

(L11) Numerical Methods (Euler's Method)

Given ODE $\left\{ \frac{dy}{dx} = f(x, y) \right\}$, a solution $y = g(x)$ determines/is same as a solution curve $(x, g(x))$ with points $(x_0, y(x_0))$, $(x_1, y(x_1))$, ...

- Unfortunately, finding ^{"true"} solutions for ODE's (thereby finding outputs $y(x)$) is often lengthy / difficult / impossible
- In these cases, we use numerical methods to approx solutions / outputs.

Ex: Euler's method ("tangent line method")

Euler's Method:

Given $\left\{ \begin{array}{l} \cdot \text{ODE } \frac{dy}{dx} = f(x, y) \\ \cdot \text{a "known/true" data point } (x_0, y_0) \\ \cdot \text{target input } x, \text{ that we want to know the output } y(x), \text{ (} y \text{ is the particular solution)} \end{array} \right\}$ IVP

Goal $\left\{ \text{approximate "true" value } y(x) \right\}$

Specify $\left\{ \text{Step size } h \right\}$

Algorithm $\left\{ \begin{array}{l} \cdot \text{Set } x_1 = x_0 + h \\ y_1 = y_0 + f(x_0, y_0)h \end{array} \right.$

If $x_1 = x$ (target) then STOP, and $y_1 \approx y(x)$ we hope.

Else $\downarrow$

Set $x_2 = x_1 + h$ $\rightarrow$ makes point (x_2, y_2)
 $y_2 = y_1 + f(x_1, y_1)h$

Continue with $x_n = \text{target } x$;

then $x_n = x_{n-1} + h = \downarrow x$

$$y_n = y_{n-1} + f(x_{n-1}, y_{n-1})h \quad y(x)$$

and y_n should approximate true value $y(x_n)$

For Monday 2/9,

- Read Notes [L12] Review of Linear Systems;
- Read one/two examples of 3-variable systems in Book section 3.1.