# ME573 Homework Set # 7

#### Alexander Swenson - aaswenson@wisc.edu

November 1, 2017

## 1 Introduction

This coding assignment involved modeling 2D heat diffusion with the Alternating Direct Implicit Method (ADI) algorithm. The algorithm was implemented in MATLAB (see attached code).

#### 2 Part A

The  $L_{\rm inf}$  norm was calculated between the initial conditions and the exact solution (evaluated at t=0). The norm was: 1.2053e-05

_x =																	
3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000
_y =																	
3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000	-0.5000	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.5000	3.0000 0.5000	-0.5000 3.0000

#### 3 Part C

The following figures contain the b vectors used to solve the problem. They are the vectors used in the first time step (1-a) and (1-b).

```
b =
       0
  0.0048
  0.0095
  0.0143
  0.0190
  0.0237
  0.0284
  0.0331
  0.0376
  0.0420
  0.0460
  0.0497
  0.0526
  0.0546
  0.0554
  0.0544
  0.0511
  0.0449
  0.0350
  0.0204
       0
```

```
b =
Columns 1 through 11
       0
             0.0048
                                  0.0128
                                                                                                            0.0250
                       0.0090
                                            0.0160
                                                       0.0188
                                                                 0.0210
                                                                            0.0228
                                                                                      0.0240
                                                                                                 0.0248
Columns 12 through 21
  0.0248
             0.0240
                       0.0228
                                  0.0210
                                            0.0188
                                                       0.0160
                                                                 0.0128
                                                                            0.0090
                                                                                      0.0048
                                                                                                      0
```

### 4 Part D

The following Figure 4 shows the error between the exact solution and the ADI method at the end of the time steps.

