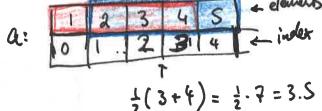
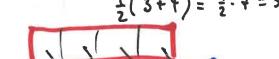
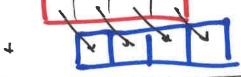
Nathanafically

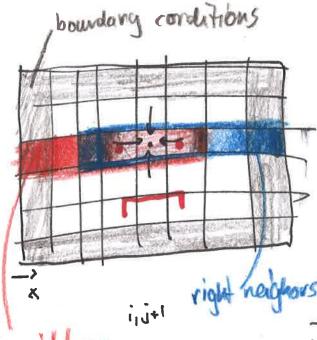
With loops (slow)







Jacobi algorithm



With Books (slow)

Philines = Phi. copy () for i in range (1, Phi. shape [0]-1): for j in range (1, thi. slape [1]-1): Phi-new[i,j] = 0.25* (Phi[i-1,j] } + Phi[i+1,j]

+ Phi [i,j-1] + Phi[i,j+1])

i+1, j

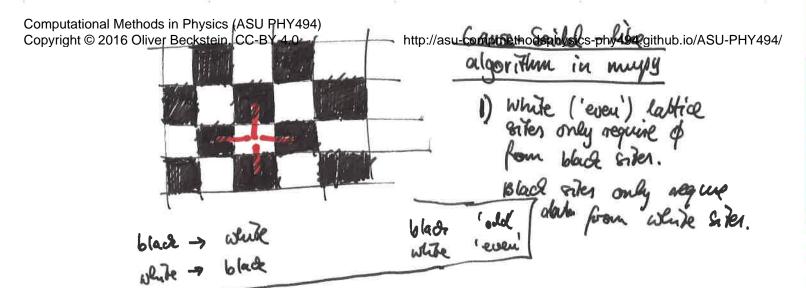
Phi[1:-1, 1:-1] = 0.25 * [Phi[:-2, 1:-1] neigh

+ Phi[2:, 1:-1] right neighous ingile boundary constitutions

+ Phi [1:-1,:-2] before neighbor

1-6-1

Phi [1:-1, 2:]) top neghbors



2) solve bolack and white sub-bettices separately with the Jacobi algorithm

3) We output of the black lathère as injent for the white solution is mixed in as in the Games- Saidel method.

In the implementation, each sublattice is split into a lattice on even and odd lines in order to be able to use slicing.

```
def Poisson_Gauss_Seidel_odd_even(Phi, rho, Delta=1.):
"""One update in the Gauss-Seidel algorithm for Poisson's equation on odd or even fields""
a = np.pi * Delta**2
# odd update (uses old even)
Phi[1:-2:2, 1:-2:2] = 0.25*(Phi[2::2, 1:-2:2] + Phi[0:-2:2, 1:-2:2]
                          + Phi[1:-2:2, 2::2] + Phi[1:-2:2, 0:-2:2]) \
                          + a * rho[1:-2:2, 1:-2:2]
Phi[2:-1:2, 2:-1:2] = 0.25*(Phi[3::2, 2:-1:2] + Phi[1:-2:2, 2:-1:2]
                          + Phi[2:-1:2, 3::2] + Phi[2:-1:2, 1:-2:2]) \
                          + a * rho[2:-1:2, 2:-1:2]
# even update (uses new odd)
Phi[1:-2:2, 2:-1:2] = 0.25*(Phi[2::2, 2:-1:2] + Phi[0:-2:2, 2:-1:2]
                          + Phi[1:-2:2, 3::2] + Phi[1:-2:2, 1:-1:2]) \
                          + a * rho[1:-2:2, 2:-1:2]
Phi[2:-1:2, 1:-2:2] = 0.25*(Phi[3::2, 1:-2:2] + Phi[1:-2:2, 1:-2:2]
                          + Phi[2:-1:2, 2::2] + Phi[2:-1:2, 0:-2:2]) \
                          + a * rho[2:-1:2, 1:-2:2]
return Phi
```