

# IBLGF

{ An Immersed Boundary Method for the  
Incompressible Navier-Stokes Equations based  
on the Lattice Green's Function Method }

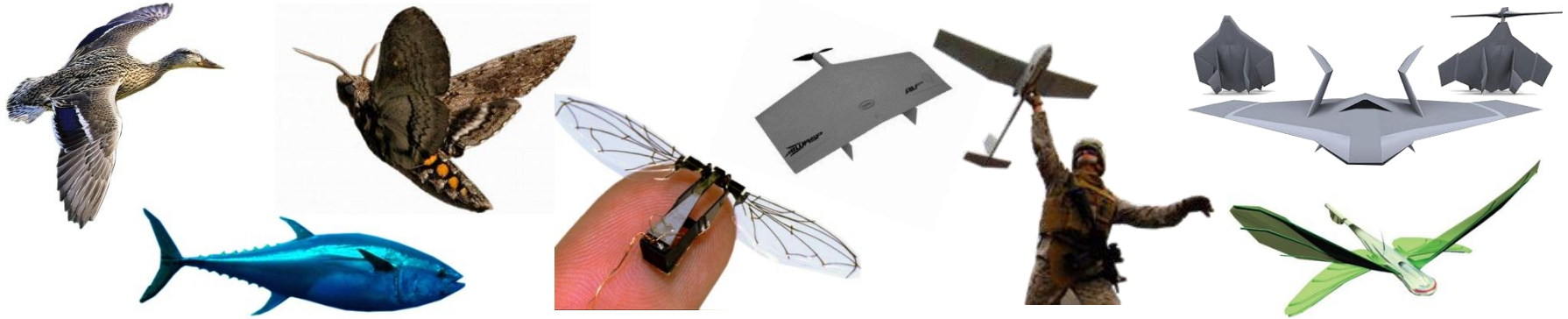
Sebastian Liska

California Institute of Technology

ACM114 Project Presentation  
April 25th, 2011

# Motivation

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Modern applications require a better understanding  
of flow past complicated geometries at low  
Reynolds numbers

:: three-dimensional :: unsteady ::  
:: separated/detached :: wide range of scales ::  
:: external flows :: time-dependent geometries ::

# Motivation

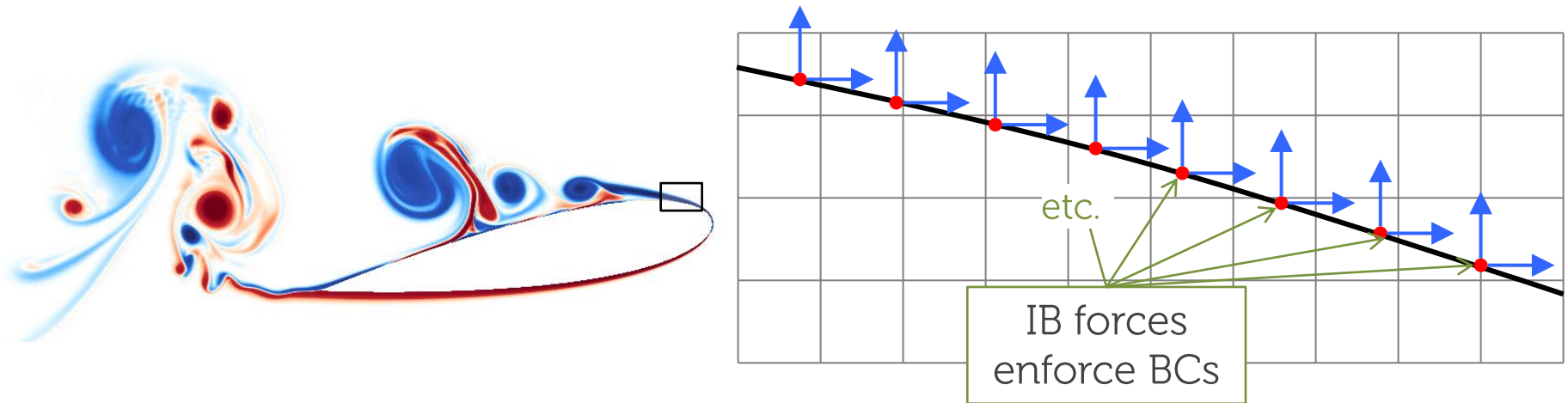
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- Explore flow physics through direct numerical simulation
- Immersed Boundary Lattice Green's Function (IBLGF) method
  - Incompressible Navier-Stokes
  - Discretization based on an infinite Cartesian grid (but operations done on a small finite portion)
  - Immersed surfaces are included by Immersed Boundary (IB) method

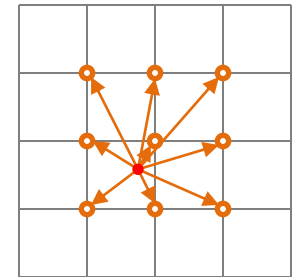
:: 3D :: parallel :: robust :: flexible :: fast/efficient ::

# Immersed Boundary Method

- Flow solved on an Eulerian grid
- IB generated by forces at Lagrangian points



- Communication between grids via discrete Delta functions



# Fluid with IB Equations

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Constant density Navier-Stokes equations with immersed boundary

immersed boundary forcing

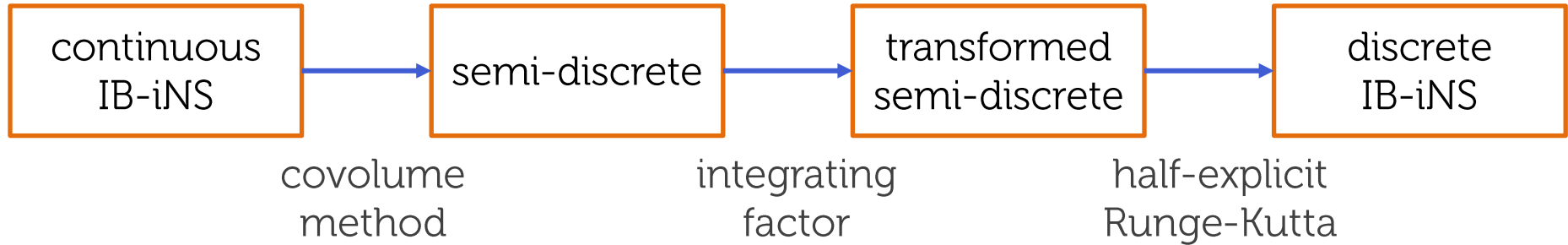
$$\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} = -\nabla p + \frac{1}{\text{Re}} \nabla^2 \mathbf{u} + \underbrace{\int_s \mathbf{f}(\xi(s, t)) \delta(\xi - \mathbf{x}) ds}_{\text{immersed boundary forcing}}$$

$$\nabla \cdot \mathbf{u} = 0$$

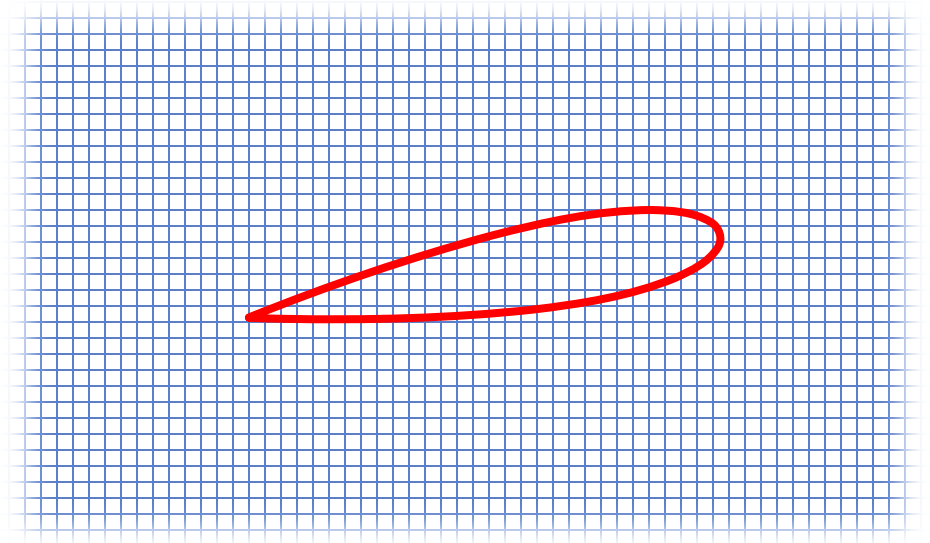
$$\mathbf{u}(\xi(s, t)) = \underbrace{\int_{\mathbf{x}} \mathbf{u}(\mathbf{x}) \delta(\xi - \mathbf{x}) d\mathbf{x}}_{\text{no-slip at immersed boundary points}} = \mathbf{u}_B(\xi(s, t))$$

