

LaplaceMetalSolver

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

LaplaceMetalSolver::Desc	??
LaplaceMetalSolver	??
LaplaceMetalSolver::MGLevel	??

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

```
main_laplace_demo.cpp . . . . . ??  
test_LaplaceMetalSolver.cpp . . . . . ??  
metal/laplace_kernels.metal . . . . . ??  
metal/LaplaceMetalSolver.hpp . . . . . ??  
metal/LaplaceMetalSolver.mm . . . . . ??
```


Chapter 3

Class Documentation

3.1 LaplaceMetalSolver::Desc Struct Reference

```
#include <LaplaceMetalSolver.hpp>
```

Public Attributes

- `uint32_t nx = 0`
- `uint32_t ny = 0`
- `float dx = 1.f`
- `float dy = 1.f`

3.1.1 Member Data Documentation

3.1.1.1 dx

```
float LaplaceMetalSolver::Desc::dx = 1.f
```

3.1.1.2 dy

```
float LaplaceMetalSolver::Desc::dy = 1.f
```

3.1.1.3 nx

```
uint32_t LaplaceMetalSolver::Desc::nx = 0
```

3.1.1.4 ny

```
uint32_t LaplaceMetalSolver::Desc::ny = 0
```

The documentation for this struct was generated from the following file:

- metal/[LaplaceMetalSolver.hpp](#)

3.2 LaplaceMetalSolver Class Reference

```
#include <LaplaceMetalSolver.hpp>
```

Classes

- struct `Desc`
- struct `MGLevel`

Public Types

- enum class `Smoother` { `Jacobi` , `RBGS` }

Public Member Functions

- `LaplaceMetalSolver` (const `Desc` &d, const char *metal_path=nullptr)
- `~LaplaceMetalSolver` ()
- void `setInitial` (const std::vector< float > &u0)
- void `setDirichletBC` (const std::vector< uint8_t > &mask, const std::vector< float > &values)
- bool `solveJacobi` (uint32_t max_iters, float tol, uint32_t *out_iters=nullptr, float *residual_l2=nullptr)
- bool `solveRBGS` (uint32_t max_iters, float tol, uint32_t *out_iters=nullptr, float *residual_l2=nullptr)
- std::vector< float > `downloadSolution` () const
- void `setRHS` (const std::vector< float > &rhs)
- bool `solveRBGSWithRHS` (uint32_t max_iters, float tol, uint32_t *out_iters=nullptr, float *residual_l2=nullptr)
- void `setClampEnabled` (bool e)
- bool `clampEnabled` () const
- `LaplaceMetalSolver` (const `LaplaceMetalSolver` &)=delete
- `LaplaceMetalSolver` & `operator=` (const `LaplaceMetalSolver` &)=delete
- void `setVerbose` (bool v)
- bool `verbose` () const
- void `setDamping` (float w)
- float `damping` () const
- void `setSmoother` (`Smoother` s)
- `Smoother` `smoother` () const
- void `setRelativeTolerance` (float r)
- float `relativeTolerance` () const
- bool `solveMultigrid` (uint32_t max_vcycles, float tol, uint32_t nu1=3, uint32_t nu2=3, uint32_t coarse_iters=30)
- void `debugRestrictTest` ()
- void `debugProlongTest` ()
- void `debugResidualTest` ()
- void `debugJacobiRhsTest` ()
- void `debugCheckUniforms` ()

Public Attributes

- std::vector< `MGLevel` > `levels_`

3.2.1 Member Enumeration Documentation

3.2.1.1 Smoother

```
enum class LaplaceMetalSolver::Smoother [strong]
```

Enumerator

Jacobi	
RBGS	

3.2.2 Constructor & Destructor Documentation

3.2.2.1 LaplaceMetalSolver() [1/2]

```
LaplaceMetalSolver::LaplaceMetalSolver (
    const Desc & d,
    const char * metal_path = nullptr)
```

3.2.2.2 ~LaplaceMetalSolver()

```
LaplaceMetalSolver::~LaplaceMetalSolver ()
```

3.2.2.3 LaplaceMetalSolver() [2/2]

```
LaplaceMetalSolver::LaplaceMetalSolver (
    const LaplaceMetalSolver & ) [delete]
```

3.2.3 Member Function Documentation

3.2.3.1 clampEnabled()

```
bool LaplaceMetalSolver::clampEnabled () const [inline]
```

3.2.3.2 damping()

```
float LaplaceMetalSolver::damping () const [inline]
```

3.2.3.3 debugCheckUniforms()

```
void LaplaceMetalSolver::debugCheckUniforms ()
```

3.2.3.4 debugJacobiRhsTest()

```
void LaplaceMetalSolver::debugJacobiRhsTest ()
```

3.2.3.5 debugProlongTest()

```
void LaplaceMetalSolver::debugProlongTest ()
```

3.2.3.6 debugResidualTest()

```
void LaplaceMetalSolver::debugResidualTest ()
```

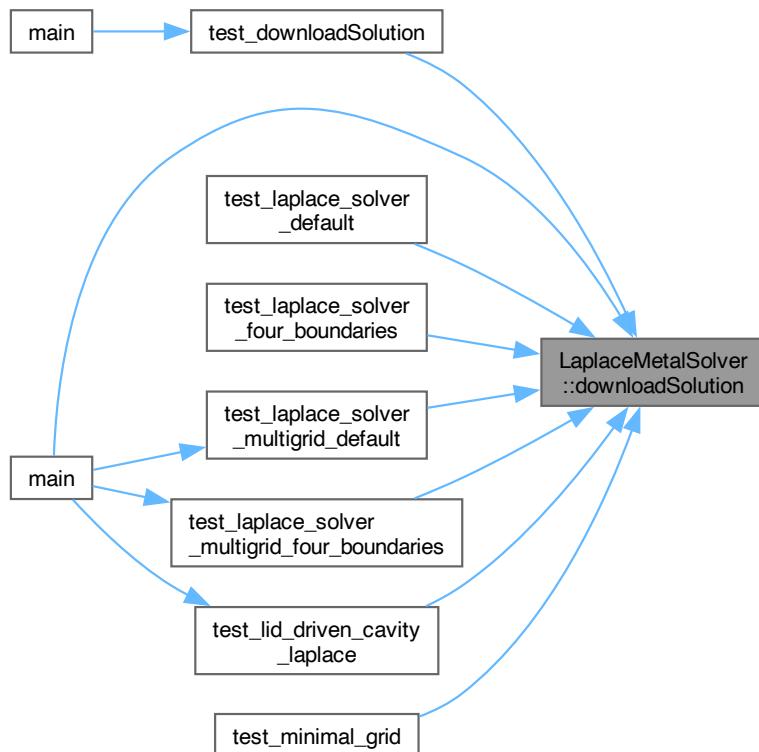
3.2.3.7 debugRestrictTest()

```
void LaplaceMetalSolver::debugRestrictTest ()
```

3.2.3.8 downloadSolution()

```
std::vector< float > LaplaceMetalSolver::downloadSolution () const
```

Here is the caller graph for this function:



3.2.3.9 operator=()

```
LaplaceMetalSolver & LaplaceMetalSolver::operator= (
    const LaplaceMetalSolver & ) [delete]
```

