Notes on Paper Draft

- I only changed things in: Section 2.4, 4.3, 4.4, 5 and Appendices A,B,C. (and a very small bit in Section 2.3)
- Notation: Should it be J_{uc}, J_c (for controlled/uncontrolled) or J_I, J_O (for initial and optimal) (Section 4.4. and 5). This depends on how we explain the forward cost functional I think.
- The same goes for $\vec{w}$/ $\mathcal{E}_{\vec{w}_c}$ in Appendix B
- Check titles of my sections - there may be nicer names
- I have not written any captions for tables yet
- Notation: Optimal solution triplet $(\rho, \vec{w}, q)$ or (P, W, Q) with overbar or not? (e.g. 4.4 or Appendix A)
- Number formats in tables: e.g. in section 5 format is 1×10^{-2}, however it may be better to choose the format 0.01.
- Obviously, some tables need fomatting to fit the margins.
- Check section 2.4 carefully for match with references. (i.e. that the contents of the section actually reflect what is in the papers and there are no errors in what I claim to be true)
- In 'ImagesOld2' are the old versions of the plots - more time points plotted, so brighter colours.

Notes on Code

Paper

- the folder 'testsforpaper' (in PDECO) contains all table and plotting code for the paper.
- relevant files to open (all others should be 'subfiles' of these):
- TablesSection5PDECO (Tables for section 5)
- TablesAppendixAPDECO (Tables for Appendix A)
- TablesAppendixBPDECO (Tables for Appendix B)
- TablesAppendixCPDECO (Tables for Appendix C)

- PlotsSection5PDECO1D (1D Plots)
- PlotsSection5PDECO2D (2D Plots)

Other

- in each PDECO1D and PDECO2D are files with tests, (exact solutions, perturbed exact solutions and interacting problems)
- most (all?) of them have some reference solution at the top
- there is a PDF with all input variables in the PDECO folder and I have now tried to comment

the code a bit more as well.

- I have made some changes in the code; while I have tested some examples and started running some of the paper results to check there are no error messages, I can obviously not rerun all the data right now (especially 2D). So, while I don't expect it, if there's a new bug when you're looking at things, let me know and I fix it!