

Euler's Method: A numerical method to solve an ODE

We will use it for initial value problems of

$y' = f(x, y), y(x_0) = y_0$ (Note: Like power series method, no specific form of ODE is required for the method to apply.)

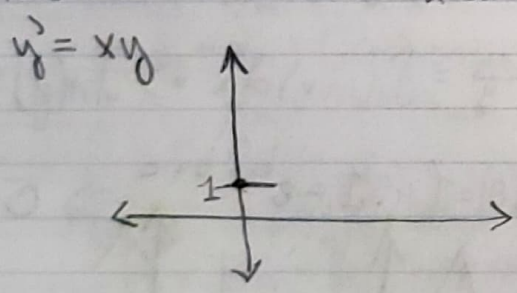
- Ex) $y' = xy$ ← Can be solved using separable equations
 $y' = x + y$ ← Can be solved using integrating factors
 $y' = y^x$
 $y' = \sin(xy)$ } These we don't have a good method to use yet

Consider $y' = xy$, want to solve knowing the initial condition, $y(0) = 1$.

In many cases, the solution is $y = y(x)$

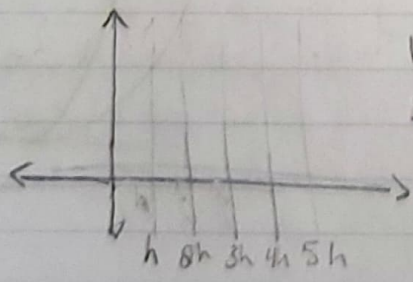
But that's not the case for power series: $y = a_0 + a_1x + a_2x^2 + \dots$
 So the solutions are the same (ish) but are described differently.

Another way to think about a solution is a graph of $y = \dots$
 Euler's method looks for a solution as a graph of $y = y(x)$



$((0, 1)$ is the initial condition)
 $y'(x) = xy(x)$ @ $x=0$
 $y'(0) = 0 y(0)$
 $y'(0) = 0$ ← Slope @ $x=0$

Find points by



We discretize the x-axis with quadrants
 $x_0 = 0$
 $x_1 = h$
 $x_2 = 2h$
 $x_3 = 3h$
 $x_4 = 4h$ } h is a step size, if h is big it has a hard time looking far away

But what is $y(x_k)$?
 Sub $x = x_k$ in $\rightarrow y'(x_k) = x_k y(x_k)$

$$y'(x_k) = x_k y(x_k)$$

$$y'(x_k) = \lim_{\delta \rightarrow 0} \frac{y(x_k + \delta) - y(x_k)}{\delta}$$

Note: h is small by defn.
So we can use $\delta = h$ as an approximation.

$$\delta = h \Rightarrow \frac{y'(x_{k+1}) - y(x_k)}{h}$$

The ODE is approx. an $\frac{y(x_{k+1}) - y(x_k)}{h} \approx x_k y(x_k)$

And we know by power series the first coeff is 1.

Plus! This a another recursive method.

Now, mult both sides by h .

$$\frac{y(x_{k+1}) - y(x_k)}{h}$$

$$y(x_{k+1}) - y(x_k) = h x_k y(x_k)$$

$$\Rightarrow y(x_{k+1}) \approx (1 + h x_k) y(x_k)$$

Now we can start approximation.

$$y(x_0) = y_0 = 1$$

h is your choice, unless given.

But h should be small w/ relation to x range.

Choose $h = 0.2$, approximate $y(0), y(0.2), y(0.4), y(0.6), y(0.8), y(1)$.

$$y(0) = 1$$

$$y(0.2) \approx y(x_1) \approx (1 + h x_0) y(x_0)$$

$$\approx (1 + (0.2)(0))(1) = 1$$

$$y(0.4) \approx y(x_2) \approx (1 + h x_1) y(x_1)$$

$$\approx (1 + (0.2)(0.2))(1) = 1.04$$

$$y(0.6) \approx y(x_3) \approx (1 + h x_2) y(x_2)$$

$$(1 + (0.2)(0.4))(1.04) = 1.1232$$

0	.2	.4	.6	...
x_0	x_1	x_2	x_3	