# SEMT30002 Scientific Computing and Optimisation

## Week 3 Demos: 1D diffusion equations

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- In these demos, we showcase how the explicit and implicit Euler methods can be used to solve diffusion and reaction-diffusion equations.
- We start by importing some packages

```
In [1]: # importing packages
import numpy as np
import matplotlib.pyplot as plt
import matplotlib.animation as animation

# needed for animations in Jupyter notebook
%matplotlib notebook
```

## Example 1 - explicit Euler

 We'll first look at how to use the explicit Euler method to solve the standard diffusion equation given by

$$\frac{\partial u}{\partial t} = D \frac{\partial^2 u}{\partial x^2}.$$

• The boundary and initial conditions are given by

$$u(a,t)=lpha,\quad u(b,t)=eta,\quad u(x,0)=f(x).$$

We will take a=0 and b=1;  $\alpha=1$  and  $\beta=0$ ; and f(x)=0.

### **Approach**

- The explicit Euler method will be implemented using nested for loops.
  - One loop is for time points, and the other loop is for grid points
- This approach does not take advantage of vectorisation so it is slow, but it's relatively straightforward to code up
- The first thing we do is define the problem parameters:

```
In [2]:
    Define problem parameters
"""

# Diffusion coefficient
D = 0.5

# Start and end of the spatial domain
a = 0
b = 1

# Dirichlet boundary values
alpha = 1.0
beta = 0.0

# Initial condition using lambda (anonymous) functions
f = lambda x: np.zeros(np.size(x))
```

- The next thing we'll do is define the spatial grid.
- It is helpful to define the spatial grid first because this will determine the maximum time step that can be used with Euler's method

- We now compute the maximum size of the time step.
- This occurs when  $C=D\Delta t/(\Delta x)^2=1/2$ .
- So we first define  $C_{\rm max}=1/2$ :

```
In [4]: # Numerical constant that determines stability
C_max = 0.5
```

 $\bullet \;$  From this value of C we can compute the maximum value that the time step can be:

```
In [5]: dt_max = C_max * dx**2 / D
print(f'The largest time step can be {dt_max:.2e}')
```

The largest time step can be 2.50e-03

- We'll use a slightly smaller value of the time step to ensure stability.
- Moreover, we'll solve the problem until t=1.
- We now discretise the time variable:

500 time steps will be needed

- Now that all of the variables have been defined, we can start solving the PDE using the explicit Euler method
- Recall that a for loop will be used to update the solution at each interior grid point
- We only loop over interior grid points because two Dirichlet boundary conditions are imposed

```
In [7]:
            Time stepping using Euler's method
        # Pre-allocate the solution array. Rows are for space, columns for time
        u = np.zeros((N-1, N time + 1))
        # Set the first column of the solution array to the initial condition
        u[:, 0] = f(x int)
        # loop over the time steps
        for n in range(N time):
            # loop over the grid
            for i in range(0, N-1):
                if i == 0:
                    u[0, n+1] = u[0, n] + C * (u[1, n] - 2 * u[0, n] + alpha)
                if 0 < i and i < N-2:
                    u[i, n+1] = u[i, n] + C * (u[i+1,n] - 2 * u[i, n] + u[i-1, n])
                else:
                    u[N-2, n+1] = u[N-2, n] + C * (beta - 2 * u[N-2, n] + u[N-3, n])
```

