

Application and development of inverse theory to Shock Tube problem

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outline

- 1 Literature Survey
- 2 Shock Tube
- 3 Problem Statement
- 4 Forward Model (CFD solution)
- 5 Inverse Solution
- 6 conclusion

Literature- Survey and conclusions

- Common notion : Inverse problems used with **matrix based** system and for **elliptic PDEs** (Heat transfer problems), *rarely used with Fluid Mechanics.*

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- Step out of common notion use it for **non elliptical** and **non matrix based** systems.
- Set up guidelines more like Do's and Dont's for using **Inverse Problems with Fluid Systems.**
- Validate use of available **inverse problem methods** with a case involving non linear Fluid flow phenomenon.

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Problem Statement

Core purpose of this project was to conduct study and research on use of inverse problems with non linear hyperbolic PDE (Euler equation in a Shock Tube) and conduct survey on sensitivity of using inverse methods such systems. Inverse Problem Solution for shock tube

Inverse Problem Solution for Shock tubes

Inverse Problem Solution for **Shock tubes**

Shock Tube

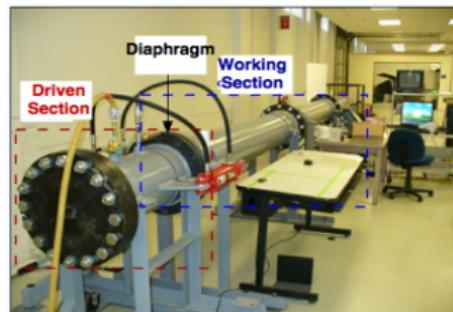
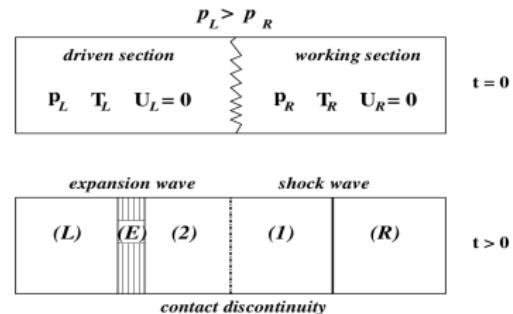


What is this Shock Tube ?



Shock Tube

- A device for **detonation, transonic, supersonic and hypersonic testing**, it was first invented in France^{4,5} (Still used in CNRS IUSTI lab Marseilles).

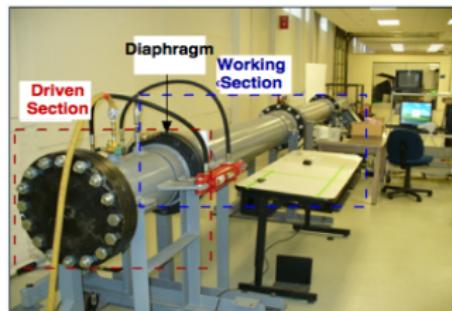
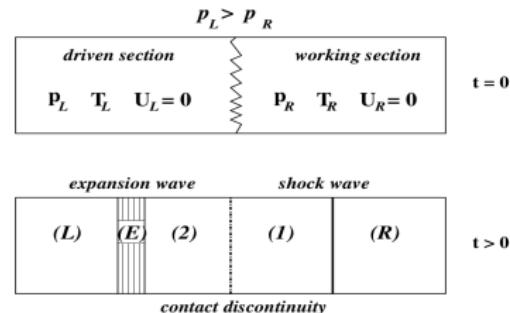


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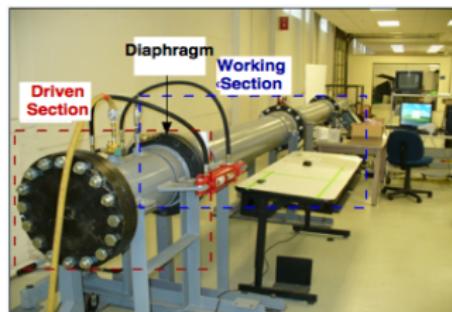
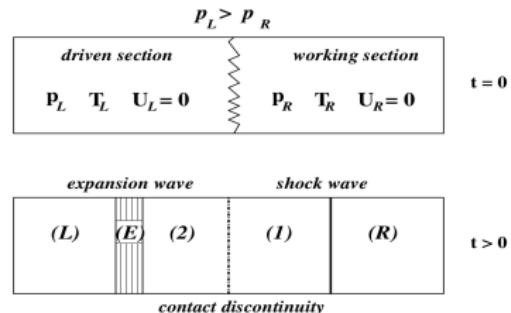


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- The time evolution of this problem described by : solving the Euler equations (*Non-linear 1D Hyperbolic PDE*).



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In matrix form

$$\frac{\partial}{\partial t} \begin{pmatrix} \rho \\ \rho u \\ E \end{pmatrix} + \frac{\partial}{\partial x} \begin{pmatrix} \rho u \\ \rho u^2 + p \\ (E + p)u \end{pmatrix} = 0$$

States and Fluxes

$$U = \begin{pmatrix} \rho \\ \rho u \\ E \end{pmatrix} \quad \text{and} \quad F = \begin{pmatrix} \rho u \\ \rho u^2 + p \\ (E + p)u \end{pmatrix}$$

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Inverse Problem Solution for Shock tubes

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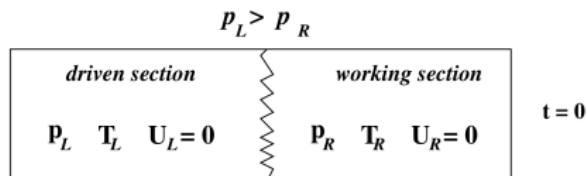
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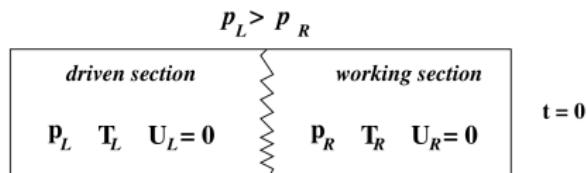
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- Primitives: $\rho_l, p_l, T_l = 1.0$;
 Velocities: $u_l = u_r = 0.0$;
 Temperature : $T_r = p_r / \rho_r$.



