

# AE 625 - Particles Methods for Fluid Flow Simulation

## SPH function and derivative approximation

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- 1 **Solve  $u_t + u_x = 0$  with  $u(x, 0) = \sin(\pi x)$ , periodic in  $[1, 1]$ , find  $u(x, 40)$  using 40 points for discretization.**  
2
- 2 **Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and 0 otherwise, periodic in  $[1, 1]$ , find  $u(x, 40)$  using 40 points for discretization.**  
4
- 3 **Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and 0 otherwise, periodic in  $[1, 1]$ , find  $u(x, 0.6)$  using 40 points for discretization.**  
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- 4 **Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and  $-1$  otherwise, periodic in  $[1, 1]$ , find  $u(x, 0.3)$  using 40 points for discretization.**  
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**Consider Laney's problems and solve them using SPH.**

The report is generated through the command " sh a8-140010042.sh "

- 1 Solve  $u_t + u_x = 0$  with  $u(x, 0) = \sin(\pi x)$ , periodic in  $[1,1]$ , find  $u(x, 40)$  using 40 points for discretization.**

**Results:**

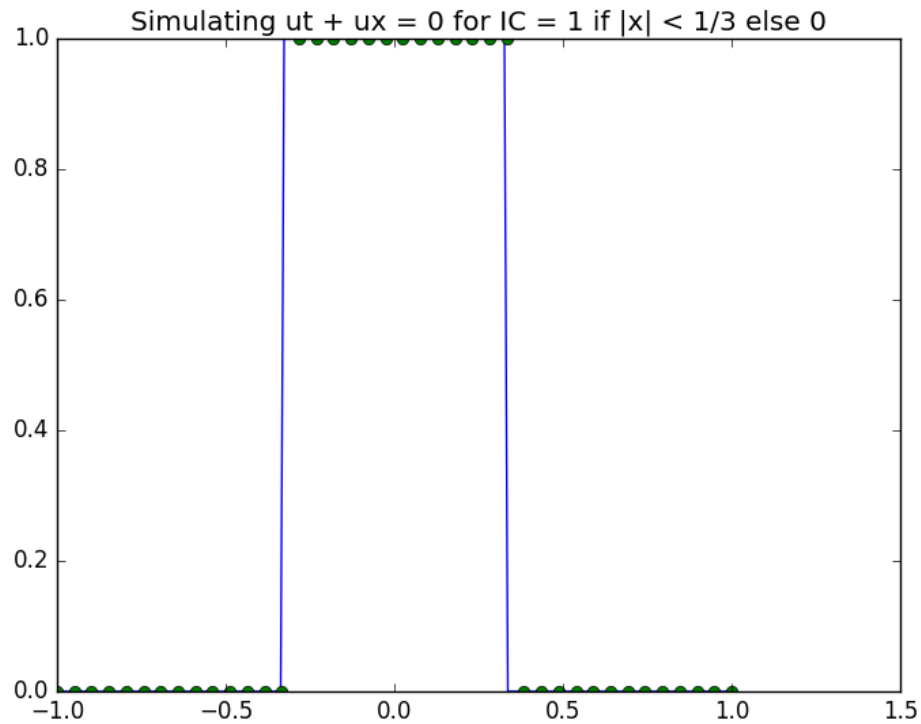


Figure 1: Q1 40 points

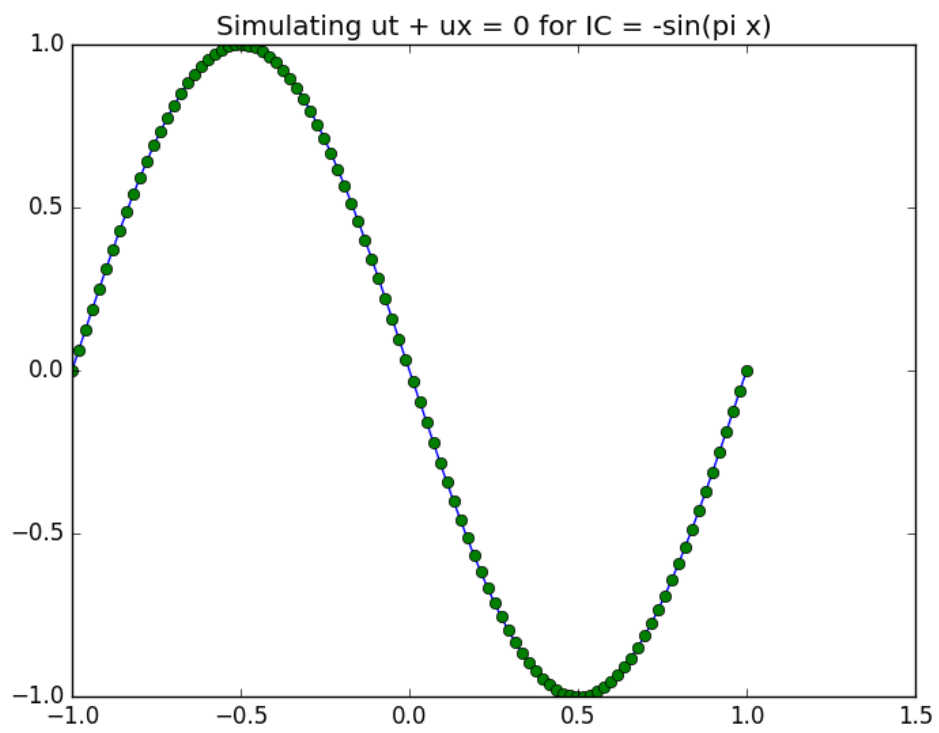


Figure 2: Q1 100 points

**2 Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and 0 otherwise, periodic in  $[1, 1]$ , find  $u(x, 40)$  using 40 points for discretization.**

