

# Time Integration

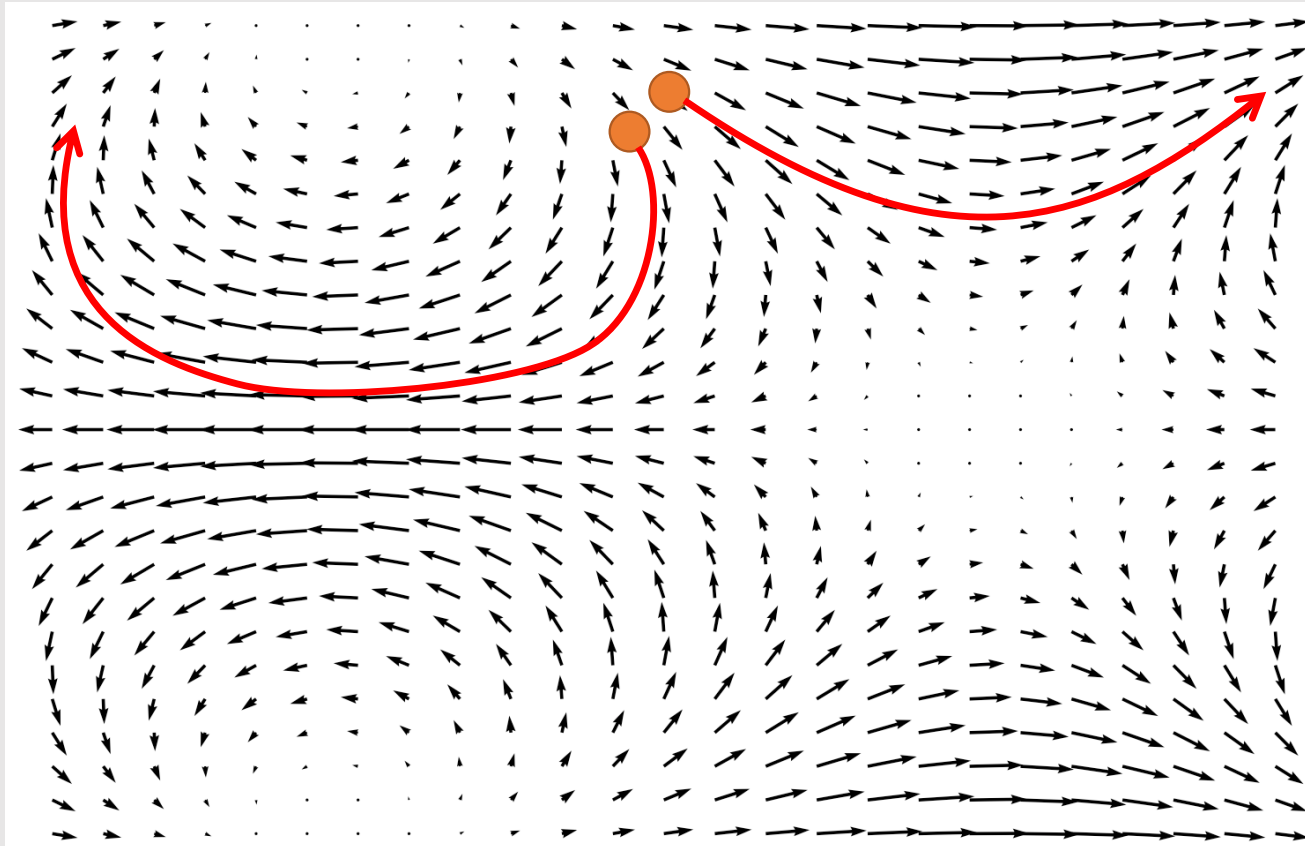
時間積分

# System of Differential Equations

連立線形微分方程式

# Tracing a Particle in a Velocity Field

- E.g., massless particle in a steady flow



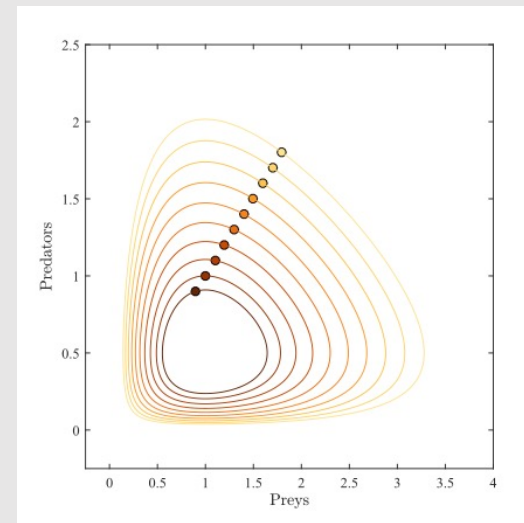
# System of 1<sup>st</sup> Order Differential Equations

