





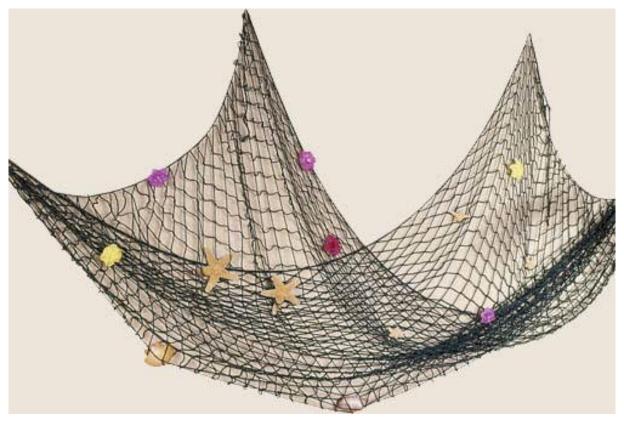
Scientific Computing Lab

Stationary

Partial Differential Equations

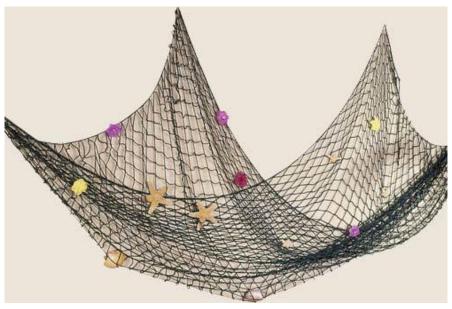
Tobias Neckel

How to compute this?



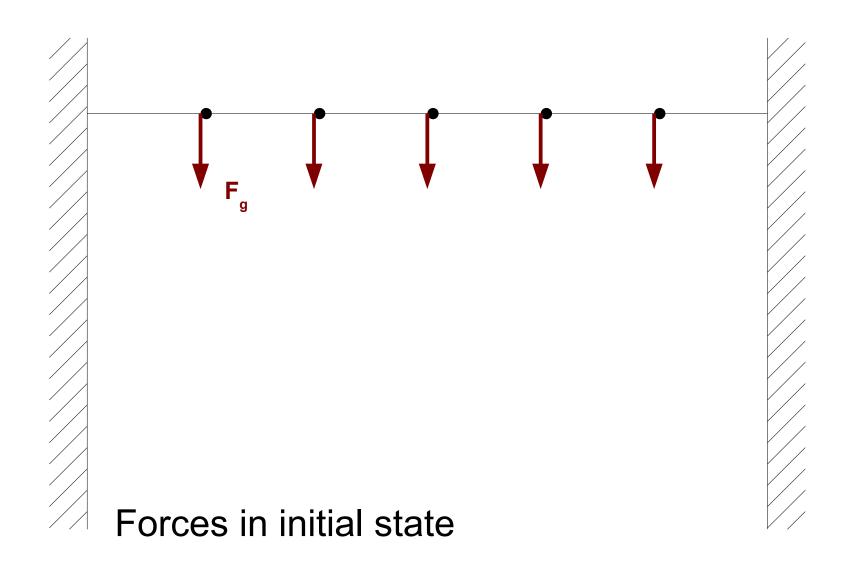
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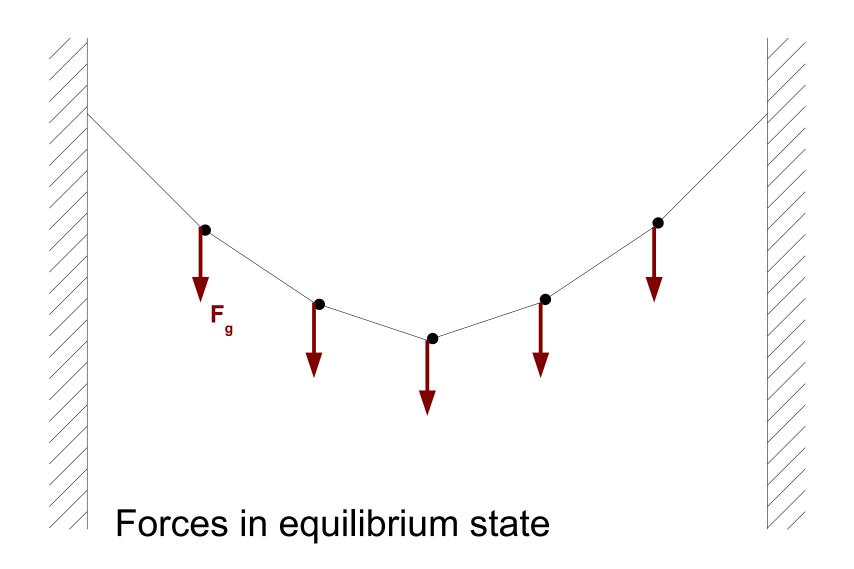
What do we want to have?

