

2D Heat Equation MPI

Introduction:

In this project we use MPI to solve the classic 2D Heat Equation:

$$\frac{\partial H}{\partial t} - \left(\frac{\partial^2 H}{\partial x^2} + \frac{\partial^2 H}{\partial y^2} \right) = 0$$

With parameters:

```
Grid size = (100, 100)
delta_x = .03
delta_y = .04
delta_t = .0001
T = 20
a (diffusion coeff) = 1
```

Our initial and boundary conditions are:

```
Inside = 0.0
Top, Left, and Right sides = 1.0
Bottom side = 0.0
```

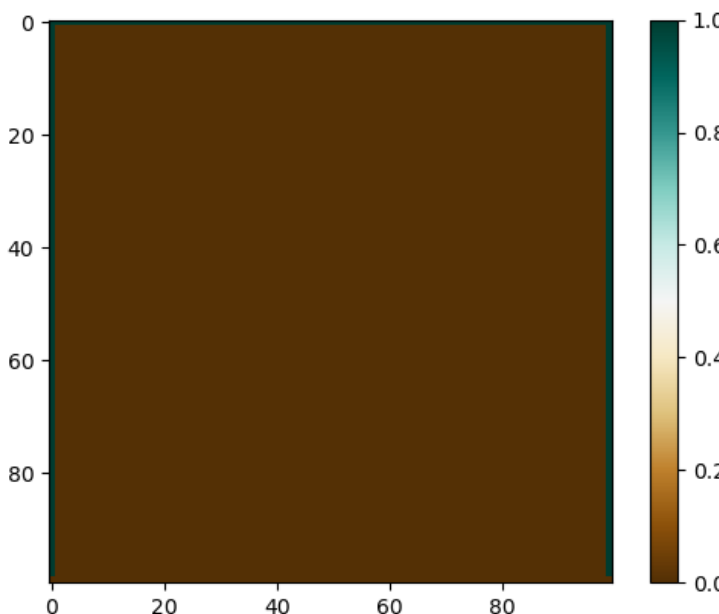
This gives us an approximation for the diffusion of heat on a thin rectangle of size 3x4 using a 100x100 grid. As for the parallelism, the exchange between sub-boundaries is done by **exchange.py** which sends and receives the boundaries in a clockwise manner (send to up, receive from down, send to down, receive from up, send to left, receive from right, send from right, receive from left). In **parallel.py** we create a class *Parallel* which initializes the parallel communication scheme. We use the helpful `MPI.Create_cart` method to set up a cartesian coordinate system and define operations like `nup` and `ndown` to shift communication between sub-boundaries. **evolve.py** does the typical finite difference method for 2D heat using numpy. In **heat_io.py** we define `write_field` which collects sub arrays and plots them as a full field using matplotlib. We initialize the problem using the `initialize` function from **heat_setup.py**. Everything happens in **heat.py**. Our field is initialized, we initialize exchanges, evolve the inner system, finalize exchanges, and then evolve the edges for each timestep. If `iter % 1000` gives us 0 then we plot the current state of the system. We set up `t0 =`

time.time() right after initialization, and stop after we've completed all of our time steps for the final running time.

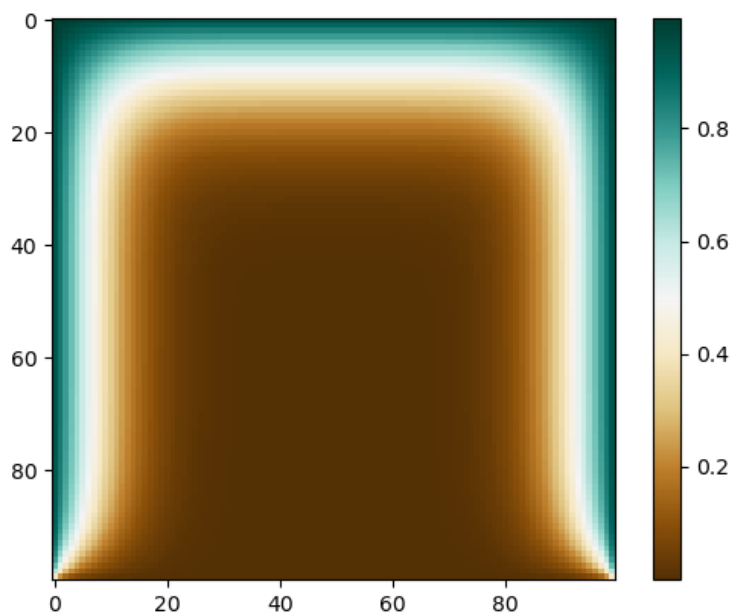
Run the program with

mpirun -np <processes> python heat.py <grid_x> <grid_y> <num_timesteps>

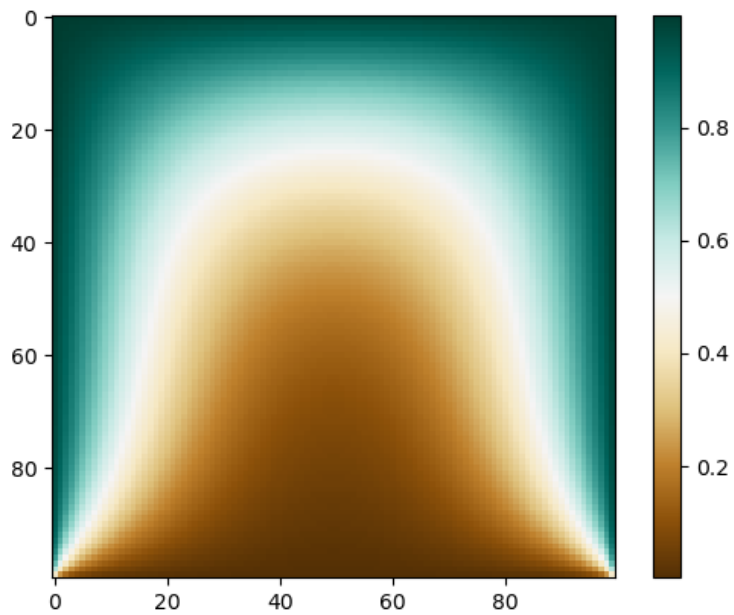
Below are a few of the evolved states at different time intervals using -np 4 (the system evolves very quickly so changes start diminishing after $t \approx 50000$)