- We can use the animation module from matplotlib to create animations of the solution.
- We plot u as a function of space (x) and animate over time t
- If using VS Code, animations can be created without the animation module using the plt.pause and plt.clf functions from Matplotlib

```
In [9]:
    animate the solution

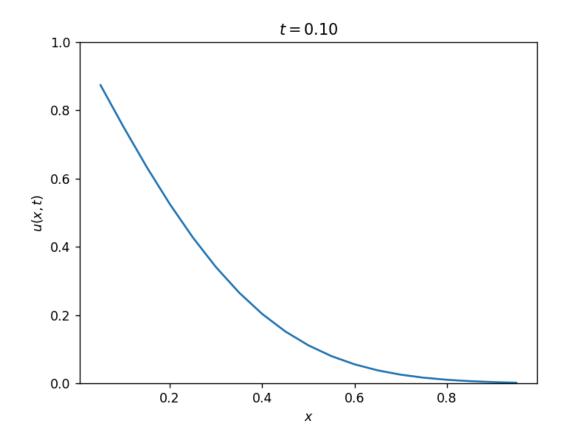
"""

fig, ax = plt.subplots()
    ax.set_ylim(0, 1)
    ax.set_xlabel(f'$x$')
    ax.set_ylabel(f'$u(x,t)$')

line, = ax.plot(x_int, u[:, 0])

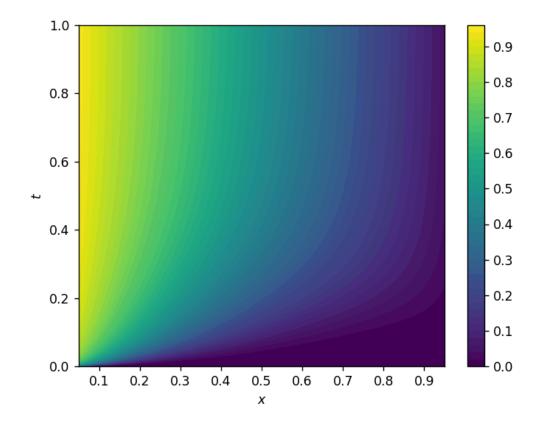
def animate(i):
    line.set_data((x_int, u[:, i]))
    ax.set_title(f'$t = {t[i]:.2f}$')
    return line

ani = animation.FuncAnimation(fig, animate, frames=N_time, blit=True, intervplt.show()
```



We can also create a contour plot to see the entire spatio-temporal evolution of the solution:

```
In [10]: plt.contourf(x_int, t, u.T, 50)
    plt.xlabel('$x$')
    plt.ylabel('$t$')
    plt.colorbar()
    plt.show()
```



## Numerical blow up - choosing the wrong time step

- Although the explicit Euler method is simple, there is a strict restriction on the maximum size of the time step.
- This demo will now look at what happens when a time step that is too large is used with explicit Euler.
- Recall that the max time step is given by:

```
In [8]: C_max = 1/2
dt_max = C_max * dx**2 / D
print(f'The time step can be at most {dt_max:.2e}')
```

The time step can be at most 2.50e-03

- We'll now set the time step to be larger than this.
- Again, we'll attempt to solve the PDE until t=1.

```
In [10]: # time discretistation
dt = 5.0e-3  # compute the time step
t_final = 1  # final time in the simulation
```

```
N_time = int(t_final / dt)  # compute the number of time steps
t = dt * np.arange(N_time + 1)  # compute time points

# Recalculate the constant C
C = D * dt / dx**2

# print some info about the time steps
print(N_time, 'time steps will be needed')
print(f'The value of C is {C:.2f}')
```

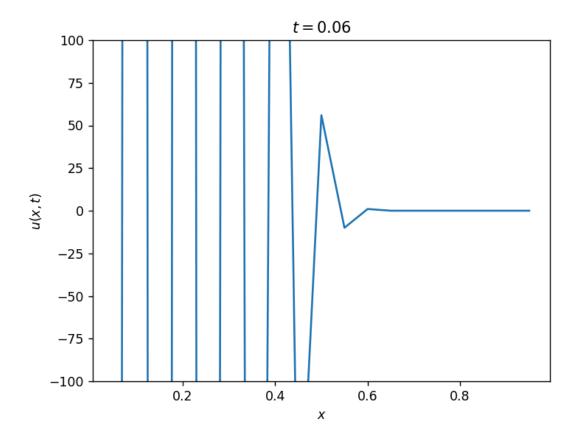
200 time steps will be needed The value of C is 1.00