no-slip at immersed boundary points

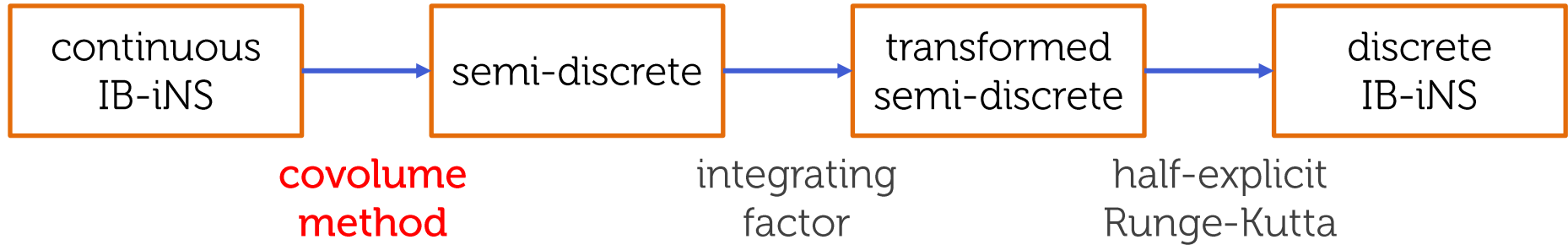
# Discretization



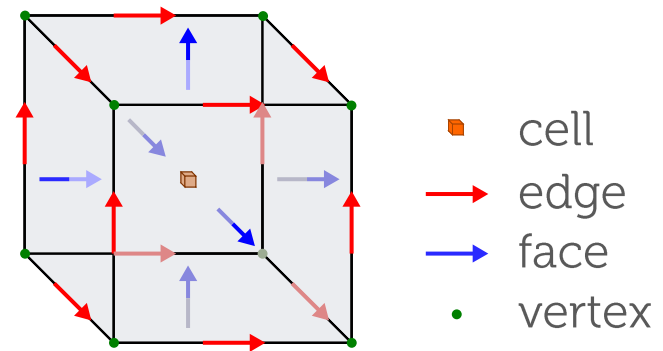
Discretization based on an infinite Cartesian grid with boundary conditions applied at infinity



# Discretization

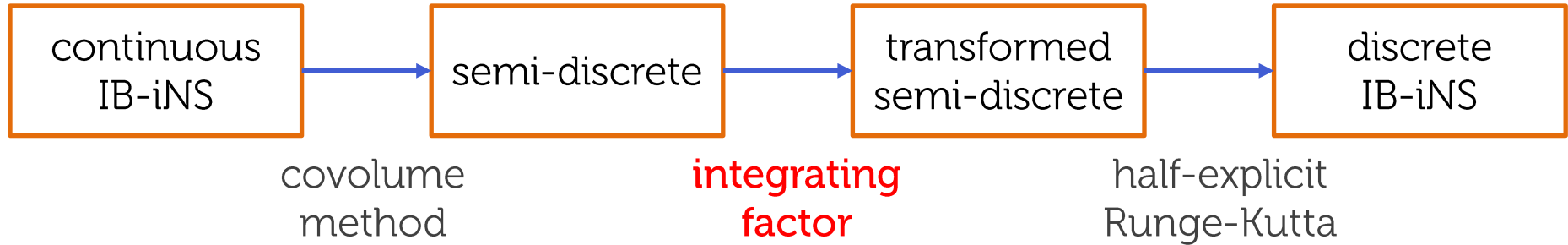


Discrete operators have similar properties to continuous analogs




R. A. Nicolaides, X. Wu, SIAM J. Numer. Anal. 34 (1997)

# Discretization



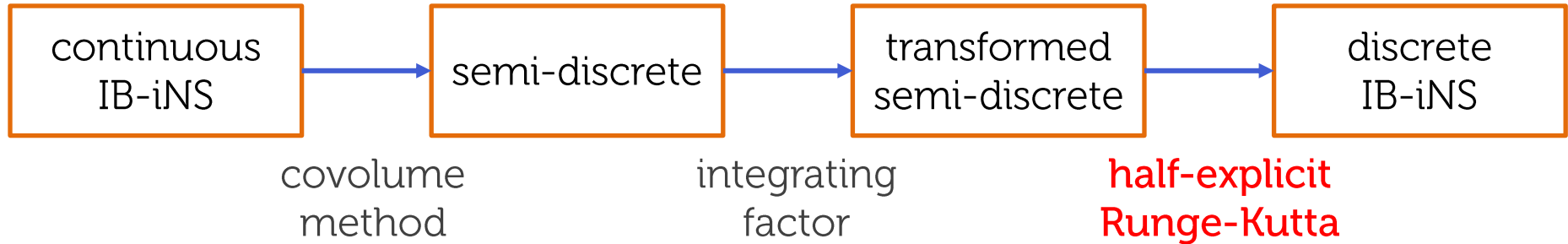
Eliminate viscous terms  
using an integrating  
factor technique

$$\frac{du}{dt} = Lu, \quad u(t=0) = u_0$$


$$u = u_0 e^{tL}$$



# Discretization



$\frac{1}{2}$ ERK time integration for  
convective terms and algebraic  
constraints (div-free & no-slip)

$$\frac{dv}{dt} = \mathcal{F}(v, z, t)$$

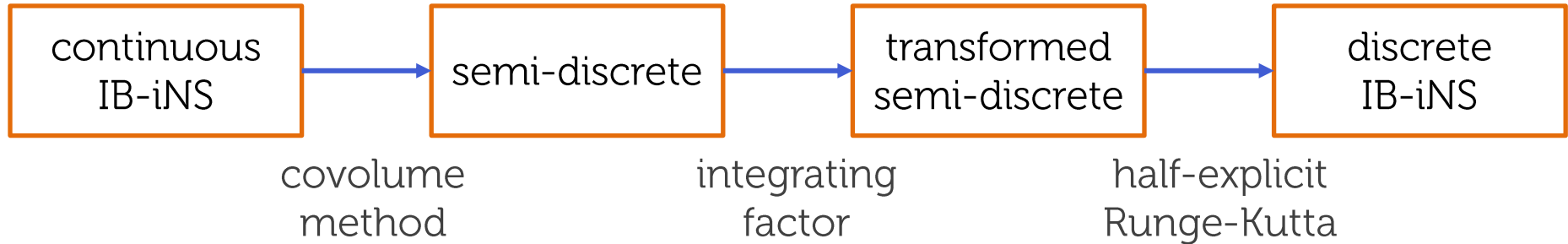
$$0 = \mathcal{G}(u, z, t)$$

Nr.	tree	order	order condition
1	•	1	$\sum b_i = 1$
2	\	2	$\sum b_i c_i = \frac{1}{2}$
3	∨	3	$\sum b_i c_i^2 = \frac{1}{3}$
4	↘ ↗	3	$\sum b_i a_{ij} c_j = \frac{1}{6}$
5	↘ ↗ ↘ ↗	3	$\sum b_i c_i \omega_{ij} c_{j+1}^2 = \frac{2}{3}$
6	↘ ↗ ↘ ↗ ↘ ↗	3	$\sum b_i \omega_{ij} c_{j+1}^2 \omega_{ik} c_{k+1}^2 = \frac{4}{3}$

V. Brasey, E. Hairer, SIAM J. Numer. Anal. 2 (1993)

# Discretization

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... details ...

Most expensive operations involve solving the Poisson equations used to enforce the div-free and no-slip constraints

$$Lu = f$$

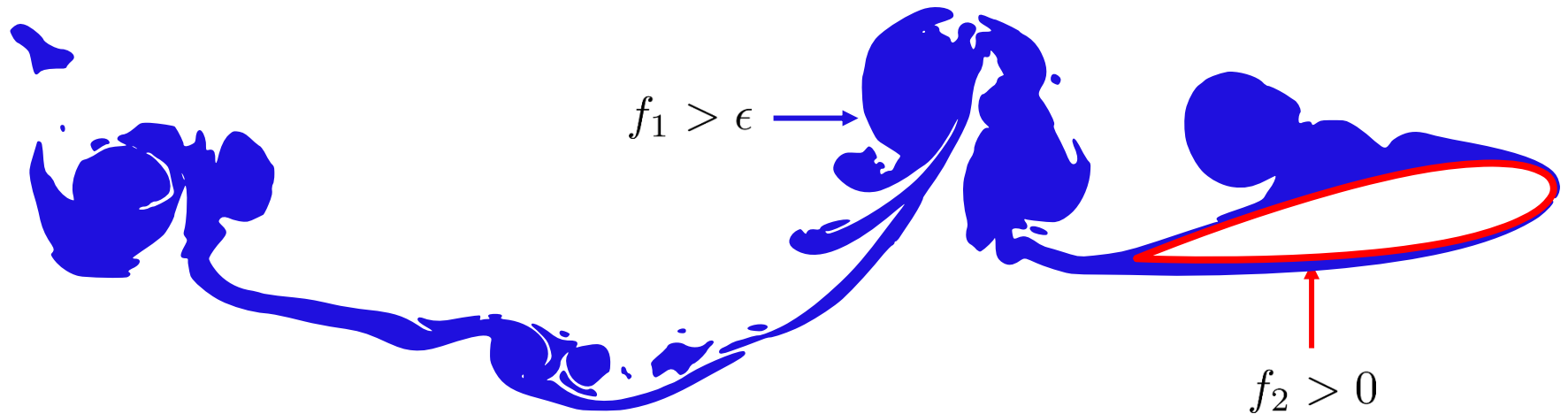
$$u_{i,j,k} \longrightarrow 0 \text{ as } \sqrt{i^2 + j^2 + k^2} \longrightarrow \infty$$

