

```

> restart;
with(PDEtools):
with(plots):
with(LinearAlgebra):
Digits := 14:

```

## Boundary value problem for ODEs

### Solution using `dsolve`

```

> ode := x^2*diff(u(x),x,x)+x*diff(u(x),x)+(x^2-1)*u(x);
BCs := u(left)=a,u(right)=b;
a := 1;
b := -1;
left := 1;
right := 10;

```

$$ode := x^2 \left( \frac{d^2}{dx^2} u(x) \right) + x \left( \frac{d}{dx} u(x) \right) + (x^2 - 1) u(x)$$

$$BCs := u(left) = a, u(right) = b$$

$$a := 1$$

$$b := -1$$

$$left := 1$$

$$right := 10$$

(1.1)

```

> sol[exact] := subs(factor(dsolve([ode,BCs])),u(x));

```

$sol_{exact} :=$

$$\frac{1}{\text{BesselY}(1, 1) \text{BesselJ}(1, 10) - \text{BesselY}(1, 10) \text{BesselJ}(1, 1)} (\text{BesselJ}(1, x) \text{BesselY}(1, 1) + \text{BesselJ}(1, x) \text{BesselY}(1, 10) - \text{BesselY}(1, x) \text{BesselJ}(1, 1) - \text{BesselY}(1, x) \text{BesselJ}(1, 10))$$

(1.2)

```

> sol[dsolve.numeric] := subs(dsolve([ode,BCs],numeric,output=listprocedure),u(x));

```

$sol_{dsolve.numeric} := \text{proc}(x) \dots \text{end proc}$

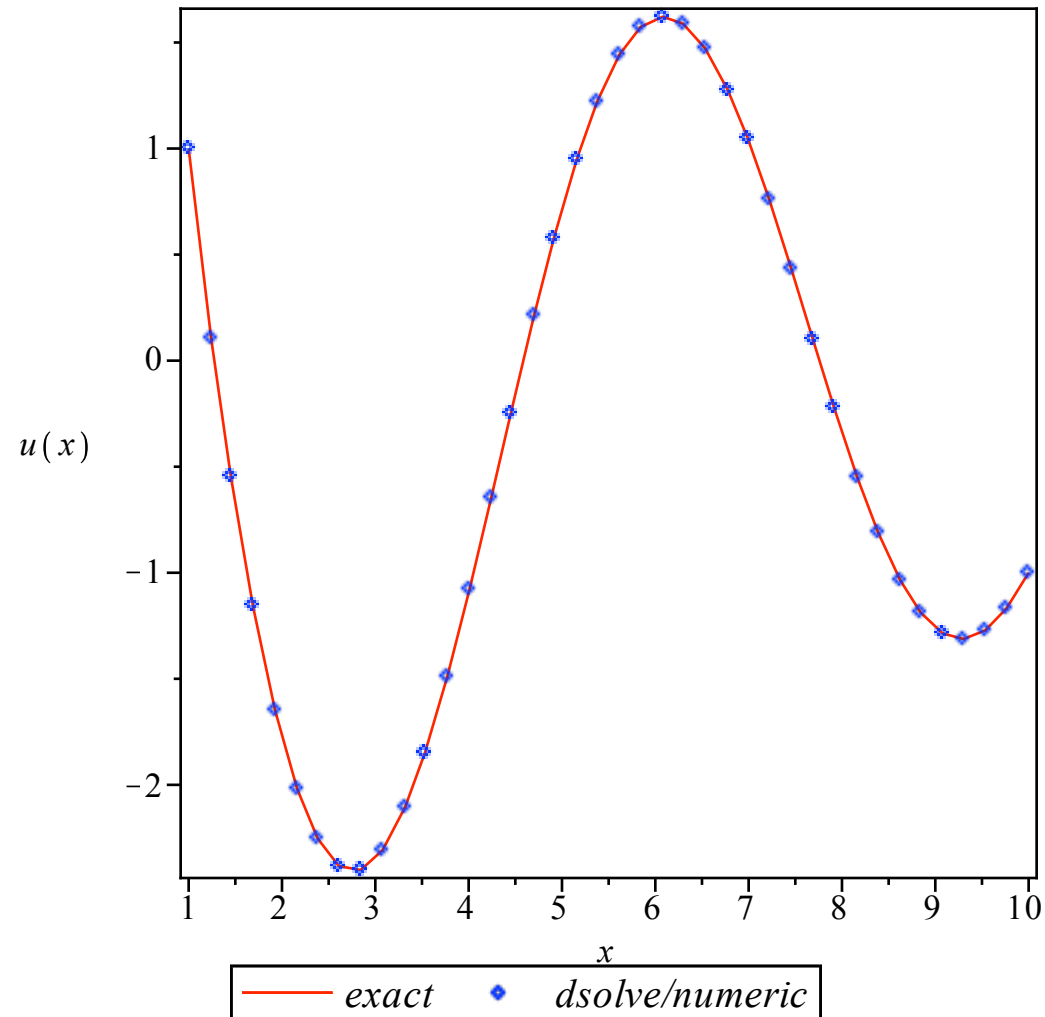
(1.3)

```

> plot([sol[exact](x),sol[dsolve.numeric](x)],x=left..right,axes=boxed,numpoints=40,
adaptive=false,style=[line,point],color=[red,blue],legend=[exact,`dsolve/numeric`],labels=

