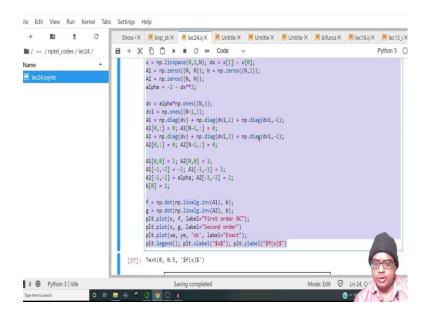
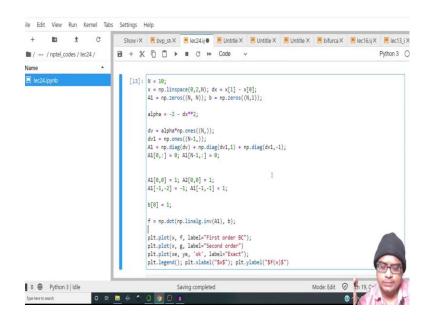
Tools in Scientific Computing Prof. Aditya Bandopadhyay Department of Mechanical Engineering Indian Institute of Technology, Kharagpur

Lecture - 25 Boundary Value Problems - p2

(Refer Slide Time: 00:26)

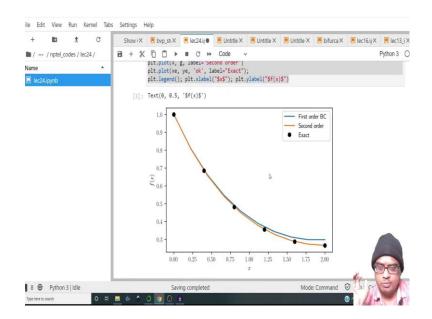


Hi everyone. Welcome to this lecture. So, in the last class, we had looked at how to solve an ODE and I had mentioned that we will look at some other means of finding out the inverse of the matrix. (Refer Slide Time: 00:54)

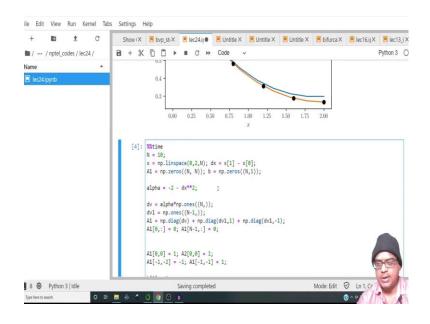


So, let me take this particular code. Let me yeah let me get rid of the cell. I do not need this cell as well. So, let me get rid of all the A 2s. We do not need the A 2 bit alright. So, let me quickly run this entire sheet again. So, what we will try to do first is to time this particular cell.

(Refer Slide Time: 01:29)

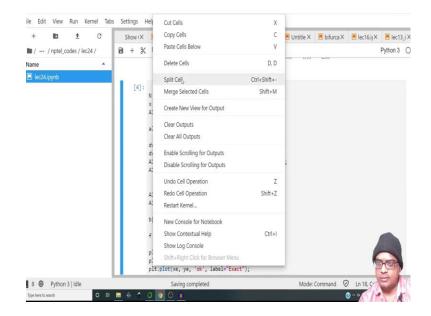


(Refer Slide Time: 01:37)

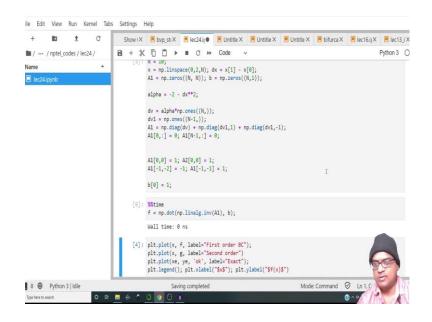


So, what does timing a particular cell mean? It means that it will tell us how much time it took for that particular cell to run. In particular, we are more concerned with this particular ,nd. So, let me not write time over here; let me split this cell.

(Refer Slide Time: 01:57)

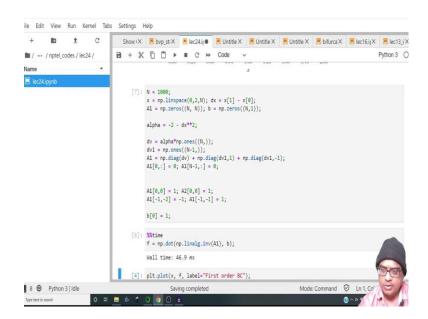


(Refer Slide Time: 01:59)



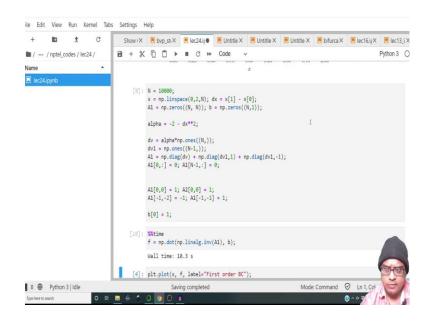
So, let me split this over here and let me split this over here. So, let me run this cell first. Now, before running this, let me do percentage-percentage time. So, it will give me how much time it took for that particular cell to evaluate. It is 0 nanosecond, because I have taken a very low grid count.

(Refer Slide Time: 02:22)



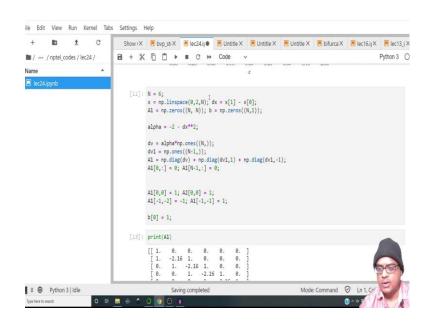
So, let me take 1000 ok; let me run it. So, it took 46.9 milliseconds to perform the inversion.

(Refer Slide Time: 02:34)



And as time, as the number of grid points increases, so I have made it from 1000 to 10000. So, for 1000 grid points, it took 46.9, let us say 50 milliseconds; let us see how much time it takes for 10000 grid points. This may take a while. If it is linearly scaling, it will take almost 5 seconds or rather point. So, it was 50 milliseconds. So, yeah. So, it took 10 seconds. So, it is not at all scalable. So, then why is it not scalable ok?

(Refer Slide Time: 03:15)



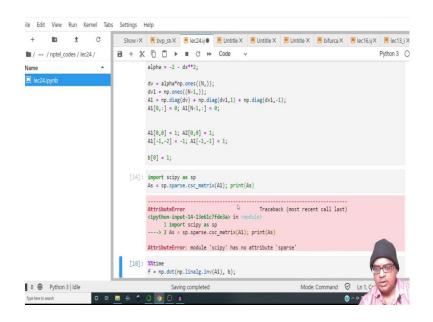
So, before going into the scalability and all that thing, let me make N to be 6, just to show you how again I mean just to show how A looks like. So, let me just print A over here; sorry, this should be A 1.