# Poisson Problems

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$$Lu = f_q$$

$$u_{i,j,k} \longrightarrow 0 \text{ as } \sqrt{i^2 + j^2 + k^2} \longrightarrow \infty$$



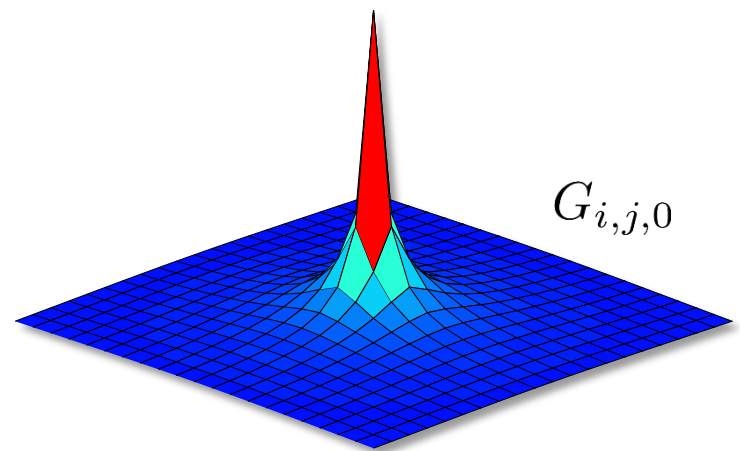
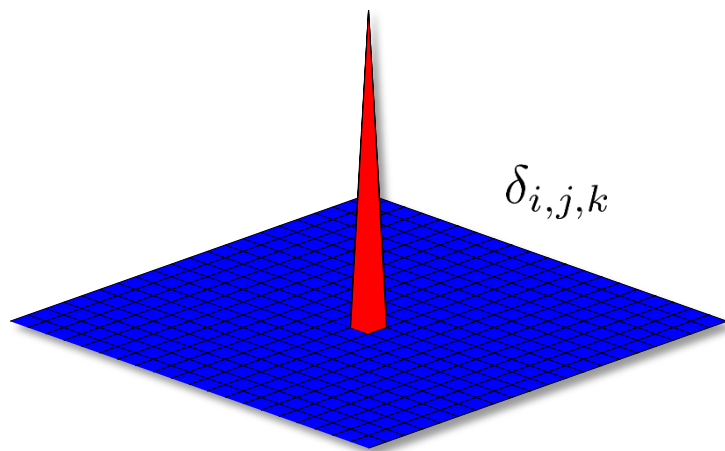
# Lattice Green's Function

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Discrete analog of the Green's function for Laplace's equation

$$LG = \delta_{i,j,k}$$

$$G_{i,j,k} \longrightarrow 0 \text{ as } \sqrt{i^2 + j^2 + k^2} \longrightarrow \infty$$



W. H. Mccrea & F. J. W. Whipple ('40); R. J. Duffin ('58); O. Buneman ('71); P.G. Martinsson & G.J. Rodin ('02)

# Poisson Problems

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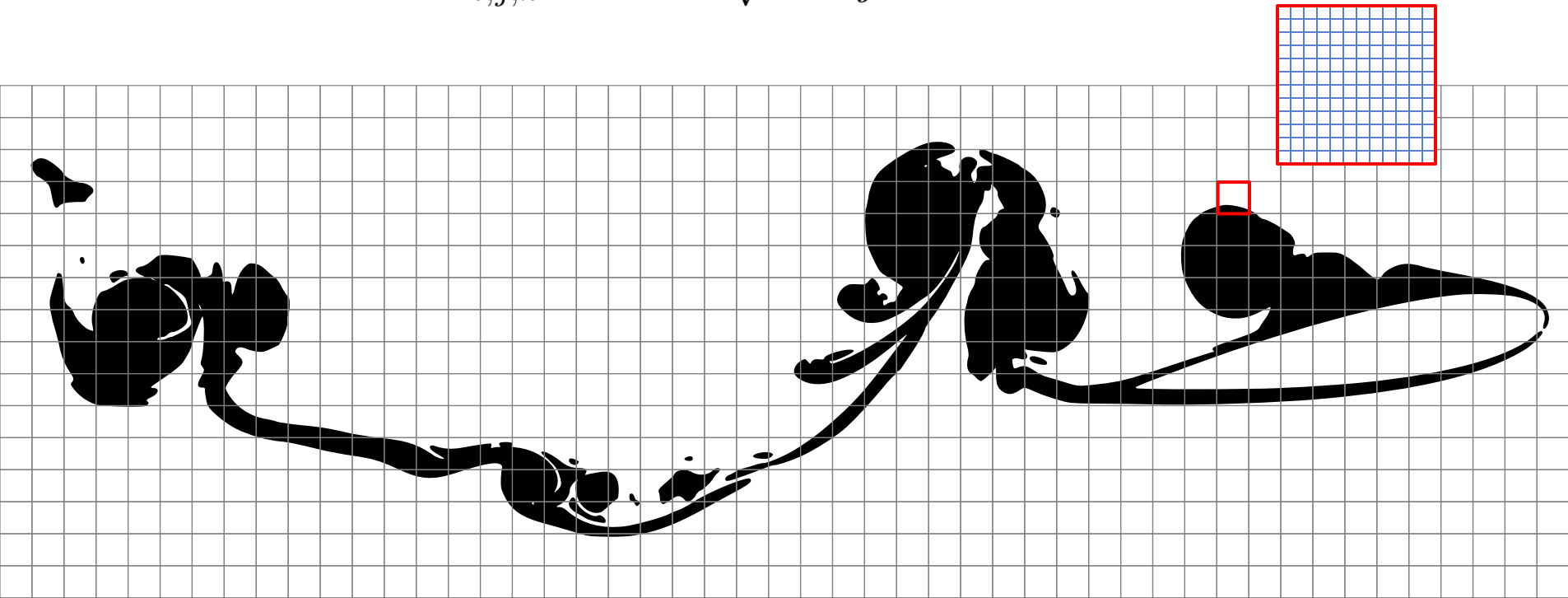


# Poisson Problems

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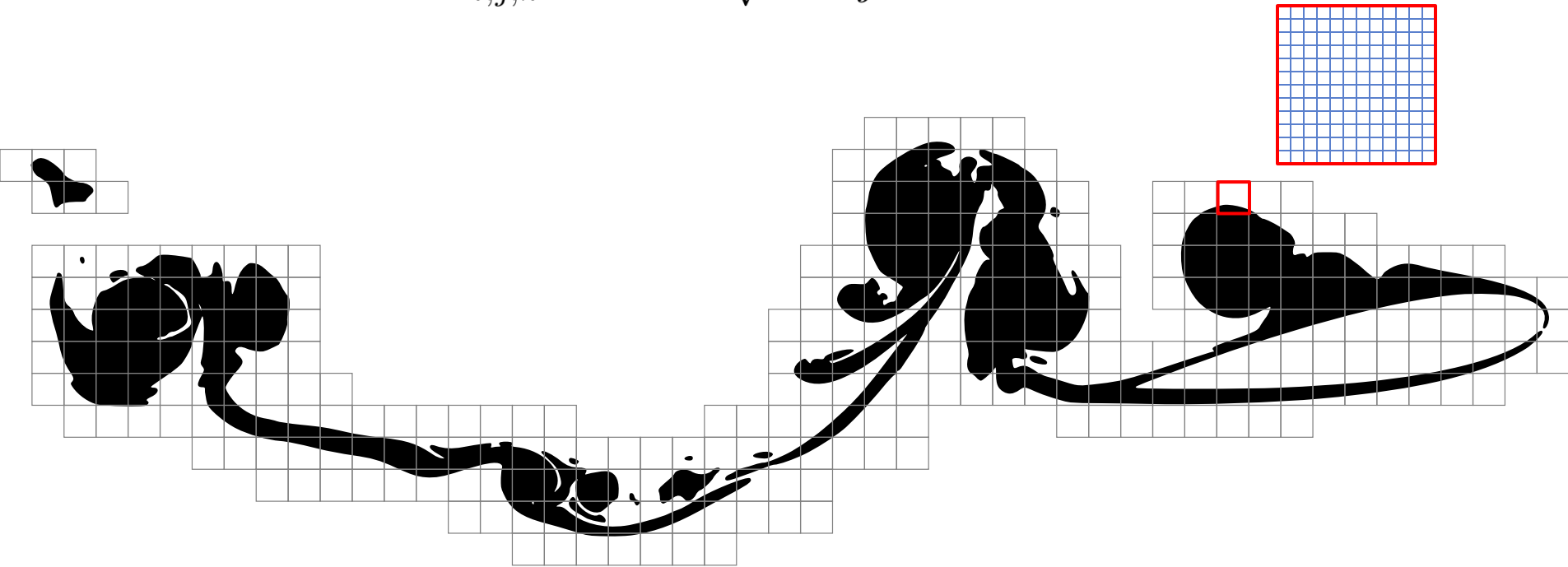


