

# CS601: Software Development for Scientific Computing

Autumn 2023

Week13: Solution Methods for Irregular  
Geometry (FEM)

# Recap

# Discretization

- All problems with ‘continuous’ quantities don’t require discretization
  - Most often they do.
- When discretization is done:
  - How refined is your discretization depends on certain parameters: step-size, cell shape and size. E.g.
    - Size of the largest cell (PDEs in FEM),
    - Step size in ODEs
  - Accuracy of the solution is of prime concern
    - Discretization always gives an approximate solution. Why?
    - Errors may creep in. Must provide an estimate of error.

# Accuracy

- Discretization error
  - Is because of the way discretization is done
  - E.g. use more number of rays to minimize discretization error in ray tracing
- Solution error
  - The equation to be solved influences solution error
  - E.g. use more number of iterations in PDEs to minimize solution error
- Accuracy of the solution depends on both solution and discretization errors
- Accuracy also depends on cell shape

# Error Estimate

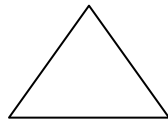
- You will have to deal with errors in the presence of discretization
  - Providing error estimate is necessary
- *Apriori* error estimate
  - Gives insight on whether a discretization strategy is suitable or not
  - Depends on discretization parameter
  - Properties of the (unknown) exact solution
  - Error is bound by:  $Ch^p$  where,  $C$  depends on exact solution,  $h$  is discretization parameter, and  $p$  is a fixed exponent. *Assumption: exact solution is differentiable, typically,  $p+1$  times.*

# Error Estimate

- *A posteriori* error estimate
  - Is estimation of the error in computed (Approximate) solution and does not depend on information about exact solution
  - E.g. Sleipner-A oil rig disaster

# Cell Shape

- 2D:

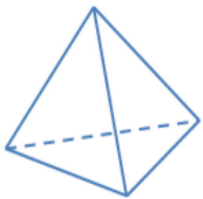


triangle

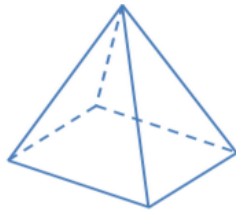


quadrilateral

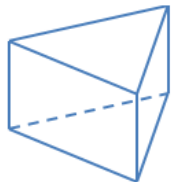
- 3D: triangular or quadrilateral faced. E.g.



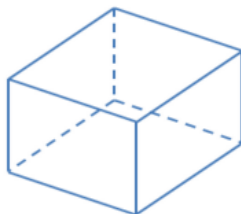
Tetrahedron



Pyramid



Triangular Prism



Hexahedron

Tetrahedron: 4 vertices, 4 edges, 4 $\triangle$  faces

Pyramid: 5 vertices, 8 edges, 4 $\triangle$  and 1 $\square$  face

Triangular prism: 6 vertices, 9 edges, 2 $\triangle$  and 3 $\square$  faces

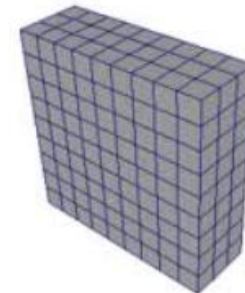
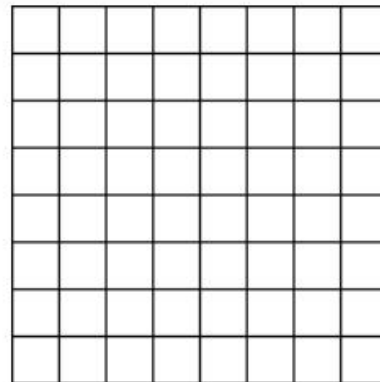
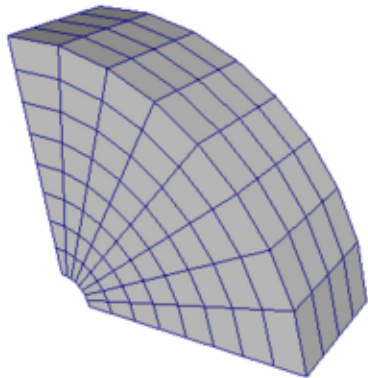
Hexahedron: 8 vertices, 12 edges, 6 $\square$  faces

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source: wikipedia

# Structured Grids

- Have regular connectivity between cells
  - i.e. every cell is connected to a predictable number of neighbor cells
- Quadrilateral (in 2D) and Hexahedra (in 3D) are most common type of cells
- Simplest grid is a rectangular region with uniformly divided rectangular cells (in 2D).





# Structured Grids – Problem Statement

- Given:
  - A geometry
  - A mathematical model (partial differential equation (PDE))
  - Certain conditions / constraints / known values etc.
- Goal:
  1. Discretize into a grid of cells
  2. Approximate the PDE on the grid
  3. Solve the PDE on the grid

# PDEs

- consider a function  $u = u(x, t)$  satisfying the second-order PDE:

$$A \frac{\partial^2 u}{\partial x^2} + B \frac{\partial^2 u}{\partial x \partial t} + C \frac{\partial^2 u}{\partial t^2} + D \frac{\partial u}{\partial x} + E \frac{\partial u}{\partial t} + Fu = G ,$$

*Where A-G are given functions. This is a PDE of type:*

- Parabolic: if  $B^2 - 4AC = 0$
- Elliptic: if  $B^2 - 4AC < 0$
- Hyperbolic: if  $B^2 - 4AC > 0$

# PDEs

- consider a function  $u = u(x, t)$  satisfying the second-order PDE:

$$A \frac{\partial^2 u}{\partial x^2} + B \frac{\partial^2 u}{\partial x \partial t} + C \frac{\partial^2 u}{\partial t^2} + D \frac{\partial u}{\partial x} + E \frac{\partial u}{\partial t} + Fu = G ,$$

*Where A-G are given functions. This is a PDE of type:*

- Parabolic: if  $B^2 - 4AC = 0$  Heat equation:  $\partial_t u - \Delta u = f$
- Elliptic: if  $B^2 - 4AC < 0$  Poisson problem:  $-\Delta u = f$
- Hyperbolic: if  $B^2 - 4AC > 0$

$$\text{Wave equation: } \partial_t^2 u - \Delta u = f$$

# Approximating PDEs

## Finite Difference Method

- Suppose  $y = f(x)$ 
  - Forward difference approximation to the first-order derivative of  $f$  w.r.t.  $x$  is:

$$\frac{df}{dx} \approx \frac{(f(x+\delta x) - f(x))}{\delta x}$$

- Central difference approximation to the first-order derivative of  $f$  w.r.t.  $x$  is:

$$\frac{df}{dx} \approx \frac{(f(x+\delta x) - f(x-\delta x))}{2\delta x}$$

- Central difference approximation to the second-order derivative of  $f$  w.r.t.  $x$  is:

$$\frac{d^2f}{dx^2} \approx \frac{(f(x+\delta x) - 2f(x) + f(x-\delta x))}{(\delta x)^2}$$

# Boundary Conditions and Classification

- Essential / Dirichlet
  - Value of the dependent variable is specified
  - E.g. temperature at the edges of the rod are constant  $0^\circ$
- Neumann / Natural
  - Value of the dependent variable is specified as gradient of the dependent variable  $T$  e.g.  $dT/dx$ .
- Mixed / Robin
  - value of the dependent variable is specified as a function of the gradient. E.g.  $-K(dT/dx)_{x=L}=hA(T-T^\infty)$

# Boundary and Initial Value Problems

- Boundary Value Problems

- PDE contains independent variables that are only spatial in nature (do not contain time).