Anne Alpha = -2 - dx**2; alpha = -2 - dx**2; dv = alpha*no.nes((N-1,)); dv1 = np.ones((N-1,)); A1 = np.diag(dv1 + np.diag(dv1,1) + np.diag(dv1,-1); A1[0,0] = 1; A2[0,0] = 1; A1[0,0] = 1; A2[0,0] = 1; A1[-1,-2] = -1; A1[-1,-1] = 1; b[0] = 1; [13]: print(A1) [[1. 0, 0, 0, 0, 0, 0, 0] [0, 0, 12.16 1. 0, 0, 0] [0, 0, 12.16 1. 0, 0] [0, 0, 0. 12.16 1. 0] [0, 0, 0. 12.16 1. 1] [0, 0, 0. 0. 0, 01. 1. 1]] [10]: Wrime f = np.dot(np.linalg.inv(A1), b); Wall time: 10.3 s	+ 1	b t	C	S	how X	🖪 bvp	_st(X	🗷 lec2	4.ij 🖲	🖲 Untit	еX	🗷 Untitle X	🗷 Untitle X	🗏 bifurca X	🖲 lec16.ij X	🗏 lec1	3_i>
<pre>dv = alpha*np.ones((N,)); dvl = np.ones((N-1,)); Al = np.ods(dvl + np.diag(dvl,1) + np.diag(dvl,-1); Al[0,:] = 0; Al[N-1,:] = 0; I Al[0,0] = 1; A2[0,0] = 1; Al[-1,-2] = -1; Al[-1,-1] = 1; b(0] = 1; [13]: print(Al) [[1. 0, 0, 0, 0, 0, 0, 0] [12.16 1. 0, 0, 0, 1] [12.16 1. 0, 0, 0] [0. 0, 12.16 1. 0, 0] [0. 0, 0. 12.16 1. 0] [0. 0, 0. 12.16 1. 1] [0. 0, 0. 0, 01. 1. 1]] [10]: Xxtime f = np.dot(np.linalg.inv(Al), b); Wall time: 10.3 s</pre>	🖿 / … / n	ptel_codes / le	ec24 /	8	+ %	60	"►		*	Code	~					Python 3	C
<pre>dv1 = np.omes((N+1,)); A1 = np.odig(dv1 + np.dig(dv1,1) + np.dig(dv1,-1); A1[0,0] = 0; A1[N-1, :] = 0; I A1[0,0] = 1; A2[0,0] = 1; A1[-1,-2] = -1; A1[-1,-1] = 1; b[0] = 1; [13]: print(A1) [[12.16 1. 0. 0. 0. 1] [0. 0, 12.16 1. 0. 0] [0. 0, 12.16 1. 0. 1] [0. 0, 0. 12.16 1. 1] [0. 0, 0. 0. 01. 1. 1]] [10]: Wrime f = np.dot(np.linalg.inv(A1), b); Wall time: 10.3 s</pre>	Name					alpha	= -2 -	dx**2;									
A1[-1,-2] = -1; A1[-1,-1] = 1; b[0] = 1; [13]: print(A1) [[12.16 1. 0. 0. 0.] [00. 12.16 1. 0. 0] [00. 12.16 1. 0.] [00. 12.16 1. 0] [0. 0. 0. 01. 1.]] [10]: Xxtime f = np.dot(np.linalg.inv(A1), b); Wall time: 10.3 s	lec24.ipy	nb				dv1 = A1 = n	np.one p.diag	s((N-1, (dv) +)); np.dia	g(dv1,1)	+ n	p.diag(dv1,-)	l);				
Al[-1,-2] = -1; Al[-1,-1] = 1; b[0] = 1; [13]: print(Al) [[12.16 1. 0. 0. 0.] [00. 12.16 1. 0. 0.] [00. 12.16 1. 0.] [00. 12.16 1. 0.] [0. 0. 011.]] [10]: Wrime f = np.dot(np.linalg.inv(Al), b); Wall time: 10.3 s												I					
<pre>[[1. 0. 0. 0. 0. 0. 0.] [12.16 1. 0. 0. 0. 0.] [0. 12.16 1. 0. 0. 0.] [0. 0. 12.16 1. 0.] [0. 0. 12.16 1. 0.] [0. 0. 0. 012.16 1.] [0. 0. 0. 01. 1.]] [10]: Xitime f = np.dot(np.linalg.inv(A1), b); Well time: 10.3 s</pre>						A1[-1,	-2] =										
<pre>[12.16 1. 0. 0. 0. 0.] [0. 12.16 1. 0. 0.] [0. 0. 12.16 1. 0.] [0. 0. 12.16 1. 0.] [0. 0. 0. 12.16 1.] [0. 0. 0. 01. 1.]] [10]: XXine f = np.dot(np.linalg.inv(A1), b); Wall time: 10.3 s</pre>					[13]:	print(A1)										
<pre>f = np.dot(np.linalg.inv(A1), b); Wall time: 10.3 s</pre>						[1. [0. [0. [0.	-2.1 1. 0. 0.	5 1. -2.16 1. 0.	0. 1. -2.16 1.	0. 0. 1. -2.16	0. 0. 0. 1.]]]					
				I	[10]:			o.linal	g.inv(A1), b);						A	
S 🖗 Define 2 Idle Station completed Mode Command 🖗 in 1 Co				I		Wall t	ime: 1	0.3 s								De	1
o 😋 Pytion 5 jule Saving completed Mode, cominand 🗸 cir i, co	8 🕑 P	ython 3 Idle					Savi	ng comp	leted				Mode	: Command	🕑 Ln 1, Co'	12	

(Refer Slide Time: 03:29)

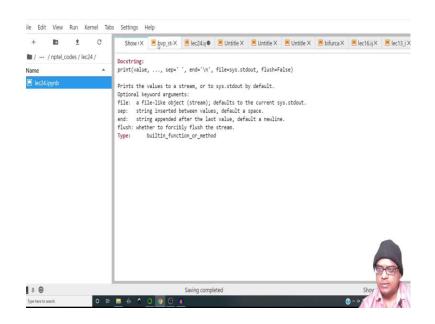
So, A 1 is said to be a sparse matrix; meaning, most of the entries in A are zeros and it is a diagonal sparse matrix meaning, most of the elements of A are concentrated around the diagonal. So, now, there are a host of different algorithms which exist for dealing with sparse matrices. And the fact of the matter is you do not really need that much of an memory overhead or algorithmic overhead. Because you know you are just keeping a count of elements which are non-zero ok. So, A is like this.

