

## Finite difference methods for hyperbolic equations

### 1. Scalar equations

**1.1. Constant velocity advection in one dimension.** The simplest example of a hyperbolic equation is the constant velocity advection equation

$$(1.1) \quad q_t + u q_x = 0$$

with some initial condition  $q(x, t = 0) = q_0(x)$ . The equation can be solved along the entire real axis in  $x$  or some portion thereof. In numerical work we always have a finite subdomain which we shall conveniently choose as  $[0, 2\pi]$  with a view to applying Fourier analysis later on. When using a finite subdomain the question of boundary conditions arises which we shall postpone by considering periodic boundary conditions  $q(x + 2\pi, t) = q(x, t)$ .

1.1.1. *Exact solution by characteristics.* A first attack on finding the solution to (1.1) is to try to reduce it to a simpler problem. One can ask whether there is any subdomain over which the equation can be cast in a simpler form. For instance we can inquire whether there are any particular curves within the  $(x, t)$  plane over which the equation simplifies. A general curve  $\Gamma$  of curvilinear parameter is given by

$$(1.2) \quad \Gamma : x = x(s), t = t(s)$$

and the infinitesimal change in  $q$  when going along  $\Gamma$  is

$$(1.3) \quad \frac{dq}{ds} = \frac{\partial q}{\partial t} \frac{dt}{ds} + \frac{\partial q}{\partial x} \frac{dx}{ds}$$

Comparing (1.3) with (1.1) we see that if we impose

$$(1.4) \quad \frac{dt}{ds} = 1, \quad \frac{dx}{ds} = u$$

then by (1.1) we must have that

$$(1.5) \quad \frac{dq}{ds} = 0 .$$

This means that  $q$  is constant along the curves  $\Gamma$  defined by (1.4).

1.1.2. *Finite difference methods.* We can construct numerical methods for (1.1) by the same approaches used for the heat equation.

Semi-discretization. Define a computational grid  $x_j = jh$ ,  $h = 2\pi/(M + 1)$ ,  $t^n = nk$  with step size  $h, k$  in space and time. Define  $Q_j(t)$  to be the restriction of  $q(x, t)$  to  $x = x_j$

$$(1.6) \quad Q_j(t) = q(x_j, t), \quad j = 0, 1, \dots, M + 1 .$$