- Moving a particle inside a vector field
  - Electrical engineering
  - Control theory
  - System biology

$$\frac{d\vec{x}}{dt} = f(\vec{x})$$

Lotka–Volterra equations  
(a.k.a predators/preys equation)

$$\begin{aligned}\frac{dx}{dt} &= \alpha x - \beta xy \\ \frac{dy}{dt} &= \delta xy - \gamma y\end{aligned}$$



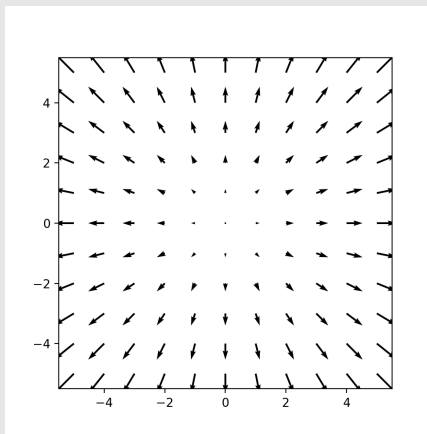
(Wikipedia: Lotka–Volterra equations)

# Linear 1<sup>st</sup> Order System of Diff. Eqn.

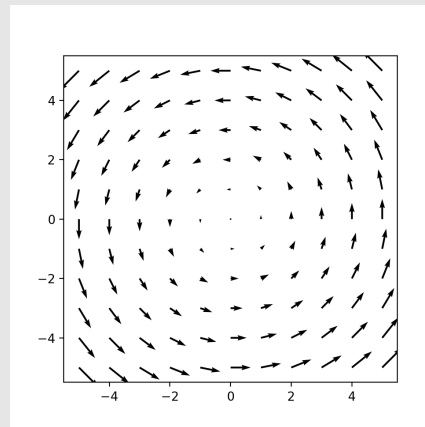
- What if  $f(\vec{x})$  is linear?

$$\frac{d\vec{x}}{dt} = A\vec{x}$$

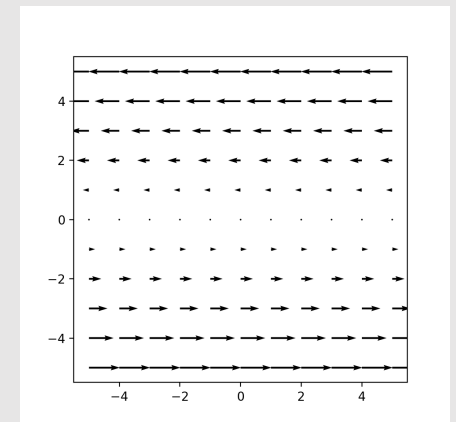
$$A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$



$$A = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$



$$A = \begin{bmatrix} 0 & -1 \\ 0 & 0 \end{bmatrix}$$



# Solution of Differential Equations

1<sup>st</sup> order differential equation

$$\frac{dx}{dt} = ax \quad \xrightarrow{\text{solution}} \quad x(t) = e^{at}x(0)$$



System of 1<sup>st</sup> order differential equations

$$\frac{d\vec{x}}{dt} = A\vec{x} \quad \xrightarrow{\text{solution}} \quad \vec{x}(t) = e^{At}\vec{x}(0)$$



# Matrix Exponential

- The Taylor expansion of the exponential function

$$e^x = 1 + \frac{1}{1!}x + \frac{1}{2!}x^2 + \frac{1}{3!}x^3 + \dots$$

$$e^{At} = E + \frac{1}{1!}At + \frac{1}{2!}(At)^2 + \frac{1}{3!}(At)^3 + \dots$$

$$\frac{d}{dt}(e^{At}) = ?$$

check it out!



