Solving chaotic differential equations using an adaptative algorithm Master Thesis

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Private Defense / January 27th 2005

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Outline



Main Notions

- The Cauchy Problem
- The Chaos
- The Ideas to Solve It
- Central Theorem

2 Algorithm validation and improvement

- Our algorithm
- Comparison Algorithm
- Test Cases
- Improvements
- Results
- 3 Application to PDE
 - Burgers Equation
 - Kuramoto-Sivashinsky Equation

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The Cauchy Problem

Find a function $X : \mathbb{R} \to \mathbb{R}^d$ such that

$$\begin{cases} X'(t) = a(t, X(t)) \quad \forall t \in [0 \ T] \\ X(0) = X_0 \end{cases}$$

 $a(\cdot, \cdot)$ and X_0 are given.

Finding the exact X is usually impossible. We approximate X by \bar{X} and our goal is to minimize

$$g(X(T)) - g(\bar{X}(T))$$

where $g: \mathbb{R}^d
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Assume we want to have a goal function of the following form :

$$h(X(T)) + \int_0^T k(t, X(t)) dt$$

for given functions $h : \mathbb{R}^d \to \mathbb{R}$ et $k : \mathbb{R} \times \mathbb{R}^d \to \mathbb{R}$. If we modify the Cauchy problem as follows

$$\begin{cases} X'(t) = a(t, X(t)) & \forall t \in [0 \ T] \\ X(0) = X_0 \\ y'(t) = k(t, y(t)) \\ y(0) = 0 \end{cases}$$

then we can define the goal g(X(T)) = h(X(T)) + y(T) and we get the wanted goal.

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Chaos is used to indicate behavior of solutions to dynamical systems that is highly irregular and usually unexpected.

 \rightsquigarrow Lorenz applet.



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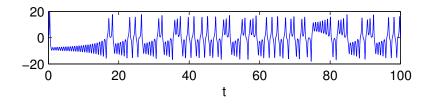
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Chaos is used to indicate behavior of solutions to dynamical systems that is highly irregular and usually unexpected.

→ Lorenz applet.



This intuitive notion is present in religion, philosophy, politics, physics...

Main Notions	The Chaos	(PA)	<u>cmcs</u>	5 / 65

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It's rather an idea than a precise mathematical concept. But Edward Ott gives a mathematical definition of Chaos. He says that if the difference between the solution of an ODE and the solution of the same ODE slightly modified grows exponentially with time then the system is said to be chaotic.

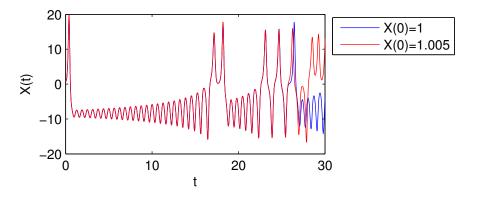
$$\begin{cases} X'(t) = a(t, X(t)) \quad \forall t \in [0 \ T] \\ X(0) = X_0 \end{cases} \begin{cases} Y'(t) = a(t, Y(t)) \quad \forall t \in [0 \ T] \\ Y(0) = X_0 + \delta_0 \end{cases}$$

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$$\lim_{\delta_0 \to 0} \frac{\|\mathbf{Y}(t) - \mathbf{X}(t)\|}{\delta_0} \approx \mathrm{e}^{Dt}$$

for a constant D > 0, then the system is said to be chaotic.

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Main Notions	The Chaos	(PA)	cmcs	5	6 / 65



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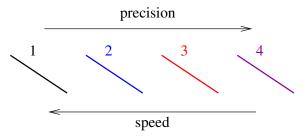
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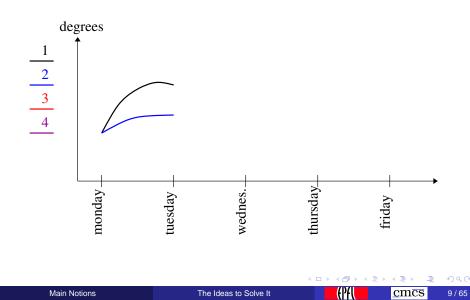
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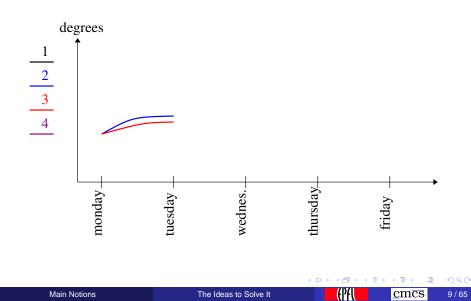
Meteorological Example

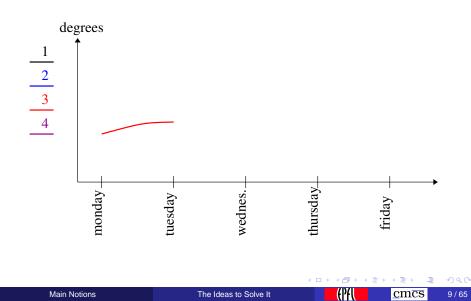
- Monday Morning, 10 degrees. What will be the temperature on Friday Morning ?
- We have all the laws of meteorology at hand.
- We have 4 methods at our disposal to compute the temperature of the following day.

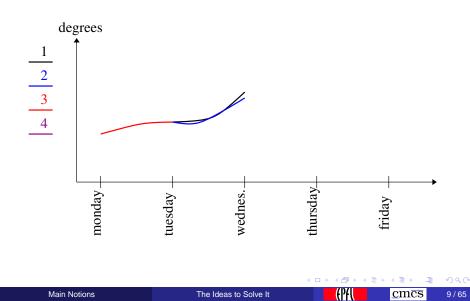


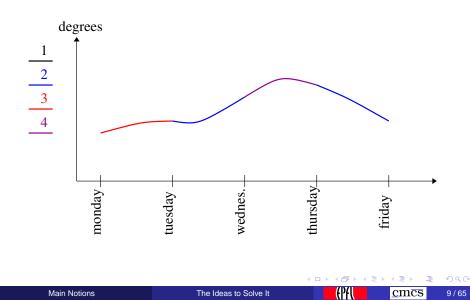
 We want to have Friday's temperature with a precision of 1 degree in the least amount of time



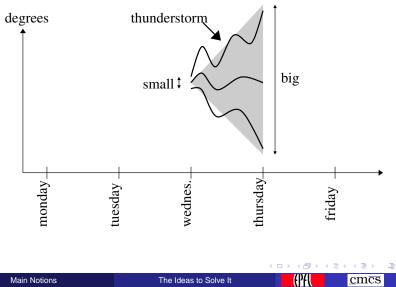






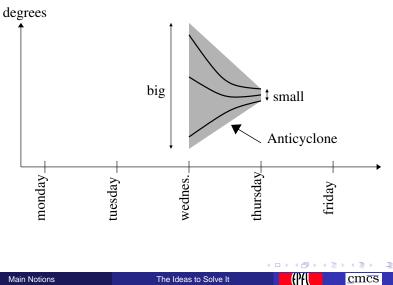


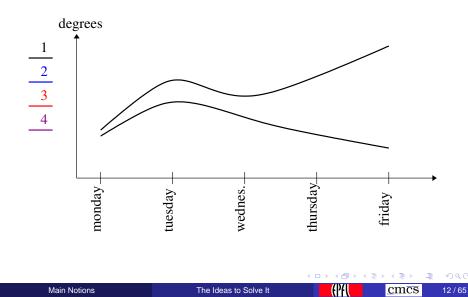
Chaotic problems : Thunderstorm

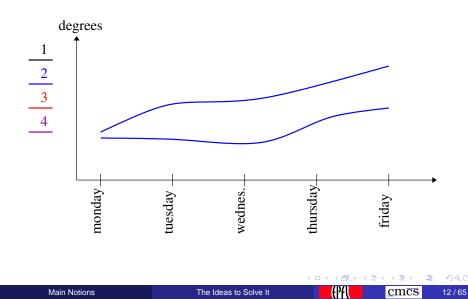


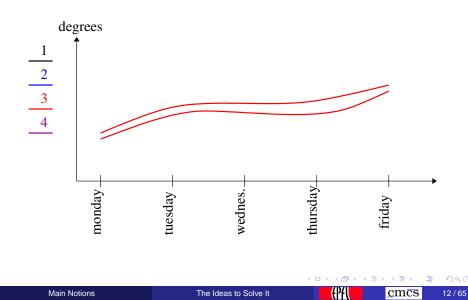
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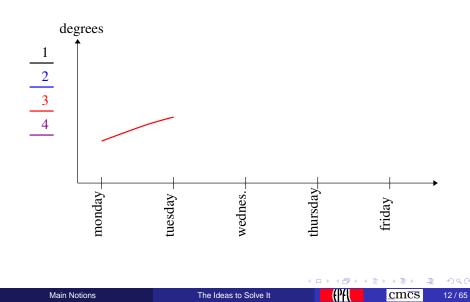
Chaotic problems : Anticyclone

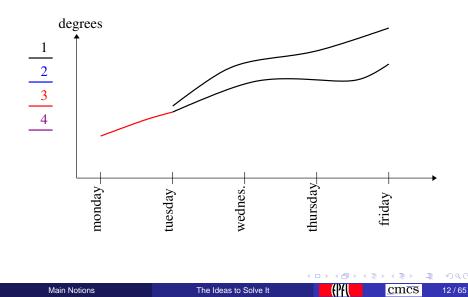


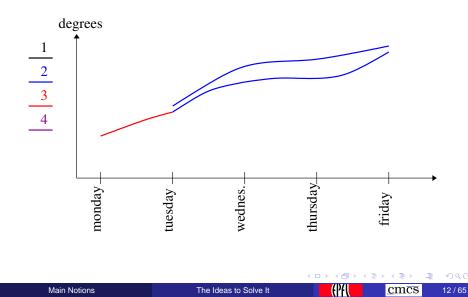


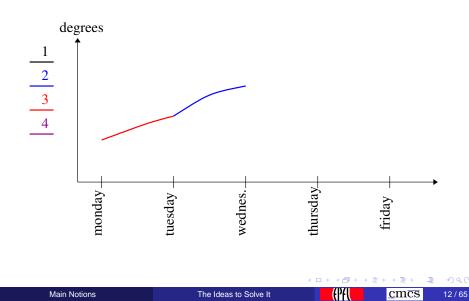


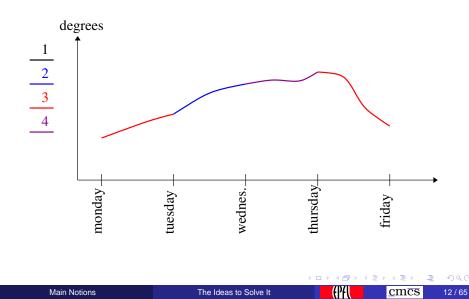












Advantage

Strategy B deals with Thunderstorms and

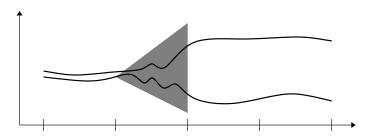
Anticyclones.

