

# Study of multiple Heat Diffusion schemes

1.0.0

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Solver . . . . .	22
Analytic . . . . .	5
CrankNicolson . . . . .	7
DufortFrankel . . . . .	8
Laasonen . . . . .	10
Richardson . . . . .	20
vector	
Matrix . . . . .	12
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## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">Analytic</a>	5
<a href="#">CrankNicolson</a>	7
<a href="#">DufortFrankel</a>	8
<a href="#">Laasonen</a>	10
<a href="#">Matrix</a>	12
<a href="#">Richardson</a>	20
<a href="#">Solver</a>	22
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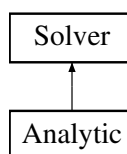


## Chapter 3

# Class Documentation

### 3.1 Analytic Class Reference

Inheritance diagram for Analytic:



#### Public Member Functions

- [Analytic](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- virtual [Matrix computeSolution](#) ()

#### Additional Inherited Members

#### 3.1.1 Constructor & Destructor Documentation

##### 3.1.1.1 Analytic()

```
Analytic::Analytic (  
    double dx,  
    double dt,  
    double L,  
    double T,  
    double D,  
    double Tsur,  
    double Tin )
```

Constructs an analytic object

**Exceptions**

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

**Parameters**

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider
<i>T</i>	double. Total time of the considered problem
<i>D</i>	double. Diffusion coefficient of the material
<i>Tsur</i>	double. The temperature that will be applied on the boundaries of the material
<i>Tin</i>	double. The initial temperature of the material

**3.1.2 Member Function Documentation****3.1.2.1 computeSolution()**

```
Matrix Analytic::computeSolution ( ) [virtual]
```

Compute the solution and return it. This method is the analytical solution of the heat diffusion equation problem

**Returns**

[Matrix](#). The computed matrix, can also be accesed through [getComputedSolution\(\)](#)

**See also**

[getComputedSolution\(\)](#)

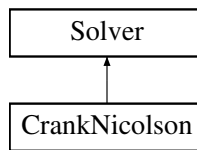
Implements [Solver](#).

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

- Analytic.h
- Analytic.cpp

## 3.2 CrankNicolson Class Reference

Inheritance diagram for CrankNicolson:



### Public Member Functions

- [CrankNicolson](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- virtual [Matrix computeSolution](#) ()

### Additional Inherited Members

#### 3.2.1 Constructor & Destructor Documentation

##### 3.2.1.1 CrankNicolson()

```
CrankNicolson::CrankNicolson (
    double dx,
    double dt,
    double L,
    double T,
    double D,
    double Tsur,
    double Tin )
```

Constructs a solver of the problem using Crank-Nicolson method

#### Exceptions

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

#### Parameters

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider

## Parameters

$T$	double. Total time of the considered problem
$D$	double. Diffusion coefficient of the material
$T_{sur}$	double. The temperature that will be applied on the boundaries of the material
$T_{in}$	double. The initial temperature of the material

### 3.2.2 Member Function Documentation

#### 3.2.2.1 computeSolution()

`Matrix` CrankNicolson::computeSolution ( ) [virtual]

Compute the solution and return it. This method is the Crank-Nicolson method applied to the heat diffusion equation problem

## Returns

`Matrix`. The computed matrix, can also be accesed through [getComputedSolution\(\)](#)

## See also

[getComputedSolution\(\)](#)

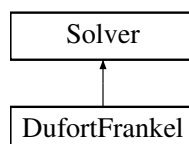
Implements [Solver](#).