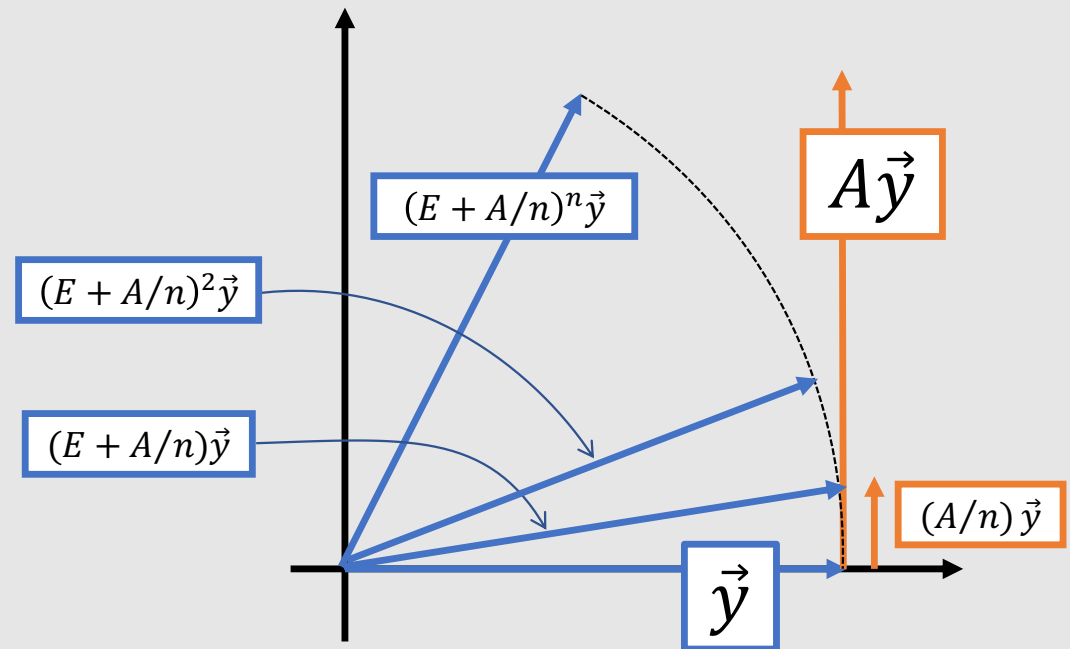
# Geometrical Interpretation

- Let's go back to the definition of the exponential

$$e^x = \lim_{n \rightarrow \infty} \left(1 + \frac{x}{n}\right)^n \quad \xrightarrow{\text{multi-variable}} \quad e^A = \lim_{n \rightarrow \infty} \left(E + \frac{A}{n}\right)^n$$

For example, let  $A$  is a matrix to compute tangent in 2D

$$A = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$





# Compound Interest (複利效果)

\$1  $\xrightarrow[\text{(12months)}]{100\%}$  \$2

\$1  $\xrightarrow[\text{(6 months)}]{50\%}$  \$1.5  $\xrightarrow[\text{(6 months)}]{50\%}$  \$2.25

\$1  $\xrightarrow[\text{(3 months)}]{25\%}$  \$1.25  $\xrightarrow[\text{(3 months)}]{25\%}$  \$1.5625  $\xrightarrow[\text{(3 months)}]{25\%}$  \$1.95  $\xrightarrow[\text{(3 months)}]{25\%}$  \$2.4375

\$1  $\xrightarrow[\text{(1day)}]{1/365\%}$  \$.....  $\xrightarrow[\text{(1day)}]{1/365\%}$  \$.....  $\rightarrow$   $\rightarrow$  \$2.714..

\$1  $\rightarrow$  \$.....  $\rightarrow$  \$.....  $\rightarrow$  \$.....  $\rightarrow$   $\rightarrow$   $\rightarrow$  \$e(2.718..)

$$e = \lim_{n \rightarrow \infty} \left( 1 + \frac{1}{n} \right)^n$$



# Wealth is Exponential



**Compound interest** is the 8th wonder of the world. He who understands it, earns it; he who doesn't, pays it.

-Albert Einstein

$r > g$

(i.e, you can earn more from investment than working hard)

Thomas Piketty, Capital in the Twenty-First Century



(Wikipedia)

# Diagonalization and Matrix Exponential

eigen decomposition

$$Av_i = \lambda_i v_i \quad \longrightarrow \quad A = V\Lambda V^{-1}$$

$$e^{At} = E + \frac{1}{1!} At + \frac{1}{2!} (At)^2 + \frac{1}{3!} (At)^3 + \dots$$

check it out!



# System of 2<sup>nd</sup> Order Differential Equation

- 2<sup>nd</sup> order system can be transformed into a 1<sup>st</sup> order system