**Results:**

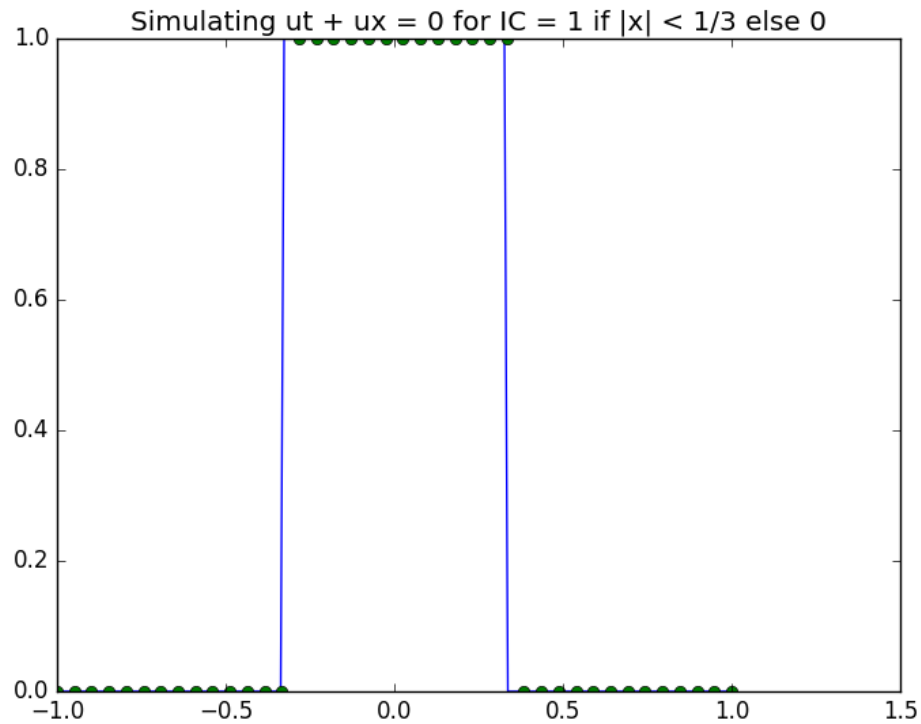


Figure 3: Q2 40 points

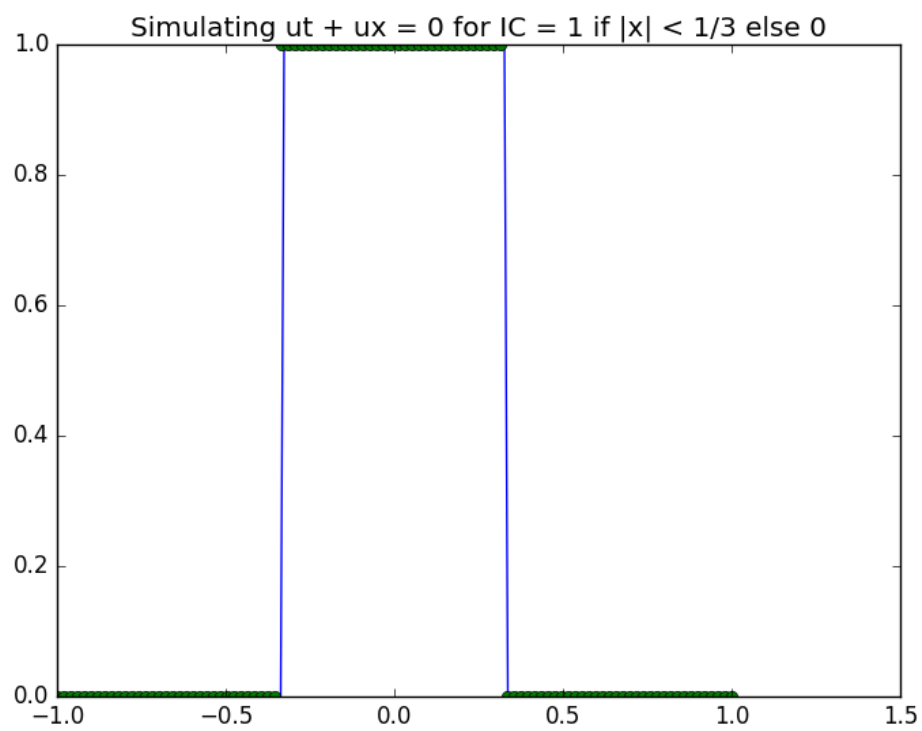


Figure 4: Q2 100 points

**3 Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and 0 otherwise, periodic in  $[1, 1]$ , find  $u(x, 0.6)$  using 40 points for discretization.**

