FYS3150 oppgavesett 1

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Relevant code can be found at: https://github.com/Jonaproitz/Project_1

PROBLEM 1.

Given

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

Inserting x = 0

$$u(0) = 1 - (1 - e^{-10}) \cdot 0 - e^{-10 \cdot 0} = 1 - 0 - 1 = 0$$

and x = 1

$$u(1) = 1 - (1 - e^{-10}) \cdot 1 - e^{-10 \cdot 1} = 1 - 1 + e^{-10} - e^{-10} = 0$$

furthermore the one-dimensional possion equation can be written

$$-\frac{d^2u}{dx^2} = -\frac{d^2}{dx^2} \left(1 - (1 - e^{-10})x - e^{-10x} \right) = -\frac{d}{dx} \left((1 - e^{-10}) + 10e^{-10x} \right) = 100e^{-10x} = f(x)$$

Hence equation 1 is an exact solution to our problem.

PROBLEM 2.

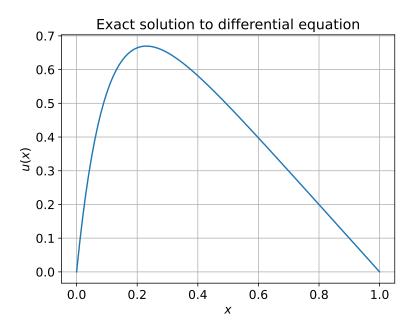


FIG. 1. Plot of equation 1 in the given area $x \in [0, 1]$.

PROBLEM 3.

The one-dimensional poisson equation can be written

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

Discretizing x with m values and a given distance h between each distinct value then gives

$$x \to x_0, x_1, x_2, ..., x_{m-1}$$

 $u(x) \to u_0, u_1, u_2, ..., u_{m-1}$
 $f(x) \to f_0, f_1, f_2, ..., f_{m-1}$

with $u_i = v_i$, such that

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

PROBLEM 4.

The set of equations from problem 3 can be written as

$$-v_0 + 2v_1 - v_2 = h^2 f_1$$

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

$$-v_2 + 2v_3 - v_4 = h^2 f_3$$

$$\vdots$$

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

Wich for

$$g_{1} = h^{2} f_{1} + v_{0}$$

$$g_{2} = h^{2} f_{2}$$

$$g_{3} = h^{2} f_{3}$$

$$\vdots$$

$$g_{m-3} = h^{2} f_{m-3}$$

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

can be written as the matrix equation

$$\begin{pmatrix} 2 & -1 & 0 & 0 & 0 & \dots \\ -1 & 2 & -1 & 0 & 0 & \dots \\ 0 & -1 & 2 & -1 & 0 & \dots \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & 0 & -1 & 2 & -1 \\ 0 & 0 & 0 & 0 & -1 & 2 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \\ v_3 \\ \vdots \\ v_{m-3} \\ v_{m-2} \end{pmatrix} = \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ \vdots \\ g_{m-3} \\ g_{m-2} \end{pmatrix}$$

on the form $A\vec{v} = \vec{q}$.

PROBLEM 5

 \mathbf{a}

When finding the matrix, A, in problem 4 it is assumed that v_0 and v_{m-1} are known. Hence theese values are not calculated and

$$n = m - 2$$

b

As discussed above the the vector \vec{v} is equal to \vec{v}^* excluding the first and last element. Hence

$$\vec{v}^* = [v_0, \vec{v}, v_{m-1}] \tag{2}$$

PROBLEM 6

a

A general tridiagonal matrix on the form below, with with each row marked as (R_i)

can be solved by first forward substituting, giving

$$R_2 \to R_2 - \frac{a_2}{b_1} R_1 = 0 \ b_2 - \frac{a_2}{b_1} c_1 \ 0 \ 0$$

Continuing this substitution gives the following relation by introducing the variables \tilde{b}_i and \tilde{g}_i :

$$\tilde{b}_1 = b_1$$
 and $\tilde{b}_i = b_i - \frac{a_i}{\tilde{b}_{i-1}} c_{i-1}$, For $i = 2,3,4...,n$
 $\tilde{g}_1 = g_1$ and $\tilde{g}_i = g_i - \frac{a_i}{\tilde{g}_{i-1}} \tilde{g}_{i-1}$, For $i = 2,3,4...,n$

Wich then gives the rowequivalent matrix

Thus

$$\frac{\tilde{g}_n}{\tilde{b}_n} = v_n$$

And bacwards substitution gives the relation

$$v_i = \frac{\tilde{g}_i - c_i v_{i+1}}{\tilde{b}_i}$$
, For $i = n - 1, n - 2, n - 3, \dots 2, 1$

This can be interpreted as the following algorithm.

