

# FTCS Solver

number density  $\left(\frac{\partial n}{\partial t}\right)^k$  time step  $n^{k+1} - n^k$

$$\left(\frac{\partial n}{\partial t}\right)^k = \frac{n^{k+1} - n^k}{\Delta t} + O(1)$$

Diffusion coefficient

$$\frac{n_{i,j}^{k+1} - n_{i,j}^k}{\Delta t} = D \left[ \frac{n_{i,j}^k - 2n_{i,j}^k + n_{i+1,j}^k}{\Delta^2 x} + \frac{n_{i,j-1}^k - 2n_{i,j}^k + n_{i,j+1}^k}{\Delta^2 y} \right] + R_{i,j}^k$$

Source term

Forward time: forward Euler approximation for first order approx time  
 Central Space: central difference stencil (2nd order accurate in space)

## Unsteady Diffusion Equation

$$\frac{\partial n}{\partial t} = \underbrace{-\nabla \cdot (n\vec{v})}_{\text{advection term}} + \underbrace{\nabla \cdot (D \nabla n)}_{\text{diffusion term}} + \underbrace{R}_{\text{source term}}$$

Movement caused by flow field (fluid carrying particles)

Spread due to random molecular motion

local creation or destruction

## Steady Diffusion Equation

1.  $\vec{v} = 0$  no flow: removes advection term
2.  $R = 0$  no sources: removes the source term
3.  $\nabla D = 0$  constant diffusion coefficient

$$\nabla \cdot (D \nabla n) = D \nabla^2 n$$

4.  $\frac{\partial n}{\partial t} = 0$  steady state: no time dependence

$$0 = D \nabla^2 n$$

$D \neq 0 \therefore \nabla^2 n = 0$  ← identical to steady heat equation

Connection to FTCS

Unsteady diffusion equation

$$\frac{\partial n}{\partial t} = D \nabla^2 n + R$$

$$\frac{n_{i,j}^{k+1} - n_{i,j}^k}{\Delta t} = D \dots$$

# Heat-Sink Cooling for Pulsed Rocket Firing

$$\frac{dT}{dt} = \alpha \nabla^2 T$$

insulating far side wall

$$\frac{dT}{dx} = 0 \quad (\text{zero-derivative Neumann BC})$$

hot side boundary condition ( $x=0$ )

$$h_g [T_{og} - T(x=0)] = k \frac{dT}{dx}$$

$h_g$ : convective heat transfer coefficient  
 $T_{og}$ : stagnation temperature of hot combustion gases  
 $k$ : thermal conductivity of the wall

$$\alpha = \frac{k}{\rho c_p}$$

$\rho$ : density  
 $c_p$ : specific heat capacity of wall material

When not firing

$$\frac{dT}{dx} = 0$$

When firing

$h_g, T_{og}$  constant       $k, \alpha$  constant throughout the wall

Questions:

- Does this simulation have several frames like a video?
- What dimensions does the 2D plot have, 1cm x 1cm?
- 1D to 2D?

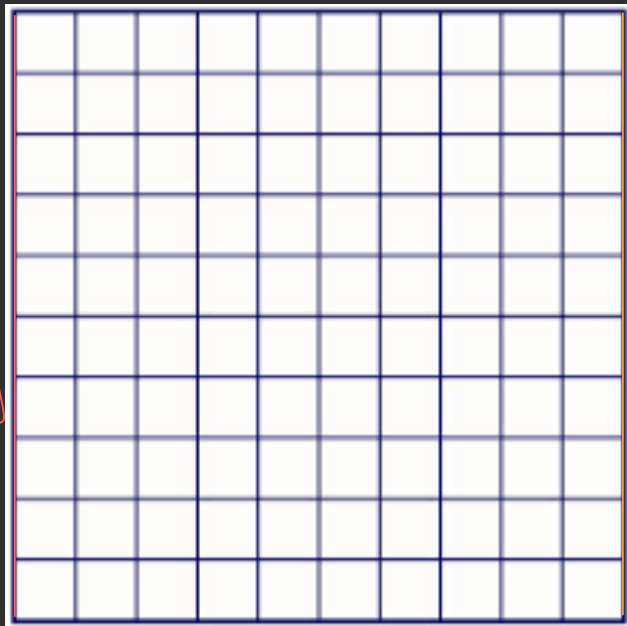
Recipe:

1. Spatial part is finite difference
2. Time part is forward euler method

$x=0$

$x=L=1\text{cm}=0.01\text{m}$

$y(\text{m})$



$$\frac{\partial T(t, L)}{\partial x} = 0$$

Thruster on:

$$\frac{\partial T(t, 0)}{\partial x} = \frac{h_g}{k} [T_{og} - T(t, 0)]$$

Thruster off:

$$\frac{\partial T(t, 0)}{\partial x} = 0$$

$x(\text{m})$