# Poisson Problems

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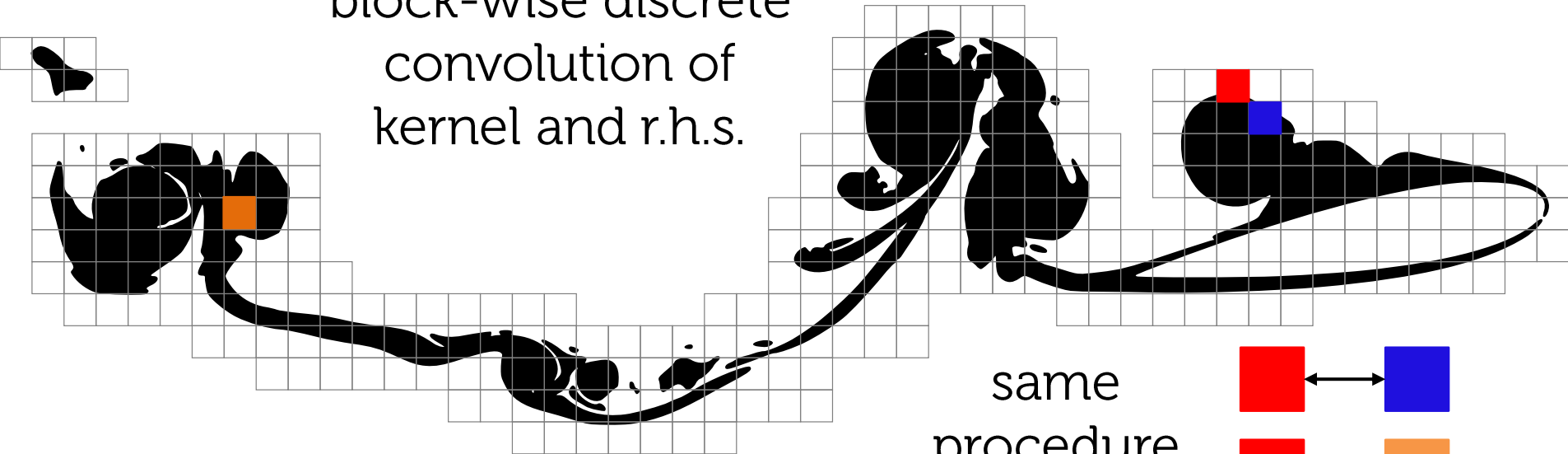


# Poisson Problems: Present Solver

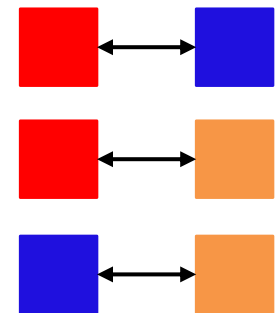
$$Lu = f_q$$

$$u_{i,j,k} \longrightarrow 0 \text{ as } \sqrt{i^2 + j^2 + k^2} \longrightarrow \infty$$

block-wise discrete  
convolution of  
kernel and r.h.s.

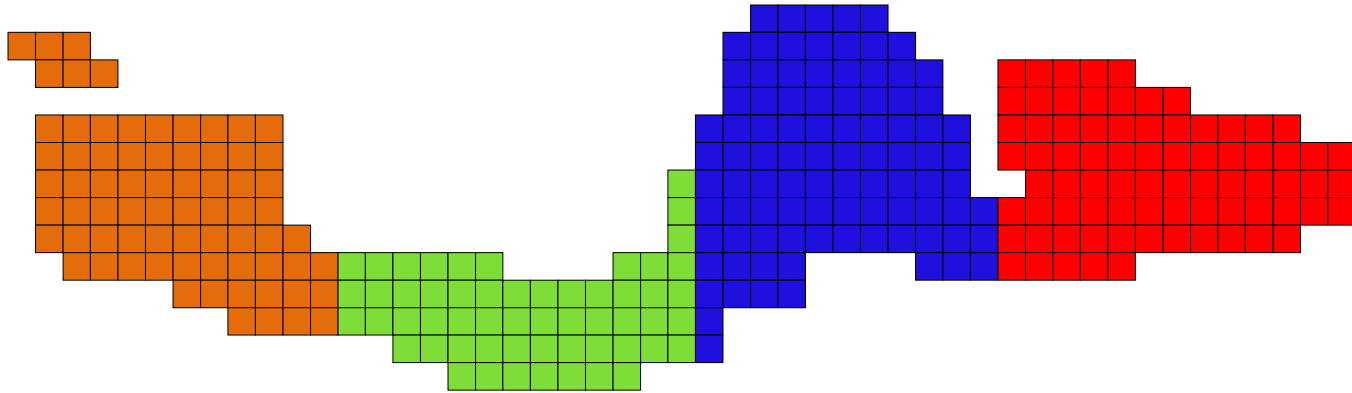


same  
procedure  
& cost  
 $\implies \mathcal{O}(n^2)$





# Poisson Problems: Present Solver



```
for P in Processors
```

```
  for B in P.Blocks
```

```
    C[id(B)] ← 0
```

```
    for MyB in MyProcessor.Blocks
```

```
      C[id(B)] ← C[id(B)] + Interaction(from = MyB, to = B)
```

```
  if id(MyProcessor) == id(P)
```

```
    Pck ← sum C from all Processors
```

```
    for B in P.Blocks
```

```
      B.Result ← Pck[id(B)]
```

