Beamer Report

– A Beamer template for easily positioning and manipulating content

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Compilation: requires LaTeX environment

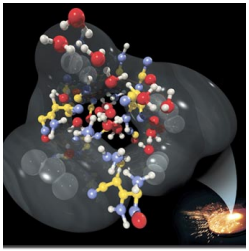
1. Just compile like an ordinary Beamer/LaTeX: `pdflatex+biber+pdflatex+pdflatex`
2. Or use compilation script:
   - Linux or MacOS: run in terminal
     - `./artratex.sh pb`: full compilaiton with reference cited in biblatex format
     - `./artratex.sh p`: run pdflatex only, no biber for reference
3. Switch to Chinese: just add the "CJK" option in "artrabeamer.tex": `\usepackage[CJK,biber,authoryear,tikz,table,xlink]{Style/artrabeamer}`
4. Many other functionalities: check the available options below the line `\usepackage[biber,authoryear,tikz,table,xlink]{Style/artrabeamer}` in "artrabeamer.tex"

Useful commands added to generic LaTeX

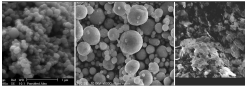
- `\enorcn{English}{Chinese}`: automatically switch between English and Chinese versions
- `\tikzart[t=m]{}`: draw coordinate system to help you position contents
- `\tikzart[t=p,x=-7,y=3,w=4]"comments"{figname}`: position a picture named "figname" at location "(x,y)" with width "w=4" and comments below the picture.
- `\tikzart[t=o,x=0,y=-0.8,s=0.8]{objects-such-as-tikz-diagrams}`: position objects at location "(x,y)" with scaling "s=0.8"
- `\tikzart[t=v,x=9.5,y=-6.5,w=0.5]{Video/vortex_preserve_geo.mp4}[\includegraphics{cover_image}]`: position a video at location "(x,y)" with a cover image of width "w=0.5"
- `\lolt{lowlight}`, `\hilt{highlight}`: make the item show in different color when in different state

Draw coordinate systems + Position a picture

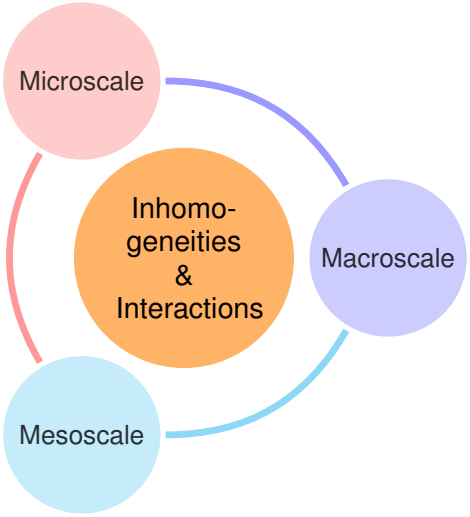
Smart diagrams + Position objects + Citation + Trim figures + Low/Highlight



(**reed2008transient**)

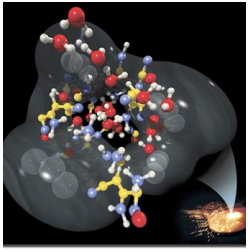


(**zhang2009reaction**)

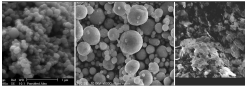


(**zhang2010hybrid**)

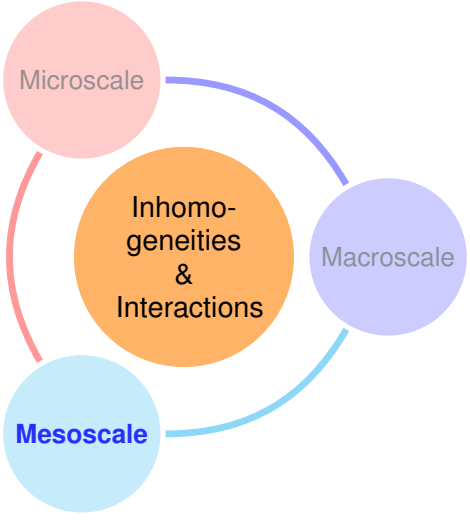
Smart diagrams + Position objects + Citation + Trim figures + Low/Highlight



(**reed2008transient**)



(**zhang2009reaction**)



(**zhang2010hybrid**)

Math + Position text + Full citation + Notes

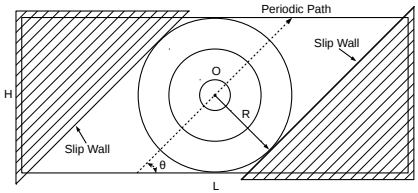
$$\psi_I = f(\{\psi_N\}, \psi_O)$$

1. Prediction step: $\psi_I^* = \left[\sum w(d_N)\psi_N\right] / \left[\sum w(d_N)\right]$
2. Boundary condition enforcement step: $\psi_O = C\psi_I + \mathrm{RRHS}$
3. Correction step: $\psi_I = \left[\psi_I^* + \dfrac{w(d_O)}{\sum w(d_N)}\psi_O\right] / \left[1 + \dfrac{w(d_O)}{\sum w(d_N)}\right]$