$$\frac{d^2 \vec{x}}{dt^2} - A \frac{d\vec{x}}{dt} - B\vec{x} = 0$$

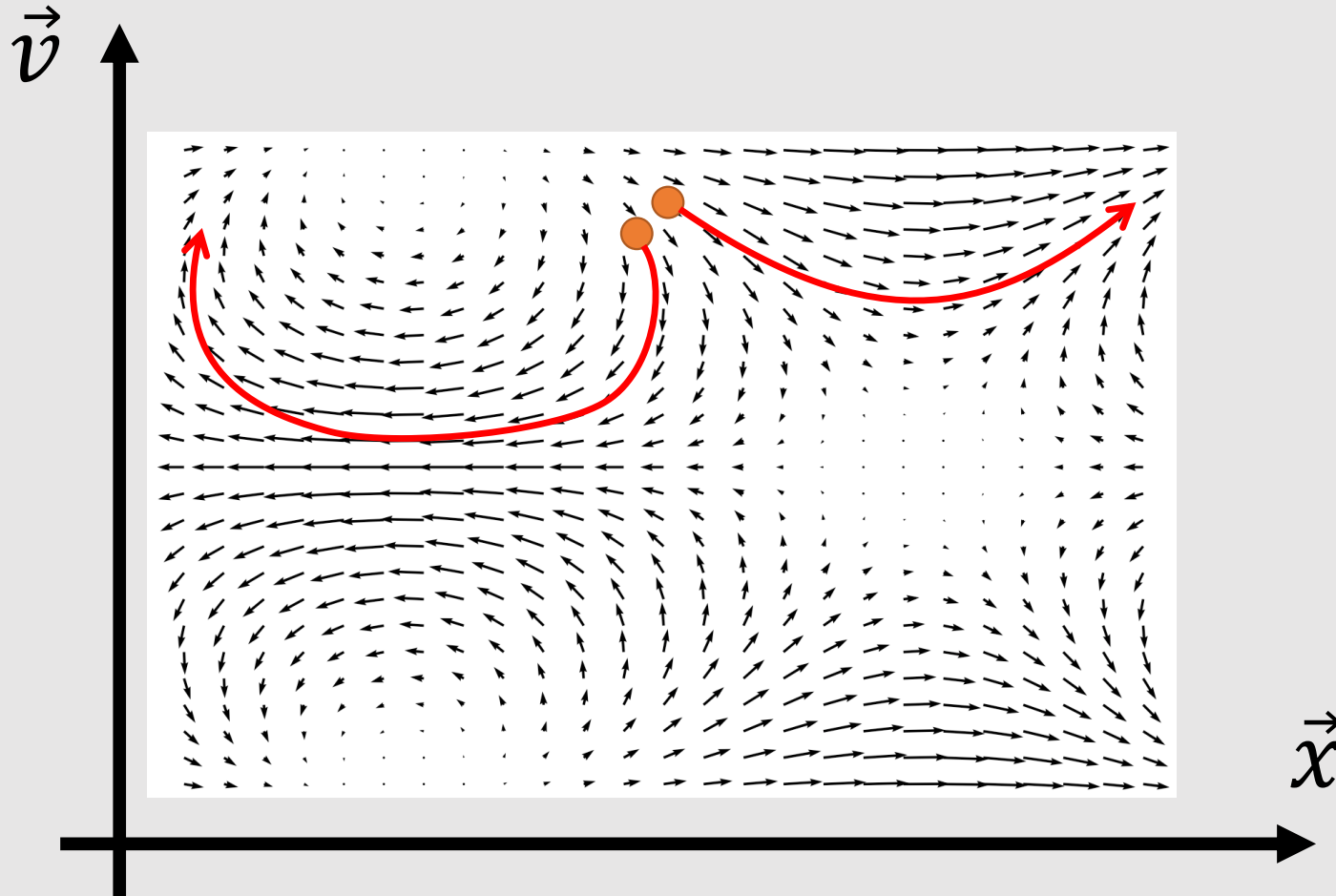


$$\vec{v} = \frac{d\vec{x}}{dt}$$

$$\frac{d}{dt} \begin{pmatrix} \vec{v} \\ \vec{x} \end{pmatrix} = \begin{bmatrix} A & B \\ E & 0 \end{bmatrix} \begin{pmatrix} \vec{v} \\ \vec{x} \end{pmatrix}$$

Analyzing stability of this system requires **Laplace transformation**, which is beyond the scope of this lecture

