APC 524 Final Project:

Implementing a Navier-Stokes Solver and Physics Informed Neural Network for Simulating Two-Dimensional Fluid Flow Around a Cylinder

Fairuz Ishraque¹, Joseph Lockwood¹, and Aaron Spaulding²

¹Department of Geosciences ²Department of Civil and Environmental Engineering

Derivation Implementation of NS Solver for 2D Cylinder Wake Flow

- Implemented finite-element Navier-Stokes (NS) solver.
- Focus on incompressible, viscous fluid flow.
- No-slip boundary conditions for real fluid behavior.
- Investigated flow separation, wake formation, and vortex shedding.

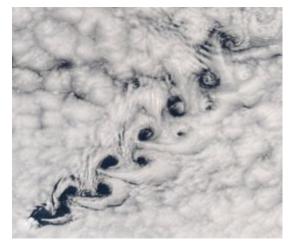


Fig: Real world wake formation NASA 2015.

Unit Testing: Ensuring Code Reliability

- Comprehensive Unit Tests
 - Robust suite of tests covering various aspects such as Class and method functionality
- Initialization Tests
 - Validates proper class initialization with default values
 - Ensures correct setup of the simulation environment
- Mechanics Validation
 - Validates internal mechanics of the Environment class
 - Essential for computational algorithm accuracy
- Verification and Validation
 - Verification: Code meets requirements and functions correctly
 - Validation: Requirements make sense and serve intended purpose
 - Enhances code reliability and effectiveness
- Adversarial Testing
 - Rigorous challenges to identify potential defects
 - Documentation of code expectations and requirements
 - Builds user confidence in code reliability

Speed and Efficiency Analysis

Profiling with cProfile

- Identifying performance bottlenecks
- Gathering essential performance data

SnakeViz for Analysis

- Using SnakeViz, a graphical profiler viewer
- Visualizing and decoding performance bottlenecks
- Targeting areas for optimization

Benefits

- Pinpoint resource-intensive functions/methods
- Informed optimization decisions

Implementation of a General Navier-Stokes Solver with the Finite Difference Method

- Implemented a customizable environment class that allows arbitrary environments and environmental conditions
- Defined modular boundary conditions allowing for many environment types to be investigated
- Created composable objects that allow for complex environments to be modeled and simulated

Implementation of a General Navier-Stokes Solver with the Finite Difference Method

Environmental Variables:

- Spatial Resolution
- Temporal Resolution
- Density
- Kinematic Viscosity
- Environment Size

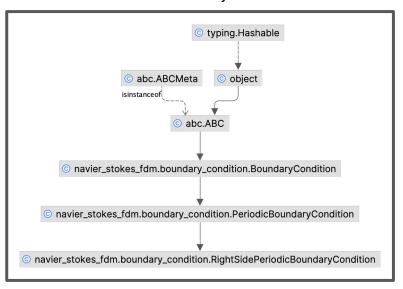
Boundary Conditions:

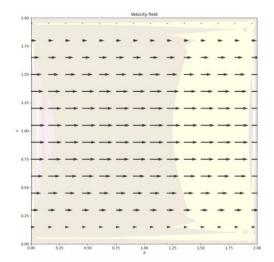
- No-Slip Boundary Condition:
- Fixed Velocity Boundary Condition
- Periodic Boundary Condition
- Free Slip Boundary Condition

Implemented Objects:

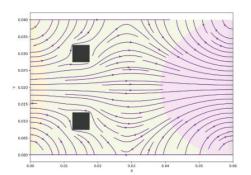
- Rectangle
- Circle

Inheritance Tree For the Right Side Periodic Boundary Condition

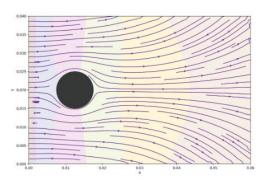




(a) Simulation of fluid flowing in a pipe. The top and bottom boundary conditions are set as no-slip conditions, while the left and right are set as periodic boundary conditions.



(b) Simulation of a fluid flowing around two boxes. Boundary conditions for all sides are set as fixed velocity conditions. The boundary conditions for the boxes are set as no-slip conditions are updated dynamically as each box is added to the environment.



(c) A simulation of fluid flow around a cylinder. Here the right, top, and bottom sides have no slip conditions while the left side has a fixed velocity boundary condition. The boundary conditions around the cylinder are automatically updated at simulation time.