**Results:**

**e = 0.5**

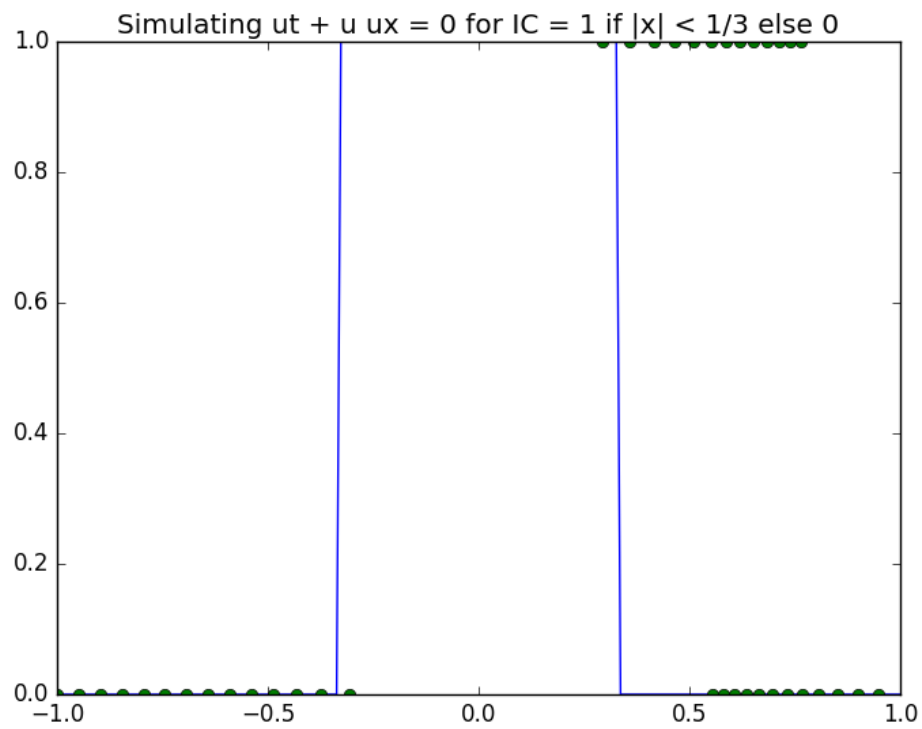


Figure 5: Q3 40 e 0.5

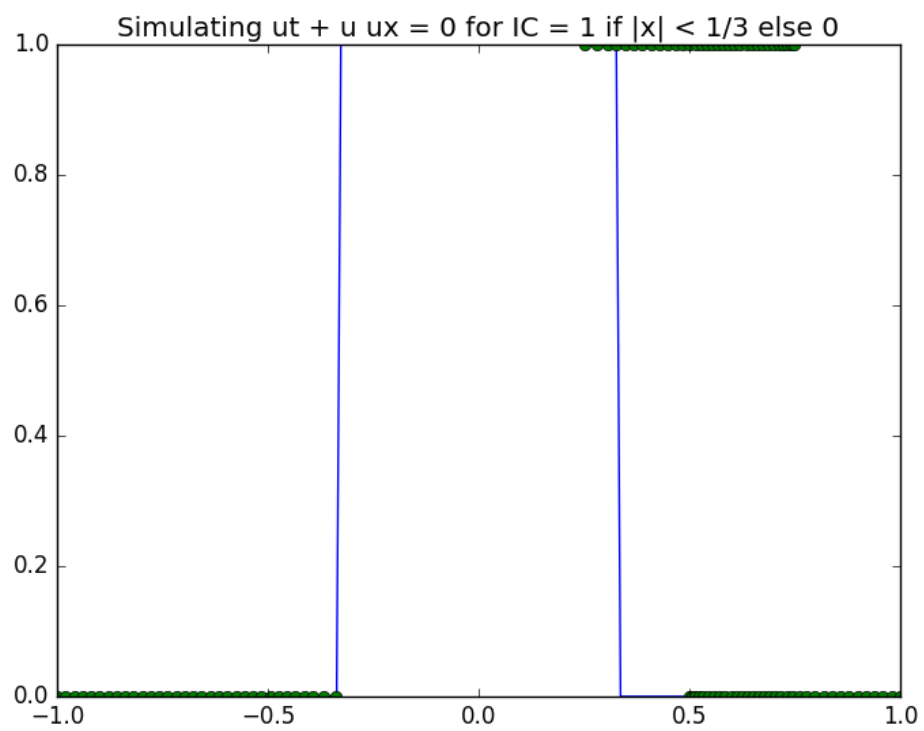


Figure 6: Q3 100 e 0.5

$e = 1.0$

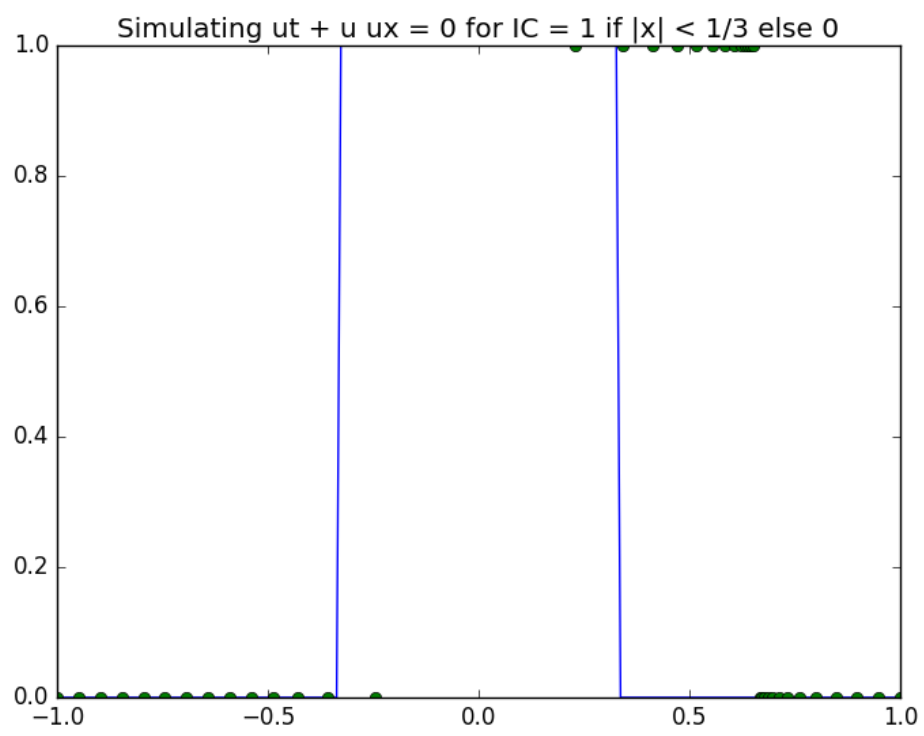


Figure 7: Q3 40 e 1.0



