

# Math 4997-3

## Lecture 12: One-dimensional heat equation

<https://www.cct.lsu.edu/~pdiehl/teaching/2019/4977/>

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Reminder

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# Reminder

# Lecture 12

What you should know from last lecture

- ▶ What is HPX
- ▶ Asynchronous programming using HPX
- ▶ Shared memory parallelism using HPX

# Heat equation

# Heat equation

## Statement of the heat equation

$$\frac{\partial u}{\partial t} = \alpha \left( \frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} + \frac{\partial^2 u}{\partial z^2} \right)$$

where alpha is the diffusivity of the material.

## Compact form

$$\dot{u} = \alpha \nabla u$$

The heat equation computes the flow of heat in a homogeneous and isotropic medium.

More details [1].

## Easiest case

### 1D heat equation

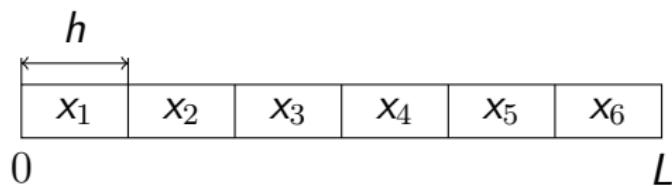
$$\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2}, \quad 0 \leq x \leq L, t > 0$$

### Boundary conditions

The solution of the heat equation requires boundary conditions

- ▶  $u(0, t) = u_0$
- ▶  $u(L, t) = u_L$
- ▶  $u(x, 0) = f_0(x)$

# Discretization



## Discrete mesh

$$x_i = (i - 1)h, \quad i = 1, 2, \dots, N$$

where  $N$  is the total number of nodes and  $h$  is given by  
$$h = L/N - 1.$$

## Finite difference method

### Approximation of the first derivative

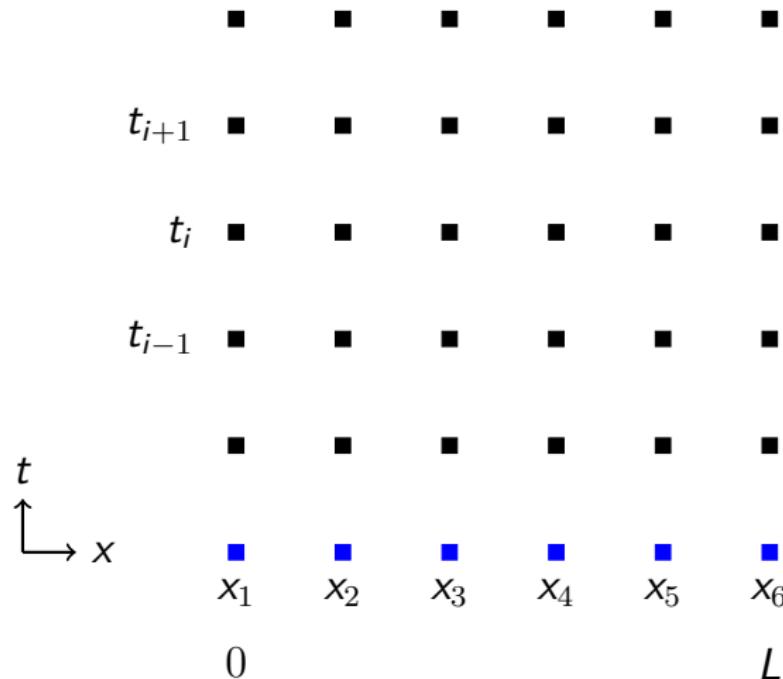
$$\frac{\partial u}{\partial x} \approx \frac{u_{i+1} - u_i}{2h}$$

### Approximation of the second derivative

$$\frac{\partial^2 u}{\partial x^2} \approx \frac{u_{i-1} - 2u_i + u_{i+1}}{2h}$$

Note that a central difference scheme is applied. More details [3, 2].

## Discretization in space and time



## Serial implementation

# Time measurement and system information

## Time measurement

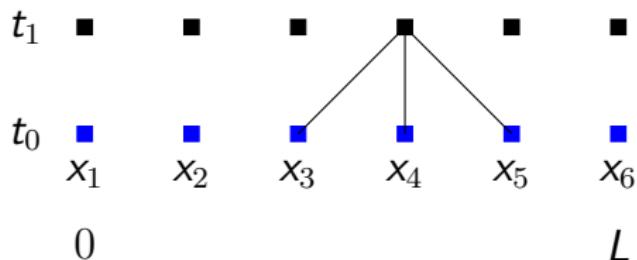
```
std::uint64_t t
    = hpx::util::high_resolution_clock::now();
// Do work
std::uint64_t elapsed
    = hpx::util::high_resolution_clock::now() - t;
```

