

**LECTURE 23****SETS OF SIMULTANEOUS FIRST ORDER O.D.E.'S**

$$\frac{d}{dt} \begin{bmatrix} y_1 \\ y_2 \\ \cdot \\ \cdot \\ \cdot \\ y_n \end{bmatrix} = \begin{bmatrix} f_1(y_1, y_2, \dots, y_n, t) \\ f_2(y_1, y_2, \dots, y_n, t) \\ \cdot \\ \cdot \\ \cdot \\ f_n(y_1, y_2, \dots, y_n, t) \end{bmatrix}$$

- Using vector notation:

$$\frac{d\mathbf{y}}{dt} = \mathbf{f}(\mathbf{y}, t)$$

- All procedures discussed for single o.d.e.'s apply
- However for both R.K. type methods and multi-step methods we must complete the computation for the entire vector before moving on to the next step of the procedure due to the coupling inherent to the system

- Notes:
  - It is especially important to use efficient methods when dealing with the large systems of o.d.e.'s associated with the differentially time dependent equations which result from application of F.D./F.E. methods to discretize spatial variation.
  - If the o.d.e.'s are linear (both for single and multiple equations), no iterative procedure is required for closed methods!

### **Boundary Value Problems**

- Boundary value problems must be 2nd order o.d.e.'s or higher
- Example:

$$\frac{d^2y}{dx^2} + Ay = B$$

with b.c.'s  $y(0) = 0$  and  $y(L) = 0$

- Consider 2 types of methods
  - Matrix formulation methods
  - Shooting methods

## Matrix Methods

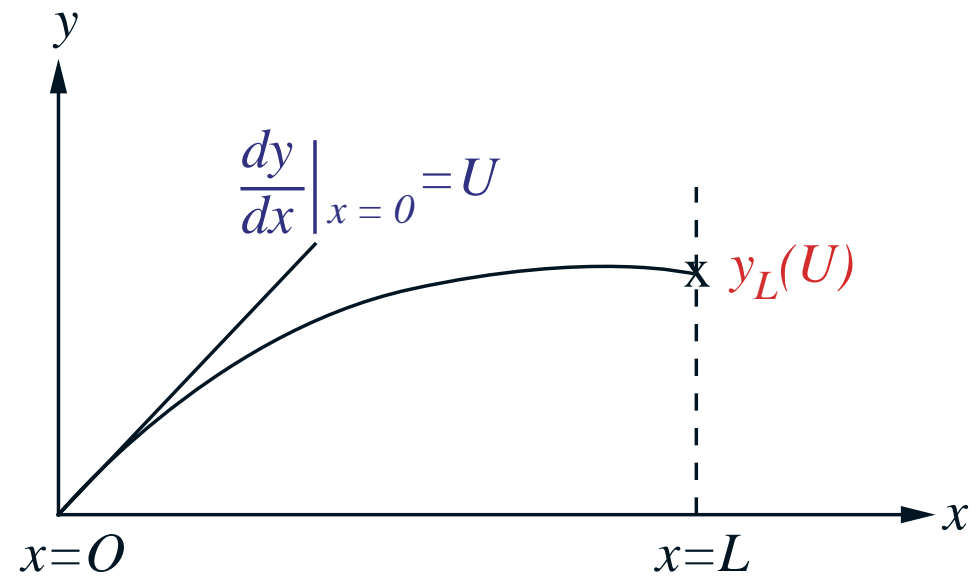
- Generate a matrix by discretizing the domain and replacing differential equations and/or boundary conditions by discrete algebraic equations by using F.D. approximations for the derivatives (see Lecture 15)

## Shooting Methods

- Convert the b.v.p. into an i.v.p. and use standard i.v.p. methods
  - e.g. Instead of solving  $\frac{d^2y}{dx^2} + Ay = B$ ,  $y(0) = 0$  and  $y(L) = 0$
  - Solve  $\frac{d^2y}{dx^2} + Ay = B$ ,  $y(0) = 0$  and  $\frac{dy}{dx}(0) = U$ .

where  $U = \text{an unknown value}$

- Hence the i.c.  $U$  must be selected such that the boundary value  $y(L) = 0$  is reproduced
- Therefore guess  $U \Rightarrow$  use i.v.p. solution method  $\rightarrow$  final value will be  $y_L(U)$
- However we wish to find  $U$  such that  $y_L(U) = y(L) = 0$



- Therefore we must solve the problem  $y_L(U) = 0 \rightarrow$  This is now a root solving problem  
 $\rightarrow$  use the secant method (discrete derivative form of the Newton-Raphson algorithm to find the solution)

- Provide 2 estimates for the root of equation  $y_L(U) = 0 \Rightarrow \begin{cases} U_o \\ U_{oo} \end{cases}$

- Find solutions for  $y_L(U_o)$  and  $y_L(U_{oo})$

- Now a new estimate for U can be obtained

$$U_1 = U_o - \frac{y_L(U_o)}{[y_L(U_o) - y_L(U_{oo})]/(U_o - U_{oo})}$$

- Continue this procedure until convergence

- Note that shooting methods are only practical in one dimensional applications and are not practical in 2 and 3 dimensional b.v.p.'s.