} get and package  
contributions from  
my blocks to target  
blocks

} global reduction

} unpack answer

# Example: Thin Vortex Ring

$$\text{Re} = \Gamma_0/\nu = 7500$$

$$\delta_0/R_0 = 0.200$$

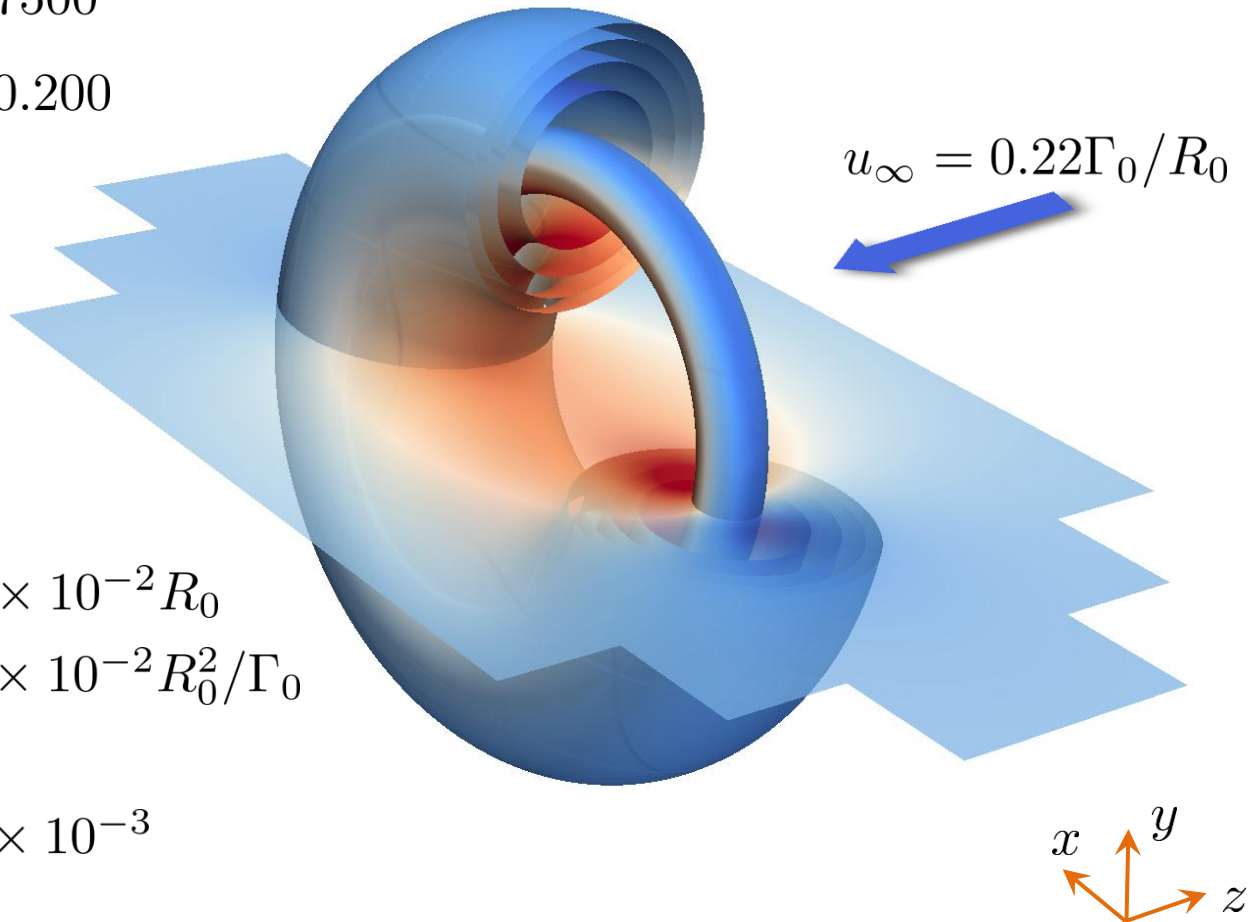
$$u_\infty = 0.22\Gamma_0/R_0$$

$$\Delta x = 1.74 \times 10^{-2} R_0$$

$$\Delta t = 5.00 \times 10^{-2} R_0^2/\Gamma_0$$

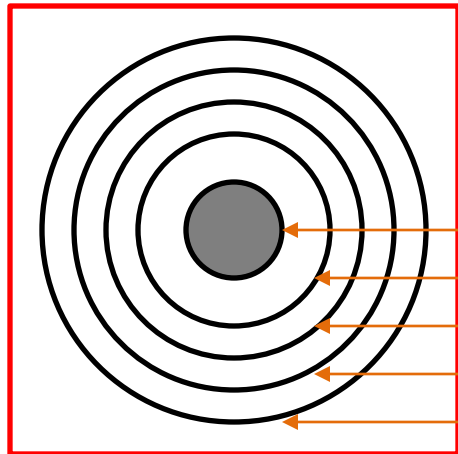
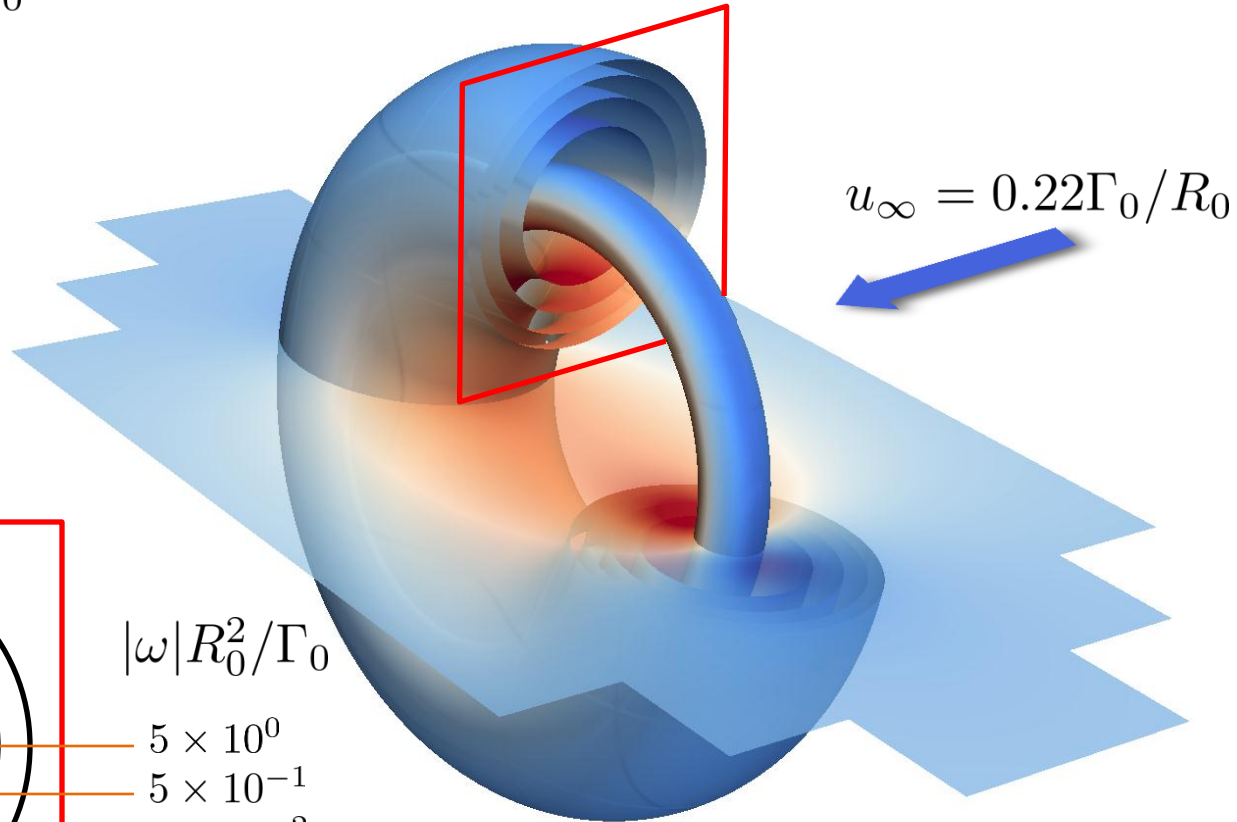
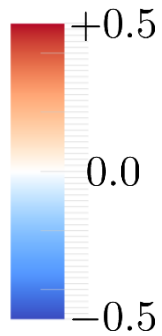
$$\text{CFL}_{\max} = 2.71$$

$$\alpha = 5.53 \times 10^{-3}$$



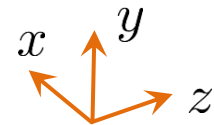
# Example: Thin Vortex Ring

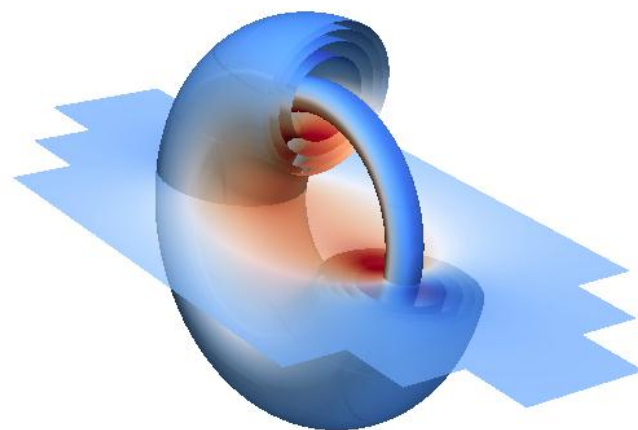
$$(u_z - u_\infty)R_0/\Gamma_0$$

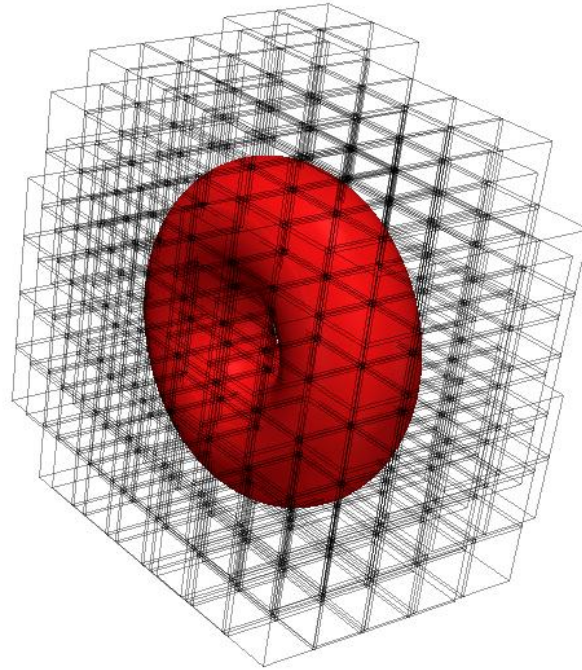


$$|\omega|R_0^2/\Gamma_0$$

- $5 \times 10^0$
- $5 \times 10^{-1}$
- $5 \times 10^{-2}$
- $5 \times 10^{-3}$
- $5 \times 10^{-4}$

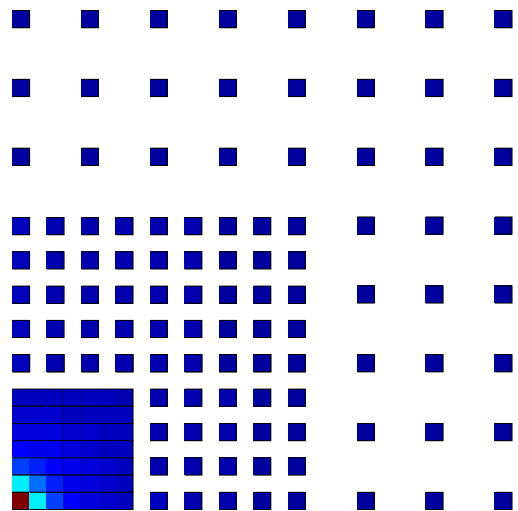
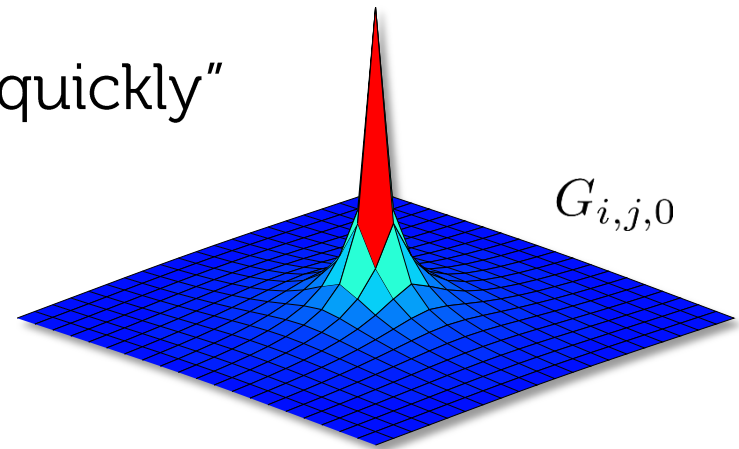






