Numerical Simulation/Integration, Three Examples



simplest (but not recommended) implementation is a single step of an Euler integrator:

$$f(s,a) := s + \Delta t \ f_{c}(s,a)$$

ightharpoonup more accurate are N steps of an Euler integrator:

$$x_0 := s$$
 for $i = 0$ to $N-1$ do $x_{i+1} := x_i + (\Delta t/N) f_{\mathrm{c}}(x_i, a)$ $f(s, a) := x_N$

more efficient are higher order Runge Kutta (RK) methods, e.g. a single RK4 step:

$$v_{1} := f_{c}(s, a)$$

$$v_{2} := f_{c}(s + (\Delta t/2) v_{1}, a)$$

$$v_{3} := f_{c}(s + (\Delta t/2) v_{2}, a)$$

$$v_{4} := f_{c}(s + \Delta t v_{3}, a)$$

$$f(s, a) := s + (\Delta t/6) (v_{1} + 2v_{2} + 2v_{3} + v_{4})$$

Euler vs 4th Order Runge Kutta Method (RK4) for Test Problem



Aim: solve $\dot{s} = s + a$ for $\Delta t = 1, s = 1, a = 0$. Exact solution is f(s, a) = e = 2.718.

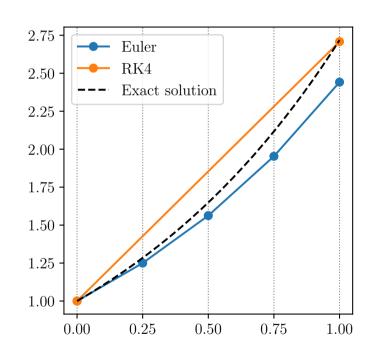
► Four Euler steps give

$$x_0 := 1$$
 $x_1 := x_0 + 1/4x_0 \quad [= (1 + 1/4)x_0]$
 $x_2 := (1 + 1/4)x_1$
 $x_3 := (1 + 1/4)x_2$
 $x_4 := (1 + 1/4)x_3$
 $f_{\text{Euler}}(s, a) := x_4 \quad [= (1 + 1/4)^4 = 2.441], \text{ error } > 10\%$

One RK4 step gives

$$v_1 := 1$$

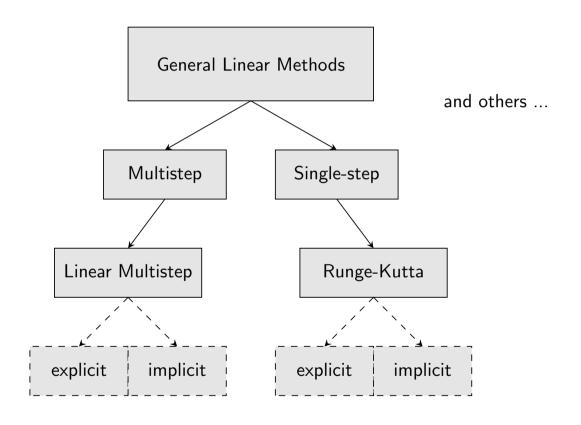
 $v_2 := 1 + 1/2v_1 \quad [= 6/4]$
 $v_3 := 1 + (1/2)v_2 \quad [= 7/4]$
 $v_4 := 1 + v_3 \quad [= 11/4]$
 $f_{RK4}(s, a) := 1 + (1/6) (v_1 + 2v_2 + 2v_3 + v_4) \quad [= 2.708]$



RK4 is 27x more accurate than Euler for same number M=4 of function evaluations

Classes of Numerical Simulation Methods





Fourth order RK method most efficient for typically desired accuracies



- each integration method is characterized by
 - ightharpoonup integration order P and
 - ightharpoonup number of internal stages S
- ightharpoonup can increase accuracy by more integration steps N
- lacktriangle total number of function evaluations is $M = N \cdot S$
- ightharpoonup integration error proportional to M^{-P}
- For small M, low order methods are most accurate, e.g., Euler with P=1
- ightharpoonup for large M, high order methods are more accurate
- humans typically want errors smaller than 10%, but rarely smaller than 10^{-6}
- ightharpoonup accidentally, this favours the RK4 method (P=4)