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

- CrankNicolson.h
- CrankNicolson.cpp

## 3.3 DufortFrankel Class Reference

Inheritance diagram for DufortFrankel:



## Public Member Functions

- [DufortFrankel](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- virtual `Matrix` [computeSolution](#) ( )

## Additional Inherited Members

### 3.3.1 Constructor & Destructor Documentation

#### 3.3.1.1 DufortFrankel()

```
DufortFrankel::DufortFrankel (
    double dx,
    double dt,
    double L,
    double T,
    double D,
    double Tsur,
    double Tin )
```

Constructs a solver of the problem using DuFort-Frankel method

#### Exceptions

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

#### Parameters

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider
<i>T</i>	double. Total time of the considered problem
<i>D</i>	double. Diffusion coefficient of the material
<i>Tsur</i>	double. The temperature that will be applied on the boundaries of the material
<i>Tin</i>	double. The initial temperature of the material

### 3.3.2 Member Function Documentation

#### 3.3.2.1 computeSolution()

```
Matrix DufortFrankel::computeSolution ( ) [virtual]
```

Compute the solution and return it. This method is the Dufort-Frankel method applied to the heat diffusion equation problem

**Returns**

[Matrix](#). The computed matrix, can also be accessed through [getComputedSolution\(\)](#)

**See also**

[getComputedSolution\(\)](#)

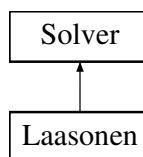
Implements [Solver](#).

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

- DufortFrankel.h
- DufortFrankel.cpp

## 3.4 Laasonen Class Reference

Inheritance diagram for Laasonen:

**Public Member Functions**

- [Laasonen](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- virtual [Matrix computeSolution](#) ()

**Additional Inherited Members**

### 3.4.1 Constructor & Destructor Documentation

#### 3.4.1.1 Laasonen()

```
Laasonen::Laasonen (
    double dx,
    double dt,
    double L,
    double T,
    double D,
    double Tsur,
    double Tin )
```

Constructs a solver of the problem using [Laasonen](#) method



## Exceptions

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

## Parameters

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider
<i>T</i>	double. Total time of the considered problem
<i>D</i>	double. Diffusion coefficient of the material
<i>Tsur</i>	double. The temperature that will be applied on the boundaries of the material
<i>Tin</i>	double. The initial temperature of the material

## 3.4.2 Member Function Documentation

## 3.4.2.1 computeSolution()

```
Matrix Laasonen::computeSolution ( ) [virtual]
```

Compute the solution and return it. This method is the [Laasonen](#) method applied to the heat diffusion equation problem

## Returns

[Matrix](#). The computed matrix, can also be accesed through [getComputedSolution\(\)](#)

## See also

[getComputedSolution\(\)](#)

Implements [Solver](#).

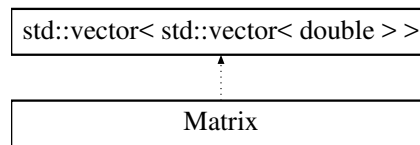
The documentation for this class was generated from the following files:

- [Laasonen.h](#)
- [Laasonen.cpp](#)

## 3.5 Matrix Class Reference

```
#include <matrix.h>
```

Inheritance diagram for Matrix:



### Public Member Functions

- [Matrix](#) ()
- [Matrix](#) (int Nrows, int Ncols)
- [Matrix](#) (const [Matrix](#) &m)
- int [getNrows](#) () const
- int [getNcols](#) () const
- [Matrix](#) & [operator=](#) (const [Matrix](#) &m)
- bool [operator==](#) (const [Matrix](#) &m) const
- double [one\\_norm](#) () const
- double [two\\_norm](#) () const
- double [uniform\\_norm](#) () const
- [Matrix](#) [operator\\*](#) (const [Matrix](#) &a) const
- [Matrix](#) [operator-](#) (const [Matrix](#) &a) const
- [Vector](#) [operator\\*](#) (const [Vector](#) &v) const
- [Matrix](#) [transpose](#) () const

### Friends

- std::istream & [operator>>](#) (std::istream &is, [Matrix](#) &m)
- std::ostream & [operator<<](#) (std::ostream &os, const [Matrix](#) &m)
- std::ifstream & [operator>>](#) (std::ifstream &ifis, [Matrix](#) &m)
- std::ofstream & [operator<<](#) (std::ofstream &ofs, const [Matrix](#) &m)