# Mechanics: Trajectory in Phase Space



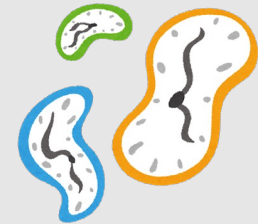
# Discrete Time Integration

# Why Temporal Discretization?

- Dynamic system doesn't always have an analytical solution

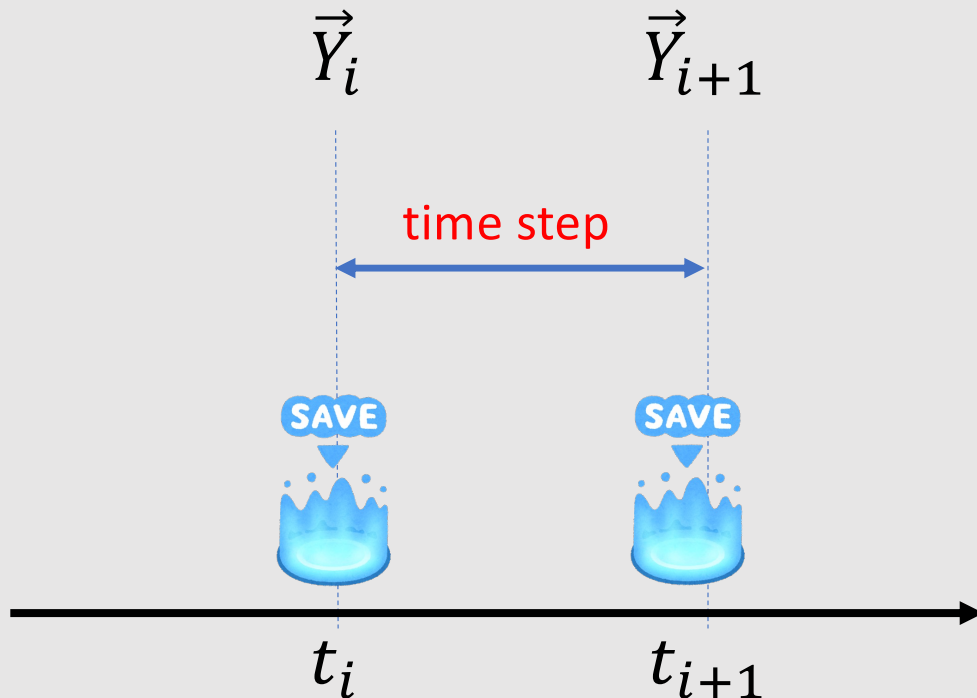


- Computer cannot handle continuous value
  - Similar to “quantization” and “sampling” in audio processing



# Time Integration for Temporal Discretization

- The interval is called “**time step**”



Recurrent formula

$$\vec{Y}_{i+1} = F(\vec{Y}_i)$$

Given equation of motion,  
what are the  $\vec{Y}_i$  and  $F(\ )$ ?





# Approximating Gradient by Difference

$$\frac{dx}{dt} = F(x)$$



forward(explicit)  
Euler method

$$\frac{x_{i+1} - x_i}{dt} = F(x_i)$$

Simple but  
**Unstable**



backward(implicit)  
Euler method

$$\frac{x_{i+1} - x_i}{dt} = F(x_{i+1})$$

Complicated but  
**Stable**



# Recurrence Relation from Backward Euler

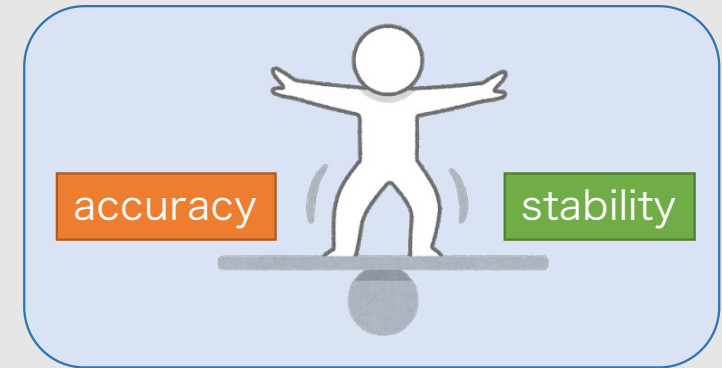
$$\frac{x_{i+1} - x_i}{dt} = F(x_{i+1})$$

Taylor's expansion

$$\cong f(x_i) + \left. \frac{dF}{dx} \right|_{x_i} (x_{i+1} - x_i)$$

(write equation Here)

# Accuracy of Time Integration



Forward(explicit)  
Euler method

$$\frac{x_{i+1} - x_i}{dt} = F(x_i)$$

1<sup>st</sup> order

Average

Crank-Nicolson method

$$\frac{x_{i+1} - x_i}{dt} = \frac{F(x_i) + F(x_{i+1})}{2}$$

2<sup>nd</sup> order

Backward (implicit)  
Euler method

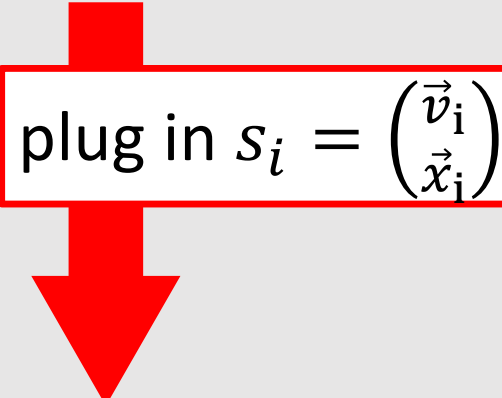
$$\frac{x_{i+1} - x_i}{dt} = F(x_{i+1})$$

