

# *Numerical Analysis & Scientific Computing II*

## *Module 1*

# *Introduction*

*1.1 Computing vs scientific computing?*

*1.2 Pre-requisites*



*Akash Anand*  
MATH, IIT KANPUR

# *Numerical Analysis & Scientific Computing II*

## *Module 1*

# *Introduction*

### ***1.1 Computing vs scientific computing?***

### *1.2 Pre-requisites*



# ***Introduction: Computing vs scientific computing***



*What is scientific computing?*

# ***Introduction: Computing vs scientific computing***



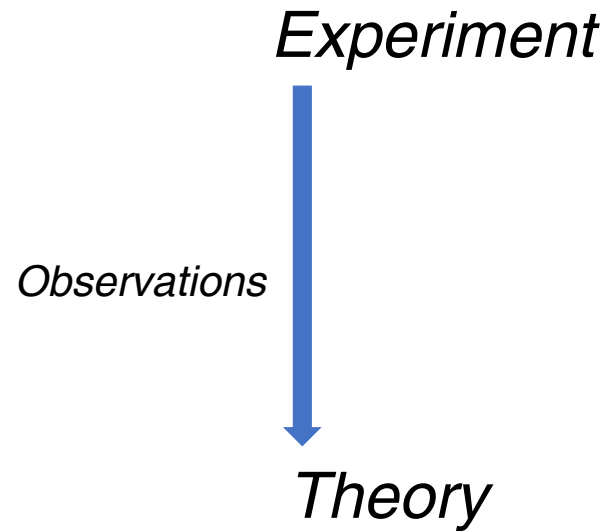
*What is scientific computing?*

*Scientific method*

# *Introduction: Computing vs scientific computing*

*What is scientific computing?*

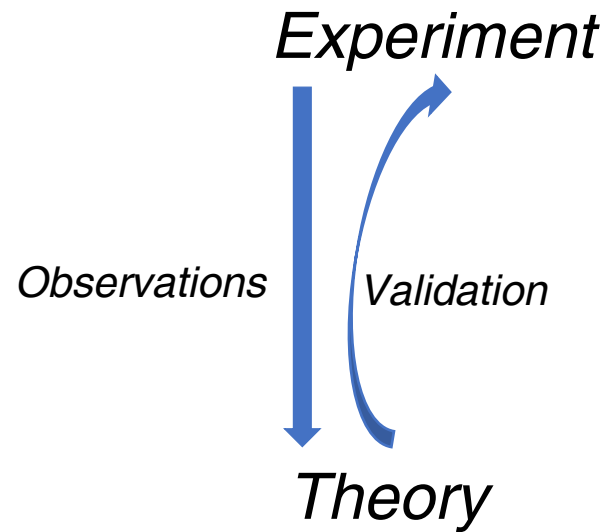
*Scientific method*



# *Introduction: Computing vs scientific computing*

*What is scientific computing?*

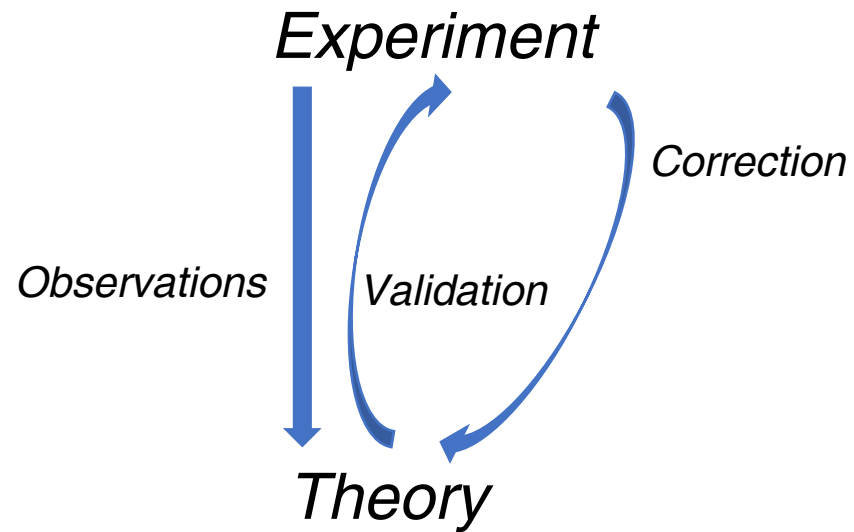
*Scientific method*



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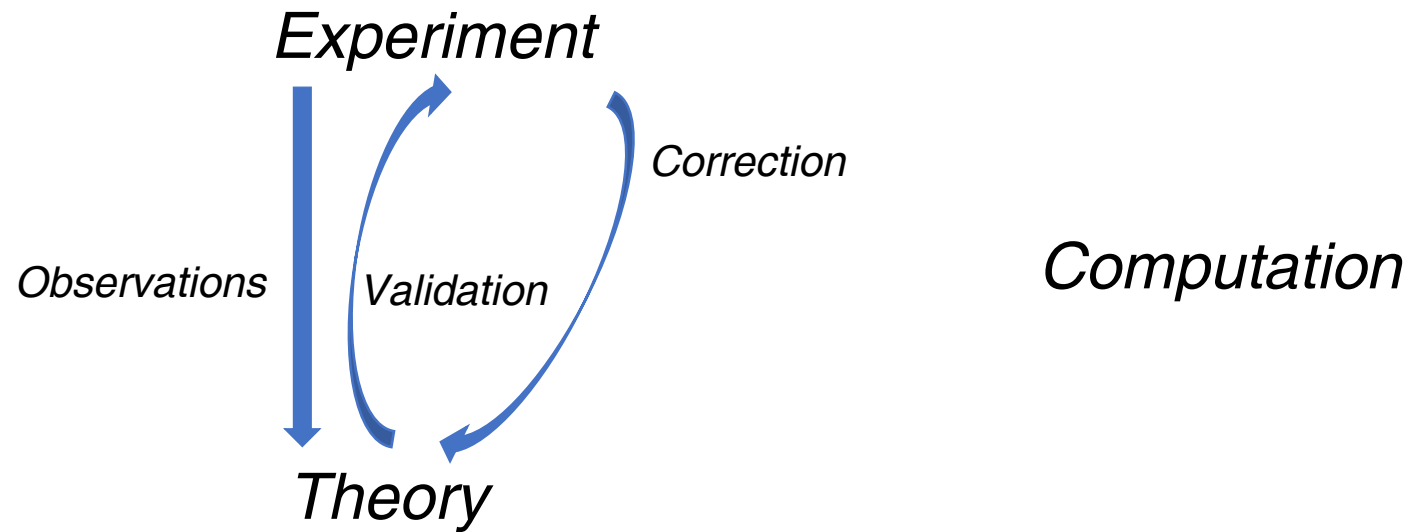
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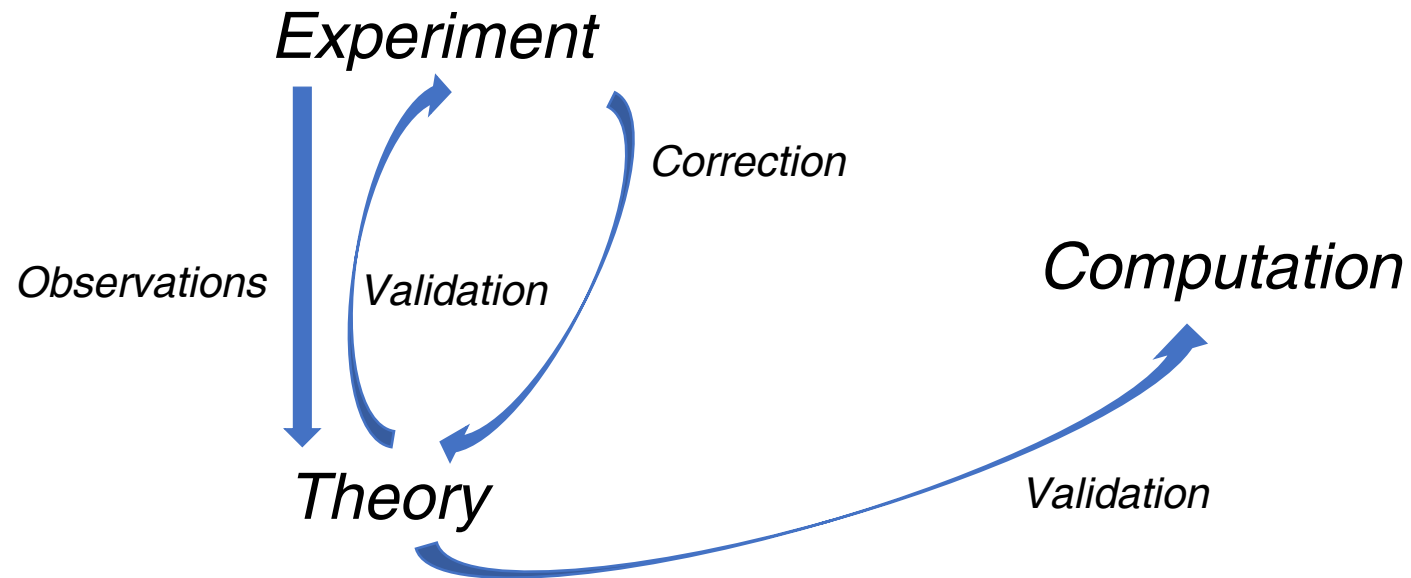




