

# ESTER User guide

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## 1.1. PREREQUISITES

The ESTER library depends on some external libraries that should be installed in the system, namely:

- BLAS, CBLAS and LAPACK, for matrix algebra. There are several versions available, as for example:
  - Netlib. This is the original implementation. The LAPACK library can be found at <http://www.netlib.org/lapack>, and already contains BLAS, but CBLAS should be downloaded separately from <http://www.netlib.org/blas>.
  - ATLAS (Automatically Tuned Linear Algebra Software). An implementation of LAPACK/BLAS that is automatically optimized during the compilation process. It can be found at <http://math-atlas.sourceforge.net/>. It contains LAPACK, BLAS and CBLAS.
  - Intel MKL. Contains an optimized version of LAPACK, BLAS and CBLAS for Intel processors.
- PGPLOT (CPGPLOT) for graphics output (optional). It can be disabled in the **Makefile** (**make.inc**) setting the variable **USE\_PGPLOT=0**.

As there are some routines written in Fortran, it is also needed to link against the standard fortran libraries (**libgfortran** for the GNU fortran compiler and **libifcore** and **libifport** for the Intel compiler).

### 1.1.1. A NOTE ABOUT THE PERFORMANCE OF THE CODE

The performance of the ESTER code depends strongly on LAPACK. To get the best results, use an optimized (and parallelized) version.

## 1.2. INSTALLATION

The current version of the ESTER code can be downloaded using `svn` from the project server by doing

```
$ svn checkout http://ester-project.googlecode.com/svn/trunk/ ester
```

or from the project website <http://code.google.com/p/ester-project>.

The first step is to create the file `make.inc` in the directory `src` from the two examples that are included, `make.inc.icc` and `make.inc.gcc`, for the Intel compiler and the GNU compiler respectively. After setting the appropriate values for the compilation, we must start by doing

```
ester/src$ make tables
```

This will build some third-party libraries included in the distribution and initialise the tables of opacity and equation of state.

We can now build the main program by doing

```
ester/src$ make
```

To remove intermediate files we can also do

```
ester/src$ make clean
```

Finally, to verify the installation, we can do

```
ester/src$ make test
```

The main executable is located in `ester/bin/`. To be able to call `ester` without including the full path, you can include this directory in your `PATH` environment variable. Alternatively, you can create a symbolic link in a directory included in your `PATH`, for example:

```
$ ln -s ~/ester/bin/ester ~/bin/ester
```

In this example, we are supposing that the ESTER library is located in `~/ester` and the directory `~/bin` is included in the `PATH`. If you are interested also in making your own programs using the ESTER library, you can also do:

```
$ ln -s ~/ester/bin/ester_build ~/bin/ester_build
```

### 1.2.1. UPDATING THE CODE

In order to update to the last version using `svn`, from the root directory of the ESTER distribution execute

```
ester$ svn update
```

Depending on the update, sometimes we can do just

```
ester/src$ make
```

from the `src` directory. But it is safer to clean out the previous installation using

```
ester/src$ make distclean
```

and then

```
ester/src$ make tables; make
```

### 1.3. CHECKING THE INSTALLATION

To check the functionality of the program we are going to calculate the structure of a star using the default values for the parameters. First we calculate the structure of the corresponding 1D non-rotating star. Change to your working directory and execute

```
$ ester 1d
```

Then we use the output file (by default `star.out`) as the starting point for the 2D calculation

```
$ ester 2d -i star.out -Omega_bk 0.5
```

This calculates the structure of a star rotating at 50% of the break-up velocity  $\Omega_k = \sqrt{\frac{GM}{R_e^3}}$ .

### 1.4. USING THE LIBRARY

The ESTER code can be used as a C++ library. We just have to add the following line at the beginning of our C++ program

```
#include "ester.h"
```

The main library is created in `ester/lib/libester.so` and the header files are in `ester/include`. To facilitate the process of compiling and linking against the library and all its dependencies, we provide an automatically generated script `ester/bin/ester_build` so, all you have to do is

```
$ ester_build your_cpp_program.cpp -o your_executable
```

The ESTER code calculates the structure and mean flows of an isolated (non-magnetic) rotating star. It uses realistic physics (tabulated opacity and EOS) and completely accounts for the deformation of the star. The mean flows are calculated self-consistently in the limit of low viscosity, so there is no need to impose an arbitrary prescription for the differential rotation of the star.

At this moment, chemical evolution is not included, but it can be faked by tweaking the fractional abundance of hydrogen in the convective core.

Surface convection is not included yet, so the computation is limited to stars with mass above  $\sim 2M_{\odot}$ .

For a detailed description of the physics involved in the models, see Rieutord & Espinosa Lara 2012 ([arXiv:1208.4926](#)) and Espinosa Lara & Rieutord 2013 ([arXiv:1212.0778](#), submitted to A&A). The code is still in development, so new functionality will be added in future versions.

To execute the program, use the following syntax:

```
ester command [options]
```

where *command* can be

- **1d** Calculate the structure of a 1D non-rotating star
- **2d** Calculate the structure of a 2D rotating star
- **output** Generate a custom output file
- **info** Get information about a model file
- **help** Get help

## 2.1. CONFIGURATION FILES

The main configuration file is located at `ester/config/star.cfg`. This file contains the main options for the program, which are

- **maxit** (default 200). Maximum number of iterations. After **maxit** iterations, the program exists normally and the output file is saved, even if it has not completely converged.

- **minit** (default 1). Minimum number of iterations. It may occur that the value of the error for the first iteration is not representative. With this parameter we force the solver to do at least **minit** iterations. This parameter is superseded by **maxit**, for example if **maxit**=5 and **minit**=10, the solver will do only 5 iterations.
- **tol** (default 1e-8). The relative tolerance for checking the convergence of the model.
- **newton\_dmax** (default 0.5). After one step of the Newton's method, the maximum relative change allowed for a variable is given by **newton\_dmax**. If necessary the iteration is relaxed by a parameter  $h$

$$\vec{x}^{N+1} = \vec{x}^N + h\delta\vec{x}^N$$

according to this value. This parameter can be used to stabilize the convergence when the initial estimation is far from the solution.

- **output\_file** (default **star.out**). Name of the output file.
- **output\_mode** (default **b**). Type of the output file **b** for binary and **t** for text output.
- **verbose** (default 1). Level of verbosity, from 0 (quiet) to 4.
- **plot\_device** (default **/XSERVE**). Plotting device for PGPLOT, see the documentation of PGPLOT for details. For output in a X window use **/XSERVE**. To disable the graphic output use **/NULL**.
- **plot\_interval** (default 10). Minimum time in seconds to update the graphic output.

All this options can be specified in the file **ester/config/star.cfg** in the form **option\_name=option\_value** (one per line) and in the command line as **-option\_name option\_value**. The options specified in the command line have precedence over those specified in the configuration file.

There are some additional options that can be included in the command line:

- input\_file** *infile*. Use the file *infile* as the starting point for the iteration.
- i** *infile*. Same as **-input\_file infile**.
- o** *outfile*. Same as **-output\_file outfile**.
- param\_file** *file*. Where *file* contains the parameters of the stellar model to be calculated (see below).
- p** *file*. Same as **-param\_file file**.
- ascii**. Same as **-output\_mode t**.
- binary**. Same as **-output\_mode b**.
- noplot**. Same as **-plot\_device /NULL**.
- vn**. Same as **-verbose n**.

## 2.2. DEFAULT VALUES

Default values to be used by `star1d` or `star2d` may be set up with the files `ester/config/1d_default.par` and `ester/config/2d_default.par`.

In the distribution of ESTER, the proposed default values are such that the star is divided in 8 domains with 30 points in each domains. Opacities and equation of state are computed through OPAL tables. These inputs allow the calculation of a 3  $M_{\odot}$  model (but not only of course) from scratch.

## 2.3. `ester 1d` INPUT PARAMETERS

The input parameters for `ester 1d` can be passed in the command line or in a text file specified with the option `-param_file file` (or just `-p file`). It can also be used simultaneously, in this case the parameters given in the command line take precedence over those specified in the file. In the text file they are written in the form `param_name=param_value` and in the command line as `-param_name param_value`. Here is the list of valid parameters

- **ndomains**. The number of subdomains to use.
- **npts**. Number of points in each subdomain. It is specified as a comma-separated list. If only one value is specified, it will be used for all the subdomains, for example:

```
$ star1d -ndomains 4 -npts 20,20,20,20
```

is equivalent to

```
$ star1d -ndomains 4 -npts 20
```

- **M**. The mass in units of solar mass.
- **X**. Mass fraction of hydrogen.
- **Z**. Mass fraction of metals.
- **Xc**. Fraction of the hydrogen abundance present in the convective core. The profile of hydrogen abundance will be in the form

$$X(\vec{r}) = \begin{cases} X \times Xc & \text{if } \vec{r} \text{ is in the convective core} \\ X & \text{otherwise} \end{cases}$$

If there is no convective core, this parameter is ignored.

- **surff**. This parameter is used for truncating the stellar model at some point below the surface. The surface pressure will be **surff** times the "real value and the boundary conditions will be adjusted in consequence. This parameter is provided only for testing purposes as it does not produce an accurate representation of the internal layers of the star. For regular calculations it should be **surff=1**.
- **Tc**. Initial estimation of the central temperature. To be updated during the calculation.
- **pc**. Initial estimation of the central pressure. To be updated during the calculation.
- **opa**. Type of opacity law. Possible values are:

- `opal`. OPAL opacities.
- `houdek`. Houdek’s interpolation of OPAL opacities (smoother), see Houdek and Rogl (1996), ”On the accuracy of opacity interpolation schemes”, *Bull. Ast. Soc. India*, **24**, 317.
- `kramer`. Kramer’s opacity.
- `eos`. Type of equation of state. Possible values are:
  - `opal`. OPAL equation of state.
  - `ideal`. Ideal gas.
  - `ideal+rad`. Ideal gas with radiation.
- `nuc`. Type of nuclear reactions. At the moment, only `simple` is implemented.
- `atm`. Type of atmosphere. At the moment, only `simple` is implemented.
- `core_convect` (default 1). Use 0 to disable core convection.
- `min_core_size` (default 0.01). The minimum size of the convective core in fraction of the polar radius).

If some parameters are omitted, the program will take the value from the input file (set with `-input_file` or `-i`) or from the default parameters file in `ester/config/1d_default.par` when no input file is specified.

