PDE Solution Via Spectral Methods

Example: Linear egn uf variable coefficient

e.g.
$$\frac{2U}{2t} + C(x)\frac{2U}{2x} = 0$$
 Periodic BCs

 $known ICs$
 $U = \sum_{k=0}^{N-1} Q_k \varphi_k(x)$

Galerkin:
$$\left\langle \left(\sum_{k=0}^{N-1} \frac{da_k}{dt} \phi_k + c(x) \sum_{k=0}^{N-1} \frac{a_k \phi_k}{ax} \right) \phi_m \right\rangle = 0$$

 $\frac{z^{n-1}}{dt}\frac{da_k}{dt}\left\langle \phi_k\phi_n\right\rangle + \left\langle c(x)\frac{a\phi_k}{ax}\phi_n\right\rangle \sum_{k=0}^{n-1}a_k = 0$

$$\frac{da_m}{dt} = -\frac{\sum_{k=0}^{N-1} q_k \left\langle e(x) \frac{\partial \phi_k}{\partial x} \phi_m \right\rangle}{\sum_{k=0}^{N-1} q_k \left\langle e(x) \frac{\partial \phi_k}{\partial x} \phi_m \right\rangle} m = 0,1,...N-1$$

Center Difference in Time.

$$Q_{m} = Q_{m}^{-1} - 2\Delta t \sum_{k=0}^{N-1} \left\langle C(x) \frac{2\phi_{k}}{2x} \phi_{m} \right\rangle M = 0, 1...N-1$$

$$k = 0$$

$$O(N^{2}) \text{ operations } / \text{ time-step}$$

$$\text{involves all } a_{k} \text{'s for Jin/e}$$

$$\text{advance of one } Q_{m}$$

$$\left(\text{consequential step} \right)$$

Compare W FD: O(N) operations/step

Note: If C(x) = c = constant... extra overheadgoes away ... e.g. Fourier=> $\phi_k = e^{ikx}$, $[0,2\pi]$ 2st $\sum_{k=0}^{N-1} a_k \langle c(x) \frac{3\phi_k}{2x} \phi_m \rangle = 2stc \sum_{k=0}^{N-1} a_k^{l} \langle ike e^{ikx-imx} \rangle$ = $2stcima_m^l$

an = an = 2stcima m=0,1,...N-1

O(N) effort just like FD

Conclude: C(x) "messes-up" orthogonality integrals
causin, the method to be impractical

What if we use our interpolation polynomial approach with Collocation??

$$U(x) = \sum_{k=0}^{N-1} U_k \phi_k(x) \Rightarrow U_j = U(x_j)$$

$$\frac{du_{j}}{dt} + c(x_{j}) \sum_{k=0}^{N-1} u_{k} \frac{\partial \phi_{k}(x_{j})}{\partial x} = 0 \quad J = 0, 1, \dots N-1$$

O(N2)/Time-step => Same problem essentially an N-pt approximation to all; Conclude: Neither Galerkin nor Collocation is very efficient (gain in spatial accuracy offset by computational costs!)

In Galerkin ... orthogonality lost due to ((x), but no difficulty with derivative perse leg derivative of try function is another tris function)

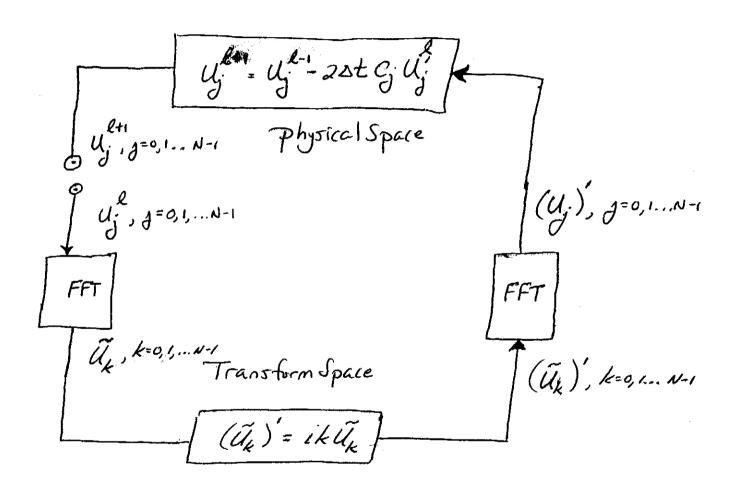
In Collocation ... derivative evaluation involves an N-pt formula (all griduales of u) but no difficulty with C(x) ... le. that coefficient varies with position

Would like to combine the best features of both Uj = Uj - 2st G = 24) =0,1... N-1 where this can be evaluated efficiently ... hopefully O(N)/step