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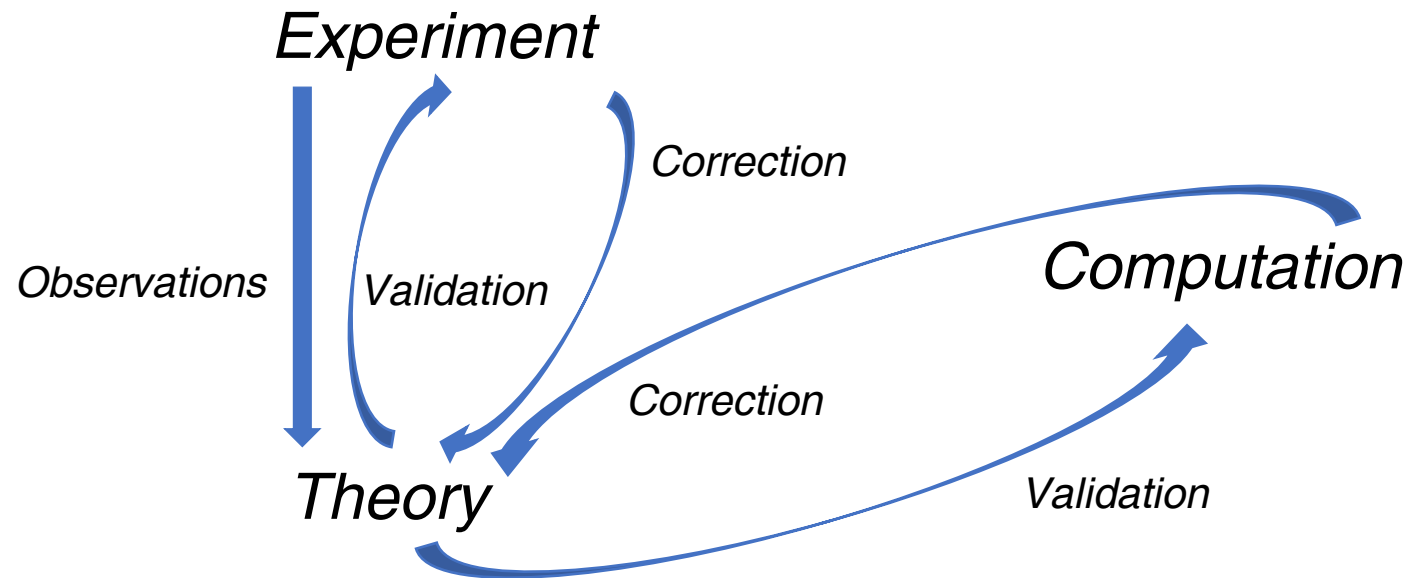
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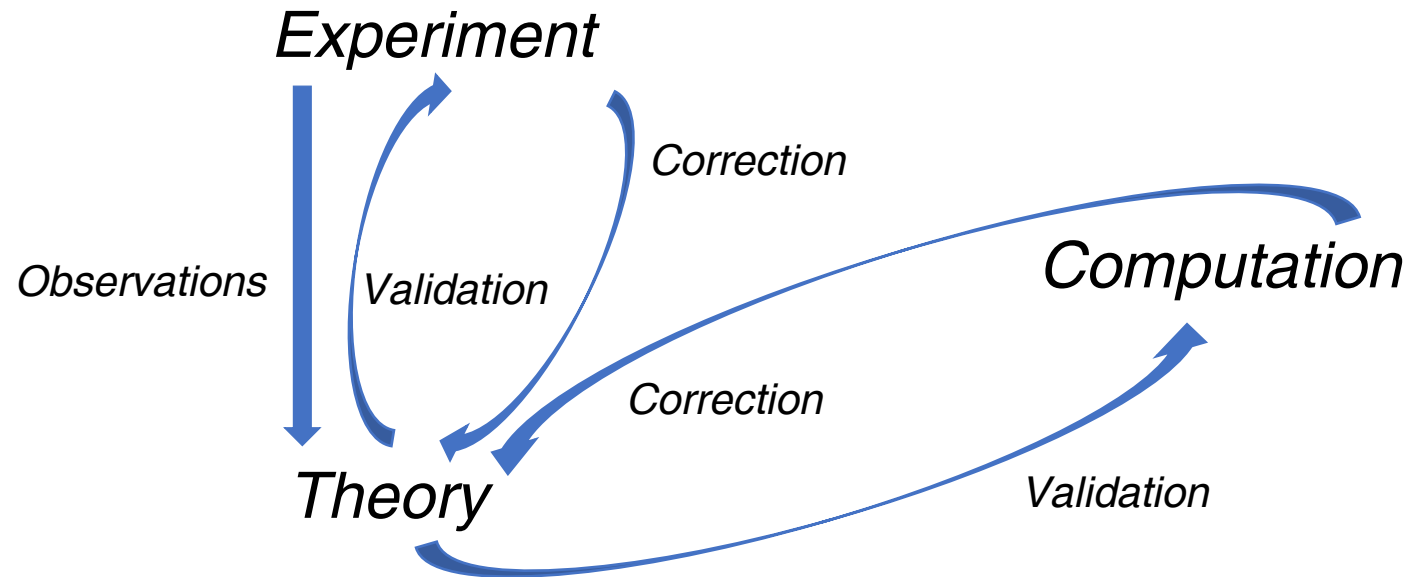


