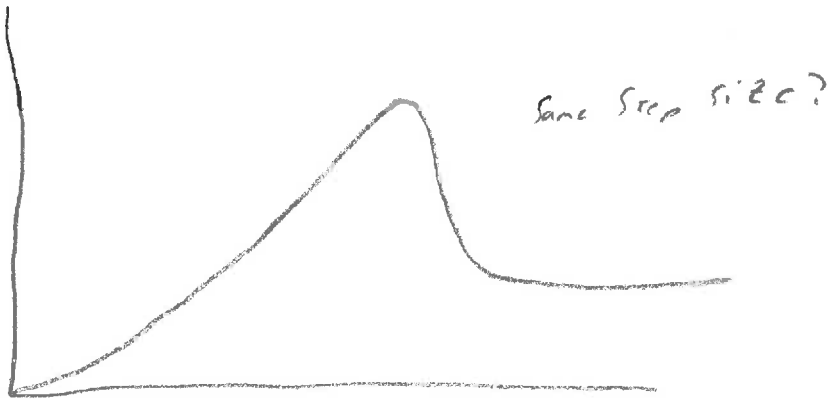


Variable Step size RK4



Let h change

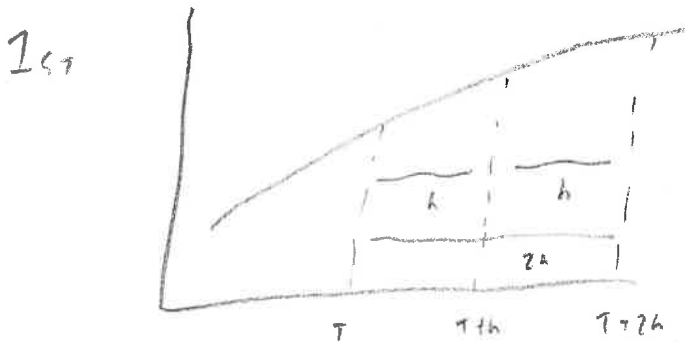
1. Pick error allowed (ϵ)

Ex $\epsilon = .001$ per $T = 1$
Then $\epsilon_{total} = .01$ For $T \in [0, 10]$

2. Compare error to ϵ

3. Change h

Pick an h , Small, For 1st orbit $h \approx 1$ hour



do: 2 individual steps ^{with h} 4th order accurate error is 5th order or $\sim Ch^5$ where C is a constant we don't know

Then $X(T+2h) = X_1 + 2Ch^5$

First estimate

So either accept, move to $X(T+2h)$, increment
or reduce h , keep trying

Cons \rightarrow 3 RK4 steps per implementation

Pros \rightarrow usually faster, better accuracy

Really need a safety factor.

if h increases limit the increase by maximum
or $2h$

$$2D? \quad \epsilon_x = \frac{1}{30} (x_1 - x_2) \quad \epsilon_y = \frac{1}{30} (y_1 - y_2)$$

$$\frac{1}{30} |x_1 - x_2| \rightarrow \sqrt{\epsilon_x^2 + \epsilon_y^2}$$

Making RK4 order h^6 ?

recall 2 step

$$X(T+2h) = x_1 + 2ch^5 + O(h^6)$$

$$ch^5 = \frac{1}{30} (x_1 - x_2)$$

$$\text{So } X(T+2h) = x_1 + \frac{1}{15} (x_1 - x_2) + O(h^6)$$

\downarrow do above with constant that $\gg 1$

$$\text{Then } X(T+2h) = x_1 + \frac{1}{15} (x_1 - x_2)$$

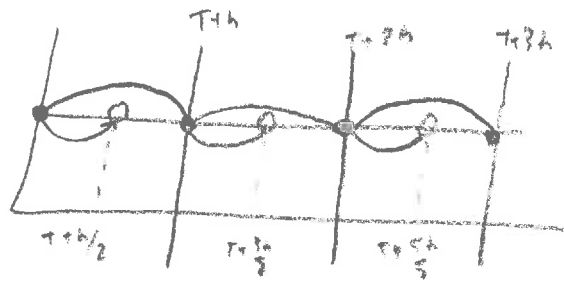
I could make this more annoying

6th order, flexible adaptive, stiff solver etc.

just use odeint

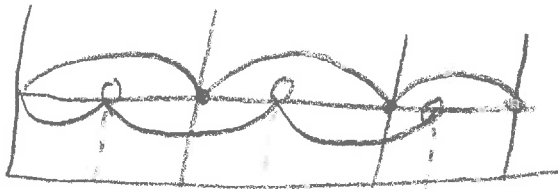
For energy and momentum conserving problems it gets easier