1<sup>st</sup> order

# 2<sup>nd</sup>-order Differential Eqn. by Backward Euler

Backward  
Euler method

$$\frac{ds}{dt} = \frac{s_{i+1} - s_i}{dt} = F(s_{i+1})$$



plug in  $s_i = \begin{pmatrix} \vec{v}_i \\ \vec{x}_i \end{pmatrix}$

(write equations here)

# Simple Example: Particle Under Gravity

$$m\vec{a} = m\vec{g} \quad \longrightarrow \quad \begin{cases} \vec{v}_{i+1} - \vec{v}_i = dt \cdot \vec{a}_{i+1} \\ \vec{x}_{i+1} - \vec{x}_i = dt \cdot \vec{v}_{i+1} \end{cases}$$

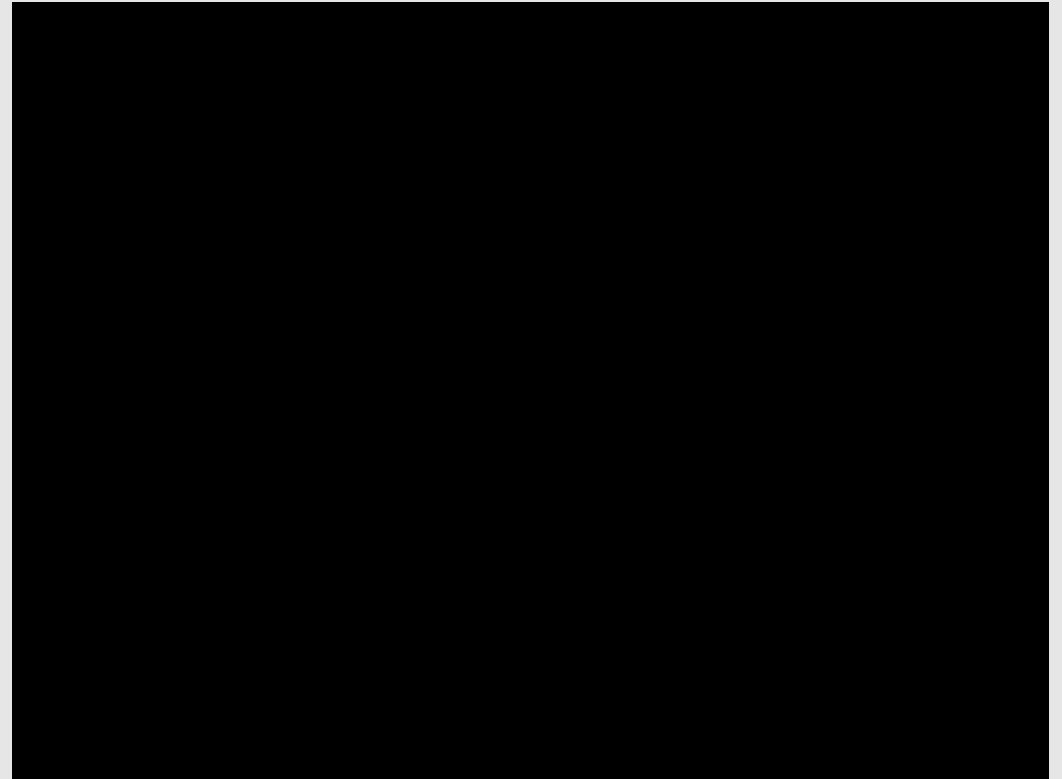
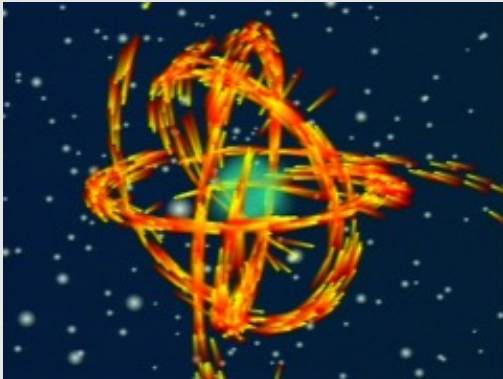
$$\vec{a} = \vec{g}$$

$$\begin{aligned} \vec{v}_{i+1} &= \vec{v}_i + dt \cdot \vec{g} \\ \vec{x}_{i+1} &= \vec{x}_i + dt \cdot (\vec{v}_i + dt \cdot \vec{g}) \end{aligned}$$