```

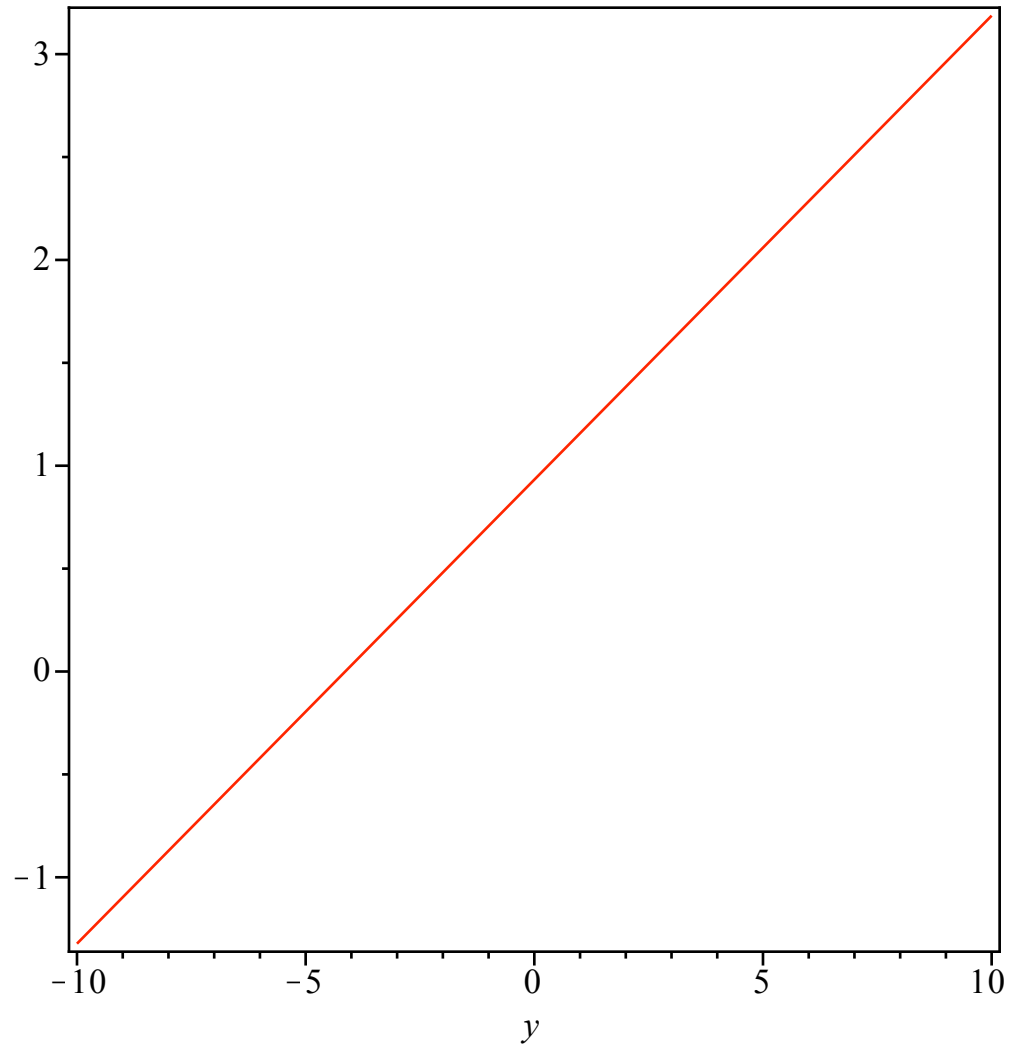
```
[x, u(x)];
```



## ▼ Solution using the shooting method

```
> F := proc(y)
  local ICs;
  if (type(y,numeric)) then:
    ICs := u(left)=a,D(u)(left)=y:
```

```
    dsolve([ode,ICs],numeric,output=Array([right]))[2][1][1,2]:  
else:  
  'procname'(args):  
  fi:  
end proc:  
> plot(F(y)-b,y=-10..10,axes=boxed);
```



```
> y_sol := fsolve(F(y)-b);
```

$y_{sol} := -4.1343709721299$