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*What is scientific computing?*

*Scientific method*

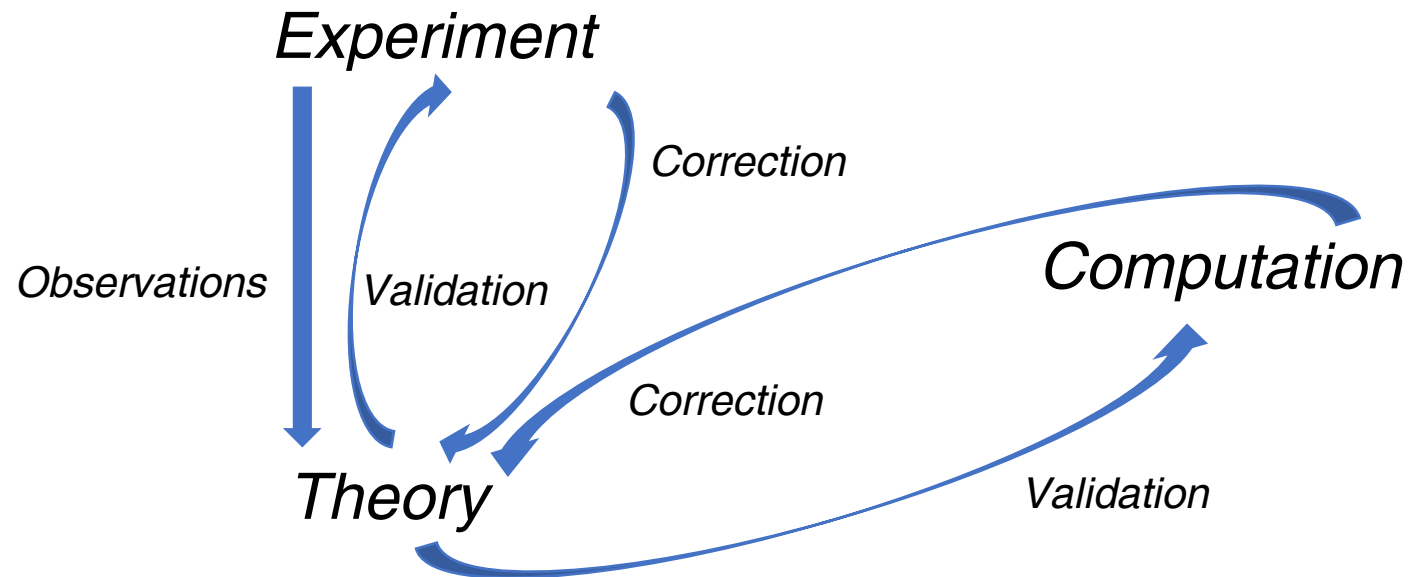
*We can do things with  
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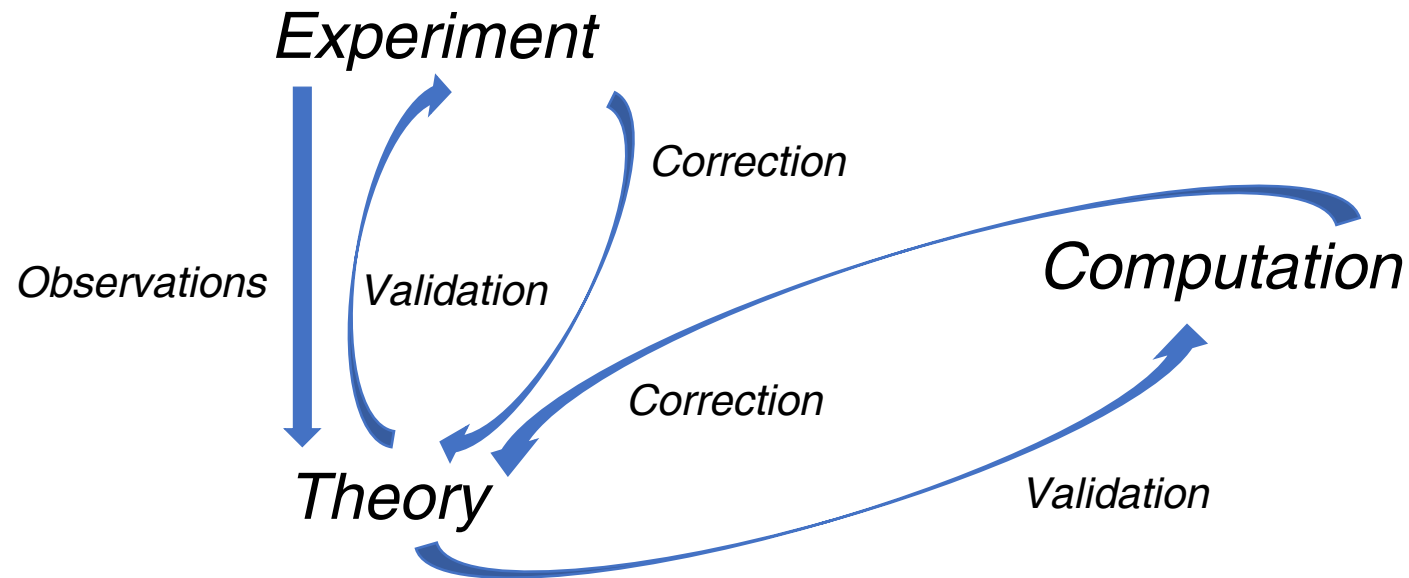
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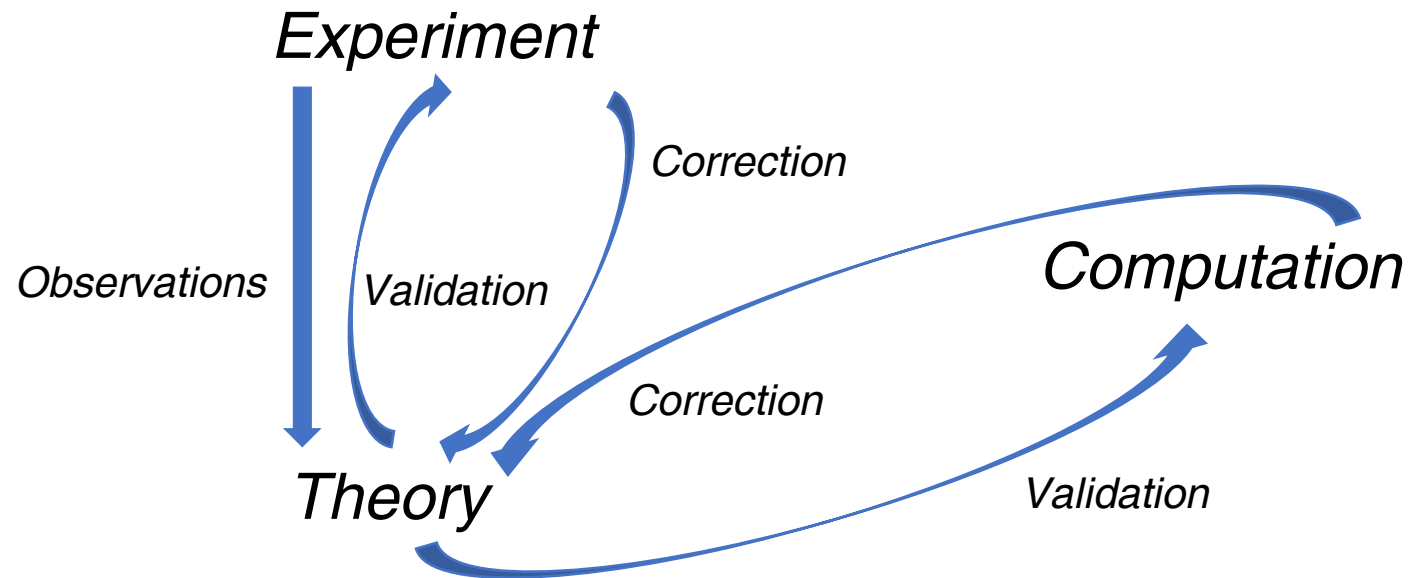
*... can go in inaccessible scales*