# Poisson Solver: Tree-Algorithm

Away from the origin, the LGF “quickly” decays and becomes smooth



Information generated by LGF can be compressed away from the source

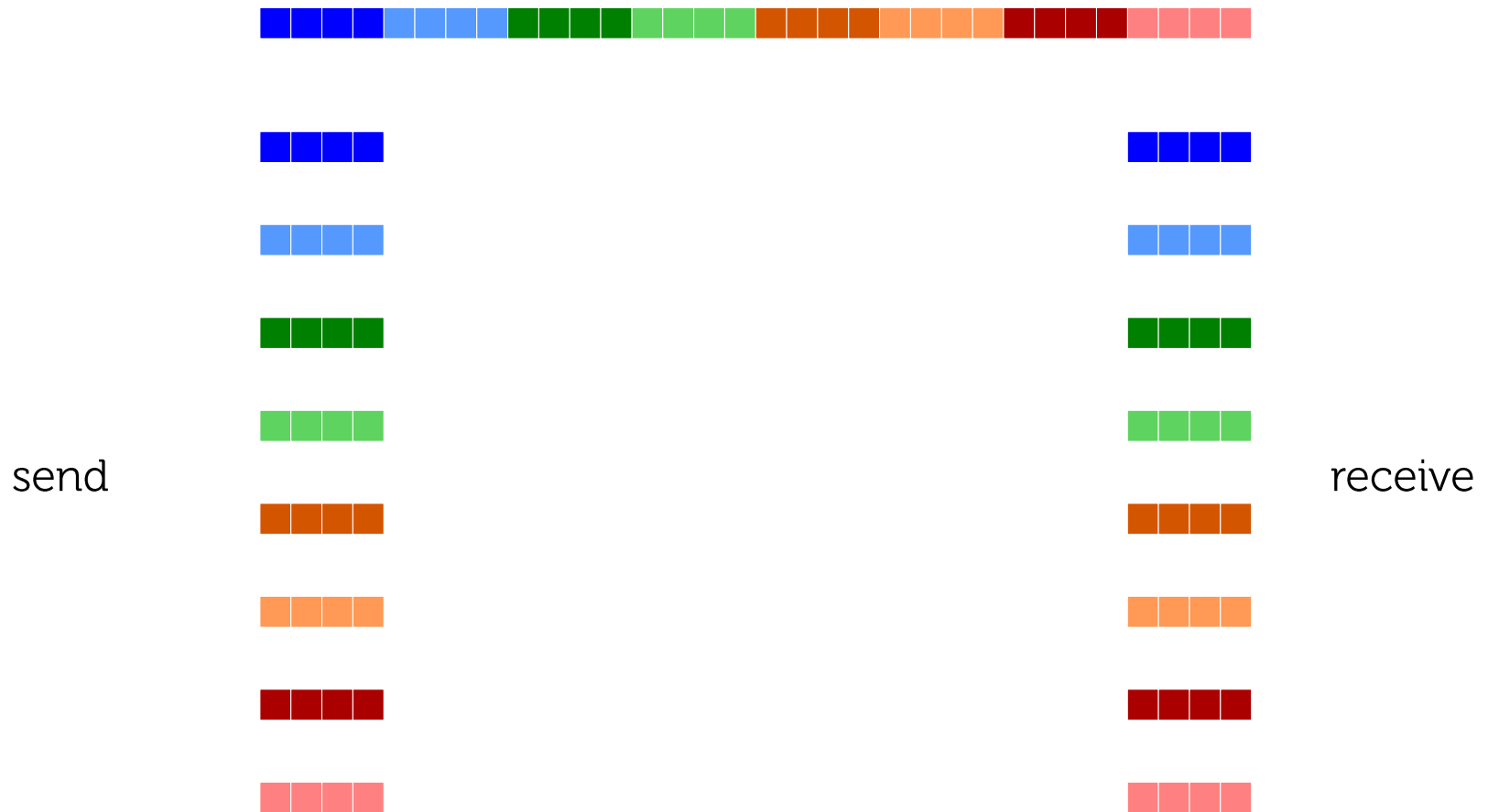
# Poisson Solver: Tree-Algorithm

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# Poisson Solver: Tree-Algorithm

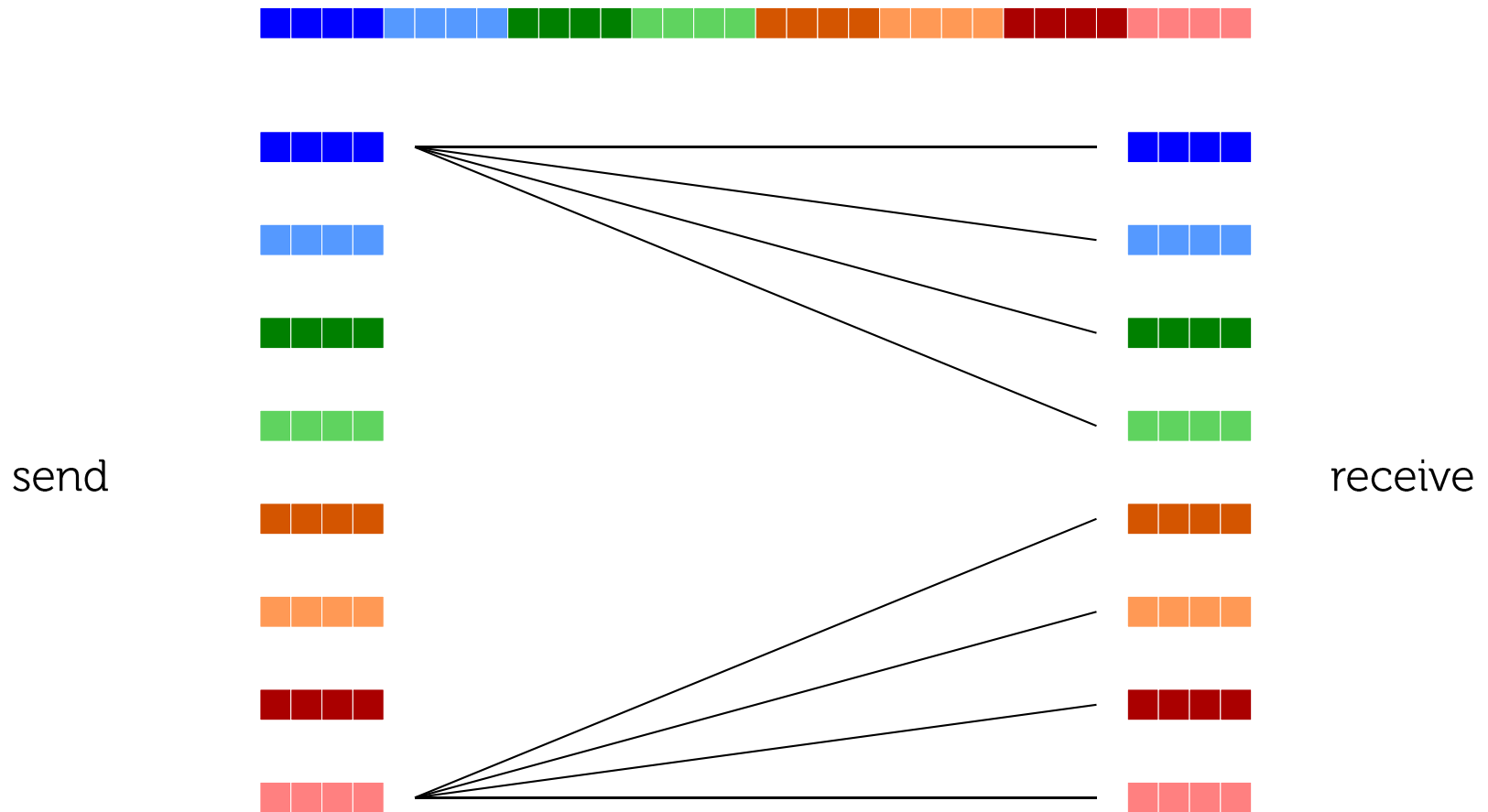
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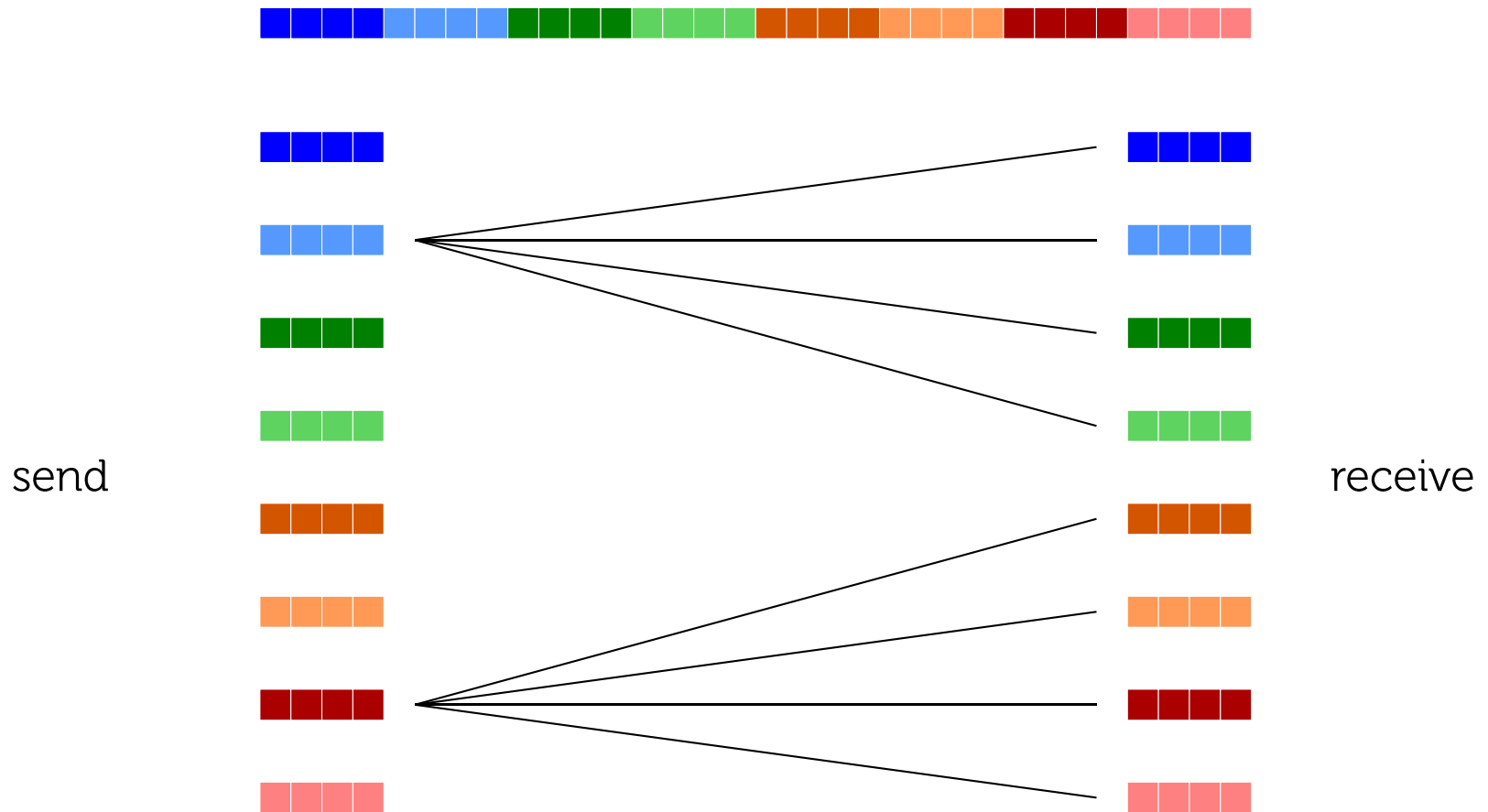


