```
reter the initial value of fi's ele.:

Once the initial value of fi's ele.:

Senter the initial value of fi's ele.:

Senter the boulary temperature:

[eft.risht.upper.lower)

[formation of fi's hele.:

Senter the boulary temperature:

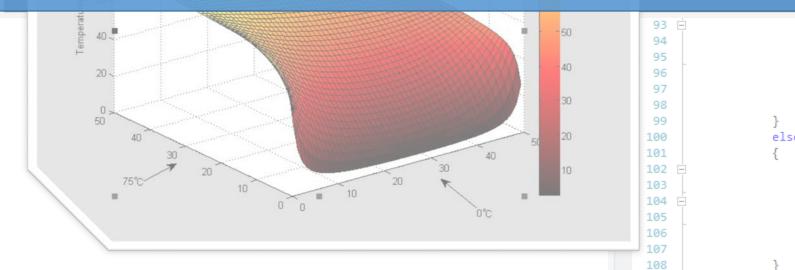
[formation
```

## The Solution of an Elliptic PDE by using Finite Difference Method

(C language based programming)

2014. 7. 20. ~ 8. 20.

109 110



```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
//A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
//A[(i-1)*N+j-1][(i-1)*N+j-1]=-1;//upper
A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
b[(j-1)*N+i-1]=Tleft+Tupper;
}
else if(i==1 && j==1)//case3
{
    A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    A[(i-1)*N+j-1][(i-1)*N+j-1]=-1;//upper
    //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
    A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
    b[(j-1)*N+i-1]=Tleft+Tlower;
}
else if(i==N && j==N)//case4
```

$$\nabla^2 T = 0$$

in 2 dimensional space(T: temperature)

$$\frac{\partial^2 T}{\partial x^2} + \frac{\partial^2 T}{\partial y^2} = 0$$

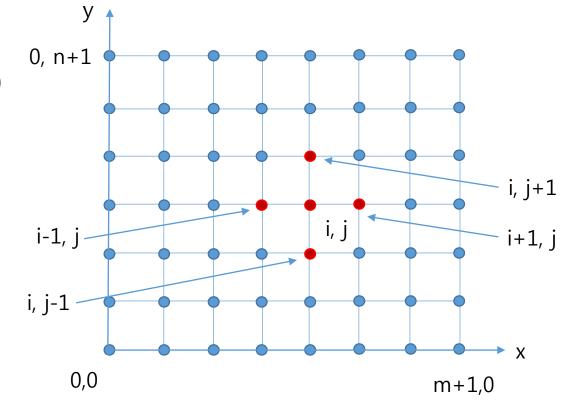
Laplace equation(Elliptic PDE)

When boundary conditions are given, this problem describes the distribution of heated plate's temperature. by using finite difference expression,

$$\frac{\partial^2 T}{\partial x^2} = \frac{T_{i+1,j} - 2T_{i,j} + T_{i-1,j}}{\Delta x^2}$$

$$\frac{\partial^2 T}{\partial y^2} = \frac{T_{i,j+1} - 2T_{i,j} + T_{i,j-1}}{\Delta y^2}$$

then the PDE is written as

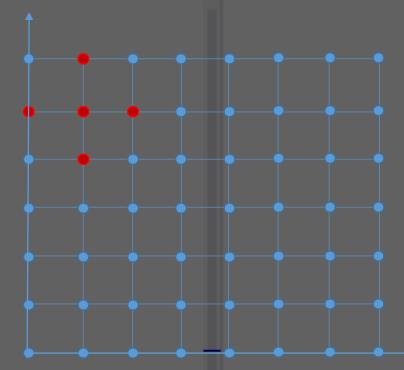


$$\frac{T_{i+1,j} - 2T_{i,j} + T_{i-1,j}}{\Delta x^2} + \frac{T_{i,j+1} - 2T_{i,j} + T_{i,j-1}}{\Delta y^2} = 0$$

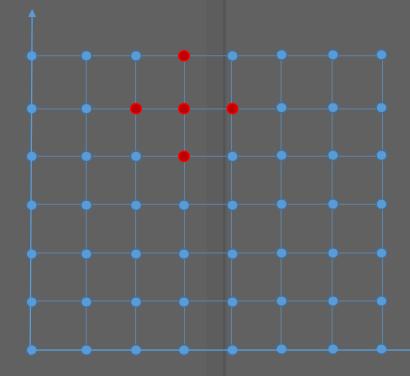
$$T_{i+1,j} + T_{i-1,j} + T_{i,j+1} + T_{i,j-1} - 4T_{i,j} = 0$$
 when  $\Delta x = \Delta y$ 