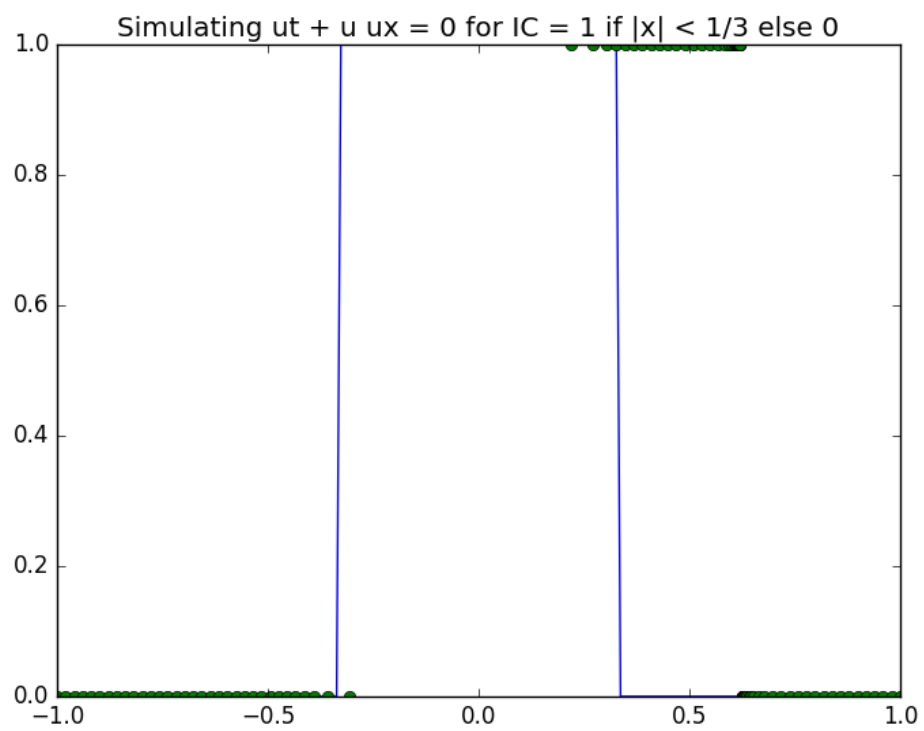


Figure 8: Q3 100 e 1.0

4 Solve  $u_t + u_x = 0$  with  $u(x, 0) = 1$  when  $|x| < 1/3$  and  $-1$  otherwise, periodic in  $[1, 1]$ , find  $u(x, 0.3)$  using 40 points for discretization.

Results:

$e = 0.5$

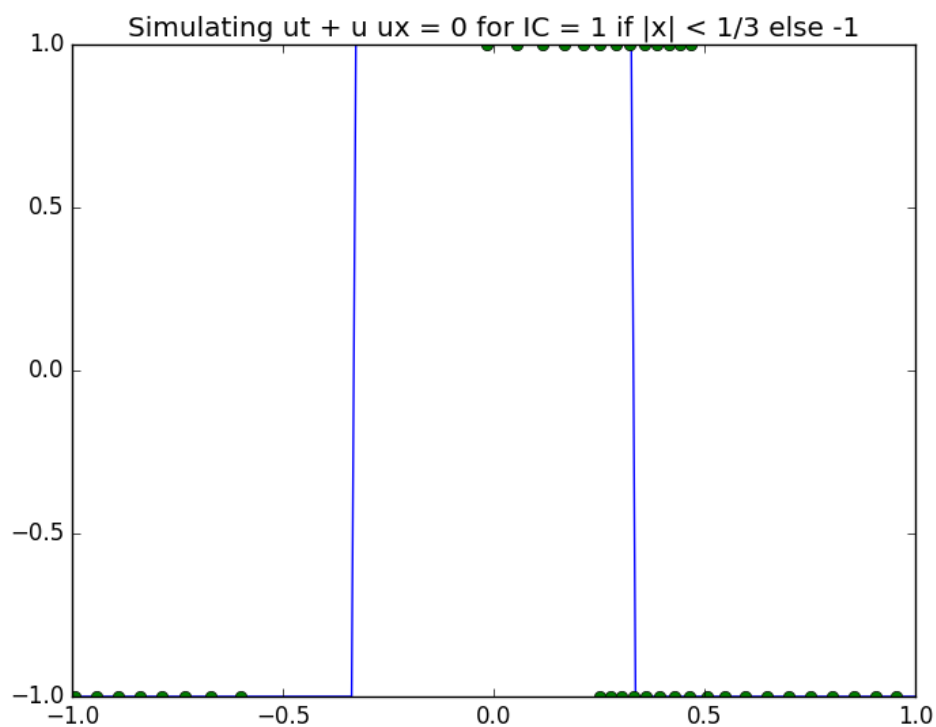


Figure 9: Q4 40 e 0.5

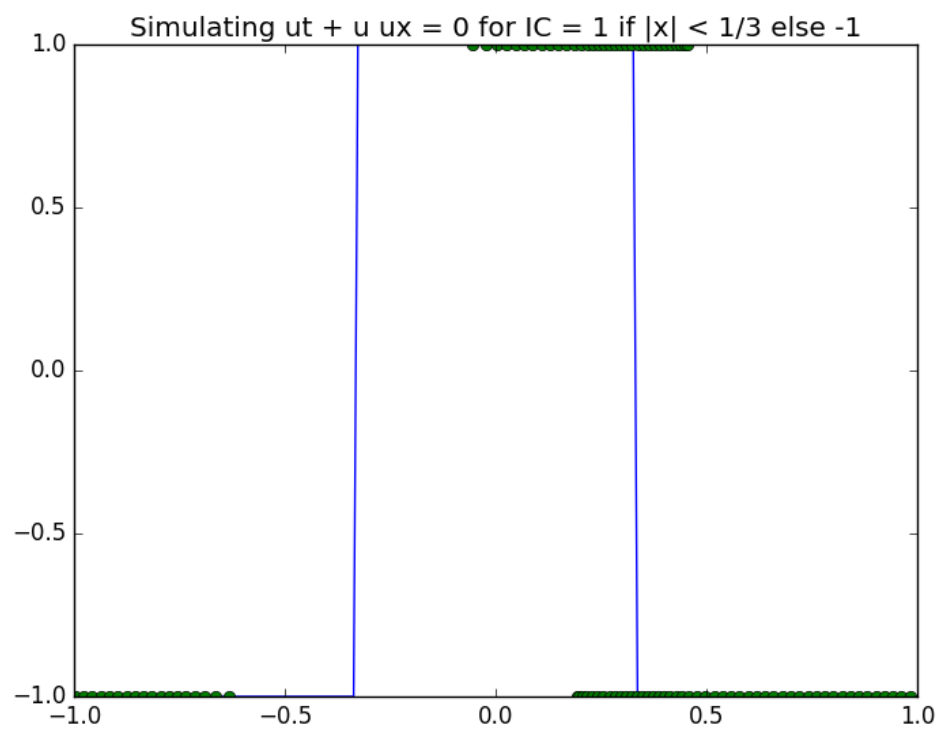


Figure 10: Q4 100 e 0.5

$e = 1.0$

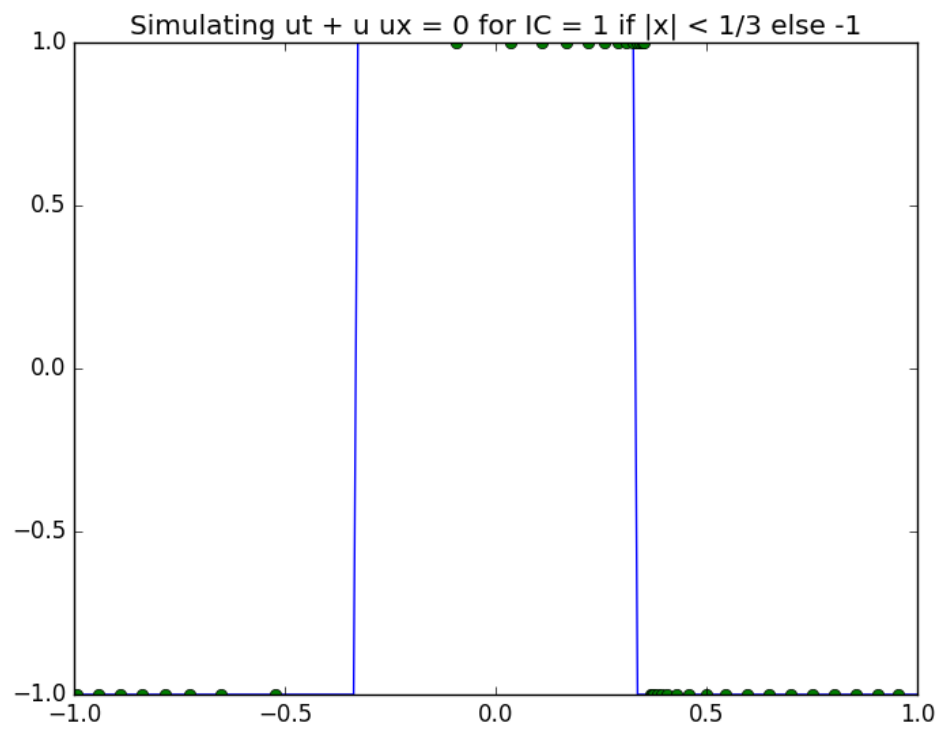


Figure 11: Q4 40  $e = 1.0$

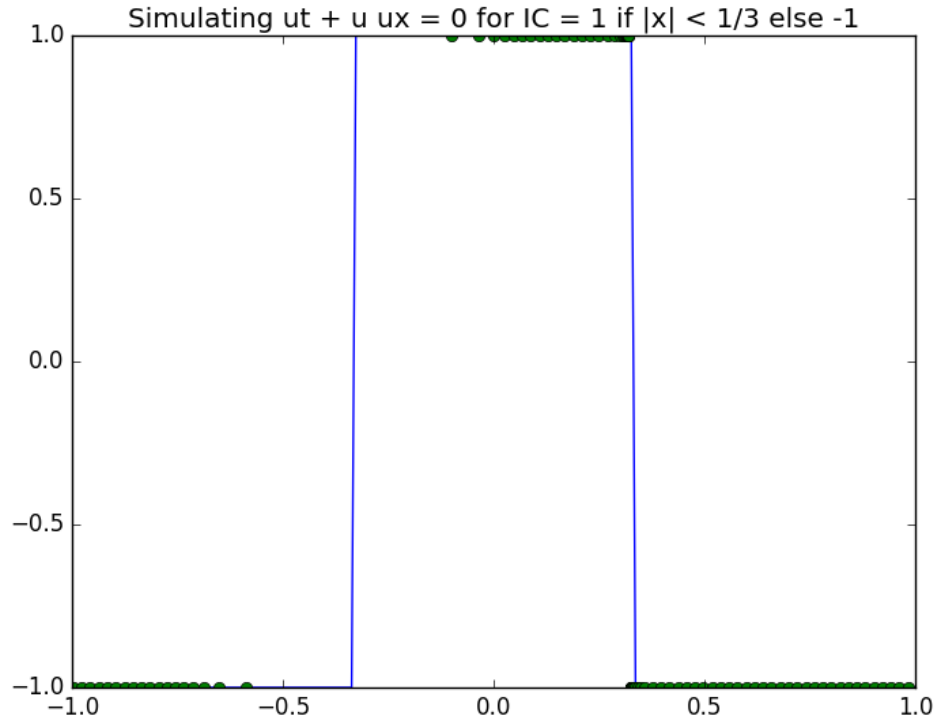


Figure 12: Q4 100 e 1.0

**Inference:** The XSPH velocity for  $e = 1.0$  is nothing weighted average of velocity in the neighbourhood of  $x$ , So particles having same position will tend to move with same velocity as opposed to the case with  $e = 0.5$  where particles retain a part of their original velocity