## 2.4. `ester 2d` INPUT PARAMETERS

Note that the input of `ester 2d` can be a non-rotating 1D model calculated with `ester 1d`.

The program `ester 2d` admits the same parameters than `ester 1d` plus some extra specific options:

- `nth`. The number of grid points in latitude.
- `nex`. Number of radial points in the external domain.
- `Omega_bk`. Angular velocity at the equator in units of the critical velocity  $\Omega_c = \sqrt{\frac{GM}{R_e^3}}$ .
- `Ekman`. Ekman number.

## 2.5. SOME RECIPES

The typical workflow to calculate a model starts with the calculation of the corresponding 1D model and using it as an input for `star2d`. For example, to calculate the structure of a  $5M_\odot$  star with OPAL opacity rotating at with  $\Omega = 0.5\Omega_c$  we can do:

```
$ ester 1d -M 5 -opa opal -o model1d
$ ester 2d -i model1d -nth 24 -Omega_bk 0.5 -o model2d
```

As the code uses the Newton's method, sometimes it is not possible to converge to a solution if the initial estimation is too far from it. In this case we can use some intermediate steps. For example, if we want to calculate the structure of a  $2.5M_{\odot}$  star rotating with  $\Omega = 0.9\Omega_c$ , we should probably do

```
$ ester 1d -M 2.5 -o model1d (Start with a non rotating 1D model)
$ ester 2d -i model1d -nth 24 -Omega_bk 0.5 -o model2d (Using an intermediate value for rotation)
$ ester 2d -i model2d -nth 32 -Omega_bk 0.9 -o model2d (Calculating the final model)
```

Executing `ester 2d` with `maxit=0` can be used to interpolate a model without recalculating it.

```
$ ester 2d -i model -npts npts_new -nth nth_new -o model_interp -maxit 0
```

Pressing Ctrl-C at any time during the execution of `ester 2d` will terminate the program, giving the possibility of finishing the current iteration and write the result in the output file.

## 2.6. SPATIAL RESOLUTION AND MEMORY REQUIREMENTS

The ESTER code uses a direct method to solve the equations of structure of a star. This type of method involves the factorization of a big matrix that arises from the discretization of the equations. The main drawback is that memory requirements are high, but the stiffness of the equations prevents the convergence of an iterative (matrix-free) method that will be more memory efficient.

The memory needed by the calculation can be estimated as:

$$\text{RAM Used} \gtrsim 25 \times n_d \times n_r^2 \times n_{\theta}^2 \times 8 \text{ bytes}$$

where

$n_d$ : Number of domains

$n_r$ : Number of radial points per domain

$n_{\theta}$ : Number of points in latitude

Of course, this is a lower limit, the actual memory used can be between  $\sim 10\%$  and  $\sim 50\%$  higher than this value. This overhead increases with the number of domains and decreases with the overall number of points. As an example, the following table shows the memory usage for some configurations (this is only approximated, real values are machine-dependent):

$n_d$	$n_r$	$n_{\theta}$	RAM (estimated)	RAM (real)	Overhead
8	30	24	791 Mb	986 Mb	25%
8	50	32	3.81 Gb	4.27 Gb	12%
32	25	32	3.81 Gb	4.61 Gb	21%

The first case correspond to the default values and, in most cases, gives a decent representation of the structure of the star for moderate rotation rates. If more precision is required, we need to increase the resolution. In particular, to achieve a good precision for high rotation values, the number of points in latitude should be incremented.

As seen in the second and third cases in the table, the total number of radial points  $n_d \times n_r$  can be increased, without affecting considerably the memory usage, just by increasing the number

of domains. Or equivalently, we can reduce the memory requirements by distributing the radial points over more domains.

As a rule of thumb, if the number of domains is doubled, keeping the total number of radial points, the memory required is reduced in a factor  $\sqrt{2}$ . However this does not necessarily imply an improvement in precision, as the order of the integration method is also reduced, so it should be used carefully.

### 2.6.1. ESTIMATING THE PRECISION OF THE OUTPUT MODEL

The ESTER code uses spectral methods to calculate the structure of the star. The star is subdivided in a certain number of domains and, in each domain, the variables are represented by a double truncated series of orthogonal polynomials in the radial ( $\zeta$ ) and  $\theta$  directions, for example

$$\rho(\zeta, \theta) = \sum_{i=0}^{n_r-1} \sum_{j=0}^{n_\theta-1} \rho_{ij} T_i(\zeta) P_j(\theta)$$

When  $n_r$  and  $n_\theta$  are high enough, the spectral representation will converge to the exact function. To check the convergence of the coefficients  $\rho_{ij}$ , the corresponding normalised spectra for the density ( $\rho$ ) are shown in the graphics output of ESTER (see 2.1 and 2.2).

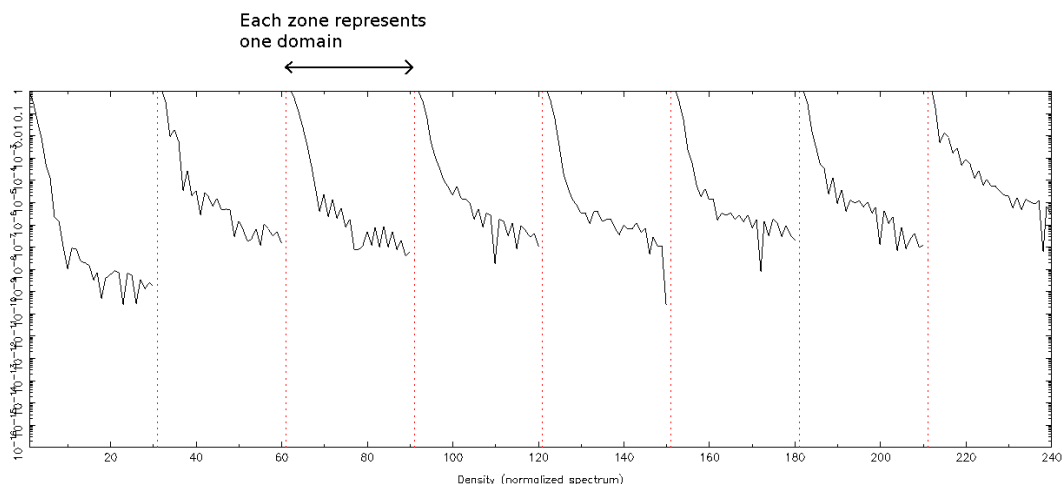


Figure 2.1: Example of spectrum plot showing the normalised coefficients  $\rho_i$  in a logarithmic scale in the graphical output of `ester 1d`.

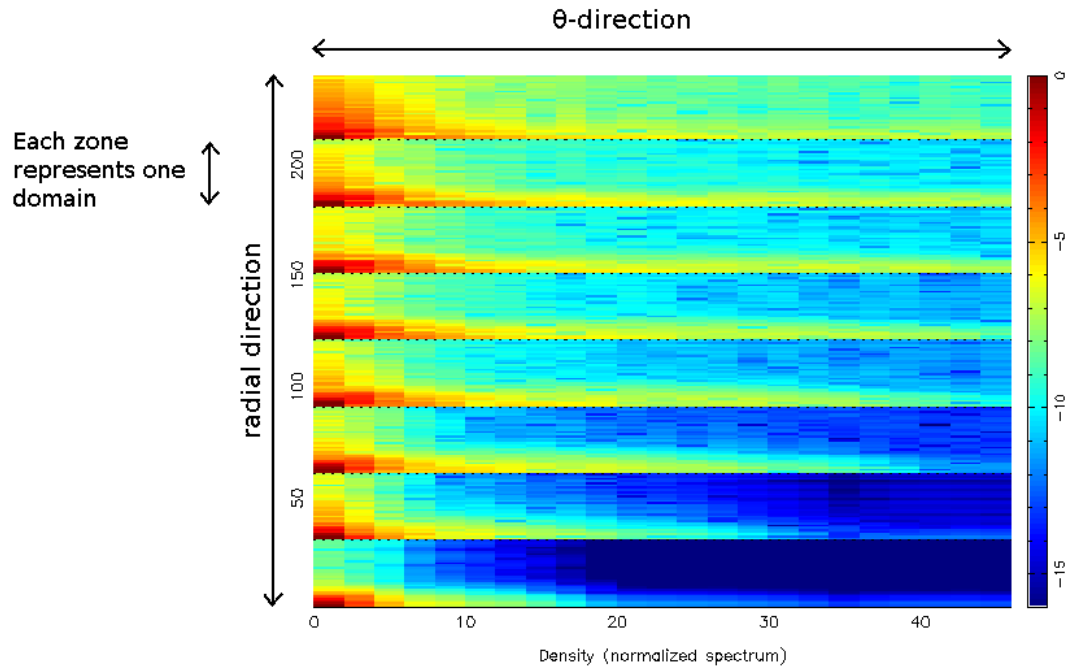


Figure 2.2: Example of 2D-spectrum showing the logarithm of the normalised coefficients  $\rho_{ij}$  in the graphical output of `ester 2d`.

There are two other indicators that can be used to estimate the quality of the solution:

- **The virial test.** It is the normalised residual resulting from the virial theorem. Ideally, it should be zero. It is mainly influenced by the internal layers and even with low resolution we can get very good values  $\lesssim 10^{-9}$ .
- **The energy test.** It is the relative difference between the luminosity of the star obtained as the integral over the volume of the energy generation rate and that obtained as the integral of the energy flux at the surface. It is highly influenced by the quality of the solution in the most external layers. Due to the use of tabulated opacities which are not quite smooth, the energy test will be always higher than  $10^{-5}$ – $10^{-6}$ .

In the following table, we can see an example of the precision achieved for three different configurations. The three configurations use approximately 1 Gb of RAM, but have different number of domains. We have used a model with 1600 radial points distributed over 16 domains and  $n_\theta = 48$  (approx. 70 Gb of RAM) as a reference to calculate the errors.