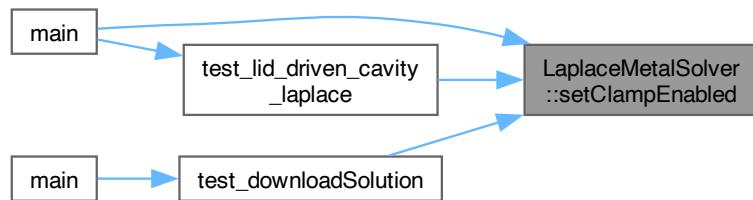
3.2.3.10 relativeTolerance()

```
float LaplaceMetalSolver::relativeTolerance () const [inline]
```

3.2.3.11 setClampEnabled()

```
void LaplaceMetalSolver::setClampEnabled (
    bool e) [inline]
```

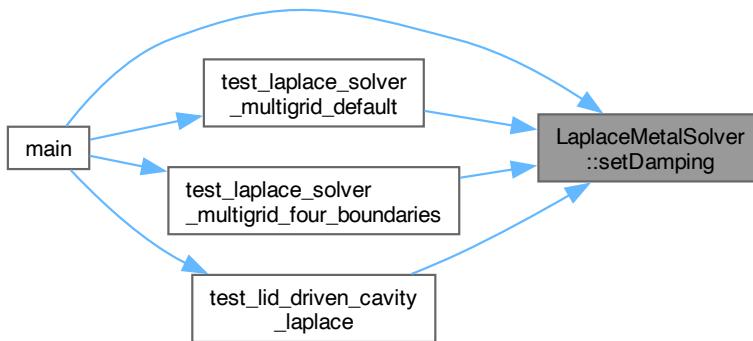
Here is the caller graph for this function:



3.2.3.12 setDamping()

```
void LaplaceMetalSolver::setDamping (
    float w) [inline]
```

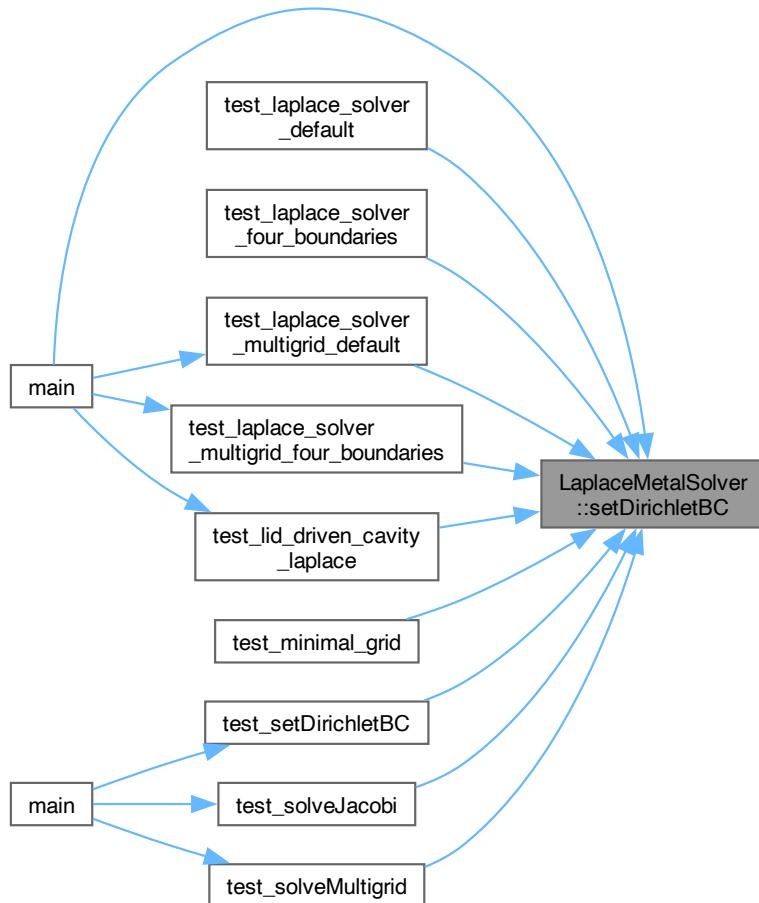
Here is the caller graph for this function:



3.2.3.13 setDirichletBC()

```
void LaplaceMetalSolver::setDirichletBC (
    const std::vector< uint8_t > & mask,
    const std::vector< float > & values)
```

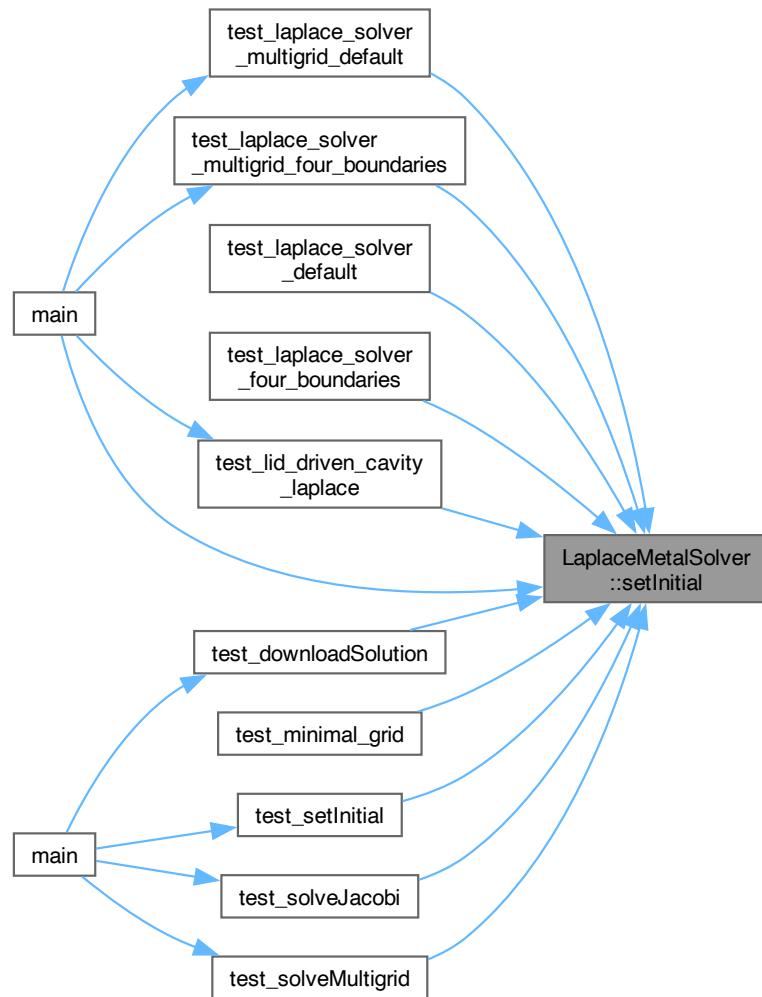
Here is the caller graph for this function:



3.2.3.14 setInitial()

```
void LaplaceMetalSolver::setInitial (
    const std::vector< float > & u0)
```

