## August 19 Math 2306 sec. 53 Fall 2024

#### **Section 2: Initial Value Problems**

### **Definition: Initial Value Problem**

An **Initial Value Problem (IVP)** consists of a differential equation coupled with a certain type of additional conditions. For Example: Solve the equation  $^a$ 

$$\frac{d^n y}{dx^n} = f(x, y, y', \dots, y^{(n-1)})$$
 (1)

subject to the initial conditions

$$y(x_0) = y_0, \quad y'(x_0) = y_1, \quad \dots, y^{(n-1)}(x_0) = y_{n-1}.$$
 (2)

The problem (1)–(2) is called an *initial value problem*.

**Note** that y and its derivatives are evaluated at the same initial x value of  $x_0$ .

<sup>&</sup>lt;sup>a</sup>on some interval *I* containing  $x_0$ .

## Examples for n = 1 or n = 2

First order case:  $\frac{dy}{dx} = f(x, y), \quad y(x_0) = y_0$ 

The ODE part gives info about how the curve of a solution must be shaped. The IC says the curve must pass through the point (xo, yo).

Second order case:  $\frac{d^2y}{dx^2} = f(x,y,y')$ ,  $y(x_0) = y_0$ ,  $y'(x_0) = y_1$ If y is the position of a particle at time x, then the ODE sives the acceleration,  $y_0$  is the initial position and  $y_1$  is the

initial velocity.

# Example

Given that  $y=c_1x+\frac{c_2}{x}$  is a 2-parameter family of solutions of the ODE  $x^2y''+xy'-y=0$  on the interval  $(0,\infty)$ , solve the initial value problem

 $x^2y'' + xy' - y = 0$ , y(1) = 1, y'(1) = 3.

We already know that the solutions to the GDE are 
$$y = C_1 \times + \frac{C_2}{\times}$$
. We need the member of this family that satisfy  $y(1) = 1$  and  $y'(1) = 3$ .  $y' = c_1 - \frac{c_2}{x^2}$ . Apply the  $T.C.$ 

$$y(1) = C_1(1) + \frac{c_2}{T} = 1$$

 $y'(1) = C_1 - \frac{C_2}{1^2} = 3$ 

Sin the equations 2C,=4 => C,=2

Sin the equations 
$$2C_1 = 4 \Rightarrow C_1 = 2$$
  
Sub  $C_2 = 1 - C_1 = 1 - 2 = -1$   
The solution to the IVP is  $y = 2x - \frac{1}{x}$ .

# Graphical Interpretation: $\frac{dy}{dt} = f(t, y), \ y(t_0) = y_0$

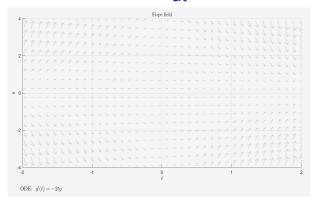


Figure: This is a *direction field* for the ODE  $\frac{dy}{dt} = -2ty$ . The little line segments show the slope that a solution to this equation would have as it passes through each point.

Graphical Interpretation: 
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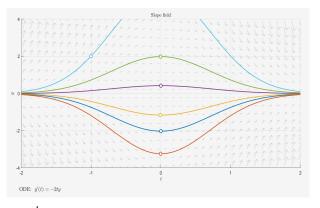


Figure: The ODE  $\frac{dy}{dt} = -2ty$  coupled with an initial condition  $y(t_0) = y_0$  determines a specific curve passing through the point  $(t_0, y_0)$  and whose slope at each point satisfies the ODE. Each colored curve corresponds to a different choice of  $(t_0, y_0)$ .

## Example

The relation  $y^2 - 2x^2y = C$  defines a 1-parameter family of solutions to the ODE  $y' = \frac{2xy}{v - x^2}$ .

Find an implicit solution to the initial value problem

$$\frac{dy}{dx} = \frac{2xy}{y - x^2}, \quad y(1) = -2.$$
The solutions to the ODF are defined  
by  $y^2 - 2x^2y = C$ .

Apply  $y(1) = -2$  by setting  $y = 1$  and

 $(-2)^{2} - 2(1)^{2}(-2) = C$   $(+4) = C \implies C = 8$ 

The rolution to the IVP is given by 
$$y^2 - 2x^2y = 8$$

## A Numerical Solution

Consider a first order initial value problem

$$\frac{dy}{dx}=f(x,y), \quad y(x_0)=y_0.$$

In later sections, we'll have methods for solving some first order ODEs by hand. Here, we look at a method for *approximating* the solution called **Euler's Method**. The idea is simple

- Start with the point  $(x_0, y_0)$  that is given,
- use the ODE to make a tangent line L(x) at  $(x_0, y_0)$ ,
- increment the independent variable to a new point x<sub>1</sub>
- ▶ approximate the solution y using the tangent line,  $y(x_1) \approx y_1 = L(x_1)$ ,
- rinse and repeat!

