

NOTE ON THE SOLUTION OF A CERTAIN BOUNDARY-VALUE PROBLEM*

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Abstract.

A simple algorithm is described for inverting the operator $D_x D_y$ (D_x and D_y here and subsequently denote partial differentiation with respect to x and y respectively) which occurs in the iterative solution of the equation

$$D_x D_y f(x, y) = g(x, y, f, D_x f, D_x^2 f, D_x D_y f, D_y^2 f)$$

when boundary values of $f(x, y)$ are given along the sides of the rectangle in the xy -plane whose corners are at the points (a, b) ; $(a + (n + 1)k, b)$; $(a + (n + 1)k, b + (n + 1)h)$; $(a, b + (n + 1)h)$.

When carrying out a series of numerical experiments in the iterative solution of partial differential equations the author was concerned with the problem of obtaining the function $f^{(m+1)}(x, y)$ from the equation

$$(1) \quad D_x D_y f^{(m+1)}(x, y) = g(x, y, f^{(m)}, D_x f^{(m)}, D_y f^{(m)}, D_x^2 f^{(m)}, D_x D_y f^{(m)}, D_y^2 f^{(m)})$$

where boundary values of $f(x, y)$ are given along the sides of the rectangle in the xy -plane whose corners are at the points (a, b) ; $(a + (n + 1)k, b)$; $(a + (n + 1)k, b + (n + 1)h)$; $(a, b + (n + 1)h)$.

Equation (1) may be solved numerically by replacing the left hand member by the substitution [1]

$$(2) \quad D_x D_y f^{(m+1)}(x, y) = \{f^{(m+1)}(x + k, y + h) - f^{(m+1)}(x + k, y - h) + f^{(m+1)}(x - k, y - h) - f^{(m+1)}(x - k, y + h)\} / (4hk) + \Delta$$

where

$$(3) \quad \Delta = O(\text{terms of the second and higher orders in } h \text{ and } k)$$

Δ is ignored in equation (2), and the solution of (1) is thus reduced to the problem of determining the n^2 quantities

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The main purpose of this note is to point out that the matrix A has an easily constructed inverse, which enables the system of equations (6) to be solved analytically. Indeed as is easily verified

$$(10) \quad A^{-1} = \begin{pmatrix} 0 & -D^{-1} & 0 & -D^{-1} & 0 & -D^{-1} & \dots \\ D^{-1} & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & -D^{-1} & 0 & -D^{-1} & \dots \\ D^{-1} & 0 & D^{-1} & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & -D^{-1} & \dots \\ D^{-1} & 0 & D^{-1} & 0 & D^{-1} & 0 & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{pmatrix}$$

where

$$(11) \quad D^{-1} = \begin{pmatrix} 0 & 1 & 0 & 1 & 0 & 1 & \dots \\ -1 & 0 & 0 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 1 & 0 & 1 & \dots \\ -1 & 0 & -1 & 0 & 0 & 0 & \dots \\ 0 & 0 & 0 & 0 & 0 & 1 & \dots \\ -1 & 0 & -1 & 0 & -1 & 0 & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots \end{pmatrix}.$$

The solution to the problem originally proposed may now be formulated as follows*:

Stage I: set up equation (7)

for $i := 1(1)n$ do for $j := 1(1)n$ do } First term on right-
 $c_{(i-1)n+j} := 4hkg(a+jk, b+(n+1-i)h)$; } hand side of equation (7).

for $s := 1(1)n$ do begin

$c_s := c_s - g(a+(s+1)k, b+(n+1)h)$
 $\quad \quad \quad + g(a+(s-1)k, b+(n+1)h);$ } Correc-
 $c_{n(n-1)+s} := c_{n(n-1)+s} + g(a+(s+1)k, b) - g(a+(s-1)k, b);$ } tion for
 $c_{n(s-1)+1} := c_{n(s-1)+1} - g(a, b+(n-s)h) + g(a, b+(n-s+2)h);$ } sides of
 $c_{n(s-1)} := c_{n(s-1)} + g(a+(n+1)k, b+(n-s)h)$
 $\quad \quad \quad - g(a+(n+1)k, b+(n-s+2)h)$ end; } rectangle

$c_1 := c_1 - g(a, b+(n+1)h);$
 $\quad \quad \quad c_n := c_n + g(a+(n+1)k, b+(n+1)h);$ } Recorrec-
 $c_{n(n-1)} := c_{n(n-1)} + g(a, b); c_{n^2} := c_{n^2} - g(a+(n+1)k, b);$ } at corners

* The algorithm described here is written in a language closely related to normal mathematics. Anyone interested should find it very easy to translate it e. g. into ALGOL 60.

Stage II: the matrix multiplication $A^{-1}c$

(Note: the general element of A^{-1} has row suffix $(i' - 1)n + i$ and column suffix $(j' - 1)n + j$)

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for  $p := +1, -1$  do for  $q := +1, -1$  do
for  $i' := (3-p)/2$  (2)  $n$  do for  $i := (3-q)/2$  (2)  $n$  do
begin sum := 0;
for  $j' := i' + p(2p)\{n+1+p(n-1)\}/2$  do for
 $j := i + q(2q)\{n+1+q(n-1)\}/2$  do
sum := sum -  $pqc_{(j'-1)n+j}; f_{a+ik, b+(n+1-l)k} :=$  sum end;

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It is important to note that when n is odd, the matrix A in (6) is singular, and the above procedure breaks down.

Further if the equation

$$D_x D_y f = g(x, y, f, D_x f, D_y f, D_x^2 f, D_x D_y f, D_y^2 f)$$

is hyperbolic over any part of the domain in which the solution is required, then some compatibility condition must prevail among the boundary conditions. However this is a matter concerning the posing of the problem; this note is concerned only with the formal inversion of a finite difference operator.

Techniques for accelerating the convergence of the sequence of approximate solutions to (1) $f^{(m)}(x, y)$, $m = 0, 1, \dots$ are discussed in [2].

REFERENCES

1. Buckingham, R. A., *Numerical Methods*, Pitman, London 1957, ch. 15, p. 503.
2. Wynn, P., *Acceleration Techniques for Iterated Vector and Matrix Problems*, Maths. of Comp., to appear.

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