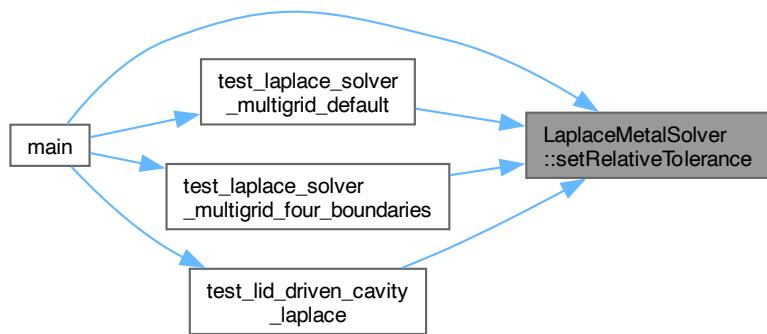
Here is the caller graph for this function:



3.2.3.15 `setRelativeTolerance()`

```
void LaplaceMetalSolver::setRelativeTolerance (
    float r) [inline]
```

Here is the caller graph for this function:



3.2.3.16 setRHS()

```
void LaplaceMetalSolver::setRHS (const std::vector< float > & rhs)
```

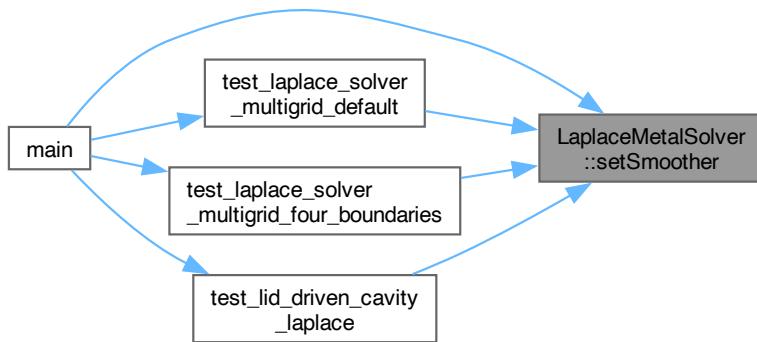
Here is the caller graph for this function:



3.2.3.17 setSmoothen()

```
void LaplaceMetalSolver::setSmoothen (Smoothen s) [inline]
```

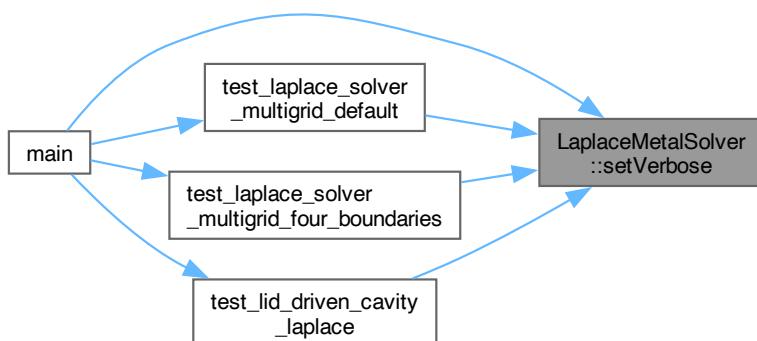
Here is the caller graph for this function:



3.2.3.18 `setVerbose()`

```
void LaplaceMetalSolver::setVerbose (
    bool v) [inline]
```

Here is the caller graph for this function:



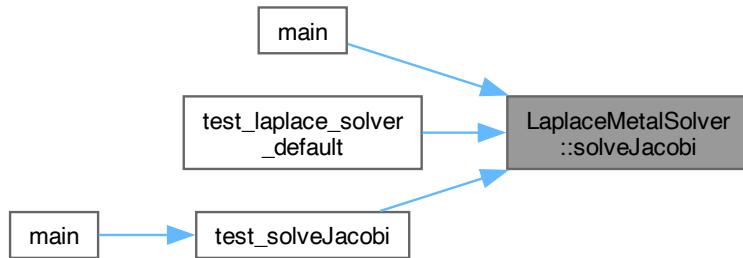
3.2.3.19 `smoother()`

```
Smoother LaplaceMetalSolver::smoother () const [inline]
```

3.2.3.20 solveJacobi()

```
bool LaplaceMetalSolver::solveJacobi (
    uint32_t max_iters,
    float tol,
    uint32_t * out_iters = nullptr,
    float * residual_l2 = nullptr)
```

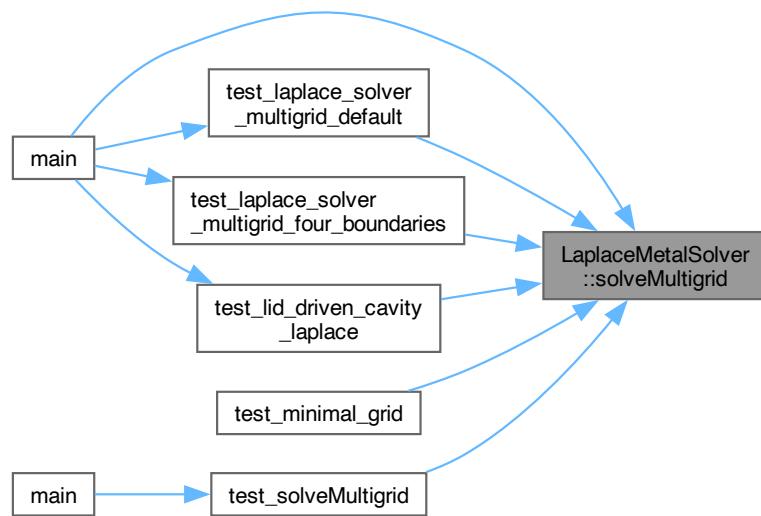
Here is the caller graph for this function:



3.2.3.21 solveMultigrid()

```
bool LaplaceMetalSolver::solveMultigrid (
    uint32_t max_vcycles,
    float tol,
    uint32_t nul = 3,
    uint32_t nu2 = 3,
    uint32_t coarse_iters = 30)
```

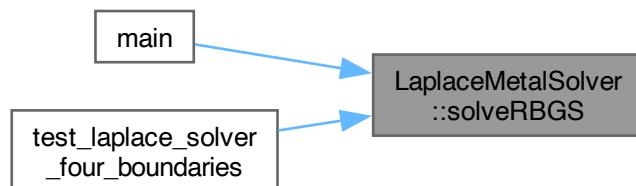
Here is the caller graph for this function:



3.2.3.22 solveRBGS()

```
bool LaplaceMetalSolver::solveRBGS (
    uint32_t max_iters,
    float tol,
    uint32_t * out_iters = nullptr,
    float * residual_l2 = nullptr)
```

Here is the caller graph for this function:

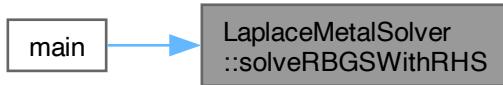


3.2.3.23 solveRBGSWithRHS()

```
bool LaplaceMetalSolver::solveRBGSWithRHS (
    uint32_t max_iters,
```

```
    float tol,
    uint32_t * out_iters = nullptr,
    float * residual_12 = nullptr)
```

Here is the caller graph for this function:



3.2.3.24 verbose()

```
bool LaplaceMetalSolver::verbose () const [inline]
```

3.2.4 Member Data Documentation

3.2.4.1 levels_

```
std::vector<MGLLevel> LaplaceMetalSolver::levels_
```

The documentation for this class was generated from the following files:

- metal/[LaplaceMetalSolver.hpp](#)
- metal/[LaplaceMetalSolver.mm](#)