$n_d$	$n_r$	$n_\theta$	Virial test	Energy test	$\Delta\rho/\rho$	$\Delta R/R$	$\Delta T_{\text{eff}}/T_{\text{eff}}$	$\Delta\Omega/\Omega$
8	30	24	1.848e-09	1.192e-03	1.613e-04	5.157e-05	3.338e-04	3.739e-04
16	21	24	1.851e-11	1.726e-04	1.065e-04	4.702e-05	1.215e-04	4.446e-04
32	15	24	3.377e-10	3.447e-05	2.780e-05	2.021e-06	1.736e-05	3.095e-04

## 2.7. GENERATING CUSTOM OUTPUT FILES

The output files generated by `ester 1d` and `ester 2d` contain just the minimal information necessary to reconstruct the model. However, sometimes a more detailed output is required. This can be done using `ester output`. This program reads a template from the standard input and write the result in the standard output. A typical call would be

```
$ ester output model_file < template_file > output_file
```

The template file is a regular text file with the following rules:

- Plain text is copied from the template to the output file. It cannot contain the reserved characters `$` and `\`.
- Line breaks are ignored. To insert a line break in the output file you have to insert a blank line in the template.
- Variables from the model are written in the form `${var,fmt}`, where `var` is the code for the variable (see table below) and `fmt` is a valid format for the C function `printf` (e.g. `%d` for an integer, `%f` for float, `%e` for exponential notation). If `fmt` is omitted `${var}` the variable is written in binary format.

Table 2.1: Non-exhaustive list of codes for the model variables in the template file

Code	Description	star1d	star2d
nr	# of radial points	*	*
nth	# of points in latitude		*
ndomains	# of domains	*	*
npts	# of radial points in each domain	*	*
xif	Position of each domain	*	*
nex	# of radial points in the external domain		*
surff	Parameter surff (see above)	*	*
conv	# of convective domains	*	*
Omega	Angular velocity at the equator		*
Omega_bk	Angular velocity at the equator in units of the critical velocity		*
Omegac	Critical velocity $\Omega_c = \sqrt{\frac{GM}{R_c^3}}$		*
X	Hydrogen abundance	*	*
Z	Metal abundance	*	*
Xc	Fraction of X at the convective core	*	*
rhoc	Central density	*	*
Tc	Central temperature	*	*
pc	Central pressure	*	*
M	Mass	*	*
R	(Polar) Radius	*	*
Rp	Polar radius		*
Re	Equatorial radius		*
L	Luminosity	*	*
M/M_SUN	Mass in solar units	*	*
R/R_SUN	(Polar) Radius in solar units	*	*
Rp/R_SUN	Polar radius in solar units		*
Re/R_SUN	Equatorial radius in solar units		*
L/L_SUN	Luminosity in solar units	*	*
r	Radius	*	*
th	Colatitude		*
rex	External radius		*
phi	Gravitational potential	*	*
phiex	Gravitational potential of the external domain		*
rho	Density	*	*
p	Pressure	*	*
T	Temperature	*	*
w	Angular velocity		*
G	Stream function for the meridional circulation		*
Xr	Hydrogen abundance $X(r, \theta)$	*	*
N2	Squared Brunt-Väisälä frequency (in $\text{rd}^2/\text{s}^2$ )	*	*
opa	Type of opacity	*	*
opa.k	Rosseland mean opacity	*	*
opa.xi	Thermal diffusivity ( $\chi$ )	*	*

opa.dlnxi_lnT	$\left(\frac{\partial \log \chi}{\partial \log T}\right)_{\rho, \mu}$	*	*
opa.dlnxi_lnrho	$\left(\frac{\partial \log \chi}{\partial \log \rho}\right)_{T, \mu}$	*	*
eos	Type of equation of state	*	*
eos.G1	$\Gamma_1$	*	*
eos.cp	$c_p$	*	*
eos.del_ad	$\nabla_{ad}$	*	*
eos.G3_1	$\Gamma_3 - 1$	*	*
eos.cv	$c_v$	*	*
eos.prad	Radiation pressure	*	*
eos.chi_T	$\chi_T = \left(\frac{\partial \log p}{\partial \log T}\right)_{\rho, \mu}$	*	*
eos.chi_rho	$\chi_\rho = \left(\frac{\partial \log p}{\partial \log \rho}\right)_{T, \mu}$	*	*
eos.d	$d = \frac{\chi_T}{\chi_\rho} = - \left(\frac{\partial \log \rho}{\partial \log T}\right)_{p, \mu}$	*	*
nuc.eps	Energy generation rate per unit mass	*	*
nuc.pp	Energy generation rate per unit mass (pp-chain)	*	*
nuc.cno	Energy generation rate per unit mass (CNO cycle)	*	*
Teff	Effective temperature at the surface $T_{\text{eff}}(\theta)$	*	*
gsup	Effective gravity at the surface $g_{\text{eff}}(\theta)$	*	*
D	Radial differentiation matrix $\frac{\partial}{\partial \zeta}$ for 2D models, $\frac{d}{dr}$ for 1D models	*	*
I	Radial integration matrix	*	*
Dex	Radial differentiation matrix for the external domain		*
Dt	Angular differentiation matrix $\frac{\partial}{\partial \theta}$ for symmetric variables		*
Dtodd	Angular differentiation matrix for antisymmetric variables		*
Dt2	Second order angular differentiation matrix for symmetric variables		*
It	Angular integration matrix		*

For 2D variables, their values at the collocation points are written in the output file in matrix form. Each line corresponds to a different value of the colatitude  $\theta$  (i.e. a different column), starting at the equator.

$$\begin{array}{cccc}
p(\zeta_0, \theta_0) & p(\zeta_1, \theta_0) & p(\zeta_2, \theta_0) & \cdots \\
p(\zeta_0, \theta_1) & p(\zeta_1, \theta_1) & p(\zeta_2, \theta_1) & \cdots \\
p(\zeta_0, \theta_2) & p(\zeta_1, \theta_2) & p(\zeta_2, \theta_2) & \cdots \\
\vdots & \vdots & \vdots & 
\end{array}$$

Being  $\zeta$  the radial spheroidal coordinate. Similarly, 1D variables can be seen as a column vector and are written in one line in the output file, terminated by a new line character. This behavior can be inverted by writing this line in the template file

`\conf{transpose=1}`

After this command, the variables will be written row wise, i.e. one line for each value of the radial coordinate. Note that it does not affect variables written in binary format, which are always column wise. To recover the original behaviour we use

```
\conf{transpose=0}
```

The original grid does not contain points in the equator and the pole. If we want the values at this points we should write

```
\conf{equator=1}  
\conf{pole=1}
```

By default, the output uses cgs units. If we want the normalized values used internally by the code, we simply put

```
\conf{dim=0}
```

These control commands can be written anywhere in the template file, in separated lines, affecting only the code that appears below them.

Let's see an example.

Template file:

```
Model of ${M/M_SUN,%.2f} solar masses and R=${R,%.e} cm  
  
rotating with Omega=${Omega_bk,%.f} Omegac  
  
${nr,%.d} radial points and  
${nth,%.d} latitudinal points  
  
\conf{pole=1}  
\conf{equator=1}  
r:  
  
${r,%.e}  
Pressure:  
  
${p,%.14e}
```

Output file:

```
Model of 2.50 solar masses and R=1.219822e+11 cm  
rotating with Omega=0.900000 Omegac  
240 radial points and 32 latitudinal points  
r:  
0.000000e+00 4.944313e+07 1.971944e+08 4.415355e+08 7.796539e+08 ...  
0.000000e+00 4.944313e+07 1.971944e+08 4.415355e+08 7.796539e+08 ...  
0.000000e+00 4.944313e+07 1.971944e+08 4.415354e+08 7.796533e+08 ...  
0.000000e+00 4.944313e+07 1.971944e+08 4.415352e+08 7.796523e+08 ...  
[...]  
Pressure:  
1.61049808835808e+17 1.61048890365891e+17 1.61035199104197e+17 ...  
1.61049808835808e+17 1.61048890354742e+17 1.61035198927083e+17 ...  
1.61049808835808e+17 1.61048890265707e+17 1.61035197512689e+17 ...  
1.61049808835808e+17 1.61048890088480e+17 1.61035194697311e+17 ...  
[...]
```

## 2.8. PYTHON MODULE

A basic python module for reading the models is included in the distribution. It is located in `ester/python/star.py`. At the moment it only works for models calculated using `ester 2d`. The variables in the models are defined as *numpy* arrays. Here is a little example:

```
import sys
sys.path.append('path_to/ester/python') # include the full path to the module

from star import * # Loads the module

A=star2d('model_file') # Loads a model

print A.p[0,0] # Prints the central pressure

A.draw(A.w) # Makes a plot of the differential rotation
show() # Needed in non-interactive mode of matplotlib
```

Note that “dotted variables” like `opa.k` are accessed via `A.opa_k` under python.

## General structure of the code

The code is divided in several libraries. Each library implements one ore more classes designed to handle one particular aspect of the calculation.

- **matrix**. Matrix algebra.
- **numdiff**. Implements Gauss-Legendre and multi-domain Gauss-Lobatto numerical differentiation.
- **mapping**. Defines the mapping in spheroidal coordinates  $r(\zeta, \theta)$ .
- **solver**. Resolution of systems of linear differential equations in 2D.
- **physics**. Calculation of physical quantities (opacity, equation of state, nuclear reaction rates).
- **star**. Provides objects and functions to calculate the structure of a star in 1D and 2D.
- **global**. Definition of global variables, e.g. physical and mathematical constants.
- **graphics**. Provides graphical output through `pgplot`.
- **parser**. Parsing of configuration files and command-line arguments and file input/output.

## Matrix Algebra. The `matrix` library.

To facilitate the work with matrices in C++, the `matrix` library provides two classes:

- `matrix` for regular matrices
- `matrix_block_diag` for block diagonal matrices

The function prototypes are defined in the header file `matrix.h`.

### 4.1. MATRIX CREATION AND MANIPULATION

Regular matrices are defined as objects of the `matrix` class. For example, the sentence:

```
matrix a(3,4);
```

creates a matrix `a` with 3 rows and 4 columns. If the size is not specified,

```
matrix a;
```

a 1x1 matrix is created. The size of the matrix can be modified using the method `dim`

```
a.dim(3,4);
```

or, if the total number of elements does not change, using `redim`

```
a.redim(1,12);
```

With `redim` the element values are also preserved. The number of rows and columns of a matrix object can be retrieved using the methods `nrows()` and `ncols()`. For example

```
int n,m;
matrix a(3,4);

n=a.nrows();
m=a.ncols();
```

in this example  $n = 3$  and  $m = 4$ .

