is made for profit. Users who have such applications in mind should contact John C. Polking. The Java versions were written by [Joel Castellanos](#) in collaboration with John C. Polking.

- **dfield** – Useful for 1-D ODEs
- **pplane** – Useful for 2-D ODEs (e.g., 2nd order ODE, or system of two 1st order eqns.)

dfield



pplane → Phase plane analysis for 'systems' of ODEs (future lecture)

The image displays the PPLANE software interface, which is used for phase plane analysis of systems of ordinary differential equations (ODEs). It consists of three main windows:

- PPLANE Equation Window:** This window is used to input the system of differential equations. It shows the general form $\frac{dx}{dt} = f(x,y)$ and $\frac{dy}{dt} = g(x,y)$. The equations entered are:
$$\dot{x} = 2x - y + 3(x^2 - y^2) + 2xy$$
$$\dot{y} = x - 3y - 3(x^2 - y^2) + 3xy$$

Below the equations, there are sections for "Parameter expressions" and "The Display Window". The display window settings are:
Minimum x = -2
Maximum x = 4
Minimum y = -4
Maximum y = 2
A "Graph Phase Plane" button is located at the bottom right of this window.
- PPLANE Phase Plane:** This window displays the phase plane plot. It shows a vector field of green arrows and a blue trajectory that forms a closed orbit. The equations for the system are displayed at the top:
$$x' = 2x - y + 3(x^2 - y^2) + 2xy$$
$$y' = x - 3y - 3(x^2 - y^2) + 3xy$$

The axes are labeled x and y, with x ranging from -2 to 4 and y ranging from -4 to 2. The trajectory starts at approximately (2.1494, -1.888) and moves clockwise.
- PPLANE Messages:** This window displays the results of the analysis. It shows the following messages:
Forward Orbit from (2.1494, -1.888)
A possible closed orbit was detected.
Backward Orbit from (2.1494, -1.888)
Maximum number (5000) of iterations reached.
Forward Orbit from (-1.2193, 1.6)
Possible equilibrium point near: (-0.46612, -0.22089).
Backward Orbit from (-1.2193, 1.6)
Possible equilibrium point near: (0.41248, 0.63864).
Buttons for "hide" and "clear" are located at the bottom of this window.

Ex.

$$\frac{dy}{dt} = 100 - y$$

➤ Slope field?

➔ Useful starting point to connect what ODE is telling you and what 'solutions' look like