- E.g.  $\frac{\partial^2 \phi}{\partial x^2} + \frac{\partial^2 \phi}{\partial y^2} = 0$

- Initial Value Problems

- PDE contains independent variables that are spatial and temporal in nature.

- E.g.  $\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2}$

# Definitions (Laplace Equation and Poisson Equation)

- Consider a region of interest  $R$  in, say,  $xy$  plane. The following is a *boundary-value problem*:

$$\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = f(x, y) \quad , \text{where}$$

$f$  is a given function in  $R$  and

$u = g$  ,where

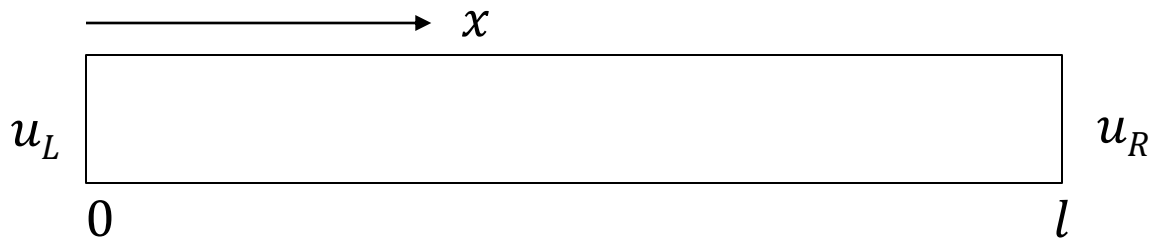
the function  $g$  tells the value of function  $u$  at boundary of  $R$

- if  $f = 0$  everywhere, then Eqn. (1) is **Laplace's Equation**
- if  $f \neq 0$  somewhere in  $R$ , then Eqn. (1) is **Poisson's Equation**

# Application: 1D Heat Equation

$$\partial_t u - \Delta u = f(x)$$

- Recall notation:  $\Delta u = \sum_{k=1}^n \partial_{kk} u$   $\frac{\partial u}{\partial t} = \partial_t u$
- Example: heat conduction through a rod

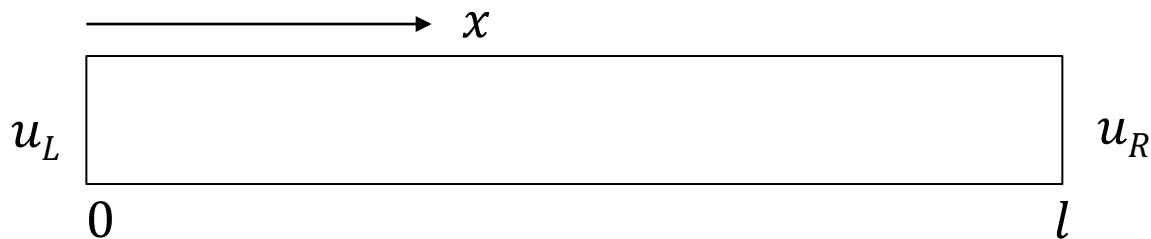


- $u = u(x, t)$  is the temperature of the metal bar at distance  $x$  from one end and at time  $t$
- Goal: find  $u$ , temperature at different points along the length of the rod (i.e. from 0 to  $l$ )



# 1D Heat Equation - Equations

- Example: heat conduction through a rod



$$\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2} \quad (0 < x < l, t > 0) \quad \alpha \text{ is thermal diffusivity}$$

$$\left. \begin{aligned} u(0, t) &= u_L, \quad t > 0 \\ u(l, t) &= u_R, \quad t > 0 \\ u(x, 0) &= f(x) \\ & \quad x(l-x) \end{aligned} \right\} \text{Initial and boundary conditions}$$

# 1D Heat Equation - Analytical Solution

- Analytical Solution:

$$u(x, t) = \sum_{m=1}^{\infty} B_m e^{-m^2 \alpha \pi^2 t / l^2} \sin\left(\frac{m\pi x}{l}\right) ,$$

$$\text{where, } B_m = 2/l \int_0^l f(s) \sin\left(\frac{m\pi s}{l}\right) ds$$

*But we are interested in a numerical solution*

# 1D Heat Equation - Approximating Partial Derivatives

Plugging into  $\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2}$  :

$$\frac{(u_j^{n+1} - u_j^n)}{\delta t} = \alpha \frac{(u_{j+1}^n - 2u_j^n + u_{j-1}^n)}{(\delta x)^2}$$

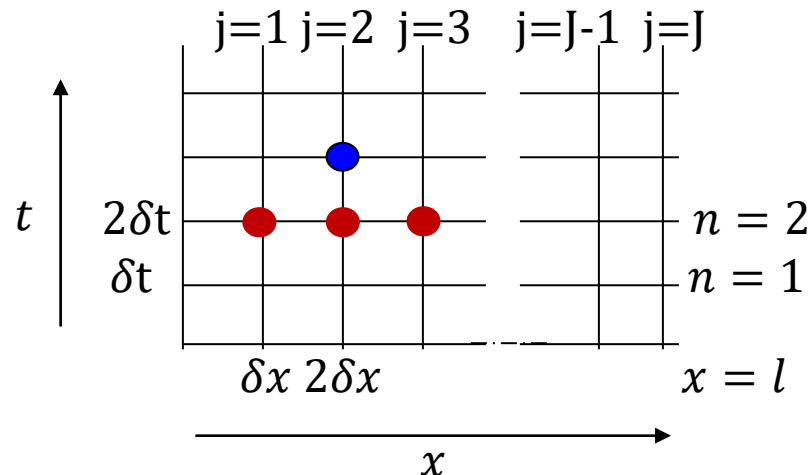
This is also called as difference equation because you are computing difference between successive values of a function involving discrete variables.

