

Project 1 in FYS3150

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In this project we are solving the following equation:

$$-\frac{d^2u}{dx^2} = f(x) \quad (1)$$

We also know that:

- $f(x) = 100e^{-10x}$
- $x \in [0, 1]$
- $u(0) = u(1) = 0$

Exercise 1

I will check that

$$u(x) = 1 - (1 - e^{-10})x - e^{-10x} \quad (2)$$

is a solution to (1) by differentiating $u(x)$ twice.

$$\frac{d^2u}{dx^2} = \frac{d}{dx}\left(\frac{du}{dx}\right) = \frac{d}{dx}(-(1 - e^{-10}) - (-10)e^{-10x})$$

And since the derivative of a constant is 0, we get that:

$$\frac{d^2u}{dx^2} = \frac{d}{dx}(10e^{-10x}) = -100e^{-10x}$$

It immediately follows that

$$-\frac{d^2u}{dx^2} = 100e^{-10x}$$

This shows that (2) is a solution to equation (1).

Exercise 2

To be added

Exercise 3

I will derive a discretized version of equation (1) by finding a discretized approximation of $\frac{d^2u}{dx^2} = u''(x)$. Let h be a step size, and let a be a point such that $a \in [h, 1 - h]$. Firstly, evaluate the 3rd degree Taylor expansion of $u(x)$ about the point a in the points $a + h$ and $a - h$.

$$u(a + h) = u(a) + u'(a) \cdot h + \frac{1}{2}u''(a) \cdot h^2 + \frac{1}{6}u'''(a) \cdot h^3 + \mathcal{O}(h^4)$$

$$u(a - h) = u(a) + u'(a) \cdot (-h) + \frac{1}{2}u''(a) \cdot h^2 + \frac{1}{6}u'''(a) \cdot (-h)^3 + \mathcal{O}(h^4)$$

Next, add the two equations, giving the following equality.

$$u(a + h) + u(a - h) = 2u(a) + u''(a) \cdot h^2 + \mathcal{O}(h^4)$$

The equation can be solved for $u''(a)$

$$u''(a) = \frac{u(a + h) - 2u(a) + u(a - h)}{h^2} + \mathcal{O}(h^2)$$

Assuming a sufficiently small value for h , we can approximate and discretize with $u(ih) \approx v_i$. Here, $i \in \{0, 1, \dots, n\}$ (meaning $n = \frac{1}{h}$), and:

$$u''(ih) = \frac{v_{i+1} - 2v_i + v_{i-1}}{h^2}$$

Using equation (1), we can rewrite:

$$h^2 \cdot f(ih) = -v_{i+1} + 2v_i - v_{i-1} \tag{3}$$

Which is a discretized version of equation (1) with the following conditions:

- $v_0 = u(0) = 0$
- $v_n = u(1) = 0$.

Exercise 6

a)

In this exercise, we want to formulate the algorithm for solving $Ax = g$ for a general tridiagonal A . This is done in [alg ??].

b)

The number of floating point operations (FLOPs) in the general algorithm in [alg ??] is $2 \cdot 3N = 6N$, where N is the size of the matrix, for forward substitution. For back substitution, we have $3N$ FLOPs. In total, the algorithm has $9N = \mathcal{O}(N)$ FLOPs.

Algorithm 1 Algorithm for solving $Ax = g$ for a general tridiagonal matrix A . a , b and c represent the sub-, main- and superdiagonal. Solving it means taking in A and g , and returning x .

procedure TRIDIAGONAL SOLVER(a , b , c , g , N)

$\tilde{b}_0 \leftarrow b_0$

$\tilde{g}_0 \leftarrow g_0$

for $i \in (1, N)_{\mathbb{N}}$ **do**

$\tilde{b}_i \leftarrow b_i - \frac{a_i}{\tilde{b}_{i-1}} c_{i-1}$

$\tilde{g}_i \leftarrow g_i - \frac{a_i}{\tilde{b}_{i-1}} \tilde{g}_{i-1}$

end for

$x_N \leftarrow \frac{\tilde{g}_N}{\tilde{b}_N}$

for $i \in (N-1, 0)_{\mathbb{N}}$ **do**

$x_i \leftarrow \frac{\tilde{g}_i - c_i x_{i+1}}{\tilde{b}_i}$

end for

return x

end procedure