*... can go to environments that are impossible to recreate or are too dangerous to create*

# Introduction: Computing vs scientific computing

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*Scientific method*



*We can do things with computation that we could not do with experiments ...*

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*... can go to environments that are impossible to recreate or are too dangerous to create*

*... cost advantage*

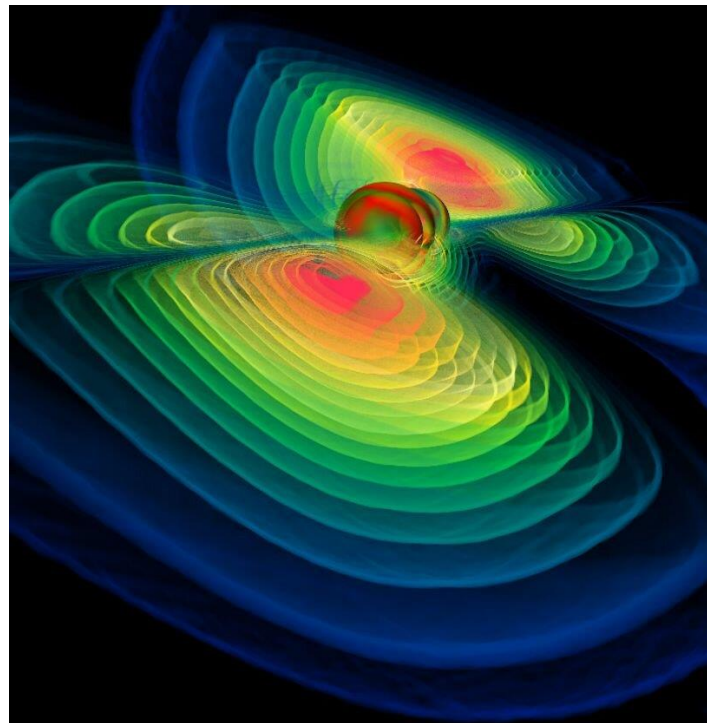
*...*

# Introduction: Computing vs scientific computing

*What is scientific computing?*

## *Example*

A numerical simulation showing the gravitational radiation emitted by the violent merger of two black holes



*Source:*

*Approaching the Black by Numerical Simulations  
by Christian Fendt*

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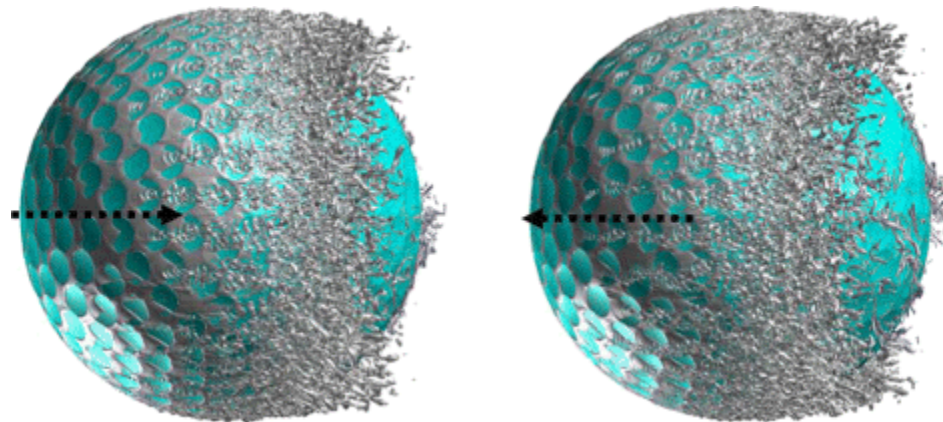
*...*

# Introduction: Computing vs scientific computing

*What is scientific computing?*

*Example*

Visualization of the instantaneous vortical structures around the golf ball



*Source:*

*Numerical Investigation of the Flow Past a Rotating Golf Ball and its comparison with a rotating smooth sphere by Jing Li, Makoto Tsubokura, Masaya Tsunoda*

*We can do things with computation that we could not do with experiments ...*

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*...*

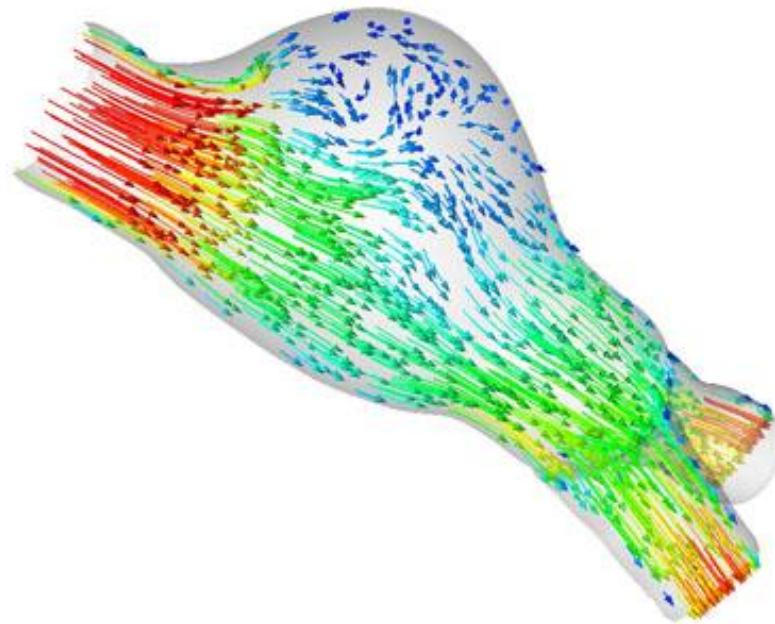


# Introduction: Computing vs scientific computing

*What is scientific computing?*

*Example*

Abdominal aortic  
aneurysm



**Source:**

Team for Advanced Flow Simulation and Modeling  
(<https://www.tafsm.org/PROJ/CVFSI/PSCMADBF>)