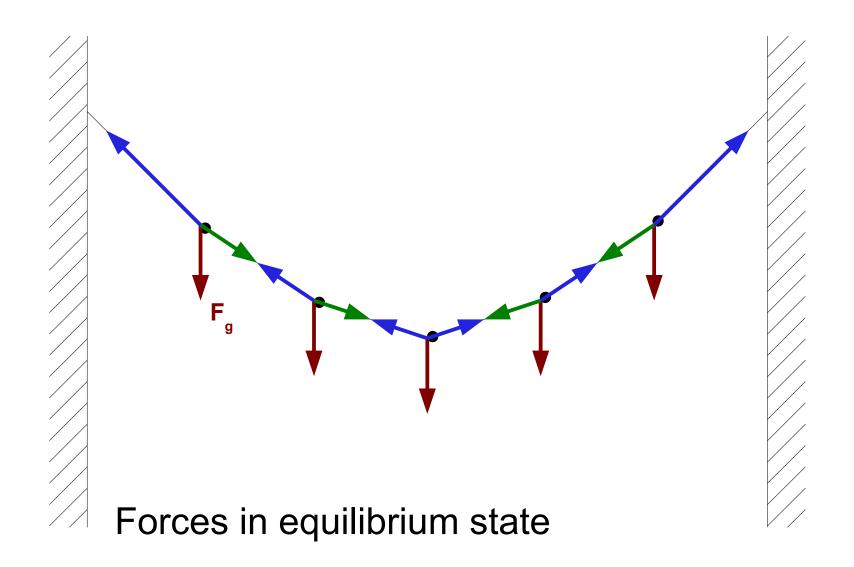


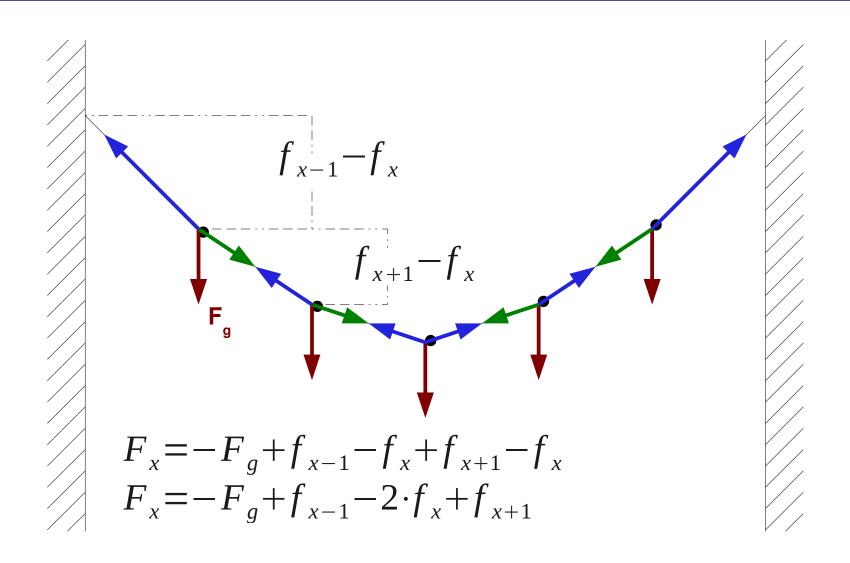
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Function f(x,y) that describes the displacement for each joint (x,y).