• Now we'll re-solve the problem using explicit Euler:

```
0.000
In [11]:
             Time stepping using Euler's method
         # Pre-allocate the solution array. Rows are for space, columns for time
         u = np.zeros((N-1, N time + 1))
         # Set the first column of the solution array to the initial condition
         u[:, 0] = f(x int)
         # loop over the time steps
         for n in range(N time):
             # loop over the grid
             for i in range(0, N-1):
                 if i == 0:
                     u[0, n+1] = u[0, n] + C * (u[1, n] - 2 * u[0, n] + alpha)
                 if 0 < i and i < N-2:
                     u[i, n+1] = u[i, n] + C * (u[i+1,n] - 2 * u[i, n] + u[i-1, n])
                 else:
                     u[N-2, n+1] = u[N-2, n] + C * (beta - 2 * u[N-2, n] + u[N-3, n])
```

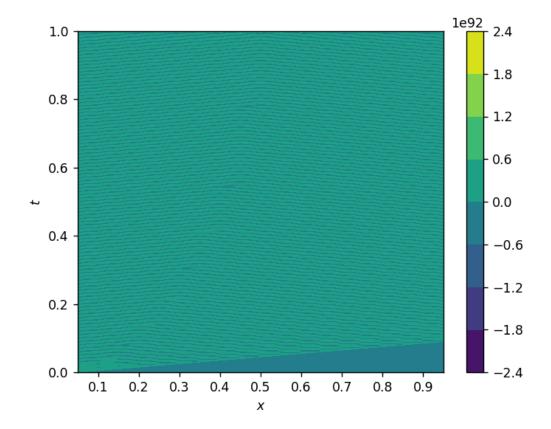
• Animating the solution shows that it becomes oscillatory, and the oscillation amplitude grows exponentially in time

```
return line
ani = animation.FuncAnimation(fig, animate, frames=30, blit=True, interval=1
plt.show()
```



A contour plot also slows that the magnitude of the solution is becoming extremely large (this is why we say the solution is blowing up)

```
In [15]: plt.contourf(x_int, t, u.T)
    plt.xlabel('$x$')
    plt.ylabel('$t$')
    plt.colorbar()
    plt.show()
```



## Example 2 - implicit Euler

- If we want to solve the diffusion equation with larger time steps,  $\Delta t > (\Delta x)^2/2D$ , then the implicit Euler method can be used.
- This involves solving a system of algebraic equations at each time step.
- In this demo we will solve the standard diffusion equation

$$\frac{\partial u}{\partial t} = D \frac{\partial^2 u}{\partial x^2}.$$

• The boundary and initial conditions will be

$$\left. rac{\partial u}{\partial x} 
ight|_{x=0} = 0, \qquad \left. rac{\partial u}{\partial x} 
ight|_{x=1} = 0, \qquad u(x,0) = 1 + \cos(2\pi x)$$

- Unlike in other demos, two Neumann boundary conditions are being applied to this problem
- We first define the problem parameters and then the grid

```
# Diffusion coefficient
D = 2

# Start and end of the spatial domain
a = 0
b = 1

# Initial condition using lambda (anonymous) functions
f = lambda x: 1 + np.cos(2 * np.pi * x)
```

```
In [13]: # spatial grid N = 20 # number of grid points (minus one) x = np.linspace(a, b, N+1) # create the grid dx = (b - a) / N # grid size
```

 Now we calculate the largest time step that would be possible using the explicit Euler method

```
In [14]: C_max = 1/2
dt_max = C_max * dx**2 / D
print(f'The time step can be at most {dt_max:.2e}')
```

The time step can be at most 6.25e-04

- We will use a time step that more than 10 times larger than this.
- This would lead to blow-up if the explicit Euler method was used
- However, the implicit Euler method will remain stable

100 time steps will be needed The value of C is 8.00

- We will use NumPy's linalg.solve function to solve the linear algebraic system
- ullet Now we generate the matrix  ${f A}^{NN}$

```
In [16]: # Pre-allocate A^NN
A_NN = np.zeros((N+1, N+1))
```