# Poisson Solver: Tree-Algorithm

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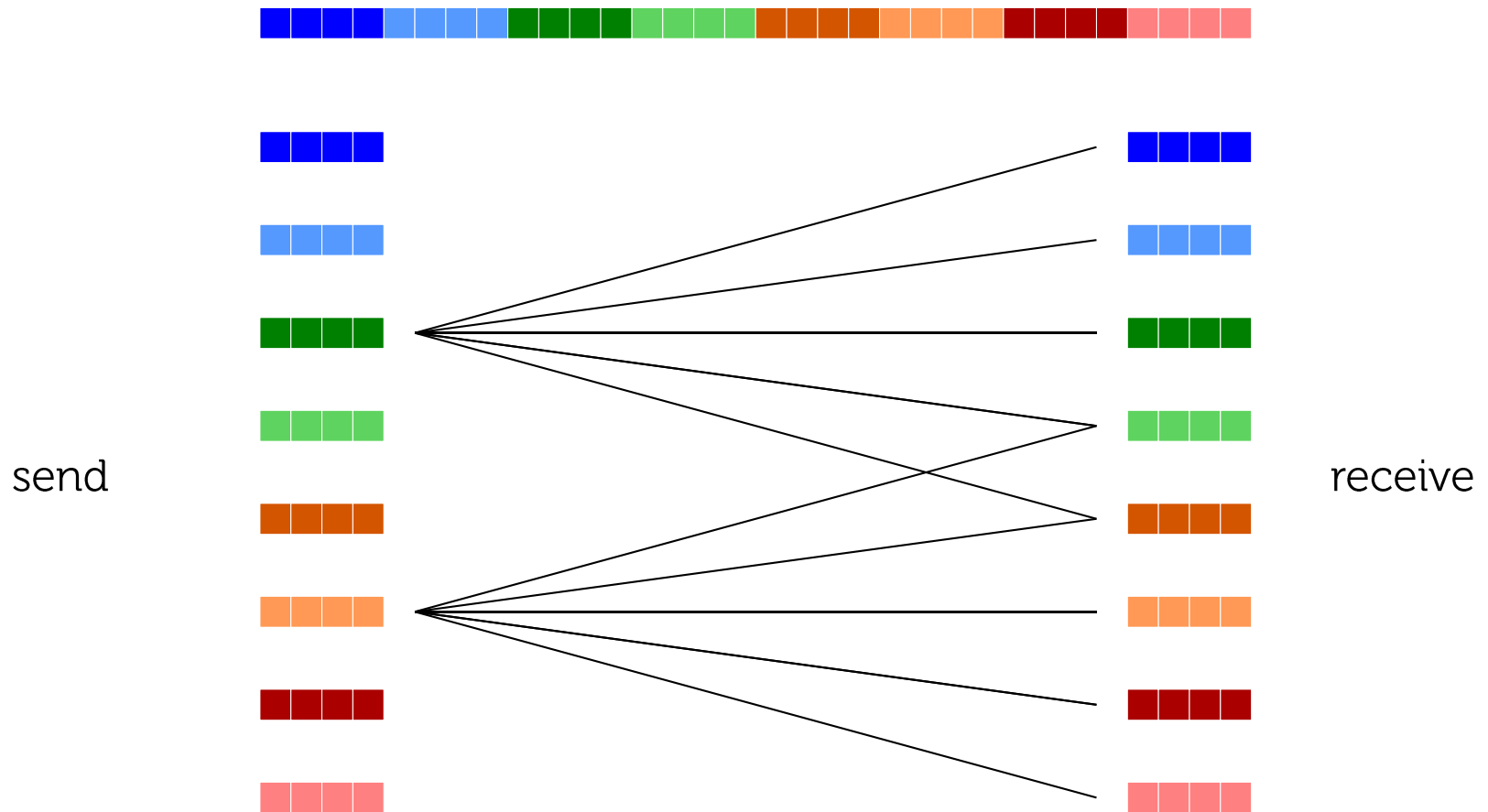