The elements of the matrix can be indexed using parenthesis. Note that, as regular C arrays, the index of the first element is 0. There are also methods for extracting parts of the matrix. Let's see an example

```
matrix a(3,3),row,col,block;
double elem;

a(0,0)=1;a(0,1)=2;a(0,2)=3;
a(1,0)=4;a(1,1)=5;a(1,2)=6;
a(2,0)=7;a(2,1)=8;a(2,2)=9;

elem=a(1,2); // elem=6
row=a.row(1); // Extracts the second row
col=a.col(0); // Extracts the first column
block=a.block(0,1,1,2); // Extracts the block (0-1,1-2)
```

After running the example, the contents of the different matrices will be

$$\mathbf{a} = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$$
$$\text{row} = \begin{pmatrix} 4 & 5 & 6 \end{pmatrix} \quad \text{col} = \begin{pmatrix} 1 \\ 4 \\ 7 \end{pmatrix} \quad \text{block} = \begin{pmatrix} 2 & 3 \\ 5 & 6 \end{pmatrix}$$

We can also insert parts of the matrix using the methods `setrow`, `setcol` and `setblock`.

```
matrix a(3,3),b;

b=ones(1,3); // Creates a 1x3 array of all ones
a.setrow(0,b);

b=ones(3,1);
a.setcol(2,b);

b=ones(2,3);
a.setblock(1,2,0,2,b);
```

Negative indices are interpreted starting from the end of the matrix. For example `a.row(-1)` returns the last row of the matrix `a`.

Indexing with only one parameter is also possible, being `a(i,j)` equivalent to `a(j*a.nrows()+i)`. This makes sense when working with row or column vectors, if we define

```
matrix row(1,5),col(5,1);
```

then `row(i)` is equivalent to `row(1,i)` and `col(i)` is equivalent to `col(i,1)`.

## 4.2. FILE INPUT/OUTPUT

The method `write` writes a matrix in a file, the syntax is

```
write(FILE *fp, char mode)
```

Here, `mode` can be `'t'` for text output or `'b'` for binary output. Default is `'t'`. The matrix is written in column-wise order, i.e. each line represents a column of the matrix. When called without arguments `write()`, it writes the matrix in the standard output.

To read a matrix from a file we use the method `read`.

```
read(int nrow, int ncol, FILE *fp, char mode)
```

Where we must specify the size of the matrix.

In the following example, we will write a matrix to a file and read it again.

```
#include<stdio.h>
#include"matrix.h"
int main() {
    FILE *fp;
    matrix a(2,3);

    a(0,0)=1;a(0,1)=2;a(0,2)=3;
    a(1,0)=4;a(1,1)=5;a(1,2)=6;

    // Write the matrix to a file in binary mode
    fp=fopen("matrix.dat","wb");
    a.write(fp,'b');
    fclose(fp);

    // Read the matrix from file
    fp=fopen("matrix.dat","rb");
    a.read(2,3,fp,'b');
    fclose(fp);

    return 0;
}
```

We can write a matrix on the screen in a more convenient format using `write_fmt`. For the previous example the sentence

```
a.write_fmt("%.2f");
```

will produce the following output

```
1.00 2.00 3.00
4.00 5.00 6.00
```

### 4.3. OPERATORS

Element-wise operators for the matrix class:

<code>a=b</code>	Assignment
<code>a+b</code>	Addition
<code>a-b</code>	Subtraction
<code>a*b</code>	Element-wise multiplication
<code>a/b</code>	Element-wise division
<code>a+=b</code>	Equivalent to <code>a=a+b</code>
<code>a-=b</code>	Equivalent to <code>a=a-b</code>
<code>a*=b</code>	Equivalent to <code>a=a*b</code>
<code>a/=b</code>	Equivalent to <code>a=a/b</code>
<code>+a</code>	Unary plus
<code>-a</code>	Unary minus
<code>a==b</code>	Comparison: Equal to
<code>a!=b</code>	Comparison: Not equal to
<code>a&gt;b</code>	Comparison: Greater than
<code>a&lt;b</code>	Comparison: Less than
<code>a&gt;=b</code>	Comparison: Greater than or equal to
<code>a&lt;=b</code>	Comparison: Less than or equal to
<code>a&amp;&amp; b</code>	Logical AND
<code>a    b</code>	Logical OR

The operands `a` and `b` can be either matrices or scalars. Element-wise operators are performed element by element. For example if we define

```
c=a*b;
```

the elements of the new matrix `c` will be

```
c(i,j)=a(i,j)*b(i,j)
```

obviously, the two matrices must have the same size. There is one exception, when one or both of the dimensions are one, for example if `a` is (n,m) and `b` is (1,m) the matrix `c` will be (n,m) with elements

```
c(i,j)=a(i,j)*b(j)
```

also if `a` is (n,1) and `b` is (1,m), `c` will be (n,m) with

```
c(i,j)=a(i)*b(j)
```

The comparison operator `==` compares two matrices element by element, so the result is a new matrix whose elements are 1 if the corresponding elements of `a` and `b` are equal or 0 if they are different. If we want to know if two matrices are completely equal, we can use the function `isequal(a,b)` that returns 1 if `a` and `b` are the same and 0 otherwise.

Matrix product are indicated with a comma “,”. The product of matrices **a** and **b** are expressed as:

```
c=(a,b);
```

The operation should be put in parentheses when necessary to avoid ambiguity. Note that the operator “,” in C has the lowest precedence, for example

```
(2*a,b+c,d)
```

is equivalent to

```
( (2*a) , ( (b+c) ,d ) )
```

## 4.4. BLOCK DIAGONAL MATRICES

Another type of object included in the library are the block diagonal matrices. An object of this class has the following structure

$$M = \begin{pmatrix} M_0 & 0 & \cdots & 0 \\ 0 & M_1 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & M_{n-1} \end{pmatrix}$$

where the  $M_i$  are also matrices. Although the definition of a block diagonal matrix requires the blocks  $M_i$  to be square, in the current implementation they are allowed to have any size.

A block diagonal matrix is defined using the sentence

```
matrix_block_diag D;
```

An optional argument can be included to specify the number of blocks in the matrix (default is 1)

```
matrix_block_diag D(4);
```

Alternatively, the number of blocks can be changed using the sentence

```
D.set_nblocks(4);
```

In order to access the different blocks, we use the method `block(int i)`, for exmaple

```
matrix_block_diag D(3);
```

```
matrix a,b;
```

```
a=ones(2,2);
```

```
D.block(0)=a;
```

```
b=D.block(0);
```

Individual elements can also be indexed using parentheses `D(i,j)`, as with regular matrices.

A number of operators are defined in the `matrix_block_diag` class:

Operator	Operands type	Return type	Description
a=b	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Assignment
a+b	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Addition
a-b	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Subtraction
+a	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Unary plus
-a	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Unary minus
a*b	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Element-wise multiplication
	<code>matrix_block_diag &amp; matrix</code>	<code>matrix_block_diag</code>	
	<code>matrix &amp; matrix_block_diag</code>	<code>matrix_block_diag</code>	
	<code>matrix_block_diag &amp; double</code>	<code>matrix_block_diag</code>	
	<code>double &amp; matrix_block_diag</code>	<code>matrix_block_diag</code>	
a/b	<code>matrix_block_diag &amp; matrix</code>	<code>matrix_block_diag</code>	Element-wise division
	<code>matrix_block_diag &amp; double</code>	<code>matrix_block_diag</code>	
(a,b)	<code>matrix_block_diag</code>	<code>matrix_block_diag</code>	Matrix product
	<code>matrix_block_diag &amp; matrix</code>	<code>matrix_block_diag</code>	
	<code>matrix &amp; matrix_block_diag</code>	<code>matrix_block_diag</code>	

For element-wise operators between `matrix_block_diag` objects, both objects must have exactly the same structure. Matrix product is also performed block by block, so the structure of the operands must be compatible.

A `matrix_block_diag` object can be converted in a `matrix` object using type casting.

```
matrix a;
matrix_block_diag D;

a=(matrix) D;
```

## 4.5. REFERENCE

### Matrix manipulation

<code>dim(n,m)</code>	<code>setblock(n1,n2,m1,m2,A)</code>
<code>redim(n,m)</code>	<code>setblock_step(n1,n2,nstep,m1,m2,mstep,A)</code>
<code>nrows()</code>	<code>transpose()</code>
<code>ncols()</code>	<code>fliplr()</code>
<code>row(n)</code>	<code>flipud()</code>
<code>col(n)</code>	<code>data()</code>
<code>block(n1,n2,m1,m2)</code>	<code>swap()</code>
<code>block_step(n1,n2,nstep,m1,m2,mstep)</code>	<code>zero(n,m)</code>
<code>setrow(n,A)</code>	
<code>setcol(n,A)</code>	

### File input/output

```
write(fp,mode)
read(n,m,fp,mode)
write_fmt(format,fp)
```

### Special matrices

<code>eye(n)</code>	<code>vector(x0,x1,n)</code>
<code>zeros(n,m)</code>	<code>vector_t(x0,x1,n)</code>
<code>ones(n,m)</code>	
<code>random_matrix(n,m)</code>	

### Matrix functions

<code>max(A)</code>	<code>exist(A)</code>
<code>min(A)</code>	<code>isequal(A,B)</code>
<code>sum(A)</code>	<code>solve(b)</code>
<code>mean(A)</code>	<code>inv()</code>
<code>max(A,B)</code>	
<code>min(A,B)</code>	

### Mathematical functions

<code>cos(x)</code>	<code>exp(x)</code>
<code>sin(x)</code>	<code>log(x)</code>
<code>tan(x)</code>	<code>log10(x)</code>
<code>acos(x)</code>	<code>sqrt(x)</code>
<code>asin(x)</code>	<code>abs(x)</code>
<code>atan(x)</code>	<code>pow(x,y)</code>
<code>atan2(y,x)</code>	<code>round(x)</code>
<code>cosh(x)</code>	<code>floor(x)</code>
<code>sinh(x)</code>	<code>ceil(x)</code>
<code>tanh(x)</code>	

### Block diagonal matrices

<code>set_nblocks(n)</code>	<code>row(n)</code>
<code>block(n)</code>	<code>transpose()</code>
<code>nblocks()</code>	<code>eye(D)</code>
<code>nrows()</code>	
<code>ncols()</code>	

#### 4.5.1. A NOTE ABOUT METHODS AND FUNCTIONS

The subroutines are divided in two types: functions and methods. Contrary to functions, methods belong to the object and they are called using a different syntax. For example if `met` is a method of the object `a` that takes one argument `b` and returns a value `c`, we use the sentence

```
c=a.met(b)
```

The same subroutine implemented as a function will be

```
c=met(a,b)
```

When using pointers, the dot is replaced by `->`, then if `p=&a` the sentence above is equivalent to

```
c=p->met(b)
```

The parenthesis are needed even if the method takes no arguments, i.e. `a.method_without_args()`.