Laplacian difference equation

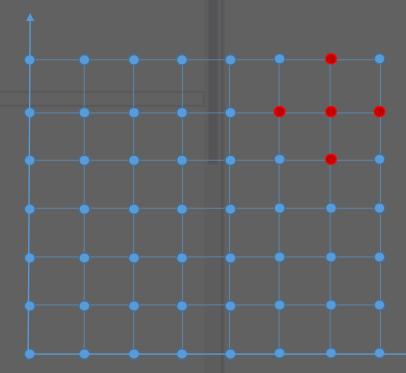
```
71
          /*confirming that the dynamic allocation is well performed*/
72
          print2Darray(A,N*N,N*N);//this function receives the dynamically allocated array and show it.
          print2Darray(T,N,N);
74
          print1Darray(b,N*N);
77
          /*T[i+1][j]+T[i-1][j]+T[i][j+1]+T[i][j-1] - 4*T[i][j] == 0*/
          for(i=1;i<N+1;i++)</pre>
78
79
              for(j=1;j<N+1;j++)</pre>
 80
 81
                  if(i!=1 && i!=N && j!=1 && j!=N)//case1
 82
 83
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 84
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 85
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
 86
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 87
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 88
 89
 90
                  else if(i==1 && j==N)//case2
 91
 92
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 93 🖹
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 94
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
 95
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 96
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 97
                      b[(j-1)*N+i-1]=Tleft+Tupper;
 98
 99
100
101
102 🖹
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
103
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
104
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
105
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
106
                      b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
                  else if(i==N && j==N)//case4
109
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
114
                      A[/i_1\*Nii-1][/i_1\*Nii-1]=4.//middla
```



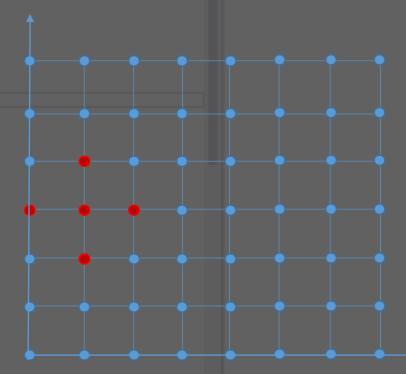
```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                         //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                         b[(j-1)*N+i-1]=Tleft;
    134
   135
                      else if(i==N && j!=N && j!=1)//case7
   136
    137
                         //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    138
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    139
    140
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   141
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
   142
                         h[(i-1)*N+i-1]=Tright:
    143
   144
                      else if(j==N && i!=1 && i!=N)//case8
    145
    146
                         A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    147
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
   148
                         //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    149
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   150
    151
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                         b[(j-1)*N+i-1]=Tupper;
    152
   153
                      else if(i==1 && i!=1 && i!=N)//case9
    154
    155
   156
                         A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    157
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    158 🖹
                         //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   159
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
   160
                         b[(j-1)*N+i-1]=Tlower;
    161
    162
                      else
    163
                     printf("error%d%d:none of cases chosen!\n",i,j);
    164
   165
   166
    167
             printf("values of A, b are substituted well!\n");
             /*confirming that substitution is well performed*/
             printf("[A|b] is initialized as\n");
100 % - 4
```



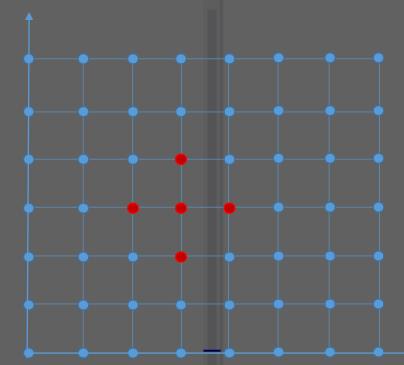
```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                     //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                     //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
                  else if(i==N && j==N)//case4
109
110
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
111
112 E
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
113
114
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
115
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
116
                      p[(J-1).M+1-1]=Labber+LLight;
117
                  else if(i==N && j==1)//case5
118
119
120
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
121
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
122
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
123
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
124
                      b[(j-1)*N+i-1]=Tright+Tlower;
125
126
127
128
129 🖹
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
130
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
131
132
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
133
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tleft;
134
135
                  else if(i==N && j!=N && j!=1)//case7
136
137
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
138
139
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                     A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tright;
144
                  else if(i==N && i!=1 && i!=N)//case8
```