## Accessing system information

```
std::uint64_t const os_thread_count
    = hpx::get_os_thread_count();

std::cout << "Computation took " << elapsed
    << " on " << os_thread_count << " threads"
    << std::endl;
```

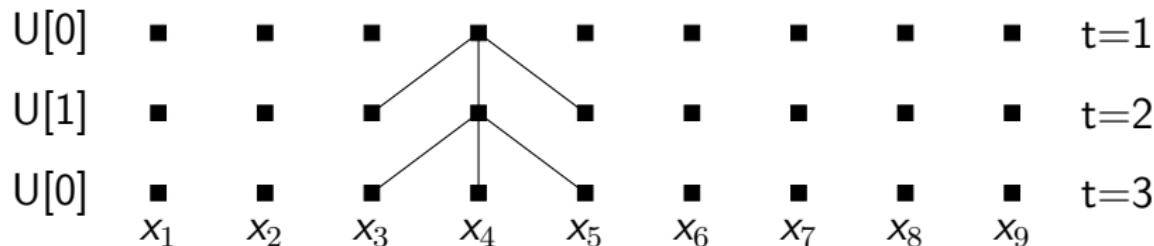
# Discretization scheme



## Approximation of the heat equation

```
static double heat(double left,
                  double middle,
                  double right)
{
    return middle +
        (k*dt/(dx*dx)) * (left - 2*middle + right);
}
```

## Swapping the data



## Swapping function

```
space do_work(std::size_t nx, std::size_t nt)
{
    //  $U[t][i]$  is the state of position  $i$  at time  $t$ .
    std::vector<space> U(2);
    for (space& s : U)
        s.resize(nx);

    // Return the solution at time-step 'nt'.
    return U[nt % 2];
}
```

## Do the actual work

```
// Actual time step loop
for (std::size_t t = 0; t != nt; ++t)
{
    space const& current = U[t % 2];
    space& next = U[(t + 1) % 2];

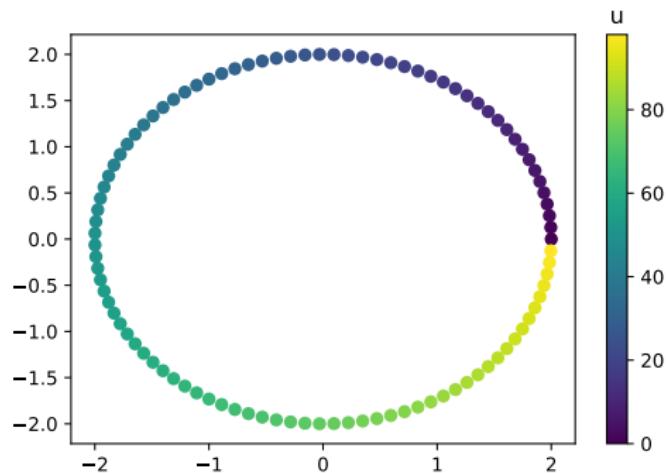
    next[0] =
        heat(current[nx-1], current[0], current[1]);

    for (std::size_t i = 1; i != nx-1; ++i)
        next[i] =
            heat(current[i-1], current[i], current[i+1]);

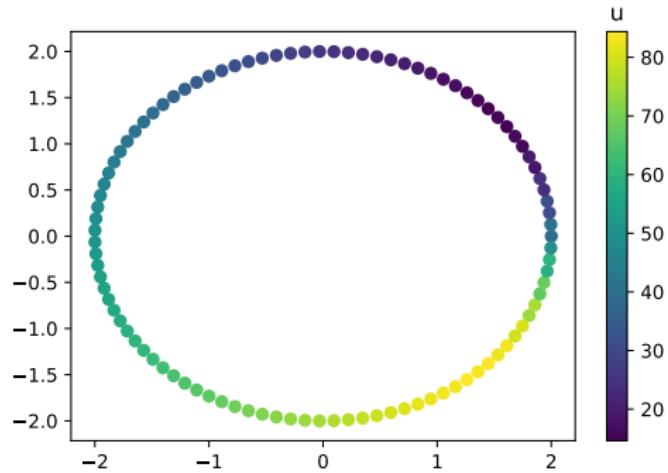
    next[nx-1] =
        heat(current[nx-2], current[nx-1], current[0]);
}
```

# Initial conditions

$u(x, 0) = f(i, 0)$ , with  $f(0, i) = i$  for  $i = 1, 2, \dots, N$



# Solution



## Parameters

- ▶ heat transfer coefficient  $k = 0.5$
- ▶ time step size  $dt = 1.$ ;
- ▶ grid spacing  $h = 1.$ ;
- ▶ time steps  $nt = 45$ ;

# Summary

## Summary

After this lecture, you should know

- ▶ One-dimensional heat equation
- ▶ Serial implementation

## References

# References I

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*Finite difference methods for ordinary and partial differential equations: steady-state and time-dependent problems*, volume 98.  
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