Drawbacks

- Strategy B is much slower than strategy A
- Strategy B could give wrong results

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Advantage

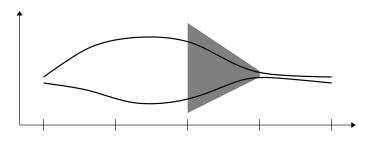
Strategy B deals with Thunderstorms and Anticyclones.

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Advantage

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Solution

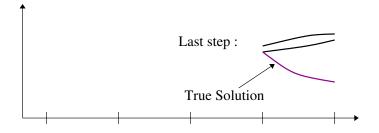
The central theorem says that the strategy B can be computed with the same amount of time as Strategy A

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Solution

Combine Strategy A and Strategy B !

Combining strategy A and B and using the central theorem, we can now estimate temperature precisely, coping with thunderstorms and anticyclones. The time we need will be at most twice the time of strategy A only.

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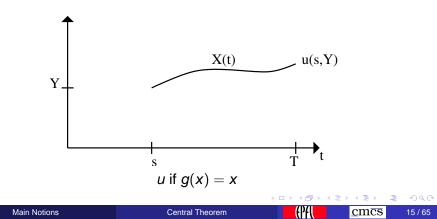
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 \boldsymbol{u} and $\boldsymbol{\psi}$

Definition (u)

 $u(s, Y) \in \mathbb{R}$ is the value of g(X(T)) if we replace the initial condition $X(0) = X_0$ by X(s) = Y.





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Definition (ψ)

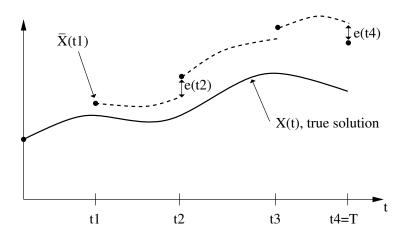
Let *X* be the true solution of the Cauchy problem. Let $W \in \mathbb{R}^d$. $\psi : \mathbb{R} \to \mathbb{R}^d$ measures the sensitivity of the goal function *g* around the true solution :

$$(\psi(\mathbf{s}), \mathbf{W}) = \lim_{\delta \to 0} \frac{u(\mathbf{s}, \mathbf{X}(\mathbf{s}) + \delta \mathbf{W}) - u(\mathbf{s}, \mathbf{X}(\mathbf{s}))}{\delta}$$

 ψ is the gradient of *u* with respect to the second variable.

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Main Notions	Central Theorem	(PA)	<u>cm</u> cs	15 / 65

Local Error



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Definition (Local Solution)

Assume we approximate the true solution X(t) by $\overline{X}(t)$ on a grid $0 = t_0 < t_1 < \ldots < t_N = T$. $\widetilde{X}(t)$ is defined as follows, for $t_n < t \le t_{n+1}$:

$$\begin{cases} \tilde{X}'(t) = a(t, \tilde{X}(t)) \quad \forall t \in (t_n, t_{n+1}] \\ \tilde{X}(t_n) = \bar{X}(t_n) \end{cases}$$

Definition (Local Error) $e(t_n) = \tilde{X}(t_n) - \bar{X}(t_n).$

Main Notions

Central Theorem

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$$\left\{ \begin{array}{ll} \tilde{X}'(t) = a(t, \tilde{X}(t)) & \forall t \in (t_n, t_{n+1}] \\ \tilde{X}(t_n) = \bar{X}(t_n) \end{array} \right.$$

Definition (Local Error)

 $e(t_n) = \tilde{X}(t_n) - \bar{X}(t_n).$

Main Notions

Central Theorem

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Assume that the Cauchy problem has a unique solution for all possible X_0 . Assume that a(t, x) is differentiable in x for all t in [0 T]. For all differential functions g, the global error is a weighted sum of the local errors :

$$g(X(T)) - g(\bar{X}(T)) = \sum_{n=1}^{N} \left(e(t_n), \psi(t_n) \right)$$

and ψ satisfies

$$\begin{cases} -\frac{d\psi(s)}{ds} = (a')^*(s, X(s)) \psi(s) \\ \psi(T) = \nabla g(X(T)) \end{cases}$$

The above problem is called the dual problem of the Cauchy problem.

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Main Notions	Central Theorem		(PAL		<u>c</u> m cs		18 / 65

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Main Notions	Central Theorem	(PF)	<u>c</u> m cs	18 / 65

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and ψ satisfies

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Main Notions	Central Theorem	(PF)	<u>c</u> m cs	18	3 / 65

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$$g(X(T)) - g(\bar{X}(T)) = \sum_{n=1}^{N} \left(e(t_n), \int_0^1 \psi(t_n, \bar{X}(t_n) + se(t_n)) ds \right)$$

and ψ satisfies

$$\begin{cases} -\frac{d\psi(s,X(s))}{ds} = (a')^*(s,X(s)) \ \psi(s,X(s)) \\ \psi(T,X(T)) = \nabla g(X(T)) \end{cases}$$

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Main Notions

Central Theorem

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Primal

$$\begin{cases} X'(t) = a(t, X(t)) \quad \forall t \in [0 \ T] \\ X(0) = X_0 \end{cases}$$

Dual

$$\begin{cases} -\psi'(s) = (a')^*(s, X(s)) \ \psi(s) \ \forall s \in [0 \ T] \\ \psi(T) = \nabla g(X(T)) \end{cases}$$

Main Notions

Central Theorem

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To approximate $e(t_n) = \tilde{X}(t_n) - \bar{X}(t_n)$, we use another approximation $\overline{X}(t_n)$ and we do Richardson extrapolation based on the different orders of the estimation $\overline{X}(t_n)$ and $\overline{\overline{X}}(t_n)$.

$$\bar{e}(t_n) = \gamma(\bar{\overline{X}}(t_n) - \bar{X}(t_n))$$

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We replace the system

$$\begin{cases} -\frac{d\psi(s)}{ds} = (a')^*(s, X(s)) \psi(s) \\ \psi(T) = \nabla g(X(T)) \end{cases}$$

by the system

$$\begin{cases} -\frac{d\psi(s)}{ds} = (a')^*(s, \bar{X}(s)) \psi(s) \\ \psi(T) = \nabla g(\bar{X}(T)) \end{cases}$$

So, we can find ψ .

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From the estimation of the global error

$$g(X(T)) - g(\bar{X}(T)) \approx \sum_{n=1}^{N} \underbrace{\left(\bar{e}(t_n), \bar{\psi}(t_n)\right)}_{r_n}$$

we will construct an adaptative algorithm to solve chaotic ordinary differential equations. The idea is to refine the mesh at the places where r_n is big.

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Inputs

- TOL, the tolerance we want on $g(X(T)) g(\bar{X}(T))$.
- A one-step numerical method M to approximate ODE (Euler progressive, Runge-Kutta, ...).
- *N*₀ the initial number of time steps.
- $a(\cdot, \cdot)$ the given function of the Cauchy Problem.
- $g(\cdot)$ the goal function.
- T the final time.
- X_0 the initial condition.

Outputs

- \mathcal{T} , the mesh the algorithm use to find the approximation.
- *X* the approximation of *X* on the mesh *T* that satisfies g(X(T)) − g(*X*(T)) < TOL

Algorithm validation and improvement

Our algorithm

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Outputs

- T, the mesh the algorithm use to find the approximation.
- \bar{X} the approximation of X on the mesh T that satisfies $g(X(T)) g(\bar{X}(T)) < TOL$

Algorithm validation and improvement

Our algorithm

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• T a uniform grid of N_0 timesteps.

- 2 Compute \bar{X} on the mesh T using the numerical method M.
- Ompute X on a different mesh using M.
- Use extrapolation to compute the approximation of the local error $\bar{e} = \gamma(\bar{X} \bar{X})$.
- **(**) Compute the weights ψ on the mesh \mathcal{T} using M.
- **(6)** Compute the residuals $r_i = (e_i, \psi_i)$
- **(**) Compute the estimation of the error $E = \sum_{i} r_{i}$. If E < TOL stop.
- 8 Refine the mesh where r_i is big.
- Go back to 2.
- We call this algorithm mstz.

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- Sompute \overline{X} on a different mesh using M.
- 3 Use extrapolation to compute the approximation of the local error $\bar{e} = \gamma(\bar{X} \bar{X})$.
- Sompute the weights ψ on the mesh T using M.
- **(**) Compute the residuals $r_i = (e_i, \psi_i)$
- Ompute the estimation of the error $E = \sum_i r_i$. If E < TOL stop.
- 8 Refine the mesh where r_i is big.
- Go back to 2.
- We call this algorithm mstz.

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- **Outputs** Compute the estimation of the error $E = \sum_{i} r_{i}$. If E < TOL stop.
- Refine the mesh where r_i is big.
- Go back to 2.

We call this algorithm mstz.

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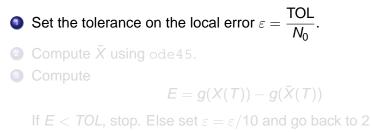
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- One of the most used method for solving ODE. Based on the Dormand-Prince pair. Use a pair of Runge-Kutta methods of order 4 and 5 to estimate the local error.
- A typical example of the strategy A.
- Implemented in MATLAB under the name ode45.
- Need to give to the solver the tolerance ε we want on the local error.

As there is no estimation of the global error with ode45, we decided to give to the solver the exact solution X(T) and we decrease ε until we have $g(X(T)) - g(\bar{X}(T))$.

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Adaptive Runge-Kutta and global error



We call this algorithm RK45.

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Adaptive Runge-Kutta and global error

We call this algorithm RK45.

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Adaptive Runge-Kutta and global error

• Set the tolerance on the local error
$$\varepsilon = \frac{\text{TOL}}{N_0}$$
.

2 Compute
$$\bar{X}$$
 using ode45.

Compute

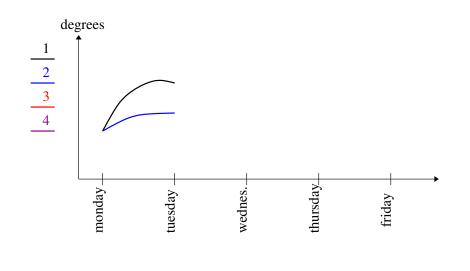
$$E = g(X(T)) - g(\bar{X}(T))$$

If *E* < *TOL*, stop. Else set $\varepsilon = \varepsilon/10$ and go back to 2

We call this algorithm RK45.

