

# Numerical Algorithms for HPC

Discretised Partial Differential Equations



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## Overview of Lecture

- Pollution problem as a Partial Differential Equation (PDE)
  - equations in one and two dimensions
  - boundary conditions
- Discretised equations
  - putting problem onto a lattice
  - PDE as a matrix problem
  - the five-point stencil
  - mapping between the 2D continuous and discrete problems
  - introducing a wind into pollution problem
- Notes
- Summary



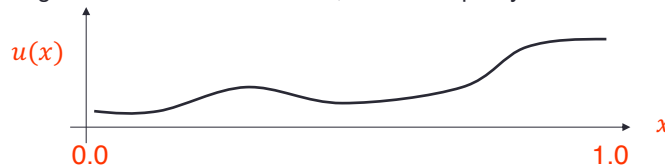
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## 1D Diffusion Equation

- Imagine one-dimensional problem *with no wind*
  - e.g. pollution in a valley
- Call the density of pollution  $u$ 
  - distance along the valley is  $x$  which is in the range  $[0.0, 1.0]$ 
    - in general the domain size is  $L$ , but for simplicity we take  $L = 1.0$



- Differential equation is:  $-\frac{d^2}{dx^2}u(x) = 0$ 
  - initial minus sign is a useful convention (see later)
  - equation is for steady state solution that does not vary in time

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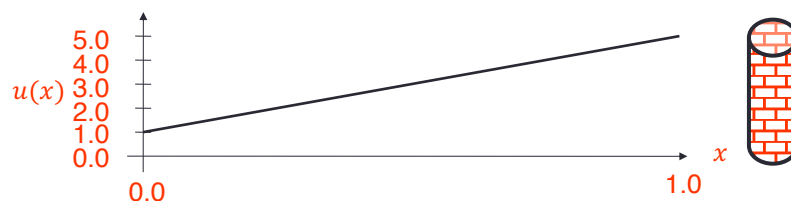
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## Analytic Solution

- In one dimension, solution is a straight line
  - equation is:  $u(x) = m x + c$
  - but what are the values of gradient  $m$  and intercept  $c$ ?
- Actual solution depends on *boundary conditions*
  - differential equation gives the behaviour in the interior  $(0.0, 1.0)$
  - must also specify the behaviour at boundaries  $x = 0.0$  and  $x = 1.0$
  - for example,  $u(0.0) = 1.0$  and  $u(1.0) = 5.0$



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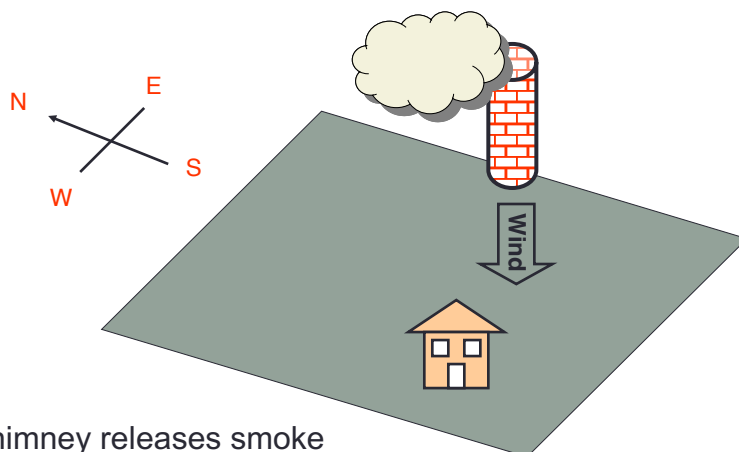