# Karl Sim's Particle Dreams, 1988

<https://www.karlsims.com/particle-dreams.html>

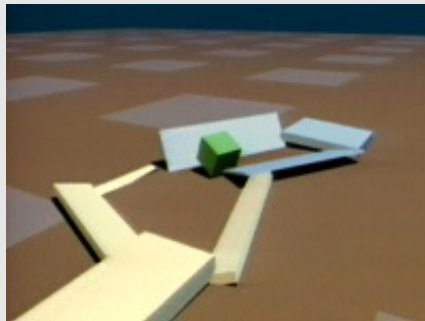


<https://www.youtube.com/watch?v=5QEp-oPaQto>

# Karl Sim's Another Awesome Work

K.Sims, "Evolved Virtual Creatures", Siggraph '94

<https://www.karlsims.com/evolved-virtual-creatures.html>



<https://www.youtube.com/watch?v=RZtZia4ZkX8>

# Advanced Topics

- Runge-Kutta method
- Variational Implicit Euler Method
- Symplectic Integrator
- Lie group integrator



**End**

# Time Integration

Recurrence formula from equation of motion



Position

Velocity

Acceleration

$\vec{x}$

$\vec{v}$

$\vec{a}$



Integration

Integration

Eqn. of motion

$$\vec{a} = \frac{1}{m} \vec{F}$$

# Time Integration: 1<sup>st</sup>-order Differential Eqn.

- Given  $\vec{x}_i$ , solve for  $\vec{x}_{i+1}$

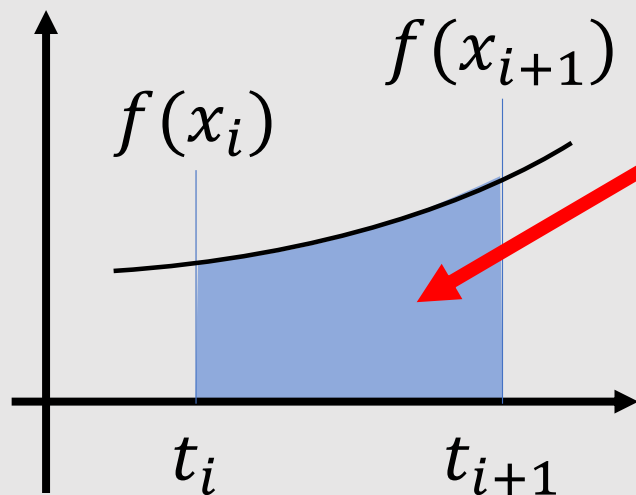
$$\frac{dx}{dt} = f(x) \quad \xrightarrow{\text{Integration}} \quad x_{i+1} = x_i + \int_{t_i}^{t_{i+1}} f(x) dt$$

(ここに手書きで式を書く)

# Time Integration: 1st-order Differential Eqn.

- Compute  $\vec{x}_{i+1}$  when  $\vec{x}_i$  is given

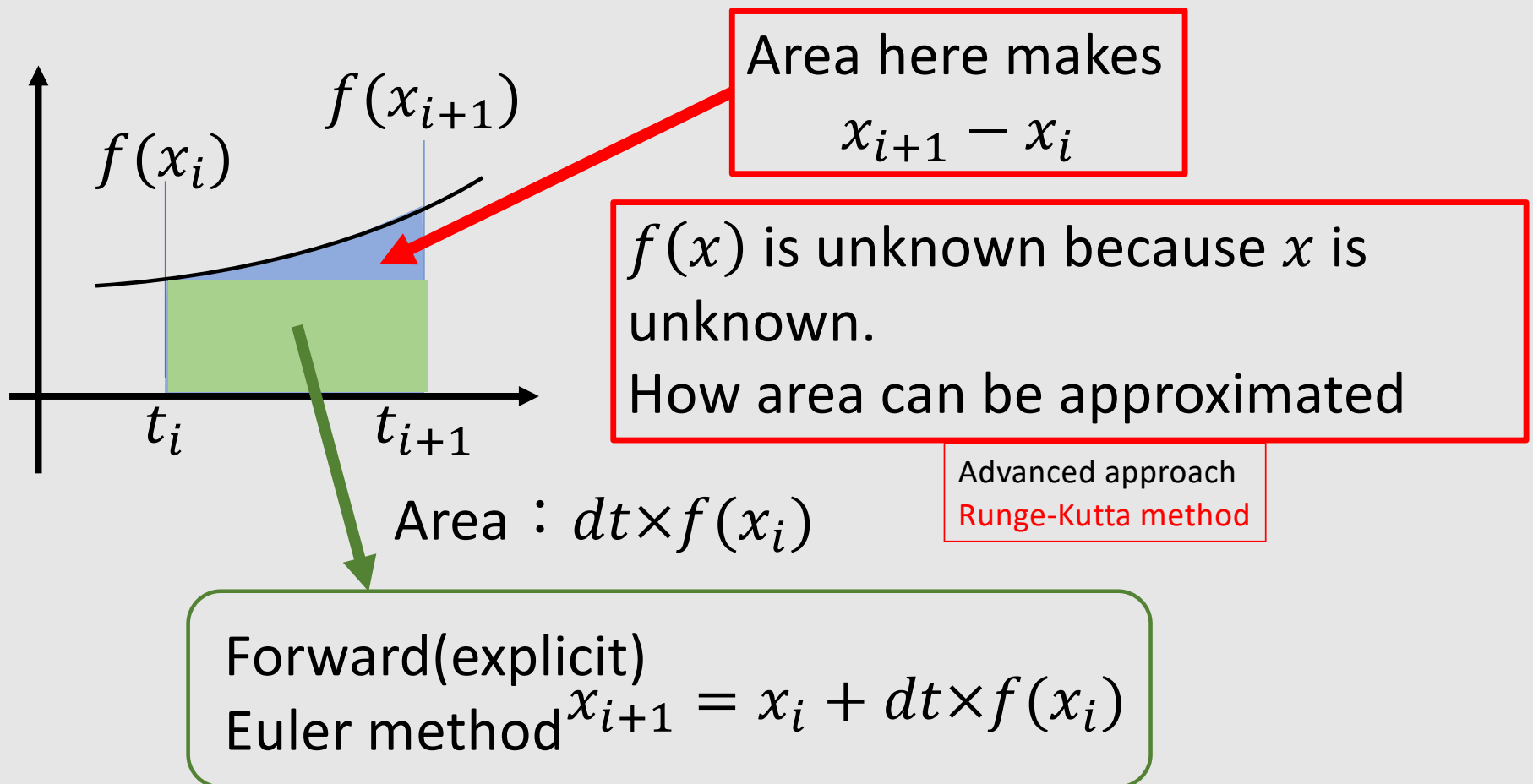
$$\frac{dx}{dt} = f(x) \xrightarrow{\text{integration}} x_{i+1} = x_i + \int_{t_i}^{t_{i+1}} f(x) dt$$