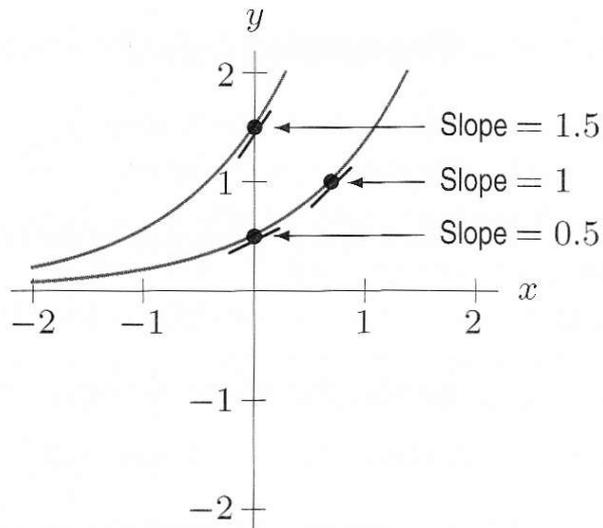
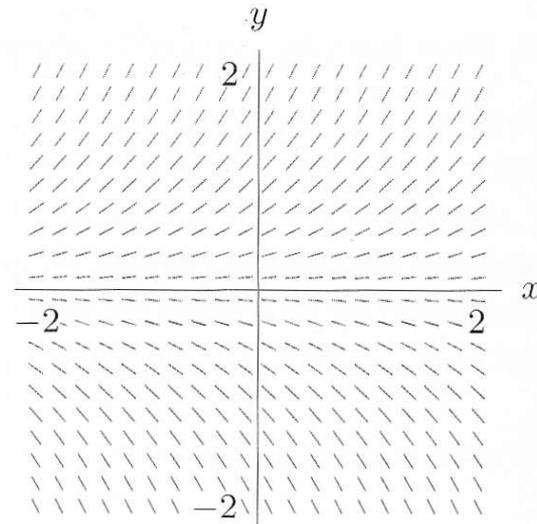
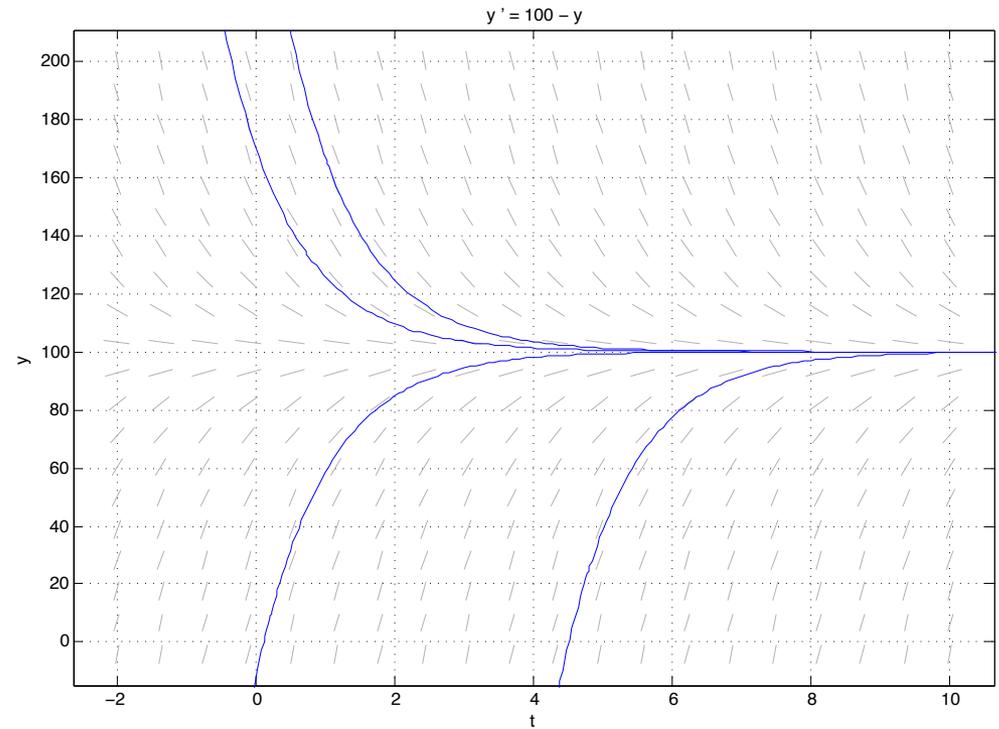