#### 4.5.2. MATRIX MANIPULATION

---

##### **dim(n,m)**

<i>Type:</i>	Method
<i>Inputs:</i>	n (int): Number of rows m (int): Number of columns
<i>Output:</i>	Reference to current object
<i>Description:</i>	Changes the dimensions of the matrix object.

---

##### **redim(n,m)**

<i>Type:</i>	Method
<i>Inputs:</i>	n (int): Number of rows m (int): Number of columns
<i>Output:</i>	Reference to current object
<i>Description:</i>	Changes the dimensions of the matrix object. The total number elements must not change. Element values are preserved.

---

##### **nrows()**

<i>Type:</i>	Method
<i>Inputs:</i>	None
<i>Output:</i>	int
<i>Description:</i>	Returns the number of rows of the matrix.

---

##### **ncols()**

<i>Type:</i>	Method
<i>Inputs:</i>	None
<i>Output:</i>	int
<i>Description:</i>	Returns the number of columns of the matrix.

---

##### **row(n)**

<i>Type:</i>	Method
<i>Inputs:</i>	n (int): Row index
<i>Output:</i>	matrix
<i>Description:</i>	Extracts row n from matrix.

---

**col(n)**

*Type:* Method  
*Inputs:* n (int): Column index  
*Output:* matrix  
*Description:* Extracts column n from matrix.

---

**block(n1,n2,m1,m2)**

*Type:* Method  
*Inputs:* n1 (int): First row index  
n2 (int): Last row index  
m1 (int): First column index  
m2 (int): Last column index  
*Output:* matrix  
*Description:* Extracts the block contained between the rows n1 and n2 and the columns m1 and m2.

---

**block\_step(n1,n2,nstep,m1,m2,mstep)**

*Type:* Method  
*Inputs:* n1 (int): First row index  
n2 (int): Last row index  
nstep (int): Row increment  
m1 (int): First column index  
m2 (int): Last column index  
mstep (int): Column increment  
*Output:* matrix  
*Description:* Extracts the block contained between the rows n1 and n2 and the columns m1 and m2 using increments nstep and mstep.

---

**setrow(n,A)**

*Type:* Method  
*Inputs:* n (int): Row index  
A (matrix)  
*Output:* Reference to current object  
*Description:* Inserts matrix A at row n.

---

**setcol(n,A)**

*Type:* Method  
*Inputs:* n (int): Column index  
A (matrix)  
*Output:* Reference to current object  
*Description:* Inserts matrix A at column n.

---

**setblock(n1,n2,m1,m2,A)**

*Type:* Method  
*Inputs:* n1 (int): First row index  
n2 (int): Last row index  
m1 (int): First column index  
m2 (int): Last column index  
A (matrix)  
*Output:* Reference to current object  
*Description:* Inserts matrix A between the rows n1 and n2 and the columns m1 and m2.

---

**setblock\_step(n1,n2,nstep,m1,m2,mstep,A)**

*Type:* Method  
*Inputs:* n1 (int): First row index  
n2 (int): Last row index  
nstep (int): Row increment  
m1 (int): First column index  
m2 (int): Last column index  
mstep (int): Column increment  
A (matrix)  
*Output:* Reference to current object  
*Description:* Inserts matrix A between between the rows n1 and n2 and the columns m1 and m2 using increments nstep and mstep.

---

**transpose()**

*Type:* Method  
*Inputs:* None  
*Output:* matrix  
*Description:* Returns the tranpose of the object. Does not modify the original matrix.

---

**flipr()**

*Type:* Method  
*Inputs:* None  
*Output:* matrix  
*Description:* Flip columns in the left-right direction. Does not modify the original matrix.

---

**flipud()**

*Type:* Method  
*Inputs:* None  
*Output:* matrix  
*Description:* Flip rows in the up-down direction. Does not modify the original matrix.

---

**data()**

*Type:* Method  
*Inputs:* None  
*Output:* Pointer to double  
*Description:* Returns a pointer to the first element in the matrix. The elements are stored consecutively in column order.

---

**swap()**

*Type:* Method  
*Inputs:* matrix  
*Output:* None  
*Description:* Swaps the contents of the current matrix object and the one used as argument.

---

**zero(n,m)**

*Type:* Method  
*Inputs:* n (int): Number of rows  
m (int): Number of columns  
*Output:* None  
*Description:* Creates a nxm matrix of all zeros. Note that `a.zero(n,m)` is equivalent to `a=zeros(n,m)` but avoids the creation of an intermediate object, saving memory for large matrices.

---

#### 4.5.3. FILE INPUT/OUTPUT

---

**write(fp,mode)**

*Type:* Method  
*Inputs:* fp (FILE \*): File pointer (optional, default=stdout)  
mode (char): Write mode (optional, default='t')  
*Output:* int  
*Description:* Writes a matrix in the file pointed by fp in text mode (mode='t') or binary mode (mode='b'). The matrix is written in column order. Returns 1 on success, 0 otherwise.

---

**read(n,m,fp,mode)**

*Type:* Method  
*Inputs:* n (int): Number of rows  
m (int): Number of columns  
fp (FILE \*): File pointer  
mode (char): Write mode (optional, default='t')  
*Output:* int  
*Description:* Reads a nxm matrix from the file pointed by fp in text mode (mode='t') or binary mode (mode='b'). The matrix is read in column order. Returns 1 on success, 0 otherwise.

---

**write\_fmt(format,fp)**

*Type:* Method  
*Inputs:* format (char \*): Format string  
fp (FILE \*): File pointer (optional, default=stdout)  
*Output:* None  
*Description:* Writes a matrix in the file pointed by fp using given format. The matrix is ordered such that each line represents a row.

#### 4.5.4. SPECIAL MATRICES

---

**eye(n)**

*Type:* Function  
*Inputs:* n (int): Number of rows  
*Output:* matrix  
*Description:* Returns the nxn identity matrix.

---

**zeros(n,m)**

*Type:* Function  
*Inputs:* n (int): Number of rows  
m (int): Number of columns  
*Output:* matrix  
*Description:* Returns a nxm matrix of all zeros.

---

**ones(n,m)**

*Type:* Function  
*Inputs:* n (int): Number of rows  
m (int): Number of columns  
*Output:* matrix  
*Description:* Returns a nxm matrix of all ones.

---

**random\_matrix(n,m)**

*Type:* Function  
*Inputs:* n (int): Number of rows  
m (int): Number of columns  
*Output:* matrix  
*Description:* Returns a nxm matrix with random values between 0 and 1.

---

**vector(x0,x1,n)**

*Type:* Function  
*Inputs:* x0 (double): Minimum value  
x1 (double): Maximum value  
n (int): Number of elements  
*Output:* matrix  
*Description:* Returns a row vector with n equally spaced elements between x0 and x1.

---

**vector\_t(x0,x1,n)**

*Type:* Function  
*Inputs:* x0 (double): Minimum value  
x1 (double): Maximum value  
n (int): Number of elements  
*Output:* matrix  
*Description:* Returns a column vector with n equally spaced elements between x0 and x1.

---

#### 4.5.5. MATRIX FUNCTIONS

---

**max(A)**

*Type:* Function  
*Inputs:* A (matrix)  
*Output:* double  
*Description:* Returns the maximum value.

---

**min(A)**

*Type:* Function  
*Inputs:* A (matrix)  
*Output:* double  
*Description:* Returns the minimum value.

---

**sum(A)**

*Type:* Function  
*Inputs:* A (matrix)  
*Output:* double  
*Description:* Returns the sum of the matrix elements.

---

**mean(A)**

*Type:* Function  
*Inputs:* A (matrix)  
*Output:* double  
*Description:* Returns the mean value of the matrix elements.

---

**max(A,B)**

*Type:* Function  
*Inputs:* B (matrix)  
B (matrix)  
*Output:* matrix  
*Description:* Compares the matrices a and b and returns a new matrix C containing the larger values of each pair of elements  $C(i,j)=\max(A(i,j),B(i,j))$ .

---

**min(A,B)**

*Type:* Function  
*Inputs:* A (matrix)  
B (matrix)  
*Output:* matrix  
*Description:* Compares the matrices A and B and returns a new matrix C containing the smaller values of each pair of elements  $C(i,j)=\min(A(i,j),B(i,j))$ .

---

**exist(A)**

*Type:* Function  
*Inputs:* A (matrix)  
*Output:* int  
*Description:* Returns 1 if any of the elements of A is not zero, 0 otherwise. It is often used in constructions of type `if (exist(condition))...`, where `condition` is a valid comparison. For example `if (exist(A<0))...`

---

---

**isequal(A,B)**

*Type:* Function  
*Inputs:* A (matrix)  
B(matrix)  
*Output:* int  
*Description:* Returns 1 if matrices A and B contain exactly the same values, 0 otherwise.

---

**solve(b)**

*Type:* Method  
*Inputs:* b (matrix)  
*Output:* matrix  
*Description:* `x=A.solve(b)` solves the linear system  $Ax = b$  and returns matrix  $x$ .

---

**inv()**

*Type:* Method  
*Inputs:* None  
*Output:* matrix  
*Description:* Returns the inverse of the current matrix object. The original matrix is not modified.

---

#### 4.5.6. MATHEMATICAL FUNCTIONS

---

**cos(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the cosine of x. x must be expressed in radians.

---

**sin(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the sine of x. x must be expressed in radians.

---

**tan(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the tangent of x. x must be expressed in radians.

---

---

**acos(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the arc cosine of x in radians.

---

**asin(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the arc sine of x in radians.

---

**atan(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the arc tangent of x in radians.

---

**atan2(y,x)**

*Type:* Function  
*Inputs:* y (matrix or double)  
x (matrix or double)  
*Output:* matrix  
*Description:* Returns the arc tangent of y/x in radians. Uses the sign of y and x to determine the quadrant.

---

**cosh(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the hyperbolic cosine of x. x must be expressed in radians.

---

**sinh(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the hyperbolic sine of x. x must be expressed in radians.

---

**tanh(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the hyperbolic tangent of x. x must be expressed in radians.

---

**exp(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns  $e^x$ .

---

**log(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns  $\log(x)$ .

---

**log10(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns  $\log_{10}(x)$ .

---

**sqrt(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns  $\sqrt{x}$ .

---

**abs(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Returns the absolute value of x.

---

**pow(x,y)**

*Type:* Function  
*Inputs:* x (matrix or double)  
y (matrix or double)  
*Output:* matrix  
*Description:* Returns  $x^y$ .