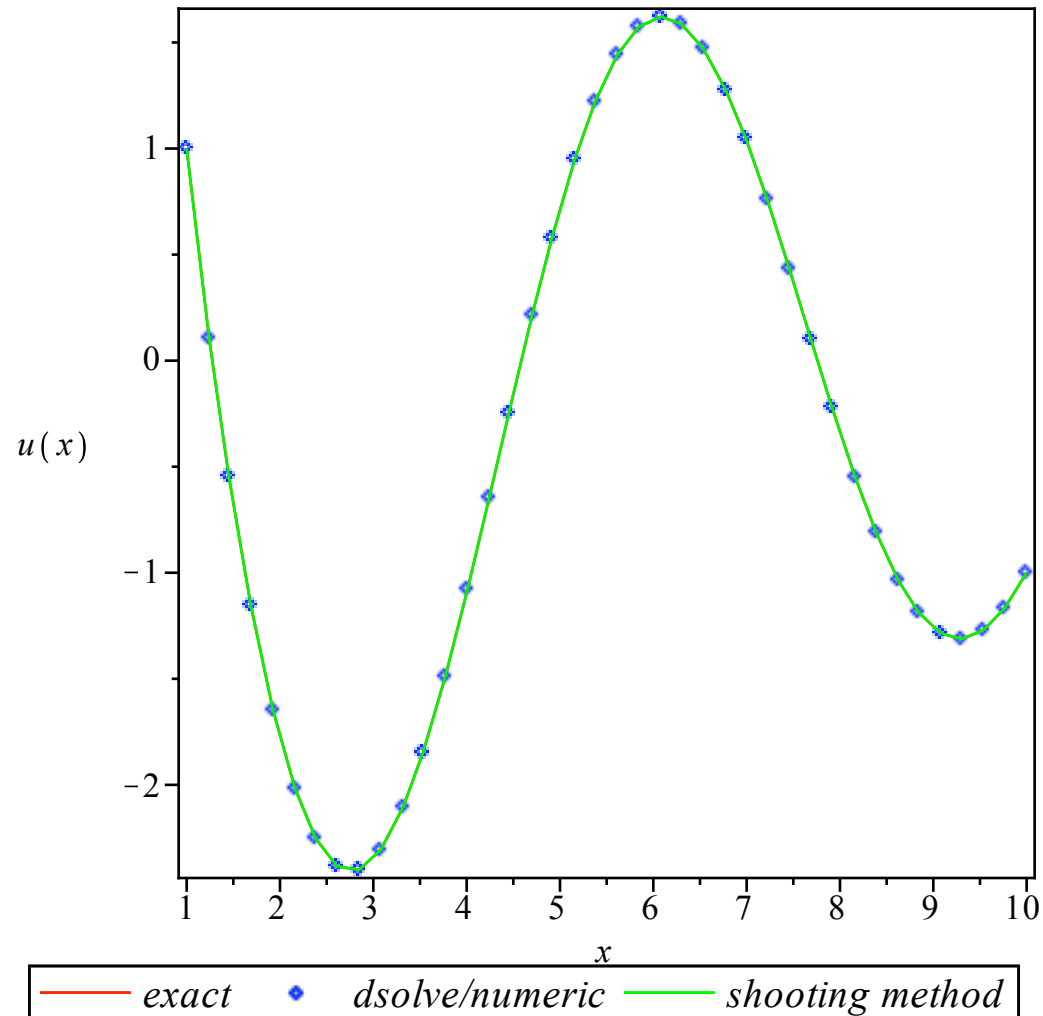
(2.1)

```

> ICs := u(left)=a,D(u)(left)=y_sol:
sol[shooting] := subs(dsolve([ode,ICs],numeric,output=listprocedure),u(x));
                sol_shooting := proc(x) ... end proc

> plot([sol[exact](x),sol[dsolve.numeric](x),sol[shooting](x)],x=left..right,axes=boxed,
numpoints=40,adaptive=false,style=[line,point,line],thickness=[1,0,0],color=[red,blue,
green],legend=[exact,`dsolve/numeric`,`shooting method`],labels=[x,u(x)]);