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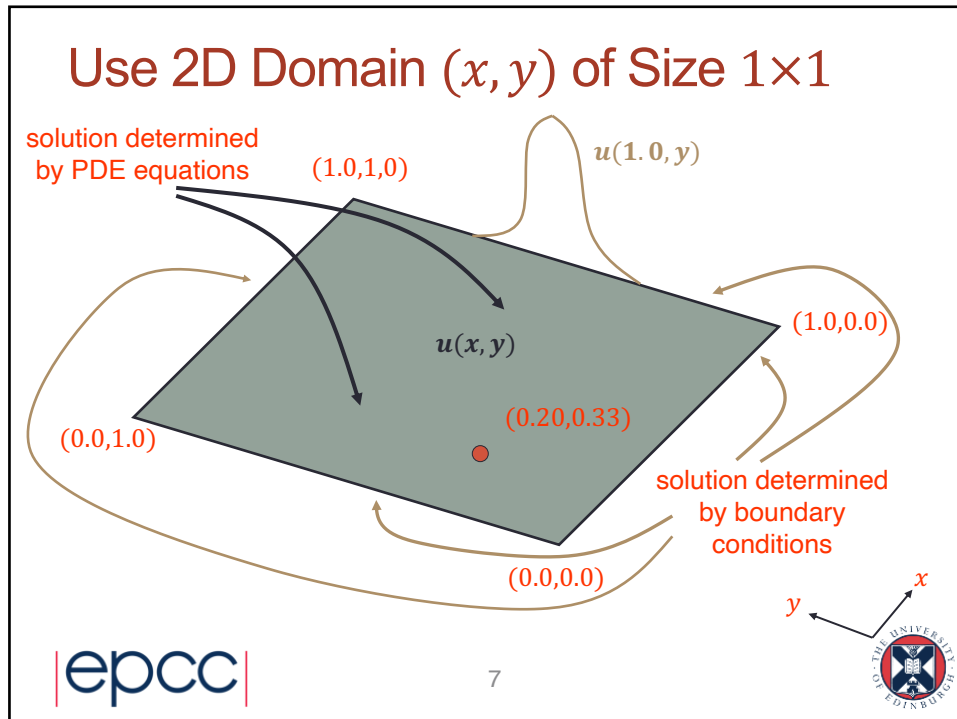
## Boundary Conditions

- We solved the equation:  $-\frac{d^2}{dx^2}u(x) = 0$ 
  - with  $u(0.0) = 1.0$  and  $u(1.0) = 5.0$ , the answer is  $u(x) = 4.0x + 1.0$
- In general
  - “What is the pollution in a valley?” is a meaningless question
  - must ask: “What is the pollution in a valley when the pollution levels are **one** at the western end and **five** at the eastern end?”
- Same applies in the 2D problem
  - equations will determine solution  $u(x, y)$  in the **interior** region
  - we must independently specify behaviour on all the **boundaries**
- For this reason, steady state problems like this are called *Boundary Value Problems (BVPs)*

## The Problem we want to solve



- Chimney releases smoke
  - how much arrives at house with prevailing north-easterly wind?



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## Mathematical Problem in 2D

- PDE with no wind is  $-\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}\right) u(x, y) = 0$ 
  - all solutions obey this Partial Differential Equation (PDE) in interior region
- Must also specify Boundary Conditions (BCs)
  - BCs must be **appropriate to our specific problem**
- In this case, a simple choice is:
  - set pollution on boundary to zero **everywhere** except at chimney
    - assume domain is large enough that no pollution gets to the edges
  - specify  $u(1.0, y)$  as a hump concentrated around  $(1.0, 0.5)$ 
    - this is a guess at the way pollution is emitted by the chimney
    - a single sharp peak at  $(1.0, 0.5)$  causes technical problems later!
- Solve the equations somehow ...
  - and the pollution level at the house is the value of  $u(0.20, 0.33)$

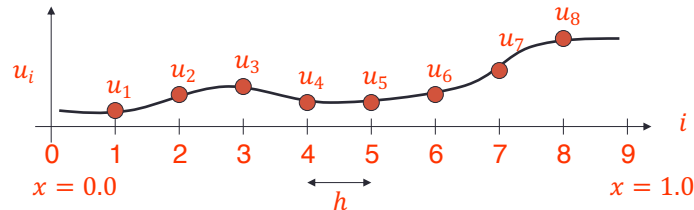
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## Discretising the 1D Problem



- Replace continuous real  $x$  by discrete integer  $i$ 
  - divide domain into a lattice containing  $M + 1$  sections each of width  $h$
  - e.g. in above diagram,  $M = 8$  and  $h = 1.0/(M + 1) = 0.11$
- Solve for  $N$  different variables  $u_i$ ,  $i = 1, 2, \dots, N$ 
  - in one dimension,  $N = M$  but not true in general (in 2D problem  $N = M^2$ )
  - boundary values are  $u_0$  and  $u_{N+1}$  (above,  $u_0$  and  $u_9$ )
- But what equations do the  $u_i$  variables satisfy?
  - and how do we decide on the boundary values?