Figure 11.4: Solutions to $dy/dx = y$

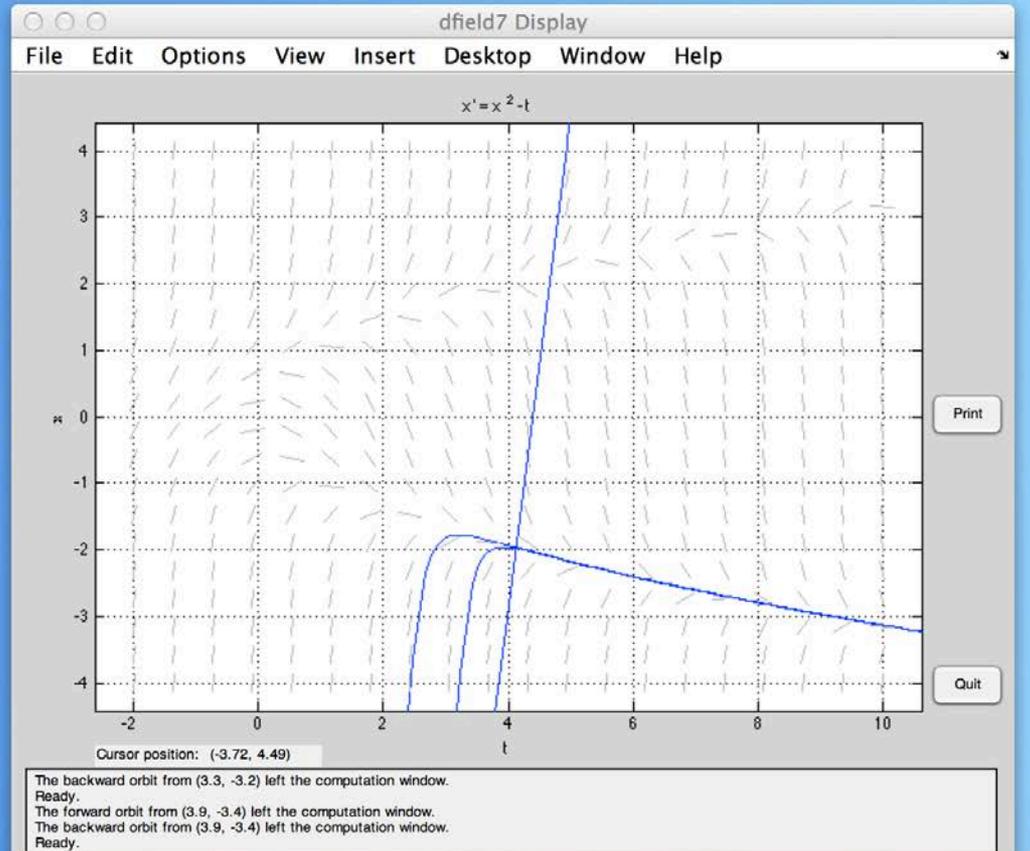
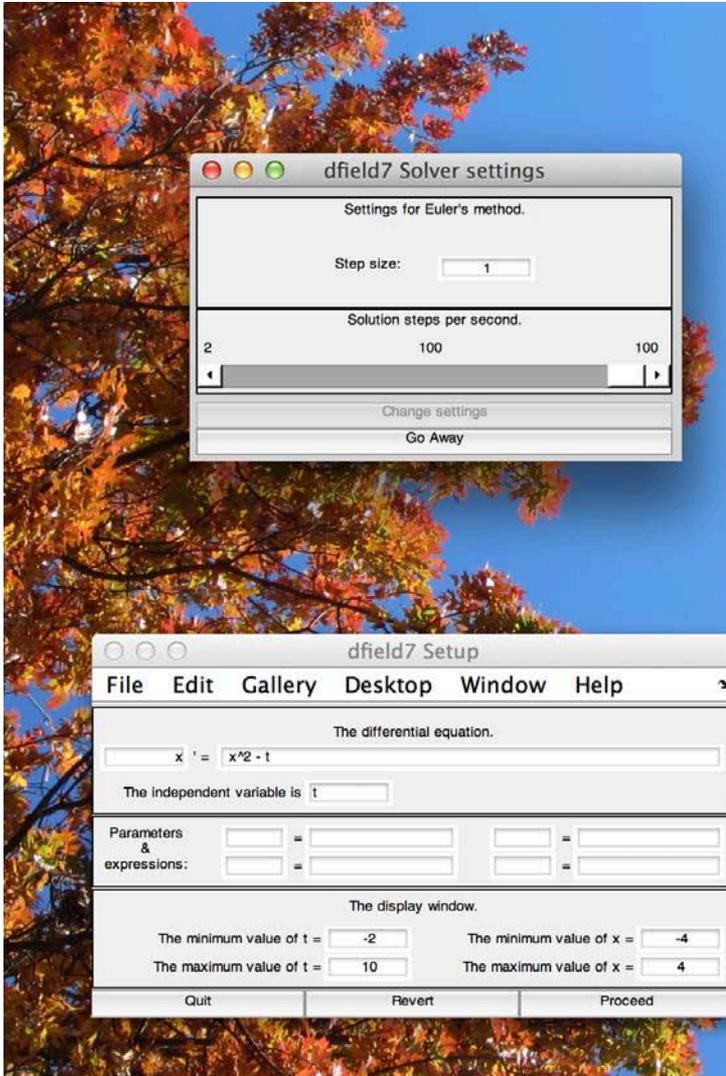


➔ But how is *dfield* computing solution curves?

Figure 11.5: Slope field for $dy/dx = y$

→ How is *dfield* computing solution curves?

Let's break it!