```



## Solution using matrix methods for linear problems

```
> GenerateStencil := proc(F,N,{orientation:=center,stepsize:=h,showorder:=true,showerror:=
false})
    local vars, f, ii, Degree, stencil, Error, unknowns, Indets, ans, Phi, r, n, phi;

    Phi := convert(F,D);
    vars := op(Phi);
    n := PDEtools[difforder](Phi);
    f := op(1,op(0,Phi));
    if (nops([vars])<>1) then:
        r := op(1,op(0,op(0,Phi)));
    else:
        r := 1;
    fi:
    phi := f(vars);
    if (orientation=center) then:
        if (type(N,odd)) then:
            ii := [seq(i,i=-(N-1)/2..(N-1)/2)];
        else:
            ii := [seq(i,i=-(N-1)..(N-1),2)];
        fi;
    elif (orientation=left) then:
        ii := [seq(i,i=-N+1..0)];
    elif (orientation=right) then:
        ii := [seq(i,i=0..N-1)];
    fi;
    stencil := add(a[ii[i]]*subsop(r=op(r,phi)+ii[i]*stepsize,phi),i=1..N);
    Error := D[r$N](f)(vars) - stencil;
    Error := convert(series(Error,stepsize,N),polynom);
    unknowns := {seq(a[ii[i]],i=1..N)};
    Indets := indets(Error) minus {vars} minus unknowns minus {stepsize};
    Error := collect(Error,Indets,'distributed');
    ans := solve({coeffs(Error,Indets)},unknowns);
    if (ans=NULL) then:
        print(`Failure: try increasing the number of points in the stencil`);
        return NULL;
    fi:
    stencil := subs(ans,stencil);
    Error := convert(series(`leadterm`(D[r$N](f)(vars) - stencil),stepsize,N+20),polynom);
    Degree := degree(Error,stepsize);
```

```

if (showorder) then:
  print(cat(`This stencil is of order `,Degree));
fi:
if (showerror) then:
  print(cat(`This leading order term in the error is `,Error));
fi:
convert(D[r$N](f)(vars) = stencil,diff);

```

end proc:

```

> substencil[1] := GenerateStencil(diff(u(x),x),2);
substencil[2] := GenerateStencil(diff(u(x),x,x),3);

```

*This stencil is of order 2*

$$\text{substencil}_1 := \frac{d}{dx} u(x) = -\frac{1}{2} \frac{u(x-h)}{h} + \frac{1}{2} \frac{u(x+h)}{h}$$

*This stencil is of order 2*

$$\text{substencil}_2 := \frac{d^2}{dx^2} u(x) = \frac{u(x-h)}{h^2} - \frac{2u(x)}{h^2} + \frac{u(x+h)}{h^2} \quad (3.1)$$

```

> stencil := subs(substencil[2],substencil[1],ode);

