

# Writeup CME 211 Project

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## 1 Summary

In this project, we set up a sparse linear system to solve the steady-state heat equation. We do so by considering a (discretized) pipe in which hot fluid is transferred, where we are interested in the (mean) temperature within the pipe wall. After we have set up our system of equations, we solve the system by means of conjugate gradient. Having solved the system, provide visualizations for the temperature within the pipe wall. We use C++ to set up and solve the heat equation, while we apply Python code to process and visualize the solutions to this equation.

In this report, we first discuss the implementation of this project, after which we provide a guide to users wishing to use our code. Lastly, we show some visualizations from the processed solutions of the heat equation.

## 2 Implementation

In this project, we use multiple code files and classes that work together to set up and solve the steady-state heat equation. Most of this code, apart from processing and visualization, is written in C++. Therefore, we'll first focus on the C++ code. We break this code down into four parts.

### 2.1 Supporting Code

First of all, we have supporting code included in the files *COO2CSR.cpp* (*.hpp*) and *matvecops.cpp* (*.hpp*), where the (*.hpp*) denotes that these files come with associated header files. The *COO2CSR* file allows us to better handle sparse matrices by translating coordinate-type sparse matrices (COO format) to the compressed sparse row format, which is beneficial for several operations, e.g., matrix-vector products. Code for applying such operations is provided in the *matvecops* file.

### 2.2 OOP

Second, we have OOP-oriented files, which include the *sparse.cpp* (*.hpp*) and *heat.cpp* (*.hpp*) files. These files contain code for the *SparseMatrix* and *HeatEquation2D* classes. The sparse

class allows us to create instances of sparse matrices, for which we implement several methods that allow us to easily work with these matrices. For instance, we include an *AddEntry* function, with which we can add a nonzero entry to the matrix. This class furthermore makes use of the matrix-vector product operation from *matvecops.cpp* and the *COO2CSR* function that we previously discussed.

As for the *HeatEquation2D* class, we use this class to set up and solve a 2-dimensional heat equation. The *Setup* function loads in an input file containing some information on the heat equation system that is to be solved and creates the (positive definite) linear system

$$(-A)u = b, \tag{1}$$

where  $A$  represents a sparse matrix with nonzero coefficients for the heat equation,  $u$  denotes the vector of temperatures to be solved for, and  $b$  is the pre-determined result vector of the heat equation. The *Solve* function calls probably the most important function (file) of this project: *CGSolver*.

## 2.3 CGSolver

The *CGSolver* file implements conjugate gradient to solve linear system  $??$ . This algorithm finds a solution  $u^*$  that optimizes this linear system or heat equation. Our file contains two functions that directly cooperate with the classes defined in the previous section.

First of all, we have the *CGSolver* function, which takes as input a *SparseMatrix* instance  $A$  and vectors  $b$  and 1-initialized  $u$  all filled by the *Setup* function from the *HeatEquation2D* class. Furthermore, the function takes as arguments a tolerance level used for convergence purposes and a prefix used to write solution files to. Within the function, we use sparse matrix and vector operations and apply the conjugate gradient algorithm given in Algorithm  $??$ . Note that, in this algorithm, we use **bold** notation for vectors and matrices.

Next to the *CGSolver* function, we use a *writeSolution* function, which writes the progress of solution  $u^*$  to a solution file with the given prefix every 10-th iteration.

Eventually, the *CGSolver* file thus provides us with several solution files and returns the number of iterations until convergence, which we pass on to the *heat.cpp* file.

## 2.4 main

Fourth, we implement a (given) *main* function that allows the user to call an input file and solution prefix and sets up and solves the heat equation.

## 2.5 Post-processing

Besides C++, we use Python to process and visualize the results obtained from solving the heat equation. The code for this is provided in *postprocess.py*, where we handle the input data to plot the temperature distribution in the pipe wall and output the mean temperature in the pipe wall.

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**Algorithm 1:** Conjugate gradient pseudo-code

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**Data:** Sparse CSR matrix  $\mathbf{A}_{n \times n}$ ; linear system outcome  $\mathbf{b}$ ; tolerance level  $tol$

**Result:** Number of iterations  $i^*$  required to reach convergence; solution vector  $\mathbf{u}^*$

```
1 Initialize  $\mathbf{u}_0 = \mathbf{1}_n$ ;  $i = 0$ ;  $i_{max} = n$ ;  $\mathbf{r}_0 = \mathbf{b} - \mathbf{A}\mathbf{u}_0$ ;  $\mathbf{p}_0 = \mathbf{r}_0$ 
2 while  $i < i_{max}$  do
3      $i := i + 1$ 
4      $\alpha := \frac{\mathbf{r}_{i-1}^T \mathbf{r}_{i-1}}{\mathbf{p}_{i-1}^T \mathbf{A} \mathbf{p}_{i-1}}$ 
5      $\mathbf{u}_i = \mathbf{u}_{i-1} + \alpha \mathbf{p}_{i-1}$ 
6      $\mathbf{r}_i = \mathbf{r}_{i-1} - \alpha \mathbf{A} \mathbf{p}_{i-1}$ 
7     if  $\frac{\|\mathbf{r}_i\|_2}{\|\mathbf{r}_0\|_2} < tol$  then
8          $i^* := i$ 
9          $\mathbf{u}^* = \mathbf{u}_i$ 
10        break
11     $\beta := \frac{\mathbf{r}_i^T \mathbf{r}_i}{\mathbf{r}_{i-1}^T \mathbf{r}_{i-1}}$ 
12     $\mathbf{p}_i = \mathbf{r}_i + \beta \mathbf{p}_{i-1}$ 
```

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### 3 User Guide

Of course, a full program is nothing if the user does not know how to make it run. Therefore, we provide a short user guide. To work with the C++ code, we first need to compile our system. We recommend the user to first clean some leftover compiled programs or files using the `$ make clean` command and consequently run the `$ make` command to compile the program (using the `makefile` we have written).

Next, a user can run the compiled program. To see which inputs are required to run the program and solve the heat equation, simply run `$ ./main`, which provides a usage message indicating a user should provide an input file and solution prefix. An example command would be: `$ ./main input2.txt "solution"`. This returns: *SUCCESS: CG solver converged in 157 iterations*. You can check that, after this command, your directory will contain solution files written from the CG solver program.

Of course, one can open these solution files and manually check the results. However, this is not very interpretable. Therefore, the user can call the `postprocess.py` file and visualize the results. Again, simply running `"$ python3 postprocess.py"` will return a usage message indicating the user should provide an input file and a solution file. Now calling `"$ python3 postprocess.py input2.txt solution157.txt"` will run the post process function for the solved system from input 2 and yields the output: *Input file processed: input2.txt* and *Mean Temperature: 81.83170*. Also, if you check your directory, there should be a `"pseudoColorPlot.png"` file which further visualizes the results.

## 4 Visualization

In terms of visualization, we provide two products using the *postprocess.py* code. First of all, we provide the mean temperature of the discretized pipe wall, which, as previously discussed, is immediately given as output. For the three inputs that we included in our directory (*input0.txt*, *input1.txt*, and *input2.txt*), the mean temperatures are 100.00, 116.29, and 81.83, respectively.

The second type of visualization is a pseudocolor plot (with colorbar) of the temperature distribution within the pipe wall. The top of this plot is given by the hot isothermal boundary (closest to the hot fluid in the pipe), whereas the lower part is given by the cold isothermal boundary (closest to the cold air). Since a pipe is circular, the left- and right-hand side of the discretized grid in the pseudocolor plot correspond with the same point of the pipe. Within the pseudocolor plot, we also provide a mean temperature isoline, the coordinates of which we compute using 1D interpolation along the width of the pipe and the mean temperature previously computed. In Figure ??, we provide the pseudocolor plot with isoline for *input2.txt*, from which we can see that the temperature is lower farther away from the hot isothermal boundary and closer to the cold air jets (situated around  $x$  in the middle of the x-axis).

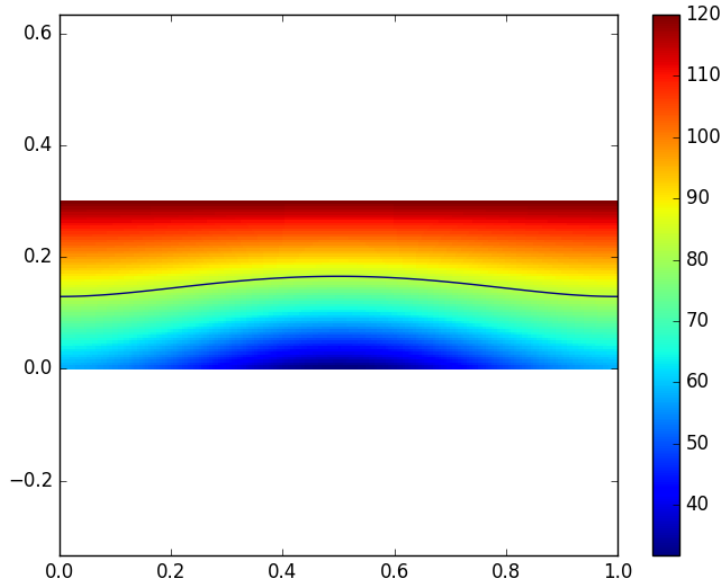


Figure 1: Pseudocolor plot and mean temperature isoline for the final solution given *input2.txt*.

## References

- [1] Software Development for Scientists and Engineers (2021), *CME 211: Project Part 1*, Stanford University.
- [2] Software Development for Scientists and Engineers (2021), *CME 211: Project Part 2*, Stanford University.