
Solution for Project 3Due date: Monday 15 April 2024, 23:59 (midnight)

1. Implementing the linear algebra functions and the stencil operators

1.1. Linalg functions

Implementing the eight linalg function outlined in `linalg.cpp` was relatively straightforward. Each followed a similar pattern of component wise iteration over the input array(s) and then performing the required operation. An example of the `copy` function is shown in Listing 1.

```
for (int i = 0; i < N; i++)  
{  
    y[i] = x[i];  
}
```

Listing 1: Linalg copy function

1.2. Stencil operators

The next task was Implementing the stencil operator. Listing 2 shows how we calculate the value for each grid cell.

```
f(i, j) = -(4. + alpha) * s_new(i, j)  
        + s_new(i - 1, j) + s_new(i + 1, j)  
        + s_new(i, j - 1) + s_new(i, j + 1)  
        + beta * s_new(i, j) * (1.0 - s_new(i, j))  
        + alpha * s_old(i, j);
```

Listing 2: Stencil operator

1.3. Plotting the results

Finally we can plot the results with the following parameters:

- $nx = ny = 128$
- $nt = 100$
- $t = 0.005$

The output of the serial version is shown in Listing 3.

The results are shown in Figure 1.

```
$ ./build/main 128 100 0.005
```

```
=====
                                Welcome to mini-stencil!
version    :: C++ Serial
mesh       :: 128 * 128 dx = 0.00787402
time       :: 100 time steps from 0 .. 0.005
iteration   :: CG 300, Newton 50, tolerance 1e-06
=====
-----
simulation took 0.15112 seconds
1514 conjugate gradient iterations, at rate of 10018.5 iters/second
300 newton iterations
-----
### 1, 128, 100, 1514, 300, 0.15112 ###
Goodbye!
```

Listing 3: Running the serial version of the mini-app

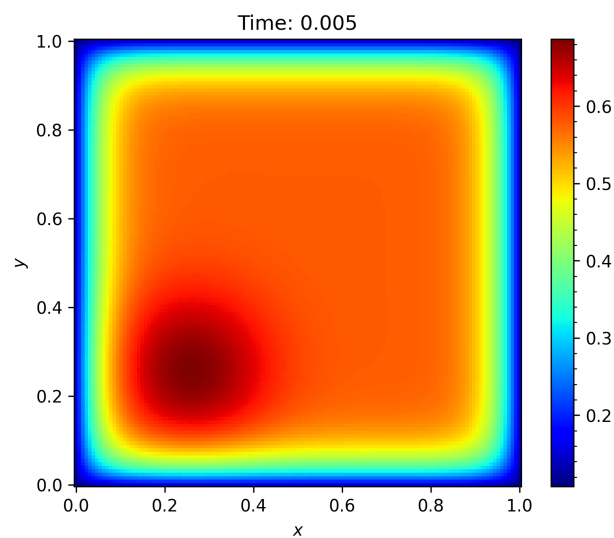


Figure 1: Results of the nonlinear PDE mini-app

2. Adding OpenMP to the nonlinear PDE mini-app