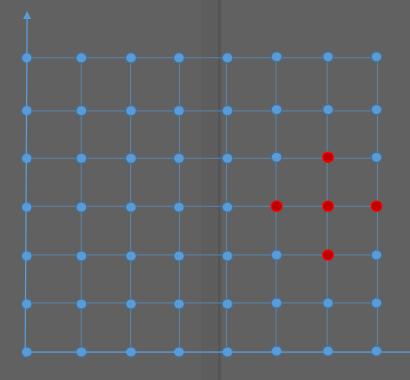
```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                     //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                     //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                     A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                     b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
                  else if(i==N && j==N)//case4
109
110
111
                     //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
112 E
                     A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
113
114
                     A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
115
                     A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                     b[(j-1)*N+i-1]=Tupper+Tright;
116
117
                  else if(i==N && j==1)//case5
118
119
120
                     //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
121
                     A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
122
                     //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
123
124
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
125
                      D[(j-1) NT1-1]-HigherTlower,
126
                  else if(i==1 && j!=N && j!=1)//case6
127
128
129 Ė
                     A[(i-1)*N+j-1][i*N+j-1]=-1;//right
130
                     //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
131
                     A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
132
133
                     A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                     b[(j-1)*N+i-1]=Tleft;
134
135
136
137
                     //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
138
139
                     A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                     A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                     A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                     b[(j-1)*N+i-1]=Tright;
144
                  else if(i==N && i!=1 && i!=N)//case8
```



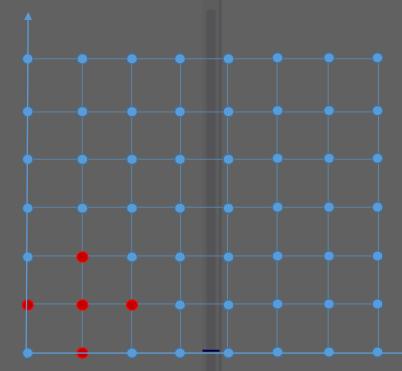
```
71
         /*confirming that the dynamic allocation is well performed*/
72
         print2Darray(A,N*N,N*N);//this function receives the dynamically allocated array and show it.
         print2Darray(T,N,N);
74
          print1Darray(b,N*N);
77
          /*T[i+1][j]+T[i-1][j]+T[i][j+1]+T[i][j-1] - 4*T[i][j] == 0*/
         for(i=1;i<N+1;i++)</pre>
78
79
 80
              for(i=1.i<N+1.i++)
 81
                  if(i!=1 && i!=N && j!=1 && j!=N)//case1
 82
 83
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 84
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 85
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
 86
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 87
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 88
                      b[(j-1)*N+i-1]=0;//research needed on the reason why b's index is reversed.
 89
 90
                  else if(i==1 && i==N)//case2
 91
 92
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 93 E
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 94
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
 95
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 96
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 97
                      b[(j-1)*N+i-1]=Tleft+Tupper;
 98
 99
                  else if(i==1 && j==1)//case3
100
101
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
102
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
103
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
104
105
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
106
                      b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
                  else if(i==N && j==N)//case4
109
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                     A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
114
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[/i_1\*Nii-1][/i_1\*Nii-1]=4.//middla
```