```

$$\text{stencil} := x^2 \left( \frac{u(x-h)}{h^2} - \frac{2u(x)}{h^2} + \frac{u(x+h)}{h^2} \right) + x \left( -\frac{1}{2} \frac{u(x-h)}{h} + \frac{1}{2} \frac{u(x+h)}{h} \right) + (x^2 - 1) u(x) \quad (3.2)$$

```

> stencil := subs(u(x-h)=u[i-1],u(x)=u[i],u(x+h)=u[i+1],x=x[i],stencil);

```

$$\text{stencil} := x_i^2 \left( \frac{u_{i-1}}{h^2} - \frac{2u_i}{h^2} + \frac{u_{i+1}}{h^2} \right) + x_i \left( -\frac{1}{2} \frac{u_{i-1}}{h} + \frac{1}{2} \frac{u_{i+1}}{h} \right) + (x_i^2 - 1) u_i \quad (3.3)$$

```

> stencil := unapply(stencil,u,x,i,h);

```

$$\text{stencil} := (u, x, i, h) \rightarrow x_i^2 \left( \frac{u_{i-1}}{h^2} - \frac{2u_i}{h^2} + \frac{u_{i+1}}{h^2} \right) + x_i \left( -\frac{1}{2} \frac{u_{i-1}}{h} + \frac{1}{2} \frac{u_{i+1}}{h} \right) + (x_i^2 - 1) u_i \quad (3.4)$$

```

> M := 4;
a := 'a';
b := 'b';
u[0] := a;
u[M+1] := b;
sys := Vector([seq(stencil(u,x,i,h),i=1..M)]);
GenerateMatrix(convert(sys,list),[seq(u[i],i=1..M)]);
u := 'u':

```

$M := 4$

$u_0 := a$

$u_5 := b$

$$\text{sys} := \begin{bmatrix} x_1^2 \left( \frac{a}{h^2} - \frac{2u_1}{h^2} + \frac{u_2}{h^2} \right) + x_1 \left( -\frac{1}{2} \frac{a}{h} + \frac{1}{2} \frac{u_2}{h} \right) + (x_1^2 - 1) u_1 \\ x_2^2 \left( \frac{u_1}{h^2} - \frac{2u_2}{h^2} + \frac{u_3}{h^2} \right) + x_2 \left( -\frac{1}{2} \frac{u_1}{h} + \frac{1}{2} \frac{u_3}{h} \right) + (x_2^2 - 1) u_2 \\ x_3^2 \left( \frac{u_2}{h^2} - \frac{2u_3}{h^2} + \frac{u_4}{h^2} \right) + x_3 \left( -\frac{1}{2} \frac{u_2}{h} + \frac{1}{2} \frac{u_4}{h} \right) + (x_3^2 - 1) u_3 \\ x_4^2 \left( \frac{u_3}{h^2} - \frac{2u_4}{h^2} + \frac{b}{h^2} \right) + x_4 \left( -\frac{1}{2} \frac{u_3}{h} + \frac{1}{2} \frac{b}{h} \right) + (x_4^2 - 1) u_4 \end{bmatrix}$$

$$\begin{bmatrix} x_1^2 - 1 - \frac{2x_1^2}{h^2} & \frac{1}{2} \frac{x_1}{h} + \frac{x_1^2}{h^2} & 0 & 0 \\ -\frac{1}{2} \frac{x_2}{h} + \frac{x_2^2}{h^2} & x_2^2 - 1 - \frac{2x_2^2}{h^2} & \frac{x_2^2}{h^2} + \frac{1}{2} \frac{x_2}{h} & 0 \\ 0 & -\frac{1}{2} \frac{x_3}{h} + \frac{x_3^2}{h^2} & x_3^2 - 1 - \frac{2x_3^2}{h^2} & \frac{x_3^2}{h^2} + \frac{1}{2} \frac{x_3}{h} \\ 0 & 0 & -\frac{1}{2} \frac{x_4}{h} + \frac{x_4^2}{h^2} & x_4^2 - 1 - \frac{2x_4^2}{h^2} \end{bmatrix} \begin{bmatrix} -\frac{x_1^2 a}{h^2} + \frac{1}{2} \frac{x_1 a}{h} \\ 0 \\ 0 \\ -\frac{x_4^2 b}{h^2} - \frac{1}{2} \frac{x_4 b}{h} \end{bmatrix}$$