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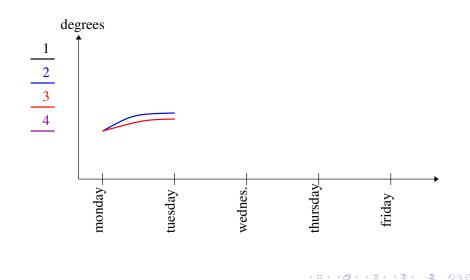
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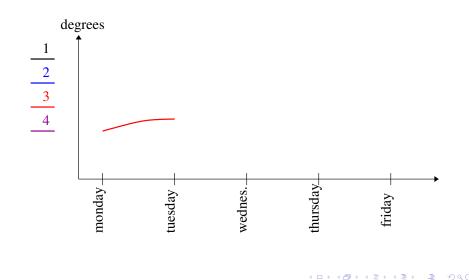
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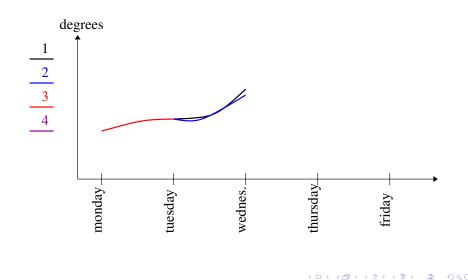
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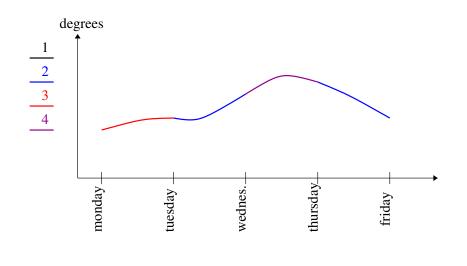
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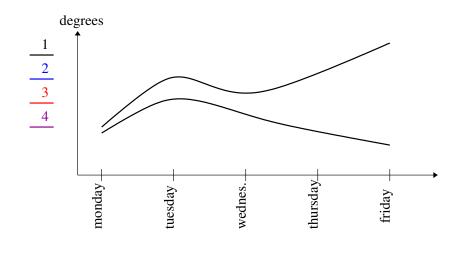
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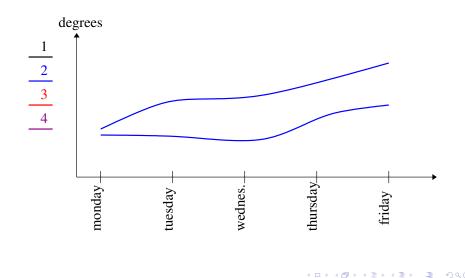
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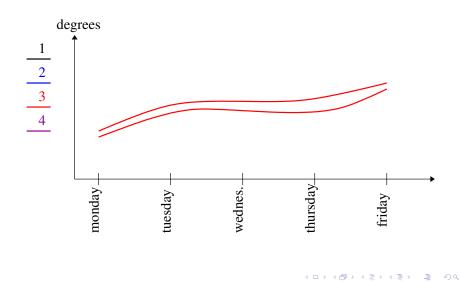


Algorithm validation and improvement

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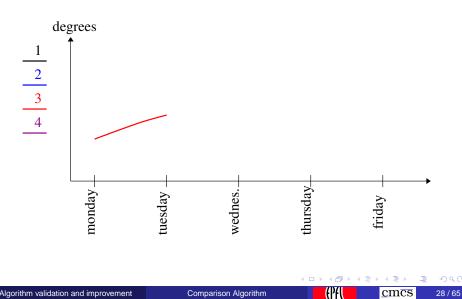
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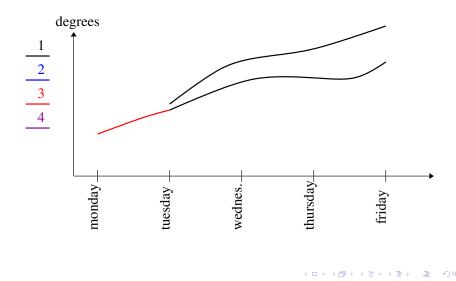
Algorithm validation and improvement

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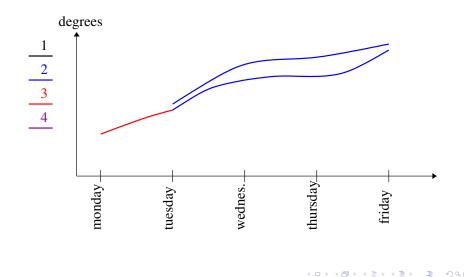
Algorithm validation and improvement

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Algorithm validation and improvement

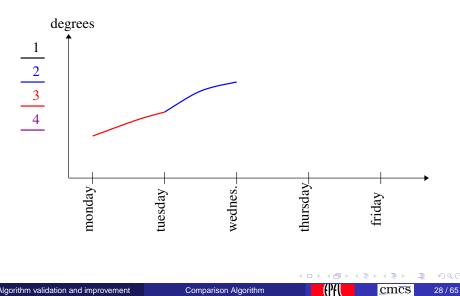
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Algorithm validation and improvement

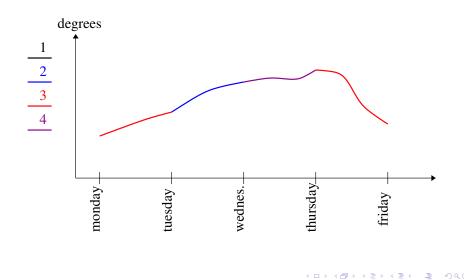
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Algorithm validation and improvement

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Algorithm validation and improvement

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We will have 6 test cases :

- The Exponential
- A non-linear problem with blow-up
- A stiff problem
- A problem with a discontinuity in the derivative
- A model of the transition to the turbulence
- The Lorenz problem

The last 2 problems are chaotic. For the numerical method we use a Runge-Kutta method of order 5. The coefficients are taken from the Dormand-Prince pair.

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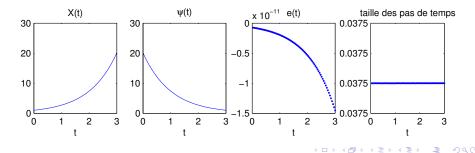
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EPFL

The Exponential

$$(a) \begin{cases} X'(t) &= X(t) \ \forall t \in [0 \ 3] \\ X(0) &= 1 \\ g(x) &= x \\ \mathsf{TOL} &= 10^{-8} \\ N_0 &= 5 \end{cases}$$

solution : $X(t) = e^t$



Algorithm validation and improvement

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Non-linear with blow-up

$$(b) \begin{cases} X'(t) = 2(t+1)X^{2}(t) \quad \forall t \in [0 \ 0.4] \\ X(0) = 1 \\ g(x) = x^{2} \\ \text{TOL} = 0.1 \\ N_{0} = 5 \end{cases}$$
Solution : $X(t) = \frac{-1}{t^{2} + 2t - 1}$

$$\int_{0}^{0} \int_{0}^{1} \int_{0}$$

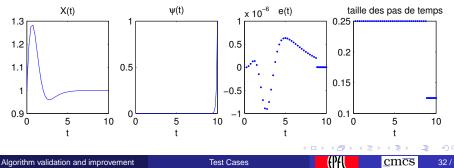
Algorithm validation and improvement

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Stiff problem

$$(c) \begin{cases} X'(t) = t(1 - X(t)) + (1 - t)e^{-t} \ \forall t \in [0 \ 10] \\ X(0) = 1 \\ g(x) = x \\ TOL = 10^{-8} \\ N_0 = 5 \end{cases}$$

solution : $X(t) = e^{-t^2/2} - e^{-t} + 1$.

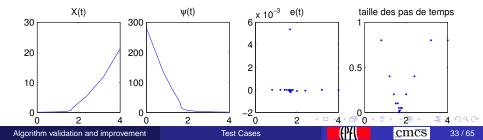


Algorithm validation and improvement

Singularity

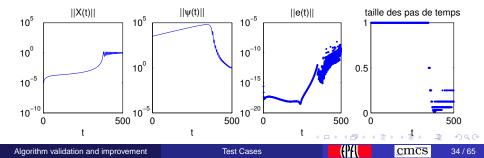
$$(d) \begin{cases} X'(t) = \frac{X(t)}{\sqrt{t - 5/3 + \pi 10^{-8}}} \ \forall t \in [0 \ 10] \\ X(0) = e^{-2\sqrt{\frac{5}{3} - \pi 10^{-8}}} \\ g(x) = x \\ TOL = 0.1 \\ N_0 = 5 \end{cases}$$

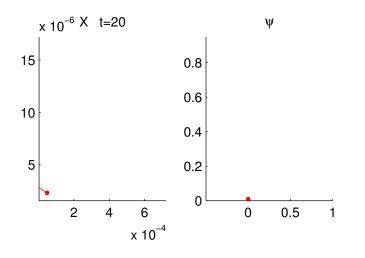
sol. :
$$X(t) = \exp(2 \cdot ext{sign}(t - 5/3 + \pi 10^{-8}) \cdot \sqrt{|t - 5/3 + \pi 10^{-8}|)}$$



Transition to turbulence

$$(t) \begin{cases} X'(t) = \begin{pmatrix} -R^{-1} & 1 \\ 0 & -R^{-1} \end{pmatrix} X(t) + ||X(t)|| \begin{pmatrix} 0 & -1 \\ 1 & 0 \end{pmatrix} X(t) \\ X(0) = \frac{\delta}{\sqrt{2}}(1,1) & \delta > 0 \\ g(X) = x_1 \text{ (the first component)} \\ \text{TOL} = 10^{-6} \\ N_0 = 500 \end{cases}$$



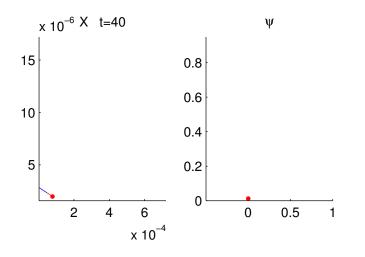


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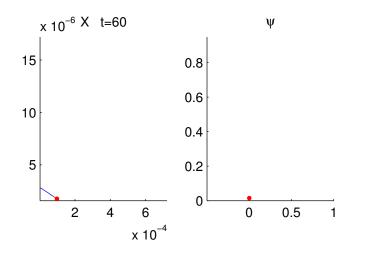


