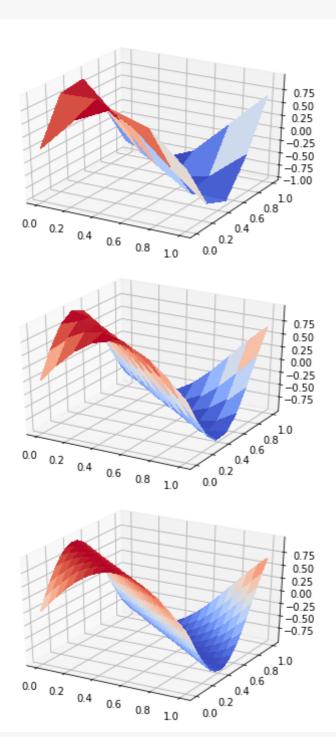
```
import numpy as np
from scipy. sparse import coo matrix, csr matrix
def g(x, y):
   if x==0:
      g = np. sin(4*y)
   elif y==0:
       g = np. sin(3*x)
   elif x==1:
       g = np. \sin(3+4*y)
   elif y==1:
       g = np. sin(3*x+4)
   else:
       g = 0
   return g
def wave(N):
   h = 1/N
   k = 5
   val1 = (24-4*(h**2)*(k**2))/9
   va12 = (-3-(h**2)*(k**2))/9
   va13 = (-12-(h**2)*(k**2))/36
   A_{den} = np. zeros(((N+1)**2, (N+1)**2))
   b = np. zeros((N-1)**2)
   index P = \text{np. array (range (N+1, (N**2)+N))}
   index_delete1 = (N+1)*np. array(range(N-1))
   index delete2 = (N+1)*np. array(range(N-1))+N
   index_delete = np. append(index_delete1, index_delete2)
   index = np. delete(index P, index delete)
   counter = 0
   for i in index:
       x, y = (i\%(N+1))*h, (i//(N+1))*h
       A den[i, i] = val1
       A den[i, i+N+2], A den[i, i+N] = val3, val3
       A_{den[i, i-N-2]}, A_{den[i, i-N]} = val3, val3
       A_{den}[i, i+N+1], A_{den}[i, i+1] = val2, val2
       A den[i, i-1], A den[i, i-N-1] = val2, val2
       b[counter] = -va13*(g(x-h, y+h)+g(x-h, y-h)+g(x+h, y+h)+g(x+h, y-h)
       -val2*(g(x, y+h)+g(x, y-h)+g(x-h, y)+g(x+h, y))
       counter += 1
   A = A \operatorname{den}[\operatorname{index}][:, \operatorname{index}]
   return csr_matrix(A), b
from matplotlib import pyplot as plt
from mpl toolkits.mplot3d import Axes3D
from matplotlib import cm
from scipy.sparse.linalg import spsolve
```

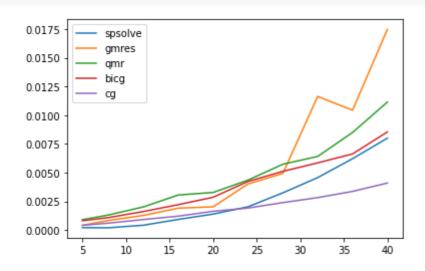
def part2(N): h = 1/N

> fig = plt.figure() A, b = wave(N)

```
x_{estm} = spsolve(A, b)
   u_1 = x_{estm.} reshape((N-1, N-1))
   ran = np. linspace(0, 1, N+1)
   col1, col2 = np. zeros (N+1), np. zeros (N+1)
   row1, row2 = np. zeros (N+1), np. zeros (N+1)
   for i in range (N+1):
       col1[i], col2[i] = g(0, i*h), g(1, i*h)
       row1[i], row2[i] = g(i*h, 0), g(i*h, 1)
   u_2 = np. c_{np. matrix}(col1[1:-1]). T, np. c_{u_1, np. matrix}(col2[1:-1]). T]
   u_h = np.r_[np.matrix(row1), np.r_[u_2, np.matrix(row2)]]
   x, y = np.meshgrid(ran, ran)
   ax = fig.add_subplot(projection='3d')
   surf = ax.plot_surface(x, y, u_h, antialiased=False, cmap=cm.coolwarm)
   plt.show()
part2(4)
part2(8)
part2(16)
```



