Fluid Dynamics Simulation of Rayleigh-Taylor Instability

Xinwei Li, Xiaoyi Xie, Yu Guo

Rayleigh-Taylor Instability

Introduction

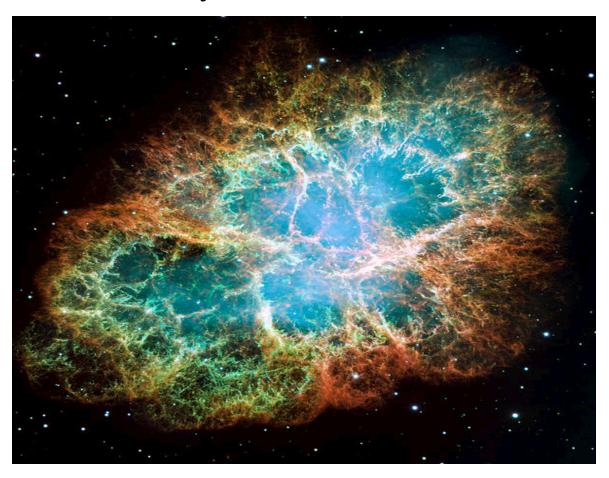
- Instability of an interface between two fluids of different densities
- Instability is initialized by pertubations

Cause

- The dense fluid is pushed by the dilute fluid
- Both fluids are subject to the gravity. The dense fluid is placed on top of the dilute fluid

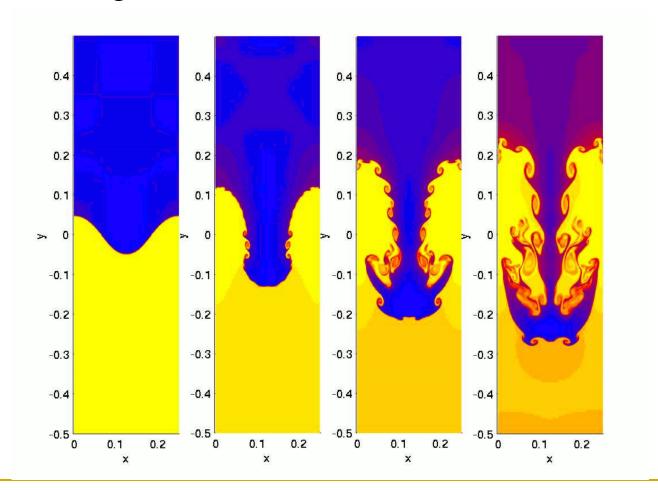
Rayleigh-Taylor Instability

RT instability evident in Crab Nebula



Rayleigh-Taylor Instability

RT fingers



Euler Equations

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \vec{u}) = 0$$

Conservation of Mass

$$\frac{\partial \rho \vec{u}}{\partial t} + \nabla \cdot (\vec{u} \otimes (\rho \vec{u})) + \nabla p = \vec{0}$$

Conservation of Momentum

$$\frac{\partial E}{\partial t} + \nabla \cdot (\vec{u}(E+p)) = 0$$

Conservation of Energy

$$\vec{u} = (u, v, w)$$

$$E = \rho e + \frac{1}{2}\rho(u^2 + v^2 + w^2)$$

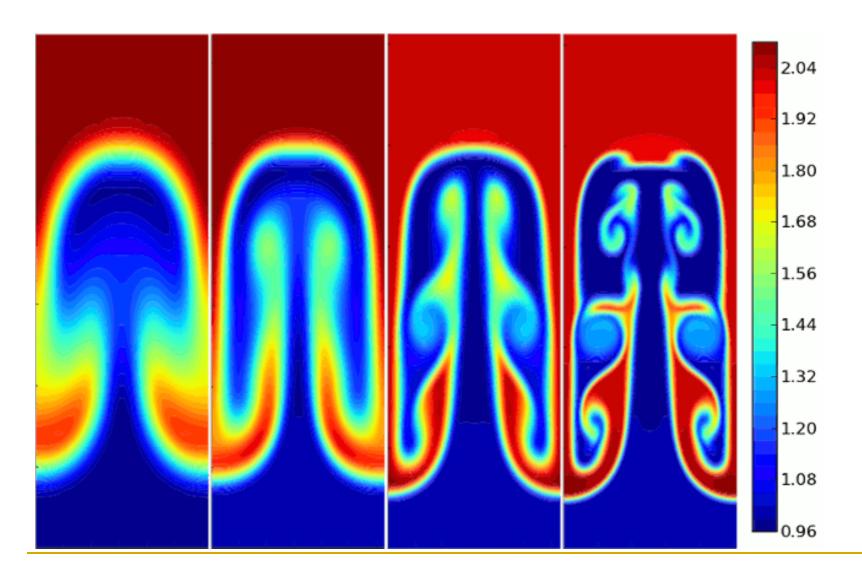
Euler Equations

Rewrite Euler equations in conservative form

$$\frac{\partial \vec{w}}{\partial t} + \frac{\partial \vec{f}_x}{\partial x} + \frac{\partial \vec{f}_y}{\partial y} + \frac{\partial \vec{f}_z}{\partial z} = 0$$