(Refer Slide Time: 04:13)



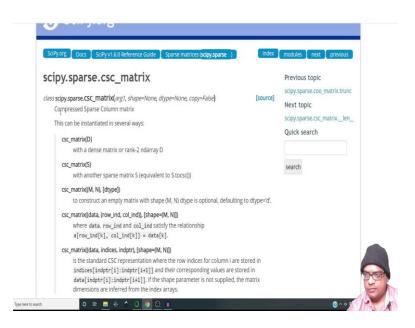
So, let me do this. So, let me import scipy dot ok. So, let me import scipy as sp alright. So, sp.sparse. So, this is the name of the ,nd and let me dot csc matrix. So, it is compressed yeah. So, what is the full form?

(Refer Slide Time: 04:46)



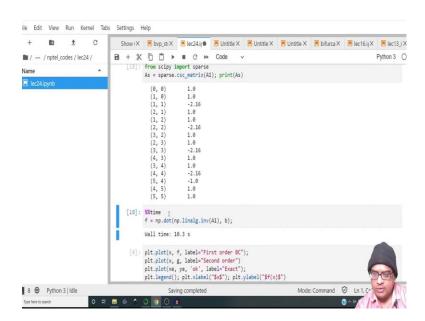
So, it is again, we can simply have a look at the yeah csc stands for compressed sparse column matrix.

(Refer Slide Time: 04:53)



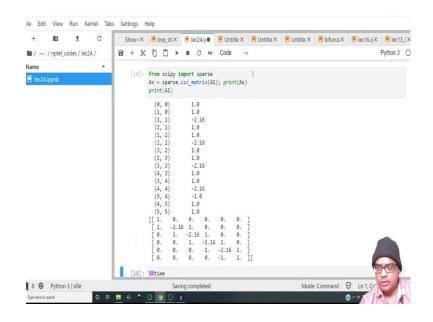
So, what it does is instead of storing all the information, it will simply store the data and it will store which row and column it belongs to. So, it helps us introducing the memory overhead. So, I will pass the numpy matrix A 1 to this and let me just assign it to A s, meaning a sparse. Let me then go ahead and print A s. Scipy has no attributes sparse ok.

(Refer Slide Time: 05:31)



If I think need to from scipy import sparse yeah ok. So, this is how the matrix is stored.

(Refer Slide Time: 05:49)



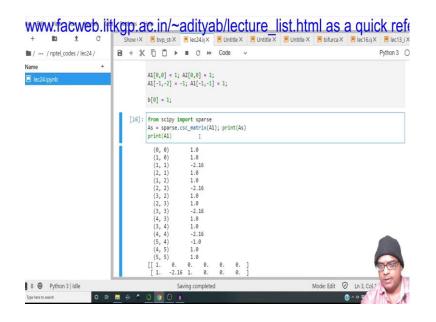
And just for your reference, I will also print out what A 1 was.

(Refer Slide Time: 05:53)

	-			p_stiX								🖲 bifurca X			0
/ ··· / nptel_codes / lec24 /	8	+ %	-	•		3 H	Code		×					Python 3	C
ame •			(0, (1, (1, (2, (1, (2, (3, (3, (4, (3, (4, (3, (4, (3, (1, (1, (2, (3, (1, (2, (3, (4, (3, (4, (3, (1, (1, (1, (1, (1, (1, (1, (1, (1, (1	0) 1) 1) 2) 2) 2) 3) 3) 3) 4) 4) 4) 5)	1.0 1.0 -2. 1.0 -2. 1.0 -2. 1.0 -2. 1.0 1.0 0. 1. -2.16 1. 0. 0.	16 16 16 0 0. 0.		0. 0. 0. 1.]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]						
		[10]:	%%tim f = nj	e p.dot(np	linal	g.inv(A1), b));							
			Wall f	time: 10	.3 s									6	
		[4]:	plt.p	lot(x, f	, labe	l="Fir	st orde	er BO	;("					191	
8		Saving completed								Mode: Command 💿 Ln 3, Col					1

So, look 0, 0 is 1; 0, 0 is 1; 1, 0 is 1; 1, 0 is 1; 1, 1 is this. So, there you go. It is a very efficient way to representing the matrix, and other elements are 0.

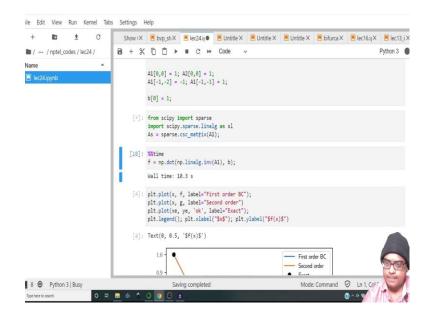
(Refer Slide Time: 06:12)



And the point is once the matrix becomes larger, there are the number of zeros are going to grow by N^2 , by an order of N^2 because most of the things lie on the matrix and lie on the diagonal. And the diagonal can be interpreted as being a line in an area right.

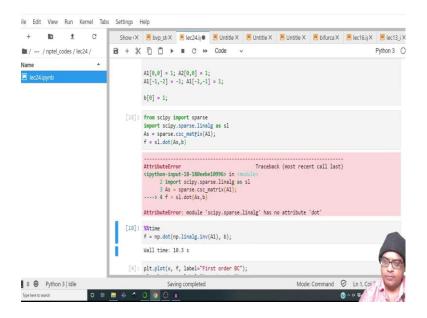
So, as the size increases, the number of zeros increases quadratically rather than linearly. So, why do we bother with converting to this csc format? So, once we have converted this, we can use these sparse matrix algorithms to find the inverse more efficiently.

(Refer Slide Time: 06:50)



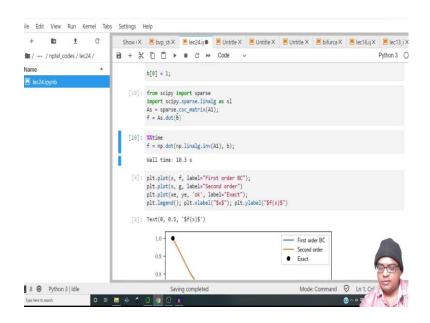
So, let me import it alright. So, we have imported this sparse.linalg module and now, we are going to take a dot product. So, A s is already of csc format.