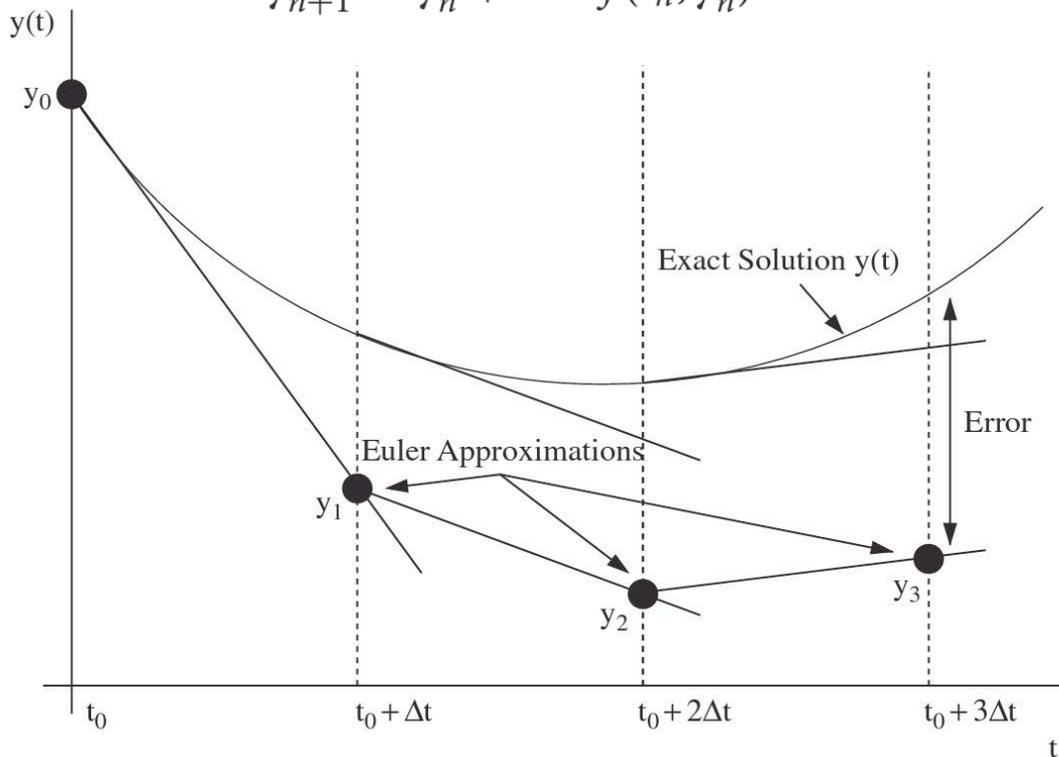
Starting point: Euler's method

Idea: Since equations tell us how things change, numerically integrate to find solution(s)

$$\frac{dy}{dt} = f(t, y)$$

$$\frac{dy}{dt} = f(t, y) \Rightarrow \frac{y_{n+1} - y_n}{\Delta t} \approx f(t_n, y_n).$$

$$y_{n+1} = y_n + \Delta t \cdot f(t_n, y_n).$$



Note the 'boring' case: f is a function of t alone (in which case we simply integrate)

Reality check: Choice of variable names may change a bit throughout slides, but don't be confused!

$$y'(x) = f(x, y).$$

$$y(x) = \int^x f(\chi) d\chi.$$

→ Note that while we can propagate a solution forward (or backward), there can be some associated error

Euler's method

→ Looking under the hood.....

Use Euler's method for $dy/dx = y$. Start at the point $P_0 = (0, 1)$ and take $\Delta x = 0.1$.

Table 11.2 Euler's method for $dy/dx = y$, starting at $(0, 1)$

	x	y	$\Delta y = (\text{Slope})\Delta x$
P_0	0	1	$0.1 = (1)(0.1)$
P_1	0.1	1.1	$0.11 = (1.1)(0.1)$
P_2	0.2	1.21	$0.121 = (1.21)(0.1)$
P_3	0.3	1.331	$0.1331 = (1.331)(0.1)$
P_4	0.4	1.4641	$0.14641 = (1.4641)(0.1)$
P_5	0.5	1.61051	$0.161051 = (1.61051)(0.1)$