- We also generate the boundary condition vector  $m{b}^{NN}$  , and the identity matrix  $m{I}$ .
- The boundary conditions are of the form  $\partial u/\partial x=0$ , so  $m{b}^{NN}$  is just an array of zeros.

```
In [17]: b_NN = np.zeros(N+1)
    I = np.eye(N+1)
```

We now start time stepping using the implicit Euler method

```
In [19]:
    Time stepping using implicit Euler's method

# Pre-allocate the solution array. Rows are for space, columns for time
u = np.zeros((N+1, N_time + 1))

# Set the first column of the solution array to the initial condition
u[:, 0] = f(x)

# loop over the time steps
for n in range(N_time):

# Solve the linear system
u[:,n+1] = np.linalg.solve(I - C * A_NN, C * b_NN + u[:,n])
```

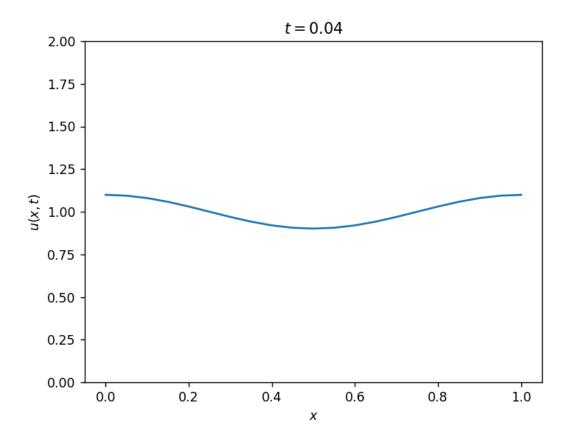
• As before, we animate the solution

```
ax.set_xlabel(f'$x$')
ax.set_ylabel(f'$u(x,t)$')

line, = ax.plot(x, u[:, 0])

def animate(i):
    line.set_data((x, u[:, i]))
    ax.set_title(f'$t = {t[i]:.2f}$')
    return line

ani = animation.FuncAnimation(fig, animate, frames=30, blit=True, interval=1 plt.show()
```



#### **Validation**

• For this problem it turns out that

$$\int_0^1 u(x,t)\,dx = 1$$

for all time.

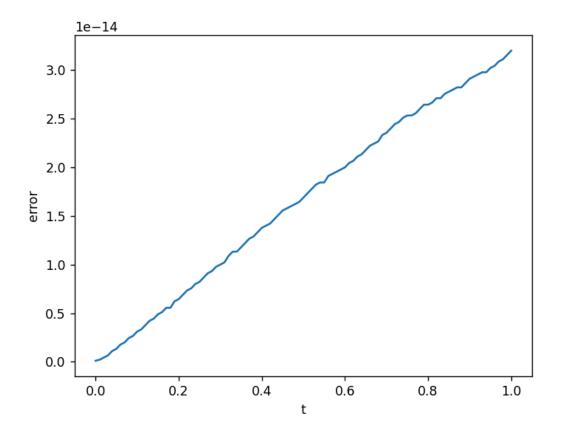
- ullet In this case, the integral of u is called the mean of u
- We can check this is true using NumPy's trapz function as a means of validating the code

```
In [24]: # Pre-allocate space for the integral (mean) of u
mean_u = np.zeros(N_time+1)

# Loop over each time point
for n in range(N_time+1):

    # calculate the integral
    mean_u[n] = np.trapz(u[:, n], x)
```

```
In [25]: # Plot the results
    plt.figure()
    plt.plot(t, np.abs(mean_u - 1))
    plt.xlabel('t')
    plt.ylabel('error')
    plt.show()
```



## Example 3 - the Allen-Cahn equation

• The Allen-Cahn equation is a nonlinear reaction-diffusion equation given by

$$rac{\partial u}{\partial t} = arepsilon^2 rac{\partial^2 u}{\partial x^2} + u - u^3$$

ullet Here, u is like a concentration, with u=-1 corresponding to pure water, u=1 corresponding to pure oil, and u=0 corresponding to a 50:50 mix of oil and water