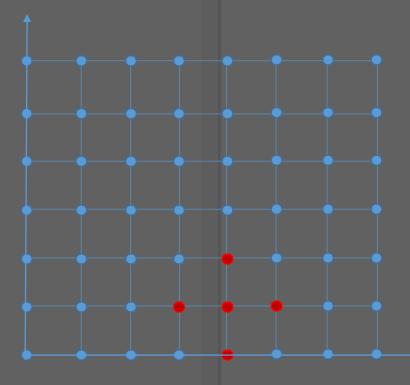
```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                         //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                          A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                          b[(j-1)*N+i-1]=Tleft;
    134
   135
                      else if(i==N && j!=N && j!=1)//case7
   136
    137
                          //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    138
                          A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    139
                          A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    140
   141
                          A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                          A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
   142
    143
                          υ[(<u>) 1) Νιί 1]-Ιιίβ</u>ιίς,
   144
                      else if(j==N && i!=1 && i!=N)//case8
    145
    146
                          A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    147
                          A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
   148
                          //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    149
                          A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   150
    151
                          A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                          b[(j-1)*N+i-1]=Tupper;
    152
   153
    154
    155
                          A[(i-1)*N+j-1][i*N+j-1]=-1;//right
   156
                          A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    157
                          A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    158 🖹
                          //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   159
                          A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
   160
    161
                          b[(j-1)*N+i-1]=Tlower;
    162
                      else
    163
                     printf("error%d%d:none of cases chosen!\n",i,j);
    164
   165
   166
             printf("values of A, b are substituted well!\n");
    167
             /*confirming that substitution is well performed*/
              printf("[A|b] is initialized as\n");
100 % - 4
```



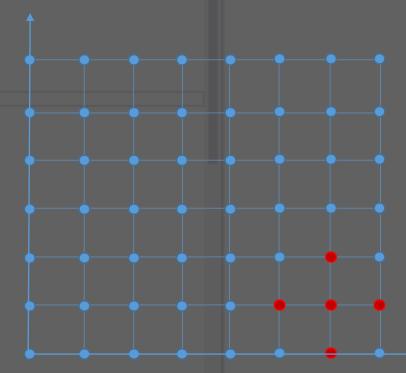
```
71
          /*confirming that the dynamic allocation is well performed*/
72
          print2Darray(A,N*N,N*N);//this function receives the dynamically allocated array and show it.
74
          print2Darray(T,N,N);
          print1Darray(b,N*N);
77
          /*T[i+1][j]+T[i-1][j]+T[i][j+1]+T[i][j-1] - 4*T[i][j] == 0*/
          for(i=1;i<N+1;i++)</pre>
78
79
 80
              for(j=1;j<N+1;j++)</pre>
 81
                  if(i!=1 && i!=N && j!=1 && j!=N)//case1
 82
 83
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 84
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 85
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
 86
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 87
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 88
                      b[(j-1)*N+i-1]=0;//research needed on the reason why b's index is reversed.
 89
 90
                  else if(i==1 && j==N)//case2
 91
 92
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
 93 E
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
 94
 95
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
 96
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
 97
 98
                      b[(]-1)*N+1-1]=|left+|upper;
 99
                  else if(i==1 && j==1)//case3
100
101
102 🖹
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
103
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
104 E
105
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
106
                      b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
109
                  eise it(1==N && ]==N)//case4
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
114
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[/i_1\*Nii-1][/i_1\*Nii-1]=4.//middla
```