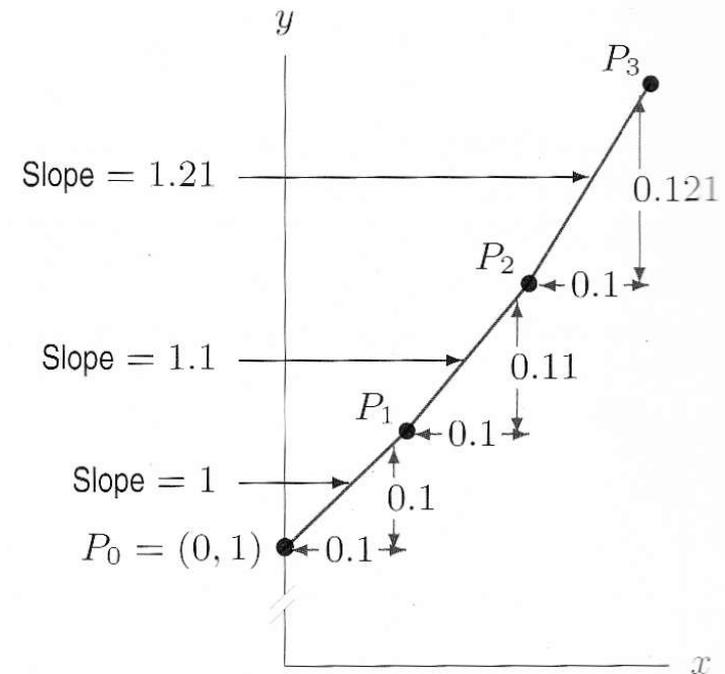


Figure 11.25: Euler's approximate solution to $dy/dx = y$

Euler's method

Idea: Since equations tell us how things change, numerically integrate to find solution(s)

Connect back to Taylor series:

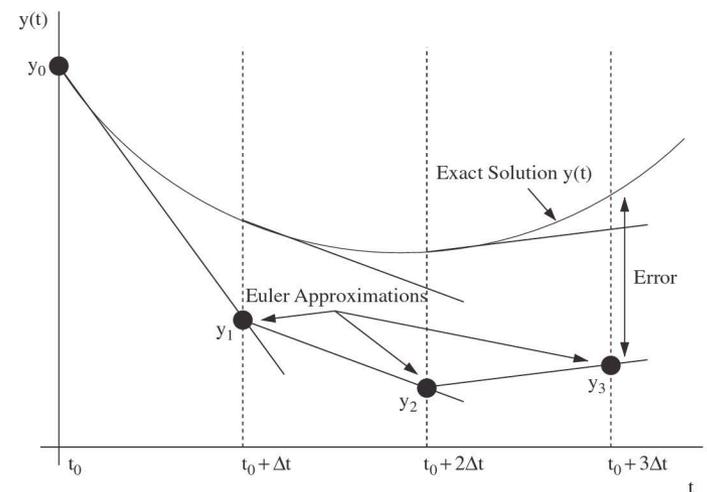
$$y(x) = y(x_0) + y'(x_0)(x - x_0) + \frac{y''(x_0)}{2!}(x - x_0)^2 + \frac{y^{(3)}(x_0)}{3!}(x - x_0)^3 + \dots$$

Or rewrite as: $x \equiv x_0 + \Delta x$

$$y(x_0 + \Delta x) = y(x_0) + y'(x_0)\Delta x + \frac{1}{2!}y''(x_0)(\Delta x)^2 + \frac{1}{3!}y^{(3)}(x_0)(\Delta x)^3 + \dots$$

$$\mathbf{y}_{n+1} = \mathbf{y}_n + \Delta t \cdot f(t_n, \mathbf{y}_n).$$

→ So Euler's method is a 'first order approximation' as higher order terms are ignored



Error in Euler's method

$$y(x_0 + \Delta x) = y(x_0) + y'(x_0)\Delta x + \frac{1}{2!}y''(x_0)(\Delta x)^2 + \frac{1}{3!}y^{(3)}(x_0)(\Delta x)^3 + \dots$$

$$y_{n+1} = y_n + \Delta t \cdot f(t_n, y_n).$$

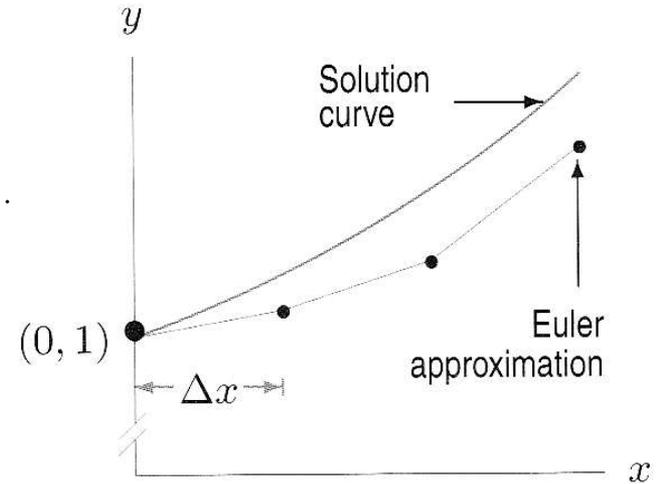


Figure 11.27: Euler's approximate solution to $dy/dx = y$

→ The error in Euler's method is the difference between approximate and exact value. If the number of steps used is n (think about how n will be related to Δt), the error is approximately *proportional to* $1/n$