Recall:  $u_j^{n+1}$  denotes taking  $j$  steps along the length of the rod ( $x$  axis) and  $n + 1$  time steps ( $t$  axis)

# 1D Heat Equation - Approximating Partial Derivatives

visualizing,

$$u_j^{n+1} = ru_{j-1}^n + (1 - 2r)u_j^n + ru_{j+1}^n$$

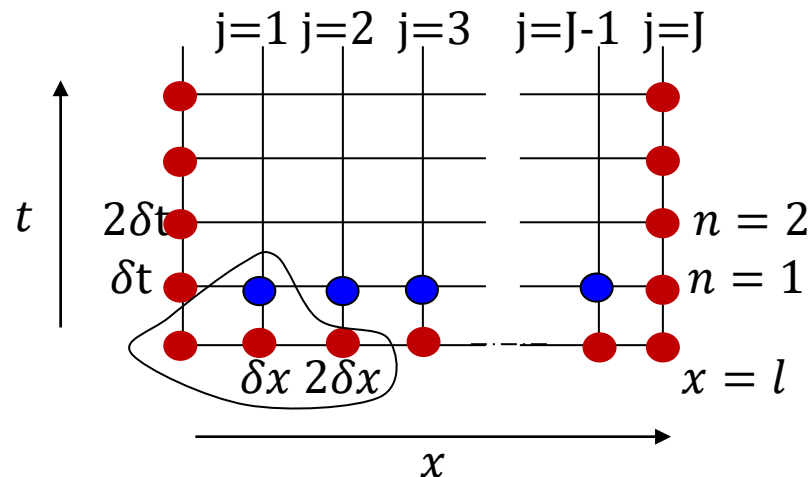


To compute the value of function at blue dot, you need 3 values indicated by the red dots – **3-point stencil**

# 1D Heat Equation - Computation

visualizing,

$$u_j^{n+1} = ru_{j-1}^n + (1 - 2r)u_j^n + ru_{j+1}^n$$



*All the red dot values are known. We begin with computing the temp at blue dots (after time  $\delta t$ )*

Order of computation: start from left and move to the right. Then move up (to the next time step,  $2\delta t$ )

# Explicit Difference Method: Stability

- Given:  $l = 1,$   
 $u(0, t) = u_L = 0,$   
 $u(l, t) = u_R = 0,$   
 $u(x, 0) = f(x) = x(l - x)$   
 $\alpha = 1,$
- Choose:  $\delta x = 0.25, \delta t = 0.075$
- Solve.

# Explicit Difference Method: Stability

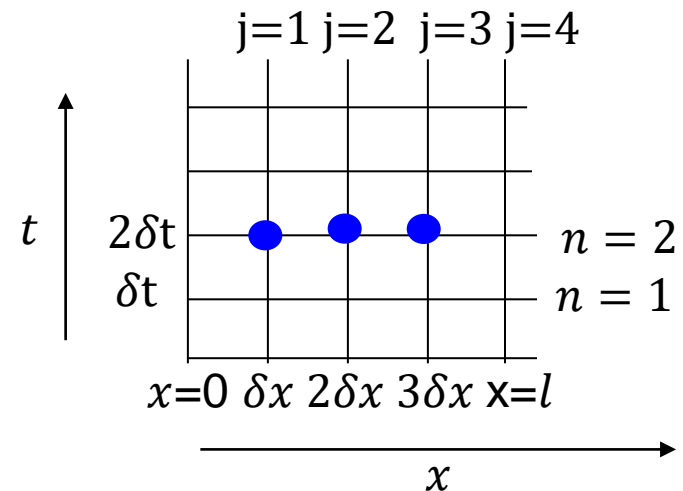
- Compute time-step 2 values

$$u_j^{n+1} = ru_{j-1}^n + (1 - 2r)u_j^n + ru_{j+1}^n$$

$$u_1^2 = u_1^1 + r(u_0^1 - 2u_1^1 + u_2^1) = 0.06851$$

$$u_2^2 = u_2^1 + r(u_1^1 - 2u_2^1 + u_3^1) = \mathbf{-0.05173}$$

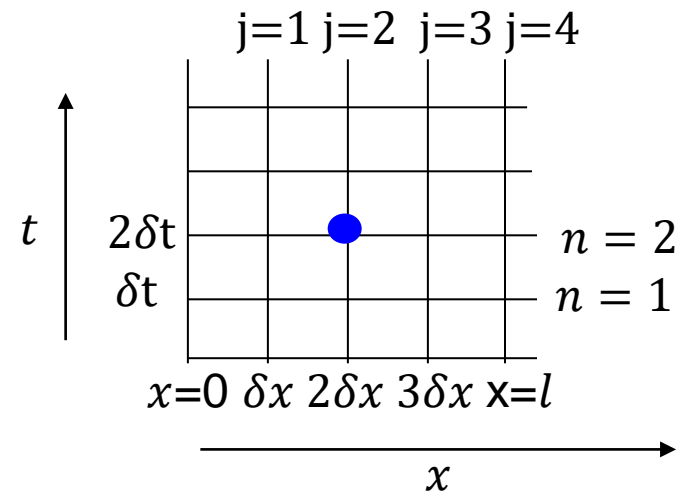
$$u_3^2 = u_3^1 + r(u_2^1 - 2u_3^1 + u_4^1) = 0.06851$$



# Explicit Difference Method: Stability

- Temperature at  $2\delta x$  after  $2\delta t$  time units went into negative! (when the boundaries were held constant at 0)
  - Example of *instability*

$$u_2^2 = u_2^1 + r(u_1^1 - 2u_2^1 + u_3^1) = \mathbf{-0.05173}$$



The solution is stable (for heat diffusion problem) only if the approximations for  $u(x, t)$  do not get bigger in magnitude with time



# Explicit Difference Method: Stability

- The solution for heat diffusion problem is stable only if:

$$r \leq \frac{1}{2}$$

Therefore, choose your time step in such a way that:

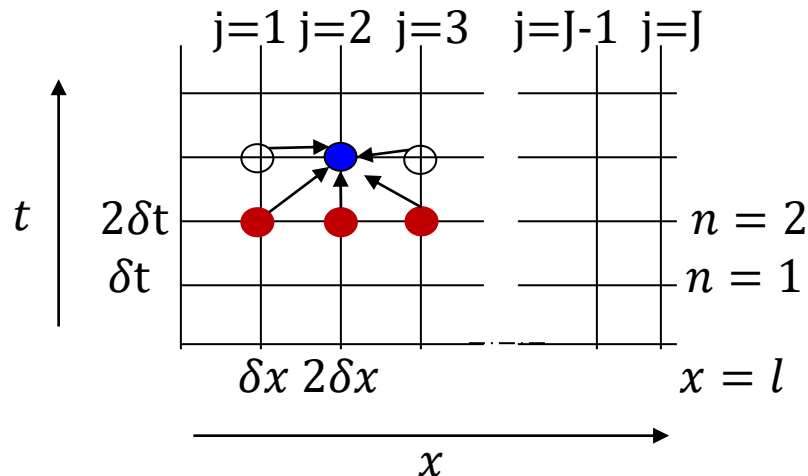
$$\delta t \leq \frac{\delta x^2}{2\alpha}$$