Euler's Method: 
$$\frac{dy}{dx} = f(x, y), \quad y(x_0) = y_0$$

Let's go through an example, and then derive the general formula used for Euler's method.

For the next few slides, we will consider the example

$$\frac{dy}{dx} = xy$$
, with initial condition  $y(0) = 1$ 

Note that

$$f(x,y) = xy$$
,  $x_0 = 0$ , and  $y_0 = 1$ 

We will build the solution in increments of 0.25. (This number is chosen for this example and can be changed.)

The true solution for this simple example is well know, so the true curve can be plotted along with the approximations. But keep in mind that, in general, the exact solution isn't known. (It it was, you wouldn't need to approximate it.)

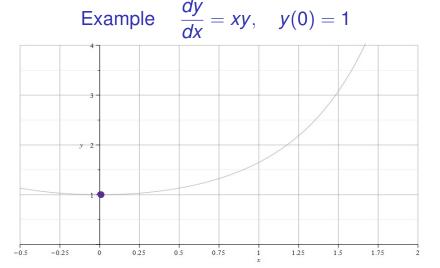


Figure: We know that the point  $(x_0, y_0) = (0, 1)$  is on the curve. And the slope of the curve at (0, 1) is  $m_0 = f(0, 1) = 0 \cdot 1 = 0$ . Note: The gray curve is the true solution to this IVP. It's shown for reference.

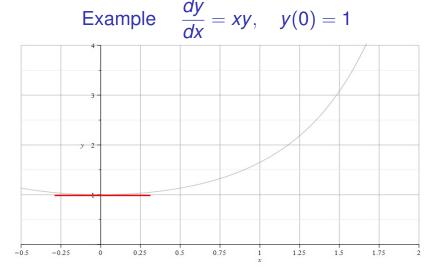


Figure: So we draw a little tangent line (we know the point and slope). Then we increase x, say  $x_1 = x_0 + h$ , and approximate the solution value  $y(x_1)$  with the value on the tangent line  $y_1$ . So  $y_1 \approx y(x_1)$ . (I'm taking h = 0.25.)

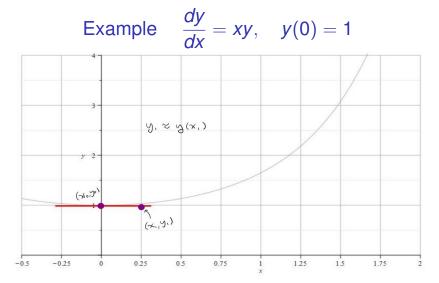


Figure: We take the approximation to the true function y at the point  $x_1 = x_0 + h$  to be the point on the tangent line.

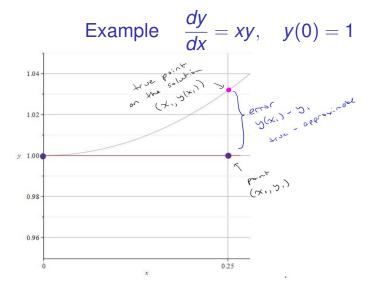


Figure: When h is very small, the true solution and the tangent line point will be close. Here, we've zoomed in to see that there is some error between the exact y value and the approximation from the tangent line.

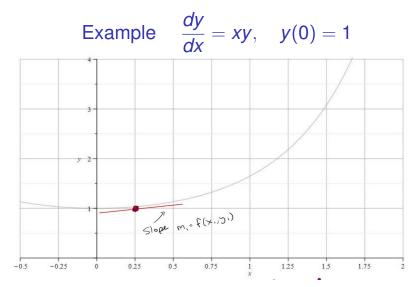


Figure: Now we start with the point  $(x_1, y_1)$  and repeat the process. We get the slope  $m_1 = f(x_1, y_1)$  and draw a tangent line through  $(x_1, y_1)$  with slope  $m_1$ .