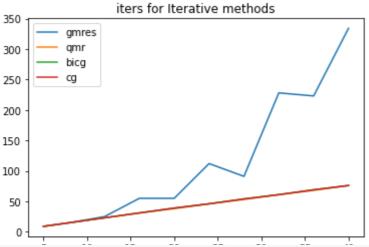
```
def time_cost(method, N):
   A, b = wave(N)
    t = timeit(lambda: method(A, b), number=10)/10
   return t
N = np. linspace (5, 40, 10, dtype=int)
method all = [spsolve, gmres, qmr, bicg, cg]
T_m = np. zeros((5, 10))
for i in range (5):
   for j in range (10):
        T_m[i, j] = time_cost(method_all[i], N[j])
plt.figure()
plt.plot(N,
            T_m[0],
                     label='spsolve')
plt.plot(N,
            T_m[1],
                     label='gmres')
                     label='qmr')
plt.plot(N,
            T m[2],
            T m[3],
                     label='bicg')
plt.plot(N,
            T m[4],
                     label='cg')
plt.plot(N,
plt.legend()
plt.show()
```



```
A, b = wave (N)
   resi = []
   count = lambda res: resi.append(res)
   method(A, b, callback=count)
   return len(resi)
N = np. linspace (5, 40, 10, dtype=int)
method_iter = [gmres,
                        qmr, bicg, cg]
I m = np. zeros((4, 10))
for i in range (4):
   for j in range (10):
       I_m[i, j] = iterate(method_iter[i], N[j])
plt.figure()
plt.plot(N,
           I m[0],
                    label='gmres')
           I_m[1],
                     label='qmr')
plt.plot(N,
                     label='bicg')
plt.plot(N,
           I_m[2],
plt.plot(N,
            I_m[3],
                     label='cg')
plt.legend()
```

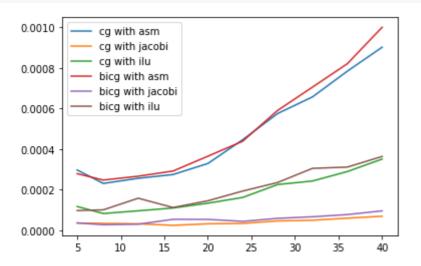
def iterate (method,

```
plt.title('iters for Iterative methods')
plt.show()
```



```
!pip install petsc4py pyamg
from scipy. sparse. linalg import spsolve,
                                           gmres,
                                                         bicg,
                                                    qmr,
import time
from petsc4py import PETSc
def time precon (method, N, precon):
   A1, b = wave(N)
   A = PETSc. Mat()
   A. createAIJ(size=A1. shape, csr=(A1. indptr, A1. indices, A1. data))
   ksp = PETSc. KSP().create()
   ksp. setOperators(A)
   b = A. createVecLeft()
   b.array[:] = b
   x1 = A. createVecRight()
   ksp. setType (method)
   ksp. setConvergenceHistory()
   ksp. getPC().setType(precon)
   b[:] = b
   start = time.time()
   ksp. solve (b, x1)
   end = time.time()
    t = end - start
   return t
N = np. linspace (5, 40, 10, dtype=int)
precon = ['asm', 'jacobi', 'ilu']
     bicg t = np. zeros ((3, 10)), np. zeros ((3, 10))
for i in range(len(precon)):
    for j in range (len(N)):
       cg_t[i, j] = time_precon('cg', N[j], precon[i])
       bicg_t[i, j] = time_precon('bicg', N[j], precon[i])
plt.figure()
plt.plot(N, cg_t[0], label='cg with asm')
plt.plot(N, cg_t[1], label='cg with jacobi')
plt.plot(N, cg_t[2], label='cg with ilu')
plt.plot(N, bicg_t[0], label='bicg with asm')
            bicg_t[1], label='bicg with jacobi')
plt.plot(N,
            bicg t[2], label='bicg with ilu')
plt.plot(N.
```

```
plt.legend()
plt.show()
```