### 3.5.1 Detailed Description

A matrix class for data storage of a 2D array of doubles

The implementation is derived from the standard container vector `std::vector`

We use private inheritance to base our vector upon the library version whilst expose only those base class functions we wish to use - in this the array access operator `[]`

The [Matrix](#) class provides:

- basic constructors for creating a matrix object from other matrix object, by creating empty matrix of a given size,
- input and output operation via `>>` and `<<` operators using keyboard or file
- basic operations like access via `[]` operator, assignment and comparison

### 3.5.2 Constructor & Destructor Documentation

#### 3.5.2.1 `Matrix()` [1/3]

```
Matrix::Matrix ( )
```

Default constructor. Intialize an empty [Matrix](#) object

See also

[Matrix\(int Nrows, int Ncols\)](#)

[Matrix\(const Matrix& m\)](#)

#### 3.5.2.2 `Matrix()` [2/3]

```
Matrix::Matrix (
    int Nrows,
    int Ncols )
```

Alternate constructor. build a matrix Nrows by Ncols

See also

[Matrix\(\)](#)

[Matrix\(const Matrix& m\)](#)

#### Exceptions

<code>invalid_argument</code>	("matrix size negative or zero")
-------------------------------	----------------------------------

#### Parameters

<code>Nrows</code>	int. number of rows in matrix
<code>Ncols</code>	int. number of columns in matrix

#### 3.5.2.3 `Matrix()` [3/3]

```
Matrix::Matrix (
    const Matrix & m )
```

Copy constructor. build a matrix from another matrix

See also

[Matrix\(\)](#)  
[Matrix\(int Nrows, int Ncols\)](#)

Parameters

<i>m</i>	<a href="#">Matrix</a> &. matrix to copy from
----------	---

### 3.5.3 Member Function Documentation

#### 3.5.3.1 `getNcols()`

```
int Matrix::getNcols ( ) const
```

Normal public get method. get the number of columns

See also

int [getNrows\(\)](#)const

Returns

int. number of columns in matrix

#### 3.5.3.2 `getNrows()`

```
int Matrix::getNrows ( ) const
```

Normal public get method. get the number of rows

See also

int [getNcols\(\)](#)const

Returns

int. number of rows in matrix

### 3.5.3.3 one\_norm()

```
double Matrix::one_norm ( ) const
```

Normal public method that returns a double. It returns L1 norm of matrix

See also

[two\\_norm\(\)const](#)  
[uniform\\_norm\(\)const](#)

Returns

double. matrix L1 norm

### 3.5.3.4 operator\*() [1/2]

```
Matrix Matrix::operator* (
    const Matrix & a ) const
```

Overloaded \*operator that returns a [Matrix](#). It Performs matrix by matrix multiplication.

See also

[operator\\*\(const Matrix & a\) const](#)

Exceptions

<i>out_of_range</i>	("Matrix access error") One or more of the matrix have a zero size
<i>std::out_of_range</i>	("uncompatible matrix sizes") Number of columns in first matrix do not match number of columns in second matrix

Returns

[Matrix](#). matrix-matrix product

Parameters

<i>a</i>	<a href="#">Matrix</a> . matrix to multiply by
----------	--

### 3.5.3.5 operator\*() [2/2]

```
Vector Matrix::operator* (
    const Vector & v ) const
```

Overloaded `*`operator that returns a [Vector](#). It Performs matrix by vector multiplication.

See also

[operator\\*\(const Matrix & a\) const](#)

#### Exceptions

<code>std::out_of_range</code>	("Matrix access error") matrix has a zero size
<code>std::out_of_range</code>	("Vector access error") vector has a zero size
<code>std::out_of_range</code>	("uncompatible matrix-vector sizes") Number of columns in matrix do not match the vector size

#### Returns

[Vector](#). matrix-vector product

#### Parameters

<code>v</code>	<a href="#">Vector</a> . <a href="#">Vector</a> to multiply by
----------------	--

### 3.5.3.6 operator-()

```
Matrix Matrix::operator- (
    const Matrix & a ) const
```

Overloaded `-`operator that returns a [Matrix](#). It Performs matrix by matrix subtraction.