(3.5)

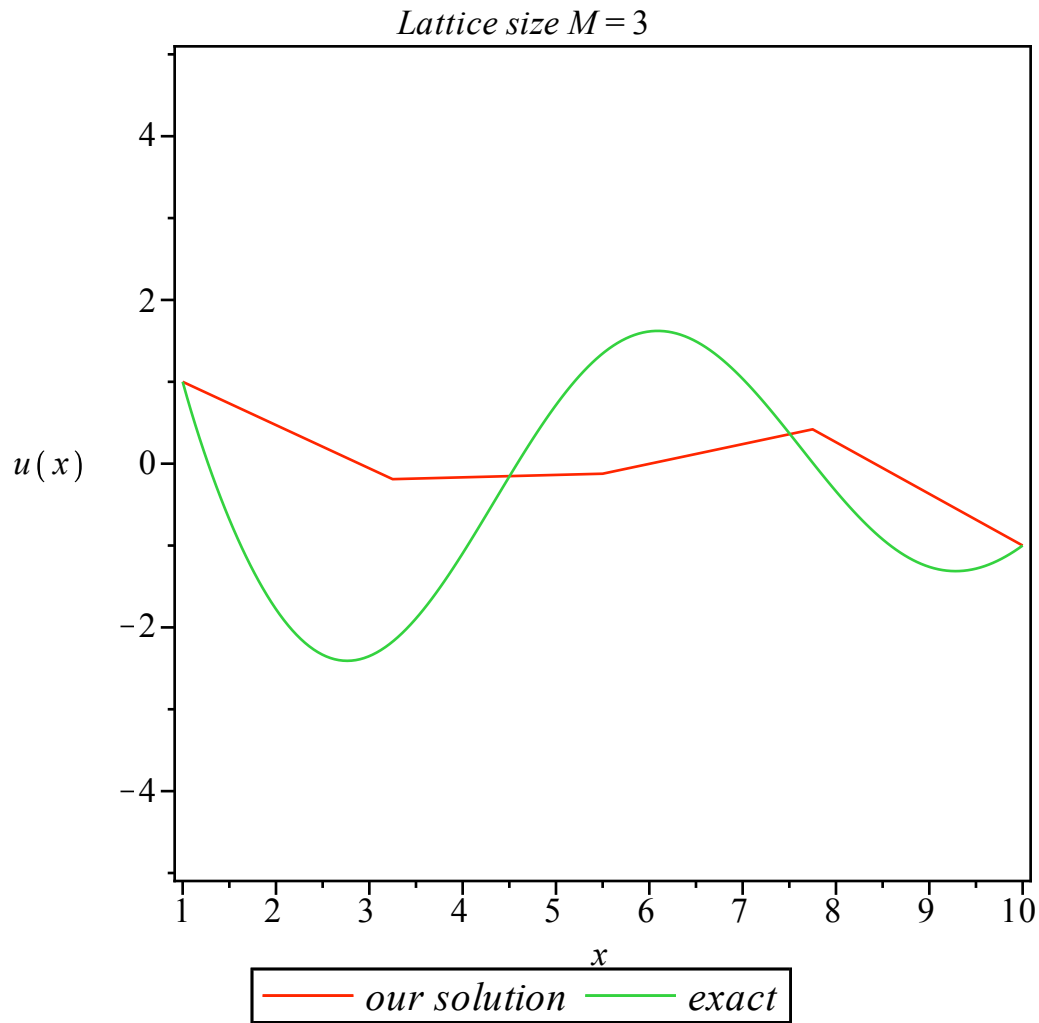
```
> MatrixSolver := proc(M,x_range,a,b)
  local left, right, x, h, u, sys, sol:
  left := lhs(x_range):
  right := rhs(x_range):
  x := Vector([seq(left+i/(M+1)*(right-left), i=1..M)], datatype=float[8]);
  h := x[2]-x[1];
```

```

u[0] := a;
u[M+1] := b;
sys := Vector([seq(stencil(u,x,i,h),i=1..M)]);
sol := LinearSolve(GenerateMatrix(convert(sys,list),[seq(u[i],i=1..M)]));
sol := convert(Matrix([x,sol]),listlist);
sol := [[left,a],op(sol),[right,b]]:
end proc:
> p := 'p':
M := 'M':
for i from 3 to 35 do:
p[i] := plot([MatrixSolver(i,left..right,1,-1),sol[exact](x)],x=left..right,-5..5,axes=
boxed,title=typeset(`Lattice size `,M=i),legend=[`our solution`,`exact`],labels=[x,u(x)]);
od:
display(convert(p,list),insequence=true);