**Answer**: cg has the best performace with preconditioner jacobi. This is because it cost the least time with small and medium sized value of N. And it also needs the least number of iterations to get the estimated solution.

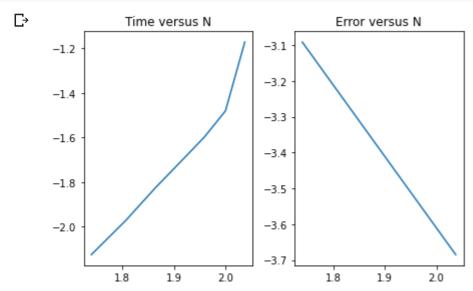
```
import time
from scipy.sparse.linalg import cg
def time_error(N):
   # measure the time
   h = 1/N
   A, b = wave(N)
   start1 = time.time()
   x \text{ estm}, = cg(A, b)
   end1 = time.time()
    t = end1 - start1
   # compute the error
   u_1 = x_{estm.} reshape((N-1, N-1))
   ran = np. linspace(0, 1, N+1)
   coll, coll = np. zeros(N+1), np. zeros(N+1)
   row1, row2 = np. zeros (N+1), np. zeros (N+1)
   for i in range (N+1):
        col1[i], col2[i] = g(0, i*h), g(1, i*h)
        row1[i], row2[i] = g(i*h, 0), g(i*h, 1)
   u_2 = \text{np. c}_{[np. \text{matrix}(col1[1:-1]).T}, \text{np. c}_{[u_1, np. \text{matrix}(col2[1:-1]).T]]}
   u_h = np.r_[np.matrix(row1), np.r_[u_2, np.matrix(row2)]]
   error = 0
    for i in range(N):
        for j in range(N):
            x, y = (h/2) + i *h,
                                 (h/2) + j*h
           u_e = np. sin((3*x)+(4*y))
           u_p = (u_h[j, i] + u_h[j+1, i] + u_h[j, i+1] + u_h[j+1, i+1])/4
            error += (h**2)*abs(u_e-u_p)
   return t, error
```

```
N = np.linspace(55, 109, 7, dtype=int)
T, err = np.zeros(7), np.zeros(7)
for i in range(7):
```

```
T[i], err[i] = time_error(n)

fig, ax = plt.subplots(1,2)
ax[0].plot(np.log10(N), np.log10(T))
ax[1].plot(np.log10(N), np.log10(err))
ax[0].set_title("Time versus N")
ax[1].set_title("Error versus N")
fig.tight_layout()
plt.show()
```

n = N[i]



**Answer**: From the plot, we estimate the time complexity of cg is  $O(N^2)$  and the order of convergence is 2 where error decreases like  $O(N^2)$ . The reason is that in the plot for log10(t) versus log10(N), when N increased from 60 to 100, the slope is nearly 2 where log10(t) = 2\*log10(N),  $t = O(N^2)$ . Thus time complexity is  $O(N^2)$ . Similarly, when log10(N) increases from 1.8 to 2.0, the log10(error) reduces with slope -2, which means the order of convergence is also 2.

**Answer**: We could use the multiprocessing module to parallelise our method. For example, because cg is an iterative solver, we normally do the iterations forward, however, we can do the forward and backward iterations at the same time if we can find some midpoints. Therefore, doing two kinds of iterations at the same time will be trivial to parallelise, but finding such a midpoint would be hard. In this situation, this method could be doubled faster.

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✓ 1秒 完成时间: 14:30