

- HU 14 (ec, due tomorrow)
- 4CH 2 (+5% if in by tomorrow, otherwise during finals)
- Final (Dec 8-12)
- ICES (please fill them out!)

Euler's Method

Discretize the IVP

$$\left. \begin{cases} \mathbf{y}'(t) = \mathbf{f}(\mathbf{y}) \\ \mathbf{y}(t_0) = \mathbf{y}_0 \end{cases} \right\}$$

- ▶ Discrete times: t_1, t_2, \dots , with $t_{i+1} = t_i + h$
- ▶ Discrete function values: $\mathbf{y}_k \approx \mathbf{y}(t_k)$.

$$y(t) = y_0 + \int_{t_0}^t f(y(\tau)) \, d\tau$$

Euler's method: Forward and Backward

$$\mathbf{y}(t) = \mathbf{y}_0 + \int_{t_0}^t \mathbf{f}(\mathbf{y}(\tau)) d\tau,$$

Use 'left rectangle rule' on integral:

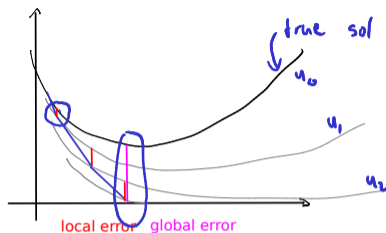
$$\vec{y}_{k+1} = \vec{y}_k + h f(\vec{y}_k) \quad \text{FW Euler}$$

Use 'right rectangle rule' on integral:

$$\text{solve for } y_{k+1} \quad \vec{y}_{k+1} = \vec{y}_k + h f(\vec{y}_{k+1}) \quad \text{BW Euler}$$

Demo: Forward Euler stability [cleared]

Global and Local Error



Let $u_k(t)$ be the function that solves the ODE with the initial condition $u_k(t_k) = y_k$. Define the **local error** at step k as...

$$l_k = y_k - u_{k-1}(t_k)$$

Define the **global error** at step k as...

$$g_k = y(t_k) - y_k$$

About Local and Global Error

Is global error = \sum local errors?

No, just like compound interest

A time integrator is said to be *accurate of order p* if...

$$e_n = O(h^{p+1})$$

ODE IVP Solvers: Order of Accuracy

A time integrator is said to be *accurate of order p* if $\ell_k = O(h^{p+1})$

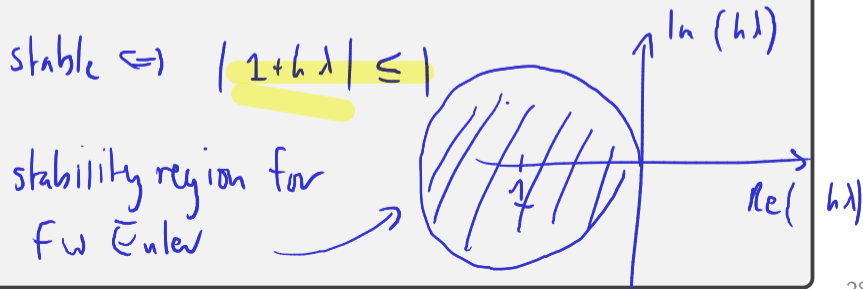
This requirement is one order higher than one might expect—why?

$$\underbrace{\frac{1}{h}}_{\substack{\# \text{ steps} \\ \text{to get to time } O(1)}} \cdot O(h^{p+1}) = O(h^p) \quad \text{for sum of local errors}$$

Stability of a Method

Find out when forward Euler is stable when applied to $y'(t) = \lambda y(t)$.

$$\begin{aligned}y_{k+1} &= y_k + h\lambda y_k \\ &= y_k (1 + h\lambda) \\ &= (1 + h\lambda)^{k+1} y_0\end{aligned}$$



Stability: Systems

$$A = V^{-1} D V$$

$$w = V \vec{y}$$

What about stability for systems, i.e.

$$D = V A V^{-1}$$

$$y_{k+1} = y_k + A y_k \quad y'(t) = A y(t)?$$

$\rightarrow w_i' = \lambda_i w_i$

- Diagonalize the system

$$\vec{w}' = D \vec{w}$$

$$w_{k+1} = V y_{k+1} = V (y_k + A y_k)$$

$$w' = V y'$$
$$= V A y$$

$$= V y_k + V A y_k$$

$$= V V^{-1} D V y$$

$$= w_k + V V^{-1} D V y_k$$

$$= D w$$

Stability: Nonlinear ODEs

↳ only eigenvalues matter.

