

```
[> read "DRStrelba.m":
```

Aplika ní p íklad 2:

Axiální sdílení hmoty v trubkovém homogenním reaktoru, která je doprovázena reakcí 2. řádu, je popsáno rovnicí

$$\frac{1}{Pe} \frac{d^2}{dx^2} u - \frac{d}{dx} u - R u^2 = 0$$

$$u(0) - \frac{1}{Pe} \frac{d}{dx} u(0) = 1, \quad \frac{d}{dx} u(1) = 0$$

Poufijte parametry $Pe = 6$, $R = 2$

e-ení

Definice parametrů diferenciální rovnice

```
> Pe:=6:
  R:=2:
```

Definice pravé strany diferenciální rovnice

```
> f:=unapply(u2,x,u1,u2);
  g:=unapply(Pe*u2+Pe*R*u1^2,x,u1,u2);
                                f:=(x,u1,u2)→u2
                                g:=(x,u1,u2)→12 u12+6 u2
```

(1.1)

Definice parametrů metody

```
> a := 0:
  b := 1:
  alfa1 := 1:
  alfa2 := 0:
  beta1 := -1/Pe:
  beta2 := 1:
  gama1 := 1:
  gama2 := 0:
  eps := 0.1e-4:
  m := 10:
  h:=(b-a)/m:
  z0:=0.8;
  Lx := evalf([seq(a+(i-1)*h, i = 1 .. m+1)]):
                                z0:=0.8
```

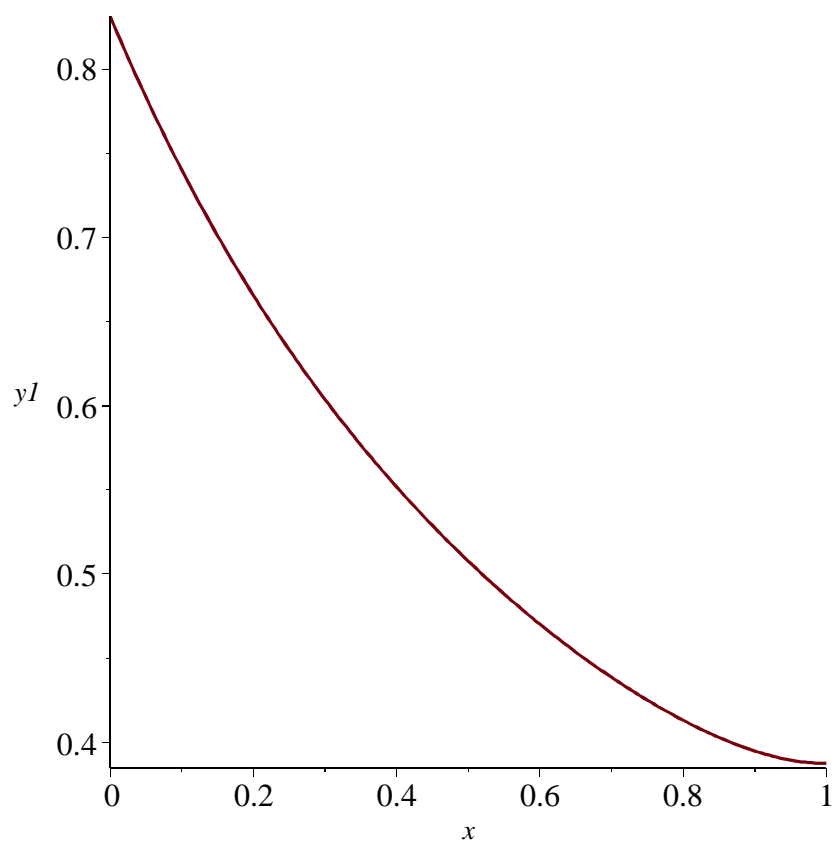
(1.2)

```
> v := Strelba2(f, g, a, b, alfa1,alfa2,beta1,beta2,gama1,
  gama2, eps, z0, Lx):
```