Timestep	System
0 (initial)	

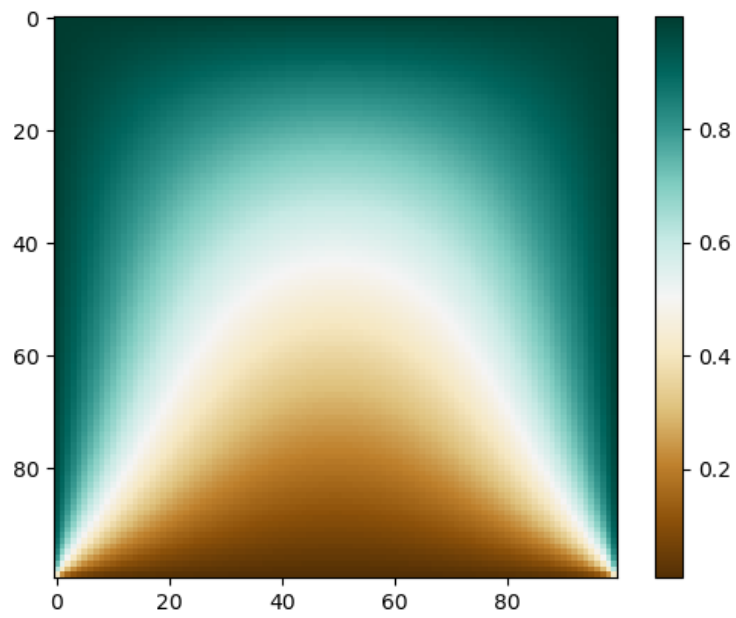
1000



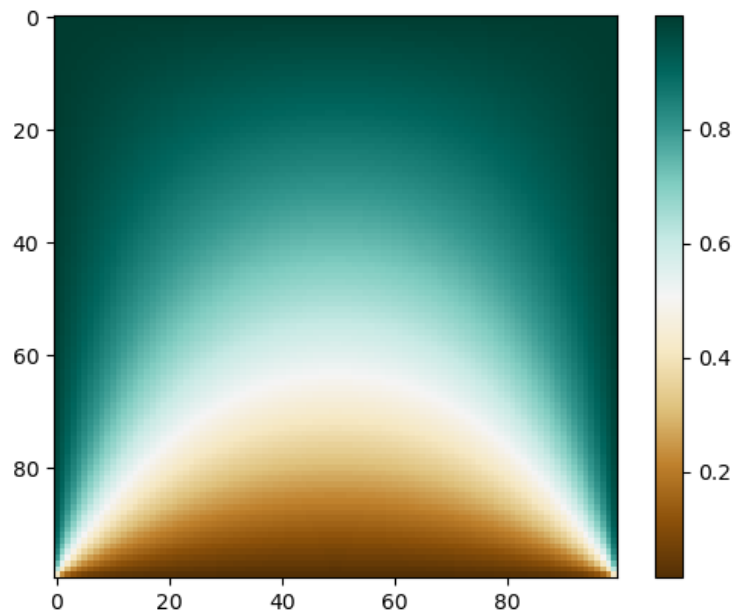
5000



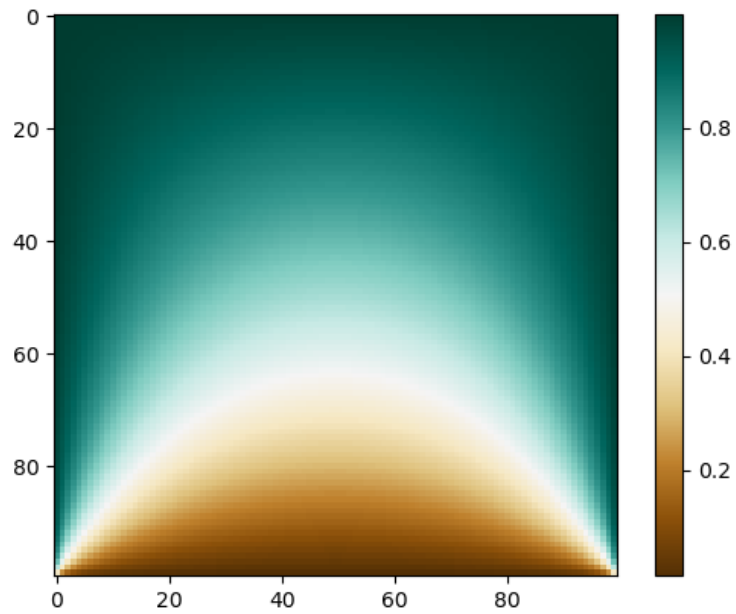
10000



50000
(pretty much
at
equilibrium)



At time T =
20, (t=20000)



And the running time vs the number of processes (only plotted last timestep):

My machine has 6 cores. And the code only works with processes that are factors of 100 to cleanly cut up the grid. Therefore, the code was only tested with 1, 2 and 4 processes.

Num processors	Elapsed time
1 (serial)	66.51 seconds
2	47.20 seconds
4	40.04 seconds

Not much of a scalability plot but here you go.