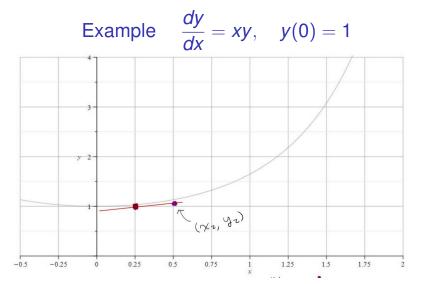


Figure: We go out h more units to  $x_2 = x_1 + h$ . Pick the point on the tangent line  $(x_2, y_2)$ , and use this to approximate  $y(x_2)$ . So  $y_2 \approx y(x_2)$ 

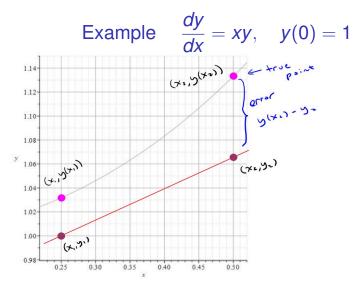


Figure: If we zoom in, we can see that there is some error. But as long as *h* is small, the point on the tangent line approximates the point on the actual solution curve.

Example 
$$\frac{dy}{dx} = xy$$
,  $y(0) = 1$ 

Exact solution curve. Remember that in general, we don't know this exact solution.

Solution approximated by Euler's method.

Xc

Figure: We can repeat this process at the new point to obtain the next point. We build an approximate solution by advancing the independent variable and connect the points  $(x_0, y_0), (x_1, y_1), \dots, (x_n, y_n)$ .

χ,

0.5

-0.5

## Euler's Method: An Algorithm & Error

We start with the IVP

$$\frac{dy}{dx}=f(x,y), \quad y(x_0)=y_0.$$

We build a sequence of points that approximates the true solution y

$$(x_0, y_0), (x_1, y_1), (x_2, y_2), \ldots, (x_N, y_N).$$

We'll take the *x* values to be equally spaced with a common difference of *h*. That is

$$x_1 = x_0 + h$$
  
 $x_2 = x_1 + h = x_0 + 2h$   
 $x_3 = x_2 + h = x_0 + 3h$   
 $\vdots$   
 $x_n = x_0 + nh$ 

## Euler's Method: An Algorithm

$$\frac{dy}{dx}=f(x,y), \quad y(x_0)=y_0.$$

### **Notation:**

- $\triangleright$   $y_n$  will denote our approximation, and
- $\triangleright$   $y(x_n)$  will denote the exact solution (that we don't know)

To build a formula for the approximation  $y_1$ , let's approximate the derivative at  $(x_0, y_0)$ .

$$f(x_0, y_0) = \frac{dy}{dx}\Big|_{(x_0, y_0)} \approx \frac{y_1 - y_0}{x_1 - x_0}$$

(Notice that's the standard formula for slope. )

## Euler's Method: An Algorithm

$$\frac{dy}{dx}=f(x,y), \quad y(x_0)=y_0.$$

Let's get a formula for  $y_1$ .

$$\frac{y_1 - y_0}{x_1 - x_0} = f(x_0, y_0)$$

$$\frac{y_1 - y_0}{h} = f(x_0, y_0)$$

$$\frac{y_1 - y_0}{h} = f(x_0, y_0)$$

$$\frac{y_1 - y_0}{h} = h f(x_0, y_0)$$

$$\frac{y_1 - y_0}{h} = h f(x_0, y_0)$$

## Euler's Method: An Algorithm

$$\frac{dy}{dx}=f(x,y), \quad y(x_0)=y_0.$$

We can continue this process. So we use

$$\frac{y_2-y_1}{h}=f(x_1,y_1) \implies y_2=y_1+hf(x_1,y_1)$$

and so forth. We have

**Euler's Method Formula:** The  $n^{th}$  approximation  $y_n$  to the exact solution  $y(x_n)$  is given by

$$y_n = y_{n-1} + hf(x_{n-1}, y_{n-1})$$

with  $(x_0, y_0)$  given in the original IVP and h the choice of step size.

# Euler's Method Example: $\frac{dy}{dx} = xy$ , y(0) = 1

Take h = 0.25 to find an approximation to y(1).

To get from 
$$x_0 = 0$$
 to  $x_n = 1$  with steps of 0.25, we need 4 steps. The x values will be  $x_0 = 0$ 
 $x_1 = 0 + 0.25 = 0.25$ 
 $x_2 = 0.25 + 0.25 = 0.5$ 
 $x_3 = 0.5 + 0.25 = 0.75$ 
and  $x_n = 0.75 + 0.25 = 1$ 

y, = yo+ hf(xo, yo), f(x,y) = xy, yo=1

$$y_1 = 1 + 0.25 (0*1) = 1 + 0.25 \cdot 0 = 1$$
  
 $x_1 = 0.25$   $y_1 = 1$ 

We'll have to finish this next time.