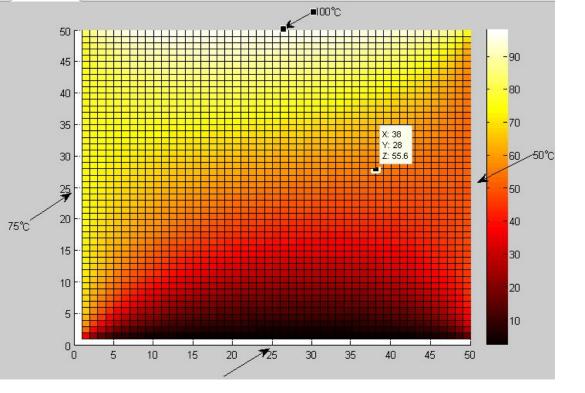


```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                         //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                         b[(j-1)*N+i-1]=Tleft;
    134
   135
                      else if(i==N && j!=N && j!=1)//case7
   136
    137
                         //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    138
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    139
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    140
    141
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
    142
                         b[(j-1)*N+i-1]=Tright;
    143
    144
                     else if(j==N && i!=1 && i!=N)//case8
    145
    146
                         A[(i-1)*N+j-1][i*N+j-1]=-1;//right
    147
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
    148
                         //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    149
                         A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   150
    151
                          A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                          h[/i-1)*N+i-1]=Tunner:
    152
   153
                      else if(j==1 && i!=1 && i!=N)//case9
    154
    155
                         A[(i-1)*N+j-1][i*N+j-1]=-1;//right
   156
                         A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
   157
                         A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
    158 🖹
                         //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
   159
                         A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
   160
    161
                         b[(j-1)*N+i-1]=Tlower;
   162
    163
                      printf("error%d%d:none of cases chosen!\n",i,j);
    164
   165
   166
    167
             printf("values of A, b are substituted well!\n");
             /*confirming that substitution is well performed*/
             printf("[A|b] is initialized as\n");
100 % - 4
```



```
A[(i-1)*N+j-1][i*N+j-1]=-1;//right
                     //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                     A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tleft+Tlower;
107
108
                  else if(i==N && j==N)//case4
109
110
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
111
112 E
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      //A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
113
114
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
115
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
116
                      b[(J-1)"N+1-1]=Tupper+Trignt;
117
                  else if(i==N && j==1)//case5
118
119
120
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
121
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
122
                      //A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
123
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
124
                      b[(j-1)*N+i-1]=Tright+Tlower;
125
126
127
                  eise in(i==i œœ j:=N œœ j:=i)//caseo
128
129 🖹
                      A[(i-1)*N+j-1][i*N+j-1]=-1;//right
130
                      //A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
131
132
                      A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
133
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tleft;
134
135
                  else if(i==N && j!=N && j!=1)//case7
136
137
                      //A[(i-1)*N+j-1][i*N+j-1]=-1;//right
138
139
                      A[(i-1)*N+j-1][(i-2)*N+j-1]=-1;//left
                      A[(i-1)*N+j-1][(i-1)*N+j]=-1;//upper
                     A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tright;
144
                  else if(i==N && i!=1 && i!=N)//case8
```





Ex. For 4 by 4 grid Equation for (1,1) is

$$T_{21} + T_{01} + T_{12} + T_{10} - 4T_{11} = 0$$

and the boundary conditions are

$$T_{10} = 0$$
,  $T_{01} = 75$   
 $\Rightarrow -4T_{11} + T_{12} + T_{21} = -75$ 

With the same logic, augmented matrix for the whole Equations is

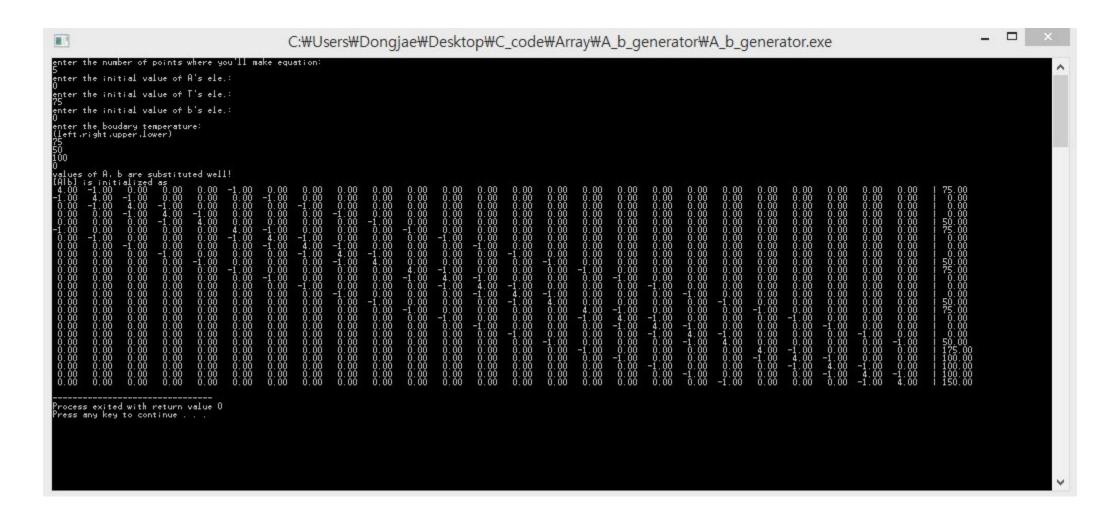
```
C:₩Users₩Dongjae₩Desktop₩C code₩Array₩A b generator₩A b generator
enter the number of points where you'll make equation:
enter the initial value of A's ele.:
enter the initial value of T's ele.:
enter the initial value of b's ele.:
enter the boudary temperature:
(left,right,upper,lower)
[A¦b] is initialized as
                                                                  1 75.00
                            -1.00
                                    0.00
                                            0.00
                                                          0.00
                                   -1.00
                                            0.00
                                                   0.00
               4.00
                             0.00
                                                          0.00
                                                                  : 50.00
                            -1.00
                      4.00
                                    0.00
                                                          0.00
                                                                  1 75.00
               0.00
                     -1.00
                             4.00
                                   -1.00
                                                          0.00
                                                                    0.00
0.00
             -1.00
                            -1.00
                                     4.00
                                                         -1.00
                                                                  : 50.00
0.00
                                                          0.00
                                                                  175.00
        0.00
                                                         -1.00
                                                                  1 100.00
                                                                  1 150.00
Process exited with return value 0
```