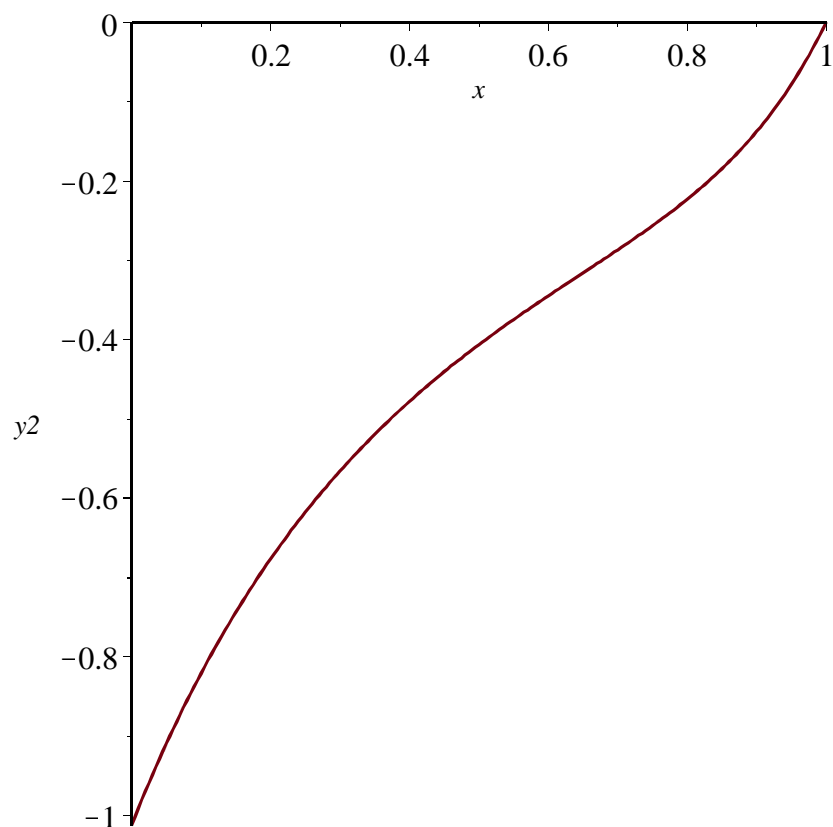
iterace	zn	sn
0	0.8000000000	
1	0.837293057	0.037293057
2	0.835894054	0.001399003
3	0.834438295	0.001455758
4	0.833080304	0.001357991
5	0.832026207	0.001054097
6	0.831450429	0.000575778
7	0.831299364	0.000151065
8	0.831290325	0.000009039

```
> # Graf funkce y1(x)
```

```
> v[1];
```



```
> # Graf funkcje y2(x)  
> v[2];
```



```
> # Tabulka hodnot funkce y1(x)
```

```
> linalg[matrix](v[3]);
```

0.	0.831299363917083
0.1000000000	0.740134976505813
0.2000000000	0.665620532226356
0.3000000000	0.603794387344903
0.4000000000	0.551897387274521
0.5000000000	0.508033283357585
0.6000000000	0.471021564513965
0.7000000000	0.440436411629850
0.8000000000	0.416903728735452
0.9000000000	0.402851312489622
1.	0.404147165776511

(1.3)

```
> # Tabulka hodnot funkce y2(x)
```

```
> linalg[matrix](v[4]);
```

$$\begin{bmatrix}
 0. & -1.01220381649750 \\
 0.1000000000 & -0.820541451550635 \\
 0.2000000000 & -0.676252237584963 \\
 0.3000000000 & -0.564814457441030 \\
 0.4000000000 & -0.476261596559307 \\
 0.5000000000 & -0.402992939123916 \\
 0.6000000000 & -0.337996402203586 \\
 0.7000000000 & -0.272779110424963 \\
 0.8000000000 & -0.194080836769348 \\
 0.9000000000 & -0.0777222118281552 \\
 1. & 0.123816887398600
 \end{bmatrix}
 \tag{1.4}$$