wave_Devito

May 20, 2017

0.0.1 Wave Equation

Problem setting: one-dimensional waves on a string of length L

$$\frac{d^2u}{dt^2} = c^2 \frac{d^2u}{dx^2} x \in (0, L), t \in (0, T]$$

with two initial conditions:

1. the initial shape of the string

$$u(x,0) = I(x)$$

2. reflecting that the initial velocity of the string is zero

$$\frac{d}{dt}u(x,0) = 0$$

and boundary conditions:

$$u(0,t) = 0$$

$$u(L,t) = 0$$

The constant c and the function I(x) must be prescribed Concrete example

$$u(x,0) = A\sin(\frac{\pi}{L}x)$$

$$u_e(0,t) = u_e(L,t) = 0$$

analytic solution is

$$u_e(x, y, t) = A \sin(\frac{\pi}{L}x) \cos(\frac{\pi}{L}ct)$$

```
In [1]: import numpy as np
    def initial(A, x):
        return A * np.sin((np.pi/L)*x)

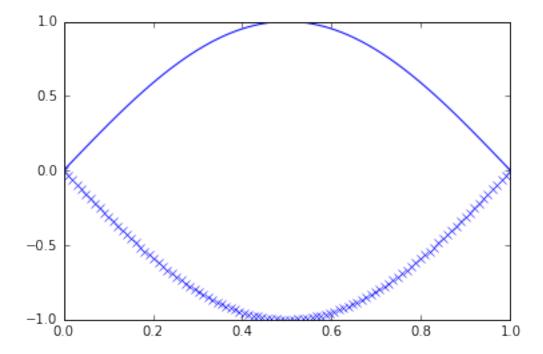
def analytic(A,x,c, t):
    return A * np.sin((np.pi/L)*x)*np.cos((np.pi/L)*c*t)
```

```
A = 1.
L = 1
c = 1
x = np.linspace(0,1,100)
y0 = initial(A, x)
y = analytic(A, x, c, 1)
```

In [2]: import matplotlib.pyplot as plt

```
%matplotlib inline
plt.plot(x,y0,'b')
plt.plot(x,y, 'x')
```

Out[2]: [<matplotlib.lines.Line2D at 0x105578908>]



In [3]: from IPython.core.display import HTML #css_file = 'https://raw.githubusercontent.com/ngcm/training-public/master, #HTML(url=css_file)

In [4]: from matplotlib import animation

```
# First set up the figure, the axis, and the plot element we want to animal
fig = plt.figure()
ax = plt.axes(xlim=(0, 1), ylim=(-2,2))
line, = ax.plot([], [], lw=2)
```

```
# initialization function: plot the background of each frame
def init():
    line.set_data([], [])
    return line,
# animation function. This is called sequentially
def animate(i):
    c = 1
    x = np.linspace(0, 1, 500)
    #t = i/100.
    y = A * np.sin((np.pi/L)*x)*np.cos((np.pi/L)*c*i)
    line.set_data(x, y)
    return line,
 2.0
 1.5
 1.0
 0.5
 0.0
-0.5
```

In [5]: HTML(animation.FuncAnimation(fig, animate, init_func=init, interval=200, fig)
Out[5]: <IPython.core.display.HTML object>

0.6

0.8

1.0

Discretization

-1.0

-1.5

-2.0 L 0.0

0.2

$$\frac{u_i^{n+1} - 2u_i^n + u_i^{n-1}}{\delta t^2} = c^2 \frac{u_{i+1}^n - 2u_i^n + u_{i-1}^n}{\delta x^2}$$

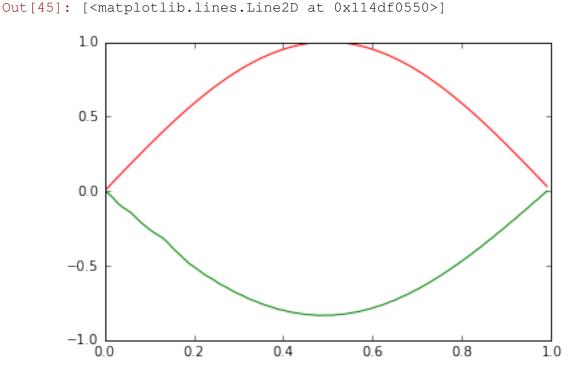
$$u_i^{n+1} = 2u_i^n - u_i^{n-1} + C^2 (u_{i+1}^n - 2u_i^n + u_{i-1}^n)$$

$$C = c \frac{\delta t}{\delta x}$$

0.4

```
In [6]: Nt = 100
       Nx = 100
        x, dx = np.linspace(0, 1, Nx, retstep=True)
        t, dt = np.linspace(0,1, Nt, retstep=True)
        c=1
        C = c *dt/dx
In [42]: from devito import TimeData, Operator
         from sympy import Eq, solve
         from sympy.abc import h, s
         Nt = 500
         L = 1
         dx = 0.01
         x = np.arange(0, L, dx)
         #dt = 1e-9
         dt = 0.009
         c=1
         #initial condition
         u0 = initial(A, x)
         #first step, du/dt = 0 ---> u_i_n-1 \& u_i_n+1 are equal, v=0
         u1 = np.zeros_like(u0)
         u1[1:-1] = 2 * u0[1:-1] - u0[1:-1] + C**2 * (u0[2:] -2*u0[1:-1]+u0[0:-2])
         nx = len(x)
         # Allocate the grid and set initial condition
         # Note: This should be made simpler through the use of defaults
         u = TimeData(name='u', shape=(nx, ), time_order=2, space_order=2,time_dim=
         u.data[0, :] = u0[:]
         u.data[1, :] = u1[:]
In [43]: (0.009**2)/dx**2
Out [43]: 0.809999999999998
In [44]: # Derive the stencil according to devito conventions
         eqn = Eq(u.dt2, c * u.dx2)
         stencil = solve(eqn, u.forward)[0]
         op = Operator([Eq(u.forward, stencil)], subs={h: dx, s: dt})
         # Execute the generated Devito stencil operator
         op.apply(u=u)
DSE: <filter object at 0x114d8c780> [flops: 7, elapsed: 0.00] >>
     <filter object at 0x114dfcb00> [flops: 7, elapsed: 0.00] >>
```

<filter object at 0x114d8c780> [flops: 7, elapsed: 0.00] >>



plt.plot(x,u.data[350,:], '-g')

-1.0

-1.5

-2.0 L 0.0

0.2

0.4

In [47]: HTML(animation.FuncAnimation(fig,do_steps, range(Nt),interval=10).to_html5
Out[47]: <IPython.core.display.HTML object>
In []:

0.6

0.8

1.0