See also

[operator-\(const Matrix & a\) const](#)

#### Exceptions

<code>out_of_range</code>	("Matrix access error") One or more of the matrix have a zero size
<code>std::out_of_range</code>	("uncompatible matrix sizes") Number of columns/rows in first matrix do not match number of columns or/and rows in second matrix

#### Returns

[Matrix](#). matrix-matrix product

#### Parameters

<code>a</code>	<a href="#">Matrix</a> . matrix to multiply by
----------------	--

### 3.5.3.7 operator=()

```
Matrix & Matrix::operator= (
    const Matrix & m )
```

Overloaded assignment operator

See also

[operator==\(const Matrix& m\)const](#)

Returns

[Matrix&](#). the matrix on the left of the assignment

Parameters

<i>m</i>	<a href="#">Matrix&amp;</a> . <a href="#">Matrix</a> to assign from
----------	---

### 3.5.3.8 operator==()

```
bool Matrix::operator== (
    const Matrix & m ) const
```

Overloaded comparison operator returns true or false depending on whether the matrices are the same or not

See also

[operator=\(const Matrix& m\)](#)

Returns

bool. true or false

Parameters

<i>m</i>	<a href="#">Matrix&amp;</a> . <a href="#">Matrix</a> to compare to
----------	--

### 3.5.3.9 transpose()

```
Matrix Matrix::transpose ( ) const
```

public method that returns the transpose of the matrix. It returns the transpose of matrix

Returns

[Matrix](#). matrix transpose

### 3.5.3.10 two\_norm()

```
double Matrix::two_norm ( ) const
```

Normal public method that returns a double. It returns L2 norm of matrix

See also

[one\\_norm\(\)const](#)  
[uniform\\_norm\(\)const](#)

Returns

double. matrix L2 norm

### 3.5.3.11 uniform\_norm()

```
double Matrix::uniform_norm ( ) const
```

Normal public method that returns a double. It returns L\_max norm of matrix

See also

[one\\_norm\(\)const](#)  
[two\\_norm\(\)const](#)

Returns

double. matrix L\_max norm

## 3.5.4 Friends And Related Function Documentation

### 3.5.4.1 operator<< [1/2]

```
std::ostream& operator<< (
    std::ostream & os,
    const Matrix & m ) [friend]
```

Overloaded ostream << operator. Display output if matrix has size user will be asked to input only matrix values if matrix was not initialized user can choose matrix size and input it values

See also

[operator>>\(std::ifstream& ifs, Matrix& m\)](#)  
[operator>>\(std::istream& is, Matrix& m\)](#)  
[operator<<\(std::ostream& os, const Matrix& m\)](#)

Returns

std::ostream&. The ostream object



## Parameters

<i>os</i>	Display output stream
<i>m</i>	<a href="#">Matrix</a> to read from

3.5.4.2 `operator<<` [2/2]

```
std::ofstream& operator<< (
    std::ofstream & ofs,
    const Matrix & m ) [friend]
```

Overloaded ofstream << operator. File output the file output operator is compatible with file input operator, ie. everything written can be read later.

## See also

[operator>>\(std::ifstream& ifs, Matrix& m\)](#)  
[operator<<\(std::ofstream& ofs, const Matrix& m\)](#)  
[operator>>\(std::istream& is, Matrix& m\)](#)

## Exceptions

<code>std::invalid_argument</code>	("file read error - negative matrix size");
------------------------------------	---

## Returns

std::ofstream&. The ofstream object

## Parameters

<i>m</i>	<a href="#">Matrix</a> to read from
----------	-------------------------------------

3.5.4.3 `operator>>` [1/2]

```
std::istream& operator>> (
    std::istream & is,
    Matrix & m ) [friend]
```