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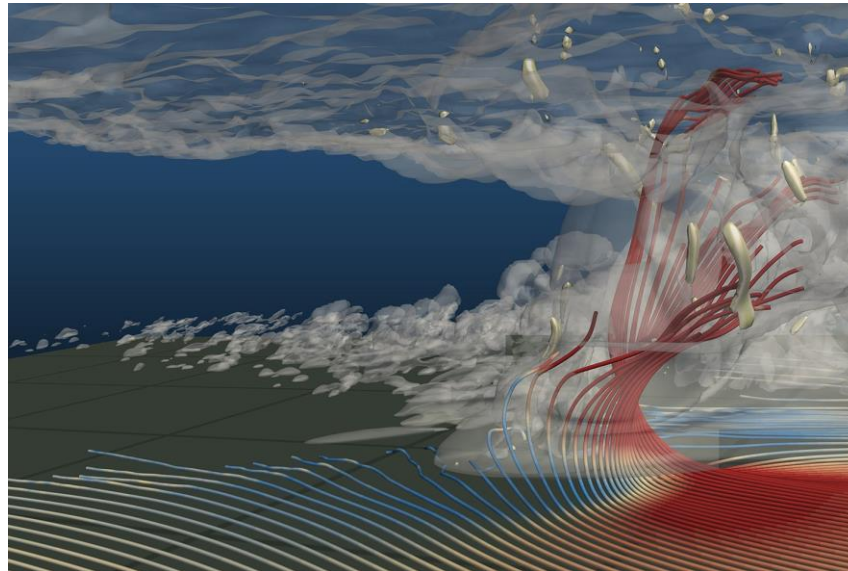
*... cost advantage*

*...*

*What is scientific computing?*

*Example*

Updraft in a  
hypothetical  
supercell simulation



*Source:*

*Texas Advanced Computer Center, University of Texas at Austin*

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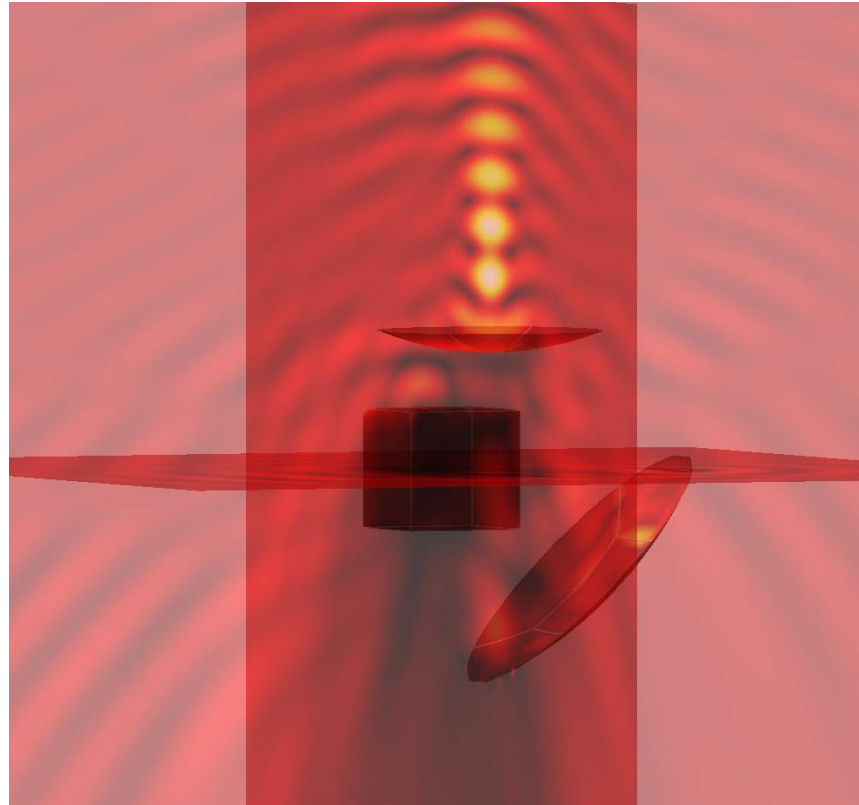
*...*

# Introduction: Computing vs scientific computing

*What is scientific computing?*

*Example*

Wave-satellite  
interaction



*Source:* Anand et al.

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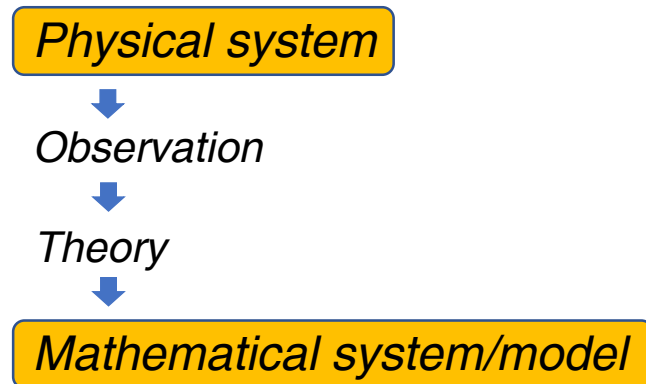
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*...*

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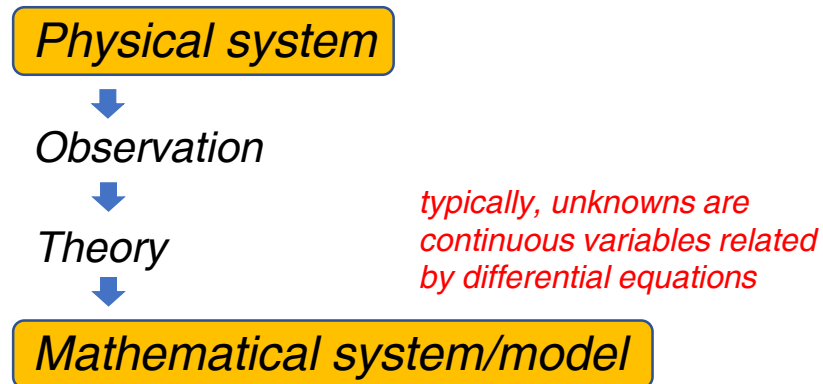
*The basic paradigm*