Mathematics of inverse problem

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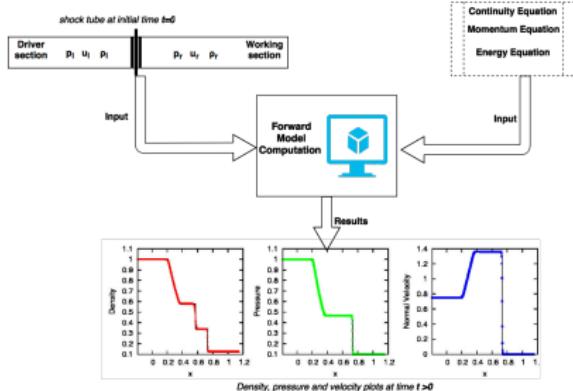
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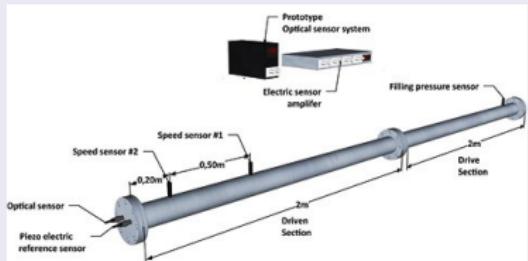
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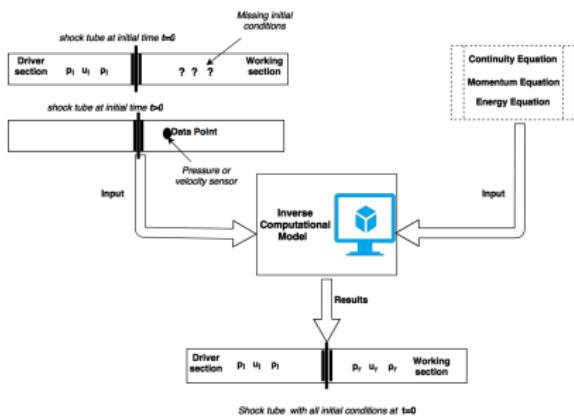
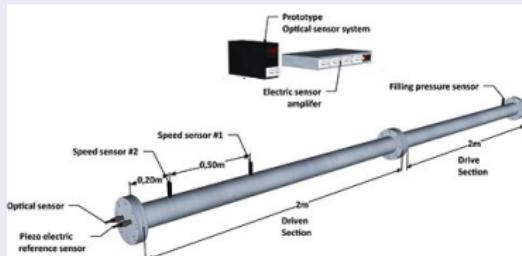
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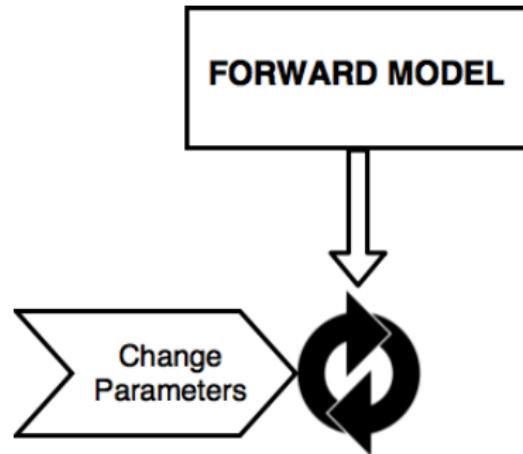
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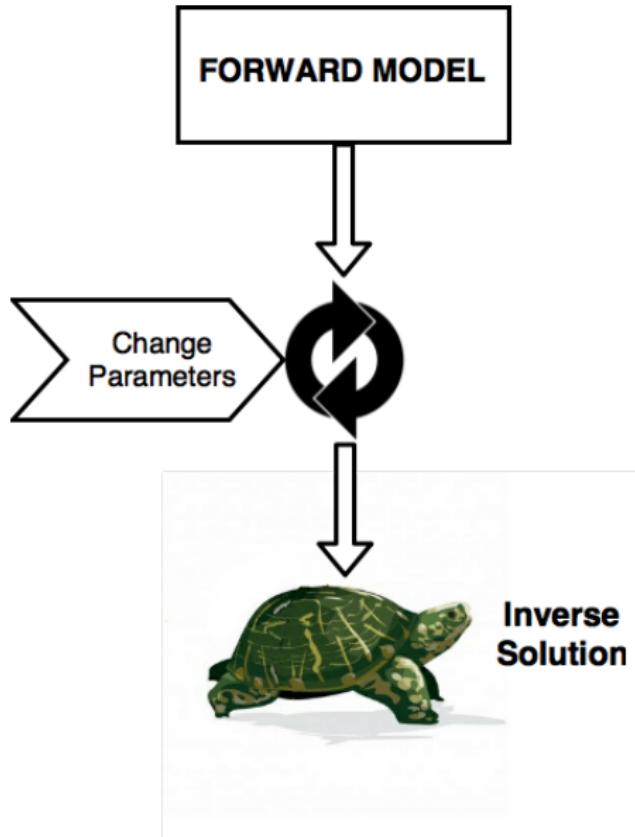
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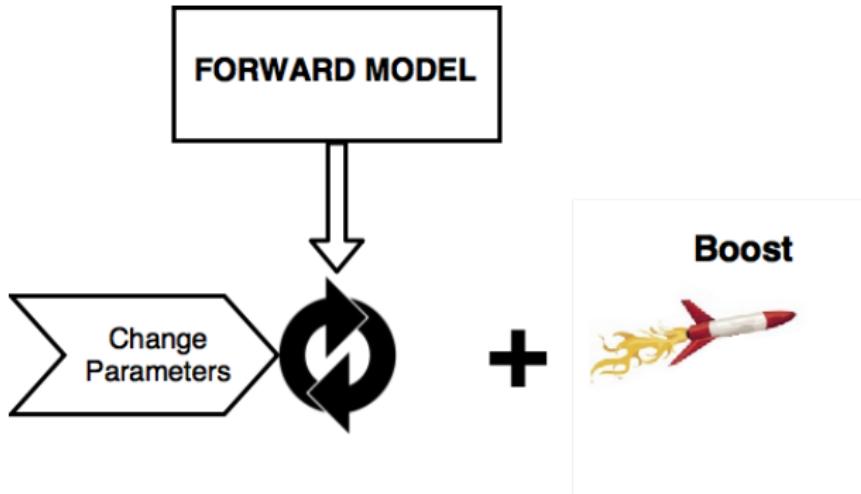
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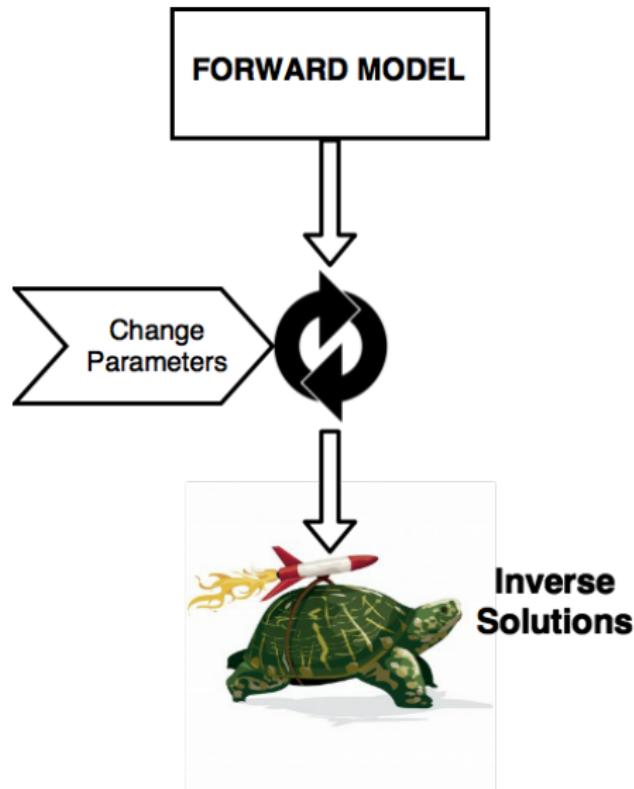