- The initial condition will be  $u(x,0)=u_0(x)$ , where  $u_0(x)=0+\mathrm{noise}$ .
- The noise in the initial condition represents the fact there will be small fluctuations in the system.
- Noise is generated through an array of random numbers
- The boundary conditions are

$$\left.\frac{\partial u}{\partial x}\right|_{x=0,1}=0.$$

## **Approach**

- This PDE will be solved using the implicit Euler method
  - this requires solving a nonlinear algebraic system at each time step
  - the nonlinear system is solved using Newton's method
- This will be done using some modules I've created for solving PDEs
  - You don't have to do this, but I want to show you what is possible

```
In [20]: # import my modules for the unit
import finite_diff as fd
from pde_solvers import DiffusionEquation
```

• The boundary conditions are defined using a Python class:

```
In [21]: # Boundary conditions
bc_left = fd.BoundaryCondition('Neumann', lambda t: 0)
bc_right = fd.BoundaryCondition('Neumann', lambda t: 0)
```

• Then the space and time points are created using another class

```
In [22]: # Define the grid (space and time) grid = fd.SpaceTimeGrid(N = 150, a = 0, b = 1, t_0 = 0, T = 50, dt = 1e-1)
```

- The parameters in the problem are defined
- The only parameter is  $\varepsilon^2$ , which is equivalent to the diffusion coefficient

```
In [23]: # Define the parameter values
  eps = 1e-2
  pars = {"D": eps**2}
```

 Now Python functions that evaluate the initial condition and source terms are defined

```
In [24]: # Initial condition
    def u_0(x, pars):
        return le-3 * (2 * np.random.random(grid.N+1) - 1)

# Source term
    def q(u, x, pars):
        return u - u**3

# Derivative of source term wrt u (needed for Newton's method)
    def q_prime(u, x, pars):
        return 1 - 3 * u**2
```

- The DiffusionEquation class generates the algebraic system for diffusion equations
  - All of the data structures are then stored in an object
- The algebraic system is then solved by calling the solve method

```
In [25]: # Define the PDE and solve
pde = DiffusionEquation(grid, bc_left, bc_right, u_0, pars, q, q_prime)
u = pde.solve(method = "implicit_Euler")
```

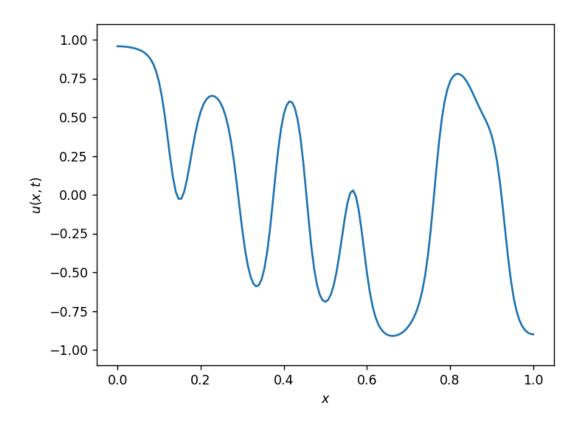
• Now the solution is visualised

```
In [29]: # Animate the solution
fig, ax = plt.subplots()
ax.set_ylim(-1.1, 1.1)
ax.set_xlabel('$x$')
ax.set_ylabel('$u(x,t)$')

line, = ax.plot(grid.x, u[:, 0])

def animate(i):
    line.set_data((grid.x, u[:, i]))
    return line

ani = animation.FuncAnimation(fig, animate, frames=grid.Nt, blit=True, interplt.show()
```



```
In [30]: plt.figure()
   plt.contourf(grid.x, grid.t, u.T, 50)
   plt.xlabel('$x$')
   plt.ylabel('$t$')
   plt.colorbar()
   plt.show()
```