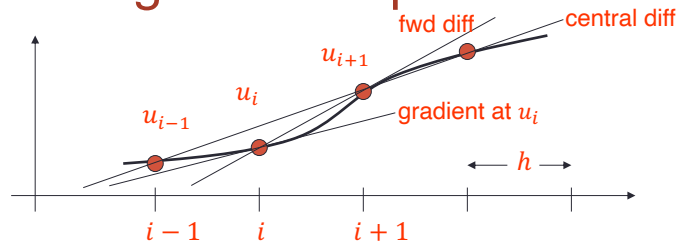
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## Discretising the 1D Equations



- We approximate gradients with lines
  - e.g. a forward difference:  $\frac{d}{dx} u(x) \approx \frac{u_{i+1} - u_i}{h}$
  - or a central difference:  $\frac{d}{dx} u(x) \approx \frac{u_{i+1} - u_{i-1}}{2h}$
- All become more accurate as we reduce  $h$ 
  - but for a given value of  $h$ , some will be more accurate than others
  - e.g. forward difference has errors proportional to  $h$ 
    - central has errors proportional to  $h^2$  and is therefore **more accurate**
  - can estimate errors by doing a Taylor expansion about  $u(x)$  ...

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## Discretised 1D Equations

- Write second derivative as:  $\frac{d^2}{dx^2} u(x) = \frac{d}{dx} \left( \frac{d}{dx} u(x) \right)$ 
  - use forward difference for first derivative, then a backward for second

$$\frac{d^2}{dx^2} u(x) \approx \frac{u_{i-1} - 2u_i + u_{i+1}}{h^2}$$

- Boundary conditions are straightforward
  - $u(0.0) = 1.0: u_0 = 1.0$
  - $u(1.0) = 5.0: u_{M+1} = 5.0$
- This gives us  $N$  equations in  $N$  unknowns
  - $-u_{i-1} + 2u_i - u_{i+1} = 0, \quad i = 1, 2, \dots, N$
- Converted differential equations into difference equations
  - larger  $M$  means a smaller  $h$  and more accurate equations
  - but also a larger  $N$  and much more work, especially in 2D or 3D problems!



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## Difference Equations for $N = 8$

- Writing the eight equations  $-u_{i-1} + 2u_i - u_{i+1} = 0$  out in full

$$\begin{aligned} 2u_1 - u_2 &= 1 \\ -u_1 + 2u_2 - u_3 &= 0 \\ -u_2 + 2u_3 - u_4 &= 0 \\ -u_3 + 2u_4 - u_5 &= 0 \\ -u_4 + 2u_5 - u_6 &= 0 \\ -u_5 + 2u_6 - u_7 &= 0 \\ -u_6 + 2u_7 - u_8 &= 0 \\ -u_7 + 2u_8 &= 5 \end{aligned}$$

- Notes
  - have multiplied all the equations by  $h^2$  for simplicity
  - first and last equations are different as we know  $u_0$  and  $u_9$
  - we write the known values on the right-hand-side for convenience



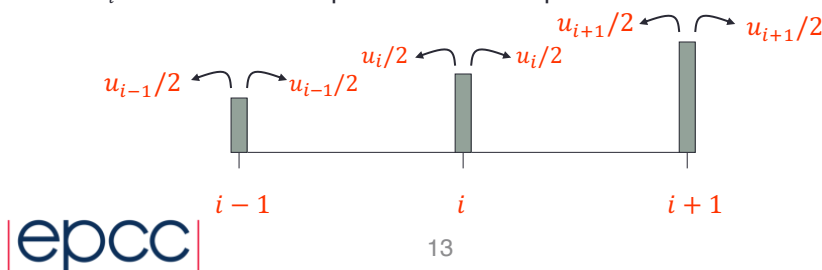
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## Interpreting Difference Equations