(Refer Slide Time: 07:34)



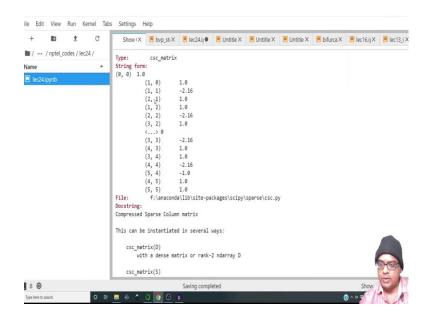
So, now we can write f = s l.dot A s, b sorry.

(Refer Slide Time: 07:49)

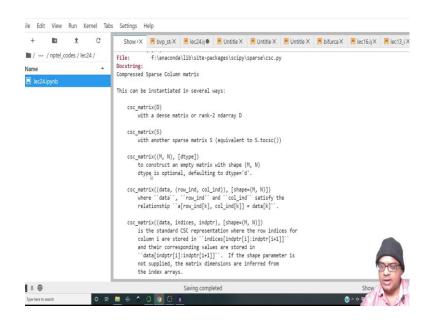


So, it should be A s .dot b. So, that is the way of achieving this dot product ok.

(Refer Slide Time: 07:59)

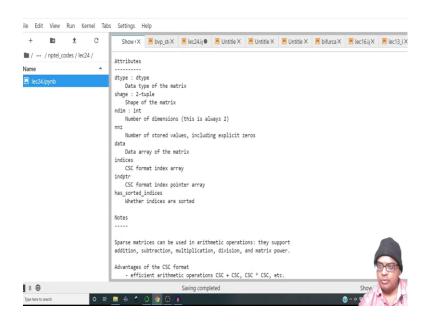


(Refer Slide Time: 08:00)

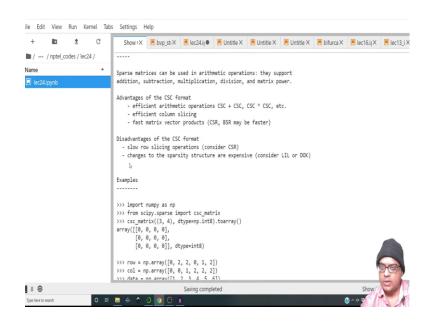


So, A s has an attribute, it is a csc matrix and it has certain, not attributes.

(Refer Slide Time: 08:02)

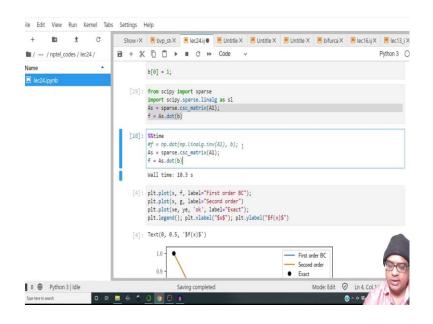


(Refer Slide Time: 08:06)



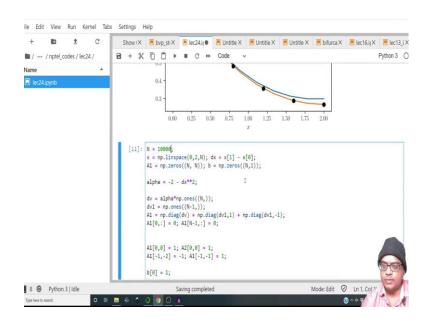
But some additional functions associated with it which include the dotting with a vector ok. It is not mentioned in this contextual help. But you can take a dot products with something like this. So, A s .dot will give you the required dot product and so, what we will do is we will take this bit of code.

(Refer Slide Time: 08:36)



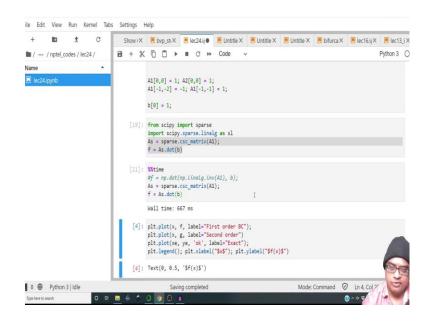
And let me copy this. Let me comment out this old program, let me paste this and let me see how much time it takes.

(Refer Slide Time: 08:44)



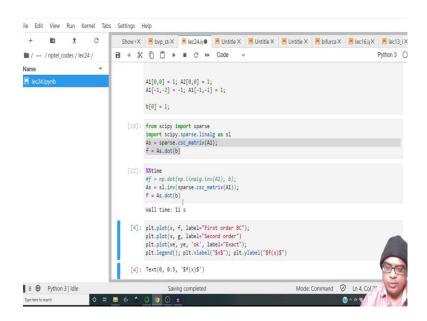
So, 10000 was the number that we had used. So, let me run this.

(Refer Slide Time: 08:52)



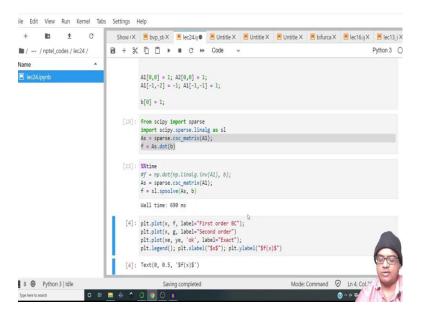
So, for 10000, it took 10 seconds; so let me see how much time, it takes say 667 milliseconds. So, obviously, the sparse solver runs much faster than the numpy inversion alright. So, we forgot to take the inverse ok. So, probably that is why it runs so much faster. I forgot to completely take the inverse.

(Refer Slide Time: 09:17)



So, s l dot inv is the way to do the inverse ok. So, let me run this now. So, the (Refer Time: 09:27) was 10 seconds for numpy. Let us see how much time it takes for scipy inverse. Maybe it is not, it took 11 seconds. So, it took much more time. So, it took the

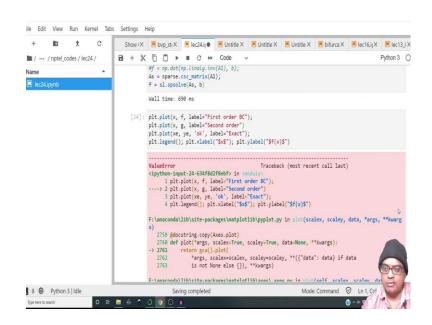
same amount of time and it is not clear as to why this has happened this way; but it should have happened faster, maybe for much more larger matrices. But something which will run faster will be the solver. So, let me get rid of this.



(Refer Slide Time: 10:07)

In fact, let me make it sparse. We need it to be sparse and so, there is a solver called as s1.sp solve. So, sp solve stands for sparse solve, it lies inside the sparse dot linear algebra sub module and it takes inputs as the sparse matrix in csc format and the matrix b. So, let me run this. This should run much faster ok.

