

COMPUTATIONAL SCIENCE & ENGINEERING

Notes prepared for EE 6481

by

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May–August 2005

WHY A GRADUATE COURSE ON NUMERICAL METHODS?

- Numerical methods are “tools of the trade” in many areas of research and engineering design
 - ▷ Communication systems
 - Wireless
 - Optical
 - ▷ Plasma physics & plasma processing
 - ▷ Materials
 - ▷ Semiconductor devices and electronic circuits
 - ▷ Electromagnetics
 - ▷ Chemistry
 - ▷ Geophysics
 - ▷ Fluid dynamics, aerodynamics & aeronautical engineering
 - ▷ Civil & structural engineering
 - ▷ Signal processing

COMPUTATIONAL SCIENCE & ENGINEERING

- Traditional methods of analysis and design
 - ▷ Analytical
 - Simple models for which a closed-form solution exists
 - ▷ Experimental
 - Famous example: Invention of the telescope led to other discoveries
 - U.S. engineering paradigm 70 years ago: Build and try
- Computation
 - ▷ A new method for analysis & design
 - Complements, doesn't replace, analytical and experimental methods
 - ▷ More realistic models than analytical methods
 - ▷ Much larger parameter spaces than experimental methods
 - ▷ Reduces design costs and time to market
 - Many failures can be detected and fixed before a system is prototyped

INGREDIENTS FOR SUCCESS IN COMPUTATION

- Mathematics
 - ▷ Linear algebra & linear systems theory
 - Matrix computation
 - Digital filters
 - Stability analysis
 - ▷ Mathematical analysis (theory of convergence)
 - ▷ It's as important to know why numerical methods can fail as it is to know the limitations of an experimental instrument
- Computer architecture & performance analysis
 - ▷ Necessary for making efficient use of available resources
 - ▷ Higher efficiency \Rightarrow larger maximum problem size
- Operating systems
- Programming languages

THE NUMERICAL APPROXIMATION

- Phrase due to Professor Willis Lamb
- Computational windowing
 - ▷ Restrict a real problem to a bounded region in space-time and a bounded set of function values
 - ▷ Computational boundaries and out-of-range values affect stability and accuracy of numerical algorithms
- Discretization
 - ▷ Reduce an infinite-dimensional problem to a finite-dimensional one by sampling, truncated expansion in a function basis, etc.
 - ▷ Introduces computational errors, artifacts, and noise