- 'higher order' methods reduce such error (e.g., Runge-Kutta) → We'll return to this
- Question: How can we know what the higher order derivatives are, since the ODE only tells us the first derivative?

```

% York U PHYS 2030 (09.15.14)
% use basic Euler method to solve the following differential equation
% f'(x)= x^2 + 1

```

$$\frac{df}{dx} = x^2 + 1$$

```

clear
% *****
% User Inputs
Fprime = @(x)(x.^2+1); % function describing the ODE
Fsol= @(x,IC)(1/3*x.^3 + x + IC); % solution (known; IC is the initial condition, f0)
stepsize= 0.003;
f0= 0.0; % initial condition at xI [i.e. f(xI)]
xB= [0 2]; % interval to solve over (i.e., boundaries)

```

```

% *****

```

```

F(1)= f0; %initialize first value
k=1; % counter

```

Where are the key steps occurring?

```

for j=xB(1):stepsize:xB(2)
    if (j == xB(1)),
        F(k)= f0; % handle initial condition
    else
        F(k)= F(k-1) + stepsize*(Fprime(j)); % apply Euler's method
    end
    x(k)= j; % keep track of x for plotting
    k= k+ 1; % increment counter
end

```

```

% visualize
figure(1); clf;
plot(x,F, 'o--', 'LineWidth',2); grid on; hold on
xlabel('x'); ylabel('f(x)'); title('Solution to df/dx= x^2 +1')

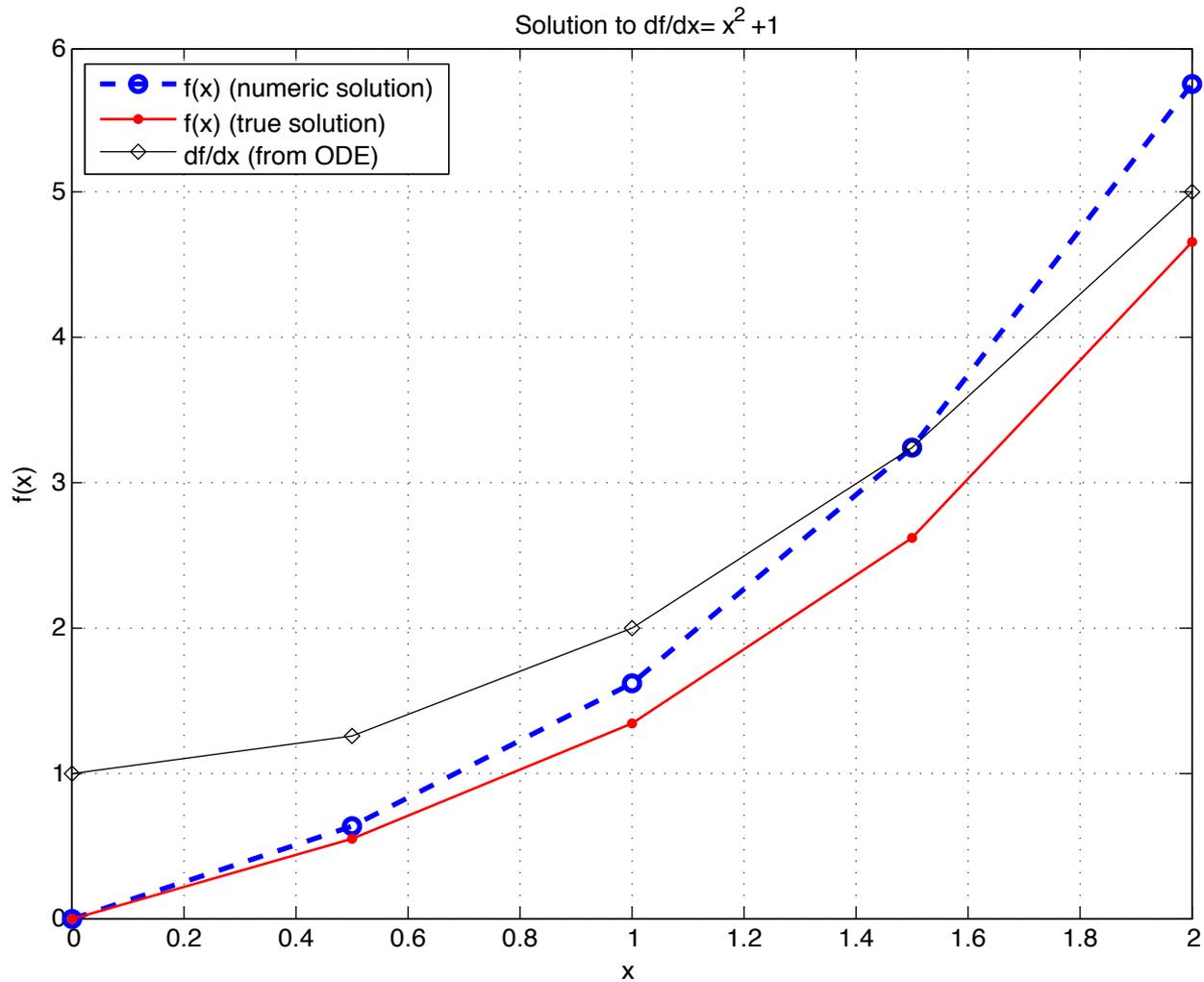
```

```

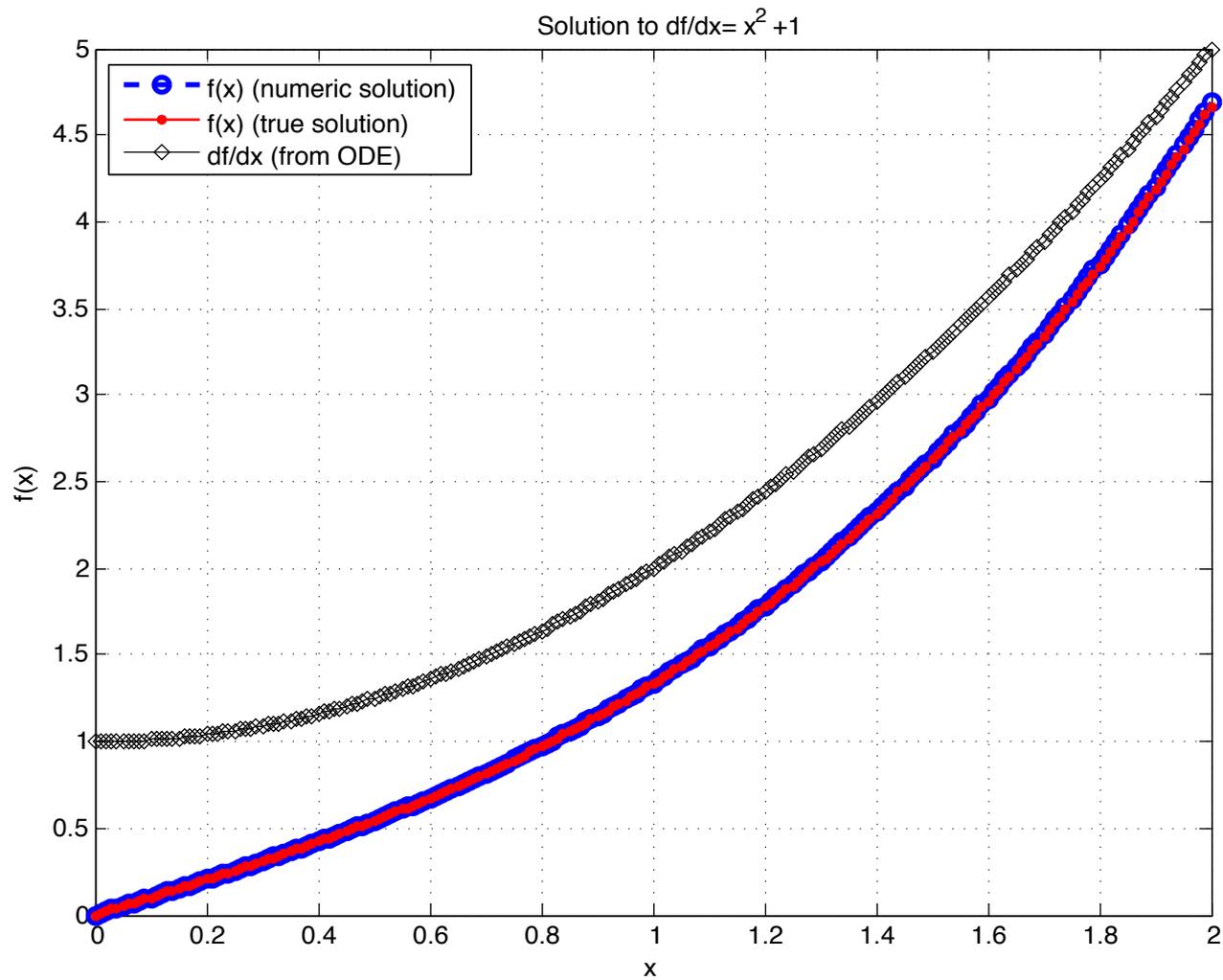
% now plot exact solution and derivative
plot(x,Fsol(x,f0), 'r.-', 'LineWidth',1);
plot(x,Fprime(x), 'kd-');
legend('f(x) (numeric solution)', 'f(x) (true solution)', 'df/dx (from ODE)', 'Location', 'NorthWest')

