

Green's function for the advection-diffusion equation

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1 Green's function from Bessel's equation

$$U \partial_y \phi = D \Delta \phi + \delta(\mathbf{r}) \quad (1)$$

Let $\psi(\mathbf{r}) = e^{-Uy/2D} \phi(\mathbf{r})$; then ψ satisfies

$$-D \Delta \psi + \frac{U^2}{4D} \psi = \delta(\mathbf{r}). \quad (2)$$

This is a Helmholtz equation. For convenience we define the inverse length scale $a = U/2D$:

$$-\Delta \psi + a^2 \psi = \delta(\mathbf{r})/D. \quad (3)$$

The solution to this must be dependent on r only, so we try to solve:

$$\frac{1}{r} \frac{d}{dr} \left(r \frac{\partial \psi}{\partial r} \right) - a^2 \psi = 0. \quad (4)$$

This is a modified Bessel equation; the solution that decays as $r \rightarrow \infty$ is

$$\psi(r) = c_1 K_0(ar). \quad (5)$$

The Green's function we seek is then of the form

$$\phi(\mathbf{r}) = e^{ay} \psi(r) = c_1 e^{ay} K_0(ar). \quad (6)$$

To find the constant a , we observe that for small x

$$K_0(x) \sim -\log x, \quad x \rightarrow 0. \quad (7)$$

Hence, for the Green's function to limit to that for the Laplacian with a point source of strength $-1/D$ as $r \rightarrow 0$, we require

$$\phi(\mathbf{r}) \sim -c_1 \log r \sim -\frac{1}{2\pi D} \log r, \quad r \rightarrow 0. \quad (8)$$

We obtain finally the Green's function

$$\phi(\mathbf{r}) = \frac{1}{2\pi D} e^{ay} K_0(ar), \quad a = \frac{U}{2D}. \quad (9)$$

A useful asymptotic form for this is

$$\phi(\mathbf{r}) \sim \frac{e^{a(y-r)}}{\sqrt{4\pi DU r}}, \quad r \rightarrow \infty. \quad (10)$$

In particular, this has very different limits along the $x = 0$ axis dependent on whether we are upstream ($y \rightarrow -\infty$) or downstream ($y \rightarrow \infty$):

$$\phi \sim \frac{1}{\sqrt{4\pi DU |y|}} \begin{cases} 1, & y \rightarrow \infty; \\ e^{-2a|y|}, & y \rightarrow -\infty. \end{cases} \quad (11)$$

2 The shape of contours

To find the shape of large contours $\phi(\mathbf{r}) = c/\sqrt{4\pi DU} > 0$ we use the asymptotic form Eq. (10):

$$e^{a(y-r)} = c\sqrt{r}. \quad (12)$$

The furthest extent of the contour for $y > 0$ is obtained by setting $r = y = y_{\max}$ and then solving

$$1 = c\sqrt{y_{\max}} \iff y_{\max} = 1/c^2. \quad (13)$$

We let furthest extent of the countour for $y < 0$ be $y = -y_{\min}$. Assuming that y_{\min} is large and that Eq. (10) is still valid, we set $r = -y = y_{\min}$ and then solve

$$e^{-4ay_{\min}} = c^2 y_{\min}. \quad (14)$$

The solution to this is given in terms of the Lambert W -function as

$$y_{\min} = \frac{1}{4a} W(4a/c^2). \quad (15)$$

For small c , this has asymptotic expansion

$$y_{\min} \sim \frac{1}{4a} \left(\log(4a/c^2) - \log \log(4a/c^2) \right), \quad c \rightarrow 0. \quad (16)$$

This is indeed getting slowly larger as $c \rightarrow 0$, consistent with using the approximation Eq. (10), but the extent of the contour in y is completely dominated by y_{\max} . We can thus safely use $y_{\min} = 0$ when computing the area.