Figure 2: The modular boundary conditions, customizable environment, and composable objects allows for easy simulation of complex environments with very different conditions and requirements.

```
from navier_stokes_fdm import Environment
Example Simulation Setup
                                                          from navier_stokes_fdm import Rectangle
                                                          import navier_stokes_fdm.boundary_condition as bc
                                                          U = 1 \# m/s
                                                          dimension = 0.005
           Python Module Imports
                                                          boundary_conditions = [
                                                              bc.TopSideFixedVelocityBoundaryCondition(u_value=U, v_value=0),
  Modular Boundary Conditions
                                                              bc.BottomSideFixedVelocityBoundaryCondition(u_value=U, v_value=0),
                                                              bc.LeftSideFixedVelocityBoundaryCondition(u_value=U, v_value=0),
                                                              bc.RightSideFixedVelocityBoundaryCondition(u_value=U, v_value=0),
              Composable Objects
                                                          x1, y1 = 0.0125, (0.04 / 2) - (dimension / 2)
                                                          objects = [Rectangle(x1, v1, x1 + dimension, v1 + dimension)]
      Customizable Environment
                                                            = Environment(
                                                              F=(1.0, 0.0).
                                                              len_x=0.06,
                                                              len_y=0.04,
                                                              dt=0.00000015.
                                                              dx=0.0001.
                                                              boundary_conditions=boundary_conditions,
                                                              objects=objects,
                                                              rho=0.6125 \# kg/m^3
                 Automatic Plotting
                                                              nu=3e-5 # m^2/s
                                                          a.run_many_steps(480)
                                                          a.plot_streamline_plot(title="", filepath="../Figures/box_example_streamline.png")
   Aaron Spaulding's Contributions
```

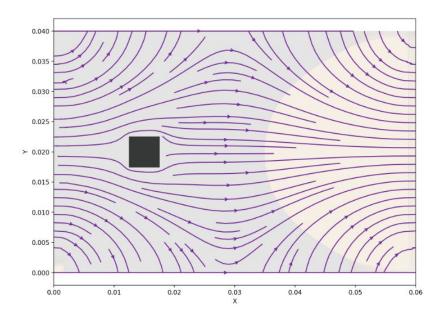


Figure 3: Example streamline plot of a fluid flow around a box. Each boundary is assigned a fixed velocity. Shading represents the pressure field with lighter colors indicating regions of lower pressure. Streamlines are shown in purple.

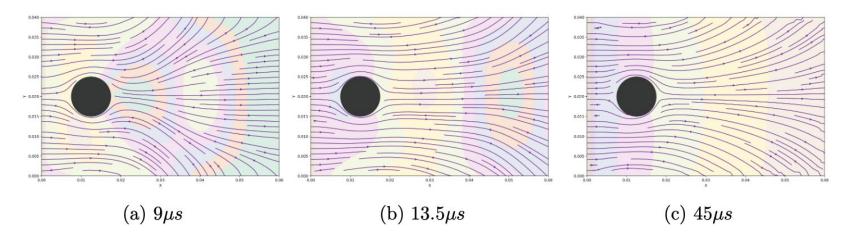


Figure 4: Three time steps of the FD simulation of fluid flow around a a cylinder. The pressure field is shown by the shading while streamlines are shown in purple.

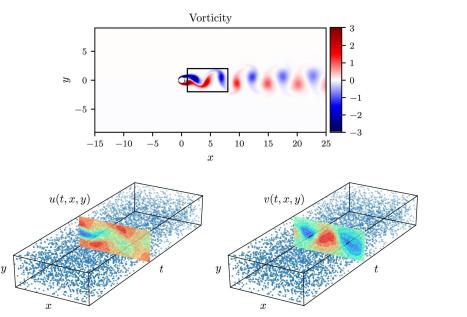
Implementation of a General Navier-Stokes Solver with the Finite Difference Method

- I implemented tests using "pytest" for boundary conditions.
- Implemented automatic testing with GitHub Actions to test every commit for changes that might break core functionality

Implementation of a Physics Informed Neural Network as Navier-Stokes Solver

- Implemented a modular PINN class using OOP principles in Tensorflow2
- Implemented a Input-Output manager class for PINN to better handle training, testing, and prediction data
- Implemented a Plotting Manager to easily plot and save PINN predictions
- Wrote unit tests for every PINN functionality
- Implemented data save functionality in the numerical Navier-Stokes solver so the data from the simulation can be used for PINN training