(Refer Slide Time: 10:46)



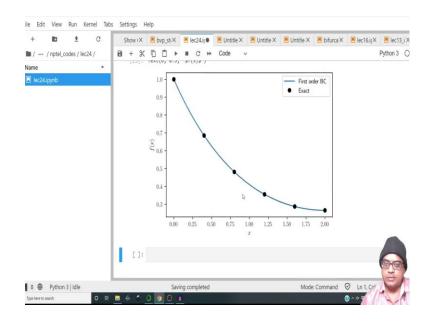
So, that took 690 milliseconds. So, yeah, let us plot it and see whether it is fine or not. There is a bunch of errors and what is error? x and y.

(Refer Slide Time: 11:01)

+ 10 ± C	Show (X	Bvp_strX ■ lec24.it●	Intitle X 📕 Untitle X	📕 Untitle X 📕 bifurca X	📕 lec16 it X 📕 lec13 i X
/ / nptel_codes / lec24 /	8 + %		Code v		Python 3 C
Name	[19]:	<pre>from scipy import sparse import scipy.sparse.linal As = sparse.csc_matrix(A1 f = As.dot(b)</pre>			
	[23]:	<pre>XXtime #f = np.dot(np.linalg.inv As = sparse.csc_matrix(A1 f = sl.spsolve(As, b) Wall time: 690 ms</pre>			
	[25]:	<pre>plt.plot(x, f, label="Fir plt.plot(xe, ye, 'ok', la plt.legend(); plt.xlabel(</pre>	<pre>bel="Exact");</pre>	\$")	
	[25]:	Text(0, 0.5, '\$f(x)\$')		First order BC Exact	
8 🕘 Python 3 Idle		Saving completed		Mode: Command	⊘ Ln 1, Col
Type here to search O	<u>∎ ⊕ ♦</u>	0 🗊 🞯 🗯			(2) ∧ 4) ₽

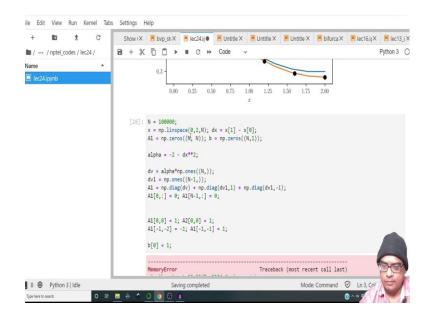
So, let me get rid of g, we do not need g for now. Yeah, ok.

(Refer Slide Time: 11:05)

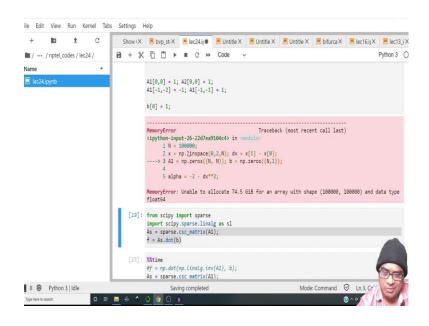


So, with 10000 points everything matches quite well ok. Let me reduce the number of points.

(Refer Slide Time: 11:14)



(Refer Slide Time: 11:17)

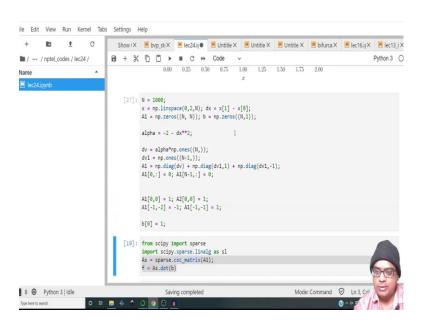


In fact, let me increase it by a million and this is memory error ok; unable to allocate 74.5 GiB. The series might be 32 gigabytes. So, this is where Sc outperforms, you do not really need to worry. But if you define A to be originally a sparse matrix, you can avoid this error. So, the fact is I am creating a numpy array out of this and that it its initializing a whole bunch of zeros, where you do not really need to initialize zeros.

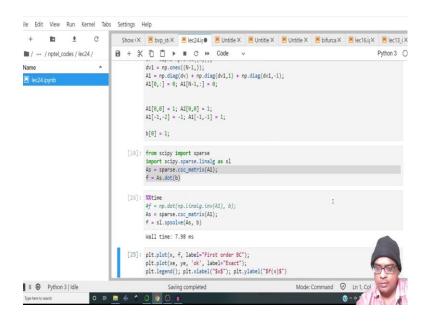
And once we do things in PETSc, it will be clear how you can avoid this model. So, PETSc is much more efficient in this regard. I am sure you could substitute or rather

declare the A 1 matrix to be a bunch of zeros rather than declaring them as a bunch of zeros, you could simply define it as a sparse matrix, where everything else is 0 by default.

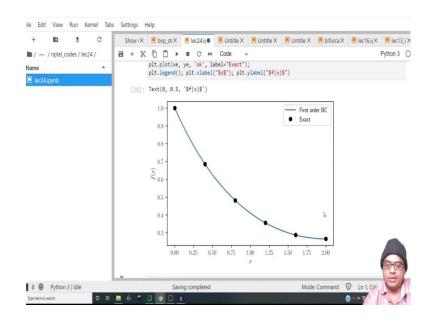
(Refer Slide Time: 12:15)



(Refer Slide Time: 12:19)

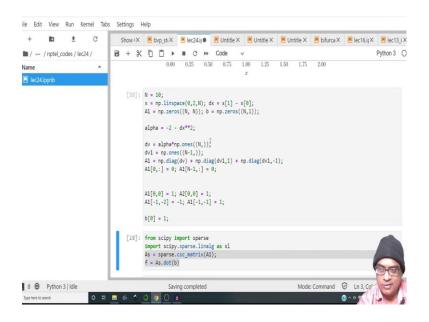


(Refer Slide Time: 12:23)



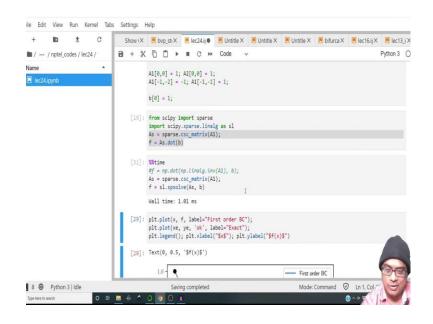
So, let me dial it down 1000, yeah almost 8 milliseconds to plot it, great.

