

# **1 Introduction**

## **1.1 Motivation**

We first encountered Laplace Equation during our course in electricity and magnetism in second semester and we were fascinated with how one can calculate the potential in a region just by knowing the boundary condition, ofcourse the region has to be charge free for applying Laplace Equation. After Laplace Equation, we were introduced to Poisson Equation which was able to solve in region having charges (or sources). When we were given the opportunity to choose a project in our computational physics course this semester, it did not take us long to decide the topic for project.

## **1.2 General Idea**

In our project we will try to tackle the Laplace and Poisson equation which is an elliptic linear partial differential equation having application in various fields of physics ranging from thermodynamics, electrostatics etc. We will solve the equation computationally using the method of finite differences in one and two dimensions for rectangular membrane

## 2 Algrithm

**Data:** INPUT -: An  $k \times m$  matrix of initial values, value of step size  $h$  and also a matrix containing the initial charge configuration

**Result:** OUTPUT -: An  $k \times m$  matrix containing the values of potential on all  $x$  and  $y$  values

```
1 for f = 0, 1, 2, 3, 4...N do
2   make new array of size  $k \times m$  ;           /* initialising a new array for solution */
3   for i = 0, 1, 2, 3 ... k do ;               /* taking a x value */
4
5     for j = 1, 2, 3 ... (m-1) do ;             /* taking all y value for a x value */
6
7       /* now defining the required quantites for stencil */
8       left =  $a_{i,j-1}$  ;
9       right =  $a_{i,j+1}$  ;
10      if i = k - 1 then
11        up =  $a_{i-1,j}$  ;
12      else
13        up =  $a_{i+1,j}$  ;
14      end
15      end
16      if i = 0 then
17        down =  $a_{i+1,j}$  ;
18      else
19        down =  $a_{i-1,j}$  ;
20      end
21      end
22      new  $a_{i,j}$  = (up + down + left + right +  $h^2 * p_{i,j}$  )/4 + new  $a_{i,j}$  ; /* new value the grid
point */
23    end
24    max relative error = max(new x - x)/ x;
25    if max relative error < tolerance then ; /* checking for tolerance */
26
27      break;
28    else ; /* if tolerance not reached then the iteration continues */
29
30      new x = x
31    end
32  end
33 end
34 end
```

**Algorithm 1:** Jacobi Method

**Data:** INPUT -: An  $k \times m$  matrix of initial values, value of step size  $h$ , value of  $\omega$  or relaxation factor and also a matrix containing the initial charge configuration

**Result:** OUTPUT -: An  $k \times m$  matrix containing the values of potential on all  $x$  and  $y$  values

```

1 for f = 0, 1, 2, 3, 4...N do
2   make new array of size  $k \times m$ ;          /* initialising a new array for solution */
3   for i = 0, 1, 2, 3 ...  $k$  do;              /* taking a x value */
4
5     for j = 1, 2, 3 ...  $(m-1)$  do;          /* taking all y value for a x value */
6
7       /* now defining the required quantites for stencil */
8       left =  $a_{i,j-1}$ ;
9       right =  $a_{i,j+1}$ ;
10      if i =  $k - 1$  then
11        up =  $a_{i-1,j}$ ;
12      else
13        | up =  $a_{i+1,j}$ ;
14      end
15    end
16    if i = 0 then
17      down =  $a_{i+1,j}$ ;
18    else
19      | down =  $a_{i-1,j}$ ;
20    end
21    end
22    new  $a_{i,j}$  =  $((up + down + left + right + h^2 * p_{i,j})/4 - new\ a_{i,j}) * \omega + new\ a_{i,j}$ ; /* new
value the grid point */
23  end
24  max relative error =  $\max((new\ x - x)/ x)$ ;
25  if max relative error < tolerance then;          /* checking for tolerance */
26
27    break;
28  else;          /* if tolerance not reached then the iteration continues */
29
30    | new x = x
31  end
32 end
33 end
34 end

```

**Algorithm 2:** Successive Over Relaxation

**Data:** INPUT -: An  $k \times m$  matrix of initial values, value of step size  $h$  and also a matrix containing the initial charge configuration

**Result:** OUTPUT -: An  $k \times m$  matrix containing the values of potential on all  $x$  and  $y$  values

```
1 for f = 0, 1, 2, 3, 4...N do
2   make new array of size  $k \times m$  ;           /* initialising a new array for solution */
3   for i = 0, 1, 2, 3 ...  $k$  do ;               /* taking a x value */
4
5     for j = 1, 2, 3 ... ( $m-1$ ) do ;           /* taking all y value for a x value */
6
7       /* now defining the required quantites for stencil */
8       left =  $a_{i,j-1}$  ;
9       right =  $a_{i,j+1}$  ;
10      if i =  $k - 1$  then
11        up =  $a_{i-1,j}$  ;
12      else
13        | up =  $a_{i+1,j}$  ;
14      end
15    end
16    if i = 0 then
17      down =  $a_{i+1,j}$  ;
18    else
19      | down =  $a_{i-1,j}$  ;
20    end
21  end
22  new  $a_{i,j}$  = ((up + down + left + right +  $h^2 * p_{i,j}$  )/4 -new  $a_{i,j}$ ) + new  $a_{i,j}$  ; /* new value the
grid point */
23 end
24 max relative error = max((new x - x)/ x);
25 if max relative error < tolerance then ;           /* checking for tolerance */
26
27   break;
28 else ;           /* if tolerance not reached then the iteration continues */
29
30   | new x = x
31 end
32 end
33 end
34 end
```

**Algorithm 3:** Gauss Seidel Method