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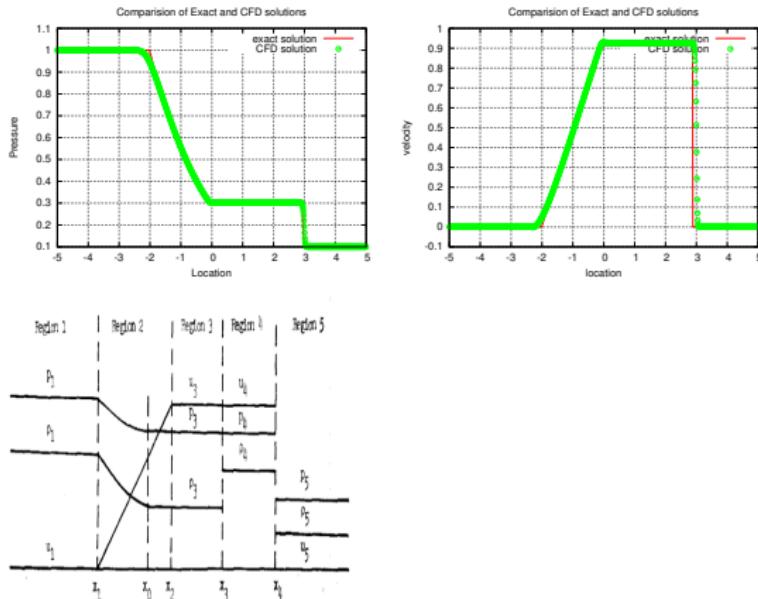
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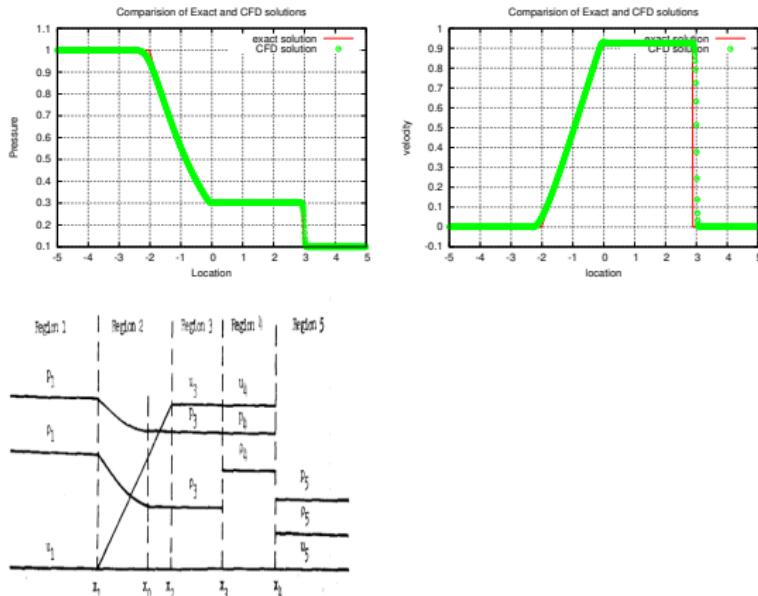
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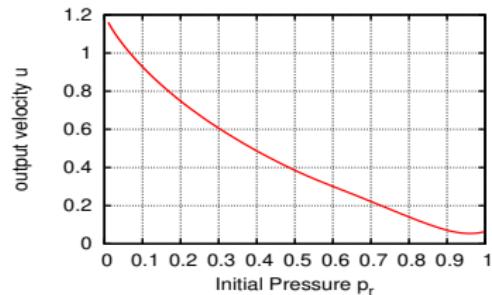
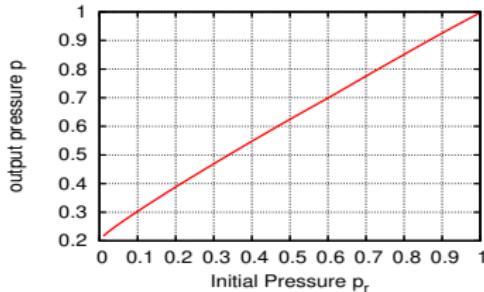
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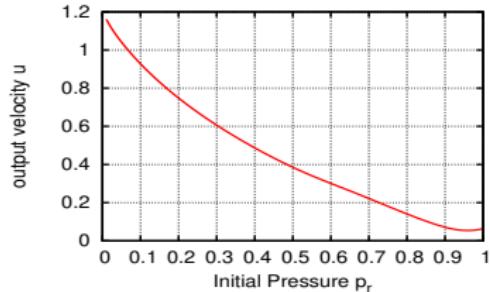
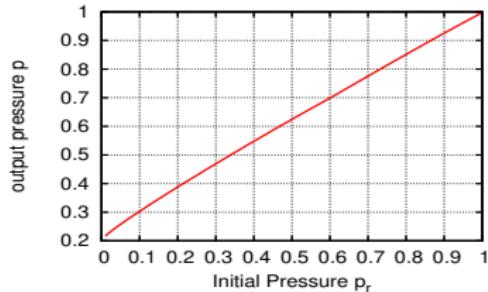
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- Tests revealed
 - ▶ Output pressure p vs changing initial pressure p_r
 - ▶ Output pressure p with changing initial density ρ_r
 - ▶ Output velocity u with changing initial pressure p_r
 - ▶ Output velocity u with changing initial density ρ_r
 - ▶ Output Temperature with changing initial pressure p_r

