

Euler's Method is the most basic numerical method for solving differential equations, such as those which appear in natural science. Consider an equation satisfied by an unknown function  $y = y(t)$ :

$$\frac{dy}{dt} = f(t, y) \quad \text{or} \quad y'(t) = f(t, y(t)),$$

where  $f(t, y)$  is a given smooth function, along with a known initial value  $y(0)$ . The Picard-Lindelof Theorem guarantees a unique solution  $y(t)$ , which can be approximated as follows.

We fix a time increment  $\Delta t$ , and from  $y(0)$  we recursively compute approximate values  $y(\Delta t)$ ,  $y(2\Delta t)$ ,  $y(3\Delta t), \dots$ . Given  $y(t)$  at the current point, we step to the next point by following the tangent line from  $(t, y(t))$ :

$$y(t+\Delta t) \approx y(t) + y'(t)\Delta t = y(t) + f(t, y(t))\Delta t.$$

For smaller and smaller  $\Delta t \rightarrow 0$ , the approximate solutions  $y(t)$  converge to the exact solution of the equation  $y'(t) = f(t, y(t))$ .

**1.** The *logistic equation* describes the growth of a self-reproducing population which is constrained by a maximum environmental capacity  $y = 1$ :

$$\frac{dy}{dt} = y(1 - y).$$

**a.** Explain why this equation describes roughly exponential growth when the population  $y$  is small, but stalling growth as it nears the environmental capacity  $y = 1$ . Are there any constant solutions  $y(t) = C$ ?

**b.** Using a spreadsheet or other software, implement Euler's Method for this equation, with the initial condition  $y(0) = 0.1 = 10\%$  capacity, and graph the result. How long does it take to reach 90% of capacity, the time  $t_1$  with  $y(t_1) = 0.9$ ? Experiment with different  $\Delta t$  until your estimate for  $t_1$  stabilizes to 1 decimal place.

**2.** Approximate  $y(t) = \sin(t)$  by solving the spring equation (Hooke's law):

$$y'' = -y \quad \text{with} \quad y(0) = 0, \quad y'(0) = 1.$$

This is a second-order differential equation of the form:

$$y'' = F(y) \quad \text{with given} \quad y(0), y'(0).$$

(Since the right side does not involve  $t$ , this is an *autonomous* equation.) To solve, we compute lists of both  $y(t)$  and  $y'(t)$ , updating  $y$  using its slope  $y'$ , and updating  $y'$  using its slope  $(y')' = F(y)$ .

**a.** Implement Euler's Method, updating the pairs  $y(t), y'(t)$  for  $t = 0, \Delta t, 2\Delta t, \dots$  by:

$$\begin{aligned} y(t+\Delta t) &= y(t) + y'(t) \Delta t \\ y'(t+\Delta t) &= y'(t) + F(y(t)) \Delta t. \end{aligned}$$

Graph the resulting  $y = y(t)$  over  $t \in [0, \pi]$ . How small must you take  $\Delta t$  to get  $y(\pi) \approx \sin(\pi) = 0.0$  correct up to 1 decimal place?

**b.** The errors in the above method accumulate quickly. We can coax errors to cancel each other using the *Midpoint Method* (or *Leapfrog Method*). Instead of the initial value  $y'(0)$ , we use a staggered initial value  $y'(\frac{\Delta t}{2}) = y'(0) + F(y(0))\frac{\Delta t}{2}$ . Starting from  $y(0), y'(\frac{\Delta t}{2})$ , we compute successive pairs  $y(t), y'(t+\frac{\Delta t}{2})$  by the formulas:

$$\begin{aligned} y(t+\Delta t) &= y(t) + y'(t+\frac{\Delta t}{2}) \Delta t \\ y'(t+\frac{3\Delta t}{2}) &= y'(t+\frac{\Delta t}{2}) + F(y(t+\Delta t)) \Delta t. \end{aligned}$$

Note how each new value of  $y$  and  $y'$  is computed using only previously known values.

PROBLEM: Implement this, adjusting  $\Delta t$  to get  $y(t) \approx \sin(t)$  correct to 2 decimals.

**3. Numerical planetary model.** Next we consider methods for plotting the trajectory of an object moving in the  $xy$ -plane under the inverse-square force field:

$$\mathbf{F}(x, y) = (p(x, y), q(x, y)) = -\frac{(x, y)}{(x^2+y^2)^{3/2}}.$$

Letting  $\mathbf{c}(t) = (x(t), y(t))$  be the position at time  $t$ , and assuming the object has unit mass, Newton's Second Law of Motion says the acceleration is equal to the force:

$$\mathbf{c}''(t) = \mathbf{F}(\mathbf{c}(t)) \quad \text{or} \quad \begin{cases} x''(t) = p(x(t), y(t)) \\ y''(t) = q(x(t), y(t)). \end{cases}$$

To solve this system of second-order differential equations, we again use the Midpoint Method. Given an initial position  $\mathbf{c}(0) = (x(0), y(0))$  and initial velocity  $\mathbf{c}'(0) = (x'(0), y'(0))$ , we compute the staggered initial velocity  $(x'(\frac{\Delta t}{2}), y'(\frac{\Delta t}{2}))$  as before. Starting with  $x(0), y(0), x'(\frac{\Delta t}{2}), y'(\frac{\Delta t}{2})$ , we compute successive quadruples:

$$x(t), y(t), x'(t+\frac{\Delta t}{2}), y'(t+\frac{\Delta t}{2}),$$

updating by:

$$\begin{aligned} x(t+\Delta t) &= x(t) + x'(t+\frac{\Delta t}{2}) \Delta t \\ y(t+\Delta t) &= y(t) + y'(t+\frac{\Delta t}{2}) \Delta t \\ x'(t+\frac{3\Delta t}{2}) &= x'(t+\frac{\Delta t}{2}) + p(x(t+\Delta t), y(t+\Delta t)) \Delta t \\ y'(t+\frac{3\Delta t}{2}) &= y'(t+\frac{\Delta t}{2}) + q(x(t+\Delta t), y(t+\Delta t)) \Delta t. \end{aligned}$$

**a.** Implement this, and graph the resulting trajectory for  $(x(0), y(0)) = (1, 0)$ ,  $(x'(0), y'(0)) = (0, 0.6)$ . (Use a scatter-plot graph of the points  $(x(t), y(t))$ , connected by line segments.) Compute out for a full orbit, until  $(x(t), y(t))$  returns to its initial position (up to an approximation error). Adjust  $\Delta t$  to get the return point correct to at least 1 decimal place.

**b.** Check that the above orbit approximately obeys Kepler's First Law of planetary motion: that the planets orbit in ellipses with the sun at one focus. That is, check that your orbit is approximately equal to a curve  $\frac{(x-c)^2}{a^2} + \frac{y^2}{b^2} = 1$ , where  $2a$  is the horizontal axis of the ellipse,  $2b$  is the vertical axis, and  $c = \sqrt{a^2 - b^2}$  is the distance from the center to the focus along the horizontal axis. Find the correct values of  $a, b$ , and plot the graph of the ellipse together with the orbit.

**c. Extra Credit:** Try to spot-check Kepler's other conclusions. Second Law: A planet moves so its radius from the sun sweeps equal areas over equal times. Third Law: The period of a planet's orbit is proportional to the 3/2 power of its major axis. (You would need to compare two different orbits for this.)