3.3 LaplaceMetalSolver::MGLLevel Struct Reference

```
#include <LaplaceMetalSolver.hpp>
```

Public Attributes

- `uint32_t nx = 0`
- `uint32_t ny = 0`
- `float dx = 1.f`
- `float dy = 1.f`
- `void * uA = nullptr`
- `void * uB = nullptr`
- `void * rhs = nullptr`
- `void * bcMask = nullptr`
- `void * bcVals = nullptr`
- `void * uniforms = nullptr`
- `size_t fieldBytes = 0`

3.3.1 Member Data Documentation

3.3.1.1 bcMask

```
void* LaplaceMetalSolver::MGLevel::bcMask = nullptr
```

3.3.1.2 bcVals

```
void* LaplaceMetalSolver::MGLevel::bcVals = nullptr
```

3.3.1.3 dx

```
float LaplaceMetalSolver::MGLevel::dx = 1.f
```

3.3.1.4 dy

```
float LaplaceMetalSolver::MGLevel::dy = 1.f
```

3.3.1.5 fieldBytes

```
size_t LaplaceMetalSolver::MGLevel::fieldBytes = 0
```

3.3.1.6 nx

```
uint32_t LaplaceMetalSolver::MGLevel::nx = 0
```

3.3.1.7 ny

```
uint32_t LaplaceMetalSolver::MGLevel::ny = 0
```

3.3.1.8 rhs

```
void* LaplaceMetalSolver::MGLevel::rhs = nullptr
```

3.3.1.9 uA

```
void* LaplaceMetalSolver::MGLevel::uA = nullptr
```

3.3.1.10 uB

```
void* LaplaceMetalSolver::MGLevel::uB = nullptr
```

3.3.1.11 uniforms

```
void* LaplaceMetalSolver::MGLevel::uniforms = nullptr
```

The documentation for this struct was generated from the following file:

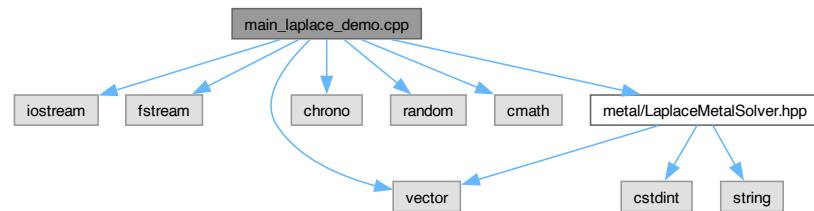
- metal/[LaplaceMetalSolver.hpp](#)

Chapter 4

File Documentation

4.1 main_laplace_demo.cpp File Reference

```
#include <iostream>
#include <fstream>
#include <vector>
#include <chrono>
#include <random>
#include <cmath>
#include "metal/LaplaceMetalSolver.hpp"
Include dependency graph for main_laplace_demo.cpp:
```



Functions

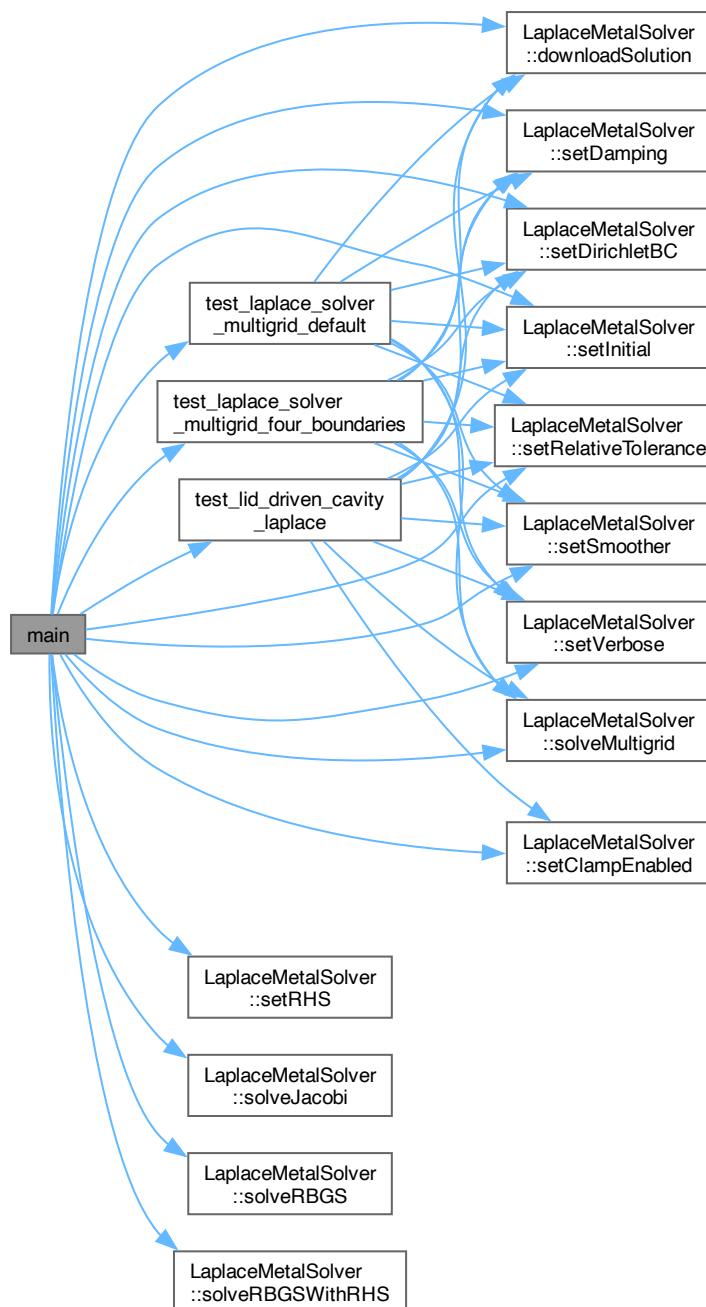
- void [test_laplace_solver_four_boundaries \(\)](#)
- void [test_lid_driven_cavity_laplace \(\)](#)
- void [test_laplace_solver_default \(\)](#)
- void [test_laplace_solver_multigrid_default \(\)](#)
- void [test_minimal_grid \(\)](#)
- void [test_laplace_solver_multigrid_four_boundaries \(\)](#)
- int [main \(int argc, char **argv\)](#)

4.1.1 Function Documentation

4.1.1.1 main()

```
int main (
    int argc,
    char ** argv)
```

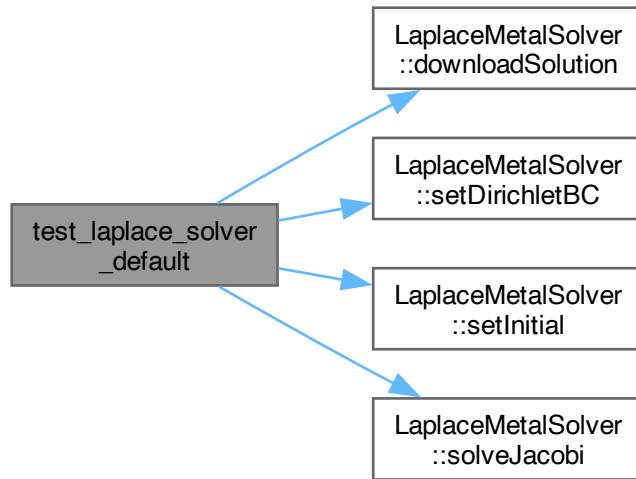
Here is the call graph for this function:



4.1.1.2 test_laplace_solver_default()

```
void test_laplace_solver_default ()
```

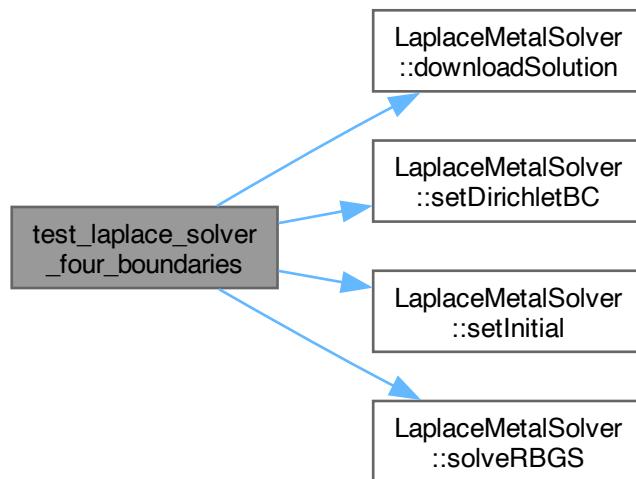
Here is the call graph for this function:



4.1.1.3 test_laplace_solver_four_boundaries()

```
void test_laplace_solver_four_boundaries ()
```

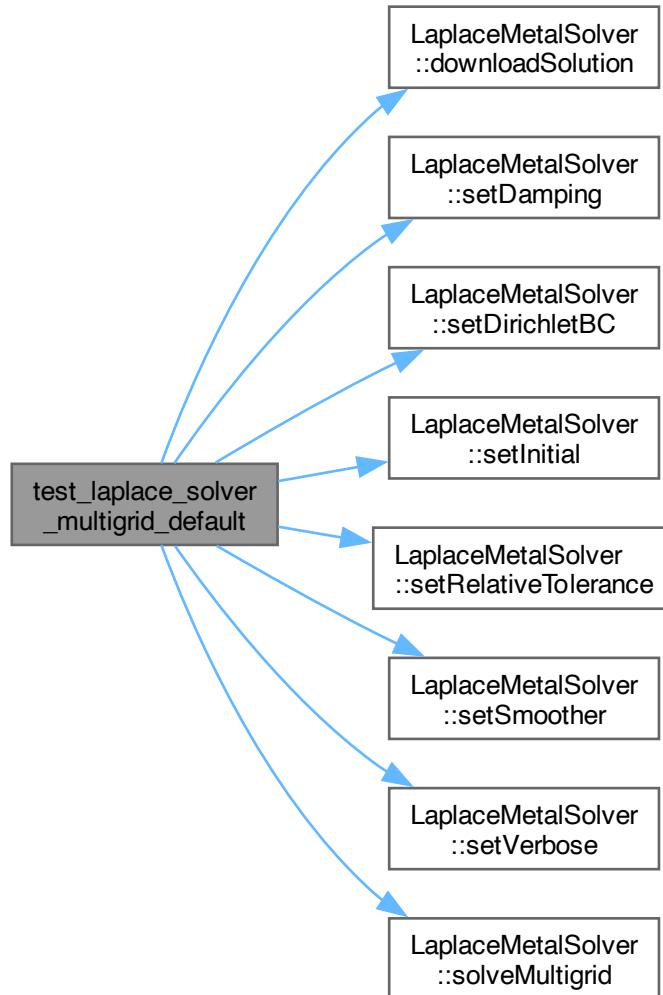
Here is the call graph for this function:



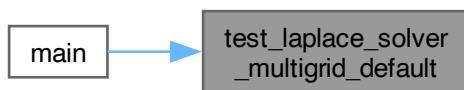
4.1.1.4 `test_laplace_solver_multigrid_default()`

```
void test_laplace_solver_multigrid_default ()
```

Here is the call graph for this function:



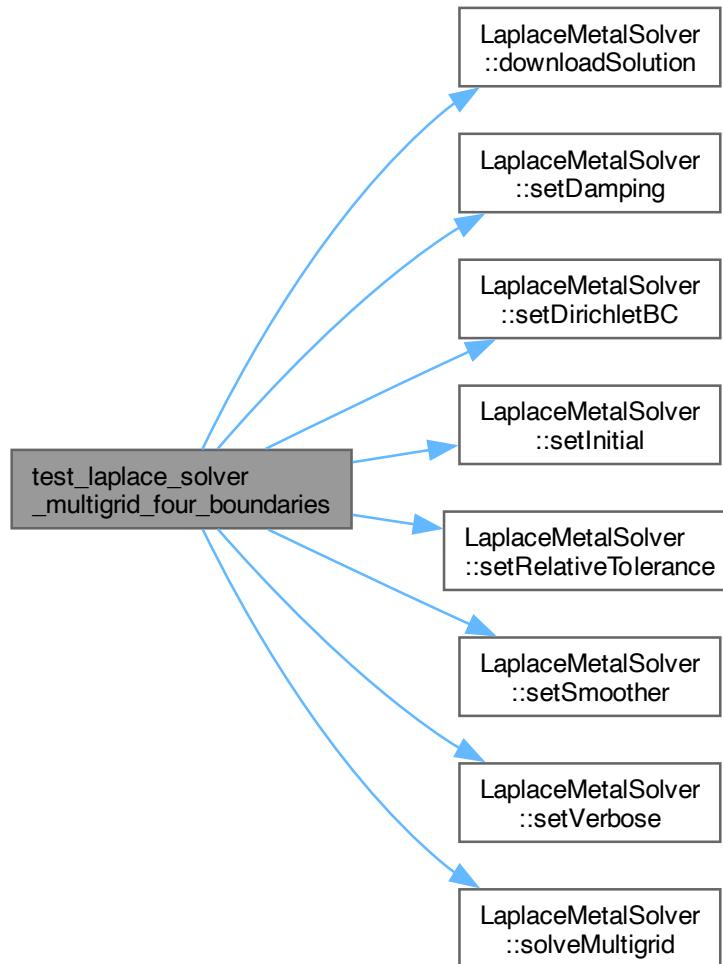
Here is the caller graph for this function:



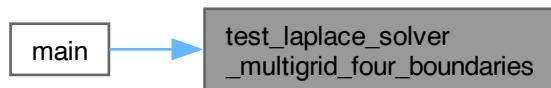
4.1.1.5 test_laplace_solver_multigrid_four_boundaries()

```
void test_laplace_solver_multigrid_four_boundaries ()
```

Here is the call graph for this function:



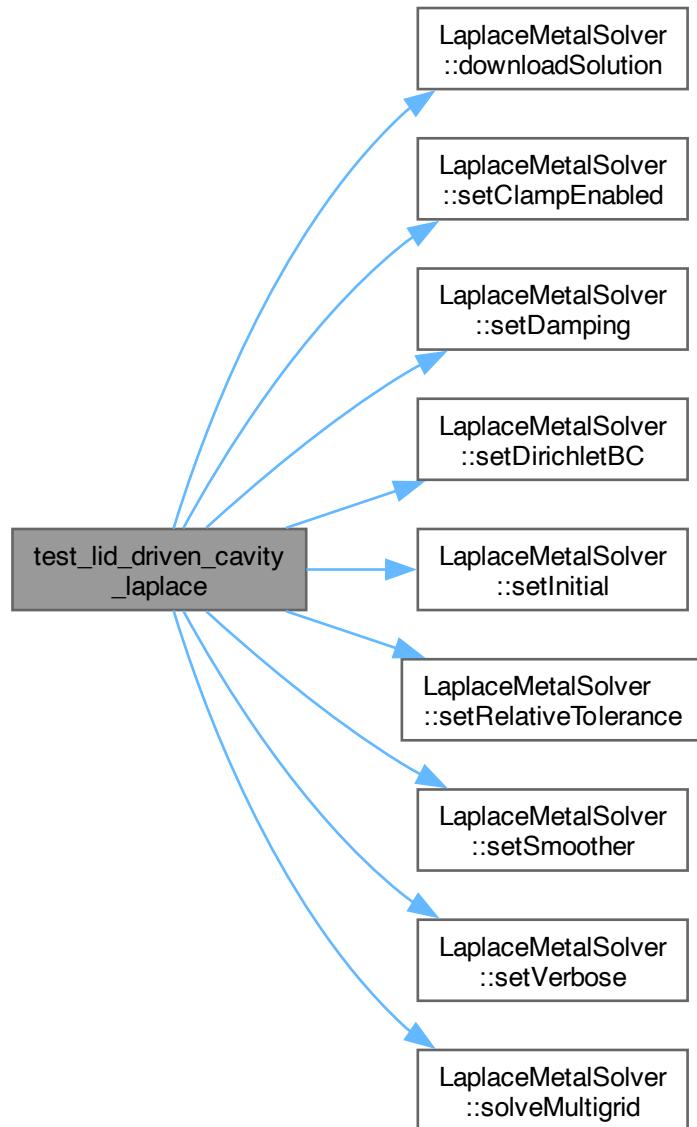
Here is the caller graph for this function:



4.1.1.6 `test_lid_driven_cavity_laplace()`

```
void test_lid_driven_cavity_laplace ()
```

Here is the call graph for this function:



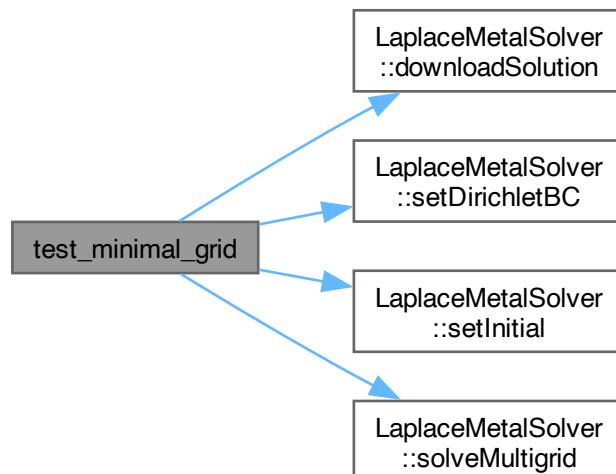
Here is the caller graph for this function:



4.1.1.7 test_minimal_grid()

```
void test_minimal_grid ()
```

Here is the call graph for this function:

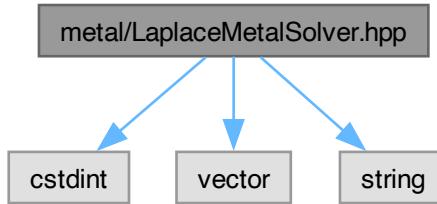


4.2 metal/laplace_kernels.metal File Reference

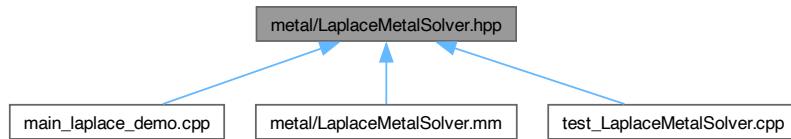
4.3 metal/LaplaceMetalSolver.hpp File Reference

```
#include <cstdint>
#include <vector>
```

```
#include <string>
Include dependency graph for LaplaceMetalSolver.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [LaplaceMetalSolver](#)
- struct [LaplaceMetalSolver::Desc](#)
- struct [LaplaceMetalSolver::MGLevel](#)

4.4 LaplaceMetalSolver.hpp

[Go to the documentation of this file.](#)

```

00001 #pragma once
00002 #include <cstdint>
00003 #include <vector>
00004 #include <string>
00005
00006 class LaplaceMetalSolver
00007 {
00008     public:
00009         enum class Smoother
00010         {
00011             Jacobi,
00012             RBGS
00013         };
00014         struct Desc
00015         {
00016             uint32_t nx = 0, ny = 0;
00017             float dx = 1.f, dy = 1.f;
00018         };
00019         struct MGLevel
00020         {
  
```

```

00022     uint32_t nx = 0, ny = 0;
00023     float dx = 1.f, dy = 1.f;
00024     // Solution/correction ping-pong
00025     void *uA = nullptr; // current
00026     void *uB = nullptr; // next
00027     // RHS / residual on this level
00028     void *rhs = nullptr;
00029     // Boundary data (mask=1 at domain boundary; values = nonhom on L0, zeros otherwise)
00030     void *bcMask = nullptr; // uint8_t
00031     void *bcVals = nullptr; // float
00032     // Uniforms for this level
00033     void *uniforms = nullptr;
00034     size_t fieldBytes = 0;
00035 };
00036 std::vector<MGLevel> levels_;
00037
00038 LaplaceMetalSolver(const Desc &d, const char *metal_path = nullptr);
00039 ~LaplaceMetalSolver();
00040
00041 void setInitial(const std::vector<float> &u0);
00042 void setDirichletBC(const std::vector<uint8_t> &mask,
00043                      const std::vector<float> &values);
00044
00045 bool solveJacobi(uint32_t max_iters, float tol,
00046                    uint32_t *out_iters = nullptr,
00047                    float *residual_l2 = nullptr);
00048
00049 // Single-level Red-Black Gauss-Seidel (in-place) solver.
00050 // Runs alternating red/black updates until residual L2 <= tol or max_iters reached.
00051 bool solveRBGS(uint32_t max_iters, float tol,
00052                  uint32_t *out_iters = nullptr,
00053                  float *residual_l2 = nullptr);
00054
00055 std::vector<float> downloadSolution() const;
00056
00057 // Optional: provide a right-hand side f for Poisson: -2 u = f
00058 // Copies data into the finest level's rhs buffer.
00059 void setRHS(const std::vector<float> &rhs);
00060
00061 // Single-level Red-Black Gauss-Seidel solve with RHS (Poisson form).
00062 // Uses rbgs_phase_rhs kernel and stops when L2 residual (rhs - Au) <= tol.
00063 bool solveRBGSWithRHS(uint32_t max_iters, float tol,
00064                       uint32_t *out_iters = nullptr,
00065                       float *residual_l2 = nullptr);
00066
00067 // Toggle safety clamp to boundary range. Enable for Laplace (f=0). Disable for Poisson (f!=0).
00068 void setClampEnabled(bool e) { clampEnabled_ = e; }
00069 bool clampEnabled() const { return clampEnabled_; }
00070
00071 LaplaceMetalSolver(const LaplaceMetalSolver &) = delete;
00072 LaplaceMetalSolver &operator=(const LaplaceMetalSolver &) = delete;
00073
00074 // Optional: control verbosity of internal logging (default: false)
00075 void setVerbose(bool v) { verbose_ = v; }
00076 bool verbose() const { return verbose_; }
00077
00078 // Optional: control Jacobi damping factor omega in (0,1]. Default: 0.7f
00079 void setDamping(float w)
00080 {
00081     damping_ = w;
00082     updateTopLevelUniforms_();
00083 }
00084 float damping() const { return damping_; }
00085
00086 // Optional: choose the smoother used in multigrid (default: Jacobi)
00087 void setSmoothen(Smooth s) { smoother_ = s; }
00088 Smoother smoother() const { return smoother_; }
00089
00090 // Optional: relative residual stopping criterion for multigrid (res/res0 <= relTol)
00091 void setRelativeTolerance(float r) { relTol_ = r; }
00092 float relativeTolerance() const { return relTol_; }
00093
00094 // Geometric Multigrid V-cycle solver.
00095 // max_vcycles: number of V-cycles
00096 // tol: stop if L2 residual on finest level <= tol
00097 // nul/nu2: pre/post relaxations per level
00098 // coarse_iters: smoothing iterations on coarsest grid
00099 bool solveMultigrid(uint32_t max_vcycles, float tol,
00100                      uint32_t nul = 3, uint32_t nu2 = 3,
00101                      uint32_t coarse_iters = 30);
00102
00103 // Debug: run a GPU vs CPU full-weighting restriction test
00104 // Fills the fine residual with a known pattern, runs restriction,
00105 // and reports element-wise differences (max abs diff printed).
00106 void debugRestrictTest();
00107
00108 // Debug: run a GPU vs CPU bilinear prolongation test

```