---

**round(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Rounds the elements of x to the nearest integer.

---

**floor(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Rounds the elements of x to the nearest integer below the current value.

---

**ceil(x)**

*Type:* Function  
*Inputs:* x (matrix)  
*Output:* matrix  
*Description:* Rounds the elements of x to the nearest integer above the current value.

---

#### 4.5.7. BLOCK DIAGONAL MATRICES

---

**set\_nblocks(n)**

*Type:* Method  
*Inputs:* n (int): Number of blocks  
*Output:* Reference to current object  
*Description:* Changes the number of blocks of the matrix\_block\_diag object.

---

**block(n)**

*Type:* Method  
*Inputs:* n (int): Block number  
*Output:* Reference to matrix  
*Description:* Returns a reference to the matrix in the block number n.

---

---

**nblocks()**

*Type:* Method  
*Inputs:* None  
*Output:* int  
*Description:* Returns the number of blocks.

---

**nrows()**

*Type:* Method  
*Inputs:* None  
*Output:* int  
*Description:* Returns the total number of rows.

---

**ncols()**

*Type:* Method  
*Inputs:* None  
*Output:* int  
*Description:* Returns the total number of columns.

---

**row(n)**

*Type:* Method  
*Inputs:* n (int): Row number  
*Output:* int  
*Description:* Extracts the row n.

---

**transpose()**

*Type:* Method  
*Inputs:* None  
*Output:* matrix\_block\_diag  
*Description:* Calculates the transpose.

---

**eye(D)**

*Type:* Function  
*Inputs:* D (matrix\_block\_diag)  
*Output:* matrix\_block\_diag  
*Description:* Returns the identity block matrix with the same structure as D.

## Numerical differentiation

### 5.1. INTRODUCTION

Numerical differentiation refers to the algorithms for estimating the derivative of a function using only its values at certain evaluation points.

The simplest method for evaluating the derivative is the finite difference method. Given a function  $f$  sampled at points  $x_i$  ( $i = 0, \dots, n-1$ ), its derivative is estimated using the formula

$$f'(x_i) = \frac{f(x_{i+1}) - f(x_i)}{x_{i+1} - x_i}$$

For equally spaced points  $x_{i+1} - x_i = h$  and the formula becomes

$$f'(x_i) = \frac{f(x_{i+1}) - f(x_i)}{h}$$

There are some variations of the finite difference formula, as for example the central difference

$$f'(x_i) = \frac{f(x_{i+1}) - f(x_{i-1}))}{2h}$$

When solving differential equations, it is a good idea to write this expression in matrix form:

$$\begin{pmatrix} f'(x_0) \\ f'(x_1) \\ f'(x_2) \\ f'(x_3) \\ \vdots \\ f'(x_{n-3}) \\ f'(x_{n-2}) \\ f'(x_{n-1}) \end{pmatrix} = \frac{1}{2h} \begin{pmatrix} -2 & 2 & 0 & 0 & \cdots & 0 & 0 & 0 \\ -1 & 0 & 1 & 0 & \cdots & 0 & 0 & 0 \\ 0 & -1 & 0 & 1 & \cdots & 0 & 0 & 0 \\ 0 & 0 & -1 & 0 & \cdots & 0 & 0 & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & 0 & \cdots & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & \cdots & -1 & 0 & 1 \\ 0 & 0 & 0 & 0 & \cdots & 0 & -2 & 2 \end{pmatrix} \begin{pmatrix} f(x_0) \\ f(x_1) \\ f(x_2) \\ f(x_3) \\ \vdots \\ f(x_{n-3}) \\ f(x_{n-2}) \\ f(x_{n-1}) \end{pmatrix}$$

or, in more compact form

$$f'(x_i) = \sum_{j=0}^{n-1} D_{ij} f(x_j)$$

where  $D_{ij}$  is the differentiation matrix.

The finite difference method has order 2, which means that the error in the estimation of the derivative is proportional to  $h^2$ . In fact, it is possible to construct higher order methods using more points to estimate the derivative. As a rule of thumb, the order of the method is at least equal to the number of points used in the estimation of the derivative.

Unfortunately, high order methods using equally spaced points are affected by the Runge's phenomenon. Indeed, finite difference formulas of order  $n$  are obtained by interpolating the function between the points of interest using a polynomial of degree  $n - 1$ . One of the main problems of polynomial interpolation using polynomials of high degree is the apparition of oscillations near the edges of the interval between the interpolation points. The amplitude of the oscillations increase with the degree of the polynomial and quickly degrades the derivative estimation for high order methods. This effect is known as the Runge's phenomenon.

Collocation or pseudospectral methods attempt to suppress the Runge's phenomenon by choosing a set of non-equally spaced points called collocation points.

### 5.1.1. COLLOCATION/PSEUDOSPECTRAL METHODS

Collocation methods are high order methods for estimating the derivative of a function knowing its values at certain points called collocation points. The position of this points is different for each collocation method and is designed to suppress the Runge's phenomenon. A pseudospectral method with  $n$  points has order  $2n$ .

Each particular collocation method is associated with a family of orthogonal functions  $P_l(x)$ . This functions form a basis so, any arbitrary function  $\phi(x)$  can be expressed as a linear combination of the basis functions

$$\phi(x) = \sum_{l=0}^{\infty} a_l P_l(x)$$

In practice, we will work with a finite discretization using  $n$  points, so the expansion is truncated to use only  $n$  basis functions, the function  $\phi(x)$  is then approximated by

$$\phi^{(n)}(x) = \sum_{l=0}^{n-1} \phi_l P_l(x)$$

For regular functions and a well-adapted choice of the basis functions, collocation methods have exponential convergence, which means that the error in the approximation decreases exponentially with the the number of basis functions  $n$ .

The functions  $P_l(x)$  are orthogonal against some scalar product  $\langle P_l, P_m \rangle = \delta_{lm}$ , then the coefficients on the expansion of  $\phi(x)$  can be calculated as

$$\phi_l = \langle \phi(x), P_l(x) \rangle$$

For each family of basis functions it exists a formula of gaussian quadrature for calculating this scalar product, then

$$\phi_l = \sum_{j=0}^{n-1} w_j P_l(x_j) \phi(x_j)$$

where  $x_j$  and  $w_j$  are the nodes and weights of the corresponding gaussian quadrature. Note that  $x_j$  are the collocation points. The estimation of the first derivative at the collocation points can

be obtained as

$$\begin{aligned}
\phi'(x_i) &= \sum_{l=0}^{n-1} \phi_l P'_l(x_i) \\
&= \sum_{l=0}^{n-1} \left( \sum_{j=0}^{n-1} w_j P_l(x_j) \phi(x_j) \right) P'_l(x_i) \\
&= \sum_{j=0}^{n-1} \left( \sum_{l=0}^{n-1} w_j P_l(x_j) P'_l(x_i) \right) \phi(x_j) \\
&= \sum_{j=0}^{n-1} D_{ij} \phi(x_j)
\end{aligned}$$

where  $D_{ij} = \sum_{l=0}^{n-1} w_j P_l(x_j) P'_l(x_i)$  is the differentiation matrix. We see that the derivative of a discretized function can be calculated by doing a matrix product.

$$\Phi' = D\Phi$$

Similarly, the second derivative will be

$$\Phi' = DD\Phi$$

### 5.1.2. RELATION WITH SPECTRAL METHODS

Collocation methods are intimately related with spectral methods and share most of their properties. The main difference is that in spectral methods we work with the coefficients  $\phi_l$  in the expansion of the functions contrarily to collocation methods that deal directly with the values of the function at the collocation points. This has a clear advantage when solving differential equations with variable coefficients. For example, the equation

$$\phi'(x) + a(x)\phi(x) = b(x)$$

will be discretized using spectral methods as

$$\sum_m \langle P_l, P'_m \rangle \phi_m + \sum_{m,k} \langle P_l, P_m P_k \rangle a_m \phi_k = b_l$$

While the first product  $\langle P_l, P'_m \rangle$  use to be easy to calculate, this is not the case for the second one  $\langle P_l, P_m P_k \rangle$ . By contrast, for collocation methods the discretization is just

$$\sum_j D_{ij} \phi(x_j) + a(x_i) \phi(x_i) = b(x_i)$$

It is possible to pass from one representation to the other using projection matrices. To get the spectral coefficients of a function  $\phi$ , we multiply by the projection matrix  $\mathcal{P}_{ij}$ .

$$\phi_l = \sum_{j=0}^{n-1} \mathcal{P}_{li} \phi(x_i)$$

where  $\mathcal{P}_{li} = w_i P_l(x_i)$ . To recover the values at the collocation points we do

$$\phi(x_i) = \sum_{l=0}^{n-1} \mathcal{P}_{il}^{-1} \phi_l$$

where  $\mathcal{P}_{il}^{-1} = P_l(x_i)$  is the matrix inverse of  $\mathcal{P}_{li}$ .

### 5.1.3. MULTI-DOMAIN

One of the main drawbacks of pseudospectral collocation methods is that they do not deal correctly with non-regular functions. If the function that we want approximate has discontinuities, even in its first derivatives, the exponential convergence is lost and the approximated function shows oscillations around the discontinuity. This is known as the Gibbs phenomenon.

There are multiple ways to deal with this problem, one of them is to use a multi-domain approach. It consists in dividing the integration domain in multiple subintervals. A division is placed at the points where there is a discontinuity in the function. So now the function is continuous in each subinterval and the pseudospectral approximation works properly.

### 5.1.4. NUMERICAL DIFFERENTIATION IN ESTER

At the moment, ESTER provides two classes for numerical differentiation:

- `diff_gl`: Multi-domain Gauss-Lobatto numerical differentiation.
- `diff_leg`: Gauss-Legendre numerical differentiation for axisymmetric functions on the sphere with a defined type of symmetry (pole, equator).

The functions prototypes are defined in `numdiff.h`.

## 5.2. MULTI-DOMAIN GAUSS-LOBATTO NUMERICAL DIFFERENTIATION

In the Gauss-Lobatto (or more properly Gauss-Lobatto-Chebyshev) collocation method, the basis functions are Chebyshev polynomials of the first kind

$$T_l(x) = \cos(l \arccos(x))$$

defined in the interval  $(-1, 1)$ . The collocation points are

$$x_i = -\cos\left(\frac{i\pi}{n}\right)$$

The end points of the interval are also collocation points, which make this method well-suited for boundary value problems.