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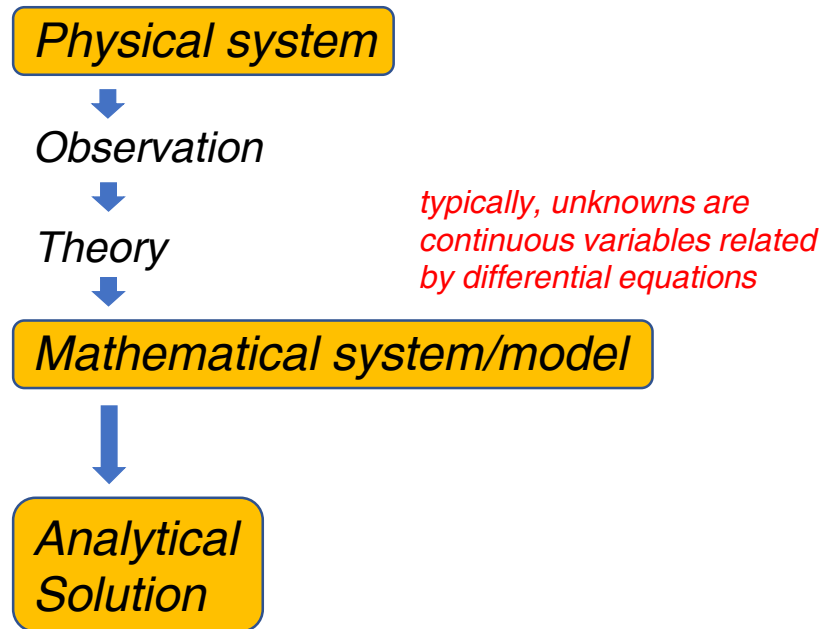
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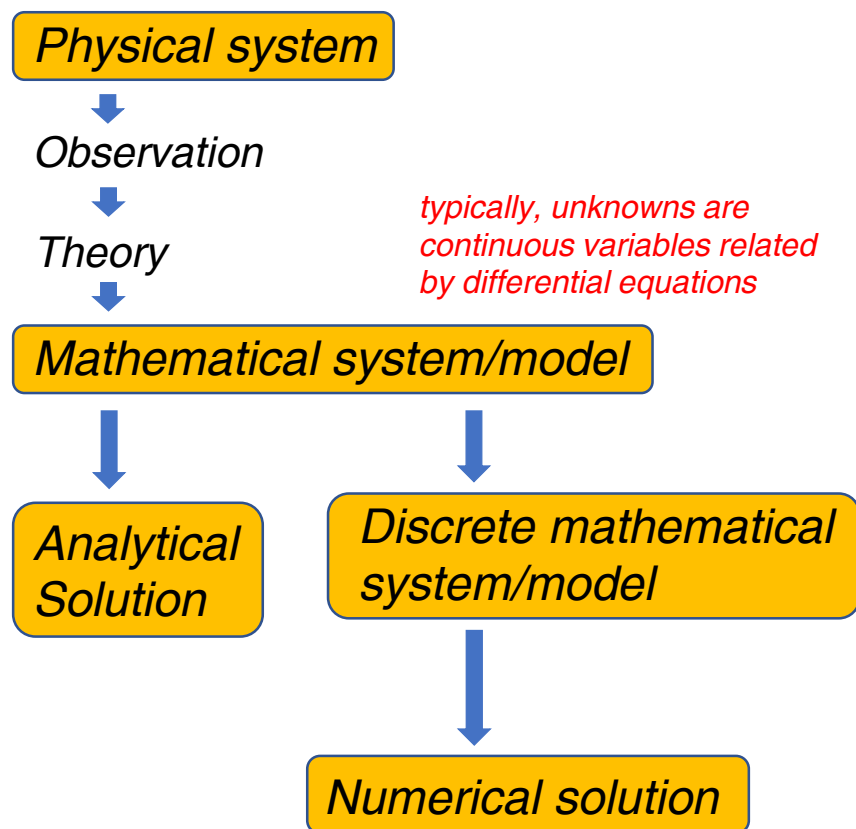
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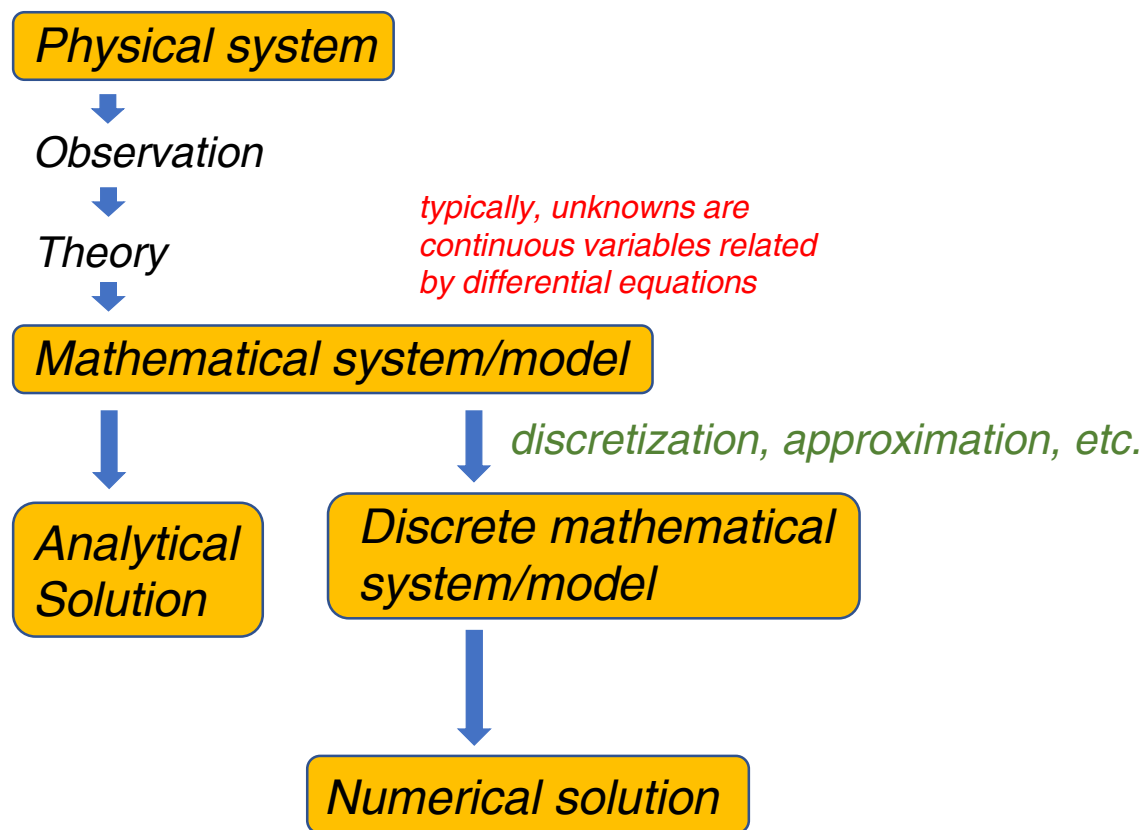
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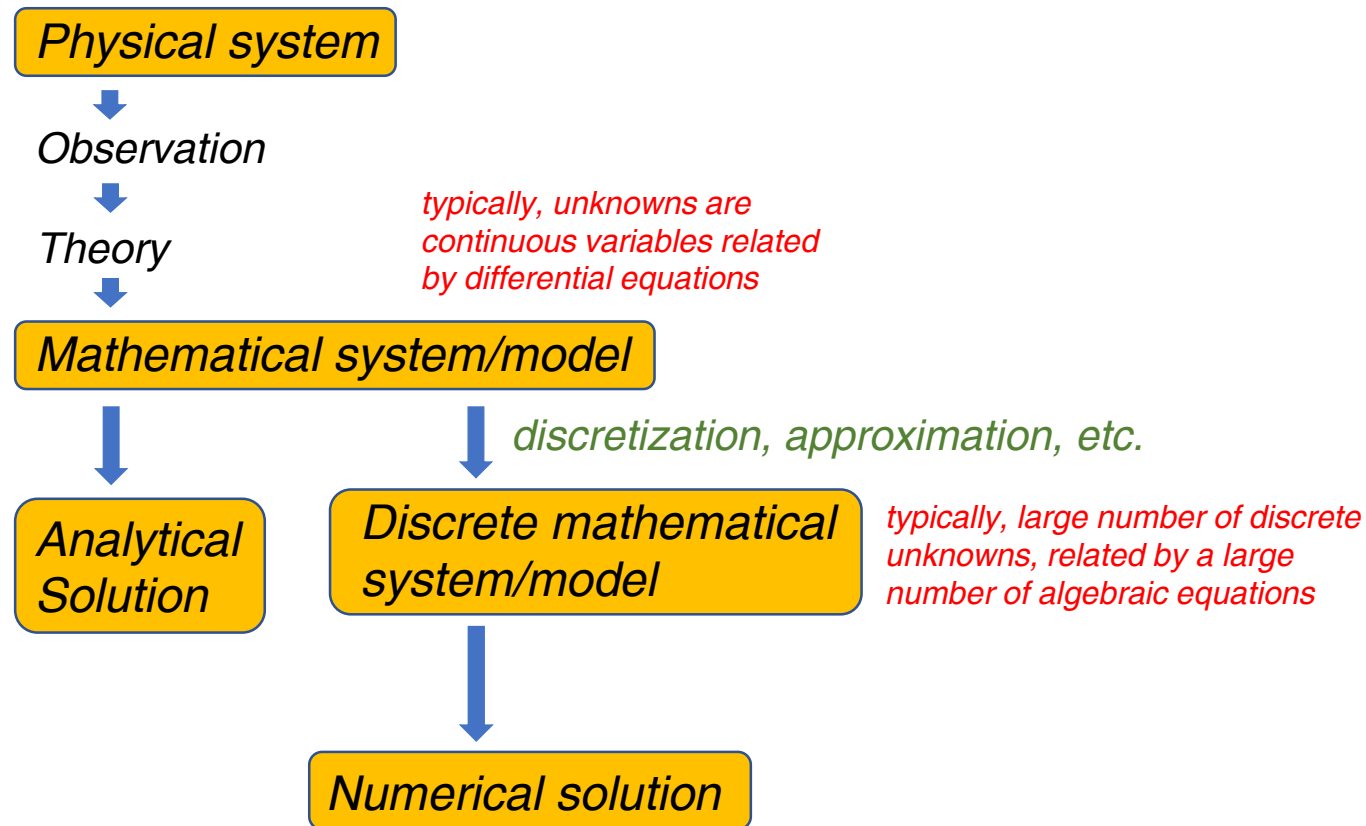