- Tests on many points revealed $x = 0.5$ best sensor location.

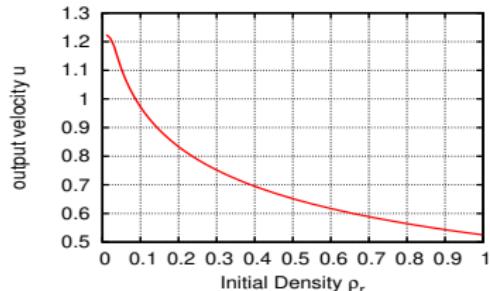
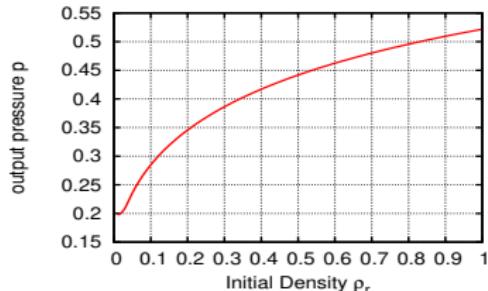
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1 Parameter identification

- Results on 1 Parameter identification

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Pressure identification

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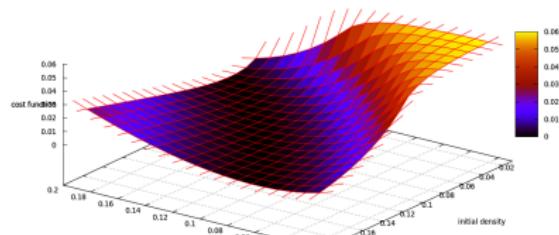
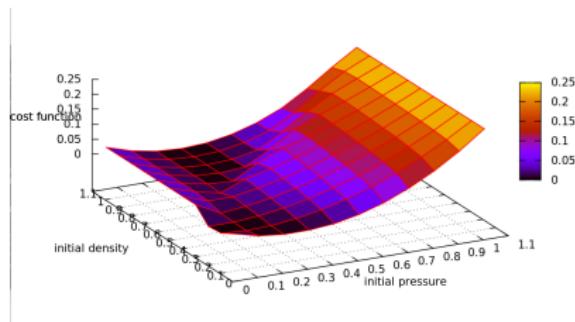
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- Conclusion** *Pressure based cost functions perform better, it will be wise choice to include pressure sensors for further two parameter study.*