Overloaded istream >> operator. Keyboard input if matrix has size user will be asked to input only matrix values if matrix was not initialized user can choose matrix size and input it values

## See also

[operator<<\(std::ofstream& ofs, const Matrix& m\)](#)  
[operator>>\(std::istream& is, Matrix& m\)](#)  
[operator<<\(std::ostream& os, const Matrix& m\)](#)

**Exceptions**

<code>std::invalid_argument</code>	("read error - negative matrix size");
------------------------------------	--

**Returns**

`std::istream&`. The `istream` object

**Parameters**

<i>is</i>	Keyboard input stream
<i>m</i>	<a href="#">Matrix</a> to write into

**3.5.4.4 operator>> [2/2]**

```
std::ifstream& operator>> (
    std::ifstream & ifs,
    Matrix & m ) [friend]
```

Overloaded `ifstream >> operator`. File input the file output operator is compatible with file input operator, ie. everything written can be read later.

**See also**

[operator>>\(std::ifstream& ifs, Matrix& m\)](#)  
[operator<<\(std::ofstream& ofs, const Matrix& m\)](#)  
[operator<<\(std::ostream& os, const Matrix& m\)](#)

**Returns**

`std::ifstream&`. The `ifstream` object

**Parameters**

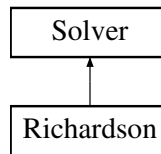
<i>ifs</i>	Input file stream with opened matrix file
<i>m</i>	<a href="#">Matrix</a> to write into

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

- `matrix.h`
- `matrix.cpp`

**3.6 Richardson Class Reference**

Inheritance diagram for Richardson:



## Public Member Functions

- [Richardson](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- virtual [Matrix computeSolution](#) ()

## Additional Inherited Members

### 3.6.1 Constructor & Destructor Documentation

#### 3.6.1.1 Richardson()

```

Richardson::Richardson (
    double dx,
    double dt,
    double L,
    double T,
    double D,
    double Tsur,
    double Tin )

```

Constructs a solver of the problem using [Richardson](#) method

#### Exceptions

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

#### Parameters

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider
<i>T</i>	double. Total time of the considered problem
<i>D</i>	double. Diffusion coefficient of the material
<i>Tsur</i>	double. The temperature that will be applied on the boundaries of the material
<i>Tin</i>	double. The initial temperature of the material

### 3.6.2 Member Function Documentation

#### 3.6.2.1 computeSolution()

`Matrix` Richardson::computeSolution ( ) [virtual]

Compute the solution and return it. This method is the [Richardson](#) method applied to the heat diffusion equation problem

#### Returns

[Matrix](#). The computed matrix, can also be accessed through [getComputedSolution\(\)](#)

#### See also

[getComputedSolution\(\)](#)

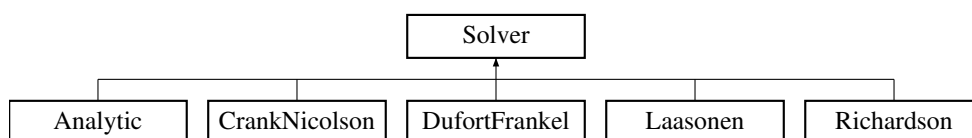
Implements [Solver](#).

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

- Richardson.h
- Richardson.cpp

## 3.7 Solver Class Reference

Inheritance diagram for Solver:



#### Public Member Functions

- [Solver](#) (double dx, double dt, double L, double T, double D, double Tsur, double Tin)
- [Matrix](#) [getComputedSolution](#) ()
- double [getDT](#) ()
- double [getDX](#) ()
- double [getL](#) ()
- double [getT](#) ()
- double [getD](#) ()
- double [getTsur](#) ()
- double [getTin](#) ()
- virtual [Matrix](#) [computeSolution](#) ()=0
- virtual [~Solver](#) ()

## Protected Attributes

- [Matrix](#) **computedSolution**
- double **dx**
- double **dt**
- double **L**
- double **T**
- double **D**
- double **Tsur**
- double **Tin**

