

Numerical methods for dynamical systems INF616I

Homework n° 4

Goal(s)

- ★ Implementation of one-step methods for discontinuous dynamical systems
- ★ Simulation of a few number of systems

For the next exercises, we will consider different dynamical systems to test the method. In particular, we will consider

— F4

$$\dot{y} = \begin{cases} -\frac{2}{21} - \frac{120(t-5)}{1+4(t-5)^2} & \text{if } t \leq 10 \\ -2y & \text{if } t > 10 \end{cases}$$

with $y(0) = 1.0$ and the simulation end time is 20 seconds.

— Bouncing ball

$$\begin{cases} \dot{y}_1 = y_2 \\ \dot{y}_2 = -9.81 \end{cases} \quad \text{if } (y_1 \leq 0 \wedge y_2 < 0) \Rightarrow \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} = \begin{pmatrix} 0.0 \\ -0.8y_2 \end{pmatrix}$$

with $y_1(0) = 10$ and $y_2(0) = 15.0$. **Warning :** in this system after detecting the event it is necessary to apply a reset function which will change the state vectors. Final simulation time is 20 (or less)

— F1

$$\begin{cases} \dot{y}_1 = y_2 \\ \dot{y}_2 = \begin{cases} 2ay_2 - (\pi^2 + a^2)y_1 + 1 & \text{if } [t] \text{ is even} \\ 2ay_2 - (\pi^2 + a^2)y_1 - 1 & \text{if } [t] \text{ is odd} \end{cases} \end{cases}$$

with $a = 0.1$, $y_1(0) = 0$ and $y_2(0) = 0$, the final simulation time is 20 seconds.

We recall in Algorithm 1

Data : f_1 the dynamic, f_2 the dynamic, g the zero-crossing function, y_0 initial condition, t_0 starting time, t_{end} end time, h integration step-size, tol

```

t ← t0;
y ← y0;
f ← f1;
while t < tend do
  Print(t, y);
  y1 ← Euler(f,t,y,h);
  y2 ← Heun(f,t,y,h);
  if ComputeError(y1,y2) is smaller than tol then
    if g(y) · g(y1) < 0 then
      Compute p(t) from y, f(y), y1 and f(y1);
      [t-,t+] = FindZero (g(p(t)));
      Print (t + t-, p(t-));
      f ← f2;
      y ← p(t+);
      t ← t + t+;
    end
    y ← y1;
    t ← t + h;
    h ← ComputeNewH (h, y1, y2);
  end
  h ← h/2
end

```

Algorithm 1 : Pseudo code of simulation engine with one-step variable step-size method with discontinuous dynamical systems

Exercise 1 – Implementation

Question 1

We consider a second adaptive Runge-Kutta method which is the Bogacki-Shampine method. Its Butcher tableau is

0				
$\frac{1}{2}$	$\frac{1}{2}$			
$\frac{3}{4}$	0	$\frac{3}{4}$		
1	$\frac{2}{9}$	$\frac{1}{3}$	$\frac{4}{9}$	
	$\frac{2}{9}$	$\frac{1}{3}$	$\frac{4}{9}$	
	$\frac{7}{24}$	$\frac{1}{4}$	$\frac{1}{3}$	$\frac{1}{8}$

The integration methods is defined by

$$\begin{aligned}
 \mathbf{k}_1 &= f(t_n, \mathbf{y}_n) \\
 \mathbf{k}_2 &= f\left(t_n + \frac{1}{2}h_n, \mathbf{y}_n + \frac{1}{2}h_n\mathbf{k}_1\right) \\
 \mathbf{k}_3 &= f\left(t_n + \frac{3}{4}h_n, \mathbf{y}_n + \frac{3}{4}h_n\mathbf{k}_2\right) \\
 \mathbf{y}_{n+1} &= \mathbf{y}_n + h_n \left(\frac{2}{9}\mathbf{k}_1 + \frac{1}{3}\mathbf{k}_2 + \frac{4}{9}\mathbf{k}_3 \right) \\
 \mathbf{k}_4 &= f(t_n + h_n, \mathbf{y}_{n+1}) \\
 \mathbf{z}_{n+1} &= \mathbf{y}_n + h_n \left(\frac{7}{24}\mathbf{k}_1 + \frac{1}{4}\mathbf{k}_2 + \frac{1}{3}\mathbf{k}_3 + \frac{1}{8}\mathbf{k}_4 \right)
 \end{aligned}$$

Implement this method (with the computeNewH method)

Question 2

Implement of method to compute a polynomial interpolation of the solution $y(t)$ by using Hermite's Cubic Splines

https://en.wikipedia.org/wiki/Cubic_Hermite_spline

Question 3

Implement a method to search for zeros of univariate functions. In particular, we will use Secant method defined by

$$x_{i+1} = x_i + \frac{x_i - x_{i-1}}{f(x_i) - f(x_{i-1})} f(x_i) .$$

It requires two initial values x_0 and x_1 which shall enclose the solution.

Question 4

Solve the problems with your simulation engine.

TO SUBMIT

- A small report should be sent summarize the answers to the questions.
 - This report should be associated to the source code.
- Send the archive containing the report and the source codes in a mail which title is

[numerical methods for dynamical systems] FIRSTNAME LASTNAME

to `alexandre.chapoutot@ensta-paris.fr`
before the next lecture, Friday October 16, 2020.