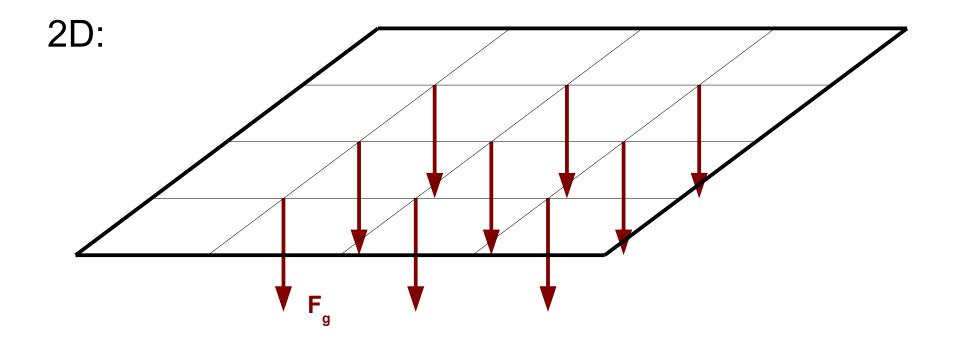




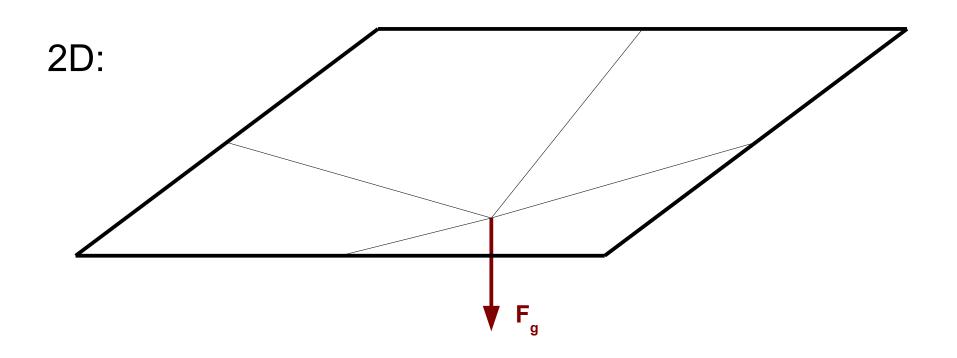




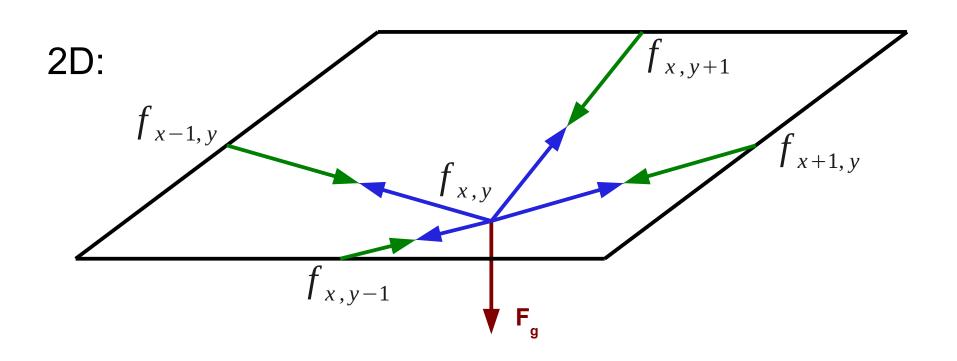
1D:
$$F_x = -F_g + f_{x-1} - 2 \cdot f_x + f_{x+1}$$



What is $F_{x,y}$? What is $f_{x,y}$?



What is $F_{x,y}$? What is $f_{x,y}$?



$$F_{x,y} = -F_g + f_{x-1,y} + f_{x,y-1} - 4 \cdot f_{x,y} + f_{x+1,y} + f_{x,y+1}$$

What are Partial Differential Equations (PDEs)?

- Dependent on several variables
- Containing partial derivatives
- boundary value problems
 - no start and end (for stationary problems)

What is discretization?

→ Solving the function just on some points

Why do we discretize?

What is discretization?

→ Solving the function just on some points

Why do we discretize?