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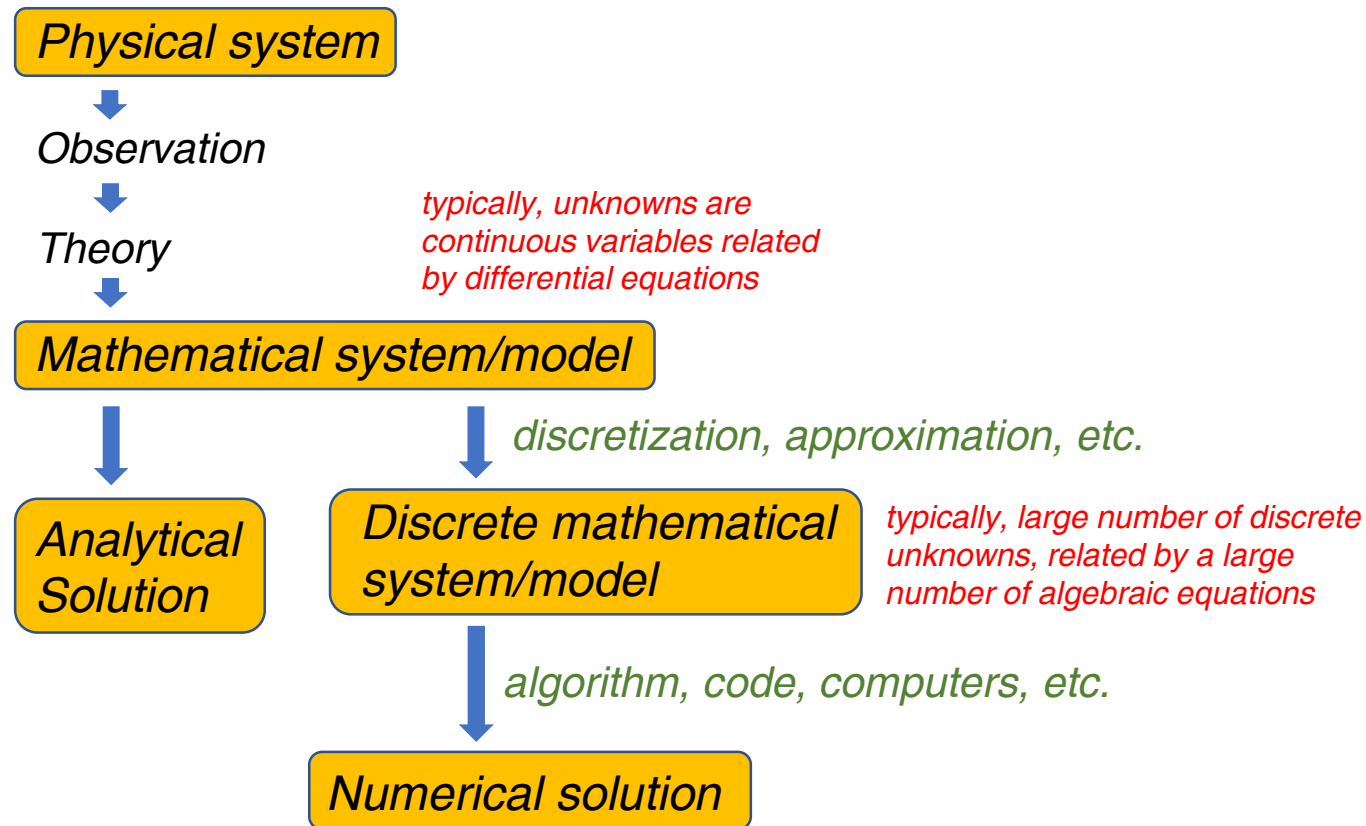
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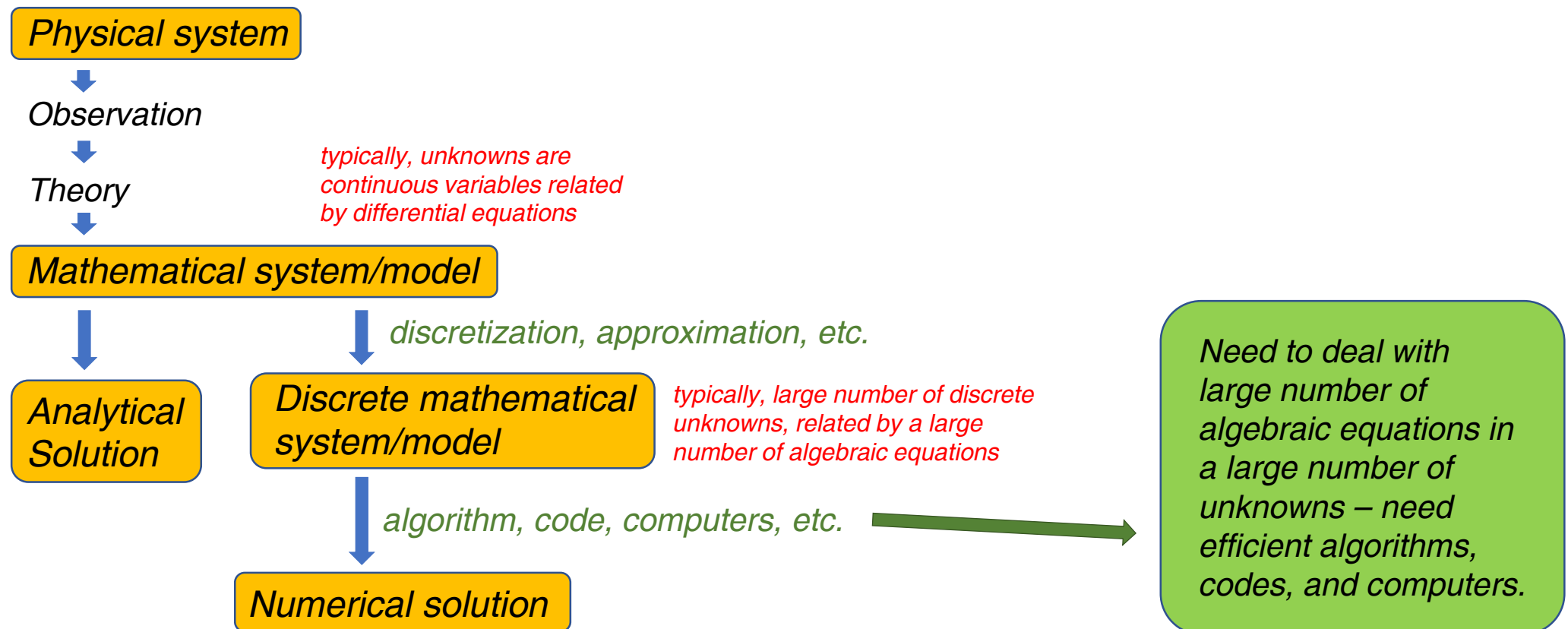
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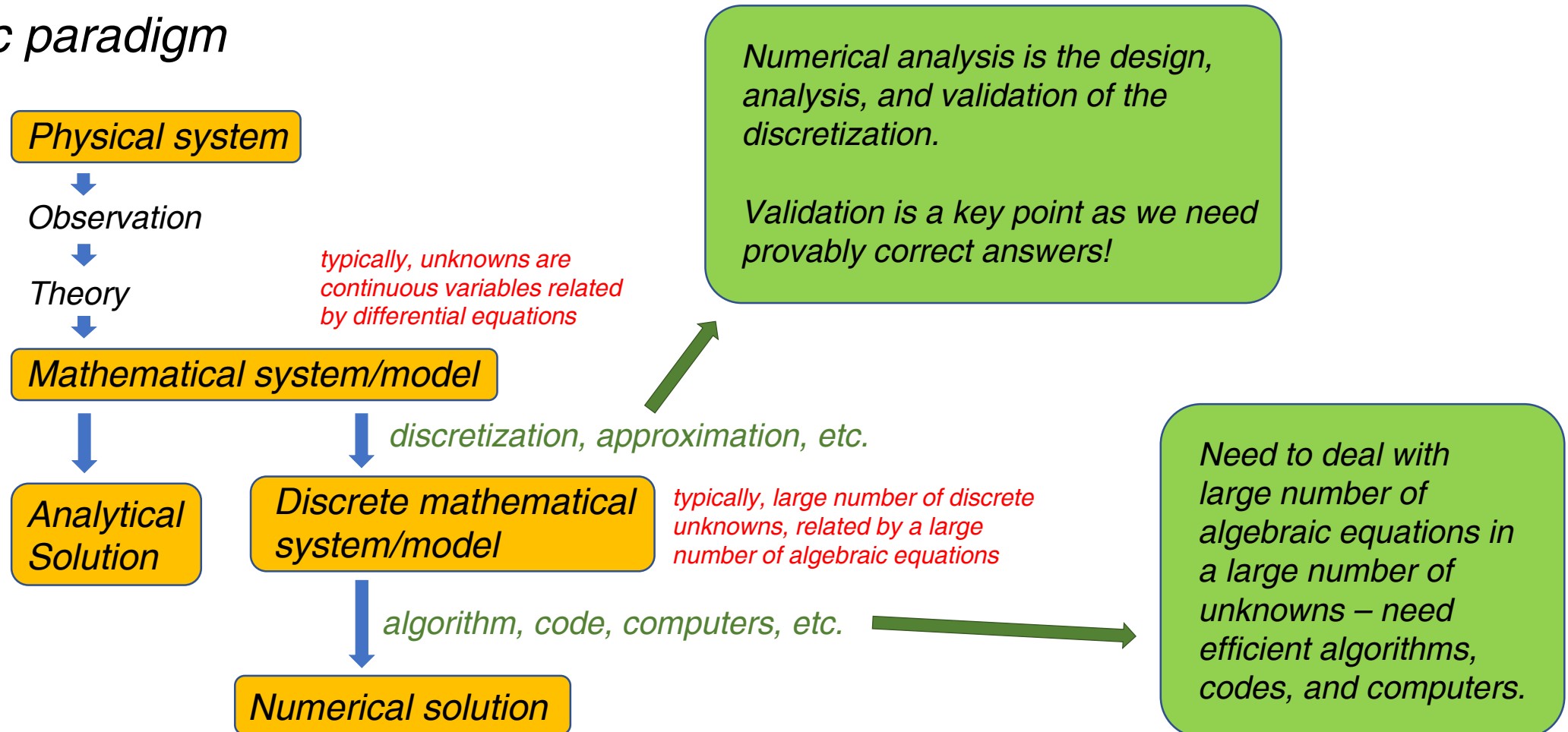
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# Introduction: Computing vs scientific computing