(Refer Slide Time: 12:32)

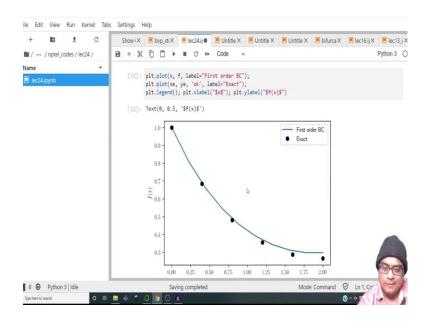


So, let me make it 10, just to show that it is giving that old error.

(Refer Slide Time: 12:36)

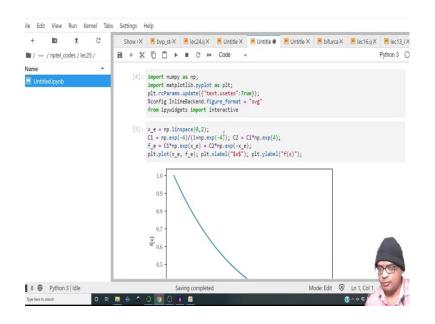


(Refer Slide Time: 12:37)



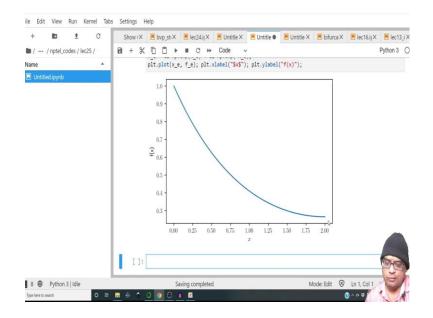
That is that you imagine because of the first order nature of the boundary condition. So, yeah, I mean with this in mind, we go to the next part of this lecture which is to use the inbuilt functions of scipy to solve boundary value problems.

(Refer Slide Time: 12:59)



So, let us continue our journey. So, again, I have created a new file. I have imported the usual things and I have created the analytical solution of the problem that we had considered in the previous lecture.

(Refer Slide Time: 13:15)



And the solution looks something like this. At x = 0, it is 1; at x = 2, the slope is z = z. So, we made a nice finite difference program and we were able to you solve it. And once we have done that, we were able to show how we can implement the second order solution

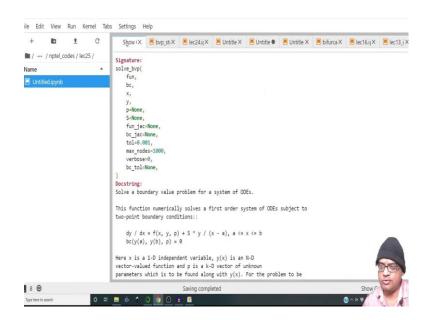
with the cost node. So, now we are going to use the inbuilt function of scipy to solve the ODE.

(Refer Slide Time: 13:47)

+		±	C		Show	X	Et	vp_st	х	🖪 le	c24.ip>	([Untitle >	(🔳	Untitle 🖲	🔳 Ur	ntitle X	🖲 bifurca	X 🖲 lec16.ip>	lec1	3_i>
i /	/ nptel_co	odes / leca	.5 /	8	+	Ж	0	٢	۲		C	••	Code	~						Python 3	C
Name			*				0	5-													
🔲 Untitle	ed.ipynb						0	4 -													
							0	3 -													
							0		_			_					_	_			
								(0.00	0.2	5	0.50	0.75	1.00 x	1.25	1.50	1.75	2.00			
														1							
					[6]:	from	scip	oy.in	tegra	ate in	nport	solve_b	vp							
				1	[7]:			(, y) m [y		y[0]]	1									1
									n [y		-1, ył	p[1]-	•0]								
				Ľ	ĺ]:				Ι											
				L	_	_	_	_	_	_	_	_								P.C	3
		3 Idle									mplet							de: Edit	Ln 5, Col 30		

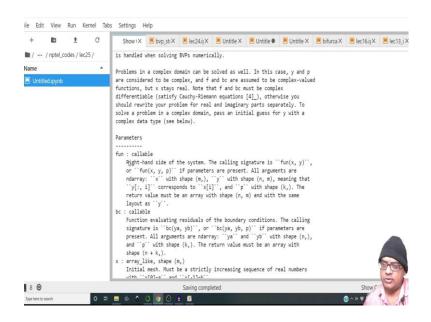
So, first things first let us import another from scipy. integrate, let us import solve bvp. So, like solve ivp, there is another function called a solve bvp. It stands for solve boundary value problem alright. So, let me import this. So, what does this function contains?

(Refer Slide Time: 14:16)



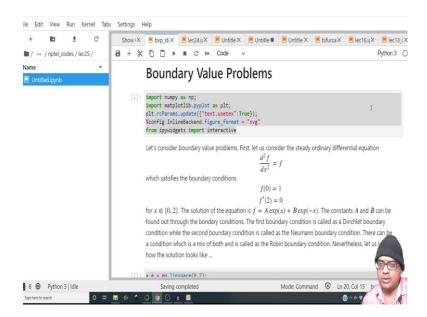
So, let us have a look at the contextual help. So, it takes as an input the function the boundary condition the x array, it is the domain; the y which is the solution array, p stands for parameters, function Jacobian, boundary condition Jacobian, tolerance, max nodes, verbose blah blah blah.

(Refer Slide Time: 14:33)

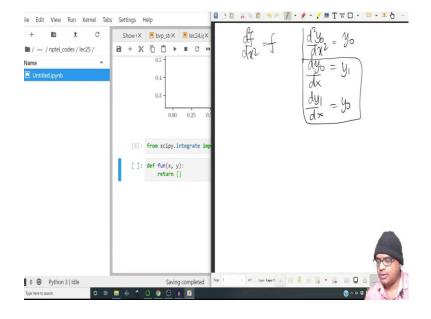


So, function is callable ok. So, let us create the function. So, def function and it will take inputs as x and y and it will return something. So, let us go to the previous program right.

(Refer Slide Time: 15:00)



In fact, let me show you what the equation was. It was $\frac{d^2 f}{dx^2} = f$.



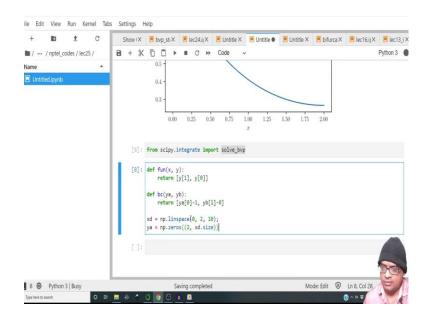
(Refer Slide Time: 15:14)

So, we have to first split the problem into two into a series of first order equations. So, let me instead of f, let me call it $\frac{d^2 y_0}{dx^2} = y_0$. Let $\frac{dy_0}{dx} = y_1$. This implies $\frac{dy_1}{dx} = y_0$ and this is a very simple splitting of the equation. This particular equation into these two particular equations alright.

