

Fehlberg Method (Embedded RK formula)

- 5th order accuracy, variable time step, only 6 f^n calls

Generally, RK(4+m) - m orders higher than 4 - requires more than m additional f^n calls, but not more than m+2.

Fehlberg discovered an RK5 with 6 f^n calls

$$k_1 = hf(y_n, x_n)$$

$$k_2 = hf(y_n + b_{21}k_1, x_n + a_2h)$$

$$k_3 = hf(y_n + b_{31}k_1 + b_{32}k_2, x_n + a_3h)$$

⋮

$$k_6 = hf(y_n + b_{61}k_1 + b_{62}k_2 + \dots + b_{65}k_5, x_n + a_6h)$$

$$\begin{aligned} y_{n+1} &= y_n + c_1k_1 + c_2k_2 + c_3k_3 + c_4k_4 + c_5k_5 + c_6k_6 \\ &= y(x+h) + \mathcal{O}(h^6) \end{aligned} \quad \text{RK5}$$

that also yield a 4th order method (RK4) with the same f^n calls

$$\begin{aligned} y_{n+1}^* &= y_n + c_1^*k_1 + c_2^*k_2 + c_3^*k_3 + c_4^*k_4 + c_5^*k_5 + c_6^*k_6 \\ &= y(x+h) + \mathcal{O}(h^5) \end{aligned} \quad \text{RK4}$$

The a_i 's and b_{ij} 's are the same for both, but the c_i 's and c_i^* 's are different.

The parameters commonly used nowadays are due to Cash and Karp (see e.g. Numerical Recipes)

We get an RK5 (5th order method) AND
an estimate of the error.

$$\Delta = y_{n+1} - y_{n+1}^* = \sum_{i=1}^6 (c_i - c_i^*) k_i \sim \mathcal{O}(h^5)$$

with only 6 f^{\wedge} calls. More efficient than RK4-based
step halving/doubling.

As before, if stepsize h_{current} produces Δ_{current}
we want stepsize h_{new} that produces $|\Delta_{\text{new}}| = \epsilon$

$$\Delta \sim h^5 \rightarrow h_{\text{new}} = h_{\text{current}} \left| \frac{\epsilon}{\Delta_{\text{current}}} \right|^{1/n} \quad \begin{array}{l} n=5 \\ 1/n = 0.2 \end{array}$$

In Numerical Recipes notation

$$h_0 = S h_1 \left(\frac{\Delta_0}{\Delta_1} \right)^{1/5} \quad \text{with } S = 0.9$$

Practical implementation issues regarding Δ_0 , the desired
accuracy

- currently an absolutely value
- different for every component of \vec{y}
- different components may differ orders of magnitude
- not general for different problems

better: want solution "good to one part in 10^6 "

set $\Delta_0 = \epsilon y$ with $\epsilon = 10^{-6}$ - relative error tolerance

but what if y oscillates (and $y=0$ sometimes)?

set $\Delta_0 = \epsilon y_{\text{scale}}$

In NR code

$$y_{\text{scale}}(i) = |y(i)| + |h \underset{\uparrow f}{dy/dx}(i)| + \text{TINY} \rightarrow 10^{-30}$$

$i = 1, \dots, n \rightarrow$ for each vector dimension

- if $|y(i)| \approx 0$, y_{scale} is set by the derivative

$$h_{\text{new}} = S h \left| \frac{\Delta_0}{\Delta_1} \right|_{\min(i=1, \dots, n)}^{1/n}$$

use largest relative error $\frac{\Delta_1}{\Delta_0}$ over all

$$= S h \left(\min_i \left| \frac{\epsilon y_{\text{scale}}}{y_{\text{err}}} \right| \right)^{1/n}$$

components

$$= S h \left(\max_i \left| \frac{y_{\text{err}}}{\epsilon y_{\text{scale}}} \right| \right)^{-1/n}$$

use largest $\frac{y_{\text{err}}(i)}{\epsilon y_{\text{scale}}(i)}$ to control step size

Alternatively, may want to limit global error
(error at final integration point),

$$\text{global error limit} \approx N \Delta_0 \approx \frac{t_f - t_i}{h} \Delta_0$$

\therefore want $\Delta_0 \sim h$ (target error at a step should scale with h)

choose $\Delta_0 = \epsilon h \frac{dy}{dx}$ as in NR's yscale

But then our formula $h_0 = h_1 \left| \frac{\Delta_0}{\Delta_1} \right|^{1/5}$ needs to

change (since global error $\sim \mathcal{O}(h^4)$)

$$\text{to } h_0 = h_1 \left| \frac{\Delta_0}{\Delta_1} \right|^{1/4}$$

Note that $1/4 = 0.25$

and $1/5 = 0.2$ are not too different.

NR takes a pragmatic, general, and conservative approach (not increasing or decreasing h too much per step).

When increasing step size ($\Delta_1 < \Delta_0$)

$$\text{use } h_0 = 5 h_1 \left| \frac{\Delta_0}{\Delta_1} \right|^{0.20} \quad (\text{yields smaller } h_0 \text{ than with exponent of } 0.25)$$

but $h_0 \leq 5 h_1$ (upper limit on stepsize increase)

When decreasing step size ($\Delta_1 > \Delta_0$)

use $h_0 = 5 h_1 \left| \frac{\Delta_0}{\Delta_1} \right|^{0.25}$ (yields smaller h_0 than with exponent of 0.20)

but $h_0 \geq 0.1 h_1$

lower limit on stepsize
decrease

Also check that h does not become too small, ie, check that $x+h \neq x$

These aspects of the implementation are not rigorous, but are experience-based, practical steps to produce robust code that will solve most problems.

User must supply derivs function that returns dy/dx ($\vec{F}(\vec{y}, x)$)

and initialize \vec{y} .

Part of Project 2 deals with using NR code to solve a physics problem.

Appendix - Details on global error

Δ_1 - error estimate at each step $\sim \mathcal{O}(h^5)$

$$\Delta_1 = C h^5$$

Δ_0 - desired local error : $\Delta_0 = \epsilon h \frac{dy}{dx}$

Δ_1^g - approx. global error :

$$\Delta_1^g = N \Delta_1 \sim \frac{\Delta_1}{h} \sim \mathcal{O}(h^4) = D h^4$$

Δ_0^g - desired global error :

$$\Delta_0^g = \epsilon h \frac{dy}{dx} N \sim \epsilon h \frac{dy}{dx} \frac{1}{h} = \epsilon \frac{dy}{dx}$$

$$\begin{aligned} h^4 D &= \Delta_1^g \\ h_{\text{new}}^4 D &= \Delta_0^g \end{aligned} \Rightarrow \frac{h^4}{h_{\text{new}}^4} = \frac{\Delta_1^g}{\Delta_0^g}$$

$$\begin{aligned} h_{\text{new}} &= h \left(\frac{\Delta_0^g}{\Delta_1^g} \right)^{1/4} \sim h \left(\frac{\epsilon \frac{dy}{dx}}{\Delta_1/h} \right)^{1/4} = h \left(\frac{\epsilon h \frac{dy}{dx}}{\Delta_1} \right)^{1/4} \\ &= h \left(\frac{\Delta_0}{\Delta_1} \right)^{1/4} \end{aligned}$$