- Simple interpretation
  - Rearranging gives  $u_i = (u_{i+1} + u_{i-1})/2$
  - i.e. every point equals the average of its nearest neighbours
  - what has this got to do with diffusion?
- Imagine pollution particles do “a random walk”
  - each step, particles at every lattice point move randomly left or right
  - let  $u_i$  be the number of particles at lattice point  $i$



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## Steady State Random Walk

- At each step
  - population  $u_i$  is replaced by  $u_{i-1}/2$  (from left) and  $u_{i+1}/2$  (right)
  - for a steady state,  $u_i = (u_{i-1} + u_{i+1})/2$
  - same equations as before:  $-u_{i-1} + 2u_i - u_{i+1} = 0$ ,  $i = 1, 2, \dots, N$
- Perhaps easier to understand than:  $-\frac{d^2}{dx^2}u(x) = 0$
- Note that this is a dynamic equilibrium
  - just because pollution level  $u(x)$  is constant doesn't mean that the pollution particles are static
  - e.g. density of air is constant even though molecules are moving!

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## Equations in Matrix Form

- These can be written in standard form  $Au = b$

$$\begin{pmatrix} 2 & -1 & & & & & & \\ -1 & 2 & -1 & & & & & \\ & -1 & 2 & -1 & & & & \\ & & -1 & 2 & -1 & & & \\ & & & -1 & 2 & -1 & & \\ & & & & -1 & 2 & -1 & \\ & & & & & -1 & 2 & -1 \\ & & & & & & -1 & 2 \end{pmatrix} \begin{pmatrix} u_1 \\ u_2 \\ u_3 \\ u_4 \\ u_5 \\ u_6 \\ u_7 \\ u_8 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 5 \end{pmatrix}$$

- in this case,  $A$  is sparse and symmetric



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## Two Dimensional Problem

- Simple extension to two dimensions
  - impose a square lattice of size  $M + 1$  by  $M + 1$ , spacing  $h$
  - replace real continuous coordinates  $(x, y)$  by integers  $i, j$
  - solution is now  $u_{i,j}$  with  $i = 1, 2, \dots, M$  and  $j = 1, 2, \dots, M$
  - the number of unknowns  $N$  is now  $M^2$

– in 1D:  $\frac{d^2}{dx^2} u(x) \approx \frac{u_{i-1} - 2u_i + u_{i+1}}{h^2}$

– in 2D:  $\left( \frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right) u(x, y) \approx \frac{u_{i,j-1} + u_{i-1,j} - 4u_{i,j} + u_{i+1,j} + u_{i,j+1}}{h^2}$

- every point is averaged with its **four nearest neighbours**



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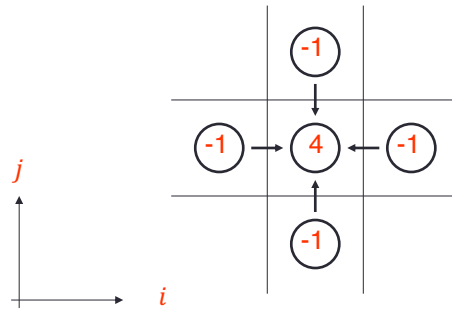


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## Five Point Stencil

- The equation can be represented graphically
  - (remember the initial minus sign!)
  - again, can easily be interpreted as a random walk



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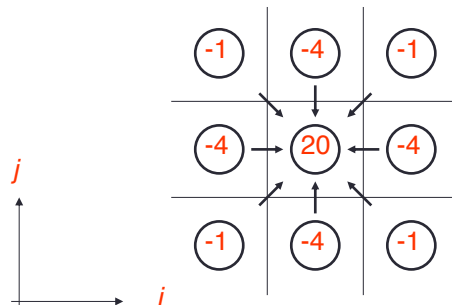
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## More Accurate Stencils

- More accuracy means more complicated shape
  - e.g. a nine-point stencil for the same equation includes  $u_{i+1,j+1}, \dots$
  - can be understood as a random walk, now also including diagonals