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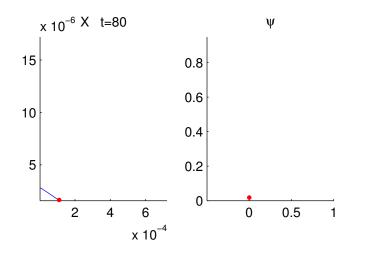
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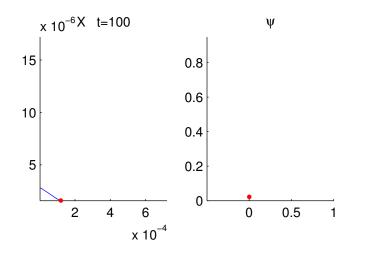
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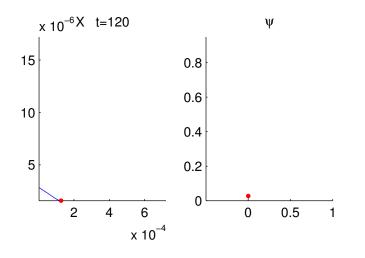


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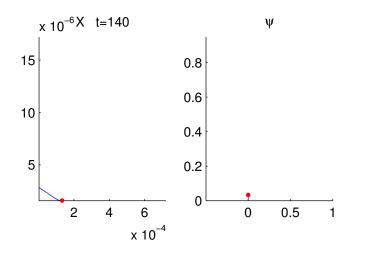


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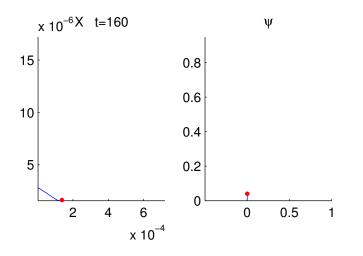


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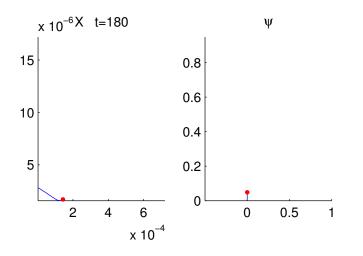


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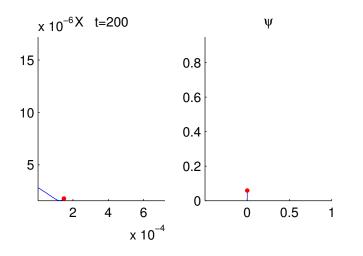
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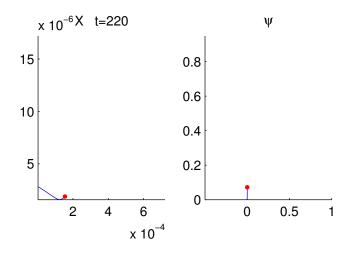


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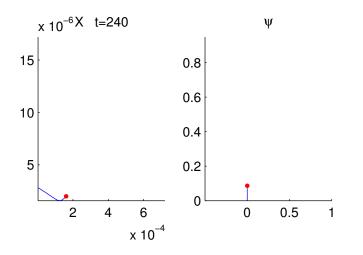


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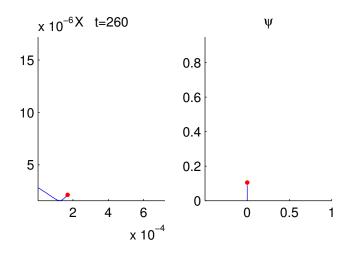
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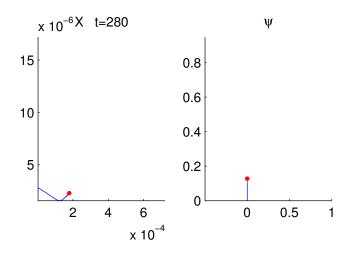


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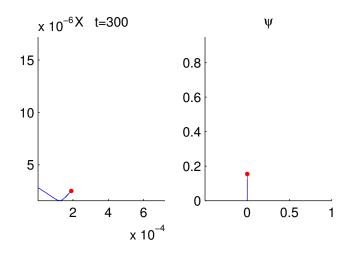
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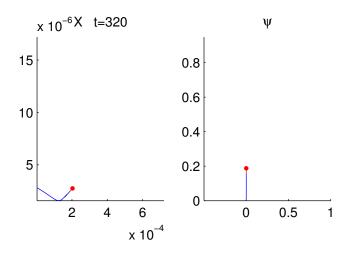
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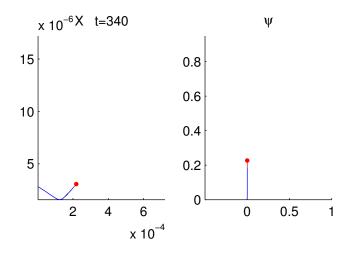
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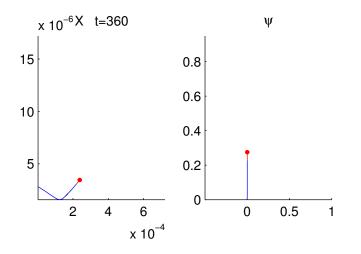
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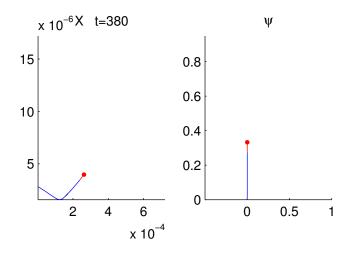
Algorithm validation and improvement

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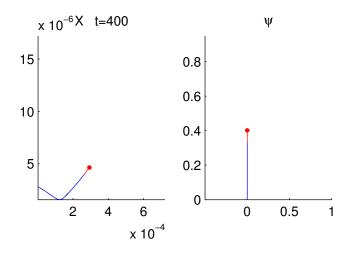
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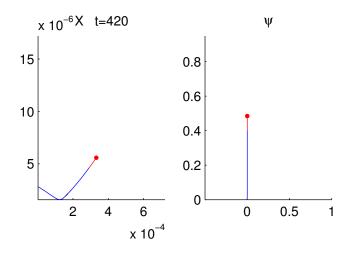
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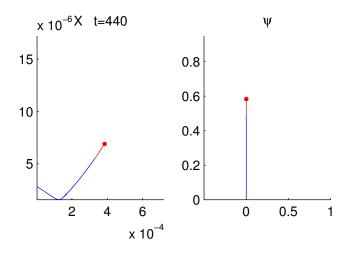
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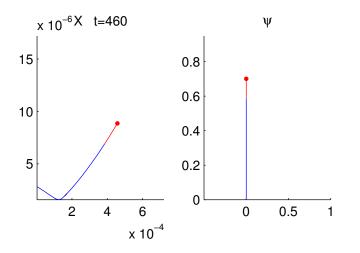
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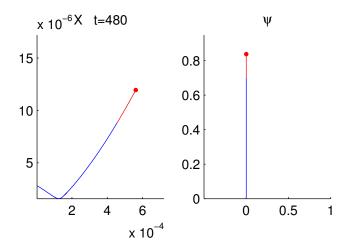
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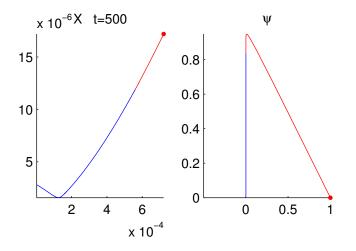
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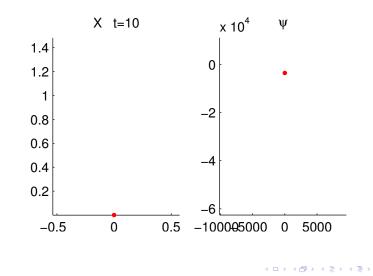


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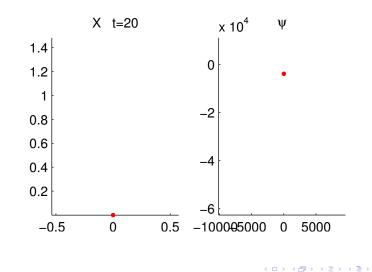
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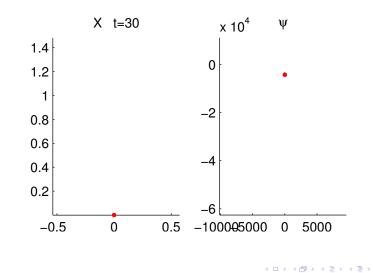


Algorithm validation and improvement

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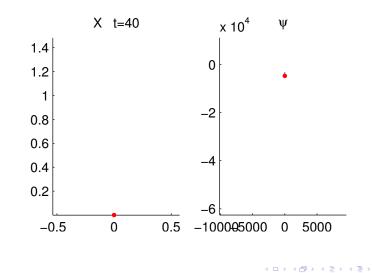
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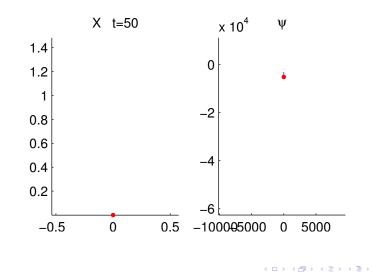
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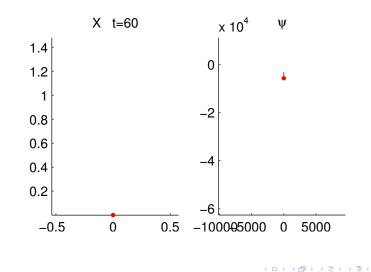
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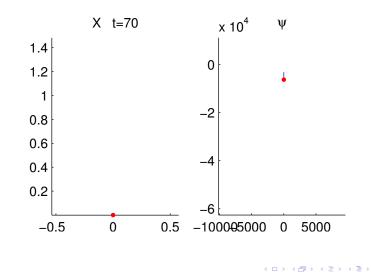
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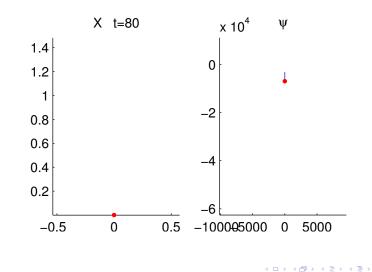


Algorithm validation and improvement

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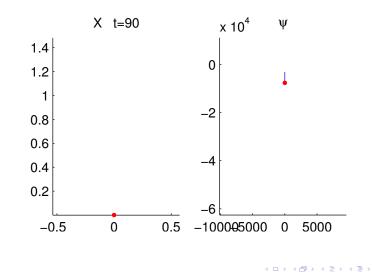


Algorithm validation and improvement

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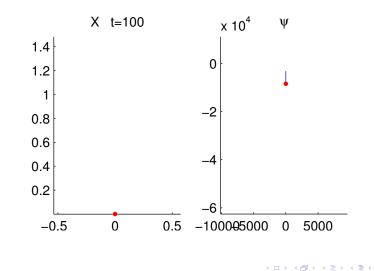


Algorithm validation and improvement

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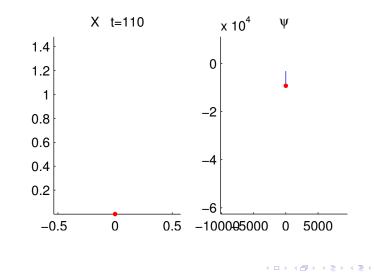


