Phy 481 Method of Relax 2D 1 Let's go back to the 2D moblem,  $\sqrt[4]{V(x,y)} = \frac{\partial^2 V}{\partial x^2} + \frac{\partial^2 V}{\partial y^2} = 0$ We can develop an approximate form for this PDE, by approximating the derivative,  $\frac{\partial^2 V}{\partial x^2} = \frac{V(x+a,y) - 2V(x,y) + 2V(x-a,y)}{a^2}$  $\frac{\partial^2 V}{\partial y^2} = \frac{V(x, y+a) - 2V(x, y) + V(x, y-a)}{a^2}$ So shat,  $\frac{\partial^{2}V}{\partial x^{2}} + \frac{\partial^{2}V}{\partial y^{2}} = \frac{V(x+\alpha,y) + V(x,y+\alpha) + V(x-\alpha,y) + V(x,y-\alpha) - 4V(x,y)}{(x+\alpha,y)^{2}}$ B/c \(\frac{7^2V(x,y)}{0} = 0\),  $V(x,y) = \frac{1}{4} \left[ V(x+a,y) + V(x,y+a) + V(x-a,y) + V(x,y-a) \right]$ V@ x,y is average of surrounding pts!

V(x,y+a) these pts. we call the mesh.

to find V(x,y), we successively V(x-a,y) V(x+a,y) average over the surounding Mesh pts. 0 0 0 0 V(X,Y-n)