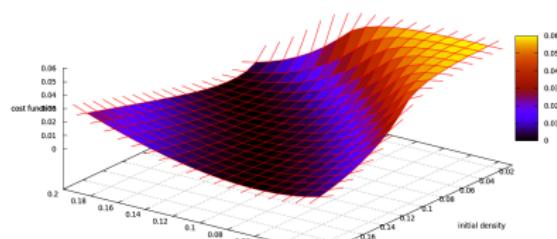
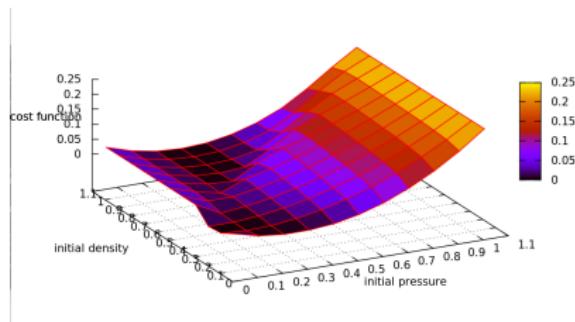
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- velocity and pressure based pressure based Cost function plot



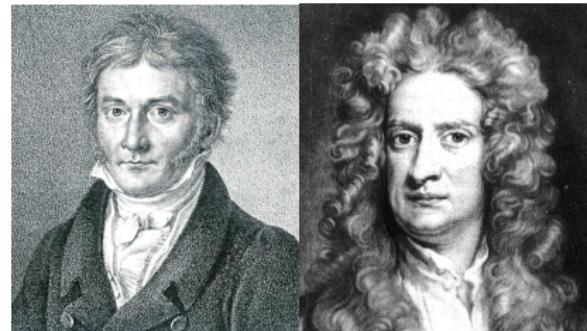
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- The Algorithm deals with finding the minima Using Sensitivity Matrix.



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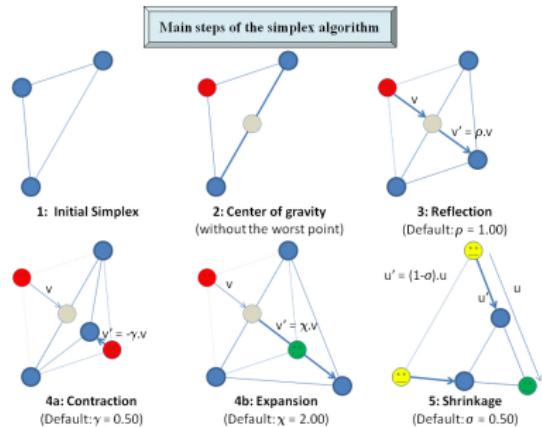
- Most famous and commonly used method, The method was given by Gauss, It is a modification of Newton's method for finding a minimum of a function.
- The Algorithm deals with finding the minima Using Sensitivity Matrix.



- Algorithm FAILED.
- Conclusion: *there exists correlation between the initial Pressure and density*
- *There is a need to apply algorithms which does not deal with Matrices*

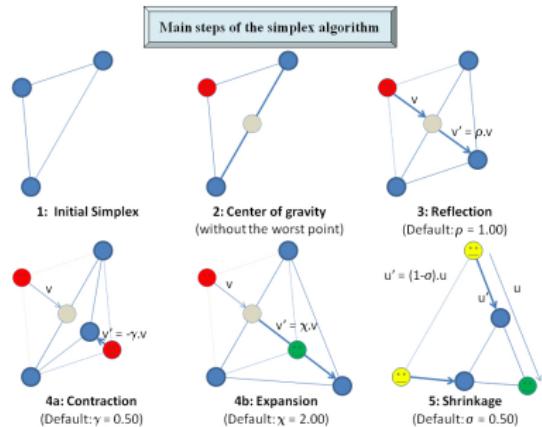
Simplex/ Nelder-Mead (NM)

- Given by Nelder-Mead it is **gradient free method** (popular in non convex) to find minimum of a function.



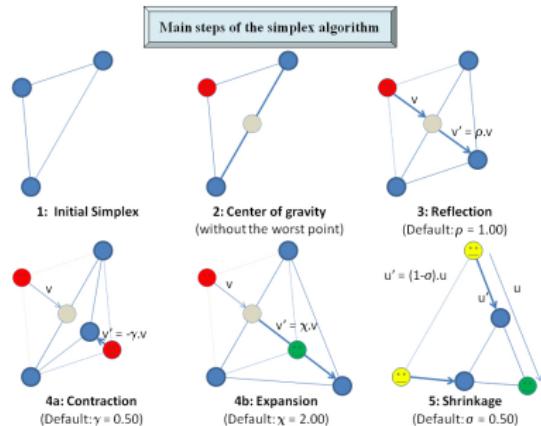
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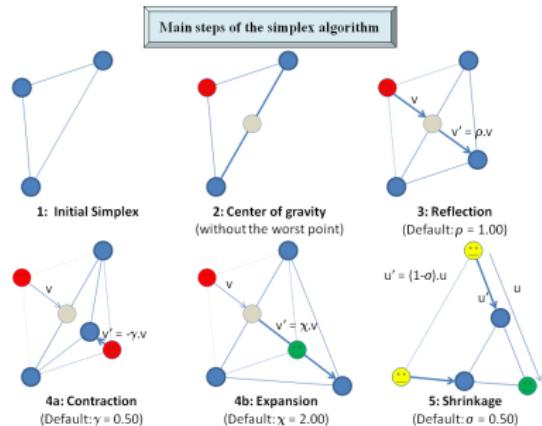
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	Iteration	Initial Pressure $\psi_1 = \rho_r$	Initial Density $\psi_2 = \rho_r$	Error in ψ_1	Error in ψ_2
Case I	16	0.118	0.131	18.1 %	4.8 %
Case II	11	0.112	0.122	12.8 %	2.8 %

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- Conclusion** Algorithm *Works well , computationally not much expensive, and is more or less stable.*

Particle Swarm optimization (PSO) Algorithm



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Particles	Iteration	Initial Pressure $\psi_1 = p_r$	Initial Density $\psi_2 = \rho_r$	Error in ψ_1	Error in ψ_2
10	170	.10631	.13151	6.31 %	4.8 %
20	46	.10633	.13021	6.33 %	4.16 %

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- **conclusion** Algorithms produces **excellent results**, it is **stable** but **computationally expensive**.