```

```
stepsize= 0.5;  
f0= 0.0
```



```
stepsize= 0.01;  
f0= 0.0
```

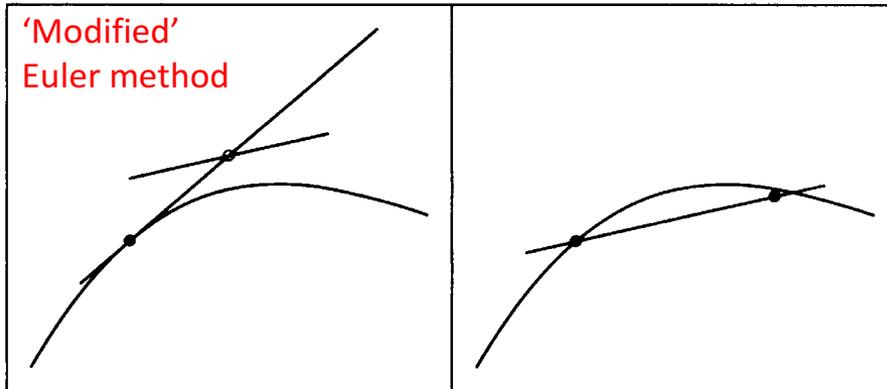
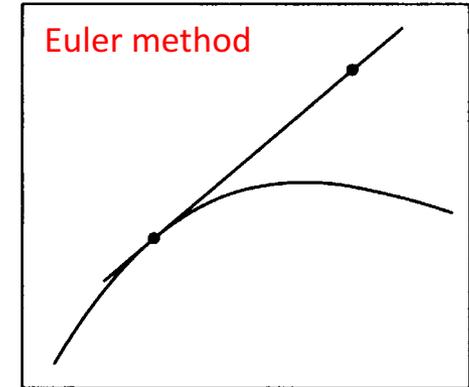


Improve Euler's method?

- Can we 'guess' the solution at a mid-point?

$$x_{mid} = x_0 + \frac{h}{2} \quad y(x_{mid}) = y_0 + \frac{h}{2}y'_0 = y_0 + \frac{h}{2}f_0$$

$$y(x_0 + h) = y(x_0) + hf(x_{mid}, y_{mid})$$

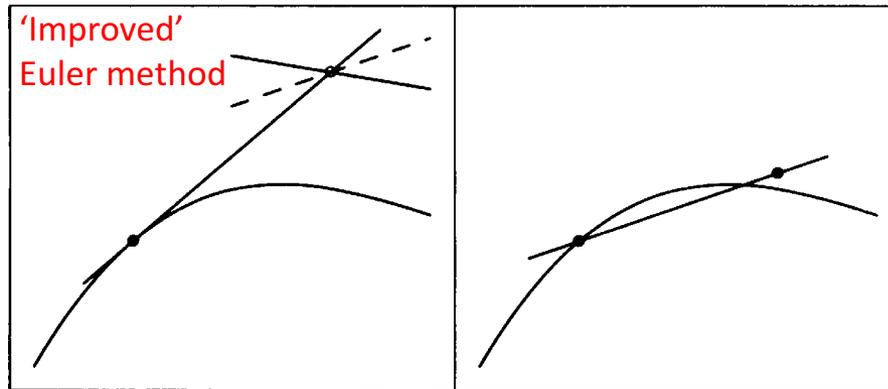


$$f(x_{mid}, y_{mid}) = y'(x_{mid}) \approx \frac{y(x_0 + h) - y(x_0)}{h}$$

- Change in the associated error?
- How does this differ from changing our step-size?

Improve Euler's method?

- What if we tried to use a *mean* value of the derivative?



$$y(x_0 + h) = y(x_0) + h \frac{f_0 + f(x_0 + h, y_0 + hf_0)}{2}$$