```





### ▼ Solution using Newton's method for nonlinear problems

```

> i := 'i':
left := 'left':
right := 'right':
ode := diff(u(x),x,x) + V(u(x))-f(x);
BC := u(left) = a, u(right) = b;

```

$$\text{ode} := \frac{d^2}{dx^2} u(x) + V(u(x)) - f(x)$$

$$\text{BC} := u(\text{left}) = a, u(\text{right}) = b \quad (4.1)$$

```
> stencil := unapply(subs(substencil[2], u(x-h)=u[i-1], u(x)=u[i], u(x+h)=u[i+1], f(x)=f[i],
ode), u, f, i, h);
```

$$\text{stencil} := (u, f, i, h) \rightarrow \frac{u_{i-1}}{h^2} - \frac{2u_i}{h^2} + \frac{u_{i+1}}{h^2} + V(u_i) - f_i \quad (4.2)$$

```
> NonlinearSolver := proc(M, x_range, a, b)
  local left, right, x, h, u, sys, sol, F, guess:
  left := lhs(x_range):
  right := rhs(x_range):
  x := Vector([seq(left+i/(M+1)*(right-left), i=1..M)], datatype=float[8]);
  h := x[2]-x[1];
  F := map(u->f(u), x);
  guess := map(u->a + (b-a)*(u-left)/(right-left), x):
  u[0] := a;
  u[M+1] := b;
  sys := [seq(stencil(u, x, i, h), i=1..M)];
  sol := Vector(Newton[vector](sys, [seq(u[i], i=1..M)], guess, 1e-14)):
  [[left, a], op(convert(Matrix([x, sol]), listlist)), [right, b]]:
end proc:

Newton[vector] := proc(Sys, Vars, guess, eps)
  local N, vars, i, sys, linearization, linear_sys,
        A, b, X, CONTINUE, maxsteps, delta, Subs, d:
  N := nops(Sys):
  vars := convert(Vars, list):
  for i from 1 to N do:
    if (type(Sys[i], equation)) then:
      sys[i] := (lhs-rhs)(Sys[i]):
    else:
      sys[i] := Sys[i]:
    fi;
  od;
  sys := convert(sys, list);
  linearization := map(u->u+epsilon*d[u], vars);
  linear_sys := map(u->subs(epsilon=1, convert(series(u, epsilon, 2), polynom)), subs
(linearization, sys));
```

```

A,b := LinearAlgebra[GenerateMatrix](linear_sys,map(u->d[u],vars));
Subs := seq(vars[i]=q[i],i=1..N);
A := unapply(subs(Subs,A),q);
b := unapply(subs(Subs,b),q);
X[0] := evalf(Vector(guess));
maxsteps := 50;
CONTINUE := true;

for i from 1 to maxsteps while (CONTINUE) do:
  X[i] := LinearAlgebra[LinearSolve](evalf(A(X[i-1])),evalf(b(X[i-1]))) + X[i-1];
  delta := X[i]-X[i-1];
  delta := sqrt(delta^%T.delta)/N;
  if (delta<eps) then CONTINUE := false fi;
od;

if (CONTINUE) then:
  return `maximum number of iterations exceeded`;
else:
  return convert(X[i-1],list);
fi;

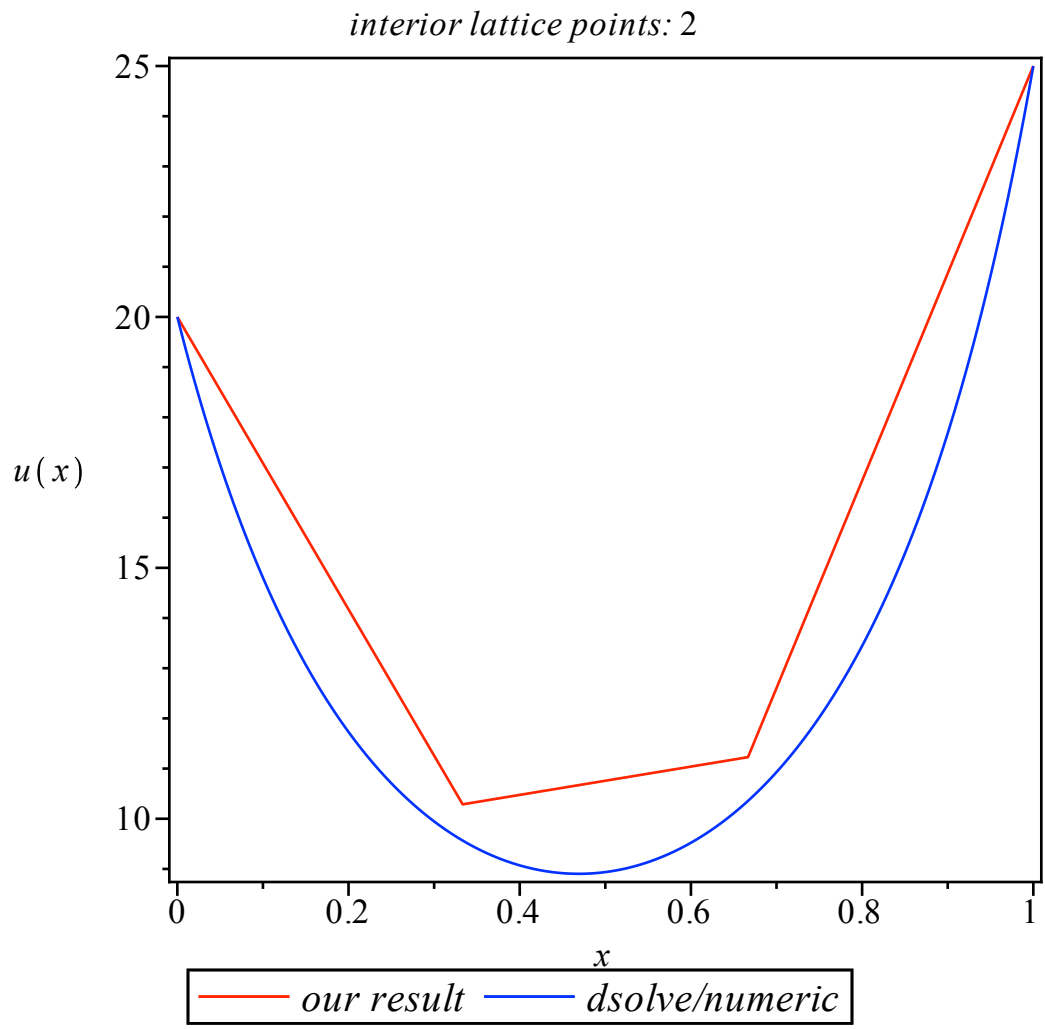
end proc:
> p := 'p':
f := x -> -x^3:
V := u -> u*(1-u):
left := 0:
right := 1:
a := 20:
b := 25;

sol[dsolve.numeric] := subs(dsolve([ode,BCs],numeric,output=listprocedure),u(x));
for M from 2 to 20 do:
p[M] := plot([NonlinearSolver(M,left..right,a,b),sol[dsolve.numeric](x)],x=left..right,
labels=[x,u(x)],legend=[`our result`,`dsolve/numeric`],axes=boxed,title=typeset(`interior
lattice points: `,M),color=[red,blue]);
od:
display(convert(p,list),insequence=true);

```

*b := 25*

*sol<sub>dsolve.numeric</sub> := proc(x) ... end proc*



▼ **Relaxation methods**  
└ Under construction...