*But this is a severe limitation!*

# Implicit Method: Stability

- Overcoming instability:

$$u_j^{n+1} = u_j^n + 1/2 r ( u_{j-1}^n - 2u_j^n + u_{j+1}^n + u_{j-1}^{n+1} - 2u_j^{n+1} + u_{j+1}^{n+1} )$$



*To compute the value of function at blue dot, you need 6 values indicated by the red dots (known) and 3 additional ones (unknown) above*

# Implicit Method: Stability

- Overcoming instability:

$$u_j^{n+1} = u_j^n + 1/2 r ( u_{j-1}^n - 2u_j^n + u_{j+1}^n + u_{j-1}^{n+1} - 2u_j^{n+1} + u_{j+1}^{n+1} )$$

- Extra work involved to determine the values of unknowns in a time step
  - Solve a system of simultaneous equations. Is it worth it?

# Exercise

- Consider the *boundary-value* problem:

$$u_{xx} + u_{yy} = 0 \text{ in the square } 0 < x < 1, 0 < y < 1$$

$$u = x^2y \text{ on the boundary.}$$

*Is this Laplace equation or Poisson equation?*

# Elliptic Equation – Numerical Solution for a 2D Problem

1. Approximate the derivatives of  $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = f(x, y)$  using central differences
2. Choose step sizes  $\delta x$  and  $\delta y$  for x and y axis resp.
  1. Both x and y are independent variables here.
  2. Choose  $\delta x = \delta y = h$
3. Write difference equation for approximating the PDE above

# Elliptic Equation – Numerical Solution

1. Approximate the derivatives of  $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = f(x, y)$  using central differences

$$\frac{\partial^2 u}{\partial x^2} \approx \frac{(u(x + \delta x, y) - 2u(x, y) + u(x - \delta x, y))}{(\delta x)^2}$$

$$\frac{\partial^2 u}{\partial y^2} \approx \frac{(u(x, y + \delta y) - 2u(x, y) + u(x, y - \delta y))}{(\delta y)^2}$$

Where,  $\delta x$  and  $\delta y$  are step sizes along x and y direction resp.

# Elliptic Equation – Numerical Solution

- Substituting in  $\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = f(x, y)$  :

$$\frac{(u(x + \delta x, y) - 2u(x, y) + u(x - \delta x, y))}{(\delta x)^2}$$

+

$$\frac{(u(x, y + \delta y) - 2u(x, y) + u(x, y - \delta y))}{(\delta y)^2}$$

=

$$\frac{(u(x + \delta x, y) + u(x, y + \delta y) - 4u(x, y) + u(x - \delta x, y) + u(x, y - \delta y))}{(h)^2}$$

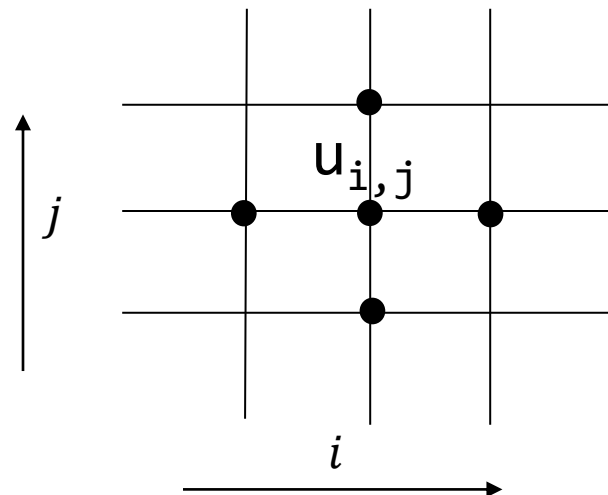
$$= f(x, y)$$

# Elliptic Equation – Numerical Solution

- Rewriting:

$$\frac{(u(x + \delta x, y) + u(x, y + \delta y) - 4u(x, y) + u(x - \delta x, y) + u(x, y - \delta y))}{(h)^2} = f(x, y)$$

$$\frac{u_{i+1,j} + u_{i,j+1} - 4u_{i,j} + u_{i-1,j} + u_{i,j-1}}{h^2} = f_{i,j}$$



5-point stencil



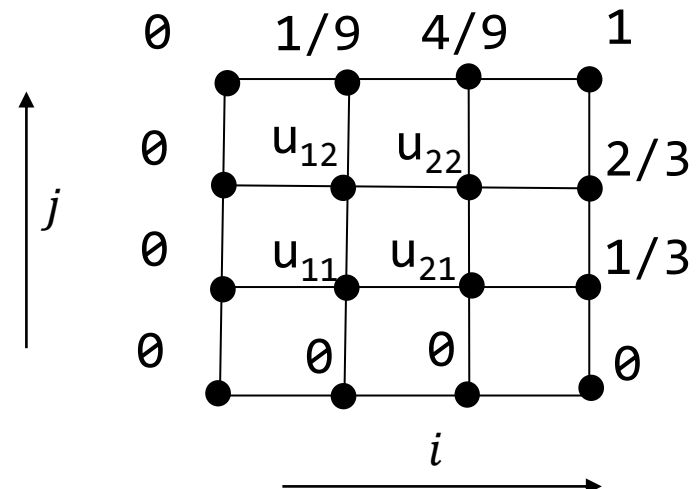
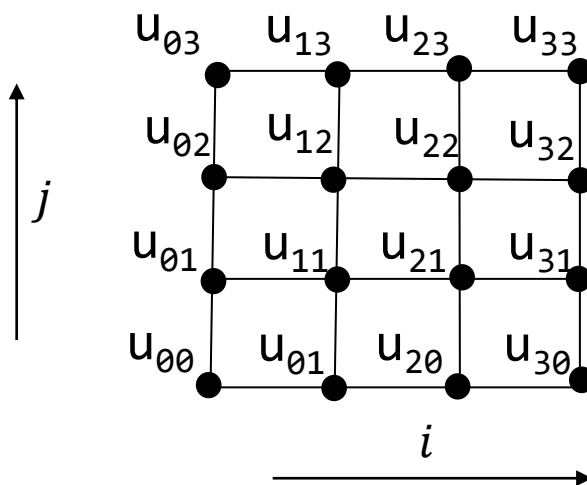
# Elliptic Equation – Computing Stencil