```

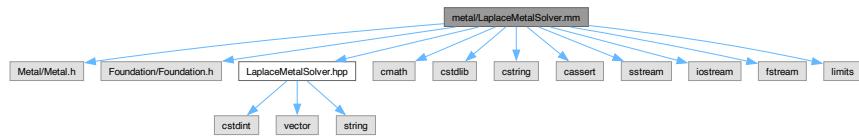
00109 // Fills a coarse correction with a deterministic pattern, runs prolongation
00110 // (add) into fine grid and compares GPU result against CPU bilinear interpolation.
00111 void debugProlongTest();
00112
00113 // Debug: run a GPU vs CPU residual test
00114 // Fills fine-level solution with a deterministic pattern, runs compute_residual_raw,
00115 // and compares GPU residuals to CPU finite-difference  $r = -(uxx+uyy)$ .
00116 void debugResidualTest();
00117
00118 // Debug: run a GPU vs CPU single Jacobi-with-RHS step
00119 // Fills u_old and rhs with deterministic patterns, runs jacobi_step_rhs once
00120 // and compares GPU u_new against CPU update formula.
00121 void debugJacobiRhsTest();
00122
00123 // Debug: print per-level Uniforms and verify coarsening scaling
00124 void debugCheckUniforms();
00125
00126 private:
00127     void *device_ = nullptr;
00128     void *queue_ = nullptr;
00129     void *lib_ = nullptr;
00130     void *psoJacobi_ = nullptr;
00131     void *psoResidual_ = nullptr;
00132     void *psoApplyBC_ = nullptr;
00133     // Optional smoother pipelines
00134     void *psoRBGS_ = nullptr; // rbgs_phase (homogeneous)
00135     void *psoRBGRHS_ = nullptr; // rbgs_phase_rhs (with RHS)
00136     void *bufU0_ = nullptr;
00137     void *bufU1_ = nullptr;
00138     void *bufBCMask_ = nullptr;
00139     void *bufBCVals_ = nullptr;
00140     void *bufR2_ = nullptr;
00141     void *bufUniforms_ = nullptr;
00142     uint32_t nx_ = 0, ny_ = 0;
00143     float dx_ = 1, dy_ = 1;
00144     size_t fieldBytes_ = 0;
00145     // Extra pipelines for MG
00146     void *psoResidualRaw_ = nullptr; // compute_residual_raw
00147     void *psoRestrict_ = nullptr; // restrict_full_weighting
00148     void *psoProlongAdd_ = nullptr; // prolong_bilinear_add
00149     void *psoJacobiRHS_ = nullptr; // jacobi_step_rhs
00150     void *psoZeroFloat_ = nullptr; // set_zero_float
00151     void *psoClamp_ = nullptr; // clamp_to_bounds
00152
00153     bool compileLibraryFromFile_(const char *, std::string &);
00154     bool compileLibraryFromEmbedded_(std::string &);
00155     bool buildPipelines_(std::string &);
00156     bool ensureBuffers_();
00157     float computeResidualL2_();
00158     bool applyBC_();
00159     void swapFields_();
00160     void clampToBoundaryRange_();
00161
00162     bool buildLevels_(); // allocate/build level hierarchy
00163     void destroyLevels_(); // free level buffers
00164     bool vcycle_(uint32_t nul, uint32_t nu2, uint32_t coarse_iters);
00165     bool smoothJacobi_(size_t lev, uint32_t iters, bool use_rhs);
00166     bool smoothRBGS_(size_t lev, uint32_t iters, bool use_rhs);
00167     bool computeResidual_(size_t lev); // writes levels_[lev].rhs = residual
00168     bool restrictDown_(size_t lev_from); // rhs_{l+1} = R rhs_l
00169     bool prolongateAdd_(size_t lev_to_fine); // u_l += P e_{l+1}
00170     bool applyBCLevel_(size_t lev); // enforce BCs on levels_[lev].uA
00171     bool zeroFloat_(void *buf, size_t lev); // GPU zero
00172     float computeResidualL2WithRHS_(); // CPU reduction of ||rhs - A u|| on finest level
00173
00174     // Config flags
00175     bool verbose_ = false;
00176     float damping_ = 2.0f / 3.0f;
00177     Smoother smoother_ = Smoother::Jacobi;
00178     float relTol_ = -1.0f;
00179
00180     // Boundary extrema on finest level (for safety clamp)
00181     float bcMin_ = 0.0f;
00182     float bcMax_ = 0.0f;
00183     bool clampEnabled_ = true;
00184
00185     // Helper to refresh omega in the top-level uniforms buffer
00186     void updateTopLevelUniforms_();
00187
00188     // Residual metrics on finest level (level 0)
00189     struct ResidualMetrics
00190     {
00191         float l2;
00192         float l2_h;
00193         float linf;
00194         size_t n;
00195     };

```

```
00196     bool computeResidualMetrics0_(ResidualMetrics &out);
00197 }
```

4.5 metal/LaplaceMetalSolver.mm File Reference