mo2018immersed

Type	Example form	C	RRHS
Dirichlet	$\psi_O = g$	0	g
Neumann	$\left.\dfrac{\partial\psi}{\partial n}\right\|_O = \dfrac{\partial\psi_O}{\partial n}$	1	$-\|\|\boldsymbol{x}_I - \boldsymbol{x}_O\|\|\dfrac{\partial\psi_O}{\partial n}$
Robin	$\alpha\psi_O + \beta\left.\dfrac{\partial\psi}{\partial n}\right\|_O = g$	$\dfrac{\beta}{\beta - \|\|\boldsymbol{x}_I - \boldsymbol{x}_O\|\|\alpha}$	$\dfrac{-\|\|\boldsymbol{x}_I - \boldsymbol{x}_O\|\|g}{\beta - \|\|\boldsymbol{x}_I - \boldsymbol{x}_O\|\|\alpha}$
Cauchy	$(\boldsymbol{V}\cdot\mathbf{n})\|_{\boldsymbol{x}=\boldsymbol{x}_O} = \boldsymbol{V}_S\cdot\mathbf{n}$ $\left.\dfrac{\partial(\boldsymbol{V}\cdot\hat{\boldsymbol{t}})}{\partial n}\right\|_{\boldsymbol{x}=\boldsymbol{x}_O} = 0$ $\left.\dfrac{\partial(\boldsymbol{V}\cdot\tilde{\boldsymbol{t}})}{\partial n}\right\|_{\boldsymbol{x}=\boldsymbol{x}_O} = 0$	$\begin{bmatrix} n_x & n_y & n_z \\ \hat{t}_x & \hat{t}_y & \hat{t}_z \\ \tilde{t}_x & \tilde{t}_y & \tilde{t}_z \end{bmatrix}^{\mathrm{T}} \begin{bmatrix} 0 & 0 & 0 \\ \hat{t}_x & \hat{t}_y & \hat{t}_z \\ \tilde{t}_x & \tilde{t}_y & \tilde{t}_z \end{bmatrix} \begin{bmatrix} n_x & n_y & n_z \\ \hat{t}_x & \hat{t}_y & \hat{t}_z \\ \tilde{t}_x & \tilde{t}_y & \tilde{t}_z \end{bmatrix}^{\mathrm{T}} \begin{bmatrix} n_x & n_y & n_z \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$	$\cdot\,\boldsymbol{V}_S$

Position animation + Make Table



To play the video, the compiled PDF should be moved out from the "Tmp" directory

$m_x \times m_y$	L_1 error	L_1 order	L_2 error	L_2 order	L_∞ error	L_∞ order
40×20	$3.536e{-2}$	–	$6.097e{-2}$	–	$4.105e{-1}$	–
80×40	$9.113e{-3}$	1.956	$2.497e{-2}$	1.288	$1.997e{-1}$	1.039
160×80	$2.034e{-3}$	2.163	$6.548e{-3}$	1.931	$5.236e{-2}$	1.931
320×160	$5.114e{-4}$	1.992	$1.640e{-3}$	1.997	$1.278e{-2}$	2.035
640×320	$1.287e{-4}$	1.990	$4.097e{-4}$	2.001	$3.119e{-3}$	2.034
1280×640	$3.233e{-5}$	1.993	$1.024e{-4}$	2.000	$7.818e{-4}$	1.996

Ordinary text

- **A 3D, high-resolution, parallelized, gas-solid flow solver**
  - Establishes a numerical framework for the direct simulation of gas-solid flows.
  - Solves coupled and interface-resolved fluid-fluid, fluid-solid, and solid-solid interactions.
  - Addresses shocked flow conditions, irregular and moving geometries, and multibody contact and collisions.
- **Advancement in understanding particle clustering and jetting**
  - Demonstrates a valid statistical dissipative property in solving explosively dispersed granular materials with respect to Gurney velocity.
  - Extends the time range of the velocity scaling law with regard to Gurney energy in the Gurney theory from the steady-state termination phase to the unsteady evolution phase.
  - Proposes an explanation for particle clustering and jetting instabilities to increase the understanding of experimental observations.

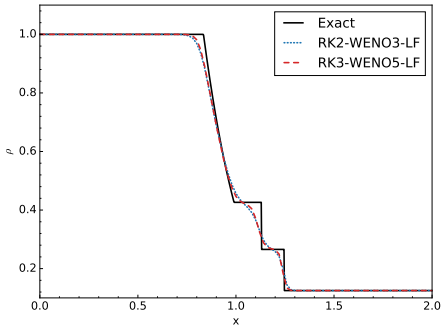
Thank you for your attention!

Part I

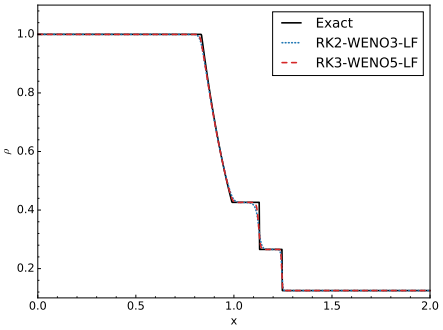
Appendix

5 Appendix
Classic Beamer Style
References

Sod's problem (**sod1978survey**)



$n = 100$



$n = 500$

$$\rho = 1; \quad u = 0; \quad p = 1 \quad \text{if } 0 \leq x < 1$$
$$\rho = 0.125; \quad u = 0; \quad p = 0.1 \quad \text{if } 1 < x \leq 2$$

References I