## Friends

- `std::ostream & operator<< (std::ostream &os, Solver &m)`
- `std::ofstream & operator<< (std::ofstream &ifs, Solver &m)`

## 3.7.1 Constructor & Destructor Documentation

### 3.7.1.1 Solver()

```
Solver::Solver (
    double dx,
    double dt,
    double L,
    double T,
    double D,
    double Tsur,
    double Tin )
```

Constructs a solver of the problem, can not be instantiated as an object since it is a virtual base class

### Exceptions

<i>invalid_argument</i>	("dx should be positive")
<i>invalid_argument</i>	("dt should be positive")
<i>invalid_argument</i>	("L should be positive")
<i>invalid_argument</i>	("T should be positive")
<i>invalid_argument</i>	("L should be equal or larger than dx")
<i>invalid_argument</i>	("T should be equal or larger than dt")

### Parameters

<i>dx</i>	double. distance between two space steps
<i>dt</i>	double. time between two time steps
<i>L</i>	double. width of the 1D material to consider
<i>T</i>	double. Total time of the considered problem
<i>D</i>	double. Diffusion coefficient of the material

**Parameters**

<i>Tsur</i>	double. The temperature that will be applied on the boundaries of the material
<i>Tin</i>	double. The initial temperature of the material

**3.7.1.2 ~Solver()**

```
virtual Solver::~~Solver ( ) [inline], [virtual]
```

Destroys the object

**3.7.2 Member Function Documentation****3.7.2.1 computeSolution()**

```
virtual Matrix Solver::computeSolution ( ) [pure virtual]
```

Compute the solution and return it. This method must be implemented in the child class if you want it not to be virtual

**Returns**

[Matrix](#). The computed matrix, can also be accesed through [getComputedSolution\(\)](#)

**See also**

[getComputedSolution\(\)](#)

Implemented in [CrankNicolson](#), [Analytic](#), [DufortFrankel](#), [Laasonen](#), and [Richardson](#).

**3.7.2.2 getComputedSolution()**

```
Matrix Solver::getComputedSolution ( )
```

Return the computed matrix, [computeSolution\(\)](#) has to be called first to get the solution matrix.

**Returns**

[Matrix](#), the computed matrix

### 3.7.2.3 getD()

```
double Solver::getD ( )
```

get the diffusion coefficient

#### Returns

- double. the diffusion coefficient considered

### 3.7.2.4 getDT()

```
double Solver::getDT ( )
```

get the time step

#### Returns

- double. the time step considered

### 3.7.2.5 getDX()

```
double Solver::getDX ( )
```

get the space step

#### Returns

- double. the space step considered

### 3.7.2.6 getL()

```
double Solver::getL ( )
```

get the width of the material

#### Returns

- double. the width considered

### 3.7.2.7 getT()

```
double Solver::getT ( )
```

get the overall time

#### Returns

- double. the overall time considered

### 3.7.2.8 getTin()

```
double Solver::getTin ( )
```

get the initial temperature

#### Returns

- double. the initial temperature considered

### 3.7.2.9 getTsur()

```
double Solver::getTsur ( )
```

get the temperature at the surface

#### Returns

- double. the temperature applied on the surface

## 3.7.3 Friends And Related Function Documentation

### 3.7.3.1 operator<< [1/2]

```
std::ostream& operator<< (
    std::ostream & os,
    Solver & m ) [friend]
```

redifinition of the << operator to the screen, displays the time every 0.1seconde from 0 to 0.5 seconde.

#### Returns

the generated stream



3.7.3.2 `operator<<` [2/2]

```
std::ostream& operator<< (
    std::ostream & ifs,
    Solver & m ) [friend]
```

redifinition of the << operator to a file, displays the time every 0.1seconde from 0 to 0.5 seconde. Especially mafe for GNUPlot usage.