Algorithm validation and improvement

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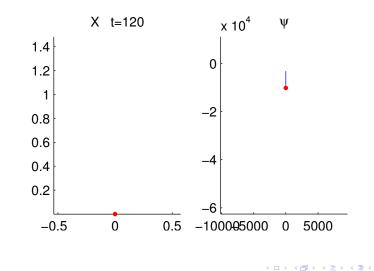
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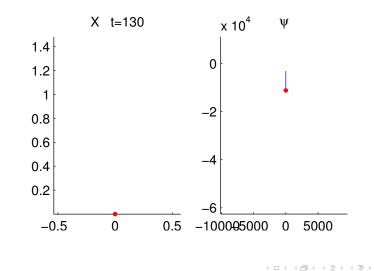
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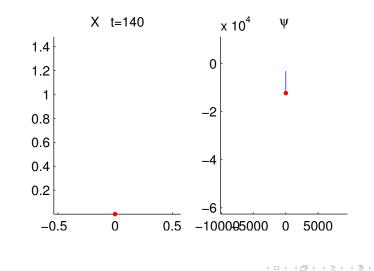
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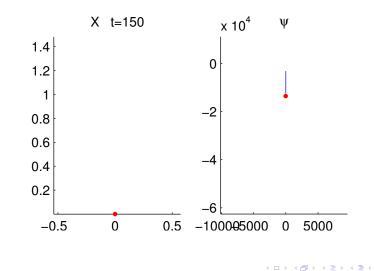
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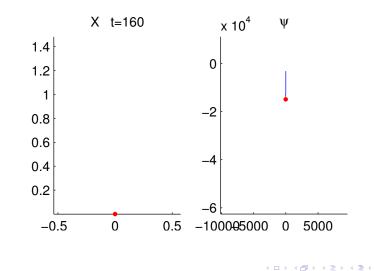


Algorithm validation and improvement

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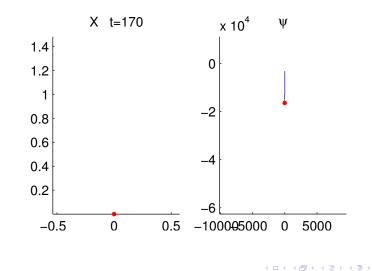


Algorithm validation and improvement

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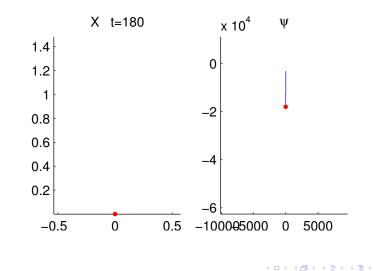


Algorithm validation and improvement

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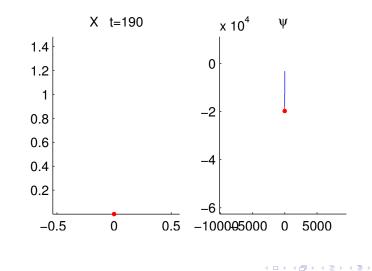


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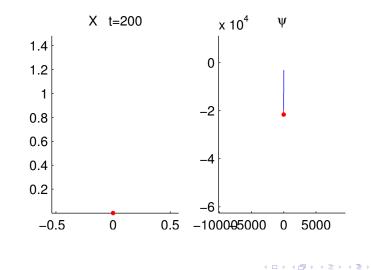


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Algorithm validation and improvement

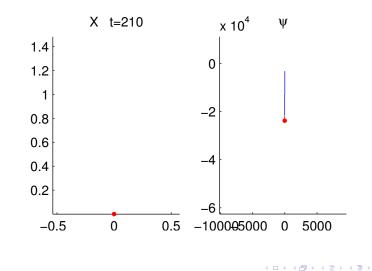
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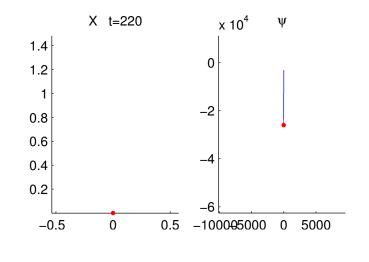


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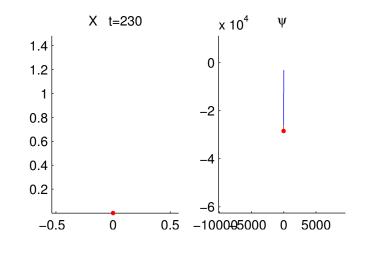
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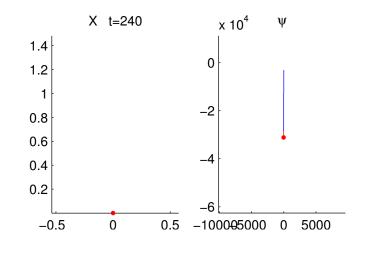


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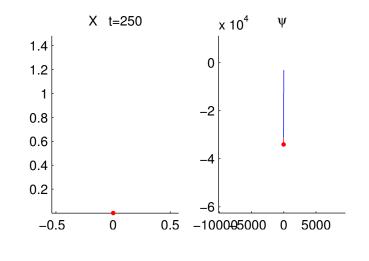
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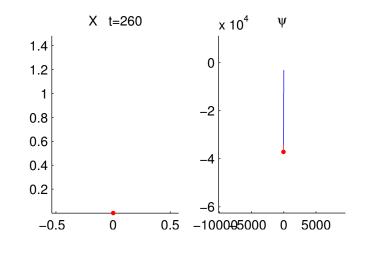


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Algorithm validation and improvement

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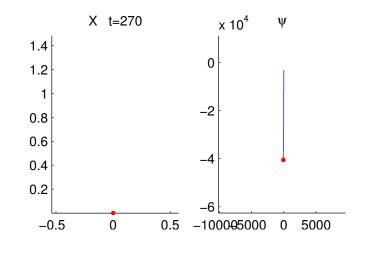
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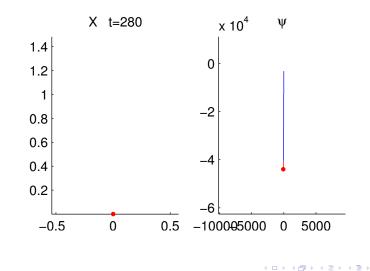
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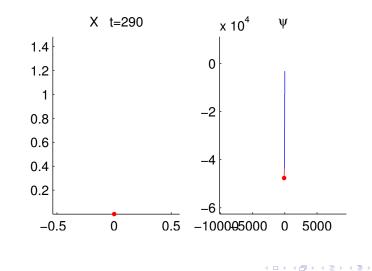


Algorithm validation and improvement

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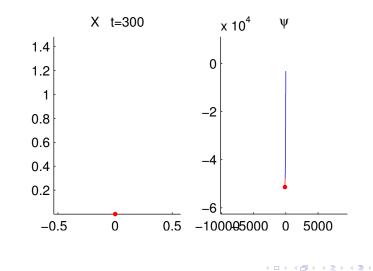


Algorithm validation and improvement

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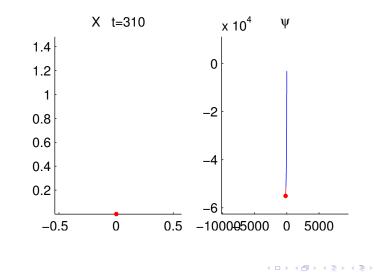
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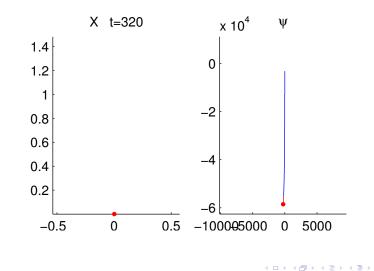


Algorithm validation and improvement

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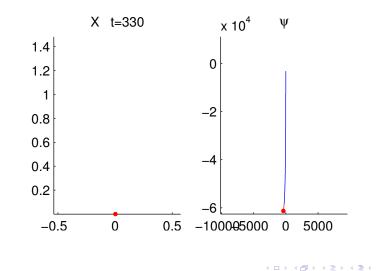


Algorithm validation and improvement

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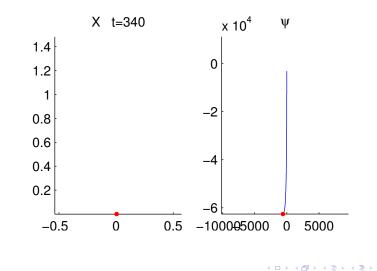


Algorithm validation and improvement

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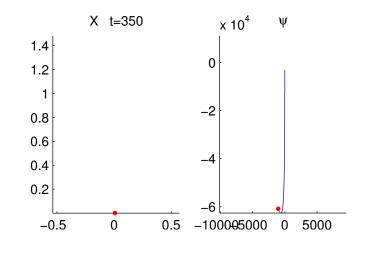
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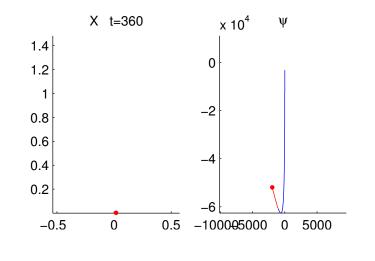
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Algorithm validation and improvement

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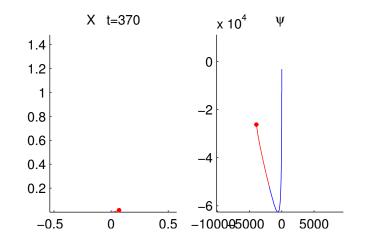
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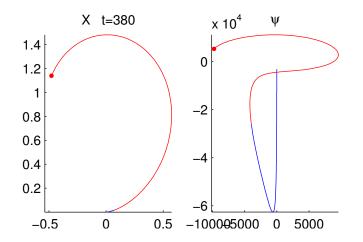
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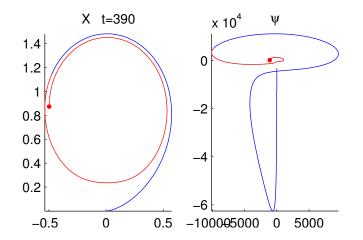
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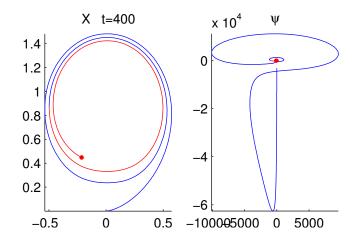
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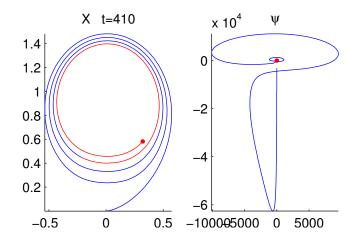
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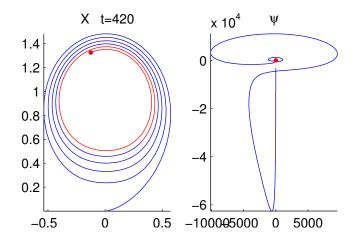
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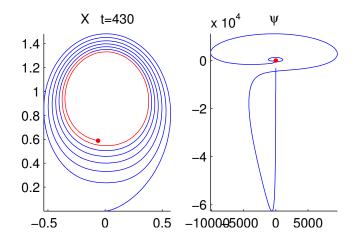
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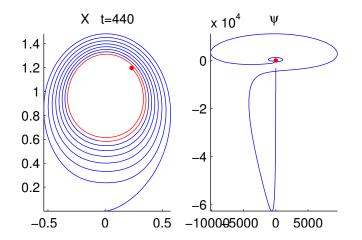


