

vof.h documentation

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June 6, 2024

version:draft

1 Introduction

2 Function

2.1 **vof_concentration_gradient**

vof_concentration_gradient computes gradient for vof concentration using three-point scheme when given position is away from the surface and two-point scheme for those surface nearby cells.

2.1.1 Parameters

Name	Data type	Status	Option	Representation (before/after)
gradient	double	output	output	∇t
<i>point</i>	Point	unchanged	complusory	data index $[i, j]$
<i>c</i>	scalar	unchanged	complusory	volume fraction f
<i>s</i>	scalar	unchange	complusory	t

2.1.2 Worth Mentioning Details

The gradient is calculated following a upwind-type two-point scheme when locates near the surface cell. In particular, such scheme is active if the volume fraction of only one adjacent cell is greater than 0.5. Otherwise a central three point scheme is used. Notably, the gradient is valid only if there are at least two out of adjacent cells, including current one, has fraction volume greater than 0.5.

2.2 **vof_concentration_refine**

vof_concentration_refine defines the prolongation formula of VOF-concentration t when mesh is refined.

2.2.1 Parameters

Name	Data type	Status	Option	Representation (before/after)
<i>point</i>	Point	unchanged	complusory	data index $[i, j]$
<i>s</i>	scalar	unchange	complusory	t

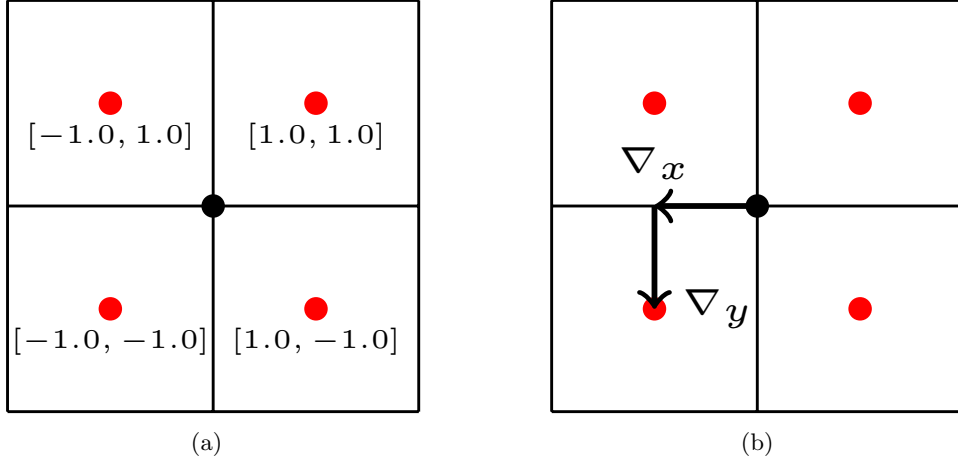


Figure 1: (a) Sketch for *child* index. (b) Sketch for volume-fraction-weighted linear interpolation.

2.2.2 Worth Mentioning Details

Basilisk employs *child* index to indicate spatial relation between parent and child cells, as displayed in figure 1a, the child cells with greater x (resp. y) coordinate are assigned with $child.x = 1$ (resp. $child.y = 1$) vice versa. When calling the macro *foreach_{child}*, Basilisk will automatically transversal every child cells and *child* index is assigned with corresponding value. As indicated by figure 1b, given an active value, the prolongation is achieved by employing linear interpolation all the way to the center of child cell. Take 2D case as an example, the prolongation result t_{child} is obtained by

$$t_{child} = f_{child} \left(\frac{t_{parents}}{f_{parents}} + \frac{\Delta}{4} (child.x \nabla_x t + child.y \nabla_y t) \right) \quad (1)$$

where f is the fraction volume which is different for parent cell and child owing to reconstruction and $\Delta_x t, \Delta_y t$ are gradient computed by **vof_concentration_gradient** which has been detailed discussed in previous section.

3 Readme

Normally, a documentation would consist of two major parts: Introduction & Background and Function. The first part will introduce the purpose of the corresponding program and the governing equations it solved and other thing developers and users should be aware of *e.g.* in which method the program solve the overall problem. Pragmatic program will be explored line by line in the second part. It first contains a table to clarify all the parameters and their physical representatives as shown in Table.1. The

Name	Data type	Status	Option	Representation (before/after)
<i>a</i>	scalar*	update	complusory	$\delta \mathbf{u}^{*,k} / \delta \mathbf{u}^{*,k+1}$
<i>b</i>	scalar*	unchange	complusory	RES
<i>dt</i>	double	unchange	complusory	Δt
<i>l</i>	int	unchange	complusory	mesh level
<i>data</i>	struct Viscosity	unchange	complusory	$\mu^{n+\frac{1}{2}}, \rho^{n+\frac{1}{2}}, \Delta t$

Table 1: Referenc table of parameters.

highlighted row in the table indicates such paramter is either the output or has been updated. Second subsection always concerns with details and specific technique the function employed. Finally the third part is the workflow of the program.

Throughout documentation font ***para*** represents exact name of parameters and **function** represents exact name of the function.

Tikz inside text example: ■.

4 Program Workflow Example

Starting Point

input:

$$f = \Phi^n \quad uf = u_f^{n+\frac{1}{2}}$$

$$flux(\text{empty}) \quad dt = \Delta t$$

$$src = g^n$$

gradient:

$$g = \nabla f = \nabla \Phi$$

```
1 void tracer_fluxes (scalar f,  
2                     face vector uf,  
3                     face vector flux,  
4                     double dt,  
5                     (const) scalar src)  
6 {  
7     vector g[];  
8     gradients ({f}, {g});
```