- Consider the *boundary-value* problem:

$$u_{xx} + u_{yy} = 0 \text{ in the square } 0 < x < 1, 0 < y < 1$$

$$u = x^2y \text{ on the boundary, } h = 1/3$$

$$\frac{u_{i+1,j} + u_{i,j+1} - 4u_{i,j} + u_{i-1,j} + u_{i,j-1}}{h^2} = 0$$

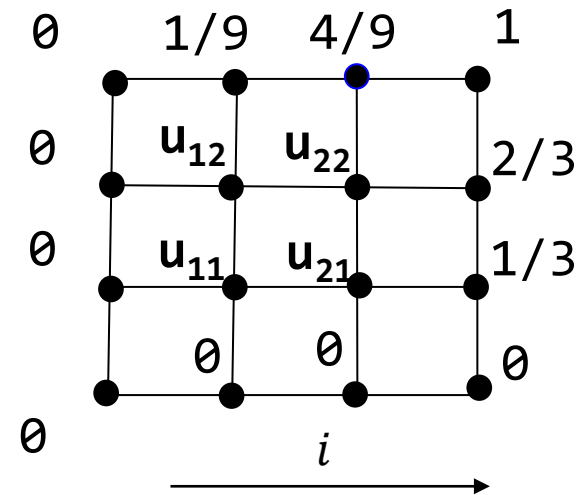


# Elliptic Equation – Computing Stencil

- System of Equations

$$(u_{i+1,j} + u_{i,j+1} - 4u_{i,j} + u_{i-1,j} + u_{i,j-1} = \theta)$$

Right	Top	Center	Left	Bottom	
↓	↓	↓	↓	↓	↑ <i>j</i>
$u_{21} + u_{12} - 4u_{11} + \theta + \theta = \theta$					
$1/3 + u_{22} - 4u_{21} + u_{11} + \theta = \theta$					
$u_{22} + 1/9 - 4u_{12} + \theta + u_{11} = \theta$					
$2/3 + 4/9 - 4u_{22} + u_{12} + u_{21} = \theta$					



# Elliptic Equation – Computing Stencil

- Computing System of Equations:

$$u_{21} + u_{12} - 4u_{11} + 0 + 0 = 0$$

$$1/3 + u_{22} - 4u_{21} + u_{11} + 0 = 0$$

$$u_{22} + 1/9 - 4u_{12} + 0 + u_{11} = 0$$

$$2/3 + 4/9 - 4u_{22} + u_{12} + u_{21} = 0$$

$$\begin{pmatrix} -4 & 1 & 1 & 0 \\ 1 & -4 & 0 & 1 \\ 1 & 0 & -4 & 1 \\ 0 & 1 & 1 & -4 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix} = \begin{pmatrix} 0 \\ -1/3 \\ -1/9 \\ -10/9 \end{pmatrix} \quad \mathbf{Ax=B}$$

Matrix A has only coefficients

$$\begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & -4 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$$

# Elliptic Equation – Computing Stencil

-4	1	0	0	1								
1	-4	1	0	0	1							
0	1	-4	1	0	0	1						
0	0	1	-4	1	0	0	1					
1	0	0	1	-4	1	0	0	1				
	1	0	0	1	-4	1	0	0	1			
		1	0	0	1	-4	1	0	0	1		
			1	0	0	1	-4	1	0	0	1	
				1	0	0	1	-4	1	0	0	1

- Matrix A has this format (shown here for  $h=5$ )
- Lot of Zeros!
- Five non-zero bands
  - Top-left to bottom-right diagonals
- Main diagonal is all -4 (from center of the stencil)

# Elliptic Equation – Computing Stencil

-4	1	0	0	1								
1	-4	1	0	0	1							
0	1	-4	1	0	0	1						
0	0	1	-4	1	0	0	1					
1	0	0	1	-4	1	0	0	1				
	1	0	0	1	-4	1	0	0	1			
		1	0	0	1	-4	1	0	0	1		
			1	0	0	1	-4	1	0	0	1	
				1	0	0	1	-4	1	0	0	1

- Lot of Zeros!
- Five non-zero bands
  - Top-left to bottom-right diagonals
- Main diagonal is all -4 (from center of the stencil)
- What about others?

Left

# Elliptic Equation – Computing Stencil

-4	1	0	0	1								
1	-4	1	0	0	1							
0	1	-4	1	0	0	1						
0	0	1	-4	1	0	0	1					
1	0	0	1	-4	1	0	0	1				
	1	0	0	1	-4	1	0	0	1			
		1	0	0	1	-4	1	0	0	1		
			1	0	0	1	-4	1	0	0	1	
				1	0	0	1	-4	1	0	0	1

- Lot of Zeros!
- Five non-zero bands
  - Top-left to bottom-right diagonals
- Main diagonal is all -4 (from center of the stencil)
- What about others?

Right

# Elliptic Equation – Computing Stencil

-4	1	0	0	1								
1	-4	1	0	0	1							
0	1	-4	1	0	0	1						
0	0	1	-4	1	0	0	1					
1	0	0	1	-4	1	0	0	1				
	1	0	0	1	-4	1	0	0	1			
		1	0	0	1	-4	1	0	0	1		
			1	0	0	1	-4	1	0	0	1	
				1	0	0	1	-4	1	0	0	1

- Lot of Zeros!
- Five non-zero bands
  - Top-left to bottom-right diagonals
- Main diagonal is all -4 (from center of the stencil)
- What about others?

Bottom

# Elliptic Equation – Computing Stencil

-4	1	0	0	1								
1	-4	1	0	0	1							
0	1	-4	1	0	0	1						
0	0	1	-4	1	0	0	1					
1	0	0	1	-4	1	0	0	1				
	1	0	0	1	-4	1	0	0	1			
		1	0	0	1	-4	1	0	0	1		
			1	0	0	1	-4	1	0	0	1	
				1	0	0	1	-4	1	0	0	1

Top

- Lot of Zeros!
- Five non-zero bands
  - Top-left to bottom-right diagonals
- Main diagonal is all -4 (from center of the stencil)
- What about others?



# Computing Stencil – Iterative Methods

- Jacobi and Gauss-Seidel
  - Start with an initial guess for the unknowns  $u^0_{ij}$
  - Improve the guess  $u^1_{ij}$
  - Iterate: derive the new guess,  $u^{n+1}_{ij}$ , from old guess  $u^n_{ij}$
- Solution (Jacobi):
  - Approximate the *value of the center* with old values of (left, right, top, bottom)

# Background – Jacobi Iteration

- **Goal:** find solution to system of equations represented by  $AX=B$
- **Approach:** find sequence of approximations  $X^0, X^1, X^2, \dots, X^n$ , which gradually approach  $X$ .
  - $X^0$  is called initial guess,  $X^i$ 's called *iterates*
- **Method:**
  - Split A into  $A=L+D+U$  e.g.

$$\begin{pmatrix} -4 & 1 & 1 & 0 \\ 1 & -4 & 0 & 1 \\ 1 & 0 & -4 & 1 \\ 0 & 1 & 1 & -4 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{pmatrix} + \begin{pmatrix} -4 & 0 & 0 & 0 \\ 0 & -4 & 0 & 0 \\ 0 & 0 & -4 & 0 \\ 0 & 0 & 0 & -4 \end{pmatrix} + \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix}$$