In the ESTER library, multi-domain Gauss-Lobatto numerical differentiation is implemented in the `diff_gl` class. To work with this class we should first create an object using

```
diff_gl gl(n);
```

The argument  $n$  is optional (default 1) and indicates the number of domains. To change the number of domains we can do

```
gl.set_ndomains(n);
```

After setting the number of domains we must indicate the number of points per domain and the position of the domains. Let's see an example using three domains and the following set-up.

- First domain in the interval (0,5) with 30 points.
- Second domain in the interval (5,7.5) with 20 points.
- Third domain in the interval (7.5,10) with 20 points.

The `diff_gl` object can be initialized using the code

```
diff_gl gl;

gl.set_ndomains(3); // Use 3 domains
gl.set_xif(0.,5.,7.5,10.); // Set the limits between domains
gl.set_npts(30,20,20); // Set the number of points in each domain

gl.init(); // Initialize the object
```

The limits between the subdomains and the number of points are stored in C arrays that are accessible from outside the class, so the code above is equivalent to

```
diff_gl gl;

gl.set_ndomains(3);
gl.xif[0]=0;gl.xif[1]=5;gl.xif[2]=7.5;gl.xif[3]=10;
gl.npts[0]=30;gl.npts[1]=20;gl.npts[2]=20;

gl.init();
```

During the initialization, the following objects are created:

Name	Type	Size	Description
<code>ndomains</code>	<code>int</code>		Number of domains
<code>N</code>	<code>int</code>		Total number of points
<code>x</code>	<code>matrix</code>	(N,1)	Collocation points $x_i$
<code>D</code>	<code>matrix_block_diag</code>	(N,N) in blocks of (npts[i],npts[i])	Differentiation matrix
<code>I</code>	<code>matrix</code>	(1,N)	Integration matrix
<code>P</code>	<code>matrix_block_diag</code>	(N,N) in blocks of (npts[i],npts[i])	Projection matrix $\mathcal{P}_{ij}$
<code>P1</code>	<code>matrix_block_diag</code>	(N,N) in blocks of (npts[i],npts[i])	Inverse projection matrix $\mathcal{P}_{ij}^{-1}$

The following example illustrates the use of these objects:

```
[...] // Initialization (previous example)

matrix y,dy,ddy;

y=cos(gl.x); // Definition of function y
dy=(gl.D,y); // First derivative
```

```

ddy=(gl.D,gl.D,y); // Second derivative

double integral;

integral=(gl.I,y); // integral=  $\int_{x_{if}[0]=0}^{x_{if}[3]=10} y(x)dx$ 

matrix yl;

yl=(gl.P,y); // Spectral coefficients
y=(gl.P1,yl); // Recover function values from spectral coefficients

```

A function can also be interpolated at any point within the whole domain using the method

```
eval(y,x)
```

where `x` can be of type `double` or `matrix` and the return value will be of always of type `matrix`. It returns the value of `y` at the point(s) `x`. We can use also a third argument of type `matrix`

```
eval(y,x,T)
```

where `T` is modified during the call and can be used to interpolate other functions. For the previous example

```

[...]

double y0,dy0;
matrix T;

y0=gl.eval(y,2.5,T)(0); // Get the value of y in x=2.5.
                        //The (0) at the end is needed because
                        // the result will be a matrix of size (1,1),
                        //and we want the first (and only)
                        // value of this matrix

dy0=(T,dy)(0); // We use the matrix T to calculate the value of dy in x=2.5

```

A `diff_gl` object can be copied using the assignment operator. We can do

```

diff_gl gl1,gl2;

gl1.set_ndomains(2);
gl1.set_npts(10,10);
gl1.set_xif(0.,0.5,1.);
gl2=gl1;

```

Now `gl2` is an independent copy of `gl1` and, as `gl1` has already been initialized, this is also the case of `gl2`.

### 5.2.1. EXAMPLE

Let's see a full featured example that uses the class `diff_gl`. We are going to solve the ordinary differential equation

$$x^2 \frac{d^2 y}{dx^2} + x \frac{dy}{dx} - y = x^2$$

within the interval  $[0, 1]$  with boundary conditions

$$y(0) = 0 \quad y(1) = 0$$

whose exact solution is

$$y = \frac{1}{3}x(x-1)$$

To simplify the task, we will use only 1 domain. Later, we will see the class `solver` that allows to solve more complicated problems using several domains and several variables.

The code is the following

```
// The following example solves the differential equation
//      x^2*y'' + x*y' - y = x^2
// with boundary conditions y(0)=0 and y(1)=0
// whose exact solution is
//      y = x*(x-1)/3

#include<stdio.h>
#include"numdiff.h"

int main() {

    //Initialize a diff_gl object with 1 domain

    int n=20; // Number of points.
        //In fact, this example can be solved using only 3 points.
    diff_gl gl(1);

    gl.set_npts(n);
    gl.set_xif(0.,1.);
    gl.init();

    // We will work with only 1 domain, so we create a reference to the
    // first (and only) block of gl.D

    matrix &D=gl.D.block(0);
    matrix &x=gl.x;

    // Set up the operator matrix and the right hand side

    matrix op,rhs;

    op=x*x*(D,D)+x*D-eye(n);
    rhs=x*x;
```

```

// Introduce boundary conditions

op.setrow(0,zeros(1,n));op(0,0)=1;
rhs(0)=0;
op.setrow(-1,zeros(1,n));op(-1,-1)=1;
rhs(-1)=0;

// Solve the system

matrix y;

y=op.solve(rhs);

// Interpolate the solution into a finer grid

matrix x_fine,y_fine;

x_fine=vector_t(0,1,100);
y_fine=gl.eval(y,x_fine);

// Compare with the exact solution

matrix y_exact;

y_exact=x_fine*(x_fine-1)/3;

printf("Solved using %d points\n",gl.N());
printf("Max. error=%e\n",max(abs(y_fine-y_exact)));

return 0;
}

```

To run the example, just copy the code above to a file, and compile with `ester_build`. If the file is called `example.cpp` we will do

```
$ ester_build example.cpp -o example
```

and then execute using

```
$ ./example
```

The output will be something like

```

Solved using 20 points
Max. error=5.329938e-16

```

### 5.3. GAUSS-LEGENDRE NUMERICAL DIFFERENTIATION

The Gauss-Legendre collocation method uses Legendre polynomials  $P_l(x)$  as basis functions. For  $n$  points, the collocation points are defined as the roots of  $P_n(x)$ .

Legendre collocation is particularly adapted to deal with axisymmetric functions on the surface of a sphere, that depend only on the colatitude  $\theta$ , just by doing  $x = \cos \theta$ .

The current implementation in ESTER considers only one domain, limited to one hemisphere  $\theta \in [0, \pi/2]$ . This is more efficient when dealing with functions that have a defined type of symmetry with respect to the equator ( $\theta = \pi/2$ ), which is the case for all of the variables used in the ESTER code. Legendre polynomials  $P_l(\cos \theta)$  are symmetric with respect to  $\theta = 0$  (the pole). When dealing with antisymmetric functions with respect to the pole, the derivatives  $\frac{dP_l}{d\theta}$  are used as basis functions instead.

The implementation considers four types of symmetry. Each type is indicated by its own suffix.

Suffix	Pole	Equator	Basis functions
00	Symmetric	Symmetric	$P_l(\cos \theta)$ with $l$ even
01	Symmetric	Antisymmetric	$P_l(\cos \theta)$ with $l$ odd
10	Antisymmetric	Symmetric	$\frac{dP_l}{d\theta}$ with $l$ odd
11	Antisymmetric	Antisymmetric	$\frac{dP_l}{d\theta}$ with $l$ even

Legendre numerical differentiation is implemented in the class `diff_leg`. In order to use it, we must start by creating an object

```
diff_leg leg;
```

Then we set the number of points by setting the variable `npts`, for example

```
leg.npts=20;
```

and initialize the object

```
leg.init();
```

The following objects are created:

Name	Type	Size	Description
<code>th</code>	<code>matrix</code>	<code>(1,npts)</code>	Collocation points $x_i$
<code>D_00, D_01, D_10, D_11</code>	<code>matrix</code>	<code>(npts,npts)</code>	Differentiation matrices
<code>D2_00, D2_01, D2_10, D2_11</code>	<code>matrix</code>	<code>(npts,npts)</code>	Second differentiation matrices
<code>lap_00, lap_01, lap_10, lap_11</code>	<code>matrix</code>	<code>(npts,npts)</code>	Laplacian operator $\frac{1}{\sin \theta} \frac{d}{d\theta} (\sin \theta \frac{d}{d\theta})$
<code>I_00</code>	<code>matrix</code>	<code>(npts,1)</code>	Integration matrix
<code>P_00, P_01, P_10, P_11</code>	<code>matrix</code>	<code>(npts,npts)</code>	Projection matrices $\mathcal{P}_{ij}$
<code>P1_00, P1_01, P1_10, P1_11</code>	<code>matrix</code>	<code>(npts,npts)</code>	Inverse projection matrices $\mathcal{P}_{ij}^{-1}$

Contrary to the `diff_gl` class, in which the functions was supposed to be column vectors, the `diff_leg` class expects functions to be defined as row vectors. This means that all the operators are applied using right multiplication. For example, the derivative will be

```
dy=(y,D_00);
```

The reason for that is more clear when working with 2D functions. Consider the code

```

int nr=30;
int nth=20;

// Inititalize a diff_gl object with nr points
diff_gl gl(1);
gl.set_xif(0.,1.);gl.set_npts(nr);
gl.init();

// Initialize a diff_leg object with nth points
diff_leg leg;
leg.npts=nth;
leg.init();

// Define a 2D function
matrix y;
y=gl.x*sin(leg.th)*sin(leg.th);
    // gl.x is (nr,1) and leg.th is (1,nth), then y is (nr,nth)

//Compute derivatives
matrix dy_x,dy_th,dy_x_th;
dy_x=(gl.D,y); // Derivative with respect to x
dy_th=(y,leg.D_00); // Derivative with respect to th
dy_x_th=(gl.D,y,leg.D_00); // Second derivative with respect to x and th

```

Note that the derivative of a function will have a different type of symmetry. For example, for a symmetric-symmetric 00 function, the first derivative is

```
dy=(y,leg.D_00)
```

which is of type 11. Then to calculate the second derivative we should do

```
ddy=(y,leg.D_00,leg.D_11)
```

or, using the second derivative matrix

```
ddy=(y,leg.D2_00)
```

where ddy has type 00.