RK4



use midpoint to
calculate endpoint
midpoint calculated
at beginning of each

Leapfrog



midpoint calculated
from midpoint

$$x\left(T+\frac{1}{2}h\right) = x(T) + \frac{1}{2}h F(x, T) \quad F(x, T) = \frac{dx}{dt}$$

Euler

$$x(T+h) = x(T) + h F\left(T+\frac{1}{2}h, x\left(T+\frac{1}{2}h\right)\right) + O(h^2)$$

$$x\left(T+\frac{3}{2}h\right) = x\left(T+\frac{1}{2}h\right) + h F\left(T+h, x(T+h)\right)$$

$$x(T+2h) = x(T+h) + h F\left(T+\frac{3}{2}h, x\left(T+\frac{3}{2}h\right)\right)$$

$$\vec{r}(T+h) = \vec{r}(T) + h F\left(T+\frac{1}{2}h, \vec{r}\left(T+\frac{1}{2}h\right)\right)$$

$$\vec{r}\left(T+\frac{3}{2}h\right) = \vec{r}\left(T+\frac{1}{2}h\right) + h F\left(T+h, \vec{r}(T+h)\right)$$

Why? Time reversible, conserves energy and momenta

Verlet Method

Verlet Method

$$\vec{F} = m \ddot{x} \quad \frac{dx}{dt} = v \quad \frac{dv}{dt} = F(x, t)$$

$$\text{let } \vec{r} = (x, v)$$

$$\frac{d\vec{r}}{dt} = F(r, t)$$

$$\text{know } x(t), v(t + \frac{1}{2}h)$$

$$x(t+h) = x(t) + h v(t + \frac{1}{2}h)$$

$$v(t + \frac{3}{2}h) = v(t + \frac{1}{2}h) + h F(t+h, x(t+h))$$

iterate

works for $x(v), v(x) \rightarrow$ gravities, Springs

hmm what if we want $E = PE + KE$?

need $v(t+h)$ not $v(t + \frac{1}{2}h)$

single backward Euler step

$$v(t + \frac{1}{2}h) = v(t+h) - \frac{1}{2} h F(t+h, x(t+h))$$

$$v(t+h) = v(t + \frac{1}{2}h) + \frac{1}{2} h F(t+h, x(t+h))$$

given $x(t), v(t)$

$$\frac{d\vec{r}}{dt} = F(\vec{r}, t) \rightarrow v(t + \frac{1}{2}h) = v(t) + \frac{1}{2} h F(t, r(t)) \quad \downarrow \text{once}$$

iterate

$$r(t+h) = r(t) + h v(t + \frac{1}{2}h)$$

$$k = h F(t+h, r(t+h))$$

$$v(t+h) = v(t + \frac{1}{2}h) + \frac{1}{2} k$$

$$v(t + \frac{3}{2}h) = v(t + \frac{1}{2}h) + k$$

Why? Time reversal and energy conservation.

Let $h \rightarrow -h$

$$x(T-h) = x(T) - h F(T-\frac{1}{2}h, x(T-\frac{1}{2}h))$$

$$x(T-\frac{3}{2}h) = x(T-\frac{1}{2}h) - h F(T-h, x(T-h))$$

$T \rightarrow T+\frac{3}{2}h$

$$x(T+\frac{1}{2}h) = x(T+\frac{3}{2}h) - h F(T+h, x(T+h))$$

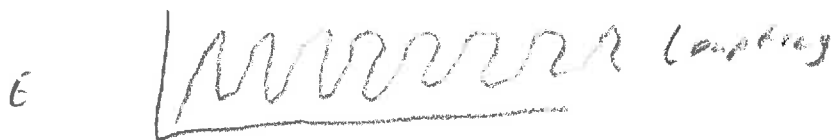
$$x(T) = x(T+h) - h F(T+\frac{1}{2}h, x(T+\frac{1}{2}h))$$

Which is exactly the same as going forward with $h \rightarrow -h$ so you can start at the end and "retrace" the solution back to the start. This is NOT the case for replacing $h \rightarrow -h$ in a RK scheme.

$$\text{Ex } \frac{dG}{dt} = w \quad \frac{dw}{dt} = -\frac{g}{c} \sin \theta$$



RK? energy builds (or does)



Good For Periodic Systems Springs, orbits, etc.