$\uparrow$   
L

$\uparrow$   
D

$\uparrow$   
U

# Background – Jacobi Iteration

- **Compute:**  $AX=B$  is  $(L+D+U)X=B$

$$\Rightarrow DX = -(L+U)X+B$$

$$\Rightarrow DX^{(k+1)} = -(L+U)X^k + B \quad \text{(iterate step)}$$

$$\Rightarrow X^{(k+1)} = D^{-1} (-(L+U)X^k) + D^{-1}B$$

(As long as  $D$  has no zeros in the diagonal  $X^{(k+1)}$  is obtained)

- E.g. 
$$\begin{pmatrix} -4 & 0 & 0 & 0 \\ 0 & -4 & 0 & 0 \\ 0 & 0 & -4 & 0 \\ 0 & 0 & 0 & -4 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix}^{\mathbf{1}} = - \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix}^{\mathbf{0}} + \begin{pmatrix} 0 \\ -1/3 \\ -1/9 \\ -10/9 \end{pmatrix},$$

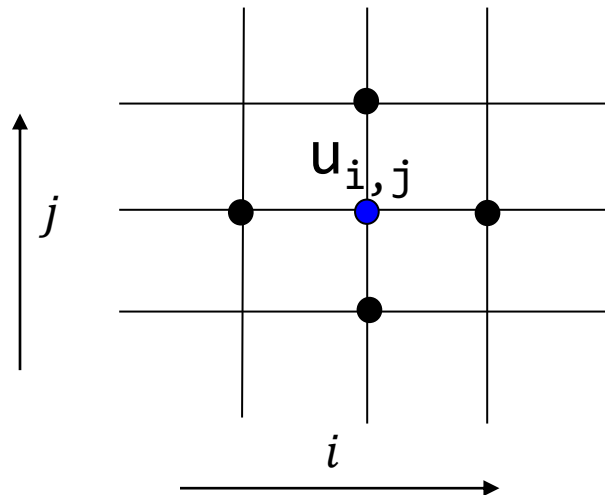
$u_{ij}$  's value in ( $\mathbf{1}$ )<sup>st</sup> iteration is computed based on  $u_{ij}$  values computed in ( $\mathbf{0}$ )<sup>th</sup> iteration

# Background – Jacobi Iteration

- E.g. 
$$\begin{pmatrix} -4 & 0 & 0 & 0 \\ 0 & -4 & 0 & 0 \\ 0 & 0 & -4 & 0 \\ 0 & 0 & 0 & -4 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix}^{k+1} = - \begin{pmatrix} 0 & 1 & 1 & 0 \\ 1 & 0 & 0 & 1 \\ 1 & 0 & 0 & 1 \\ 0 & 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix}^k + \begin{pmatrix} 0 \\ -1/3 \\ -1/9 \\ -10/9 \end{pmatrix},$$

$u_{ij}$  's value in  $(k+1)^{st}$  iteration is computed based on  $u_{ij}$  values computed in  $(k)^{th}$  iteration

- Center's value is updated. Why?



5-point stencil

# Computing Stencil

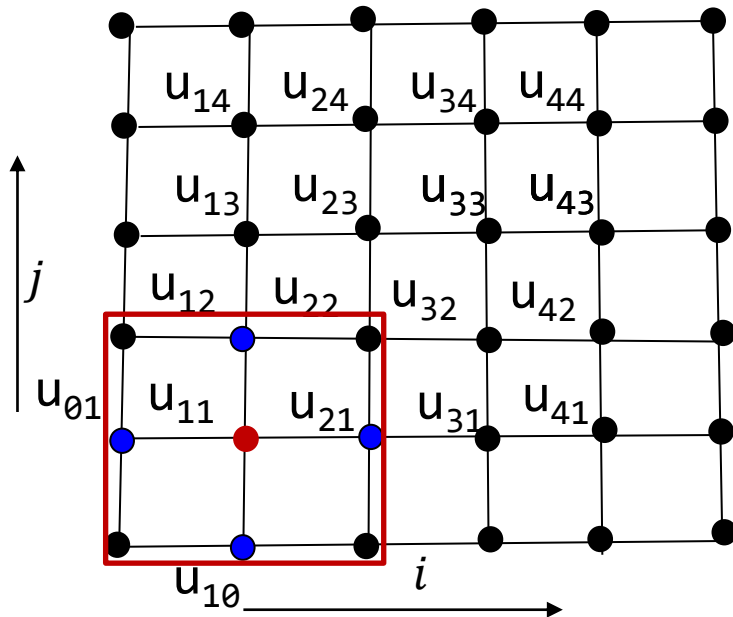
- $u_{right} + u_{top} - 4u_{center} + u_{left} + u_{bottom} = 0$   
 $\Rightarrow u_{center} = 1/4(u_{right} + u_{top} + u_{left} + u_{bottom})$
- Applying Jacobi Iteration:

$$u_{center}^{(k+1)} = 1/4(u_{right}^{(k)} + u_{top}^{(k)} + u_{left}^{(k)} + u_{bottom}^{(k)})$$

# Computing Stencil

- Example: applying Jacobi Iteration:

$$u_{center}^{(k+1)} = 1/4(u_{right}^{(k)} + u_{top}^{(k)} + u_{left}^{(k)} + u_{bottom}^{(k)})$$



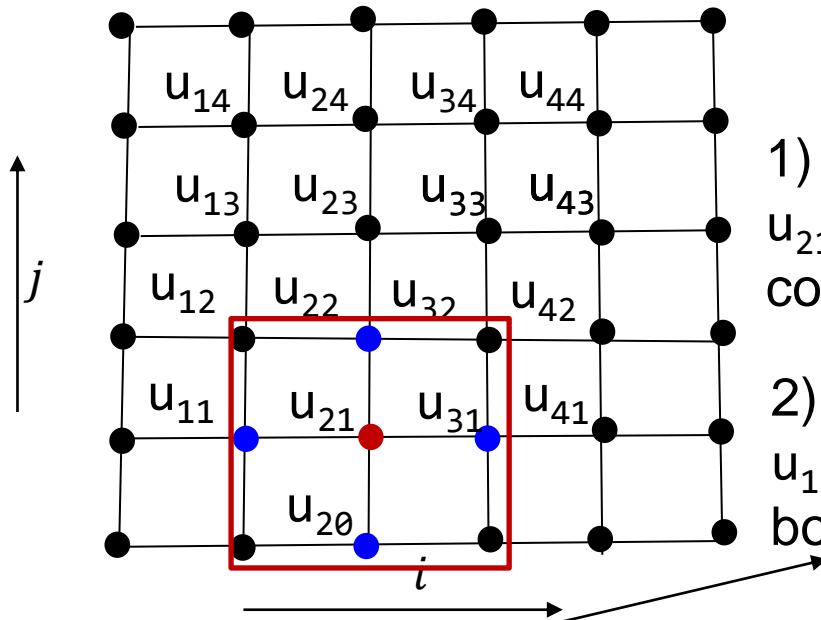
Iteration 1

- 1) Compute  $u_{11}$  using initial guess for  $u_{12}$  and  $u_{21}$ .  $u_{01}$  and  $u_{10}$  are known from boundary conditions