**Returns**

the generated stream

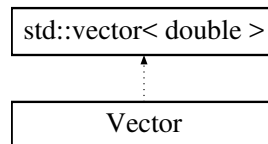
The documentation for this class was generated from the following files:

- Solver.h
- Solver.cpp

## 3.8 Vector Class Reference

```
#include <vector.h>
```

Inheritance diagram for Vector:

**Public Member Functions**

- `Vector ()`
- `Vector (int Num)`
- `Vector (const Vector &v)`
- `Vector & operator= (const Vector &v)`
- `bool operator== (const Vector &v) const`
- `int getSize () const`
- `double one_norm () const`
- `double two_norm () const`
- `double uniform_norm () const`

**Friends**

- `std::istream & operator>> (std::istream &is, Vector &v)`
- `std::ostream & operator<< (std::ostream &os, const Vector &v)`
- `std::ifstream & operator>> (std::ifstream &ifs, Vector &v)`
- `std::ofstream & operator<< (std::ofstream &ofs, const Vector &v)`

### 3.8.1 Detailed Description

A vector class for data storage of a 1D array of doubles

The implementation is derived from the standard container vector `std::vector`

We use private inheritance to base our vector upon the library version whilst expose only those base class functions we wish to use - in this the array access operator `[]`

The [Vector](#) class provides:

- basic constructors for creating vector object from other vector object, or by creating empty vector of a given size,
- input and output operation via `>>` and `<<` operators using keyboard or file
- basic operations like access via `[]` operator, assignment and comparison

### 3.8.2 Constructor & Destructor Documentation

#### 3.8.2.1 [Vector\(\)](#) [1/3]

```
Vector::Vector ( )
```

Default constructor. Initialize an empty [Vector](#) object

See also

[Vector\(int Num\)](#)

[Vector\(const Vector& v\)](#)

#### 3.8.2.2 [Vector\(\)](#) [2/3]

```
Vector::Vector (
    int Num ) [explicit]
```

Explicit alternative constructor takes an integer. It is explicit since implicit type conversion `int -> vector` doesn't make sense. Initialize [Vector](#) object of size `Num`

See also

[Vector\(\)](#)

[Vector\(const Vector& v\)](#)

#### Exceptions

<i>invalid_argument</i>	("vector size negative")
-------------------------	--------------------------

#### Parameters

<i>Num</i>	int. Size of a vector
------------	-----------------------

### 3.8.2.3 Vector() [3/3]

```
Vector::Vector (
    const Vector & v )
```

Copy constructor takes an [Vector](#) object reference. Initialize [Vector](#) object with another [Vector](#) object

See also

[Vector\(\)](#)  
[Vector\(int Num\)](#)

## 3.8.3 Member Function Documentation

### 3.8.3.1 getSize()

```
int Vector::getSize ( ) const
```

Normal get method that returns integer, the size of the vector

Returns

int. the size of the vector

### 3.8.3.2 one\_norm()

```
double Vector::one_norm ( ) const
```

Normal public method that returns a double. It returns L1 norm of vector

See also

[two\\_norm\(\)const](#)  
[uniform\\_norm\(\)const](#)

Returns

double. vectors L1 norm

### 3.8.3.3 operator=()

```
Vector & Vector::operator= (
    const Vector & v )
```

Overloaded assignment operator

See also

[operator==\(const Vector& v\)const](#)

## Parameters

<i>v</i>	<a href="#">Vector</a> to assign from
----------	---------------------------------------

## Returns

the object on the left of the assignment

## Parameters

<i>v</i>	<a href="#">Vector</a> &. <a href="#">Vector</a> to assign from
----------	---

3.8.3.4 `operator==()`

```
bool Vector::operator== (
    const Vector & v ) const
```

Overloaded comparison operator returns true if vectors are the same within a tolerance (1.e-07)

## See also

[operator=\(const \[Vector\]\(#\)& v\)](#)  
[operator\[\]\(int i\)](#)  
[operator\[\]\(int i\)const](#)