# Poisson Solver: Tree-Algorithm



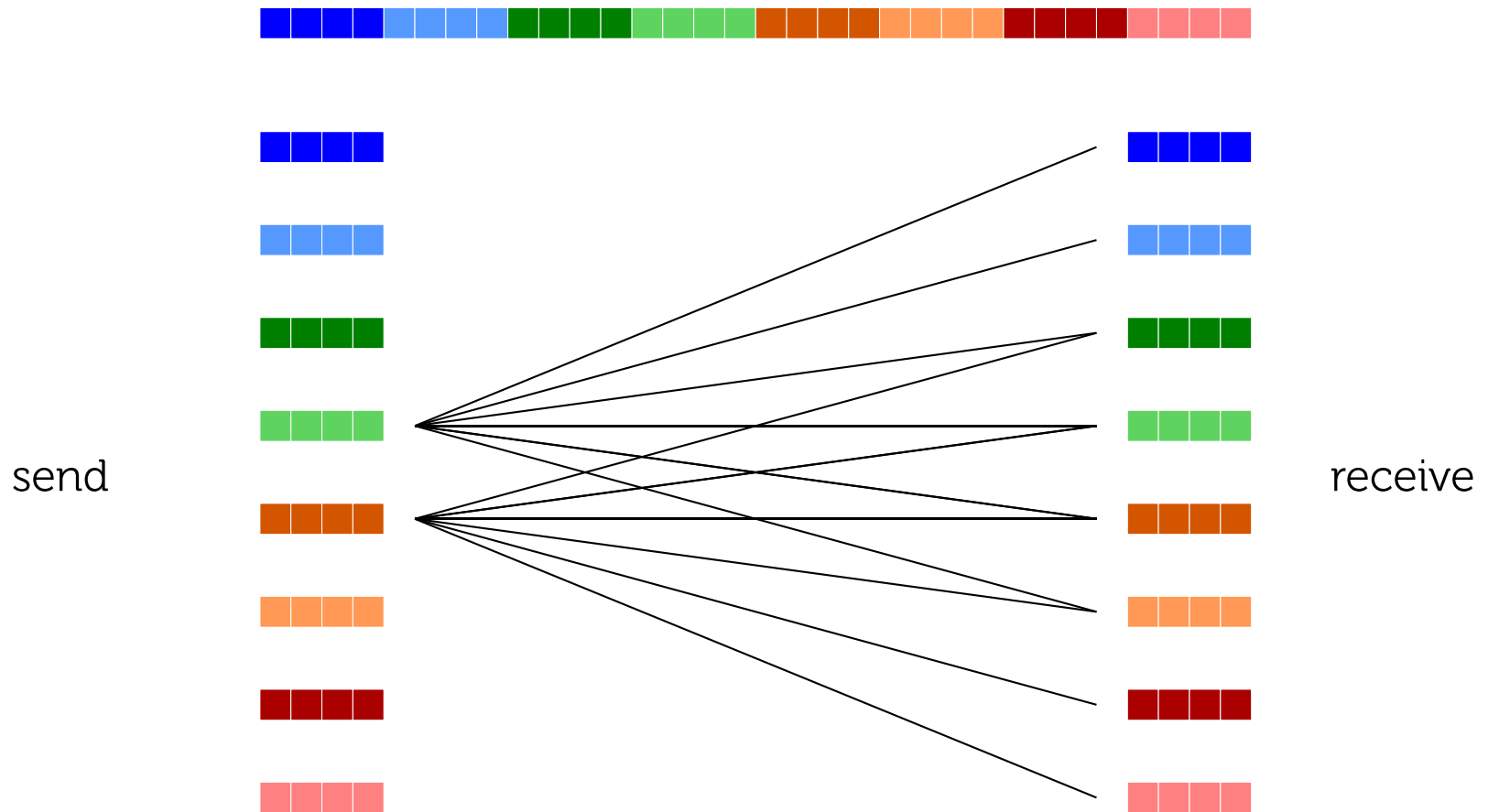
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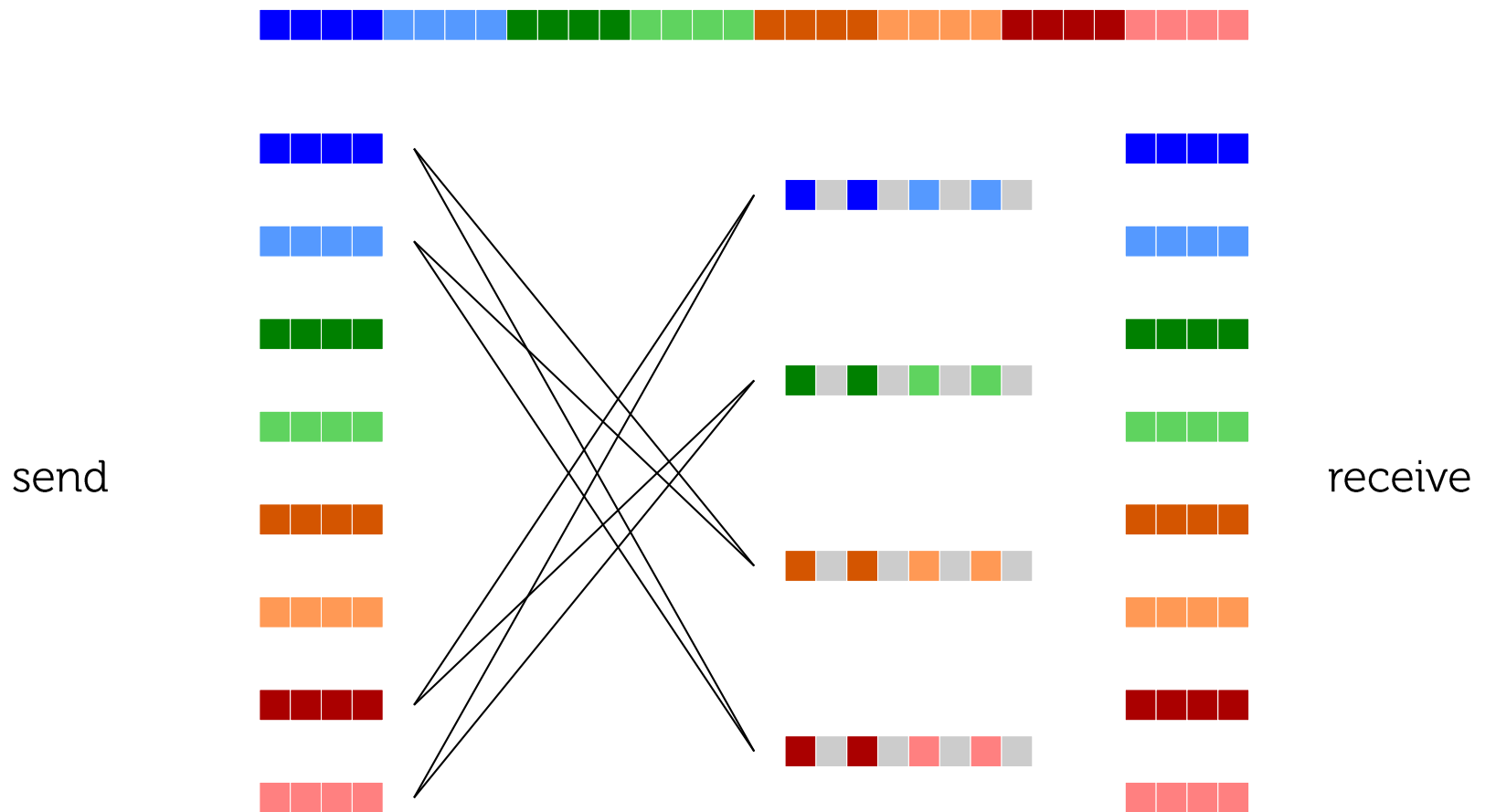


# Poisson Solver: Tree-Algorithm

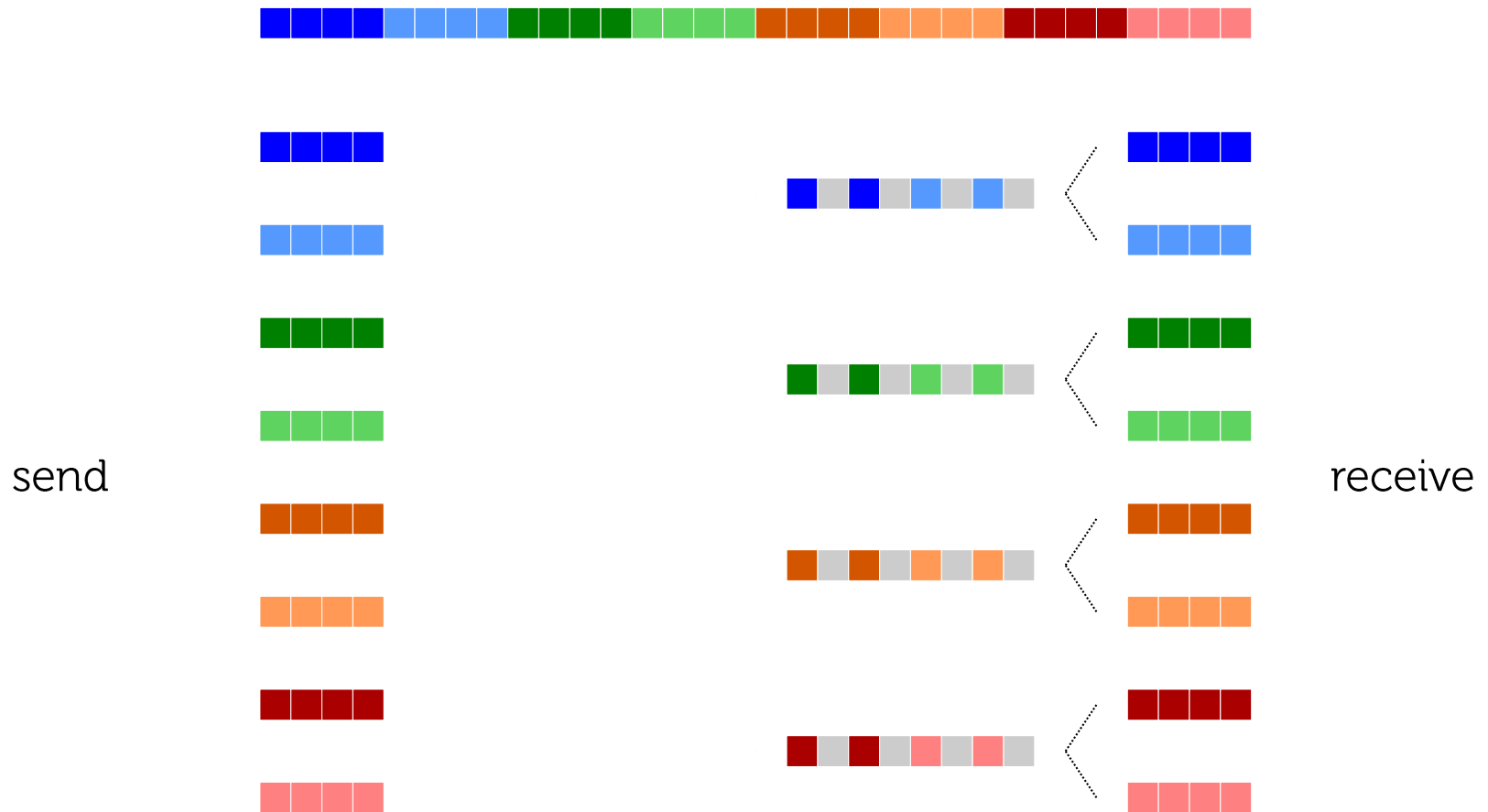
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# Poisson Solver: Tree-Algorithm



# Poisson Solver: Tree-Algorithm



# Conclusions

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- Incompressible Navier-Stokes solved using novel Lattice Green's Function method
- Solving Poisson problems is the most expensive operation
  - Current solver based on a direct block-to-block interactions
  - Goal for this term is to exploit smoothness of LGF far away from source using tree-like algorithm to compress information

# Questions?