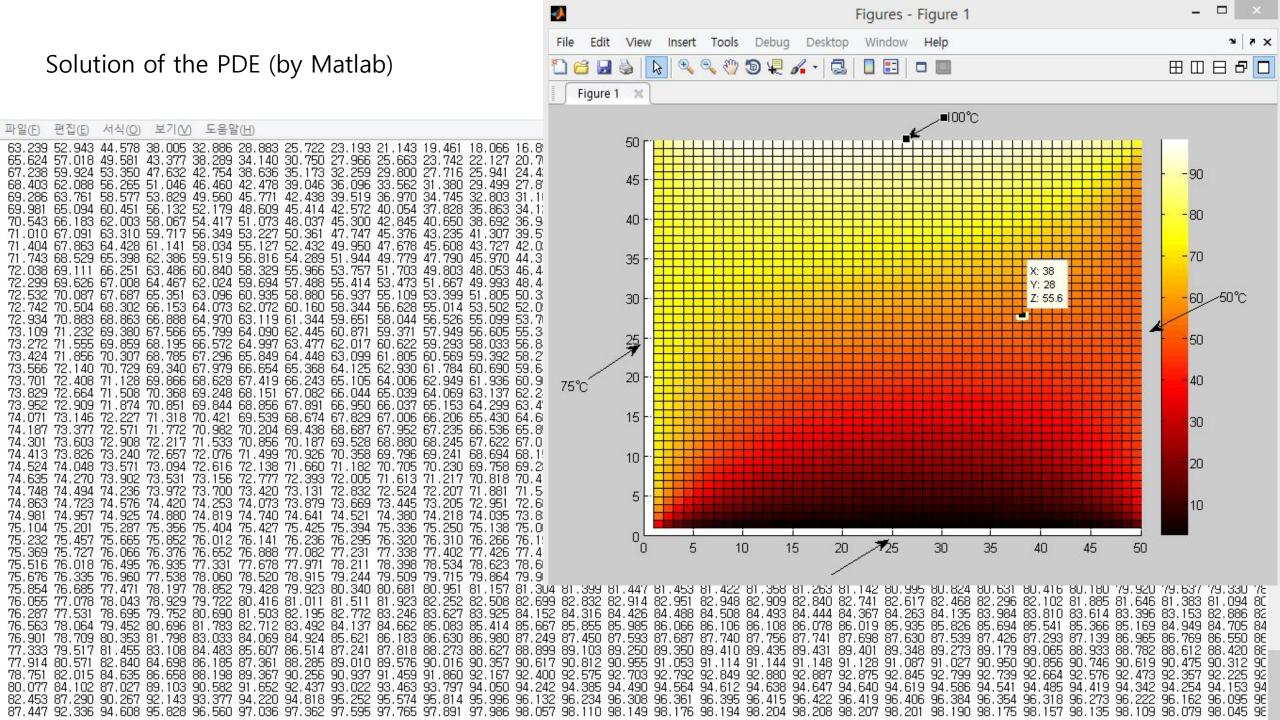
```
//A[(i-1)*N+j-1][(i-1)*N+j-2]=-1;//lower
                      A[(i-1)*N+j-1][(i-1)*N+j-1]=4;//middle
                      b[(j-1)*N+i-1]=Tlower;
                  else
                  printf("error%d%d:none of cases chosen!\n",i,j);
181
182
          printf("values of A, b are substituted well!\n");
183
184
          /*confirming that substitution is well performed*/
185
          printf("[A|b] is initialized as\n");
186
          /*for(k=0;k<N*N;k++)
187 🖹
188
              for(1=0;1<N*N;1++)
189
190
                  printf(" %6.3f",A[k][1]);
191
192
              printf(" | %5.3f\n",b[k]);
193
          }*/
194
195
          /*Solving AT=b using jacobi method*/
196
          for(k=0;k<100000;k++)
197
198
199
              deltaT = 0;
              for(i=1;i<N+1;i++)</pre>
200
201
                  for(j=1;j<N+1;j++)</pre>
202
203
                      Tnew[i-1][j-1] = T[i-1][j-1] + (b[(j-1)*N+i-1] - sigma(A,T,i,j,N))/A[(i-1)*N+j-1][(i-1)*N+j-1];
204
                      deltaT += fabs((Tnew[i-1][j-1] - T[i-1][j-1])/T[i-1][j-1]);
205
206
207
208
209 E
              x1new = x[0] + (B[0]-sigma(A,3,x,3,1,3))/A[0][0]; //iterative process
210
              x2new = x[1] + (B[1]-sigma(A,3,x,3,2,3))/A[1][1];
211
              x3new = x[2] + (B[2]-sigma(A,3,x,3,3,3))/A[2][2];
212
213
              */
214
              if(deltaT < eps)// convergence criterion</pre>
                  printf("solution converged!!\n");
                  print2Darray(T,N,N);
                  break:
```