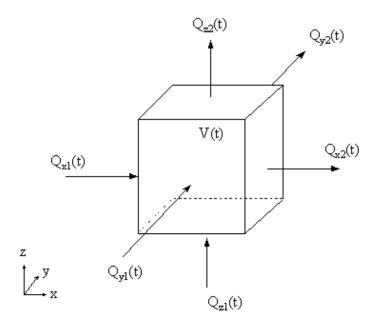
$$\vec{m} = \begin{pmatrix} \rho \\ \rho u \\ \rho v \\ \rho w \\ E \end{pmatrix} \vec{f}_x = \begin{pmatrix} \rho u \\ p + \rho u^2 \\ \rho uv \\ \rho uw \\ u(E + p) \end{pmatrix} \vec{f}_y = \begin{pmatrix} \rho v \\ \rho uv \\ p + \rho v^2 \\ \rho vw \\ v(E + p) \end{pmatrix} \vec{f}_z = \begin{pmatrix} \rho w \\ \rho uw \\ \rho vw \\ p + \rho w^2 \\ w(E + p) \end{pmatrix}$$

Simulation Result



PDE Solver

- Introduction
 - Finite Difference Method
 - Finite Element Method
 - Finite Volume Method



1D Flux Computation: Riemann Problem

• In 1D, integrate $\frac{\partial m{U}}{\partial t} + \frac{\partial m{F}(m{U})}{\partial x} = 0$ over space (Δx) and time (Δt)

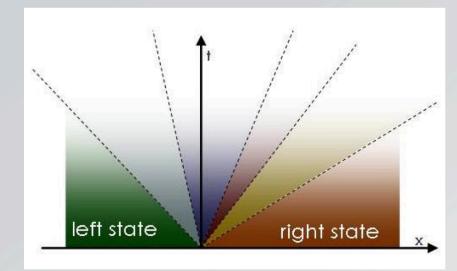
$$\bar{u}_{i}^{n+1} = \bar{u}_{i}^{n} - \frac{\Delta t}{\Delta x} \left(\tilde{F}_{i+\frac{1}{2}} - \tilde{F}_{i-\frac{1}{2}} \right) \underbrace{\tilde{u}_{i}(t) = \frac{1}{\Delta x_{i}} \int_{x_{i-\frac{1}{2}}}^{x_{i+\frac{1}{2}}} u(x,t) dx}_{\tilde{F}_{i+\frac{1}{2}}} \underbrace{\tilde{F}_{i+\frac{1}{2}} = \frac{1}{\Delta t} \int_{t^{n}}^{t^{n+1}} F(u(x_{i+\frac{1}{2}},t)) dt}_{\tilde{F}_{i+\frac{1}{2}}}$$

- Computation of the flux requires the (exact or approximate) solution of the Riemann problem at zone edges;
- <u>Riemann Problem</u>: given left and right states at a zone edge

$$\mathbf{U}(x, t = 0) = \begin{cases} \mathbf{U}_L & \text{for } x < 0 \\ \mathbf{U}_R & \text{for } x > 0 \end{cases}$$

what is U(x,t) ?

 answer: the solution depends on the form of the conservation law.



Approximate Riemann Solver

HLL(Harten-Lax-Van Leer) riemann solver

$$\frac{\partial U}{\partial t} + \frac{\partial F}{\partial t} + \frac{\partial G}{\partial t} = 0$$

$$\frac{dU_{i,j}}{dt} = L(U) = -\frac{F_{i+1/2,j} - F_{i-1/2,j}}{\Delta x} - \frac{G_{i,j+1/2} - G_{i,j-1/2}}{\Delta y}$$

Flux Calculation

$$F^{HLL} = \frac{\alpha^{+}F^{L} + \alpha^{-}F^{R} - \alpha^{+}\alpha^{-}(U^{R} - U^{L})}{\alpha^{+} + \alpha^{-}}$$

$$\alpha^{\pm} = MAX\{0, \pm \lambda^{\pm}(U^{L}), \pm \lambda^{\pm}(U^{R})\}$$

$$\lambda^{\pm} = \upsilon \pm c_{s}$$

$$\Delta t < \Delta x / MAX(\alpha^{\pm})$$
 $c_s = \sqrt{\gamma P / \rho}$

High Resolution Schemes

High-order in time (Runge-Kutta)

$$U^{(1)} = U^n + \Delta t L(U^n) \qquad U^{(2)} = \frac{3}{4}U^n + \frac{1}{4}U^{(1)} + \frac{1}{4}\Delta t L(U^{(1)})$$

$$U^{n+1} = \frac{1}{3}U^n + \frac{2}{3}U^{(2)} + \frac{2}{3}\Delta t L(U^{(2)})$$

High-order in space (PLM)

$$c_{i+1/2}^{R} = c_{i+1} + 0.5 \min \bmod(\theta(c_{i+1} - c_i), 0.5(c_{i+2} - c_i), \theta(c_{i+2} - c_{i+1}))$$

$$c_{i+1/2}^{L} = c_i - 0.5 \min \bmod(\theta(c_i - c_{i-1}), 0.5(c_{i+1} - c_{i-1}), \theta(c_{i+1} - c_i))$$

Flux Limiter

Avoid the spurious oscillations in HRS

$$\min \operatorname{mod}(x, y, z) = \frac{1}{4} |\operatorname{sgn}(x) + \operatorname{sgn}(y)| (\operatorname{sgn}(x) + \operatorname{sgn}(z)) \min(|x|, |y|, |z|)$$

Demo