Steepest Gradient (SG) Algorithm

- First **Gradient type algorithm** that takes assistance from Gradient ($\nabla j(\psi)$) at each point.

Steepest Gradient (SG) Algorithm

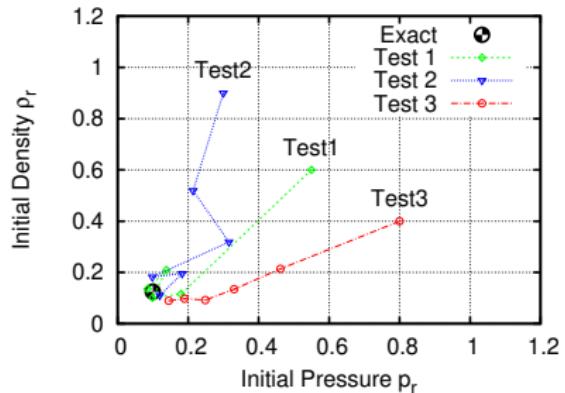
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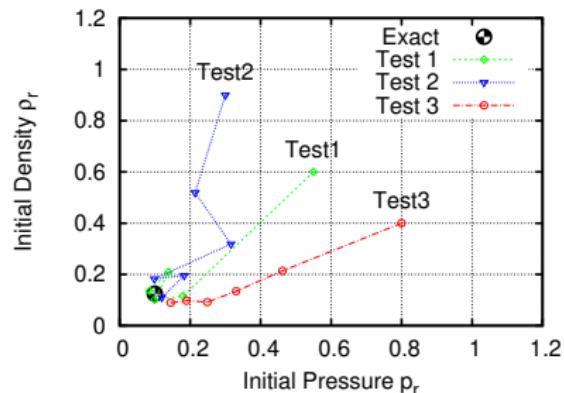
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	Iteration	Initial guess ψ^0	Minimum $\bar{\psi}$	Error in $\psi_1(\rho_r)$	Error in $\psi_2(\rho_r)$
Test 1	4	$[0.55 \ 0.6]^T$	$[0.085 \ 0.134]^T$	15.0 %	7.2 %
Test 2	5	$[0.30 \ 0.9]^T$	$[0.119 \ 0.110]^T$	19.0 %	12.2 %
Test 3	5	$[0.8 \ 0.4]^T$	$[0.145 \ 0.089]^T$	45.6 %	28.8 %

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- Conclusion:** Algorithm is **not stable**, has to be run over and again to know the exact results, it produces **higher error than gradient free** and it is **computationally inexpensive**.

Conjugate Gradient (CG) Algorithm

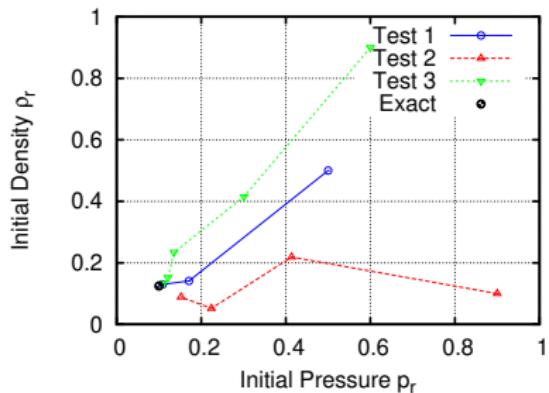
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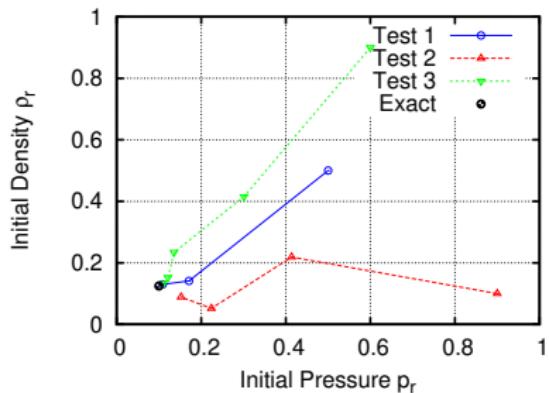
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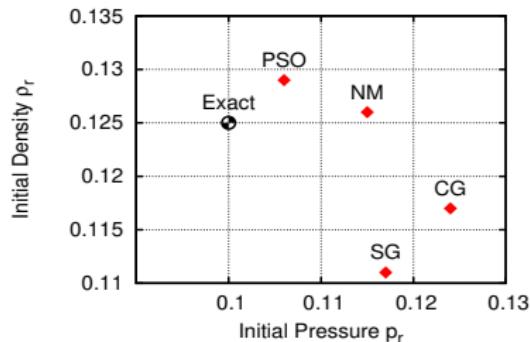
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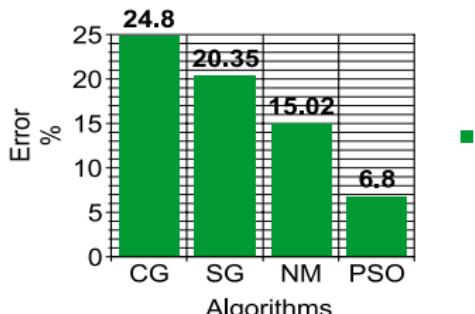
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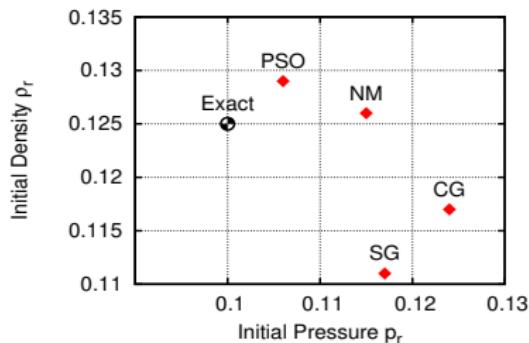
Conclusion of all algorithms