Can accomplish this by appealing to our collocation derivative concepts but use a fast transform technique to compute => O(NlogN) " Pseudospectral method"

So we replace rate-limitin, matrix multiply with FFT => limited to Forrier and Chebysher bases

Algorithm becomes something like:



We "jump back and forth" between the grid point representation of U(x) (in order to multiply by C(x)) and the spectral coefficients (in order to differentiate U(x))

One potential problem with this approach is "aliasing" errors

- IF computational grid supports wavenumbers $k \in [-N, \frac{N}{2}]$

then higher wavenumbers (outside the basis set)
appear in the computations as If they were
wavenumbers

KA = K + MN where KA & [-N N]

1.e. wavenumbers outside the truncation are aliased to wavenumbers within

- This is a re-statement of the error occuring from interpolation rather than truncation

Recall: Uk = Uk + Z Uk±mN

e.g. COS((k+mN)x) = COS(kx)COS(mNx) - Sin(kx)Sin(mNx)Sin((k+mN)x) = Sin(kx)COS(mNx) + COS(kx)Sin(mNx)

Now if X = ZTTi, i=0,1,... N-1

 $cos(mNX_i) = cos(mN\frac{2\pi i}{N}) = cos(2\pi mi) = 17 all m, i$ $sin(mNX_i) = sin(2\pi mi) = 0$ So $\cos(kx) = \cos((k+mN)x) = \cos((k+mN)x)$ $\sin(kx) = \sin((k+mN)x) = -\sin((-k+mN)x)$

at the N grid points ... So we have linearly independent functions that are point-by-point equal on the grid = aliasing error

- Can generate higher wavenumbers outside the basis set truncation through variable coefficients, non linear terms, etc.; these can lead to numerical instabilities (or inaccuracies)

e.g.
$$u \frac{2u}{2x} = \left(\frac{1}{2} - u \frac{2u}{u}\right) \left(\frac{1}{2} - u \frac{2u}{u}\right)$$

Nonlinear interaction produces a avenumbers on the range $k \in [-N, N]$ which will get aliased onto $k \in [-N, N]$

- Recall... highest frequency on a discrete mesh

Also recall Nyquist Sampling Criterion...
need to sample at twice the highest frequency
for perfect reconstruction

Tuens out can do better than this ... obvious remedy is aasteful

"3/2 Rule": accurate, alias-free computation of a total of N wavenumbers for a quadratically nonlinear interaction, must use 3/2 N Samples

Also known as "padding" because we add N/2 ters to the Spectral coefficients before taking coefficient to grid transforms

- Alternately ... If use a total of N grid points, then only 43 N wavenumbers should be retained in the truncation = only necessary to tilter waves up aavelenths between 20x and 30x (not 40x) => "2/3 Rule"

Example: U.V

Transform Uk, Vk on Npts to Uj, Vj on Mpts

Product GV; on Mpts

Transform Back (UV) on Mpts

Truncate (UV) to N (padding)

 $y_{j} = \frac{2\pi i}{M}$ J = 0, 1... M-1 $U_{j} = \sum_{k=-M_{2}}^{M_{2}-1} \tilde{u}_{k} e^{iky_{j}}, V_{k} = \sum_{k=-M_{2}}^{M_{2}-1} \tilde{u}_{k} e^{iky_{j}}$

where \(\tilde{\pi_k} = \) \(\tilde{\pi_k} \) \(\frac{\pi_k}{2} \) \(\tilde{\pi_k} \) \(\frac{\pi_k}{2} \

 $\tilde{V}_{k} = \begin{cases} \tilde{V}_{k} & k \leq \left| \frac{N}{2} \right| \\ 0 & \text{otherwise} \end{cases}$

then $W_{i} = U_{i} - V_{i}$ J = 0, 1, ..., M-1and $\widetilde{W}_{k} = \frac{1}{M} \sum_{j=0}^{M-1} W_{j} e^{-iky_{j}} k = \frac{M}{2}, ..., \frac{M}{2}-1$

But $\widetilde{W}_k = \widehat{W}_k + \underbrace{Z}_{m+n=k+M} \widehat{V}_n$

Choose M so that this term vanishes for $k \in \left[-\frac{N}{2}, \frac{N}{2}\right]$ i.e. when $|M|N > N_2$

 $\Rightarrow \text{ aost case } -\frac{N}{2} - \frac{N}{2} \leq \frac{N}{2} - 1 - M$ $M \geq \frac{3N}{2} - 1$

U.V spectrum

e. _J.