- → Continous form hard to store in the computer
- → Analytical solving often not possible

- space grid

functions
 operators
 finite difference/volume/element

- space grid

- functions
 operators
 finite difference/volume/element
 - > How to solve this?
 - $F_{x,y} = -F_q + f_{x-1,y} + f_{x,y-1} 4 \cdot f_{x,y} + f_{x+1,y} + f_{x,y+1}$
 - ► In the equilibrium:

$$f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=F_g$$

$$-F_g+f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=0$$

$$f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=F_g$$

How to transform this to the following form?

$$\begin{vmatrix} f_{0,0} \\ f_{1,0} \\ \vdots \\ f_{N,N} \end{vmatrix} = \begin{vmatrix} f_{0,0} \\ \vdots \\ f_{N,N} \end{vmatrix}$$

$$f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=F_g$$

Applied on each point (x,y) this gives

→ Linear System of Equations

Solvers for Systems of Linear Equations

What solving strategies do you know?

Solvers for Systems of Linear Equations

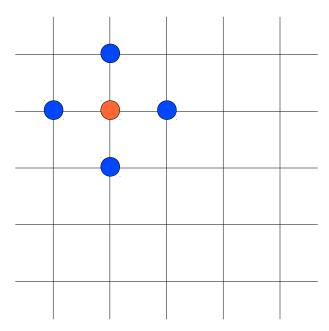
What solving strategies do you know?

- Direct solvers
 - Full matrix
 - Sparse matrix
- Iterative solvers
 - Jacobi
 - Gauß-Seidel

— ...

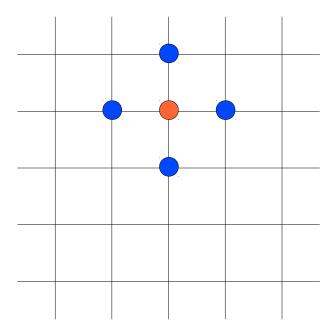
- point-by-point processing
- eliminate local residual

$$f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=F_g$$



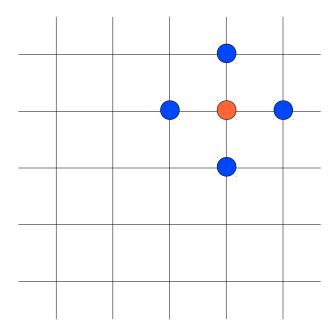
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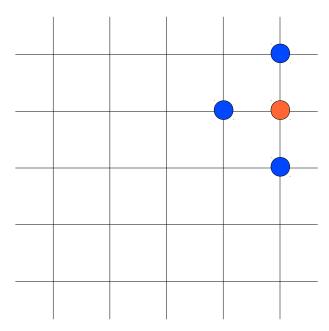
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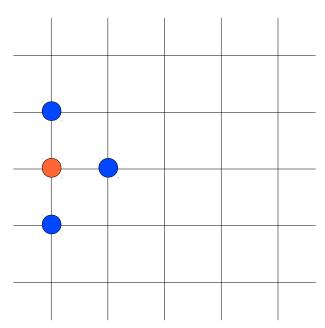
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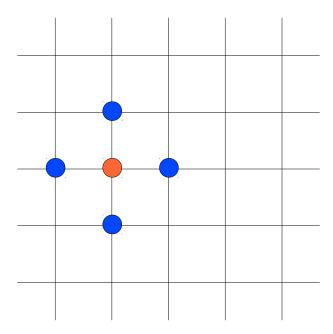
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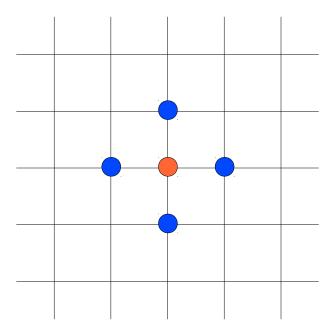
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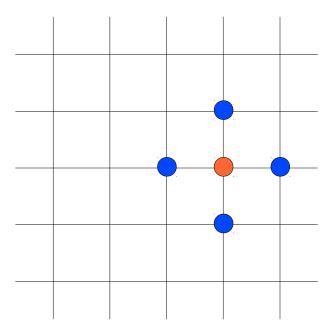
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- point-by-point processing
- eliminate local residual

$$f_{x-1,y}+f_{x,y-1}-4\cdot f_{x,y}+f_{x+1,y}+f_{x,y+1}=F_g$$



- point-by-point processing
- eliminate local residual
- elimination for one point increases residual of neighbouring points
 - → Overall residual is smaller than before
 - → Iterate until desired accuracy

What did we learn today?

- Formulation of Partial Differential Equations
- Discretization by Finite Differences
- Transforming to an LSE
- Solving the LSE by direct or iterative solvers