

# HIGH-PERFORMANCE COMPUTING IN APPLIED MATHEMATICS

## THE 1D WAVE EQUATION

The one dimensional wave equation

$$u_{tt} = c^2 u_{xx}, \quad 0 < x < L, t > 0 \quad (1)$$

may be used to model the vertical displacement of a string from the equilibrium position, assuming that the horizontal displacement may be neglected. If the ends of the string are fixed, the boundary conditions associated to (1) are

$$u(0, t) = 0, \quad u(L, t) = 0, \quad t \geq 0 \quad (2)$$

As initial conditions we must specify the initial configuration and the initial velocity:

$$u(x, 0) = f(x), \quad u_t(x, 0) = g(x), \quad 0 < x < L \quad (3)$$

To obtain the numerical solution we may use a central difference scheme discretization of the second order derivatives, both in time and in space. Assuming that the spatial domain is discretized with the nodes

$$x_i = i * h, \quad i = 0 : n$$

where  $h = L/n$  and the time step is  $\tau = \Delta t$ , the finite difference equations are written

$$\frac{u_i^{k+1} - 2u_i^k + u_i^{k-1}}{\tau^2} = c^2 \frac{u_{i+1}^k - 2u_i^k + u_{i-1}^k}{h^2} \quad (4)$$

which is a second order accurate scheme in time and space (error of order  $\tau^2 + h^2$ ). In (4),  $u_i^k$  is the numerical approximation of the solution at time  $t_k = k\tau$  and spatial location  $x_i$ .

Denoting

$$s = c^2 \frac{\tau^2}{h^2}$$

from (4) we may express

$$u_i^{k+1} = 2(1 - s)u_i^k + s(u_{i-1}^k + u_{i+1}^k) - u_i^{k-1}, \quad i = 1 : n - 1, \quad k \geq 1 \quad (5)$$

Notice that three time levels are involved in the finite difference equations (5). To start the computation of  $u_i^1$  we need  $u_i^0$  and  $u_i^{-1}$  which may be obtained from the initial conditions (3) as follows:

$$u_i^0 = f(x_i), \quad i = 1 : n - 1 \quad (6)$$

and using the central difference scheme for the first derivative in time we may obtain from the initial velocity

$$\frac{u_i^1 - u_i^{-1}}{2\tau} = g(x_i) \Rightarrow u_i^{-1} = u_i^1 - 2\tau g(x_i), \quad i = 1 : n - 1 \quad (7)$$

An additional relation between  $u_i^0$ ,  $u_i^1$  and  $u_i^{-1}$  may be obtained from the difference equation (5) at  $t = 0$  which corresponds to  $m = 0$ :

$$u_i^1 = 2u_i^0 - u_i^{-1} + s(u_{i-1}^0 - 2u_i^0 + u_{i+1}^0) \quad (8)$$

such that after replacing (7) in (8) we obtain

$$u_i^1 = u_i^0 + \frac{1}{2}s \left( u_{i-1}^0 - 2u_i^0 + u_{i+1}^0 \right) + \tau g(x_i), \quad i = 1 : n - 1 \quad (9)$$

From the boundary conditions we have at all time steps

$$u_0^k = u_n^k = 0, \quad k \geq 0 \quad (10)$$

Equations (5), (6), (9), and (10) provide a complete description of the central time central space (CTCS) discretization of the one dimensional wave equation problem. For stability we must require that  $s \leq 1$ .

#### DOMAIN DECOMPOSITION AND ALGORITHM FOR PARALLEL IMPLEMENTATION

- Setup: assume, for simplicity, that the number of processes  $p$  evenly divides  $n$ .
- Domain decomposition:
  1. Each process defines  $loc\_n = n/p$  and works on a local domain  $loc\_x(0 : loc\_n + 1)$  defined
 
$$loc\_x(i) = (my\_rank * loc\_n + i) * h, \quad i = 0 : loc\_n + 1$$
  2. Each process updates the interior components  $1 : loc\_n$  of a local vector  $loc\_u(0 : loc\_n + 1)$
  3. The endpoints  $loc\_u(0)$  and  $loc\_u(loc\_n + 1)$  are local "boundary" points and are used for communication among processes.
- time loop: iteration continues until the end of the time interval is reached
- do while  $t < tend$ 
  1. Communication at each time step:
 

Process 0: sends  $loc\_u(loc\_n)$  to process 1 and receives  $loc\_u(loc\_n + 1)$  from process 1

Process p-1: sends  $loc\_u(1)$  to process p-2 and receives  $loc\_u(0)$  from process p-2

Process 1 to p-2: sends  $loc\_u(1)$  to process my\_rank - 1 and receives  $loc\_u(0)$  from process my\_rank - 1; sends  $loc\_u(loc\_n)$  to process my\_rank + 1 and receives  $loc\_u(loc\_n + 1)$  from process my\_rank + 1;

Each process updates  $loc\_unew$  using the CTCS scheme in terms of  $loc\_u$  and  $loc\_uold$

Each process sets  $loc\_uold = loc\_u$  and  $loc\_u = loc\_unew$ ,  $t = t + \Delta t$

See ***wave1d.f***