



Figure 1: Image comes here

## 1 Helmholtz equation

An important partial differential equation in engineering is the *Laplace equation*. In two dimensions, it has the following form:

$$\nabla^2 u = \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0. \quad (1)$$

When there is a non-zero forcing term, the equation is called the *Poisson equation*:

$$\nabla^2 u = g(x, y). \quad (2)$$

They are both examples of *elliptic* equations. Finite Difference Methods are often used to solve this kind of problems. We will derive some of the specific applications of FDM in one and two dimensions. The Helmholtz problem considers an unknown, but uniquely determined function. Suppose we have a region  $R$  in the  $xy$ -plane, on which the function  $u = u(x, y)$  takes its values. Here,  $u$  satisfies

$$\begin{cases} \nabla^2 u + fu = g \\ u(x, y) = q(x, y) \end{cases} \text{ on boundary of } R, \quad (3)$$

with  $f = f(x, y)$  and  $g = g(x, y)$  smooth functions defined on  $R$ .

## 2 FDM 1D Case

All Finite Difference Methods are created by discretizing  $u$  on a grid on  $R$ . The second derivative of  $u$  at a certain point in  $R$  is approximated by taking a linear combination of the values of  $u$  at the neighbouring points.

$$u_{i+1} = u_i + h \frac{\partial u}{\partial x} + \frac{h^2}{2} \frac{\partial^2 u}{\partial x^2} + \frac{h^3}{6} \frac{\partial^3 u}{\partial x^3} + \frac{h^4}{24} \frac{\partial^4 u}{\partial x^4} + \mathcal{O}(h^5) \quad (4)$$

$$u_{i-1} = u_i - h \frac{\partial u}{\partial x} + \frac{h^2}{2} \frac{\partial^2 u}{\partial x^2} - \frac{h^3}{6} \frac{\partial^3 u}{\partial x^3} + \frac{h^4}{24} \frac{\partial^4 u}{\partial x^4} + \mathcal{O}(h^5) \quad (5)$$

By adding these two Taylor series, we obtain an estimate for the second order derivative of  $u$  at  $x_i$ :

$$\frac{\partial^2 u}{\partial x^2} \approx \frac{1}{h^2} [u_{i+1} - 2u_i + u_{i-1}] + \frac{h^2}{12} \frac{\partial^4 u}{\partial x^4}. \quad (6)$$

We see that this approximation is second order accurate.

TODO:

- Grid size
- 2D case

- Five point stencil
- Nine point stencil