So, we have to return what y_1 and y_0 fine. So, I will go over here, I will return y_1 and I will return over here y_0 alright. Now, I have to define what? I have to define the boundary condition. So, define the boundary condition. So, here the boundary conditions are implemented as y_a and y_b and a, b are identified as the sort of end points of the domain.

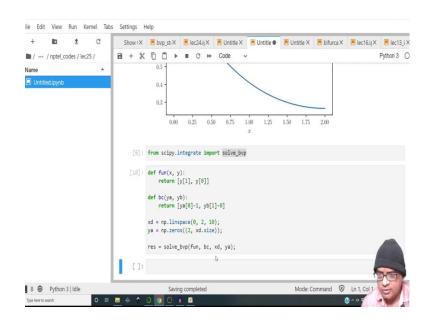
So, I will the inputs to this will be y_a, y_b and I will return the following. So, the boundary condition was y(0) = 2, y' or rather y is 0 was = 1 and y'(2) was = 0. So, y_a is = 1 essentially and y_b' is = 0. So, the way to implement this is you have to give the residue. So, I must give over here ya[0]-1. So, 0 stands for the Dirichlet and here, it will be yb[1]-0 which stands for the Neumann condition alright.

(Refer Slide Time: 17:16)



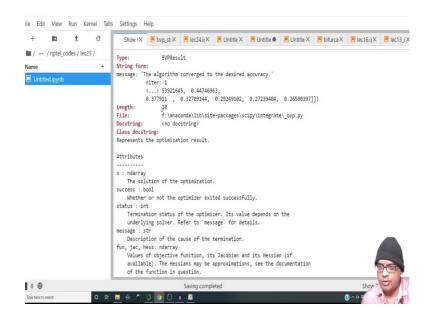
So, after this, we must create the domain. So, xd = np.linspace(0, 2, 10) and ya = np.zeros((2, xd.size)). So, it will be simply xd.size and this also works, fine.

(Refer Slide Time: 17:55)



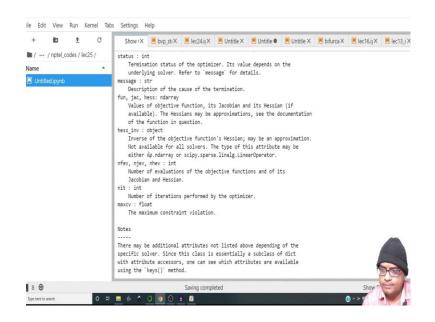
Now, what we will do is we will call the function. So, residue of this function, let me call it res solve_bvp. We will pass the function, we will pass the. So, what did we have to pass? Let me function boundary condition x, y; function boundary condition x, y. So, yeah that acts as the initial guess that is pretty much it. So, let me run this to see if there is an error. There is no error.

(Refer Slide Time: 18:35)



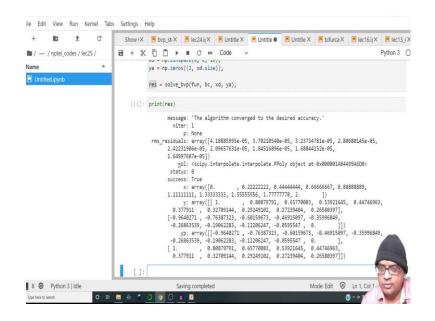
So, now what does res contain? Let us see if we can have a contextual help on it.

(Refer Slide Time: 18:37)



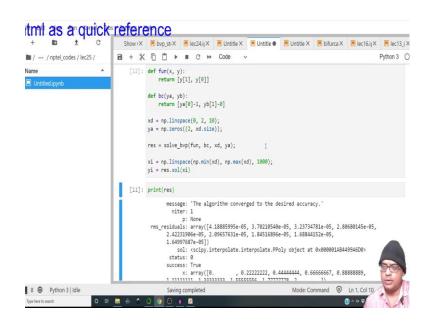
So, x contains all these things, essentially it treats it as an optimization problem, which is fine ok.

(Refer Slide Time: 18:55)

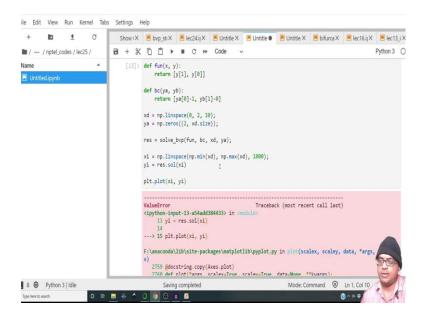


So, let me print res over here. So, what does it contain? Iterations, xp array, yp array. So, yp is a it is a double array yeah. Sol, so we are more interested in sol; sol is the interpolation object. And I think we have used this previously as well whenever you have access to an interpolation object might as well use that interpolation object. So, how do we go about using it?

(Refer Slide Time: 19:24)



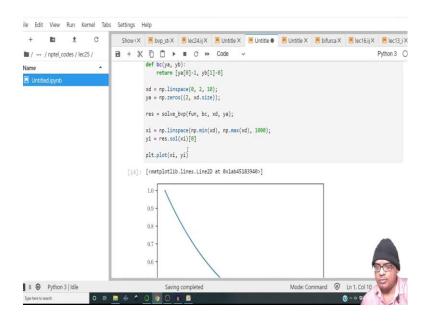
So, I will create a new grid. So, x interpolate will be np. linspace, this will be min of it will be the minimum of xd to maximum of xd. xd and I will take 1000 points. So, then yi = res.sol(xi)[0], but now that has to be evaluated over xi alright.



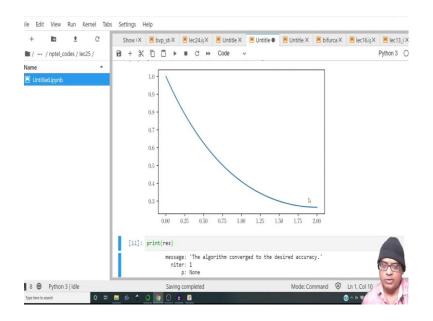
(Refer Slide Time: 20:01)

So, now, with the help of this, we can simply plot xi, yi. Oops, there is a there is some error ok.