# Computing Stencil

- Example: applying Jacobi Iteration:

$$u_{center}^{(k+1)} = 1/4(u_{right}^{(k)} + u_{top}^{(k)} + u_{left}^{(k)} + u_{bottom}^{(k)})$$



Iteration 1

1) Compute  $u_{11}$  using initial guess for  $u_{12}$  and  $u_{21}$ .  $u_{01}$  and  $u_{10}$  are known from boundary conditions

2) Compute  $u_{21}$  using initial guess for  $u_{11}$ ,  $u_{31}$ , and  $u_{22}$ .  $u_{20}$  are known from boundary conditions

*In 2), note that the initial guess for  $u_{11}$  is used even though  $u_{11}$  was updated just before in 1)*

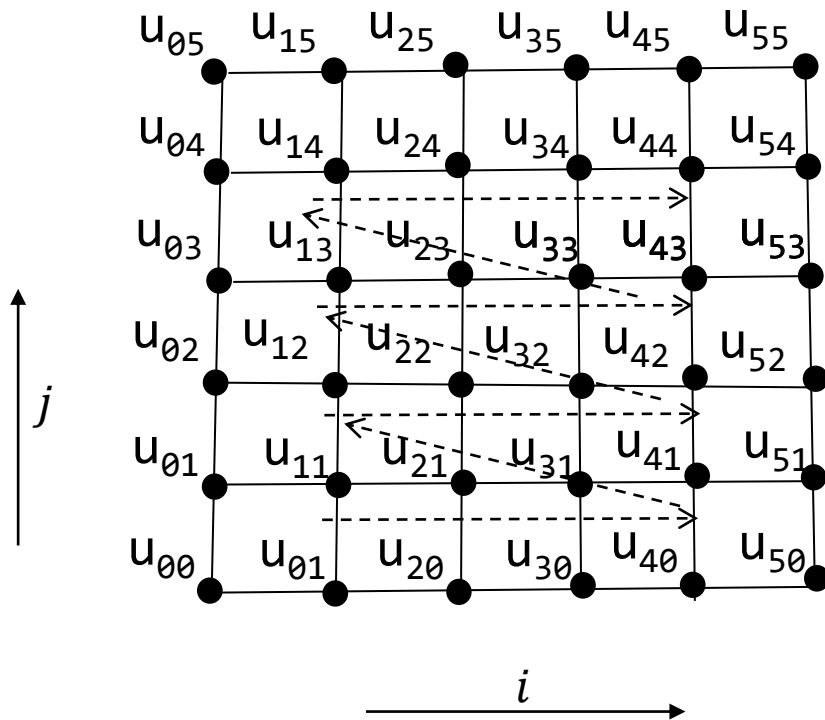
# Today: Computing Stencil

- Jacobi and Gauss-Seidel (Solution approach)
  - Start with an initial guess for the unknowns  $u^0_{ij}$
  - Improve the guess  $u^1_{ij}$
  - Iterate: derive the new guess,  $u^{n+1}_{ij}$ , from old guess  $u^n_{ij}$
- Solution (Jacobi):
  - Approximate the *value of the center* with *old values* of (left, right, top, bottom)

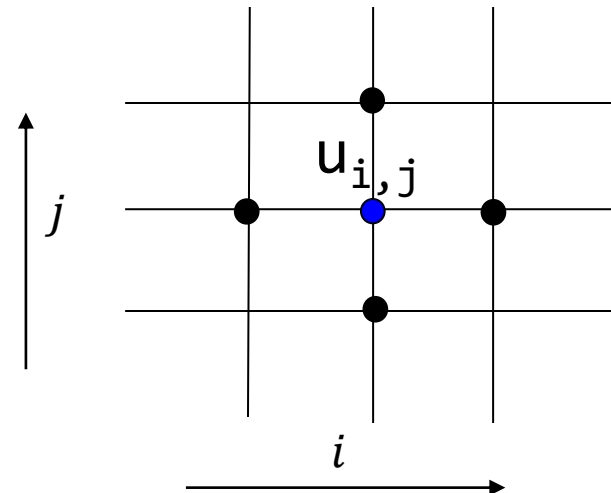


# Elliptic Equation – Computing Stencil

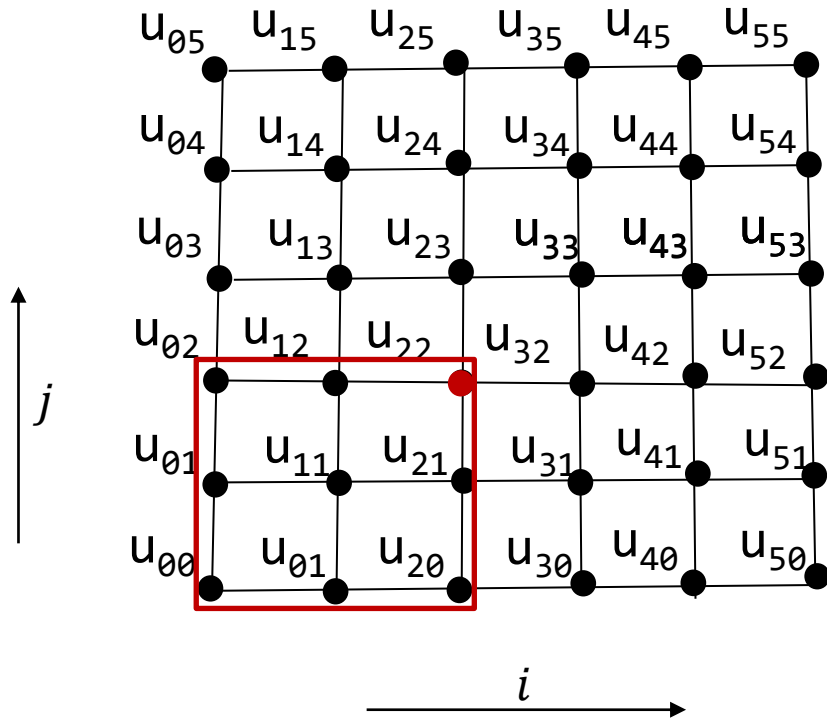
- In every iteration, suppose we follow the computing order as shown (dashed):