What about stability for nonlinear systems, i.e.

$$\mathbf{y}'(t) = \mathbf{f}(\mathbf{y}(t))?$$

$$\mathbf{e}(t) = \mathbf{y}(t) - \hat{\mathbf{y}}(t)$$

$$\mathbf{e}'(t) = \mathbf{f}(\mathbf{y}(t)) - \mathbf{f}(\hat{\mathbf{y}}(t)) \approx \mathbf{J}_{\mathbf{f}}(\mathbf{y}) \mathbf{e}(t)$$

$$\vec{\mathbf{e}}' = \mathbf{J}_{\mathbf{f}} \vec{\mathbf{e}}$$

+ HOT
vs. stab. region
→ look at eigenvalues of Jacobian of \mathbf{f}

Stability for Backward Euler

Find out when backward Euler is stable when applied to $y'(t) = \lambda y(t)$.

$$y_{k+1} = y_k + h \lambda y_{k+1}$$

$$y_{k+1}(1 - h\lambda) = y_k$$

$$y_{k+1} = \frac{1}{1 - h\lambda} y_k = \left(\frac{1}{1 - h\lambda} \right)^{k+1} y_0$$

$$\text{stable} \Leftrightarrow \left| \frac{1}{1 - h\lambda} \right| \leq 1$$



Stiff ODEs: Demo

Demo: Stiffness [cleared]


$$\operatorname{Re}(\lambda) \geq 0$$

→ ODE unstable

$\operatorname{Re}(\lambda) < 0$ (ODE asymptotically stable)

⇒ pick any timestep,
stable anyway

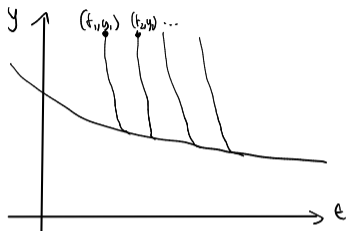
If a method is stable for
all h when $\operatorname{Re}(\lambda) \leq 0$:
"A-stable"

$$y' = -100y + 100t + 101$$

$$y_{k+1} = y_k + h (-100y_k + 100t_k + 101)$$

$$(1 + 100h) y_{k+1} = y_k + h (100t_k + 101)$$

'Stiff' ODEs



- ▶ Stiff problems have *multiple time scales*.
(In the example above: Fast decay, slow evolution.)
- ▶ In the case of a stable ODE system

$$\mathbf{y}'(t) = \mathbf{f}(\mathbf{y}(t)),$$

stiffness can arise if J_f has eigenvalues of very different magnitude.

Stiffness: Observations

Why not just 'small' or 'large' magnitude?



What is the problem with applying explicit methods to stiff problems?



Predictor-Corrector Methods



Idea: Obtain intermediate result, improve it (with same or different method).

For example:

"predictor" $\tilde{y}_{k+1} = y_k + h f(y_k)$

"corrector": $y_{k+1} = y_k + \frac{h}{2} (f(y_k) + f(\tilde{y}_{k+1}))$

Heun's method

→ 2nd order global accuracy

Runge-Kutta / 'Single-step' / 'Multi-Stage' Methods

Idea: Compute intermediate 'stage values', compute new state from those:

$$\text{solve } \begin{cases} r_1 = f(t_n + c_1 h, y_n + h(a_{11} r_1 + \dots + a_{1s} r_s)) \\ \vdots \\ r_s = f(t_n + c_s h, y_n + h(a_{s1} r_1 + \dots + a_{ss} r_s)) \\ y_{n+1} = y_n + h(b_1 r_1 + \dots + b_s r_s) \end{cases}$$

Can summarize in a *Butcher tableau*:

$$\begin{array}{c|ccc} \text{stages} \downarrow & c_1 & \dots & c_s \\ & a_{11} & \dots & a_{1s} \\ & \vdots & & \vdots \\ & a_{s1} & \dots & a_{ss} \\ \hline & b_1 & \dots & b_s \end{array}$$

Runge-Kutta: Properties

When is an RK method explicit?

nonzeros only below the diagonal

When is it implicit?

otherwise

When is it *diagonally implicit*? (And what does that mean?)

nonzeros not above the diagonal
→ can solve one at a time.

Heun and Butcher

Stuff Heun's method into a Butcher tableau:

1. $\tilde{y}_{k+1} = y_k + hf(y_k)$
2. $y_{k+1} = y_k + \frac{h}{2}(f(y_k) + f(\tilde{y}_{k+1}))$.

$$\begin{array}{c|cc} 0 & 0 & 0 \\ 1 & 1 & 0 \\ \hline & \frac{1}{2} & \frac{1}{2} \end{array}$$

RK4

What is RK4?

$$\begin{array}{c|ccc} 0 & 0 & & \\ \frac{1}{2} & \frac{1}{2} & & \\ \frac{1}{2} & 0 & \frac{1}{2} & \\ 1 & 0 & 0 & 1 \\ \hline & \frac{1}{6} & \frac{1}{3} & \frac{1}{3} & \frac{1}{6} \\ & & \underbrace{\hspace{2cm}} & & \\ & & \frac{4}{6} & & \end{array}$$

Demo: Dissipation in Runge-Kutta Methods [cleared]

Stability Regions

Why does the idea of stability regions still apply to more complex time integrators (e.g. RK?)



[Demo: Stability regions](#) [cleared]

More Advanced Methods

Discuss:

- ▶ What is a good cost metric for time integrators?
- ▶ AB3 vs RK4
- ▶ Runge-Kutta-Chebyshev
- ▶ [LSERK](#) and [AB34](#)
- ▶ IMEX and multi-rate
- ▶ Parallel-in-time (["Parareal"](#))