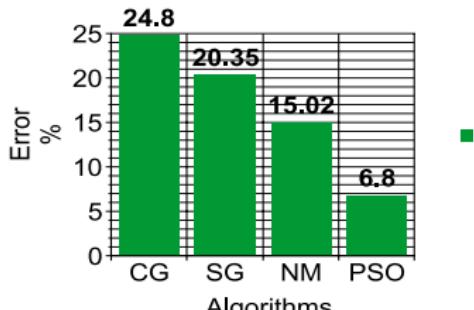
Errors in Algorithms



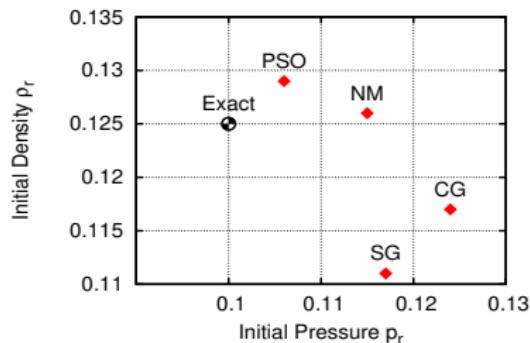
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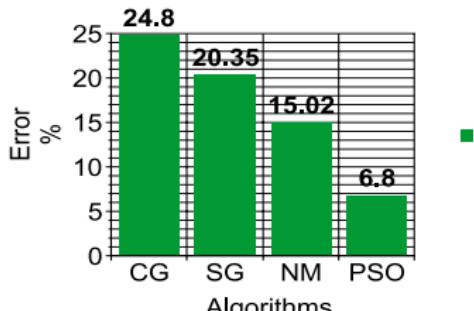
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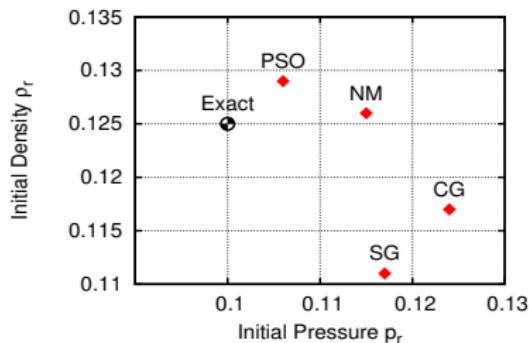
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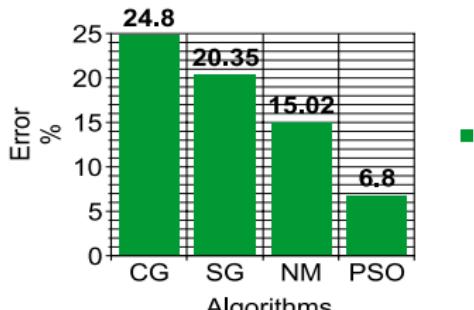
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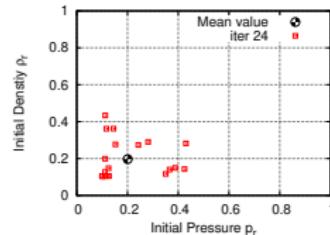
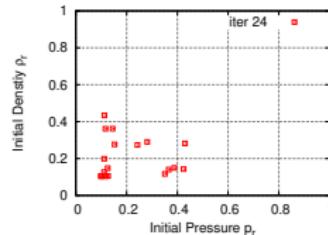
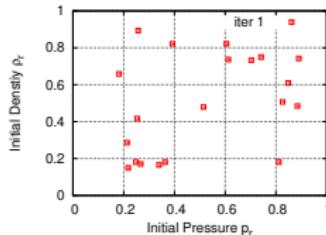


PSO1CG2

- Run **first** the PSO then CG algorithm.

