PDE

May 24, 2018

```
In [1]: #Import libraries for simulation
    import tensorflow as tf
    import numpy as np
    from sympy import *

import matplotlib.pyplot as plt
```

1 Error in the text

The next import was put by me. It provides clear_output() function.

```
In [2]: import IPython.display as display
In [3]: def make_kernel(a):
    """Transform a 2D array into a convolution kernel"""

    """Only one set of print output indicates
    this is called only once"""

    a = np.asarray(a)
    """
    print("a.ndim: {}; a.shape: {}".format( a.ndim, a.shape))
    print("a: ", a)
    """

    a = a.reshape(list(a.shape) + [1,1])

    """print("a.ndim: {}; a.shape: {}".format( a.ndim, a.shape))
    print("a.ndim", a.ndim)
    print("a: ", a)"""

    """NOTE: Returned as tf.constant"""
    return tf.constant(a, dtype=1)
```

2 Question

The above function appears to be called only once. Uncommenting the print commands shows only one set of prints.

In the function laplace() below the call is made to make_kernel(). And laplace() is called every iteration

laplace_k is a tf.constant. Is that WHY the call is not made?

```
In [4]: def simple_conv(x, k):
          """A simplified 2D convolution operation"""
          x = tf.expand_dims(tf.expand_dims(x, 0), -1)
          y = tf.nn.depthwise_conv2d(x, k, [1, 1, 1, 1], padding='SAME')
          return y[0, :, :, 0]
        def laplace(x):
            """Compute the 2D laplacian of an array"""
            laplace_k = make_kernel([[0.5, 1.0, 0.5],
                                   [1.0, -6., 1.0],
                                   [0.5, 1.0, 0.5]
            .....
            The following print takes place only once.
            Q. This function is called only once?"""
            #print(laplace_k)
            result = simple_conv(x, laplace_k)
            print ("Result: {}".format(result))
            return result
```

The size of the pond is N pixels by N pixels

Raindrops barely show-up in the image plot. Instead of many raindrops, drop just one "brick" (meteorite?) The brick is dropped in the center of the pond

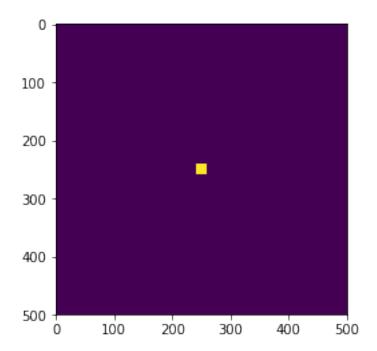
```
In [7]: # Some rain drops hit a pond at random points
     #for n in range(100 * 2):
     # a,b = np.random.randint(0, N, 2)
     # u_init[a,b] = np.random.uniform(low=0, high=10)

a = N/2; b = N/2
SideOfBrick = 20
Delta_PlusMinus = int(SideOfBrick/2)
```

Compute the 2D array of pixels that will initially be impacted by the "brick".

Display the impact zone

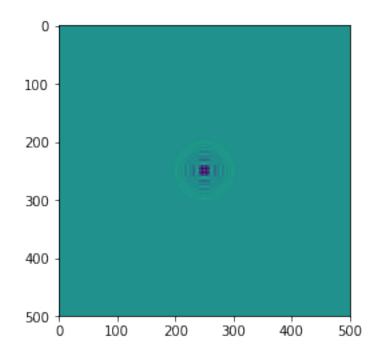
```
In [9]: plt.imshow(u_init)
    plt.show()
```



```
In [10]: # Create variables for simulation state
         U = tf.Variable(u_init)
         Ut = tf.Variable(ut_init)
         # Parameters:
         # eps -- time resolution
         # damping -- wave damping
         eps = tf.placeholder(tf.float32, shape=())
         damping = tf.placeholder(tf.float32, shape=())
In [11]: # Discretized PDE update rules
         U_{-} = U + eps * Ut
         Ut_ = Ut + eps * (laplace(U) - damping * Ut)
         iter_count = tf.Variable(0)
         iter_count_updt = iter_count.assign_add(1)
         # Operation to update the state
         step = tf.group(
             U.assign(U_),
             Ut.assign(Ut_),
             iter_count_updt)
```

```
Result: Tensor("strided_slice:0", shape=(500, 500), dtype=float32)
```

iter_count:991



In [14]: sess.close()