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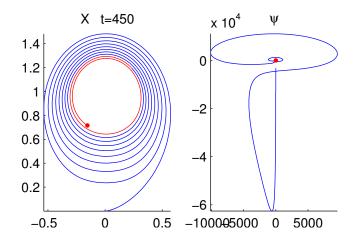
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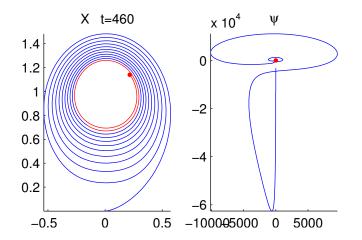


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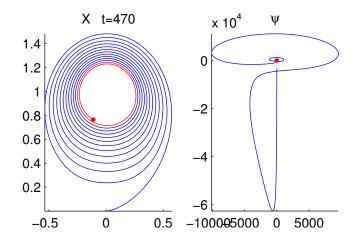
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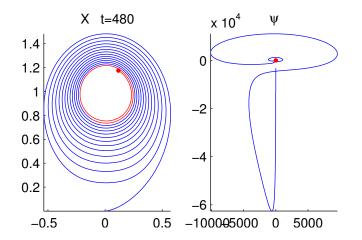
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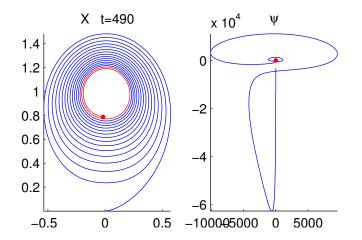
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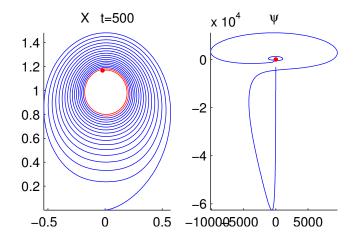
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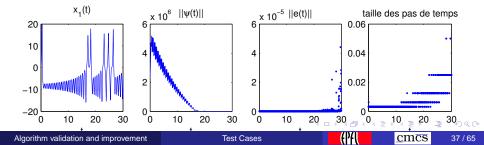
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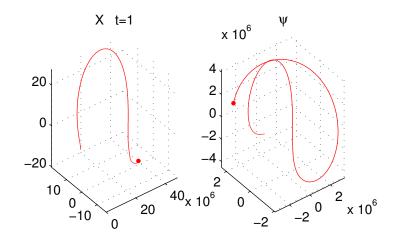
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Lorenz Problem

$$(I) \begin{cases} x_1'(t) = -\sigma x_1(t) + \sigma x_2(t) \\ x_2'(t) = r x_1(t) - x_2(t) - x_1(t) x_3(t) \\ x_3'(t) = x_1(t) x_2(t) - b x_3(t) \\ \forall t \in [0\ 10] \text{ avec } \sigma = 10, \ b = 8/3, \ r = 28 \\ X(0) = (1, 0, 0) \\ g(X) = x_1 \\ \text{TOL} = 0.1 \text{ et } 0.01 \\ N_0 = 300 \end{cases}$$

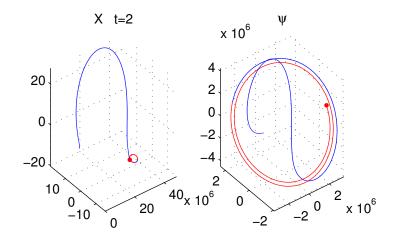




Algorithm validation and improvement

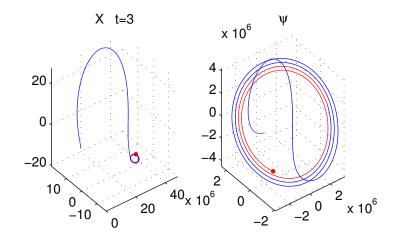
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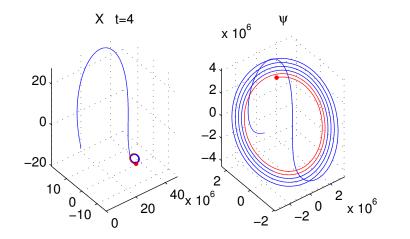
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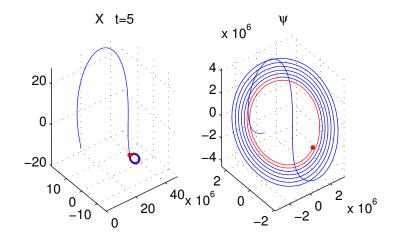
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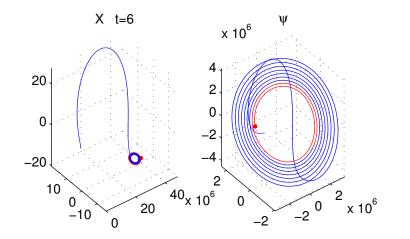
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Algorithm validation and improvement

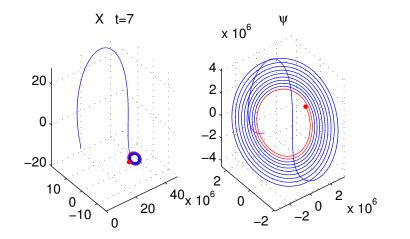
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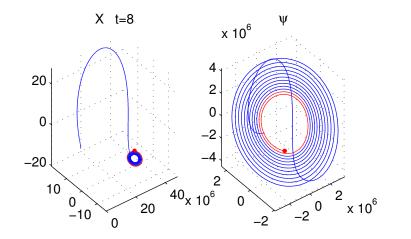
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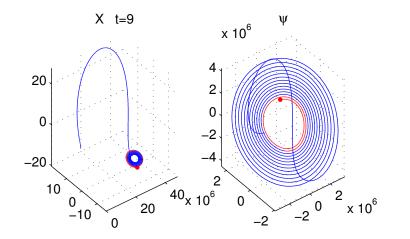
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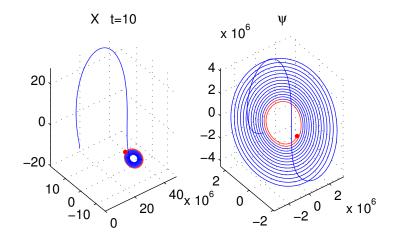
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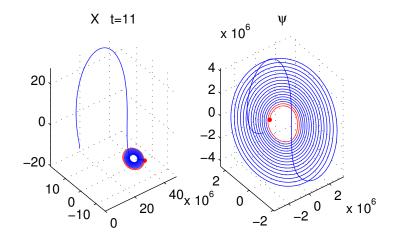
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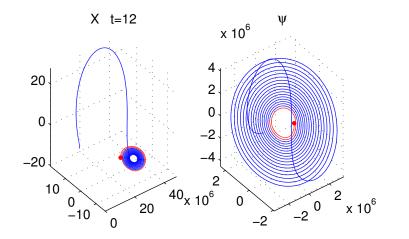
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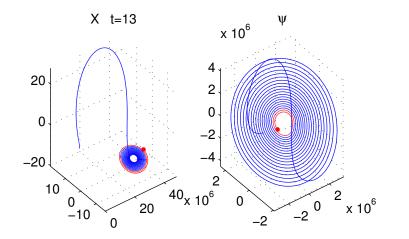
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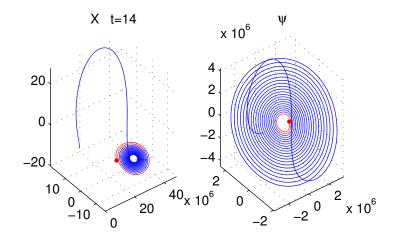
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Algorithm validation and improvement

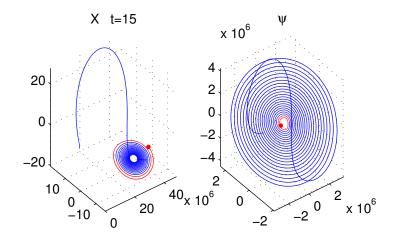
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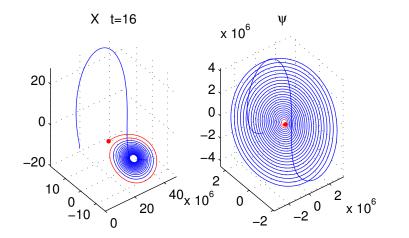


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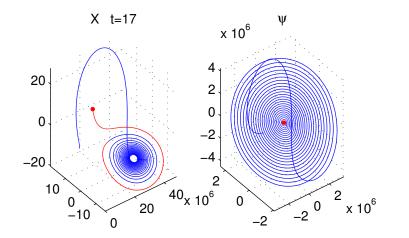
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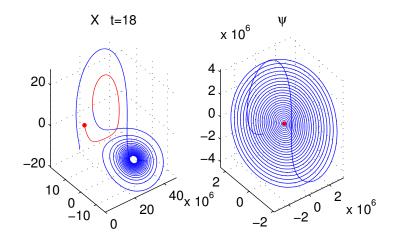


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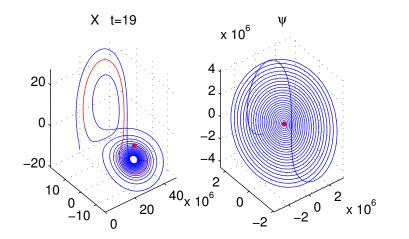
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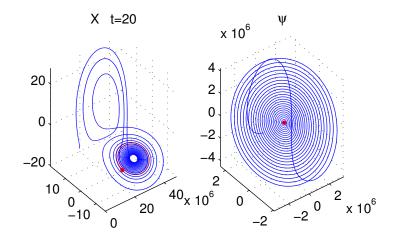