Using Jacobi method, solve the equation **AT** = **b** 

```
x1new = x[0] + (B[0]-sigma(A,3,x,3,1,3))/A[0][0]; //iterative process
             x2new = x[1] + (B[1]-sigma(A,3,x,3,2,3))/A[1][1];
             x3new = x[2] + (B[2]-sigma(A,3,x,3,3,3))/A[2][2];
             */
213
214
             if(deltaT < eps)// convergence criterion</pre>
215
216
                                                                                                                        Using Jacobi method, solve the
                 printf("solution converged!!\n");
217
                 print2Darray(T,N,N);
218
219
                 break;
                                                                                                                        equation AT = b
220
             else if(k==99999)
221
                 printf("solution not converged!!\n");
222
223
             for(i=1;i<N+1;i++)</pre>
224
225
                                                                                     ■ C:\Users\Dongjae\Desktop\C_code\Array\Jacobi_Method\Jacobi_metho...
                 for(j=1;j<N+1;j++)
226
                                                                                     iteration 1 : x= (3.116667e+000, -2.614286e+000, 7.090000e+000)
227
                                                                                     iteration 2 : x= (3.002190e+000, -2.497810e+000, 6.994214e+000)
228
                     T[i-1][j-1] = Tnew[i-1][j-1];
                                                                                     iteration 3 : x= (2.999687e+000, -2.500279e+000, 6.999978e+000)
229
                                                                                     iteration 4 : x= (2.999989e+000, -2.499996e+000, 7.000004e+000)
230
                                                                                     iteration 5 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
             printf("iteration %d, change : %5.3f\n",k+1,deltaT);
231
                                                                                     iteration 6 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
232
                                                                                     iteration 7 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
233
                                                                                     iteration 8 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
234
                                                                                     iteration 9 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
         /*freeing the memories dynamically allocated on 'heap' area*/
235
                                                                                     iteration 10 : x= (3.000000e+000, -2.500000e+000, 7.000000e+000)
         for(k=0;k<N;k++)
                                                                                     iteration 11 : x = (3.0000000e + 000, -2.5000000e + 000, 7.0000000e + 000)
236
                                                                                     iteration 12 : x= <3.000000e+000, -2.500000e+000, 7.000000e+000)
237
         free(T[k]),free(A[k]);
                                                                                     iteration 13 : x= <3.000000e+000, -2.500000e+000, 7.000000e+000)
238
                                                                                     solution converged!!
         free(T),free(A),free(b);
239
                                                                                     x1 = 3.0000000e + 000
240
                                                                                     x2 = -2.5000000e + 0000
241
         return 0;
                                                                                     x3 = 7.0000000e + 000
242
                                                                                     change : 0.000000e+000
243
```

## Calculation for the system where more grids are applied (25 by 25)





References

Richard G. Rice, Applied Mathematics And Modeling For Chemical Engineers 2<sup>nd</sup> edition

Steven C. Chapra et al., Numerical Methods for Engineers 6<sup>th</sup> edition