Final Project. Phase II

1. This happened.
2. I have gotten solutions working for both an initial distribution of a dispersed population, and for initially concentrated populations. I have run cases for low and high diffusion constants, and have compared these with the case without noise for the first distribution, and partially for the second. I have started using a work around for the island case of a relatively low background noise over the entire grid, plus the island, which mitigates the initial effects of Gibb's ringing. If I choose to work on this more, then I plan on trying to add in more algebraic or integral constraints to set the values of my distributions in a more reasonable manner (i.e. force positive values, etc.) I also want to explore the effects of changing some of the variable values and making them time-dependent, and consider longer integration times. I likely will try these out after the holidays.
3. At this point, I think it makes more sense to just send along the pdf of my presentation, which you will find on bitbucket along with the movies.
4. Bitbucket!
5. Got it.
6. Thank you for letting me use my laptop, moving from Open Office to Mac with movies is...difficult.
7. Yay we're done!