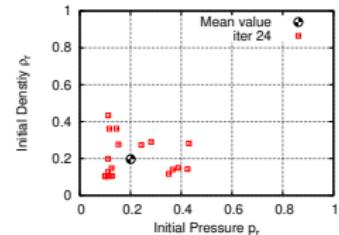
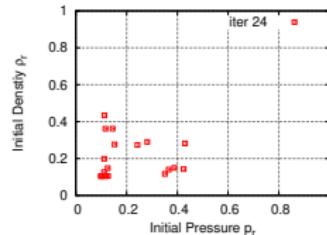
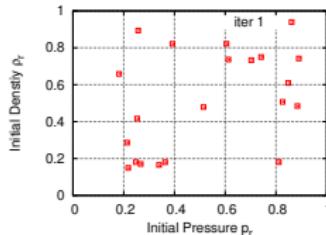
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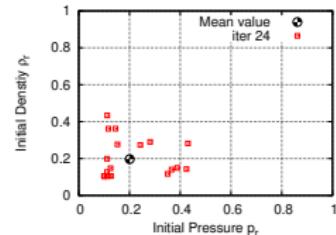
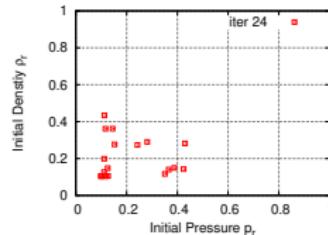
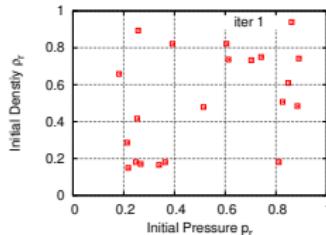
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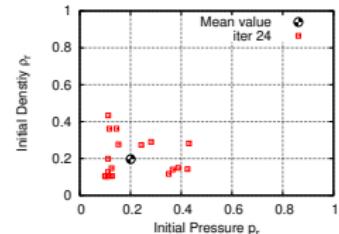
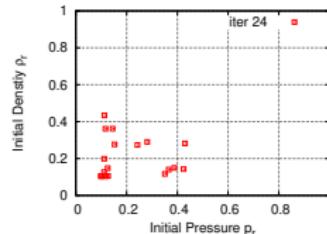
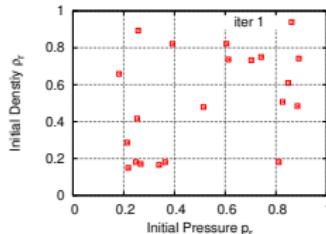


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Iteration (PSO+CG)	Initial Pressure $\psi_1 = p_r$	Initial Density $\psi_2 = \rho_r$	Error in ψ_1	Error in ψ_2
24+7=31	.1063	.138	6.3 %	10.4 %

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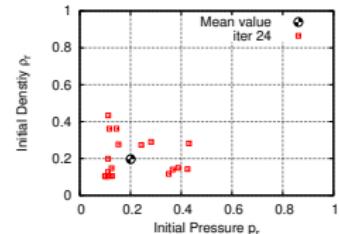
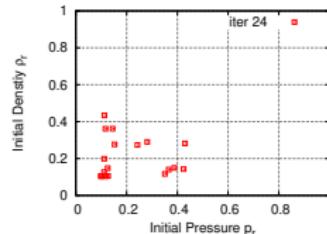
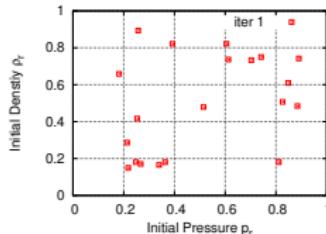
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- Used with 20 particle PSO saved 22 PSO iterations, $22 \times 20 = 440$ forward model iterations.

PSO2CG1

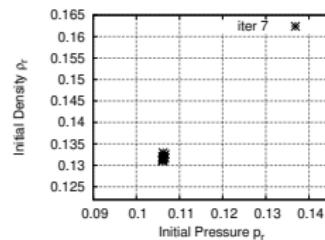
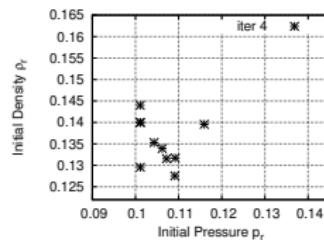
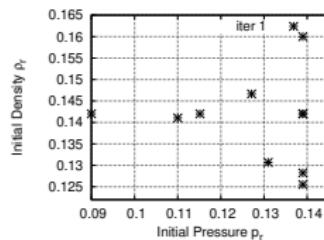
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- Run **first** the CG and **then** PSO algorithm.
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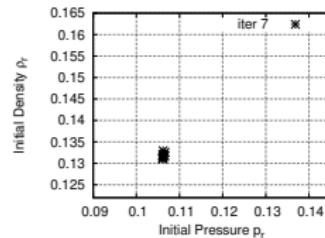
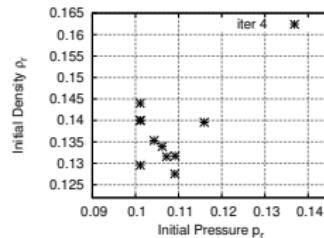
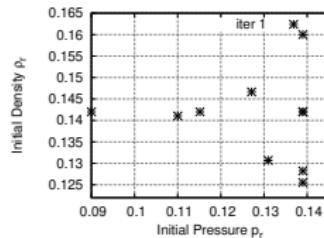
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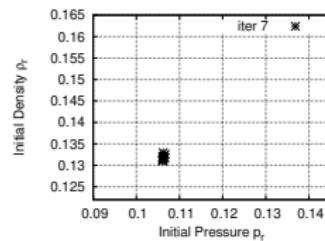
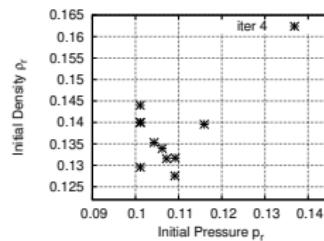
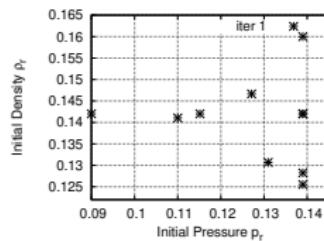


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- Used with 10 particle PSO, saved 163 PSO iterations,
 $163 \times 10 = 1630$ forward model iterations.

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- Two new algorithms developed PSO1CG2 and PSOCG1 that can be further used.

Thank You For your Attention