U, V spectrum

-4
-3
1-2
N NO112
3
4

DFT spectrum (padded)

DFT (aliased) get contamination from the U-V spectrum outside [-2,2] on [-2,2]

e = 1

Another Strategy: Dealiasing by Phase Shift $\widetilde{\mathcal{U}}_{k} \Rightarrow \mathcal{U}_{j} \longrightarrow \widetilde{\mathcal{W}}_{k} = \widetilde{\mathcal{I}}\widetilde{\mathcal{U}}_{m}\widetilde{\mathcal{V}}_{m} + \widetilde{\mathcal{I}}\widetilde{\mathcal{U}}_{m}\widetilde{\mathcal{V}}_{n}$ $\widetilde{\mathcal{V}}_{k} \Rightarrow \mathcal{V}_{j} \longrightarrow \widetilde{\mathcal{V}}_{k} \longrightarrow \widetilde{\mathcal{V}}_{k} \longrightarrow \widetilde{\mathcal{U}}_{m}\widetilde{\mathcal{V}}_{m} + \widetilde{\mathcal{U}}\widetilde{\mathcal{V}}_{m}\widetilde{\mathcal{V}}_{m}$ $\widetilde{\mathcal{V}}_{k} \Rightarrow \widetilde{\mathcal{V}}_{k} \longrightarrow \widetilde{\mathcal{V}}_{j} \longrightarrow \widetilde{\mathcal{U}}_{m}\widetilde{\mathcal{V}}_{m} + \widetilde{\mathcal{U}}\widetilde{\mathcal{V}}_{m}\widetilde{\mathcal{V}}_{m}$

 $\widetilde{U}_{k} \Rightarrow U_{s}' - \widetilde{\omega}_{k}' = \widetilde{Z} \, \widetilde{U}_{m} V_{n} + e \, \widetilde{Z} \, \widetilde{U}_{m} V_{m}$ $\widetilde{V}_{k} \Rightarrow V_{s}' - \widetilde{U}_{k}' = \widetilde{Z} \, \widetilde{U}_{m} V_{m} + e \, \widetilde{Z} \, \widetilde{U}_{m} V_{m}$ $(1e. N\Delta = T)$

dealiased WK = WK + WK

Cost turns out to be greater than padding technique So not used that often

Rule of thumb: dealiasing not really necessary
for well-resolved simulations; may be helpful
when simulation is marginally resolved
(this can become important in large-scale problems)

- Look at some possible strategies (and their relationship)

for: $\frac{2U}{2t} + U\frac{2U}{2x} = 0$

$$\widetilde{\mathcal{U}}_{k} = \widetilde{\mathcal{U}}_{k} - \Delta t \, \widetilde{\mathcal{U}}_{k} \\
\widetilde{\mathcal{U}}_{k} \implies \widetilde{\mathcal{U}}_{j} \longrightarrow \widetilde{\mathcal{W}}_{k} \Longrightarrow \widetilde{\mathcal{U}}_{k}$$

$$ik \, \widetilde{\mathcal{U}}_{k} = \widetilde{\mathcal{V}}_{k} \Longrightarrow \widetilde{\mathcal{V}}_{j}$$

"Pseudospectral"

$$U_{j} = U_{j} - \Delta t W_{j}^{\ell}$$

$$U_{j} \Rightarrow \widetilde{u}_{k} \Rightarrow U_{j} \longrightarrow \widetilde{w}_{j} \Rightarrow \widetilde{w}_{k}$$

$$i_{k} \widetilde{u}_{k} = \widetilde{v}_{k} \Rightarrow V_{j} \longrightarrow \widetilde{w}_{k}$$

"Collocation"

$$\begin{array}{cccc}
U_{j}^{l+1} & U_{j}^{l} - \Delta t & W_{j}^{l} \\
& & & & & & & & & \\
U_{k}^{l+1} & \widetilde{U}_{k}^{l} & - \Delta t & \widetilde{W}_{k}^{l} & \longrightarrow & & & \\
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Collocation = Pseudospectral (aliased)

(reversible!!)

Pseudospectrial with de aliasing (Collocation)

Rules of Thumb on Accuracy:

To achieve 5% accuracy for wave-like Solin

20 samples/wavelength FD O(DX2)

(40 samples/wavelength => 1% error)

10 sampler/aavelenth FD O(DX4)

(15 sampler/aavelenth => 17. error)

3.5 polys/wavelength Chebysher

pseudospectal

(3.5 polys/wavelength => 1% error)

If DX is smallest scale to resolve on XE[-1,1]

then an estimate of number of havelengths

M= \frac{1}{\pi\DX}

Errors are based on smooth solutions (r.e.

no discontinuities on the interior or boundary)