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## Notation

- The vector  $b$  is often called the *source*
  - remember that it contains all the fixed boundary values of  $u$
  - for 2D problem, corresponds to hump function around chimney
    - the hump is clearly the *source* of the pollution
- The 2D diffusion operator is very common
  - has a special name, “Grad Squared”, and symbol:  $\nabla^2$
- Can write the 2D equations as:  $-\nabla^2 u(x, y) = 0$ 
  - the five-point stencil is a standard discretisation of  $\nabla^2$
  - different discretisations (or different equations) will lead to a different form for the matrix  $A$
- Another notation indicates derivatives by a dash:  $u'$

$$\frac{d}{dx} u(x) \rightarrow u'(x), \quad \frac{d^2}{dx^2} u(x) \rightarrow u''(x)$$



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## Grid Coordinates vs Real Space

- We store values on a discrete grid

$$- u_0, u_1, u_2, \dots, u_{N-1}, u_N, u_{N+1}$$

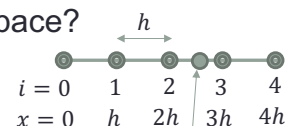
- What points do these represent in real space?

$$- \text{in 1D: } x = ih$$

$$u_i \rightarrow u(ih)$$

$$- \text{in 2D: } x = ih, y = jh$$

$$u_{i,j} \rightarrow u(ih, jh)$$



- Converting from real space to grid points?

- much harder as coordinate  $x$  will not sit exactly on the grid
- to get the value of  $u(x)$  from the grid, must do some sort of interpolation of  $u_i$  from the nearby grid points
- simplest solution is a weighted average – see exercise notes



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## Introducing a Wind

- More pollution moves in same direction as wind
  - in 1D, the equations for a wind of strength  $a$  (from the right) are

$$\begin{aligned}
 -\frac{d^2}{dx^2}u(x) - a\frac{d}{dx}u(x) &= 0 \\
 \frac{-u_{i-1} + 2u_i - u_{i+1}}{h^2} - a\left(\frac{u_{i+1} - u_i}{h}\right) &= 0 \\
 -\left(\frac{1}{h^2}\right)u_{i-1} + \left(\frac{2}{h^2} - \frac{a}{h}\right)u_i - \left(\frac{1}{h^2} + \frac{a}{h}\right)u_{i+1} &= 0
 \end{aligned}$$

- more particles move left (from  $u_{i+1}$  to  $u_i$ ) than right
  - makes the associated matrix  $A$  non-symmetric
  - straightforward to extend to two dimensions



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## In Two Dimensions

- 2D equations for a NE wind of strength  $(a_x, a_y)$

$$-\left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2}\right)u(x, y) - a_x\frac{\partial}{\partial x}u(x, y) - a_y\frac{\partial}{\partial y}u(x, y) = 0$$

- Use forward differences for first derivatives, e.g.:

$$\frac{\partial}{\partial x}u(x, y) \approx \frac{u_{i+1,j} - u_{i,j}}{h}$$

- now straightforward to write out difference equations in full
- on the computer we deal with the values  $a_x h$  and  $a_y h$



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## Notes

- What about different boundary conditions?
  - fixed boundary conditions are called Dirichlet conditions
  - might want to specify the gradient at a boundary
    - e.g. “the slope of the pollution curve should be zero at the edges”
    - these are called Neumann boundary conditions
- Dirichlet conditions affect the right-hand-side  $b$ 
  - Neumann conditions alter the matrix  $A$  near domain boundaries
- Non-Linear Equations
  - can easily be discretised using standard recipes
  - this will lead to equations like:  $u_1^2 + 2u_2 + u_3 = 0$
  - this CANNOT be expressed as a matrix equation with constant  $A$ 
    - i.e. not possible to solve using methods like Gaussian Elimination



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## Summary

- Many physical problems are expressed as PDEs
  - impose a regular lattice on the problem
  - discretise the differential equations using standard techniques
- This leads to set of  $N$  difference equations
  - converts PDE to a set of linear equations  $Au = b$  which we can solve
  - $A$  depends on the PDE,  $b$  on boundary conditions, solution is  $u$
  - $N$  may be very large indeed for 2D or 3D problems!
- We are solving an approximation to the PDE
  - even if we solve linear equations accurately, there is still an error
  - can reduce this error using a more accurate discretisation of PDE
    - or a larger  $M$  (i.e. smaller value of  $h$ ) with the same discretisation
  - both these approaches require additional work



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