## Tuitorial 2: Differential equations in Mathematica: Numeric solutions

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```
Off[General::spell];
```

## Differential equations solved numerically in Mathematica

Let us solve the same differential equation we solved using an analytic method here numerically. To solve the DE numerically we cannot have any undefined constants. So define a and  $\omega$ , and solve the DE  $x''[t]=-\omega^2 x[t]$  with the boundary conditions, x[0]=a and x'[0]=0. We will used the command NDSolve[].

```
a = 0.1;

ω = 2π10;

?NDSolve

NDSolve[eqns, y, {x, xmin, xmax}] finds a numerical solution to the ordinary

differential equations eqns for the function y with the independent variable x in

the range xmin to xmax. NDSolve[eqns, y, {x, xmin, xmax}, {t, tmin, tmax}] finds a

numerical solution to the partial differential equations eqns. NDSolve[eqns, {y1,

y2, ... }, {x, xmin, xmax}] finds numerical solutions for the functions yi. More...

solx = NDSolve[{x''[t] = -ω<sup>2</sup>x[t], x[0] = a, x'[0] = 0.0}, x, {t, -0.1π, 0.1π}]

{{x → InterpolatingFunction[{{-0.314159, 0.314159}}, <>]}}
```

Notice that we need a range of time values  $\{t, 0.1 \ \pi, 0.1 \ \pi\}$ . This is because the output is not an analytic function! The output is really a list of x values for a given range of times (-0.1  $\pi$  seconds to 0.1  $\pi$  seconds). The Interpolation function is this "list". So, when you evaluate x[t] it looks up the value in the interpolation function for that value of t. Again, we have the function to something we can plot.

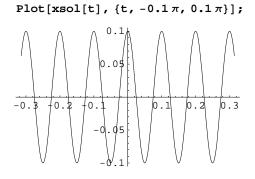
xsol[t\_] := x[t] /. solx[[1]];

Let us check the numerical solution by testing the boundary conditions!

**xsol[0]** 0.1

Which is a! To find the velocity, we can take the derivative of xsol[t]. The result is a new interpolation function.

```
vxsol[t_] = ∂<sub>t</sub>xsol[t]
InterpolatingFunction[{{-0.314159, 0.314159}}, <>][t]
vxsol[0]
0.
```



This plot is the same as the analytic result!

## **REMEMBER, WHEN DOING NUMERICAL SOLUTIONS ALWAYS FIND SOME WAY TO CHECK YOUR RESULTS**