N = 3/167 polynomials for 1% accuracy

be boundary layer ardth & at X=±1

Simple Time-stepping

e.g.
$$\frac{d\hat{u}_k}{dt} + vk^2\hat{u}_k = 0 - \frac{N}{2} \le k \le \frac{N}{2} - 1$$

$$\Delta X = \frac{2\Pi}{N}$$

Euler:
$$\hat{\mathcal{U}}_{k} - \hat{\mathcal{U}}_{k}^{\ell} = -Vk^{2}\hat{\mathcal{U}}_{k}^{\ell}$$

2 3,
$$Vk^2\Delta t$$
 \Rightarrow worst case $k = \left(\frac{N}{\Delta}\right)^2$
2 3, $V \frac{\pi^2 \Delta t}{\Lambda x^2}$ $= \left(\frac{\pi}{\Delta x}\right)^2$

2-level Implicit

$$\frac{\hat{\mathcal{U}}_{k}^{\ell+1} \hat{\mathcal{U}}_{k}^{\ell}}{\Delta t} = -Vk^{2} \left(\partial \hat{\mathcal{U}}_{k}^{\ell+1} + (1-6)\hat{\mathcal{U}}_{k}^{\ell} \right)$$

$$Z = \frac{1 - (1 - 6) V k^{2} t}{1 + 6 V k^{2} \Delta t} \Rightarrow always < 1$$

$$can become < -1$$

$$(unstable)$$

0 > 1/2 unconditionally stable!

$$\frac{2}{1-20} > V k^2 \Delta t =) \frac{V \Delta t}{\Delta x^2} < \frac{2}{\pi^2 (1-20)}$$

Prototype Problem: Burger's Equation

$$\frac{\partial \mathcal{U}}{\partial t} + \mathcal{U} \frac{\partial \mathcal{U}}{\partial x} - V \frac{\partial^2 \mathcal{U}}{\partial x^2} = 0$$

0 5 X 5 271

IC's given

V= postave Constant

Force Galerkin:
$$\mathcal{U}'(x,t) = \sum_{k=-N}^{N_{k}-1} \hat{\mathcal{U}}_{k}(t) e^{ikx} \quad \text{Fourier}$$

$$k = -N$$

$$\int_{0}^{2\pi} \left(\frac{2U''}{dt} + U \frac{N^{2}U''}{2X} - V \frac{2^{2}U''}{2X^{2}} \right) e^{-ikx} = 0 \quad \text{Galerkin}$$

$$\frac{\partial \hat{\mathcal{U}}_{k}}{\partial t} + \left(\mathcal{U} \frac{\partial \mathcal{U}}{\partial x_{k}} \right) + k^{2} \hat{\mathcal{V}} \hat{\mathcal{U}}_{k} = 0, \quad k = -\frac{N}{2} \dots \frac{N}{2} - 1$$

Fourier Collocation:

- carried out in X-domain

- retain valuer of U at X; = ZTJ, j=0,1...N-1

$$\frac{2U^{N}+U^{N}2U^{N}-V\frac{2^{2}U^{N}}{2X^{2}/x^{2}}=0 \quad j=0,1,...N-1$$

$$U^{N}D_{N}U^{N} \quad Fourier Collocation Derivative}$$

$$\mathcal{D}_{N}^{2}U^{N} \quad (Full matrix)$$

Pseudospectral Transform

$$u(x) = u(x) v(x)$$

$$\hat{u}_k = \underbrace{\sum_{m \neq n = k} \hat{u}_m \hat{v}_n}$$
Convolution

$$M+n=k$$

$$0 \quad W = \int_{k=-M_2}^{M_2-1} U_k e^{ikX_j}$$

$$V = \int_{k=-M_2}^{M_2+1} V_k e^{ikX_j}$$

$$\int_{k=-M_2}^{M_2-1} U_k e^{ikX_j}$$

Produces aliasing error: $\hat{u}_{k} = \hat{u}_{k} + \sum_{min=k \pm N} \hat{u}_{n} \hat{v}_{n}$ Error

So we have (pseudospectral)

 $\frac{d\hat{\mathcal{U}}_{k+}}{dt} \underbrace{\mathcal{I}}_{mtn=k} \hat{\mathcal{V}}_{n} + \underbrace{\mathcal{I}}_{mtn} \hat{\mathcal{V}}_{n} + V k^{2} \hat{\mathcal{U}}_{k} = 0 \quad k = \frac{N}{2}, \dots \frac{N}{2} - 1$

Same as Collocation under DFT

$$\left(\frac{\partial \mathcal{U}^{N}}{\partial t} + \mathcal{U}^{N}V^{N} - V \frac{\partial^{2} \mathcal{U}^{N}}{\partial x^{2}}\right) = 0 \quad \text{all } x_{j}$$

IF can dealias Collocation, then have Galerkin