Project 1

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List a link to your github repository here!

PROBLEM 1

$$-\frac{d^2u}{dx^2} = f(x) \tag{1}$$

- source term: $f(x) = 100e^{-10x}$
- x range $x \in [0, 1]$
- boundary conditions: u(0) = 0 and u(1) = 0

$$u(x) = 1 - (1 - e^{-10})x - e^{-10x}$$
(2)

Checking analytically that an exact solution to Eq. 1 is given by Eq. 2.

$$\frac{du}{dx} = 1 - e^{-10} + 10e^{-10x}$$

$$\frac{d^2u}{dx^2} = -100e^{-10x}$$

$$-\frac{d^2u}{dx^2} = 100e^{-10x}$$

$$-\frac{d^2u}{dx^2} = f(x)$$

PROBLEM 2

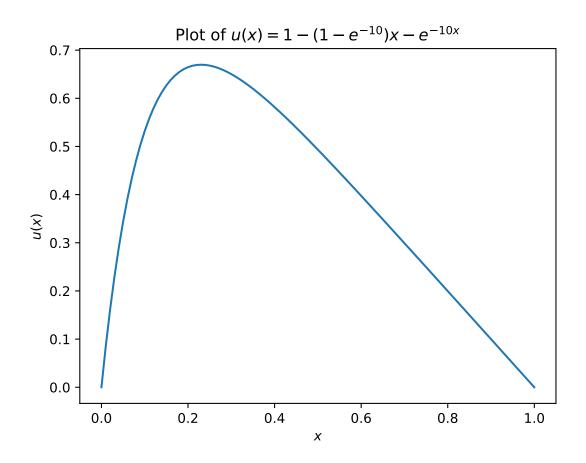


FIG. 1. Plot of u(x).

PROBLEM 3

By using the taylor approximation of the second derivative we can discretize the second derivative in the Poission equation:

$$\frac{\partial^2 u}{\partial x^2} \approx \frac{u_{i+1} - 2u_i + u_{i-1}}{h^2} + O(h^2)$$

Here we have the step size h and the truncation error O. The one-dimensional Poisson equation can then be written for the approximated version of u as v like:

$$-\frac{v_{i+1} - 2v_i + v_{i-1}}{h^2} = f_i \tag{3}$$

PROBLEM 4

We can rewrite the discretized equation as a matrix equation for n+1 number of points and n-1 unknown points $(v_0 \text{ and } v_n \text{ are known})$ with the $n-1 \times n-1$ matrix \boldsymbol{A} . We rewrite the discretized Poisson function:

$$2v_1 - v_2 = f_1 h^2$$

$$-v_1 + 2v_2 - v_3 = f_2 h^2$$

$$\vdots$$

$$-v_{n-3} + 2v_{n-2} - v_{n-1} = f_{n-2} h^2$$

$$-v_{n-2} + 2v_{n-1} = f_{n-1} h^2$$

This can be written in terms of the following matrix equation where we rewrite $f_i h^2$ for i = 1, 2, ..., n-1 as g_i

$$\begin{bmatrix} 2 & -1 & 0 & 0 & \dots & 0 \\ -1 & 2 & -1 & 0 & \dots & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & -1 & 2 & -1 \\ 0 & 0 & \dots & 0 & -1 & 2 \end{bmatrix} \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_{n-2} \\ v_{n-1} \end{bmatrix} = \begin{bmatrix} g_1 \\ g_2 \\ \vdots \\ g_{n-2} \\ g_{n-1} \end{bmatrix}$$

PROBLEM 5

- a) Since the vector \vec{v} of length m represents a complete solution of the descretized Poisson equation it contains all values in \vec{v} in addition to the boundary conditions. The relation bethween n and m is therefore m = n + 2.
- b) Solving $A\vec{v} = \vec{g}$ for \vec{v} gives us all but the first an last value in \vec{v} . So all but the boundary values.