Area here makes  
 $x_{i+1} - x_i$

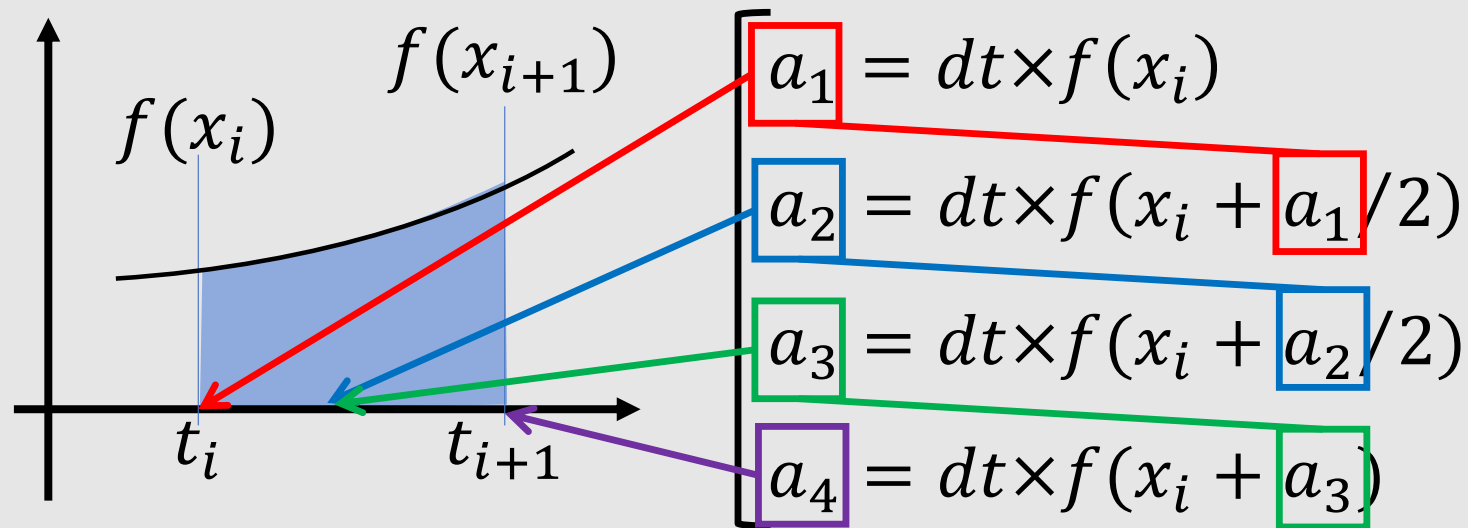
$f(x)$  is unknown and  $x$  is unknown  
How the area is approximated

# Time Integration: 1st-order Differential Eqn.



# Runge-Kutta Method (4th order)

- Approximating  $a = x_{i+1} - x_i$  with 4 different ways



averaging

$$x_{i+1} = x_i + \frac{1}{6} (a_1 + 2a_2 + 2a_3 + a_4)$$