What is scientific computing?

The basic paradigm



# *Introduction: Computing vs scientific computing*



## *A simple example*

*A robotic vehicle departs at 30 km/h, but, due to battery drain, its speed decreases by  $1/10$  km/h for each kilometer travels.*

# Introduction: Computing vs scientific computing

## A simple example

Physical system

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# Introduction: Computing vs scientific computing

## A simple example



Physical system

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$$v(t) = 30 - \frac{1}{10}x(t)$$

# Introduction: Computing vs scientific computing

## A simple example



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# Introduction: Computing vs scientific computing

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Mathematical system

# Introduction: Computing vs scientific computing

## A simple example

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*How far does it go in 10 hours?*

If  $t$  time is the time since departure,  $v(t)$  is the speed (in km/h) at time  $t$ , and  $x(t)$  is the distance (in km) travelled at time  $t$ , then, the mathematical system/model is given by

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Mathematical system

The “**first discretization**” of differential equations is due to Euler in 1768.

Euler’s method partitions the 10 hour time interval into many short intervals and successively computes the distance travelled in each interval using the speed at the start.

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Discrete system

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# Introduction: Computing vs scientific computing

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# Introduction: Computing vs scientific computing

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Using 10 intervals of 1 hour gives

195.39647 km

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Recomputing using 600 intervals of 1 minute gives

189.72820 km

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36,000 intervals of 1 second gives

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Numerical solution

# Introduction: Computing vs scientific computing

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195.39647 km  
189.72820 km  
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Numerical solution

Reliability/accuracy?

Speed of calculation?

# *Numerical Analysis & Scientific Computing II*

## *Module 1*

# *Introduction*

*1.1 Computing vs scientific computing?*

***1.2 Pre-requisites***



*Akash Anand*  
MATH, IIT KANPUR

# Introduction: Pre-requisites



*In the first course on **Numerical Analysis & Scientific Computing**, you should have seen the following topics:*

- ***Approximation** of*
  - *functions,*
  - *derivatives,*
  - *integrals.*
  
- ***Solution** of (system of)*
  - *linear equations and*
  - *non-linear equations.*

# Introduction: Pre-requisites

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- **Approximation** of
  - functions,
  - derivatives,
  - integrals.
  
- **Solution** of (system of)
  - linear equations and
  - non-linear equations.

*In addition, it is useful to know the **well-posedness of initial and/or boundary value problems for ODEs and PDEs**, a subject matter of theoretical courses on ODE/PDE.*