Implementation of a Physics Informed Neural Network as Navier-Stokes Solver

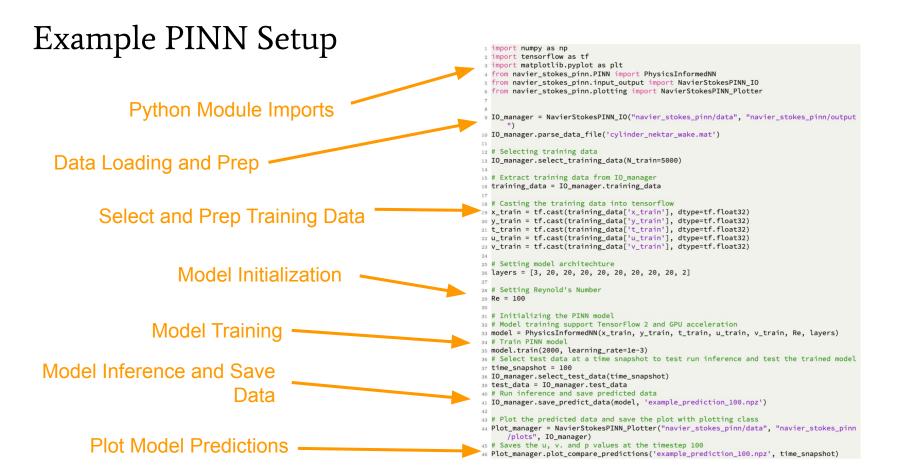


Raissi et al. (2019)

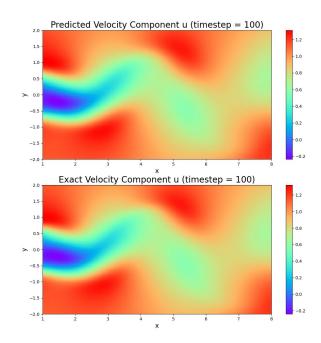
PINN Model Training

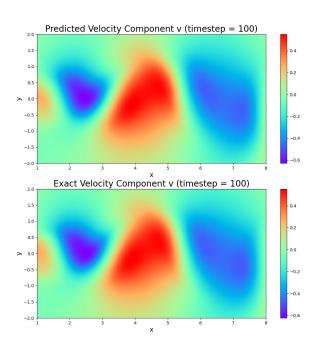
- Already established simulation data of cylinder wake flow was used (from Raissi et al. 2019)
- Randomly selected 5000 data points (blue dots) to use for training
- Model was trained for 200000 iterations, but loss-curve analysis suggests 100000 should be enough

Fairuz Ishraque's Contributions



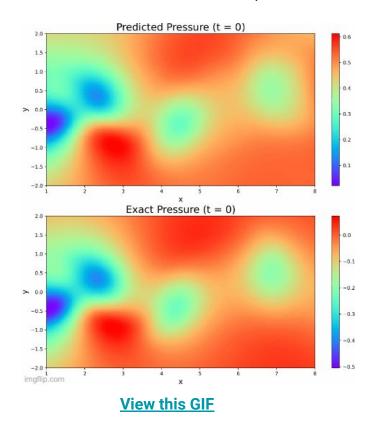
PINN Predictions (Velocity Fields)





Fairuz Ishraque's Contributions

PINN Predictions (Pressure Field)



PINN Results

- u and v predictions nearly exact to ground truth
- Pressure predictions off by a constant that is due to the nature of the Navier-Stokes system
- Pressure field predictions qualitatively quite accurate

Fairuz Ishraque's Contributions

References

- NASA / GSFC / Jeff Schmaltz / MODIS Land Rapid Response Team. English: Cloud vortices in the cloud layer off Heard Island, south Indian Ocean. The Moderate Resolution Imaging Spectroradiometer (MODIS) aboard NASA's Aqua satellite captured this true-color image of sea ice off Heard Island on Nov 2, 2015 at 5:02 AM EST (09:20 UTC). Nov. 2015. url: https://commons.wikimedia.org/wiki/File: Heard_Island_Karman_vortex_street.jpg
- M. M. Zdravkovich. Flow around Circular Cylinders: A Comprehensive Guide through Flow Phenomena, Experiments, Applications, Mathematical Models, and Computer Simulations. Vol. 1. Oxford University Press, 1997. 8
- M. Raissi, P. Perdikaris, and G.E. Karniadakis. "Physics-informed neural networks: A deep learning framework for solving forward and inverse problems involving nonlinear partial differential equations". In: Journal of Computational Physics 378 (Feb. 2019),