Algorithm 1 General alorithm

$$\begin{split} \tilde{b}_1 &= b_1 \\ \tilde{g}_1 &= g_1 \\ \textbf{for } i &= 2,3,...,n \textbf{ do} \\ \gamma &= \frac{a_i}{\tilde{b}_{i-1}} \\ \tilde{b}_i &= b_i - \gamma c_{i-1} \\ \tilde{g}_i &= g_i - \gamma \tilde{g}_{i-1} \\ v_n &= \frac{\tilde{g}_n}{\tilde{b}_n} \\ \textbf{for } i &= n-1, n-2,...,1 \textbf{ do} \\ v_i &= \frac{\tilde{g}_i - c_i v_{i+1}}{\tilde{b}_i} \end{split}$$

Notice that the first for loop contains 5(n-1) FLOPs while the second for loop contains 3(n-1) FLOPs. Hence the total number of FLOPs is roughly 8(n-1).

PROBLEM 7

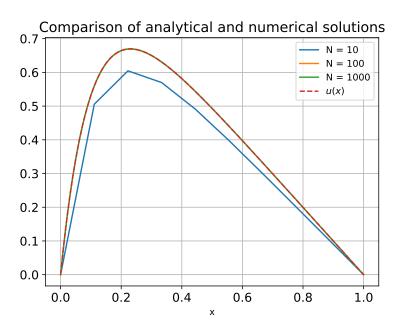


FIG. 2.

PROBLEM 8

PROBLEM 9

a

By making the special algorithm we then get the following results.

$$\begin{split} \tilde{b}_1 &= 2 \\ \tilde{b}_i &= 2 - \frac{1}{\tilde{b}_{i-1}} \\ \tilde{g}_1 &= g_1 \\ \tilde{g}_i &= g_i + \frac{1}{\tilde{b}_{i-1}} \tilde{g}_{i-1} \\ v_n &= \frac{\tilde{g}_n}{\tilde{b}_n} \\ v_i &= \frac{\tilde{g}_i + v_{i+1}}{\tilde{b}_i} \end{split}$$

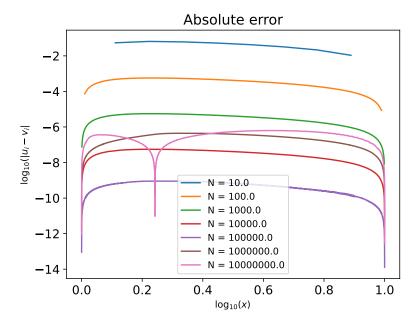
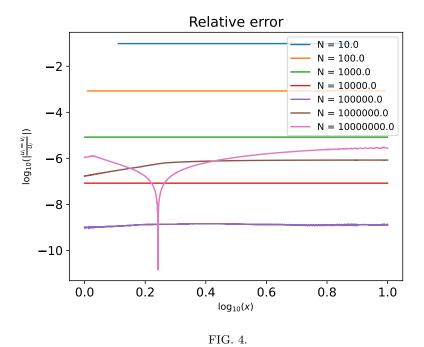


FIG. 3.



b

The number of flops for this special algorithm will then be described as:

6(n-1)(+1)

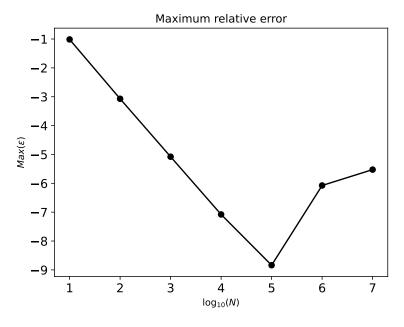


FIG. 5.

 \mathbf{c}

See the GitHub link

PROBLEM 10

See the GitHub link

PROBLEM 11

ACKNOWLEDGMENTS

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