## Returns

bool. true or false

## Exceptions

<i>invalid_argument</i>	("incompatible vector sizes\n")
-------------------------	---------------------------------

## Parameters

<i>v</i>	<a href="#">Vector</a> &. vector to compare
----------	---

3.8.3.5 `two_norm()`

```
double Vector::two_norm ( ) const
```

Normal public method that returns a double. It returns L2 norm of vector

## See also

[one\\_norm\(\)const](#)  
[uniform\\_norm\(\)const](#)

## Returns

double. vectors L2 norm

## 3.8.3.6 uniform\_norm()

```
double Vector::uniform_norm ( ) const
```

Normal public method that returns a double. It returns L\_max norm of vector

## See also

[one\\_norm\(\)const](#)  
[two\\_norm\(\)const](#)

## Exceptions

<i>out_of_range</i>	("vector access error") vector has zero size
---------------------	--

## Returns

double. vectors Lmax norm

## 3.8.4 Friends And Related Function Documentation

## 3.8.4.1 operator&lt;&lt; [1/2]

```
std::ostream& operator<< (
    std::ostream & os,
    const Vector & v ) [friend]
```

Overloaded ifstream << operator. Display output.

## See also

[operator>>\(std::istream& is, Vector& v\)](#)  
[operator>>\(std::ifstream& ifs, Vector& v\)](#)  
[operator<<\(std::ofstream& ofs, const Vector& v\)](#)

## Returns

std::ostream&. the output stream object os

## Parameters

<i>os</i>	output file stream
<i>v</i>	vector to read from

3.8.4.2 `operator<<` [2/2]

```
std::ofstream& operator<< (
    std::ofstream & ofs,
    const Vector & v ) [friend]
```

Overloaded ofstream << operator. File output. the file output operator is compatible with file input operator, ie. everything written can be read later.

## See also

[operator>>\(std::istream& is, Vector& v\)](#)  
[operator>>\(std::ifstream& ifs, Vector& v\)](#)  
[operator<<\(std::ostream& os, const Vector& v\)](#)

## Returns

std::ofstream&. the output ofstream object ofs

## Parameters

<i>ofs</i>	outputfile stream. With opened file
<i>v</i>	<a href="#">Vector</a> &. vector to read from

3.8.4.3 `operator>>` [1/2]

```
std::istream& operator>> (
    std::istream & is,
    Vector & v ) [friend]
```

Overloaded istream >> operator. Keyboard input if vector has size user will be asked to input only vector values if vector was not initialized user can choose vector size and input it values

## See also

[operator>>\(std::ifstream& ifs, Vector& v\)](#)  
[operator<<\(std::ostream& os, const Vector& v\)](#)  
[operator<<\(std::ofstream& ofs, const Vector& v\)](#)

## Returns

std::istream&. the input stream object is

## Exceptions

<code>std::invalid_argument</code>	("read error - negative vector size");
------------------------------------	--

## Parameters

<i>is</i>	keyboard input stream. For user input
<i>v</i>	<a href="#">Vector</a> &. vector to write to

3.8.4.4 `operator>>` [2/2]

```
std::ifstream& operator>> (
    std::ifstream & ifs,
    Vector & v ) [friend]
```

Overloaded ifstream >> operator. File input the file output operator is compatible with file input operator, ie. everything written can be read later.

## See also

[operator>>\(std::istream& is, \[Vector\]\(#\)& v\)](#)  
[operator<<\(std::ostream& os, const \[Vector\]\(#\)& v\)](#)  
[operator<<\(std::ofstream& ofs, const \[Vector\]\(#\)& v\)](#)

## Returns

ifstream&. the input ifstream object ifs

## Exceptions

<code>std::invalid_argument</code>	("file read error - negative vector size");
------------------------------------	---

## Parameters

<i>ifs</i>	input file stream. With opened matrix file
<i>v</i>	<a href="#">Vector</a> &. vector to write to

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

- vector.h
- vector.cpp





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