*In any iteration, what are all the points of a 5-point stencil already updated while computing  $u_{ij}$  ?*

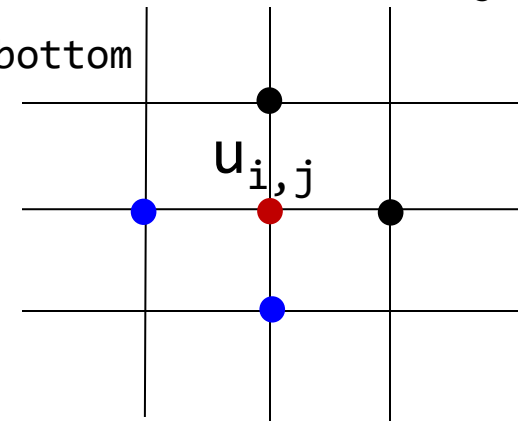


# Elliptic Equation – Computing Stencil



*What are the points that are already computed at  $u_{i,j}$ ?*

$u_{\text{left}}, u_{\text{bottom}}$



# Background – Gauss-Seidel Iteration

- **Compute:**  $AX=B$  is  $(L+D+U)X=B$

$$\Rightarrow (L+D)X = -UX+B$$

$$\Rightarrow (L+D)X^{(k+1)} = -UX^k+B \quad \text{(iterate step)}$$

$$\Rightarrow X^{(k+1)} = (L+D)^{-1} (-UX^k) + (L+D)^{-1}B$$

(As long as  $L+D$  has no zeros in the diagonal  $X^{(k+1)}$  is obtained)

- E.g. 
$$\begin{pmatrix} -4 & 0 & 0 & 0 \\ 1 & -4 & 0 & 0 \\ 1 & 0 & -4 & 0 \\ 0 & 1 & 1 & -4 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix} = - \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix} + \begin{pmatrix} 0 \\ -1/3 \\ -1/9 \\ -10/9 \end{pmatrix}$$

# Computing Stencil – Gauss-Seidel

- Gauss-Seidel: Applying for 2D Laplace Equation

$$u_{center}^{(k+1)} = 1/4(u_{right}^{(k)} + u_{top}^{(k)} + u_{left}^{(k+1)} + u_{bottom}^{(k+1)})$$

- Gauss-Seidel: Observations
  - For a given problem and initial guess, Gauss-seidel *converges faster* than Jacobi
  - An iteration in Jacobi can be parallelized but not gauss-seidel

# IMPORTANT – Numbering the grid points

- Computing System of Equations:  $Ax=B$

$$u_{21} + u_{12} - 4u_{11} + 0 + 0 = 0$$

$$1/3 + u_{22} - 4u_{21} + u_{11} + 0 = 0$$

$$u_{22} + 1/9 - 4u_{12} + 0 + u_{11} = 0$$

$$2/3 + 4/9 - 4u_{22} + u_{12} + u_{21} = 0$$

$$\begin{array}{cccc}
 & u_{11} & u_{21} & u_{12} & u_{22} \\
 \begin{pmatrix} -4 & 1 & 1 & 0 \\ 1 & -4 & 0 & 1 \\ 1 & 0 & -4 & 1 \\ 0 & 1 & 1 & -4 \end{pmatrix} & \begin{pmatrix} u_{11} \\ u_{21} \\ u_{12} \\ u_{22} \end{pmatrix} & = & \begin{pmatrix} 0 \\ -1/3 \\ -1/9 \\ -10/9 \end{pmatrix} \\
 \mathbf{A} & \mathbf{x} & & \mathbf{B}
 \end{array}$$

# IMPORTANT – Numbering the grid points

- Computing System of Equations:  $Ax=B$

$$u_{21} + u_{12} - 4u_{11} + 0 + 0 = 0$$

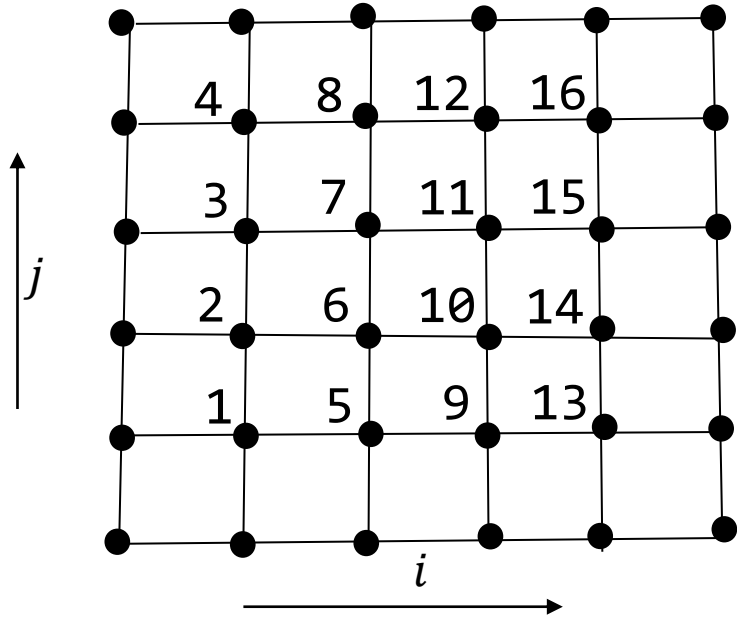
$$1/3 + u_{22} - 4u_{21} + u_{11} + 0 = 0$$

$$u_{22} + 1/9 - 4u_{12} + 0 + u_{11} = 0$$

$$2/3 + 4/9 - 4u_{22} + u_{12} + u_{21} = 0$$

$$\begin{array}{cccc}
 & u_{11} & u_{12} & u_{21} & u_{22} \\
 \begin{pmatrix} -4 & 1 & 1 & 0 \\ 1 & 0 & -4 & 1 \\ 1 & -4 & 0 & 1 \\ 0 & 1 & 1 & -4 \end{pmatrix} & \begin{pmatrix} u_{11} \\ u_{12} \\ u_{21} \\ u_{22} \end{pmatrix} & = & \begin{pmatrix} 0 \\ -1/9 \\ -1/3 \\ -10/9 \end{pmatrix} \\
 \mathbf{A} & \mathbf{x} & = & \mathbf{B}
 \end{array}$$

# IMPORTANT – Numbering the grid points



1 2 3 4 5 6 7 8 9 ....

-4	1	0	0	1					
1	-4	1	0	0	1				
0	1	-4	1	0	0	1			
0	0	1	-4	1	0	0	1		
1	0	0	1	-4	1	0	0	1	
	1	0	0	1	-4	1	0	0	1
		1	0	0	1	-4	1	0	0
			1	0	0	1	-4	1	0
				1	0	0	1	-4	1

- Refer to class notes for FEM