PROBLEM 6

- a) We can use the Thomas algorithm to row reduce the matrix \boldsymbol{A} to give us a solution of the equation $\boldsymbol{A}\vec{v} = \vec{g}$. This is done in two steps. We first define the three diagonals as three vectors. The sub diagonal \vec{a} the diagonal \vec{b} and the superdiagonal \vec{c} where the i element in theese vectors corresponds to the i row of the matrix \boldsymbol{A} . We define n unknowns and the matrix \boldsymbol{A} as $n \times n$
 - i) The first step is forwards substitution. We define a numer w for each step and overwrite the i element of both b and g starting at index 2. This means overwrite the values in the original vectors b and g, but at the same time we dont have to define new vectors to store new values. For large n this will reduce both the computation time and memory usage for the data machine

for
$$i = 2, ..., n$$
:

$$w = \frac{a_i}{b_{i-1}}$$
$$b_i = b_i - wc_{i-1}$$
$$g_i = g_i - wg_{i-1}$$

ii) The second and last step is back substitution where we find an expression for \vec{v} . We start at our last element and work our way backwards:

$$v_n = \frac{g_n}{b_n}$$

$$v_i = \frac{g_i - c_i v_{i+1}}{b_i} \quad \text{for } i = n-1, ..., 1$$

b) We find the number of FLOPs for this algorithm by counting the number of floating point operations the computer has to do. For the first step we have 3 FLOPs (1 subtraction 1 division and one multiplication) for defining b_i and g_i each. Since we loop this operation n-1 times we end up with a totalt number of 6(n-1) FLOPs.

For back substitution we have 1 FLOP calculating v_n , and three FLOPs calculating v_i n-1 times. This gives us 3(n-1) + 1 FLOPs

The total FLOPs of the general algorithm is 9n - 8

PROBLEM 7

PROBLEM 8

PROBLEM 9

- a) For the special case we dont need to do new computations for every i element of the vectors \vec{a} and \vec{c} and thus don't need to assign and use these variables.
 - i) The first step is forwards substitution. We have to define $b_1 = 2$ and then loop over the rest:

$$b_i = b_i + \frac{1}{b_{i-1}}$$
 for $i = 2, ..., n$
 $g_i = g_i + \frac{1}{b_{i-1}}g_{i-1}$ for $i = 2, ..., n$

ii) The second and last step is back substitution where we find an expression for \vec{v} . We start at our last element and work our way backwards:

$$v_n = \frac{g_n}{b_n}$$

$$v_i = \frac{g_i + v_{i+1}}{b_i} \quad \text{for } i = n-1, ..., 1$$

b) Since we know that a, c = -1 we are abel to reduce the amount of FLOPs compared to the general algorithm. For the forward substitution we have 2(n-1) FLOPs to compute b_i and the same for g_i . The back substitution requires 1 FLOP for v_n and 2(n-1) FLOPs for v_i . This gives us a total of 6n-5 FLOPs for the special algorithm.

PROBLEM 10

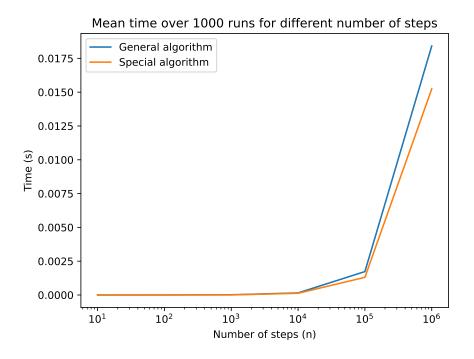


FIG. 2.

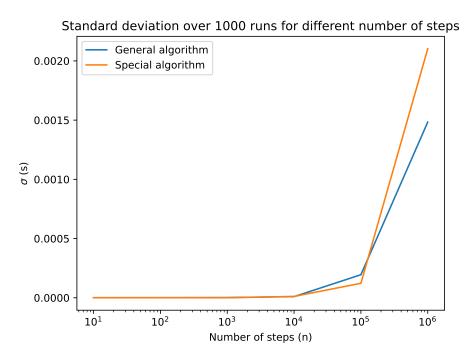


FIG. 3.