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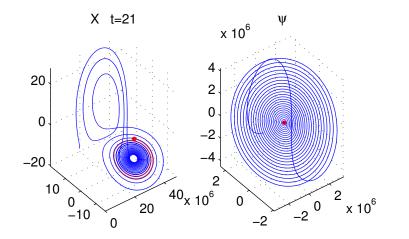
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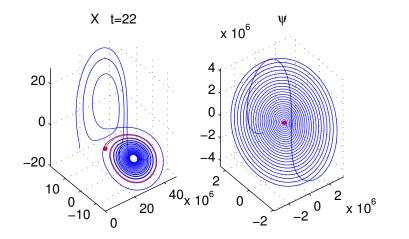


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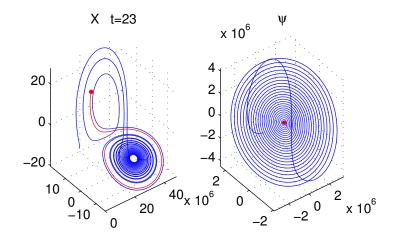


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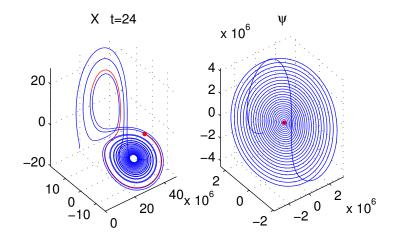
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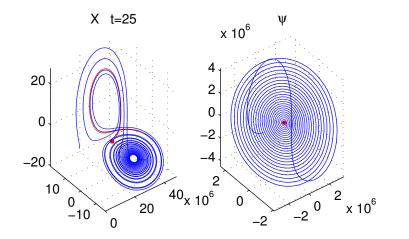


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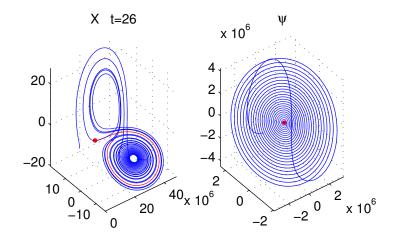


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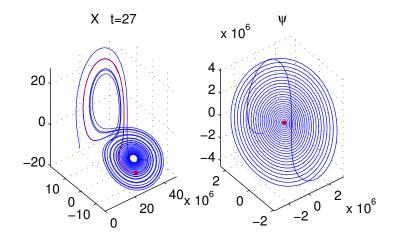


Algorithm validation and improvement

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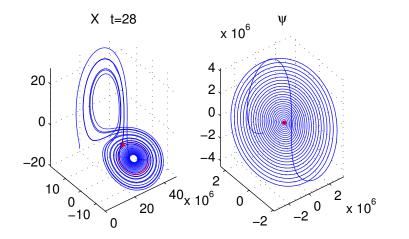


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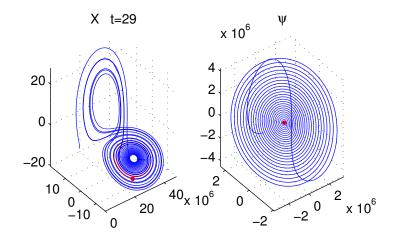


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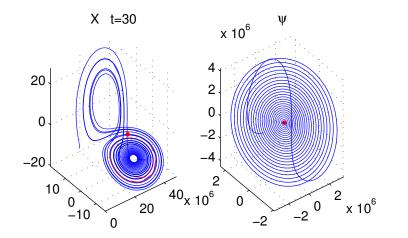


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Algorithm validation and improvement

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- The brut method. Divide the timesteps by 2 when $r_i > \frac{\text{TOL}}{N}$.
- The basique method. Divide the timesteps by

$$M = \left\lfloor \left(\frac{|r_i|}{\frac{TOL}{N}} \right)^{\frac{1}{p+1}} \right\rfloor$$

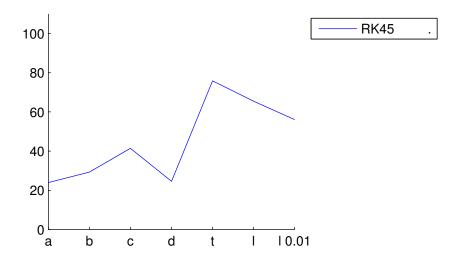
when $r_i > \frac{\text{TOL}}{N}$.

• The demi-pas method. Same as basique, except that we estimate the error using a coarser approximation of X rather than a finer as before. The dual is solved on a mesh 2 times coarser than the primal.

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Results



Algorithm validation and improvement

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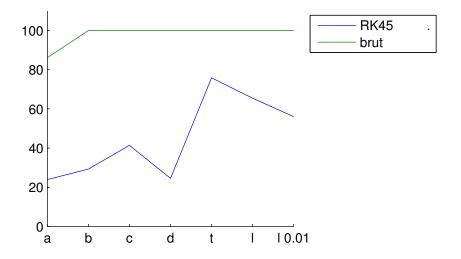
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Results



Algorithm validation and improvement

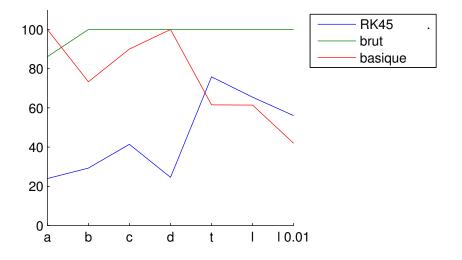
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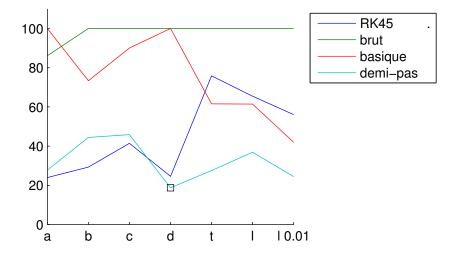
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Exponential, Non-linear with blow-up and Stiff problem

	TOL	True error	Est. errorr	# eval. a	# eval. (a')*	CPU	Ν	it
brut	1e-08	-1.16e-09	-1.16e-09	2790	930	0.89	80	5
basique	1e-08	-3.86e-10	-3.86e-10	3240	1080	0.59	100	4
demi-pas	1e-08	-4.8e-09	-4.38e-09	900	300	0.17	30	3
RK45	1e-08	-1.33e-09	-	776	0	0.93	79	2

The Exponential

	TOL	True error	Est. errorr	# eval. a	# eval. (a')*	CPU	Ν	it	
brut	0.1	0.0125	0.00629	810	270	0.18	16	4	
basique	0.1	0.0125	0.00629	594	198	0.12	16	3	
demi-pas	0.1	0.0194	-0.0122	360	120	0.07	8	3	
RK45	0.1	0.0986	-	237	0	0.06	13	3	
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Non-linear with blow-up

	TOL	True error	Est. errorr	# eval. a	# eval. (a')*	CPU	Ν	it	
brut	1e-08	1.39e-09	1.41e-09	2160	720	0.41	45	5	
basique	1e-08	4.77e-10	4.87e-10	1944	648	0.35	53	3	
demi-pas	1e-08	3.68e-10	8.41e-10	990	330	0.18	50	2	
RK45	1e-08	5.92e-10	-	895	0	0.13	146	1	
Stiff problem									
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	TOL	True error	Est. errorr	# eval. a	# eval. (a')*	CPU	Ν	it	
brut	0.1	0.0484	0.0976	4320	1440	0.81	24	16	
basique	0.1	0.0484	0.0976	4320	1440	0.79	24	16	
demi-pas	0.1	-1.1	0.0858	810	270	0.16	10	6	
RK45	0.1	0.0055	-	1061	0	0.19	71	5	
Singularity									

	TOL	True error	Est. error	# eval. a	# eval. (a')*	CPU	Ν	it	
brut	1e-06	5.49e-08	1.55e-07	184716	61572	44.82	2531	7	
basique	1e-06	6.31e-08	1.7e-07	113652	37884	27.4	2514	4	
demi-pas	1e-06	9.16e-08	3.19e-07	50832	16944	12.23	1335	3	
RK45	1e-06	-9.69e-07	-	140045	0	24.04	9569	5	
Transition to turbulence									

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	TOL	True error	Est. error	# eval. a	# eval. (a')*	CPU	Ν	it	
brut	0.1	0.0623	0.0674	256734	85578	57.91	6461	6	
basique	0.1	-0.0251	-0.0261	157680	52560	34.43	5789	3	
demi-pas	0.1	-0.0146	-0.0182	94716	31572	20.7	3176	3	
RK45	0.1	-0.0147	-	168110	0	25.29	10513	8	
l orenz problem									

Lorenz problem

	TOL	Vraie erreur	Est. erreur	# eval. a	# eval. (<i>a</i> ')*	CPU	Ν	it	
brut	0.01	0.000979	0.000998	472788	157596	108.75	10463	7	
basique	0.01	-0.0037	-0.00365	198108	66036	44.29	7949	3	
demi-pas	0.01	-0.00428	-0.00521	115434	38478	25.39	3985	3	
RK45	0.01	-0.0015	-	264932	0	40.37	16651	8	
Lorenz problem									

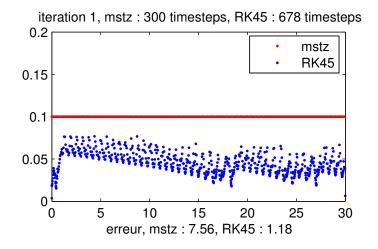
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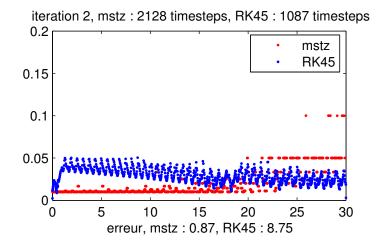
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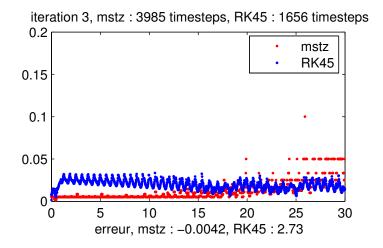
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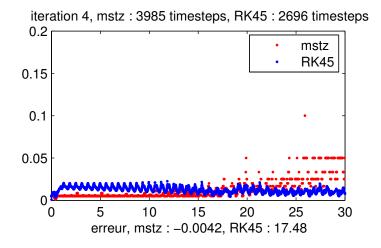
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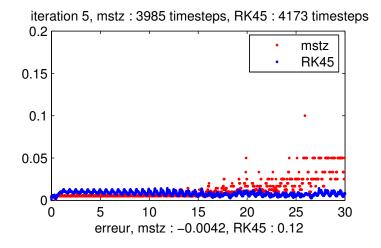
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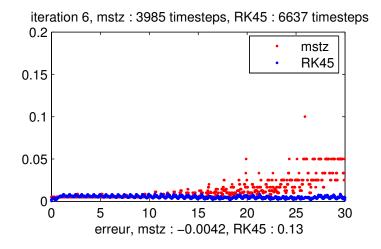
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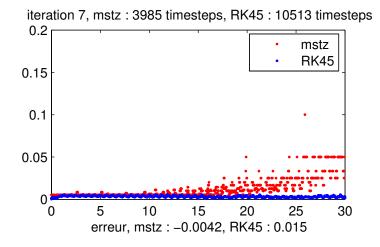
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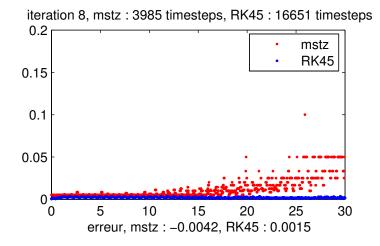
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3 × 4 3

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	TOL	True error	Ν	N _{tot}
mstz demi-pas	0.1	0.02	6352	10524
mstz Szepessy	0.1	0.01	6000	20000
mstz demi-pas	0.01	0.004	7970	12826
mstz Szepessy	0.01	0.003	9000	34000

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We now use the algorithm mstz to solve semi-discretization of partial differential equations. We use the heat equation to validate our code.