The integration matrix is defined only for type 00 functions and computes the integral between 0 and  $\pi$  with weight function  $\sin \theta$

$$(y,leg.I_00) = \int_0^{\pi} y \sin \theta d\theta$$

We can interpolate functions at any point using `eval_xx`, where `xx` is the type of symmetry, for example

```
eval_00(y,th)
```

gives the value of `y` at the point(s) `th`. Here, `th` can be either `double` or `int` and the returned value is always of type `matrix`. We may also use a third argument

```
eval_00(y,th,T)
```

where `T` can be used to interpolate additional functions at the same point(s) by doing  
`(y2,T)`

A `diff_leg` object can be copied using the assignment operator. We can do  
`diff_leg leg1,leg2;`

```
leg1.npts=20;leg1.init();  
leg2=leg1;
```

Now `leg2` is an independent copy of `leg1`.

### 5.3.1. EXAMPLE

Let's see a more complete example. We will consider axisymmetric functions in spherical coordinates, that is functions that depend only on  $r$  and  $\theta$ . For the radial direction we use Gauss-Lobatto differentiation in the interval  $(0,1)$ , and Legendre differentiation for the latitudinal direction. We will write two functions, one for calculating the value of the laplacian at a certain point and another one to evaluate the volume integral within the whole sphere. For simplicity, we will consider only type 00 functions.

The code is as follows

```
#include<stdio.h>  
#include"numdiff.h"  
#include"constants.h" //For the defintion of PI  
  
//Function prototypes  
double laplacian(matrix y,double r0,double th0);  
double integral(matrix y);  
  
// Define diff_gl and diff_leg objects as global variables  
diff_gl gl;  
diff_leg leg;  
// Create references for spherical coordinates  
matrix &r=gl.x,&th=leg.th;  
  
int main() {  
  
    //Initialize gl. In the example we will use 2 domains  
    gl.set_ndomains(2);  
    gl.set_xif(1e-12,0.2,1.); // Use 1e-12 as the interior limit (instead of 0)  
                                //to avoid the central singularity  
  
    gl.set_npts(100,100);  
    gl.init();  
    //Initialize leg  
    leg.npts=50;  
    leg.init();  
  
    matrix y;
```

```

//Define the function y
y=r*r*r*(1+sin(th)*sin(th));

double lap_y,int_y;
double r0=0.3,th0=PI/3;

lap_y=laplacian(y,r0,th0);
int_y=integral(y);

printf("The value of the laplacian at (%f,%f) is %e\n",r0,th0,lap_y);
printf("The volume integral is %e\n",int_y);

return 0;
}

// Function for calculating the laplacian of y at (r0,th0)
double laplacian(matrix y,double r0,double th0) {

    matrix lap_y;

    lap_y=(gl.D,r*r*gl.D,y)/r/r+(y,leg.lap_00)/r/r;

    //Interpolate in the direction of r
    lap_y=gl.eval(lap_y,r0); // Now lap_y is (1,nth)
    //Interpolate in the direction of theta
    lap_y=leg.eval_00(lap_y,th0); // Now lap_y is (1,1)

    return lap_y(0);
    // lap_y has only 1 element, but we must include (0)
    // at the end to return a double
}

// Function for calculating the volume integral of y
double integral(matrix y) {

    return 2*PI*(gl.I,r*r*y,leg.I_00)(0);
}

```

After running the code, the output should be

```

The value of the laplacian at (0.300000,1.047198) is 6.150000e+00
The volume integral is 3.490659e+00

```

## 5.4. REFERENCE

[Gauss-Lobatto differentiation](#)

[DATA MEMBERS](#)

ndomains	P	xif
N	P1	
x	I	
D	npts	

#### FUNCTIONS

set_ndomains(n)	set_xif(x0,x1,...)	eval(y,x,T)
set_npts(n0,n1,...)	init()	

### Legendre differentiation

#### DATA MEMBERS

npts	P1_00,P1_01,P1_10,P1_11	lap_00,lap_01,lap_10,lap_11
th	D_00,D_01,D_10,D_11	I_00
P_00,P_01,P_10,P_11	D2_00,D2_01,D2_10,D2_11	

#### FUNCTIONS

init()	eval_10(y,th,T)
eval_00(y,th,T)	eval_11(y,th,T)
eval_01(y,th,T)	eval(y,th,T,par_pol,par_eq)

### 5.4.1. GAUSS-LOBATTO DIFFERENTIATION

#### DATA MEMBERS

---

##### ndomains

*Type:* int  
*Description:* Number of domains (read-only).

---

##### N

*Type:* int  
*Description:* Total number of points, including all the domains (read-only).

---

##### x

*Type:* matrix  
*Description:* Collocation points (N x 1).

---

##### D

*Type:* matrix\_block\_diag  
*Description:* Differentiation matrix.

---

**P**

*Type:* matrix\_block\_diag  
*Description:* Projection matrix.

---

**P1**

*Type:* matrix\_block\_diag  
*Description:* Inverse projection matrix.

---

**I**

*Type:* matrix  
*Description:* Integration matrix.

---

**npts**

*Type:* int \*  
*Description:* Array of size ndomains() with the number of points in each domain.

---

**xif**

*Type:* double \*  
*Description:* Array of size ndomains()+1 with the limits between domains.

---

**FUNCTIONS**

---

**set\_ndomains(n)**

*Type:* Method  
*Inputs:* n (int): Number of domains  
*Output:* None  
*Description:* Change the number of domains.

---

**set\_npts(n0,n1,...)**

*Type:* Method  
*Inputs:* n0,n1,... (int): Number of points  
*Output:* None  
*Description:* Change the number of points in each domain.

---

**set\_xif(x0,x1,...)**

*Type:* Method  
*Inputs:* n0,n1,... (double): Number of points  
*Output:* None  
*Description:* Change the position of the limits between domains.

---

---

**init()**

*Type:* Method  
*Inputs:* None  
*Output:* None  
*Description:* Initializes the object.

---

**eval(y,x,T)**

*Type:* Method  
*Inputs:* y (matrix): Function to evaluate  
x (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (optional, output)  
  
*Output:* matrix  
*Description:* Evaluate function y at point(s) x. If y is NxM and x is Kx1, the returned matrix is KxM. The optional matrix T can be used to interpolate additional functions by multiplying (T,y2).

---

#### 5.4.2. LEGENDRE DIFFERENTIATION

##### DATA MEMBERS

---

**npts**

*Type:* int  
*Description:* Number of points.

---

**th**

*Type:* matrix  
*Description:*  $\theta$  values of the collocation points (1 x npts).

---

**P\_00,P\_01,P\_10,P\_11**

*Type:* matrix  
*Description:* Projection matrices for each type of symmetry.

---

**P1\_00,P1\_01,P1\_10,P1\_11**

*Type:* matrix  
*Description:* Inverse projection matrices for each type of symmetry.

---

**D\_00,D\_01,D\_10,D\_11**

*Type:* matrix  
*Description:* Differentiation matrices for each type of symmetry.

---

---

**D2\_00,D2\_01,D2\_10,D2\_11**

*Type:* matrix

*Description:* Second differentiation matrices for each type of symmetry.

---

**lap\_00,lap\_01,lap\_10,lap\_11**

*Type:* matrix

*Description:* Laplacian operator matrices for each type of symmetry.

$$(\text{lap\_xx}, \mathbf{f}) \equiv \frac{1}{\sin \theta} \frac{d}{d\theta} \left( \sin \theta \frac{d\mathbf{f}}{d\theta} \right)$$

---

**I\_00**

*Type:* matrix

*Description:* Integration matrix (npts x 1) for symmetric functions.

$$(\text{I\_00}, \mathbf{f}) \equiv \int_0^\pi \mathbf{f} \sin(\theta) d\theta$$

---

**FUNCTIONS**

---

**init()**

*Type:* Method

*Inputs:* None

*Output:* None

*Description:* Initializes the object.

---

**eval\_00(y,th,T)**

*Type:* Method

*Inputs:* y (matrix): Function to evaluate  
th (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (optional, output)

*Output:* matrix

*Description:* Evaluate function  $y(\theta)$  at point(s) th. The function y should be symmetric at the pole and the equator. If y is MxN and x is 1xK, the returned matrix is MxK. The optional matrix T can be used to interpolate additional functions by multiplying (T,y2).

---

**eval\_01(y,th,T)**

*Type:* Method

*Inputs:* y (matrix): Function to evaluate  
th (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (optional, output)

*Output:* matrix

*Description:* Evaluate function  $y(\theta)$  at point(s) th. The function y should be symmetric at the pole and antisymmetric the equator. If y is MxN and x is 1xK, the returned matrix is MxK. The optional matrix T can be used to interpolate additional functions by multiplying (T,y2).

---

**eval\_10(y,th,T)**

*Type:* Method

*Inputs:* y (matrix): Function to evaluate  
th (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (optional, output)

*Output:* matrix

*Description:* Evaluate function  $y(\theta)$  at point(s) th. The function y should be antisymmetric at the pole and symmetric at the equator. If y is MxN and x is 1xK, the returned matrix is MxK. The optional matrix T can be used to interpolate additional functions by multiplying (T,y2).

---

**eval\_11(y,th,T)**

*Type:* Method

*Inputs:* y (matrix): Function to evaluate  
th (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (optional, output)

*Output:* matrix

*Description:* Evaluate function  $y(\theta)$  at point(s) th. The function y should be antisymmetric at the pole and the equator. If y is MxN and x is 1xK, the returned matrix is MxK. The optional matrix T can be used to interpolate additional functions by multiplying (T,y2).

---

**eval(y,th,T,par\_pol,par\_eq)**

*Type:* Method

*Inputs:* y (matrix): Function to evaluate  
th (matrix or double): Evaluation point(s)  
T (matrix): Interpolating matrix (output)  
par\_pol (int): Type of symmetry at the pole  
par\_eq (int): Type of symmetry at the equator

*Output:* matrix

*Description:* Evaluate function  $y(\theta)$  at point(s) th. par\_pol and par\_eq can be 0 (symmetric) or 1 (antisymmetric). If y is MxN and x is 1xK, the returned matrix is MxK. The matrix T can be used to interpolate additional functions by multiplying (T,y2).