(Refer Slide Time: 20:15)



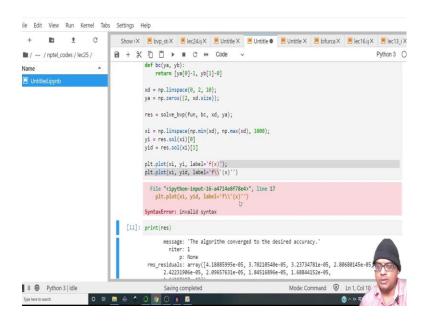
We just need the residue of the first function that is we need the solution for y_0 . Because remember, y_0 was the original function and we made an auxiliary function y_1 to split this into a series of first order equation. So, we are more interested in y_1 .



(Refer Slide Time: 20:38)

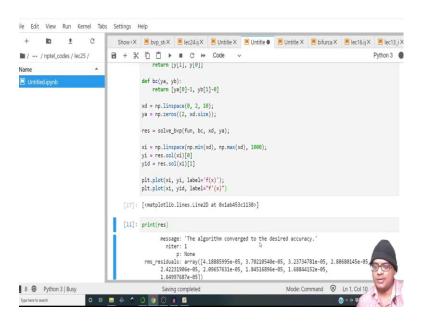
So, let me plot this boom, there you have it this is the solution that we have been looking for.

(Refer Slide Time: 20:45)



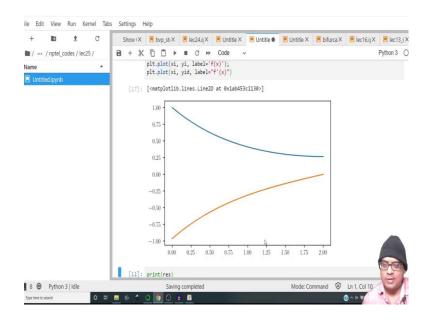
In fact, because I have yi, I can also get the yi derivative which will be yid = res.sol(xi)[1] and I can go ahead and plot the derivative as well. Yeah, it is an issue with the little string.

(Refer Slide Time: 21:23)

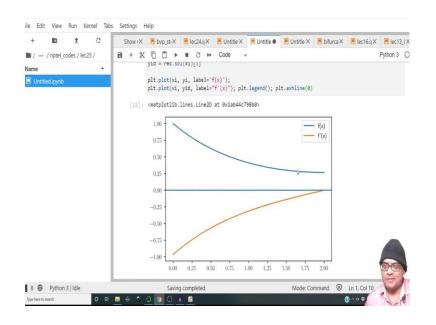


Because let me use this instead. Yeah, this should work yeah.

(Refer Slide Time: 21:34)

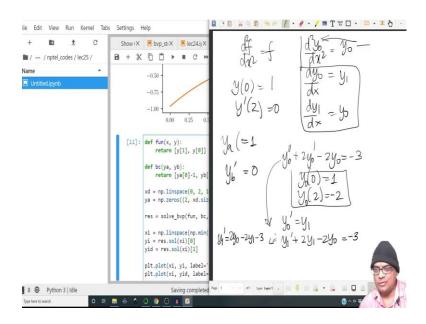


(Refer Slide Time: 21:37)



So, then only just plt.legend and plt. axh line at 0. So, look at x = 2, this slope becomes 0. So, with the help of this, we are able to solve the problem I mean in a relatively short manner and I have I have showed you how to implement the boundary condition. The boundary condition has to be implemented as in the form of a residue ok. It sort of acts as an constraint to this optimization problem.

(Refer Slide Time: 22:31)

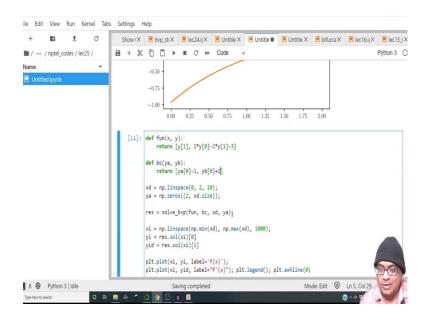


So, yeah; let us do one more problem. That means, we do not need this anymore; let me place this over here, let us solve this problem. So, $y_0'' + 2y_0' - 2y_0 = -3$;

 $y_0(0) = 1$ and $y_0(2) = -2$. So, it is a second order differential equation, ordinary differential equation, two-point boundary value problem. And because we have developed the program before, it is quite easy for us to implement this.

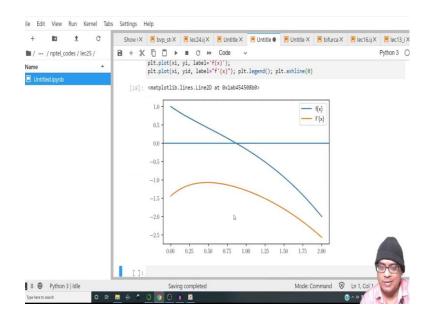
So, let me make it y naught right and I can write $y_0' = y_1$, this becomes $y_1' + 2y_1 - 2y_0 = -3$ and these are still the boundary conditions alright. So, it will still return y₁; over here, it will return $2y_0 - 2$. So, essentially, this is $y_1' = 2y_0 - 2y_1 - 3$.

(Refer Slide Time: 23:46)



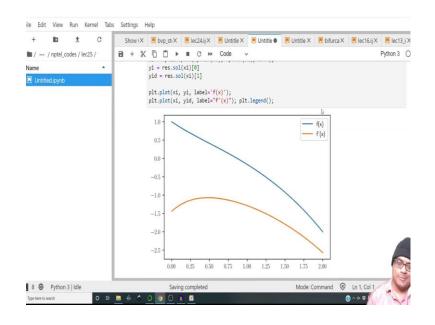
So, its $y_1' = 2y_0 - 2y_1 - 3$ and the boundary conditions are 1 and -2. So, it is already 1 and over here because it is not a Neumann condition, it is a Dirichlet condition, it was -2. So, this has to be +2. So, that the residue. So, the way of writing this boundary condition is $y_b + 2 = 0$. So, y_b becomes - 2 at the other boundary. The domain does span from 0 to 2? Yeah.

(Refer Slide Time: 24:20)



So, yeah, let us solve this and see what happens. So, this is how the solution looks. We do not really need the horizontal line.

(Refer Slide Time: 24:28)



So, this is the solution of the problem and this is the derivative in case someone is interested. So, yeah, you can do problems like this; just have a look at the function reference for solve bvp and yeah, it clearly says it solves a first order system of ODEs like this subjected to two-point boundary conditions like this right.

So, things become much easier, when things are inbuilt. But even when they are not inbuilt, you can write your own program. It is not that difficult to implement really. It is just a matter of getting used to. So, with this, let us conclude this particular session. I will be back next time with regular perturbation. We will proceed to singular perturbation and let us see how we can progress from there.

With this, I wish you a good day and see you again next time. Bye.