

# MA2501 Numerical Methods

## Assignment 11

**Tutorial:** 4/5.

### Exercise 1

Given the initial value problem

$$x'''(t) = e^{x(t)}$$
$$x(0) = 1, \quad x'(0) = 1, \quad x''(0) = 1.$$

- Write this as a system of first order differential equations.
- Find an approximation to  $x(0.1)$  and  $x(0.2)$  by using an 2. order Runge-Kutta method. Use the stepsize  $h = 0.1$ .

### Oppgave 2

The solution of the partial differential equation (Poisson's equation)

$$u_{xx} + u_{yy} = -1$$

in the domain  $D$ , where  $u(x, y)$  is given at the boundary of  $D$ , are to be approximated by a difference method. The Domain  $D$  is given by

$$D = \{(x, y) \mid 0 < x < 1, 0 < y < 1 - x\},$$

$u(x, y) = 1$  on the boundary. Use the stepsize  $h = 0.25$ , and let  $u_{ij}$  be the approximation to  $u(i \cdot h, j \cdot h)$ . See the figure on the next page.

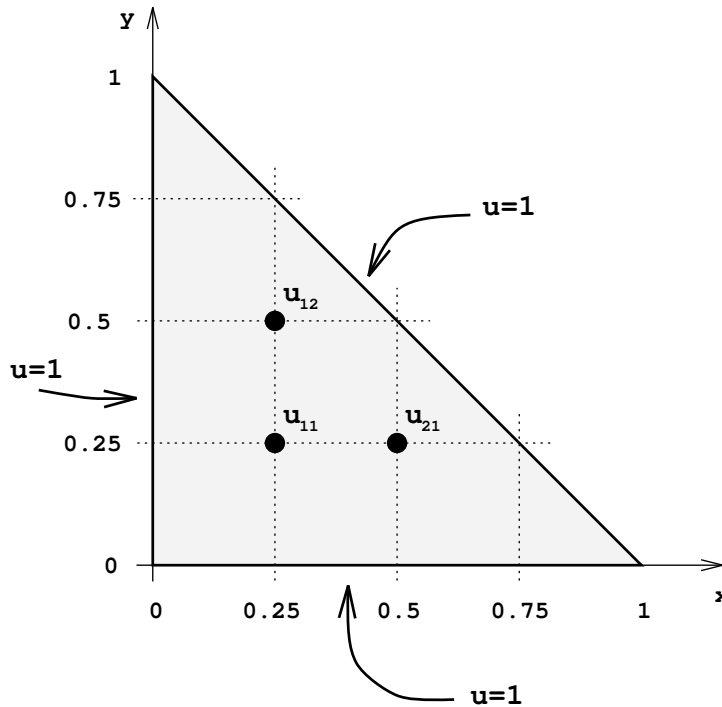
- Find the three equations which is needed to find the approximations  $u_{11}$ ,  $u_{12}$  and  $u_{21}$  when a central difference scheme is used to approximate the derivatives.

The system of equations in a) can be written as

$$A\vec{u} = \vec{b}$$

where  $A$  is a  $3 \times 3$  matrix, and  $\vec{u}$  and  $\vec{b}$  are vectors.

- Let  $\vec{u} = (u_{11}, u_{21}, u_{12})^T$ . Find  $A$  and  $\vec{b}$ . Solve the system for  $u_{11}$ ,  $u_{21}$  and  $u_{12}$ .



### Oppgave 3

Solve Burgers' equation

$$\begin{cases} u_t + \left(\frac{u^2}{2}\right)_x = \mu u_{xx} \\ u(x, 0) = 1.5 \cdot x \cdot (1-x)^2 \\ u(0, t) = u(1, t) = 0 \end{cases}$$

on  $0 \leq x \leq 1$  and  $0 \leq t \leq 6$ .

Use the discretization

$$\frac{u_{i,j+1} - u_{i,j}}{k} + \frac{u_{i+1,j+1}^2 - u_{i-1,j+1}^2}{4h} = \mu \frac{u_{i+1,j+1} - 2u_{i,j+1} + u_{i-1,j+1}}{h^2}, \quad (1)$$

$$i = 1, 2, \dots, n, \quad j = 0, 1, \dots, m$$

where  $u_{i,j} \approx u(x_i, t_j)$ ,  $x_i = i \cdot h$  and  $t_j = j \cdot k$ .  $k$  and  $h$  are the step lengths in the  $t$  and  $x$ -direction respectively, and  $n = 1.0/h$ ,  $m = 6.0/k$ . Remember  $u_{0,j}$ ,  $u_{n,j}$  and  $u_{i,0}$  are given by the boundary and the initial value conditions.

The discretization is implicit, thus a nonlinear system of equations has to be solved with respect to  $u_{i,j+1}$ ,  $i = 1, \dots, n-1$  for each timestep. This can be solved by Newtons method, using the values from the previous step as starting values for the iterations.

Make a MATLAB-script solving Burgers' equation by the discretization given in (1), and plot the solution. But before starting to do so, so

- a) make sure you are certain what the discretization (1) means,
- b) write up the nonlinear system to be solved for each step. In particular, what is the Jacobi-matrix for the equation.

Use  $h = k = 0.01$  and  $\mu = 0.001$ , and start to program. If you like, you can use the skeleton on the next page:

**Hint:** In MATLAB it is usually smart to work directly on vectors or matrices. Thus

```
u(2:n-1) = p*(u(1:n-2)-2*u(2:n-1)+u(3:n));
```

is exactly the same as

```
for i=2:n-1
    u(i) = p*(u(i-1)-2*u(i)+u(i+1));
end;
```

but the first alternative is much faster.

You might also like to make an animation of the solution.

```

% Preparation
%-----
h=0.01;      % Stepsizes in x- and t- direction.
k=0.01;
xend = 1;
tend = 6;
n = xend/h+1; % The number of discretization points in x- and t-
m = tend/k+1; % direction respectively, including the boundary values.
mu=1.e-3
u = zeros(n,m); % A matrix for the solution

x=[0:h:xend]';
t=[0:k:tend];
u(:,1) = 1.5*x.*(1-x).^2; % Put the initial values in the first column
                        % of the solution matrix.

% Hovedloekke
%-----
for j=1:m-1
    u(:,j+1) = u(:,j); % The starting values for the Newton
                        % iterations.

    du = ones(n-2,1);

    % Newton-iterasjoner.
    while norm(du,2) > 1.e-4
%=====
%     This you have to do yourself. You should
%     Evaluate the function f(u):
%     Evaluate the jacobi-matrix J :
%     Let: du = -J\f (solve the system) and let u(2:n-1,j+1) =
%           u(2:n-1,j+1) + du;
%=====
        end;
    end;

% Plot the solution
mesh(x,t,u');
view( -15,35);
xlabel('x');
ylabel('t');

```