

CS 450: Numerical Analysis¹

Initial Value Problems for Ordinary Differential Equations

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¹*These slides have been drafted by Edgar Solomonik as lecture templates and supplementary material for the book “Scientific Computing: An Introductory Survey” by Michael T. Heath ([slides](#)).*

Initial Value Problems

- ▶ Generally, a first order ODE specifies only the derivative, so the solutions are non-unique. An *initial condition* addresses this:

- ▶ Given an initial condition, an ODE must satisfy an integral equation for any given point t :

Existence and Uniqueness of Solutions

- ▶ For an ODE to have a unique solution, it must be defined on a closed domain D and be *Lipschitz continuous*:
- ▶ The solutions of an ODE can be stable, unstable, or asymptotically stable:

Stability of 1D ODEs

- ▶ The solution to the scalar ODE $y' = \lambda y$ is $y(t) = y_0 e^{\lambda t}$, with stability dependent on λ :

- ▶ A constant-coefficient linear ODE has the form $\mathbf{y}' = \mathbf{A}\mathbf{y}$, with stability dependent on the real parts of the eigenvalues of \mathbf{A} :

Numerical Solutions to ODEs

- ▶ Methods for numerical ODEs seek to approximate $\mathbf{y}(t)$ at $\{t_k\}_{k=1}^m$.
- ▶ Euler's method provides the simplest method (attempt) for obtaining a numerical solution:

Error in Numerical Methods for ODEs

- ▶ Truncation error is typically the main quantity of interest, which can be defined *globally* or *locally*:

- ▶ The *order of accuracy* of a given method is one less than than the order of the leading order term in the local error l_k :

Stability Region for Forward Euler

- ▶ The stability region of a general ODE constrains the eigenvalues of $h\mathbf{J}_f$

Stiffness

- ▶ *Stiff* ODEs are ones that contain components that vary at disparate time-scales:

Multi-Stage Methods

- ▶ *Multi-stage methods* construct \mathbf{y}_{k+1} by approximating \mathbf{y} between t_k and t_{k+1} :

- ▶ The 4th order Runge-Kutta scheme is particularly popular:

This scheme uses Simpson's rule,

$$\mathbf{y}_{k+1} = \mathbf{y}_k + (h/6)(\mathbf{v}_1 + 2\mathbf{v}_2 + 2\mathbf{v}_3 + \mathbf{v}_4)$$

$$\mathbf{v}_1 = \mathbf{f}(t_k, \mathbf{y}_k),$$

$$\mathbf{v}_2 = \mathbf{f}(t_k + h/2, \mathbf{y}_k + (h/2)\mathbf{v}_1),$$

$$\mathbf{v}_3 = \mathbf{f}(t_k + h/2, \mathbf{y}_k + (h/2)\mathbf{v}_2),$$

$$\mathbf{v}_4 = \mathbf{f}(t_k + h, \mathbf{y}_k + h\mathbf{v}_3).$$

Runge-Kutta Methods

- ▶ Runge-Kutta methods evaluate f at $t_k + c_i h$ for $c_0, \dots, c_r \in [0, 1]$,

- ▶ A general family of Runge Kutta methods can be defined by

Multistep Methods

▶ *Multistep methods* employ $\{\mathbf{y}_i\}_{i=0}^k$ to compute \mathbf{y}_{k+1} :

▶ Multistep methods are not self-starting, but have practical advantages: