

Solving PDEs using Spectral Methods in the Chebyshev basis by example of the Heat Equation

Special Topic on [APPROXIMATION OF FUNCTIONS](#)

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Abstract

This work shall attempt to numerically solve the heat equation $u_t = \alpha u_{xx}$ with Dirichlet boundary conditions over the domain $[-1, 1] \times [0, T]$ by representing the spatial component as a *Chebfun* (Chebyshev series) and moving on in time by the Forward Euler numerical scheme.

Our Goal: Numerically obtain the solution $u(x, T)$ of

$$\begin{cases} \frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2} & u : [-1, 1] \times [0, T] \mapsto \mathbb{R}, T \in \mathbb{R}^+, \alpha \in \mathbb{R}^+ \\ u(x_j, 0) = u_0(x_j) & \forall x_j \in X_N, N \in \mathbb{N}, N > 1, u_0 : [-1, 1] \mapsto \mathbb{R} \\ u(b, t) = u_0(b) & \forall b \in \{-1, 1\}, \forall t \in (0, T]. \end{cases}$$

The implementation, centered around what we will refer to as **Tscheb-Fun**, including three major algorithms `TschebFun::interpolantThrough()`, `TschebFun::evaluateOn()` and `TschebFun::derivative()`, is done manually in C++, extended to work as a Python module and for demonstration, even features a high-level graphical interface to play with. Finally, we will compare the numerical results with the output of *Chebfun*'s high-level `pde15s()`.



Figure 1: Screenshot of the graphical user interface. After entering an initial expression $u_0(x)$, depicted in grey, the simulation will run upon pressing 'Start'. The solution at time t , depicted in blue, is represented as a Chebyshev series of degree 29.

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1 Motivation

Partial differential equations are notoriously hard to solve. One more possible approach to make way in this important class of problems is by the technique of spectral methods, incidentally closely related to finite element methods. The key idea is to perform the problem solution by representation of the occurring functions in a certain basis. For non-periodic problem settings, CHEBYSHEV series are a fantastic choice.

Classical approaches to solving the heat equation are:

- Using the separation Ansatz

$$u(x, t) = \underline{X}(x)\underline{T}(t), \quad \underline{X} : [-1, 1] \mapsto \mathbb{R}, \quad \underline{T} : [0, T] \mapsto \mathbb{R}$$

one obtains a first- and second-order constant-coefficient ordinary differential equation in t and x , respectively. Of course, this is only applicable to suitable initial conditions.

- By Fourier-analysis: Similar to our approach below, or maybe even simpler: differentiation simply multiplies the Fourier coefficients by ik , with k the wave number. This is a spectral method!
- Numerically, a finite difference scheme such as

$$\frac{U_j^{(n+1)} - U_j^{(n)}}{\Delta t} = \alpha \frac{U_{j+1}^{(n)} - 2U_j^{(n)} + U_{j-1}^{(n)}}{(\Delta x)^2}$$

can be used to solve the problem.

Our method focusses on a combination of a spectral method (for the spatial component) and finite difference approximation (for the temporal component).

The first step is to interpolate through the initial data $\{(x_j, u_0(x_j)) \mid x_j \in X_N\}$, iteratively modify the resulting coefficients according to the partial differential equation and finally obtain a series representation of the solution after time T .

2 Chebyshev Interpolation

Let \mathbb{N} denote the nonnegative integers, so $0 \in \mathbb{N}$.

2.1 Definition: Chebyshev polynomial

Chebyshev¹ polynomials $T_k : \mathbb{R} \mapsto \mathbb{R}$ are functions satisfying

$$\begin{aligned} T_k(x) &= T_k(\cos \theta) := \cos(k\theta) = \frac{1}{2}(z^k + z^{-k}) \\ z &:= e^{i\theta}, \quad x := \Re(z) = \cos(\theta) = \frac{1}{2}(z + z^{-1}) \end{aligned}$$

for degree $k \in \mathbb{N}$. Then, $T_0(x) = 1$, $T_1(x) = x$, $T_2(x) = 2x^2 - 1$, and so on.

The above relations between x , z and θ reveal fundamental connections between three famous basis sets: CHEBYSHEV, LAURENT and FOURIER.

There is a handy method of explicitly writing out the Chebyshev polynomials in x , namely by a three-step recursion with $T_0(x) = \cos(0) = 1$ and $T_1(x) = \cos(\theta) = x$.

2.1 Theorem: Chebyshev Recursion Formula

The Chebyshev polynomials satisfy the three-term recurrence relation

$$T_{k+1}(x) = 2xT_k(x) - T_{k-1}(x).$$

Proof. Theorem 2.1 For $k > 1$,

$$\begin{aligned} 2xT_k(x) - T_{k-1}(x) &= 2x \frac{1}{2}(z^k + z^{-k}) - \frac{1}{2}(z^{k-1} + z^{-(k-1)}) \\ &= 2 \frac{1}{2}(z + z^{-1}) \frac{1}{2}(z^k + z^{-k}) - \frac{1}{2}(z^{k-1} + z^{-k+1}) \\ &= \frac{1}{2}(z^{k+1} + z^{k-1} + z^{-k+1} + z^{-k-1}) - \frac{1}{2}(z^{k-1} + z^{-k+1}) \\ &= \frac{1}{2}(z^{k+1} + z^{-(k+1)}) = T_{k+1}(x) \end{aligned}$$

□

¹named after Pafnuty Lvovich CHEBYSHEV, alternatively transliterated as Tchebycheff, Tchebyshev (French) or TSCHEBYSCHOW (German)

2.1 An Orthogonal Basis

The Chebyshev polynomials also satisfy an *orthogonality relation*,

$$\langle T_m, T_n \rangle := \int_{-1}^1 T_m(x) T_n(x) \frac{1}{\sqrt{1-x^2}} dx = \int_{\pi}^0 \cos(m\theta) \cos(n\theta) \frac{-\sin(\theta)}{\sqrt{1-\cos^2(\theta)}} d\theta,$$

which becomes, with the fitting substitution $x = \cos(\theta)$ and $dx = -\sin(\theta)d\theta$,

$$\begin{aligned} \langle T_m, T_n \rangle &= \int_0^{\pi} T_m(\cos \theta) T_n(\cos \theta) \frac{\sin \theta}{\sin \theta} d\theta = \int_0^{\pi} \cos(m\theta) \cos(n\theta) d\theta \\ &= \frac{1}{2} \int_0^{\pi} \left(\underbrace{\cos((m+n)\theta)}_{=\cos(2m\theta) \text{ for } m=n} + \underbrace{\cos((m-n)\theta)}_{=1 \text{ for } m=n} \right) d\theta \end{aligned}$$

along with the knowledge that $\int_0^{\pi} \cos(k\theta) d\theta = k^{-1} [\sin(k\theta)]_0^{\pi} = 0$ for $k \in \mathbb{Z} \setminus \{0\}$,

$$\langle T_m, T_n \rangle = \int_0^{\pi} T_m(\cos \theta) T_n(\cos \theta) d\theta = \begin{cases} 0 & \text{for } m \neq n \\ \pi/2 & \text{for } m = n \neq 0 \\ \pi & \text{for } m = n = 0 \end{cases}$$

which can be effectively utilised to define a function space $(\mathbb{T}, +, \cdot)$ in the *orthogonal* basis of Chebyshev polynomials $\mathcal{T} := \{T_k\}_{k \in \mathbb{N}}$. Note that the operation $\langle \cdot, \cdot \rangle$ satisfies all axioms of an authentic inner product (linearity, etc.) over a function space due to the linearity of the integral.

In the following proceedings, we will restrict our view on functions over the interval $[-1, 1] \subset \mathbb{R}$. Any (real) Lipschitz-continuous function $f \in \mathcal{C}_L$, where $\mathcal{C}_L := \{g : [-1, 1] \mapsto \mathbb{R} \mid \exists L \text{ s.t. } \forall x_1, x_2 \in \mathbb{R}, |g(x_1) - g(x_2)| \leq L \cdot |x_1 - x_2|\}$ can be represented in the Chebyshev basis \mathcal{T} , as Lipschitz continuity is a sufficient condition for absolute and uniform convergence of the corresponding series representation

$$f(x) = \sum_{k=0}^{\infty} a_k T_k(x), \quad a_k \in \mathbb{R}, \quad k \in \mathbb{N}.$$

Utilising orthogonality, for any $f \in \mathcal{C}_L$, we find coefficients $a_l \in \mathbb{R}$ by 'right-multiplying' the equation $f = \sum_{k=0}^{\infty} a_k T_k$ with any one of the Chebyshev polynomials T_l .

$$\begin{aligned} \langle f, T_l \rangle &= \left\langle \sum_{k=0}^{\infty} a_k T_k, T_l \right\rangle = \int_0^{\pi} a_k T_k(\cos \theta) T_l(\cos \theta) d\theta \\ &= \sum_{k=0}^{\infty} a_k \langle T_k, T_l \rangle \quad \text{by linearity} \\ &= \begin{cases} a_0 \pi & \text{for } l = 0 \\ a_l \pi/2 & \text{for } l \neq 0 \end{cases} \end{aligned}$$

which can easily be rearranged to give explicit relations for a_0 and a_k , summarised in the below theorem.

2.2 Theorem: Chebyshev series coefficient formula

For any $f \in \mathcal{C}_L$, one can obtain the Chebyshev series coefficients a_k , $k \in \mathbb{N}$ as

$$\begin{aligned} a_0 &= \frac{1}{\pi} \langle f, T_0 \rangle = \frac{1}{\pi} \int_0^\pi f(\cos \theta) d\theta \\ a_k &= \frac{2}{\pi} \langle f, T_k \rangle = \frac{2}{\pi} \int_0^\pi f(\cos \theta) \cos(k\theta) d\theta, \quad k \neq 0. \end{aligned}$$

Proof. As given in the discussion above. A different approach for the derivation of the explicit coefficient integrals can be found in [Trefethen 2019](#) along with a complex analysis styled proof. \square

Dealing with a numerical problem, we shall then approximate the above two integrals by the rectangular integral rule.

2.2 Numerical Computation of Coefficients

As computers rarely allow us to store infinitely many coefficients a_k , we will work with the truncated Chebyshev series

$$f_N(x) = \sum_{k=0}^{N-1} a_k T_k(x), \quad k \in \{0, \dots, N-1\}, \quad N \in \mathbb{N}, N > 1 \quad (1)$$

which approximates the function f with a degree $N-1$ polynomial up to an error

$$f(x) - f_N(x) = \sum_{k=0}^{\infty} a_k T_k(x) - \sum_{k=0}^{N-1} a_k T_k(x) = \sum_{k=N}^{\infty} a_k T_k(x).$$

2.2 Definition: Truncated Chebyshev Series Function Space

Let $(\mathbb{T}_N, +, \cdot)$ denote the ring of truncated Chebyshev series up to order $N \in \mathbb{N}$, $N > 1$, introduced as a subspace of the polynomials of degree up to $N-1$, so $\mathbb{T}_N \subseteq \mathcal{P}_{N-1}$ with $\mathbb{T}_N := \text{span}\{T_k \mid k = 0, \dots, N-1\}$, or explicitly stated,

$$\mathbb{T}_N = \left\{ f_N : [-1, 1] \mapsto \mathbb{R}, f_N(x) = \sum_{k=0}^{N-1} a_k T_k(x) \mid a_k \in \mathbb{R}, k = 0, \dots, N-1 \right\},$$

inheriting (pointwise) addition and multiplication from $(\mathcal{P}_{N-1}, +, \cdot)$.

Three methods to numerically compute the coefficients a_k of any truncated series $f_N \in \mathbb{T}_N$ approximating an $f \in \mathcal{C}_L$ are:

1. **Coefficient Integral Approximation.** The integrals can be approximated numerically using one of many available *approximation rules*.

2.3 Theorem: Rectangular integral rule

For a function $f : [a, b] \mapsto \mathbb{R}$, its integral can be approximated by

$$\int_a^b f(x) dx = \lim_{N \rightarrow \infty} \frac{b-a}{N} \sum_{j=0}^{N-1} f(x_j), \quad x_j := a + \frac{b-a}{N} j.$$

We will look at an actual implementation of this in the next subsection.

2. **Using the Discrete Cosine Transform.** Recognise the structure of the above integral (Theorem 2.2) for $k \neq 0$ as a cosine transform of the function $f \circ \cos$. Let $g(t) = f(\cos(t))$ for $t \in [0, \pi]$ and 0 otherwise.

2.3 Definition: Cosine Transform

$$\hat{g}(\omega) := \int_{-\infty}^{\infty} g(t) \cos(\omega t) dt, \quad g : \mathbb{R} \mapsto \mathbb{R}, \quad \hat{g} : \mathbb{R} \mapsto \mathbb{R}$$

2.4 Definition: DCT-II: Discrete Cosine Transform - type II

$$\hat{g}_k := \sum_{n=0}^{N-1} y_n \cos \left[\frac{\pi}{N} \left(n + \frac{1}{2} \right) k \right] \quad \text{for } k = 0, \dots, N-1.$$

Most significantly, this approach via the Discrete Cosine Transform can be sped up by means of the *Fast Fourier Transform* (Cooley and Tukey 1965).

3. **Barycentric Interpolation Formula.** Numerically speaking, a significant improvement to these two approaches can be made by using the *Barycentric interpolation formula in Chebyshev points* (Trefethen 2019). Given more time, one should implement this feature in TschebFun as well.

The first two methods demonstrate why it is sensible to choose to sample a function in *chebpoints* (Definition 2.5, also confer Figure 2) instead of equispaced points, simply because the mathematics works out nicely in this basis. A much more fundamental numerical insight relating to the choice of points is the *Runge phenomenon* (Runge 1901).

2.5 Definition: Chebyshev points

From the equispaced points

$$\Theta_N := \left\{ \theta_j := \frac{j\pi}{N-1} \mid j = 0, \dots, N-1 \right\},$$

we can further define the Chebyshev points as the corresponding $\cos(\theta_j)$,

$$X_N := \{x_j := \cos(\theta_j) \mid \theta_j \in \Theta_N\}.$$

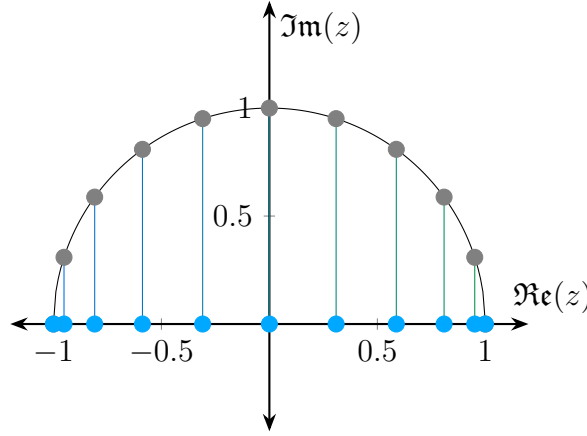


Figure 2: The Chebyshev points $\{x_j = \cos(\theta_j)\}$ are projections of the equispaced points $\{\theta_j\}$ on the unit circle onto the x-axis.

2.3 A Numerical Issue

Wanting to interpolate through N points, namely through $\{(x_j, f(x_j)) \mid x_j \in X_N\}$, the corresponding truncated Chebyshev series will have N coefficients. To approximate the coefficient integral, we use Theorem 2.3 without the limit.

Even approximately speaking, the rectangular integral rule in application to Theorem 2.2 does, in some situations, not approach the correct coefficients. We now consider three different variations of the rectangular rule integral approximation, see why none of them are optimal in this situation and look at a possible resolution to this numerical issue, inspired by the DCT (Definition 2.4).

Intuitively, the problem is related to the endpoints of the interval $[0, \pi]$, the corresponding areas under the curve we aim to integrate and symmetry. In the following, consider the (near-) simplest case $N = 2$ and $f(x) = x$. The analytical solution is $a_0 = 0$ and $a_1 = 1$.

- With Θ_N as in Definition 2.5, consider the issue that

$$a_1 = \frac{2}{\pi} \int_0^\pi \cos^2(\theta) d\theta \approx \frac{2}{N} \sum_{j=0}^{N-1} \cos^2\left(\frac{j\pi}{N-1}\right) = \frac{2}{2} (\cos^2(0) + \cos^2(\pi)) = 2 \neq 1.$$

- Instead sampling at $\left\{ \cos\left(\frac{j\pi}{N}\right) \mid j = 0, \dots, N-1 \right\}$,

$$a_0 = \frac{1}{\pi} \int_0^\pi \cos(\theta) d\theta \approx \frac{1}{N} \sum_{j=0}^{N-1} \cos\left(\frac{j\pi}{N}\right) = \frac{1}{2} (\cos(0) + \cos(\pi/2)) = \frac{1}{2} \neq 0.$$

- Even for a creative $\left\{ \cos\left(\frac{j\pi}{N+1}\right) \mid j = 1, \dots, N \right\}$,

$$a_1 \approx \frac{2}{N} \sum_{j=1}^N \cos^2\left(\frac{j\pi}{N+1}\right) = \frac{2}{2} (\cos^2(\pi/3) + \cos^2(2\pi/3)) = \frac{1}{2} \neq 1.$$

Of course, the above approximations for a_0 and a_1 are exactly what they claim to be, approximations. And indeed, for larger and larger N , they will converge to the correct coefficients according to Theorem 2.3. But we are not only interested in cases where $N \gg 1$ but also a smaller number of interpolation points.

Similarly, as a small extension to the rectangular integral rule, one can consider the trapezoidal rule which fixes the issue with $N = 2$, but has similar accuracy issues for larger N .

So we cannot use normal chebpoints for this interpolation method. One way to fix this issue is to use *modified chebpoints* (Definition 2.6) as in the DCT-II, leveraging half-way points (Benjamin et al. 2010).

2.6 Definition: Modified Chebyshev points

$$\begin{aligned} \tilde{\Theta}_N &:= \left\{ \theta_j := \frac{(j + \frac{1}{2})\pi}{N-1} \mid j = 0, \dots, N-1 \right\}, \\ \tilde{X}_N &:= \{x_j := \cos(\theta_j) \mid \theta_j \in \tilde{\Theta}_N\}. \end{aligned}$$

Our implementation, `TschebFun::interpolantThrough()`, uses these modified chebpoints to circumvent the above issues. In short, the half-way point integral approximation is more accurate in this case and, for small N , gives the exact coefficients as expected. More details can be found in Benjamin et al. 2010.

$$a_k = \frac{2}{N} \sum_{j=0}^{N-1} f(x_j) \cos(k\theta_j), \quad \theta_j \in \tilde{\Theta}_N. \quad (2)$$

2.4 The Algorithm

Implementing the rectangular integral rule, `TschebFun` begins by computing a_0 as the sum of all y , normalised by $\frac{1}{N}$. We compute the remaining coefficients in a for-loop, directly according to Equation 2. The input, $\mathbf{y} \in \mathbb{R}^N$ is a vector of function values sampled at the modified Chebyshev points \tilde{X}_N .

```

1  TschebFun TschebFun::interpolantThrough(Vector y) {
2      int order = y.size(), degree = order - 1;
3      Vector j = modifiedEquipoints(order);
4      Vector coeffs = xt::zeros_like(y); // as many coefficients as
    ↪ points
5      coeffs[0] = xt::sum(y)() / order;
6      for (size_t k = 1; k < order; k++)
7          coeffs[k] = (2.0 / order) * xt::sum(y * xt::cos(j * k))();
8      return TschebFun(coeffs);
9  }
```

Note that the above algorithm can also be expressed as the dot-product of a matrix, a Pseudo-Vandermonde matrix $V \in \mathbb{R}^{N \times N}$ in the Chebyshev basis, with the vector \mathbf{y} .

$$\mathbf{a} = V\mathbf{y} = \frac{1}{N} \begin{pmatrix} T_0(x_0) & T_0(x_1) & \cdots & T_0(x_N) \\ 2T_1(x_0) & 2T_1(x_1) & \cdots & 2T_1(x_N) \\ \vdots & \vdots & \ddots & \vdots \\ 2T_N(x_0) & 2T_N(x_1) & \cdots & 2T_N(x_N) \end{pmatrix} \begin{pmatrix} f(x_0) \\ f(x_1) \\ \vdots \\ f(x_N) \end{pmatrix}, \quad x_j \in \tilde{X}_N.$$

3 The Spectral Method

3.1 Forward Euler

$$\frac{\partial u}{\partial t} \approx \frac{U_{n+1} - U_n}{\Delta t}$$

$$U_{n+1} \approx U_n + \Delta t \frac{\partial u}{\partial t} = U_n + \alpha \Delta t \frac{\partial^2 u}{\partial x^2}$$

$$\mathbf{a}^{(t+\Delta t)} = \mathbf{a}^{(t)} - \alpha \Delta t \cdot D_N^2 \mathbf{a}^{(t)}$$

elaborate

3.2 We need Differentiation

```

1  TschebFun TschebFun::derivative() {
2      int n = coefficients.size();
3      n = n - 1; // differentiation reduces the degree (order) by 1
4      Vector coeffs = coefficients; // make a copy
5      Vector derivative = xt::zeros<double>({n});
6      for (size_t j = n; j > 2; j--) {
7          derivative[j - 1] = (2 * j) * coeffs[j];
8          coeffs[j - 2] += (j * coeffs[j]) / (j - 2);
9      }
10     if (n > 1)
11         derivative[1] = 4 * coeffs[2];
12     derivative[0] = coeffs[1];
13     return TschebFun(derivative);
14 }

```

Differentiation matrix D_N according to [Trefethen 2000](#). [elaborate](#)

3.3 Enforcing boundary conditions

One way of forcing the boundary conditions, at least the first that came to my mind when thinking of this issue, is to pin down the two highest-order coefficients in the series representation after the iteration.

Let $l := u_0(-1)$, $r := u_0(1)$. Recognise that

$$\begin{aligned}
 T_k(-1) &= T_k(\cos \pi) = \cos(k\pi) = (-1)^k \\
 T_k(1) &= T_k(\cos 0) = \cos(k0) = 1
 \end{aligned}$$

which leads to

$$\begin{aligned}
 u(-1, t) &= \sum_{k=0}^{N-1} a_k^{(t)} T_k(-1) = \overbrace{\sum_{k=0}^{N-3} a_k^{(t)} (-1)^k}^{:=\Sigma_1} + (-1)^{N-2} a_{N-2} + (-1)^{N-1} a_{N-1} = l \\
 u(1, t) &= \sum_{k=0}^{N-1} a_k^{(t)} T_k(1) = \underbrace{\sum_{k=0}^{N-3} a_k^{(t)}}_{:=\Sigma_2} + a_{N-2} + a_{N-1} = r
 \end{aligned}$$

By adding up the above two equations, one obtains

$$\Sigma_1 + \Sigma_2 + \underbrace{\left((-1)^{N-2} + 1\right)}_{\in \{0,2\}} a_{N-2} + \underbrace{\left((-1)^{N-1} + 1\right)}_{\in \{0,2\}} a_{N-1} = l + r \quad (3)$$

For N even: Equation 3 has one unknown $a_{N-2} = \frac{l+r-\Sigma_1-\Sigma_2}{2}$, $a_{N-1} = r - a_{N-2} - \Sigma_2$.

For N odd: Equation 3 has one unknown $a_{N-1} = \frac{l+r-\Sigma_1-\Sigma_2}{2}$, $a_{N-2} = r - a_{N-1} - \Sigma_2$.

Adaptive time-steps

3.4 The Destination

Algorithm 1: Heat Equation Forward-Euler

```
1   currentU = currentU -  $\alpha\Delta t$ 
```

4 Evaluation, Analysis, Comparison and Results

4.1 Evaluation: The Clenshaw Algorithm

4.1 Theorem: Clenshaw recurrence relation

(Press et al. 1987, pp. 172–178).

```
1 Vector TschebFun::evaluateOn(Vector x) {
2     Vector U_kp2;
3     Vector U_kp1 = xt::zeros_like(x);
4     Vector U_k = xt::ones_like(x) * coefficients[coefficients.size() -
5     ↪ 1];
6     for (int k = coefficients.size() - 2; k >= 0; k--) {
7         U_kp2 = U_kp1;
8         U_kp1 = U_k;
9         U_k = 2.0 * x * U_kp1 - U_kp2 + coefficients[k];
10    }
11    return (U_k - U_kp2 + coefficients[0]) / 2.0;
12 }
```

4.2 Analysis: Interface to Python

Extension to a Python module, using pybind11.

```

1 import heatfun, numpy as np
2 u0 = lambda x: np.exp(-12 * x**2)
3 x_of_interest = np.linspace(-1.0, 1.0, 500)
4 cheb_x = heatfun.modifiedChebpoints(30)
5 solution = heatfun.solve(u0(cheb_x), 0.01, x_of_interest)

```

4.3 Comparison: ChebFun

```

1 % example adapted from 'Exploring ODEs', page 282
2 pdefun = @(t, x, u) diff(u, 2);
3 bc.left = @(t, u) u;
4 bc.right = @(t, u) u;
5 opts = pdeset('plot', 'off');
6 [t, u] = pde15s(pdefun, [0 0.005 0.010], u0, bc, opts);
7
8 x = linspace(-1.0, 1.0, 500).';
9 all_outputs = u(x);
10 output = all_outputs(:, end);
11 dlmwrite(filename, output, 'precision', '%.16f')

```

4.4 Results: On Target?

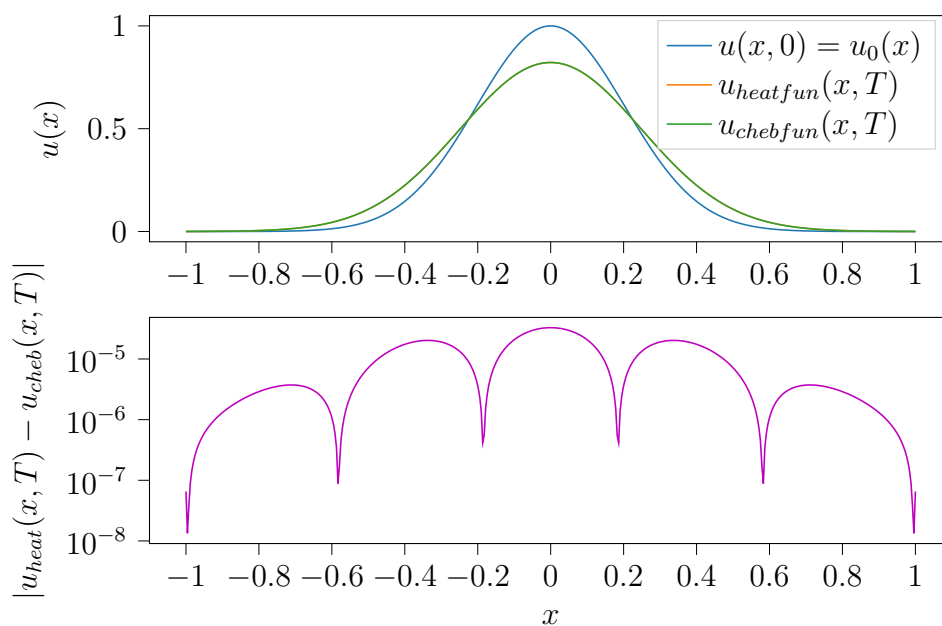
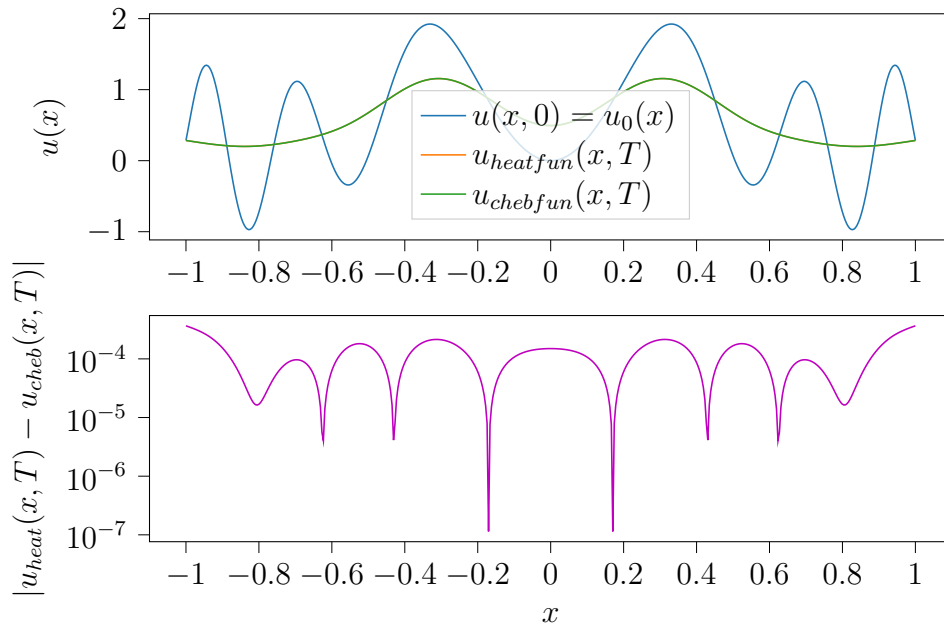
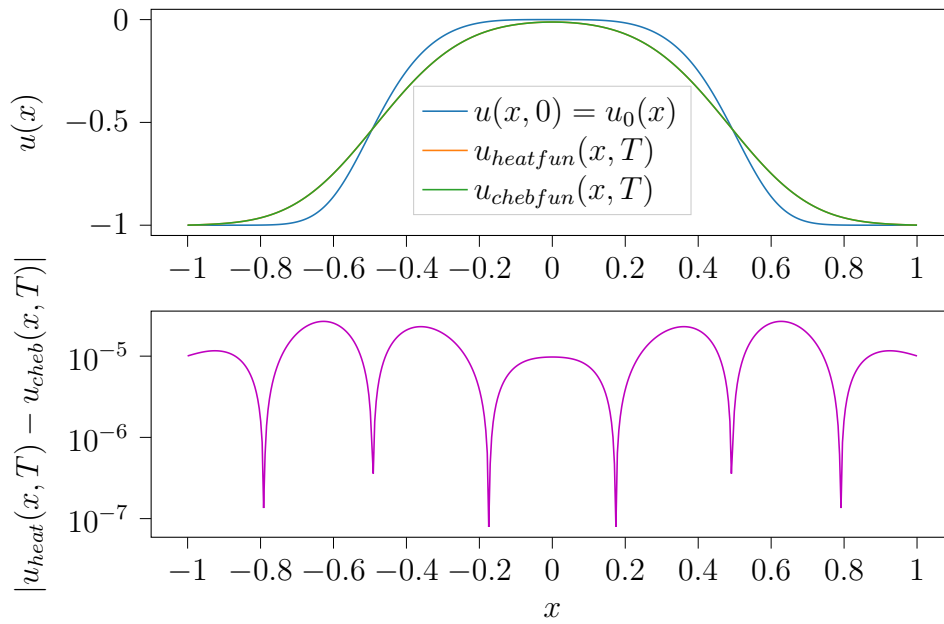


Figure 3: Comparison of heatfun and chebfun

**Figure 4:** Comparison of heatfun and chebfun**Figure 5:** Comparison of heatfun and chebfun

5 Outlook and Discussion

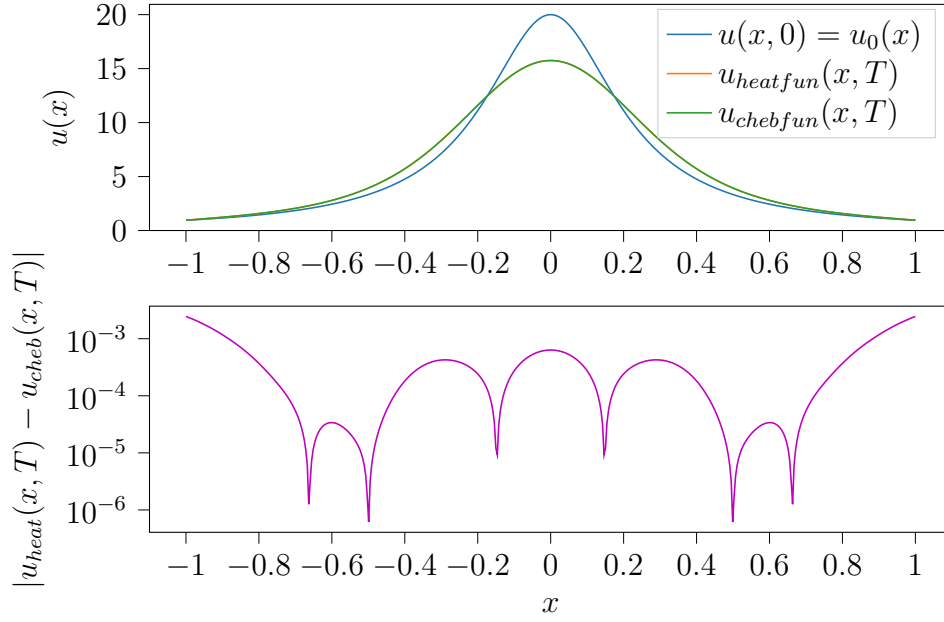
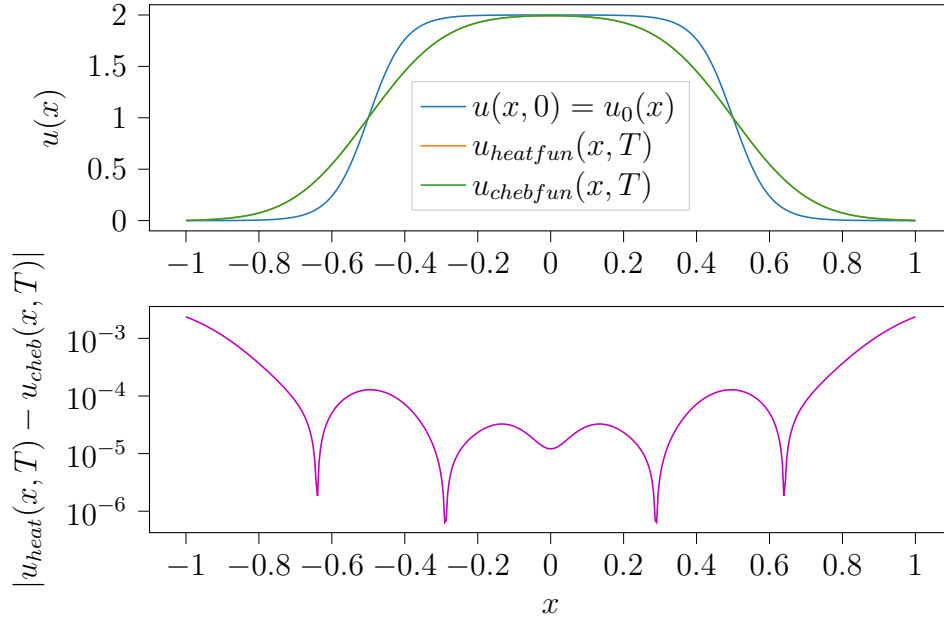
Given more time, one should.

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A Title of Appendix

Appendices are definitely not necessary and assessors are not obliged to read them so only use them for non-vital text, figures or calculations.

**Figure 6:** Comparison of heatfun and chebfun**Figure 7:** Comparison of heatfun and chebfun

```

1  #pragma once
2
3  #include <xtensor/xarray.hpp>
4  #include <xtensor/xindex_view.hpp>
5  #include <xtensor/xview.hpp>
6

```



```
7 typedef xt::xarray<double> Vector;
8
9 class TschebFun {
10 public:
11     xt::xarray<double> coefficients;
12
13 public:
14     TschebFun(Vector coeffs);
15     size_t order() { return coefficients.size(); };
16     size_t degree() { return coefficients.size() - 1; };
17     Vector evaluateOn(Vector x);
18     TschebFun derivative();
19     TschebFun operator+(const TschebFun &other);
20     TschebFun operator-(const TschebFun &other);
21     TschebFun operator*(const double &factor);
22     static TschebFun interpolantThrough(Vector y);
23
24     static Vector equipoints(size_t N);
25     static Vector chebpoints(size_t N);
26     static Vector modifiedEquipoints(size_t N);
27     static Vector modifiedChebpoints(size_t N);
28 };
```