- We study the properties of the Burgers Equation (a non-chaotic equation) with the help of mstz. We use a centered finite difference scheme for the spatial discretization.
- We compare RK45 and mstz on the Kuramoto-Sivashinsky Equation, a chaotic PDE. We use the pseudo-spectral method for the spatial discretization.

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For $x \in [-1 \ 1]$ and $t \in [0 \ 1]$, we have

$$\begin{cases} \frac{\partial}{\partial t}u(t,x) + \frac{\partial}{\partial x}\frac{u^2(t,x)}{2} = 0\\ u(0,x) = u_0(x) \end{cases}$$

Application to PDE

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For
$$x \in [-1 \ 1]$$
 and $t \in [0 \ 1]$, we have

$$\begin{cases} \frac{\partial}{\partial t}u(t,x) + \frac{\partial}{\partial x}\frac{u^2(t,x)}{2} = \varepsilon \frac{\partial^2}{\partial x^2}u(t,x)\\ u(0,x) = u_0(x) \end{cases}$$

Viscous term

Application to PDE

Burgers Equation

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Centered Finite Difference Scheme

$$\dot{u}_{j}^{h}(t) = -\frac{\left(u_{j+1}^{h}(t)\right)^{2} - \left(u_{j-1}^{h}(t)\right)^{2}}{4h} + \varepsilon \frac{u_{j+1}^{h}(t) - 2u_{j}^{h}(t) + u_{j-1}^{h}(t)}{h^{2}}$$

Application to PDE

Burgers Equation

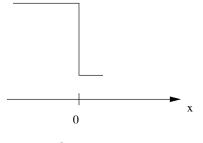
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Shock Wave

Application to PDE

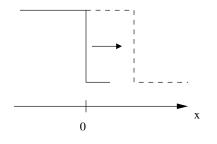
Burgers Equation

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Shock Wave

Application to PDE

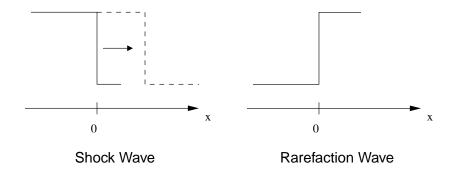
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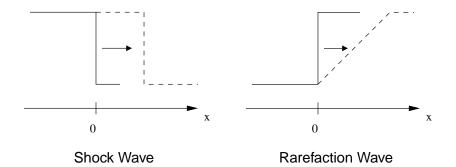


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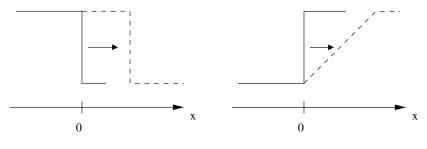


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Shock Wave

Rarefaction Wave

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Which one is the hardest to solve ?

For *g*, we select a point $\bar{x} \in [-1 \ 1]$. Our goal is to have a very precise value of $u(T, \bar{x})$. To have a smoother function in the *x*-domain, we take a weighted sum around the point \bar{x} . The weights are give by the normal density.

$$g(u(T)) = \sum_{j=0}^{M-1} w_j u(T, x_j) = \sum_{j=0}^{M-1} \frac{1}{\sqrt{2\pi\sigma}} e^{-\frac{1}{2} \left(\frac{x_j - \bar{x}}{\sigma}\right)^2} u(T, x_j)$$

$$\nabla g(u(T)))_j = w_j = \frac{1}{\sqrt{2\pi\sigma}} e^{-\frac{1}{2} \left(\frac{x_j - \bar{x}}{\sigma}\right)^2}$$

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- *ε*=0.01
- *h*=0.025
- Δt =0.005 (initial)
- $\bar{x} = 0.5, \sigma = 0.1.$
- TOL=0.005
- Numerical method M : Euler progressive

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Application to PDE

Burgers Equation

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Rarefaction Wave



Application to PDE

Burgers Equation

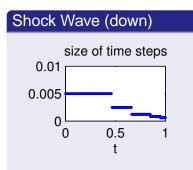
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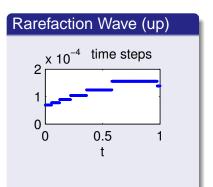
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Comparison



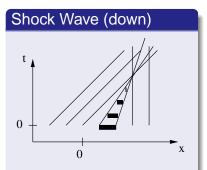
- Number of timesteps needed : 523
- Number of evaluations needed : 3168



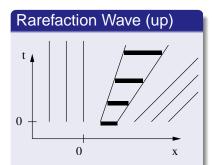
- Number of timesteps needed : 8565
- Number of evaluations needed : 48750

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Explanation



- The perturbations travel quicker than the wave. They are eaten by the shock
- The important parts are the parts just prior *T*



- The perturbations are amplified along the time interval
- It's important to make good calculations at the begining

Application to PDE

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$$\begin{cases} \frac{\partial u(t,x)}{\partial t} = -\frac{\partial^2 u(t,x)}{\partial x^2} - \frac{\partial^4 u(t,x)}{\partial x^4} - \frac{1}{2} \frac{\partial u^2(t,x)}{\partial x} \\ u(0,x) = u_0(x) \\ u(t,x) = u(t,x+l) \end{cases}$$

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$$\begin{cases} \frac{\partial u(t,x)}{\partial t} = -\frac{\partial^2 u(t,x)}{\partial x^2} - \frac{\partial^4 u(t,x)}{\partial x^4} - \frac{1}{2} \frac{\partial u^2(t,x)}{\partial x} \\ u(0,x) = u_0(x) \\ u(t,x) = u(t,x+l) \end{cases}$$

Inverse Heat term. Amplifies the perturbations

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Beam term. Reduces the perturbations

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Burgers term. Non-linear transport term

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All together : the solution remain bounded !

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The 4th order term is to heavy to discretize using finite differences. We use the pseudo-spectral method based on Fourier theory. This allows as well an easy way of dealing with periodic boundary conditions. We write :

$$u(t, x) = \sum_{n=-\infty}^{+\infty} c_n(t) e^{2i\pi n \frac{x}{l}}$$

with $c_n(t) = \frac{1}{l} \int_0^l u(t, x) e^{-2i\pi n \frac{x}{l}} dx$

Taking a finite number of Fourier coefficients and computing them with the Fast Fourier Transform gives the pseudo-spectral scheme.

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$$\dot{c}_n(t) = (n^2 q^2 - n^4 q^4) c_n(t) - \frac{1}{2} inqd_n(t) \quad \forall n = -m, \dots, m$$

where $d_n(t)$ are the Fourier coefficients of $u^2(t, x)$. We compute them using the inverse Fourier transform of all the c_n , then squaring all the components and then taking the Fourier transform again.

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Inverse Heat term. Amplifies the perturbations

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Beam term. Reduces the perturbations

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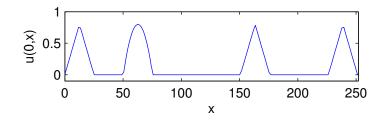
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Burgers term. Non-linear transport term

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Following Wanner and Hairer, the initial condition has the following shape :



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To get a solution in a reasonable amount of time, we decided to use 150 Fourier coefficients. The problem is that we can not solve the orginal Kuramoto-Sivashinsky Equation with 150 coefficients. The numerical scheme is unstable. We modify the Kuramoto-Sivashinsky equation as follows :

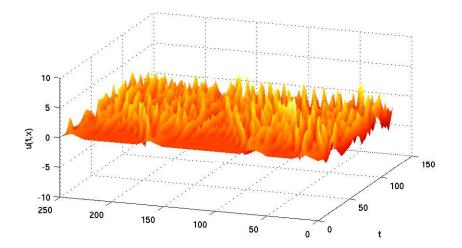
$$\frac{\partial u(t,x)}{\partial t} = -\lambda \frac{\partial^2 u(t,x)}{\partial x^2} - \frac{\partial^4 u(t,x)}{\partial x^4} - \frac{1}{2} \frac{\partial u^2(t,x)}{\partial x}$$

For $\lambda = 1$, we have the original equation. For $\lambda < 1$, the perturbations are less amplified by the inverse heat term, so the equation is easier to solve. We will be able to solve it for $\lambda = 0.93$.

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Solution

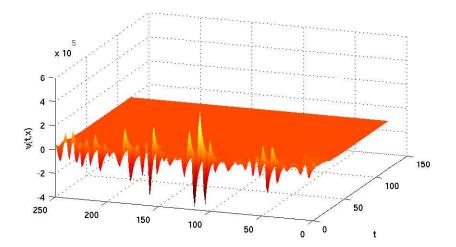


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Solution of the dual



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	TOL	\mathcal{E}^t	$\overline{\mathcal{E}}^t$	# eval. a	# eval. (<i>a</i> ')*	CPU	Ν	it
mstz	0.0001	2.09e-05	3.41e-05	18666	6222	115.94	637	2
RK45	0.0001	3.55e-05	-	29499	0	55.49	2382	3
mstz	1e-05	-8.01e-06	-8.61e-06	21078	7026	133.53	771	2
RK45	1e-05	4.2e-06	-	45915	0	86.2	3726	3
mstz	1e-06	4.61e-08	-6.26e-07	25776	8592	158.04	1032	2
RK45	1e-06	8.22e-07	-	71853	0	138.16	5855	3
mstz	1e-07	4.15e-07	3.24e-09	79254	26418	484.8	2524	3
RK45	1e-07	No solution !						

Using an algorithm which monitors the global error instead of one which monitors the local error is really important for chaotic differential equations. It provides :

- An indicator of the accuracy of the solution. With local errors algorithms, we have no garanty that we are close to the true solution even if the local tolerance is really small.
- A better efficiency. We get the solution faster or for a smaller tolerance.
- Computing the solution of the dual less accurately than the solution of the primal gives a really efficient algorithm

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Questions

Summary

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