Now that we know the limits in y , to compute the area as a function of y we use Eq. (12)

$$\frac{e^{a(y - \sqrt{x^2 + y^2})}}{(x^2 + y^2)^{1/4}} = c \quad (17)$$

and try to solve for x . We rescale $X = \sqrt{a} c x$, $Y = c^2 y$, and then Taylor expand:

$$\frac{e^{-X^2/2Y}}{\sqrt{Y}} + O(c^2) = 1. \quad (18)$$

Solving for X , we find for the shape of the contour

$$X = \sqrt{Y \log Y^{-1}} + O(c^2), \quad 0 < Y < 1, \quad (19)$$

or in terms of the unscaled variables,

$$x_{\max}(y) = \sqrt{(y/a) \log(c^2 y)^{-1}} + O(c), \quad 0 < y < c^{-2}. \quad (20)$$

Now we can compute the estimated area as

$$A = \frac{2c^{-3}}{\sqrt{a}} \int_0^1 X(Y) dY = \frac{2}{3} \sqrt{\frac{2\pi}{3a}} c^{-3}. \quad (21)$$

The crucial observation is that $A \sim c^{-3}$. Hence,

$$y_{\max} \sim c^{-2} \sim A^{2/3} \quad (22)$$

as we find in the simulations. Figure 1 compares these approximate contours to numerical simulations.

(*** Note that for us the area is twice the number of particles, since we have a checkerboard pattern. Also, I think $a = 1$ is the right scaling, since $UT = 1$ gridpoint, and $\sqrt{2DT} = 1$ gridpoint as well.)

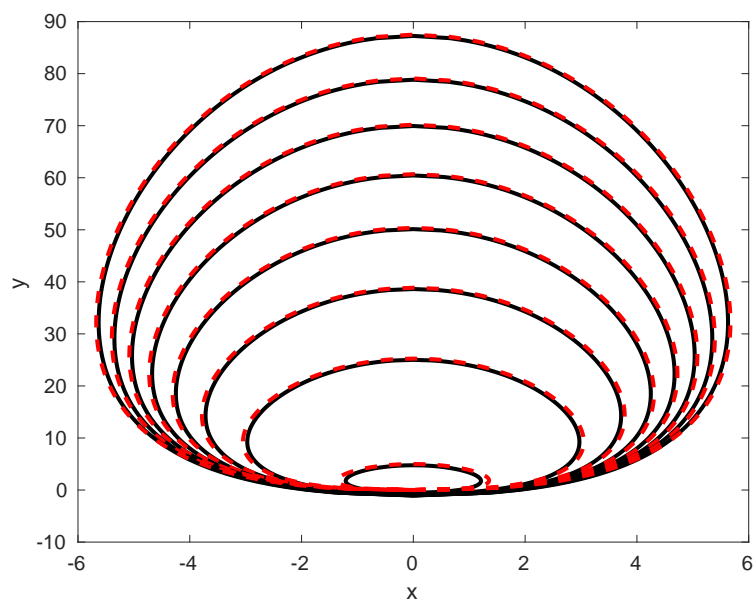


Figure 1: Numerical contours (solid) compared to the approximation (20).

3 Using Fourier transform

(*** This is not necessary.)

We take the Fourier transform of Eq. (3):

$$k^2 \hat{\psi} + a^2 \hat{\psi} = 1/D. \quad (23)$$

Here we define the forward transform

$$\hat{\psi}(\mathbf{k}) = \int \psi(\mathbf{r}) e^{-i\mathbf{k}\cdot\mathbf{r}} d\mathbf{r} \quad (24)$$

and the inverse transform

$$\psi(\mathbf{r}) = \frac{1}{2\pi} \int \hat{\psi}(\mathbf{k}) e^{i\mathbf{k}\cdot\mathbf{r}} d\mathbf{k}. \quad (25)$$

Solving Eq. (23) for $\hat{\psi}$ and inverting, we have

$$\psi(\mathbf{r}) = \frac{1}{2\pi D} \int \frac{e^{i\mathbf{k}\cdot\mathbf{r}}}{k^2 + a^2} d\mathbf{k}. \quad (26)$$

We can transform the \mathbf{k} integral to polar coordinates with $\mathbf{k} = k(\cos \varphi, \sin \varphi)$ and $\mathbf{r} = r(\cos \theta, \sin \theta)$:

$$\psi(\mathbf{r}) = \frac{1}{2\pi D} \int_0^{2\pi} \int_0^\infty \frac{e^{ikr \cos(\varphi-\theta)}}{k^2 + a^2} k dk d\varphi. \quad (27)$$

Because of periodicity, we can translate the φ integral by θ and obtain the θ -independent form

$$\psi(r) = \frac{1}{2\pi D} \int_0^{2\pi} \int_0^\infty \frac{e^{ikr \cos \varphi}}{k^2 + a^2} k dk d\varphi. \quad (28)$$

Mathematica can carry this one out directly to give

$$\psi(r) = \frac{1}{D} K_0(ar). \quad (29)$$