```
import <Metal/Metal.h>
import <Foundation/Foundation.h>
#include "LaplaceMetalSolver.hpp"
#include <cmath>
#include <cstdlib>
#include <cstring>
#include <cassert>
#include <sstream>
#include <iostream>
#include <fstream>
#include <limits>
Include dependency graph for LaplaceMetalSolver.mm:
```



Macros

- #define CREATE_PIPELINE(name, kernelName)

4.5.1 Macro Definition Documentation

4.5.1.1 CREATE_PIPELINE

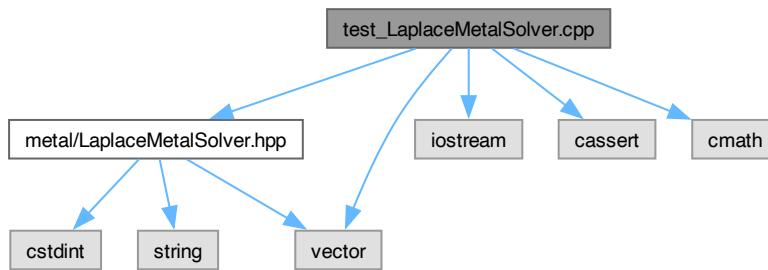
```
#define CREATE_PIPELINE(
    name,
    kernelName)
```

Value:

```
do { \
id<MTLFunction> func = [lib newFunctionWithName:@#kernelName]; \
if (!func) { err = "Function '" #kernelName "' not found"; return false; } \
id<MTLComputePipelineState> pso = [dev newComputePipelineStateWithFunction:func error:&error]; \
if (error || !pso) { err = error ? std::string([error localizedDescription] UTF8StringEncoding) : "Pipeline \
creation failed for " #kernelName; return false; } \
name = (__bridge_retained void*)pso; \
} while(0)
```

4.6 test_LaplaceMetalSolver.cpp File Reference

```
#include "metal/LaplaceMetalSolver.hpp"
#include <iostream>
#include <vector>
#include <cassert>
#include <cmath>
Include dependency graph for test_LaplaceMetalSolver.cpp:
```



Macros

- `#define TRACE_EXCEPTION(msg)`

Functions

- `void test_constructor ()`
- `void test_setInitial ()`
- `void test_setDirichletBC ()`
- `void test_solveJacobi ()`
- `void test_downloadSolution ()`
- `void test_solveMultigrid ()`
- `int main ()`

4.6.1 Macro Definition Documentation

4.6.1.1 TRACE_EXCEPTION

```
#define TRACE_EXCEPTION(
    msg)
    std::cerr << "[EXCEPTION] " << msg << std::endl;
```

Value:

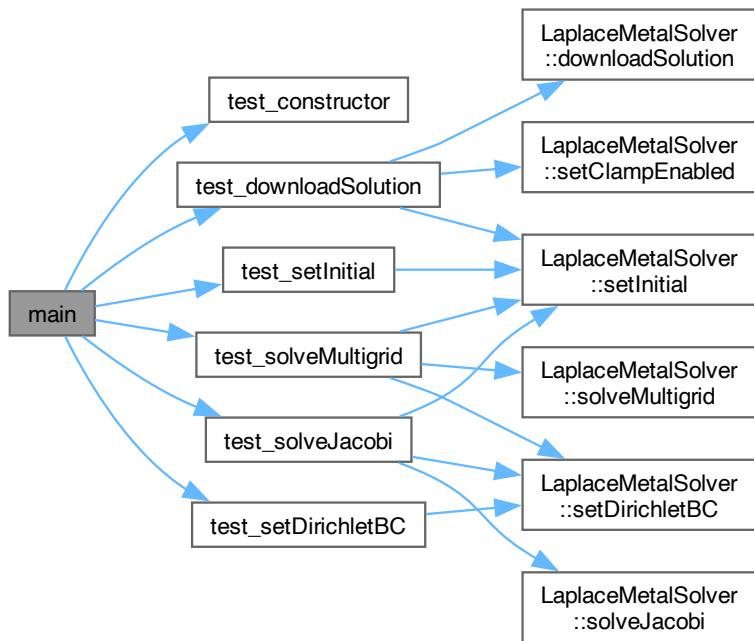
```
std::cerr << "[EXCEPTION] " << msg << std::endl;
```

4.6.2 Function Documentation

4.6.2.1 main()

```
int main ()
```

Here is the call graph for this function:



4.6.2.2 test_constructor()

```
void test_constructor ()
```

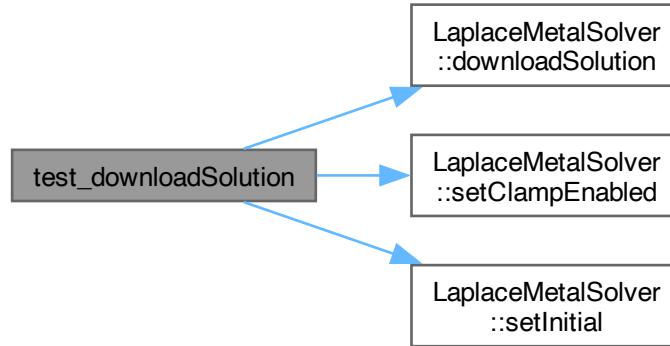
Here is the caller graph for this function:



4.6.2.3 `test_downloadSolution()`

```
void test_downloadSolution ()
```

Here is the call graph for this function:



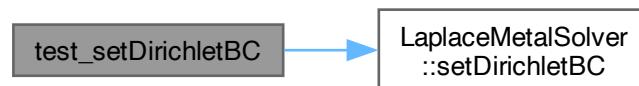
Here is the caller graph for this function:



4.6.2.4 `test_setDirichletBC()`

```
void test_setDirichletBC ()
```

Here is the call graph for this function:



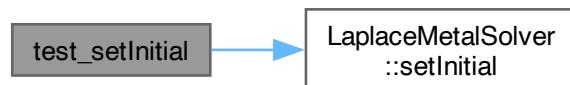
Here is the caller graph for this function:



4.6.2.5 test_setInitial()

```
void test_setInitial ()
```

Here is the call graph for this function:



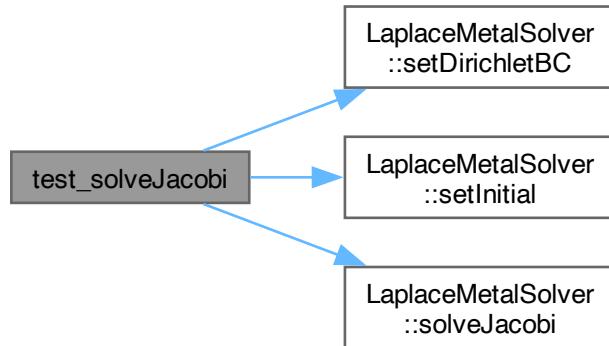
Here is the caller graph for this function:



4.6.2.6 test_solveJacobi()

```
void test_solveJacobi ()
```

Here is the call graph for this function:



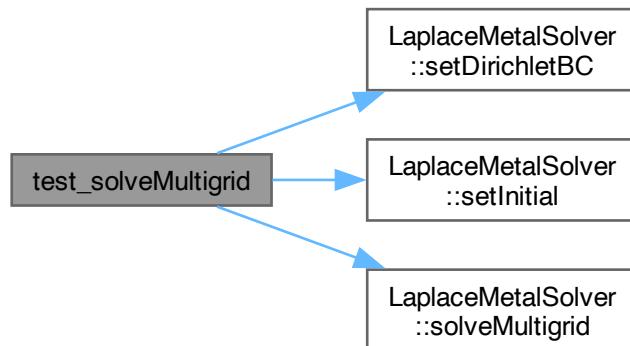
Here is the caller graph for this function:



4.6.2.7 `test_solveMultigrid()`

```
void test_solveMultigrid ()
```

Here is the call graph for this function:



Here is the caller graph for this function:



