Research of the one-component 2D Navier-Stokes (NS) modeling - transitions to finer meshes and accelerations



## Introduction

### Aims:

- Select the best interpolation method for (1) Turbulent and (2) Laminar flows by comparing several interpolation methods: Nearest-Neighbour, Linear, Cubic, and Piecewise Cubic Hermite Interpolating Polynomial (PCHIP).
- Analyze sparse matrix application to improve computational speed up for:
  - Laplacian operator
  - First order derivative
  - Navier-Stokes equation

# The Navier-Stokes equations



Force:

$$\vec{\mathbf{F}} = \vec{\mathbf{G}}\delta t \exp\left(-\frac{(x-x_p)^2 + (y-y_p)^2}{r}\right)$$

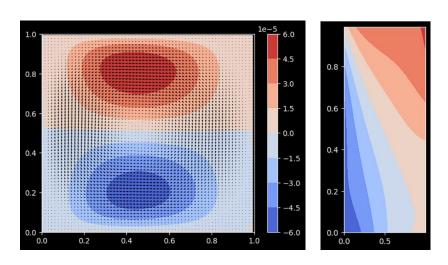
The case of incompressible fluid

$$rac{\partial \mathbf{\tilde{u}}}{\partial t} = -(\mathbf{\tilde{u}} \cdot 
abla) \mathbf{\tilde{u}} - rac{1}{
ho} 
abla \mathbf{p} + 
u 
abla^2 \mathbf{\tilde{u}} + \mathbf{\tilde{F}}$$

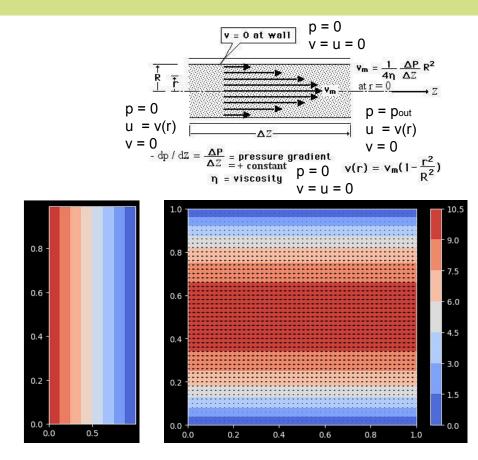
Transformation of the viscosity equation to apply the Jacobian method:

$$\frac{\partial \vec{\mathbf{u}}}{\partial t} = \nu \nabla^2 \tilde{\mathbf{u}} \longrightarrow u(\tilde{\mathbf{x}}, t + \delta t) = u(\tilde{\mathbf{x}}, t) + \nu \delta t \nabla^2 \tilde{\mathbf{u}}$$
 iterative 
$$\qquad \qquad | \mathbf{A}\tilde{\mathbf{x}} = \tilde{\mathbf{b}}$$
 
$$(\mathbf{I} - \nu \delta t \nabla^2) u(\tilde{\mathbf{x}}, t + \delta t) = u(\tilde{\mathbf{x}}, t)$$

# The Navier-Stokes equations



$$\frac{\tilde{\mathbf{u}}_{\mathbf{0},\mathbf{j}} + \tilde{\mathbf{u}}_{\mathbf{1},\mathbf{j}}}{2\delta\mathbf{y}} = 0, \frac{\tilde{\mathbf{u}}_{\mathbf{i},\mathbf{0}} + \tilde{\mathbf{u}}_{\mathbf{i},\mathbf{1}}}{2\delta\mathbf{x}} = 0$$
$$\frac{\mathbf{p}_{\mathbf{0},\mathbf{j}} - \mathbf{p}_{\mathbf{1},\mathbf{j}}}{\delta\mathbf{x}} = 0, \frac{\mathbf{p}_{\mathbf{i},\mathbf{0}} - \mathbf{p}_{\mathbf{i},\mathbf{1}}}{\delta\mathbf{y}} = 0$$

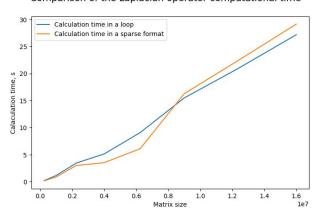


# Investigation of the sparse matrices speedup possibilities

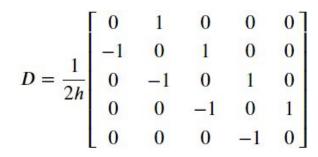
### Laplacian operator

$$\Delta = \frac{1}{h^2} \begin{bmatrix} 4 & 1 & 0 & 1 & 0 \\ 1 & -4 & 1 & 0 & 1 \\ 0 & 1 & -4 & 1 & 0 \\ 1 & 0 & 1 & -4 & 1 \\ 0 & 1 & 0 & 1 & -4 \end{bmatrix}$$

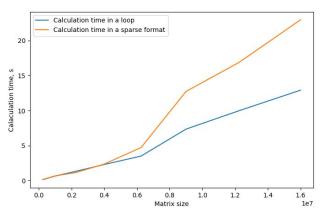
#### Comparison of the Laplacian operator computational time



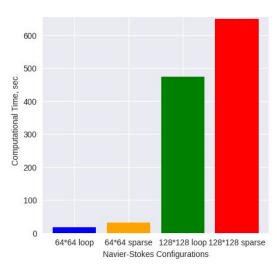
### First order derivative



### Comparison of the central difference operator computational time



### Application to the N-S modeling



The usage of sparse matrices don't allow to obtain speed up in Navier Stokes modeling on 64\*64, 128\*128 models

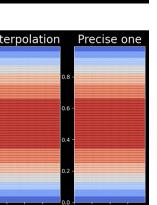
# Interpolation of structured grid [1]

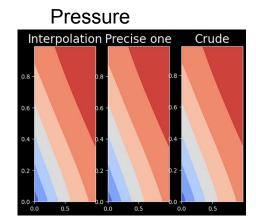
### Nearest-Neighbour

Nearest-neighbour interpolation - method selects the value of the nearest data point and assign that value

# Interpolation Precise one

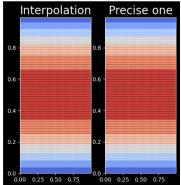
Velocities

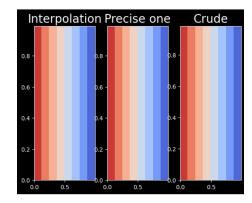




### Linear

Polynomial interpolation when the interpolation constructed is a polynomial of degree 1. To construct linear interpolation, the equation is solving





# Interpolation of structured grid [2]

### Cubic

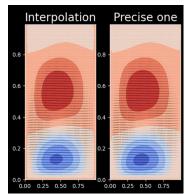
Interpolation using a third-degree polynomial

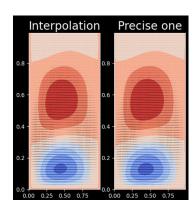
$$P(x) = a_3 x^3 + a_2 x^2 + a_1 x + a_0$$

PCHIP (Piecewise Cubic Hermite Interpolating Polynomial)

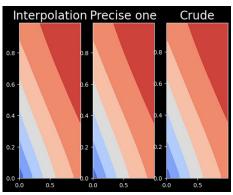
Interpolation using monotonic cubic splines to find the value of new points

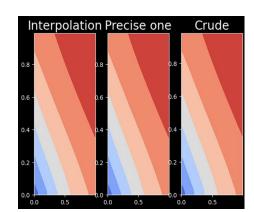
### Whirlpool velocities



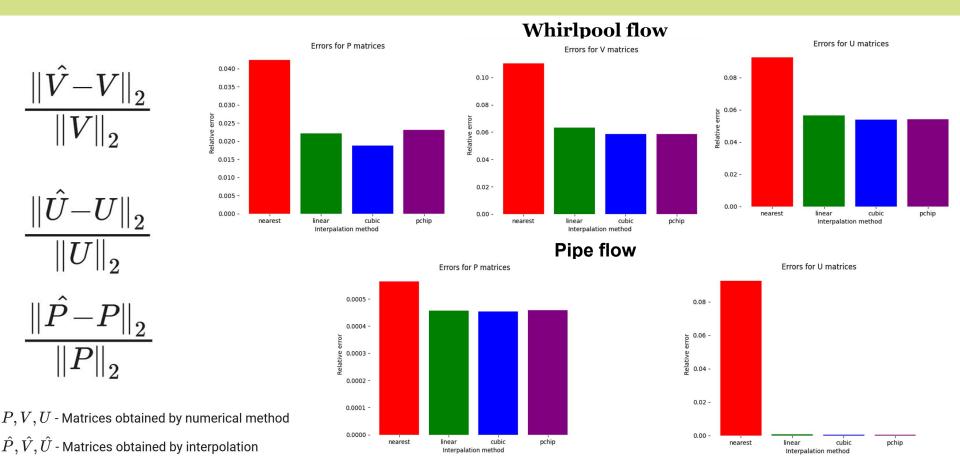


### Whirlpool pressure





# Interpolation precision



### Conclusions

- The best interpolation method for whirlpool flow is cubic method
- The best interpolation method for pipe flow is linear method
- Sparse matrix speed up calculation of Navier-Stokes equation up to 50%

# Eigenjoy Enthusiasts team



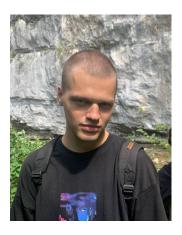
Determination of turbulent flow boundary conditions and their realisation in the Navier - Stokes equation. Calculations Jacobian method



Determination of laminar flow boundary conditions and their realisation in the Navier - Stokes equation. Calculations with sparse matrices.



Searching for Information interpolations of matrices Output results



Searching for Information. interpolations of matrices Output results

# Thank for your attention!

